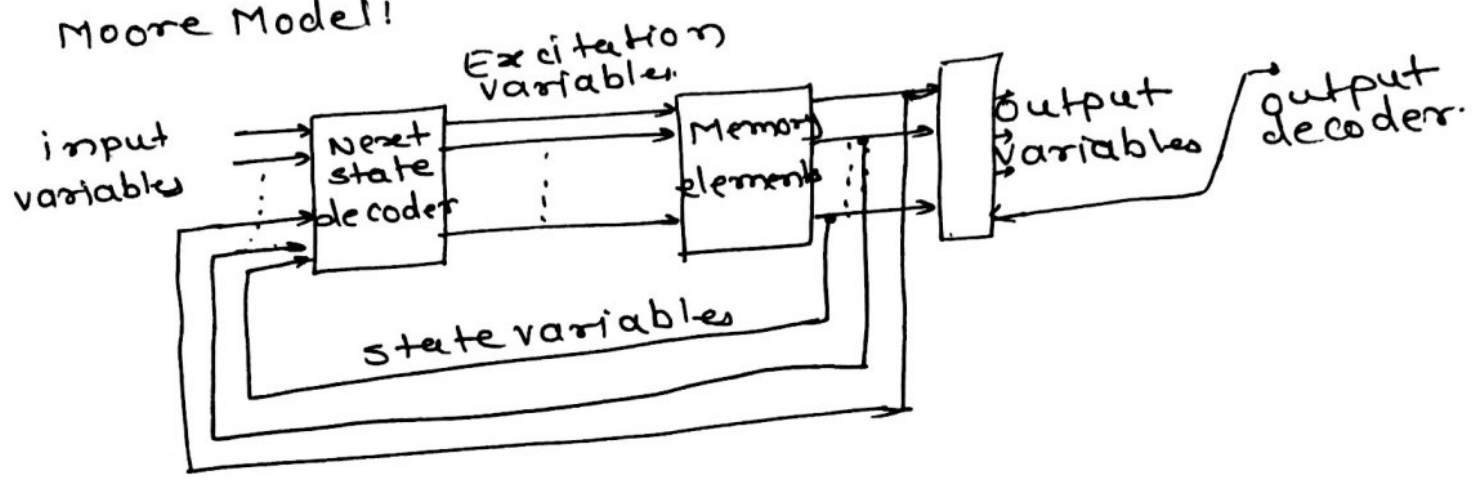


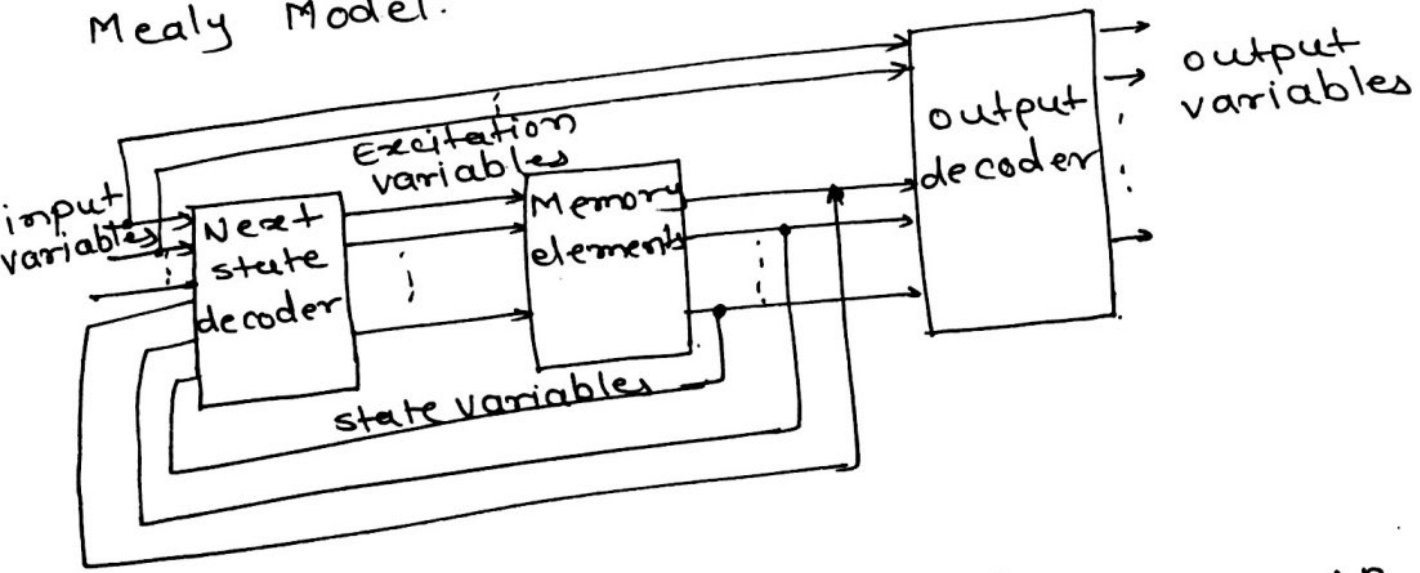
1. state variable: The output of flip-flops (memory) defines the state of a sequential machine. Therefore state variables are the flip-flop outputs.

Excitation variable: Excitation variables are the inputs to the flip-flops. Excitation variables are generated by the input combinational logic operating on the state variables and input variables.

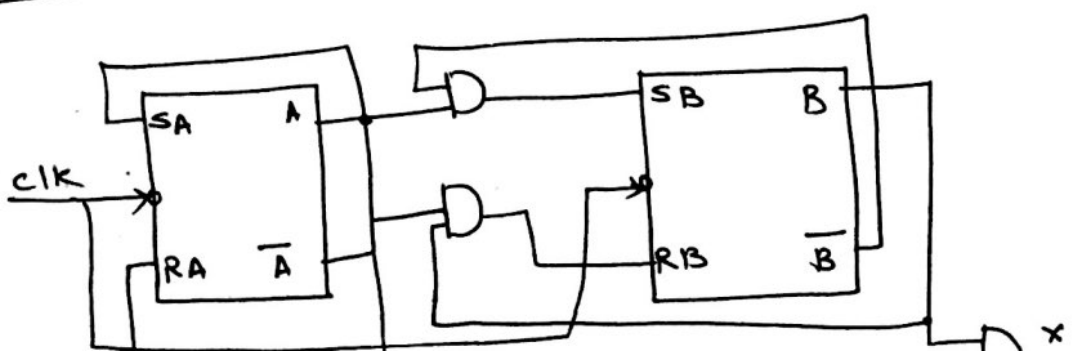
Moore Model:



Mealy Model:



2.



$$\begin{aligned}
 x &= AB \\
 SA &= \bar{A} & RA &= A \\
 SB &= A\bar{B} & RB &= AB
 \end{aligned}$$

$$A^+ = QA^+ = SA + \overline{RA}QA = \overline{A} + \overline{A}QA = \overline{A}(1+QA) = \overline{A}$$

$$B^+ = QB^+ = SB + \overline{RB}QB = A\overline{B} + \overline{A\overline{B}}QB = A\overline{B} + (\overline{A} + B)B = A\overline{B} + \overline{A}B = A \oplus B$$

present state		Next state	
QA	QB	QA ⁺	QB ⁺
0	0	1	0
0	1	1	1
1	0	0	1
1	1	0	0

K-MAP for A⁺

B	A=0	A=1
0	1 ₀	0 ₂
1	1 ₁	0 ₃

$$A^+ = \overline{A}$$

K-MAP for B⁺

B	A=0	A=1
0	0 ₀	1 ₂
1	1 ₁	0 ₃

$$B^+ = A \oplus B$$

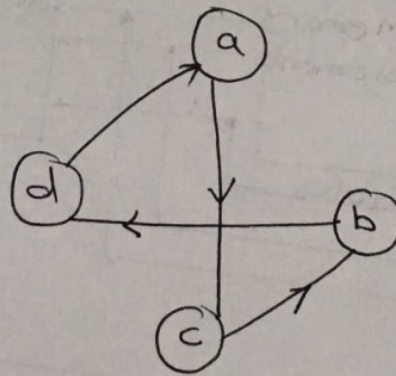
Transition Table:

Present state		Next state		output X
A	B	A ⁺	B ⁺	
0	0	1	0	0
0	1	1	1	0
1	0	0	1	0
1	1	0	0	1

state assignment

- a = 00
- b = 01
- c = 10
- d = 11

state diagram:



q.4. state table:

Present state		Next state		output	
A	B	x=0	x=1	x=0	x=1
0	0	00	10	0	1
0	1	11	00	0	0
1	0	10	01	1	0
1	1	00	10	1	0

For D Flip flops next states are nothing but the new present states. For k-map we use next states directly.

K-Map

For Flip-Flop A

	x	
	0	1
AB		
00	0	1
01	1	0
11	0	1
10	1	0

For Flip-Flop B

	x	
	0	1
AB		
00	0	0
01	1	0
11	0	0
10	0	1

For output

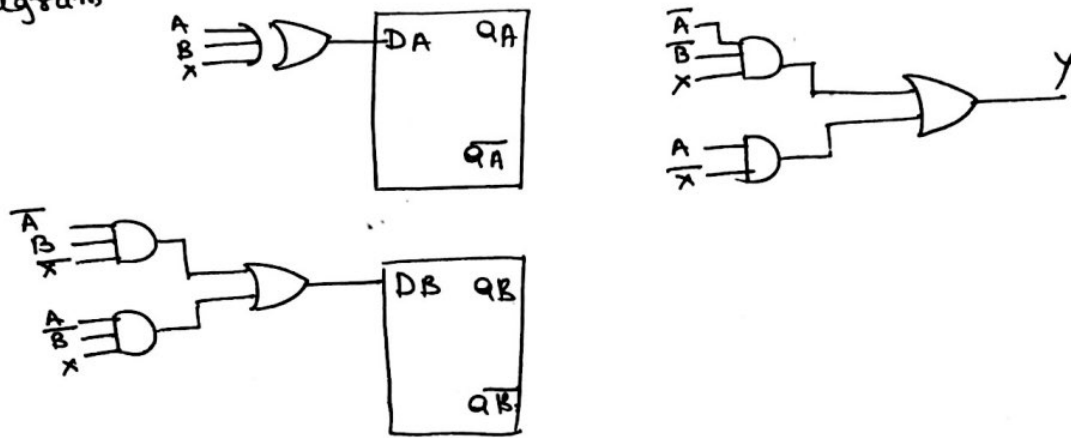
	x	
	0	1
AB		
00	0	1
01	0	0
11	1	0
10	1	0

$$D_A = \overline{A}\overline{B}x + \overline{A}B\overline{x} + ABx + A\overline{B}\overline{x} = A \oplus B \oplus x$$

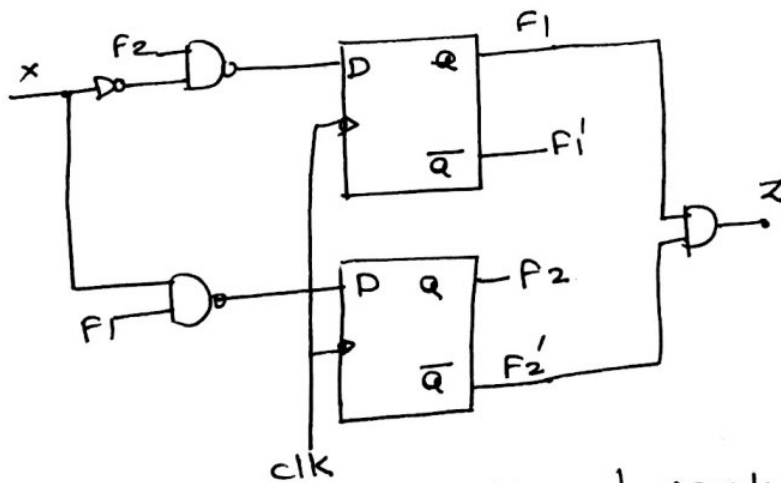
$$D_B = \overline{A}B\overline{x} + A\overline{B}x$$

$$Y = \overline{A}\overline{B}x + A\overline{x}$$

logic diagram



q.5.



Excitation & output equations

$$Z = F_1 \overline{F_2}$$

$$D_1 = \overline{F_2} \overline{x} = F_2 + x$$

$$D_2 = x F_1$$

Transition equations

$$Q^+ = D$$

$$F_1^+ = F_2 + x$$

$$F_2^+ = x F_1$$

Next state map for each Flip Flop

For F_1^+

	x	
	0	1
F_2		
00	0	1
01	0	1
11	1	1
10	1	1

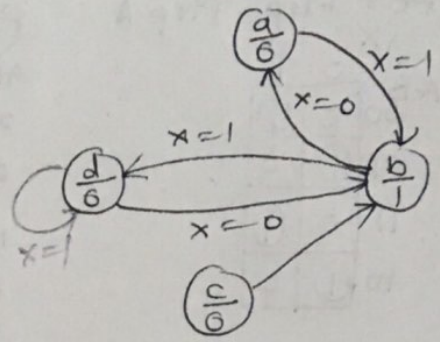
For F_2^+

	x	
	0	1
F_2		
00	0	0
01	0	1
11	0	0
10	0	1

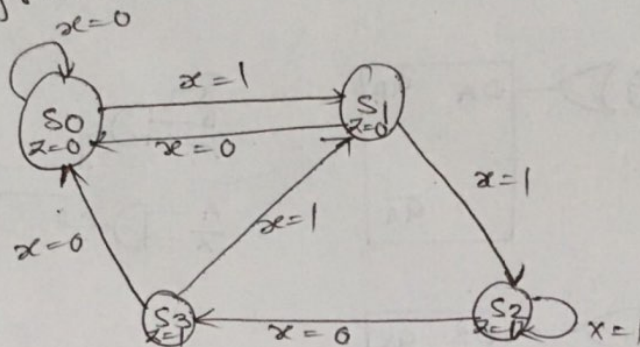
state diagram:
 $a=00, b=01, c=10, d=11$

Transition Table

present state		Next state				output
F_2	F_1	$x=0$	$x=1$			
F_2^+	F_1^+	F_2^+	F_1^+	F_2^+	F_1^+	
0	0	0	0	0	1	0
0	1	0	0	1	1	1
1	0	0	1	0	1	0
1	1	0	1	1	1	0



Q.6 state diagram



State transition table:

present state	input x	Next state	output (z)
S0	0	S0	0
S0	1	S1	0
S1	0	S2	0
S1	1	S3	0
S2	0	S0	1
S2	1	S2	0
S3	0	S3	0
S3	1	S1	1

Need two flip flops.

$S_0 = 00, S_1 = 01, S_2 = 10, S_3 = 11$

K-MAP for
 J_A, J_B, K_A, K_B

$J_A = a_0 \bar{x}$
 $K_A = a_1 a_0$
 $J_B = a_1 \bar{x} + \bar{a}_1 x$
 $K_B = a_0 \bar{x} + \bar{a}_1 x$

present state Name	Inputs		input x	Next state name	outputs		z	JK input variable			
	a_1	a_0			a_1^+	a_0^+		J_A	K_A	J_B	K_B
S0	0	0	0	S0	0	0	0	0	x	0	x
S0	0	0	1	S1	0	1	0	0	x	1	x
S1	0	1	0	S2	0	0	0	0	x	x	1
S1	0	1	1	S3	1	0	0	1	x	x	1
S2	1	0	0	S2	1	1	0	x	0	1	x
S2	1	0	1	S0	1	0	0	x	0	0	x
S3	1	1	0	S3	0	0	0	x	1	x	1
S3	1	1	1	S1	0	1	1	x	1	x	0

a. 3

Present state			Next state			J_0 k_0		J_1 k_1		J_2 k_2	
q_2	q_1	q_0	Q_2^+	Q_1^+	Q_0^+						
0	0	0	0	0	1	1	X	0	X	0	X
0	0	1	0	1	0	X	1	1	X	0	X
0	1	0	0	1	1	1	X	X	0	0	X
0	1	1	1	0	0	X	1	X	1	1	X
1	0	0	1	0	1	1	X	0	X	X	0
1	0	1	1	1	0	X	1	1	X	X	0
1	1	0	1	1	1	1	X	X	0	X	0
1	1	1	0	0	0	X	1	X	1	X	1

K-MAP for $J_0, k_0, J_1, k_1, J_2, k_2$

$J_0 = 1$ $J_1 = Q_0$ $J_2 = Q_1 Q_0$
 $k_0 = 1$ $k_1 = Q_0$ $k_2 = Q_1 Q_0$

