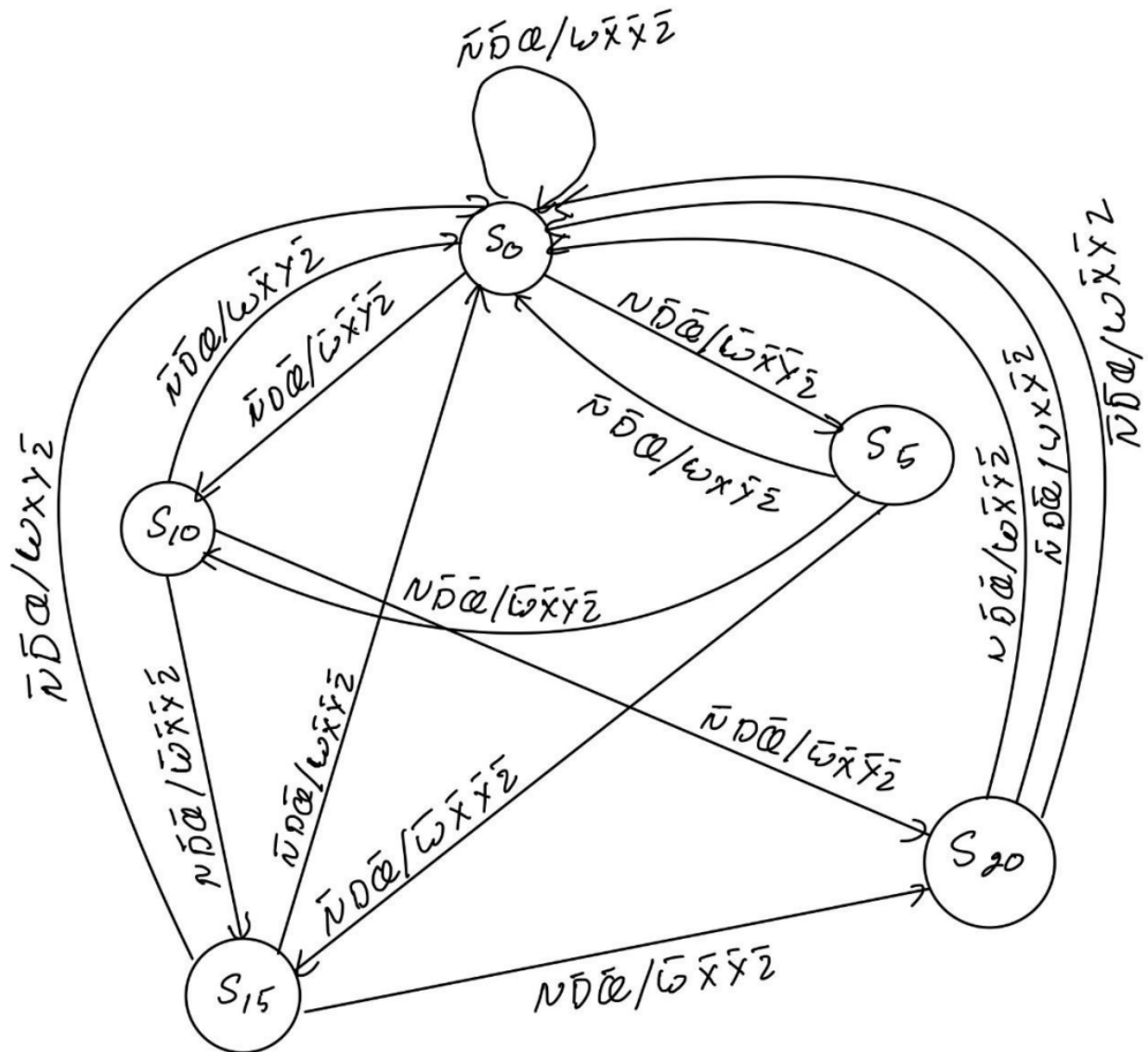


Name: Tanveer Singh Kahlon

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Lab 6: Vending Machine with testbench

1. State transition diagram:



2. State encoding table:

Input				Output	
Coin	N	D	Q	Dispense	w
Nickel	1	0	0	Return Nickel	x
Dime	0	1	0	Return Dime	y
Quarter	0	0	1	Return 2 Dimes	z

State Encoding

State	bs2	bs1	bs0
S ₀	0	0	0
S ₅	0	0	1
S ₁₀	0	1	0
S ₁₅	0	1	1
S ₂₀	1	0	0

3. State transition table with symbolic state representation and with encoded version, you should include both.

	Present state			Inputs			Next state			Output			
	ps ₂	ps ₁	ps ₀	N	D	Q	NS ₂	NS ₁	NS ₀	w	x	y	z
S ₀	0	0	0	1	0	0	0	0	1	0	0	0	0
S ₀	0	0	0	0	1	0	0	1	0	0	0	0	0
S ₀	0	0	0	0	0	1	0	0	0	1	0	0	0
S ₅	0	0	1	1	0	0	0	1	0	0	0	0	0
S ₅	0	0	1	0	1	0	0	1	1	0	0	0	0
S ₅	0	0	1	0	0	1	0	0	0	1	1	0	0
S ₁₀	0	1	0	1	0	0	0	1	1	0	0	0	0
S ₁₀	0	1	0	0	1	0	1	0	0	0	0	0	0
S ₁₀	0	1	0	0	0	1	0	0	0	1	0	1	0
S ₁₅	0	1	1	1	0	0	1	0	0	0	0	0	0
S ₁₅	0	1	1	0	1	0	0	0	0	1	0	0	0
S ₁₅	0	1	1	0	0	1	0	0	0	1	1	1	0
S ₂₀	1	0	0	1	0	0	0	0	0	1	0	0	0
S ₂₀	1	0	0	0	1	0	0	0	0	1	1	0	0
S ₂₀	1	0	0	0	0	1	0	0	0	1	0	0	1

4. Logic formulas for next state and output:

Equations for next state

$$NS_2 = \overline{ps_2} \cdot ps_1 \cdot \overline{ps_0} \cdot D + \overline{ps_2} \cdot ps_1 \cdot ps_0 \cdot N$$

$$NS_1 = \overline{ps_2} \cdot \overline{ps_1} \cdot \overline{ps_0} \cdot D + \overline{ps_2} \cdot \overline{ps_1} \cdot ps_0 \cdot N + \overline{ps_2} \cdot ps_1 \cdot \overline{ps_0} \cdot D \\ + \overline{ps_2} \cdot ps_1 \cdot ps_0 \cdot N$$

$$= \overline{ps_2} \cdot \overline{ps_1} \cdot D + \overline{ps_2} \cdot N (ps_1 \oplus ps_0)$$

$$NS_0 = \overline{ps_2} \cdot \overline{ps_1} \cdot \overline{ps_0} \cdot N + \overline{ps_2} \cdot \overline{ps_1} \cdot ps_0 \cdot D \\ + \overline{ps_2} \cdot ps_1 \cdot \overline{ps_0} \cdot N$$

$$= \overline{ps_2} \cdot \overline{ps_0} \cdot N + \overline{ps_2} \cdot ps_1 \cdot ps_0 \cdot D$$

Equations for outputs:-

$$\begin{aligned} W = & \overline{ps2} \cdot \overline{ps1} \cdot \overline{ps0} \cdot a + \overline{ps2} \cdot \overline{ps1} \cdot ps0 \cdot a + \overline{ps2} \cdot ps1 \cdot \overline{ps0} \cdot a \\ & + \overline{ps2} \cdot ps1 \cdot ps0 \cdot D + \overline{ps2} \cdot ps1 \cdot ps0 \cdot a + ps2 \cdot \overline{ps1} \cdot \overline{ps0} \cdot n \\ & + ps2 \cdot \overline{ps1} \cdot \overline{ps0} \cdot D + ps2 \cdot \overline{ps1} \cdot \overline{ps0} \cdot a \end{aligned}$$

$$\begin{aligned} = & \overline{ps2} \cdot \overline{ps1} \cdot \overline{ps0} \cdot a + \overline{ps2} \cdot \overline{ps1} \cdot ps0 \cdot a + \overline{ps2} \cdot ps1 \cdot \overline{ps0} \cdot a \\ & + \overline{ps2} \cdot ps1 \cdot ps0 (D + a) + ps2 \cdot \overline{ps1} \cdot \overline{ps0} (n + D + a) \end{aligned}$$

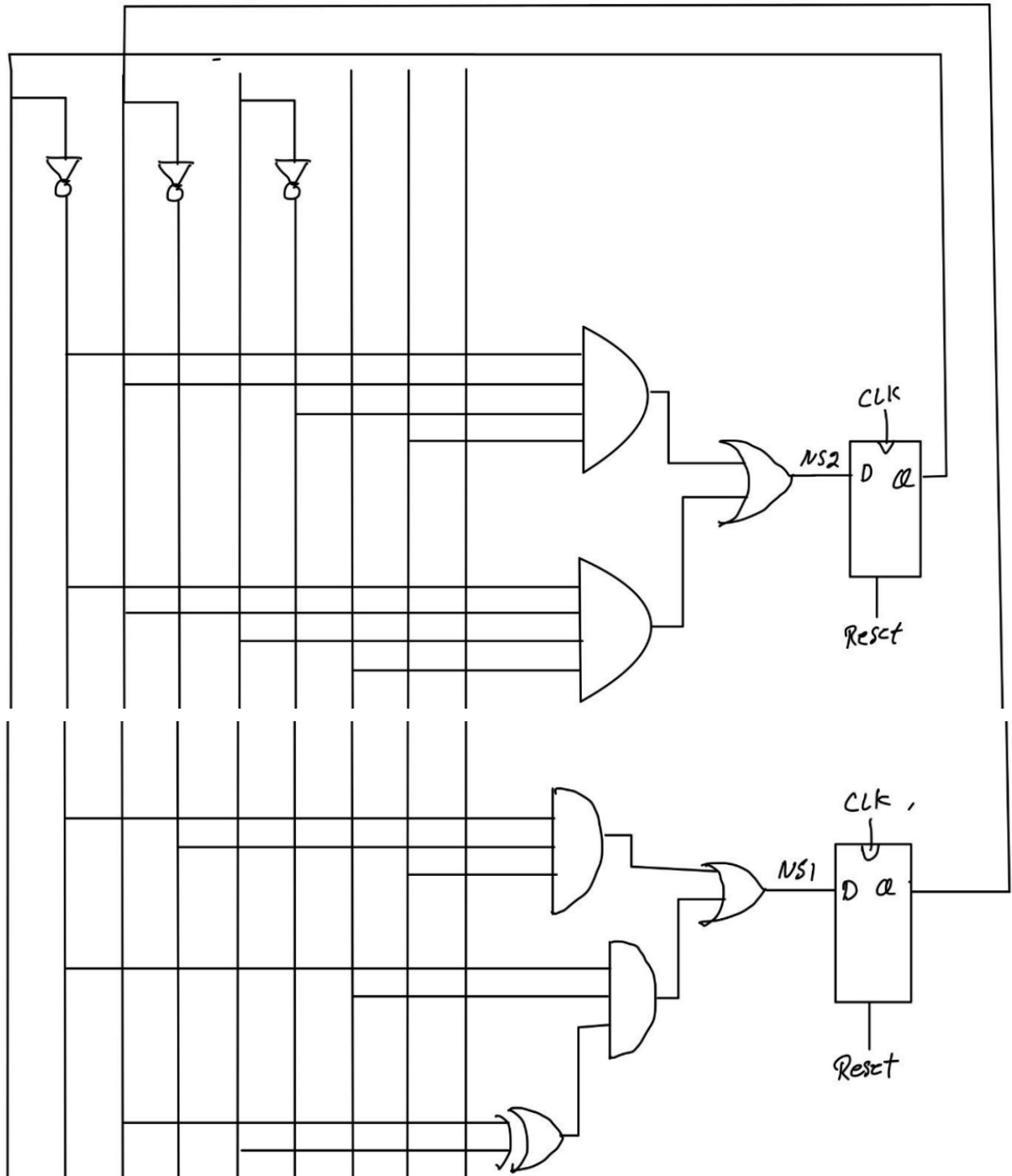
$$\begin{aligned} x = & \overline{ps2} \cdot \overline{ps1} \cdot ps0 \cdot a + \overline{ps2} \cdot ps1 \cdot ps0 \cdot a + ps2 \cdot \overline{ps1} \cdot \overline{ps0} \cdot D \\ = & \overline{ps2} \cdot ps0 \cdot a + ps2 \cdot \overline{ps1} \cdot \overline{ps0} \cdot D \end{aligned}$$

$$\begin{aligned} Y = & \overline{ps2} \cdot ps1 \cdot \overline{ps0} \cdot a + \overline{ps2} \cdot ps1 \cdot ps0 \cdot a \\ = & \overline{ps2} \cdot ps1 \cdot a \end{aligned}$$

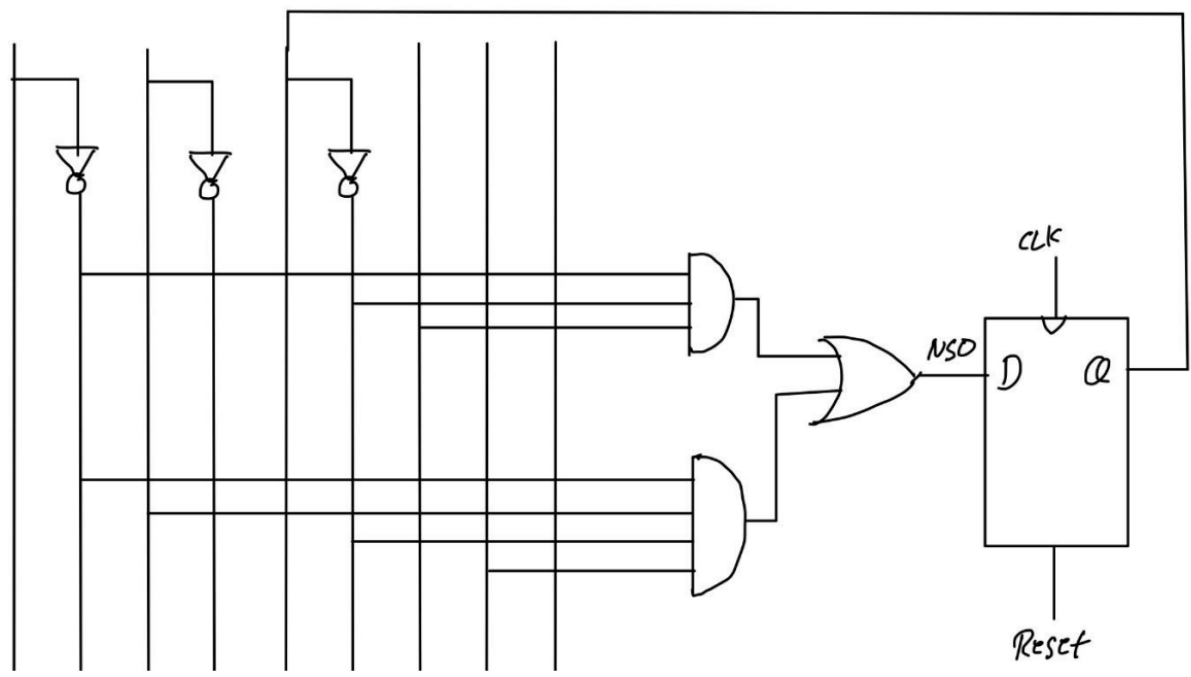
$$z = ps2 \cdot \overline{ps1} \cdot \overline{ps0} \cdot a$$

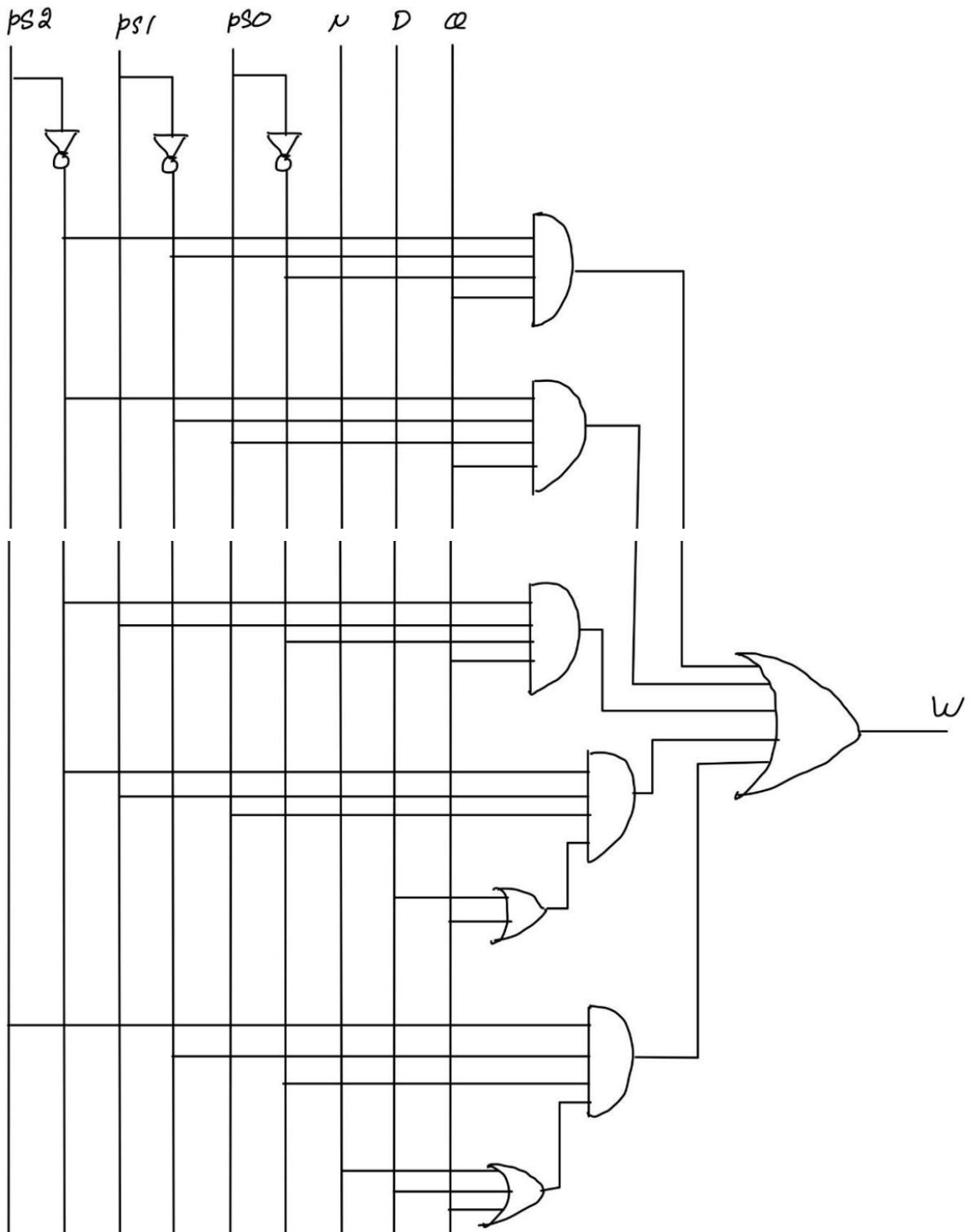
5. Schematic (combinational logic + resettable FF and outputs) of the FSM:

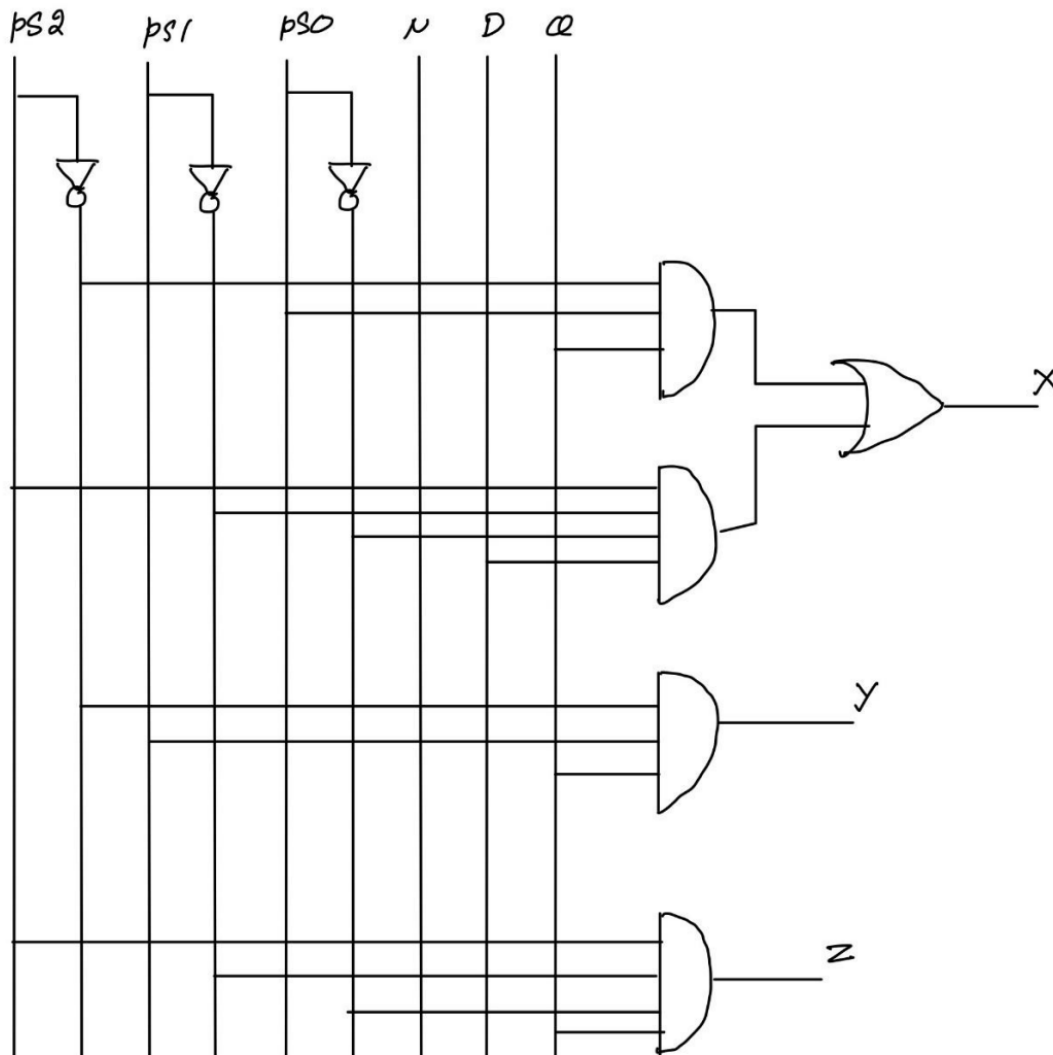
ps2 ps1 ps0 N D Q



ps2 ps1 ps0 N D Q







6. Verilog code for the FSM and test bench using test vectors. The test vectors should test all the possible inputs to the vending machine. The test vector should include at least two cases where excess change has been inserted (1Q + 1 D, 6 N, 2 D + 2 N, ...)

a. Verilog Code:

```
module cmpe125_lab6_tanveerkahlon (PS, N, D, Q, clk, reset, NS, W, X, Y, Z);
input N, D, Q, reset, clk;
output reg [2:0] PS, NS;
output reg W,X,Y,Z;
always @ (*)
begin
NS[2] = (~PS[2] & PS[1] & ~PS[0] & D) | (~PS[2] & PS[1] & PS[0] & N);
NS[1] = (~PS[2] & ~PS[1] & D) | (~PS[2] & N & (PS[1] ^ PS[0]));
NS[0] = (~PS[2] & ~PS[0] & N) | (~PS[2] & PS[1] & PS[0] & D);
end
```

```

always @ (posedge clk, posedge reset)
begin
if (reset)
PS <= 3'b000;
else
PS <= NS;
end

```

```

//outputs
always @(*)
begin
W = ((~PS[2])&(~PS[1])&(~PS[0])&Q) | ((~PS[2]) &(~PS[1])&(PS[0])&Q) | ((~PS[2])
& (PS[1])& (~PS[0])&Q) | ((~PS[2]) &(PS[1])&(PS[0])&(Q|D)) | ((PS[2])
&(~PS[1])&(~PS[0])&(N|D|Q));
X = (~PS[2] & PS[0] & Q) | (PS[2] & ~PS[1] & ~PS[0] & Q);
Y = ~PS[2] & PS[1] & Q;
Z = PS[2] & ~PS[1] & ~PS[0] & Q;
end
Endmodule

```

b. Test Bench Code:

```

module vm_tb();
reg D, Q,N, clk, reset;
reg Dispense_exp, Ret_Nickel_exp, Ret_Dime_exp, Ret_2Dime_exp;
wire [2:0] PS, NS;
wire Dispense,Ret_Nickel,Ret_Dime,Ret_2Dime;
reg [31:0] vectornum, errors;
reg [6:0] testvectors[10000:0];

cmpe125_lab6_tanveerkahlon test (.PS(PS) , .N(N), .D(D), .Q(Q) , .clk(clk), .reset(reset) ,
.NS(NS),
.W(Dispense), .X(Ret_Nickel), .Y(Ret_Dime), .Z(Ret_2Dime));
always
begin
clk = 1; #5; clk = 0; #5;
end

initial
begin
$readmemb ("test_vector.tv", testvectors);
vectornum = 0; errors = 0;
reset = 1; #10; reset = 0;
end

```

```
always @(posedge clk)
```

```
begin
```

```
{N,D, Q, Dispense_exp, Ret_Nickel_exp, Ret_Dime_exp, Ret_2Dime_exp} =
```

```
testvectors[vectornum];
```

```
End
```

```
always @ (negedge clk)
```

```
if (~reset)
```

```
begin //skip cycles during reset
```

```
if(Dispense!= Dispense_exp) begin //check result
```

```
$display("Error:inputs Nickel,Dime, and Quarter = %b with current state %b", {N, D,  
Q}, PS);
```

```
$display("output Dispense = %b (%b expected)", Dispense, Dispense_exp);
```

```
errors = errors + 1;
```

```
end
```

```
if (Ret_Nickel != Ret_Nickel_exp) begin // checx result
```

```
$display("Error: inputs Nickel, Dime, and Ouarter = %b with current state %b", {N, D,  
Q}, PS) ;
```

```
$display(" output Return Nickel = %b (%b expected)", Ret_Nickel, Ret_Nickel_exp);
```

```
errors = errors + 1;
```

```
end
```

```
if(Ret_Dime != Ret_Dime_exp) begin //checx result
```

```
$display("Error: inputs Nickel, Dime and Quarter = %b with current state %b", {N, D,  
Q}, PS) ;
```

```
$display(" output Return Dime = %b (%b expected)", Ret_Dime, Ret_Dime_exp);
```

```
errors = errors + 1;
```

```
end
```

```
if
```

```
(Ret_2Dime != Ret_2Dime_exp) begin // check result
```

```
$display("Error: inputs Nickel, Dime, and Quarter = %b with current state %b", {N, D,  
Q}, PS) ;
```

```
$display(" output Return two Dimes = %b (%b expected) ", Ret_2Dime,  
Ret_2Dime_exp);
```

```
errors = errors + 1;
```

```
end
```

```
vectornum = vectornum + 1;
```

```
if (testvectors [vectornum] === 7'bx) begin
```

```
$display("%d tests completed with %d error", vectornum, errors);
```

```
$finish;
```

```
end
```

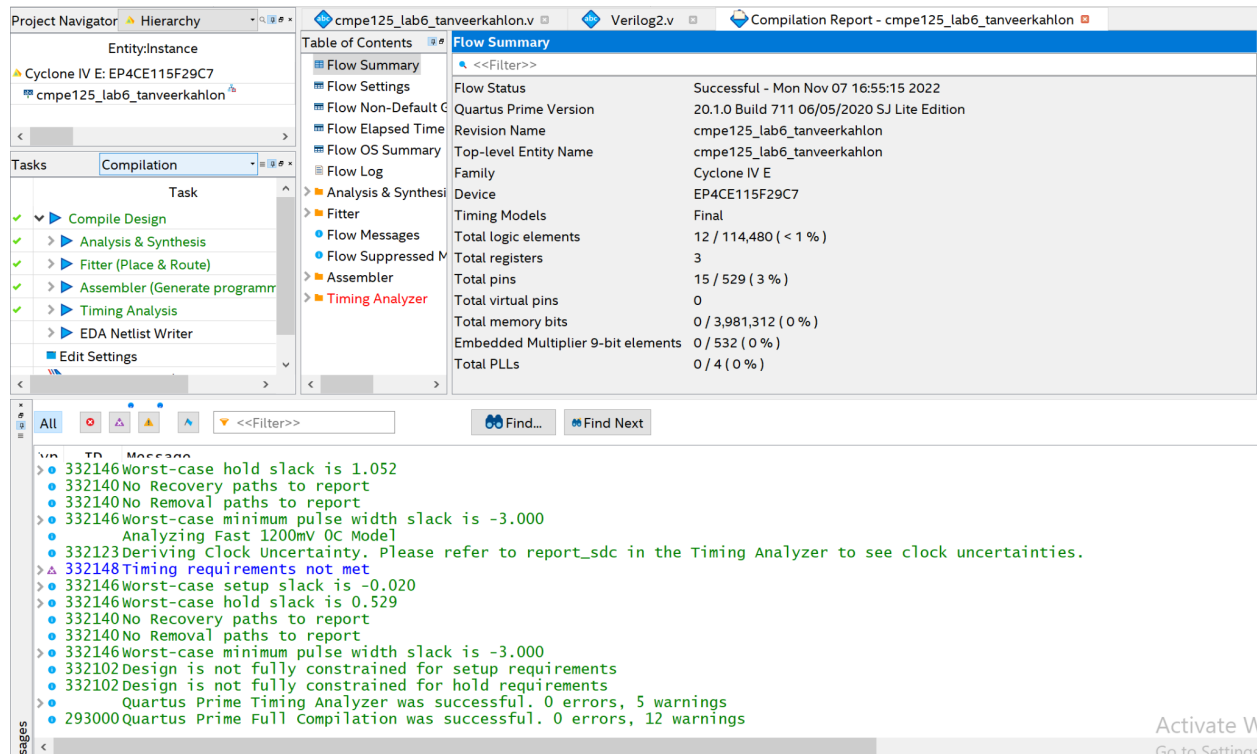
```
end
```

endmodule

c. Test Vector:

000_0000
001_1000
100_0000
100_0000
100_0000
100_0000
100_1000
100_0000
100_0000
010_0000
010_1100
010_0000
001_1010
100_0000
010_0000
100_0000
001_1001
010_0000
100_0000
010_1000
010_0000
100_0000
001_1110
100_0000
001_1100

7. Screenshots of the compiled Verilog without error:



8. Screenshots of the simulation results:



9. A summary describing verification of the implemented logic with the simulation results:

In this lab FSM is designed to function a vending machine which takes three inputs which are nickel, dime and quarter and output as Dispenser, nickel, dime, and quarter. First, designed

the state diagram which shows how the vending machine would work through the inputs. After that, checked all the inputs and made a encoding tables to make sure how the inputs will be using throughout the simulation. Then implemented the state transition table which shows the current and next state of the input, also it shows the output as well. Then minimized all the equations for next state and outputs which are used to make the handmade schematic. After designed the schematic, this implementation designed in Verilog coding, and included the test bench.