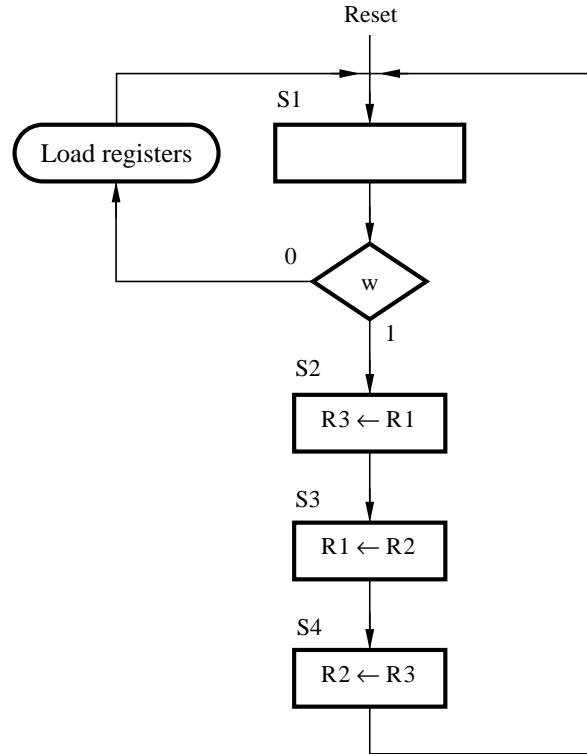
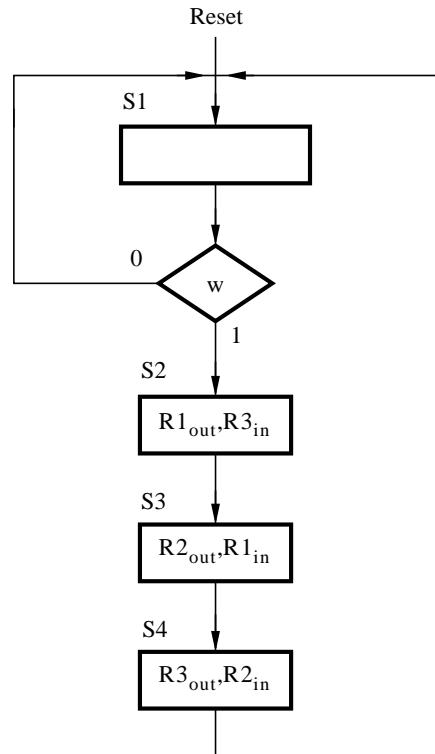


Chapter 7

7.1.



7.2. (a) An ASM chart for the control circuit is shown below.



(b)

```

module swapmux (Data, Resetn, w, Clock, RinExt, BusWires);
    input [7:0] Data;
    input Resetn, w, Clock;
    input [1:3] RinExt;
    output [7:0] BusWires;
    reg [7:0] BusWires;
    wire [1:3] Rin;
    reg [1:3] RinCtl, Rout;
    wire [7:0] R1, R2, R3;
    reg [1:0] y, Y;

    // control circuit

    parameter S1 = 2'b00, S2 = 2'b01, S3 = 2'b10, S4 = 2'b11;

    always @(y or w)
        begin: State_table
            case (y)
                S1: if (w == 0) Y = S1;
                    else Y = S2;
                S2: Y = S3;
            end
```

```

S3: Y = S4;
S4: Y = S1;
default: Y = 3'bxxx;
endcase
end

always @(posedge Clock or negedge Resetn)
begin: State_flipflops
    if (Resetn == 0)
        y <= S1;
    else
        y <= Y;
end

always @(y)
begin: FSM_outputs
    RinCtl = 3'b000; Rout = 3'b000; // defaults
    case (y)
        S1: ;
        S2: begin
            Rout[1] = 1; RinCtl[3] = 1;
            end
        S3: begin
            Rout[2] = 1; RinCtl[1] = 1;
            end
        S4: begin
            Rout[3] = 1; RinCtl[2] = 1;
            end
    endcase
end

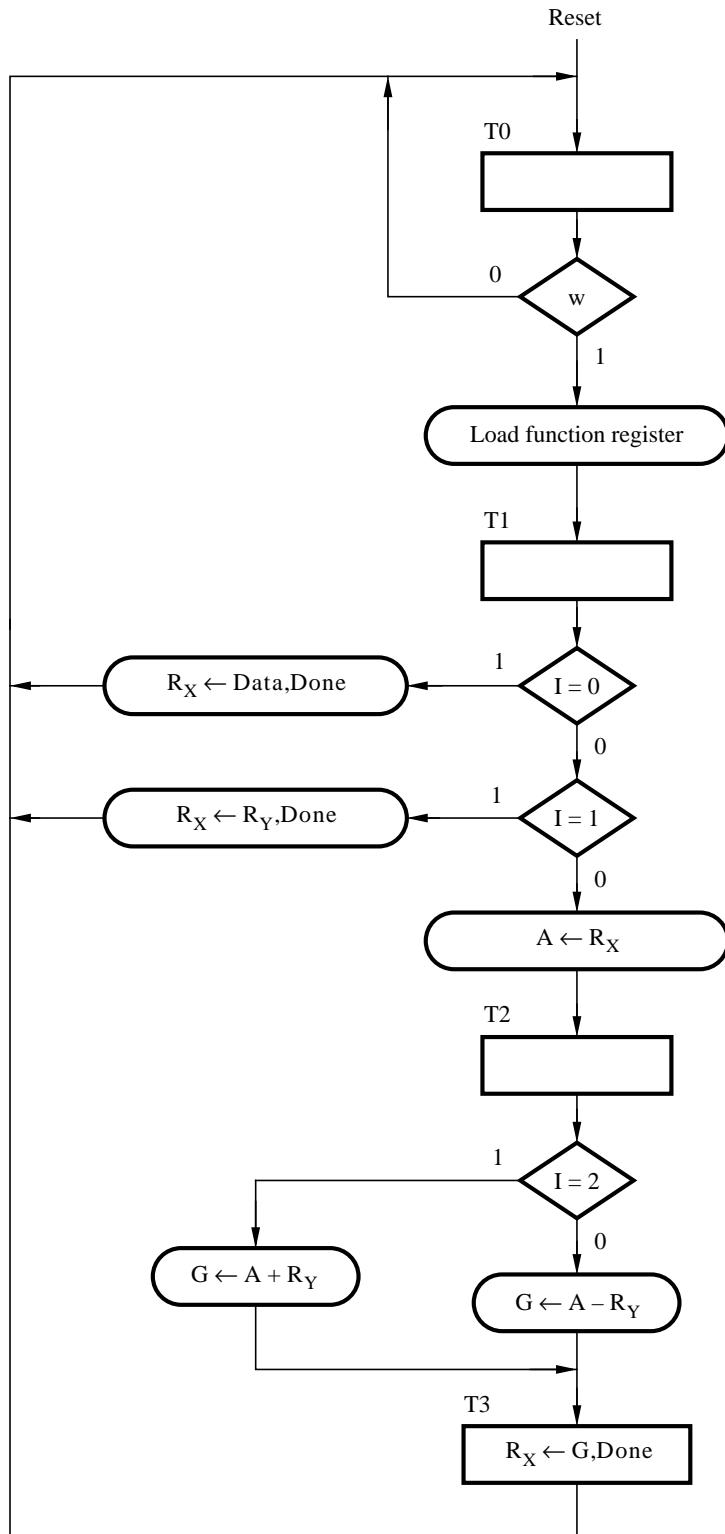
// datapath circuit
assign Rin = RinExt | RinExt;
regn reg_1 (BusWires, Rin[1], Clock, R1);
regn reg_2 (BusWires, Rin[2], Clock, R2);
regn reg_3 (BusWires, Rin[3], Clock, R3);

always @(Rout or Data or R1 or R2 or R3)
begin
    if (Rout == 3'b100)
        BusWires = R1;
    else if (Rout == 3'b010)
        BusWires = R2;
    else if (Rout == 3'b001)
        BusWires = R3;
    else
        BusWires = Data;
end

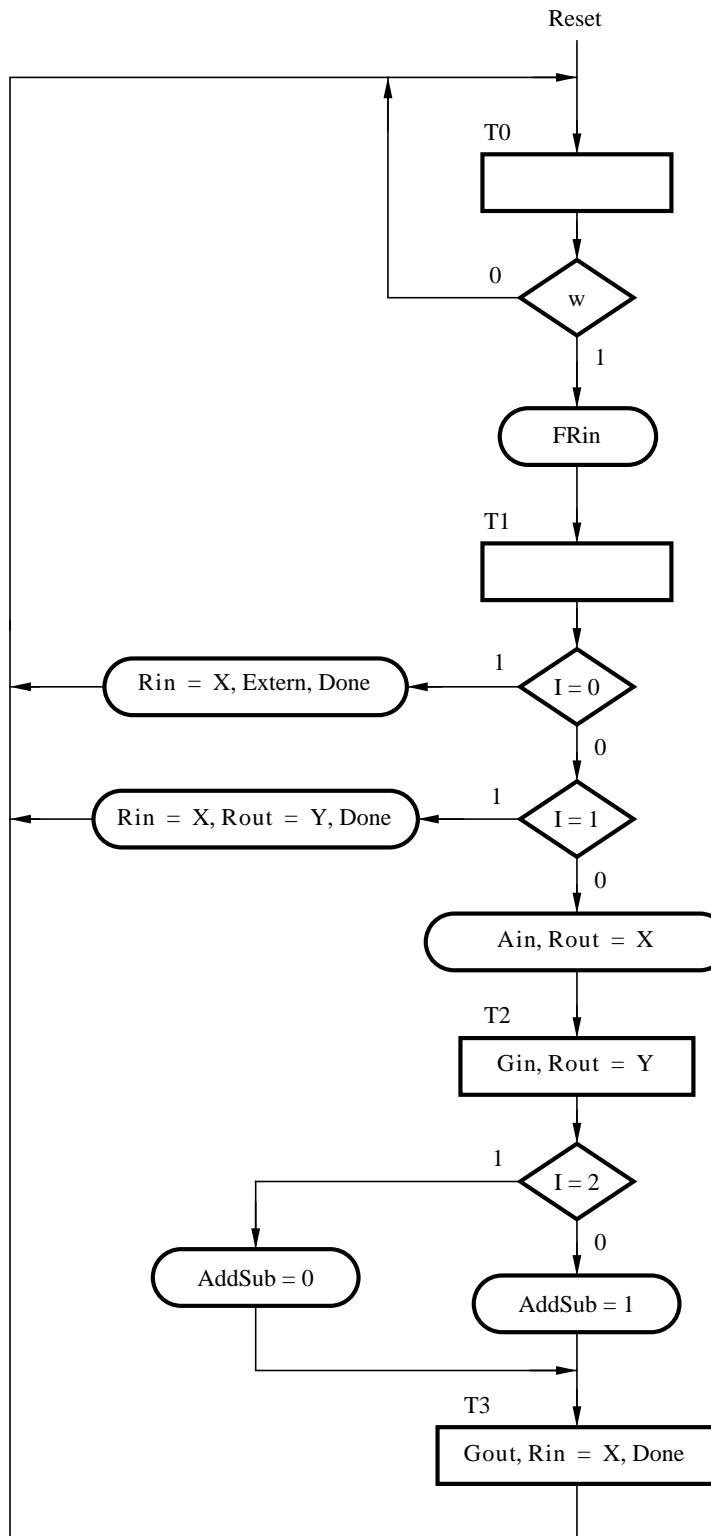
endmodule

```

7.4. An ASM chart for the processor is shown below.



7.5. (a) An ASM chart for the control circuit is shown below.



(b)

```

module proc (Data, Reset, w, Clock, F, Rx, Ry, Done, BusWires);
    input [7:0] Data;
    input Reset, w, Clock;
    input [1:0] F, Rx, Ry;
    output [7:0] BusWires;
    output Done;
    reg [7:0] BusWires;
    reg [0:3] Rin, Rout;
    reg [7:0] Sum;
    reg Extern, Done, Ain, FRin, Gin, Gout, AddSub;
    wire [1:0] Count, I;
    wire [0:3] Xreg, Y;
    wire [7:0] R0, R1, R2, R3, A, G;
    wire [1:6] Func, FuncReg, Sel;

    reg [1:0] t, T;

    // control circuit

    parameter T0 = 2'b00, T1 = 2'b01, T2 = 2'b10, T3 = 2'b11;

    always @(t or w or I)
    begin: State_table
        case (t)
            T0: if (w == 0) T = T0;
                 else T = T1;
            T1: if (I == 2'b00 || I == 2'b01) T = T0;
                 else T = T2;
            T2: T = T3;
            T3: T = T0;
            default: T = 2'bxx;
        endcase
    end

    always @(posedge Clock or posedge Reset)
    begin: State_flipflops
        if (Reset == 1)
            t <= T0;
        else
            t <= T;
    end

```

```

always @(t or w or I)
begin: FSM_outputs
    FRin = 0; Rin = 4'b0000; Rout = 4'b0000; Done = 0; // defaults
    Gin = 0; Gout = 0; Extern = 0; Ain = 0; AddSub = 0; // defaults
    case (t)
        T0: if (w == 1) FRin = 1;
            else FRin = 0;
        T1: begin
            Ain = 1; // doesn't matter if we load A when not needed
            if (I == 2'b00)
                begin
                    Done = 1; Rin = Xreg; Rout = 4'b0000; Extern = 1;
                end
            else if (I == 2'b01)
                begin
                    Done = 1; Rin = Xreg; Rout = Y; Extern = 0;
                end
            else
                begin
                    Done = 0; Rin = 4'b0000; Rout = Xreg; Extern = 0;
                end
            end
        T2: begin
            Gin = 1; Rout = Y;
            if (I == 2'b10) AddSub = 0;
            else AddSub = 1;
        end
        T3: begin
            Gout = 1; Rin = Xreg; Done = 1;
        end
    endcase
end

//datapath circuit
assign Func = {F, Rx, Ry};
regn functionreg (Func, FRin, Clock, FuncReg);
    defparam functionreg.n = 6;
assign I = FuncReg[1:2];
dec2to4 decX (FuncReg[3:4], 1, Xreg);
dec2to4 decY (FuncReg[5:6], 1, Y);

regn reg_0 (BusWires, Rin[0], Clock, R0);
regn reg_1 (BusWires, Rin[1], Clock, R1);
regn reg_2 (BusWires, Rin[2], Clock, R2);
regn reg_3 (BusWires, Rin[3], Clock, R3);
regn reg_A (BusWires, Ain, Clock, A);

```

```

// alu
always @(AddSub or A or BusWires)
begin
    if (!AddSub)
        Sum = A + BusWires;
    else
        Sum = A - BusWires;
end

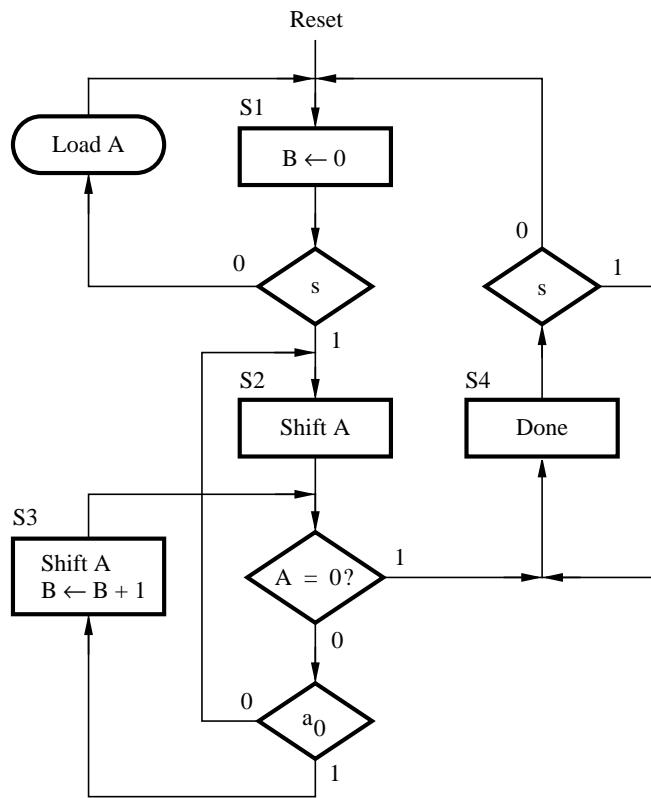
regn reg_G (Sum, Gin, Clock, G);
assign Sel = {Rout, Gout, Extern};

always @(Sel or R0 or R1 or R2 or R3 or G or Data)
begin
    if (Sel == 6'b100000)
        BusWires = R0;
    else if (Sel == 6'b010000)
        BusWires = R1;
    else if (Sel == 6'b001000)
        BusWires = R2;
    else if (Sel == 6'b000100)
        BusWires = R3;
    else if (Sel == 6'b000010)
        BusWires = G;
    else BusWires = Data;
end

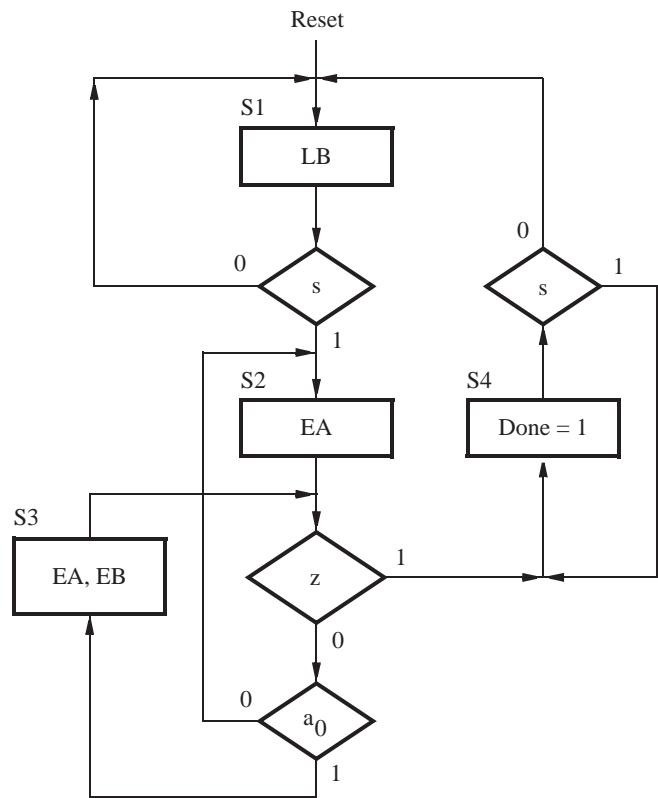
endmodule

```

7.6. (a) A modified ASM chart that has only Moore-type outputs in state S2 is given below.



(b)



(c)

```

module bitcount (Clock, Resetn, LA, s, Data, B, Done);
    input Clock, Resetn, LA, s;
    input [7:0] Data;
    output [3:0] B;
    output Done;
    wire [7:0] A;
    wire z;
    reg [1:0] Y, y;
    reg [3:0] B;
    reg Done, EA, EB, LB;

    // control circuit
    parameter S1 = 2'b00, S2 = 2'b01, S3 = 2'b10, S4 = 2'b11;

    always @(s or y or z)
    begin: State_table
        case (y)
            S1:   if (s == 0) Y = S1;
                  else Y = S2;
            S2,S3: if (!z && !A[0]) Y = S2;
                     else if (!z && A[0]) Y = S3;
                     else Y = S4;
            S4:   if (s == 1) Y = S4;
                  else Y = S1;
        endcase
    end

    always @(posedge Clock or negedge Resetn)
    begin: State_flipflops
        if (Resetn == 0) y <= S1;
        else y <= Y;
    end

    always @(y or A[0])
    begin: FSM_outputs
        EA = 0; LB = 0; EB = 0; Done = 0; // defaults
        case (y)
            S1:   LB = 1;
            S2:   EA = 1;
            S3:   begin
                    EA = 1; EB = 1;
                end
            S4:   Done = 1;
        endcase
    end

```

```

// datapath circuit

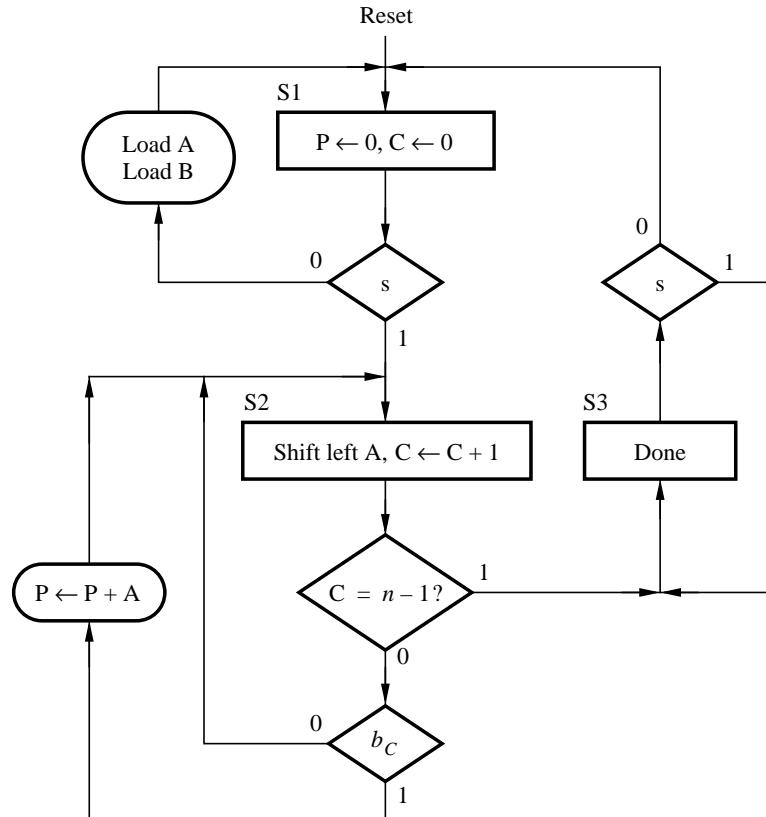
// counter B
always @(negedge Resetn or posedge Clock)
  if (!Resetn) B <= 0;
  else if (LB) B <= 0;
  else if (EB) B <= B + 1;

shiftreg ShiftA (Data, LA, EA, 0, Clock, A);
assign z = ~|A;

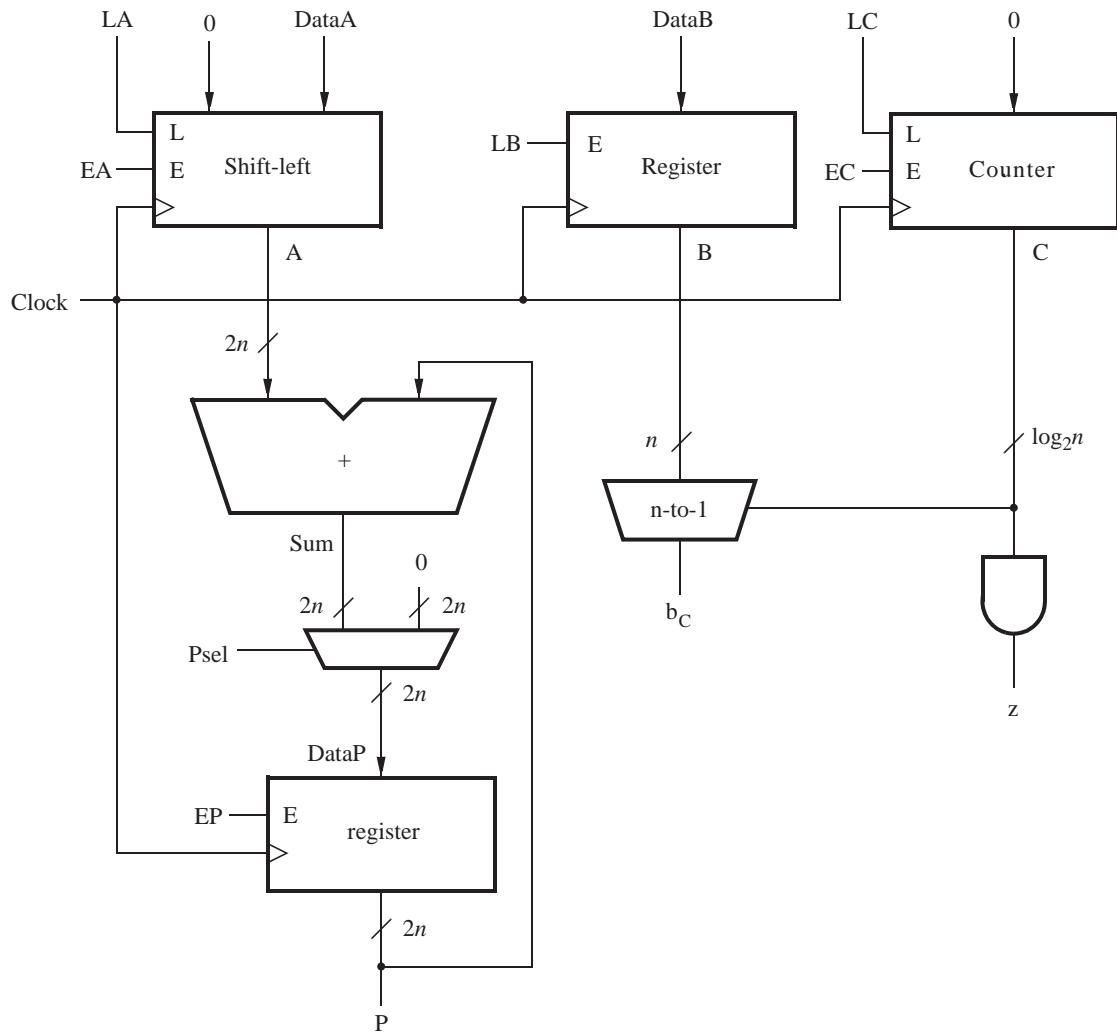
endmodule

```

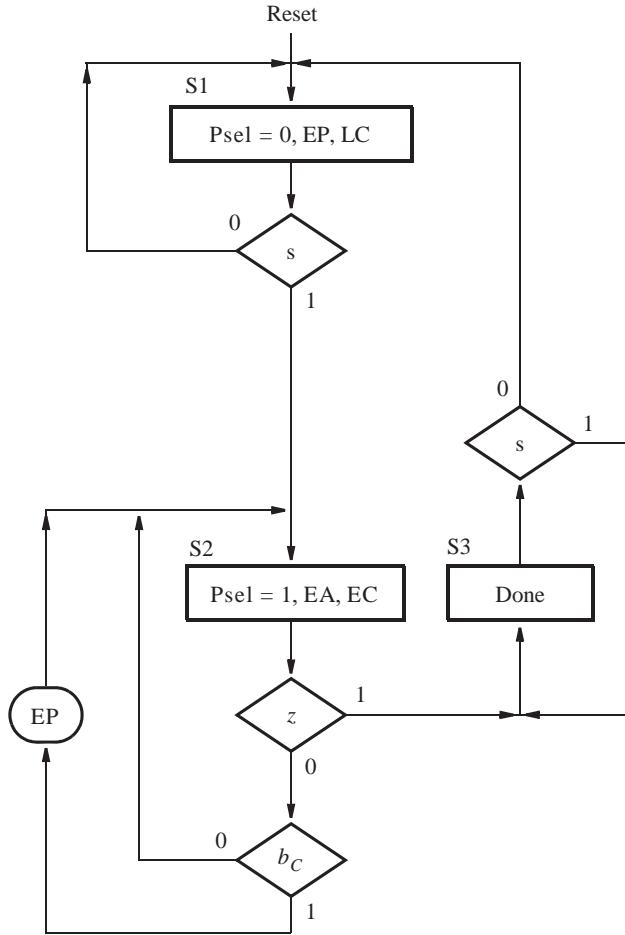
7.7. (a)



(b)



(c) The ASM chart for the control circuit is shown below. Note that we assume the EB signal is controlled by external logic.



(d)

```

module multiply (Clock, Resetn, LA, LB, s, DataA, DataB, P, Done);
  parameter n = 8;
  parameter m = 3;
  input Clock, Resetn, LA, LB, s;
  input [n-1:0] DataA, DataB;
  output [n+n-1:0] P;
  output Done;
  wire bc, z;
  reg [n+n-1:0] DataP;
  wire [n+n-1:0] A, Sum;
  reg [1:0] y, Y;
  wire [n-1:0] B;
  wire [m-1:0] C;
  reg Done, EA, EP, Psel, LC, EC;
  integer k;

```

```

// control circuit
parameter S1 = 2'b00, S2 = 2'b01, S3 = 2'b10;

always @(s or y or z)
begin: State_table
    case (y)
        S1: if (s == 0) Y = S1;
              else Y = S2;
        S2: if (z) Y = S3;
              else Y = S2;
        S3: if (s == 1) Y = S3;
              else Y = S1;
        default: Y = 2'bxx;
    endcase
end

always @(posedge Clock or negedge Resetn)
begin: State_flipflops
    if (Resetn == 0) y <= S1;
    else y <= Y;
end

always @(y or bc)
begin: FSM_outputs
    EA = 0; EP = 0; Done = 0; Psel = 0; EC = 0; LC = 0; // defaults
    case (y)
        S1: begin
            EP = 1; EC = 1; LC = 1;
        end
        S2: begin
            EA = 1; Psel = 1; EC = 1; LC = 0;
            if (bc) EP = 1;
            else EP = 0;
        end
        S3: Done = 1;
    endcase
end

// datapath circuit
regne RegB (DataB, Clock, Resetn, LB, B);
defparam RegB.n = 8;
shiftlne ShiftA ({n{1'b0}}, DataA}, LA, EA, Clock, A);
defparam ShiftA.n = 16;
upcount Counter (LC, Clock, EC, C);
defparam Counter.n = m;

```

```

assign bc = B[C];
assign z = &C;
assign Sum = A + P;

// define the 2n 2-to-1 multiplexers
always @(Psel or Sum)
  for (k = 0; k < n+n; k = k+1)
    DataP[k] = Psel ? Sum[k] : 0;

  regne RegP (DataP, Clock, Resetn, EP, P);
  defparam RegP.n = 16;

endmodule

```

7.8.

```

module divider (Clock, Resetn, s, LA, EB, DataA, DataB, R, Q, Done);
  parameter n = 8, logn = 3;
  input Clock, Resetn, s, LA, EB;
  input [n-1:0] DataA, DataB;
  output [n-1:0] R, Q;
  output Done;
  wire Cout, z;
  wire [n-1:0] DataR;
  wire [n-1:0] Sum;
  reg [1:0] y, Y;
  wire [n-1:0] A, B, Q;
  wire [logn-1:0] Count;
  reg Done, EA, Rsel, LR, ER, LC, EC, EQ;

// control circuit
  parameter S1 = 2'b00, S2 = 2'b01, S3 = 2'b10, S4 = 2'b11;

  always @(s or y or z)
  begin: State_table
    case (y)
      S1: if (s == 0) Y = S1;
           else Y = S2;
      S2: Y = S3;
      S3: if (z == 1) Y = S4;
           else Y = S2;
      S4: if (s == 1) Y = S4;
           else Y = S1;
    endcase
  end

```

```

always @(posedge Clock or negedge Resetn)
begin: State_flipflops
    if (Resetn == 0) y <= S1;
    else y <= Y;
end

always @(y or s or Cout or z)
begin: FSM_outputs
    LR = 0; ER = 0; LC = 0; EC = 0; EA = 0; // defaults
    EQ = 0; Rsel = 0; Done = 0; // defaults
    case (y)
        S1: begin
            LC = 1; LR = 1; Rsel = 0;
            end
        S2: begin
            ER = 1; EA = 1;
            end
        S3: begin
            Rsel = 1; EQ = 1; EC = 1;
            if (Cout) LR = 1;
            else LR = 0;
            if (z == 0) EC = 1;
            else EC = 0;
            end
        S4: Done = 1;
    endcase
end

// datapath circuit
regne RegB (DataB, Clock, Resetn, EB, B);
defparam RegB.n = n;

shiftlne ShiftR (DataR, LR, ER, A[n-1], Clock, R);
defparam ShiftR.n = n;

shiftlne ShiftA (DataA, LA, EA, 0, Clock, A);
defparam ShiftA.n = n;

shiftlne ShiftQ (0, 0, EQ, Cout, Clock, Q);
defparam ShiftQ.n = n;

downcount Counter (Clock, EC, LC, Count);
defparam Counter.n = logn;

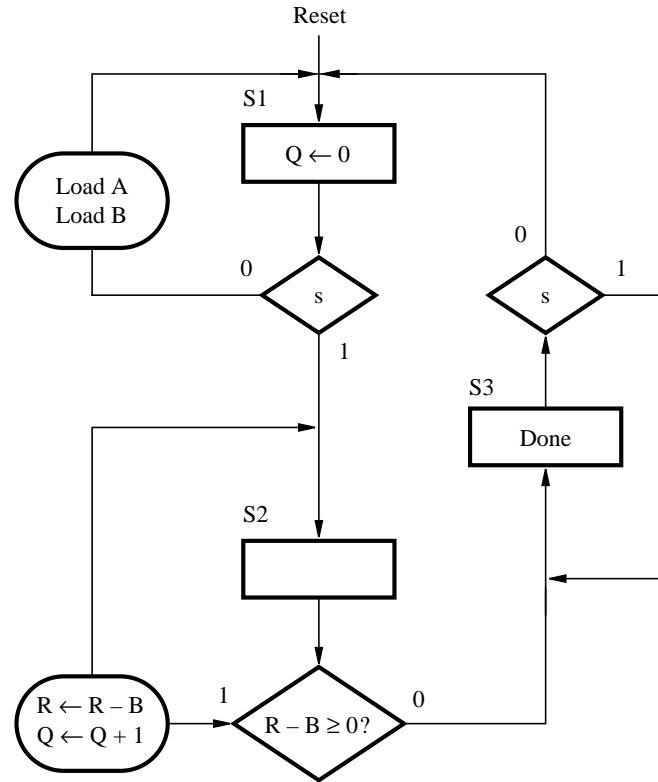
assign z = (Count == 0);
assign {Cout, Sum} = R + {0, ~B} + 1;

// define the n 2-to-1 multiplexers
assign DataR = Rsel ? Sum : 0;

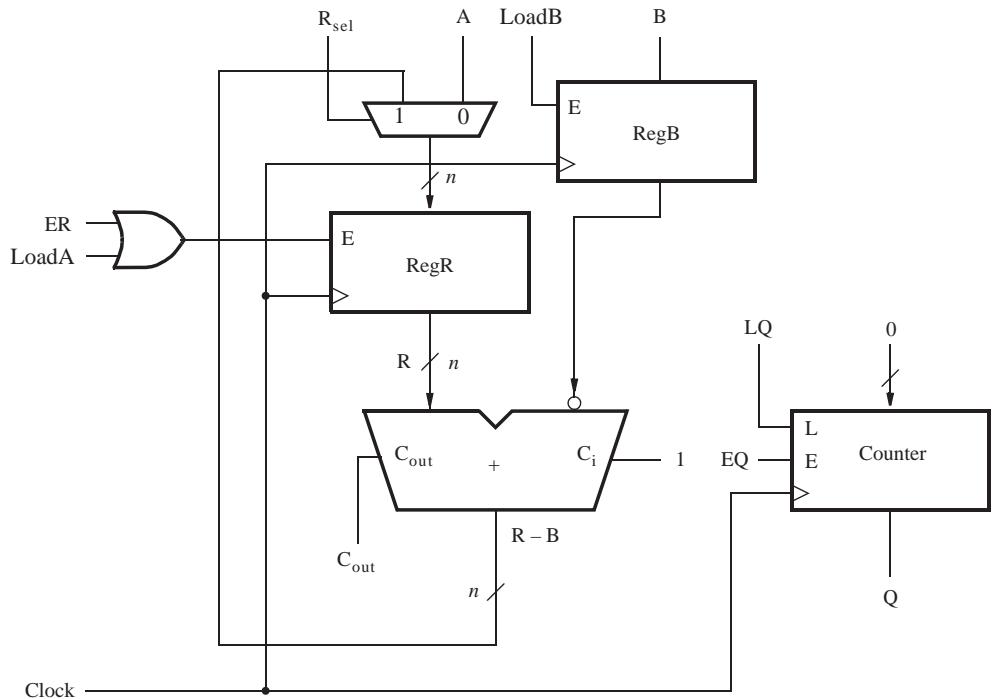
endmodule

```

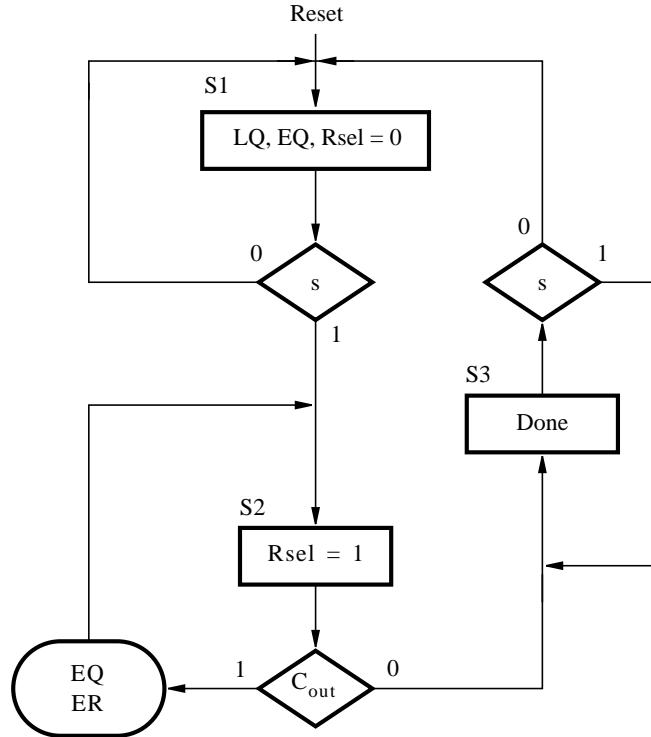
7.9. (a)



(b)



(c)



```

(d)    module divider (Clock, Resetn, s, EA, EB, DataA, DataB, R, Q, Done);
        parameter n = 8;
        input Clock, Resetn, s, EA, EB;
        input [n-1:0] DataA, DataB;
        output [n-1:0] R, Q;
        output Done;
        wire Cout, ERegR;
        wire [n-1:0] DataR;
        wire [n-1:0] Sum;
        reg [1:0] y, Y;
        wire [n-1:0] A, B, Q;
        reg Done, Rsel, ER, LQ, EQ;

        // control circuit
        parameter S1 = 2'b00, S2 = 2'b01, S3 = 2'b10;

        always @(s or y or Cout)
        begin: State_table
            case (y)
                S1: if (s == 0) Y = S1;
                     else Y = S2;
                S2: if (Cout == 0) Y = S3;
                     else Y = S2;
                S3: if (s == 1) Y = S3;
                     else Y = S1;
                default: Y = S1;
            endcase
        end

        always @(posedge Clock or negedge Resetn)
        begin: State_flipflops
            if (Resetn == 0) y <= S1;
            else y <= Y;
        end

        always @(y or s or Cout)
        begin: FSM_outputs
            ER = 0; LQ = 0; EQ = 0; Rsel = 0; Done = 0; // defaults
            case (y)
                S1: begin
                    LQ = 1; EQ = 1; Rsel = 0;
                end
                S2: begin
                    Rsel = 1;
                    if (Cout)
                        begin
                            EQ = 1; ER = 1;
                        end
                end
            endcase
        end

```

```

        else
        begin
            EQ = 0; ER = 0;
        end
    end
    S3: Done = 1;
endcase
end
// datapath circuit
regne RegB (DataB, Clock, Resetn, EB, B);
defparam RegB.n = n;

regne RegR (DataR, Clock, Resetn, ERegR, R);
defparam RegR.n = n;

upcount Counter (Clock, EQ, LQ, Q);
defparam Counter.n = n;

assign ERegR = ER | EA;
assign {Cout, Sum} = {1'b0, R} + {1'b0, ~B} + 1;

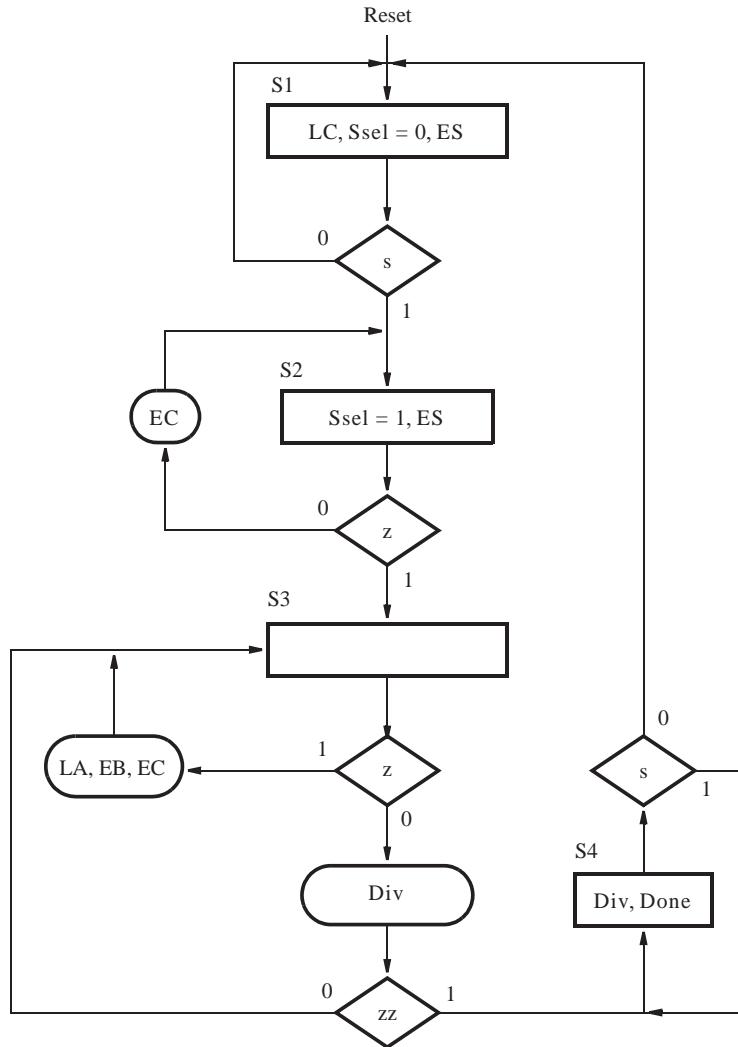
// define the n 2-to-1 multiplexers
assign DataR = Rsel ? Sum : DataA;

endmodule

```

(e) This implementation of a divider is less efficient in the worst case when compared to the other implementations shown. The efficient algorithms presented are able to perform division in n cycles for n -bit inputs. However, the method of repeated subtraction takes 2^n cycles for the worst case, which is when dividing by 1. On the other hand, if the two numbers A and B are close in size, then repeated subtraction is an efficient approach.

- 7.10. State S3 is responsible for loading the operands into the divider, while state S4 starts the division operation. These states can be combined into a single state. We can use the z flag to indicate the first time that we've entered the new combined state. When $z = 1$ a mealy output is produced which loads the operands and decrements the counter. Thus, the z flag changes to a 0. The combined state now produces a mealy output which starts the division, on the condition that $z = 0$. This control circuit ASM chart is shown below.



7.11.

```

module meancntl(Clock, Resetn, s, z, zz, EC, LC, Ssel, ES, LA, EB, Div, Done);
    input Clock, Resetn, s, z, zz;
    output EC, LC, Ssel, ES, LA, EB, Div, Done;
    reg EC, LC, Ssel, ES, LA, EB, Div, Done;
    reg [1:0] y, Y;
    parameter S1 = 2'b00, S2 = 2'b01, S3 = 2'b10, S4 = 2'b11;
    always @(s or y or z or zz)
    begin: State_table
        case (y)
            S1: if (s == 0) Y = S1;
                  else Y = S2;
            S2: if (z == 0) Y = S2;
                  else Y = S3;

```

```

S3: if (zz == 1) Y = S3;
    else Y = S4;
S4: if (s == 1) Y = S4;
    else Y = S1;
endcase
end

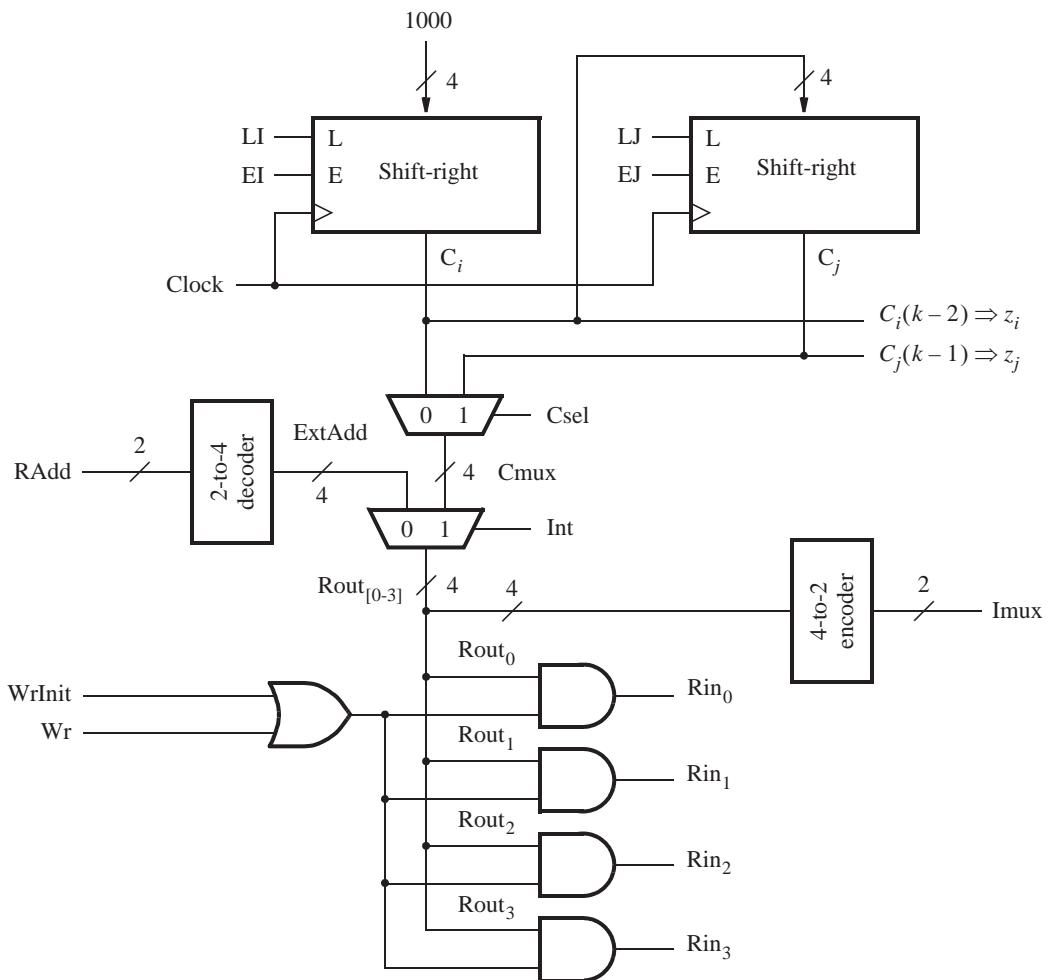
always @ (posedge Clock or negedge Resetn)
begin: State_flipflops
    if (Resetn == 0) y <= S1;
    else y <= Y;
end

always @(s or y or z or zz)
begin: FSM_outputs
    LC = 0; EC = 0; ES = 0; LA = 0; EB = 0; Div = 0; Done = 0; Ssel = 0; // defaults
    case (y)
        S1: begin
            LC = 1; ES = 1;
        end
        S2: begin
            Ssel = 1; ES = 1;
            if (z == 0) EC = 1;
            else EC = 0;
        end
        S3: if (z == 0)
            begin
                Div = 1; LA = 0; EB = 0; EC = 0;
            end
            else
                begin
                    LA = 1; EB = 1; EC = 1;
                end
        S4: begin
            Div = 1; Done = 1;
        end
    endcase
end

endmodule

```

- 7.12. The states $S2$ and $S3$ can be merged into a single state by performing the assignment $C_j = C_i + 1$. The circuit would require an adder to increment C_i by 1 and the outputs of this adder would be loaded in parallel into the counter C_j . If instead of using counters to implement C_i and C_j we used shift registers, then the effect of producing $C_i + 1$ could be efficiently implemented by wiring C_i to the parallel-load data inputs on C_j such that the bits are shifted by one position.
- 7.13. (a) The part of the datapath circuit that needs to be modified is shown below. The rest of the datapath is the same as the circuit shown in Figure 7.42.



(b)

```

module sort (Clock, Resetn, s, WrInit, Rd, DataIn, RAdd, DataOut, Done);
  parameter n = 4;
  input Clock, Resetn, s, WrInit, Rd;
  input [n-1:0] DataIn;
  input [1:0] RAdd;
  output [n-1:0] DataOut;
  output Done;
  wire [0:3] Ci, Cj, Cmux;
  reg [1:0] Imux;
  wire [n-1:0] R0, R1, R2, R3, A, B;
  wire [n-1:0] RData, ABMux;
  wire BltA, zi, zj;
  reg Int, Csel, Wr, Ain, Bin, Aout, Bout, LI, LJ, EI, EJ, Done;
  reg [3:0] y, Y;
  reg Rin0, Rin1, Rin2, Rin3;
  reg [n-1:0] ABData;
  wire [0:3] Rout, ExtAdd;
  wire [0:3] Addr0; //Parallel load for Ci

```

```

// control circuit
parameter S1 = 4'b0000, S2 = 4'b0001, S3 = 4'b0010, S4 = 4'b0011;
parameter S5 = 4'b0100, S6 = 4'b0101, S7 = 4'b0110, S8 = 4'b0111, S9 = 4'b1000;

always @(s or BltA or zj or zi or y)
begin: State_table
    case (y)
        S1: if (s == 0) Y = S1;
              else Y = S2;
        S2: Y = S3;
        S3: Y = S4;
        S4: Y = S5;
        S5: if (BltA) Y = S6;
              else Y = S8;
        S6: Y = S7;
        S7: Y = S8;
        S8: if (!zj) Y = S4;
              else if (!zi) Y = S2;
              else Y = S9;
        S9: if (s) Y = S9;
              else Y = S1;
        default: Y = 4'bx;
    endcase
end

always @(posedge Clock or negedge Resetn)
begin: State_flipflops
    if (Resetn == 0) y <= S1;
    else y <= Y;
end

always @(y or zj or zi)
begin: FSM_outputs
    Int = 1; Done = 0; LI = 0; LJ = 0; EI = 0; EJ = 0; // defaults
    Csel = 0; Wr = 0; Ain = 0; Bin = 0; Aout = 0; Bout = 0; // defaults
    case (y)
        S1: begin
            LI = 1; Int = 0;
            end
        S2:begin
            Ain = 1; LJ = 1;
            end
        S3: EJ = 1;
        S4: begin
            Bin = 1; Csel = 1;
            end
        S5: ; // no outputs asserted in this state
        S6: begin
            Csel = 1; Wr = 1; Aout = 1;
            end
        S7: begin
            Wr = 1; Bout = 1;
            end

```

```

S8: begin
    Ain = 1;
    if (!zj) EJ = 1;
    else
        begin
            EJ = 0;
            if (!zi) EI = 1;
            else EI = 0;
        end
    S9: Done = 1;
    endcase
end

// datapath circuit
regne Reg0 (RData, Clock, Resetn, Rin0, R0);
    defparam Reg0.n = n;
regne Reg1 (RData, Clock, Resetn, Rin1, R1);
    defparam Reg1.n = n;
regne Reg2 (RData, Clock, Resetn, Rin2, R2);
    defparam Reg2.n = n;
regne Reg3 (RData, Clock, Resetn, Rin3, R3);
    defparam Reg3.n = n;
regne RegA (ABData, Clock, Resetn, Ain, A);
    defparam RegA.n = n;
regne RegB (ABData, Clock, Resetn, Bin, B);
    defparam RegB.n = n;

assign BltA = (B < A) ? 1 : 0;
assign ABMux = (Bout == 0) ? A : B;
assign RData = (WrInit == 0) ? ABMux : DataIn;
assign Addr0 = 4'b1000;
shiftrne Outerloop (Addr0, LI, EI, 0, Clock, Ci);
shiftrne Innerloop (Ci, LJ, EJ, 0, Clock, Cj);
dec2to4 Decoder (RAdd, ExtAdd);
assign Rout = Int ? Cmux : ExtAdd;
assign Cmux = (Csel == 0) ? Ci : Cj;

always @(WrInit or Wr or Rout or R3 or R2 or R1 or R0)
begin
    case (Rout)
        4'b1000: Imux = 0;
        4'b0100: Imux = 1;
        4'b0010: Imux = 2;
        4'b0001: Imux = 3;
        default: Imux = 0;
    endcase

```

```

if (WrInit || Wr)
  case (Rout)
    4'b1000: {Rin3, Rin2, Rin1, Rin0} = 4'b0001;
    4'b0100: {Rin3, Rin2, Rin1, Rin0} = 4'b0010;
    4'b0010: {Rin3, Rin2, Rin1, Rin0} = 4'b0100;
    4'b0001: {Rin3, Rin2, Rin1, Rin0} = 4'b1000;
    default: {Rin3, Rin2, Rin1, Rin0} = 4'bx;
  endcase
else {Rin3, Rin2, Rin1, Rin0} = 4'b0000;

case (Imux)
  0: ABData = R0;
  1: ABData = R1;
  2: ABData = R2;
  3: ABData = R3;
endcase
end

assign zi = Ci[2];
assign zj = Cj[3];
assign DataOut = (Rd == 0) ? 'bz : ABData;
endmodule

```

(c) The major drawback of using shift-registers instead of counters is that the number of flip-flops is increased. Each counter uses $\log_2 n$ flip-flops while each shift register contains n flip-flops. However, the shift-register requires no combinational logic to perform tests such as whether the count value $k - 2$ has been reached — in the shift register we directly access bit $k - 2$ of the register to perform this test. It should also be possible to clock the datapath at a higher maximum clock frequency when using shift-registers, because they are simpler than counters.

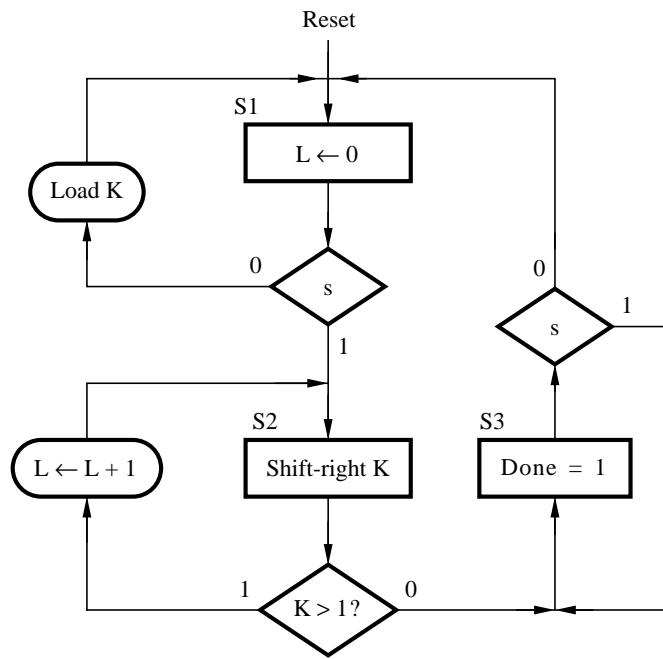
7.14. Pseudo-code that represents the \log_2 operation is

```

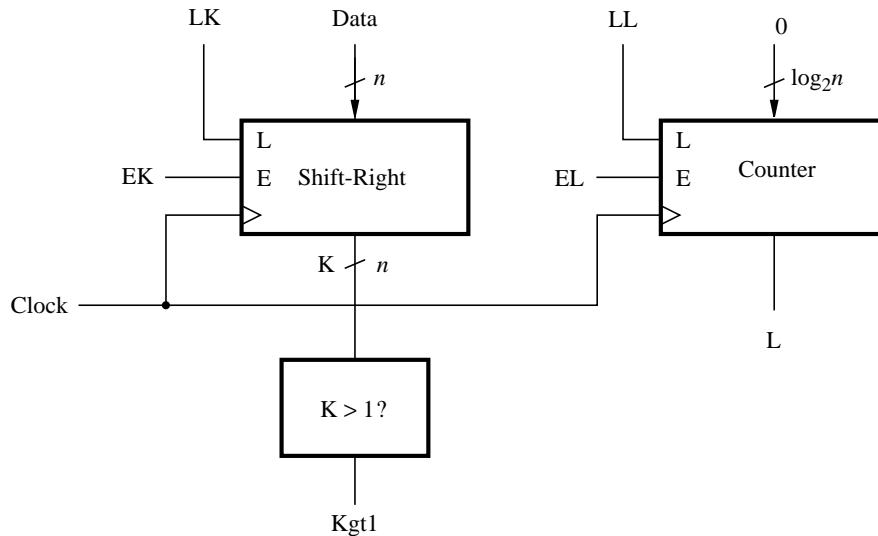
-- assume that K ≥ 1
L = 0 ;
while (K > 1) do
  K = K ÷ 2 ;
  L = L + 1 ;
end while ;
-- L now has the largest value such that  $2^L < K$ 

```

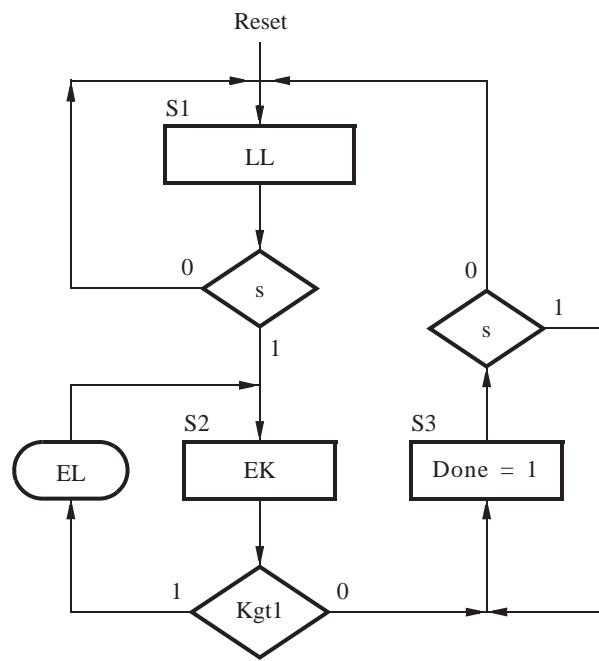
An ASM chart that corresponds to the pseudo-code is



From the ASM chart, a shift-register is needed to divide K by 2, and a counter is needed for L . An appropriate datapath circuit is



An ASM chart for the control circuit is



Complete Verilog code for this circuit is shown below.

```

module log2k (Clock, Resetn, LData, s, Data, L, Done);
  input Clock, Resetn, LData, s;
  input [7:0] Data;
  output [3:0] L;
  output Done;

  wire [7:0] K;
  wire Kgt1;
  reg [1:0] y, Y;
  reg Done, EL, LL, EK;

  // control circuit

  parameter S1 = 2'b00, S2 = 2'b01, S3 = 2'b10;

  always @(s or y or Kgt1)
  begin: FSM_transitions
    case (y)
      S1: if (s == 0) Y = S1;
           else Y = S2;
      S2: if (Kgt1 == 1) Y = S2;
           else Y = S3;
      S3: if (s == 1) Y = S3;
           else Y = S1;
      default: Y = 2'bxx;
    endcase
  end

  always @(posedge Clock or negedge Resetn)
  begin: State_flipflops
    if (Resetn == 0)
      y <= S1;
    else
      y <= Y;
  end

  always @(y or s or LData or Kgt1)
  begin: FSM_outputs
    EL = 0; LL = 0; EK = 0; Done = 0; // defaults
    case (y)
      S1: begin
        EL = 1; LL = 1;
        if (LData == 1) EK = 1;
        else EK = 0;
      end
      S2: begin
        EK = 1;
        if (Kgt1) EL = 1;
        else EL = 0;
      end
      S3: Done = 1;
    endcase
  end

```

```

//datapath circuit

shiftrne ShiftK (Data, LData, EK, 1'b0, Clock, K);
defparam ShiftK.n = 8;

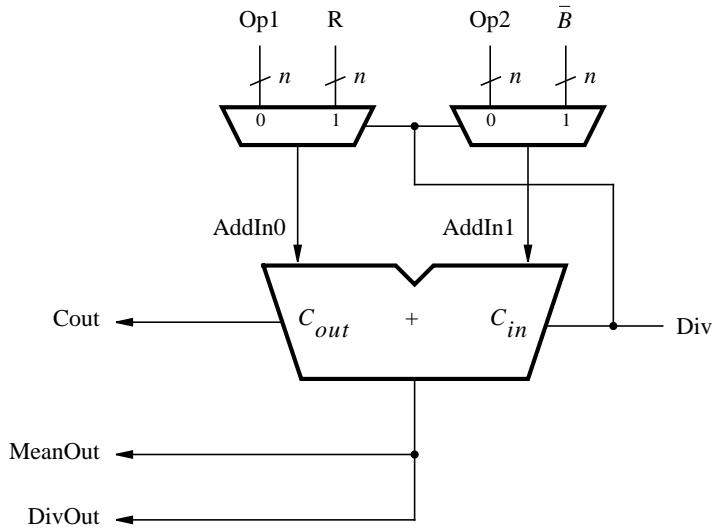
// upcount is in Figure 7.57
upcount CntL (4'b0, Resetn, Clock, EL, LL, L);

assign Kgt1 = (K > 1) ? 1 : 0;

endmodule

```

- 7.15. From Figures 7.33 and 7.34, we can see that the divider subcircuit does not use its adder while in state S1. Since the control circuit for the divider stays in S1 while $s = 0$, it is possible to lend the adder to another circuit while we are in S1 and $s = 0$. The Figure below shows the changes needed in the divider circuit: a multiplexer is added to each data input on the adder. The multiplexer select line is driven by the divider's s input — this signal is called Div in the figure, because Div is the signal in the Mean circuit that drives the s input on the divider subcircuit. When $Div = 1$ the adder is provided with the normal data used in the division operation. But when $Div = 0$ the adder is provided with the external data inputs named $Op1$ and $Op2$, which come from the Mean circuit. Note that the C_{in} input on the adder is controlled by Div . This feature is needed because the divider uses its adder to perform subtraction.



- 7.16. Verilog code for the modified divider circuit is shown below.

```

module divider (Clock, Resetn, s, LA, EB, DataA, DataB, R, Q, Done, Op1, Op2, Result);
  parameter n = 8, logn = 3;
  input Clock, Resetn, s, LA, EB;
  input [n-1:0] DataA, DataB;
  output [n-1:0] R, Q;
  output Done;
  input [n-1:0] Op1, Op2; // new ports
  output [n-1:0] Result; // new port

  wire Cout, z;
  wire [n-1:0] DataR, AddIn1, AddIn2;
  wire [n-1:0] Sum;
  reg [1:0] y, Y;
  reg [n-1:0] A, B;
  reg [logn-1:0] Count;
  reg Done, EA, Rsel, LR, ER, ER0, LC, EC, R0;
  integer k;

  // control circuit

  parameter S1 = 2'b00, S2 = 2'b01, S3 = 2'b10;

  always @(s or y or z)
  begin: State_table
    . . . code not shown: see Figure 7.35
  end

```

```

always @(posedge Clock or negedge Resetn)
begin: State_flipflops
    if (Resetn == 0)
        y <= S1;
    else
        y <= Y;
end

always @(y or s or Cout or z)
begin: FSM_outputs
    . . . code not shown: see Figure 7.35
end

//datapath circuit

regne RegB (DataB, Clock, Resetn, EB, B);
defparam RegB.n = n;

shiftlne ShiftR (DataR, LR, ER, R0, Clock, R);
defparam ShiftR.n = n;

muxdff FF_R0 (0, A[n-1], ER0, Clock, R0);

shiftlne ShiftA (DataA, LA, EA, Cout, Clock, A);
defparam ShiftA.n = n;
assign Q = A;

downcount Counter (Clock, EC, LC, Count);
defparam Counter.n = logn;

assign z = (Count == 0);

// new code for the divider
assign AddIn1 = (s == 1) ? {R, R0} : Op1;
assign AddIn2 = (s == 1) ? ~B : Op2;
assign {Cout, Sum} = AddIn1 + AddIn2 + s;

// define the n 2-to-1 multiplexers
assign DataR = Rsel ? Sum : 0;
assign Result = Sum;

endmodule

```

Code for the modified Mean circuit is shown below.

```

module mean (Clock, Resetn, Data, RAdd, s, ER, M, Done);
  parameter n = 8;
  input Clock, Resetn;
  input [n-1:0] Data;
  input [1:0] RAdd;
  input s, ER;
  output [n-1:0] M;
  output Done;

  reg LC, EC, Ssel, ES, LA, EB, LB, zz, Div, Done;
  wire z;
  reg [0:3] Dec_RAdd;
  wire [0:3] Rin;
  wire [1:0] C;
  wire [n-1:0] R0, R1, R2, R3, SR, Sin, Sum, Remainder, K;
  reg [n-1:0] Ri;
  reg [2:0] y, Y;
  parameter S1 = 3'b000, S2 = 3'b001, S3 = 3'b010, S4 = 3'b011, S5 = 3'b100;

  always @(s or y or z or zz)
  begin: State_table
    case (y)
      S1: if (s == 0) Y = S1;
            else Y = S2;
      S2: if (z == 0) Y = S2;
            else Y = S3;
      S3: Y = S4;
      S4: if (zz == 0) Y = S4;
            else Y = S5;
      S5: if (s == 1) Y = S5;
            else Y = S1;
      default: Y = 3'bxxx;
    endcase
  end

  always @(posedge Clock or negedge Resetn)
  begin: State_flipflops
    if (Resetn == 0)
      y <= S1;
    else
      y <= Y;
  end

  always @(y or s or z or zz)
  begin: FSM_outputs
    LC = 0; EC = 0; ES = 0; LA = 0; EB = 0; // defaults
    Div = 0; Done = 0; Ssel = 0; // defaults
    case (y)
      S1: begin
        LC = 1; EC = 1; ES = 1;
      end

```

```

S2: begin
    Ssel = 1; ES = 1;
    if (z == 0) EC = 1;
    else EC = 0;
    end
S3: begin
    LA = 1; EB = 1;
    end
S4: Div = 1;
S5: begin
    Div = 1; Done = 1;
    end
endcase
end

// Datapath

always @(RAdd)
begin
    case (RAdd)
        0: Dec_RAdd = 4'b1000;
        1: Dec_RAdd = 4'b0100;
        2: Dec_RAdd = 4'b0010;
        3: Dec_RAdd = 4'b0001;
    endcase
end

assign Rin = (ER == 1) ? Dec_RAdd : 4'b0000;

regne Reg0 (Data, Clock, Resetn, Rin[0], R0);
    defparam Reg0.n = n;
regne Reg1 (Data, Clock, Resetn, Rin[1], R1);
    defparam Reg1.n = n;
regne Reg2 (Data, Clock, Resetn, Rin[2], R2);
    defparam Reg2.n = n;
regne Reg3 (Data, Clock, Resetn, Rin[3], R3);
    defparam Reg3.n = n;

downcount Counter (Clock, EC, LC, C);
    defparam Counter.n = 2;
assign z = (C == 0) ? 1 : 0;
assign Sin = (Ssel == 1) ? Sum : 0;

regne RegS (Sin, Clock, Resetn, ES, SR);
    defparam RegS.n = n;

```

```

always @(C)
begin
    case (C)
        0: Ri = R0;
        1: Ri = R1;
        2: Ri = R2;
        3: Ri = R3;
    endcase
end

divider DivideBy4 (.Clock(Clock), .Resetn(Resetn), .s(Div), .LA(LA), .EB(EB),
    .DataA(SR), .DataB(4), .R(Remainder), .Q(M), .Done(zz), .Op1(SR),
    .Op2(Ri), .Result(Sum));

endmodule

```

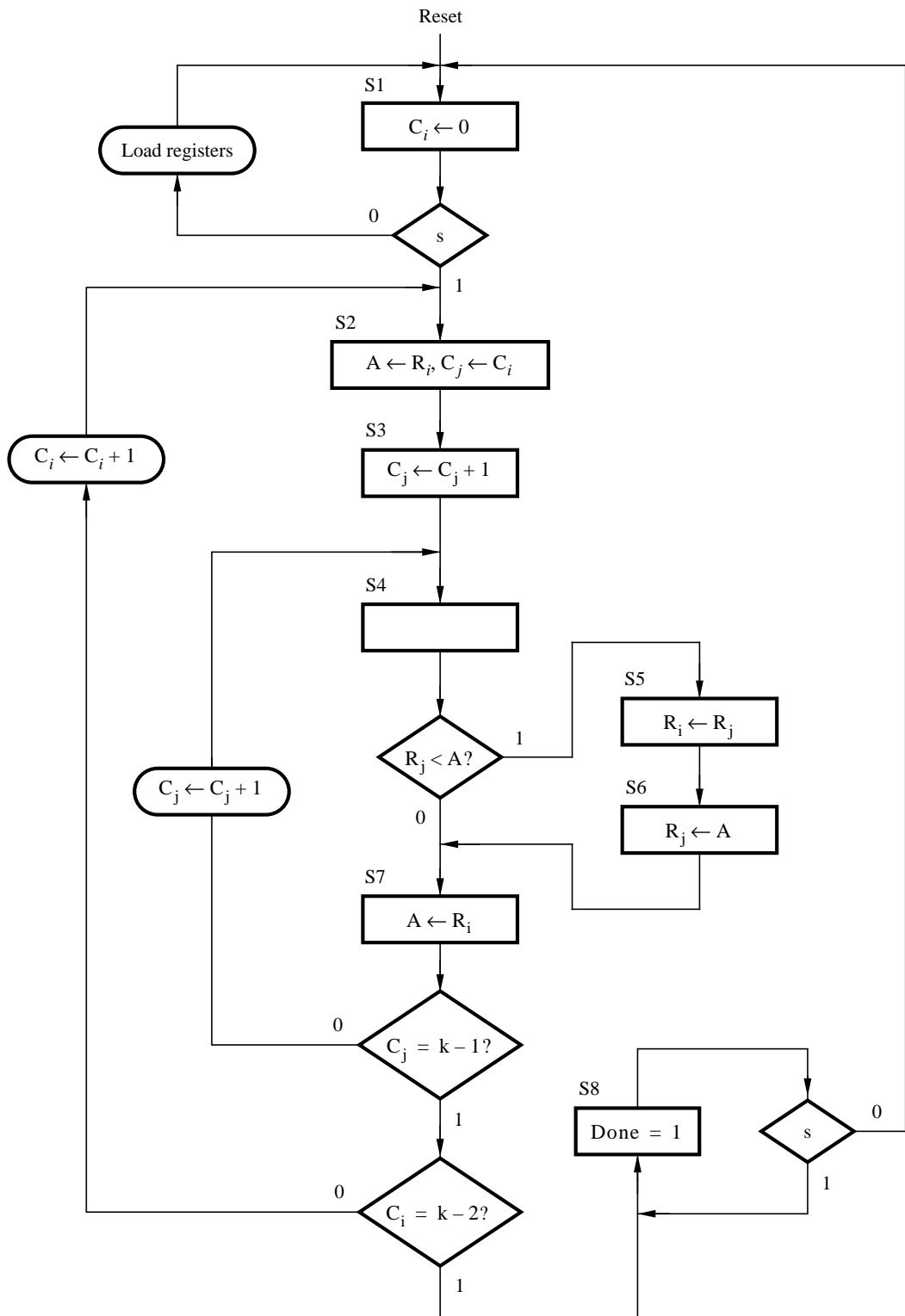
7.17. The modified pseudo-code is

```

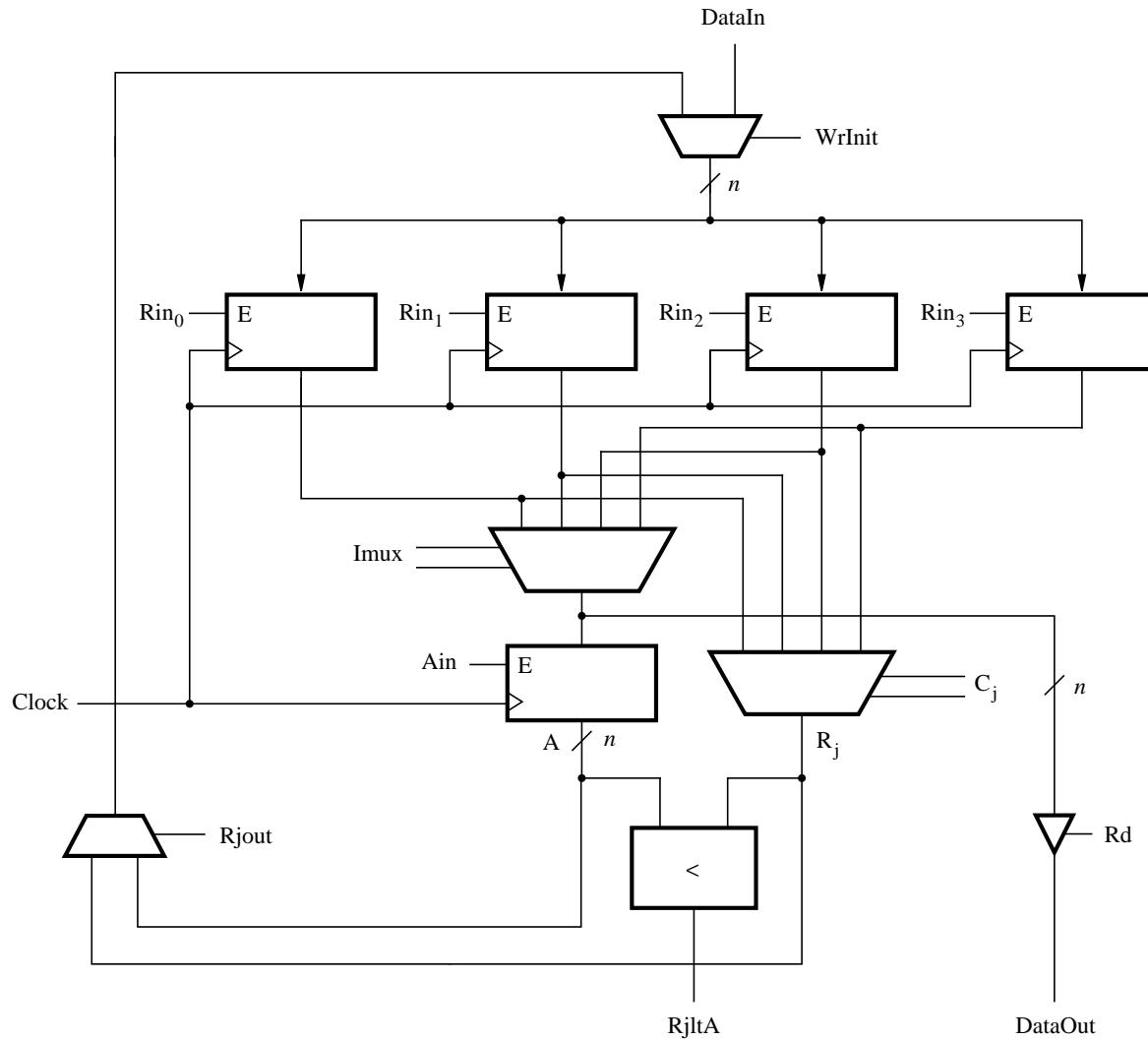
for  $i = 0$  to  $k - 2$  do
     $A = R_i$  ;
    for  $j = i + 1$  to  $k - 1$  do
        if  $R_j < A$  then
             $R_i = R_j$  ;
             $R_j = A$  ;
        end if ;
         $A = R_i$  ;
    end for ;
end for ;

```

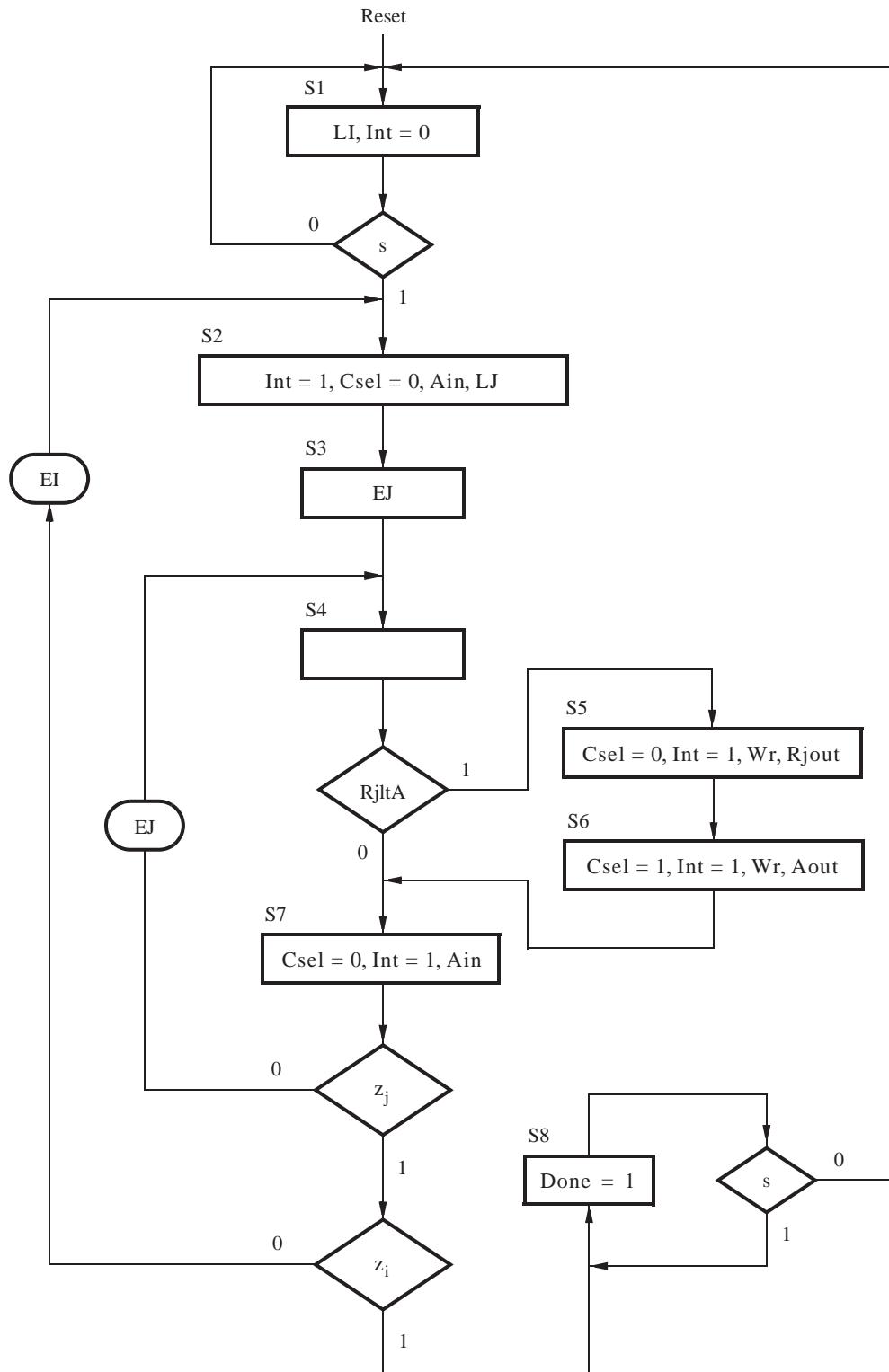
An ASM chart that corresponds to the pseudo-code is



From the ASM chart, we can see that the datapath circuit needs a multiplexer to allow the operation $R_i \leftarrow R_j$. An appropriate datapath is shown below.



An ASM chart for the control circuit is



7.18.

```
module sort (Clock, Resetn, s, WrInit, Rd, DataIn, RAdd, DataOut, Done);
    parameter n = 4;
    input Clock, Resetn, s, WrInit, Rd;
    input [n-1:0] DataIn;
    input [1:0] RAdd;
    output [n-1:0] DataOut;
    output Done;

    wire [1:0] Ci, Cj, CMux, IMux;
    wire [n-1:0] R0, R1, R2, R3, A;
    wire [n-1:0] RData, ARjMux;
    wire RjltA;
    wire zi, zj;
    reg Int, Csel, Wr, Ain;
    reg LI, LJ, EI, EJ, Done, RjOut;
    reg [n-1:0] Rj;
    reg [2:0] y, Y;
    reg Rin0, Rin1, Rin2, Rin3;
    reg [n-1:0] AData;

    // control circuit

    parameter S1 = 3'b000, S2 = 3'b001, S3 = 3'b010, S4 = 3'b011;
    parameter S5 = 3'b100, S6 = 3'b101, S7 = 3'b110, S8 = 3'b111;

    always @(s or RjltA or zj or zi)
    begin: State_table
        case (y)
            S1: if (s == 0) Y = S1;
                 else Y = S2;
            S2: Y = S3;
            S3: Y = S4;
            S4: if (RjltA == 1) Y = S5;
                 else Y = S7;
            S5: Y = S6;
            S6: Y = S7;
            S7: if (!zj) Y = S4;
                 else if (!zi) Y = S2;
                 else Y = S8;
            S8: if (s) Y = S8;
                 else Y = S1;
        default: Y = 4'bx;
        endcase
    end
```

```

always @(posedge Clock or negedge Resetn)
begin: State_flipflops
    if (Resetn == 0)
        y <= S1;
    else
        y <= Y;
end

assign Int = (y != S1);
assign Done = (y == S8);

always @(y or zj or zi)
begin: FSM_outputs
    LI = 0; LJ = 0; EI = 0; EJ = 0; Csel = 0; // defaults
    Wr = 0; Ain = 0; RjOut = 0; // defaults
    case (y)
        S1: begin
            LI = 1;
        end
        S2: begin
            Ain = 1; LJ = 1;
        end
        S3: EJ = 1;
        S4: ;
        S5: begin
            RjOut = 1; Wr = 1;
        end
        S6: begin
            Wr = 1; Csel = 1;
        end
        S7: begin
            Ain = 1;
            if (!zj) EJ = 1;
            else
                begin
                    EJ = 0;
                    if (!zi) EI = 1;
                    else EI = 0;
                end
            end
        S8: ;
    endcase
end

//datapath circuit

regne Reg0 (RData, Clock, Resetn, Rin0, R0);
    defparam Reg0.n = n;
regne Reg1 (RData, Clock, Resetn, Rin1, R1);
    defparam Reg1.n = n;

```

```

regne Reg2 (RData, Clock, Resetn, Rin2, R2);
  defparam Reg2.n = n;
regne Reg3 (RData, Clock, Resetn, Rin3, R3);
  defparam Reg3.n = n;
regne RegA (AData, Clock, Resetn, Ain, A);
  defparam RegA.n = n;

assign RjltA = (Rj < A) ? 1 : 0;
assign ARjMux = (RjOut == 0) ? A : Rj;
assign RData = (WrInit == 0) ? ARjMux : DataIn;

upcount OuterLoop (0, Resetn, Clock, EI, LI, Ci);
upcount InnerLoop (Ci, Resetn, Clock, EJ, LJ, Cj);

assign CMux = (Csel == 0) ? Ci : Cj;
assign IMux = (Int == 1) ? CMux : RAdd;

always @(WrInit or Wr or IMux or Cj)
begin
  case (IMux)
    0: AData = R0;
    1: AData = R1;
    2: AData = R2;
    3: AData = R3;
  endcase

  case (Cj)
    0: Rj = R0;
    1: Rj = R1;
    2: Rj = R2;
    3: Rj = R3;
  endcase

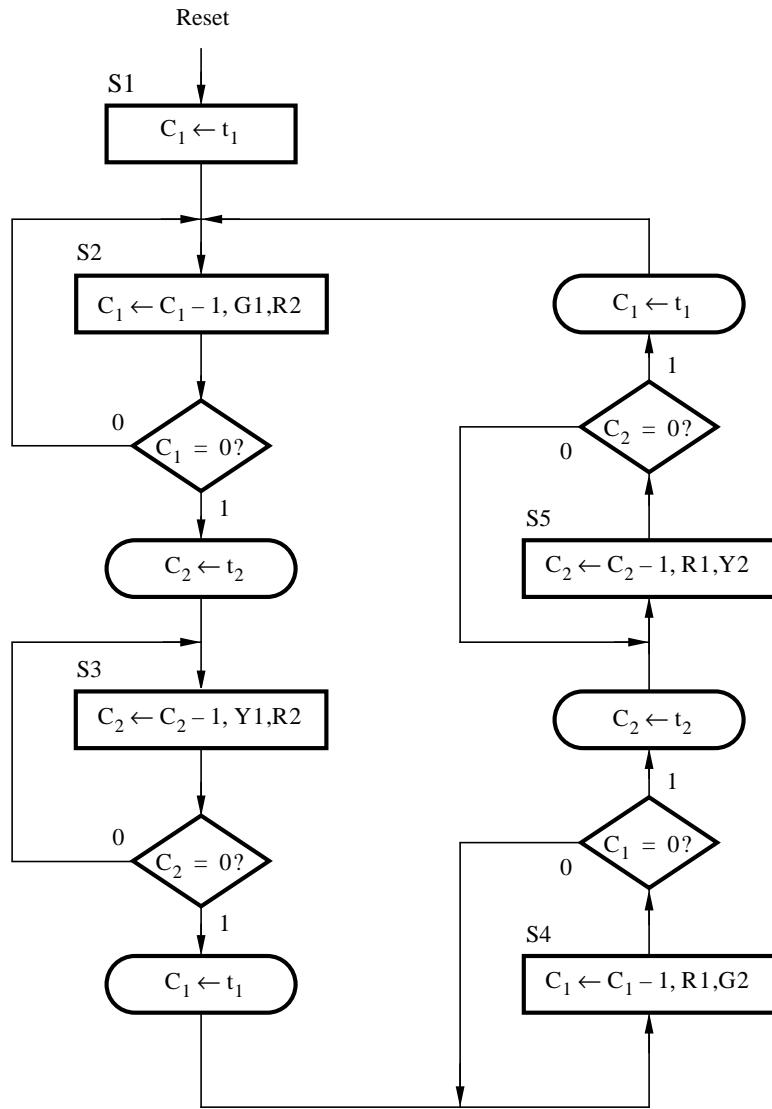
  if (WrInit || Wr)
    case (IMux)
      0: {Rin3, Rin2, Rin1, Rin0} = 4'b0001;
      1: {Rin3, Rin2, Rin1, Rin0} = 4'b0010;
      2: {Rin3, Rin2, Rin1, Rin0} = 4'b0100;
      3: {Rin3, Rin2, Rin1, Rin0} = 4'b1000;
    endcase
    else {Rin3, Rin2, Rin1, Rin0} = 4'b0000;
  end

  assign zi = (Ci == 2);
  assign zj = (Cj == 3);
  assign DataOut = (Rd == 0) ? 'bz : AData;

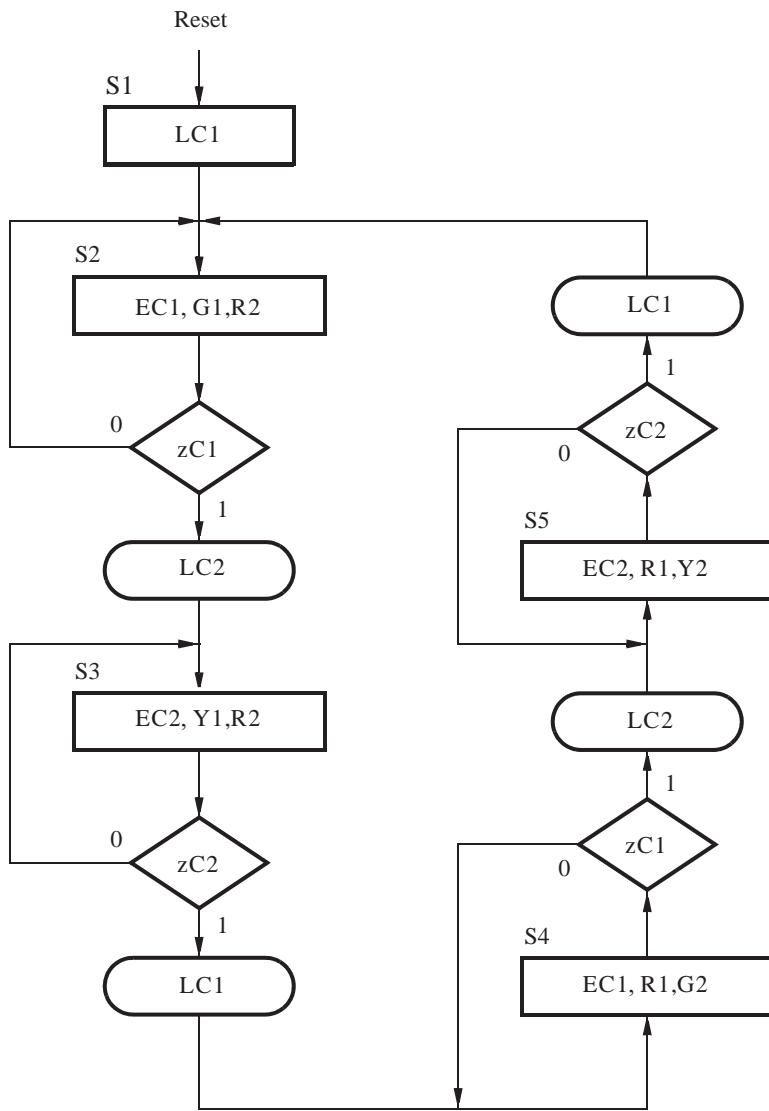
endmodule

```

7.19. (a) An ASM chart for the traffic controller is shown below.



(b). The two counters, C_1 and C_2 , each require clock enable and parallel-load inputs. Assuming that the clock enables signals are called $EC1$ and $EC2$ and the parallel-load inputs are called $LC1$ and $LC2$, an ASM chart for the control circuit is



(c)

```

module traffic (Clock, Resetn, G1, Y1, R1, G2, Y2, R2);
  input Clock, Resetn;
  output G1, Y1, R1, G2, Y2, R2;
  reg G1, Y1, R1, G2, Y2, R2;

  reg [2:0] y, Y;
  reg EC1, EC2, LC1, LC2;
  reg [3:0] C1, C2;
  wire zC1, zC2;
  parameter Ticks1 = 4'b0011; // 4 ticks for C1
  parameter Ticks2 = 4'b0001; // 2 ticks for C2

```

```

// control circuit

parameter S1 = 3'b000, S2 = 3'b001, S3 = 3'b010, S4 = 3'b011, S5 = 3'b100;

always @(y or zC1 or zC2)
begin: State_table
    case (y)
        S1: Y = S2;
        S2: if (zC1 == 0) Y = S2;
            else Y = S3;
        S3: if (zC2 == 0) Y = S3;
            else Y = S4;
        S4: if (zC1 == 0) Y = S4;
            else Y = S5;
        S5: if (zC2 == 0) Y = S5;
            else Y = S2;
        default: Y = 3'bxxx;
    endcase
end

always @ (posedge Clock or negedge Resetn)
begin: State_flipflops
    if (Resetn == 0)
        y <= S1;
    else
        y <= Y;
end

always @(y or zC1 or zC2)
begin: FSM_outputs
    G1 = 0; Y1 = 0; R1 = 0; G2 = 0; Y2 = 0; R2 = 0; // defaults
    LC1 = 0; EC1 = 0; LC2 = 0; EC2 = 0; // defaults
    case (y)
        S1: LC1 = 1;
        S2: begin
            EC1 = 1; G1 = 1; R2 = 1;
            if (zC1) LC2 = 1;
            else LC2 = 0;
        end
        S3: begin
            EC2 = 1; Y1 = 1; R2 = 1;
            if (zC2) LC1 = 1;
            else LC2 = 0;
        end

```

```

S4: begin
    EC1 = 1; R1 = 1; G2 = 1;
    if (zC1) LC2 = 1;
    else LC2 = 0;
end
S5: begin
    EC2 = 1; R1 = 1; Y2 = 1;
    if (zC2) LC1 = 1;
    else LC1 = 0;
end
endcase
end

//datapath circuit

assign zC1 = (C1 == 0);
assign zC2 = (C2 == 0);

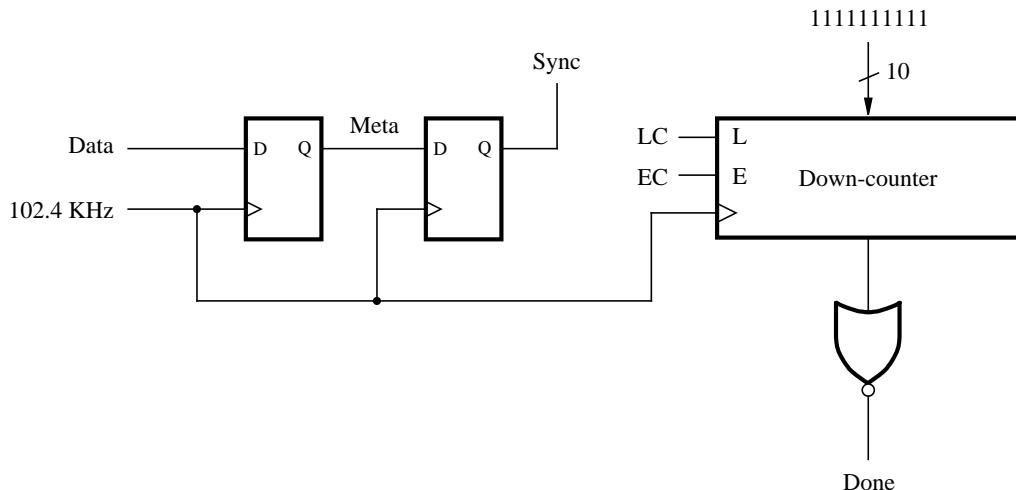
always @(posedge Clock)
if (LC1)
    C1 <= Ticks1;
else if (EC1)
    C1 <= C1 - 1;

always @(posedge Clock)
if (LC2)
    C2 <= Ticks2;
else if (EC2)
    C2 <= C2 - 1;

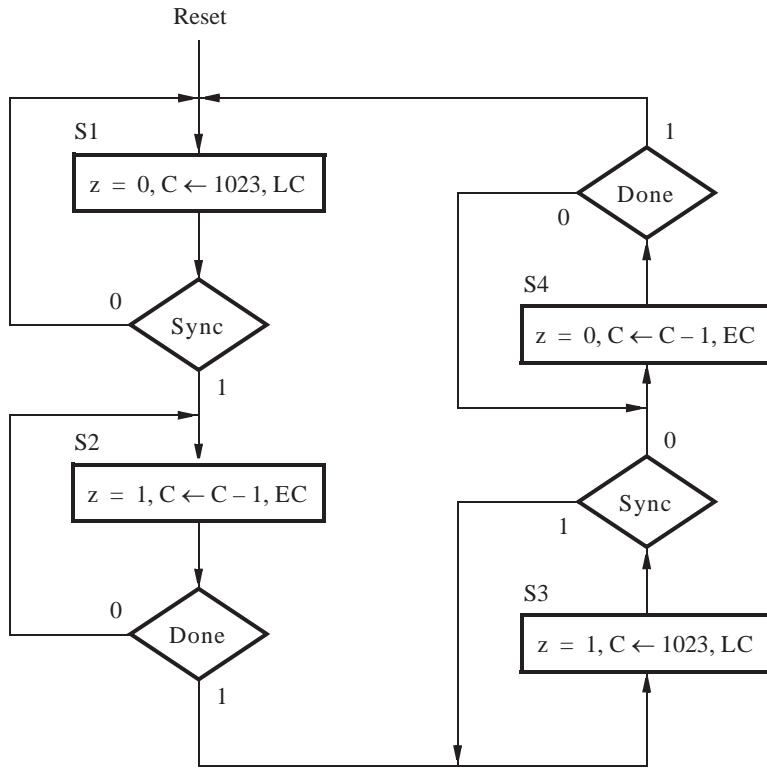
endmodule

```

- 7.20. The debounce circuit has three parts, as shown below. The *Data* signal from the switch has to be synchronized to the 102.4 KHz signal using two flip-flops. The synchronized signal called *Sync* is fed to an FSM. The FSM also uses the counter shown, which counts for 1024 cycles of the 102.4 KHz signal, providing a *10 msec delay*.



An ASM chart for the FSM is given below. The FSM provides the z output, which is the debounced version of the *Data* signal.



- 7.21. (a) If we set $C_1 = 1 \text{ pF}$, then $R_a = 0$ and $R_b = 1.43 \text{ k}\Omega$
 (b) If we set $C_1 = 1 \text{ pF}$, then $R_a = 1.42 \text{ k}\Omega$ and $R_b = 0.71 \text{ k}\Omega$