

# Registers and Counters

ELEC 311

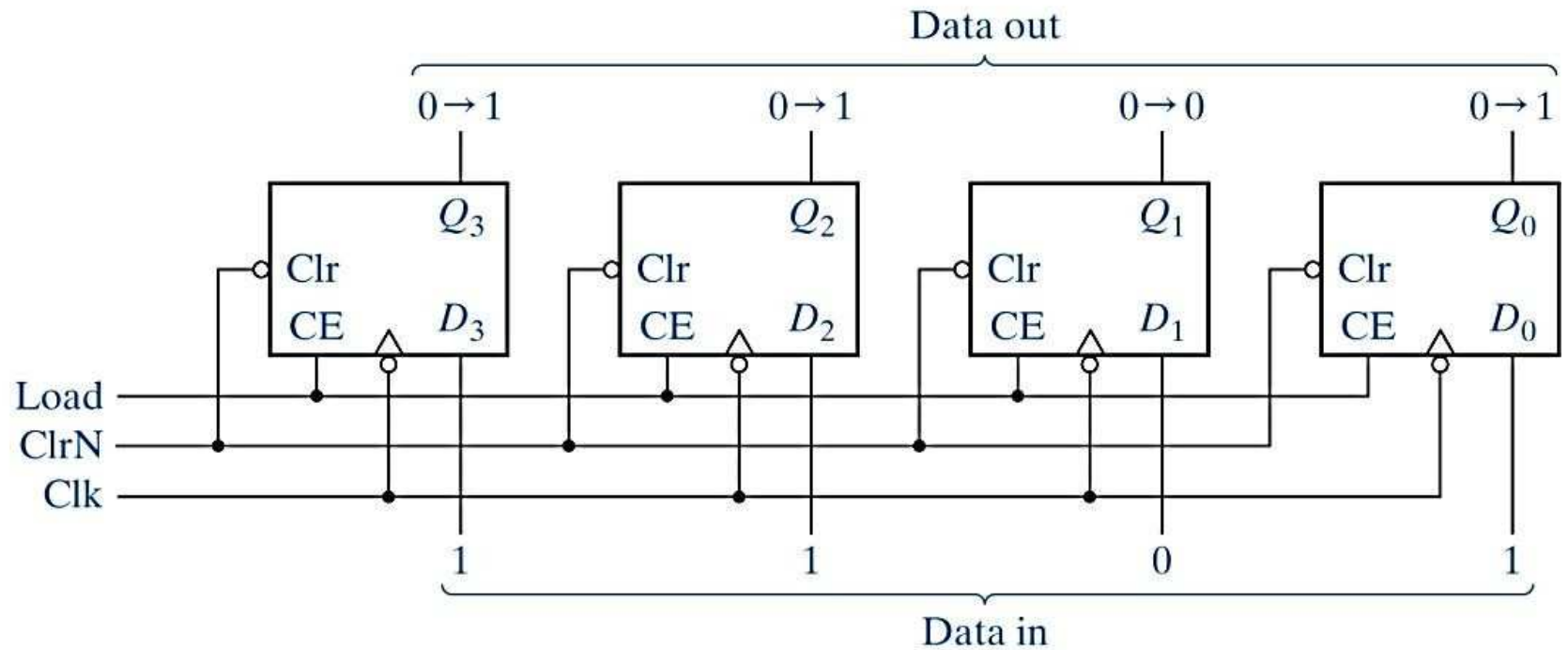
Digital Logic and Circuits

Dr. Ron Hayne

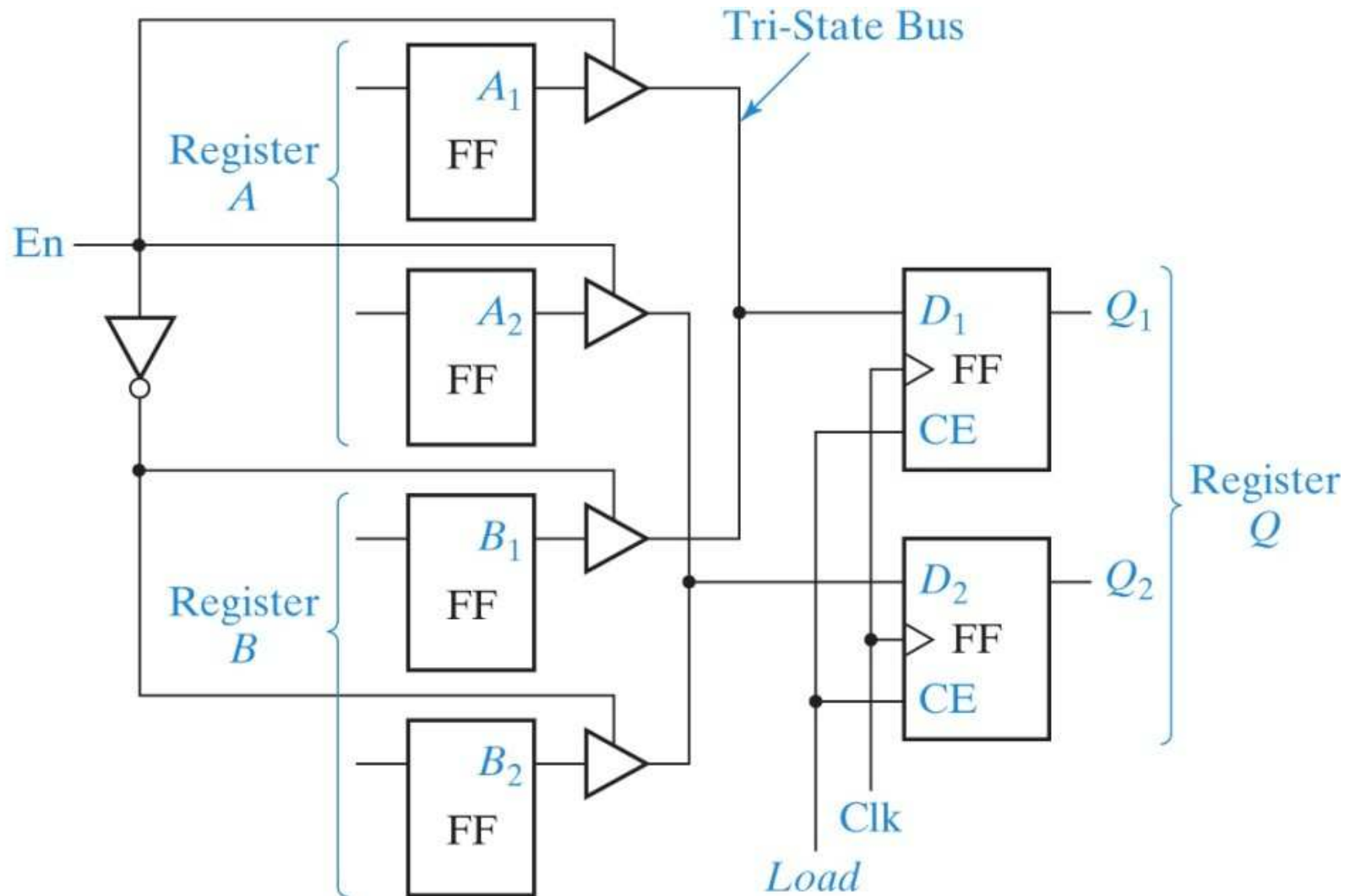
*Images Courtesy of Cengage Learning*



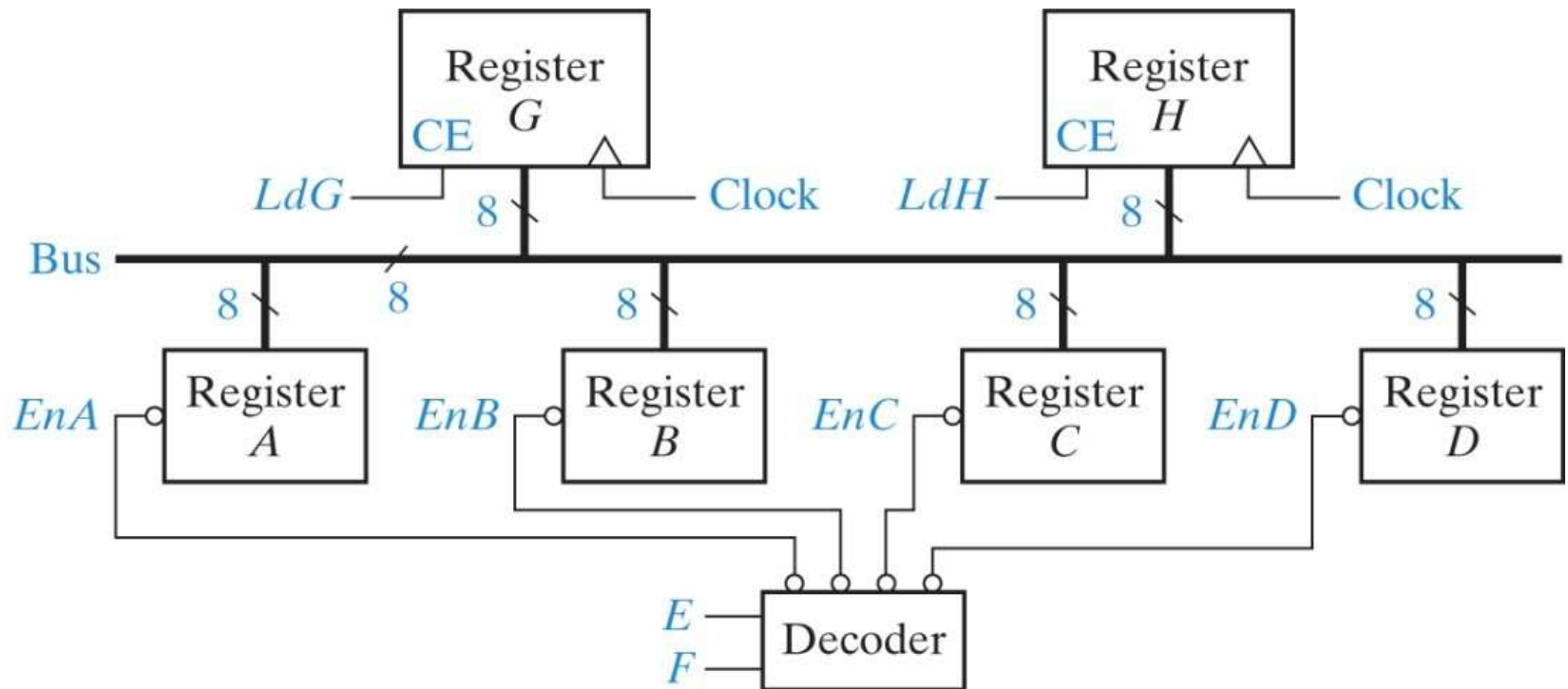
# 4-Bit Register



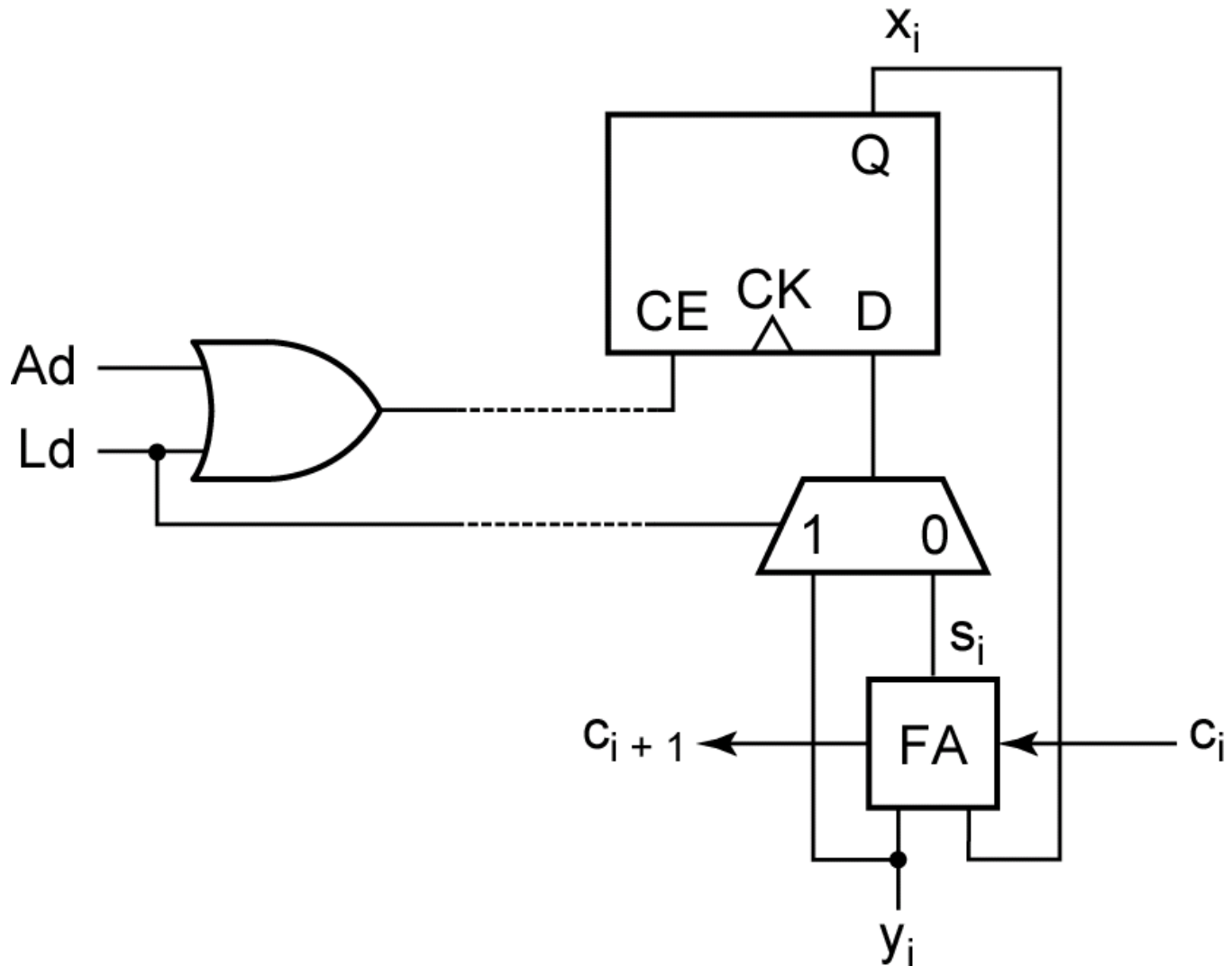
# Data Transfer Between Registers



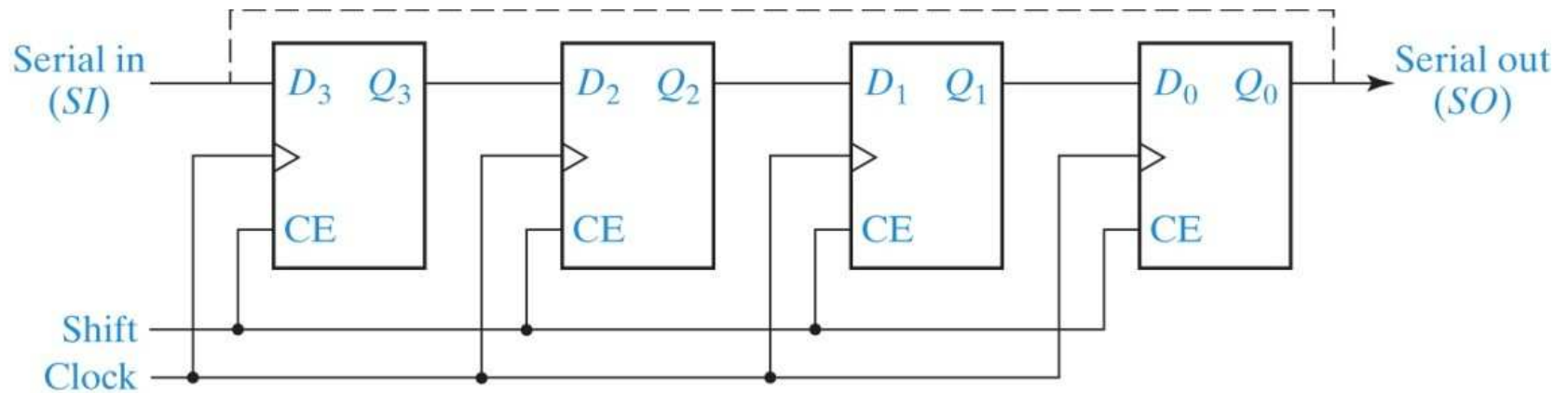
# Tri-State Bus



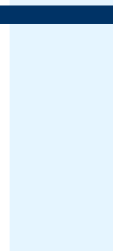
# Adder with Accumulator



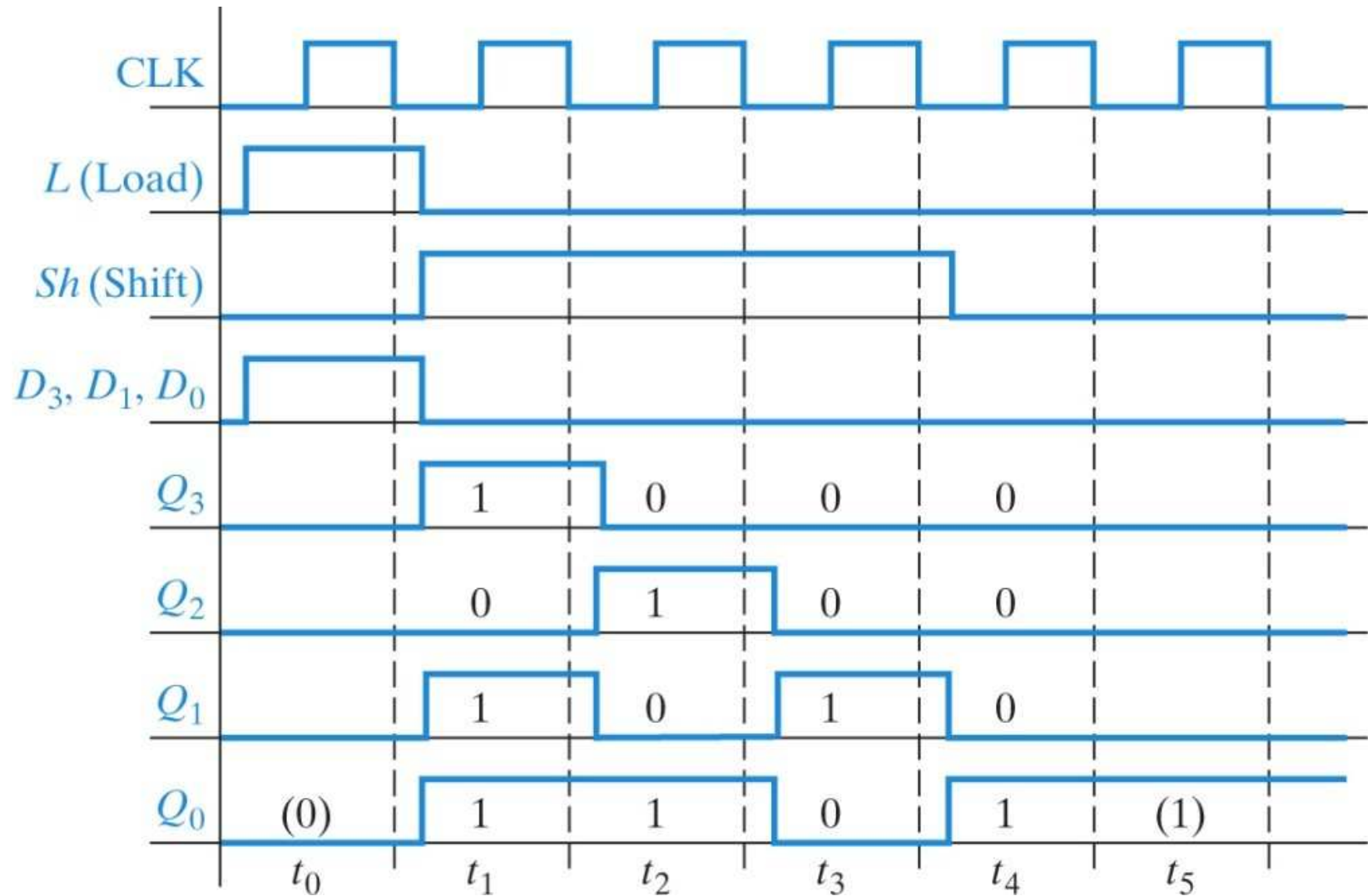
# Basic Shift Register



1885

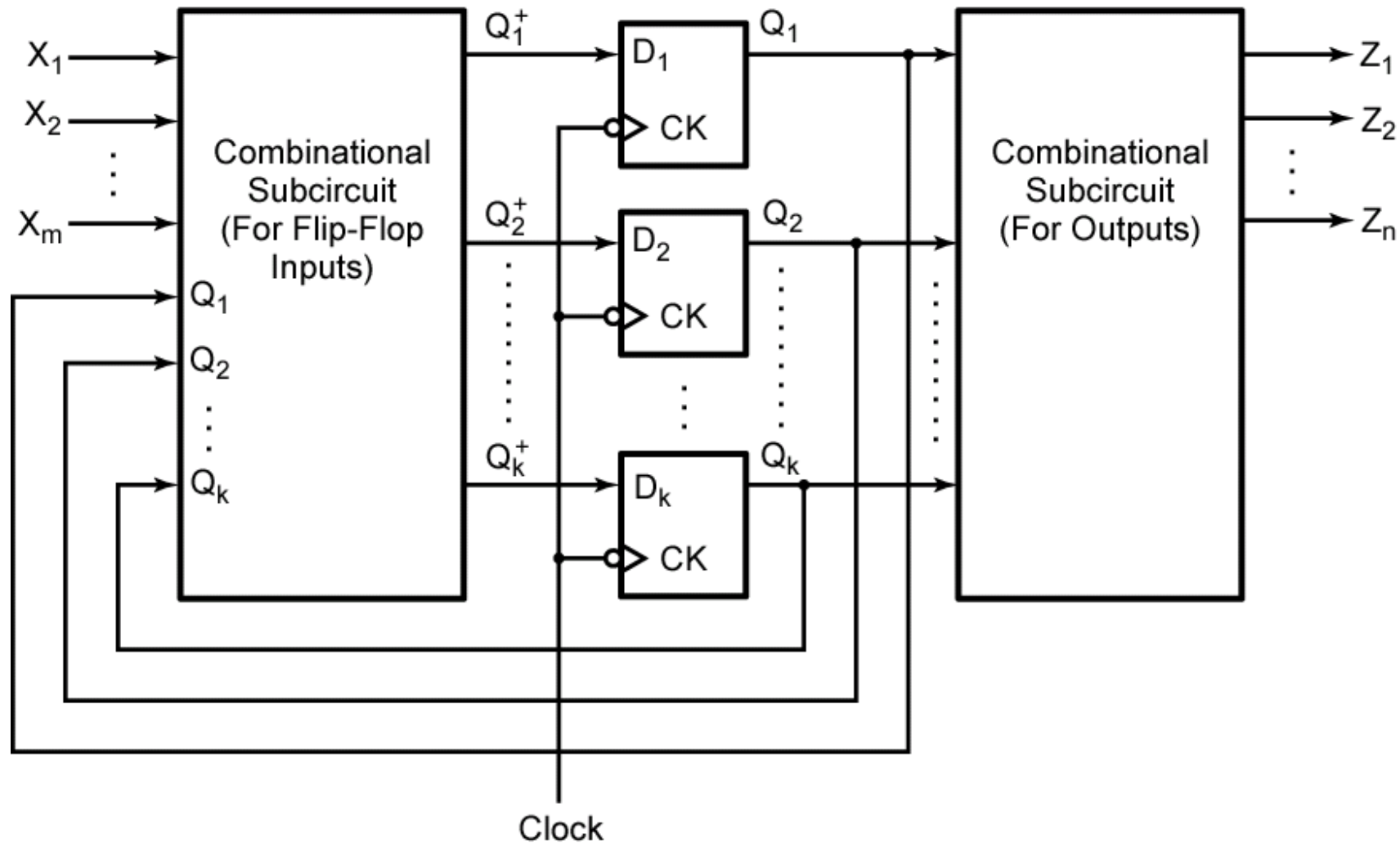


# Timing Diagram





# Sequential Circuits



# Binary Counter

Present State			Next State		
$C$	$B$	$A$	$C^+$	$B^+$	$A^+$
0	0	0	0	0	1
0	0	1	0	1	0
0	1	0	0	1	1
0	1	1	1	0	0
1	0	0	1	0	1
1	0	1	1	1	0
1	1	0	1	1	1
1	1	1	0	0	0

# D FF Karnaugh Maps

$BA \backslash C$		0	1
00	0	0	1
01	0	0	1
11	1	0	0
10	0	0	1

$D_C$

$BA \backslash C$		0	1
00	0	0	0
01	1	1	1
11	0	0	0
10	1	1	1

$D_B$

$BA \backslash C$		0	1
00	1	1	1
01	0	0	0
11	0	0	0
10	1	1	1

$D_A$

# Binary Counter

Present State			Next State			Flip-Flop Inputs		
$C$	$B$	$A$	$C^+$	$B^+$	$A^+$	$T_C$	$T_B$	$T_A$
0	0	0	0	0	1	0	0	1
0	0	1	0	1	0	0	1	1
0	1	0	0	1	1	0	0	1
0	1	1	1	0	0	1	1	1
1	0	0	1	0	1	0	0	1
1	0	1	1	1	0	0	1	1
1	1	0	1	1	1	0	0	1
1	1	1	0	0	0	1	1	1

# T FF Karnaugh Maps

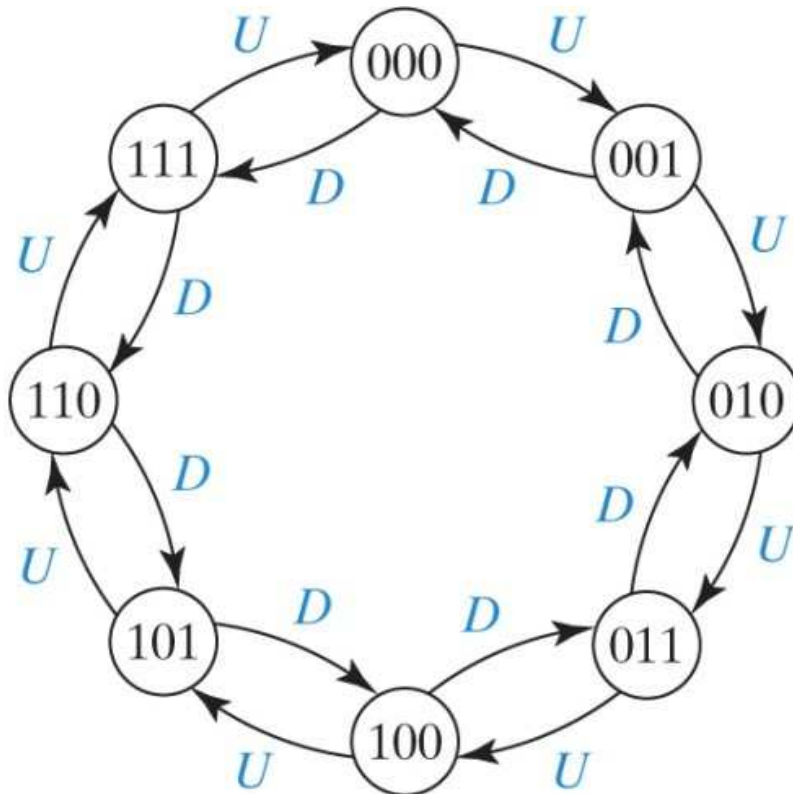
$BA \backslash C$		0	1
00	0	0	
01	0	0	
11	1	1	
10	0	0	

$T_C$

$BA \backslash C$		0	1
00	0	0	
01	1	1	
11	1	1	
10	0	0	

$T_B$

# Up-Down Counter

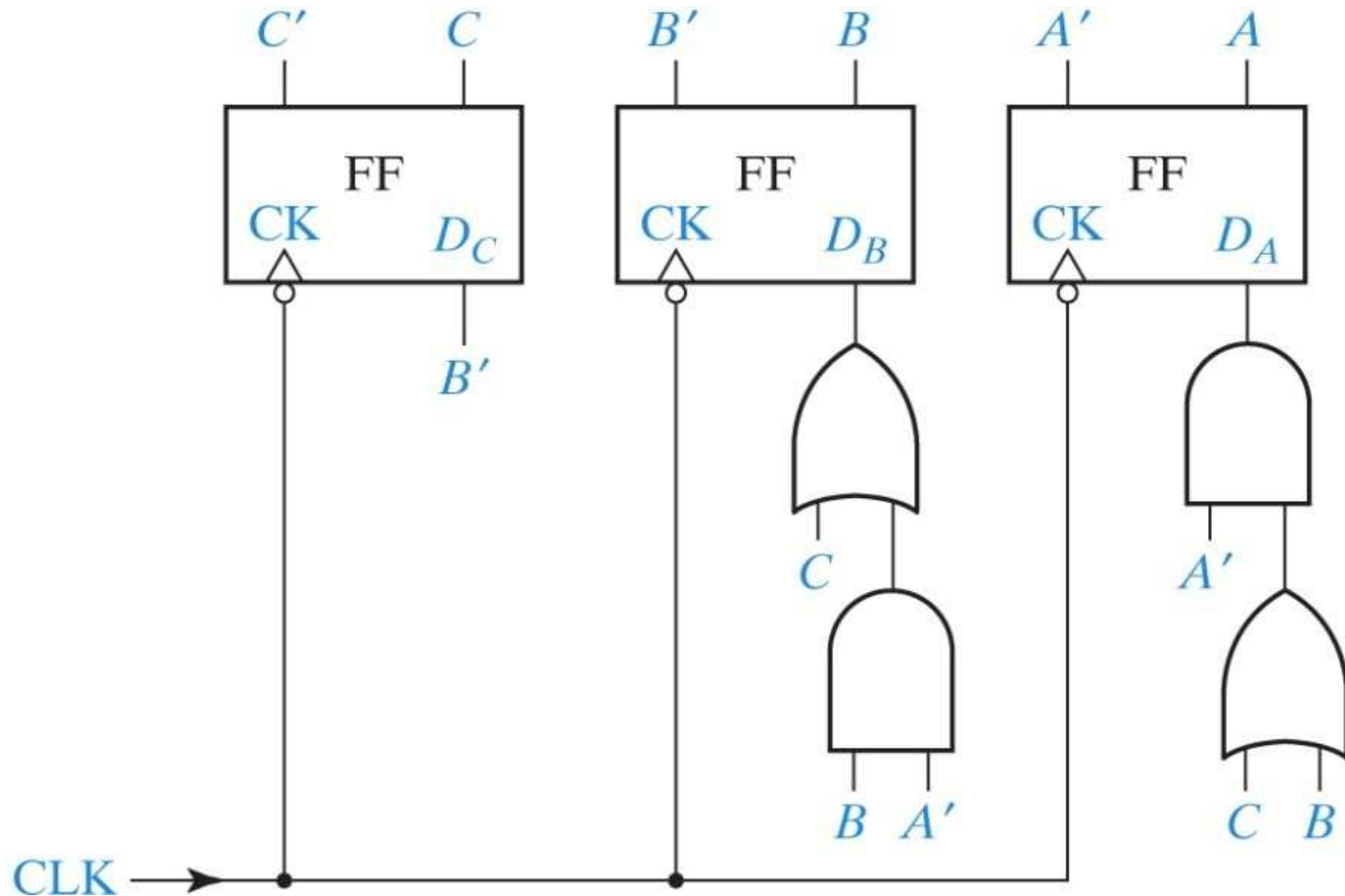


<i>CBA</i>	<i>C<sup>+</sup>B<sup>+</sup>A<sup>+</sup></i>	
	<i>U</i>	<i>D</i>
000	001	111
001	010	000
010	011	001
011	100	010
100	101	011
101	110	100
110	111	101
111	000	110

# Modulo-5 Counter

C	B	A	C <sup>+</sup>	B <sup>+</sup>	A <sup>+</sup>
0	0	0	1	0	0
0	0	1	.	.	.
0	1	0	0	1	1
0	1	1	0	0	0
1	0	0	1	1	1
1	0	1	.	.	.
1	1	0	.	.	.
1	1	1	0	1	0

# D FF Counter

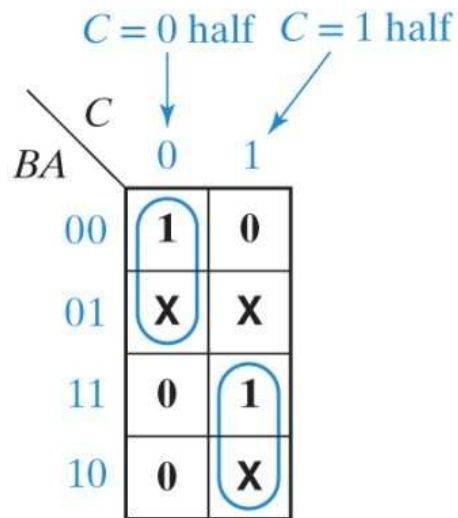




# Modulo-5 Counter

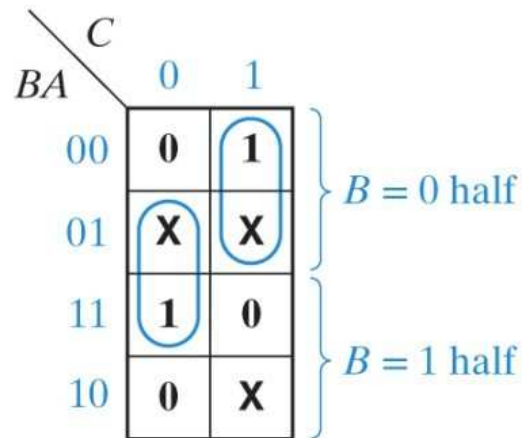
C	B	A	C+	B+	A+	TC	TB	TA
0	0	0	1	0	0	1	0	0
0	0	1	-	-	-	-	-	-
0	1	0	0	1	1	0	0	1
0	1	1	0	0	0	0	1	1
1	0	0	1	1	1	0	1	1
1	0	1	-	-	-	-	-	-
1	1	0	-	-	-	-	-	-
1	1	1	0	1	0	1	0	1

# T FF Karnaugh Maps



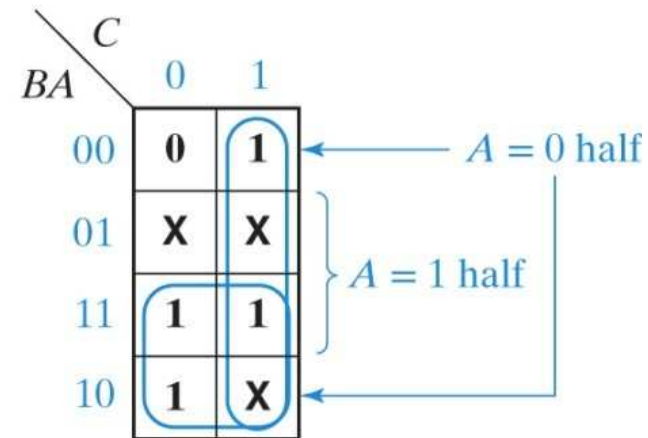
$T_C$

$$T_C = C'B' + CB$$



$T_B$

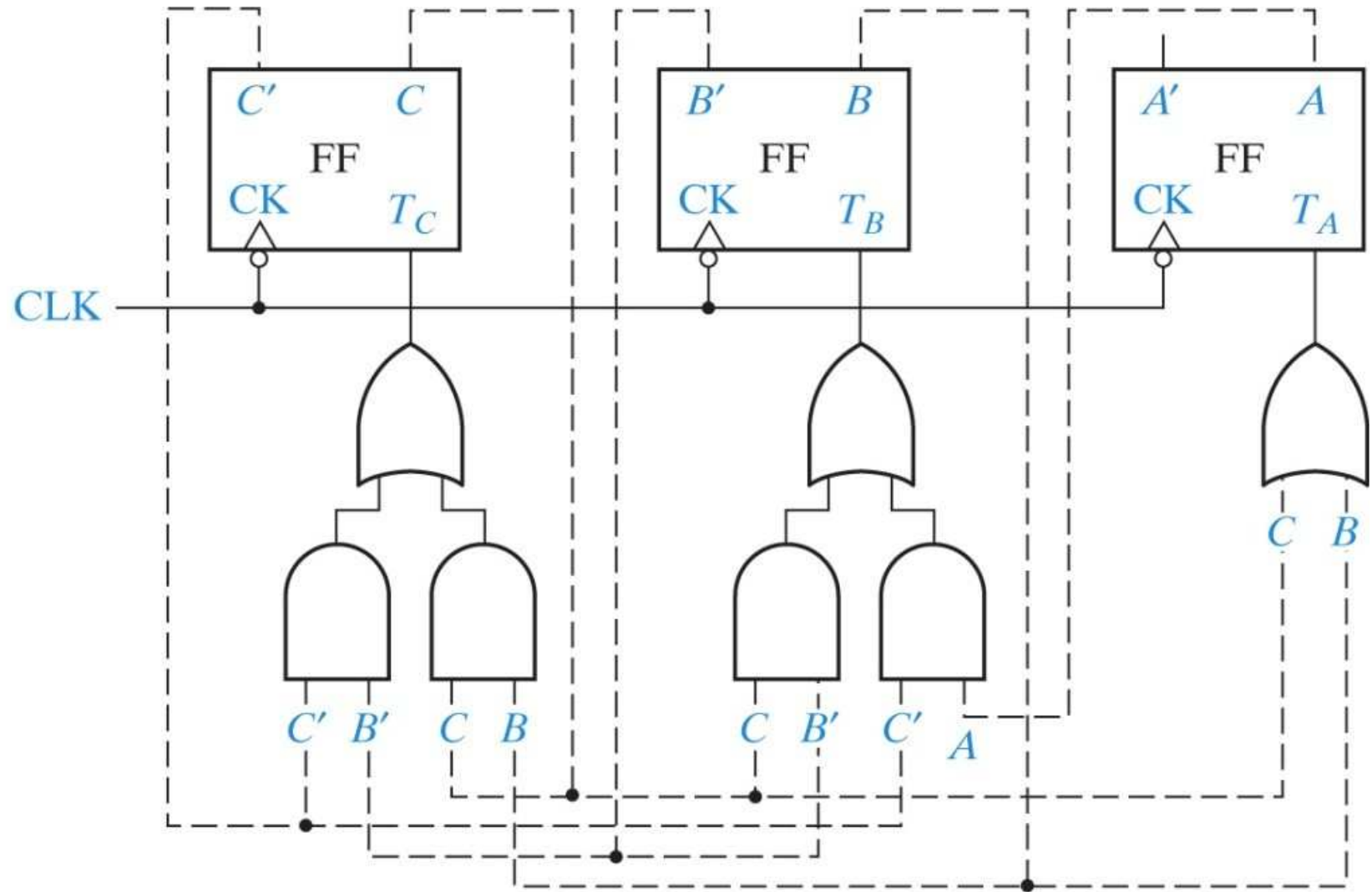
$$T_B = C'A + CB'$$



$T_A$

$$T_A = C + B$$

# T FF Counter



# Summary

- ◆ Registers
  - Data Transfer
  - Accumulators
  - Shift Registers
- ◆ Counters
  - State Tables
  - State Graphs
  - D Flip-Flops
  - T Flip-Flops