<u>Date</u>: 2012-05-29 (5 hours)

Allowed aids: none

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Number of tasks: 9
Number of pages: 3

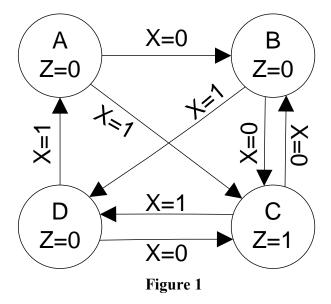
Maximum points: 100 (50 points required to pass)

Instructions for submitted solutions:

- Rationale and justifications may not be so scarce that they become difficult to follow.
- The reasoning behind used equations should be explained.
- The calculations shall be sufficiently complete to show how the final result was obtained.
- Each task must be concluded with a clearly written answer.
- 1. Convert the hexadecimal number DB3 into binary. Then convert the obtained binary number into octal. (8p)
- 2. Convert the decimal number -35 into an 8-bit binary number in two's complement form. (8p)
- 3. Minimize the following Boolean expression: $(x+y+z)(x+y+\bar{z})$ (10p)
- 4. Determine if the following equality is true: $\overline{a + \overline{b \cdot c}} \cdot \overline{a \cdot (b + c)} = 0$ (10p)
- 5. Minimize the function $f(x_3, x_2, x_1, x_0) = \sum (1,6,7,13) + d(4,5,9,10,15)$ by using a Karnaugh map. Write the function as a minimal sum-of-product (SP) expression. (10p)
- 6. Design a function that counts how many of the bits in the input-vector $X=(x_2,x_1,x_0)$ that are 0. The result should be given as a binary number on the output $Z=(z_1,z_0)$.

Give your answer as a Boolean expression. (12p)

- 7. Write a function in VHDL that takes a 4-bit vector as input, determines the parity bit required for odd parity, and gives a 5-bit output that contains the parity bit and the original 4-bit vector. (12p)
- 8. Draw the state transition graph for the VHDL code given in Appendix 1. (14p)
- 9. Develop the circuit diagram for the state transition graph given below. Use D flip-flops and binary coding for the state memory. (16p)



APPENDIX 1.

```
entity seq_design is
port(
            a, clock, reset: in std_logic;
            x: out std_logic
);
end seq_design
architecture FSM of seq design is
    type state_type is (S0, S1, S2, S3, S4);
    signal next state, current state: state type;
begin
    process(clock, reset)
    begin
        if (reset='1') then
             current state <= S0;
        elsif (clock'event and clock='1') then
            current state <= next state;</pre>
        end if;
    end process;
    process(current_state, a)
    begin
        case current state is
             when S0 => x <= '0';
                         if a='0' then
                             next state <= S4;</pre>
                          elsif a ='1' then
                             next_state <= S1;</pre>
                         end if;
             when S1 \Rightarrow x \Leftarrow '0';
                          if a='0' then
                              next state <= S4;
                          elsif a=\overline{1} then
                             next state <= S2;</pre>
                         end if;
             when S2 => x <= '0';
                          if a='0' then
                              next_state <= S4;</pre>
                          elsif a=\overline{1} then
                             next state <= S3;</pre>
                         end if;
             when S3 => x <= '1';
                          if a='0' then
                          next_state <= S0;
elsif a='1' then</pre>
                             next_state <= S4;</pre>
                         end if;
             when S4 => x <= '1';
                         next state <= S0;</pre>
    end case;
  end process;
end FSM;
```