





STATE MERGING AND EQUIVALENCE

$$S1 \equiv S4 \equiv S7 \equiv S11 \equiv S14 \equiv S18 \equiv S22 \equiv S26 \equiv S29$$

 $S2 \equiv S5 \equiv S8^* \equiv S12^* \equiv S24 \equiv S30 \equiv S28$

//Note: S12 and S8 will require an additional signal from the Instruction Decoder. It differs from the other states in one input to the ALU. Can be modelled as a multiplexer. Also only S2 must cause a change in the flags. //

If a mealy machine is to be implemented, then that control signal can also be generated from the FSM. That can be decided over the weekend... The Data Path can also be edited suitably then.

$$S17 \equiv S21$$

This leaves us with about 16 states.





