Computer Science and Engineering 2021.03

Sample Final Test

Answer all questions in the space provided

Student Given Name: _____

Student Id. No: _____

| Question | Value | Score |
|----------|-------|-------|
| 1 | 30 | |
| 2 | 20 | |
| 3 | 50 | |

Question 1. [30 points, 10 such questions]

1. [3 points] In the standard carry-lookahead we make use of two signals g and p. What is their proper name?

g for generate p for propagate

2. [3 points] What is the disadvantage of one-bit branch prediction. *mispredicts twice the branch in an inner for-loop*

3. [3 points] What are the three types of hazards in pipelines. Structural hazards Data hazards Control hazards

4. [3 points] What is the simplest hardware technique to reduce the stalls due to hazards like

slli x5, x5, 3
add x5, x5, x10
forwarding (aka bypassing)

5. [3 points] What is the basic principle that guides the design of memory hierarchies

Make the common case fast

6. [3 points] Inside what Verilog contruct can we have a repeat statement.

inside an always or an initial

7. [3 points]

8. [3 points]

9. [3 points]

10. [3 points]

Question 2.

[20 points]

1. [7 points]

2. [7 points] Write the truth table for the following logic function

F = A + BC + B'C'

Question 3.

[50 points]

1. [20 points] Assume you are given a module called incr that implements a combinational circuit that has a four bit input and a four bit output. The output is the input plus one. Write a simple Verilog module that has an one bit input C, another one bit input pulse and a four bit output Z. The output is normally zero when the input C is zero, but when the input C becomes one, then at the next sixteen pulses (pulse) the circuit counts from zero to fifteen and back to zero (i.e. 0, 1, 2, ..., 14, 15, 0, 1...)

```
(net 0, 1, 2, ..., 14, 15, 0, 1...)
module cntr(C, pulse, Z);
input C, pulse;
output reg [3:0] Z;
wire [3:0] Zin;
incr myincr(Zin, Z);
always @(posedge pulse)
if (C)
Z <= Zin;
always @(posedge C)
Z <= 4'b0000;
endmodule // cntr
```

2. [7 points] Write three versions of a module that implements a half adder using

- (1) the always construct of Verilog
- (2) the assign construct

```
(3)
     the primitive gates AND, OR, NOT.
     module hadd1(S, Cout, a, b);
        output S, Cout;
        input a, b;
        assign S = a^b;
        assign Cout = a&b;
     endmodule // hadd1
     module hadd2(S, Cout, a, b);
        output S, Cout;
        input a, b;
        xor (S, a, b);
         and (Cout, a, b);
     endmodule // hadd1
     module hadd3(S, Cout, a, b);
        output reg S, Cout;
        input a, b;
        always @(a,b)
          begin
              S = a^b;
              Cout = a\&b;
           end
     endmodule // hadd1
```