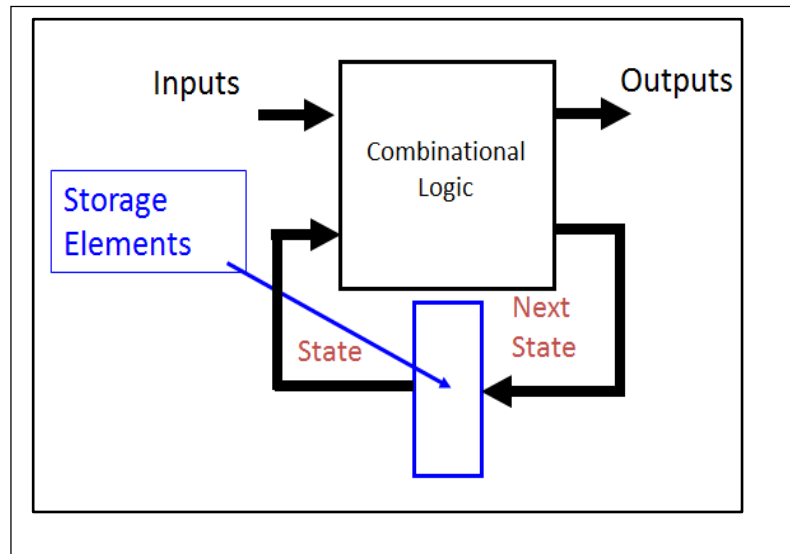


Outline

- sequential circuits
- storage elements: latch and flip-flop
- Sequential circuit analysis
 - *Moore and Mealy Models*
 - *State tables*
 - *State diagrams*

Sequential Circuit Analysis

- General Model
 - Current State at time (t) is stored in flip-flops.



- Next State at time (t+1) is a Boolean function of State and Inputs.
- Outputs at time (t) are a Boolean function of State (t) and (sometimes) Inputs (t).

Moore and Mealy Models

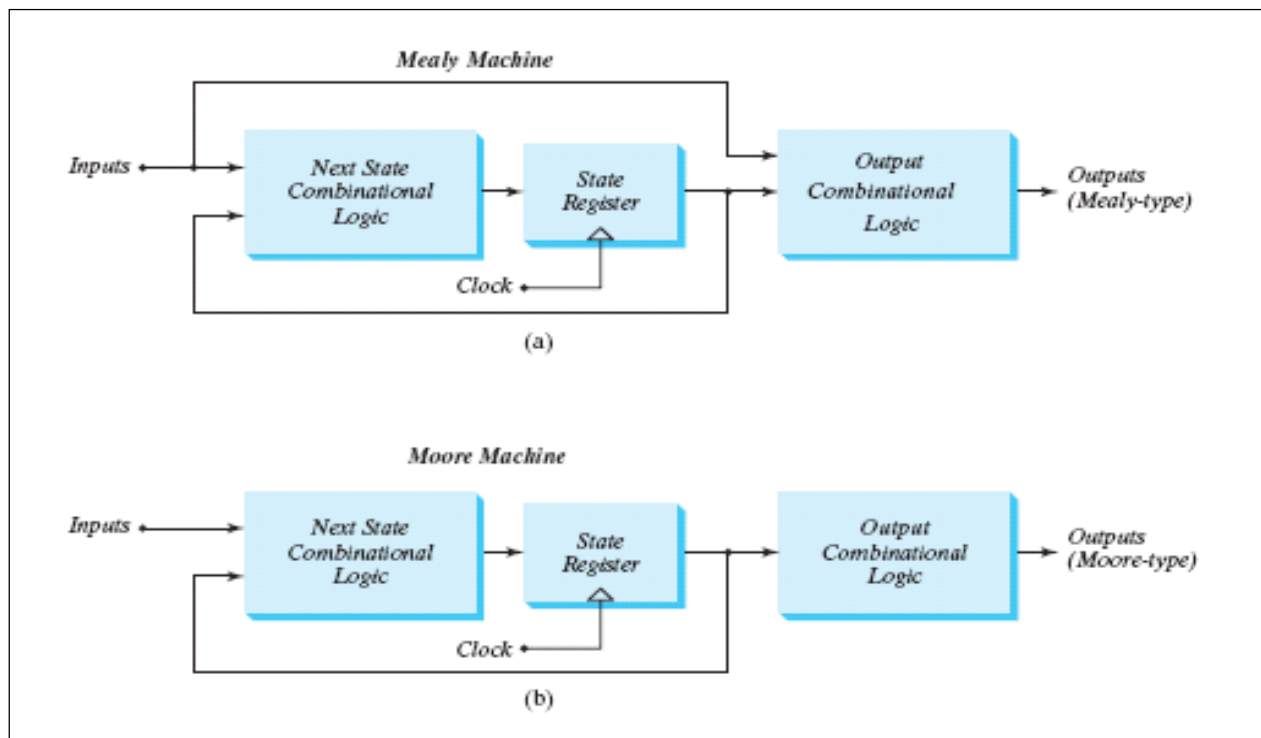
- Sequential Circuits or Sequential Machines are also called *Finite State Machines* (FSMs). Two formal models exist:

Mealy Model

- Named after G. Mealy
- Outputs are a function of inputs AND states

Moore Model

- Named after E.F. Moore
- Outputs are a function ONLY of states



Example 1

Step 1:

- Input flip-flop equations:

$$D_A = A x + B x$$

$$D_B = A' x$$

Step 2:

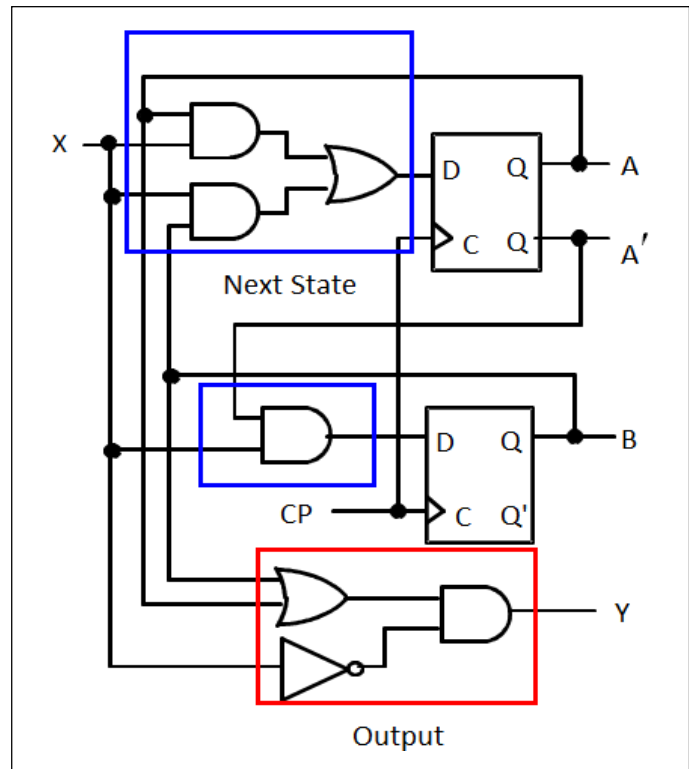
- State equations:

$$A(t+1) = D_A = A x + B x$$

$$B(t+1) = D_B = A' x$$

Output equations:

$$y = x' (B + A)$$



Step 3:

- State Table and State Diagram

State Table Characteristics

- *State table* – a multiple variable table with the following four sections:
 - ***Present State*** – the values of the state variables for each allowed state.
 - ***Input*** – the input combinations allowed.
 - ***Next-state*** – the value of the state at time $(t+1)$ based on the present state and the input.
 - ***Output*** – the value of the output as a function of the present state and (sometimes) the input.
- Considered as a truth table:
 - the inputs are Input, Present State
 - and the outputs are Output, Next State

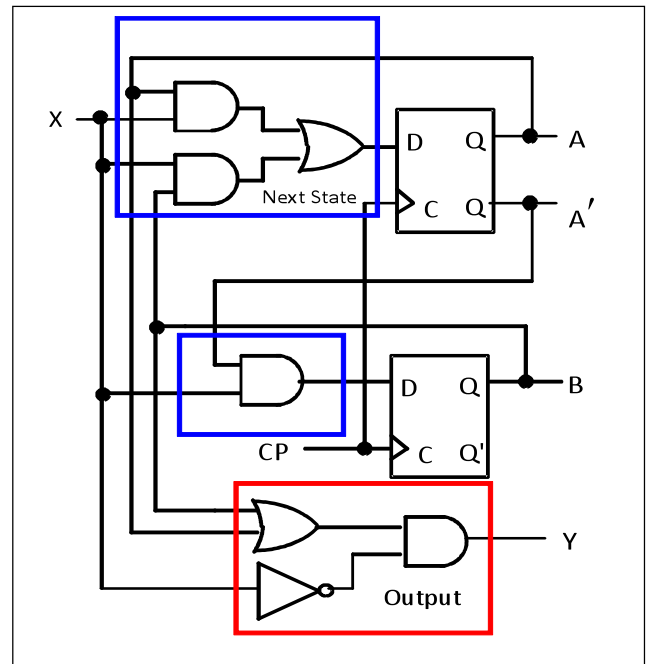
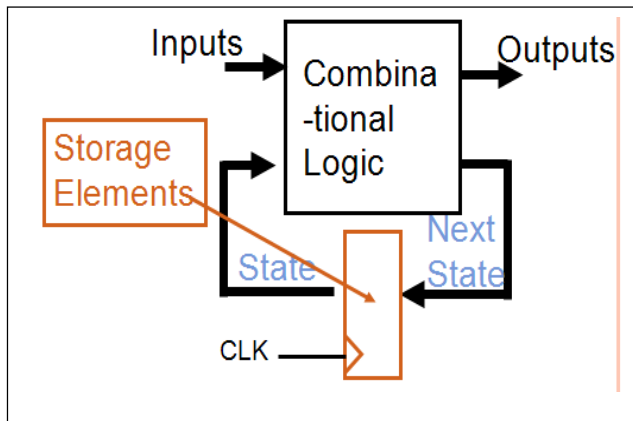
Example1: State Table.

- The state table can be filled in using state equations and output equations:

$$A(t+1) = D_A = A(t)x(t) + B(t)x(t)$$

$$B(t+1) = D_B = A(t)'x(t)$$

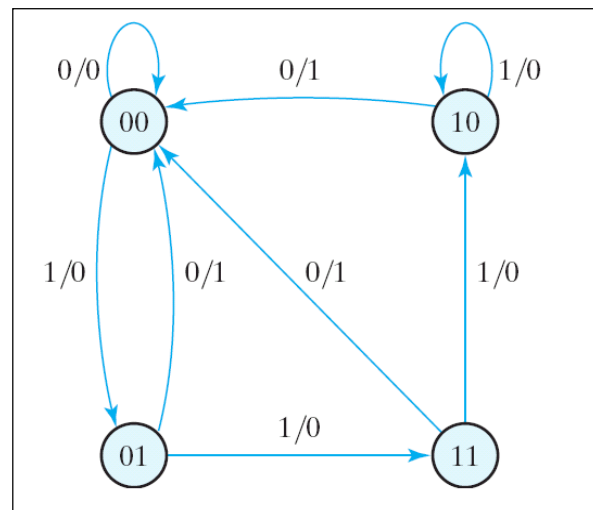
$$y(t) = x(t)'(B(t) + A(t))$$



Present State		Input	Next State		Output
A(t)	B(t)	x(t)	A(t+1)	B(t+1)	y(t)
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	0	1
0	1	1	1	1	0
1	0	0	0	0	1
1	0	1	1	0	0
1	1	0	0	0	1
1	1	1	1	0	0

State Diagrams

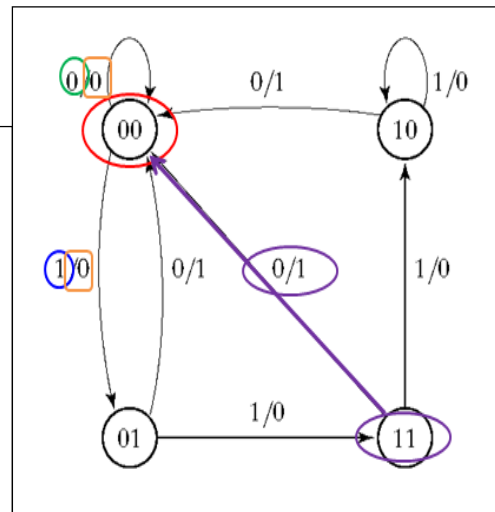
- The sequential circuit function can be represented in graphical form as a state diagram with the following components:
 - A circle with the state name in it for each state
 - A directed arc from the Present State to the Next State for each state transition
 - A label on each directed arc with the Input values which causes the state transition, and
 - A label:
 - *On each directed arc with the output value produced (Mealy), or*
 - *On each circle with the output value produced (Moore)*



Example 1: State Diagram

- On directed arc with the output included:
 - *input/output*
 - *Mealy type output depends on state and input*

Present State		Input	Next State		Output
A_t	B_t	X_t	A_{t+1}	B_{t+1}	Y_t
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	0	1
0	1	1	1	1	0
1	0	0	0	0	1
1	0	1	1	0	0
1	1	0	0	0	1
1	1	1	1	0	0



$$A(t+1) = D_A = A(t)x(t) + B(t)x(t)$$

$$B(t+1) = D_B = A(t)'x(t)$$

$$y(t) = x(t)'(B(t) + A(t))$$

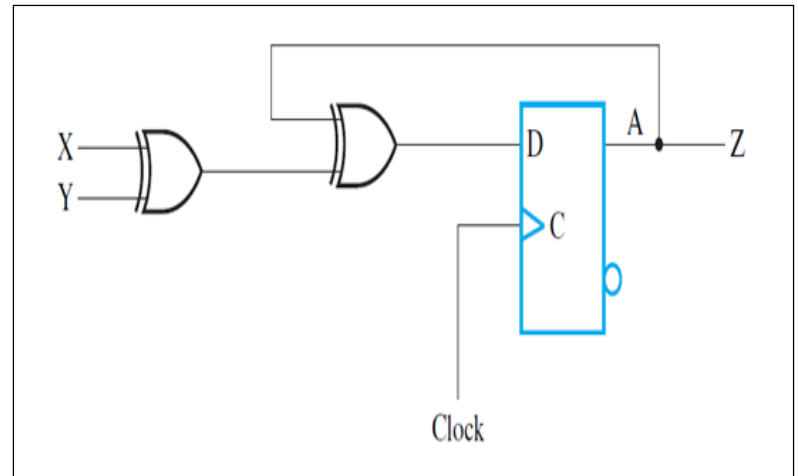
Example 2

Step 1:

- Input flip-flop equations:
 $D_A = x \oplus y \oplus A$

Step 2:

- State equations:
 $A(t+1) = D_A = x \oplus y \oplus A$
Output equations:
 $Z(t) = A(t)$



Step 3:

- State Table and State Diagram

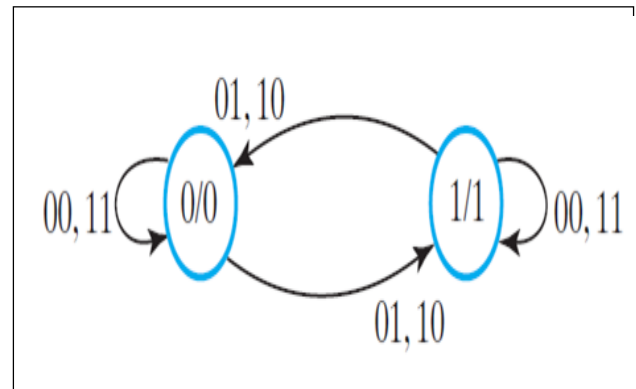
Example 3 : State Table

- The state table can be filled in using state equations and output equation:

$$A(t+1) = D_A = x(t) \oplus y(t) \oplus A(t)$$

$$Z(t) = A(t)$$

Present state	Inputs		Next state	Output
A	X	Y	A	Z
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	0
1	0	0	1	1
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1



SEQUENTIAL CIRCUIT DESIGN

Design steps :

- Given the word description and specifications
- Derive a state diagram for the circuit
- Obtain the binary-coded state table (transition table)
- Derive the simplified flip-flop input equations and output equations.
- Draw the circuit

SEQUENTIAL CIRCUIT DESIGN

Given the word description and specifications

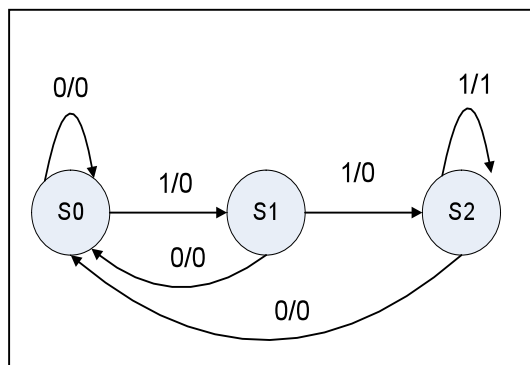
Derive a state diagram for the circuit
Obtain the binary-coded state table (transition table)
Derive the simplified flip-flop input equations and output equations.
Draw the circuit

Mealy Machine Design

- Example 1: design a circuit that detects a sequence of three or more consecutive 1's in a string of bits
- Input: 010011011110
- Output: 000000000110

SEQUENTIAL CIRCUIT DESIGN

- State Diagram



Given the word description and specifications

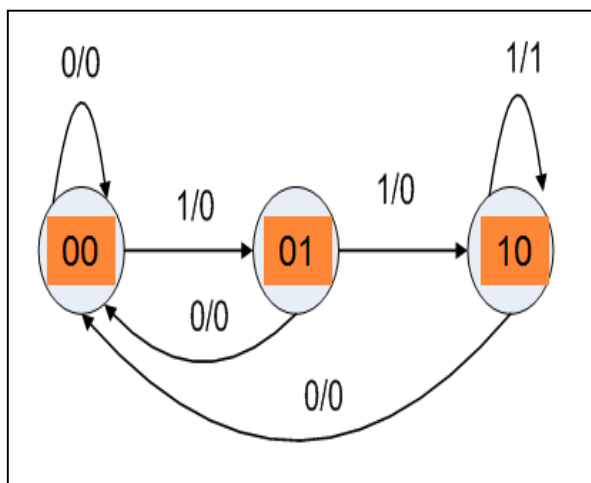
Derive a state diagram for the circuit

Obtain the binary-coded state table (transition table)
Derive the simplified flip-flop input equations and output equations.
Draw the circuit

SEQUENTIAL CIRCUIT DESIGN

Given the word description and specifications
 Derive a state diagram for the circuit
Obtain the binary-coded state table (transition table)
 Derive the simplified flip-flop input equations and output equations.
 Draw the circuit

- State Table



Present State		Input	Next State		Output
A	B	x	A	B	y
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	0	0
0	1	1	1	0	0
1	0	0	0	0	0
1	0	1	1	0	1

SEQUENTIAL CIRCUIT DESIGN

Given the word description and specifications
 Derive a state diagram for the circuit
 Obtain the binary-coded state table (transition table)
Derive the simplified flip-flop input equations and output equations.
Draw the circuit

- Use the K-Map to simplify flip-flop input equations and output equations

Present State Input			Next State		Output
A	B	x	A	B	y
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	0	0
0	1	1	1	0	0
1	0	0	0	0	0
1	0	1	1	0	1

SEQUENTIAL CIRCUIT DESIGN

Mealy Machine Design

Example 2: design a circuit that detects a transition 0->1

- Input: 010011011110
- Output: 010010010000

Design steps :

- Given the specification
- Derive the state Diagram
- Obtain the binary-coded state table
- Derive the simplified flip-flop input equations and output equations.
- Draw the circuit

SEQUENTIAL CIRCUIT DESIGN

Given the word description and specifications

Derive a state diagram for the circuit

Obtain the binary-coded state table (transition table)

Derive the simplified flip-flop input equations and output equations.

Draw the circuit

Moore Machine Design

Example 1: design a circuit that detects a sequence of three or more consecutive 1's in a string of bits

State Diagram

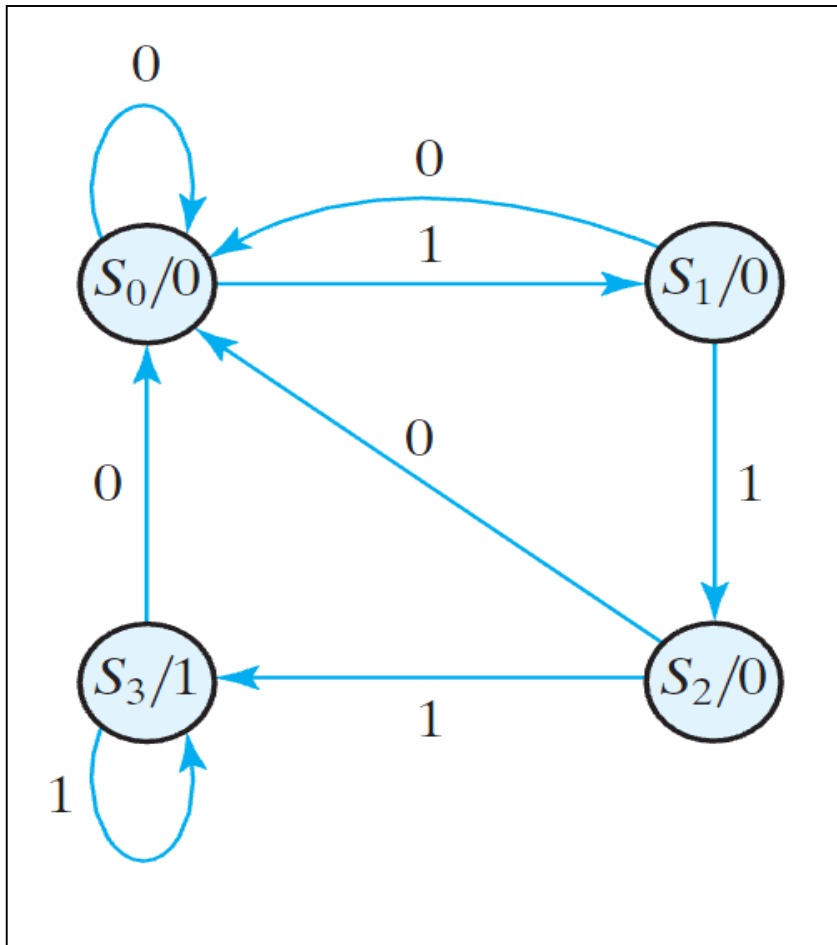
Given the word description and specifications

Derive a state diagram for the circuit

Obtain the binary-coded state table (transition table)

Derive the simplified flip-flop input equations and output equations.

Draw the circuit



State Table

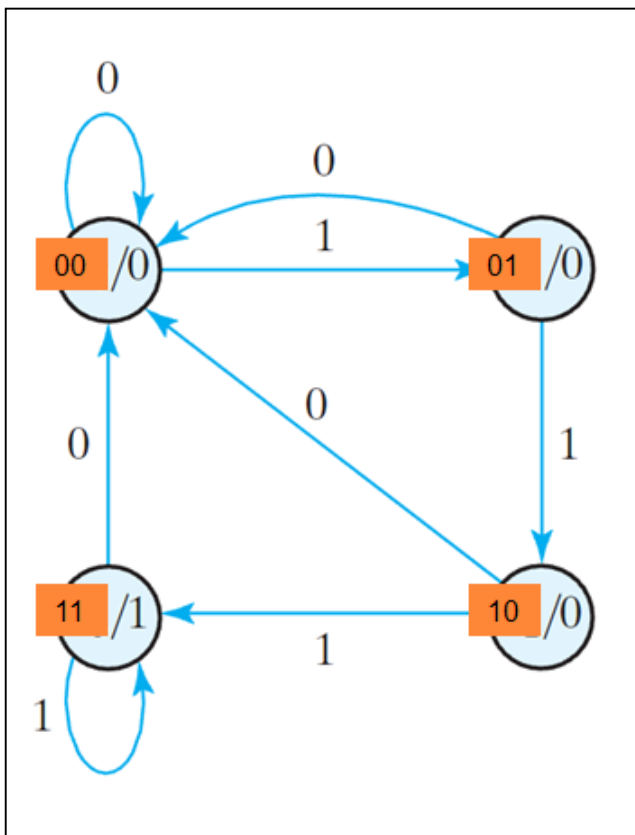
Given the word description and specifications

Derive a state diagram for the circuit

Obtain the binary-coded state table (transition table)

Derive the simplified flip-flop input equations and output equations.

Draw the circuit



Present State		Input <i>x</i>	Next State		Output <i>y</i>
<i>A</i>	<i>B</i>		<i>A</i>	<i>B</i>	
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	0	0
0	1	1	1	0	0
1	0	0	0	0	0
1	0	1	1	1	0
1	1	0	0	0	1
1	1	1	1	1	1

Use the K-Map to simplify flip-flop input equations and output equations

Given the word description and specifications
Derive a state diagram for the circuit
Obtain the binary-coded state table (transition table)
Derive the simplified flip-flop input equations and output equations.
Draw the circuit

SEQUENTIAL CIRCUIT DESIGN

Moore Machine Design

- Example 2: design a circuit that detects a transition 0->1

Design steps :

- Given the specification
- Derive the state Diagram
- Obtain the binary-coded state table
- Derive the simplified flip-flop input equations and output equations.
- Draw the circuit