
Simple state machine

X52189_en

Design a sequential network described by the following state/output table (*PS*: Present State; *NS*: Next state, *z* is the 2-bit output). Assume *A* is the initial state and encode the outputs as *a* = 00, *b* = 01 and *c* = 10.

<i>PS</i>	Input	
	<i>x</i> = 0	<i>x</i> = 1
<i>A</i>	<i>B, a</i>	<i>F, b</i>
<i>B</i>	<i>C, a</i>	<i>A, c</i>
<i>C</i>	<i>D, a</i>	<i>B, b</i>
<i>D</i>	<i>E, b</i>	<i>C, c</i>
<i>E</i>	<i>F, b</i>	<i>D, b</i>
<i>F</i>	<i>A, c</i>	<i>E, c</i>
	<i>NS, z</i>	

Specification

```
module state_machine(x, z, clk, rst);  
    input x, clk, rst;  
    output [1:0] z;
```

Input

- *clk* is the clock signal.
- *rst* is the synchronous reset signal.
- *x* is the input signal.

Output

- *z* is the 2-bit signal encoding the outputs *a*, *b* and *c*.

Problem information

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