Lecture 23 Multiple State Machine Implementation & Clock Period

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Steps in State Machine Synthesis using Counters

- Encode the states
- Choose a counter with appropriate control inputs to implement the state register
- Use the counter functionality table to arrive at the spec. of the combinational logic
- Synthesize the combinational logic

Applications of Sequential Machines

- Pattern matching
 - Overlapped or non-overlapped
 - Blocked or non-blocked
- Sequential decoding
- Controllers
- Memory based circuits

its

Section 3: Sequential Circuits

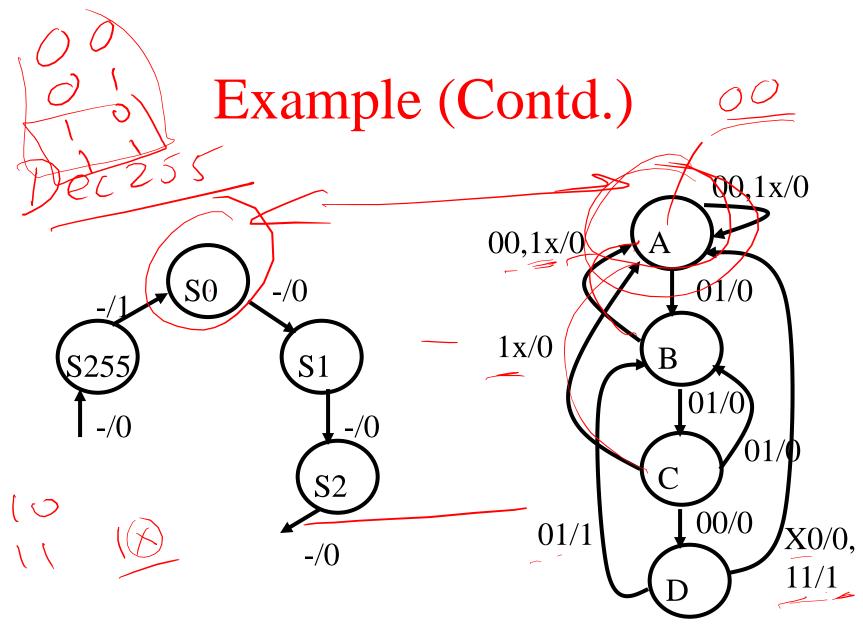
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Interacting State Machines: Example

- Search for a pattern P = '1101' within blocks of 256 bits. The pattern should not cross block boundaries.
- Design two state machines M1 and M2
 - M1 is a modulo 256 counter
 - M2 is the pattern recognizer
- The 256th transition of M1 should initialize
 M2

Example (Contd.)

Example (Contd.) M2 Clk

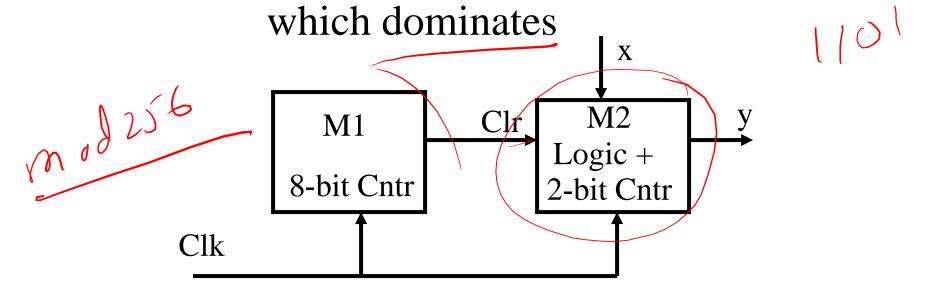


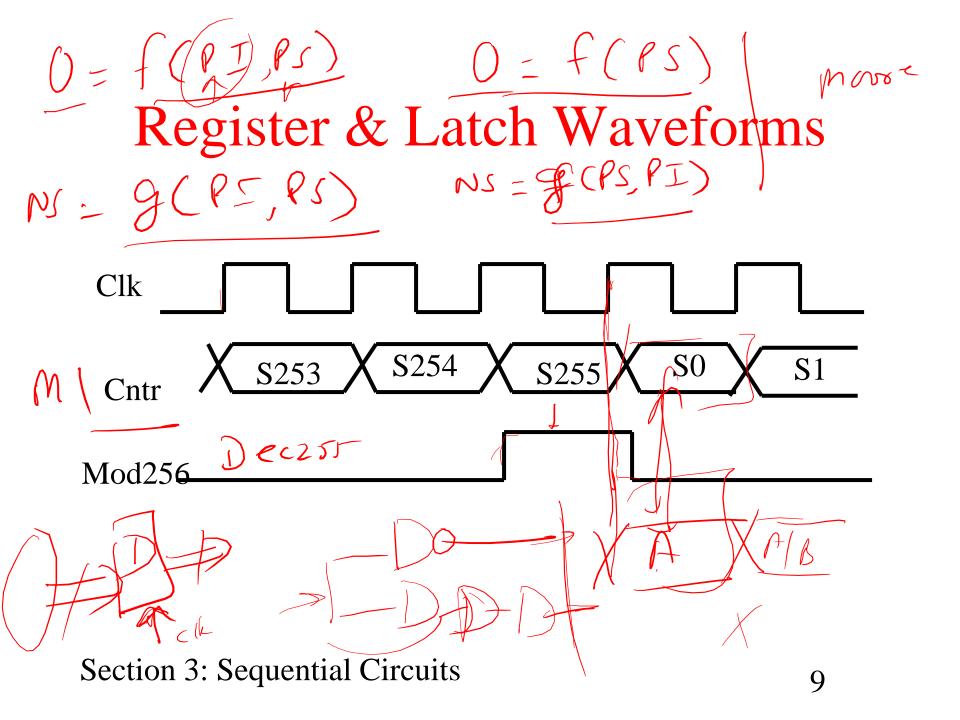
Section 3: Sequential Circuits

Design Summary: Example

• M1: 8-bit free running counter

• M2: Counter with synchronous clear





Multiple State Machines: Another Example

- In a bit stream, count the number of "a" (ASCII Code) characters in blocks of 256 8-bit characters
- Three state machines: M1, M2 and M3

M1: Pattern recognizer for "@" character

M2: 8-bit counter for counting 256 characters

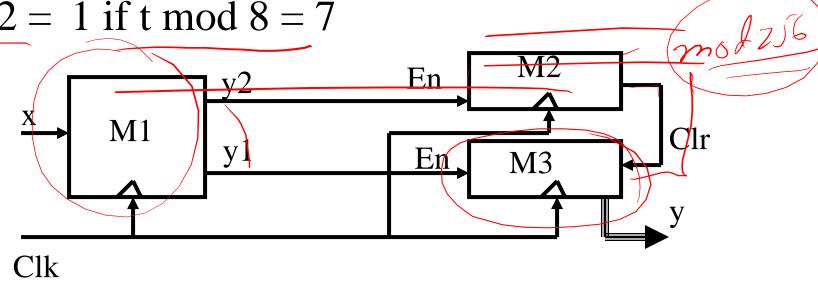
— M3: 8-bit Counter for counting no. of "@"

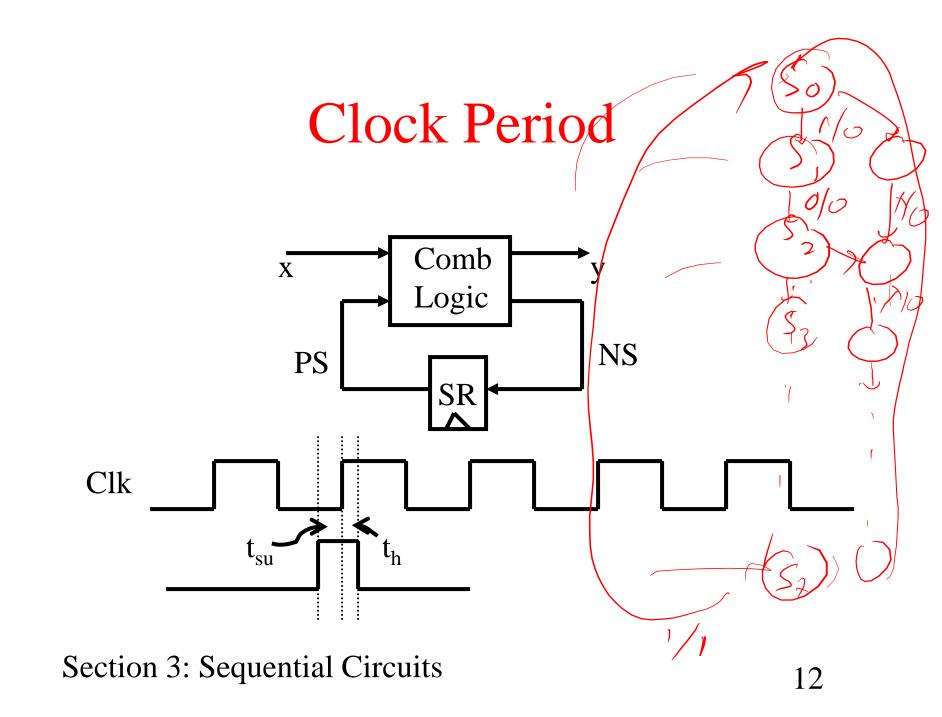
Second Example (Contd.)

Specification of M1

$$y1 = 1 \text{ if } \langle x(t-7)..x(t) \rangle = \text{``a''} \text{ and } t \text{ mod } 8 = 7$$

y2 = 1 if t mod 8 = 7





Clock Period Computation

t_o: Critical path delay (x,PS) to y

t_{ns}: Critical path delay (x,PS) to NS

t_d: SR delay

t_{su}: Setup time of the SR

t_h: Hold time of the SR

$$t_{clk} \ge max\{ t_d + t_o, t_d + t_{ns} + t_{su} \}$$