# MASSACHUSETTS INSTITUTE OF TECHNOLOGY DEPARTMENT OF ELECTRICAL ENGINEERING AND COMPUTER SCIENCE

## **6.111 Introductory Digital Systems Laboratory**Fall 2006

Midterm Exam: November 1, 2006

Name	Score
	(out of 100)

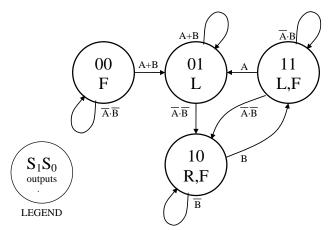
This is a closed book exam. Calculators can be used (but I don't think you'll need one).

Please write your answers legibly in the spaces provided. You can use the backs of the pages for scratch work.

Problem	Score
#1	
#2	
#3	
#4	

### Problem 1. (30 Points)

A state transition diagram for a 4-state FSM is shown below. The FSM has two one-bit inputs (A and B) and three one-bit outputs (F, L and R). The current state is represented as a two-bit value  $S_1S_0$ .



(A) (16 Points) Please <u>neatly</u> fill in the truth table for the FSM's combinational logic below: using  $S_1$ ,  $S_0$ , A and B as the inputs, and using next\_ $S_1$ , next\_ $S_0$ , F, L and R as the outputs.

$S_{I}$	$S_0$	A	В	$next\_S_1$	$next\_S_0$	F	L	R
0	0	0	0					
0	0	0	1					
0	0	1	0					
0	0	1	1					
0	1	0	0					
0	1	0	1					
0	1	1	0					
0	1	1	1					
1	0	0	0					
1	0	0	1					
1	0	1	0					
1	0	1	1					
1	1	0	0					
1	1	0	1					
1	1	1	0					
1	1	1	1					

(B) (14 Points) Give minimal sum-of-product expressions for next\_ $S_1$  and next\_ $S_0$ . Hint: Use Karnaugh maps.

Minimal sum-of-products expression for next_S <sub>1</sub> :	
Minimal sum-of-products expression for next $S_0$ :	

#### Problem 2. (20 Points)

Hoping to get a head start on her final project, Vera Log downloaded the following Verilog module from the net. It's supposed to implement a 4-bit two's complement adder using the propagate and generate signals Vera learned about in lecture.

```
module adder4(a,b,cin,s,cout);
  input [3:0] a,b;
  input cin;
  output [3:0] s;

wire [3:0] a,b,s,c,p,q;
  wire cout;

always @ (a or b) begin
   g <= a & b;
   p <= a ^ b;
   c <= g | (p & {c[2:0],cin});
   s <= p | {c[2:0],cin};
   cout <= c[3];
  end
endmodule</pre>
```

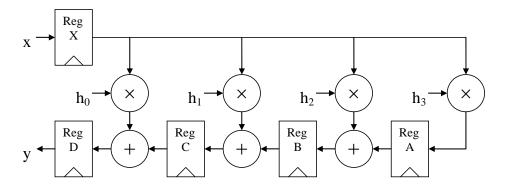
After a quick glance Vera sees that the module has many Verilog and logic errors and is hoping someone knowledgeable will fix it up. Help Vera out by rewriting the module, correcting the errors as you go.

Rewrite the module below, correcting all the errors.

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#### Problem 3. (25 Points)

The schematic below implements a 4-tap FIR filter in its transposed form. The incoming data (x) is a stream of 16-bit two's complement numbers and the coefficients are 10-bit two's complement numbers.



(A) (6 Points) What are the minimum and maximum possible values for a coefficient?

Minimum coefficient value:			
Maximum coefficient value:			

(B) (5 Points) One of the coefficients has the value -42. What's the appropriate binary representation for this value?

Appropriate binary representation for coefficient of -42:

(C) (8 Points) Indicate the appropriate width in bits for each of the registers A – D assuming that we don't want to lose any arithmetic precision (i.e., we don't want to round, shift or truncate any of the intermediate results or the final answer).

Width of Register A:	
Width of Register B:	
Width of Register C:	
Width of Register D:	

(D) (6 Points) What's the minimum clock period for which the circuit will still work correctly given the following timing specifications for the components:

component	$t_{CD}$	$t_{PD}$	$t_{SETUP}$	$t_{HOLD}$
Register	0.7ns	1.1ns	0.6ns	0.4ns
Adder	0.2ns	2.1ns		
Multiplier	0.2ns	4.5ns		

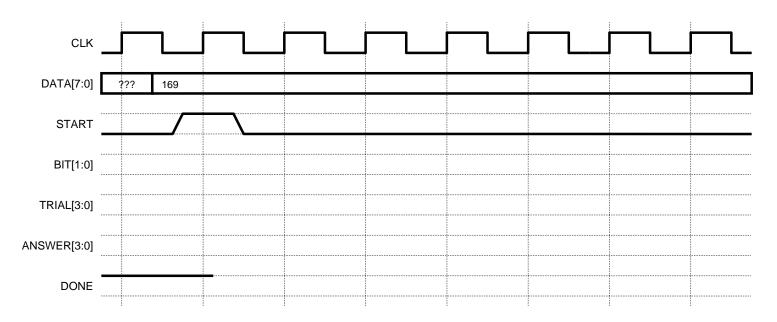
Minimum clock period: \_\_\_\_\_

#### Problem 4. (25 Points)

Consider the following Verilog module that iteratively computes the square root of an 8-bit integer value.

```
module sqrt(clk,data,start,answer,done);
  input clk,start;
  input [7:0] data;
  output [3:0] answer;
  output done;
  reg [3:0] answer;
  req busy;
  reg [1:0] bit;
  wire [3:0] trial;
  assign trial = answer | (1 << bit);</pre>
  always @ (posedge clk) begin
    if (busy) begin
      if (bit == 0) busy <= 0;
      else bit <= bit - 1;
      if (trial*trial <= data) answer <= trial;</pre>
    end
    else if (start) begin
      busy <= 1;
      answer <= 0;
      bit <= 3;
    end
  end
  assign done = ~busy;
endmodule
```

Please <u>neatly</u> complete the timing diagram below as the module computes the square root of 169.



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