

Assignment 1

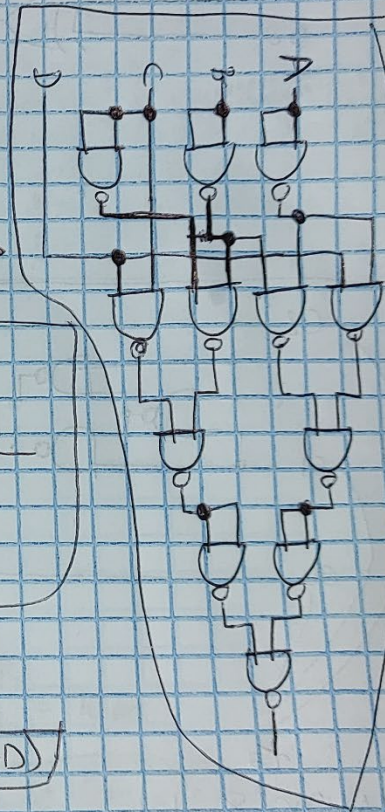
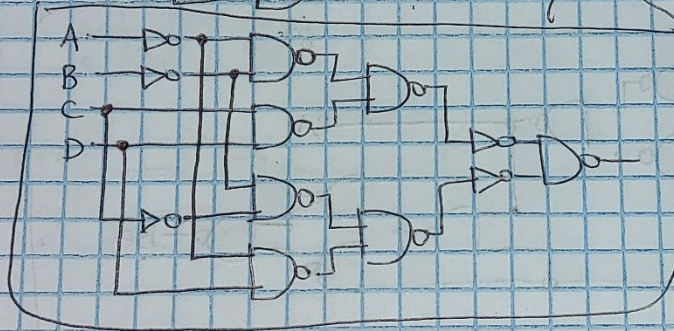
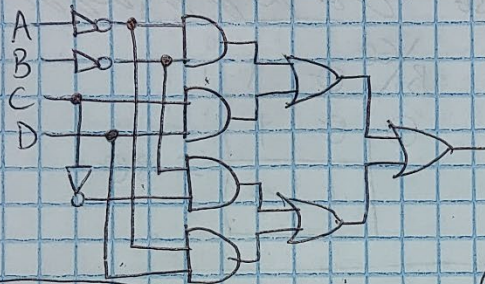
Oscar Osornio
EE 5193

1. (a)

AB \ CD	00	01	11	10
00	1	1	1	1
01	0	1	1	0
11	0	0	1	0
10	1	1	1	0

$$F = A'B' + CD + BC' + A'D$$

$$F' = BD' + ABC' + ACD'$$

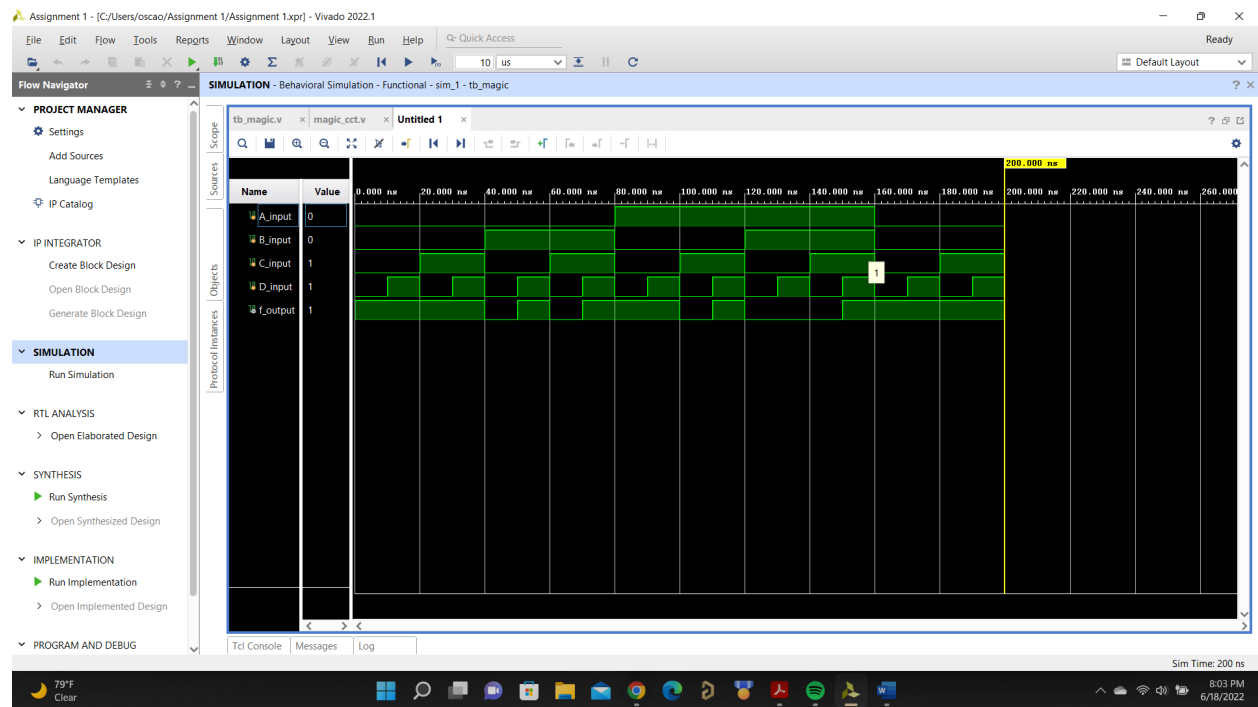


$$(b) F' = (BD' + ABC' + ACD')'$$

$$= (BD')' \cdot (ABC')' \cdot (ACD')'$$

$$F = (B + D) \cdot (A' + B' + C) \cdot (A' + C' + D)$$

Problem 1(c)



```
`timescale 1ns / 1ps
```

```
module magic_cct(  
    input A,  
    input B,  
    input C,  
    input D,  
    output f  
);
```

```
    wire A, B, C, D;  
    reg f;
```

```
    always @(A or B or C or D)  
    begin  
        if(A == 0 && B == 0)  
            begin  
                f = 1;  
            end  
        end
```

```
        else if(C == 1 && D == 1)  
            begin  
                f = 1;  
            end  
        end
```

```
        else if(B == 0 && C == 0)  
            begin  
                f = 1;  
            end  
        end
```

```
        else if(A == 0 && D == 1)  
            begin  
                f = 1;  
            end  
        end
```

```
        else  
            begin  
                f = 0;  
            end  
        end
```

```
    end
```

```
endmodule
```

```

`timescale 1ns / 1ps

module tb_magic(
);

    //declare testbench variables
    reg A_input, B_input, C_input, D_input;
    wire f_output;

    //instantiate the design module and connect to the testbench variables
    magic_cct instantiation(.A(A_input), .B(B_input), .C(C_input),
        .D(D_input), .f(f_output));

    initial
        begin
            $dumpfile("xyz.vcd");
            $dumpvars;

            //set stimulus to test the code
            A_input = 0;
            B_input = 0;
            C_input = 0;
            D_input = 0;
            #200 $finish;
        end

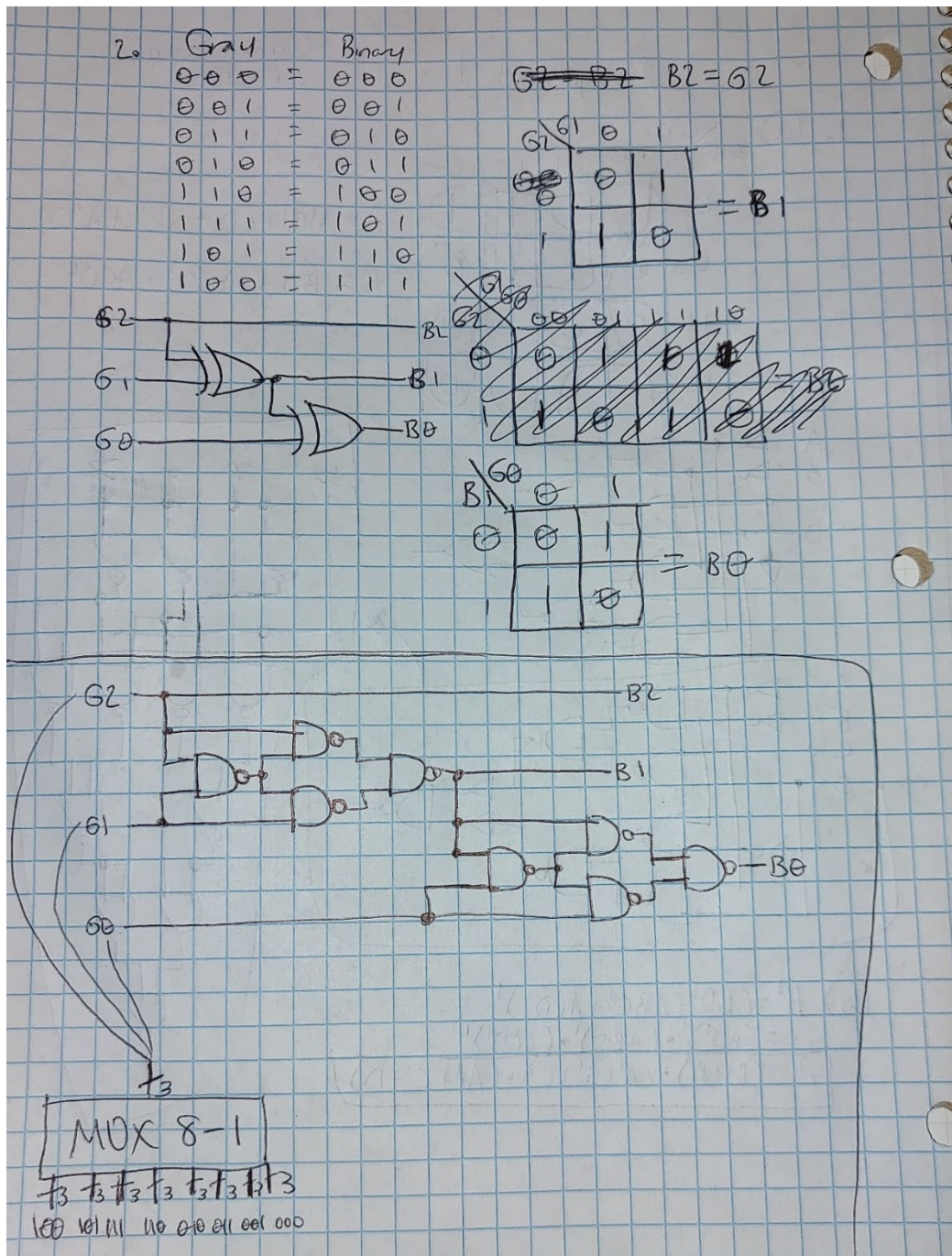
    //provide the toggling input (truth table)
    //this acts as the clock input
    always #80 A_input = ~A_input;
    always #40 B_input = ~B_input;
    always #20 C_input = ~C_input;
    always #10 D_input = ~D_input;

    //display output if there's a change in input event
    always @(A_input or B_input or C_input or D_input)
        $monitor("At TIME(in ns) = %t, A = %d B = %d C = %d D = %d f = %d",
            $time, A_input, B_input, C_input, D_input, f_output);

Endmodule

```


Problem 2



Problem 3

3. (a)

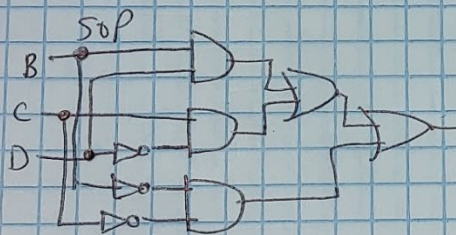
A	B	C	D	F
0	0	0	0	1
0	0	0	1	1
0	0	1	0	1
0	0	1	1	0
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	1
1	0	1	1	0
1	1	0	0	0
1	1	0	1	1
1	1	1	0	1
1	1	1	1	1

		CD			
		00	01	11	10
AB	00	1	1	0	1
	01	0	1	1	1
11	11	0	1	1	1
	10	1	1	0	1

$$F = CD' + BD + B'C'$$

(b) SOP expression is a bit simpler, ~~it~~ only requires 3 inputs (B, C, D), but that can also be a disadvantage if a 4 input system is desired. Also, hazards can happen due to it being a simplified system.

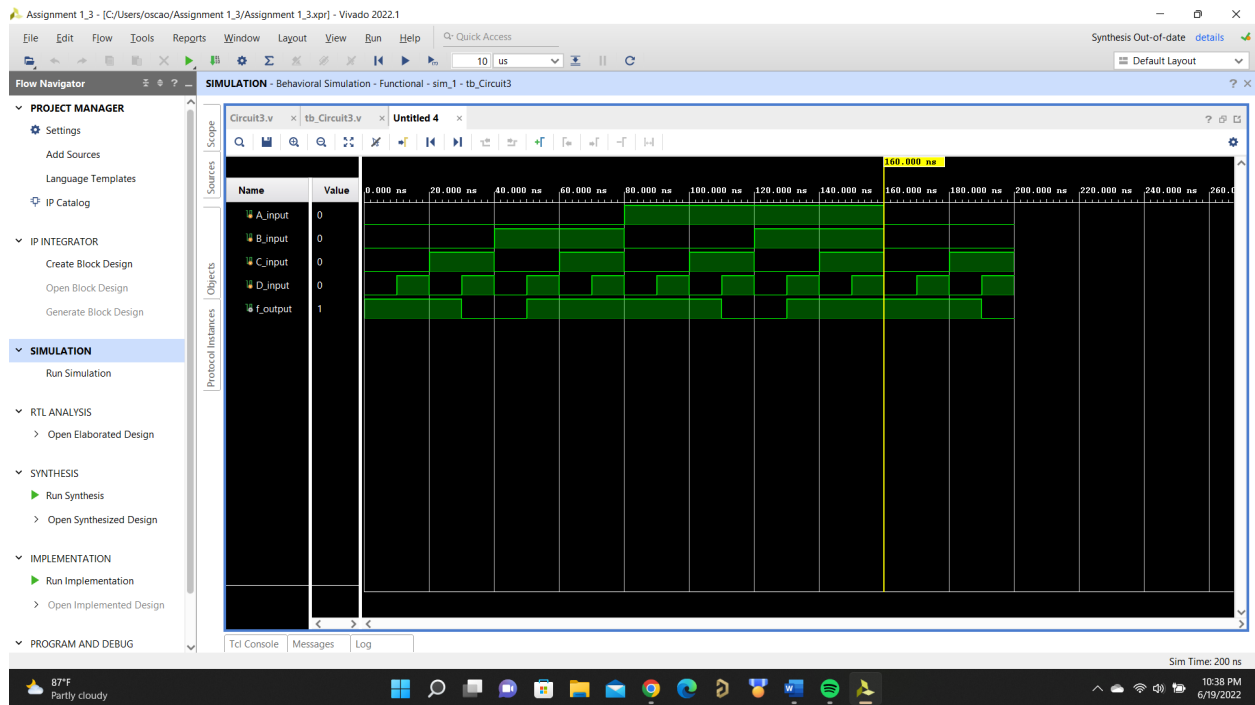
(c) Slowest path in given path is 1 NOT, 2 AND, and 2 OR gates.
So time is 70 ns for original system.



Longest path is 1 NOT, 1 AND, & 2 OR
 $10 + 20 + 2(20) = 70 \text{ ns}$

maximum spd will decrease to 70 ns or 20 ns decrease

Problem 3(d)



```
`timescale 1ns / 1ps
```

```
module Circuit3(
```

```
    input wire A, B, C, D,
```

```
    output reg f
```

```
);
```

```
always @(A or B or C or D)
```

```
begin
```

```
    if (C == 1 && D == 0)
```

```
        begin
```

```
            f = 1;
```

```
        end
```

```
    else if (B == 1 && D == 1)
```

```
        begin
```

```
            f = 1;
```

```
        end
```

```
    else if (B == 0 && C == 0)
```

```
        begin
```

```
            f = 1;
```

```
        end
```

```
    else
```

```
        begin
```

```
            f = 0;
```

```
        end
```

```
end
```

```
endmodule
```



```

`timescale 1ns / 1ps

module tb_Circuit3(
);

//declare testbench variables
reg A_input, B_input, C_input, D_input;
wire f_output;

//instantiate the design module and connect to the testbench variables
Circuit3 instantiation(.A(A_input), .B(B_input), .C(C_input),
                      .D(D_input), .f(f_output));

initial
begin
    $dumpfile("xyz.vcd");
    $dumpvars;

    //set stimulus to test the code
    A_input = 0;
    B_input = 0;
    C_input = 0;
    D_input = 0;
    #200 $finish;
end

//provide the toggling input (truth table)
//this acts as the clock input
always #80 A_input = ~A_input;
always #40 B_input = ~B_input;
always #20 C_input = ~C_input;
always #10 D_input = ~D_input;

//display output if there's a change in input event
always @(A_input or B_input or C_input or D_input)
    $monitor("At TIME(in ns) = %t, A = %d B = %d C = %d D = %d f = %d",
            $time, A_input, B_input, C_input, D_input, f_output);

endmodule

```