STANDARD SEQUENTIAL MODULES

- REGISTERS
- SHIFT REGISTERS
- SYNCHRONOUS COUNTERS
- FOR EACH MODULE WE SHOW:
  - SPECIFICATION
  - IMPLEMENTATION WITH FFs AND GATES
  - BASIC USES
  - HOW TO IMPLEMENT LARGER MODULES

REGISTERS

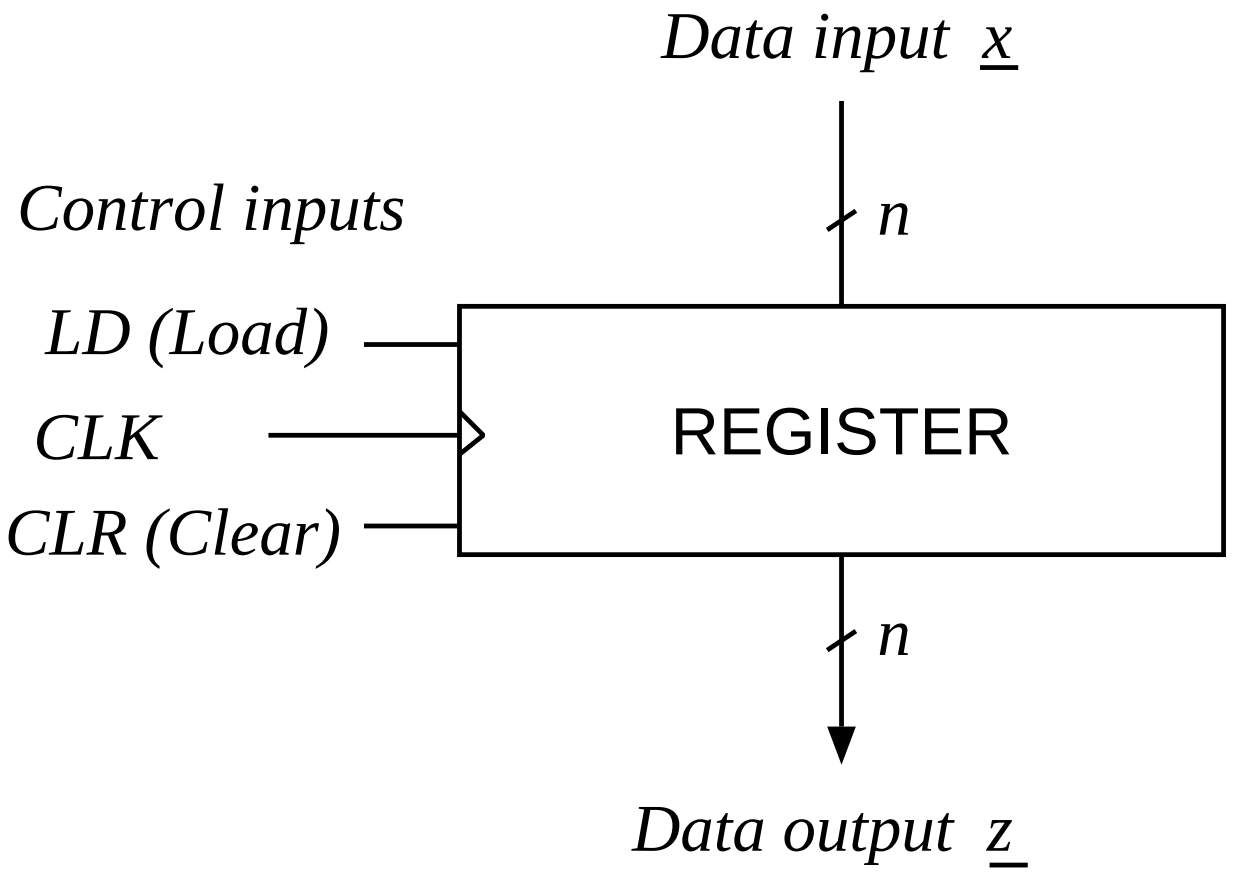


Figure 11.1: n-BIT REGISTER MODULE

REGISTER: HIGH-LEVEL SPECIFICATION

INPUTS: $\underline{x} = (x_{n-1}, \ldots, x_0), \quad x_i \in \{0, 1\}$
$LD,\ CLR \in \{0, 1\}$

OUTPUTS: $\underline{z} = (z_{n-1}, \ldots, z_0), \quad z_i \in \{0, 1\}$

STATE: $\underline{s} = (s_{n-1}, \ldots, s_0), \quad s_i \in \{0, 1\}$

FUNCTION: STATE TRANSITION AND OUTPUT FUNCTIONS

$$\underline{s}(t+1) = \begin{cases} \underline{x}(t) & \textbf{if} \quad LD(t) = 1 \ \textbf{and} \ \ CLR(t) = 0 \\ \underline{s}(t) & \textbf{if} \quad LD(t) = 0 \ \textbf{and} \ \ CLR(t) = 0 \\ (0 \ldots 0) & \textbf{if} \quad CLR(t) = 1 \end{cases}$$

$$\underline{z}(t) = \underline{s}(t)$$

IMPLEMENTATION OF 4-BIT REGISTER

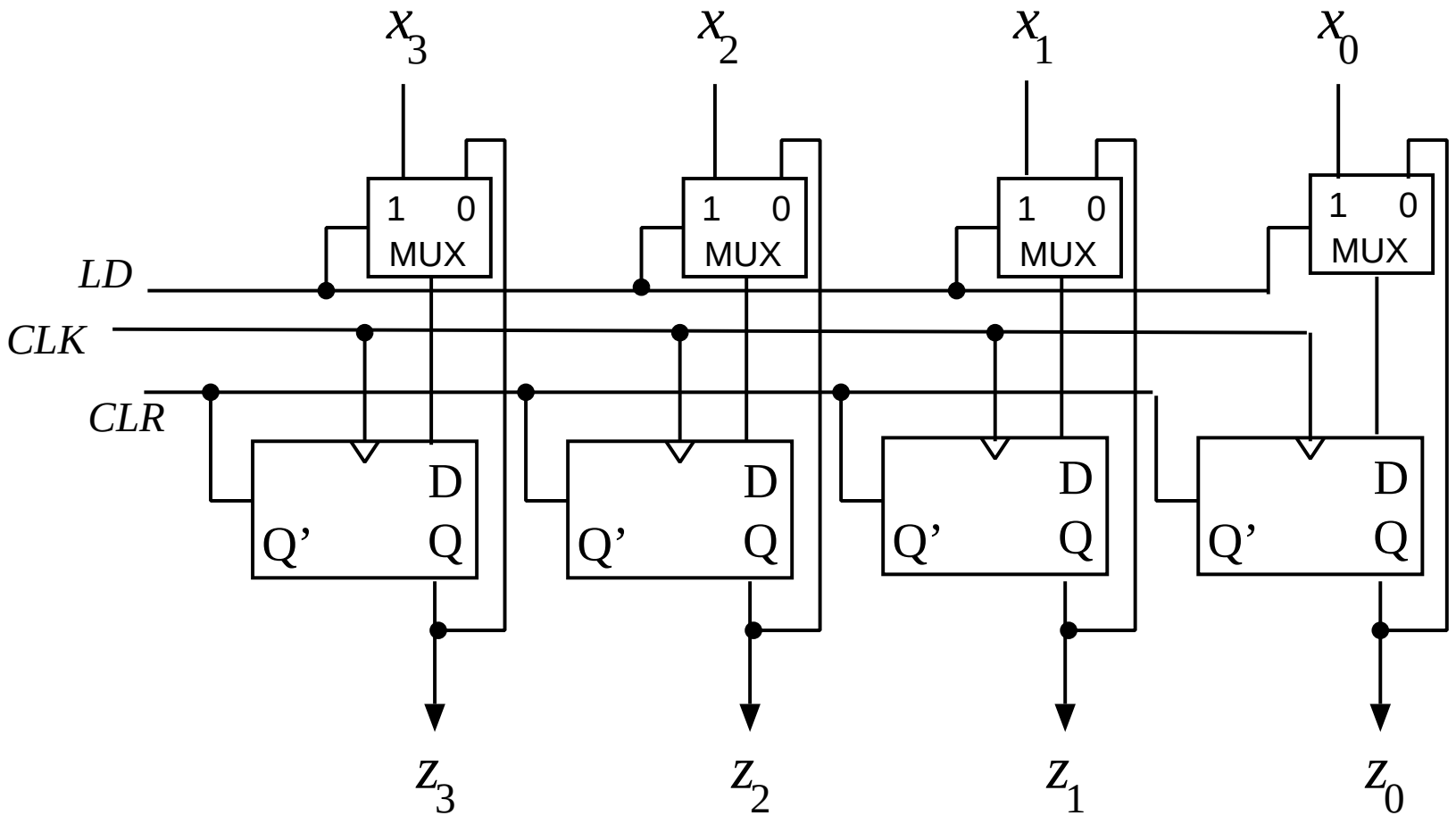


Figure 11.2: IMPLEMENTATION OF 4-BIT REGISTER.

TIME-BEHAVIOR OF REGISTER

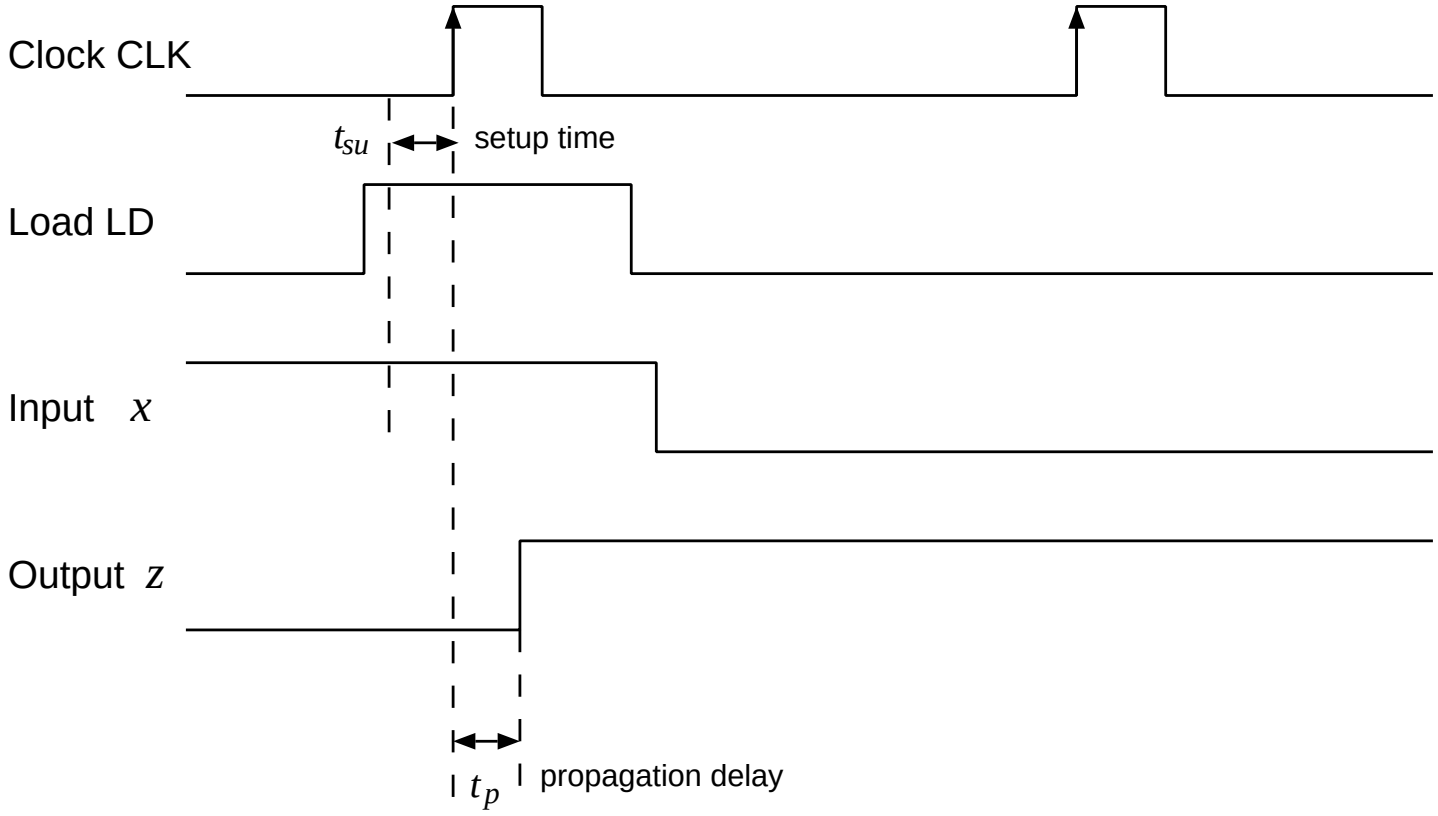


Figure 11.3: TIME-BEHAVIOR OF REGISTER.

USES OF REGISTERS: Example 11.1

INPUT: $x \in \{0, 1\}$
OUTPUT: $(z_1, z_0), z_i \in \{0, 1\}$
STATE: $(s_1, s_0), s_i \in \{0, 1\}$
INITIAL STATE: $(s_1, s_0) = (0, 0)$

FUNCTION: STATE TRANSITION AND OUTPUT FUNCTIONS:

PS	Input	
	$x = 0$	$x = 1$
00	00	01
01	01	11
11	11	10
10	10	00
	NS	

$z(t) = s(t)$

CANONICAL IMPLEMENTATION

$$Y_1 = y_1x' + y_0x \qquad Y_0 = y_0x' + y_1'x$$

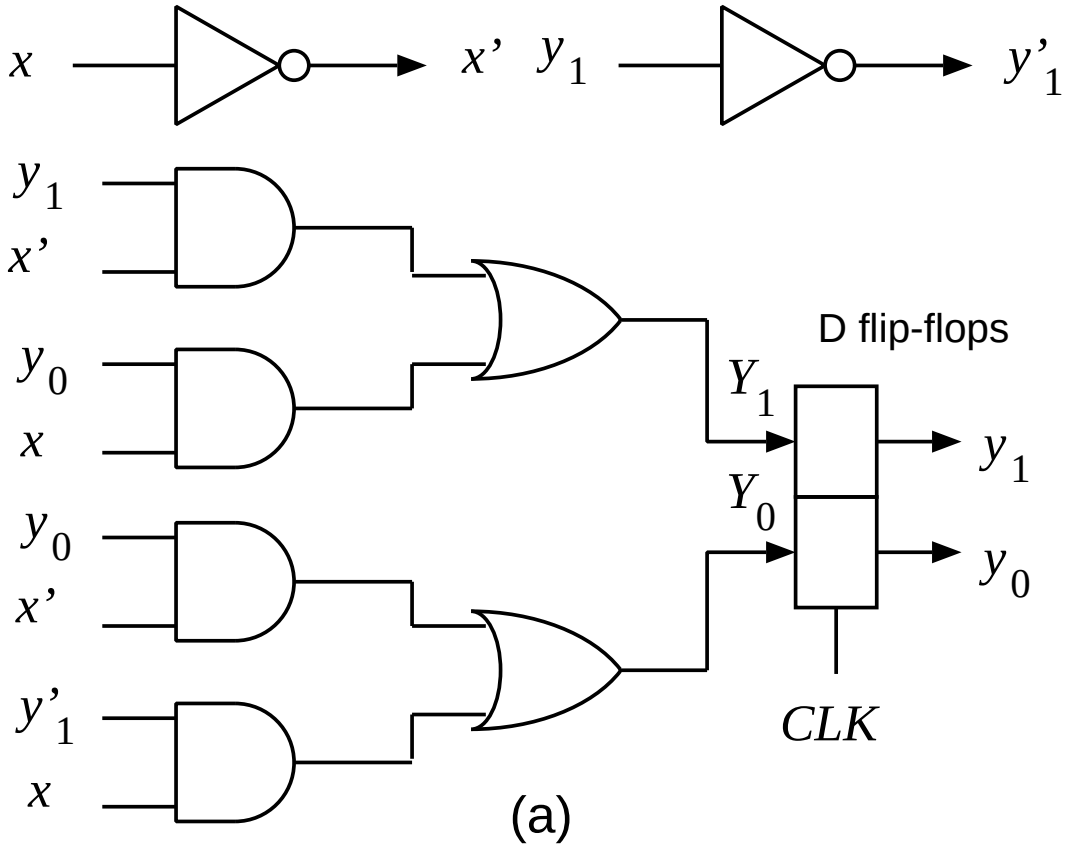


Figure 11.4: NETWORKS FOR Example 11.1: a) NETWORK WITH STATE CELLS;

IMPLEMENTATION WITH REGISTER

$$Y_1 = y_0 \qquad Y_0 = y_1' \qquad LD = x$$

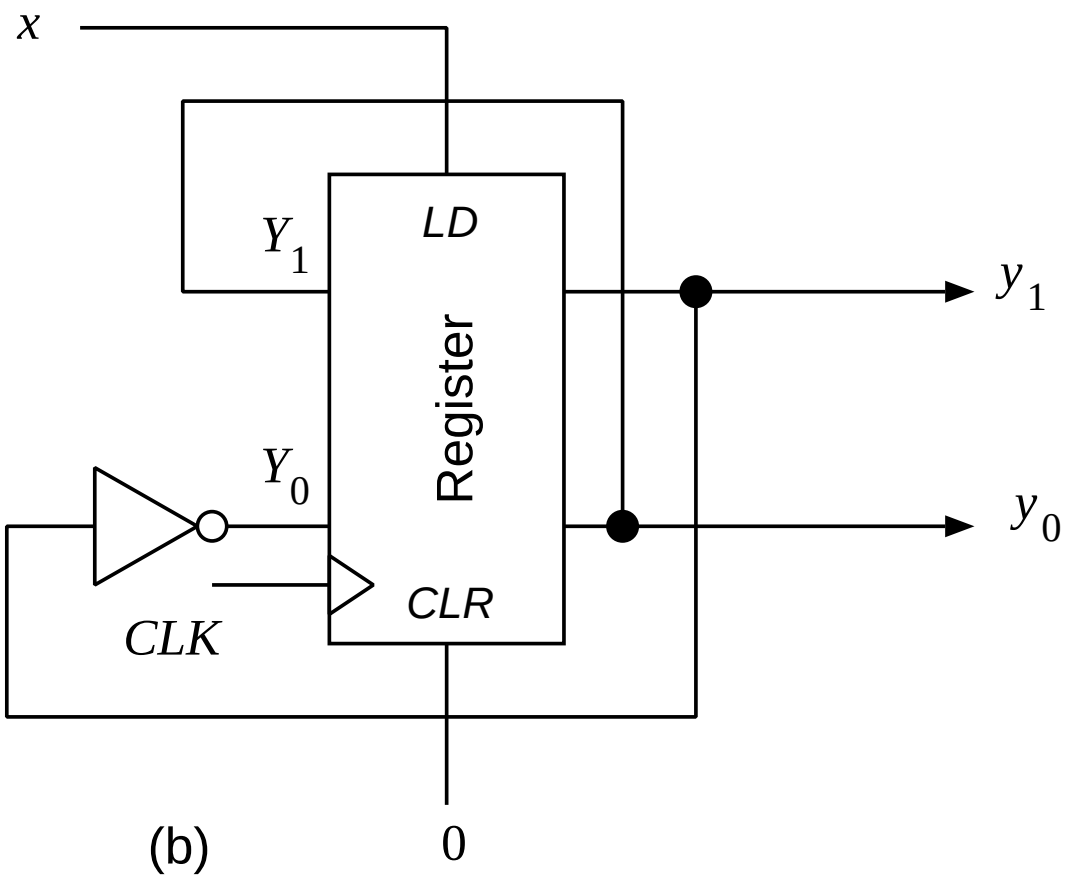


Figure 11.4: NETWORKS for Example 11.1: b) NETWORK WITH STANDARD REGISTER MODULE

SHIFT REGISTERS

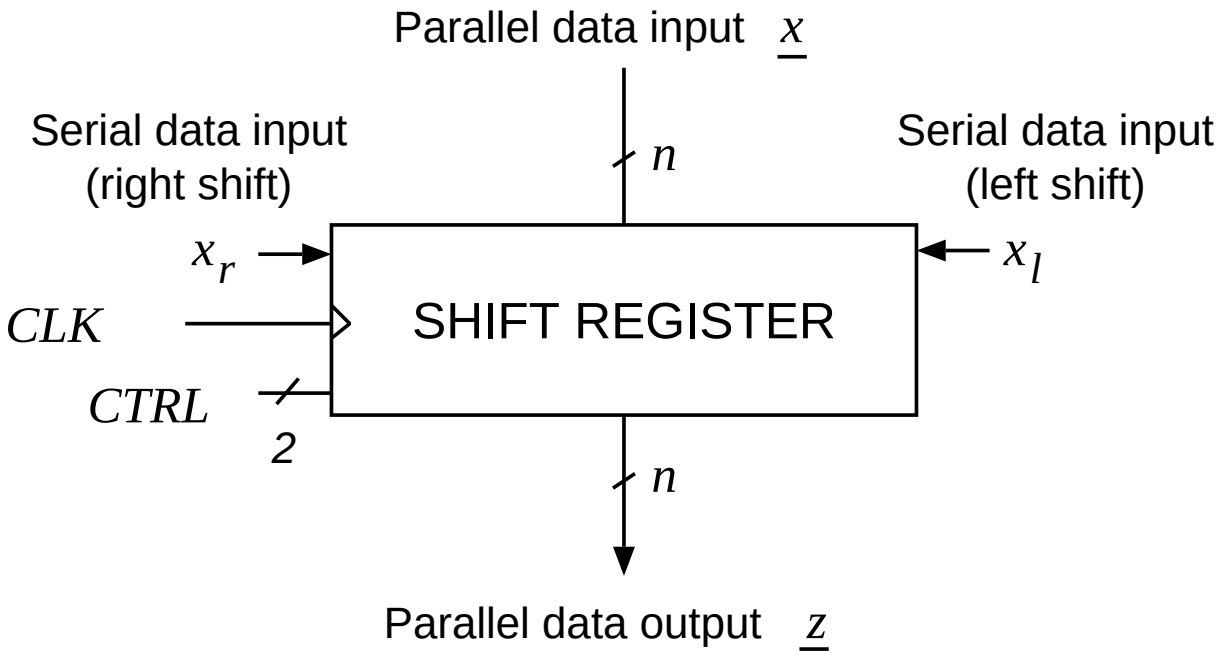


Figure 11.5: SHIFT REGISTER

PARALLEL-IN/PARALLEL-OUT BIDIRECTIONAL SHIFT REGISTER

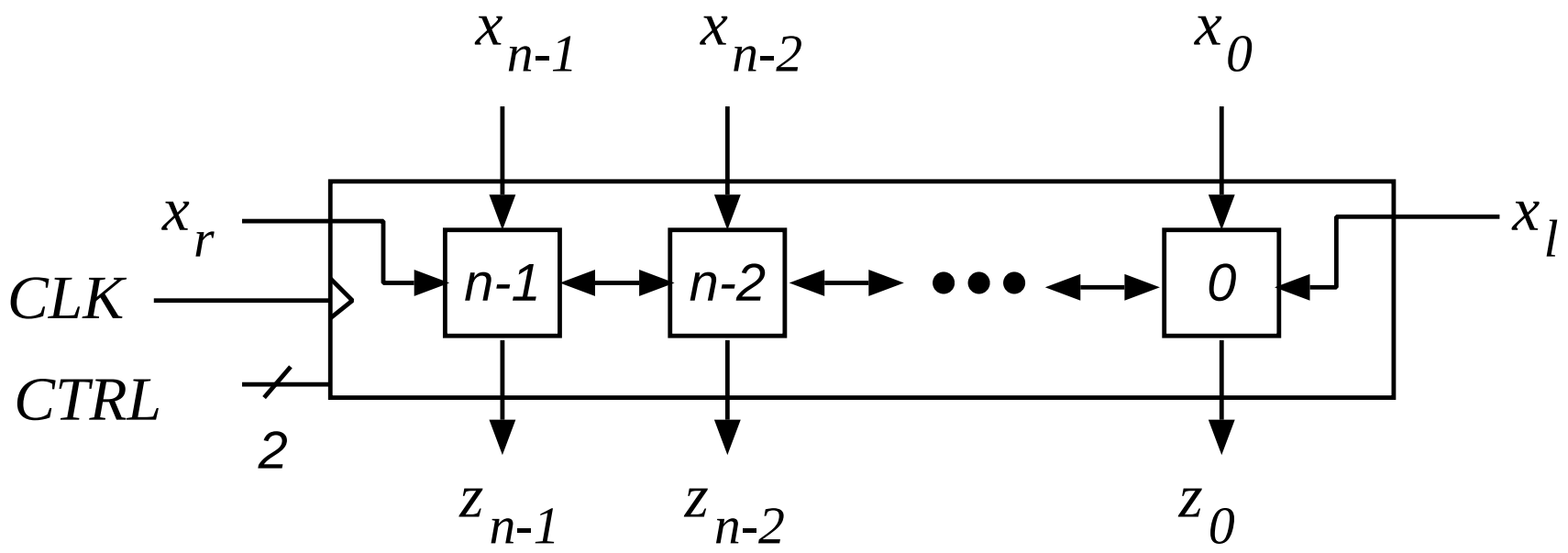


Figure 11.6: PARALLEL-IN/PARALLEL-OUT BIDIRECTIONAL SHIFT REGISTER

HIGH-LEVEL SPECIFICATION

INPUTS: $\underline{x} = (x_{n-1}, \ldots, x_0), x_i \in \{0,1\}$
$x_l, x_r \in \{0,1\}$
$CTRL \in \{LOAD, LEFT, RIGHT, NONE\}$

STATE: $\underline{s} = (s_{n-1}, \ldots, s_o), s_i \in \{0,1\}$

OUTPUT: $\underline{z} = (z_{n-1}, \ldots, z_0), z_i \in \{0,1\}$

FUNCTIONS: STATE TRANSITION AND OUTPUT FUNCTIONS:

$$\underline{s}(t+1) = \begin{cases} \underline{s}(t) & \textbf{if} \quad CTRL = NONE \\ \underline{x}(t) & \textbf{if} \quad CTRL = LOAD \\ (s_{n-2}, \ldots, s_0, x_l) & \textbf{if} \quad CTRL = LEFT \\ (x_r, s_{n-1}, \ldots, s_1) & \textbf{if} \quad CTRL = RIGHT \end{cases}$$

$$\underline{z} = \underline{s}$$

SHIFT REGISTER CONTROL

Control		$s(t+1) = z(t+1)$
$NONE$		0101
$LOAD$		1110
$LEFT$	$x_l = 0$	1010
$LEFT$	$x_l = 1$	1011
$RIGHT$	$x_r = 0$	0010
$RIGHT$	$x_r = 1$	1010

$CTRL$	c_1	c_0
$NONE$	0	0
$LEFT$	0	1
$RIGHT$	1	0
$LOAD$	1	1

4-BIT BIDIRECTIONAL SHIFT-REGISTER

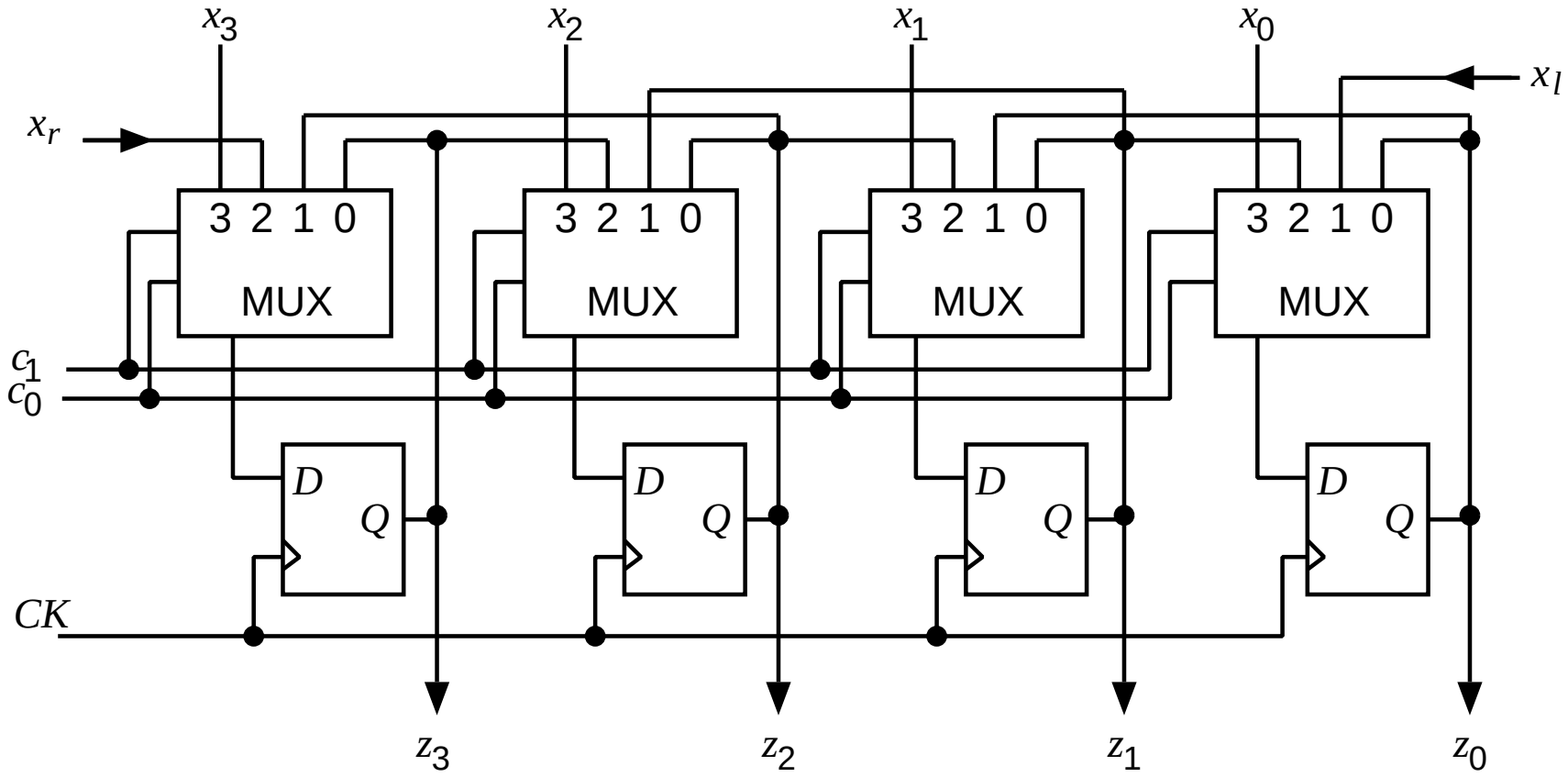


Figure 11.7: IMPLEMENTATION OF A 4-BIT BIDIRECTIONAL SHIFT REGISTER WITH D FLIP-FLOPS.

SERIAL-IN/SERIAL-OUT UNIDIRECTIONAL SHIFT REGISTER

$$z(t) = x(t-n)$$

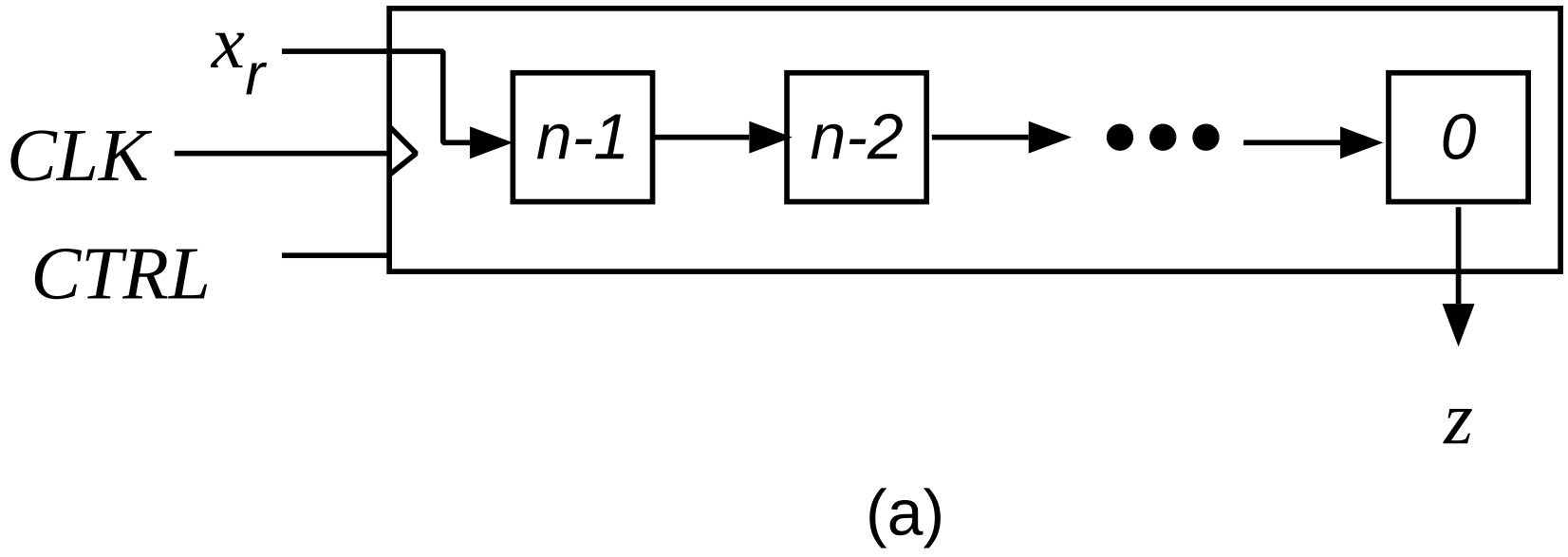


Figure 11.8: COMMON UNIDIRECTIONAL SHIFT REGISTERS: a) SERIAL-IN/SERIAL-OUT

PARALLEL-IN/SERIAL-OUT UNIDIRECTIONAL SHIFT REGISTER

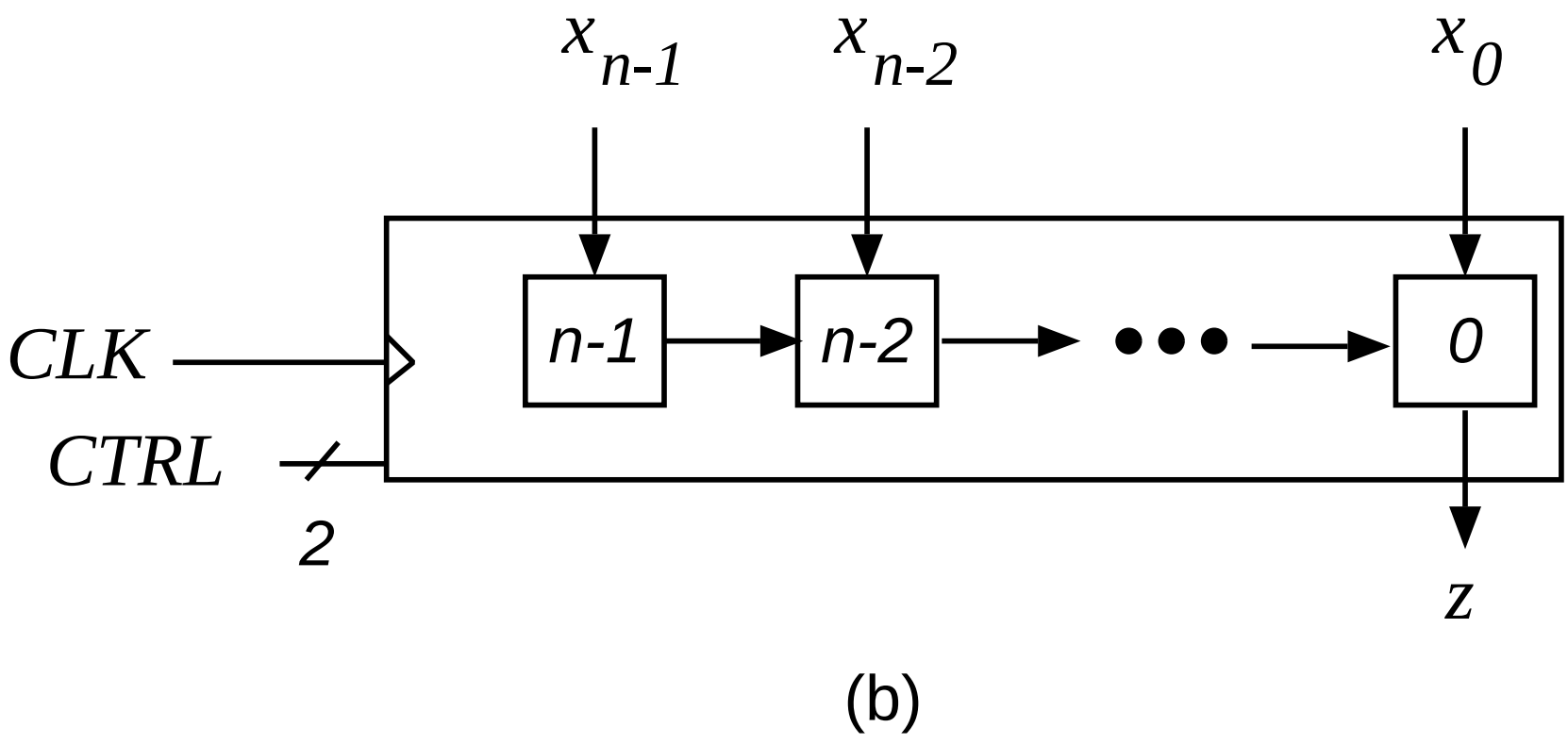


Figure 11.8: COMMON UNIDIRECTIONAL SHIFT REGISTERS: b) PARALLEL-IN/SERIAL-OUT

SERIAL-IN/PARALLEL-OUT UNIDIRECTIONAL SHIFT REGISTER

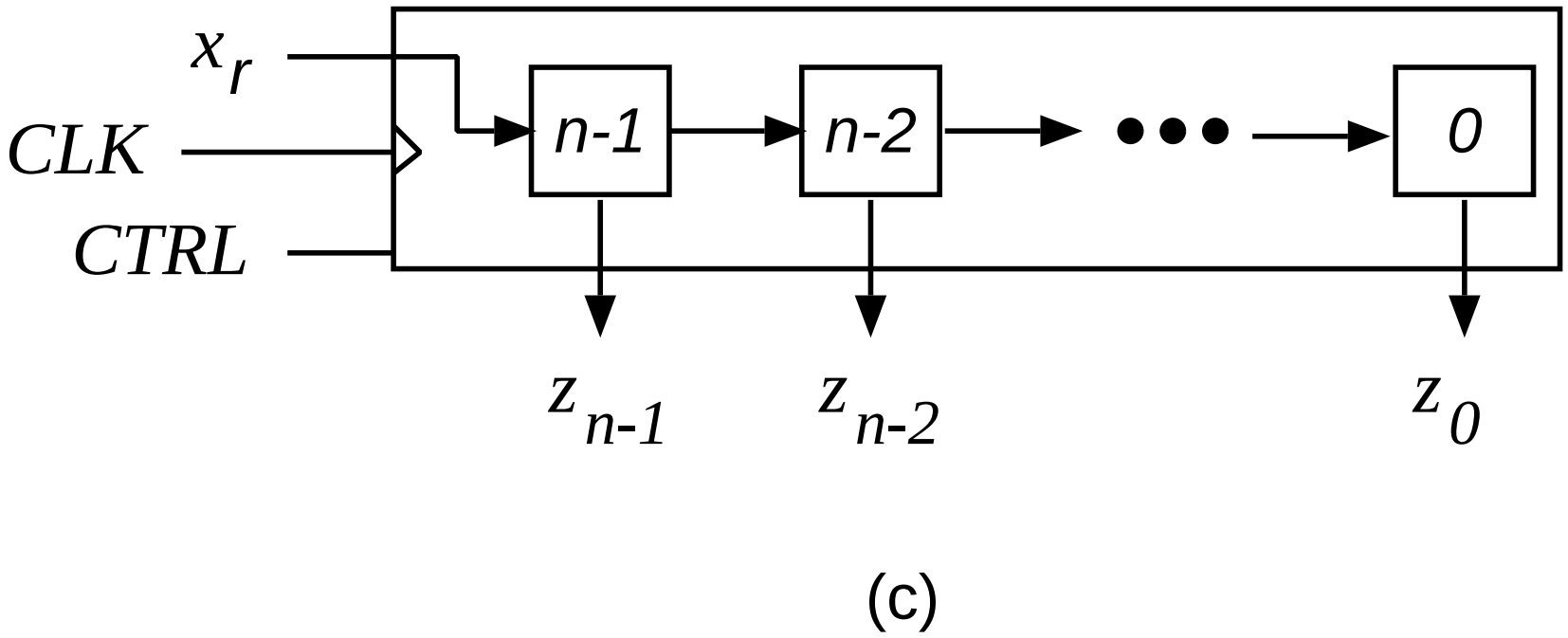


Figure 11.8: COMMON UNIDIRECTIONAL SHIFT REGISTERS: c) SERIAL-IN/PARALLEL-OUT

SUMMARY OF SHIFT-REGISTER TYPES

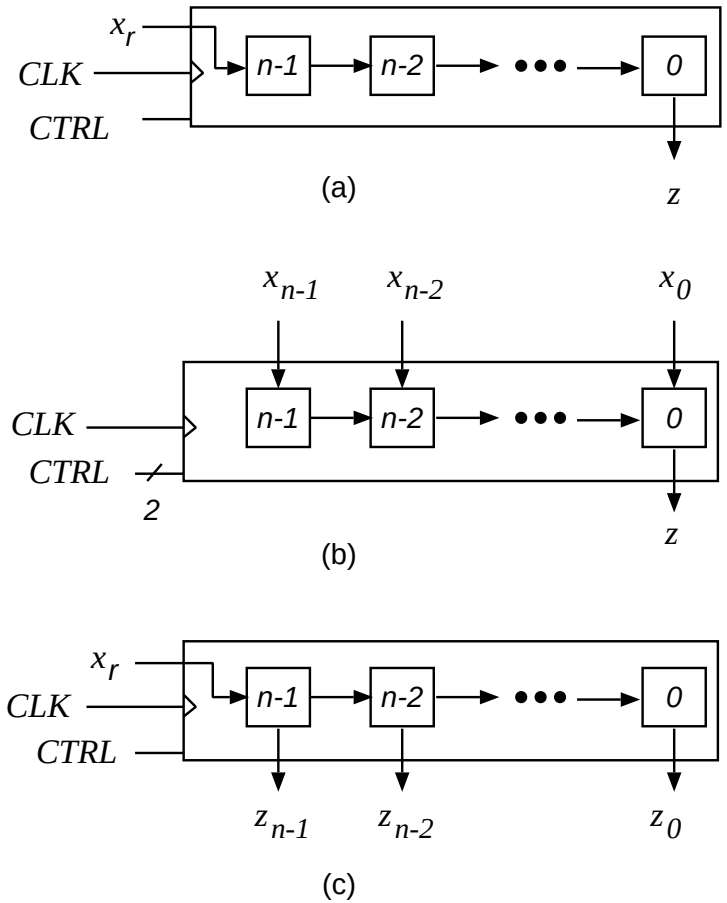


Figure 11.8: COMMON UNIDIRECTIONAL SHIFT REGISTERS: a) SERIAL-IN/SERIAL-OUT; b) PARALLEL-IN/SERIAL-OUT; c) SERIAL-IN/PARALLEL-OUT

USES OF SHIFT REGISTERS

- SERIAL INTERCONNECTION OF SYSTEMS

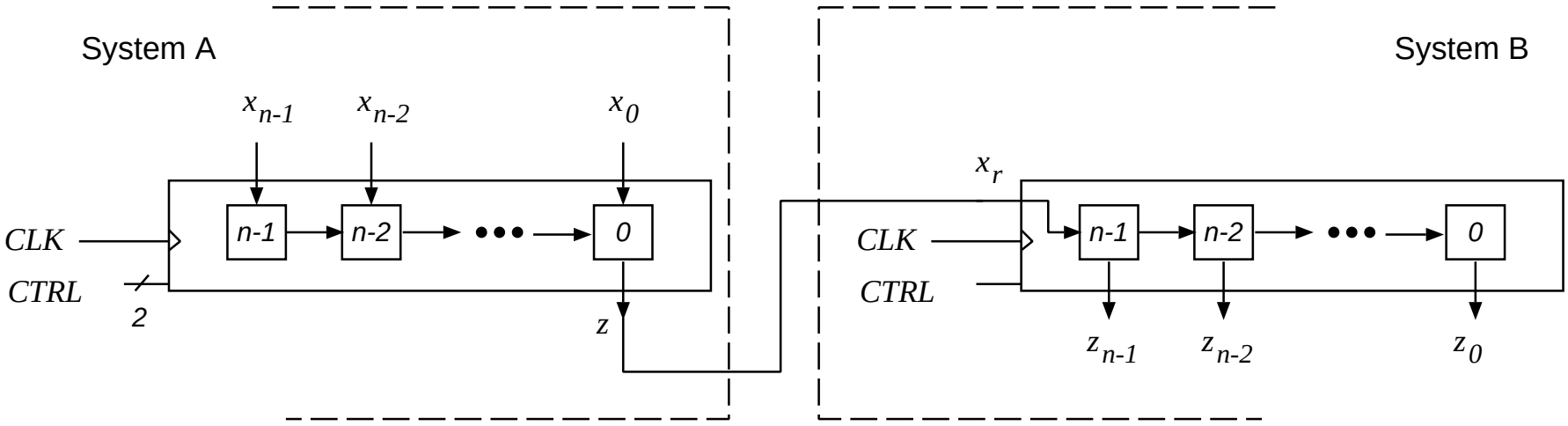
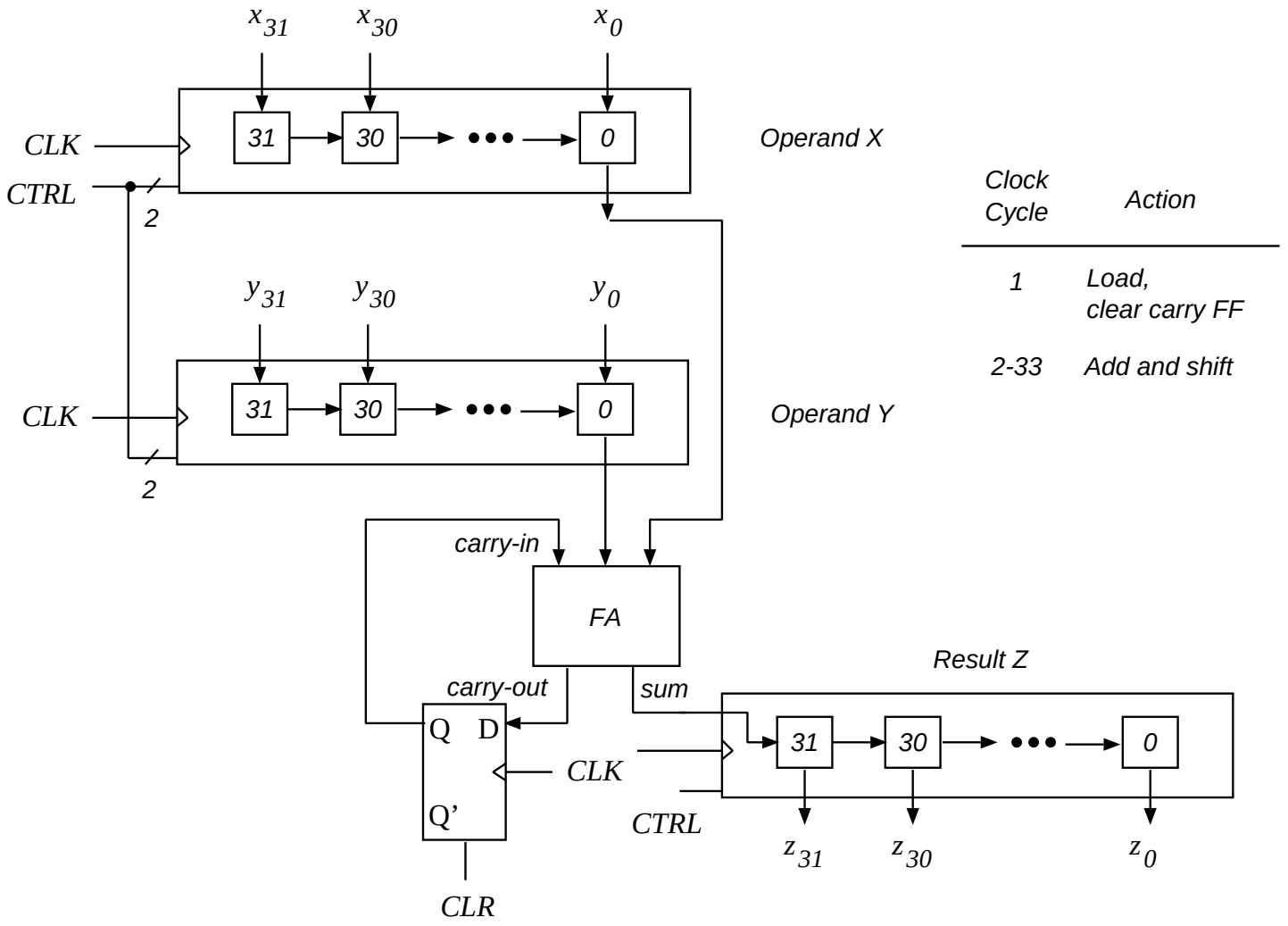


Figure 11.9: SERIAL INTERCONNECTION OF SYSTEMS USING SHIFT REGISTERS

- BIT-SERIAL OPERATIONS



Clock Cycle	Action
1	Load, clear carry FF
2-33	Add and shift

Figure 11.10: BIT-SERIAL ADDER.

USES OF SHIFT REGISTERS: STATE REGISTER

$$
\begin{aligned}
s_{n-1}(t+1) &= x(t) \\
s_i(t+1) &= s_{i+1}(t) \quad \textbf{for} \quad i = n-2, \ldots, 0
\end{aligned}
$$

- FINITE-MEMORY SEQUENTIAL SYSTEM

Example 11.2: SHIFT REGISTER AS STATE REGISTER

$$
\begin{aligned}
s_7(t+1) &= x(t) \\
s_i(t+1) &= s_{i+1}(t) \quad \text{for } i = 6, \ldots, 0 \\
z(t) &= x(t)s_0(t)
\end{aligned}
$$

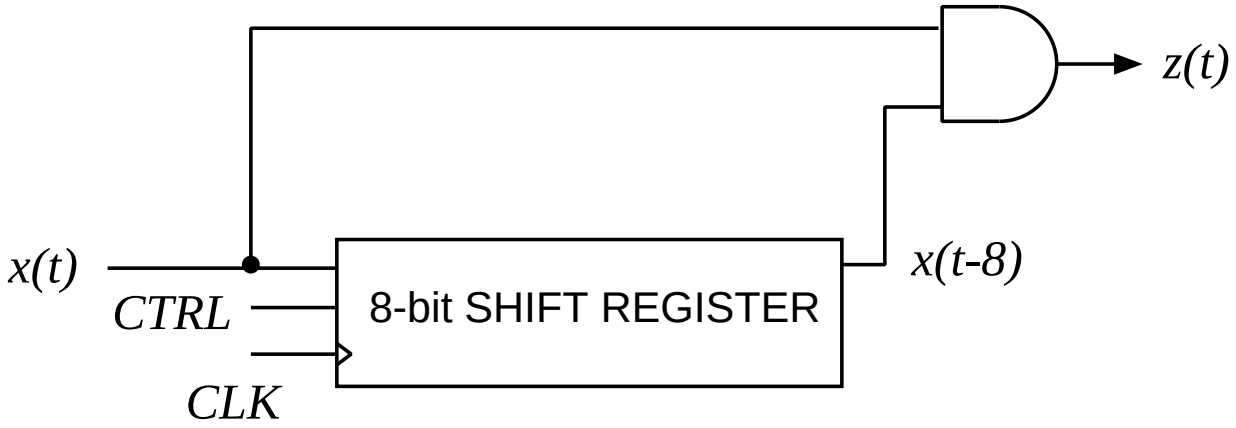


Figure 11.11: IMPLEMENTATION OF NETWORK IN Example 11.2

Example 11.3: SHIFT REGISTER AS STATE REGISTER

$$z(t) = \begin{cases} 1 & \textbf{if } \underline{s}(t) = 01101110 \text{ and } x(t) = 1 \\ 0 & \textbf{otherwise} \end{cases}$$

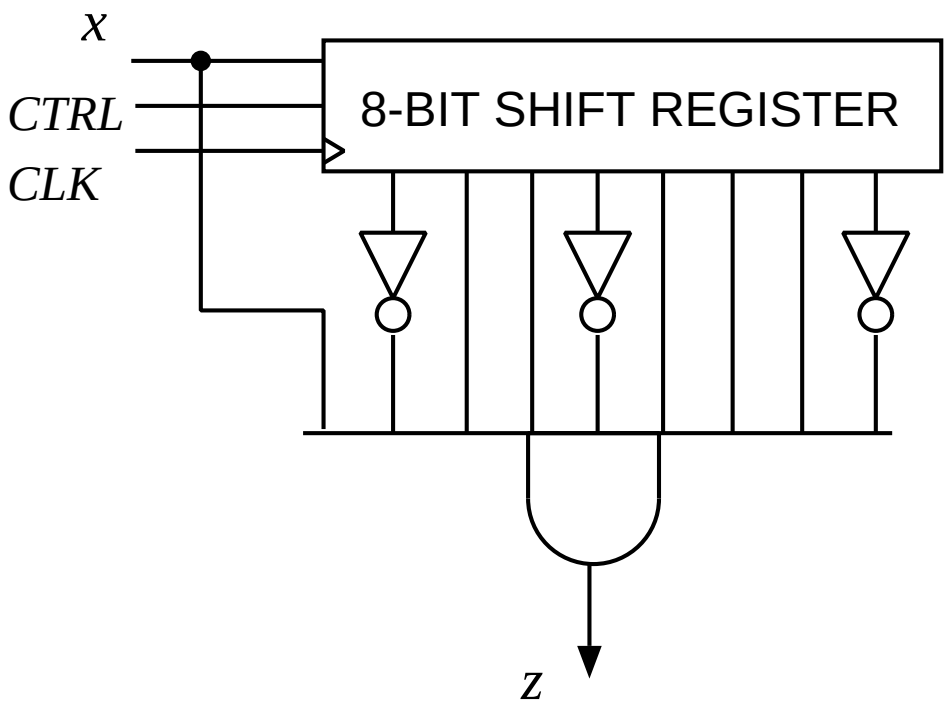


Figure 11.12: IMPLEMENTATION OF NETWORK IN Example 11.3

NETWORKS OF SHIFT REGISTERS

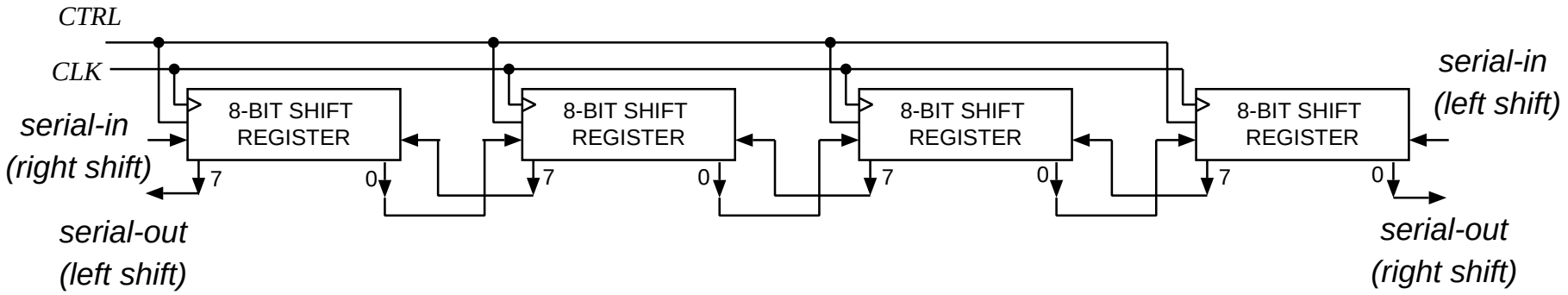


Figure 11.13: NETWORK OF SERIAL-INPUT/SERIAL-OUTPUT SHIFT REGISTER MODULES

- MODULO-p COUNTER

$$s(t+1) = (s(t) + x) \bmod p$$

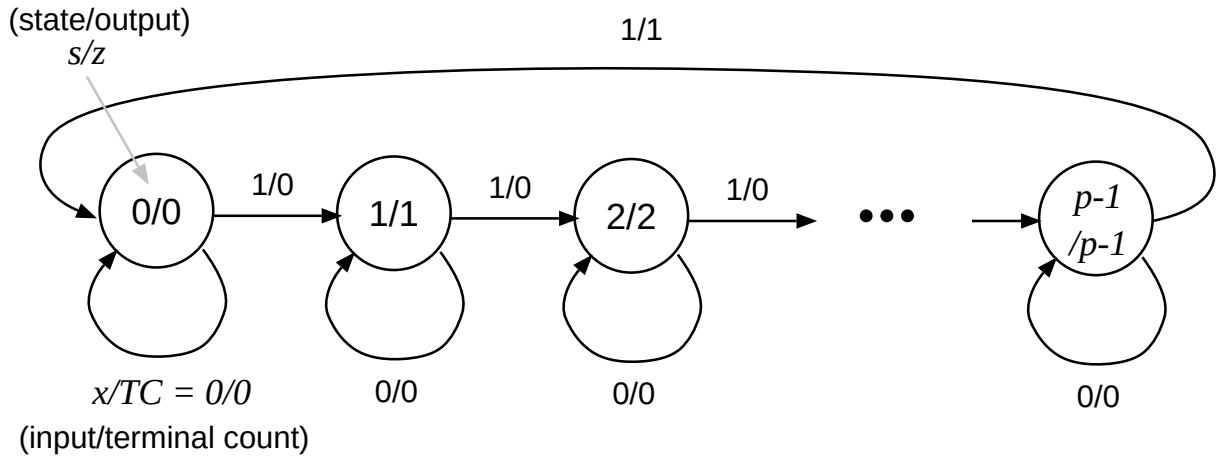


Figure 11.14: STATE DIAGRAM OF A MODULO-p COUNTER

A HIGH-LEVEL DESCRIPTION OF A MODULO-p COUNTER

INPUT: $x \in \{0, 1\}$

OUTPUTS: $z \in \{0, 1, \ldots, p-1\}$

$TC \in \{0, 1\}$

STATE: $s \in \{0, 1, \ldots, p-1\}$

FUNCTION: STATE TRANSITION AND OUTPUT FUNCTIONS

$$
\begin{aligned}
s(t+1) &= (s(t) + x) \bmod p \\
z(t) &= s(t) \\
TC(t) &= \begin{cases} 1 \ if \ s(t) = p-1 \ and \ x(t) = 1 \\ 0 \ \textbf{otherwise} \end{cases}
\end{aligned}
$$

TYPES OF COUNTERS

- UP or DOWN COUNTERS

State	Binary	BCD	Excess-3	Gray	Ring	Twisted Tail
0	000	0000	0011	000	00000001	0000
1	001	0001	0100	001	00000010	0001
2	010	0010	0101	011	00000100	0011
3	011	0011	0110	010	00001000	0111
4	100	0100	0111	110	00010000	1111
5	101	0101	1000	111	00100000	1110
6	110	0110	1001	101	01000000	1100
7	111	0111	1010	100	10000000	1000
8		1000	1011			
9		1001	1100			

RING and TWISTED-TAIL COUNTERS

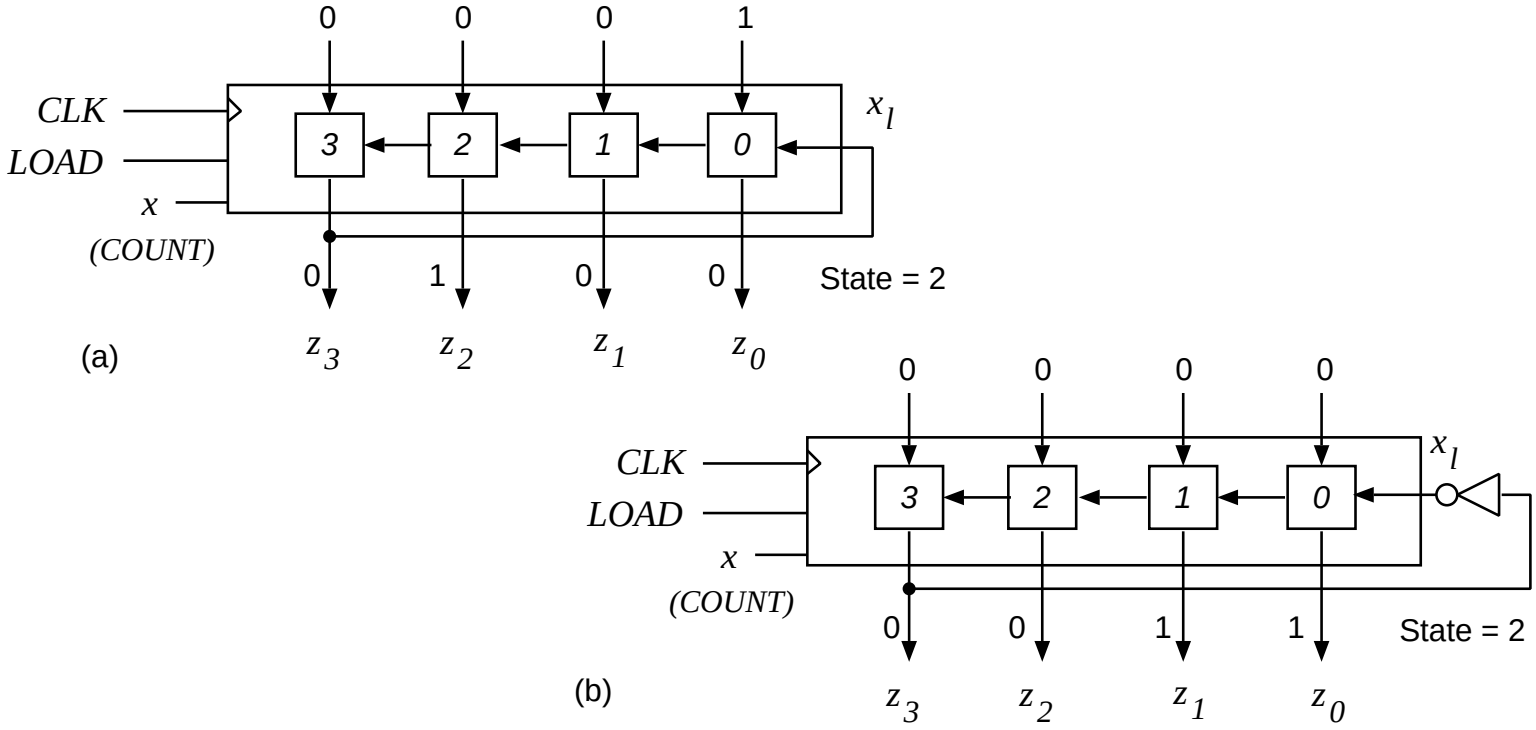


Figure 11.15: a) MODULO-4 RING COUNTER; b) MODULO-8 TWISTED-TAIL COUNTER

BINARY COUNTER WITH PARALLEL INPUT

INPUTS: $\underline{I} = (I_3, \ldots, I_0), I_j \in \{0,1\}, I \in \{0,1...,15\}$
$CLR,\ LD,\ CNT \in \{0,1\}$

STATE: $\underline{s} = (s_3, \ldots, s_0), s_j \in \{0,1\}, s \in \{0,1,...,15\}$

OUTPUT: $\underline{s} = (s_3, \ldots, s_0), s_j \in \{0,1\}, s \in \{0,1,...,15\}$
$TC \in \{0,1\}$

FUNCTION: STATE-TRANSITION AND OUTPUT FUNCTIONS

$$s(t+1) = \begin{cases} 0 & \textbf{if} \quad CLR = 1 \\ I & \textbf{if} \quad LD = 1 \\ (s(t)+1) \bmod 16 & \textbf{if} \quad CNT = 1 \ \textbf{and} \ \ LD = 0 \\ s(t) & \textbf{otherwise} \end{cases}$$

$$TC = \begin{cases} 1 & \textbf{if} \ \ s(t) = 15 \ \textbf{and} \ \ CNT = 1 \\ 0 & \textbf{otherwise} \end{cases}$$

MODULO-16 COUNTER

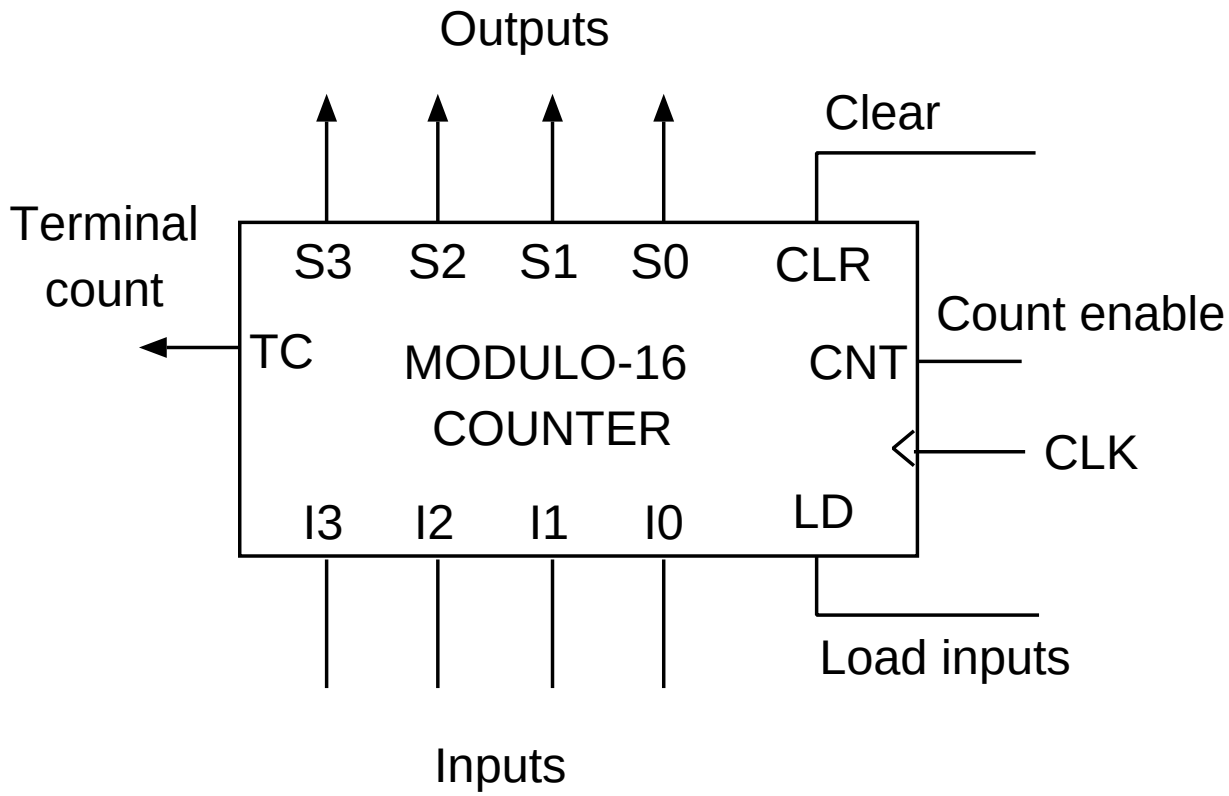


Figure 11.16: A MODULO-16 BINARY COUNTER WITH PARALLEL INPUT

MODULO-k COUNTER $(1 \leq k \leq 16)$

$$CNT = x$$

$$LD = \begin{cases} 1 & \textbf{if } (s = k-1) \textbf{ and } (x = 1) \\ 0 & \textbf{otherwise} \end{cases}$$

$$I = 0$$

$$TC = LD$$

MODULO-k COUNTER $(1 \leq k \leq 16)$(cont.)

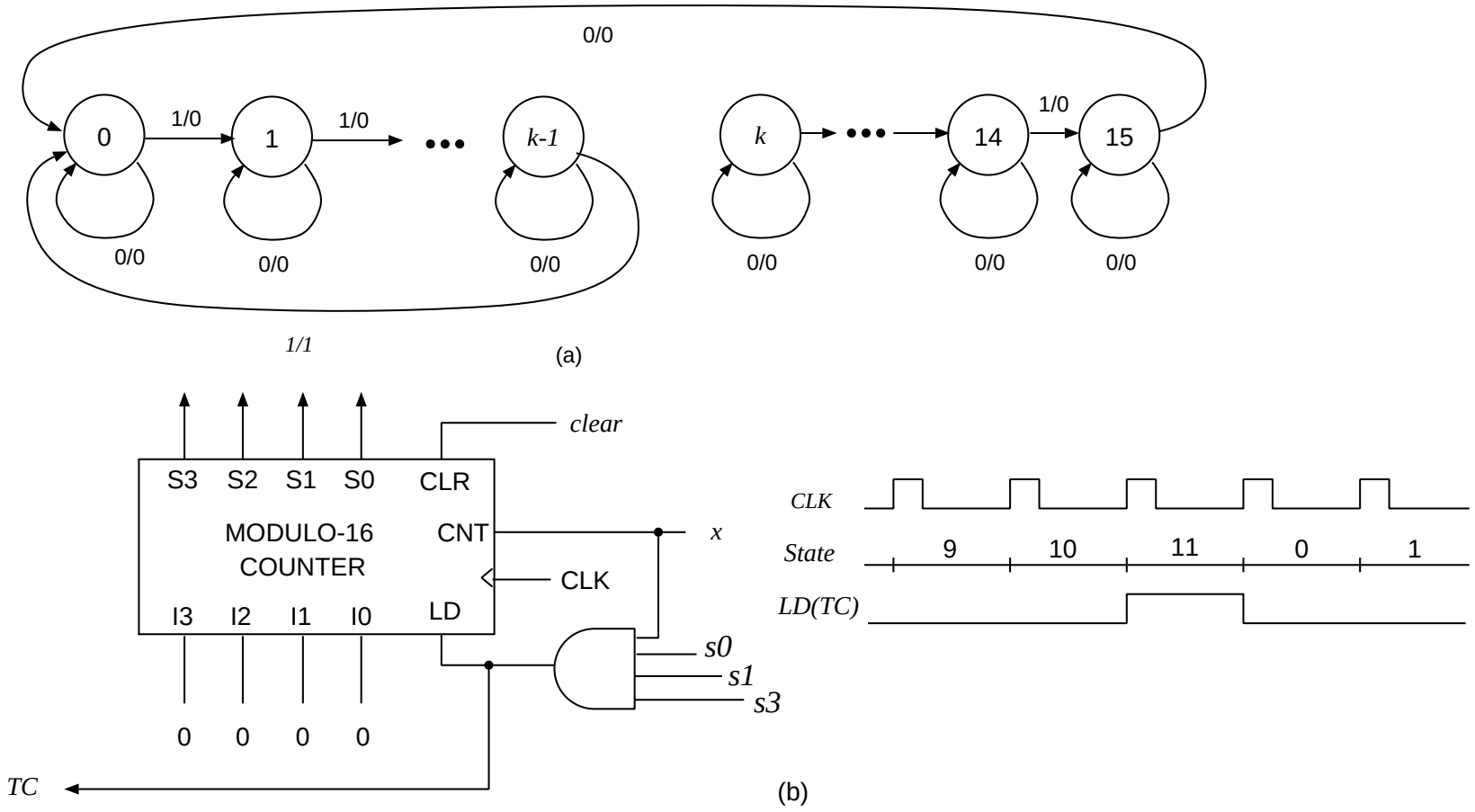


Figure 11.17: a) STATE DIAGRAM OF MODULO-k COUNTER $(1 \leq k \leq 16)$; b) MODULO-12 COUNTER AND ITS TIME BEHAVIOR $(x = 1)$

a-to-b COUNTER $(0 \leq a, b \leq 15)$

$$CNT = x$$

$$LD = \begin{cases} 1 & \textbf{if } (s = b) \textbf{ and } (x = 1) \\ 0 & \textbf{otherwise} \end{cases}$$

$$I = a$$

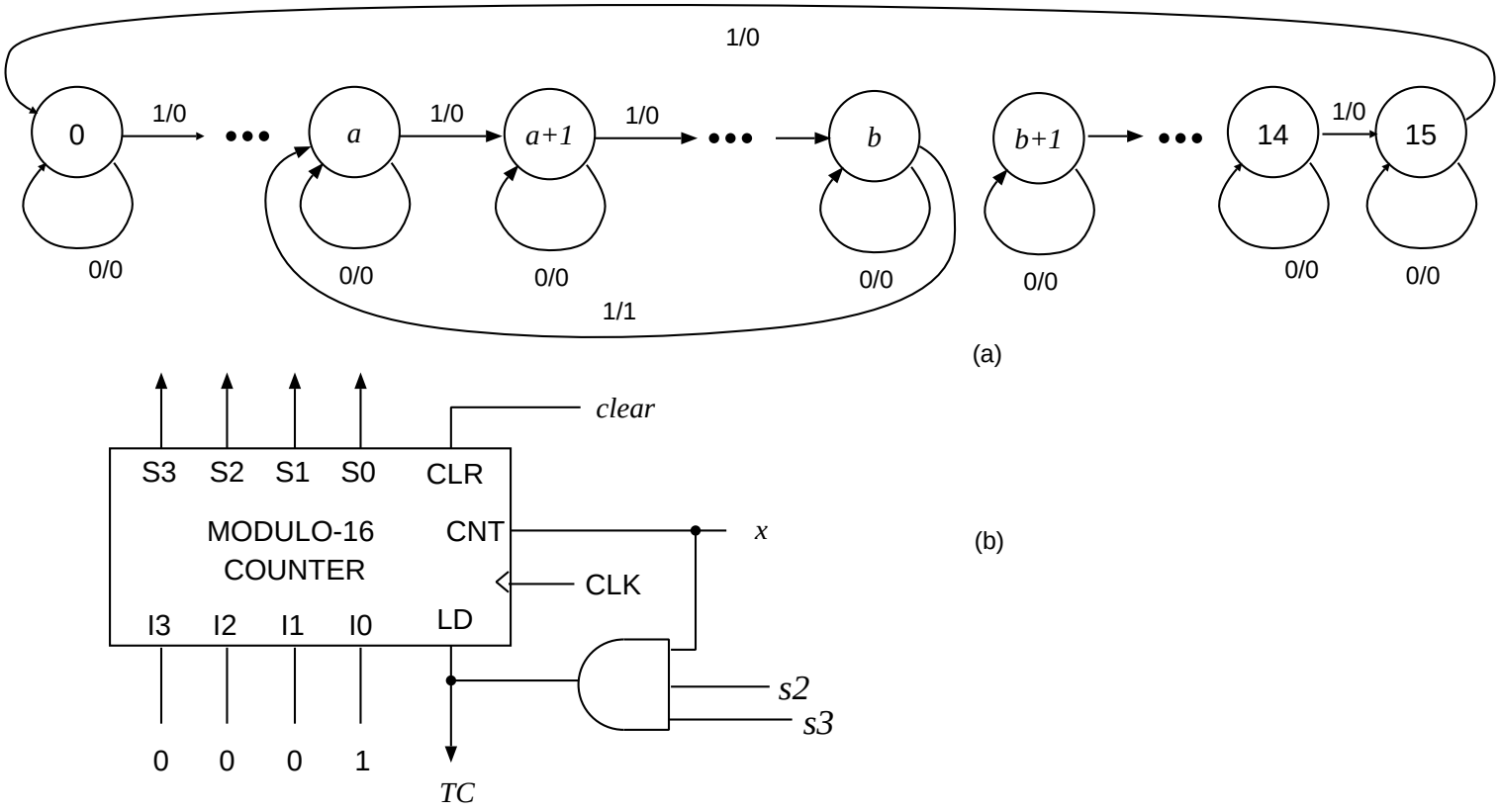


Figure 11.18: a) STATE DIAGRAM OF a-to-b COUNTER; b) A 1-to-12 COUNTER

MODULO-k FREQUENCY DIVIDER $(1 \leq k \leq 16)$

$$CNT = x$$

$$LD = \begin{cases} 1 \ \textbf{if} \ \ TC = 1 \\ 0 \ \textbf{otherwise} \end{cases}$$

$$I = 16 - k$$

$$z = TC$$

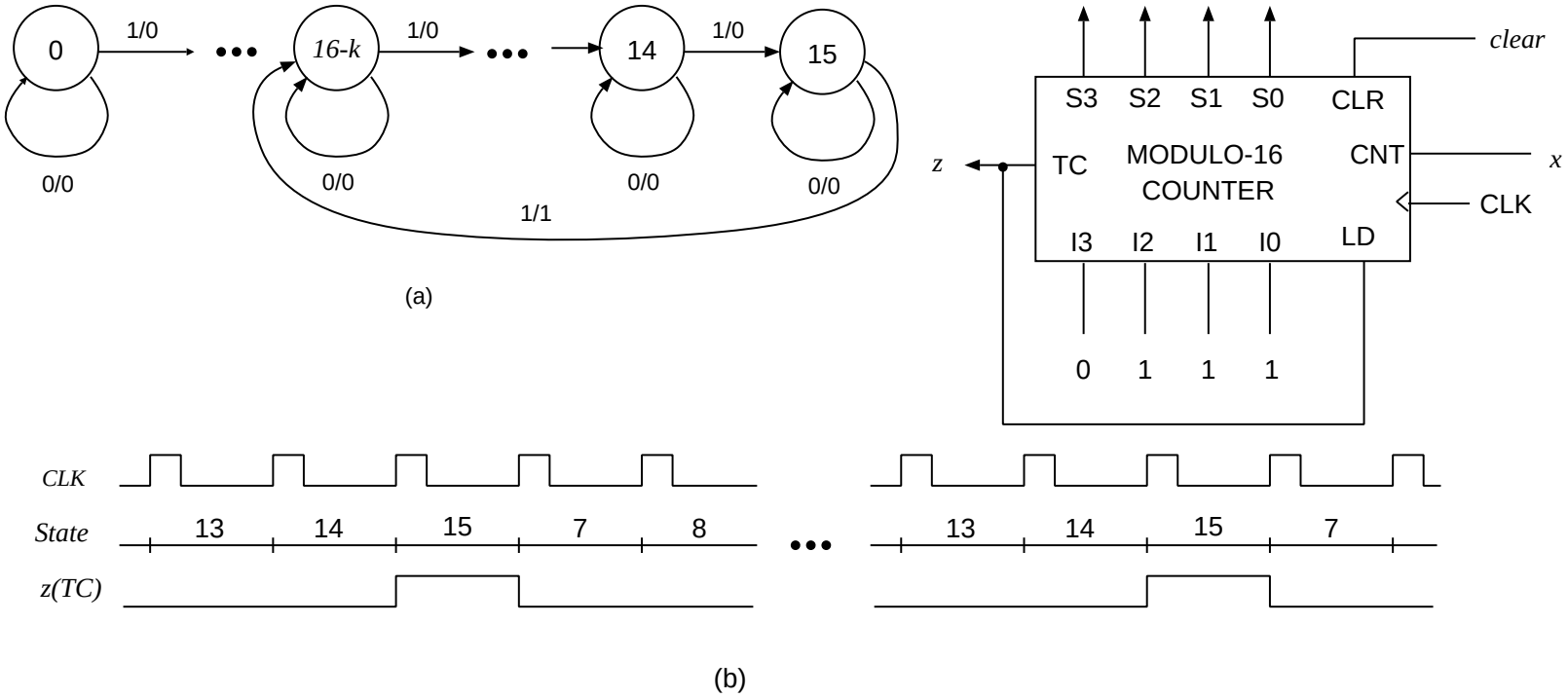
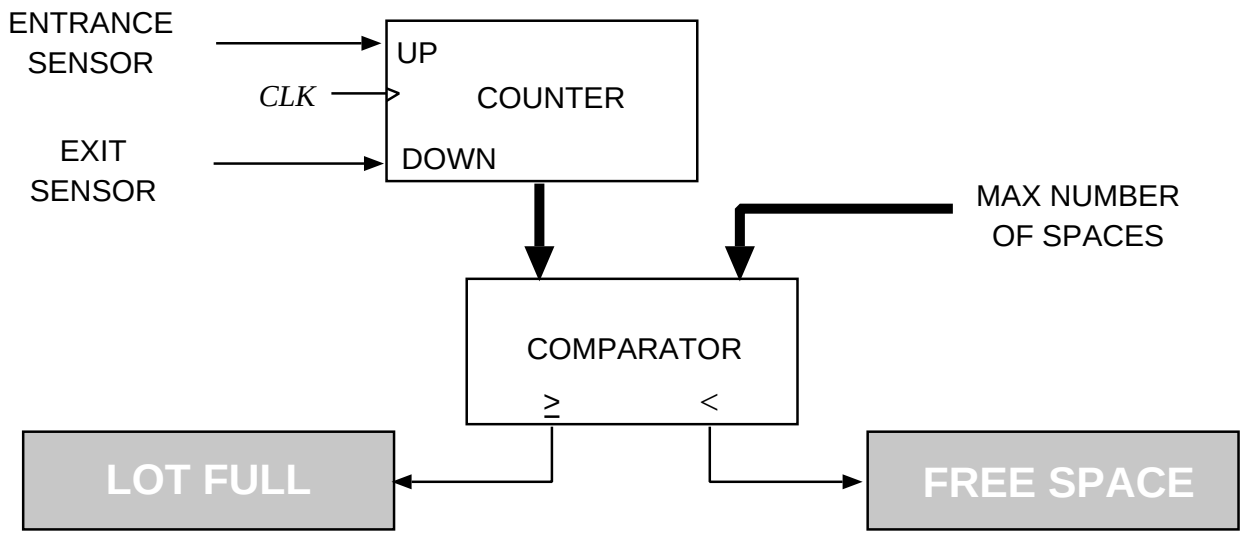


Figure 11.19: a) STATE DIAGRAM OF MODULO-k FREQUENCY DIVIDER; b) MODULO-9 FREQUENCY DIVIDER AND ITS TIME BEHAVIOR ($x = 1$)

USES OF COUNTERS

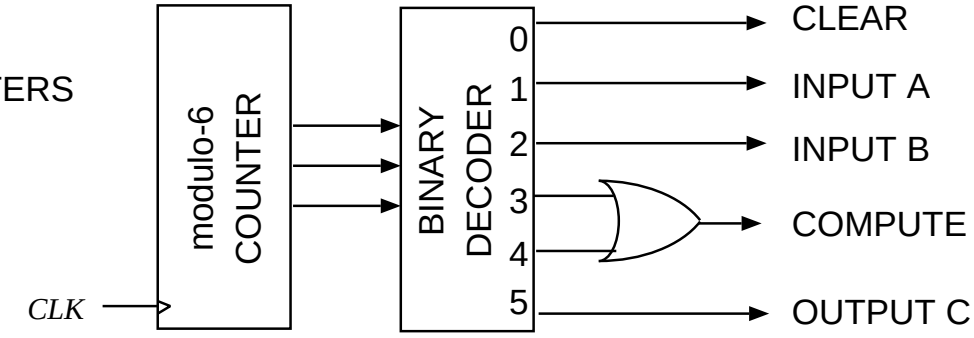
- COUNT THE NUMBER OF TIMES THAT A CERTAIN EVENT TAKES PLACE;
- CONTROL A FIXED SEQUENCE OF ACTIONS
- GENERATE TIMING SIGNALS
- GENERATE CLOCKS OF DIFFERENT FREQUENCIES
- STATE REGISTER



(a)

Sequence of actions:

0: CLEAR ALL REGISTERS
1: INPUT A
2: INPUT B
3: COMPUTE
4: COMPUTE
5: OUTPUT C



(b)

Figure 11.20: a) EXAMPLE OF EVENT COUNTER; b) EXAMPLE OF CONTROLLER.

USES OF COUNTERS (cont.)

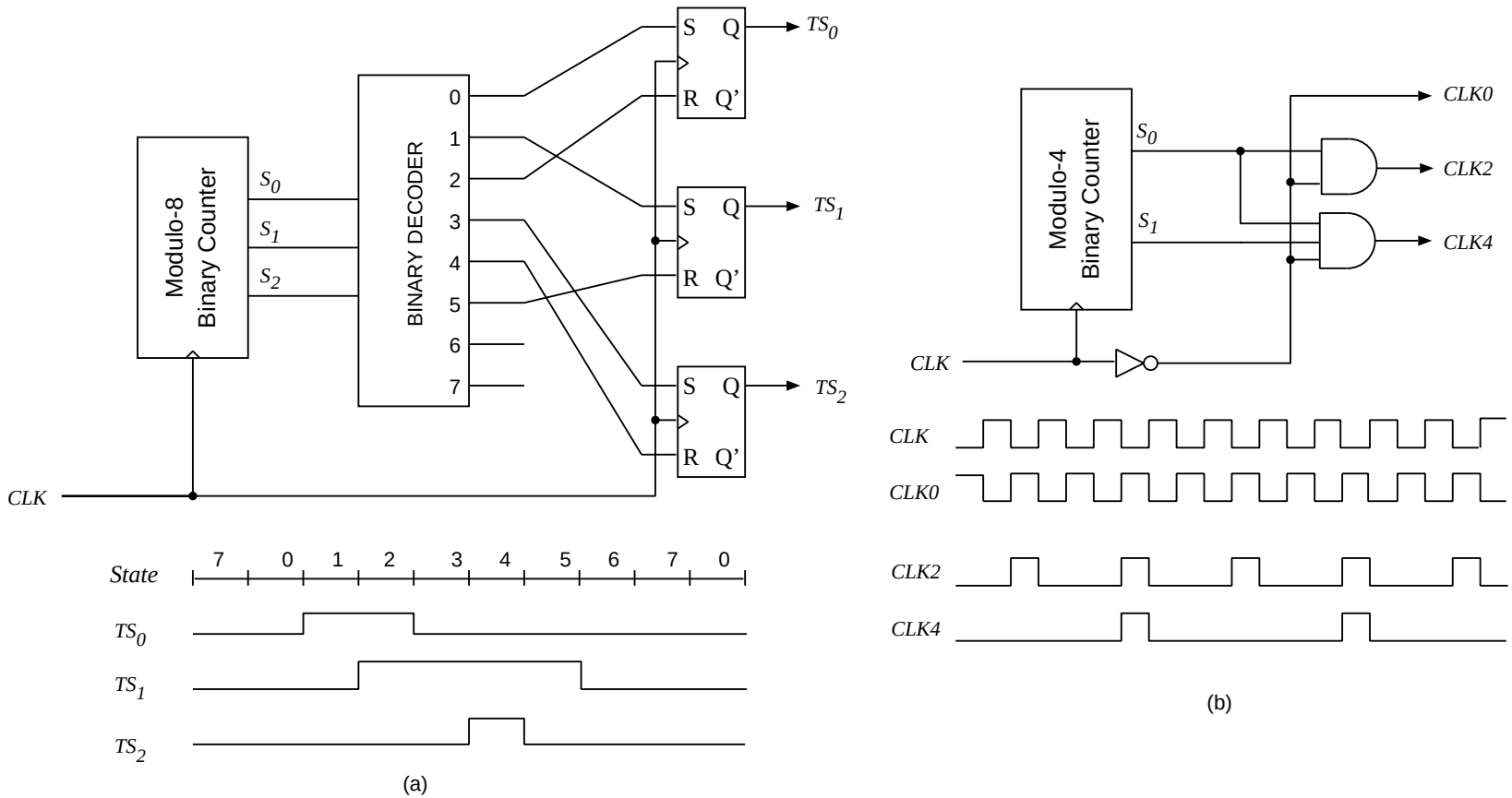


Figure 11.21: EXAMPLES OF NETWORKS FOR GENERATING a) TIMING SIGNALS; b) CLOCKS WITH DIFFERENT FREQUENCIES.

COUNTER AS STATE REGISTER

Counting $s(t+1) = (s(t)+1) \bmod p$

No change $s(t+1) = s(t)$

Arbitrary $s(t+1) \neq (s(t)+1) \bmod p$ **and** $s(t+1) \neq s(t)$

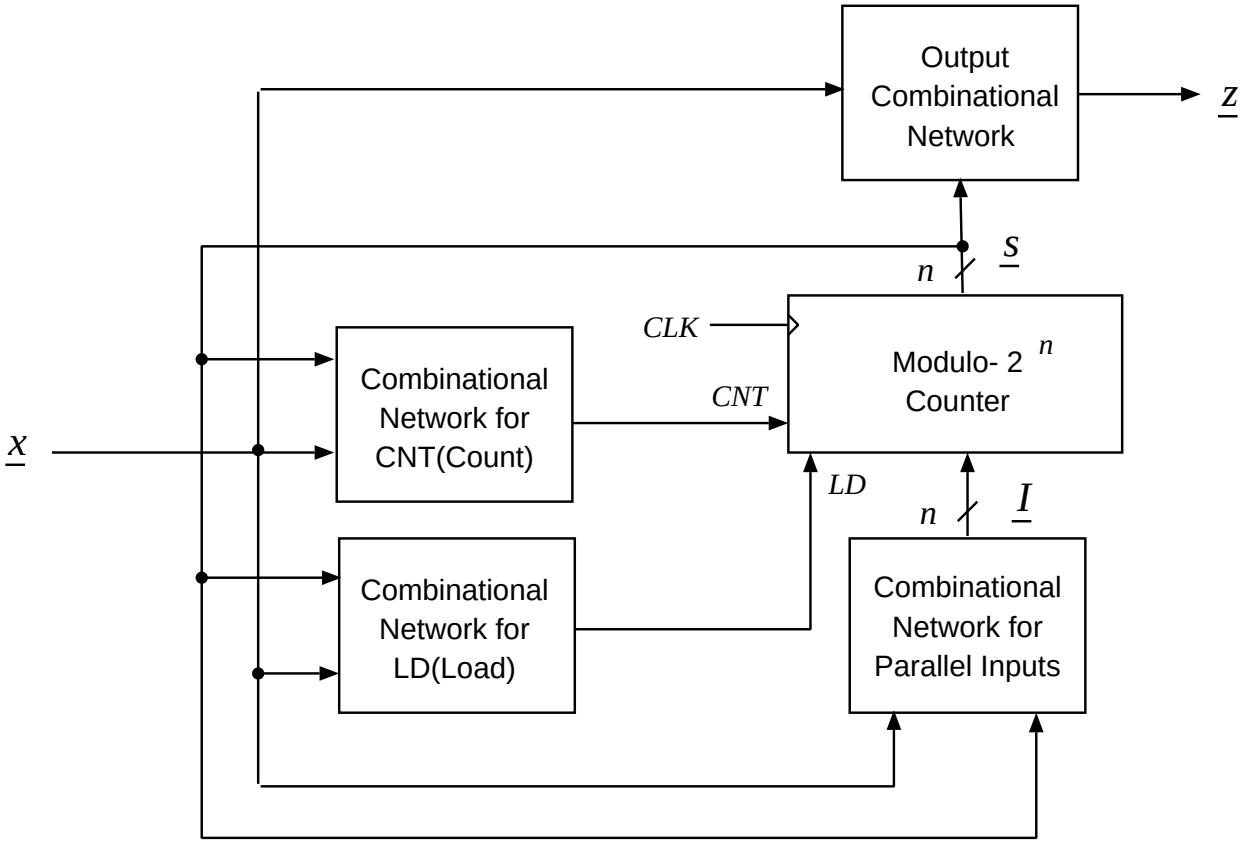


Figure 11.22: IMPLEMENTATION OF SEQUENTIAL SYSTEM WITH COUNTER AND COMBINATIONAL NETWORKS.

COUNTER AS STATE REGISTER (cont.)

$$CNT = \begin{cases} 1 \;\; if \;\; s(t+1) = (s(t)+1) \bmod p \;\; and \;\; x = 1 \\ 0 \;\; \textbf{otherwise} \end{cases}$$

$$LD = \begin{cases} 1 \;\; if \;\; s(t+1) \neq s(t) \;\; and \\ \quad\quad s(t+1) \neq (s(t)+1) \bmod p \;\; and \;\; x = 1 \\ 0 \;\; \textbf{otherwise} \end{cases}$$

$$I = \begin{cases} s(t+1) \;\; \textbf{if} \;\; LD = 1 \\ - \qquad\quad \textbf{otherwise} \end{cases}$$

Example 11.4

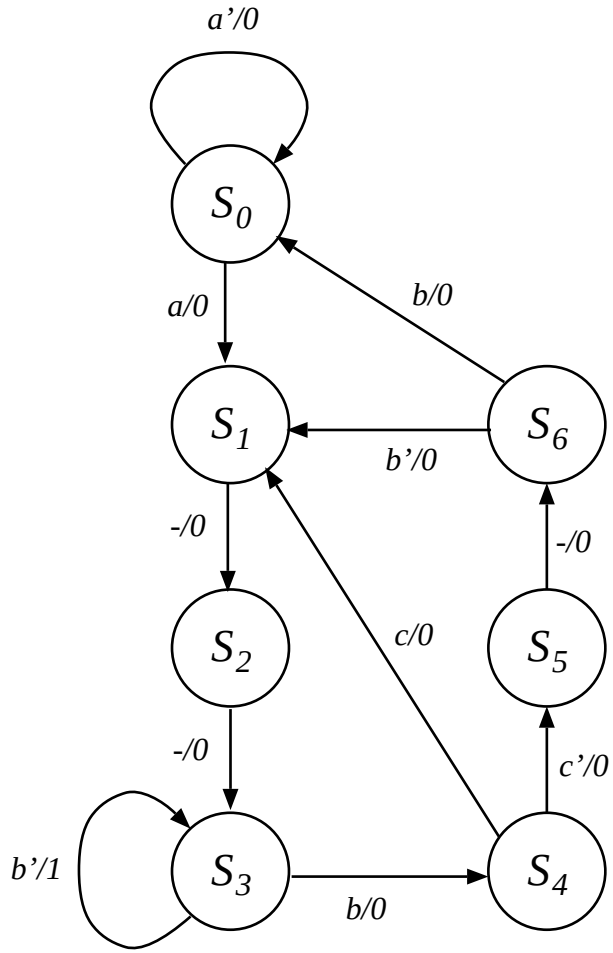


Figure 11.23: STATE DIAGRAM for Example 11.4

Example 11.4 (cont.)

$$CNT = S_0 a + S_1 + S_2 + S_3 b + S_4 c' + S_5$$

$$LD = CNT'$$

$$(I_3, I_2, I_1, I_0) = \begin{cases} (0,0,0,0) & \textbf{if} \quad S_0 a' + S_6 b \\ (0,0,0,1) & \textbf{if} \quad S_4 c + S_6 b' \\ (0,0,1,1) & \textbf{if} \quad S_3 b' \end{cases}$$

SWITCHING EXPRESSIONS FOR PARALLEL INPUTS

$$\begin{aligned} I_3 &= 0 \\ I_2 &= 0 \\ I_1 &= Q_0 \\ I_0 &= Q_0 + Q_2 Q_1' + Q_2 b' \end{aligned}$$

OUTPUT z

$$z = Q_1 Q_0 b'$$

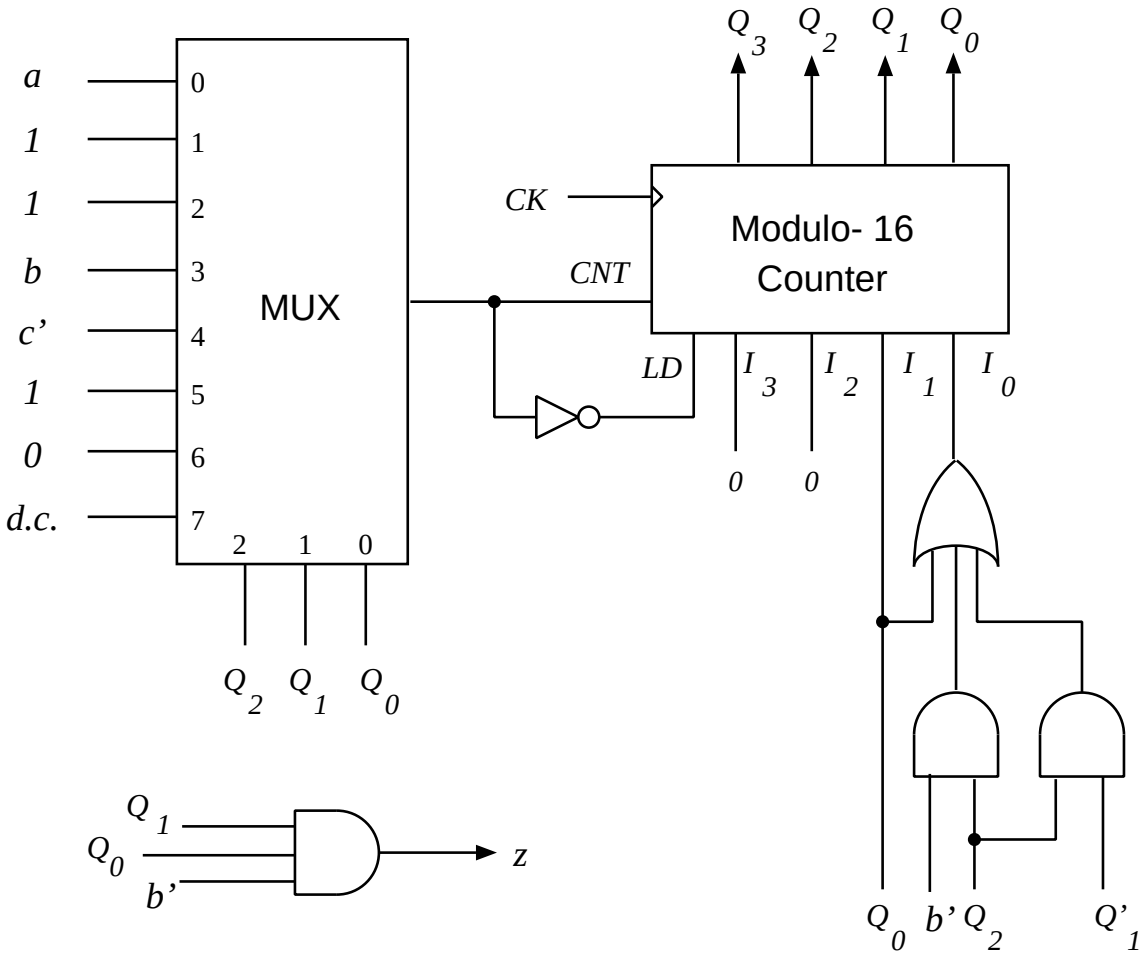


Figure 11.24: SEQUENTIAL NETWORK FOR Example 11.4

NETWORKS OF COUNTERS

- CASCADE COUNTERS

$$TC = \begin{cases} 1 \ \textbf{if} \ \ (s = p-1) \ \textbf{and} \ (CNT = 1) \\ 0 \ \textbf{otherwise} \end{cases}$$

- FOR THE i-th MODULE

$$CNT^i = \begin{cases} 1 \ \textbf{if} \ \ (s^{(j)} = p-1) \ \textbf{and} \ (x = 1) \\ \quad (\text{ for all } j < i) \\ 0 \ \textbf{otherwise} \end{cases}$$

where $s^{(j)}$ is the state of counter j.

CASCADE COUNTERS (cont.)

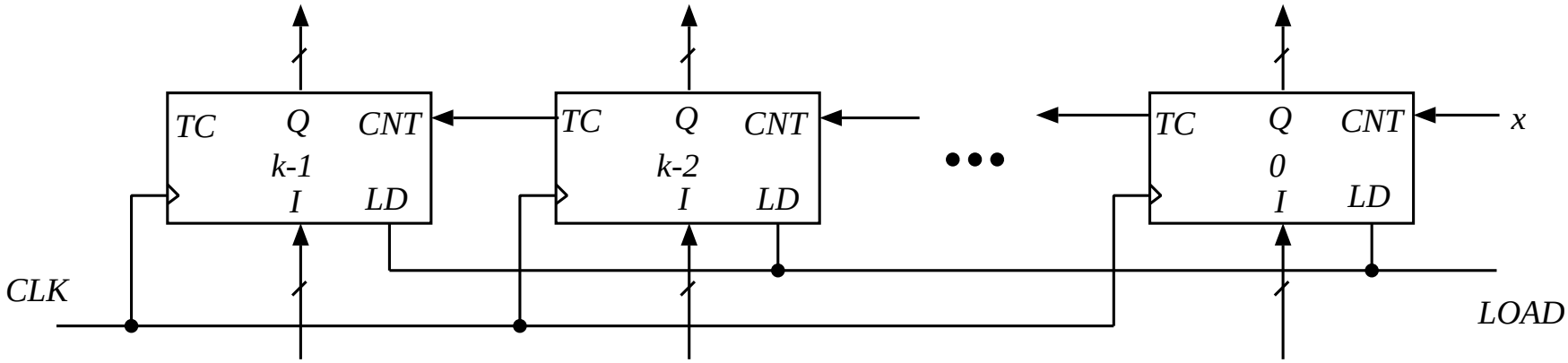


Figure 11.26: CASCADE IMPLEMENTATION OF A MODULO-p^k COUNTER

- THE WORST-CASE DELAY

$$T_{\text{worst-case}} = (k-1)t_{tc} + t_{su} + t_p$$

- THE MAXIMUM CLOCK FREQUENCY POSSIBLE

$$f_{max} = 1/[(k-1)t_{tc} + t_{su} + t_p]$$

Example 11.5

$t_{su} = 4.5[ns]$ (including the delay of the gates used to produce the inputs to the cells)

$t_p = 2[ns]$

$t_{tc} = 3.5[ns]$

MIN CLOCK PERIOD:

with one module $T = 6.5[ns]$ $(153[MHz])$

with 8 modules $T = 31[ns]$ $(32[MHz])$

FASTER COUNTERS

- INTRODUCE CEF (Count Enable First)

$$s(t+1) = \begin{cases} (s(t)+1) \bmod p & \textbf{if} \quad CEF = 1 \ \textbf{and} \ CNT = 1 \\ s(t) & \textbf{otherwise} \end{cases}$$

- TC SIGNAL NOT INFLUENCED BY CEF,

$$TC = \begin{cases} 1 & \textbf{if} \quad (s(t) = p-1) \ \textbf{and} \ (CNT = 1) \\ 0 & \textbf{otherwise} \end{cases}$$

FASTER CASCADE COUNTER

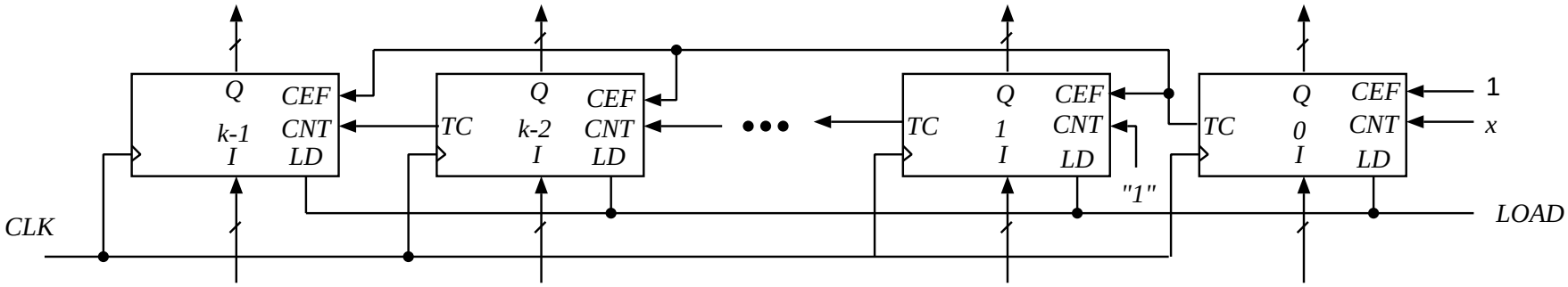


Figure 11.27: A FASTER VERSION OF A CASCADE COUNTER

WORST-CASE DELAY

$$T_{\text{worst-case}} = (k-2)t_{tc} + t_{su} + t_p$$

$\Rightarrow$ SMALL REDUCTION IN THE DELAY

* Note: propagation of TC can span several clock cycles

CONSEQUENTLY, IF T IS THE CLOCK PERIOD,

$$pT \geq (k-2)t_{tc} + t_{su} + t_p$$

$$T \geq t_{tc} + t_{su} + t_p$$

COMBINING

$$T \geq \max(t_{tc} + t_{su} + t_p,\ ((k-2)t_{tc} + t_{su} + t_p)/p)$$

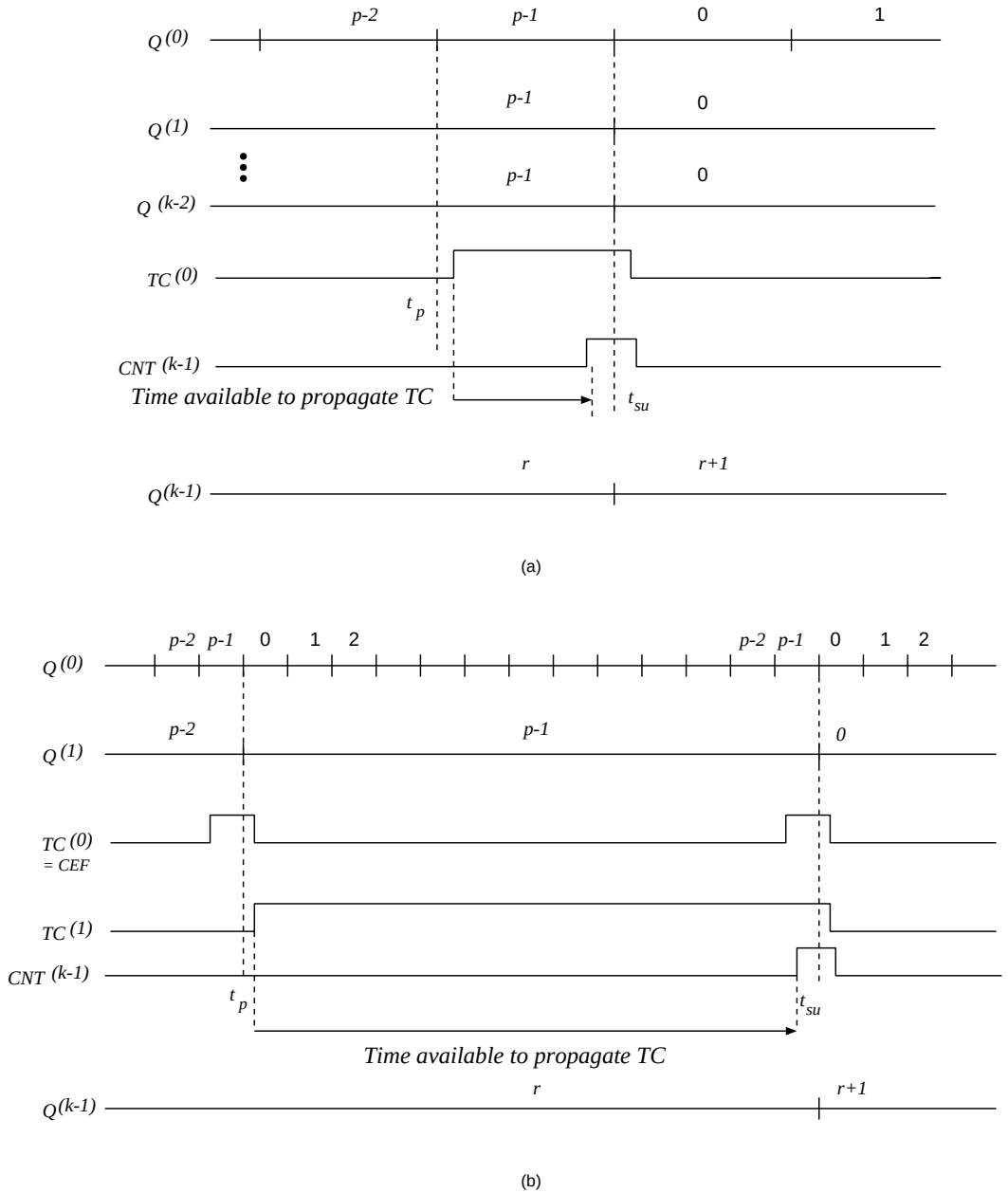


Figure 11.28: TIMING RELATIONS: a) Without CEF; b) With CEF

PARALLEL COUNTERS

Modulo-504 counter: $7 \times 8 \times 9$ states

$$000, 111, 222, 333, 444, 555, 666, 077, 108, 210, 321, 432, ...$$

PARALLEL MODULO-$(7 \times 8 \times 9)$ COUNTER

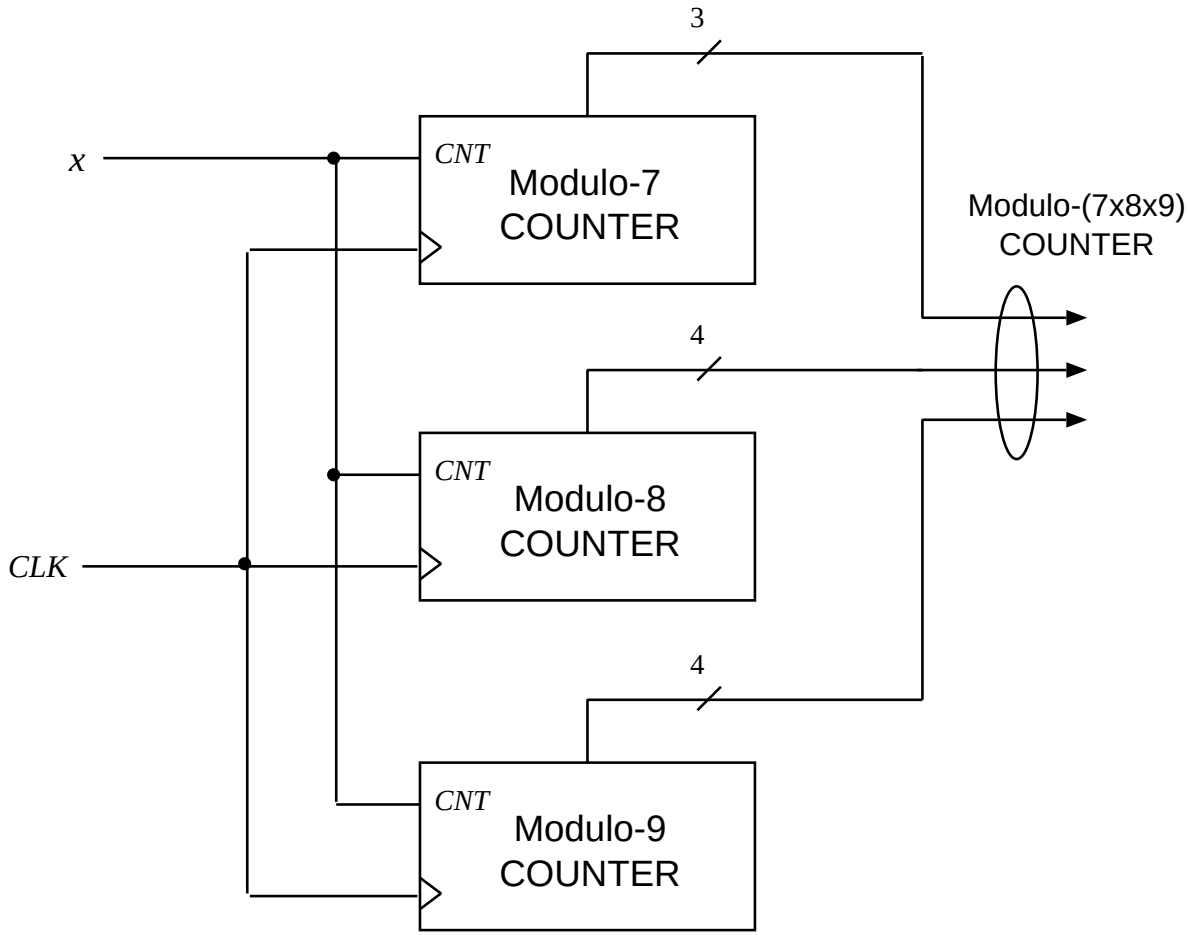


Figure 11.29: PARALLEL IMPLEMENTATION OF MODULO-$(7 \times 8 \times 9)$ COUNTER.

MULTIMODULE SYSTEMS

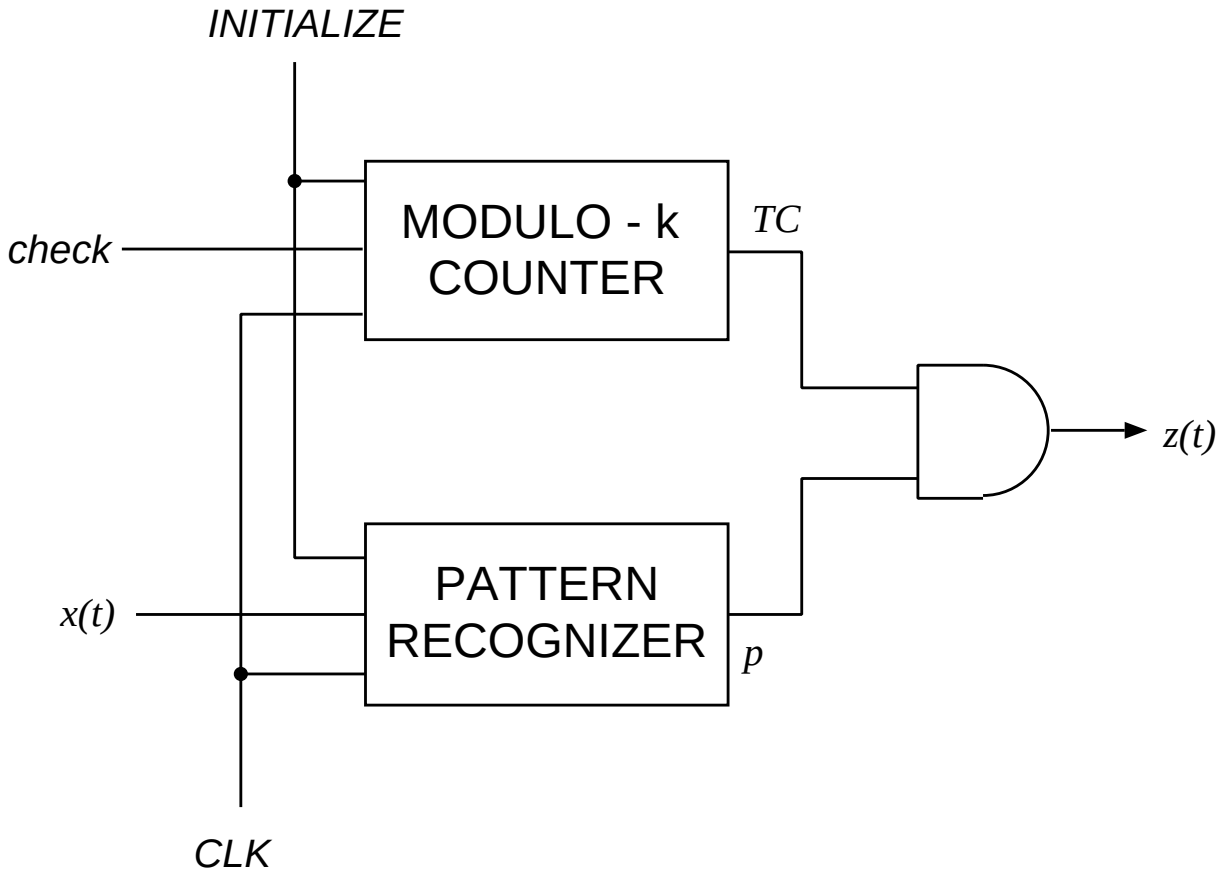
- Complex sequential system $\Rightarrow$ several interacting sequential subsystems

Example 11.6: BLOCK PATTERN RECOGNIZER

- INPUT SEQUENCE: blocks of k symbols
- FUNCTION: check for pattern P in each block
- IMPLEMENTATION: counter + recognizer
- OUTPUT OF THE COUNTER:

$$TC(t) = \begin{cases} 1 & \textbf{if} \quad t \bmod k = k-1 \ \textbf{and} \ \text{CHECK} = 1 \\ 0 & \textbf{otherwise} \end{cases}$$

- OUTPUT OF THE SYSTEM: $z(t) = p(t) \cdot TC(t)$



(a)

Figure 11.30: BLOCK PATTERN RECOGNIZER

Example 11.6: ILLUSTRATION

t	0	1	2	3	4	5	6	7	8	9	10	11
x	5	3	7	4	1	0	3	7	4	3	7	4
TC	0	0	1	0	0	1	0	0	1	0	0	1
p	0	0	0	1	0	0	0	0	1	0	0	1
z	0	0	0	0	0	0	0	0	1	0	0	1

Example 11.7

- count the number of instances of pattern P in blocks of k symbols

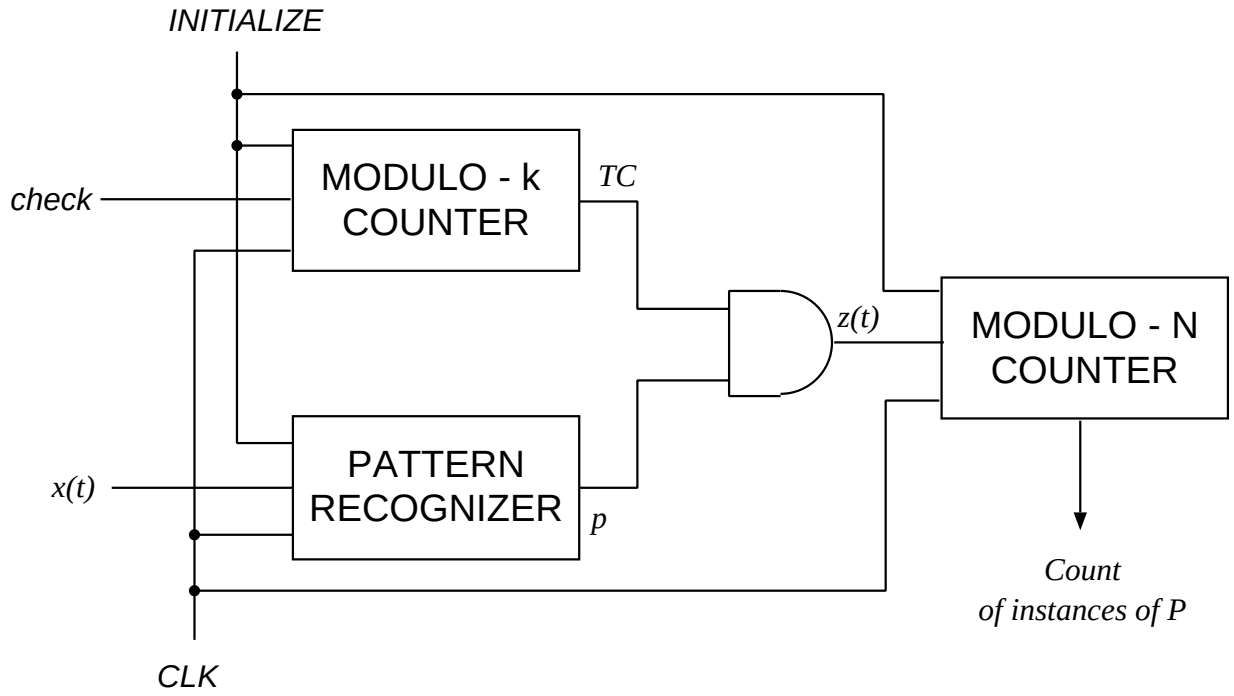


Figure 11.30: BLOCK PATTERN RECOGNIZER.