

**Sesión 4: Juego de dados**

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Tabla de verdad del bloque COMPARADOR.

Enable	X1	X2	X3	X4	Y1	Y2	Y3	Y4	G1	G2	Empate
1	0	0	0	0	0	0	0	0	0	0	1
1	0	0	0	0	0	0	0	1	0	1	0
1	0	0	0	0	0	0	1	0	0	1	0
1	0	0	0	0	0	0	1	1	0	1	0
1	0	0	0	0	0	1	0	0	0	1	0
1	0	0	0	0	0	1	0	1	0	1	0
1	0	0	0	0	0	1	1	0	0	1	0
1	0	0	0	0	0	1	1	1	0	1	0
1	0	0	0	0	1	0	0	0	0	1	0
1	0	0	0	0	1	0	0	1	0	1	0
1	0	0	0	0	1	0	1	0	0	1	0
1	0	0	0	0	1	0	1	1	0	1	0
1	0	0	0	0	1	1	0	0	0	1	0
1	0	0	0	0	1	1	0	1	0	1	0
1	0	0	0	0	1	1	1	0	0	1	0
1	0	0	0	0	1	1	1	1	0	1	0
1	0	0	0	1	0	0	0	0	1	0	0
1	0	0	0	1	0	0	0	1	0	0	1
1	0	0	0	1	0	0	1	0	0	1	0
1	0	0	0	1	0	0	1	1	0	1	0
1	0	0	0	1	0	1	0	0	0	1	0
1	0	0	0	1	0	1	0	1	0	1	0
1	0	0	0	1	0	1	1	0	0	1	0
1	0	0	0	1	0	1	1	1	0	1	0
1	0	0	0	1	1	0	0	0	0	1	0
1	0	0	0	1	1	0	0	1	0	1	0
1	0	0	0	1	1	0	1	0	0	1	0
1	0	0	0	1	1	0	1	1	0	1	0
1	0	0	0	1	1	1	0	0	0	1	0
1	0	0	0	1	1	1	0	1	0	1	0
1	0	0	0	1	1	1	1	0	0	1	0
1	0	0	0	1	1	1	1	1	0	1	0
1	0	0	1	0	0	0	0	0	1	0	0
1	0	0	1	0	0	0	0	1	1	0	0
1	0	0	1	0	0	0	1	0	0	0	1
1	0	0	1	0	0	0	1	1	0	1	0
1	0	0	1	0	0	1	0	0	0	1	0
1	0	0	1	0	0	1	0	1	0	1	0
1	0	0	1	0	0	1	1	0	0	1	0
1	0	0	1	0	0	1	1	1	0	1	0
1	0	0	1	0	1	0	0	0	0	1	0
1	0	0	1	0	1	0	0	1	0	1	0
1	0	0	1	0	1	0	1	0	0	1	0
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1	0	0	1	0	1	1	0	1	0	1	0
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1	0	0	1	0	1	1	1	1	0	1	0

1	0	0	1	0	1	1	1	1	0	1	0
1	0	0	1	1	0	0	0	0	1	0	0
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1	0	0	1	1	0	0	1	0	1	0	0
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1	0	0	1	1	1	1	1	0	0	1	0
1	0	0	1	1	1	1	1	1	0	1	0
1	0	1	0	0	0	0	0	0	1	0	0
1	0	1	0	0	0	0	0	1	1	0	0
1	0	1	0	0	0	0	1	0	1	0	0
1	0	1	0	0	0	0	1	1	1	0	0
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1	0	1	0	0	0	1	0	1	0	1	0
1	0	1	0	0	0	1	1	0	0	1	0
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1	1	0	0	0	0	0	0	1	1	0	0
1	1	0	0	0	0	0	1	0	1	0	0
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1	1	0	0	1	1	0	0	1	0	0	1
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1	1	0	0	1	1	0	1	1	0	1	0
1	1	0	0	1	1	1	0	0	0	1	0
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1	1	0	0	1	1	1	1	0	0	1	0
1	1	0	0	1	1	1	1	1	0	1	0
1	1	0	1	0	0	0	0	0	1	0	0
1	1	0	1	0	0	0	0	1	1	0	0
1	1	0	1	0	0	0	1	0	1	0	0
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1	1	0	1	0	0	1	0	1	1	0	0
1	1	0	1	0	0	1	1	0	1	0	0
1	1	0	1	0	0	1	1	1	1	0	0
1	1	0	1	0	0	1	0	1	0	0	1
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1	1	0	1	0	1	1	0	0	0	1	0
1	1	0	1	0	1	1	1	0	1	0	0
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1	1	0	1	0	1	1	1	1	0	1	0
1	1	0	1	1	0	0	0	0	1	0	0
1	1	0	1	1	0	0	0	1	1	0	0
1	1	0	1	1	0	0	1	0	1	0	0
1	1	0	1	1	0	0	1	1	1	0	0
1	1	0	1	1	0	1	0	0	1	0	0
1	1	0	1	1	0	1	0	1	1	0	0
1	1	0	1	1	0	1	1	0	1	0	0
1	1	0	1	1	1	0	0	0	1	0	0
1	1	0	1	1	1	0	1	0	1	0	0
1	1	0	1	1	1	0	1	1	0	0	1
1	1	0	1	1	1	1	0	0	0	1	0
1	1	0	1	1	1	1	1	0	0	1	0
1	1	0	1	1	1	1	1	1	0	1	0
1	1	1	0	0	0	0	0	0	1	0	0
1	1	1	0	0	0	0	0	1	1	0	0
1	1	1	0	0	0	0	1	0	1	0	0
1	1	1	0	0	0	0	1	1	1	0	0
1	1	1	0	0	0	1	0	0	1	0	0
1	1	1	0	0	0	1	0	1	1	0	0
1	1	1	0	0	0	1	1	0	1	0	0
1	1	1	0	0	0	1	1	1	1	0	0
1	1	1	0	0	1	0	0	0	1	0	0
1	1	1	0	0	1	0	1	0	1	0	0
1	1	1	0	0	1	1	0	0	0	0	1
1	1	1	0	0	1	1	0	1	0	1	0

[illegible]

Cuando el Enable tenga valor cero, el circuito no calcula un ganador.

X1=A            X2=B            X3=C            X4=D

Y1=E            Y2=F            Y3=G            Y4=H

Karnaugh G1:

Map																
	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H
$\overline{A}\overline{B}\overline{C}\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}\overline{B}\overline{C}D$	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}\overline{B}C\overline{D}$	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}\overline{B}CD$	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}B\overline{C}\overline{D}$	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}B\overline{C}D$	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}BC\overline{D}$	1	1	1	1	1	1	0	1	0	0	0	0	0	0	0	0
$\overline{A}BCD$	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0
$AB\overline{C}\overline{D}$	1	1	1	1	1	1	1	1	0	0	0	0	1	1	1	1
$AB\overline{C}D$	1	1	1	1	1	1	1	1	1	0	0	0	1	1	1	1
$ABC\overline{D}$	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1
$ABCD$	1	1	1	1	1	1	1	1	1	1	0	0	1	1	1	1
$\overline{A}\overline{B}\overline{C}\overline{D}$	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
$\overline{A}\overline{B}\overline{C}D$	1	1	1	1	1	1	1	1	0	0	0	0	1	0	0	0
$\overline{A}\overline{B}C\overline{D}$	1	1	1	1	1	1	1	1	0	0	0	0	1	1	0	1
$\overline{A}\overline{B}CD$	1	1	1	1	1	1	1	1	0	0	0	0	1	1	0	0

Ecuación de minterminos: (El apóstrofe es negación)

$$y = AE' + BE'F' + ABF' + CE'F'G' + BCE'G' + ACF'G' + ABCG' + DE'F'GH' + CDE'F'H' + BDE'GH' + BCDE'H' + ADF'GH' + ACDF'H' + ABDG'H' + ABCDH'$$

Karnaugh G2:

Map																
	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H
$\overline{A}\overline{B}\overline{C}\overline{D}$	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
$\overline{A}\overline{B}\overline{C}D$	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1
$\overline{A}\overline{B}C\overline{D}$	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1
$\overline{A}\overline{B}CD$	0	0	1	0	1	1	1	1	1	1	1	1	1	1	1	1
$\overline{A}B\overline{C}\overline{D}$	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1
$\overline{A}B\overline{C}D$	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1
$\overline{A}BC\overline{D}$	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
$\overline{A}BCD$	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
$AB\overline{C}\overline{D}$	0	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0
$AB\overline{C}D$	0	0	0	0	0	0	0	0	0	0	1	1	1	0	0	0
$ABC\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0
$ABCD$	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0
$\overline{A}\overline{B}\overline{C}\overline{D}$	0	0	0	0	0	0	0	0	1	1	1	1	0	0	1	1
$\overline{A}\overline{B}\overline{C}D$	0	0	0	0	0	0	0	0	1	1	1	1	0	0	1	1
$\overline{A}\overline{B}C\overline{D}$	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0
$\overline{A}\overline{B}CD$	0	0	0	0	0	0	0	0	1	1	1	1	0	0	1	0

Ecuación de minterminos: (El apóstrofe es negación)

$$y = A'E + A'B'F + B'EF + A'B'C'G + A'C'FG + B'C'EG + C'EFG + A'B'C'D'H + A'B'D'GH + A'C'D'FH + A'D'FGH + B'C'D'EH + B'D'EGH + C'D'EFH + D'EFGH$$

Empate: Hemos utilizado una puerta lógica NOR, ya que si no gana ninguno será empate. Si las salidas de G1 y G2 son ambas cero, entonces la salida de Empate será un uno.

Desarrollos para el bloque FSM:

Tabla de estados:

	Q1	Q0
Reposo	0	0
Juega 1	0	1
Juega 2	1	0
Ganador	1	1

Tabla de verdad del bloque FSM.

Start	Q1	Q0	Q'1	Q'0	D1	D0	Load1	Load2	Enable
0	0	0	0	0	0	0	0	0	0
0	0	1	0	1	0	1	1	0	0
0	1	0	1	0	1	0	0	1	0
0	1	1	1	1	1	1	0	0	1
1	0	0	0	1	0	1	0	0	0
1	0	1	1	0	1	0	1	0	0
1	1	0	1	1	1	1	0	1	0
1	1	1	0	0	0	0	0	0	1

D1

Start\Q1Q0	00	01	11	10
0	0	0	1	1
1	0	1	0	1

D0

Start\Q1Q0	00	01	11	10
0	0	1	1	0
1	1	0	0	1

L1

Start\Q1Q0	00	01	11	10
0	0	1	0	0
1	0	1	0	0

L2

Start\Q1Q0	00	01	11	10
0	0	0	0	1
1	0	0	0	1

Enable

Start\Q1Q0	00	01	11	10
0	0	0	1	0
1	0	0	1	0

(El apóstrofe es negación)

$$L1=Q1'Q0 \quad L2=Q1Q0' \quad \text{Enable}=Q1Q0$$

$$D1=Q1Q0'+\text{Start}'Q1+\text{Start}Q1'Q0$$

$$D0= \text{Start}'Q0+ \text{Start}Q0'$$

## 1. Tamaño del diseño:

	Resource	Usage
1	Logic cells	24 / 64 ( 38 % )
2	Registers	16 / 64 ( 25 % )
3	Number of pterms used	63
4	User inserted logic elements	0
5	<input type="checkbox"/> I/O pins	19 / 36 ( 53 % )
6	-- Clock pins	1 / 2 ( 50 % )
7	-- Dedicated input pins	1 / 2 ( 50 % )
8	Global signals	2
9	Shareable expanders	0 / 64 ( 0 % )
10	Parallel expanders	5 / 60 ( 8 % )
11	Cells using turbo bit	24 / 64 ( 38 % )
12	Maximum fan-out node	fsm:inst3 inst
13	Maximum fan-out	17
14	Highest non-global fan-out signal	fsm:inst3 inst
15	Highest non-global fan-out	17
16	Total fan-out	159
17	Average fan-out	3.70

## 2. Entradas y salida, con su número pin:

	Name	Pin #
1	D11	19
2	D12	21
3	D13	5
4	D14	20
5	D21	16
6	D22	18
7	D23	4
8	D24	14
9	Empate	8
10	Gana1	6
11	Gana2	11

	Name	Pin #
1	CLK	43
2	LOAD	41
3	RST	1
4	Start	40

3. Hemos tomado como posibles valores de los dados los números del 0 al 15, teniendo en cuenta que son 8 entradas y todas sus posibilidades.