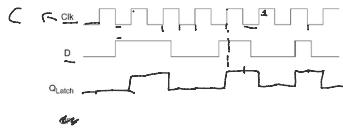


### Exercise 4

Monday, October 17, 2022 6:09 PM

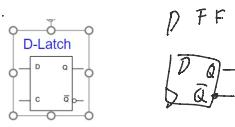
#### Problem 1. FF, Register, Counters:

- a) On the following graph, inputs clk and D are shown. They are inputs to both a D latch and a positive edge D flip-flop. clk goes into the Clock input. Write the output of the D latch as  $Q_L$  on the graph. Then write the output of the D flip-flop as  $Q_F$  on the graph. Both outputs are initially 0 at the start of the graph, as shown. Do the two outputs differ, and if so, why?

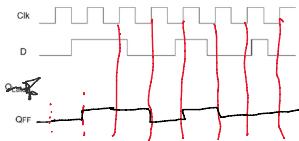


D latch :

$C = 0$  keep value  
 $C = 1$  "transparent"  
 $Q = D$   
 $C = 1; D = 1 \rightarrow Q = 1$   
 $D = 0 \rightarrow Q = 0$

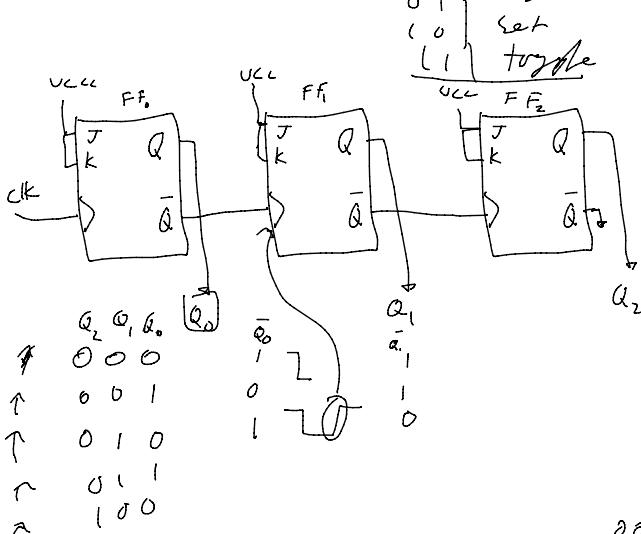
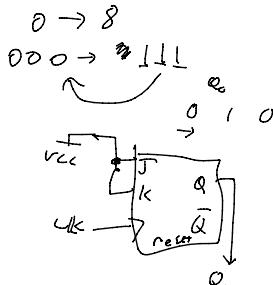


D FF  
 $\uparrow D = Q^+$



1 b)

- b) Provide the circuit diagram of an asynchronous modulo 8 counter using JK-FFs.  
c) Draw the circuit diagram of an asynchronous modulo 10 counter using a D-FFs.  
d) Write the VHDL code of a rising edge D-flip flop with synchronous reset.



1c)

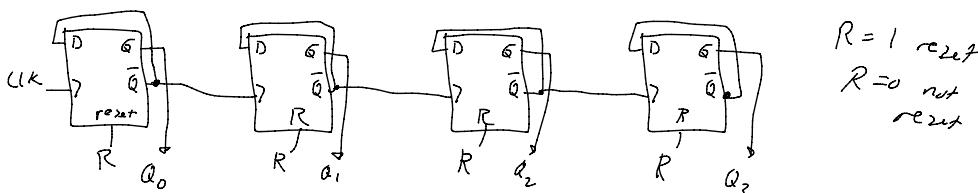
$0 \rightarrow 10$

D FF's

$0 \rightarrow 16$

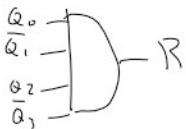
$0000 \xrightarrow{1010} 0000$

$0 \rightarrow 10 \times 16$



$Q_0, Q_1, Q_2, Q_3 \xrightarrow{\text{Reset}}$

$$R = Q_0 \cdot \bar{Q}_1 \cdot Q_2 \cdot \bar{Q}_3$$



Qd)



```
Library IEEE;
USE IEEE.Std_logic_1164.all;
```

```
Entity DFF is
port(
    Q: out std_logic;
    Clk: in std_logic;
    Sync_reset: in std_logic;
    D: in std_logic);
End DFF;
```

```
Architecture Behav of DFF is
Begin
```

```
Process(Clk)
Begin
```

```
If (rising_edge(Clk)) then
```

```
If (Sync_reset = '1') then
```

```
    Q <= '0';
```

```
    Else
```

```
    Q <= D;
```

```
End If;
```

```
End If;
```

```
End process;
```

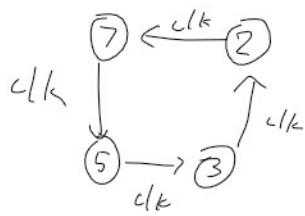
```
End behav;
```

### Problem II, FSM:

- a) Design a finite state machine (FSM) for a counter that counts through the 3-bit prime numbers downwards. Assume the counter starts with initial prime value set to 010 as its first 3-bit prime number. You need to provide the state transition table and the state transition diagram. Assume that the state is stored in three D-FFs. Hint: The set of all 3-bit prime numbers includes 2, 3, 5 and 7.

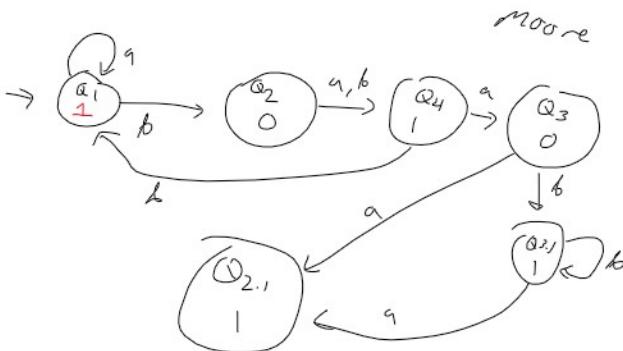
	$Q_2$	$Q_1$	$Q_0$	$Q_2^+$	$Q_1^+$	$Q_0^+$
0	0	0	0	X	X	X
1	0	0	1	X	X	X
2	0	1	0	1	1	1
3	0	1	1	0	1	0
4	1	0	0	X	X	X
5	1	0	1	0	1	1
6	1	1	0	X	X	X
7	1	1	1	1	0	1

010      011      101      111  
2      3      5      7

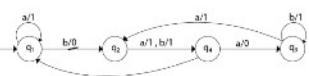


mealy: immediate response  $\rightarrow$  mealy  
moore: synchronous outputs

input / output  
 $a, b$        $z = 0 \text{ or } 1$        $z = 1$



- b) Convert the following Mealy machine into equivalent Moore machine.

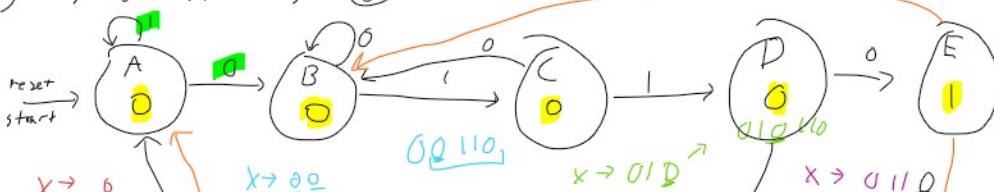


current	$Q_i^+$	Z	next	
			$Q_i^+$	Z
$Q_1$	$Q_1$	1	$Q_2$	0
$Q_2$	$Q_4$	1	$Q_4$	1
$Q_3$	$Q_2$	1	$Q_3$	1
$Q_4$	$Q_3$	0	$Q_1$	1

- c) Consider a sequence detector that receives a bit-serial input X and asserts an output Z (i.e.  $Z = 1$ ) when it detects a binary string 0110 in sequence of 0s and 1s. Use symbolic states with letters such as A, B, etc. You can also assume that 'A' is start state, in which the machine can start out or reset.

- Draw a Moore Machine state diagram for this sequence detector.
- Draw a Mealy Machine state diagram for this sequence detector.

2(c)) Moore synchronous ( $Z$ )

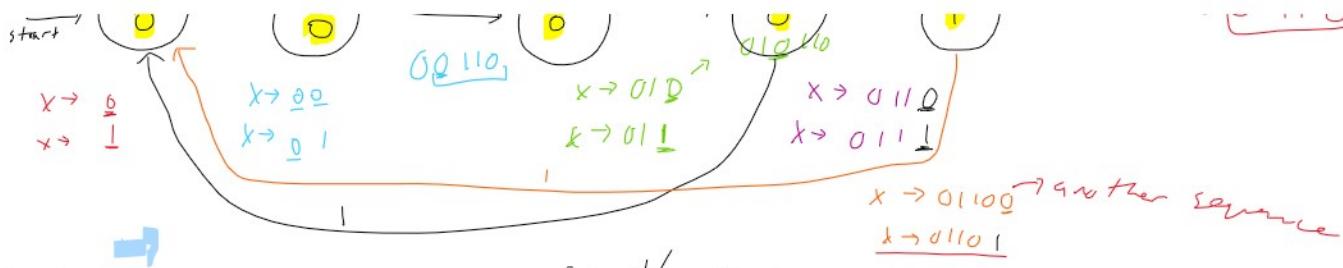


0110

K input      Z output = 1  
— 0 —————— when 0110

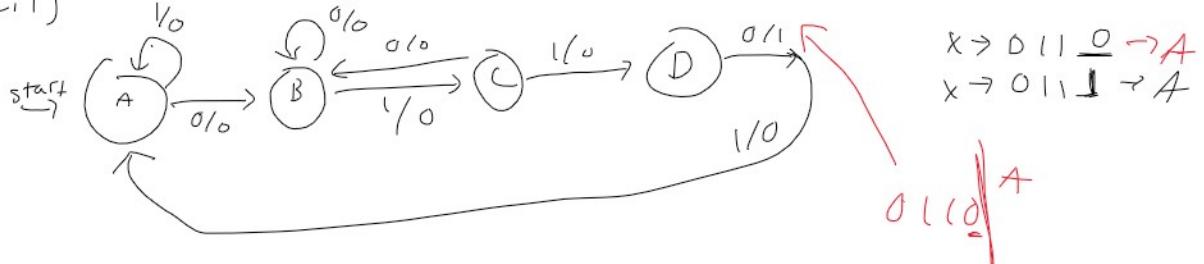
00110110  
Overlap

00110110110



$X \rightarrow 001101011101001$  input/output  $X/Z$

2nd)



~ string ✓  
↓  
reset

#### Problem II. FSM:

- a) Design a finite state machine (FSM) for a counter that counts through the 3-bit prime numbers downwards. Assume the counter starts with initial prime value set to 010 as its first 3-bit prime number. You need to provide the state transition table and the state transition diagram. Assume that the state is stored in three D-FFs. Hint: The set of all 3-bit prime numbers includes 2, 3, 5 and 7.

	$Q_2$	$Q_1$	$Q_0$	$Q_2 \rightarrow a^+, Q_1 \rightarrow a^+$	$D_2$	$D_1$	$D_0$
0	0	0	0	X X X	X	X X X	
1	0	0	1	X X X	X	X X X	
2	0	1	0	1 1 1	7	1 1 1	
3	0	1	1	0 1 0	2	0 1 0	
4	1	0	0	X X X	X	X X X	
5	1	0	1	0 1 1	3	0 1 1	
6	1	1	0	X X X	X	X X X	
7	1	1	1	1 0 1	5	1 0 1	

$2 \rightarrow 7 \rightarrow 5 \rightarrow 3$

3 FF's  
DFF

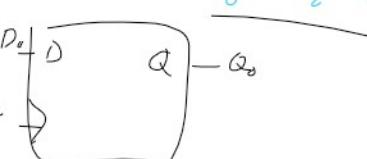
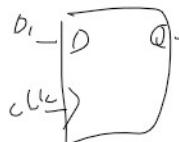
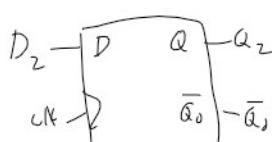
$$D = Q +$$

create eq. for  $D_{2 \rightarrow 0}$   
using  $Q_{2 \rightarrow 0}$  as our  
input

$$D_2 = Q_1 \cdot \bar{Q}_0 + Q_2 \cdot Q_1$$

$$D_1 = \bar{Q}_2 + Q_1$$

$$D_0 = Q_2 + \bar{Q}_0$$



$$Q_2 \rightarrow \bar{Q}_2$$

$$Q_1 \rightarrow \bar{Q}_1$$

$$Q_0 \rightarrow \bar{Q}_0$$

$$Q_2 \rightarrow D_0$$

$$\bar{Q}_2 \rightarrow D_1$$

$$Q_1 \rightarrow D_0$$

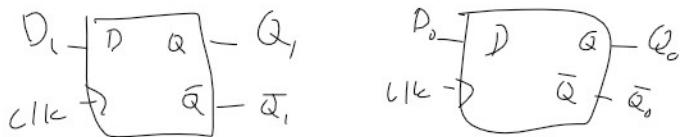
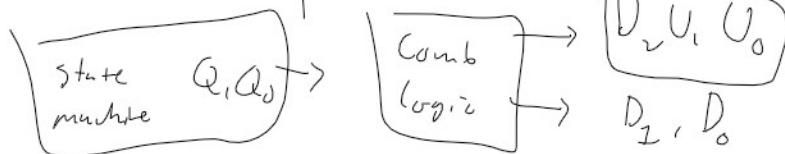


2 FF  $\rightarrow$  4 states  $\frac{3}{2}$

$$\frac{00}{2} \rightarrow \frac{01}{2} \rightarrow \frac{11}{5} \rightarrow \frac{10}{3}$$

$Q_1 Q_0$	$Q_1^+ Q_0^+$	$D_1 D_0$	$U_2 U_1 U_0$	$D_1 = Q_0$
0 0	0 1	0	0 1 0	$D_0 = \bar{Q}_1$
1 1	1 1	1	1 1 1	
0 0	0 0	0	0 1 1	
1 0	1 0	0	1 0 1	2, 3, 5, 7

$U_2 = Q_0$   
 $U_1 = \bar{Q}_1 + \bar{Q}_0$   
 $U_0 = Q_1 + Q_0$



$$D_1 \leftarrow Q_0$$

$$U_2 \leftarrow Q_0$$

$$Q_0 \rightarrow U_0$$

$$D_0 \leftarrow \bar{Q}_1$$

$$\bar{Q}_1 \rightarrow \boxed{or} \rightarrow U_1$$