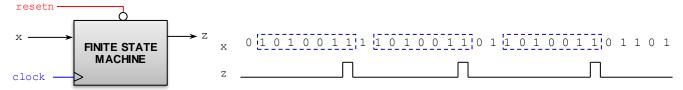
Solutions - Homework 4

(Due date: March 28th @ 5:30 pm)

Presentation and clarity are very important! Show your procedure!

PROBLEM 1 (23 PTS)

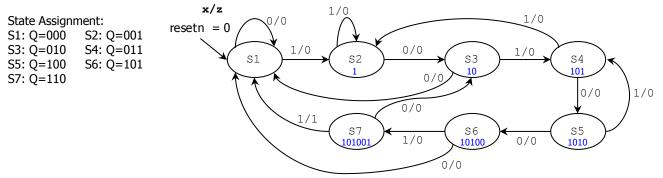
Sequence Detector: The machine has to generate z=1 when it detects the sequence 1010011. Once the sequence is detected, the circuit looks for a new sequence.



- Draw the State Diagram (any representation), State Table, and Excitation Table. Is this a Mealy or a Moore machine? Why?
- Provide the excitation equations (simplify your circuit using K-maps or the Quine-McCluskey algorithm) (5 pts)
- Sketch the circuit. (3 pts)



State Diagram, State Table, and Excitation Table:

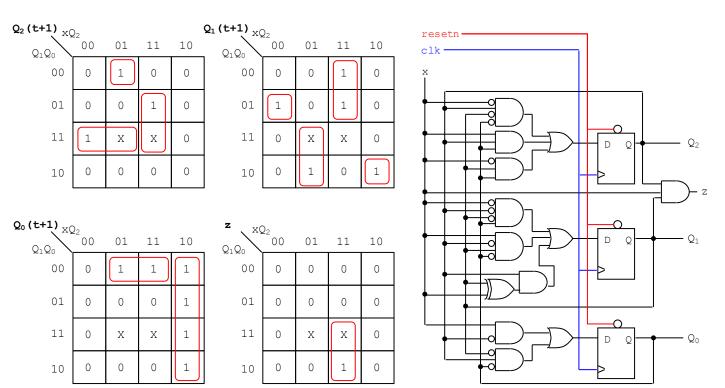


				PRESENT STATI	NEXTSTATE
	PRESENT	NEXT		_	
х	STATE	STATE	Z	$x Q_2 Q_1 Q_0 (t)$	$Q_2Q_1Q_0(t+1)$ z
0	S1	S1	0	0 0 0 0	0 0 0 0
0	S2	S3	0	0 0 0 1	010 0
0	S3	S1	0	0 0 1 0	0 0 0 0
0	S4	S5	0	0 0 1 1	100 0
0	S5	S6	0	0 1 0 0	101 0
0	S6	S1	0	0 1 0 1	0 0 0 0
0	S7	S3	0		010 0
1	S1	S2	0	0111	XXX X
1	S2	S2	0	1000	001 0
1	S3	S4	0	1 0 0 1	001 0
1	S4	S2	0	1 0 1 0	0 1 1 0
1	S5	S4	0	1 0 1 1	001 0
1	S6	S7	0	1 1 0 0	0 1 1 0
1	S7	S1	1	1 1 0 1	1 1 0 0
				1 1 1 0	000 1
				1 1 1 1	ХХХ Х

This is a Mealy FSM. The output 'z' depends on the input as well as on the present state.

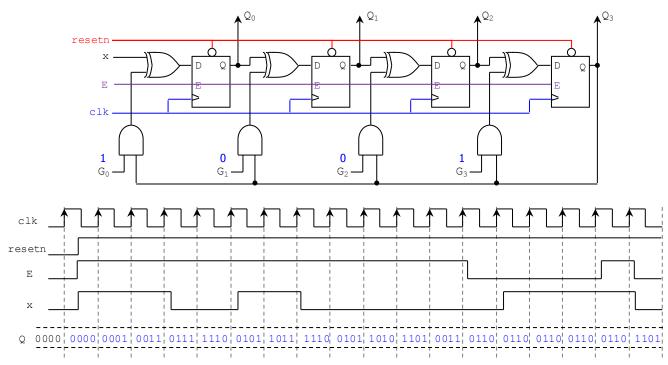
Excitation equations, minimization, and circuit implementation: $Q_{2}(t+1) = \overline{x}Q_{2}\overline{Q_{1}}\overline{Q_{0}} + xQ_{2}Q_{0} + \overline{x}Q_{1}Q_{0}$ $Q_{1}(t+1) = \overline{x}\overline{Q_{2}}\overline{Q_{1}}Q_{0} + x\overline{Q_{2}}Q_{1}\overline{Q_{0}} + xQ_{2}\overline{Q_{1}} + \overline{x}Q_{2}Q_{1} = \overline{x}\overline{Q_{2}}\overline{Q_{1}}Q_{0} + x\overline{Q_{2}}Q_{1}\overline{Q_{0}} + Q_{2}(x\oplus Q_{1})$ $Q_{0}(t+1) = Q_{2}\overline{Q_{1}}\overline{Q_{0}} + x\overline{Q_{2}}$ $z = xQ_{2}Q_{1}$

ELECTRICAL AND COMPUTER ENGINEERING DEPARTMENT, OAKLAND UNIVERSITY ECE-2700: Digital Logic Design



PROBLEM 2 (15 PTS)

• Complete the timing diagram of the following circuit. $G = G_3G_2G_1G_0 = 1001$, $Q = Q_3Q_2Q_1Q_0$



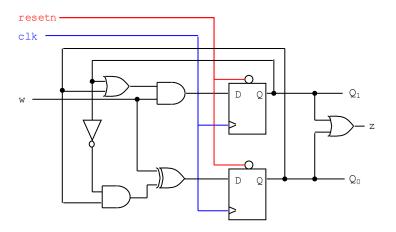
PROBLEM 3 (12 PTS)

 Provide the State Diagram (any representation), the Excitation Table, and the Excitation equations of the following FSM.

w: input, *z*: output, Q_1Q_0 : state.

 $\begin{array}{l} Q_1(t+1) = (Q_1 + Q_0)w \\ Q_0(t+1) = (\overline{Q_1}Q_0) \oplus w \\ z = Q_1 + Q_0 \end{array}$

- State Assignment:
 - ✓ S1: Q = 00
 - ✓ S2: Q = 01
 - ✓ S3: Q = 10
 - ✓ S4: Q = 11



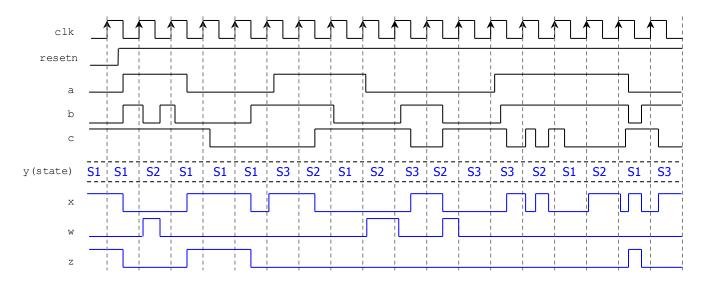
PRESENT STATE $w Q_1Q_0 (t)$	NEXTSTATE Q1Q0 (t+1) z		W	PRESENT STATE	NEXT STATE	Z	resetn = 0 $0/0$ $0/1$ w/z $1/0$ $1/0$ $1/0$
0 0 0	0 0 0	-	0	S1	S1	0	$(S1) \xrightarrow{1/0} (S2) \checkmark$
0 0 1	01 1		0	S2	S2	1	
0 1 0	00 1		0	S3	S1	1	0/1
0 1 1	00 1		0	S4	S1	1	0/1
1 0 0	010		1	S1	S2	0	
1 0 1	10 1		1	S2	S3	1	
1 1 0	11 1		1	S3	S4	1	(S4) ← ^{⊥/⊥} (S3)
1 1 1	11 1		1	S4	S4	1	

PROBLEM 4 (17 PTS)

- Draw the State Diagram (in ASM form) of the FSM whose VHDL description in shown below. Is it a Mealy or a Moore FSM?
- Complete the Timing Diagram.

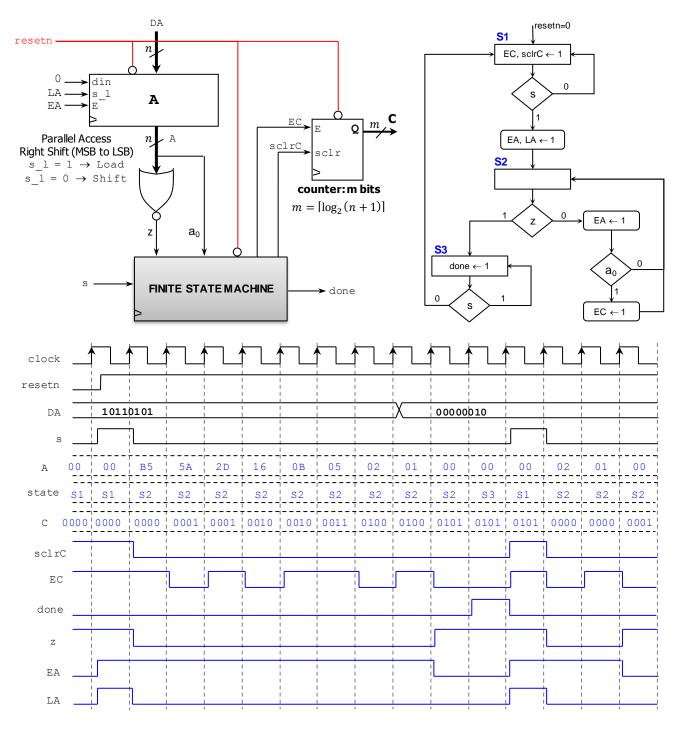
```
library ieee;
                                            architecture behavior of myfsm is
use ieee.std logic 1164.all;
                                               type state is (S1, S2, S3);
                                               signal y: state;
entity myfsm is
                                            begin
   port ( clk, resetn: in std logic;
                                              Transitions: process (resetn, clk, a, b, c)
          a, b, c: in std_logic;
                                              begin
          x, w, z: out std logic);
                                                 if resetn = '0' then y <= S1;
                                                 elsif (clk'event and clk = '1') then
end myfsm;
                                                     case y is
                                                       when S1 =>
                                                         if a = '1' then
                                                            y <= S2;
                                                         else
                                                            if b = '1' then y <= S3; else y <= S1; end if;
                                                         end if;
            resetn=0
     S1
                                                       when S2 =>
                                   z ← 1
                                                         if b = '1' then y <= S1; else y <= S3; end if;
                                   x ← 1
                                                       when S3 =>
                   0
                                   0
                                                         if c = '1' then y <= S3; else y <= S2; end if;
                              b
           а
                               1
            1
                                                    end case;
                                                 end if;
                                              end process;
                                              Outputs: process (y, a, b, c)
       0
                                              begin
 x ← 1
           с
                              С
                                                  x <= '0'; w <= '0'; z <= '0';
                                                   case y is
                               0
                                                      when S1 => if a = 0' then
if b = 0' then
                 [w ← 1
                            x ← 1
               0
                                                                       z <= 1'; x <= 1';
       1
           b
                                                                     end if;
                                                                  end if;
                                                      when S2 => if c = '0' then x \leq '1'; end if;
                                                                 if b = '0' then w \le '1'; end if;
                                                      when S3 => if c = '0' then x \leq '1'; end if;
                                                   end case;
                                              end process;
                                            end behavior;
```

This is a Mealy Machine. The outputs x,w,z' depend on the input as well as on the present state.



PROBLEM 5 (18 PTS)

- "Counting 1's" Circuit: It counts the number of bits in register A that has the value of '1'. The digital system is depicted below: FSM + Datapath. Example: For n = 8: if A = 00110110, then C = 0100.
 - ✓ m-bit counter: If E = sclr = 1, the count is initialized to zero. If E = 1, sclr = 0, the count is increased by 1.
- ✓ Parallel access shift register: If E = 1: $s_l = 1 \rightarrow \text{Load}$, $s_l = 0 \rightarrow \text{Shift}$. Complete the timing diagram where n = 8, m = 4.



PROBLEM 6 (15 PTS)

Attach a printout of your Project Status Report (no more than a page). This report should contain the current status of the project, including a block diagram of your system. You <u>MUST</u> use the provided template (Final Project - Report Template.docx).

 $C \leftarrow 0$ while A $\neq 0$ if $a_0 = 1$ then $C \leftarrow C + 1$ end if right shift A end while