ENGR 210 / CSCI B441
“Digital Design”

Final Review

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Announcements

- P5 due next Friday!
- Exam on Tuesday (!?!?)

- Notice: 2 major deadlines, 1 week!
  - Start EARLY!!!!!

General Topics

- Truth Tables / Boolean Logic / Logic Gates
- Combinational Logic
- ALU
- RS, D Latch, D Flip Flop Circuits
- State Machines
- SPI
- FPGAs

Textbook Mapping

Chapt / Section

- Section 1.2
- Section 2.2 (skip 2.2.2)
- Section 2.3 } unsigned & signed arith
- Section 2.4 }
- Section 3.1 } comb
- Section 3.2 }
- Section 4.1 } seq logic
- Section 4.2 }
- Section 4.3 }

Verilog on Exam (?)

- Oh, yes!
- Big part of the exam is writing Verilog.

- Don’t care about minor syntax errors
  - Missing commas / semi-colons (;)

- Minor point deductions for:
  - Blocking vs. Non-blocking operators
  - Missing delays (#)

- Major point deductions for logical errors!

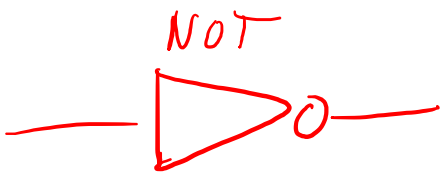
A “Cheat” Sheet is Allowed

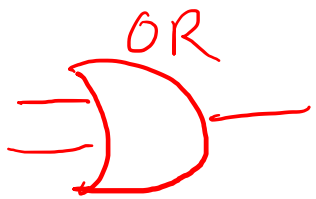
- 1-sided
- 8.5”x11” paper
- Handwritten (not photocopied)

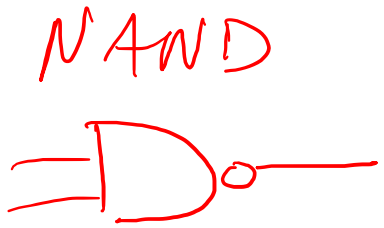
- Keep this, you can use the other side for the 2nd exam.

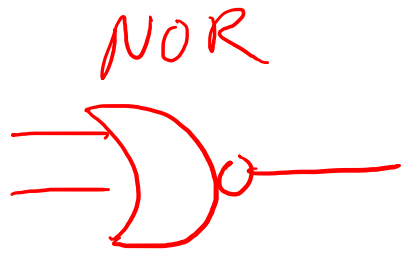
Logic Gates

Logic Gates









Boolean Equation -> Truth Table

Write the truth table for the following Boolean equation:

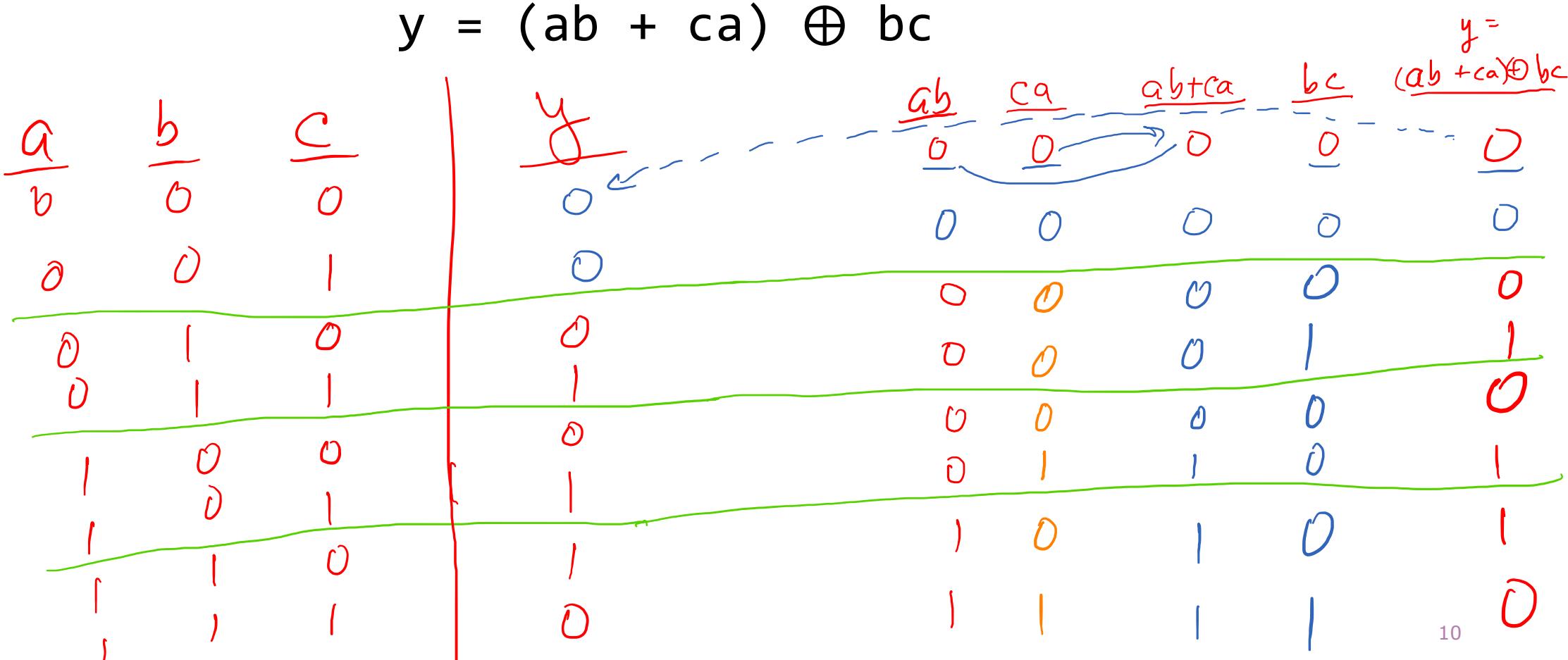
$$y = (ab + ca) \oplus bc$$

```
y = ( (a & b) | (c & d)) ^ (b & c);
```

Boolean Equation -> Truth Table

Write the truth table for the following Boolean equation:

$$y = (ab + ca) \oplus bc$$



Truth Table -> Boolean Equation

A	B	C	D	X	Y
0	0	0	0	0	0
0	0	0	1	0	0
0	0	1	0	0	0
0	0	1	1	1	0
0	1	0	0	0	1
0	1	0	1	0	0
0	1	1	0	0	0
0	1	1	1	1	0
1	0	0	0	0	0
1	0	0	1	0	1
1	0	1	0	0	0
1	0	1	1	1	0
1	1	0	0	1	0
1	1	0	1	1	0
1	1	1	0	1	1
1	1	1	1	1	0

Truth Table -> Boolean Equation

* not need to be minimized

A	B	C	D	X	Y
0	0	0	0	0	0
0	0	0	1	0	0
0	0	1	0	0	0
0	0	1	1	1	0
0	1	0	0	0	1
0	1	0	1	0	0
0	1	1	0	0	0
0	1	1	1	1	0
1	0	0	0	0	0
1	0	0	1	0	1
1	0	1	0	0	0
1	0	1	1	1	0
1	1	0	0	1	0
1	1	0	1	1	0
1	1	1	0	1	1
1	1	1	1	1	0

$X = X_1 \mid X_2 \mid X_3 \mid X_4 \mid X_5 \mid X_6 \mid X_7$

$X = \bar{a}\bar{b}cd \mid \bar{a}bcd \mid a\bar{b}cd \mid$

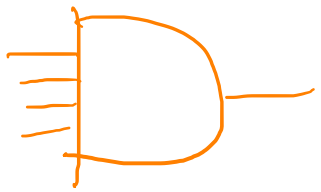
$ab\bar{c}\bar{d} \mid ab\bar{c}d \mid abc\bar{d} \mid abcd$

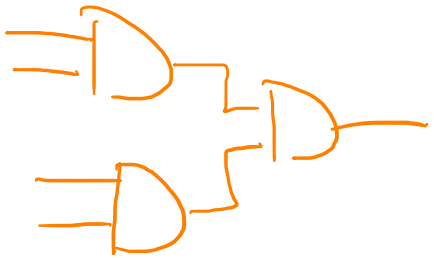
$y = \bar{a}b\bar{c}\bar{d} \mid a\bar{b}\bar{c}d \mid$

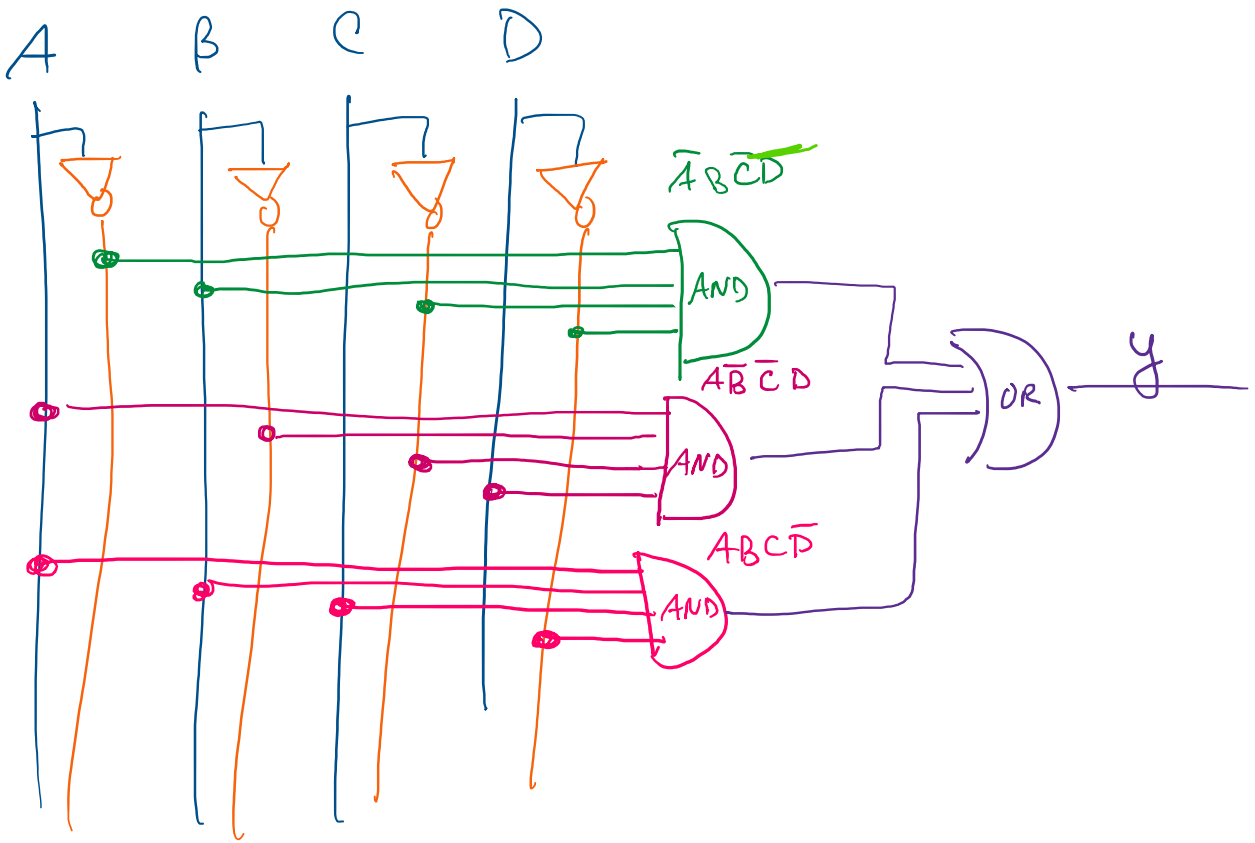
$abc\bar{d}$

$$y = \bar{A}B\bar{C}\bar{D} + A\bar{B}\bar{C}D + ABC\bar{D}$$

$y = \bar{A}B\bar{C}\bar{D} + A\bar{B}\bar{C}D + ABC\bar{D}$



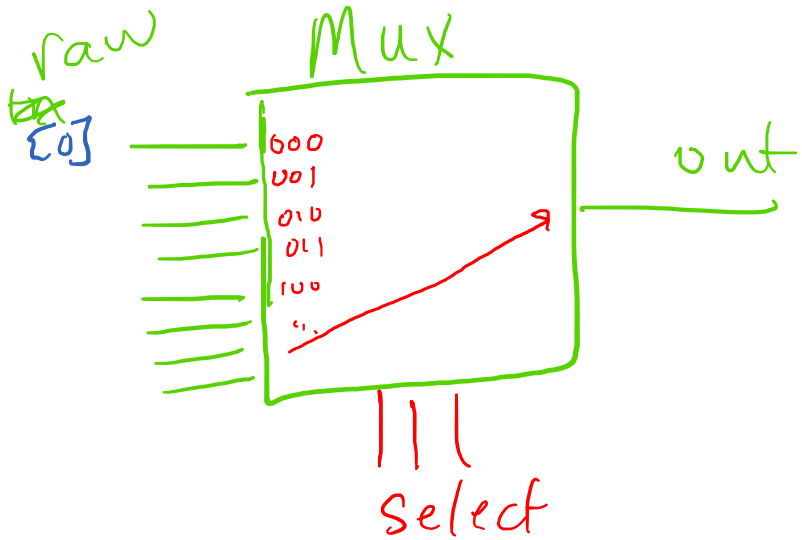




Multiplexer in Verilog

```
module mux (
     input [7:0] raw,
     input [2:0] select,
     output out
);









endmodule
```

Multiplexer in Verilog




```
module mux (
     input [7:0] raw,
     input [2:0] select,
     output out
);
```

or "output reg out"

reg outR;

always_comb begin

case (select)

3'h0: outR = raw[0];
3'h1: outR = raw[1];
3'h2: outR = raw[2];
3'h3: ... [3]
3'h4: ... raw[4]
3'h5: [5]
3'h6: [6]
3'h7: [7]

endcase

endmodule

assign out = outR;

Multiplexer in Verilog

```
module mux (
     input [7:0] raw,
     input [2:0] select,
     output logic out
);


always_comb begin
          case (select)
                    3'h0: out = raw[0];
                    3'h1: out = raw[1];
                    3'h2: out = raw[2];
                    3'h3: out = raw[3];
                    3'h4: out = raw[4];
                    3'h5: out = raw[5];
                    3'h6: out = raw[6];
                    3'h7: out = raw[7];
          endcase
end
endmodule
```

Multiplexer in Verilog

```
module mux (
    input [7:0] raw,
    input [2:0] select,
    output out
);

assign out = raw[ select ]; // :)

endmodule
```

MUX Testbench

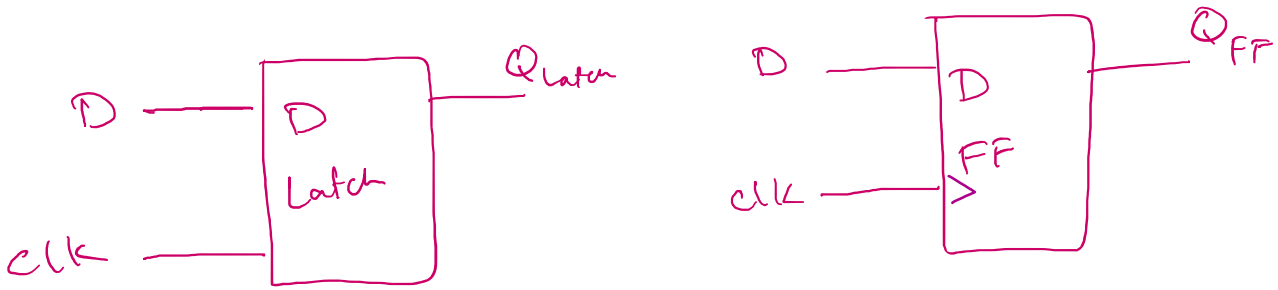
```
module mux (
    input [7:0] raw,
    input [2:0] select,
    output out
);
```

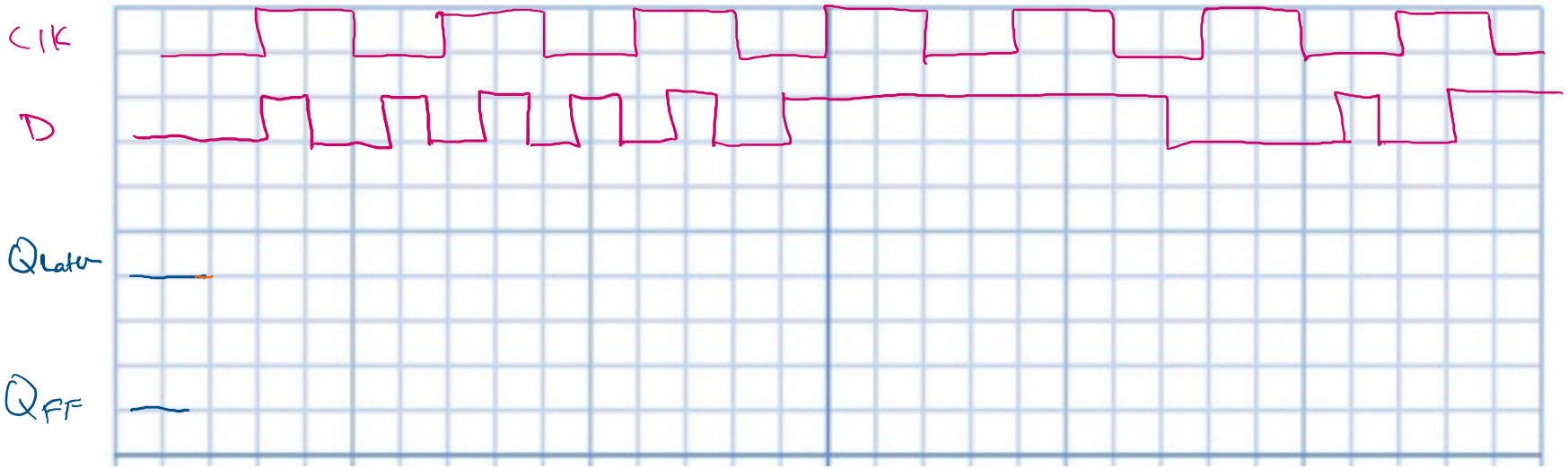
MUX Testbench

```
module testbench;
logic [7:0] raw;
logic [2:0] sel;
logic out

mux m0 (.raw(raw), .select(sel), .out(out));

integer i, j;
initial  begin
    for (i = 0; i < 256; i++) begin
        for (j = 0; j < 8; j++) begin
            raw = i; sel = j;
            #1
            assert(out == raw[sel]) else $fatal(1, "Bad Out");
        end
    end
end

endmodule
```

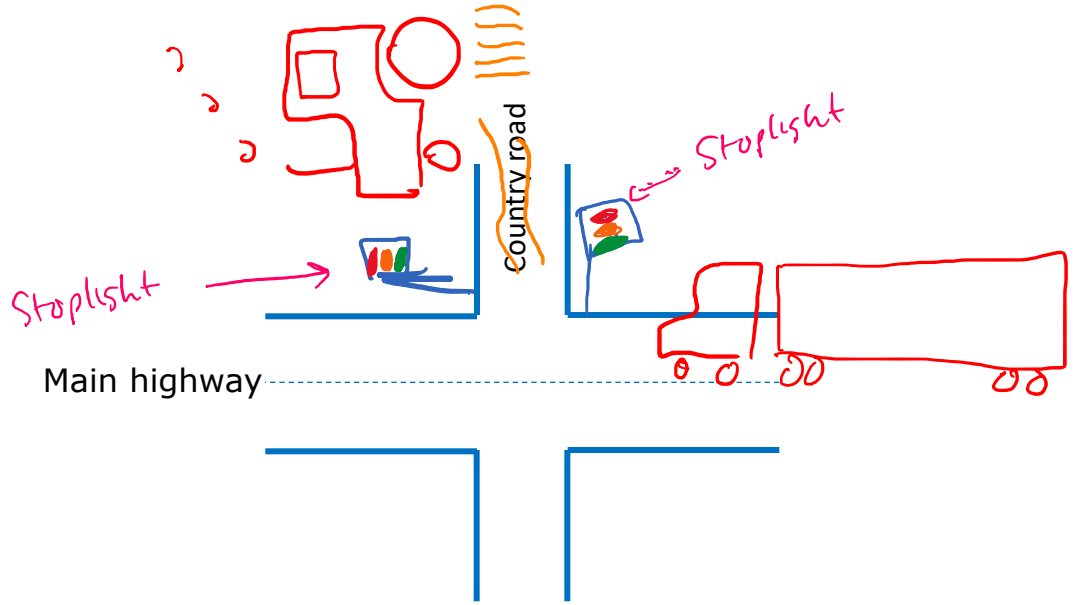
<- Could also use Task here!

Timing Diagram





Example: Traffic Signal Controller



The main highway gets priority, should be normally green.

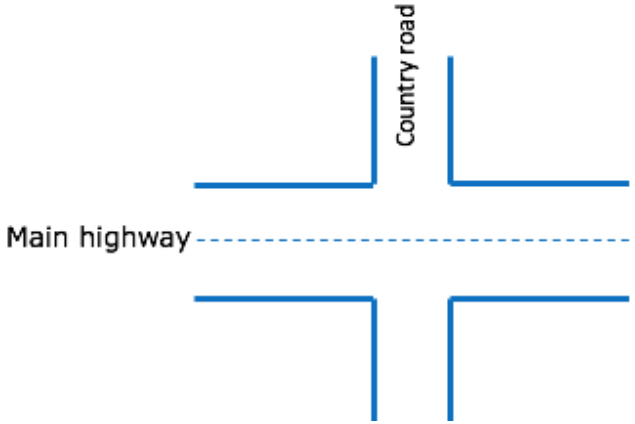
Cars from a country cause the traffic signal to turn green only long enough to let the cars on the country road go.

There is a sensor to detect cars waiting on the country road. The sensor sends a signal *X* as input to the controller:

X = 1, if there are cars on the country road

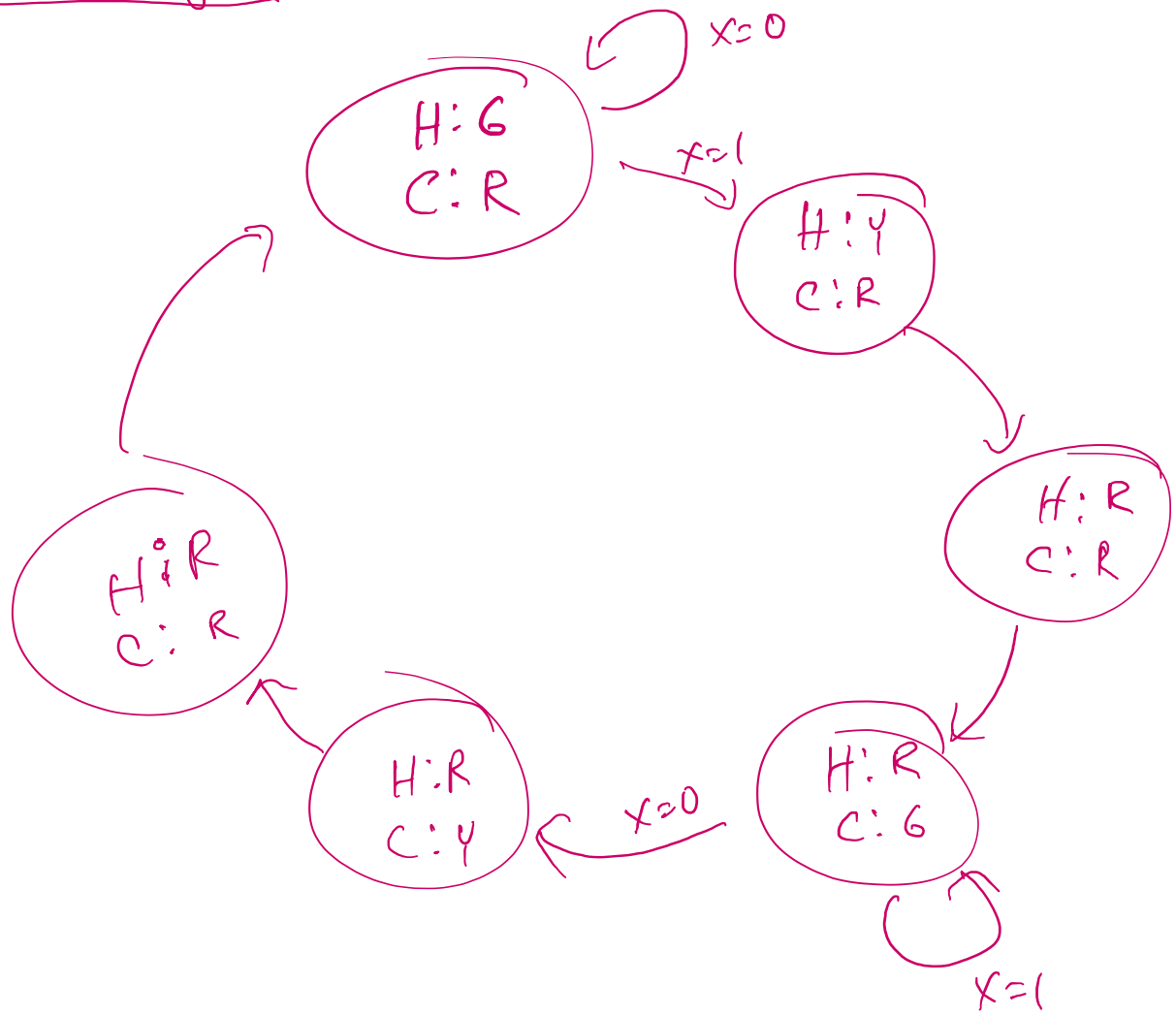
X = 0, otherwise

What are the `States’?

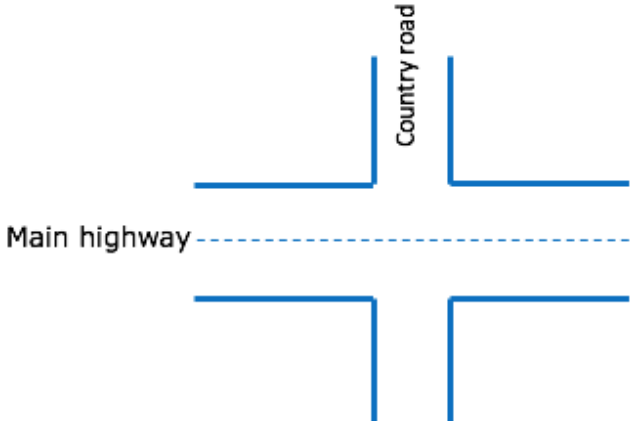


What are the `States'?

Moore Type

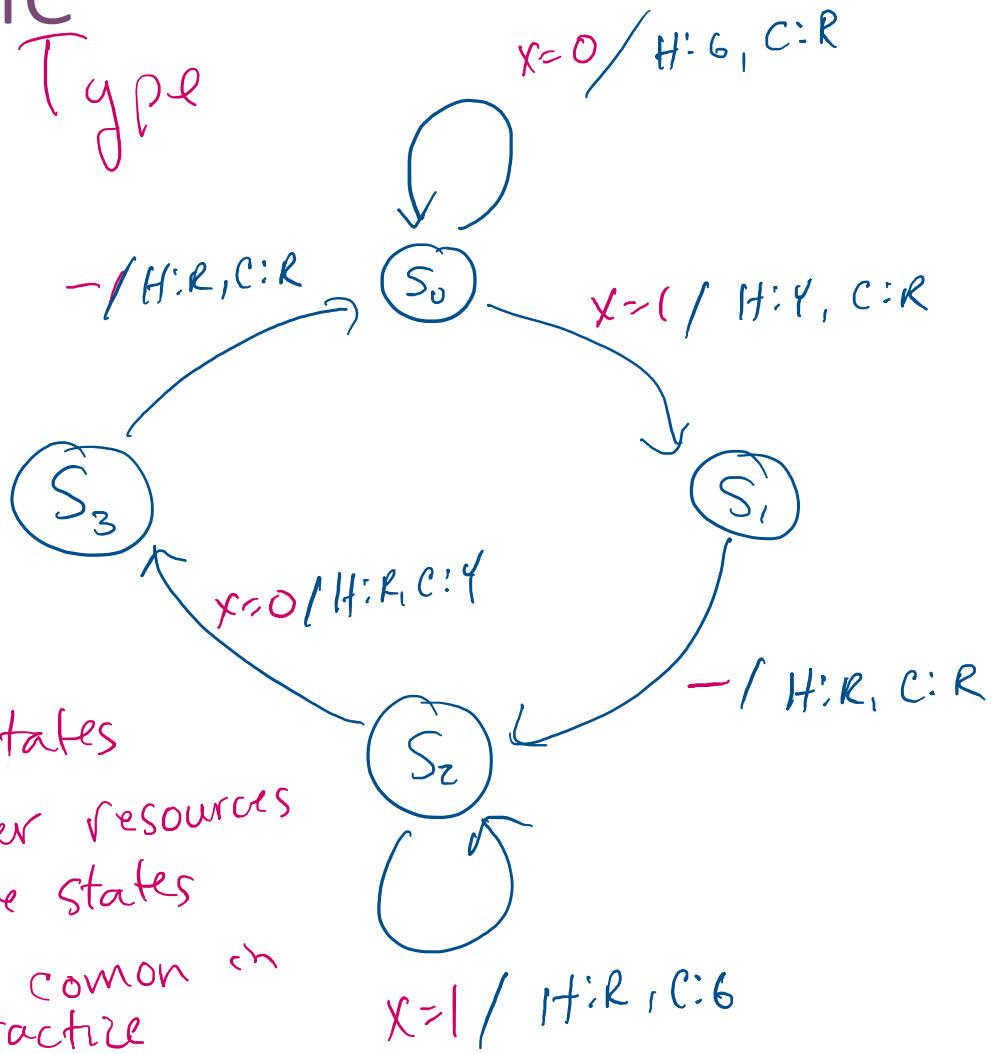


What are the `States’?



State Machine

Mealy Type



Mealy Type:

- → needs less states
- → needs fewer resources to store states
- → is more comon in practice

What's the FSM here?

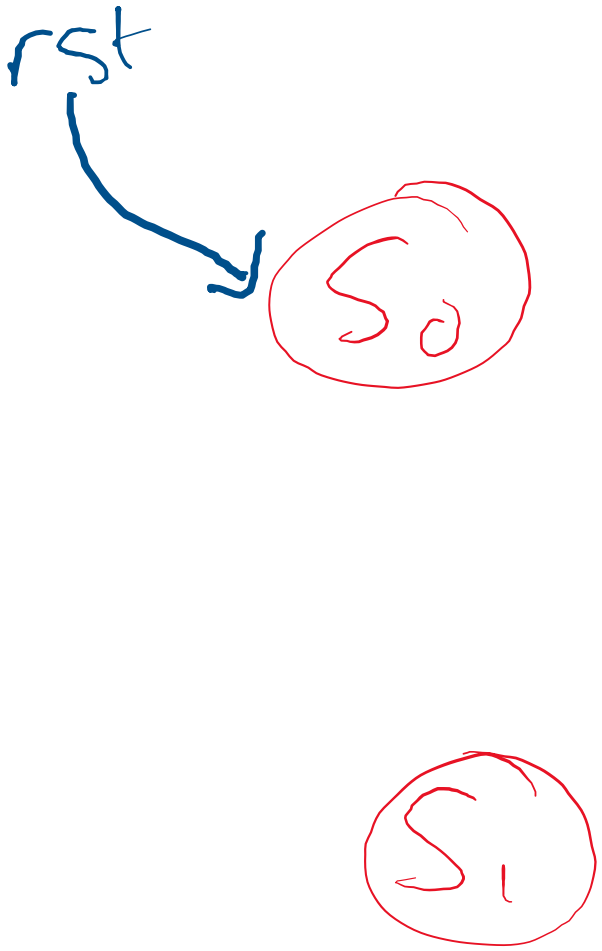
```
module ReverseEngr (
    input clk, rst,
    input X,
    output Y,
);

enum {S0, S1} state, nextstate;

always_ff (@posedge clk) begin
    if (rst) state <= S0;
    else
       state <= nextstate;
end
```

```
always_comb begin
    Y = 1'b0;
    case (state)
        S0: begin
            if (x) begin
                Y = 1;
                nextstate = S1
            end else begin
              nextstate = S0;
            end

        S1: begin
            if (X)
                nextstate = S0;
            else begin
                Y = 1;
                nextstate = S1;
            end
        end
    endcase
end
endmodule
```

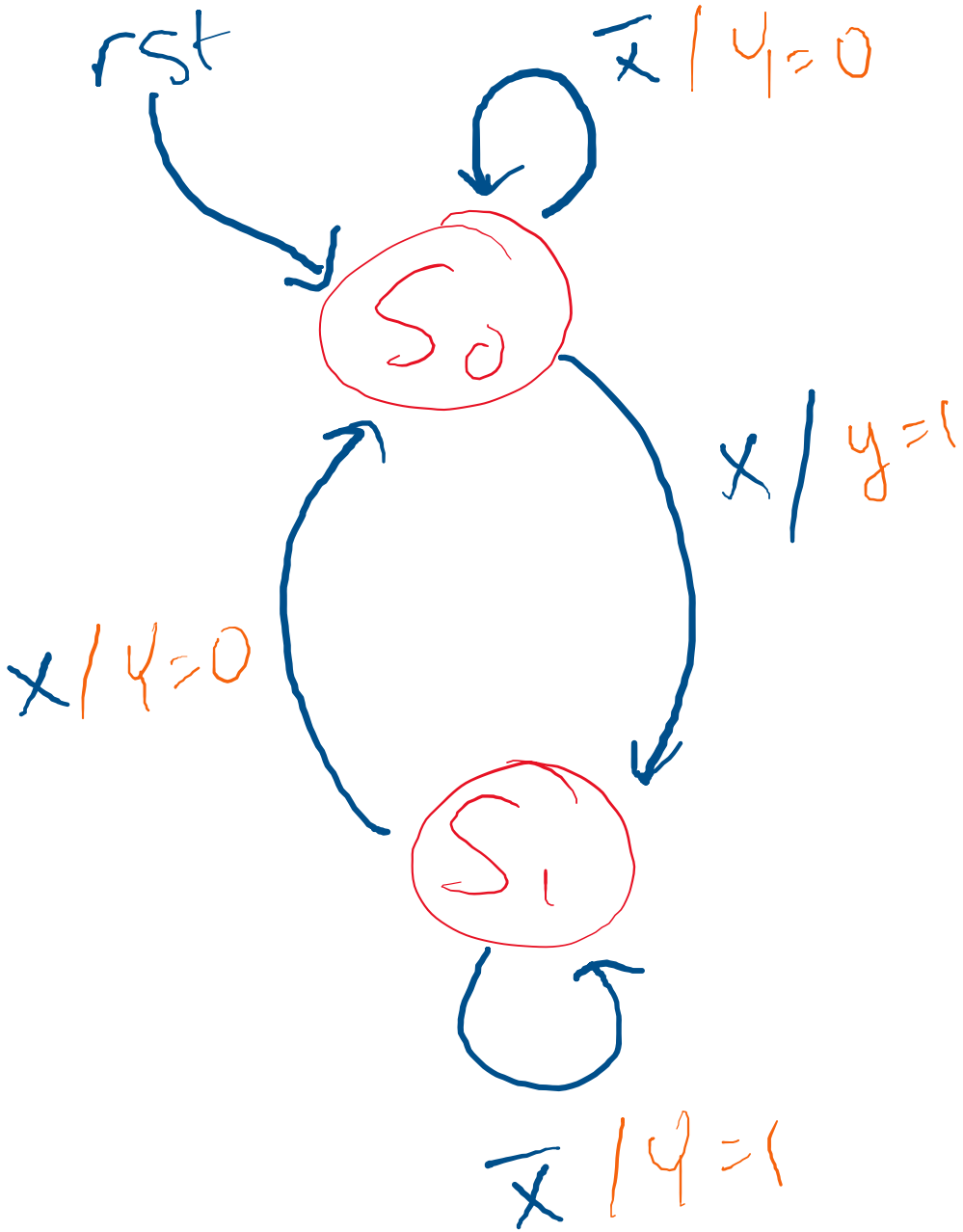
What's the FSM here?

```
module ReverseEngr (
    input clk, rst,
    input X,
    output Y,
);

enum {S0, S1} state, nextstate;

always_ff (@posedge clk) begin
    if (rst) state <= S0;
    else
       state <= nextstate;
end
```

What's the FSM here?

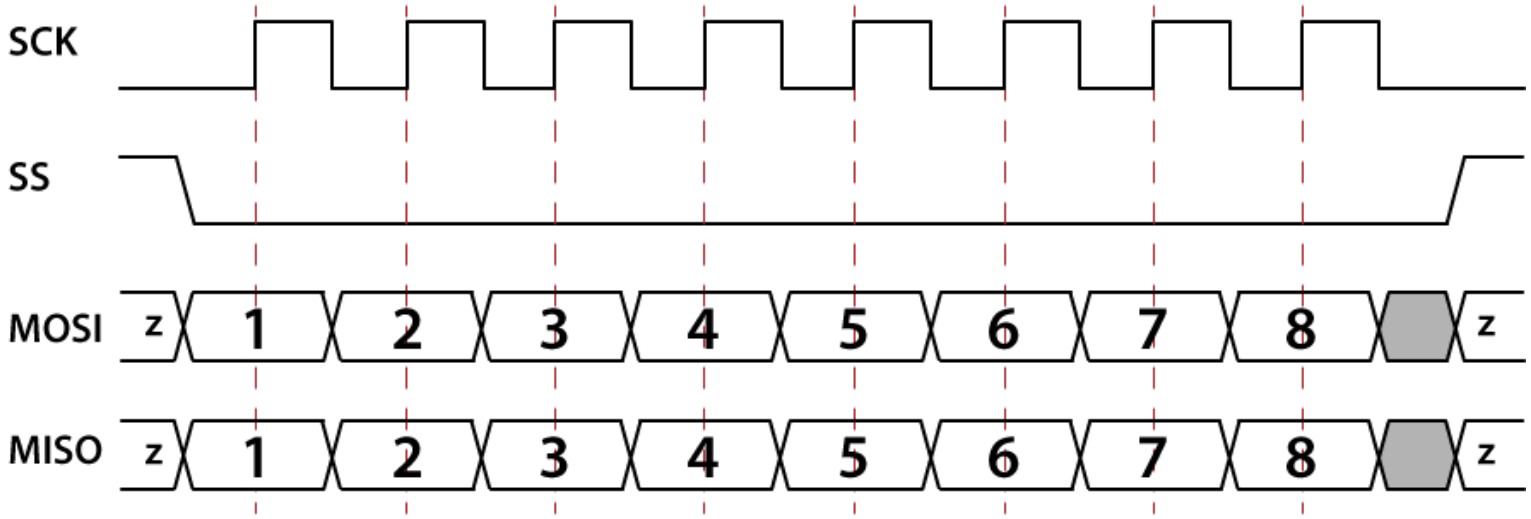



```
always_comb begin
    Y = 1'b0;
    case (state)
        S0: begin
            if (x) begin
                Y = 1;
                nextstate = S1
            end else begin
              nextstate = S0;
            end

        S1: begin
            if (X)
                nextstate = S0;
            else begin
                Y = 1;
                nextstate = S1;
            end
        end
    endcase
end
endmodule
```

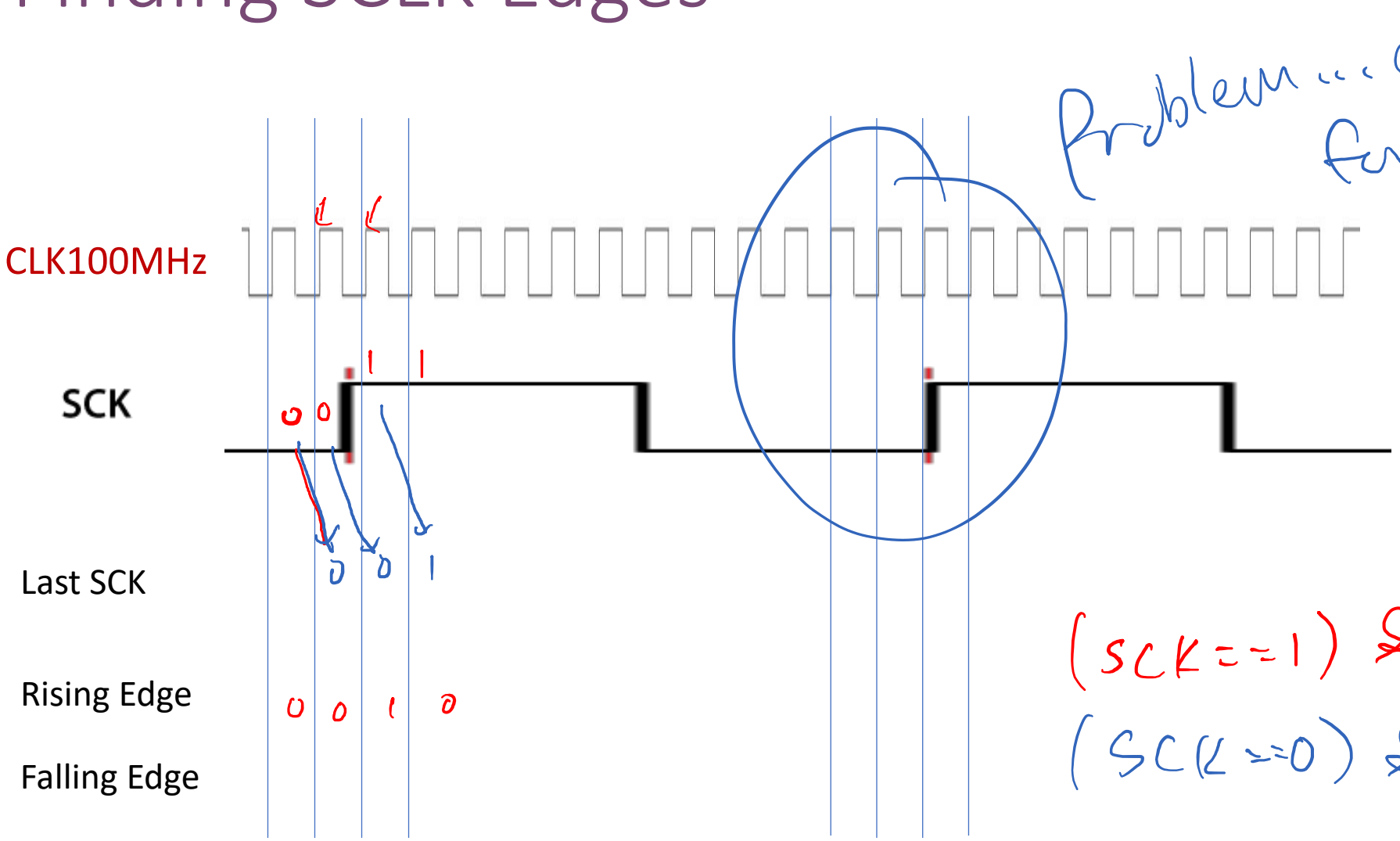

rst
$\bar{x}$ / y=0
S0
x / y=1
x / y=0
S1
$\bar{x}$ / y=1

SPI

- Incoming Data:
- Outgoing Data:

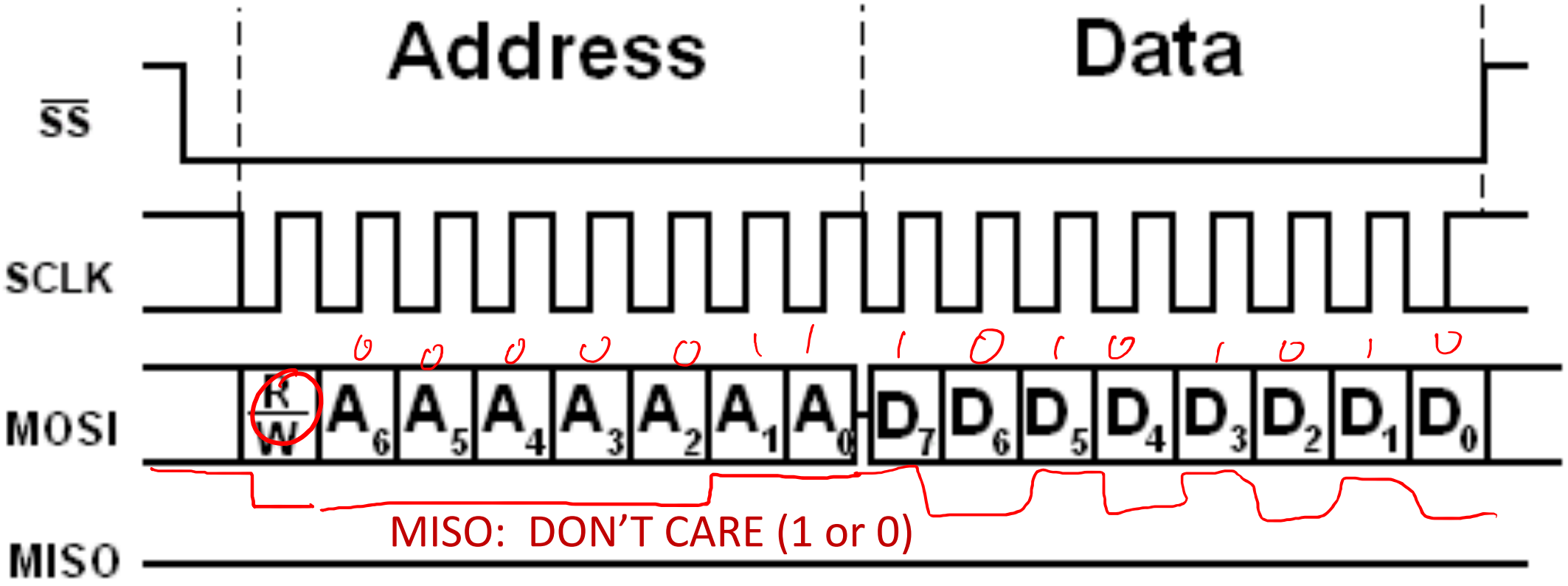


Finding SCLK Edges



Write Protocol

Operation: WRITE (`'h0`)
Address: LEDs (`'h3`)
Data: ON-OFF-ON-OFF (`'b10101010`)



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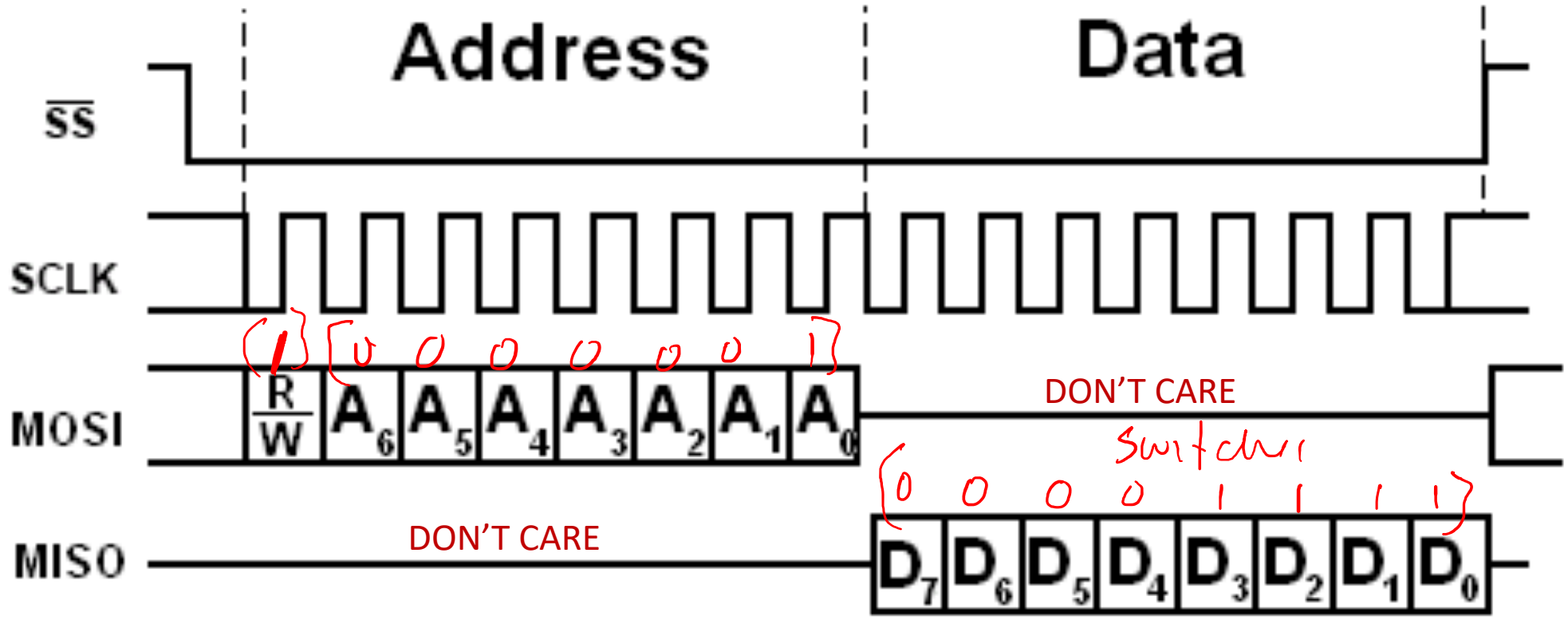
Read Protocol

Operation: READ (`'h1`)
Address: SWITCHES (`'h1`)
Data: ??



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