Sesión 4: Juego de dados

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Tabla de verdad del bloque COMPARADOR.

Enable	X1	X2	<b>X3</b>	X4	Y1	Y2	Y3	Y4	G1	G2	Empata
1	0	0	0	0	0	0	0	0	0	0	Empate
1	0	0	0	0	0	0		1	0	1	0
1							0			1	
1	0	0	0	0	0	0	1	<u>0</u>	0	1	0
	0	0	0	0	0	0			0		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
1	0	0	1	0	1	0	1	1	0	1	0
1	0	0	1	0	1	1	0	0	0	1	0
1	0	0	1	0	1	1	0	1	0	1	0
1	0	0	1	0	1	1	1	0	0	1	0
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1	0	0	1	0	1	1	1	1	0	1	0
1	0	0	1	1	0	0	0	0	1	0	0
1	0	0	1	1	0	0	0	1	1	0	0
1	0	0	1	1	0	0	1	0	1	0	0
1	0	0	1	1	0	0	1	1	0	0	1
1	0	0	1	1	0	1	0	0	0	1	0
1	0	0	1	1	0	1	0	1	0	1	0
1	0	0	1	1	0	1	1	0	0	1	0
1	0	0	1	1	0	1	1	1	0	1	0
1	0	0	1	1	1	0	0	0	0	1	0
1	0	0	1	1	1	0	0	1	0	1	0
1	0	0	1	1	1	0	1	0	0	1	0
1	0	0	1	1	1	0	1	1	0	1	0
1	0	0	1	1	1	1	0	0	0	1	0
1	0	0	1	1	1	1	0	1	0	1	0
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
1	0	1	0	0	0	1	0	0	0	0	1
1	0	1	0	0	0	1	0	1	0	1	0
1	0	1	0	0	0	1	1	0	0	1	0
1	0	1	0	0	0	1	1	1	0	1	0
1	0	1	0	0	1	0	0	0	0	1	0
1	0	1	0	0	1	0	0	1	0	1	0
1	0	1	0	0	1	0	1	0	0	1	0
1	0	1	0	0	1	0	1	1	0	1	0
1	0	1	0	0	1	1	0	0	0	1	0
1	0	1	0	0	1	1	0	1	0	1	0
1	0	1	0	0	1	1	1	0	0	1	0
1	0	1	0	0	1	1	1	1	0	1	0
1	0	1	0	1	0	0	0	0	1	0	0
1	0	1	0	1	0	0	0	1	1	0	0
1	0	1	0	1	0	0	1	0	1	0	0
1	0	1	0	1	0	0	1	1	1	0	0
1	0	1	0	1	0	1	0	0	1	0	0
1	0	1	0	1	0	1	0	1	0	0	1
1	0	1	0	1	0	1	1	0	0	1	0
1	0	1	0	1	0	1	1	1	0	1	0
1	0	1	0	1	1	0	0	0	0	1	0
1	0	1	0	1	1	0	0	1	0	1	0
1	0	1	0	1	1	0	1	0	0	1	0
1	0	1	0	1	1	0	1	1	0	1	0
11	0	1	0	1	1	1	0	0	0	1	0
1	0	1	0	1	1	1	0	1	0	1	0
1	0	1	0	1	1	1	1	0	0	1	0
1	0	1	0	1	1	1	1	1	0	1	0
1	0	1	1	0	0	0	0	0	1	0	0
1	0	1	1	0	0	0	0	1	1	0	0
1	0	1	1	0	0	0	1	0	1	0	0
1	0	1	1	0	0	0	1	1	1	0	0

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1	0	1	1	0	0	1	0	1	1	0	0
1	0	1	1	0	0	1	1	0	0	0	1
1	0	1	1	0	0	1	1	1	0	1	0
1	0	1	1	0	1	0	0	0	0	1	0
1	0	1	1	0	1	0	0	1	0	1	0
1	0	1	1	0	1	0	1	0	0	1	0
1	0	1	1	0	1	0	1	1	0	1	0
1	0	1	1	0	1	1	0	0	0	1	0
1	0	1	1	0	1	1	0	1	0	1	0
1	0	1	1	0	1	1	1	0	0	1	0
1	0	1	1	0	1	1	1	1	0	1	0
1	0	1	1	1	0	0	0	0	1	0	0
1	0	1	1	1	0	0	0	1	1	0	0
1	0	1	1	1	0	0	1	0	1	0	0
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1	0	1	1	1	0	1	1	1	0	0	1
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1	0	1	1	1	1	0	0	1	0	1	0
1	0	1	1	1	1	0	1	0	0	1	0
1	0	1	1	1	1	0	1	1	0	1	0
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1	0	1	1	1	1	1	1	0	0	1	0
1	0	1	1	1	1	1	1	1	0	1	0
1	1	0	0	0	0	0	0	0	1	0	0
1	1	0	0	0	0	0	0	1	1	0	0
1	1	0	0	0	0	0	1	0	1	0	0
1	1	0	0	0	0	0	1	1	1	0	0
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1	1	0	0	0	0	1	0	1	1	0	0
1	1	0	0	0	0	1	1	0	1	0	0
1	1	0	0	0	0	1	1	1	1	0	0
1	1	0	0	0	1	0	0	0	0	0	1
1	1	0	0	0	1	0	0	1	0	1	0
1	1	0	0	0	1	0	1	0	0	1	0
1	1	0	0	0	1	0	1	1	0	1	0
1	1	0	0	0	1	1	0	0	0	1	0
1	1	0	0	0	1	1	0	1	0	1	0
1	1	0	0	0	1	1	1	0	0	1	0
1	1	0	0	0	1	1	1	1	0	1	0
1	1	0	0	1	0	0	0	0	1	0	0
1	1	0	0	1	0	0	0	1	1	0	0
1	1	0	0	1	0	0	1	0	1	0	0
1	1	0	0	1	0	0	1	1	1	0	0
1	1	0	0	1	0	1	0	0	1	0	0
1	1	0	0	1	0	1	0	1	1	0	0
1	1	0	0	1	0	1	1	0	1	0	0
1	1	0	0	1	0	1	1	1	1	0	0
1	1	0	0	1	1	0	0	0	1	0	0
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1	1	0	0	1	1	0	0	1	0	0	1
1	1	0	0	1	1	0	1	0	0	1	0
1	1	0	0	1	1	0	1	1	0	1	0
1	1	0	0	1	1	1	0	0	0	1	0
1	1	0	0	1	1	1	0	1	0	1	0
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	1	0	1	0	0	0	0	1		0	0
1	1	0	1	0	0	0	1	0	1	0	0
1	1	0	1	0	0	0	1	1	1	0	0
1	1	0	1	0	0	1	0	0	1	0	0
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	1	0	0	0	1	0	0
1	1	0	1	0	1	0	0	1	1	0	0
1	1	0	1	0	1	0	1	0	0	0	1
1	1	0	1	0	1	0	1	1	0	1	0
1	1	0	1	0	1	1	0	0	0	1	0
1	1	0	1	0	1	1	0	1	0	1	0
1	1	0	1	0	1	1	1	0	0	1	0
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	0	1	1	1	1	0	0
1	1	0	1	1	1	0	0	0	1	0	0
1	1	0	1	1	1	0	0	1	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	0	1	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	0	1	1	0	0
1	1	1	0	0	1	0	1	0	1	0	0
1	1	1	0	0	1	0	1	1	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
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1	1	1	0	0	1	1	1	0	0	1	0
1	1	1	0	0	1	1	1	1	0	1	0
1	1	1	0	1					1		0
1	1	1		1	0	0	0	0	1	0	
	1		0	1	0				1		0
1	1	1	0	1	0	0	1	0	1	0	0
1	1	1	0	1	0	0	0		1		0
1	1	1	0	1	0	1		0	1	0	0
	1				0	1	0			0	
1		1	0	1	0		1	0	1	0	0
1	1	1	0	1	0 1	1	1	1	1	0	0
1			0			0	0	0			
1	1	1	0	1	1	0	0	1	1	0	0
1	1	1	0	1	1	0	1	0	1	0	0
1	1	1	0	1	1	0	1	1	1	0	0
1	1	1	0	1	1	1	0	0	1	0	0
1	1	1	0	1	1	1	0	1	0	0	1
1	1	1	0	1	1	1	1	0	0	1	0
1	1	1	0	1	1	1	1	1	0	1	0
1		1	1	0	0	0	0	0	1	0	0
1	1	1	1	0	0	0	0	1	1	0	0
1	1	1	1	0	0	0	1	0	1	0	0
1	1	1	1	0	0	0	1	1	1	0	0
1	1	1	1	0	0	1	0	0	1	0	0
1	1	1	1	0	0	1	0	1	1	0	0
1	1	1	1	0	0	1	1	0	1	0	0
1	1	1	1	0	0	1	1	1	1	0	0
1	1	1	1	0	1	0	0	0	1	0	0
1	1	1	1	0	1	0	0	1	1	0	0
1	1	1	1	0	1	0	1	0	1	0	0
1	1	1	1	0	1	0	1	1	1	0	0
1	1	1	1	0	1	1	0	0	1	0	0
1	1	1	1	0	1	1	0	1	1	0	0
1	1	1	1	0	1	1	1	0	0	0	1
1	1	1	1	0	1	1	1	1	0	1	0
	1	1	1	1	0	0	0	0	1	0	0
1	1	1	1	1	0	0	0 1	1	1	0	0
1	1	1	1	1	0	0	1	0	1	0	0
1	1	1	1	1	0	<u>0</u> 1	0	0	1	0	0
1	1	1	1	1		1		1	1		
1	1	1	1	1	0	1	0		1	0	0
1	1	1	1	1	0	1	1	0	1	0	0
1	1	1	1	1	0 1	0		0	1	0	0
							0				
1	1	1	1	1	1	0	0 1	1	1	0	0
	1							0	1	0	0
1		1	1	1	1	0	1	1		0	0
1	1	1	1	1	1	1	0	0	1	0	0
1	1	1	1	1	1	1	0	_	1	0	0
1	1	1	1	1	1	1	1	0	1	0	0
1	1	1	1	1	1	1	1	1	0	0	1
0	0	0	0	0	0	0	0	0	X	Χ	X

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

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

### Karnaugh G1:

								Мар								
	Ē.F.G.H	Ē.F.G.H	Ē.F.G.H	Ē.F.G.Ħ	Ē.F. <u>G</u> .Ħ	Ē.F.Ō.H	Ē.F.G.H	Ē.F.G.₩	E.F. <del>G</del> . <del>H</del>	E.F. <del>G</del> .H	E.F.G.H	E.F.G. <del>H</del>	E.F.G.H	E.F.G.H	E. <del>F</del> .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
$\overline{A}.\overline{B}.C.D$	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.\overline{B}.C.\overline{D}$	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
$\overline{A}$ .B.C.D	1	1	1	1	1	1	0	1	0	0	0	0	0	0	0	0
$\overline{A}$ .B.C. $\overline{D}$	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0
$A.B.\overline{C}.\overline{D}$	1	1	1	1	1	1	1	1	0	0	0	0	1	1	1	1
$A.B.\overline{C}.D$	1	1	1	1	1	1	1	1	1	0	0	0	1	1	1	1
A.B.C.D	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1
$A.B.C.\overline{D}$	1	1	1	1	1	1	1	1	1	1	0	0	1	1	1	1
$A.\overline{B}.\overline{C}.\overline{D}$	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
$A.\overline{B}.\overline{C}.D$	1	1	1	1	1	1	1	1	0	0	0	0	1	0	0	0
$A.\overline{B}.C.D$	1	1	1	1	1	1	1	1	0	0	0	0	1	1	0	1
$A.\overline{B}.C.\overline{D}$	1	1	1	1	1	1	1	1	0	0	0	0	1	1	0	0

Ecuación de mintérminos: (El apóstrofe es negación)

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

### Karnaugh G2:

Мар																
	$\overline{E}.\overline{F}.\overline{G}.\overline{H}$	E.F.G.H	Ē.F.G.H	E.F.G.H	$\overline{E}.F.\overline{G}.\overline{H}$	Ē.F.Ġ.H	E.F.G.H	E.F.G.H	E.F. $\overline{G}$ . $\overline{H}$	E.F. <del>G</del> .H	E.F.G.H	E.F.G.Ħ	$E.\overline{F}.\overline{G}.\overline{H}$	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
$\overline{A}.\overline{B}.C.D$	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1
$\overline{A}.\overline{B}.C.\overline{D}$	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	1	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
$\overline{A}$ .B.C.D	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
$\overline{A}$ .B.C. $\overline{D}$	0	0	0	0	0	0	1	0	1	1	1	1	1	1	1	1
$A.B.\overline{C}.\overline{D}$	0	0	0	0	0	0	0	0	0	1	1	1	0	0	0	0
$A.B.\overline{C}.D$	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.B.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
$A.\overline{B}.\overline{C}.\overline{D}$	0	0	0	0	0	0	0	0	1	1	1	1	0	1	1	1
$A.\overline{B}.\overline{C}.D$	0	0	0	0	0	0	0	0	1	1	1	1	0	0	1	1
$A.\overline{B}.C.D$	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0
$A.\overline{B}.C.\overline{D}$	0	0	0	0	0	0	0	0	1	1	1	1	0	0	1	0

Ecuación de mintérminos: (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 D0

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

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

L1 L2

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

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 L2=Q1Q0' Enable=Q1Q0

D1=Q1Q0'+Start'Q1+StartQ1'Q0

D0= Start'Q0+ StartQ0'

# 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	☐ 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.