

Multiplexer

L22 ①

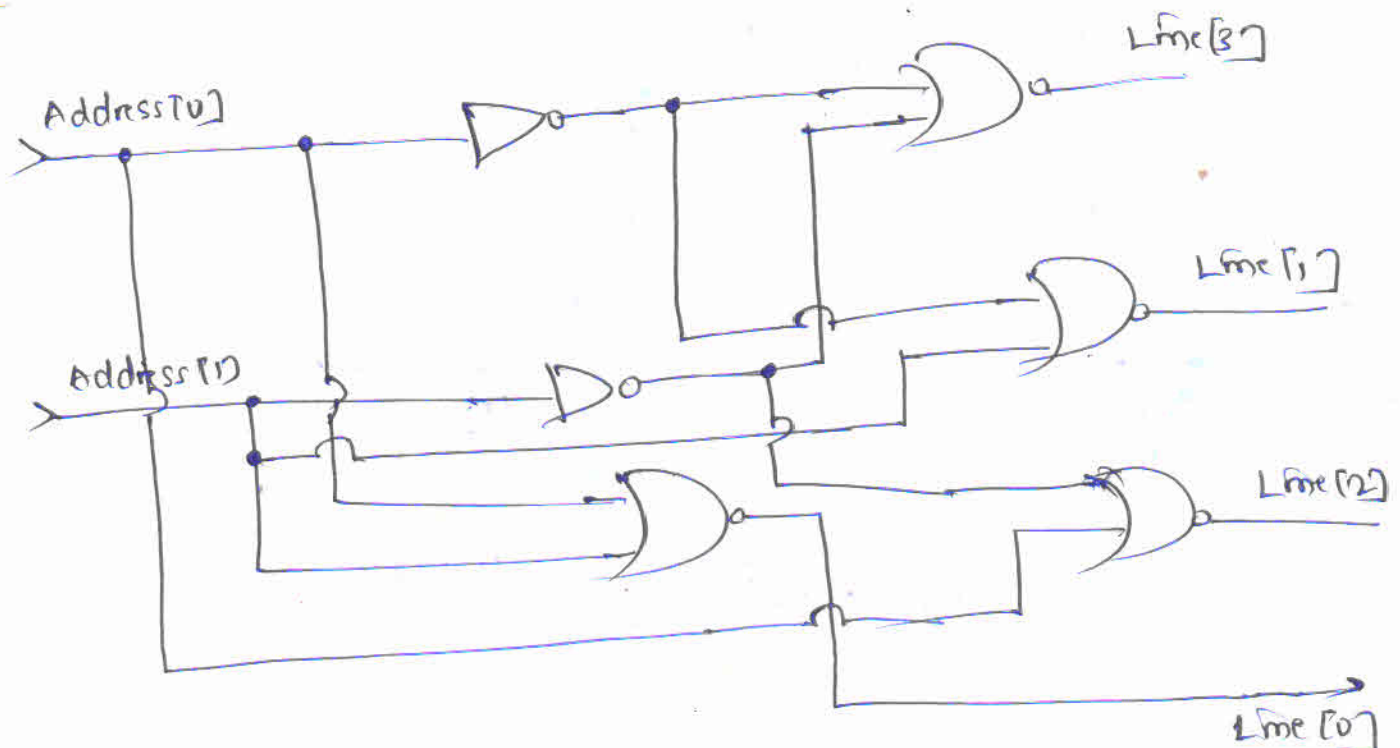
| Address | | Line | | | |
|---------|---|------|---|---|---|
| 1 | 0 | 3 | 2 | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 1 |
| 0 | 1 | 0 | 0 | 1 | 0 |
| 1 | 0 | 0 | 1 | 0 | 0 |
| 1 | 1 | 1 | 0 | 0 | 0 |

$$\text{Line}[0] = \overline{\text{Address}[1]} \cdot \overline{\text{Address}[0]}$$

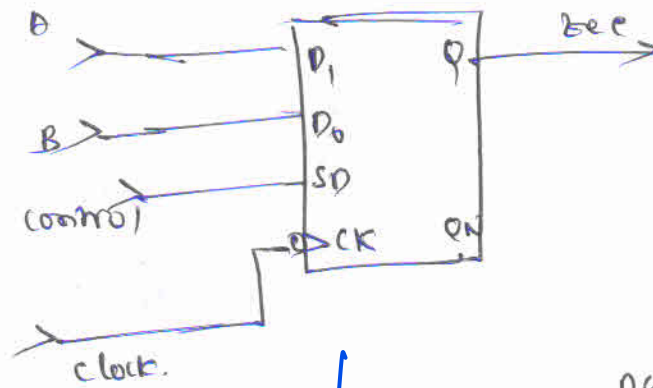
$$\text{Line}[1] = \overline{\text{Address}[1]} \cdot \text{Address}[0]$$

$$\text{Line}[2] = \text{Address}[1] \cdot \overline{\text{Address}[0]}$$

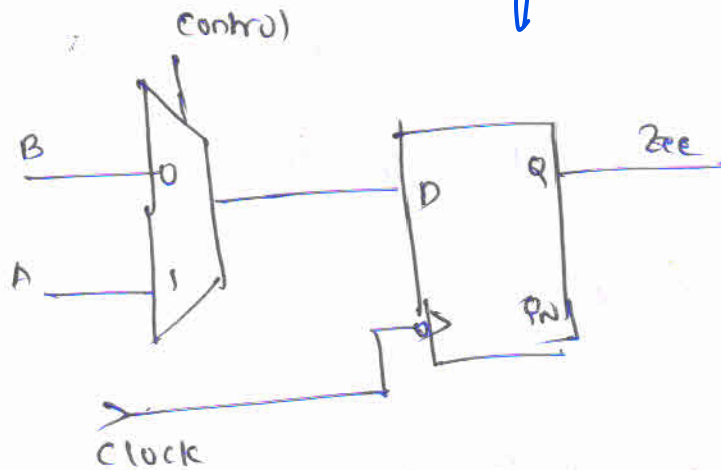
$$\text{Line}[3] = \text{Address}[1] \cdot \text{Address}[0]$$



Pick one!



SD → Data select input.



to incrementor

| current state counter | Next state counter |
|-----------------------|--------------------|
| 0 0 | 0 1 |
| 0 1 | 1 0 |
| 1 0 | 1 1 |
| 1 1 | 0 0 |

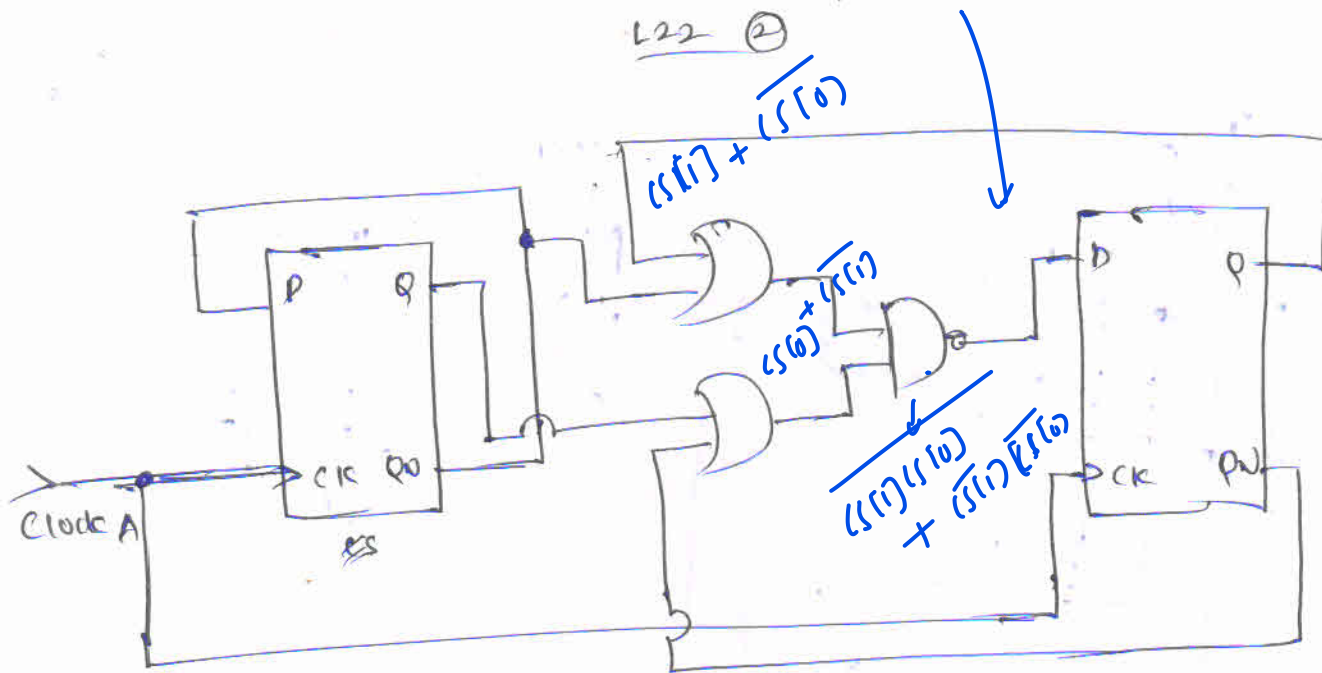
| | $\overline{CS[1]}$ | $CS[1]$ |
|---------|--------------------|---------|
| $CS[0]$ | 0 | 1 |
| $CS[0]$ | 1 | 2 |
| | | 3 |

| | 0 | 1 |
|---|---|---|
| 0 | 1 | 2 |
| 1 | 1 | 3 |

$$NS[1] = \overline{CS[1]} CS[0] + CS[1] \overline{CS[0]}$$

$$NS[0] = \overline{CS[0]}$$

122 ②



Down Counter

Method 8

| control | (CS) current state counter | | Next state counter (NS) | |
|---------|----------------------------------|---|----------------------------|---|
| | 1 | 0 | 1 | 0 |
| 0 | 0 | 0 | 1 | 1 |
| 0 | 0 | 1 | 0 | 0 |
| 0 | 1 | 0 | 0 | 1 |
| 0 | 1 | 1 | 1 | 0 |
| 1 | 0 | 0 | 0 | 1 |
| 1 | 0 | 1 | 1 | 0 |
| 1 | 1 | 0 | 1 | 1 |
| 1 | 1 | 1 | 0 | 0 |

NS(1)

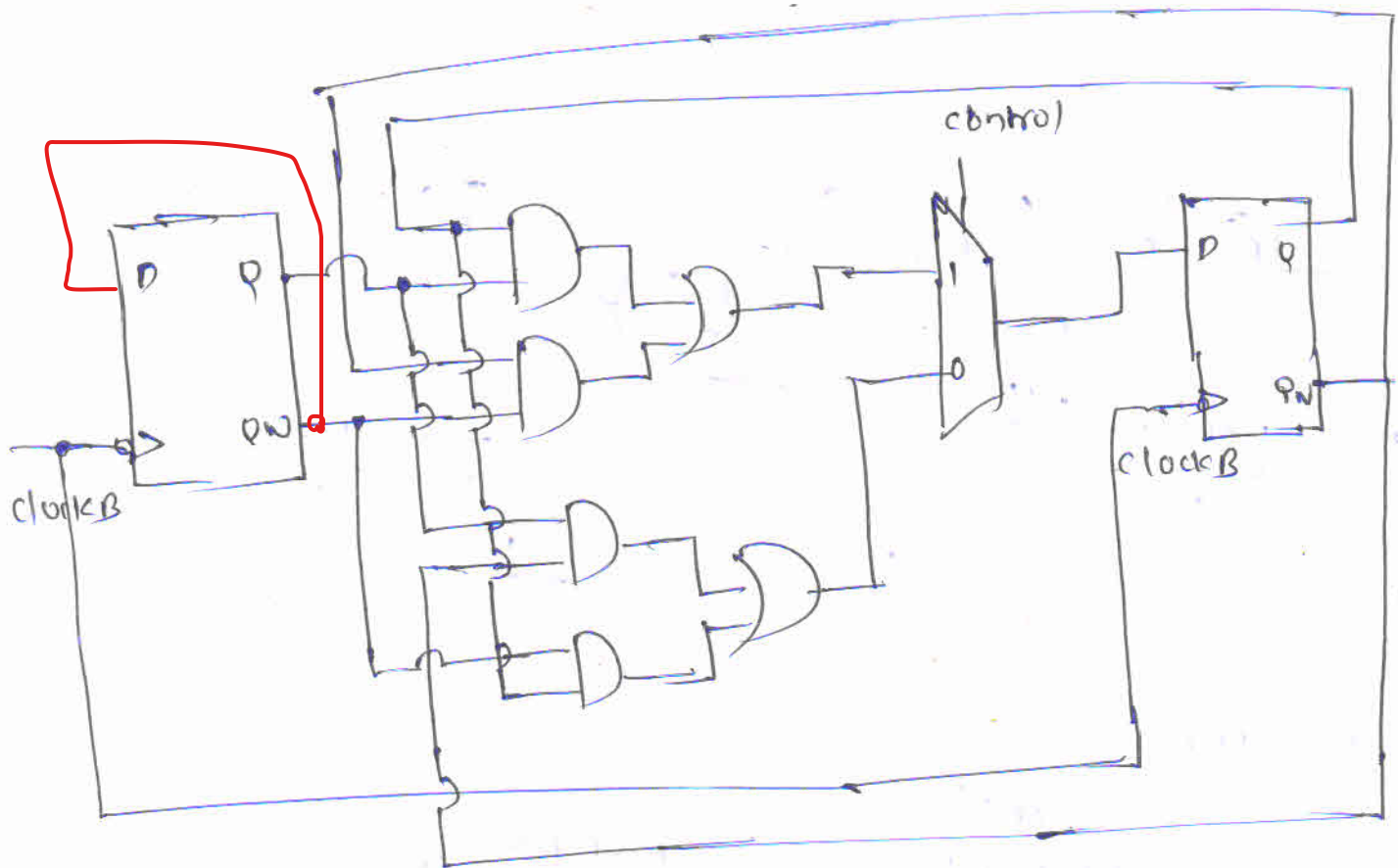
| | 00 | 01 | 11 | 10 |
|---------|----|----|----|----|
| control | 1 | | 1 | |
| control | | 1 | | 1 |

NS(0)

| | 00 | 01 | 11 | 10 |
|---------|----|----|----|----|
| control | 1 | | 1 | |
| control | | 1 | | 1 |

$$NS(0) = \overline{ctrl} \cdot \overline{CS(1)} \cdot \overline{CS(0)} + \overline{ctrl} \cdot CS(1) \cdot CS(0) + ctrl \cdot \overline{CS(1)} \cdot CS(0) + ctrl \cdot CS(1) \cdot \overline{CS(0)}$$

$$NS(0) = \overline{CS(0)}$$



Method II:

| ctrl | current state | | Next state | | | |
|------|---------------|-------|------------|-------|-------|-------|
| | q_1 | q_0 | q_1 | q_0 | q_1 | q_0 |
| 0 | 0 | 0 | 0 | 1 | 0 | 1 |
| 0 | 0 | 1 | 0 | 0 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 0 | 1 |
| 0 | 1 | 1 | 0 | 1 | 0 | 0 |
| 1 | 0 | 0 | 0 | 0 | 1 | 0 |
| 1 | 0 | 1 | 1 | 0 | 0 | 0 |
| 1 | 1 | 0 | 1 | 0 | 1 | 0 |
| 1 | 1 | 1 | 0 | 0 | 0 | 0 |

NS[1]

| D ₁ | 00 | 01 | 11 | 10 |
|----------------|----|----|----|----|
| 0 | | | | |
| 1 | | 1 | | 1 |

NS[1]

$$n_1 = \overline{chr} \cdot \overline{cst[1]} \cdot cst[0] + \overline{chr} \cdot cst[1] \cdot \overline{cst[0]}$$

NS[1]

| D ₀ | 00 | 01 | 11 | 10 |
|----------------|----|----|----|----|
| 0 | 1 | | 1 | |
| 1 | | | | |

NS[1]

$$D_0 = \overline{chr} \cdot \overline{cst[1]} \cdot cst[0] + \overline{chr} \cdot cst[1] \cdot \overline{cst[0]}$$

NS[0]

| D ₁ | 00 | 01 | 11 | 10 |
|----------------|----|----|----|----|
| 0 | | | | |
| 1 | 1 | | | 1 |

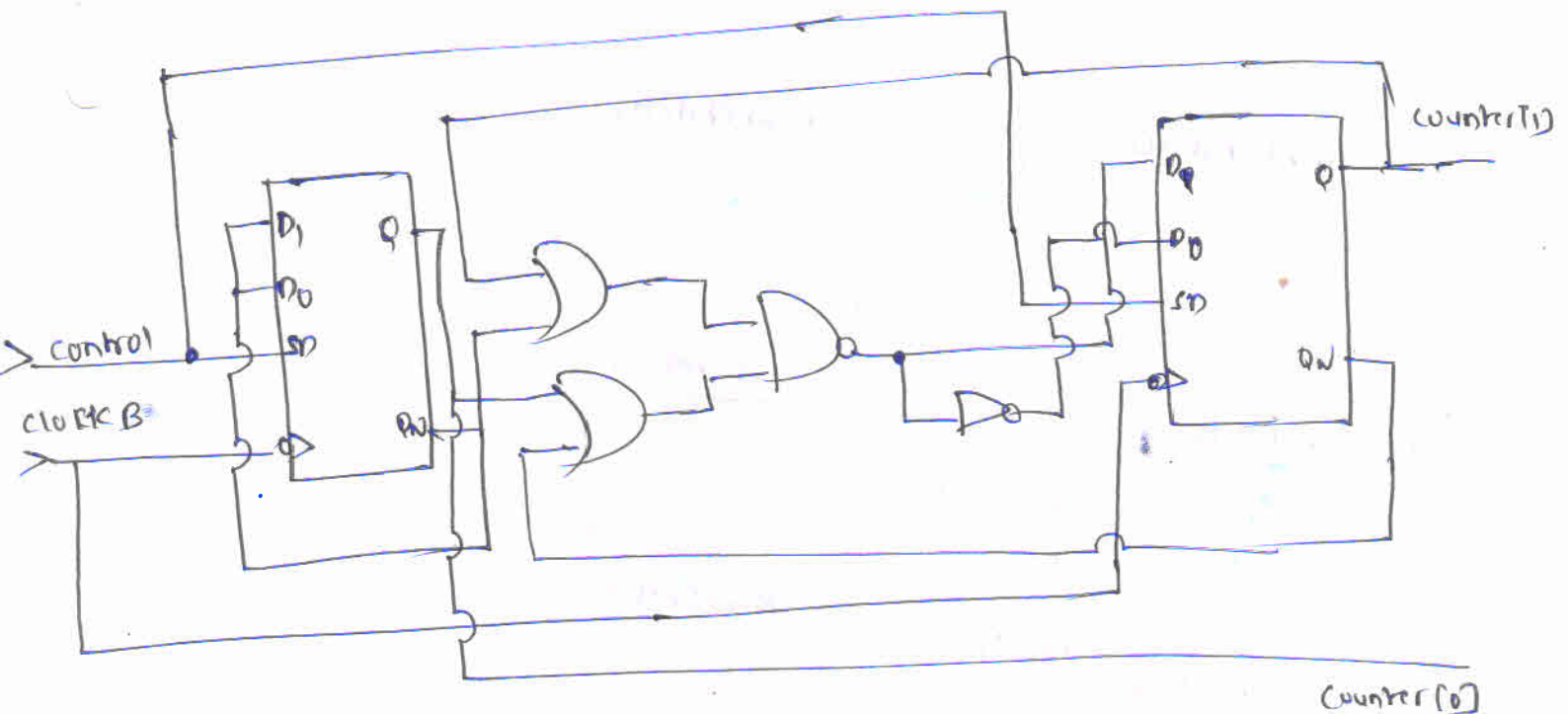
NS[0]

$$n_1 = chr \cdot \overline{cst[0]}$$

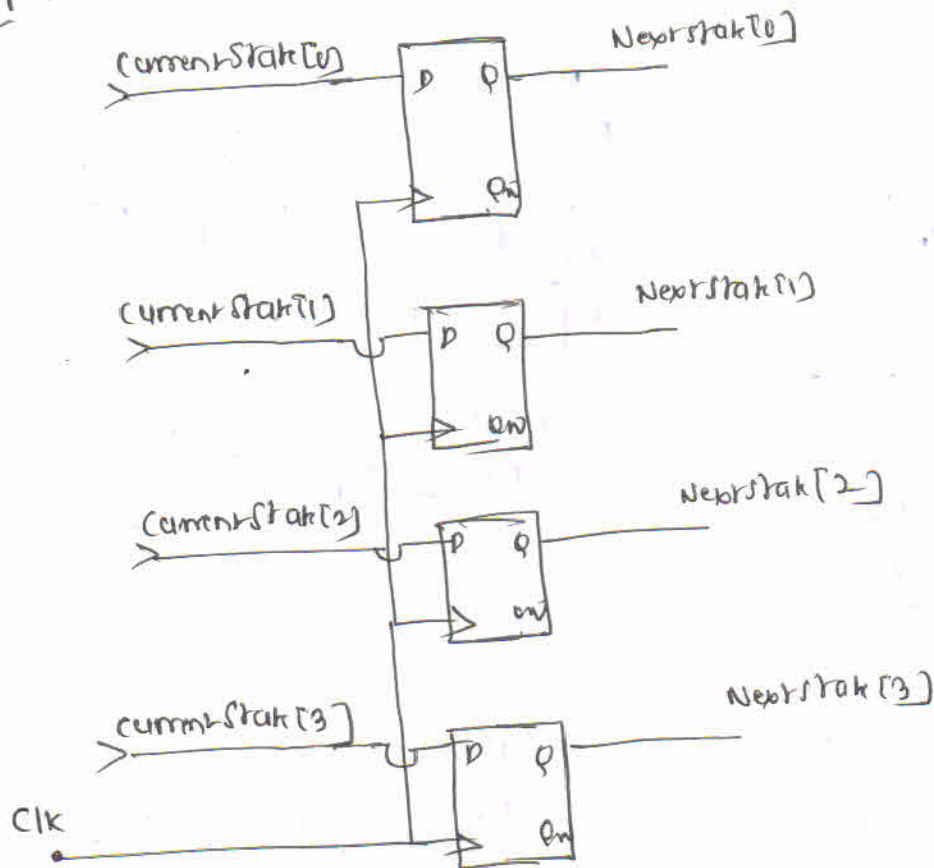
NS[0]

| D ₀ | 00 | 01 | 11 | 10 |
|----------------|----|----|----|----|
| 0 | 1 | | | 1 |
| 1 | | | | |

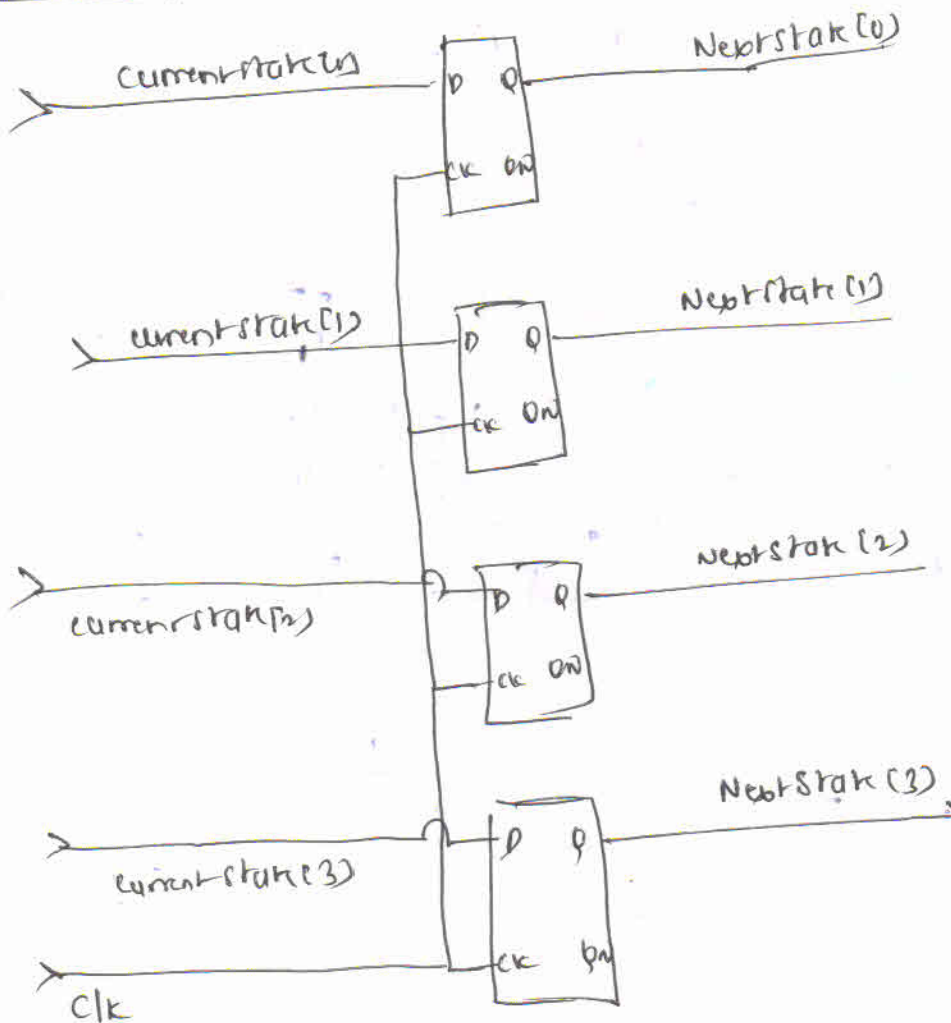
$$NS[0] D_0 = \overline{chr} \cdot \overline{cst[0]}$$



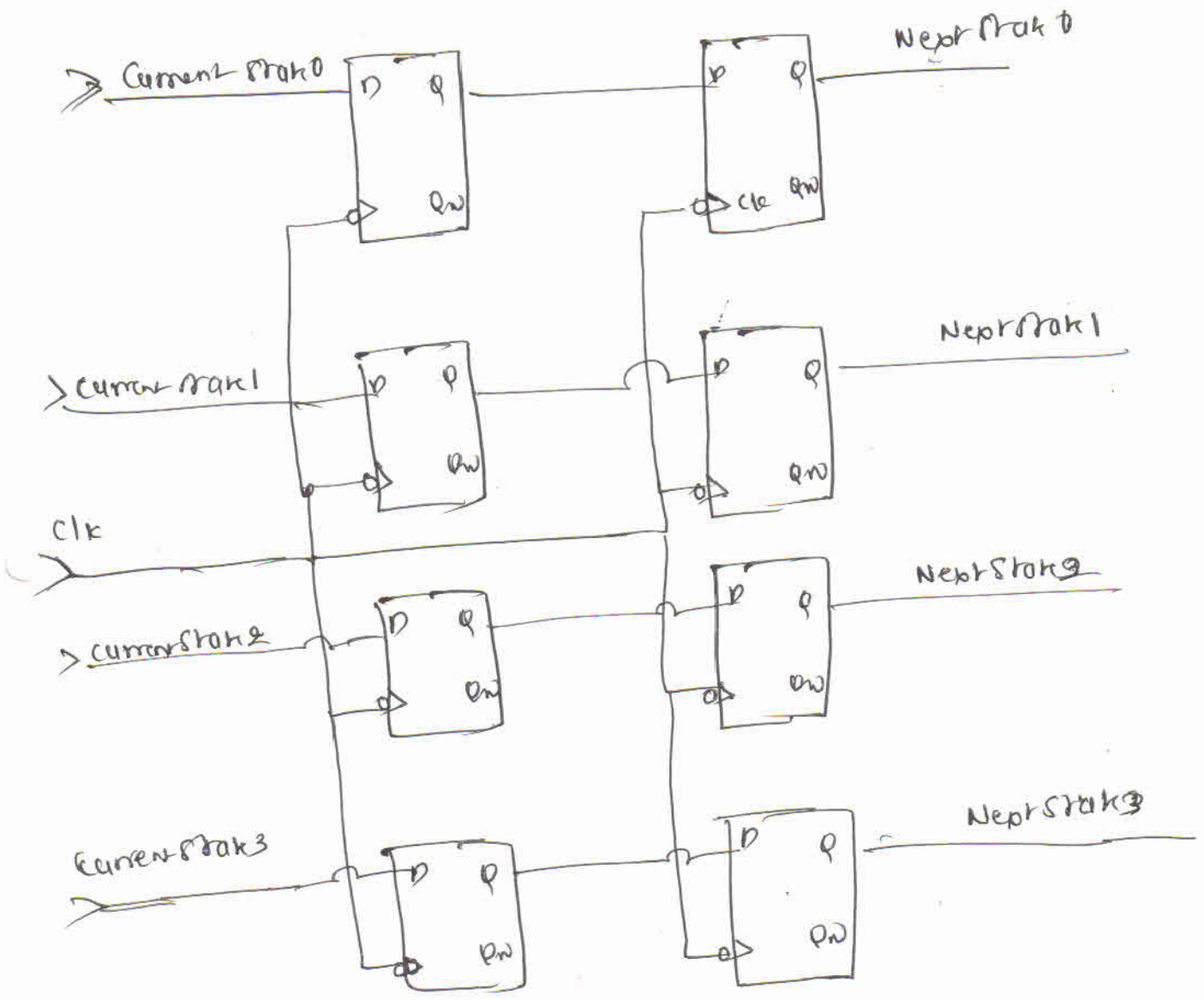
Flip Flop :



Global Reg :



Reg Use Def



Local Var Assign Use / Local Var Use Assign

