

**BRAINSTORM-2005**  
**State Level Hardware Design Contest**  
**SDM College of Engineering & Technology**

**Hardware Problem:**

Hello!! I am a Scientist at ISRO working for the Satellite Control laboratory. A part of my work deals with measuring frequencies of two signals (sum/difference frequencies). I need a device, which can take two signals as input and generate and show me the sum/difference frequencies.

This is my problem:

1. Design a circuit, which generates and displays the sum and difference of frequencies between two signals.
2. If  $f_1$  and  $f_2$  are the two input frequencies, with one frequency as reference, cases to be considered:
  - i.  $f_1 > f_2$
  - ii.  $f_1 = f_2$
  - iii.  $f_1 < f_2$
3. Use any means necessary.

I hope some of you young engineers will brainstorm to provide me a good design.



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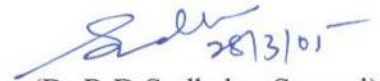
**DEPARTMENT OF ELECTRONICS & COMMUNICATION**

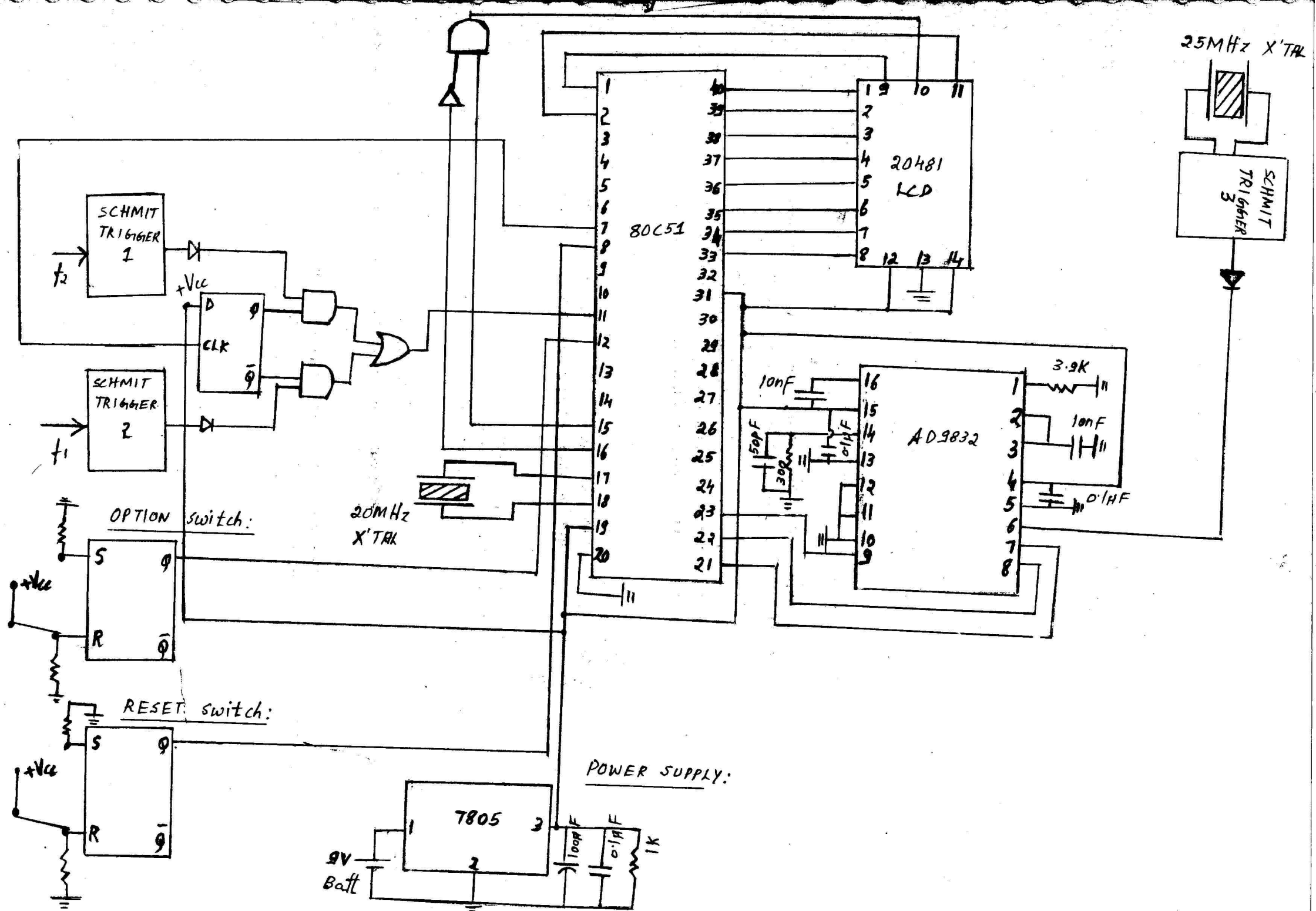
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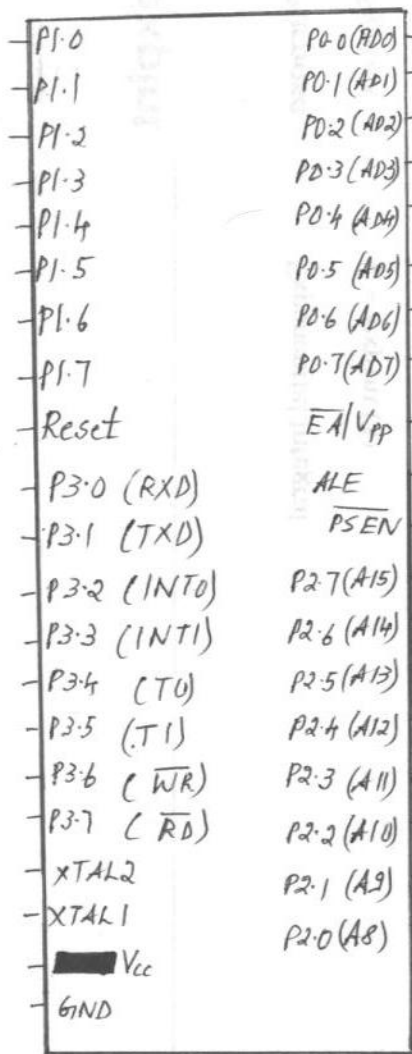
To:  
The Organisers  
BrainStorm 2005  
SDM College of Engineering & Technology  
Dharwad

**BONAFIDE CERTIFICATE**

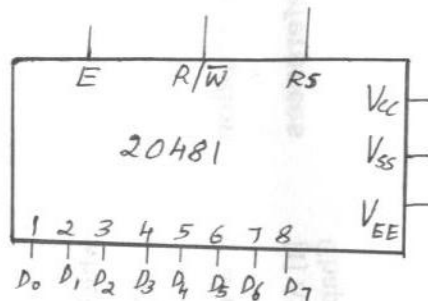
Certified that Amogh.R (Reg.No. 4JC02EC006) is a bonafide student  
of VI Semester in Electronics & Communication department proposing to present design  
solution for the hardware design problem to be held on 8<sup>th</sup> April 2005.

  
(Dr.R.D.Sudhaker Samuel)  
Professor. & Head

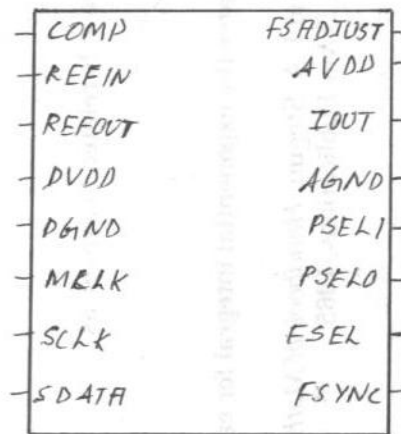




80C51

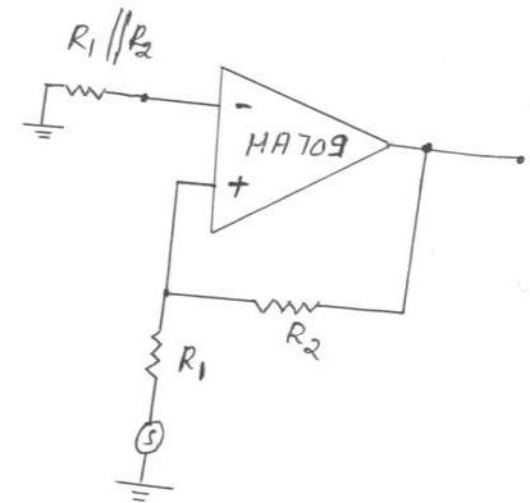


LCD:



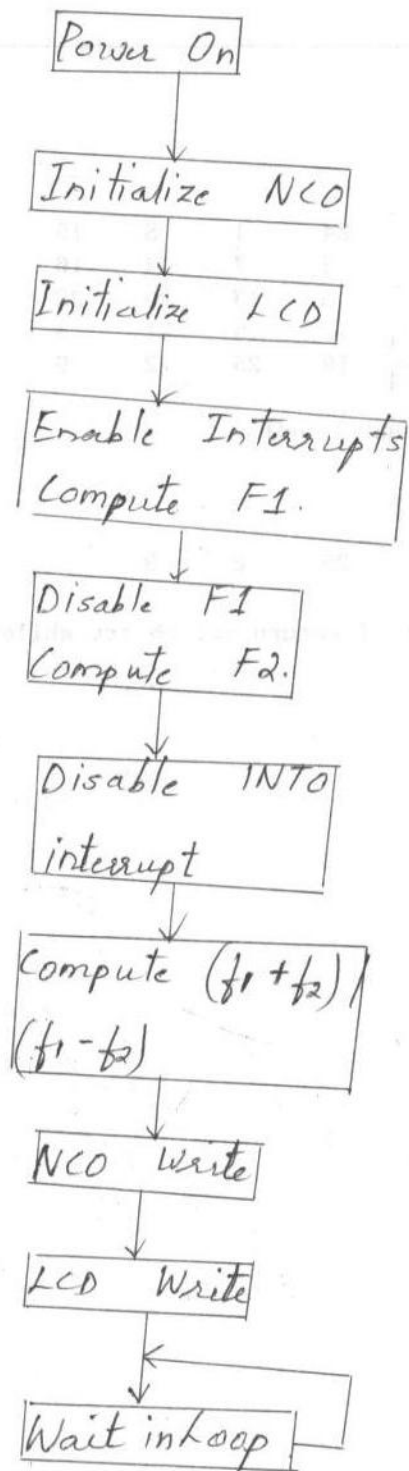
AD9832:-

SCHMIT TRIGGER:

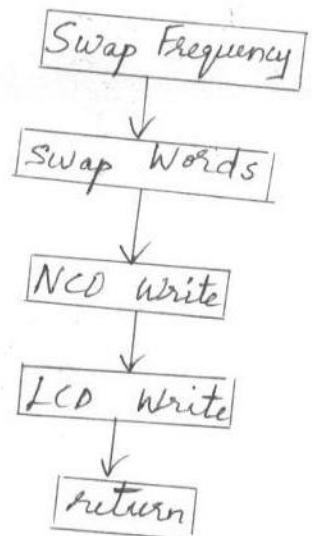


HA709: High Frequency  
Op-Amp

## Flowchart:



## INT1 Interrupt:



## COMPONENTS DESCRIPTION:

1. Schmit Trigger:

It is used to convert input sinusoidal signals to square waves.

2. Diode:

It is used to convert square waves to pulses.

3. D-FlipFlop, AND & OR gates :

This circuit is used to select one of the input sinusoidal signals at a time.( Operation will be Explained later).

4. Option Switch :

It is used to select either the sum frequency signal or the difference frequency signal.

5. Reset Switch:

It is used to reset the entire device.

6. 7805 :

It is a voltage regulator IC. It is used to provide +5V to 80C51, AD9832, LCD etc.

7. 80C51 :

The Microcontroller is used to measure the two input signals frequencies i.e  $f_1$  and  $f_2$ . Sum & Difference frequencies are also computed using the microcontroller. Then the sum Or difference frequency is written to AD9832, a Number Controlled Oscillator. Simultaneously, the frequency is also displayed at the LCD.

8. 20481 LCD:

It is used to display the sum or difference frequency.

9. AD9832 NCO:

This Number Controlled Oscillator is used to generate the sum or difference frequency Signal.

## WORKING PRINCIPLE:

Based on the flowchart , the device working can be explained as follows

Step1: Power ON

Step2: Initialize NCO by some appropriate instructions.

Step3: Initialize LCD by some appropriate instructions.

Step4: Enable INT0 interrupt in 80C51 . Measure the frequency F1 in a **1sec delay** subroutine.

In the **1sec delay** subroutine , the signal F1 is made to interrupt the 80C51. The number of Interrupts in 1sec is equal to the frequency of the signal. Upon the Power ON , output of the D-FlipFlop is 0,therefore the output of the OR gate is the signal of frequency F1.

Step5: Now since the frequency F2 is also to be measured, after the **1sec delay** subroutine the output of the D-FlipFlop is to be made 1, so that the signal F2 is selected. This is made by outputting a pulse to D-FlipFlop by some instructions.

Step6: By the same **1 sec delay** subroutine, measure the frequency of the signal F2.

Step7: Disable the interrupt INT0 of the 80C51 after the two frequencies are measured.

Step8: Compute the sum & difference frequencies.

Step9: Using a subroutine , write to the NCO any one of the frequencies.

Step10: Using a subroutine , write to the LCD any one of the frequencies.

Step11: After all these steps, it will wait in a loop to be interrupted .

## PROGRAM DETAILS:

### Main Program:

```
mov R0,#80h
mov @R0,#F8h
inc R0
mov @R0,#0
mov DPTR, #80h
acall Ncowrite
mov R0,#80h
mov @R0,#90h
inc R0
mov @R0,#0
acall Ncowrite
mov R0,#80h
mov @R0,#C0h
inc R0
mov R0,#0
acall Ncowrite
mov R0,#F3h
acall 20delay
mov p1,#2
mov p0,#30h
mov p1,#0
mov R0,#D2h
acall 20delay
mov p1,#2
mov p0,#30h
mov p1,#0
mov R0,#7
acall 20delay
mov p1,#2
mov p0,#30h
mov p1,#0
mov R0,#F0h
acall 20delay
mov a,#38h
acall Lcdread
mov a,#8
acall Lcdread
mov a,#1
acall Lcdread
mov a,#7
acall Lcdread
mov a,#Ch
acall Lcdread

mov IE,#85h
mov TCON,#05h
mov R0,#80h
```



```
mov @R0,#0
inc R0
mov @R0,#0
inc R0
mov @R0,#0
dec R0
dec R0
acall 1secdelay
mov DPTR,#90h
mov R1,#3
repe: mov a,@R0
mov @DPTR,a
mov @R0,#0
inc R0
inc DPTR
djnz R1 repe
mov R0,#80h
mov p1,#0
mov p1,#80h
nop
mov p1,#0
acall 1secdelay
mov IE,84h
mov R2,#3
mov R1,#A0h
mov DPTR,#90h
clr c
rep: mov a,@DPTR
addc a,@R0
mov @R1,a
inc R1
inc R0
inc DPTR
djnz R2 rep
mov R2,#3
mov R1,#B0h
mov DPTR,#90h
mov R0,#80h
clr c
rep2:mov a, @DPTR
subb a, @R0
mov @R1,a
inc R1
inc R0
inc DPTR
djnz R2 rep2
jnc Noproblem
mov R2,#2
mov R1# b0h
mov a,@R1
cpl a
```

```

add a,#1
mov @R1,a
rep3:inc R1
mov a,@R1
cpl a
addc a,#0
mov @R1,a
djnz R2 rep3
Noproblem: mov R0,#a0h
mov R1,#c0h
acall multiplier
mov R0,#B0h
acall multiplier
mov R0,#81h
mov @R0,#0
dec R0
mov @R0,#60h
mov DPTR,#80h
acall Ncowrite
acall NcoFreqwrite
acall LCDwrite
wait : sjmp wait

```

SUBROUTINES:

1. Ncowrite : To write to the NCO.

```

Push b
Push dpl
Push dph
Mov R0,#2
Start1: mov b,#1
Start: mov a, @DPTR
Mov R1,b
Repe: rl a
Djnz R1 repe
Anl a,#1
Orl a,#2
Mov p2,a
Xrl a,#2
Mov p2,a
Cjne a,#9 start
Inc DPTR
Djnz R0 start1
Mov a,#4
Mov p2 ,a
Pop dph
Pop dpl
Pop b
Ret

```

2.20 delay: This subroutine gives a delay of 20 micro secs.

```
Push acc
Start: mov A,#10
Repe: djnz a repe
Djnz R0 A Start
Pop acc
Ret
```

3. Lcdread : to read the status of the LCD.

```
mov p1,#2
mov p2,a
loop: mov a,p2
anl a,#80h
jnz loop
mov p1,#0
ret
```

4. Multiplier: to multiply the frequency with offset.

```
Mov R2,#0
Mov B, #Ach
Mov DPTR,# 93h
Mov a,@R0
Mul ab
Mov @R1,a
Inc R1
Inc R0
Repe: mov @DPTR, b
Inc DPTR
Mov B, #ach
Mov A,@R0
Mul ab
Mov @DPTR, a
Inc DPTR
Djnz R2 repe
Clr c
Mov DPTR,#93h
Mov R2,#2
Repe2:mov a, @DPTR
Inc DPTR
Addc a, @DPTR
Mov 2R1,a
Inc DPTR
Inc R1
Djnz R2 repe2
Mov a,#0
Addc a, @DPTR
Mov a, @DPTR
```

```
Inc R1
Ret
```

5.NcoFreqwrite: to write the frequency to the NCO.

```
Mov R1,#c0h
Mov B,#20h
Mov R2, #4
Repe: mov @DPTR, b
Inc DPTR
Mov a, @R1
Mov @DPTR, a
Inc DPTR
Inc R1
Inc B
Djnz R2 rep
Mov R0,#91h
Mov @R0,#0
Dec R0
Mov @R0,#30h
Mov DPTR,#90h
acall Ncwrite
mov DPTR,#80h
acall Ncwrite
inc DPTR
inc DPTR
acall Ncwrite
mov DPTR,#90h
acall Ncwrite
mov DPTR,#84h
acall Ncwrite
inc DPTR
inc DPTR
acall Ncwrite
ret
```

6.1sec delay : to introduce 1sec delay.

```
Push acc
Mov a,#ffh
Repe: djnz a repe
Pop acc
Ret
```

7. LCDwrite: to write to the LCD.

```
Mov R0,#A2h
```

```

Mov R2,#3
Mov DPTR,#80h
Rep: mov a,@R0
acall ascii
dec R0
djnz R0 rep
mov R2,#6
mov DPTR,#80h
mov p1,#2
mov p0,#98h
mov p1,#3
rep1:mov a, @DPTR
mov p0,a
inc DPTR
djnz R2 rep1
ret

```

8.Ascii: to convert Binary numbers to ascii codes.

```

Mov R3,#2
Mov b, a
Anl a,#f0h
Rr a
Rr a
Rr a
Rr a
Sp: add a,#30h
Sub a,#3ah
Jc loop
Add a,#41h
Sjmp next
Loop: add a ,#3ah
Next: mov @DPTR, a
Anl b,#0fh
Mov a, b
Inc DPTR
Djnz R3 sp
ret

```

## INTERRUPT SERVICE ROUTINES:

1. INT0 ISR: To measure the frequency of the interrupting signal.

```

Push acc
Mov a,@R0
Add a,#1
Mov @R0,a
Jnc last

```

```
Inc R0
Mov A,@R0
Add a,#1
Mov @R0,a
Jnc last1
Inc R0
Mov A,@R0
Add a,#1
Mov @R0,a
Dec R0
Last1:dec R0
Last :pop acc
Reti
```

2. INT1 ISR: to swap between F1 and F2.

```
Mov R0,#a0h
Mov DPTR,#b0h
Mov R2,#3
Rep: mov a, @DPTR
Mov B,@R0
Mov @R0,a
Mov @DPTR,B
Inc R0
Inc DPTR
Djnz R2 rep
Mov R0,#c0h
Mov DPTR,#c4h
Mov R2,#4
Rep1: mov a, @DPTR
Mov b,@R0
Mov @R0,a
Mov @DPTR, b
Inc R0
Inc DPTR
Djnz R2 rep1
Acall NcoFreqwrite
Acall LCDwrite
Reti
```