

SC1005 Digital Logic

Tutorial 6

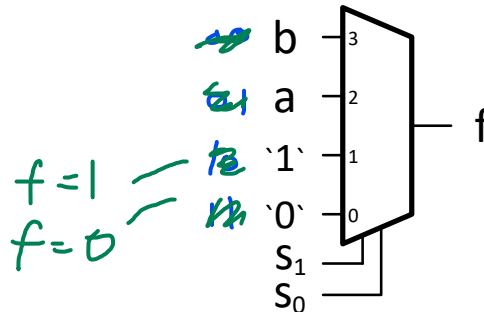
$$F = i0s1's0' + i1s1's0' + i2s1's0'$$

kmap

	00	01	11	10
00	0	0	0	0
01	1	1	1	1
10	0	0	1	0

- Q1 Determine the minimized sum-of-products expression for the 4-1 multiplexer below, and hence sketch the equivalent circuit using just AND and OR gates. Bubble inputs are allowed.

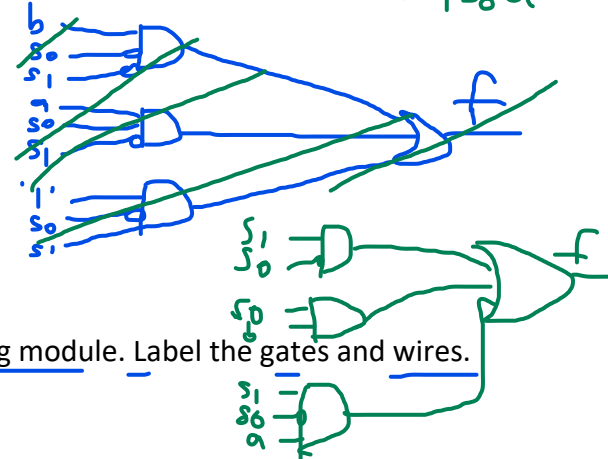
Truth table



$$f = 1$$

$$f = 0$$

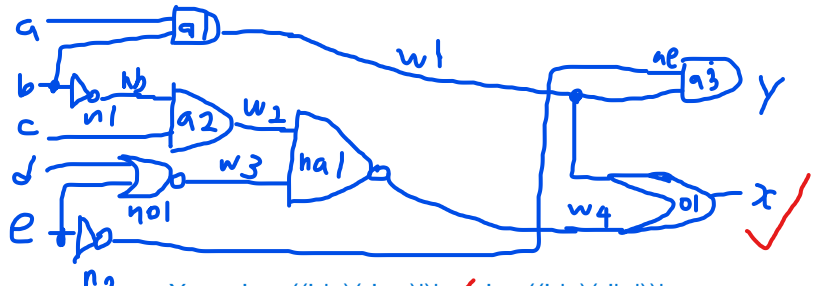
$$f = s_1's_0 + s_1s_0 + s_1s_0'a$$



- Q2. (a) Draw the circuit represented by the following Verilog module. Label the gates and wires.

```
module whatisit (input a, b, c, d, e,
                 output x, y);
```

```
    not n1 (nb, b);
    not n2 (ne, e);
    and a1 (w1, a, b);
    and a2 (w2, nb, c);
    nor no1 (w3, d, e);
    nand na1 (w4, w2, w3);
    or o1 (x, w1, w4);
    and a3 (y, ne, w1);
endmodule
```



$$X = ab + ((b'c)(d+e))' = ab + ((b'c)(d'e'))'$$

$$= ab + (b'cd'e') = ab + b'c'd + b'e' = a + c' + d + e$$

- (b) Write down a logic expression for each of the outputs.

$$Y = abe'$$

- Q3. You are required to design a ferry boarding system to direct cars to one of four boarding ramps. The input to the circuit is a 2-bit binary number representing which ramp to use, and a 1-bit signal which is high when all ramps are full. These signals are generated for you (possibly by the human gatekeeper). The circuit has outputs that control four green lights, one above each of the ramps, with only one active at any time. If all ramps are full, no lights should be illuminated indicating that vehicles should not proceed to join any ramp.

- (a) Sketch a block diagram for the circuit using a single 2-4 decoder (with enable). A 2-4 decoder takes a 2-bit binary input and produces a one-hot 4-bit output if enable is TRUE.
- (b) Write a Verilog module to implement the boarding system that instantiates a predefined decoder module with the following declaration:

```
module dec2to4 (input [1:0] i, input en, output [3:0] d);
```

- Q4. Rewrite the Verilog module of Q2 using a single assign statement for each output.

