Counters

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1 Administrivia

| Assignment | | |
|-------------|--|--|
| Read 6-1,6. | | |

From Last Time

Final Xilinx project.

Announcements

Shift registers.

Outline

- 1. Ripple counters.
- 2. Synchronous counters.
- 3. VHDL.

Coming Up

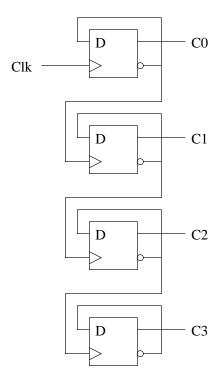
Memory, ROM.

2 Ripple Counters

The increment ripples — propagation delay problems.

Slow counters.

Basic idea:



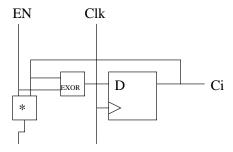
- 1. Each flip-flop's !Q is fed back to D. What does this accomplish?
- 2. Flip-flop i's !Q is used to clock flip-flop i+1. What does this accomplish?
- 3. Trace the propagation delay of the clock is the count is currently 1111 and a rising clock edge is applied.

3 Synchronous Counters

- 1. All flip-flops receive same clock signal.
- 2. Still have some rippling. (Where?)
- 3. Inputs: clk, enable.
- 4. Outputs: count, carry output (for cascading).
- 5. After state table minimization, input equation for bit i:

$$C_i \oplus (C_0 \cdot C_1 \cdot \ldots \cdot C_{i-1} \cdot EN)$$

6. One bit slice for serial gating:



7. Serial vs. parallel gating.

4 VHDL

32 bit up counter with enable and reset.

 $\operatorname{\mathsf{--}}$ Up counter with enable and reset

-- Note how en must be handled after the flip-flop generating -- code.

-- Also note that the when statement didn't appear to work!

library ieee;

```
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
entity counter is
  port (
    clk, reset_n, en : in std_logic;
                    : out std_logic_vector (31 downto 0);
                     : out std_logic);
    СО
end counter;
architecture behavioral of counter is
  signal count : std_logic_vector (31 downto 0);
begin -- behavioral
  q <= count;</pre>
  state: process (clk, reset_n)
  begin -- process state
    if reset_n = 0, then
      count <= X"00000000";
    elsif clk'event and clk = '1' then
      if en = '1' then
        count <= count + X"00000001";</pre>
      end if;
    end if;
  end process state;
  carry_out: process (count, en)
  begin -- process carry_out
    if count = X"FFFFFFF" and en = '1' then
      co <= '1';
    else
      co <= '0';
    end if;
  end process carry_out;
end behavioral;
```