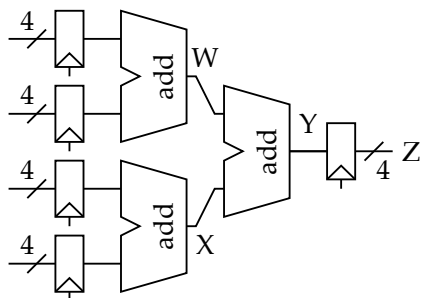


5.4. Tree-Based Quad Adders



Area



Time/Cycle

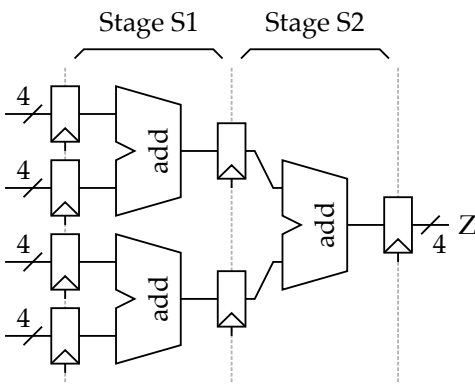


Simulation Table

Cycle	Input	After Reg	W	X	Y	Z
0	3, 1, 2, 0					
1	5, 4, 0, 6					
2	4, 5, 3, 1					
3	2, 3, 5, 4					
4						
5						

Transaction Diagram

	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Transaction A														
Transaction B														
Transaction C														
Transaction D														

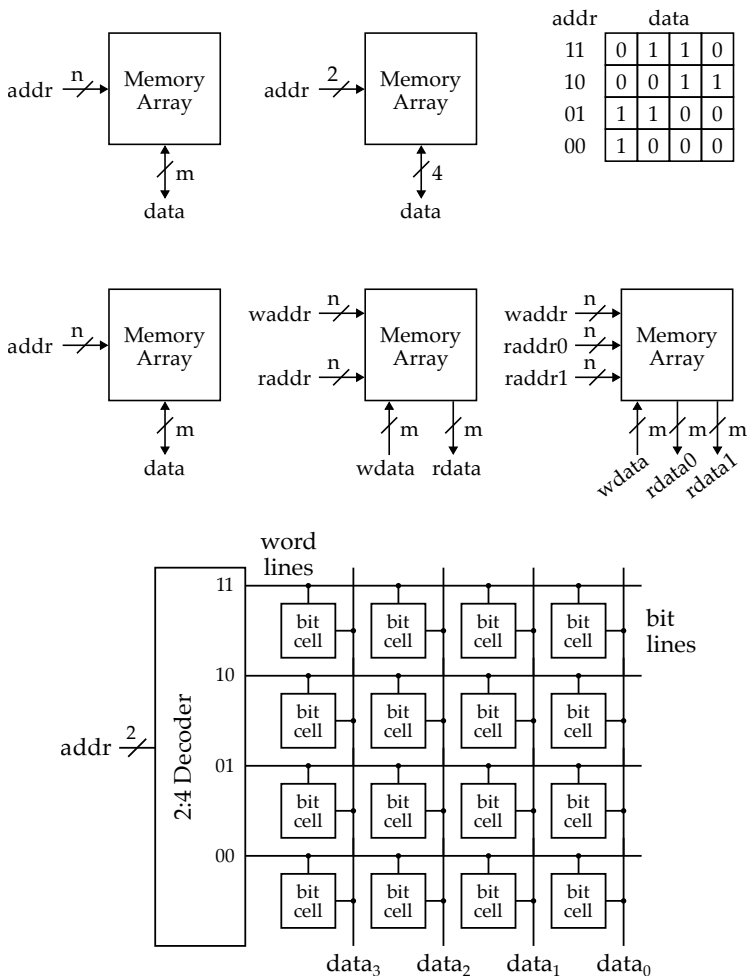
**Area****Time/Cycle****Simulation Table**

Cycle	Input	Stage S1	Stage S2	Stage S3	Z
0	3, 1, 2, 0				
1	5, 4, 0, 6				
2	4, 5, 3, 1				
3	2, 3, 5, 4				
4					

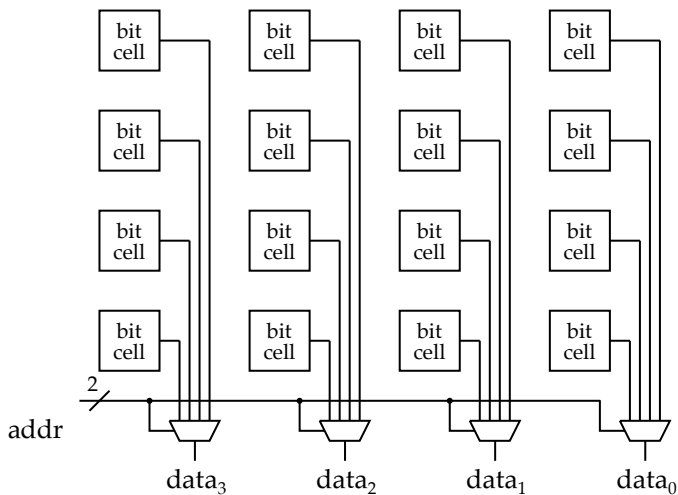
Transaction Diagram

	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Transaction A														
Transaction B														
Transaction C														
Transaction D														

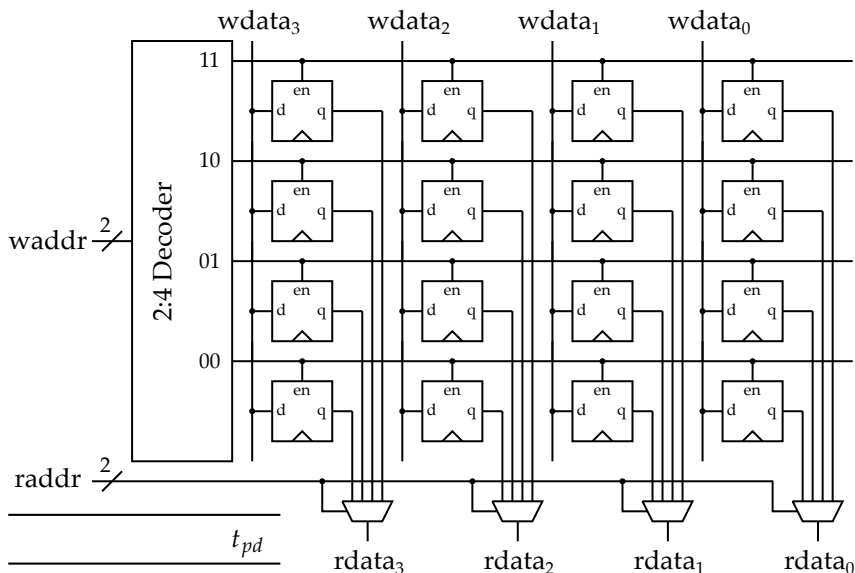
6. Memory Arrays



6.1. Read-Only Memories



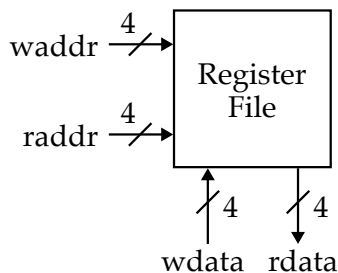
6.2. Register Files



	t_{pd}
2-to-4 Decoder	4τ
1-bit 4-to-1 Mux	10τ
FF (t_{cq})	9τ
FF ($t_{d,setup}$)	10τ
FF ($t_{en,setup}$)	8τ

Path	Propagation Delay

- We can build a delay model of a register file and then use this model when analyzing more complex hardware designs

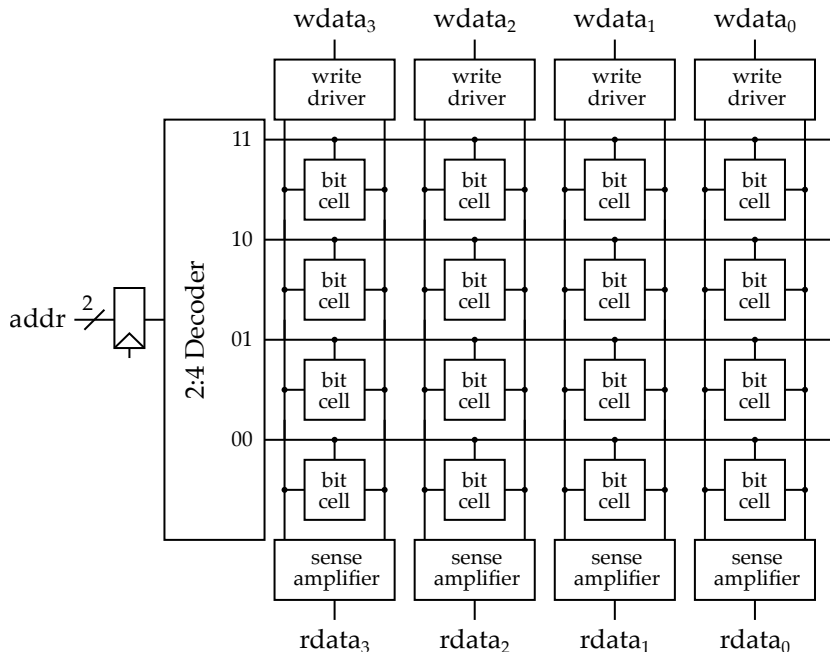


4×4b Reg File ($t_{pd,cq}$)

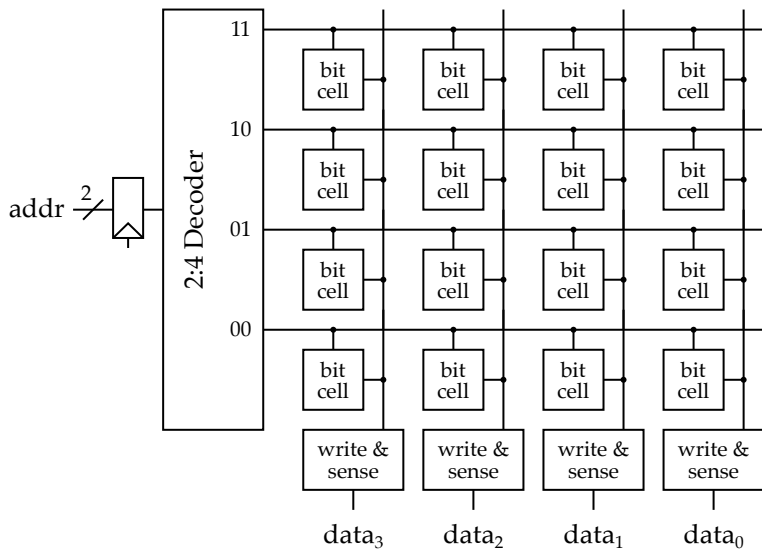
4×4b Reg File ($t_{pd,read}$)

4×4b Reg File (t_{setup})

6.3. Static Random Access Memories (SRAM)



6.4. Dynamic Random Access Memories (DRAM)



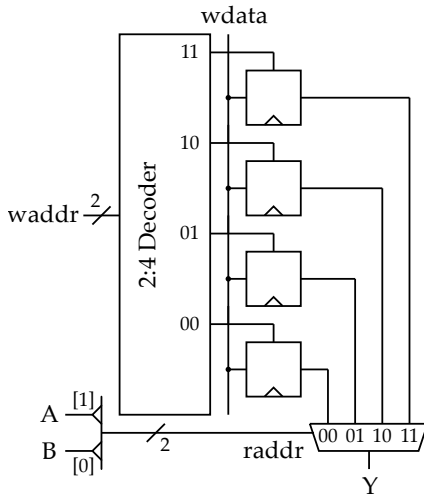
6.5. Comparing Memory Arrays

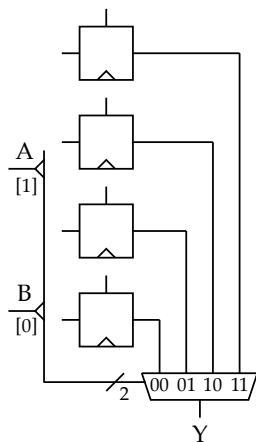
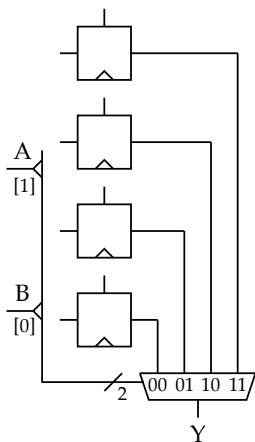
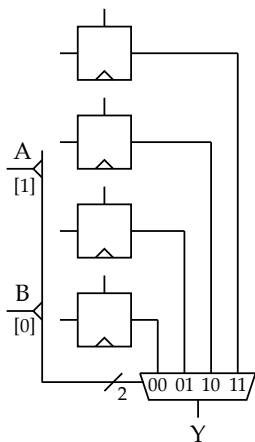
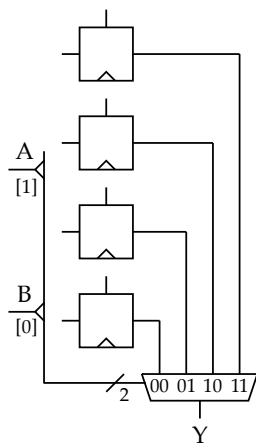
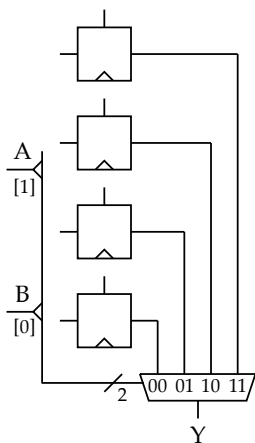
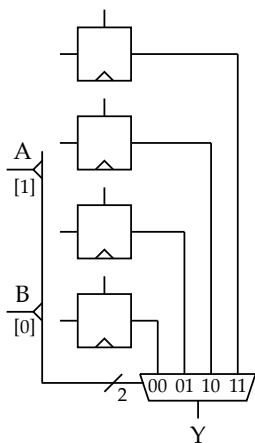
Memory Type	Transistors per Bit Cell	Density	Latency
Register File			
SRAM			
DRAM			

7. Programmable Logic

- Programmable logic uses sequential logic-gates to enable reconfiguring (“programming”) the behavior of hardware after a chip has been fabricated

7.1. Programmable Truth Tables





7.2. Field Programmable Gate Arrays

