

# Mini Project - Digital System Design

EE311

Roll Number - 16EE230

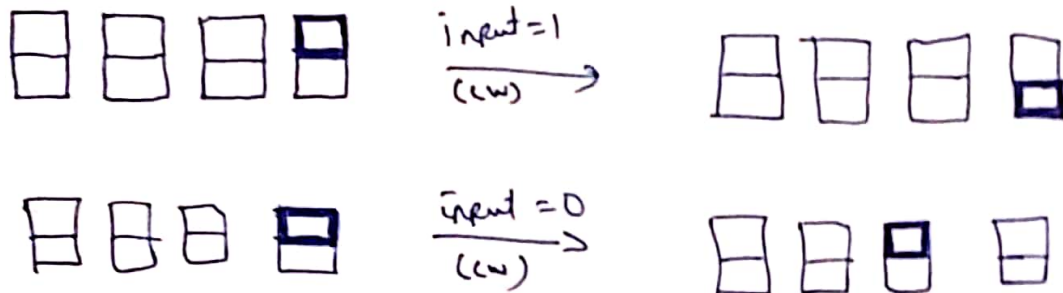
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Question # 8

Objective :-

Given a 7-segment LED display (4 in number), circulate a square pattern based on the input.

eg:- Thick edges indicate 'ON'.



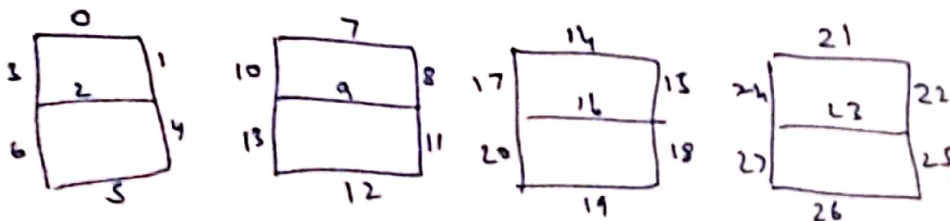
Solution :-

Input : cw (0 or 1) indicating if clockwise or not

Number of States = 8 (Can be observed from the diagram)

Output :-

Since we have a 7-segment led display and 4 such displays, number of outputs = 28. Let us number them below :-



But there are only 8 possible outputs and we can clearly eliminate some states based on observation that the output is always a square.

Therefore, let us rename the states

$$Z_0 = Z_1 = Z_3 = Z_{000}$$

$$Z_4 = Z_5 = Z_6 = Z_{001}$$

$$Z_2 = Z_{00}$$

$$Z_7 = Z_8 = Z_{10} = Z_{010}$$

$$Z_{11} = Z_{12} = Z_{13} = Z_{011}$$

$$Z_9 = Z_{01}$$

$$Z_{14} = Z_{15} = Z_{17} = Z_{100}$$

$$Z_{18} = Z_{19} = Z_{20} = Z_{101}$$

$$Z_{16} = Z_{10}$$

$$Z_{21} = Z_{22} = Z_{24} = Z_{110}$$

$$Z_{25} = Z_{26} = Z_{27} = Z_{111}$$

$$Z_{23} = Z_{11}$$

9 outputs

$$Z = Z_{000} Z_{00} Z_{001} Z_{010} Z_{01} Z_{011} Z_{100} Z_{10} Z_{101} Z_{110} Z_{11} Z_{111}$$

In short,  $Z_{xy} =$  middle segment of panel  $(xy)_2$

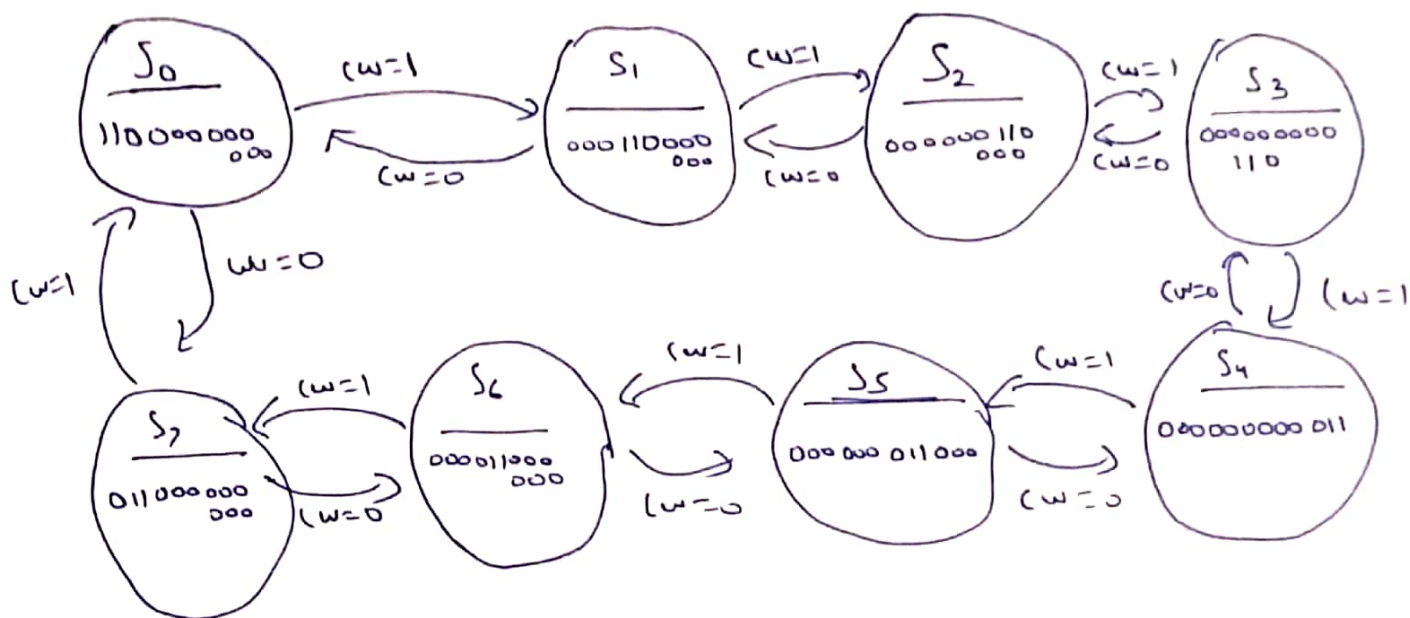
$Z_{xy0} =$  Upper 3 segments of panel  $(xy)_2$

$Z_{xy1} =$  Lower 3 segments of panel  $(xy)_2$

This is based on the fact that, to form a square all 3 of any upper or lower segment + the middle segment must be lit.

Let's create the state diagram :-

It is a Moore Machine as the output only depends on the present state.



Moore State Diagram

State Table (Let's replace state with numbers  $Q = Q_2 Q_1 Q_0$  to represent the state)

Present State			Input	Next State			Output													
$Q_2$	$Q_1$	$Q_0$		$Q_2^+$	$Q_1^+$	$Q_0^+$	$Z_{000}$	$Z_{001}$	$Z_{010}$	$Z_{011}$	$Z_{100}$	$Z_{101}$	$Z_{110}$	$Z_{111}$	$Z_{200}$	$Z_{201}$				
0	0	0	0	1	1	1	1	1	0	0	0	0	0	0	0	0				
0	0	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0				
0	0	1	0	0	0	0	0	0	1	1	0	0	0	0	0	0				
0	0	1	1	0	1	0	0	0	1	1	0	0	0	0	0	0				
0	1	0	0	0	0	1	0	0	0	0	0	1	1	0	0	0				
0	1	0	1	0	1	1	0	0	0	0	0	1	1	0	0	0				
0	1	1	0	0	1	0	0	0	0	0	0	0	0	1	1	0				
0	1	1	1	1	0	0	0	0	0	0	0	0	0	1	1	0				
1	0	0	0	0	1	1	0	0	0	0	0	0	0	0	1	1				
1	0	0	1	1	0	1	0	0	0	0	0	0	0	0	1	1				
1	0	1	0	1	0	0	0	0	0	0	0	1	1	0	0	0				
1	0	1	1	1	1	0	0	0	0	0	0	1	1	0	0	0				
1	1	0	0	1	0	1	0	0	0	1	1	0	0	0	0	0				
1	1	0	1	1	1	1	0	0	0	1	1	0	0	0	0	0				
1	1	1	0	1	1	0	0	1	1	0	0	0	0	0	0	0				
1	1	1	1	0	0	0	0	1	1	0	0	0	0	0	0	0				



Since it is a Moore State Machine,  $Z$  only depends on  $Q$

Also, we know that the middle segment is turned on only when the upper segment on the lower segment is turned on in order to form a square

$$\begin{aligned} \therefore Z_{00} &= Z_{000} \mid Z_{001} & \text{where } \mid \text{ represents OR} \\ Z_{01} &= Z_{010} \mid Z_{011} \\ Z_{10} &= Z_{100} \mid Z_{101} \\ Z_{11} &= Z_{110} \mid Z_{111} \end{aligned}$$

We can verify the same from the truth table.

Let us create the table for JK flip flop:-

$$Q_2^+ = J Q_2^1 + K' Q_2$$

Present State			Input	Next State			JK Values					
$Q_2$	$Q_1$	$Q_0$	$w$	$Q_2^+$	$Q_1^+$	$Q_0^+$	$J_2$	$K_2$	$J_1$	$K_1$	$J_0$	$K_0$
0	0	0	0	1	1	1	1	X	1	X	1	X
0	0	0	1	0	0	1	0	X	0	X	1	X
0	0	1	0	0	0	0	0	X	0	X	X	1
0	0	1	1	0	1	0	0	X	1	X	X	1
0	1	0	0	0	0	1	0	X	X	1	1	X
0	1	0	1	0	1	1	0	X	X	0	1	X
0	1	1	0	0	1	0	0	X	X	0	1	X
0	1	1	1	1	0	0	1	X	X	1	X	1
1	0	0	0	0	1	1	X	1	1	X	1	X
1	0	0	1	1	0	1	X	0	0	X	1	X
1	0	1	0	1	0	0	X	0	0	X	X	1
1	0	1	1	1	1	0	X	0	1	X	X	1
1	1	0	0	1	0	1	X	0	X	1	1	X
1	1	0	1	1	1	1	X	0	X	0	1	X
1	1	1	0	1	1	0	X	0	X	0	X	1
1	1	1	1	0	0	0	X	1	X	1	X	1

$J_2:$

$Q_2 Q_1 \backslash Q_0 X$	00	01	11	10
00	1 <sub>0</sub>	0 <sub>1</sub>	0 <sub>3</sub>	0 <sub>2</sub>
01	0 <sub>4</sub>	0 <sub>5</sub>	1 <sub>7</sub>	0 <sub>6</sub>
11	X <sub>12</sub>	X <sub>13</sub>	X <sub>15</sub>	X <sub>14</sub>
10	X <sub>8</sub>	X <sub>9</sub>	X <sub>11</sub>	X <sub>10</sub>

$$J_2 = \bar{Q}_1 \bar{Q}_0 \bar{X} + Q_1 Q_0 X$$

$J_1:$

$Q_2 Q_1 \backslash Q_0 X$	00	01	11	10
00	1 <sub>0</sub>	0 <sub>1</sub>	1 <sub>3</sub>	0 <sub>2</sub>
01	X <sub>4</sub>	X <sub>5</sub>	X <sub>7</sub>	X <sub>6</sub>
11	X <sub>12</sub>	X <sub>13</sub>	X <sub>15</sub>	X <sub>14</sub>
10	1 <sub>8</sub>	0 <sub>9</sub>	1 <sub>11</sub>	0 <sub>10</sub>

$$J_1 = \bar{Q}_0 \bar{X} + Q_0 X \\ = Q_0 (X \text{ NOR } X)$$

$J_0:$

$Q_2 Q_1 \backslash Q_0 X$	00	01	11	10
00	1 <sub>0</sub>	1 <sub>1</sub>	X <sub>3</sub>	X <sub>2</sub>
01	1 <sub>4</sub>	1 <sub>5</sub>	X <sub>7</sub>	X <sub>6</sub>
11	1 <sub>12</sub>	1 <sub>13</sub>	X <sub>15</sub>	X <sub>14</sub>
10	1 <sub>8</sub>	1 <sub>9</sub>	X <sub>11</sub>	X <sub>10</sub>

$$J_0 = 1$$

$K_2:$

$Q_2 Q_1 \backslash Q_0 X$	00	01	11	10
00	X <sub>0</sub>	X <sub>1</sub>	X <sub>3</sub>	X <sub>2</sub>
01	X <sub>4</sub>	X <sub>5</sub>	X <sub>7</sub>	X <sub>6</sub>
11	0 <sub>12</sub>	0 <sub>13</sub>	1 <sub>15</sub>	0 <sub>14</sub>
10	1 <sub>8</sub>	0 <sub>9</sub>	0 <sub>11</sub>	0 <sub>10</sub>

$$K_2 = \bar{Q}_1 \bar{Q}_0 \bar{X} + Q_1 Q_0 X$$

$K_1:$

$Q_2 Q_1 \backslash Q_0 X$	00	01	11	10
00	X <sub>0</sub>	X <sub>1</sub>	X <sub>3</sub>	X <sub>2</sub>
01	1 <sub>4</sub>	0 <sub>5</sub>	1 <sub>7</sub>	0 <sub>6</sub>
11	1 <sub>12</sub>	0 <sub>13</sub>	1 <sub>15</sub>	0 <sub>14</sub>
10	X <sub>8</sub>	X <sub>9</sub>	X <sub>11</sub>	X <sub>10</sub>

$$K_1 = \bar{Q}_0 \bar{X} + Q_0 X \\ = Q_0 (X \text{ NOR } X)$$

$K_0:$

$Q_2 Q_1 \backslash Q_0 X$	00	01	11	10
00	X <sub>0</sub>	X <sub>1</sub>	1 <sub>3</sub>	1 <sub>2</sub>
01	X <sub>4</sub>	X <sub>5</sub>	1 <sub>7</sub>	1 <sub>6</sub>
11	X <sub>12</sub>	X <sub>13</sub>	1 <sub>15</sub>	1 <sub>14</sub>
10	X <sub>8</sub>	X <sub>9</sub>	1 <sub>11</sub>	1 <sub>10</sub>

$$K_0 = 1$$

Each of the 2 other than the middle segments have only 1 minterm

$$\begin{aligned}
 \therefore Z_{000} &= \bar{Q}_2 \bar{Q}_1 \bar{Q}_0 = S_0 \\
 Z_{001} &= \bar{Q}_2 \bar{Q}_1 Q_0 = S_7 \\
 Z_{010} &= \bar{Q}_2 \bar{Q}_1 Q_0 = S_1 \\
 Z_{011} &= \bar{Q}_2 \bar{Q}_1 \bar{Q}_0 = S_6 \\
 Z_{100} &= \bar{Q}_2 Q_1 \bar{Q}_0 = S_2 \\
 Z_{101} &= \bar{Q}_2 Q_1 Q_0 = S_5 \\
 Z_{110} &= Q_2 \bar{Q}_1 Q_0 = S_3 \\
 Z_{111} &= Q_2 \bar{Q}_1 \bar{Q}_0 = S_4
 \end{aligned}$$

States that enable the respective Z

And as seen before,

$$Z_{00} = Z_{000} \mid Z_{001} = \bar{Q}_2 \bar{Q}_1 \bar{Q}_0 + \bar{Q}_2 \bar{Q}_1 Q_0 = S_0 + S_7$$

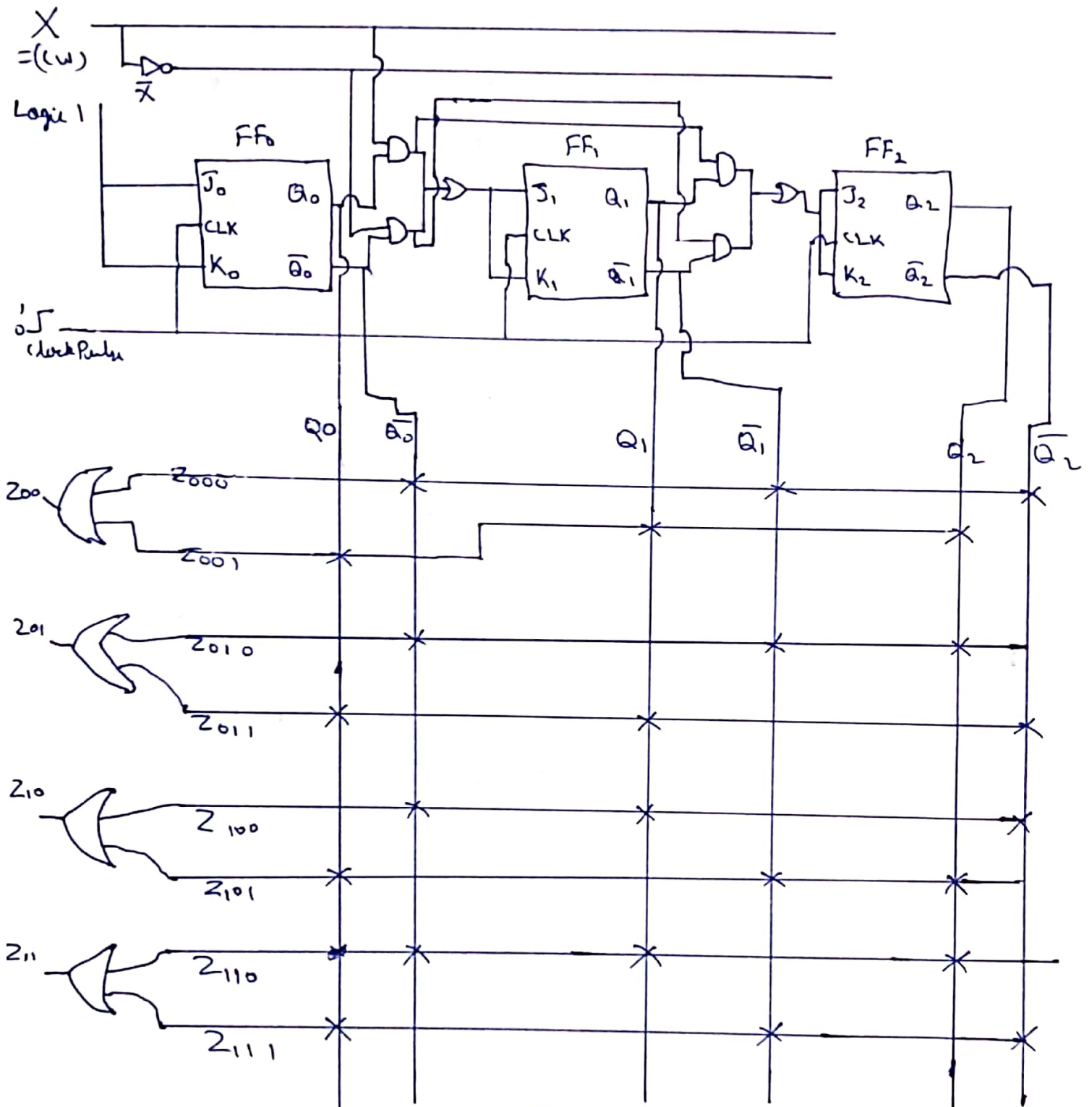
Similarly,  $Z_{01} = \bar{Q}_2 \bar{Q}_1 Q_0 + \bar{Q}_2 Q_1 \bar{Q}_0 = S_1 + S_6$

$$Z_{10} = \bar{Q}_2 Q_1 \bar{Q}_0 + Q_2 \bar{Q}_1 \bar{Q}_0 = S_2 + S_5$$

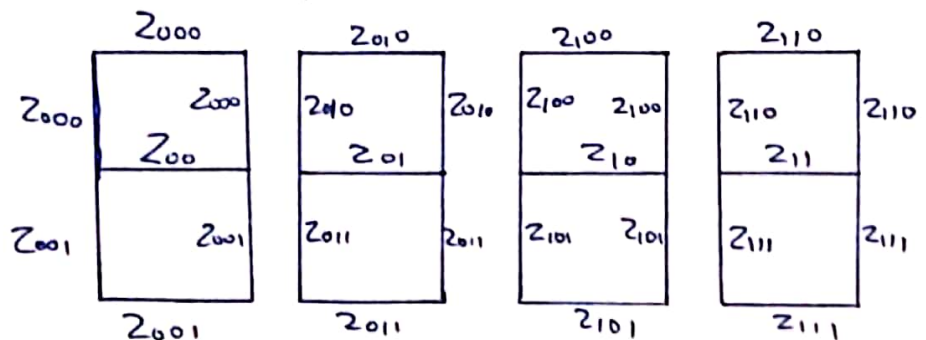
$$Z_{11} = \bar{Q}_2 Q_1 Q_0 + Q_2 \bar{Q}_1 Q_0 = S_3 + S_4$$

Each minterm is a complementary version of the other

# Circuit Diagram :-



## LED Display :-



```

1  /*
2      The following program is executed on the terminal with input from an
3      input file and output printed on the terminal. Hence, input and output
4      do not have their respective keywords in the declaration.
5  */
6
7  module main;
8      integer i, file, display;
9      reg [8:0] input_c; // input as a character read from the file
10     reg [3:0] out; // output whose value used to display the led structure
11
12     function [3:0] disp(input [3:0] cur_state);
13         integer j, strbit;
14         reg[88:0] string; // The LED denoted as a string of 11 characters
15         each line which are 8 bits each
16         begin
17             $display("State = %0d", cur_state); // print the state
18             for(j = 0; j < 3; j++) begin
19                 assign string = "... ..";
20                 /*
21                     Find the position of the LED to light up using the logic
22                     obtained from the Truth table.
23                     A simplified logic is used in the code below.
24                     Notation:
25                         Lightend up - ##
26                         Otherwise - ..
27                     Initially all are set to ..
28                     Hence, we need to add (("##" - "..") * power(2, starting
29                     position))
30                     which is equal to (("##" - "..") << starting position)
31                 */
32                 if (cur_state >= 4) begin
33                     if (j >= 1) begin
34                         assign strbit = ((cur_state - 4) * 3) * 8;
35                         assign string = string + (("##" - "..") << strbit);
36                     end
37                 end
38                 if (cur_state < 4) begin
39                     if (j <= 1) begin
40                         assign strbit = ((3 - cur_state) * 3) * 8;
41                         assign string = string + (("##" - "..") << strbit);
42                     end
43                 end
44                 $display("%s", string); // display the current LED row
45             end
46             $display(""); // new line
47         end
48     endfunction
49
50     initial
51     begin
52         file = $fopen("input.txt", "r");
53         assign out = 0;
54         $display("Initially");
55
56         // display the initial LED state
57         display = disp(out);
58
59         input_c = $fgetc(file) - 48; // 48 is the ASCII value of '0'
60         while (input_c != ('h1ff' - 48)) begin

```



```
58         $display("Input = %d", input_c);
59         if (input_c == 1)
60             assign out = (out + 1) % 8; // state increases by 1 and
        goes anticlockwise
61         else
62             assign out = (out + 7) % 8; // state reduces by 1 and
        goes clockwise
63
64         // display the LED
65         display = disp(out);
66
67         // Read new input
68         input_c = $fgetc(file) - 48;
69     end
70     $finish;
71 end
72 endmodule
```

11111111110001101

Initially  
 State = 0  
 ## .. ..  
 ## .. ..  
 .. ..

Input = 1  
 State = 1  
 .. ## ..  
 .. ## ..  
 .. ..

Input = 1  
 State = 2  
 .. .. ## ..  
 .. .. ## ..  
 .. ..

Input = 1  
 State = 3  
 .. .. ##  
 .. .. ##  
 .. ..

Input = 1  
 State = 4  
 .. .. ##  
 .. .. ##  
 .. .. ##

Input = 1  
 State = 5  
 .. .. ## ..  
 .. .. ## ..  
 .. .. ## ..

Input = 1  
 State = 6  
 .. .. ## ..  
 .. ## ..  
 .. ## ..

Input = 1  
 State = 7  
 .. .. ## ..  
 ## .. ..  
 ## .. ..

Input = 1  
 State = 0  
 ## .. ..  
 ## .. ..  
 .. ..

Input = 1  
 State = 1  
 .. ## ..  
 .. ## ..  
 .. ..

Input = 1  
 State = 2  
 .. .. ## ..  
 .. .. ## ..  
 .. ..

Input = 0  
 State = 1  
 .. ## ..

```
.. ## .. ..  
.. .. .. ..
```

```
Input = 0  
State = 0  
## .. .. ..  
## .. .. ..  
.. .. .. ..
```

```
Input = 0  
State = 7  
.. .. .. ..  
## .. .. ..  
## .. .. ..
```

```
Input = 1  
State = 0  
## .. .. ..  
## .. .. ..  
.. .. .. ..
```

```
Input = 1  
State = 1  
.. ## .. ..  
.. ## .. ..  
.. .. .. ..
```

```
Input = 0  
State = 0  
## .. .. ..  
## .. .. ..  
.. .. .. ..
```

```
Input = 1  
State = 1  
.. ## .. ..  
.. ## .. ..  
.. .. .. ..
```