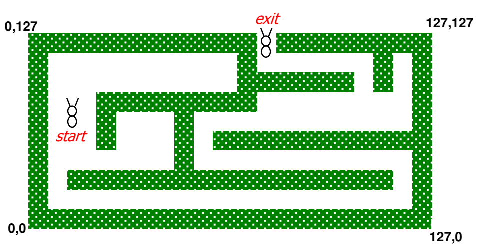
Overview

- Last lecture
  - Introduction to finite-state machines
    - Example: A sequence detector FSM
    - Example: A vending machine FSM
- Today
  - A bigger example
    - Ant-brain FSM

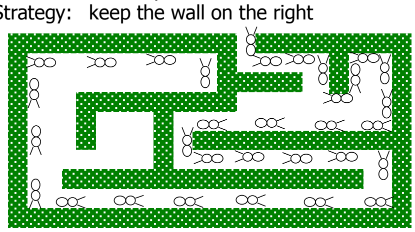
Ant in a maze

- Electronic ant, electronic maze
  - Design the ant



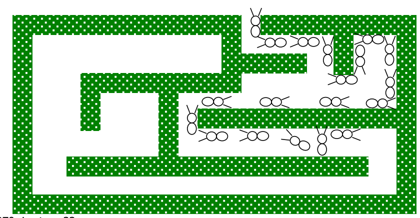
Example: ant brain (Ward, MIT)

- Sensors: L and R antennae, 1 if in touching wall
- Actuators: F - forward step, TL/TR - turn left/right slightly
- Goal: find way out of maze
- Strategy: keep the wall on the right



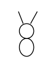
Example: ant brain (special case 1)

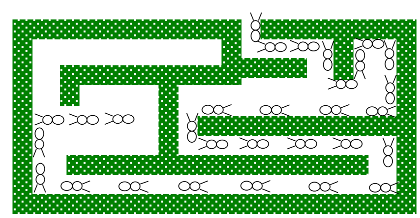
- Left (L) Antenna touching the wall



Example: ant brain (special case 2)

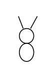
- Ant Lost

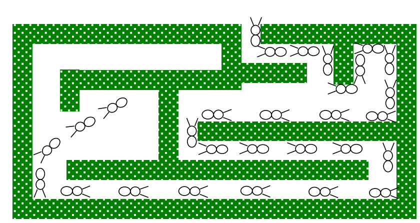




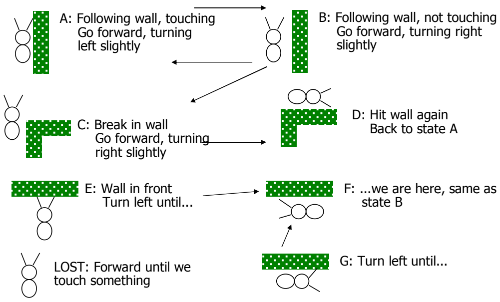
Example: ant brain (special case 2)

- Ant Lost (another example





Ant behavior



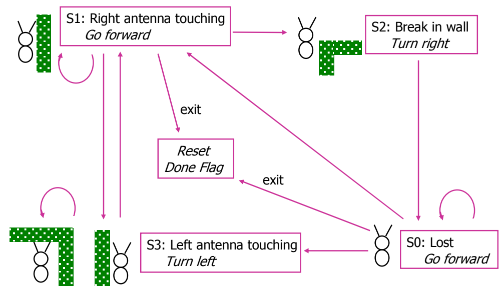
Goal: Find a way out of maze

- Sensors on L and R antennae
  - Sensor = "1" if touching wall; "0" if not touching wall
    - L'R' ≡ no wall
    - L'R ≡ wall on right
    - LR' ≡ wall on left
    - LR ≡ wall in front
    - *** ≡ exit
- Movement:
  - F ≡ forward one step
  - TL ≡ turn left 90 degrees
  - TR ≡ turn right 90 degrees

Notes & strategy

- Notes
  - Maze has no islands
  - Corridors are wider than ant
  - Don't worry about startup
  - Assume a Moore machine
  - Assume D flip-flops
- Strategy
  - Partition your design into datapath and control
  - Keep the wall on the right

The ant's behavior



The maze

- Virtual maze
  - 128 × 128 grid
    - Stored in memory
    - 16384 8-bit words
  - *YX* is maze addresses
    - *X* is the ant's horizontal position (7 bits)
    - *Y* is the ant's vertical position (7 bits)
  - Each memory location says
    - 00000001 ≡ No wall
    - 00000010 ≡ North wall
    - 00000100 ≡ West wall
    - 00001000 ≡ South wall
    - 00010000 ≡ East wall
    - 00100000 ≡ Exit

Can have multiple walls
Example: 00001100
⇒ Walls on South and East

Where do you start???

Don't look ahead

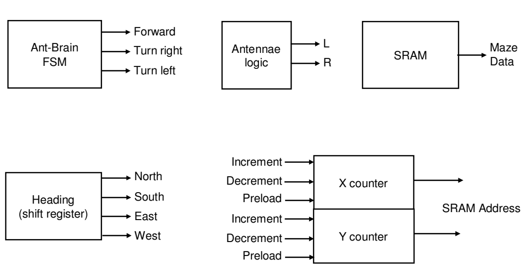
What you need

- An FSM for the ant
  - 3 outputs
    - Go forward
    - Turn left
    - Turn right
- Two 7-bit registers for *X* and *Y*
  - With preload, increment, decrement
- A register to hold the ant's heading
- Logic to convert memory data to antennae info

Recommendations

- 7-bit counters for *X*, *Y*
  - Move horizontally: Increment or decrement *X*
  - Move vertically: Increment or decrement *Y*
- Shift register for heading
  - N: 0001
  - W: 0010
  - S: 0100
  - E: 1000
  - Rotate right when ant turns right
  - Rotate left when ant turns left
- Combinational logic for antennae decoder

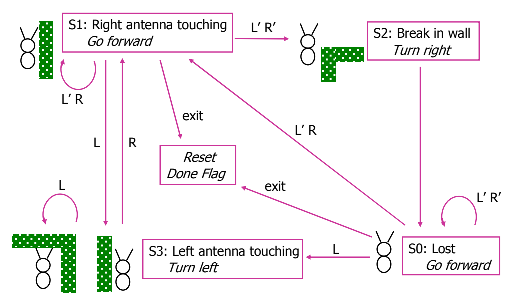
Partition the design



Design the ant-brain FSM

1. State diagram and state-transition table
2. State minimization
3. State assignment (or state encoding)
4. Minimize next-state logic
5. Implement the design

Step 1a: State diagram



Step 1b: State-transition table

Exit	State	L R	Next State	Output
1	Reset			
0	S0	0 0	S0	F
		0 1	S1	F
		1 0	S3	F
		1 1	S3	F
0	S1	0 0	S2	F
		0 1	S1	F
		1 0	S3	F
		1 1	S3	F
0	S2	0 0	S0	TR
		0 1	S0	TR
		1 0	S0	TR
		1 1	S0	TR
0	S3	0 0	S1	TL
		0 1	S1	TL
		1 0	S3	TL
		1 1	S3	TL

Step 2: State minimization

- Two states are equivalent if they cannot be distinguished at the outputs of the FSM
  - The outputs are the same for any input sequence
- Two conditions for two states to be equivalent
  1) Outputs must be the same in both states
  2) Machine must transition to equivalent states for all inputs
- Any equivalent states in our state diagram?

Step 3: State encoding

Exit	X Y	L R	X+ Y+	F TL TR
1	Reset			
0	0 0	0 0	0 0	1 0 0
	0 0	0 1	0 1	1 0 0
	0 0	1 0	1 1	1 0 0
	0 0	1 1	1 1	1 0 0
0	0 1	0 0	1 0	1 0 0
	0 1	0 1	0 1	1 0 0
	0 1	1 0	1 1	1 0 0
	0 1	1 1	1 1	1 0 0
0	1 0	0 0	0 0	0 0 1
	1 0	0 1	0 0	0 0 1
	1 0	1 0	0 0	0 0 1
	1 0	1 1	0 0	0 0 1
0	1 1	0 0	0 1	0 1 0
	1 1	0 1	0 1	0 1 0
	1 1	1 0	1 1	0 1 0
	1 1	1 1	1 1	0 1 0

S0 ⅄ 00
S1 ⅄ 00
S2 ⅄ 10
S3 ⅄ 11

Step 4: Minimize the logic

X+ (columns X, rows R/L, Y)

0	1	0	0
0	0	0	0
1	1	1	0
1	1	1	0

Y+

0	0	1	0
1	1	1	0
1	1	1	0
1	1	1	0

F

1	1	0	0
1	1	0	0
1	1	0	0
1	1	0	0

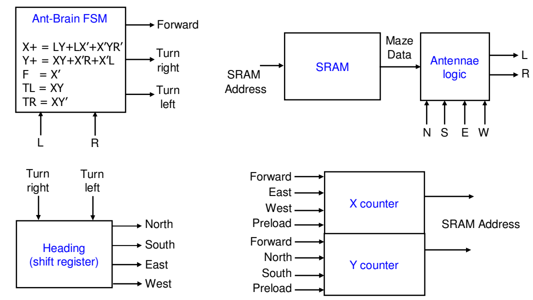
TL

0	0	1	0
0	0	1	0
0	0	1	0
0	0	1	0

TR

0	0	0	1
0	0	0	1
0	0	0	1
0	0	0	1

Step 5: Implement the design



Antennae logic

- Each memory location says
  - 00000001 ≡ No wall
  - 00000010 ≡ North wall (NW)
  - 00000100 ≡ West wall (WW)
  - 00001000 ≡ South wall (SW)
  - 00010000 ≡ East wall (EW)
  - 00100000 ≡ Exit
- The ant can be heading
  - N: 0001
  - W: 0010
  - S: 0100
  - E: 1000

Logic for right antennae
R = NW(N + W) +
WW(W + S) +
SW(S + E) +
EW(E + N)

Logic for left antennae
L = NW(N + E) +
WW(W + N) +
SW(S + W) +
EW(E + S)

Gate count:
4 2-input ORs
8 2-input ANDs
2 4-input ORs

What we left out...

- Crumbs in cell
  - Ant eats crumbs in every cell it visits
  - Writes crumb file back to SRAM
  - Read crumb file, for future display on monitor
- Need a memory controller
  - A state machine to talk to the SRAM
- Need to deal with startup, exit states