CMPE 2020A TEST 3: Open book open notes.

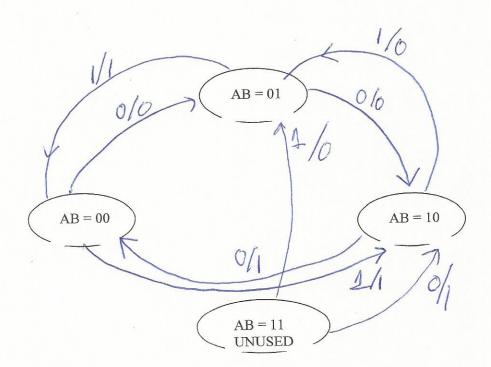
NAME: GT ID#:

Prob 1 (10 points):

The state transition table of a 3-state FSM (2 flip flops) is given below. The state AB =11 is unused.

| 1 0 |
|---|
| |
| 0 1 |
| 0 0 |
| 0 1 |
| 0 1 |
| 1 0 |
| $\begin{array}{c ccccccccccccccccccccccccccccccccccc$ |
| $X \bigcirc X \bigcirc$ |
| |

(a) Draw its state transition diagram below.



(b) You are to design a finite state machine that realizes the above state transition diagram/state transition with D flip flops. Below, fill in the K-maps for D(A), D(B) and Z (see figure on next page) and write the miminal Boolean expressions for the same. Make sure that the machine is not caught in a self-loop if it starts up in the state AB=11.

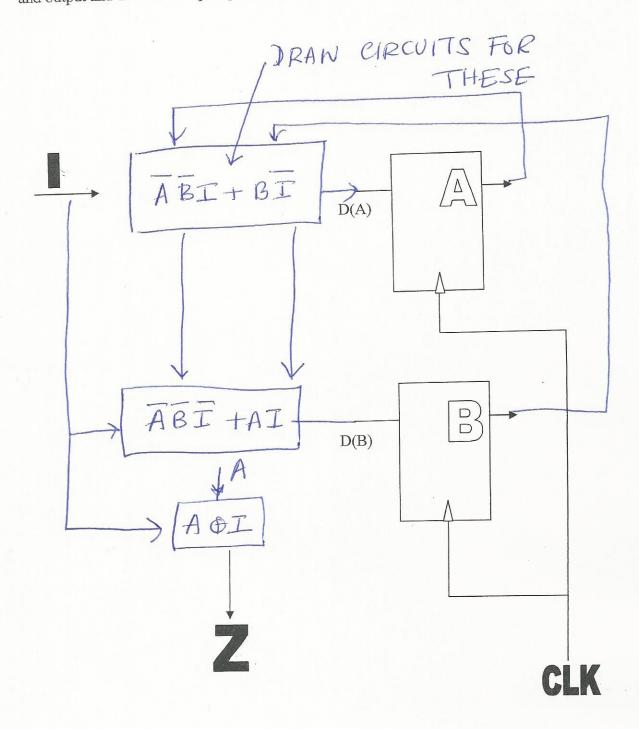
| A | BI | 00 | 01 | 11 | 10 | |
|---|----|------|----|----|----|------|
| | 0 | 0 | | 0 | 1 | |
| | 1 | 0 | 0 | × | X | - |
| | | D(A) | = | AB | 工. | + BI |

| A | | 00 | 01 | 11 | 10 | |
|---|---|----|----|----|----|--|
| - | 0 | 1 | 0 | 0 | 0 | |
| - | 1 | 0 | | X | × | |

| / | BI | | | | | |
|---|----|----|----|----|----|--|
| A | | 00 | 01 | 11 | 10 | |
| | 0 | Ò | | D | 0 | |
| | 1 | D | 0 | × | X | |

$$Z = \overline{A}I + A\overline{I}$$

(c) Draw a circuit diagram for the finite state machine showing all logic, FSM input and output and the two D flip flops corresponding to A and B.



Prob 2. (10 points)

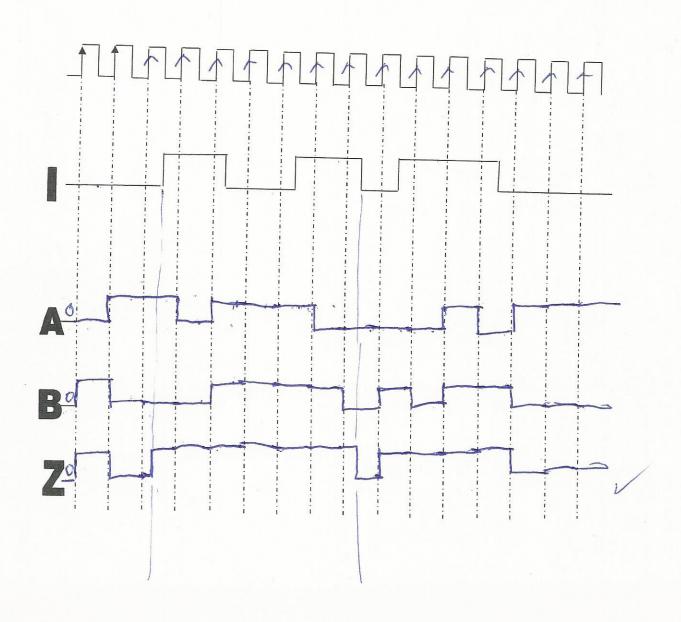
A FSM has two flip flops with outputs A and B and inputs D(A) and D(B) respectively (as in the previous problem, part (c)). The FSM has an input I and one output Z (as in the previous problem). The equations for the FSM are given below. The flip flops are **positive edge** triggered.

$$D(A) = (A + B) \oplus I$$
 (\oplus = XOR, XOR = exclusive OR)
 $D(B) = \overline{A} \oplus B$ (note again, $D(B) = ((A \text{ bar}) \text{ XOR } B)$!)

Z = B + I

Initially, at t=0, A(0) = B(0) = 0.

Draw the waveforms for the outputs of the flip flops corresponding to A and B and the output Z below, given the waveform for the input I.



Prob 3 (10 points)

Consider the following truth table of 4 input variables.

| | | | | | | 11/20 |
|-----|----|---|----|---|------------------------|---|
| | W | X | Y | Z | F = f(W, X, Y, Z) | WY = 00 $WY = 01$ |
| 0 | 0 | 0 | 0 | 0 | 0 | X7/E XZ/F |
| 1 | 0 | 0 | 0. | 1 | 1 | XZIE |
| V | 0 | 0 | 1 | 0 | 1 | 00 0 00 |
| - | 0 | 0 | 1 | 1 | 0 | 0111 01 0 |
| V | 0 | 1 | 0 | 0 | 1 | |
| L | 0 | 1 | 0 | 1 | 0 | 10 0 |
| - | 0 | 1 | 1 | 0 | 0 | $T = T = (X^{+2})$ |
| 2 | 0 | 1 | 1 | 1 | 0 | T V 1007 |
| L | 1 | 0 | 0 | 0 | 1 | F=XOZ WY=11 |
| 1 _ | 1 | 0 | 0 | 1 | 1 | $\omega Y = 10 \qquad \qquad \omega Y = 11 \\ \times Z = 1$ |
| 1 | -1 | 0 | 1 | 0 | 0 | WYSIUXZIT |
| ^ | 1 | 0 | 1 | 1 | 1 | XZ + F=X.Z 00 0 |
| - | 1 | 1 | 0 | 0 | 1 | 77 F=X/2 00 F |
| | 1 | 1 | 0 | 1 | 0 | 00 |
| | 1 | 1 | 1 | 0 | 0 - | 01 1 10 0 F=XZ |
| | 1 | 1 | 1 | 1 | 0 | 10 11 0 |
| | | | | | | |
| | ** | | | 1 | . 11 . 1 . 11 . 1-1-1- | vision of to I may with control signals connected to W |

You are to realize this truth table using a 4-to-1 mux with control signals connected to W and Y (see Figure) and additional logic whose inputs are driven by the signals X and Z. Please draw your circuit (additional logic) below and show all steps.

