

Constituent of Symbiosis International (Deemed University), Pune

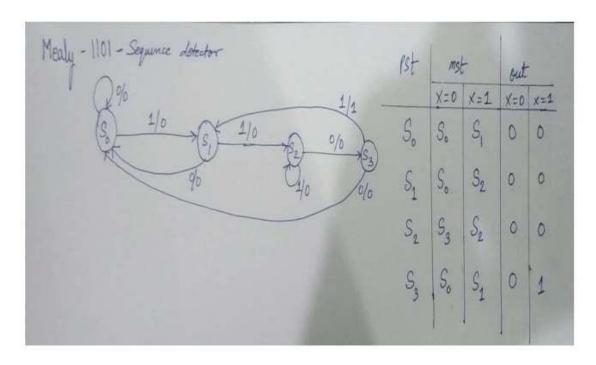
Name: Arjunsingh Gautam PRN:22070123043 Date:22/10/24

Experiment 9

Aim: Implementation of Mealy FSM in Verilog.

Software: Xilinx Vivado Design Suite

State Diagram and State Table



Procedure:

- 1) Open the Xilinx Vivado Design Suite
- 2) Go to file and click new project
- 3) Enter the project name and click next
- 4) Select the family name of the FPGA Device, parameter setting and HDL is verilog click next and click finish.
- 5) Click new source.
- 6) Select Verilog module and type file name and click next.
- 7) Assign input and output port and click next.
- 8) Finally, the report is shown click finish.
- 9) Type the program save and check syntax error.
- 10) To see the output waveform select ISim simulator
- 11) Give values to the input variables using force clock or force constant and then click run



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- 12) In wave window, click run icon and you can see corresponding output.
- 13) For synthesis of the design, open XST synthesis tool and run the design for synthesis.
- 14) Open RTL schematic and Technology schematic and understand implemented design on FPGA
- 15) Open synthesis result to know resource utilization of the design.

Code:

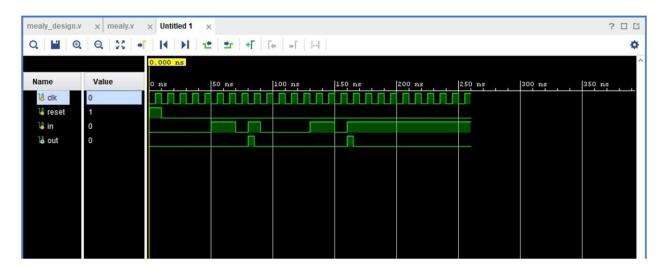
```
timescale lns / lps
         // Arjunsingh Gautam (22070123043)
 2
 3 🖨
        module mealy1101(
           input clk,
           input reset,
 6
           input in,
 7
            output reg out
 8
        );
 9
          // State encoding
           reg [2:0] pst, nst; // Present and next state
10
11
12
          parameter
13 :
              s0 = 3'b000, // Initial state
               sl = 3'b001, // Detected '1'
14 :
15
               s2 = 3'b010, // Detected '11'
               s3 = 3'b011; // Detected '110'
16 ;
17
18 O
           // State transition on clock edge or reset
19 🖯 🔾
           always @(posedge clk or posedge reset) begin
20 🖨 🔾
             if (reset)
21
22 O
                   pst <= s0; // Reset to initial state
               else
23 🖨
                   pst <= nst; // Update present state
24 🖨
25
            // Next state and output logic
27 0
           always @(pst or in) begin
28 ⊖
            case (pst)
29 🖨 🔾
                 s0: begin
30 🖯 🔾
                     if (in) begin
    0
31 :
                          nst <= sl; // Move to state s1 on '1'
                          out <= 0; // Output is 0
33 🗇 🔾
                      end else begin
34 :
                          nst <= s0; // Stay in s0
35
                          out <= 0; // Output is 0
36 🖨
37 🖨
                   end
38
39 🖨 🔾
                   sl: begin
40 ⊝ ○
                    if (in) begin
41 O
                        nst <= s2; // Move to state s2 on '1'
                          out <= 0; // Output is 0
43 D O
                      end else begin
44 ; O
                        nst <= s0; // Move back to s0 on '0'
```



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```
45 :
                           out <= 0; // Output is 0
46 🖨
                        end
47 ⊖
                    end
48
49 🖯 🔾
                    s2: begin
50 © O
51 : O
                       if (!in) begin
                           nst <= s3; // Move to state s3 on '0'
52 :
53 🖨 🔾
                           out <= 0; // Output is 0
                       end else begin
54 ! 0
                          nst <= s2; // Stay in s2 on '1'
55
                           out <= 0; // Output is 0
56 🖨
                        end
57 🖨
                   end
58 ;
59 🖯 O
                    s3: begin
                       if (in) begin
61 0
                           nst <= sl; // Detected '1101', go back to s1
62
                           out <= 1; // Output is 1
63 D O
                       end else begin
    0
64
                          nst <= s0; // Move back to s0 on '0'
65
                           out <= 0; // Output is 0
66 🖨
                       end
67 A
                    end
68 ;
69 ♥ ○
                    default: begin
70 : 0
                      nst <= s0; // Default state
71 :
72 🖨
                       out <= 0; // Default output
                    end
73 🖨
                endcase
74 🖨
            end
75 🖨
         endmodule
76
```

Output:





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```
TestBench:
1
        'timescale lns / lps
2 🖯
        3 🖨
        // Arjunsingh Gautam (22070123043)
4 -
        module testbench mealy1101;
5 :
        :// Inputs
6
        reg clk;
7
        reg reset;
        reg in;
9 !
        :// Outputs
LO
        wire out;
11 :
        :// Instantiate the Unit Under Test (UUT)
12
        mealy1101 uut (
13 !
        .clk(clk),
        .reset (reset),
14
15
        .in(in),
16 :
        .out (out)
L7 :
        );
L8 🗇
        initial begin
19 : O : // Initialize Inputs
  O | clk = 0;
20
        forever #5 clk=~clk;
21
22 🖨
        end
23 🖯 🔘 initial begin
    O reset = 1;
24 :
    in = 0;
    #10 reset=0;
25 :
26 :
28 : O : #20 in=1;
29 | O | #10 in=1;
30 | O | #10 in=0;
31 : O : #10 in=1;
32 | 0 | #10 in=0;
33 : O : #20 in=0;
34 | O | #20 in=1;
35 : O : #10 in=1;
36 | 0 | #10 in=0;
37 : ○→ #10 in=1;
38
        #100$finish;
39 🖨
        end
10 🖨
        endmodule
11 ;
```



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Result:

- a) Simulate the design using the simulation tool to verify its functionality.
- b) Synthesis the design using synthesis tool to find out the resource utilization.
- c) Draw RTL and Technology schematics of the design.

Conclusion:

The Mealy state machine successfully detects the sequence "1101," producing the correct output based on the defined state transitions. This implementation demonstrates the effectiveness of using state machines in recognizing specific input patterns in digital systems.

Questions for Reflection:

- 1) What is the difference between Mealy and Moore FSM?
- 2) Which FSM is more stable and why?
- 3) Draw FSM diagram for sequence detector 1100.
- 4) What do you mean by overlapping and non overlapping FSM?
- 1. The main difference between Mealy and Moore FSMs is that Mealy outputs depend on both the current state and the input, while Moore outputs depend only on the current state.
- 2. Moore FSMs are generally considered more stable because their outputs change only on state transitions, reducing the risk of output glitches due to input changes.
- 3. (Diagram description) The FSM for detecting the sequence "1100" has states: s0 (start), s1 (first '1'), s2 (second '1'), s3 (first '0' after '11'), and s4 (second '0' after '11'); an output is generated when reaching s4.
- 4. Overlapping FSMs allow for sequences to be detected within other sequences, while non-overlapping FSMs only detect distinct sequences without considering any potential overlaps.