Registers and Counters

COE 202

Digital Logic Design

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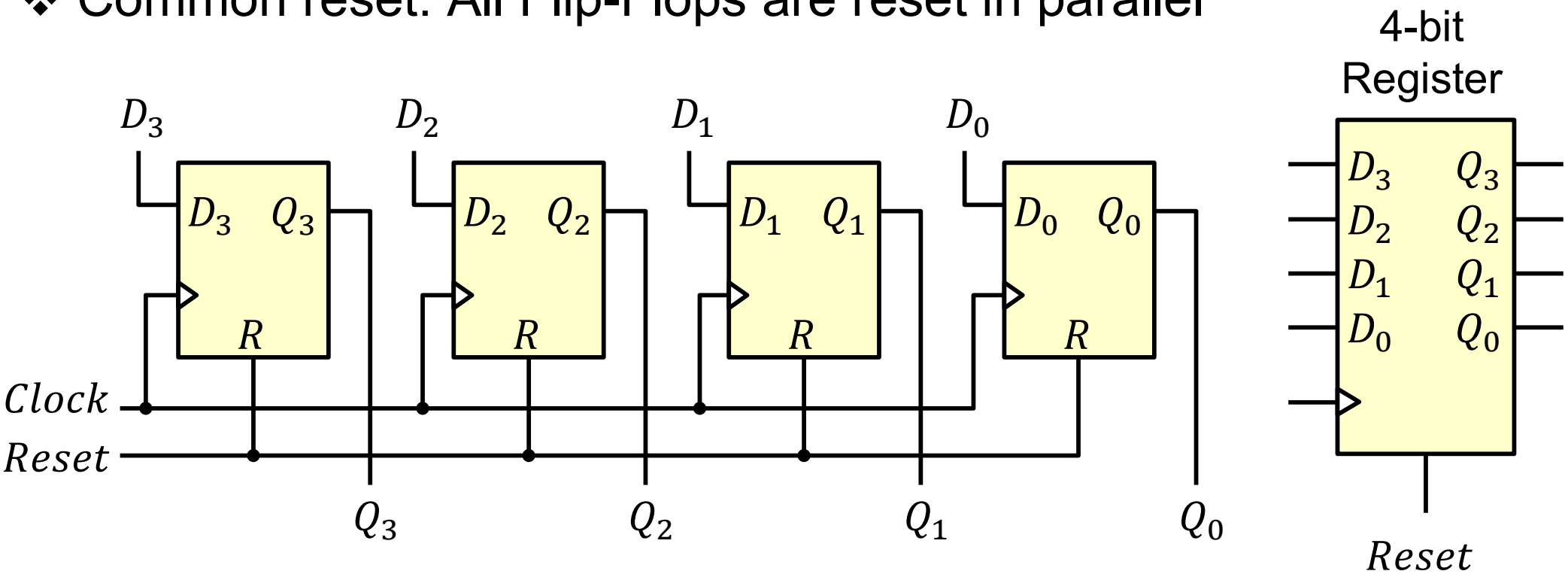
Presentation Outline

- Registers
- Shift Registers and their Applications
- Ripple Counters
- Synchronous Counters

Register

- A register is a circuit capable of storing data
- An n-bit register consists of n Flip-Flops and stores n bits
- Common clock: data is loaded in parallel at the same clock edge
- Common reset: All Flip-Flops are reset in parallel

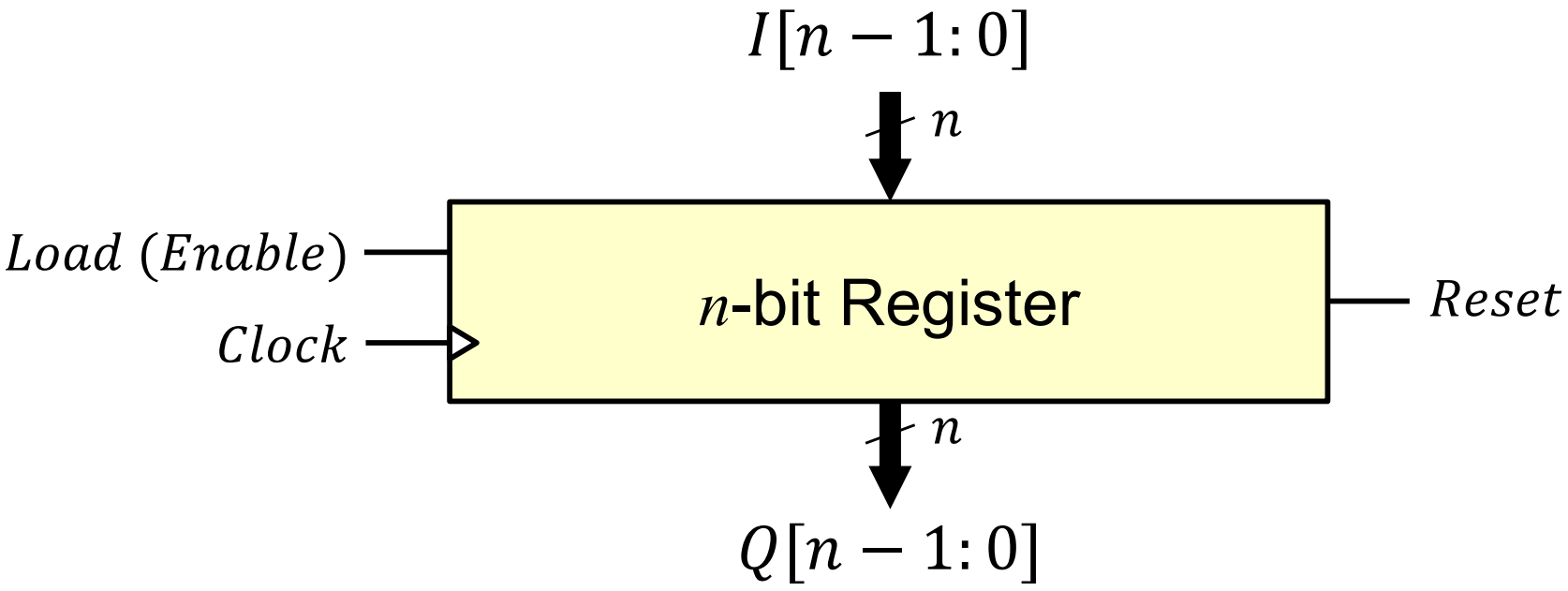


Register Load (or Enable)

- **Question:** How to control the loading of data into a register?
- **Solution:** Introduce a register Load (or Enable) signal

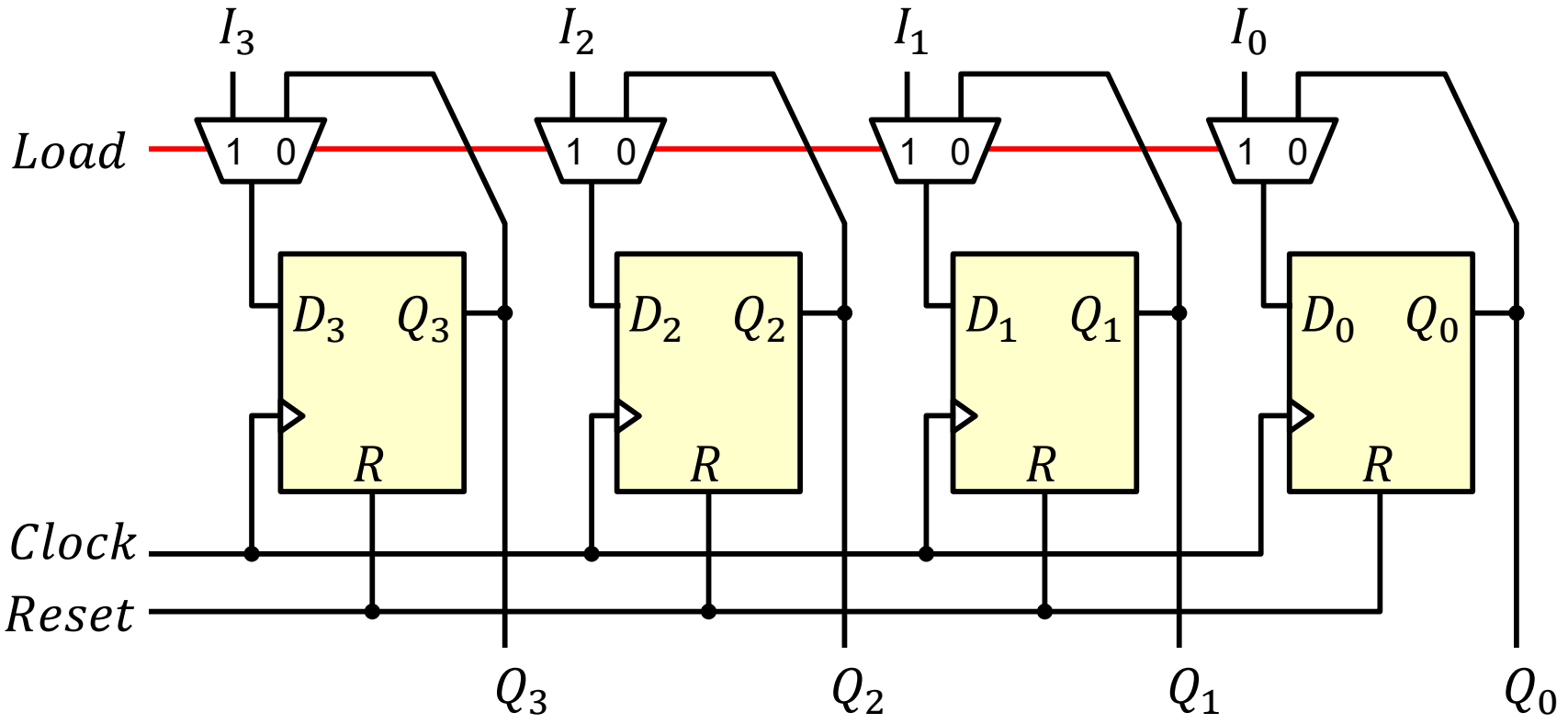
  If the register is enabled, load the data into the register

  Otherwise, do not change the value of the register
- **Question:** How to implement register Load?



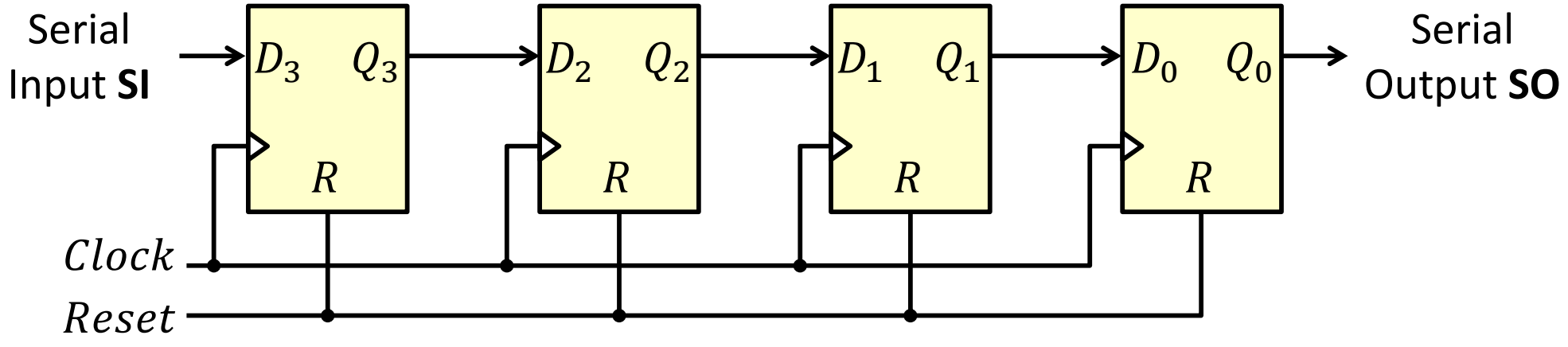
Register with Parallel Load

- **Solution:** Add a mux at the D input of the register
- $D_i = Load \cdot I_i + \overline{Load} \cdot Q_i$
- If $Load$ is **1** then $D_i = I_i$ If $Load$ is **0** then $D_i = Q_i$



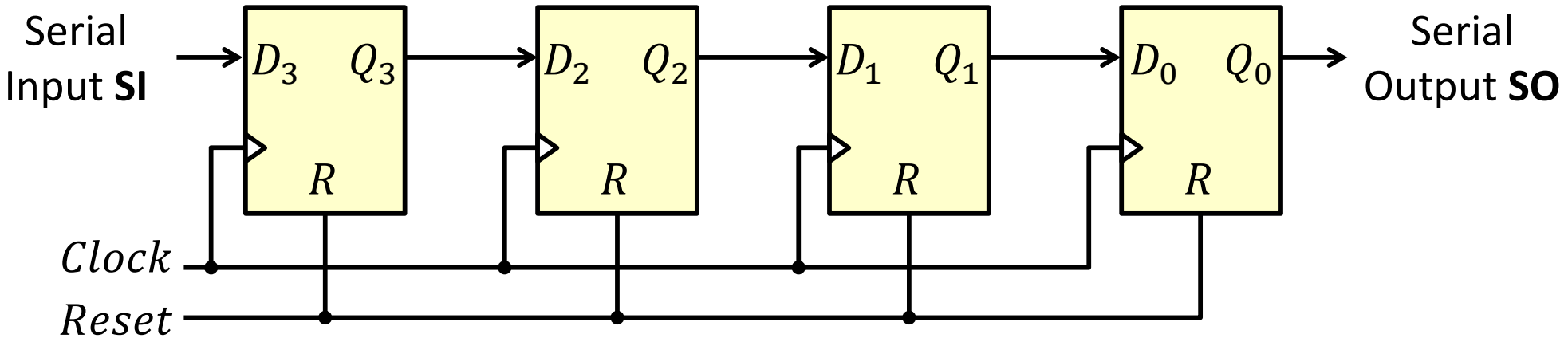
Shift Registers

- A shift register is a cascade of flip flops sharing the same clock
- Allows the data to be shifted from each flip-flop to its neighbor
- The output of a flip-flop is connected to the input of its neighbor
- Shifting can be done in either direction
- All bits are shifted simultaneously at the active edge of the clock



Right Shift Register

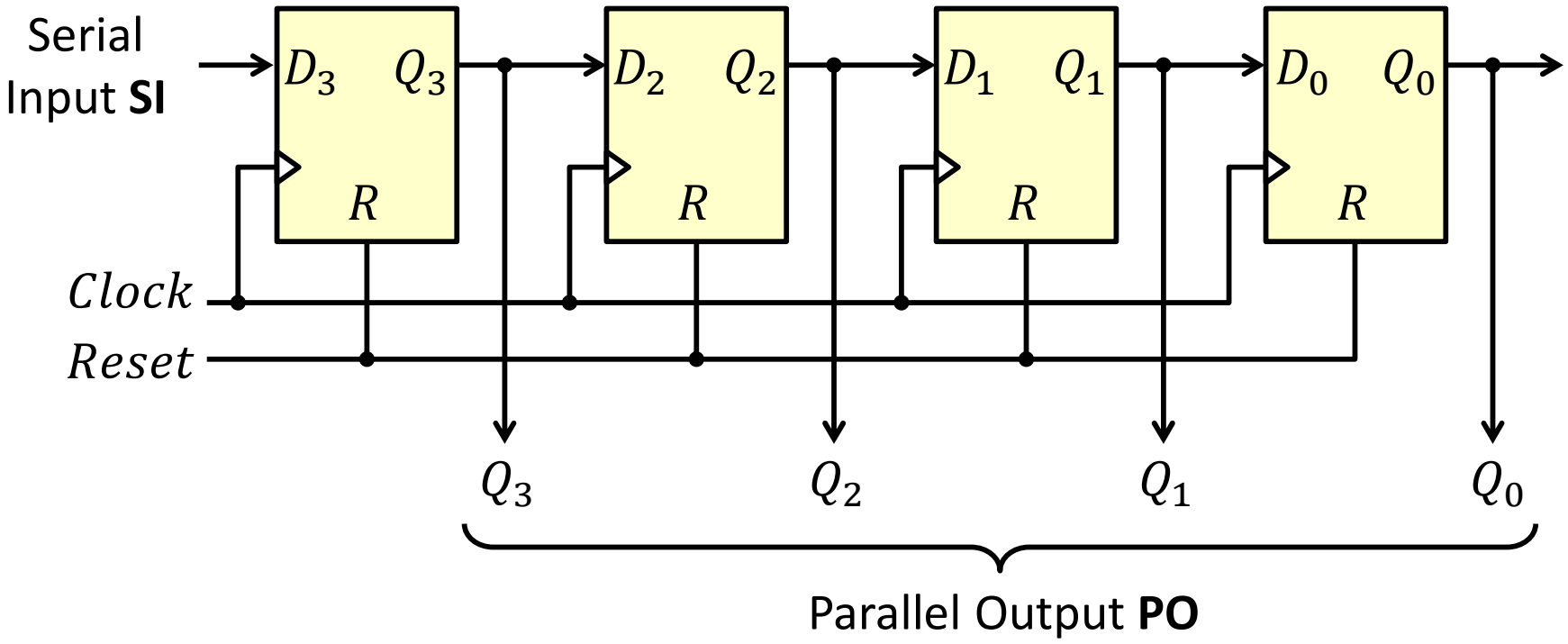
Timing of a Shift Register



Cycle	SI	Q3	Q2	Q1	Q0 = SO
T0	1	1	0	1	0
T1	0	1	1	0	1
T2	1	0	1	1	0
T3	1	1	0	1	1
T4	0	1	1	0	1
T5	1	0	1	1	0
T6	0	1	0	1	1

Shift Register with Parallel Output

- The output of a shift register can be serial or parallel
- A Serial-In Parallel-Out (SIPO) shift register is shown below
- All flip-flop outputs can be read in parallel

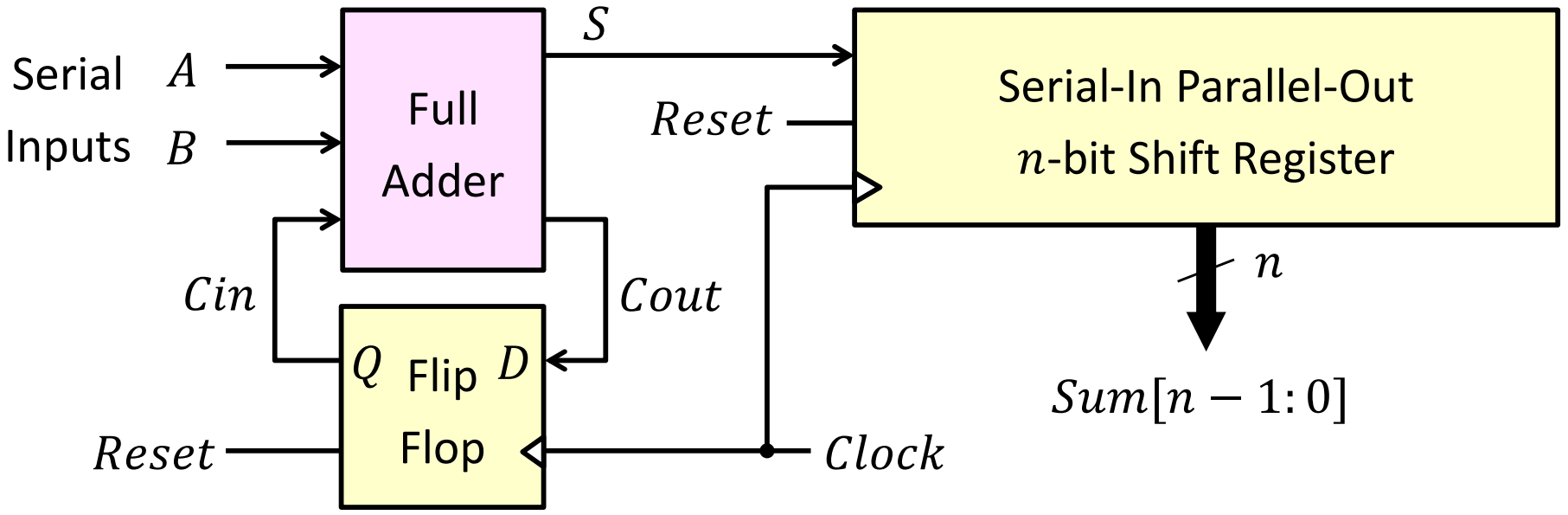


Bit Serial Adder

- Adding two n-bit numbers A and B serially over n clock cycles
- A bit-serial adder can be implemented using

1. A Full Adder
2. A Flip-Flop to store the carry-out
3. A Shift Register to store the n-bit sum

Serial Addition Starts at the Least-significant bit



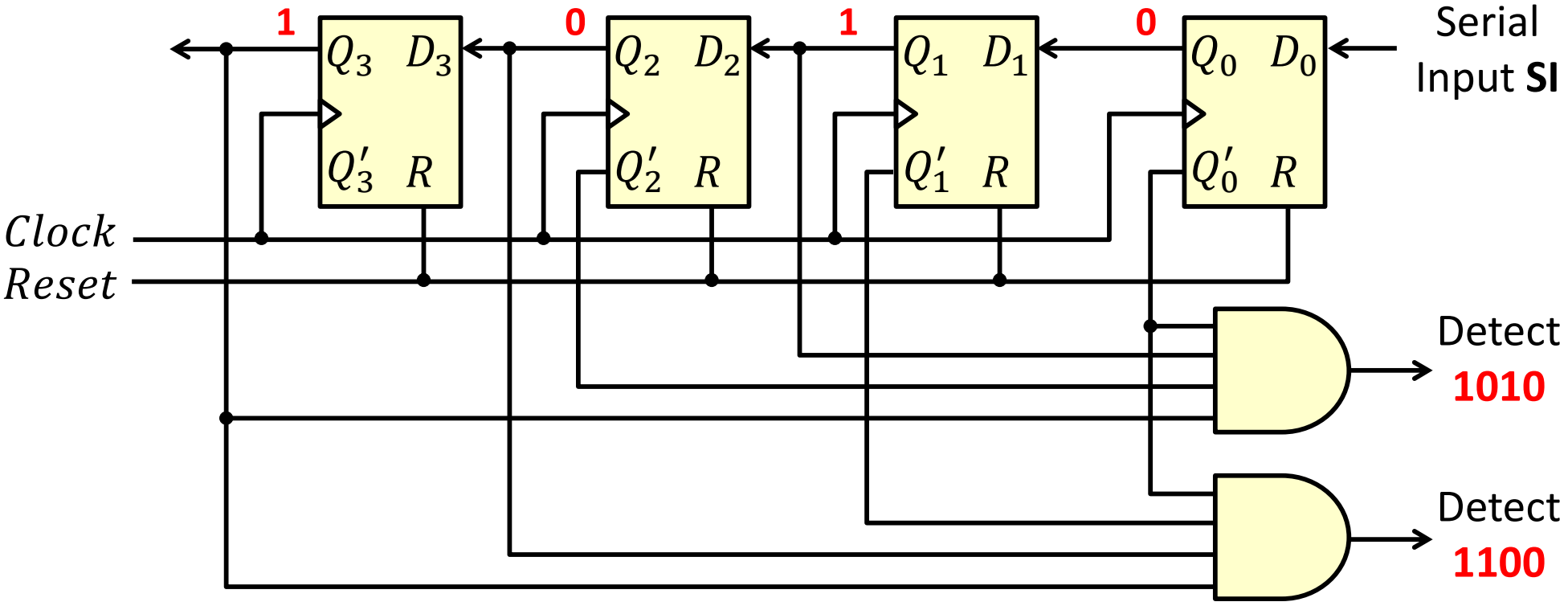
Sequence Detector with a Shift Register

- A sequence detector can be implemented using:

  Left Shift Register (SIPO) + AND Gates

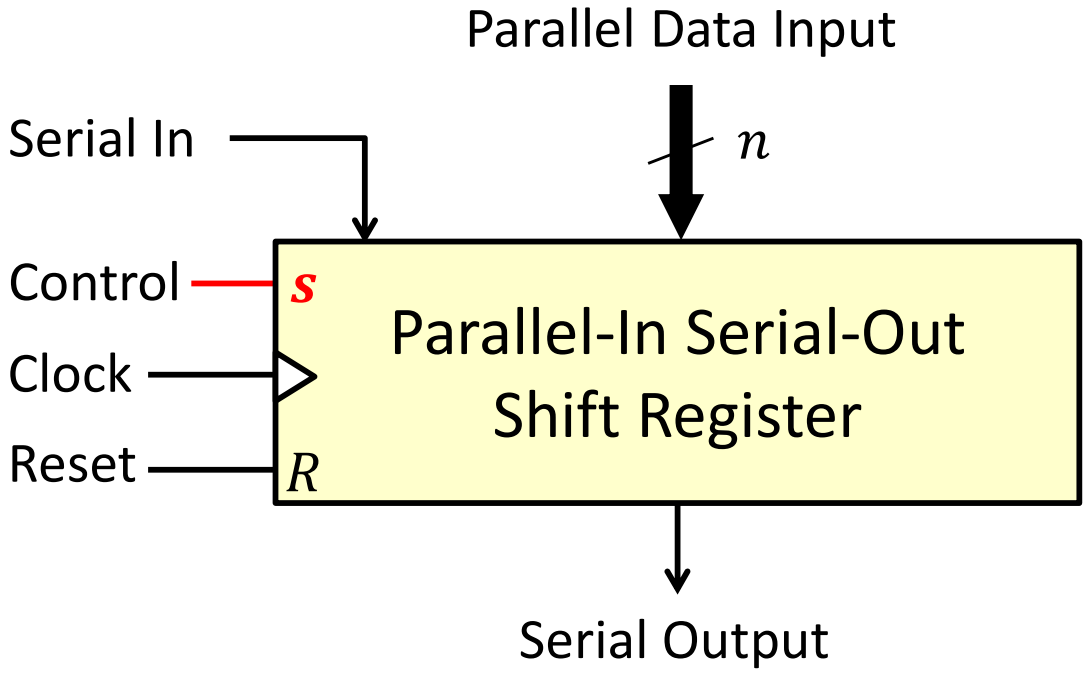
- Example: Detecting the sequences **1010** and **1100**

  Bits are shifted left starting at the most-significant bit



Parallel-In Serial-Out Shift Register

- A Parallel-In Serial-Out (PISO) Shift Register has:
  - n parallel data input lines
  - Serial Input
  - Serial Output
  - Control input ***s***
  - Clock input
  - Reset input

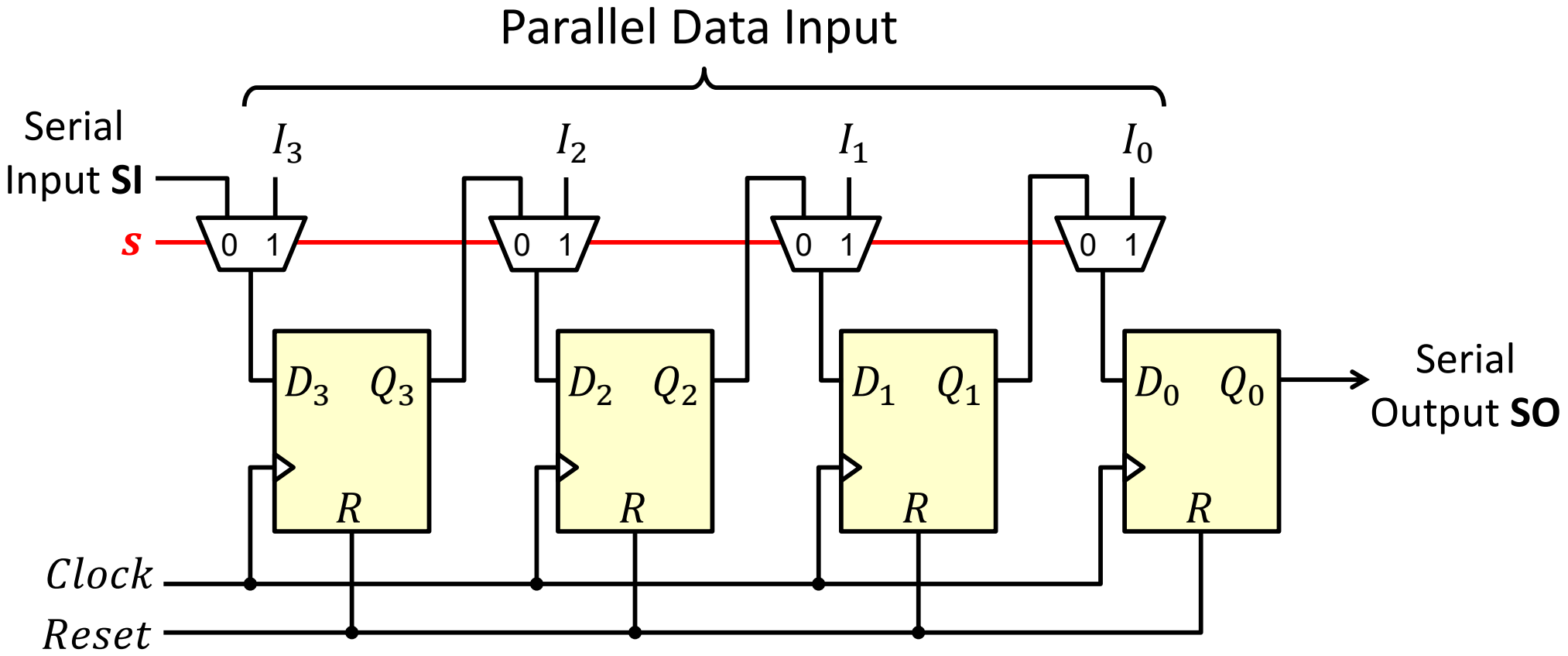


- Two control functions:
  - ***s* = 0** ➔ Shift Data
  - ***s* = 1** ➔ Parallel Load n input bits

Parallel In Serial Out Shift Register

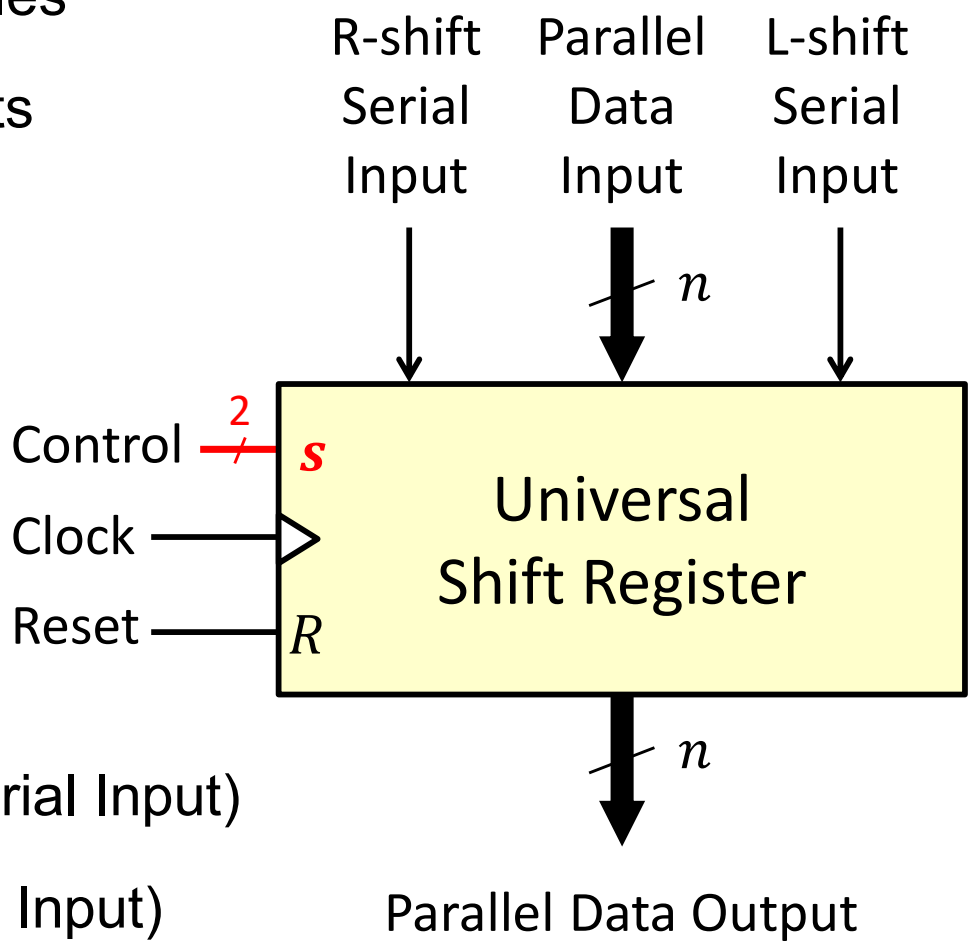
- Two control functions:

s = 0 ➔ Shift **s = 1** ➔ Load data

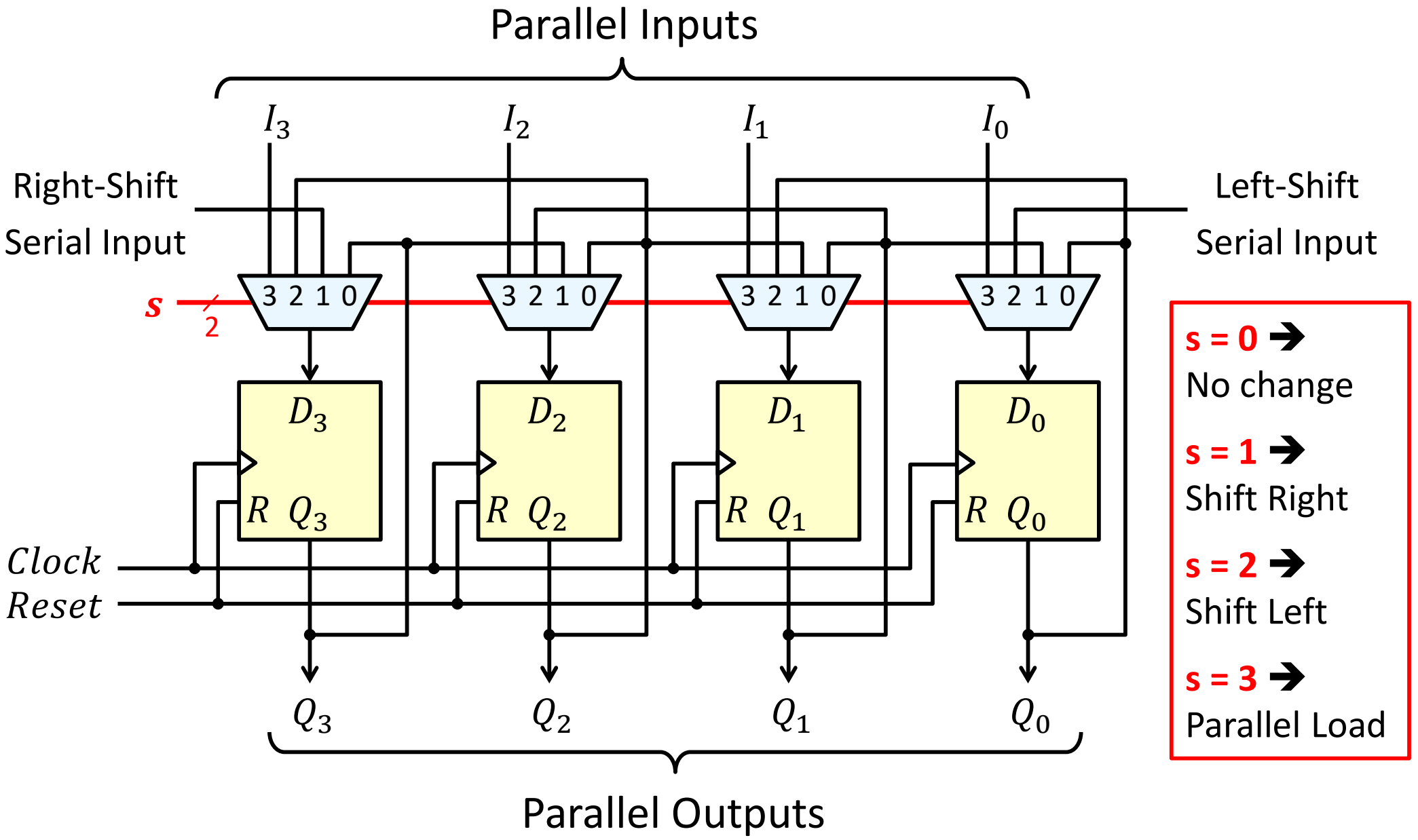


Universal Shift Register

- A Universal Shift Register has the following specification:
  - n parallel data input and n output lines
  - Right-shift and Left-shift Serial Inputs
  - Two control input lines ***s***
  - Clock input
  - Reset input
- Four control functions:
  - ***s* = 00** ➔ No change in value
  - ***s* = 01** ➔ Shift Right (Right-Shift Serial Input)
  - ***s* = 10** ➔ Shift Left (Left-Shift Serial Input)
  - ***s* = 11** ➔ Parallel Load n input bits

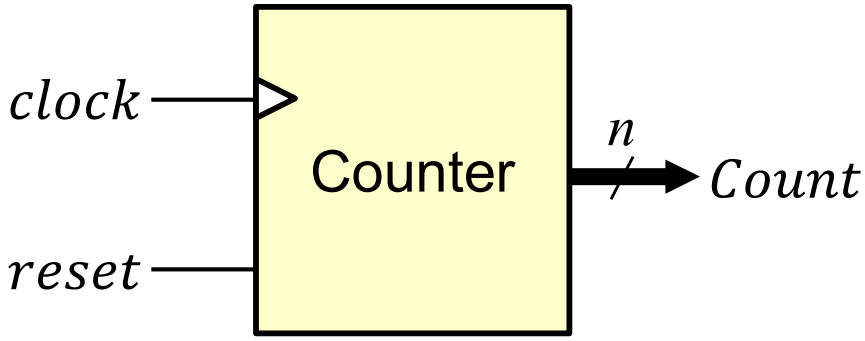


Universal Shift Register Design



Counter

- Sequential circuit that goes through a specific sequence of states
- Output of the counter is the **count value**
- Modulo-*N* counter: goes through 0, 1, 2, …, (*N* – 1)
- Modulo-8 binary counter: goes through 0, 1, 2, …, 7
- Modulo-10 (BCD) counter: goes through 0, 1, 2, …, 9
- Counting can be up or down
- Some Applications:
  - Timers
  - Event Counting
  - Frequency Division



Implementing Counters

Two Basic Approaches:

1. Ripple Counters

- The system clock is connected to the clock input of the first flip-flop (LSB)
- Each flip-flop output connects to the clock input of the next flip-flop
- Advantage: simple circuit and low power consumption
- Disadvantage: The counter is not truly synchronous
- No common clock to all flip-flops
- Ripple propagation delay as the clock signal propagates to the MSB

2. Synchronous Counters

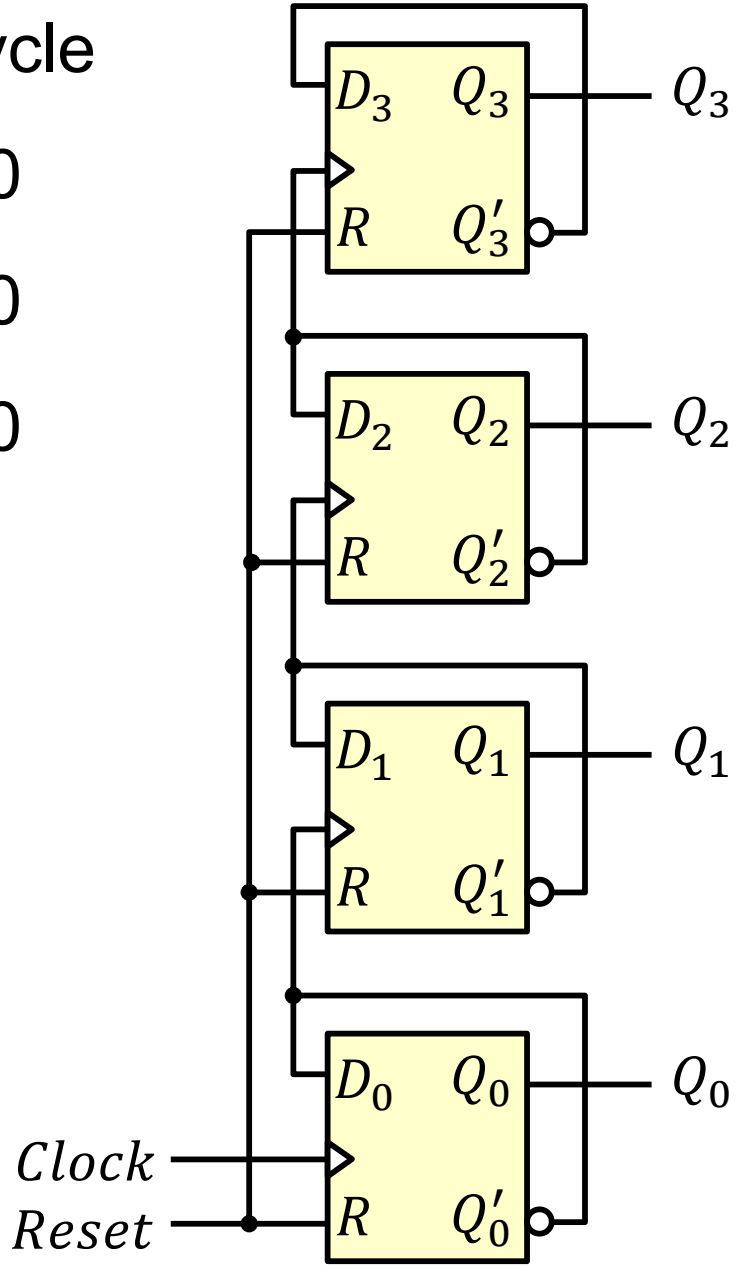
- The system clock is connected to the clock input of ALL flip-flops
- Combinational logic is used to implement the desired state sequence

Ripple Counter

- Q_0 toggles at the positive edge of every cycle
- Q_1 toggles when Q_0 goes from 1 down to 0
- Q_2 toggles when Q_1 goes from 1 down to 0
- Q_3 toggles when Q_2 goes from 1 down to 0

Q3	Q2	Q1	Q0
0	0	0	0
0	0	0	1
0	0	1	0
0	0	1	1
0	1	0	0
0	1	0	1
0	1	1	0
0	1	1	1
1	0	0	0

Counts Up
from 0 to 15
then back to 0



Ripple Counter (cont'd)

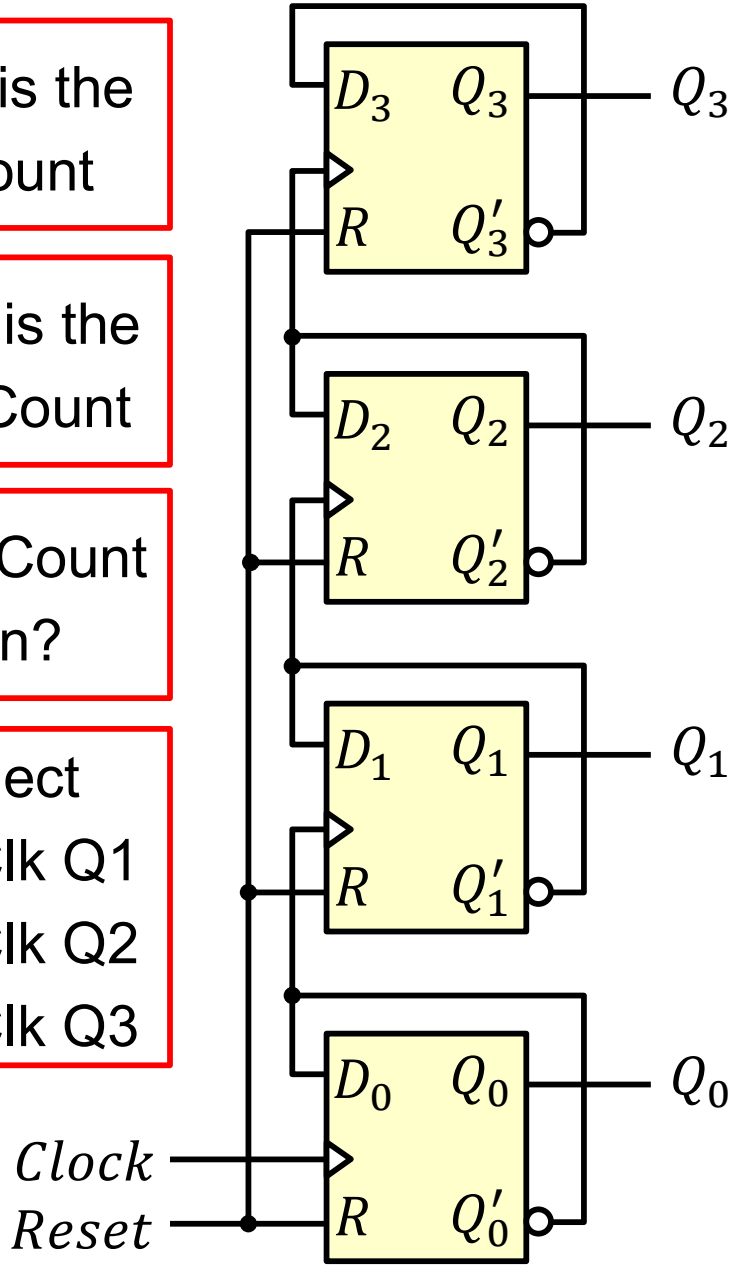
Up Count				Down Count			
Q_3	Q_2	Q_1	Q_0	Q'_3	Q'_2	Q'_1	Q'_0
0	0	0	0	1	1	1	1
0	0	0	1	1	1	1	0
0	0	1	0	1	1	0	1
0	0	1	1	1	1	0	0
0	1	0	0	1	0	1	1
0	1	0	1	1	0	1	0
0	1	1	0	1	0	0	1
0	1	1	1	1	0	0	0
1	0	0	0	0	1	1	1
1	0	0	1	0	1	1	0
1	0	1	0	0	1	0	1
1	0	1	1	0	1	0	0
1	1	0	0	0	0	1	1
1	1	0	1	0	0	1	0
1	1	1	0	0	0	0	1
1	1	1	1	0	0	0	0

$Q[3:0]$ is the Up Count

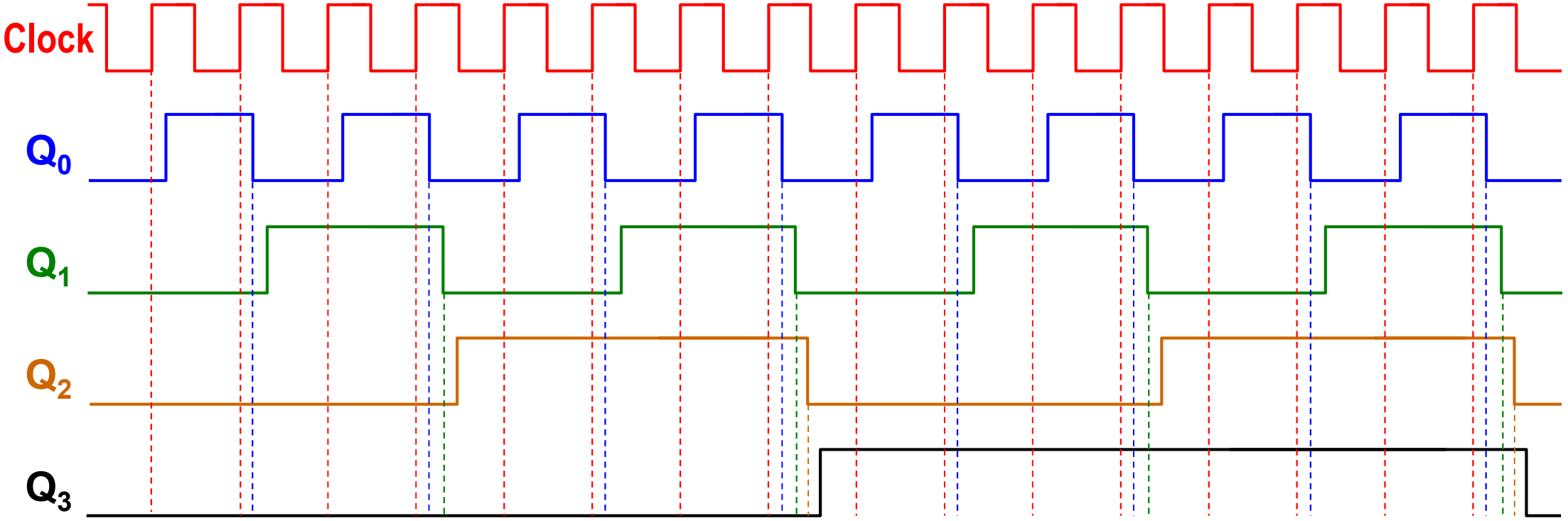
$Q'[3:0]$ is the Down Count

How to Count Down?

Connect
Q0 to Clk Q1
Q1 to Clk Q2
Q2 to Clk Q3



Timing of a Ripple Counter



❖ **Drawback of ripple counter:**

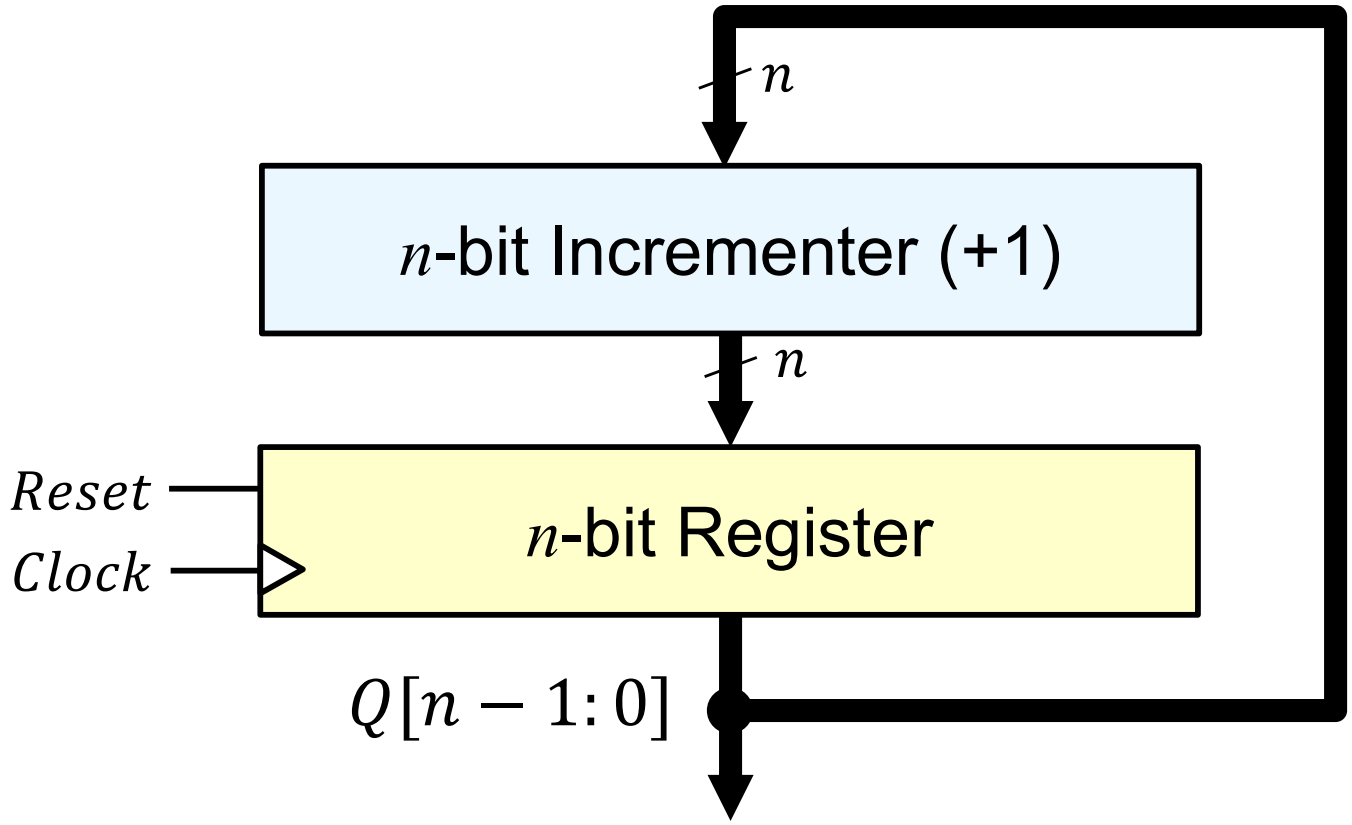
Flip-flops are NOT driven by the same clock (Not Synchronous)

Q delay increases as we go from Q_0 to Q_3

Given Δ = flip-flop delay ➔ Delay of Q_0, Q_1, Q_2, Q_3 = Δ, 2Δ, 3Δ, 4Δ

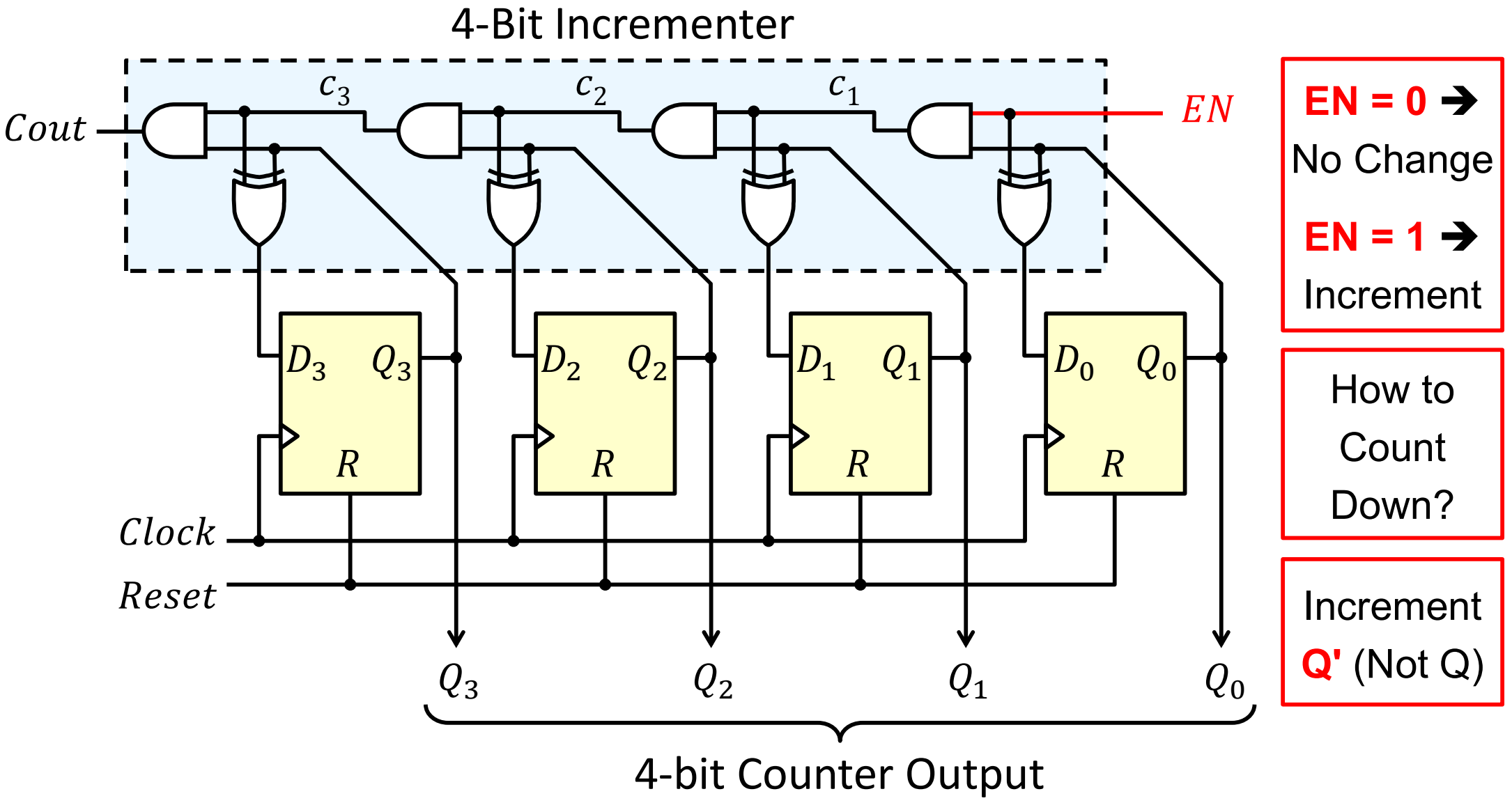
Synchronous Counter

- Avoid clock rippling
- n-bit Register with a **common clock** for all flip-flops
- n-bit Incrementer to generate next state (Up-Counter)



4-Bit Synchronous Counter with Enable

- An incrementer is a reduced (contracted) form of an adder



Synchronous Counter (Counting Up)

Count Up			
Q_3	Q_2	Q_1	Q_0
0	0	0	0
0	0	0	1
0	0	1	0
0	0	1	1
0	1	0	0
0	1	0	1
0	1	1	0
0	1	1	1
1	0	0	0
1	0	0	1
1	0	1	0
1	0	1	1
1	1	0	0
1	1	0	1
1	1	1	0
1	1	1	1

Count Up

- When Q_0 = 1

  Toggle (Complement) Q_1

- When Q_0 = Q_1 = 1

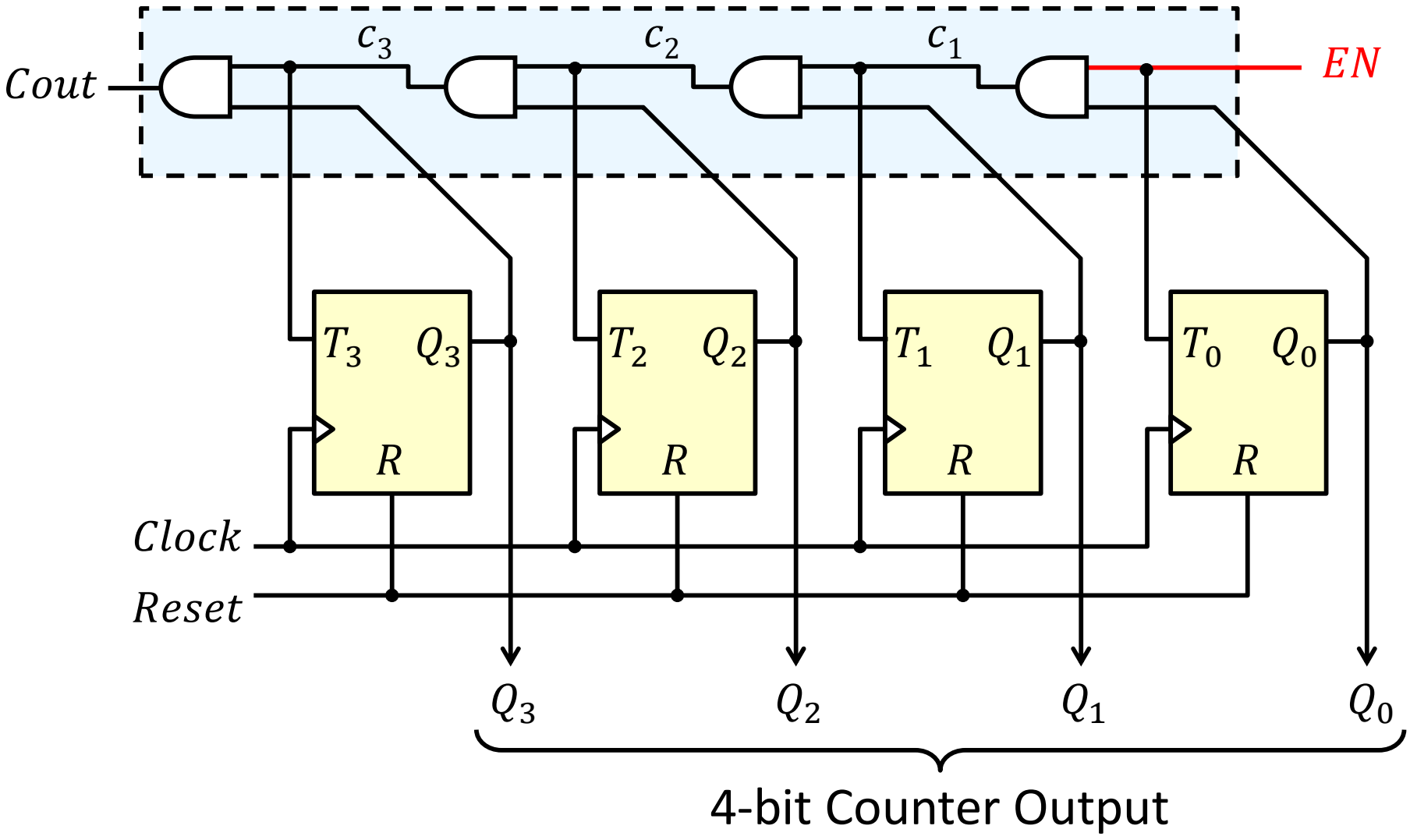
  Toggle (Complement) Q_2

- When Q_0 = Q_1 = Q_2 = 1

  Toggle (Complement) Q_3

4-Bit Synchronous Counter with T Flip-Flops

- Toggle Q1 when c1 = 1, Toggle Q2 when c2 = 1, etc.



EN = 0 →
No Change

EN = 1 →
Increment

Synchronous Up-Down Counter (T Flip-Flops)

Count Down			
Q_3	Q_2	Q_1	Q_0
0	0	0	0
0	0	0	1
0	0	1	0
0	0	1	1
0	1	0	0
0	1	0	1
0	1	1	0
0	1	1	1
1	0	0	0
1	0	0	1
1	0	1	0
1	0	1	1
1	1	0	0
1	1	0	1
1	1	1	0
1	1	1	1

Count Down

- When Q_0 = 0

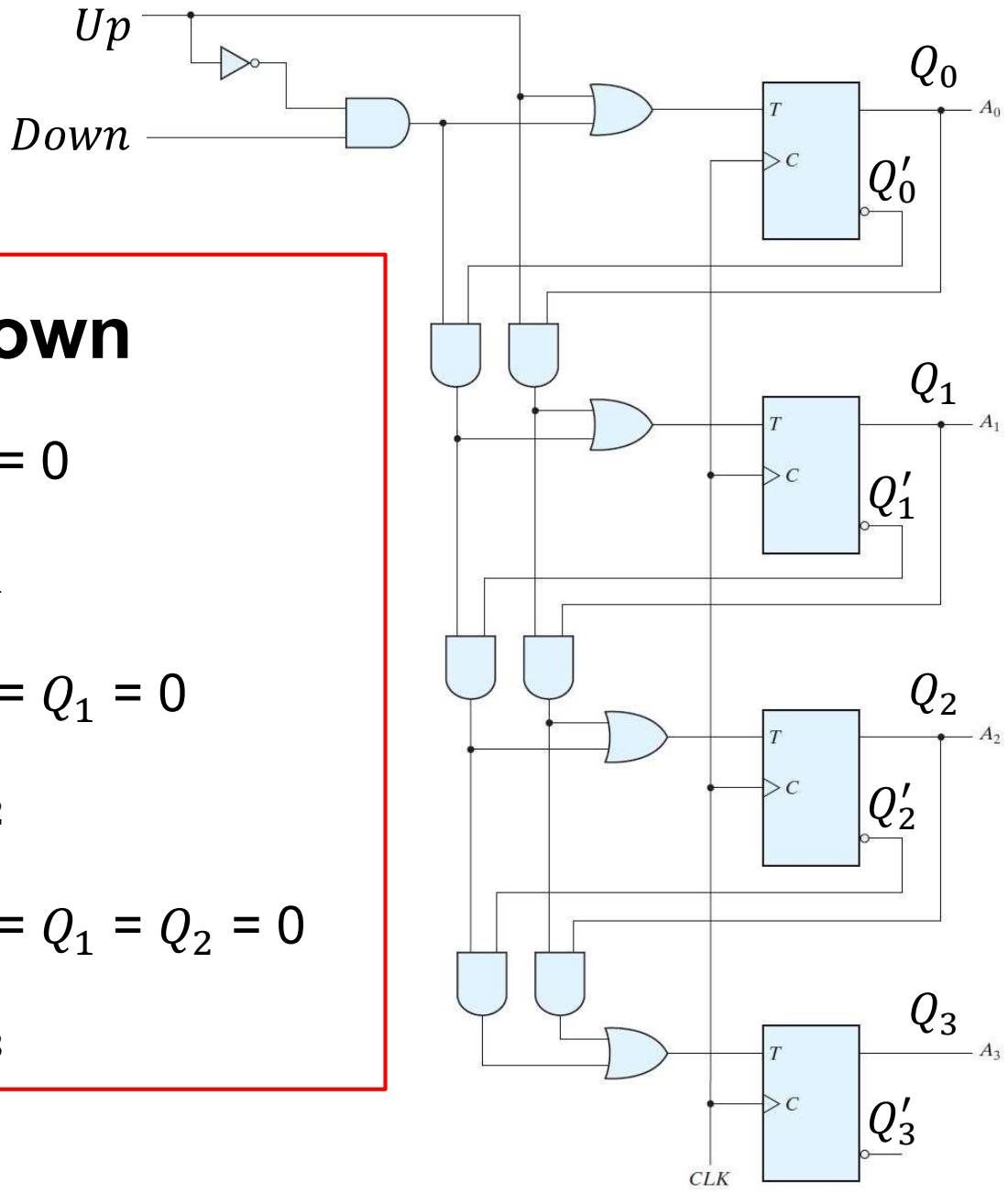
  Toggle Q_1

- When Q_0 = Q_1 = 0

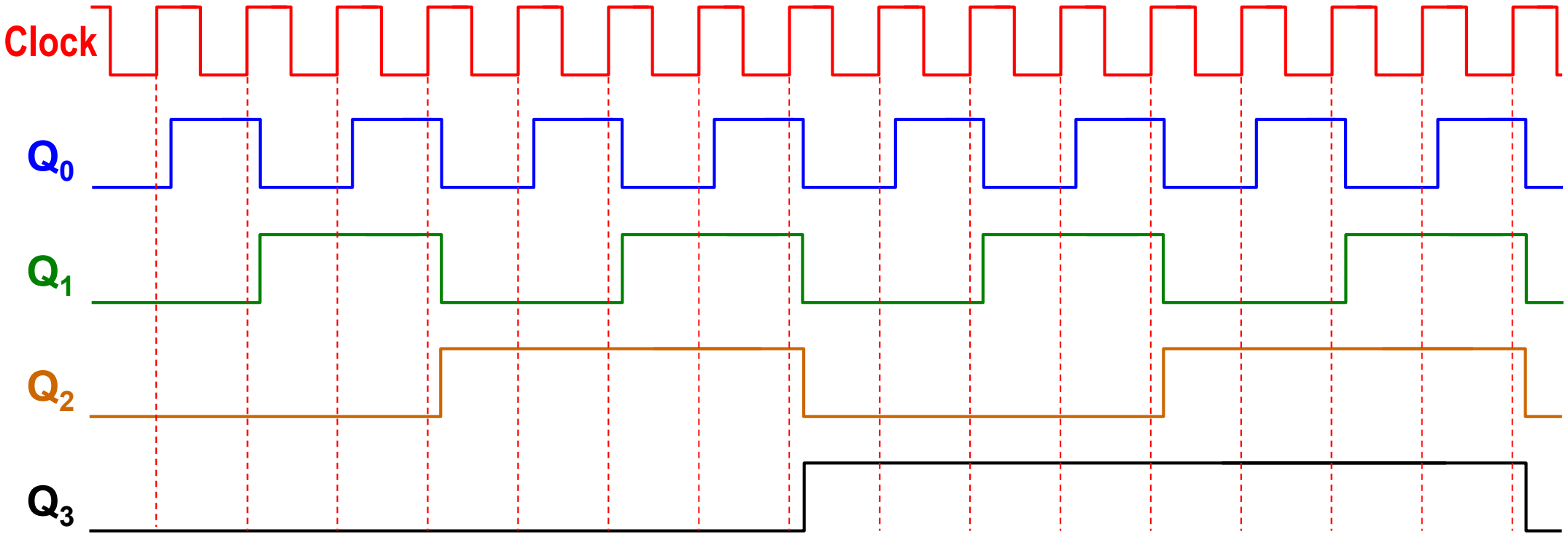
  Toggle Q_2

- When Q_0 = Q_1 = Q_2 = 0

  Toggle Q_3



Timing of a Synchronous Counter



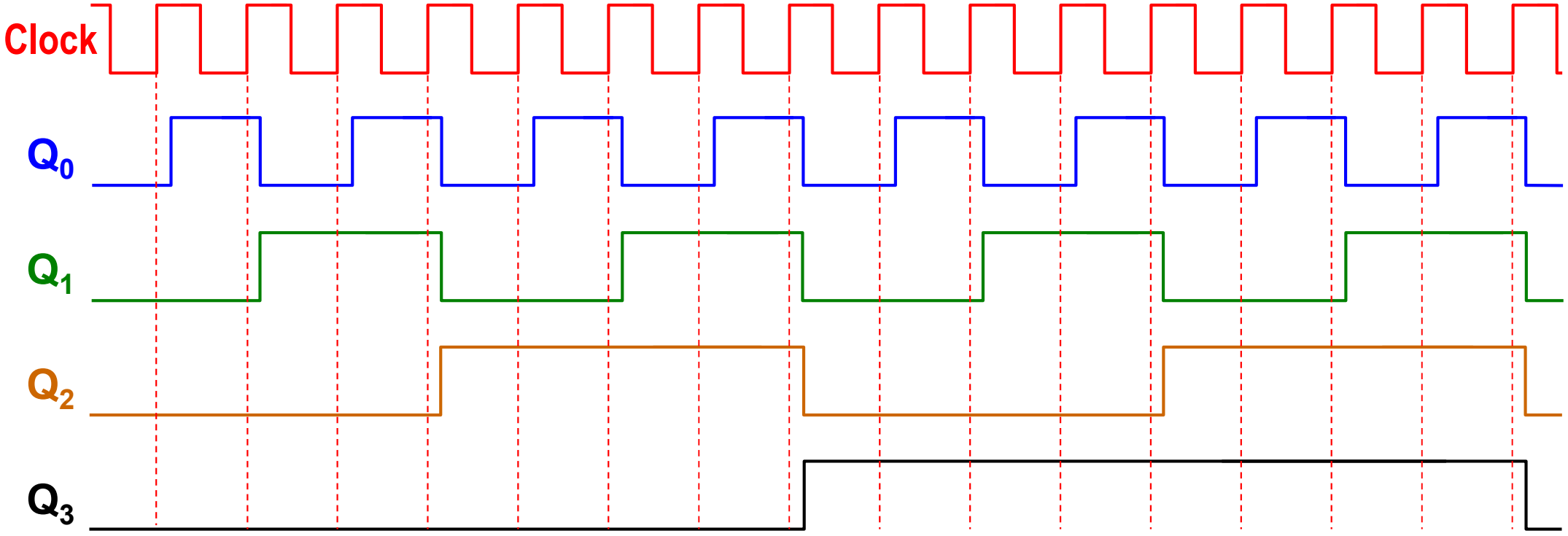
❖ **Advantage of Synchronous counter:**

ALL Flip-flops are driven by the **same clock**

Delay of all outputs is identical ➔ Delay of $Q_0 = Q_1 = Q_2 = Q_3 = \Delta$

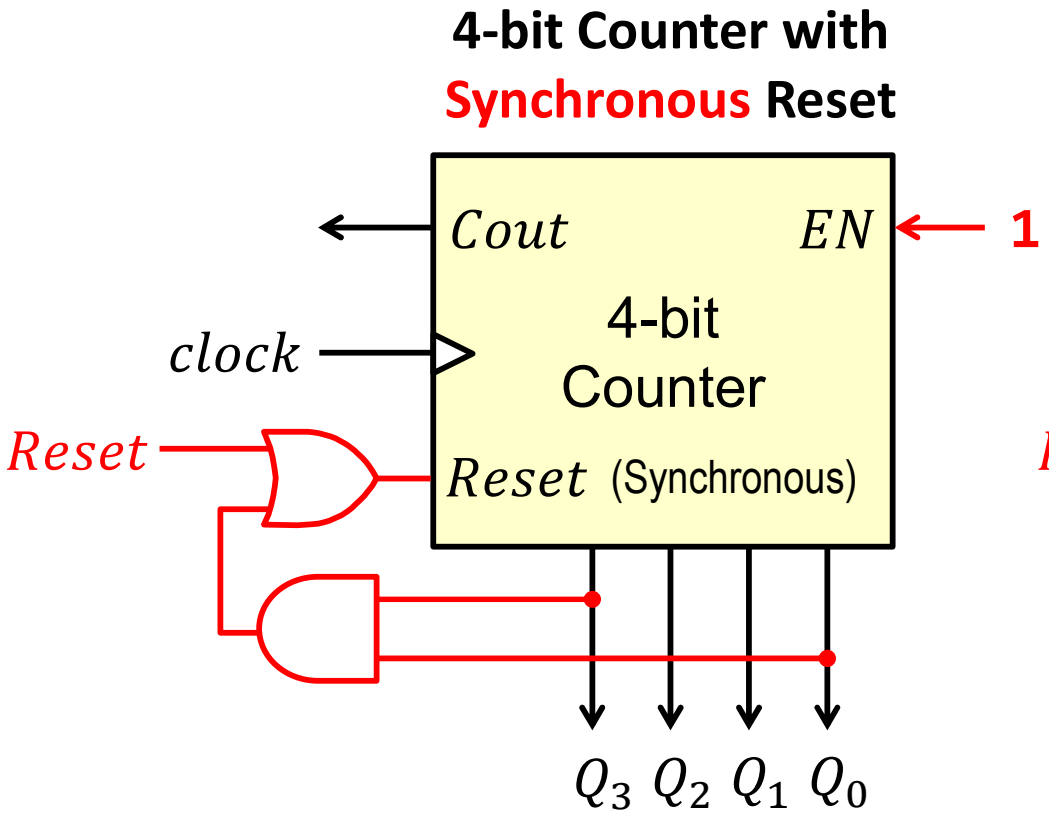
Frequency Division

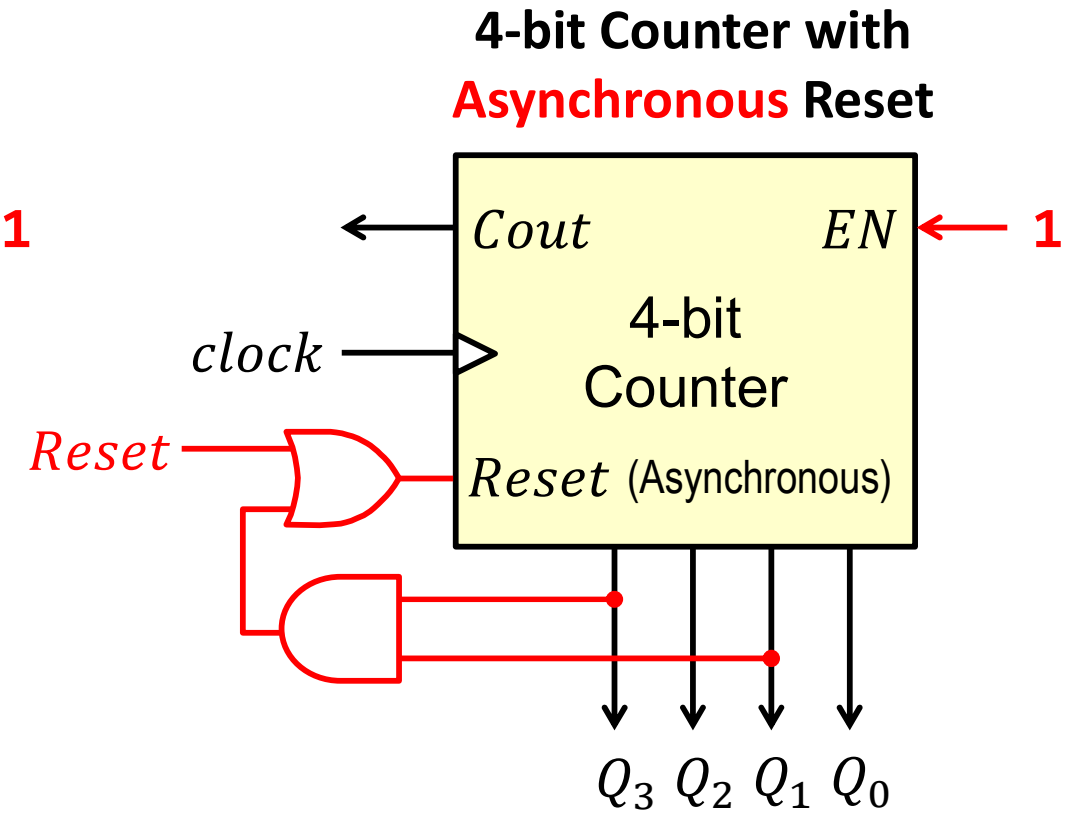
- A counter can be used as a frequency divider
- Counter is driven by a **Clock** with **frequency F**
- Output Q_0 Frequency = **F/2**, Output Q_1 Frequency = **F/4**
- Output Q_2 Frequency = **F/8**, Output Q_3 Frequency = **F/16**



BCD Counter

- **Problem:** Convert a 4-bit binary counter into a BCD counter
- **Solution:** When output reaches **9** then reset back to **0**
- **Asynchronous Reset:** Count to **10** and reset immediately

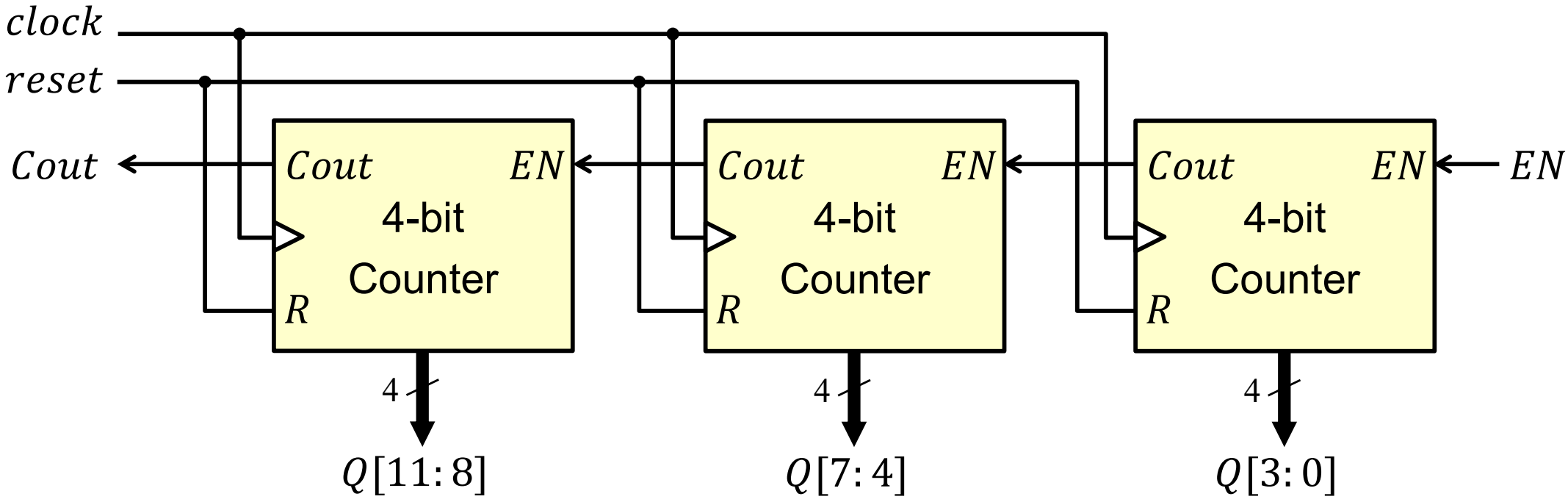




Building Larger Synchronous Counters

- Smaller counters can be used to build a larger counter
- Example: 12-bit counter designed using three 4-bit counters

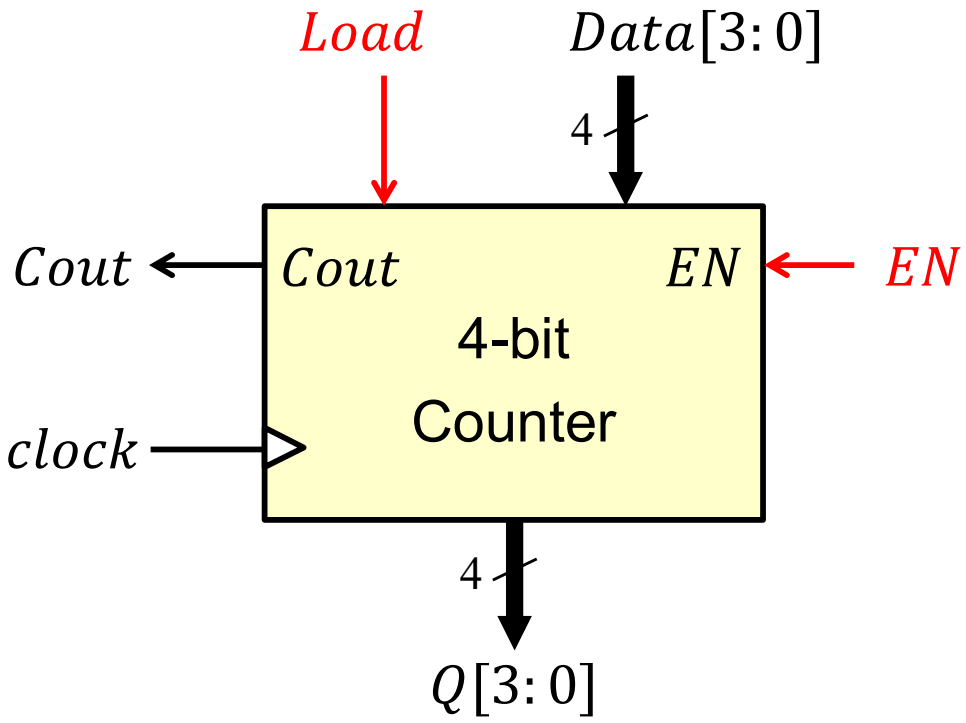
  Counts from **0** to **4095** ($2^{12} - 1$), then back to **0**
- The $Cout$ of a 4-bit counter is used to enable the next counter



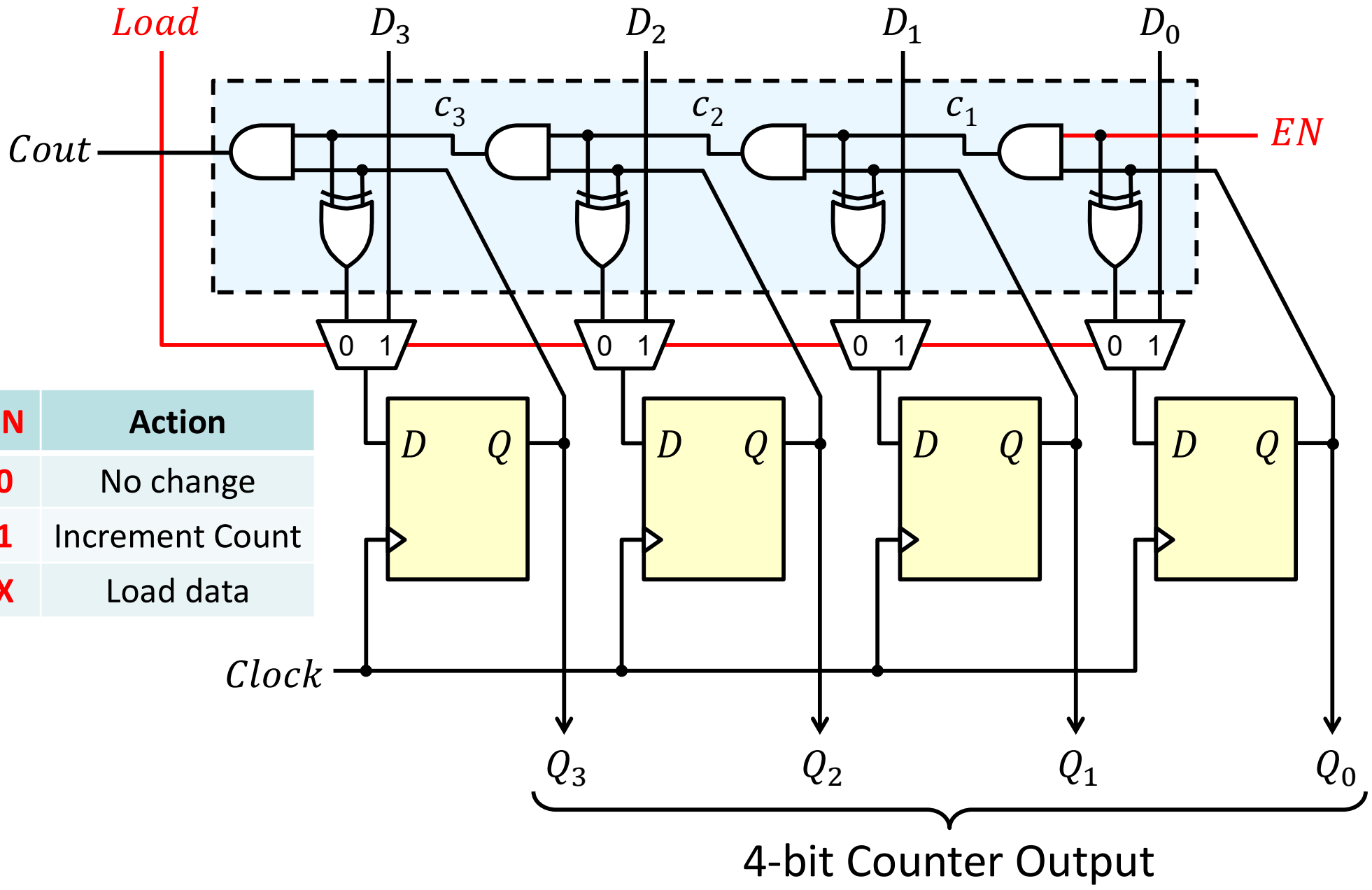
Synchronous Counter with Parallel Load

- Ability to load an initial binary number into the counter
  - Prior to the count operation
- Two control inputs:
  - **Load:** Initialize counter with input Data
  - **EN:** enables the counting

Very useful in implementing different counting sequences



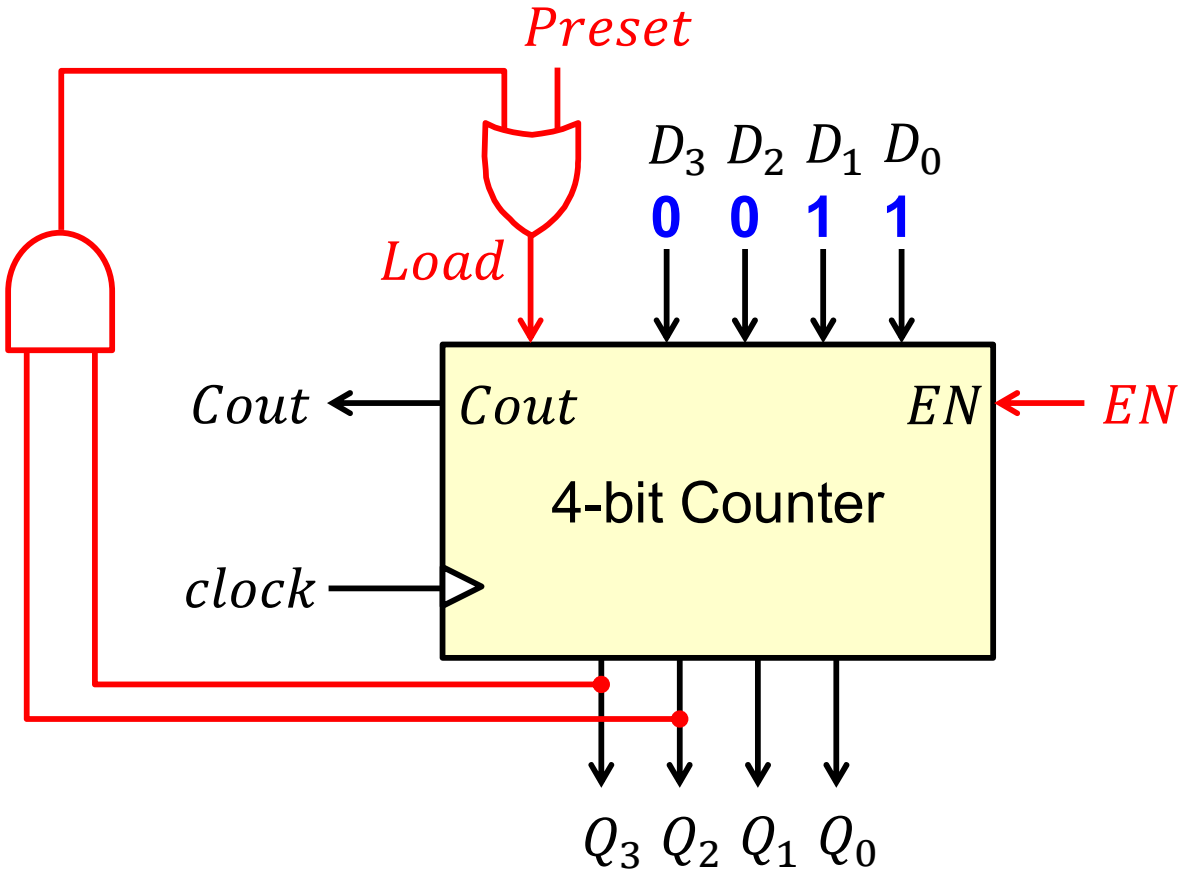
Implementing a Counter with Parallel Load



Load	EN	Action
0	0	No change
0	1	Increment Count
1	X	Load data

3-to-12 Counter

- Convert a 4-bit binary counter with load into 3-to-12 counter
- **Solution:** Detect binary count **12** and then load **3**
- **Detect 12:** Binary count with $Q_3 = Q_2 = 1$



Synchronous

Preset

Load: 0011

9-to-99 Counter

Problem: Use two 4-bit binary counters with parallel load and logic gates to build a counter that counts from **9** to **99 = 'b01100011**

Add a synchronous **Preset** input to initialize the counter to value **9**