·SECTION 1·
HLSMs

HLSM – HIGH LEVEL STATE MACHINE
- LIKE A FSM BUT MORE THAN $0 + 1$

- USES C NOTATION

OPERATION	LOGIC	C
AND	ab	a && b
OR	$a + b$	a || b
NOT	a'	$!a$
EQUALITY	N/A	==
END OF ACTION	N/A	;

- HLSMs SUPPORT VARIABLES

- CAN PERFORM LOOPS USING
  VARIABLES

State diagram with two states "Wait" and "GenPulse":
- Wait state has a self-loop labeled !b, with actions z=0; I=0;
- Transition from Wait to GenPulse labeled b
- GenPulse state has a self-loop labeled (I<5), with actions z=1; I=I+1;
- Transition from GenPulse to Wait labeled !(I<5)
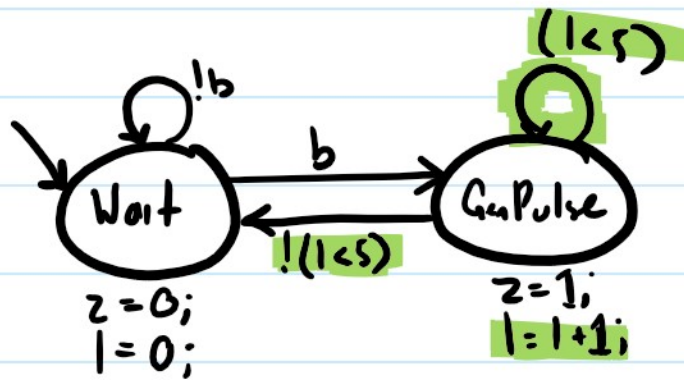
- THE HIGHLIGHTED RELATES TO
  LOOPING