

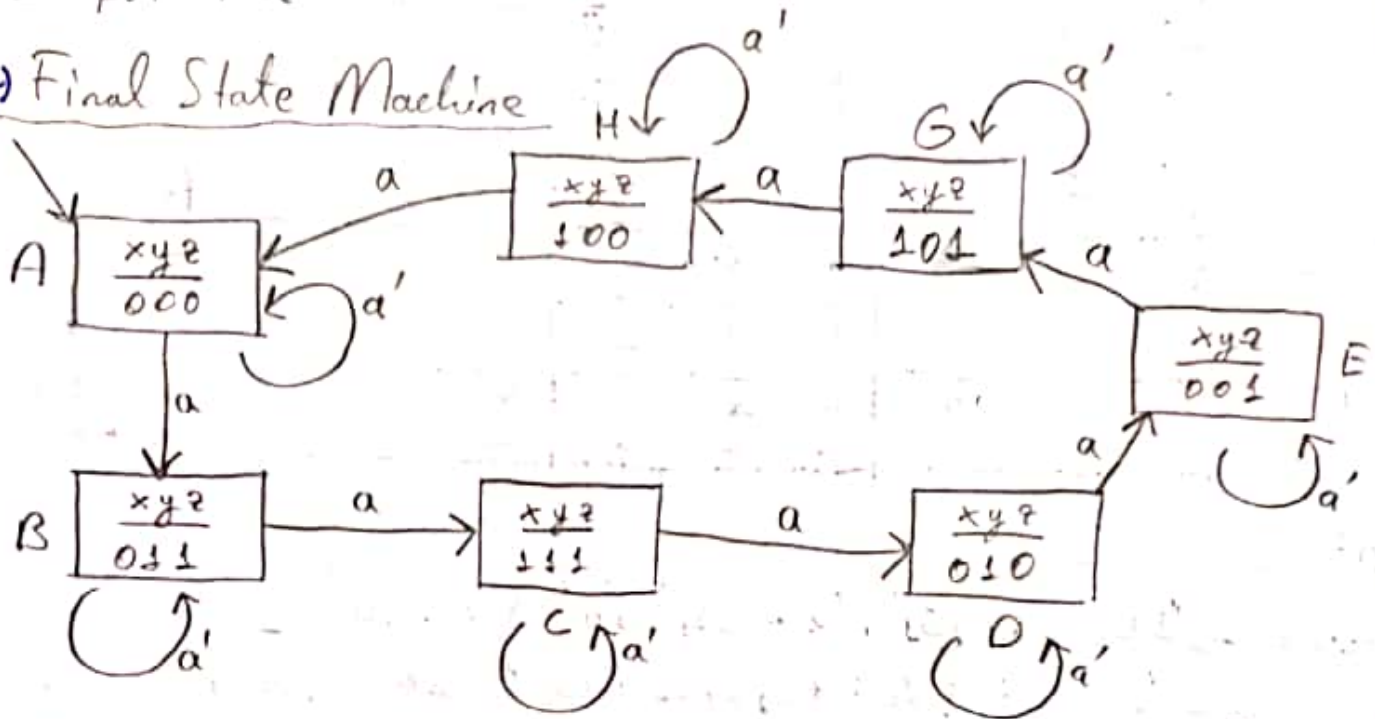
# \* CSE 232 HW3 Yesim Yalcin - 200104004094

\* 3 Outputs:  $x, y, z$

$000 \rightarrow 011 \rightarrow 111 \rightarrow 010 \rightarrow 001 \rightarrow 101 \rightarrow 100$

↑  
1 input:  $a$

## 1) Final State Machine



## 2) Architecture

\* 7 states = 3 bit registers ( $s_2, s_1, s_0$ ) + input  $a$

\* 3 bits for the following state ( $n_2, n_1, n_0$ ) + 3 outputs ( $x, y, z$ )

## 3) Encoding States

\*  $A = 000$

\*  $B = 001$

\*  $C = 010$

\*  $D = 011$

\*  $E = 100$

\*  $G = 101$

\*  $H = 110$

## 4) State Table

	$s_2$	$s_1$	$s_0$	$a$	$n_2$	$n_1$	$n_0$	$x$	$y$	$z$
A	0	0	0	0	0	0	0	0	0	0
B	0	0	0	1	0	0	1	0	0	0
C	0	0	1	0	0	0	1	0	1	1
D	0	0	1	1	0	1	0	0	1	1
E	0	1	0	0	0	1	1	1	1	1
F	0	1	0	1	0	1	1	0	1	0
G	1	0	0	0	1	0	0	0	0	1
H	1	0	0	1	1	0	1	0	0	1
I	1	1	0	0	1	1	0	1	0	0
J	1	1	0	1	0	1	0	1	0	0
K	1	1	1	0	1	1	1	1	1	1
L	1	1	1	1	1	1	1	1	1	1

Don't care conditions

## 5) Boolean Expressions

$$n_2 = s_2's_1's_0a + s_2s_1's_0'a + s_2s_1's_0'a' + s_2s_1's_0a' + s_2s_1's_0a + s_2s_1's_0'a' + s_2s_1's_0a + s_2s_1's_0'a'$$

$$n_1 = s_2's_1's_0a + s_2's_1's_0'a + s_2's_1's_0'a' + s_2's_1's_0a' + s_2's_1's_0a + s_2's_1's_0'a' + s_2's_1's_0a + s_2's_1's_0'a'$$

$$n_0 = s_2's_1's_0'a + s_2's_1's_0'a' + s_2's_1's_0'a' + s_2's_1's_0'a' + s_2's_1's_0'a' + s_2's_1's_0'a' + s_2's_1's_0'a' + s_2's_1's_0'a'$$

$$x = s_2's_1's_0'a' + s_2's_1's_0'a' + s_2's_1's_0'a' + s_2's_1's_0'a' + s_2's_1's_0'a' + s_2's_1's_0'a' + s_2's_1's_0'a' + s_2's_1's_0'a'$$

$$y = s_2's_1's_0a' + s_2's_1's_0a + s_2's_1's_0'a' + s_2's_1's_0'a + s_2's_1's_0a' + s_2's_1's_0a + s_2's_1's_0a' + s_2's_1's_0a$$

$$z = s_2's_1's_0a' + s_2's_1's_0a + s_2's_1's_0'a' + s_2's_1's_0'a + s_2's_1's_0a' + s_2's_1's_0a + s_2's_1's_0a' + s_2's_1's_0a$$

$n_2$

$s_2s_1$	$s_0a$	00	01	11	10
00	0	0	0	0	0
01	0	0	0	1	0
11	1	1	0	X	X
10	1	1	1	1	1

$$n_2 = s_2s_1' + s_2a' + s_1s_0a$$

$n_1$

$s_2s_1$	$s_0a$	00	01	11	10
00	0	0	0	1	0
01	1	1	1	0	1
11	1	1	0	X	X
10	0	0	0	1	0

$$n_1 = s_1a' + s_1's_0a + s_2's_1's_0'$$

$n_0$

$s_2s_1$	$s_0a$	00	01	11	10
00	0	0	1	0	1
01	0	1	1	0	1
11	0	0	0	X	X
10	0	1	1	0	1

$$n_0 = s_0a' + s_2's_0'a + s_1's_0'a'$$

\*x

$s_2 s_1 \backslash s_0$	00	01	11	10
00	0	0	0	0
01	1	1	0	0
11	1	1	x	x
10	0	0	1	1

$$x = s_1 s_0' + s_2 s_0$$

\*y

$s_2 s_1 \backslash s_0$	00	01	11	10
00	0	0	1	1
01	1	1	1	1
11	0	0	x	x
10	0	0	0	0

$$y = s_2' s_0 + s_2' s_1$$

\*z

$s_2 s_1 \backslash s_0$	00	01	11	10
00	0	0	1	1
01	1	1	0	0
11	0	0	x	x
10	1	1	1	1

$$z = s_1' s_0 + s_2 s_1' + s_2' s_1 s_0'$$

\*Controller

