

國立中山大學 101 學年度第一學期資工系數位系統期末考試

學號：

姓名：

一、選擇與是非題 (每題 3 分, 12 分)

- () 1. How many address lines are required in a 64M×16 RAM? ①16 ②26 ③30 ④64
- () 2. The master-slave D flip-flop shown in Fig. 1(a) is a positive-edge-triggered flip-flop.
- () 3. The outputs of a Moore state machine are functions of both the present state and inputs.
- () 4. Programmable ROM has a programmable AND array and a fixed OR array.

二、問答題 (94 分)

1. Please answer the following problems.

- (1) Fig. 1(a) shows a master-slave D flip-flop. Complete the timing diagram shown in Fig. 1(b). (6%)
- (2) Briefly explain the operations of the 4-bit up/down binary counter shown in Fig. 2. (6%)

2. The state diagram for sequence detector which detects a sequence of two or more consecutive 1's in a string of bits coming through an input line x is shown in Fig. 3(a).

- (1) Complete the state table as shown in Table 1 using natural binary encoding for state assignment (i.e., $S_0 = 00, S_1 = 01, S_2 = 10$). (5%)
- (2) Use D flip-flops and derive the simplified flip-flop input (excitation) equations and output equation using the K-map. (4%)
- (3) Draw the logic diagram of sequence detector with D flip-flops as shown in Fig. 3(b). (4%)
- (4) Use JK flip-flops and complete the state table and JK flip-flop input as shown in Table 2. (6%)
- (5) Use JK flip-flops and derive the simplified flip-flop input (excitation) equations using the K-map. (6%)
- (6) Draw the logic diagram of sequence detector with JK flip-flops as shown in Fig. 3(c). (4%)

3. Design a serial adder using a JK flip-flop as shown in Fig. 4.

- (1) Complete the state table as shown in Table 3. (8%)
- (2) Derive the simplified flip-flop input (excitation) equations. (6%)
- (3) Draw the logic diagram with a JK flip-flop as shown in Fig. 4. (5%)

4. Design the synchronous sequential circuit using T flip-flops with the state diagram as shown in Fig. 5(a).

- (1) Complete the state table as shown in Table 4. (8%)
- (2) Derive the simplified flip-flop input (excitation) equations. (6%)
- (3) Draw the logic diagram with T flip-flops as shown in Fig. 5(b). (5%)

5. Using an 8×2 ROM shown in Fig. 6 and a $3 \times 4 \times 2$ PLA shown in Fig. 7, implement the truth table shown in Table 5. (15%)

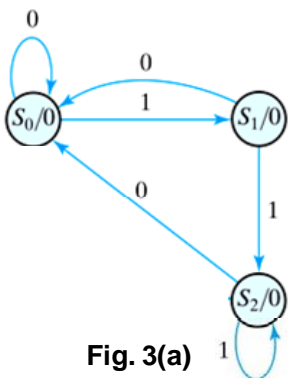


Fig. 3(a)

| Present State | | Input | Next State | | Output |
|---------------|---|-------|------------|---|--------|
| A | B | x | A | B | y |
| 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 | 1 | 0 |
| 0 | 1 | 1 | 1 | 0 | 0 |
| 1 | 0 | 0 | 1 | 0 | 1 |
| 1 | 0 | 1 | 1 | 1 | 0 |
| 1 | 1 | 0 | 1 | 1 | 0 |
| 1 | 1 | 1 | 1 | 1 | 1 |

| Present State | | Input | Next State | | Flip-Flop Inputs | | | |
|---------------|---|-------|------------|---|------------------|-------|-------|-------|
| A | B | x | A | B | J_A | K_A | J_B | K_B |
| 0 | 0 | 0 | 0 | 0 | | | | |
| 0 | 0 | 1 | 0 | 1 | | | | |
| 0 | 1 | 0 | 0 | 1 | | | | |
| 0 | 1 | 1 | 1 | 0 | | | | |
| 1 | 0 | 0 | 1 | 0 | | | | |
| 1 | 0 | 1 | 1 | 1 | | | | |
| 1 | 1 | 0 | 1 | 1 | | | | |
| 1 | 1 | 1 | 1 | 1 | | | | |

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| Fip-flop | D | | JK | | T | | |
|-------------------------|--------------|-----------------|----------------------|----------|-----------------------|-----------------|----------|
| characteristic equation | $Q(t+1) = D$ | | $Q(t+1) = JQ' + K'Q$ | | $Q(t+1) = T \oplus Q$ | | |
| characteristic table | D | Q(t + 1) | J | K | Q(t + 1) | T | |
| | 0 | 0 | 0 | 0 | Q(t) | 0 | |
| | 1 | 1 | 0 | 1 | 0 | 1 | |
| | | | 1 | 0 | 1 | 0 | |
| | | | 1 | 1 | Q'(t) | 1 | |
| excitation table | Q(t) | Q(t = 1) | J | K | Q(t) | Q(t = 1) | T |
| | 0 | 0 | 0 | X | 0 | 0 | 0 |
| | 0 | 1 | 1 | X | 0 | 1 | 1 |
| | 1 | 0 | X | 1 | 1 | 0 | 1 |
| | 1 | 1 | X | 0 | 1 | 1 | 0 |

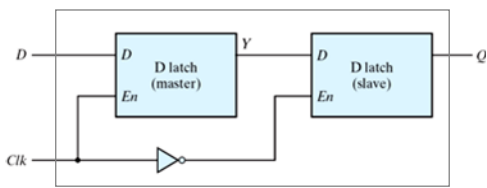
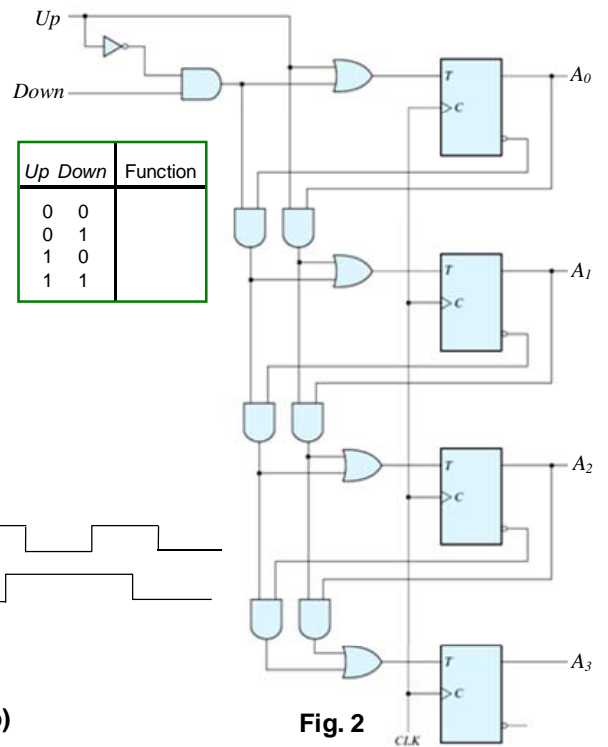


Fig. 1(a)

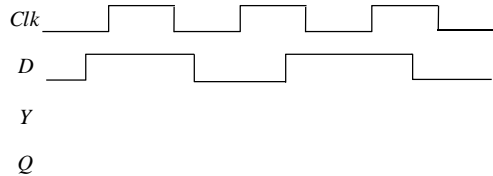


Fig. 1(b)

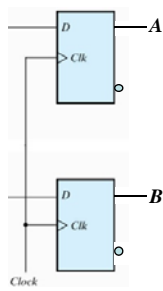


Fig. 3(b)

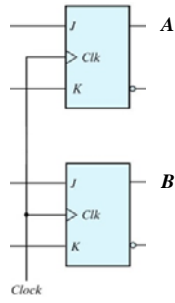


Fig. 3(c)

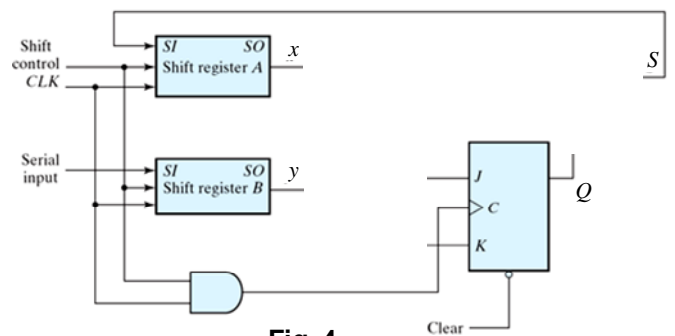


Fig. 4

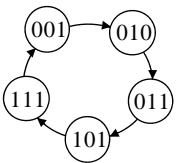


Fig. 5(a)

Table 4

| Present State | | | Next State | | | Flip-Flop Inputs | | |
|----------------|----------------|----------------|----------------|----------------|----------------|------------------|-----------------|-----------------|
| A ₂ | A ₁ | A ₀ | A ₂ | A ₁ | A ₀ | T _{A2} | T _{A1} | T _{A0} |

Table 3

| Present State | | Inputs | | Next State | Output | Flip-Flop Inputs | |
|---------------|---|--------|---|------------|--------|------------------|----------------|
| Q | S | x | y | Q | S | J _Q | K _Q |
| 0 | 0 | 0 | 0 | 0 | 0 | | |
| 0 | 0 | 0 | 1 | 0 | 1 | | |
| 0 | 0 | 1 | 0 | 0 | 1 | | |
| 0 | 0 | 1 | 1 | 0 | 1 | | |
| 1 | 0 | 0 | 0 | 1 | 0 | | |
| 1 | 0 | 0 | 1 | 1 | 0 | | |
| 1 | 1 | 0 | 0 | 1 | 1 | | |
| 1 | 1 | 1 | 0 | 1 | 1 | | |
| 1 | 1 | 1 | 1 | 1 | 1 | | |

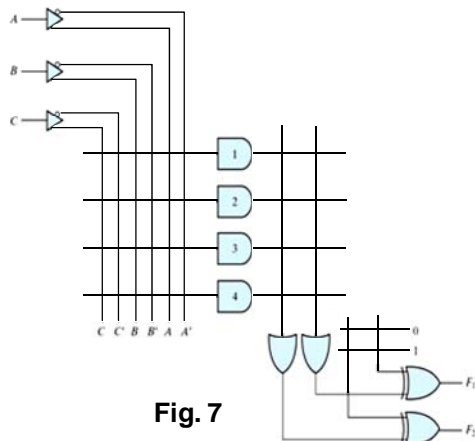


Fig. 7

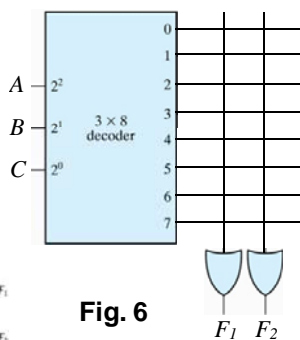


Fig. 6

Table 5

| A | B | C | F ₁ | F ₂ |
|---|---|---|----------------|----------------|
| 0 | 0 | 0 | 1 | 0 |
| 0 | 0 | 1 | 0 | 1 |
| 0 | 1 | 0 | 0 | 0 |
| 0 | 1 | 1 | 1 | 0 |
| 1 | 0 | 0 | 1 | 1 |
| 1 | 0 | 1 | 0 | 1 |
| 1 | 1 | 0 | 0 | 0 |
| 1 | 1 | 1 | 1 | 1 |

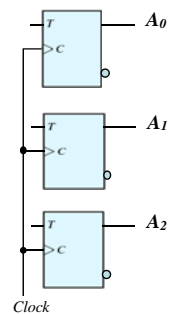


Fig. 5(b)