PROJECT 2:

Project: Product Machine and State Enumeration

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1 Problem 1:

Design a sequential circuit S1 with the following requirements

- a) The combination logic part for the next state function should contain at least 2 NAND gates, 1 XOR gate, and one NOR.
- b) The number of the flip-flops should be at least 2.
- c) The sequential circuit should have an output.
- d) Make sure that your design be different from those used by other students.
- If your design is identical to some design used by other students, further investigation will be conducted and you will be asked to revise your design and redo the work.

1.1 Draw your sequential circuit S

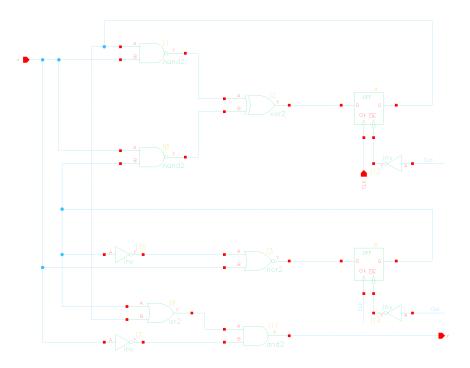


Fig. 1: Sequential Circuit Schematic for S

1.2 Create the next state function table for S1

Present					
State	Input	Next	State Output		
A	В	X	A	В	Y
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	0	1
0	1	1	1	0	0
1	0	0	0	0	1
1	0	1	1	1	0
1	1	0	0	0	0
1	1	1	0	0	0

Fig. 2: Next State function table

1.3 From an initial state (you decide), explore the entire state space and draw the state transition graph.

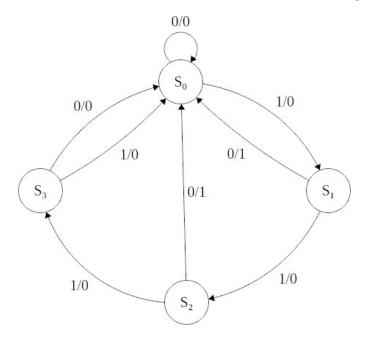


Fig. 3: State Diagram

1.4 Design in verilog as a Mealy FSM

```
'timescale 1 ns/10 ps
module S (output reg Y, output reg [1:0] state,
         input wire clk, reset, x);
  reg [1:0]
                    current state, next state;
  parameter state00 = 2'b00;
  parameter state01 = 2'b01;
  parameter state10 = 2'b10;
  parameter state11 = 2'b11;
  assign state = current state;
  // ****************
  // Memory block
  // ****************
  always @ (posedge clk or negedge reset)
    begin: STATE MEMORY
       if (!reset)
         current state <= state00;
       else
         current state <= next state;
    end
  // ****************
  // Next State
  // ****************
  always @ (current_state or x)
    begin: NEXT STATE LOGIC
       case (current state)
         state00:
           if (x = 1'b1)
           next state = state01;
         else
           next state = state00;
         state01:
           if (x = 1'b1)
           next state = state10;
           next_state = state00;
         state 10:
           if (x = 1'b1)
           next state = state11;
         else
```

```
next_state = state00;
          state11:
             next state = state00;
          default: next state = state00;
        endcase // case (current_state)
     end
   // ****************
   // Output Logic
   // *****************
   always @ (current state or x)
     begin : OUTPUT_LOGIC
        case (current state)
          state00:
              Y = 1'b0;
          state01:
            if (x = 1'b0)
              Y = 1'b1;
            else
              Y = 1'b0;
          state10:
            if (x = 1'b0)
              Y = 1'b1;
            else
              Y = 1'b0;
          state11:
              Y = 1'b1;
          default: Y = 1'b0;
        endcase // case (current_state)
     end
endmodule // S
// TestBench
'timescale 1 \text{ ns}/10 \text{ ps}
module tb_S ();
        wire Y;
        reg clk, reset, x;
        reg [1:0] state;
 S DUT (.Y(Y), .state(state), .clk(clk), .reset(reset), .x(x));
   initial
     begin
        reset = 1'b0;
```

```
reset = 1'b1;
   \quad \text{end} \quad
 initial
   begin
       clk = 1'b0;
   end
 always
   begin
       #5 clk= ~clk;
   end
 initial
   begin
            x = 1'b0;
       \#9 x = 1'b1;
       \#9 \ x = 1'b1;
       \#9 x = 1'b0;
       \#9 \ x = 1'b0;
       \#9 \ x = 1'b0;
       \#9 x = 1'b1;
       \#9 \ x = 1'b0;
       \#9 x = 1'b1;
   \quad \text{end} \quad
initial
     $display(" state x Y");
     monitor("\%2b, \%2b, \%2b", state, x, Y);
  \quad \text{end} \quad
initial
  begin
$dumpfile("dump.vcd"); $dumpvars;
\#500 $finish;
```

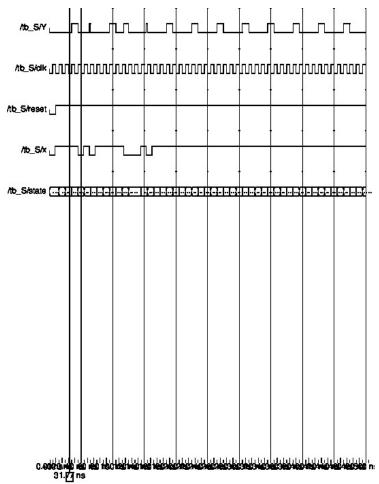
 $\quad \text{end} \quad$

00, 1, 0

 $end module \ // \ tb_S$

1.5 Simulation as a Mealy FSM

```
[2020-07-20 01:41:59 EDT] iverilog '-Wall' '-g2012' design.sv testbench.sv
&& unbuffer vvp a.out
 state x Y
VCD info: dumpfile dump.vcd opened for output.
xx, 0, 0
00, 0,
         0
00, 1,
01, 1,
10, 1,
11,
    1,
        1
00,
    1, 0
01,
     1,
         0
10,
     1,
    1, 1
11,
00\,, \quad 1\,, \quad 0
01, 1,
        0
10,
    1, 0
11, 1, 1
11, 0, 1
00, 0, 1
```



Entity:tb_S Architecture: Date: Tue Jul 21 23:04:08 PDT 2020 Row: 1 Page: 1

Fig. 4: Timing Diagram

2 Problem 2:

Get a copy of S1 and name it as S2.

- a) Except the inputs, please add the index 1 to all the wire names of S1, while adding the index 2 to all the wire names of S2.
- b) To use the shared input product machine, please make sure that the corresponding inputs have the same variable names.
- c) Build the product machine with the shared same input P=S1S2 (as defined in class)

2.1 Source Code for S2

```
timescale 1 ns/10 ps
module S2 (output reg Y2, output reg [1:0] state2,
          input wire clk, reset, x2);
  reg [1:0]
                     current state, next state;
  parameter state00 = 2'b00;
  parameter state01 = 2'b01;
  parameter state10 = 2'b10;
  parameter state11 = 2'b11;
  // ****************
  // Memory block
   // ****************
  always @ (posedge clk or negedge reset)
    begin: STATE MEMORY
       if (!reset)
         current state <= state00;
         current state <= next state;
    end
   // ****************
   // Next State
   // ***************
  always @ (current state or x2)
    begin: NEXT_STATE_LOGIC
       case (current state)
         state00:
           if (x2 = 1'b1)
             next state = state01;
             next state = state00;
         state01:
           if (x2 = 1'b1)
             next state = state10;
           else
             next_state = state00;
         state10:
           if (x2 = 1'b1)
             next_state = state11;
           else
             next state = state00;
         state11:
           next state = state00;
```

```
default: next\_state = state00;
       endcase // case (current state)
   // ****************
   // Output Logic
   // ****************
  always @ (current state or x2)
    begin : OUTPUT LOGIC
       case (current_state)
         state00:
           Y2 = 1'b0;
         state01:
           if (x2 = 1'b0)
             Y2 = 1'b1;
           else
             Y2 = 1'b0;
         state10:
           if (x2 = 1'b0)
             Y2 = 1'b1;
            else
             Y2 = 1'b0;
         state11:
           Y2= 1'b1;
         default: Y2 = 1'b0;
       endcase // case (current state)
    end
   always @ (current_state or x2)
    begin
       state2 = current_state;
    end
endmodule // S2
```

Fig. 5: S2 source code

2.2 Test-bench for S2

```
S2 DUT (.Y2(Y2), .state2(state2), .clk(clk), .reset(reset), .x2(x2));
 initial
    begin
         reset = 1'b0;
         #10 reset= 1'b1;
    end
 initial
    begin
         clk = 1'b0;
    end
 always
    begin
         \#5 clk= ^{\sim} clk;
    end
 initial
    begin
                x2 = 1'b0;
         \#9 \text{ x2} = 1'\text{b1};
         \#9 \text{ x2} = 1'\text{b1};
         \#9 \text{ x2} = 1'\text{b1};
         \#9 x2 = 1'b1;
         \#9 \text{ x2} = 1'\text{b0};
         \#9 \text{ x2} = 1'\text{b1};
         \#9 \text{ x2} = 1'\text{b0};
         \#9 \ x2 = 1'b1;
         \#9 \text{ x2} = 1, \text{b1};
         \#9 \text{ x2} = 1'\text{b1};
         \#9 \text{ x2} = 1, \text{b1};
         \#9 \text{ x2} = 1'\text{b1};
         \#9 \text{ x2} = 1'\text{b0};
         \#9 \text{ x2} = 1'\text{b0};
         \#9 \text{ x2} = 1,50;
         \#9 \text{ x2} = 1'\text{b1};
         \#9 \text{ x2} = 1'\text{b0};
         \#9 \text{ x2} = 1'\text{b1};
    \operatorname{end}
initial
   begin
      $display(" state2 x2 Y2");
```

```
$monitor("%2b, %2b %2b", state2, x2, Y2);
end
initial
begin
#500 $finish;
end
```

Fig. 6: S2 Test-bech

2.3 Timing Diagram for S2

Fig. 7: S2 Timing Diagram

2.4 Trace for S2

```
sim 582P2.tb S2
# vsim 582P2.tb S2
# Start time: 21:37:48 on Jul 22,2020
# Loading 582P2.tb S2
# Loading 582P2.S2
add wave sim:/tb\_S2/*
run - all
\# state2 x2 Y2
\# 00, 00 00
\# 00, 01 00
# 01, 01 00
# 10, 01 00
\# 11, 01 01
\# 00, 00 00
\# \ 00 \,, \ 01 \ 00
\# 01, 01 00
# 01, 00 01
\# 00, 00 00
\# 00, 01 00
\# \ 01 \,, \ 01 \ 00
\# 10, 01 00
\# 11, 01 01
\# 00, 0100
\# 01, 01 00
\# 01, 00 01
\# 00, 00 00
\# 00, 01 00
```

```
\# 01, 01 00
# 01, 00 01
\# 00, 00 00
\# 00, 01 00
\# 01, 01 00
\# 10, 01 00
\# 11, 01 01
# 00, 01 00
\# 01, 01 00
\# 10, 01 00
\# 11, 01 01
\# 00, 01 00
\# 01, 01 00
\# 10, 01 00
# 11, 01 01
\# \ 00 \,, \ 01 \ 00
\# 01, 01 00
\# 10, 01 00
\# 11, 01 01
\# \ 00 \,, \ 01 \ 00
\# 01, 01 00
\# 10, 01 00
\# 11, 01 01
\# \ 00 \,, \ 01 \ 00
# 01, 01 00
\# 10, 01 00
# 11, 01 01
\# 00, 01 00
# 01, 01 00
\# 10, 01 00
# 11, 01 01
\# 00, 0100
# 01, 01 00
\# 10, 01 00
\# 11, 01 01
\# 00, 01 00
# 01, 01 00
\# 10, 01 00
\# ** Note: \$finish : source/tb_S2.v(58)
     Time: 500 ns Iteration: 0 Instance: /tb_S2
# Break in Module tb_S2 at source/tb_S2.v line 58
# Can't move the Now cursor.
```

2.5 Product State Machine

endmodule

2.6 Transcript from simulation

```
vsim \ 582P2.tb\_top
\# vsim 582P2.tb top
# Start time: 22:45:27 on Jul 22,2020
# Loading 582P2.tb_top
# Loading 582P2.top
# Loading 582P2.S1
# Loading 582P2.S2
add wave sim:/tb top/*
run - all
          {\rm state}\, 1
                                          Y2
# x
                      Y1
                               state2
# 00 00 00
             00 00
# 01 00 00
             00 00
# 01 01 00
             01 00
# 01 10 00
             10 00
# 01 11 01
             11 01
# 00 00 00
             00 00
\# 01 00 00
             00 00
             01 00
\# 01 01 00
# 00 01 01
             01 01
# 00 00 00
             00 00
# 01 00 00
             00 00
\# 01 01 00
             01 00
# 01 10 00
             10 00
# 01 11 01
             11 01
# 01 00 00
             00 00
\# 01 01 00
             01 00
\# 00 01 01
             01 01
# 00 00 00
             00 00
# 01 00 00
             00 00
\# 01 01 00
             01 00
# 00 01 01
             01 01
```

```
\# 00 00 00
               00 00
# 01 00 00
               00 00
# 01 01 00
               01 00
# 01 10 00
               10 00
\# 01 11 01
               11 01
# 01 00 00
               00 00
# 01 01 00
               01 \ 00
# 01 10 00
               10 00
\# 01 11 01
               11 01
\# 01 00 00
               00 00
\# 01 01 00
               01 00
# 01 10 00
               10 00
\# 01 11 01
               11 01
# 01 00 00
               00 00
# 01 01 00
               01 00
\# 01 10 00
               10 00
\# 01 11 01
               11 01
# 01 00 00
               00 00
# 01 01 00
               01 \ 00
# 01 10 00
               10 00
# 01 11 01
               11 01
\# 01 00 00
               00 00
\# 01 01 00
               01 \ 00
\# \hspace{0.1cm} 01 \hspace{0.1cm} 10 \hspace{0.1cm} 00
               10 00
# 01 11 01
               11 01
\# 01 00 00
               00 00
# 01 01 00
               01 00
\# 01 10 00
               10 00
# 01 11 01
               11 01
\# 01 00 00
               00 00
\# 01 01 00
               01 00
\# 01 10 00
               10 00
\# 01 11 01
               11 01
\# 01 00 00
               00 00
\# 01 01 00
               01 00
\# \hspace{0.1cm} 01 \hspace{0.1cm} 10 \hspace{0.1cm} 00
               10 00
                            : source/tb\_top.v(57)
# ** Note: $finish
```