

2. Create a Finite State Machine to handle the following requirements. The output Z should be set when an ALU (comparison) instruction returns that the comparison was equal. If the instruction executed is not an ALU (comparison) instruction, the Z output should be left unchanged. There are two inputs in the system: A is 1 if the current instruction is an ALU (comparison) instruction, it is 0 otherwise. C is 1 if the ALU (comparison) instruction returned that the comparison was equal, it is 0 otherwise. Note that value of C should be ignored for non-ALU instructions, i.e., C should be ignored when $A=0$. The design can use either Mealy or Moore state machine. Assume that the registers for state bit(s) have $EN=1$ (D input is always forwarded to Q at the next clock rising edge) and the default/reset value for state bit(s) is/are 0. Assume that there will always be instructions executed every cycle, so no need to consider a freeze or stop condition.

Hint: Start with the default/reset state called NotEqual and assume that at reset, no ALU (comparison) instruction has run yet and Z will start at 0.

- a. Transition Diagram (20 points). Hint: Show transition of all combinations of inputs for each state (AC=00,01,10,11).
- b. Assign binary values to each state (5 points). Hint: If there are 1~2 states in the transition diagram, 1 bit of state is needed. If there are 3~4 states, 2 bits of state are needed, etc.
- c. Truth Table (20 points)
- d. Equations (for new value of state bit(s) and output) (20 points). Use any approach to show simplified equations. Show all work.
- e. Block diagram, showing registers for each of the state bit(s) and combinational logic for the D inputs of the state bit(s) and the combinational logic for Z output. (10 points)

Bonus (10 points):

Write out the list of instructions performed by Problem 1 in clock cycles 1~5.

Hint: Cycle 0 instruction is based on the values of `input_sel`, `opcode` and `output_sel` in cycle -1 (i.e., the clock cycle before cycle 0). The instruction for clock cycle 0 is $B = A'$.

Cycle 1:

Cycle 2:

Cycle 3:

Cycle 4:

Cycle 5: