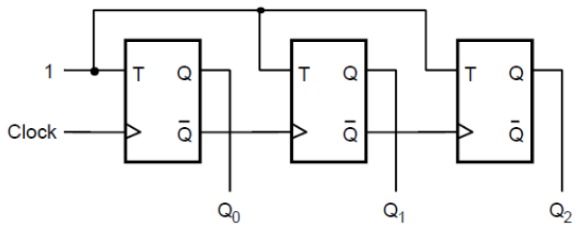
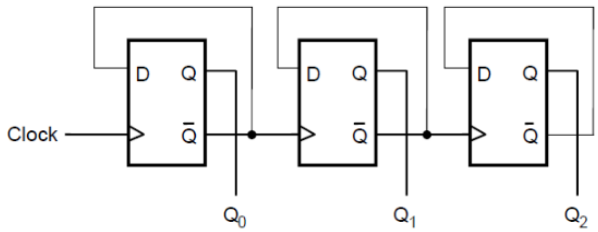
# VE270 Lecture 8 Counter

## Asynchronous Binary Counter

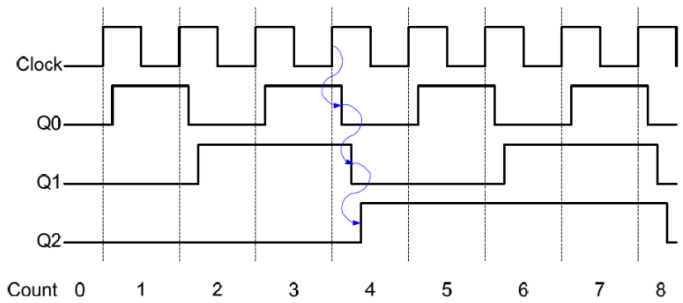
### T-Flip-Flops implementation




### D-Flip-Flops implementation




### Problem: Delays



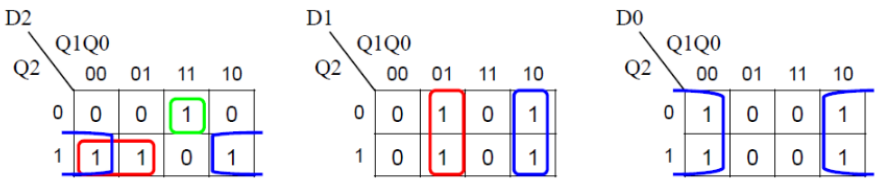
# Synchronous Binary Counter

## Design (With D-Flip-Flop)

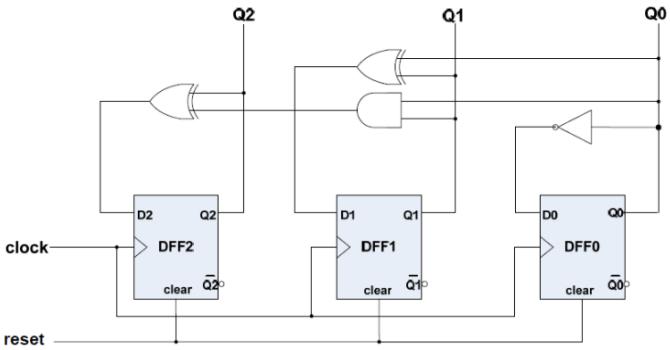
| Present State | | | Next State | | | D flip flop input | | |
|---|---|---|---|---|---|---|---|---|
| Q2 | Q1 | Q0 | $Q2^+$ | $Q1^+$ | $Q0^+$ | D2 | D1 | D0 |
| 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 |
| 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 | 1 | 1 | 0 | 1 | 1 |
| 0 | 1 | 1 | 1 | 0 | 0 | 1 | 0 | 0 |
| 1 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 1 |
| 1 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | 0 |
| 1 | 1 | 0 | 1 | 1 | 1 | 1 | 1 | 1 |
| 1 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |

With the Present State as the D flip flop output.

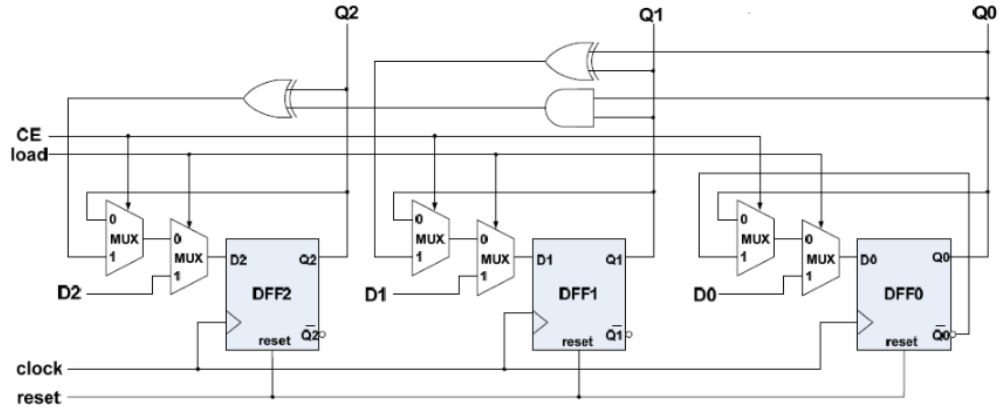
Apply K-Map method:



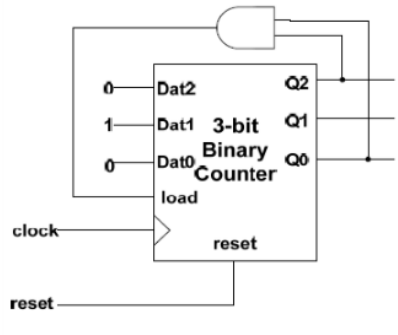

So we get $D_n = Q_n \oplus (Q_{n-1} \cdots Q_n)$



## External Control



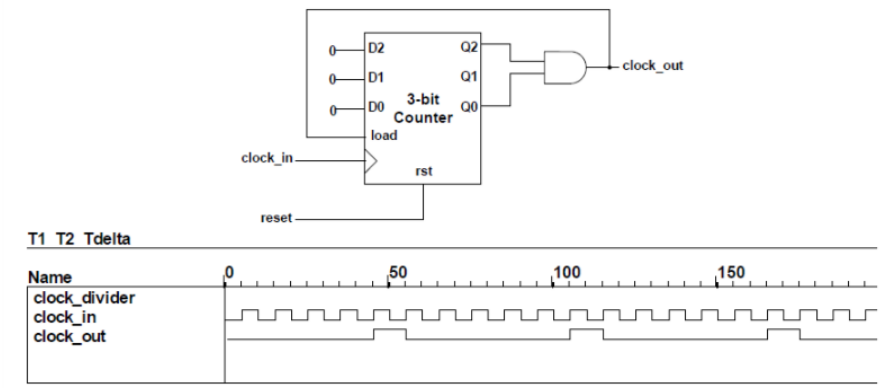

## Customize Counting Sequence



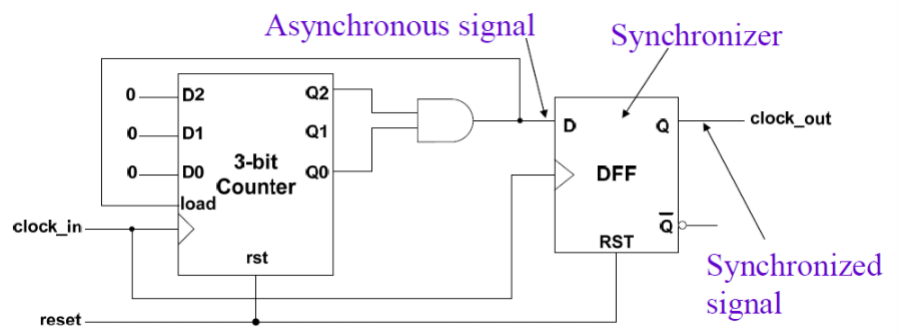

| Q2 | Q1 | Q0 | Q2⁺ | Q1⁺ | Q0⁺ |
|---|---|---|---|---|---|
| 0 | 0 | 0 | X | | |
| 0 | 0 | 1 | | | |
| 0 | 1 | 0 | 0 | 1 | 1 |
| 0 | 1 | 1 | 1 | 0 | 0 |
| 1 | 0 | 0 | 1 | 0 | 1 |
| 1 | 0 | 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | X | | |
| 1 | 1 | 1 | | | |

## Clock Divider

Divide by $n$, let the load is activated by $n-1$.



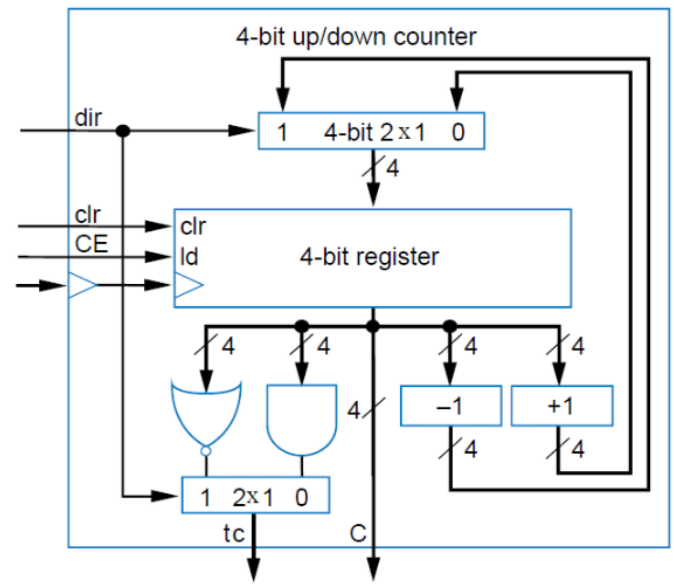
## Output Synchronization




Since the output clock signal may have delay by the gate, so we give a D-Flip-Flop to synchronize the signal to the output.

The output still have delay, but the delay is smaller, not deleted.

## Up/Down Counter




## Alternative Design Counter with Control