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### 3. Finite State Machines

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# Lesson Overview



## ▷ Lesson Overview

Shift Register  
Wavedrom  
LED Walker  
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Case Statement  
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The addresses  
Simulation  
Finite State Machine  
Simple  
Mealy  
Moore  
One Process FSM  
Two Process FSM  
Which to use?  
Formal Verification  
Assertion  
SymbiYosys  
Integer Clock  
Divider  
Exercise  
Conclusion

- What is a Finite State Machine?
- Why do I need it?
- How do I build one?

## Objectives

- Learn the concatenation operator
- Be able to explain a shift register
- To get basic understanding of Finite State Machines
- To learn how to build and use Finite State Machines



# Shift Register



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The concatenation operator

```
always @(posedge i_clk)
    o_led <= { o_led[6:0], o_led[7] };
```

Composes a new bit-vector from other pieces



# Shift Register



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The concatenation operator

```
always @(posedge i_clk)
    o_led <= { o_led[6:0], o_led[7] };
```

Simplifies what otherwise would be quite painful

```
always @(posedge i_clk)
begin
    o_led[0] <= o_led[7];
    o_led[1] <= o_led[0];
    o_led[2] <= o_led[1];
    o_led[3] <= o_led[2];
    o_led[4] <= o_led[3];
    o_led[5] <= o_led[4];
    o_led[6] <= o_led[5];
    o_led[7] <= o_led[6];
end
```



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A shift register shifts bits through a register

- Can shift from LSB to MSB

```
always @(posedge i_clk)
    o_led <= { o_led[6:0], i_input };
```

- or from MSB to LSB

```
always @(posedge i_clk)
    o_led <= { i_input, o_led[7:1] };
```



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You can use this to create a neat LED display as well

- You just need to mix the shift register

```
initial o_led = 8'h1;  
always @(posedge i_clk)  
if (stb)  
    o_led <= { o_led[6:0], o_led[7] };
```

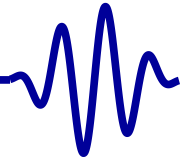
- With a counter to slow it down

```
reg [26:0] counter;  
reg stb;  
initial { stb, counter } = 0;  
always @(posedge i_clk)  
    { stb, counter } <= counter + 1'b1;
```

- stb here is a *strobe* signal. A *strobe* signal is true for one clock only, whenever an event takes place



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You can use this to create a neat LED display as well

- You just need to mix the shift register

```
initial o_led = 8'h1;  
always @(posedge i_clk)  
if (stb)  
    o_led <= { o_led[6:0], o_led[7] };
```

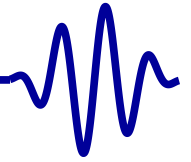
- With a counter to slow it down

```
reg [26:0] counter;  
reg stb;  
initial { stb, counter } = 0;  
always @(posedge i_clk)  
    { stb, counter } <= counter + 1'b1;
```

- Note that you can *assign* to a concatenation as well



# Wavedrom



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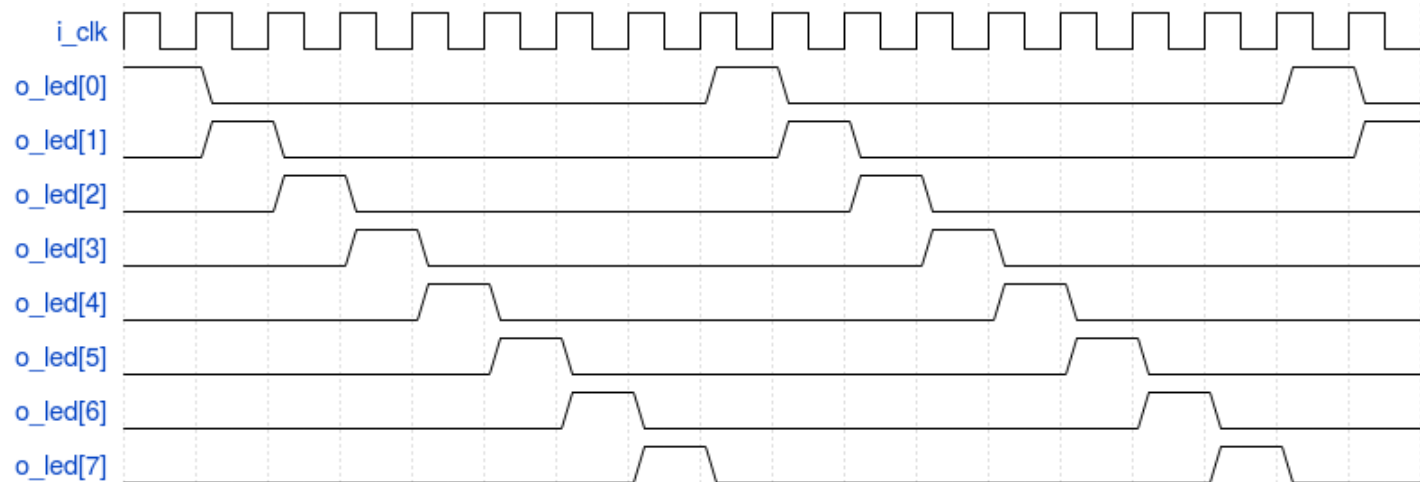
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If you've never seen [Wavedrom](#), it is an awesome tool!  
Here's a waveform description of our shift register



```
initial o_led = 8'h1;  
always @(posedge i_clk)  
    o_led <= { o_led[6:0], o_led[7] };
```

What would it take to make the LED's go *back and forth*?





# LED Walker



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Let's build an LED walker!

- Active LED should walk across valid LED's and back

We'll assume 8 LEDs

Shift registers don't naturally go both ways

- Only one LED should be active at any time
- One LED should always be active at any given time

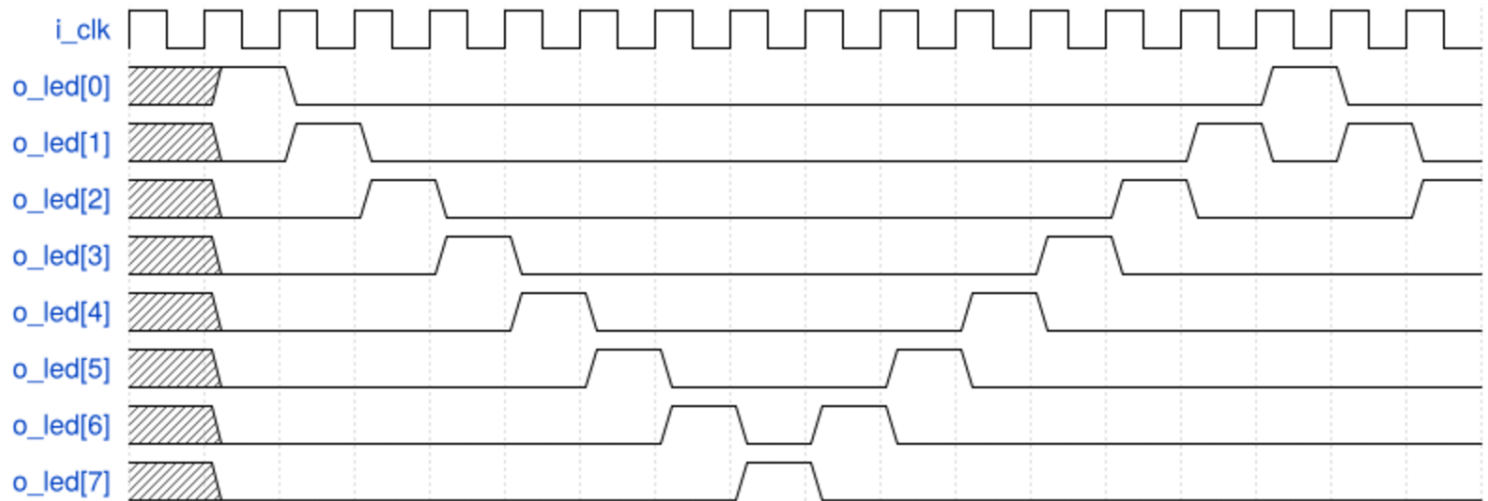
Most of this project can be done in simulation



# Wavedrom



Here's a waveform description of what I want this design to do



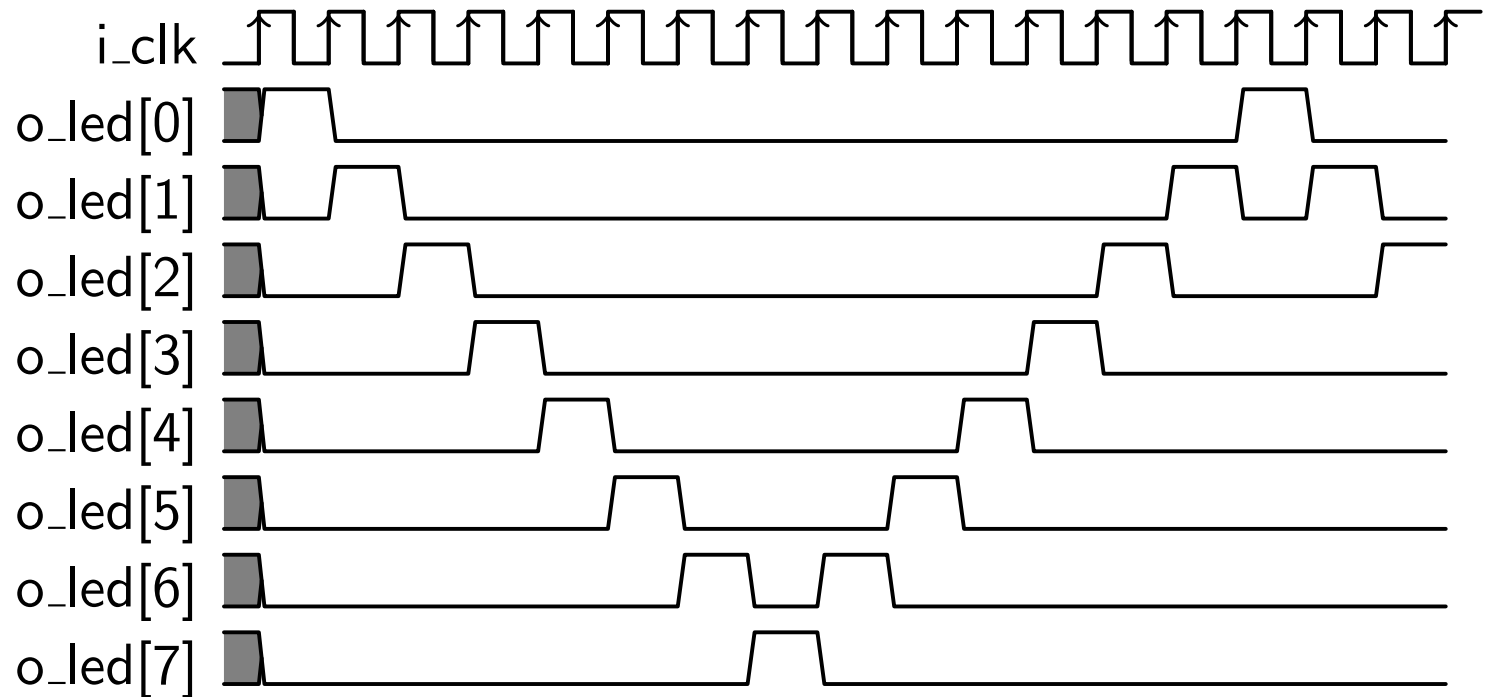
- This “goal” diagram can help mitigate complexity



# Tikz-Timing



**Tikz-timing** also works nicely for  $\text{\LaTeX}$  users



- Our goal will be to create a design with these outputs
- If successful, you'll see this in GTKwave



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Were we building in C, this would be our program

```
while (1) {  
    o_led = 0x01;  
    o_led = 0x02;  
    o_led = 0x04;  
    // ...  
    o_led = 0x80;  
    o_led = 0x40;  
    // ...  
    o_led = 0x04;  
    o_led = 0x02;  
}
```

How do we turn this code into Verilog?



# Case Statement



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We could use a giant cascaded **if** statement

```
always @(posedge i_clk)
if (o_led == 8'b0000_0001)
    o_led <= 8'h02;
else if (o_led == 8'b0000_0010)
    o_led <= 8'h04;
else if (o_led == 8'b0000_0100)
    o_led <= 8'h08;
else if (o_led == 8'b0000_1000)
    o_led <= 8'h08;

// ...
// Don't forget a final else!
else // if (o_led == 8'b0000_0010)
    o_led <= 8'h01
```



# Case Statement



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We could use a giant case statement

```
always @(posedge i_clk)
case(o_led)
8'b0000_0001: o_led <= 8'h02;
8'b0000_0010: o_led <= 8'h04;
// ...
8'b0010_0000: o_led <= 8'h40;
8'b0100_0000: o_led <= 8'h80;
8'b1000_0000: o_led <= 8'h40;
// ...
8'b0000_0100: o_led <= 8'h02;
8'b0000_0010: o_led <= 8'h01;
default: o_led <= 8'h01;
endcase
```

Can anyone see a problem with these two approaches?



# The Need



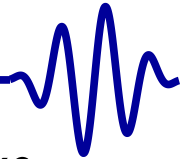
A better way: Let's assign an index to each of these outputs

```
// ... using C++ notation again
    o_led = 0x01;    // 1
    o_led = 0x02;    // 2
    o_led = 0x04;    // 3
    // ...
    o_led = 0x80;    // 8
    o_led = 0x40;    // 9
    // ...
    o_led = 0x04;    // 13
    o_led = 0x02;    // 14
```

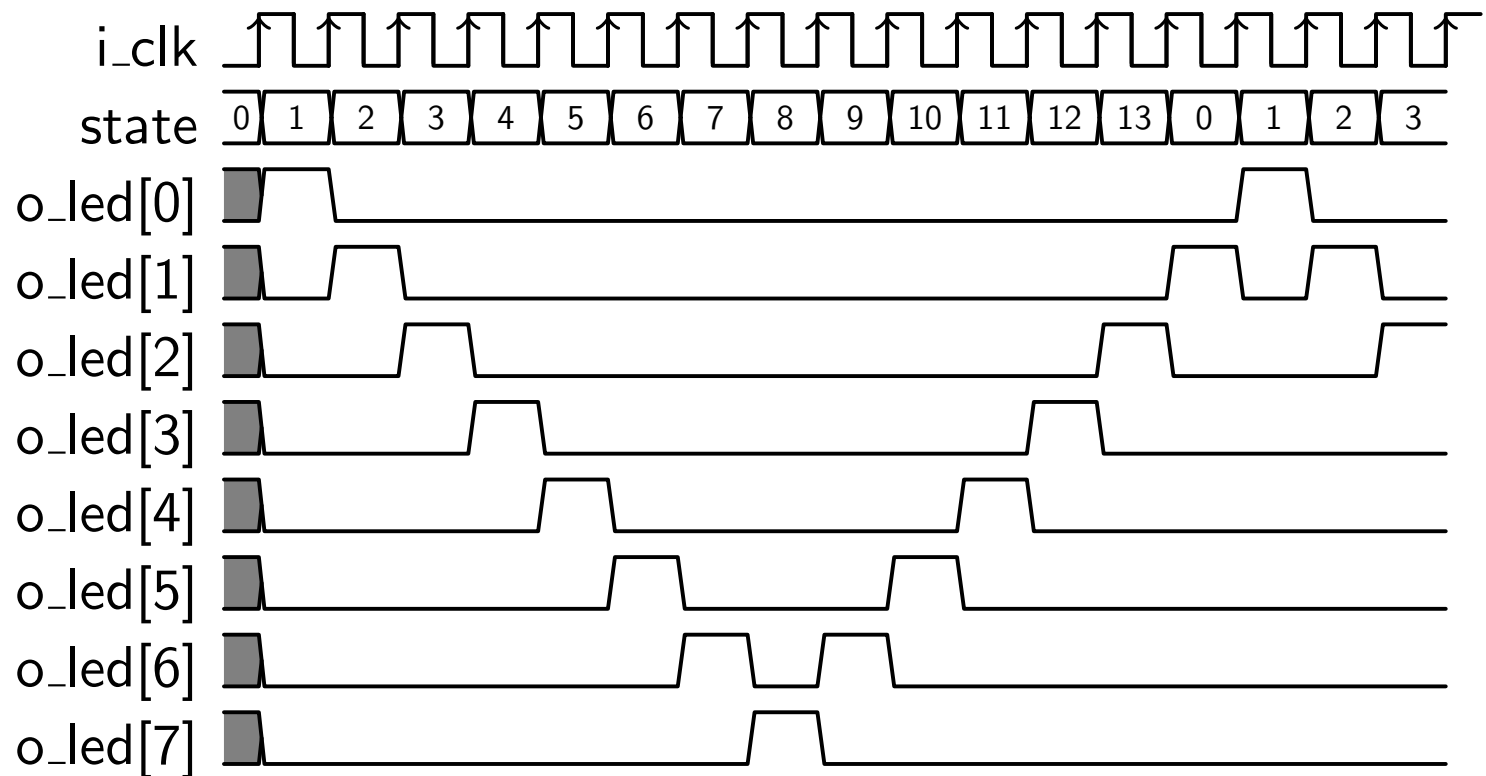
In software, you might think of this as an *instruction address*



# Tikz-Timing



Here's what an updated waveform diagram might look like



- Our goal will be to create a design with these outputs
- If successful, you'll see this in GTKwave





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We can now set the result based upon the *instruction address*

```
always @(posedge i_clk)
case(led_index)
4'h0:    o_led <= 8'h01;
4'h1:    o_led <= 8'h02;
4'h2:    o_led <= 8'h04;
// ...
4'h7:    o_led <= 8'h80;
4'h8:    o_led <= 8'h40;
// ...
4'hc:    o_led <= 8'h02;
4'hd:    o_led <= 8'h01;
default: o_led <= 8'h01;
endcase
```

- This is an example of a *finite state machine*



# The addresses



All we need now is something to drive the *instruction address*

- This is known as the *state* of our finite state machine

```
initial led_index = 0; // Our "state" variable
always @(posedge i_clk)
if (led_index >= 4'd13)
    led_index <= 0;
else
    led_index <= led_index + 1'b1;
```



# Simulation



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Go ahead and simulate this design

- Does it work as intended?
- Did we miss anything?



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A finite state machine consists of...

- Inputs
- State Variable,

*Finite* means there are a limited number of states

- Outputs



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A finite state machine consists of...

- Inputs *// we didn't have any*
- State Variable, *// led\_index, or addr*

*Finite* means there are a limited number of states

- Outputs *// o\_led*

Keep it just that simple.



# Simple



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- State machines are conceptually very simple
- We'll ignore the excess math here

## Two classical FSM forms

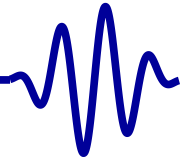
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## Two implementation approaches

- One process
- Two process



# Mealy



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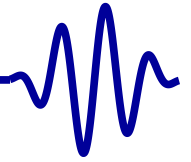
Conclusion

Outputs depend upon the current state *plus inputs*

```
always @(*)
if (!i_display_enable)
    o_led = 0;
else
    case(led_index)
        4'h1: o_led = 8'h01;
        4'h2: o_led = 8'h02;
        4'h3: o_led = 8'h04;
        4'h4: o_led = 8'h08;
        // ...
    endcase
```



# Moore



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Outputs depend upon the *current* state *only*

```
// Update the state
always @(posedge i_clk)
    enabled <= i_display_enable;

// Create the outputs
always @(*)
    if (!enabled)
        o_led = 0;
    else
        case(led_index)
            4'h1: o_led = 8'h01;
            4'h2: o_led = 8'h02;
            // ...
        endcase
```

The inputs are then used to determine the next state





# One Process FSM



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A one process state machine

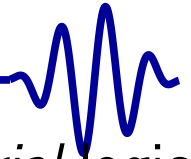
- Created with *synchronous* always block(s)

```
initial led_index = 0; // Our "state" variable
always @(posedge i_clk)
begin
    if (led_index >= 4'hf)
        led_index <= 0;
    else
        led_index <= led_index + 1'b1;

    case(led_index)
    4'h0: o_led <= 8'h01;
    // ...
    endcase
end
```



# Two Process FSM



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Two Process FSM uses both synchronous and *combinatorial* logic

```
always @(*)
begin
    if (led_index >= 4'h0)
        next_led_index = 0;
    else
        next_led_index
            = next_led_index + 1'b1;
    case(led_index)
        4'h0: o_led = 8'h01;
        // ...
    endcase
end

always @(posedge i_clk)
    led_index <= next_led_index;
```



# Which to use?



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Pick whichever finite state machine form ...

- ... you are most comfortable with

There is no right answer here



# Which to use?



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Pick whichever finite state machine form ...

- ... you are most comfortable with

There is no right answer here

*but people still argue about it!*

- Tastes great
- Less Filling

I tend to use one process FSM's



# Formal Verification



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Formal Verification is a process to prove your design “works”

- Fairly easy to use
- Can be faster and easier than simulation
- Most valuable
  - Early in the design process
  - For design *components*, and not entire designs



# Formal Verification



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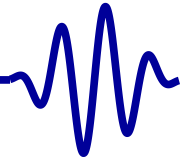
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## Formal Verification

- You specify properties your design must have
- A solver attempts to prove if your design has them
- If the solver fails
  - It will tell you what property failed  
By line number
  - It will generate a trace showing the failure
- These traces tend to be much shorter than simulation failure traces



# Assertion



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The free version of Yosys supports immediate assertions

Two types

- Clocked – only checked on clock edges

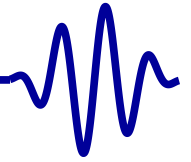
```
// Remember how we only  
// used some of the states?  
always @(posedge i_clk)  
    assert(led_state <= 4'd13);
```

- Combinational – always checked

```
always @(*)  
    assert(led_state <= 4'd13);
```



# SymbiYosys



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To verify this design using SymbiYosys,

- You'll need a script

```
[ options ]
mode prove

[ engines ]
smtbmc

[ script ]
read -formal ledwalker.v
# ... other files would go here
prep -top ledwalker

[ files ]
# List all files and relative paths here
ledwalker.v
```





# Three Basic FV Modes



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## 1. BMC (Bounded Model Checking)

```
[ options ]
```

```
mode bmc
```

```
depth 20
```

- Examines the first  $N$  steps (20 in this case)
- ... looking for a way to break your assertion(s)
- Can find property (i.e. **assert**) failures
- An **assert** is a *safety* property
  - Succeeds only if *no trace* can be found that makes any one of your assertions fail



# Three Basic FV Modes



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1. BMC (Bounded Model Checking)
2. Cover

```
[ options ]  
mode cover  
depth 20
```

- Examines the first  $N$  steps (20 in this case)
- ...looking for a way to make any cover statement *pass*

```
always @(posedge i_clk)  
    cover(led_state == 4'he);
```

- No trace will be generated if no way is found
- **cover** is a *liveness* property

Succeeds if one trace, any trace, can be found to make the statement *true*



# Three Basic FV Modes



- Lesson Overview
- Shift Register
- Wavedrom
- LED Walker
- Wavedrom
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- Integer Clock
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1. BMC (Bounded Model Checking)
2. Cover
3. Full proof using  $k$ -induction

```
[ options ]  
mode prove  
depth 20
```

- Examines the first  $N$  steps (20 in this case)
- Also examines an arbitrary  $N$  steps  
*starting in an arbitrary state*

The induction step will ignore your **initial** statements  
Correct functionality must be guaranteed using **assert** statements

- Can prove your properties hold for all time
- This is also a *safety* property check



# Example property



Assert the design can only contain one of eight outputs

```
always @(*)  
begin  
    f_valid_output = 0;  
    case(o_led)  
        8'h01: f_valid_output = 1'b1;  
        8'h02: f_valid_output = 1'b1;  
        8'h04: f_valid_output = 1'b1;  
        8'h08: f_valid_output = 1'b1;  
        8'h10: f_valid_output = 1'b1;  
        8'h20: f_valid_output = 1'b1;  
        8'h40: f_valid_output = 1'b1;  
        8'h80: f_valid_output = 1'b1;  
    endcase  
    assert(f_valid_output);  
end
```



# It doesn't work



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If you try implementing this design as it is now,

- You'll be disappointed
- All the LED's will light dimly

*The LED's will toggle so fast you cannot see them change*

We need a way to slow this down.



# Integer Clock Divider



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You may remember the integer clock divider

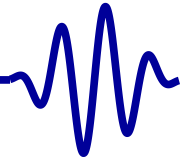
- Let's use it here

```
always @(posedge i_clk)
  if (wait_counter == 0)
    wait_counter <= CLK_RATE_HZ - 1;
  else
    wait_counter <= wait_counter - 1'b1;

always @(posedge i_clk)
begin
  stb <= 1'b0;
  if (wait_counter == 0)
    stb <= 1'b1;
end
```



# Integer Clock Divider



This wait\_counter is limited in range

- It will only range from 0 to CLK\_RATE\_HZ-1
- Don't forget the assertion that wait\_counter remains in range!

```
always @(posedge i_clk)
    assert(wait_counter <= CLK_RATE_HZ - 1);
```

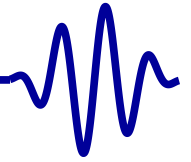
*If your state variable can only take on some values, always make an assertion to that affect*

- Let's also make sure the stb matches the wait\_counter too

```
always @(posedge i_clk)
    assert(stb == (wait_counter == 0));
```



# Integer Clock Divider



Now we can use `stb` to tell us when to adjust our state

```
initial led_index = 0;
always @(posedge i_clk)
if (stb)
begin
    // The logic inside is just
    // what it was before
    // Only the if(stb) changed
    if (led_index >= 4'd13)
        led_index <= 0;
    else
        led_index <= led_index + 1'b1;
end // else nothing changes
// wait for stb to be true before changing state
```





# Exercise



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Try out the tools

1. Recreate this waveform using [Wavedrom](#)



# Exercise



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Try out the tools

1. Recreate this waveform using [Wavedrom](#)
2. Simulate this design
  - **printf** o\_led anytime it changes
  - Look at the trace in gtkwave  
*Does it match our design goal?*  
*Don't forget to slow it down!*



# Exercise



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Try out the tools

1. Recreate this waveform using [Wavedrom](#)
2. Simulate this design
3. Run SymbiYosys

*Does this design pass?*

If it passes, try **assert**(led\_index <= 4);

Examine the resulting waveform



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Try out the tools

1. Recreate this waveform using [Wavedrom](#)
2. Simulate this design
3. Run SymbiYosys

*Does this design pass?*

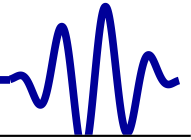
If it passes, try **assert**(led\_index <= 4);

Examine the resulting waveform

*Let's do this one together*



# Running Verilator



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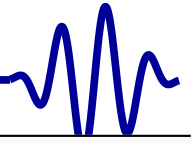
```
% verilator -Wall -cc ledwalker.v
%Error: ledwalker.v:61: Can't find definition
      of variable: o_led
%Error: Exiting due to 1 error(s)
%Error: Command Failed /usr/bin/verilator_bin
      -Wall -cc ledwalker.v
%
```

- ❑ Oops, we misspelled `o_led` in our case statement
- ❑ We also forgot to start our file with '**default\_nettype** none
- ❑ Once fixed, we pass the Verilator check

```
% verilator -Wall -cc ledwalker.v
%
```



# Running SymbiYosys



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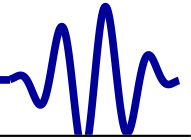
```
% sby -f ledwalker.sby
```

```
/ex-03-walker$ sby -f ledwalker.sby
SBY 21:11:51 [ledwalker] Removing directory 'ledwalker'.
SBY 21:11:51 [ledwalker] Copy 'ledwalker.v' to 'ledwalker/src/ledwalker.v'.
SBY 21:11:51 [ledwalker] engine_0: smtbmc
SBY 21:11:51 [ledwalker] base: starting process "cd ledwalker/src; yosys -ql ../model/design.log ../model/design.js"
SBY 21:11:51 [ledwalker] base: ledwalker.v:71: ERROR: Identifier '\led state' is implicitly declared and 'default nettype is set to none.
SBY 21:11:51 [ledwalker] base: finished (returncode=1)
SBY 21:11:51 [ledwalker] base: job failed. ERROR.
SBY 21:11:51 [ledwalker] summary: Elapsed clock time [H:MM:SS (secs)]: 0:00:00 (0)
SBY 21:11:51 [ledwalker] summary: Elapsed process time [H:MM:SS (secs)]: 0:00:00 (0)
SBY 21:11:51 [ledwalker] DONE ERROR rc=16)
/ex-03-walker$
```

- Another syntax error, mislabeled `led_index` as `led_state`
- Let's try again



# Running SymbiYosys



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```
% sby -f ledwalker.sby
```

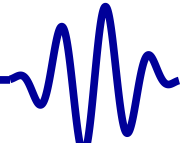
```
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Trying induction in s
tep 5..
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Temporal induction su
ccessful.
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Status: PASSED
SBY 21:14:15 [ledwalker] engine_0.induction: finished (returncode=0)
SBY 21:14:15 [ledwalker] engine_0: Status returned by engine for induction: PASS
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Writing trace to const
raints file: engine_0/trace.smtc
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Status: FAILED (!)
SBY 21:14:15 [ledwalker] engine_0.basecase: finished (returncode=-1)
SBY 21:14:15 [ledwalker] engine_0: Status returned by engine for basecase: FAIL
SBY 21:14:15 [ledwalker] summary: Elapsed clock time [H:MM:SS (secs)]: 0:00:00 (
0)
SBY 21:14:15 [ledwalker] summary: Elapsed process time [H:MM:SS (secs)]: 0:00:00
(0)
SBY 21:14:15 [ledwalker] summary: engine_0 (smtbmc) returned PASS for induction
SBY 21:14:15 [ledwalker] summary: engine_0 (smtbmc) returned FAIL for basecase
SBY 21:14:15 [ledwalker] summary: counterexample trace: ledwalker/engine_0/trace
.vcd
SBY 21:14:15 [ledwalker] DONE (FAIL, rc=2)
/ex-03-walkers$
```

It failed, but how? Need to scroll up for the details





# Running SymbiYosys



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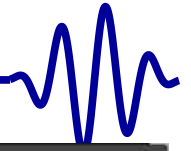
```
trace_induct.smtc model/design_smt2.smt2"
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Solver: yices
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Solver: yices
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Checking assumptions in
n step 0..
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Checking assertions in
step 0..
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Trying induction in s
tep 20..
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 BMC failed!
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Assert failed in ledwa
lker: ledwalker.v:96
SBY 21:14:15 [ledwalker] engine_0.basecase: ## 0:00:00 Writing trace to VCD f
ile: engine_0/trace.vcd
SBY 21:14:15 [ledwalker] engine_0.induction: ## 0:00:00 Trying induction in s
tep 19..
```

- Fail in line 96
- Trace file in ledwalker/engine\_0/trace.vcd
- Open this in GTKWave, compare to line 96

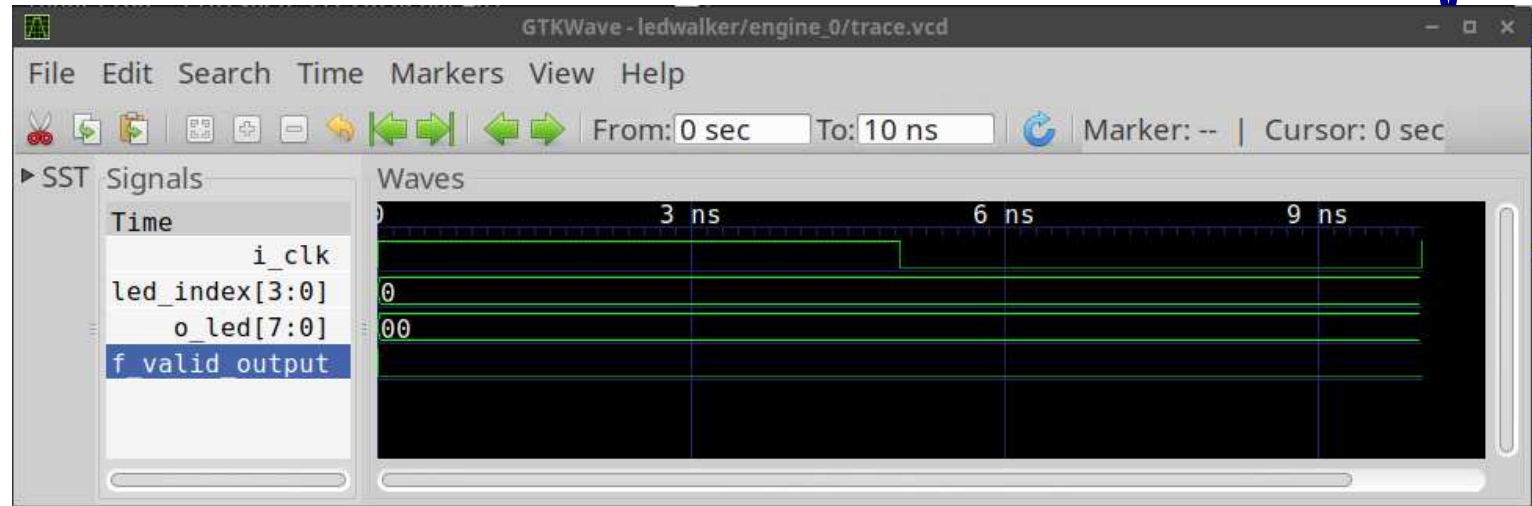




# Running SymbiYosys



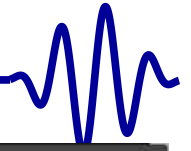
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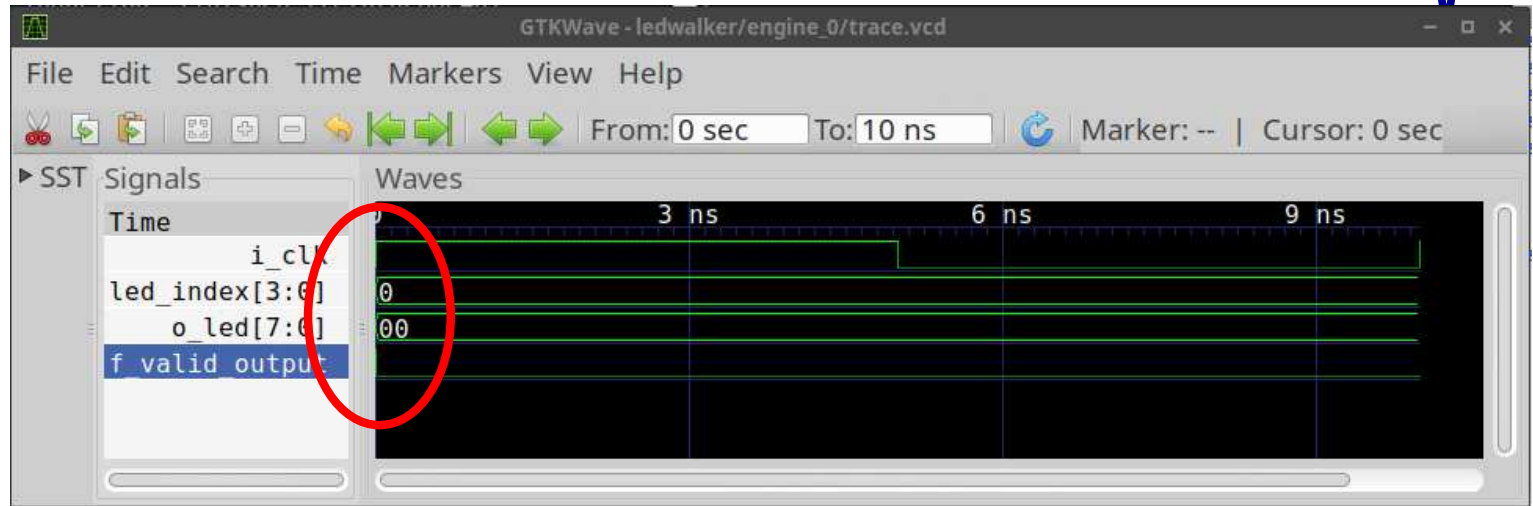
- See the bug?



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- See the bug? `o_led` starts at 8'h00
- We never initialized `o_led` to a valid value
- **initial** `o_led = 8'h01`; fixes this



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```
SBY 21:21:37 [ledwalker] engine_0.basecase: ## 0:00:00 Checking assertions in
step 14..
SBY 21:21:37 [ledwalker] engine_0.basecase: ## 0:00:00 BMC failed!
SBY 21:21:37 [ledwalker] engine_0.basecase: ## 0:00:00 Assert failed in ledwa
lker: ledwalker.v:72
SBY 21:21:37 [ledwalker] engine_0.basecase: ## 0:00:00 Writing trace to VCD f
ile: engine_0/trace.vcd
SBY 21:21:37 [ledwalker] engine_0.basecase: ## 0:00:00 Writing trace to Veril
og testbench: engine_0/trace_tb.v
SBY 21:21:37 [ledwalker] engine_0.basecase: ## 0:00:00 Writing trace to const
raints file: engine_0/trace.smtc
SBY 21:21:37 [ledwalker] engine_0.basecase: ## 0:00:00 Status: FAILED (!)
SBY 21:21:37 [ledwalker] engine_0.basecase: finished (returncode=1)
SBY 21:21:37 [ledwalker] engine_0: Status returned by engine for basecase: FAIL
SBY 21:21:37 [ledwalker] summary: Elapsed clock time [H:MM:SS (secs)]: 0:00:00 (
0)
SBY 21:21:37 [ledwalker] summary: Elapsed process time [H:MM:SS (secs)]: 0:00:00
(0)
SBY 21:21:37 [ledwalker] summary: engine_0 (smtbmc) returned PASS for induction
SBY 21:21:37 [ledwalker] summary: engine_0 (smtbmc) returned FAIL for basecase
SBY 21:21:37 [ledwalker] summary: counterexample trace: ledwalker/engine_0/trace
.vcd
SBY 21:21:37 [ledwalker] DONE (FAIL rc=2)
```

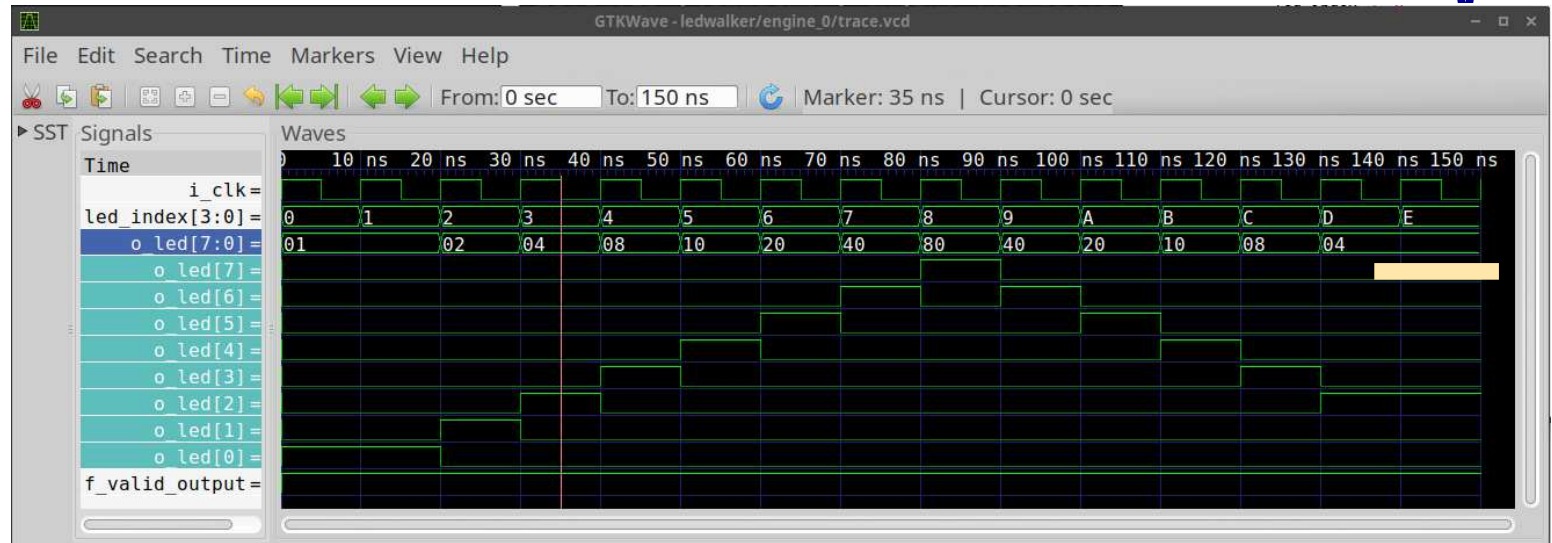
- Same trace file name
- Assertion failed in line 72



# Running SymbiYosys



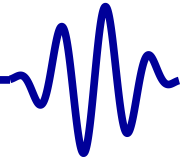
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- **if** (led\_index > 4'd12) in line 39 fixes this

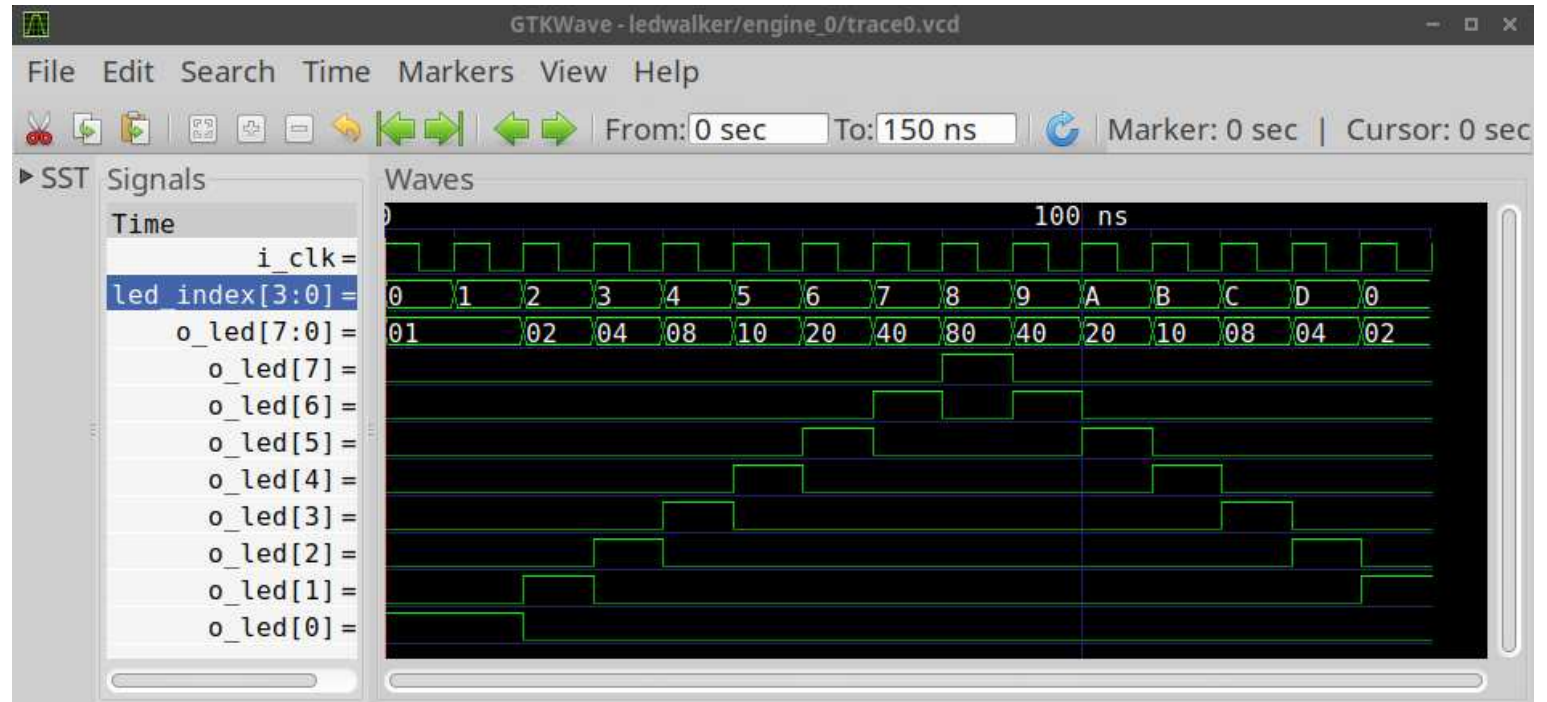


# Cover Property



Let's add a quick cover property

```
always @(*)  
    cover((led_index == 0)&&(o_led == 4'h2));
```





# Exercise



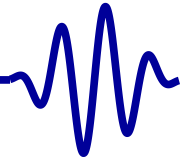
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Your turn! Use the tools to modify the design

1. Recreate this waveform using [Wavedrom](#)
2. Simulate this design
3. Run SymbiYosys
4. Run your device's Synthesis tool
  - Make sure your design ...
    - Passes a timing check
    - Fits within your device
5. Now repeat with the clock divider



# Bonus



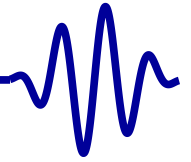
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**Bonus:** If you have hardware and more than one LED

- Adjust this design for the number of LEDs you have
  - Implement this on your hardware
- Does it work?*



# Conclusion



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What did we learn this lesson?

- What a Finite State Machine (FSM) is
- Why FSM's are necessary
- Verilog **case** statement
- Verilog cascaded **if**
- Formal **assert** statement
- How to run SymbiYosys
- How to run slow down an FSM
- Verilog is fun!