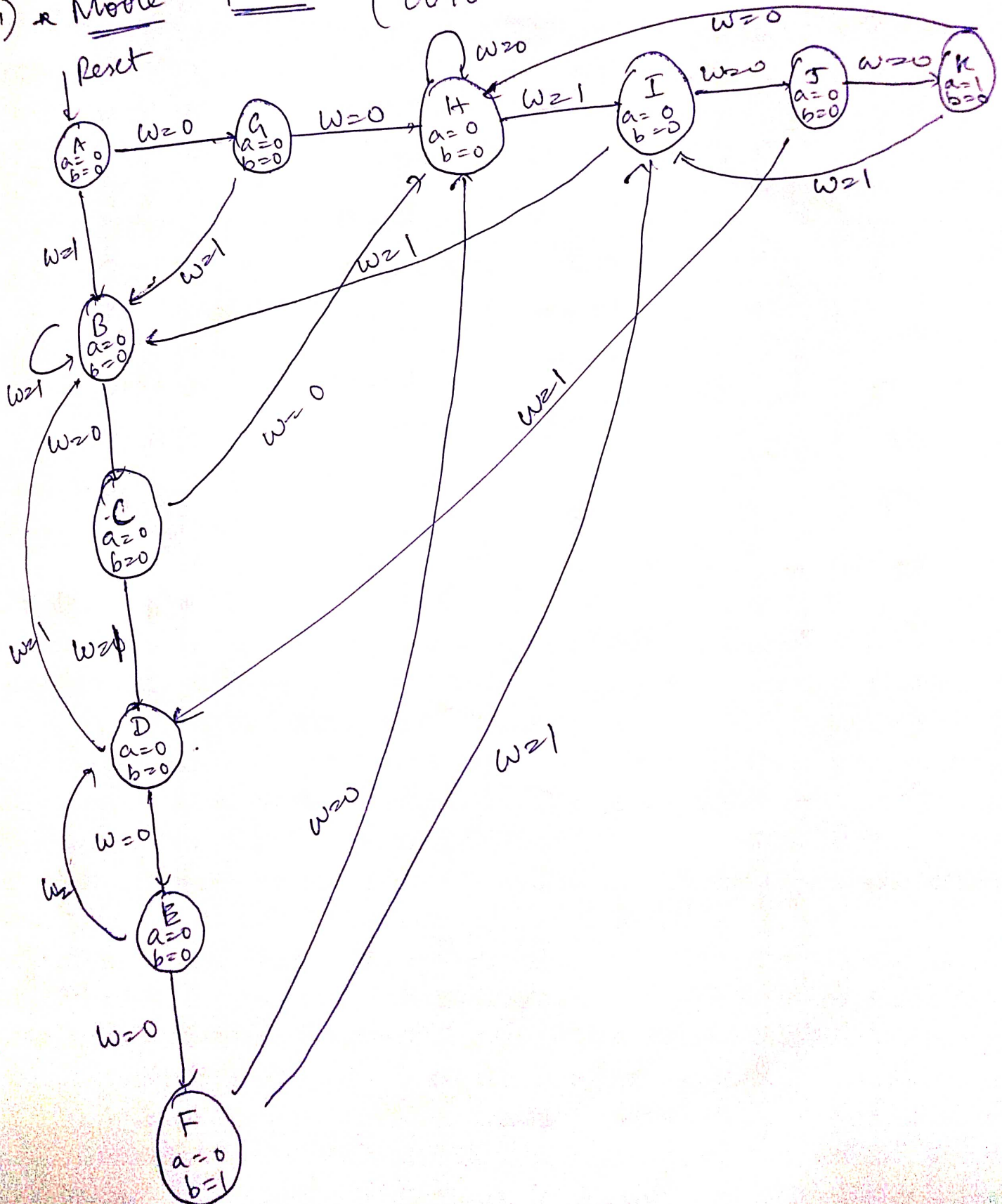


Lab-8    B - ES203

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1) Moore    FSM: (00100 or 10100)



# \* State Assignment:

<u>Present state</u>		<u>Next state</u>		<u>z (output)</u>	
		<u>w=0</u>	<u>w=1</u>	<u>a</u>	<u>b</u>
$y_3 y_2 y_1 y_0$		$y_3 y_2 y_1 y_0$	$y_3 y_2 y_1 y_0$		
A	0000	0110	0001	0	0
B	0001	0010	0001	0	0
C	0010	0111	0011	0	0
D	0011	0100	0001	0	0
E	0100	0101	0011	0	0
F	0101	0111	1000	0	1
G	0110	0111	0001	0	0
H	0111	0111	1000	0	0
I	1000	1001	0001	0	0
J	1001	1010	0011	0	0
K	1010	0111	1000	1	0
L	1011	xxxx	xxxx	x	x
M	1100	xxxx	xxxx	x	x
N	1101	xxxx	xxxx	x	x
O	1110	xxxx	xxxx	x	x
P	1111	xxxx	xxxx	x	x

Since we need to consider JK flip flop, we know that.

<u>Prev. state</u>	<u>Next state</u>	<u>J</u>	<u>K</u>
0	0	0	d
0	1	1	d
1	0	d	1
1	1	d	0

State Assignment Table for JK flip flop when \*

i) W=0

<u>Present</u>	<u>J<sub>3</sub> K<sub>3</sub></u>	<u>J<sub>2</sub> K<sub>2</sub></u>	<u>J<sub>1</sub> K<sub>1</sub></u>	<u>J<sub>0</sub> K<sub>0</sub></u>
A (0000)	0 d	1 d	1 d	0 d
B (0001)	0 d	0 d	1 d	d 1
C (0010)	0 d	1 d	d 0	1 d
D (0011)	0 d	1 d	d 1	d 1
E (0100)	0 d	d 0	0 d	1 d
F (0101)	0 d	d 0	1 d	d 0
G (0110)	0 d	d 0	d 0	1 d
H (0111)	0 d	d 0	d 0	d 0
I (1000)	d 0	0 d	0 d	1 d
J (1001)	d 0	0 d	1 d	d 1
K (1010)	d 1	1 d	d 0	1 d

d = dont cares

ii) W=1

<u>Present</u>	<u>J<sub>3</sub> K<sub>3</sub></u>	<u>J<sub>2</sub> K<sub>2</sub></u>	<u>J<sub>1</sub> K<sub>1</sub></u>	<u>J<sub>0</sub> K<sub>0</sub></u>
A	0 d	0 d	0 d	1 d
B	0 d	0 d	0 d	d 0
C	0 d	0 d	d 0	1 d
D	0 d	0 d	d 1	d 0
E	0 d	d 1	1 d	1 d
F	1 d	d 1	0 d	d 1
G	0 d	d 1	d 1	1 d
H	1 d	d 1	d 1	d 1
I	d 1	0 d	0 d	1 d
J	d 1	0 d	1 d	d 0
K	d 0	0 d	d 1	0 d



By Analysis (K-maps), we get :-

$$\Rightarrow J_3 = w y_2 y_0$$

$$K_3 = \bar{w} y_1 + w \bar{y}_1$$
$$K_3 = w \oplus y_1$$

$$\Rightarrow J_2 = \bar{w} y_1 + \bar{w} \bar{y}_3 \bar{y}_0$$

$$K_2 = w$$

$$\Rightarrow J_1 = \bar{w} y_0 + y_3 y_0 + \bar{w} \bar{y}_3 \bar{y}_2 + w y_2 y_0$$

$$K_1 = \bar{y}_2 y_0 + w y_2 + w y_3$$

$$\Rightarrow J_0 = y_2 + \bar{w} y_1 + y_3 \bar{y}_1 + w \bar{y}_3$$

$$K_0 = \bar{w} \bar{y}_2 + w y_2$$

$$\Rightarrow a = y_3 \bar{y}_2 y_1 \bar{y}_0$$

$$\Rightarrow b = \bar{y}_3 y_2 \bar{y}_1 y_0$$

# Hardware Implementation :

