Justin Ngo Digital Logic Design Barry Johnson 30 September 2020

Laboratory Assignment 1

Problem Statement

The task of the laboratory assignment is to design a 4-bit even parity code generator. For any 4-bits of information, the circuit must produce a single output P that is the correct parity bit such that when the parity bit is appended to the 4 bits of information, a 5-bit even parity code word is created. For example, if the circuit information is $(w \times y \times z) = (1 \ 0 \ 1 \ 1)$, the circuit should produce an output P of 1 so that the resulting code word is $(w \times y \times z) = (1 \ 0 \ 1 \ 1)$ which has an even parity.

Design Solution 4-Bit Even Parity Generator Truth Table

w	x	y	z	p
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	0
0	1	0	0	1
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	1
1	0	0	1	0
1	0	1	0	0
1	0	1	1	1
1	1	0	0	0
1	1	0	1	1
1	1	1	0	1
1	1	1	1	0

Boolean Equation and Karnaugh Map for p0

wx \	y'z'	y'z	yz	yz'
w'x'	0	1	0	1
w'x	1	0	1	0
WX	0	i	0	1
wx'	1	0	1	0

Boolean Equations

$$p = (w' \land x' \land y' \land z') \lor (w' \land x' \land y' \land z) \lor (w' \land x \land y' \land z') \lor (w' \land x \land y \land z) \lor (w \land x \land y' \land z) \lor (w \land x \land y \land z') \lor (w \land x' \land y' \land z') \lor (w \land x' \land y \land z)$$

$$p = w' \wedge x'(y \wedge z' + y' \wedge z) + w' \wedge x (y \wedge z + y' \wedge z') + w \wedge x (y' \wedge z + y \wedge z') + w \wedge x' (y' \wedge z' + y \wedge z)$$

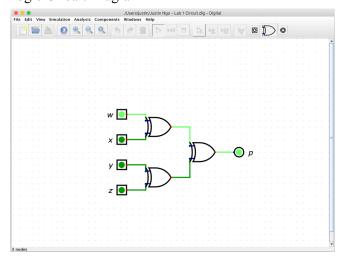
$$p = w' \land x'(y \oplus z) + w' \land x (y \odot z) + w \land x (y \oplus z) + w \land x' (y \odot z)$$

$$p = (w \oplus x) (y' \land z' + y \land z) + (w \odot x) (z'y + zy') + (w \oplus x) (y \odot z) + (w \odot x) (y \oplus z)$$

$$p = (w \oplus x) (y \oplus z)' + (w \oplus x)' (y \oplus z)$$

$$p = w \oplus x \oplus y \oplus z$$

Logic Circuit Diagram



Simulator Truth Table

■ ○ ■ Table							
File New Edit	Create K-Map						
w	X	Z	у	р			
0	0	0	0	0			
0	0	0	1	1			
0	0	1	0	1			
0	0	1	1	0			
0	1	0	0	1			
0	1	0	1	0			
0	1	1	0	0			
0	1	1	1	1			
1	0	0	0	1			
1	0	0	1	0			
1	0	1	0	0			
1	0	1	1	1			
1	1	0	0	0			
1	1	0	1	1			
1	1	1	0	1			
1	1	1	1	0			
$p = (\overline{w} \wedge \overline{x} \wedge y \wedge \overline{z}) \vee (\overline{w} \wedge \overline{x} \wedge \overline{y} \wedge z) \vee (\overline{w} \wedge x)$							

Summary and Conclusions

I began the laboratory assignment by researching and studying parity bits from the online textbook. Following the instructions from the assignment, I created a truth table with all the 16 possible input combinations and output values. The output value was 1 if there were an odd number of input variables with the value 1, and 0 if there were an even number of input variables with the value 0. I then created a Karnaugh map which produced a checkerboard value and came up with the long boolean equation for the values. I then simplified the boolean original equation using the distributive property and rules to transform over to XNOR and XOR. I built the logic function using the minimal number of gates and combinations of gates, using only three XOR. The simulator works because for example when (w x y z) = $(1\ 1\ 1\ 0)$, the circuit should produce an output P of 1 so that the resulting code word is (w x y z P) = $(1\ 0\ 1\ 1\ 0)$ which has an even parity. In contrast, the simulator also works because for example when (w x y z) = $(0\ 0\ 1\ 1\ 0)$, the circuit produces an output P of 0 so that the resulting code word is (w x y z P) = $(0\ 0\ 1\ 1\ 0)$ which has an even parity. I then finished by checking the output of my program with the built in truth table for my XOR functions.