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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

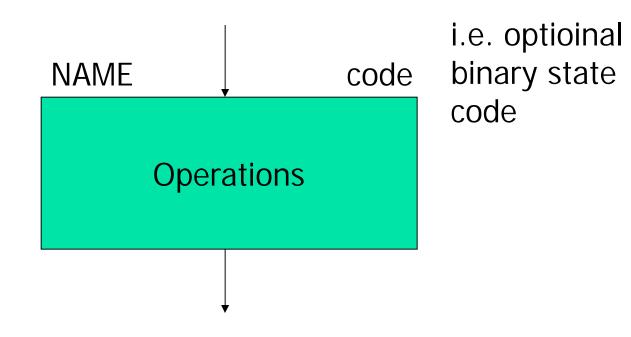
- How to design ASM chart/state diagram (for small problems)
 - State assignment
 - State table
 - Kmap-gates/FF/Reg Mux Dec/EPROM, or, creatively, a combination of them



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



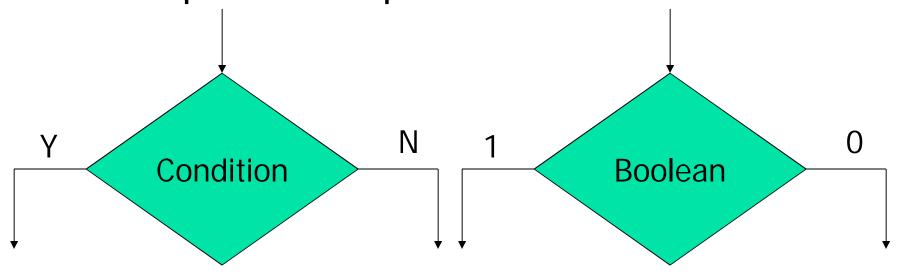
State Box – one box per system state



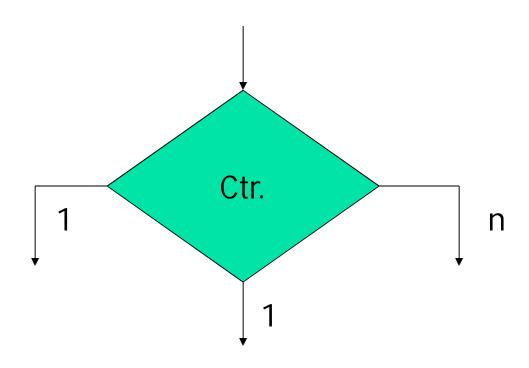
- Operation notation:
 - Sum <- 0 or Carry <- 0 or LOAD A</p>
 - Combinational variable: S=0, T=S+V
- Idea: keep operations abstract & high level. Don't work in detailed language of processing logic (i.e. write Sum <- 0, not CLR_{Sum Req}=1)
- Operations will take place at the end of the clock period



 Decision Box - Basic condition, i.e. logic flow control. Only the decision boxes depend on inputs.



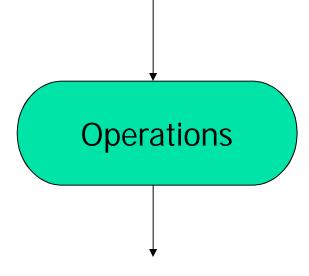




- Keep conditions as general as possible.
- Prefer: Carry high? Over Q_{FF#5}=1?



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



- 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.

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Assignment

- Q1 Draw an ASM Chart to generate the following sequence:
- **1**,3,5,7,1.....