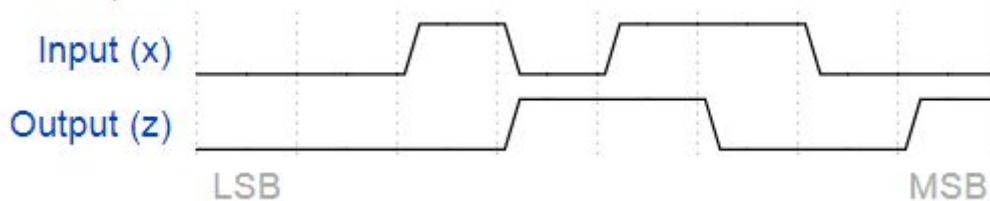


Exams/ece241 2014 q5a

You are to design a one-input one-output serial 2's complemener **Moore** state machine. The input (x) is a series of bits (one per clock cycle) beginning with the least-significant bit of the number, and the output (Z) is the 2's complement of the input. The machine will accept input numbers of arbitrary length. The circuit requires an asynchronous reset. The conversion begins when *Reset* is released and stops when *Reset* is asserted.

For example:



```
module top_module (
    input clk,
    input areset,
    input x,
    output z
);
//2's complement:Moore = invert all bits then add 1
//      = LSB should be treated differently
//      not until you found the first non-zero bit , the output remains 0 StateLSB
//      first input 1 => ouput 1
//      then everything you have to do is invert
//      example: 0000_1101_00
//      its 2's comp: 1111_0011_00

parameter [1:0] WAIT_1 = 2'b00;
parameter [1:0] FIRST_1= 2'b01;
parameter [1:0] RECV_0 = 2'b10;
parameter [1:0] RECV_1 = 2'b11;

reg [1:0] curr_state;
reg [1:0] next_state;

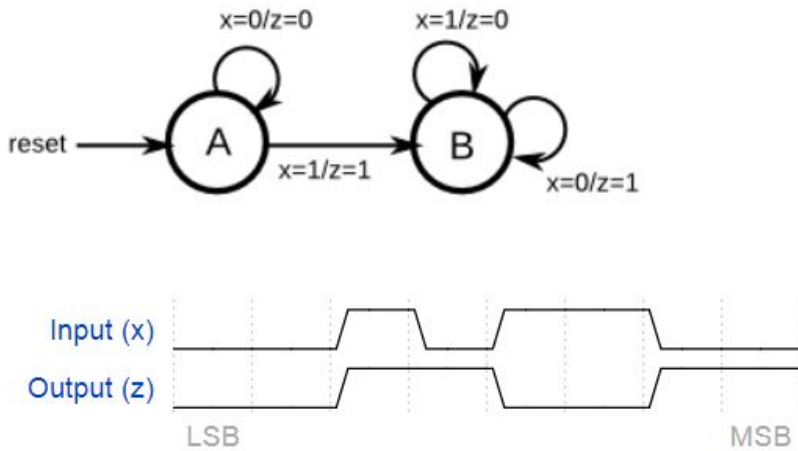
always @ (posedge clk or posedge areset)begin
    if(areset)begin
        curr_state <= WAIT_1;
    end
    else begin
        curr_state <= next_state;
    end
end

always @ (*)begin
    case(curr_state)
        WAIT_1 : next_state = x? FIRST_1 : WAIT_1;
        FIRST_1: next_state = x? RECV_1 : RECV_0; //first 1 output 1
        RECV_1 : next_state = x? RECV_1 : RECV_0; //recieving 1 output 0
        RECV_0 : next_state = x? RECV_1 : RECV_0; //recieving 0 output 1
        default: next_state = curr_state;
    endcase
end
```

```
assign z = (curr_state == FIRST_1)|(curr_state==RECV_0);  
endmodule
```

Exams/ece241 2014 q5b

The following diagram is a **Mealy** machine implementation of the 2's complementer. Implement using one-hot encoding.



```
module top_module (  
    input clk,  
    input areset,  
    input x,  
    output z  
);  
    parameter A = 1'b0;  
    parameter B = 1'b1;  
  
    reg curr_state;  
    reg next_state;  
  
    always @ (posedge clk or posedge areset)begin  
        if(areset)begin  
            curr_state<= A;  
        end  
        else begin  
            curr_state <= next_state;  
        end  
    end  
  
    always @ (*)begin  
        case(curr_state)  
            A: if (x==0) begin  
                next_state = A;  
                z = 1'b0;  
            end  
            else begin  
                next_state = B;  
                z = 1'b1;  
            end  
            B: if (x==1) begin  
                next_state = B;  
                z = 1'b0;  
            end  
            else begin  
                next_state = B;  
                z = 1'b1;  
            end  
        end  
    end
```

```
    endcase  
  end  
endmodule
```