

CSC258

Lab 6

Morgan Chang

1005127113

Part I

1.

- Given the starter circuit, is the Reset signal a synchronous or asynchronous reset?

Asynchronous

- Is it active high, or active low signal?

Active low, since the value of z is reset to 0 when reset value is high.

- How should the Reset signal feature in the tests that you run on your FSM?

The reset signal should be low throughout the tests on the FSM. It should be high only when we want to reset the FSM, then set to low when we want to start another sequence of tests.

2.

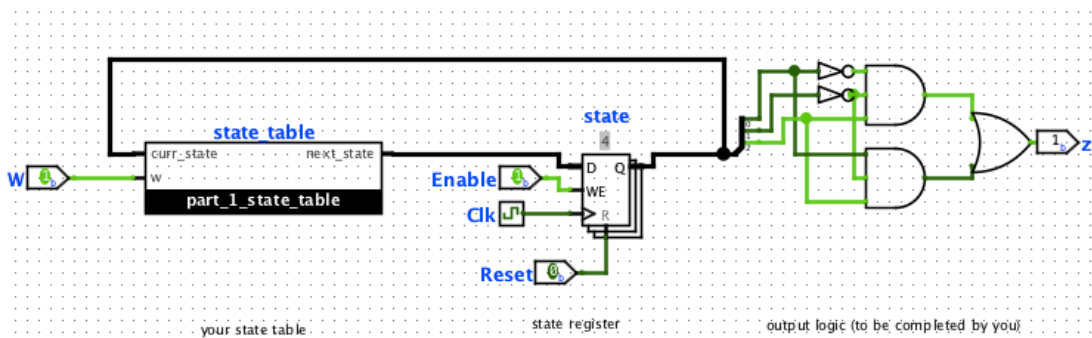
Flip-Flop Assignments

| State | Flip Flop Values |
|-------|------------------|
| A | 000 |
| B | 001 |
| C | 011 |
| D | 111 |
| E | 110 |
| F | 100 |
| G | 101 |

State Table

| F_2 | F_1 | F_0 | w | F_2 | F_1 | F_0 |
|-------|-------|-------|-----|-------|-------|-------|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 0 | 0 | 1 |
| 0 | 0 | 1 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 1 | 0 | 1 | 1 |
| 0 | 1 | 1 | 0 | 1 | 1 | 0 |
| 0 | 1 | 1 | 1 | 1 | 1 | 1 |
| 1 | 1 | 1 | 0 | 1 | 1 | 0 |
| 1 | 1 | 1 | 1 | 1 | 0 | 0 |
| 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| 1 | 1 | 0 | 1 | 1 | 0 | 1 |
| 1 | 0 | 0 | 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 1 | 1 | 0 | 0 |
| 1 | 0 | 1 | 0 | 0 | 0 | 0 |
| 1 | 0 | 1 | 1 | 0 | 1 | 1 |

4. Output logic: $z = 1$ when the output state is at F or G.



5. Each test case is consecutive with the previous one.

All test cases are set with Enable = 1, reset = 0.

| w | cycle | z |
|---|-------|---|
| 1 | 1 | 0 |
| 1 | 2 | 0 |
| 1 | 3 | 0 |
| 1 | 4 | 1 |
| 1 | 5 | 1 |
| 0 | 6 | 0 |
| 1 | 7 | 1 |

These test cases verify the correctness of the circuit because it tests if both the sequence 1111 and 1101 works. It also verifies if overlapping sequences are allowed.

Part II

1.

Load data_in value into R_A, R_B, R_C, R_X by setting Id_a, Id_b, Id_c, Id_x on, respectively.

Overwrite R_A or R_B by setting Id_a or Id_b on, along with Id_alu_out = 1.

Load value into input_1 or input_2 of part_2_ALU by setting value on alu_select_a or alu_select_b.

When select value = 00, the value stored in R_A is loaded into the input(s).

When select value = 01, the value stored in R_B is loaded into the input(s).

When select value = 10, the value stored in R_C is loaded into the input(s).

When select value = 11, the value stored in R_X is loaded into the input(s).

Store final value into R_R by setting Id_r = 1.

When alu_op = 0, the ALU performs addition on the two inputs. When alu_op = 1, it performs multiplication instead.

2.

| data_in | Id_a | Id_b | Id_c | Id_x | alu_select_a | alu_select_b | Id_alu_out | alu_op | Id_r | R_A_val | R_B_val | R_C_val | R_X_val | data_result |
|---------|------|------|------|------|--------------|--------------|------------|--------|------|--------------|---------|---------|---------|--------------|
| 0011 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0011 | 0000 | 0000 | 0000 | 0000 |
| 0010 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0011 | 0010 | 0000 | 0000 | 0000 |
| 0110 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0011 | 0010 | 0110 | 0000 | 0000 |
| 0100 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0011 | 0010 | 0110 | 0100 | 0000 |
| 0000 | 0 | 1 | 0 | 0 | 11 | 01 | 1 | 1 | 0 | 0011 | 1000 | 0110 | 0100 | 0000 |
| 0000 | 0 | 1 | 0 | 0 | 00 | 01 | 1 | 0 | 0 | 0011 | 1011 | 0110 | 0100 | 0000 |
| 0000 | 1 | 0 | 0 | 0 | 11 | 11 | 1 | 1 | 0 | 0001 0000 | 1011 | 0110 | 0100 | 0000 |
| 0111 | 1 | 0 | 0 | 0 | 00 | 10 | 1 | 1 | 0 | 0110 0000 | 1011 | 0110 | 0100 | 0000 |
| 1000 | 0 | 0 | 0 | 0 | 00 | 01 | 0 | 0 | 1 | 0110 0000 | 1011 | 0110 | 0100 | 0110 1011 |

3.

| state | Id_a | Id_b | Id_c | Id_x | alu_select_a | alu_select_b | Id_alu_out | alu_op | Id_r | next_state |
|-------|------|------|------|------|--------------|--------------|------------|--------|------|------------|
| 0000 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0001 |
| 0001 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0010 |
| 0010 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0011 |
| 0011 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0100 |
| 0100 | 0 | 1 | 0 | 0 | 11 | 01 | 1 | 1 | 0 | 0101 |
| 0101 | 0 | 1 | 0 | 0 | 00 | 01 | 1 | 0 | 0 | 0110 |
| 0110 | 1 | 0 | 0 | 0 | 11 | 11 | 1 | 1 | 0 | 0111 |
| 0111 | 1 | 0 | 0 | 0 | 00 | 10 | 1 | 1 | 0 | 1000 |
| 1000 | 0 | 0 | 0 | 0 | 00 | 01 | 0 | 0 | 1 | 1001 |

5. Verification to the correctness of the FSM with test cases of Part 2 Q2.

input values: $a = 3$, $b = 2$, $c = 6$, $x = 4$

output: $6b$, which equals to 107 in decimal number.

