Solution to 11/28 example

State transition table (with assignments)

| Present State | Next state $x=0$ | Next state $x=1$ | Output |
|---|---|---|---|
| $Q_2\ Q_1\ Q_0$ | $Q_2^+\ Q_1^+\ Q_0^+$ | $Q_2^+\ Q_1^+\ Q_0^+$ | $Z$ |
| 0 0 0 | 0 0 1 | 0 0 0 | 0 |
| 0 0 1 | 0 1 0 | 0 0 0 | 0 |
| 0 1 0 | 0 1 1 | 1 0 0 | 0 |
| 0 1 1 | 0 1 1 | 1 0 1 | 0 |
| 1 0 0 | 1 1 0 | 0 0 0 | 0 |
| 1 0 1 | 1 1 0 | 0 0 0 | 1 |
| 1 1 0 | 0 1 0 | 0 0 0 | 1 |
| 1 1 1 | d d d | d d d | d |

J-K ff excitation table

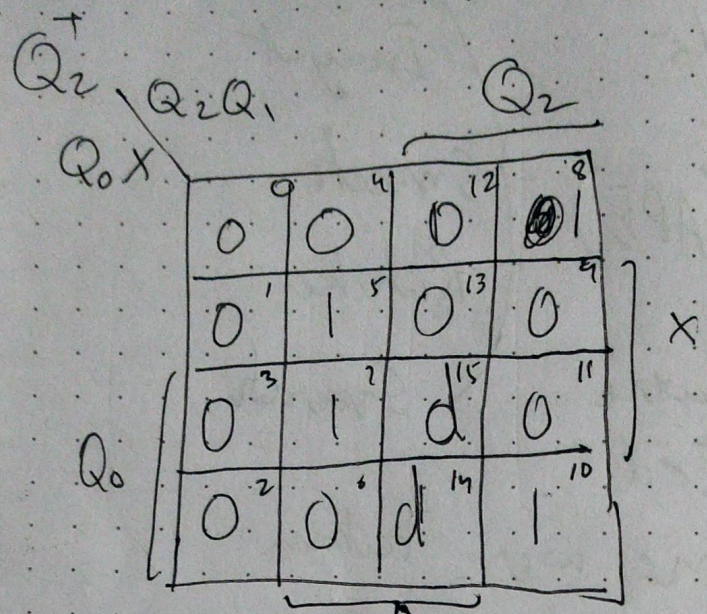
| $Q$ | $Q^+$ | J | K |
|---|---|---|---|
| 0 | 0 | 0 | d |
| 0 | 1 | 1 | d |
| 1 | 0 | d | 1 |
| 1 | 1 | d | 0 |

JK characteristic table

| J | K | $Q$ | $Q^+$ |
|---|---|---|---|
| 0 | 0 | 0 | 0 |
| | | 1 | 1 |
| 0 | 1 | 0 | 0 |
| | | 1 | 0 |
| 1 | 0 | 0 | 1 |
| | | 1 | 1 |
| 1 | 1 | 0 | 1 |
| | | 1 | 0 |

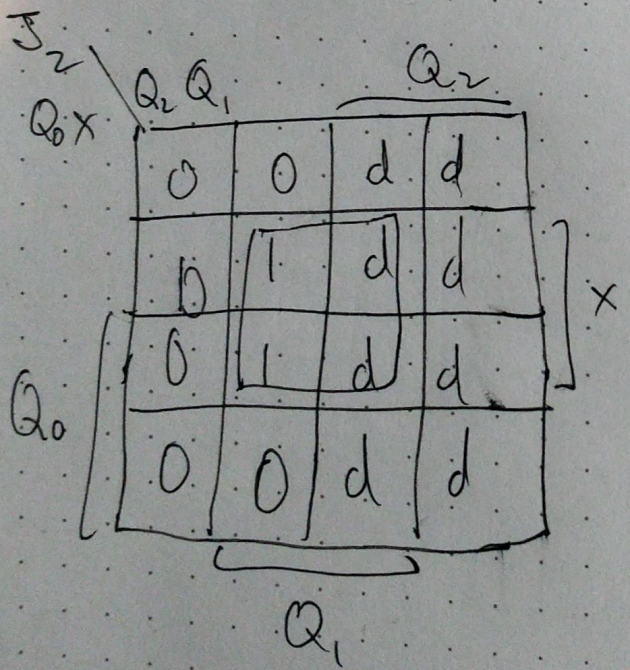
One way is draw Truth table for each $J_2K_2$, $J_1K_1$ and $J_0K_0$

A shortcut is to draw K-map for $Q_2^+$, $Q_1^+$, $Q_0^+$ and the convert them to $J_2K_2$, $J_1K_1$, $J_0K_0$ ~~truth tables~~ K-maps

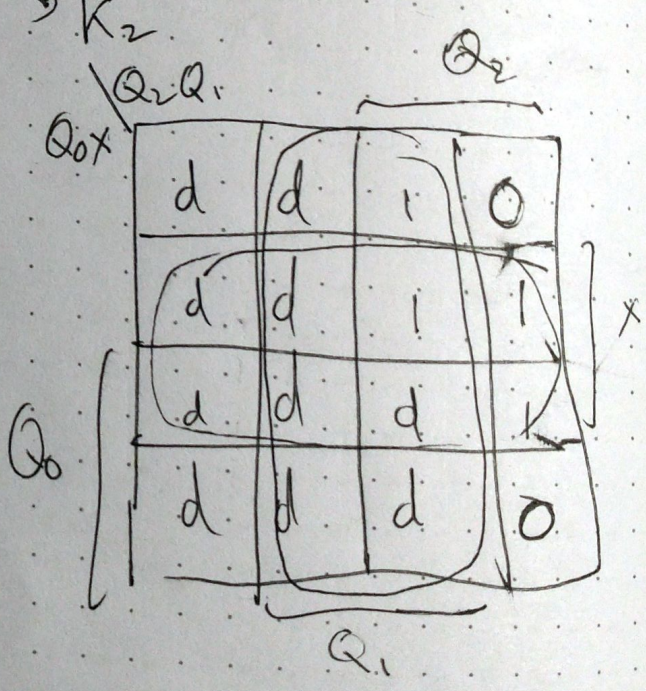



replace $Q_2=1$ with $J_2=d$

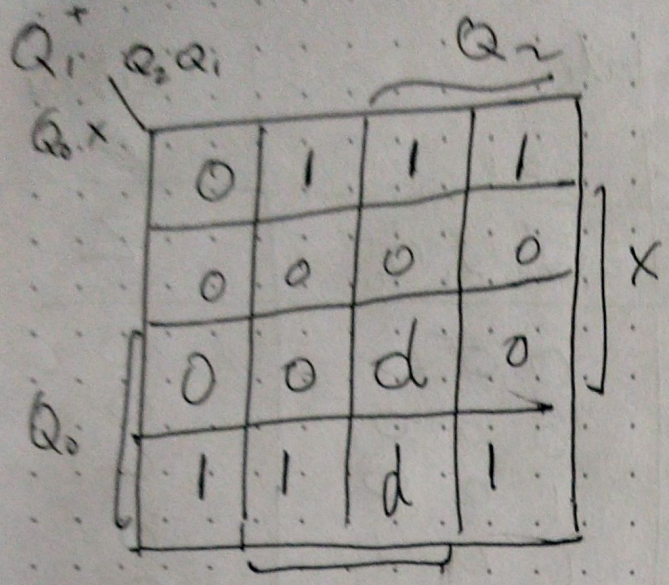
replace $Q_2=0$ with $K_2=d$ and flip $Q_2^+$




$J_2 = Q_1 \cdot X$




$K_2 = X + Q_1$

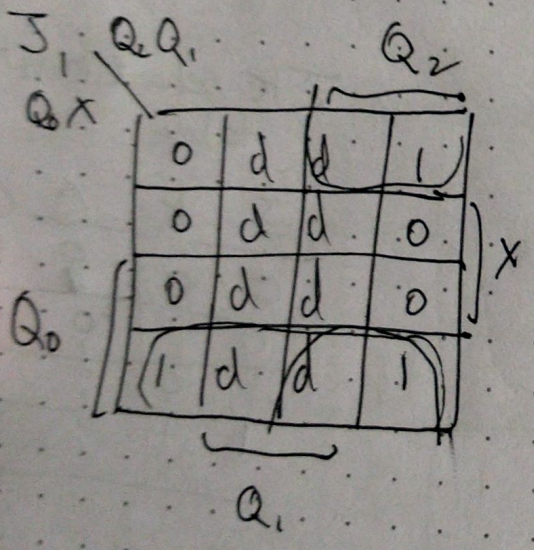



replace $Q_1=1$ with $J_1=d$

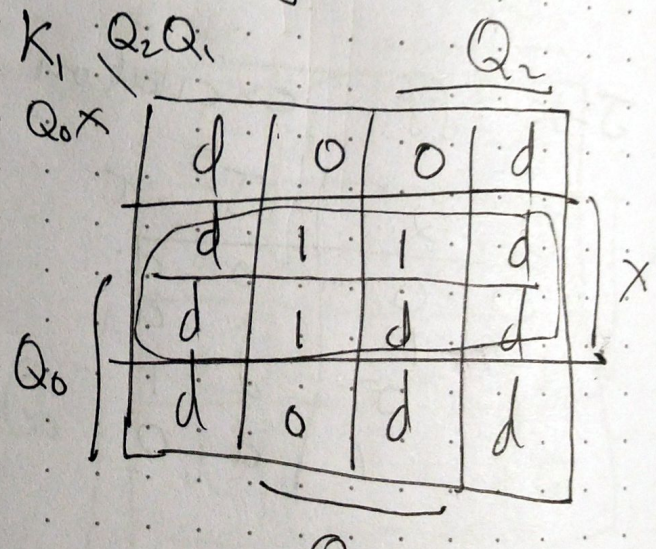
replace $Q_1=0$ with $K_1=d$ and flip rest

JK excitation table

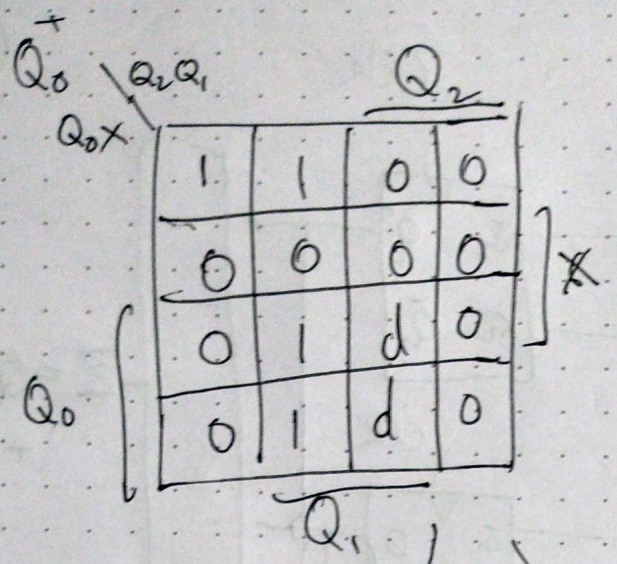
| Q | $Q^+$ | J | K |
|---|---|---|---|
| 0 | 0 | 0 | d |
| 0 | 1 | 1 | d |
| 1 | 0 | d | 1 |
| 1 | 1 | d | 0 |




$$J_1 = Q_0 \cdot \bar{X} + Q_2 \cdot \bar{X}$$

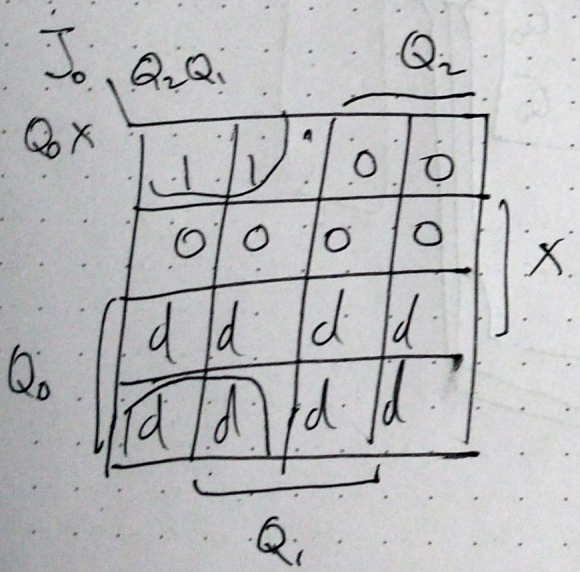



$$K_1 = X$$

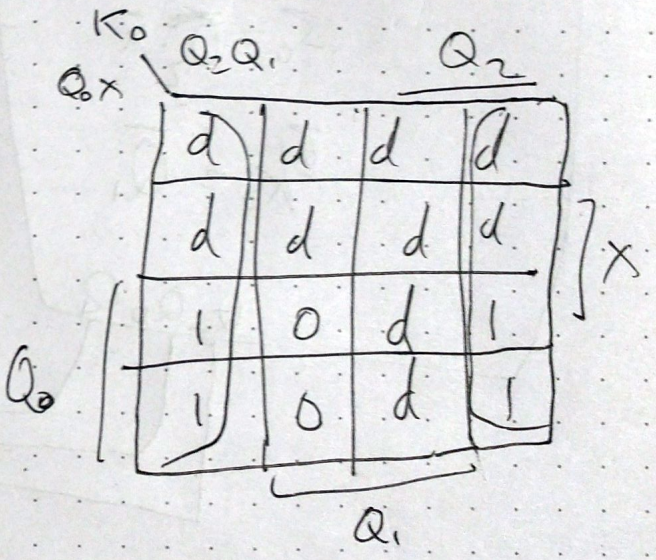



replace $Q_0 = 1$ with $J_0 = d$

replace $Q_0 = 0$ with $K_0 = d$ and flip rest

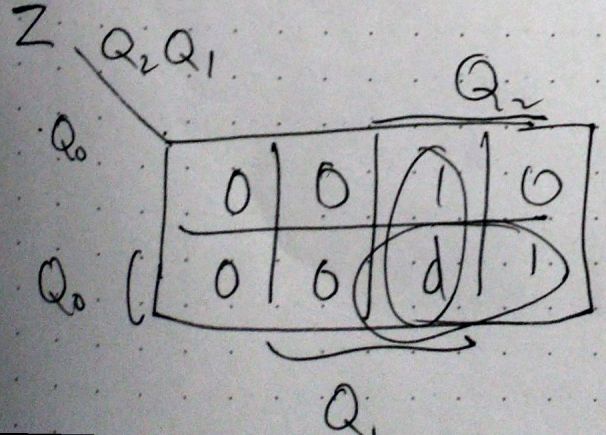



$J_0 = \bar{Q}_2 \cdot \bar{x}$

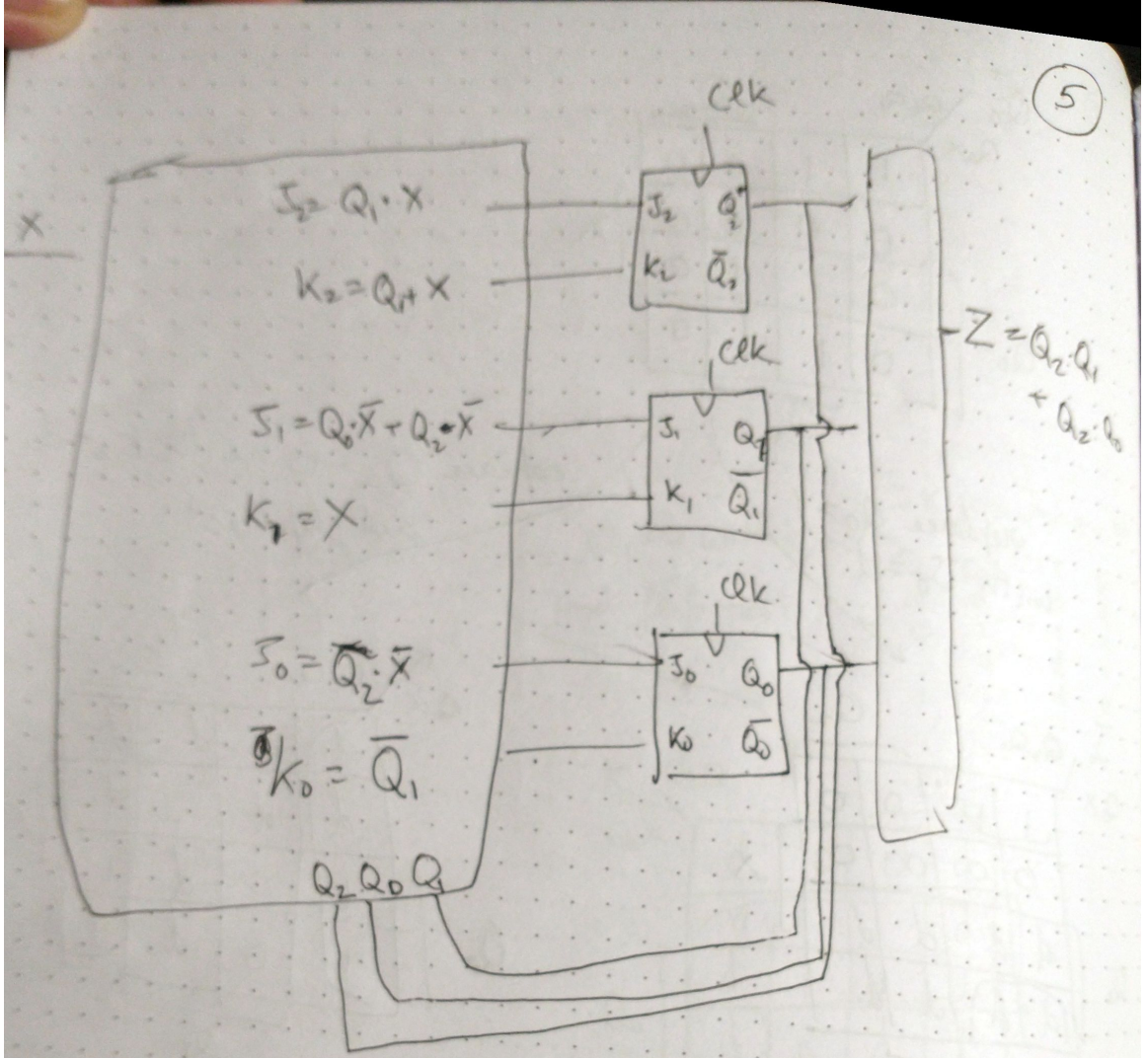



$K_0 = \bar{Q}_1$

---




$Z = Q_2 \cdot Q_1 + Q_2 \cdot Q_0$


clk
clk
clk
$J_2 = Q_1 \cdot X$
$K_2 = Q_1 + X$
$J_1 = Q_0 \cdot \bar{X} + Q_2 \cdot \bar{X}$
$K_1 = X$
$J_0 = \overline{Q_2} \cdot \bar{X}$
$K_0 = \overline{Q_1}$
$Z = Q_2 \cdot Q_1 + Q_2 \cdot Q_0$
$Q_2\ Q_0\ Q_1$

```
1   module seqdetector_top(
2   input clock,
3   input reset,
4   input X,
5   output reg Z
6   );
7
8   reg [2:0] state;
9   reg [2:0] next_state;
10
11  // Define states as constants
12  parameter [2:0]
13  S0 = 3'b000,
14  S1 = 3'b001,
15  S2 = 3'b010,
16  S3 = 3'b011,
17  S4 = 3'b100,
18  S5 = 3'b101,
19  S6 = 3'b110;
20
21
22  // Register Block
23  always_ff @(posedge clock or posedge reset) begin
24     if (reset)
25        state <= S0;
26     else
27        state <= next_state;
28  end
29
30  // Next state block
31  always_comb begin
32     // case statement is like if else but the condition is on a single variable
33     case (state)
34        S0:
35           next_state <= X ? S0 : S1;
36        S1:
37           next_state <= X ? S0 : S2;
38        S2:
39           next_state <= X ? S4 : S3;
40        S3:
41           next_state <= X ? S5 : S3;
42        S4:
43           next_state <= X ? S0 : S6;
44        S5:
45           next_state <= X ? S0 : S6;
46        S6:
47           next_state <= X ? S0 : S2;
48     endcase
49  end
50
51  // Output block (Moore)
52  always_comb begin
53     case (state)
54        S5: Z = 1'b1;
55        S6: Z = 1'b1;
56        default: Z= 1'b0;
57     endcase
58  end
59  endmodule
60
```

# System Verilog FAQs

Vikas Dhiman

November 30, 2022

**Question 1.** *Can you give us a template for all modules?*

There is no general template, but the following template will work for all **Synchronous Sequential** modules that do not call any other module.

```
// module keyword starts a module definition.
module module_named_foo(
    // Every module should have a single bit clock and single bit reset signal
    input wire [0:0] clock,
    input wire [0:0] reset,
    // All inputs to the module are declared as wires
    input wire [bits1:0] input_1,
    input wire [bits2:0] input_2,
    ...
    // All outputs from the module are declared as regs
    output reg [bits3:0] output_1,
    output reg [bits4:0] output_2
);
// Every synchronous module will need some states
// States are always declared as registers
reg [bit5:0] state_1;
reg [bit6:0] state_2;
...

// We have the choice of writing procedural code or structural code. Here we
// use procedural block. I will separate the procedural code into a
// register block and two combinational logic blocks

//////////////////////////////////////////////////////////////////////
// First block: Register block
//////////////////////////////////////////////////////////////////////
// Create some intermediate states
// These intermediate states could have been wires if we were using assign
// statement to create the combinational block. assign statement is easy to
// write only for very simple circuits like slowclock. For the rest, we use
// procedural code and reg for intermediate variables.
reg [bit5:0] next_state_1;
reg [bit6:0] next_state_2;
...
// Always block that triggers only on the posedge of clock and posedge of
// reset signal.
// always_ff is same as always, but it ensures that a flip-flop circuit is
// synthesized.
always_ff @(posedge clock or posedge reset) begin
  if (reset) begin
    // This is the initialization block. You can assign initial values to your
    // state here
    state_1 <= 0;
```

```
      state_2 <= 0;
      ...
      // Using the non-blocking assign ``<='' in register block is recommended
    end else begin
      // At the rising edge next state is copied to current state
      state_1 <= next_state_1;
      state_2 <= next_state_2;
      ...
    end
  end

  ////////////////////////////////////////////////////////////////////
  // Second block: converts from current state and input to next state
  ////////////////////////////////////////////////////////////////////
  // 1. Most of the logic of your state machine goes here
  // 2. Note that combinational logic always block does not trigger on posedge
  //    clock instead it triggers on any change in input.
  // 3. You can also use always_comb instead of always @(*) which will ensure that
  //    a combinational logic is synthesized.
  // 4. Only next_state must be on the left hand side.
  always @(*) begin
     if (/*some conditions on states and inputs */) begin
        next_state_1 = //some expression of states and inputs;
        next_state_2 = //some expression of states and inputs;
        ...
        // Using the blocking assign ``='' in combinational block is recommended
     end else if (/*more conditions on states and inputs */) begin
       next_state_1 = // some expression of states and inputs;
       next_state_2 = // some expression of states and inputs;
       ...
     end else begin
       next_state_1 = // some expression of state and inputs;
       next_state_2 = // some expression of state and inputs;
       ...
     end
  end

  ////////////////////////////////////////////////////////////////////
  // Third block: converts from current state and input to output (Mealy)
  ////////////////////////////////////////////////////////////////////
  always @(*) begin
      if (/* condition on states and inputs */) begin
         output_1 = // some expression of states and inputs
         output_2 = // some expression of states and inputs
         ...
      end else if (/* condition on states and inputs */) begin
        output_1 = // some expression of states and inputs
        output_2 = // some expression of states and inputs
        ...
      end else begin
        output_1 = // some expression of states and inputs
        output_2 = // some expression of states and inputs
        ...
      end
  end
  endmodule
```

**Question 2.** *Can I combine the register block and the two combinational block into a single always block?*

Yes, you can. Not recommended, but it works. Most students are doing everything in a single always block. It does not mean that you should. Remember, you want to generate a circuit from this HDL code. It is helpful for your understanding to write HDL code that corresponds to circuit blocks. You should periodically check the RTL diagram in the Netlist viewer.

```
// module keyword starts a module definition.
module module_named_foo(
    // Every module should have a single bit clock and single bit reset signal
    input wire [0:0] clock,
    input wire [0:0] reset,
    // All inputs to the module are declared as wires
    input wire [bits1:0] input_1,
    input wire [bits2:0] input_2,
    ...
    // All outputs from the module are declared as regs
    output reg [bits3:0] output_1,
    output reg [bits4:0] output_2,
);
// Every synchronous module will need some states
// States are always declared as registers
reg [bit5:0] state_1;
reg [bit6:0] state_2;
...

// Always block that triggers only on the posedge of clock and posedge of
// reset signal.
// ``always_ff'' is same as ``always'', but it ensures that a flip-flop circuit is
// synthesized.
always_ff @(posedge clock or posedge reset) begin
  if (reset) begin
    // This is the initialization block. You can assign initial values to your
    // state here
    state_1 <= 0;
    state_2 <= 0;
    ...
    // Using the non-blocking assign ``<='' in register block is recommended
  end else if (/*some condition on states and inputs */)begin
    // At the rising edge next state is copied to current state
    state_1 <= /* some expression of states and inputs */;
    state_2 <= /* some expression of states and inputs */;
    ...
    output_1 <= /* some expression of states and inputs */;
    output_2 <= /* some expression of states and inputs */;
    ...
  end
end
```

**Question 3.** *How to connect multiple modules in the top level module?*

Please refer to Lab 7 for details of instantiating modules. There is confusion about whether reg can connect to wires or not. reg CAN connect to wires and vice versa.

```
module module_top(input wire CLOCK_50,
                  input wire [2:0] BUTTON,
                  ...);

   // You can use wire and assign for simple combinational circuits.
   // One a wire is assigned it cannot be assigned anything else.
   wire reset;
```

```
8       assign reset = BUTTON[1];
9
10      // You can use wire to take the connect the output of one module to another.
11      wire CLOCK_10;
12      slowclock instance1_of_slowclock(CLOCK_50,
13      reset,
14      CLOCK_10);
15
16      // Here wire CLOCK_10 connects the output of slowclock to the input of
17      // foo
18      module_named_foo instance1_of_foo( CLOCK_10,
19                                         reset,
20                                         ...
21                                         ...);
22
23  endmodule
```

**Question 4.** *When to use register `reg` vs wire `wire`?*

Please refer back to Lab 6, when we learned about Verilog Procedural Operators. This is a quote from Lab 6 manual: "Another important aspect of the procedural always blocks is you would use registers on the left hand side of equations inside an always block. You would not use wires on the left hand side." In general, the following rules can help:

1. Inputs of a module inside the module are `wire`. They are declared such even when the keyward `wire` is ommitted.
2. Outputs of a module inside the module are `reg`. They are declared such even when `reg` is ommitted.
3. Different modules are typically connected through a `wire`.
4. Only use `assign` with a `wire` on the left hand side. You CANNOT `assign` a `wire` more than one time.
5. When a symbol is on the left hand side of a equation inside the always block, it must be a `reg`.
6. `reg` are more general than `wire`. When in doubt use a `reg`.

**Question 5.** *When to use continuous assign `assign` vs non-blocking assign "<=" vs blocking assign "="?*

The textbook has a very nice explanation of this usage in Section 4.5.4. I have reproduced the summary block here. In general, Chapter 4 is a useful read if you are still struggling with System Verilog programming.

**Question 6.** *What's the deal with `initial` block?*

You should only use `initial` block for simulation. It is a non-synthesizable block, so it will not be converted into a circuit. Instead, use a reset signal and an `if (reset)` block to initialize your states.

**SystemVerilog**

1. Use `always_ff @(posedge clk)` and nonblocking assignments to model synchronous sequential logic.

```
always_ff @(posedge clk)
  begin
    n1 <= d; // nonblocking
    q <= n1; // nonblocking
  end
```

2. Use continuous assignments to model simple combinational logic.

```
assign y = s ? d1 : d0;
```

3. Use `always_comb` and blocking assignments to model more complicated combinational logic where the `always` statement is helpful.

```
always_comb
  begin
    p = a ^ b; // blocking
    g = a & b; // blocking
    s = p ^ cin;
    cout = g | (p & cin);
  end
```

4. Do not make assignments to the same signal in more than one `always` statement or continuous assignment statement.

# Sequential logic design

Vikas Dhiman for ECE275

November 30, 2022

## 1 Objectives

1. Perform a state assignment using the guideline method
2. Reduce the number of states in a state table using row reduction and implication tables
3. Partition a system into multiple state machines

## 2 Full procedure for designing sequential logic circuit

1. Convert the word problem to a state transition diagram. Let the states be $S_0, S_1, S_2, \ldots, S_n$.
2. Draw state transition table with named states. For example,

| Present State | Next State | | Outputs | |
|---|---|---|---|---|
| | X = 0 | X = 1 | X=0 | X=1 |
| $S_0$ | $S_1$ | $S_2$ | 0 | 0 |
| $S_1$ | $S_2$ | $S_0$ | 0 | 0 |
| $\vdots$ | $\vdots$ | $\vdots$ | $\vdots$ | $\vdots$ |

3. State reduction step: Reduce the number of required states to a minimum. Eliminate unnecessary or duplicate states.
4. State assignment step: Assign each state a binary representation. For example,

| State name | State assignments ($Q_2Q_1Q_0$) |
|---|---|
| $S_0$ | 000 |
| $S_1$ | 001 |
| $\vdots$ | $\vdots$ |

5. Draw State assigned transition table. For example,

| Inputs ($X_1X_0$) | Present State ($Q_1Q_0$) | Next State ($Q_1^+Q_0^+$) | Outputs ($Z_1Z_0$) |
|---|---|---|---|
| 0 0 | 00 | 01 | 0 0 |
| 0 0 | 01 | 10 | 0 0 |
| $\vdots$ $\vdots$ | $\vdots$ | $\vdots$ | $\vdots$ $\vdots$ |

   (a) Use excitation tables to find truth tables for the combinational circuits. For example, the excitation table for J-K ff is

| Q | $Q^+$ | J | K |
|---|---|---|---|
| 0 | 0 | 0 | d |
| 0 | 1 | 1 | d |
| 1 | 0 | d | 1 |
| 1 | 1 | d | 0 |

# 3 State assignment by guideline method [1, Section 8.2.5]

## 3.1 State Maps

**Example 1.** *Draw a state map for a sequential assignment of the states*

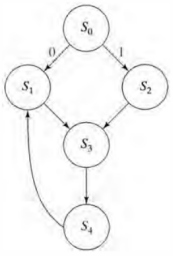



Figure 8.27 Five-state finite state machine.

## 3.2 Guideline method

Guideline method states that the following states should be adjacent in the state map according the following priorities:

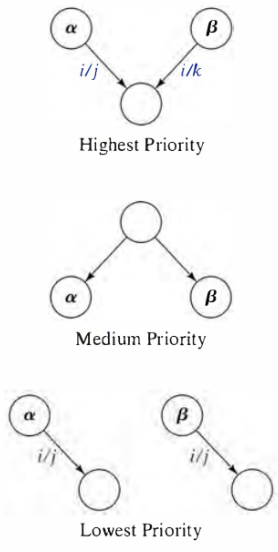



Figure 8.29 Adjacent assignment priorities.

**Example 2.** *A state transition table is given. Find optimal state assignment by using the guideline method.*

| Input Sequence | Present State | Next State $X=0$ | Next State $X=1$ | Output $X=0$ | Output $X=1$ |
|---|---|---|---|---|---|
| Reset | $S_0$ | $S_1'$ | $S_1'$ | 0 | 0 |
| 0 or 1 | $S_1'$ | $S_3'$ | $S_4'$ | 0 | 0 |
| 00 or 10 | $S_3'$ | $S_0$ | $S_0$ | 0 | 0 |
| 01 or 11 | $S_4'$ | $S_0$ | $S_0$ | 1 | 0 |

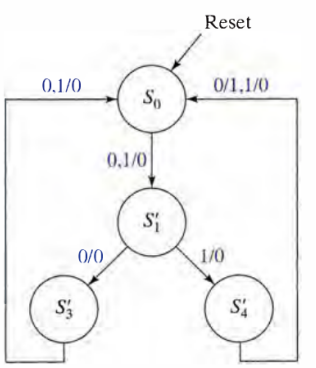
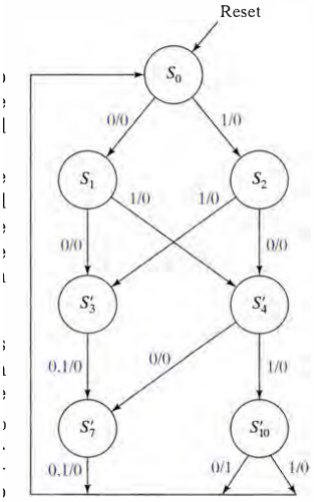



**Figure 8.30 Reduced state diagram for 3-bit sequence detector.**

**Example 3.** *Draw a Mealy FSM for detecting binary string 0110 or 1010. The machine returns to the reset state after each and every 4-bit sequence. Draw the state transition diagram on your own as practice problem. The state transition diagram is given here. Find optimal state assignment by using the guideline method.*




# 4 State reduction by implication chart

**Example 4.** *Design a Mealy FSM for detecting binary sequence 010 or 0110. The machine returns to reset state after each and every 3-bit sequence. For now the state transition table is given. Reduce the following state transition table*

| Input Sequence | Present State | Next State | | Output | |
|---|---|---|---|---|---|
| | | $X=0$ | $X=1$ | $X=0$ | $X=1$ |
| Reset | $S_0$ | $S_1$ | $S_2$ | 0 | 0 |
| 0 | $S_1$ | $S_3$ | $S_4$ | 0 | 0 |
| 1 | $S_2$ | $S_5$ | $S_6$ | 0 | 0 |
| 00 | $S_3$ | $S_0$ | $S_0$ | 0 | 0 |
| 01 | $S_4$ | $S_0$ | $S_0$ | 1 | 0 |
| 10 | $S_5$ | $S_0$ | $S_0$ | 0 | 0 |
| 11 | $S_6$ | $S_0$ | $S_0$ | 1 | 0 |

### 4.1 Implication chart Summary

The algorithms for state reduction using the implication chart method consists of the following steps

1. Construct the implication chart, consisting of one square for each possible combination of states taken two at a time.
2. For each square labeled by states $S_i$ and $S_j$, if the outputs of the states differ, mark the square with an $X$; the states are not equivalent. Otherwise, they may be equivalent. Within the square write implied pairs of equivalent next states for all input combinations.
3. Systematically advance through the squares of the implication chart. If the square labeled by states $S_i, S_j$ contains an implied pair $S_m, S_n$ and square $S_m, S_n$ is marked with an X, then mark $S_i, S_j$ with an $X$. Since $S_m, S_n$ are not equivalent, neither are $S_i, S_j$.
4. Continue executing Step 3 until no new squares are marked with an X.
5. For each remaining unmarked square $S_i, S_j$, we can conclude that $S_i, S_j$ are equivalent.

## References

[1] Randy Katz and Gaetano Barriello. *Contemporary Logic Design.* Prentice Hall, 2004.

Ask for reference PDF if you need it.