

Ex: Sequence Detector

...0110 = X

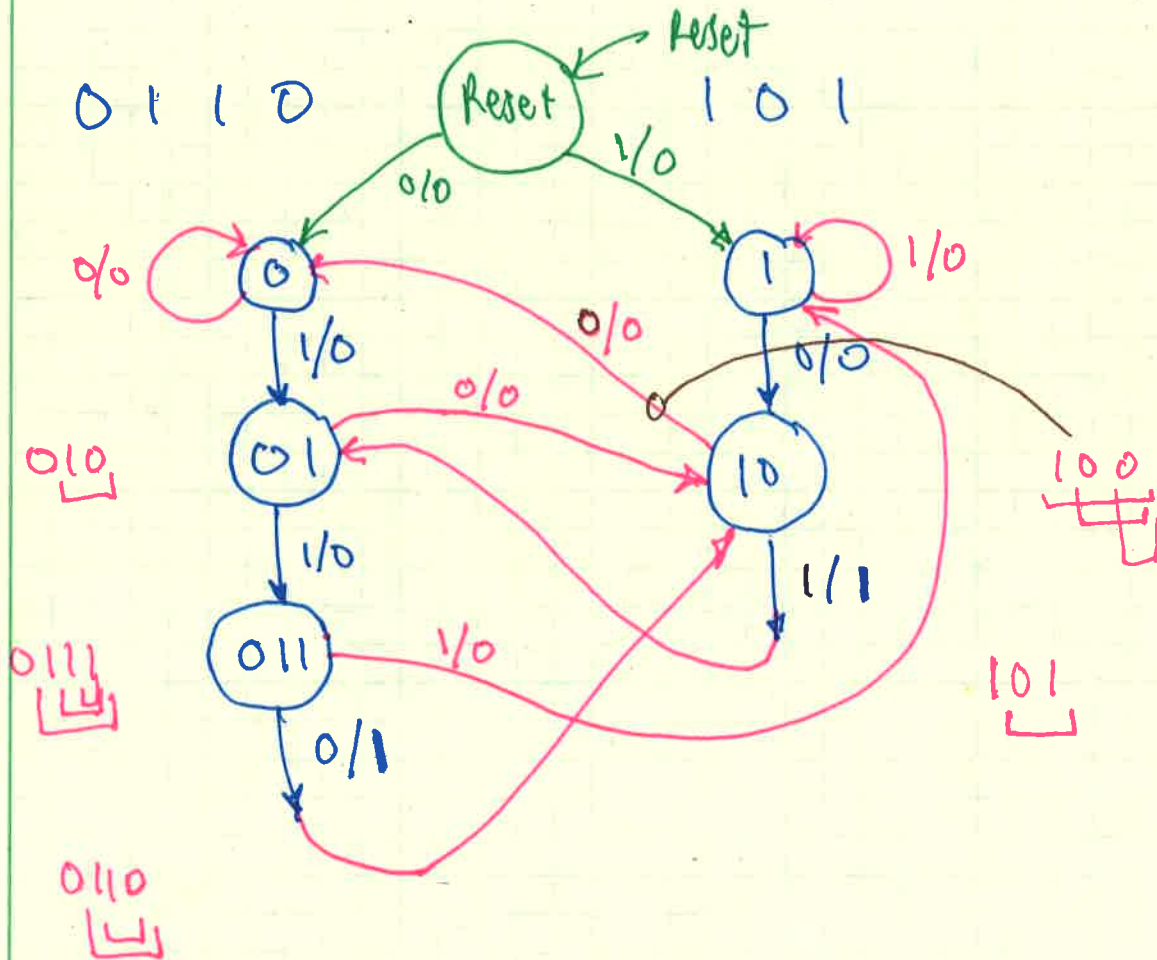
...101 = X

...0001 = Z

...001 = Z

X = 0 101101

Z = ..0001011

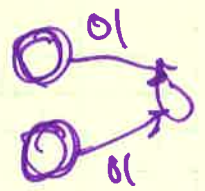


| P.S. | N.S. | | output | |
|------------------------|------|-------|--------|-----|
| | x=0 | x=1 | x=0 | x=1 |
| S ₀ "begin" | "0" | "1" | 0 | 0 |
| S ₁ "0" | "0" | "01" | 0 | 0 |
| S ₂ "01" | "10" | "011" | 0 | 0 |
| S ₃ "011" | 10 | 1 | 1 | 0 |
| S ₄ "1" | 10 | 1 | 0 | 0 |
| S ₅ "10" | "0" | "01" | 0 | 1 |

- DFFs
- Mealy
- # of FFS = $\lceil \log_2(6) \rceil = 3$

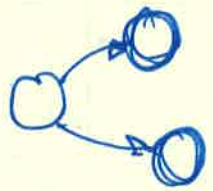
Guideline I

- ✓ (S₀, S₁, S₃) → N.S. S₁ for x=0
- ✓ (S₂, S₃, S₄) → " S₅ " x=0
- ✓ (S₀, S₃, S₄) → N.S. S₄ for x=1
- ✓ (S₁, S₅) → N.S. S₂ for x=1



Guideline II

- S₀ : S₁, S₄ ✓ S₄ : S₅, S₄
- ✓ S₁ : S₁, S₂ ✓ S₅ : S₁, S₂
- S₂ : S₅, S₃
- ✓ S₃ : S₅, S₄

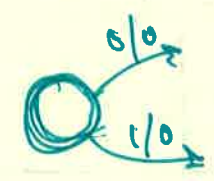
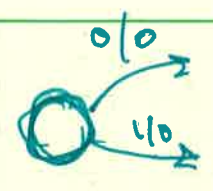


Guideline III

$S_0, S_1, S_2, S_4 \rightarrow Z=0$ always
 $X=0,1$

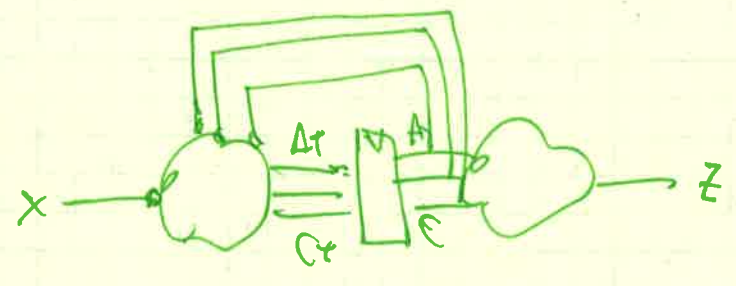
$S_0, S_1, S_2, S_4, S_5 \rightarrow Z=0$ for $X=0$

$S_0, S_1, S_2, S_3, S_4 \rightarrow Z=0$ for $X=1$

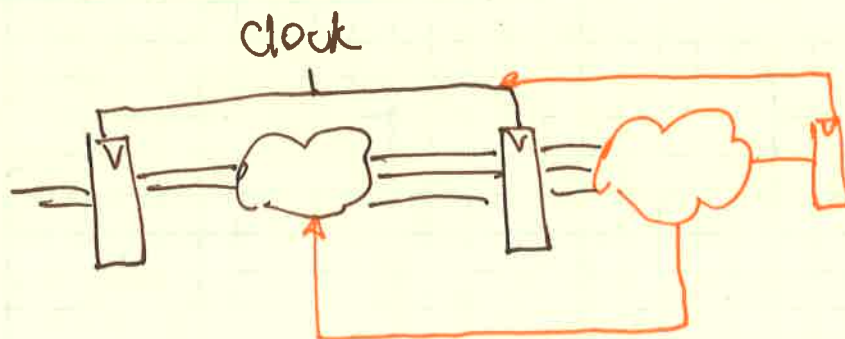


• Reset = 000

| | | | | | |
|---|----|-------|----|-------|-------|
| | AB | 00 | 01 | 11 | 10 |
| C | 0 | S_0 | | S_1 | S_5 |
| | 1 | S_3 | | S_2 | S_4 |

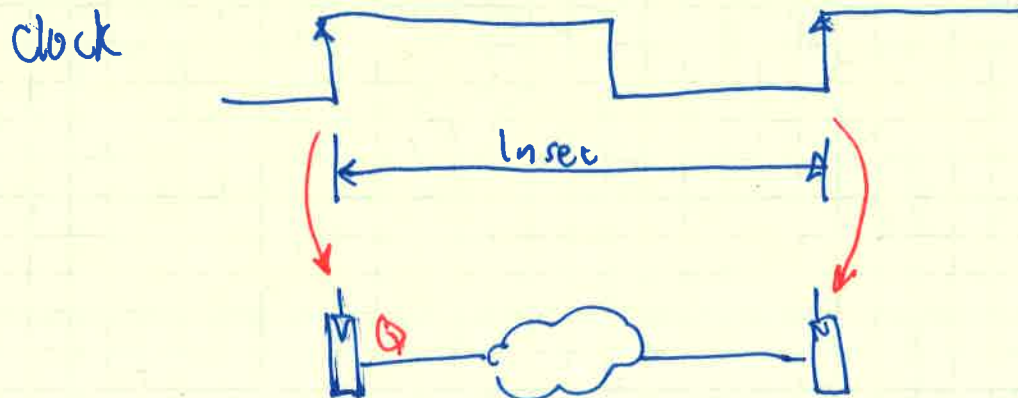


Critical Timing Relationships



Requirement #1 "logic is not too slow" (clock not too fast)

$$\text{clock period} = \frac{1}{\text{freq}} = \frac{1}{10^9 \text{ Hz}} = 10^{-9} \text{ sec} = 1 \text{ nsec}$$



a) clock edge \rightarrow Q output

$t_{\text{clk-to-Q}}$

b) logic delay

$t_{\text{logic}} \text{ ~~max~~ } \underline{\underline{\text{max}}}$

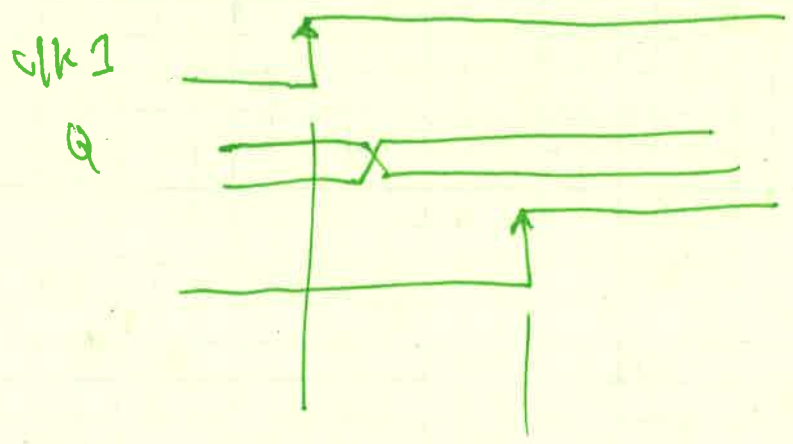
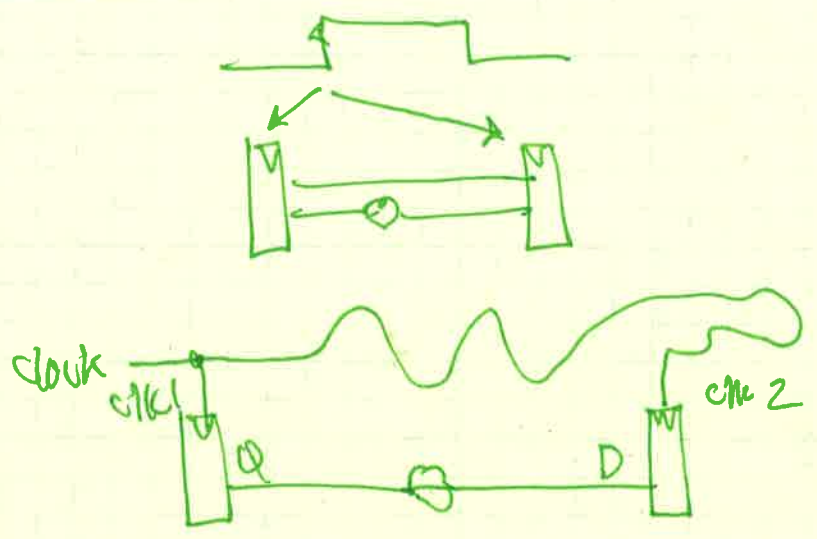
c) early at D FF

t_{setup}

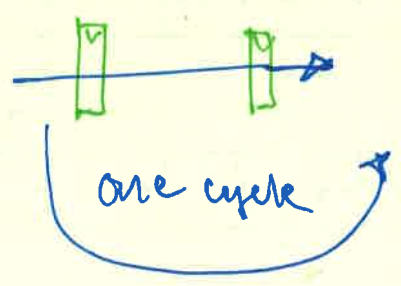
$$t_{clk-to-q} + t_{logic\ max} + t_{setup} \leq t_{cycle}$$

$$\leq \frac{1}{freq}$$

Requirement #2 Logic is not too fast, clock not too skewed



- Hold time violation
- Race through



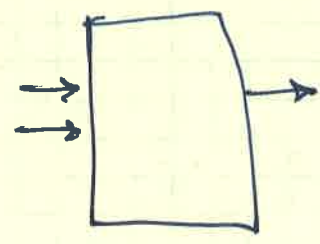
$$t_{clk-to-q} + t_{logic\ min} + t_{wire} > t_{clk-skew} + t_{hold}$$

for correct operation

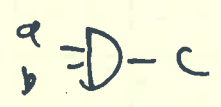
HDL

- 1) Verilog * 10D, 10L, 201, ...
- 2) VHDL

1) Module



2) wire



```
wire c;
assign c = a & b;
```

3) reg

```
reg c;
always @ (a or b) begin
  c = a & b;
end
```

