

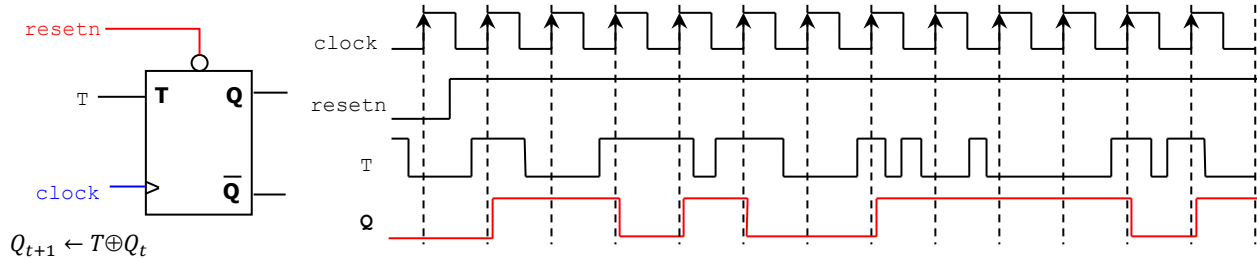
# Solutions - Homework 3

(Due date: March 18<sup>th</sup> @ 11:59 pm)

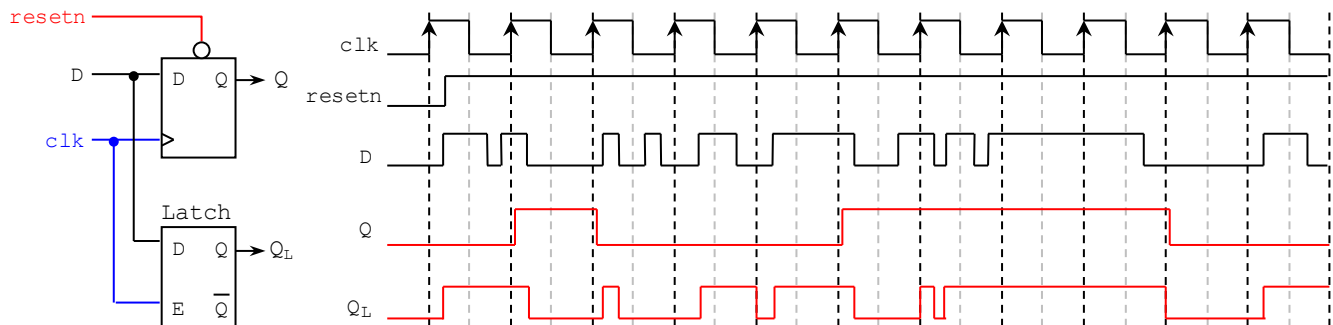
Presentation and clarity are very important! Show your procedure!

## PROBLEM 1 (11 PTS)

a) Complete the timing diagram of the circuit shown below. (5 pts)

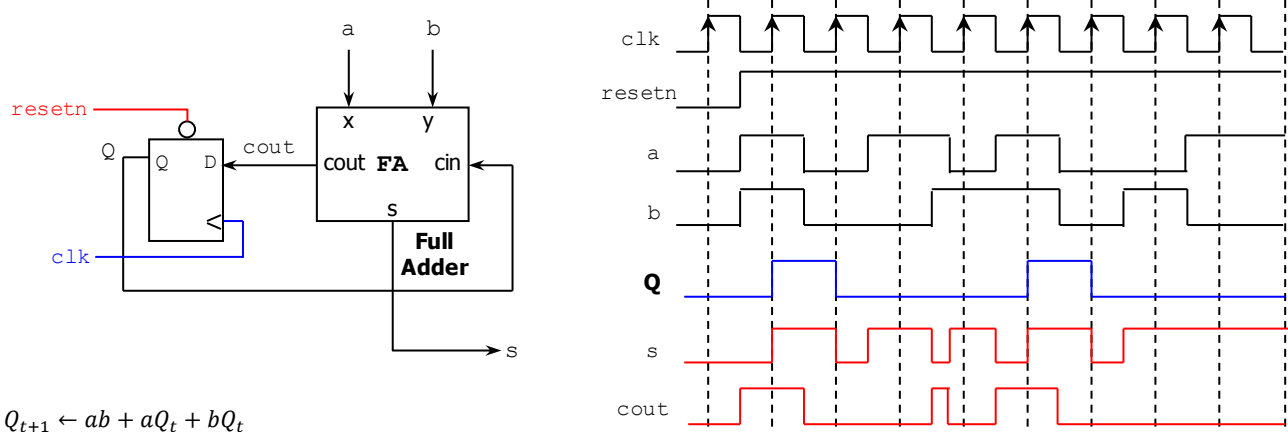


b) Complete the timing diagram of the circuits shown below: (6 pts)

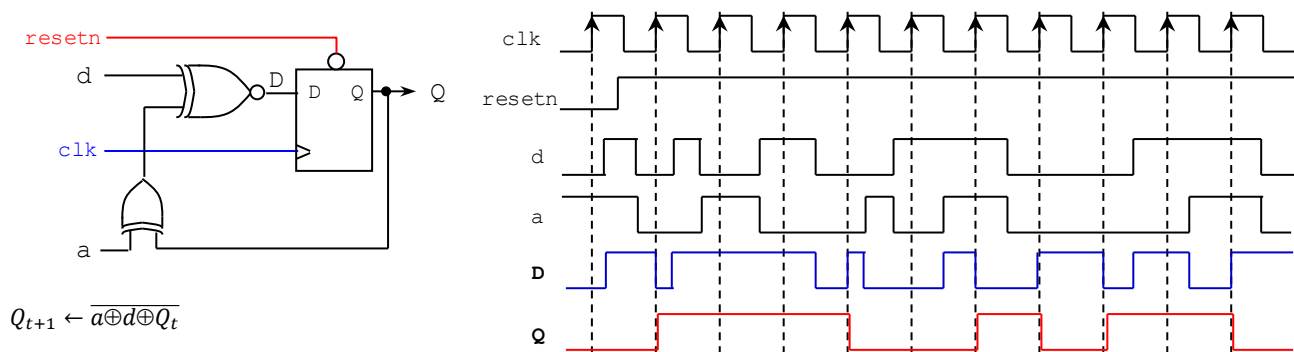


## PROBLEM 2 (17 PTS)

Complete the timing diagram of the circuit shown below: (10 pts)



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

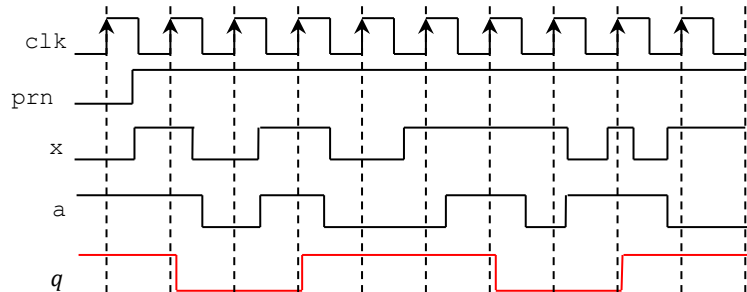
process (prn, clk, x, a)

begin

if prn = '0' then  
 qt <= '1';

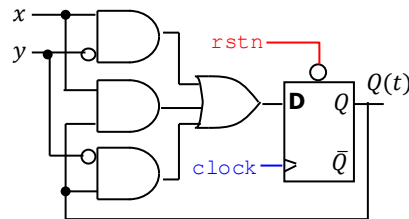
```
    elsif (clk'event and clk = '1') then
      if x = '1' then
        qt <= a xor qt;
      end if;
    end if;
  end process;
  q <= qt;
end a;
```

$$q(t+1) \leftarrow \bar{x}q(t) + x(a \oplus q(t))$$



- b) With a flip flop and logic gates, sketch the circuit whose excitation equations is given by (4 pts):

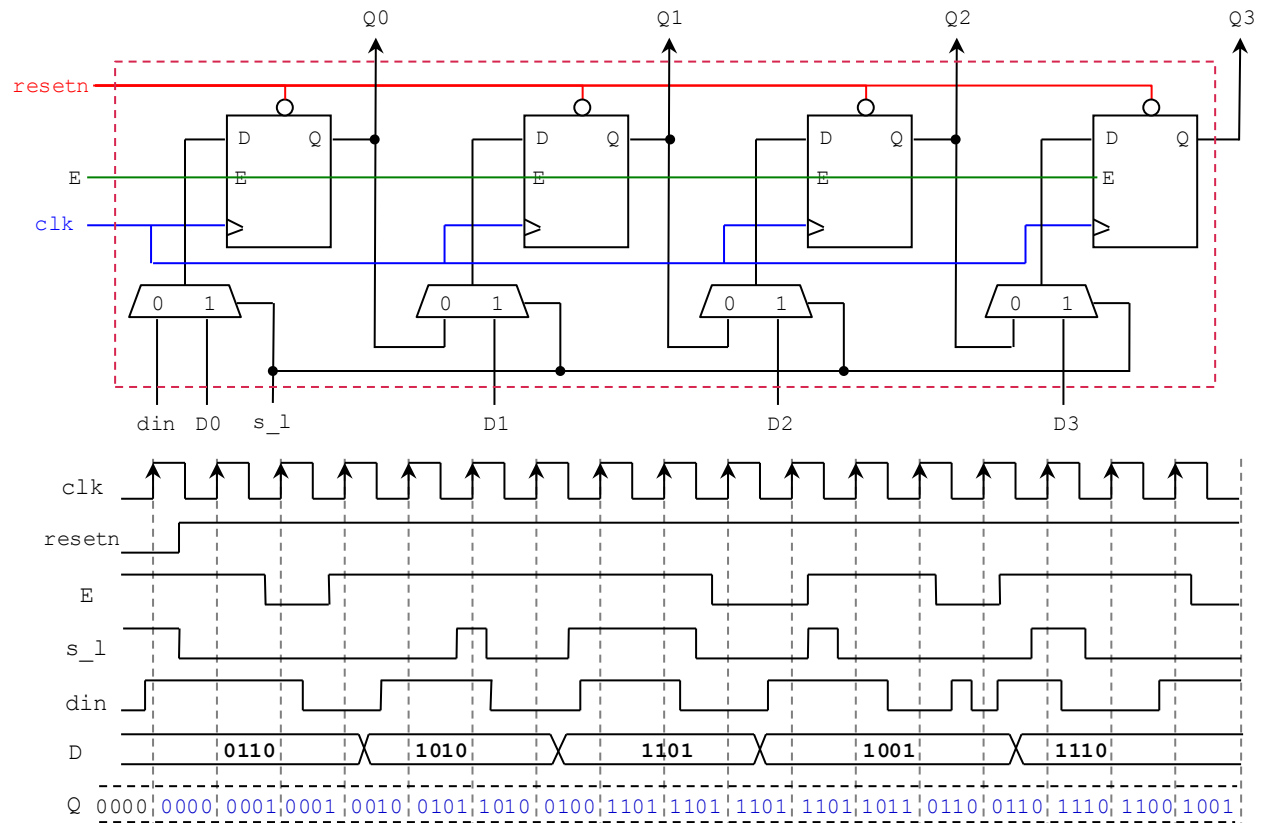
$$Q(t+1) \leftarrow x\bar{y} + xQ(t) + \bar{y}Q(t)$$



### 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  $Q = Q_3Q_2Q_1Q_0$ .  $D = D_3D_2D_1D_0$





✓ **VHDL Code: Top File**

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity lfsr_prbgs is
    generic (N: INTEGER:= 4);
    port (   resetn, clock: in std_logic;
           E: in std_logic;
           Q: out std_logic_vector (N-1 downto 0));
end lfsr_prbgs;

architecture structural of lfsr_prbgs is
    component dffe
        port ( d : in  STD_LOGIC;
              clrn: in std_logic:= '1';
              prn: in std_logic:= '1';
              clk : in  STD_LOGIC;
              ena: in std_logic;
              q  : out STD_LOGIC);
    end component;

    signal D, Qt: std_logic_vector (N-1 downto 0);

begin

    D(N-1) <= Qt(N-1) xor Qt(0);

    g0: for i in N-2 downto 0 generate
        D(i) <= Qt(i+1);
    end generate;

    df: dffe port map (d => D(N-1), clrn => '1', prn => resetn, clk => clock, ena => E, q => Qt(N-1));

    g1: for i in N-2 downto 0 generate
        di: dffe port map (d => D(i), clrn => resetn, prn => '1', clk => clock, ena => E, q => Qt(i));
    end generate;

    Q <= Qt;

end structural;
```

✓ **VHDL Code: D-Type flip flop**

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.STD_LOGIC_UNSIGNED.ALL;

entity dffe is
    port ( d : in  STD_LOGIC;
          clrn, prn, clk, ena: in std_logic;
          q  : out STD_LOGIC);
end dffe;

architecture behaviour of dffe is

begin
    process (clk, ena, prn, clrn)
    begin
        if clrn = '0' then q <= '0';
        elsif prn = '0' then q <= '1';
        elsif (clk'event and clk='1') then
            if ena = '1' then q <= d; end if;
        end if;
    end process;
end behaviour;
```

✓ **VHDL Tesbench:**

```
LIBRARY ieee;
USE ieee.std_logic_1164.ALL;

ENTITY tb_lfsr_prbgs IS
    generic (N: integer:= 4);
END tb_lfsr_prbgs;
```

```

ARCHITECTURE behavior OF tb_lfsr_prbsg IS
    component lfsr_prbsg
        port (
            resetn, clock: in std_logic;
            E: in std_logic;
            Q: out std_logic_vector (N-1 downto 0));
    end component;

    -- Inputs
    signal E : std_logic := '0';
    signal resetn : std_logic := '0';
    signal clock : std_logic := '0';

    -- Outputs
    signal Q : std_logic_vector(N-1 downto 0);

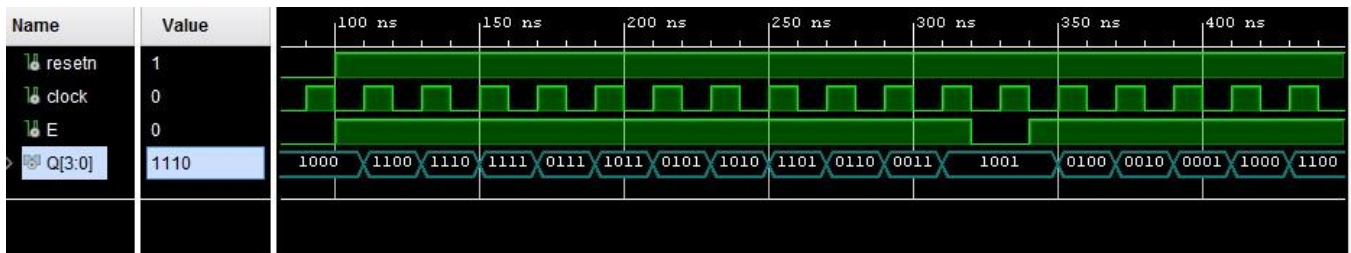
    -- Clock period definitions
    constant T : time := 10 ns;

BEGIN
    -- Instantiate the Unit Under Test (UUT)
    uut: lfsr_prbsg PORT MAP (resetn => resetn, clock => clock, E => E, Q => Q);

    -- Clock process definitions
    clock_process :process
    begin
        clock <= '0'; wait for T/2;
        clock <= '1'; wait for T/2;
    end process;

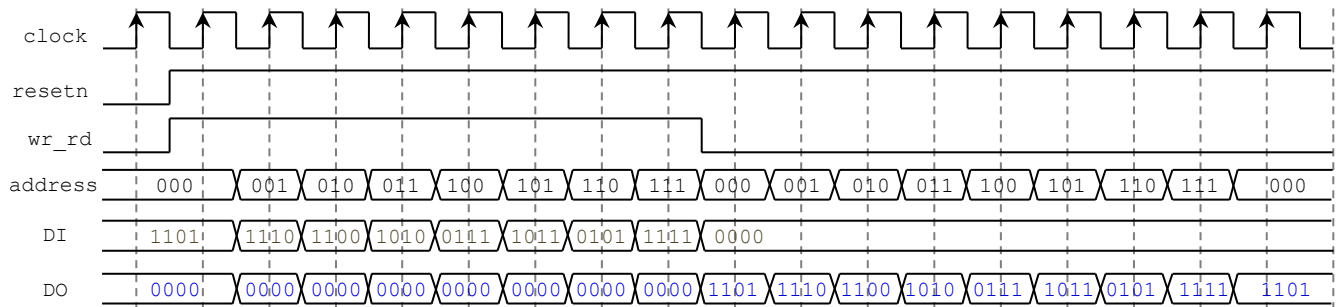
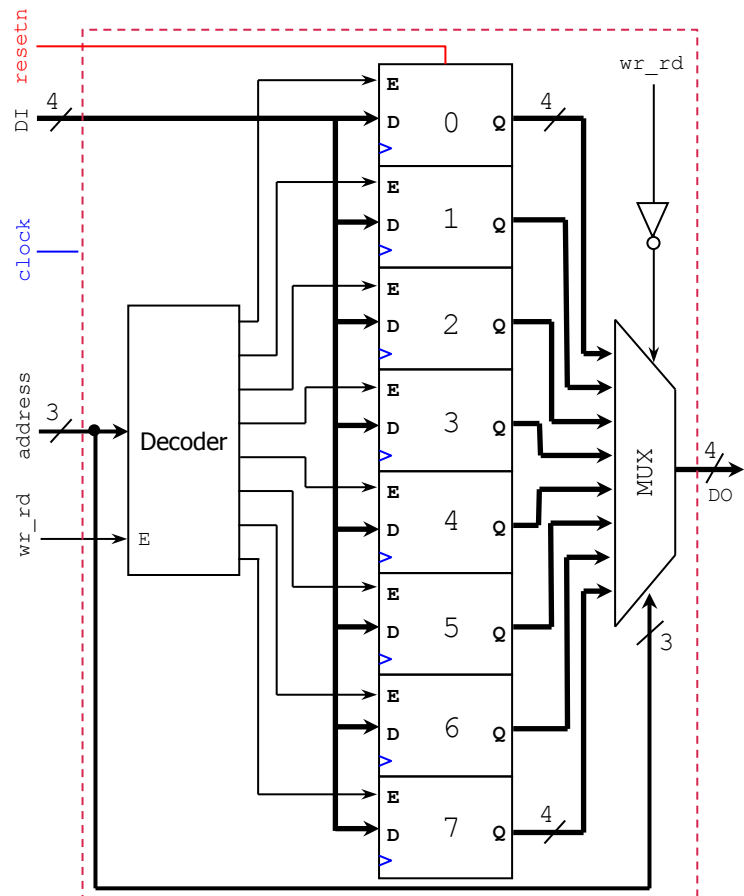
    -- Stimulus process
    stim_proc: process
    begin
        E <= '0'; wait for 100 ns;      -- hold reset state for 100 ns.
        resetn <= '1';
        E <= '1'; wait for 11*T;
        E <= '0'; wait for T;
        E <= '1'; wait for 6*T;
        E <= '0';
        wait;
    end process;

END;
```



### 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).

