

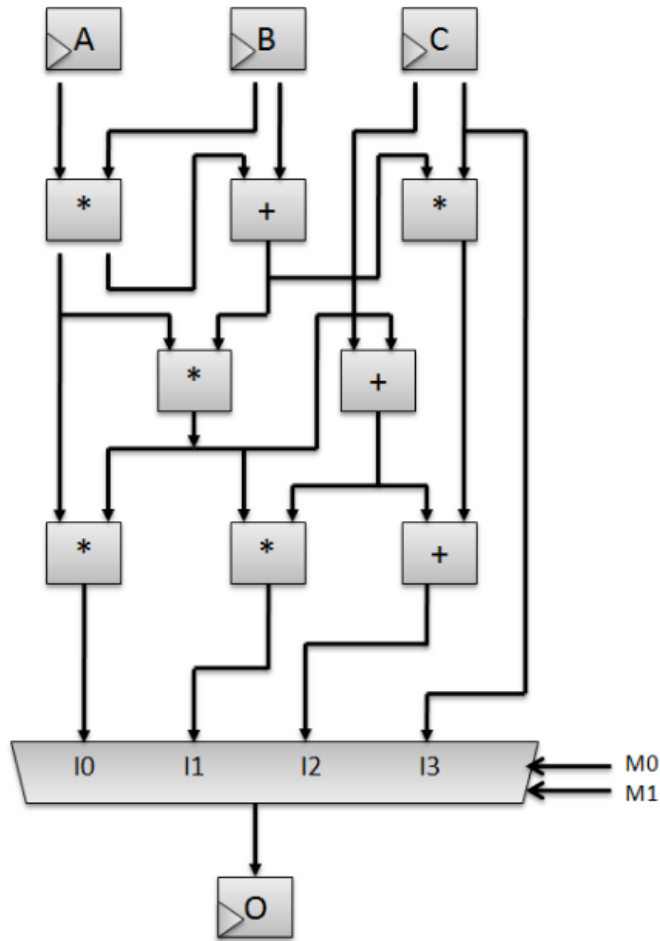
b) Draw the state diagram of a six state UP/Down Counter. Resolve the design using FSM decomposition. (6 Marks)

3 a) Determine the register-to-register critical path and the longest path delay for the circuit.

Assume no wire delay, and the following component delays:

Multipliers take 5 ns ,Adders take 2 ns , Multiplexers take 1ns .Based on the longest path delay obtained, what should the frequency of this circuit be?

(6 Marks)



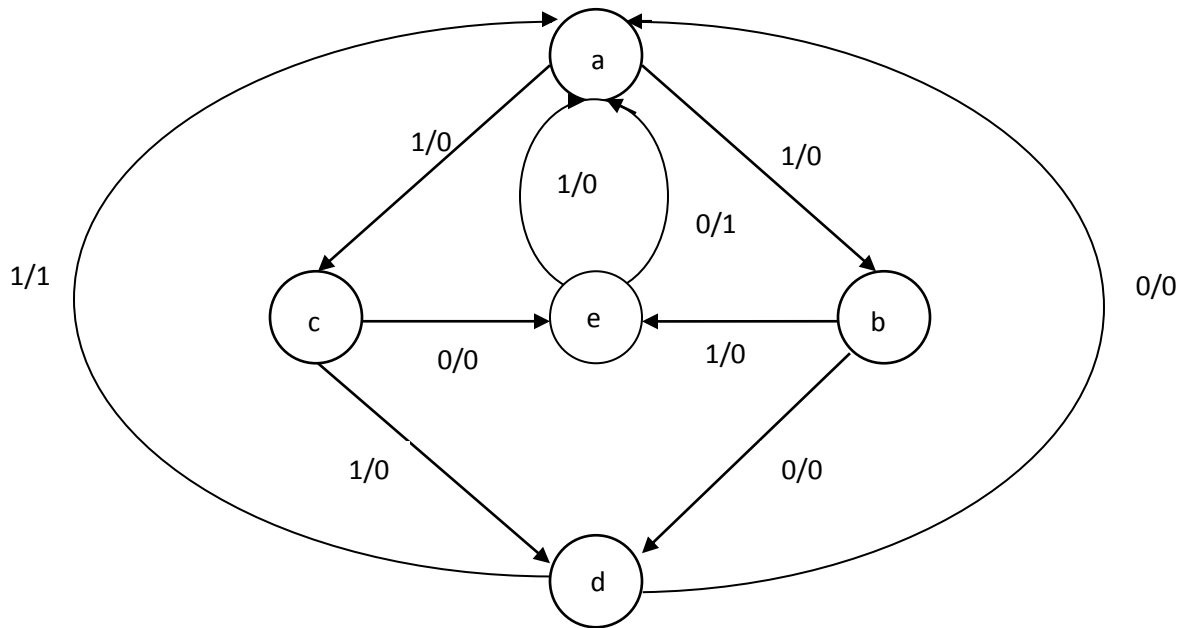
b) By using Hierarchy concept compose a 1024 x 8 ROM using only 512 x 4 ROMs .Also explain the types of ROMs and its advantages (12 Marks)

OR

4. a) Design the data path architecture of an 8 word 16-bit queue .Create an FSM describing the queue controller ,care full attention to correctly setting the full and empty output. (10 marks)

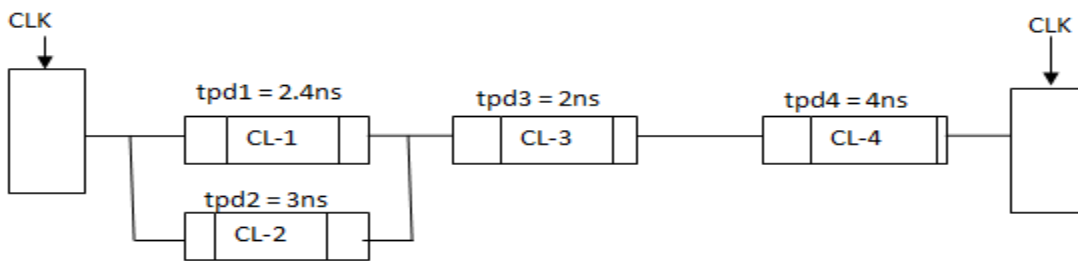
b) Introduce the concept of behavioral level design with the example of SAD for video compression. Explain HLSM templates for each assignment in C-code and design the HLSM for SAD. (8 Marks)

5. Design a sequential circuit using D Flip-Flops for the state diagram given below. Use state assignment rules for assigning states and compare the required combinational circuit with random state assignment. (9+9=18 Marks)



OR

6. What is latency and throughput? A circuit with no pipelining is shown. Estimate the latency and throughput if two and three stage, pipelining are employed. (3+5+5+5=18 Marks)



Timing details are as follows

Tpd1=2.4 ns; tpd2=3 ns; tpd3=2ns; tpd4=4ns

