

PSG COLLEGE OF TECHNOLOGY

(AUTONOMOUS INSTITUTION)

COIMBATORE-641 004



**TOPIC: TUT-2 IMPLEMENTATION OF 4-bit COUNTER
USING VIVADO 2018.2 AND ZYBO z7-10**

**BRANCH: ELECTRONICS AND COMMUNICATION
ENGINEERING.**

SUBJECT CODE: 19L019-FPGA

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AIM:

To implement a counter on zybo z710 board using vivado 2018.2 by generating bitstream file

SOFTWARE USED:

xilinx vivado 2018.2

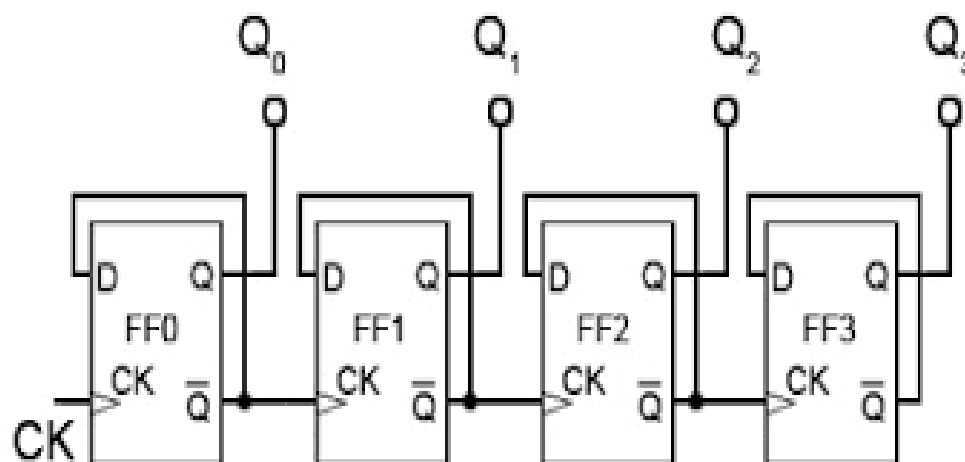
THEORY:

4-bit binary counter

In **Synchronous Counter**, the external clock signal is connected to the clock input of EVERY individual flip-flop within the counter so that all of the flip-flops are clocked together simultaneously (in parallel) at the same time giving a fixed time relationship. In other words, changes in the output occur in “synchronisation” with the clock signal.

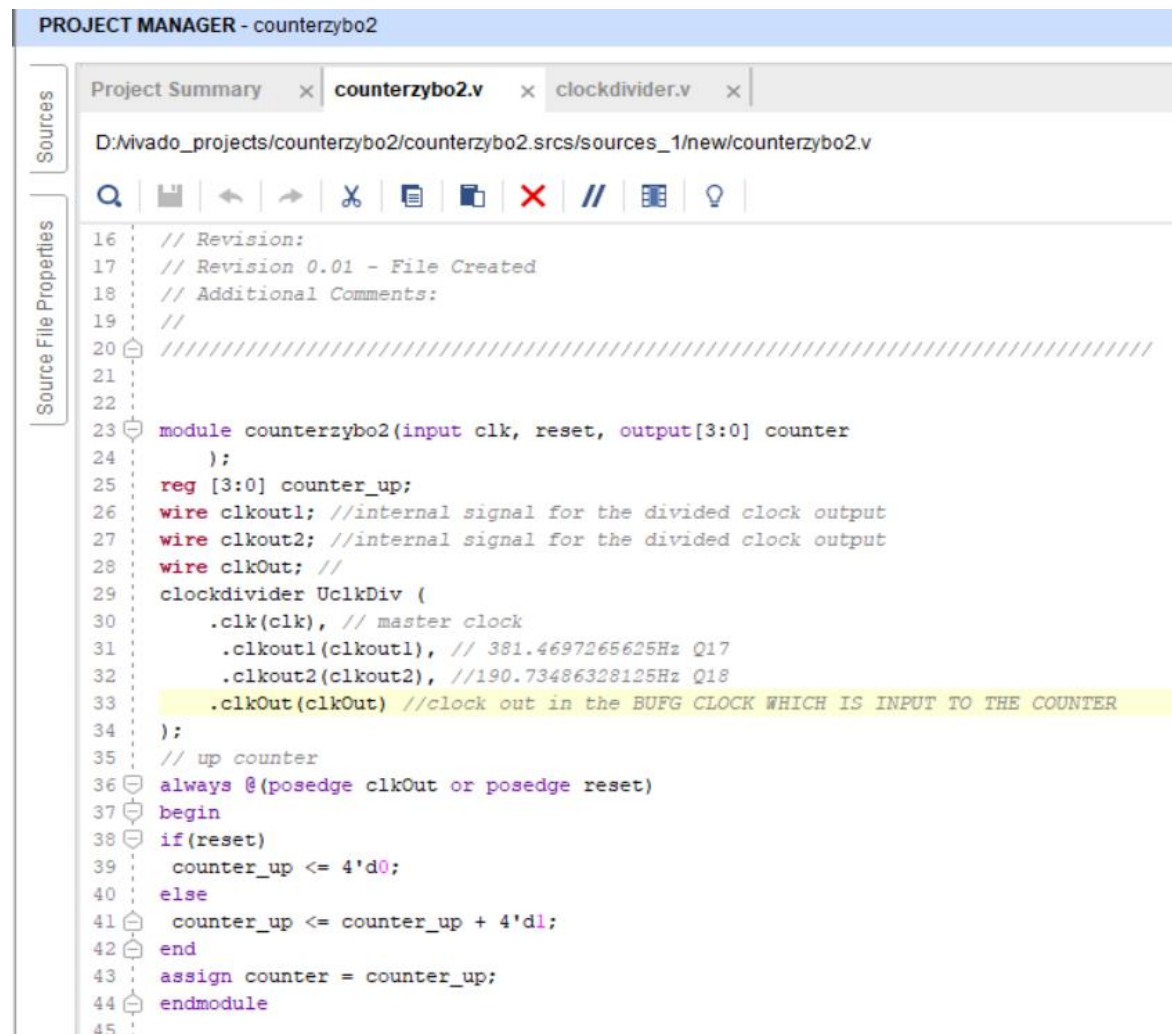
The result of this synchronisation is that all the individual output bits changing state at exactly the same time in response to the common clock signal with no ripple effect and therefore, no propagation delay.

COUNTER CIRCUIT:



SIMULATION CODE:

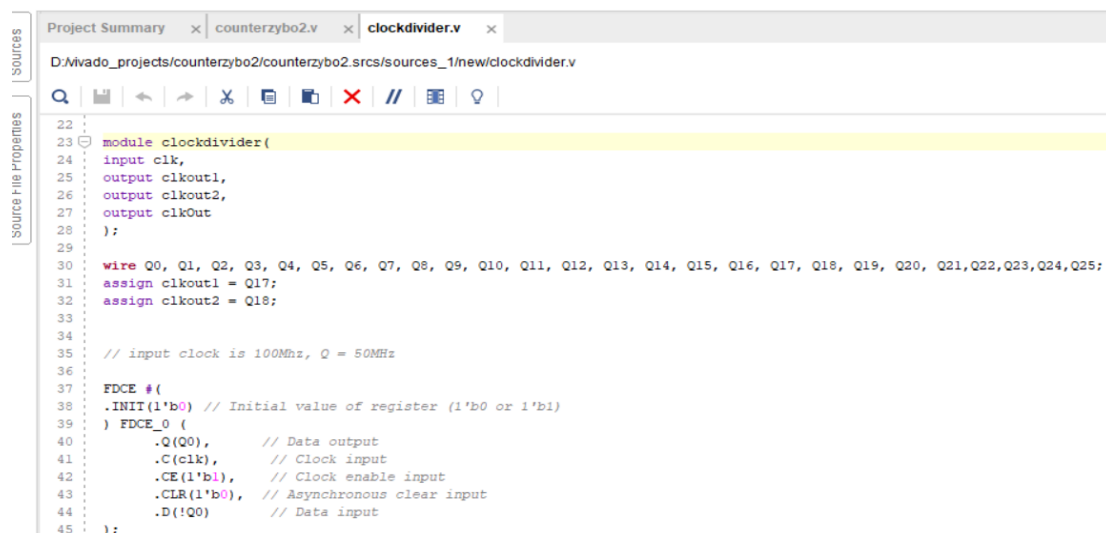
DESIGN MODULE:



The screenshot shows the Project Manager window for a project named 'counterzybo2'. The 'Sources' tab is active, displaying the file 'counterzybo2.v'. The file path is 'D:\Vivado_projects\counterzybo2\counterzybo2.srcs\sources_1\new\counterzybo2.v'. The code is a Verilog module for a counter. It includes a revision comment, a module declaration with inputs 'clk' and 'reset', and an output 'counter[3:0]'. It defines a 4-bit register 'counter_up', two internal clock signals 'clkout1' and 'clkout2', and an output 'clkOut'. A 'clockdivider' module 'UclkDiv' is instantiated with 'clk' as the master clock, 'clkout1' as a 381.4697265625Hz output, 'clkout2' as a 190.73486328125Hz output, and 'clkOut' as the clock output. The counter is incremented on the rising edge of 'clkOut' or 'reset'. The counter value is assigned to 'counter'.

```
16 // Revision:
17 // Revision 0.01 - File Created
18 // Additional Comments:
19 //
20 ///////////////////////////////////////////////////////////////////
21
22
23 module counterzybo2(input clk, reset, output[3:0] counter
24 );
25 reg [3:0] counter_up;
26 wire clkout1; //internal signal for the divided clock output
27 wire clkout2; //internal signal for the divided clock output
28 wire clkOut; //
29 clockdivider UclkDiv (
30     .clk(clk), // master clock
31     .clkout1(clkout1), // 381.4697265625Hz Q17
32     .clkout2(clkout2), //190.73486328125Hz Q18
33     .clkOut(clkOut) //clock out in the BUFG CLOCK WHICH IS INPUT TO THE COUNTER
34 );
35 // up counter
36 always @(posedge clkOut or posedge reset)
37 begin
38     if(reset)
39         counter_up <= 4'd0;
40     else
41         counter_up <= counter_up + 4'd1;
42     end
43     assign counter = counter_up;
44 endmodule
45
```

TIME DIVISION MODULE:



The screenshot shows the Project Manager window for a project named 'counterzybo2'. The 'Sources' tab is active, displaying the file 'clockdivider.v'. The file path is 'D:\Vivado_projects\counterzybo2\counterzybo2.srcs\sources_1\new\clockdivider.v'. The code is a Verilog module for a clock divider. It includes a module declaration with inputs 'clk', 'CE', and 'CLR', and outputs 'Q0', 'Q1', 'Q2', 'Q3', 'Q4', 'Q5', 'Q6', 'Q7', 'Q8', 'Q9', 'Q10', 'Q11', 'Q12', 'Q13', 'Q14', 'Q15', 'Q16', 'Q17', 'Q18', 'Q19', 'Q20', 'Q21', 'Q22', 'Q23', 'Q24', 'Q25'. It assigns 'Q17' to 'clkout1' and 'Q18' to 'clkout2'. The module is instantiated with 'Q0' as the data output, 'Q1' as the clock input, 'Q2' as the clock enable input, 'Q3' as the asynchronous clear input, and 'Q4' as the data input.

```
22
23 module clockdivider(
24     input clk,
25     output clkout1,
26     output clkout2,
27     output clkOut
28 );
29
30 wire Q0, Q1, Q2, Q3, Q4, Q5, Q6, Q7, Q8, Q9, Q10, Q11, Q12, Q13, Q14, Q15, Q16, Q17, Q18, Q19, Q20, Q21, Q22, Q23, Q24, Q25;
31 assign clkout1 = Q17;
32 assign clkout2 = Q18;
33
34
35 // input clock is 100Mhz, Q = 50Mhz
36
37 FDCE #(
38     .INIT(1'b0) // Initial value of register (1'b0 or 1'b1)
39 ) FDCE_0 (
40     .Q(Q0), // Data output
41     .C(clk), // Clock input
42     .CE(1'b1), // Clock enable input
43     .CLR(1'b0), // Asynchronous clear input
44     .D(!Q0) // Data input
45 );

```

```

// input clock is 2.9802322Hz, Q = 1.49011611Hz
FDCE #(
  .INIT(1'b0) // Initial value of register (1'b0 or 1'b1)
) FDCE_25 (
  .Q(Q25),      // Data output
  .C(Q24),      // Clock input
  .CE(1'b1),    // Clock enable input
  .CLR(1'b0),   // Asynchronous clear input
  .D(!Q25)      // Data input
);

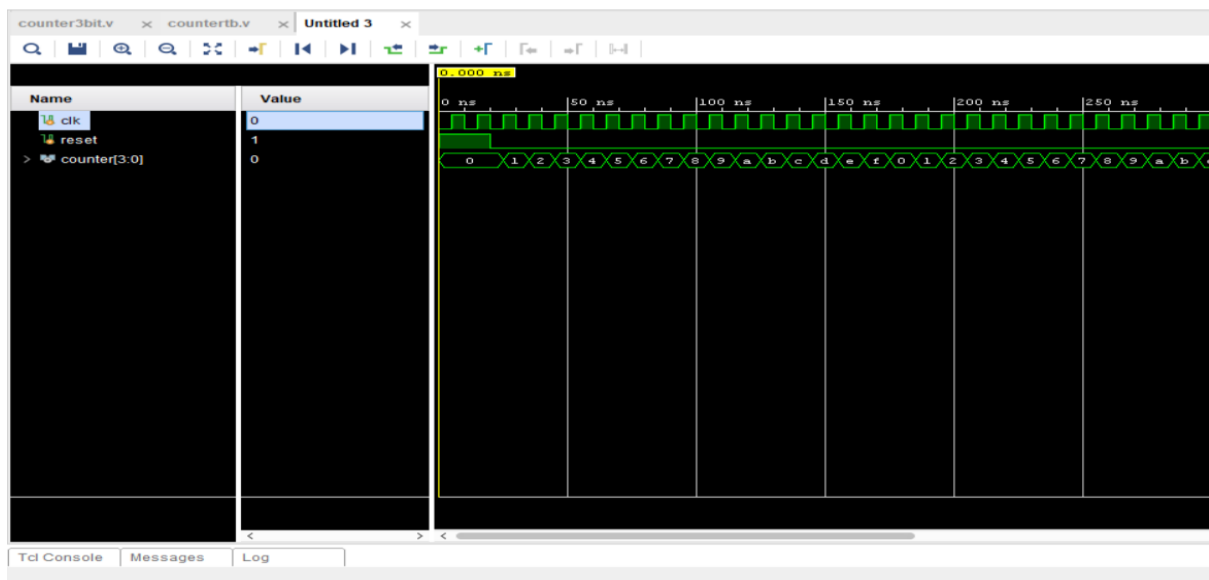
BUFG U_BUFG (
  .O(clkOut),    // Clock buffer output
  .I(Q25)        // Clock buffer input
);

endmodule

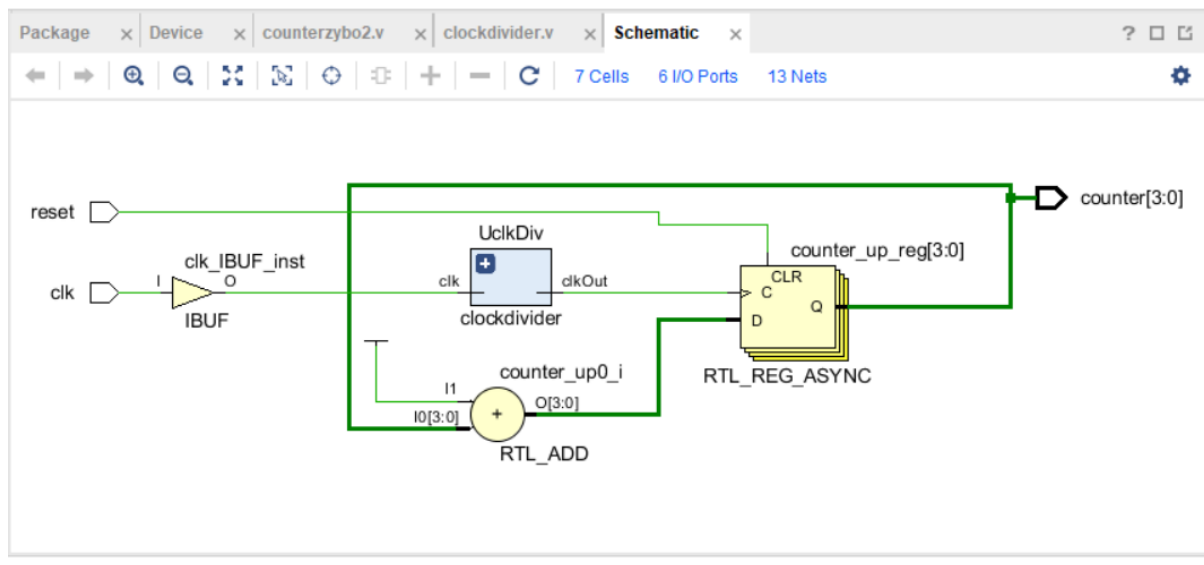
```

Simulation outputs:

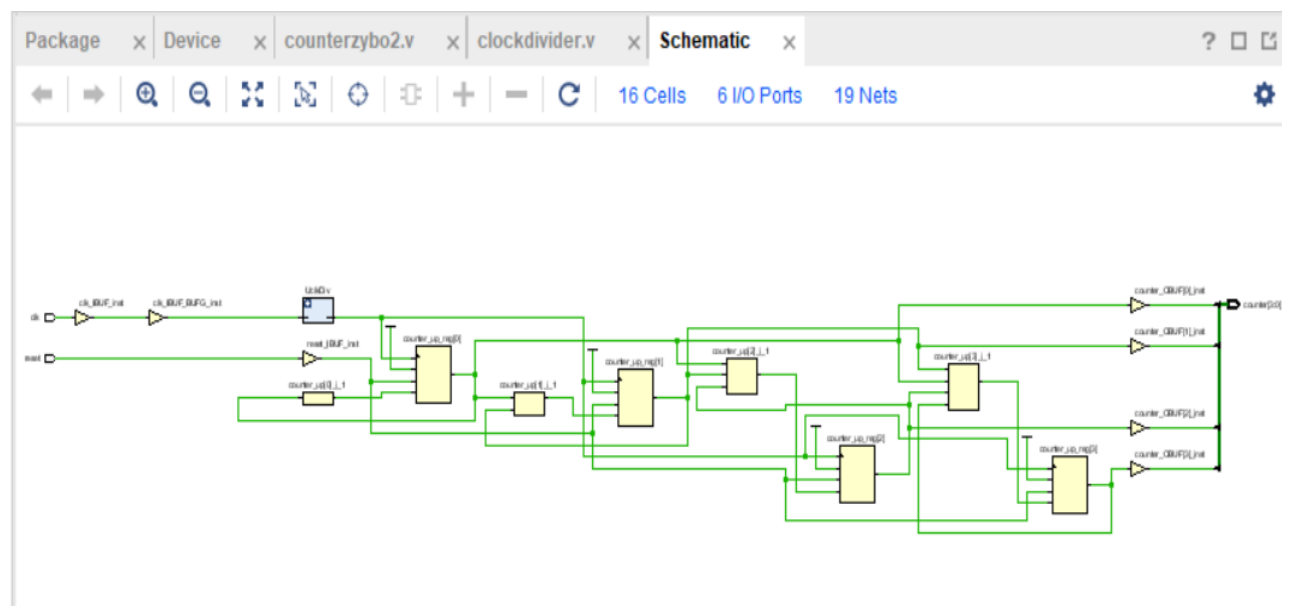
Synthesis results:



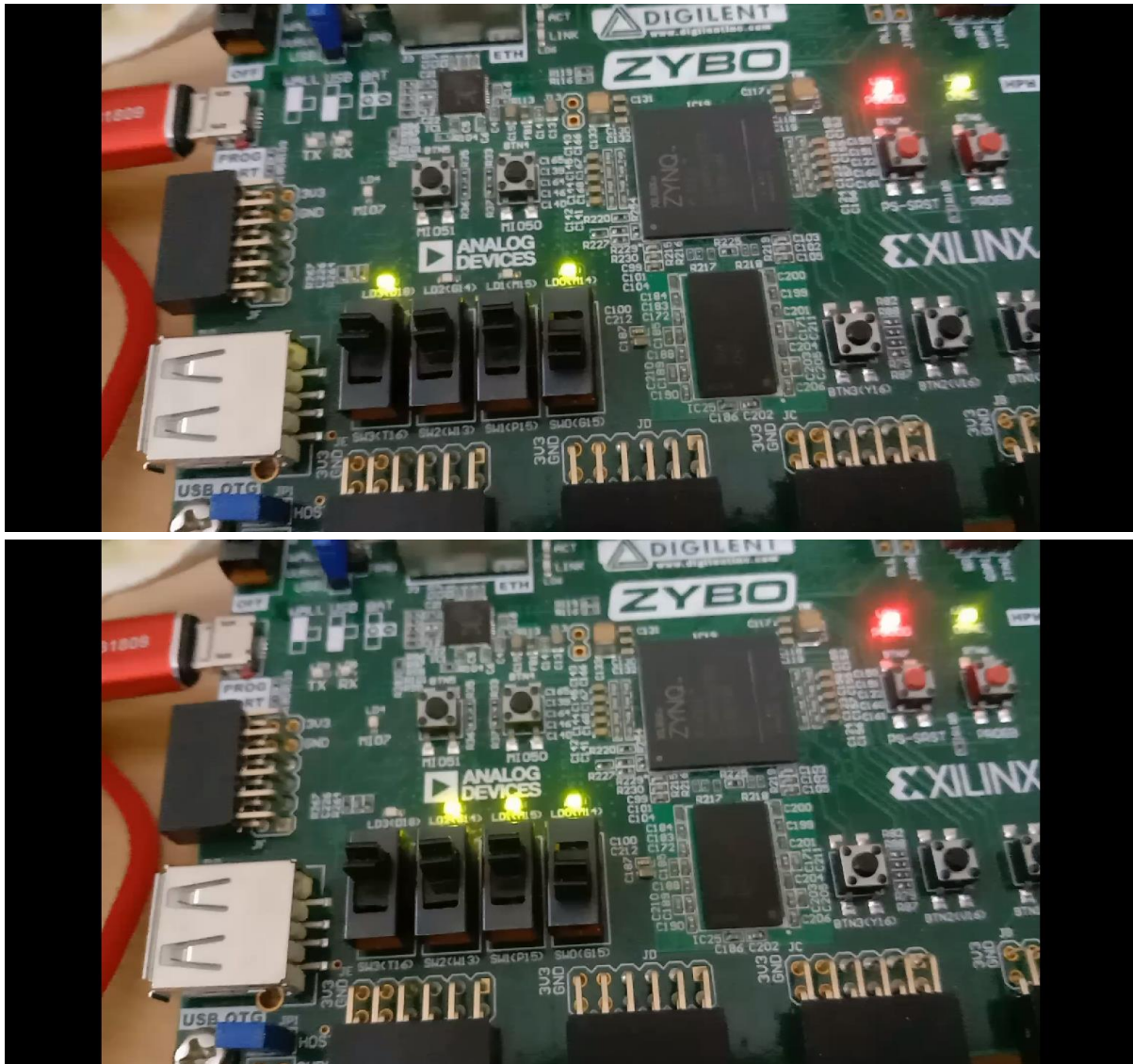
RTL Schematic:



SYNTHESIS SCHEMATIC:



BOARD IMPLEMENTATION:



RESULT:

Thus 4-bit counter is been implemented using vivado by generating bitfile and downloading the same in zybo board.