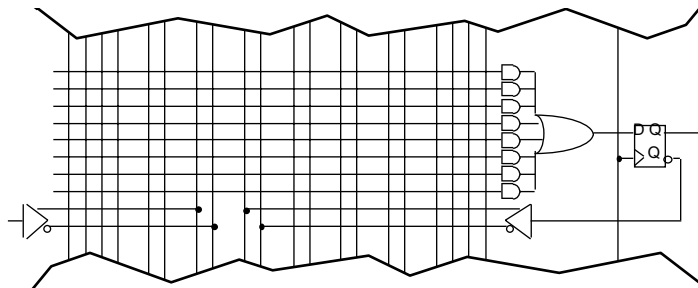


Sequential logic implementation

- Implementation
 - random logic gates and FFs
 - programmable logic devices (PAL with FFs)
- Design procedure
 - state diagrams
 - state transition table
 - state assignment
 - next state functions

Implementation using PALs

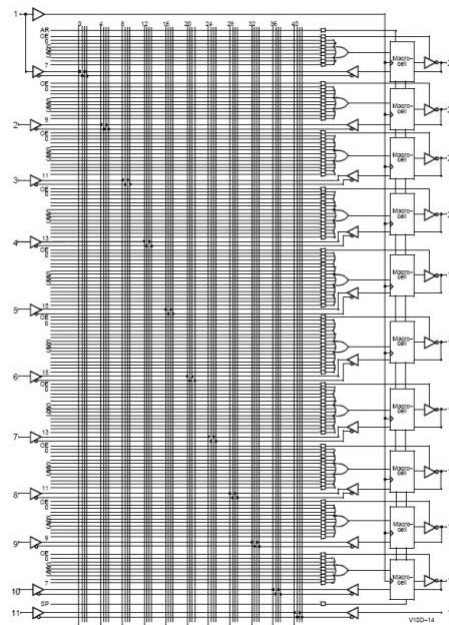
- Programmable logic building block for sequential logic
 - macro-cell: FF + logic
 - D-FF
 - two-level logic capability like PAL (e.g., 8 product terms)



22V10 PAL

- Combinational logic elements (SoP)
- Sequential logic elements (D-FFs)
- Up to 10 outputs
- Up to 10 FFs
- Up to 22 inputs

Functional Logic Diagram for PALC22V10D

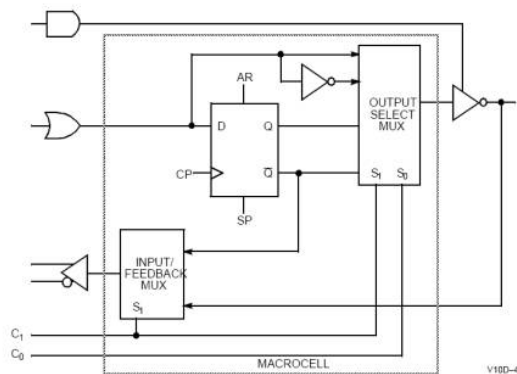


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22V10 PAL Macro Cell

- Sequential logic element + output/input selection



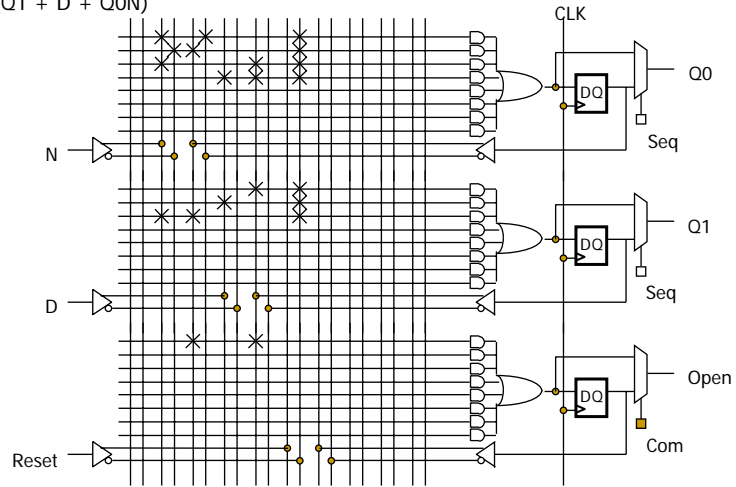
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Vending machine example (Moore PLD mapping)

$D0 = \text{reset}'(Q0'N + Q0N' + Q1N + Q1D)$
 $D1 = \text{reset}'(Q1 + D + Q0N)$
 $\text{OPEN} = Q1Q0$



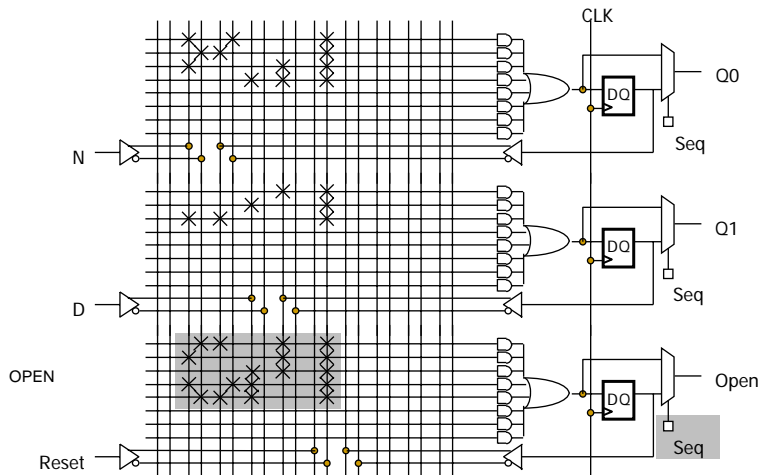
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Vending machine (synch. Mealy PLD mapping)

$\text{OPEN} = \text{reset}'(Q1Q0N' + Q1N + Q1D + Q0'ND + Q0N'D)$



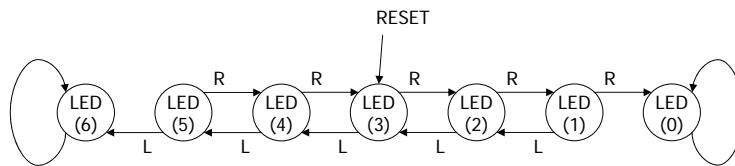
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Light Game FSM

- Tug of War game
 - 7 LEDs, 2 push buttons (L, R)



Light Game FSM Verilog

```
module Light_Game (LEDS, LPB, RPB, CLK, RESET);
```

```
    input LPB ;
    input RPB ;
    input CLK ;
    input RESET;
    output [6:0] LEDS ;
```

```
    reg [6:0] position;
    reg left;
    reg right;
```

combinational logic

```
    wire L, R;
    assign L = ~left && LPB;
    assign R = ~right && RPB;
    assign LEDS = position;
```

sequential logic

```
    always @(posedge CLK)
    begin
        left <= LPB;
        right <= RPB;
        if (RESET) position <= 7'b0001000;
        else if ((position == 7'b0000001) || (position == 7'b1000000)) ;
        else if (L) position <= position << 1;
        else if (R) position <= position >> 1;
    end
```

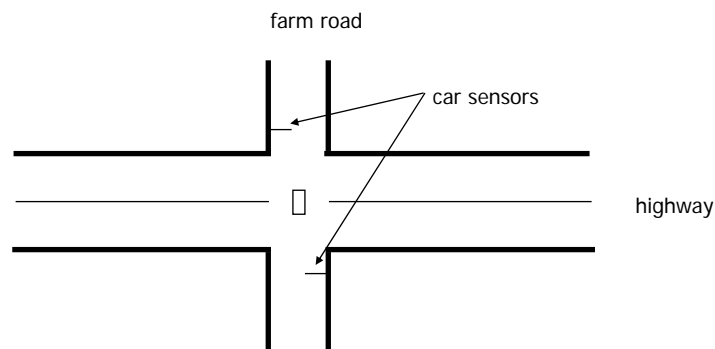
```
endmodule
```

Example: traffic light controller

- A busy highway is intersected by a little used farmroad
- Detectors C sense the presence of cars waiting on the farmroad
 - with no car on farmroad, light remain green in highway direction
 - if vehicle on farmroad, highway lights go from Green to Yellow to Red, allowing the farmroad lights to become green
 - these stay green only as long as a farmroad car is detected but never longer than a set interval
 - when these are met, farm lights transition from Green to Yellow to Red, allowing highway to return to green
 - even if farmroad vehicles are waiting, highway gets at least a set interval as green
- Assume you have an interval timer that generates:
 - a short time pulse (TS) and
 - a long time pulse (TL),
 - in response to a set (ST) signal.
 - TS is to be used for timing yellow lights and TL for green lights

Example: traffic light controller (cont')

- Highway/farm road intersection



Example: traffic light controller (cont')

- Tabulation of inputs and outputs

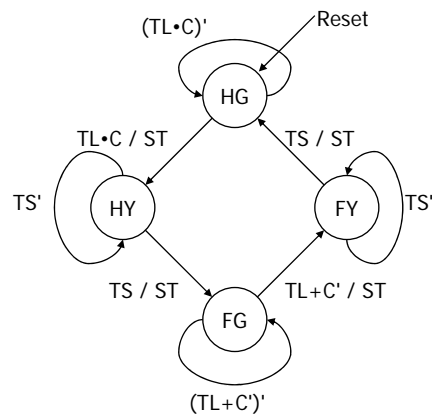
inputs	description	outputs	description
reset	place FSM in initial state	HG, HY, HR	assert green/yellow/red highway lights
C	detect vehicle on the farm road	FG, FY, FR	assert green/yellow/red highway lights
TS	short time interval expired	ST	start timing a short or long interval
TL	long time interval expired		

- Tabulation of unique states – some light configurations imply others

state	description
HG	highway green (farm road red)
HY	highway yellow (farm road red)
FG	farm road green (highway red)
FY	farm road yellow (highway red)

Example: traffic light controller (cont')

- State diagram



Example: traffic light controller (cont')

- Generate state table with symbolic states

- Consider state assignments

output encoding – similar problem to state assignment
(Green = 00, Yellow = 01, Red = 10)

Inputs			Present State	Next State	Outputs		
C	TL	TS			ST	H	F
0	-	-	HG	HG	0	Green	Red
-	0	-	HG	HG	0	Green	Red
1	1	-	HG	HY	1	Green	Red
-	-	0	HY	HY	0	Yellow	Red
-	-	1	HY	FG	1	Yellow	Red
1	0	-	FG	FG	0	Red	Green
0	-	-	FG	FY	1	Red	Green
-	1	-	FG	FY	1	Red	Green
-	-	0	FY	FY	0	Red	Yellow
-	-	1	FY	HG	1	Red	Yellow

SA1: HG = 00 HY = 01 FG = 11 FY = 10
 SA2: HG = 00 HY = 10 FG = 01 FY = 11
 SA3: HG = 0001 HY = 0010 FG = 0100 FY = 1000 (one-hot)

Logic for different state assignments

- SA1

$$\begin{aligned} NS1 &= C \cdot TL \cdot PS1 \cdot PS0 + TS \cdot PS1 \cdot PS0 + TS \cdot PS1 \cdot PS0' + C \cdot PS1 \cdot PS0 + TL \cdot PS1 \cdot PS0 \\ NS0 &= C \cdot TL \cdot PS1' \cdot PS0' + C \cdot TL \cdot PS1 \cdot PS0 + PS1 \cdot PS0 \end{aligned}$$

$$\begin{aligned} ST &= C \cdot TL \cdot PS1 \cdot PS0' + TS \cdot PS1 \cdot PS0 + TS \cdot PS1 \cdot PS0' + C \cdot PS1 \cdot PS0 + TL \cdot PS1 \cdot PS0 \\ H1 &= PS1 & H0 &= PS1 \cdot PS0 \\ F1 &= PS1' & F0 &= PS1 \cdot PS0' \end{aligned}$$

- SA2

$$\begin{aligned} NS1 &= C \cdot TL \cdot PS1' + TS \cdot PS1 + C \cdot PS1 \cdot PS0 \\ NS0 &= TS \cdot PS1 \cdot PS0' + PS1 \cdot PS0 + TS \cdot PS1 \cdot PS0 \end{aligned}$$

$$\begin{aligned} ST &= C \cdot TL \cdot PS1' + C \cdot PS1 \cdot PS0 + TS \cdot PS1 \\ H1 &= PS0 & H0 &= PS1 \cdot PS0' \\ F1 &= PS0' & F0 &= PS1 \cdot PS0 \end{aligned}$$

- SA3

$$\begin{aligned} NS3 &= C \cdot PS2 + TL \cdot PS2 + TS \cdot PS3 & NS2 &= TS \cdot PS1 + C \cdot TL \cdot PS2 \\ NS1 &= C \cdot TL \cdot PS0 + TS \cdot PS1 & NS0 &= C \cdot PS0 + TL \cdot PS0 + TS \cdot PS3 \end{aligned}$$

$$\begin{aligned} ST &= C \cdot TL \cdot PS0 + TS \cdot PS1 + C \cdot PS2 + TL \cdot PS2 + TS \cdot PS3 \\ H1 &= PS3 + PS2 & H0 &= PS1 \\ F1 &= PS1 + PS0 & F0 &= PS3 \end{aligned}$$

Sequential logic implementation summary

- Models for representing sequential circuits
 - finite state machines and their state diagrams
 - Mealy, Moore, and synchronous Mealy machines
- Finite state machine design procedure
 - deriving state diagram
 - deriving state transition table
 - assigning codes to states
 - determining next state and output functions
 - implementing combinational logic
- Implementation technologies
 - random logic + FFs
 - PAL with FFs (programmable logic devices – PLDs)