Last Name_____ Student Number _____

University of Toronto
Faculty of Applied Science and Engineering
Edward S. Rogers Sr. Department of Electrical and Computer Engineering

Final Examination
ECE 241F - Digital Systems

Examiners: S. Brown, J. Rose, K. Truong and B. Wang
December 13, 2006

Duration: 2.5 Hours

ANSWER ALL QUESTIONS. USE ONLY THESE SHEETS, USING THE BACKS IF NECESSARY.

- Exam Type D, these specific aids allowed:
  i. Original Versions (no photocopies) of the course text, **Fundamentals of Digital Logic with Verilog Design,** by Brown & Vranesic, ISBN 0-07-282315-1.
  ii. One 8.5 x 11" two-sided aid sheet.

- The amount of marks available for each question is given in square brackets [].

LAST NAME: _____

FIRST NAME: _____

STUDENT NUMBER: _____

Lecture Section: Section 01 (Rose) [ ]
Section 02 (Wang) [ ]
Section 03 (Brown) [ ]
Section 04 (Truong) [ ]

Question	1	2	3	4	5	6	7	8	9	10	11	Total
Maximum Mark	7	3	6	10	8	7	8	5	8	9	7	78
Mark Obtained												

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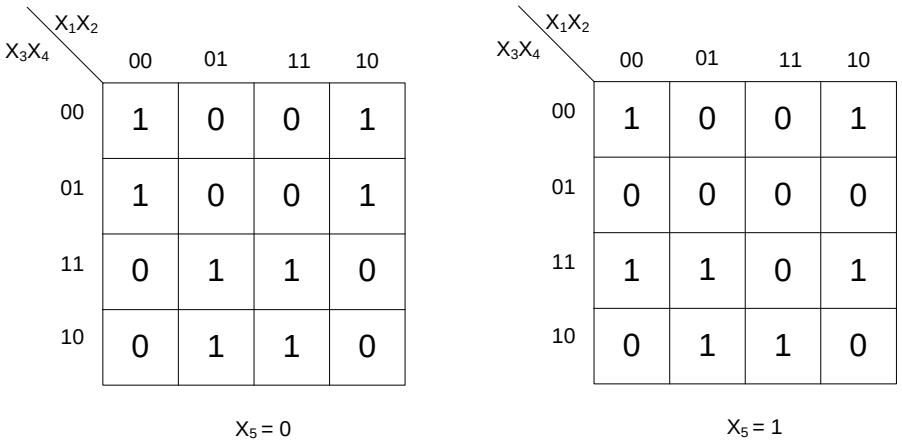
[3] **Q1 (i)** Consider the five variable function g = f(x_1, x_2, x_3, x_4, x_5) as specified in the K-map below. Give the minimum sum-of-products (SOP) expression for the function **g**.



X_3X_4 \ X_1X_2	00	01	11	10
00	1	0	0	1
01	1	0	0	1
11	0	1	1	0
10	0	1	1	0

$X_5 = 0$

X_3X_4 \ X_1X_2	00	01	11	10
00	1	0	0	1
01	0	0	0	0
11	1	1	0	1
10	0	1	1	0

$X_5 = 1$

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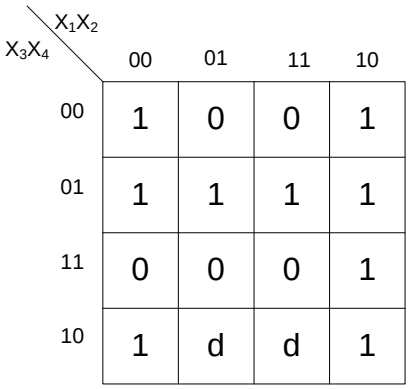
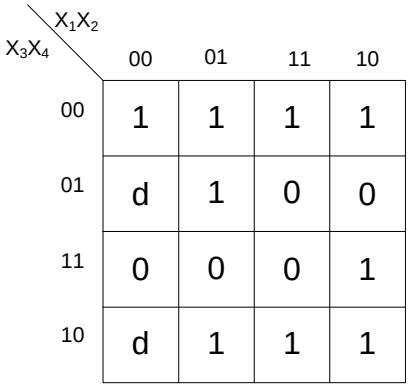
[4] **(ii)** Consider the K-maps for the logic functions **f** and **g** below. You are to derive logic functions for **f** and **g**, such that the total cost (# of gates + # of inputs) of implementing the two functions is minimal. Both **f** and **g** are to be implemented in either SOP or POS form, whichever is better. Assume that the complement form of the input is free. Note: d is a don't care output value.



f



g

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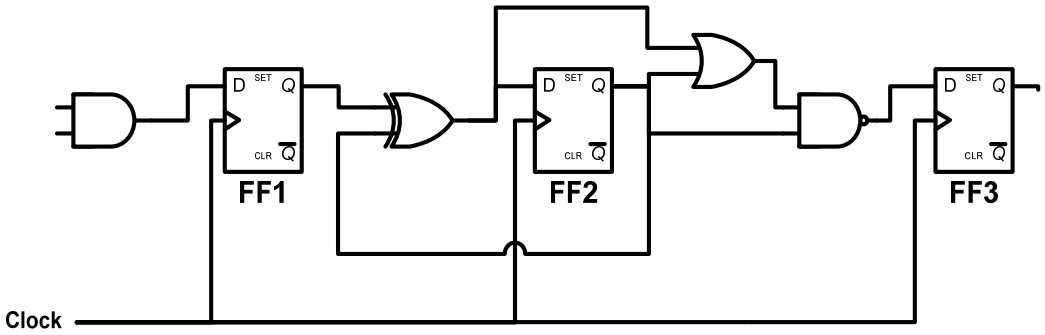
[3] **Q2**. Determine the minimum clock period for the correct operation of the circuit below given the following parameters. The setup time (T_{SU}) of the flip flops is 2 ns; the hold time (T_H) is 3 ns; the Clock_To_Q delay ($T_{Clock\_To\_Q}$) is 5 ns.

Parameter	Propagation delay
T_{and}	4
T_{xor}	5
T_{nand}	3
T_{or}	4



ANSWER:

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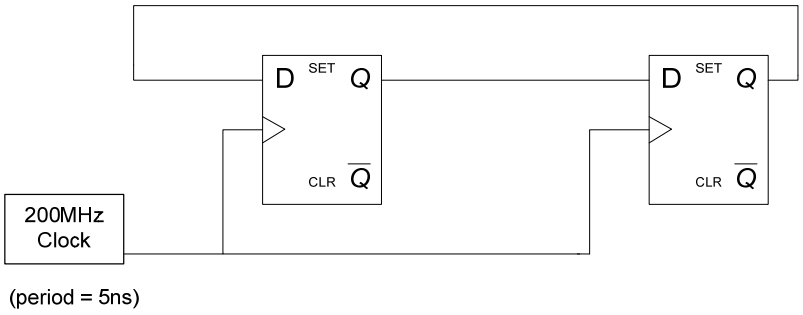
[6] **Q3.** Consider the circuit below, in which the Clock-To-Q time ($T_{Clock\_to\_Q}$) of both flip-flops is 3ns.



This circuit functions correctly, as a shift register connected in a ring, when the clock is running at the frequency (and period) given.

[2] **(i)** What is the largest possible value of the set-up time (T_{SU}) of the flip-flops, for which this circuit will work correctly, running at the given operating frequency?

ANSWER:

[2] **(ii)** If What is the largest possible value of the hold time (T_H) of the flip-flops, for which this circuit will work correctly, running at the given operating frequency?
ANSWER:

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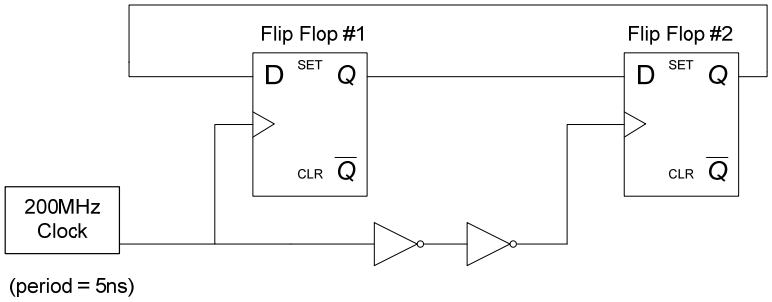
[2] **(iii)** Now consider the following circuit which has inverters on the clock path to the second flip-flop.



Assume that each inverter has a delay of 0.5 ns. If this circuit is still to work correctly, what is the largest value that the hold time for the flip-flop labeled Flip Flop #2 can be?

ANSWER:

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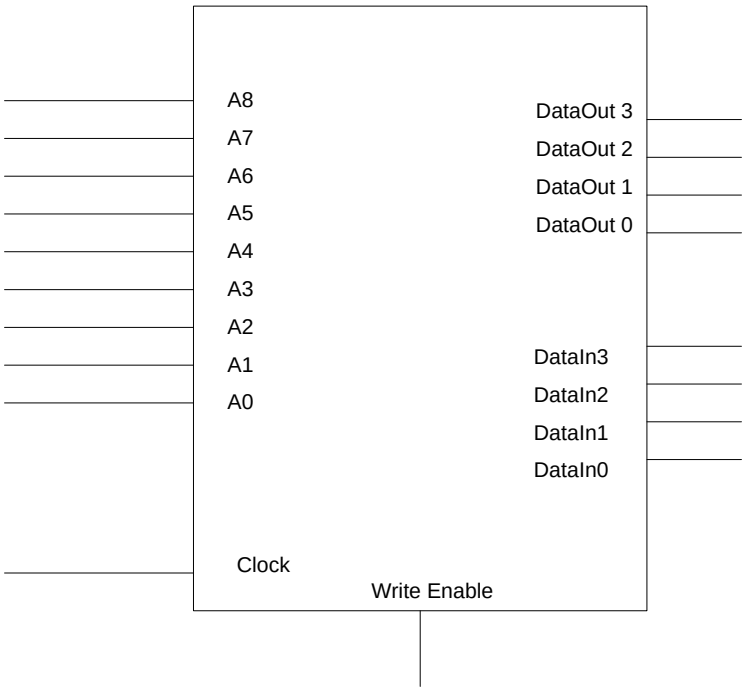
[10] **Q4**. Consider the following digital memory.



[1] **(i)** How many word lines (rows) are there in this memory?
ANSWER:

[1] **(ii)** How many bit lines (columns) are there in this memory?
ANSWER:

[1] **(iii)** How many bits does this memory contain?
ANSWER:

[7] **(iv)** You are to give the block diagram of a digital circuit that copies the contents of memory locations 0 through 31 into memory locations 32 through 63. Your circuit should consist of a counter, a register, any other gates or constant signals you need, all controlled by a finite state machine. Assume that the address and Data In signals are registered and the register's clock is connected to the memory's input clock signal. **You do not have to design the state machine, you just have to show what its inputs and outputs are.**

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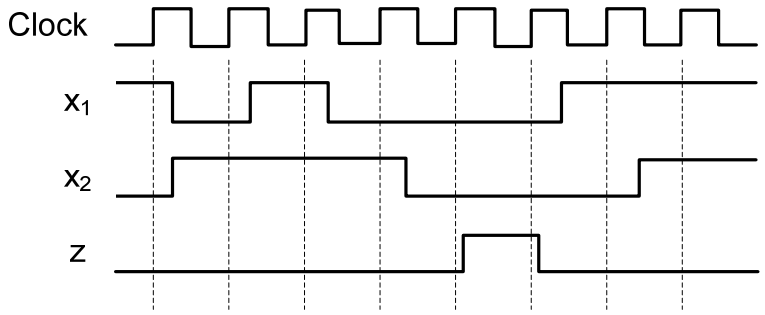
[8] **Q5.** A sequence recognizer is to be designed to check two incoming bit streams, $\mathbf{x_1}$ and $\mathbf{x_2}$. When the sequence $\mathbf{x_1 = 100}$ and $\mathbf{x_2 = 110}$ have appeared coincidentally on the input lines, the output signal, **z** is asserted (i.e. **z = 1**) for exactly one clock cycle. An example timing diagram is given below.



Give the state diagram of the finite state machine for the system with as few states as possible

ANSWER:

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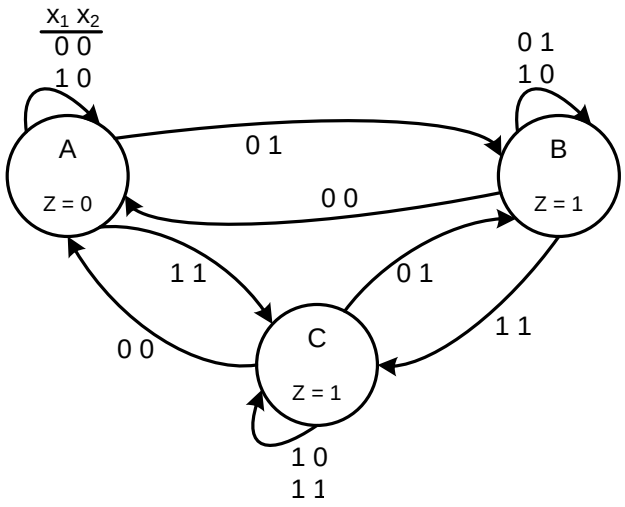
[7] **Q6**.The following FSM has two data inputs, $\mathbf{x_1}$ and $\mathbf{x_2}$, and one output signal, **z**. The implementation of this FSM will use 1-hot encoding for the state. Let the inputs and outputs of the D flip-flops be D_A, D_B, D_C and Q_A, Q_B, Q_C respectively. Determine the logic expressions for the next-state logic and the output logic. Write the logic expressions in the minimal sum-of-product (SOP) form.



ANSWER:

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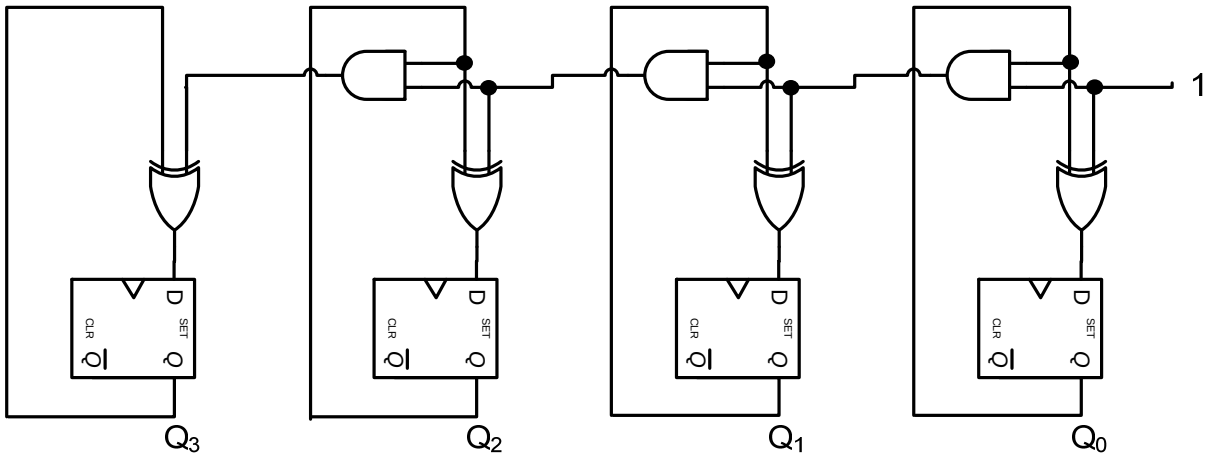
[8] **Q7**. The schematic below shows the design of a 4-bit binary counter. Assume that any gate delay can be calculated by the following formula: ***delay*** = 1 + 0.1 x (# of inputs) ns
Using this formula, the delay through an inverter would be 1.1 ns, and the delay through a 2-input gate would be 1.2 ns, and so on. Also assume that the setup time and the clock-to-Q delay for the D flip-flop are 0.3 ns and 0.7 ns respectively.



[3] **(i)** Determine the minimum amount of time that it takes for this counter to count from 0 (i.e. $Q_3Q_2Q_1Q_0 = 0000$) to 15 (i.e. $Q_3Q_2Q_1Q_0 = 1111$).
ANSWER:

[5] **(ii)** Modify the circuit so that the counter can count at a faster rate. Show the circuit schematic of your design. Hint: Remember that the delay of a gate is given by the formula: ***delay*** = 1 + 0.1 x (# of inputs) ns. Determine the minimum amount of time for your design to count from 0 to 15.

ANSWER:

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[3] **Q8 (i)** Draw the CMOS transistor circuit for the function **f=(abc+dbe)** using the fewest transistors

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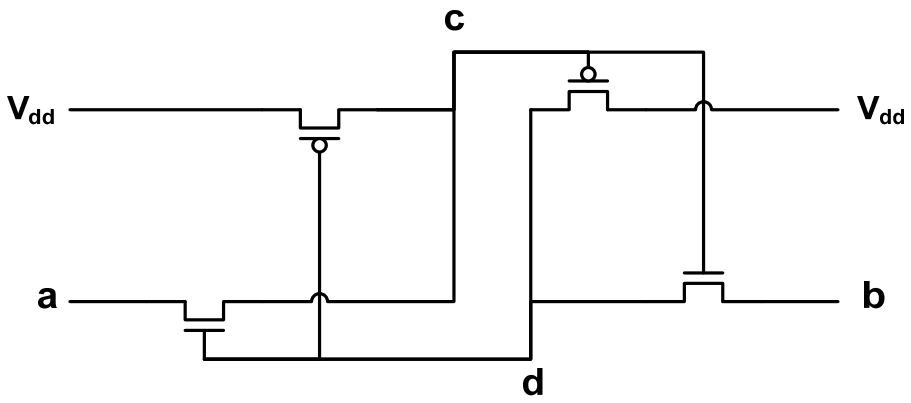
[2] **(ii)** Describe the function of the circuit below in the simplest way. **a** and **b** are inputs, while **c** and **d** are outputs. Assume that the initial value for the output **c** is 0 and **d** is V_{dd}.



ANSWER:

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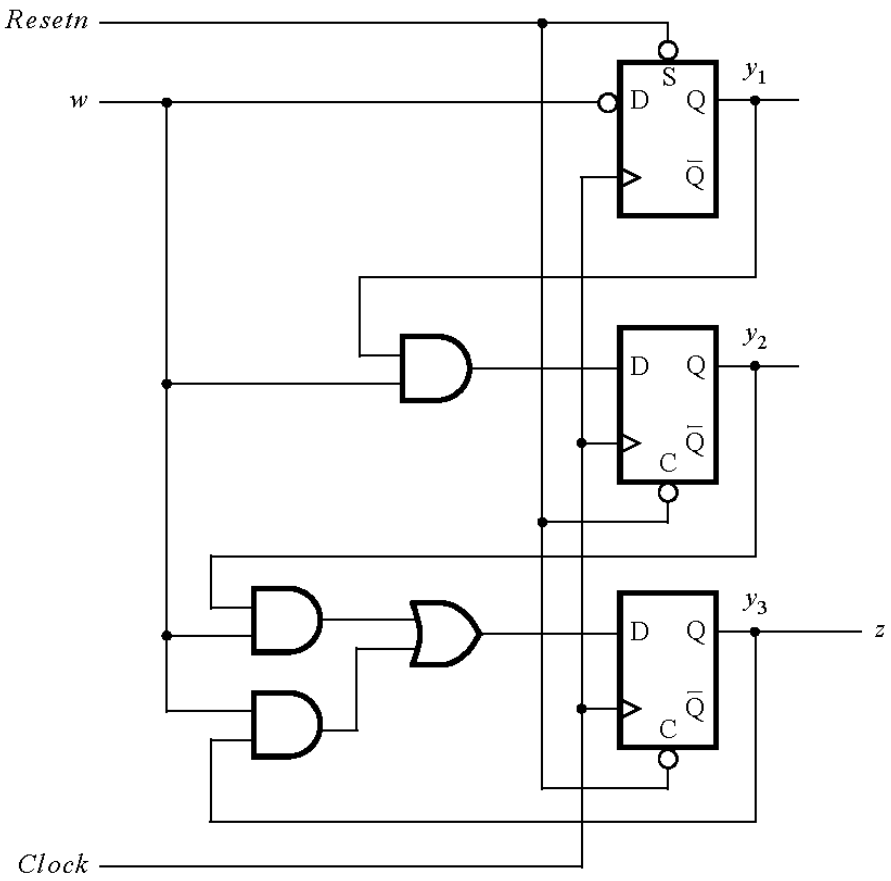
[8] **Q9.** The circuit below represents a finite state machine with input *w* and output *f*. The FSM has three states: S0, S1, S2, and implements the following one-hot state assignment:

	y_3	y_2	y_1
S0	0	0	1
S1	0	1	0
S2	1	0	0

In the circuit diagram, the *C* input on a flip-flop serves as a reset input (i.e. set Q = 0), and the *S* input serves as a preset input (i.e. set Q = 1).

Circuit:



[4] **(i)** Draw a state diagram that corresponds to this circuit. Try to make the diagram as simple as possible.

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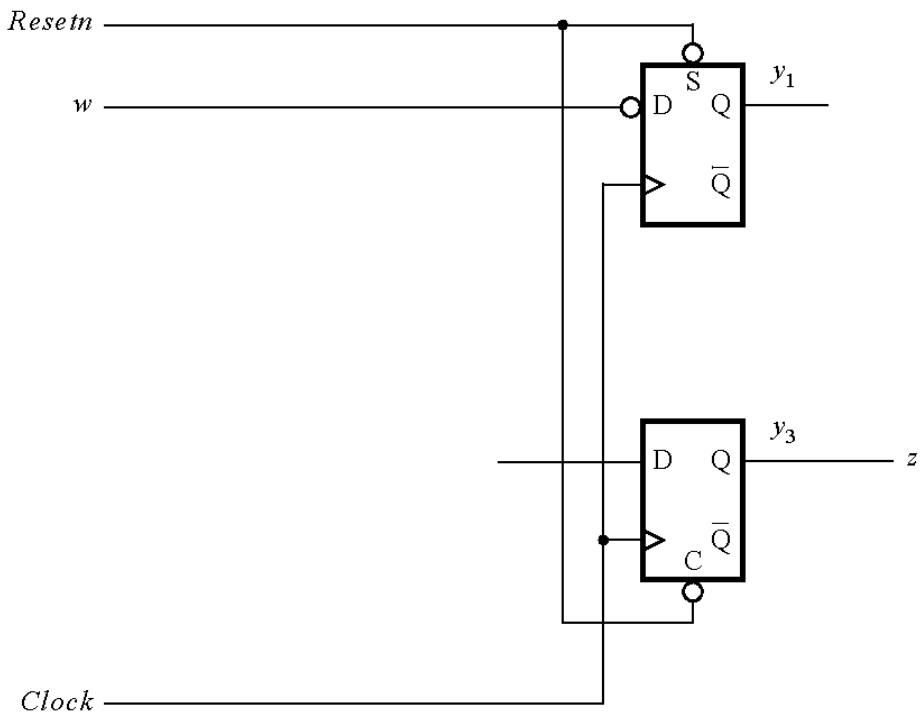
[4] **(ii)** In the circuit below we have modified the FSM implementation by deleting the flip-flop that produces y_2. Complete the circuit schematic by drawing logic gates (as few as possible) that feed the input to flip-flop y_3, so that the circuit still works properly and produces the same output z as before.



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[9] **Q10**. Using inverters, 2-input AND, OR, XOR gates, and D flip-flop as needed draw the simplest logic circuit you can that corresponds to the Verilog code given below. Higher marks will be given for answers that use as few gates as possible.

[3] **(i)**

```
module something(a, b, c, f);
        input a, b, c;
        output f;

        assign f = c ? (a & b ) : (~a + ~b);
endmodule;
```

ANSWER:

[3] **(ii)**

```
module something(input R1, R2, E, Do_it, output reg Z1, Z2);
        always @(posedge Do_it)
                if (E)
                        Z1 <= R1;
                        Z2 <= R2;
endmodule;
```

ANSWER:

[3] **(iii)**

```
module something ( input [1:2] X, output [1:3] Z);
        assign  Z =     ({3{(X == 2'b00)}} & 3'b000) |
                        ({3{(X == 2'b01)}} & 3'b011) |
                        ({3{(X == 2'b10)}} & 3'b011) |
                        ({3{(X == 2'b11)}} & 3'b110) ;
endmodule
```

ANSWER:

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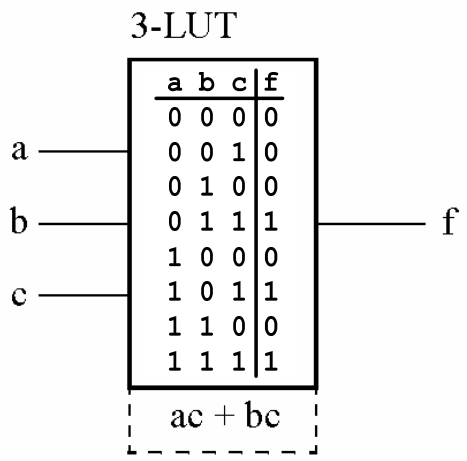
[7] **Q11**. The FPGA you used in the labs for this course uses 4-input lookup tables (4-LUTs) as the basic logic element. For this question, assume that circuits are being targeted to an FPGA that has 3-input lookup tables (3-LUTs). For example, if we wish to implement the function f = ac + bc then we can show how this function is implemented in a 3-LUT as follows:



Notice that this diagram shows the truth table implemented in the lookup table, and it shows a logic expression for the implemented function as a label on the bottom of the LUT. You are to draw similar diagrams for parts a. and b. below, using one or more 3-LUTs as needed to implement the given functions. For each 3-LUT be sure to show the truth table that corresponds to its inputs, and include the label on the bottom of the LUT that gives an expression for the implemented function. Use as few 3-LUTs as possible for each function. If any of the entries in your truth tables are don't cares, write their value as 'd'.

[3] **(i)**. $f = (a + \overline{b})(\overline{a} + b)$

ANSWER:

Q11 continued.

[4] **(ii)** $g = \overline{a}\overline{b}\overline{c}\overline{d} + abcd$

ANSWER:

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