
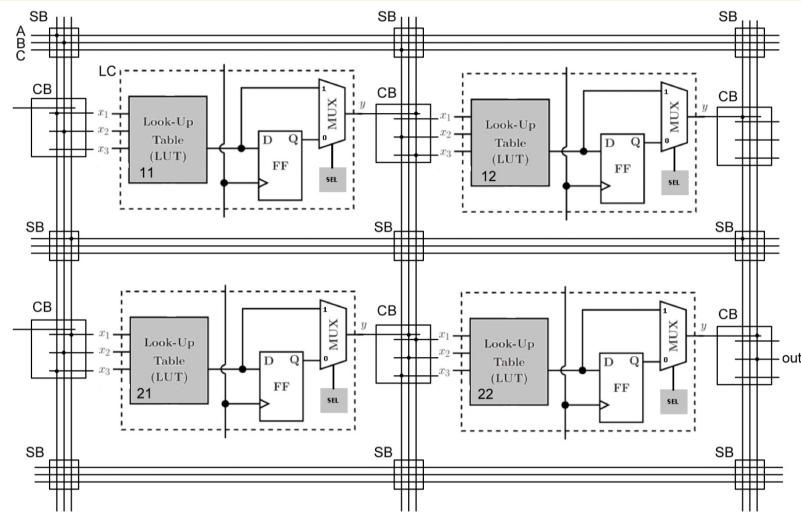


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LC 11	
$x_3x_2x_1$	y
000	0
001	1
010	1
011	0
100	0
101	1
110	1
111	0
SEL	0

LC 12	
$x_3x_2x_1$	y
000	0
001	0
010	1
011	1
100	1
101	1
110	0
111	0
SEL	0

LC 21	
$x_3x_2x_1$	y
000	0
001	1
010	1
011	0
100	1
101	0
110	0
111	1
SEL	1

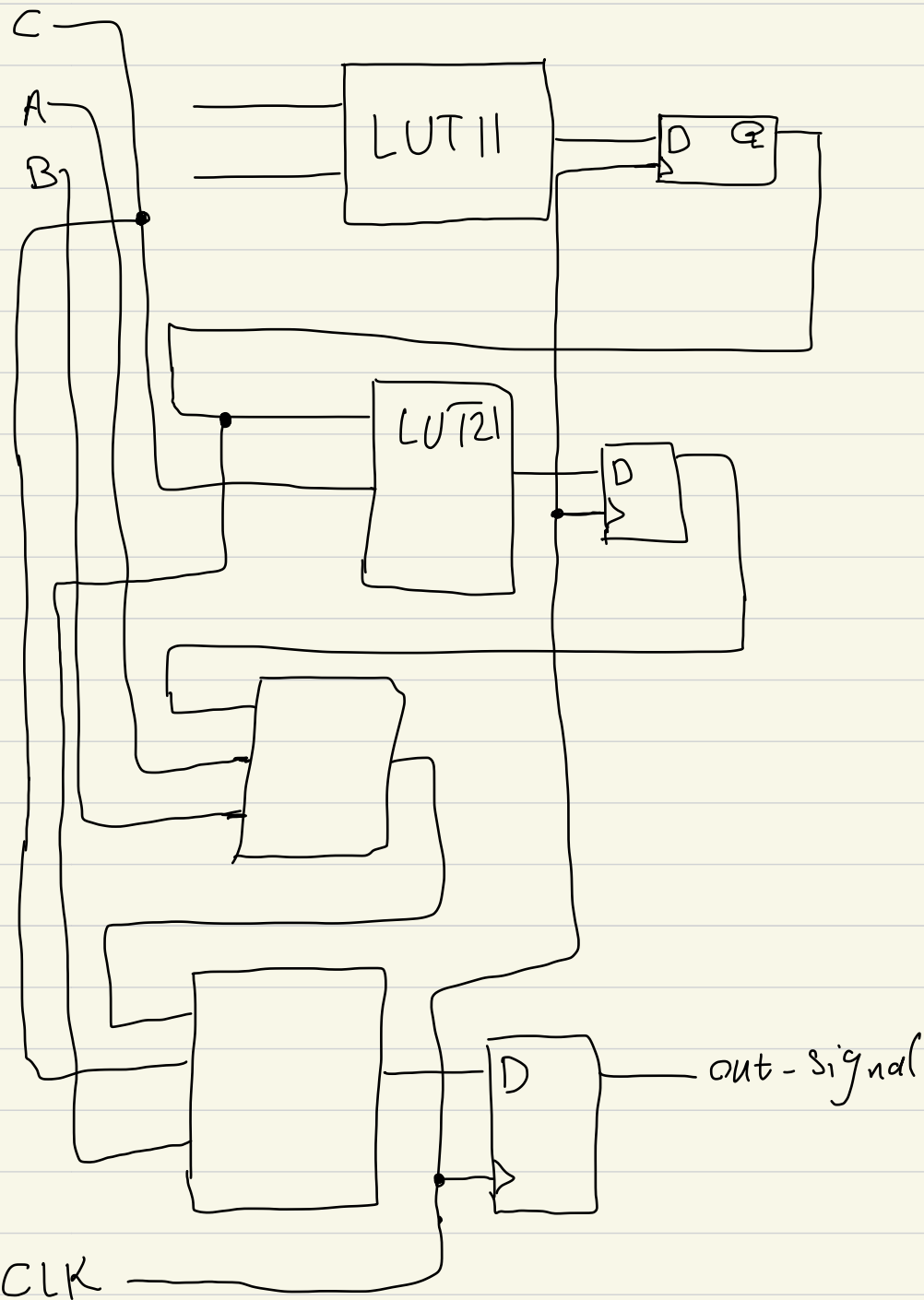
LC 22	
$x_3x_2x_1$	y
000	1
001	0
010	0
011	1
100	0
101	1
110	1
111	0
SEL	0

3 - we have 8 total States and each one can lead to 8 other States. First we simplify the Circuit and then create a table and then a state machine accordingly: (for simplicity, we separate it into two tables)

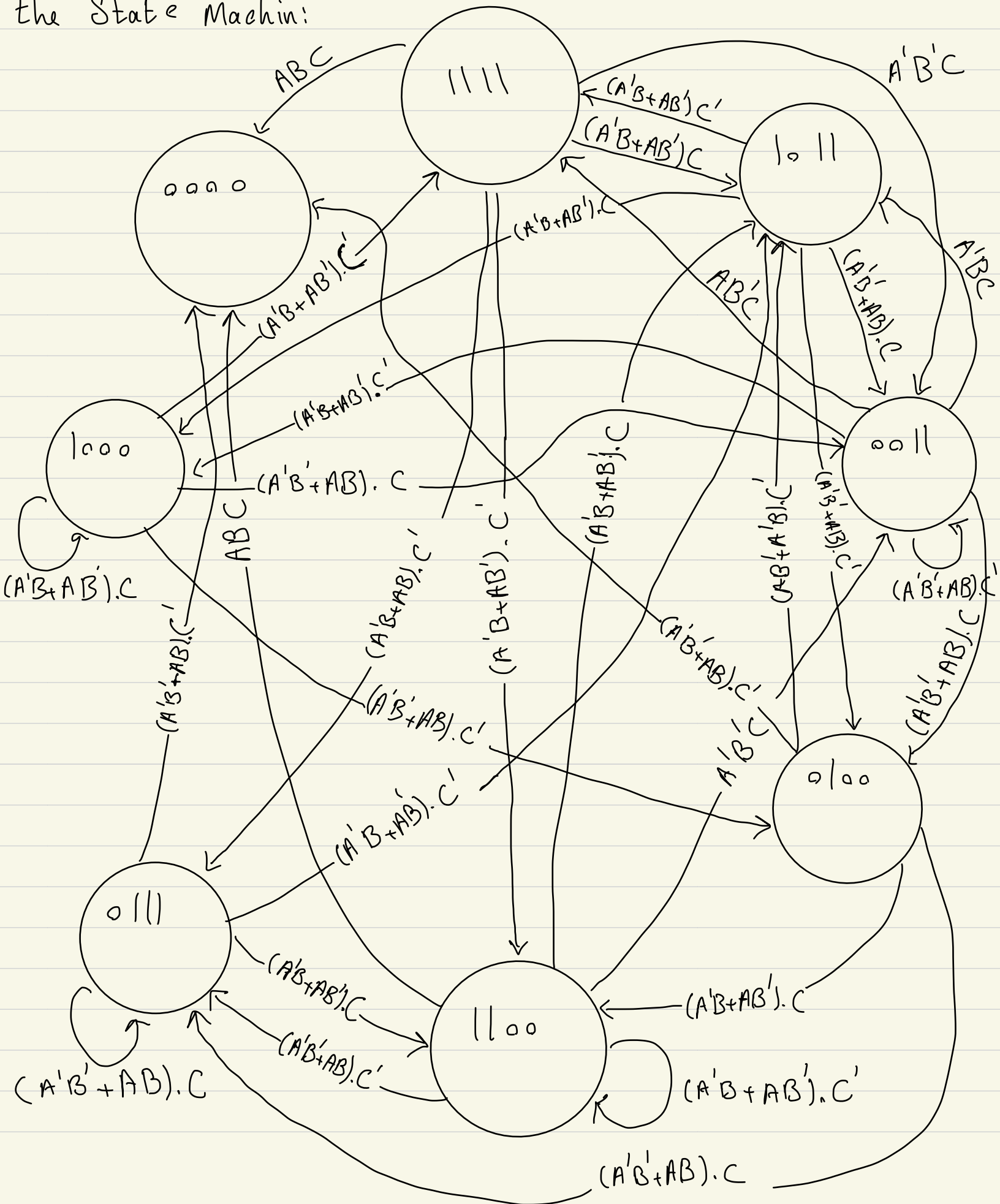
A	B	C	Q_{11}	Q_{12}	Q_{22}	S_1	S_2	S_3	out-signal
0	0	0	0	0	0	0	0	0	0
0	0	1	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0	0
0	1	1	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0
1	0	1	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0	0
1	1	1	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	1	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0	0
0	1	1	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0
1	0	1	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0	0
1	1	1	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	1	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0	0
0	1	1	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0
1	0	1	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0	0
1	1	1	0	0	0	0	0	0	0

A	B	C	Q_{11}	Q_{12}	Q_{22}	S_1	S_2	S_3	out-signal
0	0	0	0	0	0	0	0	0	0
0	0	1	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0	0
0	1	1	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0
1	0	1	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0	0
1	1	1	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	1	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0	0
0	1	1	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0
1	0	1	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0	0
1	1	1	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	1	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0	0
0	1	1	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0
1	0	1	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0	0
1	1	1	0	0	0	0	0	0	0

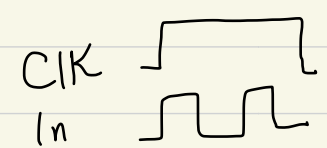
Based on the truth table drawn before, we can create a state machine of the circuit:



the numbers represent ABC out

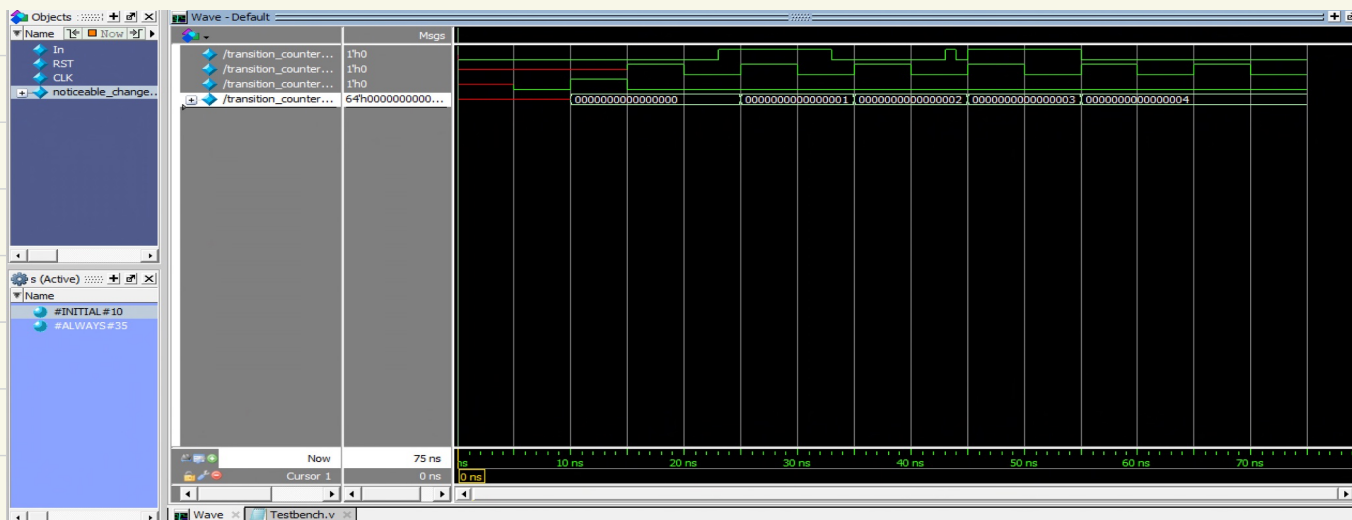


6:
A: For the changes to be counted correctly, In's value mustn't change more than once in a single clock so the counter can work correctly.

For example, if our waveform looks like  the counter won't function properly.

B: to find out if we have come across an error, we create two counters and compare them. An error is produced if they are not equal. A picture of an example where errors are produced and also the waveform of the

testbench:



```
## Reading pref.tcl
## ModelSim SE-64 2020.4 Oct 13 2020
##
## Copyright 1991-2020 Mentor Graphics Corporation
## All Rights Reserved.
##
## ModelSim SE-64 and its associated documentation contain trade
## secrets and commercial or financial information that are the property of
## Mentor Graphics Corporation and are privileged, confidential,
## and exempt from disclosure under the Freedom of Information Act,
## 5 U.S.C. Section 552. Furthermore, this information
## is prohibited from disclosure under the Trade Secrets Act,
## 18 U.S.C. Section 1905.
##
## Loading project Question6
## Compile of main.v was successful.
## Compile of Testbench.v was successful.
## 2 compiles, 0 failed with no errors.
ModelSim> vsim -voptargs="+acc" work.transition_counter_tb
## Start time: 19:53:21 on Jul 11, 2021
## ** Note: (vsim-3812) Design is being optimized...
## Loading work.transition_counter_tb(fast)
## Loading work.transition_counter(fast)
VSIModel> vsim -voptargs="+acc" work.transition_counter_tb
## End time: 20:04:09 on Jul 11, 2021, Elapsed time: 0:10:48
## Errors: 0, Warnings: 2
## vsim -voptargs="+acc" work.transition_counter_tb
## Start time: 20:04:09 on Jul 11, 2021
## ** Note: (vsim-8009) Loading existing optimized design_opt
## Loading work.transition_counter_tb(fast)
## Loading work.transition_counter(fast)
add wave \
sim:/transition_counter_tb/In
add wave -position end sim:/transition_counter_tb/CLK
add wave -position end sim:/transition_counter_tb/RST
add wave -position end sim:/transition_counter_tb/noticeable_changes
VSIModel> run
## Error at 45: real changes are at: 5 but apparent changes are at: 3
## Error at 55: real changes are at: 5 but apparent changes are at: 4
## Error at 65: real changes are at: 6 but apparent changes are at: 4
## ** Note: $stop : C:/modeltech64_2020.4/examples/Testbench.v(32)
## Time: 75 ns Iteration: 0 Instance: /transition_counter_tb
```

7: the python code is included. To test it, we simply use the code of a D Flip Flop from a previous exercise:

```
`timescale 1ns / 1ps

module DFF(
    output q,
    output qBar,
    input d,
    input clk,
    input resetBar
);

wire tmp0;
wire tmp1;
wire tmp2;
wire tmp3;
assign tmp3 = ~(resetBar & clk);
assign tmp2 = ~(resetBar & ~(tmp1 & ~(d & tmp0)));
assign tmp1 = ~(~tmp2 & tmp3);
assign tmp0 = ~(tmp2 & tmp3);
assign qBar = ~(tmp0 & q);
assign q = ~(tmp1 & qBar);

endmodule
```

Converted with
our Python
Program:

```
`timescale 1ns / 1ps

module DFF(
    output reg q,
    output reg qBar,
    input d,
    input clk,
    input resetBar
);

wire tmp0;
wire tmp1;
wire tmp2;
wire tmp3;

always @ (tmp3) begin
    None <= tmp3;
end

always @ (tmp2) begin
    None <= tmp2;
end

always @ (tmp1) begin
    None <= tmp1;
end

always @ (tmp0) begin
    None <= tmp0;
end

always @ (qBar) begin
    None <= qBar;
end

always @ (q) begin
    None <= q;
end

endmodule
```