

# **7 Register, Counter and Memory**

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**7.1**

**7.2 Register**

**7.3 Shift register**

**7.4 Ripple counter**

**7.5 Synchronous counter**

**7.6 Timing sequence**

**7.7 RAM**

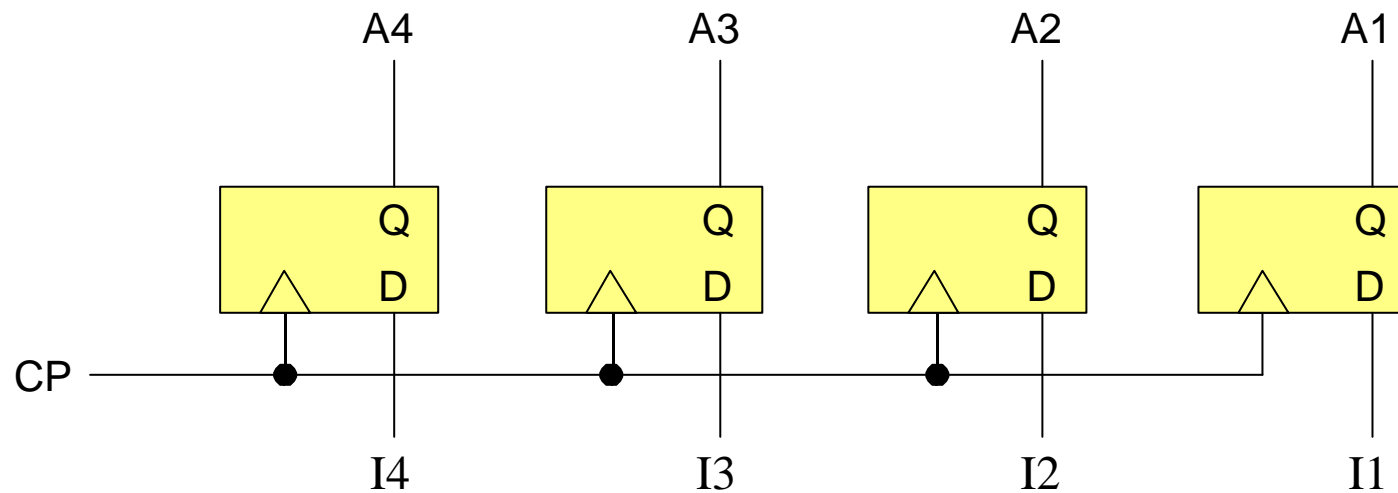
**7.8 Memory decoding**

**7.9 Error correction code**

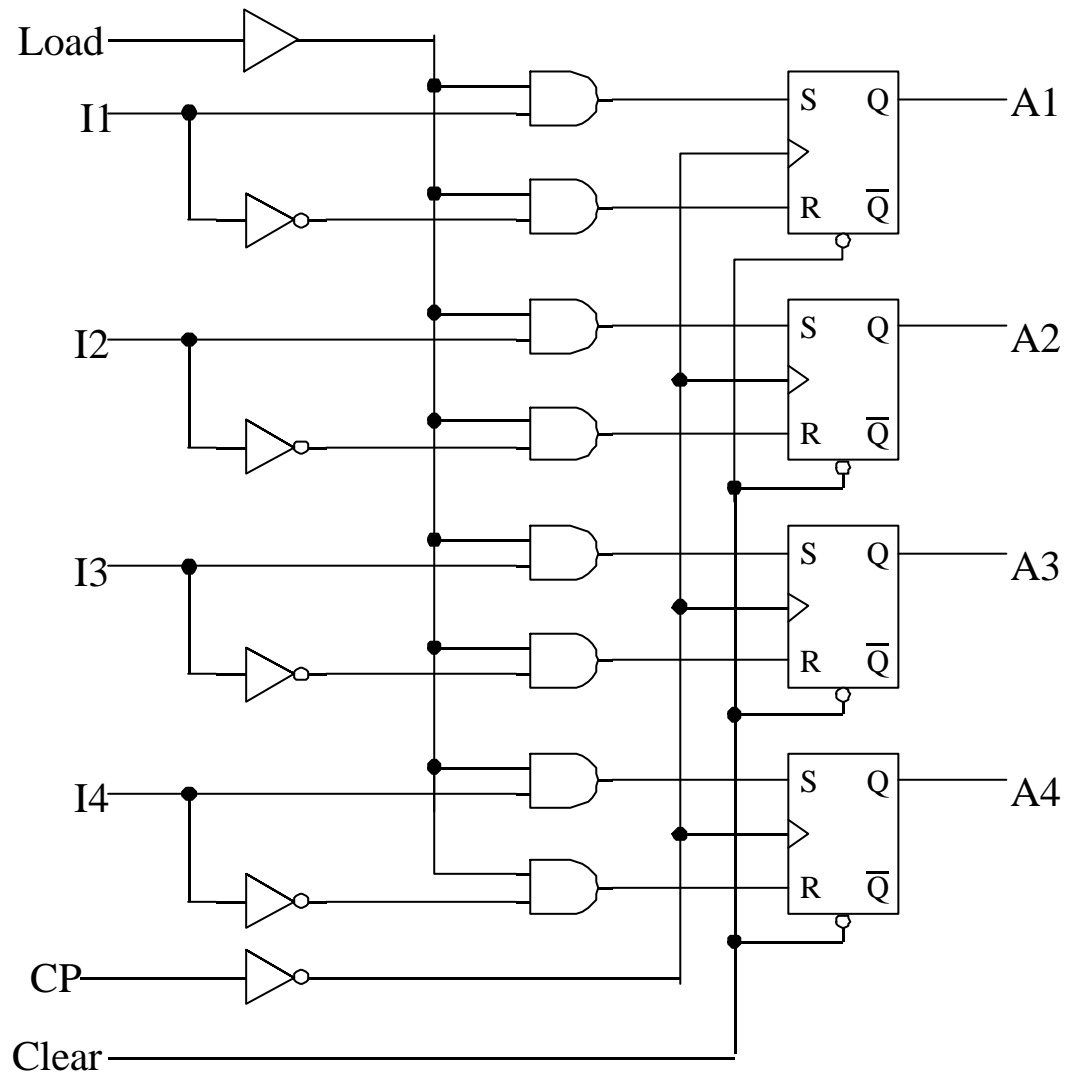
# Register and Counter

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- ◆ Register : 2 binary cell  
FF combinational gate
- ◆ Counter : Special case of register
- ◆ 4 bit register : parallel load

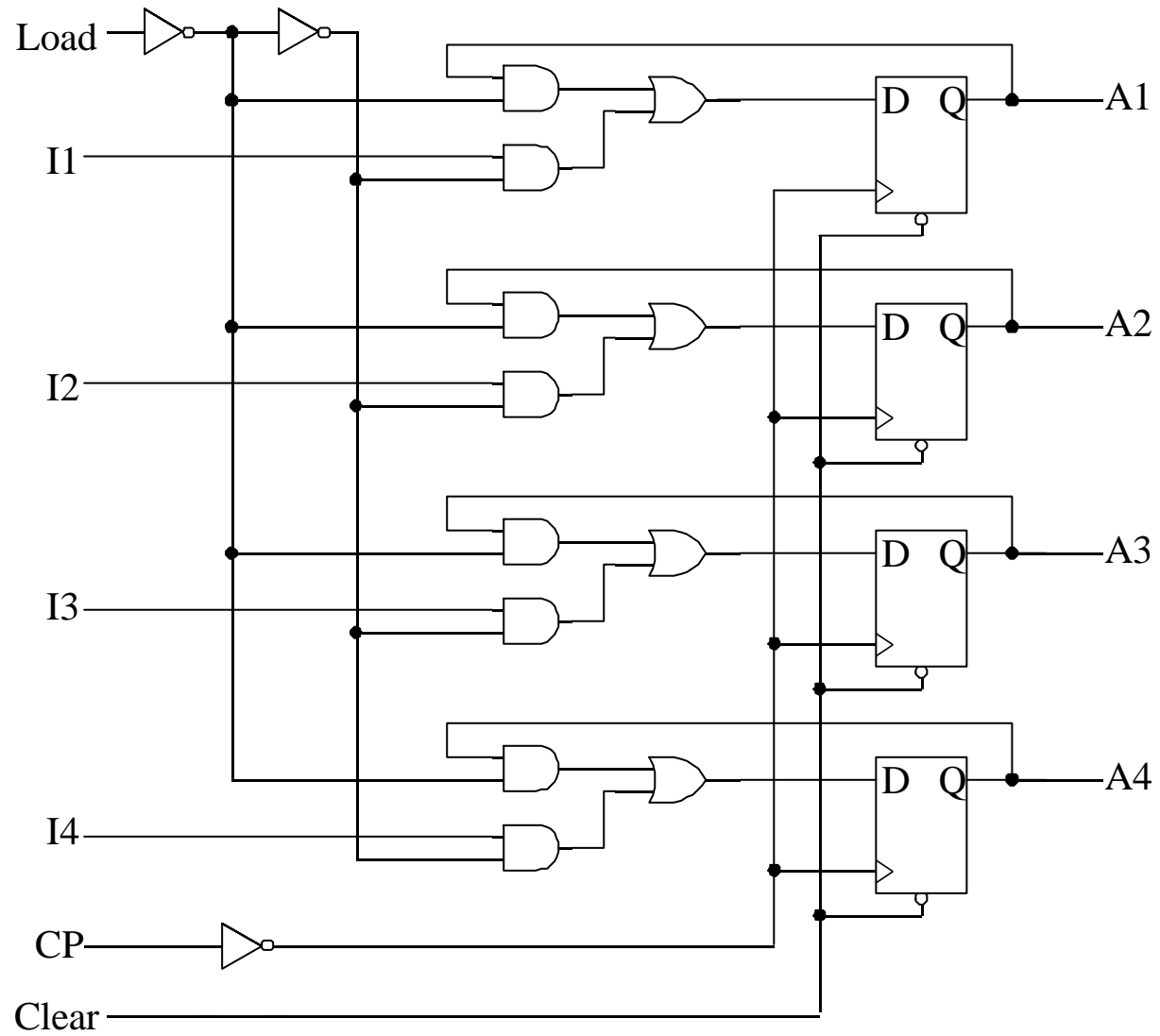


# 4 Bits Register with Parallel Load (RS FF)



Clear	CP	Load	Function
0	X	X	clear to 0
1	X	0	no change
1	↓	1	load input

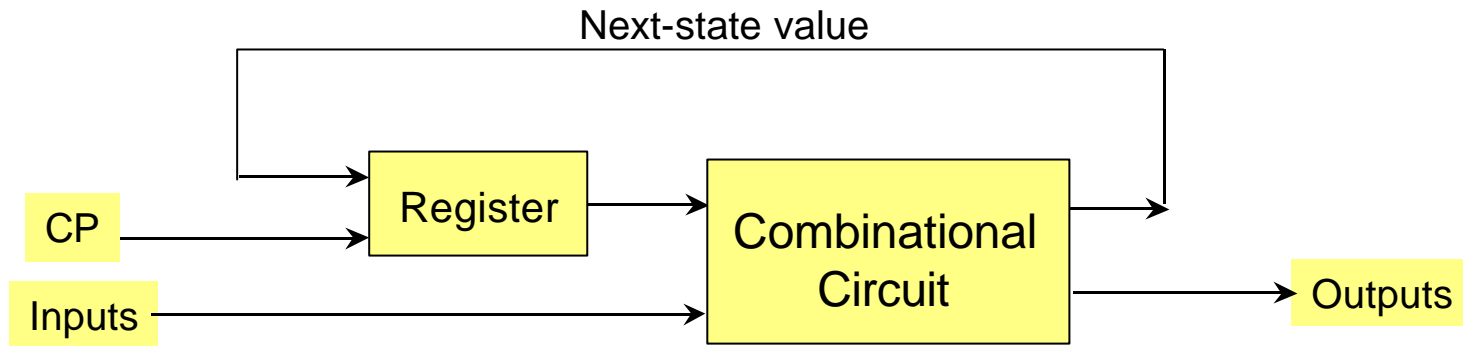
# 4 Bits Register with Parallel Load (D FF)



Clear	CP	Load	Function
0	X	X	clear to 0
1	X	0	no change
1	↓	1	load input

# Sequential Logic Design with Register

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# Sequential Logic Design with Register

A1 A2	x	A1 A2	y
0 0	0	0 0	0
0 0	1	0 1	0
0 1	0	0 1	0
0 1	1	0 0	1
1 0	0	1 0	0
1 0	1	0 1	0
1 1	0	1 1	0
1 1	1	0 0	1

A1 \ A2x	00	01	11	10
0				
1	1			1

$$A_1 = A_1 x'$$

A1 \ A2x	00	01	11	10
0		1		1
1		1		1

$$A_2 = A_2' x + A_2 x = A_2 \oplus x$$

A1 \ A2x	00	01	11	10
0			1	
1			1	

$$y = A_2 x$$

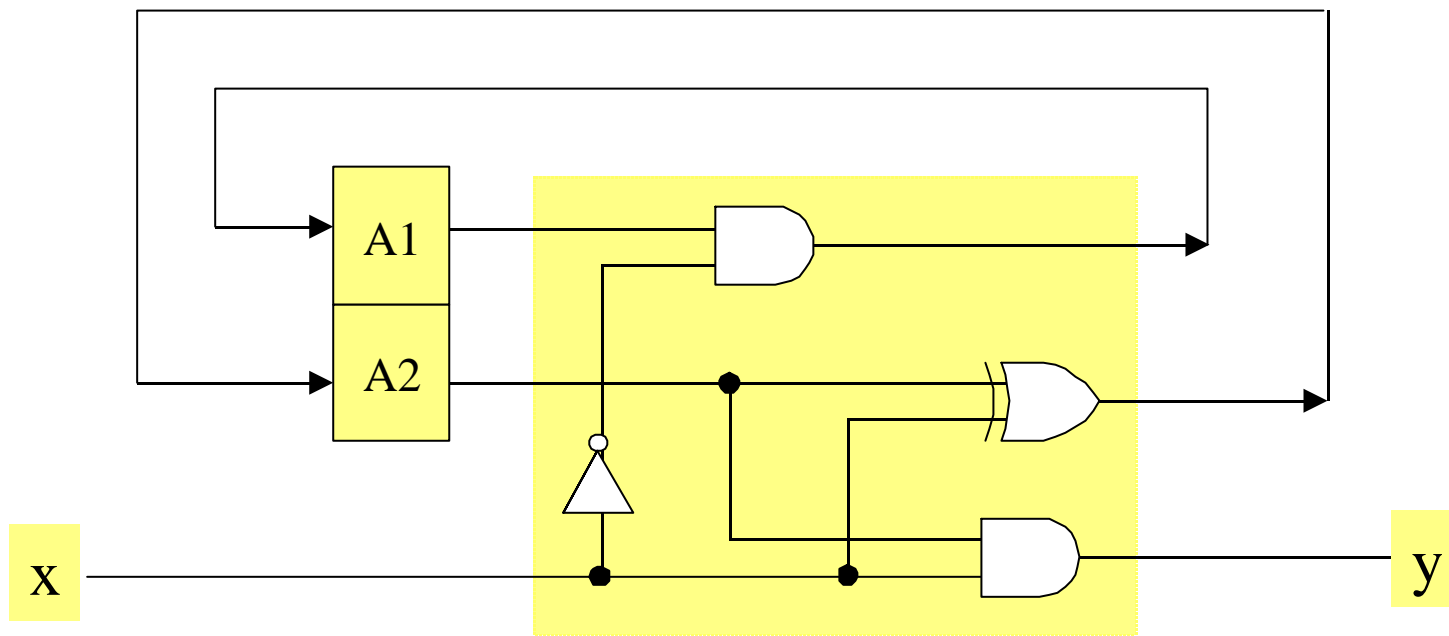
# Sequential Logic Design with Register

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$$A_1 = A_1 x'$$

$$A_2 = A_2' x + A_2 x = A_2 \oplus x$$

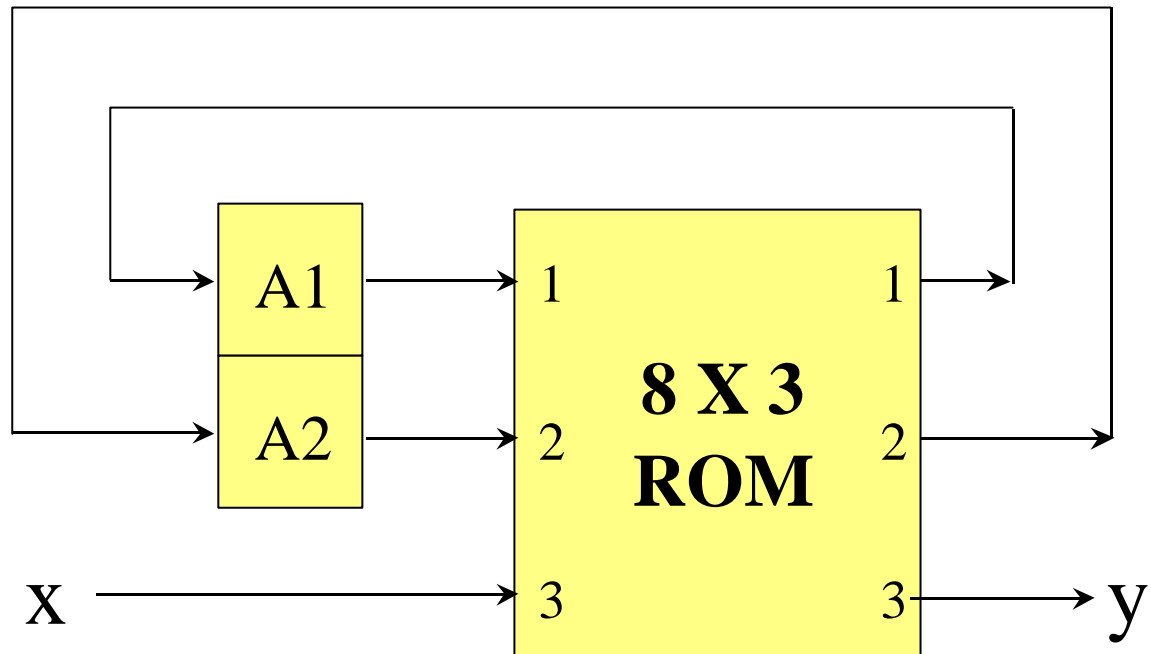
$$y = A_2 x$$



# Sequential Logic Design with Register+ROM

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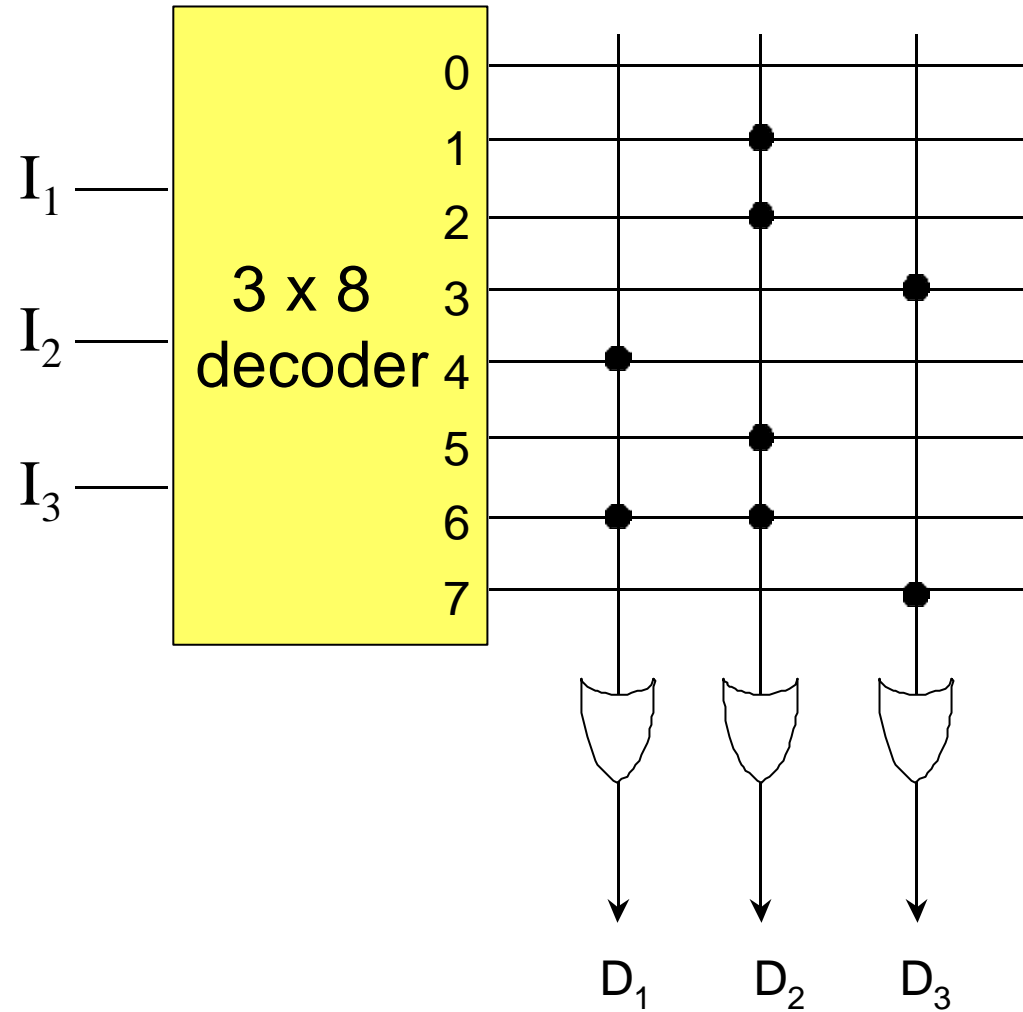
Address			Output		
1	2	3	1	2	3
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	1	0
0	1	1	0	0	1
1	0	0	1	0	0
1	0	1	0	1	0
1	1	0	1	1	0
1	1	1	0	0	1





# 8x3 ROM Programming

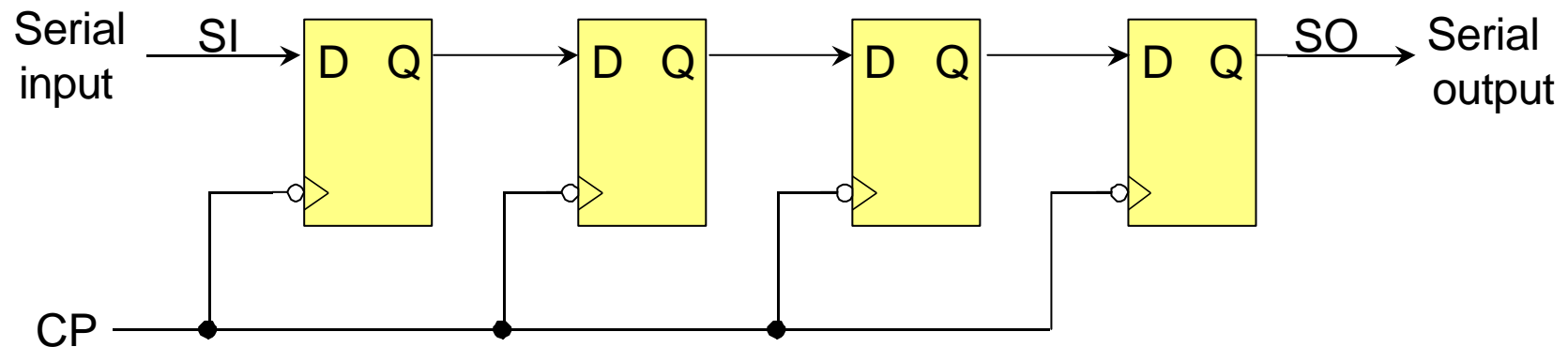
Address			Output		
1	2	3	1	2	3
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	1	0
0	1	1	0	0	1
1	0	0	1	0	0
1	0	1	0	1	0
1	1	0	1	1	0
1	1	1	0	0	1



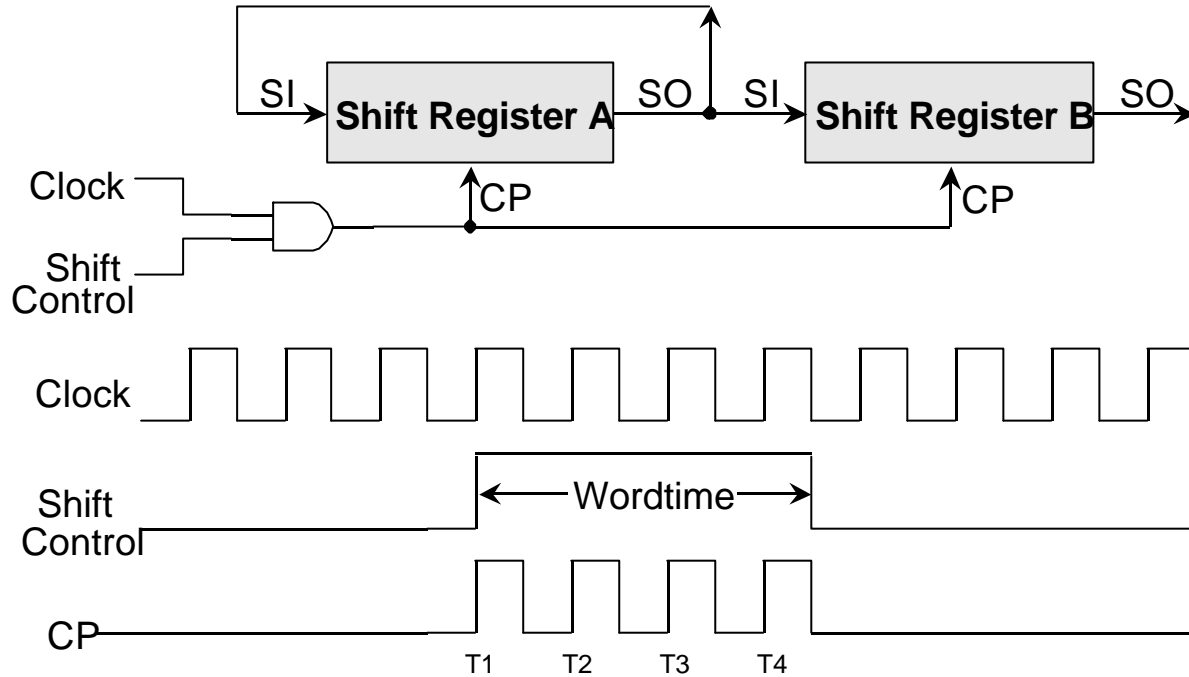
# Shift Register

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- ◆ Shift register : 2 (shift)
- ◆ Register
  - PIPO (Parallel Input Parallel Output)
  - PISO (Parallel Input Serial Output)
  - SIPO (Serial Input Parallel Output)
  - SISO (Serial Input Serial Output)



# Serial Transfer

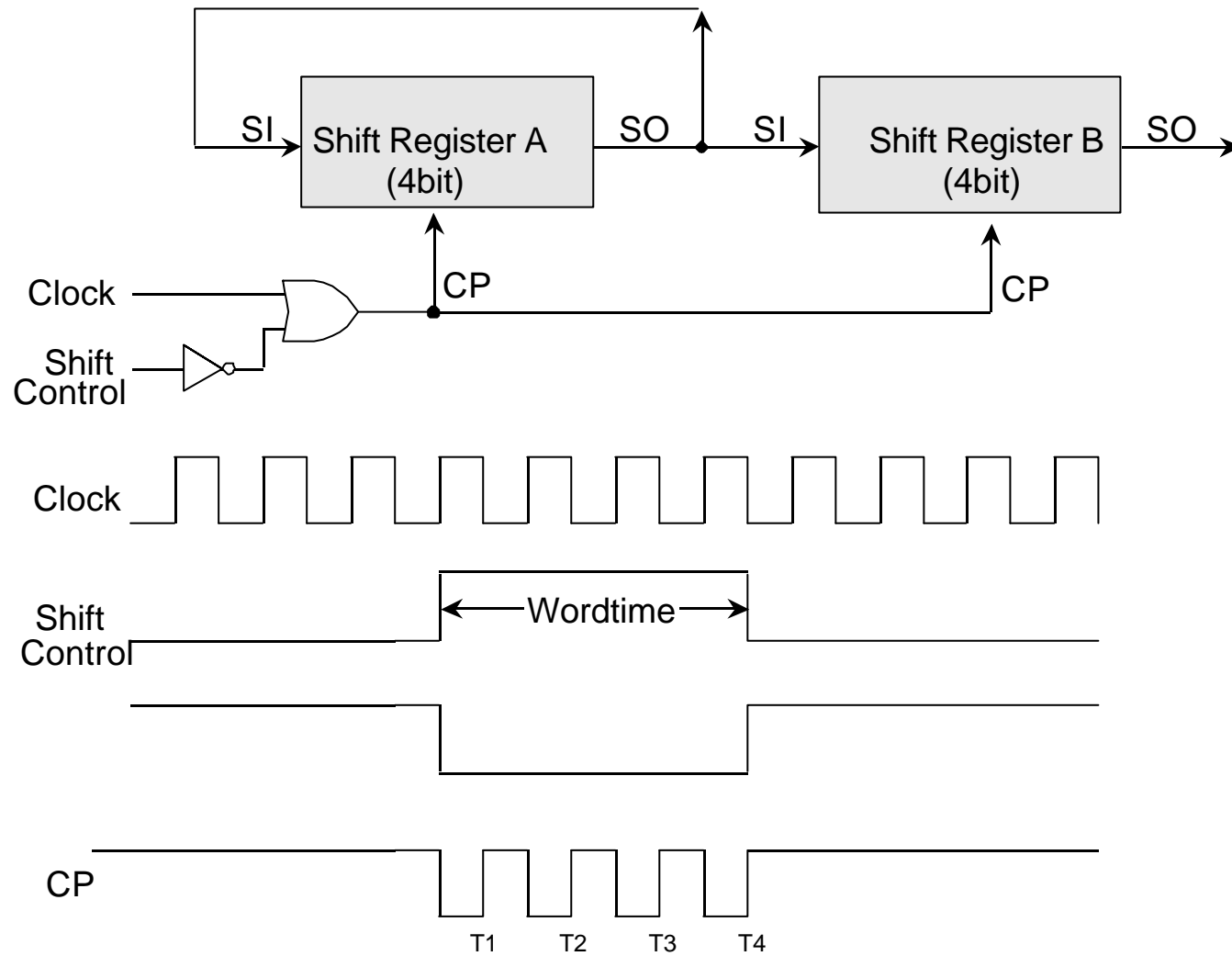


- Source register destination register  
1 bit
- Source register  
source register

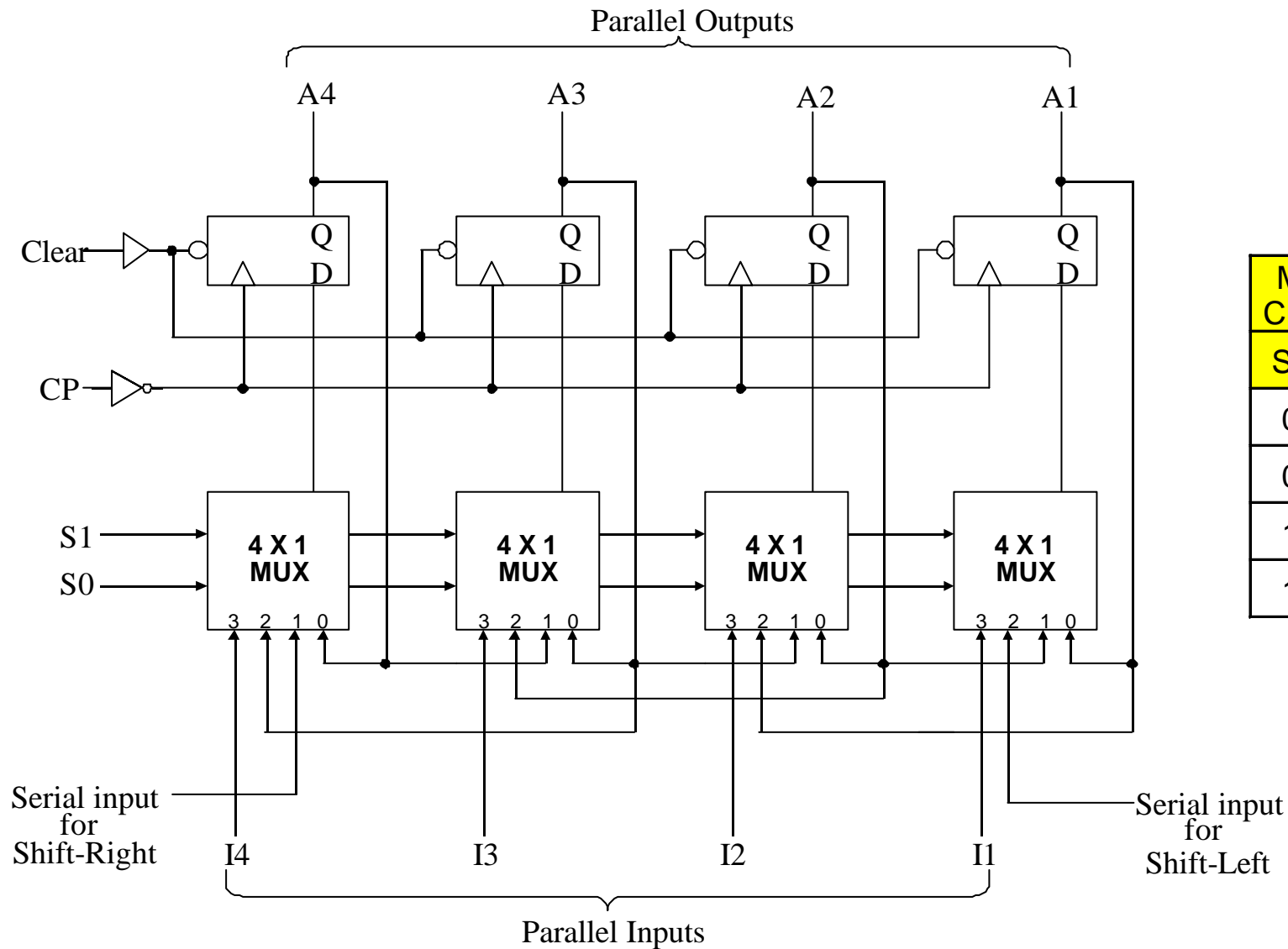
Timing Pulse	Shift Register A	Shift Register B	Serial Output of B
Initial Value	1 0 1 1	0 0 1 0	0
After T1	1 1 0 1	1 0 0 1	1
After T2	1 1 1 0	1 1 0 0	0
After T3	0 1 1 1	0 1 1 0	0
After T4	1 0 1 1	1 0 1 1	1

# Serial Transfer

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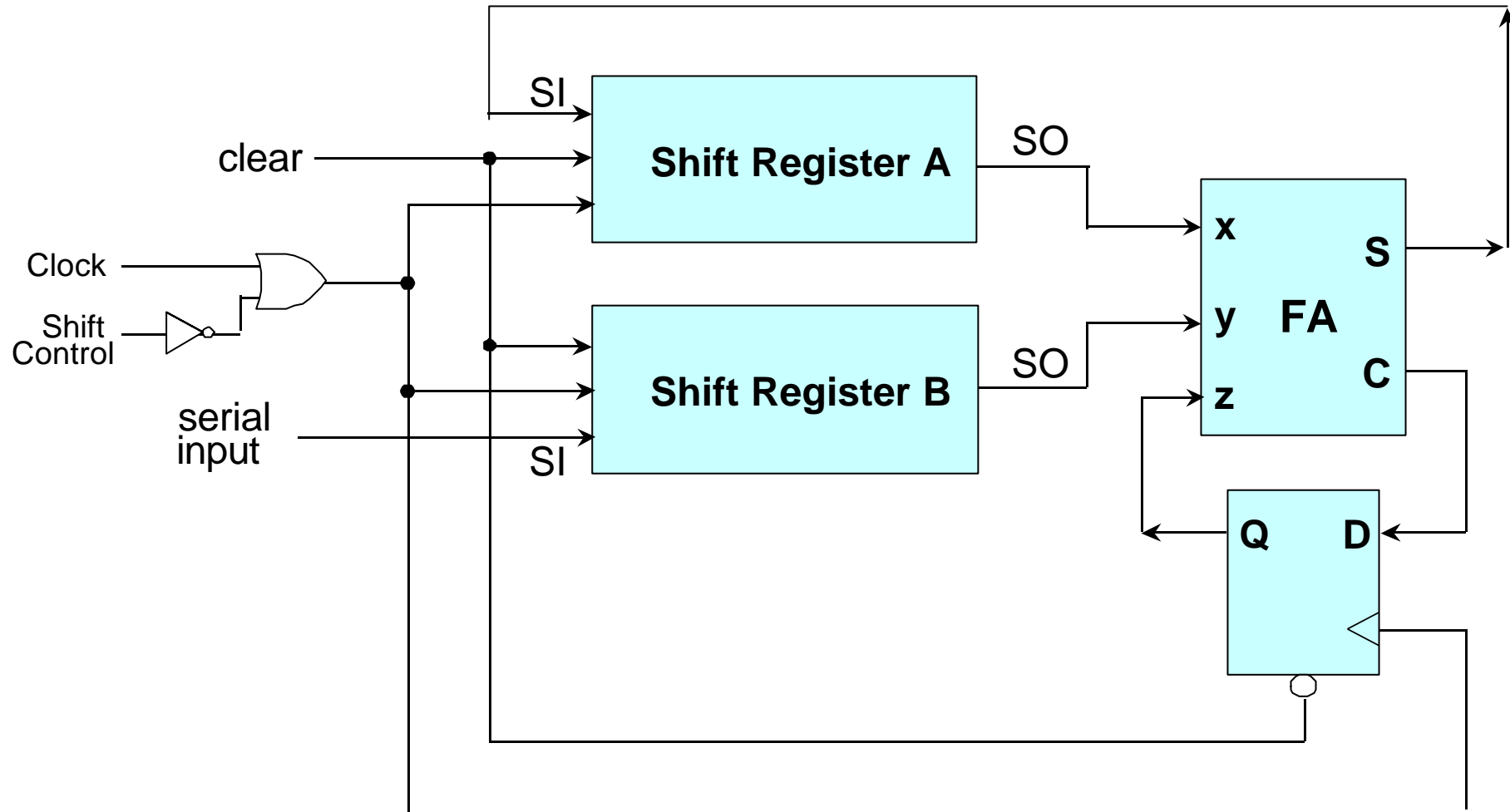
# Bidirectional Shift Register with Parallel Load



Mode Control		Register operation
S1	S0	
0	0	no change
0	1	shift right
1	0	shift left
1	1	parallel load

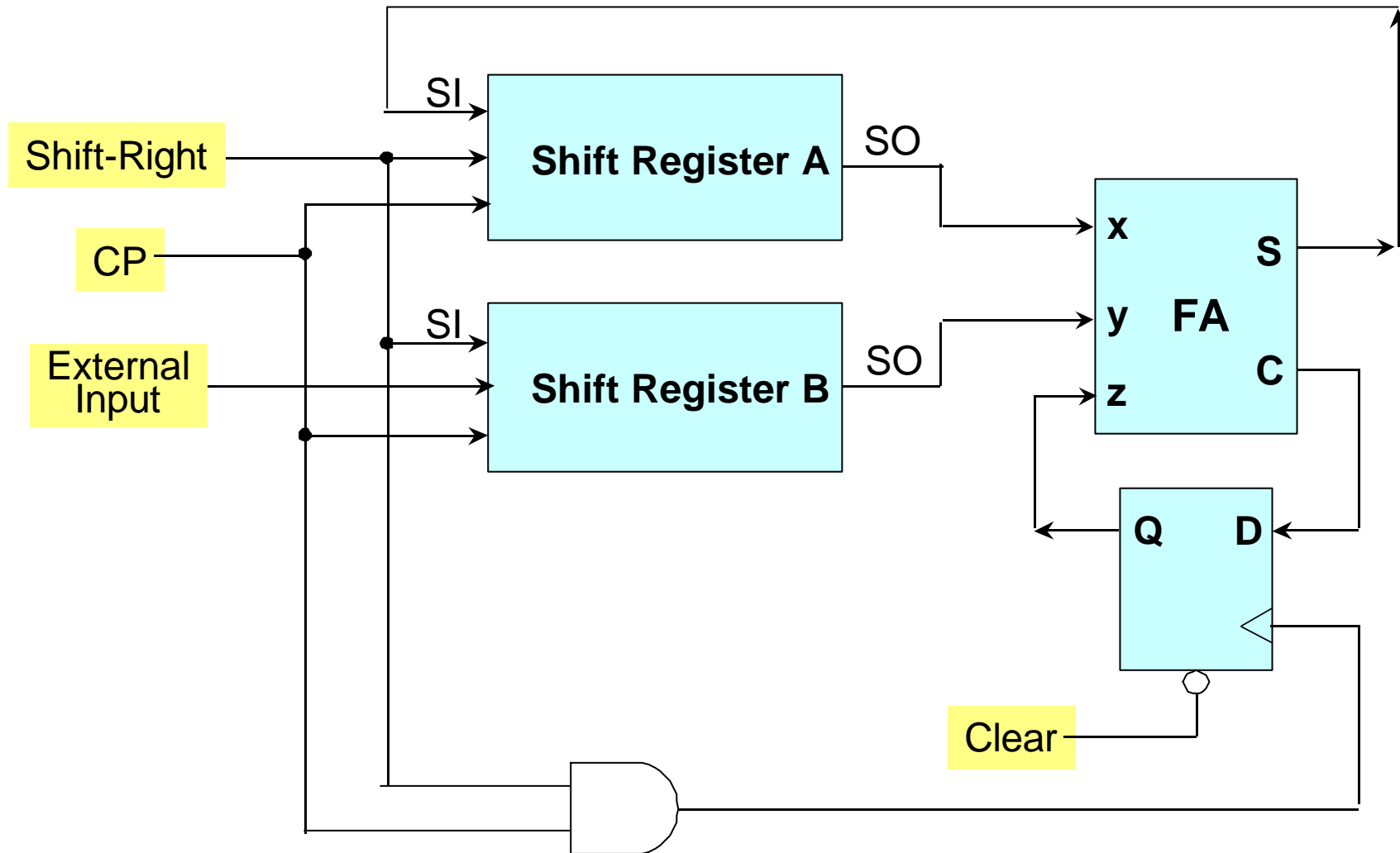
# Serial Adder with Full Adder

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# Serial Adder with Full Adder

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# Serial Adder Design with JK FF

					Flip Flop	
Q	x	y	Q	S	JQ	KQ
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

Q \ xy	00	01	11	10
0		1		1
1	1		1	

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

Q \ xy	00	01	11	10
0			1	
1	X	X	X	X

$$JQ = xy$$

Q \ xy	00	01	11	10
0	X	X	X	X
1	1			

$$KQ = x'y = \overline{x+y}$$



# Serial Adder Design with JK FF

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