

Information Technology Institute

Digital Design and Computer Architecture

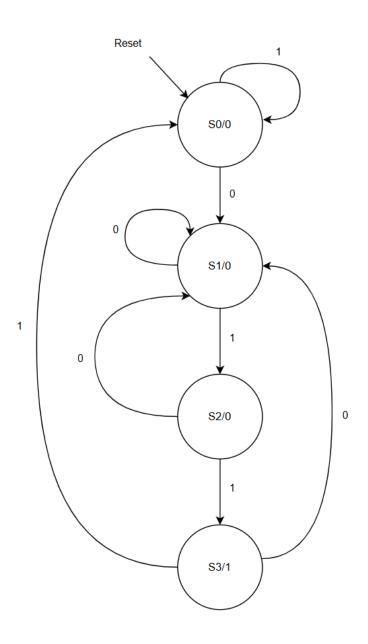
Lab 1: FSM

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Sequence Detector of 011 using Moore and Mealy

1. Moore FSM Design

1.1 State Transition Diagram for Moore FSM



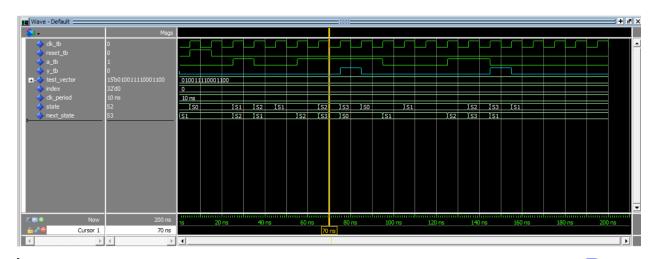
1.2 Moore FSM VHDL Code

```
library IEEE;
use IEEE.STD_LOGIC_1164.all;
   port(
        clk : in STD_LOGIC;
reset : in STD_LOGIC;
a : in STD_LOGIC;
architecture synth of patternMoore is
    type state_type is (S0, S1, S2, S3);
    signal state, next_state : state_type;
    process(clk, reset)
        if reset = '1' then
            state <= S0;
         elsif rising_edge(clk) then
            state <= next_state;</pre>
        end if;
    end process;
    -- Next state logic
    process(state, a)
        case state is
            when S0 =>
                     next_state <= S0;
                      next_state <= S1;</pre>
                     next state <= S2;
                     next_state <= S1;</pre>
                 if a = '1' then
                     next_state <= S3;</pre>
                     next_state <= S1;</pre>
             when S3 =>
                     next_state <= S0;</pre>
                     next_state <= S1;</pre>
                 next state <= S0;</pre>
    end process;
    y <= '1' when state = S3 else '0';
```

1.3 Moore FSM Testbench Code

```
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;
entity patternMoore_tb is
end entity;
architecture simulation of patternMoore_tb is
    constant clk_period : time := 10 ns;
    signal clk_tb : std_logic := '0';
signal reset_tb : std_logic := '0';
    signal a_tb : std_logic := '0';
signal y_tb : std_logic;
    signal test_vector : std_logic_vector(14 downto 0) := "010011110001100";
    signal index : integer := 0;
    clock_gen : process
        clk_tb <= '0';
         wait for clk_period / 2;
         clk_tb <= '1';
         wait for clk_period / 2;
    moore fsm inst : entity work.patternMoore
         clk => clk_tb,
reset => reset_tb,
              => a_tb,
                => y_tb
    stimulus_proc : process
            Apply reset pulse
        wait until rising_edge(clk_tb);
reset_tb <= '1';
wait until rising_edge(clk_tb);</pre>
        reset_tb <= '0';
         for index in test_vector'range loop
             a_tb <= test_vector(index);</pre>
              wait until rising_edge(clk_tb);
    monitor_output : process(y_tb)
         if y_tb = '1' then
         end if;
    end process;
```

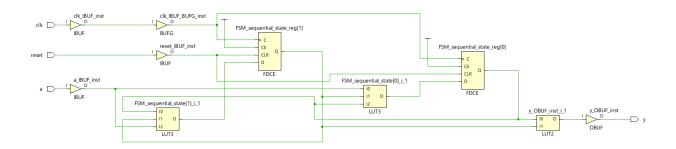
1.4 Simulation Results



```
VSIM(paused)> run
# ** Note: Output Y is set to 1 at time 75 ns
# Time: 75 ns Iteration: 3 Instance: /patternmoore_tb
# ** Note: Output Y is set to 1 at time 145 ns
# Time: 145 ns Iteration: 3 Instance: /patternmoore_tb

VSIM(paused)>
```

1.5 Synthesis Results for Default Encoding (binary)



1.6 Log File Output

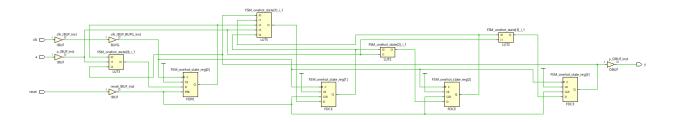
INFO: [Synth 8-802] inferred FSM for state register 'state_reg' in module 'patternMoore'

State	New Encoding	Previous Encoding
s0	00	00
s1	01	01
s2	10	10

INFO: [Synth 8-3354] encoded FSM with state register 'state_reg' using encoding 'sequential' in module 'patternMoore'

Figure 1-1: Default State Encoding in Vivado.

1.7 Changing FSM Encoding Style from auto (binary) to one-hot



1.8 New Log File for one-hot State Encoding

INFO: [Synth 8-802] inferred FSM for state register 'state_reg' in module 'patternMoore'

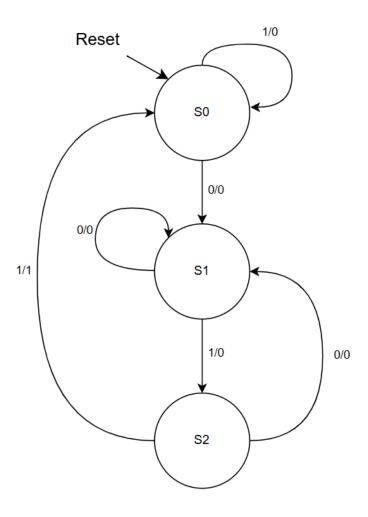
State	New Encoding	Previous Encoding	
s0 s1 s2 s3	0001 0010 0100	01 1 10	_

INFO: [Synth 8-3354] encoded FSM with state register 'state_reg' using encoding 'one-hot' in module 'patternMoore'

Figure 1-2: Changing to one-hot State Encoding in Vivado.

2. Mealy FSM Design

2.1 State Transition Diagram for Mealy FSM



2.2 Mealy FSM VHDL Code

```
library IEEE;
use IEEE.STD_LOGIC_1164.all;
         clk : in STD_LOGIC;
reset : in STD_LOGIC;
a : in STD_LOGIC;
y : out STD_LOGIC
architecture synth of patternMealy is
     type state type is (S0, S1, S2);
     signal state, next_state : state_type;
     process(clk, reset)
              state <= S0;
         elsif rising_edge(clk) then
              state <= next_state;</pre>
         end if;
    end process;
     process(state, a)
    begin
         case state is
              when S0 =>
                        next_state <= S0;</pre>
                        next_state <= S1;</pre>
              when S1 =>
                       next_state <= S2;</pre>
                        next_state <= S1;</pre>
                   end if;
                       next_state <= S0;</pre>
                        next_state <= S1;</pre>
              when others =>
                   next_state <= S0;</pre>
    end process;
```

2.3 Mealy FSM Testbench Code

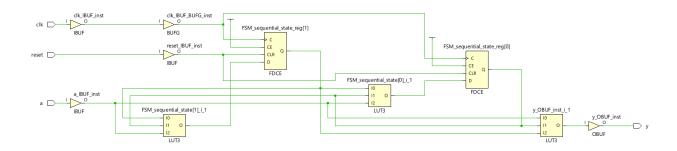
```
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;
entity patternMealy_tb is
architecture simulation of patternMealy_tb is
    constant clk_period : time := 10 ns;
    signal clk_tb : std_logic := '0';
   signal reset_tb : std_logic := '0';
signal a_tb : std_logic := '0';
    signal y_tb : std_logic;
    signal test_vector : std_logic_vector(14 downto 0) := "010011110001100";
    signal index : integer := 0;
    -- Clock generation process
    clock_gen : process
       clk_tb <= '0';
        wait for clk_period / 2;
        clk_tb <= '1';
        wait for clk_period / 2;
    end process;
    mealy_fsm_inst : entity work.patternMealy
    port map (
       clk => clk_tb,
        reset => reset_tb,
            => a_tb,
              => y_tb
    stimulus_proc : process
        -- Apply reset pulse
        wait until rising_edge(clk_tb);
        reset_tb <= '1';
        wait until rising_edge(clk_tb);
        reset_tb <= '0';
        for index in test_vector'range loop
            a_tb <= test_vector(index);</pre>
            wait until rising_edge(clk_tb);
        end loop;
        -- End of test
    monitor_output : process(y_tb)
        if y_tb = '1' then
            report "Output Y is set to 1 at time " & time'image(now);
    end process;
```

2.4 Simulation Results



```
VSIM(paused)> run
# ** Note: Output Y is set to 1 at time 65 ns
# Time: 65 ns Iteration: 3 Instance: /patternmealy_tb
# ** Note: Output Y is set to 1 at time 135 ns
# Time: 135 ns Iteration: 3 Instance: /patternmealy_tb
VSIM(paused)>
```

2.5 Synthesis Results for Default Encoding (binary)



2.6 Log File Output

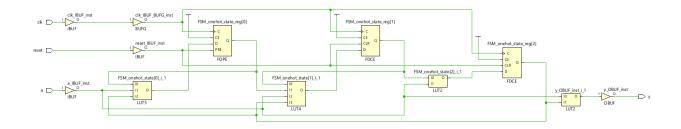
INFO: [Synth 8-802] inferred FSM for state register 'state_reg' in module 'patternMealy'

State	New Encoding	Previous Encoding
s0	00	00
s1	01	01
s2	10	10

INFO: [Synth 8-3354] encoded FSM with state register 'state_reg' using encoding 'sequential' in module 'patternMealy'

Figure 2-1: Default State Encoding in Vivado

2.7 Changing FSM Encoding Style to one-hot



2.8 New Log File for one-hot State Encoding

INFO: [Synth 8-802] inferred FSM for state register 'state_reg' in module 'patternMealy'

State	New Encoding	Previous Encoding
s0	001	00
s1	010	01
s2	100	10

INFO: [Synth 8-3354] encoded FSM with state register 'state_reg' using encoding 'one-hot' in module 'patternMealy'

Figure 2-2: Changing to one-hot State Encoding in Vivado.

Report Cell Usage:

Cell Count
+
12 LUT2 2
3 LUT3 1
4 LUT4 1
5 FDCE 2
6 FDDE 1 7 IBBU 3
17 IBUF 3 8 GOUT 1
10 04004 41
Report Instance Areas:
\$\$\$
Instance Module Cells
1 top 12
Finished Writing Synthesis Report: Time (s): cpu = 00:00:11; elapsed = 00:00:16. Memory (MB): peak = 1594.227; gain = 898.000
Synthesis finished with 0 errors, 0 critical warnings and 1 warnings.
Synthesis Optimization Runtime: Time (s): cpu = 00:00:11; elapsed = 00:00:16. Memory (MB): peak = 1594.227; gain = 898.000
Synthesis Optimization Complete: Time (s): cpu = 00:00:11; elapsed = 00:00:16. Memory (MB): peak = 1594.227; gain = 898.000
INFO: [Project 1-571] Translating synthesized netlist
Netlist sorting complete. Time (s): cpu = 00:00:00 ; elapsed = 00:00:00 . Memory (MB): peak = 1624.109 ; gain = 0.000
INFO: [Project 1-570] Preparing netlist for logic optimization INFO: [Opt 31-138] Pushed O inverter(s) to 0 load pin(s).
Netlist sorting complete. Time (s): cpu = 00:00:00 ; elapsed = 00:00:00 . Memory (MB): peak = 1726.914 ; qain = 0.000
INFO: [Project 1-111] Unisim Transformation Summary:
No Unisim elements were transformed.
Synth Design complete Checksum: e4e622e6 HTG: Common 17-e3] Releasing license: Synthesis
19 Infos, 1 Warnings, O Critical Warnings and O Errors encountered.
synth design completed successfully
synth_design: Time (s): cpu = 00:00:25; elapsed = 00:00:34 . Memory (MB): peak = 1726.914; gain = 1077.008
Write ShapeDB Complete: Time (s): cpu = 00:00:00; elapsed = 00:00:00.001. Memory (MB): peak = 1726.914; gain = 0.000
INFO: [Common 17-1381] The checkpoint 'C:/Users/aliye/OneDrive/Desktop/ITI/01-Technical/12-Computer Architecture/My Labs/Lab1 FSM/Mealy_FSM.runs/synth_L/patternMealy.dcp' has been generated. INFO: [Vivado 12-24428] Executing command: report utilization synth.pt -pb patternMealy utilization synthy.pt -pb patternMeal
INFO: [CORMON 17-2062] Extending Command: report_utilization = rise patternmenty_utilization_synth.pt = pb patternmenty_utilization_synth.pd INFO: [Common 17-206] Exting Vivado at Tue Dec 17 21:43:27 2024

3. Differences between Moore and Mealy FSMs

The primary differences between Moore and Mealy FSMs are observed in their state requirements and output dependencies. A Mealy FSM generally requires one fewer state than a Moore FSM to represent the same behavior. Additionally, in a Moore FSM, the output depends solely on the current state, whereas in a Mealy FSM, the output depends on both the current state and the input. These differences are illustrated in the following two figures.

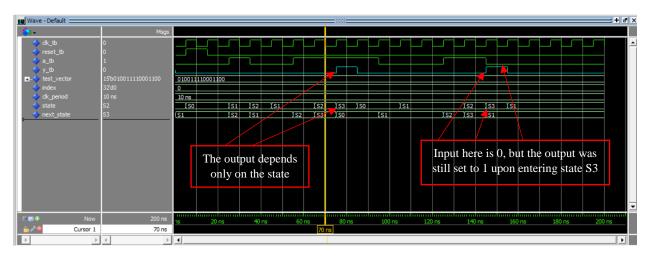


Figure 3-1: Moore FSM Waveform.



Figure 3-2: Mealy FSM Waveform.