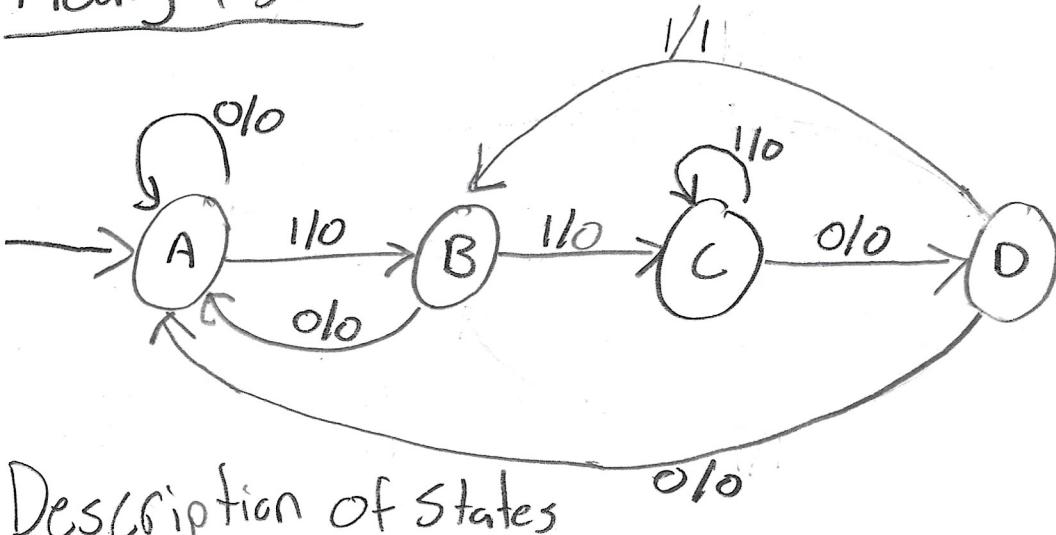


Mealy FSM



Description of States

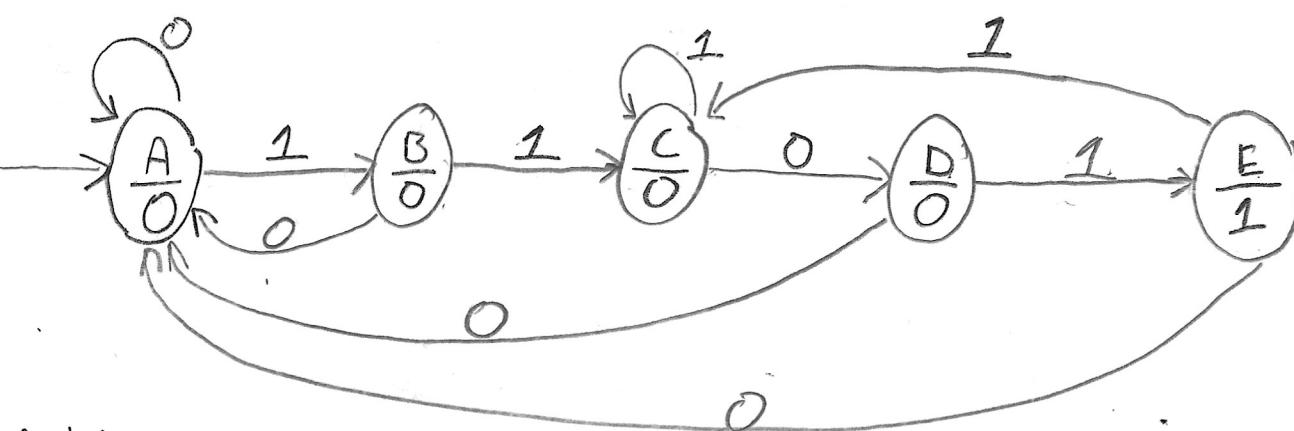
A: We are waiting 1, that can be the first symbol of 1101

B: We have seen 1, we are now waiting 1, to be the second symbol of 1101

C: We have seen 11, we are now waiting 0, to be the third symbol of 1101

D: We have seen 110, we are now waiting 1, to be the last symbol of 1101

Moore FSM



A: We are waiting 1, to be the first symbol of 1101

B: We have seen 1, we are now waiting 1, to be the second symbol of 1101

C: We have seen 11, we are now waiting 0, to be the third symbol of 1101

D: We have seen 110, we are now waiting 1, to be the last symbol of 1101

E: We have seen 1101

Compare FSM's

The Mealy FSM has 4 states, and the Moore FSM has 5 states. Since the Mealy FSM has 4 states, we can do the state-encoding with 2-bit binary code, the Moore FSM has 5 states we would need 3-bit binary codes. We would need more logic gates for the Moore FSM, which means that the Mealy fsm is more cost-efficient.

State Encoding

	<u>S_1</u>	<u>S_0</u>
A:	0	0
B:	0	1
C:	1	0
D:	1	1

<u>Current state</u>	<u>Input</u>	<u>Next state</u>	<u>Output</u>
A	0	A	A
A	1	B	B
B	0	B	A
B	1	C	C
C	0	C	0
C	1	D	0
D	0	D	0
D	1	A	0
		B	1

After State Encoding

State Transition and Output Tables

<u>Current State</u>	<u>Input</u>	<u>Next State</u>	<u>Output</u>
<u>S_1</u>	<u>S_0</u>	<u>I</u>	<u>S'_1</u>
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	0

<u>K-Maps</u>				
<u>S_1, S_0</u>				I
0	0	01	11	10
0	0	0	0	0
1	0	0	1	0

$$Y = S_1 S_0 I$$

<u>K-Maps</u>	
<u>S_1, S_0</u>	I
00 01 11 10	0 0 0 0 0 0 0 0

$$S'_1 = \overline{S}_1 \overline{S}_0 I + S_1 \overline{S}_0 I + S_1 S_0 I$$

<u>K-Maps</u>				
<u>S_1, S_0</u>				I
00 01 11 10	0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0
0	0	0	0	0

$$S'_0 = \overline{S}_1 \overline{S}_0 I + S_1 \overline{S}_0 I + S_1 S_0 I$$

Circuit Schematic

