

Answer all Questions.

All Questions carry equal marks

Exam Duration 3 hour

No books or papers are allowed.

Lecturer: Asim J. Al-Khalili

Question 1

2
2
3
3

- a. List programming techniques used in FPGAs and describe briefly two of these techniques.
b. Design a full adder and implement it:
b.1. Using 2:1 MUXs only. All inputs should be of non-inverting type.
b.2 Using 4 input MUXs only.
b.3 Using look up tables.

Question 2

Using Booth algorithm, design a circuit to implement the following function:

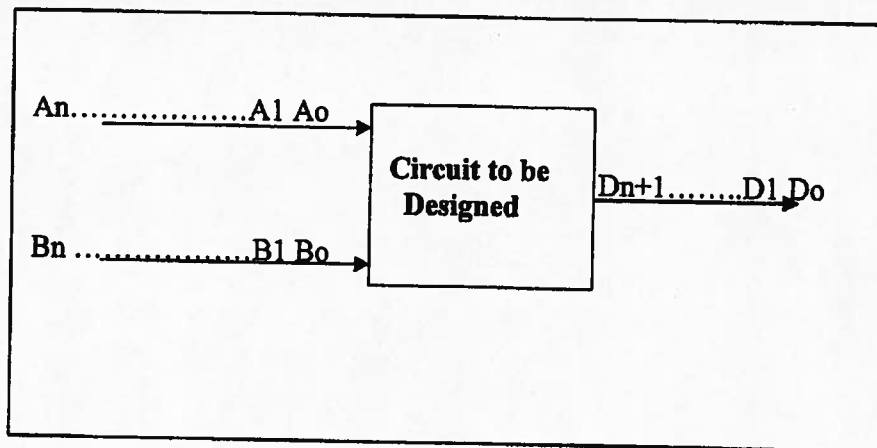
$$F = N^2 - 3 \quad N = -5$$

Evaluate your design in terms of speed and area

Question 3

Two unsigned binary numbers are arriving on lines A and B. It is required to subtract the numbers (A-B) and produce the difference at output line D. Design the sequential circuit starting with a state diagram

Fig. 1 of Question 3



Question 4

- Identify and list all possible paths of the circuit.
- Determine the maximum speed of operation at typical conditions for the circuit shown in Fig. 2 below. Timing parameters for all components are listed in Table 1. Assume skew is zero
- The circuit is implemented on a die which is packaged in a ceramic DIP with a thermal resistance of $30^{\circ}\text{C}/\text{W}$. Calculate the drop in maximum speed of operation if the die dissipates a power of 2Watts at an ambient temperature of 40°C . Assume $\Theta = 35 \text{ C/W}$ and $M=1.5$. Assume a voltage variation of $\pm 10\%$

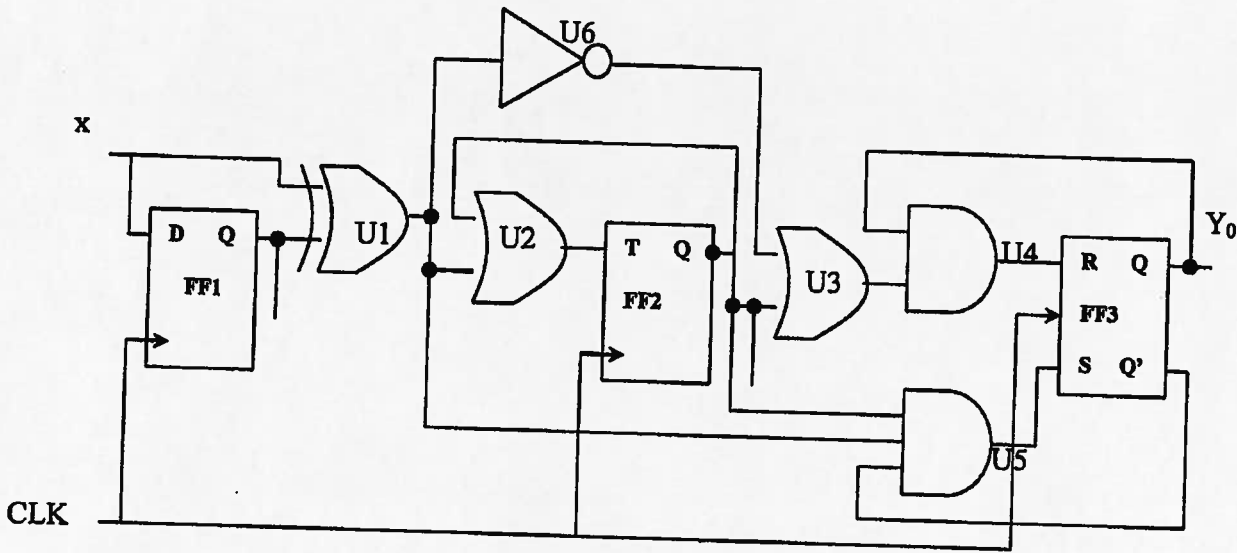


Figure 2

Component	T_p (ns)	Input Loading (UL)	K2	K1
Inverter	0.15	1	ns/fo	ns/UL
AND/XOR/OR	0.25	2	0.15	0.05
AND (3 input)	0.5	1.5	0.2	0.1
Flip Flops, (CK to Q)	1.5	2	0.25	0.2

$T_{su}=1 \text{ ns}, t_h = 0.5 \text{ ns}$

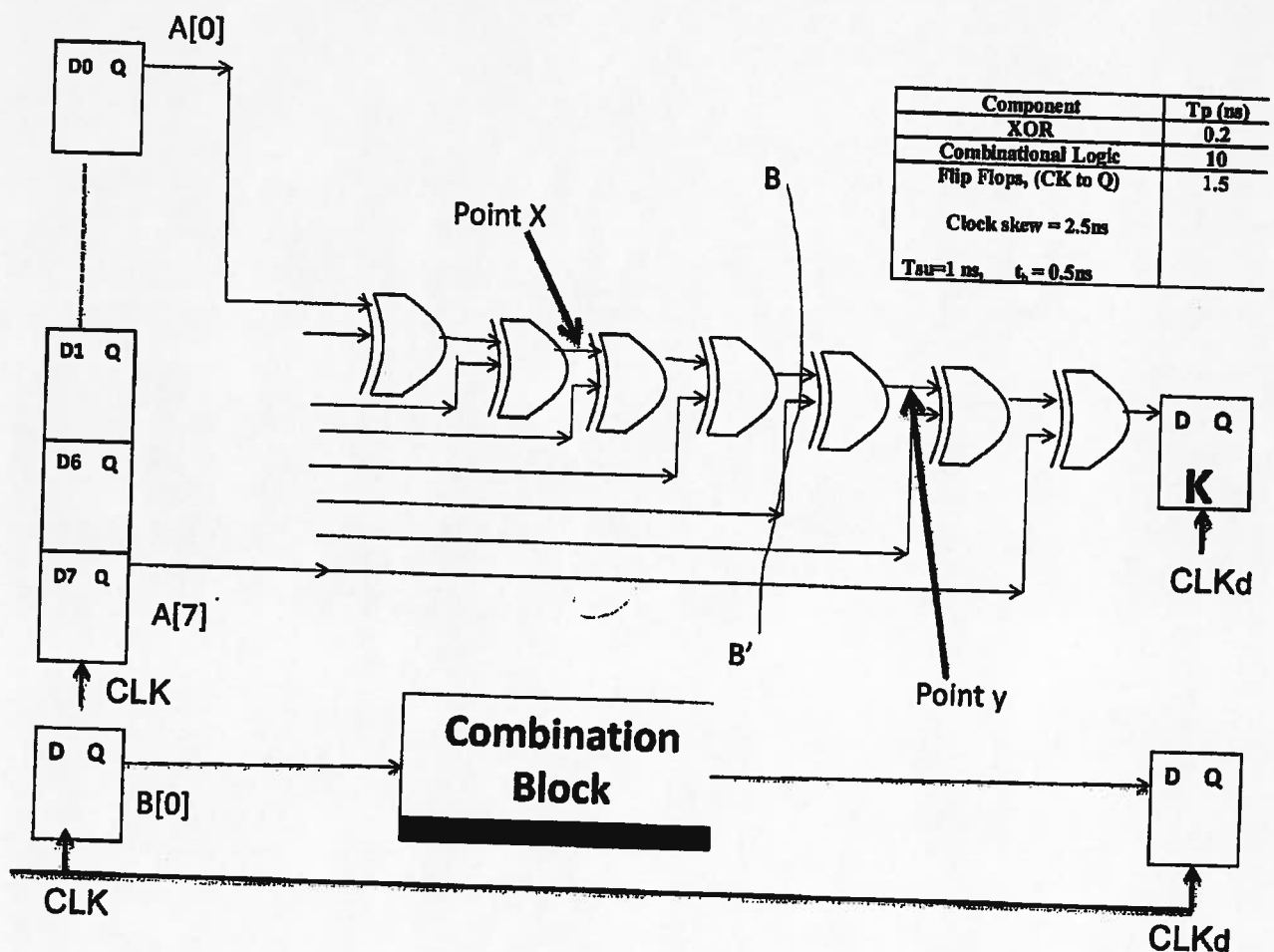
$$T_d = \left((T_p + K1 \sum N_i + K2 ML) * K' \right), \quad K' = K_T * K_V * K \quad K_T = \left(\frac{T_2}{T_1} \right)^{1.5},$$

$$T_J = T_{amb} + \Phi J_a * P_d, \quad K_V = \frac{1}{1 + 0.01 * f_v}$$

Question 5

A registered parity checker is shown in Fig. below. The timing parameters for all components are listed in Table below.

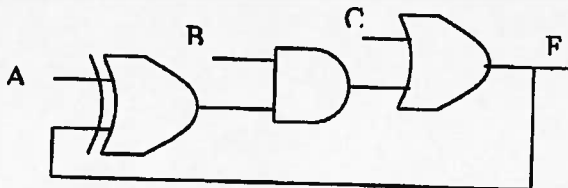
- Determine the maximum frequency of operation
- Determine the minimum slack time for the hold time for F/F K.
- All inputs D_0 to D_7 and D arrive at the input of the FFs at time $-\infty$. First clock edge arrives at time 0 . Determine "Required time" and "Arrival time" at points X and Y.
- Determine the maximum frequency of operation if a pipeline is inserted at B-B', assuming zero clock skew.



Question 6

For the circuit shown below,

- a) Write a structural VHDL code for the entity .



- b) For the VHDL code below draw the circuit, identifying all ports and signals clearly.
Can you deduce the circuit operation?
What libraries we would need to include for the code to operate correctly?

entity circuit **is**

port(a: **in** BIT_VECTOR (7 **downto** 0)

out1: **out** BIT);

end circuit;

architecture structural **of** circuit **is**

signal sig1: BIT_VECTOR (1 **to** 6);

begin

for i **in** 0 **to** 6 **generate**

if i=0 **generate** --

sig1 <= a(i) **xor** a(i+1);

end generate; -- i=0 case

if (i >= 1 **and** i <= 5) **generate**

sig1(i+1) <= sig1(i) **xor** a(i+1);

end generate; -- 1 < i < 5 case

if i=6 **generate**

out1 <= sig1(i) **xor** a (i+1);

end generate; -- i=6 case

end generate;

end structural;

Q1. Dec 2011

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a) EEPROM, EPROM, SRAM, PLA, PAL, PLDs are ^{some} programming techniques in FPGAs.

One such technique is the EEPROM technique. In this technique the program will be saved on a non-volatile memory so that there is no need to replace the PROM, rather re-program the PROM electronically on the board directly.

One other is SRAM technique. SRAMs are volatile memory, however they are fast and easily re-programmable, however they are expensive. Advantage: immediate on board programming. Disadvantages: are the fact that they are volatile, so, when power is turned off they lose their value.

b)

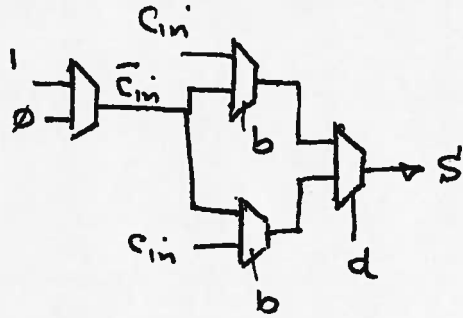
A full adder design

a	b	c_{in}	S	c_{out}
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

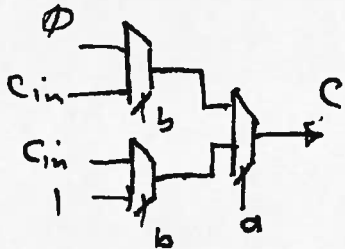
$$S = \bar{a}\bar{b}c_{in} + \bar{a}b\bar{c}_{in} + a\bar{b}\bar{c}_{in} + abc_{in}$$

$$c_{out} = a\bar{b}c_{in} + a\bar{b}c_{in} + ab$$

Q1 Continued Dec 2011
b1)

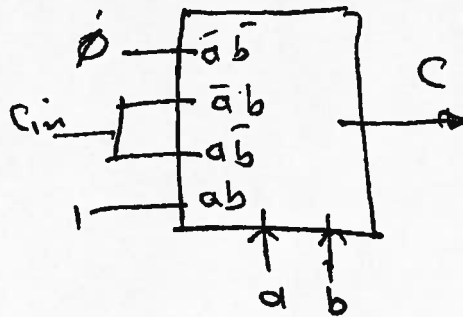
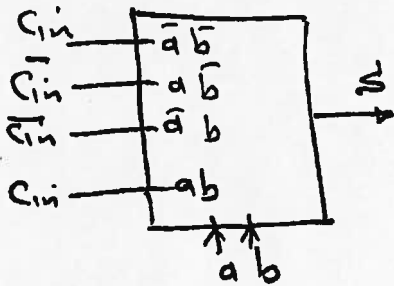


$$S = \bar{a}(b\bar{c}_{in} + b\hat{c}_{in}) + a(\bar{b}\bar{c}_{in} + b\hat{c}_{in})$$

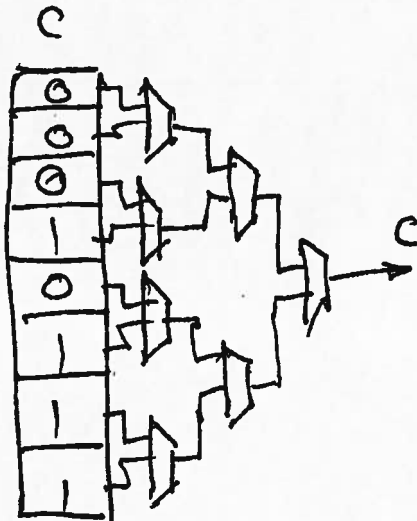
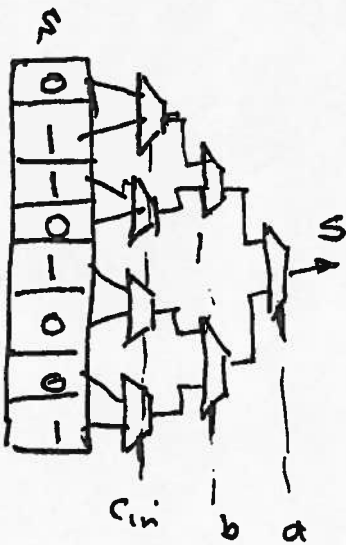


$$C = \bar{a}(bc_{in} + 0) + a(\bar{b}c_{in} + b)$$

b2



b3)
abc
000
001
010
011
100
101
110
111
decode



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$N = n_3 n_2 n_1 n_0$

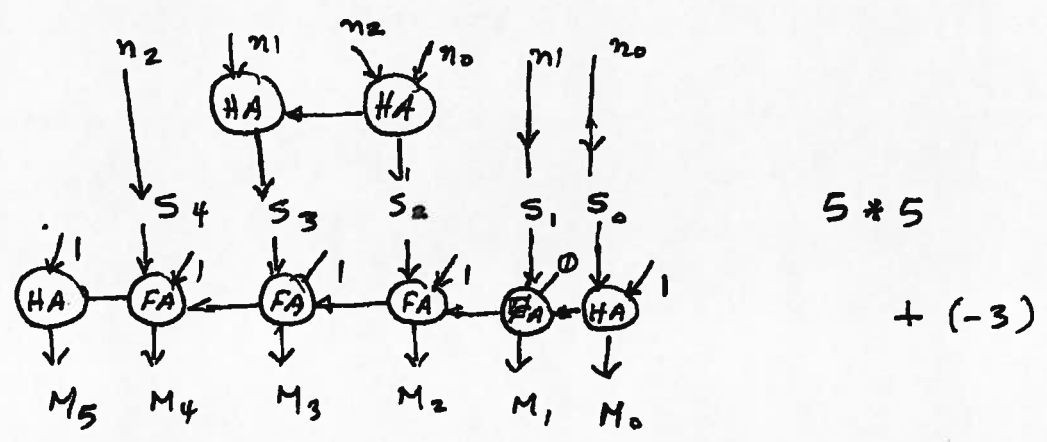
$-3 = 1101$ 2's Complement form

$(-5)^2 = (5)^2$ Always +ve no need for Conversion

Encoding Booth

0101	
01010	
000101	
010100	
011001	$S_5 S_4 S_3 S_2 S_1 S_0 = 5 \times 5 = 25$
111101	+ (-3)
000110	--- 22

n_3	n_2	n_1	n_0
n_3	n_2	n_1	n_0
n_2	n_1	n_0	n_0
Carry	n_0		



Speed $2 \gamma_{HA} + 4 \gamma_{FA}$

Area $4^A_{FA} + 4^H_{HA}$

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a) $T = t_{cq} + t_{\Sigma} + t_{su} - t_{cs}$
 $T = 1.5 + 10 + 1 - 2.5 = 10 \text{ ns}$
 frequency = $\frac{1}{10 \text{ ns}} = 100 \text{ MHz}$

Since the combinational logic delay $10 \text{ ns} > 7 * 0.2$ then this is the critical path

b) To calculate the hold time slack we calculate the shortest path

Shortest path: $D7 \rightarrow 7 \text{ XORs} \rightarrow DK$

$T' = 1.5 + 0.2 * 7 = 2.9 \text{ ns}$

Hold Slack = $T' - 0.5 = 2.9 - 3.0 = -0.1 \text{ ns}$

c)

Arrival Time
 $t_{cq} + n * \text{XOR delay}$
 $X \quad 1.5 + 0.2 * 2 = 1.9 \text{ ns}$

$Y \quad 1.5 + 0.2 * 5 = 2.5 \text{ ns}$

Required Time

$T + t_{cs} - t_{su} - n * \text{XOR delay}$

$10 + 2.5 - 1 - 5 * 0.2 = 10.5 \text{ ns}$

$10 + 2.5 - 1 - 2 * 0.2 = 11.1 \text{ ns}$

d) The insertion of the pipeline has no effect because it is in short path while $10 \text{ ns} \gg 1.4 \text{ ns}$, but removal of the clock skew has an effect which will reduce the clock frequency

$T = 1.5 + 10 + 1 - 0 = 12.5$

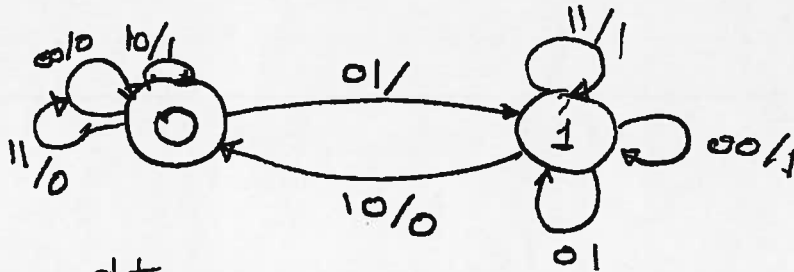
$f_{\text{max}} = 80 \text{ MHz}$

Q3

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Dec 2011

Two states Borrow & No Borrow, with two inputs & two outputs
 $\left\{ \begin{matrix} A, B \\ D, B_0 \end{matrix} \right.$

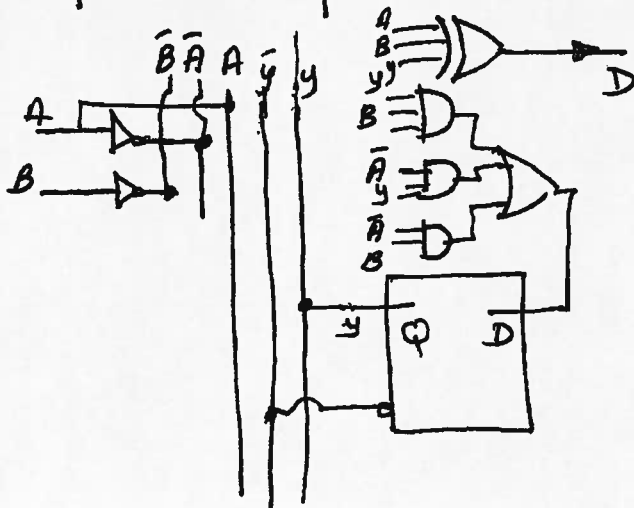


No Borrow = 0 state with Borrow = 1 state

Present State	y+				D			
y	00	01	11	10	00	01	11	10
0	0	1	0	0	0	1	0	1
1	1	1	1	0	1	0	1	0

$$y^+ = D_{input} = yB + y\bar{A} + \bar{A}B$$

$$D_{input} = y \oplus A \oplus B$$



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9)

entity exam is

```

Port (A, B, C : in BIT; F : out Bit)
end exam;

```

Architecture Question of exam is

```

Component and2 port (a, b : in Bit; c : out Bit); end Component;
Component or2 port (a, b : in Bit; c : out Bit); end Component;
Component xor2 port (a, b : in Bit; c : out Bit); end Component;
Signal temp1, temp2 : Bit;

```

begin

```

A1: and2 portmap (a, temp2, temp1);
A2: or2 portmap (c, temp2, F);
A3: xor2 portmap (A, F, temp1);
end Question;

```

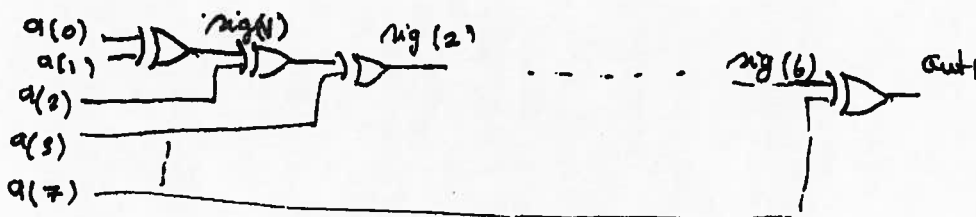
b)

Code correction: These are underlined below:

```

Port (a : in Bit-vector (7 downto 0));
sig1 (i) <= a(i) XOR a(i+1)

```



The library code is

```

library STD;
use STD.all

```

The circuit is ^{even} parity checker