University of Washington – Computer Science & Engineering

Spring 2019 Instructor: Justin Hsia 2019-05-21

CSE 369 QUIZ 2

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Please do not turn the page until 11:30.

Instructions

- This quiz contains 4 pages, including this cover page. You may use the backs of the pages for scratch work.
- Please clearly indicate (box, circle) your final answer.
- The quiz is closed book and closed notes.
- Please silence and put away all cell phones and other mobile or noise-making devices.
- Remove all hats, headphones, and watches.
- You have 25 minutes to complete this quiz.

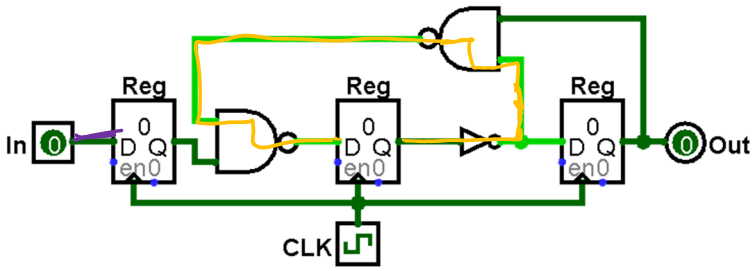
Advice

- Read questions carefully before starting. Read *all* questions first and start where you feel the most confident to maximize the use of your time.
- There may be partial credit for incomplete answers; please show your work.
- Relax. You are here to learn.

Question	Points	Score
(1) SL & Timing	6	6
(2) FSM Implementation	9	9
(3) FSM Design	11	11
Total:	**26**	**26**

Question 1: Sequential Logic & Timing [6 pts]

Consider the following circuit with t_{NAND} = **20 ns** (10^{-9} s), t_{NOT} = **15 ns**, t_{setup} = **8 ns**, and t_{C2Q} = **32 ns**. Assume that `In` changes **25 ns** after every clock trigger.



(A) Calculate the **minimum clock period** that will allow the circuit to function correctly. Make sure to *include units*. [3 pts]

$t_{period} \geq$ **95 ns**

The critical path is shown above in gold/yellow.
We need $t_{C2Q} + t_{NOT} + t_{NAND} + t_{NAND} \leq t_{period} - t_{setup}$.
Then $t_{period} \geq 32 + 15 + 20 + 20 + 8 = 95$ ns.

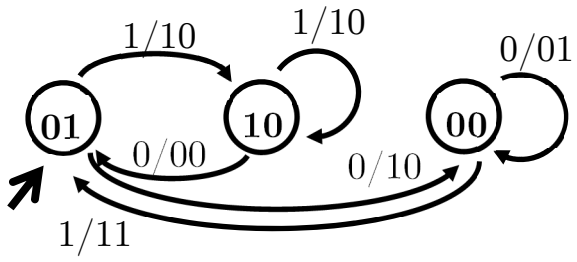
(B) Calculate the **maximum hold time** that will allow the circuit to function correctly. Make sure to *include units*. [3 pts]

$t_{hold} \leq$ **25 ns**

The shortest path to a register input is shown above in purple (from `In`).

Question 2: Finite State Machine Implementation [9 pts]

(A) Fill in the provided truth table based on the FSM shown. [2 pts]



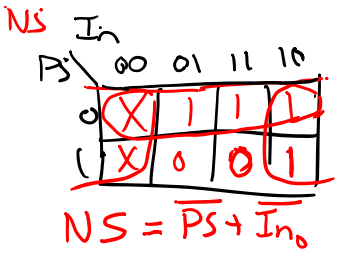
PS_1	PS_0	In	NS_1	NS_0	Out_1	Out_0
0	0	0	0	0	0	1
0	0	1	**0**	**1**	1	1
0	1	0	0	0	1	0
0	1	1	1	0	**1**	**0**
1	0	0	0	1	0	0
1	0	1	**1**	**0**	1	0
1	1	0	X	X	X	X
1	1	1	X	X	**X**	**X**

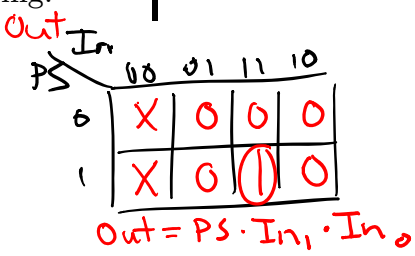
(B) Complete the circuit diagram below using *minimal logic* based on the truth table shown below. You are welcome to use 2- and 3-input logic gates. [7 pts]

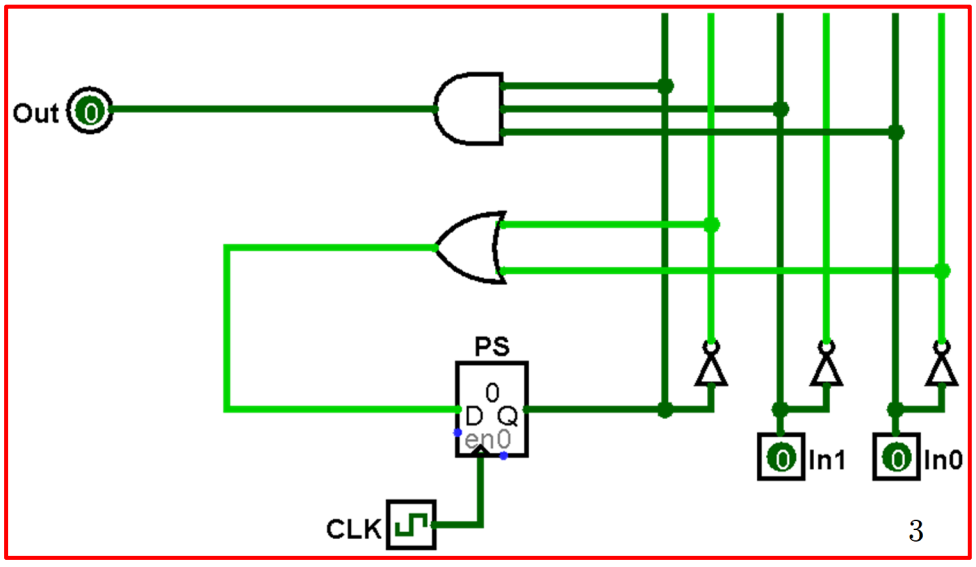
PS	In_1	In_0	NS	Out
0	0	0	X	X
0	0	1	1	0
0	1	0	1	0
0	1	1	1	0
1	0	0	X	X
1	0	1	0	0
1	1	0	1	0
1	1	1	0	1

Wire connection:

Wire crossing:

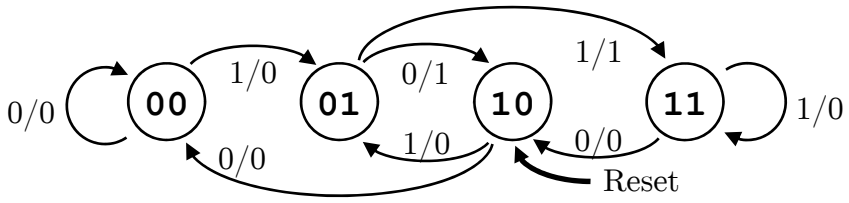






Question 3: Finite State Machine Design [11 pts]

For this problem, consider the FSM below:



(A) Complete the testbench `initial` block to *thoroughly* test the state diagram. Even though they may be unnecessary, please fill in all blanks. You are welcome to fill out the Verilog comments to help you keep track of state, but these will not be graded. [5 pts]

```
initial begin
                        In <= 1____;    // state: 10
   @(posedge clk);      In <= 1;        // state: 01___
   @(posedge clk);      In <= 1____;    // state: 11___
   @(posedge clk);      In <= 0;        // state: 11___
   @(posedge clk);      In <= 0____;    // state: 10___
   @(posedge clk);      In <= 0;        // state: 00___
   @(posedge clk);      In <= 1____;    // state: 00___
   @(posedge clk);      In <= 0____;    // state: 01___
   @(posedge clk);                      // state: 10___
   $stop();
end
```

(B) What two 3-input sequences does this FSM "recognize" (*i.e.* when it outputs a `1`)? [4 pt]

The states represent the last 2 inputs seen.

010	**011**

(C) We want to avoid "premature" outputs – an output of 1 before either of the full input sequences we're detecting have been seen. Which initial state should we switch to? [2 pt]

Neither recognized sequence starts with a 1.

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