



### 3) State minimization (20 pts)

Minimize the state diagram below by finding the equivalent states. Draw the minimized state machine.

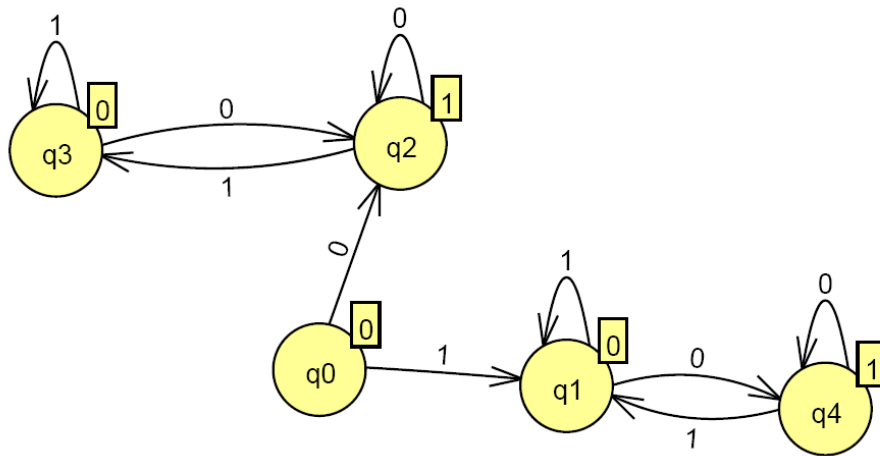


Figure 1. State machine. States go from q0 through q4, outputs are shown in the same color as states (in squares on the upper right corner of states). Inputs are shown on top of arrows, as usual in a Moore machine.

### 4) State machine design

Consider a Moore machine that outputs the sequence 0,1,3,0,1,3,... if its single input,  $D = 1$ , and the reversed sequence (i.e. 3,1,0,3,1,0,...) if  $D = 0$ . The  $D$  can change between any two clock pulses, and the reversal starts on the next clock pulse. So if  $D$  changes from 1 to 0 when the output of the state machine is 3, the next output will be 1.

- (a) Draw the state diagram (15 pts)
- (b) Minimize your states, and present a transition table with minimal state assignment (15 pts)

### 5) State machine analysis

(a) Complete the modified state transition table given below. This circuit has two flip-flops: T with enable (input signal identified below as EN, for Q0), and a JK (with input signals identified here as J1 K1). Note that the table has already the state assignment and the value of the next state, as well as the output, set. (15pts)

Current state Q0Q1	Next state		Output (w)		EN (T f-f)		J1K1	J1K1
	X=0	X=1	X=0	X=1	X=0	X=1	X=0	X=1
	Q0 <sup>+</sup> Q1 <sup>+</sup>	Q0 <sup>+</sup> Q1 <sup>+</sup>						
0 0	1 0	0 1	0	0				
0 1	0 1	0 1	1	0				
1 0	0 0	0 0	0	0				
1 1	1 1	0 0	1	1				

Table 2. Modified state transition table for problem 5

- (b) Show the state diagram for this state machine (15 pts)