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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

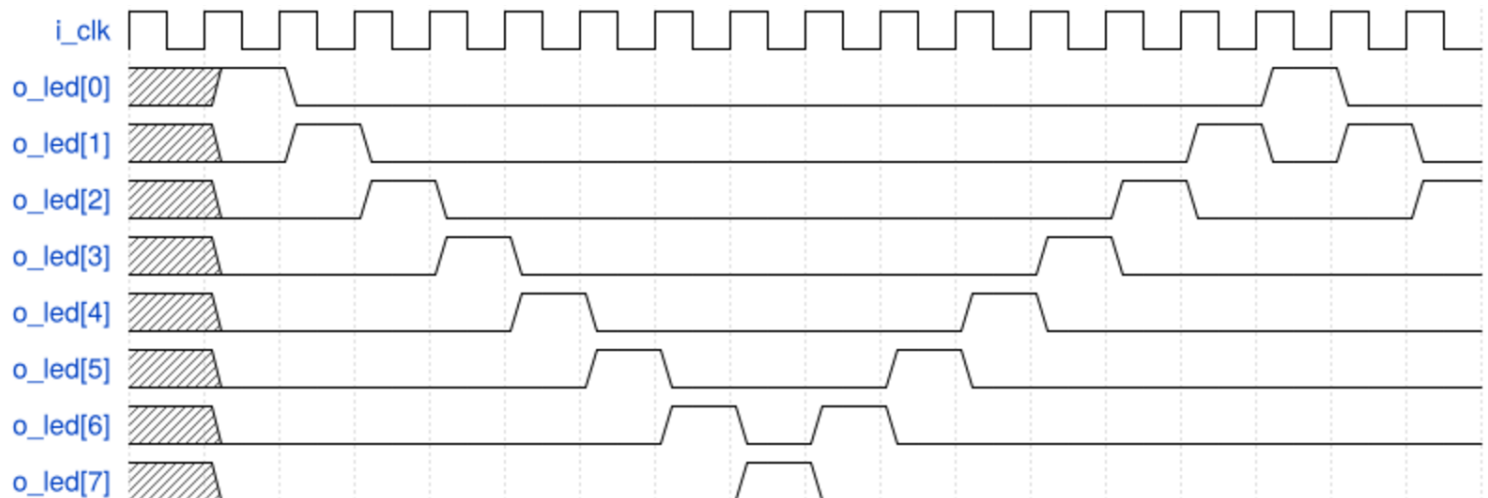
Most of this project can be done in simulation



# 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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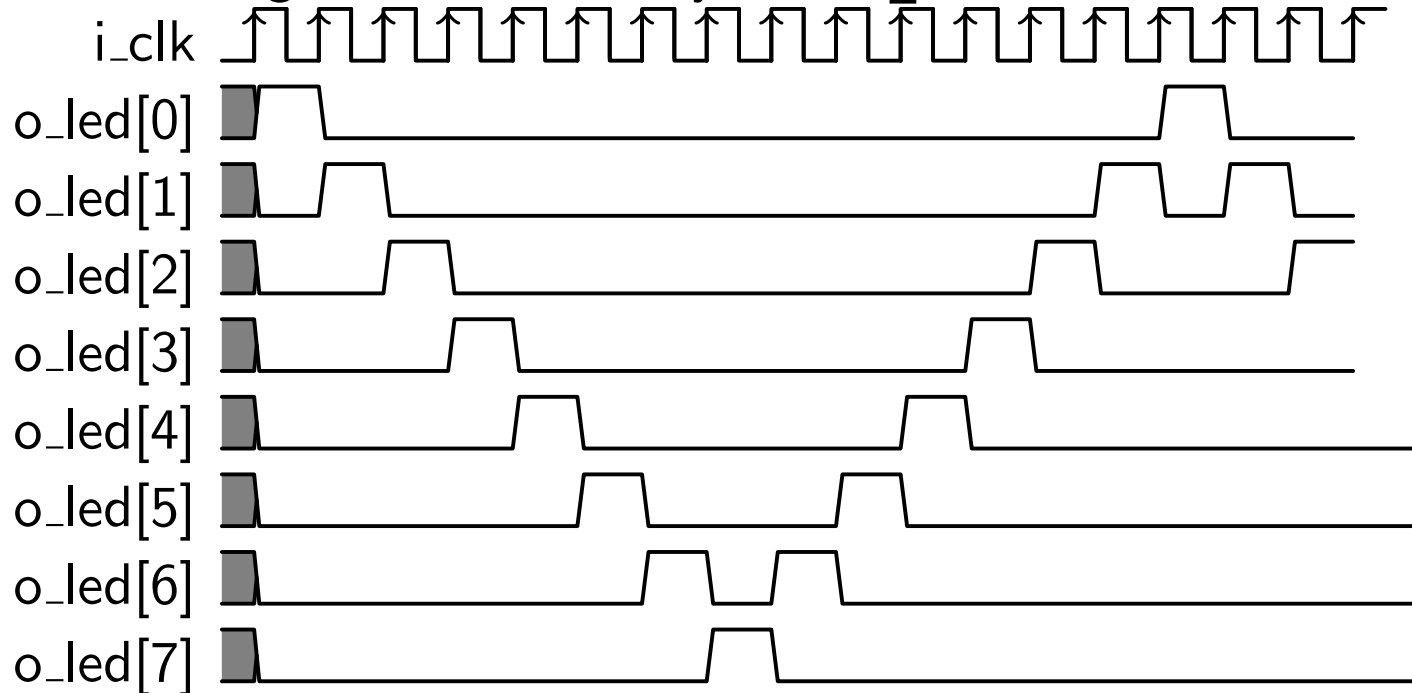
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Tikz-timing also works nicely for  $\text{\LaTeX}$  users



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



# The Need



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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

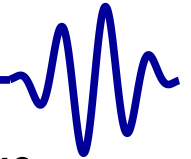
```
// ... using C++ notation again
    o_led = 0x01;    // 1
    o_led = 0x02;    // 2
    o_led = 0x04;    // 3
    // ...
    o_led = 0x80;    // 8
    o_led = 0x40;    // 9
    // ...
    o_led = 0x04;    // 13
    o_led = 0x02;    // 14
```

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

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# Tikz-Timing



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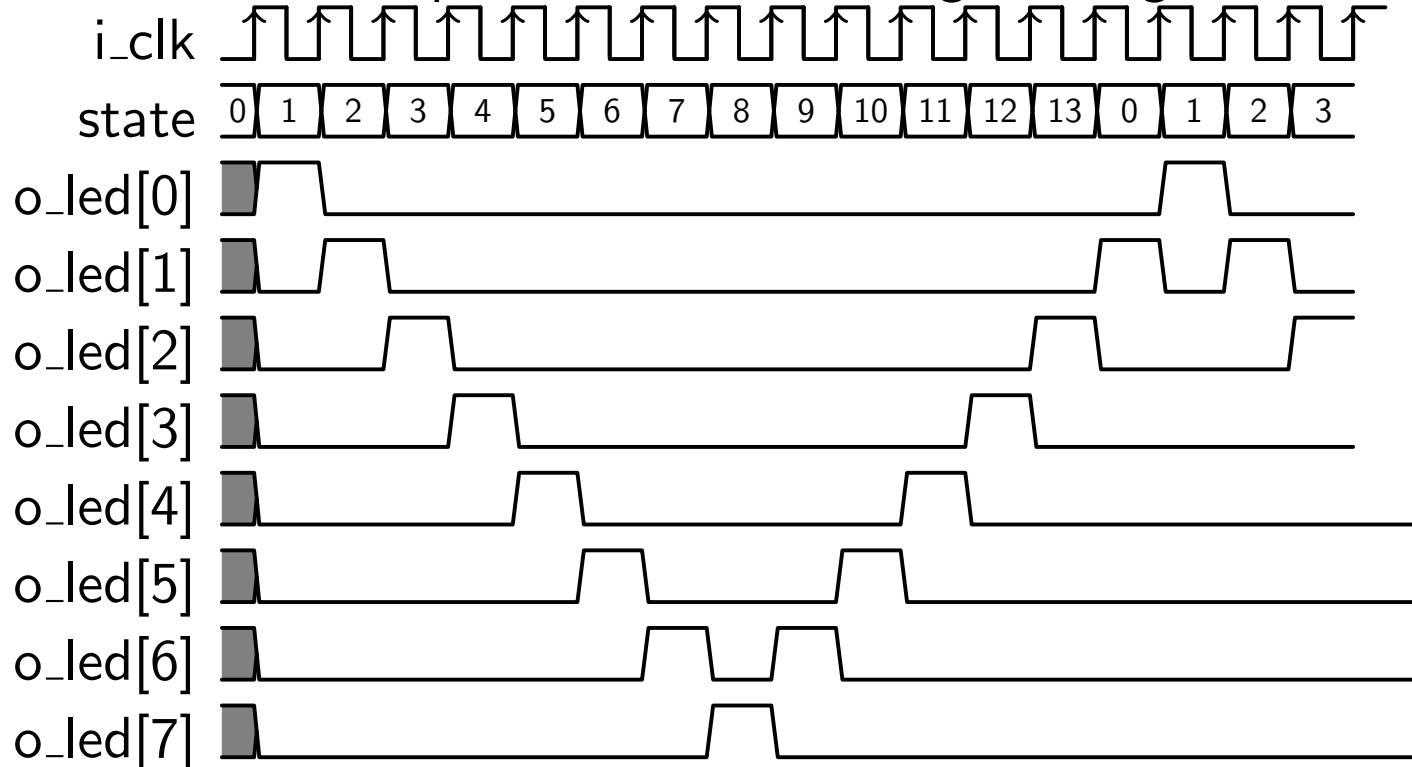
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Here's what an updated waveform diagram might look like



- 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



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?



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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

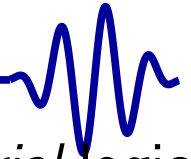
- Created with *synchronous* always block(s)

```
initial led_index = 0; // Our "state" variable
always @(posedge i_clk)
begin
    if (led_index >= 4'he)
        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



# Which to use?



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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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## 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



# Exercise



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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



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## Run the tools

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

*Does this design pass?*

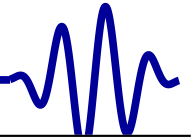
If it passes, try **assert**(led\_index <= 4);

Examine the resulting waveform

*Let's do this one together*



# Running Verilator



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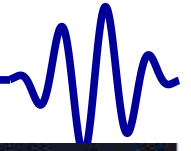
```
% verilator -Wall -cc ledwalker.v
%Error: ledwalker.v:61: Can't find definition of
        variable: o_led
%Error: Exiting due to 1 error(s)
%Error: Command Failed /usr/bin/verilator_bin
        -Wall -cc ledwalker.v
%
```

- ❑ 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



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```
dan@mathaytays:~/jericho/work/rnd/opencores/lessons/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)
dan@mathaytays:~/jericho/work/rnd/opencores/lessons/ex-03-walker$
```

- Another syntax error, mislabeled `led_index` as `led_state`





# Running SymbiYosys



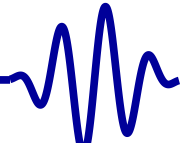
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```
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Trying induction in s
tep 7..
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Trying induction in s
tep 6..
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Trying induction in s
tep 5..
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Temporal induction su
ccessful.
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 const
raints 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)
dan@mathaytays:~/jericho/work/rnd/opencores/lessons/ex-03-walker$
```

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



# Running SymbiYosys



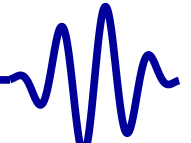
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```
trace_induct.smtc model/design_smt2.smt2"
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Solver: yices
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Solver: yices
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Checking assumptions in
n 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..
```

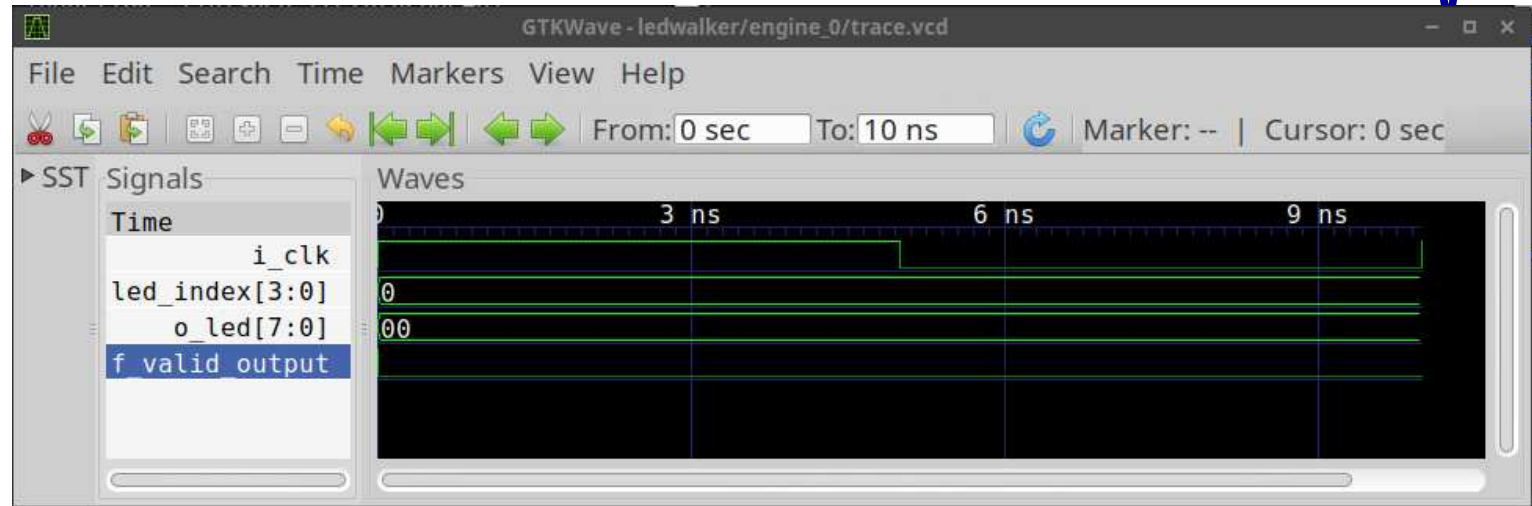
- Fail in line 96
- Trace file in ledwalker/engine\_0/trace.vcd
- Open this in GTKWave, compare to line 96



# Running SymbiYosys



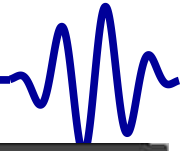
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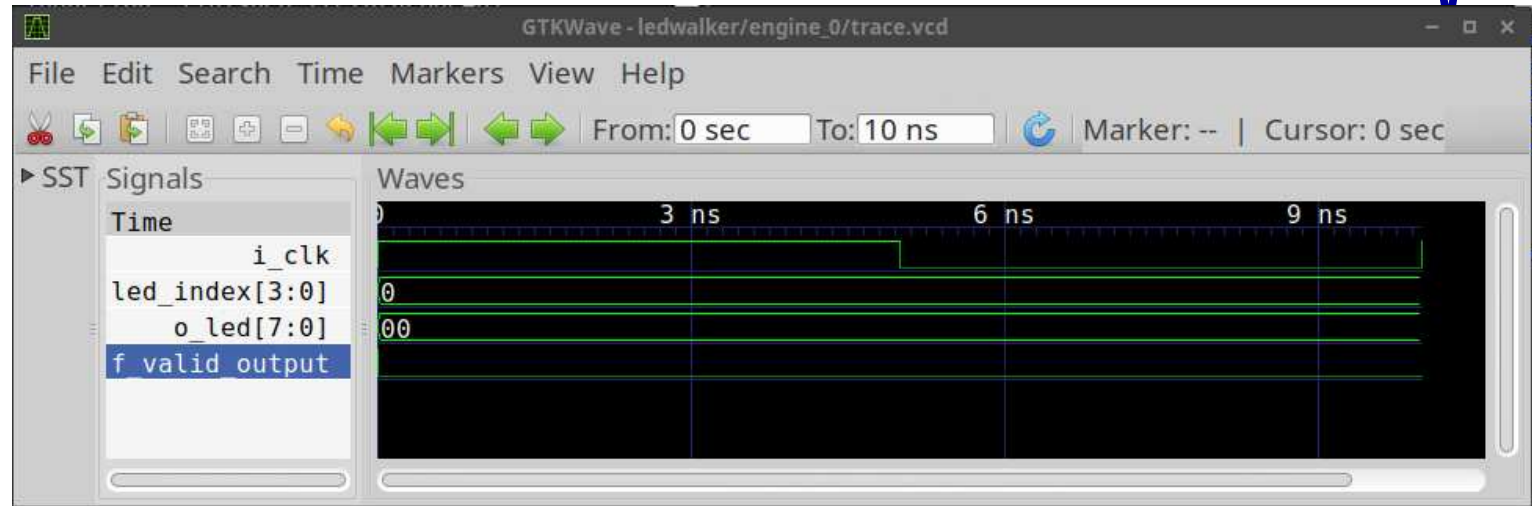
- See the bug?



# Running SymbiYosys



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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
- Assertion failed in line 72

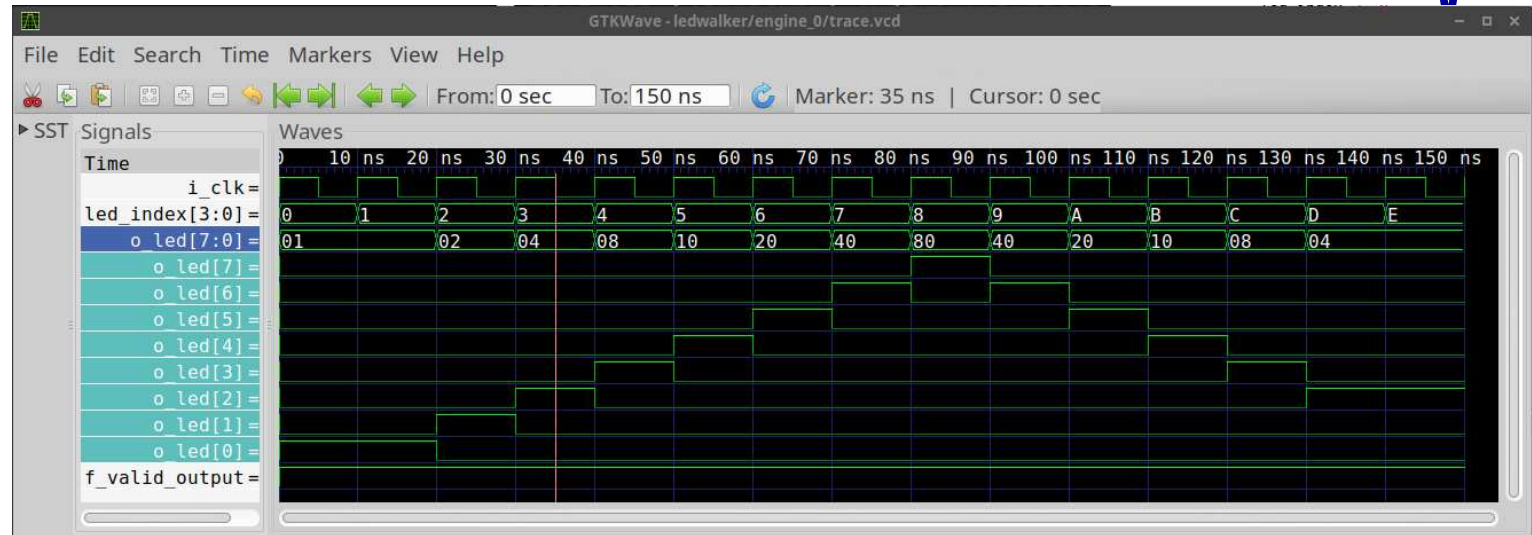




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- **if** (`led_index > 4'd12`) in line 39 fixes this

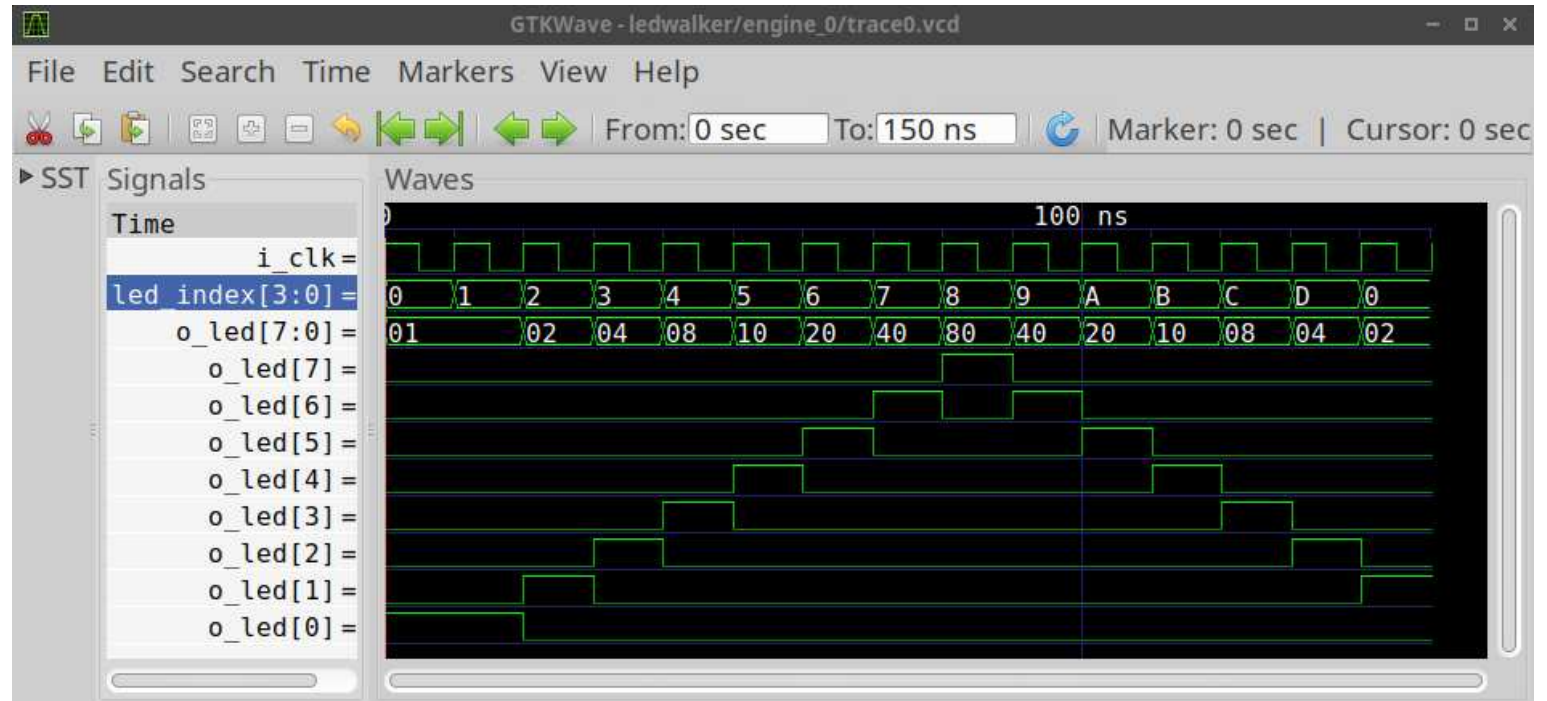


# Cover Property



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!