

DigSim Assignment 2: A Finite State Machine

Due: Tuesday April 30, 2002

Objective

The objective of this assignment is to design and implement a simple finite state machine.

Assignment

Design a finite state machine with two inputs X_1, X_0 and two outputs Z_1, Z_0 . We will think of $X_1 \square X_0$ and $Z_1 \square Z_0$ also as unsigned 2-bit binary numbers. The output Z_1 is 1 if $X_1 \square X_0$ as a binary number is less than the previous cycle's output $Z_1 \square Z_0$. If $X_1 \square X_0$ is greater than or equal to the previous $Z_1 \square Z_0$, then the output Z_1 is 0. Similarly, Z_0 is 1 if $X_1 \square X_0$ is greater than the previous $Z_1 \square Z_0$; and Z_0 is 0 if $X_1 \square X_0$ is less than or equal to the previous $Z_1 \square Z_0$. Note that Z_1 and Z_0 are not complements of each other, since they can both be zero.

Implementation Notes

1. You may assume that during the first cycle of operation that the “previous” outputs were zeroes.
2. Write out the truth table for a Boolean function with 4 inputs X_1, X_0 and Q_1, Q_0 and two outputs Z_1, Z_0 such that Z_1 and Z_0 are as defined above with Q_1 and Q_0 in place of the previous cycle's Z_1 and Z_0 .
3. Produce the sum-of-products Boolean formulas for Z_1 and Z_0 .
4. Simplify the Boolean formulas for Z_1 and Z_0 using the properties of Boolean Algebra in Table A-1 of Murdocca & Heuring. (Don't expect a very simple result.)
5. Implement a combinational circuit in DigSim using the simplified Boolean formulas.
6. Transform the combinational circuit into a finite state machine by connecting the outputs $Z_1 \square Z_0$ to the inputs $Q_1 \square Q_0$ through two D flip-flops. Recall that the D flip-flops have an output pin Q as well as the complement of Q. This might simplify your design somewhat.
7. Connect manual switches (powered & grounded) to the inputs X_1 and X_0 . Use another manual switch to simulate a clock for the D flip-flops.
8. Test your finite state machine to make sure that it conforms to the specifications above.

Turning in your program

Save your circuit as you did in DigSim Assignment 1. In addition, prepare a text file called README with the simplified Boolean formulas for Z_1 and Z_0 . Any comments you might have for the grader should also be placed in the README file.

Submit the circuit file and the README file using the Unix submit command as in previous assignments. The submission name for this assignment is: digsim2.