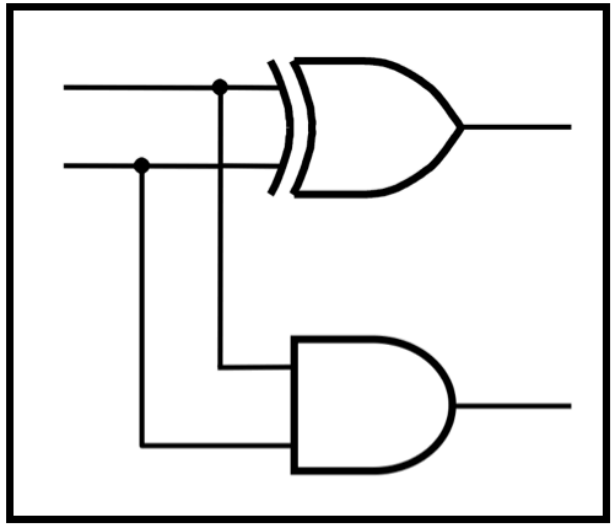


CprE 281: Digital Logic

Instructor: Alexander Stoytchev

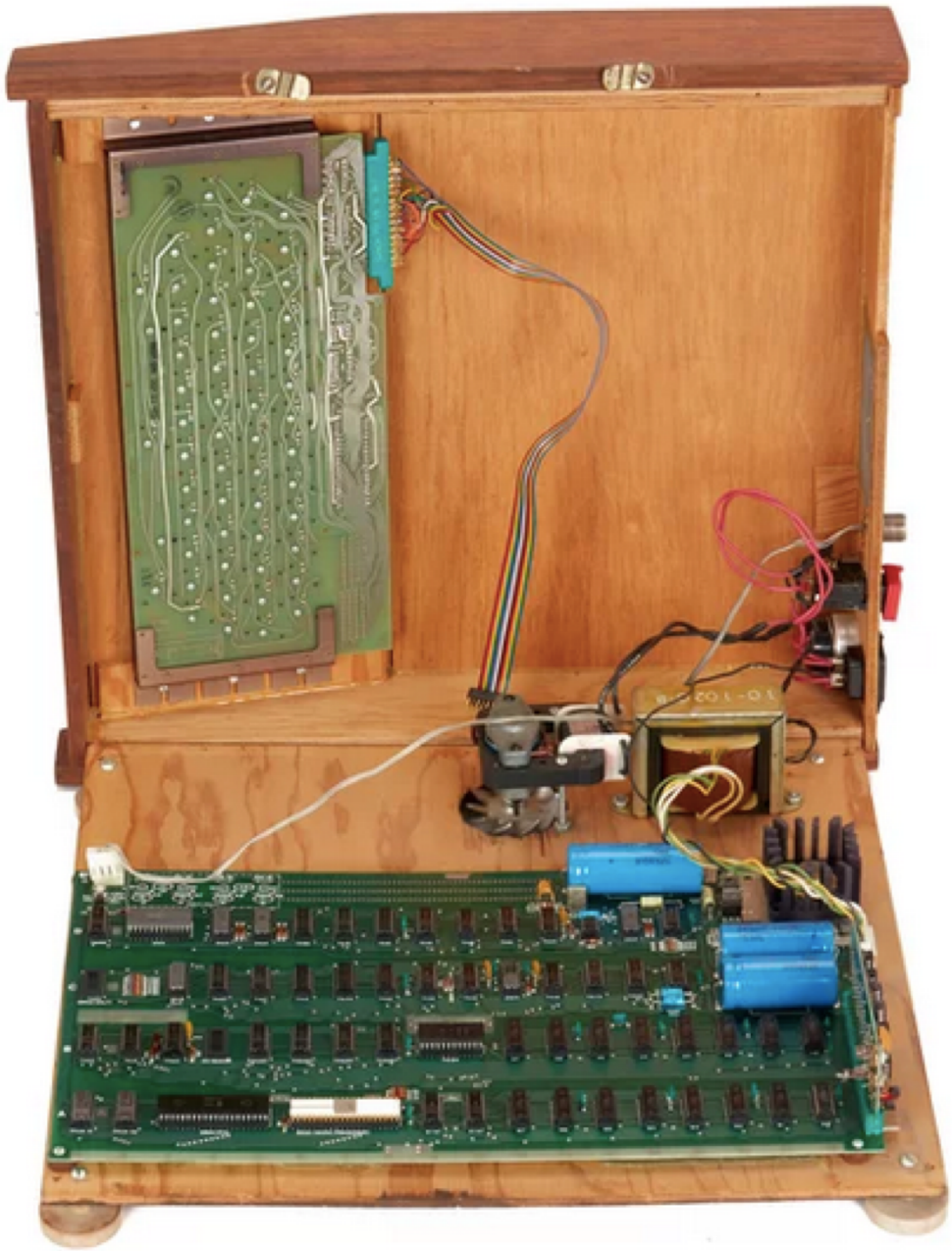
http://www.ece.iastate.edu/~alexs/classes/

Serial Adder

CprE 281: Digital Logic
Iowa State University, Ames, IA

An Apple-1 computer and a 1986 Panasonic video monitor sold for $400,000 on Tuesday.

John Moran Auctioneers, Inc.



An auction house has sold an Apple-1 computer for $400,000. The model marked the start of the personal computer industry.

Keith Berson/John Moran Auctioneers, Inc.

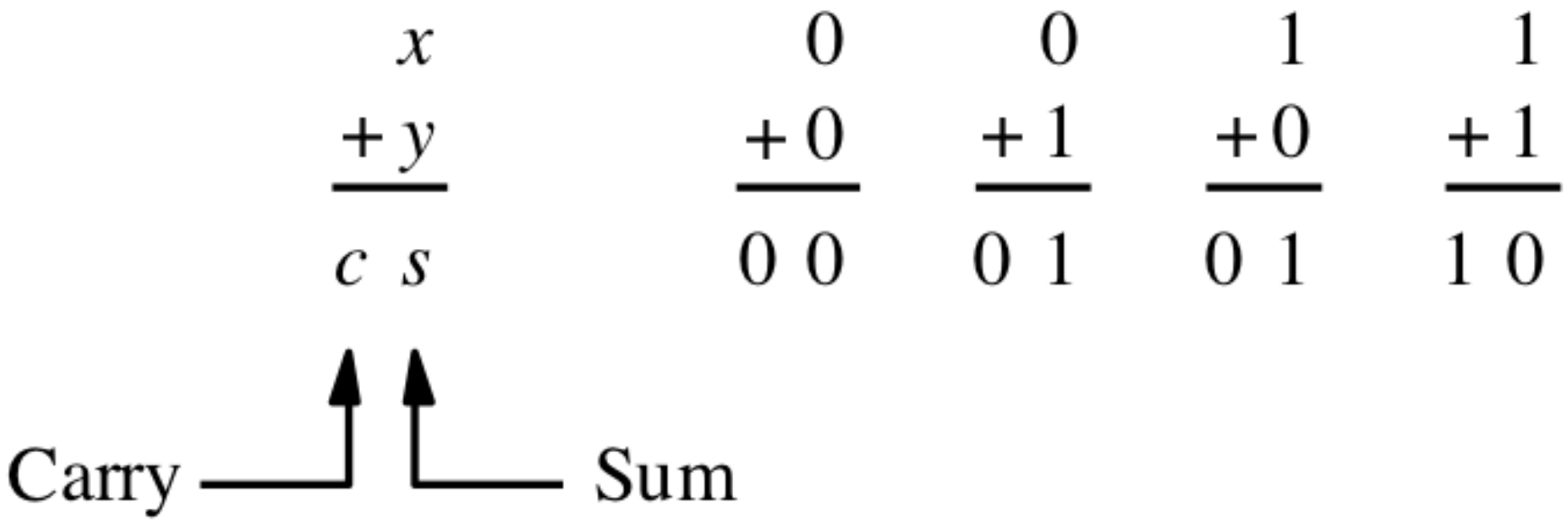

Disk II
apple II

Administrative Stuff

- **Homework 10 is due on Saturday Nov 12 @ 10pm**
- **Homework 11 is due on Wednesday Nov 16 @ 10pm**
- **Final Project Ideas – email them to your lab TAs**
- **by this Friday (Nov 11)**

Quick Review

Adding two bits
(there are four possible cases)



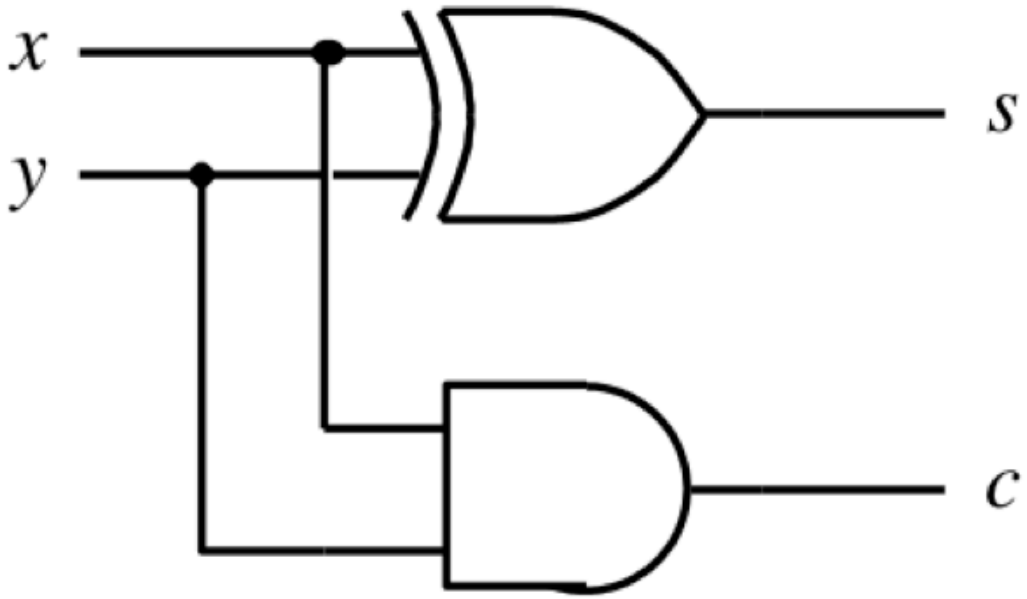
[Figure 3.1a from the textbook]

Adding two bits (the truth table)

x	y	Carry c	Sum
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

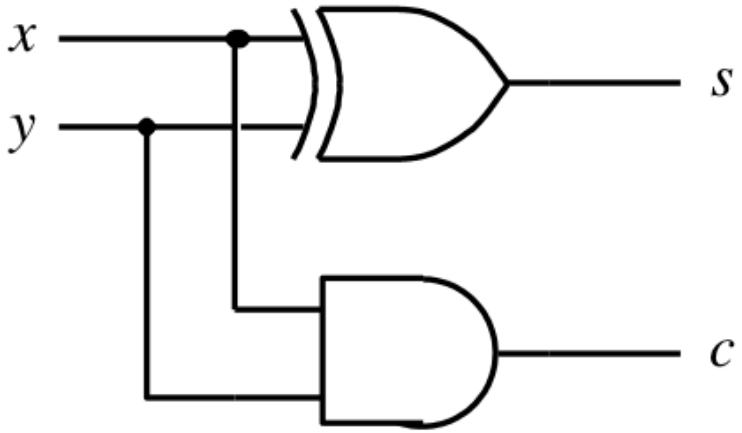
[Figure 3.1b from the textbook]

Adding two bits (the logic circuit)



[Figure 3.1c from the textbook]

The Half-Adder

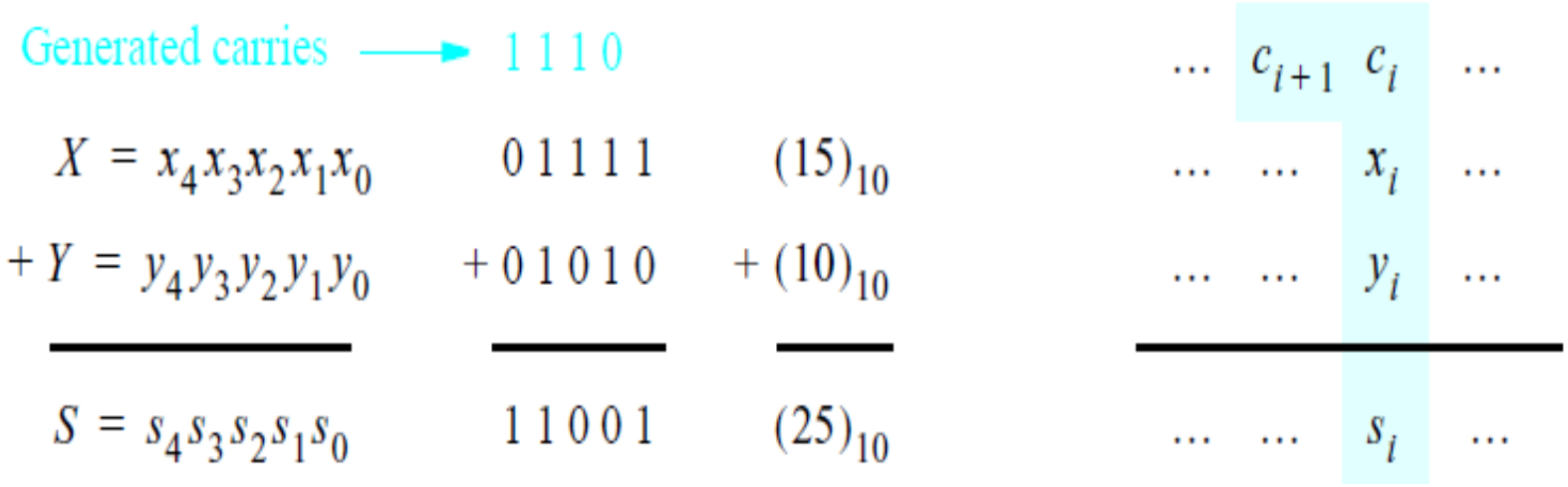


(c) Circuit

(d) Graphical symbol

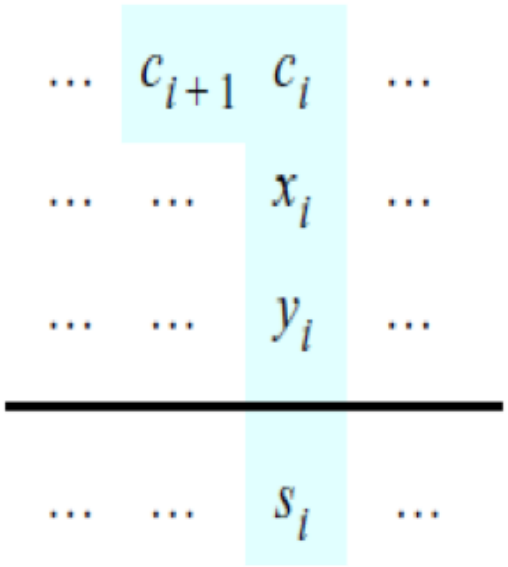
[Figure 3.1c-d from the textbook]

Addition of multibit numbers



[Figure 3.2 from the textbook]

Problem Statement and Truth Table



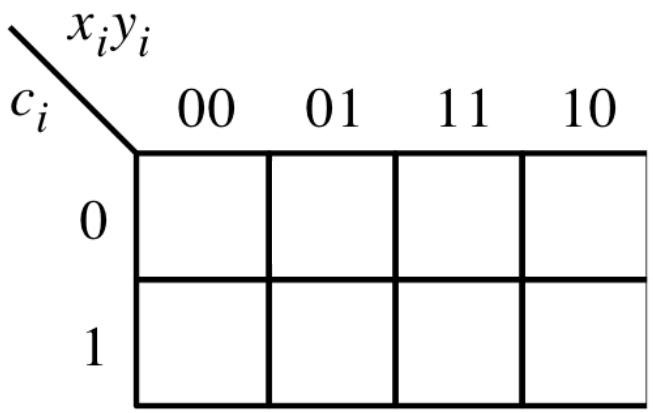
c_i	x_i	y_i	c_{i+1}	s_i
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

[Figure 3.2b from the textbook]

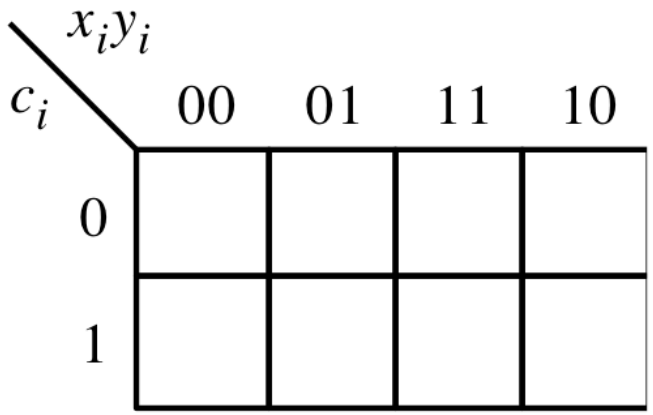
[Figure 3.3a from the textbook]

Let's fill-in the two K-maps

c_i	x_i	y_i	c_{i+1}	s_i
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1



s_i =

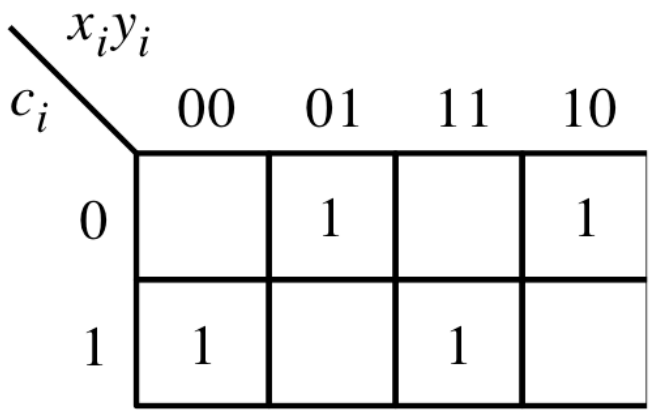


c_{i+1} =

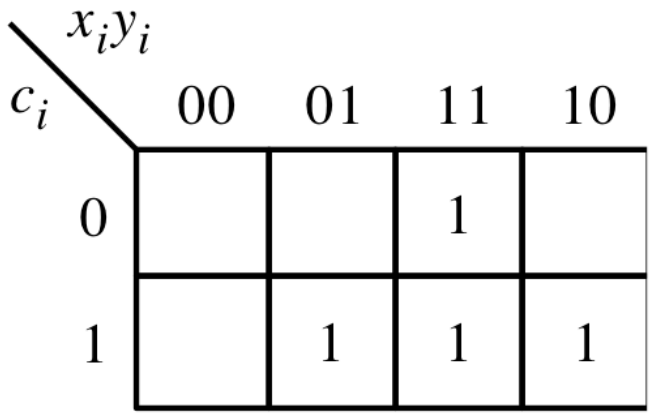
[Figure 3.3a-b from the textbook]

Let's fill-in the two K-maps

c_i	x_i	y_i	c_{i+1}	s_i
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1



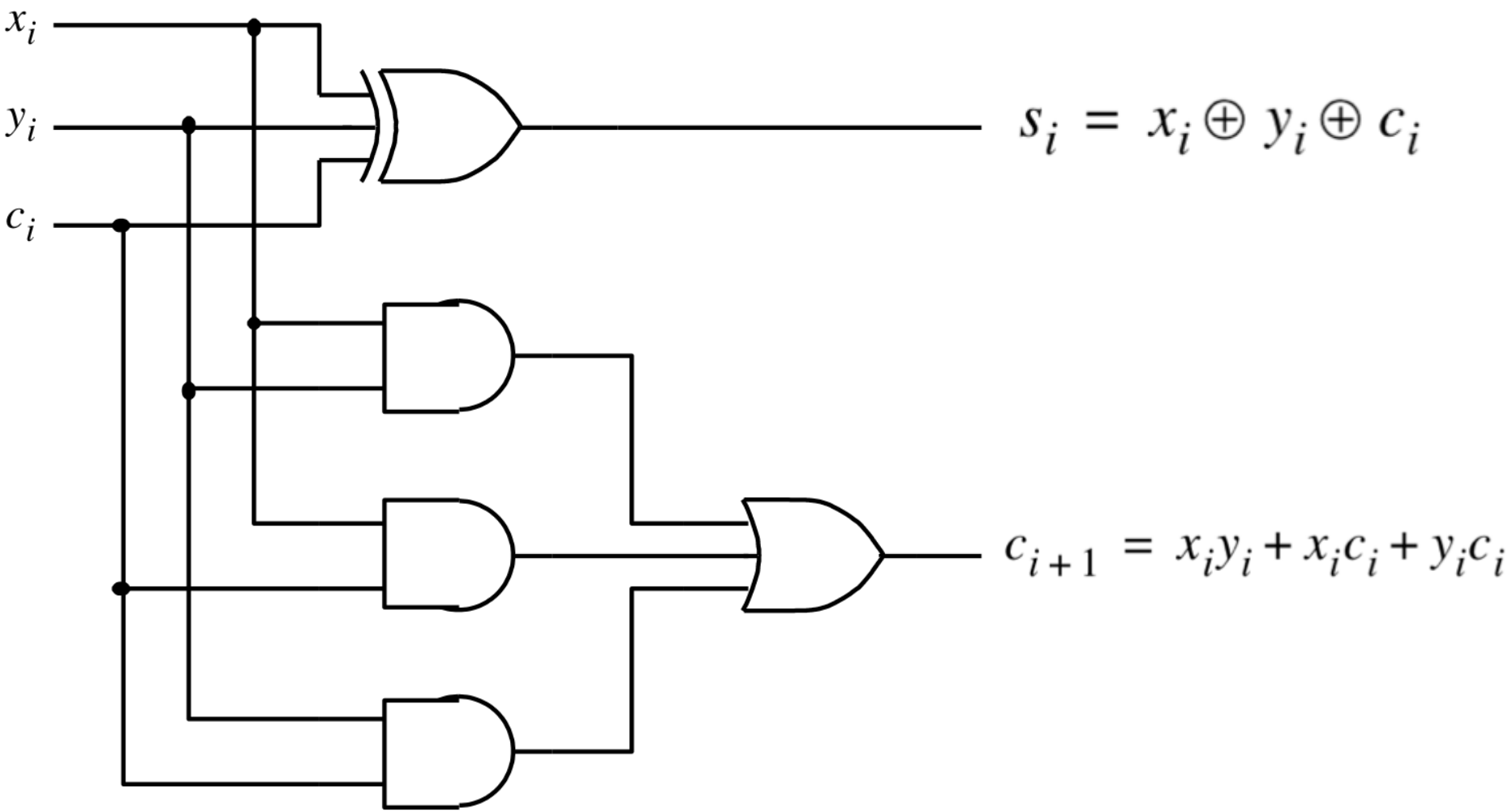
$$s_i = x_i \oplus y_i \oplus c_i$$



$$c_{i+1} = x_iy_i + x_ic_i + y_ic_i$$

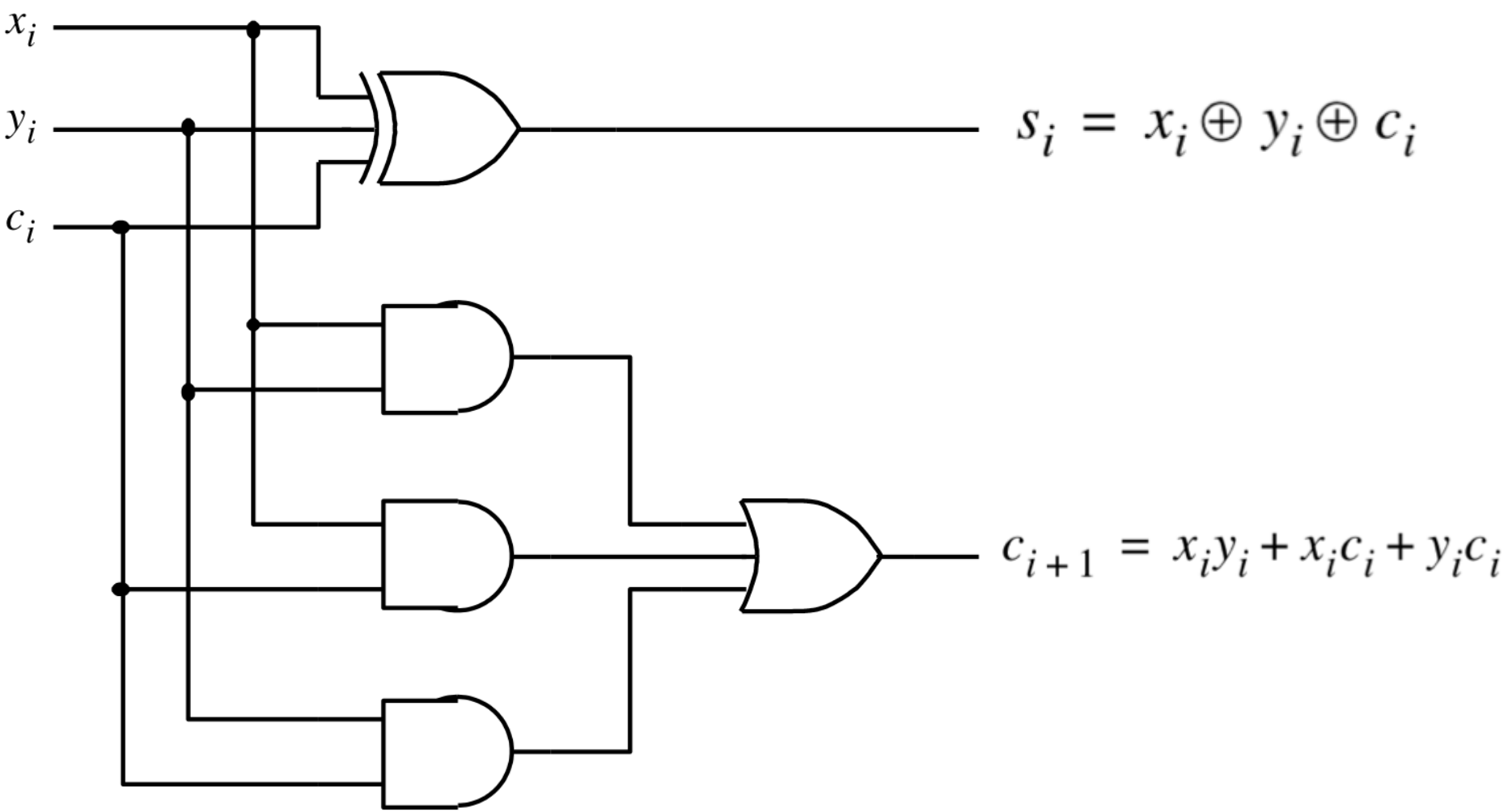
[Figure 3.3a-b from the textbook]

The circuit for the two expressions



[Figure 3.3c from the textbook]

This is called the Full-Adder



[Figure 3.3c from the textbook]

XOR Magic

$$s_i = \bar{x}_i y_i \bar{c}_i + x_i \bar{y}_i \bar{c}_i + \bar{x}_i \bar{y}_i c_i + x_i y_i c_i$$

XOR Magic

$$s_i = \bar{x}_i y_i \bar{c}_i + x_i \bar{y}_i \bar{c}_i + \bar{x}_i \bar{y}_i c_i + x_i y_i c_i$$

$$s_i = (\bar{x}_i y_i + x_i \bar{y}_i)\bar{c}_i + (\bar{x}_i \bar{y}_i + x_i y_i)c_i$$

$$= (x_i \oplus y_i)\bar{c}_i + \overline{(x_i \oplus y_i)}c_i$$

$$= (x_i \oplus y_i) \oplus c_i$$

XOR Magic

$$s_i = \bar{x}_i y_i \bar{c}_i + x_i \bar{y}_i \bar{c}_i + \bar{x}_i \bar{y}_i c_i + x_i y_i c_i$$

Can you prove this?

$$s_i = (\bar{x}_i y_i + x_i \bar{y}_i)\bar{c}_i + (\bar{x}_i \bar{y}_i + x_i y_i)c_i$$

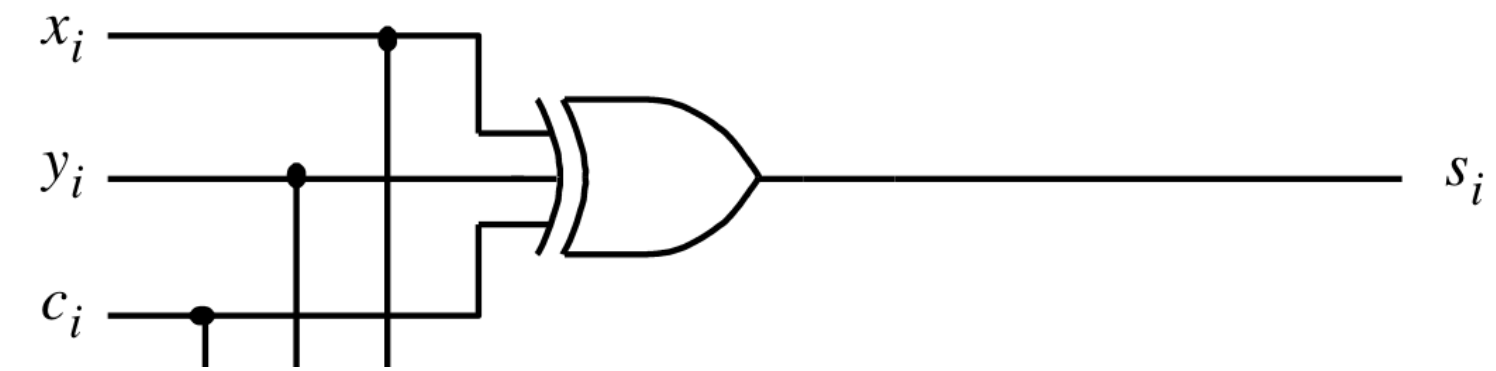
$$= (x_i \oplus y_i)\bar{c}_i + \overline{(x_i \oplus y_i)}c_i$$

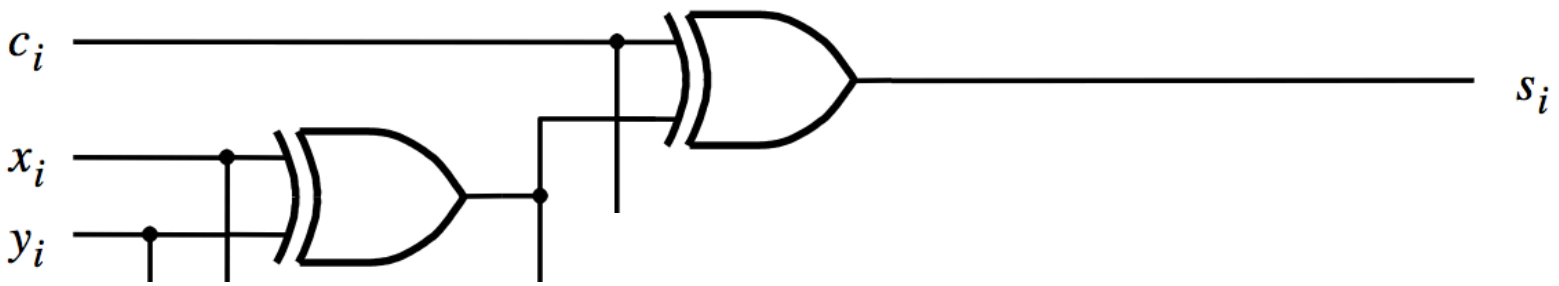
$$= (x_i \oplus y_i) \oplus c_i$$

XOR Magic

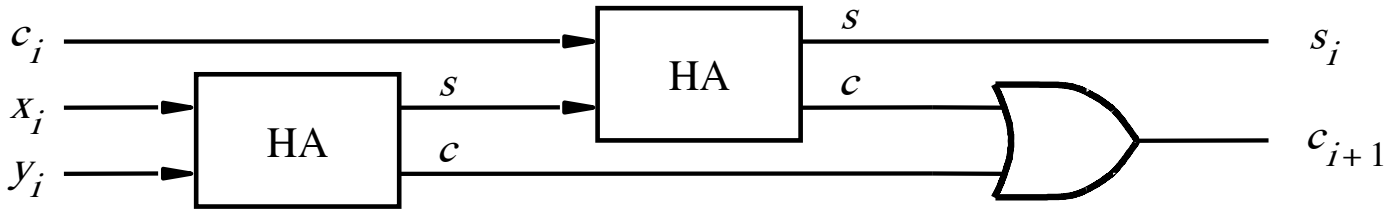
(s_i can be implemented in two different ways)

$$s_i = x_i \oplus y_i \oplus c_i$$

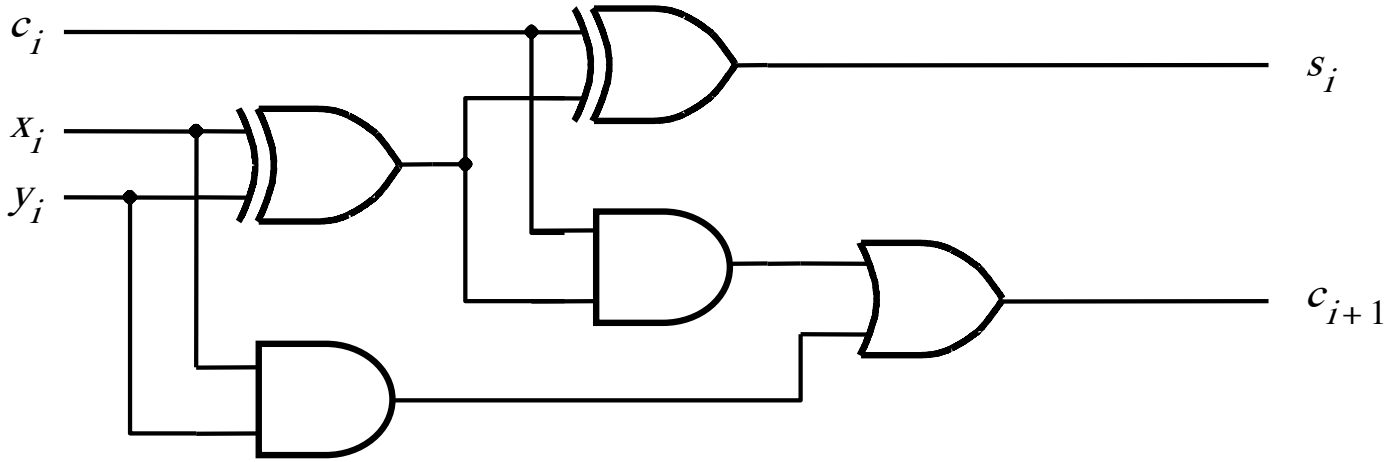




A decomposed implementation of the full-adder circuit



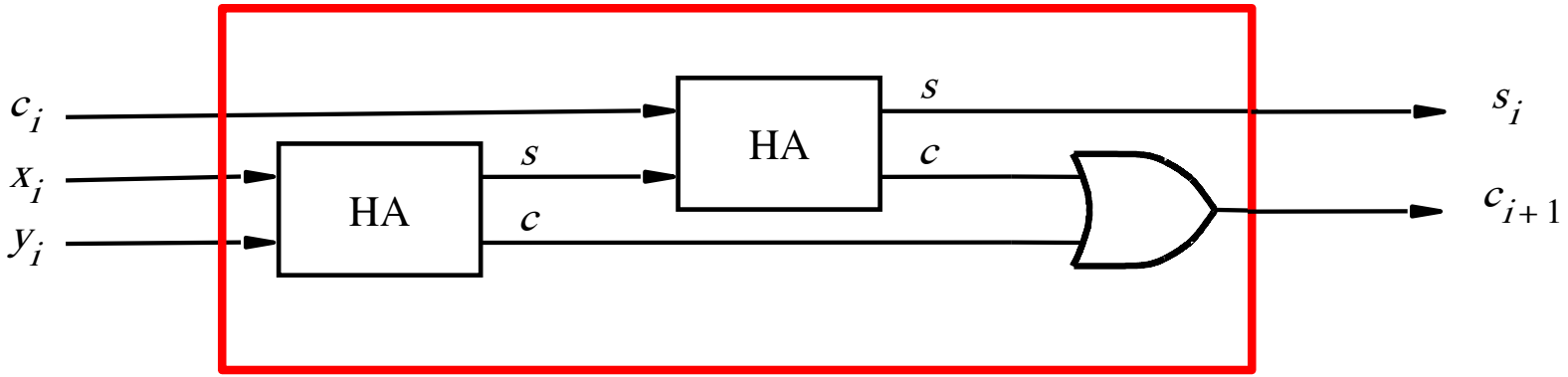
(a) Block diagram



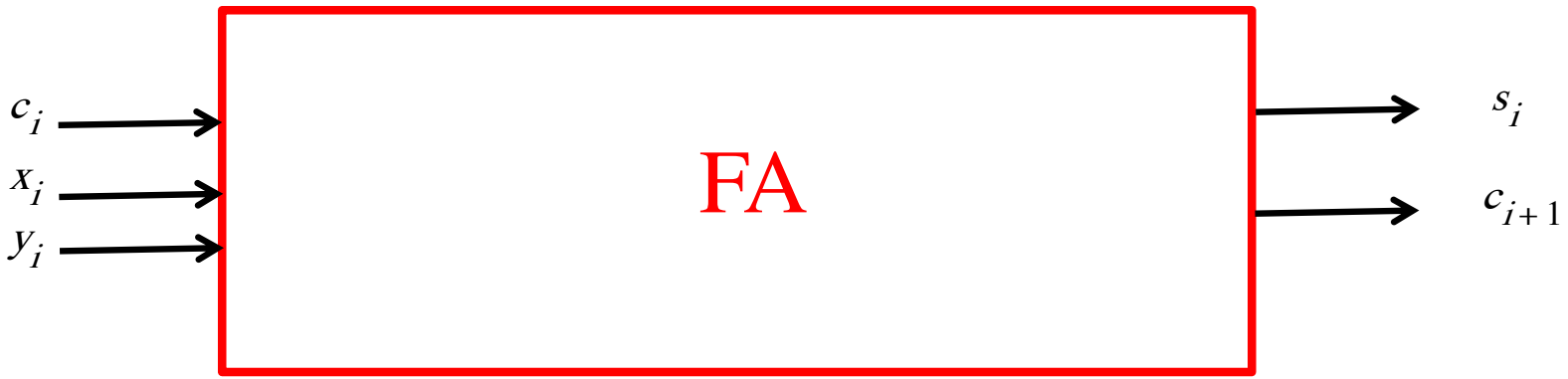
(b) Detailed diagram

[Figure 3.4 from the textbook]

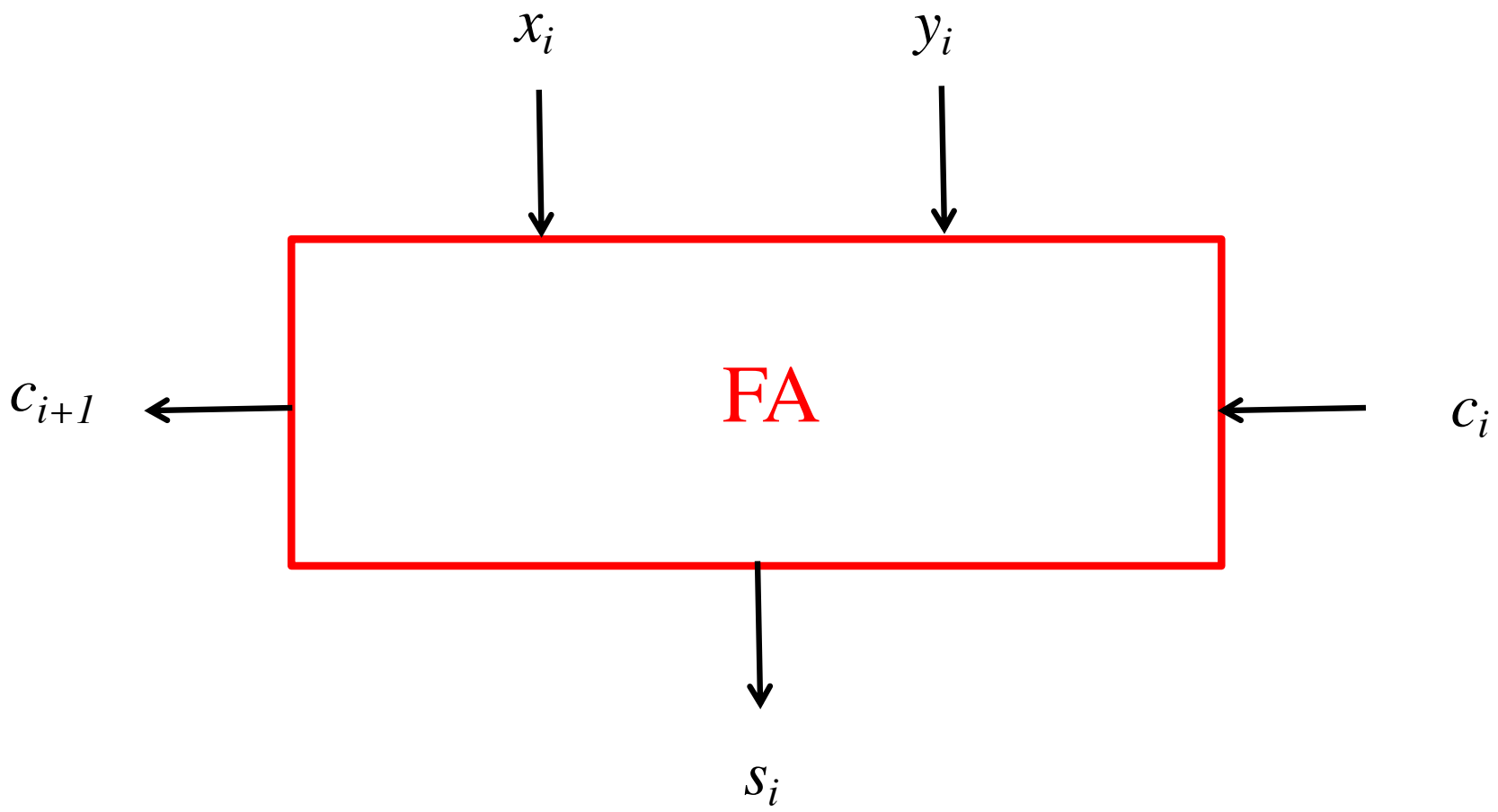
The Full-Adder Abstraction



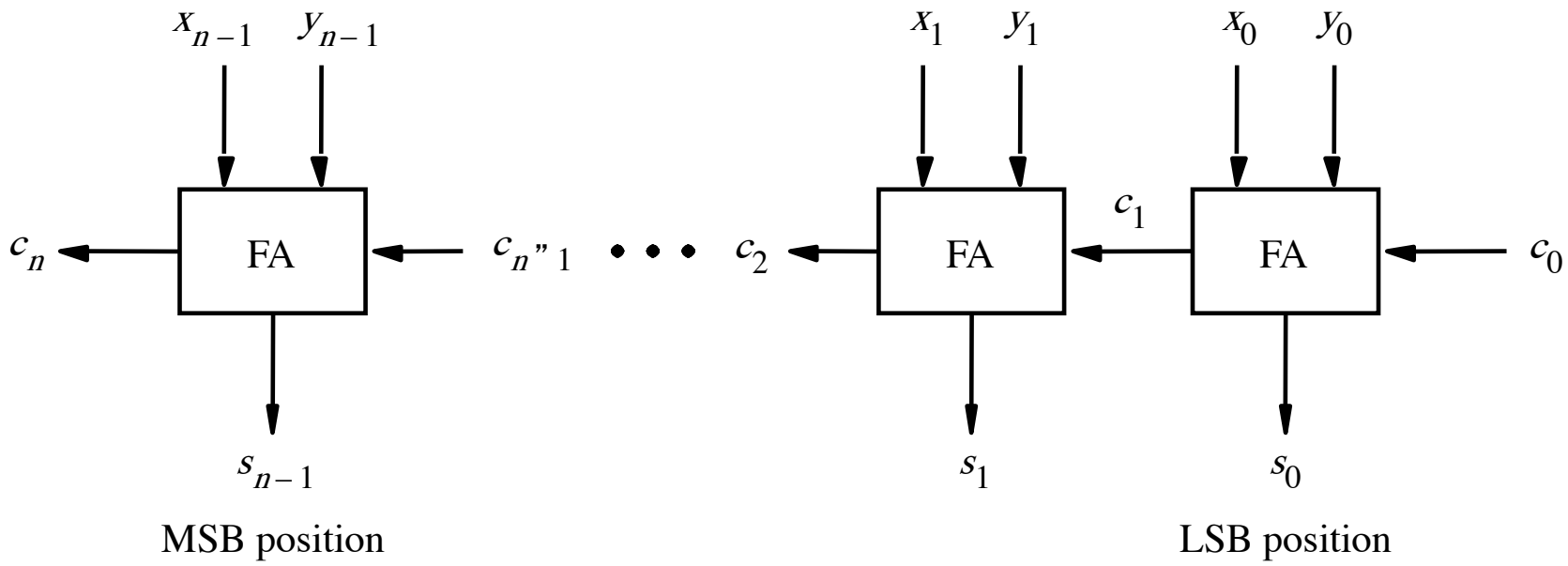
The Full-Adder Abstraction



We can place the arrows anywhere

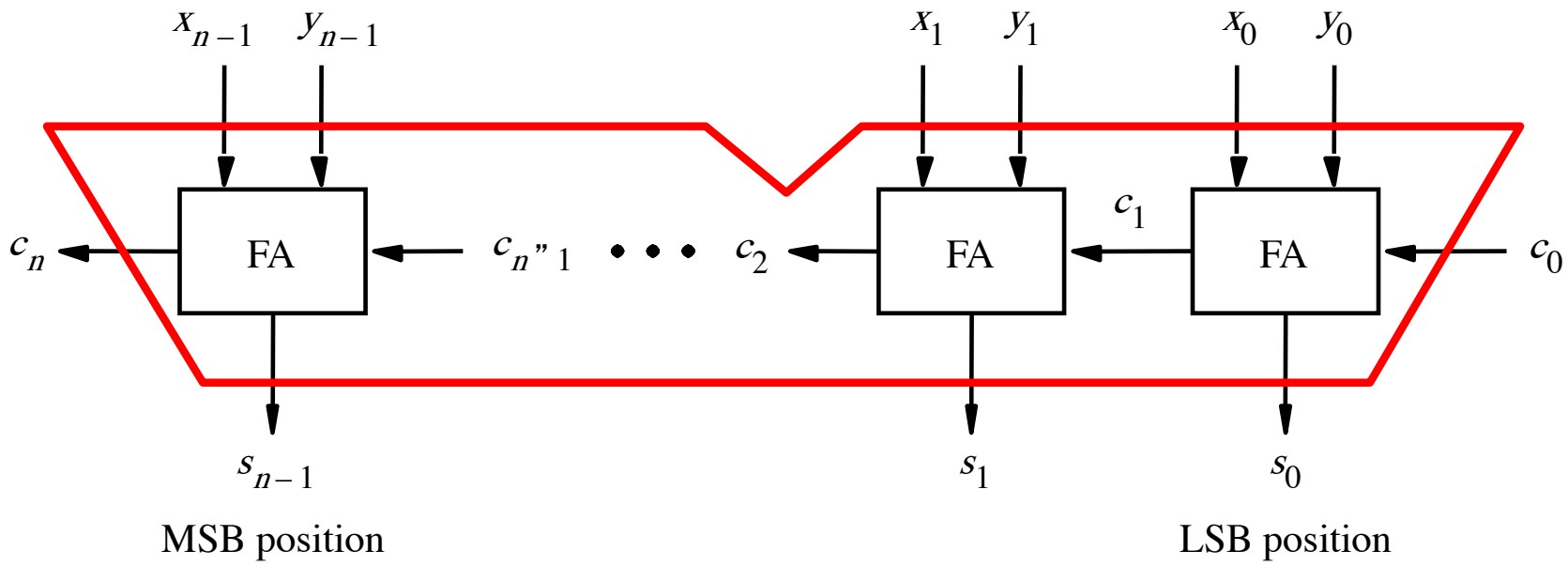


n-bit ripple-carry adder

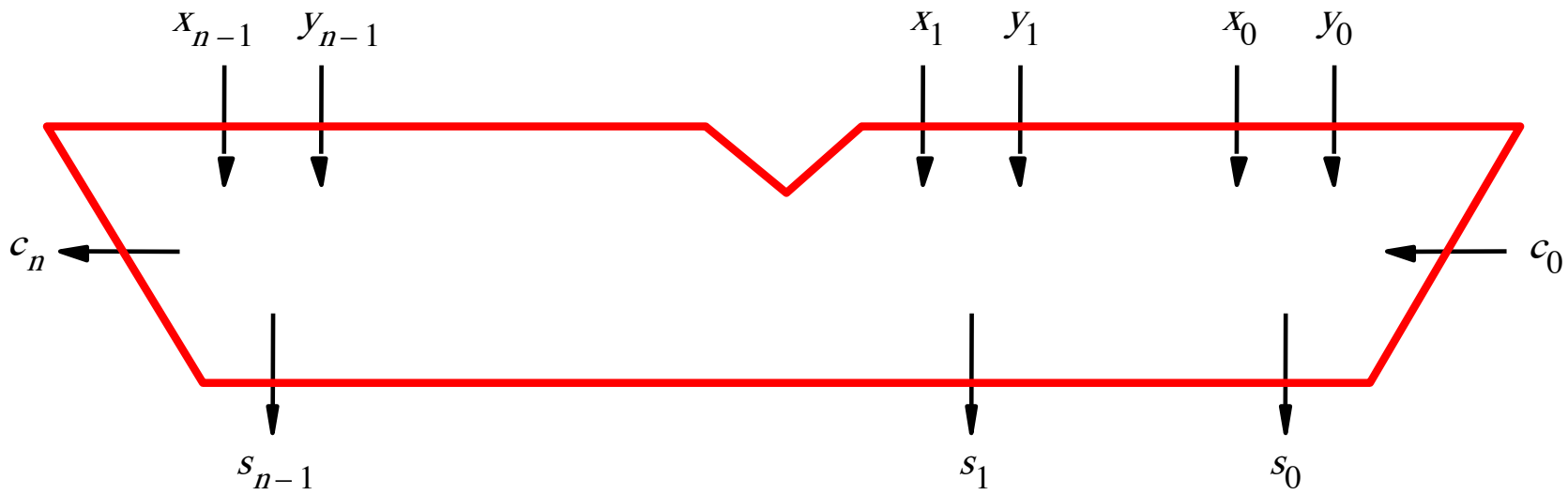


[Figure 3.5 from the textbook]

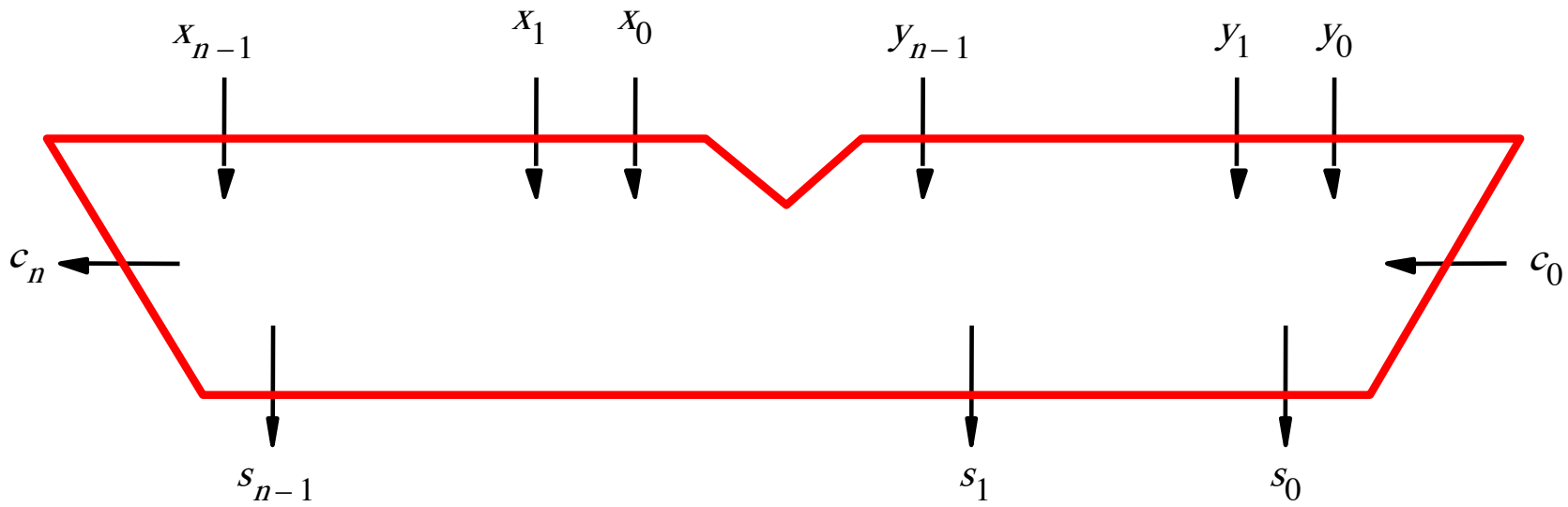
n-bit ripple-carry adder abstraction



n-bit ripple-carry adder abstraction



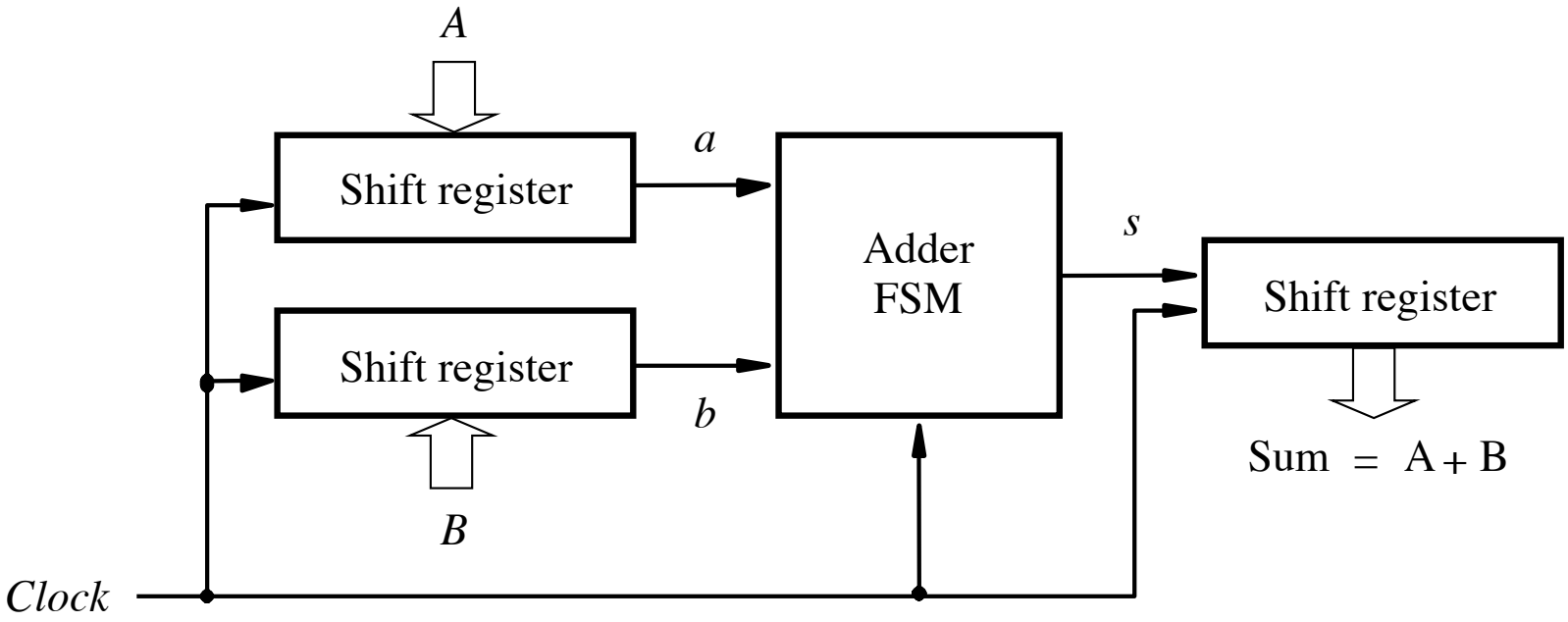
The x and y lines are typically grouped together for better visualization, but the underlying logic remains the same



Serial Adder

- **The n-bit adder requires all bits to be provided at the same time.**
- **In some cases we may want to add the numbers as the bits come in.**
- **Also, with an n-bit adder we are limited to n-bits. Circuits for larger n are more complex.**
- **Can we add arbitrarily long numbers.**

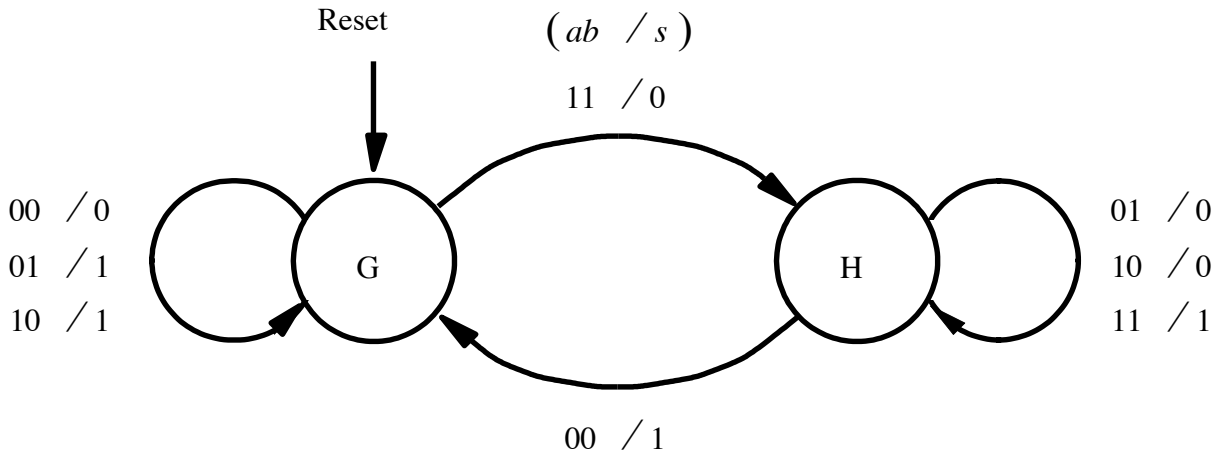
Block diagram for the serial adder



[Figure 6.39 from the textbook]

Mealy Machine Implementation

State diagram for the serial adder FSM

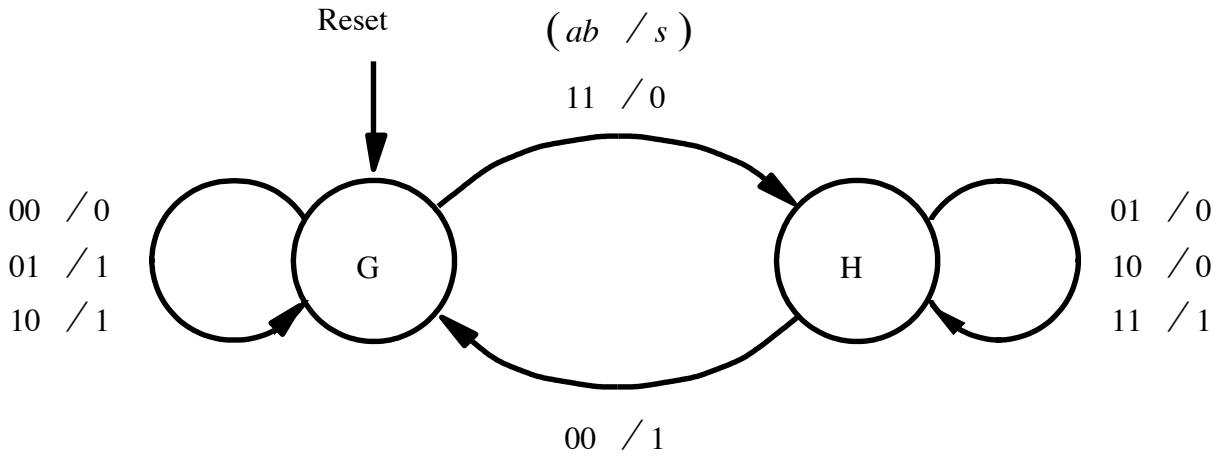


G: carry-in = 0

H: carry-in = 1

[Figure 6.40 from the textbook]

State diagram for the serial adder FSM



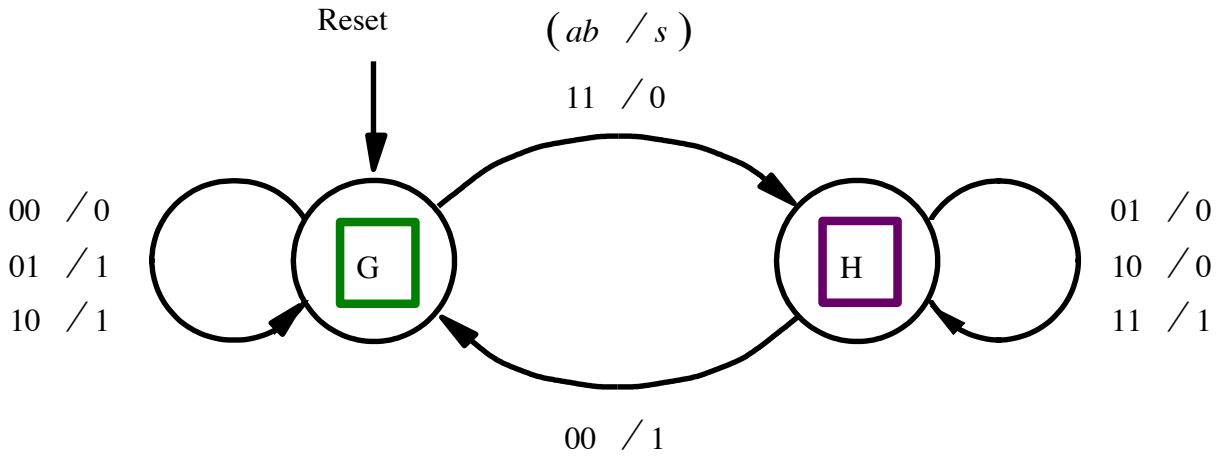
c_i	x_i	y_i	c_{i+1}	s_i
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

G: carry-in = 0

H: carry-in = 1

[Figure 6.40 from the textbook]

State diagram for the serial adder FSM



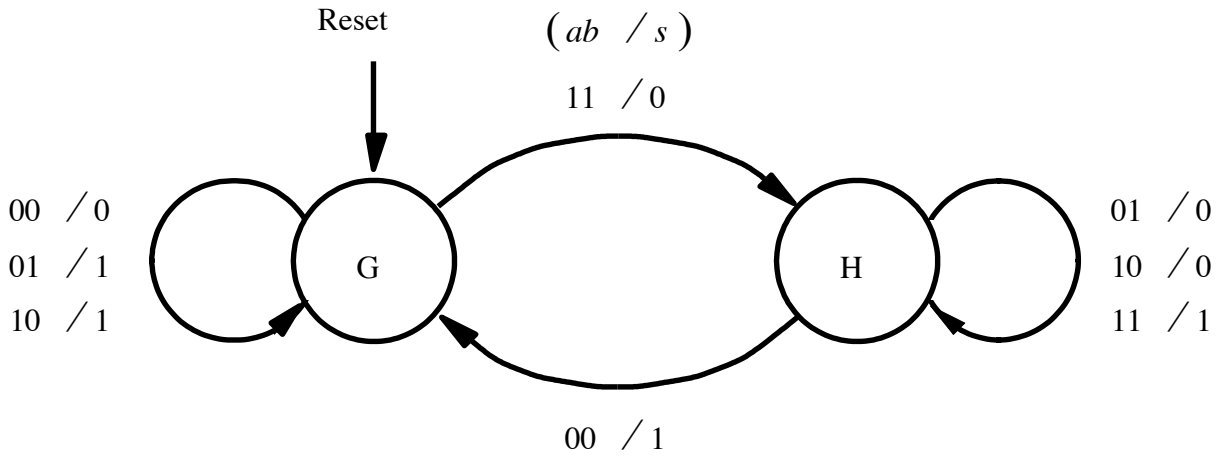
c_i	x_i	y_i	c_{i+1}	s_i
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

G: carry-in = 0

H: carry-in = 1

[Figure 6.40 from the textbook]

State diagram for the serial adder FSM

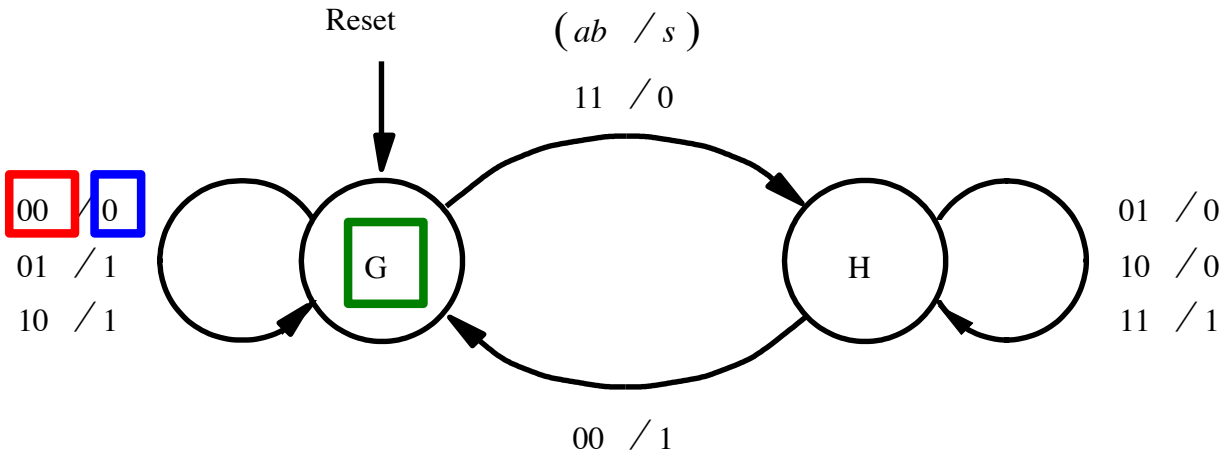


c_i	x_i	y_i	c_{i+1}	s_i
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

G: carry-in = 0

H: carry-in = 1

State diagram for the serial adder FSM

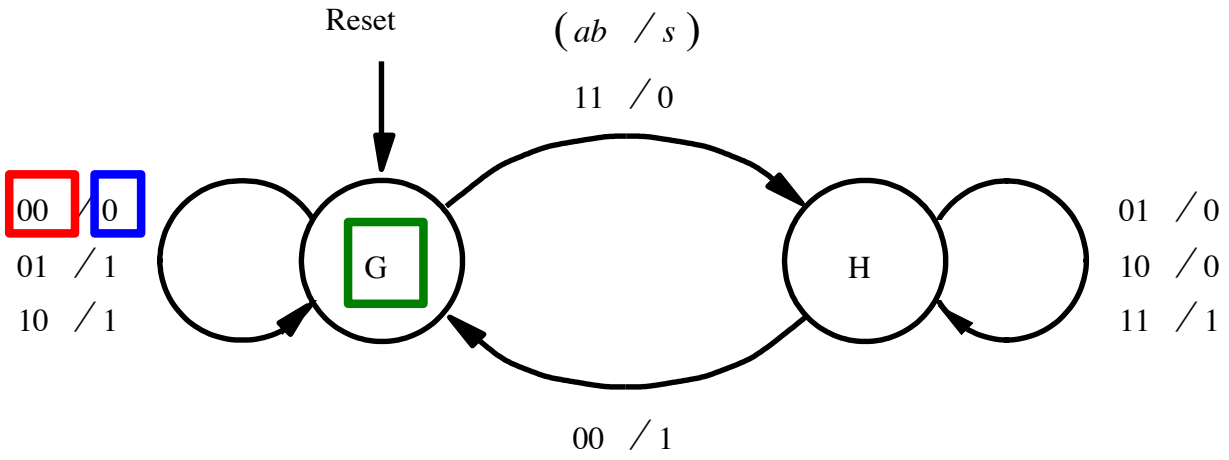


c_i	x_i	y_i	c_{i+1}	s_i
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

G: carry-in = 0

H: carry-in = 1

State diagram for the serial adder FSM

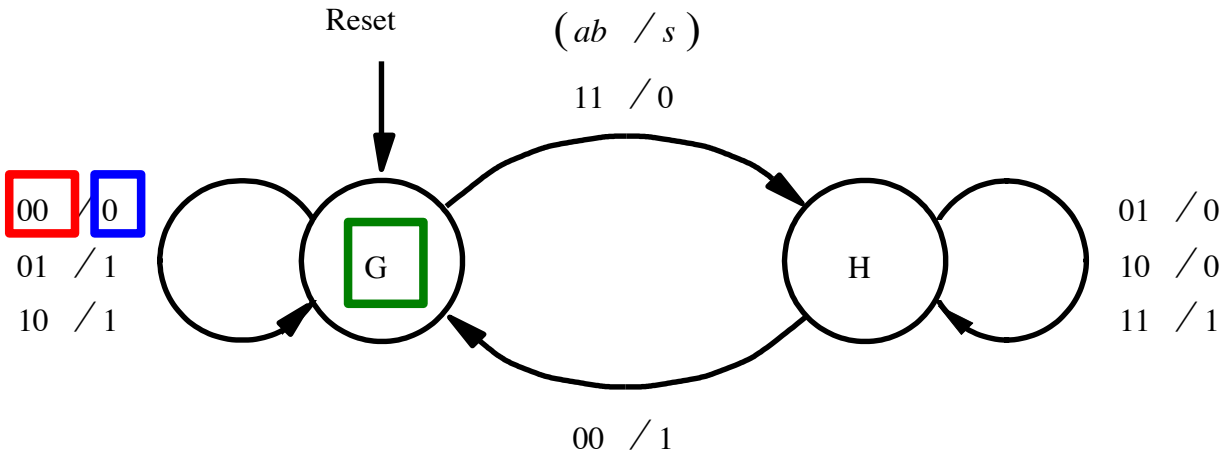


c_i	x_i	y_i	c_{i+1}	s_i
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

G: carry-in = 0

H: carry-in = 1

State diagram for the serial adder FSM

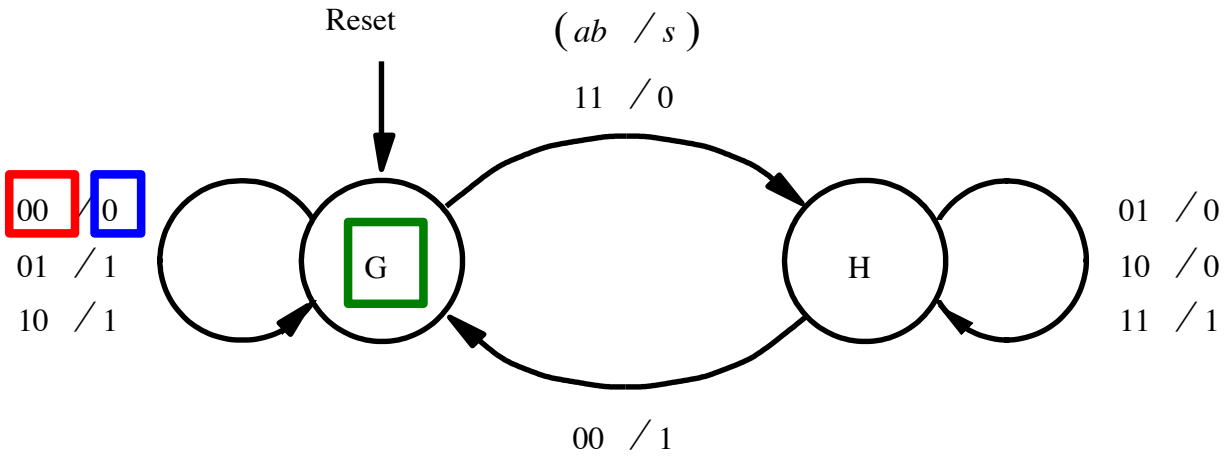


c_i	x_i	y_i	c_{i+1}	s_i
G	0	0	G	0
G	0	1	G	1
G	1	0	G	1
G	1	1	H	0
H	0	0	G	1
H	0	1	H	0
H	1	0	H	0
H	1	1	H	1

G: carry-in = 0

H: carry-in = 1

State diagram for the serial adder FSM

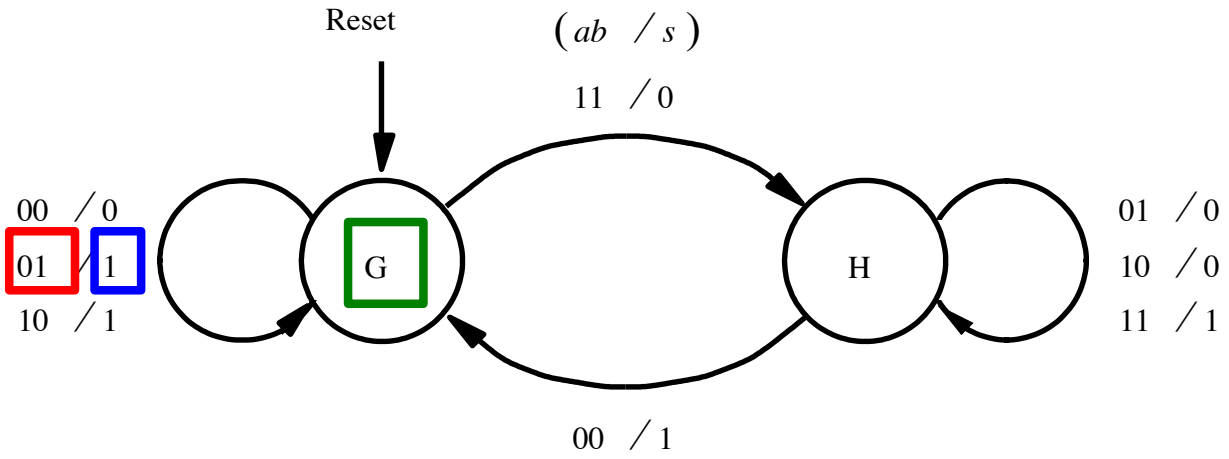


c_i	x_i	y_i	c_{i+1}	s_i
G	0	0	G	0
G	0	1	G	1
G	1	0	G	1
G	1	1	H	0
H	0	0	G	1
H	0	1	H	0
H	1	0	H	0
H	1	1	H	1

G: carry-in = 0

H: carry-in = 1

State diagram for the serial adder FSM

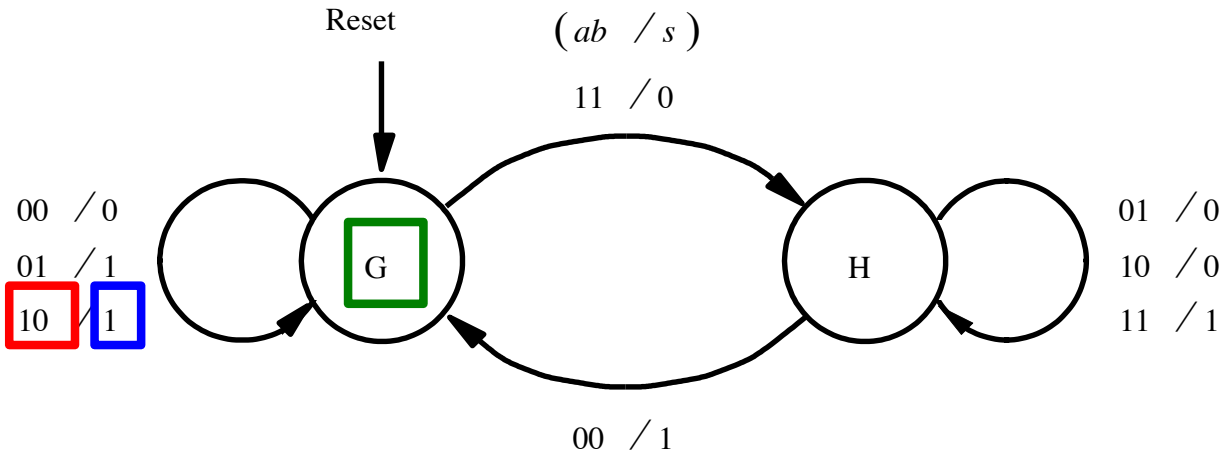


c_i	x_i	y_i	c_{i+1}	s_i
G	0	0	G	0
G	0	1	G	1
G	1	0	G	1
G	1	1	H	0
H	0	0	G	1
H	0	1	H	0
H	1	0	H	0
H	1	1	H	1

G: carry-in = 0

H: carry-in = 1

State diagram for the serial adder FSM

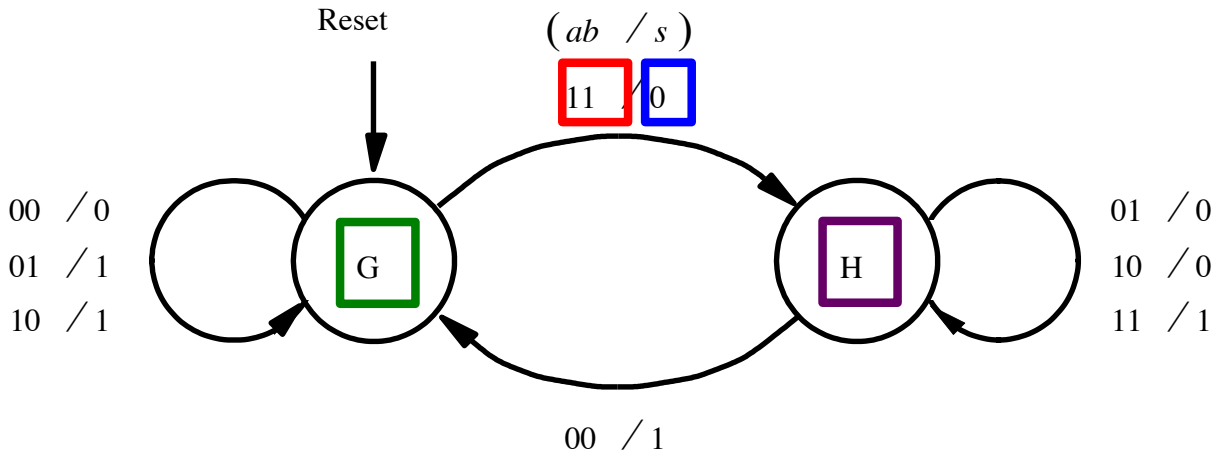


c_i	x_i	y_i	c_{i+1}	s_i
G	0	0	G	0
G	0	1	G	1
G	1	0	G	1
G	1	1	H	0
H	0	0	G	1
H	0	1	H	0
H	1	0	H	0
H	1	1	H	1

G: carry-in = 0

H: carry-in = 1

State diagram for the serial adder FSM

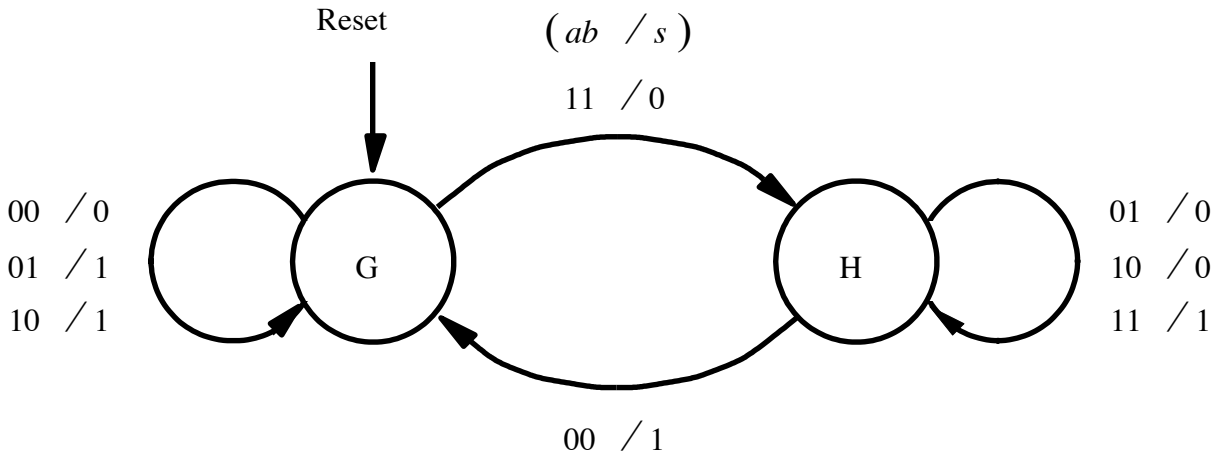


c_i	x_i	y_i	c_{i+1}	s_i
G	0	0	G	0
G	0	1	G	1
G	1	0	G	1
G	1	1	H	0
H	0	0	G	1
H	0	1	H	0
H	1	0	H	0
H	1	1	H	1

G: carry-in = 0

H: carry-in = 1

State diagram for the serial adder FSM

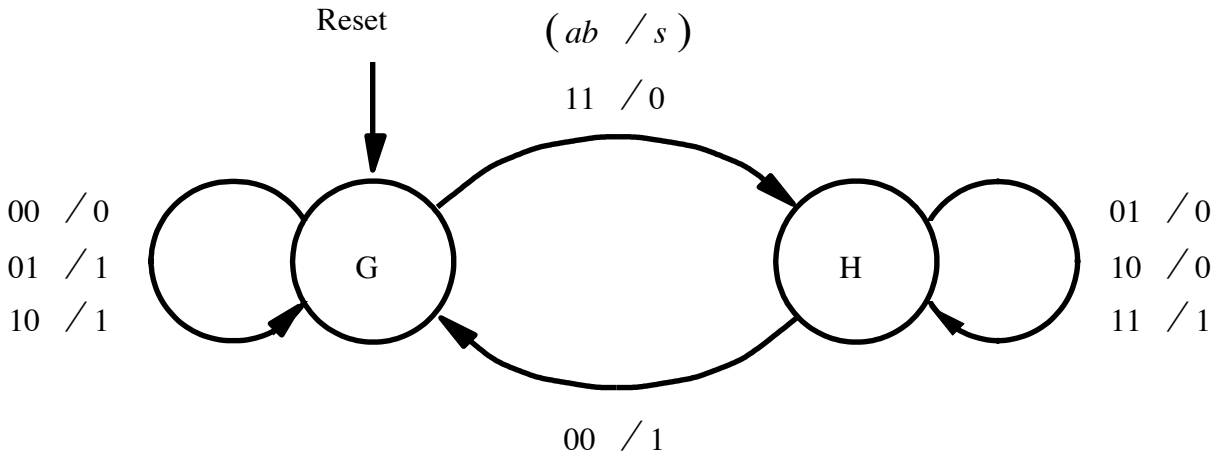


State table for the serial adder FSM

Present state	Next state				Output *s*			
	ab =00	01	10	11	00	01	10	11
G								
H								

[Figure 6.40 & 6.41 from the textbook]

State diagram for the serial adder FSM

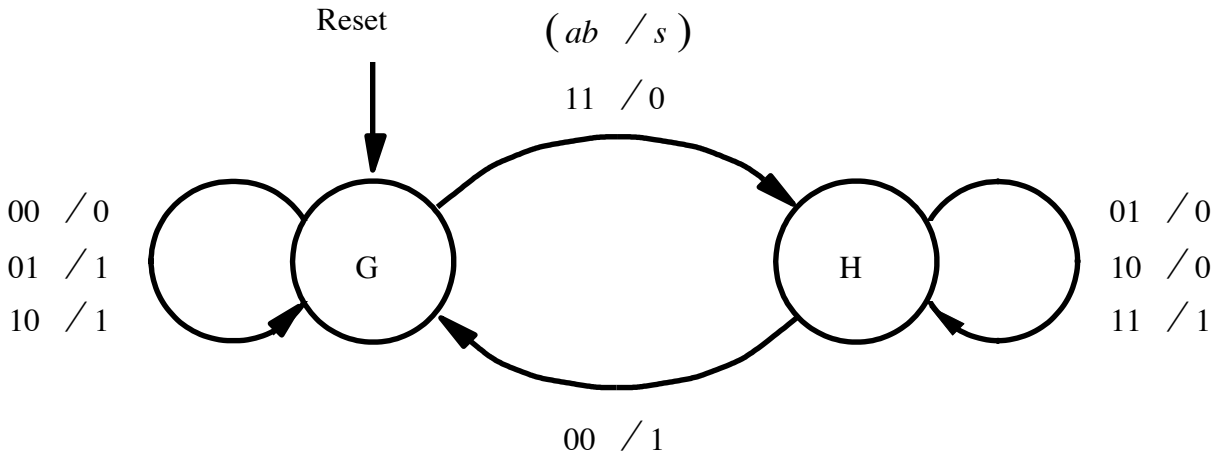


State table for the serial adder FSM

Present state	Next state				Output *s*			
	ab =00	01	10	11	00	01	10	11
G	G	G	G	H				
H	G	H	H	H				

[Figure 6.40 & 6.41 from the textbook]

State diagram for the serial adder FSM



State table for the serial adder FSM

Present state	Next state				Output *s*			
	ab =00	01	10	11	00	01	10	11
G	G	G	G	H	0	1	1	0
H	G	H	H	H	1	0	0	1

[Figure 6.40 & 6.41 from the textbook]

State table for the serial adder FSM

Present state	Next state				Output s			
	ab =00	01	10	11	00	01	10	11
G	G	G	G	H	0	1	1	0
H	G	H	H	H	1	0	0	1

[Figure 6.41 from the textbook]

State table for the serial adder FSM

Present state	Next state				Output s			
	ab =00	01	10	11	00	01	10	11
G	G	G	G	H	0	1	1	0
H	G	H	H	H	1	0	0	1

State-assigned table for the serial adder

Present state	Next state				Output			
	ab =00	01	10	11	00	01	10	11
y	Y				s			
0								
1								

[Figure 6.41 & 6.42 from the textbook]

State table for the serial adder FSM

Present state	Next state				Output s			
	ab =00	01	10	11	00	01	10	11
G	G	G	G	H	0	1	1	0
H	G	H	H	H	1	0	0	1

State-assigned table for the serial adder

Present state	Next state				Output			
	ab =00	01	10	11	00	01	10	11
y	Y				s			
0	0	0	0	1				
1	0	1	1	1				

[Figure 6.41 & 6.42 from the textbook]

State table for the serial adder FSM

Present state	Next state				Output s			
	ab =00	01	10	11	00	01	10	11
G	G	G	G	H	0	1	1	0
H	G	H	H	H	1	0	0	1

State-assigned table for the serial adder

Present state	Next state				Output			
	ab =00	01	10	11	00	01	10	11
y	Y				s			
0	0	0	0	1	0	1	1	0
1	0	1	1	1	1	0	0	1

[Figure 6.41 & 6.42 from the textbook]

Derivation of Y and s

Present state	Next state				Output			
	ab =00	01	10	11	00	01	10	11
y	*Y*				*s*			
0	0	0	0	1	0	1	1	0
1	0	1	1	1	1	0	0	1

Derivation of Y and s

Present state	Next state				Output			
	ab =00	01	10	11	00	01	10	11
y	*Y*				*s*			
0	0	0	0	1	0	1	1	0
1	0	1	1	1	1	0	0	1

y	*a*	*b*	*Y*	*s*
0	0	0		
0	0	1		
0	1	0		
0	1	1		
1	0	0		
1	0	1		
1	1	0		
1	1	1		

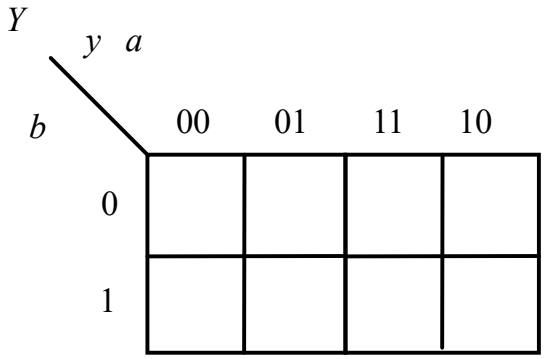
Derivation of Y and s

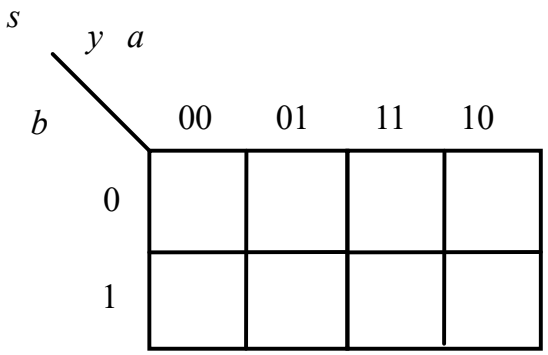
Present state	Next state				Output			
	ab =00	01	10	11	00	01	10	11
y	*Y*				*s*			
0	0	0	0	1	0	1	1	0
1	0	1	1	1	1	0	0	1

y	*a*	*b*	*Y*	*s*
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

Derivation of Y and s

Present state	Next state				Output			
	ab =00	01	10	11	00	01	10	11
y	*Y*				*s*			
0	0	0	0	1	0	1	1	0
1	0	1	1	1	1	0	0	1



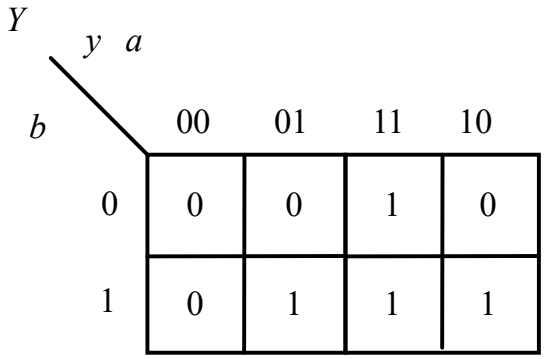


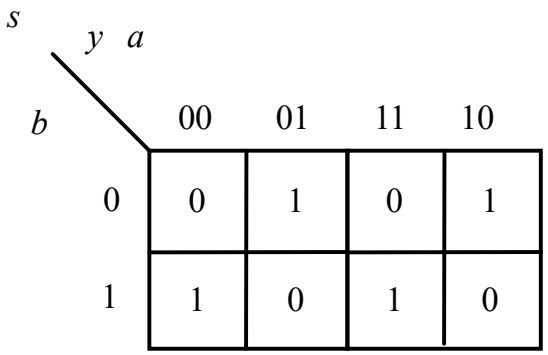
y	*a*	*b*	*Y*	*s*
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

Derivation of Y and s

Present state	Next state				Output			
	ab =00	01	10	11	00	01	10	11
y	*Y*				*s*			
0	0	0	0	1	0	1	1	0
1	0	1	1	1	1	0	0	1

y	*a*	*b*	*Y*	*s*
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

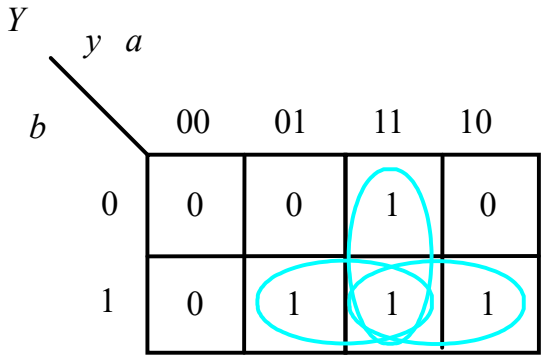


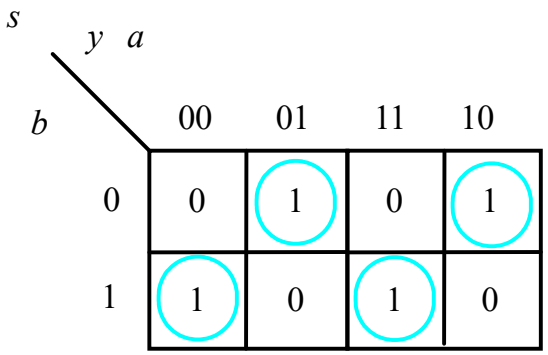


Derivation of Y and s

Present state	Next state				Output			
	ab =00	01	10	11	00	01	10	11
y	*Y*				*s*			
0	0	0	0	1	0	1	1	0
1	0	1	1	1	1	0	0	1

y	*a*	*b*	*Y*	*s*
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

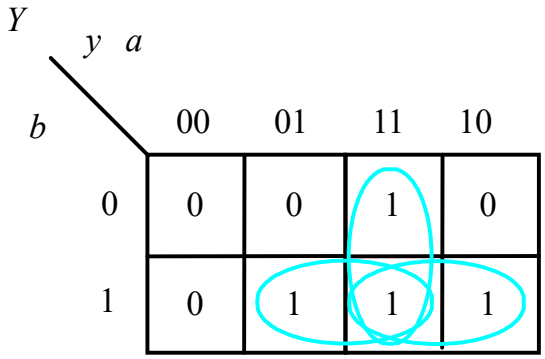


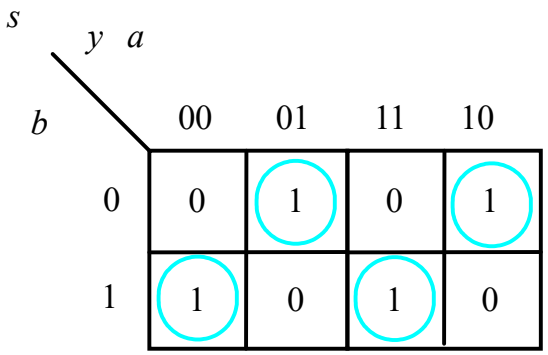


Derivation of Y and s

Present state	Next state				Output			
	ab =00	01	10	11	00	01	10	11
y	*Y*				*s*			
0	0	0	0	1	0	1	1	0
1	0	1	1	1	1	0	0	1

y	*a*	*b*	*Y*	*s*
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

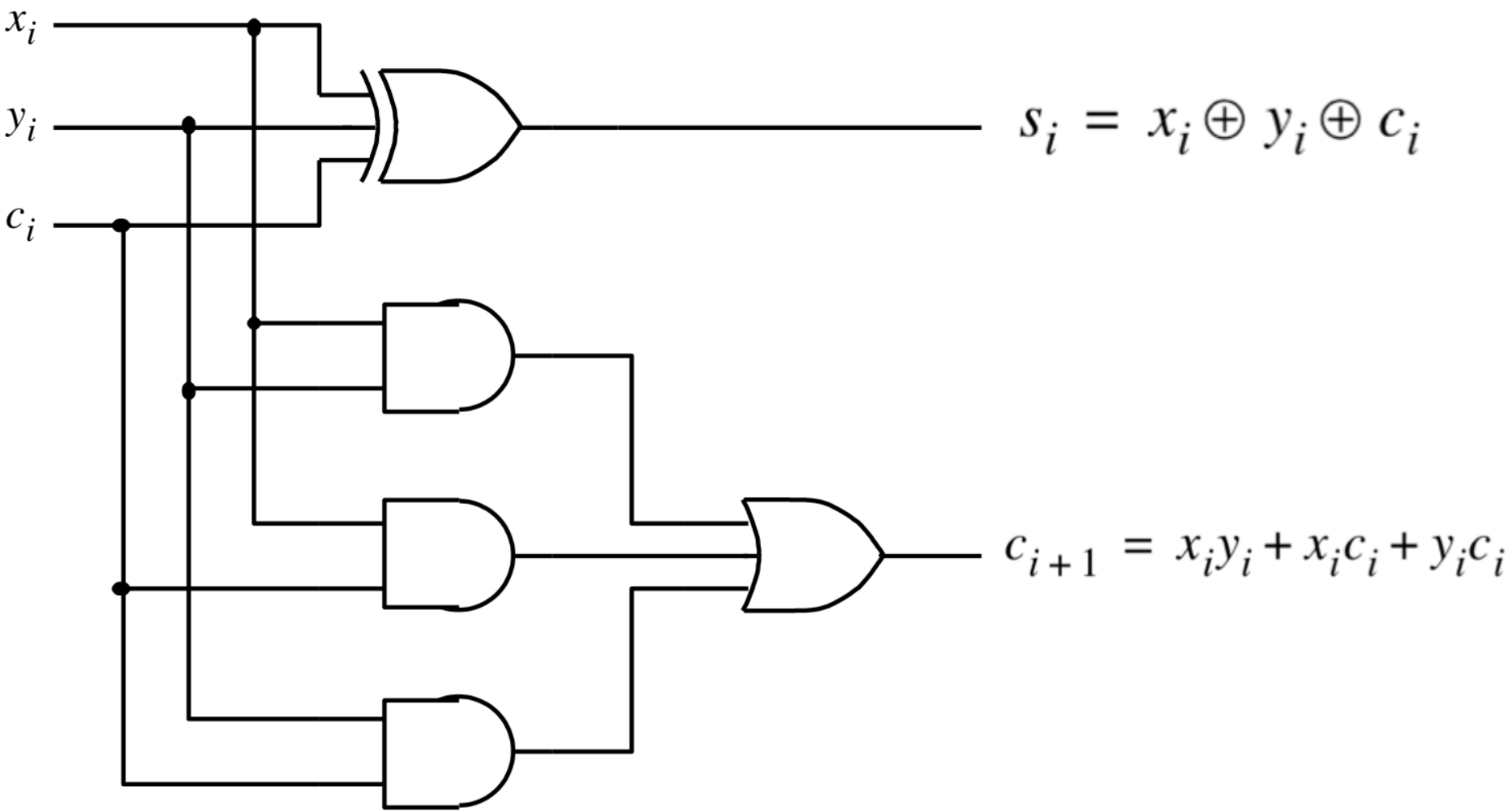




Y = ab + ay + by

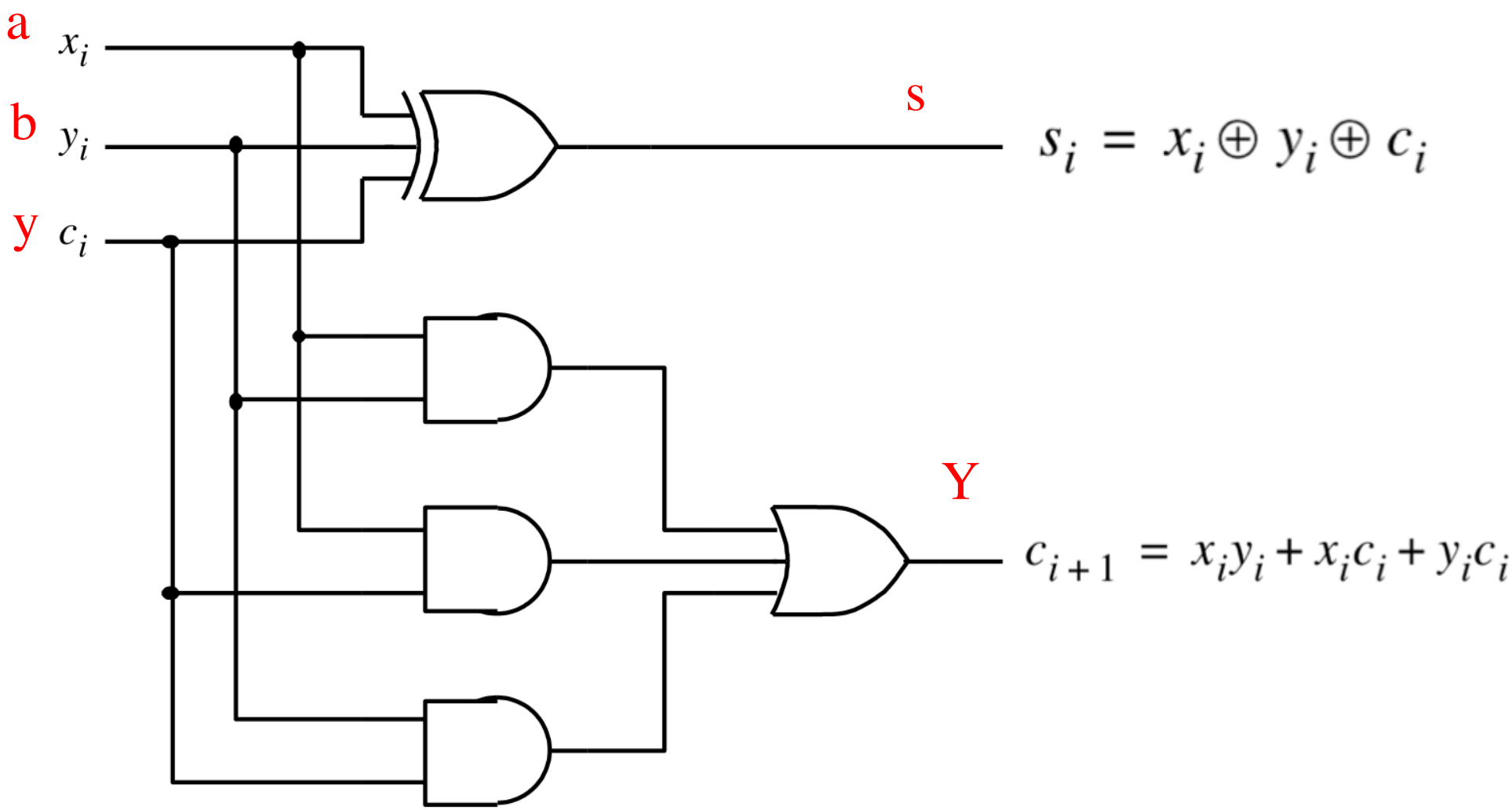
s = XOR(XOR(a, b), y)

The circuit for the two expressions



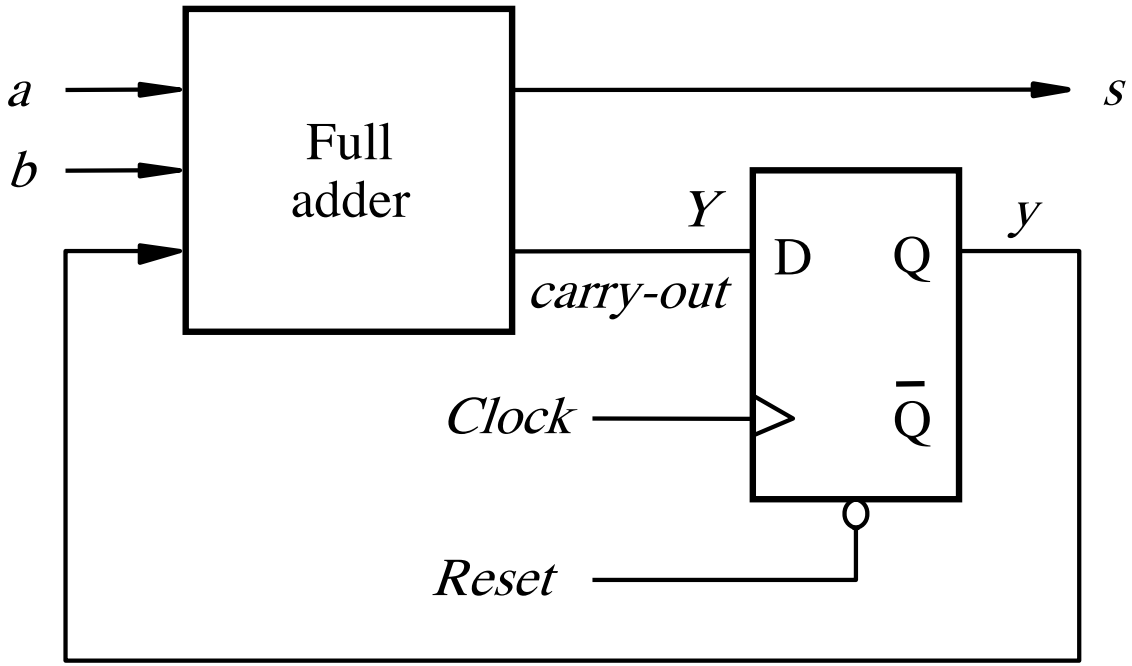
[Figure 3.3c from the textbook]

The circuit for the two expressions



[Figure 3.3c from the textbook]

Circuit for the serial adder FSM



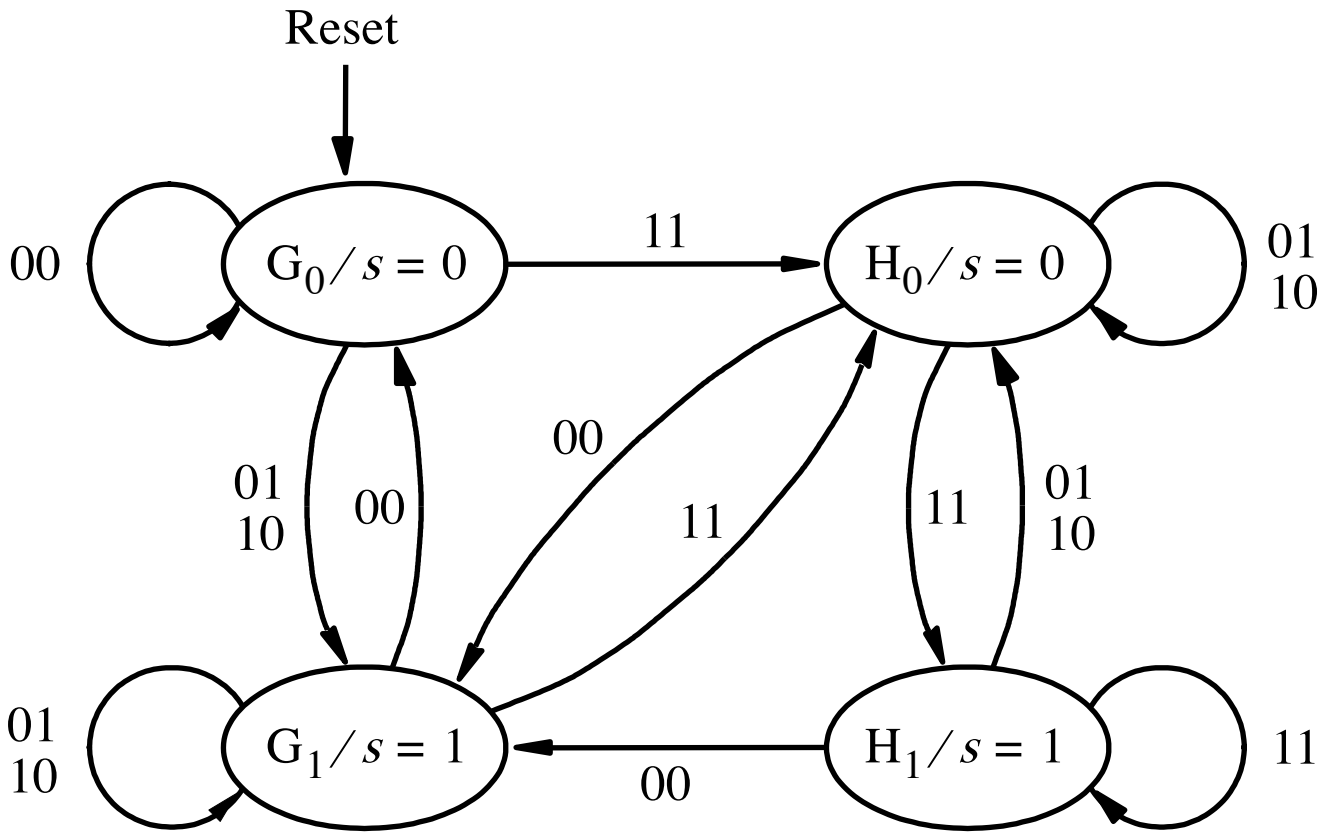
$$Y = ab + ay + by \qquad \text{(carry bit from FA)}$$

$$s = XOR(XOR(a, b),\ y) \qquad \text{(sum bit from FA)}$$

[Figure 6.43 from the textbook]

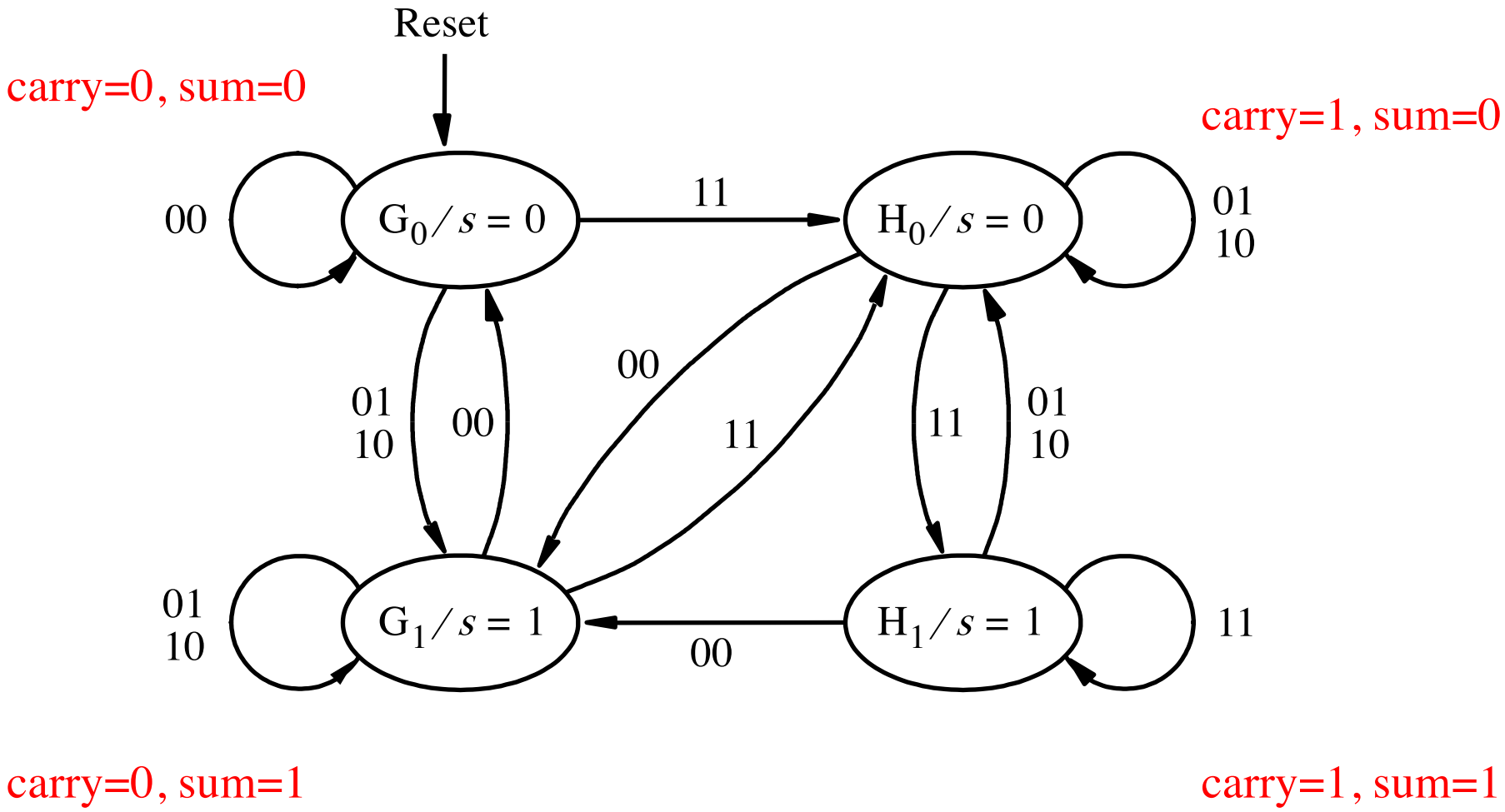
Moore Machine Implementation

State diagram for the Moore-type serial adder FSM



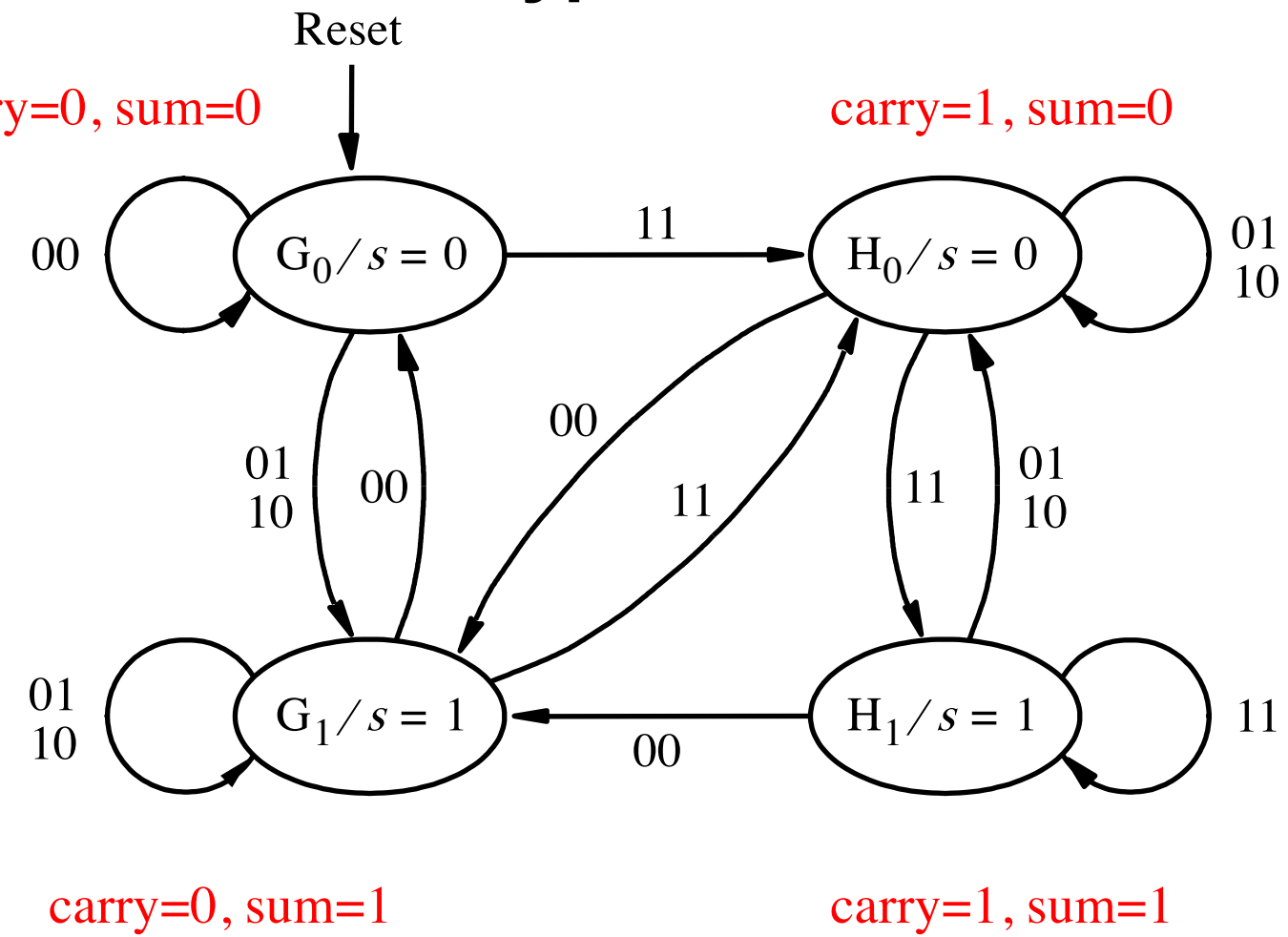
[Figure 6.44 from the textbook]

State diagram for the Moore-type serial adder FSM



[Figure 6.44 from the textbook]

State diagram for the Moore-type serial adder FSM

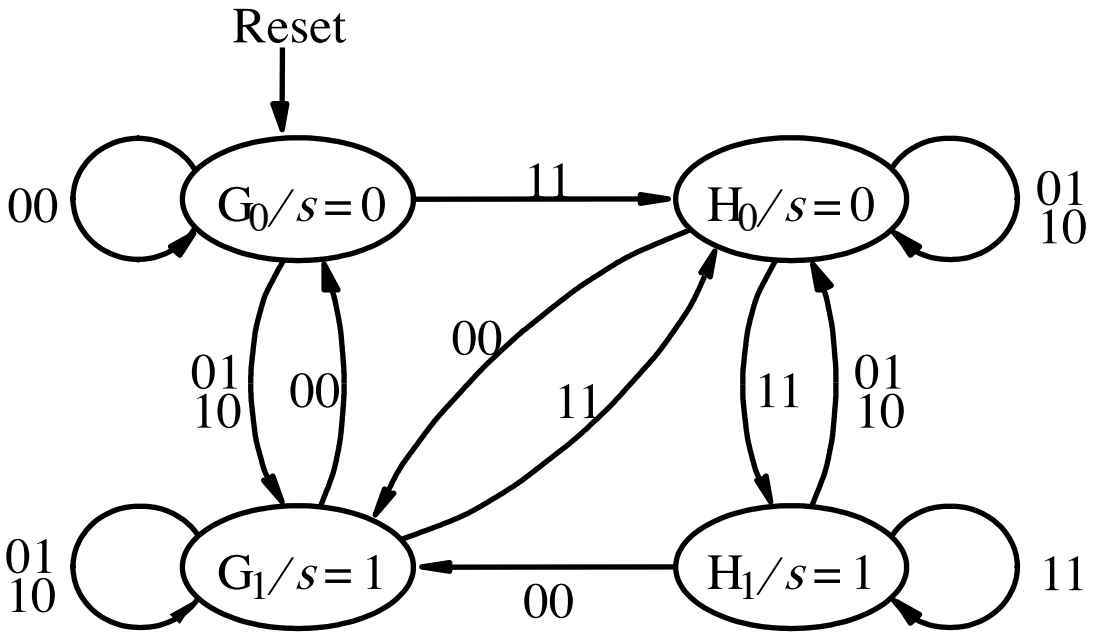


c_i	x_i	y_i	c_{i+1}	s_i
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

[Figure 6.44 from the textbook]

State table for the Moore-type serial adder FSM

Present state	Next state				Output
	ab =00	01	10	11	*s*
G_0	G_0	G_1	G_1	H_0	0
G_1	G_0	G_1	G_1	H_0	1
H_0	G_1	H_0	H_0	H_1	0
H_1	G_1	H_0	H_0	H_1	1



[Figure 6.45 from the textbook]

State table for the Moore-type serial adder FSM

Present state	Next state				Output
	ab =00	01	10	11	*s*
G_0	G_0	G_1	G_1	H_0	0
G_1	G_0	G_1	G_1	H_0	1
H_0	G_1	H_0	H_0	H_1	0
H_1	G_1	H_0	H_0	H_1	1

[Figure 6.45 from the textbook]

State table for the Moore-type serial adder FSM

Present state	Next state				Output
	ab =00	01	10	11	s
G_0	G_0	G_1	G_1	H_0	0
G_1	G_0	G_1	G_1	H_0	1
H_0	G_1	H_0	H_0	H_1	0
H_1	G_1	H_0	H_0	H_1	1

Present state y_2y_1	Next state				Output
	ab =00	01	10	11	s
	Y_2Y_1				
00					
01					
10					
11					

[Figure 6.45 & 6.46 from the textbook]

State table for the Moore-type serial adder FSM

Present state	Next state				Output
	ab =00	01	10	11	s
G_0	G_0	G_1	G_1	H_0	0
G_1	G_0	G_1	G_1	H_0	1
H_0	G_1	H_0	H_0	H_1	0
H_1	G_1	H_0	H_0	H_1	1

Present state y_2y_1	Next state				Output
	ab =00	01	10	11	s
	Y_2Y_1				
00	0 0	01	0 1	10	0
01	0 0	01	0 1	10	1
10	0 1	10	1 0	11	0
11	0 1	10	1 0	11	1

[Figure 6.45 & 6.46 from the textbook]

State-assigned table for the Moore-type serial adder FSM

Present state y_2y_1	Next state Y_2Y_1				Output s
	ab =00	01	10	11	
00	0 0	01	0 1	10	0
01	0 0	01	0 1	10	1
10	0 1	10	1 0	11	0
11	0 1	10	1 0	11	1

[Figure 6.46 from the textbook]

Deriving Y1, Y2, and s

Present state y_2y_1	Next state Y_2Y_1				Output s
	ab =00	01	10	11	
00	0 0	01	0 1	10	0
01	0 0	01	0 1	10	1
10	0 1	10	1 0	11	0
11	0 1	10	1 0	11	1

y_2	y_1	a	b	Y_1	Y_2
0	0	0	0		
0	0	0	1		
0	0	1	0		
0	0	1	1		
0	1	0	0		
0	1	0	1		
0	1	1	0		
0	1	1	1		
1	0	0	0		
1	0	0	1		
1	0	1	0		
1	0	1	1		
1	1	0	0		
1	1	0	1		
1	1	1	0		
1	1	1	1		

Deriving Y_1

Present state y_2y_1	Next state Y_1 (*ab* = 00	01	10	11)	Output *s*
00	0	1	1	0	0
01	0	1	1	0	1
10	1	0	0	1	0
11	1	0	0	1	1

y_2	y_1	a	b	Y_1	Y_2
0	0	0	0		
0	0	0	1		
0	0	1	0		
0	0	1	1		
0	1	0	0		
0	1	0	1		
0	1	1	0		
0	1	1	1		
1	0	0	0		
1	0	0	1		
1	0	1	0		
1	0	1	1		
1	1	0	0		
1	1	0	1		
1	1	1	0		
1	1	1	1		

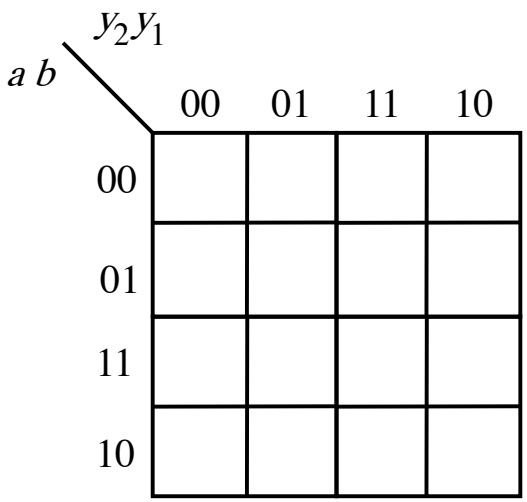
Deriving Y_1

Present state y_2y_1	Next state Y_1 (*ab* = 00	01	10	11)	Output *s*
00	0	1	1	0	0
01	0	1	1	0	1
10	1	0	0	1	0
11	1	0	0	1	1

y_2	y_1	a	b	Y_1	Y_2
0	0	0	0	0	
0	0	0	1	1	
0	0	1	0	1	
0	0	1	1	0	
0	1	0	0	0	
0	1	0	1	1	
0	1	1	0	1	
0	1	1	1	0	
1	0	0	0	1	
1	0	0	1	0	
1	0	1	0	0	
1	0	1	1	1	
1	1	0	0	1	
1	1	0	1	0	
1	1	1	0	0	
1	1	1	1	1	

Deriving Y_1

Present state y_2y_1	Next state ab = 00	01	10	11	Output s
	Y_1				
00	0	1	1	0	0
01	0	1	1	0	1
10	1	0	0	1	0
11	1	0	0	1	1



y_2	y_1	a	b	Y_1	Y_2
0	0	0	0	0	
0	0	0	1	1	
0	0	1	0	1	
0	0	1	1	0	
0	1	0	0	0	
0	1	0	1	1	
0	1	1	0	1	
0	1	1	1	0	
1	0	0	0	1	
1	0	0	1	0	
1	0	1	0	0	
1	0	1	1	1	
1	1	0	0	1	
1	1	0	1	0	
1	1	1	0	0	
1	1	1	1	1	

Deriving Y_1

Present state y_2y_1	Next state ab = 00	01	10	11	Output s
	Y_1				
00	0	1	1	0	0
01	0	1	1	0	1
10	1	0	0	1	0
11	1	0	0	1	1

$a\,b$ \ y_2y_1	00	01	11	10
00	0	0	1	1
01	1	1	0	0
11	0	0	1	1
10	1	1	0	0

y_2	y_1	a	b	Y_1	Y_2
0	0	0	0	0	
0	0	0	1	1	
0	0	1	0	1	
0	0	1	1	0	
0	1	0	0	0	
0	1	0	1	1	
0	1	1	0	1	
0	1	1	1	0	
1	0	0	0	1	
1	0	0	1	0	
1	0	1	0	0	
1	0	1	1	1	
1	1	0	0	1	
1	1	0	1	0	
1	1	1	0	0	
1	1	1	1	1	

Deriving Y_1

Present state y_2y_1	Next state ab = 00	01	10	11	Output s
	Y_1				
00	0	1	1	0	0
01	0	1	1	0	1
10	1	0	0	1	0
11	1	0	0	1	1

$a\,b$ \ y_2y_1	00	01	11	10
00	0	0	1	1
01	1	1	0	0
11	0	0	1	1
10	1	1	0	0

$$Y_1 = a \oplus b \oplus y_2$$

y_2	y_1	a	b	Y_1	Y_2
0	0	0	0	0	
0	0	0	1	1	
0	0	1	0	1	
0	0	1	1	0	
0	1	0	0	0	
0	1	0	1	1	
0	1	1	0	1	
0	1	1	1	0	
1	0	0	0	1	
1	0	0	1	0	
1	0	1	0	0	
1	0	1	1	1	
1	1	0	0	1	
1	1	0	1	0	
1	1	1	0	0	
1	1	1	1	1	

Deriving Y_2

Present state y_2y_1	Next state ab = 00	01	10	11	Output s
	Y_2				
00	0	0	0	1	0
01	0	0	0	1	1
10	0	1	1	1	0
11	0	1	1	1	1

y_2	y_1	a	b	Y_1	Y_2
0	0	0	0	0	
0	0	0	1	1	
0	0	1	0	1	
0	0	1	1	0	
0	1	0	0	0	
0	1	0	1	1	
0	1	1	0	1	
0	1	1	1	0	
1	0	0	0	1	
1	0	0	1	0	
1	0	1	0	0	
1	0	1	1	1	
1	1	0	0	1	
1	1	0	1	0	
1	1	1	0	0	
1	1	1	1	1	

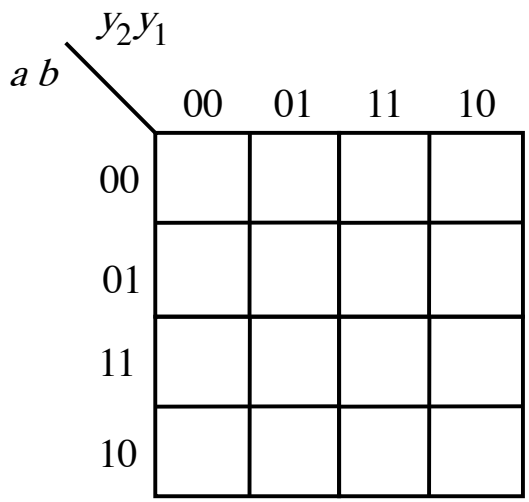
Deriving Y_2

Present state y_2y_1	Next state Y_2				Output s
	ab =00	01	10	11	
00	0	0	0	1	0
01	0	0	0	1	1
10	0	1	1	1	0
11	0	1	1	1	1

y_2	y_1	a	b	Y_1	Y_2
0	0	0	0	0	0
0	0	0	1	1	0
0	0	1	0	1	0
0	0	1	1	0	1
0	1	0	0	0	0
0	1	0	1	1	0
0	1	1	0	1	0
0	1	1	1	0	1
1	0	0	0	1	0
1	0	0	1	0	1
1	0	1	0	0	1
1	0	1	1	1	1
1	1	0	0	1	0
1	1	0	1	0	1
1	1	1	0	0	1
1	1	1	1	1	1

Deriving Y_2

Present state y_2y_1	Next state ab = 00	01	10	11	Output s
	Y_2				
00	0	0	0	1	0
01	0	0	0	1	1
10	0	1	1	1	0
11	0	1	1	1	1



y_2	y_1	a	b	Y_1	Y_2
0	0	0	0	0	0
0	0	0	1	1	0
0	0	1	0	1	0
0	0	1	1	0	1
0	1	0	0	0	0
0	1	0	1	1	0
0	1	1	0	1	0
0	1	1	1	0	1
1	0	0	0	1	0
1	0	0	1	0	1
1	0	1	0	0	1
1	0	1	1	1	1
1	1	0	0	1	0
1	1	0	1	0	1
1	1	1	0	0	1
1	1	1	1	1	1

Deriving Y_2

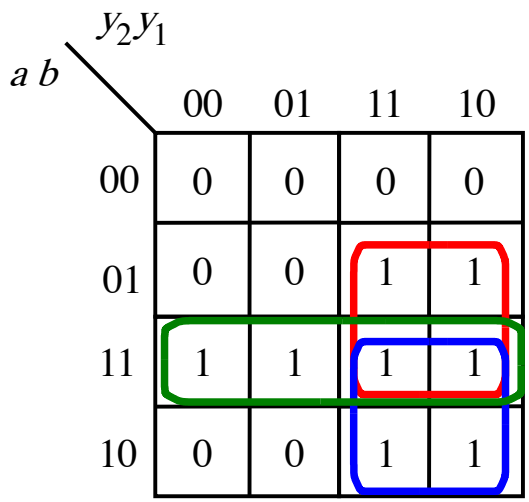
Present state y_2y_1	Next state Y_2 ab = 00	01	10	11	Output s
00	0	0	0	1	0
01	0	0	0	1	1
10	0	1	1	1	0
11	0	1	1	1	1

$a\ b$ \ y_2y_1	00	01	11	10
00	0	0	0	0
01	0	0	1	1
11	1	1	1	1
10	0	0	1	1

y_2	y_1	a	b	Y_1	Y_2
0	0	0	0	0	0
0	0	0	1	1	0
0	0	1	0	1	0
0	0	1	1	0	1
0	1	0	0	0	0
0	1	0	1	1	0
0	1	1	0	1	0
0	1	1	1	0	1
1	0	0	0	1	0
1	0	0	1	0	1
1	0	1	0	0	1
1	0	1	1	1	1
1	1	0	0	1	0
1	1	0	1	0	1
1	1	1	0	0	1
1	1	1	1	1	1

Deriving Y_2

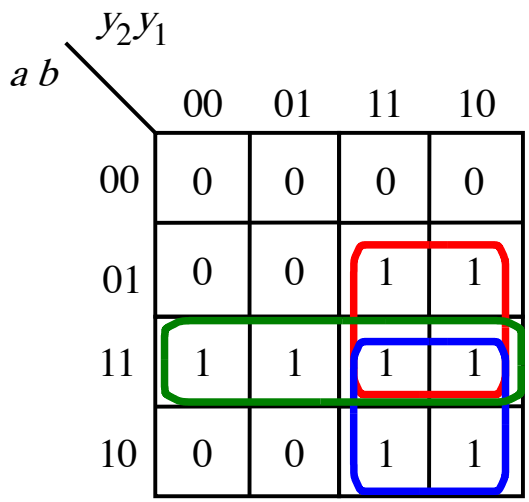
Present state y_2y_1	Next state Y_2 ab = 00	01	10	11	Output s
00	0	0	0	1	0
01	0	0	0	1	1
10	0	1	1	1	0
11	0	1	1	1	1



y_2	y_1	a	b	Y_1	Y_2
0	0	0	0	0	0
0	0	0	1	1	0
0	0	1	0	1	0
0	0	1	1	0	1
0	1	0	0	0	0
0	1	0	1	1	0
0	1	1	0	1	0
0	1	1	1	0	1
1	0	0	0	1	0
1	0	0	1	0	1
1	0	1	0	0	1
1	0	1	1	1	1
1	1	0	0	1	0
1	1	0	1	0	1
1	1	1	0	0	1
1	1	1	1	1	1

Deriving Y_2

Present state y_2y_1	Next state ab = 00	01	10	11	Output s
	Y_2				
00	0	0	0	1	0
01	0	0	0	1	1
10	0	1	1	1	0
11	0	1	1	1	1



$$Y_2 = ab + ay_2 + by_2$$

y_2	y_1	a	b	Y_1	Y_2
0	0	0	0	0	0
0	0	0	1	1	0
0	0	1	0	1	0
0	0	1	1	0	1
0	1	0	0	0	0
0	1	0	1	1	0
0	1	1	0	1	0
0	1	1	1	0	1
1	0	0	0	1	0
1	0	0	1	0	1
1	0	1	0	0	1
1	0	1	1	1	1
1	1	0	0	1	0
1	1	0	1	0	1
1	1	1	0	0	1
1	1	1	1	1	1

Deriving s

Present state y_2y_1	Next state Y_2Y_1				Output s
	ab =00	01	10	11	
00	0 0	01	0 1	10	0
01	0 0	01	0 1	10	1
10	0 1	10	1 0	11	0
11	0 1	10	1 0	11	1

y_2	y_1	s
0	0	
0	1	
1	0	
1	1	

Deriving s

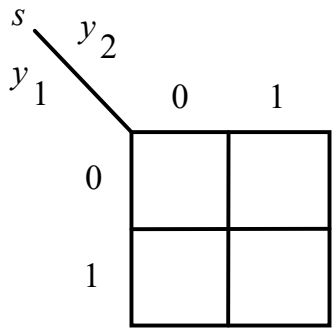
Present state y_2y_1	Next state				Output s
	ab =00	01	10	11	
	Y_2Y_1				
00	0 0	01	0 1	10	0
01	0 0	01	0 1	10	1
10	0 1	10	1 0	11	0
11	0 1	10	1 0	11	1

y_2	y_1	s
0	0	0
0	1	1
1	0	0
1	1	1

Deriving s

Present state y_2y_1	Next state Y_2Y_1				Output s
	ab =00	01	10	11	
00	0 0	01	0 1	10	0
01	0 0	01	0 1	10	1
10	0 1	10	1 0	11	0
11	0 1	10	1 0	11	1

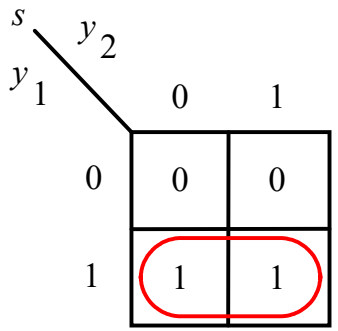
y_2	y_1	s
0	0	0
0	1	1
1	0	0
1	1	1



Deriving s

Present state y_2y_1	Next state Y_2Y_1				Output s
	ab =00	01	10	11	
00	0 0	01	0 1	10	0
01	0 0	01	0 1	10	1
10	0 1	10	1 0	11	0
11	0 1	10	1 0	11	1

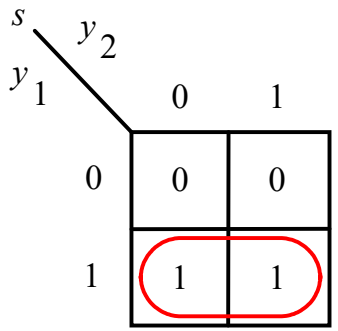
y_2	y_1	s
0	0	0
0	1	1
1	0	0
1	1	1



Deriving s

Present state y_2y_1	Next state Y_2Y_1				Output s
	ab =00	01	10	11	
00	0 0	01	0 1	10	0
01	0 0	01	0 1	10	1
10	0 1	10	1 0	11	0
11	0 1	10	1 0	11	1

y_2	y_1	s
0	0	0
0	1	1
1	0	0
1	1	1



$s = y_1$

State-assigned table for the Moore-type serial adder FSM

Present state y_2y_1	Next state Y_2Y_1				Output s
	ab =00	01	10	11	
00	0 0	01	0 1	10	0
01	0 0	01	0 1	10	1
10	0 1	10	1 0	11	0
11	0 1	10	1 0	11	1

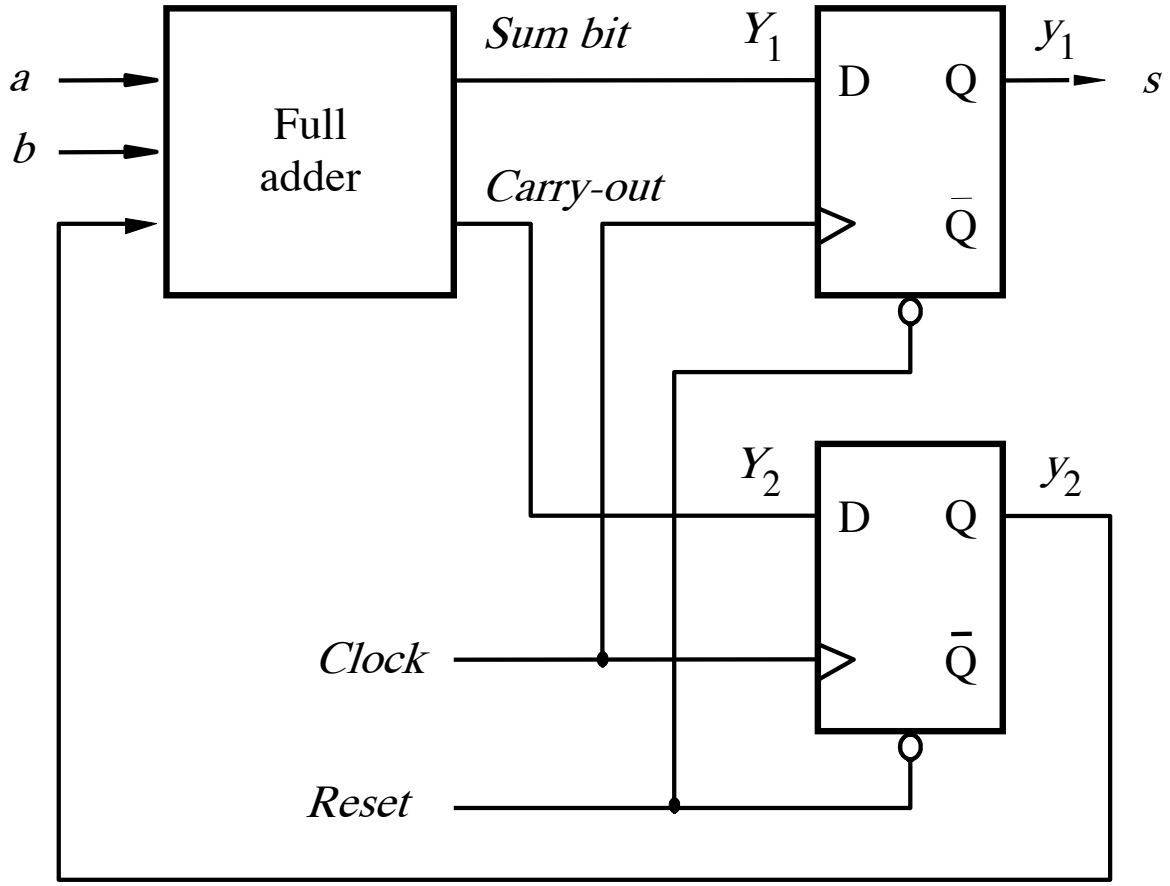
$$Y_1 = a \oplus b \oplus y_2$$

$$Y_2 = ab + ay_2 + by_2$$

$$s = y_1$$

[Figure 6.46 from the textbook]

Circuit for the Moore-type serial adder FSM



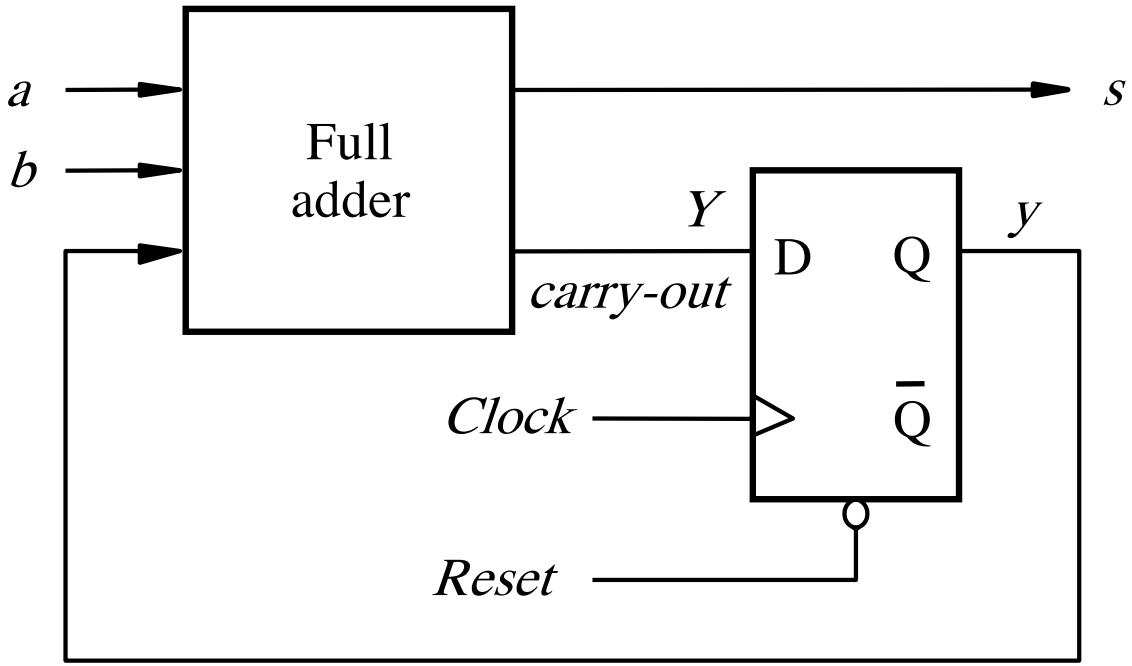
$$Y_1 = a \oplus b \oplus y_2 \qquad \text{(sum bit from FA)}$$

$$Y_2 = ab + ay_2 + by_2 \qquad \text{(carry bit from FA)}$$

$$s = y_1$$

[Figure 6.47 from the textbook]

Circuit for the Mealy-type serial adder FSM



$$s = \mathrm{XOR}(\mathrm{XOR}(a, b),\ y) \quad \text{(sum bit from FA)}$$

$$Y = ab + ay + by \quad \text{(carry bit from FA)}$$

[Figure 6.43 from the textbook]

Arbiter Circuit

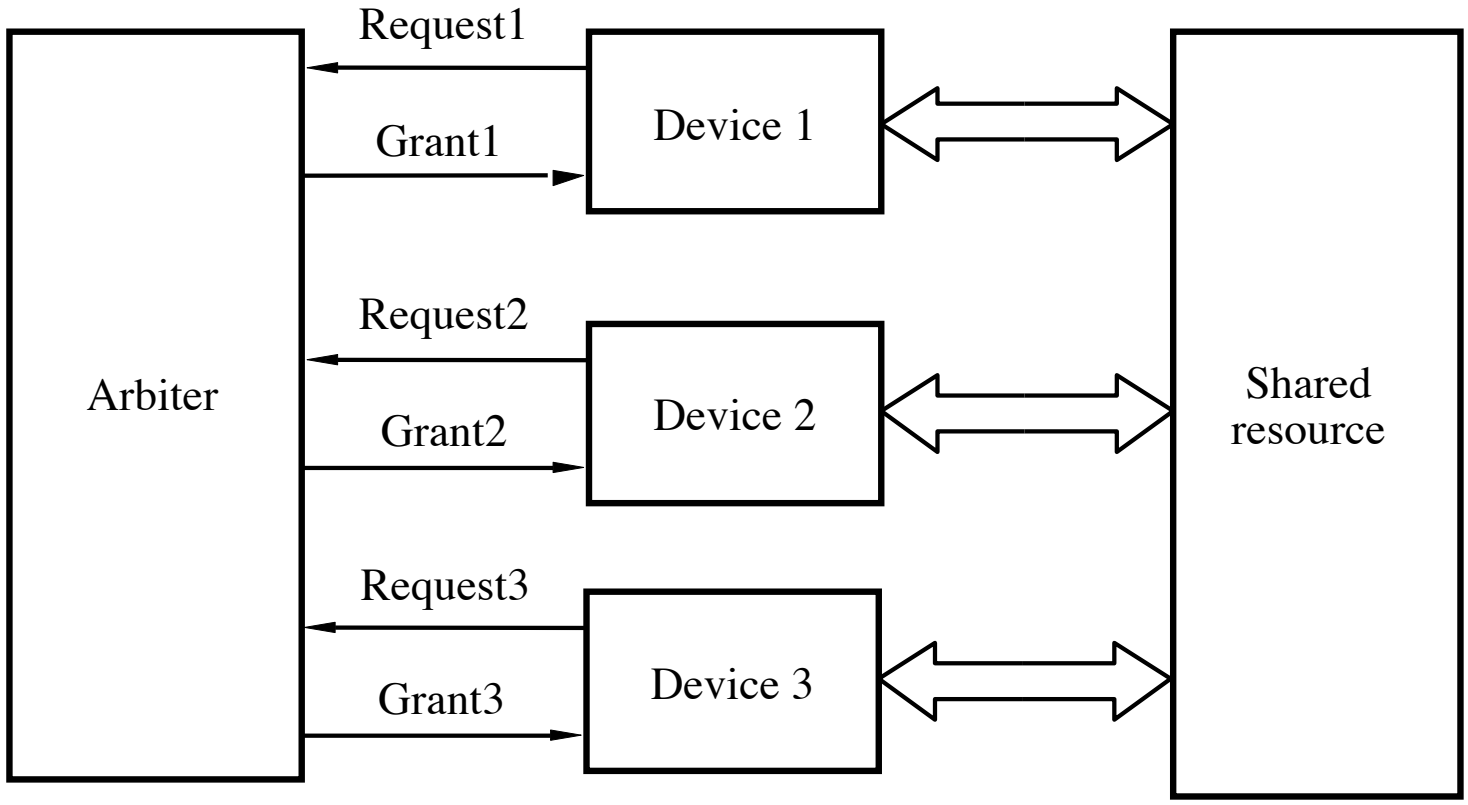
Goal

- **Design a machine that controls access by several devices to a shared resource.**
- **The resource can be used by only one device at a time.**
- **Any changes can occur only on the positive edge of the clock signal.**
- **Each device provides one input to the FSM, which is called a request.**
- **The FSM produces one output for each device, which is called a grant.**

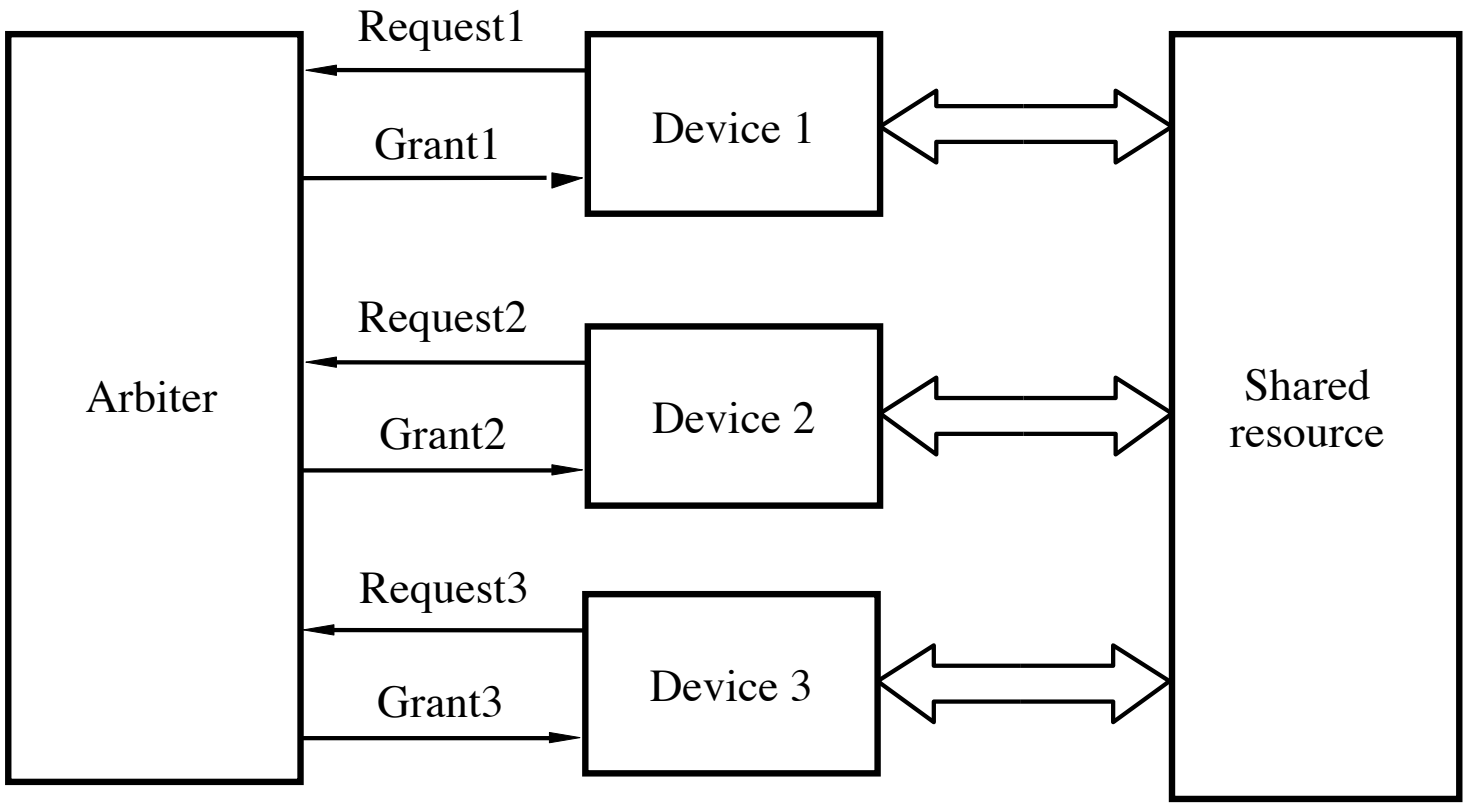
Goal

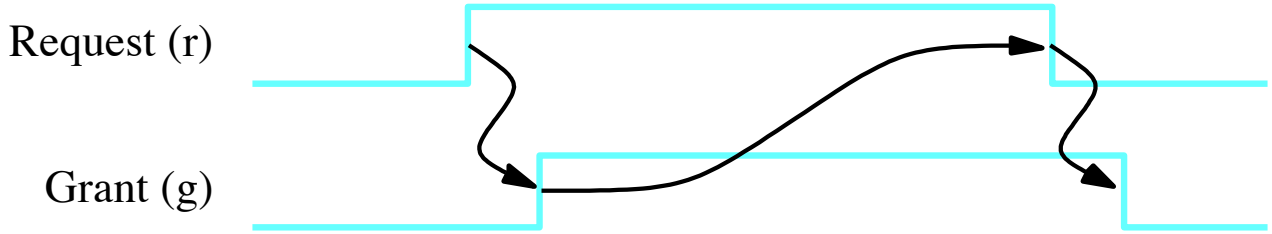
- **The requests from the devices are prioritized.**
- **If two requests are active at the same time, then only the device with the highest priority will be given access to the shared resource.**
- **After a device is done with the shared resource, it must make its request signal equal to 0.**
- **If there are no outstanding requests, then the FSM stays in an Idle state.**

Conceptual Diagram



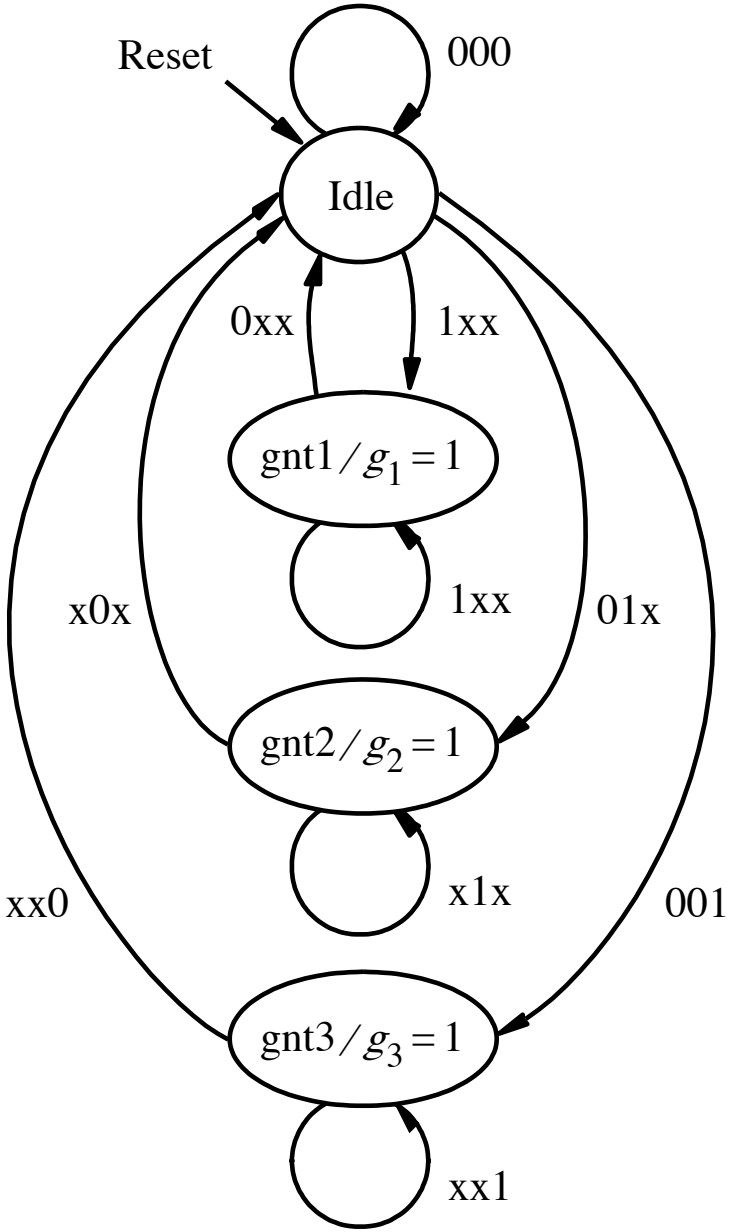
Conceptual Diagram





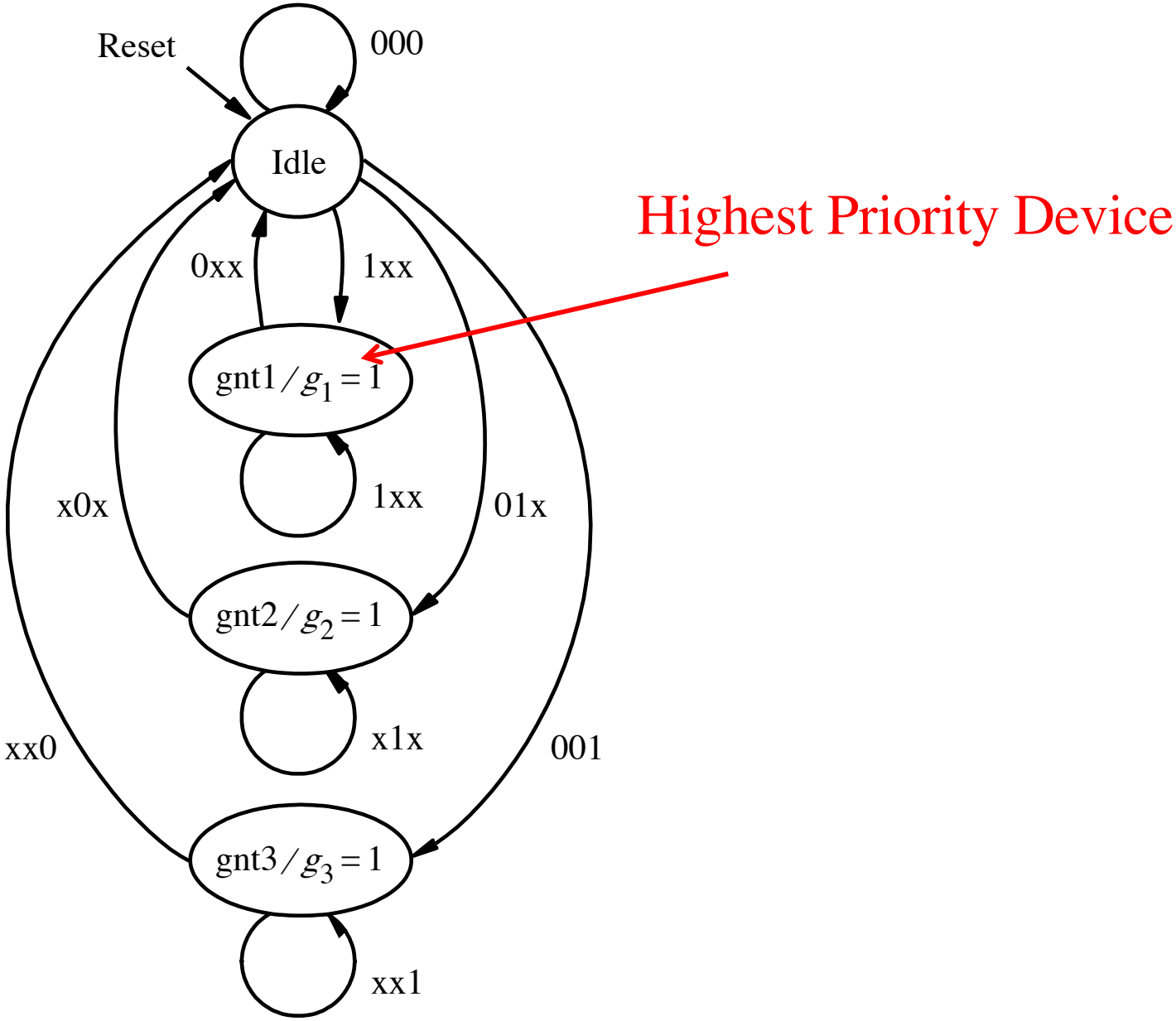
[Figure 9.20 from the textbook]

State diagram for the arbiter

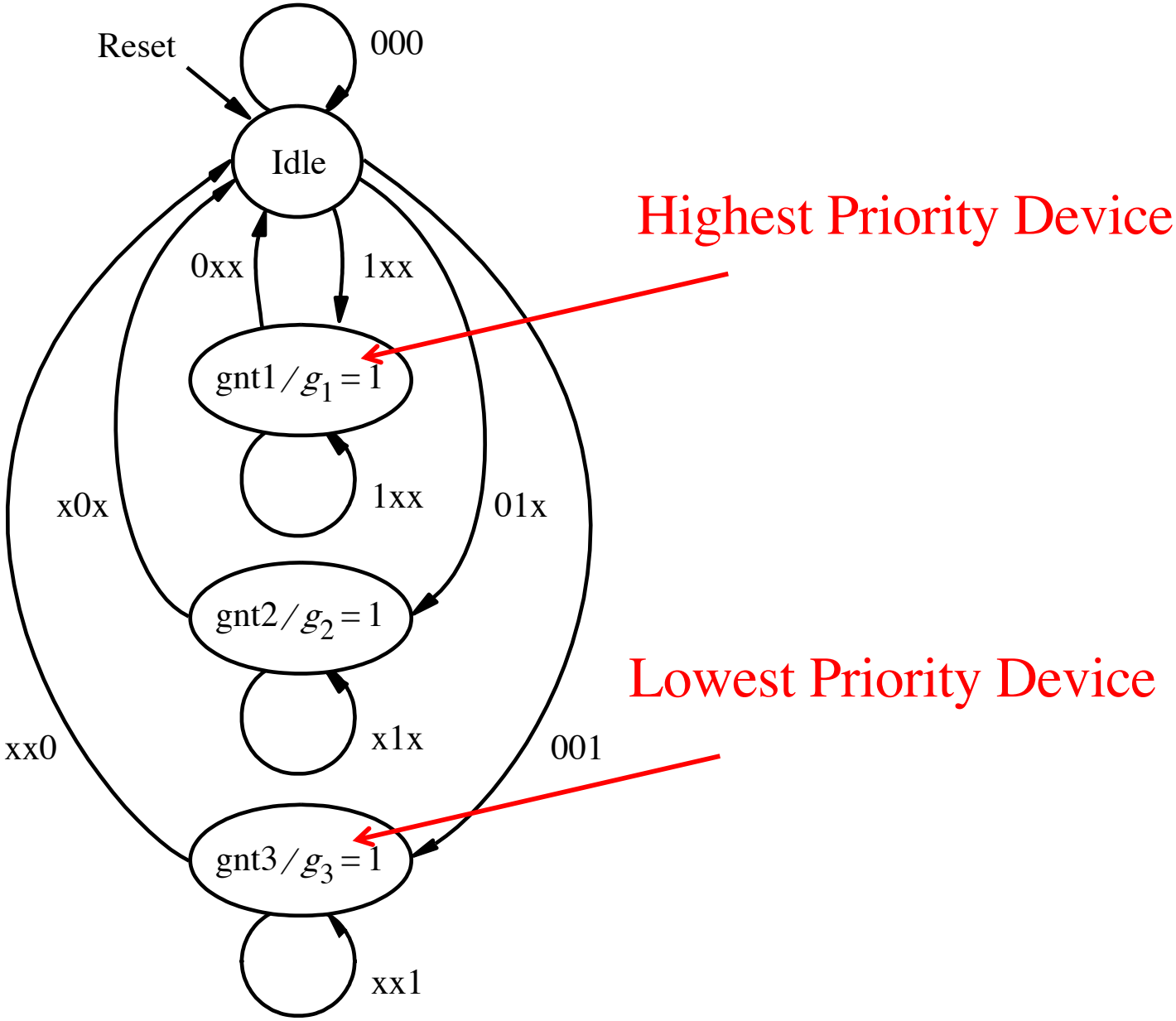


[Figure 6.72 from the textbook]

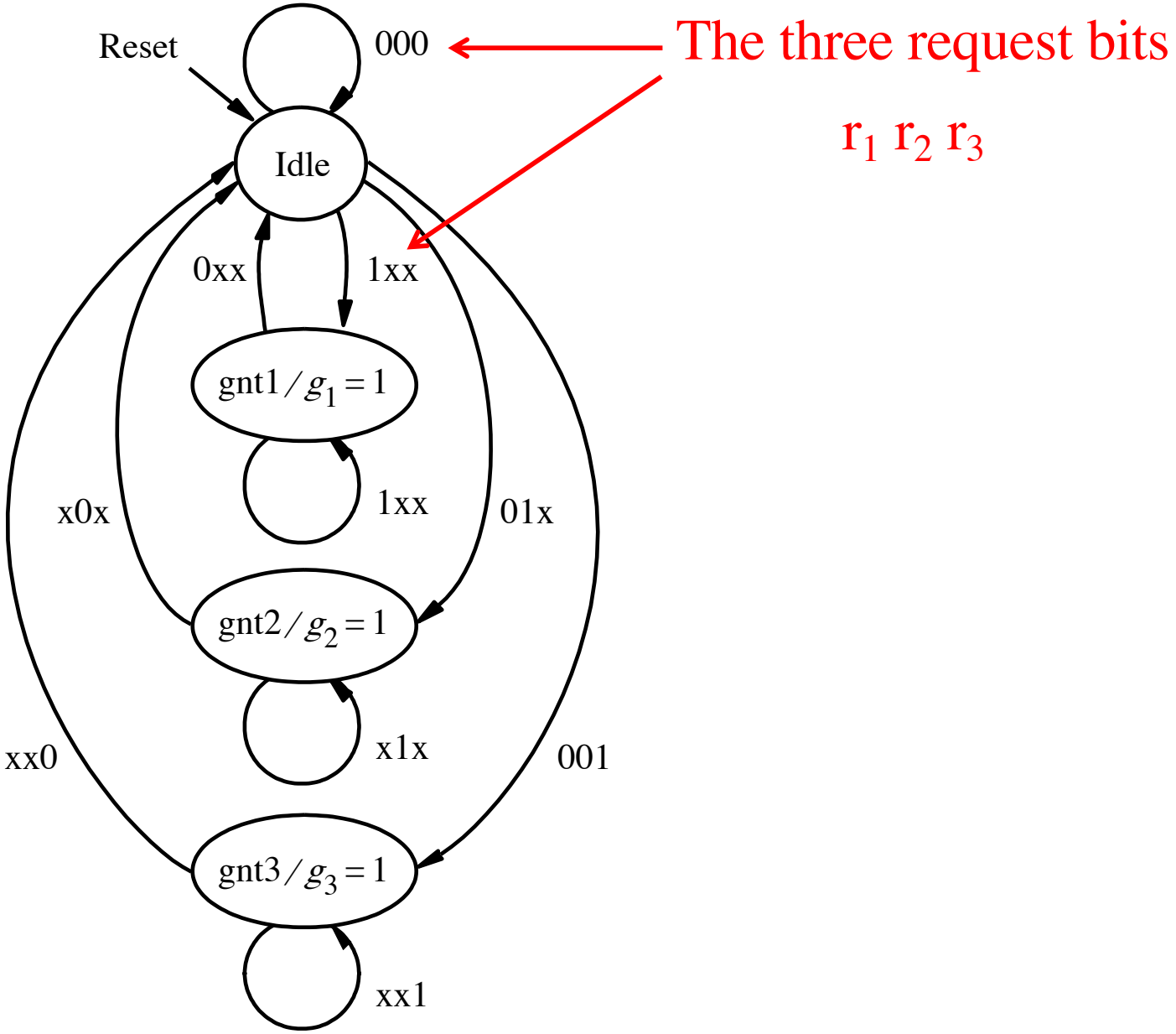
State diagram for the arbiter



State diagram for the arbiter

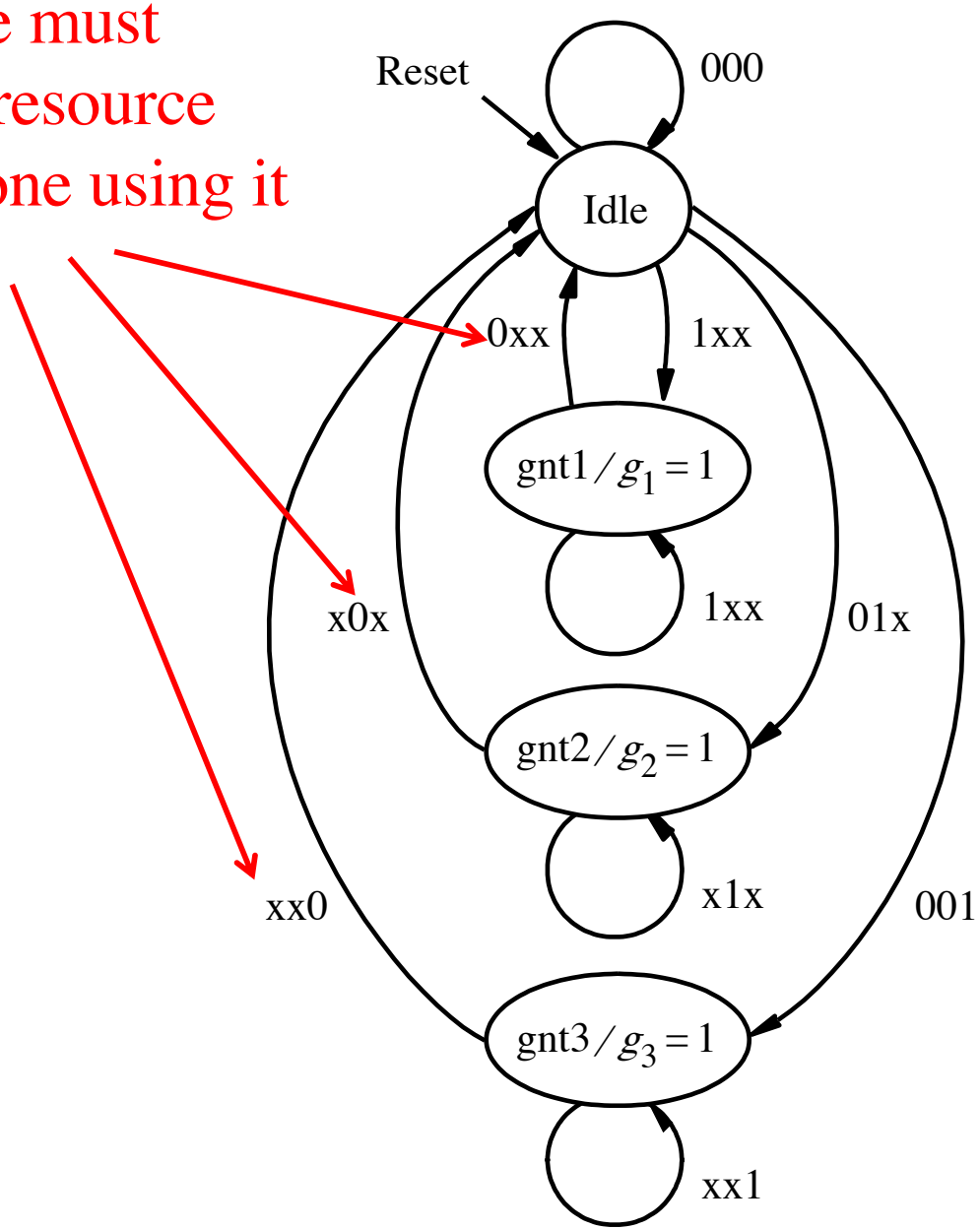


State diagram for the arbiter

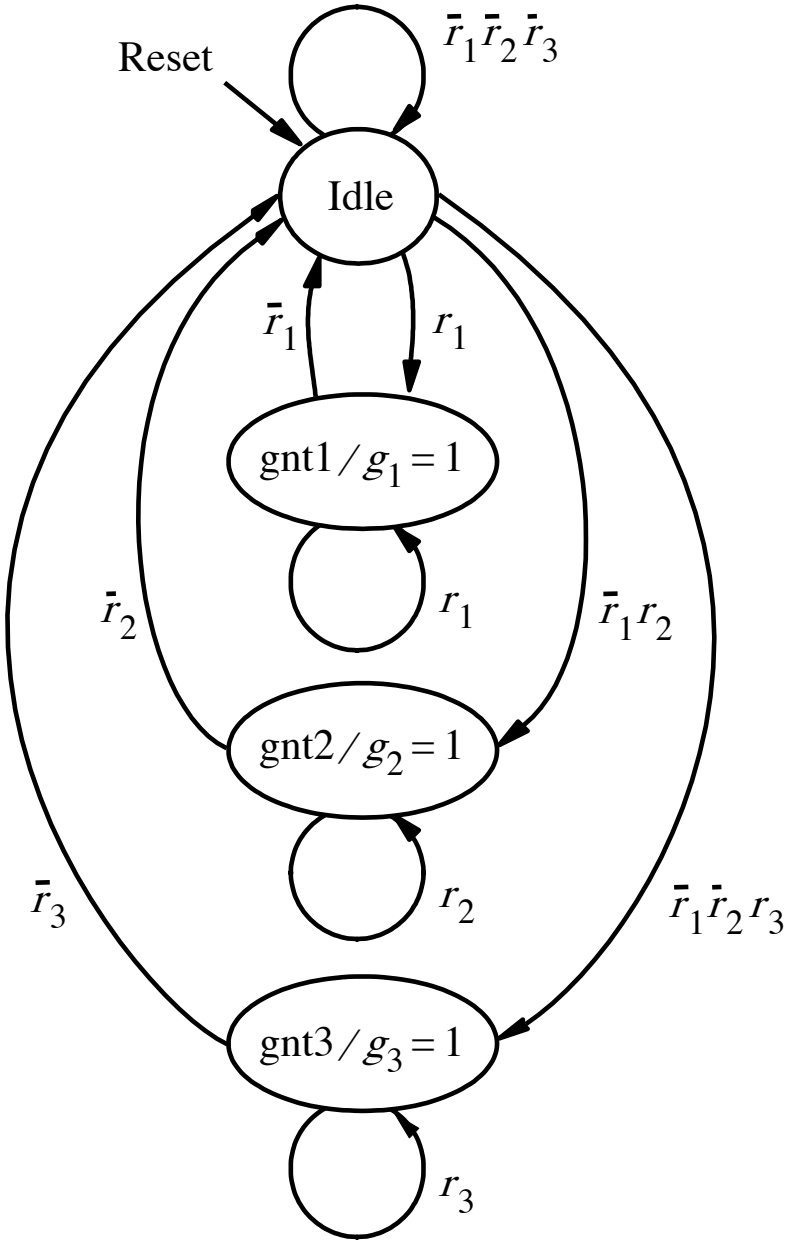


State diagram for the arbiter

Each device must release the resource after it is done using it



Alternative style of state diagram for the arbiter

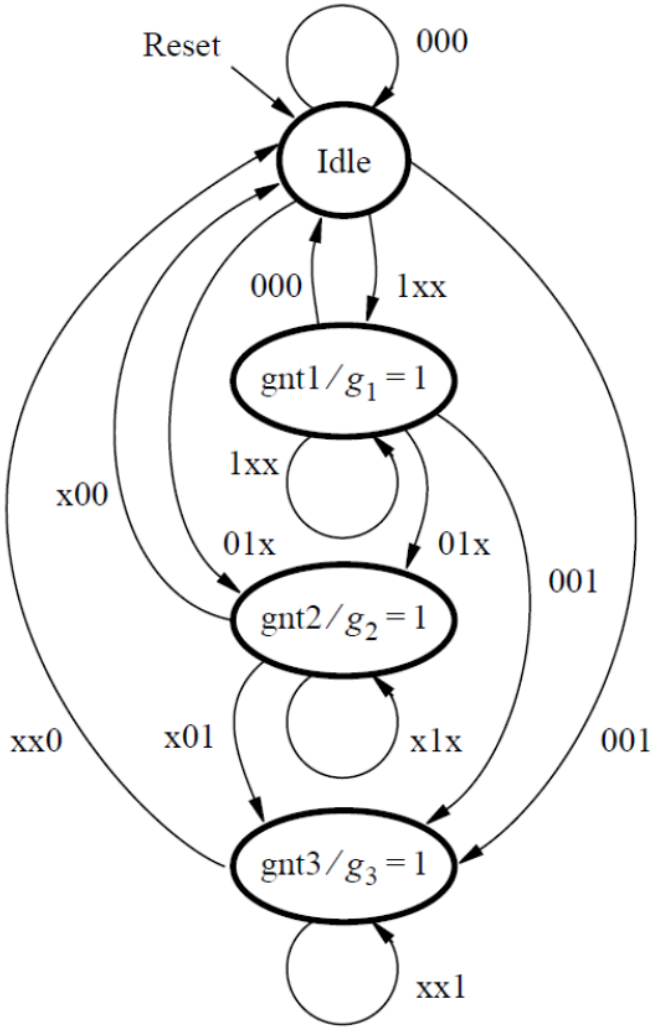


[Figure 6.73 from the textbook]

This design has one flaw:

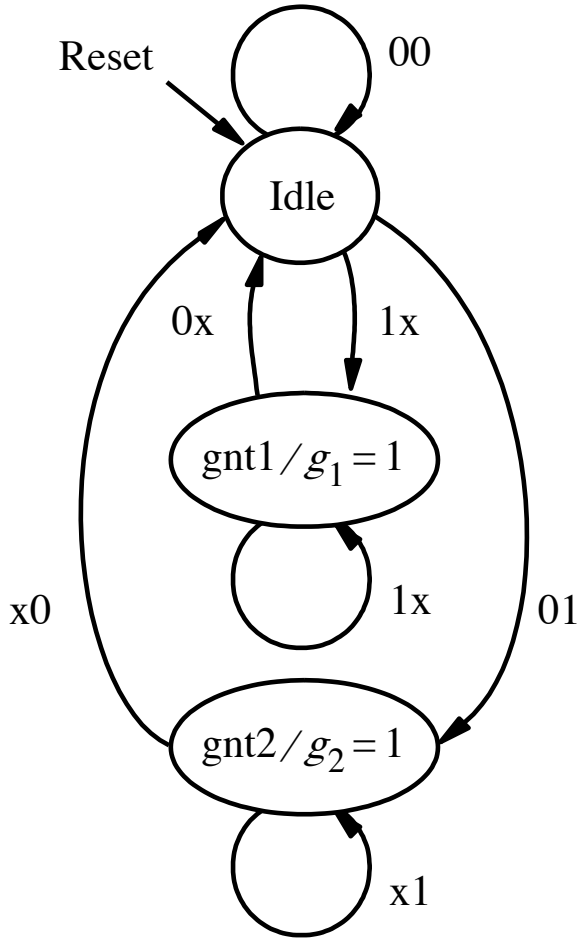
If device1 and device2 raise requests all the time, then device3 will never get serviced.

This state diagram solves this problem

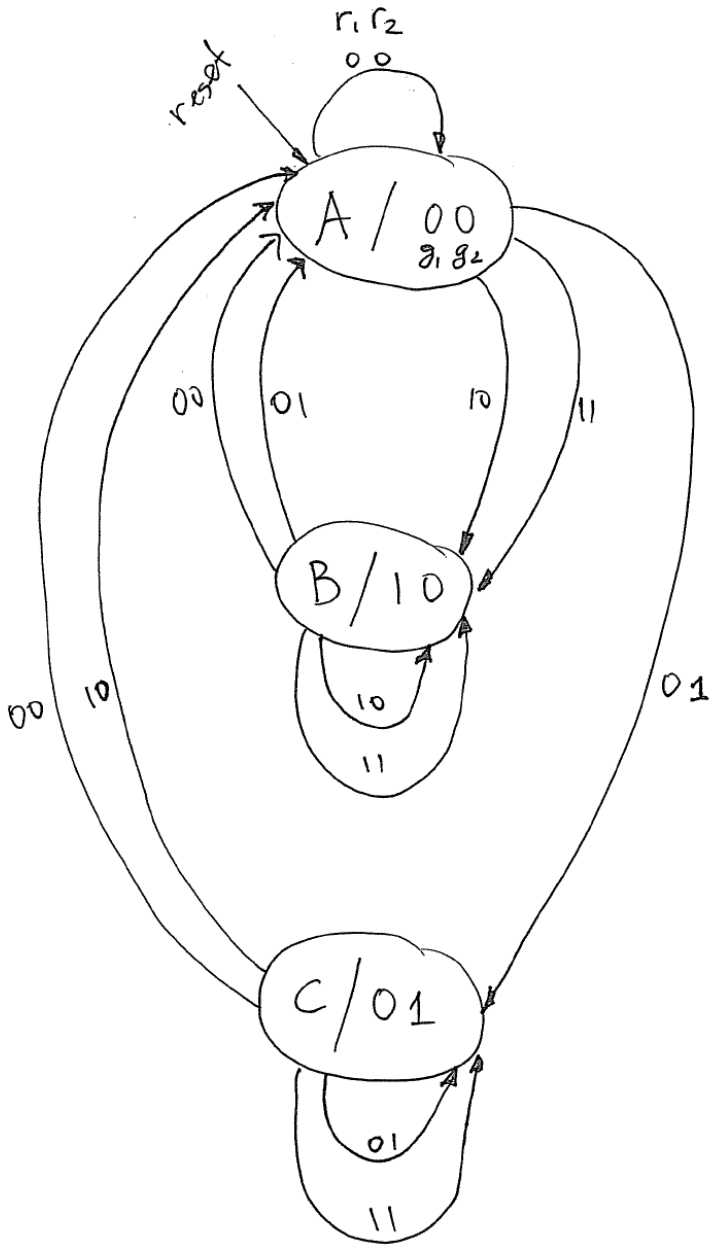


Let's look at a simpler example with only two devices that need to use the shared resource

State diagram for the simpler arbiter



State diagram for the arbiter circuit



State Table

	$r_1 r_2 =$ 00	01	10	11	Output
A	A	C	B	B	00
B	A	A	B	B	10
C	A	C	A	C	01

State-Assigned Table

	Present state $y_2\,y_1$	Next state $Y_2\,Y_1$				Output g_1g_2
		r_1r_2=00	01	10	11	
A	00	00	10	01	01	00
B	01	00	00	01	01	10
C	10	00	10	00	10	01
	11	dd	dd	dd	dd	dd

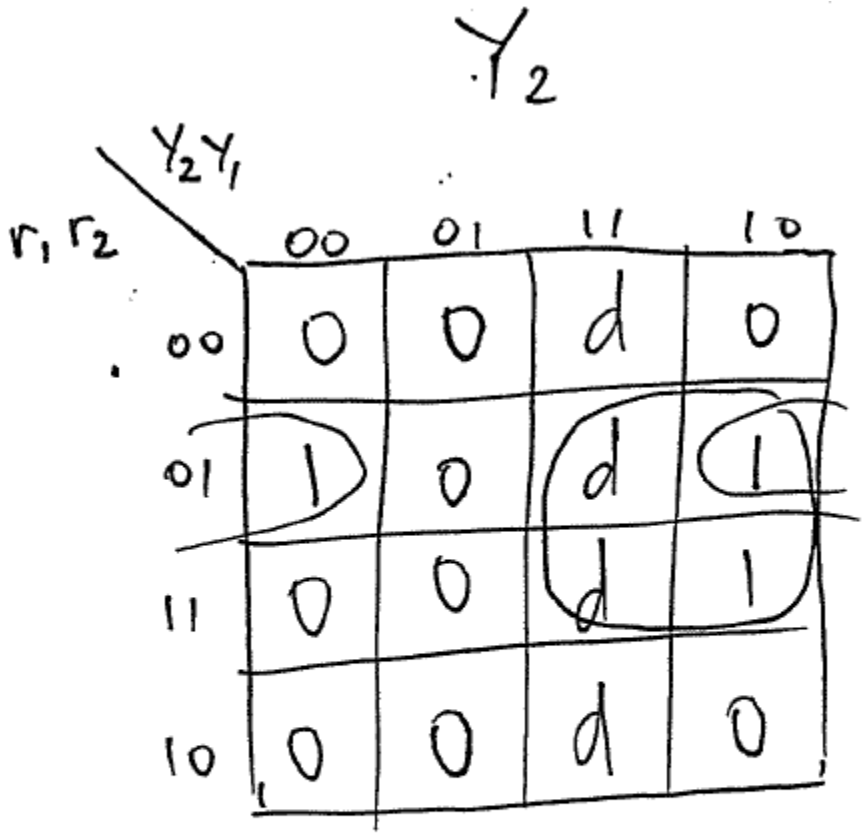
Output Expressions

Output expressions

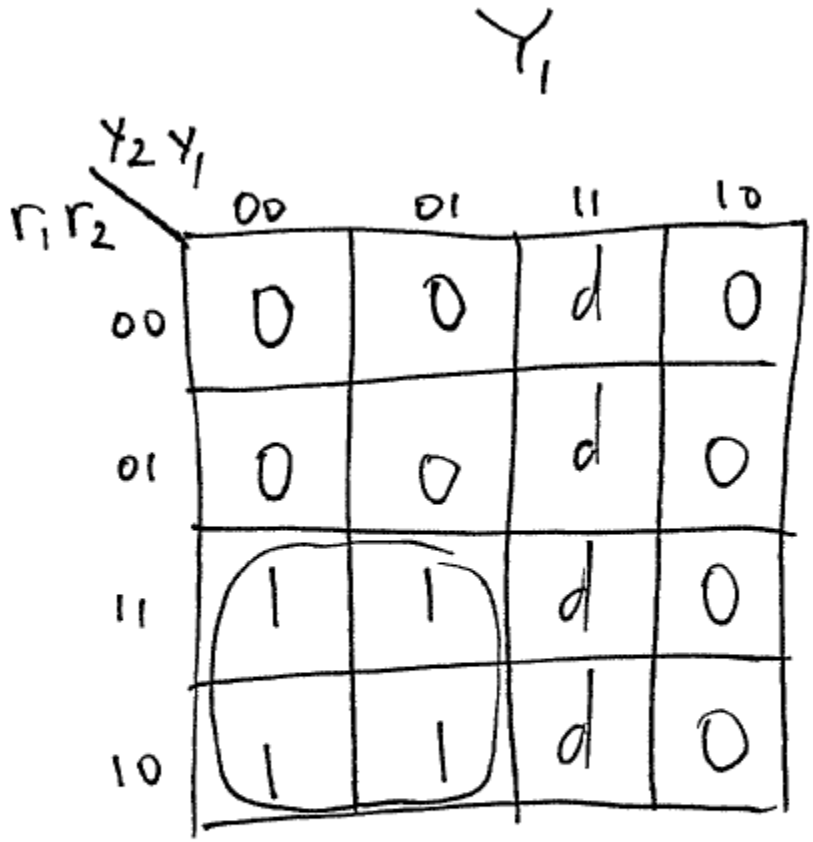
$g_1 = Y_1$

$g_2 = Y_2$

Next State Expressions

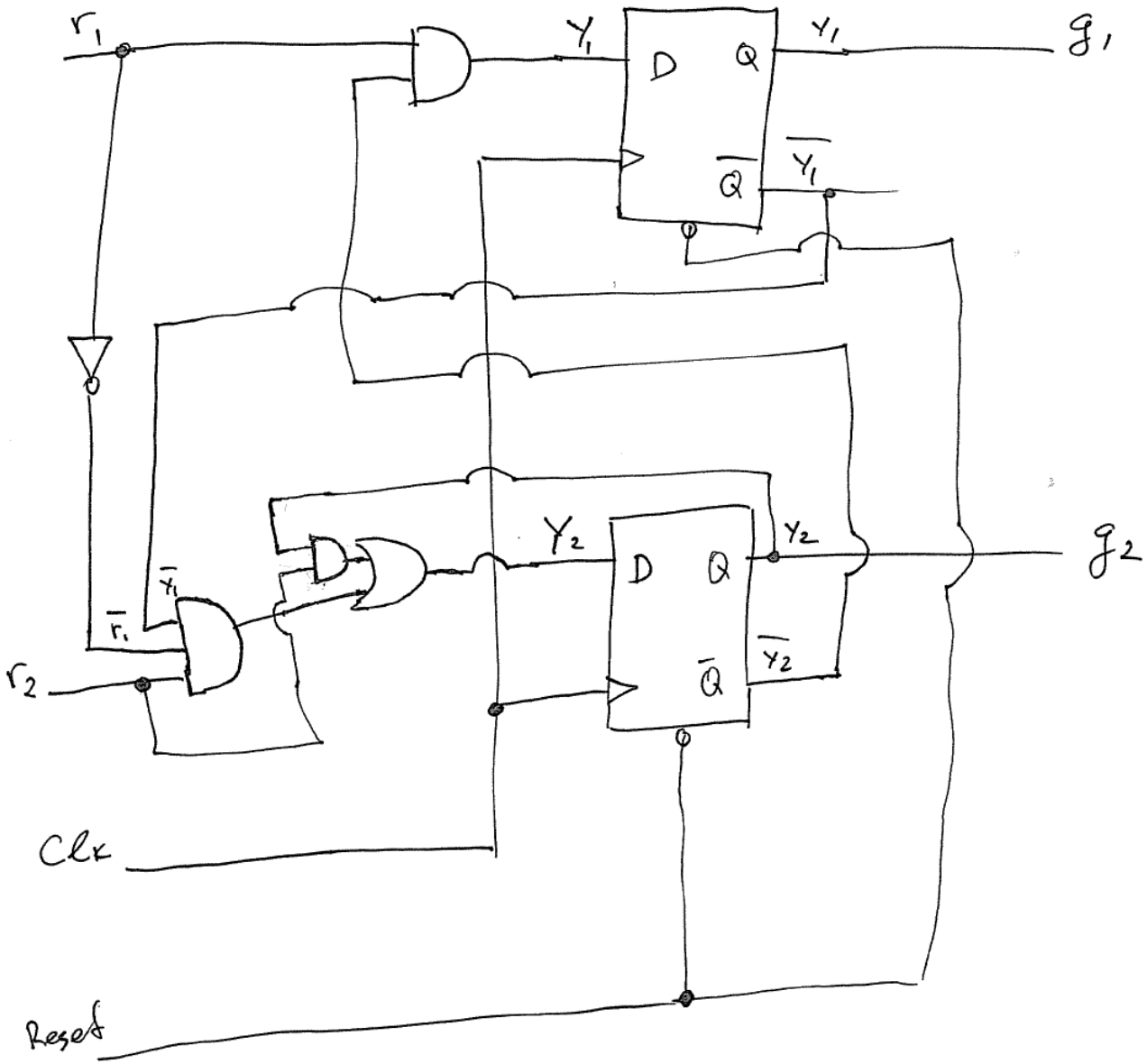


$$Y_2 = r_2 Y_2 + \overline{r_1} r_2 \overline{Y_1}$$



$$Y_1 = r_1 \overline{Y_2}$$

Circuit Diagram



Questions?

THE END