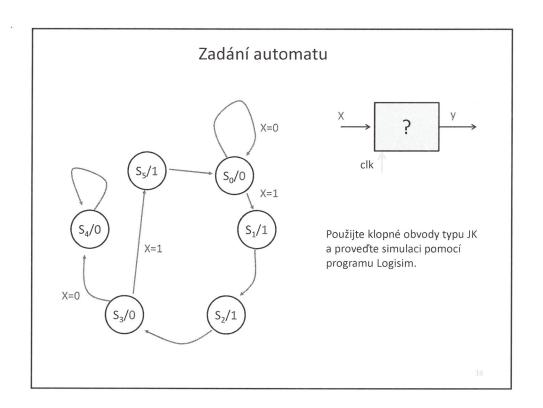


Semestrální práce z KIV/UPA

Návrh automatu

Petr Laštovka A15B0055K jokertwo@students.zcu.cz



0.1 Tabulky

Tabulka 1: Zápis grafu tabulkou

Tabulka 2: Kódování stavů

S_n	x = 0	x = 1	Výstup
$\overline{S_0}$	S_0	S_1	0
S_1	S_2	S_2	1
S_2	S_3	S_3	1
S_3	S_4	S_5	0
S_4	S_4	S_4	0
S_5	S_0	S_0	1

S_n	s_1	s_2	s_3
$\overline{S_0}$	0	0	0
S_1	0	0	1
S_2	0	1	0
S_3	0	1	1
S_4	1	0	0
S_5	1	0	1

Tabulka 3: Zápis grafu tabulkou se zakódovanými stavy

Stav $(s_1s_2s_3)$	x = 0	x = 1	Výstup
000	000	001	0
001	010	010	1
010	011	011	1
011	100	101	0
100	100	100	0
101	000	000	$\mid \qquad 1 \mid$

Tabulka 4: Budící funkce obvodu JK

Q_s	Q_n	J	K
0	0	0	X
0	1	1	\mathbf{X}
1	0	X	1
1	1	X	0

Tabulka 5: Návrh s JK-klopnými obvody

In				Out				JK					
s_1	s_2	s_3	X	s_1	s_2	s_3	Y	J_1	K_1	J_2	K_2	J_3	K_3
0	0	0	0	0	0	0	0	0	X	0	X	0	X
0	0	0	1	0	0	1	0	0	X	0	X	1	X
0	0	1	0	0	1	0	1	0	X	1	X	X	1
0	0	1	1	0	1	0	1	0	X	1	X	X	1
0	1	0	0	0	1	1	1	0	X	X	0	1	X
0	1	0	1	0	1	1	1	0	X	X	0	1	X
0	1	1	0	1	0	0	0	1	X	X	1	X	1
0	1	1	1	1	0	1	0	1	X	X	1	X	0
1	0	0	0	1	0	0	0	X	0	0	X	0	X
1	0	0	1	1	0	0	0	X	0	0	X	0	X
1	0	1	0	0	0	0	1	X	1	0	X	X	1
1	0	1	1	0	0	0	1	X	1	0	X	X	1

Tabulka 6: Karnaughova mapa pro Y

 s_1 s_2 0X 0 0 Х X 0 1 Х \mathbf{X} 0 1 X X

 \boldsymbol{x}

 s_3

Tabulka 7: Karnaughova mapa

pro J_1

 s_1 s_2 0 1 00 1 0 X 1 0 1 0 1 1 X \boldsymbol{x} s_3

Tabulka 8: Karnaughova mapa pro ${\cal K}_1$

X

Х

 $\mathbf{X} - \mathbf{X}$

 \mathbf{X}

 \mathbf{X}

x 0

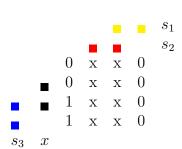
Х

X

Х

 \boldsymbol{x}

 s_3



Tabulka 9: Karnaughova mapa

pro J_2



 s_1

 s_2

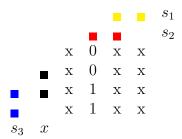
0

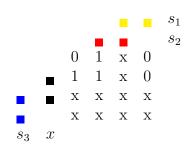
1

1

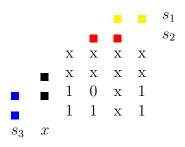
Tabulka 10: Karnaughova mapa pro ${\cal K}_2$

Tabulka 11: Karnaughova mapa pro ${\cal J}_3$





Tabulka 12: Karnaughova mapa pro ${\cal K}_3$



Výrazy po zjednodušení':

•
$$y = (\neg s_1 \lor s_2) \land (\neg s_3 \lor s_2)$$

•
$$J_1 = s_2 \vee s_3$$

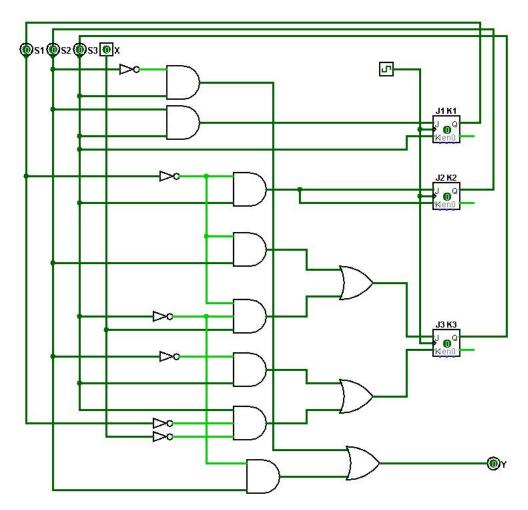
•
$$K_1 = s_3$$

•
$$J_2 = \neg s_1 \lor s_3$$

•
$$K_2 = J_2$$

•
$$J_3 = (\neg s_1 \lor s_2) \land (\neg s_1 \lor \neg s_3 \lor x)$$

•
$$K_3 = (\neg s_2 \lor s_3) \land (s_3 \lor \neg s_1 \lor \neg x)$$



Obrázek 1: Návrh logického automatu