



**Computer Aided Digital System Design**  
(99-00-1)  
*Dr. Hajar Falahati*

<b>Homework 2: Behavioral Modeling</b> <b>Deadline:</b> 1399/09/24 23:59 <b>Present:</b> 1399/09/27 13:00			
<b>Problem</b>	<b>Definition</b>	<b>Credit</b>	<b>Your Mark</b>
<b>P0</b>	<b>Team Specification (۳)</b>	<b>5</b>	
<b>P1</b>	<b>Research</b>	<b>40</b>	
<b>P2</b>	<b>Sequence Detector in Verilog</b>	<b>40</b>	
<b>P3</b>	<b>Intelligent House</b>	<b>20</b>	
<b>Total</b>		<b>105</b>	

**Required File:**

Upload a zip file titled as “CAD-HW2- *Student numberi- ...- Student numberj*”.

**Contact Information:**

Ask your questions via the course website or send an email to:

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### 0- Team ☺ [5 points]

Please your teammate specifications:

- i. ....
- ii. ....
- iii. ....

### 1- Research [40 points]

Watch this talk and answer the following questions:

[https://iscaconf.org/isca2018/turing\\_lecture.html](https://iscaconf.org/isca2018/turing_lecture.html)

Video: <https://www.acm.org/hennessy-patterson-turing-lecture>

Slides: <https://iscaconf.org/isca2018/docs/HennessyPattersonTuringLectureISC A4June2018.pdf>

- i. Who are the presenters? Introduce each one in one paragraph. [5 points]
- ii. Describe the event in one paragraph. [5 points]
- iii. Prepare one-page summary of the talk? [10 points]
- iv. What is the take-away message from the talk? [10 points]
- v. Do you agree with them? Why yes? Why No? [10 points]

### 2- Sequence Detector in Verilog [40 points]

Machines exploit some handshake mechanisms to communicate data with each other. For example, consider two logic devices where device A wants to send some pieces of data to the device B. Device A and Device B have a communication protocol in which device A must send 1101011 at first and informs the device B that a new bunch of data is coming.

- i. Draw the Mealy FSM to detect the 1101011. [10 points]
- ii. Convert the mealy FSM to a Moor FSM. [10 points]
- iii. Implement Mealy FSM in Verilog (behavioral level). [10 points]
- iv. Write a function to detect the next state in Mealy FSM. [10 points]

### 3- Intelligent House [20 points]

Consider the intelligent house in assignment 1 and implement the control unit which:

- i. Plays the light music
- ii. Manages air conditioner
- iii. Turns lights on/off
- iv. Detects the phare