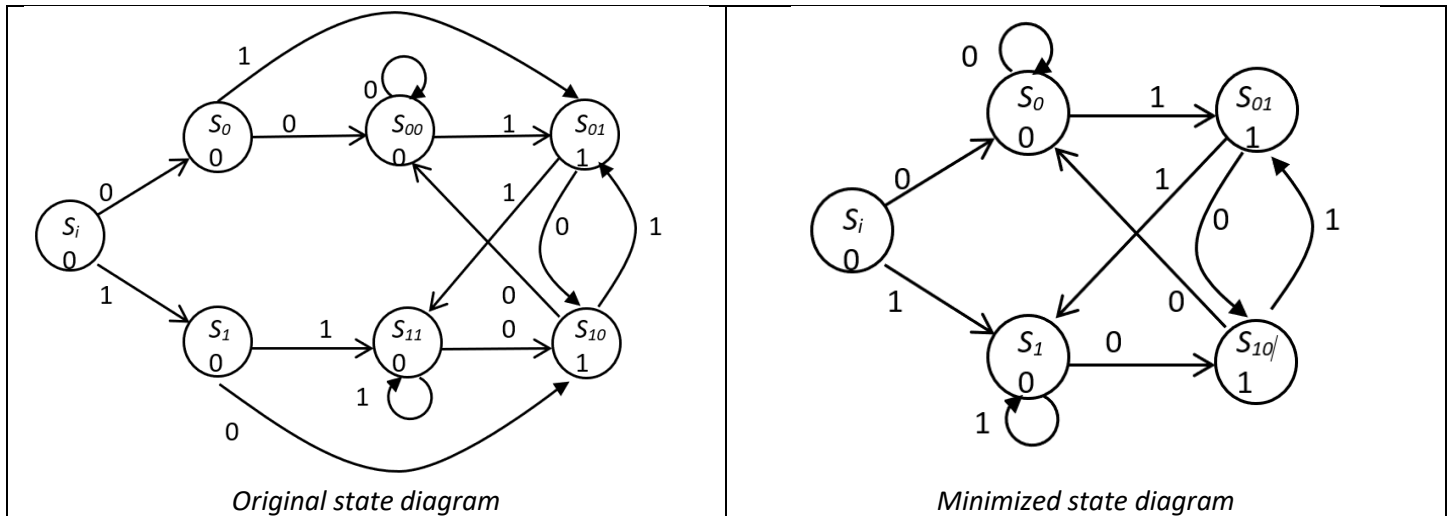


1. From the last lecture
  - a. Was working on the Moore model edge detector FSM
  - b. Used Partition Minimization Procedure to minimize the original state diagram
    - i.  $P_3 = (S_i)(S_1, S_{11})(S_0, S_{00})(S_{01})(S_{10})$
  - c. Now use this to create minimized state diagram
    - i. K-successors are the same for the multiple-state blocks, use that to combine them together



2. Implementing the minimized FSM
  - a. From our minimized, equivalent FSM we get the following state table

Present State	Next State		Output z
	x = 0	x = 1	
i	0	1	0
0	00	01	0
1	10	11	0
00	00	01	0
01	10	01	1
10	00	01	1
11	10	11	0

*Original state table*

Present State	Next State		Output z
	x = 0	x = 1	
i	0	1	0
0	0	01	0
1	10	1	0
01	10	1	1
10	0	01	1

*Minimized state table*

- b. Next, assign binary codes  
i. Will need 3 flip flops to represent 5 states, call these A, B, and C

Present State	Binary Code	Present State			Input $x$	Next State			Output $z$
		A	B	C		A'	B'	C'	
<i>i</i>	000	0	0	0	0	0	0	1	0
<i>i</i>	000	0	0	0	1	0	1	0	0
<b>0</b>	001	0	0	1	0	0	0	1	0
<b>0</b>	001	0	0	1	1	0	1	1	0
<b>1</b>	010	0	1	0	0	1	0	0	0
<b>1</b>	010	0	1	0	1	0	1	0	0
<b>01</b>	011	0	1	1	0	1	0	0	1
<b>01</b>	011	0	1	1	1	0	1	0	1
<b>10</b>	100	1	0	0	0	0	0	1	1
<b>10</b>	100	1	0	0	1	0	1	1	1

- c. Create K-maps for each flip flop based on input and present state  
i. States that weren't assigned form don't cares

<p><b>A'</b></p> <p><b>AB</b></p> <table> <tr> <td></td><td>00</td><td>01</td><td>11</td><td>10</td></tr> <tr> <td>00</td><td>0</td><td>1</td><td>d</td><td>0</td></tr> <tr> <td>01</td><td>0</td><td>0</td><td>d</td><td>0</td></tr> <tr> <td>11</td><td>0</td><td>0</td><td>d</td><td>d</td></tr> <tr> <td>10</td><td>0</td><td>1</td><td>d</td><td>d</td></tr> </table> <p><math>A' = B\bar{x}</math></p>						00	01	11	10	00	0	1	d	0	01	0	0	d	0	11	0	0	d	d	10	0	1	d	d
	00	01	11	10																									
00	0	1	d	0																									
01	0	0	d	0																									
11	0	0	d	d																									
10	0	1	d	d																									
<p><b>B'</b></p> <p><b>AB</b></p> <table> <tr> <td></td><td>00</td><td>01</td><td>11</td><td>10</td></tr> <tr> <td>00</td><td>0</td><td>0</td><td>d</td><td>0</td></tr> <tr> <td>01</td><td>1</td><td>1</td><td>d</td><td>1</td></tr> <tr> <td>11</td><td>1</td><td>1</td><td>d</td><td>d</td></tr> <tr> <td>10</td><td>0</td><td>0</td><td>d</td><td>d</td></tr> </table> <p><math>B' = x</math></p>						00	01	11	10	00	0	0	d	0	01	1	1	d	1	11	1	1	d	d	10	0	0	d	d
	00	01	11	10																									
00	0	0	d	0																									
01	1	1	d	1																									
11	1	1	d	d																									
10	0	0	d	d																									
<p><b>C'</b></p> <p><b>AB</b></p> <table> <tr> <td></td><td>00</td><td>01</td><td>11</td><td>10</td></tr> <tr> <td>00</td><td>1</td><td>0</td><td>d</td><td>1</td></tr> <tr> <td>01</td><td>0</td><td>0</td><td>d</td><td>1</td></tr> <tr> <td>11</td><td>1</td><td>0</td><td>d</td><td>d</td></tr> <tr> <td>10</td><td>1</td><td>0</td><td>d</td><td>d</td></tr> </table> <p><math>C' = A + \bar{B}x + \bar{B}C</math></p>						00	01	11	10	00	1	0	d	1	01	0	0	d	1	11	1	0	d	d	10	1	0	d	d
	00	01	11	10																									
00	1	0	d	1																									
01	0	0	d	1																									
11	1	0	d	d																									
10	1	0	d	d																									

- d. Use derivations from these K-maps to design initial combinational circuit  
e. Create a K-Map based on flip-flops to determine the output combinational circuit  
i. Assign don't cares for the same reason as above

		<b>AB</b>			
		00	01	11	10
<b>z</b>	<b>0</b>	0	0	d	1
	<b>1</b>	0	1	d	d

$z = A + BC$