

2 bit Counter using D FF and LUT

2-bit counter state diagram:

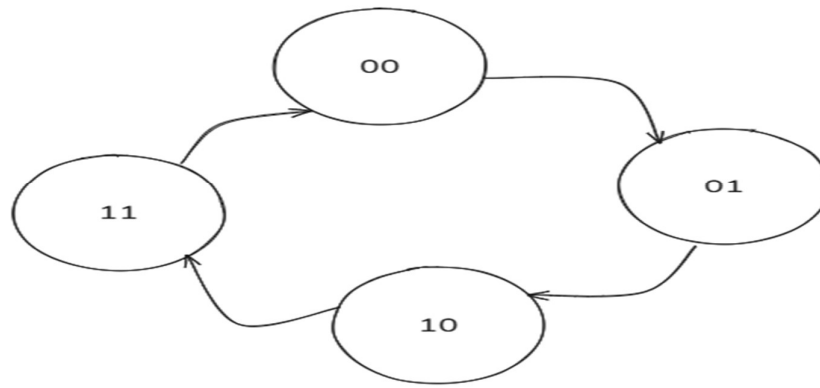


Figure 1: State diagram

D-FF truth table:

clk	D	Q	Q'
0	0	X	X
1	0	0	1
1	1	1	0

D-FF LUT table:

The D-FF directly passes the input D to output Q at next clock edge.

Q1	Q0	Q1+	Q0+	D1	D0
0	0	0	1	0	1
0	1	1	0	1	0
1	0	1	1	1	1
1	1	0	0	0	0

Block Diagram:

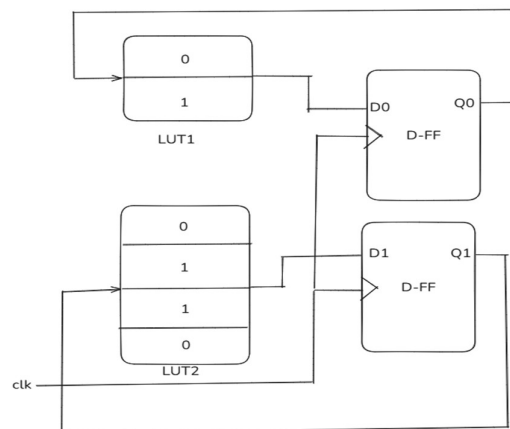


Figure 2: Block diagram for two bit counter

K-maps:

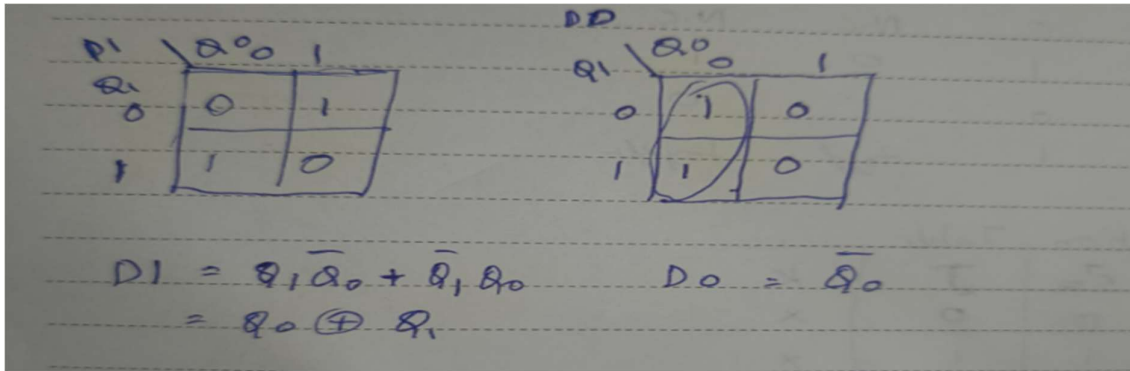


Figure 3: K-maps

Verilog Code:

```
module twoBit_counter (clk, reset, q);
```

```
    input wire clk;
```

```
    input wire reset;
```

```
    output reg [1:0] q;
```

```
    wire d0, d1;
```

```
    assign d0 = ~q[0];
```

```
    assign d1 = q[1] ^ q[0];
```

```
    always @(posedge clk) begin
```

```
        if (reset)
```

```
            q <= 2'b00;
```

```
        else
```

```
            q <= {d1, d0};
```

```
    end
```

```
endmodule
```

Schematics:

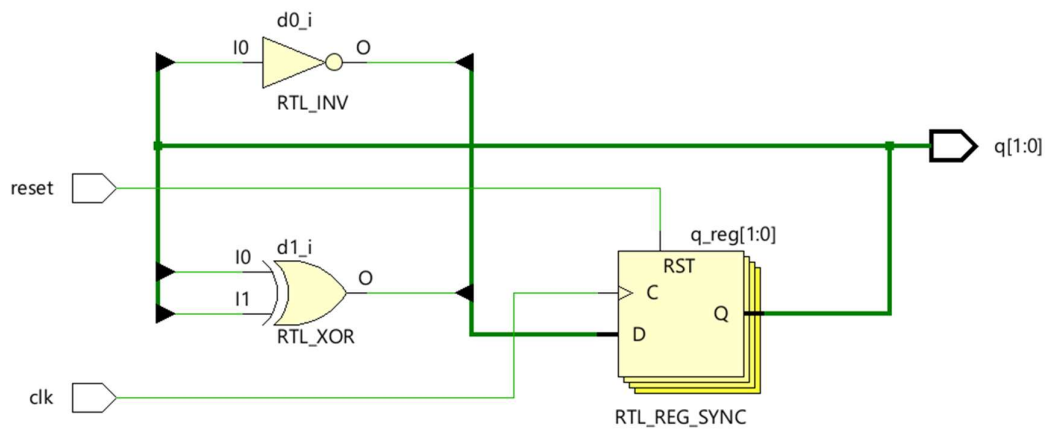


Figure 4: RTL Schematic

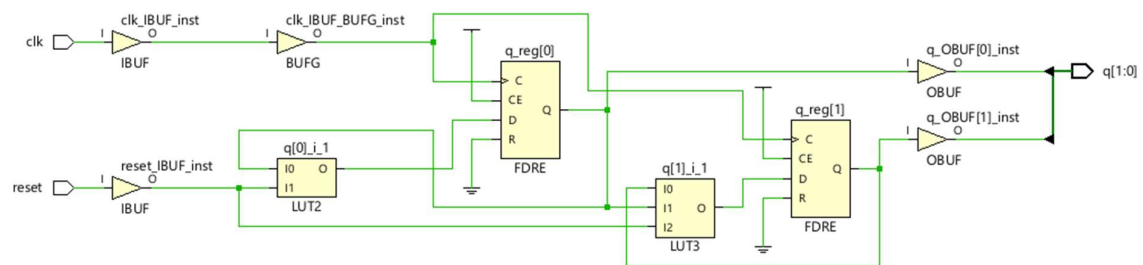


Figure 5: Synthesized Schematic

LUT's:

I1	I0	O=I0 & !I1
0	0	1
0	1	0
1	0	0
1	1	0

Figure 7: LUT2

q[1]_i_1			
I2	I1	I0	O=I0 & !I1 & !I2 + !I0 & I1 & !I2
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	0

Figure 6: LUT3