



# Ch8 Sequential Logic Design Practices

## Main contents:

(1) Timing diagram时序图

(2) Registers寄存器

(3) Counters计数器 (重点)

以74x163为代表的电路分析与应用，包含：电路功能分析；任意模m计数器设计；序列发生器；控制各种不同器件

(4) Shift registers移位计数器 (重点)

以74x194为代表的电路分析与应用，包含：

8.5.1 Shift-Register Structure 8.5.4 Ring Counters

8.5.2 MSI Shift Registers 8.5.5 Johnson Counters

8.5.3 Shift-Register Counters

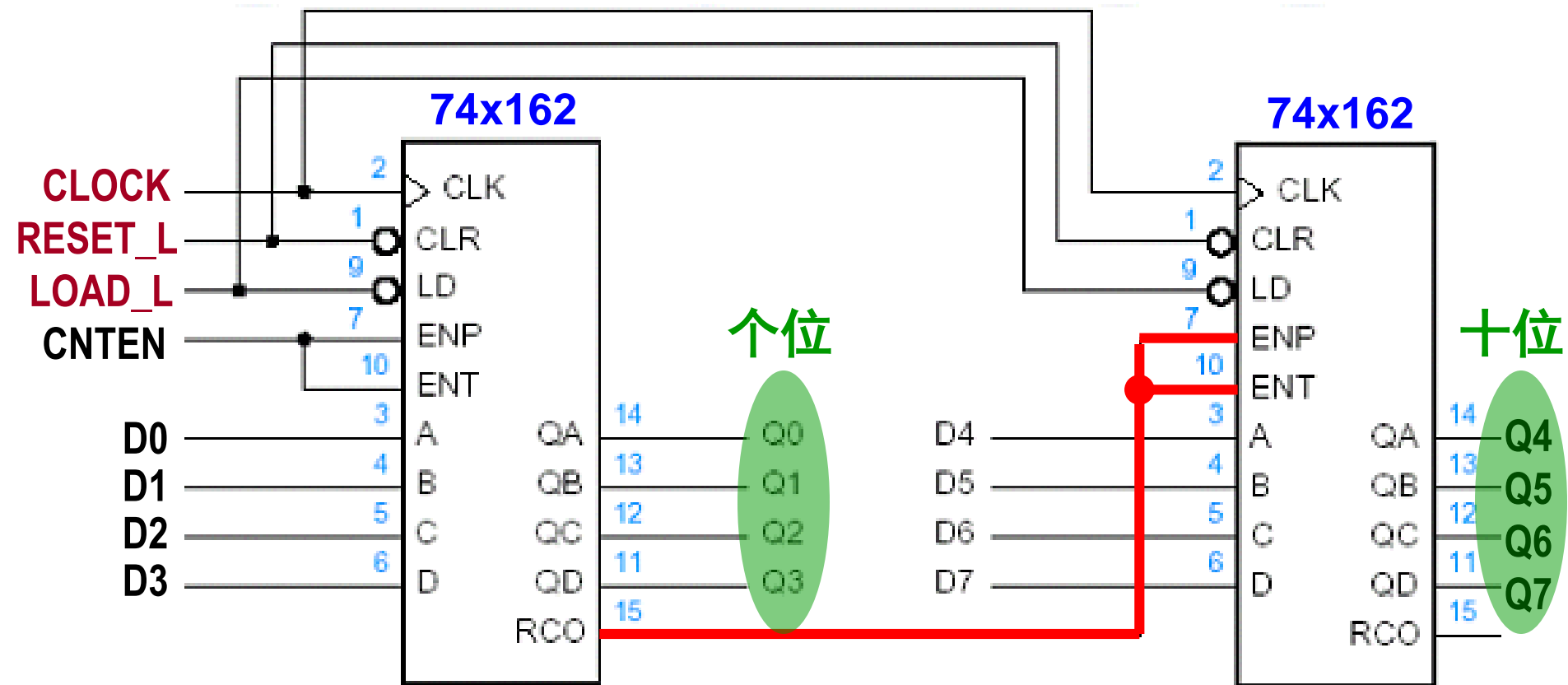
8.5.6 Linear Feedback Shift-Register Counters(LFSR)



0000 0000 ~ 1111 1111



# Example 4: Cascading Decimal Counters (BCD计数器)



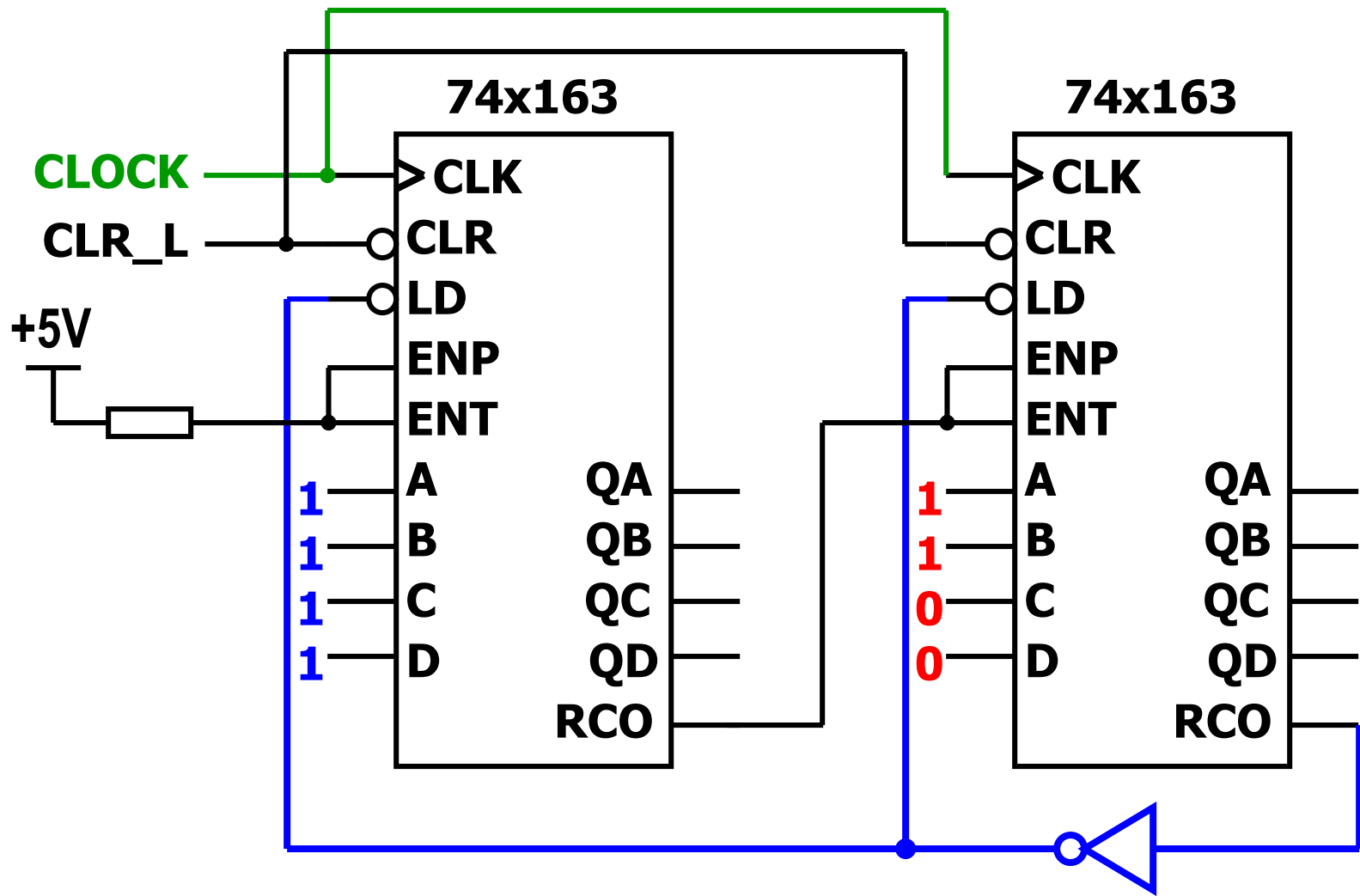
Counting range: 0~99

0000 0000~1001 1001



# Example 5: modulo-193 counter using 74x163

63~255:193 states



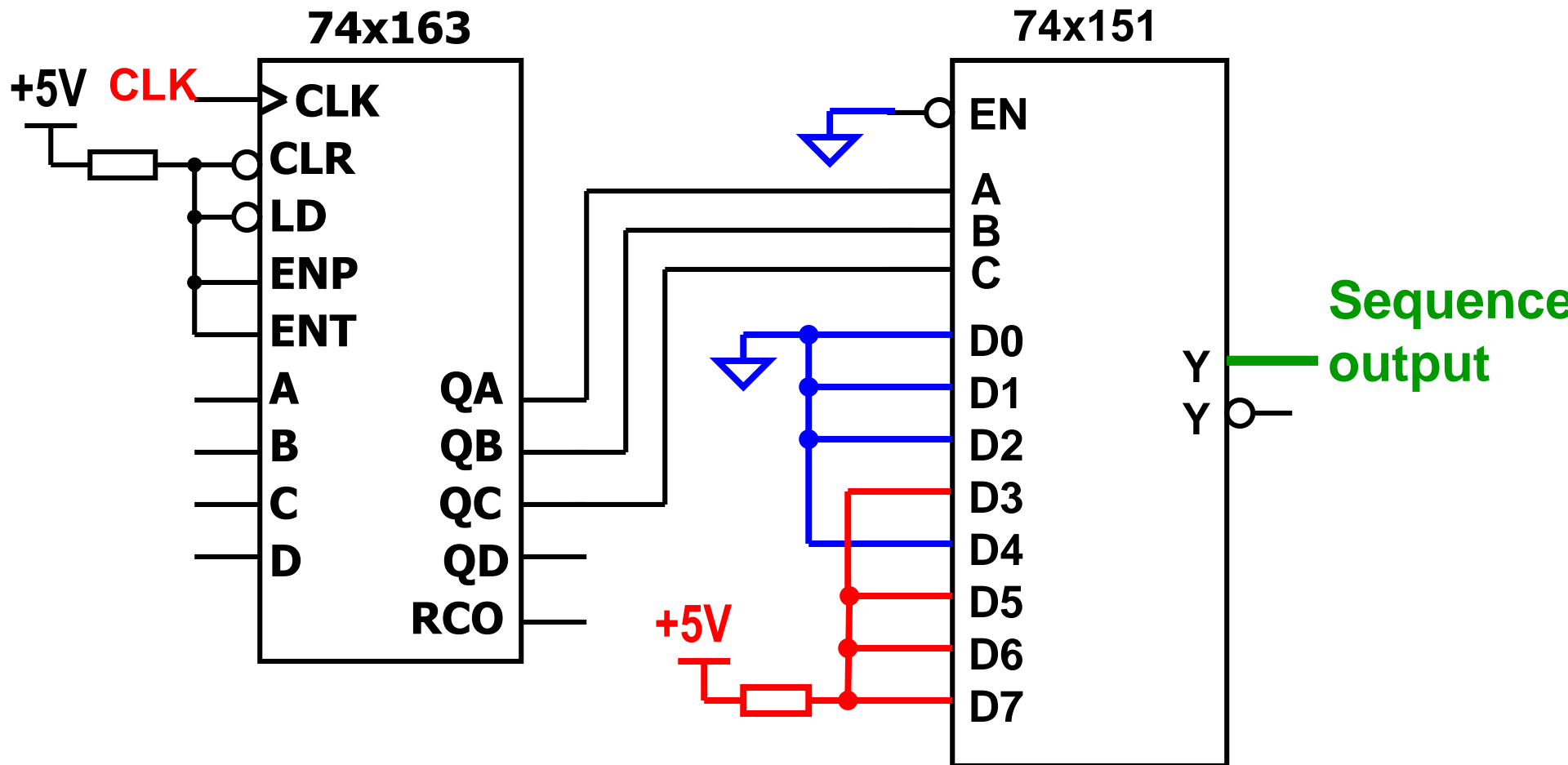
$$63_{10} = ( \text{0011 1111} )_2$$



# Counter application(2)

----- sequence generator 序列信号发生器

**Example 6 : generating 8-bit periodic sequence 00010111**





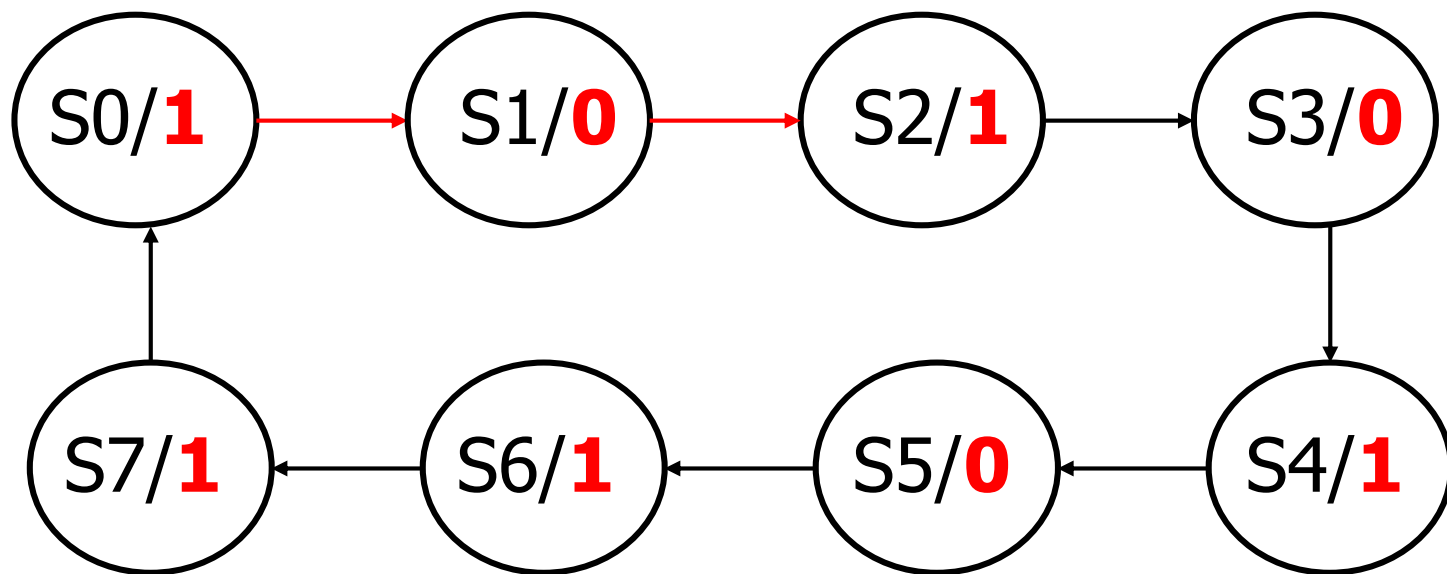
## 计数器的应用 (2)

- 序列信号发生器 又例：在时钟作用下周期产生序列**10101011**，**10101011**，...

MOORE机

8个状态

计数器+组合电路



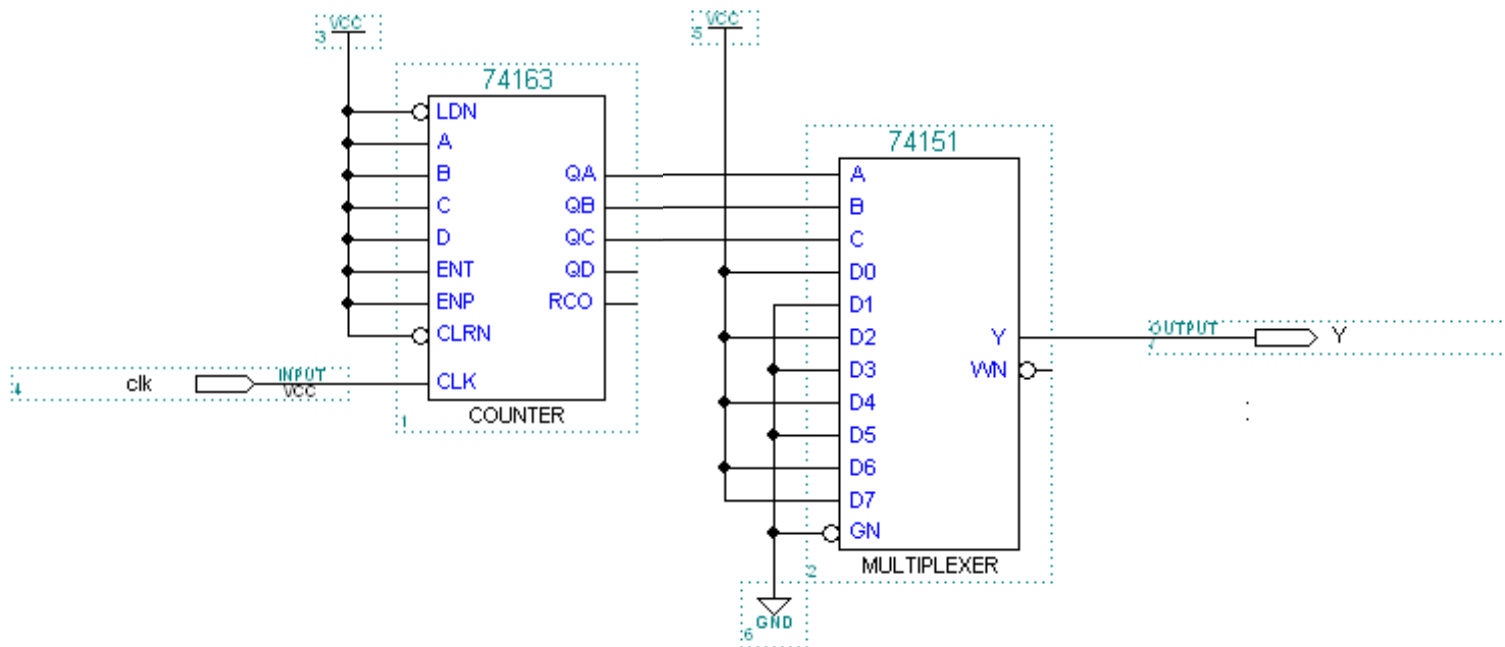


## 计数器的应用 (2)

### 序列信号发生器

又例：在时钟作用下周期产生序列**10101011**,  
**10101011**, ...

计数器+组合电路





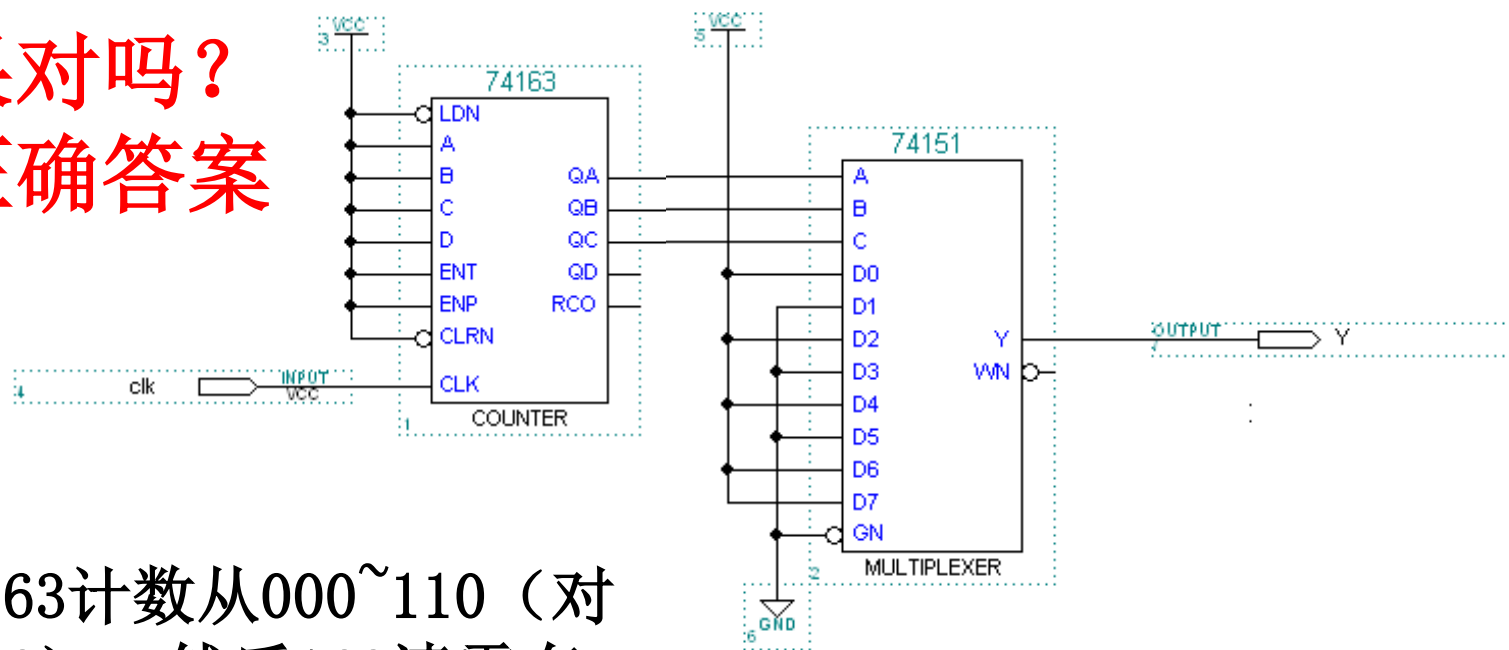
## 计数器的应用（2）

### 序列信号发生器

思考：在时钟作用下周期产生序列**1011011**，  
**1011011**， ...

计数器+组合电路

这个结果对吗？  
请给出正确答案



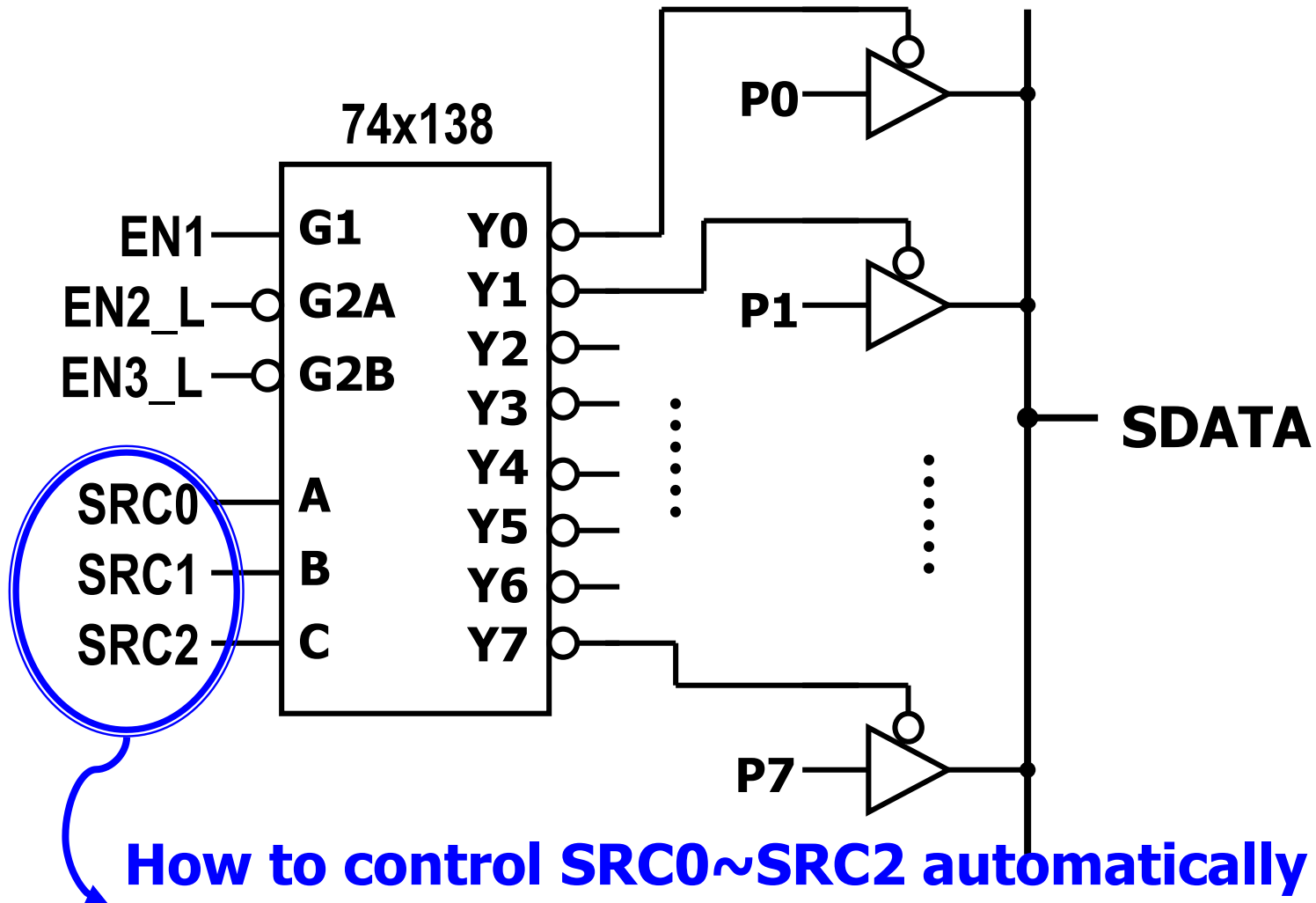
参考方法：163计数从000~110（对应151的D0~D6），然后163清零有效。画出实现上述原理的电路图





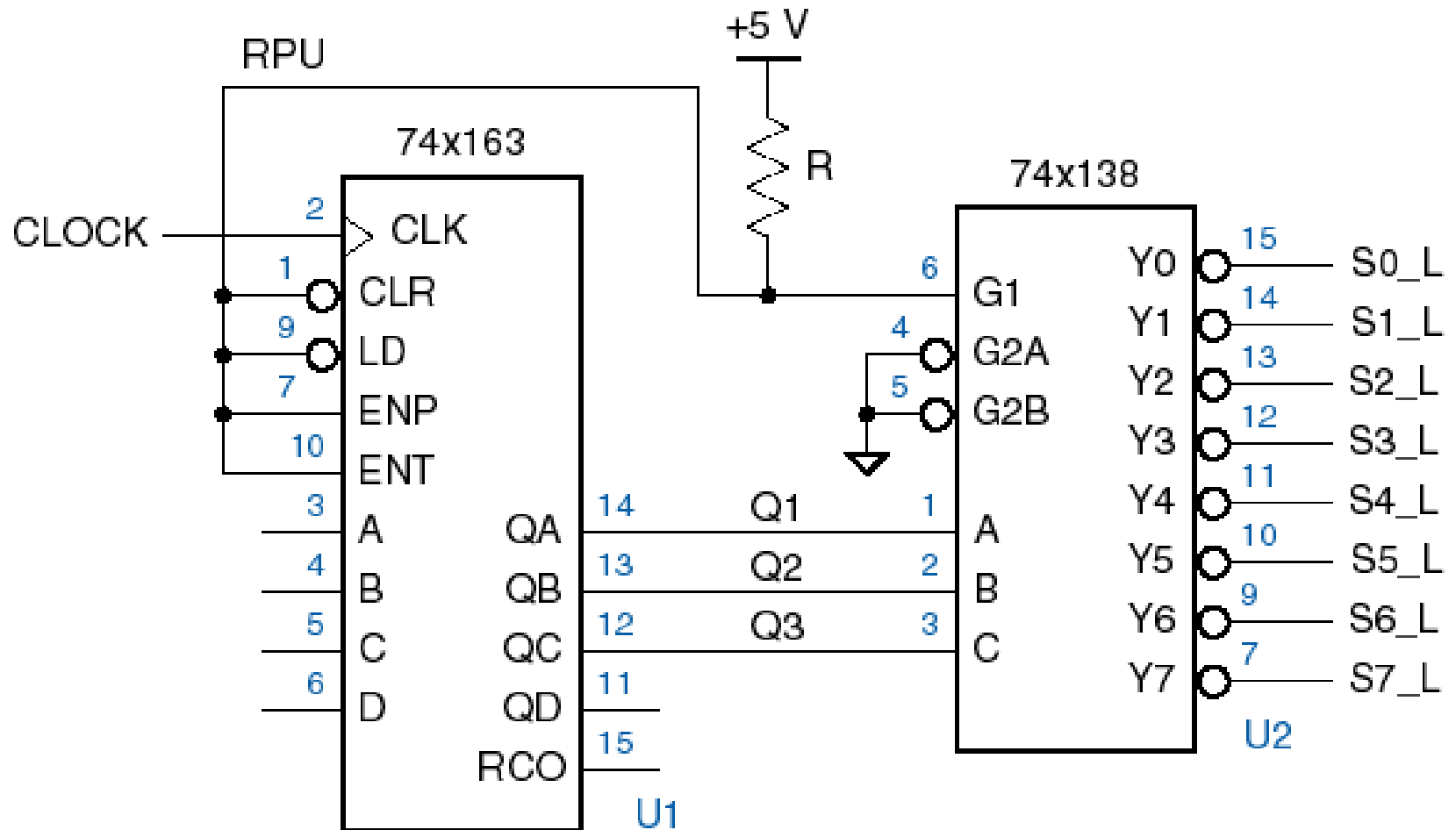
# Counter application(3)

----- control different devices



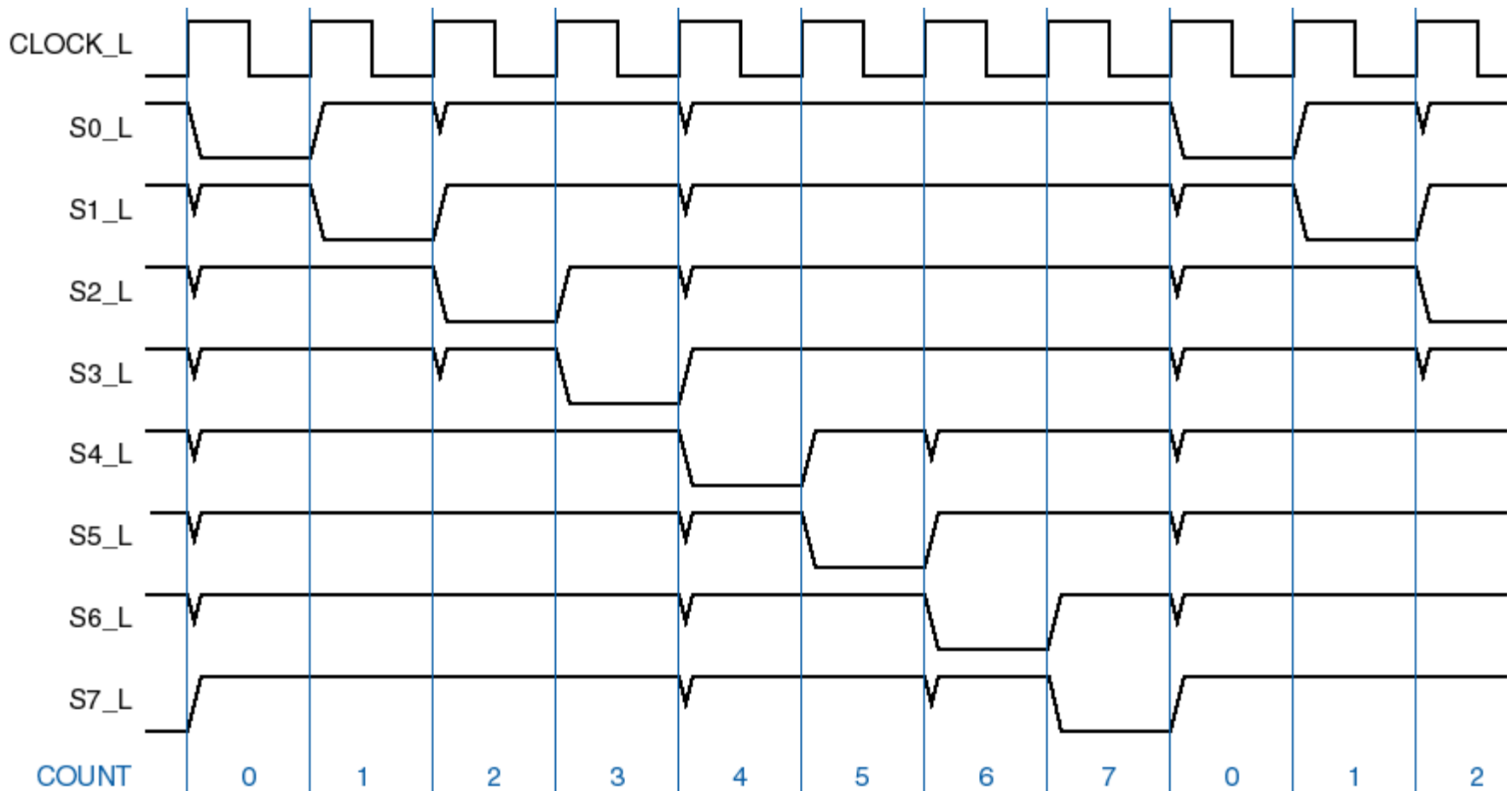


# Decoding binary-counter states





# Decoder waveforms

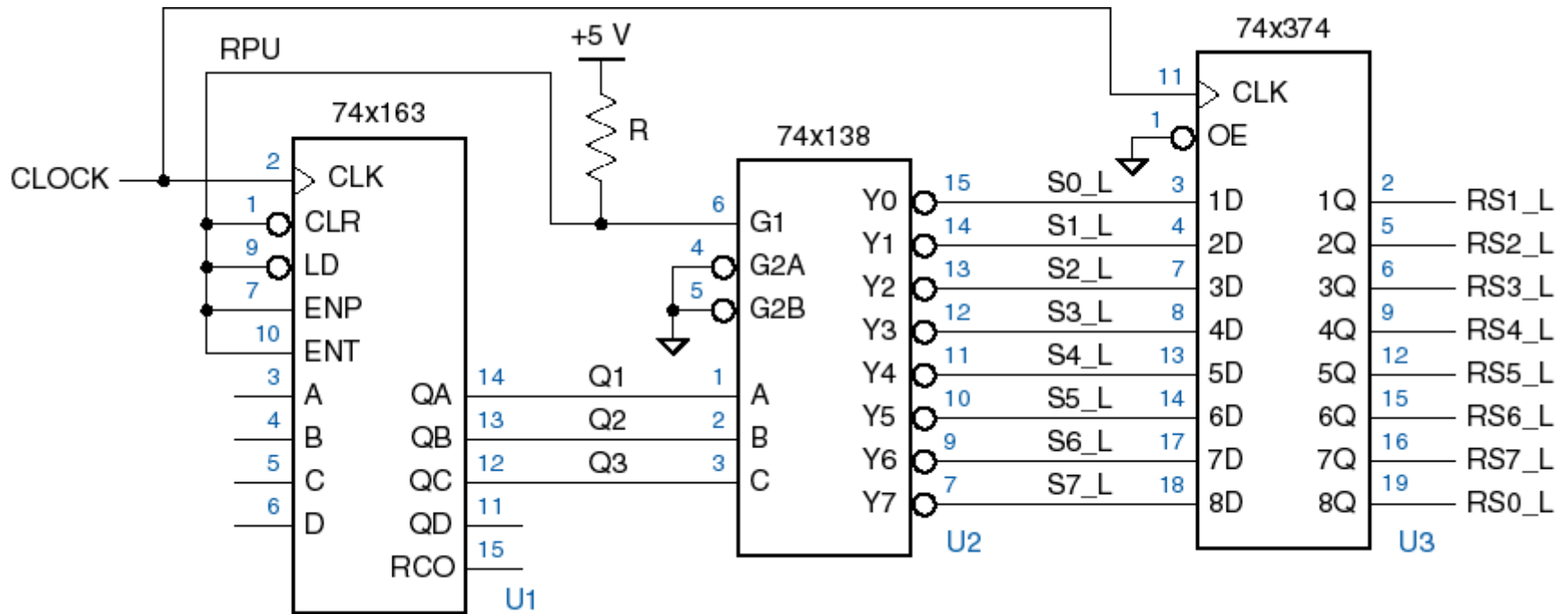


☀ **Glitches** may or may not be a concern.

☀ **原因：**一次状态转移中，若2个及以上**计数位同时变化**，计数器不能准确同步、译码器输出有不同的延迟，则产生**尖峰**；



# Glitch-free outputs



## Solution:

- (1) **74x374** Registered outputs **delayed by one clock tick**.
- (2) We'll show another way to get the same outputs later, using a **shift register**.

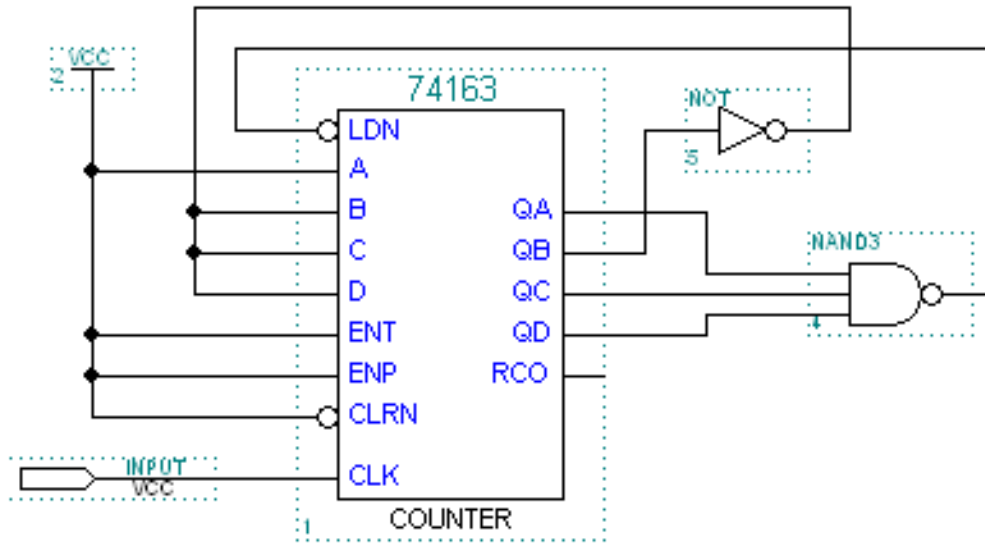


## Thinking:

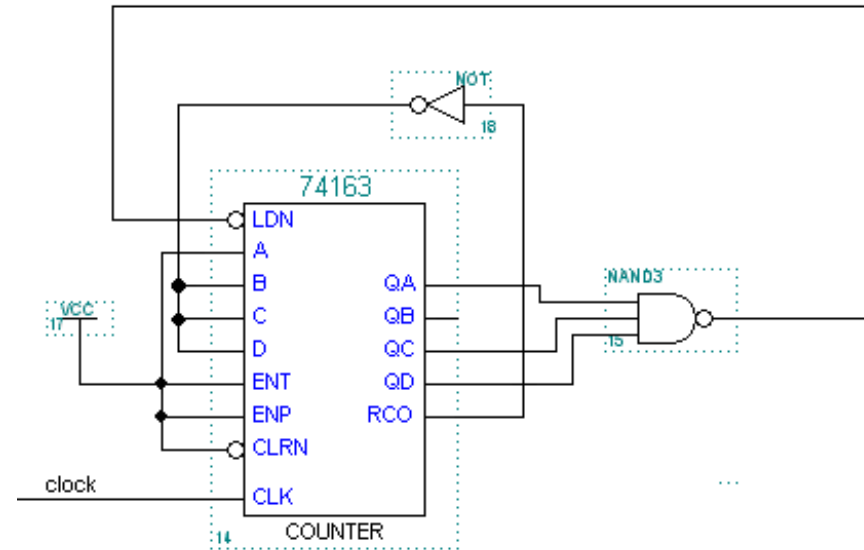
利用74X163和必要的门电路设计一摸14计数器，  
计数序列为：**1**、2、3、4、5、6、7、8、9、10、11、  
12、**13**、**15**、**1**、2.....。  
完成设计并画出电路



## Solution 1



## Solution 2

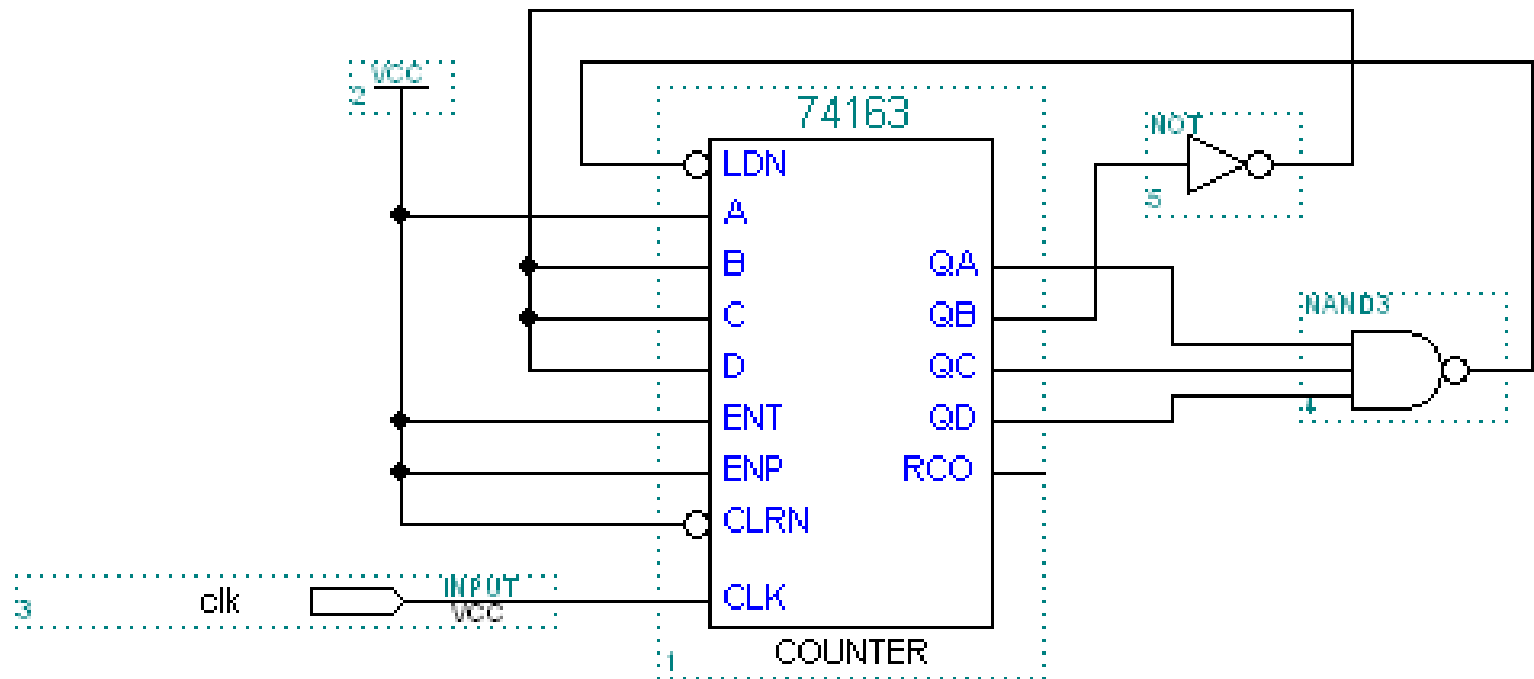


**1101** (13) 后载入**1111** (15) ;

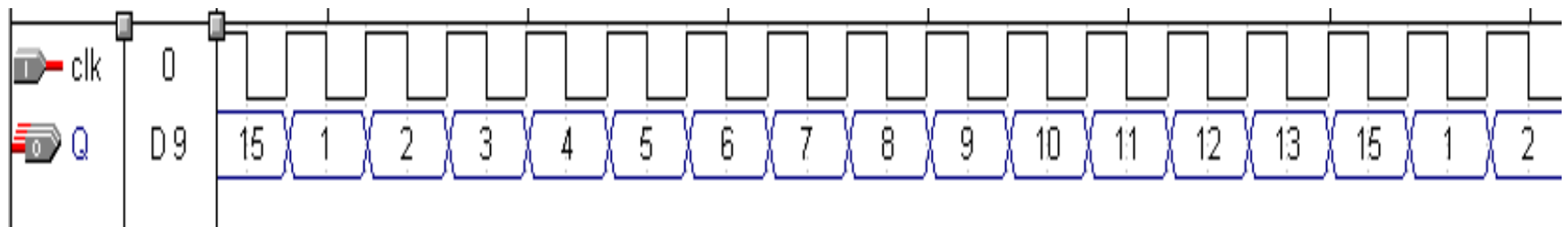
**1111** (15) 后载入**0001** (1) ;



## Solution 1的仿真分析:



仿真波形:





# 8.5 Shift register 移位寄存器

## Contents:

- 8.5.1 Shift-Register Structure
- 8.5.2 MSI Shift Registers
- 8.5.3 Shift-Register Counters
- 8.5.4 Ring Counters
- 8.5.5 Johnson Counters
- 8.5.6 Linear Feedback Shift-Register Counters(LFSR)

## ● Shift Registers types:

- Serial in, serial out shift register
- Serial in, parallel out shift register
- Parallel in, serial out shift register
- Parallel in, parallel out shift register

## ● MSI shift registers: Typical 74x194

## ● Shift Register Applications:

- shift -register counter
- sequence generator/detector
- serial-to-parallel conversion



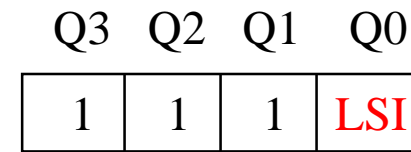
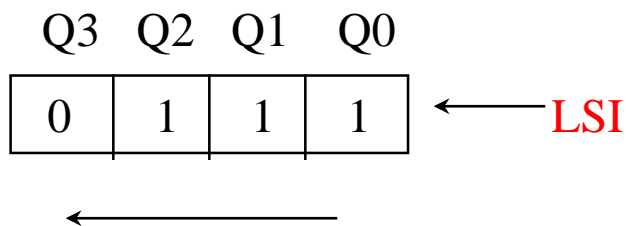


# 8.5 Shift register 移位寄存器

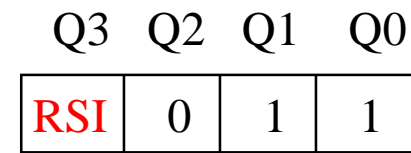
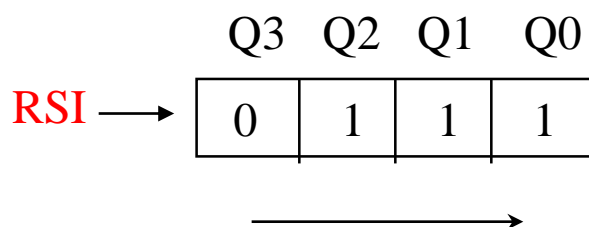
## 8.5.1 Shift-Register Structure

☀ 定义: Multi-bit register that moves stored data bits left/right (1 bit shift per clock cycle)

☀ Shift Left is **towards MSB**



☀ Shift Right is **towards LSB**





# Shift Registers types

## ● Serial-in, serial-out

Serial Out = Serial In  
delayed by  $n$  clock period

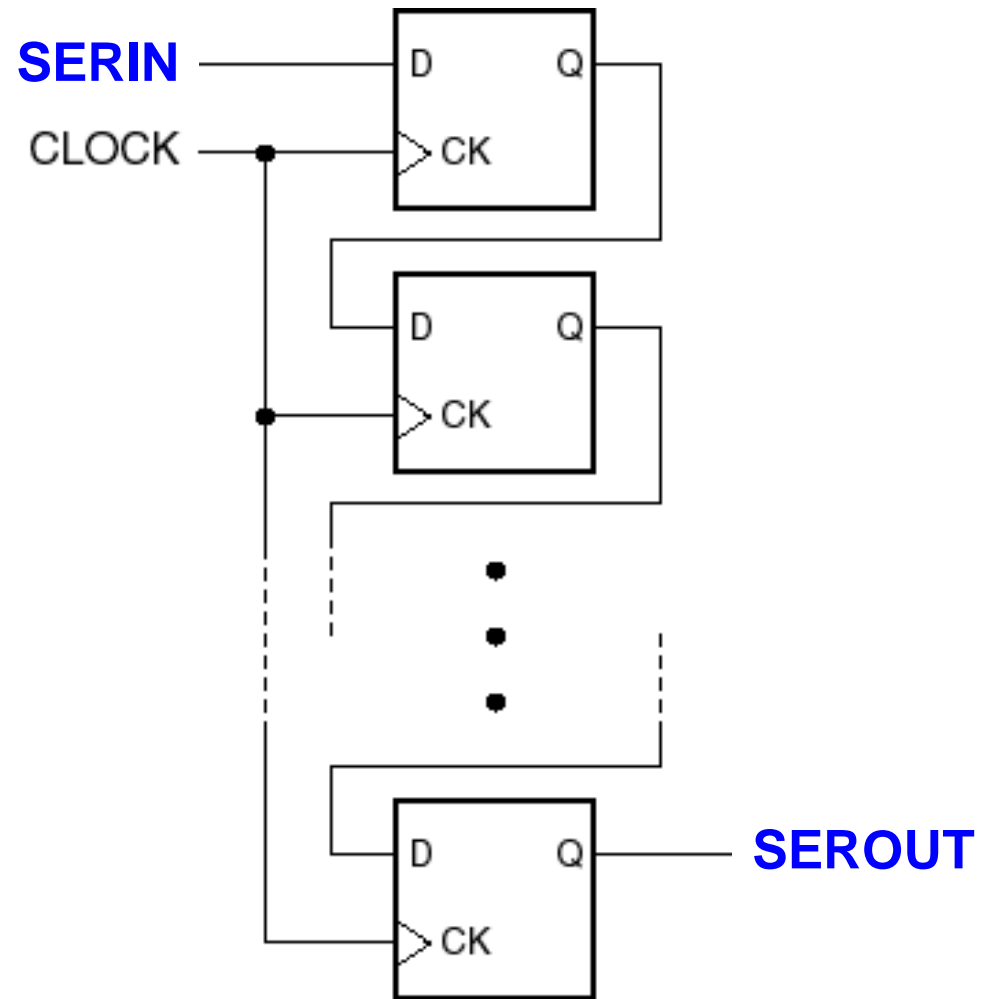
4-bit shift register

example:

serin: 1 0 1 1 0 0 1 1 1 0

serout: - - - - 1 0 1 1 0 0

clock:  $\uparrow \uparrow \uparrow \uparrow \uparrow \uparrow \uparrow \uparrow \uparrow \uparrow$





# ● Serial-in, parallel-out

serial-in

serial-to-parallel  
converter

4-bit shift register

example:

serin: 1 0 1 1 0 0 1 1 1 0

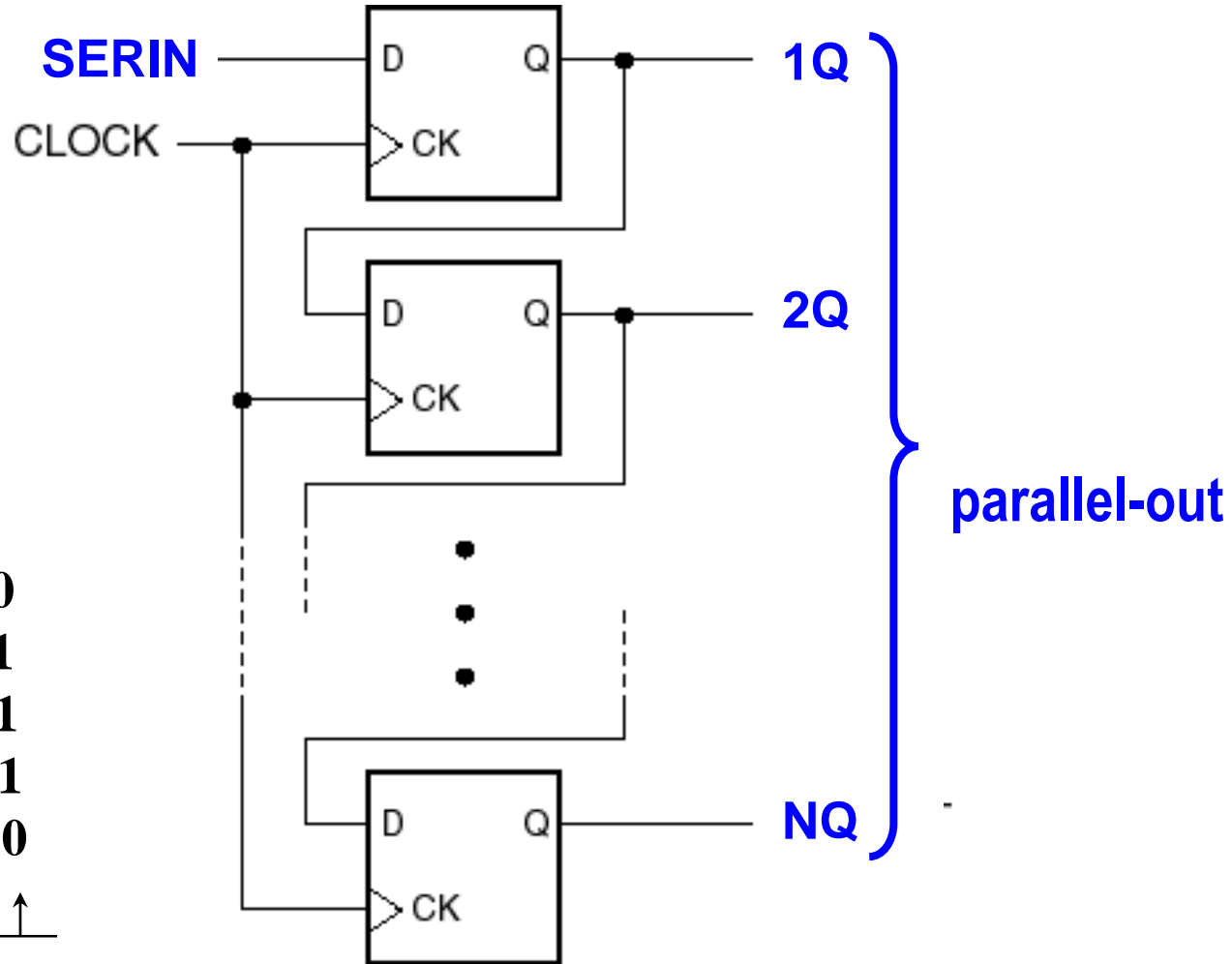
1Q: - 1 0 1 1 0 0 1 1 1

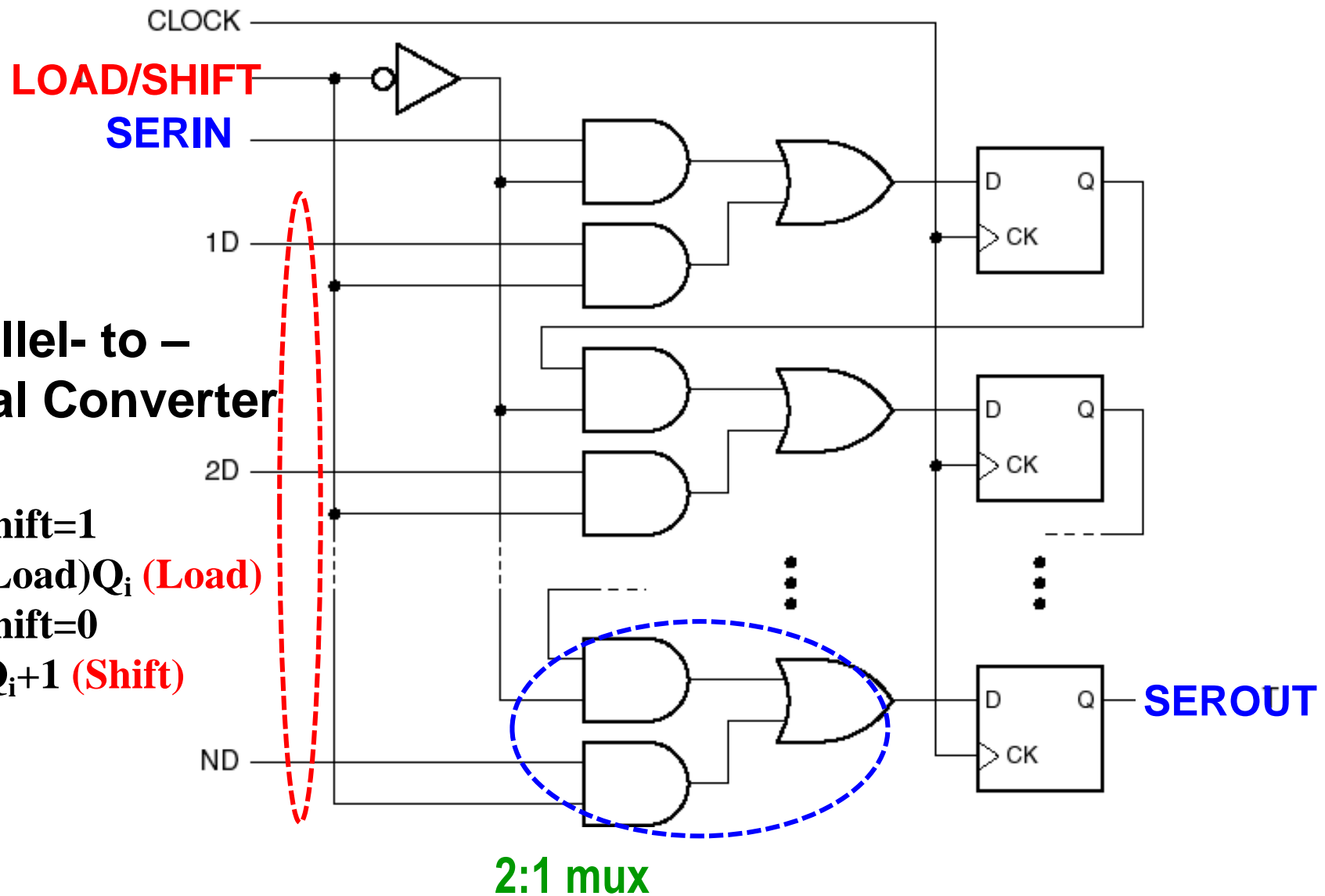
2Q: - - 1 0 1 1 0 0 1 1

3Q: - - - 1 0 1 1 0 0 1

4Q: - - - - 1 0 1 1 0 0

clock:

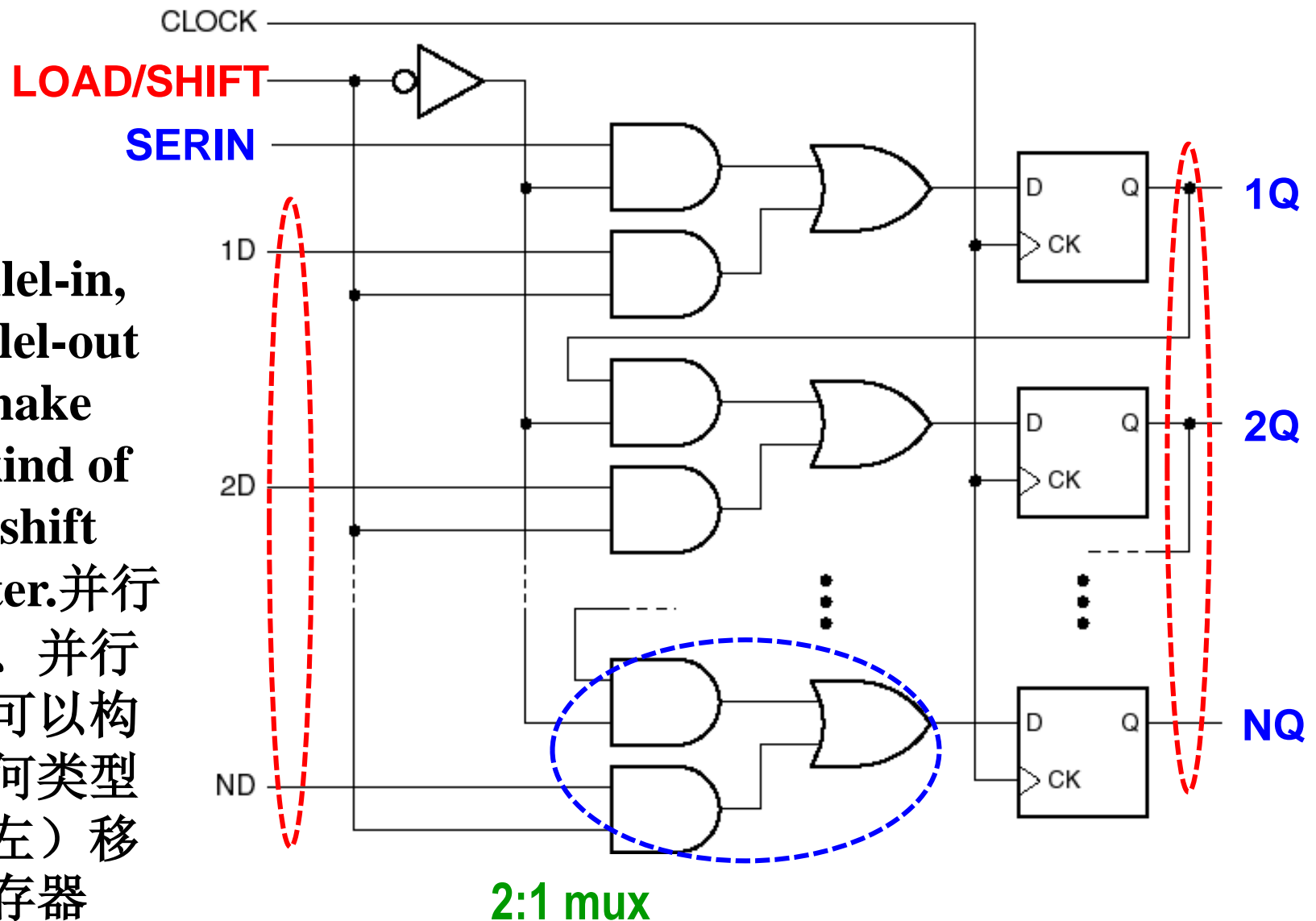






## ● Parallel-in, Parallel-out

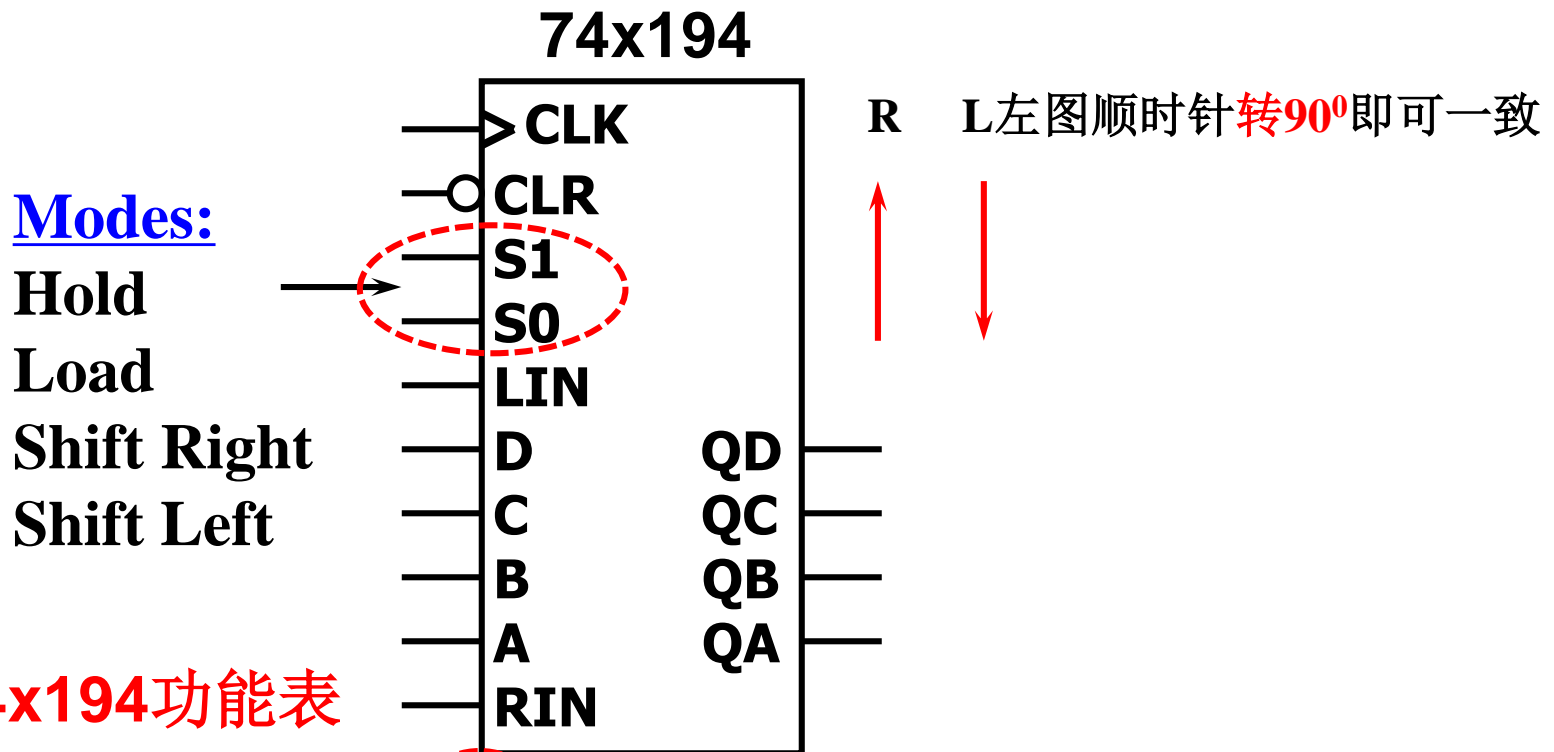
Parallel-in,  
parallel-out  
can make  
any kind of  
(left) shift  
register. 并行  
输入、并行  
输出可以构  
成任何类型  
的（左）移  
位寄存器



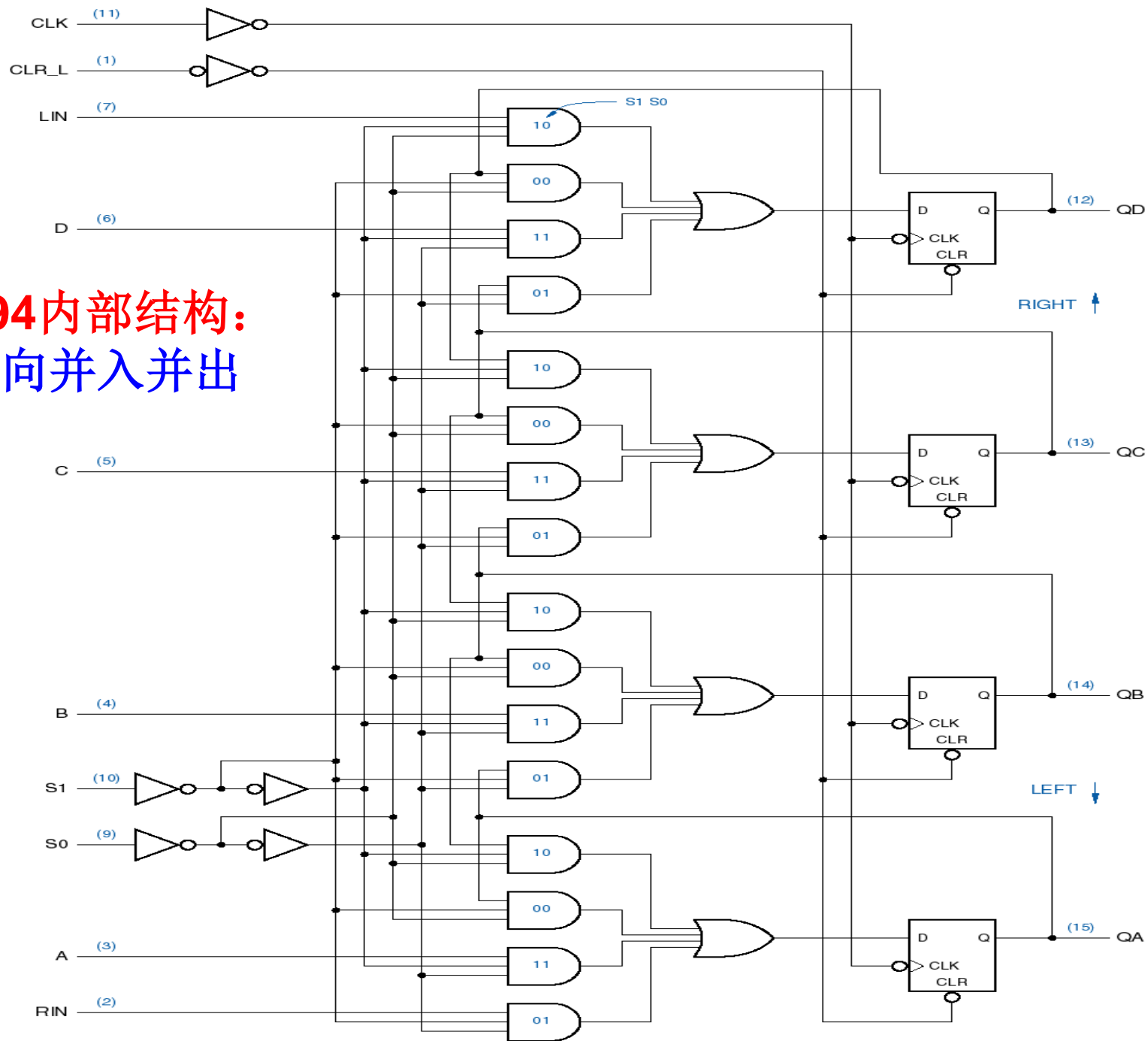


## 8.5.2 MSI shift registers

### Bi-directional Universal Shift Registers



Function	Mode		Next state			
	S1	S0	QA*	QB*	QC*	QD*
Hold	0	0	QA	QB	QC	QD
Shift right/up	0	1	RIN	QA	QB	QC →
Shift left/down	1	0	QB	QC	QD	LIN ←
Load	1	1	A	B	C	D



**74x194内部结构:**  
**4位双向并入并出**



$$\mathbf{Q}_i^* = \mathbf{D} = \mathbf{S1}' \cdot \mathbf{S0}' \cdot \mathbf{Q}_i + \mathbf{S1}' \cdot \mathbf{S0} \cdot \mathbf{Q}_{i+1} + \mathbf{S1} \cdot \mathbf{S0}' \cdot \mathbf{Q}_{i-1} + \mathbf{S1} \cdot \mathbf{S0} \cdot \mathbf{In}_i$$

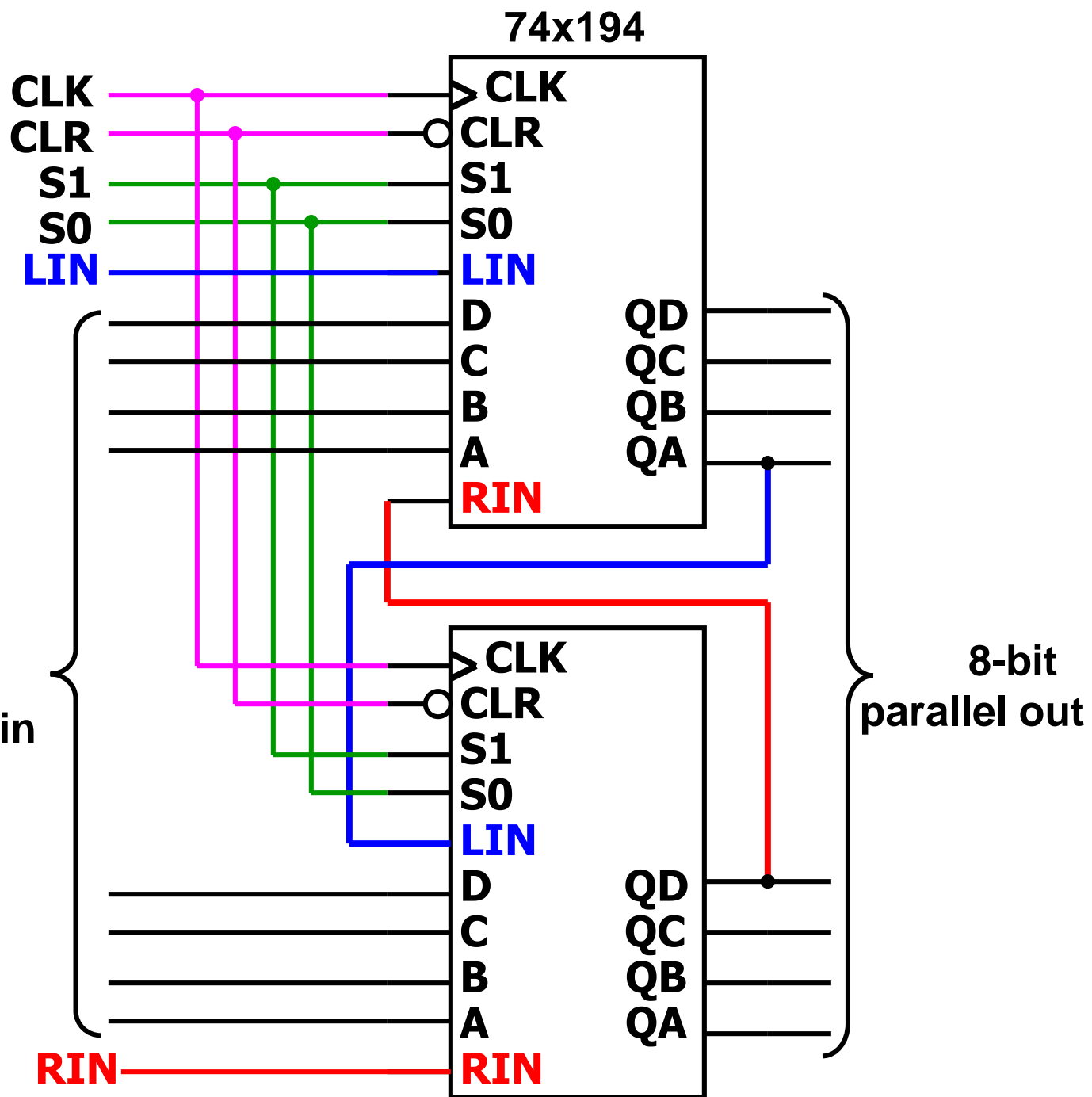
其中，这里的 $\mathbf{Q}_i = \mathbf{Q}_C$ ,  $\mathbf{Q}_{i+1} = \mathbf{Q}_B$ ,  $\mathbf{Q}_{i-1} = \mathbf{Q}_D$ ,  $\mathbf{In}_i = \mathbf{C}$





# Cascading: 8-bit shift register

8-bit  
Parallel in





# Shift Register Applications

## 8.5.3 Shift-register counters

定义：与组合逻辑一起构成循环状态图的状态机

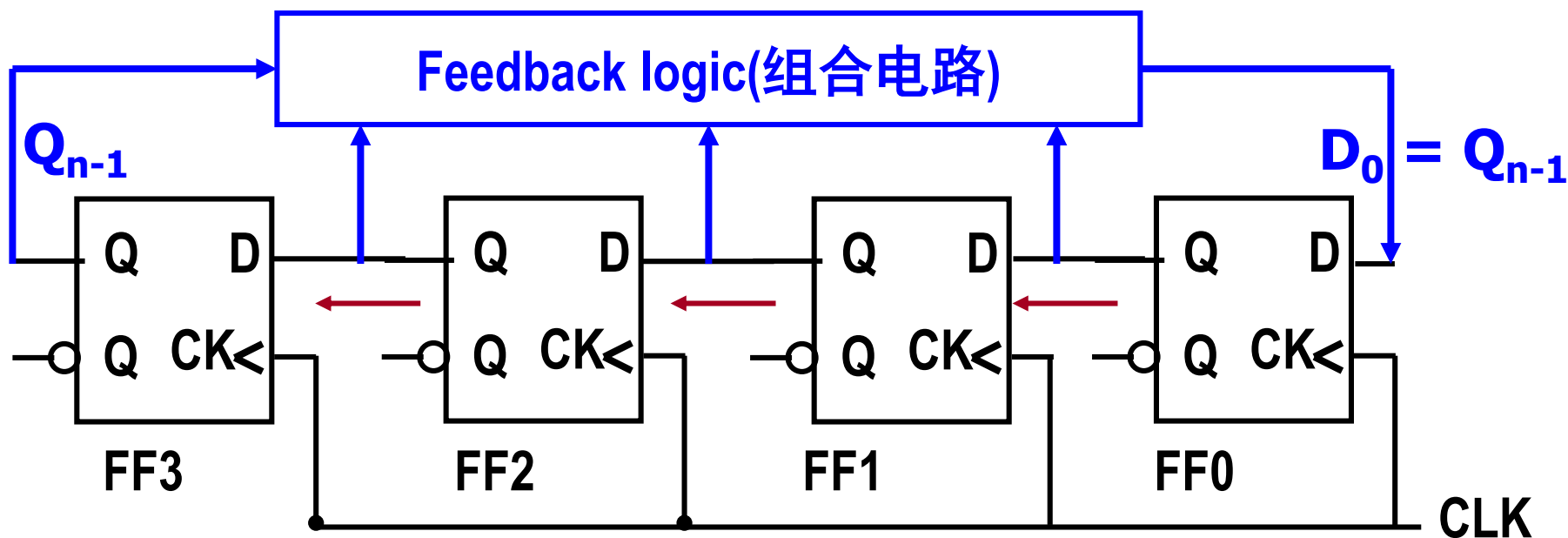
特点：(1)状态图是循环的；(2)计数顺序非升非降，应用于控制领域；

下面介绍Shift-register counters在三个方面的应用

### 8.5.4 Ring Counters

### 8.5.5 Johnson Counters

### 8.5.6 Linear Feedback Shift-Register Counters(LFSR)

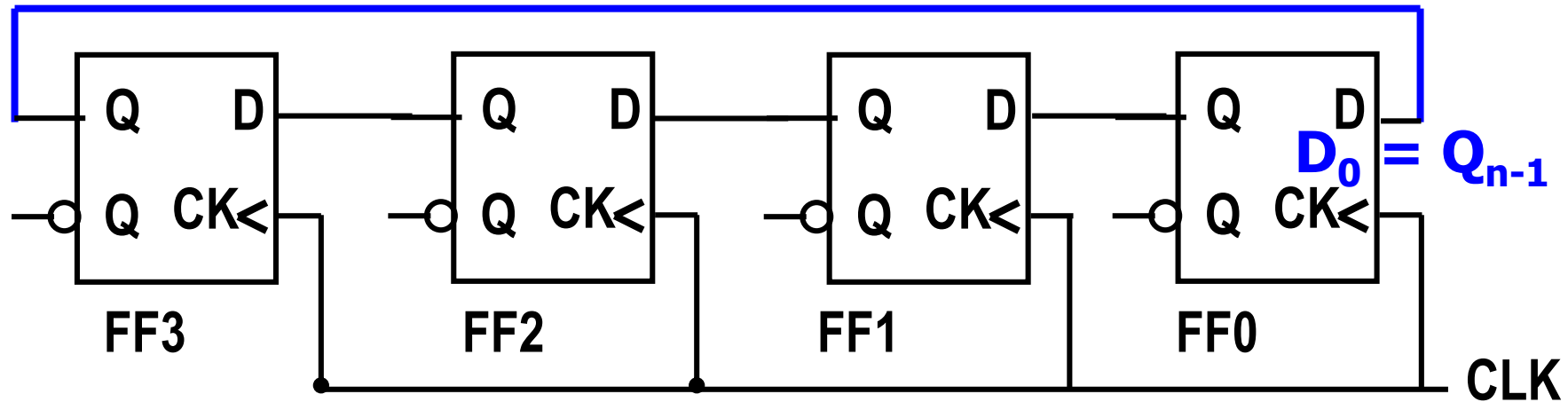


$$\text{激励方程: } D_0 = F(Q_0, Q_1, \dots, Q_{n-1})$$

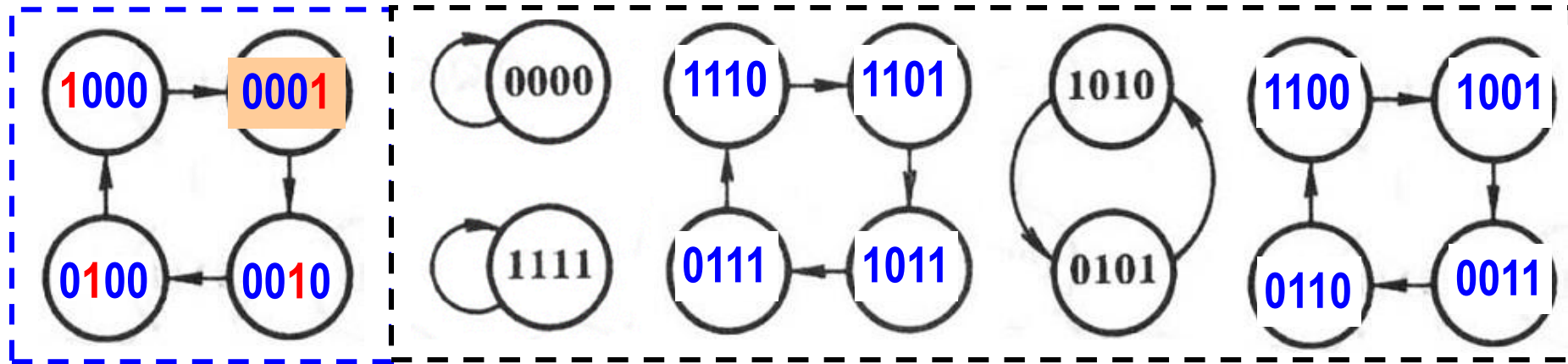


## 8.5.4 Ring counter—— not self-correcting or not self-starting

$$Q_{n-1} = Q_3$$



Assume initial state: **0001**



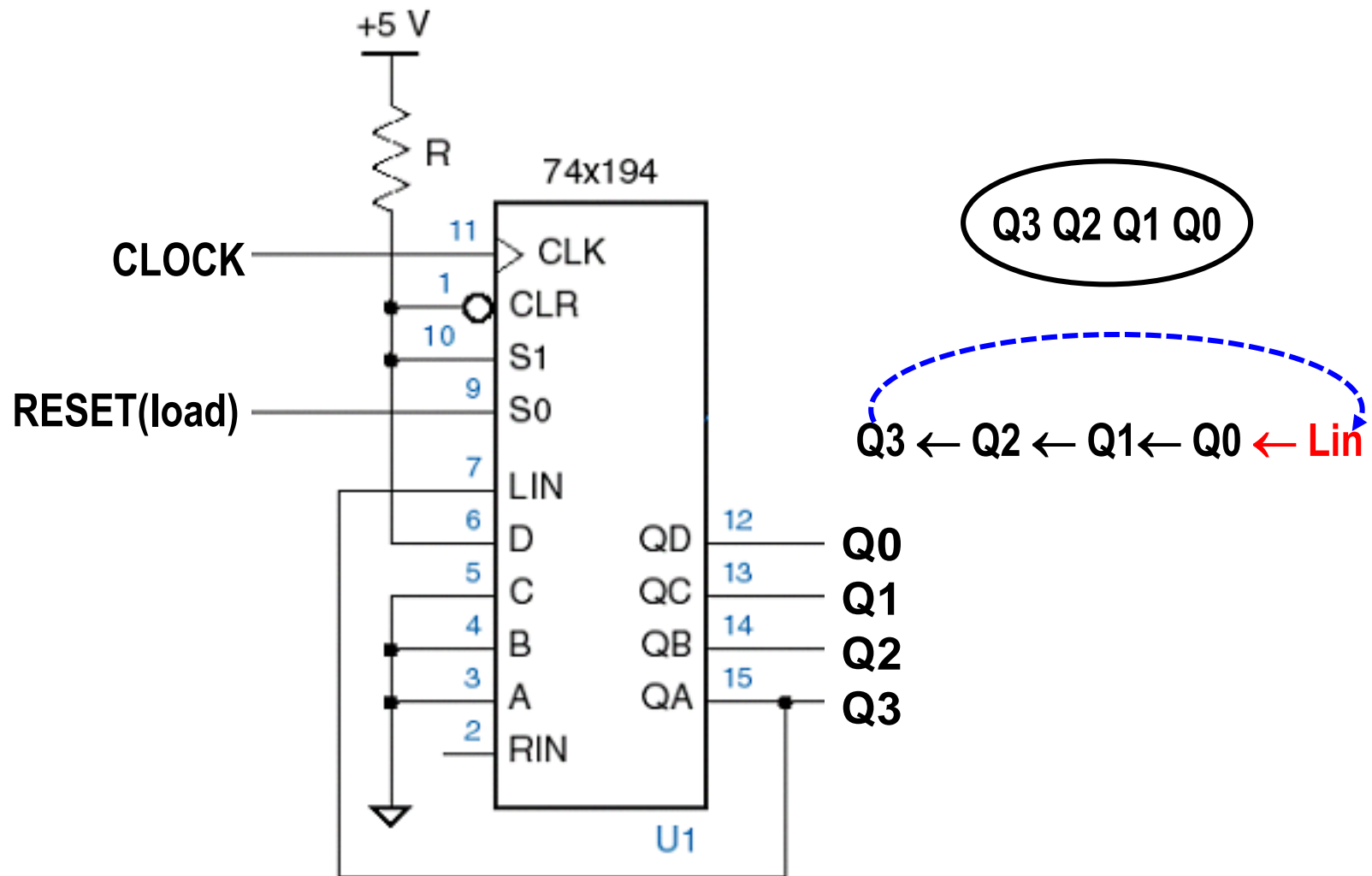
有效状态：单个 “1” 循环

Q3 Q2 Q1 Q0

无效状态



## 8.5.4 Ring counter — not self-correcting or not self-starting

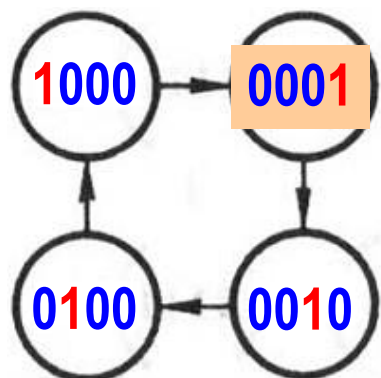


Ring counter (单个“1”循环) with 74x194的连接线路



# 自检/自校正/自启动设计 for a single circulating "1"

Q3 Q2 Q1 Q0



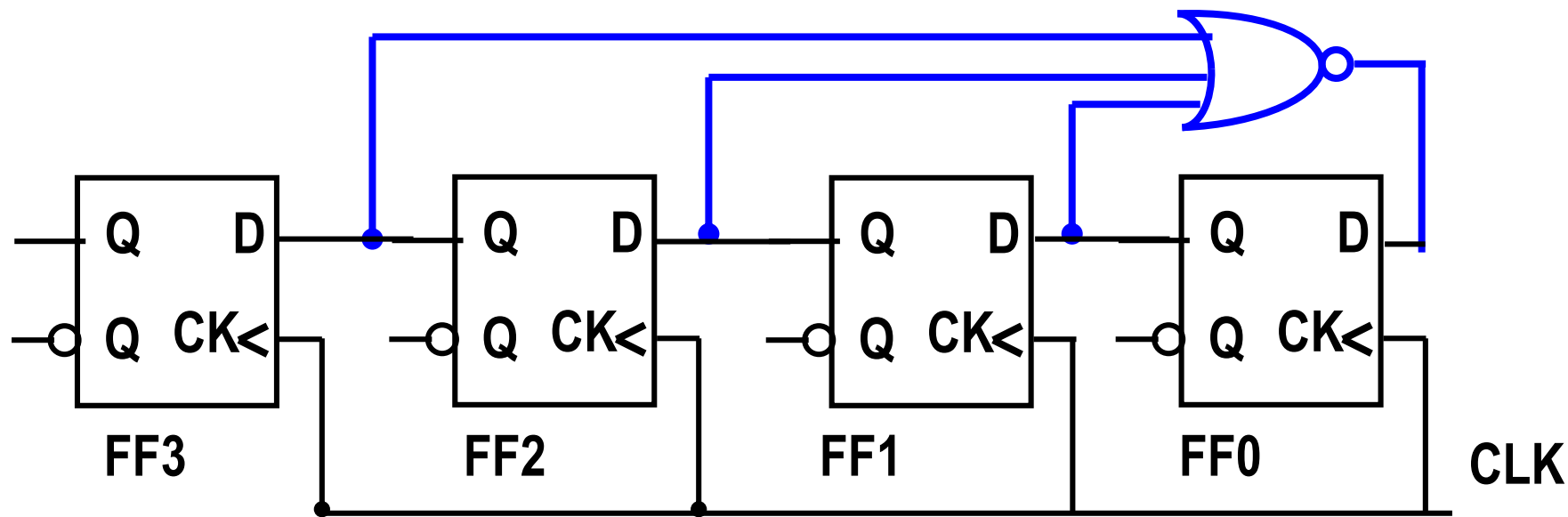
校正原理1:

When Q2,Q1,Q0 are **all 0**, D0=1,else (否则) D0=0

**注意:** 在左边所示的有效状态图中, Q3Q2Q1Q0 从1000到**0001**是正常转移, 无需校正。该方法主要针对**前述**无效状态图的校正, 比如, **0000**

有效状态: 单个 "1" 循环

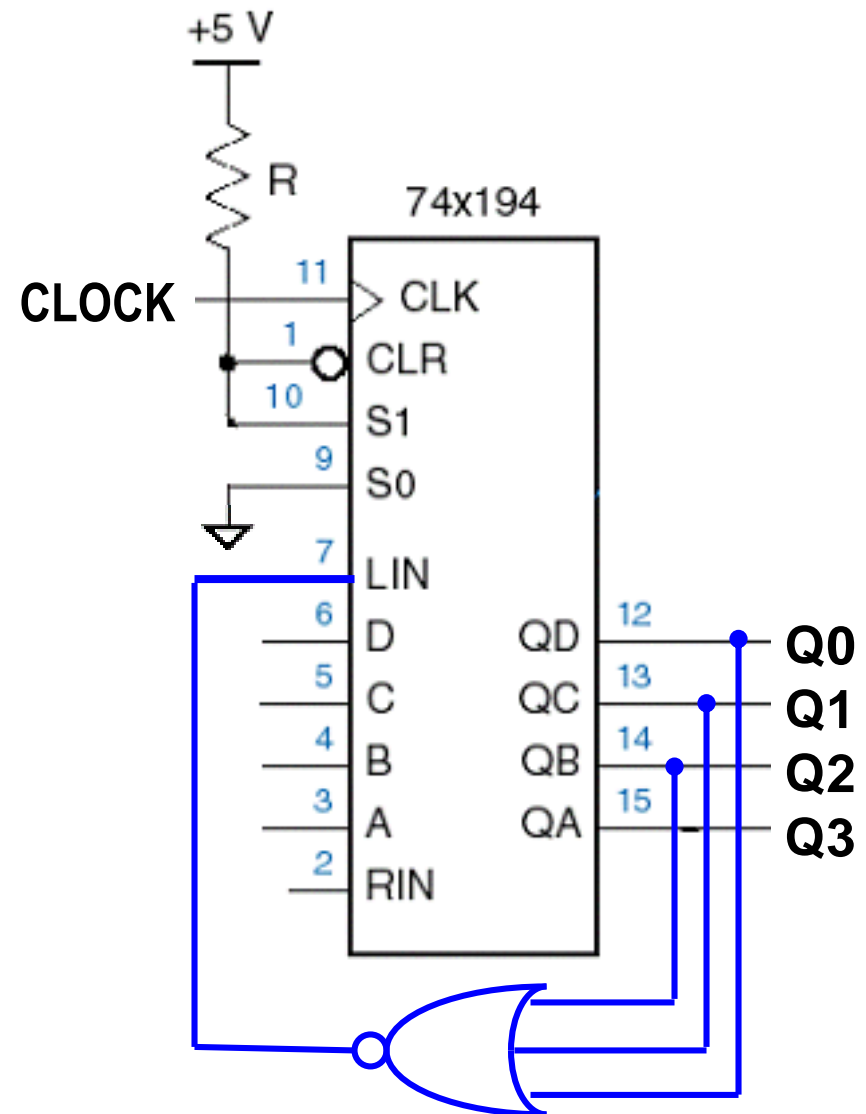
Self-correcting (分立电路自校正)





# 自检/自校正/自启动设计 for a single circulating “1”

Self-correcting using 74x194 (MSI自校正)

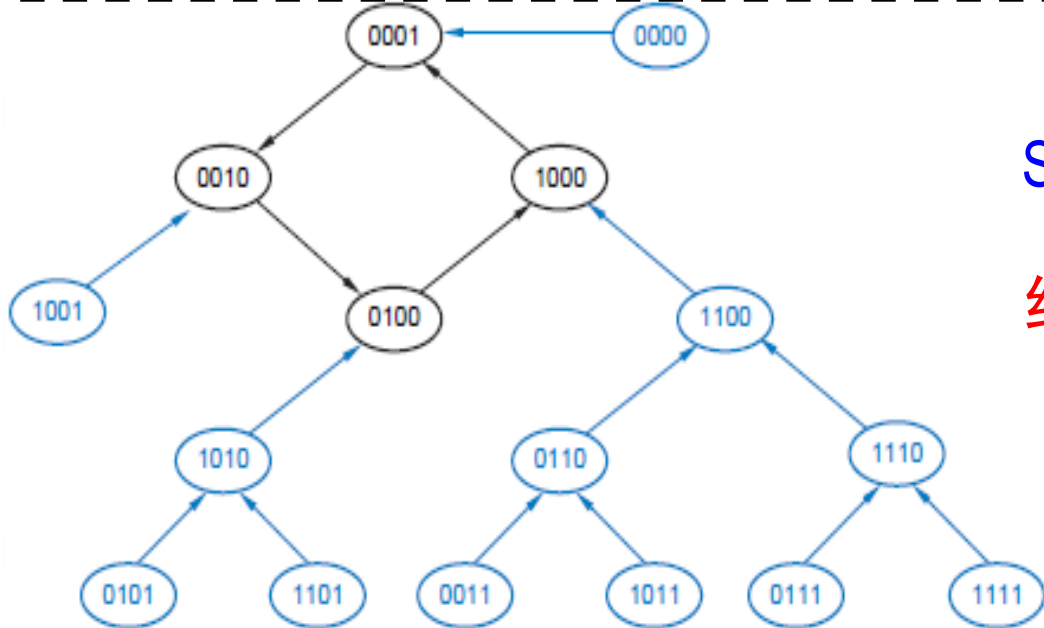
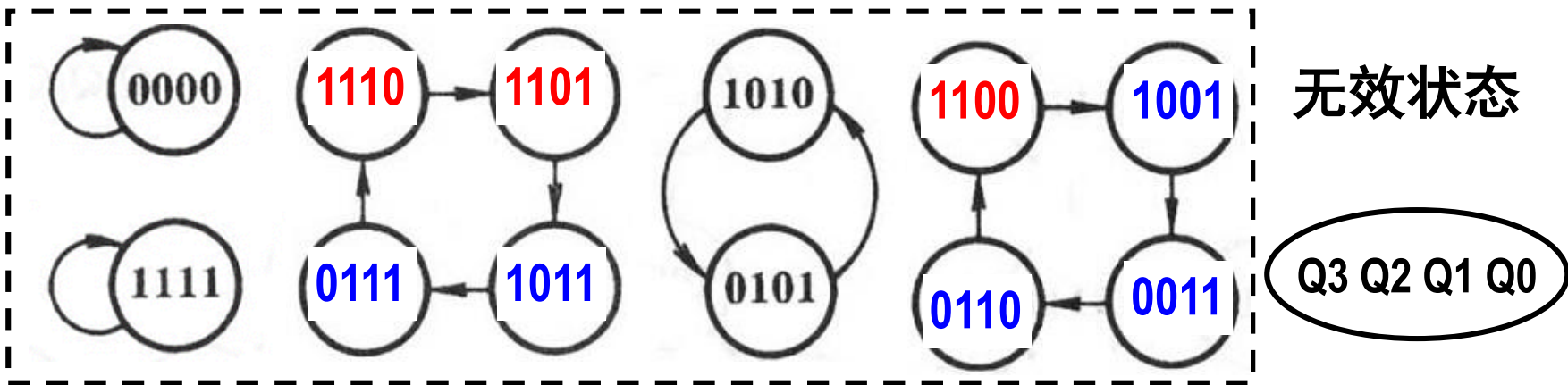




# 自检/自校正/自启动设计 for a single circulating "1"

校正原理1: When Q2, Q1, Q0 are all 0, D0=1, else (否则) D0=0

因此, 对无效状态图中的**0000**校正后则转移到**0001**, 而不是**0000**的循环; 对无效状态图中的**1111**校正后则转移到**1110**, 而不是**1111**的循环; 同理, 可分析如下无效状态转移的自检情况



Self-correcting 状态图

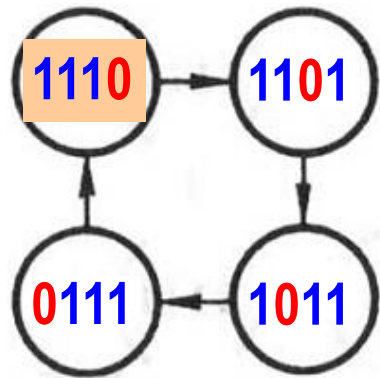
结论: 校正后, 所有16个状态完全自检



# 自检/自校正/自启动设计 a single circulating “0”

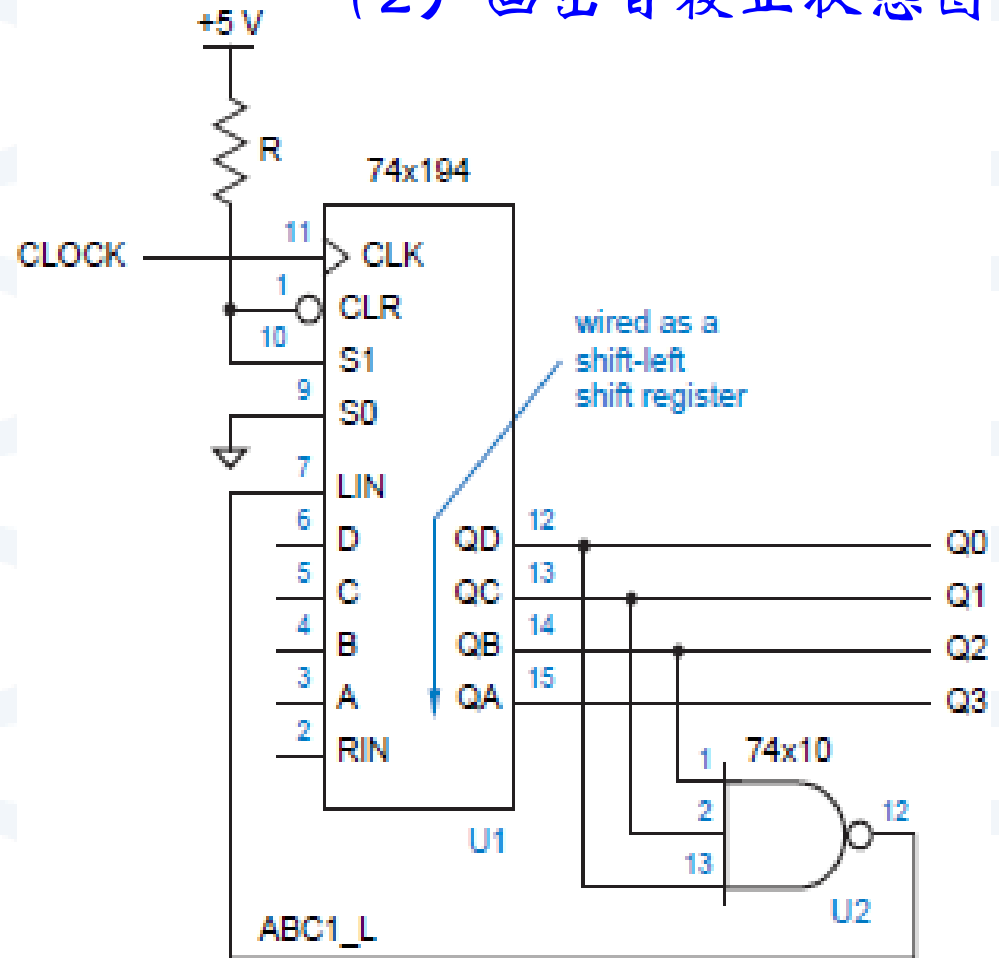
校正原理2: When  $Q_2, Q_1, Q_0$  are all 1,  $D_0=0$ , else (否则)  $D_0=1$

有效状态: 单个“0”循环



Q3 Q2 Q1 Q0

思考: (1) 画出其余无效状态图;  
(2) 画出自校正状态图



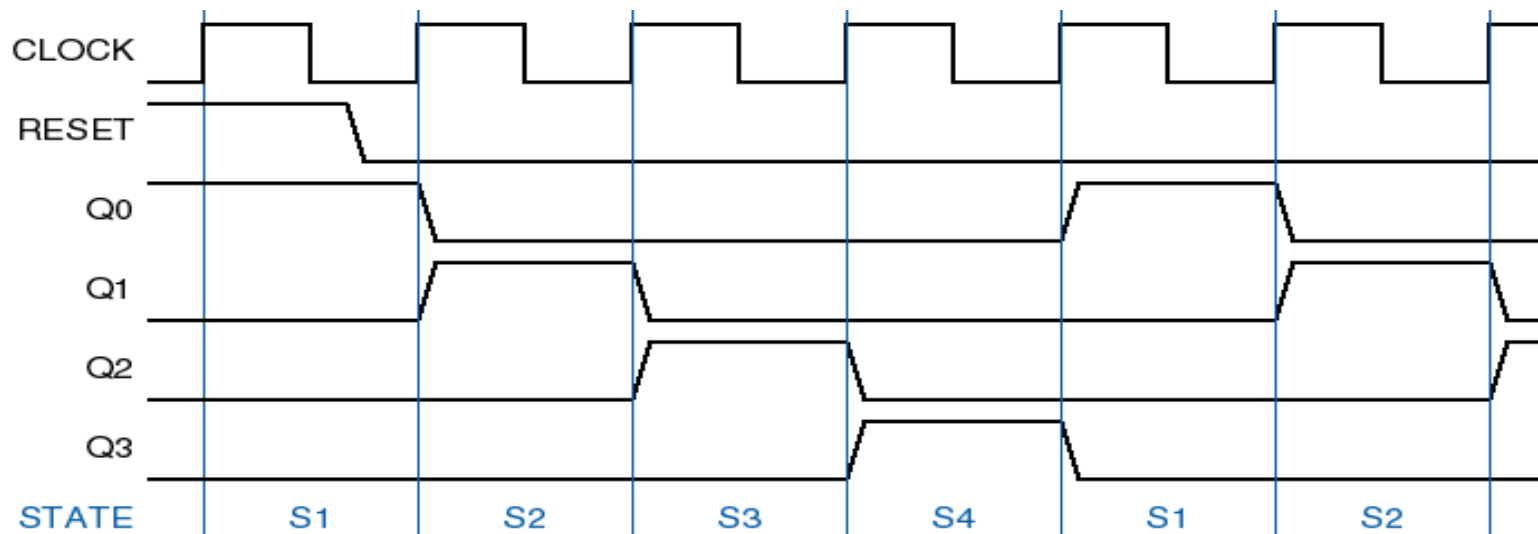
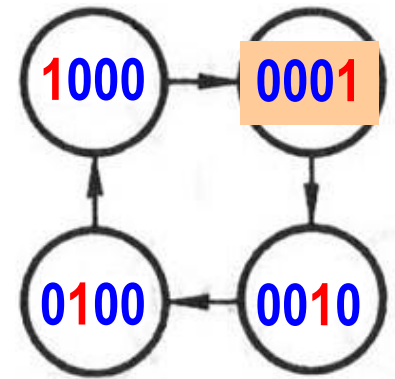




## Conclusion:

For n-bit Ring counter, **n** normal states,  
 **$2^n - n$**  abnormal states

4-bit Ring counter



Ring counter **application**: its states appear in **1-out-of-n** decoded form directly on the flip-flop outputs. Furthermore, these outputs are "**glitch free**".