Algorithmic State Machines

Data processing:

- what sorts of manipulations of the input and output data are requested? How many/what sorts of things need to be stored?
- How to design
 - Ad hoc/creative/by insight
 - List requested operations/manipulations
 - Include initialization controls
 - Include status lines

- Control logic
 - All of the commands to the data proc. logic need to be controlled, and the status lines need to be monitored and acted upon.
 - ASM charts are like state diagrams, but without specific drawbacks.
 - Don't list all inputs for each transition don't care inputs
 - Don't list all outputs for each state not changed outputs

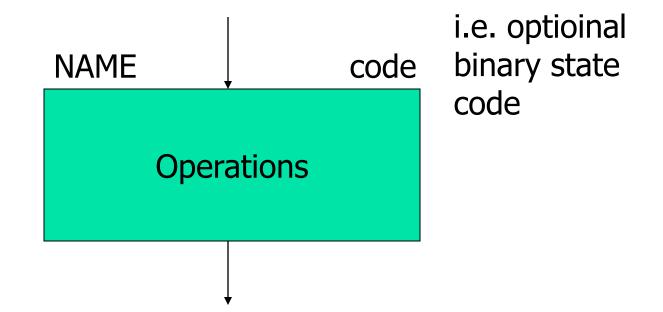
 How to design - ASM chart/state diagram (for small problems)

- State assignment
- State table
- Kmap-gates/FF/Reg Mux Dec/EPROM, or, creatively, a combination of them

- ASM charts are like flowcharts, with a few crucial differences. Be careful, especially with timing.
 - State Box
 - Decision Box
 - Combinational Box

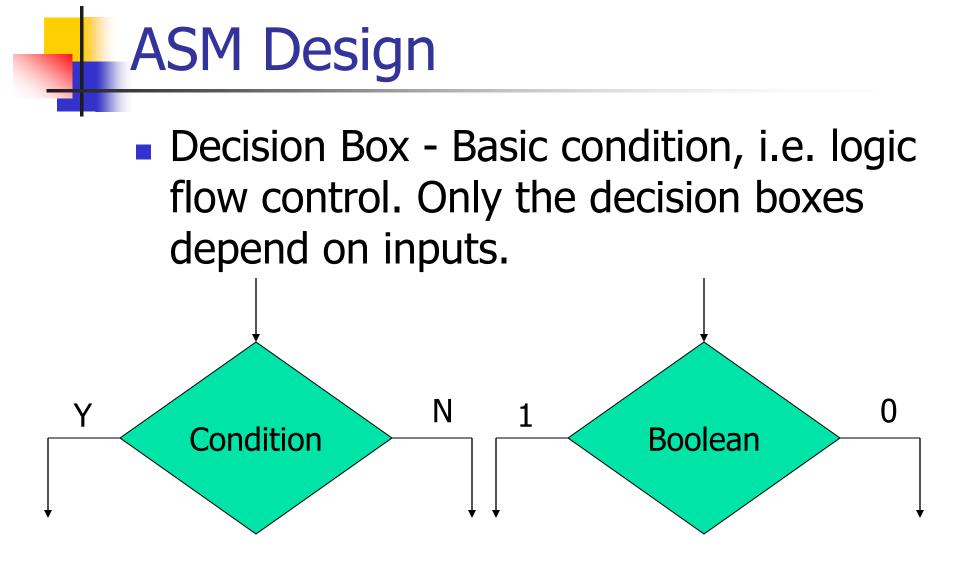


State Box – one box per system state

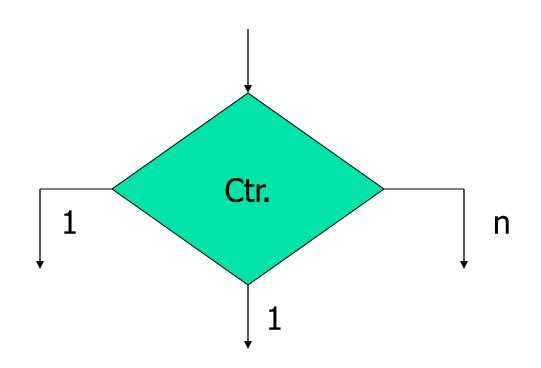


Operation notation:

- Sum <- 0 or Carry <- 0 or LOAD A</p>
- Combinational variable: S=0, T=S+V
- Idea: keep operations abstract & high level. Don't work in detailed language of processing logic (i.e. write Sum <- 0, not CLR_{Sum Reg}=1)
- Operations will take place at the end of the clock period









Keep conditions as general as possible.
Prefer: Carry high? Over Q_{FF#5}=1?



 Conditional Box - An action/operation to be undertaken conditioned on some earlier decision box.

Operations

- Conditional boxes do not appear in normal flowcharts. The essential difference is timing:
 - Flowcharts are sequential
 - ASM charts are not. All of the operations associated with a given state take place simultaneously.