



DIGITAL DESIGN AND COMPUTER ORGANIZATION

Finite State Machines - 1

Reetinder Sidhu

Department of Computer Science and Engineering

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Engineering

- Digital Design
 - ▶ Combinational logic design
 - ▶ Sequential logic design
 - ★ **Finite State Machines - 1**
- Computer Organization
 - ▶ Architecture (microprocessor instruction set)
 - ▶ Microarchitecture (microprocessor operation)

Concepts covered

- Finite State Machines
 - ▶ Mealy and Moore Machines

FINITE STATE MACHINES - 1

What is a Finite State Machine?

- The mathematical foundation for combinational logic circuits is Boolean functions. What about sequential logic circuits?

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Finite State Machine (FSM)



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State

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- The state block contains **only memory elements**

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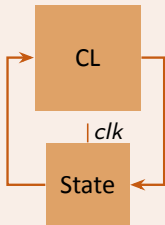


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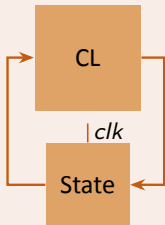


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-
- Essentially **any sequential logic circuit** (from a simple counter to a complex microprocessor) can be represented as a Finite State Machine
 - Fundamental concept in Computer Science and Engineering
 - ▶ Studied as Finite Automaton in Automata Theory course

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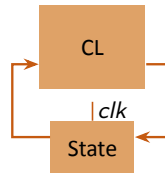
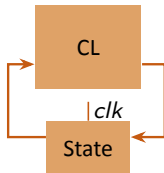
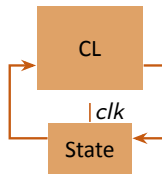
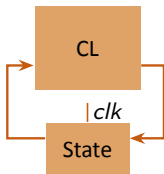
Mealy and Moore FSMs

- What about input and output?

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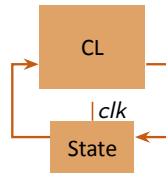
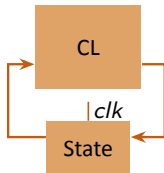
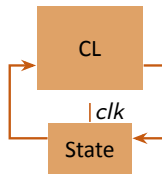
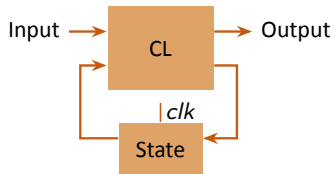
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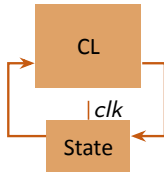
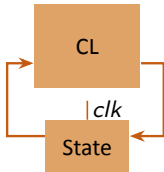
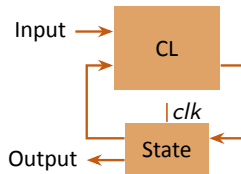
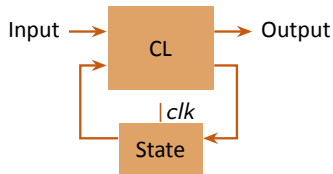
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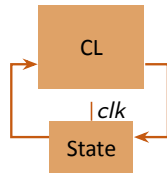
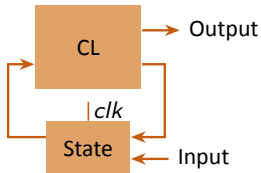
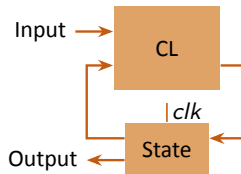
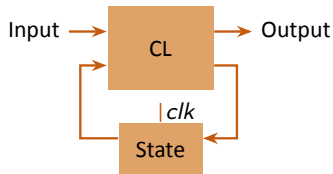
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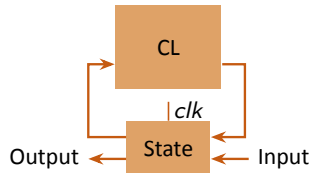
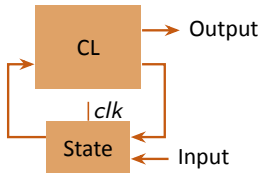
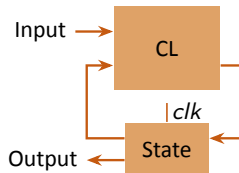
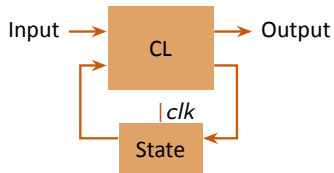
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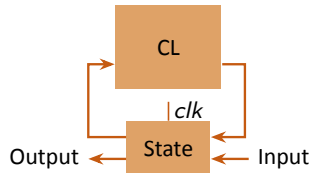
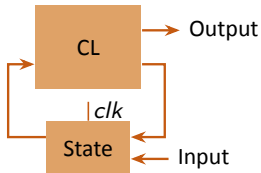
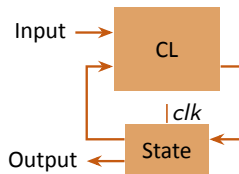
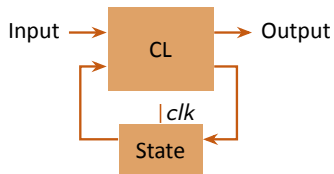
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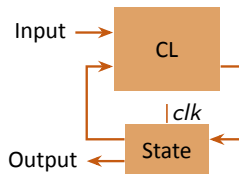
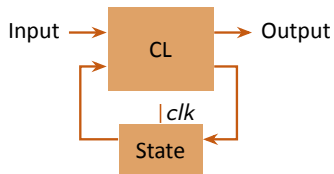
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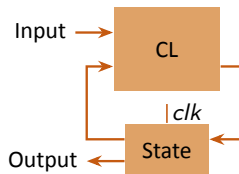
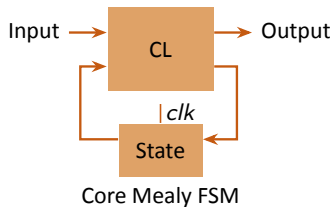
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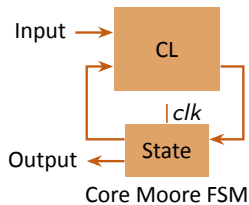
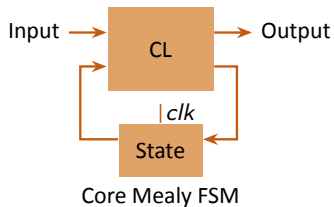
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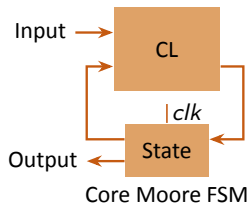
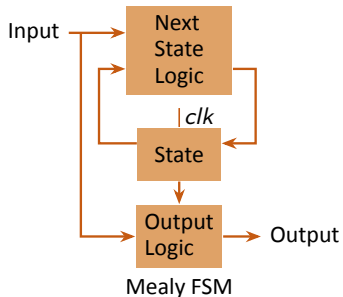
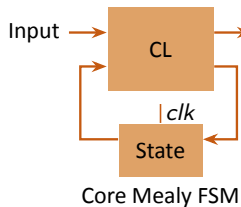
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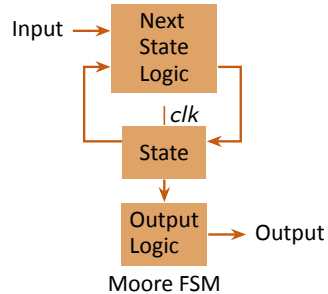
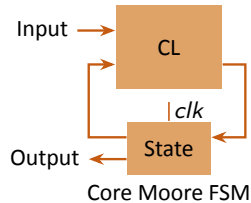
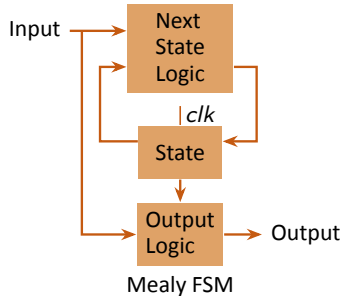
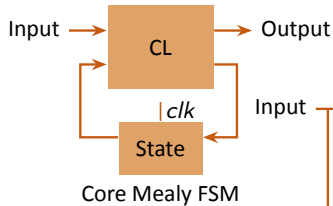
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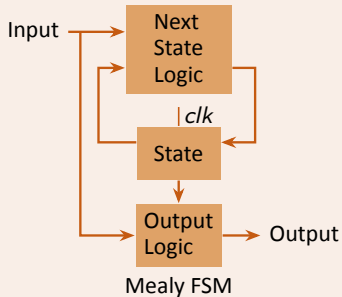
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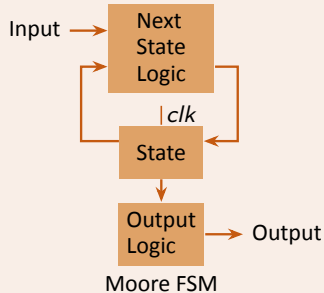
Mealy and Moore Finite State Machines

Mealy Machine



- Output depends on inputs and current state

Moore Machine



- Output depends upon current state only

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Think About It

- Classify the following two logic circuits into Mealy machine, Moore machine or neither
 - Also partition the logic into next state, output and state blocks

