

Hardware Modeling [VU] (191.011)

– WS25 –

Finite-State Machine Modeling

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WS 2025/26

Motivation

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FSM Modeling

Motivation

Models

Examples

- Why not simply draw circuits?
 - Error-prone and scaling poorly for complex FSMs
 - Hard to understand and maintain
- ⇒ Increase level of abstraction of description
 - Draw FSMs as graphs (nodes for states, edges for transitions)
 - Implementation derived by tools

Common FSM Model

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FSM Modeling

Motivation

Models

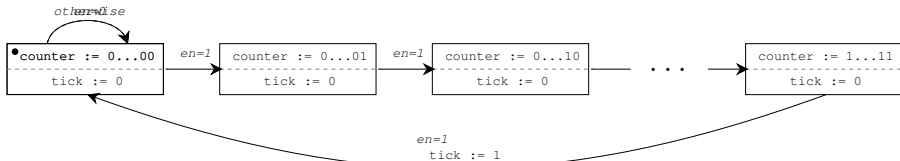
Common Model

HWMod Model

Examples

Behavior Description

The `simple_timer` module keeps an internal N -bit counter that is (synchronously) incremented as long as `en` is asserted. When the counter reaches its maximum value ($2^N - 1$) it overflows back to zero. If the counter hits its maximum and `en` is asserted the `tick` output is asserted.



2^N states $\Rightarrow$ Scaling poorly! (“state explosion”)

HWMod FSM Model

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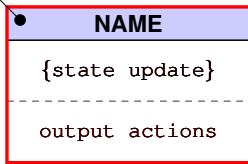
Common Model

HWMod Model

Examples

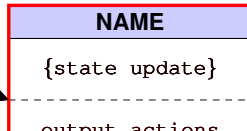
- Need more abstract FSM model
 - “Abstract states” gather multiple states with similar behavior Optional assignment to state register; per default value unchanged Mapping of each state to an output Conditional state transitions; implicit `otherwise` self-loop if not exhaustive
 - Optional assignments to state register and outputs; overriding node’s actions
- Mealy when transition output action depends on input

initial state



condition

`{state update}`
`{output action}`



Example I: simple_timer

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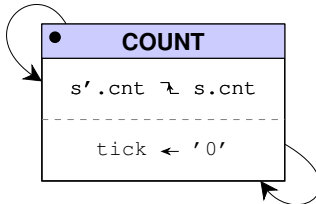
simple_timer

advanced_timer

Behavior Description

The `simple_timer` module keeps an internal N -bit counter that is (synchronously) incremented as long as `en` is asserted. When the counter reaches its maximum value ($2^N - 1$) it overflows back to zero. If counter hits its maximum and `en` is asserted the `tick` output is asserted.

```
en='1' ∧ s.cnt=2N-1  
s'.cnt ↦ 0  
tick ← '1'
```



```
en='1' ∧ s.cnt ≠ 2N-1  
s'.cnt ↦ s.cnt+1
```

Synchronous FSM Behavior

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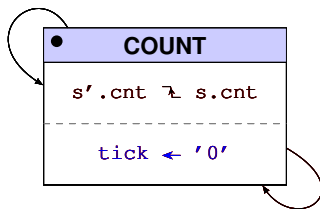
Models

Examples

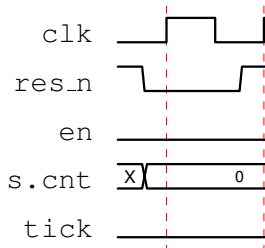
simple_timer

advanced_timer

$en = '1' \wedge s.cnt = 2^N - 1$
 $s'.cnt \leftarrow 0$
 $tick \leftarrow '1'$



$en = '1' \wedge s.cnt \neq 2^N - 1$
 $s'.cnt \leftarrow s.cnt + 1$



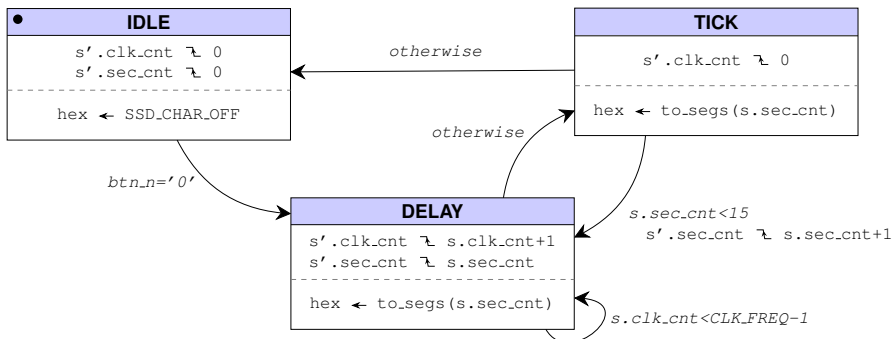
Example II: advanced_timer

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simple_timer
advanced_timer

Behavior Description

After a press of button `btn_n` the synchronous `advanced_timer` module starts counting from zero to 15 seconds (inclusive). It shall display the current second as hex value on the seven-segment display `hex`. Before the button press and after it finished counting, the seven-segment display shall be turned off.



Lecture Complete!