

**Exam 2.**

June 4<sup>th</sup>, 2021

**Problem 1.**

(2.5p)

Analyse the circuit represented in Fig. 1.

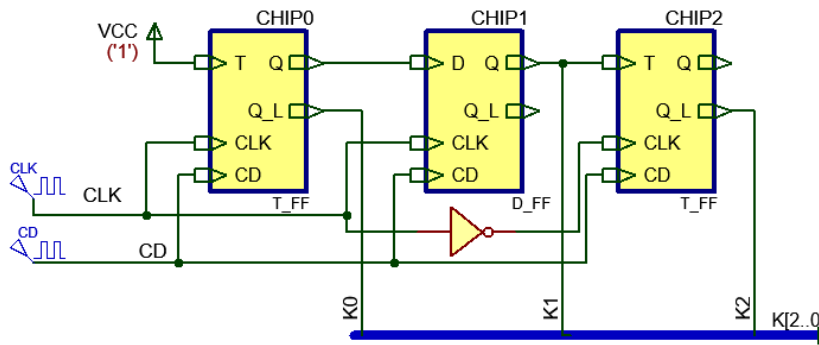
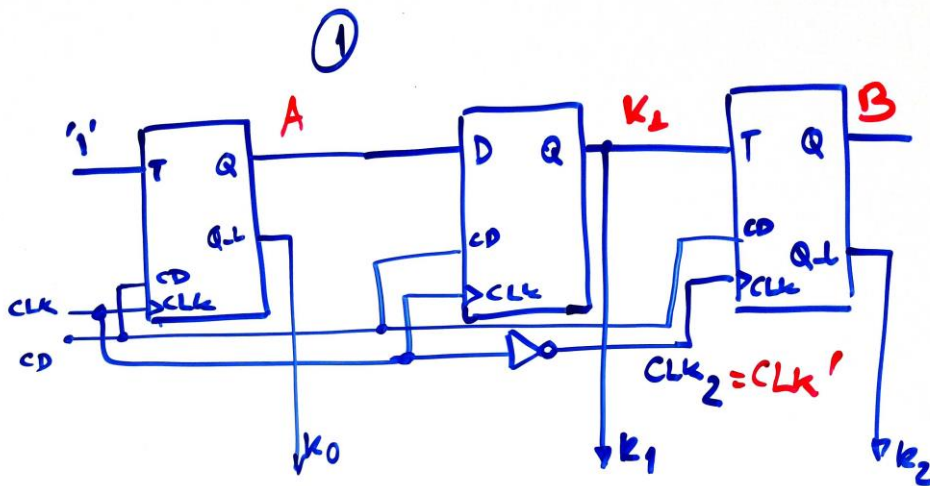


Fig. 1  
Circuit based on 1-bit memory cells and logic gates.

1. Determine the output vector  $K[2..0]$  drawing a timing diagram considering enough CLK periods.
2. Write down the binary codes generated.
3. Explain how many VHDL files are necessary to develop and simulate the circuit using EDA tools.

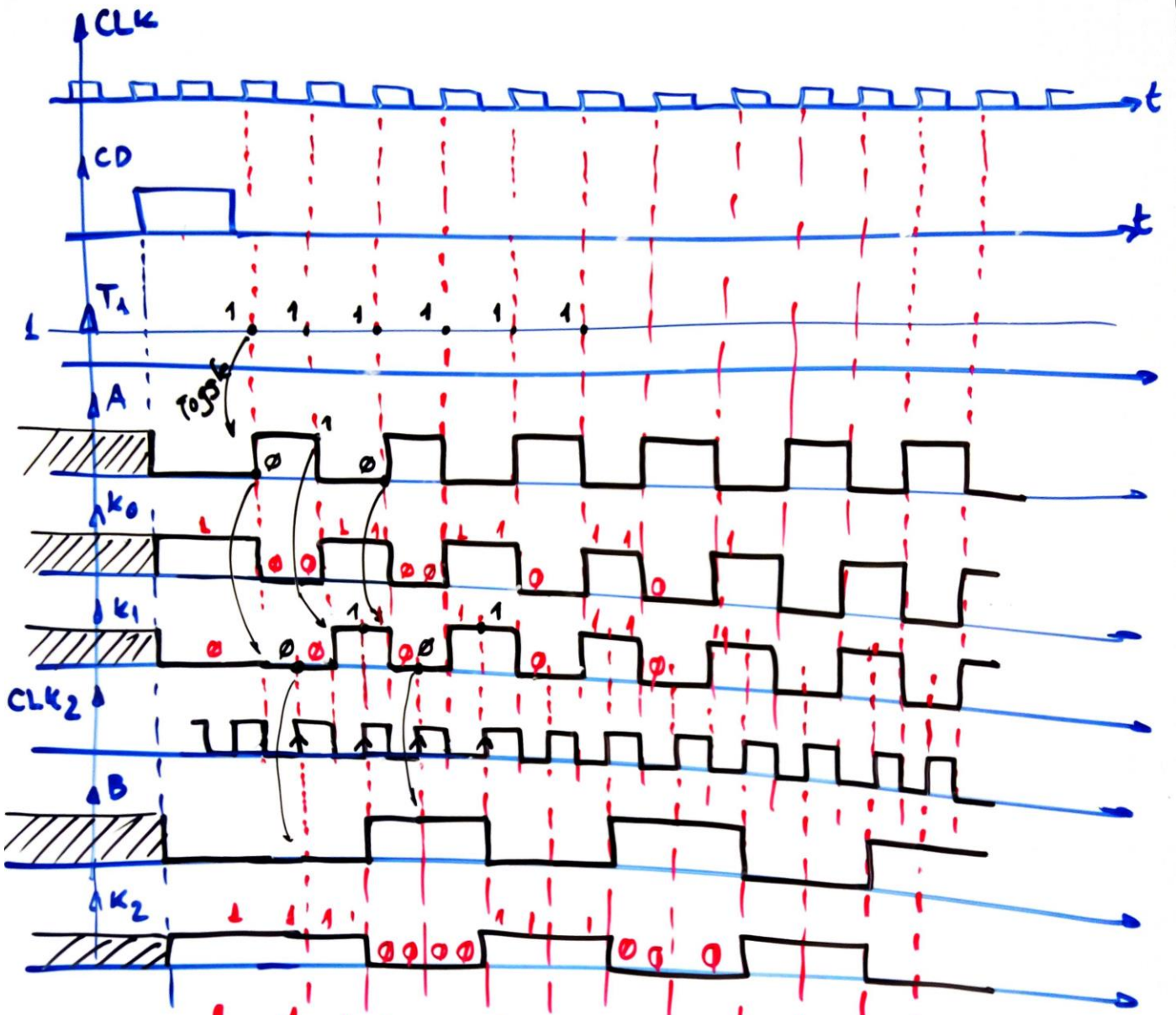


T	Q <sup>+</sup>	D	Q <sup>+</sup>
0	Q	0	0
1	Q'	1	1

sampled values at  $\frac{1}{2} CLK$

- ③
- T\_FF.vhd
  - D\_FF.vhd
  - Circuit\_top.vhd
- architecture
- simulation:  
Circuit\_top\_tb.vhd

- $k_1$  is a copy of A delayed one CLK
- A toggles every CLK
- $k_1$  is sampled at CLK<sub>2</sub> rising edges



②  
 '5' reset value  
 4 7 3 0 3 7 4 7 3 0 3

periodic sequence  $\rightarrow 7 \rightarrow 3 \rightarrow 0 \rightarrow 3 \rightarrow 7 \rightarrow 4 \rightarrow 7 \rightarrow \dots$

$\Rightarrow$  First determine sampled values <sup>at clk f</sup> when finished for several  $clk$  cycles  $\rightarrow$  obtain  $k(2..0)$  level values  
 ! Be aware that not all the states has the same duration  
 $\hookrightarrow$  Complications due to asynchronous circuits where CLK is another signal.

$\rightarrow$  How to implement such circuit using a FSM?

**Problem 2.**

(3.5p)

Design (specify and plan) the programmable rectangular wave generator represented in Fig. 2 using VHDL techniques and structural plan C2 for a target FPGA chip. The FSM is controlling a datapath based on a *Counter\_mod16*. The 4-bit radix-2 number *NH* establishes the number of CLK pulses where wave output (*W*) is high, *NL* establishes the number of CLK pulses where *W* is low. *Run* output is high when running and low when idle.

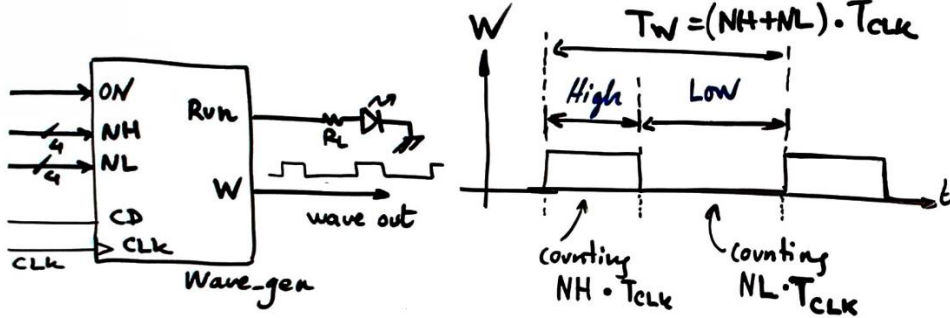
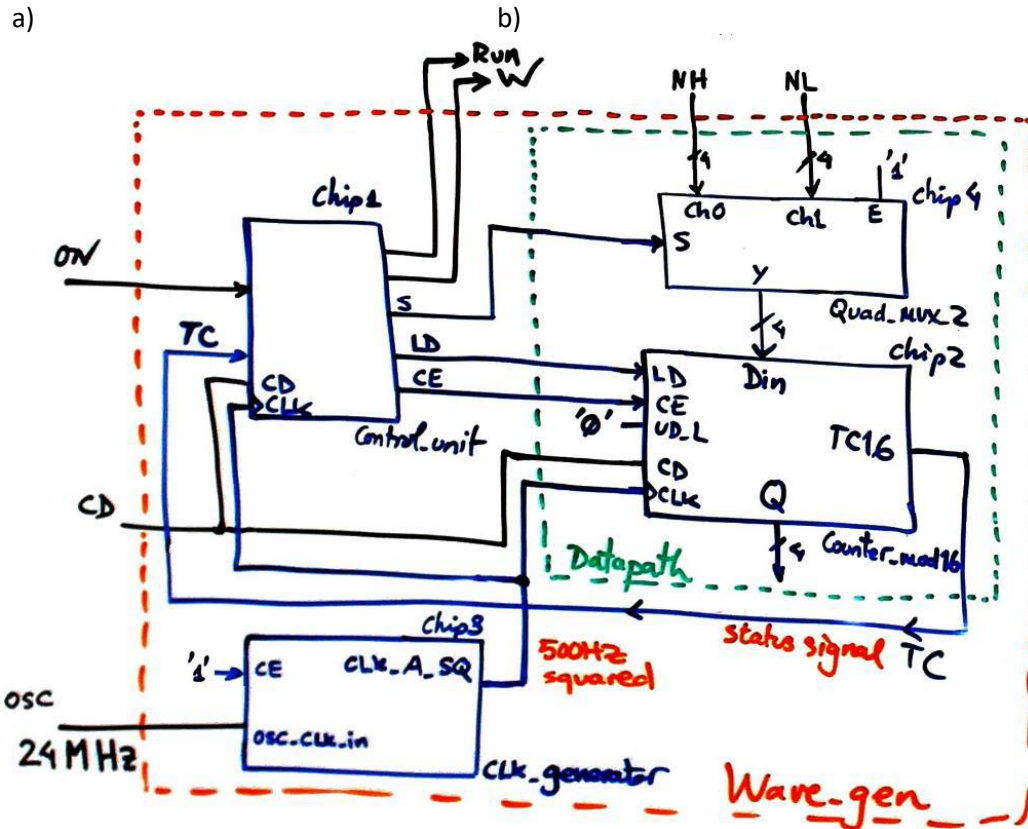


Fig. 2. a) Wave\_gen symbol.

b) Example W waveform when running.

c) Proposed dedicated processor architecture for this project.



UD\_L = '0' means that the *Counter\_mod16* is configured as **down counter** and thus TC16 is a zero detector status signal to be used by the FSM.

The function table of *Counter\_mod16* is in Fig. 4.

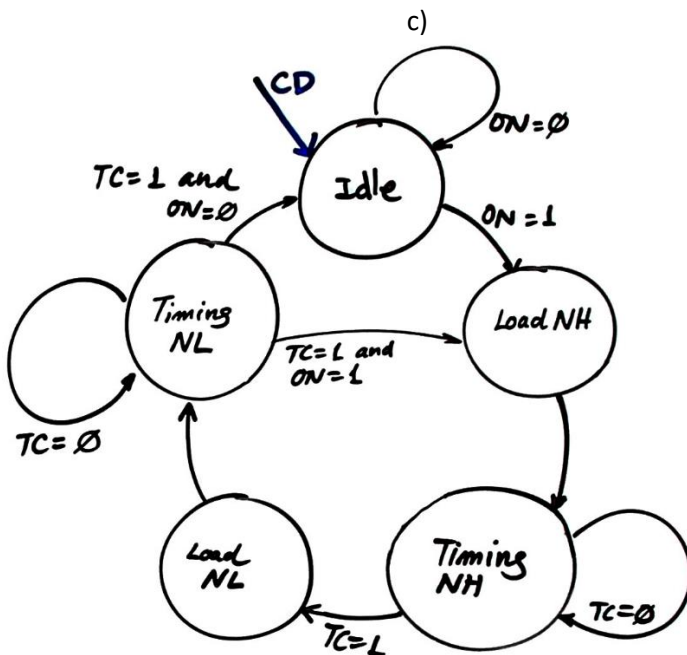
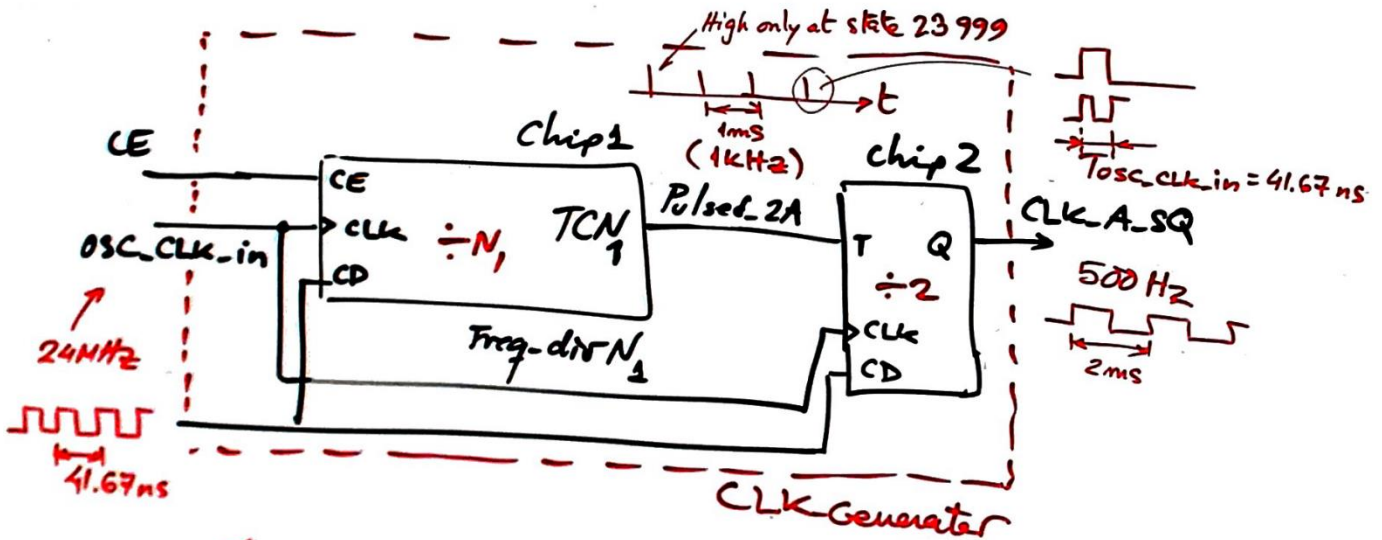


Fig. 3. State diagram proposed for Chip1 control unit (FSM) showing only states and transitions.

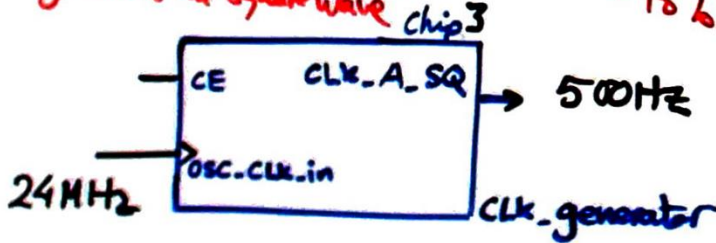
1. Invent the Chip3 CLK\_Generator to obtain a 500 Hz square wave from the 24 MHz crystal oscillator.



→ This circuit needs 16 D\_FF to divide by 48k and generate an square wave

$$N_1 = \frac{24\text{MHz}}{1\text{kHz}} = 24000$$

↳ 15 bit



2. Calculate the frequency of the output rectangular wave W when  $N_H = 10$  and  $N_L = 4$ .

↓ CLK period at Load- $N_H$  ;  $N_H$  at Timing  $N_H$

↓ CLK period at Load- $N_L$  ,  $N_L$  at Timing  $N_L$

$$T_W = [(N_H + 1) + (N_L + 1)] T_{CLK}$$

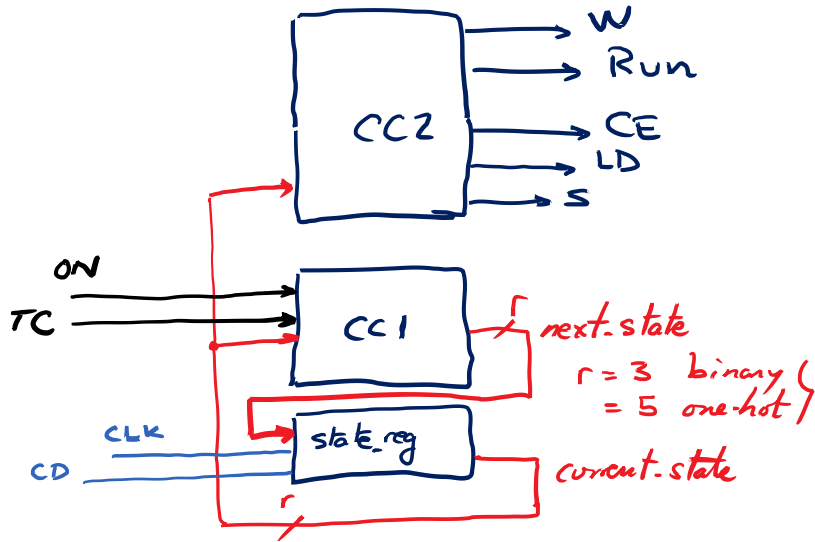
$$T_W = (11 + 5) \cdot 2\mu s \rightarrow \underline{31.25\text{Hz}}$$

→ This frequency and its duty cycle  $[T_{ON}/T_W]$  is programmable using  $N_H$  and  $N_L$  parameters.

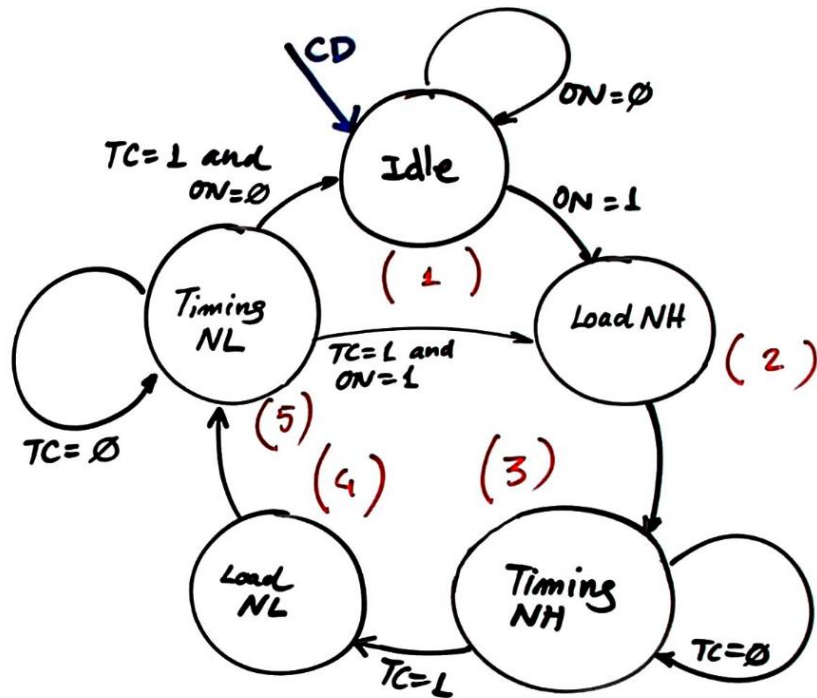
3. Explain how many D\_FF register will contain this project Wave\_gen.

CLK-Generator → 16 D\_FF  
 Control unit → 5 (coding in one-hot) or 3 coding in binary or Gray  
 Counter-mod16 → 4 D\_FF (→ 25 or 23 D\_FF)

4. Draw the Chip1 internal FSM architecture connecting all the control unit inputs and outputs.



5. Draw the Chip1 CC2 truth table to determine all the outputs represented usually in parenthesis in Fig. 3.

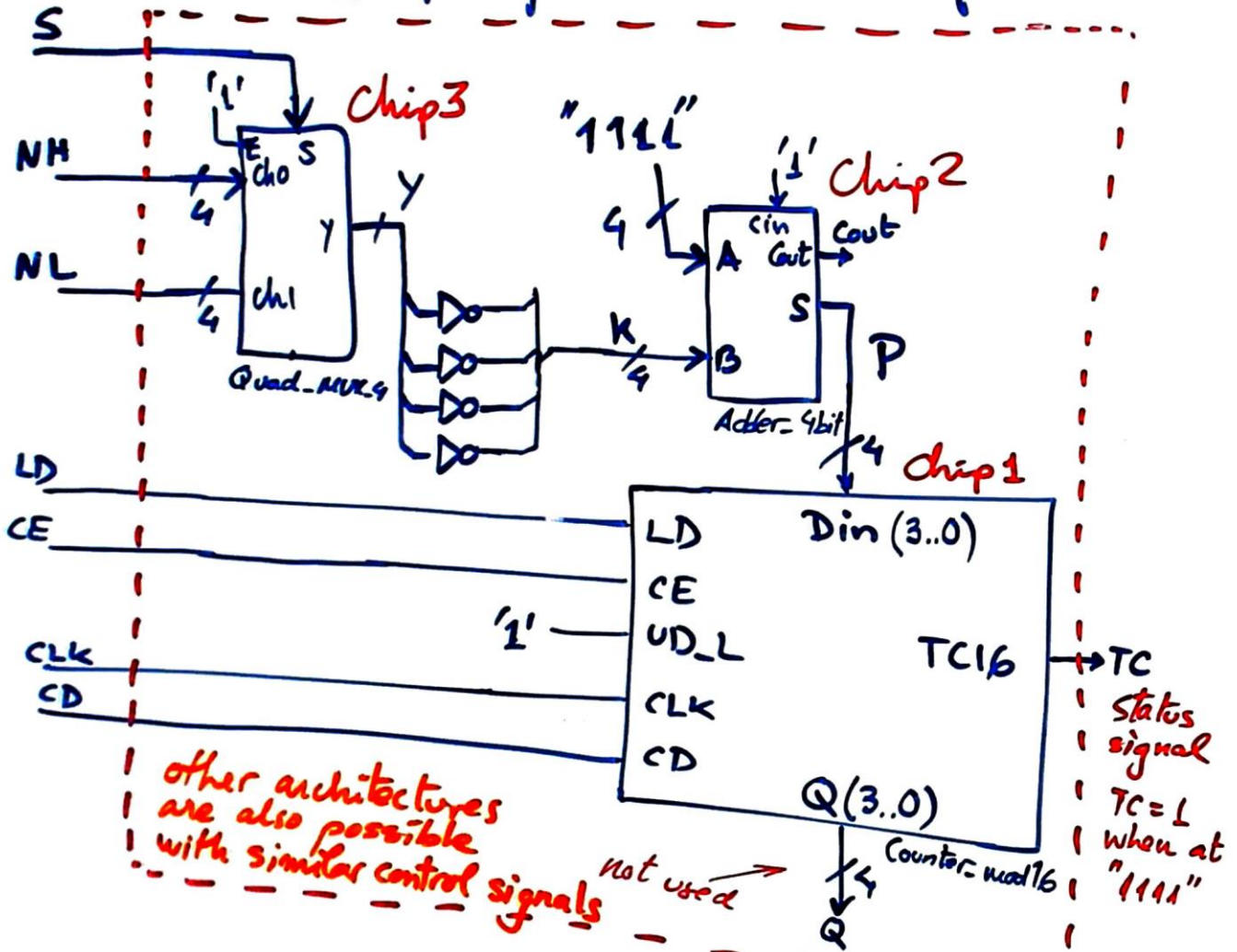


current.state	Run	W	S	LD	CE	
1 Idle	0	0	x	x	x	
2 Load_NH	1	1	0	1	0	do nothing (Data path not used)
3 Timing_NH	1	1	x	0	1	Load
4 Load_NL	1	0	1	1	0	down counting from value NH
5 Timing_NL	1	0	x	0	1	down counting from value NL

Wave low  
Wave high

6. Invent an alternative architecture for the datapath if Counter\_mod16 is used as up counter with UD\_L = '1'.

Example of an alternative datapath



other architectures are also possible with similar control signals

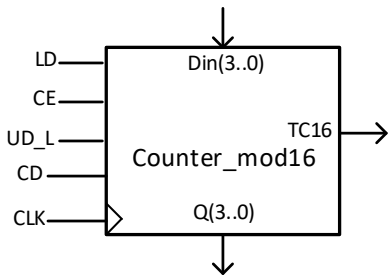
- TC16 = 1 when "1111" and UD\_L = 1 and CE = 1
- Din(3..0) value load when LD = 1 is P
- $P = A + B + 1 = A + (Y' + 1) = A + 2C(Y)$
- Y is selectable: NH or NL

Example NH = 10 = "1010"  
 K → 0101  
 A → + 1111  
 1 / 0101 → Din = 15 - NH = 5  
 • after 10 CLK periods ⇒ TC16 = 1

**Problem 3.**

(4p)

Design the PIC18F4520 microcontroller version of the Counter\_mod16 using a plan Y adaptation.

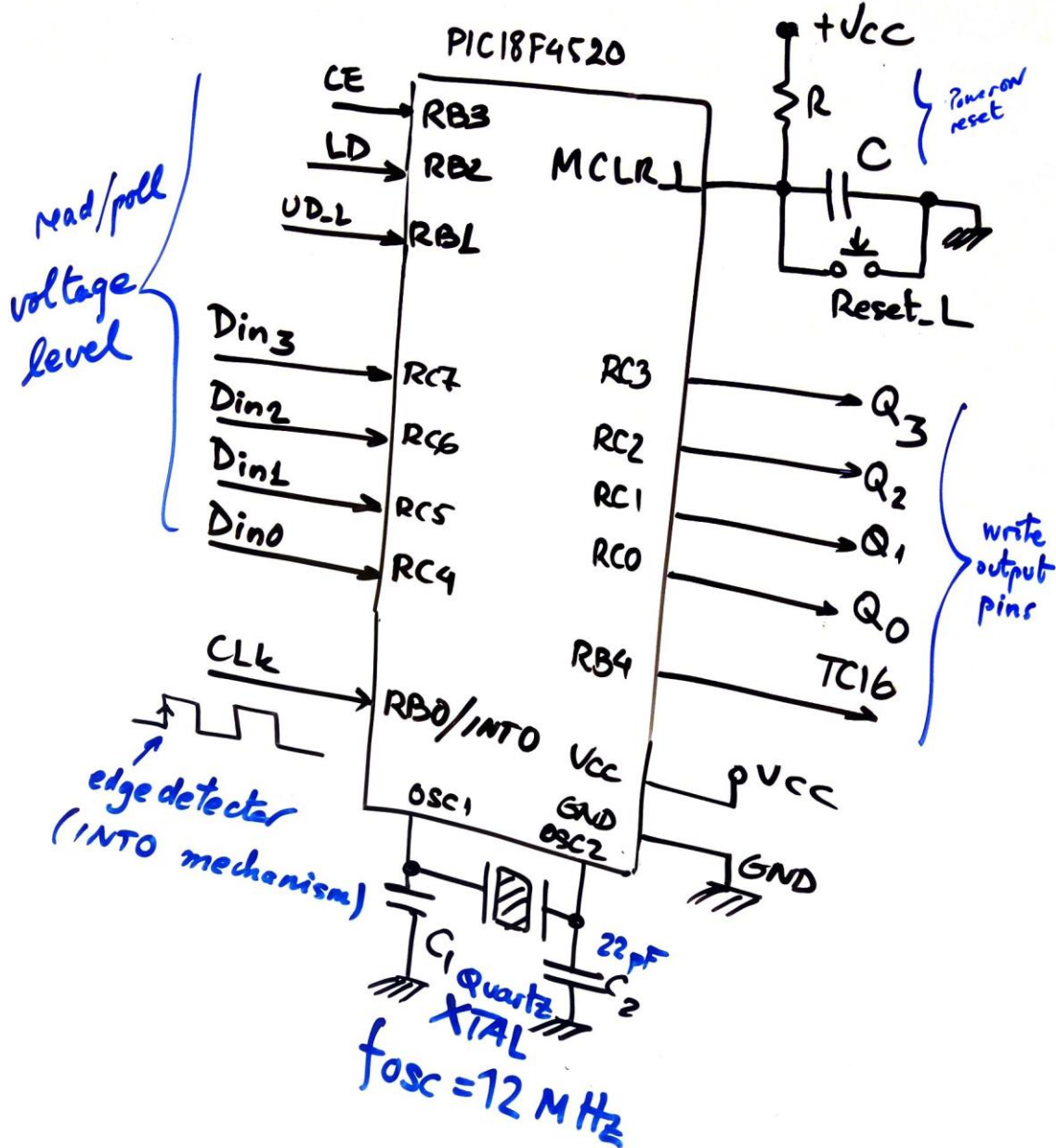


LD	CE	UD_L	Q*	Synchronous operation after the CLK's rising edge
1	x	x	Din	Parallel load (register data)
0	0	x	Q	Do nothing (inhibit)
0	1	1	$(Q+1)_{\text{mod}16}$	Up counting in binary
0	1	0	$(Q-1)_{\text{mod}16}$	Down counting in binary

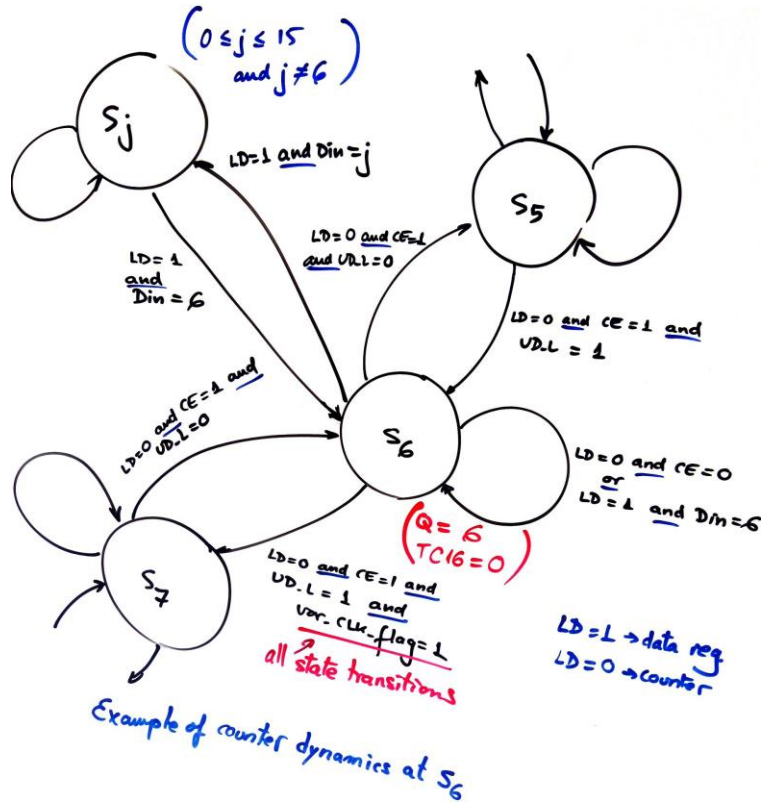
TC16 = '1' when CE = '1' and [(Q = 15 and UD\_L = '1') or (Q = 0 and UD\_L = '0')]; '0' otherwise

Fig. 4 Counter\_mod16 symbol and function table to be used in Problem 3 and Problem 2.

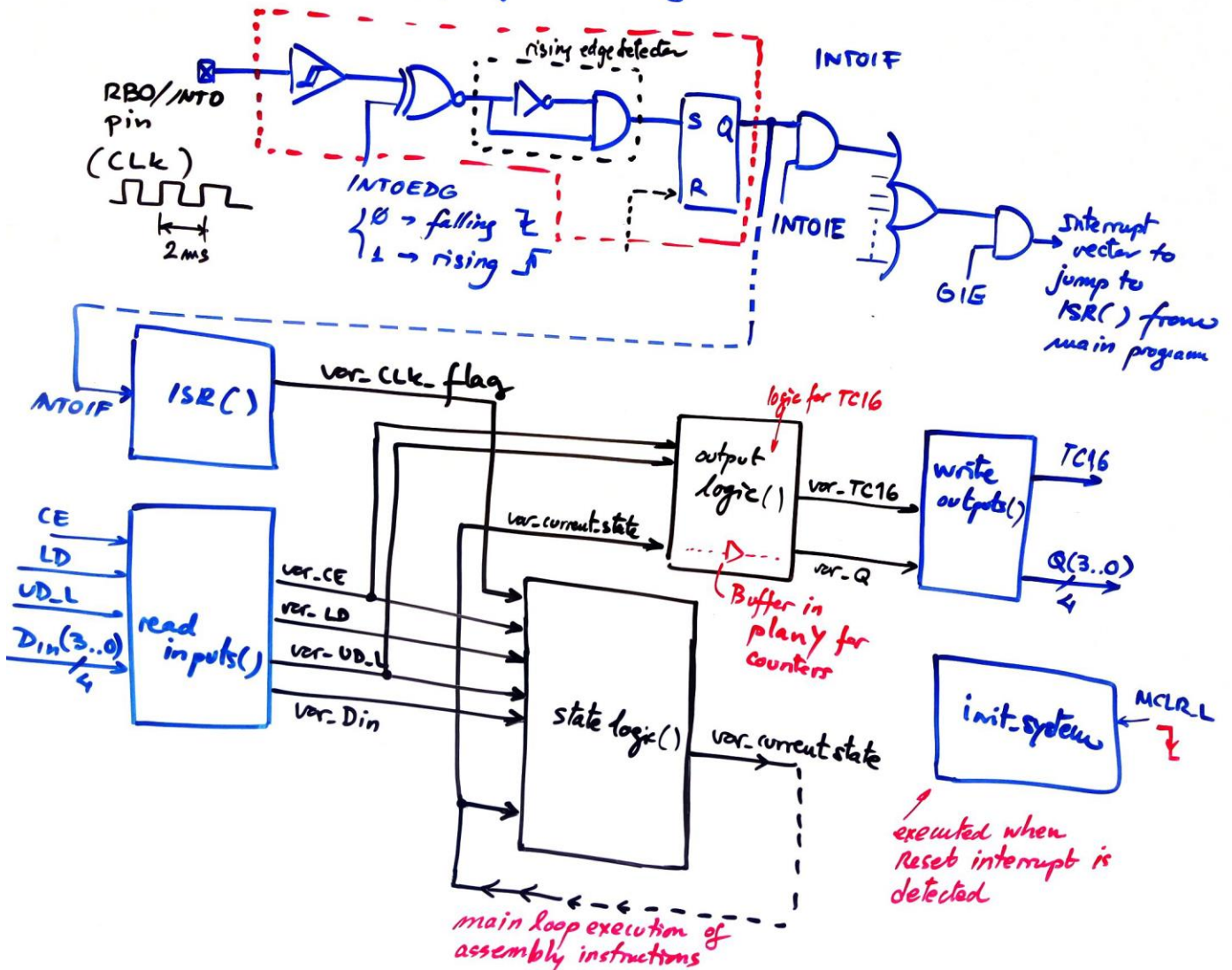
1. Draw the hardware schematic: input switches, outputs, reset (MCLR\_L) and 12 MHz quartz crystal oscillator.



2. Draw the hardware-software diagram. Why the CLK for counting has to be connected to RBO/INT pin? What the interrupt service routine *ISR()* is used for?

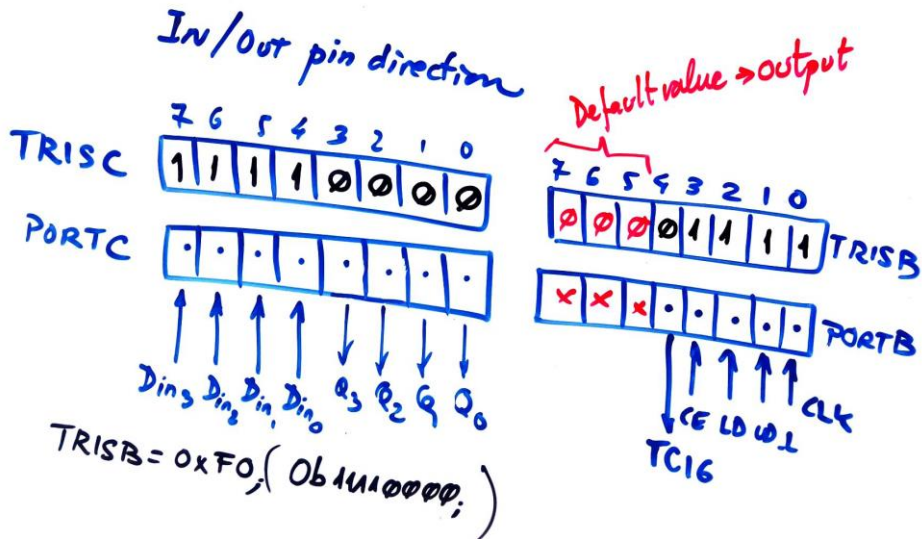
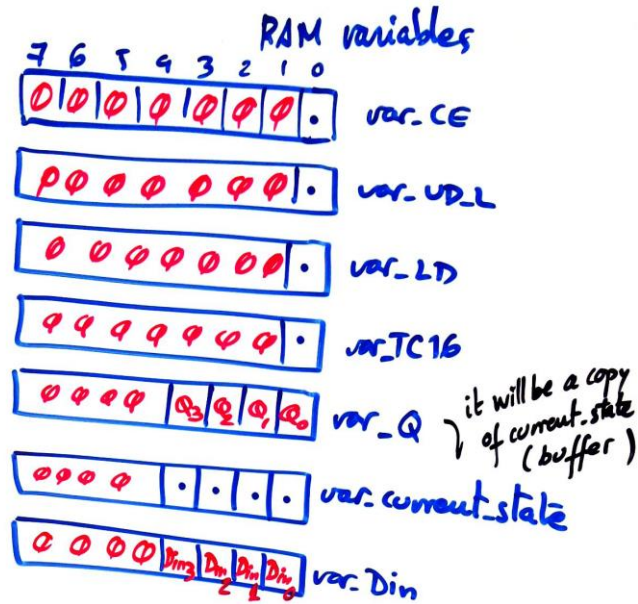


Example hardware/software diagram

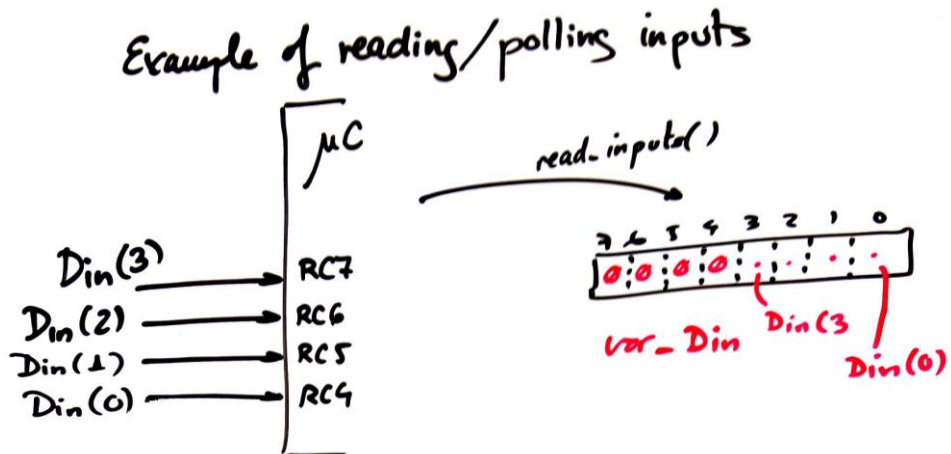


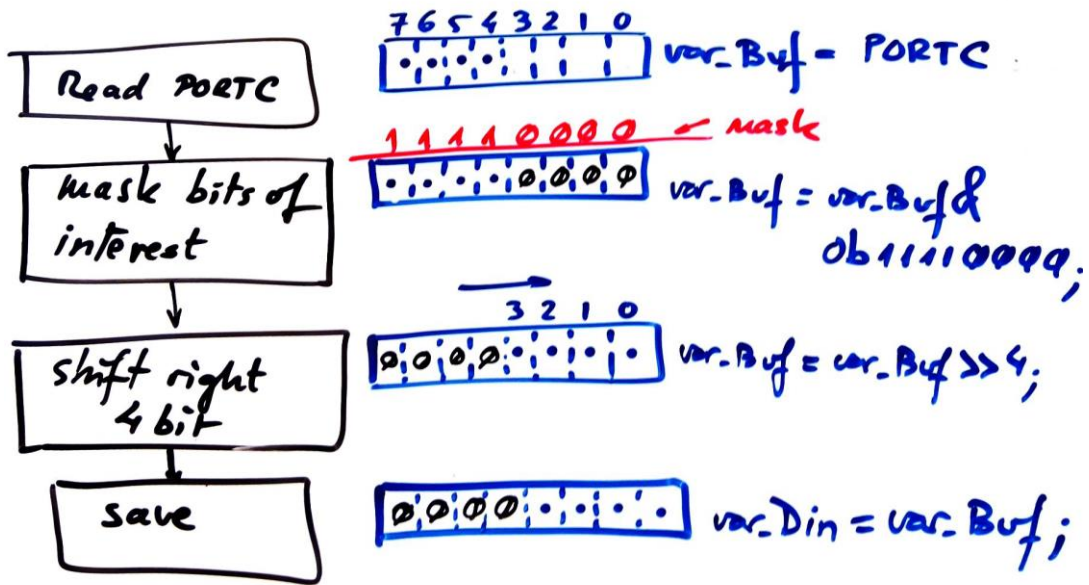


3. Organise and name RAM variables for the project. Explain how to configure port pins and interrupts in `init_system()`.



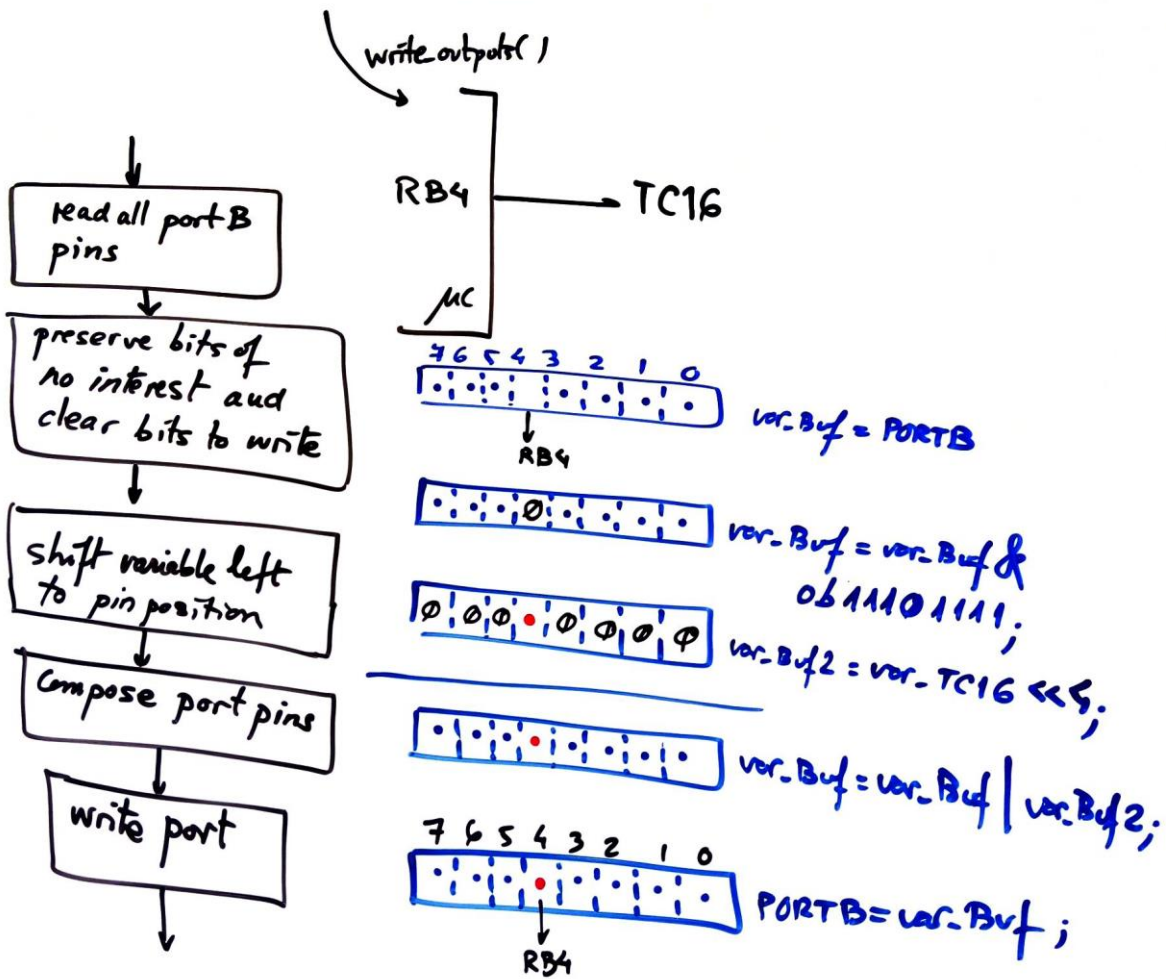
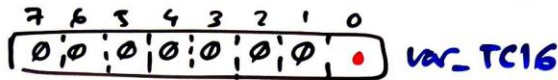
4. Explain how to poll the input values using bitwise operations in `read_inputs()`.





5. Explain how to drive the six outputs using bitwise operations in write\_outputs().

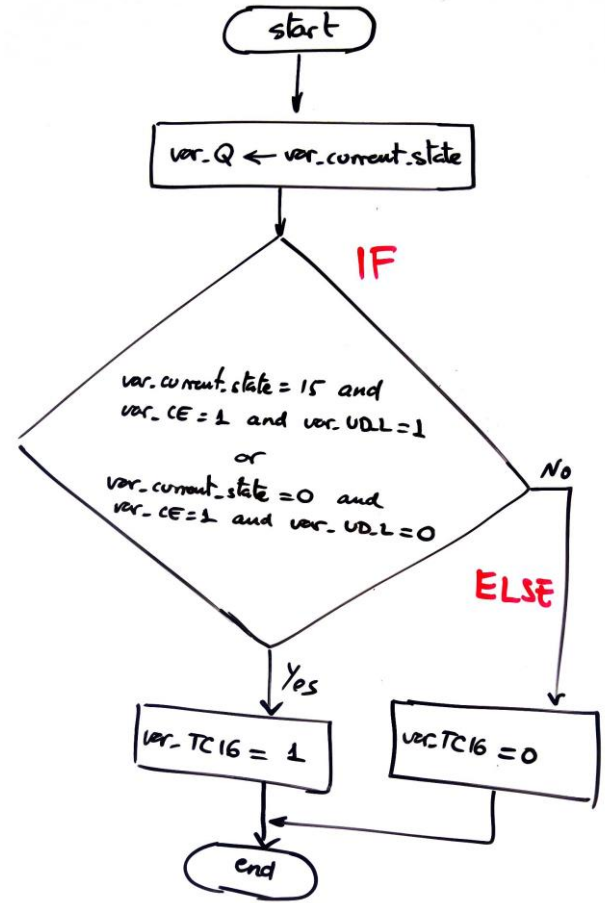
Example of writing outputs



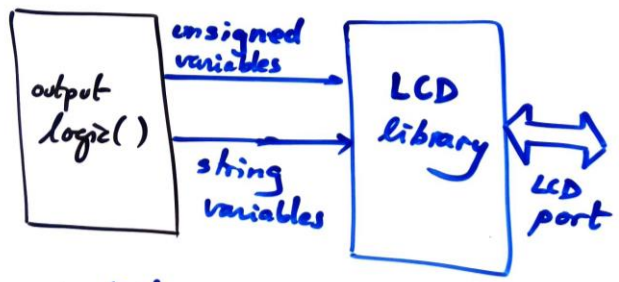
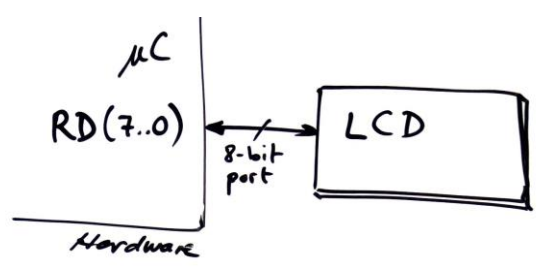
6. Draw the truth table and flowchart for the `output_logic()`.

var_CE	var_UD_L	var_currentstate	var_Q	var_TC16
X	X	≠ 0 ≠ 15	current state	0
0	X	0	0	0
1	1	0	0	0
1	0	0	0	1
0	X	15	15	0
1	0	15	15	0
1	1	15	15	1

var\_Q = var\_currentstate;  
 var\_TC → 2 minterms  
 62 maxterms



7. What functions will be modified and how if we like to add an LCD to represent counter states?



- `init_system()` → `LCD_init()` with a given hardware configuration
- `output_logic()`
  - `LCD_puts("Hello World")`
  - `var_LCD_flag` to print only new data on the LCD
  - `sprintf` (decimal variables, etc.)

8. How to configure and program the TMR0 to replace external CLK if we require counting at 100 Hz?

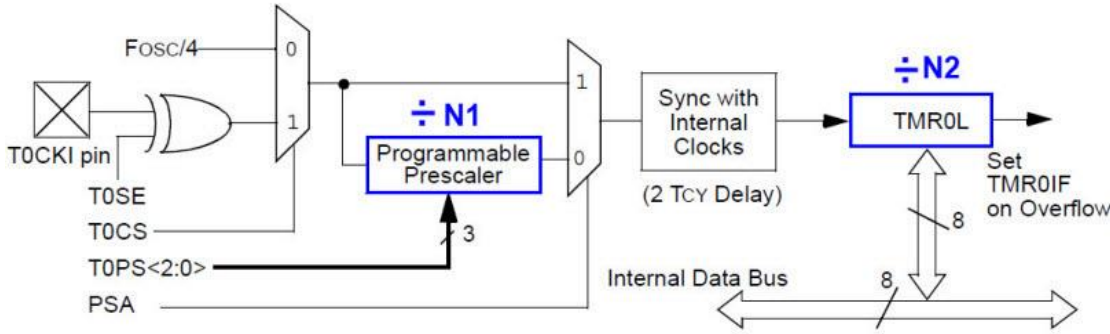
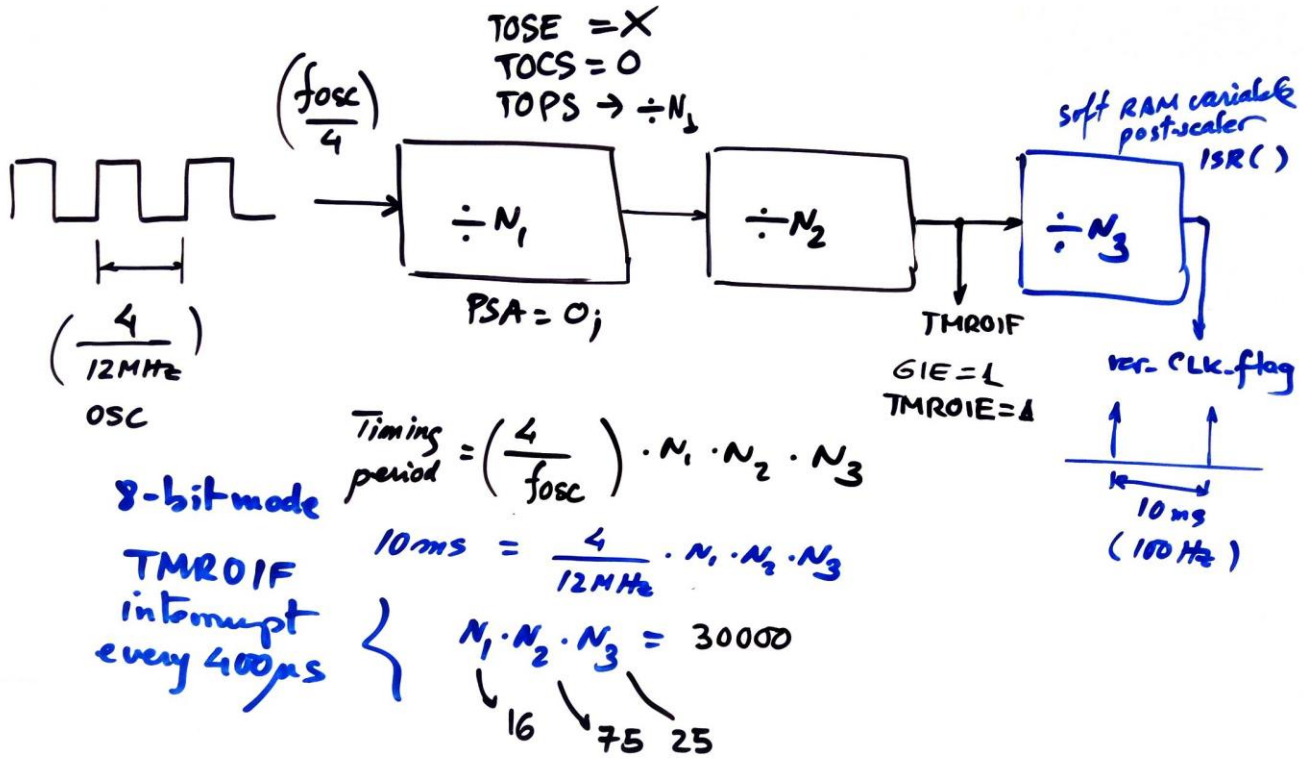


Fig. 5 TMR0 architecture for 8-bit mode.



OR in 16-bit mode → N<sub>1</sub> = 1  
(TMR0IF interrupt every 10ms) N<sub>2</sub> = 30000  
much better solution N<sub>3</sub> not used

In this way TMR0 replaces external INTO to set var-CLK-flag every 10ms to allow counting at 100Hz

(Complementary questions for developing and testing the final project using microcontroller EDA tools.)

9. Draw the truth table and the flowchart for the *state\_logic()*.

10. Develop the project in Proteus and MPLABX, debug and verify. This is another P10 example.

- Phase #1: Only up counting. Adapt hardware and software from the tutorial plan Y [Counter\\_mod1572](#).
- Phase #2: Up and down. This is basically modify *state\_logic()*
- Phase #3: Parallel data inputs. This is again basically modifying *state\_logic()*
- Phase #4: Add an LCD to represent binary and decimal unsigned numbers.