Optimization of Finite State Machines

- State Equivalence and Distinguishability
- Minimization of FSMs: both Mealy & Moore type FSMs
- Machine equivalence
- Completely Specified and Incompletely Specified m/c
- Revisit Encoding Problems
- FSM Synthesis Demo + Verilog Design of FSMs.

Completely + Incompletely Specified FSMs

- Complete Spec: For every input + state combination, every transition (next state) is specified. Ditto w/ every output.
- Incomplete Spec:
 - In some state, a specific input may never arrive. What's the next state? Unspecified! What about the output? Unspecified!
 - Sometimes, for an input + present state combination, next state is specified, but out value is not critical - and left unspecified.
- Completely Specified FSMs easy to analyze. Not so with Incomp. specified m/c.

State and M/C Equivalence

- What do we mean by equivalent states?
- How do you identify equivalent states?
- Subsequently, how do you prove/disprove equivalence of two FSMs. FSM Equivalence ↔ Sequential circuit equivalence!
- States S_i and S_j of a machine M are equivalent if and only if, for every possible input sequence, the same output sequence will be produced regardless of whether S_i or S_j is the initial state.
- Identify ALL equivalent states, merge them = minimal FSM.
- A **unique minimal machine** exists for any (completely specified) FSM!

State Table - Mealy Machine

 Table 1: State Transition Table

| P.S. | Next State, Z | |
|------|---------------|-------|
| | x = 0 | x = 1 |
| А | E, 0 | D, 1 |
| В | F, 0 | D, 0 |
| С | E, 0 | B, 1 |
| D | F, 0 | B, 0 |
| Е | C, 0 | F, 1 |
| F | B, 0 | C, 0 |

• Minimize this machine!

Minimized State Table

| Table 2: | State | Transition | Table |
|----------|-------|------------|-------|
|----------|-------|------------|-------|

| P.S. | Next State, Z | |
|------|---------------|---------|
| | x = 0 | x = 1 |
| AC | E, 0 | BD, 1 |
| BD | F, 0 | BD, 0 |
| Е | AC, 0 | F, 1 |
| F | BD, 0 | AC, 0 |

 \bullet Encode this machine: AC: 00, BD: 01, E: 10, F: 11

| P.S. | Next State, Z | |
|----------|---------------|-------------|
| | x = 0 | x = 1 |
| y_2y_1 | Y_2Y_1, z | Y_2Y_1, z |
| 00 | 10, 0 | 01, 1 |
| 01 | 11, 0 | 01, 0 |
| 10 | 00, 0 | 11, 1 |
| 11 | 01, 0 | 00, 0 |

 Table 3: Encoded State Transition Table

State Table - Moore Machine (Fig. 8.51)

Table 4: State Transition Table

| P.S. | Next State | | Ζ |
|--------------|------------|-------|---|
| | x = 0 | x = 1 | |
| A | В | С | 1 |
| В | D | F | 1 |
| \mathbf{C} | F | Ε | 0 |
| D | В | G | 1 |
| Ε | F | С | 0 |
| F | E | D | 0 |
| G | F | G | 0 |

Incomp. Spec. FSM

 Table 5: State Transition Table

| P.S. | Next State, Z | |
|------|---------------|--------|
| | x = 0 | x = 1 |
| А | C, 1 | Е, - |
| В | С, - | E, 1 |
| С | B, 0 | A, 1 |
| D | D, 0 | E, 1 |
| Е | D, 1 | A, 0 |

Incomp. Spec. $\overline{\text{FSM}}$

 Table 6: State Transition Table

| P.S. | Next State, Z | |
|------|---------------|-------|
| | x = 0 | x = 1 |
| А | B, 1 | -, - |
| В | -, 0 | C, 0 |
| С | A, 1 | B, 0 |