

Lesson 12:

- Slides
- FSMs
 - analysis

State Machines:

- 0) Description
- 1) State Diagram
- 2) State & Output Tables
- 3) " " Eqns
- 4) Schematic

Design

Analysis

Slides w/ Questions

$$D1^* = Q2 + \overline{Q1}$$

Q6 - True

- look at ~~4~~ proper Figure above

Q7 - 3

Q8 -

Q9 - 1 - No

2 - No one cyclic path doesn't have a register

3 - Yes

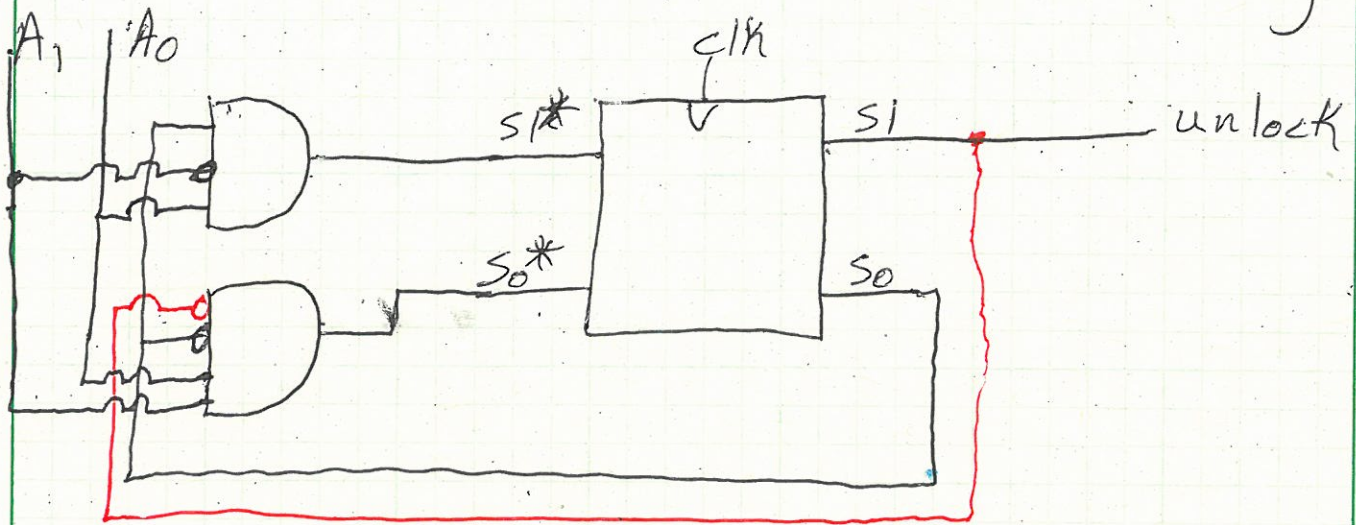
Q10 - C - K-maps

Q5 - B

4 properties of sequential circuit

- Each element is a combo logic or a register
- Bank of registers w/ same clk
- at least one element is a register
- all cyclic paths contain at least one register

 Prob
18 in
HW



Break into Joe Homeowner's garage... we are given the schematic states:

$$S_1^* = S_0 \bar{A}_1 A_0$$

$$S_0^* = \bar{S}_1 \bar{S}_0 A_1 A_0$$

Output
unlock = S1

Output:

S_1	S_0	unlock	state Name
00	0	0	m_0
01	0	0	m_1
10	1	1	m_2
11	1	1	m_3

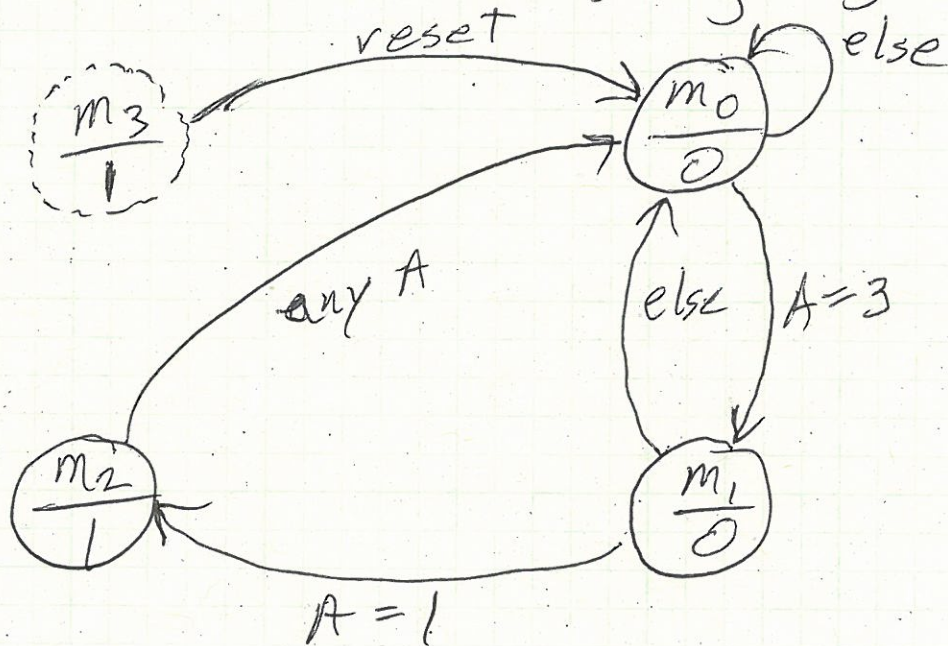
Fill in 0s first

Next state

S_1	S_0	A_1	A_0	S_1^*	S_0^*
00	00	00	00	0	0
00	00	01	00	0	0
00	00	10	00	0	0
00	00	11	00	0	1
01	00	00	00	0	0
01	00	01	00	1	0
01	00	10	00	0	0
01	00	11	00	0	0
10	00	00	00	0	0
10	00	01	00	0	0
10	00	10	00	0	0
10	00	11	00	0	0
11	00	00	00	0	0
11	00	01	00	0	0
11	00	10	00	0	0
11	00	11	00	0	0

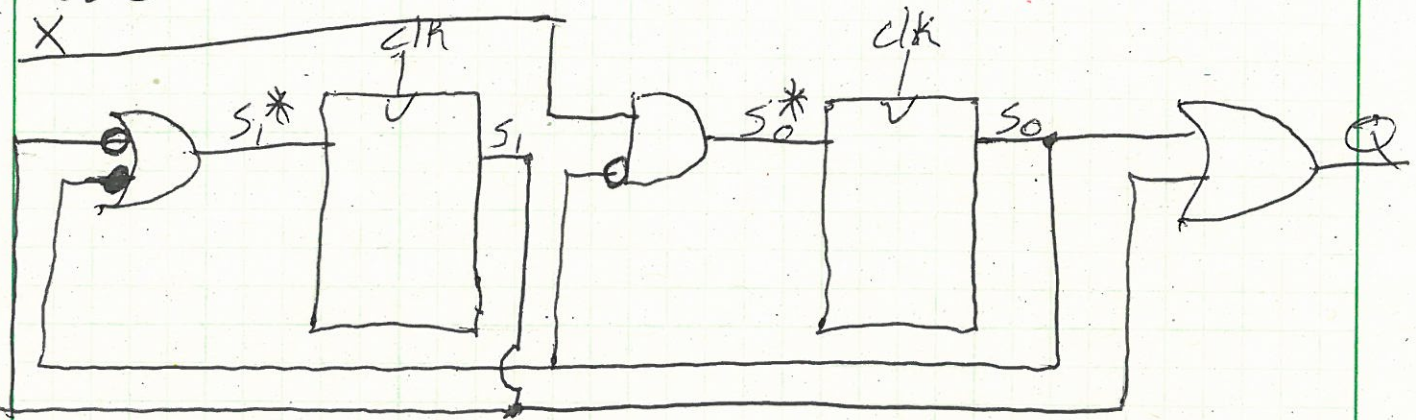
	S, S_0	A, A_0	S^*, S_0^*	Next State Name
m_0	00	00	00	m_0
	00	01	00	m_0
	00	10	00	m_0
	00	11	01	m_1
m_1	01	00	00	m_0
	01	01	10	m_2
	01	10	00	m_0
	01	11	00	m_0
m_2	10	XX	00	m_0

m_3 Ghost state - never going to get there



what is the combo to open the Garage door? 31

Problem 3.31



$$3) S_1^* = \overline{S_1} + S_0$$

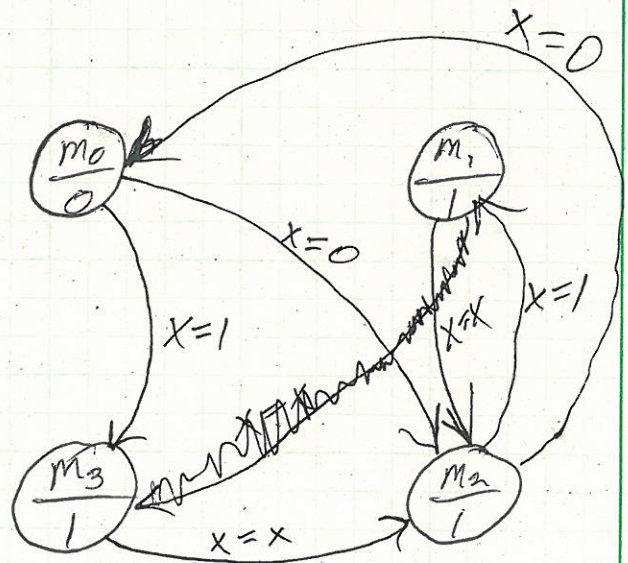
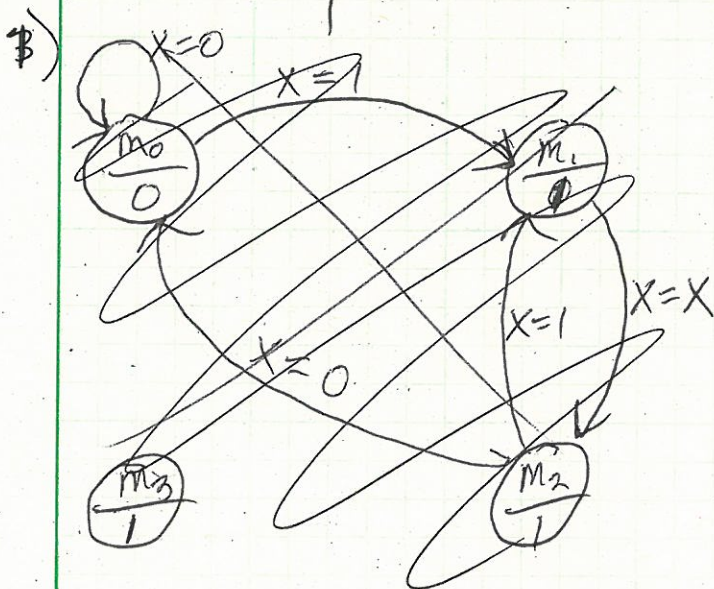
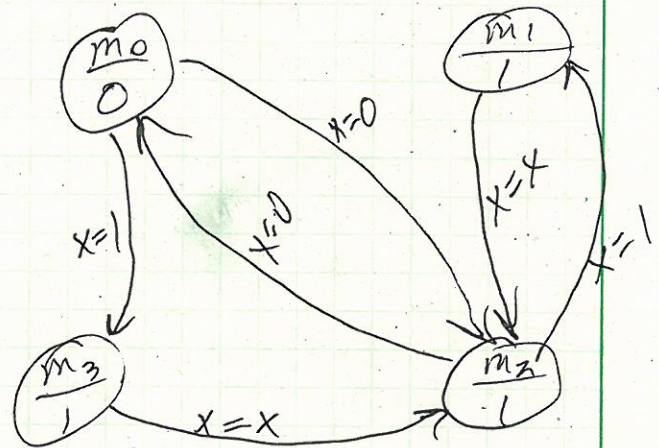
$$S_0^* = X \overline{S_0}$$

$$Q = S_1 + S_0$$

output

2)

Current state	S_1	S_0	X	Q	Next state
m_0	0	0	0	0	m_2
	0	0	1	0	m_3
m_1	0	1	0	1	m_2
	0	1	1	1	m_2
m_2	1	0	0	1	m_0
	1	0	1	1	m_1
m_3	1	1	0	1	m_2
	1	1	1	1	m_2



$$3) S_1^* = \overline{S_1} + S_0$$

$$S_0^* = X \overline{S_0}$$

$$Q = S_1 + S_0$$

2)

	S_0	S_1	X	S_0^*	S_1^*	Q	Next state
m_0	0	0	0	0	1	0	m_1 1
	0	0	1	1	1	0	m_3
m_1	0	1	0	0	0	1	m_0 2
	0	1	1	1	0	1	m_2
m_2	1	0	0	0	1	1	m_1 3
	1	0	1	0	1	1	m_1
m_3	1	1	0	0	1	1	m_1 4
	1	1	1	0	1	1	m_1

