

Lab 3

Logic Design
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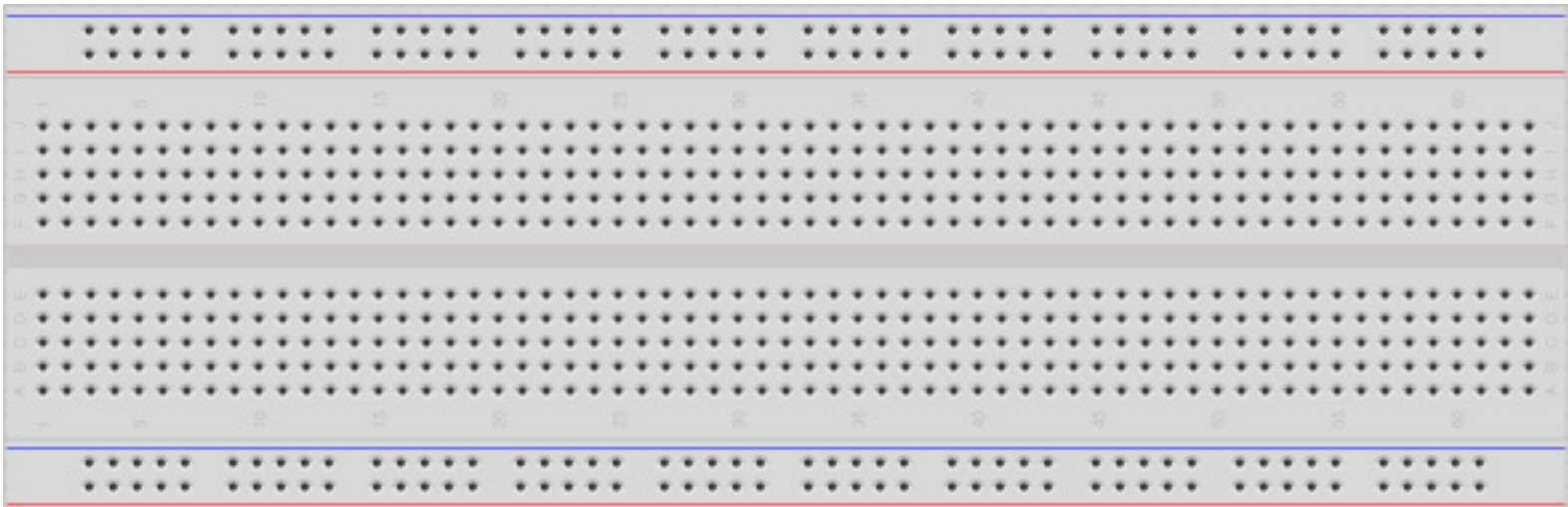
Overview

- Bread board
- 2-bit comparator

Breadboard

- **브레드보드**

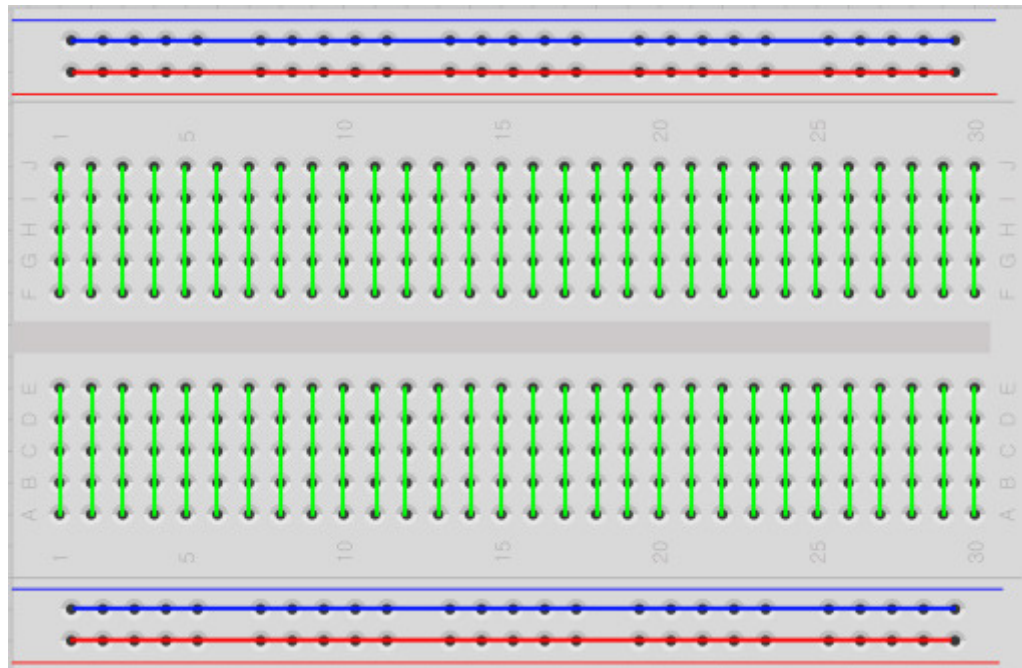
- 속칭 빵판, 빵틀
- 재사용 가능한 무땀납 장치
- 납땀 없이도 회로를 테스트 할 수 있고, 회로 수정이 용이



Breadboard

- **브레드보드 내부 연결**

- 빨간선(+), 파란선(-)은 버스로 VCC, GND 연결에 사용한다.
- 세로 다섯줄은 IC/부품 영역으로, 부품을 꽂는 부분이다.
- 줄로 연결된 브레드보드 내부는 스트립(금속)으로 연결되어 있음



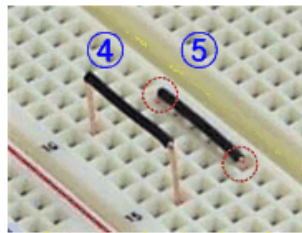
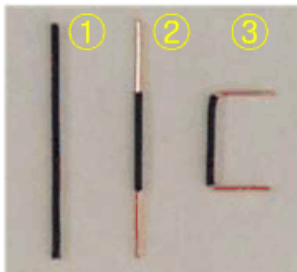
Breadboard

- 브레드보드에 부품 조립하기

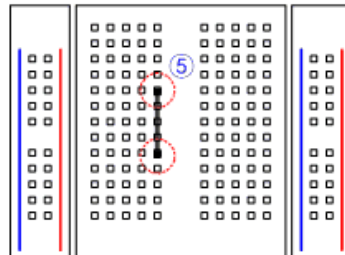
- 내부에서 합선이 되지 않도록 주의해서 연결하자
- VCC와 GND 버스라인을 따라서 LED, 칩셋 등의 부품에 연결할 수 있다

[전선]

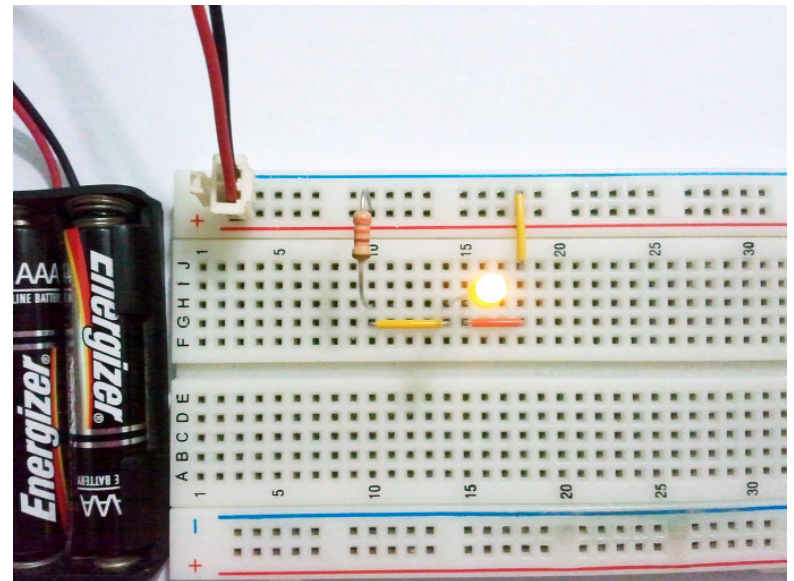
조립순서 : ①→②→③→④→⑤ (완성)



<실체도>

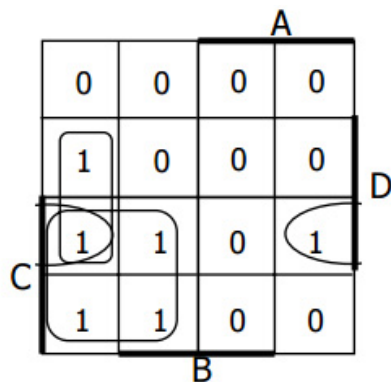
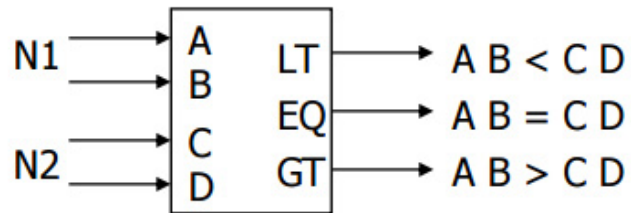


○가 브레드보드와 연결된 부분입니다.

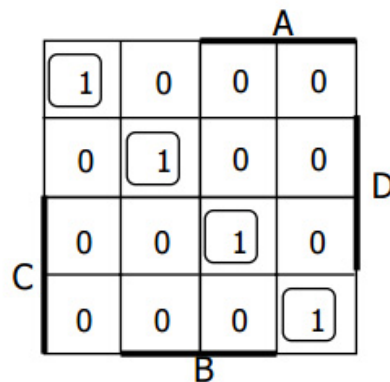


2-bit comparator

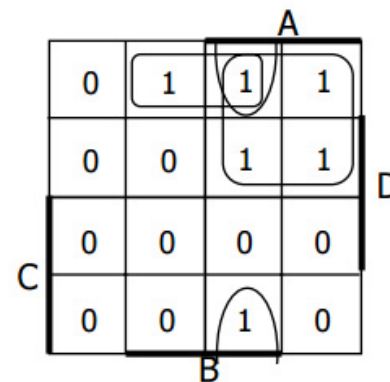
- Block diagram and K-map



K-map for LT



K-map for EQ



K-map for GT

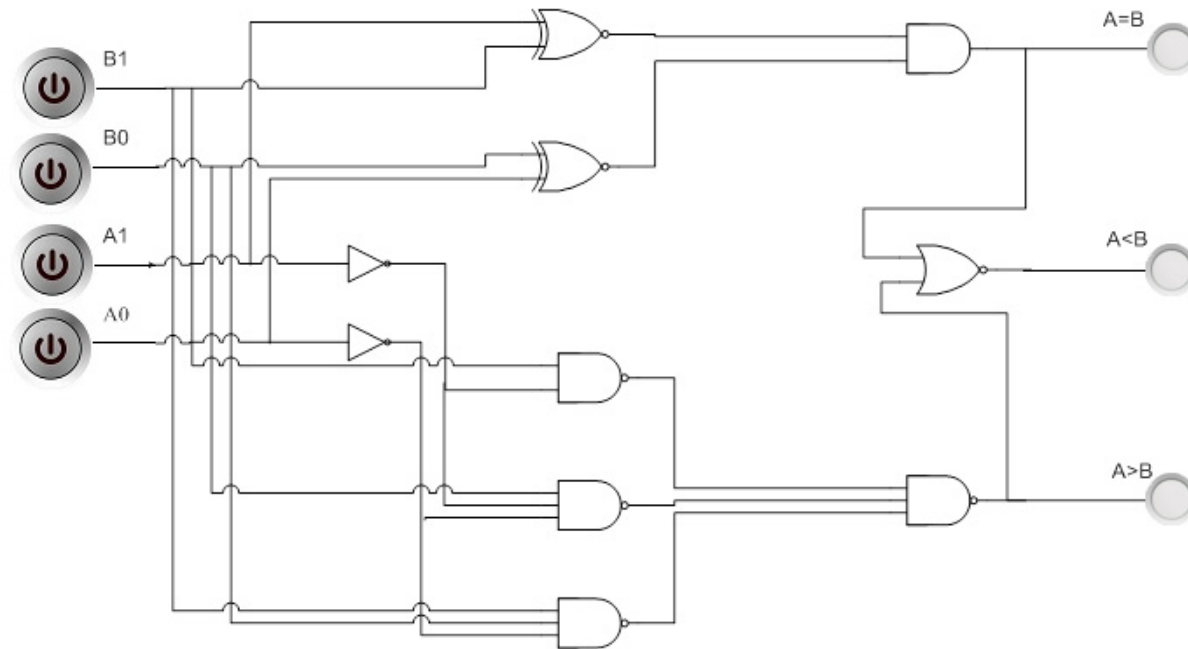
$$LT = A' B' D + A' C + B' C D$$

$$EQ = A' B' C' D' + A' B C' D + A B C D + A B' C D' = (A \text{ xnor } C) \bullet (B \text{ xnor } D)$$

$$GT = B C' D' + A C' + A B D'$$

2-bit comparator

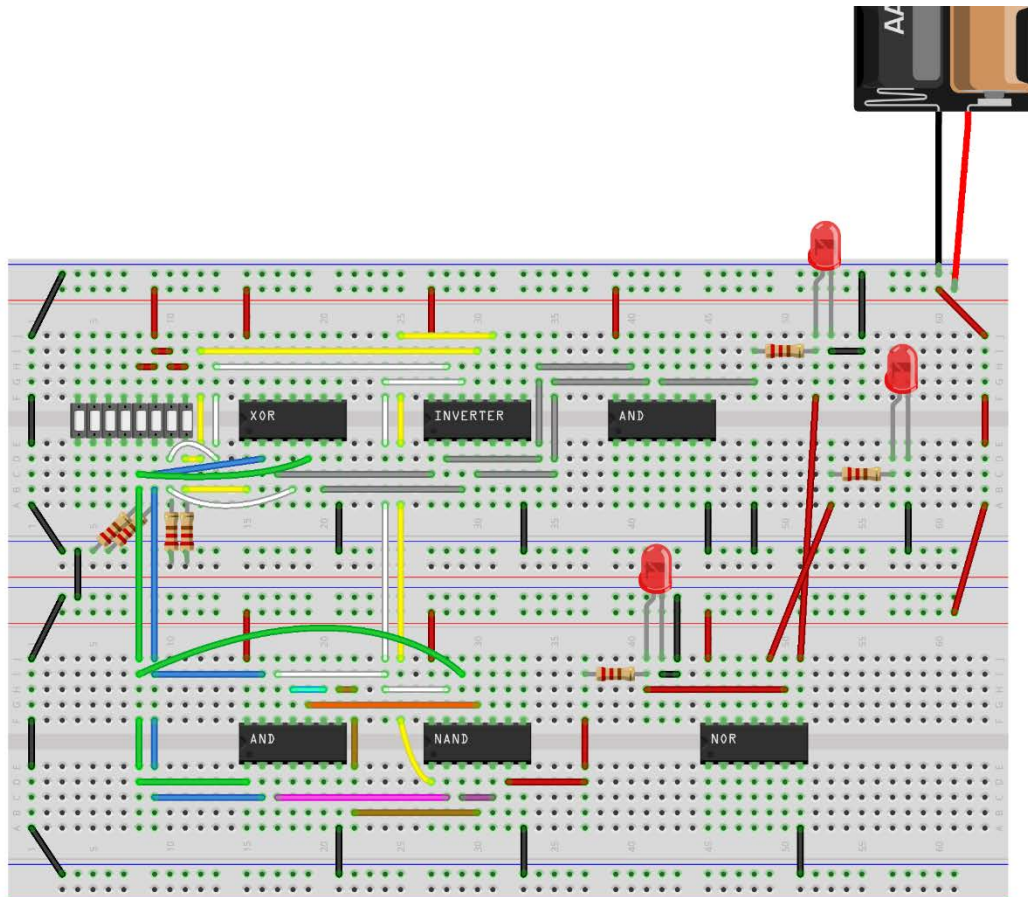
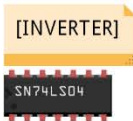
- Logic design



A1	A0	B1	B0	Y1 A>B	Y2 A=B	Y3 A<B	
0	0	0	0	0	1	0	
0	0	0	1	0	0	1	
0	0	1	0	0	0	1	
0	0	1	1	0	0	1	
0	1	0	0	1	0	0	
0	1	0	1	0	1	0	
0	1	1	0	0	0	1	
0	1	1	1	0	0	1	
1	0	0	0	1	0	0	
1	0	0	1	1	0	0	
1	0	1	0	0	1	0	
1	0	1	1	0	0	1	
1	1	0	0	1	0	0	
1	1	0	1	1	0	0	
1	1	1	0	1	0	0	
1	1	1	1	0	1	0	

2-bit comparator

- Breadboard



저항부분의 구현이 바뀌었으니 확인해 보세요.

디지털 멀티미터로 플로팅을 확인한 후 발생한 곳에 적절한 용량의 저항을 넣어 전압을 감소시켜 보세요.

3-input NAND gate 부분 구현이 수정되었습니다. 참고해주세요

Report (1/2)

- **Requirements**

- No page limit
- Attach a video file (which shows result of practice)
 - Submit a packed file (report + video; .zip .tar .tar.gz .. etc.)
- **Due: March, 30th**

- **Practice**

- Base contents (procedure, result, role allocation)

Report (2/2)

- **Preparation**

- BCD
- 7-Segment display
 - Datasheet
 - Common anode
 - Common cathode (**we will use this type**)
- Decoder
- BCD to 7-Segment decoder
 - Concept
 - Truth table + K-map optimization
 - Logic diagram (Schematic)
 - Circuit wiring diagram
- **Cont'd in detail (next slide)**

Supplement Slides (1/3)

- **Truth table**

- Input: 4-bit

- 0000~1001, corresponding to the decimal numbers
 - 1010~1111, don't cares

- Output: 7-bit

- A, B, C, D, E, F, G, will be connected to the 7- segment display
 - You **MUST** follow below figure for the output bit selection

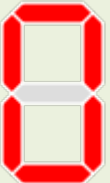
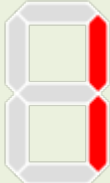



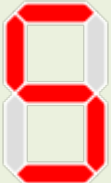
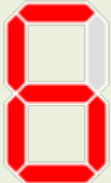

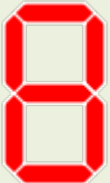

0	1	2	3	4	5	6	7	8	9
									

Fig.1 7-segment display

Supplement Slides (2/3)

- **Logic diagram**
 - Draw a schematic using the truth table with K-map method
 - Use AND, OR, NAND, NOR, and NOT gates
 - 3 or more fan-in are allowed for your convenience

Supplement Slides (3/3)

- **Circuit wiring diagram**

- Draw a circuit wiring diagram of below boolean expressions
- Use TTL chips, maximum
 - Two 7486 (XOR)
 - Two 7408 (AND)
 - Three 7432 (OR)
 - Three 7404 (NOT)

A	$I_3 + I_1 + \overline{I_2 \oplus I_0}$
B	$\overline{I_2} + \overline{I_1} \oplus \overline{I_0}$
C	$I_2 + \overline{I_1} + I_0$
D	$\overline{I_2} \overline{I_0} + (I_2 \oplus I_0) \oplus \overline{I_1} + (I_2 \oplus I_0) I_1$
E	$(\overline{I_2} + I_1) \overline{I_0}$
F	$I_3 + I_2 + \overline{I_1} \overline{I_0}$
G	$I_3 + (I_2 \oplus I_1) + I_1 \overline{I_0}$

7-segment decoder

