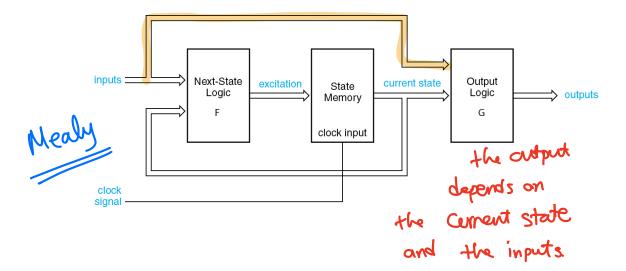
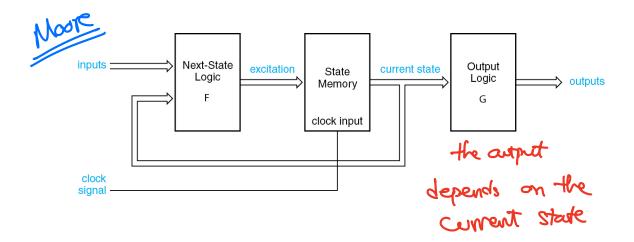
## **Analysis of Finite State Machines**

Goal: Given a logic diagram, predict the behavior of the state machine i.e., determine the next states and the output of the machine.

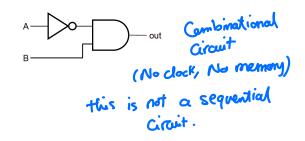


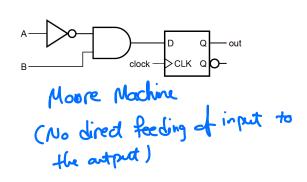
## **State Machines:**

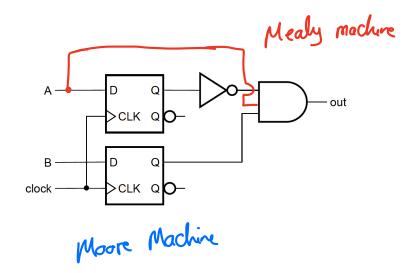


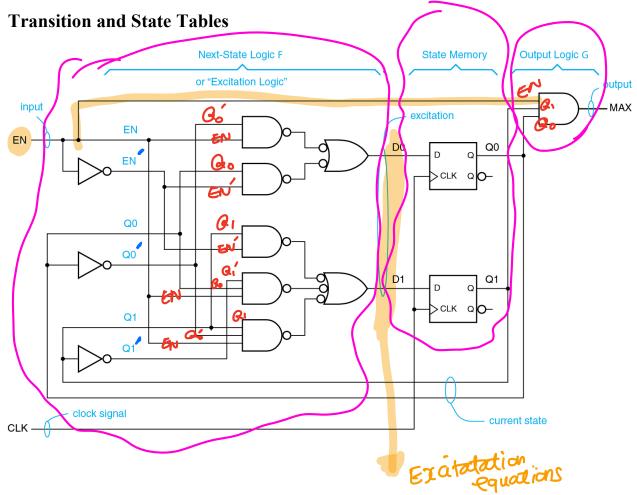


## **Examples:**









- Excitation Equations: equations describing the output of the excitation logic block

- Characteristic Equations: equations describing flip-flops' next states

$$Q(++E) = Q^*$$

$$Q^* = D_0$$

$$Q^* = D_1$$

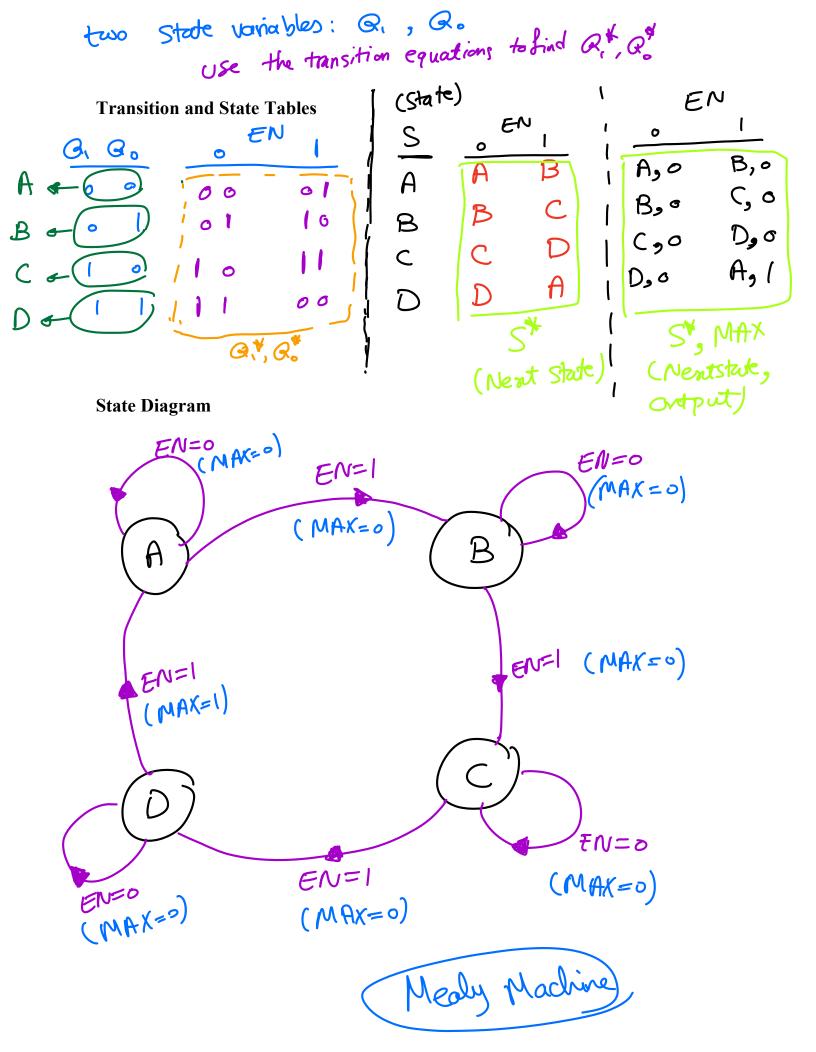
$$Q^* = D_1$$

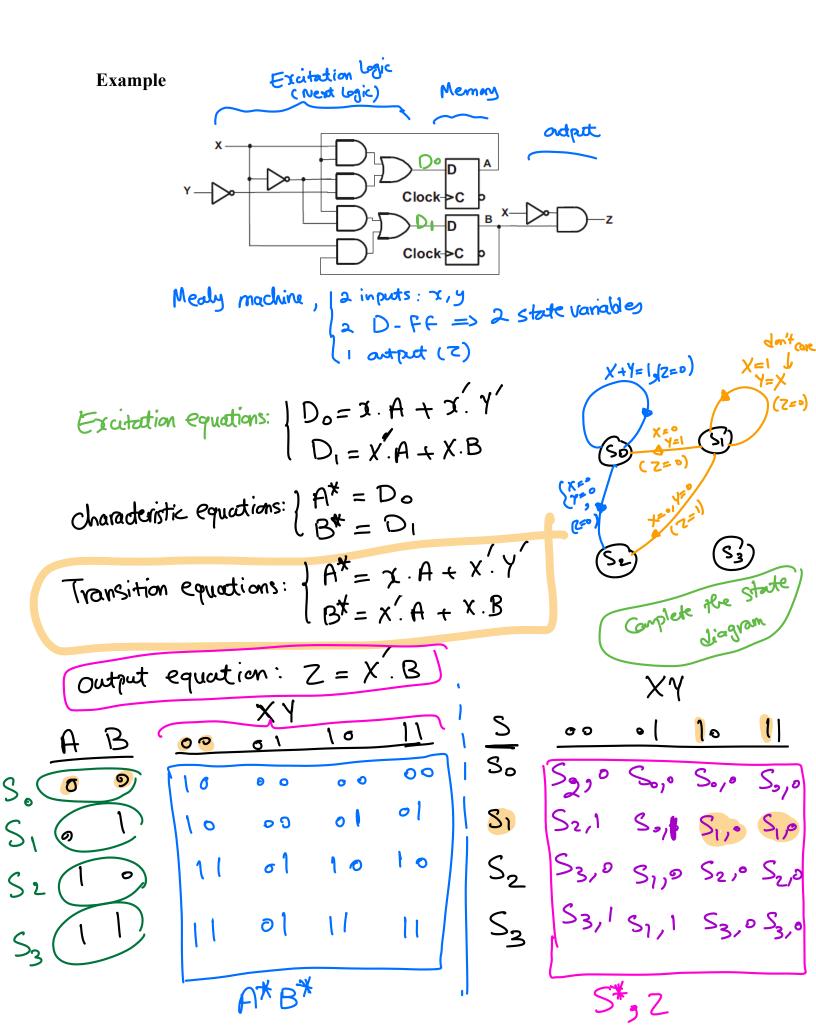
- **Transition Equations:** equations describing the next values of the state variables as a function of the current states and inputs

$$Q_0^* = Q_0 \cdot EN' + Q_0' \cdot EN$$

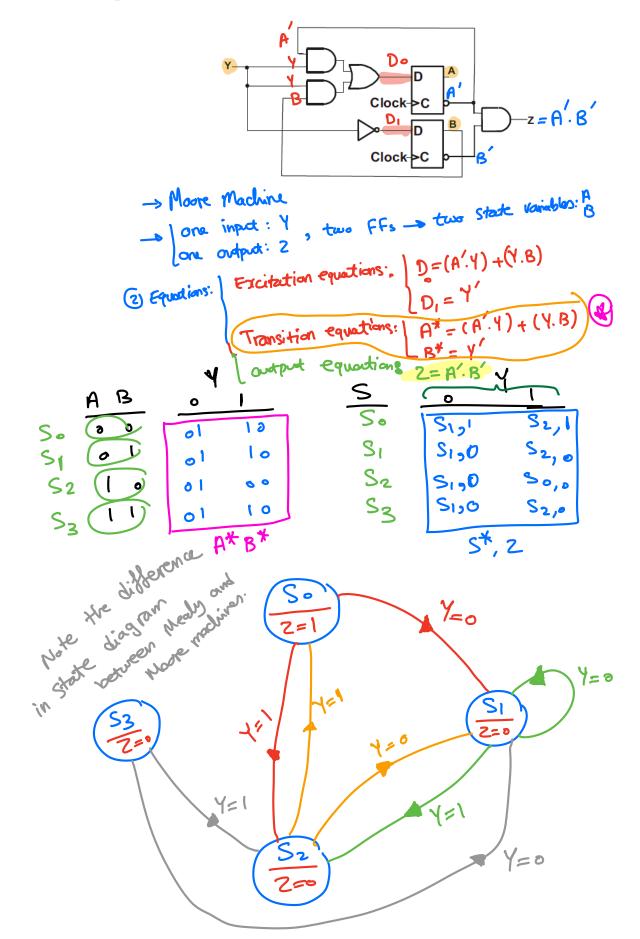
$$Q_1^* = Q_1 \cdot EN' + Q_0 \cdot Q_1' \cdot EN + Q_0' \cdot Q_1 \cdot EN$$

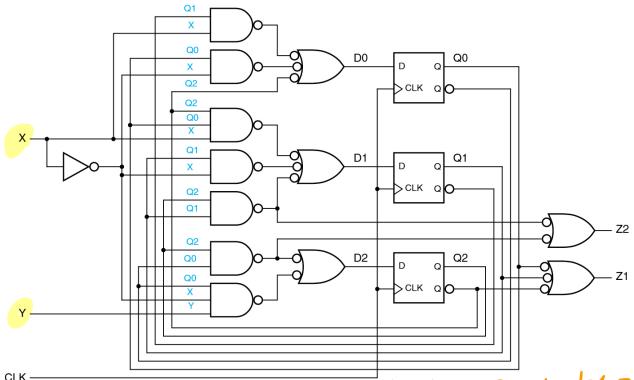
- Output Equations: equations describing the output





## Example





two inpuds (X,Y), 3 Ffs: (3 State variables), 2 outputs (Z, , Zz)
Qo,Q,, Q2

(a)		XY					(b)		XY				
	Q2 Q1 Q0	00	01	10	11	Z1 Z2		s	00	01	10	11	Z1Z2
	000	000	100	001	001	10		Α	Α	Е	В	В	10
^	001	001	001	011	011	10		В	В	В	D	D	10
7	010	010	110	000	000	10		С	С	G	Α	Α	10
)	011	011	011	010	010	00		D	D	D	С	С	00
	100	101	101	101	101	11		E	F	F	F	F	11
	101	001	001	001	001	10		F	В	В	В	В	10
	110	111	111	111	111	11		G	Н	Н	Н	Н	11
	111	011	011	011	011	11		Н	D	D	D	D	11
	_	Q2* Q1* Q0*						S*					