FSM Problem Solutions

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Implement an FSM with the following specification:

- The set of input symbols is $\Sigma = \{a, b\}.$
- The set of output symbols is $\Lambda = \{Y, N\}$.

The behaviour of the FSM is as follows:

ullet The FSM outputs a Y at time instant k only if the last 4 inputs were either

abab baba

(that is, either x(k) = a, x(k-1) = b, x(k-2) = a, x(k-3) = b or x(k) = b, x(k-1) = a, x(k-2) = b, x(k-3) = a). Otherwise the FSM outputs N.

Suppose you are given the following building blocks:

- Inverters, NAND2, NOR2 gates each with a delay of 2 units.
- \bullet D-flipflops with $clock \to q$ delay of 3 units, set-up time of 2 units and hold-time of 2 units.
- 1. Design an abstract Mealy machine (identify a potential set of states and next-state, output functions) which implements the required behaviour.
 - We introduce states RST, Sa, Sb, Sab, Sba, Sbab, Sbab. We add a reset symbol sreset to the set of in put symbols to put the machine into RST at the beginning. The next state and output functions are then

Present-state	Input	Next-state	Output
_	sreset	RST	dont-care
RST	a	Sa	N
RST	b	Sb	N
Sa	a	Sa	N
Sa	b	Sab	N

Sb	a	Sba	N
Sb	b	Sb	N
Sab	a	Saba	N
Sab	b	Sb	N
Sba	a	Sa	N
Sba	b	Sbab	N
Saba	a	Sa	N
Saba	b	Sbab	Y
Sbab	a	Saba	Y
Sbab	Ъ	Sb	N

- 2. Encode the input, output and state symbols using binary encoding.
 - Try two state encodings: the one-hot encoding and a compact encoding using $log_2|Q|$ state variables.
 - \bullet We illustrate the binary encoding. Encode the inputs using two variables $reset,\,x$ as

```
 \begin{array}{ccc} & variables \\ & reset & x \\ symbol \end{array}
```

```
sreset 1    dont-care
a     0     0
b     0     1
```

the output symbols by one variable u as

```
\begin{array}{cc} variables \\ u \\ symbol \\ Y & 1 \\ N & 0 \end{array}
```

and the states by using three variables s0, s1, s2 as

```
variables
          s2 s1 s0
symbol
RST
          0
             0
                0
             0
Sa
                1
Sb
             1
Sab
          0
             1
Sba
          1
             0
                0
Saba
          1
             0
                1
Sbab
          1
             1
```

3. Complete the logic network for the FSM based on your encodings. Don't forget to add the reset signal. You may assume that the output is a dont-care when the reset signal is applied.

• We need to express the output variable u in terms of the input and state variables. The K-map for u (ignoring reset since u is a dont-care when reset = 1) is

```
x,s2
00 01 11 10
s1,s0
00
01 1
11 d d d
```

which is minimized to $u = x.s2.s0 + \overline{x}.s2.s1$. The next state functions ns2 can be written as $\overline{reset}.f2$, where f2 is 1 only in the following cases

```
s2 s1 s0 x
   1
      0
         0
             (Sb,a) -> Sba
             (Sab,a) -> Saba
   1
      1
         0
      0
             (Sba,b) -> Sbab
         1
   0
      1
         1
             (Saba,b) -> Sbab
         0
             (Sbab,a) -> Saba
```

which leads to the following map for f2:

```
s0,x
00 01 11 10
s2,s1
00
01 1 1 1
11 1 d d
```

so that $f2 = \overline{x}.s1 + s2.s1.x$. Thus, $ns2 = \overline{reset}.(\overline{x}.s1 + s2.s1.x)$. The other next-state functions can be calculated in a similar fashion.

4. Confirm, using a VHDL model, that your implementations are correct. Check the following test-case

```
k 0 1 2 3 4 5 6 7 8 9 x reset a b b a b a b a a a y _ N N N N N Y Y Y N
```

- 5. Characterize the timing of your FSM implementations (find the minimum and maximum values of the input to flop, flop to flop, flop to output and input to output delays).
 - At each wire in the circuit, find the earliest and latest time instant within the clock-period at which the wire can change its value. To start, the outputs of the flip-flops will change exactly at 3 units after

the rising edge of the clock. At a wire w driven by a gate G of the circuit, the latest time at which the wire can change is

$$t_w^{max} = \max_{u \in inputs(G)} t_u^{max} + delay_G^{max}$$

and the earliest time at which the wire can change is

$$t_w^{min} = \min_{u \in inputs(G)} t_u^{min} + delay_G^{min}$$

In this manner, calculate the times at which every wire can change. Now for the circuit to work correctly, confirm that for each flip-flop F with input d(F):

$$\begin{array}{lcl} t_{d(F)}^{max} & \leq & T_{clock} - Setup(F) \\ t_{d(F)}^{min} & \geq & Hold(F) \end{array}$$