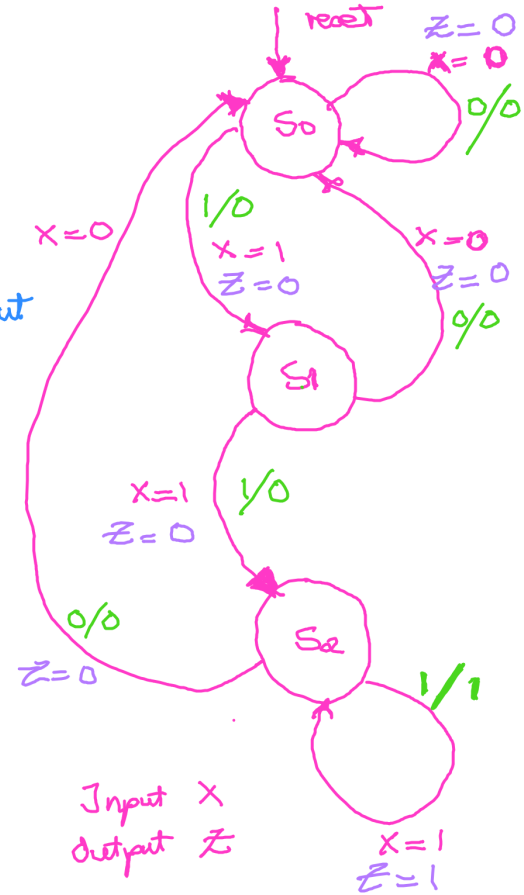
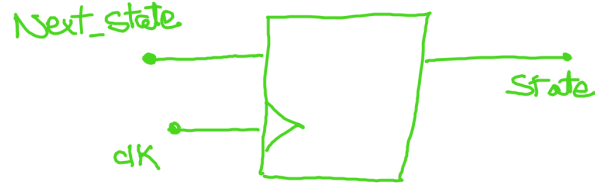
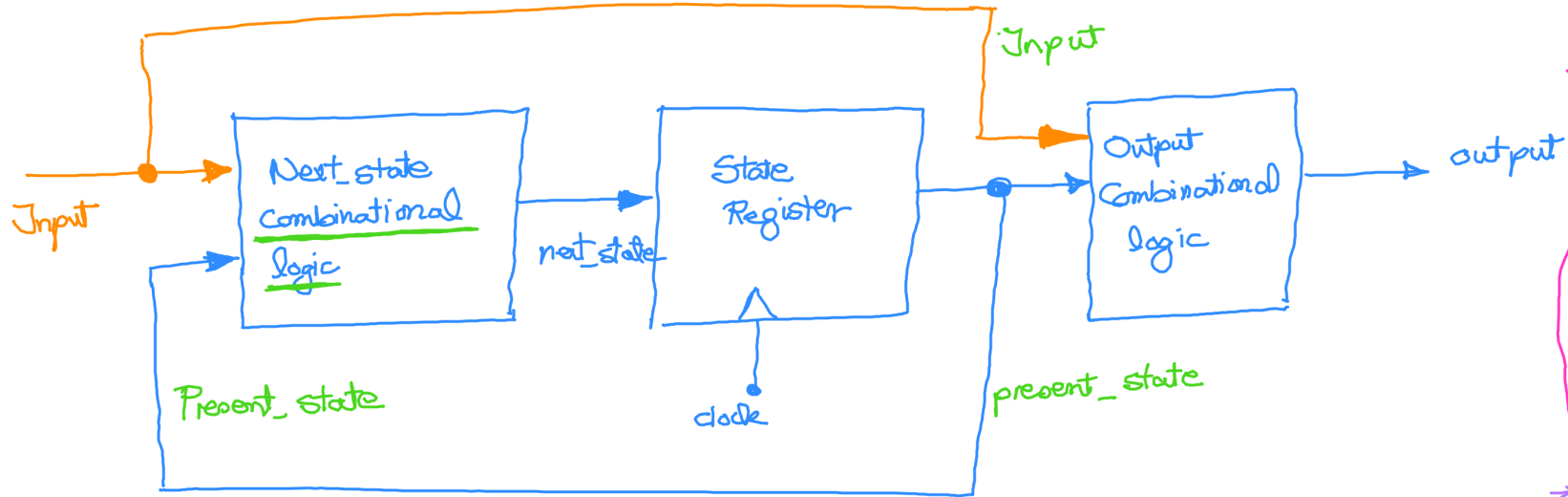


Mealy Machine

Block Diagrams

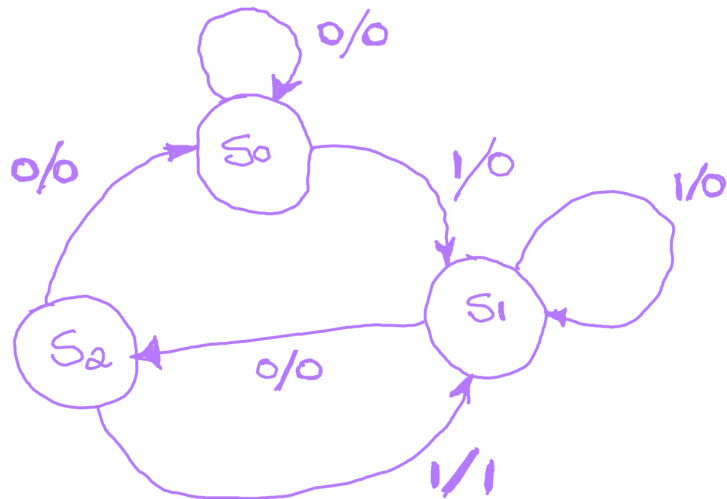
State graph



time	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
X	0	0	1	1	0	1	1	0	0	1	0	1	0	1	0	0
Z	0	0	0	0	0	1	0	0	0	0	0	1	0	1	0	0

Detecting the sequence 101. The output  $Z=1$  coincides with the last 1. The machine does not reset after receiving the code.

State Transition graph



- $S_0$  none of the bits of the required sequence has been received.
- $S_1$  The first bit of the required sequence has been received.
- $S_2$  The first two bits of the required sequence have been received

State Transition table

Present State	Next State		Present Output	
	X=0	X=1	X=0	X=1
S <sub>0</sub>	S <sub>0</sub>	S <sub>1</sub>	0	0
S <sub>1</sub>	S <sub>2</sub>	S <sub>1</sub>	0	0
S <sub>2</sub>	S <sub>0</sub>	S <sub>1</sub>	0	1

Present State	Next State		Present Output	
	X=0	X=1	X=0	X=1
00	00	01	0	0
01	10	01	0	0
10	00	01	0	1

$S_0 = 00$   
 $S_1 = 01$   
 $S_2 = 10$

K-map for  $A^+$

AB \ X	00	01	11	10
0	0	1	X	0
1	0	0	X	0

$$A^+ = \bar{X}B$$

K-map for Z

AB \ X	00	01	11	10
0	0	0	X	0
1	0	0	X	1

$$Z = XA$$

State		Next State	
A	B	A <sup>+</sup>	B <sup>+</sup>
MSB	LSB	MSB	LSB

K-map for  $B^+$

AB \ X	00	01	11	10
0	0	0	X	0
1	1	1	X	1

$$B^+ = X$$

```
module Mealy_Sequence_detector ( input clk, X ;  
                                output z ) ;
```

```
reg [1:0] state ;  
wire [1:0] next_state ;
```

```
always @ (posedge clk) // Flip-flop description
```

```
state <= next_state ; sequential logic
```

```
// Combinational for the next_state :
```

```
assign next_state [0] = X ;  
assign next_state [1] = (~X) & state [0] ;
```

Combinational logic

```
// combinational logic for the output z :
```

```
assign z = X & state [1] ;
```

```
endmodule
```