

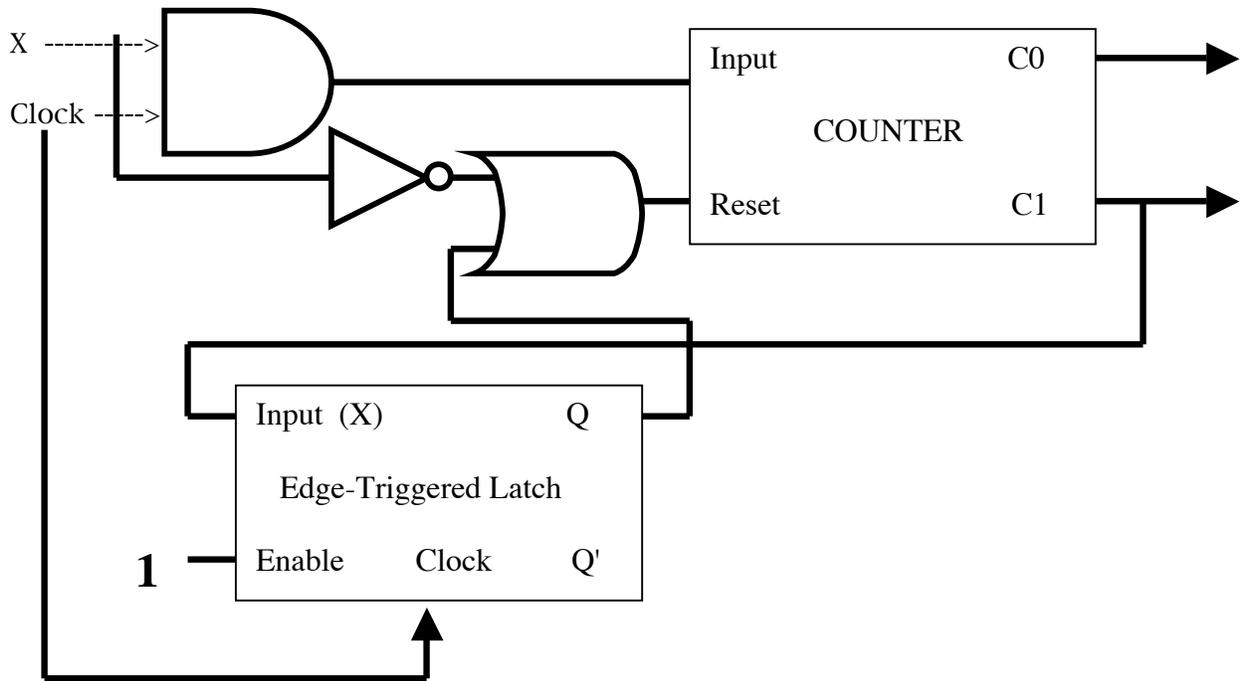
Bring this homework to class on Friday March 26.

HW-7. Finite State Machine - Circuit Design

1. Design a synchronous circuit with a two-bit counter (output is C1,C0, negative-edge triggered) that counts the number of 1's in a row (from input X). When X=0, or a third "1" in a row is detected, resets the counter output, C1, C0, to 0,0.

Example Input (X) and output (Ci):

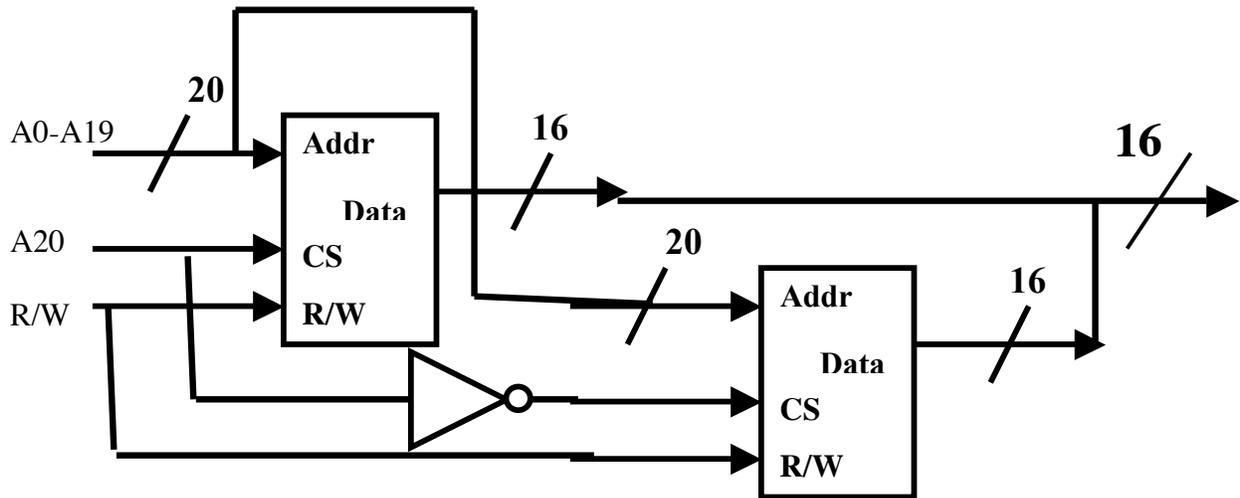
| | | | | | | | | | | | | | | | | |
|-------|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| x: | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 1 | 0 |
| c1,c0 | 0 | 01 | 10 | 00 | 01 | 00 | 00 | 01 | 00 | 01 | 10 | 00 | 01 | 10 | 00 | 00 |



2. Complete the table below. A “2M x 16” memory has 2M words of 16 bits.

| Memory | Total Bits | # of addresses | # of address lines | # of data lines |
|-----------|------------|----------------|--------------------|-----------------|
| 4M x 8 | 32M | 4M | 22 | 8 |
| 1M x 32 | 32M | 1M | 20 | 32 |
| 128K x 16 | 2M | 128K | 17 | 16 |
| 1K x 4 | 4K | 1K | 10 | 4 |

B. 3. Show how to connect these 1M x 16 chips to make a 2M by 16 memory.



The inverter is used as a 1:2 multiplexer (one of 2 outputs is "1" based on a one-bit binary code.

