

RVM Machine

RVM Machine has the following file with following hierarchy.

- RVM_wrapper
 - RVM
 - Clk_div
 - FSM
 - Bottle_counter
 - Can_counter
 - display

RVM_wrapper:

```
module RVM_wrapper
(AF,
BF,
LED,
SF,
anodes,
cathodes,
clk,
reset,
sensor);
output AF;
output BF;
output LED;
output SF;
output [3:0]anodes;
output [6:0]cathodes;
input clk;
input reset;
input [3:0]sensor;

wire AF;
wire BF;
wire LED;
wire SF;
wire [3:0]anodes;
wire [6:0]cathodes;
wire clk;
wire reset;
wire [3:0]sensor;

RVM RVM_i
(.AF(AF),
.BF(BF),
.LED(LED),
```

```
.SF(SF),  
.anodes(anodes),  
.cathodes(cathodes),  
.clk(clk),  
.reset(reset),  
.sensor(sensor));  
endmodule
```

RVM:

```
module RVM  
  (AF,  
   BF,  
   LED,  
   SF,  
   anodes,  
   cathodes,  
   clk,  
   reset,  
   sensor);  
  output AF;  
  output BF;  
  output LED;  
  output SF;  
  output [3:0]anodes;  
  output [6:0]cathodes;  
  input clk;  
  input reset;  
  input [3:0]sensor;  
  
  wire FSM_0_AF;  
  wire FSM_0_BC;  
  wire FSM_0_BF;  
  wire FSM_0_CC;  
  wire FSM_0_LED;  
  wire FSM_0_SF;  
  wire [2:0]FSM_0_data_out;  
  wire [3:0]bottle_counter_0_bot_counter;  
  wire [3:0]can_counter_0_can_counter;  
  wire clk_1;  
  wire clk_div_0_clk_div;  
  wire [3:0]display_0_anodes;  
  wire [6:0]display_0_cathodes;  
  wire reset_1;  
  wire [3:0]sensor_1;  
  
  assign AF = FSM_0_AF;
```

```

assign BF = FSM_0_BF;
assign LED = FSM_0_LED;
assign SF = FSM_0_SF;
assign anodes[3:0] = display_0_anodes;
assign cathodes[6:0] = display_0_cathodes;
assign clk_1 = clk;
assign reset_1 = reset;
assign sensor_1 = sensor[3:0];
FSM FSM_0
    (.AF(FSM_0_AF),
     .BC(FSM_0_BC),
     .BF(FSM_0_BF),
     .CC(FSM_0_CC),
     .LED(FSM_0_LED),
     .SF(FSM_0_SF),
     .clk(clk_div_0_clk_div),
     .data_out(FSM_0_data_out),
     .reset(reset_1),
     .sensor(sensor_1));
bottle_counter bottle_counter_0
    (.BC(FSM_0_BC),
     .bot_counter(bottle_counter_0_bot_counter),
     .clk(clk_div_0_clk_div),
     .reset(reset_1));
can_counter can_counter_0
    (.CC(FSM_0_CC),
     .can_counter(can_counter_0_can_counter),
     .clk(clk_div_0_clk_div),
     .reset(reset_1));
clk_div clk_div_0
    (.clk(clk_1),
     .clk_div(clk_div_0_clk_div),
     .clk_reset(reset_1));
display display_0
    (.anodes(display_0_anodes),
     .bottle_counter(bottle_counter_0_bot_counter),
     .can_counter(can_counter_0_can_counter),
     .cathodes(display_0_cathodes),
     .clk(clk_1),
     .clk_div(clk_div_0_clk_div),
     .data_out(FSM_0_data_out),
     .reset(reset_1));
endmodule

```

Clk_Div:

```

module clk_div#

```

```

(
    parameter REQUIRED_CLK = 250000 //2 Hz, Supposing base clock as 50Mhz
)
(
    input clk,
    input clk_reset,
    output wire clk_div
    //      output reg done_clk
    );
reg [31:0]divider_clk_counter = 32'd0;
reg [3:0] done_counter = 4'd0;
reg clk_reset_det = 0;
reg clk_inv = 0;

always@(posedge clk)
begin
    clk_reset_det <= clk_reset;
    if (clk_reset)
        begin
            done_counter <= 0;
            divider_clk_counter    <= 0;
            clk_inv <= 0;
        end
    else
        begin
            if (divider_clk_counter < REQUIRED_CLK -1)
                begin
                    divider_clk_counter <= divider_clk_counter + 1;
                end
            else
                begin
                    if(done_counter > 5)
                        begin
//                            done_clk <= 1;
//                            done_counter <= 0;
                        end
                    else
                        begin
//                            divider_clk_counter <= 0;
//                            done_counter <= done_counter + 1;
//                            clk_inv = ~clk_inv;
//                            done_clk <= 0;
                        end
                    end
                end
            end
        end
    end
    assign clk_div = clk_inv;
endmodule

```

FSM:

```
module FSM
(
    input clk,
    input reset,
    input [3:0]sensor,
    output reg AF,
    output reg SF,
    output reg BF,
    output reg [2:0]data_out,
    output wire BC,
    output wire CC,
    output wire LED
    //      output reg clk_div_in
);

reg [3:0]state = 4'd0;
reg LED_ON = 0;
reg [9:0]state_counter = 0;
reg [1:0] data_counter = 2'd0;
reg [2:0] can_counter = 3'd0;
reg [2:0] bottle_counter = 3'd0;
reg [2:0] Error_counter = 3'd0;
reg [3:0] LED_Counter = 3'd0;

reg BCC = 1'b0;
reg CCC = 1'b0;
reg LEDD = 1'b0;

always@(posedge clk)
begin
    if (reset)
        begin
            state <= 4'd0;
        end
    else
        begin
            case(state)
                4'b0000: //IDLE
                begin
                    BF <= 1'b1;
                    SF <= 1'b1;
                    AF <= 1'b0;
                    data_out <= 3'd0;
                    if (sensor == 4'd1)
                        begin
                            state <= 4'b0001;
```

```

        end
    else
        begin
            state <= 4'd0;
        end
    end
4'b0001: // DETECTED
begin
    SF <= 1'b1;
    AF <= 1'b1;
    BF <= 1'b1;
    data_out <= 3'd1;

    if (data_counter > 1)
        begin
            data_counter <= 0;
            if (sensor == 4'b0011)
                begin
                    state <=
4'b0011;

                end
            else
                if (sensor == 4'b0101)
                    begin
                        state
<= 4'b0101;

                    end
                else
                    begin
                        if
(sensor == 4'b1001)

                            begin
                                state <= 4'b1001;

                            end
                        else
                            begin
                                state <= 4'b0001;

                            end
                        end
                    end
                end
            end
        end
    else
        begin

```

```

data_counter + 1;
data_counter <=
end
end
4'b0011: // CAN DETECTED
begin
    SF <= 1'b0;
    AF <= 1'b1;
    BF <= 1'b1;
    data_out <= 3'd2;
    if (can_counter > 3)
    begin
        can_counter <= 0;
        CCC <= 1;
        state <= 4'b1010;
    end
    else
    begin
        can_counter <= can_counter
    end
    + 1;
end
4'b0101: // BOTTLE DETECTED
begin
    SF <= 1'b0;
    AF <= 1'b1;
    BF <= 1'b0;
    data_out <= 3'd3;
    if (bottle_counter > 3)
    begin
        bottle_counter <= 0;
        state <= 4'b1010;
        BCC <= 1;
    end
    else
    begin
        bottle_counter <= bottle_counter + 1;
    end
end
4'b1001: // Error Detection
begin
    SF <= 1'b1;
    AF <= 1'b0;
    data_out <= 3'd4;
    if (Error_counter > 3)
    begin
        Error_counter <= 0;
        state <= 4'b1010;

```

```

        end
    else
        begin
            Error_counter <= Error_counter + 1;
        end
    end
4'b1010: // END
begin
    data_out <= 3'd5;
    BCC <= 0;
    CCC <= 0;

//
    LED_ON <= 1;
    clk_div_in <= 1;
    if (LED_Counter > 5)
        begin
            state <= 4'b0000;
            LED_Counter <= 0;
            LEDD <= 0;
        end
    else
        begin
            LED_Counter <=
                LED_Counter + 1;
            LEDD = ~LEDD;
        end
    end
endcase
end
end

assign BC = BCC;
assign CC = CCC;
assign LED = LEDD;
endmodule

```

Can_Counter:

```

module can_counter(
    input clk,
    input reset,
    input CC,
    output reg [3:0]can_counter = 8'd0
);

```



```

reg CC_det;

always@(posedge clk)
begin
    if(reset)
        begin
            can_counter <= 0;
        end
    else
        begin
            CC_det <= CC;
            if (CC)
                begin
                    if (can_counter > 9)
                        begin
                            can_counter <= 0;
                        end
                    else
                        begin
                            can_counter <= can_counter + 1;
                        end
                end
            else
                can_counter <= can_counter;
        end
    end
end
endmodule

```

Bottle_Counter:

```

module bottle_counter(
    input clk,
    input reset,
    input BC,
    output reg [3:0]bot_counter = 8'd0
);

reg BC_det;

always@(posedge clk)
begin
    if(reset)
        begin
            bot_counter <= 0;
        end
    else
        begin

```

```

        BC_det <= BC;
        if (BC)
            begin
                if (bot_counter > 9)
                    begin
                        bot_counter <= 0;
                    end
                else
                    begin
                        bot_counter <= bot_counter + 1;
                    end
            end
        else
            bot_counter <= bot_counter;
        end
    end
endmodule

```

Display:

```

module display(
    input clk,
    input clk_div,
    input reset,
    input [2:0]data_out,
    input [3:0]can_counter,
    input [3:0]bottle_counter,
    output reg [6:0] cathodes,
    output reg [3:0] anodes
);

reg [1:0]switch = 2'd0;
reg [19:0]clock_counter = 20'd0;
reg [3:0]clk_counter_1 = 4'd0;
reg [3:0]clk_counter_2 = 4'd0;
reg [3:0]clk_counter_3 = 4'd0;
reg [1:0] switcheroni = 2'd0;

always@(posedge clk)
    begin
        if(reset)
            begin
                anodes <= 4'b1111;
            end
        else
            begin
                case(switch)

```

```

                2'd0:
                    begin
                        anodes <= 4'b1110;
                    end
                2'd1:
                    begin
                        anodes <= 4'b1101;
                    end
                2'd2:
                    begin
                        anodes <= 4'b1011;
                    end
                2'd3:
                    begin
                        anodes <= 4'b1111;
                    end
                default:
                    begin
                        anodes <= 4'b1111;
                    end
            endcase
        end
    end

always@(posedge clk)
    begin
        if(reset)
            begin
                end
            else
                begin
                    if (clock_counter < 100000-1)
                        begin
                            clock_counter <= clock_counter + 1;
                        end
                    else
                        begin
                            clock_counter <= 0;
                            if (switch > 2)
                                begin
                                    switch <= 0;
                                end
                            else
                                begin
                                    switch <= switch + 1;
                                end
                            end
                        end
                    end
                end
            end
    end

```

```

        case (switch)
            2'd0:
                begin
                    case(switcheroni)
                        2'd0:
                            begin
                                case (data_out)
                                    4'd0:
                                        begin
                                            cathodes <= 7'b1110001;
                                        end
                                    4'd1:
                                        begin
                                            cathodes <= 7'b1110000;
                                        end
                                    4'd2:
                                        begin
                                            cathodes <= 7'b0001001;
                                        end
                                    4'd3:
                                        begin
                                            cathodes <= 7'b1110000;
                                        end
                                    4'd4:
                                        begin
                                            cathodes <= 7'b1111010;
                                        end
                                    4'd5:
                                        begin
                                            cathodes <= 7'b1000010;
                                        end
                                end
                            end
                        end
                    end
                end
            end
        end
    end
end

```

```

end

default:

begin
    cathodes <= 7'b1111111;
end

                                endcase
                                end
2'd1:                          begin
                                case (can_counter)
                                4'd0:

begin
    cathodes <= 7'b0000001;
end
                                4'd1:

begin
    cathodes <= 7'b1001111;
end
                                4'd2:

begin
    cathodes <= 7'b0010010;
end
                                4'd3:

begin
    cathodes <= 7'b0000110;
end
                                4'd4:

begin
    cathodes <= 7'b1001100;

```

```

end
4'd5:

begin
    cathodes <= 7'b0100100;
end
4'd6:

begin
    cathodes <= 7'b0100000;
end
4'd7:

begin
    cathodes <= 7'b0001111;
end
4'd8:

begin
    cathodes <= 7'b0000000;
end
4'd9:

begin
    cathodes <= 7'b0000100;
end

default:
begin
    cathodes <= 7'b1111111;
end

endcase
end
2'd2:

```

```
begin
    case (bottle_counter)
        4'd0:
            begin
                cathodes <= 7'b0000001;
            end
            4'd1:
            begin
                cathodes <= 7'b1001111;
            end
            4'd2:
            begin
                cathodes <= 7'b0010010;
            end
            4'd3:
            begin
                cathodes <= 7'b0000110;
            end
            4'd4:
            begin
                cathodes <= 7'b1001100;
            end
            4'd5:
            begin
                cathodes <= 7'b0100100;
            end
            4'd6:
            begin
```

```

        cathodes <= 7'b0100000;

    end
    4'd7:

    begin
        cathodes <= 7'b0001111;

    end
    4'd8:

    begin
        cathodes <= 7'b0000000;

    end
    4'd9:

    begin
        cathodes <= 7'b0000100;

    end

    default:

    begin
        cathodes <= 7'b1111111;

    end

    endcase

    end
    default:
    begin
        cathodes <=
7'b1111111;

    end
    endcase

    end
    2'd1:
    begin
        case(switcheroni)
        2'd0:
            begin
                case (data_out)

```



```

4'd0:

begin

cathodes <= 7'b1000010;

end

4'd1:

begin

cathodes <= 7'b0110000;

end

4'd2:

begin

cathodes <= 7'b0001000;

end

4'd3:

begin

cathodes <= 7'b0000001;

end

4'd4:

begin

cathodes <= 7'b1111010;

end

4'd5:

begin

cathodes <= 7'b1101010;

end

default:

begin

cathodes <= 7'b1111111;

end

endcase

2'd1:
begin
case (can_counter)

```

	4'd0:
begin	
cathodes <= 7'b0000001;	
end	
	4'd1:
begin	
cathodes <= 7'b1001111;	
end	
	4'd2:
begin	
cathodes <= 7'b0010010;	
end	
	4'd3:
begin	
cathodes <= 7'b0000110;	
end	
	4'd4:
begin	
cathodes <= 7'b1001100;	
end	
	4'd5:
begin	
cathodes <= 7'b0100100;	
end	
	4'd6:
begin	
cathodes <= 7'b0100000;	

```

end
4'd7:

begin
    cathodes <= 7'b0001111;
end
4'd8:

begin
    cathodes <= 7'b0000000;
end
4'd9:

begin
    cathodes <= 7'b0000100;
end

default:
begin
    cathodes <= 7'b1111111;
end

endcase
2'd2:
begin
    case (bottle_counter)
4'd0:

begin
    cathodes <= 7'b0000001;
end
4'd1:

begin
    cathodes <= 7'b1001111;

```

end	4'd2:
begin	
cathodes <= 7'b0010010;	
end	4'd3:
begin	
cathodes <= 7'b0000110;	
end	4'd4:
begin	
cathodes <= 7'b1001100;	
end	4'd5:
begin	
cathodes <= 7'b0100100;	
end	4'd6:
begin	
cathodes <= 7'b0100000;	
end	4'd7:
begin	
cathodes <= 7'b0001111;	
end	4'd8:
begin	

```

        cathodes <= 7'b00000000;

    end

    4'd9:

    begin

        cathodes <= 7'b0000100;

    end

    default:

    begin

        cathodes <= 7'b1111111;

    end

    endcase

    end

    default:

    begin

        cathodes <=

    end

    endcase

    end

    2'd2:

    begin

        case(switcheroni)

        2'd0:

        begin

        case

        4'd0:

        begin

        cathodes <= 7'b1001111;

        end

        4'd1:

        begin

        cathodes <= 7'b1000010;

        (data_out)
    
```

```

end
4'd2:

begin
    cathodes <= 7'b0110001;
end
4'd3:

begin
    cathodes <= 7'b1100000;
end
4'd4:

begin
    cathodes <= 7'b0110000;
end
4'd5:

begin
    cathodes <= 7'b0110000;
end
default:
begin
    cathodes <= 7'b1111111;
end
endcase
end
2'd1:
begin
case
(can_counter)
4'd0:
begin

```

```
        cathodes <= 7'b0000001;

    end

4'd1:

    begin

        cathodes <= 7'b1001111;

    end

4'd2:

    begin

        cathodes <= 7'b0010010;

    end

4'd3:

    begin

        cathodes <= 7'b0000110;

    end

4'd4:

    begin

        cathodes <= 7'b1001100;

    end

4'd5:

    begin

        cathodes <= 7'b0100100;

    end

4'd6:

    begin
```

```

        cathodes <= 7'b0100000;

    end

4'd7:

    begin

        cathodes <= 7'b0001111;

    end

4'd8:

    begin

        cathodes <= 7'b0000000;

    end

4'd9:

    begin

        cathodes <= 7'b0000100;

    end

default:

    begin

        cathodes <= 7'b1111111;

    end

endcase

end

2'd2:
    begin
        case (bottle_counter)
            4'd0:

begin

        cathodes <= 7'b0000001;

end

```


4'd1:

```
begin
    cathodes <= 7'b1001111;
```

```
end
```

4'd2:

```
begin
    cathodes <= 7'b0010010;
```

```
end
```

4'd3:

```
begin
    cathodes <= 7'b0000110;
```

```
end
```

4'd4:

```
begin
    cathodes <= 7'b1001100;
```

```
end
```

4'd5:

```
begin
    cathodes <= 7'b0100100;
```

```
end
```

4'd6:

```
begin
    cathodes <= 7'b0100000;
```

```
end
```

4'd7:

```
begin
    cathodes <= 7'b0001111;
```

```

end
4'd8:

begin
    cathodes <= 7'b00000000;
end

4'd9:

begin
    cathodes <= 7'b0000100;
end

default:
begin
    cathodes <= 7'b1111111;
end

endcase
end
default:
begin
    cathodes <=
7'b1111111;
end
endcase
end
default:
begin
    switch <= 2'd0;
end
endcase
end

end
end

always@(posedge clk_div)
begin
    if (clk_counter_1 > 9)
        begin
            if (clk_counter_2 > 1)
                begin

```

```

                                if(clk_counter_3 > 1)
                                    begin
                                        clk_counter_1 <= 0;
                                        clk_counter_2 <= 0;
                                        clk_counter_3 <= 0;
                                        switcheroni <= 2'd0;
                                    end
                                else
                                    begin
                                        switcheroni <= 2'd2;
                                        clk_counter_3 <= clk_counter_3 + 1;
                                    end
                                end
                            else
                                begin
                                    switcheroni <= 2'd1;
                                    clk_counter_2 <= clk_counter_2 + 1;
                                end
                            end
                        else
                            begin
                                clk_counter_1 <= clk_counter_1 + 1;
                            end
                        end
                    end
                endmodule

```

Simulation Results:

