中国科学技术大学计算机学院 《数字电路实验》报告



实验题目:信号处理及有限状态机

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【实验题目】

信号处理及有限状态机

【实验目的】

进一步熟悉 FPGA 开发的整体流程 掌握几种常见的信号处理技巧 掌握有限状态机的设计方法 能够使用有限状态机设计功能电路

【实验环境】

VLAB: vlab.ustc.eud.cn

FPGAOL: fpgaol. ustc. edu. cn

Logisim

Vivado

【实验练习】

题目1

更改后的代码如下:

module test(

input clk, rst,

output led);

parameter $C_0 = 2b'00$;

parameter C 1 = 2b'01;

parameter C 2 = 2b'10;

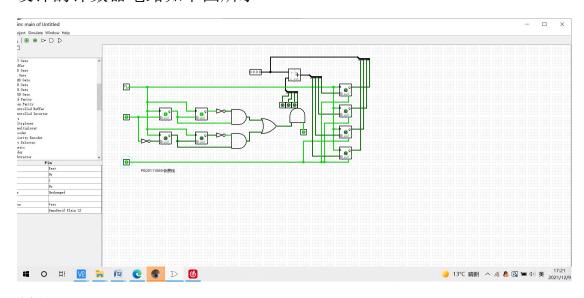
parameter C 3 = 2b'11;

```
reg [1:0] cur;
reg [1:0] nex;
//part1
always@(*)
    begin
        case(cur)
        C_0: nex = C_1;
        C_1: nex = C_2;
        C_2: nex = C_3;
        C_3: nex = C_0;
        default: nex = C_0;
        endcase
    end
//part2
always@(posedge clk or posedge rst)
    begin
        if (rst)
            cur<=C 0;
        else
            cur<=nex;
    end
//part3
```

```
assign led = (cur == C_3)?1'b0:1'b1;
endmodule
```

题目2

设计的计数器电路如下图所示



题目3

设计文件如下所示:

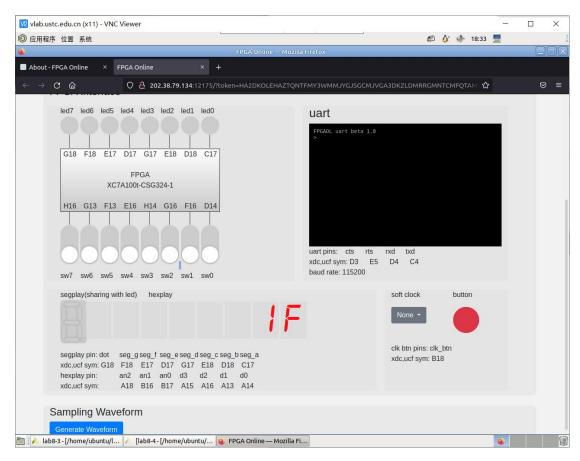
```
module counter(
   input clk, rst,
   input sw, button,
   output reg [3:0] hexplay_data,
   output reg [2:0] hexplay_an
   );
   reg [7:0] data = 8'h1f;
   reg [32:0] hexplay_cnt;
   wire button_edge;
   reg [3:0]button_cnt;
```

```
wire button_clean;
always@(posedge clk)begin
    if (button==1'b0)
        button cnt <= 4'h0;
    else if (button cnt<4'h8)
        button_cnt <= button_cnt + 1'b1;</pre>
end
assign button_clean = button_cnt[3];
always@(posedge clk) begin
    if (hexplay cnt >= (2000000 / 8))
        hexplay cnt <= 0;
    else
        hexplay_cnt <= hexplay_cnt + 1;</pre>
end
always@(posedge clk) begin
    if (hexplay cnt == 0)begin
        if (hexplay an == 1)
             hexplay an \langle = 0;
        else
             hexplay_an <= hexplay_an + 1;</pre>
    end
end
```

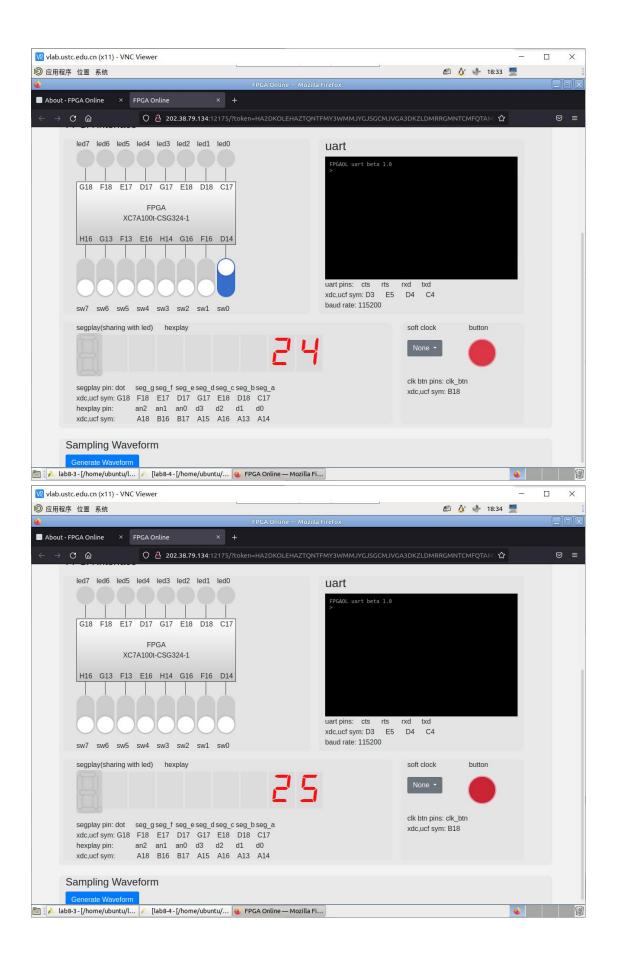
```
always@(*) begin
    case(hexplay_an)
        0: hexplay data <= data[3:0];</pre>
        1: hexplay data \leq data[7:4];
    endcase
end
cal_edge
cal_edge_1(.clk(clk),.button(button_clean),.button_edge(but
ton_edge));
always@(posedge clk) begin
    if (rst == 0) begin
        if (button edge == 1) begin
             if (sw == 0) begin
                 data <= data - 1;</pre>
             end
             else begin
                 data <= data + 1;</pre>
             end
        end
    end
    else
        data <= 8'h1f;
```

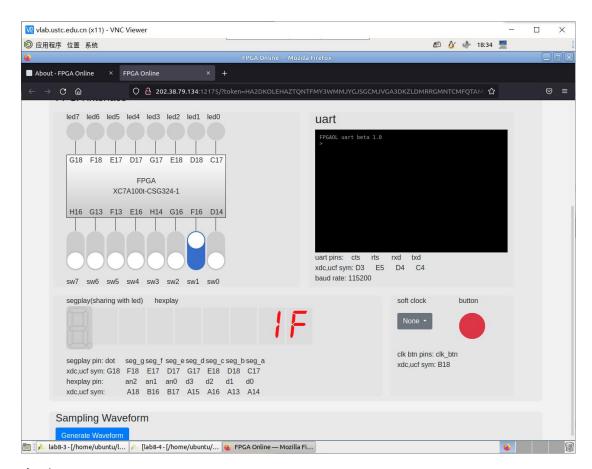
```
end
endmodule
module cal edge (
    input button, clk,
    output button edge
);
reg button 1, button 2;
always@(posedge clk)
    button 1 <= button;
always@(posedge clk)
    button 2 <= button 1;
assign button edge = button 1 & (~button 2);
endmodule
xdc 约束文件如下:
set property -dict { PACKAGE PIN E3
                                       IOSTANDARD LVCMOS33 }
[get ports {clk}]; #IO L12P T1 MRCC 35 Sch=clk100mhz
set property -dict { PACKAGE PIN D14
                                       IOSTANDARD LVCMOS33 }
[get ports { sw }];
set_property -dict { PACKAGE_PIN A14
                                       IOSTANDARD LVCMOS33 }
[get ports { hexplay data[0] }];
set property -dict { PACKAGE PIN A13
                                       IOSTANDARD LVCMOS33 }
[get ports { hexplay data[1] }];
```

```
set_property -dict { PACKAGE_PIN A16
                                  IOSTANDARD LVCMOS33 }
[get ports { hexplay data[2] }];
set property -dict { PACKAGE PIN A15
                                   IOSTANDARD LVCMOS33 }
[get ports { hexplay data[3] }];
set property -dict { PACKAGE PIN B17
                                   IOSTANDARD LVCMOS33 }
[get_ports { hexplay_an[0] }];
set property -dict { PACKAGE PIN B16
                                   IOSTANDARD LVCMOS33 }
[get ports { hexplay an[1] }];
set property -dict { PACKAGE PIN A18
                                   IOSTANDARD LVCMOS33 }
[get ports { hexplay an[2] }];
## FPGAOL BUTTON & SOFT CLOCK
set_property -dict { PACKAGE PIN B18
                                   IOSTANDARD LVCMOS33 }
[get ports { button }];
[get ports { rst }];
将其生成. bit 文件后传至 FPGA 平台烧写,得到以下的界面
```



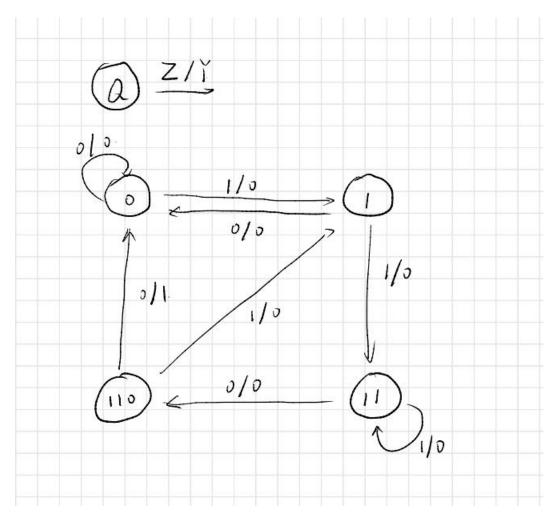
当按下开关 sw0 时,点击按钮,每次 1ed 的数值加 1;关闭开关 sw0 时,点击按钮,每次 1ed 的数值减 1;打开 sw1 开关则进行复位





实验 4

状态图如下所示:



实现代码如下:

```
module check_bit(
input clk,
input sw, button,
output reg [3:0] hexplay_data,
output reg [2:0] hexplay_an
);
reg [3:0] data;
reg [3:0]count = 0;
reg [32:0] hexplay_cnt;
```

```
wire button_edge;
reg [3:0] button cnt;
wire button clean;
always@(posedge clk)begin
if (button==1'b0)
button cnt <= 4'h0;
else if (button cnt<4'h8)
button cnt <= button cnt + 1'b1;</pre>
end
assign button clean = button cnt[3];
parameter Idel = 4'b0000,
A = 4' b0001,
B = 4' b0010,
C = 4' b0100,
D = 4' b1000;
reg [3:0] current s = Idel;
reg [3:0] next_s;
cal edge
cal_edge_1(.clk(clk),.button(button_clean),.button_edge(but
ton_edge));
always@(posedge clk) begin
if (hexplay cnt >= (2000000 / 8))
```

```
hexplay_cnt <= 0;</pre>
else
hexplay_cnt <= hexplay_cnt + 1;</pre>
end
always@(posedge clk) begin
if (hexplay_cnt == 0)begin
if (hexplay_an == 5)
hexplay an \langle = 0;
else
hexplay an <= hexplay an + 1;
end
end
always@(*) begin
case(hexplay_an)
0: hexplay_data = data[0];
1: hexplay data = data[1];
2: hexplay_data = data[2];
3: hexplay data = data[3];
4: hexplay_data = count;
5: hexplay_data = current_s;
 endcase
end
```

```
always@(posedge clk)begin
if (button edge == 1) begin
case(current s)
Idel: if (sw == 1) next s = A;
else next s = Idel;
A: if(sw == 1) next_s = B;
else next_s = Idel;
B: if (sw == 1) next s = B;
else next s = C;
C: if (sw == 1) next s = A;
else begin
count <= count + 1;</pre>
next_s = D;
end
D: if(sw == 1) next_s = A;
else next s = Idel;
default: next_s = Idel;
endcase
end
end
always@(posedge clk)begin
current_s <= next_s;</pre>
```

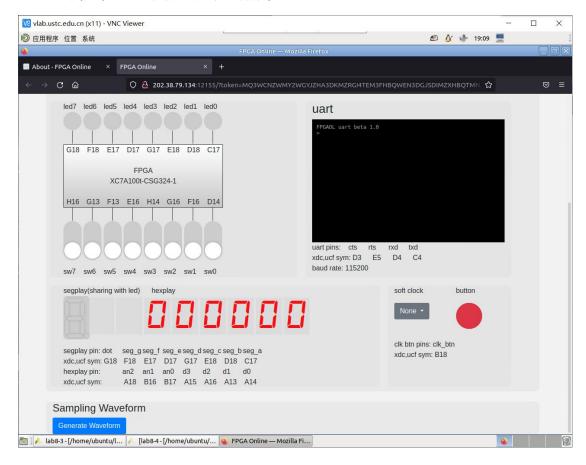
```
end
always@(posedge clk)
begin
if (button edge == 1) begin
data[3] <= data[2];
data[2] <= data[1];</pre>
 data[1] <= data[0];
data[0] <= sw;
 end
end
endmodule
module cal_edge (
input button, clk,
output button_edge
);
reg button_1, button_2;
always@(posedge clk)
button_1 <= button;</pre>
always@(posedge clk)
button_2 <= button_1;</pre>
assign button_edge = button_1 &(~button_2);
```

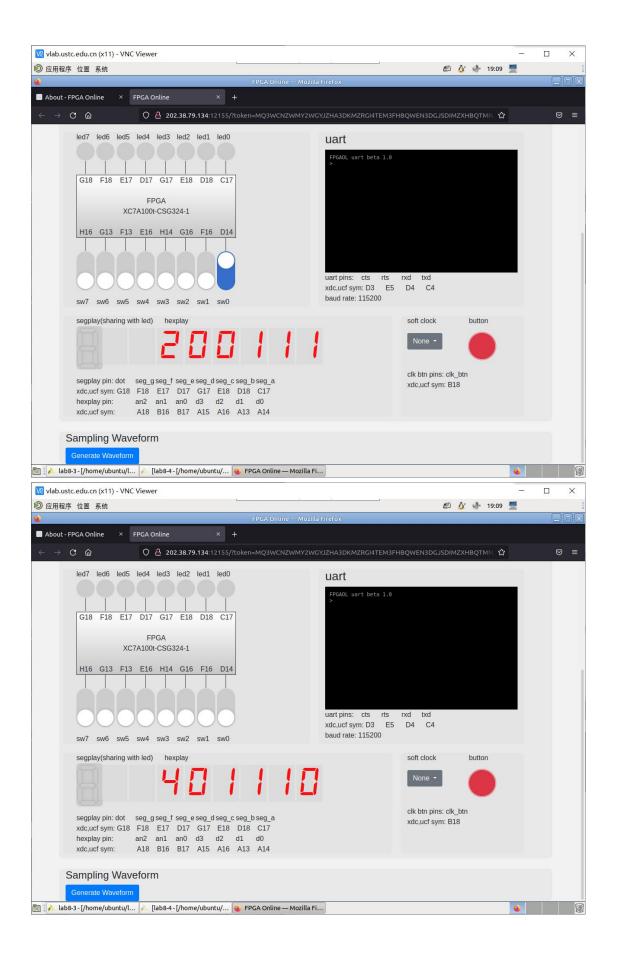
```
endmodule
对应的 xdc 约束文件:
[get_ports { clk }];
[get ports { button }];
#FPGAOL SWITCH
[get ports { sw }];
#set property -dict { PACKAGE PIN F16
                             IOSTANDARD LVCMOS33 }
[get ports { rst }];
## FPGAOL HEXPLAY
set property -dict { PACKAGE PIN A14
                            IOSTANDARD LVCMOS33 }
[get_ports { hexplay_data[0] }];
set property -dict { PACKAGE PIN A13
                             IOSTANDARD LVCMOS33 }
[get ports { hexplay data[1] }];
set property -dict { PACKAGE PIN A16
                             IOSTANDARD LVCMOS33 }
[get ports { hexplay data[2] }];
set_property -dict { PACKAGE_PIN A15
                             IOSTANDARD LVCMOS33 }
```

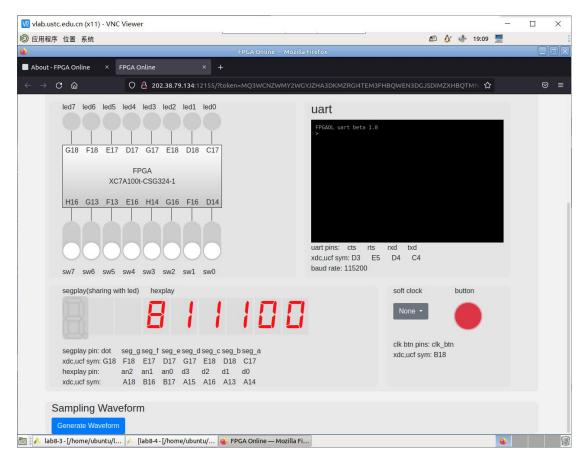
[get ports { hexplay data[3] }];

[get ports { hexplay an[0] }];

烧写后如下系列图所示,最左边的数字表示状态序号,第二个表示 1100 的次数,右四位表示当前状态。







【总结与思考】

本次实验任务量巨大,难度也比较大,本来想一中午加下午搞完结果翻车了(x)又搞了一个晚上(x,主要困难是生成.bit文件经常失败,反反复复

不过通过本次实验,我学到了很多有用的知识,极大的提高了我写 verilog 代码和 debug 的能力,收获还是非常大的