ECE2002 –Digital logic And Design

Embedded Lab-

Fall semester 2020~2021

Slot: L41+L42

E-Record

Experiment No. : 5

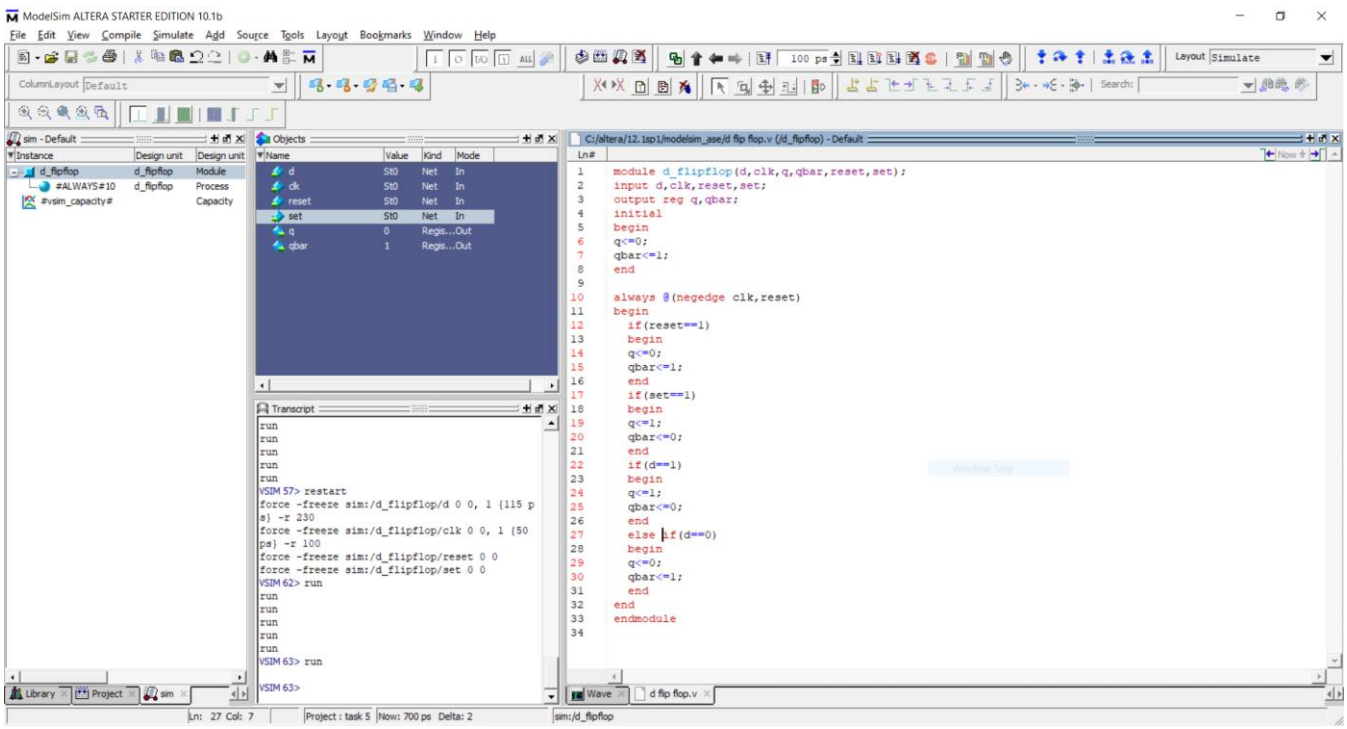
Submitted by

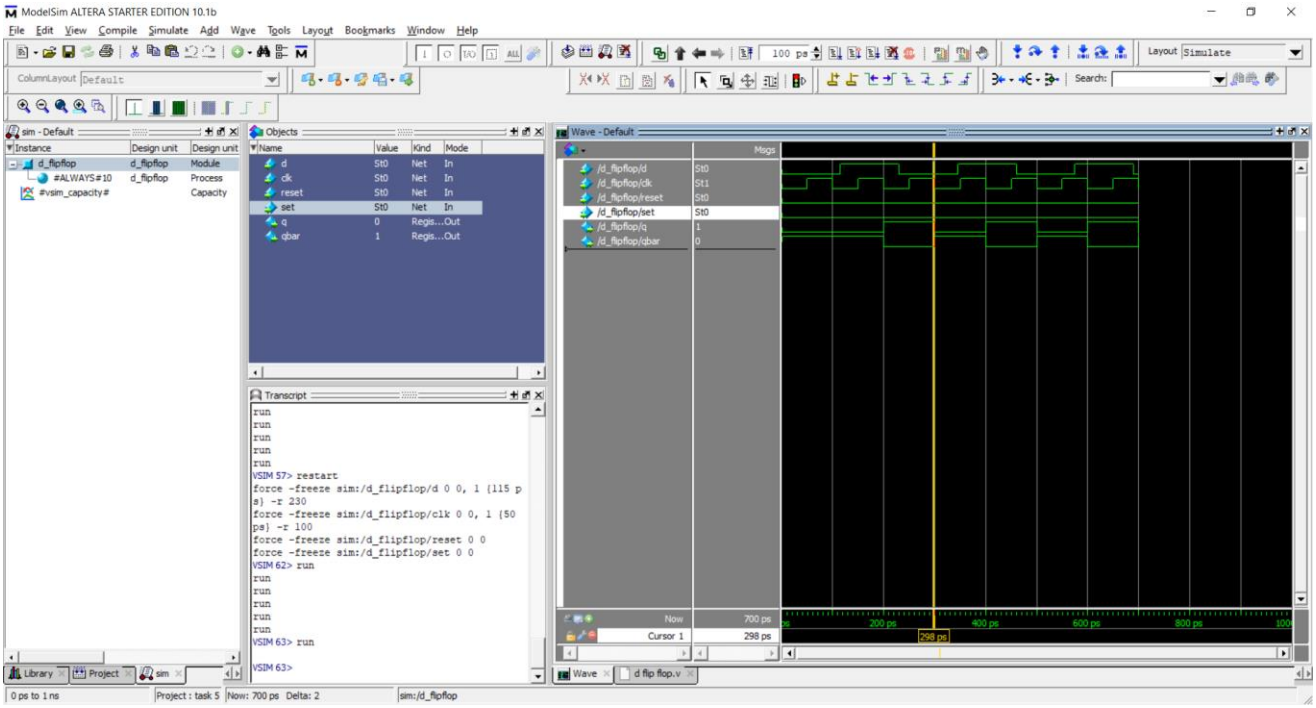
Name of the Student: ARPIT PATAWAT

Reg. no.: 19BEC0358

a) Write (any) one D flip flop, JK flip flop and T flip flop programs

ii) Write a Verilog program for **Synchronous Negative edge trigger "D" flip-flop with Asynchronous reset & synchronous set.**




ModelSim ALTERA STARTER EDITION 10.1b
File Edit View Compile Simulate Add Wave Tools Layout Bookmarks Window Help
sim - Default
Instance Design unit Design unit
d_flipflop d_flipflop Module
#ALWAYS#10 d_flipflop Process
#vsim_capacity# Capacity
Objects
Name Value Kind Mode
d St0 Net In
clk St0 Net In
reset St0 Net In
set St0 Net In
q 0 Regis...Out
qbar 1 Regis...Out
Transcript
run
run
run
run
run
VSIM 57> restart
force -freeze sim:/d_flipflop/d 0 0, 1 {115 p
s} -r 230
force -freeze sim:/d_flipflop/clk 0 0, 1 {50
ps} -r 100
force -freeze sim:/d_flipflop/reset 0 0
force -freeze sim:/d_flipflop/set 0 0
VSIM 62> run
run
run
run
run
run
VSIM 63> run
VSIM 63>
Wave - Default
Msgs
/d_flipflop/d St0
/d_flipflop/clk St1
/d_flipflop/reset St0
/d_flipflop/set St0
/d_flipflop/q 1
/d_flipflop/qbar 0
Now 700 ps
Cursor 1 298 ps
200 ps 400 ps 600 ps 800 ps
298 ps
Library Project sim
Wave d flip flop.v
0 ps to 1 ns Project : task 5 Now: 700 ps Delta: 2 sim:/d_flipflop

DLD Lab Task → 5
Slot → L41 + L42

DATE : / /
PAGE NO. :

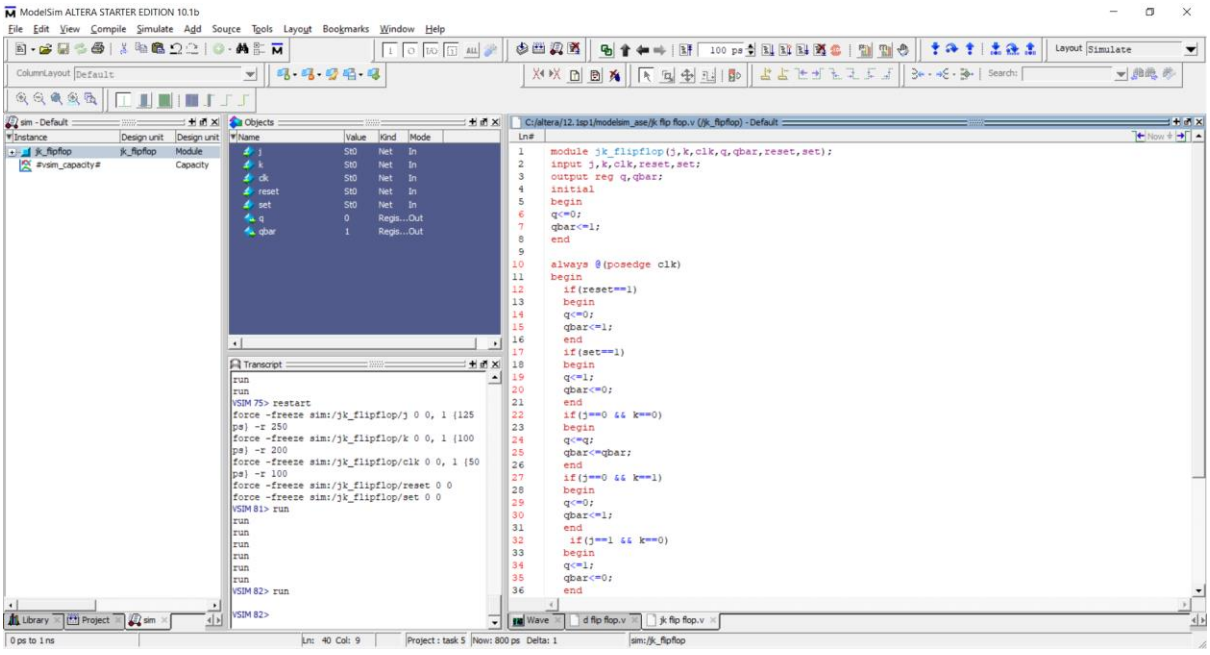
19BEC0358 Arpit

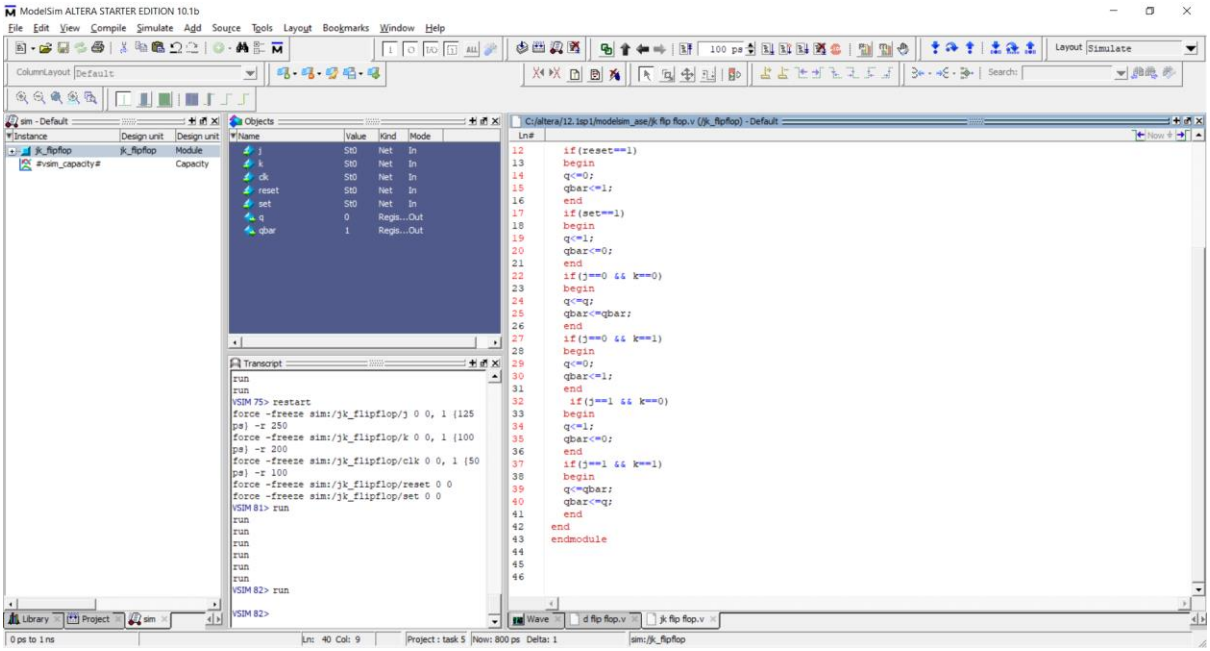
(1) ii)

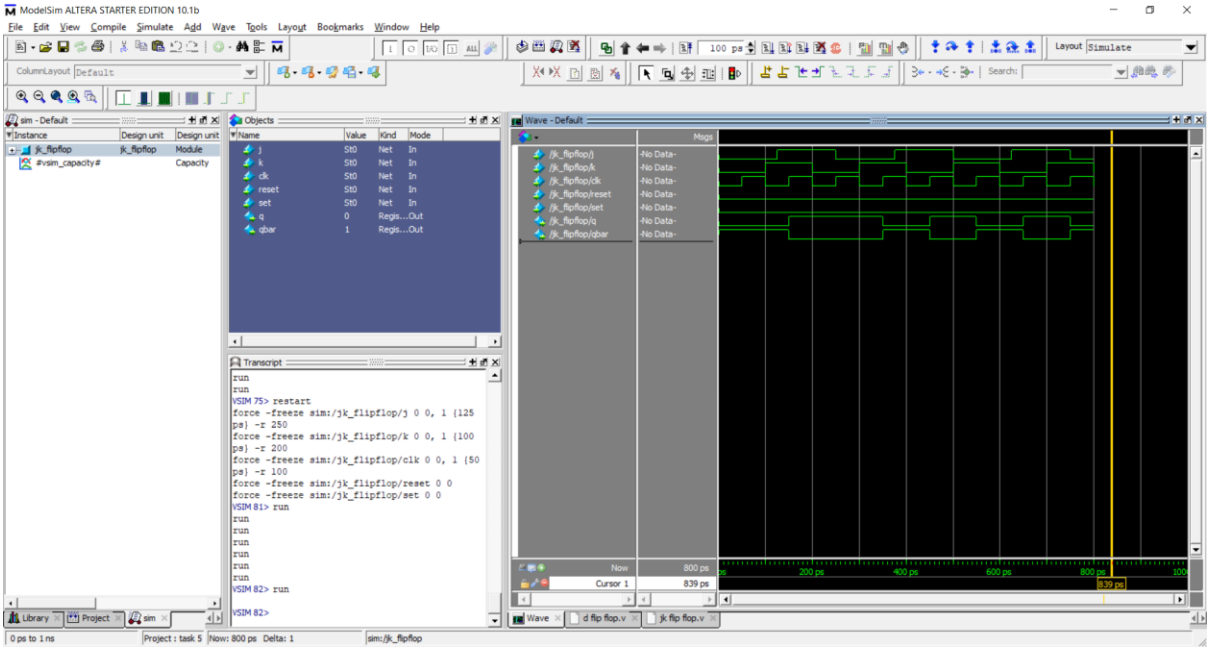
```
module d_flipflop(d, clk, q, qbar, reset, set);
input d, clk, reset, set;
output reg q, qbar;
initial
begin
q <= 0; qbar <= 1;
end

always @(negedge clk, reset)
begin
  if(reset == 1)
  begin
  q <= 0; qbar <= 1;
  end
  if(set == 1)
  begin
  q <= 1; qbar <= 0;
  end
  if(d == 1)
  begin
  q <= 1; qbar <= 0;
  end
  else if(d == 0)
  begin
  q <= 0; qbar <= 1;
  end
end
endmodule
```

iv) Write a Verilog program for **Synchronous Positive edge trigger "JK" flip-flop with Synchronous reset & synchronous set.**




ModelSim ALTERA STARTER EDITION 10.1b
File Edit View Compile Simulate Add Source Tools Layout Bookmarks Window Help
sim - Default
Instance Design unit Design unit
jk_flipflop jk_flipflop Module
#vsim_capacity# Capacity
Objects
Name Value Kind Mode
j St0 Net In
k St0 Net In
clk St0 Net In
reset St0 Net In
set St0 Net In
q 0 Regis...Out
qbar 1 Regis...Out
Transcript
run
run
VSIM 75> restart
force -freeze sim:/jk_flipflop/j 0 0, 1 {125 ps} -r 250
force -freeze sim:/jk_flipflop/k 0 0, 1 {100 ps} -r 200
force -freeze sim:/jk_flipflop/clk 0 0, 1 {50 ps} -r 100
force -freeze sim:/jk_flipflop/reset 0 0
force -freeze sim:/jk_flipflop/set 0 0
VSIM 81> run
run
run
run
run
run
VSIM 82> run
VSIM 82>
C:/altera/12.1sp1/modelsim_ase/jk flip flop.v (/jk_flipflop) - Default
Ln#
12 if(reset==1)
13 begin
14 q<=0;
15 qbar<=1;
16 end
17 if(set==1)
18 begin
19 q<=1;
20 qbar<=0;
21 end
22 if(j==0 && k==0)
23 begin
24 q<=q;
25 qbar<=qbar;
26 end
27 if(j==0 && k==1)
28 begin
29 q<=0;
30 qbar<=1;
31 end
32 if(j==1 && k==0)
33 begin
34 q<=1;
35 qbar<=0;
36 end
37 if(j==1 && k==1)
38 begin
39 q<=qbar;
40 qbar<=q;
41 end
42 end
43 endmodule
44
45
46
Library Project sim
Wave
d flip flop.v
jk flip flop.v
0 ps to 1 ns
Ln: 40 Col: 9
Project : task 5
Now: 800 ps Delta: 1
sim:/jk_flipflop


ModelSim ALTERA STARTER EDITION 10.1b
File Edit View Compile Simulate Add Wave Tools Layout Bookmarks Window Help
sim - Default
Instance Design unit Design unit
jk_flipflop jk_flipflop Module
#vsim_capacity# Capacity
Objects
Name Value Kind Mode
j St0 Net In
k St0 Net In
clk St0 Net In
reset St0 Net In
set St0 Net In
q 0 Regis...Out
qbar 1 Regis...Out
Transcript
run
run
VSIM 75> restart
force -freeze sim:/jk_flipflop/j 0 0, 1 {125 ps} -r 250
force -freeze sim:/jk_flipflop/k 0 0, 1 {100 ps} -r 200
force -freeze sim:/jk_flipflop/clk 0 0, 1 {50 ps} -r 100
force -freeze sim:/jk_flipflop/reset 0 0
force -freeze sim:/jk_flipflop/set 0 0
VSIM 81> run
run
run
run
run
run
VSIM 82> run
VSIM 82>
Wave - Default
Msgs
/jk_flipflop/j -No Data-
/jk_flipflop/k -No Data-
/jk_flipflop/clk -No Data-
/jk_flipflop/reset -No Data-
/jk_flipflop/set -No Data-
/jk_flipflop/q -No Data-
/jk_flipflop/qbar -No Data-
Now 800 ps
Cursor 1 839 ps
200 ps 400 ps 600 ps 800 ps
839 ps
Library Project sim
Wave
d flip flop.v
jk flip flop.v
0 ps to 1 ns
Project : task 5
Now: 800 ps Delta: 1
sim:/jk_flipflop

Slot → L41 + L42

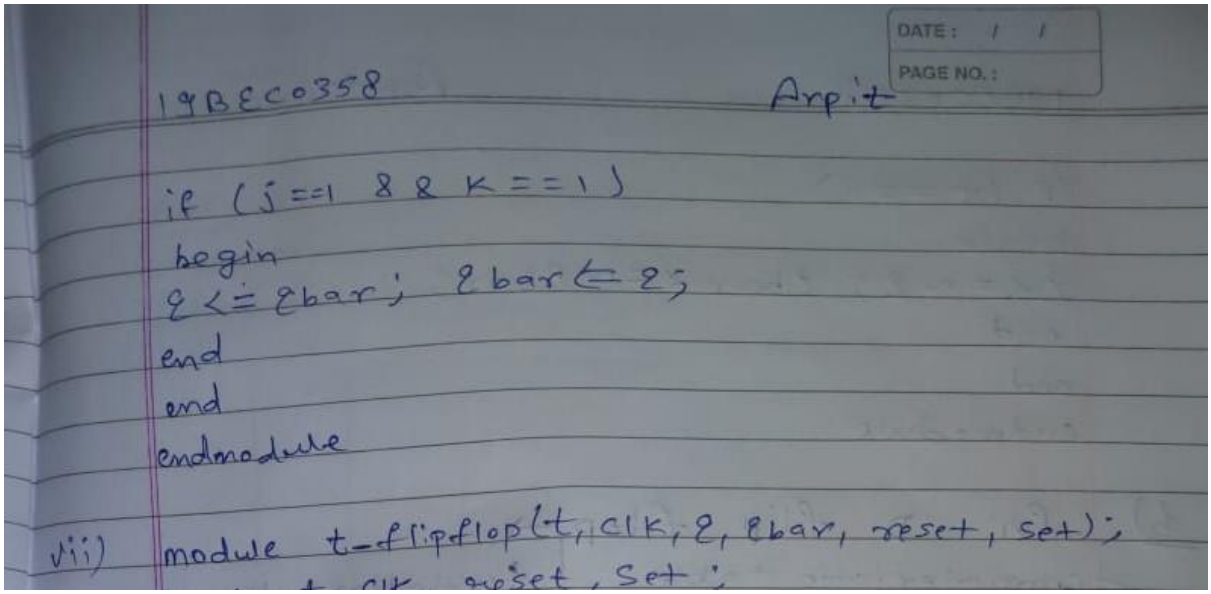
DATE : / /
PAGE NO :

19BEC0358 Arpit

J-K FF

iv) module jk_flipflop(J,K,clk,Q,Qbar,reset,set);
input j, k, clk, reset, set;
output reg, Q, Qbar;
initial
begin
Q <= 0; Qbar <= 1;
end
always @(posedge clk)
begin
if (reset == 1)
begin
Q <= 0; Qbar <= 1
end
if (set == 1)
begin
Q <= 1; Qbar <= 0;
end
if (j == 0 && K == 0)
begin
Q <= Q;
Qbar <= Qbar;
end
if (j == 0 && K == 1)
begin
Q <= 0; Qbar <= 1;
end
if (j == 1 && K == 0)
begin
Q <= 1; Qbar <= 0;
end

(vii)



vii) Write a Verilog program for **Synchronous Positive edge trigger "T" flip-flop with Synchronous reset & set.**

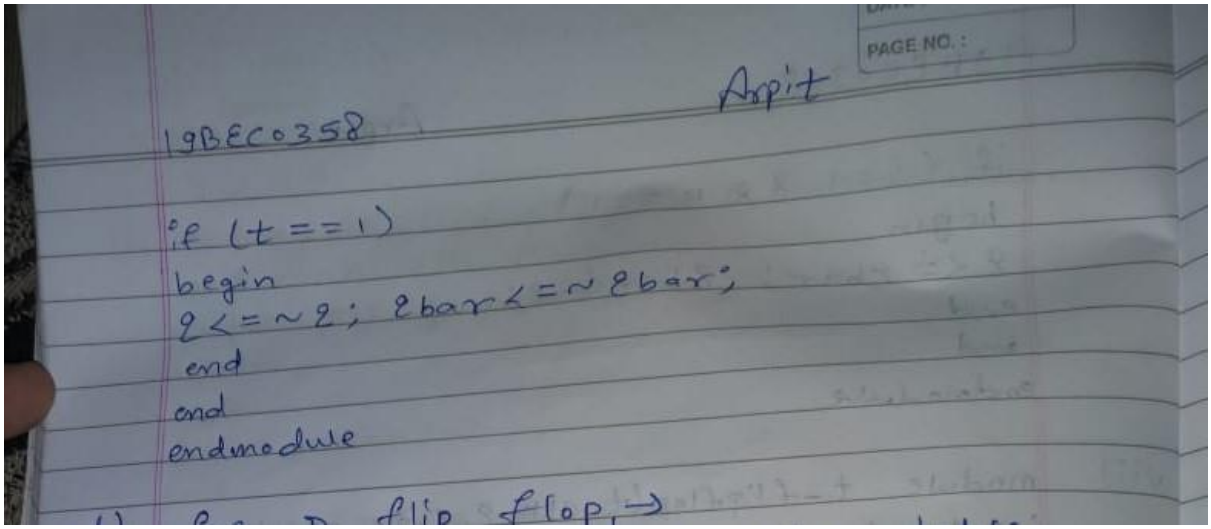
19BEC0358 Arpit

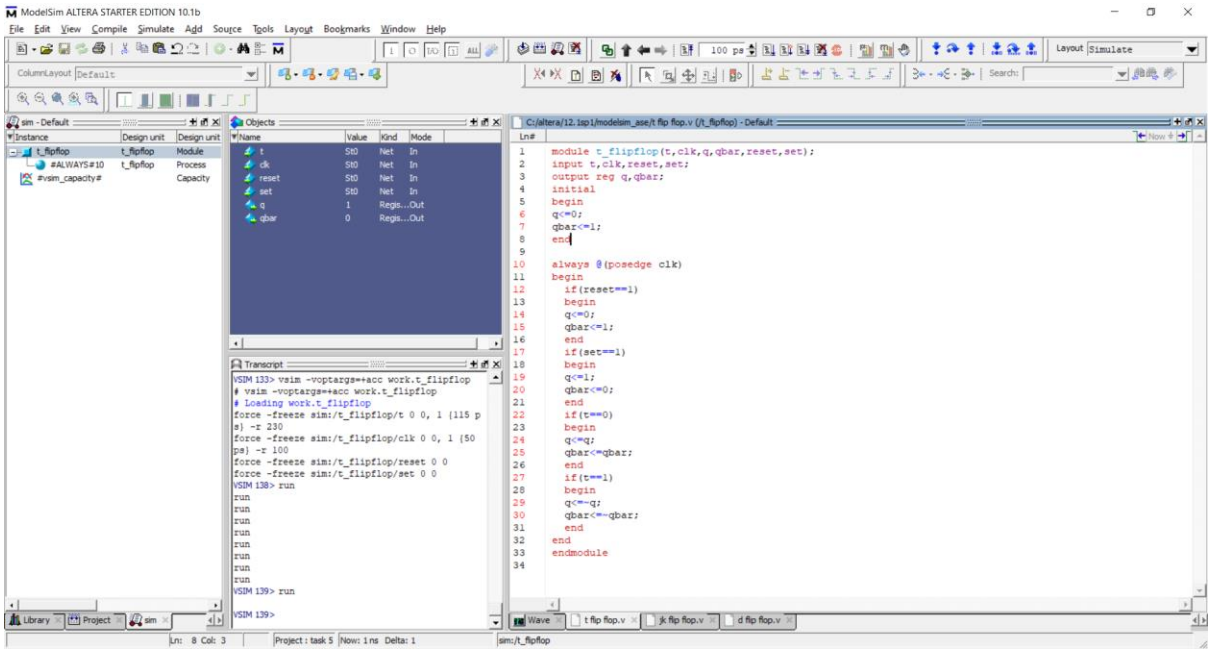
DATE : / /
PAGE NO. :

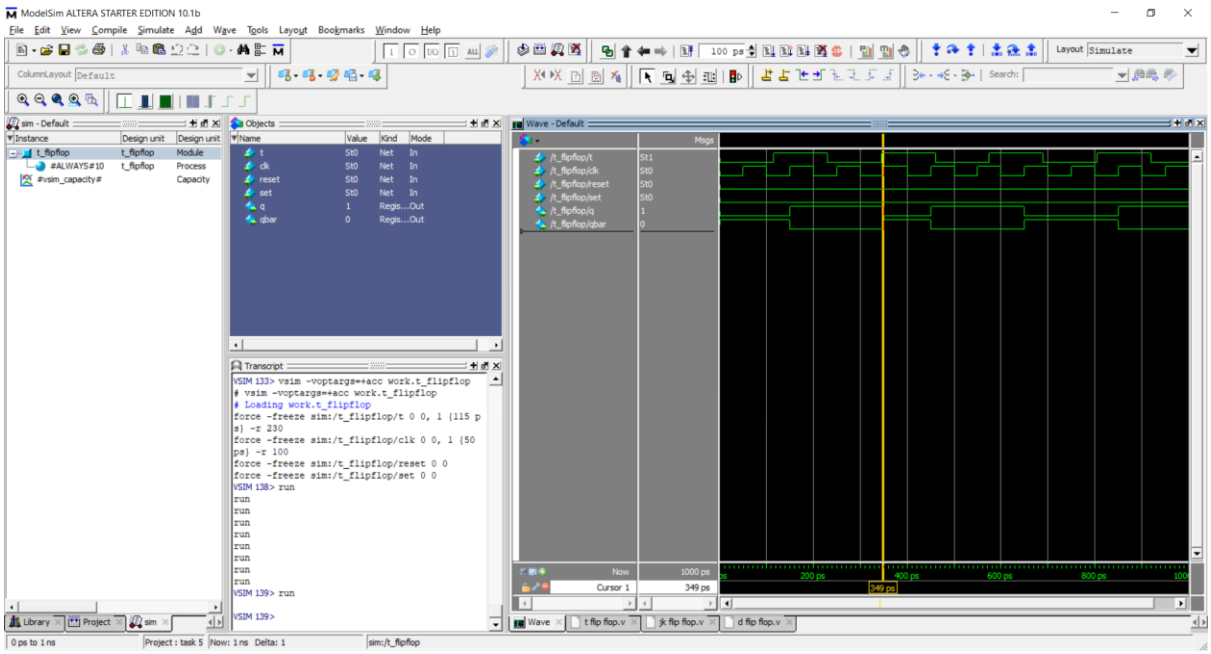
```
if (j==1 && K==1)
begin
Q <= Qbar; Qbar <= Q;
end
end
endmodule
```

vii)

```
module t_flipflop(t, clk, Q, Qbar, reset, set);
input t, clk, reset, Set;
output reg, Q, Qbar;
initial
begin
Q <= 0; Qbar <= 1;
end
always @(posedge clk)
begin
if (reset == 1)
begin
Q <= 0; Qbar <= 1;
end
if (Set == 1)
begin
Q <= 1; Qbar <= 0;
end
if (t == 0)
begin
Q <= Q; Qbar <= Qbar;
end
if (t == 1)
```


PAGE NO. :
Arpit
19BEC0358
if (t==1)
begin
q<=~q; qbar<=~qbar;
end
end
endmodule


ModelSim ALTERA STARTER EDITION 10.1b
File Edit View Compile Simulate Add Source Tools Layout Bookmarks Window Help
sim - Default
Objects
C:/altera/12.1sp1/modelsim_ase/t flip flop.v (/t_flipflop) - Default
Transcript
module t_flipflop(t,clk,q,qbar,reset,set);
input t,clk,reset,set;
output reg q,qbar;
initial
begin
q<=0;
qbar<=1;
end
always @(posedge clk)
begin
if(reset==1)
begin
q<=0;
qbar<=1;
end
if(set==1)
begin
q<=1;
qbar<=0;
end
if(t==0)
begin
q<=q;
qbar<=qbar;
end
if(t==1)
begin
q<=~q;
qbar<=~qbar;
end
end
endmodule
VSIM 133> vsim -voptargs=+acc work.t_flipflop
vsim -voptargs=+acc work.t_flipflop
Loading work.t_flipflop
force -freeze sim:/t_flipflop/t 0 0, 1 {115 ps} -r 230
force -freeze sim:/t_flipflop/clk 0 0, 1 {50 ps} -r 100
force -freeze sim:/t_flipflop/reset 0 0
force -freeze sim:/t_flipflop/set 0 0
VSIM 138> run
VSIM 139> run
VSIM 139>
Wave
t flip flop.v
jk flip flop.v
d flip flop.v


ModelSim ALTERA STARTER EDITION 10.1b
File Edit View Compile Simulate Add Wave Tools Layout Bookmarks Window Help
Wave - Default
/t_flipflop/t
/t_flipflop/clk
/t_flipflop/reset
/t_flipflop/set
/t_flipflop/q
/t_flipflop/qbar
Now
Cursor 1
200 ps
400 ps
600 ps
800 ps
VSIM 133> vsim -voptargs=+acc work.t_flipflop
VSIM 138> run
VSIM 139> run
VSIM 139>
Wave
t flip flop.v
jk flip flop.v
d flip flop.v

b) Write the Characteristic table and Excitation table for “D”, “JK” and “T”

Arpit

19BEC0358

```
if (t==1)
begin
q<=~q; qbar<=~qbar;
end
end
endmodule
```

b) for D flip flop →

characteristic table

D	q(t+1)	q(t)	D	q(t+1)
0	0	0	0	0
1	1	0	1	1
		1	0	0
		1	1	1

excitation table

q(t)	q(t+1)	D
0	0	0
0	1	1
1	0	0
1	1	1

$$D = q(t+1)$$

for T flip flop

characterstic table

T	q(t+1)	q(t)	T	q(t+1)
0	q(t)	0	0	0
1	q'(t)	0	1	1
		1	0	1
		1	1	0

excitation table

q(t)	q(t+1)	T
0	0	0
0	1	1
1	0	1
1	1	0

$$q(t+1) = q'(t).T + q(t).T'$$

DATE : / /
PAGE NO. :

19BEC0358 Arpit

for JK flip-flop =>

~~characteristic table~~

Q(t)	J	K	Q(t+1)
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	0

<= characterstic table

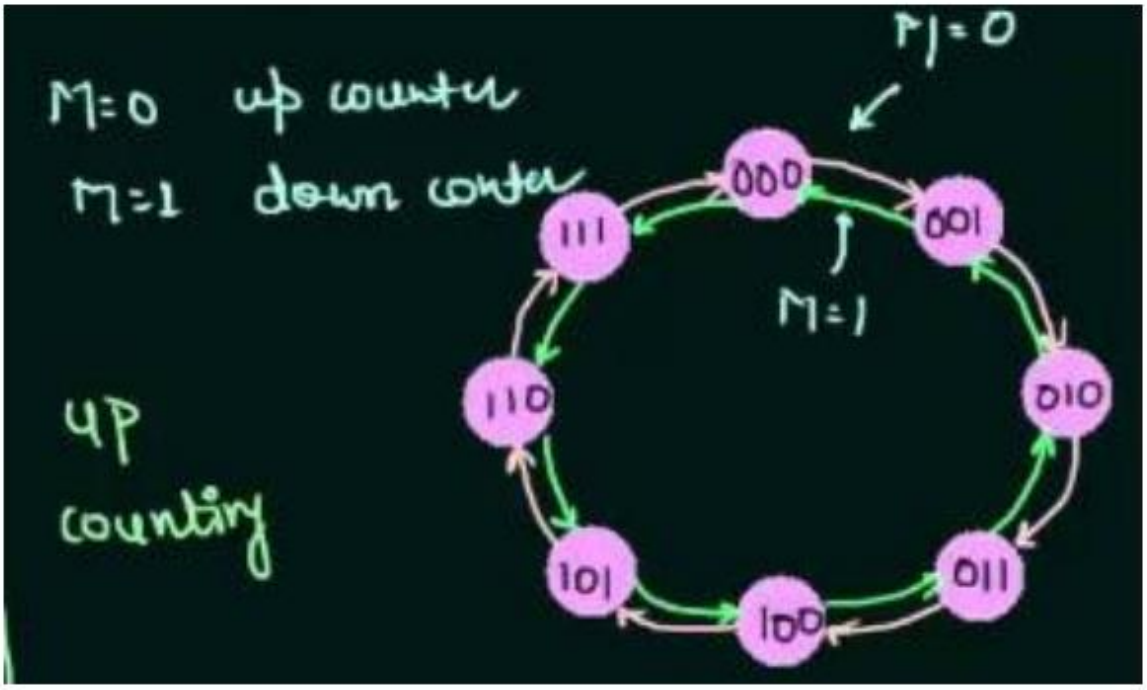
J	K	Q(t+1)
0	0	Q(t)
0	1	0
1	0	1
1	1	Q'(t)

Excitation table =>

Q(t)	Q(t+1)	J	K
0	0	0	X
0	1	1	X
1	0	X	1
1	1	X	0

$Q(t+1) = J.Q'(t) + K'.Q(t)$.

c) Write a Verilog code for 3 bit up/down counter



19BEC0358 Arpit

DATE : / /
PAGE NO. :

c) Here we are using M as input which will decide our counter as upcounter or downcounter

M → 0 ⇒ upCounter & M → 1 ⇒ down counter

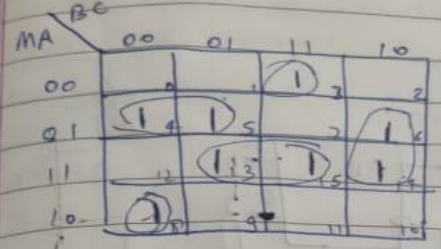
we are using A, B, C inputs for present & Next state, & we are using D flip flop.

	M	Present state A	B	C	Next state A	B	C	D flip flop D_A	D_B	D_C
m_0	0	0	0	0	0	0	1	0	0	1
m_1	0	0	0	1	0	1	0	0	1	0
m_2	0	0	1	0	0	1	1	0	1	1
m_3	0	0	1	1	1	0	0	1	0	0
m_4	0	1	0	0	1	0	1	1	0	1
m_5	0	1	0	1	1	1	0	1	1	0
m_6	0	1	1	0	1	1	1	1	1	1
m_7	0	1	1	1	0	0	0	0	0	0
m_8	1	0	0	0	1	1	1	1	1	1
m_9	1	0	0	1	0	0	0	0	0	0
m_{10}	1	0	1	0	0	0	1	0	0	1
m_{11}	1	0	1	1	0	1	0	0	1	0
m_{12}	1	1	0	0	0	1	1	0	1	1
m_{13}	1	1	0	1	1	0	0	1	0	0
m_{14}	1	1	1	0	1	0	1	1	0	1
m_{15}	1	1	1	1	1	1	0	1	1	0

19BEC0358 Arpit

DATE : / /
PAGE NO. :

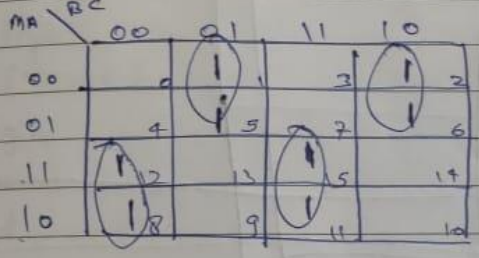
K-map for $D_A \rightarrow D_A = \Sigma m(3,4,5,6,8,13,14,15)$



$D_A = m'AB' + mAC + ABC' + m'A'BC + mA'B'C'$

Kmap for $D_B \rightarrow$

$D_B = \Sigma m(1,2,5,6,8,11,12,15)$



$D_B = mB'C' + m'B'C + mBC + m'BC'$

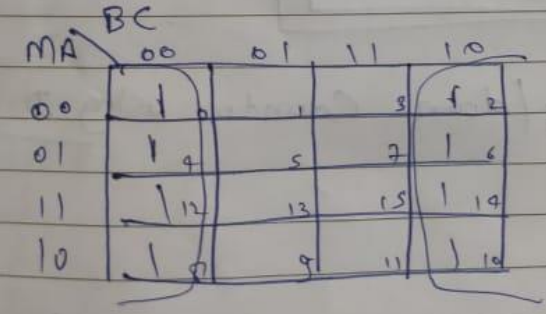
$= m(BC + B'C') + m'(BC + B'C')$

$= m(\overline{B \oplus C}) + m'(B \oplus C)$

$= m \oplus B \oplus C$

Kmap for $D_C \rightarrow$

$D_C = \Sigma m(0,2,4,6,8,10,12,14)$



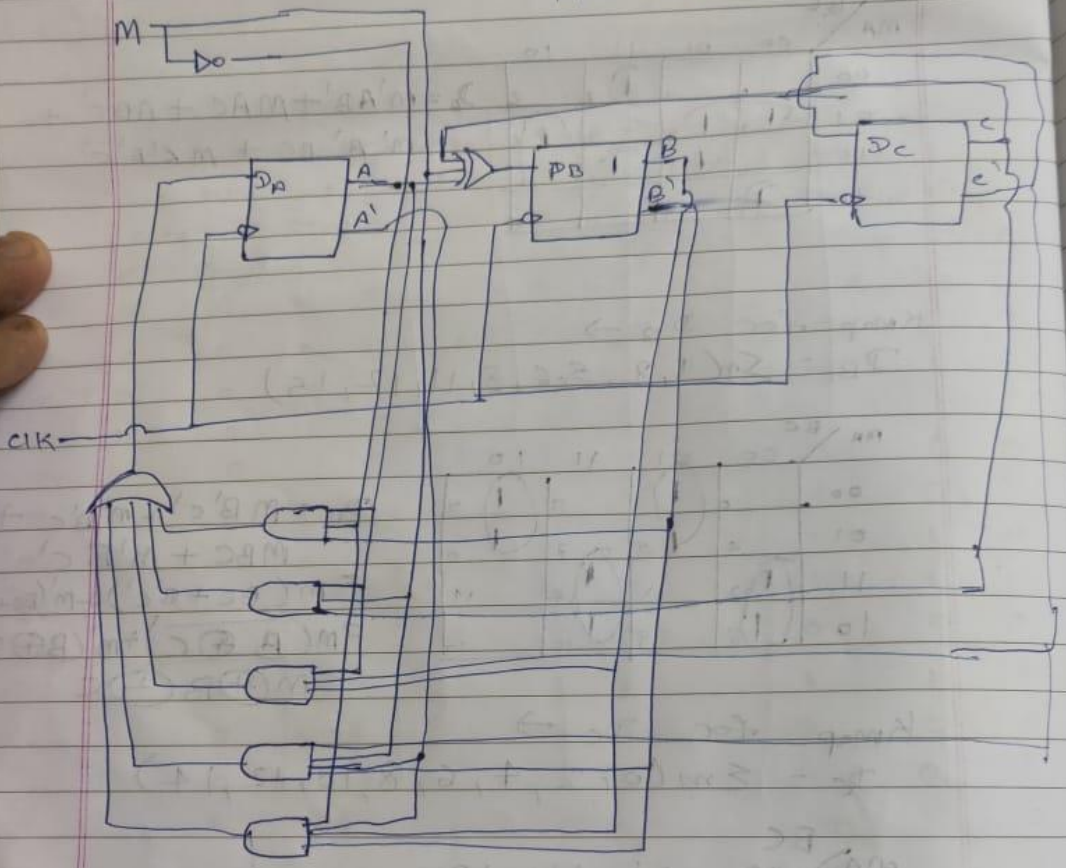
$D_C = C'$

DATE : / /
PAGE NO. :

19BEC0358

Arpit

M=0 → up Counter
M=1 → down Counter

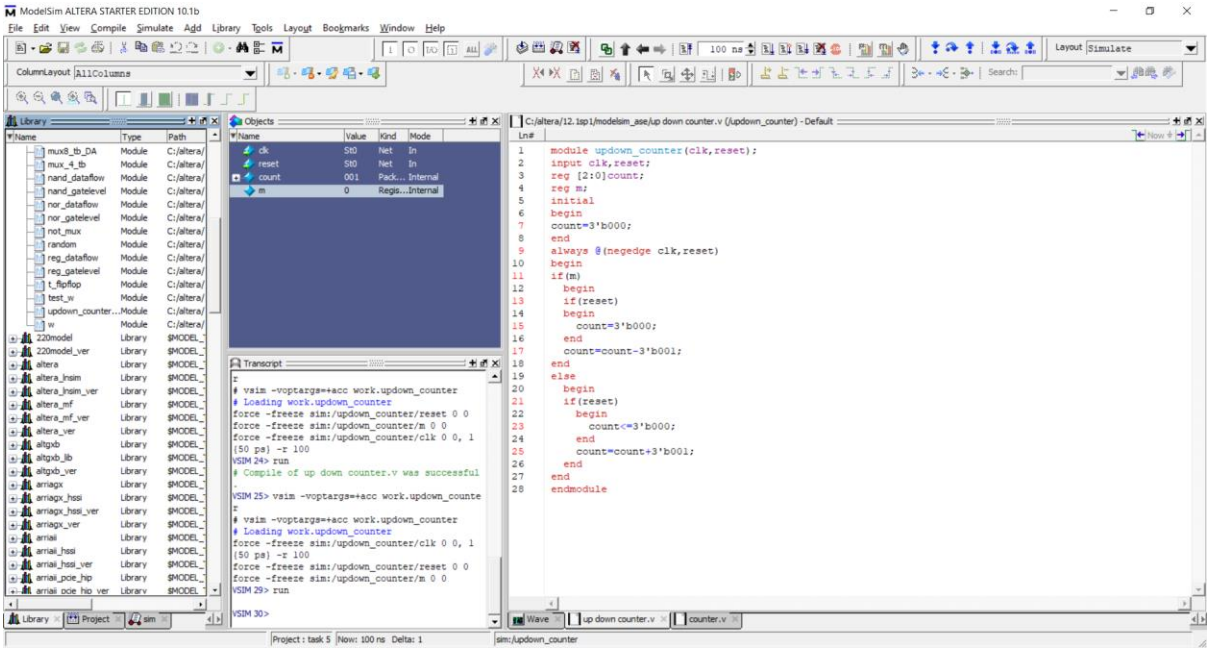


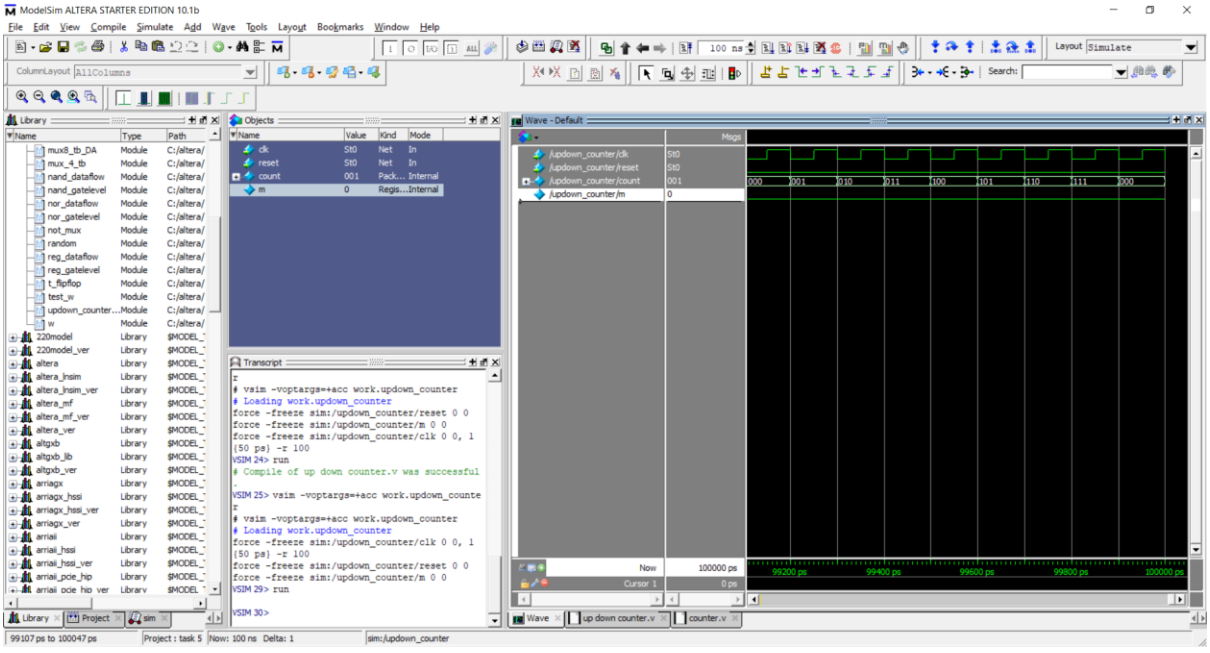
3 bit up/down Counter using D F-F

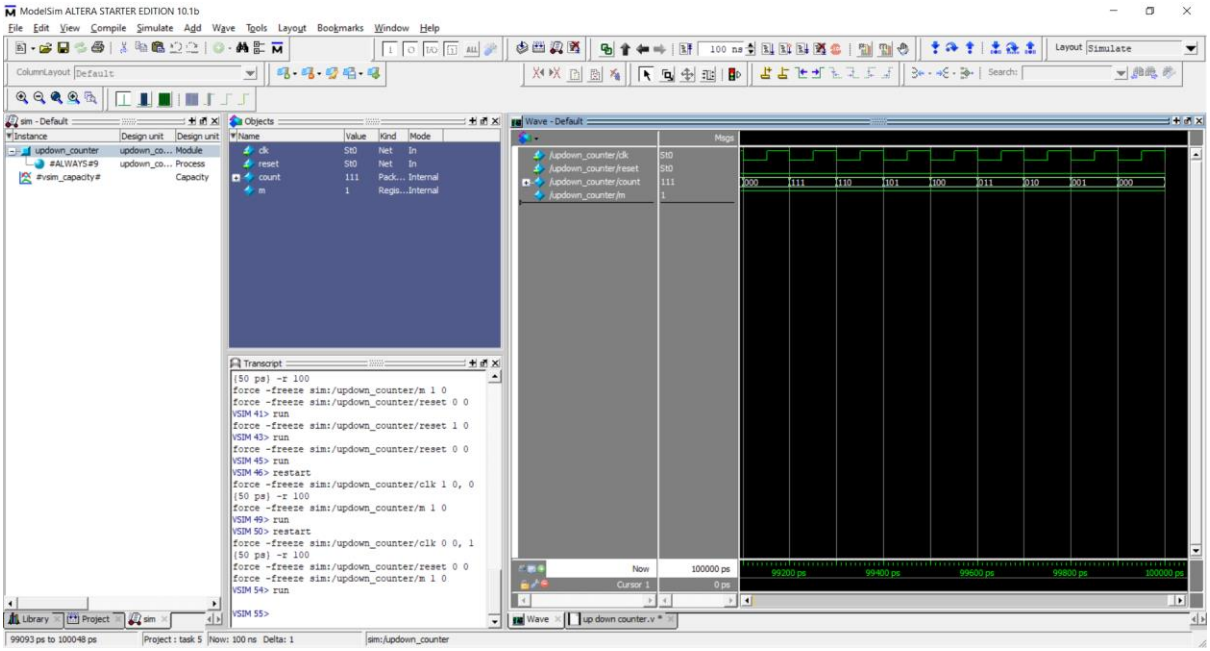
19BEC0358 Arpit

DATE : / /
PAGE NO. :

```
module updown_counter (clk, reset);
input clk, reset;
reg [2:0] count;
reg m;
initial
begin
count = 3'b000;
end
always @ (negedge clk, reset)
begin
if (m)
begin
if (reset)
begin
count = count - 3'b001;
end
else
begin
if (reset)
begin
count <= 3'b000;
end
count <= count + 3'b001;
end
end
endmodule
```


ModelSim ALTERA STARTER EDITION 10.1b
File Edit View Compile Simulate Add Library Tools Layout Bookmarks Window Help
Library
Objects
Transcript
C:/altera/12.1sp1/modelsim_ase/up down counter.v (/updown_counter) - Default
module updown_counter(clk,reset);
input clk,reset;
reg [2:0]count;
reg m;
initial
begin
count=3'b000;
end
always @(negedge clk,reset)
begin
if(m)
begin
if(reset)
begin
count=3'b000;
end
count=count-3'b001;
end
else
begin
if(reset)
begin
count<=3'b000;
end
count=count+3'b001;
end
endmodule
Compile of up down counter.v was successful
Wave
up down counter.v
counter.v


ModelSim ALTERA STARTER EDITION 10.1b
File Edit View Compile Simulate Add Wave Tools Layout Bookmarks Window Help
Library
Objects
Transcript
Wave - Default
/updown_counter/clk
/updown_counter/reset
/updown_counter/count
/updown_counter/m
Compile of up down counter.v was successful
Wave
up down counter.v
counter.v


ModelSim ALTERA STARTER EDITION 10.1b
File Edit View Compile Simulate Add Wave Tools Layout Bookmarks Window Help
sim - Default
Instance
Design unit
updown_counter
#ALWAYS#9
#vsim_capacity#
Objects
Name
Value
Kind
Mode
clk
reset
count
m
Transcript
{50 ps} -r 100
force -freeze sim:/updown_counter/m 1 0
force -freeze sim:/updown_counter/reset 0 0
VSIM 41> run
force -freeze sim:/updown_counter/reset 1 0
VSIM 43> run
force -freeze sim:/updown_counter/reset 0 0
VSIM 45> run
VSIM 46> restart
force -freeze sim:/updown_counter/clk 1 0, 0
{50 ps} -r 100
force -freeze sim:/updown_counter/m 1 0
VSIM 49> run
VSIM 50> restart
force -freeze sim:/updown_counter/clk 0 0, 1
{50 ps} -r 100
force -freeze sim:/updown_counter/reset 0 0
force -freeze sim:/updown_counter/m 1 0
VSIM 54> run
VSIM 55>
Wave - Default
Msgs
/updown_counter/clk
/updown_counter/reset
/updown_counter/count
/updown_counter/m
000
111
110
101
100
011
010
001
000
Now
100000 ps
Cursor 1
0 ps
99200 ps
99400 ps
99600 ps
99800 ps
100000 ps
Library
Project
sim
Wave
up down counter.v *
99093 ps to 100048 ps
Project : task 5
Now: 100 ns Delta: 1
sim:/updown_counter