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進階可程式邏輯系統設計與應用

Advanced Programmable Logic System
Design and Application

實驗編號：LAB 04

實驗單元：Finite State Machines

實驗名稱：Counter-like circuit

結報完成日期：2022.11.05

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一、 實驗目的

了解有限狀態機之學理，並且藉由練習設計有限狀態機，繪製每個狀態下對應輸入與下一個狀態，完成有+1、+2、+0、-1 功能的計數器。

二、 Verilog 程式碼

```
module Lab04_0811127(    input [0:0] KEY,
                        input [2:0] SW,
                        output [6:0] HEX0 );

reg [3:0] _hex0 ;
wire [1:0] control;
ssd ssd_0(.Din(_hex0),.Dout(HEX0));

assign control = {SW[2],SW[1]};

always @( negedge KEY[0] ) begin
    if (!SW[0]) begin:Active_low_reset
        _hex0 <= 4'd0 ;
    end
    else begin
        case ( _hex0 )
            4'd0: begin
                case (control)
                    2'd0: begin
                        _hex0 <= _hex0 + 4'd0 ;
                    end
                    2'd1: begin
                        _hex0 <= _hex0 + 4'd1 ;
                    end
                    2'd2: begin
                        _hex0 <= _hex0 + 4'd2 ;
                    end
                    2'd3: begin
                        _hex0 <= 4'd9 ;
                    end
                    default: begin
                        _hex0 <= _hex0 + 4'd0 ;
                    end
                end
            end
        end
    end
end
```

```

        end
    endcase
end
4' d1: begin
    case (control)
        2' d0: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
        2' d1: begin
            _hex0 <= _hex0 + 4' d1 ;
        end
        2' d2: begin
            _hex0 <= _hex0 + 4' d2 ;
        end
        2' d3: begin
            _hex0 <= _hex0 - 4' d1 ;
        end
        default: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
    endcase
end
4' d2: begin
    case (control)
        2' d0: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
        2' d1: begin
            _hex0 <= _hex0 + 4' d1 ;
        end
        2' d2: begin
            _hex0 <= _hex0 + 4' d2 ;
        end
        2' d3: begin
            _hex0 <= _hex0 - 4' d1 ;
        end
        default: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
    endcase
end

```

```

        end
    endcase
end
4' d3: begin
    case (control)
        2' d0: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
        2' d1: begin
            _hex0 <= _hex0 + 4' d1 ;
        end
        2' d2: begin
            _hex0 <= _hex0 + 4' d2 ;
        end
        2' d3: begin
            _hex0 <= _hex0 - 4' d1 ;
        end
        default: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
    endcase
end
4' d4: begin
    case (control)
        2' d0: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
        2' d1: begin
            _hex0 <= _hex0 + 4' d1 ;
        end
        2' d2: begin
            _hex0 <= _hex0 + 4' d2 ;
        end
        2' d3: begin
            _hex0 <= _hex0 - 4' d1 ;
        end
        default: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
    endcase
end

```

```

        end
    endcase
end
4' d5: begin
    case (control)
        2' d0: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
        2' d1: begin
            _hex0 <= _hex0 + 4' d1 ;
        end
        2' d2: begin
            _hex0 <= _hex0 + 4' d2 ;
        end
        2' d3: begin
            _hex0 <= _hex0 - 4' d1 ;
        end
        default: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
    endcase
end
4' d6: begin
    case (control)
        2' d0: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
        2' d1: begin
            _hex0 <= _hex0 + 4' d1 ;
        end
        2' d2: begin
            _hex0 <= _hex0 + 4' d2 ;
        end
        2' d3: begin
            _hex0 <= _hex0 - 4' d1 ;
        end
        default: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
    endcase
end

```

```

        end
    endcase
end
4' d7: begin
    case (control)
        2' d0: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
        2' d1: begin
            _hex0 <= _hex0 + 4' d1 ;
        end
        2' d2: begin
            _hex0 <= _hex0 + 4' d2 ;
        end
        2' d3: begin
            _hex0 <= _hex0 - 4' d1 ;
        end
        default: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
    endcase
end
4' d8: begin
    case (control)
        2' d0: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
        2' d1: begin
            _hex0 <= _hex0 + 4' d1 ;
        end
        2' d2: begin
            _hex0 <= 4' d0 ;
        end
        2' d3: begin
            _hex0 <= _hex0 - 4' d1 ;
        end
        default: begin
            _hex0 <= _hex0 + 4' d0 ;
        end
    endcase
end

```

```

        end
    endcase
end
4'd9: begin
    case (control)
        2'd0: begin
            _hex0 <= _hex0 + 4'd0 ;
        end
        2'd1: begin
            _hex0 <= 4'd0 ;
        end
        2'd2: begin
            _hex0 <= _hex0 + 4'd1 ;
        end
        2'd3: begin
            _hex0 <= _hex0 - 4'd1 ;
        end
        default: begin
            _hex0 <= _hex0 + 4'd0 ;
        end
    endcase
end
default: _hex0 <= _hex0 ;
endcase
end
end

endmodule

// sub module
//seven segment display
module ssd (    input [3:0] Din,
                output [6:0] Dout );
assign Dout[0] =    ((!Din[3])&(!Din[2])&(!Din[1])&( Din[0]))|
                    ((!Din[3])&( Din[2])&(!Din[1])&(!Din[0]))|
                    (( Din[3])&( Din[2])&(!Din[1])&( Din[0]))|
                    (( Din[3])&(!Din[2])&( Din[1])&( Din[0]));

```

```

assign Dout[1] = ((!Din[3])&( Din[2])&(!Din[1])&( Din[0]))|
                 (      ( Din[2])&( Din[1])&(!Din[0]))|
                 (( Din[3])&      ( Din[1])&( Din[0]))|
                 (( Din[3])&( Din[2])&      (!Din[0]));

assign Dout[2] = ((!Din[3])&(!Din[2])&( Din[1])&(!Din[0]))|
                 (( Din[3])&( Din[2])&( Din[1])      )|
                 (( Din[3])&( Din[2])&      (!Din[0]));

assign Dout[3] = ((!Din[3])&(!Din[2])&(!Din[1])&( Din[0]))|
                 ((!Din[3])&( Din[2])&(!Din[1])&(!Din[0]))|
                 (( Din[3])&(!Din[2])&( Din[1])&(!Din[0]))|
                 (      ( Din[2])&( Din[1])&( Din[0]));

assign Dout[4] = ((!Din[3])&      &( Din[0]))|
                 (      (!Din[2])&(!Din[1])&( Din[0]))|
                 ((!Din[3])&( Din[2])&(!Din[1])      );

assign Dout[5] = (( Din[3])&( Din[2])&(!Din[1])&( Din[0]))|
                 ((!Din[3])&(!Din[2])&      ( Din[0]))|
                 ((!Din[3])&(!Din[2])&( Din[1])      )|
                 ((!Din[3])&      ( Din[1])&( Din[0]));

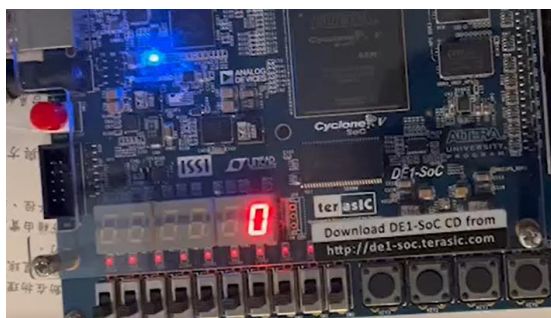
assign Dout[6] = ((!Din[3])&( Din[2])&( Din[1])&( Din[0]))|
                 (( Din[3])&( Din[2])&(!Din[1])&(!Din[0]))|
                 ((!Din[3])&(!Din[2])&(!Din[1])      );

endmodule

```


三、 實驗結果

初始狀態



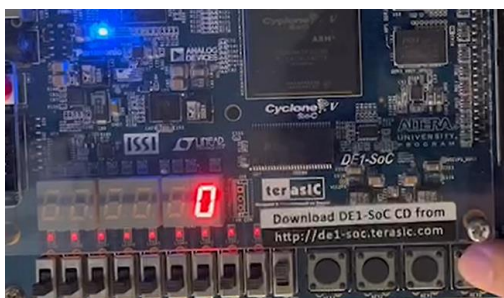
$SW[2] = 0$ (w1), $SW[1] = 0$ (w0), $SW[0] = 0$ (Active-Low reset)



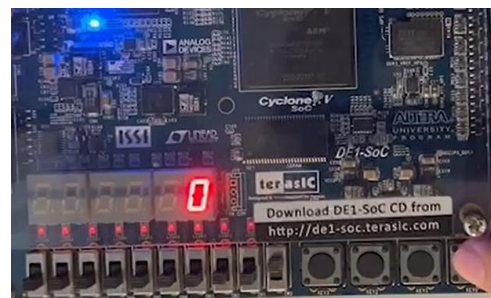
clocks



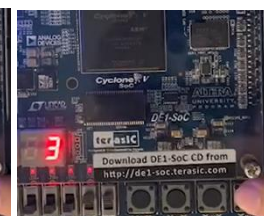
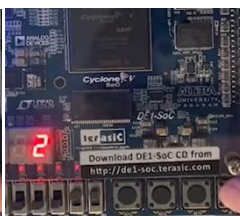
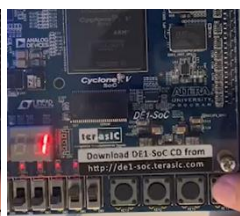
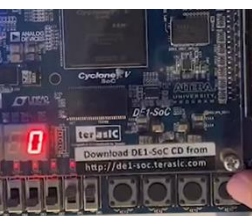
$SW[2] = 0$ (w1), $SW[1] = 0$ (w0), $SW[0] = 1$ (Active-Low reset)



clocks



$SW[2] = 0$ (w1), $SW[1] = 1$ (w0), $SW[0] = 1$ (Active-Low reset)

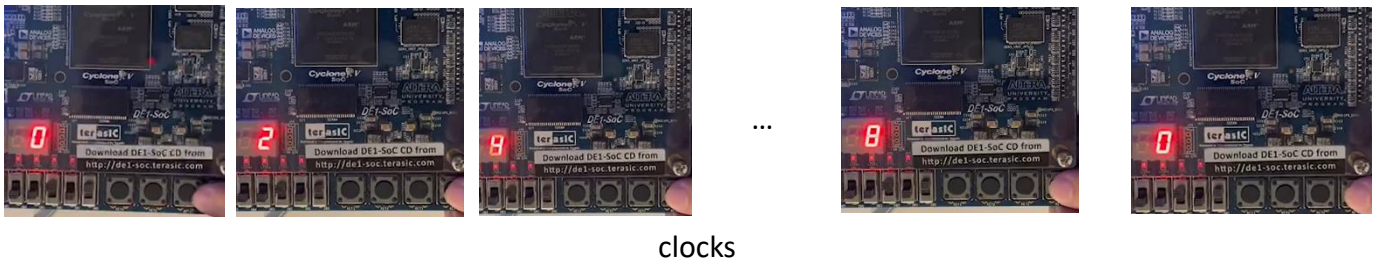


...

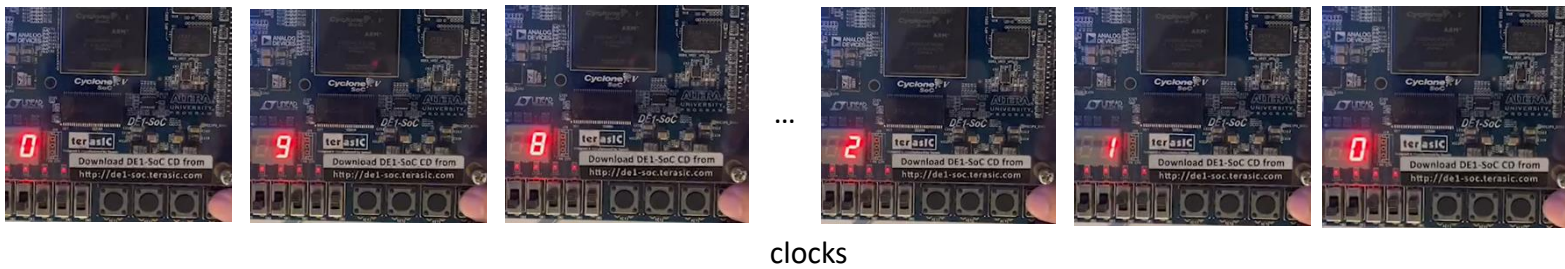


clocks

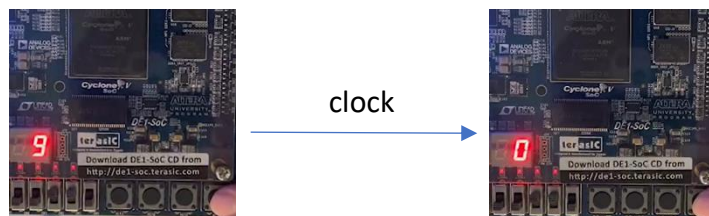
$SW[2] = 1$ (w1), $SW[1] = 0$ (w0), $SW[0] = 1$ (Active-Low reset)



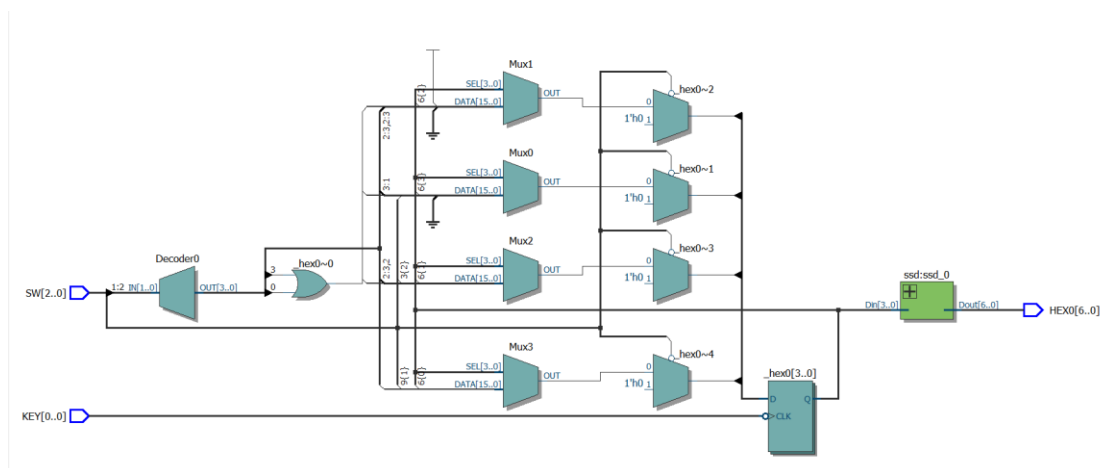
$SW[2] = 0$ (w1), $SW[1] = 0$ (w0), $SW[0] = 1$ (Active-Low reset)

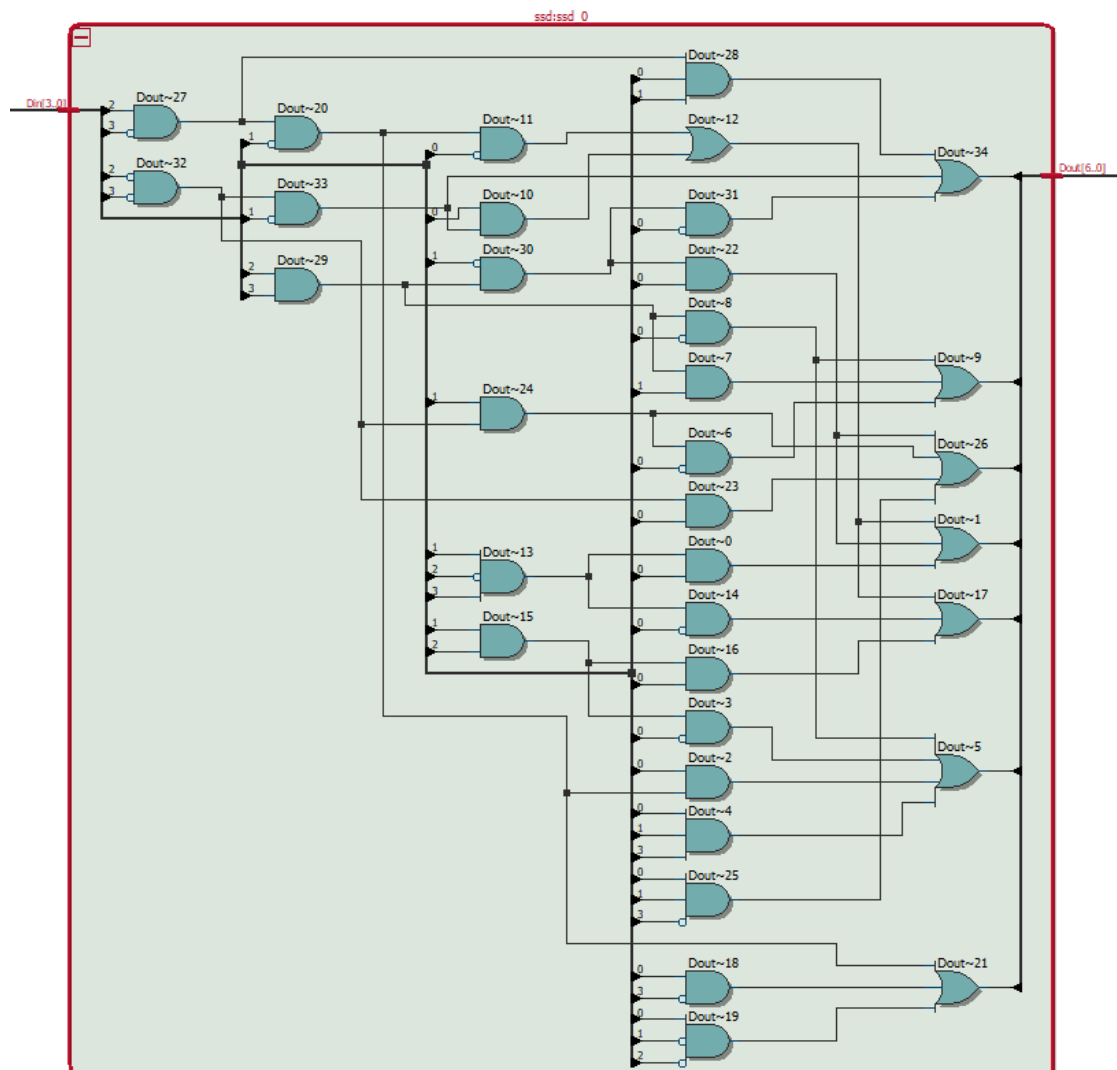


$SW[2] = X$ (w1), $SW[1] = X$ (w0), $SW[0] = 1$ (Active-Low reset)



四、 RTL





五、 問題與討論

本次實驗過程中發現 DE1 的硬體缺陷，周邊電路中的 KEY 按鈕有時按一下會連續觸發多次，可能是機械結構老舊，觸底的銅片防鏽度層脫落導致氧化所造成，也有可能是該元件的防彈跳設計不佳所致，不過該問題可以透過更換腳位解決，以其他 KEY 完成實驗即可避開。

此外，也觀察到 Verilog 不會自動匹配 Integer 的長度，如果 `assign SW[3:0] = {0,0,0,1}`；會出現錯誤，0 和 1 的預設長度是 32 bits，因此應該更正為 `assign SW[3:0] = 4'b0001`；。

六、心得

這次實驗真的很順，寫有限狀態機跟填真值表一樣，雖然程式碼很多行，但是邏輯重複率高，只要照著步驟一步一步把下一個狀態填入，就能順利完成，獲益良多，謝謝助教批閱。