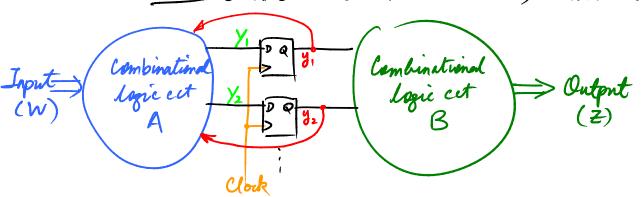
6.1-2 Finite State Marchine (FSM) - moore model



A FSM is a sequential circuit that has imputs (W), finite states (Y) and outputs (Z).

present states at any given clock cycle are represented by y_1, y_2 .

(Ps of ffs)

Design enample design a FSM that controls a machine which receives a stalus signal (W) and produce an output lower signal (Z) when ever a pattern of "101" in three successive clock cycles has occured. i.e. Z should be set to "1" in the next clock cycle and then set back to "0" afterward.

Clock cycle: 123456789 --W: 0011011--2: 00000101

Design Procedure for FSM

- 1. Draw state Liagram (from your understanding of the problem) 2. Draw State table (different form of the state Liagram)
- 3. choose # of FFs to represent those states (> log (# of states))
- 4. Draw state-assigned table (use FFs to encode states)
- 5. Derive the combinational logic blocks A&B.
- 6. Draw the FSM circuit.

-> go lock to our "101" pattern recognition problem.

1. State Diagram S000) W=1 Sion 5110 Sow 2. State Table Output Next State Dresent (Z) State Somo SIN Soon 5001 Som Sin 5010 SONI 5101 SOII Soul Sioi 5100 5010 3110 So 10 3110 Siro

state names

5///

Son

San

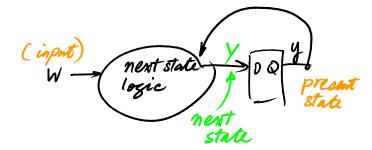
SIII

W-input

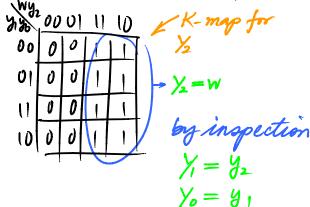
4. State-assigned Table

Present State 9.3430	Next State W=0 W=1 Y2/1/0 Y2/1/0	output z
000	000 100	0
001	000 100	0
010	001 101	0
011	001 101	0
100	010 110	0
101	010 110	
1 10	011111	0
	011 111	0

5. find next-state logic and output logic expression.



we want to find /2 as a function of W (input) and y2 y, y0 (present state)



output == yz y, yo — 6. Draw the FSM circuit

