

1 step \Rightarrow Algorithm

mult = 0

while (a > 0) {

mult = mult + b

a = a - 1

}

while (!go)

a = a_i

b = b_i

mult = 0 (16-bit also)

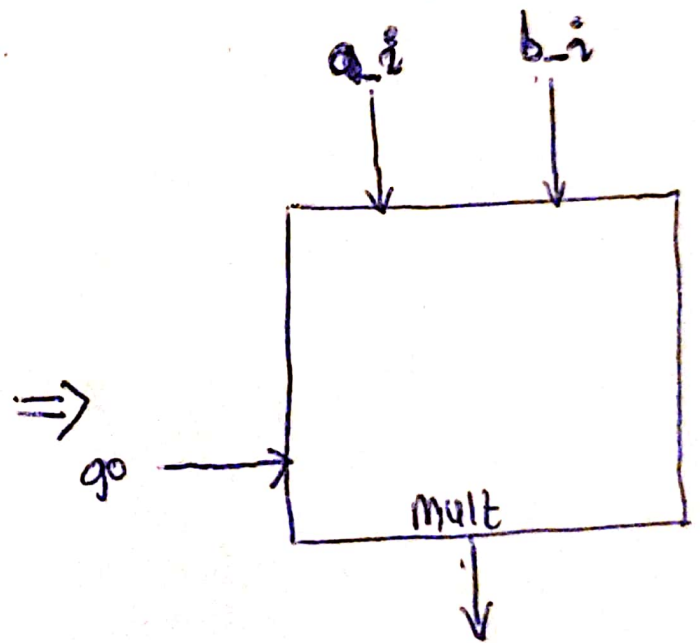
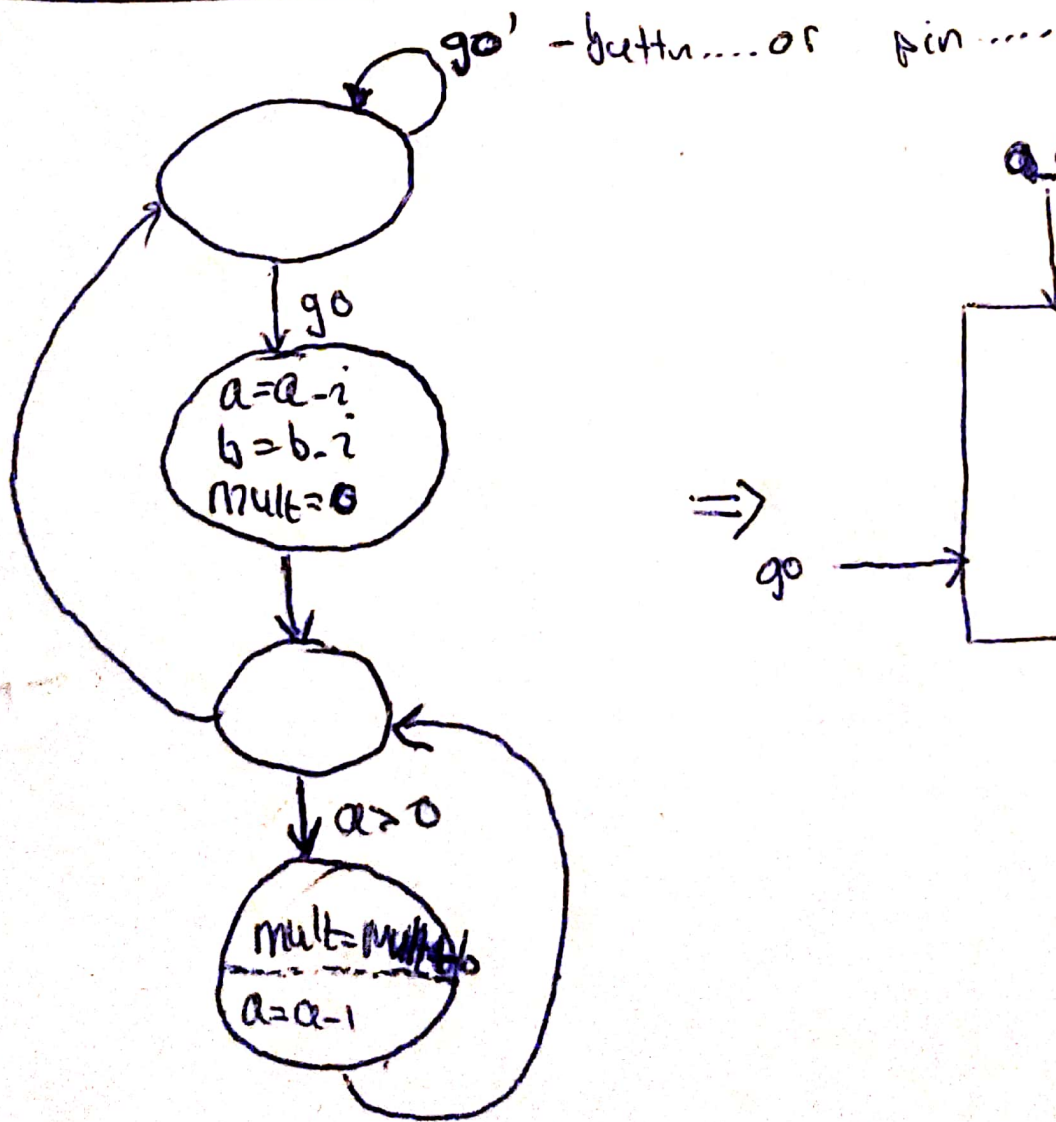
while (a > 0) {

mult = mult + b

a = a - 1

}

Corresponding FSM



input : a (16 bit register)
b (16 bit register)

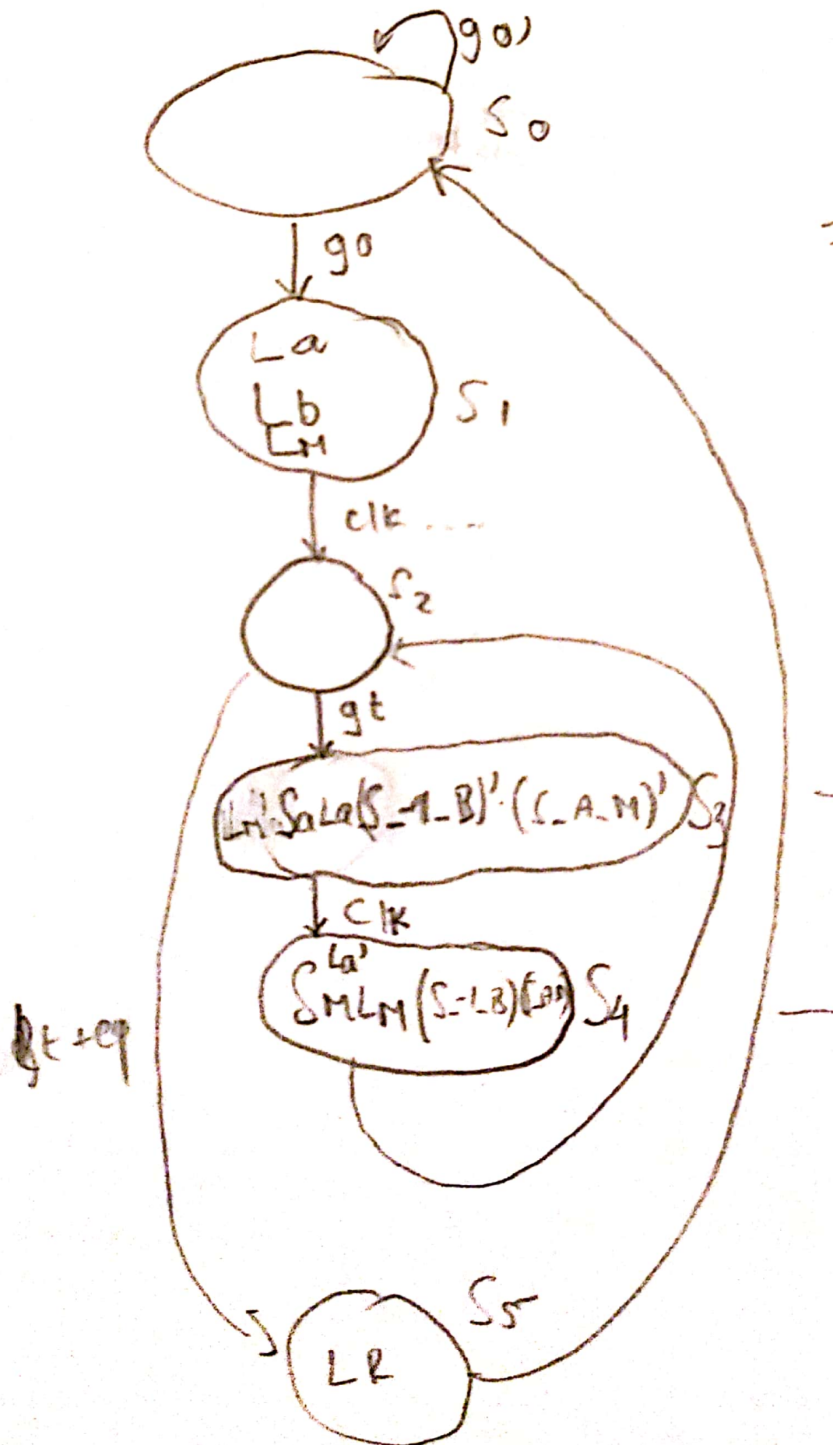
a.i (16-bit pin)

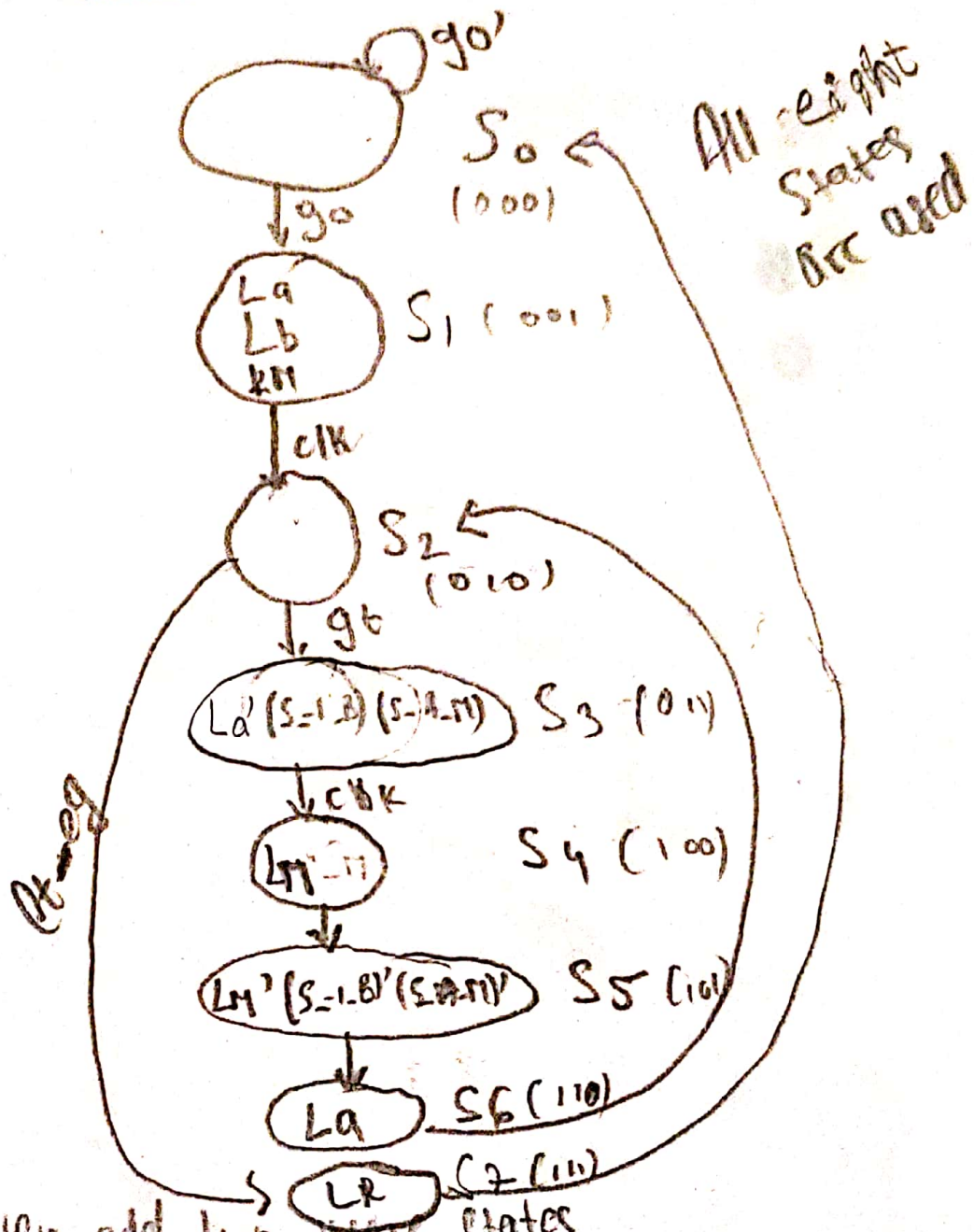
b.i (16-bit pin)

0 pin (for comparing a with 0) } for while loop
comparator

-1 pin (for subtracting from a)

new / updated FSM (+1 state)





maybe even add two more states

like $LM' (S-1-B)' (S-A-M)$

and $L_a' (S-1-B) (S-A-M)$

to make sure it's set up correctly before doing addition.

\Rightarrow 8 states in total \Rightarrow still using only 3-bits for the states...

Table (FSM)

S_2	S_1	S_0	go	gt	lt-eq	N_2	N_1	N_0
0	0	0	0	-	-	0	0	0
0	0	0	1	-	-	0	0	1
0	0	1	-	-	-	0	1	0
0	1	0	-	1	0	0	1	1
0	1	0	-	0	1	1	1	1
0	1	1	-	-	-	1	0	0
1	0	0	-	-	-	1	0	1
1	0	1	-	-	-	1	1	0
1	1	0	-	-	-	0	1	0

$$N_2 = S_2' S_1 S_0' (lt-eq) + S_2' S_1 S_0 + S_2 S_1' S_0' + S_2 S_1' S_0$$

$$= S_2' S_1 S_0' (lt-eq) + S_2' S_1 S_0 + S_2 S_1'$$

$$N_1 = S_2' S_1' S_0 + S_2' S_1 S_0' gt + S_2' S_1 S_0' (lt-eq) + S_2 S_1' S_0 + S_2 S_1 S_0'$$

$$= S_2' S_1' S_0 + S_2' S_1 S_0' (gt + lt-eq) + S_2 S_1' S_0 + S_2 S_1 S_0'$$

$$= S_2' S_1' S_0 + S_2' S_1 S_0' (gt + lt-eq) + S_2 (S_1' S_0 + S_1 S_0')$$

Output table

S_2	S_1	S_0	L_a	L_b	S_{-1-B}	S_{-A-H}	LH	LR	CA	PM
S_0	0	0	0	0	0	0	0	0	0	0
S_1	1	1	0	0	0	0	0	0	0	0
S_2	0	0	0	0	0	0	0	0	0	0
S_3	0	0	1	1	1	1	1	1	1	1
S_4	0	0	1	1	1	1	1	1	1	1
S_5	0	0	0	0	0	0	0	0	0	0
S_6	1	0	0	0	0	0	0	0	0	0
S_7	0	0	0	0	0	0	0	0	0	0

$$N_0 = S_2' S_1' S_0' go + S_2' S_1 S_0' (gt + lt-eq) + S_2 S_1' S_0'$$

$$L_a = S_1 + S_6$$

$$L_b = S_1$$

$$S_{-1-B} = S_3 + S_4$$

$$S_{-A-H} = S_3 + S_4$$

$$LH = S_4$$

$$LR = S_7$$

$$S_A = S_5 + S_6$$

$$PM = S_7$$