

DÉMONSTRATION Nº 4

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Exercices tirés du livre de V.P. Heuring and H.F. Jordan Computer Systems Design and Architecture, 1997.

Photocopies distribuées en classe de démonstration

Annexe 1 Exercices numéro	Circuits Combinatoires A.30
Exercices numéro	Circuits séquentiels & FSM A.32, A.34, A.35, A.38

A.32

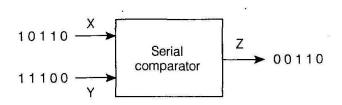
Create a state transition diagram for an FSM that sorts two binary words A and B, input serially with most significant bit first, onto two binary outputs GE and LT. If A is greater than or equal to B, then A appears on the GE line, and B appears on the LT line. If B is greater than A, then B appears on the GE line, and A appears on the LT line.

A.34

Design an FSM that outputs a 1 when the last three inputs are 011 or 110. Just show the state table. Do not draw a circuit.

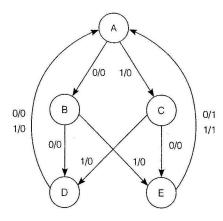
A.35

Design a finite state machine that takes two binary words X and Y in serial form, least significant bit (LSB) first, and produces a 1-bit output Z that is true when X > Y and is 0 for $X \le Y$. When the machine starts, assume that X = Y. That is, Z produces 0's until x > Y. The diagram shows a sample input sequence and the corresponding output sequence.



A.38

Given the state transition diagram shown below, do the following :



- 1. Create a state table.
- 2. Design a circuit for the state machine described by your state table, using D-flip-flop(s), a single decoder, and OR gates. For the state assignment, use the bit pattern that corresponds to the position of each letter in the alphabet, starting from 0. For example, A is at position 0, so the state assignment is 000; B is at position 1, so the state assignment is 001, and so on.