



# SNS COLLEGE OF TECHNOLOGY

Coimbatore-35  
An Autonomous Institution



Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A++' Grade  
Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai

## DEPARTMENT OF ELECTRONICS & COMMUNICATION ENGINEERING

### 19ECB231 – DIGITAL ELECTRONICS

II YEAR/ III SEMESTER

### UNIT 3 –SEQUENTIAL CIRCUITS

TOPIC 4. - Design of Synchronous Sequential circuits : Up/Down counter



## What is a Counter?



- A digital circuit which is used for counting pulses is known as counter.
- Counter is the widest application of flip-flops.
- It is a group of flip-flops with a clock signal applied.



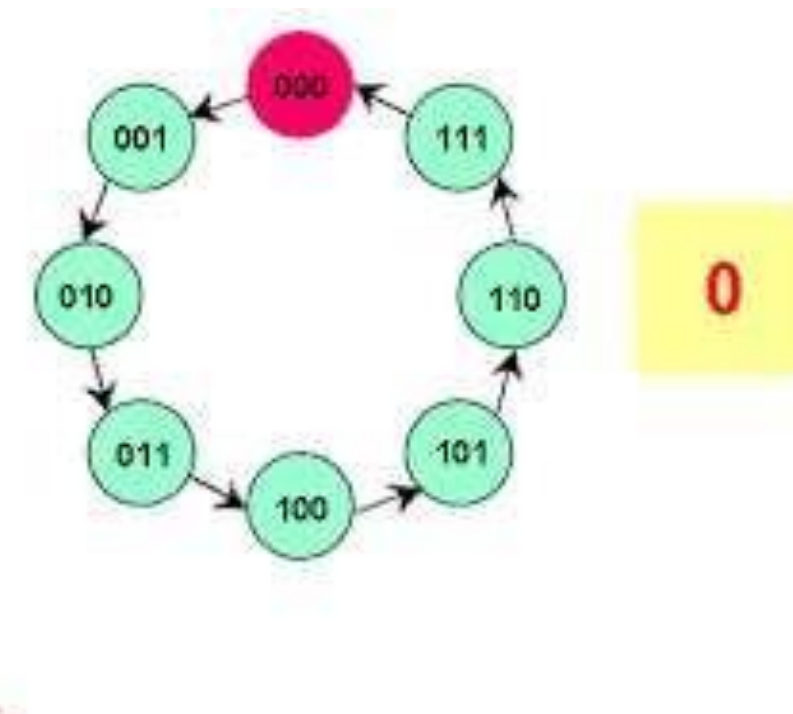


# Types of counters



Two Types

1. Asynchronous Counter or Ripple Counter.
2. Synchronous Counter

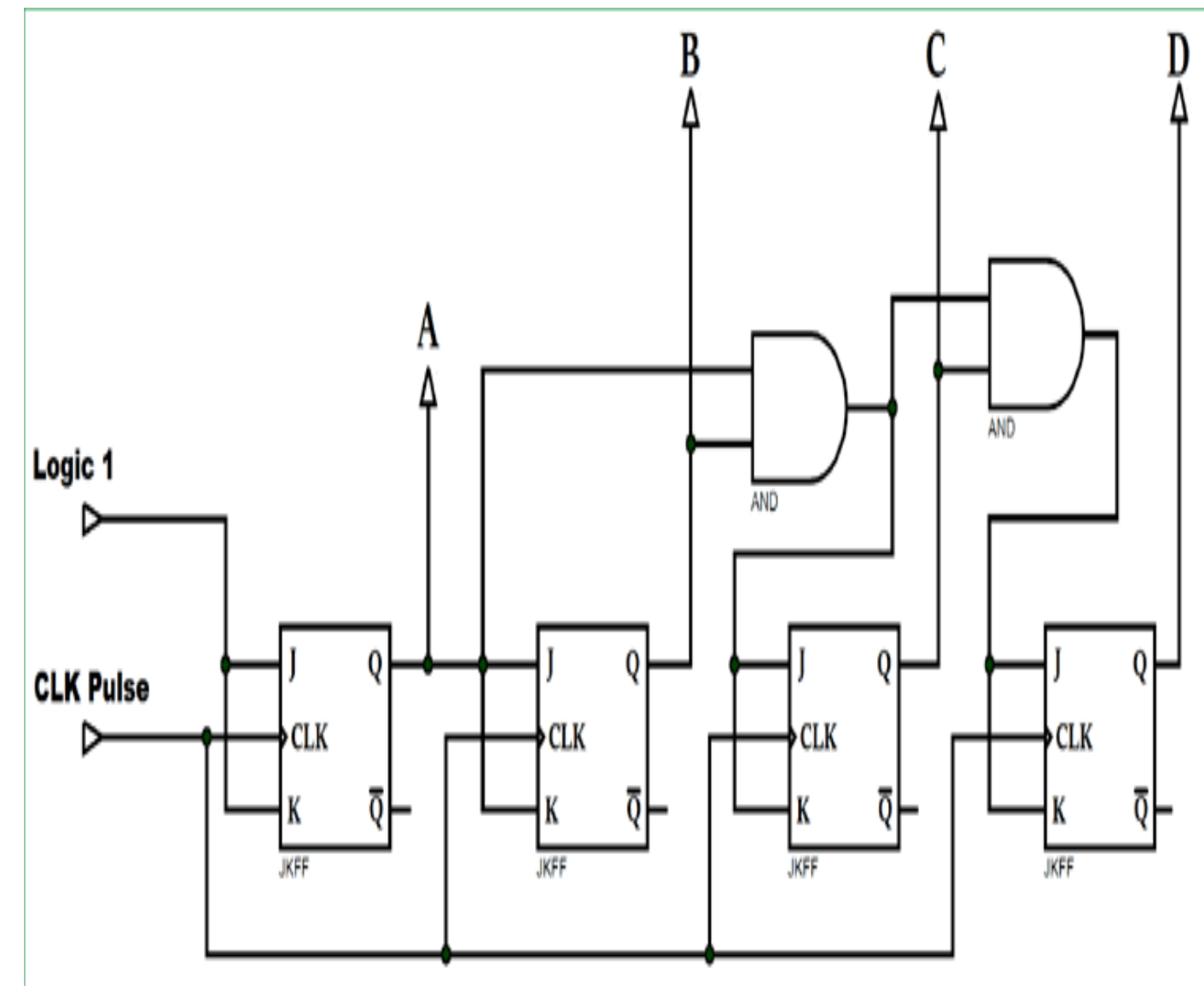




# Synchronous Counter



- In synchronous counter, the clock input across all the flip-flops use the same source and create the same clock signal at the same time.
- A counter which is using the same clock signal from the same source at the same time is called **Synchronous counter**.



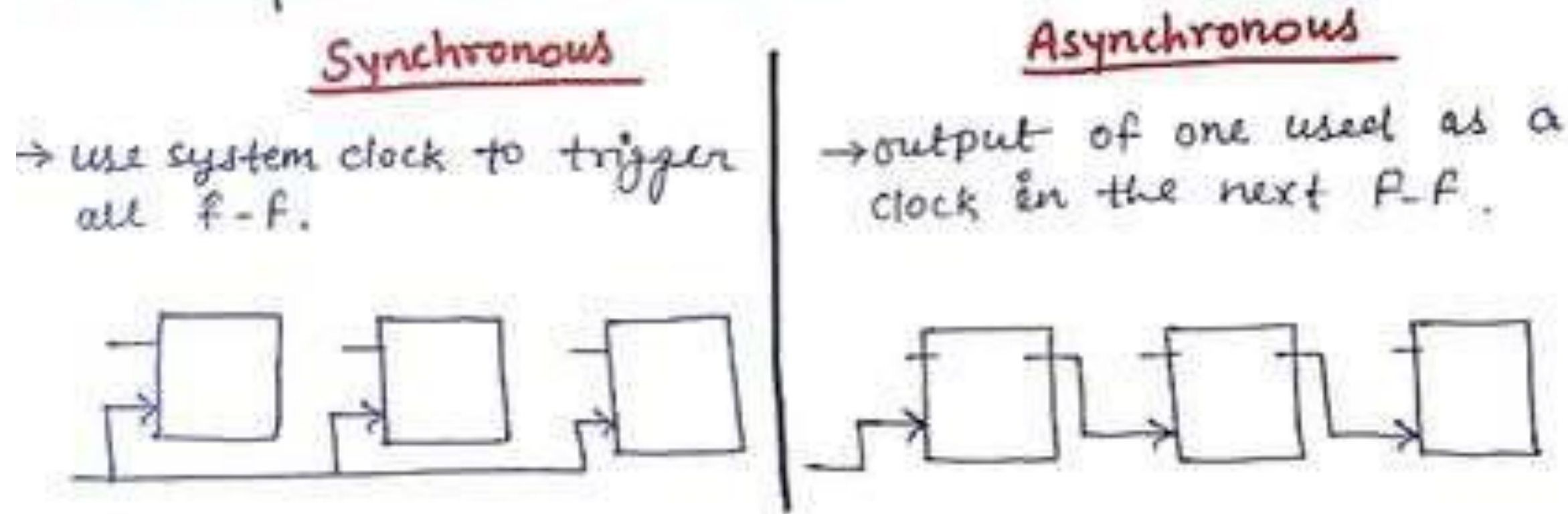


# Asynchronous Counter

● Depending upon the manner in which the flip-flop are triggered, counters can be divided into two major categories.

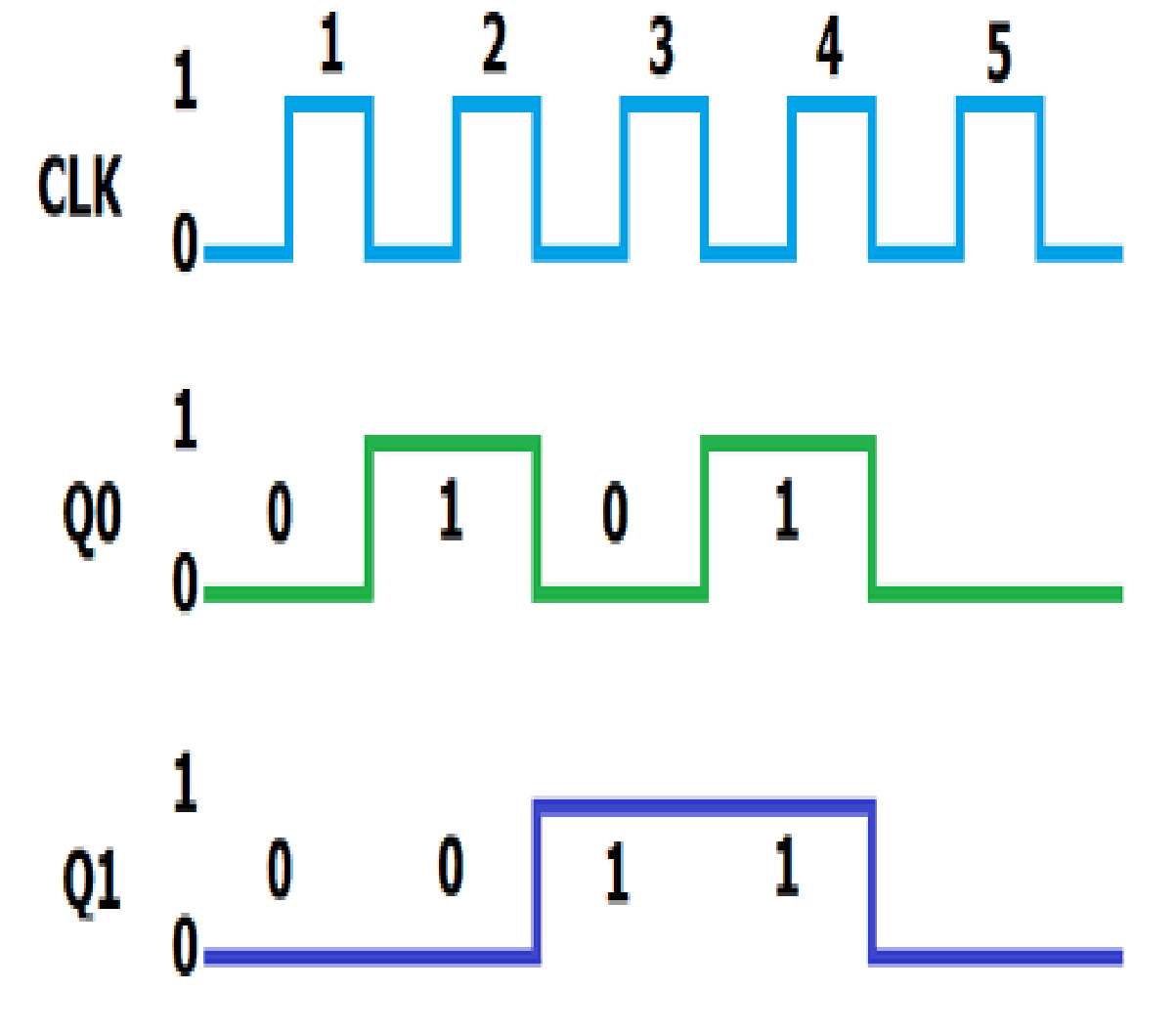
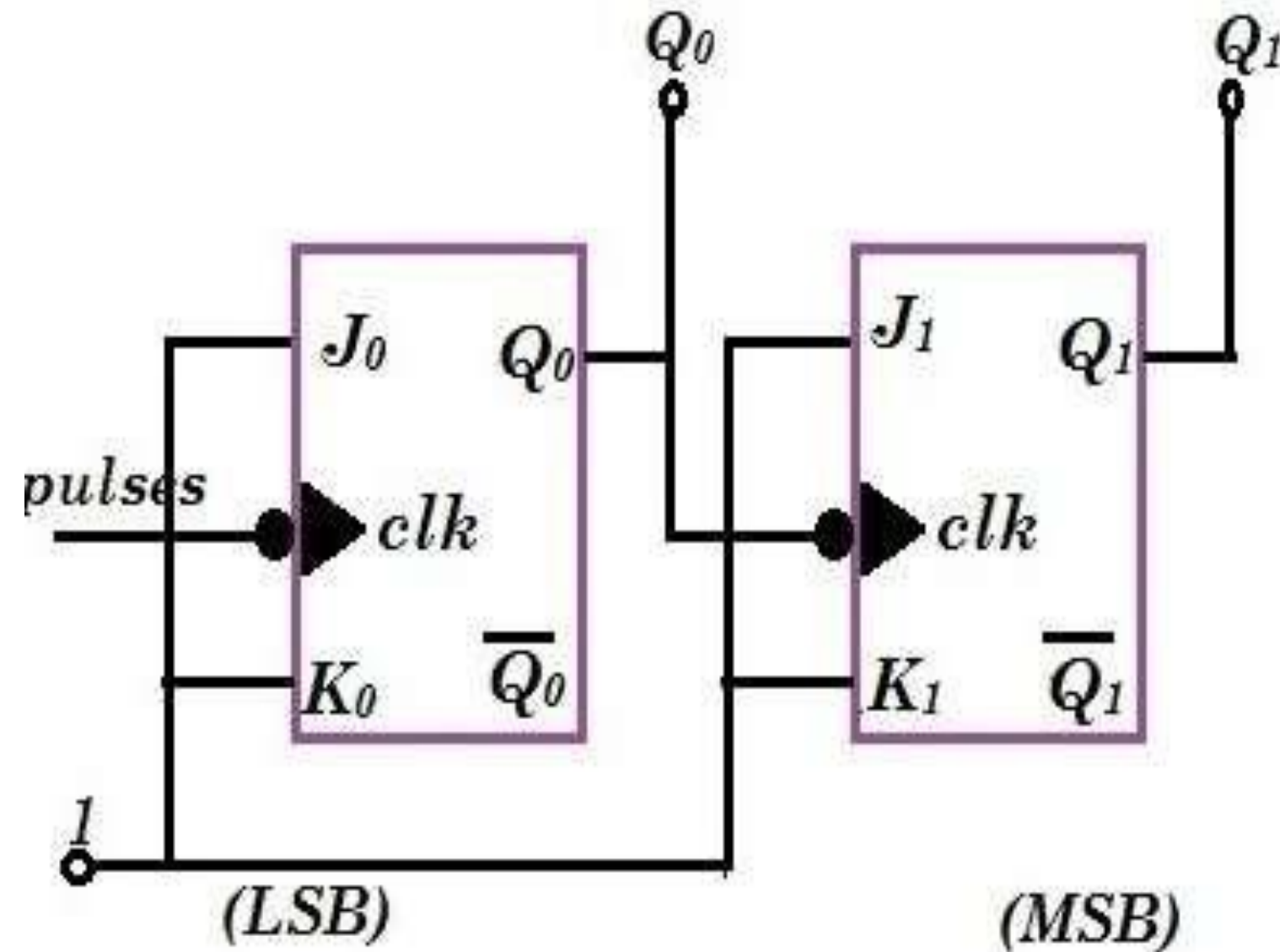
- i) Asynchronous counter (Ripple/series counter).
- ii) Synchronous counter (parallel counter).

The comparison between synchronous and Asynchronous counter.





# 2-bit Asynchronous Counter





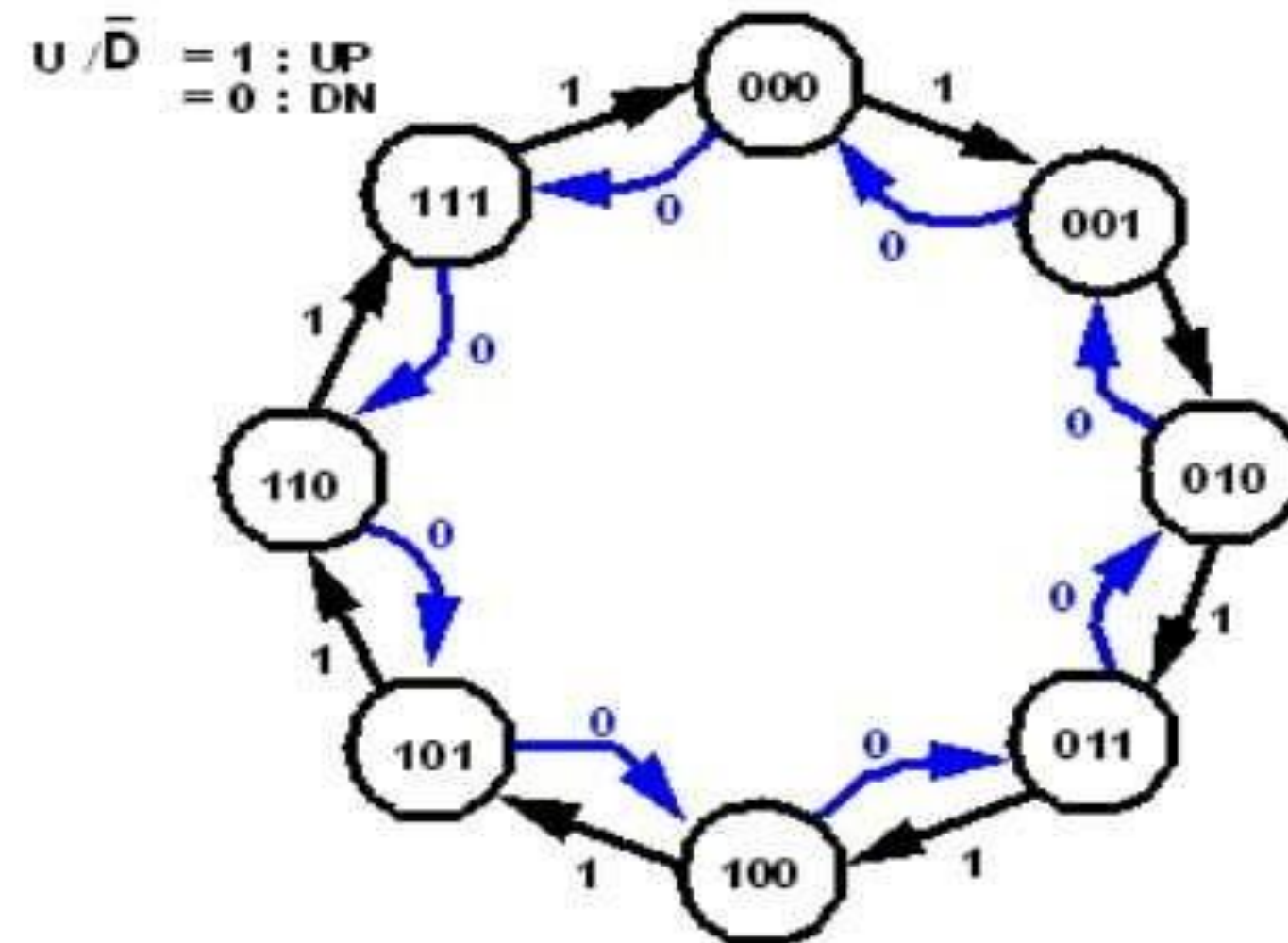
<b>Synchronous Counter</b>	<b>Asynchronous Counter</b>
All flip flops are triggered with same clock.	Different clock is applied to different flip flops.
It is faster.	It is lower
Design is complex.	I Design is relatively easy.
Decoding errors not present.	Decoding errors present.
Any required sequence can be designed	Only fixed sequence can be designed.



# 3-bit Synchronous Up/Down Counter

## Up/Down Counters

- A 3-bit binary up/down counter (State diagram)







# 3-bit Synchronous Down Counter



State Table

CP	UP	Q <sub>C</sub>	Q <sub>B</sub>	Q <sub>A</sub>	DOWN
0	↻	0	0	0	↻
1	↻	0	0	1	↻
2	↻	0	1	0	↻
3	↻	0	1	1	↻
4	↻	1	0	0	↻
5	↻	1	0	1	↻
6	↻	1	1	0	↻
7	↻	1	1	1	↻



# 3-bit Synchronous Down Counter



Excitation table

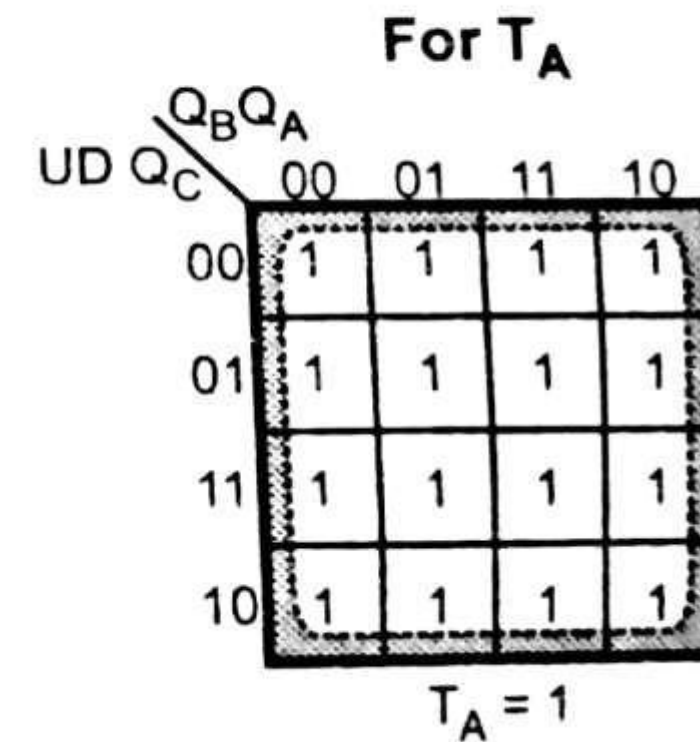
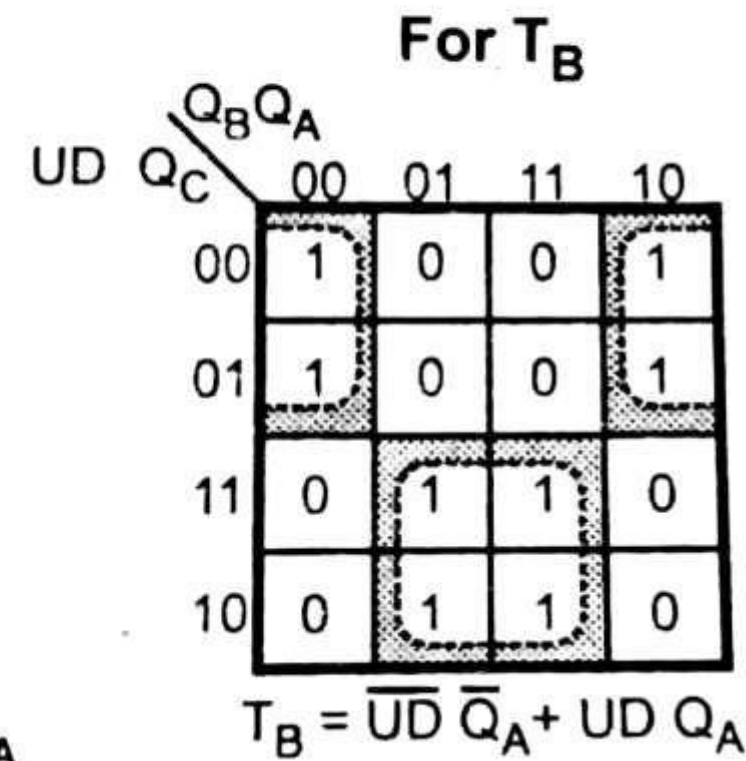
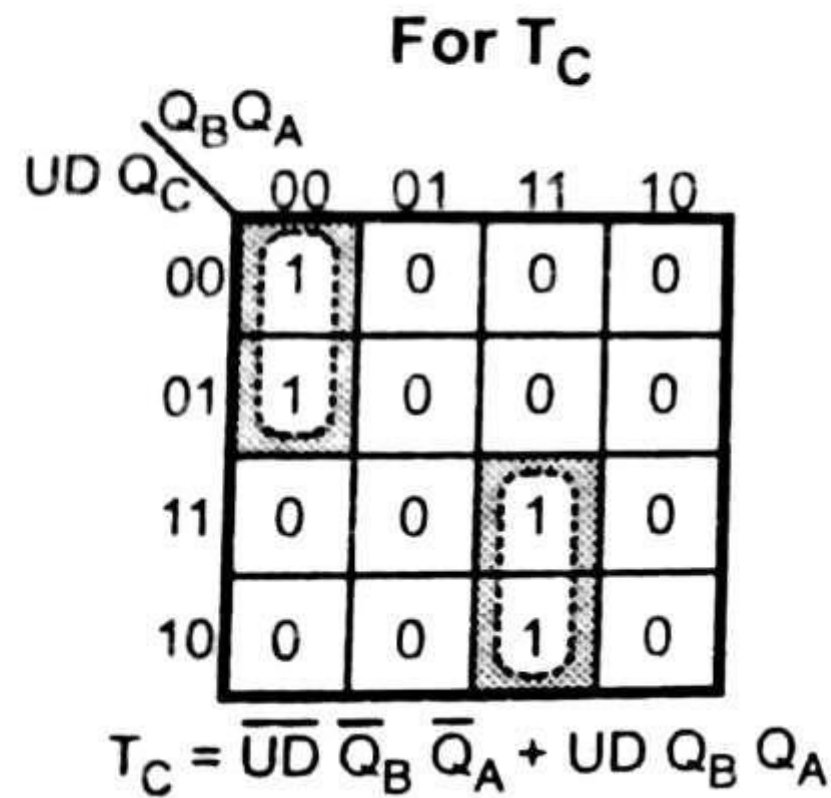
Input UP/DOWN (UD)	Present State			Next State			Flip-flop Inputs		
	$Q_C$	$Q_B$	$Q_A$	$Q_{C+1}$	$Q_{B+1}$	$Q_{A+1}$	$T_C$	$T_B$	$T_A$
0	0	0	0	1	1	1	1	1	1
0	0	0	1	0	0	0	0	0	1
0	0	1	0	0	0	1	0	1	1
0	0	1	1	0	1	0	0	0	1
0	1	0	0	0	1	1	1	1	1
0	1	0	1	1	0	0	0	0	1
0	1	1	0	1	0	1	0	1	1
0	1	1	1	1	1	0	0	0	1
1	0	0	0	0	0	1	0	0	1
1	0	0	1	0	1	0	0	1	1
1	0	1	0	0	1	1	0	0	1
1	0	1	1	1	0	0	1	1	1
1	1	0	0	1	0	1	0	0	1
1	1	0	1	1	1	0	0	1	1
1	1	1	0	1	1	1	0	0	1
1	1	1	1	0	0	0	1	1	1



# 3-bit Synchronous Down Counter



## K-map simplification

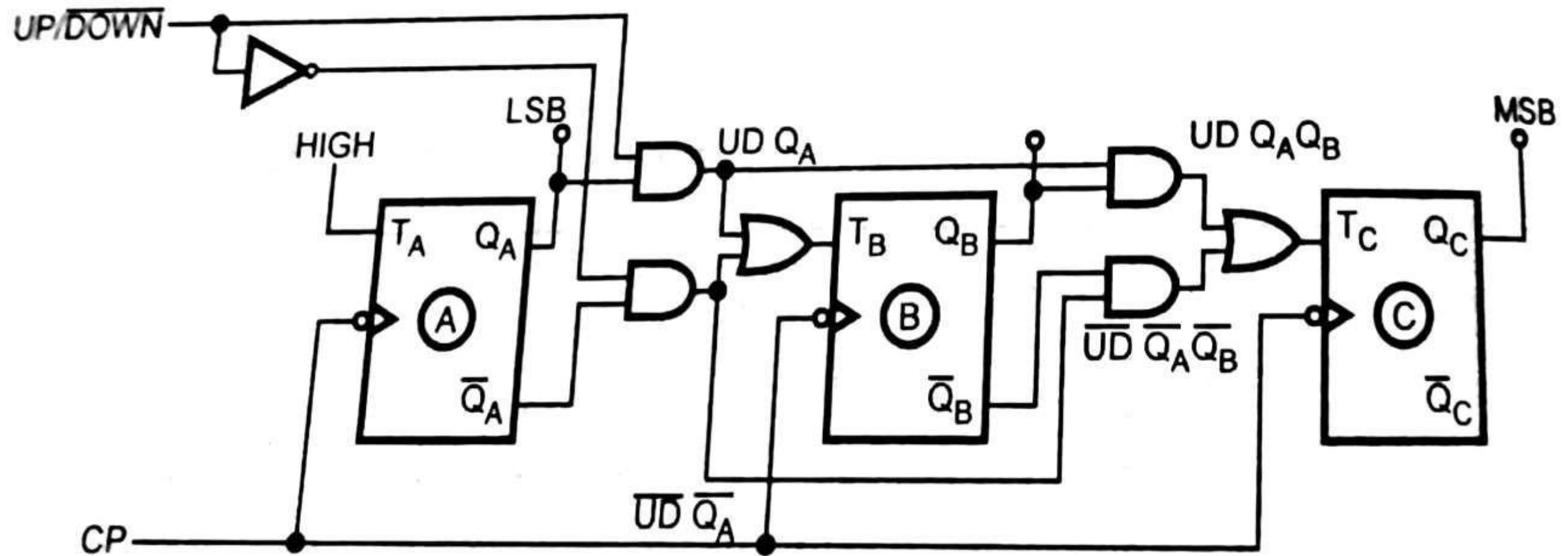




# 3-bit Synchronous Down Counter



Logic Diagram





# Applications of Counters



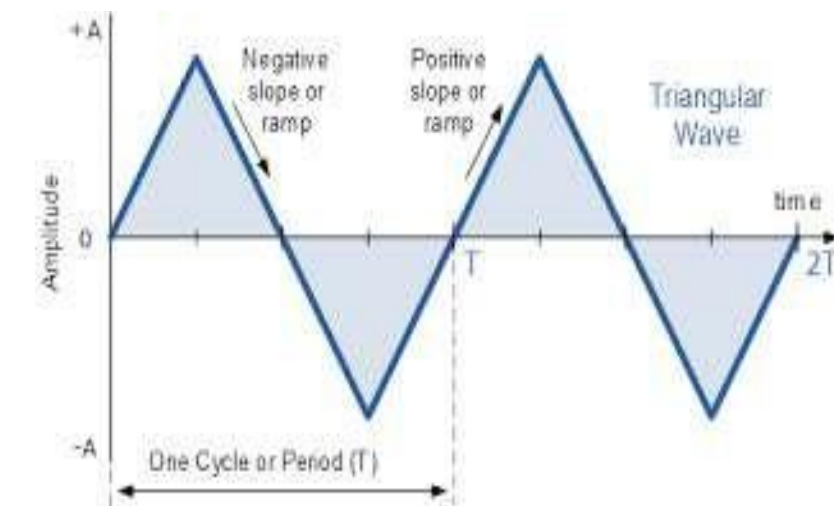
Frequency counters



Digital clocks



Digital triangular wave generator





## Application for counter

- Frequency counters
- Digital clock
- Time measurement
- A to D converter
- Frequency divider circuits



## ASSESSMENTS



1. How many natural states will there be in a 4-bit ripple counter?
  - a) 4
  - b) 8
  - c) 16**
  - d) 32
2. A ripple counter's speed is limited by the propagation delay of \_\_\_\_\_
  - a) Each flip-flop**
  - b) All flip-flops and gates
  - c) The flip-flops only with gates
  - d) Only circuit gates.
3. Internal propagation delay of asynchronous counter is removed by \_\_\_\_\_
  - a) Ripple counter
  - b) Ring counter
  - c) Modulus counter
  - d) Synchronous counter**



## ASSESSMENTS



4. An asynchronous 4-bit binary down counter changes from count 2 to count 3. How many transitional states are required?

- a) 1
- b) 2
- c) 8
- d) 15**

5. A ripple counter's speed is limited by the propagation delay of

- 
- a) Each flip-flop**
  - b) All flip-flops and gates
  - c) The flip-flops only with gates
  - d) Only circuit gates





**THANK YOU**