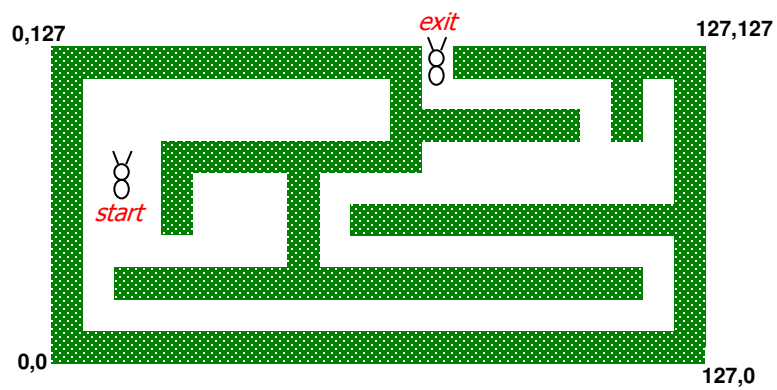

Ant-brain FSM

Run the ant through the maze

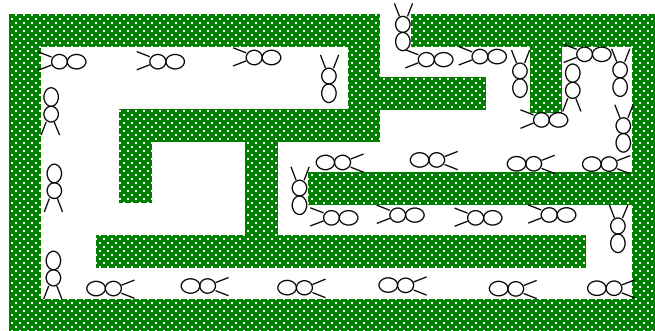
Ant in a maze

- ◆ 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

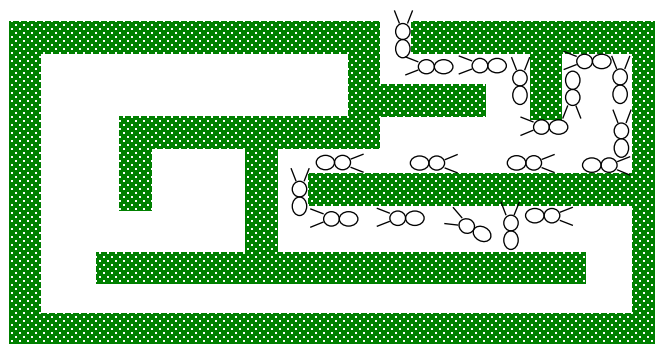


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Example: ant brain (special case 1)

- ◆ Left (L) Antenna touching the wall

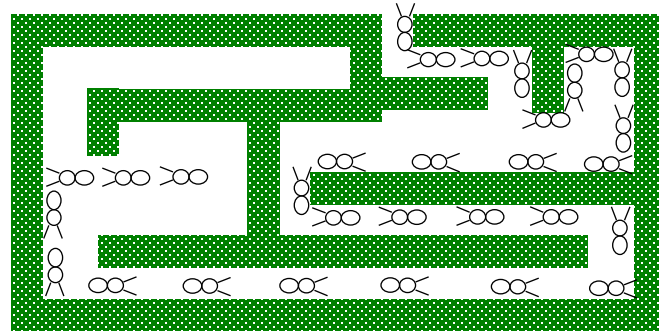


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Example: ant brain (special case 2)

◆ Ant Lost

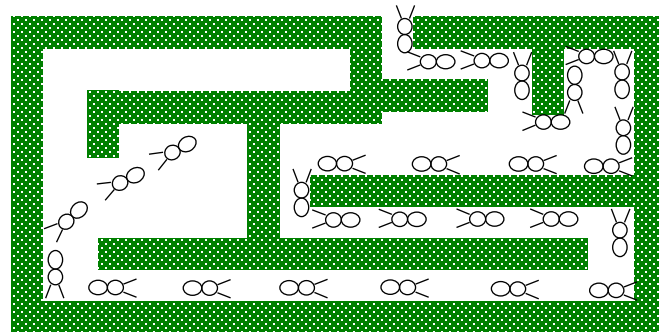


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Example: ant brain (special case 2)

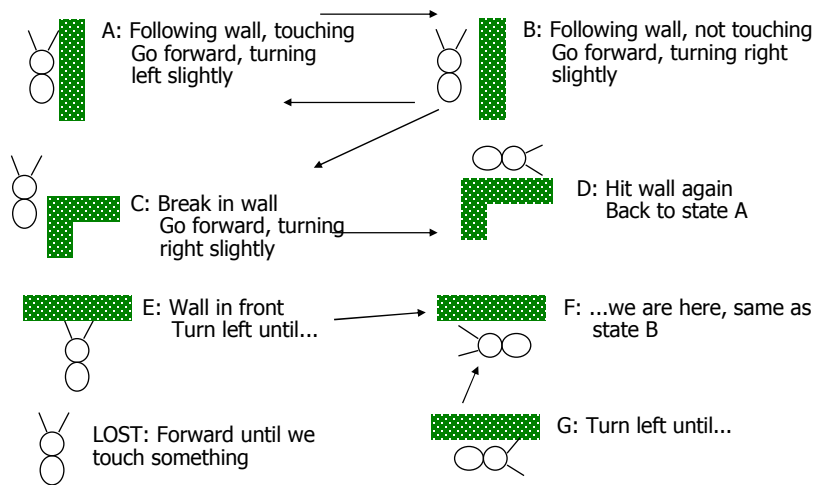
◆ Ant Lost (another example)



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Ant behavior



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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

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Notes & strategy

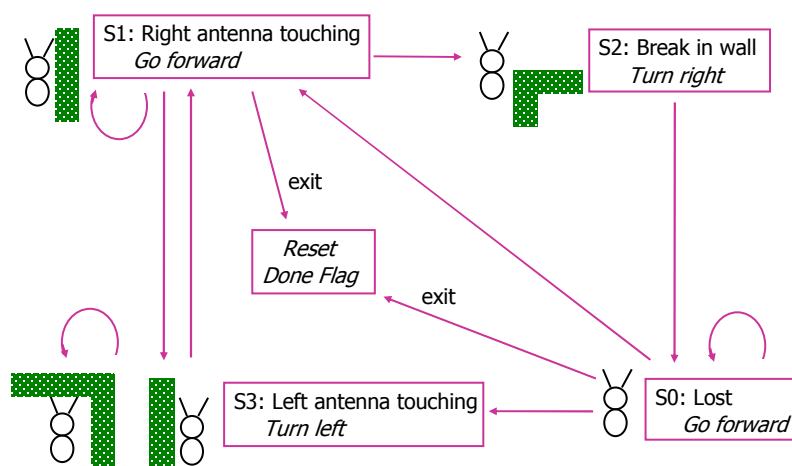
◆ Notes

- 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 \equiv No wall
 - ↳ 00000010 \equiv North wall
 - ↳ 00000100 \equiv West wall
 - ↳ 00001000 \equiv South wall
 - ↳ 00010000 \equiv East wall
 - ↳ 00100000 \equiv Exit

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

Where do you start???

Don't look ahead

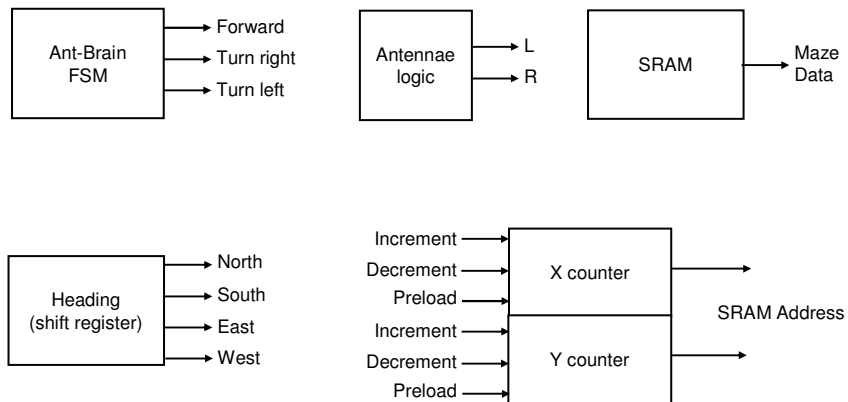
What you need

- ◆ 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

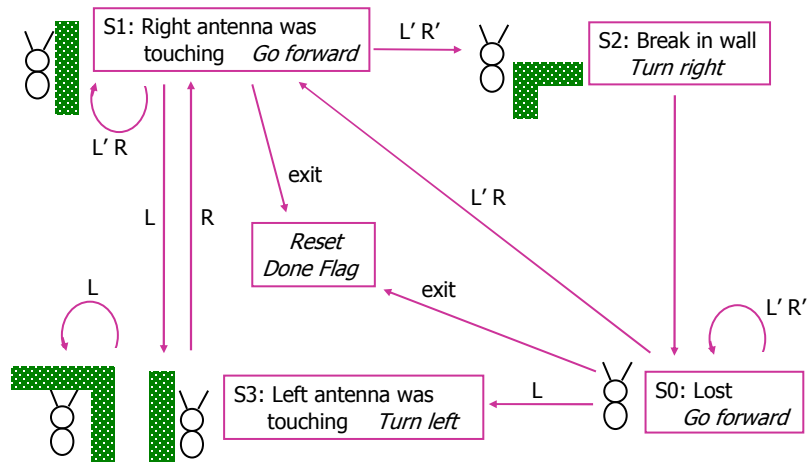
Partition the design



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

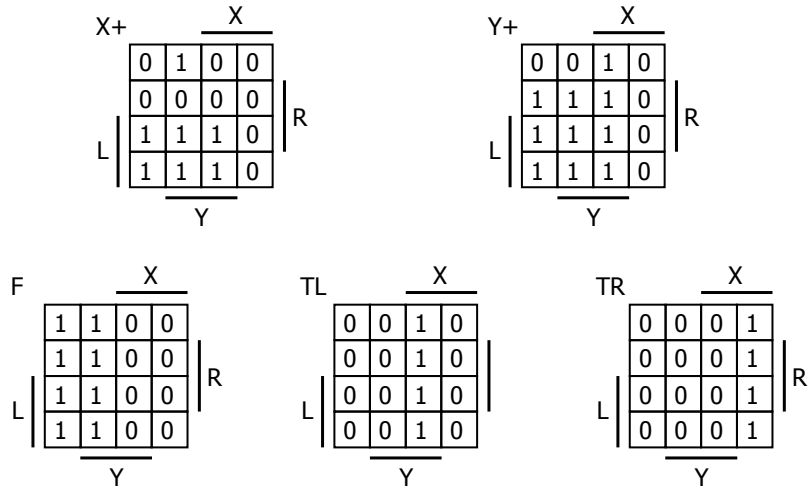
Step 2: State minimization

- ◆ 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?

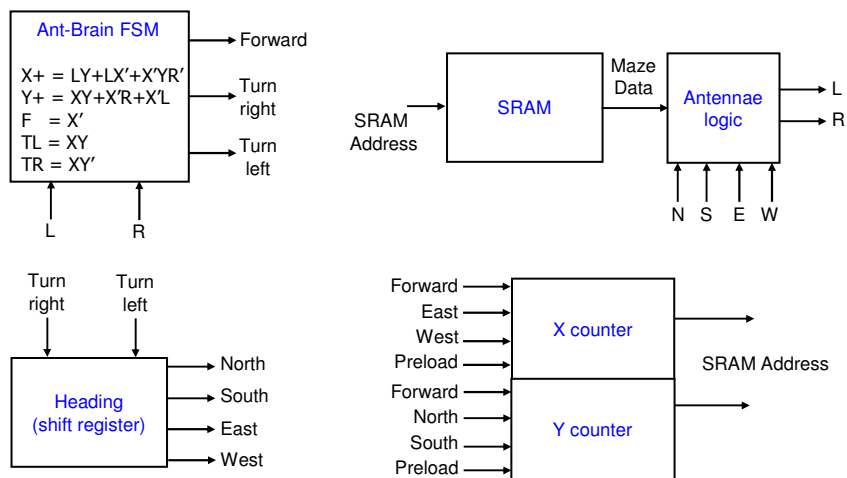
Step 3: State encoding

Exit	X Y	L R	X ⁺ Y ⁺	F TL TR	
1	Reset				
0	0 0	0 0	0 0	1 0 0	S0 ^ 00
	0 0	0 1	0 1	1 0 0	S1 ^ 00
	0 0	1 0	1 1	1 0 0	S2 ^ 10
	0 0	1 1	1 1	1 0 0	S3 ^ 11
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	

Step 4: Minimize the logic



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
- ◆ Homework #7, due March 5:

Produce a completed ant-brain design, with documentation, including the above points on this page. SHOW YOUR CHANGES!



W24257A

32K x 8 HIGH SPEED CMOS STATIC RAM

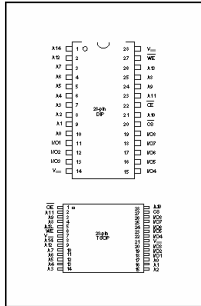
GENERAL DESCRIPTION

The W24257A is a high speed, low power CMOS static RAM organized as 32768 x 8 bits that operates on a single 5Volt power supply. This device is manufactured using Winbond's high performance CMOS technology.

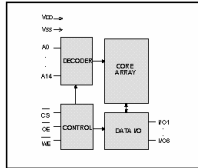
FEATURES

- High speed access time: 10/12/15/20 nS (max.)
Low power consumption: Active: 400 nW (typ.) Single +5V power supply Fully static operation
All inputs and outputs directly TTL compatible Three-state outputs Available packages: 28-pin 300 mil SQJ, 320 mil SOP, skinny DIP and standard type one TSOP (8 mm x 13.4 mm)

PIN CONFIGURATIONS



BLOCK DIAGRAM



PIN DESCRIPTION

Table with 2 columns: SYMBOL and DESCRIPTION. Includes entries for A0-A14, I/O0-I/O7, CS, WE, OE, VDD, and VSS.

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W24257A

DC CHARACTERISTICS

Absolute Maximum Ratings

Table with 3 columns: PARAMETER, RATING, and UNIT. Lists ratings for Supply Voltage, Input/Output to VSS, Allowable Power Dissipation, Storage Temperature, and Operating Temperature.

Note: Exposure to conditions beyond those listed under Absolute Maximum Ratings may adversely affect the life and reliability of the device.

TRUTH TABLE

Truth table with 6 columns: CS, OE, WE, MODE, I/O0-I/O7, and VDD CURRENT. Shows states for High, Low, and Read/Write operations.

OPERATING CHARACTERISTICS

(VDD = 5V ± 10%, VSS = 0V, TA = 0 to 70°C)

Operating characteristics table with 6 columns: PARAMETER, SYM, TEST CONDITIONS, MIN, TYP, MAX, and UNIT. Includes input/output voltages, leakage currents, and power supply currents.

Note: Typical characteristics are at VDD = 5V, TA = 25°C.

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W24257A

CAPACITANCE

(VDD = 5V, TA = 25°C, f = 1 MHz)

Capacitance table with 5 columns: PARAMETER, SYM, CONDITIONS, MAX, and UNIT. Lists Input and Output Capacitance.

Note: These parameters are sampled but not 100% tested.

THERMAL RESISTANCE

Thermal resistance table with 5 columns: PARAMETER, SYM, CONDITIONS, MAX, and UNIT. Lists Junction to Case and Ambient thermal resistances.

Note: These parameters are only applied to TSOP and SOJ package types.

AC TEST CONDITIONS

AC test conditions table with 2 columns: PARAMETER and CONDITIONS. Lists input pulse levels, rise/fall times, and output load.

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W24257A

AC CHARACTERISTICS

(VDD = 5V ± 10%, VSS = 0V, TA = 0 to 70°C)

Read Cycle

Read cycle timing table with 7 columns: PARAMETER, SYM, and four sets of MIN/MAX values for different package types.

* These parameters are sampled but not 100% tested.

Write Cycle

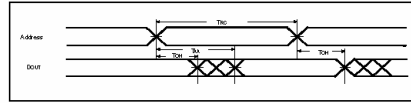
Write cycle timing table with 7 columns: PARAMETER, SYM, and four sets of MIN/MAX values for different package types.

* These parameters are sampled but not 100% tested.

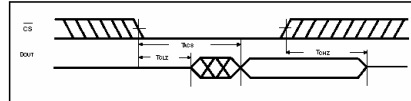
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TIMING WAVEFORMS

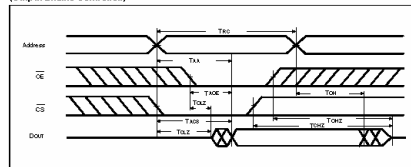
**Read Cycle 1
(Address Controlled)**



**Read Cycle 2
(Chip Select Controlled)**

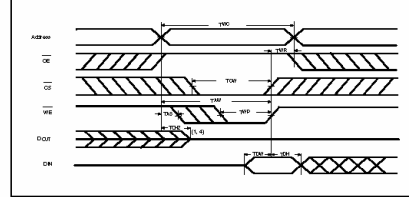


**Read Cycle 3
(Output Enable Controlled)**

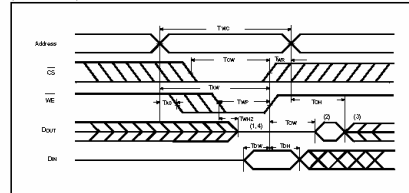


Timing Waveforms, continued

**Write Cycle 1
(OE Clock)**



**Write Cycle 2
(OE = V_I Fixed)**



Notes:

1. During this period, I/O pins are in the output state, so input signals of opposite phase to the outputs should not be applied.
2. The data output from Data Out are the same as the data written to Data In during the write cycle.
3. Data In provides the read data for the next address.
4. Transition is measured at 500 mV from deep-state with C_L = 5 pF. This parameter is guaranteed but not 100% tested.

Memory initialization

```

Module sram(xx, xx, xx, xx,...xx)
...
initial
    $readmemb("mazefilename", arrayname, start, length);
...
...
...
begin
    file = $fopen("dumpfilename"0);
    for (.....)
        $fdisplay(file, arrayname[index]);
    $fclose(file);
end
endmodule
    
```