

Sesión 4: Juego de dados

Mario Arias Espinosa
Jorge Rodríguez Fraile

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

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
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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	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	1	0	0	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	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	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
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	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

	EFGH	EF̄GH	EFGH̄	EF̄GH̄	ĒFGH	ĒF̄GH	ĒFGH̄	ĒF̄GH̄	EF̄GH	EF̄GH̄	EFGH̄	EFGH	EF̄GH	EF̄GH̄	EFGH̄	EFGH
$\overline{A}\overline{B}\overline{C}\overline{D}$	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
$A\overline{B}\overline{C}\overline{D}$	1	1	1	1	1	1	1	1	0	0	0	0	1	1	1	1
$A\overline{B}\overline{C}D$	1	1	1	1	1	1	1	1	1	0	0	0	1	1	1	1
$A\overline{B}C\overline{D}$	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1
$A\overline{B}CD$	1	1	1	1	1	1	1	1	1	1	0	0	1	1	1	1
$AB\overline{C}\overline{D}$	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0
$AB\overline{C}D$	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0
$ABC\overline{D}$	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0
$ABCD$	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	0

Ecuación de minterminos: (El apóstrofe es negación)

$$Y = A\overline{B}\overline{C}\overline{D} + B\overline{E}\overline{F} + A\overline{B}\overline{F} + C\overline{E}\overline{F}\overline{G} + B\overline{C}\overline{E}\overline{G} + A\overline{C}\overline{F}\overline{G} + A\overline{B}\overline{C}\overline{G} + D\overline{E}\overline{F}\overline{G}\overline{H} + C\overline{D}\overline{E}\overline{F}\overline{H} + B\overline{D}\overline{E}\overline{G}\overline{H} + B\overline{C}\overline{D}\overline{E}\overline{H} + A\overline{D}\overline{F}\overline{G}\overline{H} + A\overline{C}\overline{D}\overline{F}\overline{H} + A\overline{B}\overline{D}\overline{G}\overline{H} + A\overline{B}\overline{C}\overline{D}\overline{H}$$

Karnaugh G2:

Map

	EF̄GH	EF̄GH̄	EFGH̄	EFGH	ĒFGH	ĒF̄GH	ĒFGH̄	ĒF̄GH̄	EF̄GH	EF̄GH̄	EFGH̄	EFGH	EF̄GH	EF̄GH̄	EFGH̄	EFGH
$\overline{A}\overline{B}\overline{C}\overline{D}$	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	1	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	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
$\overline{A}BC\overline{D}$	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
$\overline{A}B\overline{C}\overline{D}$	0	0	0	0	0	0	1	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	0	0	0	0	0
$ABCD$	0	0	0	0	0	0	0	0	0	0	0	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
$A\overline{B}C\overline{D}$	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0
$A\overline{B}CD$	0	0	0	0	0	0	0	0	1	1	1	1	0	0	1	0

Ecuación de minterminos: (El apóstrofe es negación)

$$Y = A\overline{B}\overline{C}\overline{D} + A\overline{B}\overline{C}D + B\overline{E}\overline{F} + A\overline{B}\overline{C}\overline{G} + A\overline{B}\overline{C}G + B\overline{C}\overline{E}\overline{G} + C\overline{E}\overline{F}\overline{G} + A\overline{B}\overline{C}\overline{D}\overline{H} + A\overline{B}\overline{C}D\overline{H} + A\overline{C}\overline{D}\overline{E}\overline{H} + A\overline{B}\overline{D}\overline{E}\overline{H} + B\overline{C}\overline{D}\overline{E}\overline{H} + B\overline{D}\overline{E}\overline{G}\overline{H} + C\overline{D}\overline{E}\overline{F}\overline{H} + D\overline{E}\overline{F}\overline{G}\overline{H}$$

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)

$L1 = Q1'Q0$ $L2 = Q1Q0'$ $Enable = Q1Q0$

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

$D0 = Start'Q0 + StartQ0'$

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.