

# Today

- Practical issues in digital logic implementation
- Project 1

# Administrivia

Make sure you fill out and hand-in group placement forms today

# Solderless Breadboards

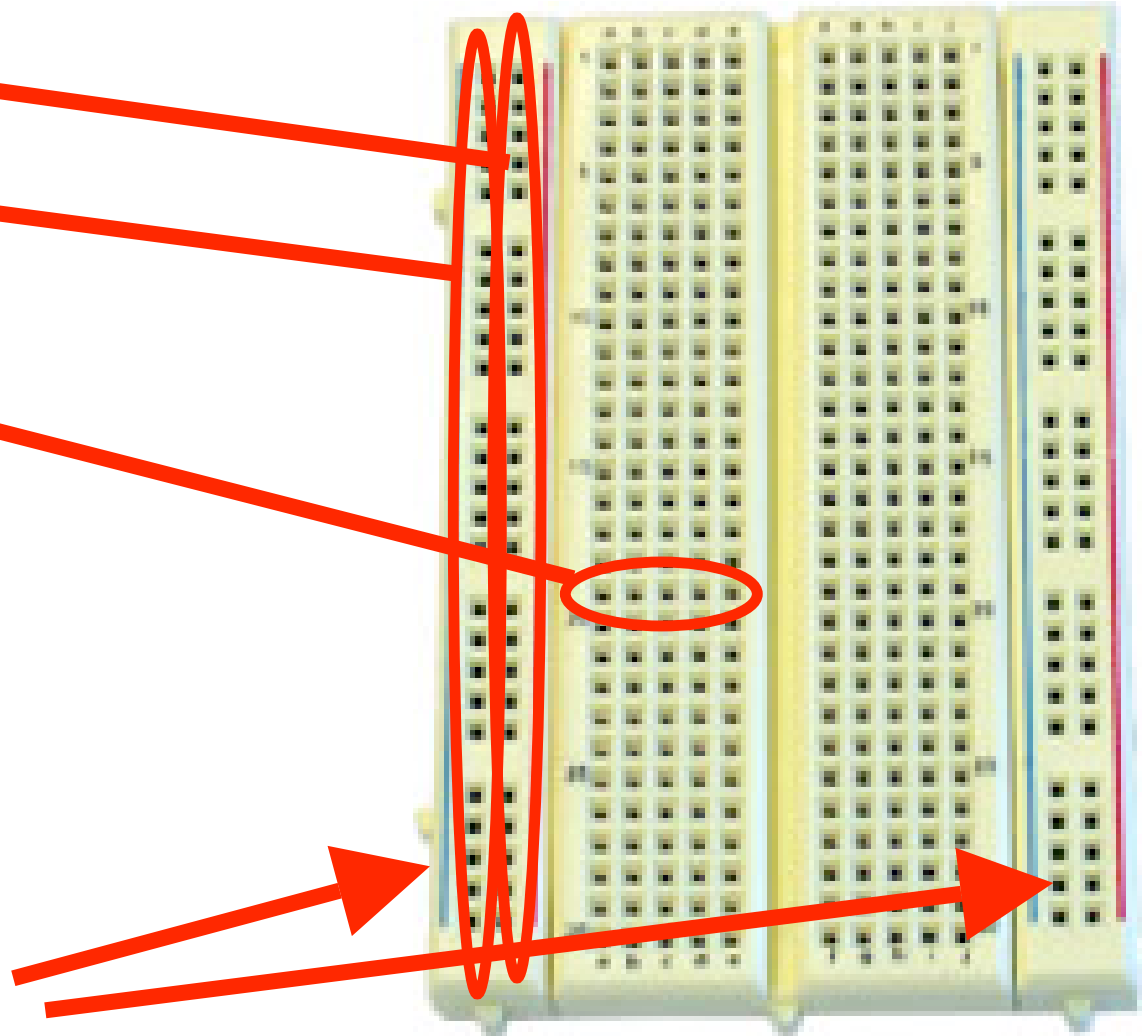
mbus.net

Power bus  
(red)

Ground bus

(blue)  
Component  
bus

Note that the two  
sides are not  
connected



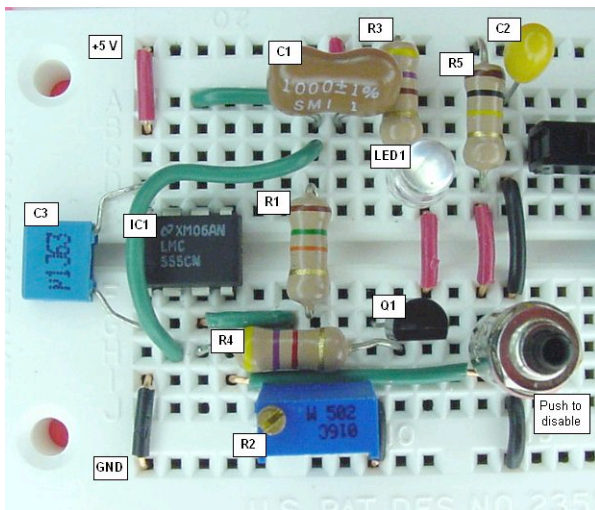
# Wiring Standards

When possible, use wire colors for different types of signals:

- Black: ground
- Red: power
- Other: various signals

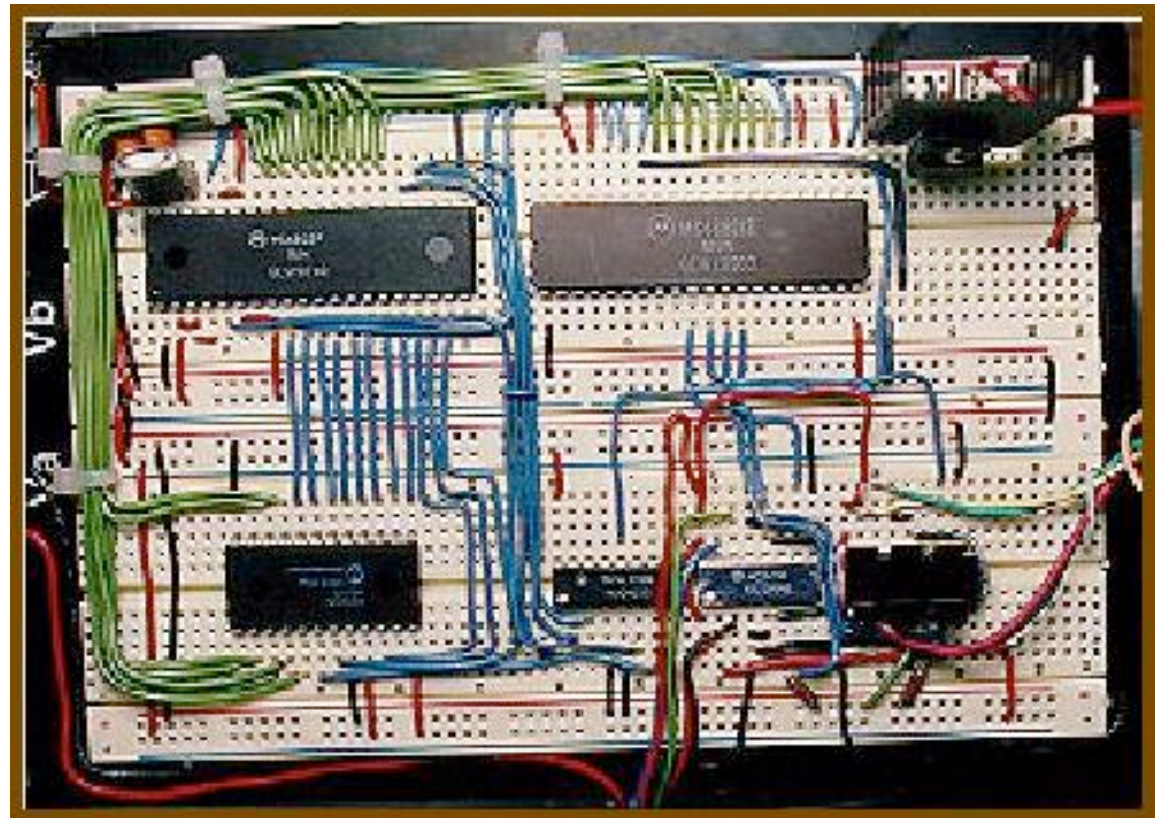
# Clean Wiring

A clean breadboard will make debugging easier – and it makes circuits more robust



[www.linefollowing.com](http://www.linefollowing.com)

[tangentsoft.net](http://tangentsoft.net)

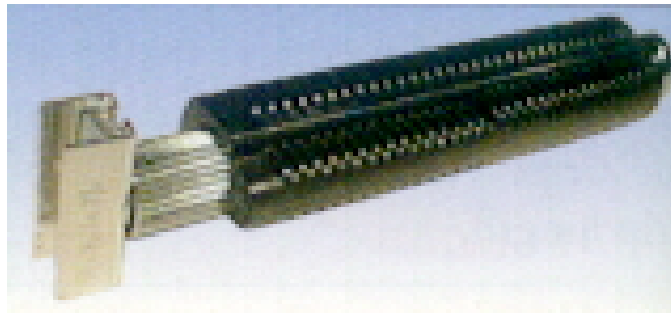


# Care with Power

- Only insert components and wires into the breadboard when power is disconnected
- “Wire, check-twice, then power”
  - Never reverse power and ground (this is a very common mistake)
- Most chips that we will use expect +5V
  - More can destroy the chips
  - We will use DC/DC converters to step battery voltages down to +5V

# Care of Chips

- Use insertion and extraction tools: never your fingers
- Minimize your contact with pins: static electricity can destroy a chip
- Use a wrist strap when you handle chips



[www.chantronics.com.au](http://www.chantronics.com.au)

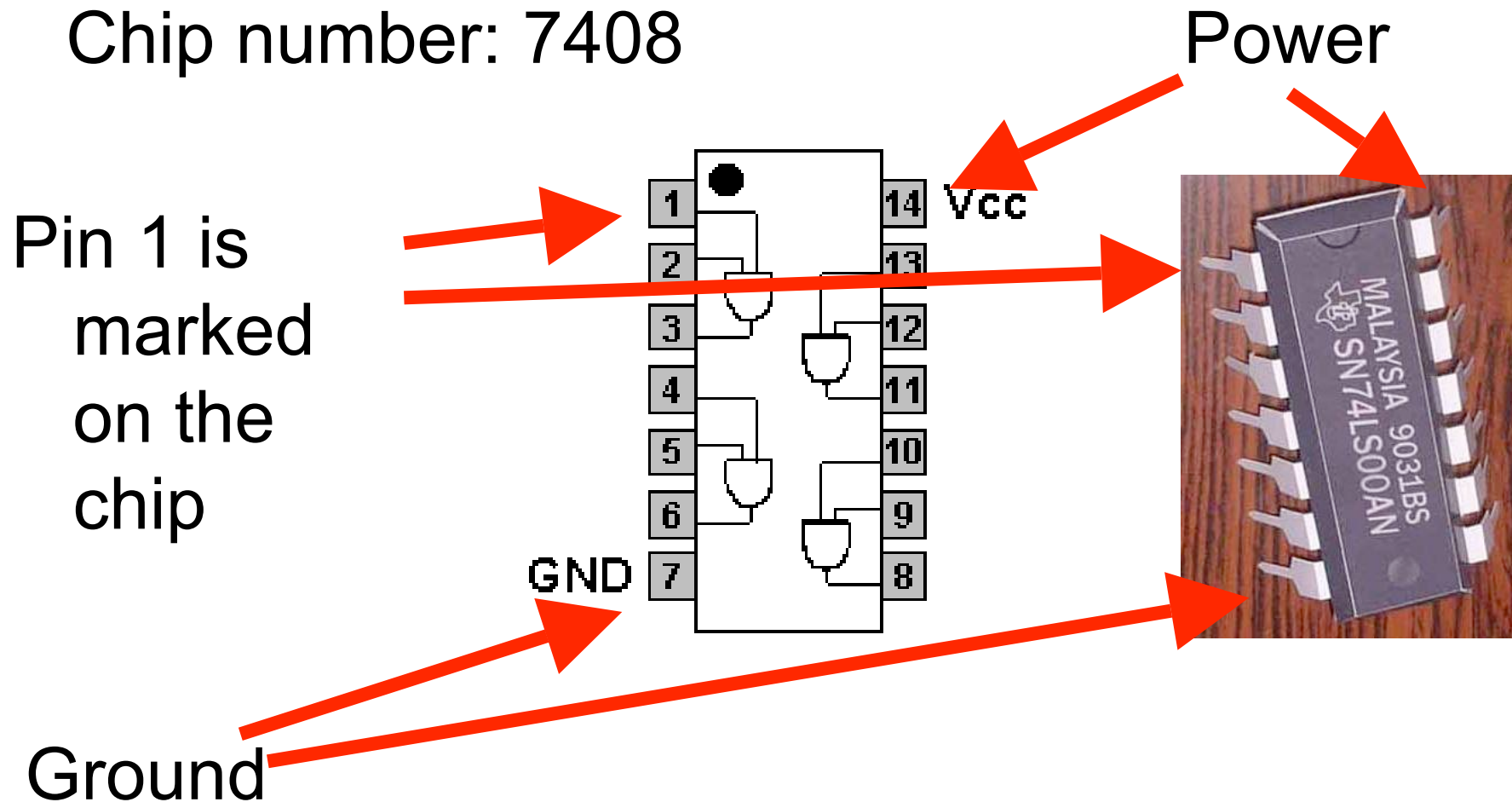
[www.a7vtroubleshooting.com](http://www.a7vtroubleshooting.com)



[www.hvwtech.com](http://www.hvwtech.com)

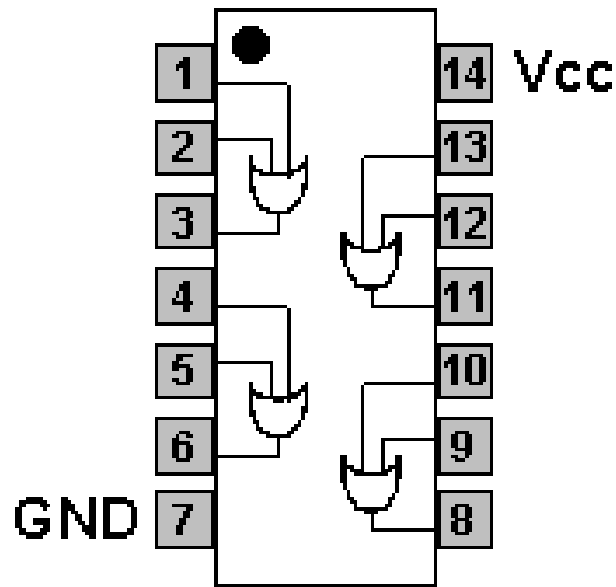
# TTL Chips: 2-Input AND Gates

Chip number: 7408

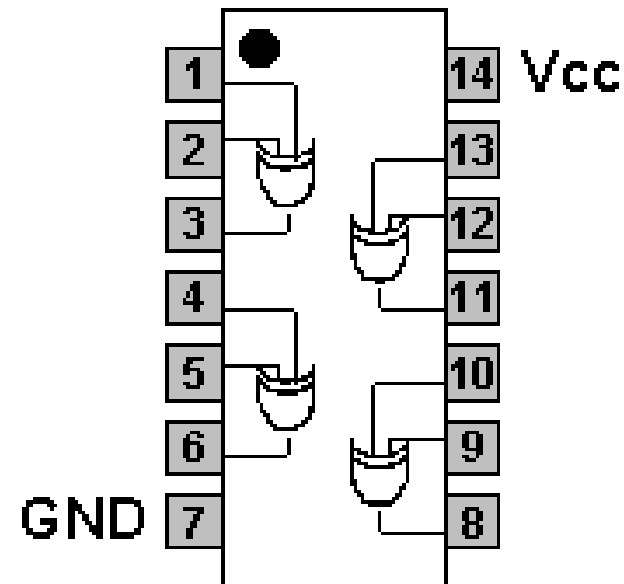




# TTL Chips: 2-Input OR/XOR Gates



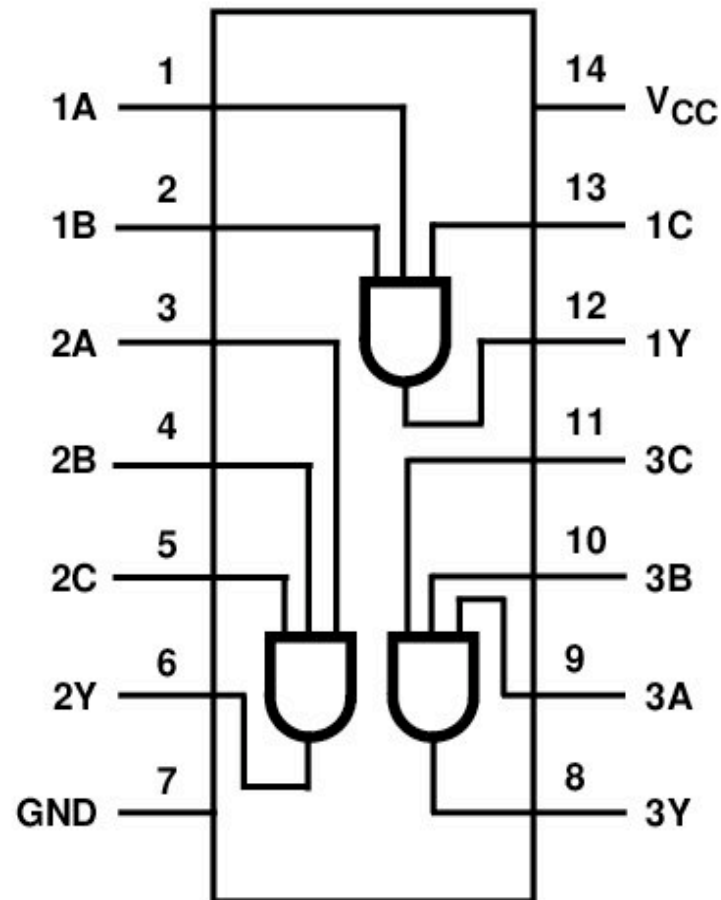
7432 or 74LS32



7486 or 74LS86

# TTL Chips: 3-Input AND Gates

7411



# Constant Inputs

How do we configure a chip input as a constant?

# Constant Inputs

How do we configure a chip input as a constant?

- For a constant 0: connect to ground
- For a constant 1: use a pull-up resistor to +5V (e.g., 10K ohm)

# Wiring Procedure (Suggested)

- Power supply
- Power/ground buses
- Insert primary components
- Wire power/ground for components
- Add signals and remaining components
- Test incrementally

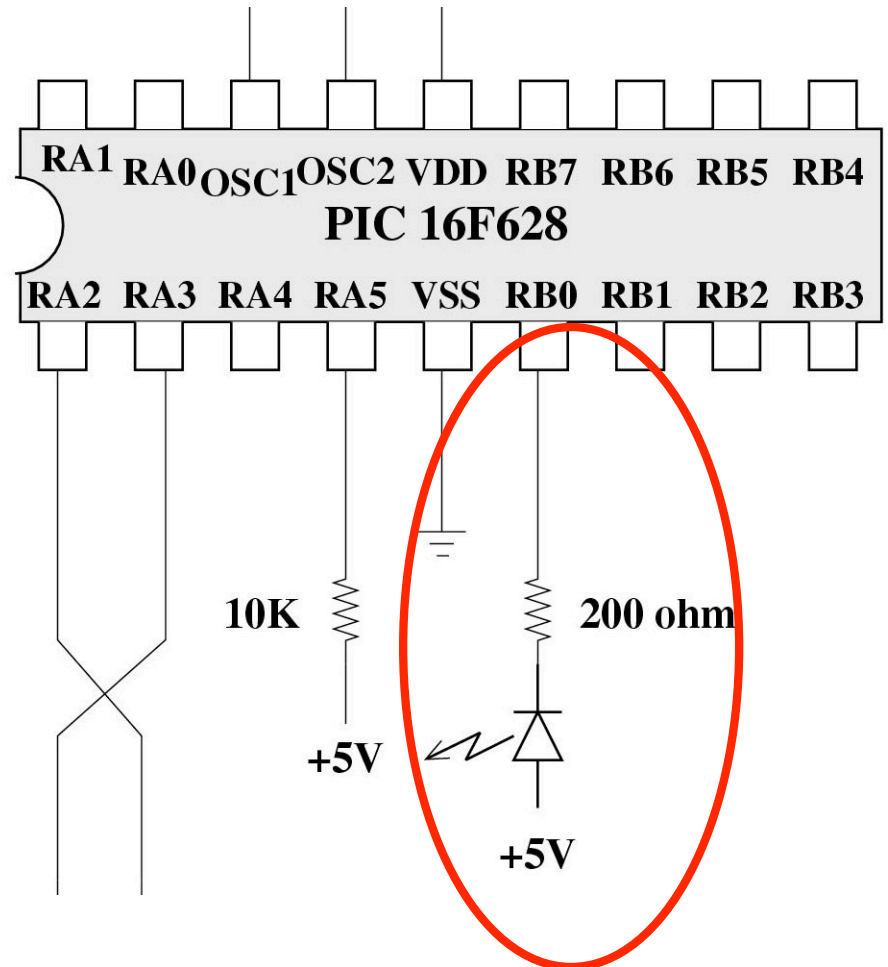
# Debugging Techniques

- Multimeter:
  - Use *voltage mode* to check logic levels
  - Use *continuity mode* to confirm connections (but never with power turned on)
- Oscilloscope:
  - View voltage as a function of time on 2 channels
  - Locked in my office (Mark or I can retrieve them on request)
- Test incrementally
- Test intermediate sub-circuits

# Debugging Techniques

Wire in LED to indicate logic level on a line

- For most components, do not allow the line to be driven by more than 20mA (check the specs if in doubt)
- Note that in this circuit, the LED turns on when logic level is LOW



# Project 1: Beacon Finder

- Robot is equipped with 4 infrared (IR) sensors
  - 2 facing forward
  - 2 mounted on a controllable turret
- 2 IR beacons in the environment



# Project 1: Beacon Finder

## Task:

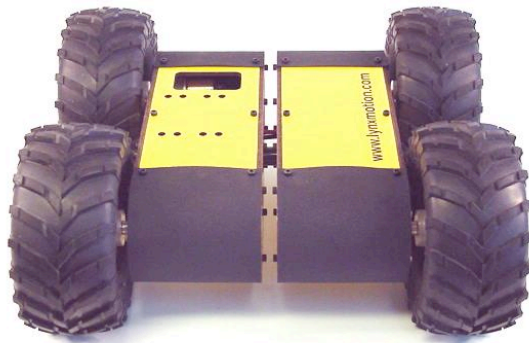
- Robot starts by approximately facing one beacon
- Robot must turn to face beacon and then move toward it
- When the robot “sees” the second beacon to the left, the robot must stop

# System Overview

4 IR Sensors

Preprocessor

Your circuit



# Last Time

- Demultiplexers
- Tristate buffers
- Digital logic in practice
- Project 1

# Today

- Finish off on project 1 (including a demonstration)
- Sequential logic:
  - Latches
  - Flip-flips

# Administrivia

Mark (our TA) is out of town until Tuesday.

The lab is still open starting today:

- 10:30-12:30
- 1-1:45
- 4:30-5:00

Hours next week should be as already discussed

# Group Assignments

## Group 1:

- Barby
- Carter
- Park
- Hoover

## Group 2:

- Johnson
- Greco
- Schmidt
- Gunter

## Group 3:

- Cohen
- Littlefield
- Culbreath
- Powers

## Group 4:

- Lewis
- Williams
- Houck
- Blanton

## Group 5:

- Tope
- Moore
- Watters
- Sartin

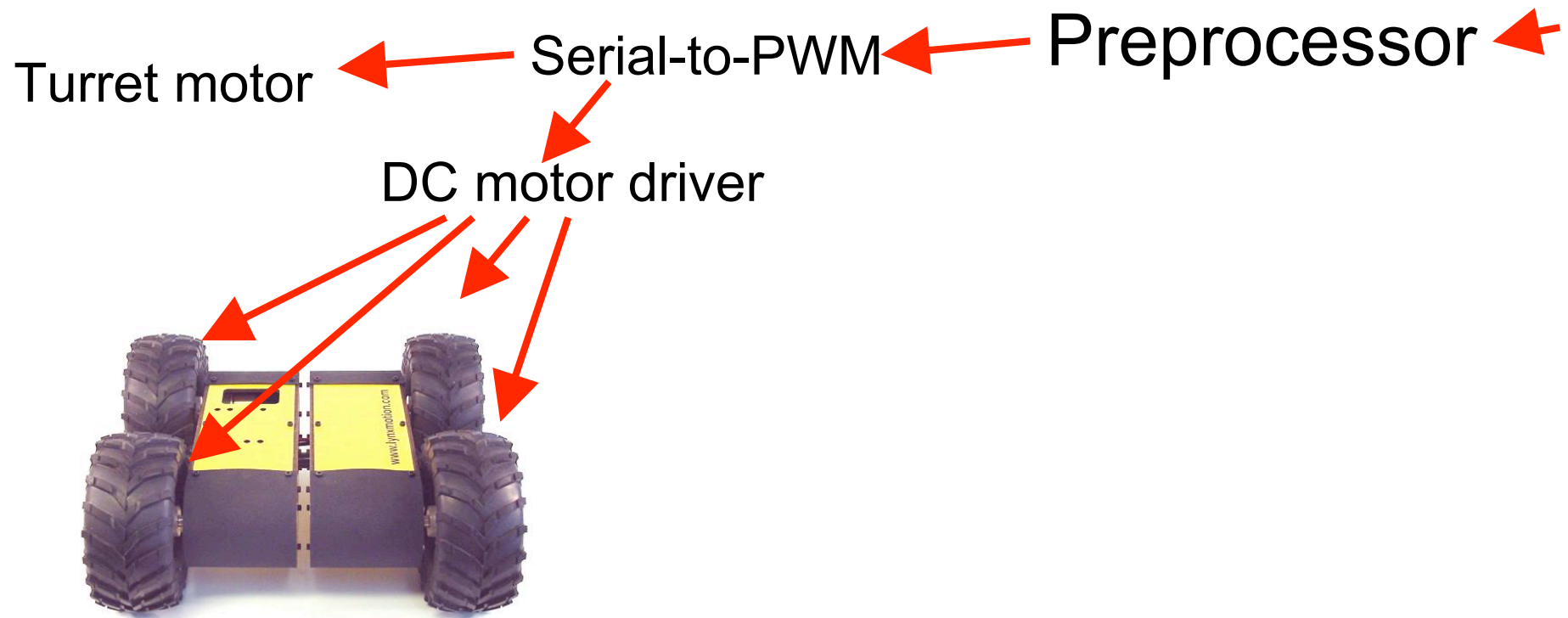
# Beacon Receiver

The preprocessor translates the IR sensor signal into a 2-bit number

The state of each IR sensor is encoded with its own pair of bits

<b>B1</b>	<b>B0</b>		<b>Semantics</b>
0	0		No signal
0	1		Low signal
1	0		Medium signal
1	1		Strong signal

# Robot Details





# Robot Control Interface

3 output lines  
will  
determine  
the motion  
of the robot

<b>C2</b>	<b>C1</b>	<b>C0</b>		<b>Semantics</b>
0	0	0		Stop
0	0	1		Forward
0	1	0		Left
0	1	1		Right
1	0	0		Forward-Left
1	0	1		Forward-Right
1	1	0		Backward
1	1	1		x

# Robot Control Interface

2 output  
lines will  
determine  
the turret  
position

T1	T0		Semantics
0	0		Forward
0	1		Left
1	0		Right
1	1		x

# Your Job

Design and build a controller from basic logic gates

- Design the function: given each possible input from the sensors, what should the robot do?
- For each of these cases what command must you generate?
- What circuit will generate this command?
- Build the circuit

# Hints

- A 7-chip design exists for this circuit
- The preprocessor includes LEDs that enable you to see its inputs and outputs
- Do not underestimate the amount of time required to implement and debug your circuit

# Hints

- Secure wires before running the robot
- Make sure that you connect batteries properly and that you bring power to your circuit

# Power

We will use 2 batteries:

- 7.2V for the DC motors
- 9V for the control electronics
  - The preprocessor circuit will step this down to 5V and provide it to your circuit
- Never short power and ground!
- Make sure you place used batteries in the appropriate boxes for recharging

# What You Turn In

- Be prepared to demonstrate in class on Tuesday, March 1st
  - You may demo to Mark or me at any time prior to this class
- Project report:
  - Describe the function that you have implemented
  - K-Maps
  - Circuit design
- Personal report

# Debugging/Safety Hints

- Start by testing your circuit prior to connecting motor power
- Once you connect motor power, put your robot up “on blocks” before running it on the floor
- Move a beacon around the robot to confirm that it performs appropriately
- Make sure you wire into your circuit the following rule:
  - If no beacon signal, then stop the motion of the robot



# Lab Procedures

- No food or drink are allowed in the lab.
- Before leaving the lab, please be sure to clean up your workspace.
- Because some equipment may be in short supply, please coordinate with others who will need these resources
- Never place dead components back into the stock (instead – place them in the ‘graveyard’)

# Lab Procedures

- No equipment or supplies may leave the lab without the permission of the monitor.
- No books may leave the lab.
- Please clear all guests with the lab monitor.
- Unless you have prior permission, please do not handle the projects of other class members.

# Lab Procedures

- Always check your wiring before you power up your circuit (especially your power and ground connections).
- When removing chips from breadboards, always use an appropriate tool (not your fingers!).
- If you break something, please report it (don't just put it away).
- You are expected to supply and configure your own laptop computers for project use

# Schedule

- We currently have 1 robot up and running
  - groups will need to share
  - The robots are designed so that you will be able to easily remove your circuit while leaving the other components intact
- We will soon have one robot for each group (but be patient)

# Next Time

Sequential logic: time and memory

- Readings:
  - ESP 2.4
  - Sequential logic pages from [playhookey.com](http://playhookey.com)