

**For:reese**

**Printed on:Mon, Mar 22, 1999 08:53:05**

**Document:Test 1**

**Last saved on:Tue, Feb 3, 1998 15:18:06**

Test #1 – EE 4743 – Spring 1998

My Name is: \_\_\_\_\_

You have **50 minutes** to complete this test. Good luck!

1. (30 pts.) Answer the following questions.

Possible answers: PAL (PLD), CPLD, FPGA, Gate Array, Standard Cell, Full Custom

- a. Which implementation technology has the lowest initial cost? That is, which is the cheapest if you planned to buy only one part?
- b. Which technology (or technologies) involve the creation of *completely* custom chips (all mask layers designed from scratch)?
- c. Which technology has more predictable propagation delay—PAL/PLD or FPGA?
- d. Which implementation technologies could you program with a desktop programming device (a programming device small enough to fit on your desk)?
- e. Which technology has a RAM-based programming strategy that makes in reprogrammable almost instantly?

2. (30 pts) Consider the following VHDL code.

```
library ieee;
use ieee.std_logic_1164.all;

entity regadd is port(
    signal clk: in std_logic;
    signal sel: in std_logic_vector(1 downto 0);
    signal din: in std_logic_vector(3 downto 0);
    signal dout: buffer std_logic_vector(3 downto 0)
    -- remember a "buffer" is both an output and internal input
);
end regadd;

architecture behavior of regadd is

    signal mout,aout : std_logic_vector(3 downto 0);

begin

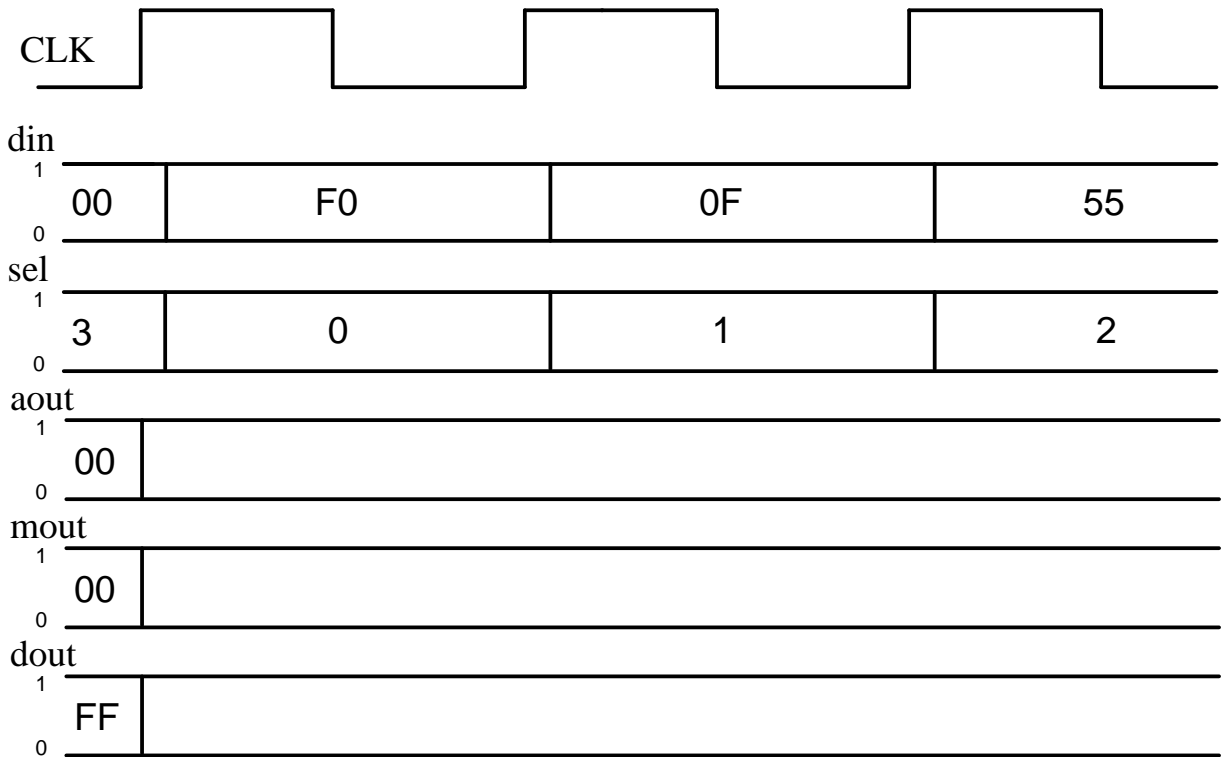
    dffs: process(clk)
    begin
        if (clk'event and clk='1') then
            dout <= mout;
        end if;
    end process;

    bigmux:process(sel,din,dout,aout)
    begin
        aout <= not dout;
        case sel is
            when "00" =>
                mout <= dout;
            when "01" =>
                mout <= aout;
            when others =>
                mout <= din;
        end case;
    end process bigmux;

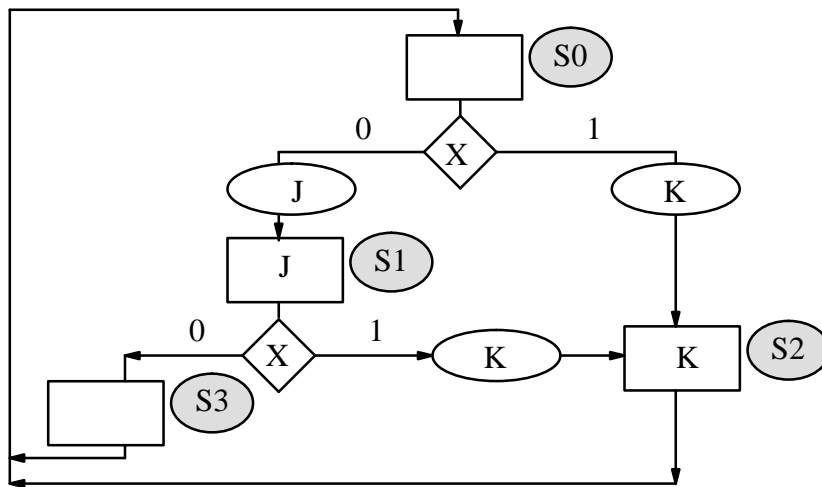
end behavior;
```

a. Draw a diagram of logic that implements the VHDL code. (You can use the bottom of page 3 or the back of the last page if you need more space.)

b. Complete the following timing diagram for the code and chart. Assume all flip-flops are rising-edge triggered. Note that numbers are in hex.



3. (40 pts) Consider the following ASM chart.



a. Write a VHDL code that implements it. *Use conventional state encoding.*

```

entity asm is port(
  signal x,clk: in std_logic;
  signal j,k: out std_logic
);
end pchecker;

```

architecture behavior of asm is

```

-- put constants here
-- example of syntax: constant S0: std_logic_vector(X downto 0) := B"0...0";

```

```

signal pstate,nstate: std_logic_vector(1 downto 0); -- present and next state

```

```

begin

```

```

dffs:process (
begin
-- dff logic here - don't worry about reset

```

```

end process;

```

```

c_logic:process(
begin

```

```
end process c_logic;  
end behavior;
```

b. What state assignments would you use to implement one-hot state encoding?

S0:                      S1:                      S2:                      S3:

c. Which of the two state assignments (conventional or one-hot) would you expect to have less output delay?

d. Which assignment would you expect to use more hardware?

e. Is gray-coding of the state assignment possible? Either explain why it is not possible or provide an example of a gray-coded state assignment.

S0:                      S1:                      S2:                      S3: