

Due: Monday May 6, 5pm

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### Problem 1: DSP Arithmetic

The objective of this problem is to compare two divider designs: CORDIC and Newton-Rhapson, using MATLAB/Simulink blockset. You need to calculate  $1/N$ , where  $N$  is an 8-bit input operand with 5 fractional bits, signed (8, 5). Assume that minimum value for  $N$  is  $2^{-5}$ .

- a) Realize the fixed-point divider using bit-parallel CORDIC architecture in Simulink (using basic Simulink blocks). Determine the number of bits at the output to be within 0.001% of the ideal output. How many iterations are needed to converge to the desired (0.001%) accuracy?
- b) Realize the divider (in Simulink) using Newton-Rhapson iterative formula. For the same number of bits as in 1a, how many iterations are needed to converge to the same accuracy? Choose initial condition so that the algorithm is guaranteed to converge. Compare the results with 1a.
- c) Implement the initial condition circuit that guarantees convergence in 4 iterations.

### Problem 2: Iteration Bound

Consider critical path for the two dividers from 1. What is their iteration bound? The iteration bound is defined as  $\max\{\text{loop delay} / \text{number of registers in the loop}\}$ .

### PROBLEM 3: Quantization Effects and General Knowledge

- a) We need to add two finite-precision numbers with (12,4) and (7,3) bits. The numbers indicate (*total, fractional*) bits. What is the required wordlength that doesn't degrade the accuracy of the result for the following cases:

**2's complement:**

**Sign-magnitude:**

**1's complement:**

- b) 2's complement has lower switching activity than sign-magnitude arithmetic: **T** **F**

*Due to:*

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- c) Each bit of quantization improves SNR by 3dB: **T** **F**

*Explanation:*

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d) Truncation works well in feedback systems: **T** **F**

*Because:*

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e) Pipelining can reduce energy by \_\_\_\_\_,  
or increase throughput because \_\_\_\_\_.

f) Inserting pipeline registers into recursive loops does not alter functionality. **T** **F**

*Explanation:*

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g) In leakage-limited scaling, voltage can decrease faster than transistor size. **T** **F**

*Because:*

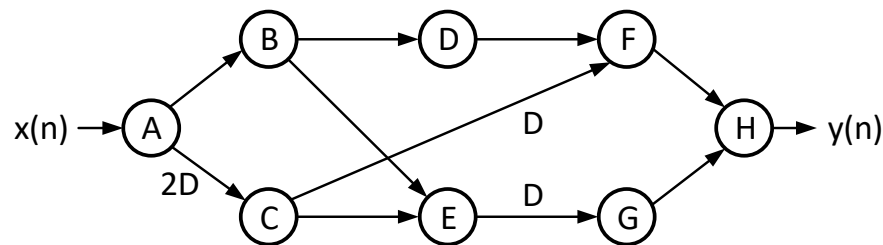
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h) Dark silicon (utilization wall) occurs

*because* \_\_\_\_\_

#### Problem 4: Data-flow Graphs

Consider the data flow graph shown below. Assume the time required for each operation is  $T$ .



a) What is the maximum achievable sample rate?

b) Place pipeline registers at appropriate feed-forward cutsets such that the sample rate of this system can be approximately equal to  $1/2T$ . Clearly identify the feed-forward cutsets and count the total number of pipeline registers required.

### Problem 5: Constant Multiplier

Consider a system that multiplies a 10-bit input  $X$  ( $s(10,9)$ ) with the signed constant  $C = 1.100100111$  ( $s(10,9)$ ).

- a) Design the constant multiplier  $C \cdot X$  using only adders, shifters, and logic gates (AND, OR, NOT, etc.) as building blocks. You can abstract logic gates by drawing multiplier structure as in slide 6.29. What is the wordlength at the output?
- b) How many 1-bit full adders does your multiplier use? What is the critical-path delay?
- c) What is the output of the multiplier for following inputs:

$$X = 0111111111$$

$$X = 1000000101$$