

DSM Tutorial Quiz Questions (Post Midsems)

October 16th

Q1

You have an 8-bit bidirectional shift register with the initial value 11001100. The register can shift both left and right, and it has an additional control input (C) that determines the direction:

C = 0 shifts the register to the left.

C = 1 shifts the register to the right.

Each shift operation also takes in an external input bit (D_in) that is inserted into the register from the direction of the shift. The external input bits provided are: 1, 0, 1, 1 (used in the order of each shift operation).

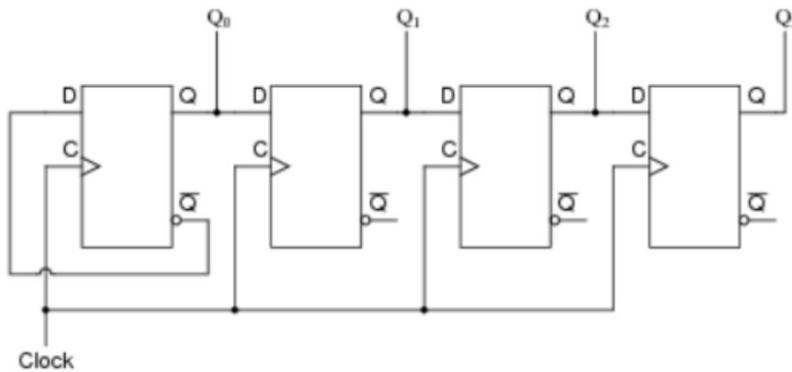
The sequence of operations is as follows:

1. Shift left (C = 0) with D_in = 1
2. Shift right (C = 1) with D_in = 0
3. Shift left (C = 0) with D_in = 1
4. Shift left (C = 0) with D_in = 1

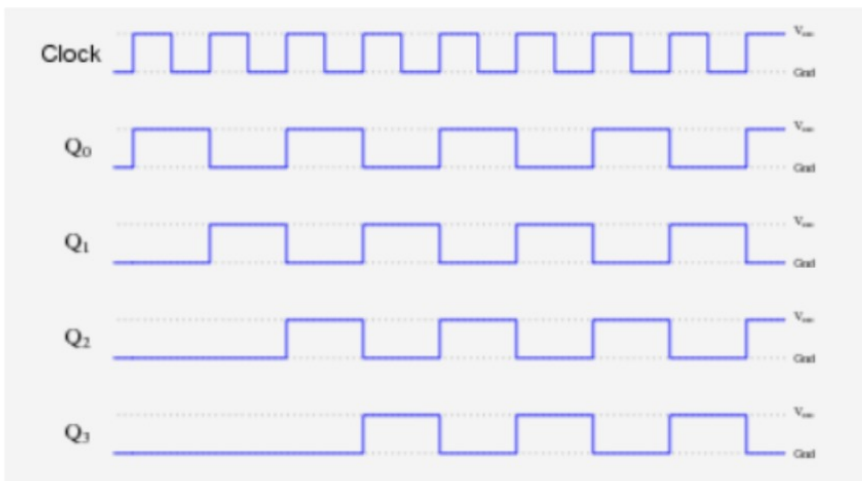
What will be the final value in the shift register after these 4 operations?

Answer : 00110011

2. Complete the timing diagram for this circuit, assuming all Q outputs begin in the low state:



A.



The input to each consecutive flip-flop keeps alternating at their first clock pulse. If k is the output at flip-flop 1, k will be the input for flip-flop 2 and k' will be the input for flip-flop 1. If we keep on repeating this, we get k as the input for flip-flop i whenever i is even and k' as the input whenever i is odd.

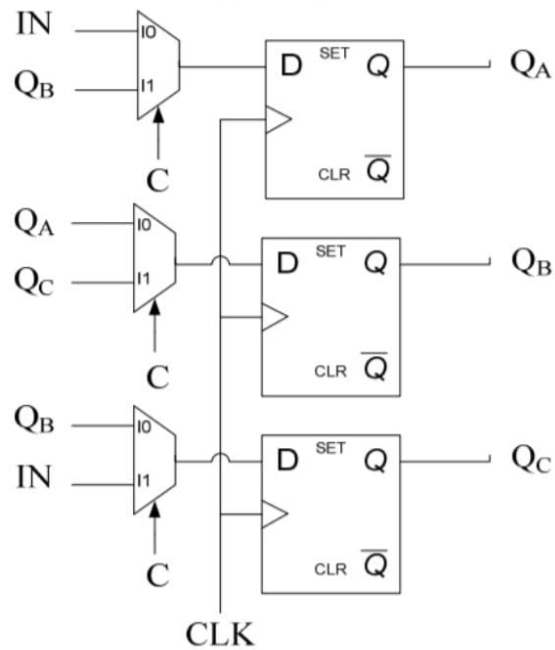
October 15th

Q1

Design a 3-bit shift register using 2:1 Mux and D Flip Flops which shifts right if the control input, $C = 0$ and shifts left if $C = 1$?

Ans

If $C = 0$, the circuit shifts from $IN \rightarrow Q_A \rightarrow Q_B \rightarrow Q_C$ and
If $C = 1$, the circuit shifts from $IN \rightarrow Q_C \rightarrow Q_B \rightarrow Q_A$

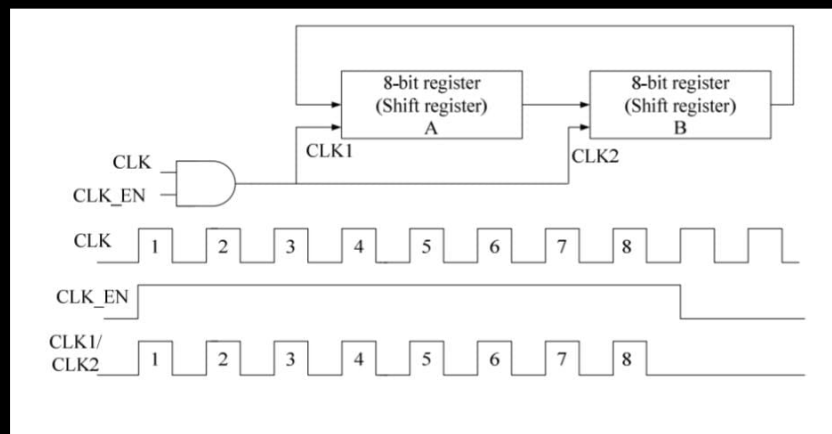


Q2

How to swap the contents of two 8-bit registers without using a third register.

Ans

The complete design using shift registers is shown in the following figure. The main clock is gated with the clock enable so that A and B will be shifted just 8 clocks. After 8 clocks A and B will have their contents swapped.



October 11th

Q1

State Reduction: A sequential circuit has the following state table:

Curr State	Next State (I = 0)	Next State (I = 1)	Output (I = 0)	Output (I = 1)
A	A	C	1	0
B	A	D	1	0
C	D	A	0	1
D	D	A	0	1

Perform state reduction to find the minimum equivalent state table.

Solution:

- The state reduction process involves finding equivalent states. In this case, states *C* and *D* can be combined because they have the same behavior for all inputs. The reduced state table is:

Curr State	Next State (I = 0)	Next State (I = 1)	Output (I = 0)	Output (I = 1)
A	A	C(=D)	1	0
B	A	D	1	0
D	D	A	0	1

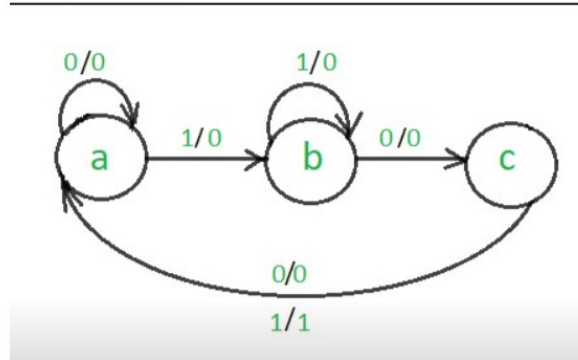
- Similarly, since *C* and *D* are equivalent, states *A* and *B* can be combined because they have the same behavior for all inputs.

Curr State	Next State (I = 0)	Next State (I = 1)	Output (I = 0)	Output (I = 1)
A	A	D	1	0
D	D	A	0	1

Q2

2. Develop a "101" sequence detector using D flip flops

A. This is the state diagram:



Consider state a to be 00, state b to be 10, state c to be 01

Using D flip flops, this will be the final truth table:

Present X state (X)	Present Y state (Y)	Input (I)	Next X state (X')	Next Y state (Y')	Dx	Dy	Output (Z)
0	0	0	0	0	0	0	0
0	0	1	1	0	1	0	0
0	1	0	0	0	0	0	0
0	1	1	0	0	0	0	1
1	0	0	0	1	0	1	0
1	0	1	1	0	1	0	0
1	1	0	X	X	X	X	X
1	1	1	X	X	X	X	X

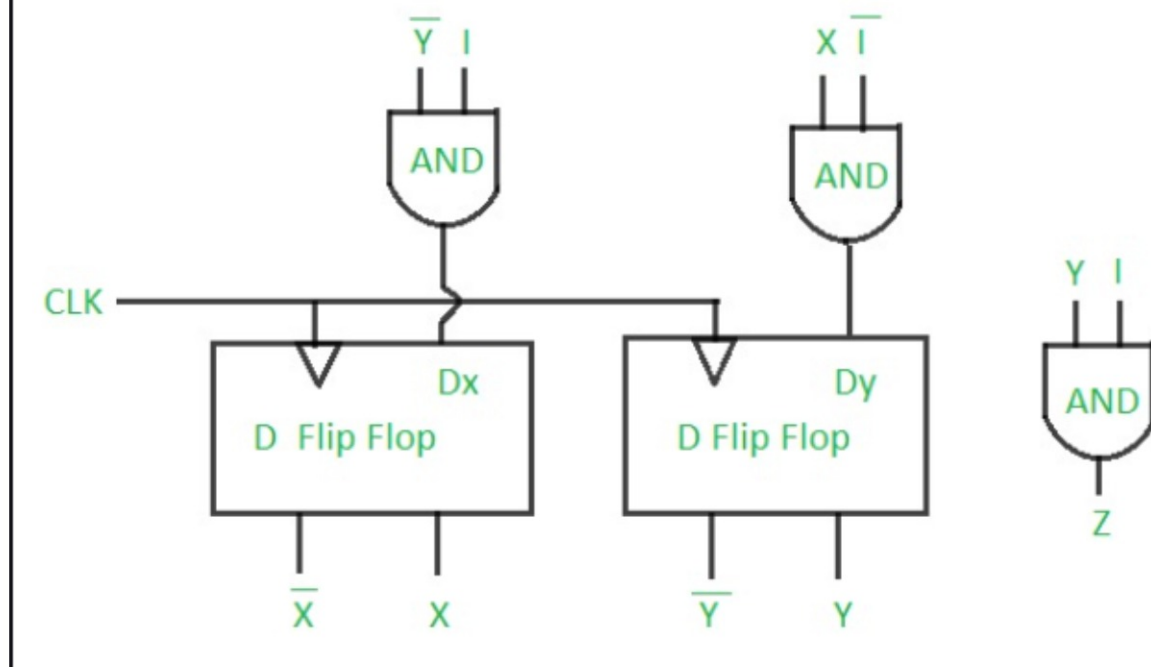
Using K-maps, we get

$$Dx = Y' \cdot I$$

$$Dy = X \cdot I'$$

$$Z = Y \cdot I$$

Circuit diagram:



October 10th

Q1

1. Implement D flip-flop using JK flipflop

D	Q _n	Q _{n+1}	J	K
0	0	0	0	x
0	1	0	x	1
1	0	1	1	x
1	1	1	x	0

The first 3 columns show all the cases for D flipflop.

For the transition $Q_n = 0$ and $Q_{n+1} = 0$, we just need J to be 0 as the state won't change when $K=0$ and Q will remain 0 when $K=1$.

For the transition $Q_n = 0$ and $Q_{n+1} = 1$, we need J to be 1 as the state toggles when $K=1$ and Q will change to 1 when $K=0$.

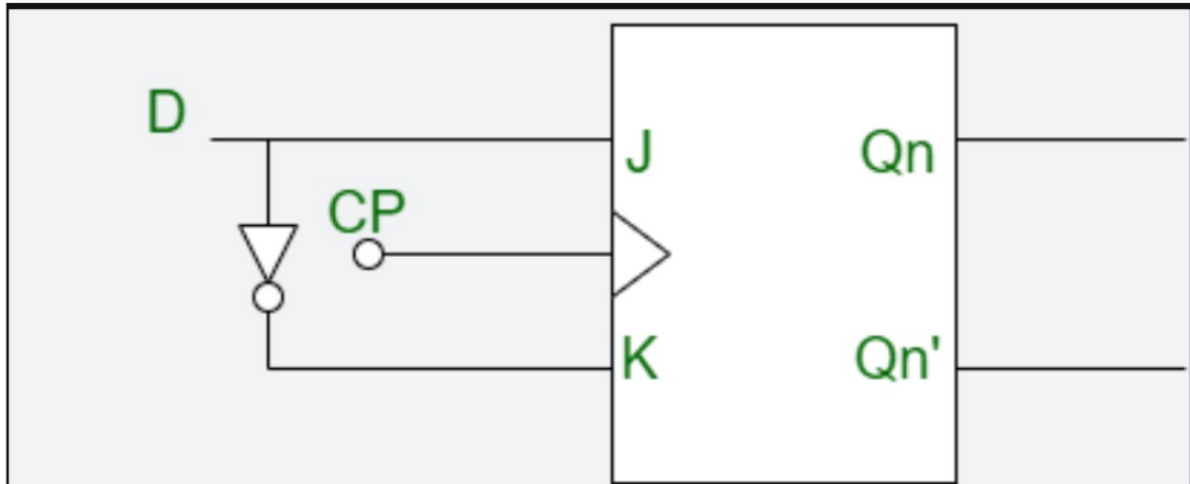
For the transition $Q_n = 1$ and $Q_{n+1} = 0$, we need K to be 1 as the state toggles when $J=1$ and Q changes to 0 when $J=0$.

For the transition $Q_n = 1$ and $Q_{n+1} = 1$, we need K to be 0 as the state remains the same when $J=0$ and Q remains 1 when $J=1$.

For D and Q_n as inputs and J as output, we apply a K-map and we'll get the equation $J=D$

For D and Qn as inputs and K as output, we apply a K-map and we'll get the equation $K=D'$.

So, our final circuit will be:



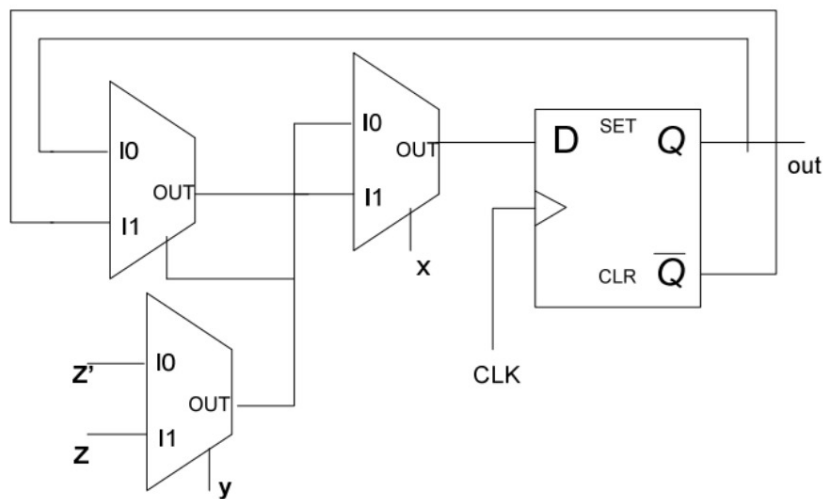
Q2

Using DFFs and minimum no. of 2×1 Mux, implement the following XYZ flip-flop. (Assume you have the inverse of the variables also)

X	Y	Z	Q(t+1)
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	Q(t)
1	0	1	Q(t)'
1	1	0	Q(t)'
1	1	1	Q(t)

Ans

It is clear that if $X=0$, $Q(t+1) = Y \text{ XNOR } Z$. If $X=1$ and if $(Y \text{ XNOR } Z)$, $Q(t+1) = Q(t)$, else $Q(t)'$. So we need one 2:1 mux to generate $Y \text{ XNOR } Z$. One to select $Q(t)$ and $Q(t)'$ and one more to select between $X=0$ case and $X=1$ case. Total we need 3 2:1 mux.



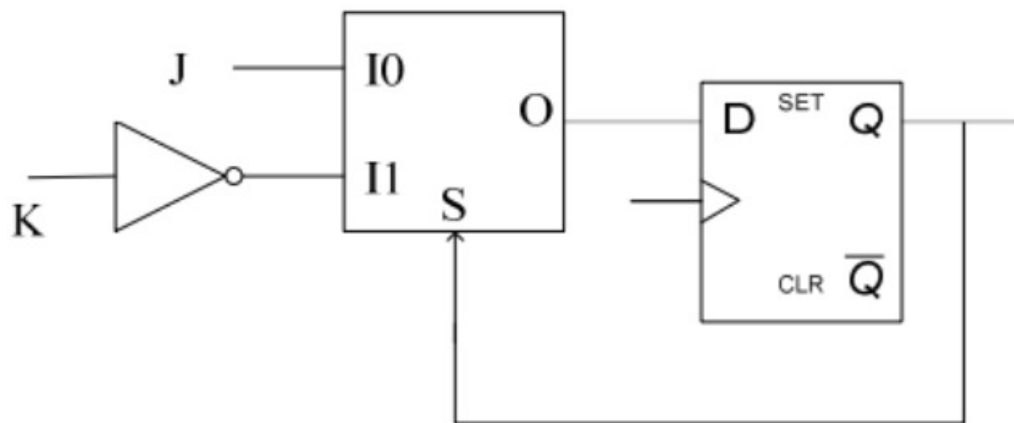
October 9th

Q1

Construct a J-K flip flop using a DFF, 2:1 Mux and an inverter

Ans

The catch here is to use Q as select line. You can observe the cofactors of $Q(t+1)$ with respect to J, K and $Q(t)$. Using J or K as the select line with 2:1 mux will not do.



Q2

2. A sequential circuit with two D flip-flops A and B , inputs x and y , and output z is specified by the following next-state and output equations:

$$A(t+1) = x'y + xB$$

$$B(t+1) = xA + yB$$

$$z = A'$$

Construct the state table for this circuit.

2. • The resultant state table would be:

Present State		Input		Next State		Output
A	B	x	y	A(t+1)	B(t+1)	z
0	0	0	0	0	0	1
0	0	0	1	1	0	1
0	0	1	0	0	0	1
0	0	1	1	0	0	1
0	1	0	0	0	0	1
0	1	0	1	1	1	1
0	1	1	0	1	0	1
0	1	1	1	1	1	1
1	0	0	0	0	0	0
1	0	0	1	1	0	0
1	0	1	0	0	1	0
1	0	1	1	0	1	0
1	1	0	0	0	0	0
1	1	0	1	1	1	0
1	1	1	0	1	1	0
1	1	1	1	1	1	0

