

## Design Example:

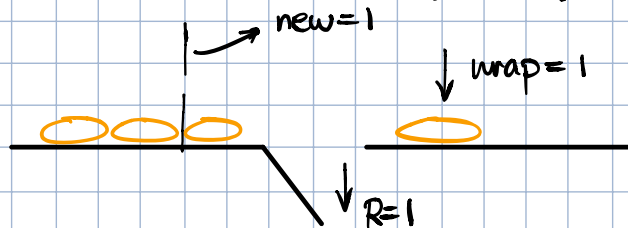
A factory bakes cookies that move down a conveyor belt. There are 3 sensors examine each cookie:

$S_0$ : gives 1 iff a cookie is burned.

$S_1$ : gives 1 iff a cookie is too light in weight.

$S_2$ : gives 1 iff a cookie is not round.

- A logic function  $R=1$  rejects only cookie for which two or more sensors produce 1. Cookies not rejected get wrapped.



- Design a finite state machine (controller) that does the following. synchronized. by a clock signal:

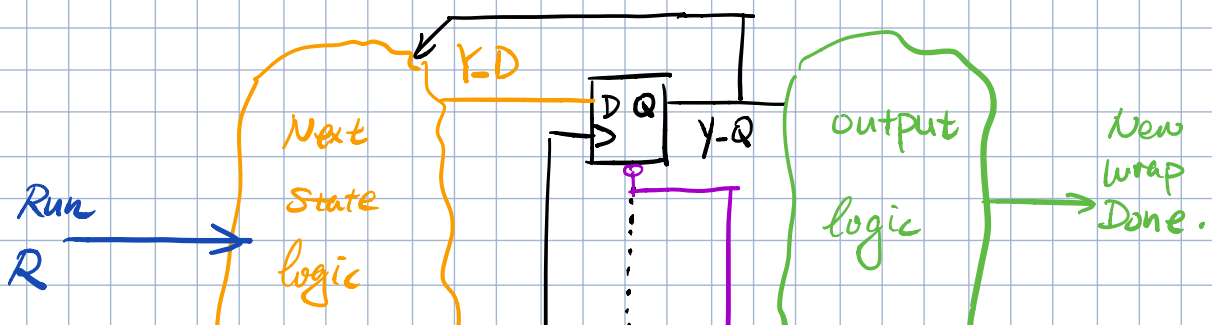
- When an input  $Run=0$ , don't do anything. But when  $Run=1$ , request a cookie by setting  $New=1$  for one clock cycle.

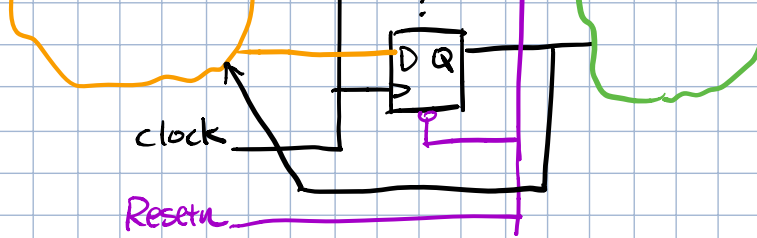
- \* - wait a clock cycle to allow the sensors to produce  $R$ .

- if the cookie gives  $R=1$ , don't wrap it. Set  $Done=1$

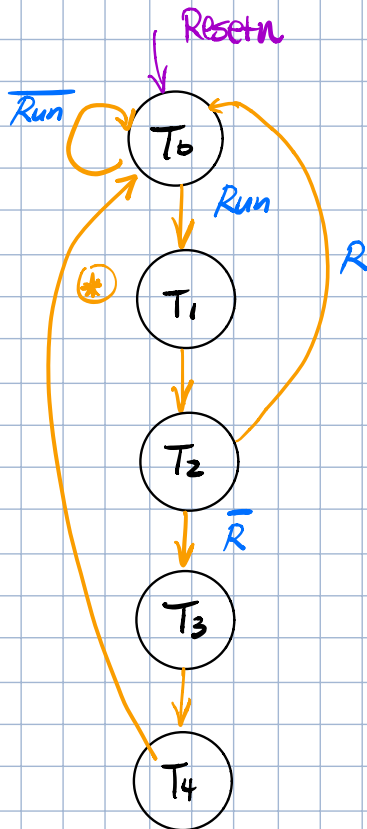
- but if the cookies gives  $R=0$ , set  $wrap=1$  for two clock cycles

In the second of these cycles set  $Done=1$





### State Diagram.



	T <sub>0</sub>	T <sub>1</sub>	T <sub>2</sub>	T <sub>3</sub>	T <sub>4</sub>
R=1	New=Run		Done=1		
R=0	New=Run			Wrap=1	Done=1 Wrap=1

Implement the FSM on the DE1-SoC Board.:

- connect Run to SW9

Resetn to KEY0

clock to KEY1

SENSORS to SW2, SW1, SW0

### Verilog.

```
module FSM-control (sw, KEY, LEDR);
```

```
... declare ports & wires
```

```
reg [2:0] y-Q, Y-D;
```

```
wire [1:0] sum;
```

```
parameter T0 = 3'b000, T1 = 3'b001, .... T4 = 3'b100;
```

```
//FSM state table
```

```
always @ (*)
```

```
case (y-Q)
```

```
T0: if (Run) Y-D = T1;
```

```
else Y-D = T0;
```

```
T1: Y-D = T2;
```

```
T2: if (R) Y-D = T0;
```

```
else Y-D = T3;
```

```
T3: Y-D = T4;
```

```
T4: Y-D = T0;
```

```
default: Y-D = 3'bxxx;
```

means don't care,  
but we have to  
specify it, to  
avoid latches.

```
endcase
```

```
// FSM outputs.
```

```
always @ (*)
```

```
begin
```

```
Done = 1'b0; New = 1'b0; wrap = 1'b0
```

default values  
avoid latches.

```
case (y-Q)
```

```
T0: New = Run;
```

```
T1:
```

```
T2: if (R) Done = 1'b1;
```

```
T3: wrap = 1'b1;
```

```
T4: begin
```

```
wrap = 1'b1; Done = 1'b1;
```

```
end.
```

```
always@ (posedge KEY[0])
```

```
if (KEY[0] == 0) y-Q <= T0;
```

```
else y-Q <= Y-D;
```

```
assign sum = sw[2] + sw[1] + sw[0];
```

```
assign R = sum[1];
```

```
assign LEDR[9] = sw[9];
```

```
...
```

```
assign LEDR[0] = sw[0];
```

```
endmodule.
```