

10/1.  
 ↑↑↑  
 I S output  
 ↓  
 Input 0 + use 1 when we have taken 3 inputs

Transition & O/p Table:

PS	NS				O/p			
	I <sub>1</sub> st	I <sub>2</sub> st	I <sub>1</sub> st	I <sub>2</sub> st	I <sub>1</sub> st	I <sub>2</sub> st	I <sub>1</sub> st	I <sub>2</sub> st
	00	01	10	11	00	01	10	11
S <sub>0</sub>	S <sub>0</sub>	S <sub>0</sub>	S <sub>1</sub>	S <sub>0</sub>	1	1	0	1
S <sub>1</sub>	S <sub>1</sub>	S <sub>0</sub>	S <sub>0</sub>	S <sub>0</sub>	0	0	01	0

Excitation Table :-

$$\begin{cases} S_0 = 0 \\ S_1 = 1 \end{cases}$$

S/st = reset input

PS	I/p		NS	O/p
	I <sub>1</sub>	I <sub>2</sub> st		
0	0	0	0	1
0	0	1	0	1
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	0
1	1	0	0	01
1	1	1	0	0

$$NS = \bar{P}IS + P\bar{I}\bar{S}$$

$$\begin{aligned} O/p &= \bar{P}\bar{I}\bar{S} + \bar{P}\bar{I}S + \bar{P}IS + P\bar{I}\bar{S} \\ &= \bar{P}\bar{I} + \bar{P}S + P\bar{I}\bar{S} \quad (\text{simplified}) \end{aligned}$$

→ } when st=1; we are re-setting and printing output  
 when st=0; we are taking bit-wise inputs



NS

P \ S	00	01	11	10
0	0	0	0	1
1	1	0	0	0

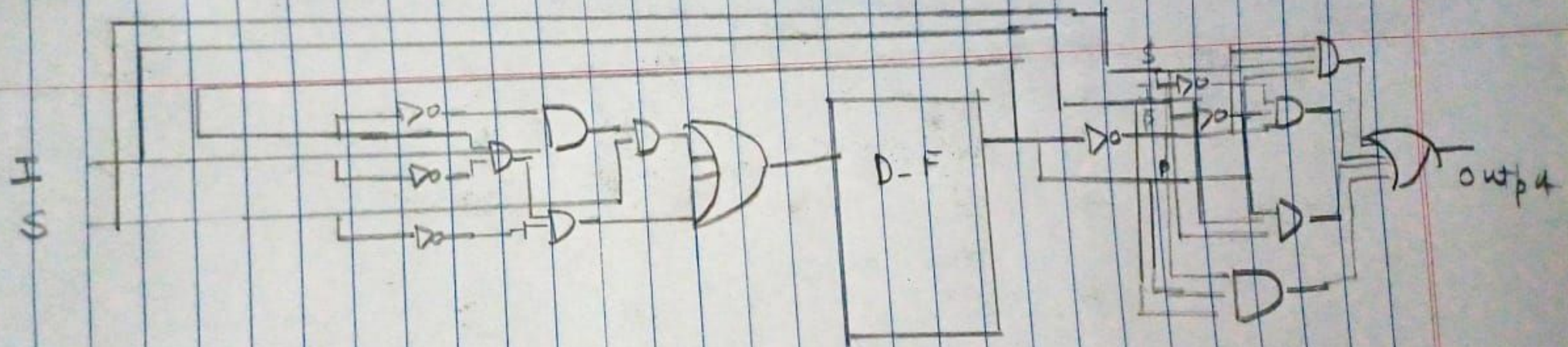
(no simplification possible)

Q/P

P \ S	00	01	11	10
0	1	1	1	0
1	0	0	0	1

$$Q/P = \bar{P}\bar{I} + \bar{P}S + PIS$$

(no simplification possible)



$I \rightarrow$  Input  
 $S \rightarrow$  S is used to show when we have taken 3 inputs in FSM reset states.  
 Output