COL215_2018 Minor 1

SAKSHAM DHULL

TOTAL POINTS

7 / 10

QUESTION 1

1 Question 12/2

- √ + 2 pts Correct proof
 - + 0 pts Incorrect proof
 - 1 pts Using derived equalities
 - 1 pts Missing steps
 - + 0 pts Unattempted

QUESTION 2

2 Question 2 o/3

- + 2 pts Correct
- + 1 pts Partially correct
- + **0.5 pts** Click here to replace this description.
- √ + 0 pts Incorrect
 - Placement of literals in K map is wrong. SO entire solution is wrong

QUESTION 3

3 Question 3 2/2

√ + 2 pts 8 or more values of f are correct out of 10

- + 1.5 pts 6 or 7 values of f are correct out of 10
- + 1 pts 4 or 5 values of f are correct out of 10
- + 0.5 pts 2 or 3 values of f are correct out of 10
- + O pts Less than 2 values of f are correct out of 10

QUESTION 4

4 Question 4 3/3

- + **0 pts** 3 or less are correct
- + 1 pts 4 to 7 are correct
- + 2 pts 8 to 11 are correct
- √ + 3 pts 12 and more are correct

[2]

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ENTRY No.: 2017CS10370

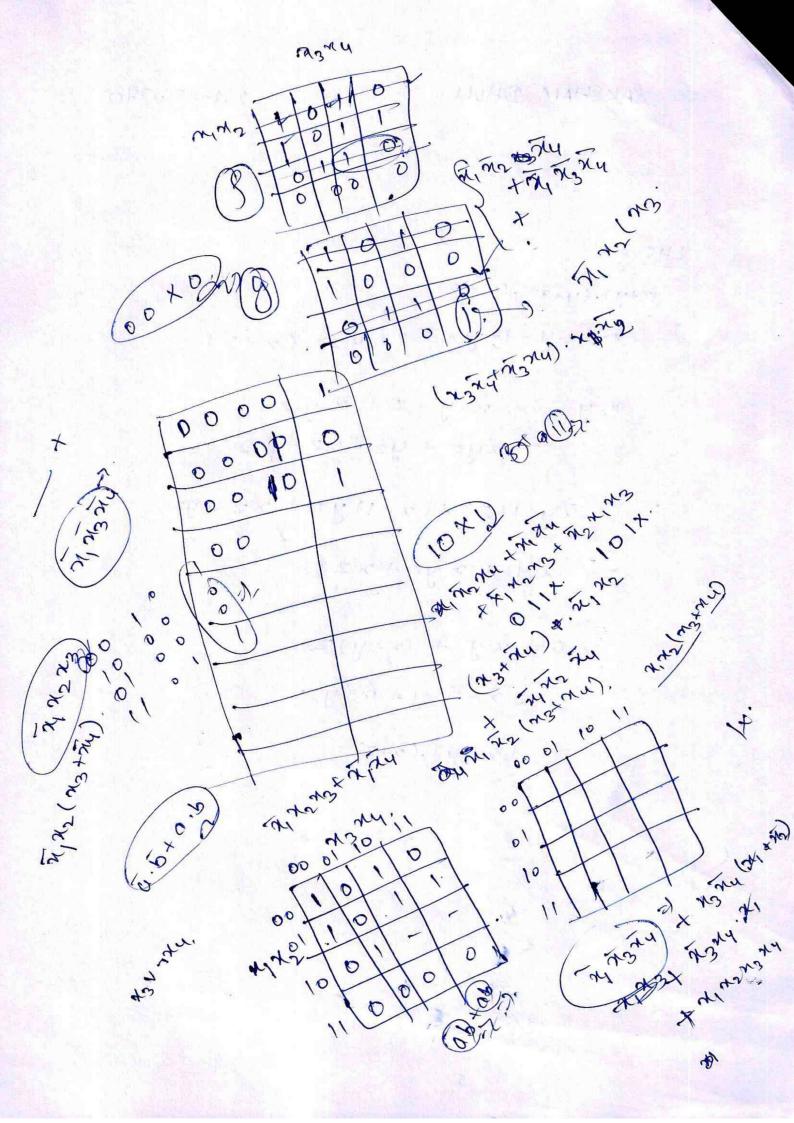
1. Using basic properties of Boolean Algebra operators '+' and '.' and the definitions of inverse and identity elements, prove the following equality. Do not use any derived properties.

$$(x + y) \cdot (y + z) \cdot (x' + z) = (x + y) \cdot (x' + z)$$

LHS
$$(x+y), (y+z), (x'+2)$$

$$= x-(x,y+x) + x+2 + x+2 + y+2, (x'+2).$$

$$= x-y + x+4 + x+2 +$$

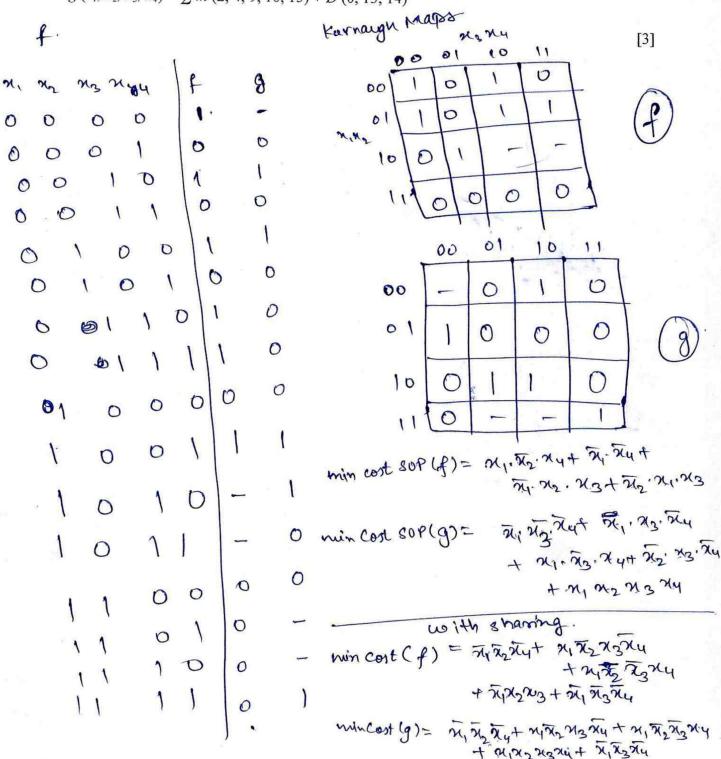


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2. Find the minimum cost SoP implementations for the following two functions considered separately (only expressions are required, not circuits). If you were allowed to share product terms among the two, what combined minimum cost implementation is possible. Note that in combined minimum implementation, the individual implementations need not be minimum. Here the cost is measured as "literal count", that is, total number of literals present in the expression, where each appearance of a variable in true or complemented form is counted as a literal. For example, the expression x_1 . x_2 ' + x_1 . x_3 has a literal count of 4.

 $f(x_1, x_2, x_3, x_4) = \sum_{i} m(0, 2, 4, 6, 7, 9) + D(10, 11)$ $g(x_1, x_2, x_3, x_4) = \sum_{i} m(2, 4, 9, 10, 15) + D(0, 13, 14)$

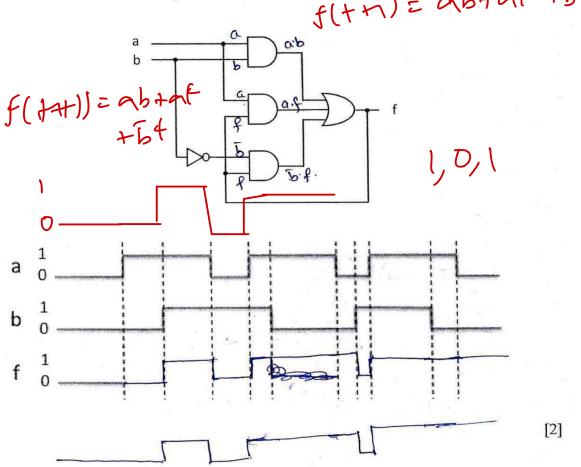


WITH MATERIAL 7-11/11/0 A TOTAL TO THE PROPERTY OF THE PARTY OF THE process will an arrange W. B. B. W. Land C.

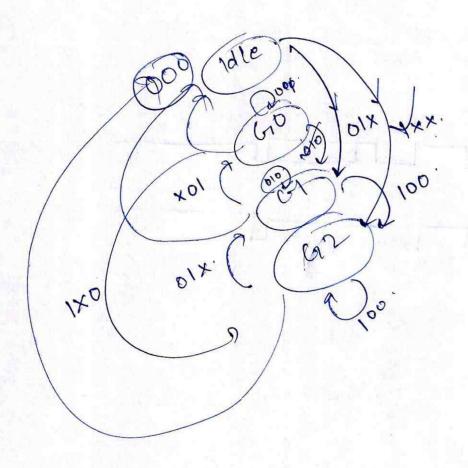
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3. Consider the circuit shown below. Waveforms for its inputs are given. Draw the waveform for - its output. Assume f to be '0' initially. f(++) = ab + af + bf



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4. A modified version of the arbiter discussed in class is given below in terms of its Entity and architecture description in VHDL. Draw its state transition diagram. Do not show multiple transitions between any pair of present state and next state.

```
ENTITY arbiter IS
  PORT (clk: IN bit;
        req: IN bit vector (2 DOWNTO 0);
        ack: OUT bit vector (2 DOWNTO 0)
                                                                               Vottoe
END arbiter;
ARCHITECTURE FSM OF arbiter IS
  TYPE state type IS (Idle, G0, G1, G2);
  SIGNAL state : state_type;
BEGIN
  PROCESS (clk)
  BEGIN
    IF clk'EVENT AND clk = '1' THEN
      IF req = "000" THEN state <= Idle;
      ELSIF req = "100" THEN state <= G2; ✓
      ELSIF req = "010" THEN state <= G1;
      ELSIF req = "001" THEN state <= G0;
      ELSE
        CASE state IS
        WHEN Idle =>
                req (2) = '1' THEN state <= G2,"
          ELSIF req (1) = '1' THEN state <= G1;
          END IF;
        WHEN G2 =>
          IF req (2 DOWNTO 1) = "01" THEN state <= G1;
          END IF;
        WHEN G1 =>
          IF req (1 DOWNTO 0) = "01" THEN state <= G0;
          END IF;
         WHEN G0 =>
          IF req (2) = '1' AND req (0) = '0' THEN state \leq G2;
          END IF;
        END CASE;
      END IF;
    END IF;
  END PROCESS;
  WITH state SELECT
    ack <= "000" WHEN Idle,
          "100" WHEN G2,
                                                     000
           "010" WHEN G1,
          "001" WHEN G0;
                                    000
END FSM;
                        000
                                                    Idle
                                        000 5
                                                  ack = 000
                                                                                                    [3]
                                                               100
                                                     1001 .
                                                     GO
                                                                     OX
                                   0/0
                                                            Jolo
                                                   ack = ool
                                                    2010
                                         10%
                                                     Gil
                                                                       1X0-
                                                                  100
                                                    10k = 010
                                          01%
                                                                                   JXX
                                                       G12
                                                    ack = 100
```

MICHO MANISMAS

A Page Manager

0+2y+212+y2,