

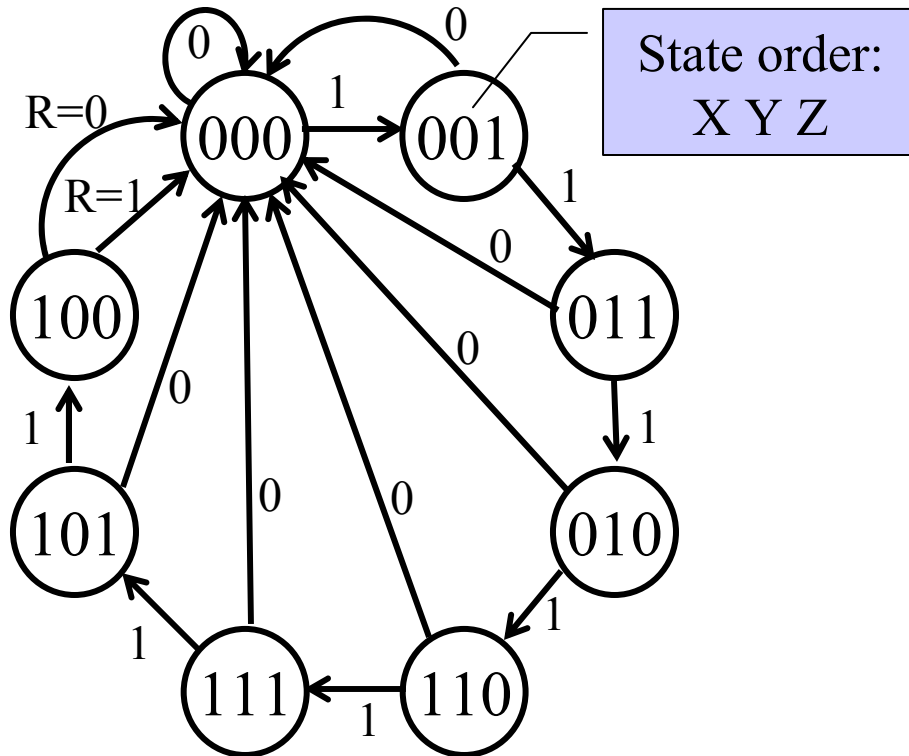
Basic Sequential Design Steps

- Derive circuit state diagram from design specs
- Create state table
- Choose flip-flops
- Create circuit excitation table
- Construct K-maps for:
 - flip-flop inputs
 - primary outputs
- Obtain minimized SOP equations
- Draw logic diagram
- Simulate to verify design & debug as needed
- Perform circuit analysis & logic optimization

Sequential Design Example

Design a 3-bit gray code counter with active low synchronous reset (R)

State Diagram



Inputs R	Current state (X Y Z)	Next state (X Y Z)
0	XXX	000
1	000	001
1	001	011
1	010	110
1	011	010
1	100	000
1	101	100
1	110	111
1	111	101

State Table

3-bit Gray Code Counter

- Choose flip-flops:
 - Let X be a JK
 - Let Y be a D
 - Let Z be a SR
- Create circuit excitation table

Inputs R	Current state (X Y Z)	Next state (X Y Z)	QX		QY	QZ	
			J _x	K _x	D _y	S _z	R _z
0	X X X	0 0 0	0	1	0	0	1
1	0 0 0	0 0 1	0	X	0	1	0
1	0 0 1	0 1 1	0	X	1	X	0
1	0 1 0	1 1 0	1	X	1	0	X
1	0 1 1	0 1 0	0	X	1	0	1
1	1 0 0	0 0 0	X	1	0	0	X
1	1 0 1	1 0 0	X	0	0	0	1
1	1 1 0	1 1 1	X	0	1	1	0
1	1 1 1	1 0 1	X	0	0	X	0

3-bit Gray Code Counter (cont)

- Generate K-Maps & obtain minimized SOPs

		YZ			
		00	01	11	10
RX	00				
	01				
	11	X	X	X	X
	10				1

$$J_x = RYZ'$$

		YZ			
		00	01	11	10
RX	00				
	01				
	11				1
	10		1	1	1

$$D_y = RYZ' + RX'Z$$

		YZ			
		00	01	11	10
RX	00				
	01				
	11			X	1
	10	1	X		

$$S_z = RXY + RX'Y'$$

		YZ			
		00	01	11	10
RX	00	1	1	1	1
	01	1	1	1	1
	11	1	0	0	0
	10	X	X	X	X

$$K_x = R' + Y'Z'$$

Further reductions:

$$R_z = R' + X \oplus Y$$

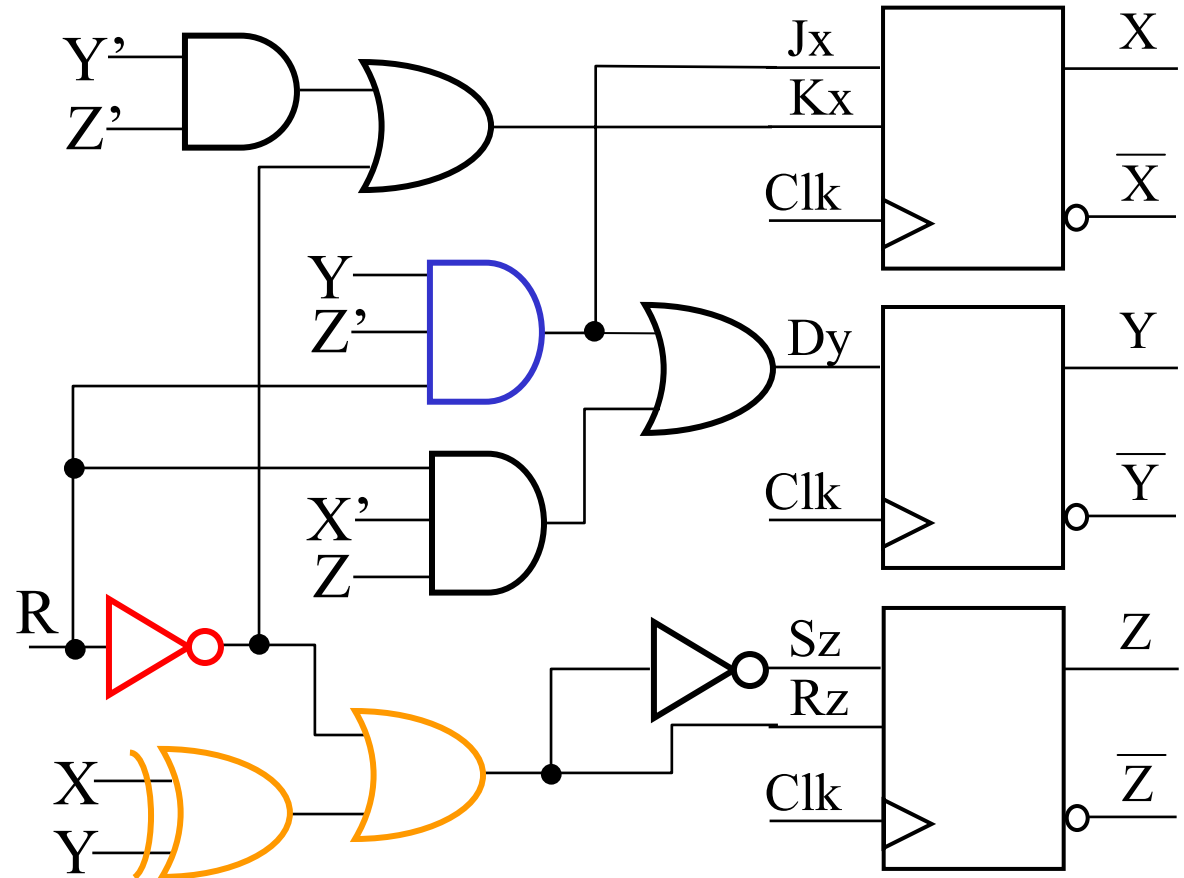
$$\begin{aligned} S_z &= R(X \oplus Y)' \\ &= (R' + X \oplus Y)' \\ &= R_z' \end{aligned}$$

		YZ			
		00	01	11	10
RX	00	1	1	1	1
	01	1	1	1	1
	11	X	1		
	10			1	X

$$R_z = R' + XY' + X'Y$$

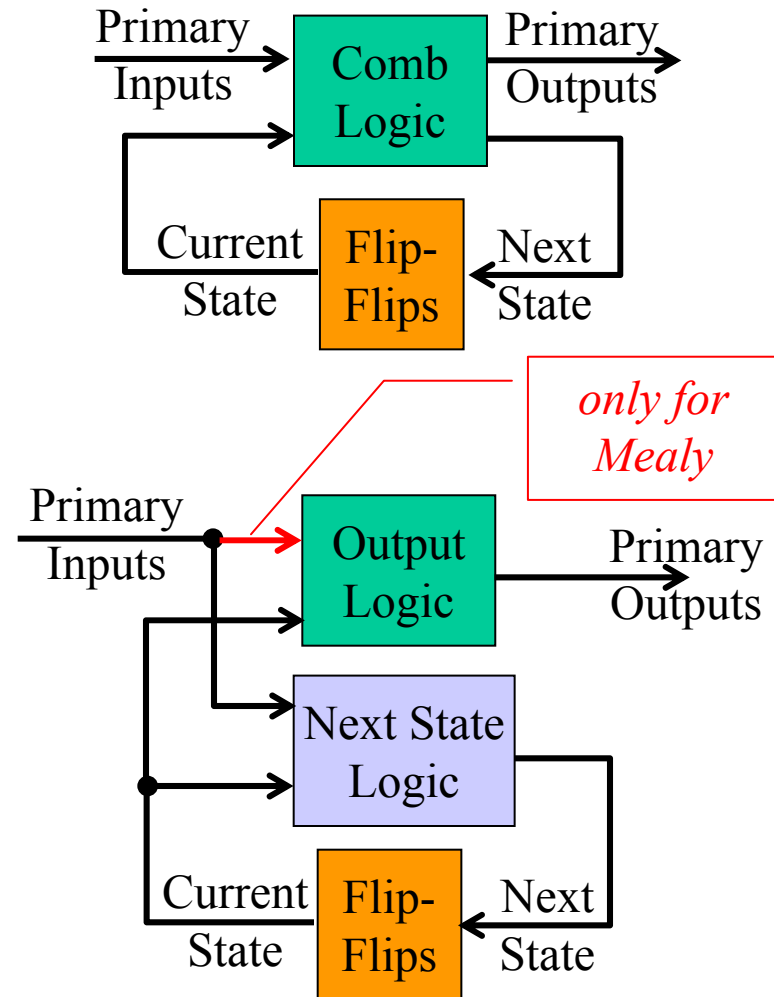
3-bit Gray Code Counter (cont)

- Logic diagram
- Next would come design verification via logic simulation
 - Debug as necessary to obtain working circuit
 - Update logic diagram, logic equations, etc. to reflect fixes



Sequential Logic Models

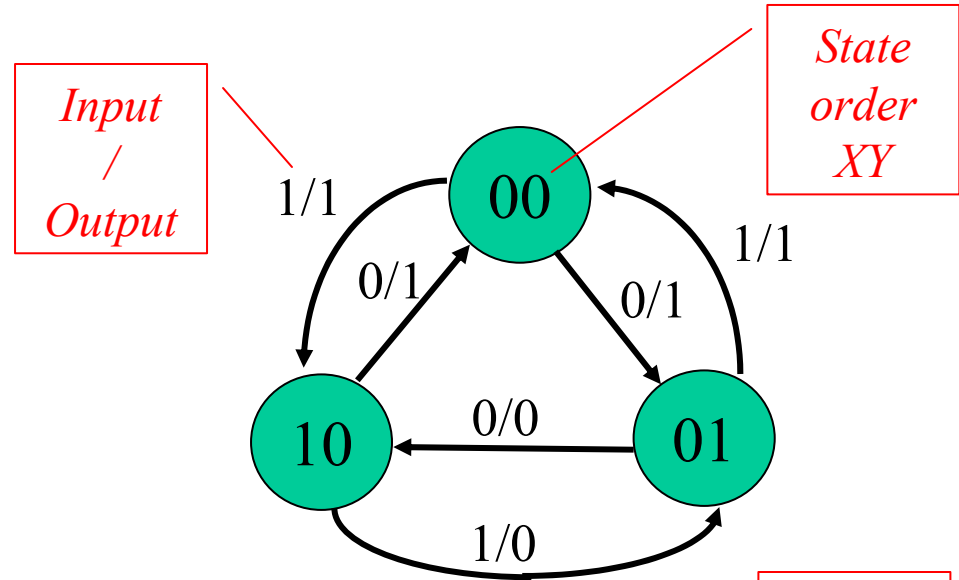
- Huffman model consists of two types:
 - Mealy model (aka Mealy machine)
 - Outputs are function inputs and current state
 - ✓ Outputs can change when inputs change or when current state changes
 - Moore model (aka Moore machine)
 - Outputs are function of current state only
 - ✓ Outputs can change only when current state changes



Mealy & Moore State Diagrams

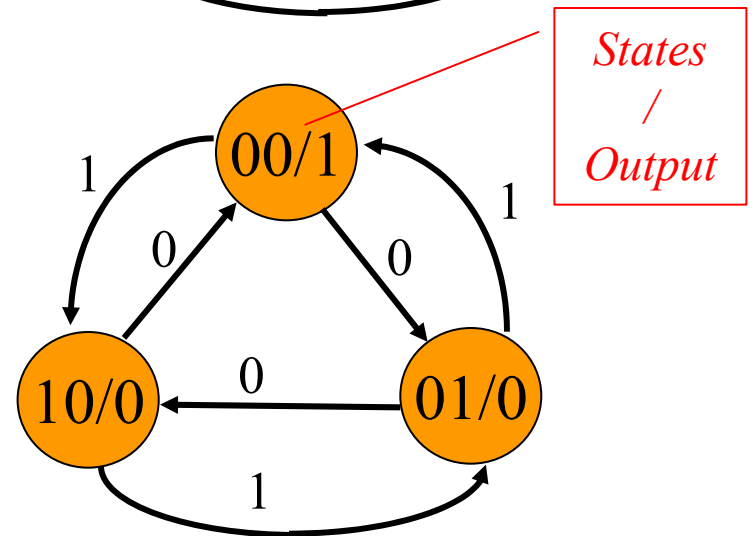
- **Mealy** model

- Outputs associated with state transition
- Output values shown with inputs

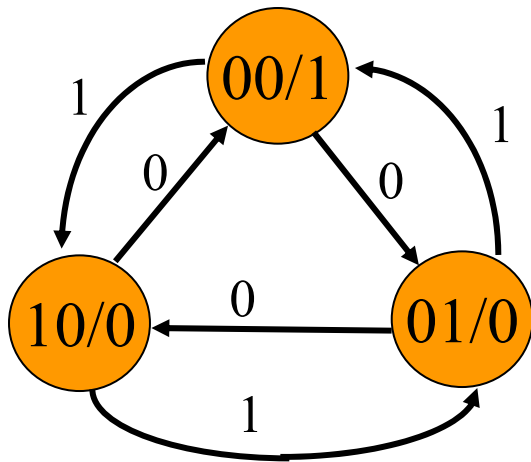
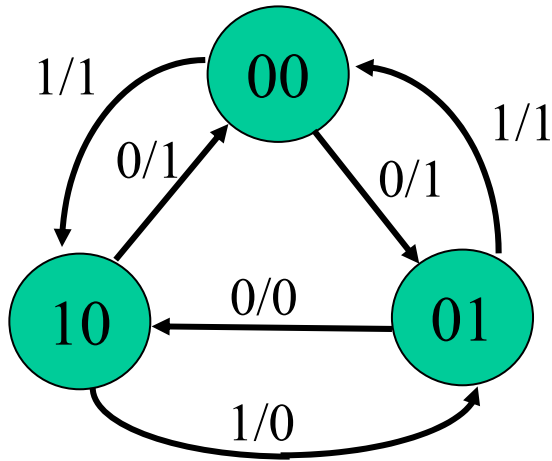


- **Moore** model

- Outputs associated with states only
- Output values shown with states



Mealy & Moore State Tables



In	X	Y	X ⁺	Y ⁺	D _X	D _Y	O _{Mealy}	O _{Moore}
0	0	0	0	1	0	1	1	1
0	0	1	1	0	1	0	0	0
0	1	0	0	0	0	0	1	0
1	0	0	1	0	1	0	1	1
1	0	1	0	0	0	0	1	0
1	1	0	0	1	0	1	0	0
0	1	1	X	X	X	X	X	X

Note: next state (next state logic) is same for both Mealy & Moore – only output is different

Mealy & Moore Design Examples

In \ X Y	00	01	11	10
0	0	1	X	0
1	1	0	X	0

$$D_X = In'Y + InX'Y'$$

In \ X Y	00	01	11	10
0	1	0	X	1
1	1	1	X	0

$$O_{Mealy} = In'Y' + InX'$$

In \ X Y	00	01	11	10
0	1	0	X	0
1	0	0	X	1

$$D_Y = InX + In'X'Y'$$

In \ X Y	00	01	11	10
0	1	0	X	0
1	1	0	X	0

$$O_{Moore} = X'Y'$$

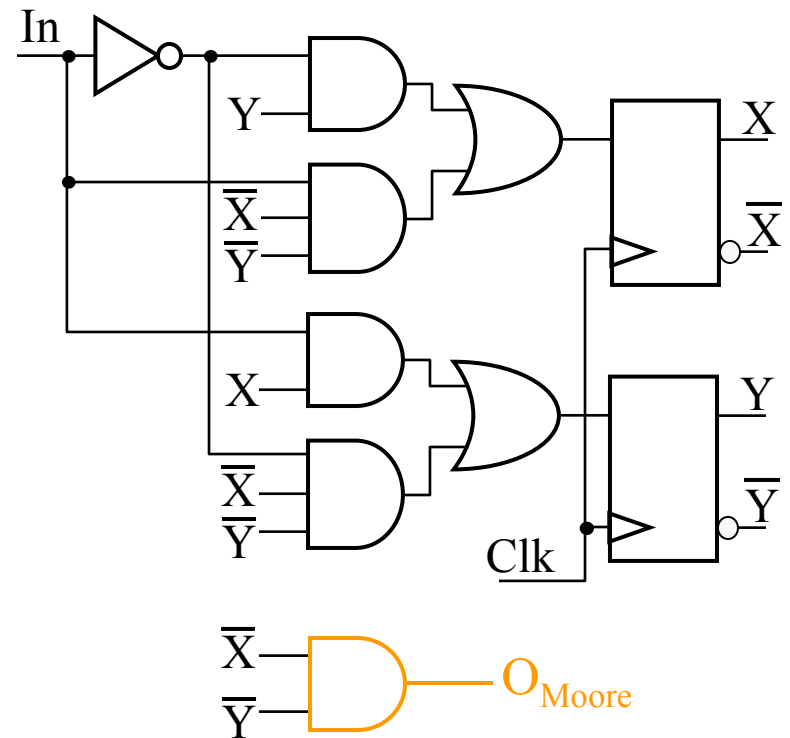
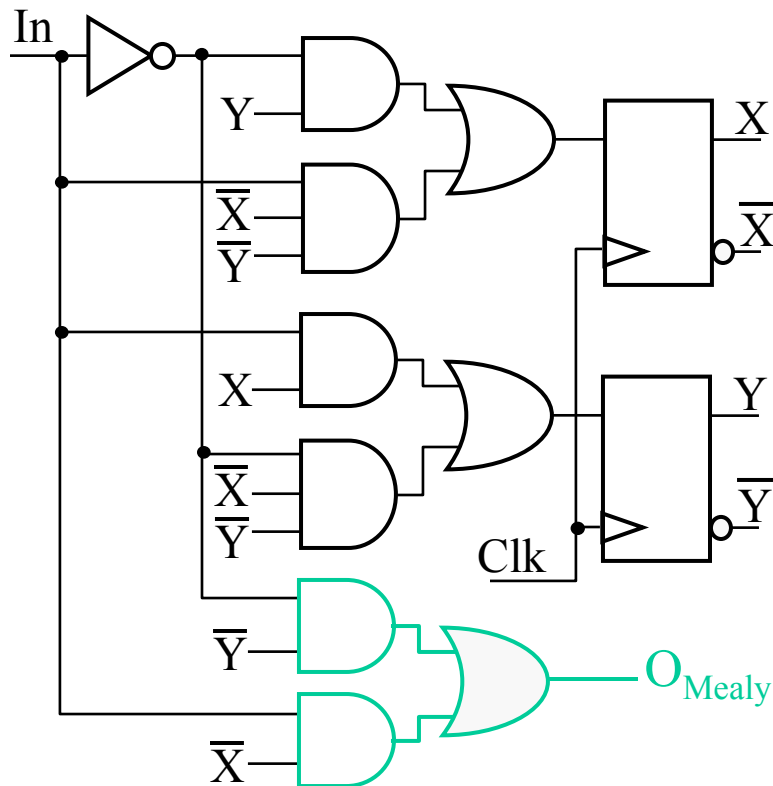
Mealy & Moore Design Examples

$$O_{\text{Mealy}} = \text{In}'Y' + \text{In}X'$$

$$D_X = \text{In}'Y + \text{In}X'Y'$$

$$D_Y = \text{In}X + \text{In}'X'Y'$$

$$O_{\text{Moore}} = X'Y'$$



Note: O_{Mealy} *is* a function of In but O_{Moore} *is not* a function of In