



DSLAb. 13 Design of Synchronous Sequential Logic

Lab. 13 Design of Synchronous Sequential Logic

- Design and Verify the following circuits using Verilog HDL
 - ◆ Design the sequence detector with D flip-flop in Fig. 5.27
 - ◆ Design the sequence detector with T flip-flop
- Verilog
 - ◆ Behavioral level modeling
 - ◆ Dataflow modeling
 - ◆ Structural level (Gate-level) modeling
- Please write and upload the lab report (Lab13) -- Due on 2022/12/02 23:59

Example 1: State Diagram-Based HDL Model (Mealy) (1/3)

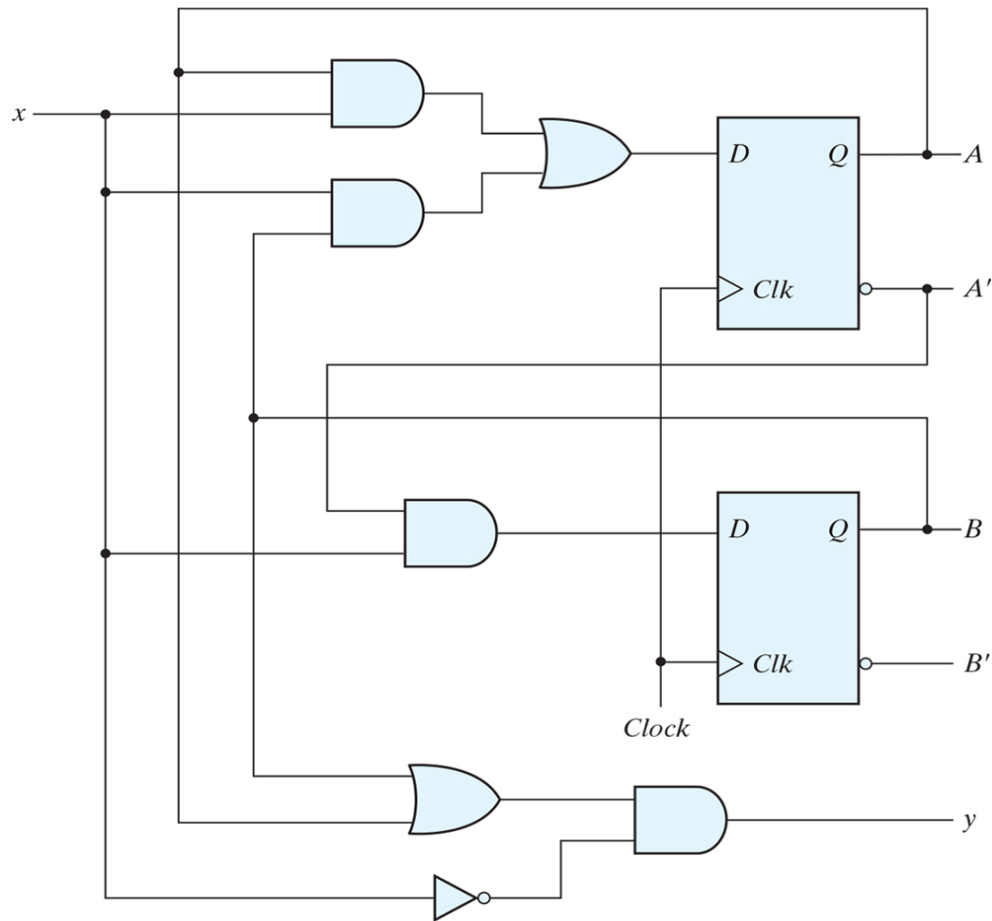


Fig. 5.15

Table 5.2

State Table for the Circuit of Fig. 5.15

Present State		Input x	Next State		Output y
A	B		A	B	
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	0	1
0	1	1	1	1	0
1	0	0	0	0	1
1	0	1	1	0	0
1	1	0	0	0	1
1	1	1	1	0	0

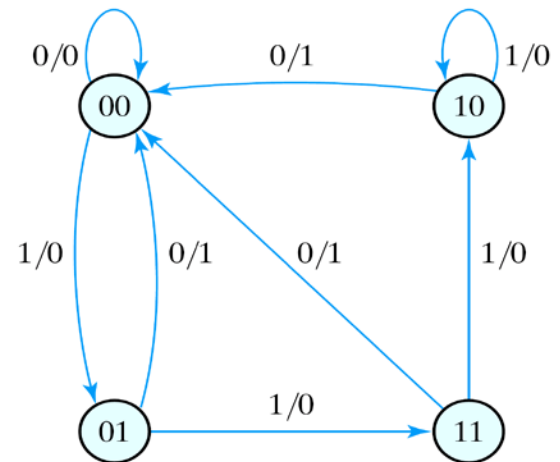


Fig. 5.16

Example 1: State Diagram-Based HDL Model (Mealy) (2/3)

```
module Mealy_Zero_Detector (
  output reg y_out,
  input x_in, clock, reset
);
```

**Behavioral model
(State diagram)**

```
  reg [1: 0] state, next_state;
  parameter S0 = 2'b00, S1 = 2'b01, S2 = 2'b10, S3 = 2'b11;
```

```
  always @ (posedge clock, negedge reset) // state transition
    if (reset == 0) state <= S0;
    else state <= next_state;
```

```
  always @ (state, x_in) // Form the next state
    case (state)
```

```
      S0: if (x_in) next_state = S1; else next_state = S0;
      S1: if (x_in) next_state = S3; else next_state = S0;
      S2: if (~x_in) next_state = S0; else next_state = S2;
      S3: if (x_in) next_state = S2; else next_state = S0;
```

```
    endcase
```

```
  always @ (state, x_in) // Form the output
    case (state)
```

```
      S0: y_out = 0;
      S1, S2, S3: y_out = ~x_in;
```

```
    endcase
```

```
endmodule
```

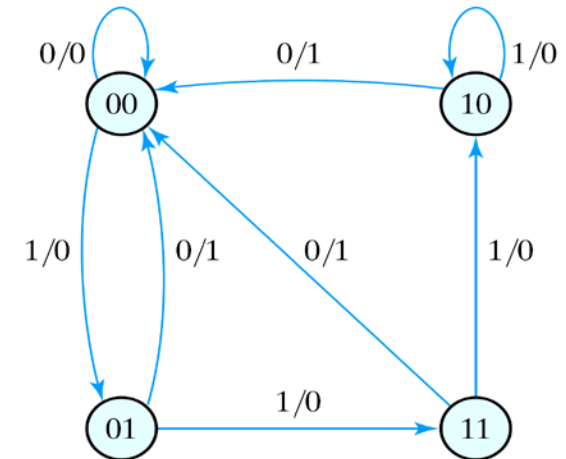


Fig. 5.16

Table 5.2

State Table for the Circuit of Fig. 5.15

Present State		Input <i>x</i>	Next State		Output <i>y</i>
<i>A</i>	<i>B</i>		<i>A</i>	<i>B</i>	
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	0	1
0	1	1	1	1	0
1	0	0	0	0	1
1	0	1	1	0	0
1	1	0	0	0	1
1	1	1	1	0	0

Example 1: State Diagram-Based HDL Model (Mealy) (3/3)

```
module t_Mealy_Zero_Detector;  
  wire t_y_out;  
  reg   t_x_in, t_clock, t_reset;
```

```
  Mealy_Zero_Detector M0 (t_y_out, t_x_in, t_clock, t_reset);
```

```
  initial #200 $finish;
```

```
  initial begin t_clock = 0; forever #5 t_clock = ~t_clock; end
```

```
  initial fork
```

```
    t_reset = 0;
```

```
    #2 t_reset = 1;
```

```
    #87 t_reset = 0;
```

```
    #89 t_reset = 1;
```

```
    #10 t_x_in = 1;
```

```
    #30 t_x_in = 0;
```

```
    #40 t_x_in = 1;
```

```
    #50 t_x_in = 0;
```

```
    #52 t_x_in = 1;
```

```
    #54 t_x_in = 0;
```

```
    #70 t_x_in = 1;
```

```
    #80 t_x_in = 0;
```

```
    #90 t_x_in = 1;
```

```
    #100 t_x_in = 0;
```

```
    #120 t_x_in = 1;
```

```
    #160 t_x_in = 0;
```

```
    #170 t_x_in = 1;
```

```
  join
```

```
endmodule
```

Example 2: State Diagram-Based HDL Model (Moore) (1/4)

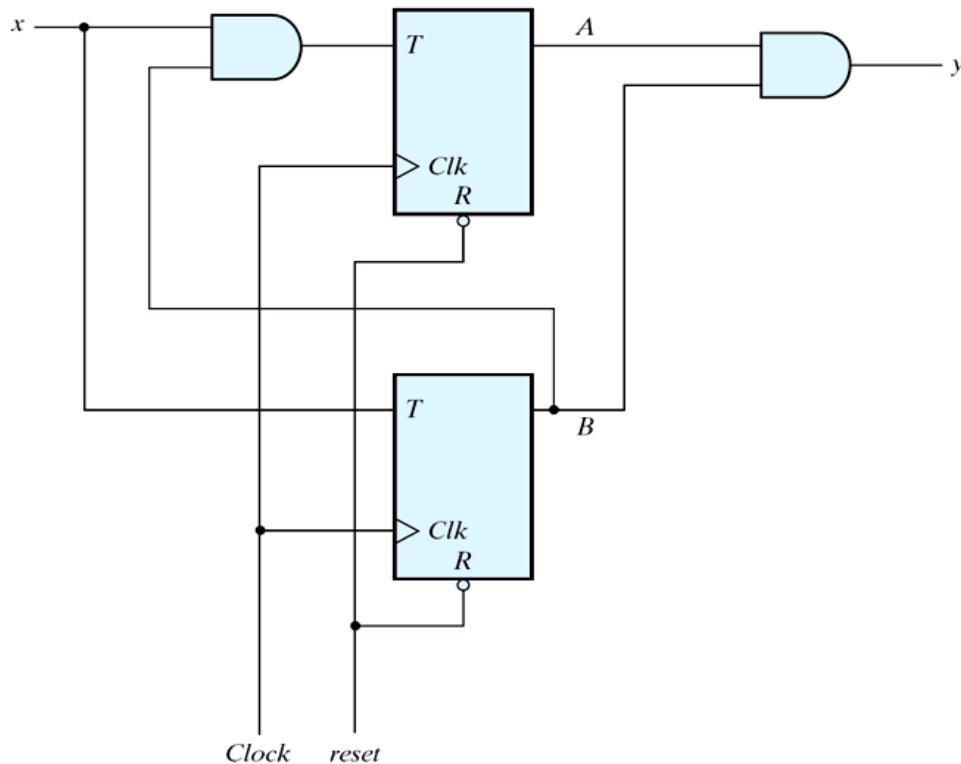
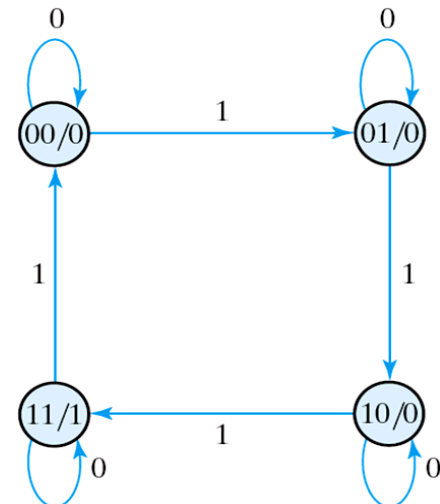


Fig. 20

Present State		Input x	Next State		Output y
A	B		A	B	
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	1	0
0	1	1	1	0	0
1	0	0	1	0	0
1	0	1	1	1	0
1	1	0	1	1	1
1	1	1	0	0	1



Example 2: State Diagram-Based HDL Model (Moore) (2/4)

Structural model (Fig. 20)

```
module Moore_Model_STR_Fig_5_20 (  
    output y_out, A, B,  
    input x_in, clock, reset  
);  
    wire A, TB;  
  
    // Flip-flop input equations  
    assign TA = x_in & B;  
    assign TB = x_in;  
    //output equation  
    assign y_out = A & B;  
    // Instantiate Toggle flip-flops  
    Toggle_flip_flop_3 M_A (A, TA, clock, reset);  
    Toggle_flip_flop_3 M_B (B, TB, clock, reset);  
  
endmodule
```

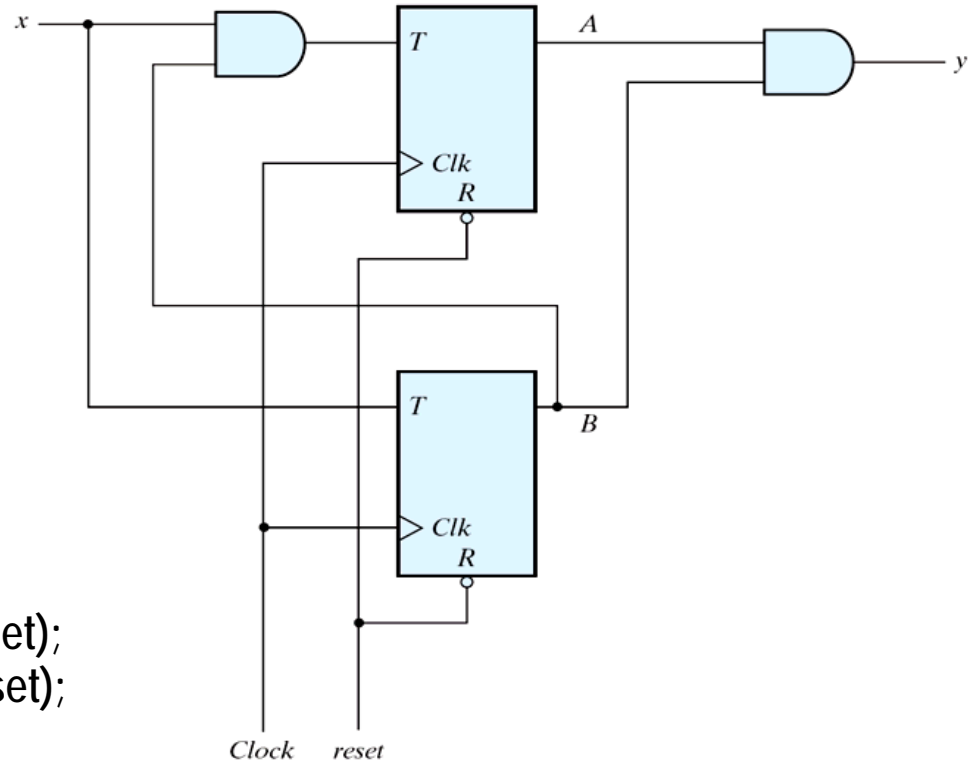


Fig. 20

Example 2: State Diagram-Based HDL Model (Moore) (3/4)

Behavioral model (State diagram)

```
module Moore_Model_Fig_5_20 (  
    output y_out,  
    input x_in, clock, reset  
);  
    reg [1: 0] state;  
    parameter S0 = 2'b00, S1 = 2'b01, S2 = 2'b10, S3 = 2'b11;  
  
    always @ (posedge clock, negedge reset)  
        if (reset == 0) state <= S0; // Initialize to state S0  
        else case (state)  
            S0: if (x_in) state <= S1; else state <= S0;  
            S1: if (x_in) state <= S2; else state <= S1;  
            S2: if (x_in) state <= S3; else state <= S2;  
            S3: if (x_in) state <= S0; else state <= S3;  
        endcase  
  
    assign y_out = (state == S3); // Output of flip-flops  
endmodule
```

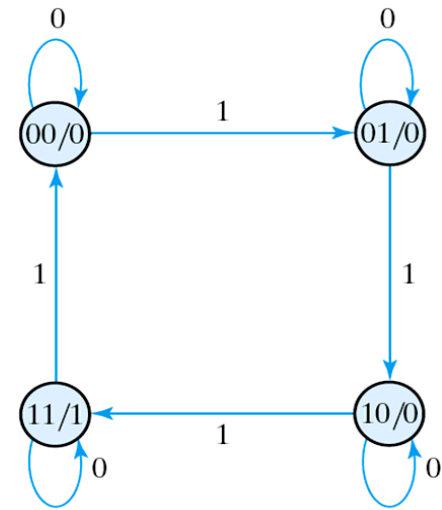


Fig. 5.20

Present State		Input <i>x</i>	Next State		Output <i>y</i>
<i>A</i>	<i>B</i>		<i>A</i>	<i>B</i>	
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	1	0
0	1	1	1	0	0
1	0	0	1	0	0
1	0	1	1	1	0
1	1	0	1	1	1
1	1	1	0	0	1

Example 2: State Diagram-Based HDL Model (Moore) (4/4)

```
module t_Moore_Fig_5_20;  
  wire    t_y_out_2, t_y_out_1;  
  reg     t_x_in, t_clock, t_reset;
```

```
  Moore_Model_Fig_5_20 M1 (t_y_out_1, t_x_in, t_clock, t_reset);  
  Moore_Model_STR_Fig_5_20 M2 (t_y_out_2, A, B, t_x_in, t_clock, t_reset);
```

```
  initial #200 $finish;  
  initial begin  
    t_reset = 0;  
    t_clock = 0;  
    #5 t_reset = 1;  
    repeat (16)  
      #5 t_clock = ~t_clock;
```

```
  end  
  initial begin  
    t_x_in = 0;  
    #15 t_x_in = 1;  
    repeat (8)  
      #10 t_x_in = ~t_x_in;
```

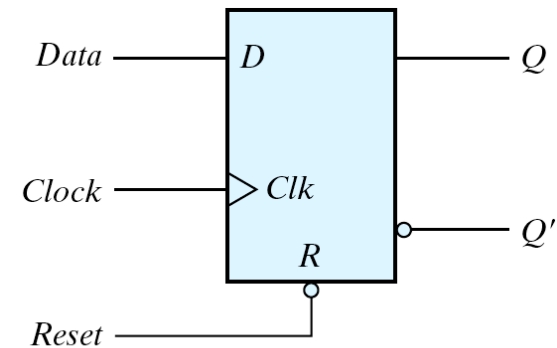
```
  end
```

```
endmodule
```

Example 3: D Flip-Flop with asynchronous reset

Behavioral Description

```
module D_flip_flop_AR_b (Q, Q_b, D, Clk, rst);  
    output      Q, Q_b;  
    input  D, Clk, rst;  
    reg  Q;  
  
    assign Q_b = ~Q;  
    always @ (posedge Clk, negedge rst)  
        if (rst == 0) Q <= 1'b0;  
        else Q <= D;  
endmodule
```



(b) Graphic symbol

<i>R</i>	<i>Clk</i>	<i>D</i>	<i>Q</i>	<i>Q'</i>
0	X	X	0	1
1	↑	0	0	1
1	↑	1	1	0

(b) Function table

Characteristic tables and Characteristic equations

Characteristic equations

- ◆ D flip-flop

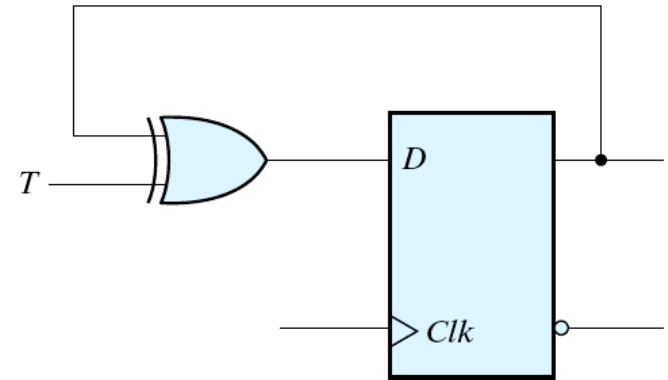
$$Q(t+1) = D$$

- ◆ JK flip-flop

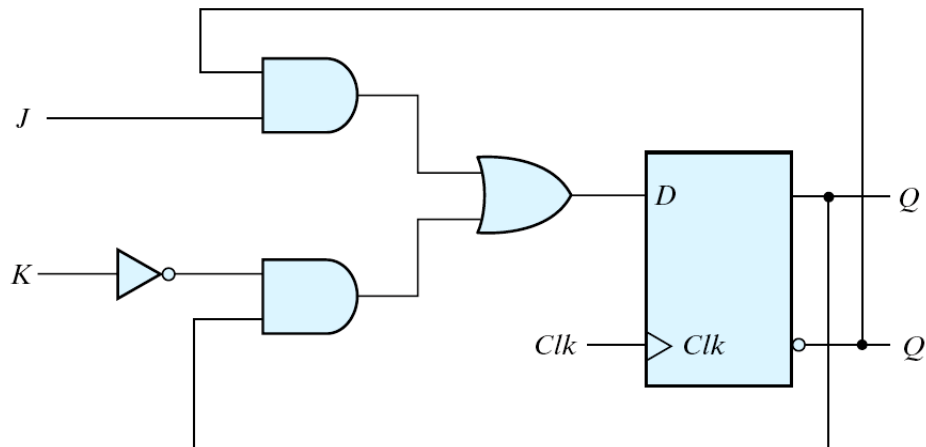
$$Q(t+1) = JQ' + K'Q$$

- ◆ T flop-flop

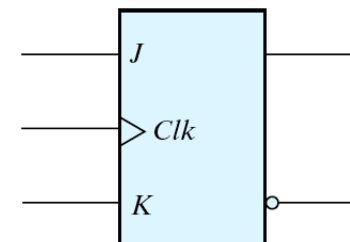
$$Q(t+1) = T \oplus Q = TQ' + T'Q$$



(b) From D flip-flop



(a) Circuit diagram



(b) Graphic symbol

Exercise 1: Design of Sequence Detector (D-FF) (1/2)

- Design a **sequence detector** to detect a sequence of **three or more consecutive 1's** in a string of bits coming through an input line
 - ◆ The **state diagram** and **state table** of the sequence detector are shown in Fig. 5.27 and Table 5.11
 - ◆ Design the sequence detector with **D flip-flops**
 - ◆ Write the Verilog HDL description of the **state diagram** (i.e., **Behavioral model**)
 - ◆ Write the Verilog HDL description of the **logic circuit diagram** (i.e., a **Structural model**)
 - ◆ Write an Verilog HDL stimulus with a sequence of inputs: **011110110**. Verify that the responses are the same for both descriptions (first **reset** all flip-flops to 0).

Exercise 1: Design of Sequence Detector (D-FF) (2/2)

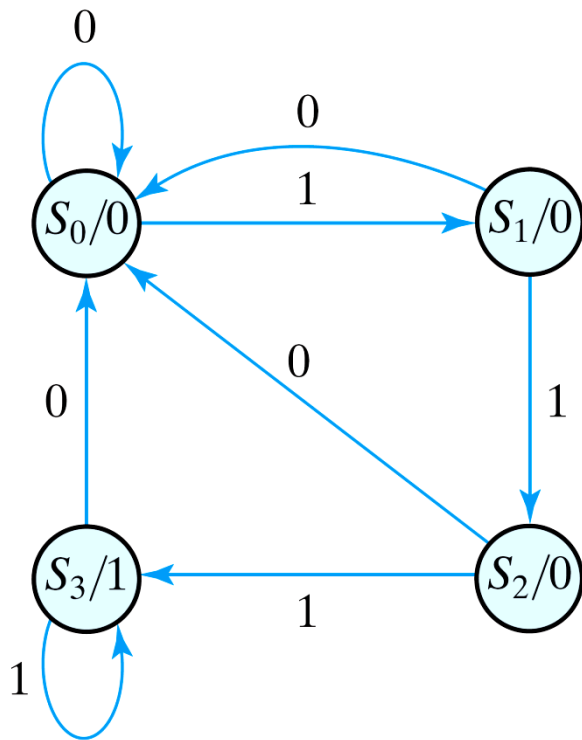


Table 5.11
State Table for Sequence Detector

Present State		Input	Next State		Output
A	B		A	B	
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	0	0
0	1	1	1	0	0
1	0	0	0	0	0
1	0	1	1	1	0
1	1	0	0	0	1
1	1	1	1	1	1

Fig. 5.27 State diagram for sequence detector

Exercise 2: Design of Sequence Detector (T-FF)

- Design a **sequence detector** to detect a sequence of **three or more consecutive 1's** in a string of bits coming through an input line
 - ◆ The **state diagram** and **state table** of the sequence detector are shown in Fig. 5.27 and Table 5.11
 - ◆ Design the sequence detector with **T flip-flops**
 - ◆ Write the Verilog HDL description of the **state diagram** (i.e., **Behavioral model**)
 - ◆ Write the Verilog HDL description of the **logic circuit diagram** (i.e., a **Structural model**)
 - ◆ Write an Verilog HDL stimulus with a sequence of inputs: **011110110**. Verify that the responses are the same for both descriptions (first **reset** all flip-flops to 0).