First name	LAST NA	AME	
LAB Session (Circle one):			
Mon 9-12	Tues 8 – 11	Wed 9-12	Fri 9 - 12
	Tues 2-5	Thurs 2-5	Fri 2-5

MIDTERM 2 (Version 1): Monday Oct 31, 2016

- 1. Write your name above. Circle your lab session!
 Know your lab session. Circle the wrong session or Not circle it, 1 point will be deducted from your total score.
- 2. One-side note sheet is allowed
- 3. No Calculator, No electronic device (computer, smart/cell phone, ...) is allowed
- 4. To receive credit, show all your work clearly and readably.

Write only answer gets 0

- 5. There are 5 pages in this exam.
- 6. Do not write multiple answers, otherwise, the wrong one will be graded.
- 7. Ask if you have any questions or confusion.
- 8. For problem 3, you are responsible for solving one problem (*choose* 3a or 3b)

Problem	Score	Your score
1	30	
2	30	
3	40	
Total	100	

6-bit signed number	Decimal		
101010			
	-12		
b) (10 pts) Given the 6-bit signed number 100110 – 000111 and state whether		ormat), find	the result
100110 – 000111 =		(in	binary)
Overflow? (circle one) and explain	your reason below:	Yes	No
c) Given a 32 x 16 register file,			
c.1 (2 pts) How many bits for W_data and	R_data?		bits
	l R_addr?		bits
c.2 (3 pts) How many bits for W_addr and			
c.2 (3 pts) How many bits for W_addr and c.3 (4 pts) What is the size of decoder?			

Read port

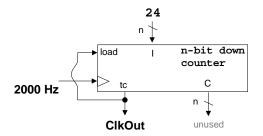
Write port

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2) (30 points)

2a) (14 pts) Given the following circuit using an n-bit down counter, answer the questions



2a) What is the *minimum* value of **n**?

2b) What is the *frequency* (in Hz) of **ClkOut**?

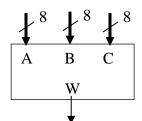
2b) (16 pts) Design a 2-bit ALU using 2-bit adder and muxes for the following operation table

<u>s1</u>	s0	ALU operation
0	0	A << 1 filled with 0
0	1	NOT B
1	0	A + B
1	1	A - B

READ ME: For problem 3, choose 1 problem to complete (pick Problem 3a or 3b)

10 bonus points if you can complete both 3a and 3b with 100% correct answers

3a) (40 points) Given three 8-bit unsigned inputs A, B, C, design a circuit that outputs 1 if the **smallest** *absolute* distance between any pair of values is less than 15 or greater than 50.



Note: your circuit must work for any 8-bit unsigned numbers given in A, B, C. - Assume that you have the following Datapath components available (*unsigned* only) – decoders, encoders, muxes, parallel load registers, adders, subtractors, magnitude comparators, array style multipliers, shifters, and logic gates (NOT, AND, OR, NAND, NOR, ... for any *n* inputs (*n* is your choice)). - Properly connect all components and indicate bit-width of each wire (if more

Ex 1: If A = 108, B = 53 and C = 27, absolute distance between A and B = |A-B| or |B-A| = 55 absolute distance between A and C = 81 absolute distance between B and C = 26

Since the smallest absolute distance is 26 which is NOT less than 15 or greater than 50, the output W = 0.

Ex 2: If A = 18, B = 25 and C = 72, absolute distance between A and B = |A-B| or |B-A| = 7 absolute distance between A and C = 54 absolute distance between B and C = 47

Since the smallest absolute distance is 7 which is less than 15, the 1-bit output W = 1.

than 1 bit).

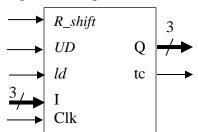
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Reminder: You are responsible for solving only one problem (pick 3a or 3b)

3b) (40 points) **Design** a **3-bit up/down-counter** that has the following control inputs:

- *R_shift* shifts its counter value to the right,
- UD enables counting up or down (UD = 1 for up),
- *ld* loads value I to the counter

The counter has 3-bit "Q" as the counter output and 1-bit terminal count (tc) output as shown in the block diagram on the right-hand side.



The *order of operation* from *highest to lowest priority* is *ld*, *R_shift*, *UD*. The operation table is given below:

ld	R_shift	UD	Q
1	X	X	I
0	1	0	maintain
0	1	1	Shift Q to the right by 1 position filled with 0
0	0	1	Q + 1 (count up)
0	0	0	Q - 1 (count down)

Properly connect all components and indicate bit-width of each wire (if more than 1 bit).

Assume that you have the following datapath components available (**unsigned** only): decoders, encoders, muxes, 3-bit parallel load registers, 3-bit magnitude comparators, 3-bit adders, 3-bit subtractors, 1-bit left shifter (use symbol << 1), 1-bit right shifter (use >> 1), and logic gates (NOT, AND, OR, NAND, NOR, ... for any n inputs (n is your choice)).