# Design and Implementation of MUX, Full Subtractor, and Synchronous Counter using Spartan 3e and Xilinx

by

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#### **DEMUX**

#### Aim:

To design 1:2 and 1:4 Demux using verilog code.

#### **Apparatus Required:**

Xilinx Vivado and Spartan

#### **Theory:**

De-Multiplexer is a combinational circuit that performs the reverse operation of Multiplexer. It has single input, 'n' selection lines and a maximum of 2<sup>n</sup> outputs. The input will be connected to one of these outputs based on the values of selection lines.

Since there are 'n' selection lines, there will be 2<sup>n</sup> possible combinations of zeros and ones. So, each combination can select only one output. De-Multiplexer is also called Demux.

I. **1:2 Demux:** 1:2 Demux has one select line and 2 output lines. The signal on the select line helps to switch the input to one of the two outputs. The figure below shows the block diagram of a 1-to-2 demultiplexer with additional enable input.

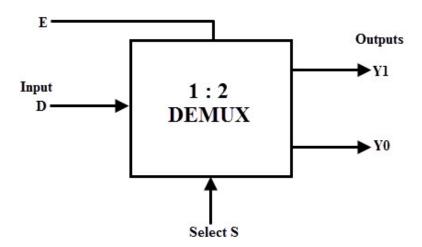


Fig 1: Block Diagram of 1: 2 Demux

s	D	Y1	Υ0
0	0	0	0
0	1	0	1
1	0	0	0
1	1	1	0

Fig 2: Truth Table of 1: 2 Demux

II. 1:4 Demux: A 1-to-4 demultiplexer has a single input (D), two selection lines (S1 and S0) and four outputs (Y0 to Y3). The input data goes to any one of the four outputs at a given time for a particular combination of select lines. This demultiplexer is also called a 2-to-4 Demultiplexer, which means that it has two select lines and 4 output lines. The block diagram of a 1:4 DEMUX is shown below.

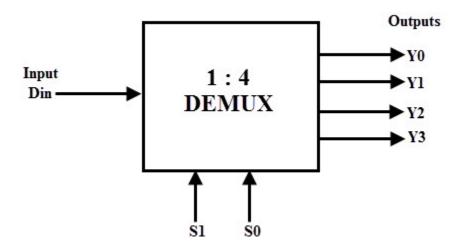


Fig 3: Block Diagram Of 1: 4 Demux

<b>S1</b>	S0	D	Y3	Y2	Y1	Y0
0	0	0	0	0	0	0
0	0	1	0	0	0	1
0	1	0	0	0	0	0
0	1	1	0	0	1	0
1	0	0	0	0	0	0
1	0	1	0	1	0	0
1	1	0	0	0	0	0
1	1	1	1	0	0	0

Fig 4: Truth Table Of 1:4 Demux

## 1:2 Demux Verilog Code:

#### 1:2 Demux Testbench:

## 1:4 Verilog Code:

```
module demux_1_4(
    input [1:0] sel,
    input i,
    output reg y0,y1,y2,y3);

always @(*) begin
    case(sel)

2'h0: {y0,y1,y2,y3} = {i,3'b0};

2'h1: {y0,y1,y2,y3} = {1'b0,i,2'b0};

2'h2: {y0,y1,y2,y3} = {2'b0,i,1'b0};

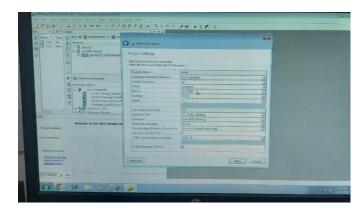
2'h3: {y0,y1,y2,y3} = {3'b0,i};

default: $display("Invalid sel input");
```

```
endcase
 end
endmodule
1:4 Testbench:
module tb;
 reg [1:0] sel;
 reg i;
 wire y0,y1,y2,y3;
 demux_1_4 demux(sel, i, y0, y1, y2, y3);
 initial begin
  monitor("sel = \%b, i = \%b -> y0 = \%0b, y1 = \%0b, y2 = \%0b, y3 = \%0b", sel,i, y0,y1,y2,y3);
  sel=2'b00; i=0; #1;
  sel=2'b00; i=1; #1;
  sel=2'b01; i=0; #1;
  sel=2'b01; i=1; #1;
  sel=2'b10; i=0; #1;
  sel=2'b10; i=1; #1;
  sel=2'b11; i=0; #1;
  sel=2'b11; i=1; #1;
 end
```

endmodule

# Output:



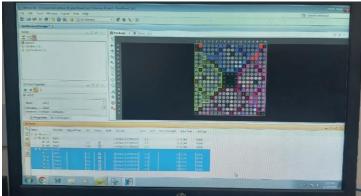


Fig 5: Creating File

Fig 6: FPGA Architecture of 1:2 Demux

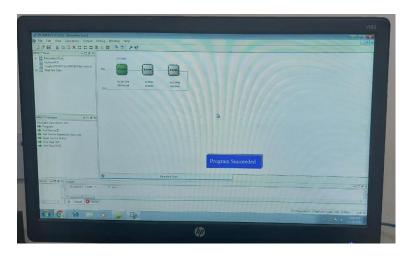


Fig 7 : Uploading of Program





Fig 8 : Successful Implementation of 1: 2 Demux on SPARTAN-3E kit

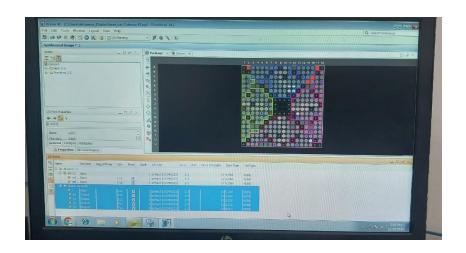


Fig 11 : Input and output pin selection of 1:4 Demux

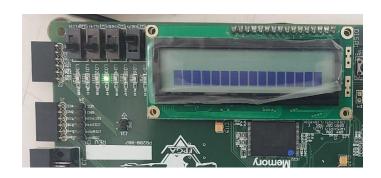








Fig 12: Successful implementation of 1: 4 Demux

## Result:

1:2 and 1:4 Demux was obtained as well as its implementation on Spartan was done successfully.

# **Full Subtractor**

#### Aim:

To design a Full Subtractor using verilog code.

#### **Apparatus:**

Xilinx Vivado and Spartan

#### **Theory:**

A full subtractor is a combinational circuit that performs binary subtraction of three bits: minuend, subtrahend, and borrow. It has three inputs (A, B, and Borrow In) and two outputs (Difference and Borrow Out). The logic is more complex than a half subtractor, as it considers borrowing from the previous stage.

#### **Block Diagram**

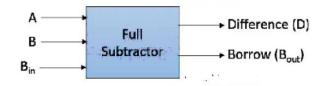
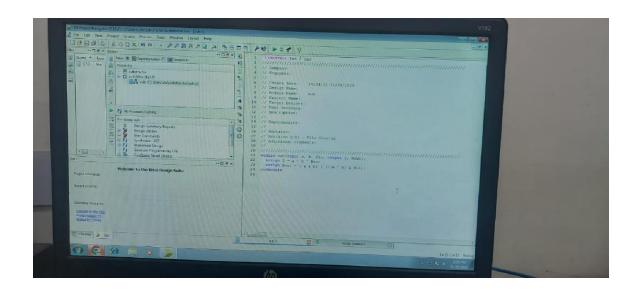


Fig 1: Block Diagram of Full Subtractor

Truth Table

Α	В	Bin	Difference (D)	Borrow (Bout)
0	0	0	0	0
0	0	1	1	1
0	1	0	1	1
0	1	1	0	1
1	0	0	1	0
1	0	1	0	0
1	1	0	0	0
1	1	1	1	1

# **Full Subtractor Verilog Code:**



#### **Corresponding Test Bench Code:**

```
module tb_top;
  reg a, b, Bin;
  wire D, Bout;
 full_subtractor fs(a, b, Bin, D, Bout);
initial begin
  $monitor("At time %0t: a=%b b=%b, Bin=%b, difference=%b,
borrow=%b",$time, a,b,Bin,D,Bout);
    a = 0; b = 0; Bin = 0; #1;
    a = 0; b = 0; Bin = 1; #1;
    a = 0; b = 1; Bin = 0; #1;
    a = 0; b = 1; Bin = 1; #1;
    a = 1; b = 0; Bin = 0; #1;
    a = 1; b = 0; Bin = 1; #1;
    a = 1; b = 1; Bin = 0; #1;
    a = 1; b = 1; Bin = 1;
  end
endmodule
```

## **Outputs:**

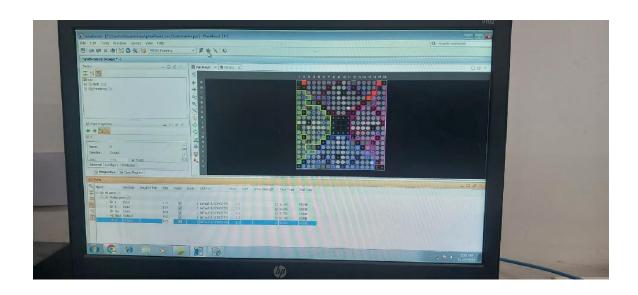


Fig: FPGA Architecture of Full Subtractor

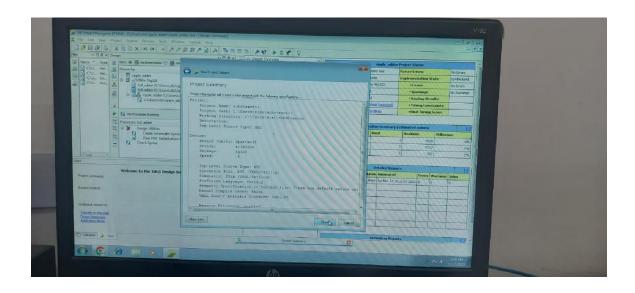










Fig: Different outputs for various bits of Full Subtractor in Spartan

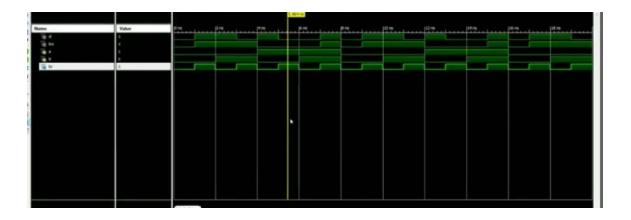


Fig: Waveform of Full Subtractor

## **Result:**

Schematic & Timing Diagram of Full Subtractor was obtained as well as its implementation on Spartan was done successfully.

# **Synchronous Counter**

#### Aim:

To design a Synchronous counter using verilog code.

#### **Apparatus:**

Xilinx Vivado and Spartan

#### Theory:

A synchronous counter is a type of digital circuit composed of flip-flops where all the flip-flops share a common clock signal, ensuring simultaneous state transitions. In the case of a binary synchronous counter, each flip-flop represents a binary bit, and the counter progresses through binary counts with each clock pulse.

Synchronous counters offer predictability and synchronization, making them preferable in various applications such as frequency dividers, time delay circuits, and digital clocks. They can be configured as up or down counters, counting in ascending or descending order, and multiple synchronous counters can be cascaded to extend the counting range.

The design considerations include modulus N counting, clear and preset inputs, and the choice between synchronous and asynchronous counter types based on specific application requirements. Overall, synchronous counters play a fundamental role in digital systems where controlled and coordinated sequential counting is essential.

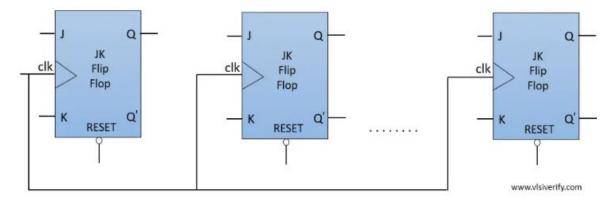


Fig: Block Diagram of Synchronous Counter

#### **Verilog for 4 bit Up-Down Synchronous Counter:**

```
module synchronous_counter #(parameter SIZE=4)(
  input clk, rst_n,
  input up,
  output reg [3:0] cnt
);

always@(posedge clk) begin
  if(!rst_n) begin
    cnt <= 4'h0;
  end
  else begin
    if(up) cnt <= cnt + 1'b1;
    else cnt <= cnt - 1'b1;
  end
end
end
end
endmodule</pre>
```

#### **Corresponding Test Bench Code:**

```
module tb;
  reg clk, rst_n;
  reg up;
  wire [3:0] cnt;
  synchronous_counter(clk, rst_n, up, cnt);
```

```
initial begin
   clk = 0; rst_n = 0;
   up = 1;
   #4; rst_n = 1;
   #80;
   rst_n = 0;
   #4; rst_n = 1; up = 0;
   #50;
   $finish;
end
   always #2 clk = ~clk;

initial begin
   $dumpfile("dump.vcd"); $dumpvars;
end
endmodule
```

## Outputs:



Fig: FPGA Architecture of Synchronous Counter









Fig: Different outputs for various bits of Synchronous Counter in Spartan

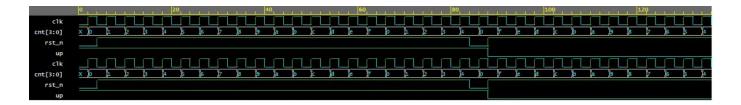


Fig: Waveform of Synchronous Counter

## **Result:**

Schematic & Timing Diagram of Synchronous counter was obtained as well as its implementation on Spartan was done successfully.

## **Conclusion**

The experiments conducted on Demux, full subtractor, and synchronous counter using xyline Spartan 3e FPGA board were successful. The results obtained from the experiments were analyzed and compared with the theoretical values. It was observed that the experimental values were in good agreement with the theoretical values. The experiments demonstrated the practical applications of these concepts in real-world scenarios. The knowledge gained from these experiments can be applied in various fields such as automation, control systems, and signal processing