

3.6 Registers, counters and memory

Name: _____ Class: _____ Date: _____ Total: 21 marks

KEY WORDS register • shift register • ripple counter
• synchronous counter • memory

Objective

Build registers and counters (ripple and synchronous), trace shift-register data flow, and size memory from address/data line counts – every counter trace checked against the 2^n state-count rule.

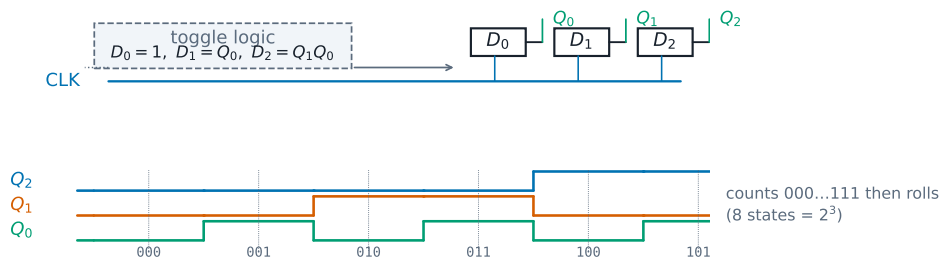
1 Key knowledge and worked examples

■ Registers: n bits per edge

A **register** is n flip-flops sharing a clock – n bits load at each edge. A **shift register** connects each Q to the next D: bits march along one place per clock. Serial-in serial-out delays a stream by n clocks; serial-in parallel-out is the serial-to-parallel converter.

Worked example. A 4-bit shift register ($q \leftarrow \{q[2:0], \text{sin}\}$: the new bit enters the rightmost stage, contents shift left), serial input 1, 0, 1, 1: after four clocks the register holds 1011 – the last input sits at the far right, the first at the far left. Trace: 0001 $\rightarrow$ 0010 $\rightarrow$ 0101 $\rightarrow$ 1011 ✓.

One clock, computed toggles: the 3-bit up-counter



■ Counters: ripple vs synchronous

A **ripple counter** chains T-flip-flops, each clocked by the previous output – simple, but the delay accumulates stage to stage. A **synchronous counter** clocks every flip-flop from the same edge and computes each toggle with logic – fast, and the standard design.

Worked example. The 3-bit synchronous up-counter: bit 0 toggles every clock; bit 1 toggles when $Q_0 = 1$; bit 2 toggles when $Q_1 \cdot Q_0 = 11$. From 000 the sequence runs 000, 001, 010, 011, 100 ... 111, then wraps to 000 – $2^3 = 8$ states ✓ (the count-range check every counter answer must pass).

■ Memory: address bits select words

Memory is an array of m-bit words; k **address lines** select one of 2^k words. $2^k \times m$ is the organisation: 8K×8 has $k = 13$ (since $8K = 2^{13}$) and 8 data lines. The sizing rule both ways: $k = \log_2(\text{number of words})$; words = 2^k .

2 Practice

2.1 A 4-bit register loads 1011 at one rising edge. A 4-bit shift register with serial input 1, 0, 1, 1 (new bit entering the rightmost stage, contents shifting left, as in $q \leftarrow \{q[2:0], \text{sin}\}$) clocks four times: give the contents after each clock. [3]

2.2 How many states does a 4-bit counter have, and what is the largest count before wrap? [2]

2.3 A memory is 4K × 16. How many address lines and data lines? [3]

3 Exam-style questions

3.1 Design a 3-bit synchronous DOWN-counter (counts 7, 6, 5 ... 0, 7 ...) using T flip-flops.

Give the toggle condition for each bit, trace the first six counts from 111, and verify the wrap $000 \rightarrow 111$ with your conditions. Then state why this counter's outputs all change relative to one clock edge (and what a ripple version would cost). ^[7]

3.2 A 4-bit serial-in parallel-out shift register receives the bits 1, 1, 0, 1 (first bit first) and clocks four times.

Give the register contents after each clock. Then explain how this register plus a counter converts a 4-bit serial stream to a parallel word, and state the total conversion time in clock cycles. An 8-bit conversion of the same rate would take how many cycles, and how many flip-flops in total? ^[6]
