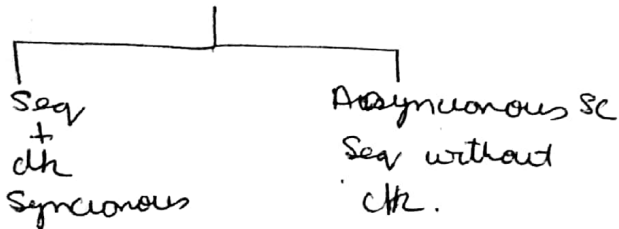


Sequential ckt

O/P \Rightarrow past behaviour
+
present i/p

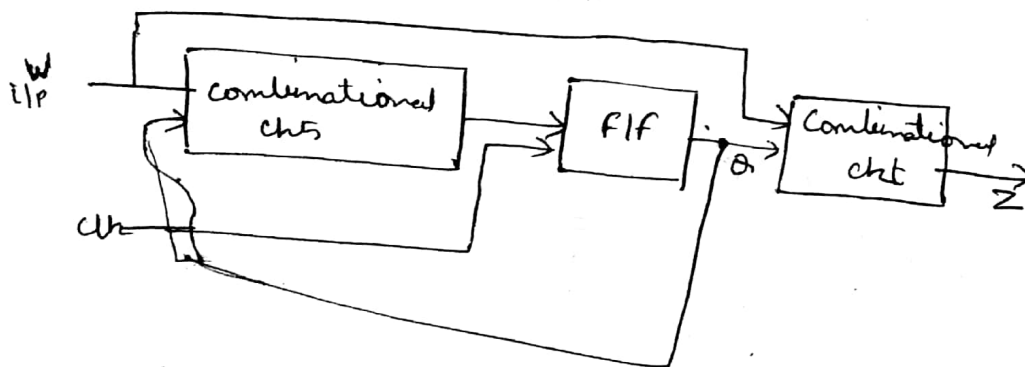


- \rightarrow easier to design
- \rightarrow used in vast majority
- \rightarrow combinational logic + 1 or more f/f

Combinational ckt

O/P are determined by present value of i/p

Synchronous Sequential ckt



W \rightarrow set of i/p's
Z \rightarrow set of o/p's

- \rightarrow O/P of f/f is referred to as the state, Q of the ckt.
- \rightarrow F/F must be edge triggered.
- \rightarrow clk :- +ve or -ve edge \Rightarrow active clk edge.
- \rightarrow Comb. logic that provides the i/p signals to the F/F derives its i/p from \leftarrow W
 \leftarrow present o/p of the F/F Q.

\therefore change in state is beg of both present i/p & present state

Final o/p by another comb ckt. ~~that provides the i/p signals to the F/F derives its i/p's from~~ O/P are fun of present state of F/F & primary i/p. OR O/P is dependant only on present state.

Moore

→ Seq. chrt where o/p only on the state of the chrt

Syn, Seq. chrt (also called Finite State Machine)

Mealy
→ Seq. chrt where o/p on present state +

Basic Design Steps

chrt specification

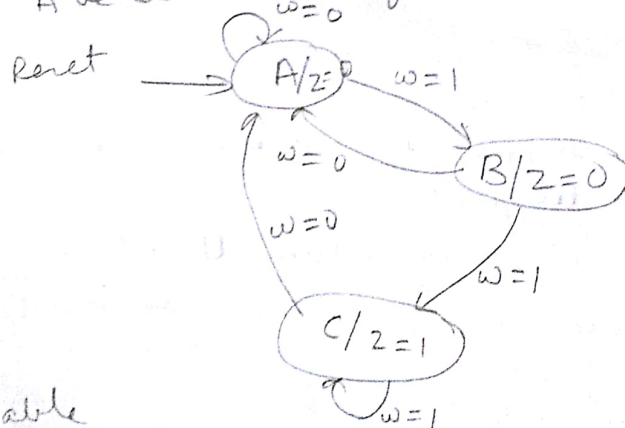
1. one i/p w , one o/p z
2. +ve edge of clk.
3. o/p $z = 1$ iff during two immediately preceding clock cycles the i/p $w = 1$ o/w $z = 0$

clk	t_0	t_1	t_2	t_3	t_4	t_5	t_6	t_7	t_8	t_9	t_{10}
w	0	1	0	1	1	0	1	1	1	0	1
z	0	0	0	0	0	1	0	0	1	1	0

o/p z cannot depend solely on the present value of w

State Dig

→ Starting state - chrt enters when power is on / or RESET is applied
 → Let A be SS → as long as $w = 0$ chrt do nothing



State Dig

State Table

Present State	next state		o/p z
	$w = 0$	$w = 1$	
A	A	B	0
B	A	C	0
C	A	C	1

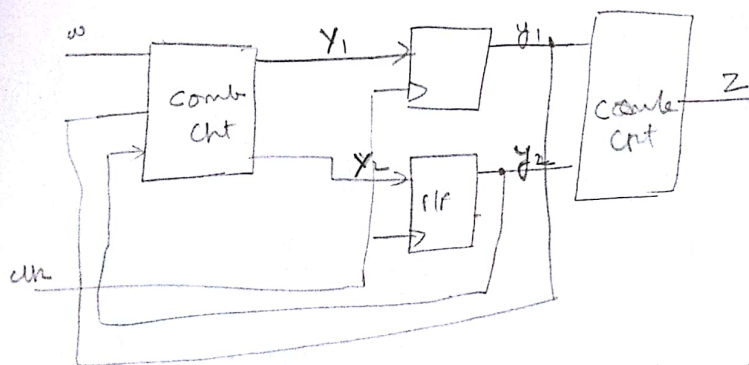
3 states → 2 variables
 $y_1 y_2$

A	00
B	01
C	10

Seq. circ. dtd State Assignment

State Assignment

Present state $y_1 y_2$	Next state $w=0 \quad w=1$		o/p z
	$y_1 y_2$	$y_1 y_2$	
A 00	00	01	0
B 01	00	10	0
C 10	00	10	1
11	dd	dd	d



$y_1, y_2 \rightarrow$ next state var
 $y_1, y_2 \rightarrow$ present state

- \rightarrow need to develop a CC, who that will take i/p w, y_1, y_2 (all combinations) to lead to y_1, y_2
- \rightarrow Next design ckt for z
- \rightarrow o/p z depends only on present state of the ckt. (y_1, y_2)
- \rightarrow So design is MOORE m/c
- \rightarrow Simple choice for the f/f is D. f/f.

$w \backslash y_1 y_2$	00	01	11	10
0	0	0	x	0
1	0	0	x	0

$$y_1 = w \bar{y}_1 \bar{y}_2$$

$w \backslash y_1 y_2$	00	01	11	10
0	0	0	x	0
1	0	1	x	1

$$y_2 = w y_1 + w y_2 \quad (\text{using } x)$$

$$y_2 = w y_1 \bar{y}_2 + w \bar{y}_1 y_2 \quad (\text{without don't care})$$

$y_2 \backslash y_1$	0	1
0	0	0
1	1	d

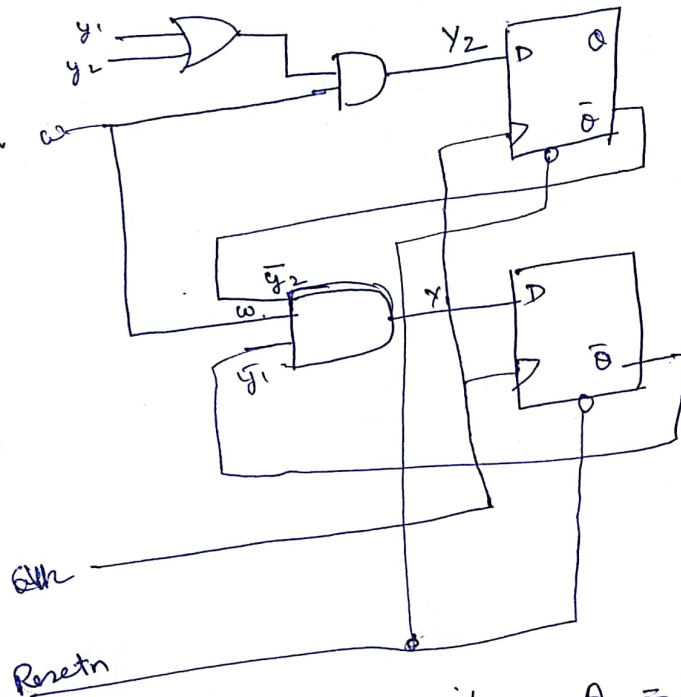
$$z = \bar{y}_1 y_2 \quad (\text{without don't care})$$

$$z = y_2 \quad (\text{with don't care})$$

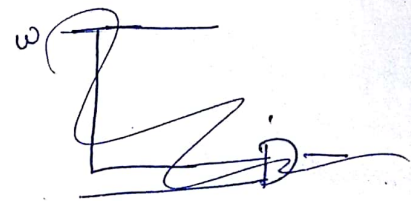
$$Y_1 = \omega \bar{y}_1 \bar{y}_2$$

$$Y_2 = \omega y_1 + \omega y_2 = \omega (y_1 + y_2)$$

$$Z = y_2$$



when $Reset = 0$
FF will be cleared



if $A = 00$ $B = 01$ & $C = 11$

Design Steps

i) S

$$Y_1 = D_1 = \omega$$

$$Y_2 = D_2 = \omega y_1$$

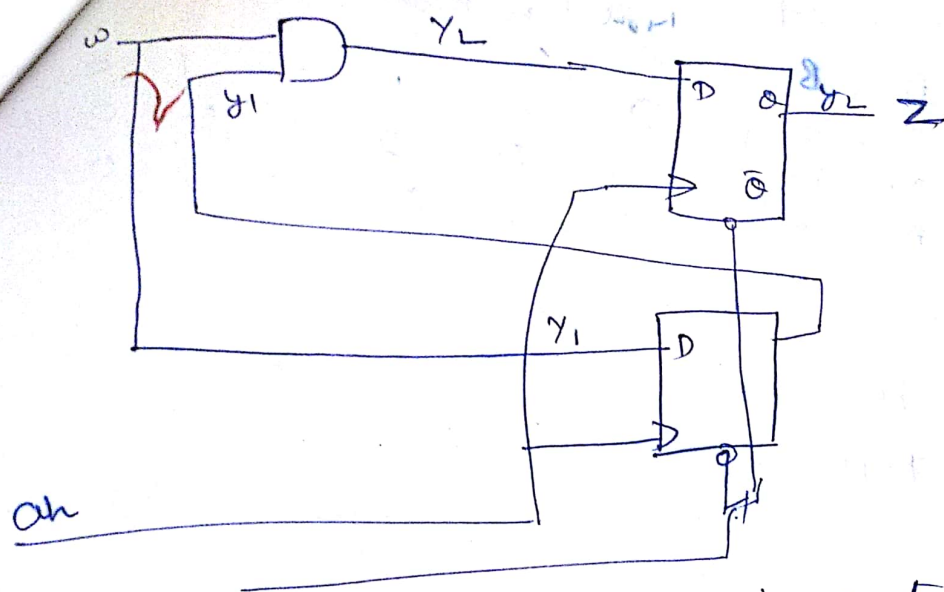
$$Z = y_2$$

Present state	Next state		o/p z
	$\omega = 0$ $y_2 y_1$	$\omega = 1$ $y_2 y_1$	
A 00	00	01	0
B 01	01	11	0
C 11	00	11	1
D 10	dd	dd	d

ω	$y_2 y_1$	00	01	11	10
0		0	0	0	d
1		1	1	1	d

ω	$y_2 y_1$	00	01	11	10
0		0	0	0	d
1		0	1	1	d

y_2	y_1	0	1
0		0	0
1		1	d



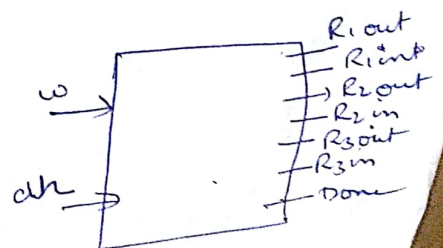
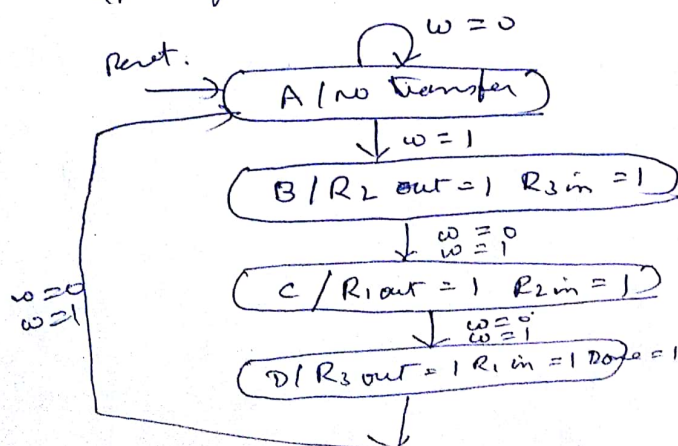
Cost is reduced with different state assignment

eg ~~7~~ Swap the content of two reg R_k & R_L using R_3

Steps
$$R_{2out} = 1 \quad \& \quad R_{3in} = 1$$
$$R_{\text{out}} = 1 \quad \& \quad R_{\text{Lin}} = 1$$

$R_3 \text{ out} = 1$ $\leftarrow R_{\text{in}} = 1$ Done = 1

Swapping is performed in response to a pulse or an I/P signal w.



Present	Next	Output					
		w=0	w=1	R _{out}	R _{in}	R _{out}	R _{in}
00 A	00 A	B 01	0	0	0	0	0
01 B	11 C	C 11	0	0	1	0	1
11 C	10 D	D 10	1	0	0	1	0
10 D	00 A	A 00	0	1	0	0	1

$$Y_1 = w\bar{y}_1 + \bar{y}_1 y_L$$

$$Y_2 = y_1 \bar{y}_L + \bar{y}_1 y_L$$

A - 00
 B - 01
 C - 11
 D - 10

State minimization

only one i/p

$w=0$ from S_i goes to $S_u \Rightarrow$ One successor of S_i
 when $w=1$ $S_i \rightarrow S_v \Rightarrow$ 1 " " S_i

mult.
 When k i/p s. then k successors (all possible comb. of i/p)

$S_i \leftrightarrow S_j$

$S_i \equiv S_j$ iff every pos i/p seq \Rightarrow same o/p seq.
 (what are not same states?)

initially all ~~seq~~ states are eq. in P_i

P _{int}	Next.		o/p
	$w=0$	$w=1$	
A	B	C	1
B	D	F	1
C	F	E	0
D	B	G	1
E	F	C	0
F	E	D	0
G	F	G	0

$P_1 = (AB)(DEFG)$

part based on
o/p i.e 2

$P_2 = (ABD)(CEFG)$

now based on i/p

	<u>0</u>	<u>1</u>
$P_2 = ABD$	BDB	CFG
$CEFG$	FEFF	EC DG

$P_3 = ABD$	BDB	CFG
CEG	FFF	ECG
$P_4 = AD$	BB	CG

$P_4 = (AD)(B)(CEG)(F)$
 $P_5 = (AD)(B)(CEG)(F)$
 Same no stop.

	next		op Z
	w=0	w=1	
A	B'	C'	1
B'	A	F	1
C	F	C	0
F	C	A	0

$\begin{matrix} AD \\ \downarrow \\ A \end{matrix}$
 $\begin{matrix} B \\ \downarrow \\ B \end{matrix}$
 $\begin{matrix} CE \\ \downarrow \\ C \end{matrix}$
 $\begin{matrix} F \\ \downarrow \\ D \end{matrix}$