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**Ve270 Introduction to Logic Design**

**Homework 10**

**Assigned: July 26, 2018**

**Due: August 2, 2018, 2:00pm.**

**The homework should be submitted in hard copies.**

1. Problem 5.19 (30 points)

- 5.19 Using a timer, design a system with single-bit inputs  $U$  and  $D$  corresponding to two buttons, and a 16-bit output  $Q$  which is initially 0. Pressing the button for  $U$  causes  $Q$  to increment, while  $D$  causes a decrement; pressing both buttons causes  $Q$  to stay the same. If a single button is held down,  $Q$  should then continue to increment or decrement at a rate of once per second as long as the button is held. Assume the buttons are already debounced. Assume  $Q$  simply rolls over if its upper or lower value is reached.

### 2. Problem 5.26 (10+5+5 points)

(a)

Inputs					Outputs							
s2	s1	s0	B	S	n2	n1	n0	L	Dreg_clr	Dreg_ld	Dctr_clr	Dctr_cnt
0	0	0	0	0	0	0	1	0	1	0	0	0
0	0	0	0	1	0	0	1	0	1	0	0	0
0	0	0	1	0	0	0	1	0	1	0	0	0
0	0	0	1	1	0	0	1	0	1	0	0	0
0	0	1	0	0	0	0	1	0	0	0	1	0
0	0	1	0	1	0	0	1	0	0	0	1	0
0	0	1	1	0	0	1	0	0	0	0	1	0
0	0	1	1	1	0	1	0	0	0	0	1	0
0	1	0	0	0	0	1	1	1	0	0	0	0
0	1	0	0	1	0	1	1	1	0	0	0	0
0	1	0	1	0	0	1	1	1	0	0	0	0
0	1	0	1	1	0	1	1	1	0	0	0	0
0	1	1	0	0	0	1	1	0	0	0	0	1
0	1	1	0	1	1	0	0	0	0	0	0	1
0	1	1	1	0	0	1	1	0	0	0	0	1
0	1	1	1	1	1	0	0	0	0	0	0	1
1	0	0	0	0	0	0	1	0	0	1	0	0
1	0	0	0	1	0	0	1	0	0	1	0	0
1	0	0	1	0	0	0	1	0	0	1	0	0
1	0	0	1	1	0	0	1	0	0	1	0	0
1	0	1	0	0	0	0	0	0	0	0	0	0
1	0	1	0	1	0	0	0	0	0	0	0	0
1	0	1	1	0	0	0	0	0	0	0	0	0
1	0	1	1	1	0	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0	0	0	0	0
1	1	0	0	1	0	0	0	0	0	0	0	0
1	1	0	1	0	0	0	0	0	0	0	0	0
1	1	0	1	1	0	0	0	0	0	0	0	0
1	1	1	0	0	0	0	0	0	0	0	0	0
1	1	1	0	1	0	0	0	0	0	0	0	0
1	1	1	1	0	0	0	0	0	0	0	0	0
1	1	1	1	1	0	0	0	0	0	0	0	0

$$n2 = s1's1s0B'S + s2's1s0BS$$

$$n1 = s2's1's0B + s2's1s0' + s2's1s0S'$$

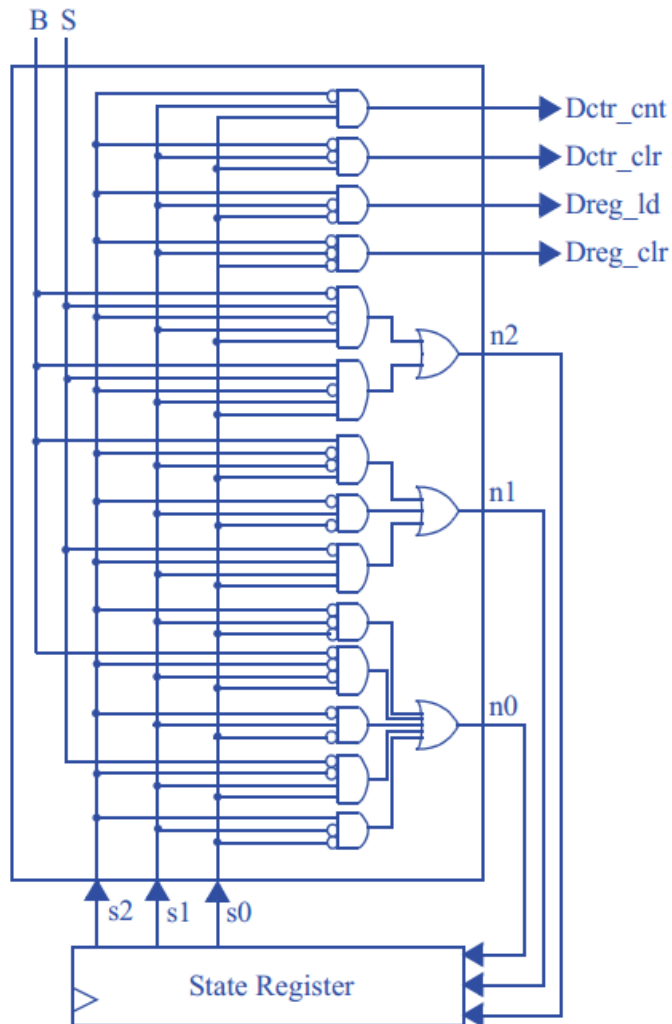
$$n0 = s2's1's0' + s2's1's0B' + s2's1s0' + s2's1s0S' + s2s1's0'$$

$$Dreg\_clr = s2's1's0'$$

$$Dreg\_ld = s2s1's0'$$

$$Dctr\_clr = s2's1's0$$

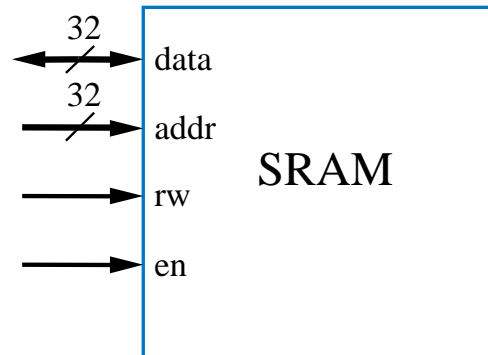
$$Dctr\_ctr = s2's1s0$$



**(b)** The controller features two levels of gates, resulting in a delay of 4ns. Therefore the critical path is within the up-counter, or 5ns.

**(c)** With a critical path of 5ns, the maximum clock frequency is  $1,000,000,000/5 = 200\text{MHz}$ .

3. Given an SRAM block,



If the memory is byte addressable (each byte has an address), how many **bits** in maximum can the SRAM block have? (10 points)

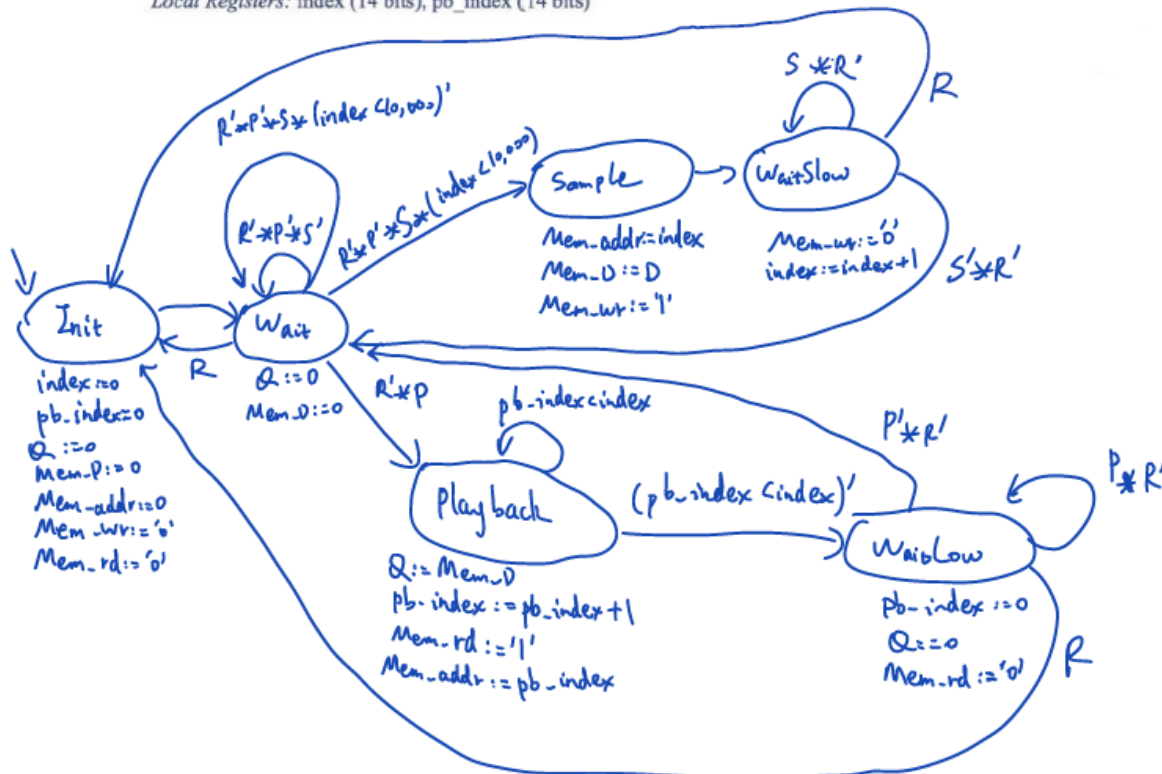
$$2^{32} \text{ bytes} * 8 \text{ bits/byte} = 2^{35} \text{ bits}$$

4. Problem 5.43 (30 points)

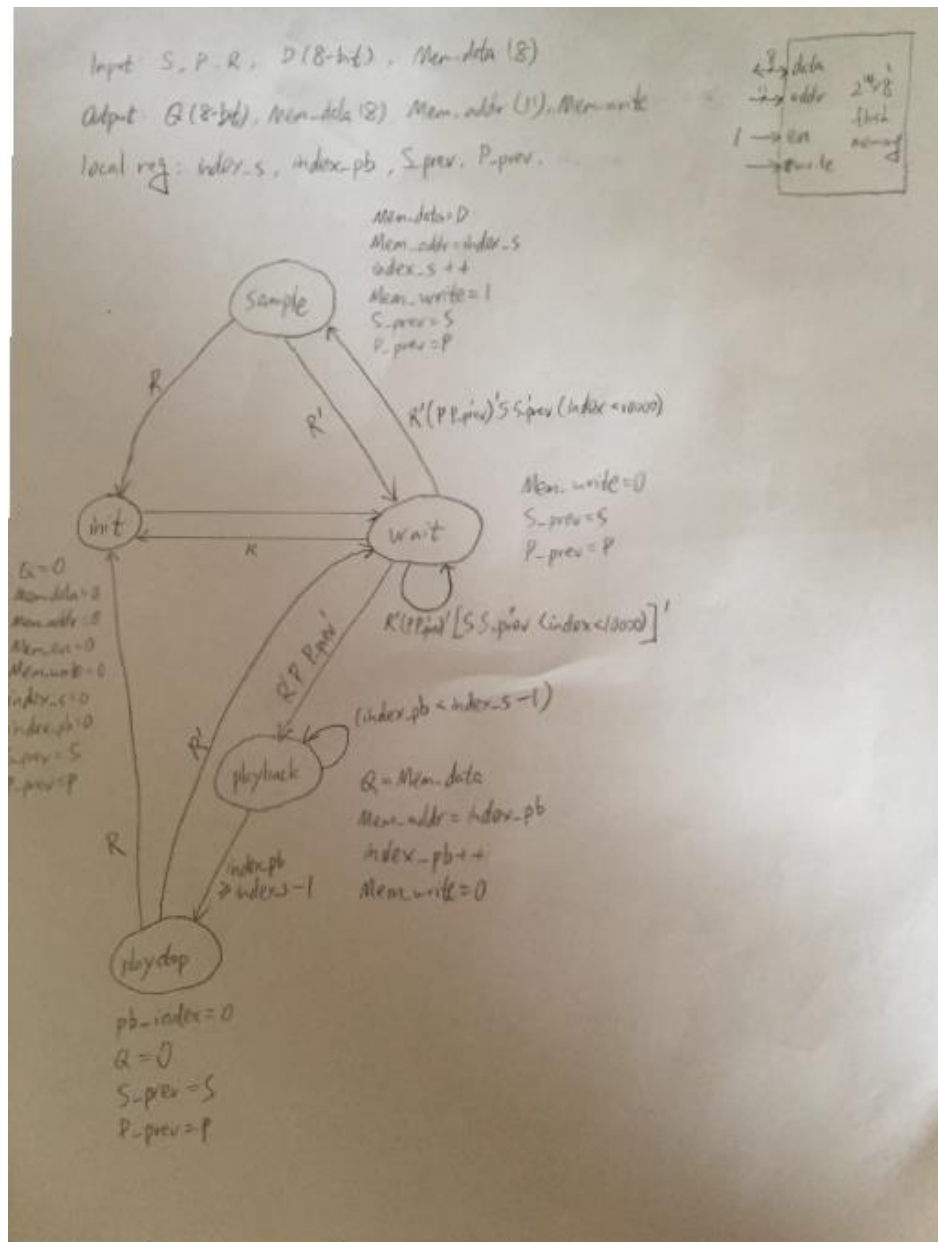
Inputs: S, P, R (bit); D, Mem\_D (8 bits)

Outputs: Q (8 bits); Mem\_D (8 bits) [both an input and an output]; Mem\_addr (14 bits); Mem\_wr, Mem\_rd (bit)

Local Registers: index (14 bits), pb\_index (14 bits)



Alternative Answer Exists.



5. Problem 6.27 (10 points)

