

## Digital Design & Computer Organization Laboratory UE20CS206

### **End Semester Assessment (B.Tech CSE)**

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# Project Report on 2-by-3-frequency-divider

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## **Abstract of the project**

Aim: Design an algorithm to simulate a 2-by-3-frequency divider in iverilog.

#### Working

- Has 2 inputs, the clock signal clk and the modulus control signal mc.
- The program divides the input frequency signal by reading the modulus control or
   wc value. (This is specified in the testbench)

Value of mc	Operation
0010	Divide by 2
0011	Divide by 3

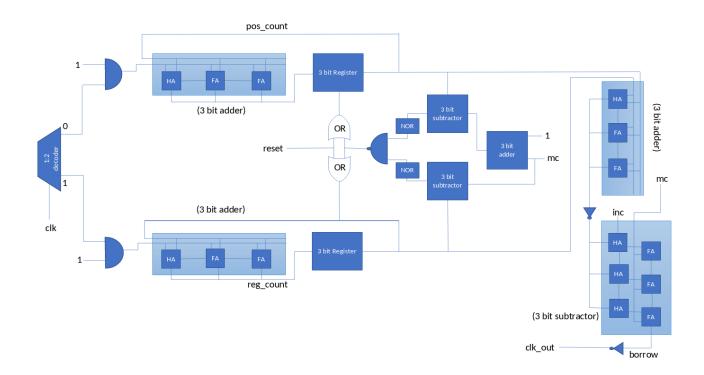
- The program runs of trackers for the main clock line clk based on positive and negative edges which triggers the output clock lines clk\_out accordingly.
- The above is simulated using flip-flops, multiplexers, subtractors, decoders, registers and ripple carry adders.

## **Components:**

Few major components used are Ripple carry adders, subtractors, decoders and registers.

- 1. **Decoders**: A combinational logic circuit that takes an n coded input and generates a maximum of  $2^n$  unique outputs. In this project we make use of 1:2 decoder to divide the clock signal.
- 2. **Ripple carry adder**: A combinational logic circuit used to add 2 n-bit binary numbers (in our case 2 3-bit binary numbers). It consists of 1 half adder and n-1 full adders. Each adder generates a single bit output which is the sum of two corresponding single bit inputs. The carry generated from each adder is passed on to the next adder as input.
- 3. **Registers**: These are collection of flipflops, wherein each flipflop is used to store single bit data. Thus for an n bit input data to be stored, a n bit register is used which consists of n flipflops
- 4. **Subtractors**: It is a combinational logic circuit used to perform subtraction of 3 input bits, minuend, subtrahend and borrow in. It generates two outputs, difference and borrow out. Subtractors consist of n full adders and n half adders.

## **Circuit Diagram**



The  $\div 2/3$  circuit employs an OR gate to permit  $\div 3$  operation if the modulus control (MC) is low or  $\div 2$  operation if it is high.

## **Program Code**

Verilog Code:

```
module frequency_divider(clk,reset,mc,pos_count,neg_count,clk_out);
    input [3:0] mc;
    input clk;
    input reset;
    output clk_out;
    output reg [3:0] pos_count, neg_count;
    reg c;
    wire [1:0] r_nxt;
    always @(posedge clk)
    if (reset)
        pos_count =0;
    else
        pos_count= pos_count +1;
    always @(negedge clk)
    if (reset)
    begin
        neg_count =0; pos_count=0;
    else if (neg_count ==(mc) && pos_count ==(mc+1))
    begin
        neg_count = 0;pos_count=0;
    end
    else
        neg_count= neg_count +1;
    assign clk_out = (pos_count +neg_count> (mc));
endmodule
```

Testbench Code for testing MC=2:

```
`timescale 1ns/100ps
module frequencydivider_tb;
reg clk,reset;
reg [3:0] mc;
wire [3:0] pos_count, neg_count;
```

```
wire clk_out;
frequency_divider t1(clk,reset,(mc-4'b0001),pos_count,neg_count,clk_out);
    initial
        begin
            clk= 1'b0;
            mc=4'b0010;
   end
   always
   #5 clk=~clk;
   initial
    begin
         reset=1'b1;
         #5 reset=1'b0;
         #200 $finish;
   end
   initial
$monitor("clk=%b,reset=%b,pos_count=%b,neg_count=%b,clk_out=%b",clk,reset,
         pos_count,neg_count,clk_out);
    initial
        begin
            $dumpfile("freqdiv.vcd");
            $dumpvars(0, frequencydivider_tb);
        end
endmodule
```

#### Testbench Code for testing MC=3:

```
`timescale 1ns/100ps
module frequencydivider_tb;
reg clk,reset;
reg [3:0] mc;
wire [3:0] pos_count, neg_count;
wire clk_out;

frequency_divider t1(clk,reset,(mc-4'b0001),pos_count,neg_count,clk_out);
    initial
        begin
            clk= 1'b0;
            mc=4'b0011;
        end
    always
        #5 clk=~clk;
    initial
```

## **Output Screenshots**

**Execution command:** 

```
# for MC = 2
iverilog -o frequency_divider frequency_divider.v frequency_divider_tb_2.v

# for MC = 3
iverilog -o frequency_divider frequency_divider.v frequency_divider_tb_3.v
```

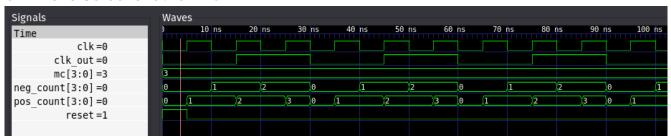
#### VVP Screenshot for MC=2:

```
VCD info: dumpfile fregdiv.vcd opened for output.
clk=0,reset=1,pos_count=0000,neg_count=0000,clk_out=0
clk=1,reset=0,pos_count=0001,neg_count=0000,clk_out=0
clk=0,reset=0,pos_count=0001,neg_count=0001,clk_out=1
clk=1,reset=0,pos_count=0010,neg_count=0001,clk_out=1
clk=0, reset=0, pos_count=0000, neg_count=0000, clk_out=0
clk=1, reset=0, pos_count=0001, neg_count=0000, clk_out=0
clk=0,reset=0,pos_count=0001,neg_count=0001,clk_out=1
clk=1,reset=0,pos_count=0010,neg_count=0001,clk_out=1
clk=0, reset=0, pos_count=0000, neg_count=0000, clk_out=0
clk=1,reset=0,pos_count=0001,neg_count=0000,clk_out=0
clk=0,reset=0,pos_count=0001,neg_count=0001,clk_out=1
clk=1,reset=0,pos_count=0010,neg_count=0001,clk_out=1
clk=0,reset=0,pos_count=0000,neg_count=0000,clk_out=0
clk=1, reset=0, pos_count=0001, neg_count=0000, clk_out=0
clk=0, reset=0, pos_count=0001, neg_count=0001, clk_out=1
clk=1, reset=0, pos_count=0010, neg_count=0001, clk_out=1
clk=0,reset=0,pos_count=0000,neg_count=0000,clk_out=0
clk=1,reset=0,pos_count=0001,neg_count=0000,clk_out=0
clk=0, reset=0, pos_count=0001, neg_count=0001, clk_out=1
clk=1, reset=0, pos_count=0010, neg_count=0001, clk_out=1
clk=0, reset=0, pos_count=0000, neg_count=0000, clk_out=0
clk=1, reset=0, pos_count=0001, neg_count=0000, clk_out=0
clk=0,reset=0,pos_count=0001,neg_count=0001,clk_out=1
clk=1, reset=0, pos_count=0010, neg_count=0001, clk_out=1
clk=0, reset=0, pos_count=0000, neg_count=0000, clk_out=0
clk=1,reset=0,pos_count=0001,neg_count=0000,clk_out=0
clk=0, reset=0, pos_count=0001, neg_count=0001, clk_out=1
clk=1,reset=0,pos_count=0010,neg_count=0001,clk_out=1
clk=0,reset=0,pos_count=0000,neg_count=0000,clk_out=0
clk=1, reset=0, pos_count=0001, neg_count=0000, clk_out=0
clk=0, reset=0, pos_count=0001, neg_count=0001, clk_out=1
clk=1, reset=0, pos_count=0010, neg_count=0001, clk_out=1
clk=0,reset=0,pos_count=0000,neg_count=0000,clk_out=0
clk=1,reset=0,pos_count=0001,neg_count=0000,clk_out=0
clk=0, reset=0, pos_count=0001, neg_count=0001, clk_out=1
clk=1,reset=0,pos_count=0010,neg_count=0001,clk_out=1
clk=0,reset=0,pos_count=0000,neg_count=0000,clk_out=0
clk=1,reset=0,pos_count=0001,neg_count=0000,clk_out=0
clk=0, reset=0, pos_count=0001, neg_count=0001, clk_out=1
clk=1,reset=0,pos_count=0010,neg_count=0001,clk_out=1
clk=0, reset=0, pos_count=0000, neg_count=0000, clk_out=0
clk=1, reset=0, pos_count=0001, neg_count=0000, clk_out=0
```

#### VVP Screenshot for MC=3:

VCD info: dumpfile fregdiv.vcd opened for output. clk=0, reset=1, pos\_count=0000, neg\_count=0000, clk\_out=0 clk=1,reset=0,pos\_count=0001,neg\_count=0000,clk\_out=0 clk=0,reset=0,pos\_count=0001,neg\_count=0001,clk\_out=0 clk=1, reset=0, pos\_count=0010, neg\_count=0001, clk\_out=1 clk=0, reset=0, pos\_count=0010, neg\_count=0010, clk\_out=1 clk=1,reset=0,pos\_count=0011,neg\_count=0010,clk\_out=1 clk=0,reset=0,pos\_count=0000,neg\_count=0000,clk\_out=0 clk=1, reset=0, pos\_count=0001, neg\_count=0000, clk\_out=0 clk=0, reset=0, pos\_count=0001, neg\_count=0001, clk\_out=0 clk=1,reset=0,pos\_count=0010,neg\_count=0001,clk\_out=1 clk=0,reset=0,pos\_count=0010,neg\_count=0010,clk\_out=1 clk=1, reset=0, pos\_count=0011, neg\_count=0010, clk\_out=1 clk=0, reset=0, pos\_count=0000, neg\_count=0000, clk\_out=0 clk=1,reset=0,pos\_count=0001,neg\_count=0000,clk\_out=0 clk=0, reset=0, pos\_count=0001, neg\_count=0001, clk\_out=0 clk=1,reset=0,pos\_count=0010,neg\_count=0001,clk\_out=1 clk=0,reset=0,pos\_count=0010,neg\_count=0010,clk\_out=1 clk=1,reset=0,pos\_count=0011,neg\_count=0010,clk\_out=1 clk=0, reset=0, pos\_count=0000, neg\_count=0000, clk\_out=0 clk=1, reset=0, pos\_count=0001, neg\_count=0000, clk\_out=0 clk=0, reset=0, pos\_count=0001, neg\_count=0001, clk\_out=0 clk=1,reset=0,pos\_count=0010,neg\_count=0001,clk\_out=1 clk=0, reset=0, pos\_count=0010, neg\_count=0010, clk\_out=1 clk=1, reset=0, pos\_count=0011, neg\_count=0010, clk\_out=1 clk=0,reset=0,pos\_count=0000,neg\_count=0000,clk\_out=0 clk=1, reset=0, pos\_count=0001, neg\_count=0000, clk\_out=0 clk=0, reset=0, pos\_count=0001, neg\_count=0001, clk\_out=0 clk=1,reset=0,pos\_count=0010,neg\_count=0001,clk\_out=1 clk=0, reset=0, pos\_count=0010, neg\_count=0010, clk\_out=1 clk=1, reset=0, pos\_count=0011, neg\_count=0010, clk\_out=1 clk=0,reset=0,pos\_count=0000,neg\_count=0000,clk\_out=0 clk=1,reset=0,pos\_count=0001,neg\_count=0000,clk\_out=0 clk=0, reset=0, pos\_count=0001, neg\_count=0001, clk\_out=0 clk=1, reset=0, pos\_count=0010, neg\_count=0001, clk\_out=1 clk=0,reset=0,pos\_count=0010,neg\_count=0010,clk\_out=1 clk=1,reset=0,pos\_count=0011,neg\_count=0010,clk\_out=1 clk=0,reset=0,pos\_count=0000,neg\_count=0000,clk\_out=0 clk=1, reset=0, pos\_count=0001, neg\_count=0000, clk\_out=0 clk=0,reset=0,pos\_count=0001,neg\_count=0001,clk\_out=0 clk=1, reset=0, pos\_count=0010, neg\_count=0001, clk\_out=1 clk=0,reset=0,pos\_count=0010,neg\_count=0010,clk\_out=1 clk=1,reset=0,pos\_count=0011,neg\_count=0010,clk\_out=1

#### GTKWave Screenshot for MC=2:



#### GTKWave Screenshot for MC=3:



## **Applications**

Frequency Divider Circuits or Frequency Dividers are an integral part of many communication and audio based systems like:

- 1. Frequency Synthesizers
- 2. Audio Equipment
- 3. Radar and Satellite Communication
- 4. Military Equipment
- 5. RF Devices