

Experiment 2 - Sequential Synthesis and FPGA Device Programming

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Abstract— This is the report of experiment 2 and in this experiment, we have to get familiar with the concepts of state machines that are mostly used for controllers. The experiment consists of two parts. First a serial transmitter circuit is designed and then DE1 development board is used for our design implementation.

Keywords— State Machine, Sequence Detectors, Huffman Coding Style, Synthesis, Design Simulation, FPGA Programming, Onepulser, Seven Segment Display

1.1 Onepulser

Onepulser is used for recognizing when the button is pushed. It makes output one for one clock, no matter how long the button is being pushed.

```
1  `timescale 1ns/1ns
2  module one_pulse(clk, clkPB, single_pulse);
3      input clk;
4      input clkPB;
5      output reg single_pulse;
6
7      logic [1:0] ps,ns;
8
9      always @(ps,clkPB) begin
10         ns = 2'b0;
11         case (ps)
12             2'b00: ns = clkPB ? 2'b01 : 2'b00;
13             2'b01: ns = 2'b10;
14             2'b10: ns = clkPB ? 2'b10 : 2'b00;
15             default: ns = 2'b00;
16         endcase
17     end
18     always @(posedge clk) begin
19         ps <= ns;
20     end
21
22     assign single_pulse = ps == 2'b01 ? 1'b1 : 1'b0;
23
24 endmodule
```

Fig. 1 Onepulser Verilog Description

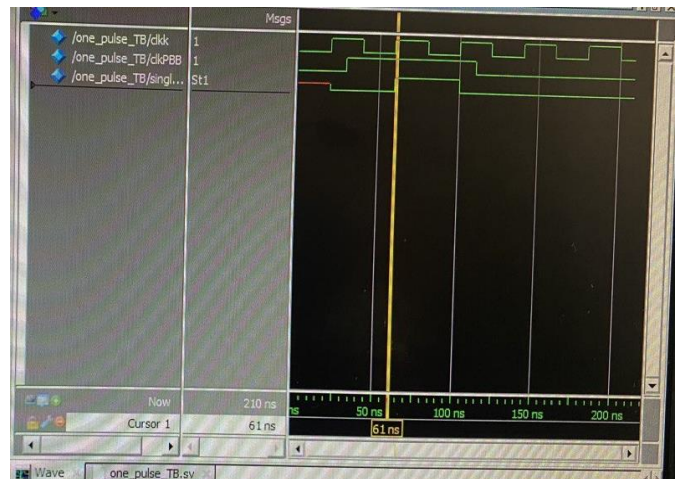


Fig. 2 Waveform of Onepulser Test Bench

1.2 Orthogonal Finite State Machine

A Moore state machine is designed with a counter. Once detector detects the sequence of 1011 on its input, the counter will be enable to count for 10 clock cycles and it counts when the button is pushed.

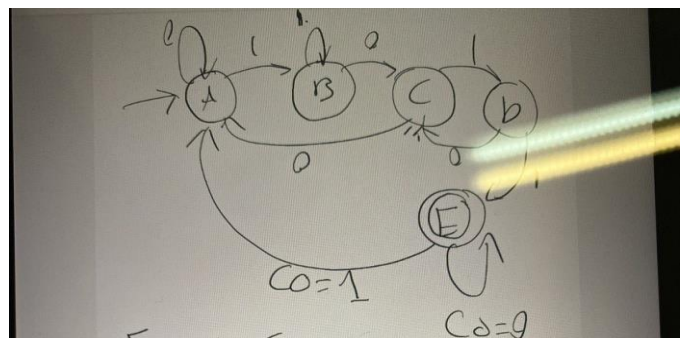


Fig. 3 State Diagram of the Sequence Detector for 1011

Fig. 4 Counter Verilog Description



Fig. 6 1011 Detector Verilog Description

Fig. 7 Top-level Verilog Description of the Transmitter Circuit



Each seven segment receives a 4-bit input and displays the HEX value on its 7-bit output.

Fig. 9 Verilog Description of the Seven Segment Display Module

In this part, the result is described by followed photos step by step.

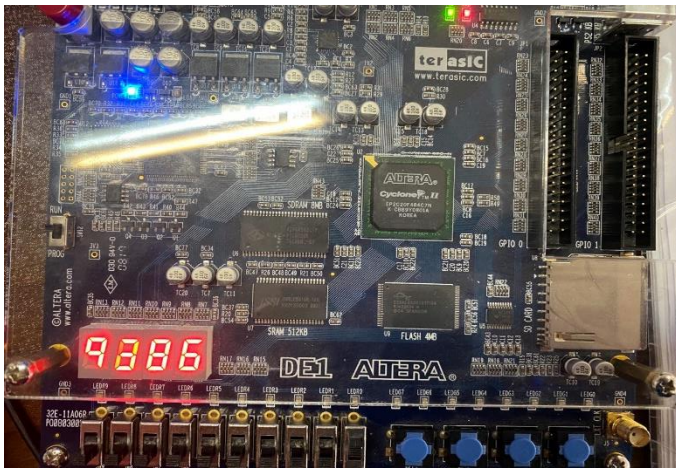


Fig. 10 Photo after Reseting

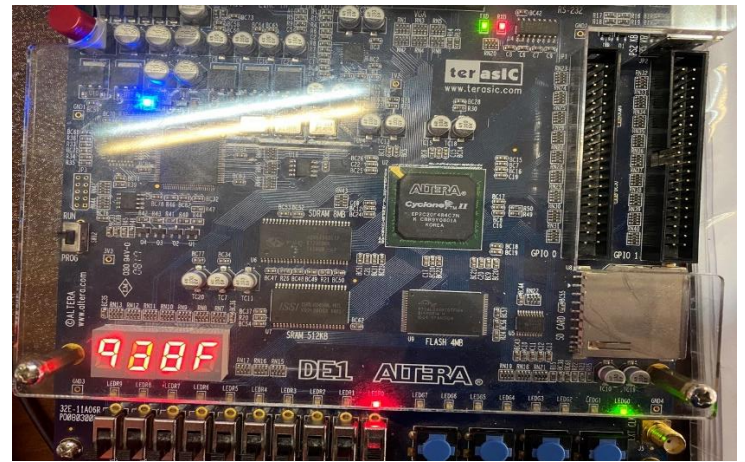


Fig. 12 Photo after Counting for 10 Times

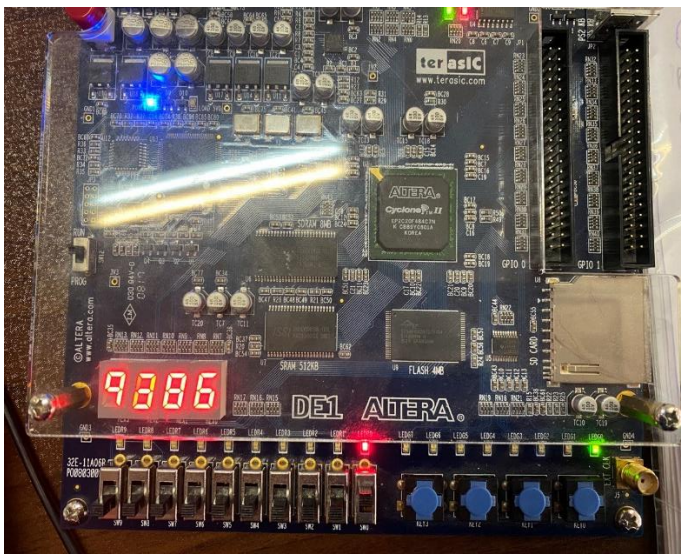


Fig. 11 Photo after Detecting 1011

Next, as you can see in photo above, the counter starts to count from 6 to f. Then, the counter resets and again the detector waits for detecting 1011 on its input.

First, there are two LEDs for serOut and serOutValid to show when each of them is one. When 1011 is detected, as you can see in picture above, two LEDs red and green are turned on. In this state, the serOutvalid and serOut becomes one and remains one for next 10 times the button pushing.