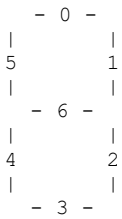


Exercise 1

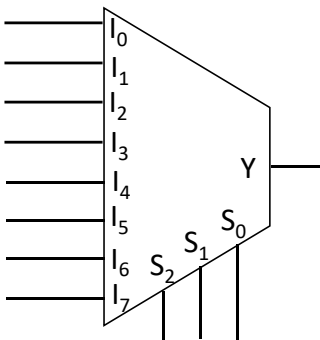
Minimize the Boolean equation for the control of the segment 1 in the following seven-segment display, using Karnaugh maps.



The inputs of the circuit are the four variables **a b c d** representing the bits of the number from 0 to 9 to be represented, with **a** the most significant bit and **d** the least significant bit. The output of the circuit is the output **Z** which needs to be equal to '1' when the segment 1 in the figure above needs to be illuminated and '0' otherwise.

Highlight the following steps:

- a) Find the truth table of the required logic function
- b) Minimize the function in Sum of Products (SOP) form using Karnaugh map method and properly considering the don't care conditions
- c) Draw the corresponding logic circuit
- d) Realize the logic function through the 8-to-1 line-multiplexer in the figure. Clearly indicate how *a*, *b*, *c*, *d*, and *Z* should be connected to the mux.



Solution Exercize 1:

a) Truth table

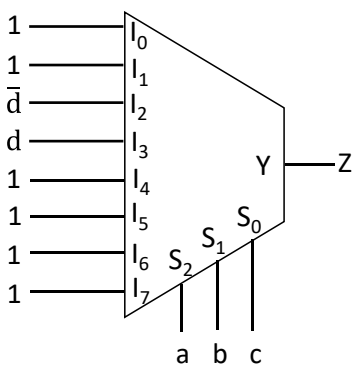
a	B	c	d	Z
0	0	0	0	1
0	0	0	1	1
0	0	1	0	1
0	0	1	1	1
0	1	0	0	1
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	X
1	0	1	1	X
1	1	0	0	X
1	1	0	1	X
1	1	1	0	X
1	1	1	1	X

b) Minimized function in Sum of Products (SOP) form:

a b \ c d		c d			
		00	01	11	10
a b	00	1 ₀	1 ₁	1 ₃	1 ₂
	01	1 ₄	0 ₅	1 ₇	0 ₆
	11	X ₁₂	X ₁₃	X ₁₅	X ₁₄
	10	1 ₈	1 ₉	X ₁₁	X ₁₀

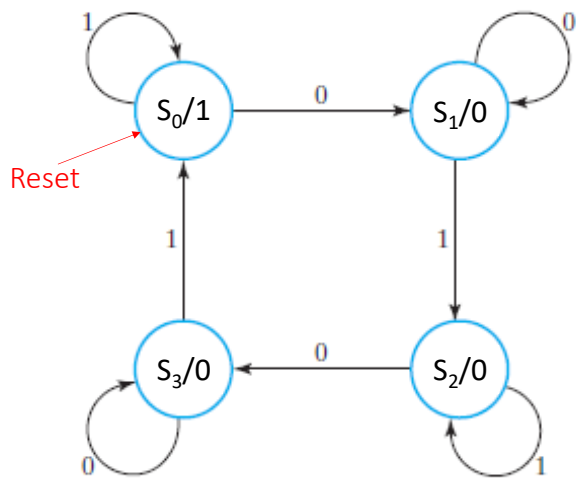
$$Z = cd + \bar{c}\bar{d} + \bar{b}$$

d) Implementation with 8-to-1 line-mux (note: due to don't care conditions, there are multiple correct implementations)



Exercise 2

Consider the sequential system described by the state diagram below, with input x and output z .



Answer to the following questions:

- Is this a Mealy or a Moore machine? Motivate your answer
- Find the state transition and output table
- What is the minimum number of flip-flops needed to implement the system? How many flip-flops are needed to implement the system using a 1-hot encoding for the states?
- Describe the system in VHDL, using positive edge triggered D-Flip-Flops.

Solution Exercise 2:

a) It's a Moore machine, as the output depends only on the current state and not on the input.

b) State transitions and output table

Present state	Future state		Output Z
	X = 0	X = 1	
S ₀	S ₁	S ₀	1
S ₁	S ₁	S ₂	0
S ₂	S ₃	S ₂	0
S ₃	S ₃	S ₀	0

c) The minimum number of bits needed to represent the states of the system is 2. 4 flip-flops are needed to implement the system using a 1-hot encoding representation for the states.

d) A possible VHDL description is a behavioral one:

```
library IEEE;
use IEEE.std_logic_1164.all;
entity seq is
    port (clk, rst, X: in std_logic;
          Z: out std_logic);
end seq;

architecture beh of seq is
    type state_type is (S0, S1, S2, S3);
    signal state, next_state: state_type;
begin

-- Process 1: Updates state and implements asynchronous reset
state_register: process (rst, clk)
begin
    if (rst = '1') then
        state <= S0;
    elsif (clk'event and clk = '1') then
        state <= next_state;
    end if;
end process;

-- Process 2: Computes the next state (function of input and present state)
next_state_comb: process (X, state)
begin
    case state is
        when S0 =>
            if X = '0' then
                next_state <= S1;
            else
                next_state <= S0;
            end if;

        when S1 =>
            if X = '0' then
                next_state <= S1;
            else
                next_state <= S2;
            end if;

        when S2 =>
            if X='0' then
                next_state <= S3;
            else
                next_state <= S2;
            end if;
    end case;
end process;
end beh;
```

```
        else
            next_state <= S2;
        end if;

    when S3 =>
        if X='0' then
            next_state <= S3;
        else
            next_state <= S0;
        end if;
    end case;
end process;

-- Process 3: calculates the output (function of the state)
output_comb: process (state)
begin
    if (state = S0) then
        Z <= '1'
    else
        Z <= '0';
    end if;
end process;

end beh;
```