

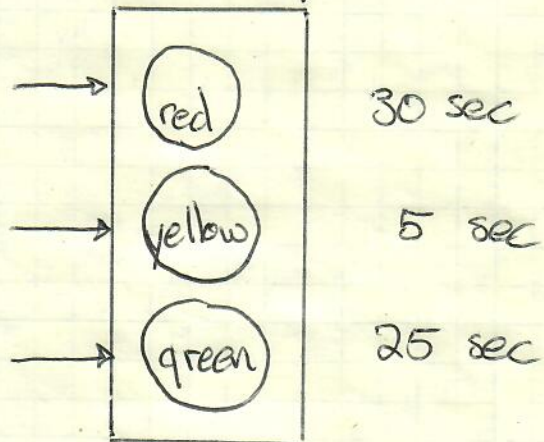
Finite State Machines (FSM)

describes a process

hardware which
actualizes a state diagram

specific steps = states = ○ } Together yields
 Move b/w steps = transitions = → } State Diagram

Build a state diagram for traffic light controller

Given: Light

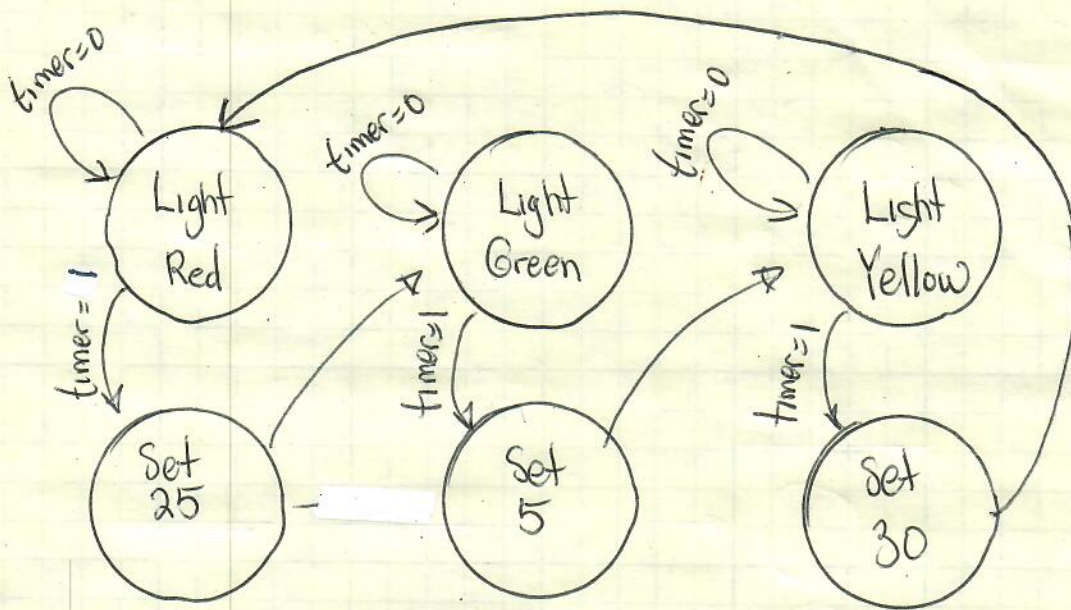
input = 1 illuminates light

Timer

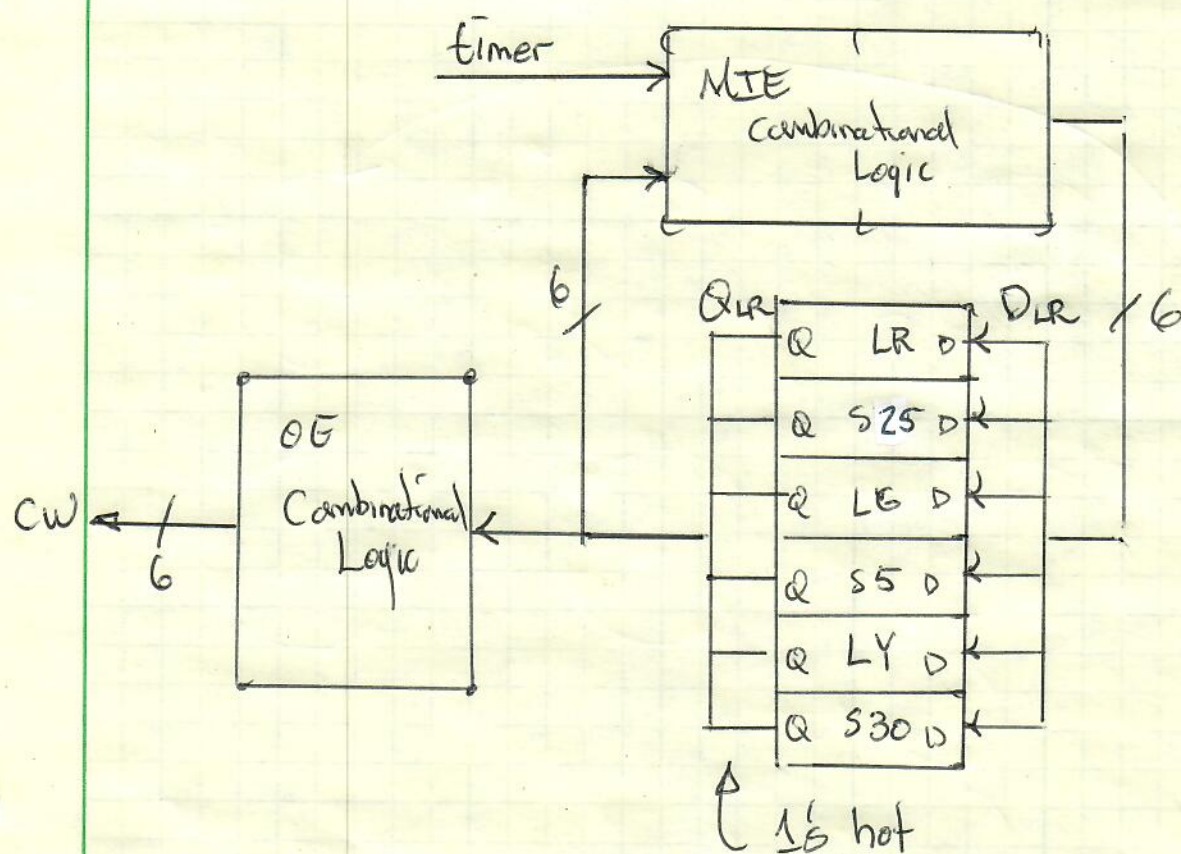
C	action		
	1	0	0
1	0	0	Set 30 sec
0	1	0	Set 5 sec
0	0	1	Set 25 sec
0	0	0	Count down

output = 1 & stays 1 when 0 sec reached
 = 0 when timer set

State diagram to control hardware



CW	Red	Yellow	Green	C
LR	1	0	0	000
S25	1	0	0	001
LG	0	0	1	000
S5	0	0	1	010
LY	0	1	0	000
S30	0	1	0	100



$Q_x = 1$ when you're in state x .

Q: What input gets you into state LR?

A: 1, 0, 0, 0, 0, 0 $D_{LR} = 1$ all other $D_x = 0$

Q: What state/input combos send you to LR?

A: State = LR AND timer = 0

OR
State = S30

Q: Write Boolean Expression for

$$D_{LR} = Q_{LR} \text{timer}' + Q_{S30}$$