

(October 18th @ 5:30 pm)

PROBLEM 1 (20 PTS)

- | Decimal | BCD | Binary | Reflective Gray Code |
|---------|--------------|---------|----------------------|
| | | | 110111 |
| | 000101100010 | | |
| | | 1000101 | |

- | REPRESENTATION | | | |
|----------------|--------------------|----------------|----------------|
| Decimal | Sign-and-magnitude | 1's complement | 2's complement |
| -63 | | | |
| | | | 10000 |
| | | 10100 | |
| | | | 011101 |
| | 1100000 | | |
| | | 11111 | |

- ✓ 17.875 ✓ -16.3125

The figure illustrates a priority encoder circuit and its timing behavior. The circuit diagram shows a 4-to-2 priority encoder with inputs P_3, P_2, P_1, P_0 and outputs Y_1, Y_0 . An active-low output Z is also present, with a note indicating $z=0$ when $P=0000$. The output f is the OR of Z and the inverted output of a 2-to-1 multiplexer. The timing diagram shows the waveforms for $w, E, P_3, P_2, P_1, P_0, Y, X, Z, S, k$, and f over time. The diagram shows that when P_3 is high, Y is 0010. When P_2 is high, Y is 0100. When P_1 is high, Y is 1000. When P_0 is high, Y is 1100. The output f is 1 whenever any input P is high.

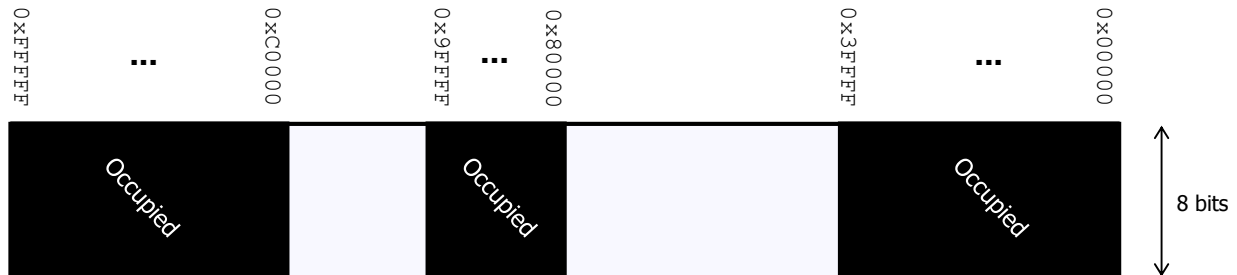
✓ $51 + 15$ ✓ $22 - 33$

- ✓ $-61 - 18$ ✓ $41 + 24$

- ✓ $-7 \times 6.$

PROBLEM 4 (10 PTS)

- The figure below depicts the entire memory space of a microprocessor. Each memory address occupies one byte. $1\text{KB} = 2^{10}$ bytes, $1\text{MB} = 2^{20}$ bytes, $1\text{GB} = 2^{30}$ bytes
 - What is the size (in bytes, KB, or MB) of the memory space? What is the address bus size of the microprocessor? (2 pts.)
 - If we have a memory chip of 128 KB, how many bits do we require to address those 128 KB of memory? (1 pt.)
 - We want to connect the 128 KB memory chip to the microprocessor. For optimal implementation, we must place those 128 KB in an address range where every address shares some MSBs. Provide a list of all the possible address ranges that the 128 KB memory chip can occupy. You can only use the non-occupied portions of the memory space as shown below.

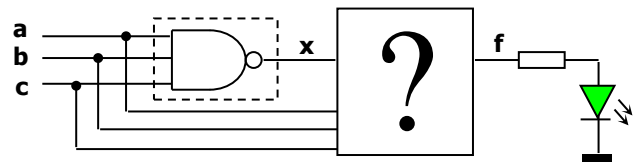


PROBLEM 5 (10 PTS)

- Sketch the circuit that computes $|A - B| \times 4$, where A, B are 4-bit unsigned numbers. For example: $A = 0101, B = 1101 \rightarrow |A - B| \times 4 = 8 \times 4 = 32$. You can only use full adders and logic gates. Your circuit must avoid overflow.

PROBLEM 6 (16 PTS)

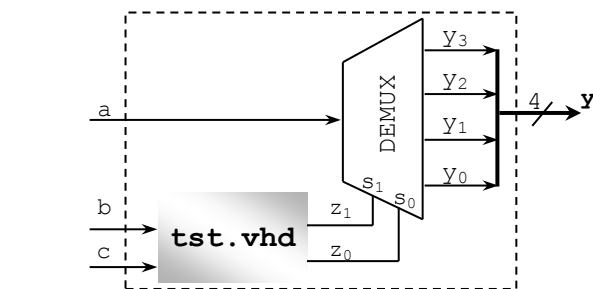
- We want to design a circuit that verifies the logical operation of a 3-input NAND gate. $f = 1$ (LED ON) if the NAND gate does NOT work properly (Assumption: when the NAND gate is not working, it generates 1's instead of 0's and vice versa).
 - Provide the Boolean equation for f and sketch the circuit using logic gates. (4 pts.)
 - Implement the circuit using ONLY 2-to-1 MUXs (AND, OR, NOT, XOR gates are not allowed). (12 pts)



PROBLEM 7 (12 PTS)

- Complete the timing diagram of the following circuit. The VHDL code (`tst.vhd`) corresponds to the shaded circuit.

$z = z_1z_0, y = y_3y_2y_1y_0$



```
library ieee;
use ieee.std_logic_1164.all;
```

```
entity tst is
    port (b,c : in std_logic;
          z: out std_logic_vector(1 downto 0));
end tst;
```

architecture bhv of tst is

begin

```
process (b, c)
begin
    z <= b & c;
    if c = '1' then
        z <= b&'1';
    end if;
end process;
```

end bhv;

