

# UNIT 14

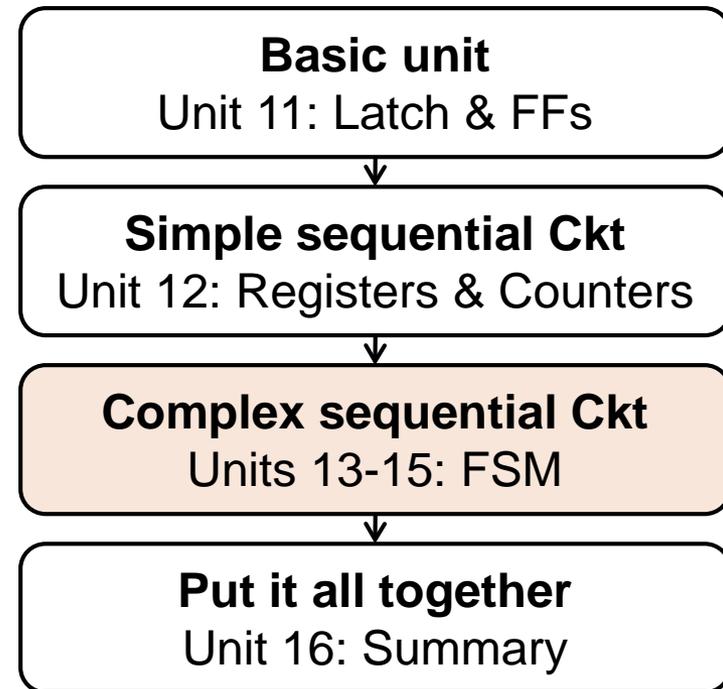
## DERIVATION OF STATE GRAPHS AND TABLES



Spring 2011

# Derivation of State Graphs and Tables

- **Contents**
  - ▣ Case studies: sequence detectors
  - ▣ Guidelines for construction of state graphs
  - ▣ Serial data code conversion
  - ▣ Alphanumeric state graph notation
- **Reading**
  - ▣ Unit 14

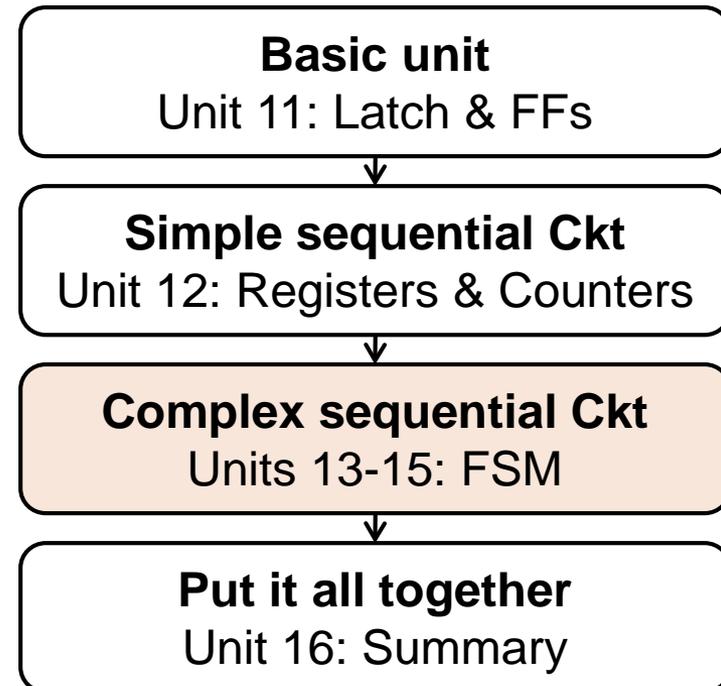


# Designing a Sequential Circuit

□ **Given the specification of a sequential circuit**

□ **Design procedure:**

1. Construct a state table or state graph (Unit 14)
2. Simplify (Unit 15)
3. Derive FF input equations and output equations (Unit 12)



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# Sequence Detectors

Derivation of state graphs & tables

# Case I (1/2)

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- Examine groups of **4 consecutive inputs** & produce an output

- Reset after every 4 inputs**

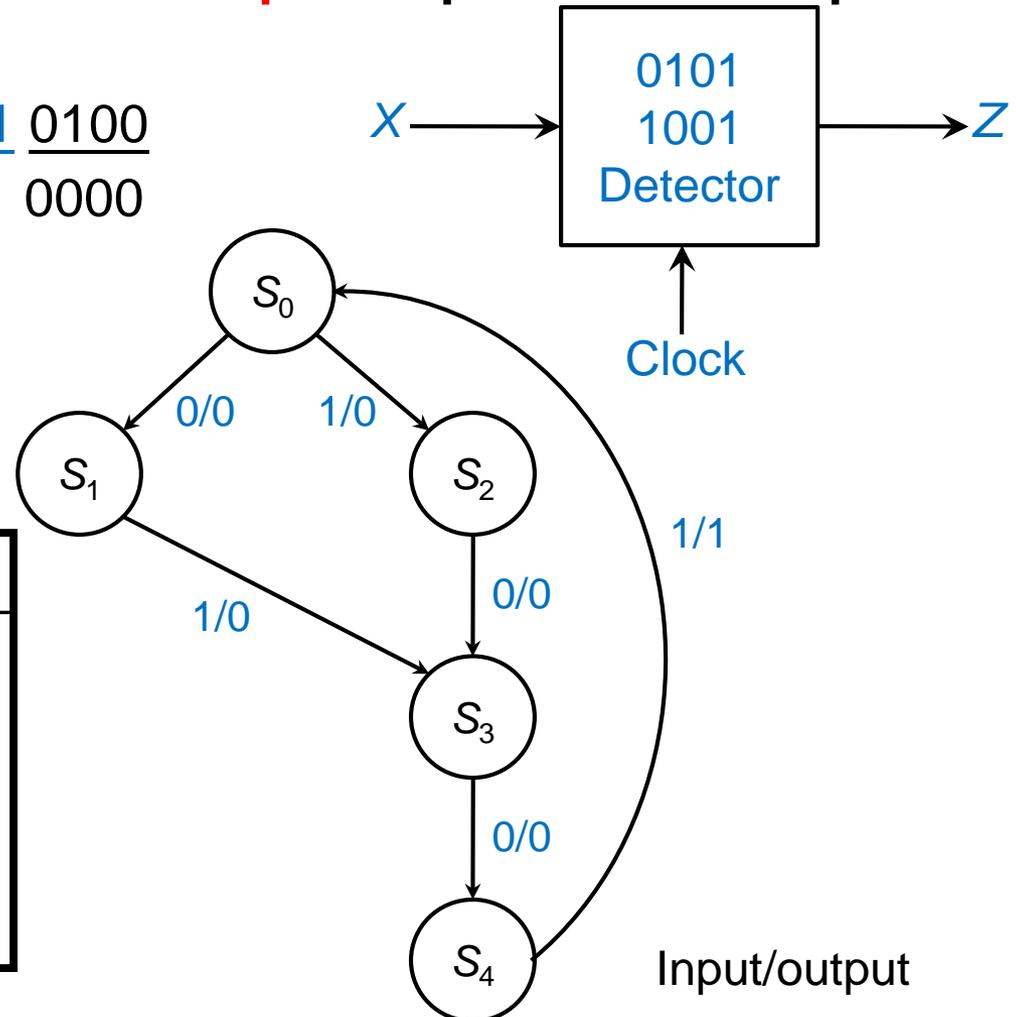
- e.g.,  $X = \underline{0101} \underline{0010} \underline{1001} \underline{0100}$   
 $Z = 000\underline{1} \ 0000 \ 000\underline{1} \ 0000$

- Observation:**  $X = \underline{0101}$   
 $X = \underline{1001}$

- Typical sequence**

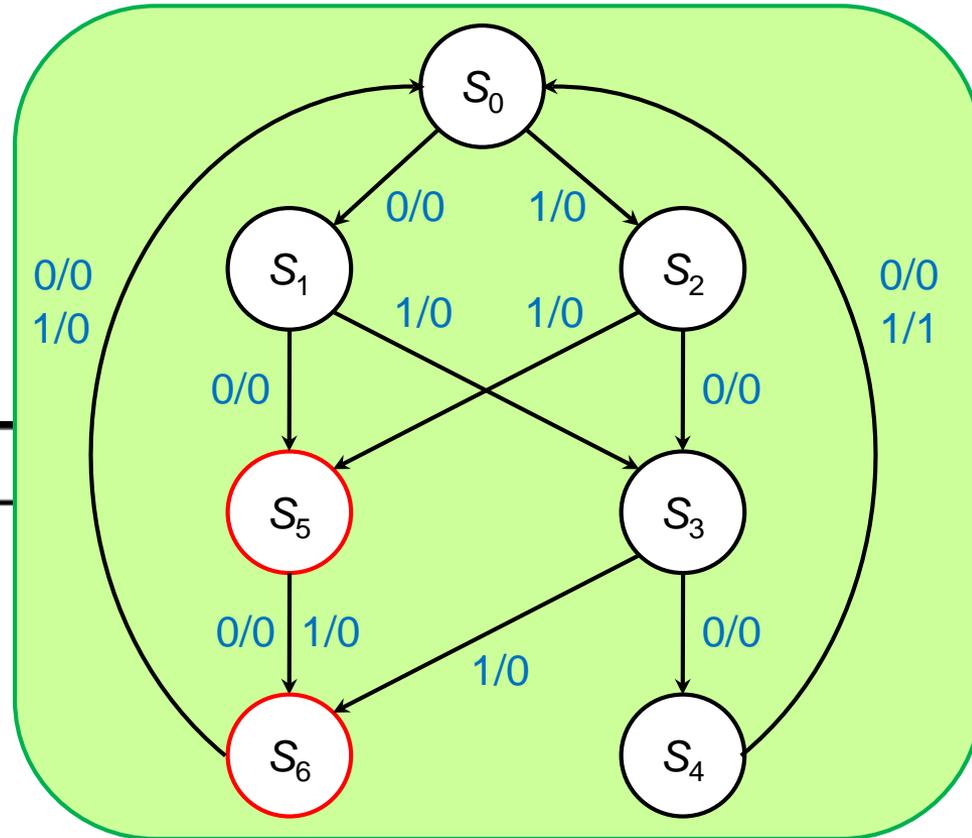
- Partial state graph

State	Sequence received
$S_0$	Reset
$S_1$	0
$S_2$	1
$S_3$	01 or 10
$S_4$	<u>010</u> or <u>100</u>



# Case I (2/2)

- Complete state graph



State	Sequence received
$S_0$	Reset
$S_1$	0
$S_2$	1
$S_3$	01 or 10
$S_4$	010 or 100
$S_5$	Two input received, no 1 output is possible
$S_6$	Three input received, no 1 output is possible

# Case II (1/4)

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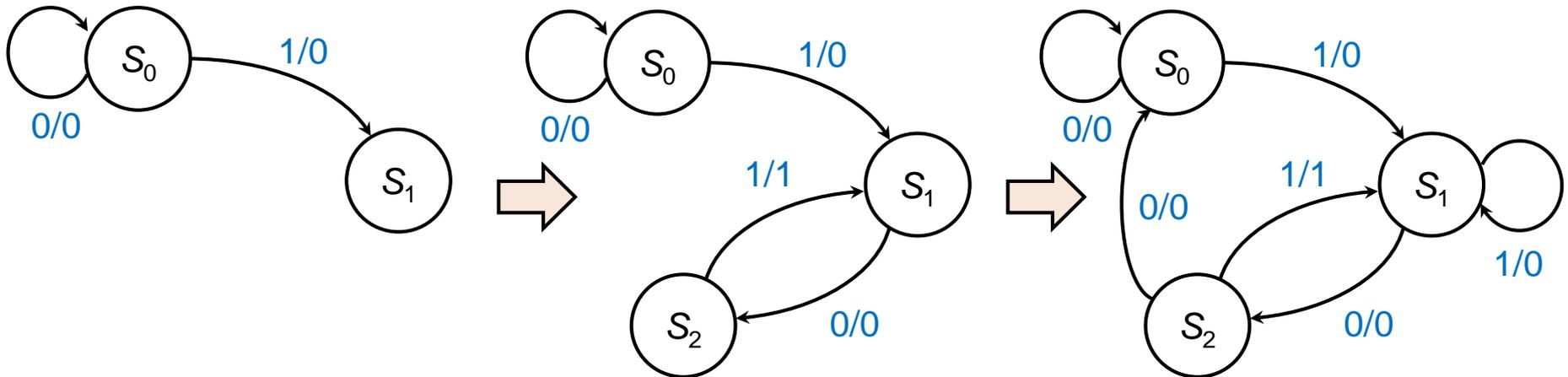
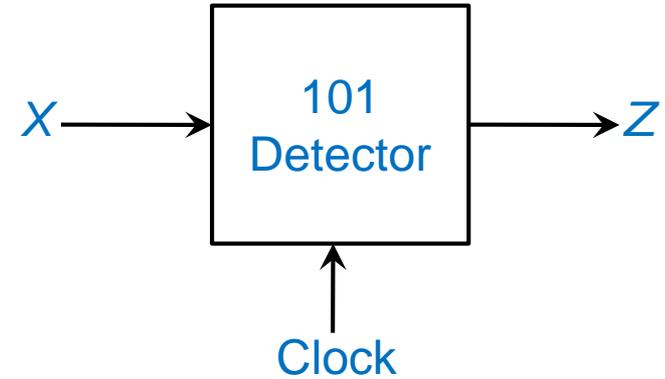
□ Examine groups of **3 consecutive inputs** & produce an output

□ No reset

□ e.g.,  $X = 001\underline{101}100\underline{101}0100$   
 $Z = 00000\underline{1}00000\underline{101}00$

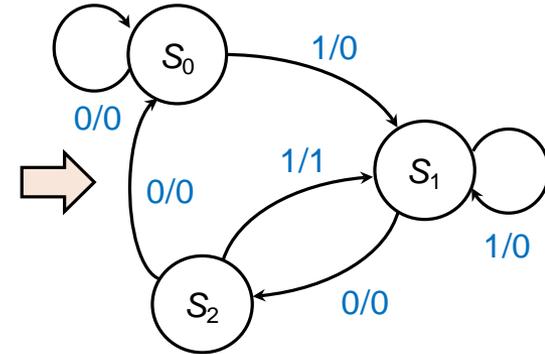
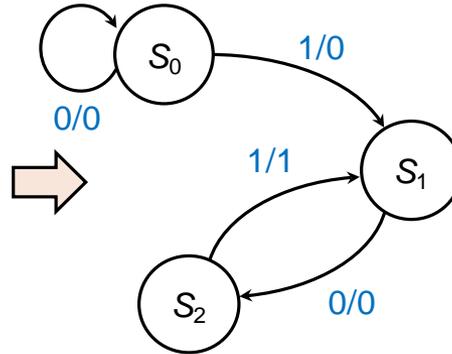
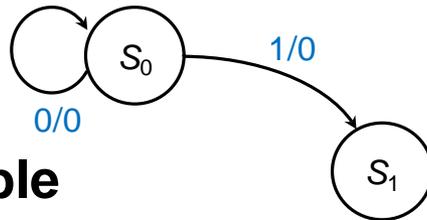
□ State graph (**Mealy**)

□  $S_0$ : initial,  $S_1$ : get ...1,  $S_2$ : get ...10



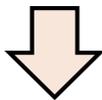
# Case II (2/4)

## State table

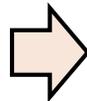


## State maps

Present state	Next state		Present output	
	X = 0	X = 1	X = 0	X = 1
S <sub>0</sub>	S <sub>0</sub>	S <sub>1</sub>	0	0
S <sub>1</sub>	S <sub>2</sub>	S <sub>1</sub>	0	0
S <sub>2</sub>	S <sub>0</sub>	S <sub>1</sub>	0	1



AB	A+B <sup>+</sup>		Z	
	X = 0	X = 1	X = 0	X = 1
00	00	01	0	0
01	10	01	0	0
10	00	01	0	1
11	XX	XX	X	X



AB \ X	X	
	0	1
00	0	0
01	1	0
11	X	X
10	0	0

A<sup>+</sup>=X'B

AB \ X	X	
	0	1
00	0	1
01	0	1
11	X	X
10	0	1

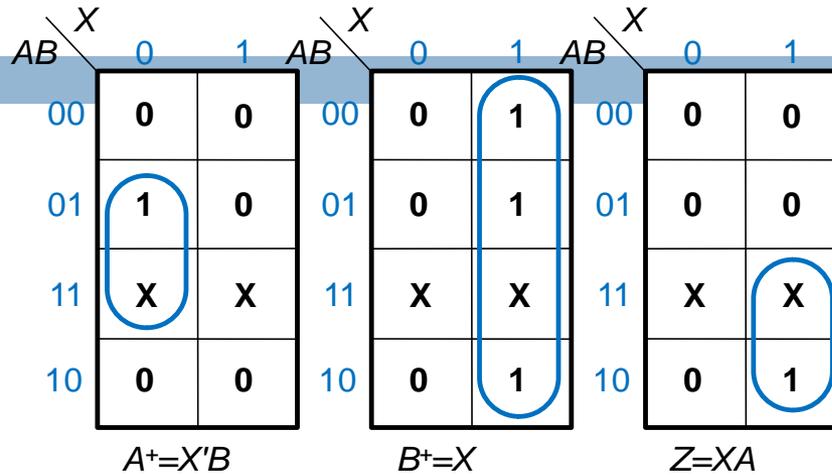
B<sup>+</sup>=X

AB \ X	X	
	0	1
00	0	0
01	0	0
11	X	X
10	0	1

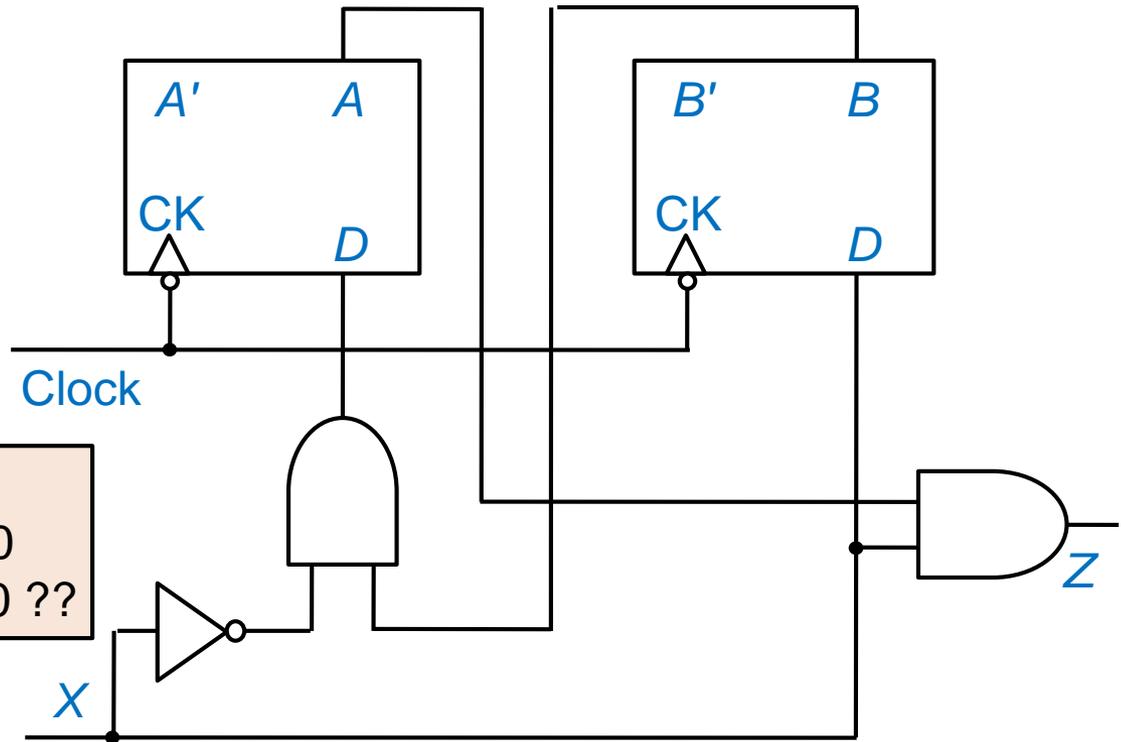
Z=XA

# Case II (3/4)

## State maps



## Realize it



Q: Check by yourself  
 $X = 0011011001010100$   
 $Z = 00000100000010100??$

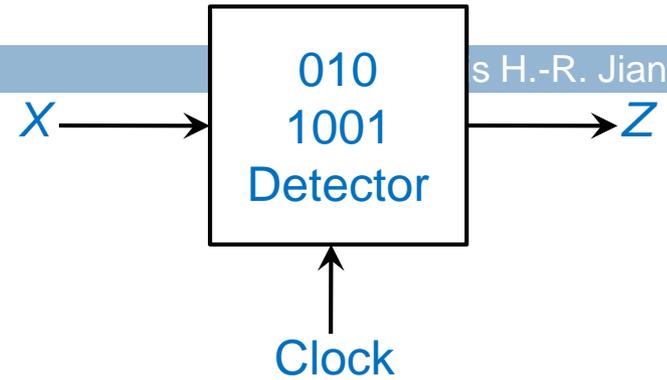


# Case III (1/2)

□ **010 & 1001 detector**

□ e.g.,  $X = 0010100100010011$   
                         
*a* *b* *c* *d* *e* *f*

$Z = 0001010110001010$



□ **State assignment**

□ State for “010”

State	Sequence received
$S_0$	Reset
$S_1$	0
$S_2$	01
$S_3$	010



□ State for “1001”

State	Sequence ends in
$S_0$	Reset
$S_1$	0 (but not 10)
$S_2$	01
$S_3$	10
$S_4$	1 (but not 01)
$S_5$	100



□ Complete

State	Sequence ends in
$S_0$	Reset
$S_1$	0 (but not 10)
$S_2$	01
$S_3$	10
$S_4$	1 (but not 01)
$S_5$	100

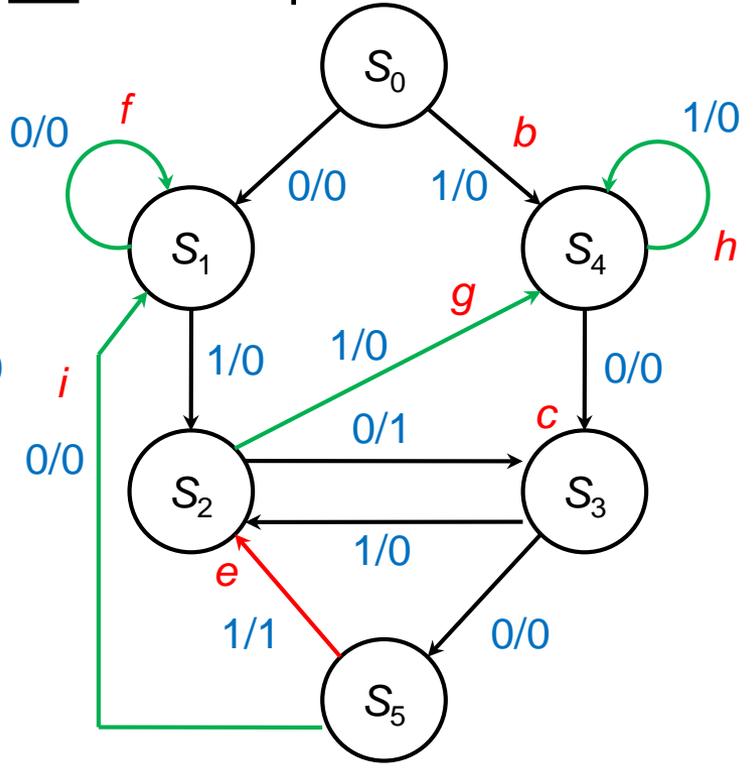
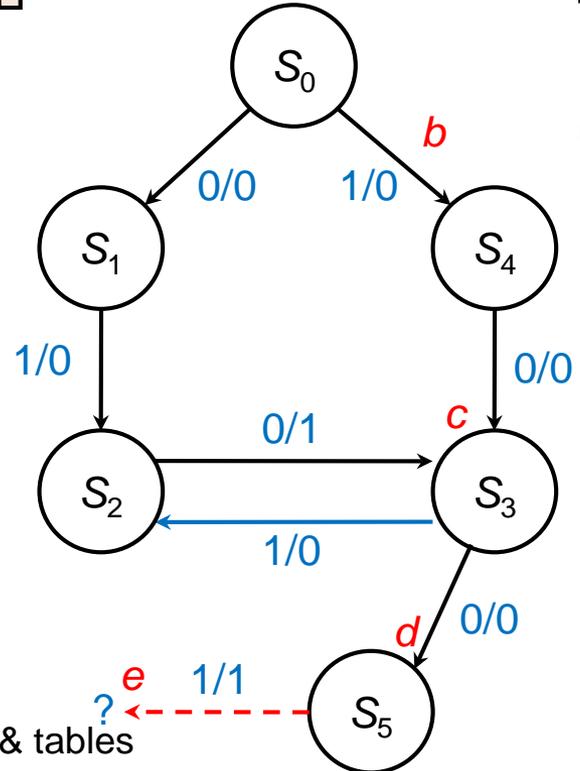
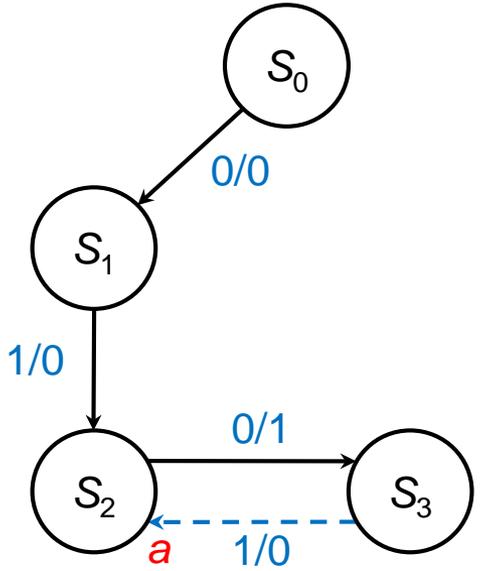
# Case III (2/2)

State	Sequence received
S <sub>0</sub>	Reset
S <sub>1</sub>	0
S <sub>2</sub>	01
S <sub>3</sub>	010

State	Sequence ends in
S <sub>0</sub>	Reset
S <sub>1</sub>	0 (but not 10)
S <sub>2</sub>	01
S <sub>3</sub>	10
S <sub>4</sub>	1 (but not 01)
S <sub>5</sub>	100

State	Sequence ends in
S <sub>0</sub>	Reset
S <sub>1</sub>	0 (but not 10)
S <sub>2</sub>	01
S <sub>3</sub>	10
S <sub>4</sub>	1 (but not 01)
S <sub>5</sub>	100

   State for "010"
 +
   State for "1001"
 =
   Complete



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# Case IV (1/2)

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## □ Specifications

- $Z = 1$  if total # of 1's is **odd**

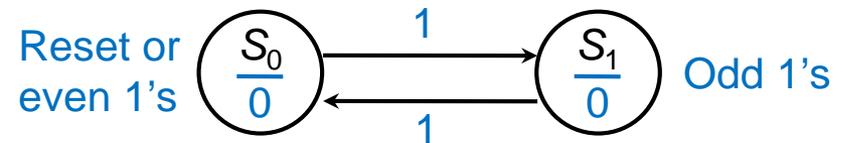
**and**

at least **two** consecutive 0's have been received

- e.g.,  $X = 1\ 0\ 1\ 1\ 0\ 0\ 1\ 1$   
 $Z = (0)\ 0\ 0\ 0\ 0\ 0\ 1\ 0\ 1$

## □ State assignment

- Initial state and state for 1's

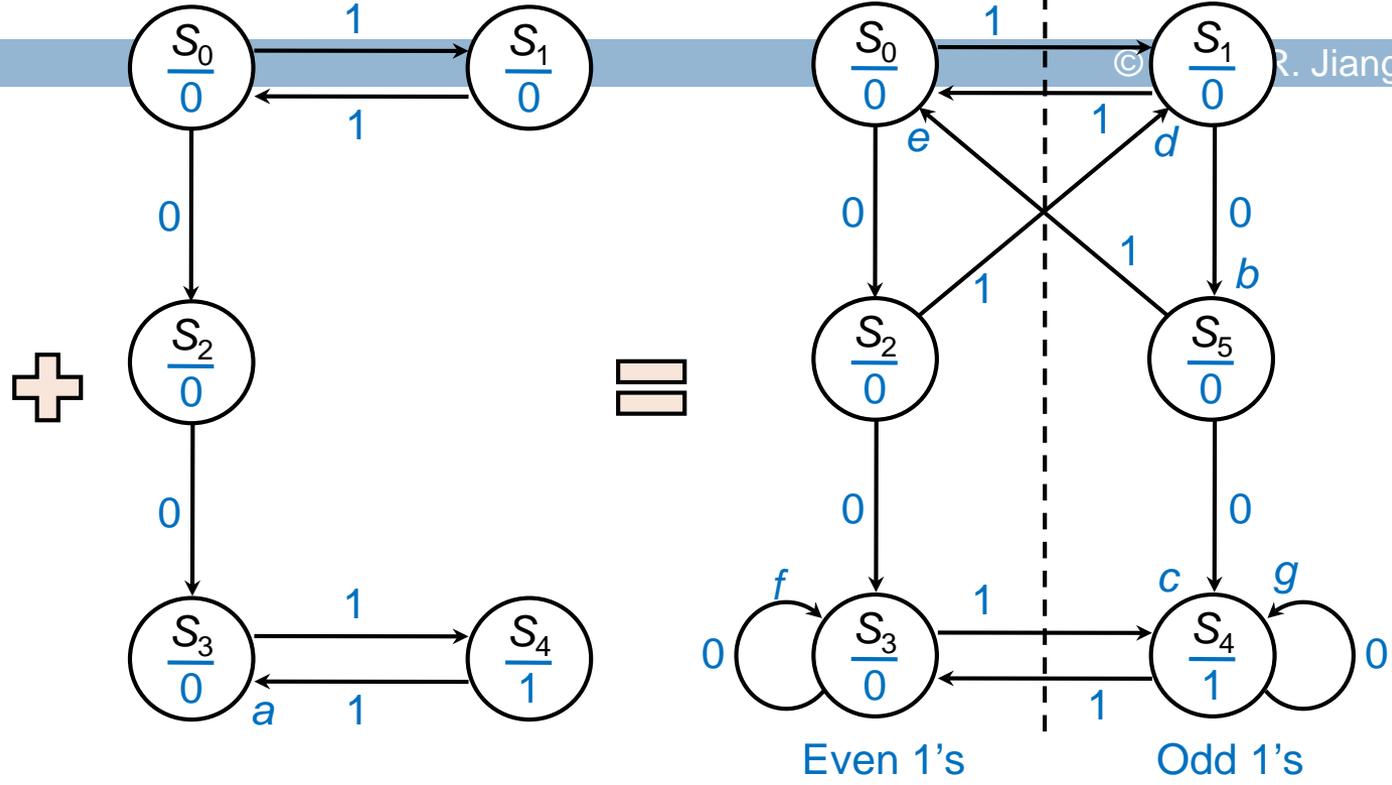


- State for 0's

State	Sequence received
$S_0$	Reset or even 1's
$S_1$	Odd 1's
$S_2$	Even 1's and ends in 0
$S_3$	Even 1's and 00 has occurred
$S_4$	00 has occurred and odd 1's

# Case IV (2/2)

State graph



State	Sequence received
S <sub>0</sub>	Reset or even 1's
S <sub>1</sub>	Odd 1's
S <sub>2</sub>	Even 1's and ends in 0
S <sub>3</sub>	Even 1's and 00 has occurred
S <sub>4</sub>	00 has occurred and odd 1's

State	input sequences
S <sub>0</sub>	Reset or even 1's
S <sub>1</sub>	Odd 1's
S <sub>2</sub>	Even 1's and ends in 0
S <sub>3</sub>	Even 1's and 00 has occurred
S <sub>4</sub>	00 has occurred and odd 1's
S <sub>5</sub>	odd 1's and ends in 0

Initial state and state for 1's

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# Guidelines for State Graph Construction

# Guidelines for State Graphs Construction

## □ Steps

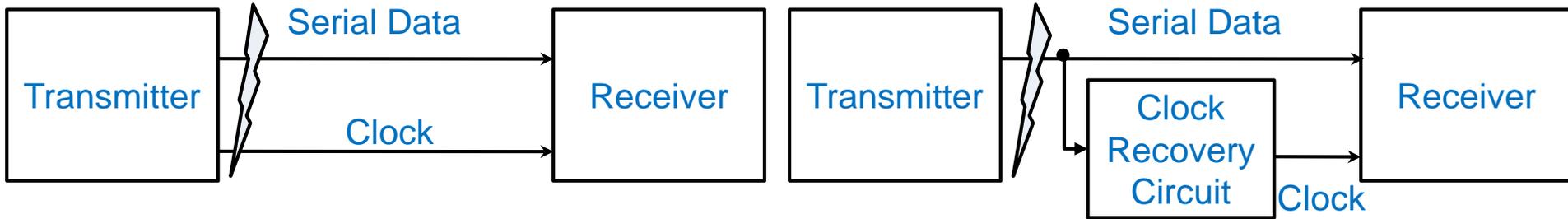
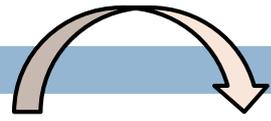
1. Construct sample sequences to help you understand the problem
2. Determine under what conditions it should reset
3. If only one or two sequences leads to a nonzero output, construct a partial state graph
  - Another way, determine what sequences or groups of sequences must be remembered by the circuit and set up states accordingly
4. Each time you add an arrow to the state graph, determine whether it can go to one of the previously defined states or whether a new state must added
5. Check your graph to make sure there is one and only one path leaving each state for each combination of values of the input variables
6. When your graph is complete, verify it by applying the input sequences formulated in step 1

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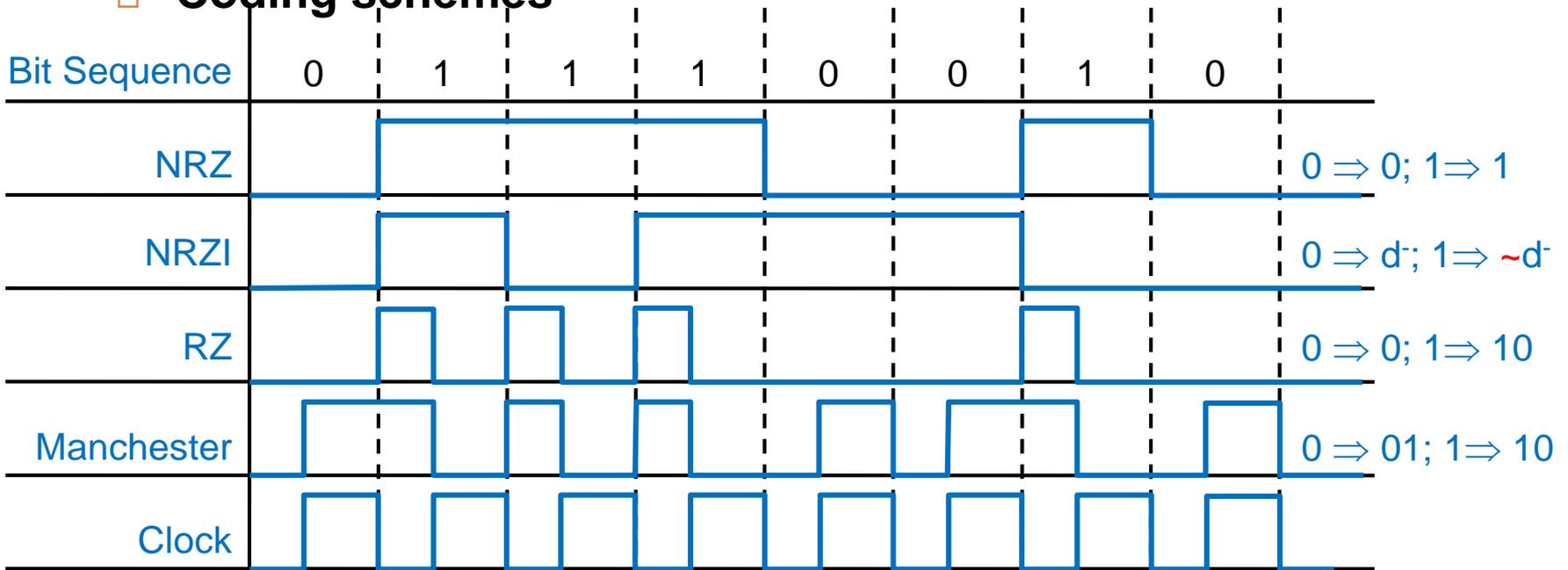
# Serial Data Code Conversion

# Serial Data Transmission

Use 2 cables (not good)



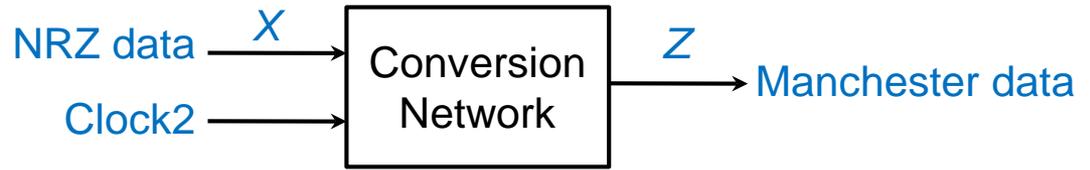
## □ Coding schemes



1 bit time  
 Derivation of state graphs & tables

NRZ: Non-return-to-zero  
 NRZI: Non-return-to-zero-inverted  
 RZ: Return-to-zero

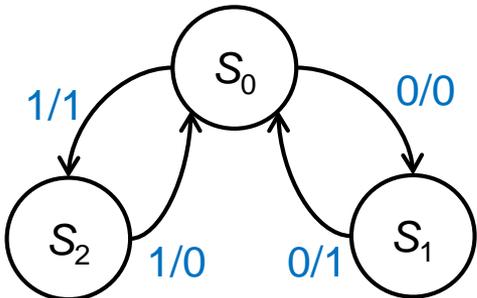
# Mealy?



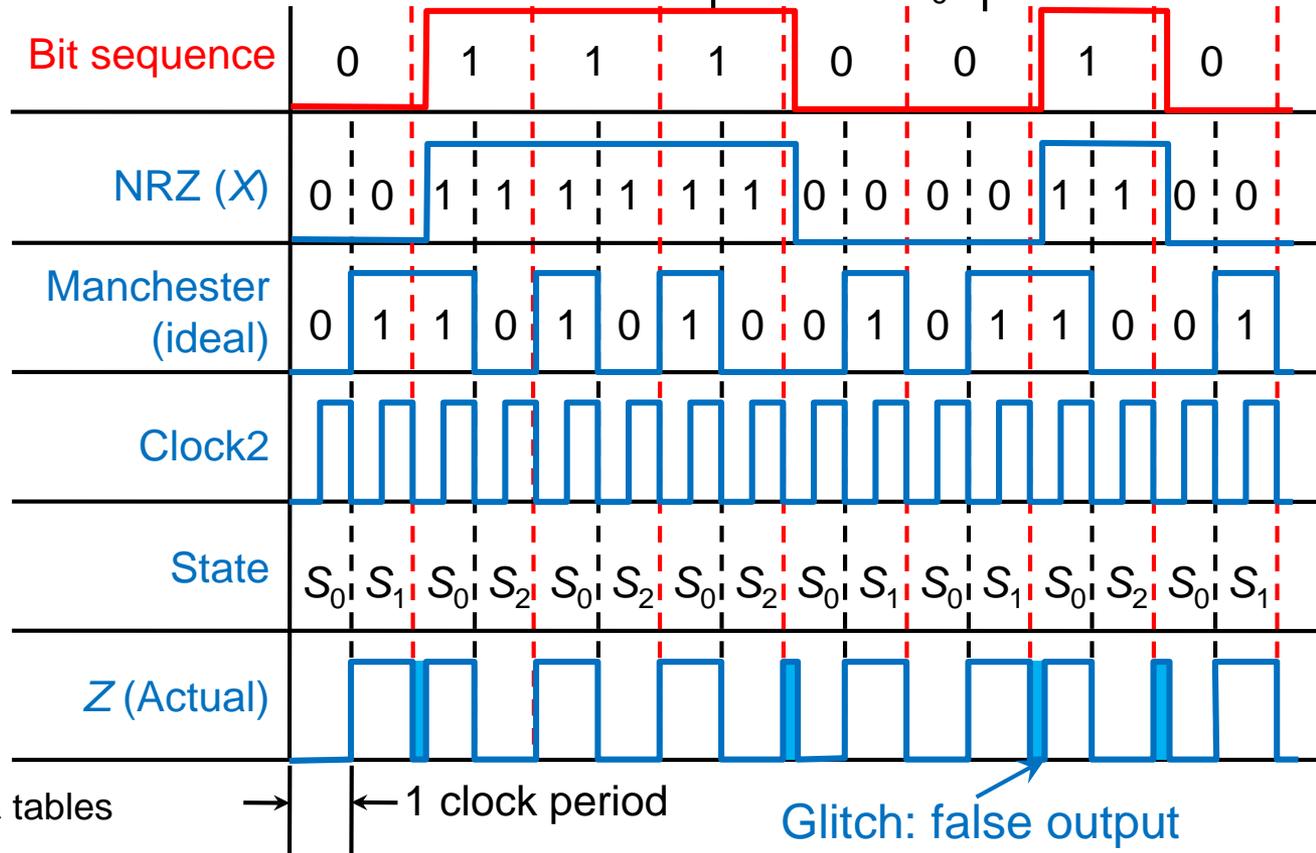
Mealy:

- Output depends on
  - Current state (synchronous)
  - Input (maybe asynchronous)
- Fewer states

Present state	Next state		output (Z)	
	X = 0	X = 1	X = 0	X = 1
S <sub>0</sub>	S <sub>1</sub>	S <sub>2</sub>	0	1
S <sub>1</sub>	S <sub>0</sub>	-	1	-
S <sub>2</sub>	-	S <sub>0</sub>	-	0



NRZ: combination of double 0's & double 1's  
Starting state: S<sub>0</sub>

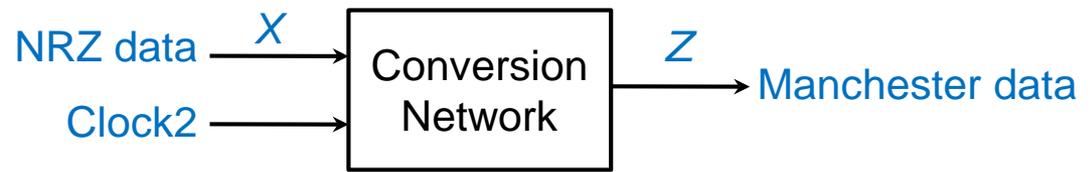


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← 1 clock period

Glitch: false output

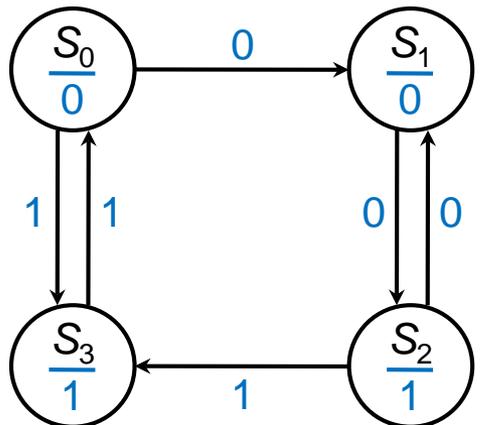
# Moore?



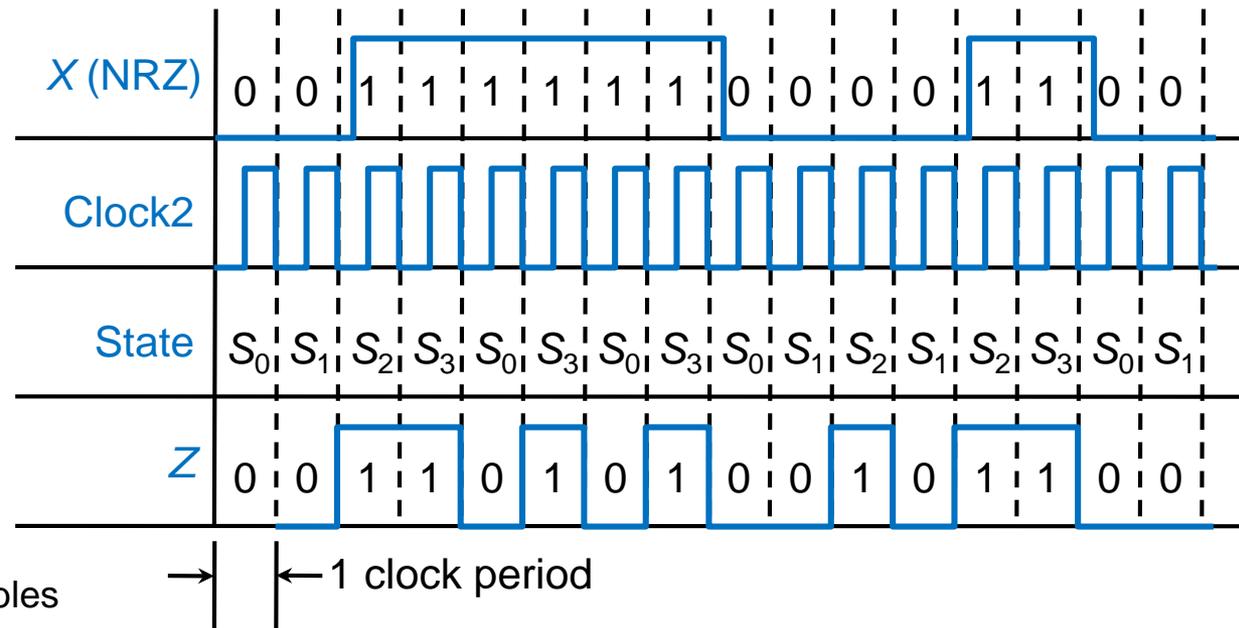
□ **Moore:**

- ▣ Output only depends on
  - Current state (synchronous)
- ▣ More states (in general)
- ▣ 1 clock period delay

Present state	Next state		Present output (Z)
	X = 0	X = 1	
S <sub>0</sub>	S <sub>1</sub>	S <sub>3</sub>	0
S <sub>1</sub>	S <sub>2</sub>	-	0
S <sub>2</sub>	S <sub>1</sub>	S <sub>3</sub>	1
S <sub>3</sub>	-	S <sub>0</sub>	1



Starting states: S<sub>0</sub>, S<sub>2</sub>



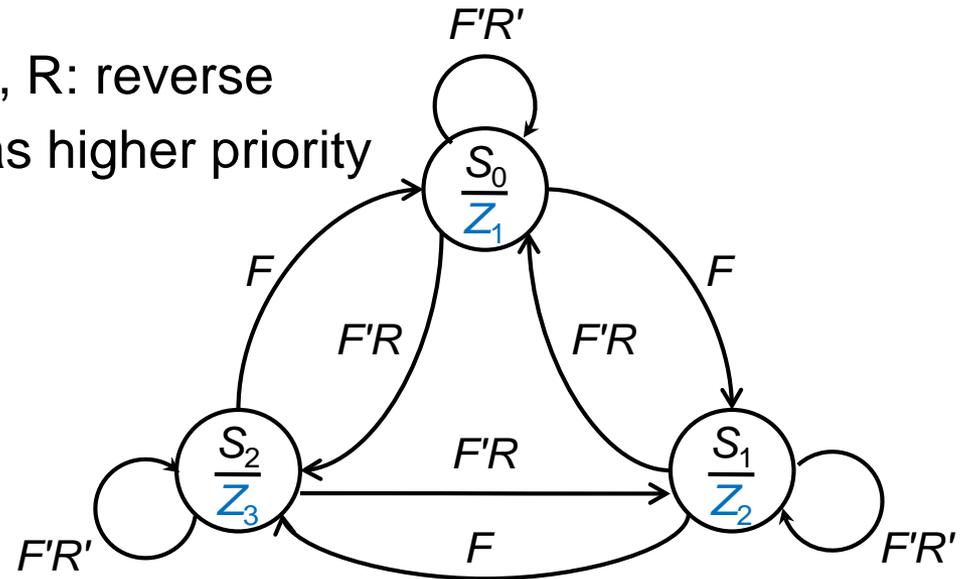
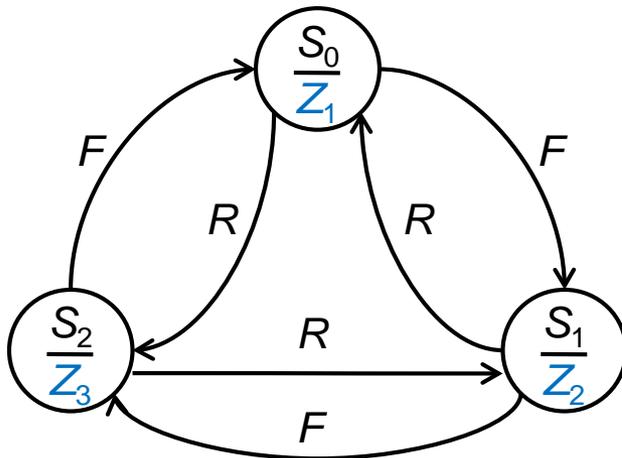
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# Alphanumeric State Graph Notation

# Alphanumeric State Graph Notation

- When a sequential circuit has several inputs, label the state graph arcs with **alphanumeric** input variable names instead of 0's and 1's
  - ▣ e.g., 2 inputs: F: forward, R: reverse
  - ▣ Decide priority. E.g. F has higher priority than R



Present state	Next state				Output $Z_1 Z_2 Z_3$
	$FR = 00$	$01$	$10$	$11$	
$S_0$	$S_0$	$S_2$	$S_1$	$S_1$	1 0 0
$S_1$	$S_1$	$S_0$	$S_2$	$S_2$	0 1 0
$S_2$	$S_2$	$S_1$	$S_0$	$S_0$	0 0 1

# Complete?

## □ Completely specified state graph

- **OR** together all input labels on arcs emanating from a state, the result can reduce to **1**

- Cover all conditions:  $F + F'R + F'R' = F + F' = 1$

- **AND** together any pair of input labels on arcs emanating from a state, the result can reduce to **0**

- Only one arc is valid:  $F \cdot F'R = 0$ ,  $F \cdot F'R' = 0$ ,  $F'R \cdot F'R' = 0$

## □ Notation in state graph

- $X_1X'_4/Z_2Z_3 \equiv 1--0/0110$

- $-/Z_1 \equiv ----/1000$

- For **any** combination of input values...

