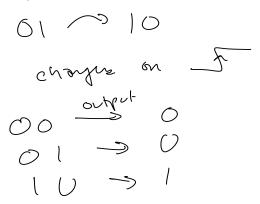
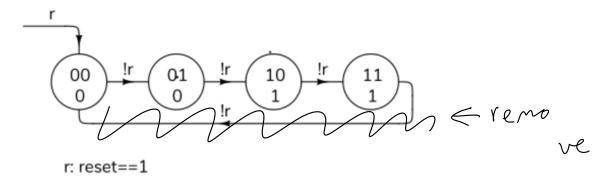
State Machines

Exercise 1: For the state machine described above, if the current state is 01, what will be the next state? When will the state change? What is the output in state 00? In state 01? In state 10?

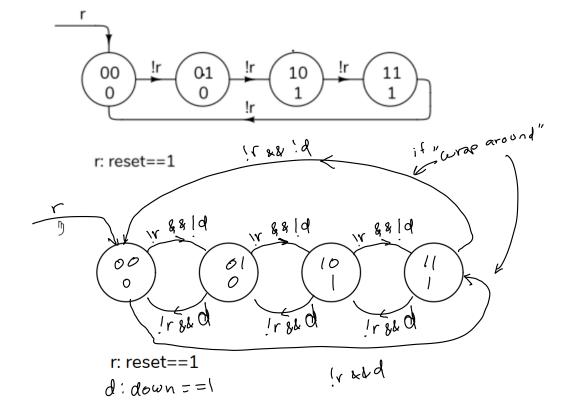


state	reset	next state
00	0	01
01	0	10
10	0	11
11	0	00
00	1	00
01	1	00
10	1	00
11	1	00

Exercise 2: Modify the diagram so the state machine counts to 11 and stops.



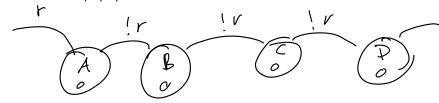
Exercise 3: Add a **down** input that cause the values to count down.



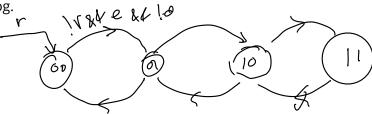
Exercise 4: What will be the next state if the state is 00 and the reset input is 1? If the state is 00 and the reset input is 0? When does the state change? When does reset affect the output?

□tate	reset	next state	
XX	1	00	\triangleright
11	0	00	
n	0	n+1	01

Exercise 5: Write the above state transition and output tables using state names A, B, C, and D.



Exercise 6: Show the state transition diagram and table for a 2-bit counter with **reset**, **enable**, and **down** inputs. **reset** should have priority over **enable** which should have priority over **down**. Write the Verilog.



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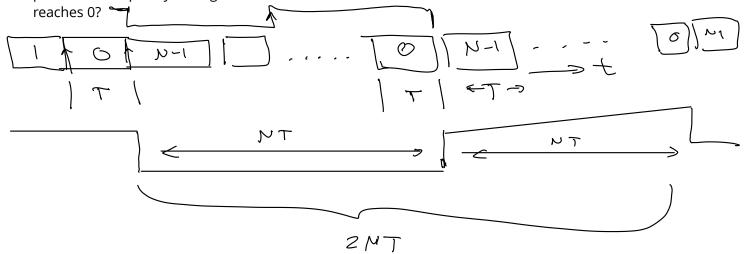
State.	reset	enable	down	
××	1	X	X	00
56	0	1	0	01 <
01	đ	(00
				ı

Exercise 7: What value of *N* would result in a 20 ms delay if the clock frequency is 50 MHz? How many bits are needed for this timer's

register?
$$f = 50 \times 10^{6}$$
 $T = 20 \text{ NS}$ (20×10^{-9})
 $NT = 20 \text{ NS}$ $N = \frac{20 \times 10^{-3}}{20 \times 10^{-9}} = \frac{1 \times 10^{6}}{20 \times 10^{-9}}$
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Exercise 8: Assume the timer above is reset to N-1 each time it reaches 0. For how long is the register value 0? What are the period and frequency of a signal that is inverted each time the count

use b = 20



Exercise 9: How many bits need to be considered to detect a specific state when a binary encoding is used? How many need to be considered if a one-hot encoding is used?

00 2

b bits & bindy encoding.

need to consider all b bits

b bits & one-hot enceds

need to consider 1 bit

need to consider

if have M states

need [log_c (M)] bits for bonony encoding

"ceiling" operator

need M bits

Exercise 10: If we used 8-bits of state information, how many states could be represented? What if we used 8 bits of state but used a "one-hot" encoding?

w/ hinory 28 = 250 states