

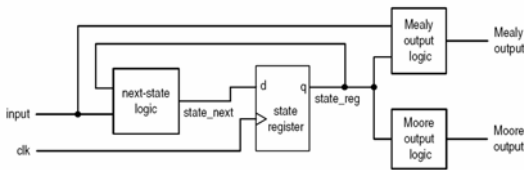
Finite State Machine

Outline

1. Overview
2. FSM representation
3. Timing and performance of an FSM
4. Moore machine versus Mealy machine
5. VHDL description of FSMs
6. State assignment
7. Moore output buffering
8. FSM design examples

1. Overview on FSM

- Contain “random” logic in next-state logic
- Used mainly used as a controller in a large system
- Mealy vs Moore output



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2. Representation of FSM

- State diagram

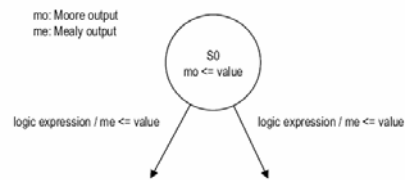
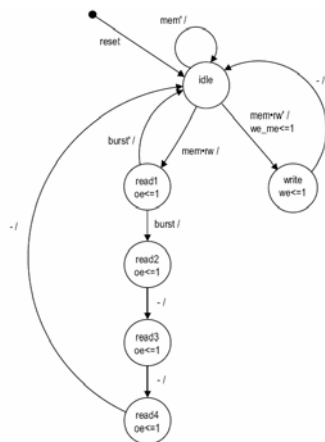


Figure 10.2 Notation for a state.

- E.g.
a memory controller



- ASM (algorithmic state machine) chart
 - Flowchart-like diagram
 - Provide the same info as an FSM
 - More descriptive, better for complex description
 - ASM block
 - One state box
 - One or more optional decision boxes: with T or F exit path
 - One or more conditional output boxes: for Mealy output

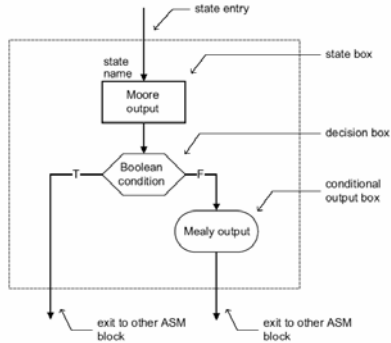


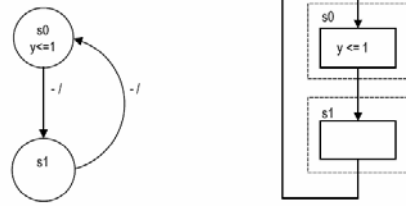
Figure 10.4 ASM block.

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State diagram and ASM chart conversion

- E.g. 1.

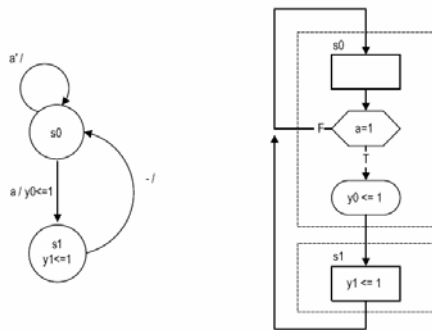


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- E.g. 2

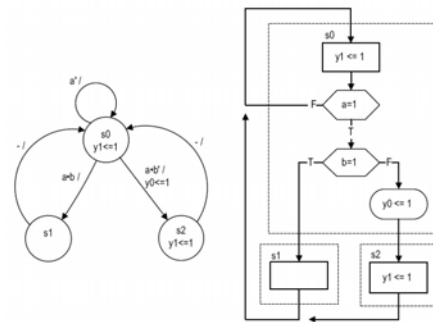


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- E.g. 3.

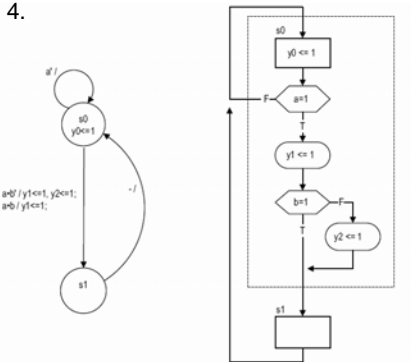


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- E.g. 4.

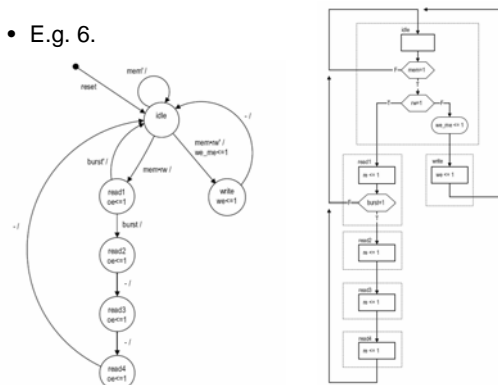


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- E.g. 6.



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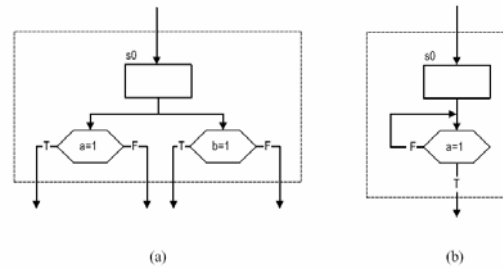
- Difference between a regular flowchart and ASM chart:
 - Transition governed by clock
 - Transition done between ASM blocks
- Basic rules:
 - For a given input combination, there is one unique exit path from the current ASM block
 - The exit path of an ASM block must always lead to a state box. The state box can be the state box of the current ASM block or a state box of another ASM block.

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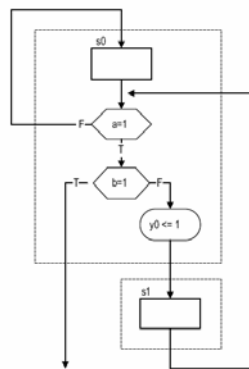
- Incorrect ASM charts:



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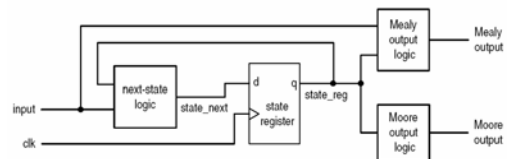


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3. Performance of FSM

- Similar to regular sequential circuit



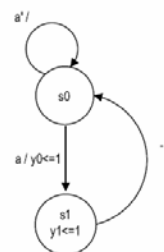
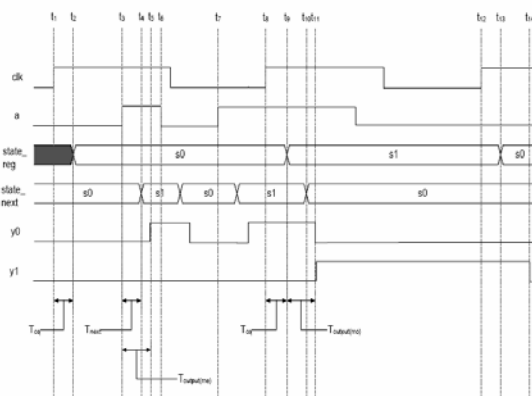
$$T_c = T_{cq} + T_{next(max)} + T_{setup}$$

$$T_{co(mo)} = T_{cq} + T_{output(mo)}$$

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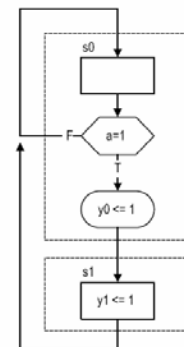
- Sample timing diagram



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4. Moore vs Mealy output

- Moore machine:
 - output is a function of state
- Mealy machine:
 - output function of state and output
- From theoretical point of view
 - Both machines have similar “computation capability”
- Implication of FSM as a controller?

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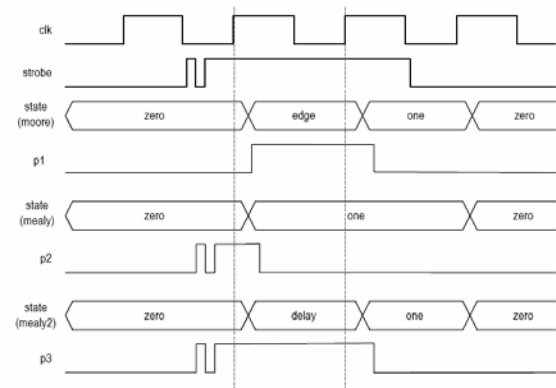
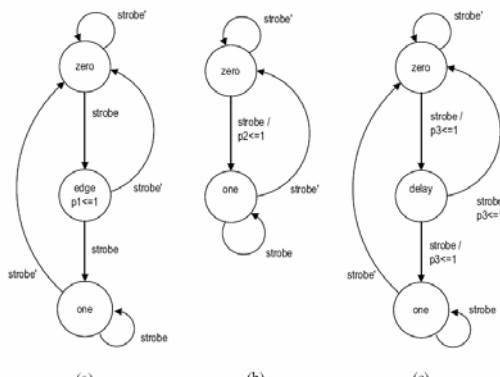
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- Three designs:



- Comparison
 - Mealy machine uses fewer states
 - Mealy machine responds faster
 - Mealy machine may be transparent to glitches
- Which one is better?
- Types of control signal
 - Edge sensitive
 - E.g., enable signal of counter
 - Both can be used but Mealy is faster
 - Level sensitive
 - E.g., write enable signal of SRAM
 - Moore is preferred

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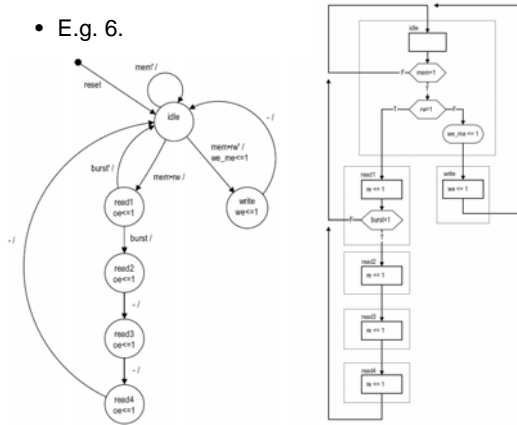
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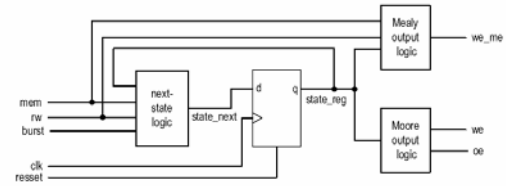
VHDL Description of FSM

- Follow the basic block diagram
- Code the next-state/output logic according to the state diagram/ASM chart
- Use enumerate data type for states

• E.g. 6.



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```
library ieee;
use ieee.std_logic_1164.all;
entity mem_ctrl is
port (
    clk, reset: in std_logic;
    mem, rw, burst: in std_logic;
    oe, we, we_me: out std_logic);
end mem_ctrl ;

architecture mult_seg_arch of mem_ctrl is
    type mc_state_type is
        (idle, read1, read2, read3, read4, write);
    signal state_reg, state_next: mc_state_type;
begin
    -- state register
    process(clk, reset)
    begin
        if (reset='1') then
            state_reg <= idle;
        elsif (clk'event and clk='1') then
            state_reg <= state_next;
        end if;
    end process;

    when read1 =>
        if (burst='1') then
            state_next <= read2;
        else
            state_next <= idle;
        end if;
    when read2 =>
        state_next <= read3;
    when read3 =>
        state_next <= read4;
    when read4 =>
        state_next <= idle;
    end case;
end process;
```

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```
-- next-state logic
process(state_reg, mem, rw, burst)
begin
    case state_reg is
        when idle =>
            if mem='1' then
                if rw='1' then
                    state_next <= read1;
                else
                    state_next <= write;
                end if;
            else
                state_next <= idle;
            end if;
        when write =>
            state_next <= idle;
    end case;
end process;
```

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```
when read1 =>
    if (burst='1') then
        state_next <= read2;
    else
        state_next <= idle;
    end if;
when read2 =>
    state_next <= read3;
when read3 =>
    state_next <= read4;
when read4 =>
    state_next <= idle;
end case;
end process;
```

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```
-- moore output logic
process(state_reg)
begin
    we <= '0'; -- default value
    oe <= '0'; -- default value
    case state_reg is
        when idle =>
            when write =>
                we <= '1';
            when read1 =>
                oe <= '1';
            when read2 =>
                oe <= '1';
            when read3 =>
                oe <= '1';
            when read4 =>
                oe <= '1';
        end case;
    end process;
```

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```

-- mealy output logic
process(state_reg, mem, rw)
begin
    we_me <= '0'; -- default value
    case state_reg is
        when idle =>
            if (mem='1') and (rw='0') then
                we_me <= '1';
            end if;
        when write =>
        when read1 =>
        when read2 =>
        when read3 =>
        when read4 =>
    end case;
end process;
end mult_seg_arch;

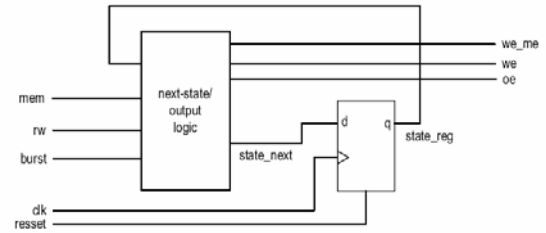
```

```

we_me <= '1' when ((state_reg=idle) and (mem='1') and
(rw='0')) else
'0';

```

- Combine next-state/output logic together



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```

process(state_reg, mem, rw, burst)
begin
    oe <= '0'; -- default values
    we <= '0';
    we_me <= '0';
    case state_reg is
        when idle =>
            if mem='1' then
                if rw='1' then
                    state_next <= read1;
                else
                    state_next <= write;
                    we_me <= '1';
                end if;
            else
                state_next <= idle;
            end if;
        when write =>
            state_next <= idle;
            we <= '1';
    end case;
end process;

```

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```

when read1 =>
    if (burst='1') then
        state_next <= read2;
    else
        state_next <= idle;
    end if;
    oe <= '1';
when read2 =>
    state_next <= read3;
    oe <= '1';
when read3 =>
    state_next <= read4;
    oe <= '1';
when read4 =>
    state_next <= idle;
    oe <= '1';
end case;
end process;

```

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6. State assignment

- State assignment: assign binary representations to symbolic states
- In a synchronous FSM
 - All assignments work
 - Good assignment reduce the complexity of next-state/output logic
- Typical assignment
 - Binary, Gray, one-hot, almost one-hot

Table 10.1 State assignment example

	Binary assignment	Gray code assignment	One-hot assignment	Almost one-hot assignment
idle	000	000	000001	00000
read1	001	001	000010	00001
read2	010	011	000100	00010
read3	011	010	001000	00100
read4	100	110	010000	01000
write	101	111	100000	10000

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State assignment in VHDL

- Implicit: use user attributes enum_encoding

```
type mc_state_type is (idle,write,read1,read2,read3,read4);
attribute enum_encoding: string;
attribute enum_encoding of mc_state_type:
    type is "0000 0100 1000 1001 1010 1011";
```

- Explicit: use std_logic_vector for the register

```
architecture state_assign_arch of mem_fsm is
    constant idle: std_logic_vector(3 downto 0):="0000";
    constant write: std_logic_vector(3 downto 0):="0100";
    constant read1: std_logic_vector(3 downto 0):="1000";
    constant read2: std_logic_vector(3 downto 0):="1001";
    constant read3: std_logic_vector(3 downto 0):="1010";
    constant read4: std_logic_vector(3 downto 0):="1011";
    signal state_reg,state_next: std_logic_vector(3 downto 0);
begin
    -- state register
    process(clk, reset)
    begin
        if (reset='1') then
            state_reg <= idle;
        elsif (clk'event and clk='1') then
            state_reg <= state_next;
        end if;
    end process;
```

```
-- next-state logic
process(state_reg, mem, rw, burst)
begin
    we_me <= '0';
    case state_reg is
        when idle =>
            if mem='1' then
                if rw='1' then
                    state_next <= read1;
                else
                    state_next <= write
                end if;
            else
                state_next <= idle;
            end if;
        when others =>
            state_next <= idle;
    end case;
end process;
```

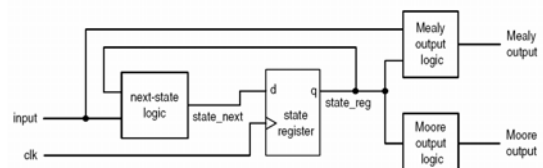
Handling the unused state

- Many binary representations are not used
- What happens if the FSM enters an unused state?
 - Ignore the condition
 - Safe (Fault-tolerant) FSM: got to an error state or return to the initial state.
- Easy for the explicit state assignment
- No portable code for the enumerated data type

6. Moore output buffering

- FSM as control circuit
 - Sometimes fast, glitch-free signal is needed
 - An extra output buffer can be added, but introduce one-clock delay
- Special schemes can be used for Moore output
 - Clever state assignment
 - Look-ahead output circuit

- Potential problems of the Moore output logic:
 - Potential hazards introduce glitches
 - Increase the Tco delay ($T_{co} = T_{cq} + T_{output}$)
- Can we get control signals directly from the register?



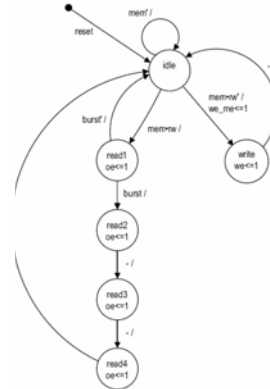
Clever state assignment

- Assigning state according to output signal patterns
- Output can be obtained from register directly
- Extra register bits may be needed
- Must use explicit state assignment in VHDL code to access individual register bit
- Difficult to revise and maintain

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Table 10.2 Clever assignment

	q_3q_2 (oe) (we)	q_1q_0	$q_3q_2q_1q_0$
idle	00	00	0000
read1	10	00	1000
read2	10	01	1001
read3	10	10	1010
read4	10	11	1011
write	01	00	0100

- VHDL code

```
architecture state_assign_arch of mem_fan is
    constant idle: std_logic_vector(3 downto 0):="0000";
    constant write: std_logic_vector(3 downto 0):="0100";
    constant read1: std_logic_vector(3 downto 0):="1000";
    constant read2: std_logic_vector(3 downto 0):="1001";
    constant read3: std_logic_vector(3 downto 0):="1010";
    constant read4: std_logic_vector(3 downto 0):="1011";
    signal state_reg, state_next: std_logic_vector(3 downto 0);
```

```
-- Moore output logic
oe <= state_reg(3);
we <= state_reg(2);
```

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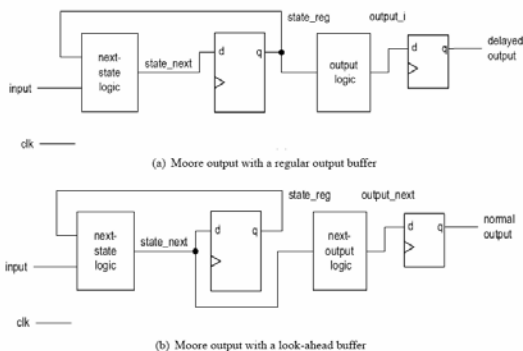
Look-ahead output circuit

- Output buffer introduces one-clock delay
- The "next" value of Moore output can be obtained by using state_next signal
- Buffer the next value cancel out the one-clock delay
- More systematic and easier to revise and maintain

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- Modification over original VHDL code:
 - Add output buffer
 - Use state_next to replace state_reg in Moore output logic

```
-- output buffer
process (clk, reset)
begin
    if (reset='1') then
        oe_buf_reg <= '0';
        we_buf_reg <= '0';
    elsif (clk'event and clk='1') then
        oe_buf_reg <= oe_next;
        we_buf_reg <= we_next;
    end if;
end process;
```

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```

-- moore output logic
process(state_next)
begin
    we_next <= '0'; -- default value
    oe_next <= '0'; -- default value
    case state_next is
        when idle =>
            when write =>
                we_next <= '1';
            when read1 =>
                oe_next <= '1';
            when read2 =>
                oe_next <= '1';
            when read3 =>
                oe_next <= '1';
            when read4 =>
                oe_next <= '1';
    end case;
end process;

```

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7. FSM design examples

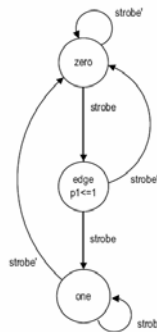
- Edge detector circuit
- Arbitrator (read)
- DRAM strobe signal generation
- Manchester encoding/decoding (read)
- FSM base binary counter

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Edge detecting circuit (Moore)



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```

library ieee;
use ieee.std_logic_1164.all;

entity edge_detector1 is
    port(
        clk, reset: in std_logic;
        strobe: in std_logic;
        p1: out std_logic);
end edge_detector1;

architecture moore_arch of edge_detector1 is
    type state_type is (zero, edge, one);
    signal state_reg, state_next: state_type;
begin
    -- state register
    process(clk, reset)
    begin
        if (reset='1') then
            state_reg <= zero;
        elsif (clk'event and clk='1') then
            state_reg <= state_next;
        end if;
    end process;
end moore_arch;

```

```

-- next-state logic
process(state_reg, strobe)
begin
    case state_reg is
        when zero =>
            if strobe='1' then
                state_next <= edge;
            else
                state_next <= zero;
            end if;
        when edge =>
            if strobe='1' then
                state_next <= one;
            else
                state_next <= zero;
            end if;
        when one =>
            if strobe='1' then
                state_next <= one;
            else
                state_next <= zero;
            end if;
    end case;
end process;

-- moore output logic
p1 <= '1' when state_reg=edge else
    '0';
end moore_arch;

```

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Use clever state assignment

	state_reg(1) (p1)	state_reg(0)
zero	0	0
edge	1	0
one	0	1

```

architecture clever_assign_buf_arch of edge_detector1 is
    constant zero: std_logic_vector(1 downto 0) := "00";
    constant edge: std_logic_vector(1 downto 0) := "10";
    constant one: std_logic_vector(1 downto 0) := "01";
    signal state_reg, state_next: std_logic_vector(1 downto 0);

```

```

-- moore output logic
p1 <= state_reg(1);

```

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Use look-ahead output

```

process(clk, reset)
begin
    if (reset='1') then
        p1_reg <= '0';
    elsif (clk'event and clk='1') then
        p1_reg <= p1_next;
    end if;
end process;

-- next output logic
p1_next <= '1' when state_next=edge else
    '0';
p1 <= p1_reg;

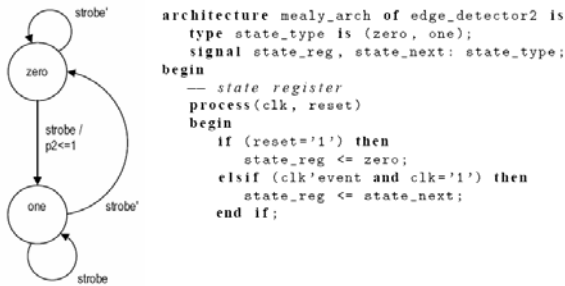
```

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Edge detecting circuit (Mealy)



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```

-- next-state logic
process(state_reg, strobe)
begin
    case state_reg is
        when zero=>
            if strobe='1' then
                state_next <= one;
            else
                state_next <= zero;
            end if;
        when one=>
            if strobe='1' then
                state_next <= one;
            else
                state_next <= zero;
            end if;
    end case;
end process;
-- mealy output logic
p2 <= '1' when (state_reg=zero) and (strobe='1') else
    '0';

```

- Edge detecting circuit (direct implementation):
 - edge occurs when previous value is 0 and new value is 1
 - Same as Mealy design with state assignment: zero => 0, one => 1

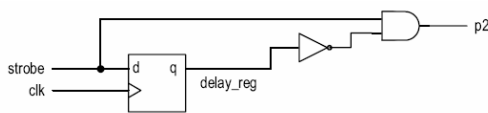


Figure 10.19 Direct implementation of an edge detector.

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```

architecture direct_arch of edge_detector2 is
    signal delay_reg: std_logic;
begin
    -- delay register
    process(clk, reset)
    begin
        if (reset='1') then
            delay_reg <= '0';
        elsif (clk'event and clk='1') then
            delay_reg <= strobe;
        end if;
    end process;
    -- decoding logic
    p2 <= (not delay_reg) and strobe;
end direct_arch;

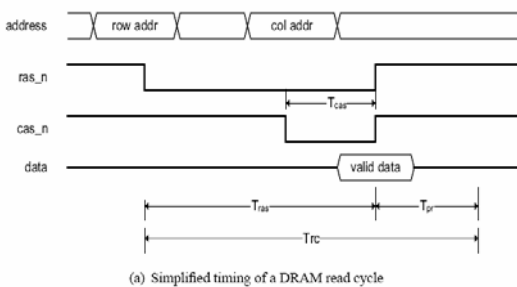
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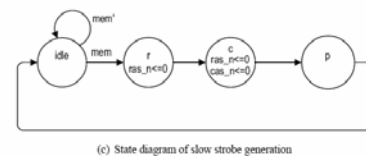
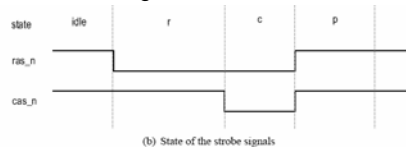
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- DRAM strobe signal generation
 - E.g., 120ns DRAM ($T_{rc}=120\text{ns}$):
 $T_{ras}=85\text{ns}$, $T_{cas}=20\text{ns}$, $T_{pr}=35\text{ns}$



- 3 intervals has to be at least 65ns, 20 ns, and 35 ns
- A slow design: use a 65ns clock period
 - 195 ns ($3 \times 65\text{ns}$) read cycle
- The control signal is level-sensitive



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```

library ieee;
use ieee.std_logic_1164.all;
entity dram_strobe is
  port(
    clk, reset: in std_logic;
    mem: in std_logic;
    cas_n, ras_n: out std_logic
  );
end dram_strobe;
architecture fsm_slow_clk_arch of dram_strobe is
  type fsm_state_type is (idle, r, c, p);
  signal state_reg, state_next: fsm_state_type;
begin
  -- state register
  process(clk, reset)
  begin
    if (reset='1') then
      state_reg <= idle;
    elsif (clk'event and clk='1') then
      state_reg <= state_next;
    end if;
  end process;

```

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```

-- next-state logic
process(state_reg, mem)
begin
  case state_reg is
    when idle =>
      if mem='1' then
        state_next <= r;
      else
        state_next <= idle;
      end if;
    when r =>
      state_next <= c;
    when c =>
      state_next <= p;
    when p =>
      state_next <= idle;
  end case;
end process;

-- output logic
process(state_reg)
begin
  ras_n <= '1';
  cas_n <= '1';
  case state_reg is
    when idle =>
      when r =>
        ras_n <= '0';
      when c =>
        ras_n <= '0';
        cas_n <= '0';
      when p =>
        cas_n <= '0';
      end case;
end process;
end fsm_slow_clk_arch;

```

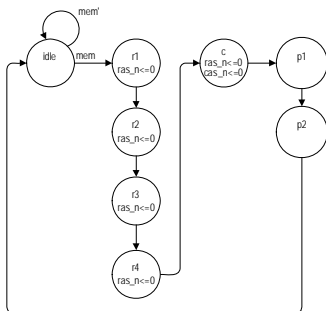
- Should revise the code to obtain glitch-free output

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- A faster design: use a 20ns clock period
 - 140 ns (7*20ns) read cycle



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- FSM-based binary counter:
 - Free-running mod-16 counter

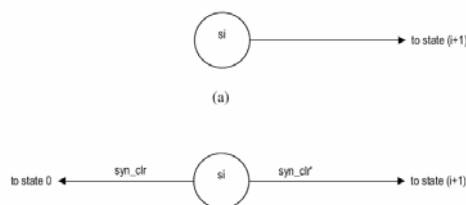


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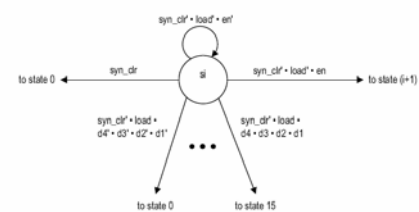
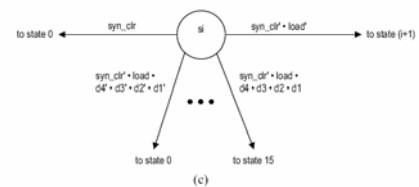
- 4-bit binary counter with features:
 - Synchronous clear, load, enable



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