

# Digital Logic & Processor

## Final Exam

### Monsoon -2010

Roll number:

Name:

Seat:

| Q <sub>1</sub> | Q <sub>2</sub> | Q <sub>3</sub> | Q <sub>4</sub> | Q <sub>5</sub> | Q <sub>6</sub> | Q <sub>7</sub> | Q <sub>8</sub> | Total |
|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|-------|
|                |                |                |                |                |                |                |                |       |

Time: 3 hrs

Maximum Marks: 120

Answer all questions. Marks are indicated against each question. The answers should be given in the space provided. State your assumptions clearly if there is ambiguity with question. ***All the best!***

**1)**

- a) Give the design of a **JK** Master-Slave flip-flop with AND and NOR gates. Include a provision for asynchronous clear. **[5 marks]**

- b) Consider a **JK'** flip-flop (a **JK** flip-flop with an inverter between the external input **K'** and the internal input **K**). Obtain its characteristic table, characteristic equation and the excitation table. **[5marks]**

2)

- a) Using K-maps, design a circuit to divide a 2-bit number  $\mathbf{N_1N_0}$  by another 2-bit number  $\mathbf{D_1D_0 (\neq 0)}$  to generate a 2-bit quotient  $\mathbf{Q_1Q_0}$  and a 2-bit remainder  $\mathbf{R_1R_0}$ . **[10 marks]**
- (i) Using only NAND gates
- (ii) Using only NOR gates

- b) Draw the circuit of a 4-bit register with parallel load and shift left. The mode bit **M** is 0 for load and 1 for shift. Parallel load inputs are **I<sub>1</sub>** to **I<sub>4</sub>**. The outputs change on the rising edge of clock **CK**.  
**[5 marks]**

**3)**

- a) A stream of 1s and 0s appear at an input line. We need to design a recognizer for the sequence **0101** or **1010** with overlap. (That is the output should be 1 whenever the preceding 4 bits are 0101 or 1010). Show the state diagram for this sequence recognizer. **[5 marks]**

- b) Design a 3-bit synchronous count-by-3 circuit that follows the sequence 0, 3, 6, 1, 4, 7, 2, 5, 0, 3, ... Let the outputs from left-to-right be  $x$ ,  $y$ , and  $z$ . Use T flip-flops for the circuit. Give the expressions for  $T_x$ ,  $T_y$  and  $T_z$  in terms of  $x, y, z$ . Draw the circuit completely using any kind of gates. **[5 marks]**

4)

Perform the following arithmetic operations. All numbers are stored using 8-bit registers with 1's complements to represent negative numbers. Indicate clearly the carry on the row above.

**[5x 1 marks]**

a)  $-67 - 37$

b)  $25 - 97$

c)  $-97 - 37$

d)  $-126 - 2$

e) Indicate in which of the above cases an overflow error has occurred.

5)

Consider the processor designed using the single bus architecture discussed in the class. Write down the microinstructions corresponding to only the execute cycle for the following instructions. Assume the instructions to be one byte long if no immediate operand is present. State the number of micro-cycles for executing each instruction. **[4 x 5 = 20 marks]**

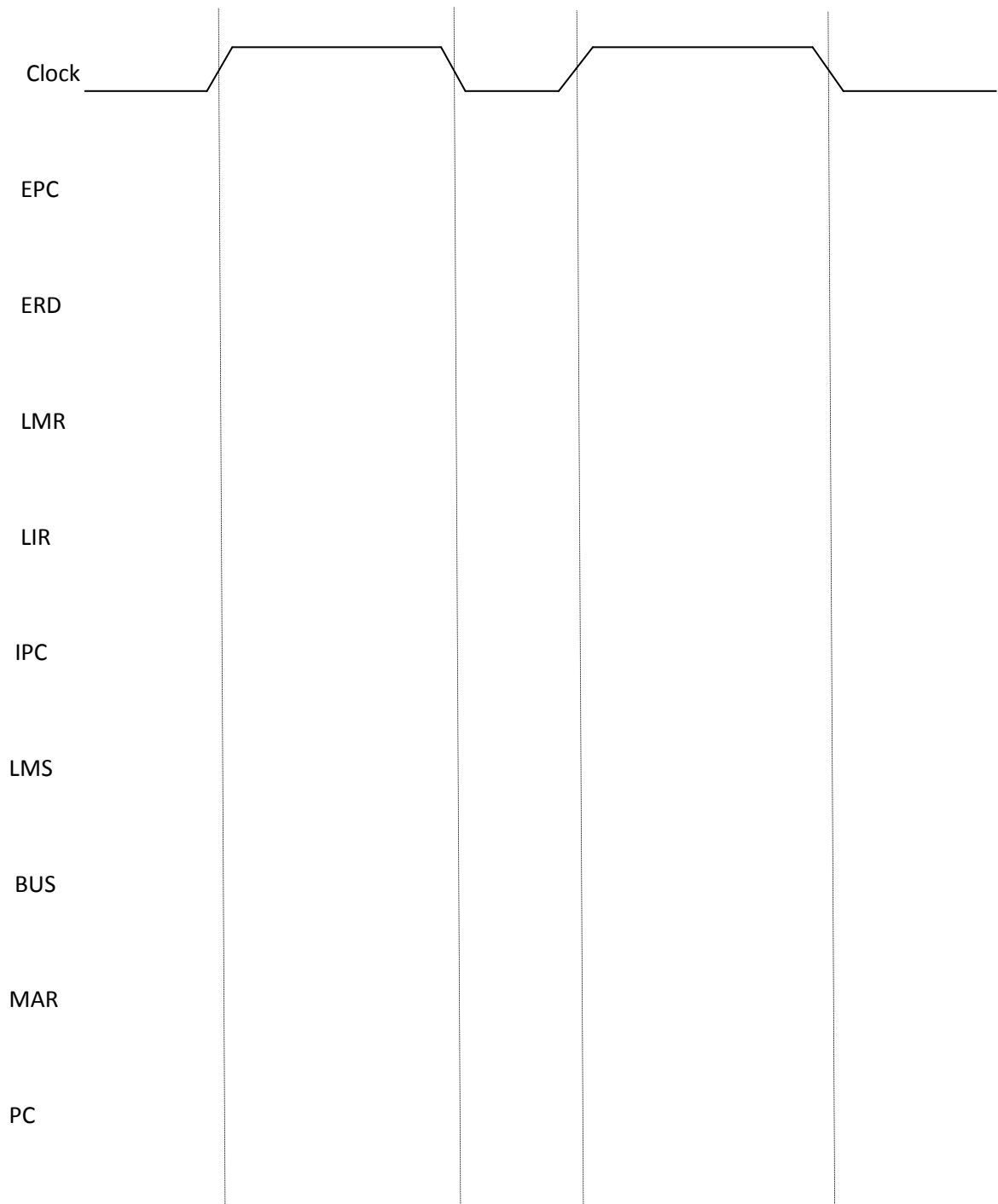
- a) **addr <r1>, <r2>, <r3>** : Add contents of registers <r2> and <r3> and store in <r1>
- b) **loadr <r1>, <r2>** : move the contents of memory location in **[[r1]]** to memory location **[[r2]]**.
- c) **loadx <r1>, <r2>**: Indexed load. Move the contents of memory location **[[r1]+[r2]]** to **AR**.
- d) **pushi, xx** : Push Immediate : Decrement **SP** by 1 and put **[xx]** in the memory location specified by **SP**

| Op-Code | Micro-Instructions | Selects |
|---------|--------------------|---------|
| addr    |                    |         |
| loadr   |                    |         |
| loadx   |                    |         |
| pushi   |                    |         |



6)

- a) Write the micro-instructions corresponding to the 2-step fetch – cycle for the processor discussed in the class. Complete the following timing diagram for the fetch cycle. Assume **PC** contains 100 (decimal) and memory location at 100 contains 05 (decimal). **[10 marks]**



- b) Consider the following ***program fragment*** having the op-codes discussed in the class. Note that the 2-byte instructions have been separated by commas. **[5 marks]**

```
      movi r1 , COUNT
LOOP: movs r1
      subi,01
      movd r1
      jmpdnz, LOOP
```

Write down the micro-instructions and the number of clock cycles corresponding to each of the op-codes.

| Op-code | Micro-Instructions | Selects |
|---------|--------------------|---------|
| movi    |                    |         |
| movd    |                    |         |
| movs    |                    |         |
| subi    |                    |         |
| jmpd    |                    |         |

- c) Assume the Clock frequency is 400MHz (i.e. Clock period = 2.5ns), calculate the time taken by each **LOOP** in the above program and hence determine the value of **COUNT** required to give an overall delay of 10μs. **[5 marks]**

7) Consider the following **program**. Please note that all 2-byte instructions are separated by commas. Also note that **n**, **N**, and **g** are positive integers.

a) Write down the micro-instructions corresponding to **cd** and **ret** and mention the number of clock cycles for each. **[3 + 2 marks]**

b) Analyze the program carefully and determine its output. **[5 marks]**

```

    movi r0, n
    movi r1, A0
    movi r2, N
LOOP1: cdu , NEXT1
       cdu, NEXT2
       movs r2
       subi, 01
       movd r2
       jmpdnz, LOOP1
       stop
NEXT1: movs r1
       store r0
       adi, 01
       movd r1
       retu
NEXT2: movi r3, g
       movi r4,00
LOOP2: movs r4
       add r0
       movd r4
       movs r3
       subi, 01
       movd r3
       jmpdnz, LOOP2
       movs r4
       movd r0
       retu

```

| Op-Code | Micro-Instructions | Selects |
|---------|--------------------|---------|
| cd<FL>  |                    |         |
| ret<FL> |                    |         |

- c) Trace the following **program fragment** for 11 steps of execution. **SP** is initialized to 255 and **PC** to 0 at start. The program is loaded starting at address 0. Show the memory location in which each instruction is stored. Indicate the instruction executed in sequence in the table and show the new values of **all** internal registers and memory which are changing as each instruction is executed. **[10 marks]**

```

movi r1, 22
movs r1
adi, 42
push r1
cdu, 11
pop r2
movs r2
stop
add r1
movd r3
retu

```

| Step No | Instruction | Changed Values |
|---------|-------------|----------------|
| 1       |             |                |
| 2       |             |                |
| 3       |             |                |
| 4       |             |                |
| 5       |             |                |
| 6       |             |                |
| 7       |             |                |
| 8       |             |                |
| 9       |             |                |
| 10      |             |                |
| 11      |             |                |

- d) Write an assembly language program using the op-codes discussed in the class that reads a number '**n**' stored in memory location **M1** and checks if its divisible by '**r**' (**r** >= 3)

**[10 marks]**

- 8) Write down an assembly language program using the op-codes discussed in the class that generates a straight line  $y = mx$  with a variable slope ' $m$ ' starting from origin. The input to your program should be the slope ' $m$ ' stored at memory location **M1**. The program should return the co-ordinates of the line  $(x_1, y_1), (x_2, y_2) \dots$  upto **N** co-ordinates and store them starting from memory location **M2** onwards. (write 2-byte instructions on the same line using commas to separate the op-code and data) **[10 marks]**