

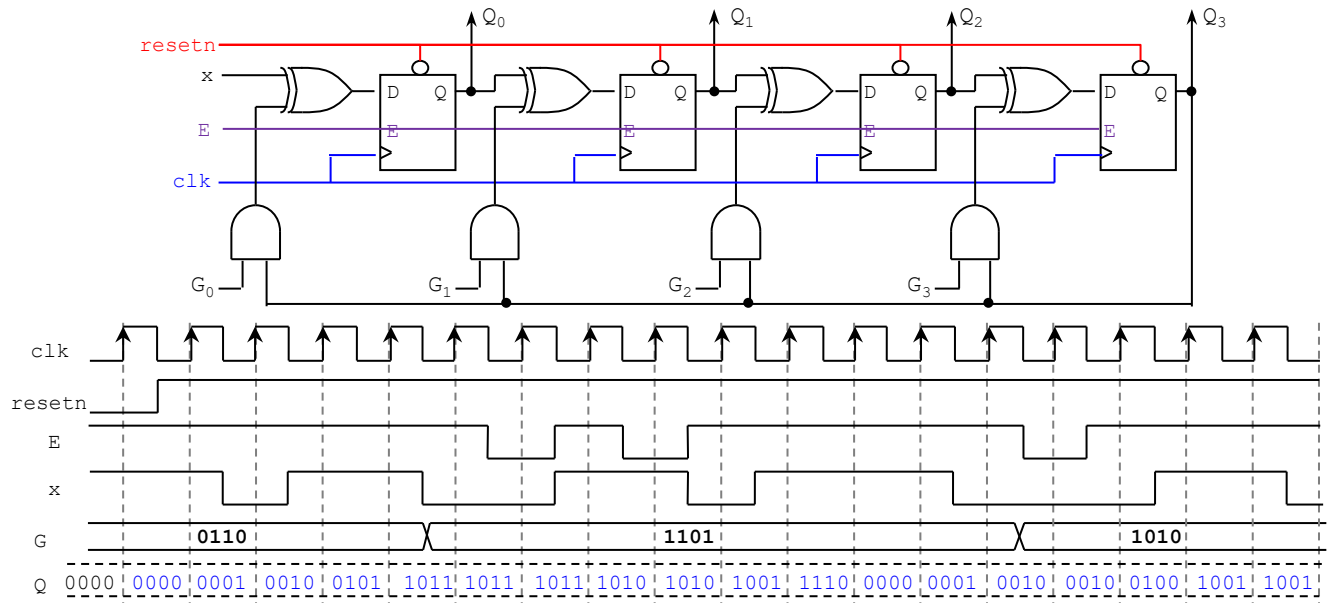
Solutions - Homework 4

(Due date: November 16th @ 11:59 pm)

Presentation and clarity are very important! Show your procedure!

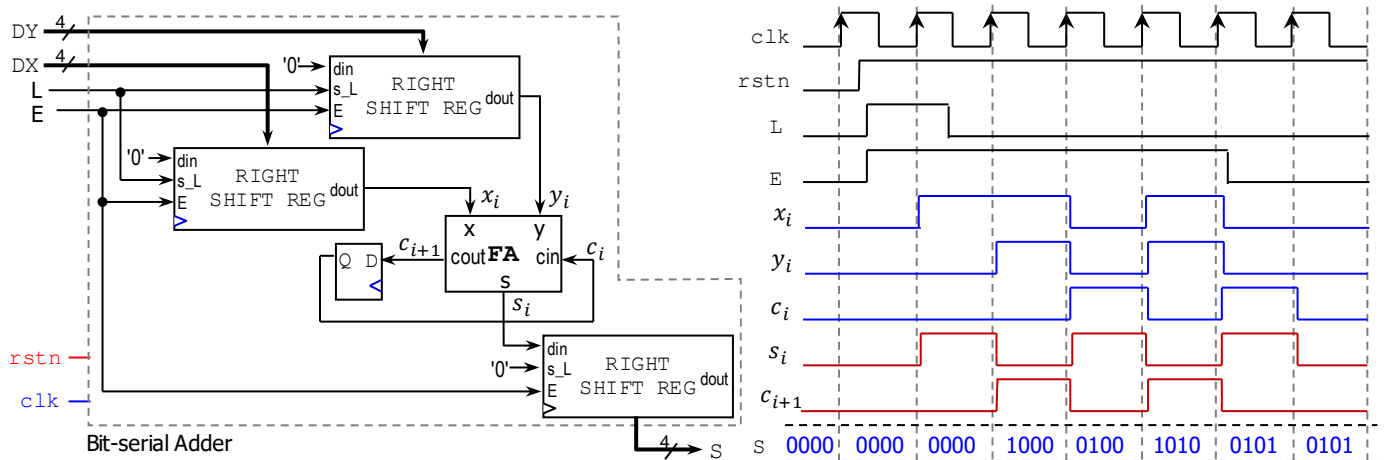
PROBLEM 1 (14 PTS)

- Complete the timing diagram of the following circuit. $G = G_3G_2G_1G_0$, $Q = Q_3Q_2Q_1Q_0$



PROBLEM 2 (18 PTS)

- Complete the timing diagram of the following bit-serial adder. $DX=1011$, $DY=1010$. (8 pts)



- The following FSM has 4 states, one input w and one output z . (10 pts)

- ✓ The excitation equations are given by:

$$Q_1(t+1) \leftarrow Q_0(t)$$

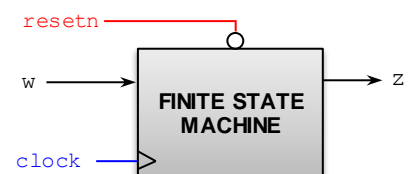
$$Q_0(t+1) \leftarrow Q_1(t) \oplus w$$

- ✓ The output equation is given by: $z = Q_1(t) \oplus Q_0(t) \oplus w$

- ✓ Is it a Mealy or Moore Machine? Why?

- ✓ Provide the State Diagram (any representation) and the Excitation Table. (6 pts)

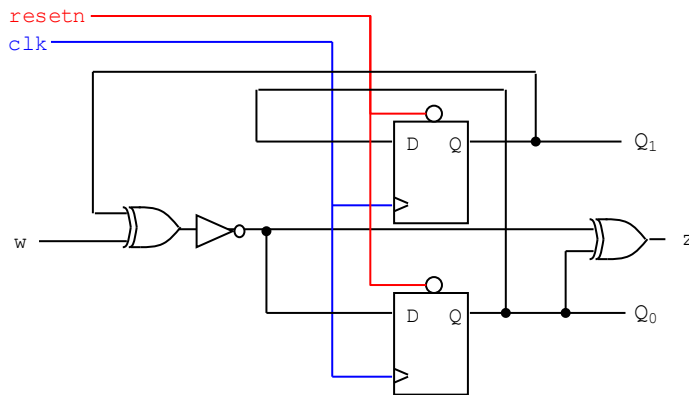
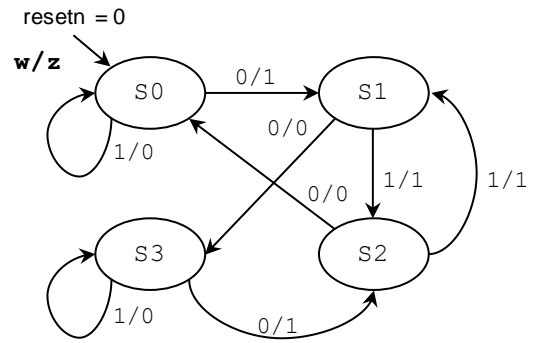
- ✓ Sketch the Finite State Machine circuit. (3 pts)



PRESENT STATE			NEXTSTATE		
w	Q ₁ Q ₀ (t)		Q ₁ Q ₀ (t+1)	z	
0	0 0		0 1	1	
0	0 1		1 1	0	
0	1 0		0 0	0	
0	1 1		1 0	1	
1	0 0		0 0	0	
1	0 1		1 0	1	
1	1 0		0 1	1	
1	1 1		1 1	0	



PRESENT STATE		NEXT STATE		
w	STATE	STATE	z	
0	S0	S1	1	
0	S1	S3	0	
0	S2	S0	0	
0	S3	S2	1	
1	S0	S0	0	
1	S1	S2	1	
1	S2	S1	1	
1	S3	S3	0	

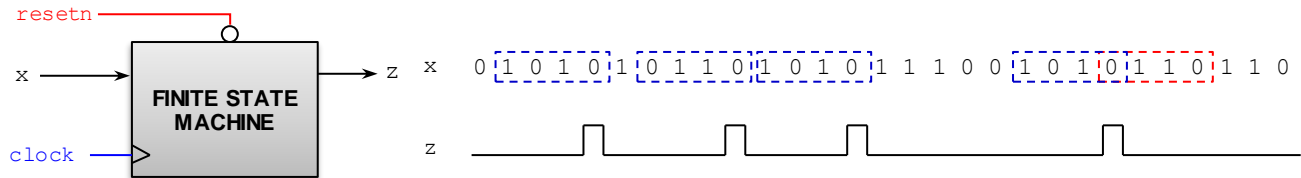


State Assignment:

S0: Q=00 S1: Q=01
S2: Q=10 S3: Q=11

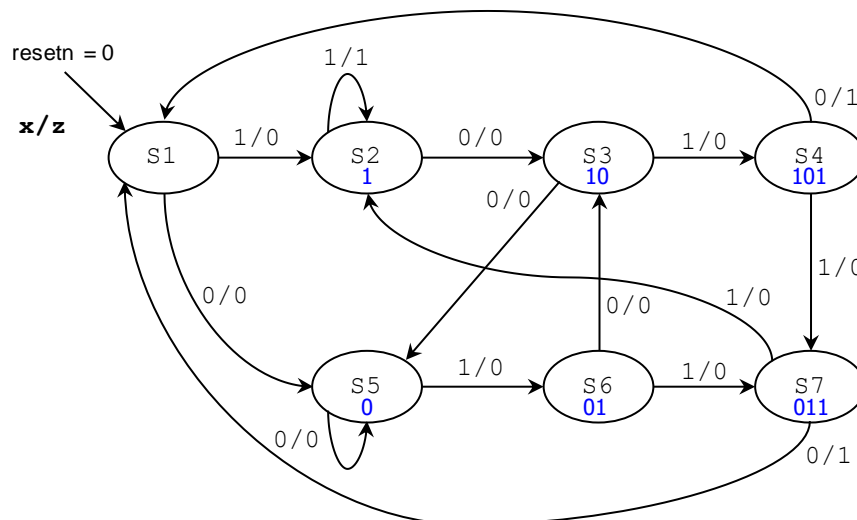
PROBLEM 3 (21 PTS)

- Sequence detector: This FSM has to generate $z = 1$ when it detects the sequence 1010 or 0110. Once the sequence is detected, the circuit looks for a new sequence. Note that once we start detecting a sequence, we prioritize the sequence that we have over the other (e.g.: last sequence inside a dotted red rectangle is not considered).



- Draw the State Diagram (any representation), State Table, and the Excitation Table of this circuit. (14 pts)
- Provide the excitation equations and the Boolean equation for z (simplify your circuit: K-maps or Quine-McCluskey) (4 pts)
- Sketch the circuit. Is this a Mealy or a Moore machine? Why? (3 pts)

- State Diagram, State Table, and Excitation Table:



State Assignment:

S0: Q=00 S1: Q=01
S2: Q=10 S3: Q=11

This is a Mealy FSM. The output z depends on the input as well as on the present state.

PRESENT STATE				NEXT STATE			
x	STATE	NEXT STATE	z	x	$Q_2Q_1Q_0(t)$	$Q_2Q_1Q_0(t+1)$	z
0	S1	S5	0	0	0 0 0	1 0 0	0
0	S2	S3	0	0	0 0 1	0 1 0	0
0	S3	S5	0	0	0 1 0	1 0 0	0
0	S4	S1	1	0	0 1 1	0 0 0	1
0	S5	S5	0	0	1 0 0	1 0 0	0
0	S6	S3	0	0	1 0 1	0 1 0	0
0	S7	S1	1	0	1 1 0	0 0 0	1
1	S1	S2	0	0	1 1 1	X X X	X
1	S2	S2	0	1	0 0 0	0 0 1	0
1	S3	S4	0	1	0 0 1	0 0 1	0
1	S4	S7	0	1	0 1 0	0 1 1	0
1	S5	S6	0	1	0 1 1	1 1 0	0
1	S6	S7	0	1	1 0 0	1 0 1	0
1	S7	S2	0	1	1 0 1	1 1 0	0
				1	1 1 0	0 1 1	0
				1	1 1 1	0 0 1	0
				1	1 1 1	X X X	X

- Excitation equations, Boolean equation, minimization, and circuit implementation:

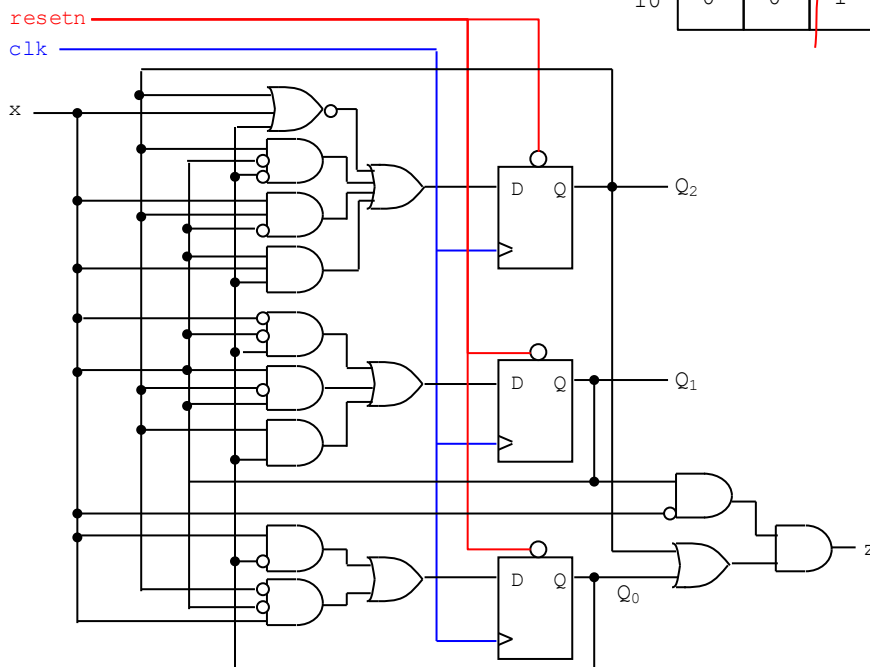
$$Q_2(t+1) \leftarrow \bar{x}\bar{Q}_2\bar{Q}_0 + Q_2\bar{Q}_1\bar{Q}_0 + xQ_2\bar{Q}_1 + xQ_1Q_0$$

$$Q_1(t+1) \leftarrow \bar{x}\bar{Q}_1Q_0 + x\bar{Q}_2Q_1 + Q_2Q_0$$

$$Q_0(t+1) \leftarrow x\bar{Q}_0 + xQ_2\bar{Q}_1$$

$$z = \bar{x}Q_1Q_0 + \bar{x}Q_2Q_1$$

$Q_2(t+1)$		$Q_1(t+1)$	
xQ_2	Q_1Q_0	xQ_2	Q_1Q_0
00	01	11	10
00	00	00	00
01	00	01	01
11	00	11	00
10	00	10	00
00	01	01	01
01	01	11	01
11	01	11	11
10	01	10	11
00	10	00	10
01	10	01	10
11	10	11	10
10	10	10	10



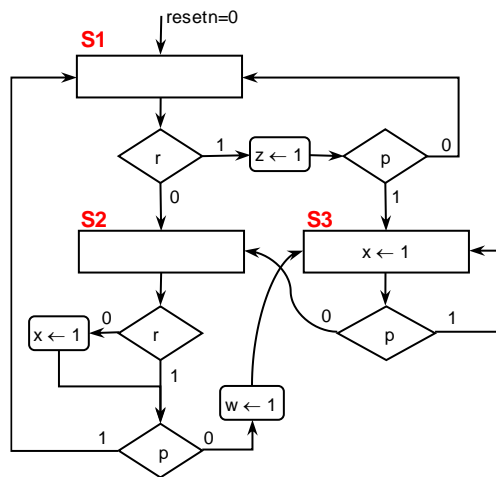
PROBLEM 4 (15 PTS)

- Draw the State Diagram (in ASM form) of the FSM whose VHDL description is shown below. Is it a Mealy or a Moore FSM?
- Complete the Timing Diagram.

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

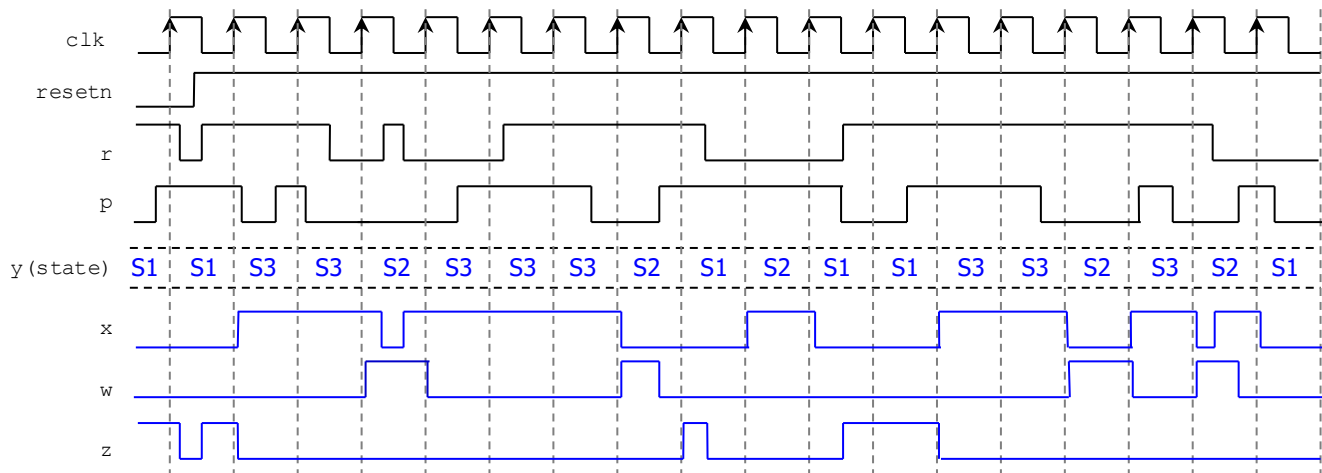
entity circ is
  port ( clk, resetn: in std_logic;
        r, p, q: in std_logic;
        x, w, z: out std_logic);
end circ;

architecture behavioral of circ is
  type state is (S1, S2, S3);
  signal y: state;
```



```
begin
  Transitions: process (resetn, clk, r, p, q)
  begin
    if resetn = '0' then y <= S1;
    elsif (clk'event and clk = '1') then
      case y is
        when S1 =>
          if r = '0' then y <= S2;
          else
            if p = '1' then y <= S3; else y <= S1; end if;
          end if;
        when S2 =>
          if p = '1' then y <= S1; else y <= S3; end if;
        when S3 =>
          if p = '1' then y <= S3; else y <= S2; end if;
      end case;
    end if;
  end process;

  Outputs: process (y, r, p, q)
  begin
    x <= '0'; w <= '0'; z <= '0';
    case y is
      when S1 => if r = '1' then z <= '1'; end if;
      when S2 => if r = '0' then x <= '1'; end if;
                  if p = '0' then w <= '1'; end if;
      when S3 => x <= '1';
    end case;
  end process;
end behavioral;
```



PROBLEM 5 (17 PTS)

- "Counting 1's" Circuit: It counts the number of bits in register A that has the value of '1'. Example: for $n = 8$: if $A = 00110010$, then $C = 0011$. The circuit includes an FSM and a datapath circuit. The behavior of the generic components is as follows:

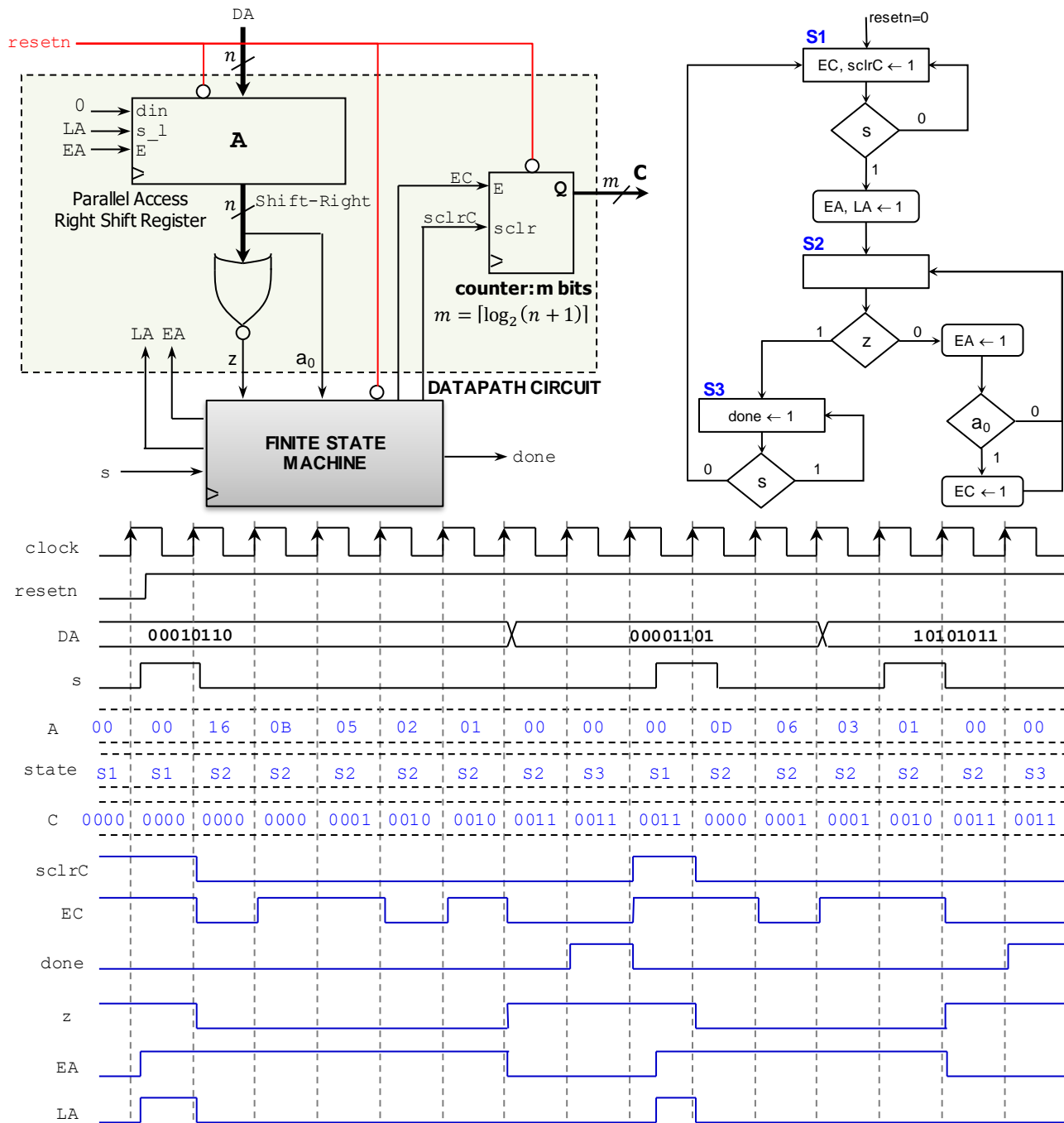
m -bit counter (modulo- $n+1$): If $E=0$, the count stays.

```
if E = 1 then
  if sclr = 1 then
    Q ← 0
  else
    Q ← Q+1
  end if;
end if;
```

n -bit Parallel access shift register: If $E=0$, the output is kept.

```
if E = 1 then
  if s_l = '1' then
    Q ← D
  else
    Q ← shift in 'din' (to the right)
  end if;
end if;
```

- Complete the timing diagram where $n = 8, m = 4$. A is represented in hexadecimal format, while C is in binary format.



PROBLEM 6 (15 PTS)

- Attach a printout of your Project Status Report (no more than 3 pages, single-spaced, 2 columns). This report should contain the current status of the project, including more details about the design and its components. You **MUST** use the provided template (Final Project - Report Template.docx).