

# **INDIAN INSTITUTE OF TECHNOLOGY KHARAGPUR**

## **COMPUTER ORGANIZATION**

### **LABORATORY**

#### **ASSIGNMENT 5**

#### **DESIGN OF FINITE STATE MACHINES**

## **GROUP MEMBERS**

### **GROUP 54:**

- 1) Gaurav Madkaikar 19CS30018
- 2) Girish Kumar 19CS30019

Q1]

## Linear Feedback Shift Register

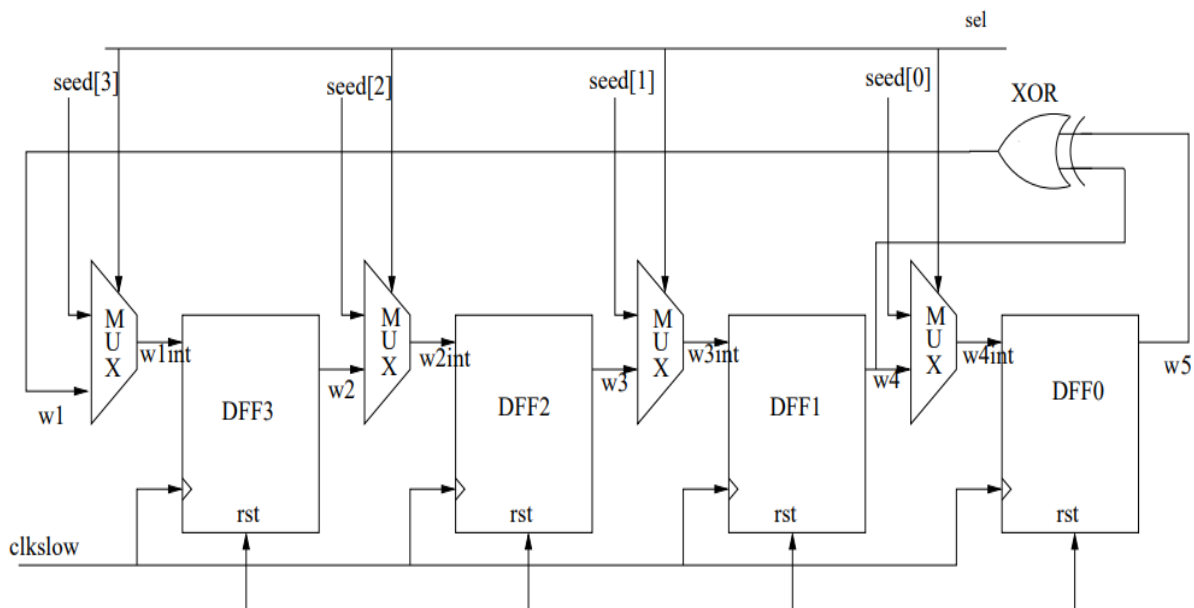


Fig. Sequential LFSR Circuit Diagram

Given an input seed, LFSR is capable of generating pseudo random numbers by shifting bits and computing the next input bit using an XOR gate. The 'rst' bit is used to restore all the flip-flop values to zero and the 'sel' bit helps in storing the seed into the flip-flop.

## Design Summary

Top Level Output File Name : LFSR\_main.ngc

### Primitive and Black Box Usage:

```
-----  
# BELS : 5  
# LUT2 : 1  
# LUT3 : 4  
# FlipFlops/Latches : 4  
# FDC : 4  
# Clock Buffers : 1  
# BUFGP : 1  
# IO Buffers : 10  
# IBUF : 6  
# OBUF : 4
```

### Device utilization summary:

-----  
Selected Device : 7a100tcsg324-1

### Slice Logic Utilization:

|                            |   |        |        |    |
|----------------------------|---|--------|--------|----|
| Number of Slice Registers: | 4 | out of | 126800 | 0% |
| Number of Slice LUTs:      | 5 | out of | 63400  | 0% |
| Number used as Logic:      | 5 | out of | 63400  | 0% |

### Slice Logic Distribution:

|                                     |   |        |   |     |
|-------------------------------------|---|--------|---|-----|
| Number of LUT Flip Flop pairs used: | 9 |        |   |     |
| Number with an unused Flip Flop:    | 5 | out of | 9 | 55% |
| Number with an unused LUT:          | 4 | out of | 9 | 44% |
| Number of fully used LUT-FF pairs:  | 0 | out of | 9 | 0%  |
| Number of unique control sets:      | 4 |        |   |     |

### IO Utilization:

|                        |    |        |     |    |
|------------------------|----|--------|-----|----|
| Number of IOs:         | 11 |        |     |    |
| Number of bonded IOBs: | 11 | out of | 210 | 5% |

### Specific Feature Utilization:

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

## Timing Report

- Timing analysis when the FSM is active

### Timing Details:

-----  
All values displayed in nanoseconds (ns)

=====

Timing constraint: Default period analysis for Clock 'clk'

Clock period: 1.719ns (frequency: 581.734MHz)

Total number of paths / destination ports: 5 / 4

-----

Delay: 1.719ns (Levels of Logic = 4)

Source: DFF0/Q (FF)

Destination: DFF3/Q (FF)

Source Clock: clk rising

Destination Clock: clk rising

Data Path: DFF0/Q to DFF3/Q

| Cell:in->out          | fanout | Gate Delay | Net Delay | Logical Name (Net Name)       |
|-----------------------|--------|------------|-----------|-------------------------------|
| FDC:C->Q              | 2      | 0.478      | 0.542     | Q (Q)                         |
| end scope: 'DFF0:Q'   |        |            |           |                               |
| LUT2:I0->O            | 1      | 0.124      | 0.421     | Mxor_nextBit_xo<0>1 (nextBit) |
| begin scope: 'MUX3:b' |        |            |           |                               |
| LUT3:I2->O            | 1      | 0.124      | 0.000     | Mmux_f11 (f)                  |
| end scope: 'MUX3:f'   |        |            |           |                               |
| begin scope: 'DFF3:D' |        |            |           |                               |
| FDC:D                 |        | 0.030      | Q         |                               |

-----

Total 1.719ns (0.756ns logic, 0.963ns route)  
(44.0% logic, 56.0% route)

The delay associated with the critical path is 1.719 ns.

Q2]

### FSM for 2's Complement

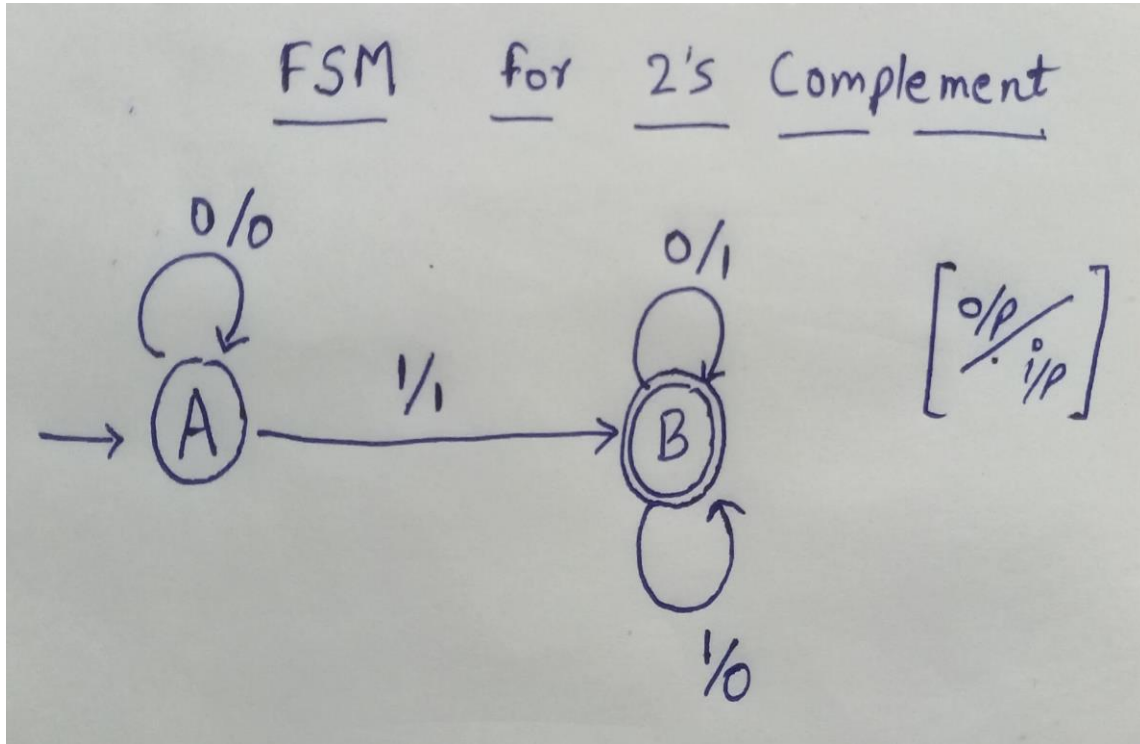


Fig. State Diagram

For an input binary bit stream, the FSM outputs the 2's complement. Follows the implementation of a Mealy Machine.

## Design Summary

Top Level Output File Name : twos\_comp.ngc

### Primitive and Black Box Usage:

-----

|                     |     |
|---------------------|-----|
| # BELS              | : 2 |
| # LUT2              | : 2 |
| # FlipFlops/Latches | : 2 |
| # FDC               | : 2 |
| # Clock Buffers     | : 1 |
| # BUFGP             | : 1 |
| # IO Buffers        | : 3 |
| # IBUF              | : 2 |
| # OBUF              | : 1 |

### Device utilization summary:

-----

Selected Device : 7a100tcsg324-1

### Slice Logic Utilization:

|                            |   |        |        |    |
|----------------------------|---|--------|--------|----|
| Number of Slice Registers: | 2 | out of | 126800 | 0% |
| Number of Slice LUTs:      | 2 | out of | 63400  | 0% |
| Number used as Logic:      | 2 | out of | 63400  | 0% |

### Slice Logic Distribution:

|                                     |   |        |   |     |
|-------------------------------------|---|--------|---|-----|
| Number of LUT Flip Flop pairs used: | 4 |        |   |     |
| Number with an unused Flip Flop:    | 2 | out of | 4 | 50% |
| Number with an unused LUT:          | 2 | out of | 4 | 50% |
| Number of fully used LUT-FF pairs:  | 0 | out of | 4 | 0%  |
| Number of unique control sets:      | 1 |        |   |     |

### IO Utilization:

|                        |   |        |     |    |
|------------------------|---|--------|-----|----|
| Number of IOs:         | 4 |        |     |    |
| Number of bonded IOBs: | 4 | out of | 210 | 1% |

### Specific Feature Utilization:

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

## Timing Report

- Timing analysis when the FSM is active

Timing Details:

-----

All values displayed in nanoseconds (ns)

=====

Timing constraint: Default period analysis for Clock 'clk'

Clock period: 1.059ns (frequency: 944.287MHz)

Total number of paths / destination ports: 2 / 2

-----

Delay: 1.059ns (Levels of Logic = 1)

Source: state (FF)

Destination: state (FF)

Source Clock: clk rising

Destination Clock: clk rising

Data Path: state to state

| Cell:in->out | fanout | Gate                                   |       | Net                            |                           |
|--------------|--------|--|-------|--------------------------------|---------------------------|
|              |        | Delay                                  | Delay | Logical Name                   | (Net Name)                |
| -----        |        |  |       |                                |                           |
| FDC:C->Q     | 2      | 0.478                                  | 0.427 | state                          | (state)                   |
| LUT2:I1->O   | 1      | 0.124                                  | 0.000 | Mmux_GND_1_o_GND_1_o_MUX_2_o11 | (GND_1_o_GND_1_o_MUX_2_o) |
| FDC:D        |        | 0.030                                  |       | out                            |                           |
| -----        |        |  |       |                                |                           |
| Total        |        | 1.059ns (0.632ns logic, 0.427ns route) |       |                                |                           |
|              |        | (59.7% logic, 40.3% route)             |       |                                |                           |

The delay associated with the critical path is 1.059 ns.



Q3]

### Divisibility of a binary number by 3

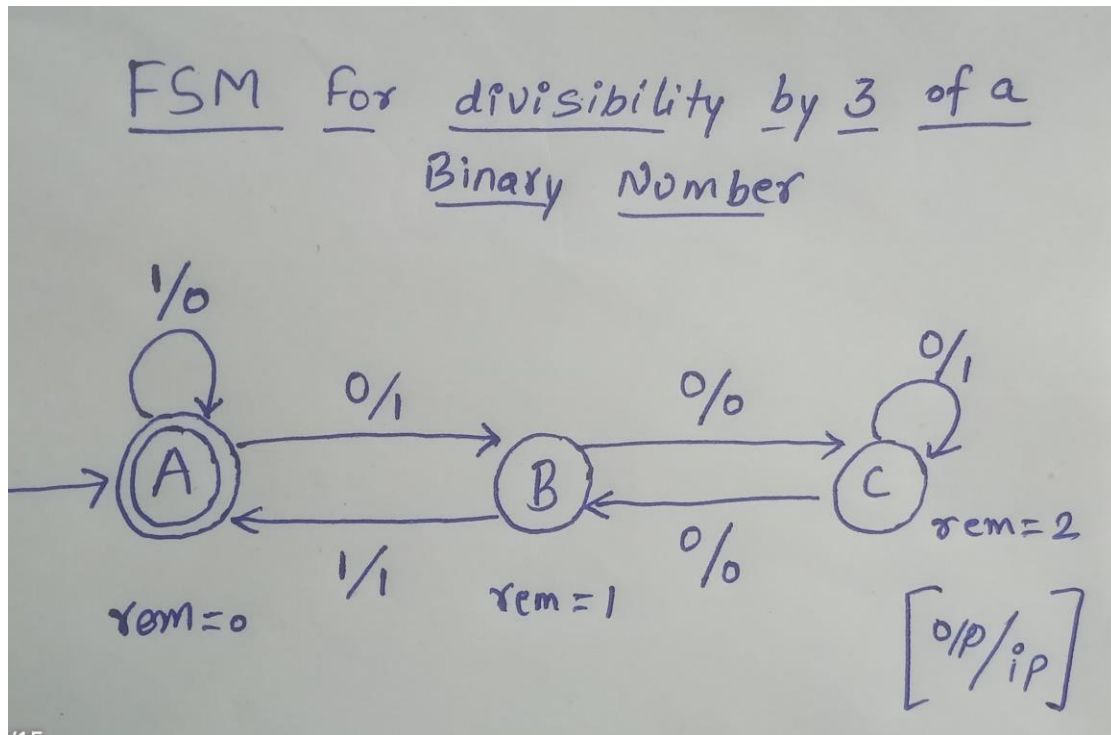


Fig. State Diagram

Here, State A: accept state (remainder = 0)

Input 0: Current binary number (already divisible by 3) is multiplied by 2, which also makes it divisible by 3.

Input 1: Current binary number (already divisible by 3) is multiplied by 2 and 1 is added to the result. Thus, the remainder is 1 and the current state transitions to state B.

Similarly, State B: (remainder = 1)

Input 0:  $\text{newNum} = (\text{currNum} * 2)$ ,

Remainder (=1) is multiplied by 2, thus transitioning to state C.

Input 1:  $\text{newNum} = (\text{currNum} * 2) + 1$ ,

Remainder (=1) is multiplied by 2 and finally 1 is added,

$\text{Rem} = (1 * 2) + 1 = 3$ , that is divisible by 3, thus, transitioning to state A.

State C: (remainder = 2)

Input 0:  $\text{newNum} = (\text{currNum} * 2)$ ,

Remainder (=2) is multiplied by 2, thus transitioning to state B.

Input 1:  $\text{newNum} = (\text{currNum} * 2) + 1$ ,

Remainder (=2) is multiplied by 2 and finally 1 is added,

$\text{Rem} = (2 * 2) + 1 = 5\%3 = 2$ , thus, transitioning to state C.

# Design Summary

```
=====
*                               Design Summary                               *
=====

Top Level Output File Name      : multi_3_fsm.ngc

Primitive and Black Box Usage:
-----
# BELS                          : 3
# LUT3                          : 2
# LUT4                          : 1
# FlipFlops/Latches             : 3
# FDR                           : 3
# Clock Buffers                 : 1
# BUFGP                         : 1
# IO Buffers                    : 3
# IBUF                          : 2
# OBUF                          : 1

Device utilization summary:
-----

Selected Device : 7a100tcsg324-1

Slice Logic Utilization:
Number of Slice Registers:      3 out of 126800      0%
Number of Slice LUTs:          3 out of 63400        0%
    Number used as Logic:      3 out of 63400        0%

Slice Logic Distribution:
Number of LUT Flip Flop pairs used: 6
    Number with an unused Flip Flop: 3 out of 6      50%
    Number with an unused LUT:      3 out of 6      50%
    Number of fully used LUT-FF pairs: 0 out of 6      0%
    Number of unique control sets:  1

IO Utilization:
Number of IOs:                  4
Number of bonded IOBs:          4 out of 210        1%

Specific Feature Utilization:
Number of BUFG/BUFGCTRLs:      1 out of 32          3%
```

## Timing Report

- Timing analysis when the FSM is active

### Timing Details:

-----

All values displayed in nanoseconds (ns)

=====

Timing constraint: Default period analysis for Clock 'clk'

Clock period: 1.354ns (frequency: 738.552MHz)

Total number of paths / destination ports: 7 / 3

-----

Delay: 1.354ns (Levels of Logic = 1)

Source: out (FF)

Destination: out (FF)

Source Clock: clk rising

Destination Clock: clk rising

Data Path: out to out

| Cell:in->out | fanout | Gate Delay                             | Net Delay | Logical Name (Net Name) |
|--------------|--------|--|-----------|-------------------------|
| -----        |        |  |           |                         |
| FDR:C->Q     | 2      | 0.478                                  | 0.722     | out (out_OBUF)          |
| LUT4:I1->O   | 1      | 0.124                                  | 0.000     | out_rstpot (out_rstpot) |
| FDR:D        |        | 0.030                                  |           | out                     |
| -----        |        |  |           |                         |
| Total        |        | 1.354ns (0.632ns logic, 0.722ns route) |           |                         |
|              |        | (46.7% logic, 53.3% route)             |           |                         |

The delay associated with the critical path is 1.354 ns.

# Q4] 32-bit Sequential Unsigned Comparator

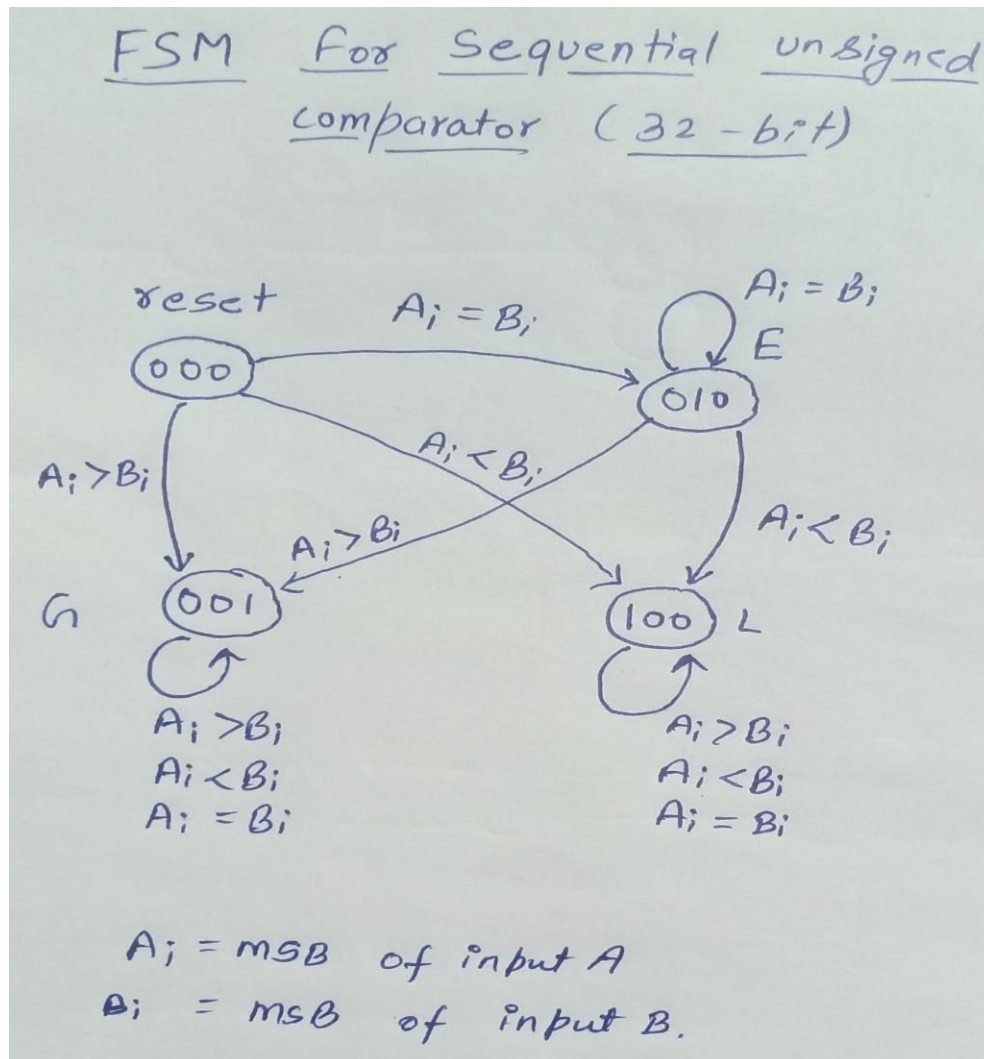


Fig. State Diagram

At each clock cycle, obtain the MSB of both the 32-bit inputs A and B and compare them. If  $A_i < B_i$  or  $A_i > B_i$ , the input control bit 'op' is set to 1 and the comparison process is stopped. If  $A_i = B_i$ , the bits are shifted to the left and the corresponding MSB's are checked until all 32-bits are covered.

## Design Summary

Top Level Output File Name : seq\_cmp.ngc

### Primitive and Black Box Usage:

```
-----  
# BELS : 99  
# GND : 1  
# LUT2 : 2  
# LUT3 : 62  
# LUT4 : 3  
# LUT6 : 17  
# MUXCY : 13  
# VCC : 1  
# FlipFlops/Latches : 69  
# FD : 69  
# Clock Buffers : 1  
# BUFGP : 1  
# IO Buffers : 69  
# IBUF : 65  
# OBUF : 4
```

### Device utilization summary:

-----  
Selected Device : 7a100tcsg324-1

### Slice Logic Utilization:

|                            |    |        |        |    |
|----------------------------|----|--------|--------|----|
| Number of Slice Registers: | 69 | out of | 126800 | 0% |
| Number of Slice LUTs:      | 84 | out of | 63400  | 0% |
| Number used as Logic:      | 84 | out of | 63400  | 0% |

### Slice Logic Distribution:

|                                     |    |        |    |     |
|-------------------------------------|----|--------|----|-----|
| Number of LUT Flip Flop pairs used: | 86 |        |    |     |
| Number with an unused Flip Flop:    | 17 | out of | 86 | 19% |
| Number with an unused LUT:          | 2  | out of | 86 | 2%  |
| Number of fully used LUT-FF pairs:  | 67 | out of | 86 | 77% |
| Number of unique control sets:      | 1  |        |    |     |

### IO Utilization:

|                        |    |        |     |     |
|------------------------|----|--------|-----|-----|
| Number of IOs:         | 70 |        |     |     |
| Number of bonded IOBs: | 70 | out of | 210 | 33% |

### Specific Feature Utilization:

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



## Timing Report

- Timing analysis when the FSM is active

### Timing Details:

-----

All values displayed in nanoseconds (ns)

=====

Timing constraint: Default period analysis for Clock 'clk'

Clock period: 3.422ns (frequency: 292.205MHz)

Total number of paths / destination ports: 339 / 67

-----

Delay: 3.422ns (Levels of Logic = 13)

Source: tempA\_17 (FF)

Destination: leg\_1 (FF)

Source Clock: clk rising

Destination Clock: clk rising

Data Path: tempA\_17 to leg\_1

| Cell:in->out | fanout | Gate  |       | Net                                   |   |
|--------------|--------|-------|-------|---------------------------------------|---|
|              |        | Delay | Delay | Logical Name                          | (Net Name)                              |
| FD:C->Q      | 1      | 0.478 | 0.421 | tempA_17                              | (tempA_17)                              |
| LUT3:I2->O   | 2      | 0.124 | 0.945 | Mmux_tempA[31]_A[31]_mux_3_OUT91      | (tempA[31]_A[31]_mux_3_OUT<17>)         |
| LUT6:I0->O   | 1      | 0.124 | 0.000 | tempA[31]_tempB[31]_AND_1_o_wg_lut<1> | (tempA[31]_tempB[31]_AND_1_o_wg_lut<1>) |
| MUXCY:S->O   | 1      | 0.472 | 0.000 | tempA[31]_tempB[31]_AND_1_o_wg_cy<1>  | (tempA[31]_tempB[31]_AND_1_o_wg_cy<1>)  |
| MUXCY:CI->O  | 1      | 0.029 | 0.000 | tempA[31]_tempB[31]_AND_1_o_wg_cy<2>  | (tempA[31]_tempB[31]_AND_1_o_wg_cy<2>)  |
| MUXCY:CI->O  | 1      | 0.029 | 0.000 | tempA[31]_tempB[31]_AND_1_o_wg_cy<3>  | (tempA[31]_tempB[31]_AND_1_o_wg_cy<3>)  |
| MUXCY:CI->O  | 1      | 0.029 | 0.000 | tempA[31]_tempB[31]_AND_1_o_wg_cy<4>  | (tempA[31]_tempB[31]_AND_1_o_wg_cy<4>)  |
| MUXCY:CI->O  | 1      | 0.029 | 0.000 | tempA[31]_tempB[31]_AND_1_o_wg_cy<5>  | (tempA[31]_tempB[31]_AND_1_o_wg_cy<5>)  |
| MUXCY:CI->O  | 1      | 0.029 | 0.000 | tempA[31]_tempB[31]_AND_1_o_wg_cy<6>  | (tempA[31]_tempB[31]_AND_1_o_wg_cy<6>)  |
| MUXCY:CI->O  | 1      | 0.029 | 0.000 | tempA[31]_tempB[31]_AND_1_o_wg_cy<7>  | (tempA[31]_tempB[31]_AND_1_o_wg_cy<7>)  |
| MUXCY:CI->O  | 1      | 0.029 | 0.000 | tempA[31]_tempB[31]_AND_1_o_wg_cy<8>  | (tempA[31]_tempB[31]_AND_1_o_wg_cy<8>)  |
| MUXCY:CI->O  | 1      | 0.029 | 0.000 | tempA[31]_tempB[31]_AND_1_o_wg_cy<9>  | (tempA[31]_tempB[31]_AND_1_o_wg_cy<9>)  |
| MUXCY:CI->O  | 4      | 0.029 | 0.441 | tempA[31]_tempB[31]_AND_1_o_wg_cy<10> | (tempA[31]_tempB[31]_AND_1_o)           |
| LUT6:I5->O   | 1      | 0.124 | 0.000 | _n0050<1>1                            | (_n0050<1>)                             |
| FD:D         |        | 0.030 |       | leg_1                                 |   |

-----

Total 3.422ns (1.615ns logic, 1.807ns route)  
(47.2% logic, 52.8% route)

The delay associated with the critical path is 3.422 ns.