# Tahmini Ders İçeriği (Tentative Couse Schedule – Syllabus)



- 1. Hafta: Sayısal Sinyaller/Sistemler, İkilik Tabanda Sayılar, Taban Aritmetiği, İşaretli/Eksi Sayıların Gösterimi, Sayısal Tasarım Tarihçesi
- **2. Hafta:** İkili Mantık Aritmetiği ve Kapıları, Bool Cebiri Teorisi ve Tanımları, Bool Fonksiyonları, Kapı-Seviyesinde Yalınlaştırma, Karnough Haritası, Önemsenmeyen Durumlar, NAND, NOR, XOR
- 3-4. Hafta: FPGA, Birleşik (Combinational) Devreler, Aritmetik Modüller, Decoder, Encoder, Mux, Verilog HDL
- 5. Hafta: Ardışık (Sequential) Devreler, Mandal (Latch), Flip-Flop, Yazmaçlar (Registers)

Lab Sınavı (265/264L) (19 Ekim)

- 6. Hafta: (17-21 Ekim) Durum Makinaları, Örnek Tasarımlar, Sayaçlar (Counters)
- 7. Hafta: (24-28 Ekim) RTL (Register Transfer Level) ASMD (Algorithmic State Machine and Datapath) Tasarımları
- 8. Hafta: (31 Ekim 4 Kasım) Bellekler, FPGA'da Block RAM, OpenRAM

Ara Sınav (265/264) (15 Kasım)

- 9. Hafta: (7-11 Kasım) Durağan Zaman Analizi (Static Timing Analysis)
- 10. Hafta: (14-18 Kasım) ???
- 11-12. Hafta: (21-25 Kasım, 28 Kasım 2 Aralık) Boru hattı, FPGA ve ASIC Tasarım Akışları

Final (Aralık) – Proje Teslimleri (18 Aralık)

# SONLU DURUM MAKINELERI (FINITE STATE MACHINES)



Neden "sonlu durum" → Çünkü n adet FF ile 2^n kadar durum meydana getirilebiliyor

Durum tablosu oluşturma → Giriş sinyalleri ve şu anki duruma (present state) göre sonraki durum (next state) ve çıkış sinyallerini hesaplamak

Her bir saat vuruşunda, FF'lar sonraki durum (next state) değerini alırlar ve buna göre de çıkış sinyalleri güncellenir

2 tür sonlu durum makinesi vardır: Moore – Mealy

Moore makinelerinde, çıkış sinyalleri sadece devrenin o anki durumuna bağlıdır

Mealy makinelerinde, çıkış sinyalleri hem devrenin o anki durumuna, hem de giriş sinyallerine bağlıdır

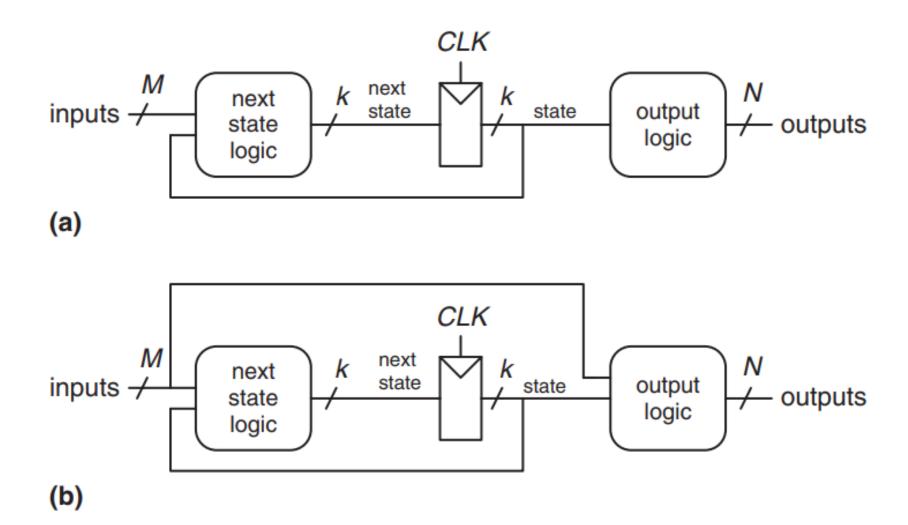
Moore ve Mealy bu yöntemleri 1955/56 yıllarında ortaya atmışlardır

Edward F. Moore (1925-2003) → Bell Lab, University of Wisconsin

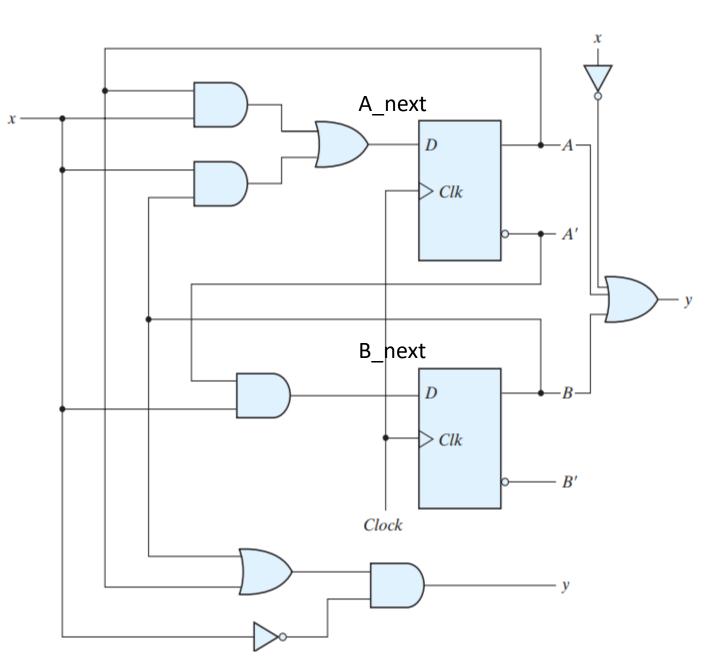
George H. Mealy (1927-2010) → Bell Lab, Harvard University

#### SONLU DURUM MAKINELERI









Giriş Sinyalleri : x

Durum FF'ları : A, B

Sonraki Durum : A\_next, B\_next

Çıkış Sinyalleri : y

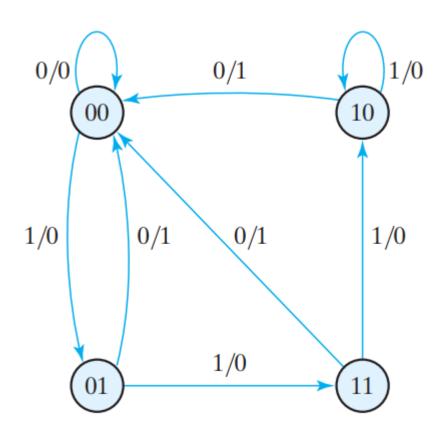
 $A_next = Ax+Bx = x(A+B)$ 

 $B_next = A'x$ 

y = A+B+x', (A+B)x' ???????!!!!

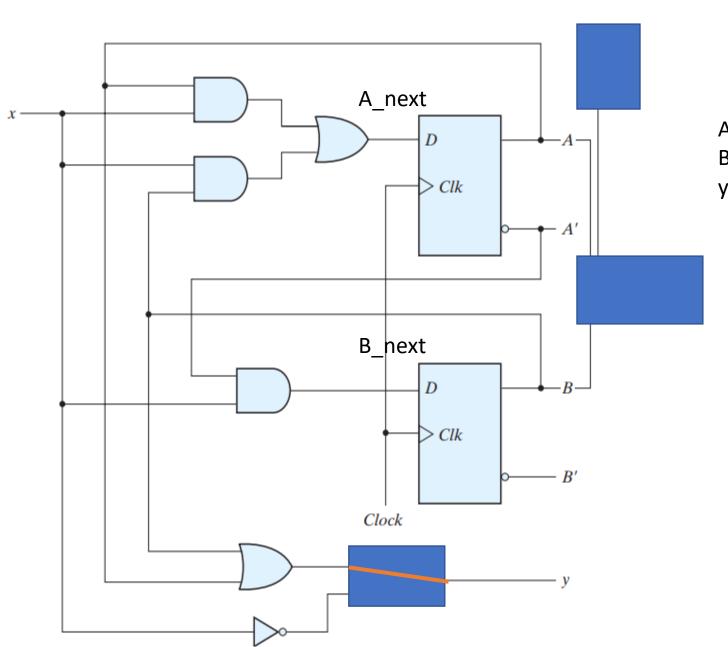
Giriş	Durum(t)		Çıkış	Durum(t+1)	
X	А	В	У	A_next	B_next
0	0	0			
0	0	1			
0	1	0			
0	1	1			
1	0	0			
1	0	1			
1	1	0			
1	1	1			





Present State		Next State				Output	
		x = 0		<i>x</i> = 1		x = 0	<i>x</i> = 1
Α	В	A	В	A	В	y	y
0	0	0	0	0	1	0	0
0	1	0	0	1	1	1	0
1	0	0	0	1	0	1	0
1	1	0	0	1	0	1	0





$$A_next = Ax+Bx = x(A+B)$$

$$B_next = A'x$$

Giriş	Durum(t)		Çıkış	Durum(t+1)	
X	Α	В	У	A_next	B_next
0	0	0	0	0	0
0	0	1	1	0	0
0	1	0	1	0	0
0	1	1	1	0	0
1	0	0	0	0	1
1	0	1	1	1	1
1	1	0	1	1	0
1	1	1	1	1	0

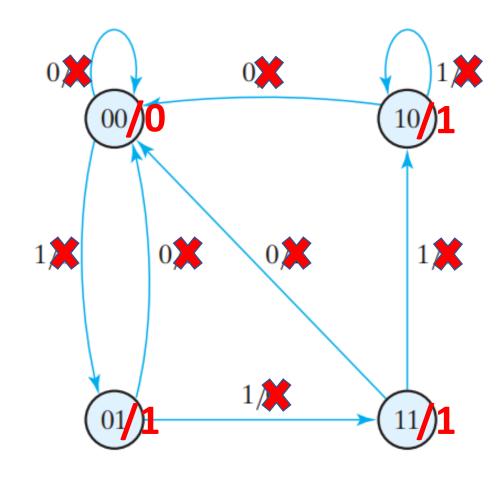


$$A_next = Ax+Bx = x(A+B)$$

 $B_next = A'x$ 

y = A+B → Sadece duruma bağlı (Moore)

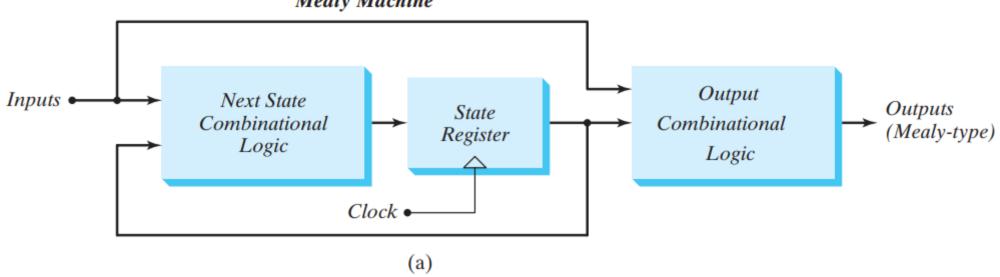
Giriş	Durum(t)		Çıkış	Durum(t+1)	
Х	А	В	У	A_next	B_next
0	0	0	0	0	0
0	0	1	1	0	0
0	1	0	1	0	0
0	1	1	1	0	0
1	0	0	0	0	1
1	0	1	1	1	1
1	1	0	1	1	0
1	1	1	1	1	0



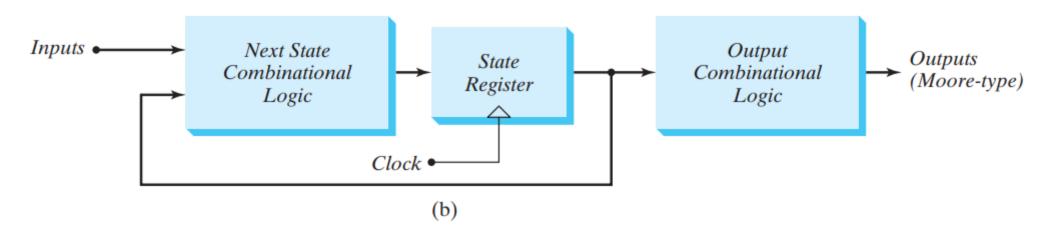
#### FSM → MEALY vs MOORE



#### Mealy Machine

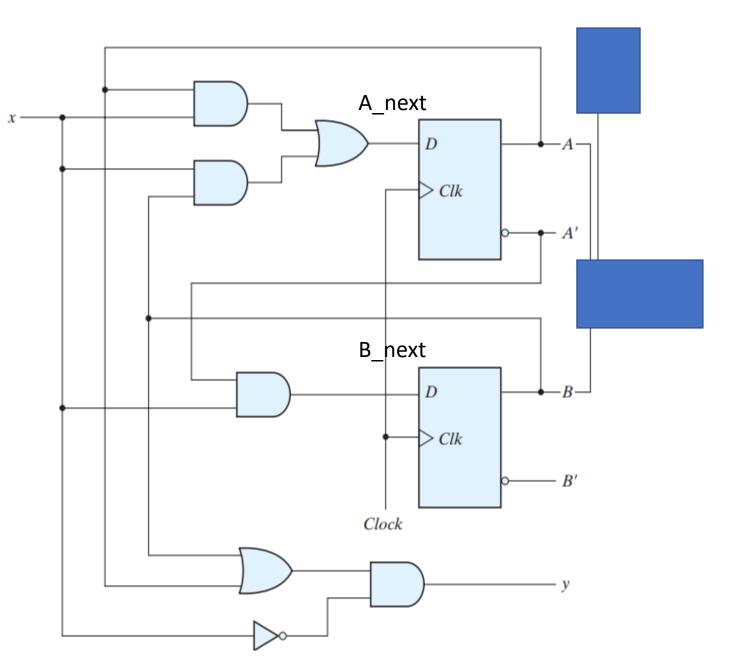


#### **Moore Machine**





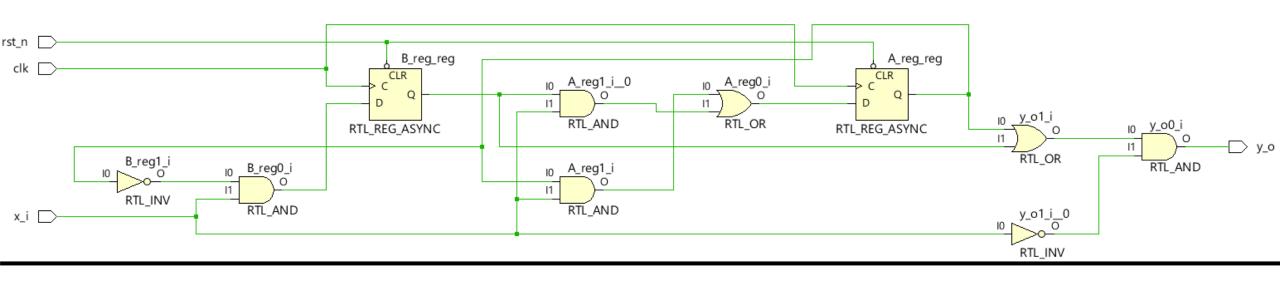
#### FSM → MEALY VERILOG

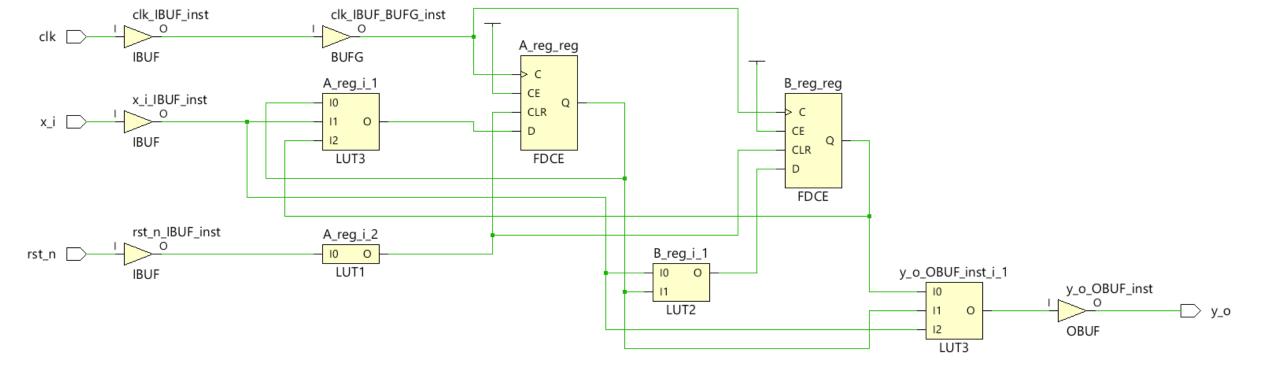


```
module fsm mealy 3always
input x i,
input rst n,
input clk,
output y o
reg y;
reg A_reg, B_reg, A_next, B_next;
 // always block #1 for assigning D to Q
always @(posedge clk, negedge rst_n) begin
    if (rst n == 1'b0) begin
        A_reg <= 1'b0;
        B reg <= 1'b0;
    else begin
        A_reg <= A_next;
        B_reg <= B_next;</pre>
end
 // always block #2 for evaluating next state
always @(*) begin
    A_{\text{next}} = (A_{\text{reg & x_i}}) | (B_{\text{reg & x_i}});
    B_{\text{next}} = (!A_{\text{reg & x_i}});
end
 // always block #3 for evaluating output
always @(*) begin
    y = (A_reg | B_reg) & !x_i;
end
assign y_0 = y;
endmodule
```

#### FSM → MEALY VERILOG







```
module fsm mealy 3always
input x i,
input rst n,
input clk,
output y o
reg y;
reg A_reg, B_reg, A_next, B_next;
// always block #1 for assigning D to Q
always @(posedge clk, negedge rst n) begin
    if (rst n == 1'b0) begin
        A_reg <= 1'b0;
        B reg <= 1'b0;
    end
        A_reg <= A_next;
        B reg <= B next;
    end
end
// always block #2 for evaluating next state
always @(*) begin
    A next = (A_reg & x_i) | (B_reg & x_i);
    B_{\text{next}} = (!A_{\text{reg}} \& x_{i});
end
// always block #3 for evaluating output
always @(*) begin
    y = (A reg | B reg) & !x i;
end
assign y \circ = y;
endmodule
```

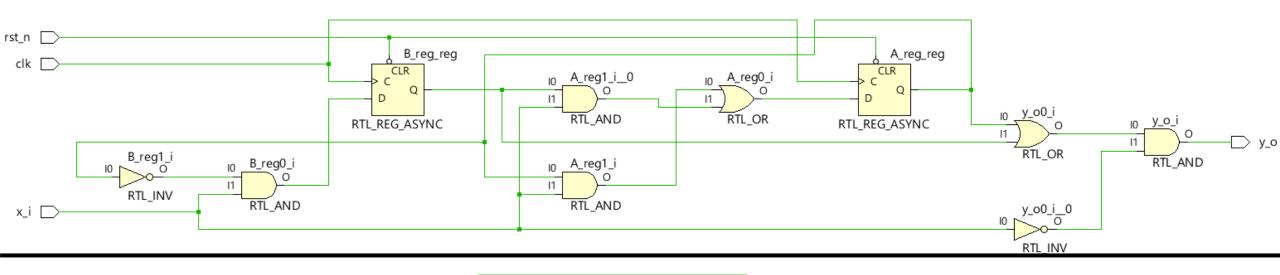
#### 3 always vs 1 always

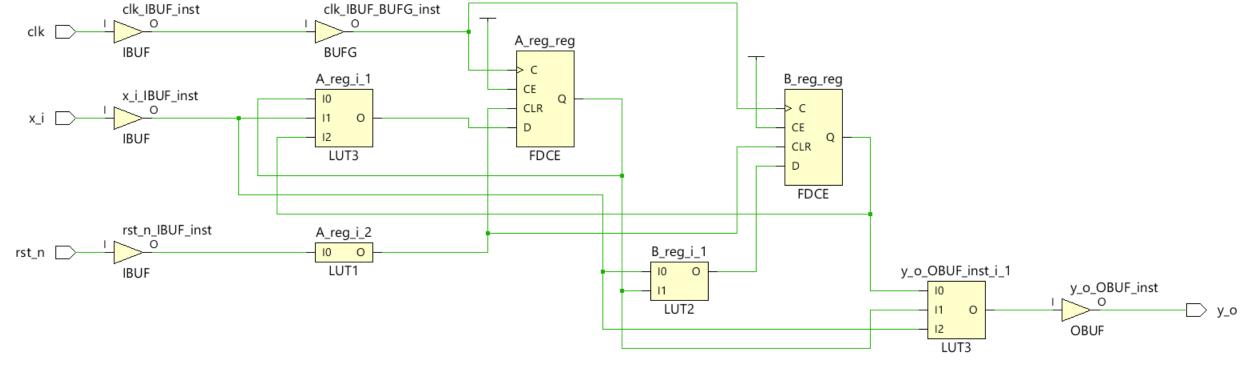


```
module fsm mealy 1always
input x i,
input rst n,
input clk,
output y o
);
reg A reg, B reg;
always @(posedge clk, negedge rst n) begin
    if (rst n == 1'b0) begin
        A reg <= 1'b0;
        B reg \leftarrow 1'b0;
    end
    else begin
        A_reg \leftarrow (A_reg \& x_i) \mid (B_reg \& x_i);
        B reg \leftarrow (!A reg & x i);
    end
end
assign y o = (A reg | B reg) & !x i;
endmodule
```

#### FSM → MEALY VERILOG

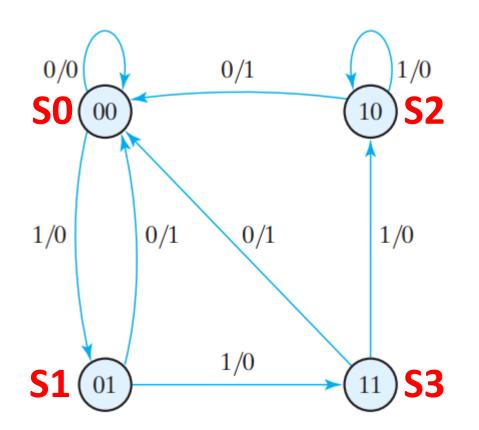






## PARAMETRIK DURUM MAKINASI - VERILOG LEkonomi ve Teknoloji Üniversitesi





	Present State		Next State				Output	
			x = 0		x = 1		x = 0	x = 1
	Α	В	A	В	A	В	y	y
0	0	0	0	0	0	1	0	0
1	0	1	0	0	1	1	1	0
2	1	0	0	0	1	0	1	0
3	1	1	0	0	1	0	1	0

#### PARAMETRIK DURUM MAKINASI - VERILOG



```
module fsm mealy param
input x i,
input rst n,
input clk,
output y o
);
localparam S0 = 2'b00;
localparam S1 = 2'b01;
localparam S2 = 2'b10;
localparam S3 = 2'b11;
reg y;
reg [1:0] state;
```

```
always @(posedge clk, negedge rst n) begin
    if (rst n == 1'b0) begin
        state <= S0;
    else begin
        case (state)
            S0 : begin
                if (x i == 1'b0) begin
                     state <= S0;
                end
                else begin
                     state <= S1;
                end
            end
            S1 : begin
                if (x i == 1'b0) begin
                     state <= S0;
                end
                else begin
                     state <= S3;
                end
            end
            S2: begin
                if (x i == 1'b0) begin
                     state <= S0;
                end
                else begin
                     state <= S2;
                end
            end
```

```
| S3 : begin | if (x_i == 1'b0) begin | state <= S0; end | else begin | state <= S2; end | end | default : begin | state <= S0; end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end | end
```

#### PARAMETRIK DURUM MAKINASI - VERILOG

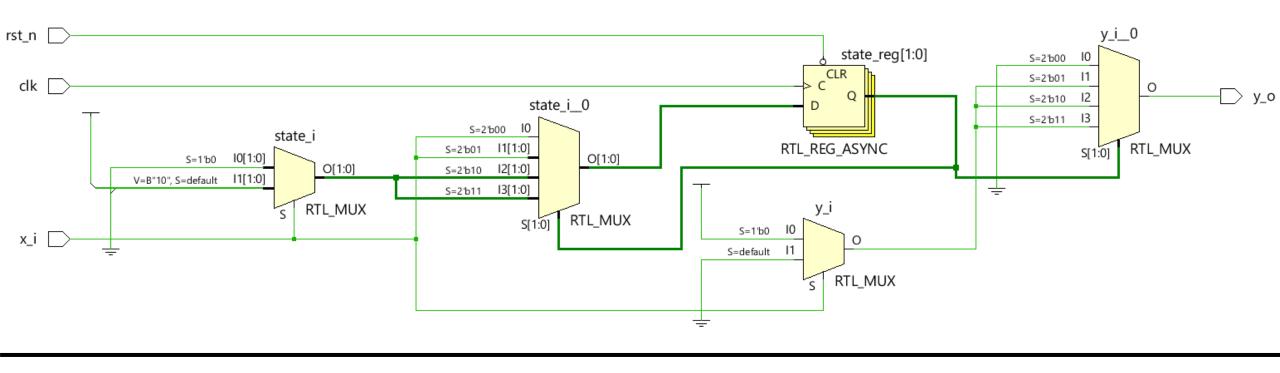


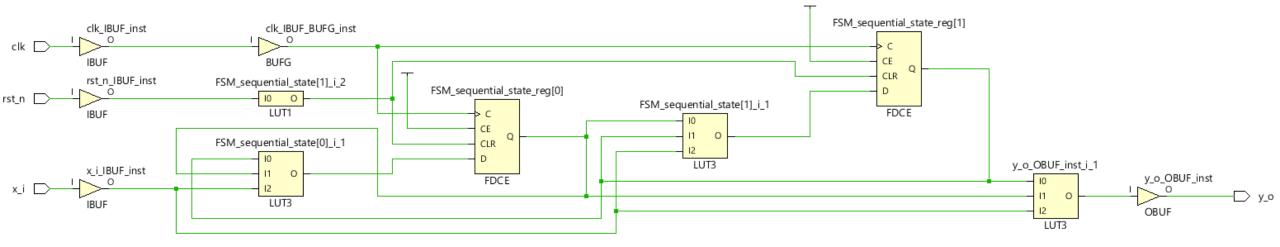
```
always @(*) begin
   case (state)
    S0 : begin
        if (x_i == 1'b0) begin
           y = 1'b0;
       end
        else begin
           y = 1'b0;
        end
    end
    S1 : begin
        if (x i == 1'b0) begin
           y = 1'b1;
       end
        else begin
           y = 1'b0;
        end
    end
    S2: begin
        if (x i == 1'b0) begin
           y = 1'b1;
        end
        else begin
           y = 1'b0;
        end
    end
```

```
S3 : begin
        if (x i == 1'b0) begin
            y = 1'b1;
        end
        else begin
            y = 1'b0;
        end
    end
    default : begin
    end
   endcase
end
assign y \circ = y;
endmodule
```

## PARAMETRIK DURUM MAKINASI - VERILOG







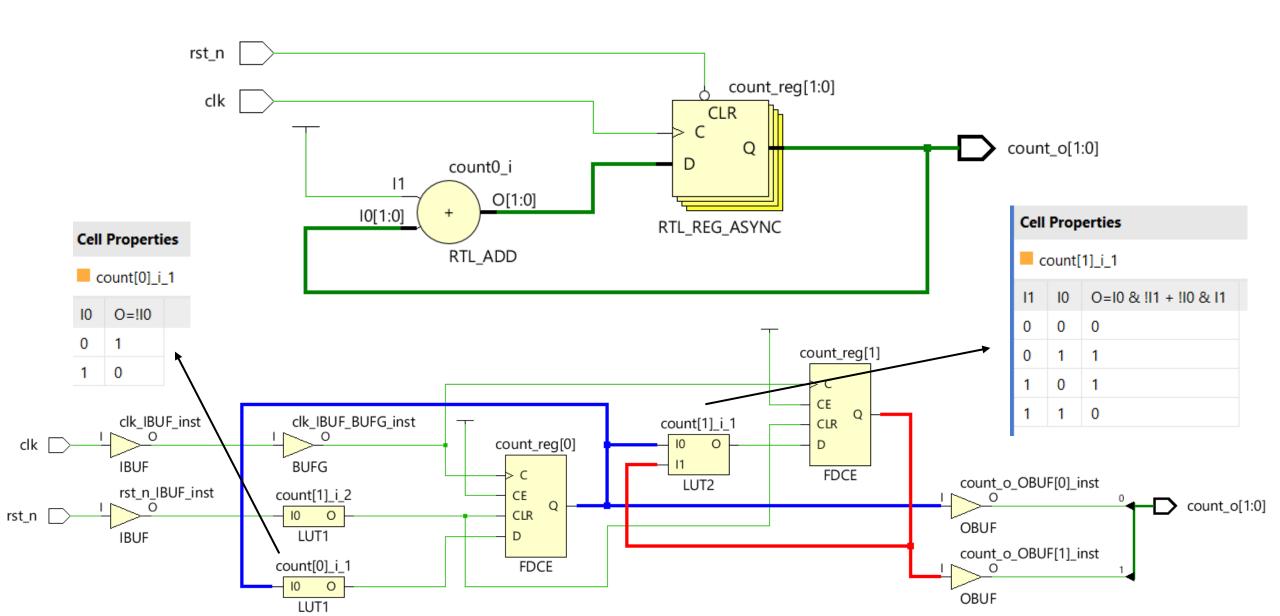
#### **SAYAÇLAR (COUNTERS)**



```
module counter 2bit
input clk,
input rst_n,
output [1:0] count_o
);
reg [1:0] count;
always @(posedge clk, negedge rst_n) begin
    if (rst_n == 1'b0) begin
        count <= 2'b00;
    end else begin
        count <= count + 1;</pre>
    end
end
assign count_o = count;
endmodule
```

#### **SAYAÇLAR (COUNTERS)**

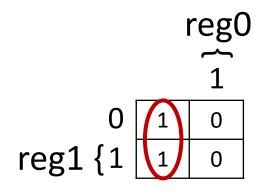




#### **SAYAÇLAR (COUNTERS)**



Duru	m(t)	Durum(t+1)			
reg1	reg0	reg1_next	reg0_next		
0	0	0	1		
0	1	1	0		
1	0	1	1		
1	1	0	0		



reg0
$$0 0 1$$
reg1 {1 1 0

#### SAYAÇLAR (COUNTERS) – VERILOG PARAMETER



```
module reg param
#(
parameter N=32
input [N-1:0] d i,
input rst n,
input clk,
output [N-1:0] q o
);
reg [N-1:0] q;
always @(posedge clk or negedge rst n) begin
    if (rst n == 1'b0) begin
        q \leftarrow \{N\{1'b0\}\};
    end
    else begin
        q \leftarrow d i;
    end
end
assign q o = q;
endmodule
```

```
module counter param
#(
parameter N = 8
input clk,
input rst n,
output [N-1:0] count o
reg [N-1:0] count;
always @(posedge clk, negedge rst n) begin
    if (rst n == 1'b0) begin
        count <= {N{1'b0}};
    end else begin
        count <= count + 1;</pre>
    end
end
assign count o = count;
endmodule
```