

# Computer Electronics

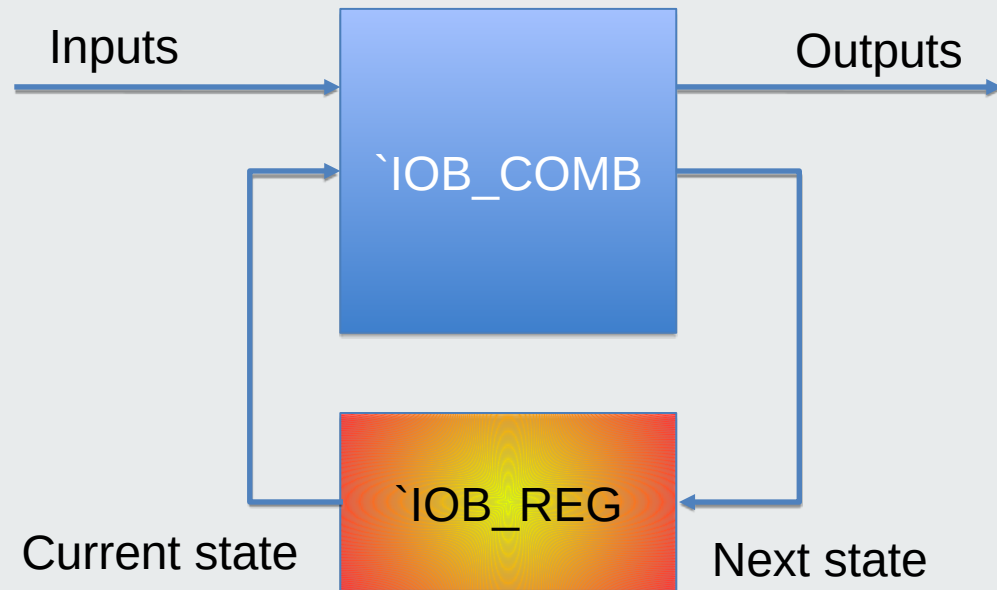
Lecture 9: Digital Circuits and Verilog IV  
Finite State Machines

# Create circuits with iob-lib

- By combining iob-lib modules and macros, one can create many basic digital circuits
- Using the ``IOB_VAR` to compute signal values in ``IOB_COMB`, gives the user the true meaning of the Verilog 'reg' type and the 'always @\*' statement
  - 'reg' is a data type to hold the result a of computation; it does not necessarily represent a physical wire and it NEVER represents a register despite its unfortunate name.

# Finite State Machines

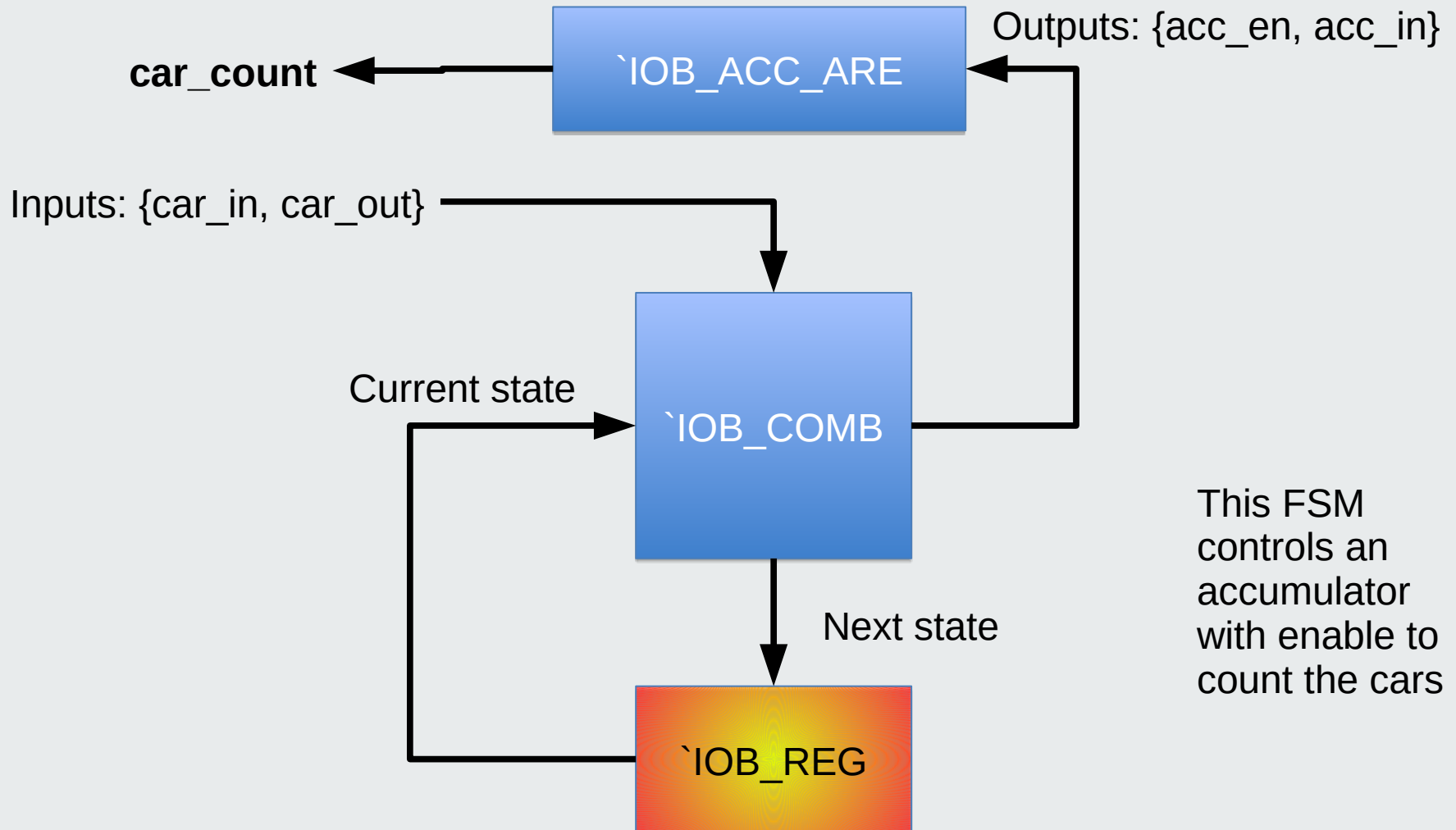
- Finite State Machines (FSMs) should be created when it is not obvious how to make the circuit with the basic iob-lib components
- An FSM is basically an ``IOB_COMB` block connected to an ``IOB_REG` block



# FSM Types: Moore and Mealy

- Moore: Outputs =  $F(\text{Current State})$ 
  - Advantages:
    - Critical path does not include inputs so one has better control on timing closure
    - One state / one output is sometimes easier to design
  - Disadvantages
    - May need a few state transitions (1 clock cycle each) to produce the right output: slower reaction
    - More states = more logic: more registers, more state decoding combinatorial circuits
- Mealy: Outputs =  $F(\text{Inputs, Current State})$ 
  - Advantages:
    - Fewer states = less logic: less registers, less state decoding combinatorial circuits
    - Needs less state transitions (1 clock cycle each) to produce the right output: faster reaction
  - Disadvantages
    - critical path includes inputs so one has worse control on timing closure
    - One state multiple possible outputs is sometimes more difficult to design

# Example: counting cars in a parking lot



# Moore: conclusions

- Needs 3 states
- State encoding done manually and conveniently
- Output decode logic avoided as outputs can be derived from state bits using trivial logic
- Next state decoding needs *logic synthesis* using:
  - Boolean algebra
  - Quine-McCluskey method
  - Karnaugh maps, etc
- Logic synthesis tools can do it very well from the Verilog code

```
module moore (  
    `IOB_INPUT(car_in, 1),    `IOB_INPUT( car_out, 1),  
    `IOB_OUTPUT( acc_en, 1), `IOB_OUTPUT(acc_in, 2),  
);  
    `IOB_VAR(state, 2)  
    `IOB_VAR(state_nxt, 2)  
    localparam idle=0, incr=1, decr=3;  
    `IOB_COMB begin  
        state_nxt = state; //default assignment  
        case(state)  
            idle:  
                if(car_in & ~car_out)  
                    state_nxt = incr;  
                else if(~car_in & car_out)  
                    state_nxt = decr  
            incr:  
                if(~car_in & car_out)  
                    state_nxt = decr  
                else if(car_in ^ car_out)  
                    state_nxt = idle;  
            decr:  
                if(car_in & ~car_out)  
                    state_nxt = incr  
                else if(car_in ^ car_out)  
                    state_nxt = idle;  
            default: //in principle this state is never reach  
                state_nxt = idle;  
        endcase  
        assign acc_en = (state == incr) || (state == decr);  
        assign acc_in[0] = state[0];  
        assign acc_in[1] = state[1];  
    endmodule
```

# Mealy: conclusions

- For this example, the Mealy formulation leads to zero states because outputs can be a function of the inputs only
- In general, Mealy machines require less states than Moore's, not always zero states as in this example
- In general, the output decode logic is more complex than Moore's because the logic functions have more inputs; in this example, the output decode logic is trivial but this is not always the case
- Like Moore's, the next state and output decoding need *logic synthesis* using:
  - Boolean algebra
  - Quinn-mcluskey method
  - Karnaugh maps, etc
- Logic synthesis tools can do it very well from the Verilog code



# Mealy: Verilog implementation

//Mealy formulation requires zero states in this case

```
module mealy (  
  input car_in,  
  input car_out,  
  output acc_en,  
  output [1:0] acc_in  
);  
  
assign acc_en = car_in^car_out;  
  
assign acc_in[0] =acc_en;  
  
assign acc_in[1] = acc_en & car_out;  
  
endmodule
```