Lab-2 Behavioral Simulation

CS1050

Lab Report

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Assigned task

Assigned task was to create and stimulate a logic circuit to indicate working state of a Power Station with 3 generators . There , if all three generators are working , green light has to on while if two out of three generators work, the amber light has to on. However if less than 2 generators work, then the red light should on.

Building the Boolean Representation

For Green Light

A	B	C	X
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	0

This can be implemented by the Boolean Expression

A AND B AND C

For Amber Light

A	B	C	Y
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	0

→ NOT(A) AND B AND C

→ A AND NOT(B) AND C

→ A AND B AND NOT(C)

This can be implemented by the Boolean Expression

(NOT A AND B AND C) OR (A AND (NOT B) AND C) OR (A AND B AND (NOT C))

For Red Light

A	B	C	Z
0	0	0	1
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	0

→ NOT(A) AND NOT(B) AND NOT(C)

→ NOT(A) AND NOT(B) AND C

→ NOT(A) AND B AND NOT(C)

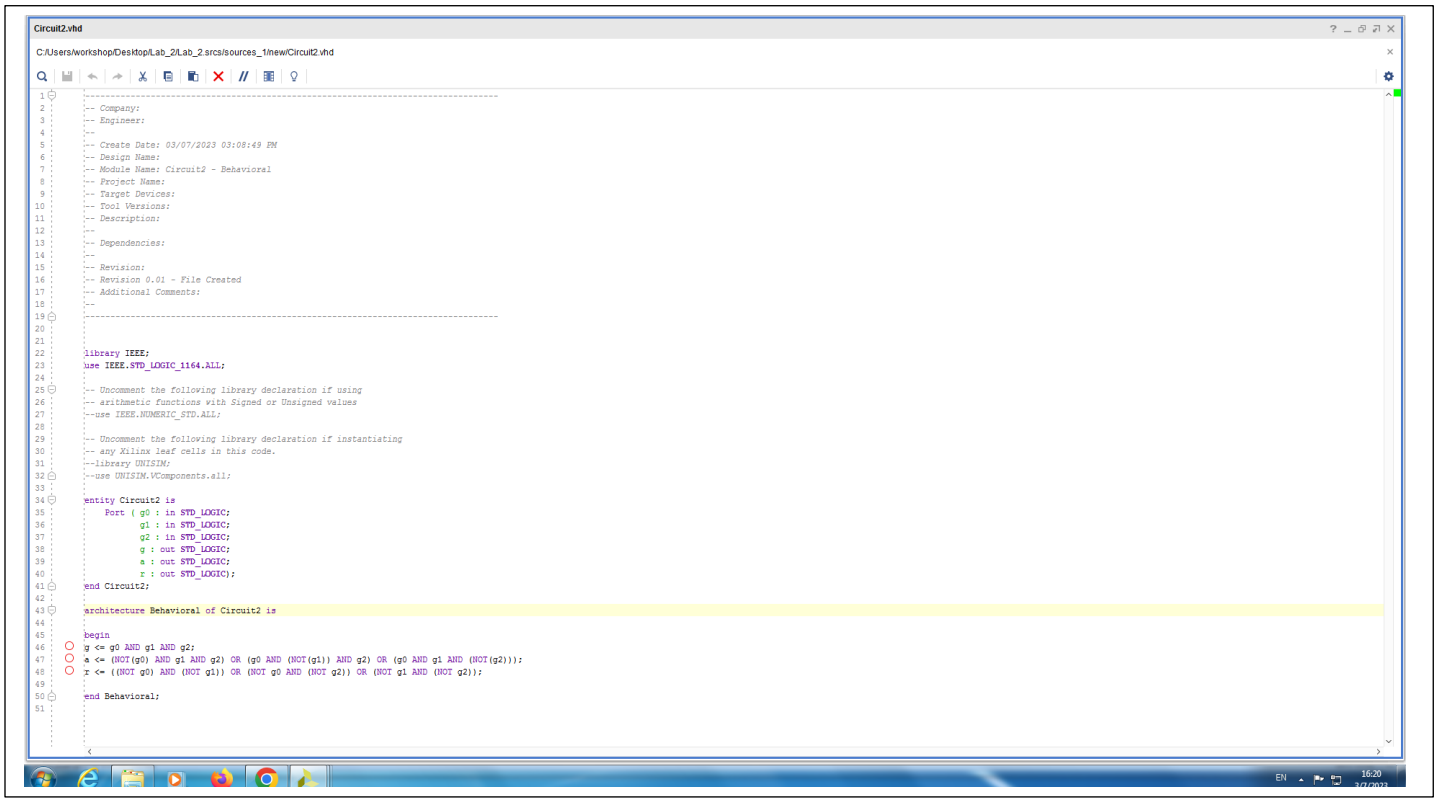
→ A AND NOT(B) AND NOT(C)

This can be implemented by the Boolean Expression

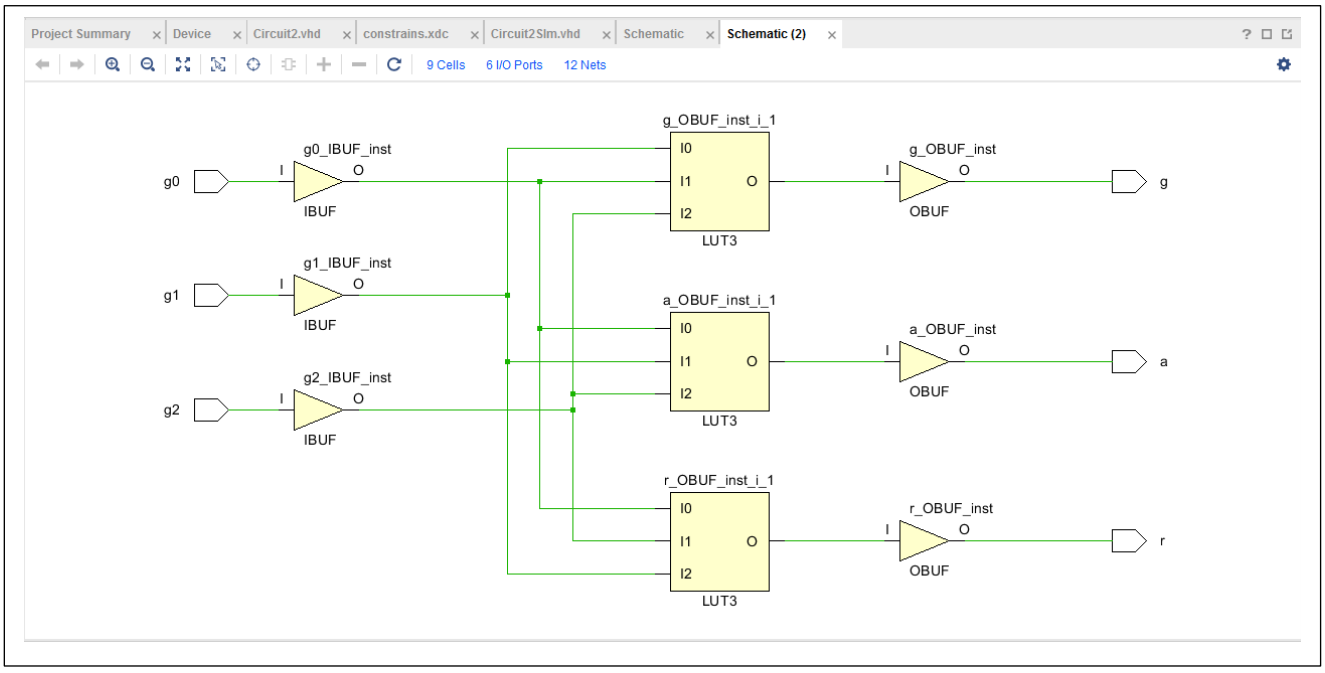
(NOT A AND (NOT B)) OR ((NOT B) AND (NOT C)) OR ((NOT(A) AND (NOT C))

VHDL design Source code for the circuit.

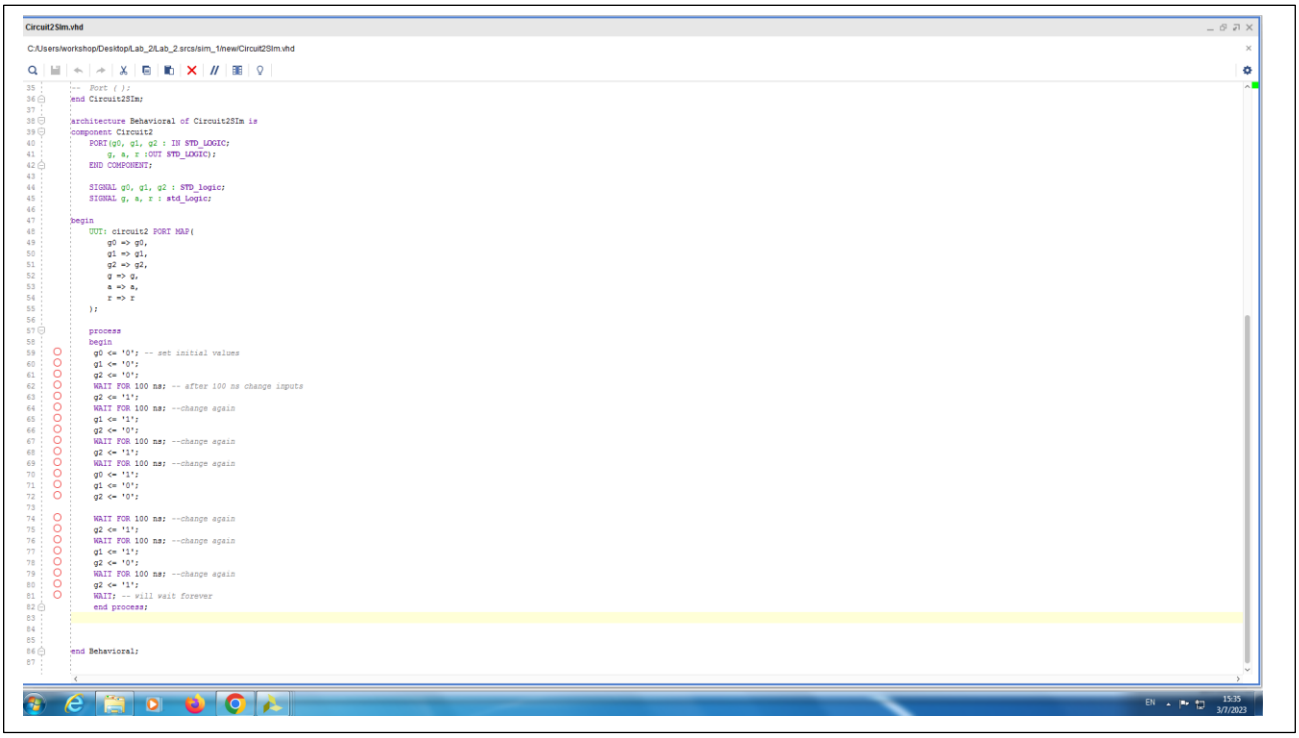
(Here, switches A, B, C are represented as g0, g1 and g2 respectively while the LED s X, Y and Z are represented as g, a, and r respectively)



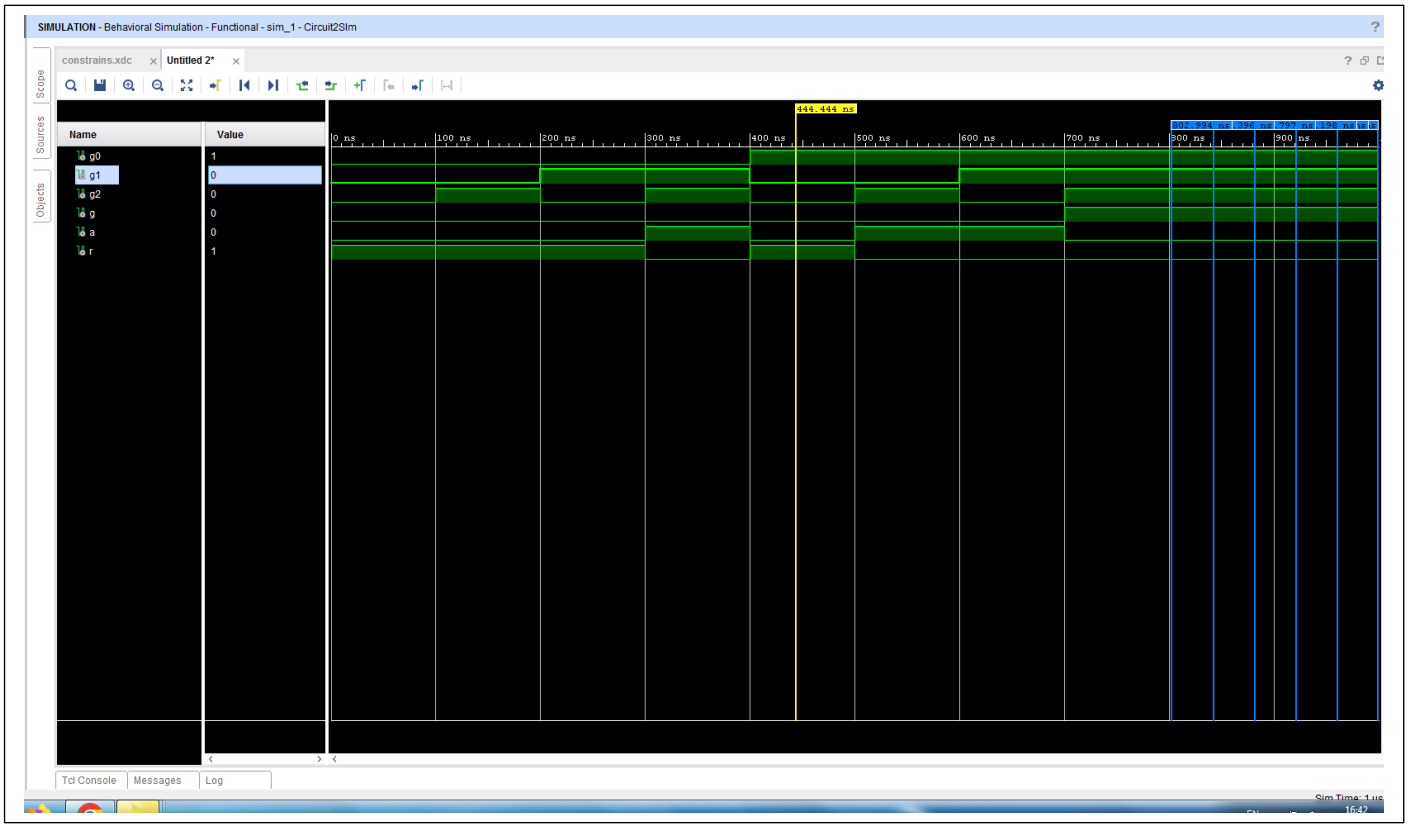
Schematic circuit from Vivado



Test Bench Code



Timing Diagram for XSim



Conclusion

Logic stimulator allowed to observe all the outputs of the circuit which was built before it was implemented on hardware, BASYS 3 . This was time saving and less error prone as it was easy to debug rather than testing the circuit on the hardware, Moreover, using a simulator is a cheaper option rather than designing hardware prototype.