

# ECE385 Experiment #3

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## I. INTRODUCTION

**T**HE purpose of this lab is to design and construct a four-bit serial logic processor that performs a total of eight logical operations in a bit-wise fashion. There are two four-bit words stored in two shift registers. WRITE MORE SHIT HERE

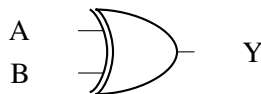
## II. PRE-LAB

Part A) Describe the simplest (two-input one-output) circuit that can optionally invert a signal (i.e., one input determines if the output is equal to the other input or equal to the other input inverted). Sketch your circuit.

Answer: The logic needed is shown in the following truth table:

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

Taking B to be the "select" line in this example, when the input (A) is driven high and our select line (B) is low, the output will be high. The reverse case is true when the input (A) is low and the select line (B) is high, the output will also be high. Therefore, depending on the select line, the input will be inverted. This can be implemented with a single XOR gate as shown below.



Part B) Explain how a modular design such as that presented above improves testability and cuts down development time. Propose an approach that could be used to troubleshoot the modular circuit above if

it appeared to be completing the computation cycle correctly but was not giving the correct output. (Be specific.)

Answer: A modular design allows the operator to unit-test each individual module. Once each module is successfully tested, the entire system can be integrated into a whole-system and tested. A modular design ideally will cut down the debugging time needed on the system as a whole.

## III. DESCRIPTION OF CIRCUIT

The logic processor was designed to contain two storage registers, and allow the operator to specify the data loaded into each register (A and B), as well as the operation performed between the two register, where the output is stored and The team designed a total of four modular sub-systems in this lab. The following sub-systems were designed and constructed:

- 1) Data Loader Unit
- 2) Computation Unit
- 3) Function-Select and Output Router Unit
- 4) Control Logic Finite State Machine (FSM) Unit

Each sub-system was tested individually and system integration tests were performed at the end upon successfully unit-testing each component. This way the team could eliminate errors and debug with efficiency.

A total of eight operations can be performed on this unit. AND, OR, XOR, NAND, NOR, and NXOR are the six primary logical operations that can be performed, along with the last two operations simply being loading the specified registers with all 1s or 0s.

The Data Loader consists of a total of six switches. Two switches for loading either register A or B, and

four switches to specify the contents to store in the particular register.

The Computation Unit performed the selected operation specified through the three function-select switches. The output of the operation is funnelled into the proper register as given by the operator.

Finally, the Control Logic/Finite State Machine Unit is a sequential circuit that essentially determines the correct number of cycles to perform a full logical operation. It relies on one input (execute switch) and has one output that determines if the registers should be shifting right, doing nothing, or loading.

In the end, the functionality of the circuit is as follows: when a user selects a four-bit word and loads it into the register of their choosing, they must then select the logical operation they would like to perform, select where they would like the output of this logical operation to go via the routing selection, and flip the execute switch. This will begin shifting the outputs of the shift register and perform bitwise logical operations of the requestion function. The machine will halt after exactly four operations and the register requested through the routing switches will contain the output of the logical operation.

#### IV. STATE DIAGRAM

The FSM created in this lab is a Mealy State Machine and this was chosen due to the simplicity of the relationship between the input and output on the state diagram. (???????)

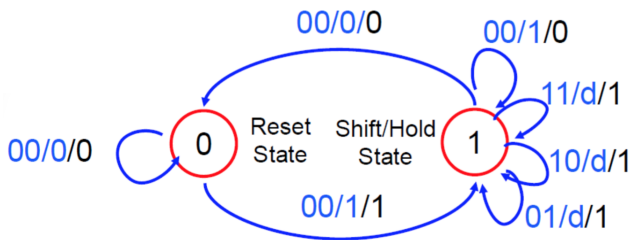


Fig. 1: Mealy FSM

#### V. DESIGN

The first component designed in this lab was the FSM Sequential Logic Circuit. This is because the output of this state machine controls the actions on the shift register (i.e. this output controls the S1 and S0 "control bits", which determines whether the registers are shifting right, parallel loading, or doing

nothing). This is important because it determines whether the machine is in a load/execute/do nothing state. These proper inputs to the control bits on the shift registers will be examined further on in this section.

The truth table for the FSM was given from the documentation in the Experiment 3 PDF. This is shown below in figure.

Exec. Switch ('E')	Q	C1	C0	Reg. Shift ('S')	Q'	C1'	C0'
0	0	0	0	0	0	0	0
0	0	0	1	d	d	d	d
0	0	1	0	d	d	d	d
0	0	1	1	d	d	d	d
0	1	0	0	0	0	0	0
0	1	0	1	1	1	1	0
0	1	1	0	1	1	1	1
0	1	1	1	1	1	0	0
1	0	0	0	1	1	0	1
1	0	0	1	d	d	d	d
1	0	1	0	d	d	d	d
1	0	1	1	d	d	d	d
1	1	0	0	0	1	0	0
1	1	0	1	1	1	1	0
1	1	1	0	1	1	1	1
1	1	1	1	1	1	0	0

Fig. 2: FSM Truth Table

Next, given this truth table, the team constructed a K-Map for each of the output bits - S, Q, C1 and C0. Since the only output is "S", and the remaining bits are only internal to the state machine, there must be three D-flip-flops to store the state of these internal bits. The K-Maps are shown along with the cooresponding S.O.P resultant equations.

EQ	C1C0			
	00	01	11	10
00	0	x	x	x
01	0	1	1	1
11	0	1	1	1
10	1	x	x	x

FSM Sequential Circuit Output (S)

$$S = C_1 \vee C_0 \vee \neg E \wedge Q$$

EQ	C1C0			
	00	01	11	10
00	0	x	x	x
01	0	1	1	1
11	1	1	1	1
10	1	x	x	x

State Internal Bit (Q)

$$Q = C_1 \vee C_0 \vee E$$

EQ	C1C0			
	00	01	11	10
00	0	x	x	x
01	0	1	0	1
11	0	1	0	1
10	0	x	x	x

Counter Internal Bit (C1)

$$C_1 = C_1 \oplus C_0$$

EQ	C1C0			
	00	01	11	10
00	0	x	x	x
01	0	0	0	1
11	0	0	0	1
10	1	x	x	x

Counter Internal Bit (C0)

$$Q = (C_1 \wedge \neg C_0) \vee (\neg E \wedge Q)$$

Next, once these logic functions were derived, an AND-OR circuit was designed and then converted into a NAND-NOR circuit. This NAND-NOR circuit was optimized to use the least number of chips possible and as a result, only used a total of 5 TTL chips.

LIST CHIPS HERE(1) SN74LS00, (1) SN74LS

The next modular component that was designed of the computational and router unit. This was the logic that performed a particular operation. The three primary functions (AND, OR, XOR) and a high signal is fed into a 4-to-1 MUX with the select lines connected to the F1 and F0 switches. This output of the 4-to-1 MUX is then fed into a comparator. The second line of this comparator is connected to the F2 switch (negated). This effectively acts as an XOR gate.

This output is then fed to the proper inputs on the two 4-to-1 MUXs connected to the shift registers. The R1 and R0 control the routing selection, and the two MUXs on the top must be fed the right values in order to route the output correctly and perform the proper action. This output of the MUX then is fed into the left serial input on the shift register.

Next the shift register control bits needed to be determined to either be shifting right parallel loading or doing nothing. S1 and S0 must both be high if a parallel load is being performed on the shift register, so this means the LoadA switch can be wired directly to the A shift register control bit, and the LoadB switch can be wired directly to the B shift register S1 control bit. The S0 must come from the Control Logic Circuit (the "S" output), and be fed into some combinational logic that is derived below:

S	LA	LB	S1A	S0A	S1B	S0B
0	0	0	0	0	0	0
0	0	1	0	0	1	1
0	1	0	1	1	0	0
0	1	1	1	1	1	1
1	0	0	0	1	0	1
1	0	1	0	0	1	1
1	1	0	1	1	0	0
1	1	1	1	1	1	1

This is referencing the fact that the control bits on each Register A and Register B are as follows:

S1	S0	Action
0	0	Do Nothing
0	1	Shift Right
1	0	Shift Left
1	1	1 Parallel Load

Next, from the above large truth table K-Maps can be formed, this is shown below with the fcooresponding S.O.P functions along side them.



## XI. FIGURES

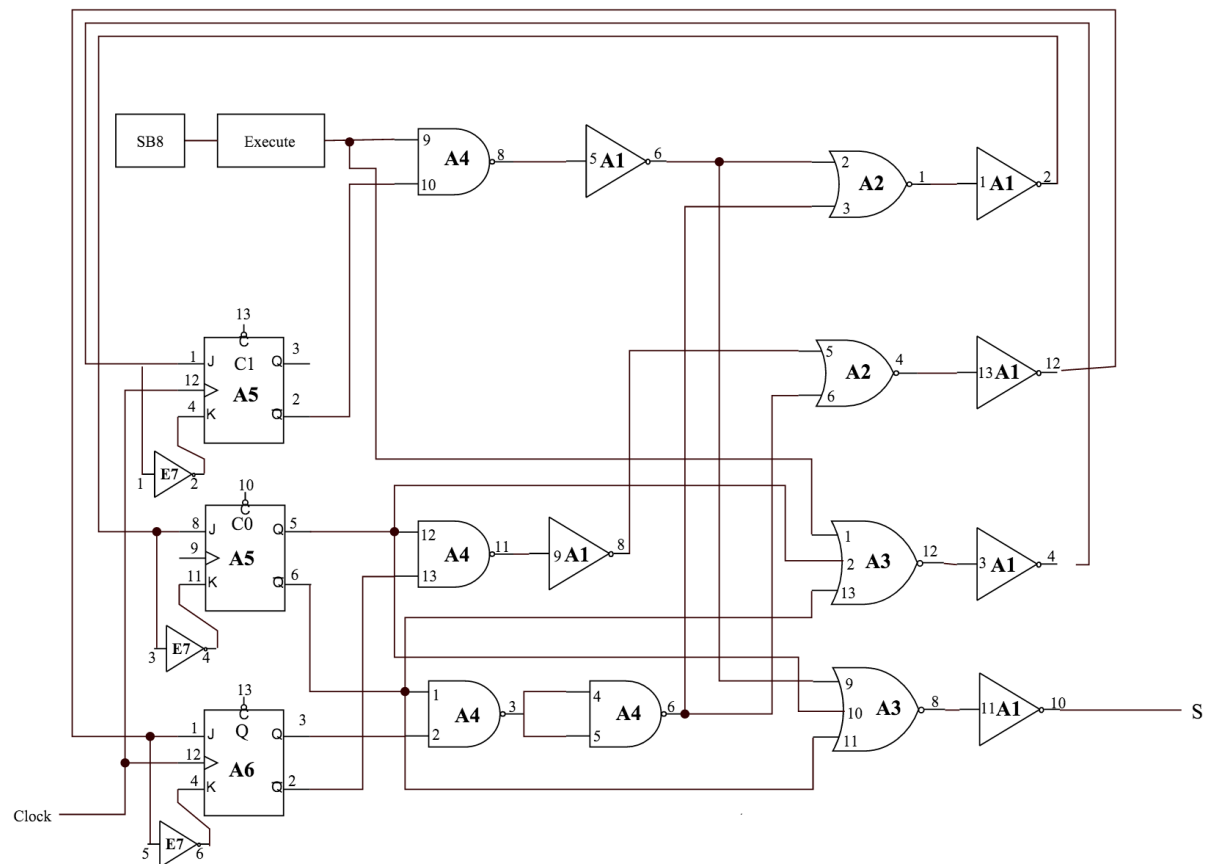


Fig. 3: Control Logic Diagram

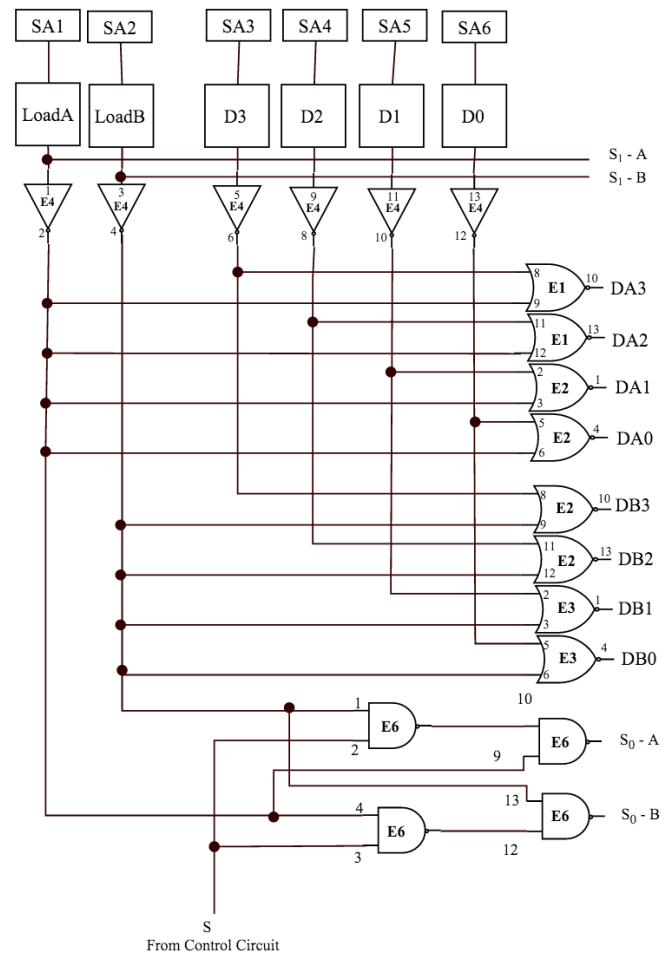


Fig. 4: Loader Logic Diagram

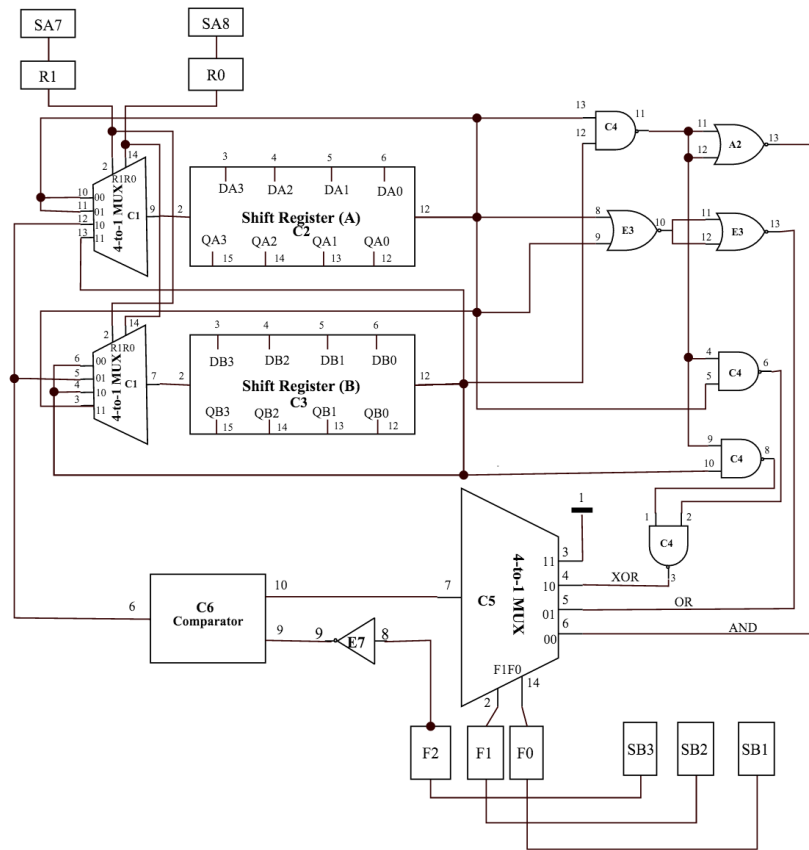


Fig. 5: Computational/Router Logic Diagram