

# 序列检测器

Pb16060240

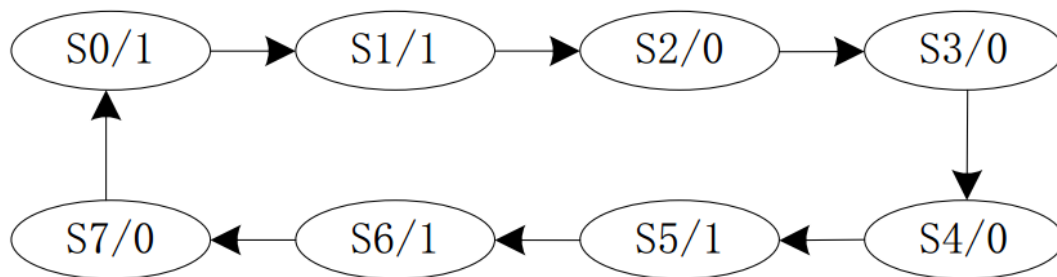
黄骏达

## 实验目的:

1. 熟悉并掌握信号发生器的原理与设计
2. 熟悉并掌握状态机的原理与设计
3. 熟悉并掌握序列检测器的原理与设计
4. 熟悉并掌握 VHDL 中原件及其例化
5. 进一步掌握 Altera FPGA 设计

## 序列产生器与检测器原理:

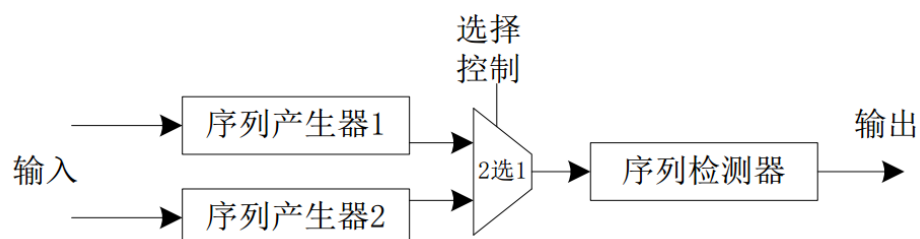
1. 一个时钟控制的序列产生器是由时钟推动的状态转换机，当一个时钟信号到达时，状态机由一个状态切换到下一个状态，并将此信号映射到一个串行输出引脚进行输出。



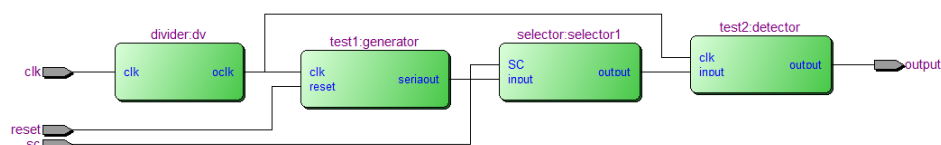
2. 序列检测器串行接收外部来的高低电平信号，然后在检测器内部进行序列匹配，同时，我在此未使用状态转换机的方式来进行序列匹配。

## 实验设计:

1. 全套的实验架构图如下：由时钟输入推动序列产生器进行状态转换，同时将状态值输出给 2 选 1 选择控制器，然后选择控制器将对应的序列产生器序列串行输出给序列检测器。

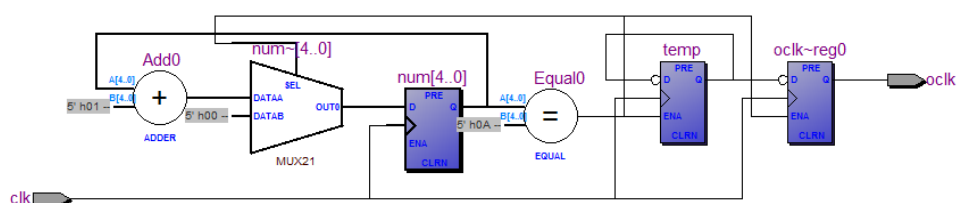


实验电路图：

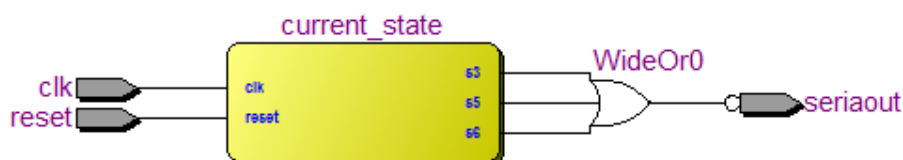


其中只使用一个序列发生器，2 选 1 选择器可选中序列产生器或者选择输出 0，以等效两个序列产生器。

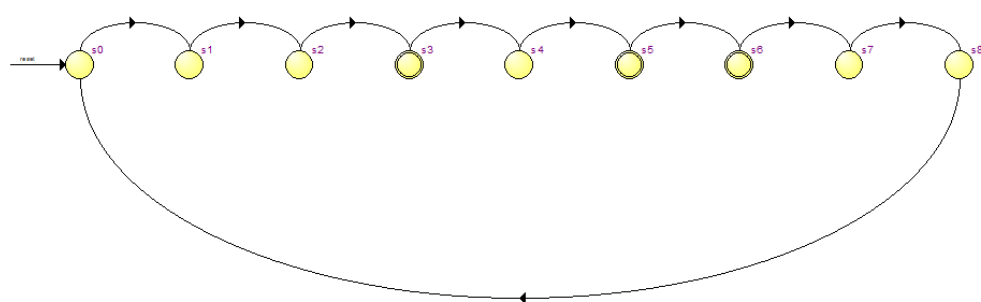
2. 首先时钟信号进入分频器，从而能够让在做实体实验时能够看清 LED 灯的变化。分频器电路图如下：



3. 通过由分频器输出的分频后的时钟信号输出给序列产生器，从而推动整个数据流的运行，序列发生器的电路图如下所示：



状态转化图如下所示：



4. 序列发生器的输出输出给 2 选 1 数据选择器，数据选择器选择选中哪个序列发生器，在



entity divider is

```
    port (clk : IN std_logic;  
          oclk : OUT std_logic);
```

end entity;

architecture behave of divider is

begin

```
    process(clk)
```

```
        variable num: integer range 0 to 5000000;
```

```
        variable temp:std_logic := '1';
```

```
        begin
```

```
            if (clk = '1' and clk'event) then
```

```
                if (num = 5000000) then
```

```
                    num := 0; temp := not temp; oclk <= temp;
```

```
                else num := num + 1;
```

```
                end if;
```

```
            end if;
```

```
        end process;
```

end behave;

### **(selector.vhd)**

```
LIBRARY IEEE;
```

```
use ieee.std_logic_1164.all;
```

entity selector is

```
    port(input,SC : IN std_logic;  
          output : OUT std_logic);
```

END entity selector;

architecture behav of selector is

begin

```
    process(SC,input)
```

```
    begin
```

```
        if (SC = '1') then output <= input;
```

```
        elsif(SC = '0') then output <= '0';
```

```
        end if;
```

```
    end process;
```

end behav;

### **(test1.vhd)序列发生器**

```
LIBRARY IEEE;
```

```
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
```

```
ENTITY test1 IS
    port(clk,reset : IN std_logic;
          serialout : OUT std_logic);
END ENTITY test1;
```

```
ARCHITECTURE behav OF test1 IS
```

```
TYPE TIMESERIA IS (s0,s1,s2,s3,s4,s5,s6,s7,s8);
SIGNAL current_state :TIMESERIA;
```

```
BEGIN
```

```
    clk_rise: PROCESS(clk,reset)
    BEGIN
        if (reset = '1') THEN current_state <= s0 ;
        ELSif (clk'EVENT AND clk = '1') THEN
            CASE current_state IS
                WHEN s0 => current_state <= s1;
                WHEN s1 => current_state <= s2;
                WHEN s2 => current_state <= s3;
                WHEN s3 => current_state <= s4;
                WHEN s4 => current_state <= s5;
                WHEN s5 => current_state <= s6;
                WHEN s6 => current_state <= s7;
                WHEN s7 => current_state <= s8;
                WHEN s8 => current_state <= s0;
                when others => null;
            END CASE;
        END IF;
    END PROCESS clk_rise;
```

```
    print: PROCESS(current_state)
    BEGIN
        CASE current_state IS
            WHEN s0 => serialout <= '1';
            WHEN s1 => serialout <= '1';
            WHEN s2 => serialout <= '1';
            WHEN s3 => serialout <= '0';
            WHEN s4 => serialout <= '1';
            WHEN s5 => serialout <= '0';
```

```

        WHEN s6 => seriaout <= '0';
        WHEN s7 => seriaout <= '1';
        WHEN s8 => seriaout <= '1';
        when others => null;
    END CASE;
END PROCESS print;

```

```
END behav;
```

### **(test2.vhd)序列检测器**

```

library ieee;
use ieee.std_logic_1164.all;

entity test2 is
    port(input,clk: in std_logic;
        --      list : out std_logic_vector(0 to 8);
          output: out std_logic);
end test2;

architecture behav of test2 is
begin

    process(input,clk)
        variable queue:std_logic_vector(0 to 8);
        variable temp:std_logic;
    begin
        if (clk'event and clk = '1') then
            temp := input;
            queue(0 to 7) := queue(1 to 8);
            queue(8):=temp;
        end if;
        --      list(0 to 8) <= queue(0 to 8);
        if(queue = "111010011") then output <= '1';
        else output <= '0';
        end if;

    end process;

end behav;

```

### **(testx.vhd)顶层实体**

```

library ieee;
use ieee.std_logic_1164.all;

```

```

use ieee.std_logic_unsigned.all;

entity testx is
    port(clk, reset, sc : in std_logic;
          output : out std_logic);
end entity;

architecture sa of testx is
    component divider
        port (clk : IN std_logic;
              oclk : OUT std_logic);
    end component;

    component test1
        port(clk,reset : IN std_logic;
              seriaout : OUT std_logic);
    end component;

    component selector
        port(input,SC : IN std_logic;
              output : OUT std_logic);
    end component;

    component test2
        port(input,clk: in std_logic;
              output: out std_logic);
    end component;

    signal fclk, a1, a2: std_logic;

    begin
        dv: divider port map(clk,fclk);
        generator: test1 port map(fclk, reset, a1);
        selector1 : selector port map(a1, sc,a2);
        detector : test2 port map(a2,fclk, output);

    end architecture sa;

```

### **(test\_tb.vhd)test bench**

```

LIBRARY IEEE;
use ieee.std_logic_1164.all;
--
ENTITY test_tb IS
END ENTITY test_tb;

```

ARCHITECTURE shell of test\_tb IS

component testx is

```
    port(clk, reset, sc : in std_logic;
          output : out std_logic);
```

end component;

signal reset, sc ,clk:std\_logic;

signal output:std\_logic;

begin

```
    full :testx port map (clk, reset,sc,output);
```

process

```
    begin
```

```
        clk <= '1';
```

```
        wait for 10 ns;
```

```
        clk <= '0';
```

```
        wait for 10 ns;
```

```
    end process;
```

process(clk)

```
    begin
```

```
        sc <= '1';
```

```
--        input <= '1';
```

```
--        wait for 10 ns;
```

```
--        input <= '1';
```

```
--        wait for 10 ns;
```

```
--        input <= '1';
```

```
--        wait for 10 ns;
```

```
--        input <= '0';
```

```
--        wait for 10 ns;
```

```
--        input <= '1';
```

```
--        wait for 10 ns;
```

```
--        input <= '0';
```

```
--        wait for 10 ns;
```

```
--        input <= '0';
```

```
--        wait for 10 ns;
```

```
--        input <= '1';
```

```
--        wait for 10 ns;
```

```
--        input <= '1';
```

```
--        wait for 10 ns;
```

```
--        input <= '1';
```

```
--        wait for 10 ns;
```

```
--        input <= '1';
```



```
--      wait for 10 ns;  
--      input <= '1';  
--      wait for 10 ns;  
      end process;  
END shell;
```

FPGA 验证结果记录:

此实验中，人机接口为 LED，当选中序列发生器之后，LED 周期性闪动，当选中数据 0 输出时，LED 灯熄灭。

## 实验总结:

1. 首先遇到的问题是序列发生器中，当使用 `current_state` 和 `next_state` 进行状态转化时，无法生成状态转换图，并且在仿真中显示，虽然能够进行序列转换，但是序列输出产生一个二分频。这个的原因应该是若引入双状态变量，需要打开两个进程。因此，在此实验中，选择将 `next_state` 去除，以降低复杂度，从而实现了要求输出。