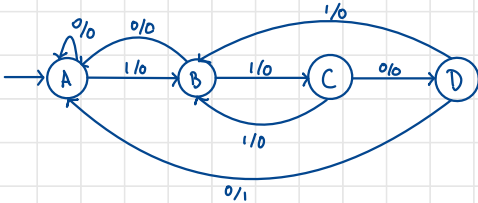


Diseñar una máquina que detecte la secuencia de entrada 0011 empezando por el bit menos significativo.

MEALY

Máquina de estados



Corta ASM

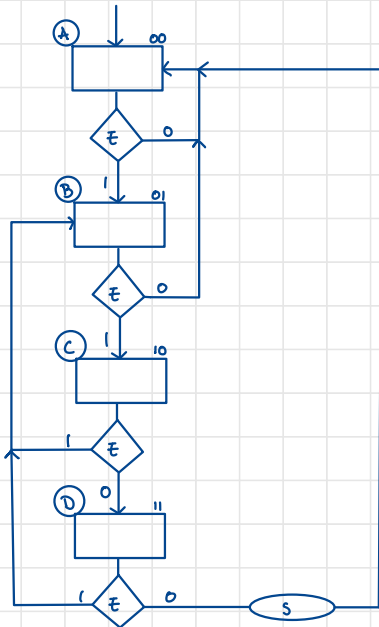


Tabla de verdad para Flip-Flop D

	$Q_1$	$Q_0$	$E$	$D_1$	$D_0$	$S$
A	0	0	0	0	0	0
A	0	0	1	0	1	0
B	0	1	0	0	0	0
B	0	1	1	1	0	0
C	1	0	0	1	1	0
C	1	0	1	0	1	0
D	1	1	0	0	0	1
D	1	1	1	0	1	0

Mapa de Karnaugh

$D_1$				
$E \backslash Q_1 Q_0$	00	01	11	10
0				1
1		1		

$$D_1 = \overline{Q_1} Q_0 E + Q_1 \overline{Q_0} \overline{E}$$

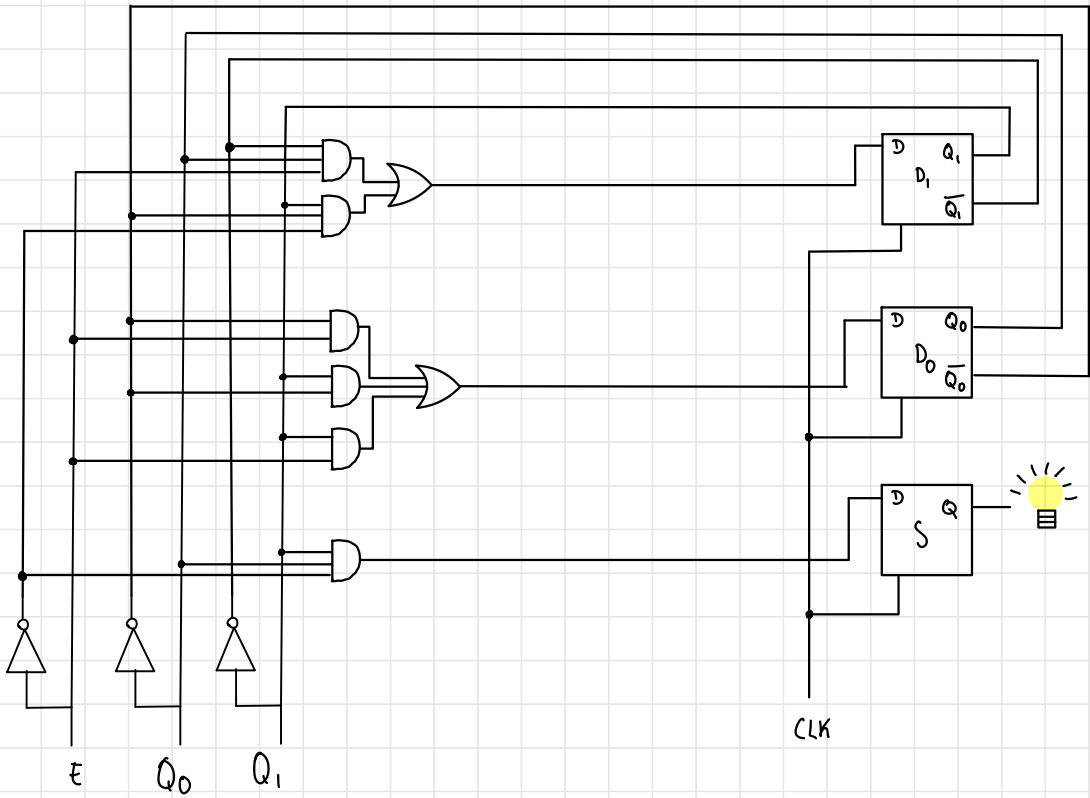
$D_0$				
$E \backslash Q_1 Q_0$	00	01	11	10
0				1
1	1		1	1

$$D_0 = \overline{Q_0} E + Q_1 \overline{Q_0} + Q_1 E$$

$S$				
$E \backslash Q_1 Q_0$	00	01	11	10
0			1	
1				

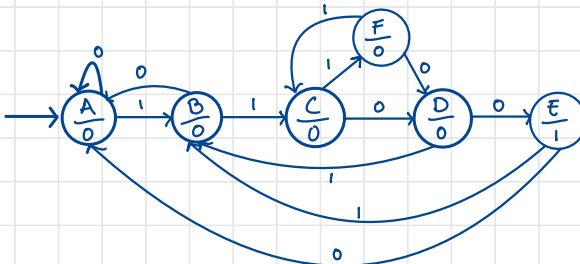
$$S = Q_1 Q_0 \overline{E}$$

## Circuito para máquina Mealy

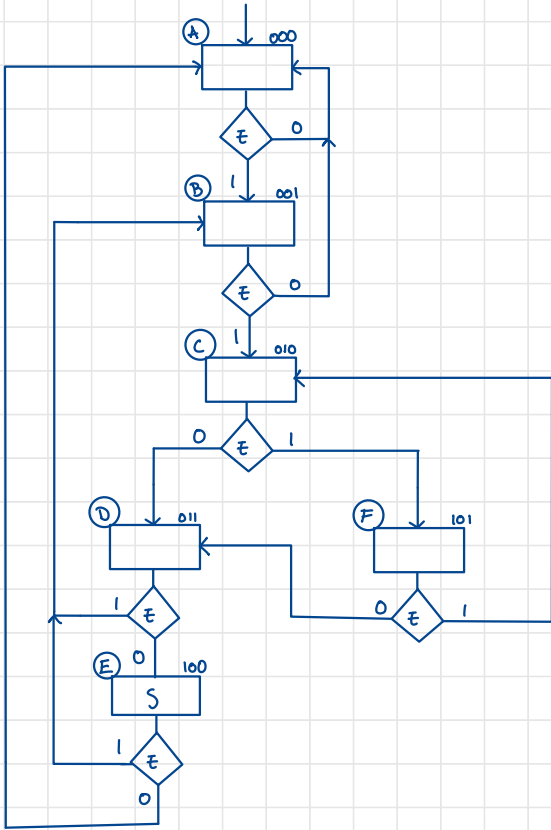


## Moore

## Máquina de estados



## Carta ASM



## Tabla de verdad para Flip-Flop D

	$Q_0$	$Q_1$	$Q_2$	$E$	$D_0$	$D_1$	$D_2$	$S$
A	0	0	0	0	0	0	0	0
A	0	0	0	1	0	0	1	0
B	0	0	1	0	0	0	0	0
B	0	0	1	1	0	1	0	0
C	0	1	0	0	0	1	1	0
C	0	1	0	1	1	0	1	0
D	0	1	1	0	1	0	0	0
D	0	1	1	1	0	0	1	0
E	1	0	0	0	0	0	0	1
E	1	0	0	1	0	0	1	1
F	1	0	1	0	0	1	1	0
F	1	0	1	1	0	1	0	0

## Mapas de Karnaugh

$Q_0 Q_1$	00	01	11	10
$Q_2 E$				
00				
01		1		
11				
10		1		

$$D_0 = \overline{Q_0} Q_1 \overline{Q_2} E + \overline{Q_0} Q_1 Q_2 \overline{E}$$

$Q_0 Q_1$	00	01	11	10
$Q_2 E$				
00			1	
01			1	
11				
10				

$$S = Q_0 \overline{Q_1} \overline{Q_2}$$

$Q_0 Q_1$	00	01	11	10
$Q_2 E$				
00		1		
01				
11		1		1
10				1

$$D_1 = \overline{Q_0} Q_1 \overline{Q_2} \overline{E} + \overline{Q_0} \overline{Q_1} Q_2 E + Q_0 \overline{Q_1} Q_2$$

$Q_0 Q_1$	00	01	11	10
$Q_2 E$				
00		1		
01	1	1		1
11		1		
10				1

$$D_2 = Q_0 \overline{Q_1} Q_2 \overline{E} + \overline{Q_1} \overline{Q_2} E + \overline{Q_0} Q_1 \overline{Q_2} + \overline{Q_0} Q_1 E$$

## Circuito para máquina Moore

