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CSM51A/EEM16 Midterm Exam #2

Winter Quarter 2015

February 23<sup>rd</sup> 2015

This is a closed book exam. Absolutely nothing is permitted except pen, pencil and eraser to write your solutions. Any academic dishonesty will be prosecuted to the full extent permissible by university regulations.

**Time allowed 100 minutes.**

Problem (possible points)	Points
1 (20)	19
2 (20)	20
3 (20)	20
4 (20)	2
5 (20)	12
Total (100)	73

59

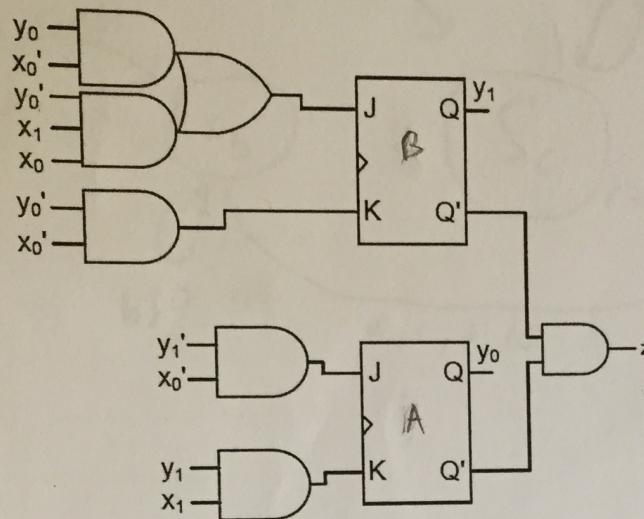
14

Problem 1 (20 points)

19

$$Q(t+1) = Q(t)R'(t) + Q'(t)J(t)$$

Obtain a high-level description (state transition table) of the network shown in the figure below. The system has two input bits  $x_1$  and  $x_0$ , with a single output bit  $z$ .



PS	$J(t)K(t)$
00	01 10 11
01	00 11 10

$$J_B = y_0 x_0' + y_0' x_1 x_0 \quad K_B = y_0' x_0'$$

$$\begin{aligned} Q_B(t+1) &= Q_B(y_0' x_0')' + Q_B'(y_0 x_0' + y_0' x_1 x_0) \\ &= y_1(y_0' x_0')' + y_1'(y_0 x_0' + y_0' x_1 x_0) \end{aligned}$$

$$J_A = y_1' x_0' \quad K_A = y_1 x_1$$

$$\begin{aligned} Q_A(t+1) &= Q_A(y_1 x_1)' + Q_A'(y_1' x_0') \\ &= y_0(y_1 x_1)' + y_0'(y_1' x_0') \end{aligned}$$

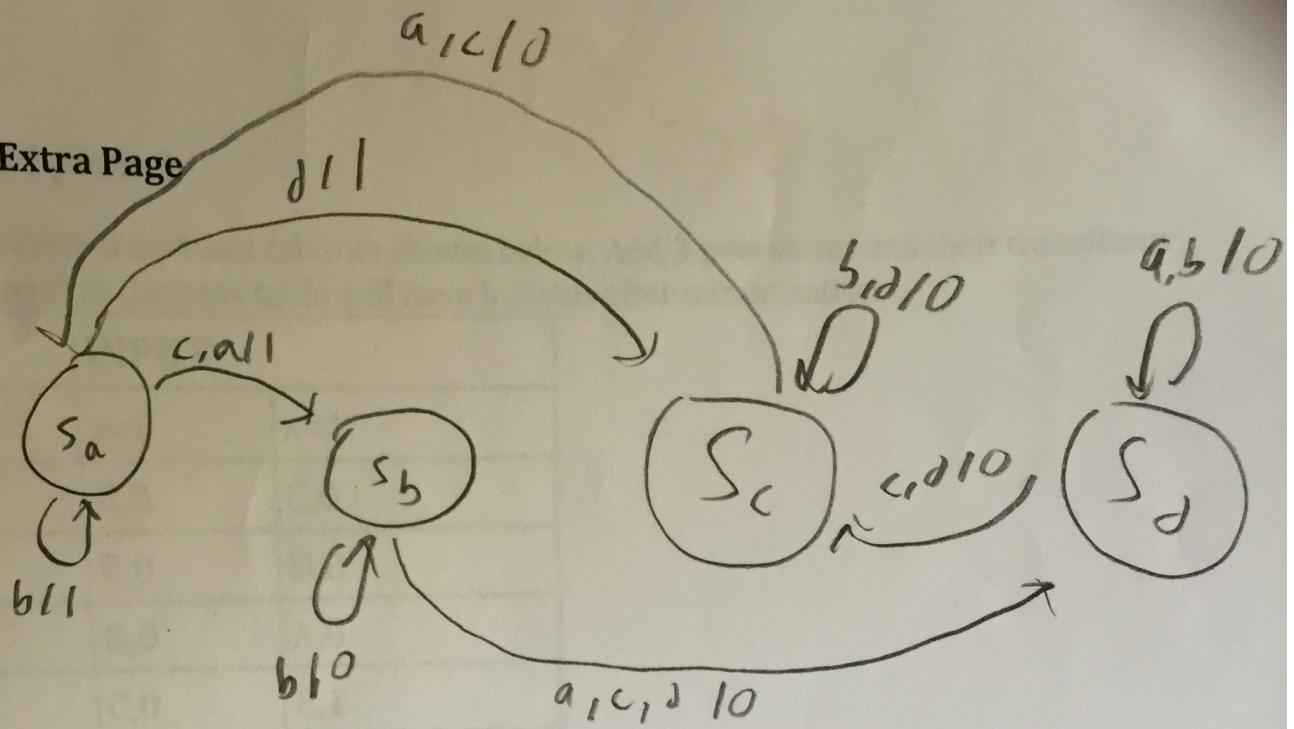
$$z = y_1' y_0'$$

PS $y_B\ y_A$	$NS, z$				z
	$x=00$	$x=01$	$x=10$	$x=11$	
00	01	00	01	10	1
01	11	01	11	11	0
10	00	10	00	10	0
11	11	11	10	10	0

a.	00	$PS \quad x=a \quad NS, z \quad x=b \quad x=c \quad x=d$				
		$s_a$	$s_b$	$s_a$	$s_b$	$s_c$
b	01	$s_a$	$s_b$	$s_a$	$s_b$	$s_c$
c	10	$s_b$	$s_d$	$s_b$	$s_d$	$s_d$
d	11	$s_c$	$s_d$	$s_c$	$s_d$	$s_d$
		$s_d$	$s_a$	$s_d$	$s_d$	$s_c$

Next page

Problem 1) Extra Page



## Problem 2 (20 points)

70

Consider the state transition table as shown below. Add 3 new states and their transitions to the table, so that the new table will have 5 states after minimization.

	INPUT	
PS	x=0	x=1
A	B,0	C,0
B	B,0	D,0
C	B,0	A,0
D	C,0	E,1
E	E,1	F,1
F	F,1	E,1

(G, G, G, H, H, H, I, I, I)

P <sub>1</sub>	G	G,1	H,0	I	Z	Z	Z	Z
	H	H,1	I,0					
	I	I,0						
P <sub>2</sub>	A	B	C	D	E	F	G	H
	1	1	1	1	2	2	3	3
	1	2	1	2	2	2	3	3
	1	2	3	4	4	4	5	5
	1	2	3	4	4	4	5	5

PS	INPUT	
	x=0	x=1
A	B,0	A,0
B	B,0	D,0
D	C,0	E,1
E	E,1	E,1

I will add G, H, I

G	G,1	H,0
H	G,1	I,0
I	G,1	G,0

3 new states

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**Problem 2) Extra Page**

~~original table with 3 new states~~

G	G, 1	H, 0
H	G, 1	T, 0
I	G, 1	G, 0

fully minimized table after adding 3 states

PS	Input $x=0$	Input $x=1$
A	B, 0	A, 0
B	B, 0	D, 0
C	A, 0	E, 1
E	E, 1	E, 1
G	G, 1	G, 0

### Problem 3 (20 points)

20

Using RD flip-flops as defined below, design a system as described below. Use only multiplexers to implement your combinational logic.

Input set:  $\{a, b, c\}$

Output: 1, if  $x(t-n, t) = a[b|c]^*d^+a$   
0, otherwise

$\alpha b b c b c$   
 $a d$

Note: \* denotes a character can appear 0 to infinite number of times.

+ denotes a character can appear 1 to infinite number of times.

$b|c$  denotes  $b$  or  $c$ .

For example, given  $abcbddaa$ , the output should be 1.

$abcbddaa$

		RD			
PS, Q(t)		00	01	10	11
0	NS	1	0	0	1
	Q(t+1)	1	0	1	0
				NS, Q(t+1)	

PS

$NS, ^2$   
 $x=a$        $x=b$        $x=c$        $x=d$

$s_i$

$s_{a,0}$        $s_{i,0}$        $s_{i,0}$        $s_{i,0}$

$s_a$

$s_{a,0}$        $s_{a[b|c]^*,0}$        $s_{a[b|c]^*,0}$        $s_{a[b|c]^*d^+,0}$

$s_{a[b|c]^*}$

$s_{a,0}$        $s_{a[b|c]^*,0}$

$s_{a[b|c]^*,0}$

$s_{a[b|c]^*,0}$

$s_{a[b|c]^*d^+,0}$

$s_{a[b|c]^*d^+}$

$s_{a[b|c]^*d^+,1}$

$s_{i,0}$

$s_{i,0}$

$s_{a[b|c]^*d^+,0}$

$s_{a[b|c]^*d^+}$

$s_{a,0}$

$s_{a[b|c]^*,0}$

$s_{a[b|c]^*,0}$

$s_{a[b|c]^*d^+,0}$

initialization

PS

i	a	$a[b c]^*$	$a[b c]^*d^+a$
1	1	1	1
1	1	1	1
1	2	2	2

$a[b|c]^*d^+$

Problem 3) Extra Page

		2	3
i	a	$a(b c)^*$	$a(b c)^*d + a$
j	2	2	2
	2	2	2
	2	2	2
	3	3	3

minimized       $x = \overset{a}{\textcircled{0}} \quad x = \overset{b}{\textcircled{01}} \quad x = \overset{c}{\textcircled{10}} \quad x = \overset{d}{\textcircled{11}}$

PS

$s_i$	00	01, 0	00, 0	00, 0	00, 0
$s_{actu} \rightarrow 01$		01, 0	01, 0	01, 0	10, 0
$s_{actu} \rightarrow 10$		01, 1	00, 0	00, 0	10, 0

excitation table

$$a(t) \rightarrow a(t+1)$$

$$0 \rightarrow 0$$

$$0 \rightarrow 1$$

$$1 \rightarrow 0$$

$$1 \rightarrow 1 \quad x_0$$

RD

$$01 \quad (10)$$

$$00 \quad (11)$$

$$-1$$

$$-0$$



$$R_1 \quad \begin{matrix} 00 & 01 & 10 & 11 \end{matrix}$$

00	1	1	1	D
01	1	1	D	1
-	-	-	-	-
-	-	-	-	-

$$a_1 | \begin{matrix} 1 \\ 10 \end{matrix}$$

$$x_1$$

$$R_1 = Q_1'$$

$$Q_0$$

$$01$$

$$00$$

$$11$$

$$10$$

$$-$$

0	0	0	0
0	0	0	0
-	-	-	-
-	-	-	-

$$\rightarrow \quad | Q_0$$

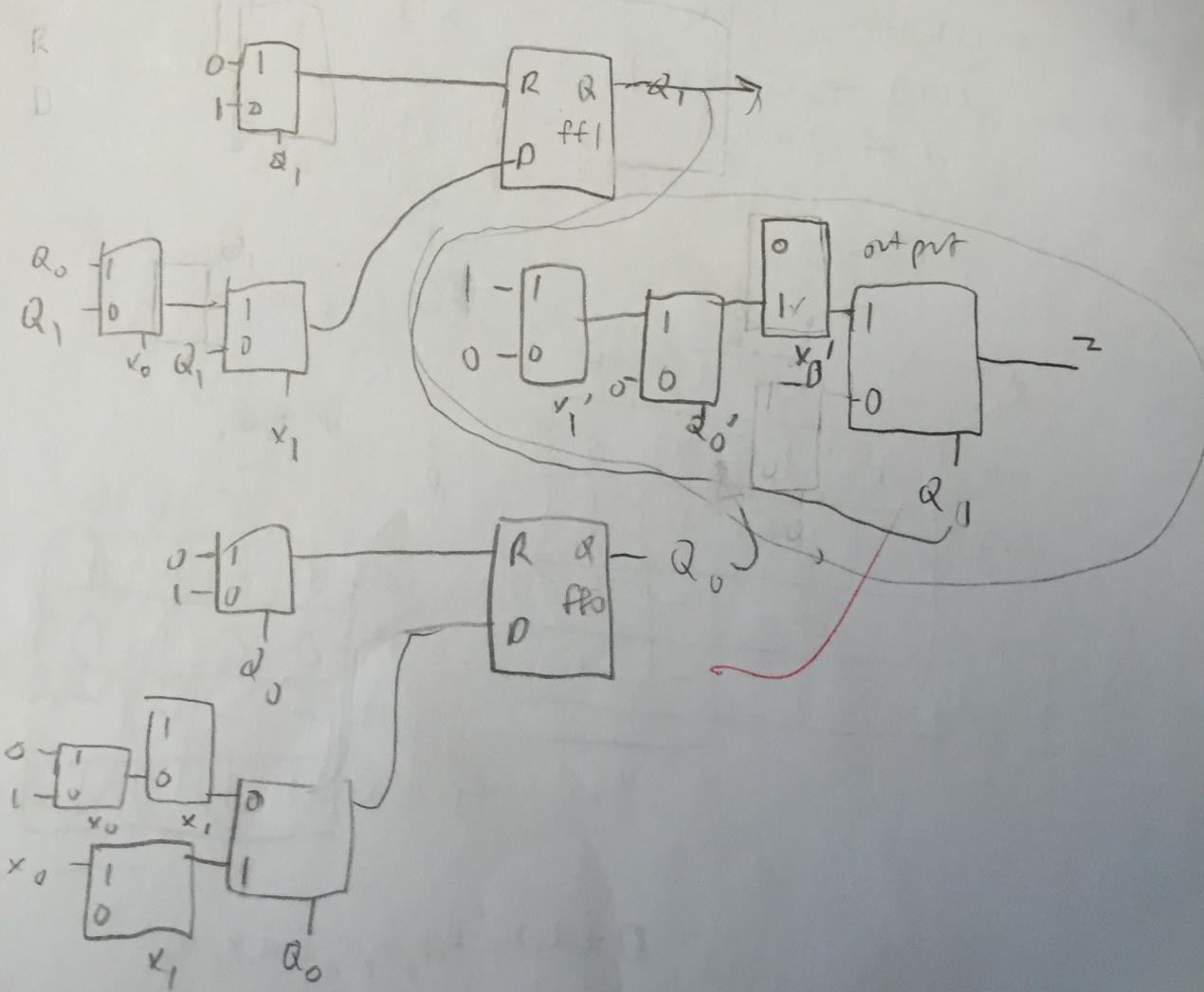
$$D = Q_1' x_1' + Q_0' x_1 x_0 + Q_1 x_1 x_0' - x_1$$

$R_0$	$x_0$	00	01	11	10
$x_1$		1	1	1	1
$Q_0$		1	1	1	1
$R_1$		1	1	1	1
$Q_1$		1	1	1	1

$$R_0 = Q_0'$$

$R_0$	$x_0$	00	01	11	10
$x_1$		1	0	0	0
$Q_0$		0	0	1	0
$R_1$		1	0	0	0
$Q_1$		0	0	0	0

$$D_0 = Q_0 x_1 x_0 + Q_0' x_1' x_0'$$



problem 4 (20 points)

1001101

100110

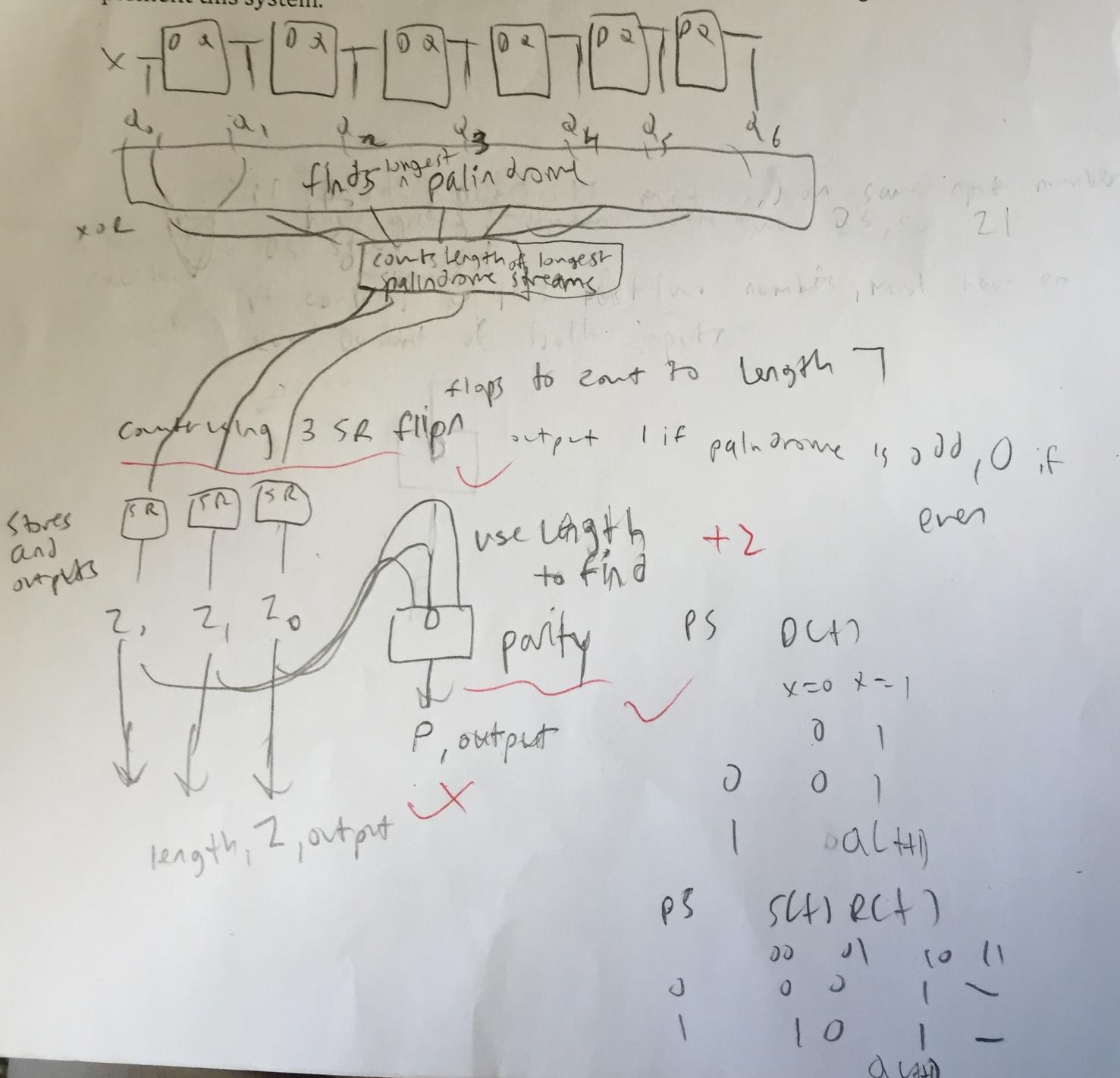
1001

2

Given an input stream of 0s and 1s, design a system that outputs the length,  $Z$ , of the largest palindrome found in the last 7 inputs, along with the parity,  $P$ , of the length of that palindrome. A palindrome is a string that is spelled the same forwards as it is backwards. For example, the following strings are palindromes: 10101, 11, 1001, 0000.  $P$  is equal to 1 when the length of the palindrome is odd, and 0 when its length is even. Your system should only consider palindromes of length 2 to 7.

For example, given the following input stream, 1010101, the output should be  $Z=7$  and  $P=1$ . For the input stream, 1010000, the output should be  $Z=4$  and  $P=0$ .

Use any type, any number of flip-flops and combinational gates of your choosing to implement this system.



Problem 5 (20 points)

12

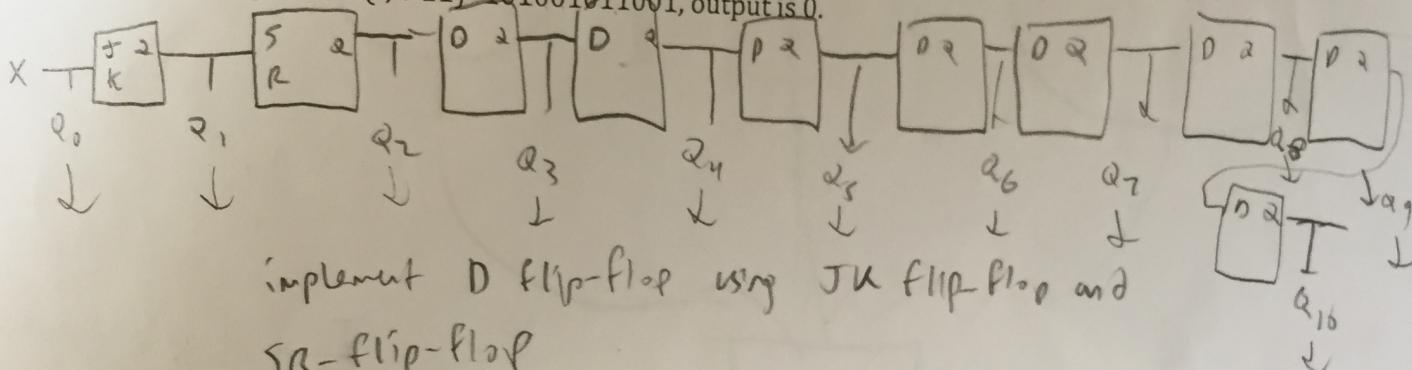
Using at most 1 JK flip-flop, at most 1 SR flip-flop, and at most 8 D flip-flops, design a system as specified below. You may use any gates to implement your combinational logic.

Input set: {0,1}

L-10 0-0-

Output: 1, if  $x(t, t-3) = 11-0$ ,  $x(t-4, t-7) = 1-10$  or  $0-0-$ ,  $x(t-8, t-11) = 1001$   
0, otherwise

For example, for the given input sequence  $x(t, t-11) = 110010101001$ , output is 1. For the input sequence  $x(t, t-11) = 101001011001$ , output is 0.



$$Q(t) \rightarrow Q(t+1) \quad D$$

$$0 \rightarrow 0$$

$$0$$

$$0 \rightarrow 1$$

$$1$$

$$1 \rightarrow 0$$

$$0$$

$$1 \rightarrow D$$

$$1$$

$$Q(t) \rightarrow Q(t+1) \quad JK$$

$$0 \rightarrow 0$$

$$0-$$

$$0 \rightarrow 1$$

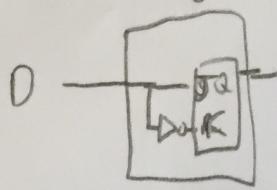
$$1-$$

$$1 \rightarrow 0$$

$$-1$$

$$1 \rightarrow 1$$

$$-0$$



$$Q(t) \rightarrow Q(t+1) \quad SR$$

$$0 \rightarrow 0$$

$$0-$$

$$0 \rightarrow 1$$

$$10$$

$$1 \rightarrow 0$$

$$01$$

$$1 \rightarrow 1$$

$$-0$$

$$PS \quad MS \quad J(t+1) \quad K(t+1)$$

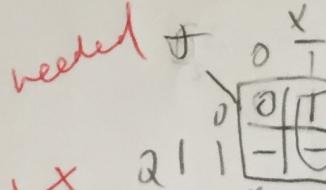
$$00 \quad 00 \quad 0 \quad 1$$

$$01 \quad 10 \quad 1 \quad 0$$

$$10 \quad 10 \quad 0 \quad 0$$

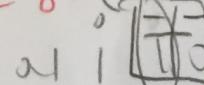
11 D-FFs

needed +



+ = x

$$-8K \quad 01$$



K = x'

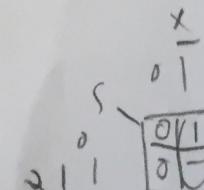
$$PS \quad MS \quad S(t+1) \quad R(t+1)$$

$$00 \quad 01 \quad 10 \quad 11$$

$$01 \quad 00 \quad 11 \quad -$$

$$11 \quad 01 \quad -0 \quad -1$$

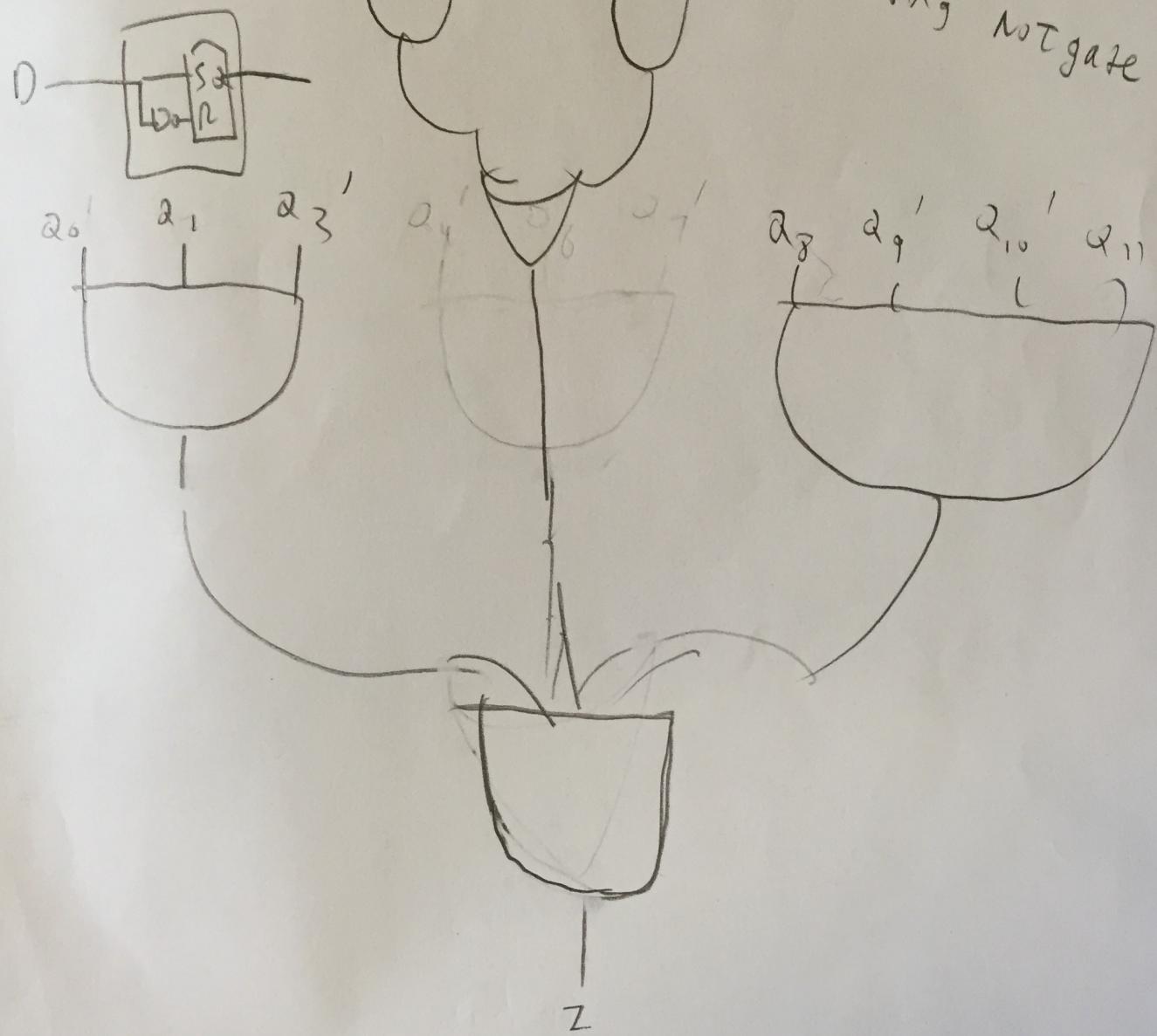
$$S = x \quad R = x'$$



R = x'

next page

Problem 5) Extra Page



those 2's come from  
between the  
flip-flops  
using NOT gate