ELECTRICAL AND COMPUTER ENGINEERING DEPARTMENT, OAKLAND UNIVERSITY ECE-2700: Digital Logic Design

Student Honor Pledge:

All work submitted is completed by me directly without the use of any unauthorized resources or assistance Initials:

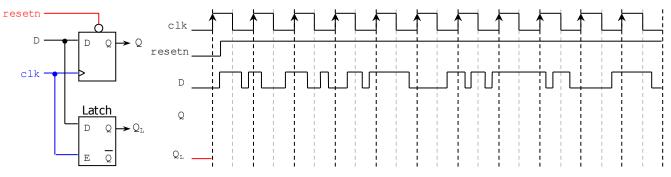


(December 14th @ 7:00 pm)

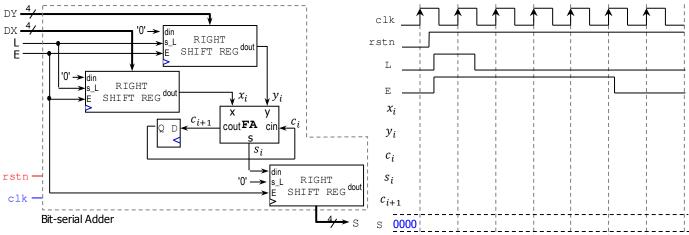
Presentation and clarity are very important! Show your procedure!

PROBLEM 1 (18 PTS)

Complete the timing diagram of the circuit shown below. (8 pts)

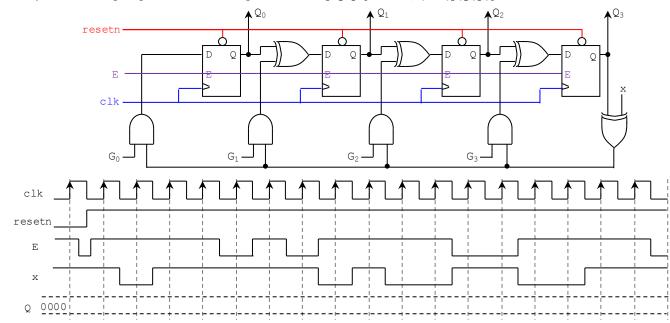


- Complete the timing diagram of the following bit-serial adder. DX=1001, DY=1110. (10 pts)
 - \checkmark This circuit includes three 4-bit parallel access shift registers, a flip flop, and a full adder.



PROBLEM 2 (13 PTS)

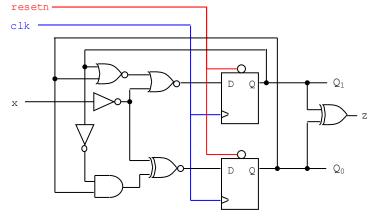
• Complete the timing diagram of the following circuit. $G = G_3G_2G_1G_0 = 1001$, $Q = Q_3Q_2Q_1Q_0$



Fall 2020

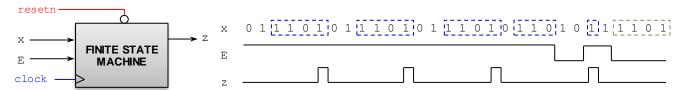
PROBLEM 3 (13 PTS)

- Given the following circuit that represents a Finite State Machine, provide: (12 pts)
 - ✓ Excitation equations and output Boolean equation.
 - ✓ Excitation Table, State Table.
 - ✓ State Diagram (any representation).
- Is this a <u>Mealy</u> or a <u>Moore</u> Machine? (1 pt.)



PROBLEM 4 (16 PTS)

- Sequence detector: The machine generates z = 1 when it detects the sequence 1101. Once the sequence is detected, the circuit looks for a new sequence.
- The signal E is an input enable: It validates the input x, i.e., if E=1, x is valid, otherwise x is not valid.



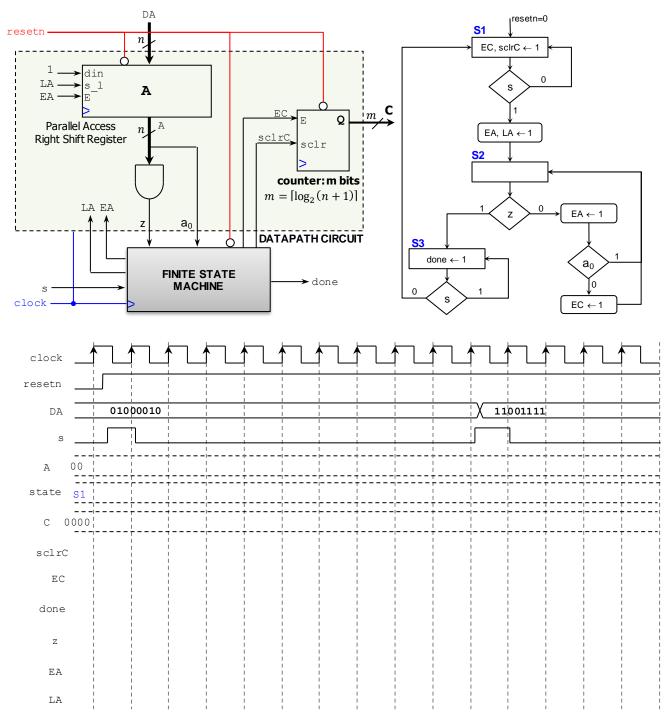
- Draw the State Diagram (any representation) of this circuit with inputs E and x and output z. (7 pts.)
- Complete the State Table and the Excitation Table. (8 pts.)
- Is this a <u>Mealy</u> or a <u>Moore</u> machine? Why?

PROBLEM 5 (18 PTS)

- "Counting 0's" Circuit: It counts the number of bits in register *A* that has the value of '0'.
 - ✓ Example: for n = 8: if A = 00110010, then C = 0101.
 - $\checkmark~$ The behavior (on the clock tick) of the generic components is as follows:
 - *m*-bit counter (modulo-n+1): If E=0, the count stays. *n*-bit Parallel access shift register: If E=0, the output is kept.

if E = 1 then	if $E = 1$ then
if sclr = 1 then	if $s_l = '1'$ then
$Q \leftarrow 0$	$Q \leftarrow D$
else	else
$Q \leftarrow Q+1$	$Q \leftarrow \text{shift in 'din' (to the right)}$
end if;	end if;
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 (22 PTS)

- Draw the State Diagram (in ASM form) of the FSM whose VHDL description in shown below. (6 pts)
- Provide the State Table and the Excitation Table. Is it a <u>Mealy</u> or a <u>Moore</u> FSM? (6 pts).
- Provide the excitation equations and the Boolean output equations (simplify your circuit: K-maps or Quine-McCluskey).
- Sketch the circuit. (3 pts)

```
library ieee;
                                      architecture behavioral of circ is
use ieee.std_logic_1164.all;
                                         type state is (S1, S2, S3);
                                         signal y: state;
entity circ is
                                      begin
  port ( clk, rstn: in std logic;
                                        Transitions: process (rstn, clk, a, b)
         a, b: in std logic;
                                        begin
                                           if rstn = '0' then y <= S1;
          x, z: out std_logic);
end circ;
                                           elsif (clk'event and clk = '1') then
                                              case y is
                                                 when S1 =>
                                                     if a = '1' then
                                                         y <= S2;
                                                     else
                                                        if b = '1' then y <= S3; else y <= S1; end if;
                                                     end if;
                                                  when S2 =>
                                                     if b = '1' then y \le S2; else y \le S1; end if;
                                                  when S3 =>
                                                     if b = '1' then y <= S3; else y <= S1; end if;
                                                end case;
                                              end if;
                                        end process;
                                        Outputs: process (y, a, b)
                                        begin
                                            x <= '0'; z <= '0';
                                            case y is
                                               when S1 => if a = '0' then z \leq '1'; end if;
                                               when S2 => x <= 1';
                                               when S3 => if a = '0' then x \leq '1'; end if;
                                            end case;
                                        end process;
                                      end behavioral;
```