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3. Finite State Machines

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Lesson Overview



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- What is a Finite State Machine?
- Why do I need it?
- How do I build one?

Objectives

- To get basic understanding of Finite State Machines
- To learn how to build and use Finite State Machines



LED Walker



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Let's build an LED walker!

- Active LED should walk across valid LED's and back
We'll assume 8 LEDs
- Only one LED should be active at any time
- One LED should always be active at any given time

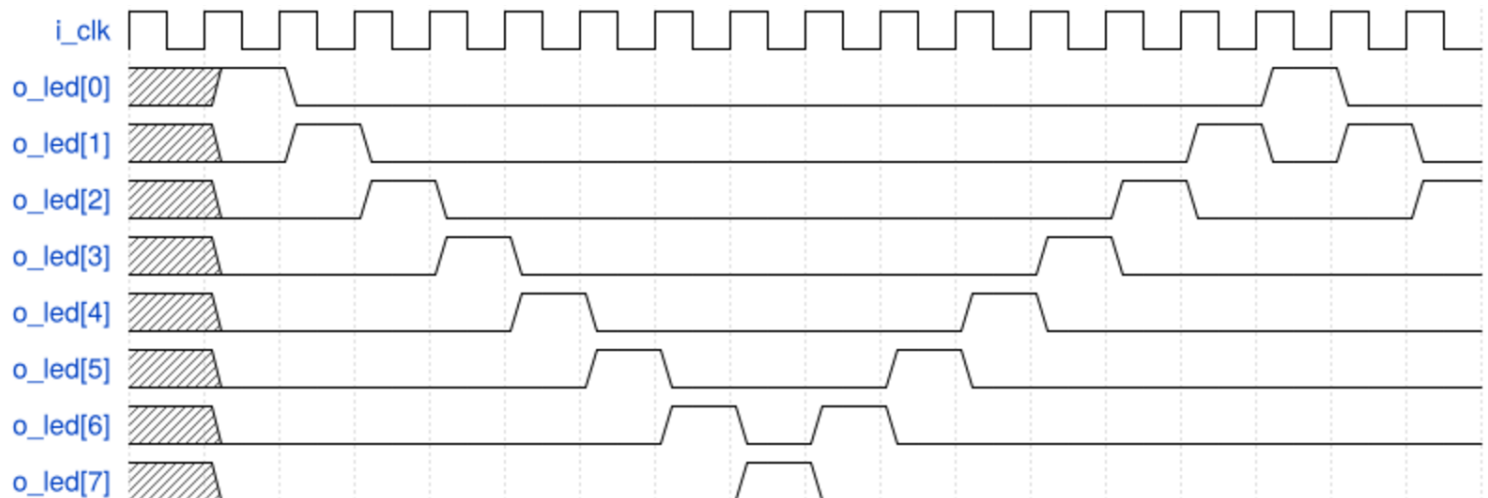
Most of this project can be done in simulation



Wavedrom



If you've never seen Wavedrom, it is an awesome tool!
Here's a waveform description of what I want this design to do



- This “goal” diagram can help mitigate complexity



Tikz-Timing



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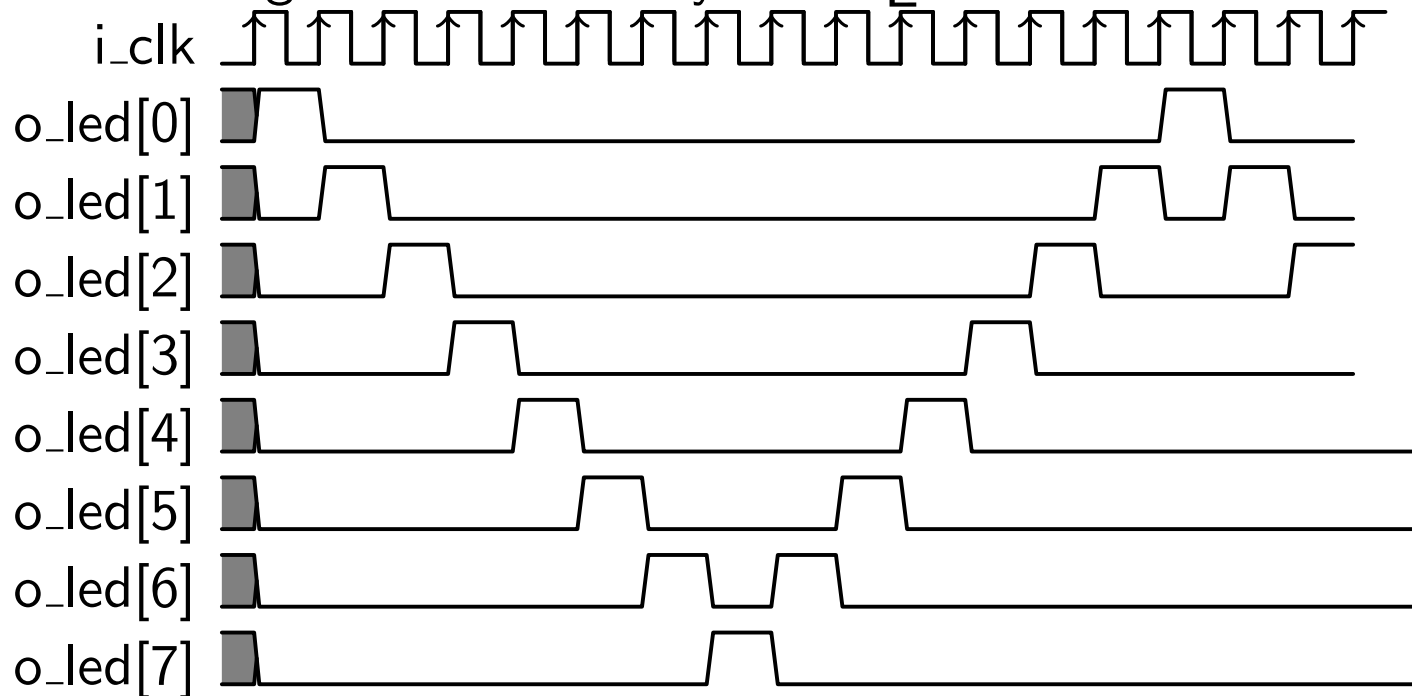
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Tikz-timing also works nicely for \LaTeX users



- Our goal will be to create a design with these outputs
- If successful, you'll see this in GTKwave



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Were we building in C, this would be our program

```
while (1) {  
    o_led = 0x01;  
    o_led = 0x02;  
    o_led = 0x04;  
    // ...  
    o_led = 0x80;  
    o_led = 0x40;  
    // ...  
    o_led = 0x04;  
    o_led = 0x02;  
}
```

How do we turn this code into Verilog?



Case Statement



We could use a giant cascaded **if** statement

```
always @(posedge i_clk)
if (o_led == 8'b0000_0001)
    o_led <= 8'h02;
else if (o_led == 8'b0000_0010)
    o_led <= 8'h04;
else if (o_led == 8'b0000_0100)
    o_led <= 8'h08;
else if (o_led == 8'b0000_1000)
    o_led <= 8'h08;
// ...
// Don't forget a final else!
else // if (o_led == 8'b0000_0010)
    o_led <= 8'h01
```

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Case Statement



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We could use a giant case statement

```
always @(posedge i_clk)
case(o_led)
8'b0000_0001: o_led <= 8'h02;
8'b0000_0010: o_led <= 8'h04;
// ...
8'b0010_0000: o_led <= 8'h40;
8'b0100_0000: o_led <= 8'h80;
8'b1000_0000: o_led <= 8'h40;
// ...
8'b0000_0100: o_led <= 8'h02;
8'b0000_0010: o_led <= 8'h01;
default: o_led <= 8'h01;
endcase
```

Can anyone see a problem with these two approaches?



The Need



A better way: Let's assign an index to each of these outputs

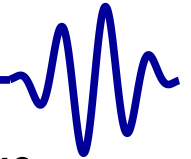
```
// ... using C++ notation again
    o_led = 0x01;    // 1
    o_led = 0x02;    // 2
    o_led = 0x04;    // 3
    // ...
    o_led = 0x80;    // 8
    o_led = 0x40;    // 9
    // ...
    o_led = 0x04;    // 13
    o_led = 0x02;    // 14
```

In software, you might think of this as an *instruction address*

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Tikz-Timing



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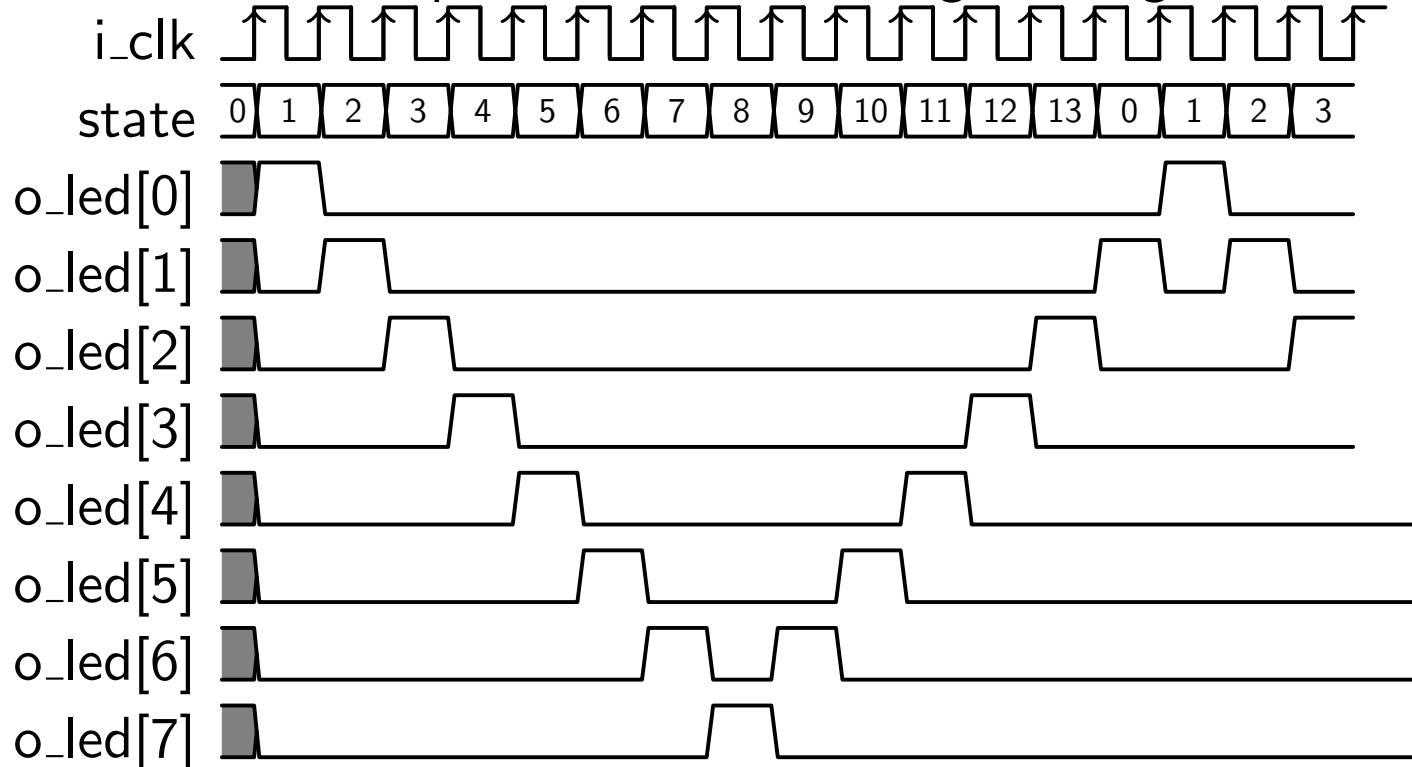
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Here's what an updated waveform diagram might look like



- Our goal will be to create a design with these outputs
- If successful, you'll see this in GTKwave



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We can now set the result based upon the *instruction address*

```
always @(posedge i_clk)
case(led_index)
4'h0:    o_led <= 8'h01;
4'h1:    o_led <= 8'h02;
4'h2:    o_led <= 8'h04;
// ...
4'h7:    o_led <= 8'h80;
4'h8:    o_led <= 8'h40;
// ...
4'hc:    o_led <= 8'h02;
4'hd:    o_led <= 8'h01;
default: o_led <= 8'h01;
endcase
```

- This is an example of a *finite state machine*



The addresses



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All we need now is something to drive the *instruction address*

- This is known as the *state* of our finite state machine

```
initial led_index = 0; // Our "state" variable
always @(posedge i_clk)
if (led_index >= 4'd13)
    led_index <= 0;
else
    led_index <= led_index + 1'b1;
```



Simulation



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Go ahead and simulate this design

- Does it work as intended?
- Did we miss anything?



Finite State Machine



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A finite state machine consists of...

- Inputs
- State Variable,

Finite means there are a limited number of states

- Outputs,



Finite State Machine



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A finite state machine consists of...

- Inputs *// we didn't have any*
- State Variable, *// led_index, or addr*

Finite means there are a limited number of states

- Outputs, *// o_led*

Keep it just that simple.



Simple



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- State machines are conceptually very simple
- We'll ignore the excess math here

Two classical FSM forms

- Mealy
- Moore

Two implementation approaches

- One process
- Two process



Mealy



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Outputs depend upon the current state *plus inputs*

```
always @(*)  
case(led_index)  
4'h1: o_led <= 8'h01 ^ i_something;  
4'h2: o_led <= 8'h02 ^ i_something;  
// ...  
endcase
```

i_something is just an example input value



Moore



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Outputs depend upon the *current* state *only*

```
always @(*)  
case(led_index)  
4'h1: o_led <= 8'h01;  
// ...  
endcase
```

The inputs would be used to determine the next state



One Process FSM



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A one process statemachine

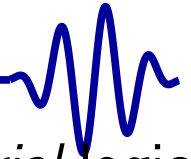
- Created with *synchronous* always block(s)

```
initial led_index = 0; // Our "state" variable
always @(posedge i_clk)
begin
    if (led_index >= 4'hf)
        led_index <= 0;
    else
        led_index <= led_index + 1'b1;

    case(led_index)
    4'h0: o_led <= 8'h01;
    // ...
    endcase
end
```



Two Process FSM



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Two Process FSM uses both synchronous and *combinatorial* logic

```
always @(*)  
begin  
    if (led_index >= 4'h0)   
        next_led_index = 0;  
    else  
        next_led_index  
            = next_led_index + 1'b1;  
    case(led_index)  
        4'h0: o_led <= 8'h01;  
        // ...  
    endcase  
end  
  
always @(posedge i_clk)  
    led_index <= next_led_index;
```



Which to use?



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Pick whichever finite state machine form ...

- ... you are most comfortable with

There is no right answer here



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Pick whichever finite state machine form ...

- ... you are most comfortable with

There is no right answer here

but people still argue about it!

- Tastes great
- Less Filling

I tend to use one process FSM's



Formal Verification



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Formal Verification is a process to prove your design “works”

- Fairly easy to use
- Can be faster and easier than simulation
- Most valuable
 - Early in the design process
 - For design *components*, and not entire designs



Formal Verification



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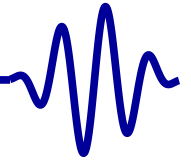
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Formal Verification

- You specify properties your design must have
- A solver attempts to prove if your design has them
- If the solver fails
 - It will tell you what property failed
By line number
 - It will generate a trace showing the failure
- These traces tend to be much shorter than simulation failure traces



Assertion



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The free version of Yosys supports immediate assertions

Two types

- Clocked – only checked on clock edges

```
// Remember how we only  
// used some of the states?  
always @(posedge i_clk)  
    assert(led_state <= 4'd13);
```

- Combinational – always checked

```
always @(*)  
    assert(led_state <= 4'd13);
```



SymbiYosys



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To verify this design using SymbiYosys,

- You'll need a script

```
[ options ]
mode prove

[ engines ]
smtbmc

[ script ]
read -formal ledwalker.v
# ... other files would go here
prep -top ledwalker

[ files ]
# List all files and relative paths here
ledwalker.v
```



Three Basic FV Modes



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1. BMC

```
[ options ]
```

```
mode bmc
```

```
depth 20
```

- Examines the first N steps (20 in this case)
- ...looking for a way to break your assertion(s)
- Can find property (i.e. **assert**) failures
- An **assert** is a *safety* property
 - Fails only if *no trace* can be found that makes any one of your assertions false



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1. BMC
2. Cover

```
[ options ]  
mode cover  
depth 20
```

- Examines the first N steps (20 in this case)
- ... looking for a way to make any cover statement *pass*

```
always @(posedge i_clk)  
    cover(led_state == 4'he);
```

- No trace will be generated if no way is found
- **cover** is a *liveness* property

Succeeds if one trace, any trace, can be found to make the statement *true*



Three Basic FV Modes



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1. BMC
2. Cover
3. Full proof using k -induction

```
[ options ]  
mode proof  
depth 20
```

- Examines the first N steps (20 in this case)
- Also examines an arbitrary N steps
starting in an arbitrary state

The induction step will ignore your **initial** statements
Correct functionality must be guaranteed using **assert** statements

- Can prove your properties hold for all time
- This is also a *safety* property check



Example property



Assert the design can only contain one of eight outputs

```
always @(*)  
begin  
    f_valid_output = 0;  
    case(o_led)  
        8'h01: f_valid_output = 1'b1;  
        8'h02: f_valid_output = 1'b1;  
        8'h04: f_valid_output = 1'b1;  
        8'h08: f_valid_output = 1'b1;  
        8'h10: f_valid_output = 1'b1;  
        8'h20: f_valid_output = 1'b1;  
        8'h40: f_valid_output = 1'b1;  
        8'h80: f_valid_output = 1'b1;  
    endcase  
    assert(f_valid_output);  
end
```



It doesn't work



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If you try implementing this design as it is now,

- You'll be disappointed
- All the LED's will light dimly

The LED's will toggle so fast you cannot see them change

We need a way to slow this down.



Integer Clock Divider



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You may remember the integer clock divider

- Let's use it here

```
always @(posedge i_clk)
  if (wait_counter == 0)
    wait_counter <= CLK_RATE_HZ - 1;
  else
    wait_counter <= 0;

always @(posedge i_clk)
begin
  stb <= 1'b0;
  if (wait_counter == 0)
    stb <= 1'b1;
end
```




Integer Clock Divider



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This wait_counter is limited in range

- It will only range from 0 to CLK_RATE_HZ-1
- Don't forget the assertion that wait_counter remains in range!

```
always @(posedge i_clk)
    assert(wait_counter <= CLK_RATE_HZ - 1);
```

- Let's also make sure the stb matches the wait_counter too

```
always @(posedge i_clk)
    assert(stb == (wait_counter == 0));
```



Integer Clock Divider



Now we can use `stb` to tell us when to adjust our state

```
initial led_index = 0;
always @(posedge i_clk)
if (stb)
begin
    // The logic inside is just
    // what it was before
    // Only the if(stb) changed
    if (led_index >= 4'd13)
        led_index <= 0;
    else
        led_index <= led_index + 1'b1;
end // else nothing changes
// wait for stb to be true before changing state
```



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Try out the tools

1. Recreate this waveform using wavedrom



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Try out the tools

1. Recreate this waveform using wavedrom
2. Simulate this design
 - **printf** o_led anytime it changes
 - Look at the trace in gtkwave

Does it match our design goal?

Don't forget to slow it down!



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Run the tools

1. Recreate this waveform using wavedrom
2. Simulate this design
3. Run SymbiYosys

Does this design pass?

If it passes, try **assert**(led_index <= 4);

Examine the resulting waveform



Exercise



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Run the tools

1. Recreate this waveform using wavedrom
2. Simulate this design
3. Run SymbiYosys

Does this design pass?

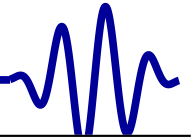
If it passes, try **assert**(led_index <= 4);

Examine the resulting waveform

Let's do this one together



Running Verilator



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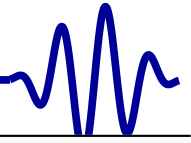
```
% verilator -Wall -cc ledwalker.v
%Error: ledwalker.v:61: Can't find definition of
        variable: o_led
%Error: Exiting due to 1 error(s)
%Error: Command Failed /usr/bin/verilator_bin
        -Wall -cc ledwalker.v
%
```

- ❑ Oops, we misspelled `o_led` in our case statement
- ❑ We also forgot to start our file with '**default_nettype** none
- ❑ Once fixed, we pass the Verilator check

```
% verilator -Wall -cc ledwalker.v
%
```



Running SymbiYosys



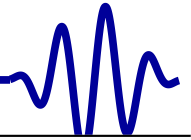
```
% sby -f ledwalker.sby
```

```
/ex-03-walker$ sby -f ledwalker.sby
SBY 21:11:51 [ledwalker] Removing directory 'ledwalker'.
SBY 21:11:51 [ledwalker] Copy 'ledwalker.v' to 'ledwalker/src/ledwalker.v'.
SBY 21:11:51 [ledwalker] engine_0: smtbmc
SBY 21:11:51 [ledwalker] base: starting process "cd ledwalker/src; yosys -ql ../model/design.log ../model/design.js"
SBY 21:11:51 [ledwalker] base: ledwalker.v:71: ERROR: Identifier '\led state' is implicitly declared and 'default nettype is set to none.
SBY 21:11:51 [ledwalker] base: finished (returncode=1)
SBY 21:11:51 [ledwalker] base: job failed. ERROR.
SBY 21:11:51 [ledwalker] summary: Elapsed clock time [H:MM:SS (secs)]: 0:00:00 (0)
SBY 21:11:51 [ledwalker] summary: Elapsed process time [H:MM:SS (secs)]: 0:00:00 (0)
SBY 21:11:51 [ledwalker] DONE ERROR rc=16)
/ex-03-walker$
```

- Another syntax error, mislabeled `led_index` as `led_state`
- Let's try again



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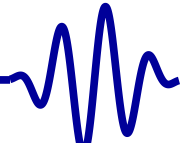
```
% sby -f ledwalker.sby
```

```
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Trying induction in step 5..
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Temporal induction successful.
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Status: PASSED
SBY 21:14:15 [ledwalker] engine_0.induction: finished (returncode=0)
SBY 21:14:15 [ledwalker] engine_0: Status returned by engine for induction: PASS
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Writing trace to constraints file: engine_0/trace.smtc
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Status: FAILED (!)
SBY 21:14:15 [ledwalker] engine_0.basecase: finished (returncode=-1)
SBY 21:14:15 [ledwalker] engine_0: Status returned by engine for basecase: FAIL
SBY 21:14:15 [ledwalker] summary: Elapsed clock time [H:MM:SS (secs)]: 0:00:00 (0)
SBY 21:14:15 [ledwalker] summary: Elapsed process time [H:MM:SS (secs)]: 0:00:00 (0)
SBY 21:14:15 [ledwalker] summary: engine_0 (smtbmc) returned PASS for induction
SBY 21:14:15 [ledwalker] summary: engine_0 (smtbmc) returned FAIL for basecase
SBY 21:14:15 [ledwalker] summary: counterexample trace: ledwalker/engine_0/trace.vcd
SBY 21:14:15 [ledwalker] DONE (FAIL, rc=2)
/ex-03-walkers$
```

It failed, but how? Need to scroll up for the details



Running SymbiYosys



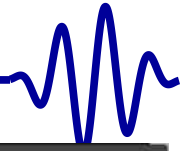
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```
trace_induct.smtc model/design_smt2.smt2"
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Solver: yices
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Solver: yices
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Checking assumptions in
step 0..
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Checking assertions in
step 0..
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Trying induction in s
tep 20..
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 BMC failed!
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Assert failed in ledwa
lker: ledwalker.v:96
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Writing trace to VCD f
ile: engine_0/trace.vcd
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Trying induction in s
tep 19..
```

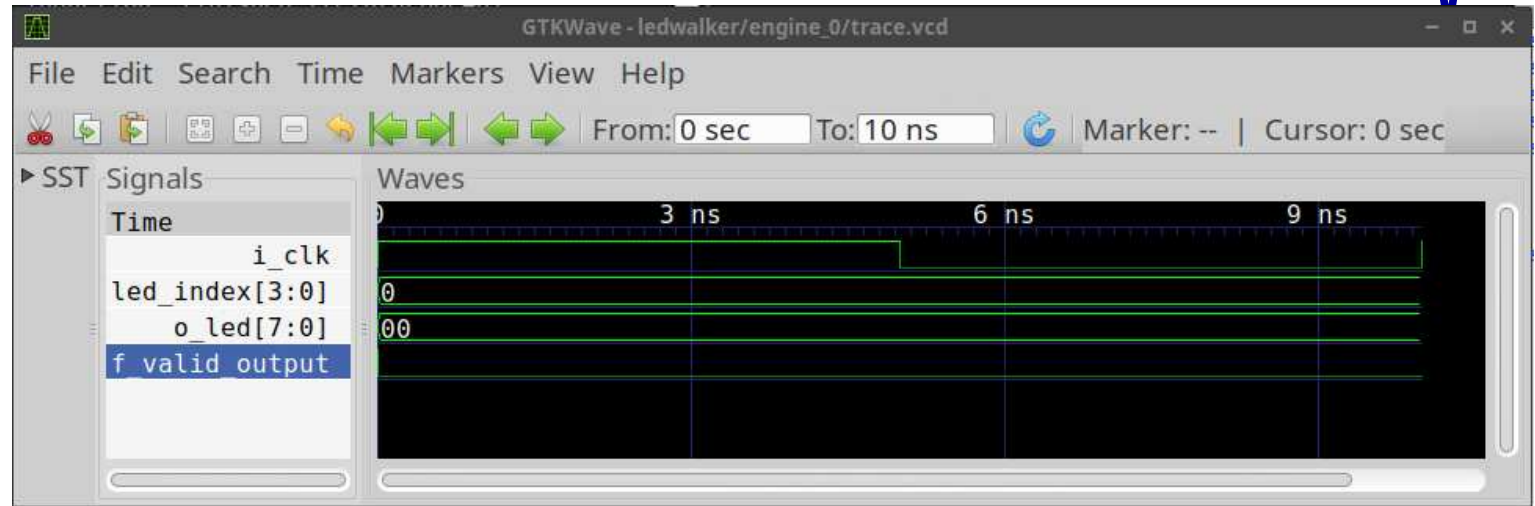
- Fail in line 96
- Trace file in ledwalker/engine_0/trace.vcd
- Open this in GTKWave, compare to line 96



Running SymbiYosys



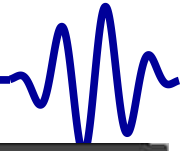
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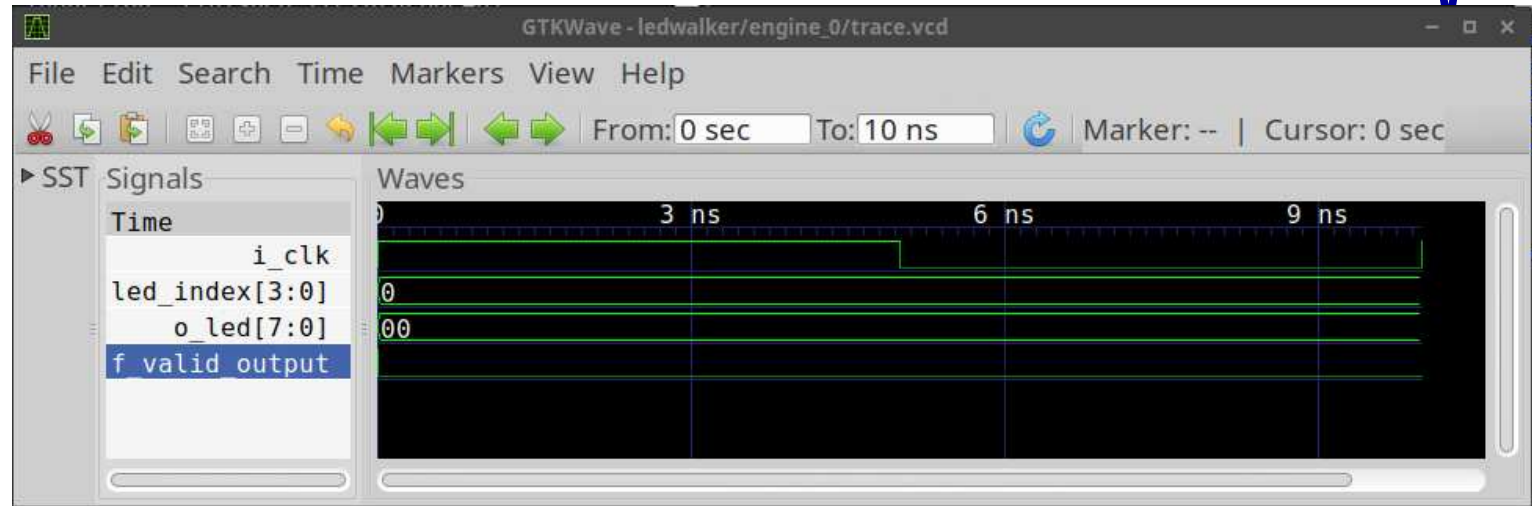
- See the bug?



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- See the bug? `o_led` starts at `8'h00`
- We never initialized `o_led` to a valid value
- **initial** `o_led = 8'h01`; fixes this



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```
SBY 21:21:37 [ledwalker] engine_0.basecase: ## 0:00:00 Checking assertions in
step 14..
SBY 21:21:37 [ledwalker] engine_0.basecase: ## 0:00:00 BMC failed!
SBY 21:21:37 [ledwalker] engine_0.basecase: ## 0:00:00 Assert failed in ledwa
lker: ledwalker.v:72
SBY 21:21:37 [ledwalker] engine_0.basecase: ## 0:00:00 Writing trace to VCD f
ile: engine_0/trace.vcd
SBY 21:21:37 [ledwalker] engine_0.basecase: ## 0:00:00 Writing trace to Veril
og testbench: engine_0/trace_tb.v
SBY 21:21:37 [ledwalker] engine_0.basecase: ## 0:00:00 Writing trace to const
raints file: engine_0/trace.smtc
SBY 21:21:37 [ledwalker] engine_0.basecase: ## 0:00:00 Status: FAILED (!)
SBY 21:21:37 [ledwalker] engine_0.basecase: finished (returncode=1)
SBY 21:21:37 [ledwalker] engine_0: Status returned by engine for basecase: FAIL
SBY 21:21:37 [ledwalker] summary: Elapsed clock time [H:MM:SS (secs)]: 0:00:00 (
0)
SBY 21:21:37 [ledwalker] summary: Elapsed process time [H:MM:SS (secs)]: 0:00:00
(0)
SBY 21:21:37 [ledwalker] summary: engine_0 (smtbmc) returned PASS for induction
SBY 21:21:37 [ledwalker] summary: engine_0 (smtbmc) returned FAIL for basecase
SBY 21:21:37 [ledwalker] summary: counterexample trace: ledwalker/engine_0/trace
.vcd
SBY 21:21:37 [ledwalker] DONE (FAIL rc=2)
```

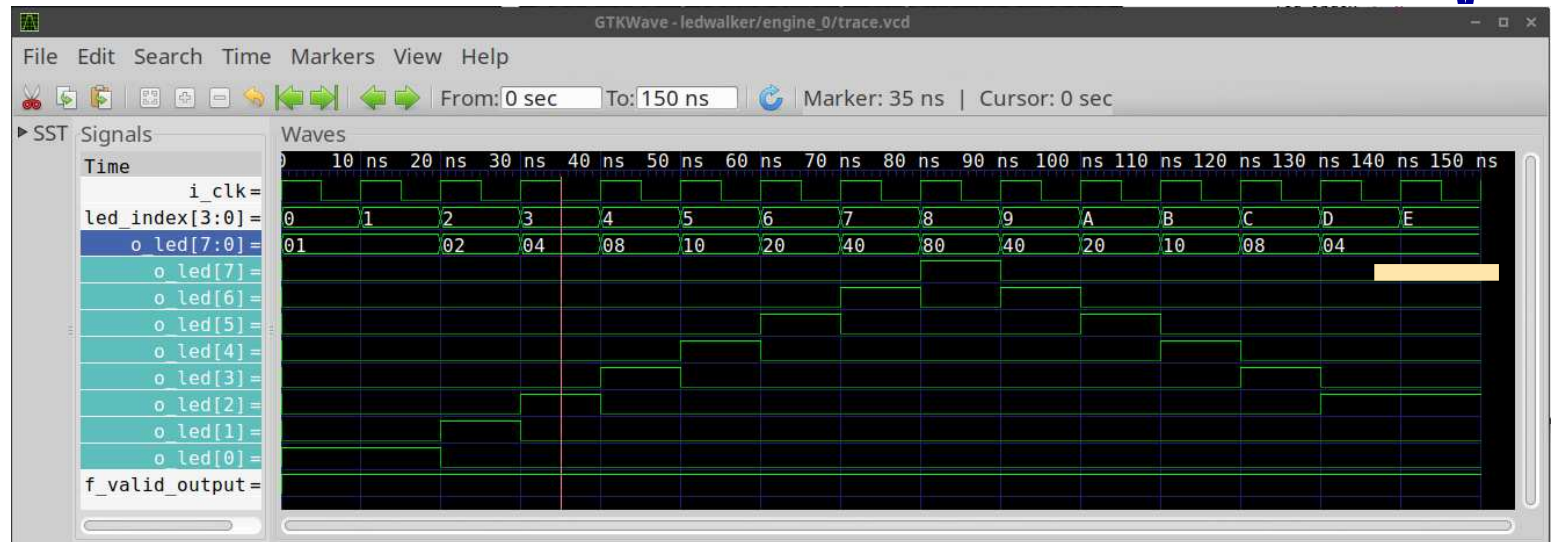
- Same trace file name
- Assertion failed in line 72



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- **if** (led_index > 4'd12) in line 39 fixes this

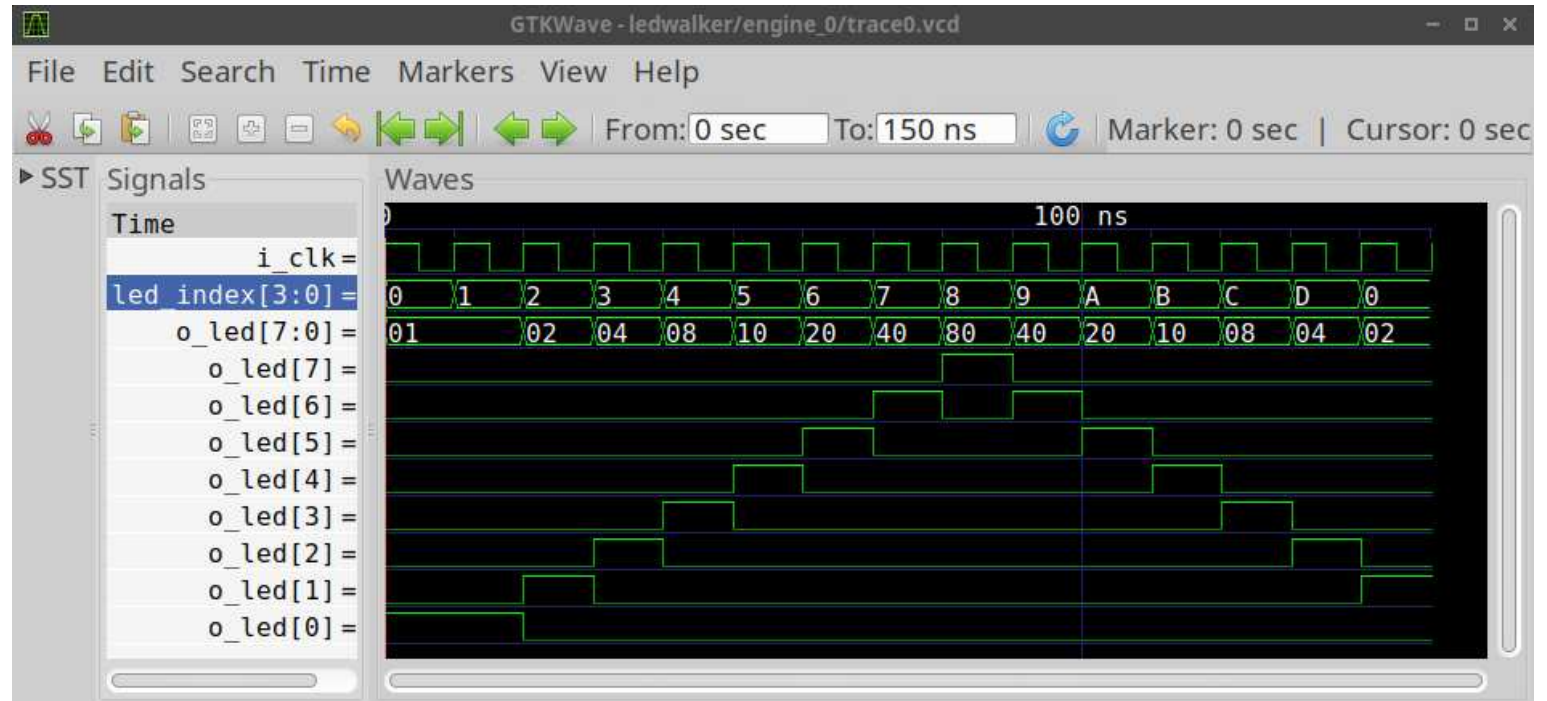


Cover Property



Let's add a quick cover property

```
always @(*)  
    cover((led_index == 0)&&(o_led == 4'h2));
```





Exercise



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Your turn! Run the tools

1. Recreate this waveform using wavedrom
2. Simulate this design
3. Run SymbiYosys
4. Run your device's Synthesis tool
 - Make sure your design ...
 - Passes a timing check
 - Fits within your device
5. Now repeat with the clock divider



Bonus



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Bonus: If you have hardware and more than one LED

- Adjust this design for the number of LEDs you have
 - Implement this on your hardware
- Does it work?*



Conclusion



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What did we learn this lesson?

- What a Finite State Machine (FSM) is
- Why FSM's are necessary
- Verilog **case** statement
- Verilog cascaded **if**
- Formal **assert** statement
- How to run SymbiYosys
- How to run slow down an FSM
- Verilog is fun!