Finite State Machine

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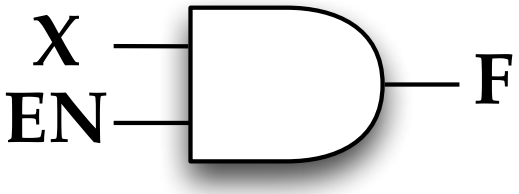
Clocks

- Use signal (100MHz) from crystal (W5)
- Do not use gated clock
  - ex: en & clk (X)
  - For large blocks, use PLL IP
- Various clock frequencies in labs
  - 100-Hz for Debounce circuits
  - 1-Hz for second clock display
  - faster clock for push-button-controlled FSM (~10-Hz) - one pulse generation

"Turn off" a Block

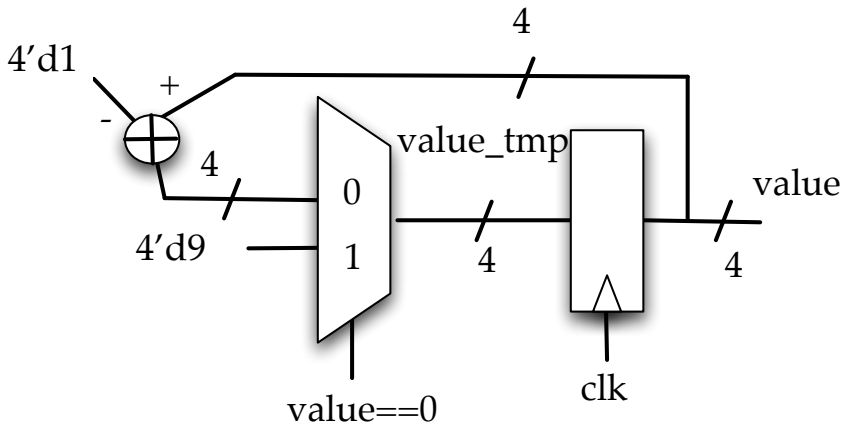
- Enable control (with AND gate) for combinational logics (block input)



$$F = \mathrm{EN} \cdot X$$

E	X	F
0	0	0
0	1	0
1	0	0
1	1	1

- Use MUXs in front of DFFs for unchanged states
  - Clock gating is NOT preferred



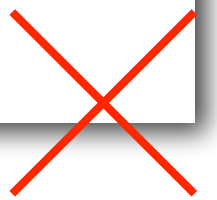
Finite State Machine

- Derive the state diagram
- Determine # of DFFs (for N states)
  - Use $\lceil \log_2 N \rceil$ numbers of DFFs for binary-coded state
  - If FSM is Moore model, use DFFs for outputs
  - Write Verilog codes for DFFs
- Use combinational logics for state transitions and output functions (Use ***case*** statement)

Bad Coding Style: Inferred Latches in Combinational Logics

- Incomplete case statement
- To avoid
  - Make sure to have ***default*** case
  - Or always specify the default value in the beginning of the always block

```
always @*
begin
  case (alu_control)
    2'd0: y = x + z;
    2'd1: y = x - z;
    2'd2: y = x * z;
  endcase
end
```



```
always @*
begin
  case (alu_control)
    2'd0: y = x + z;
    2'd1: y = x - z;
    2'd2: y = x * z;
    default: y = 0;
  endcase
end
```

```
always @*
begin
  y=0;
  case (alu_control)
    2'd0: y = x + z;
    2'd1: y = x - z;
    2'd2: y = x * z;
  endcase
end
```

Bad Coding Style: Inferred Latches in Combinational Logics

```
always @*
begin
 if (alu_control==2'b00)
   y=x+z;
 else if (alu_control==2'b01)
   y=x-z;
 else if (alu_control==2'b10)
   y=x*z;
end
```

```
always @*
 if (alu_control==2'b00)
   y=x+z;
 else if (alu_control==2'b01)
   y=x-z;
 else if (alu_control==2'b10)
   y=x*z;
 else
   y=0;
```

```
always @*
begin
 y=0;
 if (alu_control==2'b00)
   y=x+z;
 else if (alu_control==2'b01)
   y=x-z;
 else if (alu_control==2'b10)
   y=x*z;
end
```