## Computer System Architecture COMP201Th

Lecture: 15
Counters

A register that goes through a predetermined sequence of states upon the application of input pulses is called a counter.

- The input pulse may be clock pulses or may originate from an external source. They may occur at uniform intervals of time or at random.
A counter simply counts i.e. if it is at 1 then next time it will say 2 , then 3 and so on.

There may be counter which counts from 0 to 10 or there may be counter which will count from 2 to 6 , so it all depends on the design of the counter.

Always remember for binary numbers LSB and MSB are:


## Binary Counter:

- A counter that follows the binary number sequence is called a binary counter.
- An $n$-bit binary counter is a register of $n$ flip-flops and associated gates that follows a sequence of states according to the binary count of $n$ bits from 0 to $2^{\mathrm{n}}-1$.
- The key to building a counter is bit pattern of binary numbers.
- The least-significant bit toggles every time the number is incremented.
- Every other bit is complemented from on count to the next if and only if all its lower-order bits are equal to 1 .

| Binary | Decimal |
| :---: | :---: |
| 0000 | 0 |
| 0001 | 1 |
| 0010 | 2 |
| 0011 | 3 |
| 0100 | 4 |
| 0101 | 5 |
| 0110 | 6 |
| 0111 | 7 |
| 1000 | 8 |
| 1001 | 9 |
| 1010 | 10 |
| 1011 | 11 |
| 1100 | 12 |
| 1101 | 13 |
| 1110 | 14 |
| 1111 | 15 |

A counter circuit will usually employ flip-flop with complementing capabilities. Both T and JK flips have this property.

- JK flip flop is complemented if both its J and K inputs are 1 and the clock goes through a positive transition.
- The output of the flip flop does not change if $J=K=0$.


## 4- bit Synchronous Binary Counter:

The circuit of 4 bit synchronous binary counter is shown below:

The first stage (of FFO) i.e. $\mathrm{Q}_{0}$ is complemented when the counter is enabled and the clock goes through a positive transition. Each of the other three flip-flops are complemented when all previous least significant flip-flops are equal to 1 . The AND gates generate the required logic for the $J$ and $K$ inputs.

Note: For detailed working, do watch the lecture video. I will explain in the video, you may note down the important points from there in your notes.


Fig: 4 bit Synchronous binary counter

