

ATM Machine Modelling Using VeriLog HDL

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OBJECTIVE

Here we consider different parameters and conditions to build a VeriLog based ATM machine model. Also, we run the model in a specific testbench to get its output performance.

DESCRIPTION

The conditions and features of the ATM machine are,

- Flashes a green light when cash is available and the machine is ready.
- Flashes a red light when cash is not available or there is a machine defect.
- When a card is inserted, asks for pin if the card is legal or undamaged, else returns a message asking for resubmission.
- If a wrong pin is entered, asks for re-entry of pin at the first instant, when the second entry is also wrong, takes the card in, raises an alarm and goes back to the rest state.
- If the pin is right, prompts for amount to be dispensed.
- If the amount is more than in store, gives sign of not enough cash and goes to reset state.
- If the amount is less than in store, dispense the amount and get back to the reset state.
- In your answer clearly define input and output variables and whether you are using a Moore or a Mealy machine.

PARAMETERS

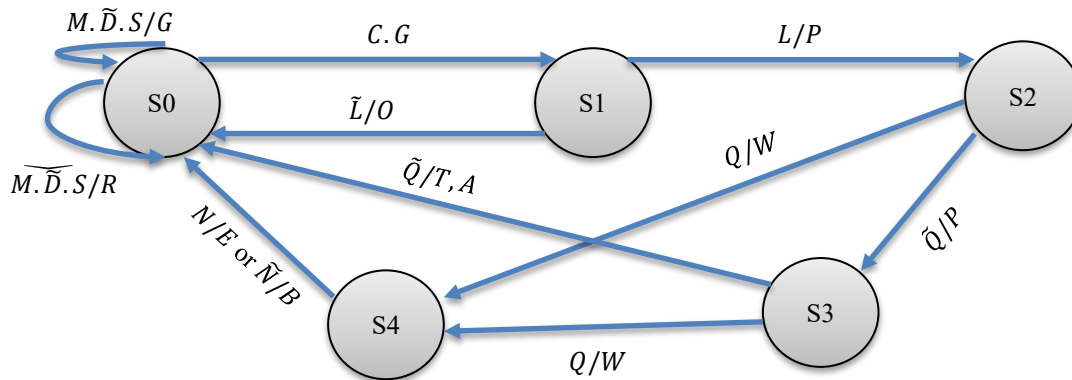
INPUT

| State transition Variables | Meaning | As taken in the code |
|----------------------------|-----------------------|----------------------|
| D | Machine defective | def |
| M | Cash available | cash |
| C | Card inserted | card |
| L | Legal Card | legal |
| Q | Correct Pin | pin |
| S | System is ready | system |
| N | Enough cash available | balance |

OUTPUT

| State transition Variables | Meaning | As taken in the code |
|----------------------------|------------------------------------|----------------------|
| G | Green Light ON | green |
| R | Red Light ON | red |
| P | Enter Pin required | repin |
| W | Enter Cash required | recash |
| O | Submit card again | again |
| T | Take the card in | cardin |
| E | Eject cash | collect |
| A | Raise alarm | alarm |
| B | Bad luck not enough cash available | bluck |

STATE TRANSITION DIAGRAM



Here we have considered a mealy machine where in each state the output depends upon the inputs. We enter at state S0 and at stage S4, we get our money from the ATM. The testbench is set as to satisfy all the features in the first run.

CALCULATIONS

Last digit of my roll number = 9;

So,

$$\text{Frequency} = 4 * 9 \text{ KHz} = 36 \text{ KHz};$$

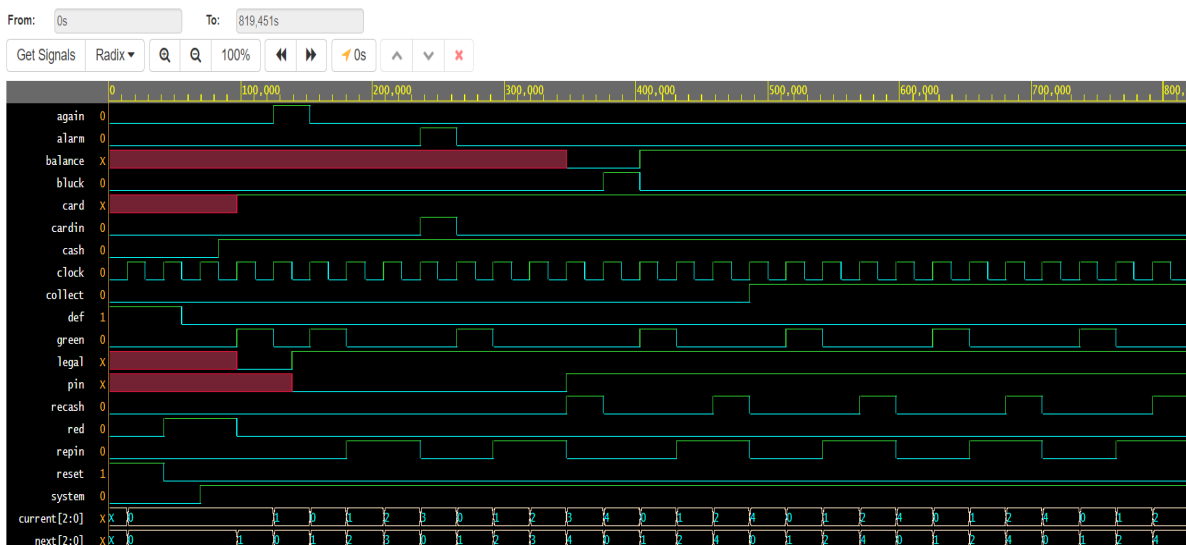
So,

$$\text{Timeperiod} = \frac{1}{36} \text{ KHz} = 27778 \text{ ns};$$

So,

$$\text{Clock } T_{ON} = \frac{\text{Timeperiod}}{2} = 13889 \text{ ns};$$

WAVE OUTPUT DIAGRAM



Note: To revert to EPWave opening in a new browser window, set that option on your user page.

EDA Playground link (<https://www.edaplayground.com/x/VEMu>)