

FSM

Q1. Kelvin is tasked with building an FSM which would detect **10 or 011 overlapping** sequences coming out of a communication channel. A sample is given below:

(w indicates input sequence values and z indicates output)

Clock cycle	t0	t1	t2	t3	t4	t5	t6	t7	t8	t9	t10	t11	t12	t13
w	1	0	1	1	0	0	1	1	0	1	0	1	0	0
z	0	0	1	0	1	1	0	0	1	1	0	1	0	1

Note: Use the table below for **Gray coding** if needed.

Decimal Equivalent	Binary Code			Gray Code		
	B2	B1	B0	G2	G1	G0
0	0	0	0	0	0	0
1	0	0	1	0	0	1
2	0	1	0	0	1	1
3	0	1	1	0	1	0
4	1	0	0	1	1	0
5	1	0	1	1	1	1
6	1	1	0	1	0	1
7	1	1	1	1	0	0

(a)	Determine the type of FSM (Mealy/Moore) to be implemented	[1]
(b)	Draw the state diagram. Use no more than 6 states . Using more states will result in deduction of marks.	[4]
(c)	Draw the state assignment table using Binary encoding .	[3]
(d)	Determine the expression of only the output, z . No need to draw circuit.	[2]

Q2. **Design** a finite state machine (FSM) for a car alarm system. The system has two binary inputs: x, indicating the lock status of the car door (**x = 1 if unlocked, x = 0 if locked**) and y, indicating the door status (**y = 1 if the door is open, y = 0 if closed**). The output z is used to control the alarm: **z = 1** when the alarm is active, and **z = 0** otherwise. The alarm should be

triggered ($z = 1$) if the door is opened ($y = 1$) while it is still locked ($x = 0$) **for two consecutive clock cycles**. An example is shown below:

x	1	0	1	0	0	0	1	1	0	0	0	0	1	0
y	0	0	1	1	1	0	1	0	1	1	1	0	0	1
z	0	0	0	0	1	0	0	0	0	1	1	0	0	0

(a)	Determine the type of FSM that would be needed for the given problem and design the state diagram for the corresponding FSM.	[2]
(b)	Derive the state-assigned table using the Gray encoding from your state diagram in (a).	[2]
(c)	Find the expression for the next state and the output for the FSM using KMAP .	[3]
(d)	Calculate the number of flip-flops required for the circuit implementation and draw the circuit for this FSM.	[3]