

ECE 273 Midterm Exam

27 February 2002
Version C

Name:

KEY

Honor Code:

- All Exams are due promptly at 6.00 PM.
- If you have a question, **ask it** by coming to my desk. All questions and answers of consequence will be repeated aloud to the class.
- There are five problems: Working them in order is not necessarily the best strategy.
- Clearly circle or box all of your final answers. If I can't find your answer, it's wrong.

[20 Points] 1. Simplify each of the following expressions to minimum SOP form.

(a) $f(a,b,c) = ab + abc + abc' + ac$

(b) $(a'+b)(a'+b'+c)(b+d+e)(a+b'+e)$

(c) $f(a,b,c,d) = adb + bda + a'c'$

(d) $f(a,b,c,d,e) = (a'+b+c'+e')(b+c+d+e')(a+b+c+e')$

(e) $f(a,b,c) = (\sum m(0,1,2,3))(\prod M(1,3,7))$

(a) $ab + abc + abc' + ac = \boxed{ab + ac}$

(b) $(a'+b)(a'+b'+c)(b+d+e)(a+b'+e)$ use $(x+y)(y+z) = x+yz$
 $= (a'+b(b'+c))(e + (b+d)(a+b'))$
 $= (a' + bc)(e + ab + ad + b'd)$
 $= a'e + a'b'd + bce + abc + \cancel{ab'd}$ (b/c consensus)
 $= \boxed{a'e + a'b'd + abc}$

(c) $adb + bda + a'c' = \boxed{abd + a'c'}$

(d) $(a'+b+c'+e')(b+c'+d+e')(a+b+c'+e')$

let $x = c' + b + e'$

$(x+a')(x+d)(x+a) = (x+a'd)(x+a)$

$= x = \boxed{c' + b + e'}$

(e) $(\sum m(0,1,2,3))(\prod M(1,3,7)) = \sum m(0,1,2,3) \sum m(0,2,4,5,6)$

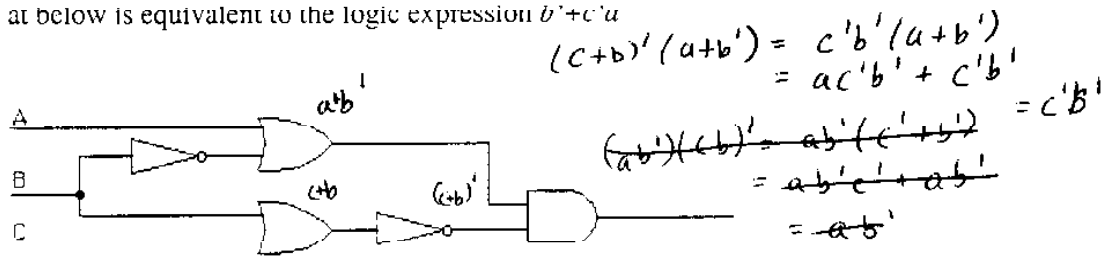
$= \sum m(0,2)$

$= a'b'c' + a'bc'$

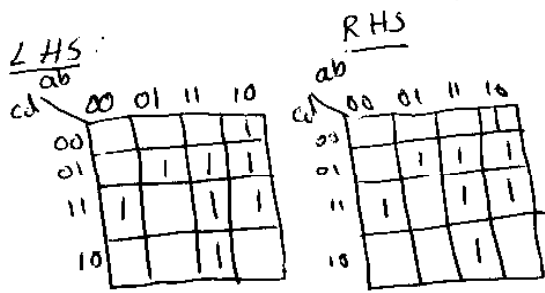
$= \boxed{a'c'}$

[16 Points] 2. Answer True or False to the following statements.

- T (a) $abc + ab'c + b'cd + bc'd + ad = abc + ab'c + b'cd + bc'd$
 F (b) $(x+y)(y+z)(x+z) = (x+y')(y+z')(x+z')$
 F (c) Given $f_1(a,b,c) = \sum m(0,1,2,3,4,7)$ and $f_2(a,b,c) = \sum m(0,1,2,3,5,6)$ then $f_1 = f_2$
 F (d) The circuit at below is equivalent to the logic expression $b' + c'u$



(a) Need to show ad is redundant; to be true or a counter example if false



alternatively:
 Consensus $abc, b'cd \rightarrow acd$
 $ab'c', bc'd \rightarrow ac'd$
 Consensus $acd, ac'd \rightarrow ad$

Kmaps the Same

(b) $(x+y)(y+z)(x+z) = (y+xz)(x+z) = xy + xz + yz$
 $(x'+y')(y+z)(x'+z') = \dots = x'y' + x'z' + y'z'$
 clearly different (let $x=y=z=1$)

(c) This would imply some minterms are redundant; not possible in a minterm expansion

(d) See Figure

[20 Points] 3. Complete the following short problems.

(a) Write $wx'y + wxz' + y'z$ in minimal POS form.

(b) Given $f(a,b,c,d) = \prod M(0,1,2,3,7,9,15)$, write f' in minterm form.

(c) Given $f(a,b,c,d) = \prod M(0,1,2,3,7,9,15)$, write f in minimum POS form.

(d) Given $f(a,b,c,d) = \prod M(0,1,2,3,7,9,15)$, write f in minimum SOP form.

(a)

	wx			
	00	01	11	10
yz	00	0	1	0
	01	1	1	1
	11	0	0	1
	10	0	0	1

$$F' = w'y + w'z' + xyz + x'y'z'$$

$$(F')' = (w+y')(w+z)(x'+y'+z')(x+y+z)$$

(b)

$$f = \sum m(4, 5, 6, 8, 10, 11, \dots, 14)$$

$$f' = \sum m(0, 1, 2, 3, 7, 9, 15)$$

(c)

$$f = \sum m(4, 5, 6, 8, 10, 11, 12, 13, 14)$$

$$F' = a'b' + b'c'd + bcd$$

$$F = (a+b)(b+c+d')(b'+c'+d')$$

	ab			
	00	01	11	10
cd	00	1	1	1
	01	0	1	0
	11	0	0	1
	10	0	1	1

(d) Minimum SOP found from Kmap above

$$f = bc' + bd' + ab'c + ad'$$

[24 Points] 4. You are to design a **4 bit counter**. The four bits of the counter are to be read as a single binary number, e.g.

if $ABCD = 0010$, the counter state is 2 (since $0010_{(2)} = 2_{(10)}$)

The next state of the counter ($A^+B^+C^+D^+$) is to be 2 times the current state. If the resulting next state is greater than 15, the next state is to be 2 times the current state minus 15.

[7] (a) Draw a truth table showing all current state ($ABCD$) and next state ($A^+B^+C^+D^+$) combinations.

[13] (b) Determine the inputs ($J_a, K_a, J_b, \dots, K_d$) if the counter is to implemented using JK Flip-flops. Note that the state/next state relationship for a JK flipflop is $Q^+ = JQ' + K'Q$.

[4] (c) Draw a circuit diagram for the counter.

(a)

abcd	a ⁺	b ⁺	c ⁺	d ⁺
0000	0	0	0	0
0001	0	0	1	0
0010	0	1	0	0
0011	0	1	1	0
0100	1	0	0	0
0101	1	0	1	0
0110	1	1	0	0
0111	1	1	1	0
1000	0	0	0	1
1001	0	0	1	1
1010	0	1	0	1
1011	0	1	1	1
1100	1	0	0	1
1101	1	0	1	1
1110	1	1	0	1
1111	1	1	1	1

(b)

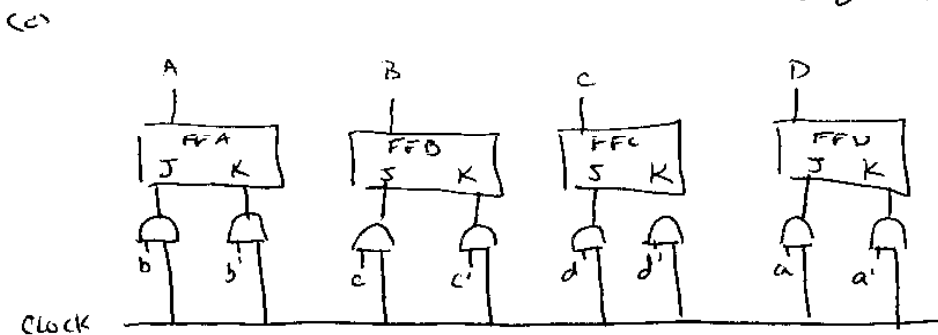
cd \ ab	00	01	11	10
00	0	1	1	0
01	0	1	1	0
11	0	1	1	0
10	0	1	1	0

cd \ ab	00	01	11	10
00	0	0	0	0
01	0	0	0	0
11	1	1	1	1
10	1	1	1	1

cd \ ab	00	01	11	10
00	0	0	0	0
01	1	1	1	1
11	1	1	1	1
10	0	0	0	0

Short cut method

$$\begin{array}{llll}
 J_a = b & J_b = c & J_c = d & J_d = a \\
 K_a' = b & K_b' = c & K_c' = d' & K_d' = a \\
 (K_a = b') & (K_b = c') & (K_c = d') & (K_d = a')
 \end{array}$$



[20 Points] 5. You are to **design a subtractor**. The subtractor has two inputs, X and Y . X has 3 bits and Y has 2 bits. The subtractor has one output Z , which has 3 bits.

The 3 bits of X represent a 3 bit binary number (e.g. if $X = 010$, then X represents the decimal number 2).

The 2 bits of Y represent a 2 bit binary number (e.g. if $Y = 11$, then Y represents the decimal number 3).

The 3 bits of Z represent a 3 bit binary number (e.g. if $Z = 101$, then Z represents the decimal number 5).

The output, Z , is to be given by the following:

$$Z = X - Y \quad \text{if } X > Y$$

$$Z = Y - X \quad \text{otherwise}$$

e.g. if $X = 101$ and $Y = 11$, then $Z = 010$. Likewise, if $X = 001$ and $Y = 11$, then $Z = 010$.

(a) Write a truth table that includes the output Z for all possible input combinations.

(b) Find a minimum SOP form for each of the three output bits.

(a)

X			Y		Z		
x_1	x_2	x_3	y_1	y_2	z_1	z_2	z_3
0	0	0	0	0	0	0	0
0	0	0	0	1	0	0	1
0	0	0	1	0	0	1	0
0	0	0	1	1	0	1	1
0	0	1	0	0	0	0	1
0	0	1	0	1	0	0	0
0	0	1	1	0	0	0	1
0	0	1	1	1	0	1	0
0	1	0	0	0	0	1	0
0	1	0	0	1	0	0	0
0	1	0	1	0	0	0	0
0	1	0	1	1	0	0	1
0	1	1	0	0	0	1	1
0	1	1	0	1	0	1	1
0	1	1	1	0	0	0	1
0	1	1	1	1	0	0	0
1	0	0	0	0	1	0	0
1	0	0	0	1	1	0	0
1	0	0	1	0	1	0	0
1	0	0	1	1	1	0	0
1	0	1	0	0	1	0	0
1	0	1	0	1	1	0	0
1	0	1	1	0	1	0	0
1	0	1	1	1	1	0	0
1	1	0	0	0	0	1	0
1	1	0	0	1	0	1	0
1	1	0	1	0	0	1	0
1	1	0	1	1	0	1	0
1	1	1	0	0	0	1	0
1	1	1	0	1	0	1	0
1	1	1	1	0	0	1	0
1	1	1	1	1	0	1	0

(b) z_1 is zero for all $x_i = 0$

$x_2 x_3$

$y_1 y_2$	00	01	11	10
00	1	1	1	1
01	0	1	1	1
11	0	0	1	0
10	0	0	1	0

$z_1 =$

$$\rightarrow (y_1' y_2' + x_3 y_1' + y_1' x_2 + x_2 x_3 + y_2' x_2) x_1'$$

z_2 requires a five-variable Kmap

$x_2 x_3$

$y_1 y_2$	00	01	11	10
00	0	0	1	1
01	0	0	1	1
11	0	0	1	0
10	1	1	0	0
00	1	1	0	0

$x_1' / 0$

z_3 does as well

$x_2 x_3$

$x_1 y_2$	00	01	11	10
00	0	1	1	0
01	1	0	0	1
11	1	0	0	1
10	0	1	1	0
00	0	1	1	0

$x_1' / 0$