

Part I

1. Questions

Given the starter circuit, is the Reset signal a synchronous or asynchronous reset?
ANS: Asynchronous

Is it active high, or active low signal?
ANS: Active high

How should the Reset signal feature in the tests that you run on your FSM?
ANS: It should set the FSM back to the first (A) state

2. Tables

Flip-flop values

| | F2 | F1 | F0 |
|---|----|----|----|
| A | 0 | 0 | 0 |
| B | 0 | 0 | 1 |
| C | 0 | 1 | 0 |
| D | 0 | 1 | 1 |
| E | 1 | 0 | 0 |
| F | 1 | 0 | 1 |
| G | 1 | 1 | 0 |

State table

| F2 | F1 | F0 | W | F2* | F1* | F0* |
|----|----|----|---|-----|-----|-----|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 0 | 0 | 1 |
| 0 | 0 | 1 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 1 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 | 1 | 0 | 0 |
| 0 | 1 | 0 | 1 | 0 | 1 | 1 |
| 0 | 1 | 1 | 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 | 1 | 0 | 1 |
| 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| 1 | 0 | 0 | 1 | 1 | 1 | 0 |
| 1 | 0 | 1 | 0 | 1 | 0 | 0 |
| 1 | 0 | 1 | 1 | 1 | 0 | 1 |
| 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| 1 | 1 | 0 | 1 | 0 | 1 | 0 |

$$F_1^* = \overline{F_2} \overline{F_1} F_0 W + F_1 \overline{F_0} W + \overline{F_2} F_0 W$$

| $F_2 F_1 \backslash F_0 W$ | 00 | 01 | 11 | 10 |
|----------------------------|----|----|----|----|
| 00 | 0 | 0 | 1 | 0 |
| 01 | 0 | 1 | 0 | 0 |
| 11 | 0 | 1 | X | X |
| 10 | 0 | 1 | 0 | 0 |

$$F_2^* = \overline{F_2} \overline{F_1} W + F_1 F_0 + F_2 F_0 + F_2 \overline{F_1} W$$

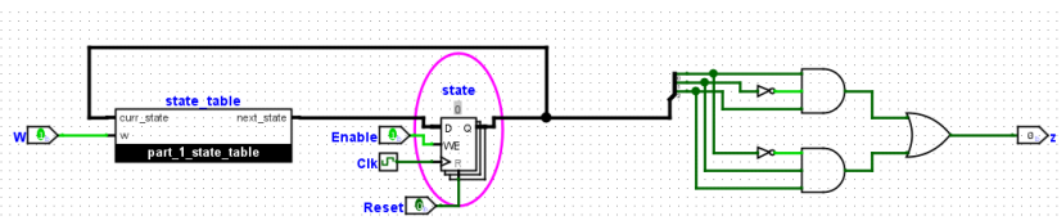
| $F_2 F_1 \backslash F_0 W$ | 00 | 01 | 11 | 10 |
|----------------------------|----|----|----|----|
| 00 | 0 | 0 | 0 | 0 |
| 01 | 1 | 0 | 1 | 1 |
| 11 | 0 | 0 | X | X |
| 10 | 0 | 1 | 1 | 1 |

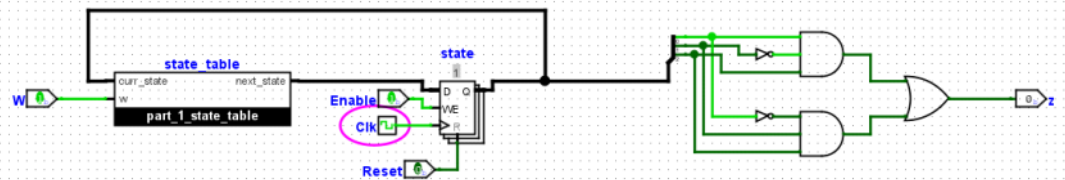
$$F_0^* = \overline{F_2} \overline{F_0} W + F_1 F_0 W + F_2 F_0 W$$

| $F_2 F_1 \backslash F_0 W$ | 00 | 01 | 11 | 10 |
|----------------------------|----|----|----|----|
| 00 | 0 | 1 | 0 | 0 |
| 01 | 0 | 1 | 1 | 0 |
| 11 | 0 | 0 | X | X |
| 10 | 0 | 0 | 1 | 0 |

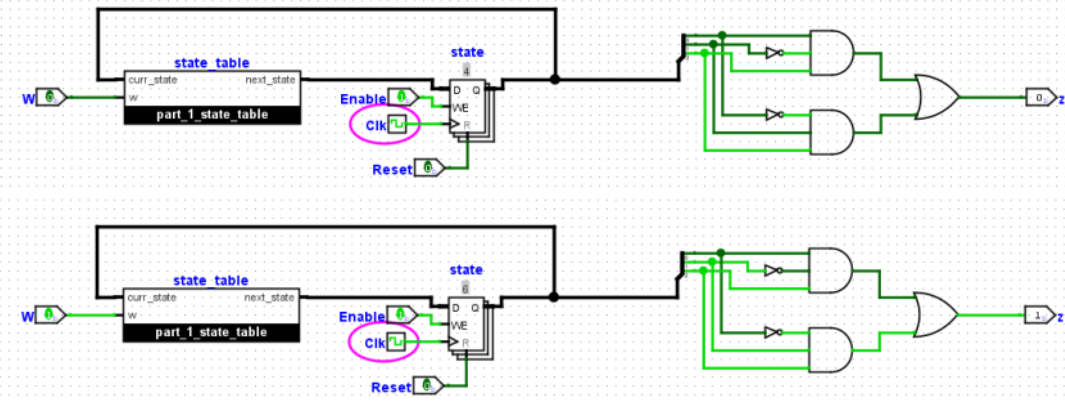
5. Tests

Basic test case, going from A to B using W=1, 1 clock cycle





Going from z=0 output to z=1 output



Part II

2. Register Table

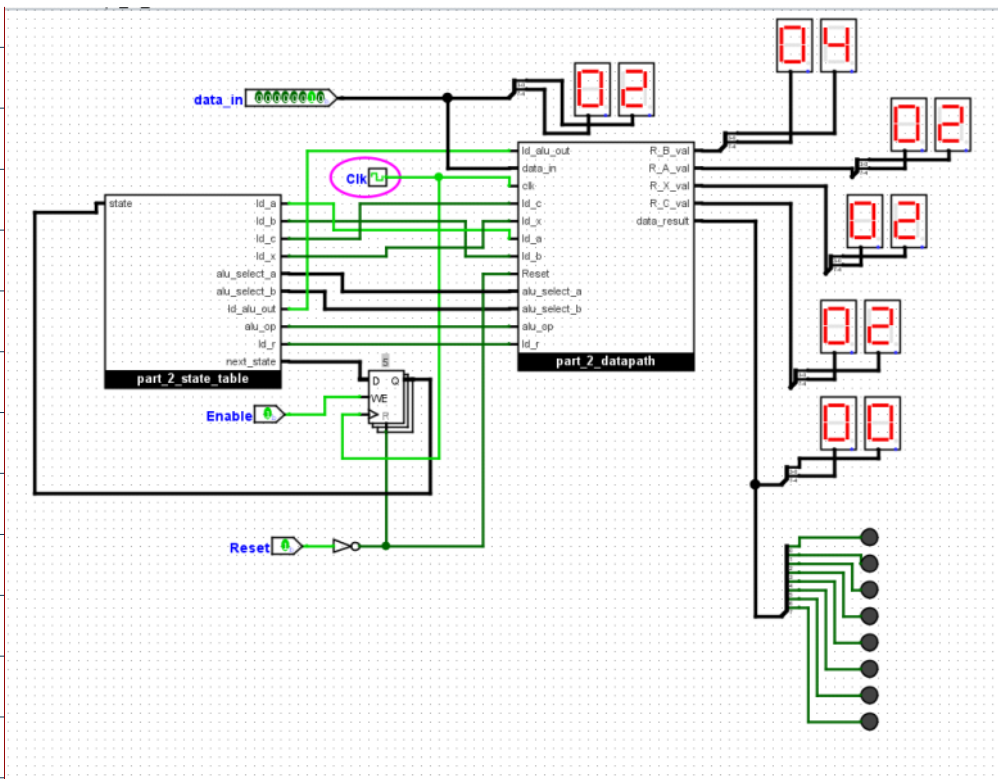
| Clk Cycle | ld_a | ld_b | ld_c | ld_x | alu_select_a | alu_select_b | ld_alu_out | alu_op | ld_r | R_A | R_B | R_C | R_X | R_R | Flip-flop State |
|-----------|------|------|------|------|--------------|--------------|------------|--------|------|------|------|-----|-----|-----------|-----------------|
| 1 | 1 | 0 | 0 | 0 | 00 | 00 | 0 | 0 | 0 | A | 0 | 0 | 0 | 0 | 0000 |
| 2 | 0 | 1 | 0 | 0 | 00 | 00 | 0 | 0 | 0 | A | B | 0 | 0 | 0 | 0001 |
| 3 | 0 | 0 | 1 | 0 | 00 | 00 | 0 | 0 | 0 | A | B | C | 0 | 0 | 0010 |
| 4 | 0 | 0 | 0 | 1 | 00 | 00 | 0 | 0 | 0 | A | B | C | x | 0 | 0011 |
| 5 | 0 | 1 | 0 | 0 | 01 | 11 | 1 | 1 | 0 | A | Bx | C | x | 0 | 0100 |
| 6 | 1 | 0 | 0 | 0 | 00 | 01 | 1 | 0 | 0 | A+Bx | Bx | C | x | 0 | 0101 |
| 7 | 0 | 1 | 0 | 0 | 11 | 11 | 1 | 1 | 0 | A+Bx | x^2 | C | x | 0 | 0110 |
| 8 | 0 | 1 | 0 | 0 | 10 | 01 | 1 | 1 | 0 | A+Bx | Cx^2 | C | x | 0 | 0111 |
| 9 | 0 | 0 | 0 | 0 | 00 | 01 | 0 | 0 | 1 | A+Bx | Cx^2 | C | x | Cx^2+Bx+A | 1000 |

3. State diagram

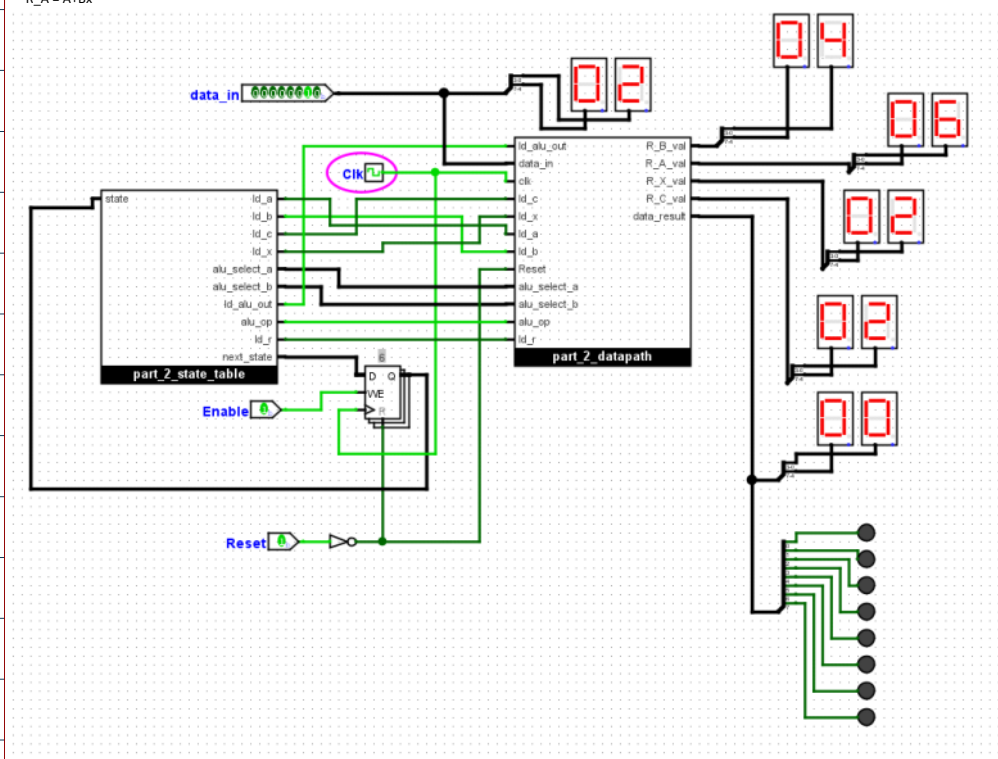
Goes from 0000 incrementing by 1 until 1000 and repeat

5. Testing

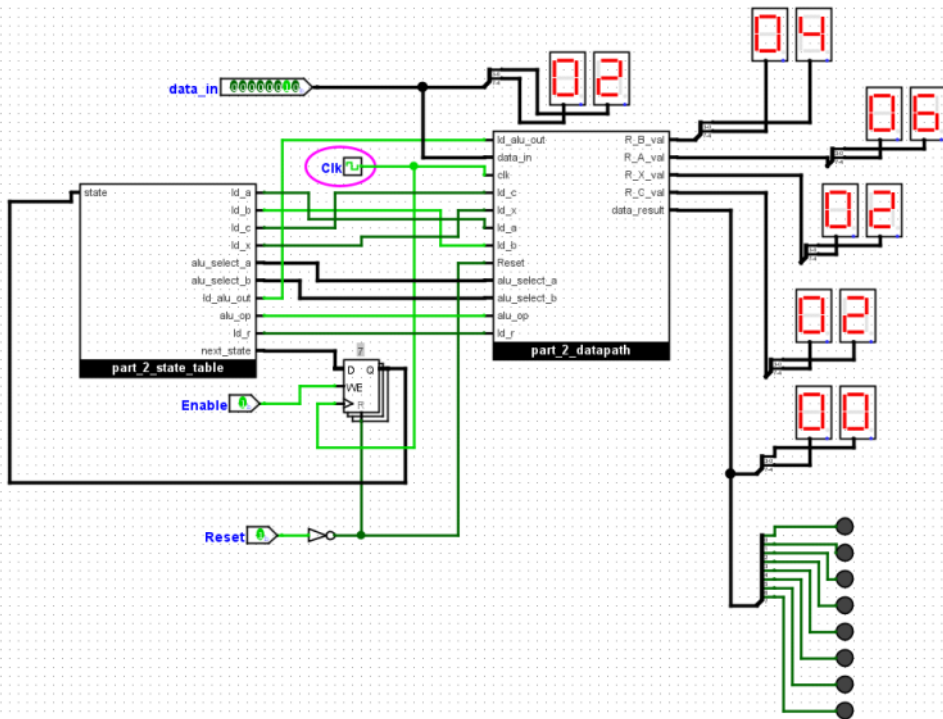
Simple test with A,B,C,x = 2, so $Cx^2+Bx+A = 14$, starting with the 0th cycle:



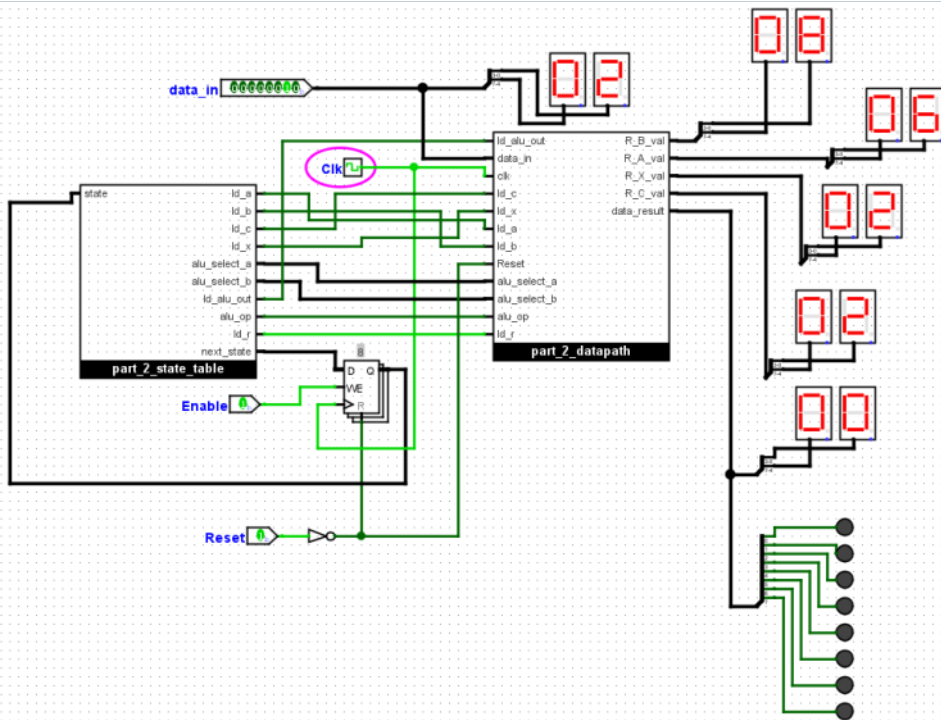
$R_A = A + Bx$



$R_B = x^2$



$$R_B = Cx^2$$



Data_result = 14 (E in hex)

