

Consider the following transition table.

Curr State 1/1 Yo	hext state (4,,4 x=0 x=1	Assume 00 and x=0 Change X Stom 0=1
10 01 00	60 0 60 0 60 0 11	$ \begin{array}{ccc} & & & & & & & & \\ & & & & & & & \\ & & & &$
(00 2 01	non-critical

Consider

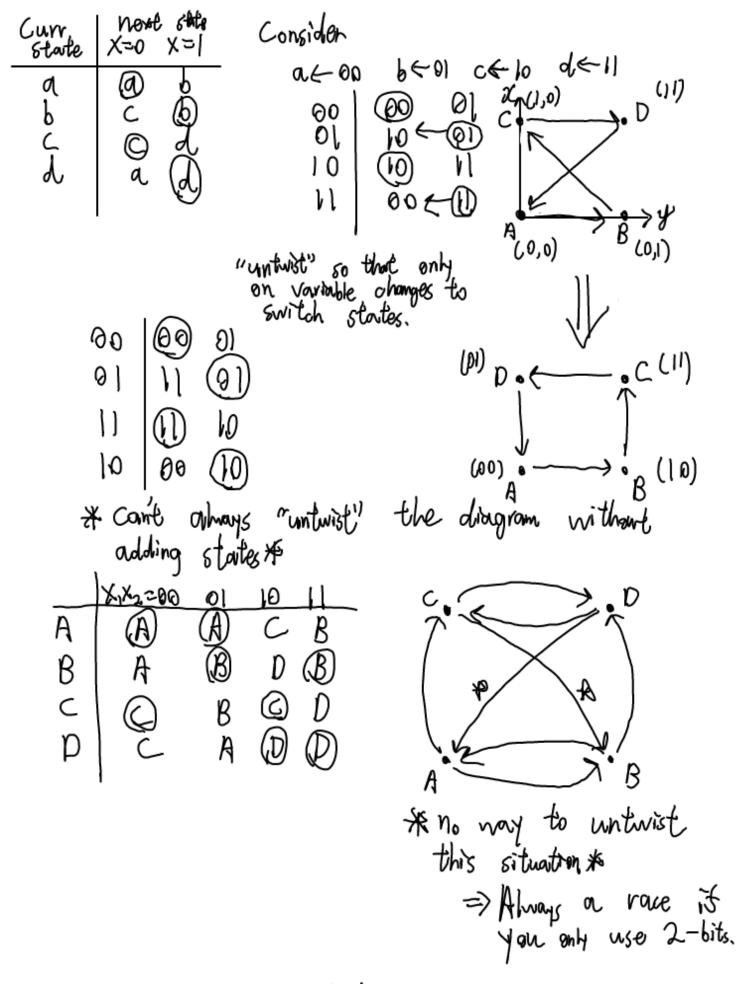
4.4° Next Yiro	(1) (P)
10 00 00 00 11 00 11	(1) (p) (1) (

Races don't exist in <u>flowtables</u>
Therefore races are a consequence of <u>state</u> assignment.

So, if you want to avoid races, avoid assigning state values whice require multiple bits to change.

This will avoid all races.

Race Free State Assignment
** Preemptive — do stato assignment, which avoids all races.



Method 2: Use one-hot oncoding

Consider transition from state i > state j

00.010-0 > 00.010---0

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Exactly 2-bits change in any state to state transition.

00.-010--010- <=new temporary state

000 A 0010 B 0100 C 1000 p	® F Q I	@\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	日 子 〇 〇	F B I P	
0101 E 0011 F 1010 G	A		C D	В	
1001 I 1001 I	С	18 18		D	

