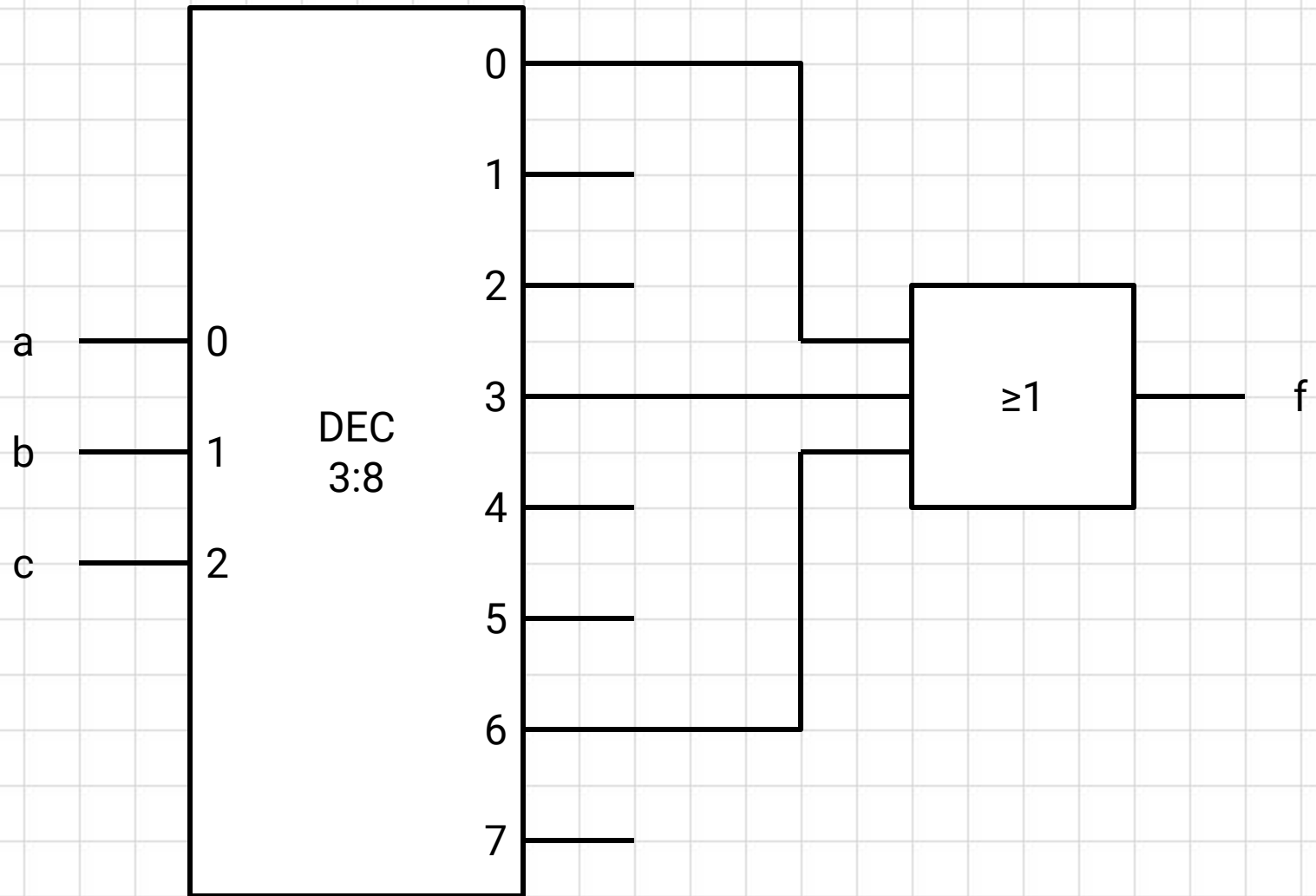


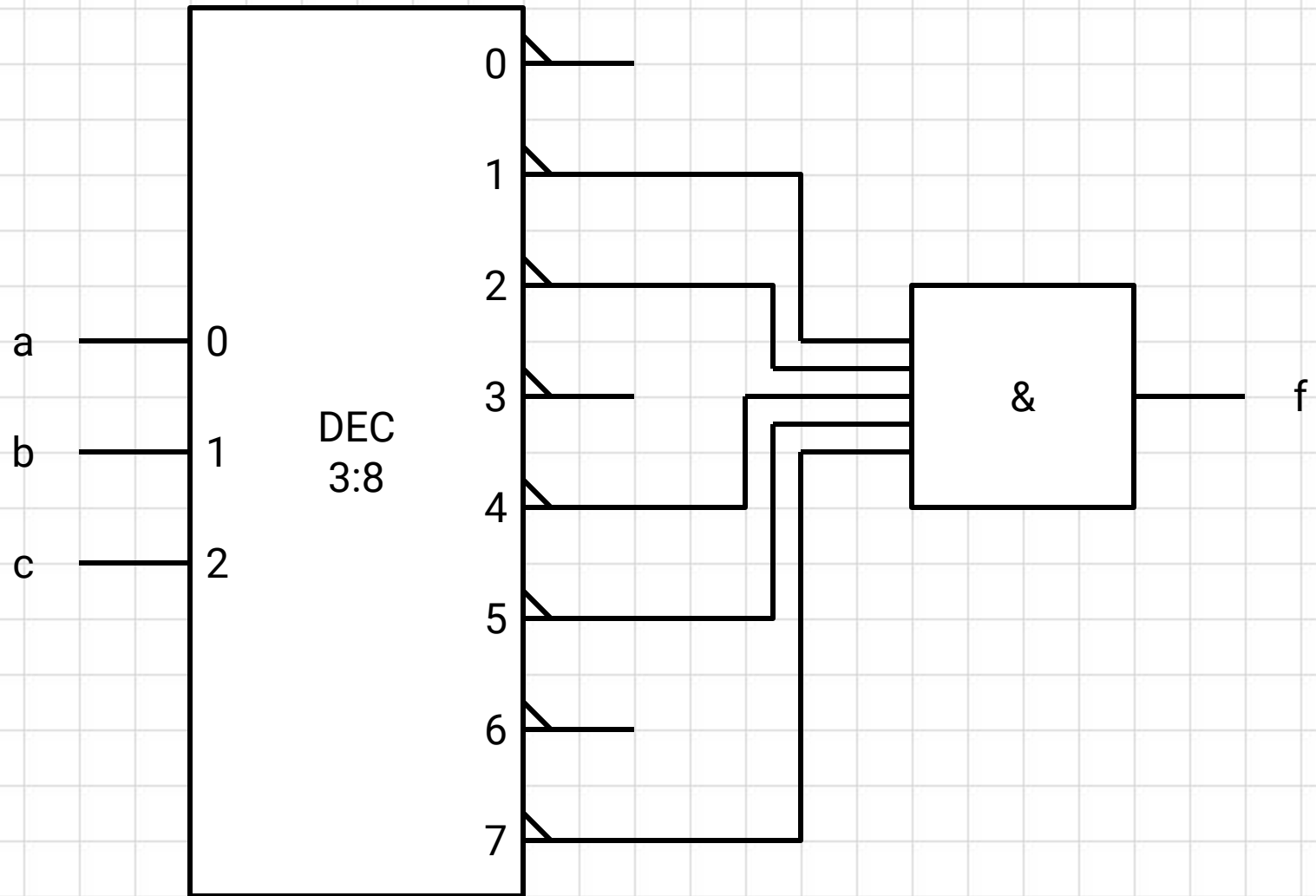
# **Problema 3-01**

Decodificadores

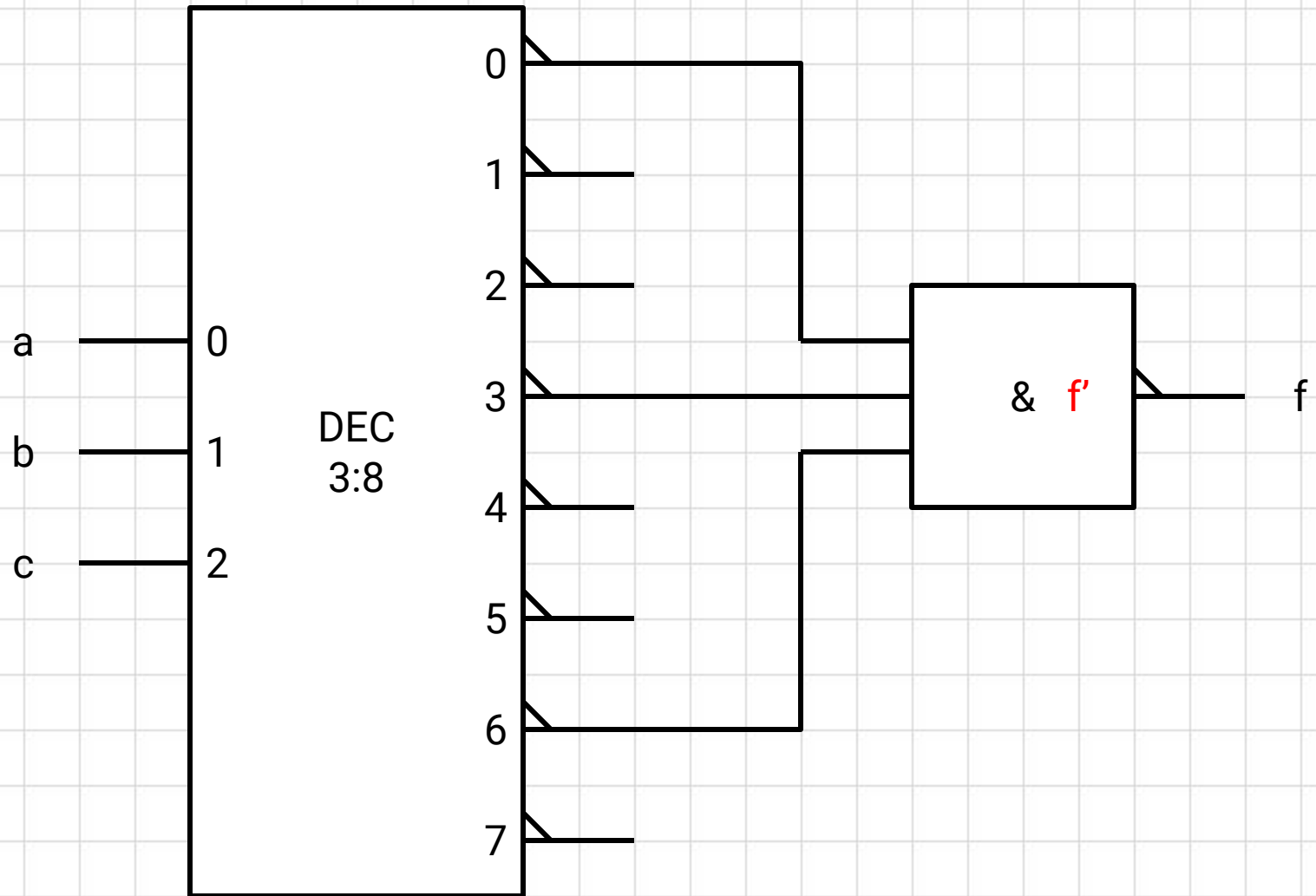
a) DEC (salidas en alto) y OR:  $f = \sum(0, 3, 6)$



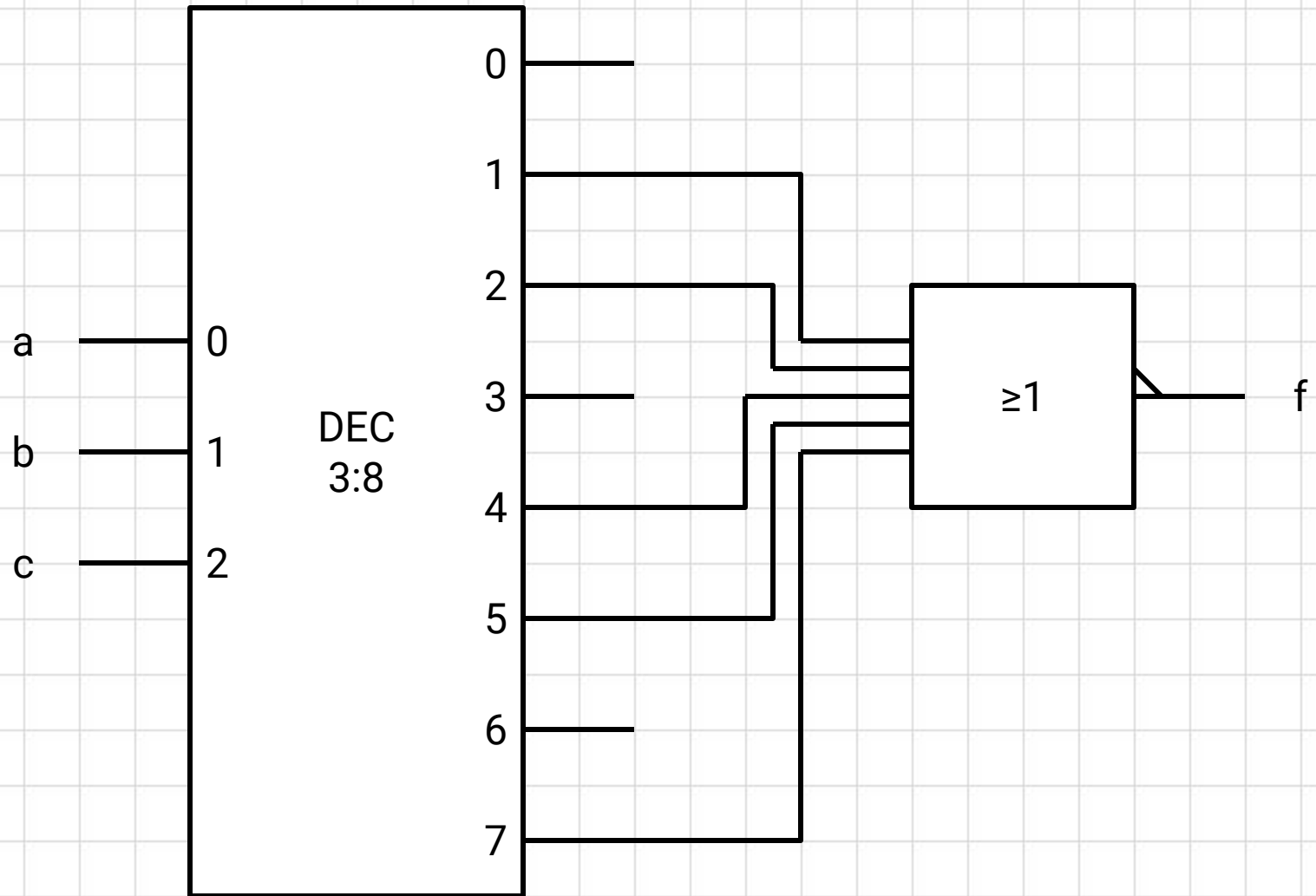
b) DEC (salidas en bajo) + AND:  $f = \Sigma(0, 3, 6) = \Pi(1, 2, 4, 5, 7)$



c) DEC (salidas en bajo) y NAND:  $f = \Sigma(0, 3, 6)$ ,  $f' = \Pi(0, 3, 6)$



d) DEC (salidas en alto) + NOR:  $f = \Sigma(0, 3, 6) = \Pi(1, 2, 4, 5, 7)$

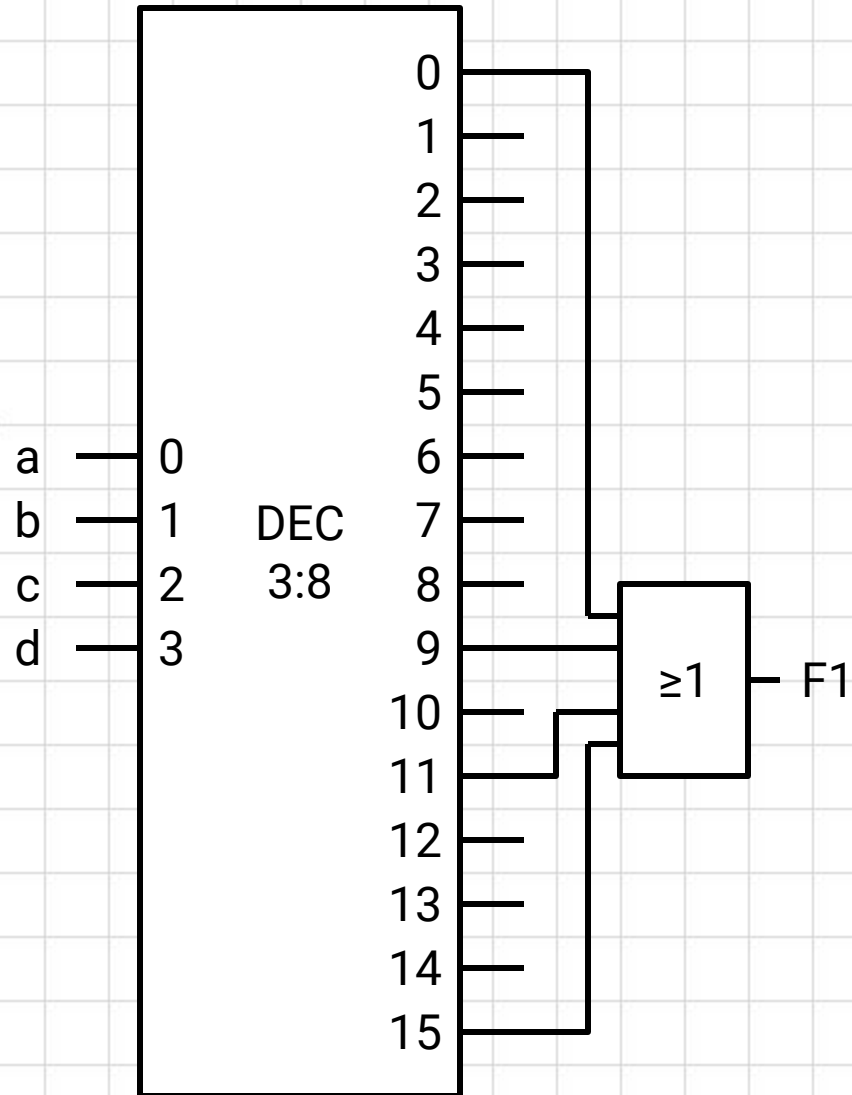


# **Problema 3-02**

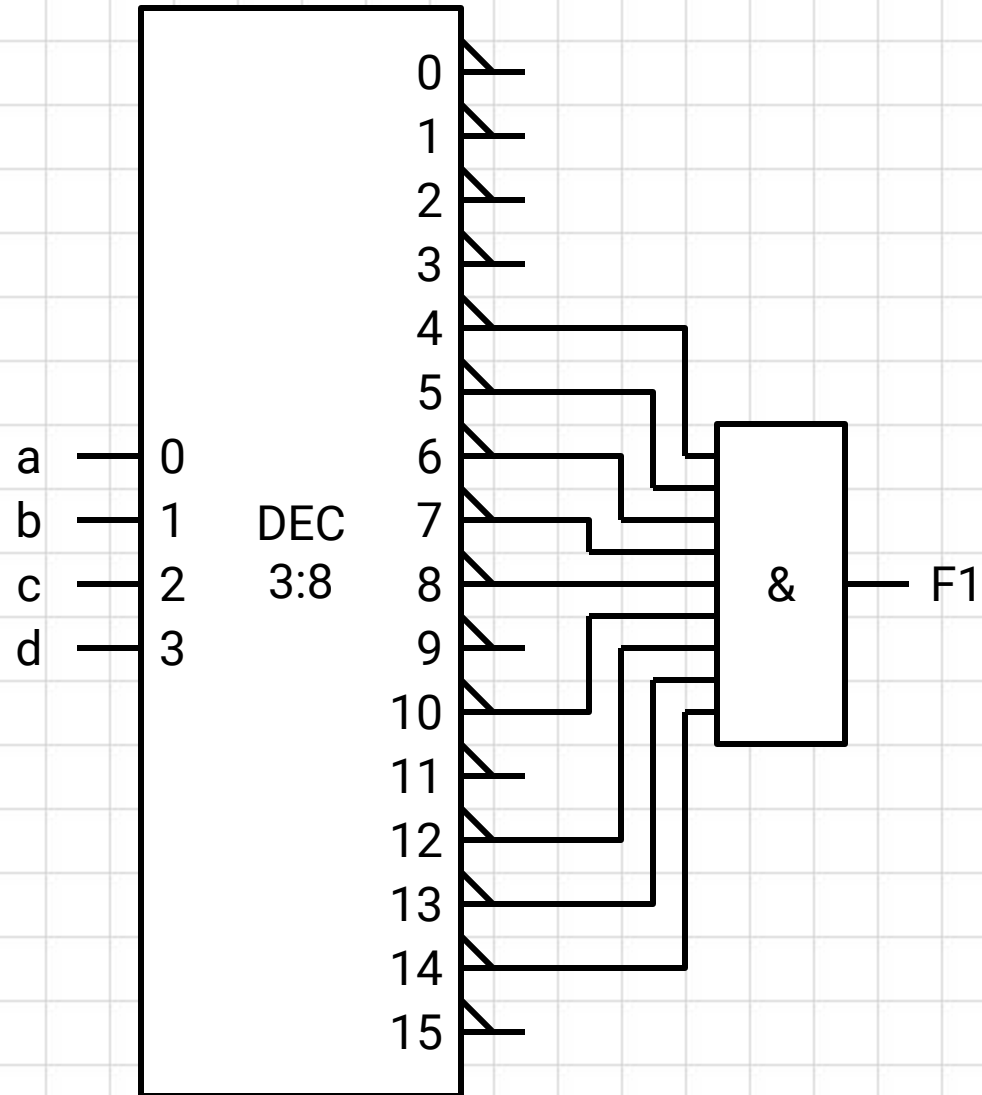
Decodificadores con indeterminaciones

$$F1 = \Sigma(0, 9, 11, 15) + d(1, 2, 3) = \Pi(4, 5, 6, 7, 8, 10, 12, 13, 14) \cdot d(1, 2, 3)$$

a) DEC (salidas en alto) + OR:



b) DEC (salidas en bajo) + AND:



# **Problema 3-03**

Conteo de ceros y unos



<u>abcd</u>	<u>z2z1z0</u>
-------------	---------------

0000	100
------	-----

0001	100
------	-----

0010	100
------	-----

0011	010
------	-----

0100	100
------	-----

0101	010
------	-----

0110	010
------	-----

0111	001
------	-----

<u>abcd</u>	<u>z2z1z0</u>
-------------	---------------

1000	100
------	-----

1001	010
------	-----

1010	010
------	-----

1011	001
------	-----

1100	010
------	-----

1101	001
------	-----

1110	001
------	-----

1111	001
------	-----

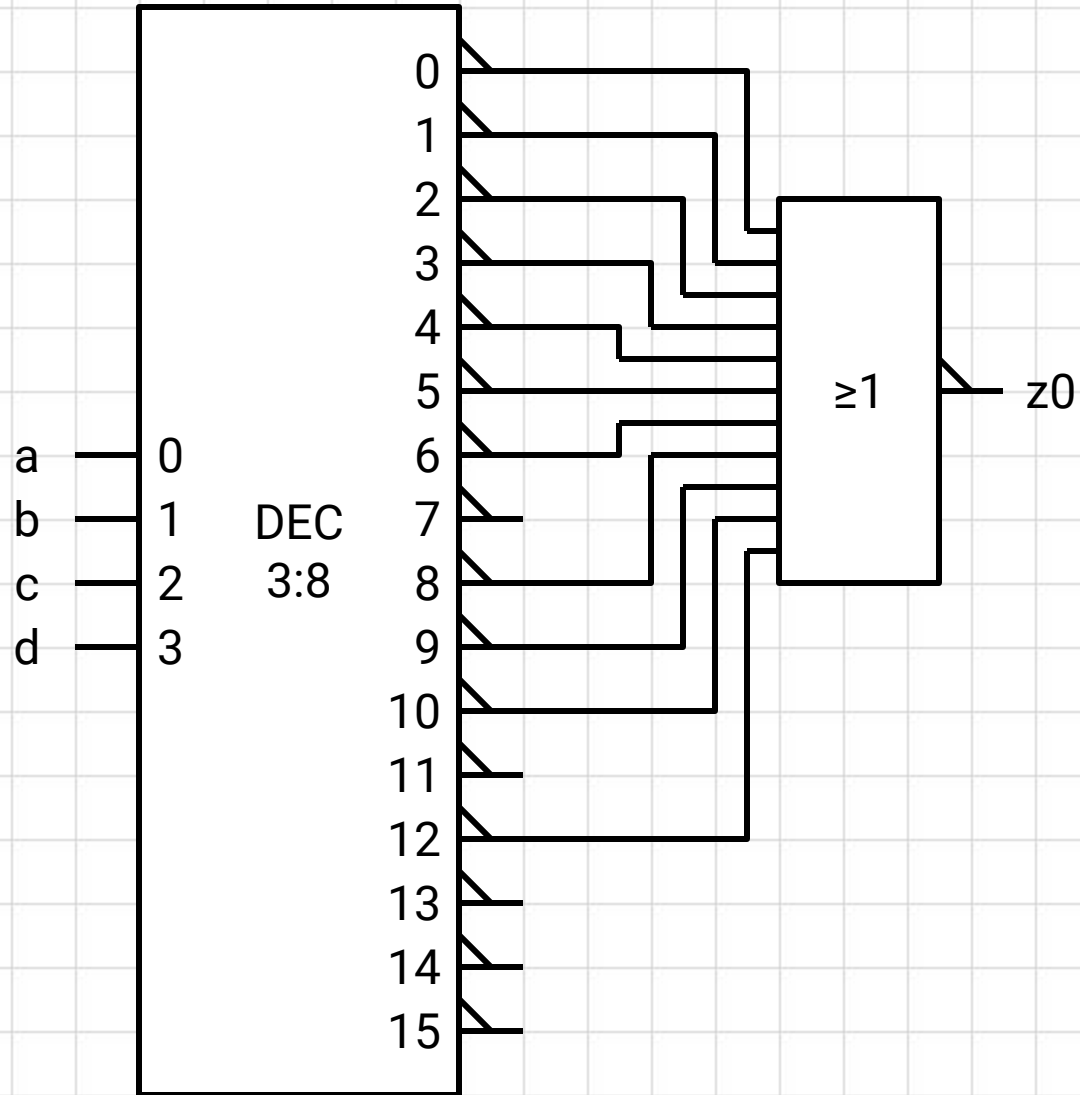
a)

$$z0 = \Sigma(7, 11, 13, 14, 15)$$

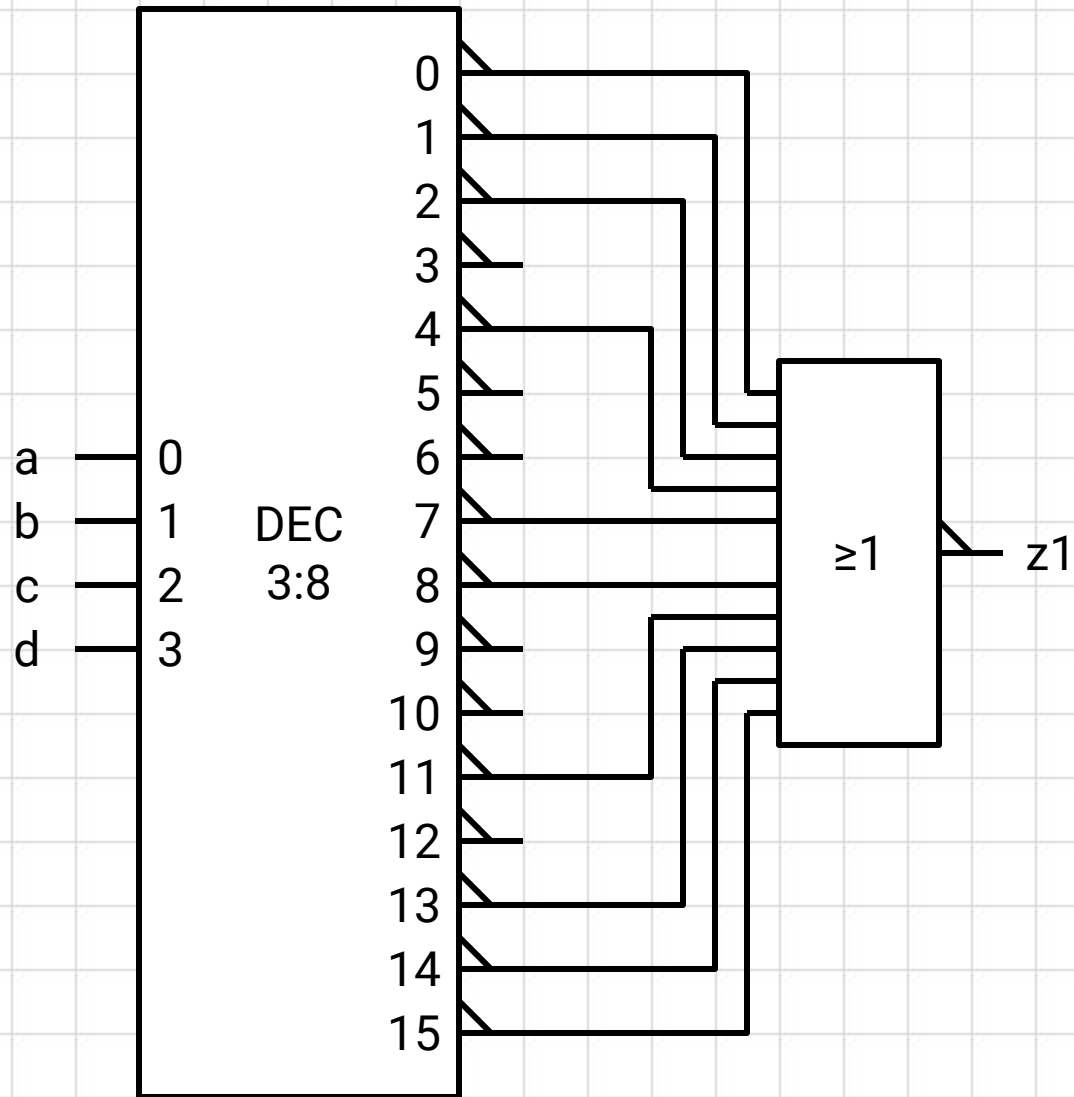
$$z1 = \Sigma(3, 5, 6, 9, 10, 12)$$

$$z2 = \Sigma(0, 1, 2, 4, 8)$$

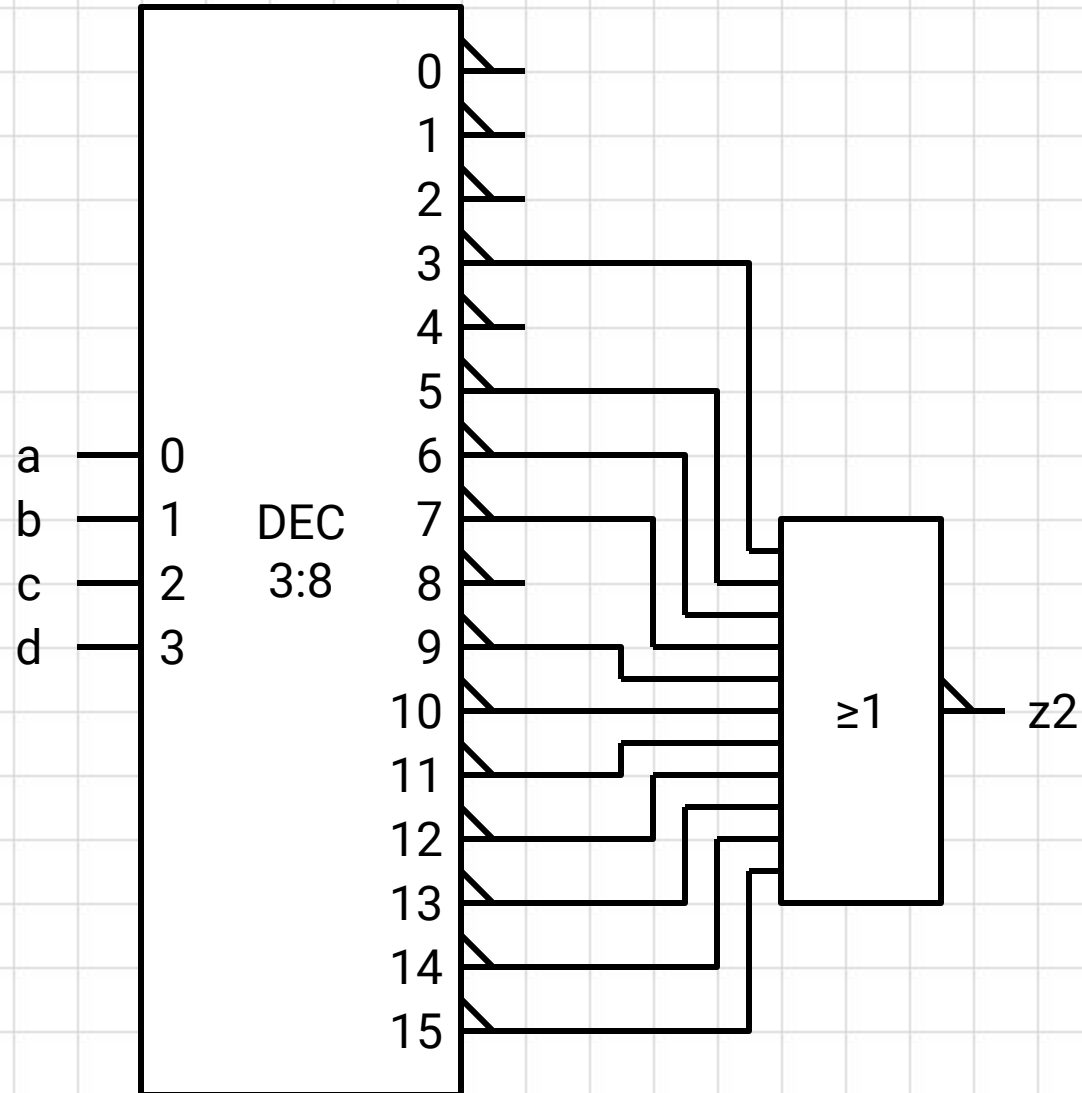
$$z_0 = \Sigma(7, 11, 13, 14, 15) = \Pi(0, 1, 2, 3, 4, 5, 6, 8, 9, 10, 12)$$



$$z1 = \Sigma(3, 5, 6, 9, 10, 12) = \Pi(0, 1, 2, 4, 7, 8, 11, 13, 14, 15)$$



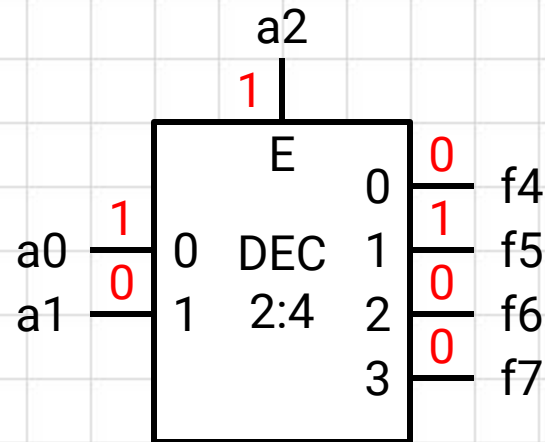
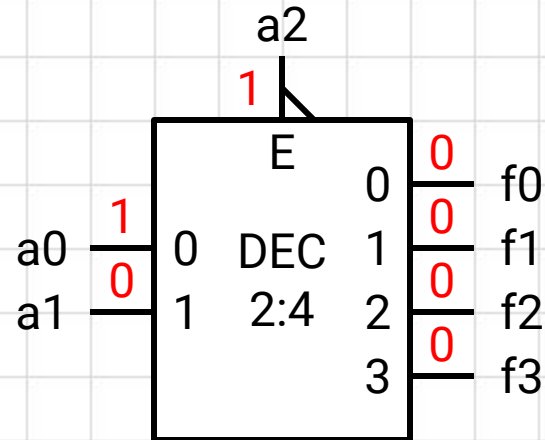
$$z2 = \Sigma(0, 1, 2, 4, 8) = \Pi(3, 5, 6, 7, 9, 10, 11, 12, 13, 14, 15)$$



# **Problema 3-04**

Asociación de DEC

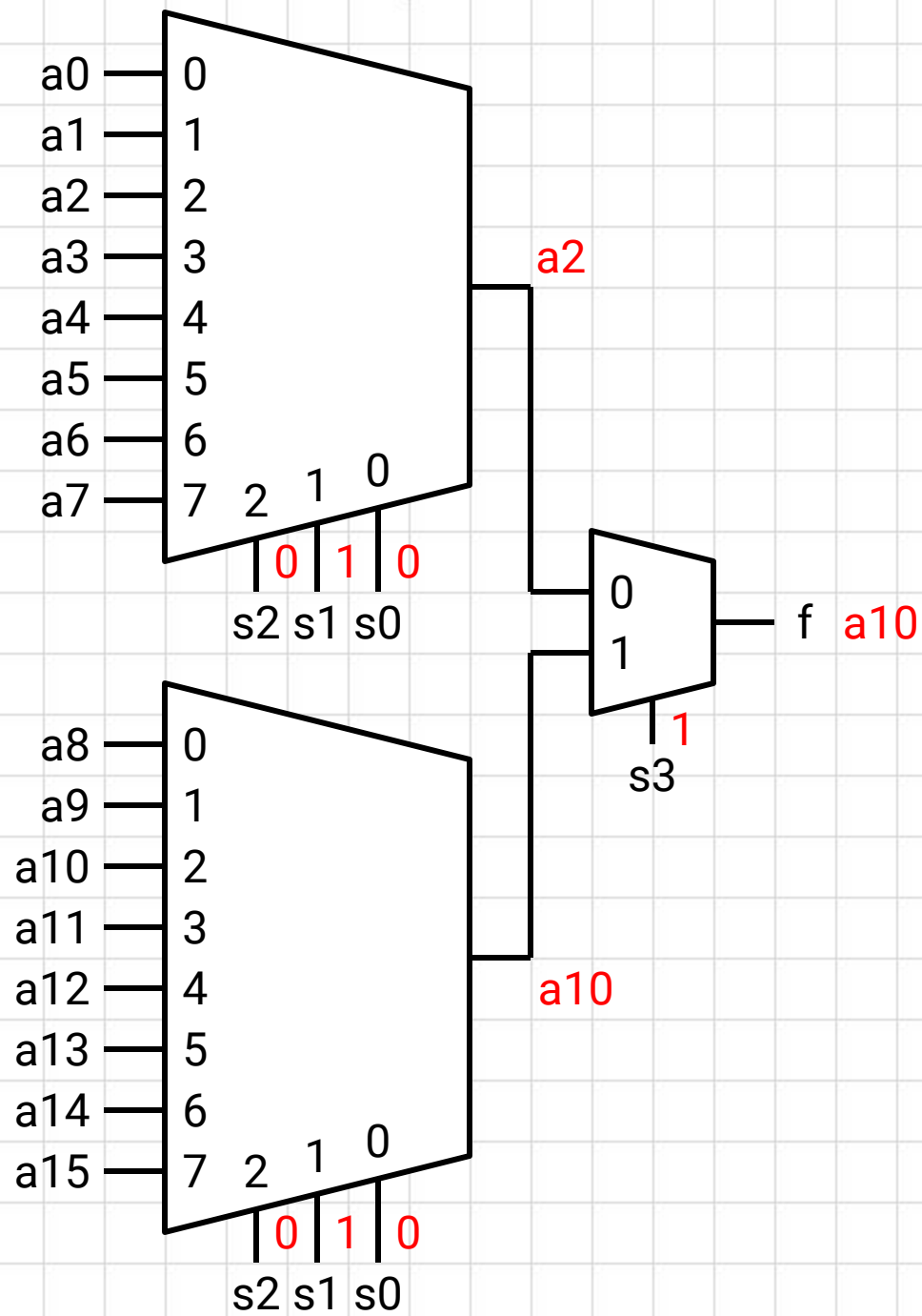
b) Un DEC 3:8



# **Problema 3-05**

Asociación de MUX

b) Un MUX16





# **Problema 3-06**

Implementación de funciones con MUX

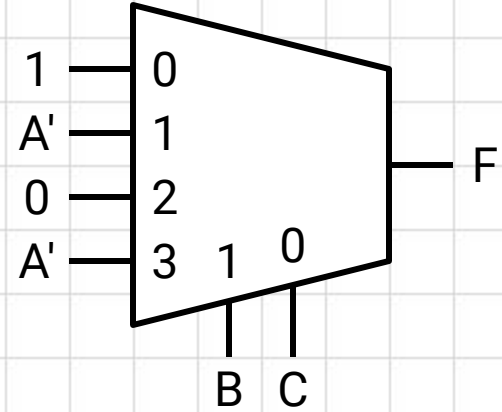
Realice las funciones de conmutación siguientes utilizando multiplexores de 4 canales (MUX 4:1). Considere las variables en doble rail.

- a)  $F = \Sigma(0, 1, 3, 4)$
- b)  $F = \Sigma(2, 4, 5, 7)$
- c)  $F = \Sigma(0, 3, 4)$
- d)  $F = \Sigma(1, 2, 3, 6, 7)$

a)  $F = \Sigma(0, 1, 3, 4)$

		BC			
		00	01	11	10
A	0	1	1	1	0
	1	1	0	0	0

F



# **Problema 3-08**

DEC y MUX en Verilog

a)

<u>E</u>	<u>A</u>	<u>F</u>
0	**	1111
1	00	1110
1	01	1101
1	10	1011
1	11	0111

$$F_0 = E' + A_1 + A_0$$

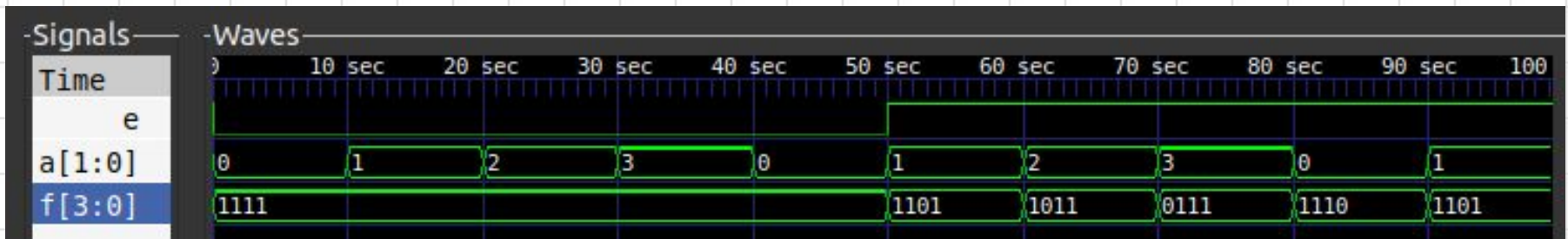
$$F_1 = E' + A_1 + A_0'$$

$$F_2 = E' + A_1' + A_0$$

$$F_3 = E' + A_1' + A_0'$$

b)

```
module prob308b (input e, input [1:0] a, output [3:0] f);  
    assign f = {4{~e}} | ~(1 << a);  
endmodule
```



c)

<u>S</u>	<u>A</u>	<u>F</u>
00	***0	0
00	***1	1
01	**0*	0
01	**1*	1
10	*0**	0
10	*1**	1
11	0***	0
11	1***	1

$$F = S_1' S_0' A_0 + S_1' S_0 A_1 + S_1 S_0' A_2 + S_1 S_0 A_3$$

d)

```
module prob308d (input [1:0] s, input [3:0] a, output f);  
    assign f = a[s];  
endmodule
```





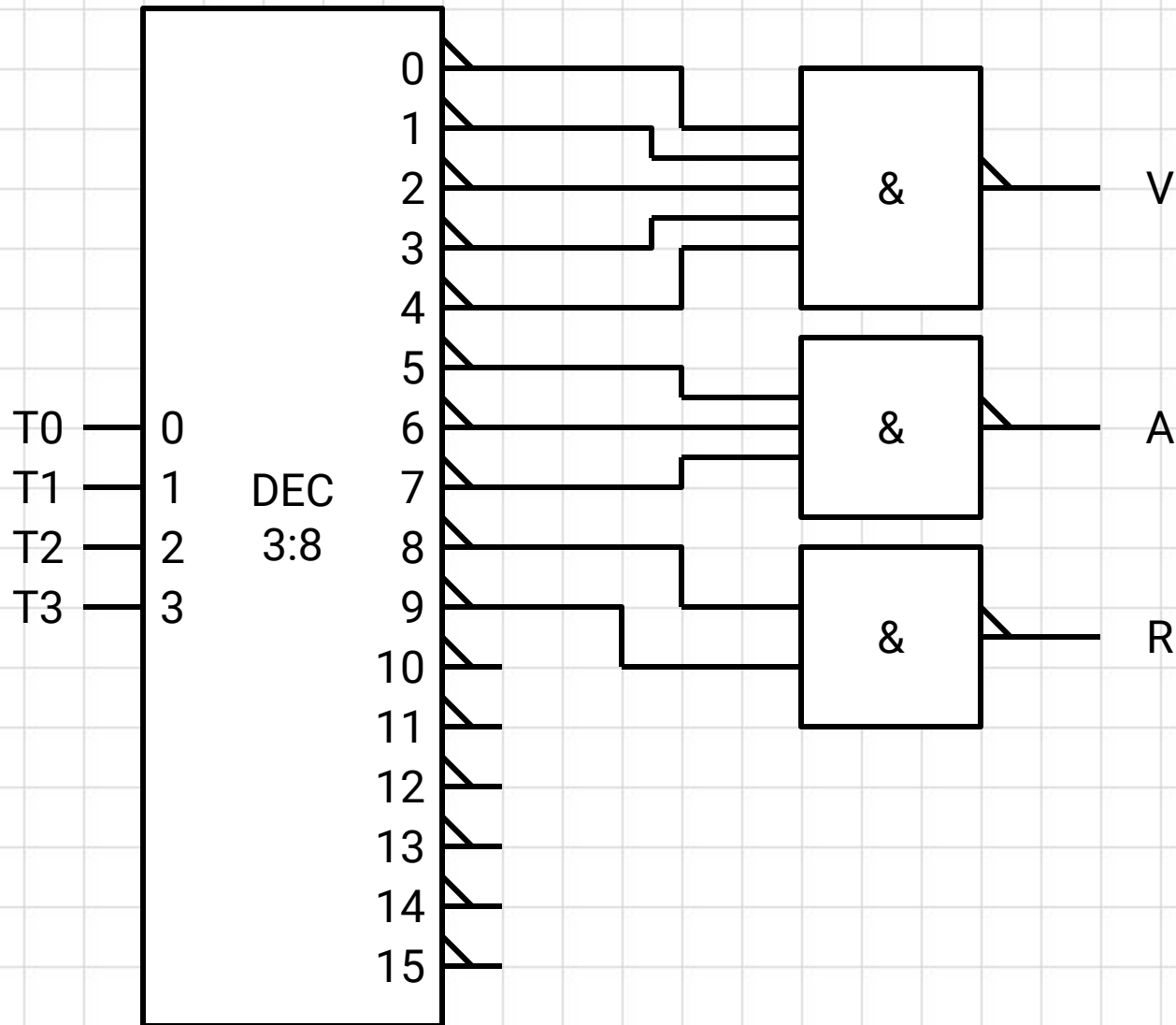
# **Problema 3-09**

Sensor de toxicidad

a)  $V = \sum(0, 1, 2, 3, 4) + d(10, 11, 12, 13, 14, 15)$

$A = \sum(5, 6, 7) + d(10, 11, 12, 13, 14, 15)$

$R = \sum(8, 9) + d(10, 11, 12, 13, 14, 15)$



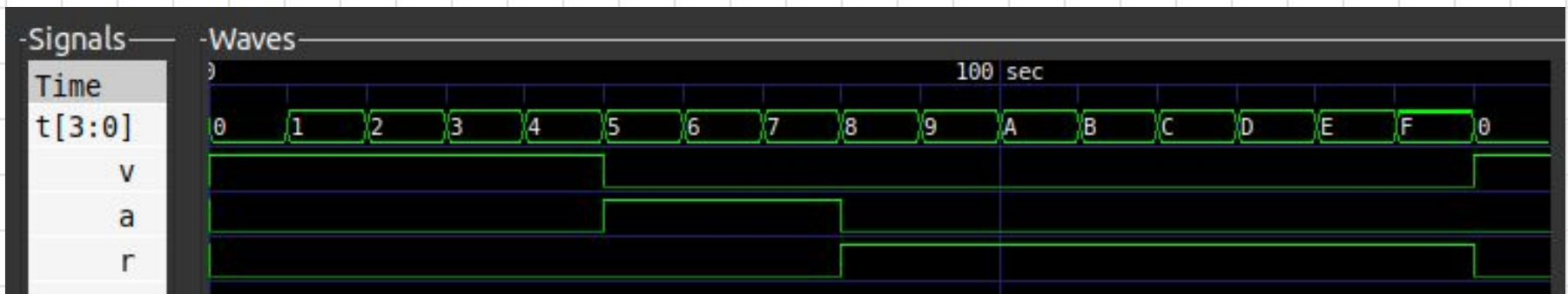
b)

```
module circuitox (  
    input wire t3, t2, t1, t0,  
    output reg r, a, v);  
  
    always @* begin  
        {r, a, v} = 0;  
        if ({t3, t2, t1, t0} <= 4)  
            v = 1;  
        if ({t3, t2, t1, t0} >= 5 && {t3, t2, t1, t0} <= 7)  
            a = 1;  
        if ({t3, t2, t1, t0} >= 8)  
            r = 1;  
    end  
  
endmodule
```

```

c)
module circuitox_tb;
    reg [3:0] t;
    wire r, a, v;
    circuitox dut(t[3], t[2], t[1], t[0], r, a, v);
    initial begin
        $dumpfile("sim.vcd"); $dumpvars;
        t = 0;
        #170 $finish;
    end
    always #10 t = t + 1;
endmodule

```



# **Problema 3-10**

MUX4 en Verilog

a)

```
module prob310a (  
    input [1:0] s,  
    input [3:0] a,  
    output f  
);
```

```
    assign f = a[s];
```

```
endmodule
```

b)

```
module prob310b (  
    input [1:0] s,  
    input [3:0] a,  
    output reg f  
);  
  
    always @*  
        f = a[s];  
  
endmodule
```

# **Problema 3-11**

DEMUX4 en Verilog



a)

```
module demux4 (  
    input [1:0] s,  
    input a,  
    output [3:0] f  
);  
  
    assign f = a << s;  
  
endmodule
```

# **Problema 3-12**

DEC 4:16 en Verilog

a)

```
module dec4a16 (  
    input  [ 3:0] a,  
    output [15:0] f  
);  
  
    assign f = 1 << a;  
  
endmodule
```

# **Problema 3-13**

Convertidor BCD a 7-Segment en Verilog

a)

```
module conv_bin_7seg (  
    input [3:0] in,  
    output reg a, b, c, d, e, f, g);  
    always @*  
        case (in)  
            0:      {a, b, c, d, e, f, g} = 7'b11111110;  
            1:      {a, b, c, d, e, f, g} = 7'b01100000;  
            2:      {a, b, c, d, e, f, g} = 7'b1101101;  
            3:      {a, b, c, d, e, f, g} = 7'b1111001;  
            4:      {a, b, c, d, e, f, g} = 7'b0110011;  
            5:      {a, b, c, d, e, f, g} = 7'b1011011;  
            6:      {a, b, c, d, e, f, g} = 7'b1011111;  
            7:      {a, b, c, d, e, f, g} = 7'b1110000;  
            8:      {a, b, c, d, e, f, g} = 7'b1111111;  
            default: {a, b, c, d, e, f, g} = 7'b1110011;  
        endcase  
    endmodule
```

# GTKWave - sim.vcd

File Edit Search Time Markers View Help

From: 0 sec To: 100 sec Marker: - | Cursor: 0 sec

SST

conv\_bin\_7seg\_tb  
dut

Type Signals

reg	a
reg	b
reg	c
reg	d
reg	e
reg	f
reg	g
wire	in[3:0]

Filter:

Append

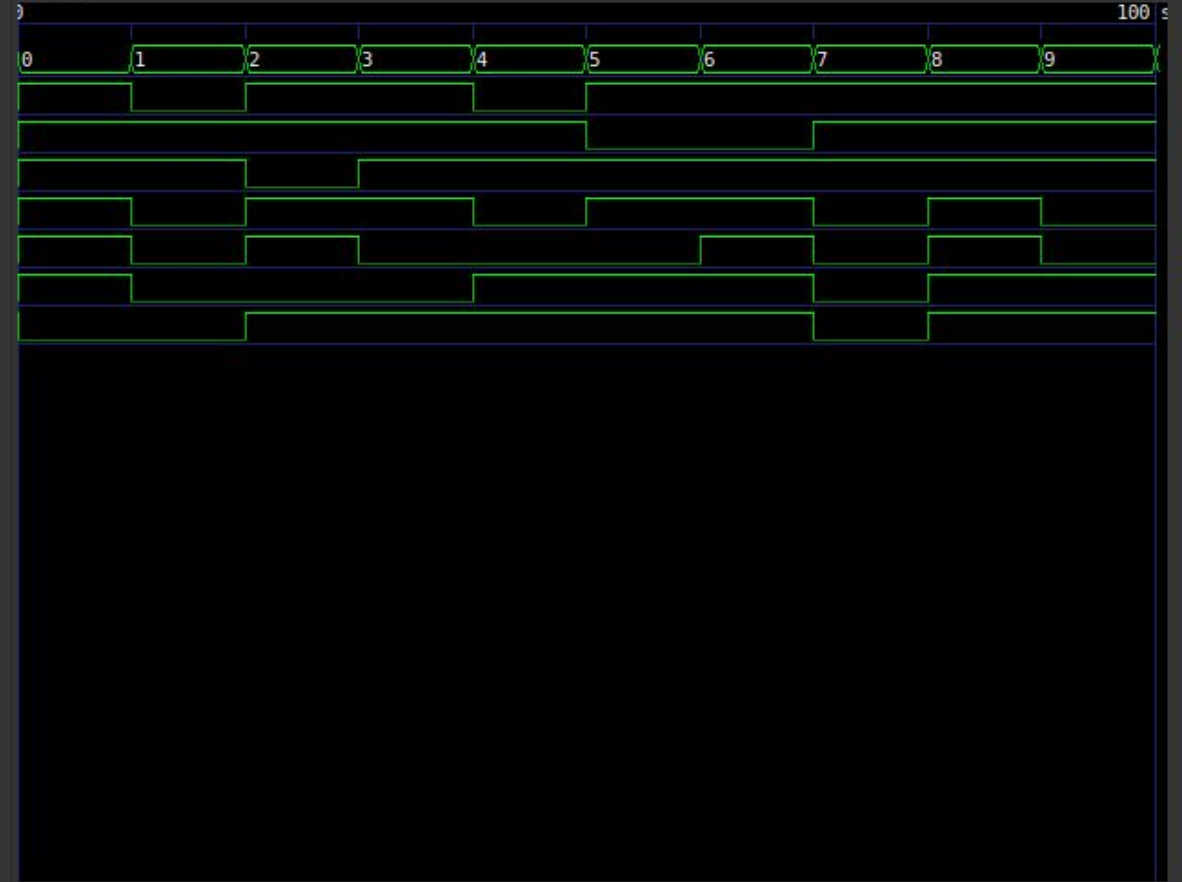
Insert

Replace

Signals

Time
in[3:0]
a
b
c
d
e
f
g

Waves



# **Problema 3-14**

Codificador prioridad 8:3 en Verilog

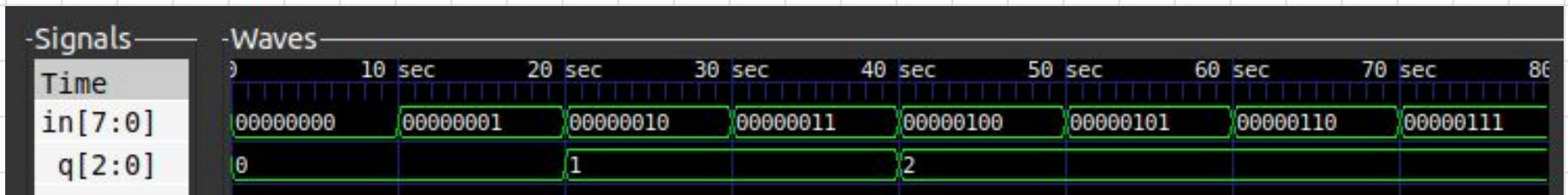
```

module cod_pri_8_3 (input [7:0] in, output reg [2:0] q);

    always @* begin
        q = 0;
        for (integer n = 1; n < 8; n = n + 1)
            if (in[n]) q = n;
        end

    endmodule

```

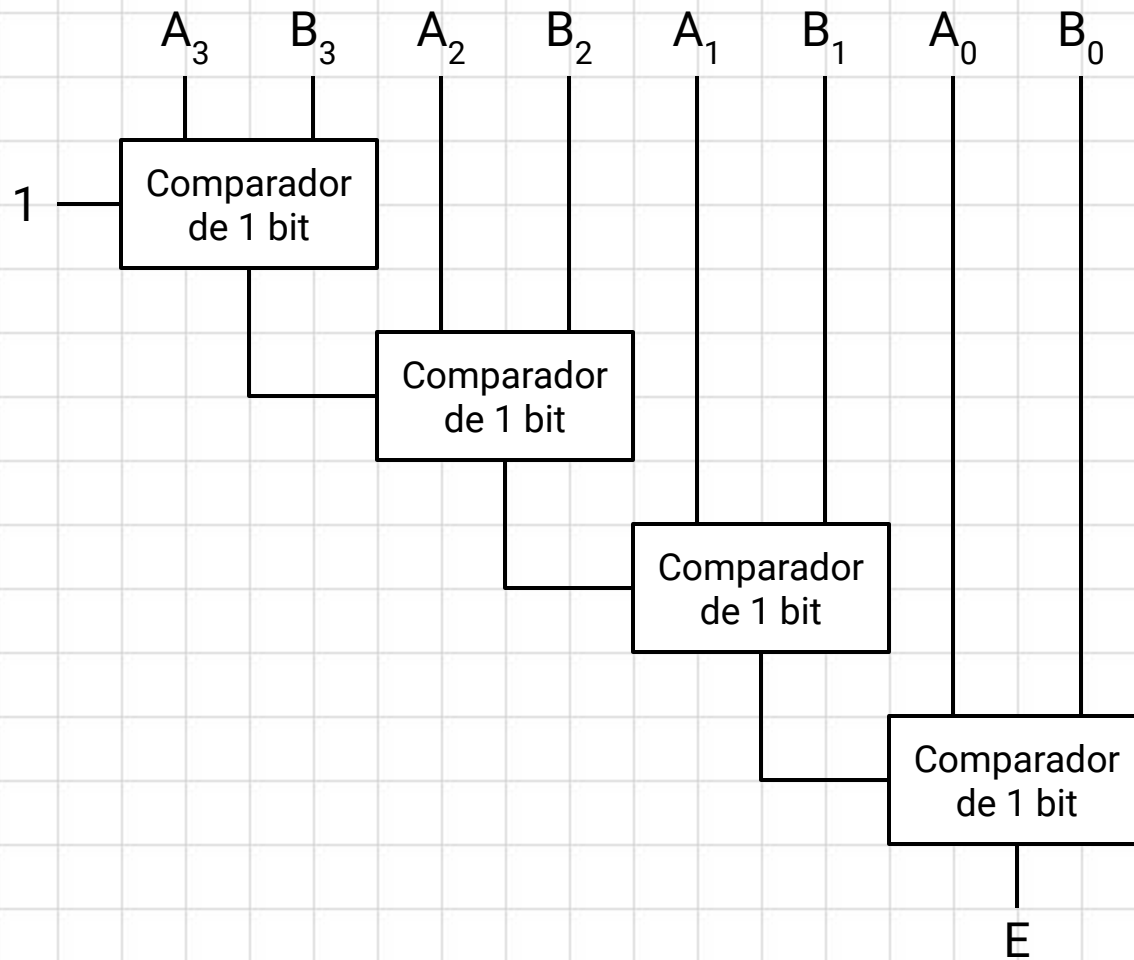




# **Problema 3-15**

Comparador

a)

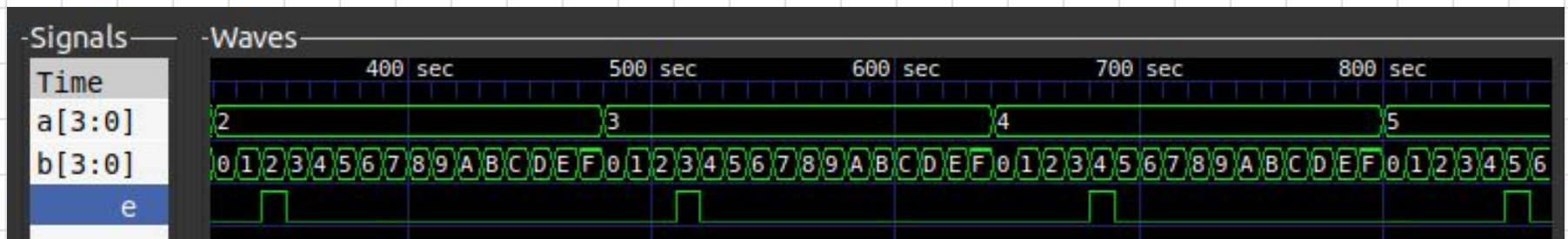


b)

```
module comp1bit(input a, b, c, output e);  
    assign e = c && (a == b);  
endmodule
```

c)

```
module comp4bit(input [3:0] a, input [3:0] b, output e);  
    wire w1, w2, w3;  
    comp1bit c3(a[3], b[3], 1'b1, w3);  
    comp1bit c2(a[2], b[2], w3, w2);  
    comp1bit c1(a[1], b[1], w2, w1);  
    comp1bit c0(a[0], b[0], w1, e);  
endmodule
```



d)

```
module comp4bit_proc(input [3:0] a, input [3:0] b,  
                    output reg e);  
  
    always @*  
        e = (a == b);  
  
endmodule
```

