

The University of Alabama in Huntsville
ECE Department
EE 202 – 01
Spring 2017
Final Exam Solution

J	K	Q(t+1)
0	0	Q(t)
0	1	0
1	0	1
1	1	Q'(t)

D	Q(t+1)
0	0
1	1

T	Q(t+1)
0	Q(t)
1	Q'(t)

1. (5 points) Convert $(5B2.1A_{12})$ to decimal.

$$\begin{aligned}
 &5 \times 12^2 + 11 \times 12^1 + 2 \times 12^0 + 1 \times 12^{-1} + 10 \times 12^{-2} = \\
 &5 \times 144 + 11 \times 12 + 2 \times 1 + 1 \times 0.08333 + 10 \times 0.006944 = \\
 &720 + 132 + 2 + 0.08333 + 0.06944 = 854.1528
 \end{aligned}$$

2. (10 points) How many 4 x 1 multiplexers does it take to make a 512 x 1 multiplexer?

$$\begin{aligned}
 \text{First Level} & \quad 512/4 = 128 \\
 \text{Second Level} & \quad 128/4 = 32 \\
 \text{Third Level} & \quad 32/4 = 8 \\
 \text{Fourth Level} & \quad 8/4 = 2 \\
 \text{Fifth Level} & \quad 2/4 = 0, \text{ but need one, so make 2 to 1 out of 4 to 1} \\
 \text{The total number of multiplexers is} & \quad 128 + 32 + 8 + 2 + 1 = 171
 \end{aligned}$$

3. (10 points) Convert decimal +102 and +109 to binary, using 8-bit signed-2's-complement representation. Then perform the binary equivalent of $(+102) + (+109)$. Convert the answer back to decimal and verify that it is correct or explain why it is not.

$$\begin{aligned}
 +102 &= 0 \times -128 + 1 \times 64 + 1 \times 32 + 0 \times 16 + 0 \times 8 + 1 \times 4 + 1 \times 2 + 0 \times 1 = 0110 \ 0110 \\
 +109 &= 0 \times -128 + 1 \times 64 + 1 \times 32 + 0 \times 16 + 1 \times 8 + 1 \times 4 + 0 \times 2 + 1 \times 1 = 0110 \ 1101
 \end{aligned}$$

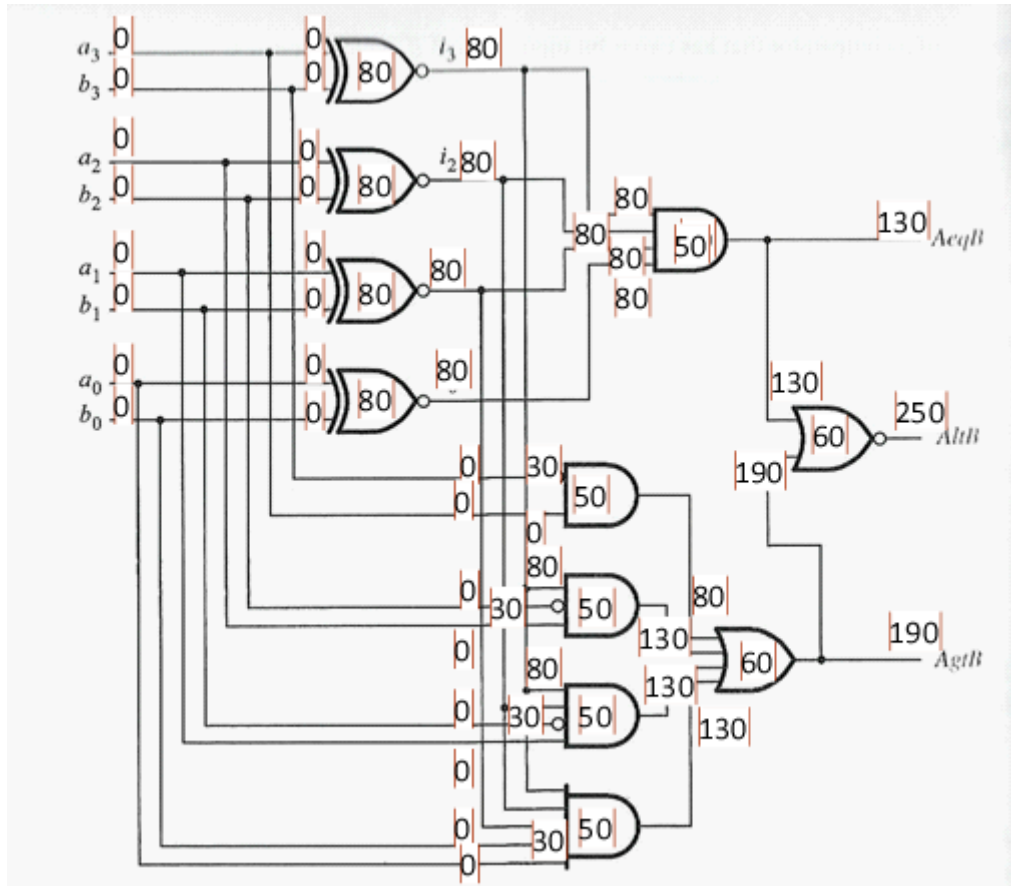
$$\begin{array}{r}
 +102 \quad 0110 \ 0110 \\
 +109 \quad 0110 \ 1101 \\
 \hline
 \quad \quad 1101 \ 0011
 \end{array}$$

$$\begin{aligned}
 1101 \ 0011 &= 1 \times -128 + 1 \times 64 + 0 \times 32 + 1 \times 16 + 0 \times 8 + 0 \times 4 + 1 \times 2 + 1 \times 1 = \\
 &\quad -128 + 64 + 16 + 2 + 1 = -45 \checkmark
 \end{aligned}$$

The result does not match because 211 does not fall between -128 and +127. This is a case of overflow.

4. (10 points) If the delays in the circuit below are as given in the table, find the propagation delays from the inputs to $A < B$, $A > B$, and $A = B$.

Logic Element	Propagation Delay
Inverter	30 ps
AND/NAND	50 ps
OR/NOR	60 ps
XOR/XNOR	80 ps
Full Adder	150 ps

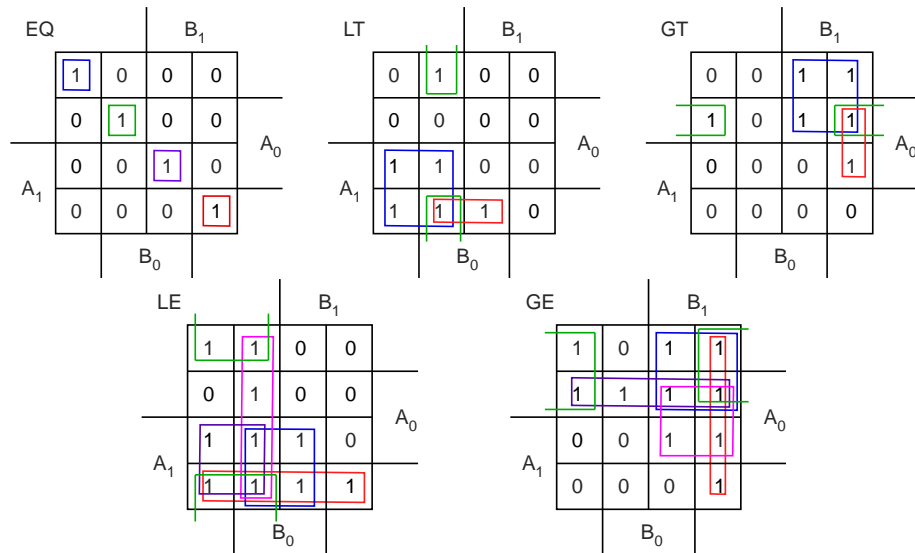


5. (1 point). A shift register that has bits transferred in one bit per clock cycle is said to have a serial load.
6. (1 point) ASCII assigns a unique binary representation for specific characters and symbols.
7. (1 point) False (True/False) Unsigned numbers can be both positive and negative.
8. (1 point) A synchronous counter is one that goes through a predefined set of states when a common clock signal is received at the clock inputs of all flip-flops.

9. (15 points) Consider a circuit that compares two signed two-bit numbers and produces EQ if they are equal, LT if $A < B$, GT if $A > B$, LE if $A \leq B$, and GE if $A \geq B$, as outputs. Derive the equations for the circuitry for EQ, LT, GT, LE, and GE.

A_1	A_0	B_1	B_0	EQ	LT	GT	LE	GE
0	0	0	0	1	0	0	1	1
0	0	0	1	0	1	0	1	0
0	0	1	0	0	0	1	0	1
0	0	1	1	0	0	1	0	1
0	1	0	0	0	0	1	0	1
0	1	0	1	1	0	0	1	1
0	1	1	0	0	0	1	0	1
0	1	1	1	0	0	1	0	1
1	0	0	0	0	1	0	1	0
1	0	0	1	0	1	0	1	0
1	0	1	0	1	0	0	1	1
1	0	1	1	0	1	0	1	0
1	1	0	0	0	1	0	1	0
1	1	0	1	0	1	0	1	0
1	1	1	0	0	0	1	0	1
1	1	1	1	1	0	0	1	1

A_1A_0 represents the first signed two-bit number and B_1B_0 represents the second signed two-bit number.



$$EQ = A_1'A_0'B_1'B_0' + A_1'A_0B_1'B_0 + A_1A_0B_1B_0 + A_1A_0'B_1B_0'$$

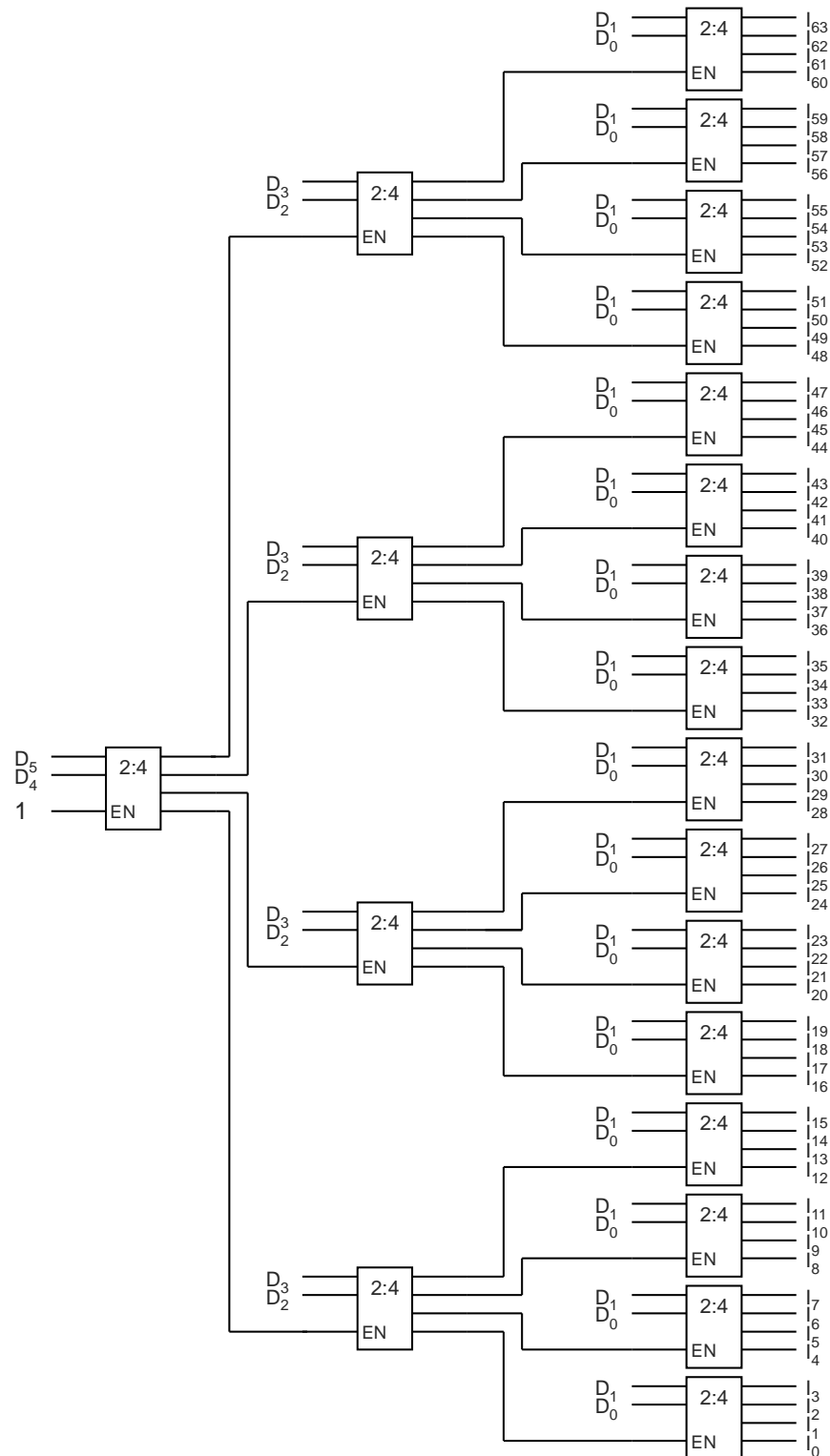
$$LT = A_1'B_1' + A_0'B_1'B_0 + A_1A_0'B_0$$

$$GT = A_1'B_1 + A_1'A_0B_1' + A_0B_1B_0'$$

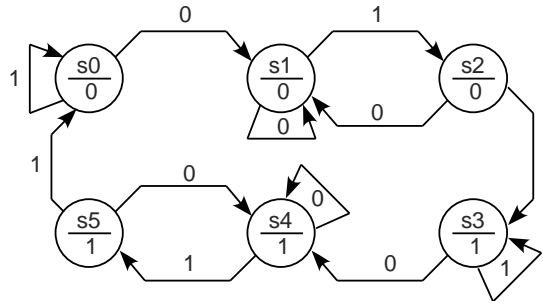
$$LE = A_1B_0 + A_0'B_1' + A_1A_0' + A_1B_1' + B_1'B_0$$

$$GE = A_1'B_1 + A_1'B_0' + B_1B_0' + A_1'A_0 + A_0B_1$$

10. (15 points) Construct a 6 to 64 decoder with 2 to 4 decoders with enable. If necessary, configure a 3 to 8 decoder to represent any additional logic needed. Use block diagrams for the components.



11. (1 point) A self-correcting is the name given to a sequential circuit that returns to a valid state after entering an unused state.
12. (15 points) For the following state diagram.
- (a) (5 points) Draw the state table
- (b) (4 points) Derive the excitation for implementing this circuit with T flip-flops.
- (c) (6 points) Derive the equations for the inputs of the T flip-flops and for the output.



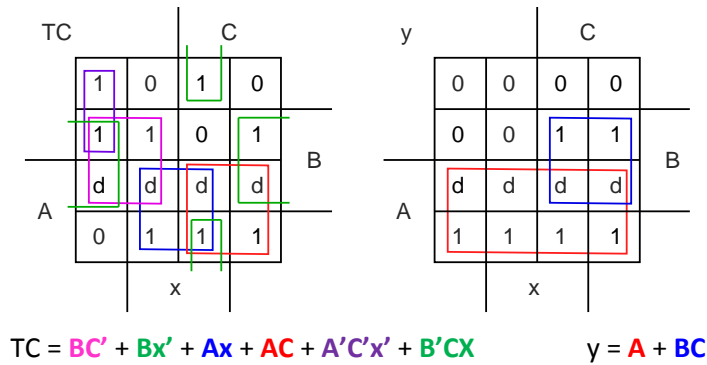
Present State					Next State			Output	FF Inputs		
A	B	C	x		A	B	C	y	TA	TB	TC
0	0	0	0		0	0	1	0	0	0	1
0	0	0	1		0	0	0	0	0	0	0
0	0	1	0		1	1	1	0	1	1	0
0	0	1	1		0	1	0	0	0	1	1
0	1	0	0		0	0	1	0	0	1	1
0	1	0	1		0	1	1	0	0	0	1
0	1	1	0		1	0	0	1	1	1	1
0	1	1	1		0	1	1	1	0	0	0
1	0	0	0		1	0	0	1	0	0	0
1	0	0	1		1	0	1	1	0	0	1
1	0	1	0		1	0	0	1	0	0	1
1	0	1	1		0	0	0	1	1	0	1
1	1	0	0		d	d	d	0	d	d	d
1	1	0	1		d	d	d	0	d	d	d
1	1	1	0		d	d	d	0	d	d	d
1	1	1	1		d	d	d	0	d	d	d

TA		C	
		0	1
	0	0	1
	0	0	1
	d	d	d
A	0	0	1
		x	

$$TA = A'Cx' + ACx$$

TB		C	
		0	1
	0	0	1
	1	0	1
	d	d	d
A	0	0	0
		x	

$$TB = Bx' + A'B'C$$



13. (15 points) A simple home security system operates as follows.

Inputs: Front gate switch (FS), Motion detector switch (MS)

Asynchronous reset switch (R), Clear switch (C)

Outputs: Front gate melody (FM), Motion detector melody (MM)

- When the R is asserted, the FSM goes to the initialization state (S_{init}) immediately.
- From state S_{init} , the FSM unconditionally goes to the wait state (S_{wait}).
- From state S_{wait} , the FSM waits for one of the four switches to be activated. All the switches are active-high, so when a switch is pressed or activated, it sends out a 1. The following actions are taken when a switch is pressed:
 1. When FS is pressed, the FSM goes to state S_{front} . In state S_{front} , the front gate melody is turned on by setting $FM = 1$. The FSM remains in state S_{front} until the clear switch is pressed. Once the clear switch is pressed, the FSM goes back to S_{wait} .
 2. When MS is activated, the FSM goes to state S_{motion} . In state S_{motion} , MM is turned on with a 1. MM will remain on for two more clock periods and then the FSM will go back to S_{wait} .
 3. From any state, as soon as R is pressed, the FSM immediately goes back to state S_{init} .
 4. Pressing the clear switch only affects the FSM when it is in state S_{front} . The clear switch had no effect on the FSM when it is in any other state.

Draw a Moore state diagram of this system that does not include R as an input.

