## Finite State Machines

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## • State

- In order for a rotary lock to work, it has to keep track (remember) past events
- If the passcode is R13-L22-R3, the sequence of states to unlock is:
  - 1. The lock is not open (locked), and no relevant operation has been performed
  - 2. Locked but user has completed R13
  - 3. Locked but user has completed R13-L22
  - 4. Unlocked: user has completed R13-L22-R3
- A state diagram completely describes the operation of a sequential logic circuit
- Another example of state is a traffic light
- A standard Swiss traffic light has 4 states
  - 1. Green
  - 2. Yellow
  - 3. Red
  - 4. Red and Yellow
- The sequence of these states is always as follows:  $A \to B \to C \to D \to A$
- When should the light change from one state to another?
  - \* We need a clock to indicate this
  - \* At the start of a clock cycle, the system changes state
    - · During a clock cycle, the state always stays constant
- Changing State: The Notion of Clocks
  - Clock is a general mechanism that triggers transition from one state to another in a sequential circuit
  - Clock synchronizes state changes across many sequential circuit elements
  - Combinational logic evaluates for the length of the clock cycle
  - Clock cycle should be chosen to accommodate maximum combinational circuit delay
- Finite State Machines
  - What is a Finite State Machine (FSM)?
    - \* A discrete-time model of a stateful system
  - An FSM can model
    - \* A traffic light, an elevator, fan speed, a microprocessor, etc.
  - Five Elements:
    - \* A finite number of states

- \* A finite number of external inputs
- \* A finite number of external outputs
- \* An explicit specification of all state transitions
- \* An explicit specification of what determines state
- Each FSM consists of three separate parts
  - \* Next state logic
  - \* State register
  - \* Output logic
- Moore vs. Mealy FSMs
  - \* Next state is determined by the current state and inputs
  - \* Two types of finite state machines differ in the output logic:
    - · Moore FSM: outputs depend only on the current state
    - · Mealy FSM: outputs depend only on the current state and the inputs