**Presentation Slides** 

### Chapter 7

### State Machines

### Logically Determined Design: Clockless System Design With NULL Convention Logic

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John Wiley & Sons, Inc.

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# **Basic NCL State Machine Structure**

An NCL sequential circuit just like the classic sequential circuit is a combinational circuit with a feedback memory element.

A pipeline (input) coupled to a ring (memory) through a shared completeness path which is the updating combinational expression.



The input data is combined with the current internal state to determine the new state and the functional output. The new state is fedback through the pipeline ring to become the current state for the next input data wavefront.

### **State Sequencer**



# Monkey Get Banana

- Monkey must press A,B,C,D in that order to get a Banana
- Any out-of-sequence press forces him to start over



state 0
(0B+0C+0D)+(1A+1C+1D)+(2A+2B+2D)+(3A+3B+3C)+3D

state 1
0A
0B+0C+0D)+(1A+1C+1D)+(2A+2B+2D)+(3A+3B+3C)+3D
0A
0A</t

# Monkey Get Banana

Complete state machine with the combinational circuit in a three stage ring. It is not feasibile to embed registration because the combinational gates are already four input. We would have to decompose gates to include the Acknowledge signal so embedding registration would not save gates.



# **Stack Controller**

The state machine maintains the current top of the stack for each command it sends an address and command to the register file and sets the next state. For the empty and full conditions it outputs an error code.

A 4 entry stack with push, pop and read commands The states are the address lines to the register file.







		state 0	state 1	state 2	state 3	state 4	
	read	ERROR to state 0	READ to state 1	READ to state 2	READ to state 3	READ to state 4	
next state function map	рор	ERROR to state 0	READ to state 0	READ to state 1	READ to state 2	READ to state 3	
	push	WRITE to state 1	WRITE to state 2	WRITE to state 3	WRITE to state 4	ERROR to state 4	
State 0 is the empty stateState 4 is full state						State 4 is t full state	he
state 0 S0read+S0pop+S1pop							
	state 1 S1read+S0push+S2pop						
	state 2 S2read+S1push+S3pop						
		state 3 S3read+S2push+S4pop					
	4 S4read	S4read+S3push+S4push					

#### **Stack Controller Combinational Circuit**

Both ranks of Logic can become embedded completeness/acknowledge stages in the feedback ring.



#### **Stack Controller State Machine**



stack controller state machine

#### **Code Detector State Machine**

review

Detect the sequence 0010111 in a continuous bit stream

seven states S1 thru S6 all states output No-Detect except S6 which outputs Detect



a. state machine diagram

state 0	state 1	state 2	state 3	state 4	state 5	state 6
to state 1	to state 2	to state 2	to state 4	to state 2	to state 1	to state 1
to state 0	to state 0	to state 3	to state 0	to state 5	to state 6	to state 0 Detect

#### b. Next state function map

state 0	Specific equations $1S0 + 1S1 + 1S3 + 1S6$	Generic equations AB + AC + AD + AB
state 1	0S0 + 0S5 + 0S6	AB + AC + AD
state 2	0S1 + 0S2 + 0S4	AB + AC + AD
state 3	182	AB
state 4	0S3	AB
state 5	1S4	AB
state 6	185	AB
detect no detect	1S6 everything else	



17. AB + AC + AD





S3

**S**5

S3

S4

S5

S6

Next state

NO DETECT

DETECT

output

**10.** AB + AC + AD + BC + BD + CR B, C and D are ME

7 value variable and 2 value variable to 7 value variable and 2 value variable

0

1

### Code Detector State Machine Initial configuration



#### **Code Detector State Machine**

With intigrated completeness/acknowledge



#### **Code Detector State Machine**

#### Final configuration with 1 value variable output



### Embedded Behavior Memory State Machine

2 value variable from one value variable with auto produce of one value



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