

EE4620L/EE6620L/CEG4324L/CEG6324L DIGITAL INTEGRATED CIRCUIT DESIGN LAB

Lab 2

By

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"I have neither given nor received aid on this assignment, nor have I observed any violation of the Honor code"

Signature:

Date: 03/14/2024

Table of Contents

- 1. Aim/Objective (p.g. 3)
- 2. STG for Cases 3 & 4 (p.g. 3)
- 3. Design Code for All Cases (p.g. 4)
- 4. TB Code (p.g. 11)
- 5. Hardware Report (p.g. 18)
- 6. Simulation Waveform for all cases (p.g. 24)

List of Figures

2. STG for Cases 3&4

- 1 image for Case 3

(NOTE: it says case 4 on paper but this was a mistake that I didn't realize I made until after I drew it)

- 1 image for Case 4

(NOTE: it says case 3 on paper but this was a mistake that I didn't realize I made until after I drew it)

5. Hardware Report

- 3 images for Case 1 (Schematic, Post-Implementation, Post-Synthesis)
- 3 images for Case 2 (Schematic, Post-Implementation, Post-Synthesis)
- 3 images for Case 3 (Schematic, Post-Implementation, Post-Synthesis)
- 3 images for Case 4 (Schematic, Post-Implementation, Post-Synthesis)

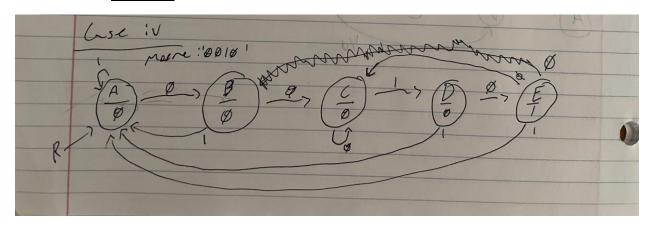
6. Simulation Waveform for all cases

- 1 image for Case 1 (Simulation Waveform)
- 1 image for Case 2 (Simulation Waveform)
- 1 image for Case 3 (Simulation Waveform)
- 1 image for Case 4 (Simulation Waveform)

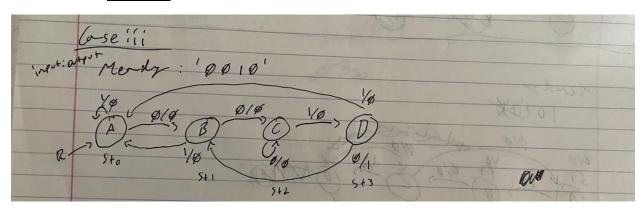
1. AIM / OBJECTIVE:

The aim / objective of this lab was to explore the design space for sequential circuit designs and to become familiar with the Vivado simulation environment.

2. STG for Cases 3,4 (0010 for Mealy & Moore): Case 3:



<u>Case 4:</u>



3. <u>Design Code for all 4 cases:</u> Case 1:

```
library IEEE;
use IEEE.STD LOGIC 1164.ALL;
entity moore is
Port ( clk : in STD_LOGIC;
        din : in STD LOGIC;
        rst : in STD LOGIC;
        dout : out STD_LOGIC);
end moore;
architecture Behavioral of moore is
type state is (st0, st1, st2, st3);
signal present_state, next_state : state;
begin
synchronous_process: process (clk)
    begin
        if rising_edge(clk) then
            if (rst = '1') then
                 present_state <= st0;</pre>
            else
                 present_state <= next_state;</pre>
            end if;
        end if;
end process;
output_decoder : process(present_state, din)
begin
    case (present_state) is
        when st0 =>
            if (din = '1') then
                 next_state <= st1;</pre>
            else
```

```
next_state <= st0;</pre>
              end if;
         when st1 =>
              if (din = '1') then
                  next_state <= st1;</pre>
              else
                  next_state <= st2;</pre>
              end if;
         when st2 =>
             if (din = '1') then
                  next_state <= st3;</pre>
             else
                  next_state <= st0;</pre>
              end if;
         when st3 =>
             if (din = '1') then
                  next_state <= st1;</pre>
              else
                  next_state <= st2;</pre>
              end if;
         when others =>
                  next_state <= st0;</pre>
    end case;
end process;
    dout <= '1' WHEN (present_state = st3) ELSE '0';</pre>
end Behavioral;
```

Case 2:

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity mealy is
Port ( clk : in STD_LOGIC;
din : in STD_LOGIC;
rst : in STD_LOGIC;
dout : out STD_LOGIC);
```

```
end mealy;
architecture Behavioral of mealy is
type state is (st0, st1, st2, st3);
signal present_state, next_state : state;
begin
syncronous_process : process (clk)
    begin
         if rising_edge(clk) then
             if (rst = '1') then
                  present_state <= st0;</pre>
             else
                  present_state <= next_state;</pre>
             end if;
         end if;
end process;
next_state_and_output_decoder : process(present_state, din)
    begin
         dout <= '0';</pre>
             case (present_state) is
                  when st0 =>
                      if (din = '0') then
                           next_state <= st0;</pre>
                           dout <= '0';
                      else
                           next_state <= st1;</pre>
                           dout <= '0';</pre>
                      end if;
                  when st1 =>
                      if (din = '1') then
                           next_state <= st1;</pre>
                           dout <= '0';</pre>
                      else
                           next_state <= st2;</pre>
                           dout <= '0';</pre>
                      end if;
                  when st2 =>
```

Case 3:

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
entity moore is
Port ( clk : in STD_LOGIC;
        din : in STD_LOGIC;
        rst : in STD_LOGIC;
        dout : out STD_LOGIC);
end moore;
architecture Behavioral of moore is
type state is (st0, st1, st2, st3, st4);
signal present_state, next_state : state;
begin
synchronous_process: process (clk)
    begin
        if rising_edge(clk) then
            if (rst = '1') then
                present_state <= st0;</pre>
            else
                present state <= next state;</pre>
```

```
end if;
         end if;
end process;
next_state_and_output_decoder : process(present_state, din)
begin
    case (present_state) is
         when st0 =>
             if (din = '0') then
                  next_state <= st1;</pre>
             else
                  next_state <= st0;</pre>
             end if;
         when st1 =>
             if (din = '0') then
                  next_state <= st2;</pre>
             else
                  next_state <=st0;</pre>
             end if;
         when st2 =>
             if (din = '1') then
                  next_state <= st3;</pre>
             else
                  next_state <= st2;</pre>
         when st3 =>
             if (din = '0') then
                  next_state <= st4;</pre>
             else
                  next_state <= st0;</pre>
             end if;
         when st4 =>
             if (din = '0') then
                  next_state <= st2;</pre>
             else
                  next_state <= st0;</pre>
             end if;
    end case;
end process;
    dout <= '1' WHEN (present_state = st4) ELSE '0';</pre>
```

```
end Behavioral;
```

Case 4:

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
entity mealy is
Port ( clk : in STD_LOGIC;
din : in STD_LOGIC;
rst : in STD_LOGIC;
dout : out STD_LOGIC);
end mealy;
architecture Behavioral of mealy is
type state is (st0, st1, st2, st3);
signal present_state, next_state : state;
begin
syncronous_process : process (clk)
    begin
        if rising_edge(clk) then
            if (rst = '1') then
                 present state <= st0;</pre>
            else
                 present_state <= next_state;</pre>
            end if;
        end if;
end process;
next_state_and_output_decoder : process(present_state, din)
    begin
        dout <= '0';</pre>
            case (present_state) is
                 when st0 =>
                     if (din = '1') then
                         next_state <= st0;</pre>
                         dout <= '0';
```

```
else
                             next_state <= st1;</pre>
                             dout <= '0';</pre>
                        end if;
                   when st1 =>
                        if (din = '1') then
                             next_state <= st0;</pre>
                             dout <='0';</pre>
                        else
                             next_state <= st2;</pre>
                             dout <= '0';
                   when st2 =>
                        if (din = '0') then
                             next_state <= st2;</pre>
                             dout <= '0';
                        else
                             next_state <= st3;</pre>
                             dout <= '0';</pre>
                        end if;
                   when st3 =>
                        if (din = '1') then
                             next_state <= st0;</pre>
                             dout <= '0';</pre>
                        else
                             next_state <= st1;</pre>
                             dout <= '1';</pre>
                        end if;
         end case;
end process;
end Behavioral;
```

4. TB Code:

Moore:

```
LIBRARY ieee;
USE ieee.std logic 1164.ALL;
ENTITY tb moore IS
END tb_moore;
ARCHITECTURE behavior OF tb_moore IS
-- Component Declaration for the Unit Under Test (UUT)
COMPONENT moore
PORT(
clk : IN std_logic;
din : IN std logic;
rst : IN std_logic;
dout : OUT std_logic
);
END COMPONENT;
--Inputs
signal clk : std_logic := '0';
signal din : std_logic := '0';
signal rst : std_logic := '0';
--Outputs
signal dout : std_logic;
-- Clock period definitions
constant clk_period : time := 20 ns;
BEGIN
-- Instantiate the Unit Under Test (UUT)
```

```
uut: moore PORT MAP (
clk => clk,
din => din,
rst => rst,
dout => dout
);
-- Clock process definitions
clk_process :process
begin
clk <= '0';
wait for clk_period/2;
clk <= '1';
wait for clk_period/2;
end process;
-- Stimulus process
stim_proc: process
begin
rst <= '1';
wait for 100 ns;
rst <= '0';
din <= '0';
wait for 20 ns;
din <= '1';
wait for 20 ns;
din <= '0';
wait for 20 ns;
din <= '1';
```

```
wait for 20 ns;
din <= '0';
wait for 20 ns;
din <= '0';
wait for 20 ns;
din <= '0';
wait for 20 ns;
din <= '1';
wait for 20 ns;
din <= '0';
wait for 20 ns;
din <= '1';
wait for 20 ns;
din <= '0';
wait for 20 ns;
din <= '0';
wait for 20 ns;
din <= '1';
wait for 20 ns;
```

```
din <= '0';
wait for 20 ns;
end process;
END;</pre>
```

Mealy:

```
LIBRARY ieee;
USE ieee.std_logic_1164.ALL;
ENTITY tb_moore IS
END tb_moore;
ARCHITECTURE behavior OF tb_moore IS
-- Component Declaration for the Unit Under Test (UUT)
COMPONENT mealy
PORT(
clk : IN std_logic;
din : IN std logic;
rst : IN std_logic;
dout : OUT std_logic
);
END COMPONENT;
--Inputs
signal clk : std_logic := '0';
signal din : std logic := '0';
signal rst : std_logic := '0';
--Outputs
signal dout : std_logic;
-- Clock period definitions
```

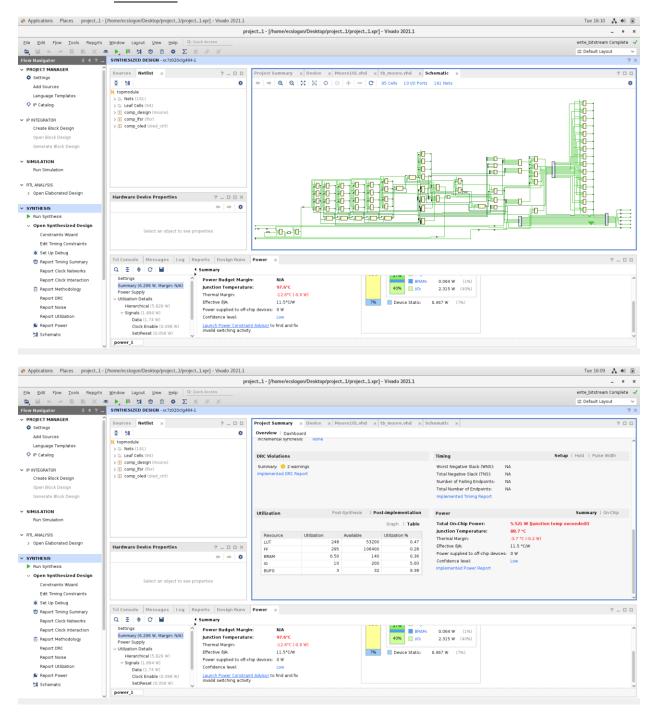
```
constant clk_period : time := 20 ns;
BEGIN
-- Instantiate the Unit Under Test (UUT)
uut: mealy PORT MAP (
clk => clk,
din => din,
rst => rst,
dout => dout
);
-- Clock process definitions
clk_process :process
begin
clk <= '0';
wait for clk_period/2;
clk <= '1';
wait for clk_period/2;
end process;
-- Stimulus process
stim_proc: process
begin
rst <= '1';
wait for 100 ns;
rst <= '0';
din <= '0';
wait for 20 ns;
din <= '1';
wait for 20 ns;
```

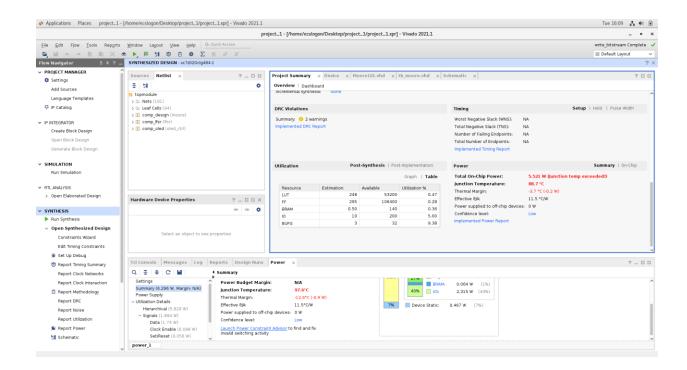
```
din <= '0';
wait for 20 ns;
din <= '1';
wait for 20 ns;
din <= '0';
wait for 20 ns;
din <= '0';
wait for 20 ns;
din <= '0';
wait for 20 ns;
din <= '1';
wait for 20 ns;
din <= '0';
wait for 20 ns;
din <= '1';
wait for 20 ns;
din <= '0';
wait for 20 ns;
din <= '0';
wait for 20 ns;
```

```
din <= '1';
wait for 20 ns;
din <= '0';
wait for 20 ns;
end process;
END;</pre>
```

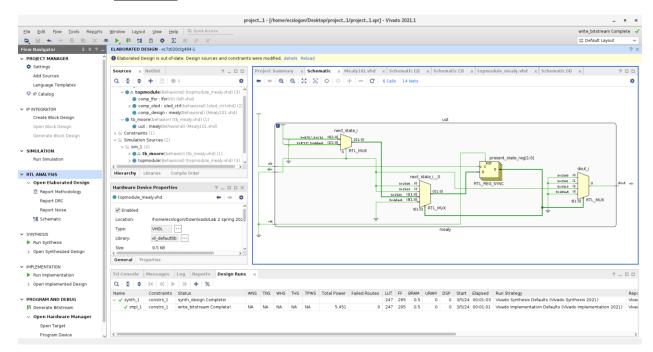
5. <u>Hardware Report:</u>

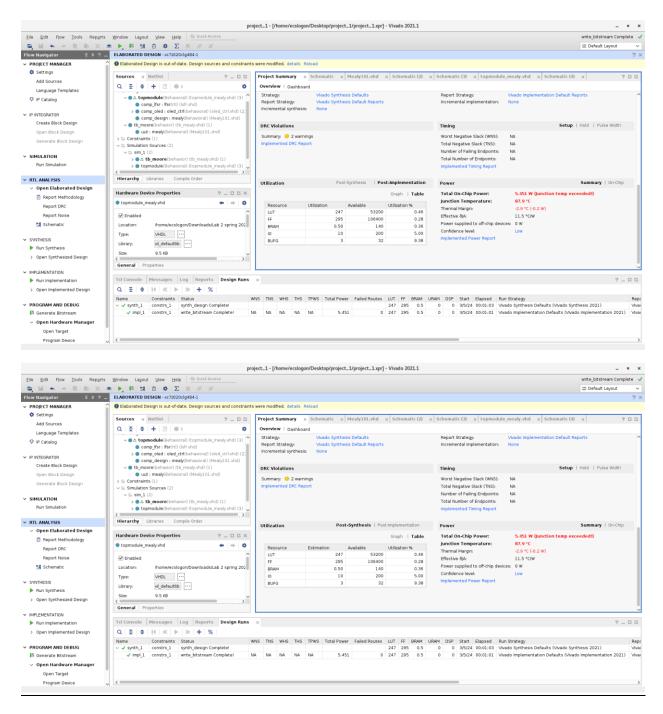
Case 1:



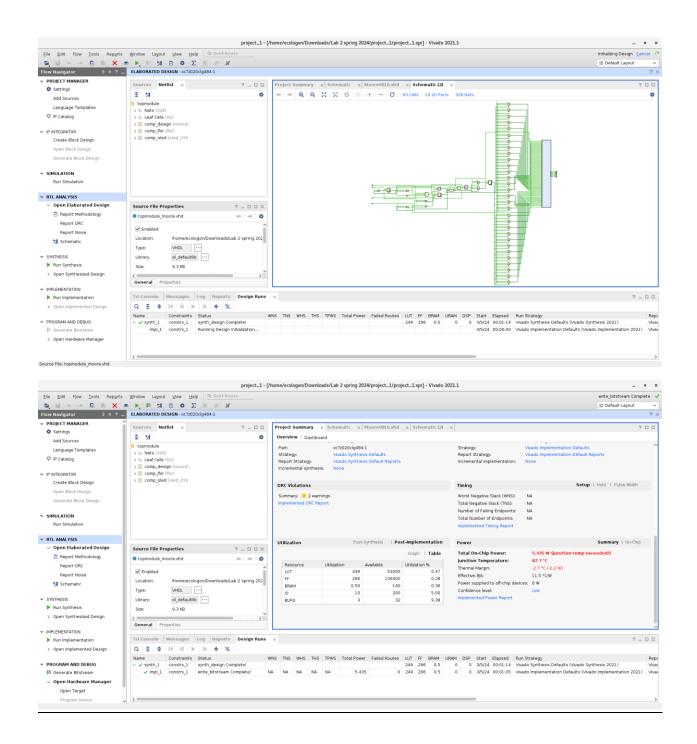


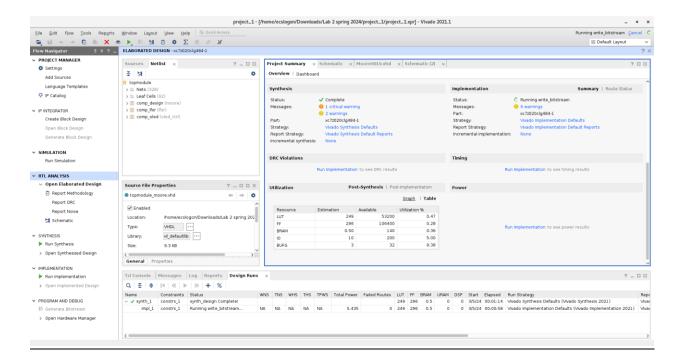
Case 2:



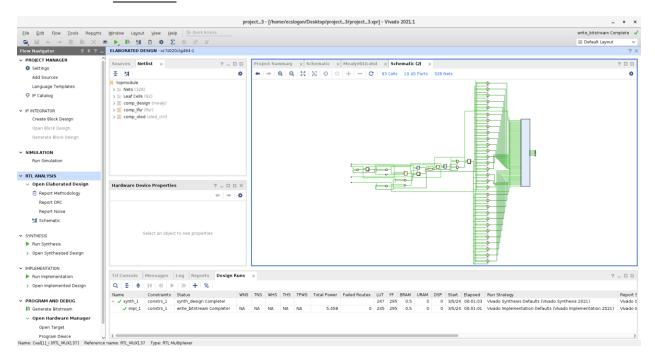


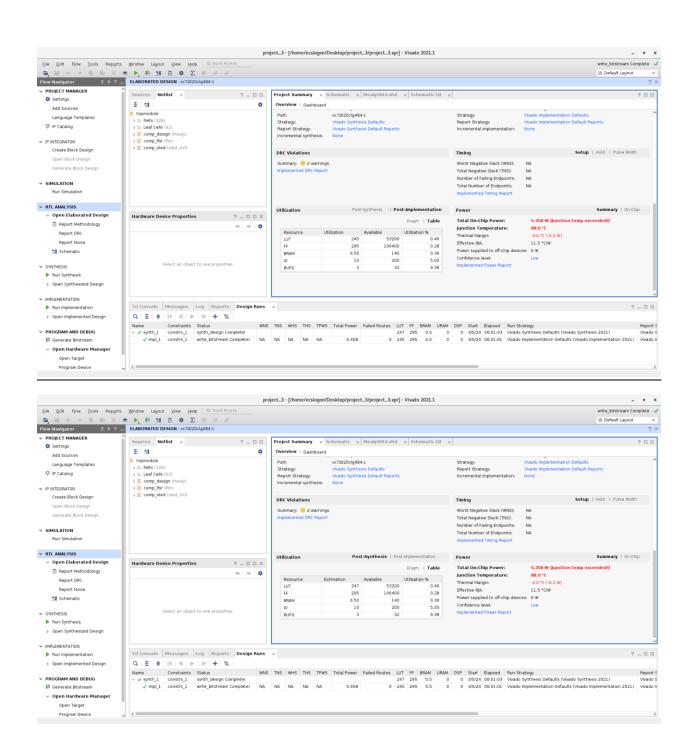
Case 3:



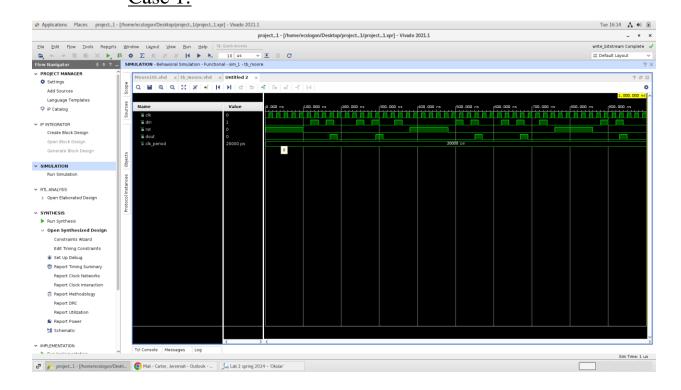


Case 4:

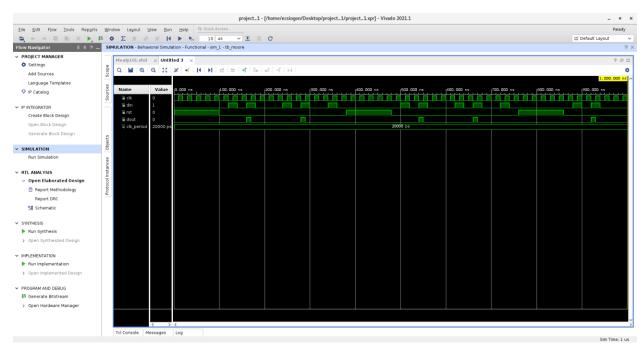




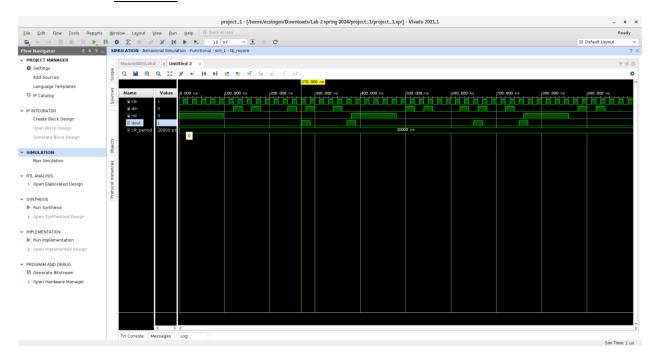
6. <u>Simulation Waveform for all cases:</u> <u>Case 1:</u>



Case 2:



Case 3:



Case 4:

