

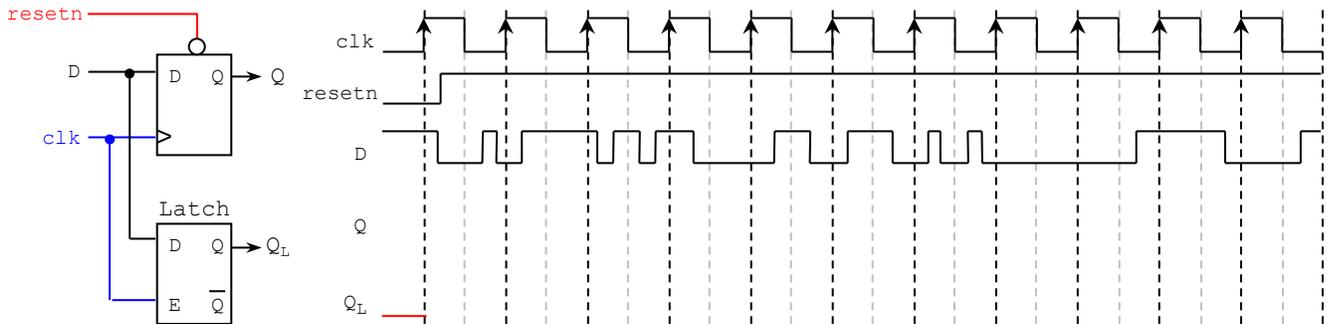
# Homework 3

(Due date: March 16<sup>th</sup> @ 5:30 pm)

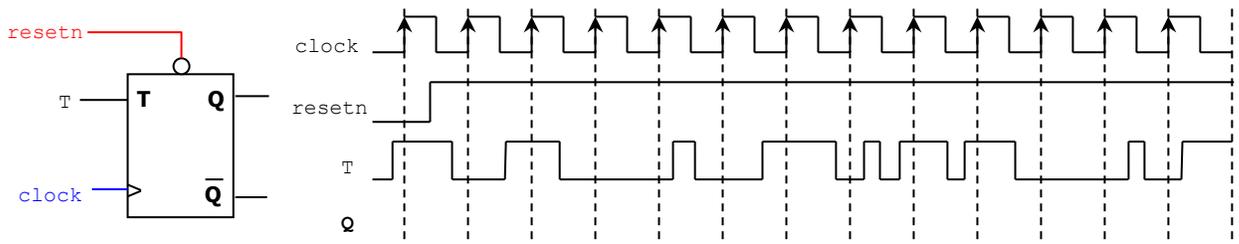
Presentation and clarity are very important! Show your procedure!

## PROBLEM 1 (11 PTS)

a) Complete the timing diagram of the circuits shown below. (6 pts)

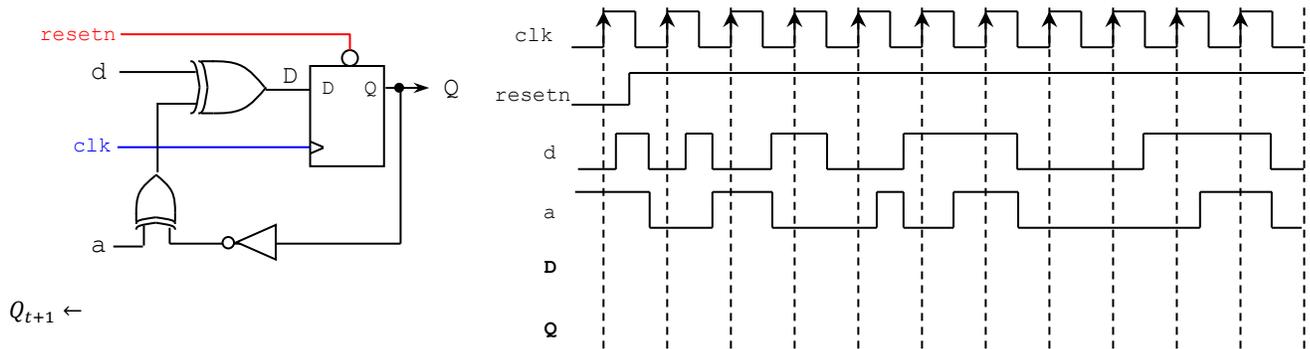


b) Complete the timing diagram of the circuit shown below: (5 pts)

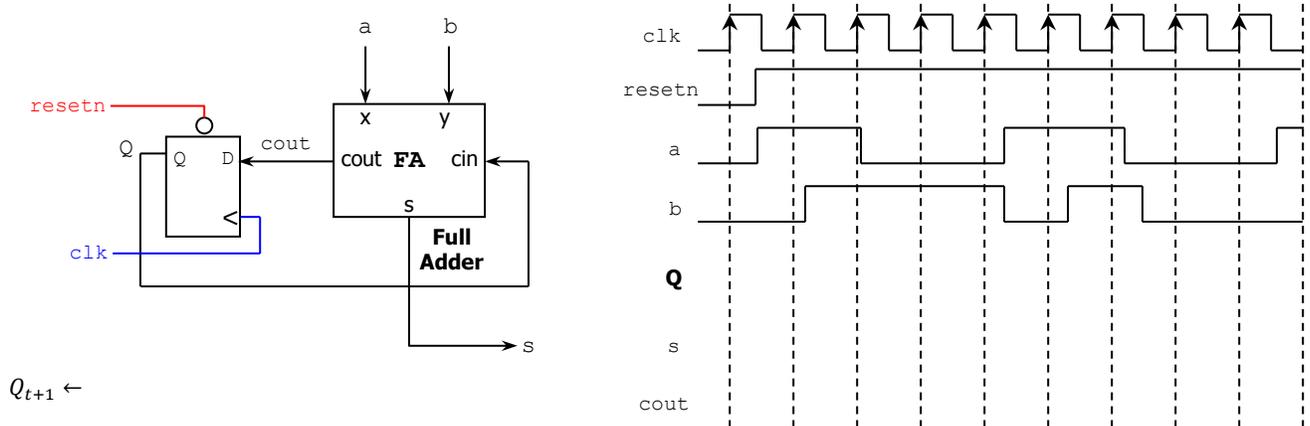


## PROBLEM 2 (17 PTS)

Complete the timing diagram of the circuit shown below. Get the excitation equation for Q. (7 pts)



Complete the timing diagram of the circuit shown below. Get the excitation equation for Q (10 pts)



**PROBLEM 3 (10 PTS)**

a) Complete the timing diagram of the circuit whose VHDL description is shown below. Also, get the excitation equation for  $q$ .

```

library ieee;
use ieee.std_logic_1164.all;

entity circ is
  port (prn, clk, a, x: in std_logic;
        q: out std_logic);
end circ;

architecture a of circ is

  signal qt: std_logic;

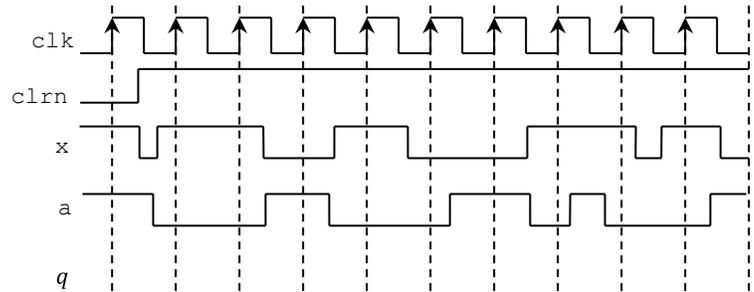
begin
  process (clrn, clk, x, a)
  begin
    if clrn = '0' then
      qt <= '0';
    
```

```

    elsif (clk'event and clk = '1') then
      if x = '1' then
        qt <= a xor not(qt);
      end if;
    end if;
  end process;
  q <= qt;
end a;

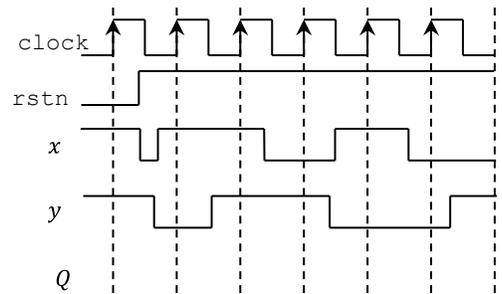
```

$q(t+1) \leftarrow$



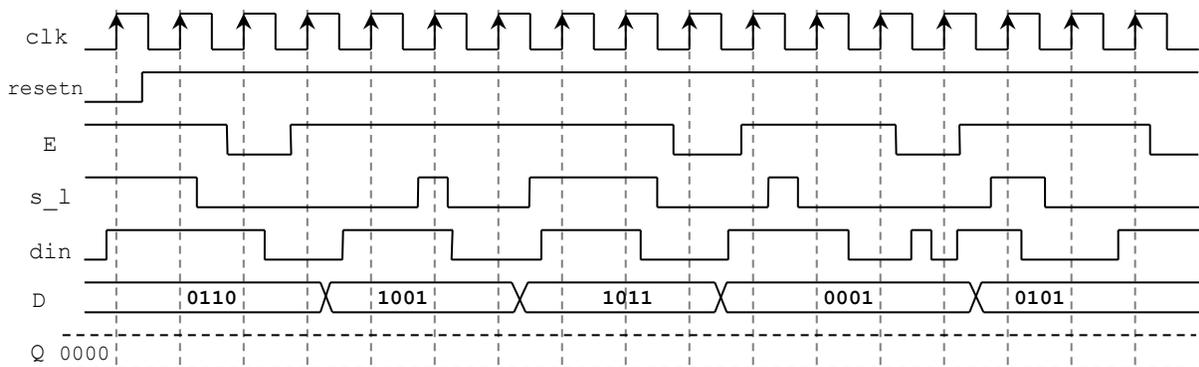
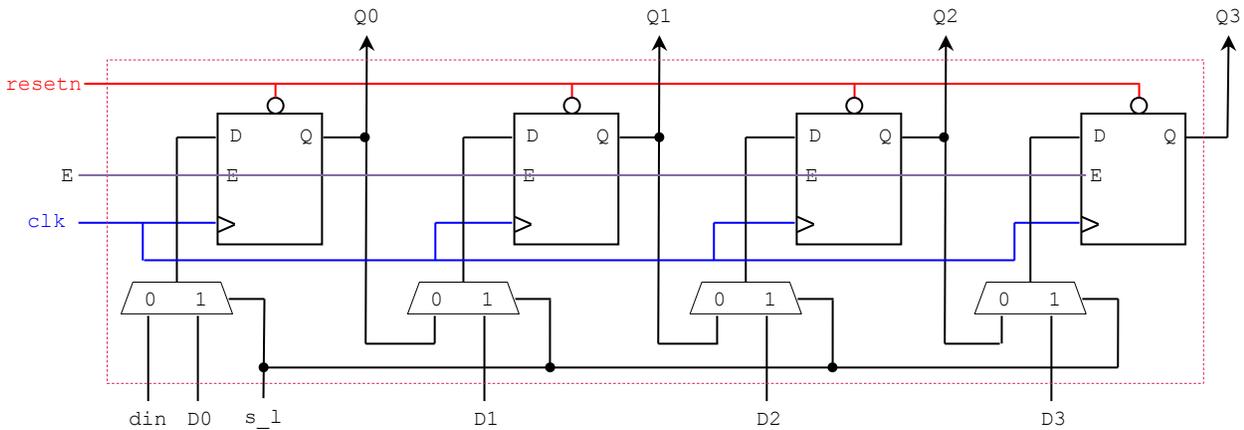
b) Complete the timing diagram and sketch the circuit (use a flip flop and logic gates) whose excitation equation is (4 pts):

$Q(t+1) \leftarrow (x \oplus y) \oplus Q(t)$



**PROBLEM 4 (10 PTS)**

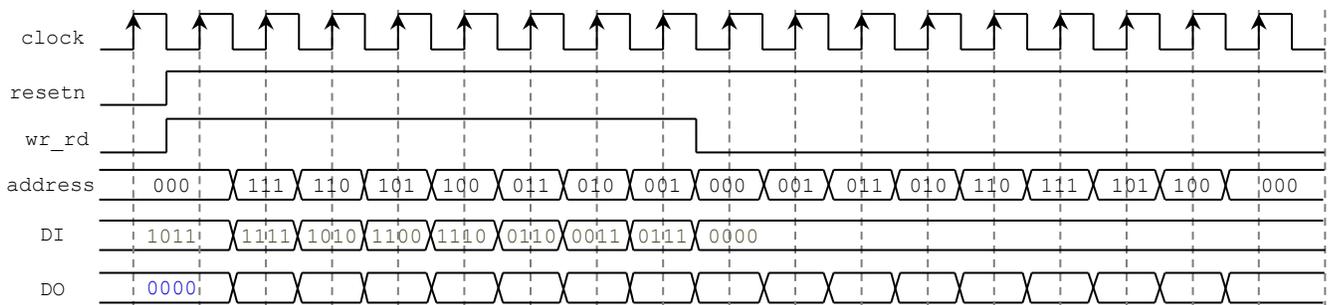
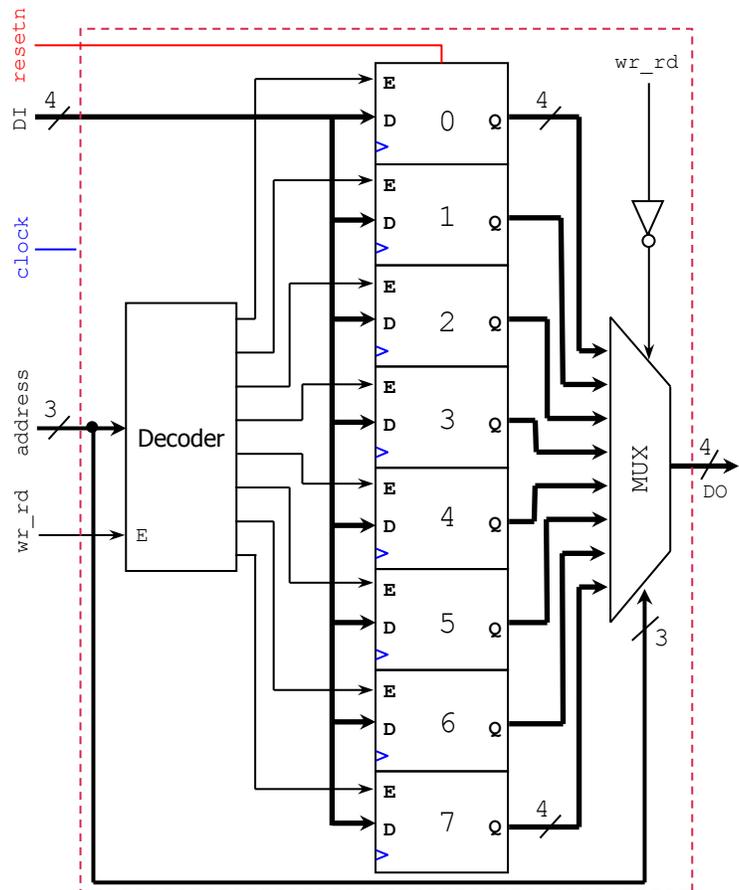
- Complete the timing diagram of the following 4-bit parallel access shift register with enable input. When  $E=1$ : If  $s\_1=0$  (shifting operation). If  $s\_1=1$  (parallel load) Note that  $Q = Q_3Q_2Q_1Q_0$ .  $D = D_3D_2D_1D_0$





### PROBLEM 7 (8 PTS)

- Complete the timing diagram (output DO) of the following Random Memory Access (RAM) Emulator.
- RAM Emulator: It has 8 addresses, where each address holds a 4-bit data. The memory positions are implemented by 4-bit registers. The *resetn* and *clock* signals are shared by all the registers. Data is written or read onto/from one of the registers (selected by the signal address).
- Operations:
  - ✓ Writing onto memory ( $wr\_rd=1$ ): The 4-bit input data (DI) is written into one of the 8 registers. The address signal selects which register is to be written.
    - For example: if address = "101", then the value of DI is written into register 5.
    - Note that because the BusMUX 8-to-1 includes an enable input, if  $wr\_rd=1$ , then the BusMUX outputs are 0's.
  - ✓ Reading from memory ( $wr\_rd=0$ ): The address signal selects the register from which data is read. This data appears on the BusMUX output.
    - For example: If address = "010", then data from register 2 appears on BusMUX output.



### PROBLEM 8 (10 PTS)

- Attach your Project Status Report (no more than 1 page, single-spaced, 2 columns, only one submission per group). This report should contain the initial status of your project. For formatting, use the provided template (Final Project - Report Template.docx). The sections included in the template are the ones required in your Final Report. At this stage, you are only required to:
  - ✓ Include a (draft) project description and title.
  - ✓ Include a draft Block Diagram of your hardware architecture.
- As a guideline, the figure shows a simple Block Diagram. There are input and output signals, as well as internal components along with their interconnection.
  - ✓ At this stage, only a rough draft is required. There is no need to go into details: it is enough to show the tentative top-level components that would constitute your system as well as the tentative inputs and outputs.
- Only student is needed to attach the report (make sure to indicate all the team members).

