## Computer Engineering 111 Final Exam May 10, 2000

Name	S	OL	UT	10	H	S	

Nine problems, 100 points.

Closed books, closed notes, no calculators. You would be wise to read all problems before beginning, note point values and difficulty of problems, and budget your time accordingly.

Please do not open the test until I tell you to do so.

Good luck!

- 1. (9 total points)
- a) (2 points) convert to hex and binary:

$$37024 \text{ (octal)} = 0111130001000 \text{ (binary)} = 3E14 \text{ (hex)}$$

b) (5 points) convert to binary, octal and decimal:

$$= 5 \setminus 25.3$$
 (octal)

c) (2 points) convert to octal and hex

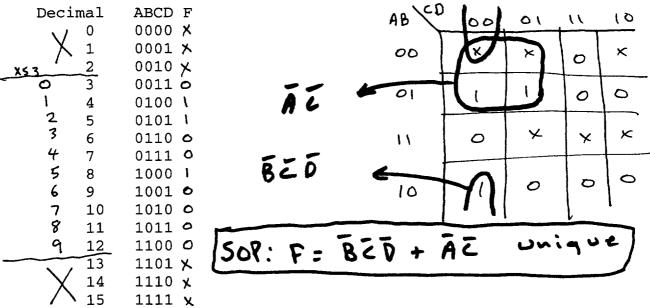
$$\frac{4.5.5}{100101101011.111001010}$$
 =  $\frac{4.553712}{6.6}$  (octal) =  $\frac{928.65}{5}$  (hex)

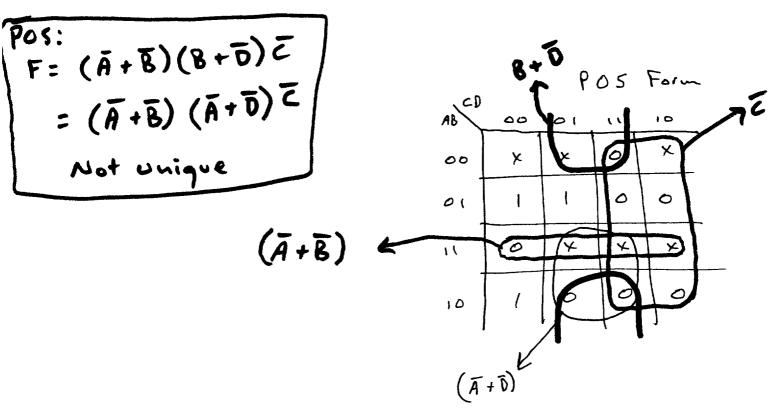
## 2. (8 points) Your input is an XS3 signal and your output is:

$$F = \begin{cases} 1 & \text{if the input is a valid currency in US dollars, i.e. $1, $2, $5} \\ 0 & \text{otherwise} \end{cases}$$

Find a minimal SOP form. Is this unique? Find a minimal POS form. Is this unique? (The first K-map is for the SOP form. The second is for the POS form. Clearly, the entries are the same, but it is much less messy to do the two forms on separate K-maps.)

SOP For ...





3. (11 total points)

(1 point) convert 94 and -94 to 8 bit 2's complement representation.

78= 01001110 -78=10110010 (1 points) convert 78 and -78 to 8 bit 2's complement representation.

29 = 00011101 -29 = 1116 (1 points) convert 29 and -29 to 8 bit 2's complement representation. -29 = 11100011

- (2 points) Perform the subtraction 78 29 in 8 bit 2's complement representation.

(2 points) Perform the addition 78 + 29 in 8 bit 2's complement representation.

- (2 points) Perform the subtraction 94 78 in 8 bit 2's complement representation.
- (2 points) Perform the subtraction 78 94 in 8 bit 2's complement representation.

$$\frac{78-29}{1000110001} = 49$$

$$\frac{100110001}{10001} = 49$$

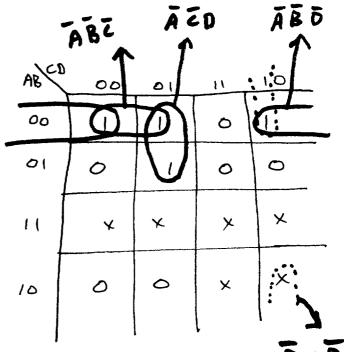
$$\frac{10100010}{711110000} = -16$$

$$\frac{1000010}{700000} = 162$$

4. (7 points) Your input is in natural BCD. F = 1 if ABCD encodes a digit that is part of today's date (05/10/2000), and F = 0 otherwise. Find a minimal NAND-NAND logic for

F. Is this solution unique?

Minterm	ABCD	F
0	0000	1
1	0001	-
2	0010	l
3	0011	0
4	0100	0
5	0101	!
6	0110	0
7	0111	0
8	1000	
9	1001	0
10	1010	
11	1011	X
12	1100	X
13	1101	X
14	1110	X
15	1111	X

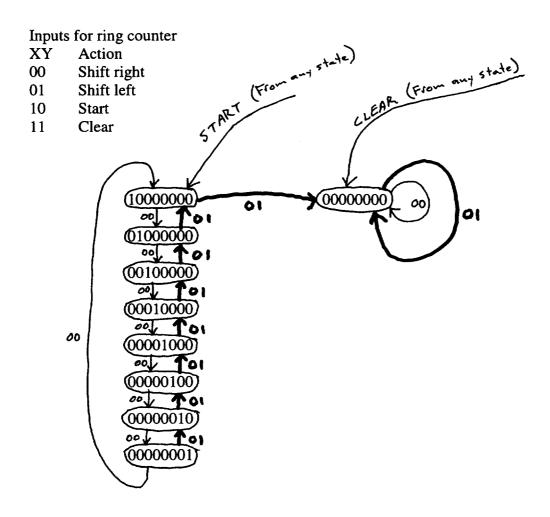


F = 
$$\overline{A}\overline{B}\overline{Z}$$
  $\overline{A}\overline{Z}D$   $\overline{A}\overline{B}\overline{D}$ 

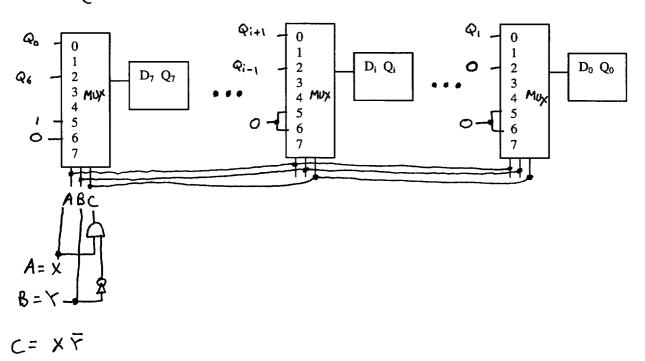
=  $\overline{\overline{A}}\overline{B}\overline{Z}$   $\overline{\overline{A}}\overline{Z}D$   $\overline{\overline{B}}\overline{C}\overline{D}$  Not unique.

5. (15 points) The 8-bit shift register shown on the next page is able to realize the specified functions from the function table provided. Show how to connect the inputs and any necessary external logic to make it a bidirectional ring counter with an absorbing state. The behavior of the ring counter is completely specified in the Moore diagram provided. Note the two-variable input code that is needed to make the system function will require some (very simple) external logic to function.

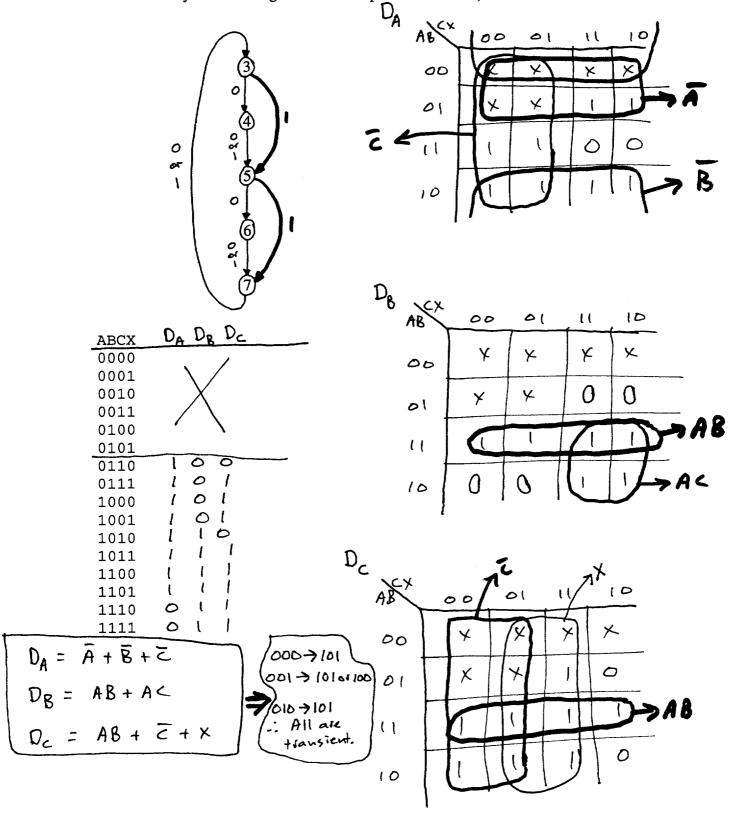
Function Table	
Decimal ABC	Action
0 000	Shift right
1 001	Hold
2 010	Shift Left
3 011	Shift right twice
4 100	Shift left twice
5 101	Load parallel inputs
6 110	Parallel clear (reset)
7 111	Parallel set



## (Show only necessary connections - not all 8.)



6. (19 points) Implement the Moore diagram below in SOP logic and D flip-flops. The state variables are ABC where A is the most significant bit. The input variable is X. Start your design assuming the unused states are don't cares. Then come back and ensure that these states are tranisent (i.e. you can't get stuck in them.) (Hint: If you ignore the last sentence you will still get most of the problem correct.)



7. (12 points) You have an 8-bit word,  $X_7 ... X_0$ , and you need to generate a ninth bit such that the total 9 bits will have even parity. (Equivalently, you need to check the 8 bits for odd parity.) Do this with just three two-input XOR gates and the 74AS181 ALU, for which the data sheet is on the next two pages. Draw the resulting circuit. (Hint: You will need to break the 4-bit output S line into its four one-bit outputs.)

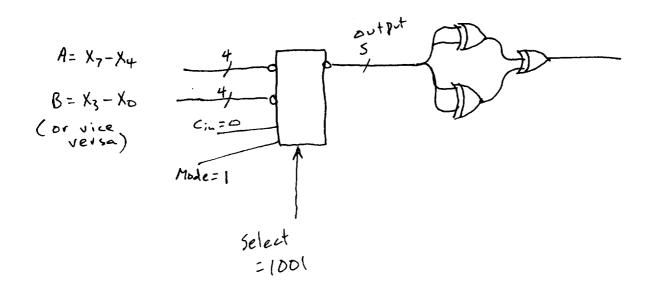
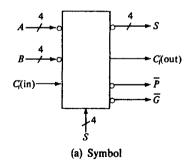


Figure 4-11
A 4-bit universal arithmetic logic unit (74AS181) (Part b reprinted by permission of Texas Instruments)



(continued)

## 170 ADVANCED DESIGN TECHNIQUES WITH COMBINATIONAL CIRCUITS

SELECTION			4	ACTIVE-LOW DATA				
<u> </u>				M-H	M = L; ARITHMETIC OPERATIONS			
<b>S</b> 3	<b>S2</b>	\$1	S0	LOGIC FUNCTIONS	Cn = L (no carry)	Cn = H (with carry)		
L	L	L L	L	F = A	F = A MINUS 1	F = A		
L	L	Н	H	F = AB F = A + B	F = AB MINUS 1 F = AB MINUS 1	F = AB		
L	L	н	н	F=1	F = MINUS 1 (2's COMP)	F = AB F = ZERO		
L	H	L	L	F = A + B	F = A PLUS (A + B)	F = A PLUS (A + B) PLUS 1		
Ĺ	Н	L H	H	F = B F = A ⊕ B	F = AB PLUS (A + B) F = A MINUS B MINUS 1	F = AB PLUS (A + B) PLUS		
L	н	н	Н	F = A + B	F = A + B	F = A MINUS B F = (A + B) PLUS 1		
H	L	L	L H	F = AB	F = A PLUS (A + B)	F = A PLUS (A + B) PLUS 1		
н	Ĺ	· н	L	F = A ⊕ B F = B	F = A PLUS B F = AB PLUS (A + B)	F = A PLUS B PLUS 1		
н	L	н	Н	F=A+B	F = (A + B)	F = AB PLUS (A + B) PLUS ( F = (A + B) PLUS 1		
H	H	L	L	F = 0	F=A	F = A PLUS A PLUS 1		
H	Н	Н	H L	F = AB	F = AB PLUS A F = AB PLUS A	F = AB PLUS A PLUS 1		
н	н	н	Н	F=A	F = AB PLUS A .	F = AB PLUS A PLUS 1 F = A PLUS		

S3 S2	S1	_	M = H			
S3 S2	S1			M = L; ARITHMETIC OPERATIONS		
		S0	LOGIC FUNCTIONS	C <sub>n</sub> = H (no carry)	C <sub>n</sub> = L (with carry)	
		L H L H L H L H L H L H L	F = A F = A F = A F = 0 F = A F = A	F = A  F = A + B  F = A + B  F = MINUS 1 (2's COMPL)  F = A PLUS AB  F = (A + B) PLUS AB  F = A MINUS B MINUS 1  F = AB MINUS 1  F = A PLUS AB  F = A PLUS AB  F = A PLUS B  F = (A + B) PLUS AB  F = AB MINUS 1  F = A  F = (A + B) PLUS A  F = A  F = (A + B) PLUS A  F = A MINUS 1	F = A PLUS 1  F = (A + B) PLUS 1  F = (A + B) PLUS 1  F = ZERO  F = A PLUS AB PLUS 1  F = (A + B) PLUS AB PLUS 1  F = A MINUS B  F = AB  F = A PLUS AB PLUS 1  F = A PLUS B PLUS 1  F = A PLUS B PLUS 1  F = AB  F = A PLUS AB PLUS 1  F = (A + B) PLUS AB PLUS 1  F = (A + B) PLUS A PLUS 1  F = (A + B) PLUS A PLUS 1	

Figure 4-11 Continued

8. (10 points) Put the following into SOP form:

$$F = \overline{\overline{AB}} \overline{\overline{CD}} \cdot \overline{\overline{EF}} + \overline{GH} = \overline{AB} \cdot \overline{\overline{CD}} + (\overline{EF} + \overline{GH})$$

$$= (\overline{A} + \overline{B})(\overline{C} + \overline{D}) + (\overline{EF} + \overline{GH})$$

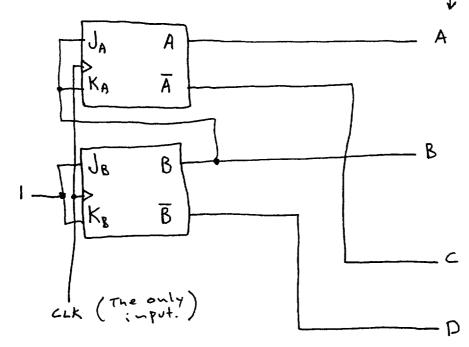
$$F = \overline{AC} + \overline{AD} + \overline{BC} + \overline{BD} + \overline{EF} + \overline{GH}$$

$$G = A \oplus B \oplus C \oplus D$$

$$G = \overline{A}\overline{B}\overline{C}D + \overline{A}\overline{B}\overline{C}\overline{D} + \overline{A}\overline{B}\overline{C}\overline{D} + A\overline{B}\overline{C}\overline{D}$$

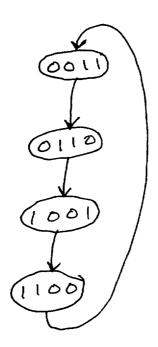
$$+ \overline{A}BCD + A\overline{B}CD + ABCD + ABC\overline{D}$$

9. (9 points) Assume the system below always starts in state A = 0, B = 0. Analyze the system's behavior, produce the Moore diagram, and state in words what the system is doing.



JK	QE+1
00	Q+ Hold
01	O Reset
10	1 set
11	Qt Toggle

$$J_B = K_B = 1 \Rightarrow Always toggles$$
  
 $J_A = K_A = B \Rightarrow Hold if B = 0$   
 $Toggle if B = 1$ 



Counts by 3's
to 12 & starts
over.
The "real" state
variables are just
the first 2 bits.