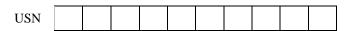
1.





Improvement test

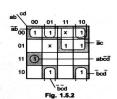
Sub:	Sub: DIGITAL SYSTEM DESIGN Code									15EE	35			
Date:	17/ 11/ 2017	Duration:	90 mins	Max Marks:	50	Sem:	3 RD	Branch: EEE						
	Answer Any FIVE FULL Questions													
									Marks					
									With	CO	RBT			
Simplify the expression using Quine- McCluskey method(i) $F(A,B,C,D) = \sum m(0,1,2,6,7,9,10,12) + \sum d(3,5)$								10	CO1	L3				
2 Simplify f(a,b,c,d)=∑m(1,5,7,10,11)+dc(2,3,6,13) taking least significant bit as map entered variable.								10	CO1	L3				
3 Design a synchronous Mod-7 counter using T flip flop								10	CO3	L3				
4 Convert SR flip flop in to JK and T flip flop and represent symbolically.								10	CO4	L2				
5 Explain behavioral and data flow type of description of VHDL with the example of half adder.								ler.	10	CO5	L2			
6	Compare VHDL and Ve	erilog. Explain	how data ty	pes are classified	in Verilo	og with e	xampl	e	10	CO5	L2			

Minterm	Binary represenation	Minterm	Binary representation
m ₀	0000	m₀✓	0000
m ₁	0001	m ₁ ✓	0001
m ₂	0010	m ₂ √	0010
m ₆	0110	dm₃✓	0011
m ₇	0111	dm ₅ √	0101
m ₉	1001	m ₆ √	0110
m ₁₀	1010	m ₉ ✓	1001
m ₁₂	1100	m ₁₀ √	1010
dm ₃	0011	m ₁₂ √	1100
dm ₅	0101	m ₇ √	0111

Minterm	Binary representation	Minterm	Binary representation
0, 1✓	000-	0, 1, 2, 3	00
0, 2✓	00-0	1, 3, 5, 7	0 1
1,3✓	00-1	2, 3, 6, 7	0-1-

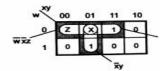
Minterms	Binary representation
0, 1, 2, 3	00
1, 3, 5, 7	01
2, 3, 6, 7	0-1-
1, 9	-001
2, 10	-010
12	1100
	0, 1, 2, 3 1, 3, 5, 7 2, 3, 6, 7 1, 9 2, 10

Prime implicants	m _o	m,	m ₂	dm ₃	dm ₆	m _e	m ₇	m ₉	m ₁₀	m,
ãБ 0, 1, 2, 3	0	0	0	0						
ãd 1, 3, 5, 7				•			98 . J			
āc 2, 3, 6, 7			0	0		0	0			
bcd 1,9		0						0		
b c d 2, 10	1918-0 E		0						0	
abcd 12						e sala				0



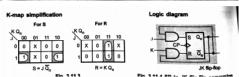
 $f(a, b, c, d) = \bar{a}\bar{b} + \bar{a}c + \bar{b}\bar{c}d + \bar{b}c\bar{d} + ab\bar{c}\bar{d}$

Minterns in decimal	Minterms in binary					
	w	×	у	z(MEV)		
0 0	0	0	0	0	0	
1	0	0	0	1	1	
1 2 3	0	0	1	0	x	
[3	0	0	1	1	x	
2 4 5	0	1	0	0	0	
7(5	0	1	0	1	0	
3 6 7	0	1	1	0	x	
7 7	0	1	1	1	î	
4 8 9	1	0	0	0	0	
*\9	1	0	0	1	0	
_ [10	1	0	1	0	1	
5 11	1	0	1	1	1	
_ [12	1	1	0	0	0	
6 { 12 13	1	1	0	1	×	
(14	1	1	1	0	0	
7 14 15	i	1		1	C	



4.

Ing	Inputs				Next state	Flip-flop inputs		
J	K	Qn	Q _{n+1}	S	R			
0	0		0	0	x			
0	0	1 1	1 1	x	0			
0	1	0	0	0	x			
0	1	1	0	0	1			
1	0	0	1	1	0			
1	0	1	1	x	0			
1	1	0	1	1	0			
1	1	1	0	0	1			



3.11.3 SR Filp-Flop to T Filp-Flop

Input	Present state	Next state	Flip-flo	p inputs
T	Q _n	Qn + 1	S	R
0	0	0	0	x
0	1	1	x	0
1	0	1	1	0
1	1	0	0	71 T
	T 0	T Q _n 0 0 0 1	T Q _n Q _{n+1} 0 0 0 0 0 1 1	T Q _n Q _{n+1} S 0 0 0 0 0 0 1 1 X

	Fo		Fe	or R	
19	0	1	10	0	1
0	0	x	0	x	0
- 1	1	0	- 1	0	1
	S =		R = 1	r Q,	



Behavioral Descriptions

A behavioral description models the system as to how the outputs behave with the inputs. The definition of behavioral description is one where the architecture (VHDL) or the module (Verilog) includes the predefined word process (VHDL) or always (Verilog) or initial (Verilog). The description is considered pure behavioral if it does not contain any other features from other styles or descriptions (

Data-Flow Descriptions

Data flow describes how the system's signals flow from the inputs to the outputs. Usually, the description is done by writing the Boolean function of the outputs. The data-flow statements are concurrent; their execution is controlled by events.

VHDL Behavioral

```
entity half_add
    port (I1, I2
                   in bit; 01, 02 : out bit);
end half_add;
architecture
                       of half_add is
-- The archi
                   consists of a process construct
begin
process (I1, I2)
-- The above
                      is process statement
    begin
        01 <= I1
                     I2 after 10 ns;
        02 <= I1
                     I2 after 10 ns;
    end process;
    behave
```

VHDL Data-Flow Description

```
entity halfadder is
port (
a : in bit;
b : in bit;
s : out bit;
c : out bit);
end halfadder;

architecture HA_DtFl of halfadder is
--The architecture has no process, component, cmos,
--tranifO, tran, or tranifO

begin
    s <= a xor b;
    c <= a and b;
end HA_DtFl;</pre>
```

Data Types

VHDL: Definitely a type-oriented language, VHDL types are built in, or the user can create and define them. User-defined types give the user a tool to write the code effectively; these types also support flexible coding, VHDL can handle objects with multidimensional array types. Another data type that VHDL supports is the physical type; the physical type supports more synthesizable or targeted design code.

Verilog: Compared to VHDL, Verilog data types are very simple and easy to use. All types are defined by the language. There are no user-defined types. Some beginners may consider these simple data types as an advantage over VHDL. Verilog, however, cannot handle objects with multidimensional array types.

■ Ease of Learning

VHDL: For beginners, VHDL may seem hard to learn because of its rigid type requirements. Advanced users, however, may find these rigid type requirements easier to handle.

Verilog: Easy to learn, Verilog users just write the module without worrying about what Library or package should be attached. Many of the statements in the language are very similar to those in C language.

Libraries and Packages

VHDL: Libraries and packages can be attached to the standard VHDL package. Packages can include procedures and functions, and the package can be made available to any module that needs to use it. Packages are used to target a certain design. For example, if the system modeled/designed includes arithmetic functions, a package can be used that includes those functions.

Verilog: There is no concept of Libraries or packages in Verilog.

Operators

VHDL: An extensive set of operators is available in VHDL, but it does not have predefined unary operators.

Verilog: An extensive set of operators is also available in Verilog. It also has predefined unary operators (see Section 1.4).

Procedures and Tasks: Procedures (VHDL) and tasks (Verilog) are implemented to simplify the writing of HDL code for complex systems.

Data types in Verilog

