

# SEQUENCE DETECTOR

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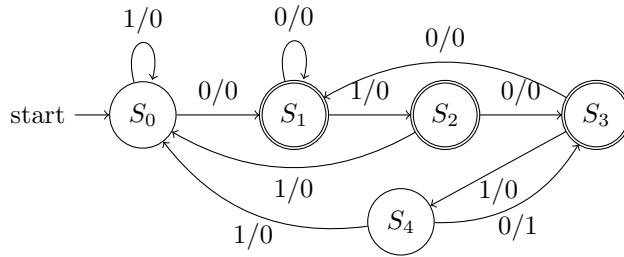
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## 1 Problem

(GATE EC-2020)

Q.No.39. The state diagram of a sequence detector is shown below. State  $S_0$  is the initial state of the sequence detector. If the output is 1, then



1. the sequence 01010 is detected
2. the sequence 01011 is detected
3. the sequence 01110 is detected
4. the sequence 01001 is detected

## 2 Introduction

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.

## 3 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       |

## 4 State Table

From state diagram, state table can be generated in Table 1.

| Present State | Input | Next state | Output |
|---------------|-------|------------|--------|
| $S_0$         | 0     | $S_1$      | 0      |
| $S_0$         | 1     | $S_0$      | 0      |
| $S_1$         | 0     | $S_1$      | 0      |
| $S_1$         | 1     | $S_2$      | 0      |
| $S_2$         | 0     | $S_3$      | 0      |
| $S_2$         | 1     | $S_0$      | 0      |
| $S_3$         | 0     | $S_1$      | 0      |
| $S_3$         | 1     | $S_4$      | 0      |
| $S_4$         | 0     | $S_3$      | 1      |
| $S_4$         | 1     | $S_0$      | 0      |

Table 1: State Table

### 4.1 Truth Table

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

Table 2: Truth Table

## 5 Karnaugh Map

The karnaugh maps for the above truth table are given below

|      |    | $CX$ |     |     |     |
|------|----|------|-----|-----|-----|
|      |    | 00   | 01  | 11  | 10  |
| $AB$ | 00 | 0    | 0   | 0   | 0   |
|      | 01 | 0    | 0   | 1   | 0   |
|      | 11 | $X$  | $X$ | $X$ | $X$ |
|      | 10 | 0    | 0   | $X$ | $X$ |

$$P = BCX \quad (1)$$

|      |    | $CX$ |     |     |     |
|------|----|------|-----|-----|-----|
|      |    | 00   | 01  | 11  | 10  |
| $AB$ | 00 | 0    | 0   | 1   | 0   |
|      | 01 | 1    | 0   | 0   | 0   |
|      | 11 | $X$  | $X$ | $X$ | $X$ |
|      | 10 | 1    | 0   | $X$ | $X$ |

$$Q = BC'X' + B'CX + AX' \quad (2)$$

|      |    | $CX$ |     |     |     |
|------|----|------|-----|-----|-----|
|      |    | 00   | 01  | 11  | 10  |
| $AB$ | 00 | 1    | 0   | 0   | 1   |
|      | 01 | 1    | 0   | 0   | 1   |
|      | 11 | $X$  | $X$ | $X$ | $X$ |
|      | 10 | 1    | 0   | $X$ | $X$ |

$$R = X' \quad (3)$$

|      |    | $CX$ |     |     |     |
|------|----|------|-----|-----|-----|
|      |    | 00   | 01  | 11  | 10  |
| $AB$ | 00 | 0    | 0   | 0   | 0   |
|      | 01 | 0    | 0   | 0   | 0   |
|      | 11 | $X$  | $X$ | $X$ | $X$ |
|      | 10 | 1    | 0   | $X$ | $X$ |

$$Y = AX' \quad (4)$$

## 6 Connections

Connect the Arduino, 7447 ,two 7474 ICs and seven segment according to table 3.

|         | INPUT |   |   |   | OUTPUT |    |   |   |       |      | 5V |   |    |    |
|---------|-------|---|---|---|--------|----|---|---|-------|------|----|---|----|----|
|         | A     | B | C | X | P      | Q  | R | Y | CLOCK |      |    |   |    |    |
| Arduino | 6     | 7 | 8 | 9 | 2      | 3  | 4 | 5 | 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 | 6 |       |      | 16 |   |    |    |

Table 3: Connection Table

## 7 Software

The arduino code for the given sequence detector is given below

```
#include <Arduino.h>
int X=0,C=0,B=0,A=0;
int Y,R,Q,P;

void fsm_read()
{
    A = digitalRead(6);
    B= digitalRead(7);
    C = digitalRead(8);
    X= digitalRead(9);
}

void fsm_update()
{
    P=(B&&C&&X);
    Q=(B&&!C&&!X) || (!B&&C&&X) || (A&&!X);
    R=(!X);
    Y=(A&&!X);

    digitalWrite(2, P);
    digitalWrite(3, Q);
    digitalWrite(4, R);
    digitalWrite(5, Y);
}
```

```

    digitalWrite(13, HIGH);
    delay(2000);
    digitalWrite(13, LOW);
    delay(2000);
}
void setup() {
    pinMode(2, OUTPUT);
    pinMode(3, OUTPUT);
    pinMode(4, OUTPUT);
    pinMode(5, OUTPUT);

    pinMode(13, OUTPUT);

    pinMode(6, INPUT);
    pinMode(7, INPUT);
    pinMode(8, INPUT);
    pinMode(9, INPUT);
}

void loop()
{
    fsm_read();
    fsm_update();
}

```