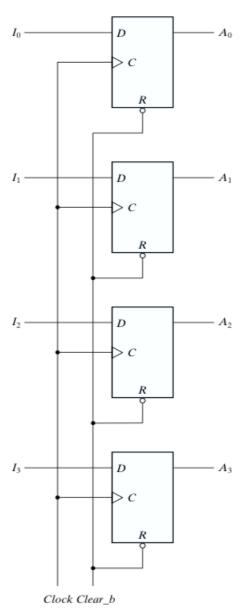
# مدار منطقی فصل ۶: ثباتها و شمارندهها (Registers & Counters) بخش اول: ثبات

شکلهای این درس از اسلایدهای ویرایش ۶ کتاب مانو اخذ شده است.

#### Register

#### 4-bit register



• ثبات (Register): تعدادی FF با Register) مشترک

• Load/Update (بارگذاری): نوشتن بیتها در ثبات

 $I_3I_2I_1I_0$ : inputs

 $A_3A_2A_1A_0$ : outputs

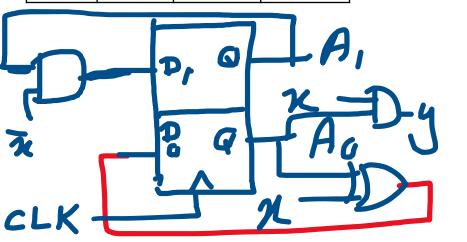
clear\_b: asynchronous active-low reset

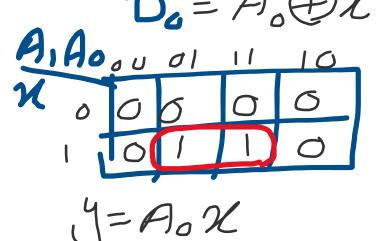
PIPO (Parallel Input/Parallel Output)

### مثال

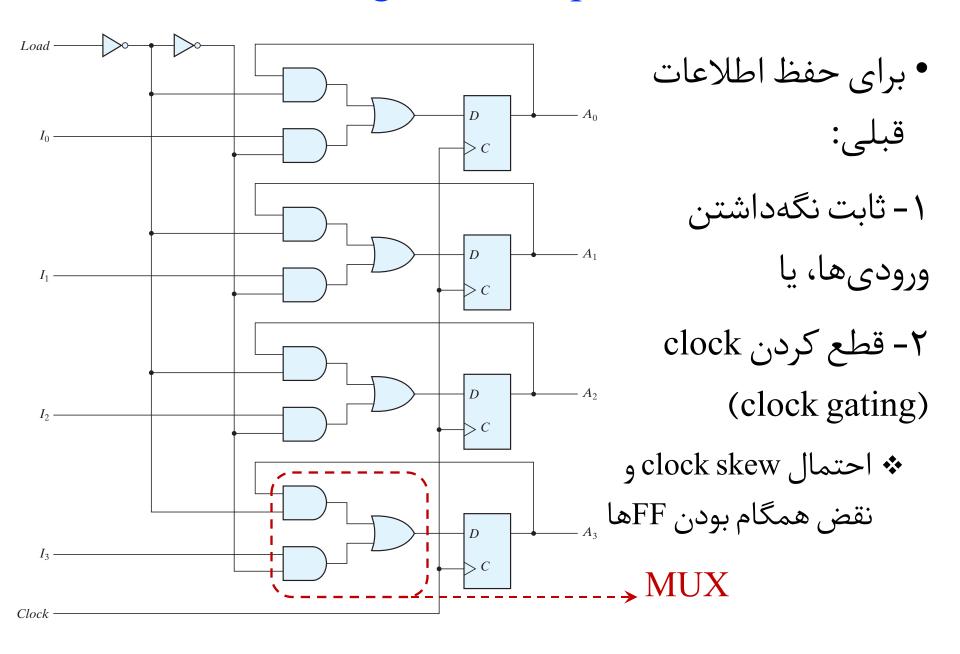
| PS        | input | NS            | output |  |
|-----------|-------|---------------|--------|--|
| $A_1 A_0$ | X     | $A_1^+ A_0^+$ | У      |  |
| 0 0       | 0     | 0 0           | 0      |  |
| 0 0       | 1     | 0 1           | 0      |  |
| 01        | 0     | 0 1           | 0      |  |
| 01        | 1     | 0 0           | 1      |  |
| 10        | 0     | 10            | 0      |  |
| 10        | 1     | 0 1           | 0      |  |
| 11        | 0     | 11            | 0      |  |
| 11        | 1     | 0 0           | 1      |  |

| • برای جدول حالت مقابل، مدار طرح کنید:  A,A, 0 1 1 10   |
|---|
| 10000 1 100 / 100 |
| At-D-AX A-D-AX+AX   |



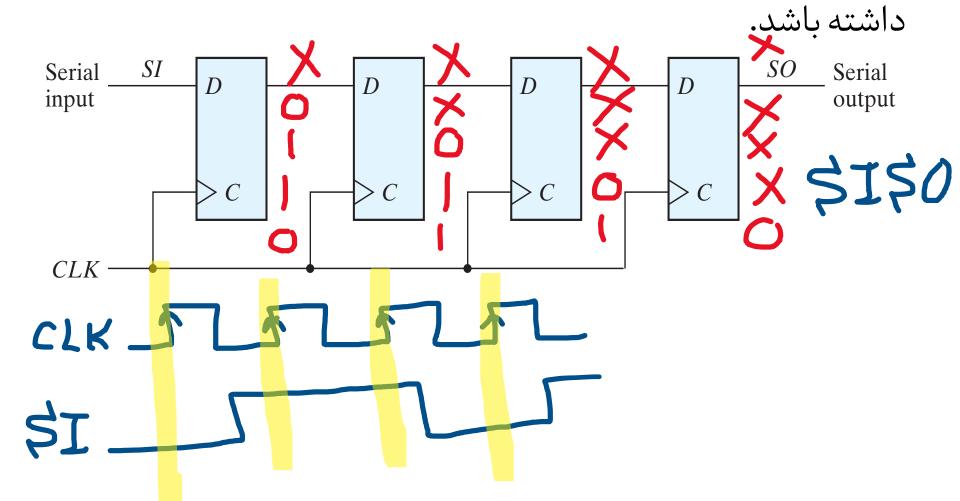


#### Four-bit register with parallel load

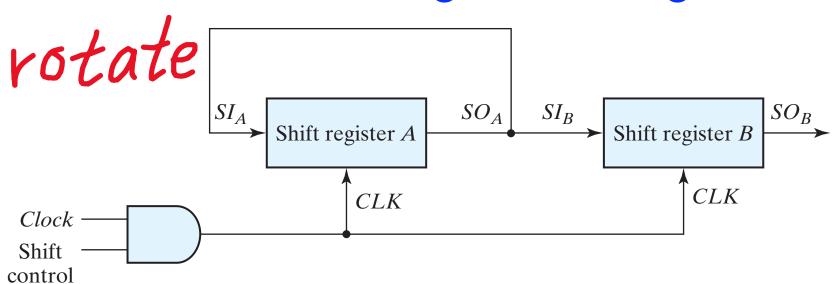


#### Four-bit shift register

• ثبات انتقالی (shift register): ثباتی که قابلیت انتقال اطلاعات به چپ یا راست (unidirectional) یا هر دو جهت (bidirectional)

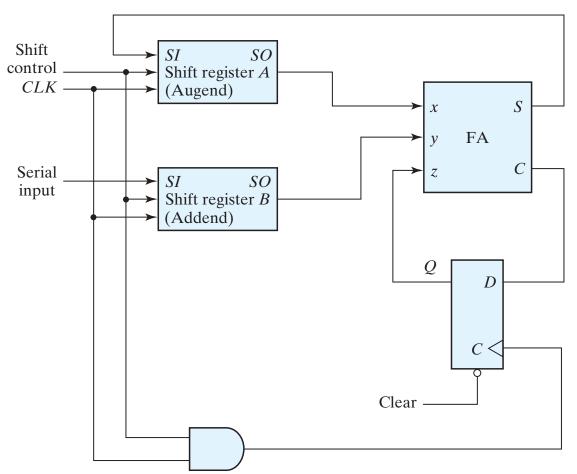


#### Serial transfer from register A to register B



| Timing Pulse  | Shift Register A |   |   | Shift Register <i>B</i> |          |   |   |   |
|---------------|------------------|---|---|-------------------------|----------|---|---|---|
| Initial value | 1                | 0 | 1 | 1                       | 0        | 0 | 1 | 0 |
| After $T_1$   |                  | l | 0 | 1                       |          |   | 0 | 1 |
| After $T_2$   | l                | l |   | 0                       | 1        | 1 | 0 | 5 |
| After $T_3$   | 0                |   | ( |                         | 0        | 1 | 1 | 0 |
| After $T_4$   | (                |   |   |                         | <b>)</b> | 0 | 1 | 1 |

#### Serial Adder



- 1. Reset Register A and carry FF, 1<sup>st</sup> number in B
- 2. Shift 1<sup>st</sup> number from B through the adder
  - ❖ Input 2<sup>nd</sup> number to B
     (through SI), simultaneously
- 3.  $RegA + RegB \rightarrow RegA$

## طراحی جمع کننده سری با روش طراحی FSM

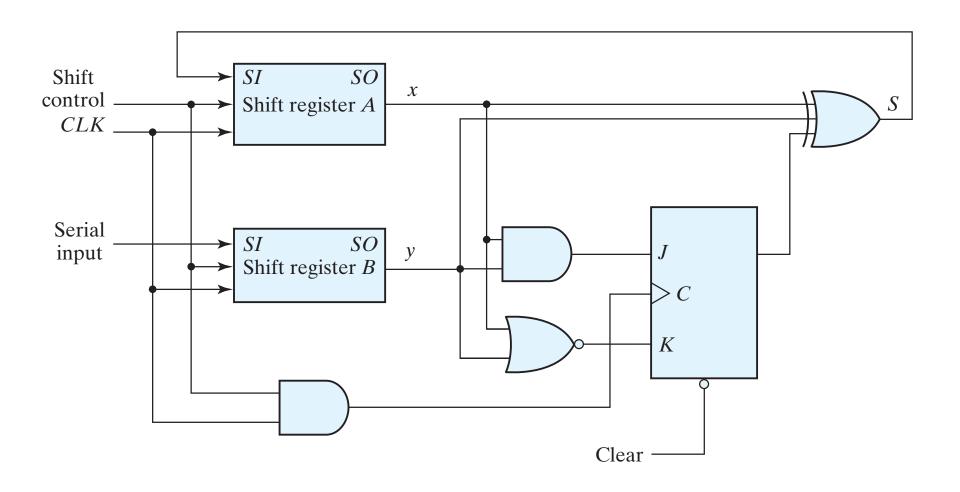
| <b>Present State</b> | Inp | uts | <b>Next State</b> | Output | Flip-Flop Inputs |                |  |
|----------------------|-----|-----|-------------------|--------|------------------|----------------|--|
| Q                    | X   | y   | Q                 | S      | JQ               | K <sub>Q</sub> |  |
| 0                    | 0   | 0   | 0                 | 0      | 0                | X              |  |
| 0                    | 0   | 1   | 0                 | 1      | 0                | X              |  |
| 0                    | 1   | 0   | 0                 | 1      | 0                | X              |  |
| 0                    | 1   | 1   | 1                 | 0      | 1                | X              |  |
| 1                    | 0   | 0   | 0                 | 1      | X                | 1              |  |
| 1                    | 0   | 1   | 1                 | 0      | X                | 0              |  |
| 1                    | 1   | 0   | 1                 | 0      | X                | 0              |  |
| 1                    | 1   | 1   | 1                 | 1      | X                | 0              |  |

$$J_{Q} = xy$$

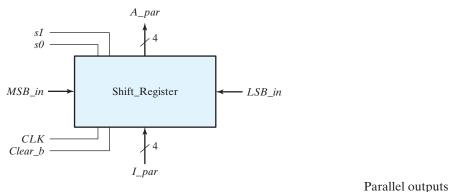
$$K_{Q} = x'y' = (x + y)'$$

$$S = x \oplus y \oplus Q$$

#### Second form of serial adder



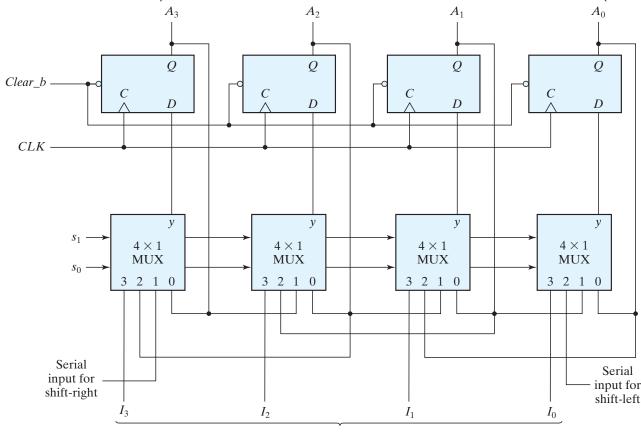
#### Four-bit universal shift register



#### **Mode Control**

| s <sub>1</sub> | <b>s</b> <sub>0</sub> | Register Operation |
|----------------|-----------------------|--------------------|
| 0              | 0                     | No change          |
| 0              | 1                     | Shift right        |
| 1              | 0                     | Shift left         |
| 1              | 1                     | Parallel load      |





Parallel inputs