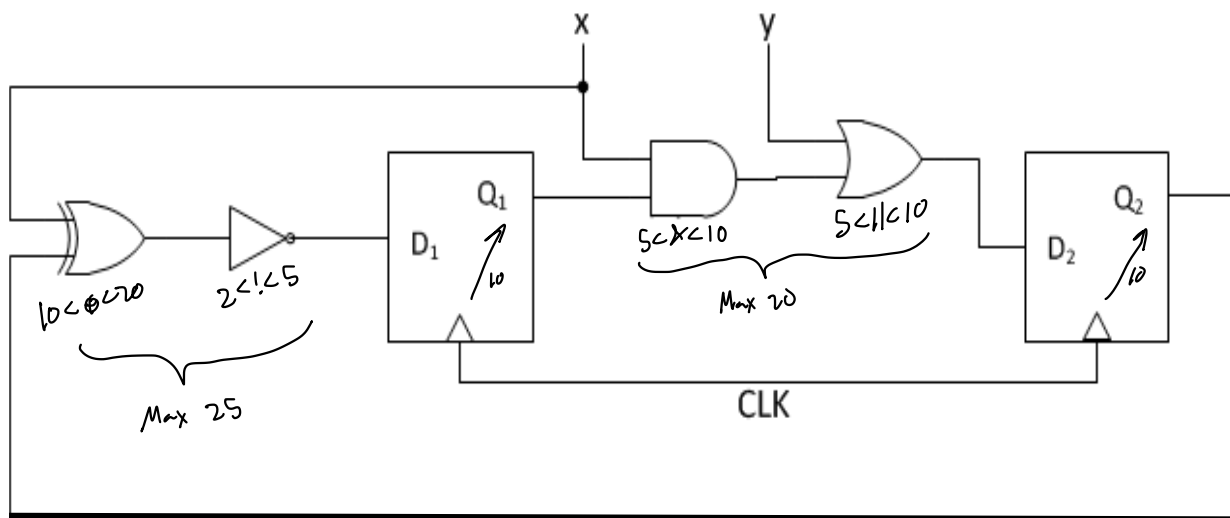


## Problem 2. (10 Points) Sequential Circuits

Use the circuit diagram in Figure below with the following parameters:

- $t_{pcq} = 10 \text{ ps}$
- $5 \text{ ps} < t_{p, \text{AND}} < 10 \text{ ps}$
- $5 \text{ ps} < t_{p, \text{OR}} < 10 \text{ ps}$
- $10 \text{ ps} < t_{p, \text{XOR}} < 20 \text{ ps}$
- $2 \text{ ps} < t_{p, \text{INV}} < 5 \text{ ps}$

Both flip-flops are identical rising-edge DFFs. Assume the values of  $x$  and  $y$  are always stable from one rising clock edge to the next rising clock edge.



(a) What is the maximum setup time of the flip-flops in order to safely use a 50ps clock?

(b) What is the maximum hold time of the flip-flops in order to avoid hold violation?

a)

$D_1 \rightarrow D_2$  prop delay max = 30 ps

$D_2 \rightarrow D_1$  prop delay max = 35 ps

35 ps

50 ps

$t_{su}$

→ Max setup time is 15 ps

b)

70 ps

50 ps

$t_{su}$

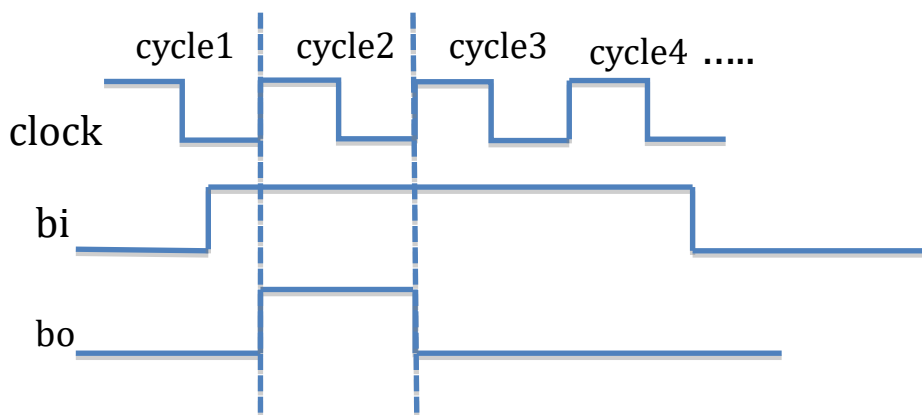
→ Max hold time to avoid hold violation is 30 ps

### Problem 3. (30 Points) FSM Design

Design a Finite State Machine for a Button Press Synchronizer. This circuit should synchronize a button press to a clock signal, such that when the button is pressed, the output of this circuit is a signal that is '1' exactly for one clock cycle. Such a synchronized signal is useful to prevent a single button press that lasts multiple cycles from being interpreted as multiple button presses.

The circuit's input will be a signal  $b_i$  and the output a signal  $b_o$ . When  $b_i$  becomes 1, representing the button being pressed, the system should set  $b_o$  to 1 for exactly one cycle. The system waits for  $b_i$  to return to 0 again, and then waits for  $b_i$  to become 1 again, which would represent the next pressing of the button.

A representative timing diagram of this behavior is shown below:

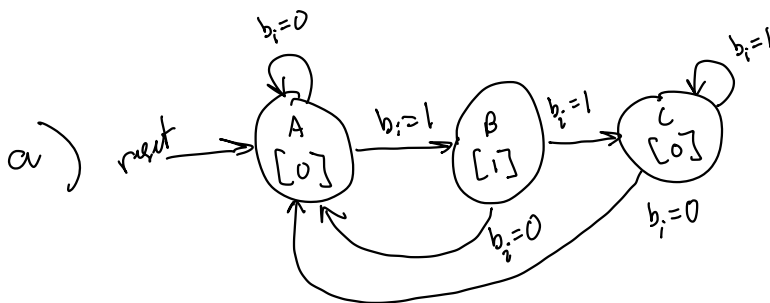


**Part a.** Derive the FSM diagram. Refer to the lecture slides and the reading material (FSM Tutorial.pdf) posted on Canvas if you need pointers to how to convert a verbal description into a state diagram.

**Part b.** Derive the transition table and assign binary codes of your choice to states.

**Part c.** From this table derive the next state and output logic expression and draw the resulting circuit diagram of the sequential circuit.

**Part d.** Implement the same FSM in Verilog using always statements and verify the behavior shown in the timing diagram above is matching your Verilog simulation.



b)

$Q_1^*, Q_0^*$		
$Q_1, Q_0$	$b_i = 1$	$b_i = 0$
00	01	00
01	11	00
11	11	00

$A: 00$   
 $B: 01$   
 $C: 11$

c)  $Q_1^* = Q_0 b_i$        $b_0 = \bar{Q}_1 Q_0$

$Q_0^* = b_i$

