

Nov. 16

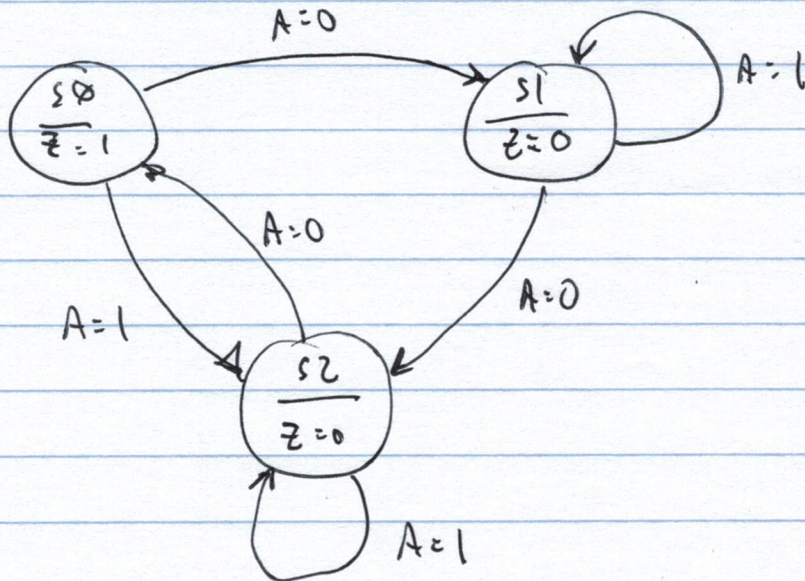
EEC 18

Unit 13

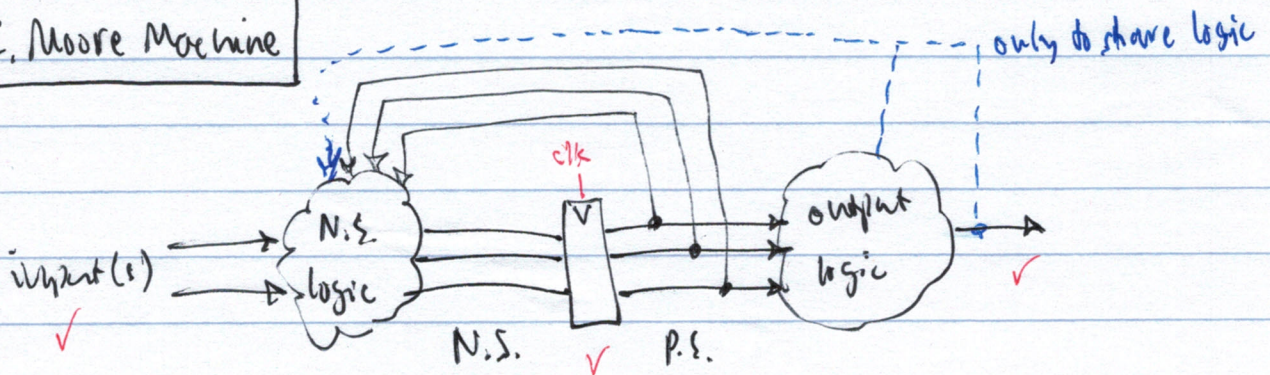
Finite State Machines (FSMs)

State Graph

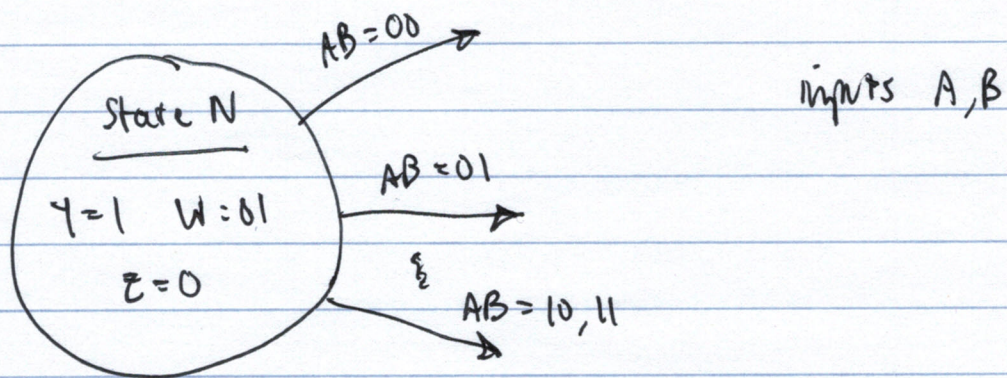
- a) circles contain states
- b) show outputs for each state
- c) Arrows = transitions
- d) Arrow labels : input values



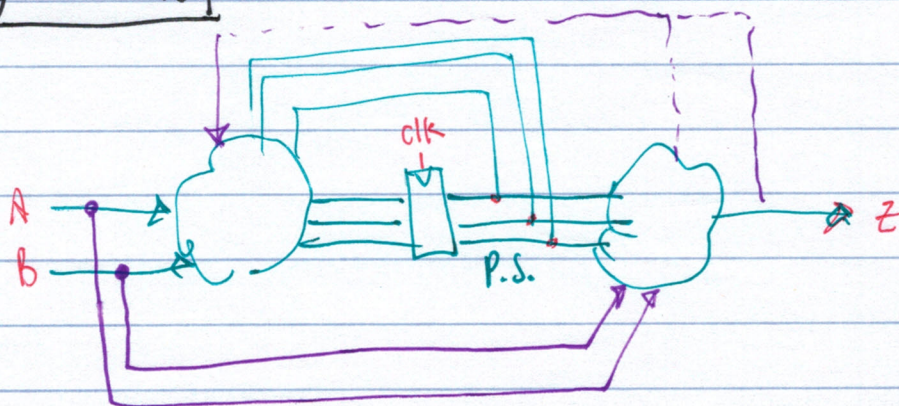
I. Moore Machine



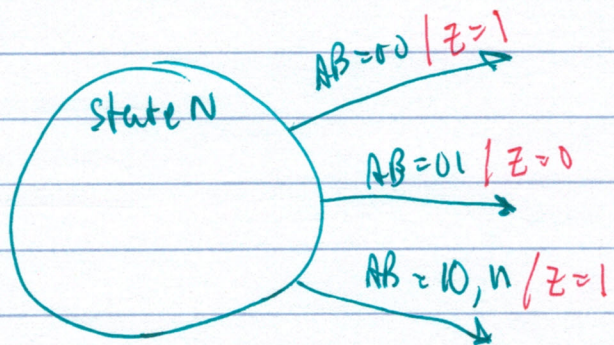
• Output logic = $f(\text{present state})$



II. Mealy Machine



• Output logic = $f(\text{P.S.}, \text{inputs})$

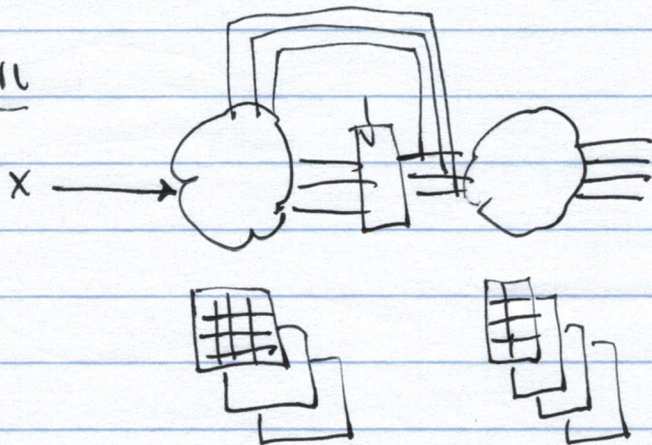


• Moore may be easier to design

• Mealy may be less btw

Office Hour

Model



Merits

