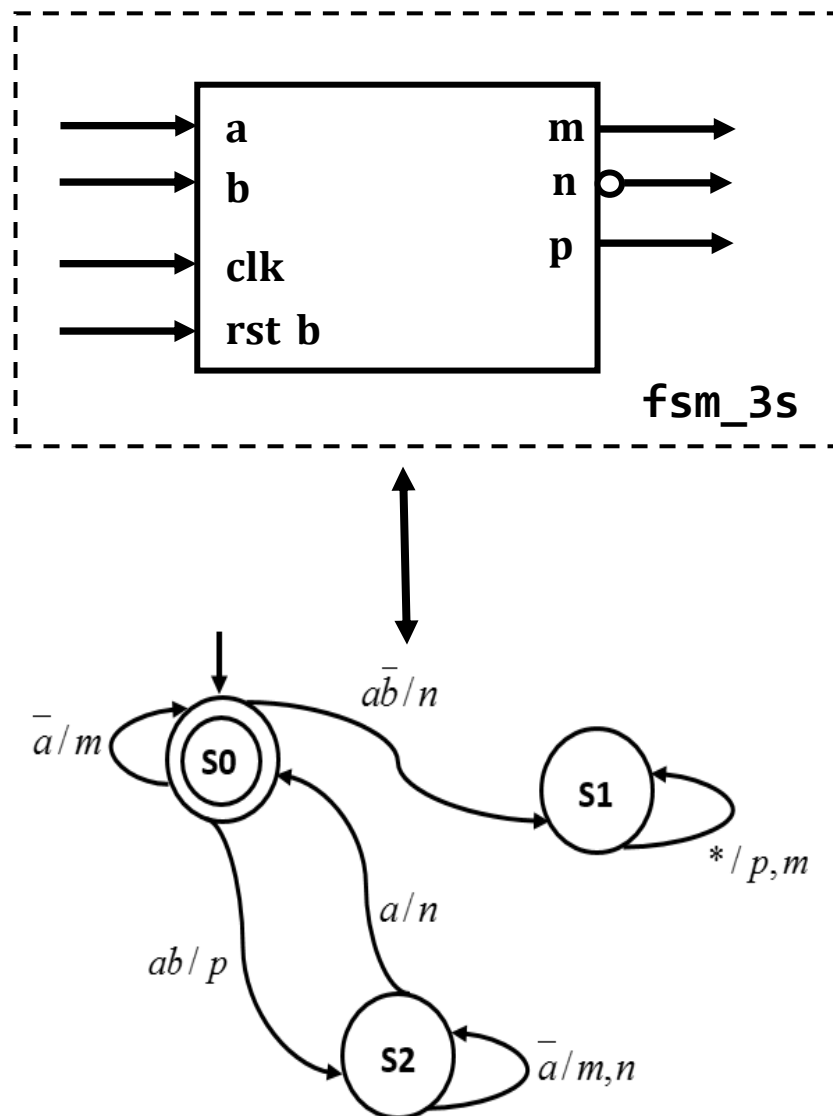


## Week 6 – Mealy Machines

### Implementing Finite State Machines in Verilog

**P.6.1** Implement, using Verilog language, the following architecture of a Finite State Machine (FSM) with 3 states. The module of the FSM should be called *fsm\_3s*.



```

module fsm_3s ( input clk, rst_b,
                input a, b,
                output reg m, n, p );

// Step 1
localparam S0 = 2'd0;
localparam S1 = 2'd1;
localparam S2 = 2'd2;
// Step 2
reg [1:0] st;
reg [1:0] st_next;
// Step 3
always @ (*) begin
st_next = S0;
    case (st)
        S0: if (!a)
            st_next = S0;
            else
                if (!b)
                    st_next = S1;
        S1: st_next = S1;
        S2: if (a)
            st_next = S0;
            else
                st_next = S2;
    endcase
end

```

```

// Step 4
always @ (*) begin
    m = 1'd0 ;
    n = 1'd1 ;
    p = 1'd0 ;
    case (st)
S0: if (!a)
        m = 1'd1 ;
        else
            if (!b)
                n = 1'd0 ;
S1: begin
            m = 1'd1 ;
            p = 1'd1 ;
        end
S2: if (!a) begin
            m = 1'd1 ;
            n = 1'd0 ;
        end
        else
            n = 1'd0 ;
    endcase
end

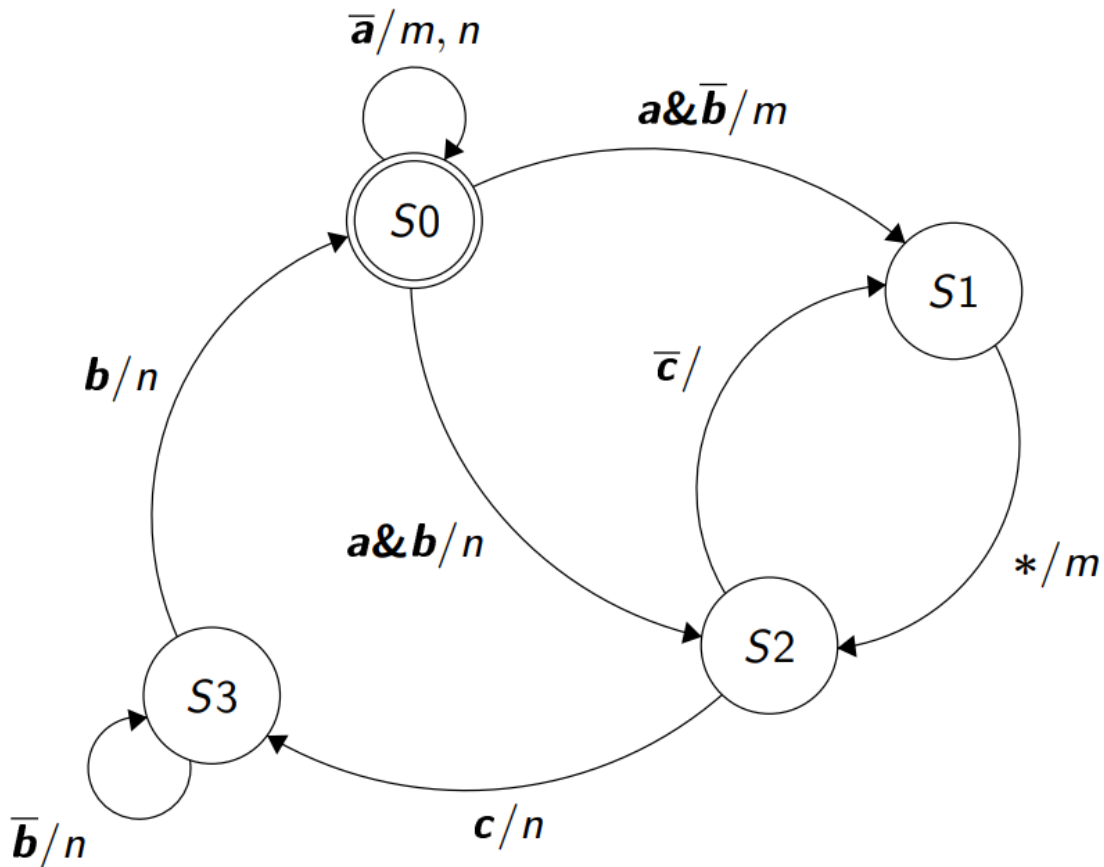
```

```

// Step 5
always @ (posedge clk, negedge rst_b) begin
    if (!rst_b)
        st <= S0 ;
    else
        st <= st_next ;
end
endmodule

```

**P.6.2** Construct, in a similar way, the following FSM with 4 states. The module's name will be *fsm\_4s*.



```

module fsm_4s ( input clk, rst_b, a, b, c,
                output reg m,n,p );

localparam S0 = 2'd0;
localparam S1 = 2'd1;
localparam S2 = 2'd2;
localparam S3 = 2'd3;
reg [1:0] st, st_next;
always @ (*)
    case (st)
    S0: if (!a)    st_next = S0; else if (b)    st_next = S2;
        else      st_next = S1;
    S1:          st_next = S2; else            st_next = S1;
    S2: if (c)    st_next = S3; else            st_next = S1;
    S3: if (c)    st_next = S3; else            st_next = S1;
    endcase
always @ (*) begin
m = 1'd0; n = 1'd0;
    case (st)
    S0: if (!a)    {m,n} = 2'b11; else if (b)    n = 1'd1;
        else      m = 1'd1;
    S1:          m = 1'd1;
    S2: if (c)    n = 1'd1;
    endcase

    end

always @ (posedge clk, negedge rst_b) begin
    if (!rst_b)    st <= S0 ;    else            st <= st_next;

    end

endmodule

```