

## Digital Design and Computer Architecture (CIE 239)

### Assignment 3

1. If all the inputs  $P$ ,  $Q$ ,  $R$ ,  $S$  and  $T$  are applied simultaneously and held constant. Determine the propagation delay and contamination delay of the following circuit. Use the gate delays given. the XOR gate, AND gate and multiplexer (MUX) are 4 ns, 2 ns and 1 ns, respectively.

*Solution.*

$$Pd = Pd_{\text{XOR}} + Pd_{\text{MUX}} + Pd_{\text{AND}} + Pd_{\text{MUX}} = 4 + 1 + 2 + 1 = 8 \text{ ns} \quad (1)$$

$$Cd = Cd_{\text{AND}} + Cd_{\text{MUX}} = 2 + 1 = 3 \text{ ns}. \quad (2)$$

■

2. Write a minimized Boolean equation for the function performed by the circuit and Implement the function using a 2:1 multiplexer and other logic gates.

*Solution.*

$s_1$	$s_0$	out
0	0	$i_0$
0	1	$i_1$
1	0	$i_2$
1	1	$i_3$

Table 1

$$\text{out} = \overline{s_1}\overline{s_0}i_0 + \overline{s_1}s_0i_1 + s_1\overline{s_0}i_2 + s_1s_0i_3. \quad (3)$$

$\Rightarrow$  when  $s_1 = 0$ , the output of  $m_1$  is selected. When  $s_1 = 1$ , the output of  $m_2$  is selected.

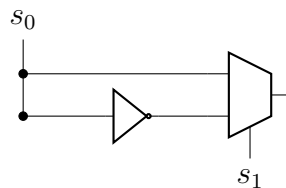


Figure 1

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3. Given the input waveforms shown in figure below, sketch the output  $Q$  of an SR latch.

*Solution.*

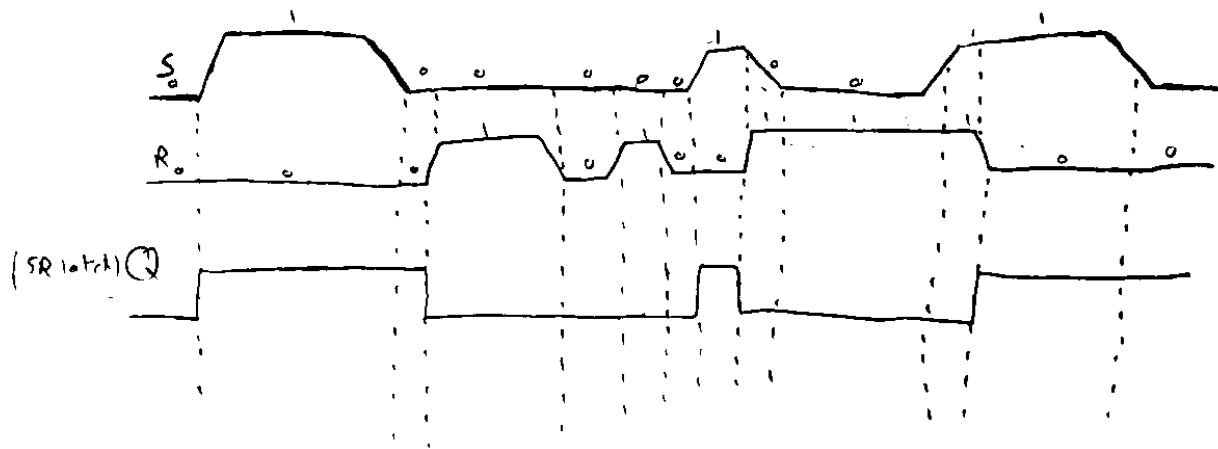


Figure 2

4. Given the input waveforms shown in figure below, sketch the output,  $Q$ , of D latch and D flip-flop.

*Solution.*

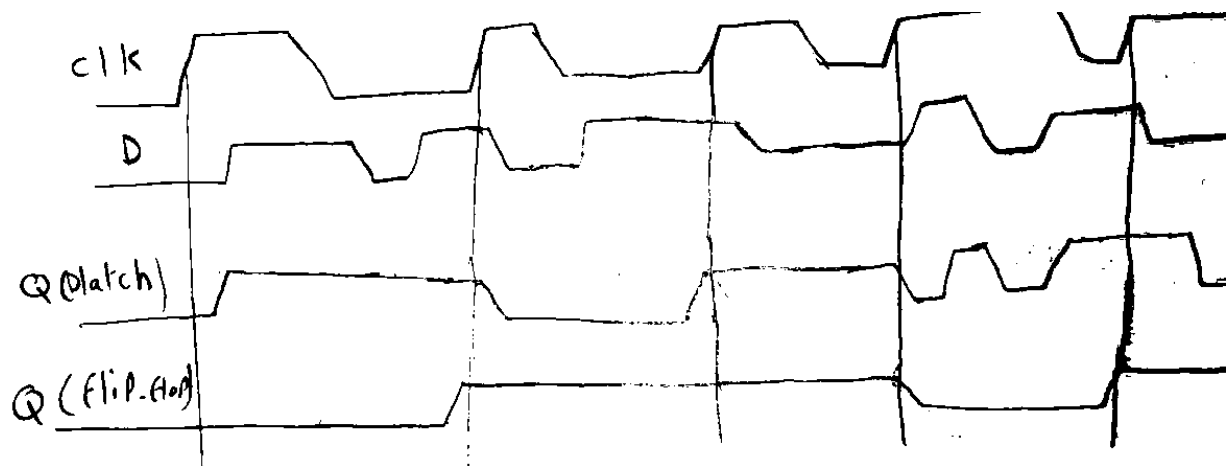


Figure 3

5. The following characteristic table describes a storage element A-B

(a) Write the characteristic equation for the storage element A-B.

*Solution.*

$$Q_{n+1} = aL\overline{Q}_n + \overline{L}Q_n \quad (4)$$

$$S = aL\overline{Q} \quad (5)$$

$$R = LQ. \quad (6)$$

■

(b) Implement the A-B storage element using additional gates and an S-R Latch. Show your schematic diagram and derivation process.

*Solution.*

$a$	$L$	$Q_n$	$Q_{n+1}$	$S$	$R$
0	0	0	0	0	X
0	0	1	1	X	0
0	1	0	0	0	X
0	1	1	0	0	1
1	0	0	0	0	X
1	0	1	1	X	0
1	1	0	1	1	0
1	1	1	0	0	1

Table 2

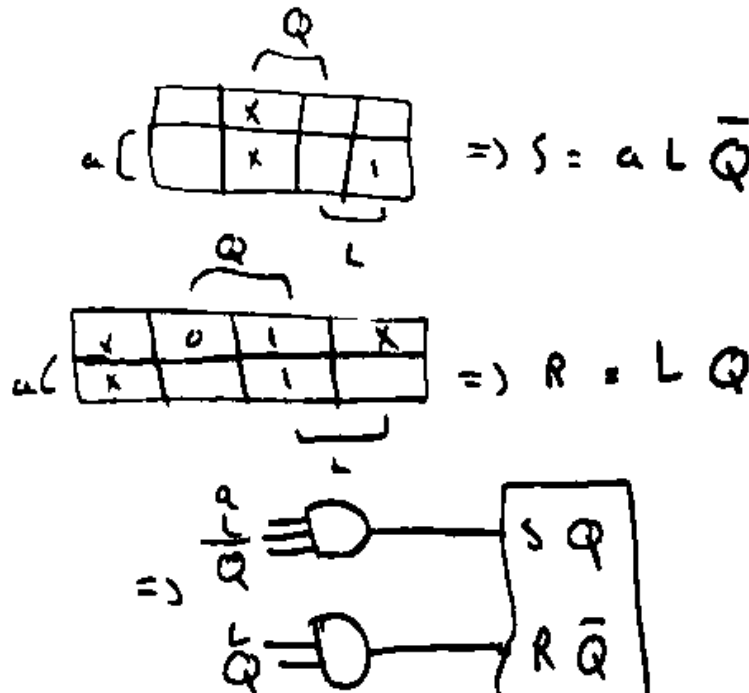


Figure 4

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6. Construct a JK flip-flop using a D flip-flop, a two-to-one-line multiplexer, and an inverter.

*Solution.*

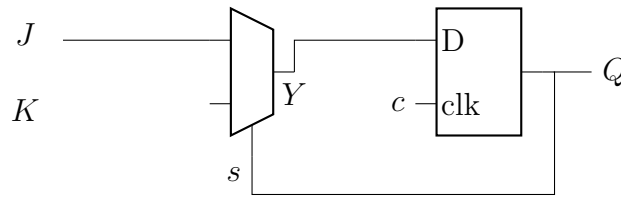


Figure 5

7. Design and Simulate a HDL Code for D-flip flop with an active-high enable signal.

```

1 module d_flip_flop (
2     input wire D,
3     input wire EN,
4     input wire CLK,
5     output reg Q
6 );
7
8 always @(posedge CLK) begin
9     if (EN) begin
10         Q <= D;
11     end
12 end
13 endmodule
14
15 module tb;
16     reg D, CLK, EN;
17     wire Q;
18
19     DFlipFlop UUT (
20         .D(D),
21         .CLK(CLK),
22         .EN(EN),
23         .Q(Q)
24     );
25
26     initial begin
27         D = 0;
28         CLK = 0;
29         EN = 0;
30         #10
31         D = 1;
32         EN = 1;
33         #10
34         CLK = 1;
35         #10
36         CLK = 0;

```

```
37     #10
38     $finish;
39 end
40 endmodule
```

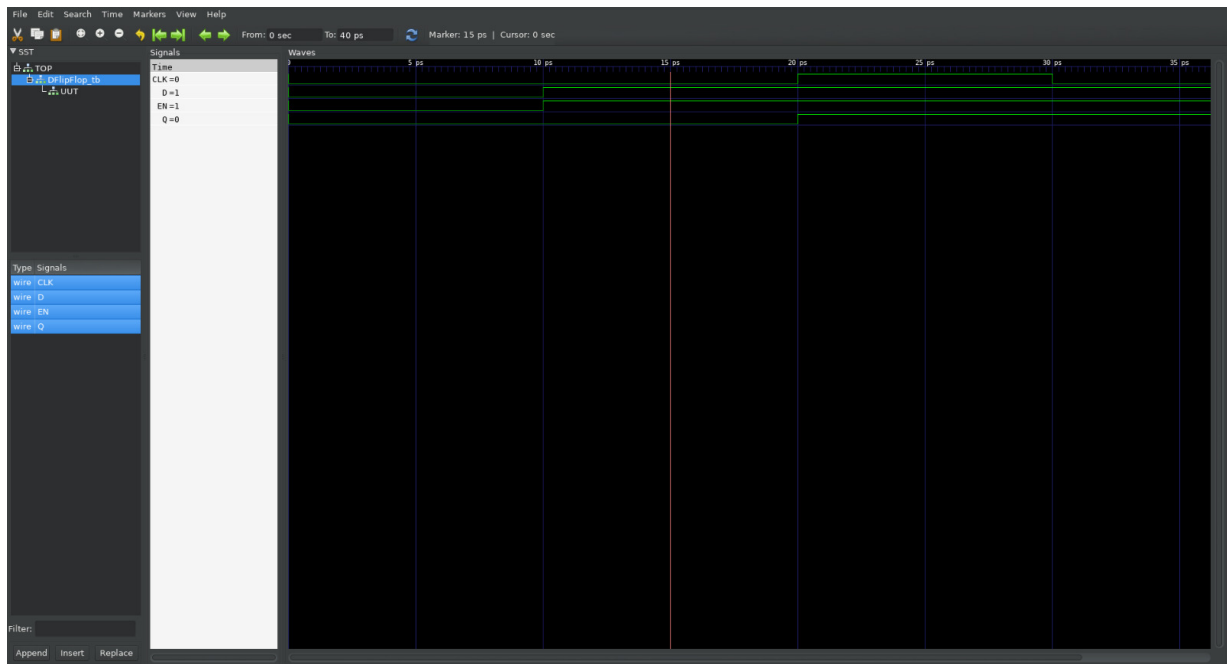


Figure 6

8. A sequential circuit has one flip-flop Q, two inputs x and y, and one output S . It consists of a full-adder circuit connected to a D flip-flop, as shown in Figure. Write a HDL code for the circuit.

```

1 module FullAdderWithFlipFlop (
2     input logic x,          // Input x
3     input logic y,          // Input y
4     input logic clk,        // Clock input
5     output logic S          // Output S
6 );
7
8     logic sum, carry, dff_input;
9
10    always @(posedge clk)
11        begin
12            // Full Adder logic
13            sum = x + y + dff_input;
14            carry = (x & y) | ((x ^ y) & dff_input);
15
16            // D Flip-Flop
17            dff_input <= carry; // D input is the carry-out from the
                                // full-adder
18        end
19
20    // Output
21    assign S = sum;
22
23 endmodule
24
25
26 module FullAdderWithFlipFlop_tb;
27
28    // Inputs
29    reg x;
30    reg y;
31    reg clk;
32
33    // Outputs
34    wire S;
35
36    // Instantiate the module under test
37    FullAdderWithFlipFlop dut (
38        .x(x),
39        .y(y),
40        .clk(clk),
41        .S(S)
42    );
43
44    // Clock generation
45    always #5 clk = ~clk;
46
47    // Stimulus
48    initial begin
49        x = 0;

```

```

50     y = 0;
51     clk = 0;
52
53     #10 x = 1;
54     #10 y = 1;
55     #10 x = 0;
56     #10 y = 1;
57     #10 x = 1;
58     #10 y = 0;
59     #10 x = 0;
60     #10 y = 0;
61
62     #10 $finish;
63 end
64
65 // Monitor
66 always @(posedge clk) begin
67     $display("x = %b, y = %b, S = %b", x, y, S);
68 end
69
70 endmodule

```

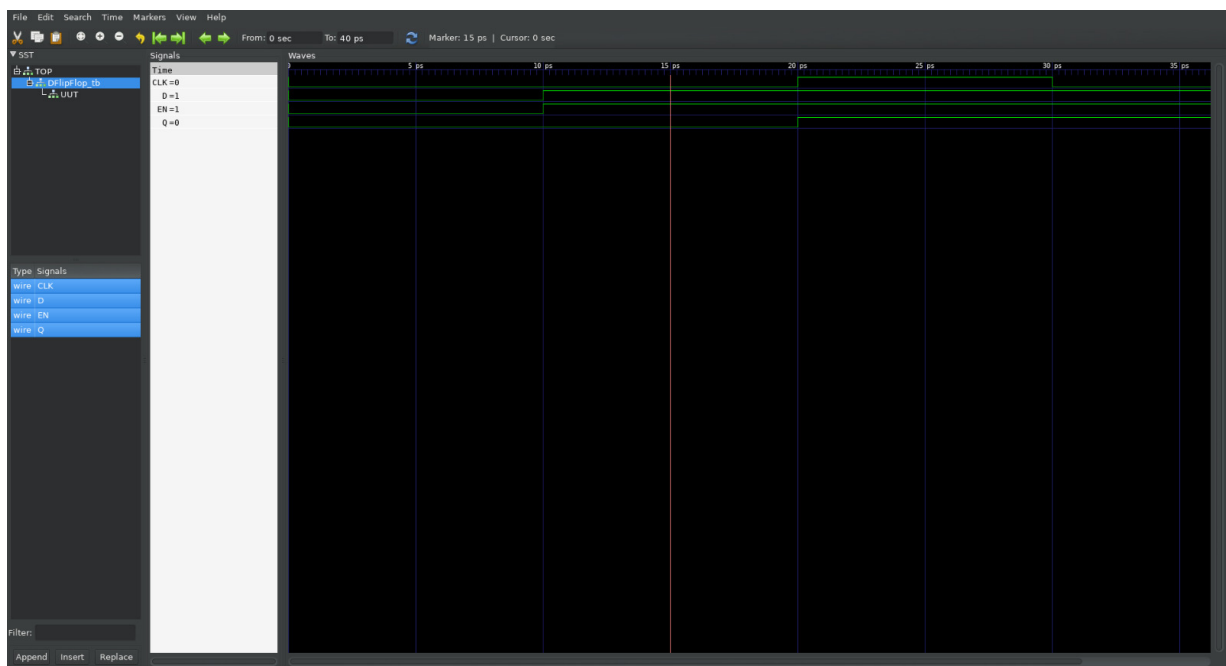


Figure 7