

CSC 137 MOCK MIDTERM 2

Show your work clearly to earn points. Work not shown will not earn any points.

Date:

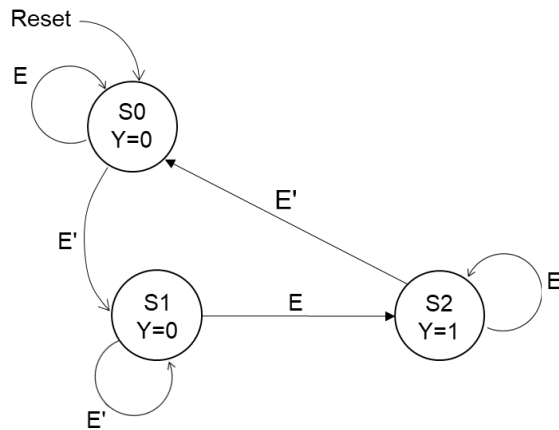
Instructor: Dr. Ilkan Çokgör

Total: 20 points

Student Name:

Student Number:

1) Given the state transition diagram below:

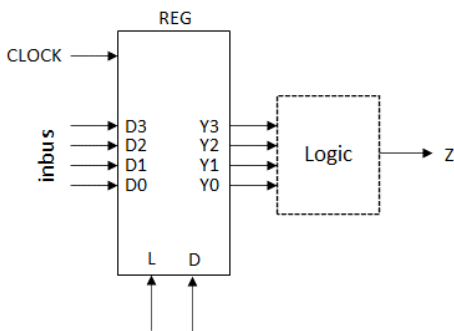


- Construct the state transition table. (2 points)
- Use K-maps to derive the simplest Boolean equations for the state variables. Take don't care cases into account. (2 points)
- Construct the Output table. (1 point)
- Derive the simplest Boolean equation for the output. (1 point)
- Draw the Moore machine circuit. (2 points)

2) You are tasked with designing a control unit that loads a value to a 4-bit register and decrements the value in the register. When the register value reaches 0, the execution is complete. The register transfer language (RTL) description for each micro-operation is given below:

Start: Reg \leftarrow inbus
 Loop: Reg = Reg - 1
 If Reg \neq 0, goto Loop
 End: goto End

The register hardware and its function table are given as follows:



Function Table		
L	D	Function
0	1	Decrement
1	0	Load external inputs
0	0	No change

- Design and show the logic at the register output to generate the necessary Z signal so that when the register reaches 0, Z is Logic 0, otherwise Z is Logic 1. (1 point)
- Establish the control signals that are necessary for each micro-operation. Clearly show where those control signals would be connected in the counter hardware circuit. Hint: Think about how many control signals you need. Show in a table which control signal will be generated at each RTL step. (2 points)
- Construct the state transition diagram of the control unit. Show which state corresponds to which micro-operation (i.e. RTL step) in a table. (2 points)
- Construct the state transition table for the control unit. (2 points)
- Derive the simplest Boolean equations for the state variables. (2 points)
- Construct the output table for the control unit. (1 point)
- Derive the simplest Boolean equations for the outputs. (2 points)