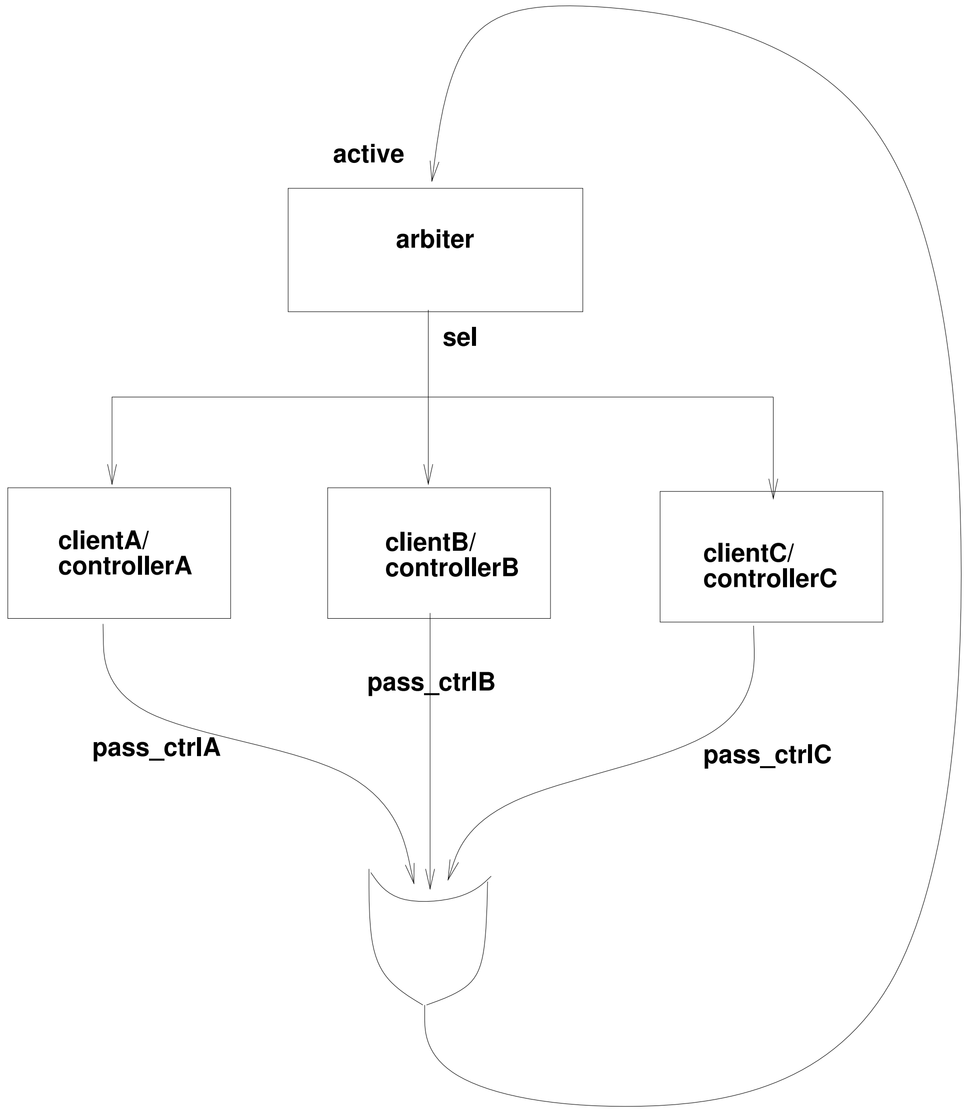
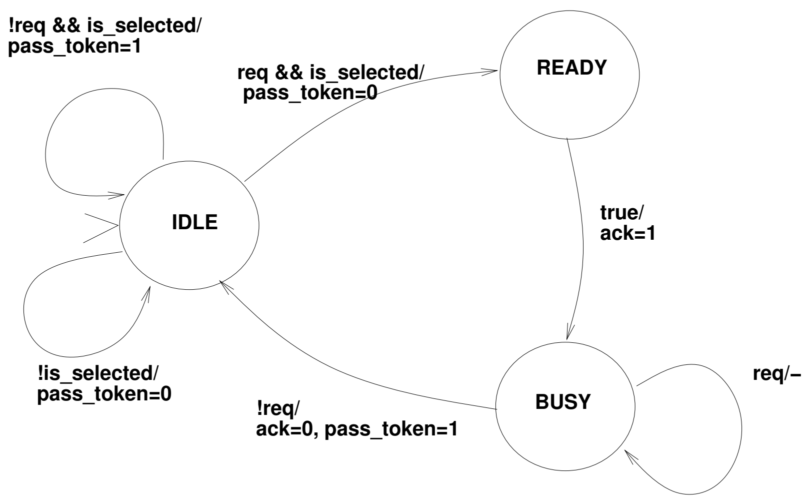


active
arbiter
sel
clientA/
controllerA
clientB/
controllerB
clientC/
controllerC
pass_ctrlB
pass_ctrlA
pass_ctrlC

CONTROLLER

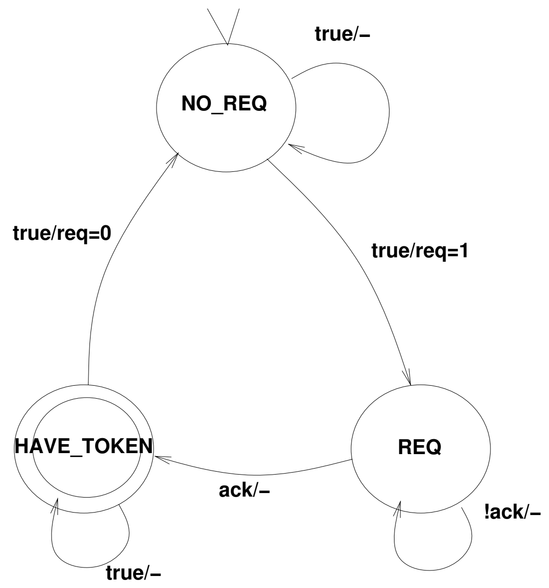


Notation:
input condition / output activity

NOTE: ack and pass_token are registers

ack=1 on an edge means that ack gets 1 at the next clock
– in output activity means no activity

CLIENT



fairness constraint:
cannot stay in HAVE_TOKEN
state forever

ARBITER