

## Unit 16

# Sequential Circuit Design

Logic Circuits (Spring 2022)

## BCD to Excess-3 Code Converter

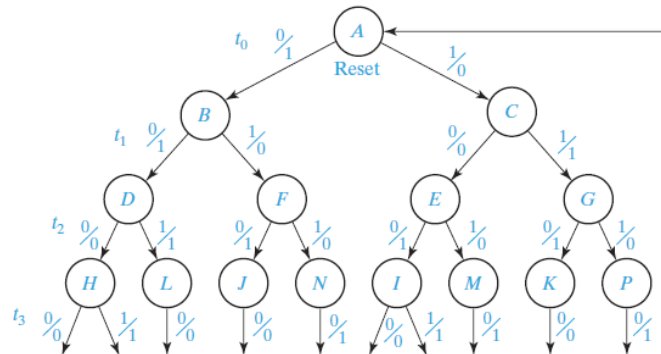
### ■ Specification

- Add three to a binary-coded-decimal digit in the range 0 to 9

X Input (BCD)				Z Output (excess-3)			
$t_3$	$t_2$	$t_1$	$t_0$	$t_3$	$t_2$	$t_1$	$t_0$
0	0	0	0	0	0	1	1
0	0	0	1	0	1	0	0
0	0	1	0	0	1	0	1
0	0	1	1	0	1	1	0
0	1	0	0	0	1	1	1
0	1	0	1	1	0	0	0
0	1	1	0	1	0	0	1
0	1	1	1	1	0	1	0
1	0	0	0	1	0	1	1
1	0	0	1	1	1	0	0

## BCD to Excess-3 Code Converter

### ■ State diagram



## BCD to Excess-3 Code Converter

### ■ State table

Time	Input Sequence Received (Least Significant Bit First)	Present State	Next State		Present Output (Z)	
			X = 0	1	X = 0	1
$t_0$	reset	A	B	C	1	0
$t_1$	0	B	D	F	1	0
	1	C	E	G	0	1
$t_2$	00	D	H	L	0	1
	01	E	I	M	1	0
	10	F	J	N	1	0
	11	G	K	P	1	0
$t_3$	000	H	A	A	0	1
	001	I	A	A	0	1
	010	J	A	–	0	–
	011	K	A	–	0	–
	100	L	A	–	0	–
	101	M	A	–	1	–
	110	N	A	–	1	–
	111	P	A	–	1	–

### ■ Reduced state table

Time	Present State	Next State		Present Output (Z)	
		X = 0	1	X = 0	1
$t_0$	A	B	C	1	0
$t_1$	B	D	E	1	0
	C	E	E	0	1
$t_2$	D	H	H	0	1
	E	H	M	1	0
$t_3$	H	A	A	0	1
	M	A	–	1	–

## BCD to Excess-3 Code Converter

### ■ Assignment map

$Q_2Q_3 \backslash Q_1$	0	1
00	A	B
01		C
11	H	D
10	M	E

### ■ Transition table

$Q_1Q_2Q_3$		$Q_1^+Q_2^+Q_3^+$		Z	
		X = 0	X = 1	X = 0	X = 1
A	000	100	101	1	0
B	100	111	110	1	0
C	101	110	110	0	1
D	111	011	011	0	1
E	110	011	010	1	0
H	011	000	000	0	1
M	010	000	x x x	1	x
-	001	x x x	x x x	x	x

## BCD to Excess-3 Code Converter

### ■ Next state and output maps

$Q_2Q_3 \backslash XQ_1$	00	01	11	10
00	1	1	1	1
01	x	1	1	x
11	0	0	0	0
10	0	0	0	x

$D_1 = Q_1^+ = Q_2'$

$Q_2Q_3 \backslash XQ_1$	00	01	11	10
00	0	1	1	0
01	x	1	1	x
11	0	1	1	0
10	0	1	1	x

$D_2 = Q_2^+ = Q_1$

$Q_2Q_3 \backslash XQ_1$	00	01	11	10
00	0	1	0	1
01	x	0	0	x
11	0	1	1	0
10	0	1	0	x

$D_3 = Q_3^+ = Q_1Q_2Q_3 + X'Q_1Q_3' + XQ_1'Q_2'$

$Q_2Q_3 \backslash XQ_1$	00	01	11	10
00	1	1	0	0
01	x	0	1	x
11	0	0	1	1
10	1	1	0	x

$Z = X'Q_3' + XQ_3$

# BCD to Excess-3 Code Converter

## ■ Logic diagram

