

## ◆ Übergangs-/Ausgangsschaltnetz

```
fsm: process (state, strt, len, i, i1, j, d, m, y, tmp, min, flg, swp, dib) is
begin
    state0 <= state;
    i0      <= i;
    j0      <= j;
    m0      <= m;
    y0      <= y;
    tmp0    <= tmp;
    min0    <= min;
    d0      <= d;
    flg0    <= flg;
    swp0    <= swp;

    ofs     <= i;    -- default (OTHERS => '0');
    WEB     <= '0';
    ENB     <= '0';
    DOB     <= tmp;  -- default (OTHERS => '0');

    case state is
        when S0 =>
            if strt='1' then
                d0      <= '0';
                i0      <= (others => '0');
                m0      <= len - 1;
                state0 <= S1;
            end if;
```

# Hardware/Software-Codesign

## ♦ Übergangs-/Ausgangsschaltnetz (Fortsetzung)

```
when S1 =>
  if i<m then
    -- ofs    <= i;
    ENB       <= '1';
    min0      <= i;
    flg0      <= '0';
    swp0      <= '0';
    j0        <= '0' & i1;
    state0    <= S2;
  else
    d0        <= '1';
    state0    <= S0;
  end if;
```

# Hardware/Software-Codesign

## ♦ Übergangs-/Ausgangsschaltnetz (Fortsetzung)

```
when S2 =>
  if flg='0' then
    flg0 <= '1';
    y0    <= DIB;
    tmp0 <= DIB;
  end if;
  if j<=m then
    ofs    <= j(ofs'range);
    ENB    <= '1';
    state0 <= S3;
  else
    if swp='1' then
      ofs    <= min;
      DOB    <= y;
      ENB    <= '1';
      WEB    <= '1';
      state0 <= S4;
    else
      i0     <= i1;
      state0 <= S1;
    end if;
  end if;
```

# Hardware/Software-Codesign

## ♦ Übergangs-/Ausgangsschaltnetz (Fortsetzung)

```
when S3 =>
  if DIB<tmp then
    swp0    <= '1';
    min0    <= j(min0'range);
    tmp0    <= DIB;
  end if;
  j0       <= j + 1;
  state0 <= S2;

when S4 =>
  -- ofs    <= i;
  -- DOB    <= tmp;
  ENB      <= '1';
  WEB      <= '1';
  i0       <= i1;
  state0 <= S1;
end case;

end process;

end verhalten;
```