

Arbiter

Input: clk, res_n, r[3:0]

Output: g[3:0]

Transitions

Trans.	r0	r1	r2	r3
r	0	0	0	0
!res_n				
l0	X	X	X	1
l1	X	X	1	0
l2	X	1	0	0
l3	X	0	0	0
a0	X	X	X	1
a1	X	X	1	0
a2	X	1	0	0
a3	1	0	0	0
b0	0	0	0	1
b1	X	X	1	X
b2	X	1	0	X
b3	1	0	0	X
c0	0	0	X	1
c1	0	0	1	0
c2	X	1	X	X
c3	1	0	X	X
d0	0	X	X	1
d1	0	X	1	0
d2	0	1	0	0
d3	1	X	X	X

