

**CS/ECE 252: INTRODUCTION TO COMPUTER ENGINEERING  
COMPUTER SCIENCES DEPARTMENT  
UNIVERSITY OF WISCONSIN-MADISON**

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Midterm Examination 2  
In Class (50 minutes)  
Friday, October 26, 2007  
Weight: 15%

**CLOSED BOOK, NOTE, CALCULATOR, PHONE, & COMPUTER.**

The exam is two-sided and has 11 pages, including two blank pages at the end.

Plan your time carefully, since some problems are longer than others.

NAME: \_\_\_\_\_

SECTION: \_\_\_\_\_

ID# \_\_\_\_\_

| <b>Problem Number</b> | <b>Maximum Points</b> | <b>Graded by</b> |
|-----------------------|-----------------------|------------------|
| 1                     | 3                     | SR               |
| 2                     | 4                     | SR               |
| 3                     | 3                     | SJ               |
| 4                     | 2                     | SJ               |
| 5                     | 3                     | GJ               |
| 6                     | 4                     | EH               |
| 7                     | 3                     | EH               |
| 8                     | 4                     | NEJ              |
| 9                     | 4                     | GJ               |
| Total                 | 30                    |                  |

**Problem 1 (3 points)**

Write the Boolean expression corresponding to the following truth table. You need not simplify the expression.

| Inputs |   |   | Output |
|--------|---|---|--------|
| A      | B | C | Z      |
| 0      | 0 | 0 | 1      |
| 0      | 0 | 1 | 0      |
| 0      | 1 | 0 | 0      |
| 0      | 1 | 1 | 1      |
| 1      | 0 | 0 | 0      |
| 1      | 0 | 1 | 0      |
| 1      | 1 | 0 | 1      |
| 1      | 1 | 1 | 0      |

$$Z = ((\text{NOT}(A)) \text{ AND } (\text{NOT}(B)) \text{ AND } (\text{NOT}(C))) \text{ OR } ((\text{NOT}(A)) \text{ AND } B \text{ AND } C) \text{ OR } (A \text{ AND } B \text{ AND } (\text{NOT}(C)))$$

**Problem 2 (4 points)**

Suppose a 32-bit instruction takes the following format:

|        |    |     |     |        |
|--------|----|-----|-----|--------|
| OPCODE | DR | SR1 | SR2 | UNUSED |
|--------|----|-----|-----|--------|

If there are 225 opcodes and 120 registers:

- a) What is the minimum number of bits required to represent the OPCODE?

**8 bits**

- b) What is the minimum number of bits required to represent the destination register DR, and source registers SR1 and SR2? (Give the total number of bits.)

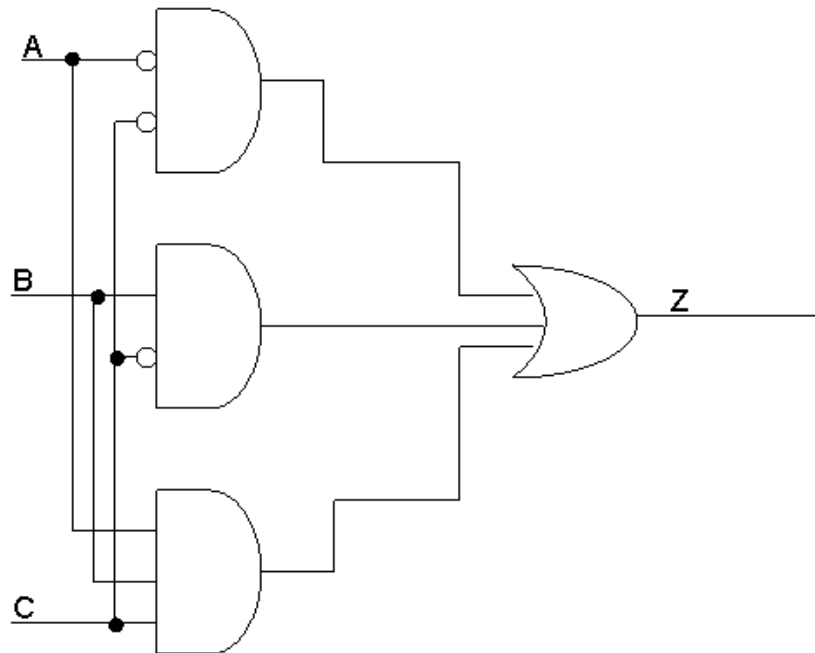
**7 \* 3 = 21 bits**

- c) What is the maximum number of UNUSED bits in the instruction encoding?

**32 - 21 - 8 = 3 bits**

**Problem 3 (3 points)**

The figure below shows a combinational logic circuit. Complete the truth table corresponding to this circuit.



| Inputs |   |   | Output |
|--------|---|---|--------|
| A      | B | C | Z      |
| 0      | 0 | 0 | 1      |
| 0      | 0 | 1 | 0      |
| 0      | 1 | 0 | 1      |
| 0      | 1 | 1 | 0      |
| 1      | 0 | 0 | 0      |
| 1      | 0 | 1 | 0      |
| 1      | 1 | 0 | 1      |
| 1      | 1 | 1 | 1      |

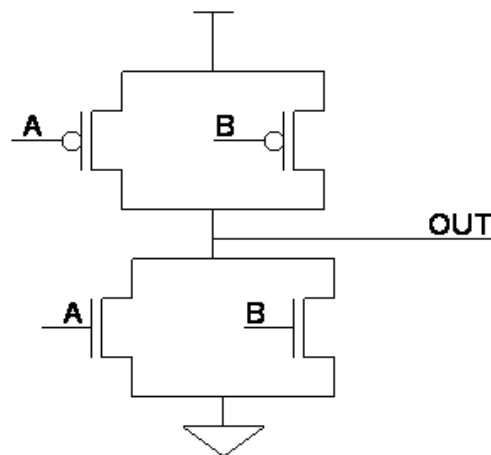
**Problem 4 (2 points)**

You know a byte is 8 bits. A 4-bit quantity is called a *nibble*. If a byte-addressable memory has a 16-bit address, how many nibbles of storage are in this memory?

$$2^{16} * 8/4 = 2^{17} = 131072 \text{ nibbles}$$

**Problem 5 (3 points)**

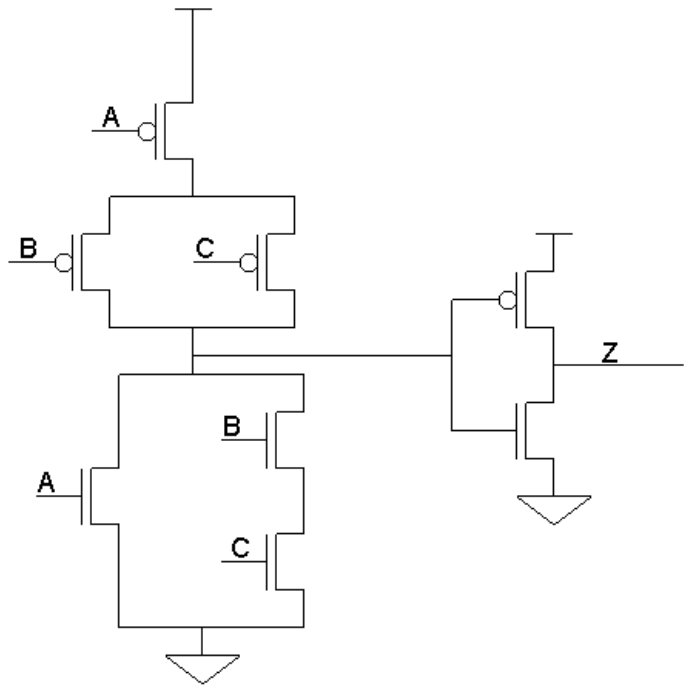
The circuit below has a major flaw. Can you identify it? *Hint*: Evaluate the circuit for all sets of inputs.



There is short circuit (path from Power to Ground) when either  $A = 1$  and  $B = 0$  or  $A = 0$  and  $B = 1$ .

**Problem 6 (4 points)**

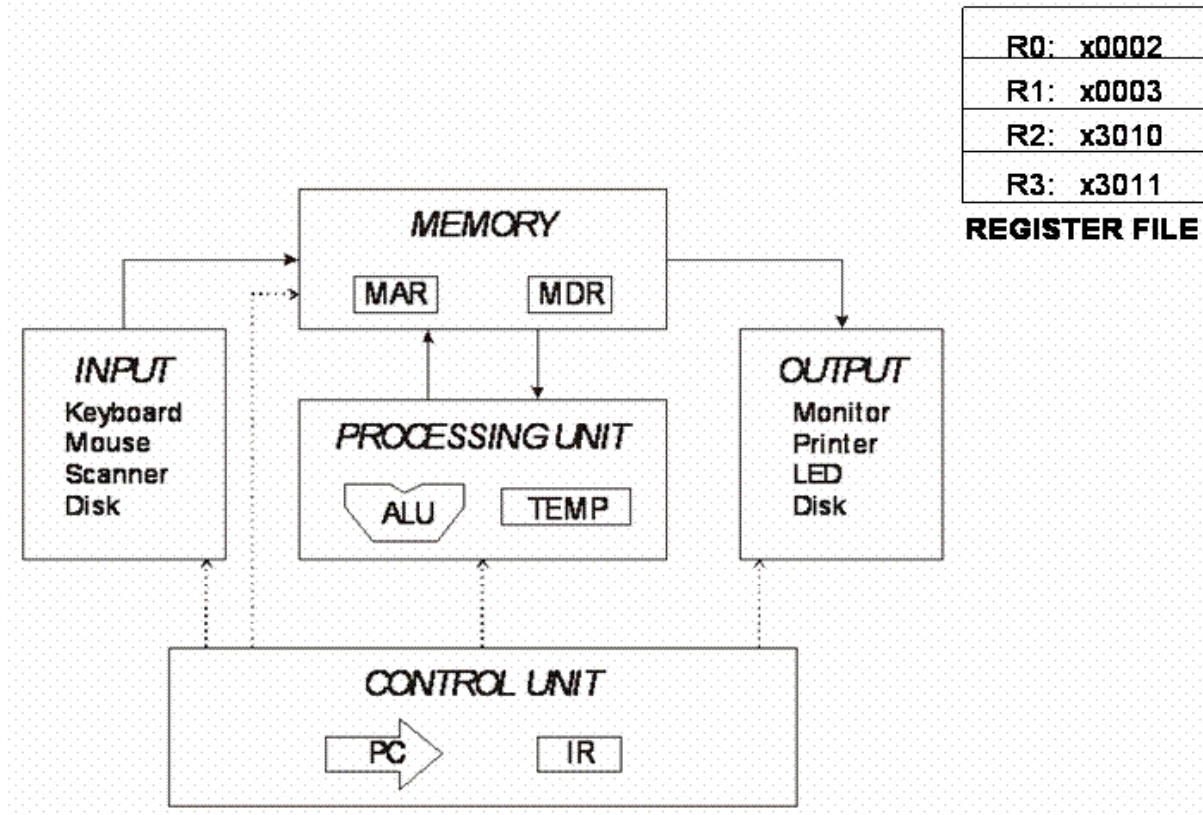
Fill in the truth table for the following transistor level circuit. Note that two wires with the same name are assumed to be connected to each other.



| Inputs |   |   | Output |
|--------|---|---|--------|
| A      | B | C | Z      |
| 0      | 0 | 0 | 0      |
| 0      | 0 | 1 | 0      |
| 0      | 1 | 0 | 0      |
| 0      | 1 | 1 | 1      |
| 1      | 0 | 0 | 1      |
| 1      | 0 | 1 | 1      |
| 1      | 1 | 0 | 1      |
| 1      | 1 | 1 | 1      |

**Problem 7 (3 points)**

The figure below shows a block diagram of the Von Neumann model.



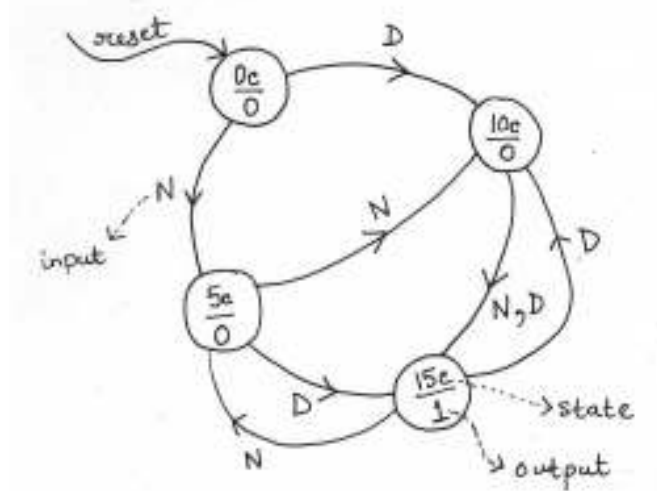
List the steps in writing a value x0002 to a location x3010 in the memory. Your steps should mention the MAR and MDR where applicable.

- 1) Write the data x0002 to MDR
- 2) Write the address x3010 into the MAR
- 3) Send a "write" signal to the memory

**Problem 8 (4 points)**

A Vending machine delivers a package of gum after 15 cents are deposited. It has a single coin slot which accepts only dimes (10 cents) or nickels (5 cents). (No other types of coins are accepted). The vending machine does not return back changes.

- I. Draw the finite state machine diagram for the vending machine. The machine takes one input every clock cycle which can be N, D or reset. The machine outputs a 1 when it opens to deliver a gum package, otherwise it outputs a 0.



- II. How many flip-flops (storage elements) will be needed to implement this finite state machine designed in your answer to part I?

**2 flip-flops**



**Problem 9 (4 points)**

Circle the correct answer for the following questions:

- I. Circuit A is a 1-bit adder calculating the sum only and no carry; circuit B is a 1 bit multiplier. Both the circuits are implemented using AND, OR and NOT gates only.
- a. **Circuit A has more gates than circuit B**
  - b. Circuit B has more gates than circuit A
  - c. Circuit A has the same number of gates as circuit B

(Hint: Construct the truth table for the adder and the multiplier)

- II. If the number of address bits in a memory is reduced by 2 and the addressability is doubled, the size of the memory (i.e., the number of bits stored in the memory)
- a. Doubles
  - b. Remains unchanged
  - c. **Halves**
  - d. Increases by  $2^{(\text{address bits})/\text{addressability}}$
- III. The minimum number of transistors required to implement a CMOS 3 input OR gate is
- a. 4
  - b. 6
  - c. **8**
  - d. 10
- IV. The Decode phase of the Instruction Cycle always examines which part of the instruction?
- a. Immediate (literal) value
  - b. **Opcode**
  - c. Offset
  - d. Register