HDL Generator Documentation

Overview

AUTHOR Wyatt Gronnemose

Contents

1	\mathbf{Pro}	ject Introduction	1
	1.1	Purpose	1
	1.2	System Architecture	1
2	Language Structure		
	2.1	State Machine Syntax	2
		System Syntax	
${f L}$	\mathbf{ist}	of Figures	
	1.1	System Architecture	1
	9 1	Moore Machine	2

1 Project Introduction

1.1 Purpose

The purpose of this project is to be able to easily describe a Moore state machine and turn it into a hardware description language (HDL). The HDL can then be used with FPGA's.

1.2 System Architecture

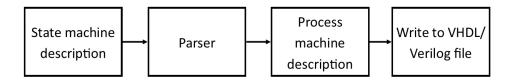


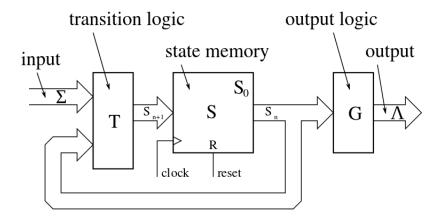
Figure 1.1: System Architecture

2 Language Structure

This section defines how you express a state machine or system of state machines. A Moore machine can be defined using a set of six items. These are:

- Finite set of states (S)
- Initial state (S_0)
- Finite input alphabet (Σ)
- Finite ouitput alphabet (Λ)
- Transition function $(T: S \times \Sigma \to S)$
- Output function $(G: S \to \Lambda)$

Graphically this is shown below in Figure 2.1.



 $\label{thm:more} Figure~2.1:~Moore~Machine~Taken~from:://commons.wikimedia.org/wiki/File:Moore-Automat-en.svg$

2.1 State Machine Syntax

2.2 System Syntax