

CS M152A - Introduction to Digital Design Lab

Project 4: Finite State Machine Design - Vending Machine

Arnav Garg - 304911796

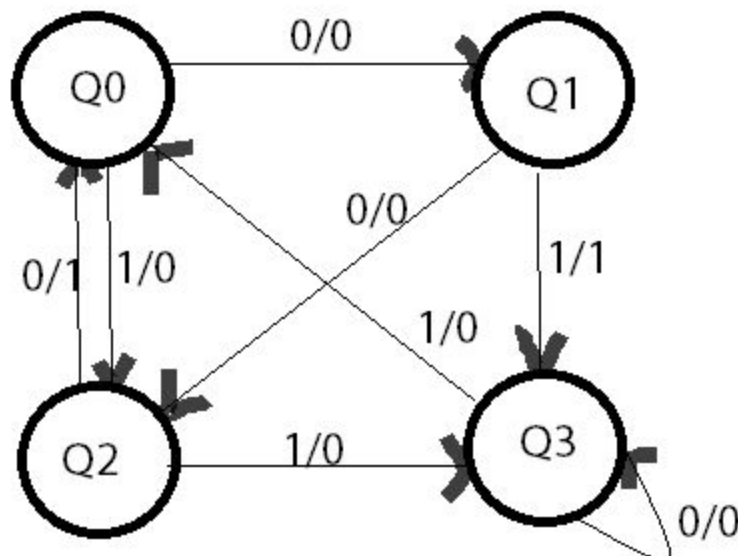
Introduction and Background:

The main goal of this lab is to build and simulate a finite state machine (FSM). Specifically, it requires us to design an FSM representing a vending machine that matches a certain specified behavior, and then run through simulations of the vending machine. This lab is only based on simulation - it does not use an FPGA.

Finite State Machines (FSMs) are particularly helpful in modeling sequential circuits since they can show transitions between the initial state, intermediate states, and finite states. These transitions are defined based on different inputs and the current state. Therefore, it may be the case that not every state is reachable from each other. I personally find that drawing out FSM diagrams resembles a Directed Acyclic Graph (DAG) in computer science, except that any possible “weights” on the edges are replaced with permissible inputs and corresponding outputs. It provides a very systematic way of observing a flow of actions through the network, which ensures that all cases are accounted for.

In particular, there are two types of FSMs - Moore Machines and Mealy Machines. Moore machines are those where the next state is only dependent on the current state. Mealy Machines are more complex - the next state is dependent on the current inputs as well as the current state. Given the nature of required interactions, designing the vending machine indicates that we need a Mealy Machine.

Example of a Mealy Machine FSM Diagram



Mealey Machine Working

In the example Mealy Machine above, there are 4 possible states one binary input.

Design Description:

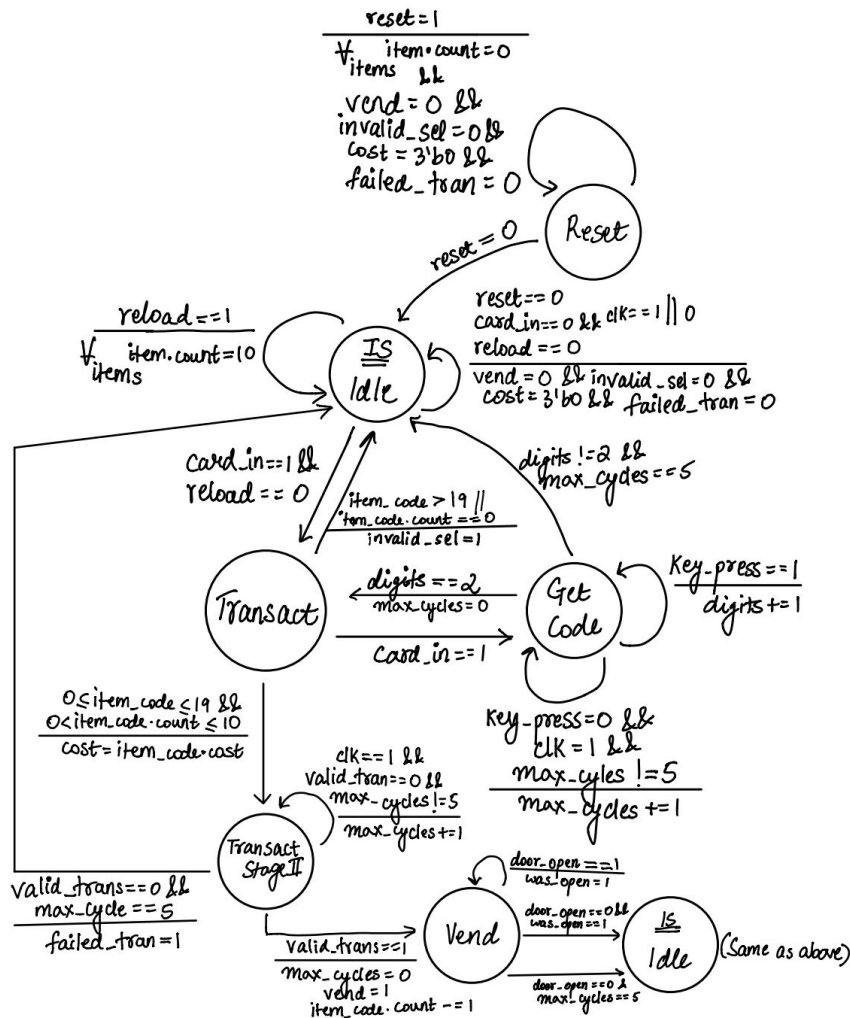
For the vending_machine.v top-level module that needs to be designed, the table below lists the various inputs and outputs.

INPUT	SIZE/ BEHAVIOR
CLK	1 bit. System clock (T= 10 ns)
RESET	1 bit. Set all item counters, outputs to 0 and go to the idle state.
RELOAD	1 bit. Reload the machine (set all item counters to 10)
CARD_IN	1 bit. Stays high as long as the card remains inserted.
ITEM_CODE <3:0>	4-bit signal to input item code. The 2 digit item code is entered one digit at a time. Must be entered while the card is inserted.
KEY_PRESS	1 bit. ITEM_CODE is valid for read when this signal is high.
VALID_TRAN	1 bit. HIGH = transaction using the inserted card is valid (can go high any time after item selection is determined to be valid)
DOOR_OPEN	1 bit. HIGH = The vending machine door is open (This can occur any time after the 'VEND' goes high.)

OUTPUTS:

OUTPUT	SIZE/BEHAVIOR
VEND	1 bit. Set to HIGH once the transaction is deemed to be valid. Set to LOW once DOOR_OPEN goes high and then low/ or if the door does not open in 5 clock cycles.
INVALID_SEL	1 bit. Set to HIGH if: 1. Only 1 digit of ITEM_CODE is entered and there is no 2nd digit after 5 clock cycles 2. The 2 digit ITEM_CODE is invalid (Ex. 23) 3. The counter for one of the items is 0.
COST<2:0>	3 bits. Set to 000 by default. Set to the cost of an item once item code is entered, and remains at this value until a new transaction begins. (Ex. \$5 = 101)
FAILED_TRAN	1 bit. Set to 1 if VALID_TRAN signal does not go high within 5 clock cycles of determining the ITEM_CODE

Based on this spec, below is an attached version of my FSM diagram. However, this changed quite a bit during the process of implementation - however, it still provides a high level idea of how all of these aspects are interconnected.



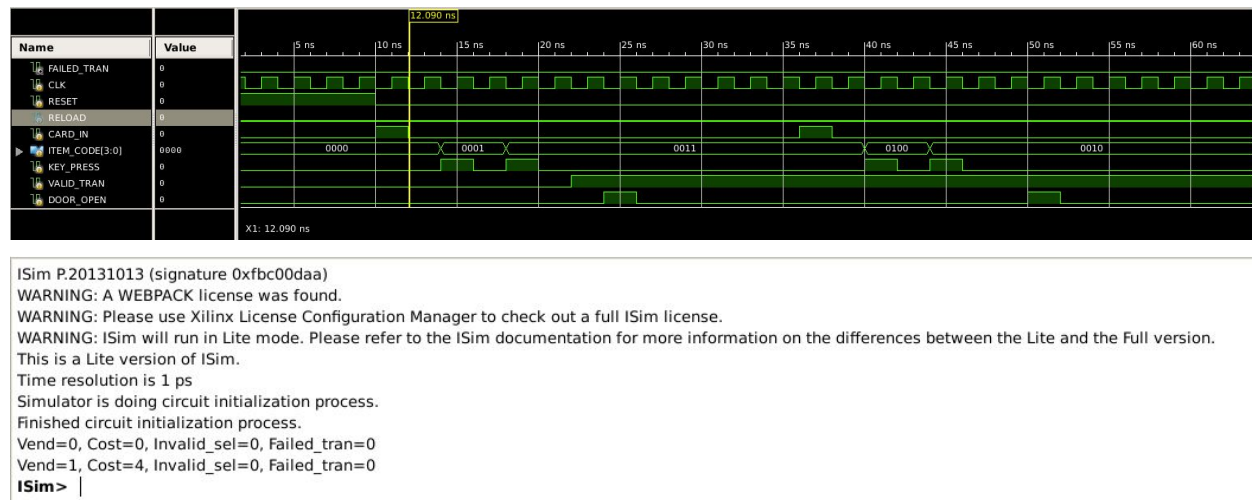
I am purposely choosing not to attach a picture of the semantics because there was nothing interesting to see beyond the same schematic diagram provided in the spec for this lab.

The basic intuition behind my code is that it has 11 states - idle, reload, vending, etc. as well as 6 states to represent the 6 sets snack items based on their cost in the vending machines. Items with the same cost have been treated the same way in the vending machine - the only thing that's independent for both of them is their cost as well as their counts.

The design overall has 4 always blocks mapping to an always block to update current state, next_state, outputs as well as the actual counter. Each of them handles different parts of the program itself - results in a separation of concerns.

During reset, all outputs are set to 0. For reload, all counts are set to 10. Further details are provided in the video itself and in the table above.

Simulation:



In particular, two simulations were tried. The first was a regular item by selecting item 13. The output, as observed in from both the waveforms and the output console indicate that the transaction was successful - Vend is 1 and Cost is 4, with no failures during the transaction. The simulation waveforms also indicate that KEY_PRESS is only set to high when an ITEM_CODE is being passed in, and that VALID_TRAN is set to 1 after VEND state has been entered. DOOR_OPEN increases to 1 and goes back to 0 to indicate taking out an item, after which the simulation returns to the IDLE state.

The second simulation that was attempted was that of an invalid transaction where an incorrect ITEM_CODE was passed in - in particular, the item code selected was 42, which is >19. The waveforms do indicate that 4 was selected first and 2 was selected second. However, this transaction does fail as expected, and INVALID_SEL is set to 1 as expected.

One bug that I found is that the behavior can often be a bit unpredictable, which is because I use a combination of sequential and combinational logic - I didn't just stick to one. However, I kept running into an array of errors while trying to stick to one, therefore I let this be.

// Synthesis Report

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=====
*                               Synthesis Options Summary                               *
=====
---- Source Parameters
Input File Name                : "vending_machine.prj"
Ignore Synthesis Constraint File : NO

---- Target Parameters
Output File Name                : "vending_machine"
Output Format                    : NGC
Target Device                    : xc7a100t-3-csg324

---- Source Options
Top Module Name                 : vending_machine
Automatic FSM Extraction         : YES
FSM Encoding Algorithm           : Auto
Safe Implementation              : No
FSM Style                        : LUT
RAM Extraction                   : Yes
RAM Style                        : Auto
ROM Extraction                   : Yes
Shift Register Extraction        : YES
ROM Style                        : Auto
Resource Sharing                 : YES
Asynchronous To Synchronous     : NO
Shift Register Minimum Size      : 2
Use DSP Block                    : Auto
Automatic Register Balancing     : No

---- Target Options
LUT Combining                   : Auto
Reduce Control Sets             : Auto
Add IO Buffers                   : YES
Global Maximum Fanout           : 100000
Add Generic Clock Buffer(BUFG)   : 32
Register Duplication             : YES
Optimize Instantiated Primitives : NO
Use Clock Enable                 : Auto
Use Synchronous Set              : Auto
Use Synchronous Reset            : Auto
Pack IO Registers into IOBs      : Auto
Equivalent register Removal      : YES

---- General Options
Optimization Goal                : Speed
Optimization Effort              : 1
Power Reduction                  : NO
Keep Hierarchy                   : No
Netlist Hierarchy                : As_Optimized
RTL Output                       : Yes
Global Optimization              : AllClockNets
Read Cores                       : YES
Write Timing Constraints          : NO
Cross Clock Analysis             : NO
Hierarchy Separator              : /
Bus Delimiter                    : <>
Case Specifier                   : Maintain

```

Slice Utilization Ratio : 100
BRAM Utilization Ratio : 100
DSP48 Utilization Ratio : 100
Auto BRAM Packing : NO
Slice Utilization Ratio Delta : 5

=====

* HDL Parsing *

=====

Analyzing Verilog file "/home/ise/Project4V2/vending_machine.v" into library work
Parsing module <vending_machine>.

=====

* HDL Elaboration *

=====

Elaborating module <vending_machine>.

WARNING:HDLCompiler:413 - "/home/ise/Project4V2/vending_machine.v" Line 296: Result of 8-bit expression is truncated to fit in 5-bit target.

=====

* HDL Synthesis *

=====

Synthesizing Unit <vending_machine>.

Related source file is "/home/ise/Project4V2/vending_machine.v".

IDLE = 32'b00000000000000000000000000000000
STATE_RELOAD = 32'b00000000000000000000000000000000
SELECTION = 32'b00000000000000000000000000000000
VEND_STATE = 32'b00000000000000000000000000000000
GET_CODE = 32'b00000000000000000000000000000000
SNACK_COST_1 = 32'b00000000000000000000000000000000
SNACK_COST_2 = 32'b00000000000000000000000000000000
SNACK_COST_3 = 32'b00000000000000000000000000000000
SNACK_COST_4 = 32'b00000000000000000000000000000000
SNACK_COST_5 = 32'b00000000000000000000000000000000
SNACK_COST_6 = 32'b00000000000000000000000000000000

Found 3-bit register for signal <cycles>.

Found 4-bit register for signal <current_state>.

Found 4-bit subtractor for signal <counter_0[3]_GND_1_o_sub_134_OUT> created at line 393.

Found 4-bit subtractor for signal <counter_1[3]_GND_1_o_sub_136_OUT> created at line 395.

Found 4-bit subtractor for signal <counter_2[3]_GND_1_o_sub_138_OUT> created at line 397.

Found 4-bit subtractor for signal <counter_3[3]_GND_1_o_sub_140_OUT> created at line 399.

Found 4-bit subtractor for signal <counter_4[3]_GND_1_o_sub_142_OUT> created at line 401.

Found 4-bit subtractor for signal <counter_5[3]_GND_1_o_sub_144_OUT> created at line 403.

Found 4-bit subtractor for signal <counter_6[3]_GND_1_o_sub_146_OUT> created at line 405.

Found 4-bit subtractor for signal <counter_7[3]_GND_1_o_sub_148_OUT> created at line 407.

Found 4-bit subtractor for signal <counter_8[3]_GND_1_o_sub_150_OUT> created at line 409.

Found 4-bit subtractor for signal <counter_9[3]_GND_1_o_sub_152_OUT> created at line 411.

Found 4-bit subtractor for signal <counter_10[3]_GND_1_o_sub_154_OUT> created at line 413.

Found 4-bit subtractor for signal <counter_11[3]_GND_1_o_sub_156_OUT> created at line 415.

Found 4-bit subtractor for signal <counter_12[3]_GND_1_o_sub_158_OUT> created at line 417.

Found 4-bit subtractor for signal <counter_13[3]_GND_1_o_sub_160_OUT> created at line 419.

Found 4-bit subtractor for signal <counter_14[3]_GND_1_o_sub_162_OUT> created at line 421.

Found 4-bit subtractor for signal <counter_15[3]_GND_1_o_sub_164_OUT> created at line 423.

Found 4-bit subtractor for signal <counter_16[3]_GND_1_o_sub_166_OUT> created at line 425.

Found 4-bit subtractor for signal <counter_17[3]_GND_1_o_sub_168_OUT> created at line 427.

Found 4-bit subtractor for signal <counter_18[3]_GND_1_o_sub_170_OUT> created at line 429.

Found 4-bit subtractor for signal <counter_19[3]_GND_1_o_sub_172_OUT> created at line 431.

Found 3-bit adder for signal <cycles[2]_GND_1_o_add_91_OUT> created at line 238.

Found 5-bit adder for signal <item_code[4]_GND_1_o_add_109_OUT> created at line 308.

Found 4x4-bit multiplier for signal <n0574> created at line 296.

Found 16x10-bit Read Only RAM for signal <_n0871>

[illegible]

[illegible]

[illegible]

[illegible]

WARNING:Xst:737 - Found 1-bit latch for signal <counter_18<3>>. Latches may be generated from incomplete case or if statements. We do not recommend the use of latches in FPGA/CPLD designs, as they may lead to timing problems.

WARNING:Xst:737 - Found 1-bit latch for signal <counter_18<2>>. Latches may be generated from incomplete case or if statements. We do not recommend the use of latches in FPGA/CPLD designs, as they may lead to timing problems.

WARNING:Xst:737 - Found 1-bit latch for signal <counter_18<1>>. Latches may be generated from incomplete case or if statements. We do not recommend the use of latches in FPGA/CPLD designs, as they may lead to timing problems.

WARNING:Xst:737 - Found 1-bit latch for signal <counter_18<0>>. Latches may be generated from incomplete case or if statements. We do not recommend the use of latches in FPGA/CPLD designs, as they may lead to timing problems.

WARNING:Xst:737 - Found 1-bit latch for signal <counter_19<3>>. Latches may be generated from incomplete case or if statements. We do not recommend the use of latches in FPGA/CPLD designs, as they may lead to timing problems.

WARNING:Xst:737 - Found 1-bit latch for signal <counter_19<2>>. Latches may be generated from incomplete case or if statements. We do not recommend the use of latches in FPGA/CPLD designs, as they may lead to timing problems.

WARNING:Xst:737 - Found 1-bit latch for signal <counter_19<1>>. Latches may be generated from incomplete case or if statements. We do not recommend the use of latches in FPGA/CPLD designs, as they may lead to timing problems.

WARNING:Xst:737 - Found 1-bit latch for signal <counter_19<0>>. Latches may be generated from incomplete case or if statements. We do not recommend the use of latches in FPGA/CPLD designs, as they may lead to timing problems.

WARNING:Xst:737 - Found 1-bit latch for signal <VEND>. Latches may be generated from incomplete case or if statements. We do not recommend the use of latches in FPGA/CPLD designs, as they may lead to timing problems.

WARNING:Xst:737 - Found 1-bit latch for signal <COST<2>>. Latches may be generated from incomplete case or if statements. We do not recommend the use of latches in FPGA/CPLD designs, as they may lead to timing problems.

WARNING:Xst:737 - Found 1-bit latch for signal <COST<1>>. Latches may be generated from incomplete case or if statements. We do not recommend the use of latches in FPGA/CPLD designs, as they may lead to timing problems.

WARNING:Xst:737 - Found 1-bit latch for signal <COST<0>>. Latches may be generated from incomplete case or if statements. We do not recommend the use of latches in FPGA/CPLD designs, as they may lead to timing problems.

WARNING:Xst:737 - Found 1-bit latch for signal <sel_cycle_flag>. Latches may be generated from incomplete case or if statements. We do not recommend the use of latches in FPGA/CPLD designs, as they may lead to timing problems.

WARNING:Xst:737 - Found 1-bit latch for signal <FAILED_TRAN>. Latches may be generated from incomplete case or if statements. We do not recommend the use of latches in FPGA/CPLD designs, as they may lead to timing problems.

Found 3-bit comparator greater for signal <cycles[2]_PWR_1_o_LessThan_11_o> created at line 108

Found 5-bit comparator lessequal for signal <n0012> created at line 116

Found 5-bit comparator lessequal for signal <n0022> created at line 128

Found 5-bit comparator lessequal for signal <n0024> created at line 128

Found 5-bit comparator lessequal for signal <n0035> created at line 139

Found 5-bit comparator lessequal for signal <n0037> created at line 139

Found 5-bit comparator lessequal for signal <n0048> created at line 150

Found 5-bit comparator lessequal for signal <n0050> created at line 150

Found 3-bit comparator greater for signal <PWR_1_o_cycles[2]_LessThan_93_o> created at line 241

Found 4-bit comparator equal for signal <current_state[3]_GND_1_o_equal_103_o> created at line 254

Found 4-bit comparator greater for signal <ITEM_CODE[3]_PWR_1_o_LessThan_106_o> created at line 291

Summary:

- inferred 1 RAM(s).
- inferred 1 Multiplier(s).
- inferred 22 Adder/Subtractor(s).
- inferred 7 D-type flip-flop(s).
- inferred 102 Latch(s).
- inferred 11 Comparator(s).
- inferred 147 Multiplexer(s).

Unit <vending_machine> synthesized.

===== HDL Synthesis Report

Macro Statistics

```

# RAMs                                     : 1
  16x10-bit single-port Read Only RAM      : 1
# Multipliers                             : 1
  4x4-bit multiplier                       : 1
# Adders/Subtractors                      : 22
  3-bit adder                             : 1
  4-bit subtractor                         : 20
  5-bit adder                             : 1
# Registers                               : 2
  3-bit register                           : 1
  4-bit register                           : 1
# Latches                                 : 102
  1-bit latch                             : 102
# Comparators                             : 11
  3-bit comparator greater                 : 2
  4-bit comparator equal                   : 1
  4-bit comparator greater                 : 1
  5-bit comparator lessequal              : 7
# Multiplexers                             : 147
  1-bit 2-to-1 multiplexer                 : 126
  4-bit 2-to-1 multiplexer                 : 20
  5-bit 2-to-1 multiplexer                 : 1

```

===== * Advanced HDL Synthesis * =====

WARNING:Xst:1293 - FF/Latch <digits_3> has a constant value of 0 in block <vending_machine>. This FF/Latch will be trimmed during the optimization process.

Synthesizing (advanced) Unit <vending_machine>.

The following registers are absorbed into counter <cycles>: 1 register on signal <cycles>.

INFO:Xst:3231 - The small RAM <Mram_n0871> will be implemented on LUTs in order to maximize performance and save block RAM resources. If you want to force its implementation on block, use option/constraint ram_style.

ram_type		Distributed	

Port A			
aspect ratio	16-word x 10-bit		
weA	connected to signal <GND>		high
addrA	connected to signal <current_state>		
diA	connected to signal <GND>		
doA	connected to internal node		

Unit <vending_machine> synthesized (advanced).

===== Advanced HDL Synthesis Report

Macro Statistics

```

# RAMs                                     : 1
  16x10-bit single-port distributed Read Only RAM : 1
# Multipliers                             : 1
  4x4-bit multiplier                       : 1
# Adders/Subtractors                      : 21
  4-bit subtractor                         : 20
  5-bit adder                             : 1
# Counters                               : 1

```

```

3-bit up counter                : 1
# Registers                      : 4
Flip-Flops                     : 4
# Comparators                   : 11
3-bit comparator greater        : 2
4-bit comparator equal          : 1
4-bit comparator greater        : 1
5-bit comparator lessequal      : 7
# Multiplexers                  : 147
1-bit 2-to-1 multiplexer        : 126
4-bit 2-to-1 multiplexer        : 20
5-bit 2-to-1 multiplexer        : 1

```

=====

```

*                               Low Level Synthesis                               *
=====

```

WARNING:Xst:1293 - FF/Latch <digits_3> has a constant value of 0 in block <vending_machine>.
This FF/Latch will be trimmed during the optimization process.

Optimizing unit <vending_machine> ...

Mapping all equations...

Building and optimizing final netlist ...

Found area constraint ratio of 100 (+ 5) on block vending_machine, actual ratio is 0.

FlipFlop current_state_0 has been replicated 1 time(s)

FlipFlop current_state_2 has been replicated 1 time(s)

FlipFlop current_state_3 has been replicated 1 time(s)

Latch VEND has been replicated 1 time(s) to handle iob=true attribute.

Final Macro Processing ...

=====

Final Register Report

Macro Statistics

```

# Registers                      : 10
Flip-Flops                     : 10

```

=====

```

*                               Partition Report                               *
=====

```

Partition Implementation Status

No Partitions were found in this design.

```

*                               Design Summary                               *
=====

```

Top Level Output File Name : vending_machine.ngc

Primitive and Black Box Usage:

```

# BELS                          : 195
# LUT2                          : 27
# LUT3                          : 32
# LUT4                          : 46
# LUT5                          : 63

```

```

#      LUT6                      : 27
# FlipFlops/Latches             : 112
#      FD                       : 3
#      FDR                      : 7
#      LD                       : 102
# Clock Buffers                  : 1
#      BUFGP                    : 1
# IO Buffers                     : 16
#      IBUF                     : 10
#      OBUF                     : 6

```

Device utilization summary:

Selected Device : 7a100tcsg324-3

Slice Logic Utilization:

Number of Slice Registers:	106	out of	126800	0%
Number of Slice LUTs:	195	out of	63400	0%
Number used as Logic:	195	out of	63400	0%

Slice Logic Distribution:

Number of LUT Flip Flop pairs used:	201			
Number with an unused Flip Flop:	95	out of	201	47%
Number with an unused LUT:	6	out of	201	2%
Number of fully used LUT-FF pairs:	100	out of	201	49%
Number of unique control sets:	33			

IO Utilization:

Number of IOs:	17			
Number of bonded IOBs:	17	out of	210	8%
IOB Flip Flops/Latches:	6			

Specific Feature Utilization:

Number of BUFG/BUFGCTRLs:	1	out of	32	3%
---------------------------	---	--------	----	----

Partition Resource Summary:

No Partitions were found in this design.

=====

Timing Report

NOTE: THESE TIMING NUMBERS ARE ONLY A SYNTHESIS ESTIMATE.
 FOR ACCURATE TIMING INFORMATION PLEASE REFER TO THE TRACE REPORT
 GENERATED AFTER PLACE-and-ROUTE.

Clock Information:

```

-----+-----
-----+-----+
Clock Signal |
Clock buffer(FF name) | Load |
-----+-----+
Mmux_current_state[3]_GND_16_o_Mux_422_o11(Mmux_current_state[3]_GND_16_o_Mux_422_o11:0) |
NONE(*) (item_code_flag) | 1 |
current_state[3]_GND_7_o_Mux_412_o(Mmux_current_state[3]_GND_7_o_Mux_412_o11:0) |
NONE(*) (item_code_3) | 5 |

```

```

current_state[3]_GND_20_o_Mux_429_o(Mmux_current_state[3]_GND_20_o_Mux_429_o11:O)      |
NONE(*) (counter_0_3) | 4 |
current_state[3]_GND_28_o_Mux_437_o(Mmux_current_state[3]_GND_28_o_Mux_437_o11:O)      |
NONE(*) (counter_2_3) | 4 |
current_state[3]_GND_52_o_Mux_461_o(Mmux_current_state[3]_GND_52_o_Mux_461_o11:O)      |
NONE(*) (counter_8_2) | 4 |
current_state[3]_GND_80_o_Mux_489_o(Mmux_current_state[3]_GND_80_o_Mux_489_o11:O)      |
NONE(*) (counter_15_3) | 4 |
current_state[3]_GND_92_o_Mux_501_o(Mmux_current_state[3]_GND_92_o_Mux_501_o11:O)      |
NONE(*) (counter_18_1) | 4 |
current_state[3]_GND_64_o_Mux_473_o(Mmux_current_state[3]_GND_64_o_Mux_473_o11:O)      |
NONE(*) (counter_11_3) | 4 |
current_state[3]_GND_72_o_Mux_481_o(Mmux_current_state[3]_GND_72_o_Mux_481_o11:O)      |
NONE(*) (counter_13_3) | 4 |
current_state[3]_GND_48_o_Mux_457_o(Mmux_current_state[3]_GND_48_o_Mux_457_o11:O)      |
NONE(*) (counter_7_3) | 4 |
current_state[3]_GND_96_o_Mux_505_o(Mmux_current_state[3]_GND_96_o_Mux_505_o11:O)      |
NONE(*) (counter_19_3) | 4 |
current_state[3]_GND_84_o_Mux_493_o(Mmux_current_state[3]_GND_84_o_Mux_493_o11:O)      |
NONE(*) (counter_16_3) | 4 |
current_state[3]_GND_40_o_Mux_449_o(Mmux_current_state[3]_GND_40_o_Mux_449_o11:O)      |
NONE(*) (counter_5_3) | 4 |
current_state[3]_GND_68_o_Mux_477_o(Mmux_current_state[3]_GND_68_o_Mux_477_o11:O)      |
NONE(*) (counter_12_2) | 4 |
current_state[3]_GND_32_o_Mux_441_o(Mmux_current_state[3]_GND_32_o_Mux_441_o11:O)      |
NONE(*) (counter_3_3) | 4 |
current_state[3]_GND_36_o_Mux_445_o(Mmux_current_state[3]_GND_36_o_Mux_445_o11:O)      |
NONE(*) (counter_4_1) | 4 |
current_state[3]_GND_44_o_Mux_453_o(Mmux_current_state[3]_GND_44_o_Mux_453_o11:O)      |
NONE(*) (counter_6_3) | 4 |
current_state[3]_GND_88_o_Mux_497_o(Mmux_current_state[3]_GND_88_o_Mux_497_o11:O)      |
NONE(*) (counter_17_3) | 4 |
current_state[3]_GND_24_o_Mux_433_o(Mmux_current_state[3]_GND_24_o_Mux_433_o11:O)      |
NONE(*) (counter_1_3) | 4 |
current_state[3]_GND_76_o_Mux_485_o(Mmux_current_state[3]_GND_76_o_Mux_485_o11:O)      |
NONE(*) (counter_14_3) | 4 |
current_state[3]_GND_60_o_Mux_469_o(Mmux_current_state[3]_GND_60_o_Mux_469_o11:O)      |
NONE(*) (counter_10_3) | 4 |
current_state[3]_GND_56_o_Mux_465_o(Mmux_current_state[3]_GND_56_o_Mux_465_o11:O)      |
NONE(*) (counter_9_3) | 4 |
current_state[3]_GND_2_o_Mux_83_o(Mmux_current_state[3]_GND_2_o_Mux_83_o16:O)          |
NONE(*) (next_state_2) | 4 |
CLK                                                                                      |
BUFGP                                                                                   | 10 |
current_state[3]_GND_16_o_Mux_422_o(Mmux_current_state[3]_GND_16_o_Mux_422_o12:O)      |
NONE(*) (get_cycle_flag) | 1 |
current_state[3]_GND_12_o_Mux_417_o(Mmux_current_state[3]_GND_12_o_Mux_417_o11:O)      |
NONE(*) (digits_0) | 2 |
current_state[3]_GND_18_o_Mux_426_o(Mmux_current_state[3]_GND_18_o_Mux_426_o11:O)      |
NONE(*) (INVALID_SEL) | 1 |
current_state[3]_GND_19_o_Mux_428_o(Mmux_current_state[3]_GND_19_o_Mux_428_o1:O)        |
NONE(*) (vend_cycle_flag) | 1 |
Mmux_current_state[3]_GND_7_o_Mux_412_o12(Mmux_current_state[3]_GND_7_o_Mux_412_o121:O) |
NONE(*) (VEND) | 2 |
Mram_n08715(Mram_n087151:O)                                                           |
NONE(*) (COST_2) | 3 |
current_state[3]_GND_104_o_Mux_515_o(Mmux_current_state[3]_GND_104_o_Mux_515_o11:O)    |
NONE(*) (sel_cycle_flag) | 1 |
current_state[3]_GND_105_o_Mux_517_o(Mmux_current_state[3]_GND_105_o_Mux_517_o11:O)    |
NONE(*) (FAILED_TRAN) | 1 |
-----+-----

```

(*) These 31 clock signal(s) are generated by combinatorial logic,
and XST is not able to identify which are the primary clock signals.
Please use the CLOCK_SIGNAL constraint to specify the clock signal(s) generated by
combinatorial logic.

INFO:Xst:2169 - HDL ADVISOR - Some clock signals were not automatically buffered by XST with BUFG/BUFR resources. Please use the buffer_type constraint in order to insert these buffers to the clock signals to help prevent skew problems.

Asynchronous Control Signals Information:

No asynchronous control signals found in this design

Timing Summary:

Speed Grade: -3

Minimum period: 1.614ns (Maximum Frequency: 619.732MHz)
Minimum input arrival time before clock: 1.903ns
Maximum output required time after clock: 0.751ns
Maximum combinational path delay: No path found

Timing Details:

All values displayed in nanoseconds (ns)

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_7_o_Mux_412_o'
Clock period: 1.523ns (frequency: 656.599MHz)
Total number of paths / destination ports: 15 / 5

Delay: 1.523ns (Levels of Logic = 2)
Source: item_code_2 (LATCH)
Destination: item_code_3 (LATCH)
Source Clock: current_state[3]_GND_7_o_Mux_412_o falling
Destination Clock: current_state[3]_GND_7_o_Mux_412_o falling

Data Path: item_code_2 to item_code_3

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	11	0.472	0.558	item_code_2 (item_code_2)
LUT6:I3->O	2	0.097	0.299	Madd_item_code[4]_GND_1_o_add_109_OUT_cy<2>11
(Madd_item_code[4]_GND_1_o_add_109_OUT_cy<2>)				
LUT6:I5->O	1	0.097	0.000	
Mmux_current_state[3]_item_code[4]_wide_mux_382_OUT<0>131				
(current_state[3]_item_code[4]_wide_mux_382_OUT<3>)				
LD:D		-0.028		item_code_3

Total		1.523ns (0.666ns logic, 0.857ns route) (43.7% logic, 56.3% route)		

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_20_o_Mux_429_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4

Delay: 1.135ns (Levels of Logic = 1)
Source: counter_0_2 (LATCH)
Destination: counter_0_3 (LATCH)
Source Clock: current_state[3]_GND_20_o_Mux_429_o falling
Destination Clock: current_state[3]_GND_20_o_Mux_429_o falling

Data Path: counter_0_2 to counter_0_3

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	3	0.472	0.566	counter_0_2 (counter_0_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_0[3]_wide_mux_388_OUT<3>1				
(current_state[3]_counter_0[3]_wide_mux_388_OUT<3>)				

```

LD:D                                -0.028                counter_0_3
-----
Total                                1.135ns (0.569ns logic, 0.566ns route)
                                         (50.1% logic, 49.9% route)

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_28_o_Mux_437_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4
-----

Delay:                                1.135ns (Levels of Logic = 1)
Source:                               counter_2_2 (LATCH)
Destination:                           counter_2_3 (LATCH)
Source Clock:                          current_state[3]_GND_28_o_Mux_437_o falling
Destination Clock: current_state[3]_GND_28_o_Mux_437_o falling

Data Path: counter_2_2 to counter_2_3
      Gate      Net
Cell:in->out  fanout  Delay  Delay  Logical Name (Net Name)
-----
LD:G->Q        3    0.472   0.566  counter_2_2 (counter_2_2)
LUT5:I1->O     1    0.097   0.000
current_state[3]_counter_2[3]_wide_mux_390_OUT<3>1
(current_state[3]_counter_2[3]_wide_mux_390_OUT<3>)
LD:D                                -0.028                counter_2_3
-----
Total                                1.135ns (0.569ns logic, 0.566ns route)
                                         (50.1% logic, 49.9% route)

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_52_o_Mux_461_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4
-----

Delay:                                1.135ns (Levels of Logic = 1)
Source:                               counter_8_2 (LATCH)
Destination:                           counter_8_3 (LATCH)
Source Clock:                          current_state[3]_GND_52_o_Mux_461_o falling
Destination Clock: current_state[3]_GND_52_o_Mux_461_o falling

Data Path: counter_8_2 to counter_8_3
      Gate      Net
Cell:in->out  fanout  Delay  Delay  Logical Name (Net Name)
-----
LD:G->Q        3    0.472   0.566  counter_8_2 (counter_8_2)
LUT5:I1->O     1    0.097   0.000
current_state[3]_counter_8[3]_wide_mux_396_OUT<3>1
(current_state[3]_counter_8[3]_wide_mux_396_OUT<3>)
LD:D                                -0.028                counter_8_3
-----
Total                                1.135ns (0.569ns logic, 0.566ns route)
                                         (50.1% logic, 49.9% route)

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_80_o_Mux_489_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4
-----

Delay:                                1.135ns (Levels of Logic = 1)
Source:                               counter_15_2 (LATCH)
Destination:                           counter_15_3 (LATCH)
Source Clock:                          current_state[3]_GND_80_o_Mux_489_o falling
Destination Clock: current_state[3]_GND_80_o_Mux_489_o falling

Data Path: counter_15_2 to counter_15_3
      Gate      Net

```

Cell:in->out	fanout	Delay	Delay	Logical Name (Net Name)
LD:G->Q	3	0.472	0.566	counter_15_2 (counter_15_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_15[3]_wide_mux_403_OUT<3>1				
(current_state[3]_counter_15[3]_wide_mux_403_OUT<3>)				
LD:D		-0.028		counter_15_3

Total		1.135ns (0.569ns logic, 0.566ns route)		
		(50.1% logic, 49.9% route)		

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_92_o_Mux_501_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4
=====

Delay: 1.135ns (Levels of Logic = 1)
Source: counter_18_2 (LATCH)
Destination: counter_18_3 (LATCH)
Source Clock: current_state[3]_GND_92_o_Mux_501_o falling
Destination Clock: current_state[3]_GND_92_o_Mux_501_o falling

Data Path: counter_18_2 to counter_18_3

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	3	0.472	0.566	counter_18_2 (counter_18_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_18[3]_wide_mux_406_OUT<3>1				
(current_state[3]_counter_18[3]_wide_mux_406_OUT<3>)				
LD:D		-0.028		counter_18_3

Total		1.135ns (0.569ns logic, 0.566ns route)		
		(50.1% logic, 49.9% route)		

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_64_o_Mux_473_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4
=====

Delay: 1.135ns (Levels of Logic = 1)
Source: counter_11_2 (LATCH)
Destination: counter_11_3 (LATCH)
Source Clock: current_state[3]_GND_64_o_Mux_473_o falling
Destination Clock: current_state[3]_GND_64_o_Mux_473_o falling

Data Path: counter_11_2 to counter_11_3

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	3	0.472	0.566	counter_11_2 (counter_11_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_11[3]_wide_mux_399_OUT<3>1				
(current_state[3]_counter_11[3]_wide_mux_399_OUT<3>)				
LD:D		-0.028		counter_11_3

Total		1.135ns (0.569ns logic, 0.566ns route)		
		(50.1% logic, 49.9% route)		

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_72_o_Mux_481_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4
=====

Delay: 1.135ns (Levels of Logic = 1)
Source: counter_13_2 (LATCH)

```

Destination:      counter_13_3 (LATCH)
Source Clock:     current_state[3]_GND_72_o_Mux_481_o falling
Destination Clock: current_state[3]_GND_72_o_Mux_481_o falling

Data Path: counter_13_2 to counter_13_3

```

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	3	0.472	0.566	counter_13_2 (counter_13_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_13[3]_wide_mux_401_OUT<3>1				
(current_state[3]_counter_13[3]_wide_mux_401_OUT<3>)				
LD:D		-0.028		counter_13_3
Total		1.135ns	(0.569ns logic, 0.566ns route)	(50.1% logic, 49.9% route)

```

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_48_o_Mux_457_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4
=====
Delay:      1.135ns (Levels of Logic = 1)
Source:     counter_7_2 (LATCH)
Destination: counter_7_3 (LATCH)
Source Clock: current_state[3]_GND_48_o_Mux_457_o falling
Destination Clock: current_state[3]_GND_48_o_Mux_457_o falling

Data Path: counter_7_2 to counter_7_3

```

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	3	0.472	0.566	counter_7_2 (counter_7_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_7[3]_wide_mux_395_OUT<3>1				
(current_state[3]_counter_7[3]_wide_mux_395_OUT<3>)				
LD:D		-0.028		counter_7_3
Total		1.135ns	(0.569ns logic, 0.566ns route)	(50.1% logic, 49.9% route)

```

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_96_o_Mux_505_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4
=====
Delay:      1.135ns (Levels of Logic = 1)
Source:     counter_19_2 (LATCH)
Destination: counter_19_3 (LATCH)
Source Clock: current_state[3]_GND_96_o_Mux_505_o falling
Destination Clock: current_state[3]_GND_96_o_Mux_505_o falling

Data Path: counter_19_2 to counter_19_3

```

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	3	0.472	0.566	counter_19_2 (counter_19_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_19[3]_wide_mux_407_OUT<3>1				
(current_state[3]_counter_19[3]_wide_mux_407_OUT<3>)				
LD:D		-0.028		counter_19_3
Total		1.135ns	(0.569ns logic, 0.566ns route)	(50.1% logic, 49.9% route)

```

=====

```

Timing constraint: Default period analysis for Clock 'current_state[3]_GND_84_o_Mux_493_o'
Clock period: 1.139ns (frequency: 877.732MHz)
Total number of paths / destination ports: 10 / 4

Delay: 1.139ns (Levels of Logic = 1)
Source: counter_16_2 (LATCH)
Destination: counter_16_3 (LATCH)
Source Clock: current_state[3]_GND_84_o_Mux_493_o falling
Destination Clock: current_state[3]_GND_84_o_Mux_493_o falling

Data Path: counter_16_2 to counter_16_3

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	4	0.472	0.570	counter_16_2 (counter_16_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_16[3]_wide_mux_404_OUT<3>1 (current_state[3]_counter_16[3]_wide_mux_404_OUT<3>)				
LD:D		-0.028		counter_16_3

Total		1.139ns (0.569ns logic, 0.570ns route) (49.9% logic, 50.1% route)		

Timing constraint: Default period analysis for Clock 'current_state[3]_GND_40_o_Mux_449_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4

Delay: 1.135ns (Levels of Logic = 1)
Source: counter_5_2 (LATCH)
Destination: counter_5_3 (LATCH)
Source Clock: current_state[3]_GND_40_o_Mux_449_o falling
Destination Clock: current_state[3]_GND_40_o_Mux_449_o falling

Data Path: counter_5_2 to counter_5_3

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	3	0.472	0.566	counter_5_2 (counter_5_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_5[3]_wide_mux_393_OUT<3>1 (current_state[3]_counter_5[3]_wide_mux_393_OUT<3>)				
LD:D		-0.028		counter_5_3

Total		1.135ns (0.569ns logic, 0.566ns route) (50.1% logic, 49.9% route)		

Timing constraint: Default period analysis for Clock 'current_state[3]_GND_68_o_Mux_477_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4

Delay: 1.135ns (Levels of Logic = 1)
Source: counter_12_2 (LATCH)
Destination: counter_12_3 (LATCH)
Source Clock: current_state[3]_GND_68_o_Mux_477_o falling
Destination Clock: current_state[3]_GND_68_o_Mux_477_o falling

Data Path: counter_12_2 to counter_12_3

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	3	0.472	0.566	counter_12_2 (counter_12_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_12[3]_wide_mux_400_OUT<3>1 (current_state[3]_counter_12[3]_wide_mux_400_OUT<3>)				

```

LD:D                                -0.028                counter_12_3
-----
Total                                1.135ns (0.569ns logic, 0.566ns route)
                                         (50.1% logic, 49.9% route)

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_32_o_Mux_441_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4
-----

Delay:                                1.135ns (Levels of Logic = 1)
Source:                                counter_3_2 (LATCH)
Destination:                           counter_3_3 (LATCH)
Source Clock:                          current_state[3]_GND_32_o_Mux_441_o falling
Destination Clock: current_state[3]_GND_32_o_Mux_441_o falling

Data Path: counter_3_2 to counter_3_3
      Gate      Net
Cell:in->out  fanout  Delay  Delay  Logical Name (Net Name)
-----
LD:G->Q        3    0.472   0.566  counter_3_2 (counter_3_2)
LUT5:I1->O     1    0.097   0.000
current_state[3]_counter_3[3]_wide_mux_391_OUT<3>1
(current_state[3]_counter_3[3]_wide_mux_391_OUT<3>)
LD:D                                -0.028                counter_3_3
-----
Total                                1.135ns (0.569ns logic, 0.566ns route)
                                         (50.1% logic, 49.9% route)

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_36_o_Mux_445_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4
-----

Delay:                                1.135ns (Levels of Logic = 1)
Source:                                counter_4_2 (LATCH)
Destination:                           counter_4_3 (LATCH)
Source Clock:                          current_state[3]_GND_36_o_Mux_445_o falling
Destination Clock: current_state[3]_GND_36_o_Mux_445_o falling

Data Path: counter_4_2 to counter_4_3
      Gate      Net
Cell:in->out  fanout  Delay  Delay  Logical Name (Net Name)
-----
LD:G->Q        3    0.472   0.566  counter_4_2 (counter_4_2)
LUT5:I1->O     1    0.097   0.000
current_state[3]_counter_4[3]_wide_mux_392_OUT<3>1
(current_state[3]_counter_4[3]_wide_mux_392_OUT<3>)
LD:D                                -0.028                counter_4_3
-----
Total                                1.135ns (0.569ns logic, 0.566ns route)
                                         (50.1% logic, 49.9% route)

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_44_o_Mux_453_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4
-----

Delay:                                1.135ns (Levels of Logic = 1)
Source:                                counter_6_2 (LATCH)
Destination:                           counter_6_3 (LATCH)
Source Clock:                          current_state[3]_GND_44_o_Mux_453_o falling
Destination Clock: current_state[3]_GND_44_o_Mux_453_o falling

Data Path: counter_6_2 to counter_6_3
      Gate      Net

```

Cell:in->out	fanout	Delay	Delay	Logical Name (Net Name)
LD:G->Q	3	0.472	0.566	counter_6_2 (counter_6_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_6[3]_wide_mux_394_OUT<3>1				
(current_state[3]_counter_6[3]_wide_mux_394_OUT<3>)				
LD:D		-0.028		counter_6_3

Total		1.135ns (0.569ns logic, 0.566ns route)		
		(50.1% logic, 49.9% route)		

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_88_o_Mux_497_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4

Delay: 1.135ns (Levels of Logic = 1)
Source: counter_17_2 (LATCH)
Destination: counter_17_3 (LATCH)
Source Clock: current_state[3]_GND_88_o_Mux_497_o falling
Destination Clock: current_state[3]_GND_88_o_Mux_497_o falling

Data Path: counter_17_2 to counter_17_3

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	3	0.472	0.566	counter_17_2 (counter_17_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_17[3]_wide_mux_405_OUT<3>1				
(current_state[3]_counter_17[3]_wide_mux_405_OUT<3>)				
LD:D		-0.028		counter_17_3

Total		1.135ns (0.569ns logic, 0.566ns route)		
		(50.1% logic, 49.9% route)		

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_24_o_Mux_433_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4

Delay: 1.135ns (Levels of Logic = 1)
Source: counter_1_2 (LATCH)
Destination: counter_1_3 (LATCH)
Source Clock: current_state[3]_GND_24_o_Mux_433_o falling
Destination Clock: current_state[3]_GND_24_o_Mux_433_o falling

Data Path: counter_1_2 to counter_1_3

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	3	0.472	0.566	counter_1_2 (counter_1_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_1[3]_wide_mux_389_OUT<3>1				
(current_state[3]_counter_1[3]_wide_mux_389_OUT<3>)				
LD:D		-0.028		counter_1_3

Total		1.135ns (0.569ns logic, 0.566ns route)		
		(50.1% logic, 49.9% route)		

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_76_o_Mux_485_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4

Delay: 1.135ns (Levels of Logic = 1)
Source: counter_14_2 (LATCH)

```

Destination:      counter_14_3 (LATCH)
Source Clock:     current_state[3]_GND_76_o_Mux_485_o falling
Destination Clock: current_state[3]_GND_76_o_Mux_485_o falling

Data Path: counter_14_2 to counter_14_3

```

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	3	0.472	0.566	counter_14_2 (counter_14_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_14[3]_wide_mux_402_OUT<3>1				
(current_state[3]_counter_14[3]_wide_mux_402_OUT<3>)				
LD:D		-0.028		counter_14_3

Total		1.135ns (0.569ns logic, 0.566ns route)		
		(50.1% logic, 49.9% route)		

```

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_60_o_Mux_469_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4
-----
Delay:      1.135ns (Levels of Logic = 1)
Source:     counter_10_2 (LATCH)
Destination: counter_10_3 (LATCH)
Source Clock: current_state[3]_GND_60_o_Mux_469_o falling
Destination Clock: current_state[3]_GND_60_o_Mux_469_o falling

Data Path: counter_10_2 to counter_10_3

```

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	3	0.472	0.566	counter_10_2 (counter_10_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_10[3]_wide_mux_398_OUT<3>1				
(current_state[3]_counter_10[3]_wide_mux_398_OUT<3>)				
LD:D		-0.028		counter_10_3

Total		1.135ns (0.569ns logic, 0.566ns route)		
		(50.1% logic, 49.9% route)		

```

=====
Timing constraint: Default period analysis for Clock 'current_state[3]_GND_56_o_Mux_465_o'
Clock period: 1.135ns (frequency: 880.980MHz)
Total number of paths / destination ports: 10 / 4
-----
Delay:      1.135ns (Levels of Logic = 1)
Source:     counter_9_2 (LATCH)
Destination: counter_9_3 (LATCH)
Source Clock: current_state[3]_GND_56_o_Mux_465_o falling
Destination Clock: current_state[3]_GND_56_o_Mux_465_o falling

Data Path: counter_9_2 to counter_9_3

```

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	3	0.472	0.566	counter_9_2 (counter_9_2)
LUT5:I1->O	1	0.097	0.000	
current_state[3]_counter_9[3]_wide_mux_397_OUT<3>1				
(current_state[3]_counter_9[3]_wide_mux_397_OUT<3>)				
LD:D		-0.028		counter_9_3

Total		1.135ns (0.569ns logic, 0.566ns route)		
		(50.1% logic, 49.9% route)		

```

=====

```


Timing constraint: Default period analysis for Clock 'current_state[3]_GND_12_o_Mux_417_o'
Clock period: 1.117ns (frequency: 894.935MHz)
Total number of paths / destination ports: 4 / 2

Delay: 1.117ns (Levels of Logic = 1)
Source: digits_1 (LATCH)
Destination: digits_0 (LATCH)
Source Clock: current_state[3]_GND_12_o_Mux_417_o falling
Destination Clock: current_state[3]_GND_12_o_Mux_417_o falling

Data Path: digits_1 to digits_0

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	9	0.472	0.548	digits_1 (digits_1)
LUT4:I1->O	1	0.097	0.000	
Mmux_current_state[3]_digits[3]_wide_mux_383_OUT<0>11 (current_state[3]_digits[3]_wide_mux_383_OUT<0>)				
LD:D		-0.028		digits_0
Total				
		1.117ns (0.569ns logic, 0.548ns route)		
		(50.9% logic, 49.1% route)		

Timing constraint: Default period analysis for Clock 'CLK'
Clock period: 1.614ns (frequency: 619.732MHz)
Total number of paths / destination ports: 33 / 3

Delay: 1.614ns (Levels of Logic = 2)
Source: cycles_1 (FF)
Destination: cycles_1 (FF)
Source Clock: CLK rising
Destination Clock: CLK rising

Data Path: cycles_1 to cycles_1

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
FD:C->Q	7	0.361	0.539	cycles_1 (cycles_1)
LUT3:I0->O	1	0.097	0.511	Mcount_cycles_val_SW1 (N13)
LUT5:I2->O	1	0.097	0.000	cycles_1_rstpot (cycles_1_rstpot)
FD:D		0.008		cycles_1
Total				
		1.614ns (0.563ns logic, 1.051ns route)		
		(34.9% logic, 65.1% route)		

Timing constraint: Default OFFSET IN BEFORE for Clock
'Mmux_current_state[3]_GND_16_o_Mux_422_o11'
Total number of paths / destination ports: 1 / 1

Offset: 0.303ns (Levels of Logic = 1)
Source: KEY_PRESS (PAD)
Destination: item_code_flag (LATCH)
Destination Clock: Mmux_current_state[3]_GND_16_o_Mux_422_o11 falling

Data Path: KEY_PRESS to item_code_flag

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
IBUF:I->O	6	0.001	0.302	KEY_PRESS_IBUF (KEY_PRESS_IBUF)
LD:D		-0.028		item_code_flag
Total				
		0.303ns (0.001ns logic, 0.302ns route)		
		(0.3% logic, 99.7% route)		

```
=====
Timing constraint: Default OFFSET IN BEFORE for Clock 'current_state[3]_GND_7_o_Mux_412_o'
Total number of paths / destination ports: 25 / 5
-----
```

```
Offset:          1.903ns (Levels of Logic = 4)
Source:          ITEM_CODE<2> (PAD)
Destination:     item_code_4 (LATCH)
Destination Clock: current_state[3]_GND_7_o_Mux_412_o falling
```

Data Path: ITEM_CODE<2> to item_code_4

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
IBUF:I->O	6	0.001	0.402	ITEM_CODE_2_IBUF (ITEM_CODE_2_IBUF)
LUT2:I0->O	2	0.097	0.515	Mmult_n0574_Madd_cy<3>11
(Mmult_n0574_Madd_cy<3>)				
LUT6:I3->O	1	0.097	0.693	Madd_item_code[4]_GND_1_o_add_109_OUT_cy<3>11_SW0 (N10)
LUT6:I0->O	1	0.097	0.000	Mmux_current_state[3]_item_code[4]_wide_mux_382_OUT<0>14
(current_state[3]_item_code[4]_wide_mux_382_OUT<4>)				
LD:D		-0.028		item_code_4

Total		1.903ns (0.292ns logic, 1.611ns route) (15.3% logic, 84.7% route)		

```
=====
Timing constraint: Default OFFSET IN BEFORE for Clock 'current_state[3]_GND_2_o_Mux_83_o'
Total number of paths / destination ports: 11 / 3
-----
```

```
Offset:          1.731ns (Levels of Logic = 4)
Source:          KEY_PRESS (PAD)
Destination:     next_state_3 (LATCH)
Destination Clock: current_state[3]_GND_2_o_Mux_83_o falling
```

Data Path: KEY_PRESS to next_state_3

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
IBUF:I->O	6	0.001	0.579	KEY_PRESS_IBUF (KEY_PRESS_IBUF)
LUT4:I0->O	2	0.097	0.561	KEY_PRESS_cycles[2]_AND_2_o1
(KEY_PRESS_cycles[2]_AND_2_o)				
LUT6:I2->O	2	0.097	0.299	current_state<1>1 (current_state<1>_mmx_out)
LUT3:I2->O	1	0.097	0.000	Mmux_current_state[3]_next_state[0]_Mux_88_o24
(current_state[3]_next_state[0]_Mux_88_o)				
LD:D		-0.028		next_state_0

Total		1.731ns (0.292ns logic, 1.439ns route) (16.9% logic, 83.1% route)		

```
=====
Timing constraint: Default OFFSET IN BEFORE for Clock 'CLK'
Total number of paths / destination ports: 7 / 7
-----
```

```
Offset:          0.657ns (Levels of Logic = 1)
Source:          RESET (PAD)
Destination:     current_state_0 (FF)
Destination Clock: CLK rising
```

Data Path: RESET to current_state_0

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
IBUF:I->O	7	0.001	0.307	RESET_IBUF (RESET_IBUF)
FDR:R		0.349		current_state_0

Total 0.657ns (0.350ns logic, 0.307ns route)
(53.2% logic, 46.8% route)

=====
Timing constraint: Default OFFSET IN BEFORE for Clock 'current_state[3]_GND_16_o_Mux_422_o'
Total number of paths / destination ports: 1 / 1

Offset: 0.416ns (Levels of Logic = 2)
Source: KEY_PRESS (PAD)
Destination: get_cycle_flag (LATCH)
Destination Clock: current_state[3]_GND_16_o_Mux_422_o falling

Data Path: KEY_PRESS to get_cycle_flag

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
IBUF:I->O	6	0.001	0.318	KEY_PRESS_IBUF (KEY_PRESS_IBUF)
LUT2:I1->O	1	0.097	0.000	Mmux_current_state[3]_get_cycle_flag_Mux_421_o11
(current_state[3]_get_cycle_flag_Mux_421_o)				
LD:D		-0.028		get_cycle_flag
Total		0.416ns	(0.098ns logic, 0.318ns route)	(23.5% logic, 76.5% route)

=====
Timing constraint: Default OFFSET OUT AFTER for Clock 'Mram__n08715'
Total number of paths / destination ports: 3 / 3

Offset: 0.751ns (Levels of Logic = 1)
Source: COST_2 (LATCH)
Destination: COST<2> (PAD)
Source Clock: Mram__n08715 falling

Data Path: COST_2 to COST<2>

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	1	0.472	0.279	COST_2 (COST_2)
OBUF:I->O		0.000		COST_2_OBUF (COST<2>)
Total		0.751ns	(0.472ns logic, 0.279ns route)	(62.8% logic, 37.2% route)

=====
Timing constraint: Default OFFSET OUT AFTER for Clock
'Mmux_current_state[3]_GND_7_o_Mux_412_o12'
Total number of paths / destination ports: 1 / 1

Offset: 0.751ns (Levels of Logic = 1)
Source: VEND_1 (LATCH)
Destination: VEND (PAD)
Source Clock: Mmux_current_state[3]_GND_7_o_Mux_412_o12 falling

Data Path: VEND_1 to VEND

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	1	0.472	0.279	VEND_1 (VEND_1)
OBUF:I->O		0.000		VEND_OBUF (VEND)
Total		0.751ns	(0.472ns logic, 0.279ns route)	(62.8% logic, 37.2% route)

=====
Timing constraint: Default OFFSET OUT AFTER for Clock 'current_state[3]_GND_18_o_Mux_426_o'
Total number of paths / destination ports: 1 / 1

```

-----
Offset:          0.751ns (Levels of Logic = 1)
Source:          INVALID_SEL (LATCH)
Destination:     INVALID_SEL (PAD)
Source Clock:    current_state[3]_GND_18_o_Mux_426_o falling

```

Data Path: INVALID_SEL to INVALID_SEL

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	1	0.472	0.279	INVALID_SEL (INVALID_SEL_OBUF)
OBUF:I->O		0.000		INVALID_SEL_OBUF (INVALID_SEL)

Total		0.751ns (0.472ns logic, 0.279ns route) (62.8% logic, 37.2% route)		

```

=====
Timing constraint: Default OFFSET OUT AFTER for Clock 'current_state[3]_GND_105_o_Mux_517_o'
Total number of paths / destination ports: 1 / 1
-----

```

```

Offset:          0.751ns (Levels of Logic = 1)
Source:          FAILED_TRAN (LATCH)
Destination:     FAILED_TRAN (PAD)
Source Clock:    current_state[3]_GND_105_o_Mux_517_o falling

```

Data Path: FAILED_TRAN to FAILED_TRAN

Cell:in->out	fanout	Gate Delay	Net Delay	Logical Name (Net Name)
LD:G->Q	1	0.472	0.279	FAILED_TRAN (FAILED_TRAN_OBUF)
OBUF:I->O		0.000		FAILED_TRAN_OBUF (FAILED_TRAN)

Total		0.751ns (0.472ns logic, 0.279ns route) (62.8% logic, 37.2% route)		

```

=====
Cross Clock Domains Report:
-----

```

Clock to Setup on destination clock CLK

Source Clock	Src:Rise	Src:Fall	Dest:Rise	Dest:Fall
CLK	1.614			
Mmux_current_state[3]_GND_7_o_Mux_412_o12		1.746		
current_state[3]_GND_104_o_Mux_515_o		1.280		
current_state[3]_GND_16_o_Mux_422_o		1.756		
current_state[3]_GND_19_o_Mux_428_o		1.619		
current_state[3]_GND_2_o_Mux_83_o		0.773		

Clock to Setup on destination clock Mmux_current_state[3]_GND_7_o_Mux_412_o12

Source Clock	Src:Rise	Src:Fall	Dest:Rise	Dest:Fall
CLK			1.136	

Clock to Setup on destination clock Mram_n08715

Source Clock	Src:Rise	Src:Fall	Dest:Rise	Dest:Fall

CLK			1.122	
-----	--	--	-------	--

Clock to Setup on destination clock current_state[3]_GND_104_o_Mux_515_o

	Src:Rise	Src:Fall	Src:Rise	Src:Fall
Source Clock	Dest:Rise	Dest:Rise	Dest:Fall	Dest:Fall
CLK			1.120	

Clock to Setup on destination clock current_state[3]_GND_105_o_Mux_517_o

	Src:Rise	Src:Fall	Src:Rise	Src:Fall
Source Clock	Dest:Rise	Dest:Rise	Dest:Fall	Dest:Fall
CLK			1.136	

Clock to Setup on destination clock current_state[3]_GND_12_o_Mux_417_o

	Src:Rise	Src:Fall	Src:Rise	Src:Fall
Source Clock	Dest:Rise	Dest:Rise	Dest:Fall	Dest:Fall
CLK			1.136	
Mmux_current_state[3]_GND_16_o_Mux_422_o11			1.153	
current_state[3]_GND_12_o_Mux_417_o			1.117	

Clock to Setup on destination clock current_state[3]_GND_16_o_Mux_422_o

	Src:Rise	Src:Fall	Src:Rise	Src:Fall
Source Clock	Dest:Rise	Dest:Rise	Dest:Fall	Dest:Fall
CLK			0.959	

Clock to Setup on destination clock current_state[3]_GND_18_o_Mux_426_o

	Src:Rise	Src:Fall	Src:Rise	Src:Fall
Source Clock	Dest:Rise	Dest:Rise	Dest:Fall	Dest:Fall
CLK			1.122	

Clock to Setup on destination clock current_state[3]_GND_19_o_Mux_428_o

	Src:Rise	Src:Fall	Src:Rise	Src:Fall
Source Clock	Dest:Rise	Dest:Rise	Dest:Fall	Dest:Fall
CLK			1.136	

Clock to Setup on destination clock current_state[3]_GND_20_o_Mux_429_o

	Src:Rise	Src:Fall	Src:Rise	Src:Fall
Source Clock	Dest:Rise	Dest:Rise	Dest:Fall	Dest:Fall
CLK			1.263	
current_state[3]_GND_20_o_Mux_429_o			1.135	

Clock to Setup on destination clock current_state[3]_GND_24_o_Mux_433_o

	Src:Rise	Src:Fall	Src:Rise	Src:Fall
Source Clock	Dest:Rise	Dest:Rise	Dest:Fall	Dest:Fall

CLK			1.263	
current_state[3]_GND_24_o_Mux_433_o			1.135	

Clock to Setup on destination clock current_state[3]_GND_28_o_Mux_437_o

	Src:Rise	Src:Fall	Src:Rise	Src:Fall
Source Clock	Dest:Rise	Dest:Rise	Dest:Fall	Dest:Fall
CLK			1.263	
current_state[3]_GND_28_o_Mux_437_o			1.135	

Clock to Setup on destination clock current_state[3]_GND_2_o_Mux_83_o

	Src:Rise	Src:Fall	Src:Rise	Src:Fall
Source Clock	Dest:Rise	Dest:Rise	Dest:Fall	Dest:Fall
CLK			2.051	
current_state[3]_GND_12_o_Mux_417_o			2.166	
current_state[3]_GND_20_o_Mux_429_o			3.838	
current_state[3]_GND_24_o_Mux_433_o			3.048	
current_state[3]_GND_28_o_Mux_437_o			5.399	
current_state[3]_GND_32_o_Mux_441_o			4.618	
current_state[3]_GND_36_o_Mux_445_o			3.102	
current_state[3]_GND_40_o_Mux_449_o			3.873	
current_state[3]_GND_44_o_Mux_453_o			5.443	
current_state[3]_GND_48_o_Mux_457_o			4.663	
current_state[3]_GND_52_o_Mux_461_o			5.006	
current_state[3]_GND_56_o_Mux_465_o			4.226	
current_state[3]_GND_60_o_Mux_469_o			3.446	
current_state[3]_GND_64_o_Mux_473_o			2.656	
current_state[3]_GND_68_o_Mux_477_o			3.971	
current_state[3]_GND_72_o_Mux_481_o			3.181	
current_state[3]_GND_76_o_Mux_485_o			5.531	
current_state[3]_GND_7_o_Mux_412_o			3.259	
current_state[3]_GND_80_o_Mux_489_o			4.751	
current_state[3]_GND_84_o_Mux_493_o			2.528	
current_state[3]_GND_88_o_Mux_497_o			3.179	
current_state[3]_GND_92_o_Mux_501_o			2.573	
current_state[3]_GND_96_o_Mux_505_o			1.793	

Clock to Setup on destination clock current_state[3]_GND_32_o_Mux_441_o

	Src:Rise	Src:Fall	Src:Rise	Src:Fall
Source Clock	Dest:Rise	Dest:Rise	Dest:Fall	Dest:Fall
CLK			1.263	
current_state[3]_GND_32_o_Mux_441_o			1.135	

Clock to Setup on destination clock current_state[3]_GND_36_o_Mux_445_o

	Src:Rise	Src:Fall	Src:Rise	Src:Fall
Source Clock	Dest:Rise	Dest:Rise	Dest:Fall	Dest:Fall
CLK			1.263	
current_state[3]_GND_36_o_Mux_445_o			1.135	

Clock to Setup on destination clock current_state[3]_GND_40_o_Mux_449_o

	Src:Rise	Src:Fall	Src:Rise	Src:Fall
Source Clock	Dest:Rise	Dest:Rise	Dest:Fall	Dest:Fall

CLK				1.263	
current_state[3]_GND_40_o_Mux_449_o				1.135	

Clock to Setup on destination clock current_state[3]_GND_44_o_Mux_453_o

	Src:Rise Src:Fall Src:Rise Src:Fall
Source Clock	Dest:Rise Dest:Rise Dest:Fall Dest:Fall
CLK	1.263
current_state[3]_GND_44_o_Mux_453_o	1.135

Clock to Setup on destination clock current_state[3]_GND_48_o_Mux_457_o

	Src:Rise Src:Fall Src:Rise Src:Fall
Source Clock	Dest:Rise Dest:Rise Dest:Fall Dest:Fall
CLK	1.263
current_state[3]_GND_48_o_Mux_457_o	1.135

Clock to Setup on destination clock current_state[3]_GND_52_o_Mux_461_o

	Src:Rise Src:Fall Src:Rise Src:Fall
Source Clock	Dest:Rise Dest:Rise Dest:Fall Dest:Fall
CLK	1.263
current_state[3]_GND_52_o_Mux_461_o	1.135

Clock to Setup on destination clock current_state[3]_GND_56_o_Mux_465_o

	Src:Rise Src:Fall Src:Rise Src:Fall
Source Clock	Dest:Rise Dest:Rise Dest:Fall Dest:Fall
CLK	1.263
current_state[3]_GND_56_o_Mux_465_o	1.135

Clock to Setup on destination clock current_state[3]_GND_60_o_Mux_469_o

	Src:Rise Src:Fall Src:Rise Src:Fall
Source Clock	Dest:Rise Dest:Rise Dest:Fall Dest:Fall
CLK	1.263
current_state[3]_GND_60_o_Mux_469_o	1.135

Clock to Setup on destination clock current_state[3]_GND_64_o_Mux_473_o

	Src:Rise Src:Fall Src:Rise Src:Fall
Source Clock	Dest:Rise Dest:Rise Dest:Fall Dest:Fall
CLK	1.263
current_state[3]_GND_64_o_Mux_473_o	1.135

Clock to Setup on destination clock current_state[3]_GND_68_o_Mux_477_o

	Src:Rise Src:Fall Src:Rise Src:Fall
Source Clock	Dest:Rise Dest:Rise Dest:Fall Dest:Fall
CLK	1.263
current_state[3]_GND_68_o_Mux_477_o	1.135

```

-----+-----+-----+-----+-----+
Clock to Setup on destination clock current_state[3]_GND_72_o_Mux_481_o
-----+-----+-----+-----+-----+
Source Clock          | Src:Rise| Src:Fall| Src:Rise| Src:Fall|
                      |Dest:Rise|Dest:Rise|Dest:Fall|Dest:Fall|
-----+-----+-----+-----+-----+
CLK                   |         |         | 1.263|         |
current_state[3]_GND_72_o_Mux_481_o|         |         | 1.135|         |
-----+-----+-----+-----+-----+

Clock to Setup on destination clock current_state[3]_GND_76_o_Mux_485_o
-----+-----+-----+-----+-----+
Source Clock          | Src:Rise| Src:Fall| Src:Rise| Src:Fall|
                      |Dest:Rise|Dest:Rise|Dest:Fall|Dest:Fall|
-----+-----+-----+-----+-----+
CLK                   |         |         | 1.263|         |
current_state[3]_GND_76_o_Mux_485_o|         |         | 1.135|         |
-----+-----+-----+-----+-----+

Clock to Setup on destination clock current_state[3]_GND_7_o_Mux_412_o
-----+-----+-----+-----+-----+
Source Clock          | Src:Rise| Src:Fall| Src:Rise| Src:Fall|
                      |Dest:Rise|Dest:Rise|Dest:Fall|Dest:Fall|
-----+-----+-----+-----+-----+
CLK                   |         |         | 2.240|         |
Mmux_current_state[3]_GND_16_o_Mux_422_o11|         |         | 2.081|         |
current_state[3]_GND_12_o_Mux_417_o      |         |         | 2.080|         |
current_state[3]_GND_7_o_Mux_412_o        |         |         | 1.523|         |
-----+-----+-----+-----+-----+

Clock to Setup on destination clock current_state[3]_GND_80_o_Mux_489_o
-----+-----+-----+-----+-----+
Source Clock          | Src:Rise| Src:Fall| Src:Rise| Src:Fall|
                      |Dest:Rise|Dest:Rise|Dest:Fall|Dest:Fall|
-----+-----+-----+-----+-----+
CLK                   |         |         | 1.263|         |
current_state[3]_GND_80_o_Mux_489_o|         |         | 1.135|         |
-----+-----+-----+-----+-----+

Clock to Setup on destination clock current_state[3]_GND_84_o_Mux_493_o
-----+-----+-----+-----+-----+
Source Clock          | Src:Rise| Src:Fall| Src:Rise| Src:Fall|
                      |Dest:Rise|Dest:Rise|Dest:Fall|Dest:Fall|
-----+-----+-----+-----+-----+
CLK                   |         |         | 1.263|         |
current_state[3]_GND_84_o_Mux_493_o|         |         | 1.139|         |
-----+-----+-----+-----+-----+

Clock to Setup on destination clock current_state[3]_GND_88_o_Mux_497_o
-----+-----+-----+-----+-----+
Source Clock          | Src:Rise| Src:Fall| Src:Rise| Src:Fall|
                      |Dest:Rise|Dest:Rise|Dest:Fall|Dest:Fall|
-----+-----+-----+-----+-----+
CLK                   |         |         | 1.263|         |
current_state[3]_GND_88_o_Mux_497_o|         |         | 1.135|         |
-----+-----+-----+-----+-----+

Clock to Setup on destination clock current_state[3]_GND_92_o_Mux_501_o
-----+-----+-----+-----+-----+
Source Clock          | Src:Rise| Src:Fall| Src:Rise| Src:Fall|
                      |Dest:Rise|Dest:Rise|Dest:Fall|Dest:Fall|
-----+-----+-----+-----+-----+
CLK                   |         |         | 1.263|         |
current_state[3]_GND_92_o_Mux_501_o|         |         | 1.135|         |
-----+-----+-----+-----+-----+

```



```

Clock to Setup on destination clock current_state[3]_GND_96_o_Mux_505_o
-----+-----+-----+-----+-----+
Source Clock          | Src:Rise| Src:Fall| Src:Rise| Src:Fall|
                      |Dest:Rise|Dest:Rise|Dest:Fall|Dest:Fall|
-----+-----+-----+-----+-----+
CLK                   |         |         | 1.263|         |
current_state[3]_GND_96_o_Mux_505_o|         |         | 1.135|         |
-----+-----+-----+-----+-----+
=====

```

```

Total REAL time to Xst completion: 9.00 secs
Total CPU time to Xst completion: 8.63 secs

```

```
-->
```

```
Total memory usage is 603872 kilobytes
```

```

Number of errors      :    0 (    0 filtered)
Number of warnings    :   105 (    0 filtered)
Number of infos       :    2 (    0 filtered)

```

Conclusion:

Overall, the Verilog design does model the overall expected behavior from the Vending Machine FSM. This required the creation of multiple intermediate states that could be used to simulate a vending machine.

One of the biggest challenges I had was creating 2D arrays that actually be synthesized. I kept getting Verilog errors for various different aspects (especially my arrays for counters and costs). Therefore, I had to switch to implementing each counter independently, and switched to using 6 states to represent the object with various costs. The second issue I had was not knowing to use negedge in my test bench, causing unpredictable behaviour as well as lack of change of states from time to time. The third issue I had was creating counters to keep track of the missed cycles in between different states - for this, I realized that the only way to do it was to create and manage independent flags - very similar to what is seen in C code.

This lab was definitely challenging and much harder than it initially looked.