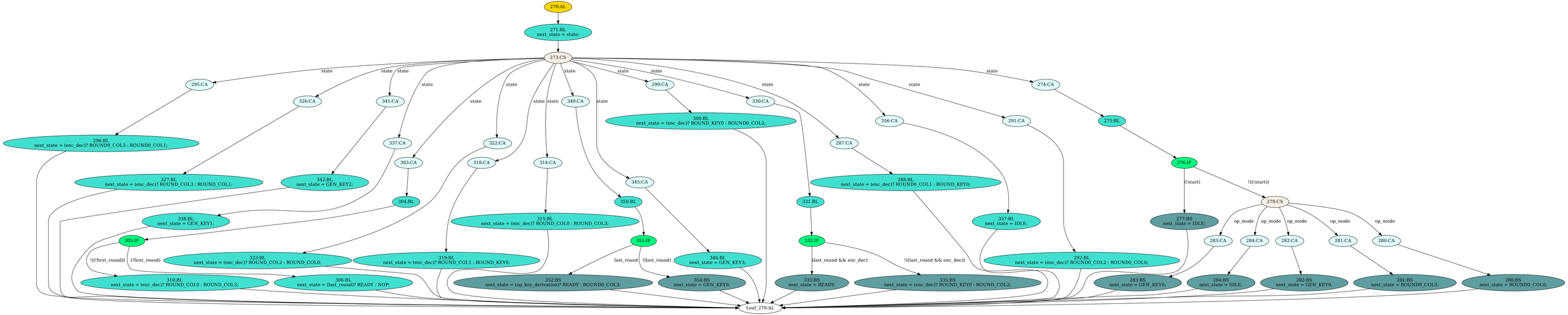
270:AL
271:BL
next_state = state;
273:CS
state
295:CA
326:CA
341:CA
337:CA
322:CA
349:CA
299:CA
330:CA
356:CA
291:CA
274:CA
275:BL
276:IF
!(!start)
!((!start))
279:CS
op_mode
283:CA
284:CA
282:CA
281:CA
280:CA
277:BS
next_state = IDLE;
283:BS
next_state = GEN_KEY0;
284:BS
next_state = IDLE;
282:BS
next_state = GEN_KEY0;
281:BS
next_state = ROUND0_COL3;
280:BS
next_state = ROUND0_COL0;
296:BL
next_state = (enc_dec)? ROUND0_COL3 : ROUND0_COL1;
327:BL
next_state = (enc_dec)? ROUND_COL3 : ROUND_COL1;
342:BL
next_state = GEN_KEY2;
303:CA
304:BL
318:CA
314:CA
345:CA
350:BL
300:BL
next_state = (enc_dec)? ROUND_KEY0 : ROUND0_COL2;
287:CA
288:BL
next_state = (enc_dec)? ROUND0_COL1 : ROUND_KEY0;
331:BL
332:IF
!(last_round && enc_dec)
!((last_round && enc_dec))
357:BL
next_state = IDLE;
292:BL
next_state = (enc_dec)? ROUND0_COL2 : ROUND0_COL0;
333:BS
next_state = READY;
335:BS
next_state = (enc_dec)? ROUND_KEY0 : ROUND_COL2;
338:BL
next_state = GEN_KEY1;
305:IF
!((!first_round))
(!first_round)
323:BL
next_state = (enc_dec)? ROUND_COL2 : ROUND_COL0;
310:BL
next_state = (enc_dec)? ROUND_COL0 : ROUND_COL3;
306:BL
next_state = (last_round)? READY : NOP;
315:BL
next_state = (enc_dec)? ROUND_COL0 : ROUND_COL3;
319:BL
next_state = (enc_dec)? ROUND_COL1 : ROUND_KEY0;
351:IF
last_round
!(last_round)
352:BS
next_state = (op_key_derivation)? READY : ROUND0_COL3;
354:BS
next_state = GEN_KEY0;
346:BL
next_state = GEN_KEY3;
Leaf_270:AL