

# Homework Exercises Week 3:

## Binary numbers and Sequential Logic

IPC006 Processoren

Hand in before Monday, November 26 2018, before 20:00 via Brightspace.

**You *must* do the homework exercises in pairs.**

Discuss the homework exercises of Week 2 in the exercise class.

Also, discuss the following exercises in the exercise class:

1. Perform the following calculations in 8-bit binary numbers (use 2's complement). Determine for each calculation the flags (C,Z,O,N) (carry, zero, overflow, negative). The overflow flag is set to **true**, if and only if, two positive numbers are added and the result is too big to store as an 8-bit number (making the result being interpreted as a negative number), *or* when two negative numbers are added and the result is interpreted as a positive number.
  - (a)  $54 + 78$
  - (b)  $81 - 37$
2. Consider a hypothetical machine that can be in one of the two states READY or ACTIVE. The machine has two sensors A and B. When the machine receives a signal from sensor A, it will transition from READY to ACTIVE, and remain in that state until it receives a signal from sensor B. It will then transition back to READY. The machine is controlled using edge-triggered synchronous logic, so all transitions happen on the rising edge of the clock.
  - (a) The behaviour of the machine can be modelled by a *Finite State Automaton*. A *state transition function* determines the behavior for such an automaton. Intuitively, for each state and input, a successor state is defined. Specifically, the automaton for the machine described above has a state transition function that specifies, for each state Q and value of the inputs A and B, what the next state Q' will be.  
Give the *truth table* of the transition function.
  - (b) Derive a *minimal Boolean expression* for the transition function, and implement this as a (combinational) circuit with inputs A, B, and Q, and output Q'. What is the meaning of the terms in this expression regarding the states and the inputs?
  - (c) Design a control circuit for the full machine, with inputs CLK, A, and B, and outputs READY and ACTIVE. The state of the machine should be stored in a D flip-flop. For the purpose of this exercise, you may ignore the initialization of the circuit (i.e. you may assume that the circuit automatically starts out in a sensible state). The circuit

of part (b), defining the transition function, may be used as a subcomponent of this circuit. It has inputs A,B, and the current state, and as output the next state.

3. Suppose we are working in a 32-bit processor. How should the flags be set after computing  $0 - (-2^{31})$ ?

**Hand in the solutions to the following exercises via Brightspace:**

4. Perform the following calculations in 8-bit binary numbers (use 2's complement). Determine for each calculation the flags (C,Z,O,N) (carry, zero, overflow, negative).
  - (a)  $-100$  OR  $100$
  - (b)  $7 - -13$
5. Sign extension is the operation, in computer arithmetic, of increasing the number of bits of a binary number, while preserving the number's sign (positive/negative) and value.
  - (a) Eight bits are used to represent the value 1101 0110 (decimal -42), using 2's complement. Sign-extend this to 16 bits. (The number's sign and value need to be the same).
  - (b) Twelve bits are used to represent the value 0101 0011 1001 (decimal 1337), using 2's complement. Sign-extend this to 16 bits.
6. The objective of this question is to design simple circuits for counting. Make sure to draw the circuits in a structured and understandable way. You are allowed (but are not obliged) to already use HADES to draw the circuit and to submit a screenshot.
  - (a) Draw a circuit with two 1-bit inputs: a RESET signal and a CLK. It has one 3-bit output called COUNT. Using 3 flipflops, a 3-bit number is stored in regular binary format. This number is shown in COUNT. When RESET is low, at each clock tick, this number is incremented with 1 (modulo 8). When RESET is high, the number is reset to 0 on the rising edge of the clock.
  - (b) Then, expand the circuit, so that it counts modulo 6: when 5 has been reached, the next value of the number is 0.