

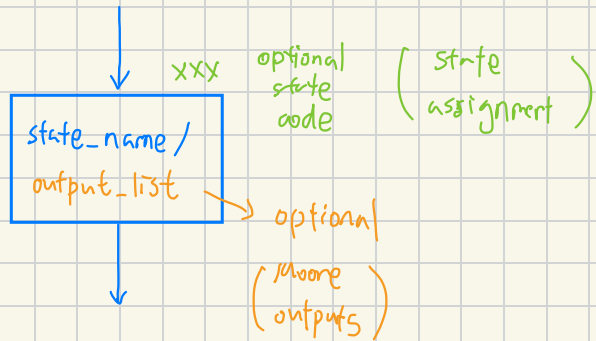
# 5.1 State Machine Charts

## 1 SM Charts

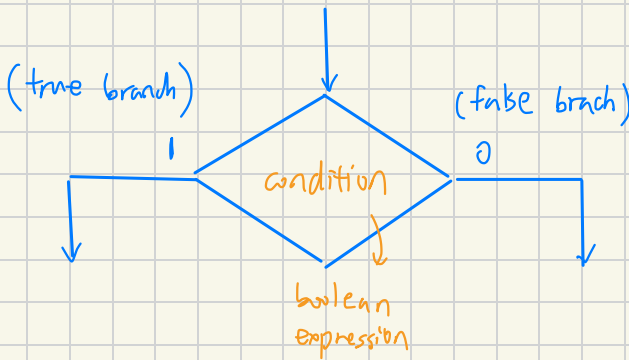
- SM Charts:
  - resemble software flowcharts
  - useful in behavior-level design entry
- advantages over state graphs:
  - easier to understand
  - conditions of a state graph are automatically fulfilled in an SM chart.
  - directly leads to hardware realization.
- An SM chart may be converted into different equivalent forms resulting in different implementations

## 2 Components of SM Charts

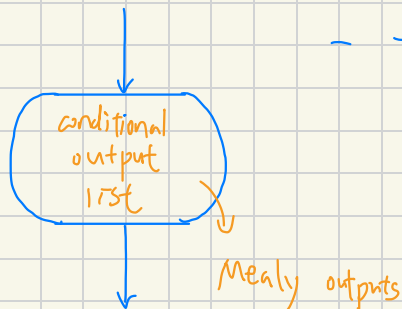
- state box



- decision box



- condition output box

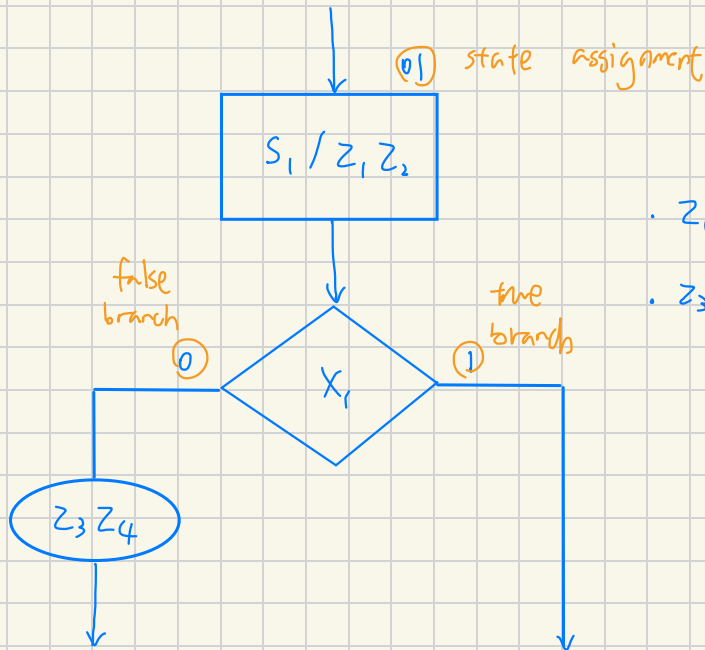


- the conditional outputs depend on both the system and the inputs

## • SM box

- contains exactly one state box, together w/ decision boxes, and additional output boxes.
- $$\begin{cases} \text{entry path : } 1 \\ \text{exit path : } \geq 1 \end{cases}$$
- Each SM block describes the machine operation during the time the machine is in one state.
- An SM chart is constructed from SM blocks.

Ex. SM box



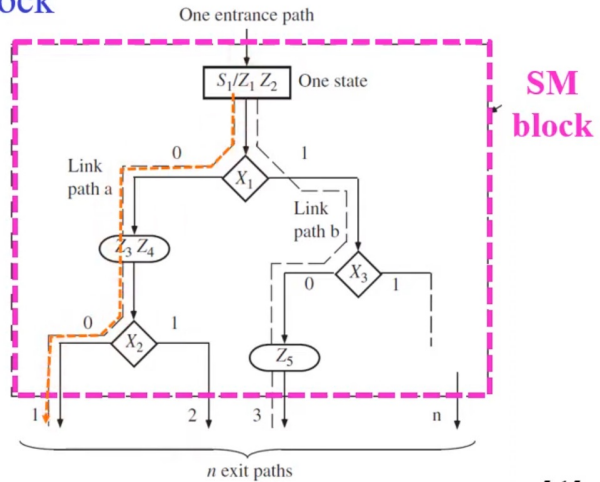
•  $z_1, z_2$ : Moore outputs

•  $z_3, z_4$ : Mealy outputs

- **link path**: a path through an SM block from entrance to exit
- Each SM block may have one or more link paths.
- When a digital system enters a state, associated w/ a given SM block, the outputs on the output list
- The conditions in the decision boxes are evaluated to determine which paths to follow.
- When a conditional output box is encountered along a path, the corresponding conditional outputs become true.
- If an output is not encountered along a path, that output is false by default.

## Example

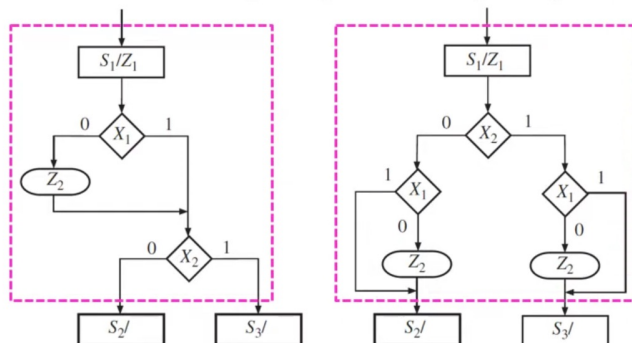
- An SM block w/ 4 link paths:



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## Example: Equivalent SM Blocks

- Two equivalent SM blocks: for state  $S_1$ 
  - the output  $Z_1 = 1$
  - the output  $Z_2 = 1$  if  $X_1 = 0$
  - the next state is  $S_2$  if  $X_2 = 0$  and  $S_3$  if  $X_2 = 1$



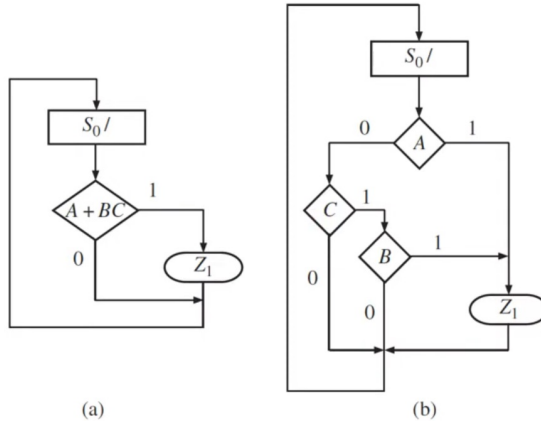
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## Example: SM Chart for Comb Ckt

- SM charts represent a combinational ckt:

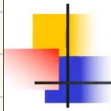
$$Z_1 = A + A'BC = A + BC$$

We don't typically do  
this, for demonstration  
purpose only.



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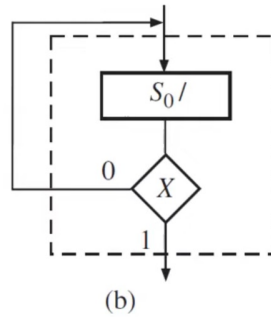
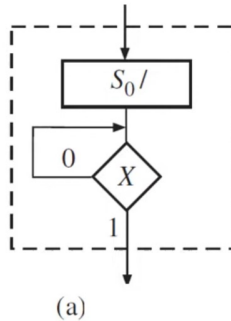
- Rules for Constructing an SM Block:
  - For every valid combination of input variables, there must be exactly one exit path (next state) defined.
  - No internal feedback within an SM block is allowed.



## Examples

Rules for constructing an SM block:

1. Each **valid combination** of **input variables** leads to **exactly one exit path** (a **single next state**).
2. No **internal feedback** exists within an SM block.

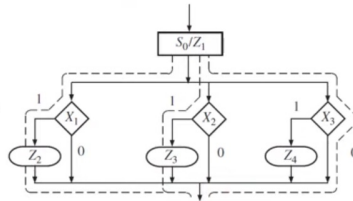


- (a): incorrect  $\Leftarrow$  an SM block w/ feedback
- (b): correct

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- Parallel and Serial Forms of SM Blocks
  - parallel form: An SM block can have several parallel paths that lead to the same exit path, and more than one of these paths
  - serial form: only one active link path b/w entrance & exit.

我們希望畫成 serial form  
比較不會出錯

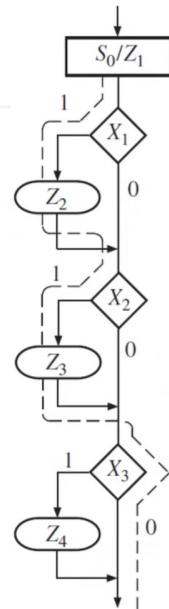


## ■ Serial form: equivalent to the parallel form

- For any combination of input values, the outputs will be the same as in the equivalent parallel form.

\* Regardless of whether the SM block is in serial or parallel form, all the tests take place within **one clock time**.

\* Use only the **serial form** for SM charts in the remainder of this text.

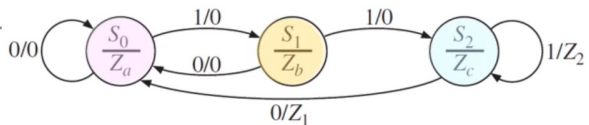


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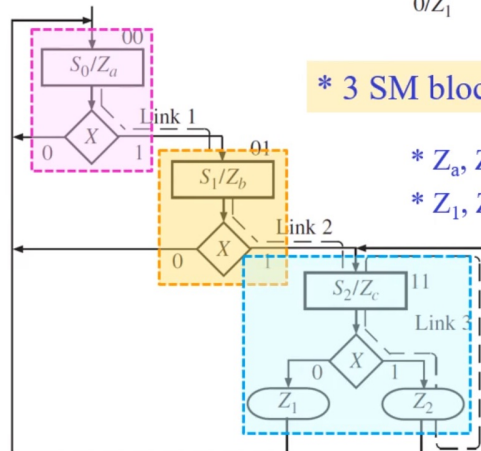


## Conversion of State Graph to SM Chart

### ■ Example:



\* 3 SM blocks.



\*  $Z_a, Z_b, Z_c$  : Moore outputs

\*  $Z_1, Z_2$  : Mealy outputs

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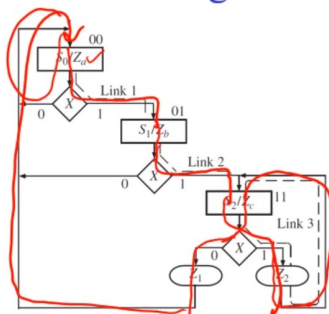




# Timing Chart

Input sequence:

■ Timing chart of the SM chart:  $X = 1, 1, 1, 0, 0, 0$



Clock						
State	<u><math>S_0</math></u>	<u><math>S_1</math></u>	<u><math>S_2</math></u>	$S_2$	<u><math>S_0</math></u>	<u><math>S_0</math></u>
X	<u>1</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>0</u>
Z <sub>a</sub>	✓				✓	✓
Z <sub>b</sub>		✓				
Z <sub>c</sub>			✓	✓		
Z <sub>1</sub>				✓		
Z <sub>2</sub>			✓			

- \* The **Moore outputs** ( $Z_a, Z_b, Z_c$ ) depend on the **state**.  
 ⇒ They can change only immediately following a state change.
- \* The **Mealy outputs** ( $Z_1, Z_2$ ) can change immediately after a **state** change or an **input** change.