

# State Machine Design



# State Machine Design

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This presentation will

- Define a state machine.
- Provide several examples of everyday items that are controlled by state machines.
- Illustrate the block diagram for a state machine.
- Review the design steps in the state machine design process.
- Provide an example of a simple state machine design.



# Definition of a State Machine

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## State Machine

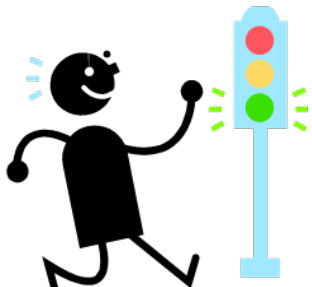
A synchronous sequential circuit, consisting of a sequential logic section and a combinational logic section, whose outputs and internal flip-flops progress through a predictable sequence of states in response to a clock and other input signals.\*



# Examples of State Machines

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Many everyday devices are controlled by state machines.



Traffic Light

Garage Door Numeric Keypad

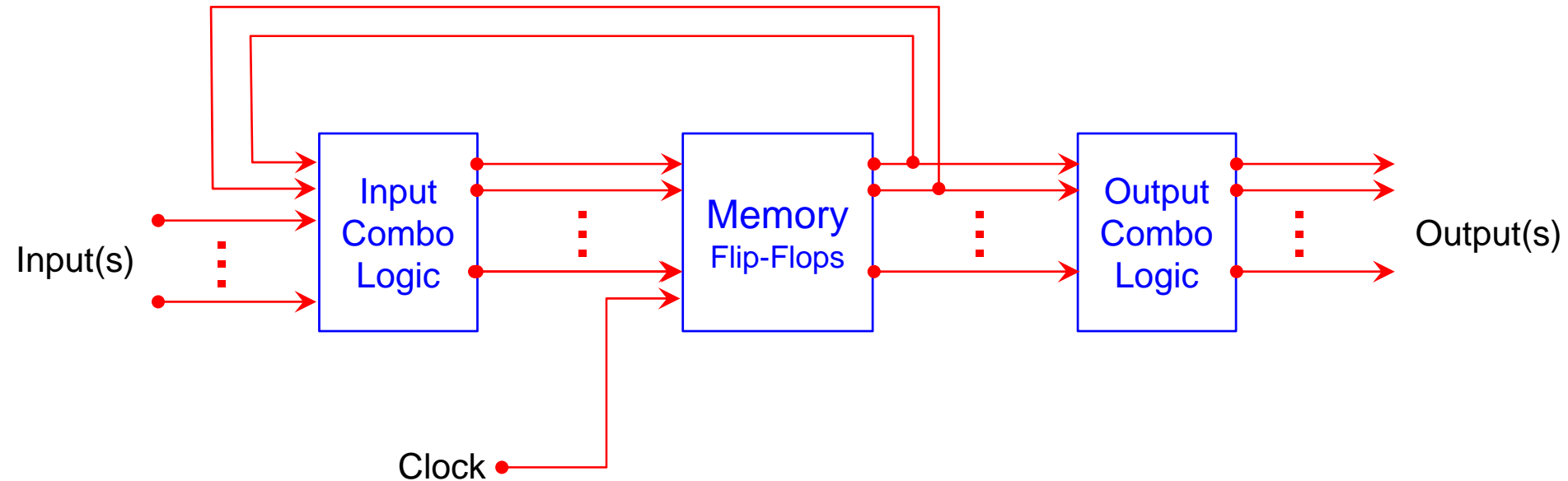


Vending Machine



# State Machine Block Diagram

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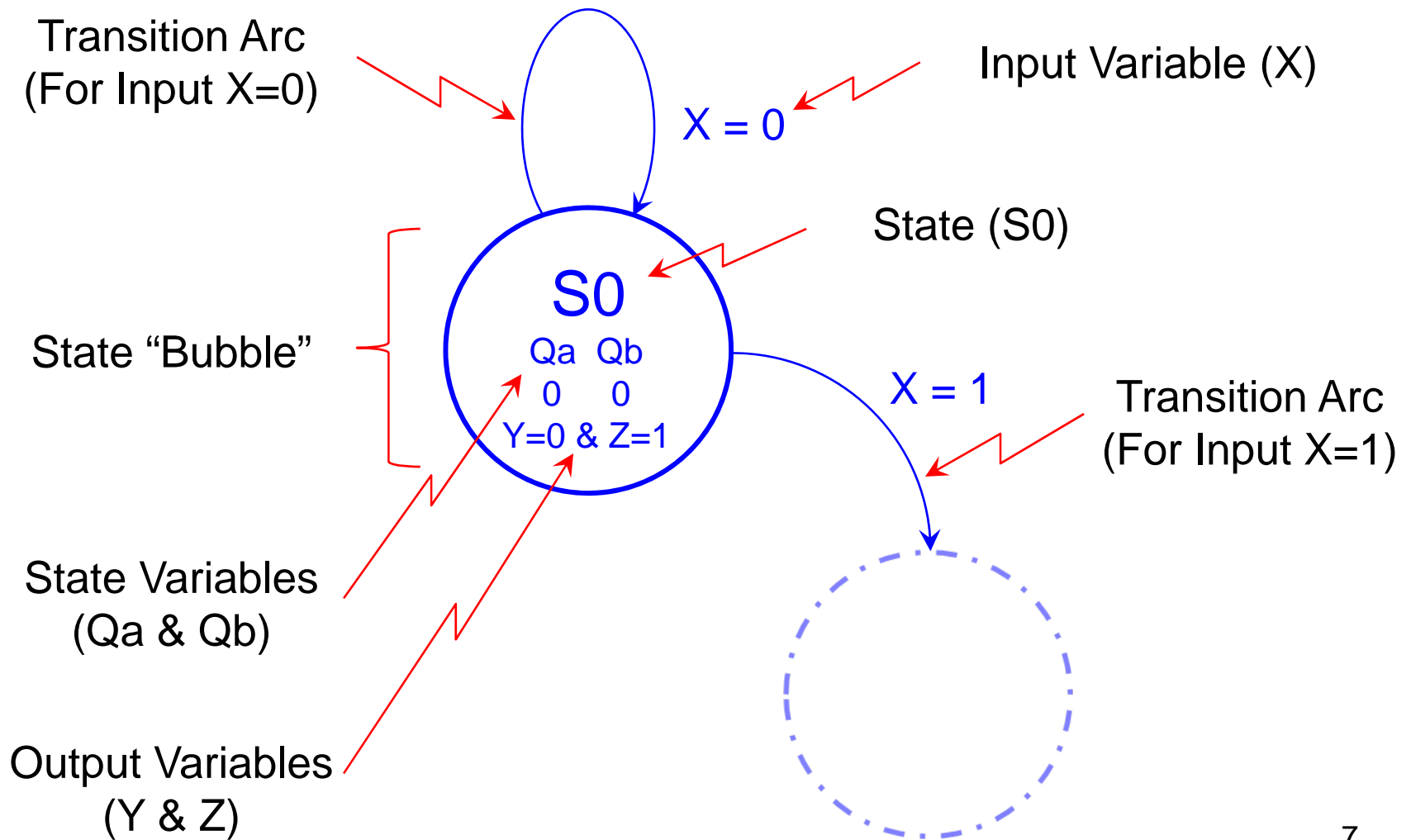


# State Machine Design Steps

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1. Create State Graph
2. Determine State Variables and Assign
3. Encode Outputs to States
4. Create State Transition Table
5. Write and Simplify Design Equations
6. Design Circuit

# Anatomy of a State Graph

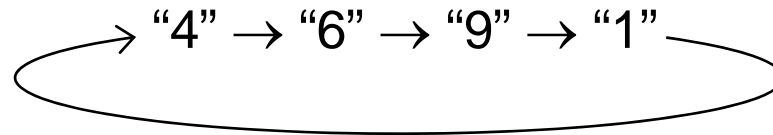




# State Machine Design Example

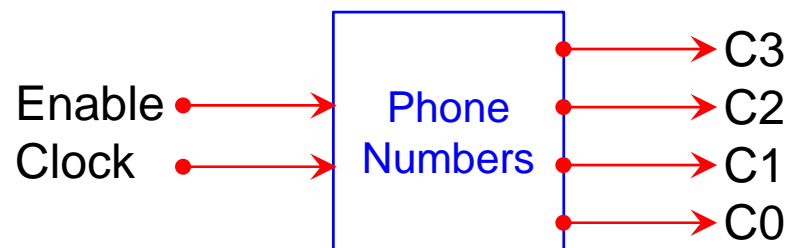
*Example:*

Design a state machine that will count out the last four digits of the phone number 585-476-4691.



In addition to the clock input, this design has a second input called Enable (EN). Whenever the Enable is a logic (1), the outputs will continuously cycle through the four values 4,6,9,1. Whenever the Enable is a logic (0), the outputs will hold at their current values.

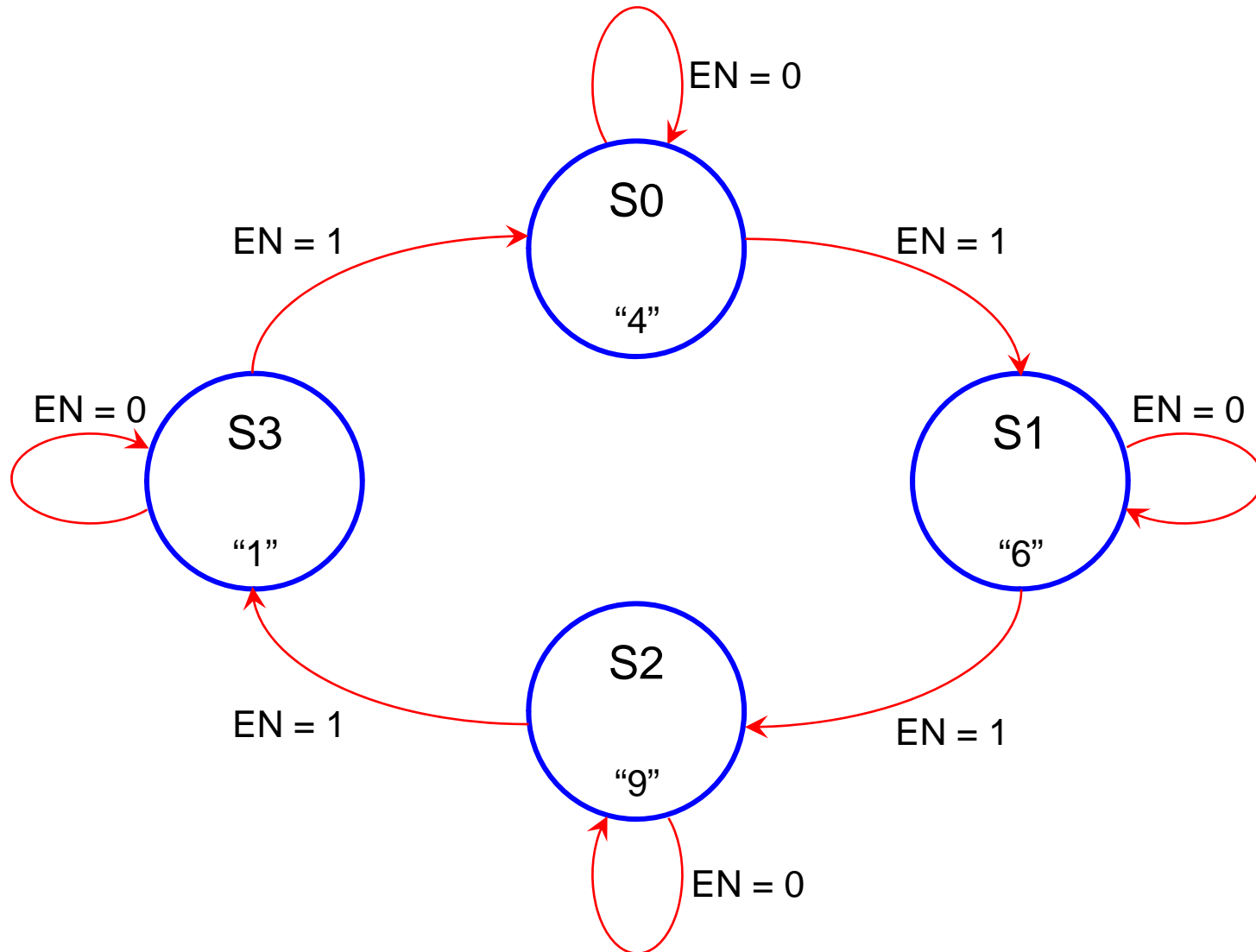
For this design any form of combinational logic may be used, but the sequential logic must be limited to D flip-flops.





# Step #1: Create State Graph

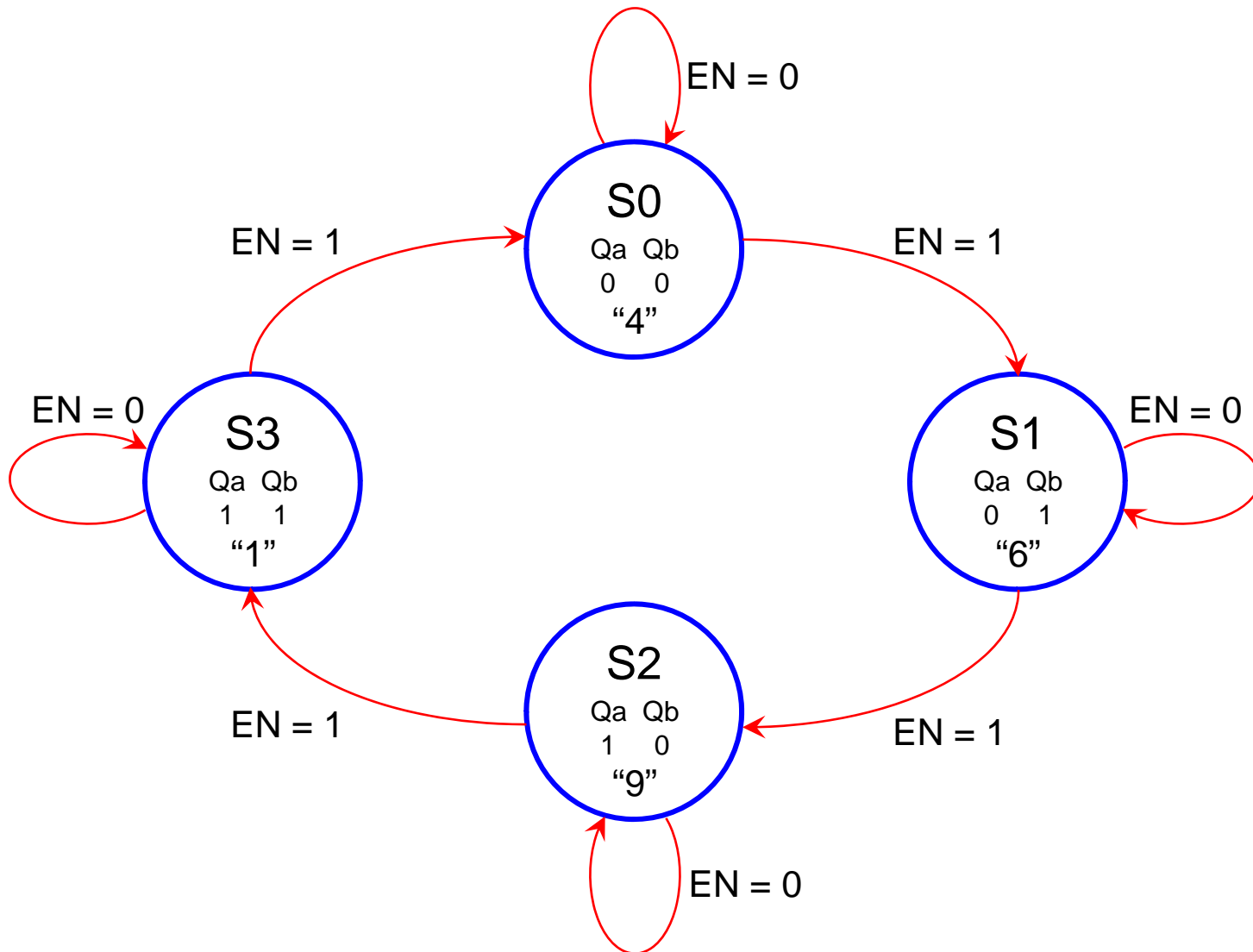
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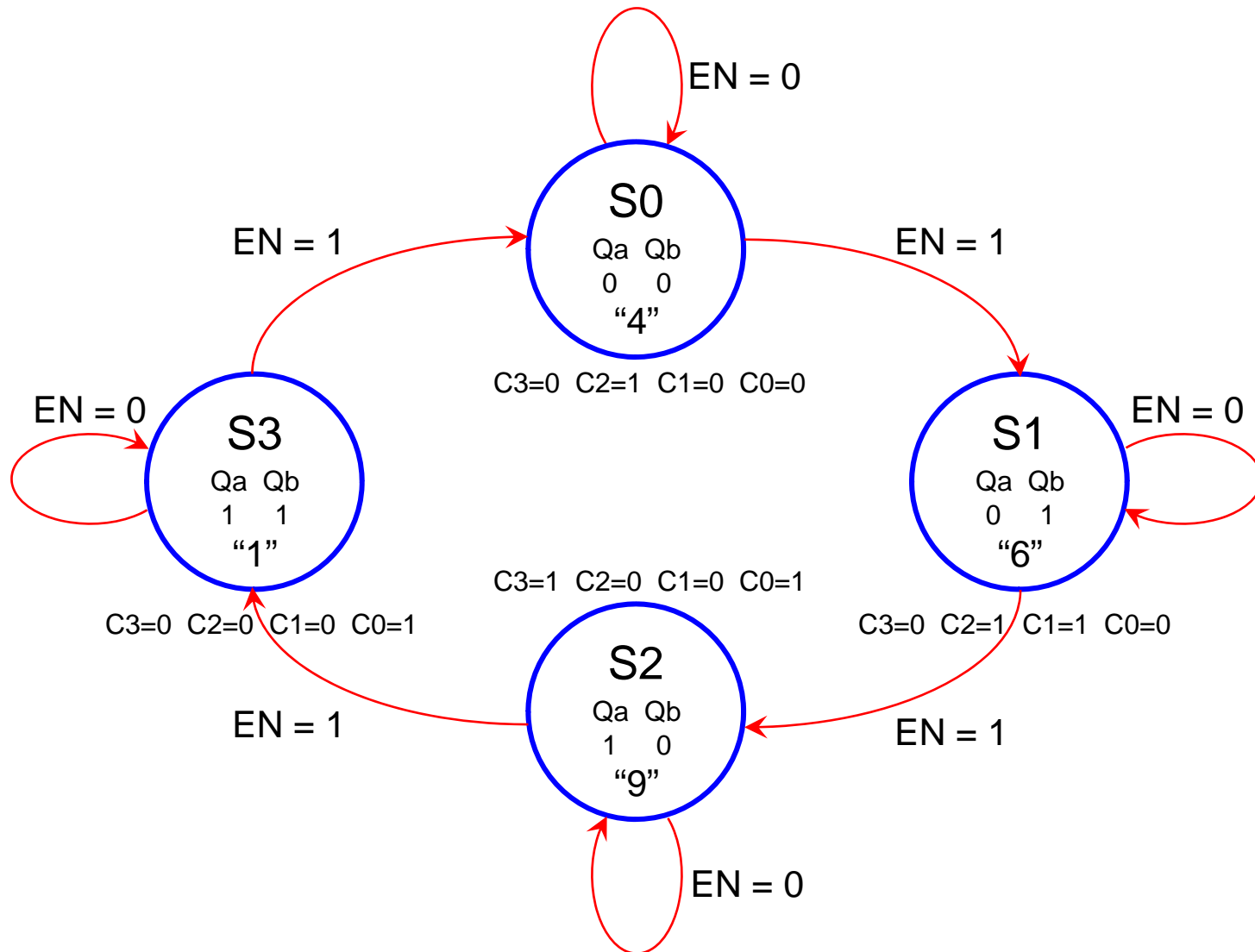


# Step #2: Determine State Variables and Assign

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# Step #3: Encode Outputs to States



# Step #3: Create State Transition Table

State	Inputs			State	Outputs							
	Present State		Input		Next State		F/F Inputs		Encoded Outputs			
	Qa	Qb	EN		Qa*	Qb*	Da	Db	C3	C2	C1	C0
S0	0	0	0	S0	0	0	0	0	0	1	0	0
S0	0	0	1	S1	0	1	0	1	0	1	0	0
S1	0	1	0	S1	0	1	0	1	0	1	1	0
S1	0	1	1	S2	1	0	1	0	0	1	1	0
S2	1	0	0	S2	1	0	1	0	1	0	0	1
S2	1	0	1	S3	1	1	1	1	1	0	0	1
S3	1	1	0	S3	1	1	1	1	0	0	0	1
S3	1	1	1	S0	0	0	0	0	0	0	0	1

# Step #4: Write and Simplify Design Equations

$$D_a = \overline{Q_a} \overline{Q_b} \overline{E_N} + \overline{Q_a} \overline{Q_b} E_N + \overline{Q_a} Q_b \overline{E_N} + \overline{Q_a} Q_b E_N$$

$$D_a = \overline{Q_a} \overline{Q_b} \overline{E_N} + \overline{Q_a} \overline{E_N} + \overline{Q_a} \overline{Q_b}$$

$$D_b = \overline{Q_a} \overline{Q_b} \overline{E_N} + \overline{Q_a} \overline{Q_b} E_N + Q_a \overline{Q_b} \overline{E_N} + Q_a \overline{Q_b} E_N$$

$$D_b = \overline{Q_b} \overline{E_N} + \overline{Q_b} E_N$$

$$D_b = \overline{Q_b} \oplus \overline{E_N}$$

$$C_3 = \overline{Q_a} \overline{Q_b} \overline{E_N} + \overline{Q_a} \overline{Q_b} E_N = \overline{Q_a} \overline{Q_b}$$

$$C_2 = \overline{Q_a} \overline{Q_b} \overline{E_N} + \overline{Q_a} \overline{Q_b} E_N + \overline{Q_a} Q_b \overline{E_N} + \overline{Q_a} Q_b E_N = \overline{Q_a}$$

$$C_1 = \overline{Q_a} \overline{Q_b} \overline{E_N} + \overline{Q_a} \overline{Q_b} E_N = \overline{Q_a} \overline{Q_b}$$

$$C_0 = \overline{Q_a} \overline{Q_b} \overline{E_N} + \overline{Q_a} \overline{Q_b} E_N + Q_a \overline{Q_b} \overline{E_N} + Q_a \overline{Q_b} E_N = \overline{Q_a}$$



# Block Diagram / Schematic

