## **VE270 Lecture 10 FSM**

## **Synchronous FSM**

FSM behaviors synchronized to the active edge of clock.

FSM shows clock change	Synchronous FSM
Inputs: b; Outputs: x  x=0 Off b'*elk^	Inputs: b; Outputs: x  Very control of the control
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## **Common State Transition Property**

- Only one condition should be true, among all transitions leaving a state
- One condition must be true, for any input combination
- All conditions must be considered when leaving a state



