

FSM

1. Lab Description

Part A: Moore State Machine

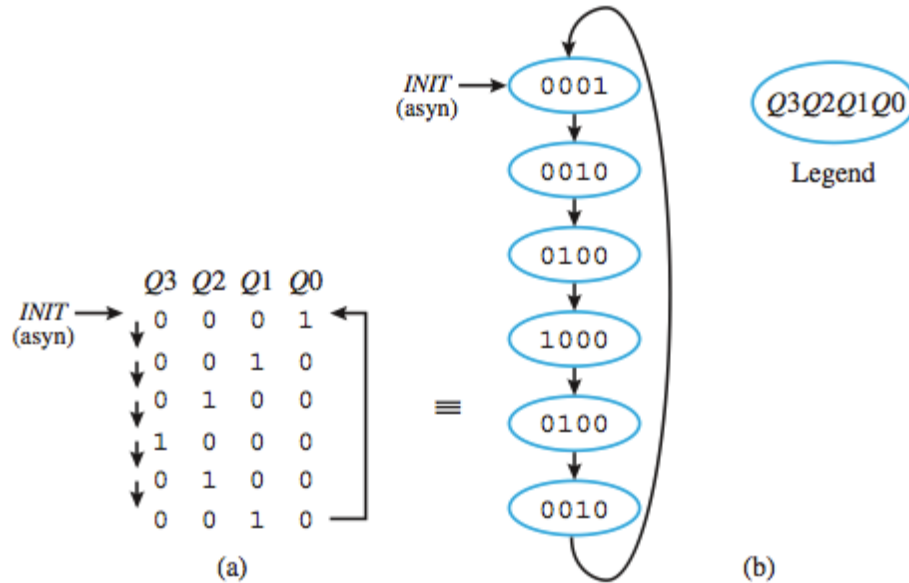
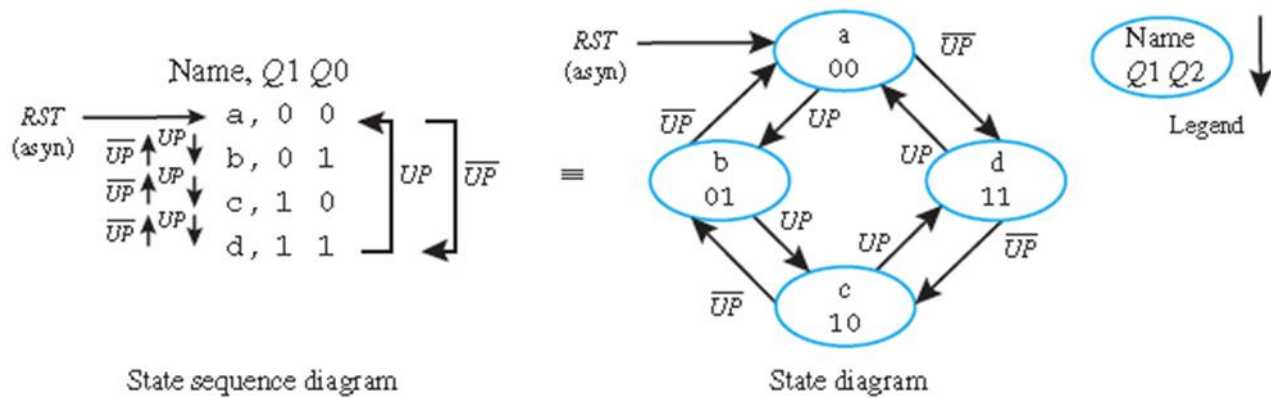


Figure 1 Robot eyes a) state table b) state diagram

Write a Verilog code creating the state machine shown in Figure 1 b). Use clk , reset as input, whereas $W[3:0]$ as output. Write an appropriate testbench code to test your HDL code.

Part B: Mealy State Machine



Write a Verilog code creating the state machine shown in Figure 2. Use clk, reset, up as input, whereas Q [1:0] as output. Write an appropriate testbench code to test your HDL code.

Submit your Verilog and testbench file

Part A: Moore FSM

```
module FSM_Moore(Clk,Reset,W);
```

```
    input Clk,Reset;
```

```
    output [3:0] W;
```

```
    reg [4:0] state_reg, state_next;
```

```
    parameter S0 = 5'b00001;
```

```
    parameter S1 = 5'b00010;
```

```
    parameter S2 = 5'b00100;
```

```
    parameter S3 = 5'b01000;
```

```
    parameter S4 = 5'b10100;
```

```
    parameter S5 = 5'b10010;
```

```
    //state register
```

```
    always @ (posedge Clk, posedge Reset)
```

```
    if (Reset) state_reg <= S0;
```

```

        else

            state_reg <= state_next;

//Combinational Logic
always @ (*)
case (state_reg)
S0: state_next = S1;
S1: state_next = S2;
S2: state_next = S3;
S3: state_next = S4;
S4: state_next = S5;
S5: state_next = S0;
default: state_next = S0;
endcase

//Output Logic
assign W = state_reg[3:0];

endmodule

```

Moore Testbench:

```

module FSM_Moore_Moore_TB_v_tf();

// DATE: 19:59:14 10/08/2018
// MODULE: FSM_Moore
// DESIGN: FSM_Moore
// FILENAME: Moore_TB.v
// PROJECT: Lab4
// VERSION:

```

```
// Inputs

    reg Clk;
    reg Reset;

// Outputs


// Bidirs


// Instantiate the UUT
    FSM_Moore uut (
        .Clk(Clk),
        .Reset(Reset),
        .W(W)
    );

// Clock Signal
    always
    begin
        Clk = 1'b0;
        #20;
        Clk = 1'b1;
        #20;
    end

// Initialize Inputs
    initial begin
        Clk = 0;
```

Reset = 1;

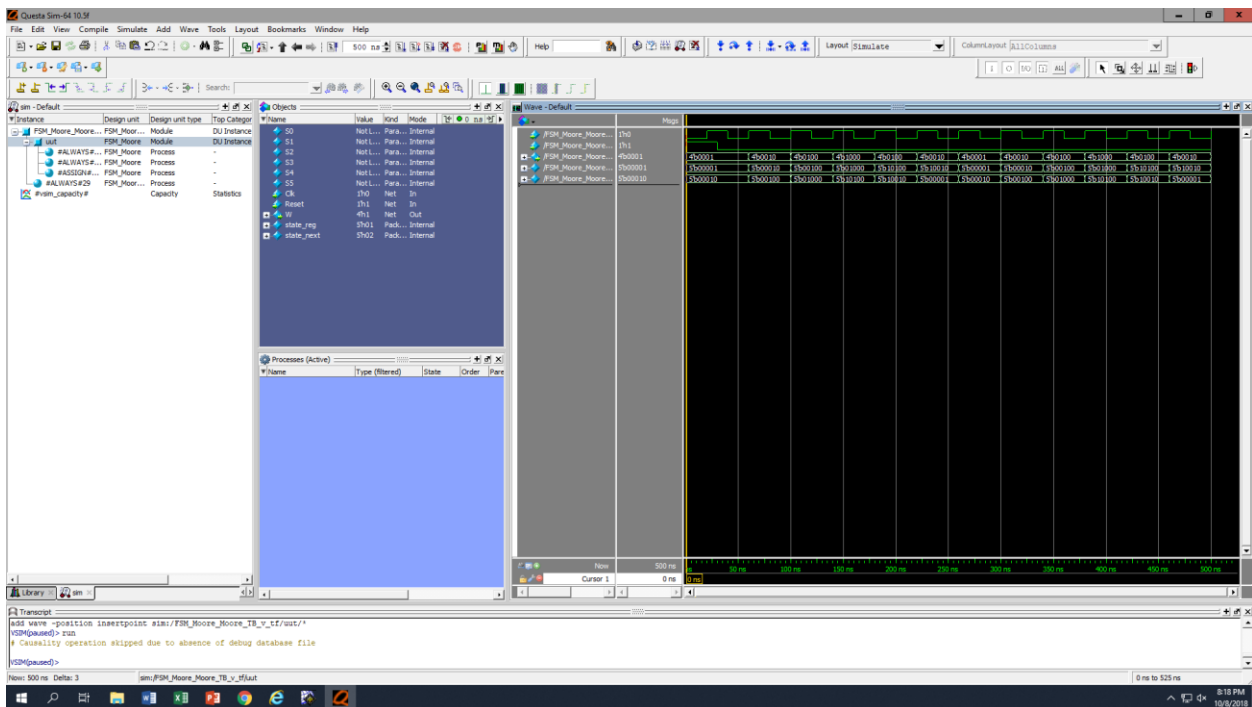
#30;

Reset = 0;

end

endmodule

Moore Output Waveform:



Part B: Mealy FSM

```
module FSM_Mealy(Clk,Reset,Up,Q);
```

```

input Clk,Reset,Up;
output [1:0] Q;

reg [1:0] state_reg, state_next;

parameter S0 = 2'b00;
parameter S1 = 2'b01;
parameter S2 = 2'b10;
parameter S3 = 2'b11;

//state register
always @ (posedge Clk, posedge Reset)
if (Reset) state_reg <= S0;
    else
        state_reg <= state_next;

//Combinational Logic
always @ (*)
case (state_reg)
S0: if(Up) state_next = S1;
    else state_next = S3;
S1: if(Up) state_next = S2;
    else state_next = S0;
S2: if(Up) state_next = S3;
    else state_next = S1;
S3: if(Up) state_next = S0;
    else state_next = S2;

default: state_next = S0;

```

```
endcase
```

```
//Output Logic
```

```
assign Q = state_reg;
```

```
endmodule
```

Mealy Testbench:

```
module FSM_Mealy_Mealy_TB_v_tf();
```

```
// DATE: 20:36:25 10/08/2018
```

```
// MODULE: FSM_Mealy
```

```
// DESIGN: FSM_Mealy
```

```
// FILENAME: Mealy_TB.v
```

```
// PROJECT: Lab4
```

```
// VERSION:
```

```
// Inputs
```

```
reg Clk;
```

```
reg Reset;
```

```
reg Up;
```

```
// Outputs
```

```
wire [1:0] Q;
```

```
// Bidirs
```

```
// Instantiate the UUT
```

```
FSM_Mealy uut (  
    .Clk(Clk),  
    .Reset(Reset),  
    .Up(Up),  
    .Q(Q)  
);
```

```
// Clock Signal
```

```
    always  
    begin  
        Clk = 1'b0;  
        #20;  
        Clk = 1'b1;  
        #20;  
    end
```

```
// Initialize Inputs
```

```
    initial begin  
        Clk = 1'b0;  
        Reset = 1'b1;  
        #30;  
        Reset = 1'b0;  
        Up = 1'b1;  
        #80;  
        Up = 1'b0;  
        #80  
    end
```


endmodule

Mealy Output Waveform:

