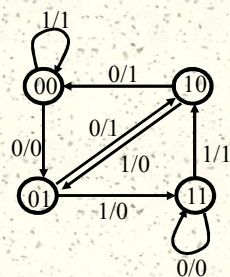


Sequential System Design

- # Given: system description
- # Goal: logic diagram, Boolean function expression
 1. System specification
 2. State transition table construction
 3. State minimization and encoding
 4. Flip-flop selection
 5. Excitation/output table derivation
 6. Logic simplification
 7. Logic diagram drawing

Example: Sequential System Design

- # System spec.
 - state transition table/graph
 - state minimization/encoding
 - flip-flop selection
 - excitation/output table derivation



Q(t)	Q(t+1)	T
0	0	0
0	1	1
1	0	1
1	1	0

Current State		In		Next State		Flip-flop inputs		Out
A	B	x		A	B	TA	TB	y
0	0	0		0	1	0	1	0
0	0	1		0	0	0	0	1
0	1	0		1	0	1	1	1
0	1	1		1	1	1	0	0
1	0	0		0	0	1	0	1
1	0	1		0	1	1	1	0
1	1	0		1	1	0	0	0
1	1	1		1	0	0	1	1

Example: Sequential System Design

System spec. → state transition table/graph

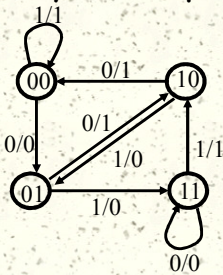
→ state minimization/encoding

→ flip-flop selection

→ excitation/output table derivation

→ logic simplification/minimization

→ logic diagram drawing



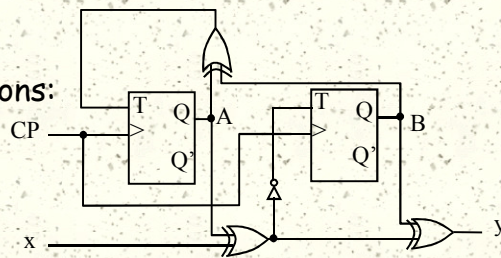
Flip-flop input functions:

■ $TA = A \oplus B$

■ $TB = (A \oplus x)'$

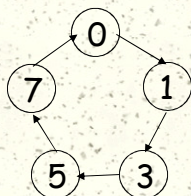
Output:

■ $y = A \oplus B \oplus x$



Self-Correcting Design

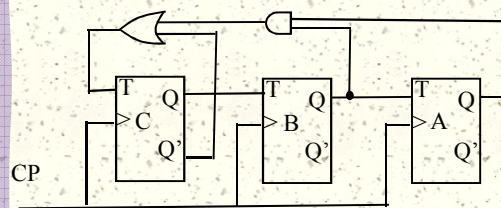
Design a system that generates repeated binary sequence of 0,1,3,5,7.



	A	B	C	A	B	C
0	0	0	0	0	0	1
1	0	0	1	0	1	1
3	0	1	1	1	0	1
5	1	0	1	1	1	1
7	1	1	1	0	0	0

Self-Correcting Design

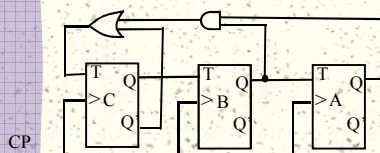
$$\begin{aligned} \# T_A &= B \\ \# T_B &= C \\ \# T_C &= C' + AB \end{aligned}$$



A	B	C	T_A	T_B	T_C
0	0	0	0	0	1
0	0	1	0	1	0
0	1	1	1	1	0
1	0	1	0	1	0
1	1	1	1	1	1
0	1	0	-	-	-
1	0	0	-	-	-
1	1	0	-	-	-

Self-Correcting Design

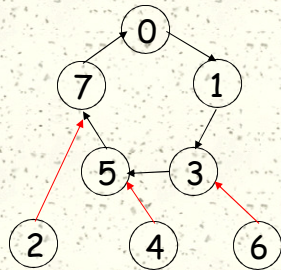
$$\begin{aligned} \# T_A &= B \\ \# T_B &= C \\ \# T_C &= C' + AB \end{aligned}$$



	A	B	C	A	B	C	T_A	T_B	T_C
0	0	0	0	0	0	1	0	0	1
1	0	0	1	0	1	1	0	1	0
3	0	1	1	1	0	1	1	1	0
5	1	0	1	1	1	1	0	1	0
7	1	1	1	0	0	0	1	1	1
2	0	1	0						
4	1	0	0						
6	1	1	0						

Self-Correcting Design

$$\begin{aligned} \# T_A &= B \\ \# T_B &= C \\ \# T_C &= C' + AB \end{aligned}$$



	A	B	C	A	B	C	T_A	T_B	T_C
0	0	0	0	0	0	1	0	0	1
1	0	0	1	0	1	1	0	1	0
3	0	1	1	1	0	1	1	1	0
5	1	0	1	1	1	1	0	1	0
7	1	1	1	0	0	0	1	1	1
2	0	1	0	1	1	1	1	0	1
4	1	0	0	1	0	1	0	0	1
6	1	1	0	0	1	1	1	0	1

Design is self-correcting