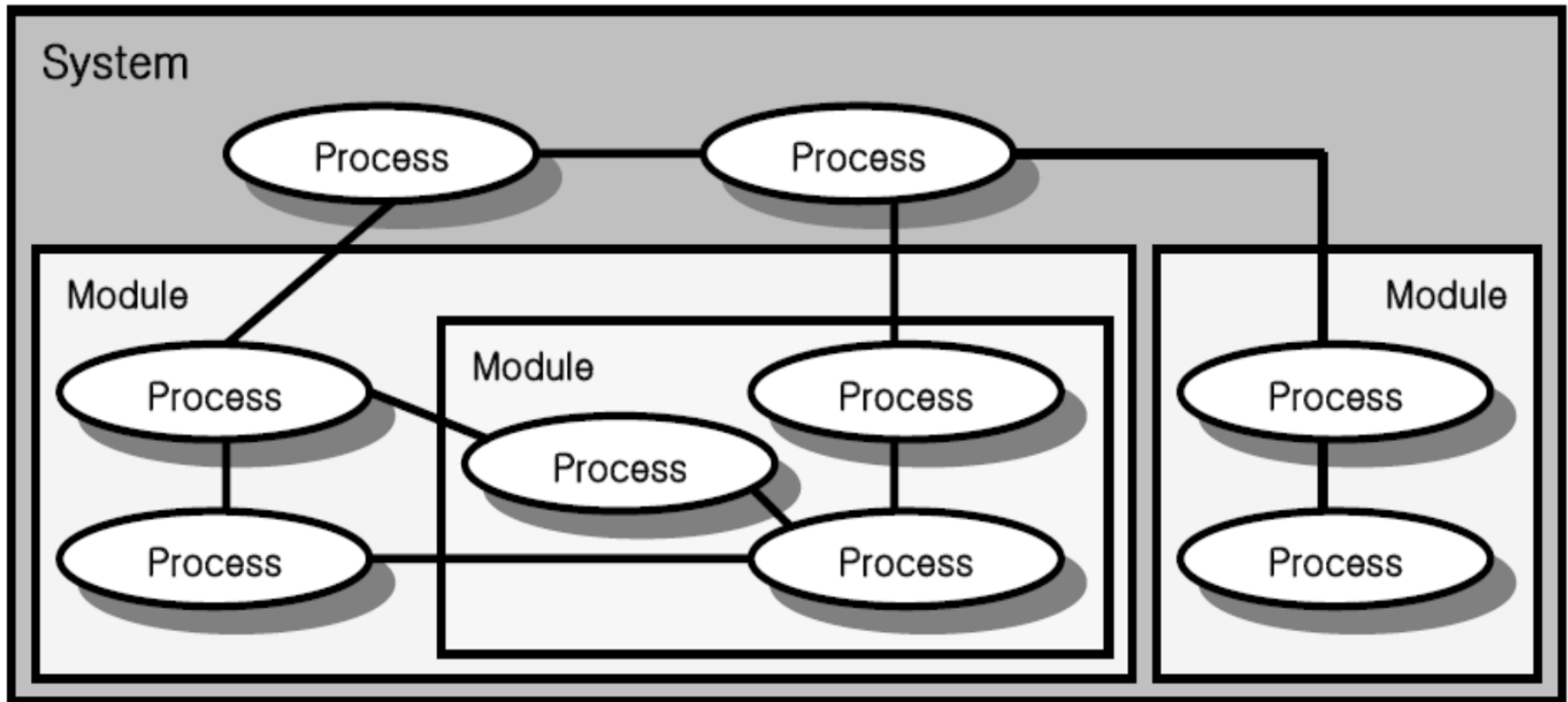




Turun yliopisto
University of Turku

HDL Based Design

ME620138



FINITE STATE MACHINES



Turun yliopisto
University of Turku

Mealy and Moore

- 
- Moore machine's outputs are a function of the **present state only**

- 
- Mealy machine's outputs are a function of the **present state and present inputs**

Finite State Machine

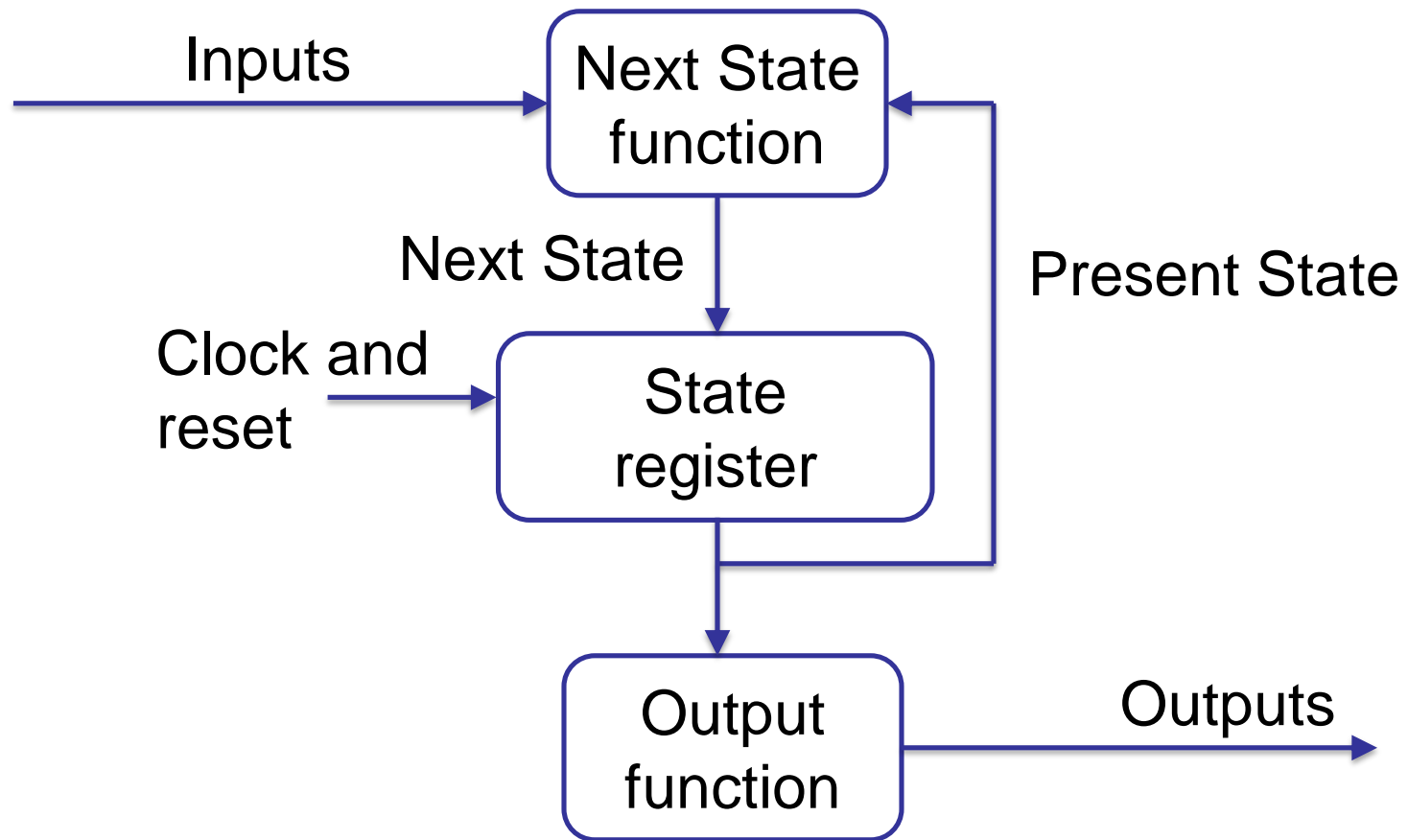
Next State
function

State
register

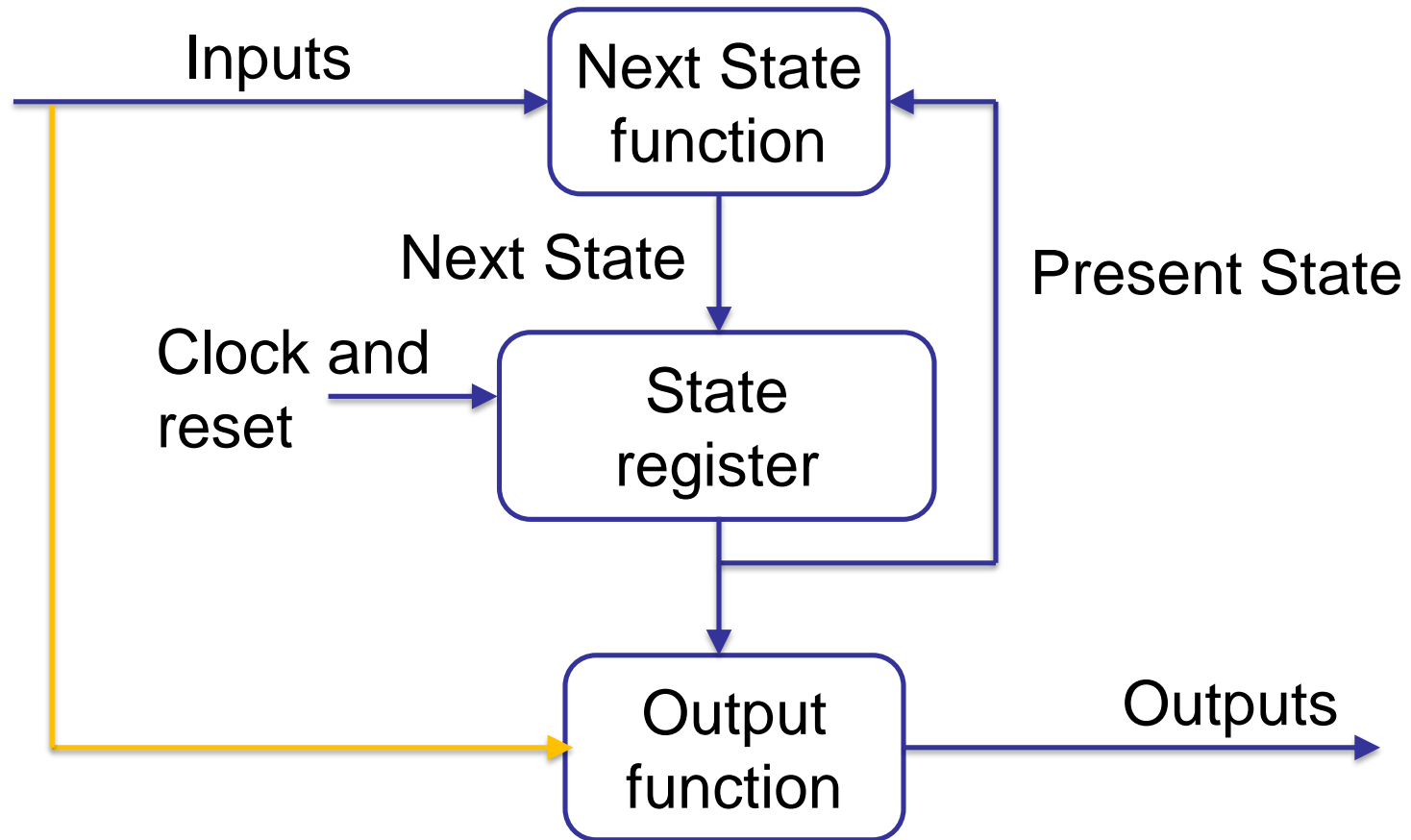
Output
function



Moore Machine

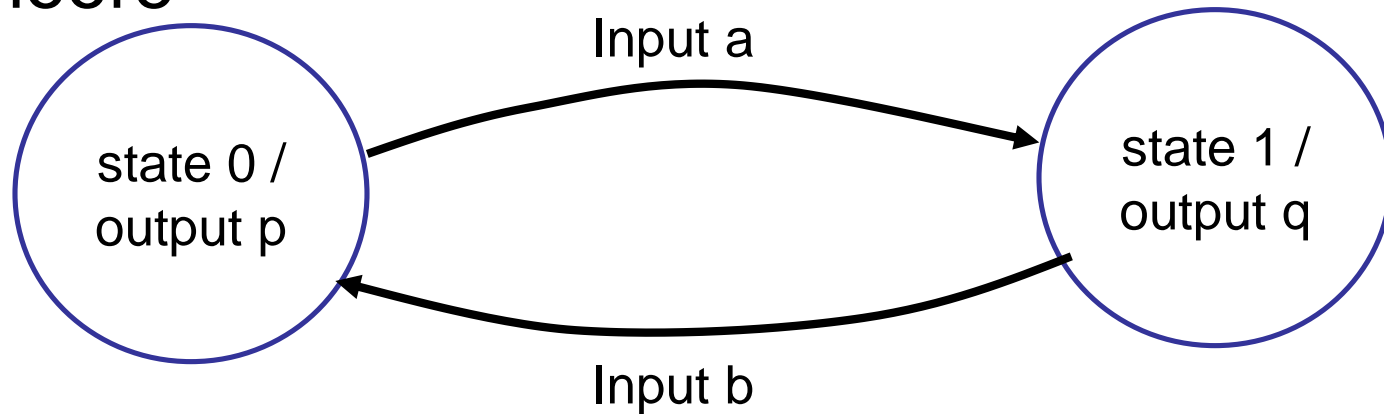


Mealy Machine

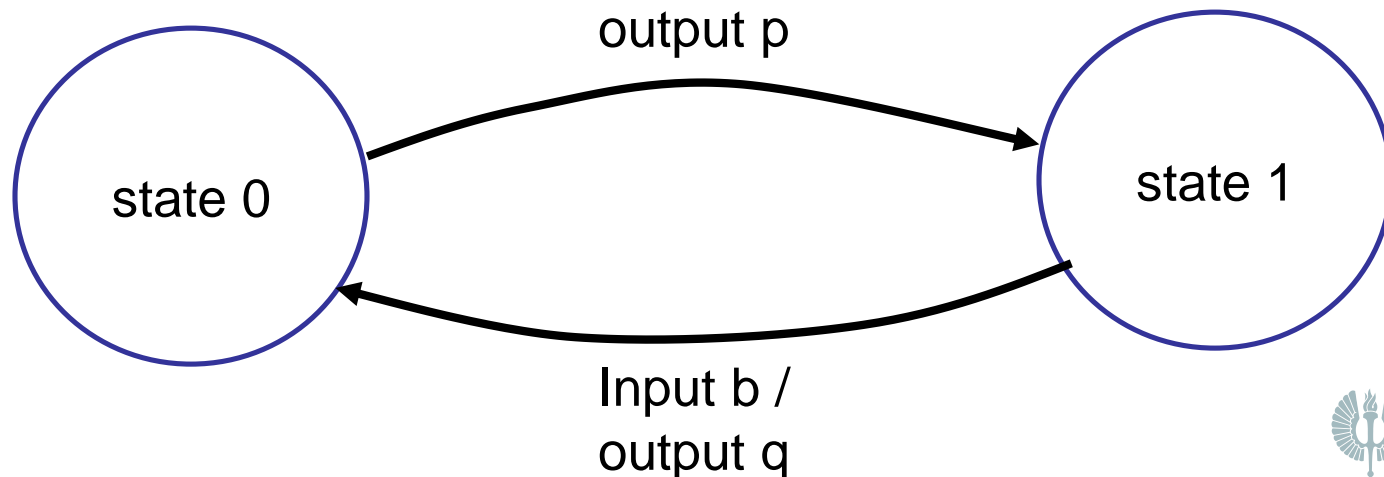


State diagrams offers an abstract graphical representation of the operation of FSM

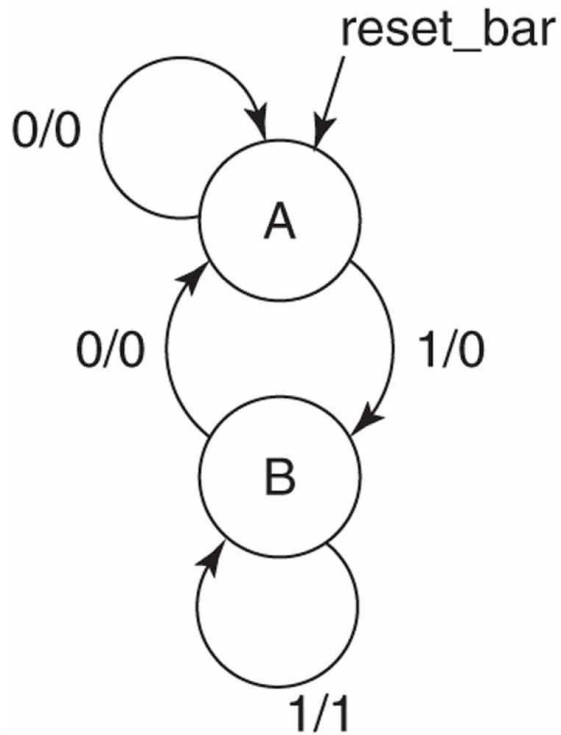
■ Moore



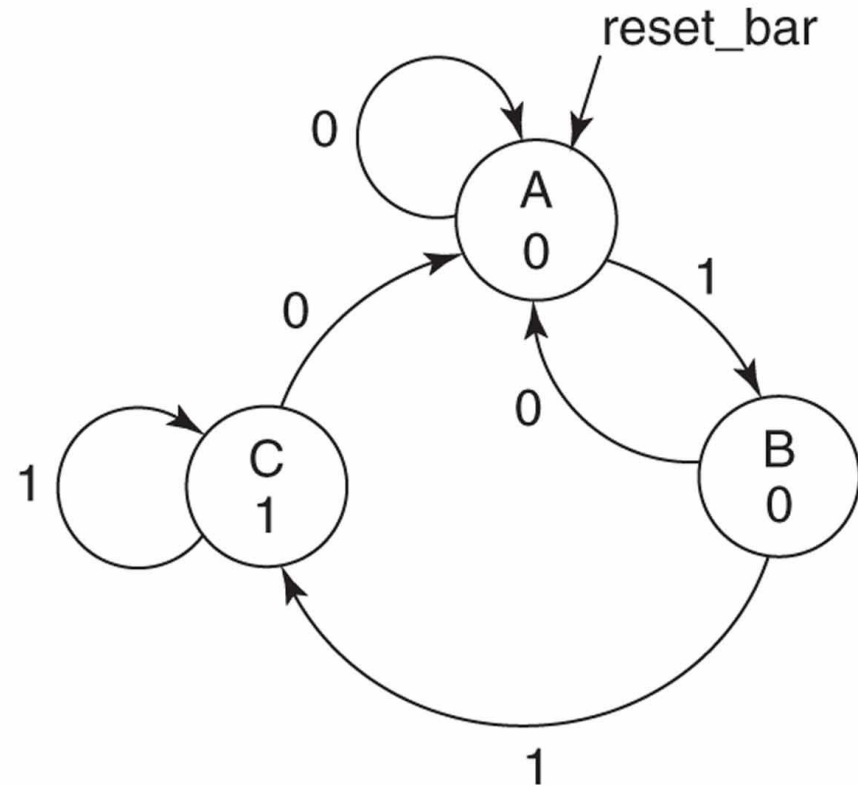
■ Mealy



Mealy and Moore



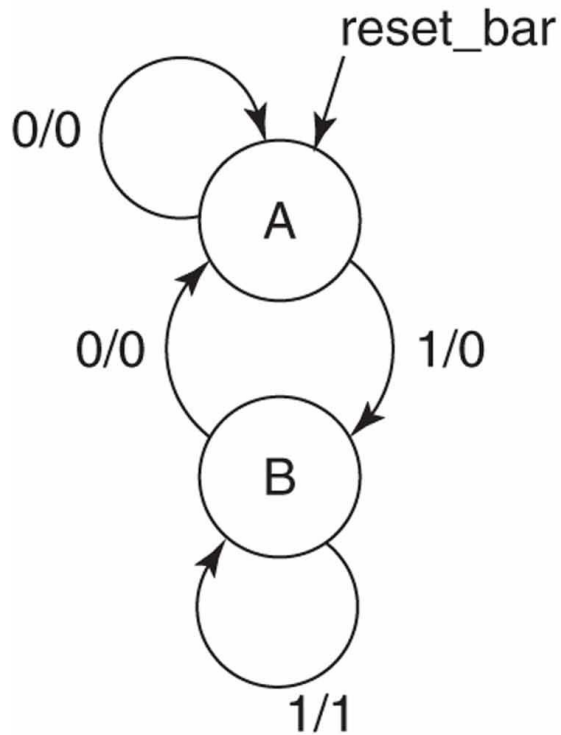
Mealy machine



Moore machine



Mealy and Moore

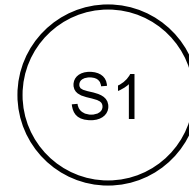
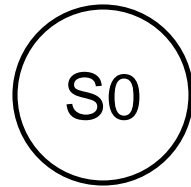


Present State	Input	Next State	Output
A	0	A	0
A	1	B	0
B	0	A	0
B	1	B	1

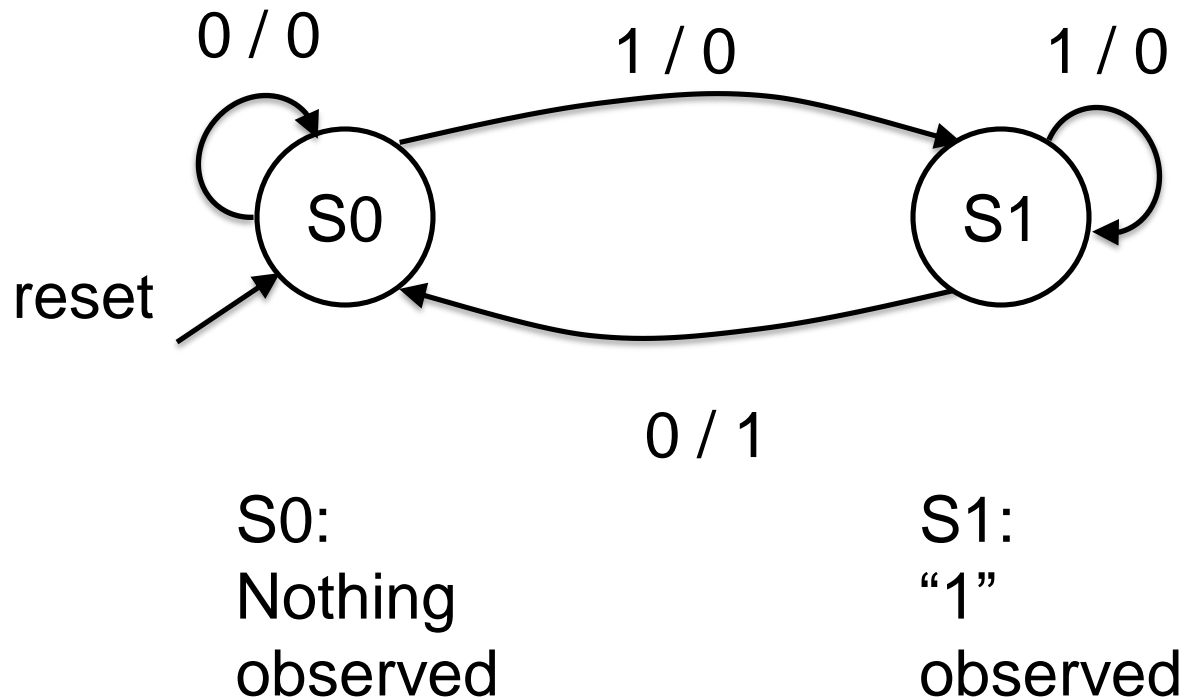
Mealy machine



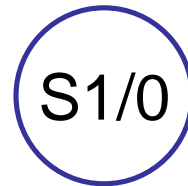
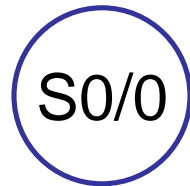
Mealy Recognising Sequence “10”



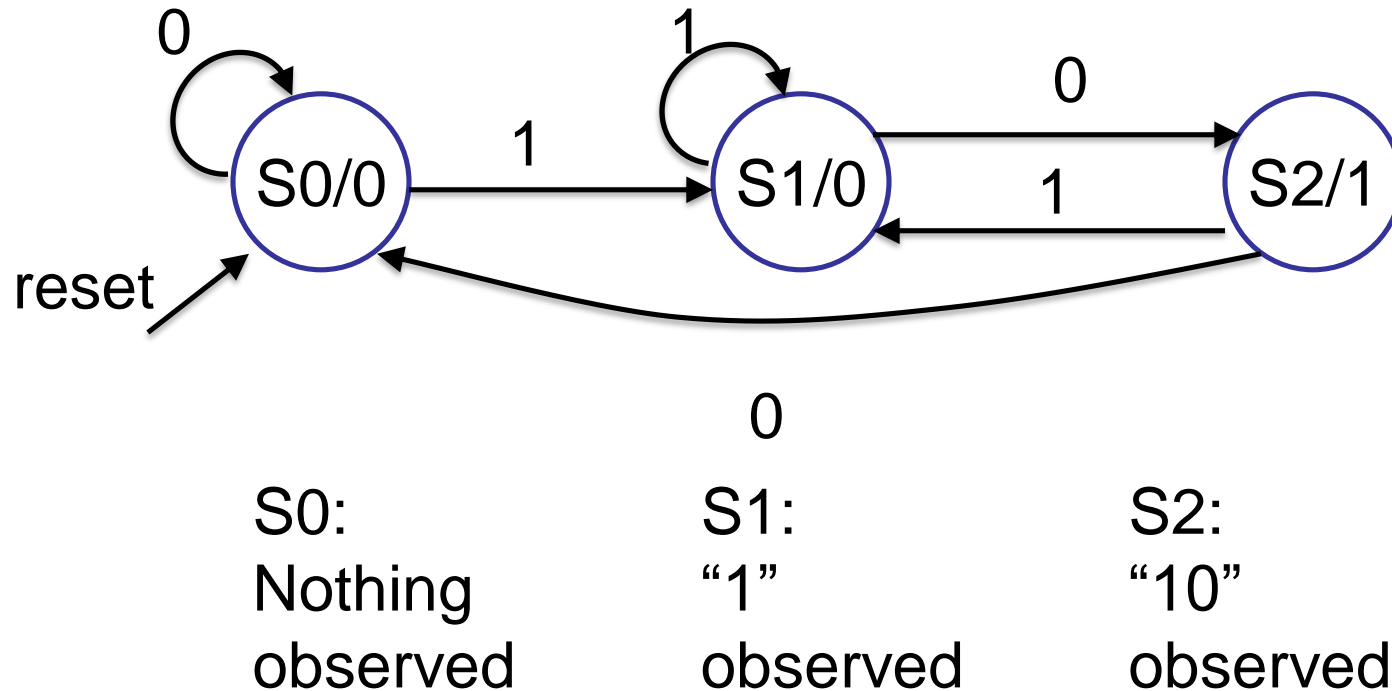
Mealy Recognising Sequence “10”



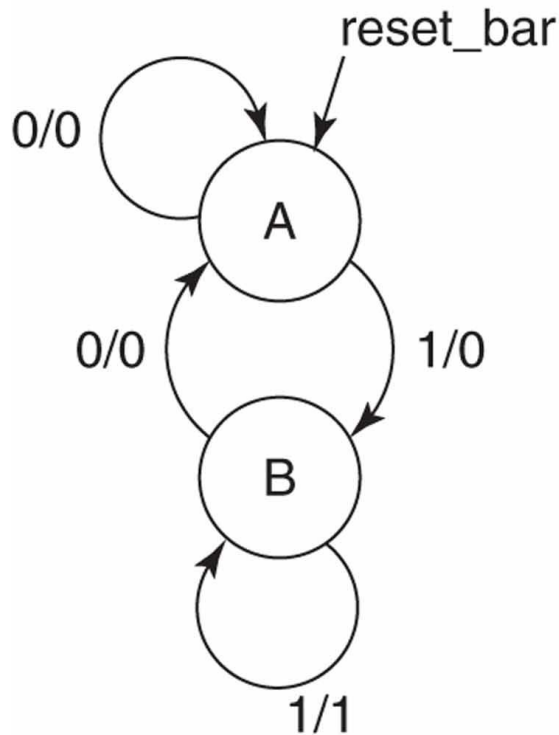
Moore Recognising Sequence “10”



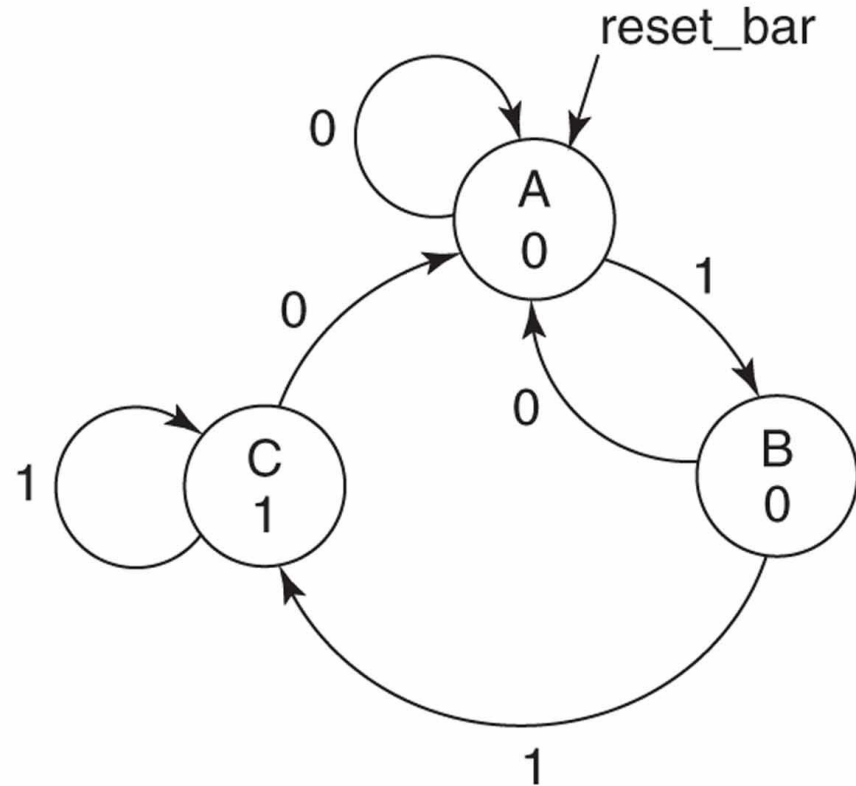
Moore Recognising Sequence "10"



Mealy and Moore



Mealy machine



Moore machine

Mealy: output \leq '1' **when** (state = B **and** input = '1') **else** '0';

Moore: output \leq '1' **when** state = C **else** '0';

VHDL outline for Moore Machine

```
type statemachine is (S0, S1, ... , SX);
```

```
signal state: statemachine;
```

```
Moore: process (clock, reset)
```

```
begin
```

```
    if (reset = '1') then                state <= S0;
```

```
    elsif (clock = '1' and clock'event) then
```

```
        case state is
```

```
            when S0 =>
```

```
                if input = '1' then    state <= S1;
```

```
                else                  state <= S0;
```

```
                end if;
```

```
            when S1 =>
```

```
                ...
```

```
            end case;
```

```
    end if;
```

```
end process;
```

```
output <= '1' when state = SX else '0';
```


VHDL outline for Mealy Machine

```
type statemachine is (S0, S1, ... , SX);
```

```
signal state: statemachine;
```

```
Mealy: process(clock, reset)
```

```
begin
```

```
    if (reset = '1') then                state <= S0;
```

```
    elsif (clock = '1' and clock'event) then
```

```
        case state is
```

```
        when S0 =>
```

```
            if input = '1' then    state <= S1;
```

```
            else                  state <= S0;
```

```
            end if;
```

```
        when S1 =>
```

```
            ...
```

```
        end case;
```

```
    end if;
```

```
end process;
```

```
output <= '1' when (state = SX and input = '0|1') else '0';
```



Mealy vs Moore

- Can be functionally equivalent
- Mealy usually requires smaller number of states
- Mealy reacts one clock cycle sooner than Moore
- Moore does not have a combinational path from input to output



Read Ex4

Start doing it

