

Homework #3 – Digital Logic Design

Due date: see course website

Directions:

- For short-answer questions, submit your answers in PDF format to GradeScope assignment “Homework 3 written”.
 - Please type your solutions. If hand-written material must be included, ensure it is photographed or scanned at high quality and oriented properly so it appears right-side-up.
 - Please include your name on submitted work.
- For Logisim questions, submit .circ files via GitLab or direct upload to GradeScope assignment “Homework 3 code”:
 - **Circuits will be tested using an automated system, so you must name the input/output pins exactly as described, and submit using the specified filename!**
 - You may only use the basic gates (NOT, AND, OR, NAND, NOR, XOR), D flip-flops, multiplexers, splitters, tunnels, and clocks. Everything else you must construct from these.
 - Circuits that show good faith effort will receive a minimum of 25% credit.
- **Start by cloning the “homework3” git repo, similar to past assignments.**
- A Logisim Evolution circuit self-tester has been provided. It works much the same as previous self-test tools; you just need to have your .circ files in the directory with the tester. The tester is known to work in the Duke Linux environment, but may possibly work elsewhere. Additional info on the tester is included in three appendices at the end of this document. There are a few things that need to be done for the tester to work correctly:
 - Name the files and label the pins as per the directions given. The self-tester will NOT WORK with different names or labels.
 - For the FSM question, use the clock available in Logisim Evolution to run the DFFs.
 - Additionally, to run the self-tester you will have to place the Logisim Evolution files in the same folder as the python script, the jar file and the folder labelled tests.
 - You can use the command `./hwtest.py` in the following manner:

```
./hwtest.py <arguments>
```

The following arguments can be used with that command:
 - ALL: Runs all the tests
 - circuit1a: Runs tests for circuit1a.circ
 - circuit1c: Runs tests for circuit1c.circ
 - my_adder: Runs tests for my_adder.circ
 - press: Runs tests for press.circ
 - Lastly, remember that the tests cases provided are not exhaustive so testing more cases manually would be recommended.
- **You must do all work individually, and you must submit your work electronically via GradeScope.**
 - All submitted circuits will be tested for suspicious similarities to other circuits, and the test will uncover cheating, even if it is “hidden.”

Q1. Boolean Algebra

- (a) [5 points] Write a truth table for the following function: $\text{Output} = ((\neg A + \neg B) \cdot \neg C) + ((A \cdot \neg B) + (\neg C \cdot B))$
- (b) [10] Use Logisim Evolution to implement and test the circuit from (a). Name this file circuit1a.circ. Your circuit must have the following pins:

Label	Type	Bit(s)
A	input	1
B	input	1
C	input	1
result	output	1

- (c) [5 points] Write a sum-of-products Boolean function for both outputs in the following truth table and then minimize them using Boolean logic, de Morgan's laws, etc. (You should use only AND, OR, and NOT gates.) You do NOT have to have a perfectly optimal circuit, but you must show some optimizations.

A	B	C	out1	out2
0	0	0	0	1
0	0	1	0	0
0	1	0	0	0
0	1	1	0	1
1	0	0	1	0
1	0	1	1	0
1	1	0	1	0
1	1	1	0	1

- (d) [10] Use Logisim Evolution to implement and test the circuit from (c). Name this file circuit1c.circ. Your circuit must have the following pins:

Label	Type	Bit(s)
A	input	1
B	input	1
C	input	1
out1	output	1
out2	output	1

Q2. Adder/Subtractor Design

[30] Use Logisim Evolution to build and test a 16-bit ripple-carry adder/subtractor. You must first create a 1-bit full adder that you then use as a module in the 16-bit adder. The unit should perform $A+B$ if the `sub` input is zero, or $A-B$ if the `sub` input is 1. The circuit should also output an overflow signal (`ovf`) indicating if there was a signed overflow.

Name the file my_adder.circ. Your circuit must have the following pins:

Label	Type	Bit(s)
A	input	16
B	input	16
sub	input	1
result	output	16
ovf	output	1

Note: To split the 16-bit inputs and to combine the individual outputs of the one-bit adders together, use Splitters.

Q3. Finite State Machine

You're an engineer at a company that makes manufacturing equipment, and you have been tasked to produce a finite state machine to control an industrial press such that it is compliant with United States Code of Federal Regulations Title 29, Chapter XVII, Part 1910, Subpart O, Section 217, Paragraphs (b) and (c), commonly abbreviated [29 CFR 1910.217\(b-c\)](#). This regulation governs the safety features and interface for industrial presses in order to minimize the risk of injury. Don't worry, you don't need to read it, I'll explain what you need to do.



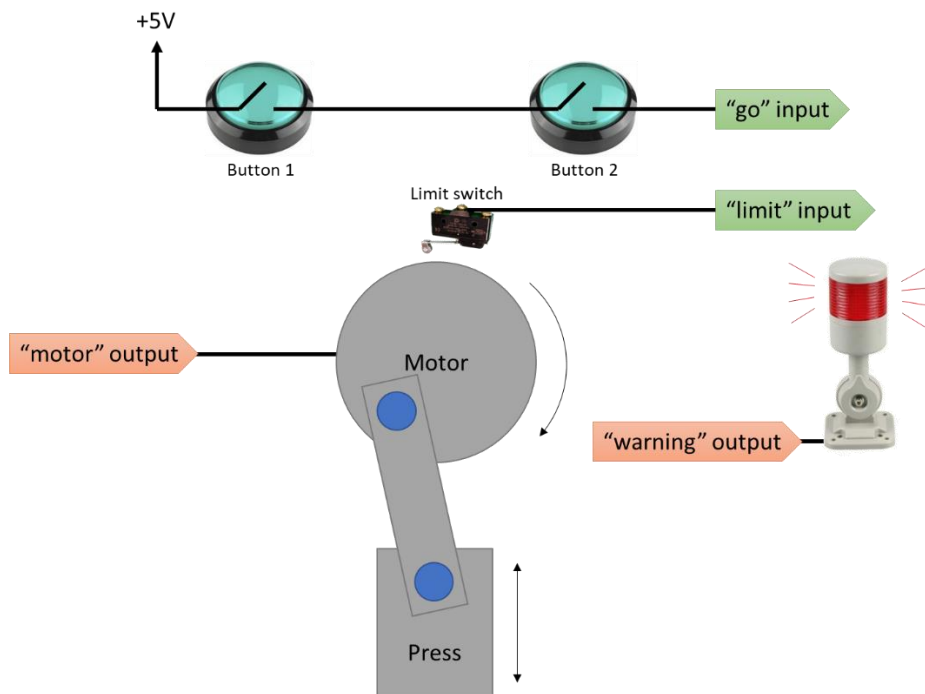
A two-handed, non-repeating industrial press. [See here for animated version.](#)

An industrial press makes use of a hydraulic, pneumatic, or electric motor power to exert tremendous compression force to stamp materials into a shape, punch holes, cut material, tightly insert bearings and other fittings, or other industrial operations. If a human hand were present in the press during operation, it would be severely injured, so safety is critical.

For our purposes, we'll simplify the regulations cited above down to:

1. The press needs to be operated with two hands (so that zero hands are available to be crushed).
2. The press should do exactly one pressing per activation (i.e., it won't automatically repeat).

The press your system is controlling is based around an electric motor, and is illustrated below:





For your system, you don't need to worry about the fact there's two buttons – in the physical construction, they're wired in series, so you naturally need to press both to energize the **go** input to your system. In order to avoid repeating, the system has a limit switch, which detects when the press is at the top of its

movement cycle. This is connected to your system's **limit** input. Your system will control a **motor** output, which causes the motor to spin, thereby lowering and then raising the press piston. Further, whenever the system is in any situation *other* than fully raised and stopped, your system's **warning** output will illuminate a big red light to indicate the danger.

The formal names you must use in your circuit are shown below:

Pin name	Type	Meaning
go	1-bit input	1 if both buttons are pressed, else 0.
limit	1-bit input	1 if the press is at the top of its movement cycle, else 0.
motor	1-bit output	Set to 1 to energize the motor and move the press.
warning	1-bit output	Set to 1 to illuminate the warning light.

Note: This document sometimes describes the **go** input as set of two buttons. This is meant physically in real life – you should *not* model it as any Logisim buttons () , but rather as a *single* regular input pin ()!

To achieve the above goals, the finite state machine you make will follow these rules:

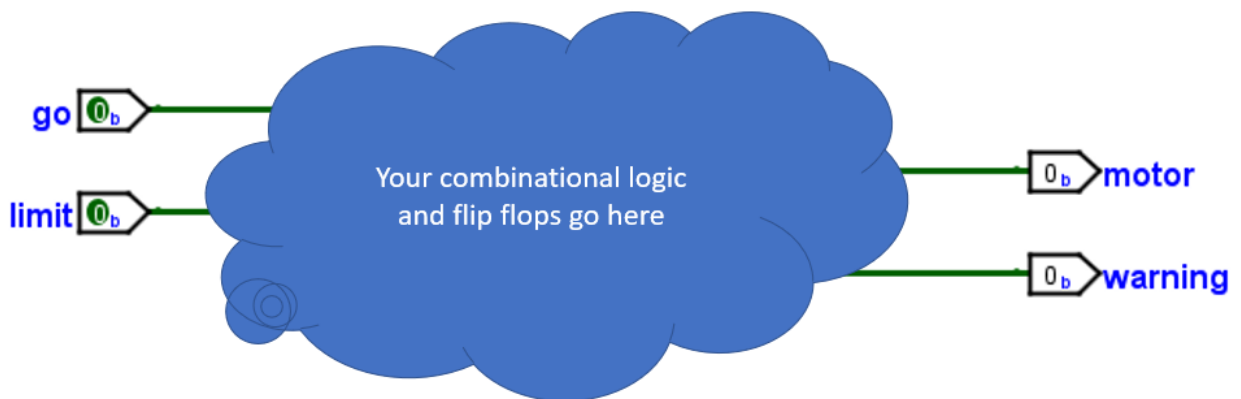
1. When the system starts up, it is *ready*.
 - o The **limit** signal is ignored here.
 - o If the **go** signal is on, begin starting the press as described in #2 below, and set outputs to **{motor=1, warning=1}**.
 - o Otherwise, remain in this state and set outputs to **{motor=0, warning=0}**.
2. When the press is *starting*:
 - o If the **go** signal turns off (i.e., the user releases a button), remain in this state, but set outputs to **{motor=0, warning=1}**. I.e., we stop the press but stay in this condition.
 - o If the **go** signal is on and the **limit** signal is still on, stay in this condition and set outputs to **{motor=1, warning=1}**.
 - o If the **go** signal is on and the **limit** signal turns off, the press is moving as described in #3 below; set outputs to **{motor=1, warning=1}**.
3. While the press is *moving*:
 - o If the **go** signal turns off (i.e., the user releases a button), remain in this state, but set outputs to **{motor=0, warning=1}**. I.e., we stop the press but stay in this condition.
 - o If the **go** signal is on and the **limit** signal is still off, stay in this condition and set outputs to **{motor=1, warning=1}**.
 - o If the **go** signal is on and the **limit** signal turns on, then we've reached the end of one press operation and should pause as described in #4 below; set outputs to **{motor=0, warning=1}**.
4. When the press operation is *done*:
 - o The **limit** signal is ignored here.
 - o While the **go** signal remains on, remain in this state, and set outputs to **{motor=0, warning=1}**. I.e., we stay paused until the user releases **go**.
 - o When the **go** signal turns off, we return to being ready as described in #1 above; set outputs to **{motor=0, warning=0}**.

For full credit, you must use the systematic design methodology we covered in class:

- (a) [8] Draw a state transition diagram, where each state has a unique identifier that is a string of bits (e.g., states 00, 01, etc.) as well as the associated value for outputs **motor** and **warning**. Label all of the arcs between transitions with the inputs **go** and/or **limit** that cause those transitions. You may abbreviate the inputs and outputs (**go**="G", **limit**="L", etc.) on your diagram if you wish.
- (b) [8] Draw a truth table for the state transition diagram. From a truth table perspective, the inputs are **go**, **limit** and the current state bits (**Q0**, **Q1**, etc.); the outputs are **motor**, **warning**, and the next state bits (**D0**, **D1**, etc.).
- (c) [4] Write out the logic expressions for your next-state bits (**D0**, **D1**, etc.) as well as the outputs **motor** and **warning**. NOTE: Optimization here is *optional*. You may even use automated Boolean optimization tools if you wish, provided you cite and screenshot them in your write-up.
- (d) [30] Use Logisim Evolution to implement and test this circuit. Name this file press.circ. Your circuit must have the pins described in the earlier table, named precisely as shown.

Tips:

- Implement your FSM as a "Mealy" machine, meaning that the output should depend *both* on the current state and the current inputs. In other words, your output should be written on the edges in the state transition diagram rather than on the nodes.
- Run a "Clock" component to all the clock inputs in the DFFs.
- A compliant circuit will look something like this:



Note: I oversimplified and omitted a lot of details about presses. Do not actually control an industrial press with this circuit.

Appendix: Getting the tester to work locally

The tester will work out-of-box on the Docker environment.

However, if you want to test locally, you need the right version of Java set up and in your PATH. Note: support for this is best-effort; if you have trouble we can't resolve, you have the docker environment.

For Windows (with Ubuntu in Windows Subsystem for Linux) or Ubuntu Linux

We just need to install Java Runtime Environment 1.8, then update our config to use that Java by default. This will only effect your Linux-on-Windows environment.

```
sudo apt-get install -y openjdk-8-jre
sudo update-alternatives --config java
```

After the second command, you'll be asked to pick a Java. By number, choose `"/usr/lib/jvm/java-8-openjdk-amd64/jre/bin/java"`.

You may get one spurious fail from the tester after initial setup, as the first time run it will print a little message. Subsequent tests runs should function normally.

For Mac

Mac machines tend to have a few different Javas lying around, and the tester does its best to find a suitable one. In the assignment directory, try:

```
java -jar logisim_ev_cli.jar
```

If you see `"error: specify logisim file to open"`, you're good to go. If you see some big ugly crash, you probably need to switch Java versions. You likely have the required version on your system by virtue of having installed Logisim Evolution. Java 1.8.0 is known to work. Try following [these directions](#) to switch Java versions.

If you don't have an appropriate version of Java installed, you can install OpenJDK 8 from [here](#).

Appendix: Tester info

The test system for Logisim Evolution assignments uses the same front-end tool as earlier assignments, but to have it control Logisim Evolution, a special command-line variant of Logisim Evolution is packaged with it. (Thanks for reading the assignment in full; put a picture of a possum in your Q1a solution for extra credit.) When you use the tester, it runs this with your circuit and a number of command-line options that tell it how to set the inputs to your circuit and how to print the outputs.

You can review the tests details by looking inside settings.json. If you see a line like this for my_adder:

```
{ "desc": "A=0x9BDF, B=0x8ACE, sub=0",  
  "args": ["-c", "0", "-ip", "A=0x9BDF,B=0x8ACE,sub=0", "-of", "h"] },
```

Then it will run this:

```
java -jar logisim_ev_cli.jar -f adder.circ -c 0 -ip A=0x9BDF,B=0x8ACE,sub=0 -of h
```

The options run the circuit for 0 cycles (as it has no clock so there's no need to run it over time), set pins A and B to the given hex values and sub to zero, and set the output format to hex. The output will look like:

0	out	ovf	0x01
0	out	result	0x26ad

The fields are: cycle number, the type of output ("out", "probe", or a few others), the name of the pin ("ovf" and "result" here), then the value at that time. For sequential circuits, output is shown per clock cycle, such as this example for the finite state machine:

0	out	motor	0
0	out	warning	0
1re	out	motor	0
1re	out	warning	0
2re	out	motor	1
2re	out	warning	1
3re	out	motor	1
3re	out	warning	1
4re	out	motor	0
4re	out	warning	1
5re	out	motor	0
5re	out	warning	0

Using this information, you can interpret the actual and expected files (and the resulting diff).

Appendix: press test case details

Because the test cases for `press` are a bit long and the command line option format is somewhat cryptic, here's a nicer presentation of them.

Test cases 0-3 simply apply constant values to the inputs – these are shown in the test description.

Test cases 4-7 apply changing values to the inputs to try to put the finite state machine through its paces.

Test case 8 is long and randomly generated.

The tables below show these cases. Here, “#” is the cycle in which the input is changed.

Test 4

#	go	limit
2	0	1
4	1	1
6	1	0
8	1	1
10	0	1
12	0	0

Test 6

#	go	limit
0	0	1
3	1	1
6	0	1
9	1	1
12	0	1

Test 5

#	go	limit
2	1	1
3	1	0
4	1	1
5	0	1
6	0	0

Test 7

#	go	limit
0	0	0
3	1	0
6	0	0
9	1	0
12	0	0

Test 8

#	go	limit
2	1	1
3	1	1
4	1	1
5	0	1
6	1	0
7	1	1
8	0	0
9	0	1
10	1	0
11	0	0
12	0	0
13	1	0
14	1	0
15	1	1
16	1	0
17	1	0
18	1	0
19	1	1
20	0	0
21	0	0
22	1	0
23	1	1
24	1	0
25	1	1
26	0	0
27	1	1
28	0	0
29	1	0
30	0	1
31	0	0
32	1	0
33	0	0
34	1	1
35	0	1
36	1	0
37	0	0
38	1	1
39	0	0
40	1	1
41	1	0
42	0	1
43	1	0
44	0	0
45	1	1
46	1	1
47	0	1
48	1	1
49	0	0
50	0	1
51	0	1
52	1	1
53	0	1
54	1	0

55	1	0
56	0	1
57	0	0
58	0	1
59	0	0
60	1	1
61	1	0
62	0	0
63	0	1
64	0	1
65	0	0
66	1	1
67	0	0
68	0	1
69	1	1
70	1	1
71	1	0
72	0	1
73	1	1
74	0	1
75	0	0
76	1	1
77	1	0
78	1	1
79	0	0
80	0	0
81	1	1
82	0	1
83	0	1
84	0	0
85	0	1
86	1	0
87	0	1
88	0	1
89	0	0
90	0	1
91	0	1
92	0	0
93	0	1
94	1	0
95	0	0
96	0	0
97	0	1
98	0	0
99	1	1
100	1	1
101	1	1