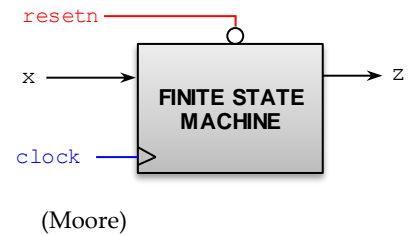


Solutions - Quiz 4

(April 6th @ 5:30 pm)

PROBLEM 1 (35 PTS)

- The following FSM has 4 states, one input x and one output z .
 - ✓ The excitation equations are given by:
 - $Q_1(t+1) \leftarrow Q_0(t)$
 - $Q_0(t+1) \leftarrow \bar{x} \oplus Q_1(t)$
 - ✓ The output equation is given by: $z = \bar{x} \oplus Q_1(t) \oplus Q_0(t)$
 - ✓ Provide the Excitation Table and the State Diagram (any representation).
 - ✓ Which type is this FSM? Circle or mark the correct one: ~~(Mealy)~~ (Moore)

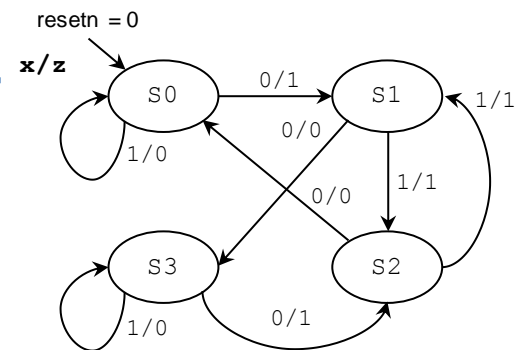


State Assignment: S0: Q=00, S1: Q=01, S2: Q=10, S3: Q=11

PRESENT STATE			NEXTSTATE		
x	Q ₁ Q ₀ (t)		Q ₁ Q ₀ (t+1)	z	
0	0	0	0	1	1
0	0	1	1	1	0
0	1	0	0	0	0
0	1	1	1	0	1
1	0	0	0	0	0
1	0	1	1	0	1
1	1	0	0	1	1
1	1	1	1	1	0



PRESENT STATE		NEXT STATE		z
x	STATE	STATE		
0	S0	S1		1
0	S1	S3		0
0	S2	S0		0
0	S3	S2		1
1	S0	S0		0
1	S1	S2		1
1	S2	S1		1
1	S3	S3		0



PROBLEM 2 (35 PTS)

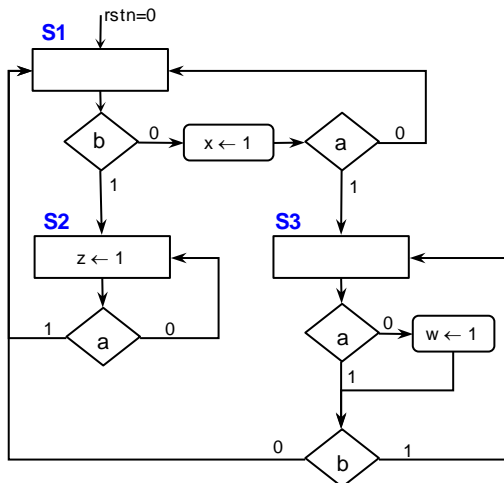
- Draw the state diagram (in ASM form) of the FSM whose VHDL description is listed below:

```

library ieee;
use ieee.std_logic_1164.all;

entity myfsm is
  port ( clk, rstn: in std_logic;
        a, b: in std_logic;
        x,w,z: out std_logic);
end myfsm;

```



- ✓ Circle or mark the correct FSM type: ~~(Mealy)~~ (Moore)

```

architecture behavioral of myfsm is
  type state is (S1, S2, S3);
  signal y: state;
begin
  Transitions: process (rstn, clk, a, b)
  begin
    if rstn = '0' then y <= S1;
    elsif (clk'event and clk = '1') then
      case y is
        when S1 =>
          if b = '1' then y <= S2;
          else if a = '1' then y <= S3; else y <= S1; end if;
        end if;
        when S2 =>
          if a = '1' then y <= S1; else y <= S2; end if;
        when S3 =>
          if b = '1' then y <= S3; else y <= S1; end if;
        end case;
      end if;
    end process;

  Outputs: process (y,a,b)
  begin
    x <= '0'; w <= '0'; z <= '0';
    case y is
      when S1 => if b = '0' then x <= '1'; end if;
      when S2 => z <= '1';
      when S3 => if a = '0' then w <= '1'; end if;
    end case;
  end process;
end behavioral;

```

PROBLEM 3 (30 PTS)

- Sequence detector: Draw the state diagram (any representation) of an FSM with input x and output z . The detector asserts $z = 1$ when the sequence 11010 is detected. Right after the sequence is detected, the circuit looks for a new sequence.

