

Computer Organization

Assignment 4

Sambit Sahoo (22277)

Q1 - Verilog based Moore machine as shown in question.

```
Assignment_4 > q1 > ≡ a1.v
1  module mymooreFSM (input reset, input a, b, clk, output o);
2      reg [1:0] state, nstate;
3
4      parameter s0 = 2'b00;
5      parameter s1 = 2'b01;
6      parameter s2 = 2'b10;
7
8      // FSM logic
9      always @(posedge clk, posedge reset)
10         if (reset) state <= s0;
11         else state <= nstate;
12
13
14     // next state logic (nstate)
15     always @(*)
16     begin
17         case(state)
18             s0: nstate = a ? s1 : s0;
19             s1: nstate = b ? s2 : s0;
20             default: nstate = s0;
21         endcase
22     end
23
24     assign o = (state == s2);
25 endmodule
```

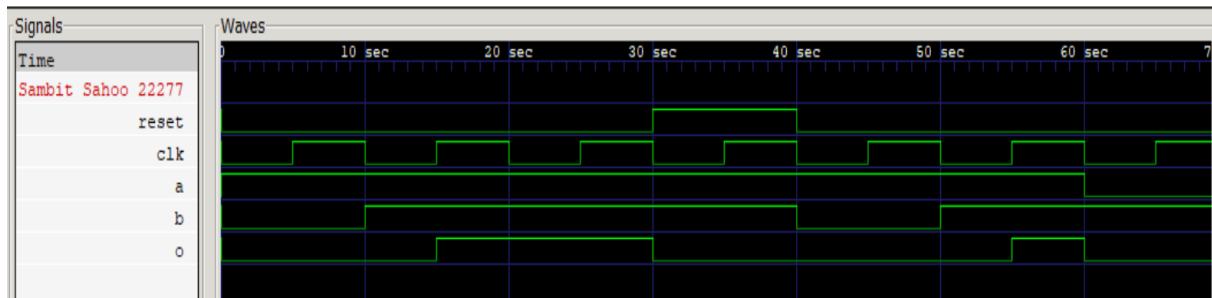
```
Assignment_4 > q1 > ≡ a1.v
27 module a1_tb();
28     reg reset, a, b, clk;
29     wire o;
30
31     mymooreFSM Moore (reset, a, b, clk, o);
32
33     initial clk = 0;
34     always begin
35         #5;
36         clk = ~clk;
37     end
38
39     initial begin
40         $dumpfile("a1_tb.vcd");
41         $dumpvars(0,a1_tb);
42
43         // S0
44         reset = 0; a = 1; b = 0; #10; // S1
45         reset = 0; a = 1; b = 1; #10; // S2
46         reset = 1; a = 0; b = 0; #10; // S0
47         reset = 0; a = 1; b = 0; #10; // S1
48         reset = 0; a = 1; b = 1; #10; // S2
49         reset = 0; a = 0; b = 0; #10; // S0
50         $finish;
51     end
52 endmodule
```



Q2 - Verilog based Mealy machine as given in question.

```
Assignment_4 > q2 > a2.v
1  module mymealyFSM (input a, b, clk, reset, output o);
2      reg [1:0] state, nstate;
3      parameter s0 = 2'b00;
4      parameter s1 = 2'b01;
5      parameter s2 = 2'b10;
6
7      initial state = s0;
8
9      always @(posedge clk, posedge reset)
10         begin
11             if(reset) state <= s0;
12             else state <= nstate;
13         end
14
15         always @(*)
16             begin
17                 case(state)
18                     s0: nstate = a ? s1 : s0;
19                     s1: nstate = b ? s2 : s0;
20                     s2: nstate = (a & b) ? s2 : s0;
21                 endcase
22             end
23
24         assign o = (state == s2 & (a & b));
25     endmodule
```

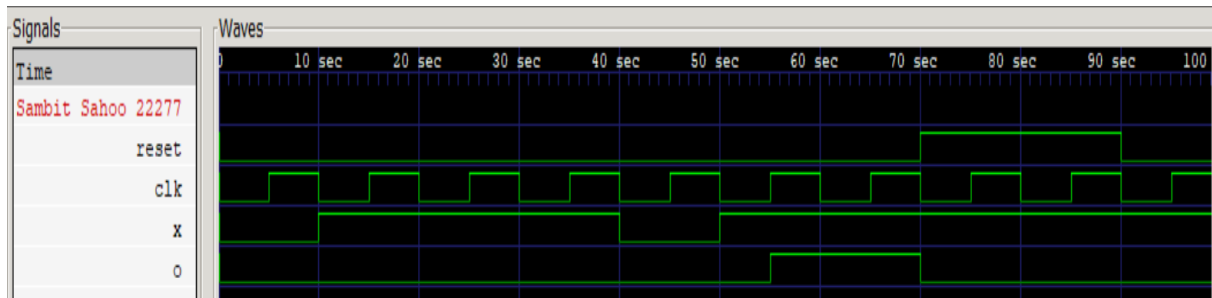
```
Assignment_4 > q2 > a2.v
27  module a2_tb();
28      reg a, b, reset, clk;
29      wire o;
30
31      mymealyFSM Mealy (a, b, clk, reset, o);
32
33      initial clk = 0;
34      always begin
35          #5;
36          clk = ~clk;
37      end
38
39      initial begin
40          $dumpfile("a2_tb.vcd");
41          $dumpvars(0,a2_tb);
42          $display("r|a|b|o");
43          $display("-----");
44          $monitor("%b|b|b|b", reset, a, b, o);
45
46          reset = 0; a = 1; b = 0; #10;
47          reset = 0; a = 1; b = 1; #10;
48          reset = 0; a = 1; b = 1; #10;
49          reset = 1; a = 1; b = 1; #10;
50          reset = 0; a = 1; b = 0; #10;
51          reset = 0; a = 1; b = 1; #10;
52          reset = 0; a = 0; b = 1; #10;
53          $finish;
54      end
55  endmodule
```



Q3- FSM in verilog that detects the input sequence 1101 on input variable x.

```
Assignment_4 > q3 > a3.v
1  module sequencematcher (input reset, clk, x, output o);
2      reg [3:0] state, nstate;
3      parameter s0 = 3'b000;
4      parameter s1 = 3'b001;
5      parameter s2 = 3'b010;
6      parameter s3 = 3'b011;
7      parameter s4 = 3'b100;
8
9      initial state = s0;
10     always @(posedge clk, posedge reset)
11         if(reset) state <= s0;
12         else state <= nstate;
13
14     always @(*)
15         case(state)
16             s0: nstate = x ? s1 : s0;
17             s1: nstate = x ? s2 : s0;
18             s2: nstate = ~x ? s3 : s2;
19             s3: nstate = x ? s4 : s0;
20             s4: nstate = s4;
21             default nstate = s0;
22         endcase
23
24     assign o = (state == s4);
25 endmodule
```

```
Assignment_4 > q3 > a3.v
26
27 module a3_tb();
28     reg reset, clk, x;
29     wire o;
30
31     sequencematcher SM (reset, clk, x, o);
32
33     initial clk = 0;
34     always begin
35         #5;
36         clk = ~clk;
37     end
38
39     initial begin
40         $dumpfile("a3_tb.vcd");
41         $dumpvars(0,a3_tb);
42
43         $display("r|x|o");
44         $display("-----");
45         $monitor("%b| %b| %b", reset, x, o);
46
47         // s0
48         reset = 0; x = 0; #10; // s0
49         reset = 0; x = 1; #10; // s1
50         reset = 0; x = 1; #10; // s2
51         reset = 0; x = 1; #10; // s2
52         reset = 0; x = 0; #10; // s3
53         reset = 0; x = 1; #10; // s4
54         reset = 0; x = 1; #10; // s4
55         reset = 1; x = 1; #10; // s0
56         reset = 1; x = 1; #10; // s0
57         reset = 0; x = 1; #10; // s1
58         $finish;
59     end
60 endmodule
```



Q4. Verilog Code for Modular Equation Implementation

You are given two one-bit input signals P_A and P_B , and one-bit output signal O , for the following modular equation:

$$2N(P_A) + N(P_B) \equiv 1 \pmod{4}$$

```
Assignment_4 > q4 > a4.v
1  module modular_2a_b_fsm (input reset, clk, a, b, output o);
2      reg [1:0] state, nstate;
3      parameter s0 = 4'b00;
4      parameter s1 = 4'b01;
5      parameter s2 = 4'b10;
6      parameter s3 = 4'b11;
7
8      initial state = s0;
9      always @(posedge reset, posedge clk)
10         if (reset) state <= s0;
11         else state <= nstate;
12
13     always @(*)
14         nstate = state + 2 * a + b;
15
16     assign o = (state == s1);
17 endmodule
```

```
Assignment_4 > q4 > a4.v
19 module a4_tb();
20     reg clk, reset, a, b;
21     wire o;
22
23     modular_2a_b_fsm ModularFSM (reset, clk, a, b, o);
24
25     initial clk = 0;
26     always begin
27         #5;
28         clk = ~clk;
29     end
30
31     initial begin
32         $dumpfile("a4_tb.vcd");
33         $dumpvars(0, a4_tb);
34
35         $display("r|a|b|o");
36         $display("-----");
37         $monitor("%b|b|b|b", reset, a, b, o);
38
39         // s0
40         reset = 0; a = 0; b = 1; #10; // s1 //output = 1
41         reset = 0; a = 1; b = 0; #10; // s3
42         reset = 0; a = 1; b = 1; #10; // s2
43         reset = 0; a = 1; b = 1; #10; // s1
44         reset = 1; a = 0; b = 1; #15; // s0
45         reset = 0; a = 1; b = 1; #10; // s3
46         reset = 0; a = 1; b = 0; #10; // s1
47         reset = 0; a = 0; b = 1; #10; // s2
48         $finish;
49     end
50 endmodule
```

