# EECS 373 Winter 2023 Review Homework

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Not collected.

Answers to be released on 16 January.

Name:

Unique name:

#### 1 Combinational Logic Review

- 1. (3 pts.) Consider the logic statement b'c' + bc' + ab'c.
  - (a) Show the truth table.
  - (b) Show a minimal two-level expression.
  - (c) Show the minimal two-level gate-level schematic.
- 2. (3 pts.) Consider a 2:1 MUX with inputs  $i_0$ ,  $i_1$ , s and output p.
  - (a) Show the truth table.
  - (b) Using only the following gate types, show a gate-level schematic implementing the MUX: NOT, AND2, OR2, and XOR2.
- 3. (3 pts.) Consider a full adder with inputs ci, a, and b and outputs co and s.
  - (a) Show the truth table.
  - (b) Using only the following gate types, show a gate-level schematic implementing the full adder: NOT, NAND2, NOR2, and XNOR2.

## 2 Verilog for Combinational Logic

4. (3 pts.) Consider the following function. You may refer to the Verilog tutorial in the References section of the website.

$$p = a'b + (ac')' + b \oplus c \tag{1}$$

- (a) Show an assign statement implementing the function.
- (b) Show an assign statement implementing a 2:1 MUX, using the IO names in Question 2.

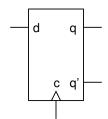


Figure 1: D flip-flop.

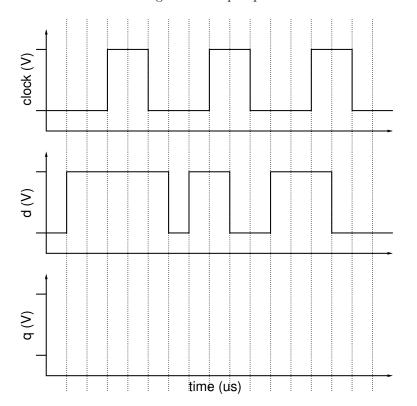


Figure 2: Incomplete D flip-flop timing diagram.

- 5. (3 pts.) Treat the adder in the tutorial as a template.
  - (a) Implement a module for the 2:1 MUX called MUX21.
  - (b) Implement a module for a 4-to-1 MUX called MUX41 that has inputs  $i_0$ ,  $i_1$ ,  $i_2$ ,  $i_3$ ,  $s_0$ , and  $s_1$  and output p. It should reuse/instantiate the 2:1 MUX module you just implemented.
- 6. (3 pts.) Redo Question 5 using an always @\* block instead of an assign statement.

## 3 Sequential Logic Review

7. (3 pts.) Consider the rising edge triggered D flip-flop shown in Figure 1. At, and only at, rising clock edges, this sequential element transfers the input (d) value to its output (q). At other times, q does not change. An inverted output q' is also commonly provided. Due to internal delays resulting from parasitic RC networks within the D flip-flop, it is important for d to remain stable for a brief period

before (setup time) and after (hold time) the rising clock edge. Many other sequential elements and finite state machines use D flip-flops as building blocks. D flip-flops are often used in parallel with independent inputs and outputs (q and d values), but a shared clock line (c) to store multiple bits. Complete the timing diagram in Figure 2. If q is unknown at any time, indicate this by drawing both low-voltage and high-voltage lines with cross-hatching between them.

8. (3 pts.) Using full adders and D flip-flops as building blocks, draw a counter that increments its two-bit output on every rising clock edge and wraps around to zero after counting to three. Include a clear input (e), that sets q to 0 if e is 1 on a rising clock edge, regardless of the value of d.

#### 4 Verilog for Sequential Logic

- 9. (3 pts.) Refer to the Verilog tutorial in the References section of the website and, in particular, to the arbiter machine shown in that tutorial.
  - (a) How many bits are used to store the arbiter state?
  - (b) Given the number of states, how many state variables are actually required?
  - (c) What are the advantages and disadvantages to the different implementations of next-state logic shown in Section 3.2 of the tutorial? Keep your answer to a few terse sentences.
- 10. (3 pts.) Draw the state transition diagram implemented by the code in Figure 3. Your diagram should resemble Figure 2a in the tutorial. You need not include reset.
- 11. (3 pts.) Consider five devices, each of which may need to communicate a bit at a time with any other. Instead of using 10 wires to connect all pairs of devices, a bus, or shared interconnect, could be used. Whenever a device needs to communicate, it can "drive" or apply a voltage to the interconnect. Using tri-state drivers to connect device outputs to the bus would be one option.
  - (a) What is a tri-state driver?
  - (b) List the three states the output of a tri-state driver can have?
  - (c) Use 1-2 sentences to describe the Hi-Z state.
  - (d) For a device to send a 1 on the bus, what state would its driver need to be in?
  - (e) ... what states would the drivers of the other devices on the bus need to have?
  - (f) What would happen if a device drove a wire with a 1 and another drove it with a 0 at the same time?
  - (g) If the input to an inverter is Hi-Z, what is the output?
- 12. (3 pts.) An open-collector scheme is an alternative to the tri-state drivers used in Question 11.
  - (a) What does it mean to use an "open collector"/"open drain" signaling scheme?
  - (b) What role does the pull-up resistor play?
  - (c) What state does a device output need to be in to send a 0?
  - (d) ... a 1?
  - (e) ... when it is not attempting to drive the bus?

```
module statem(clk, in, reset, out);
input clk, in, reset;
output [3:0] out;
\texttt{reg} \hspace{0.2cm} [\hspace{0.05cm} 3 \hspace{0.05cm}:\hspace{0.05cm} 0 \hspace{0.05cm}] \hspace{0.2cm} \texttt{out} \hspace{0.05cm}; \hspace{0.2cm}
reg [1:0] state;
reg [1:0] next_state;
parameter zero=2'd0, one=2'd1, two=2'd2, three=2'd3;
always @*
       begin
               case (state)
                      zero:
                                    begin
                                    out = 4'b0000;
                                                {\tt next\_state} \; = \; {\tt two} \, ;
                                    end
                      one:
                                    begin
                                    out = 4'b0001;
                                                if(in)
                                                            next_state = one;
                                                else
                                                            next_state = two;
                                    \operatorname{end}
                      two:
                                    begin
                                    out = 4'b0010;
                                                if(in)
                                                            next_state = one;
                                                else
                                                            next_state = three;
                                    end
                       three:
                                    begin
                                    out = 4'b0101;
                                                next_state = zero;
                                    end
                       default:
                                    begin
                                    out = 4'b0000;
                                                next_state = zero;
                                    \operatorname{end}
               endcase
       \operatorname{end}
always @(posedge clk)
       begin
               if (reset)
                      state <= zero;</pre>
               else
                      \texttt{state} \ <= \ \texttt{next\_state} ;
       end
endmodule
```

Figure 3: Example code.