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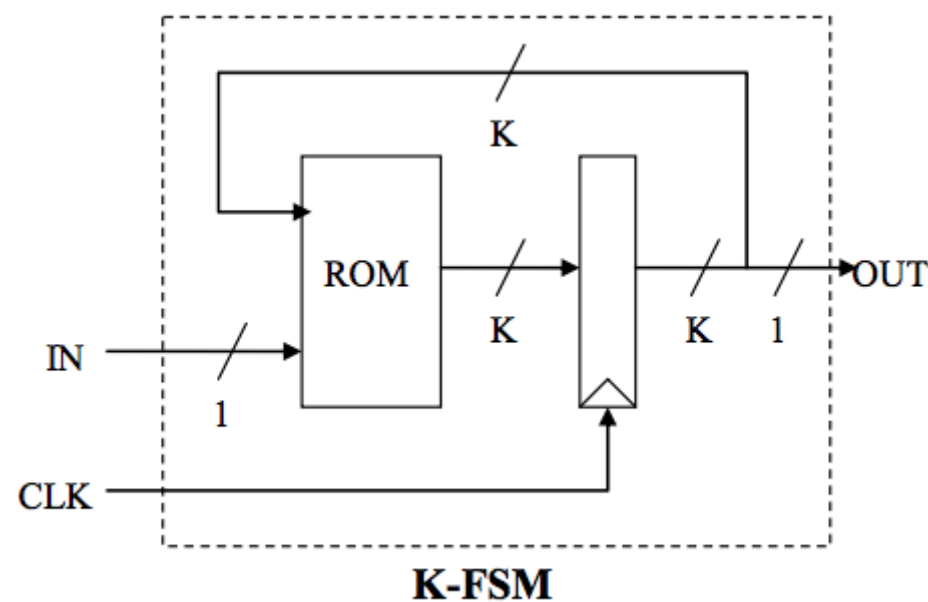
LE6.2

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LE6.2.1 Number of states

6/6 points (ungraded)

The following is a circuit for a K-FSM, a finite state machine with a single input, a single output and K state bits (one of which is also the output):



(A) What is the maximum number of states a K-FSM may have? Please enter a formula using the variable K. The exponentiation operator is "^".

Formula in terms of K:

2^K



2^K

(B) Give the number of locations in the ROM and the number of bits in each location. Please enter formulas using the variable K.

Number of locations in the ROM:

$2^{(k+1)}$



2^{k+1}

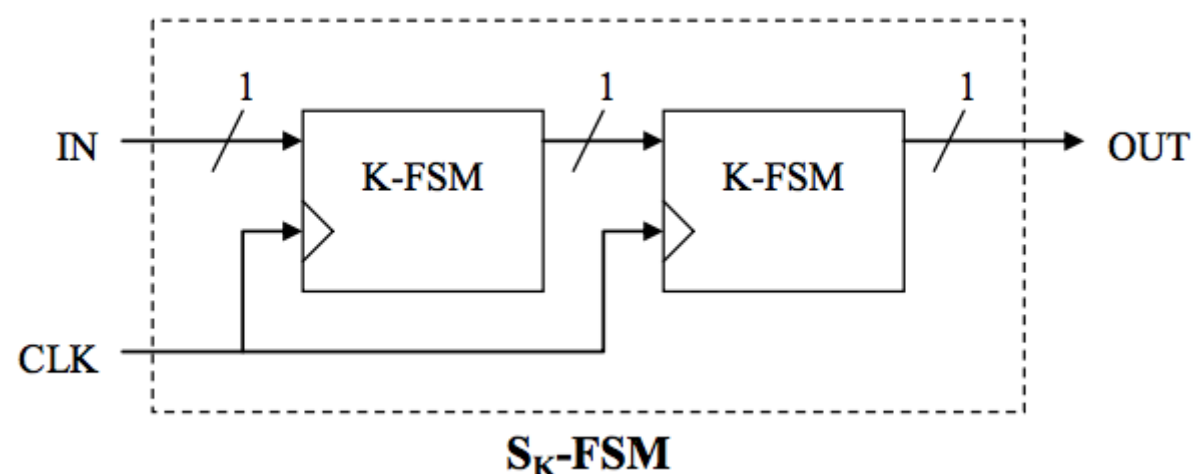
Number of bits per location:

k



k

Consider the connection of two K-FSMs in series to create an S_K -FSM:



Each K-FSM in the diagram has the same size register (K bits) but their ROMs may be programmed differently.

(C) What is the maximum number of states an S_K -FSM may have? Please enter a formula using the variable K.

Formula in terms of K:

$2^{(2*k)}$



2^{2*k}

Compare the S_K -FSM above with a $(2K)$ -FSM, a single K-FSM with double the number of state bits.

(D) Can every FSM that can be implemented using an S_K -FSM device also be implemented using a (2K)-FSM device?

☒ Yes

☐ No



(E) Can every FSM that can be implemented using a (2K)-FSM device also be implemented using an S_K -FSM device?

☒ No

☐ Yes



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<input checked="" type="checkbox"/>	Number of locations in the ROM	Hello, I'm a bit confuse with the notations of "number of locations" and "number of states" in the ROM. What are the locations exactl...	4
	Unclear what the "state of SK-FSM" is defined to be	The expected answer implies that the combined state of all the K-FSMs is the state of the Sk-FSM. Its possible to view all the states ...	20
<input checked="" type="checkbox"/>	Question D&E	Hello, Since the total ROM size of the S_K FSM is bigger than the ROM size of the 2K FSM then I would expect that every FSM imple...	4
<input checked="" type="checkbox"/>	States in SkFSM	As from the question part c the maximum calculated states are : 4^K ($2^K * 2^K$) or some 2K bits value Normally in FSM we take no o...	2

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