

# MULTIPLE SEQUENCE DETECTOR 1100 and 0100

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<i>Abstract—This manual explains state machines by identify the sequence that detect 1100 and 0100</i>		

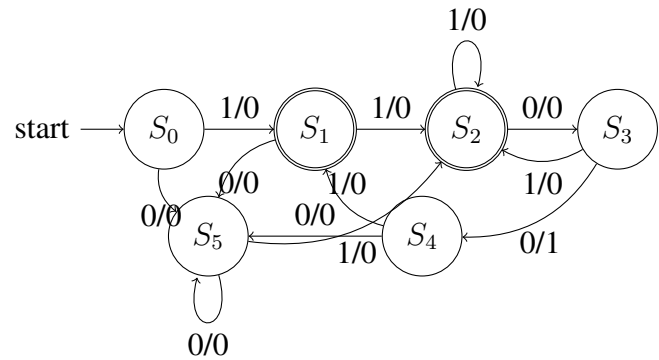


Figure 1: State Diagram for Sequence

## I. COMPONENTS

Components	Value	Quantity
Resistor	220 Ohm	1
Arduino	UNO	1
Seven Segment Display		1
Decoder	7447	1
Flip Flop	7474	2
Bread Board		1
Jumper Wires		20

## II. SEQUENCE DETECTOR

A sequence detector accepts as input a string of bits: either 0 or 1. Its output goes to 1 when a target sequence has been detected. There are two basic types: overlap and non-overlap. In a sequence detector that allows overlap, the final bits of one sequence can be the start of another sequence. Our examples 1100 and 0100 sequence detector. It raises an output of 1 when the last 4 binary bits received 1100 or 0100.

### A. STATE DIAGRAM

State diagrams are used to give an abstract description of the behavior of a system. This behavior is represented as a series of events that can occur in one or more possible states. State diagram is represented in Figure 1

### B. STATE TABLE

From state diagram, state table can be generated in Table II.

Present State	Input	Next state	Output
S0	0	S5	0
S0	1	S1	0
S1	0	S5	0
S1	1	S2	0
S2	0	S3	0
S2	1	S2	0
S3	0	S4	1
S3	1	S4	0
S4	0	S5	0
S4	1	S1	0
S5	0	S5	0
S5	1	S2	0

Table I: .STATE TABLE

### C. TRUTH TABLE

Present State			Input	Next state			Output
A	B	C	X	P	Q	R	Y
0	0	0	0	1	0	1	0
0	0	0	1	0	0	1	0
0	0	1	0	1	0	1	0
0	0	1	1	0	1	0	0
0	1	0	0	0	1	1	0
0	1	0	1	0	1	0	0
0	1	1	0	1	0	0	1
0	1	1	1	0	1	0	0
1	0	0	0	1	0	1	0
1	0	0	1	0	0	1	0
1	0	1	0	1	0	1	0
1	0	1	1	0	1	0	0

Table II: .TRUTH TABLE

#### D. Karnaugh Map

AB \ CX				
	00	01	11	10
00	1	0	0	1
01	0	0	0	1
11	X	X	X	X
10	1	0	0	1

$$P = B'X' + CX'$$

AB \ CX				
	00	01	11	10
00	0	0	1	0
01	1	1	1	0
11	X	X	X	X
10	0	0	1	0

$$Q = CX + BX' \quad (2)$$

AB \ CX				
	00	01	11	10
00	1	1	0	1
01	1	0	0	0
11	X	X	X	X
10	1	1	0	1

$$R = B'X' + C'X' + B'C' \quad (3)$$

AB \ CX				
	00	01	11	10
00	0	0	0	0
01	0	0	0	1
11	X	X	X	X
10	0	0	0	0

$$Y = CX'B \quad (4)$$

#### 4 PROCEDURE

1. Generate the CLOCK signal using the blink program.
  2. Connect the Arduino, 7447 ,two 7474 ICs,LED and seven segment according to Table III.
  - 3.Intelligently use the codes in
- (1) <https://github.com/Gangagopinath/ASSIGNMENT-1/blob/main>

	INPUT				OUTPUT				CLOCK		5V			
	A	B	C	X	P	Q	R	Y						
Arduino	4	3	2	10	6	7	8	9	13					
7474	5	9			2	12			CLK1	CLK2	1	4	10	13
7474			5				2		CLK1	CLK2	1	4	10	13
7447	7	1	2											
								LED						

Table III: Connection Table