# Digital Design with the Verilog HDL Chapter 6 FSM with Verilog

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May 26, 2023



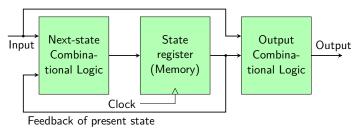
## **Explicit State Machines**

- Declare registers to store explicit states
- Combination logic circuit controls states
- Verilog:
  - Edge-trigger behaviour synchronizing the states
  - Level-trigger behaviour describing the next states and output logic

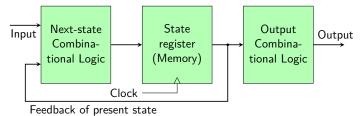


## Mealy machine vs. Moore machine

## Block Diagram of a Mealy sequential machine

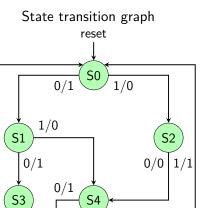


## Block Diagram of a Moore sequential machine



3/9

## BCD to Excess-3 Converter -FSM



1/0

**S**6

0/1

#### State transition table

	Next state/ output	
State	input	
	0	1
S0	S1/1	S2/0
S1	S3/1	S4/0
S2	S4/0	S4/1
S3	S5/0	S5/1
S4	S5/1	S6/0
S5	S0/0	S0/1
S6	S0/1	-/-



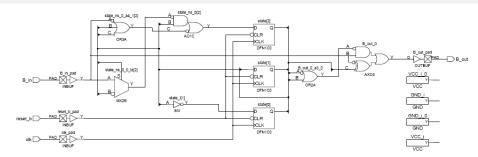
# BCD to Excess-3 Converter -Verilog (1/2)

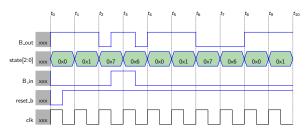
```
module BCD_to_Excess3(B_out, B_in, clk, reset);
  input B_in, clk, reset;
  output B_out;
  parameter S0 = 3'b000, //state encoding
            S1 = 3'b001,
            S2 = 3'b101,
            S3 = 3'b111,
            S4 = 3'b011,
            S5 = 3'b110,
            S6 = 3'b010,
            state_dont_care= 3'bx,
            out_dont_care= 1'bx;
  reg[2:0] state, next_state;
  reg B_out;
  //edge-trigger behaviour
  always @(posedge clk, negedge reset)
     if(reset == 1'b0) state <= S0;</pre>
     else state <= next state;</pre>
```

# BCD to Excess-3 Converter -Verilog (2/2)

```
always @(state, B_in) begin
  B \text{ out} = 0;
  case(state)
   S0: if(B in== 1'b0) begin
          next state= S1; B out= 1'b1; end
       else if(B in== 1'b1)
          next_state= S2;
   S1: if(B in== 1'b0) begin
          next_state= S3; B_out= 1'b1; end
       else if(B in== 1'b1)
          next_state= S4;
   S2: ...
   . . .
   S6: ...
   default: next state= state dont care;
 endcase
end
```

## Synthesized Circuit







## Sequence Recognizer: Mealy

```
module Seg Rec 3 1s Mealy (output Dout, input Din, En, clk,
    reset):
 parameter Sidle = 0, S0 = 1, S1 = 2, S2 = 3; // Binary
   code
 reg[1: 0] state, next_state;
 always @(negedge clk)
   if(reset == 1) state <= Sidle;</pre>
   else state <= next state:
 always @(state, Din, En) begin
   case(state)
     Sidle:if ((En == 1) && (Din == 1)) next state = S1:
       else if((En == 1) && (Din == 0)) next state = S0:
       else next state = Sidle;
     S0:if(Din == 0) next state = S0;
       else if(Din == 1) next state = S1:
       else next state = Sidle:
     S1:if(Din == 0) next state = S0;
       else if(Din == 1) next state = S2;
       else next state = Sidle:
     S2:if(Din == 0) next state = S0:
       else if(Din == 1) next state = S2;
       else next state = Sidle;
     default: next state = Sidle:
    endcase
  end
 assign Dout = ((state == S2) && (Din == 1 )); // Mealy
   output
endmodule
```



## Sequence Recognizer: Moore

```
module Seq Rec 3 1s Moore (output Dout,
                           input Din, En, clk, reset);
 parameter Sidle =0, S0 = 1, S1 = 2, S2 = 3, S3 = 4;
 reg[2: 0] state, next state:
 always @(negedge clk)
   if(reset == 1) state <= Sidle:
    else state <= next state:
 always @(state or Din) begin next state = Sidle:
    case(state)
     Sidle:if((En == 1) && (Din == 1)) next state = S1;
        else if((En == 1) && (Din == 0)) next state = S0;
        // else next state = Sidle; // Remove!
     S0:if(Din == 0) next state = S0;
        else if(Din == 1) next state = S1;
       // else next state = Sidle;
     S1:if(Din == 0) next state = S0:
        else if(Din == 1) next state = S2:
       // else next state = Sidle:
     S2. S3:if(Din == 0) next state = S0:
        else if(Din == 1) next state = S3:
       // else next state = Sidle:
     default: next state = Sidle: // Why not 3'bx?
    endcase
  end
 assign Dout = (state == S3); // Moore output
endmodule
```

