

Y_1

		$y_1 y_2$			
		00	01	11	10
w	0	0	1	0	0
	1	1	1	0	0

$$Y_1 = wy_1' + y_1'y_2$$

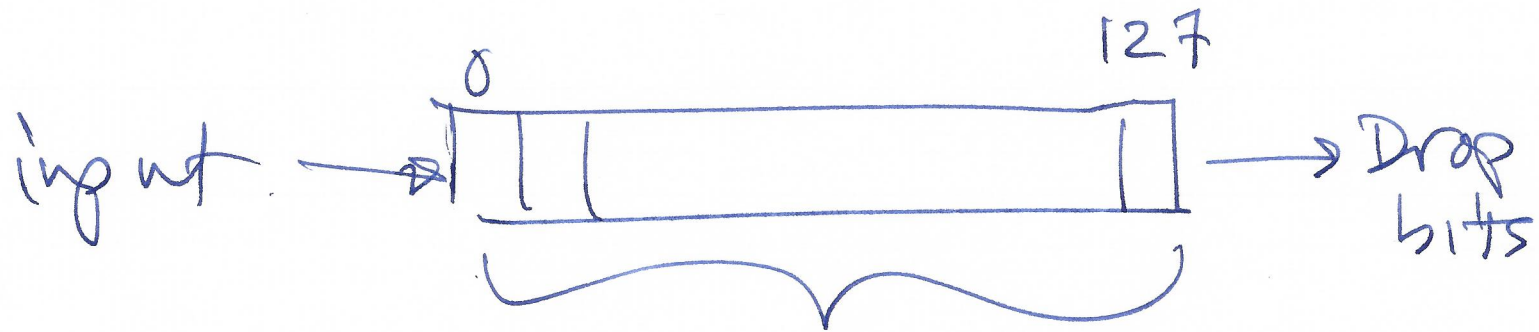
Y_2

		$y_1 y_2$			
		00	01	11	10
w	0	0	1	1	0
	1	0	1	1	0

$$Y_2 = y_2$$

REZT 1 5-24-17

10101... →



How many
1's are in
this 128-bit
window

J	K	Q_{t+1}
0	0	Q_t
1	0	1
0	1	0
1	1	Q_t^*

Excitation table for
JK - Flip-flop

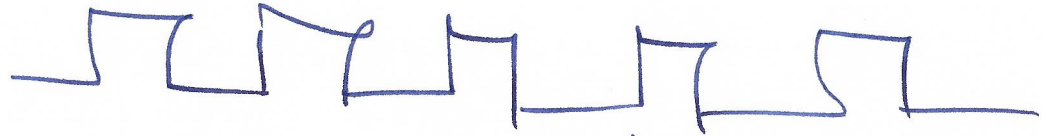
0 → 0
JK = ?

JK = 01
→ Force
to 0

JK = 00
→ Stay
at 0.

J = 0
K = ~~1~~ 1

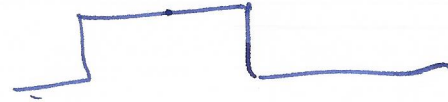
Clock



Divide
by 2



Enable
pulses



wire [1:0] x;

always @ (*)

case (x)

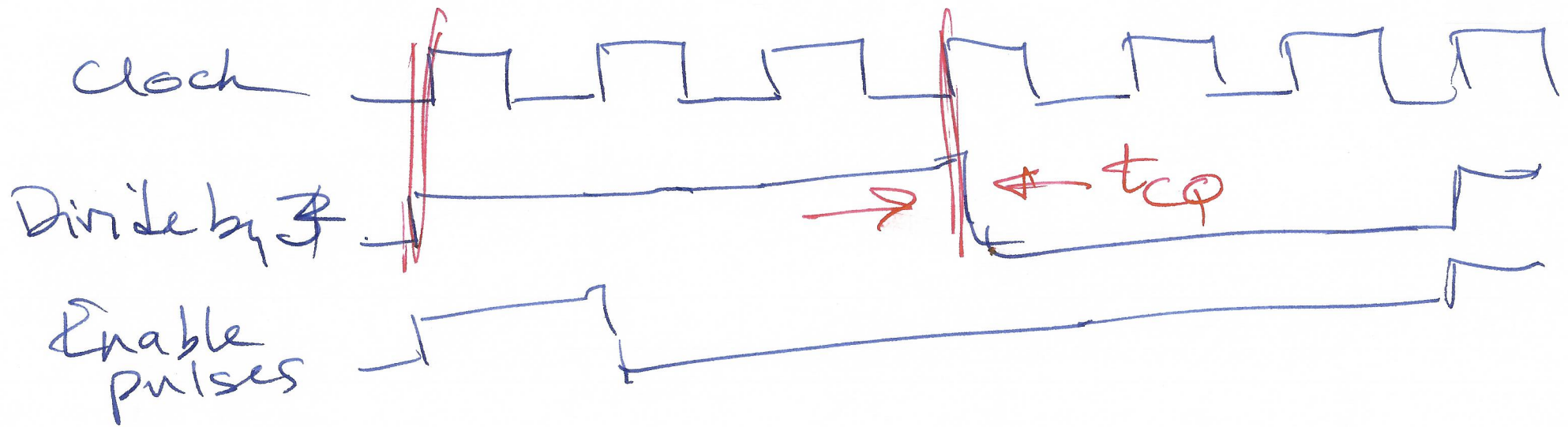
0: Y = 1;

1: Y = 3;

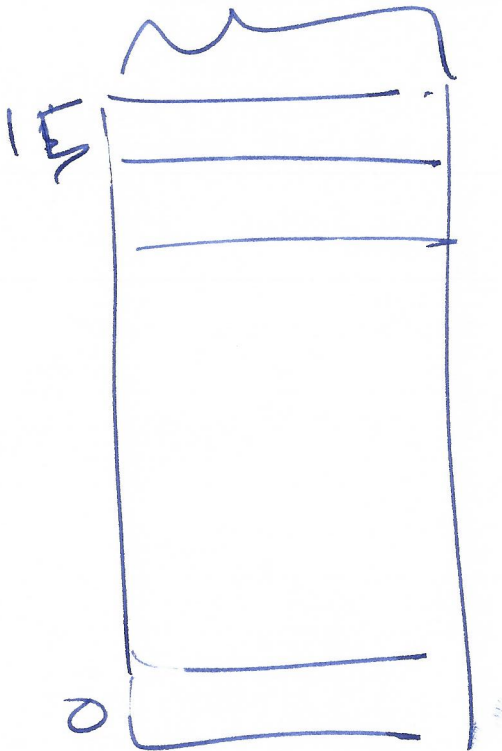
2: Y = 5;

endcase

< default: Y = 'bxx;



$a = b + c$,
32 or 64 bits /



```
LOAD R1, B
LOAD R2, C
ADD B, B, C
STORE B
ADD R2, R1, R2
STORE R2, A
```