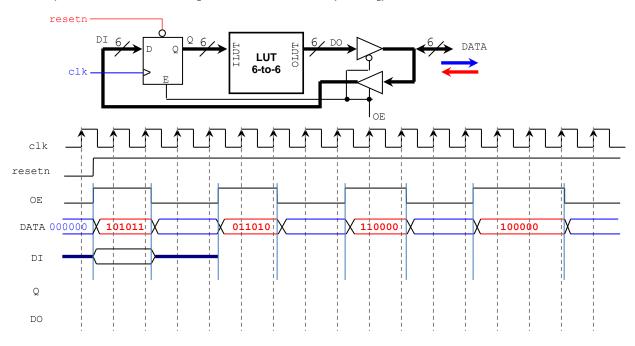
Final Exam

(April 26th @ 5:30 pm)

Presentation and clarity are very important! Show your procedure!

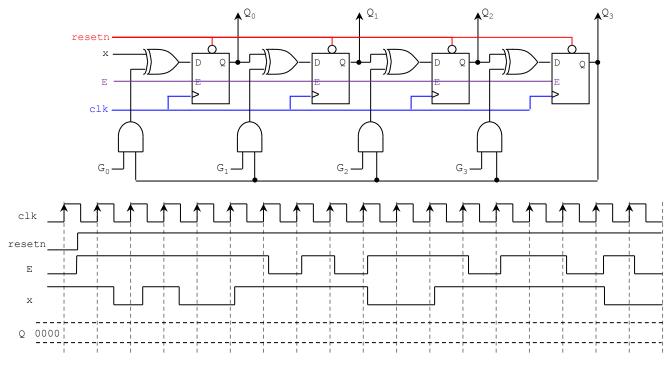
PROBLEM 1 (11 PTS)

• Given the following circuit, complete the timing diagram. The LUT 6-to-6 implements the following function: OLUT = |ILUT| (absolute value), where ILUT is a 6-bit signed (2C) number, and OLUT is a 6-bit unsigned number. For example $ILUT = -29 = 100011_2 \rightarrow OLUT = |-29| = 29 (011101_2)$



PROBLEM 2 (12 PTS)

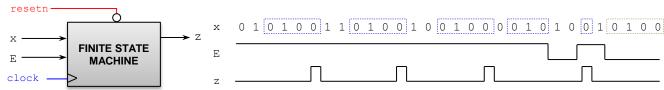
• Complete the timing diagram of the following circuit. $G = G_3G_2G_1G_0 = 0110$, $Q = Q_3Q_2Q_1Q_0$



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

PROBLEM 3 (24 PTS)

- Sequence detector: The machine generates z = 1 when it detects the sequence 0100. 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.



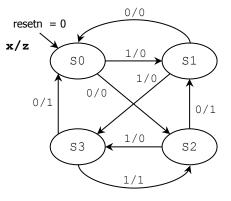
(Moore)

Why?

- 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.)
- Provide the excitation equations and the Boolean output equation (simplify your circuit: K-maps or Quine-McCluskey).
- Sketch the circuit. (3 pts)
- Which type is this FSM? (Mealy)

PROBLEM 4 (22 PTS)

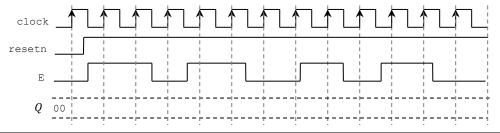
- a) Given the following State Machine Diagram: (11 pts)
 - ✓ Provide the State Table and the Excitation Table (4 pts.)
 ✓ Get the excitation equations and the Boolean equation for z. (3 pts.) Use S0 (Q=00), S1 (Q=01), S2 (Q=10), S3 (Q=11) to encode the states.
 - \checkmark Sketch the Finite State Machine circuit. (3 pts.)
 - ✓ Which type is this FSM? (Mealy) (Moore)



b) A synchronous circuit (with *resetn* and *clock*), is described by these excitation equations (E is a synchronous input): (11 pts.)

$$\begin{aligned} Q_1(t+1) \leftarrow Q_1(t).\overline{Q_0(t)} + \overline{E}.Q_1(t) + \overline{Q_1(t)}.Q_0(t) \\ Q_0(t+1) \leftarrow E.Q_0(t) + \overline{E}.\overline{Q_0(t)} \end{aligned}$$

- ✓ With flip flops and logic gates, sketch the circuit.
- ✓ Complete the timing diagram. $Q = Q_1 Q_0$ (Tip: get the excitation table) (6 pts)

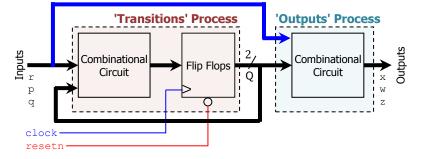


PROBLEM 5 (13 PTS)

```
Draw the State Diagram (in ASM form) of the FSM whose VHDL description in shown below. (7 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, resetn: in std logic;
                                             Transitions: process (resetn, clk, r, p, q)
          r, p, q: in std_logic;
                                             begin
                                                if resetn = '0' then y <= S1;
          x, w, z: out std logic);
end circ;
                                                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 q = '1' then y \le S1; else y \le S3; end if;
                                                     when S3 =>
                                                        if p = '1' then y \le S3; else y \le 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 => w \leq 1';
                                                                if r = 1' then x \le 1'; end if;
                                                    when S2 => if p = '1' then x \leq '1'; end if;
                                                                if q = '0' then z \le '1'; end if;
                                                    when S3 => if p = '0' then x \leq '1'; end if;
                                                 end case;
                                             end process;
                                           end behavioral;
```

 The figure shows an FSM model representing the circuit described in VHDL. The state (signal `v' in the VHDL code) is represented by the bits Q₁ and Q₀.



- ✓ If we use S1 (Q=00), S2 (Q=01), S3 (Q=10) to encode the states, what is the Boolean equation for w? (2 pts.) w =
- ✓ Circle the correct answer: (4 pts.)

The 'Outputs' process outputs depend on clock and resetn?	TRUE	FALSE
The relationship between $[r,p,q,present state]$ and $[next state]$ is described by:	Transitions Process	Outputs Process
The relationship between $[r,p,q, present state]$ and $[outputs x,w,z]$ is described by:	Transitions Process	Outputs Process
Is this a Mealy or a Moore FSM?	Moore	Mealy

PROBLEM 6 (18 PTS)

Sequential unsigned multiplier: P = DA × DB. Behavior (on the clock tick) of the generic components:
 2*n*-bit register (P): If E=0, the output is kept
 Parallel access shift register (A: 2*n* bits, B: *n* bits): If E=0, the output is kept

	Taraner access shift register (A. $2n$ bits, B. n bits). If E=0, the
if $E = 1$ then	if $E = 1$ then
if sclr = 1 then	if $s_1 = 1'$ then
$Q \leftarrow 0$	$Q \leftarrow D$
else	else
Q ← D end if; end if;	Q ← shift in `din' (to the left(A) or right(B)) end if; end if;

• Complete the timing diagram. A and P are specified in hexadecimal format, while B is in binary format.

