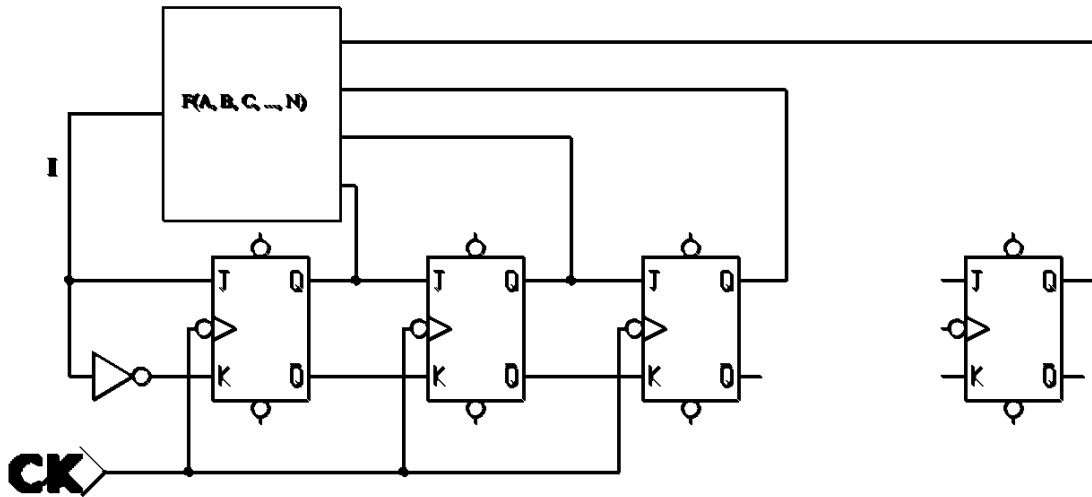


Sequence Generator

The fundamental structure of a sequence generator is shown in the figure below:



The sequence generator is a shift register of FIFO (first input first output) with input (I), where (I) is a combinational logic function of the outputs (N) produced from the flip-flops of the shift register. The sequence generator generates a sequence of binary bits (information). Thus, the length of the sequence is related to the number of flip-flops that are required to produce a sequence generator. The general equation is:

$$S \leq 2^n - 1$$

Where:

S = the length of the repeated sequence.

M = number of the sequence generator's flip-flops

Note:

If $S = 2^n - 1$, then we have a maximum length of sequence generator.

Example: Design a sequence generator that generates the sequence “100010011010111”

Solution:

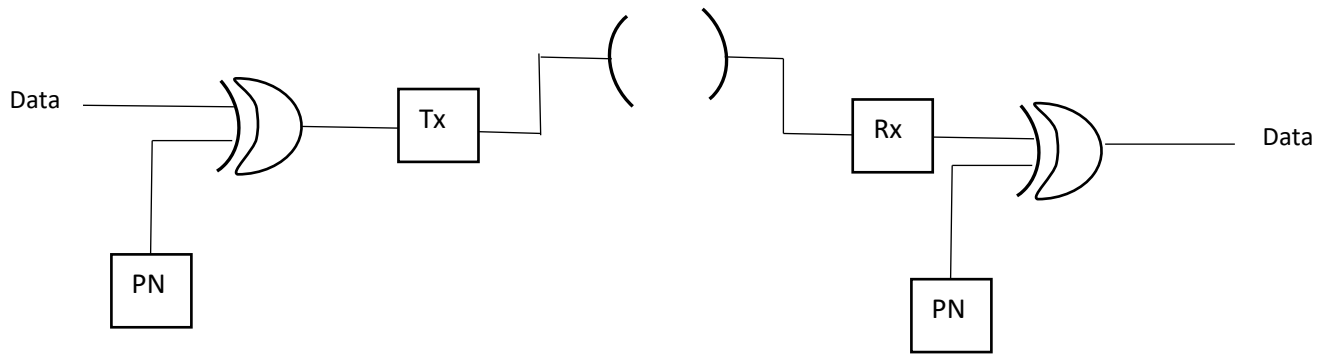
Since there is no repeated in the sequence, then;

$$S = 15 \text{ bit}$$

$$\text{Since } S \leq 2^n - 1$$

$$\text{then } 15 \leq 2^n - 1$$

$$2^n \geq 16$$



Note:

The sequence generator is also called pseudo noise (PN) generator.

H.W., discuss how we can use the PN generator in the transmitter (Tx) and receiver (Rx) circuits with a simple example?