

Finite State Machines

4190.309

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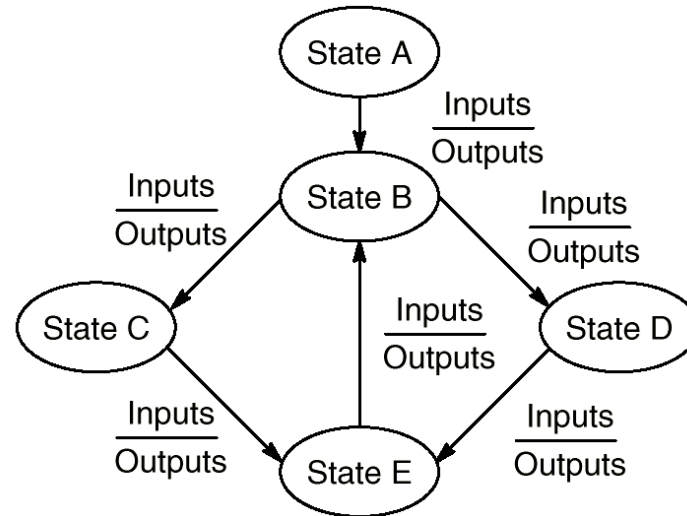
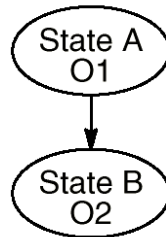
What is state machine?

- A state is a set of values measured at different parts of the circuit.
- A state machine is a digital device that traverses through a predetermined sequence of states in an orderly fashion.
- A synchronous state machine distinguishes state by the clock.



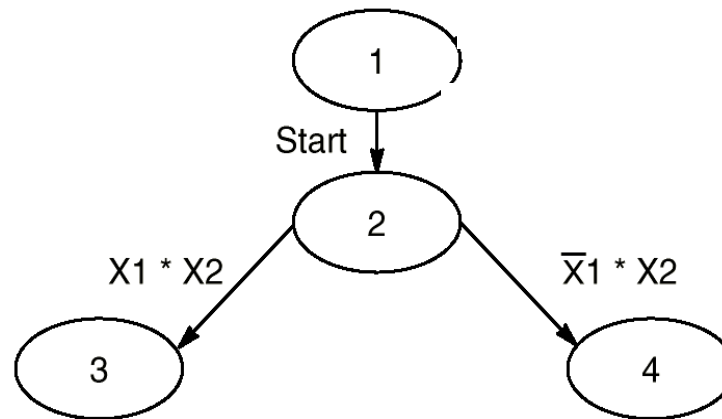
State diagram

- Mealy model
- Moore model output



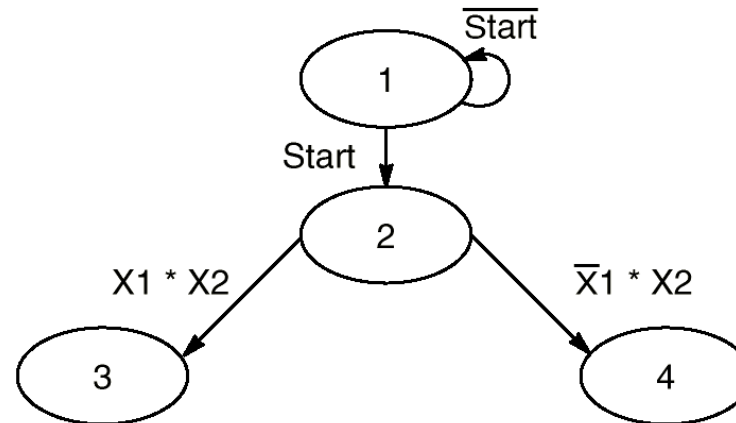
State diagram (2)

- Asynchronous state diagram
 - State machine remains forever in State 1 unless Start becomes active.



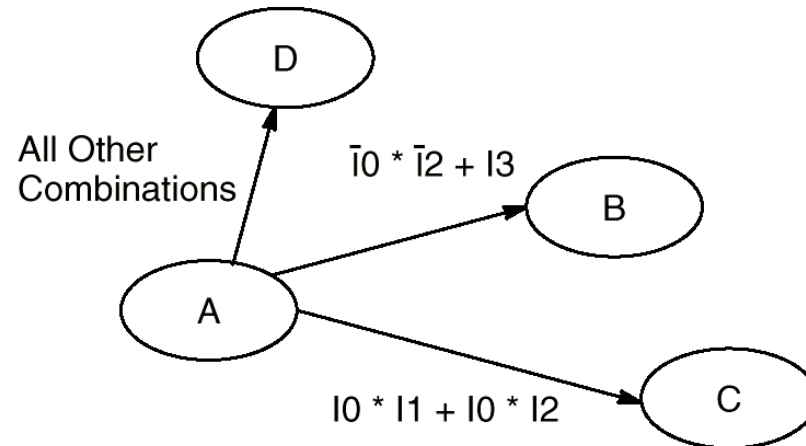
State diagram (3)

- Synchronous state machine
 - State transition has to be made in every clock cycle.
 - The sum of branch conditions has to be 1.



State diagram (4)

- Branch condition example



State transition table

- Format of state transition table

Present State	Inputs	Next State	Outputs Generated
$S_0 - S_n$	$I_0 - I_m$	$S_0 - S_n$	$O_0 - O_p$



State assignment

- State encoding
 - Identify each state by a unique name
- Non-redundant encoding
 - Binary encoding
 - Gray code encoding
- Redundant encoding
 - One-hot encoding
 - BCD encoding



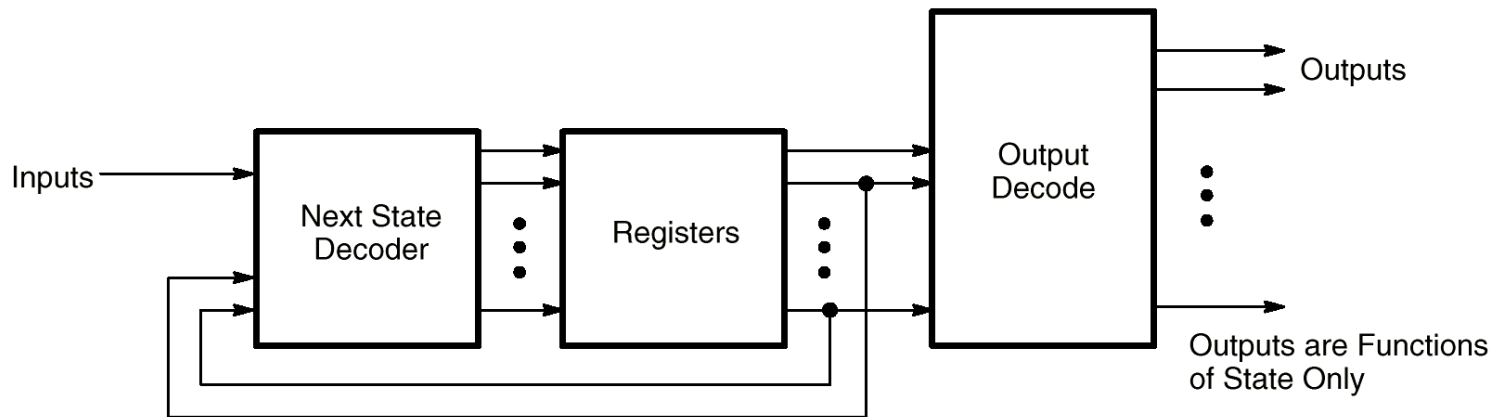
One-hot encoding

- Use of n -bit code for n states
 - S1: 0000000001
 - S2: 0000000010
 - S3: 0000000100



Model of state machines

- Moore Model



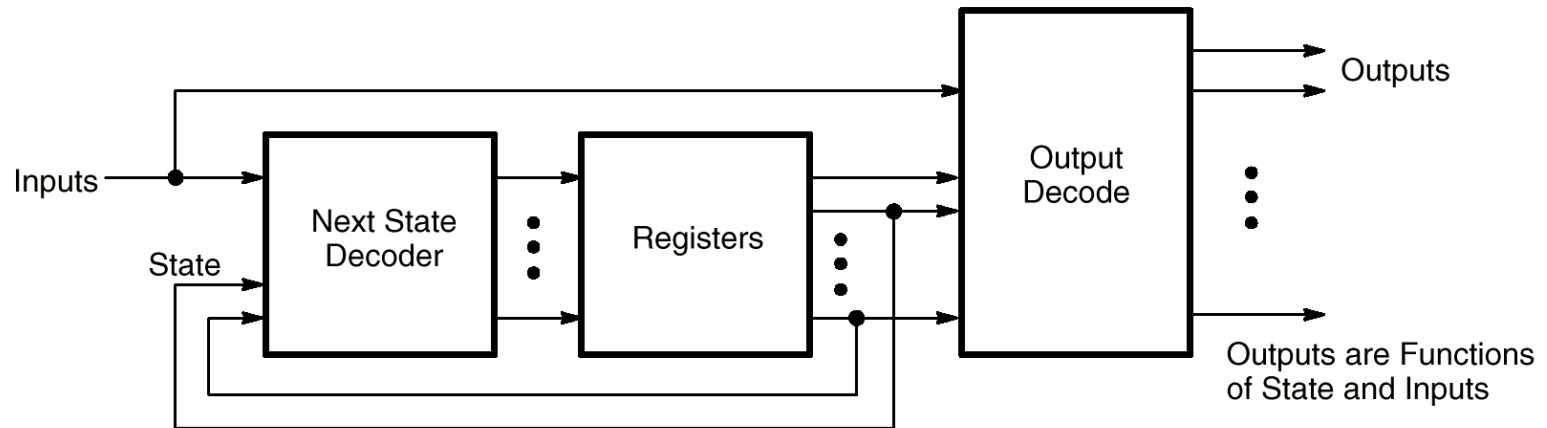
Example

- Design a clock-enable DFF with a primitive DFF



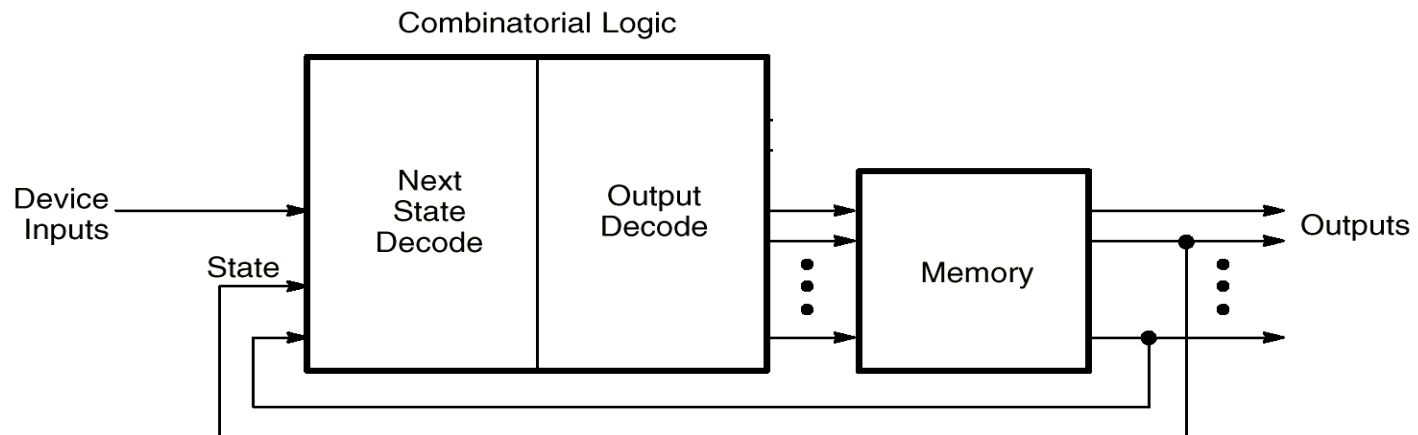
Model of state machines (2)

- Mealy model



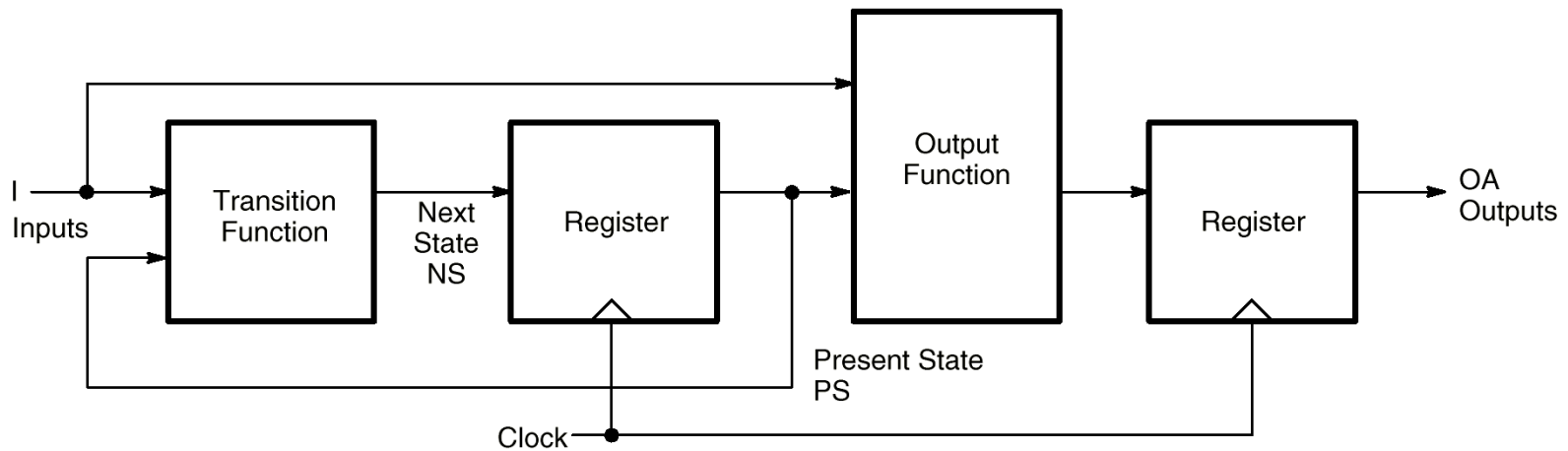
Model of state machines (3)

- Basic model



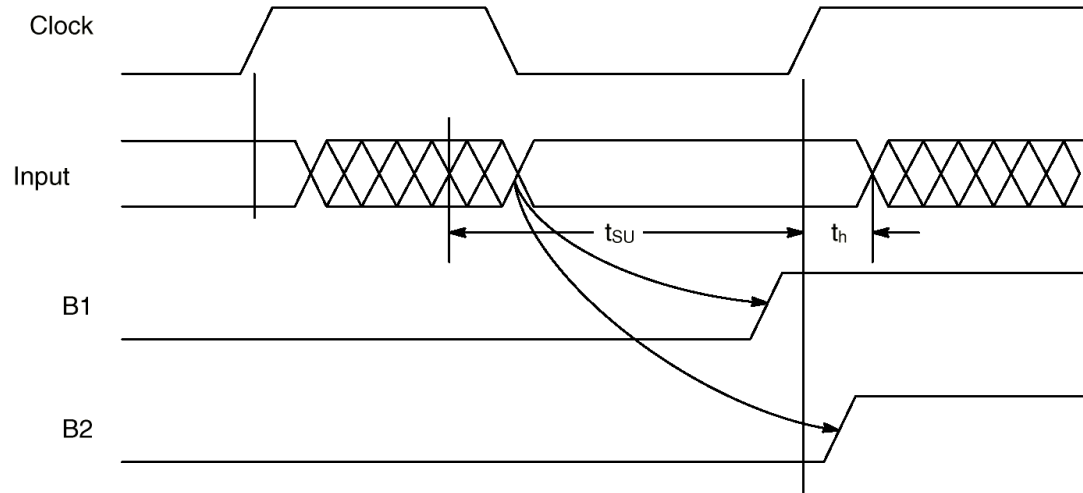
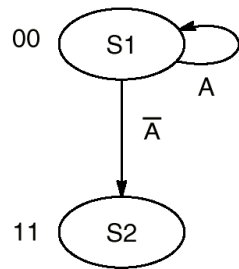
Output synchronization

- Prevent from glitch
- Increase output delay



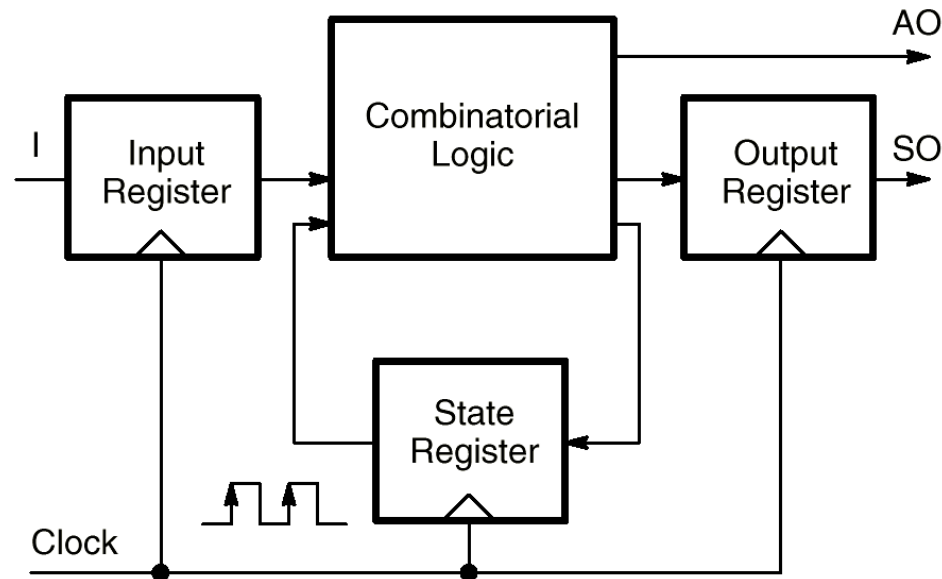
Input synchronization

- Prevent from timing fault
- Increase delay

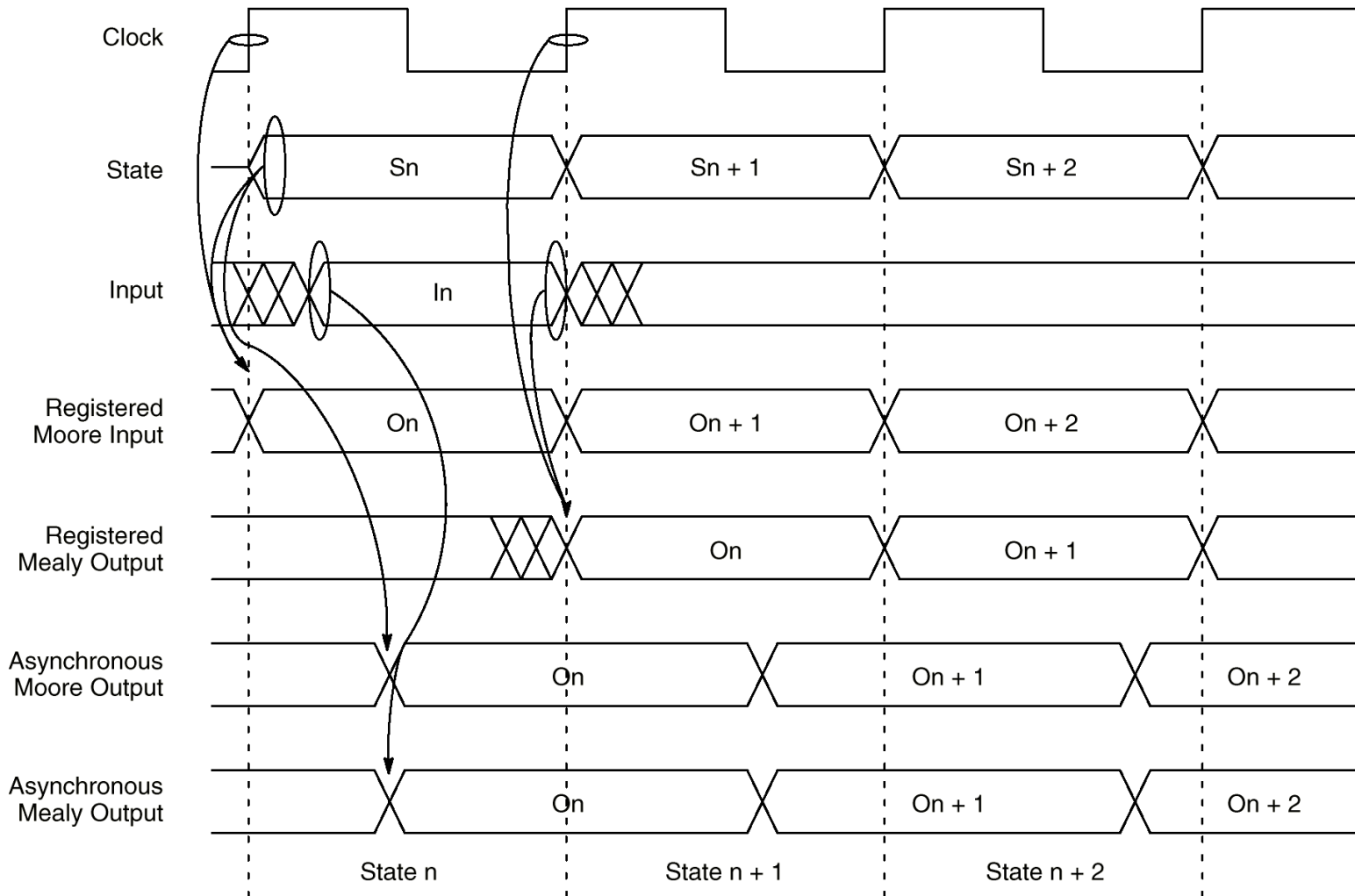


Generic synchronous state machine

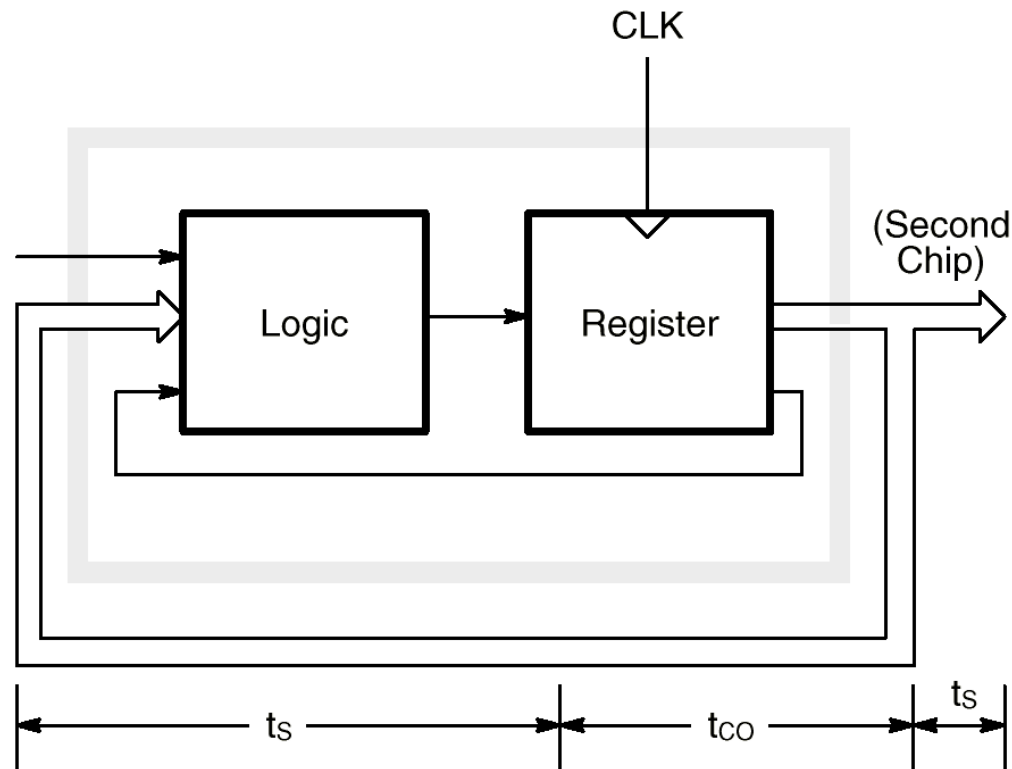
- I/O synchronization registers



Timing diagram



Maximum operating frequency

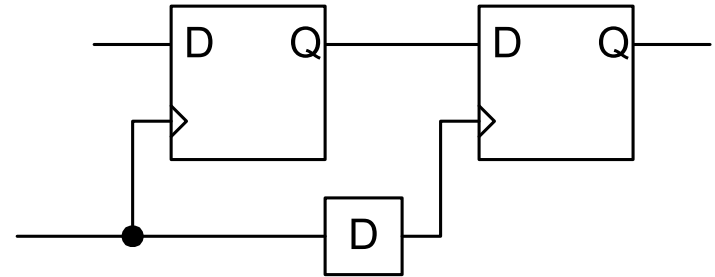
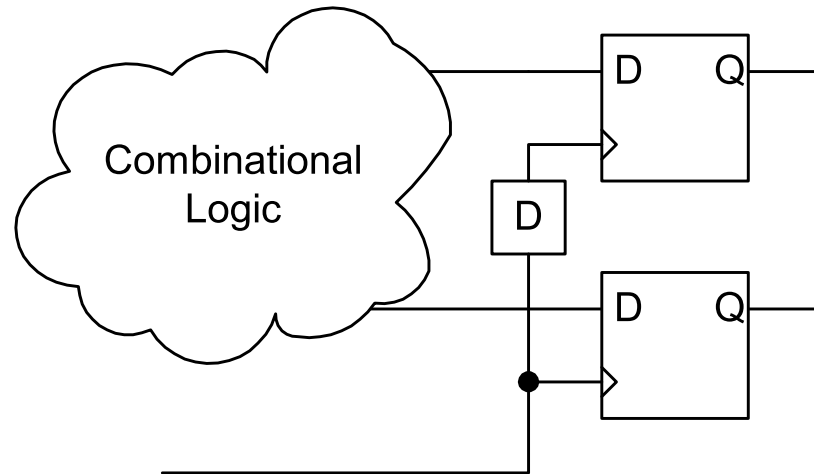


$f_{MAX \text{ External}}: 1/(t_s + t_{co})$



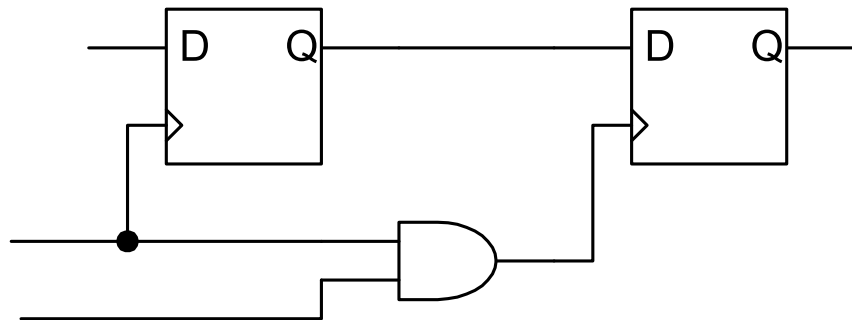
Clock skew

- Timing fault



Clock skew (2)

- Clock skew is caused by
 - Net delay
 - Artificial delay



Rule of thumb

- Never introduce signal transition that is not synchronized the clock in the synchronous state machines.

Note: Some figures are from Publication # 90005, Rev. A, Amendment/0, Issue Date: June 1993 and Publication # 90004, Rev. A, Amendment/0, Issue Date: February 1996 from Advanced Micro Devices.

