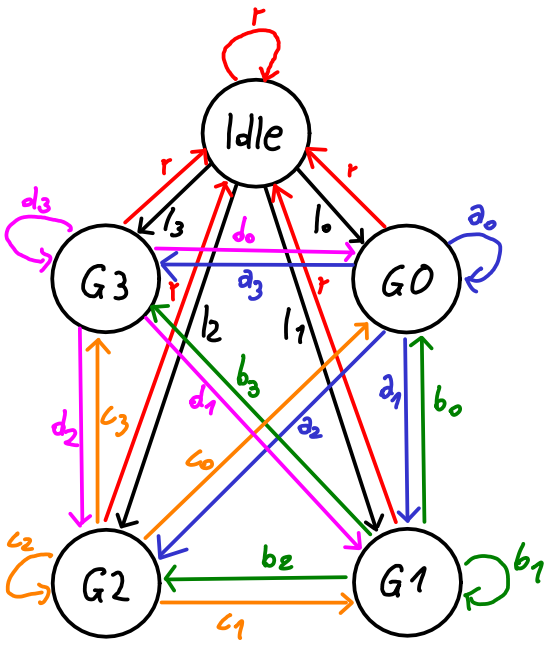
Arbiter

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	1	X	X	X	
l1	0	1	X	X	
l2	0	0	1	X	
l3	0	0	0	X	
a0	1	X	X	X	
a1	0	1	X	X	
a2	0	0	1	X	
a3	0	0	0	1	
b0	1	0	0	0	
b1	X	1	X	X	
b2	X	0	1	X	
b3	X	0	0	1	
c0	1	X	0	0	
c1	0	1	0	0	
c2	X	X	1	X	
c3	X	X	0	1	
d0	1	X	X	0	
d1	0	1	X	0	
d2	0	0	1	0	
d3	X	X	X	1	