

# CSEE 3827: Fundamentals of Computer Systems

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Lecture 11

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# State machine

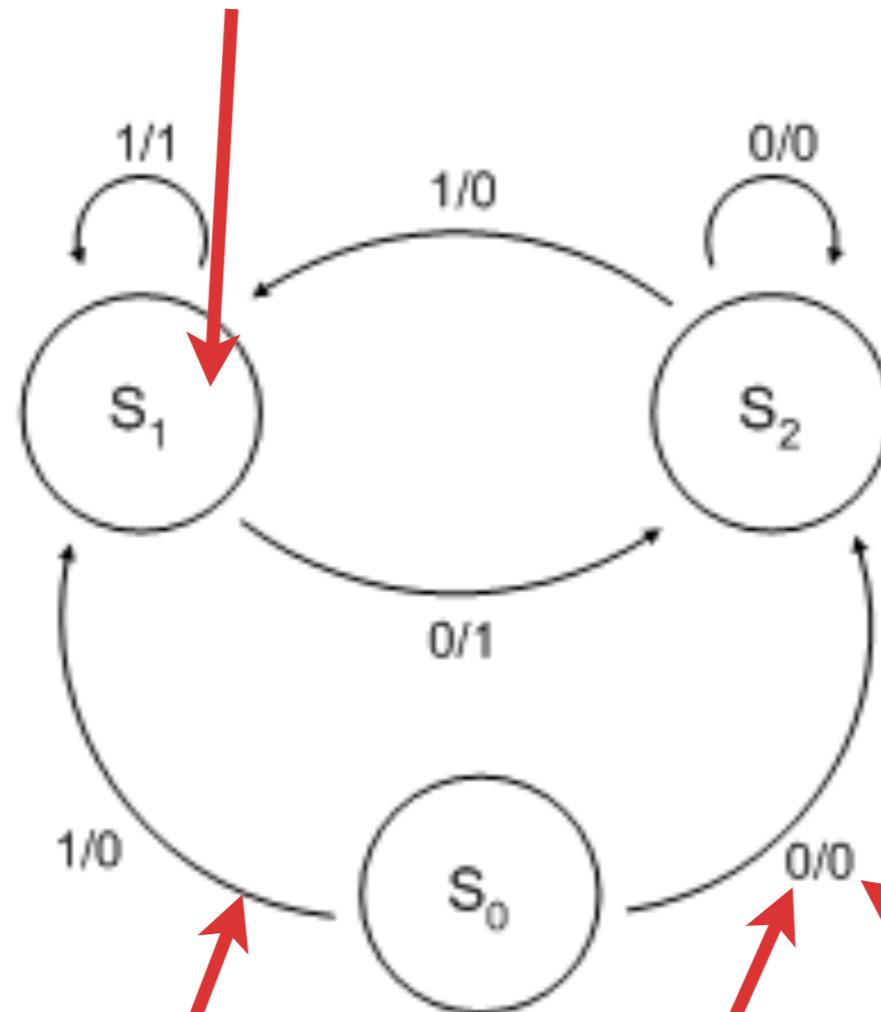
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*A state machine model of a system's behavior in terms of **states** and **transitions** between those states that are triggered by **actions**.*

# State diagrams represent state machines

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*one or more states, indicated by nodes*



*edges between states*

*machine output at transition*

*input value that triggers transition on edge*

# Finite state machine (FSM)

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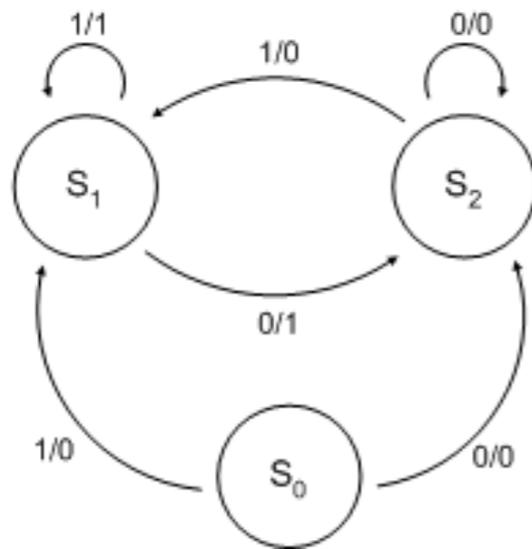
A state machine that has a finite number of states

\* *Any finite state machine can be implemented with sequential logic*

\* *All sequential circuits implement finite state machines*

# Implementing a finite state machine

1. describe operation



2. convert to truth table

S	in	S+	out
00	0	10	0
00	1	01	0
01	0	10	1
01	1	01	1
10	0	10	0
10	1	01	0

3. choose type of flip-flop

4. annotate table with flip-flop inputs for next state

S	in	S+	out	T1	T2
00	0	10	0	1	0
00	1	01	0	0	1
01	0	10	1	1	1
01	1	01	1	0	0
10	0	10	0	0	0
10	1	01	0	1	1

5. derive "next state" and "output" logic

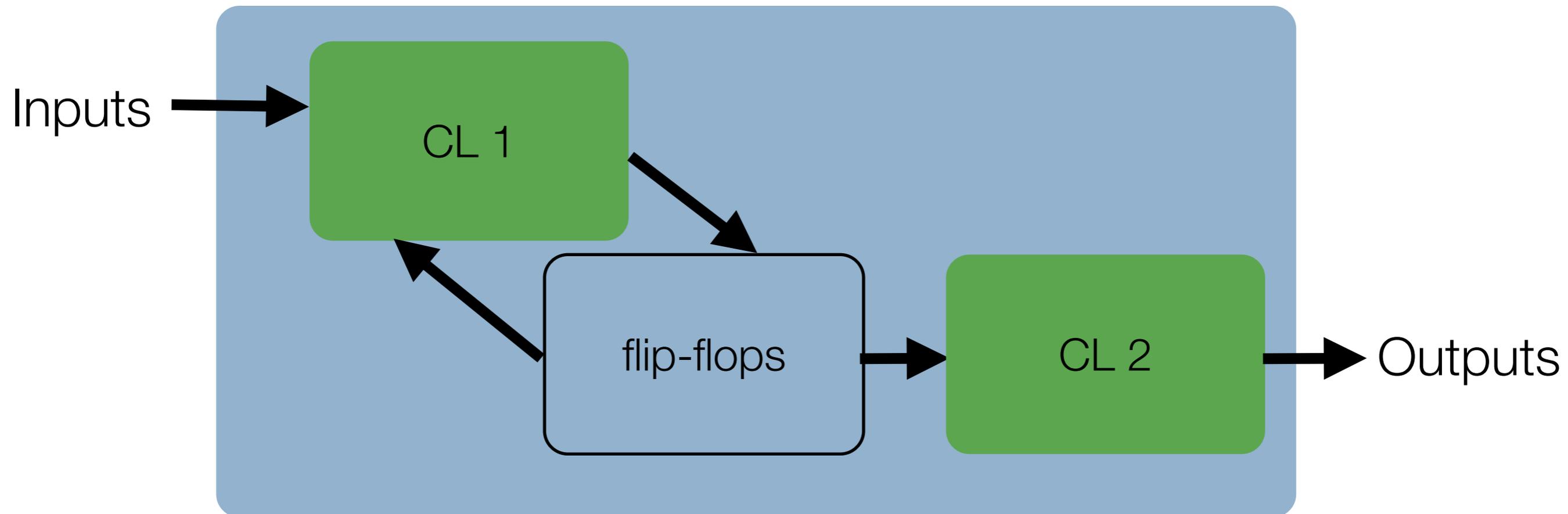
6. wire circuit and flip-flops together together

# In class exercise: design a 3-bit counter

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# Moore machine

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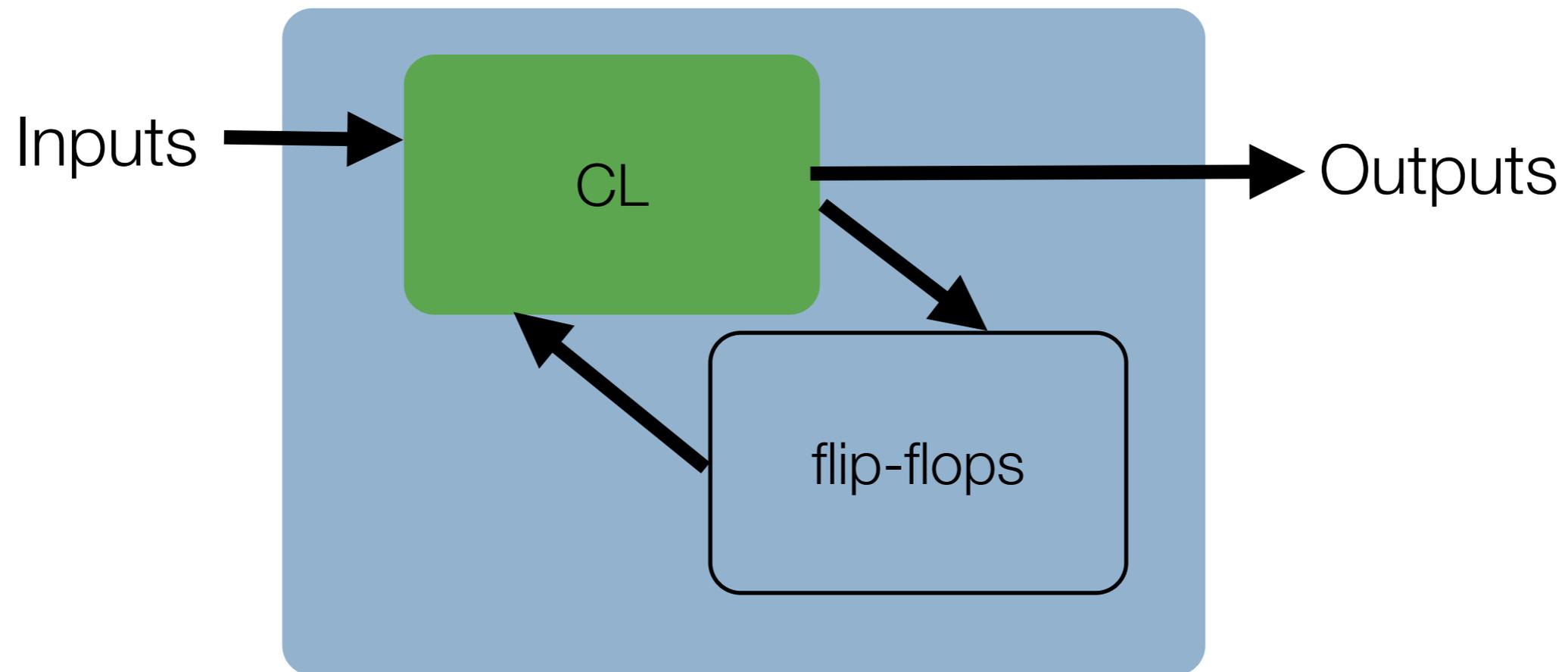


*a circuit in which the output depends only on the current state*

*(+ outputs are synchronous)*

# Mealy machine

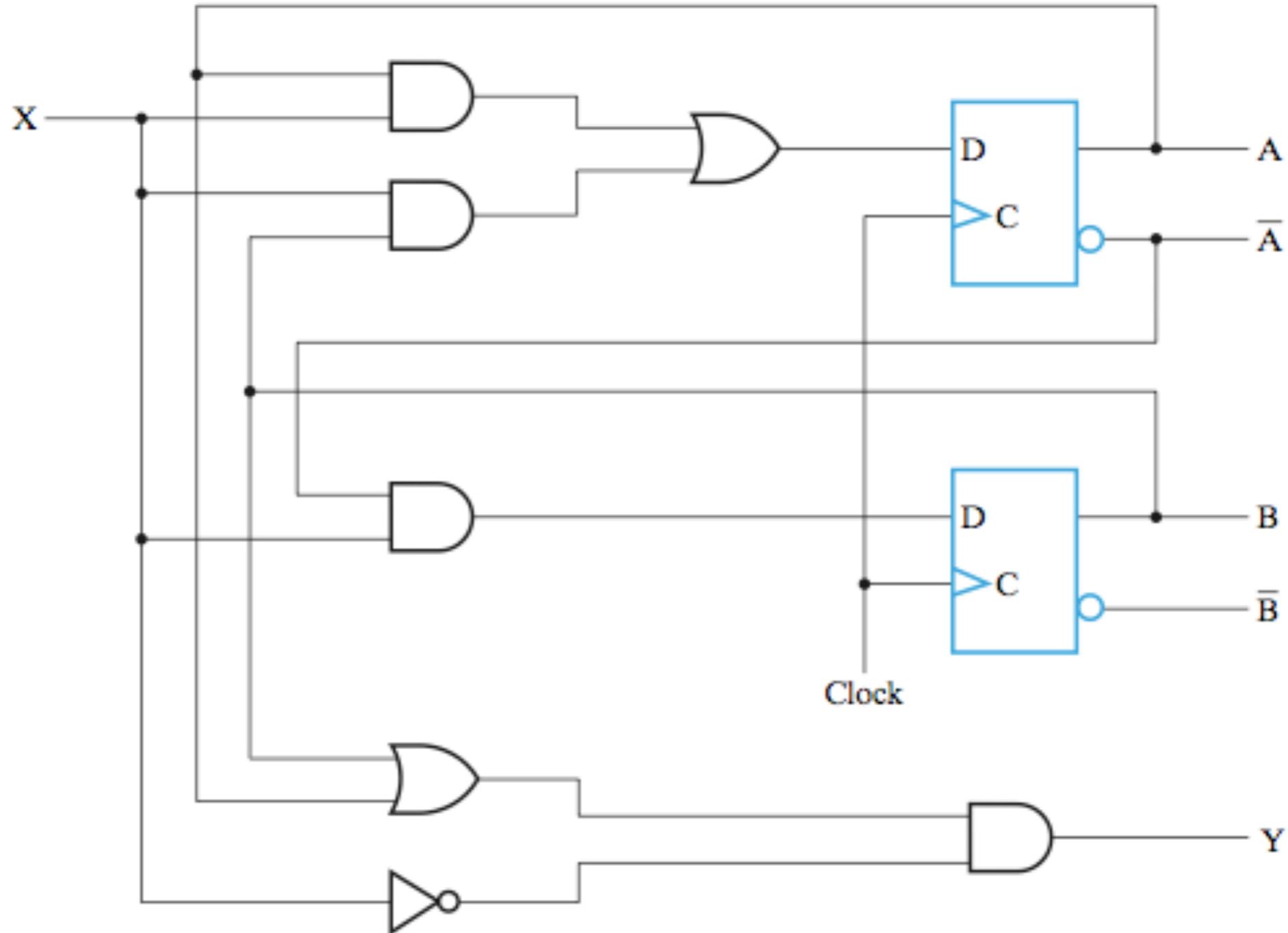
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*a circuit in which the outputs depend on the inputs as well as the current state*

*(+ typically fewer states than a Moore machine)*

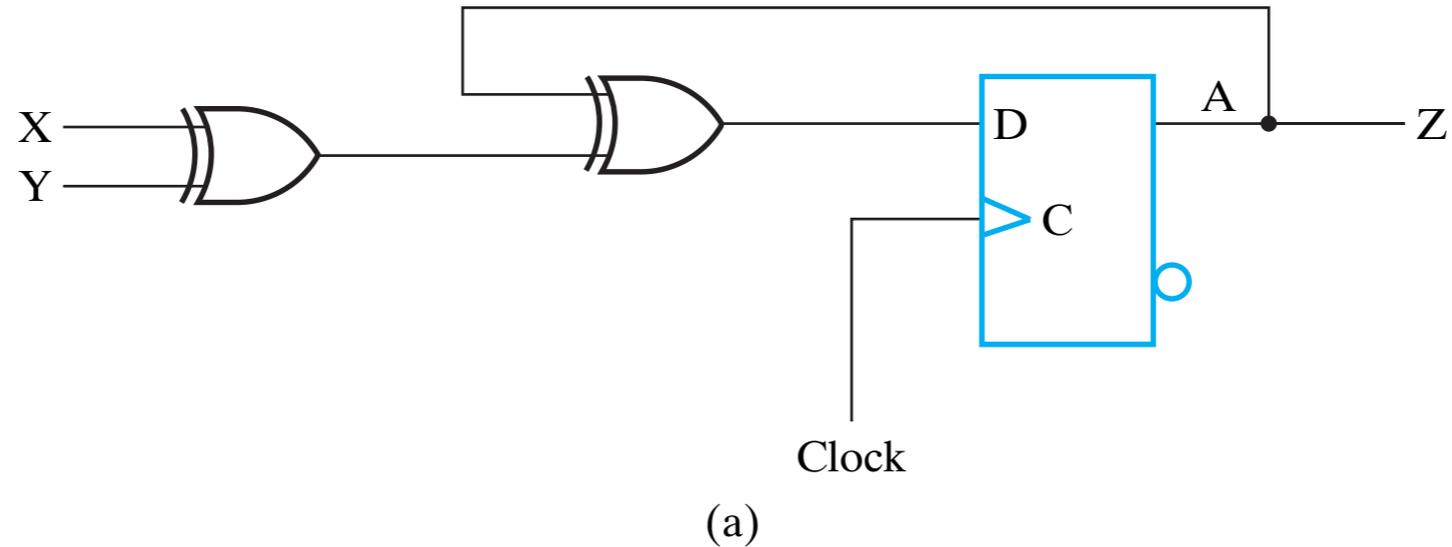
# A Mealy or Moore circuit?



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# An example Moore circuit

5-16



Present state	Inputs		Next state	Output
A	X	Y	A	Z
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	0
1	0	0	1	1
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

(b) State table



# In class exercise: design a vending machine

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- This vending machine will dispense a soda after the user has entered \$.15
- Inputs: N, D (nickel, dime, quarter inserted)
- Output: R (release soda)