Final Examination

(Open Katz, Calculators OK, 3 hours)

Include all final answers in locations indicated on these pages. Use space provided for all working. If necessary, attach additional sheets by staple at the end. State all assumptions made.

BE SURE TO WRITE YOUR NAME ON EVERY SHEET.

(1) (20pts)

(a) Realize the following circuit using **OR gates in the first stage and AND gates in the second stage**. **Do not use any other gates** (no inverters) and **assume complements are not available**.



(b) Write the output *f* of the circuit shown below in terms of *A* and *B* in as compact a form as possible.



1(a) (5pts) Schematic diagram:

1(b) (5pts)

f = _____

1 (c) Reduce the following circuit to obtain the most compact (**minimum number of gates+gate inputs**) form. Use only simple gates (AND, NAND, NOR, OR, inverter, XOR, XNOR).



(d) A four-bit binary number {A,B,C,D}, where A is the most significant digit and D the least significant digit, appears on the input to a combinational logic circuit. **Output X indicates whether the number is divisible by 2** without any remainder and **output Y indicates if the number is divisible by 3** without remainder. **Obtain the sum-of-products logic equations for X and Y with the minimum number of literals.**

1(c) (5pts) Schematic:		
1(d) (5pts)		
X =		
Y =		

Additional Space for Problem 1



Your Name: _____

(2) (20pts)

(a) Consider the following state transition graph. Use an implication table to eliminate any redundant states. List all equivalent states. Show your final result as a state transition graph.



2(a) (10pts) Equivalent states: ______

Reduced STG:

Additional space for problem 2(a)

(b) Consider the following reduced state table. For the state assignment A={00}, C={01}, D={11} and E = {10}, implement the machine using JK flip-flops and logic gates only. Show your flip-flop excitation and output K-maps, the flip-flop input excitation equations, the output equation, and a schematic diagram for the final implementation using as few simple logic gates as possible.

	NS		
PS	<i>x</i> = 0	<i>x</i> = 1	Z
A	A	С	0
С	D	С	0
D	D	Ε	1
E	A	E	0

2(b) (10 pts)

(i) Excitation and output K-maps:

(ii) Flip-flop input excitation equations and output equation:

(iii) Schematic diagram:

Your Name: ___

(3) (20pts) A **one-bit shifter** is defined as follows:

$$\mathbf{y} = \begin{cases} x_{-1} & if \quad d = 1, s = 1 \\ x_{+1} & if \quad d = 0, s = 1 \\ x & if \quad s = 0 \end{cases}$$

- (a) Obtain an **implementation of the one-bit shifter using a single 4-input, 2 select line MUX only.**
- (b) Show how it would be possible to build an *n*-bit shifter (shift each bit of an *n*-bit word $\{x_0, x_1, ..., x_{n-1}\}$ one bit position up or down) using a number of your one-bit shifters from part (a) above.

3 (a) (5pts) One-bit shifter:

3(b) (5pts) *n*-bit shifter:

- (3) (continued) Consider the function: $f(A,B,C,D) = \sum m(3,4,8,9,10,13,14,15)$
- (c) Implement this function using a single 4-input, 2 select line MUX and as few additional gates as possible. **Assume complements are** *not* **available**.
- (d) Implement the function using a minimum number of 2-input, 1 select line MUX's and a single 4-input, 2 select line MUX only (no additional logic gates). **Assume complements** *are* **available**.

3(d) (5pts) Schematic:

3(c) (5pts) Schematic:



(4) (20pts)

(a) Show a **merger diagram** for the primitive flow table shown at right. Show **the merged flow table** for the design.

4(a) (10pts) Merger Diagram:

X1 X2				7
00	01	11	10	2
\bigcirc	6	5	2	0
1	4	3	2	0
8	4	3	7	1
8	${}^{\textcircled{\baselineskip}}$	3	7	1
1	6	5	2	0
1	6	5	2	0
8	6	5	\bigcirc	1
8	4	5	7	1

Merged flow table:

Additional space for Problem 4(a)

(b) Obtain a race-free state assignment for the merged flow table shown below. You are to assign the codes for the two unassigned states and you may *not* use any additional states to implement the race-free assignment. Show your solution by filling in all fields (including a glitch-free output assignment for Z) on the empty table shown below.





Additional space for Problem 4(b)

- (5) (a) **Design a counter** which produces the following binary sequence: 0, 1, 3, 7, 6, 4 and then repeats. Use three clocked T flip-flops and logic gates only. Use a minimum number of additional logic gates.
 - (b) How would you use a ROM to perform the addition of two four-bit 2's-complement numbers? How many **address lines** would be required? How many **data lines**? Show the **binary values** that would be applied to the address lines and observed on the data lines of the ROM when performing the following computations:

5(a) (14pts) T flip-flop input equations:				
T ₁ =		T ₂ =	T ₃ =	
5(b) (6pts) Address li	nes:	Data lines:		
7 Xuu (35 11	A DDDECC DFTC		-	
	ADDRESS DI15	DATA OUTPUT		
(i)				
(ii)				
(iii)				
(iv)				
	Additional Space for Problem 5			

(i) (+1) + (+2) (ii) (-1) + (+1) (iii) (+7) + (+6) (iv) (-6) + (-1)

Additional Space for Problem 5

Additional Space for Working Problems