

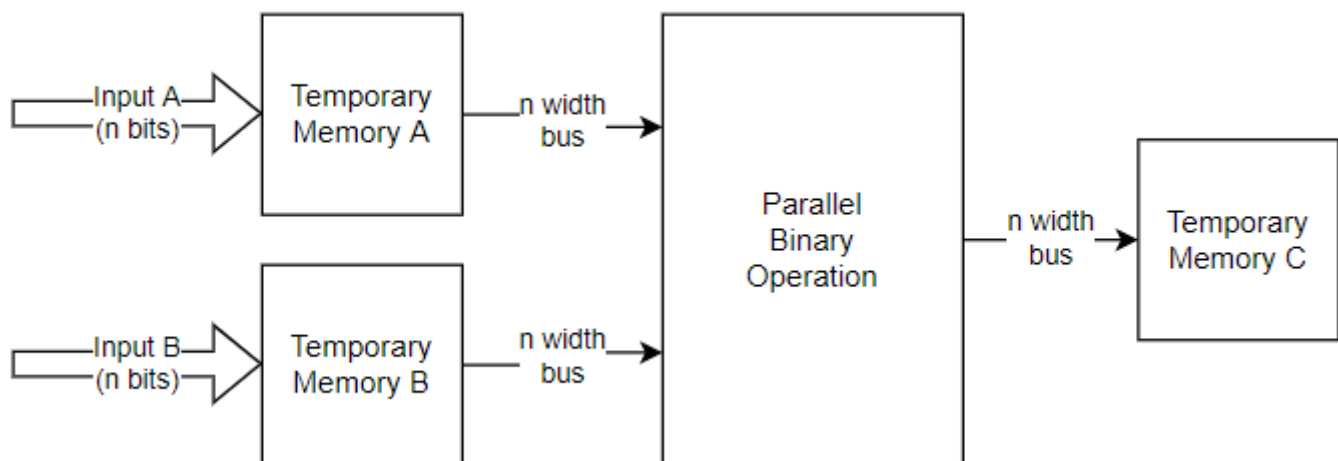
# Theory

## A. Binary Operation

In electrical components, data is represented as a **stream of bits**. These bits are processed in the components, creating processed bits of data. This process is called a **binary operation**. Binary operations are further classified into:

### 1. Parallel Operation

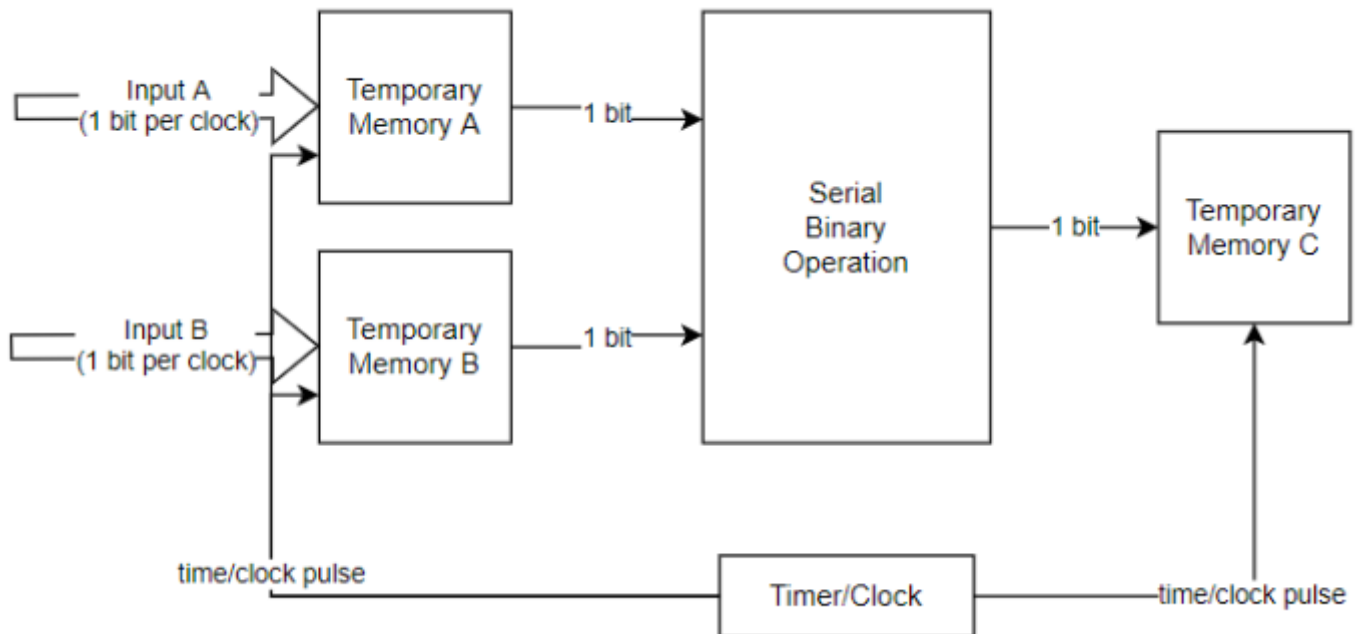
The parallel operation works **instantly without a timer**. **Input bits are processed together at the same time**, producing output bits in a short amount of time. This operation is very effective for quick outputs but is expensive for larger bits.



**Figure 1-1: Parallel Operation Block Diagram** In this design type, optimized design is key to produce efficient and cost effective designs.

### 2. Serial Operation

In serial operation, **input bits** are processed **one by one**, creating output **sequentially**. A **timer** ensures that the input produces the correct output and shifts the data in the correct order. Memory is also needed to store the input and output bits, often achieved using a **shift register**.



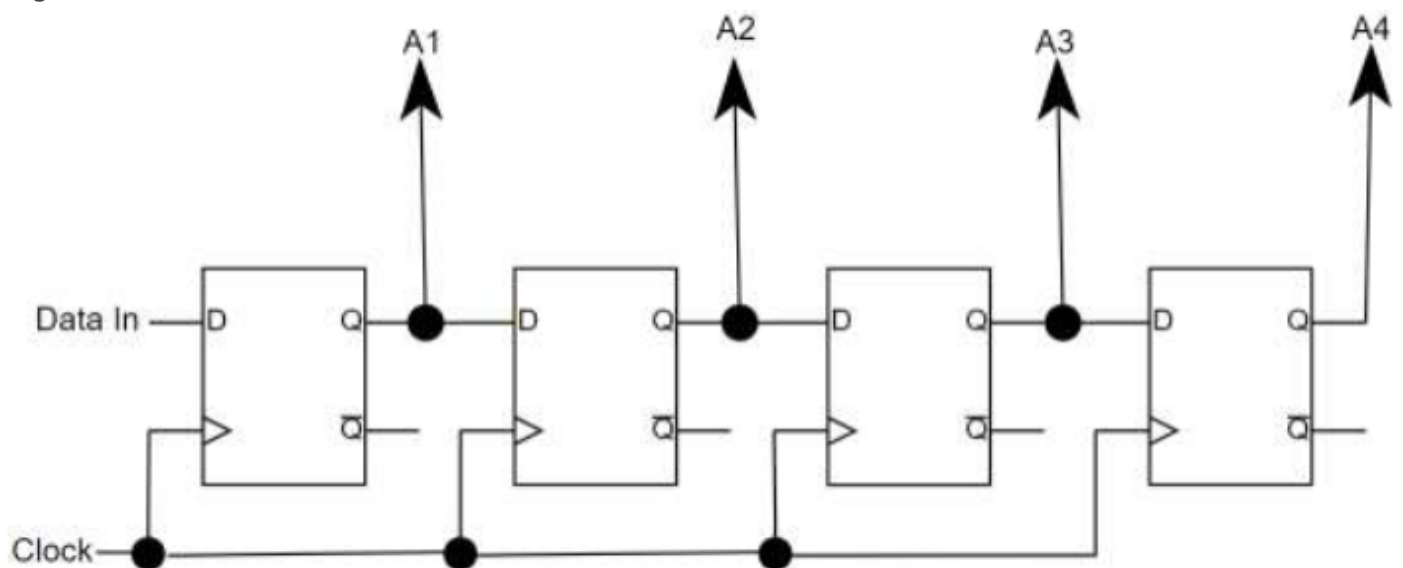
**Figure 1-2: Serial Operation Block Diagram** The block doesn't need a timer pulse since it works instantly for every input change. The output is also saved at every pulse, sequentially.

### 3. Combination

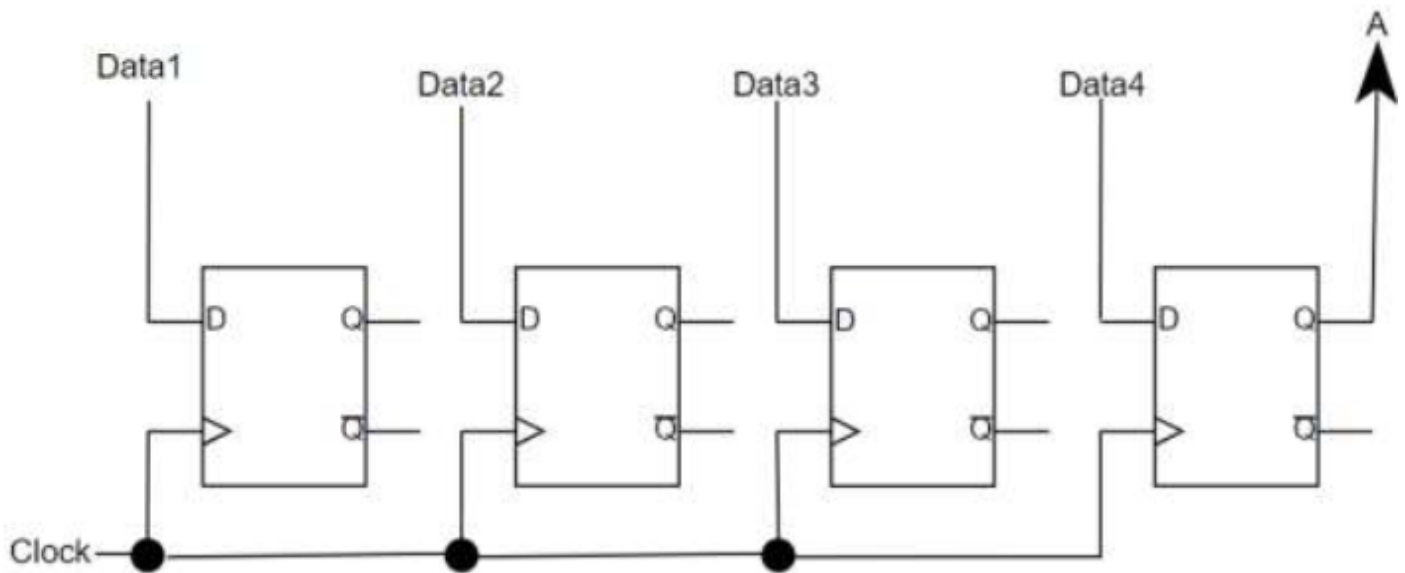
A combination of parallel and serial operations can be used to balance speed and cost. This hybrid operation requires a timer to mark the beginning and end of the serial part before and after the parallel part.

## B. Register

To save data in a digital circuit, a **register** is used. A register saves data using signal bits with flip-flops and states. Registers can be designed using a combination of serial and parallel operations, such as **Serial Input Parallel Output (SIPO)** and **Parallel Input Serial Output (PISO)** registers.



### Figure 2-1: SIPO Register



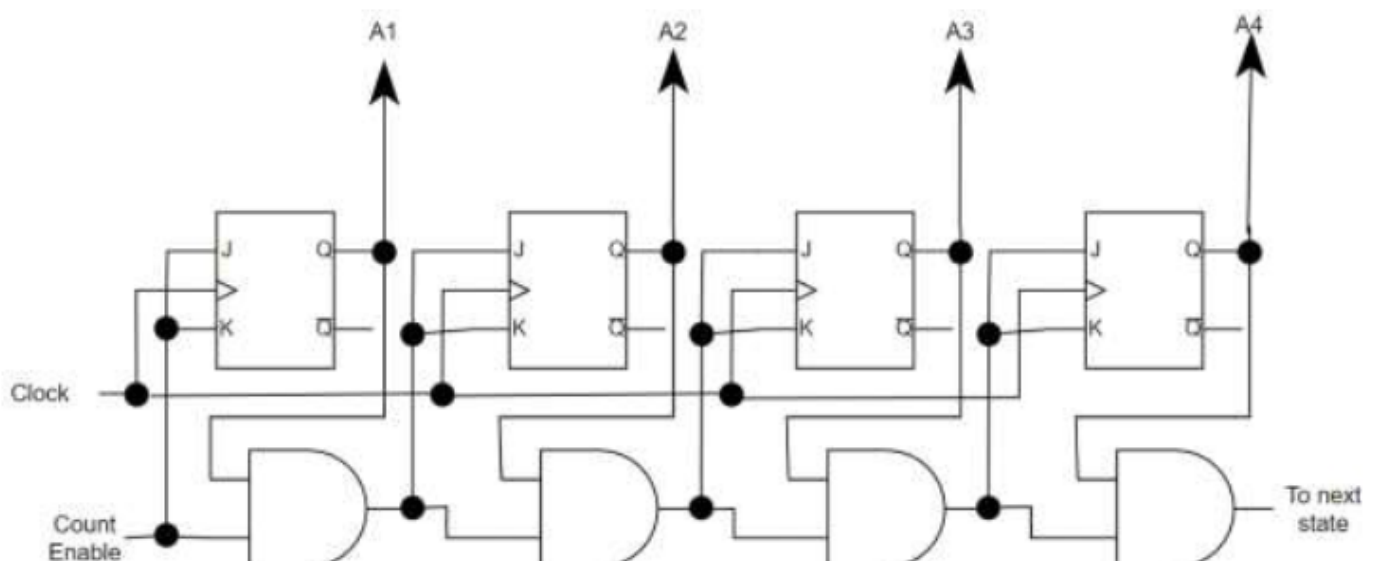
### Figure 2-2: PISO Register

The main component of a register is the **flip flop, a clock (or enabler), input, and output**. The main difference between parallel and serial is how the signal is handled. If **more than one** signal is handled simultaneously, then it is called **parallel**. If only **one signal is handled one by one**, then it is called **serial**.

## C. Counter

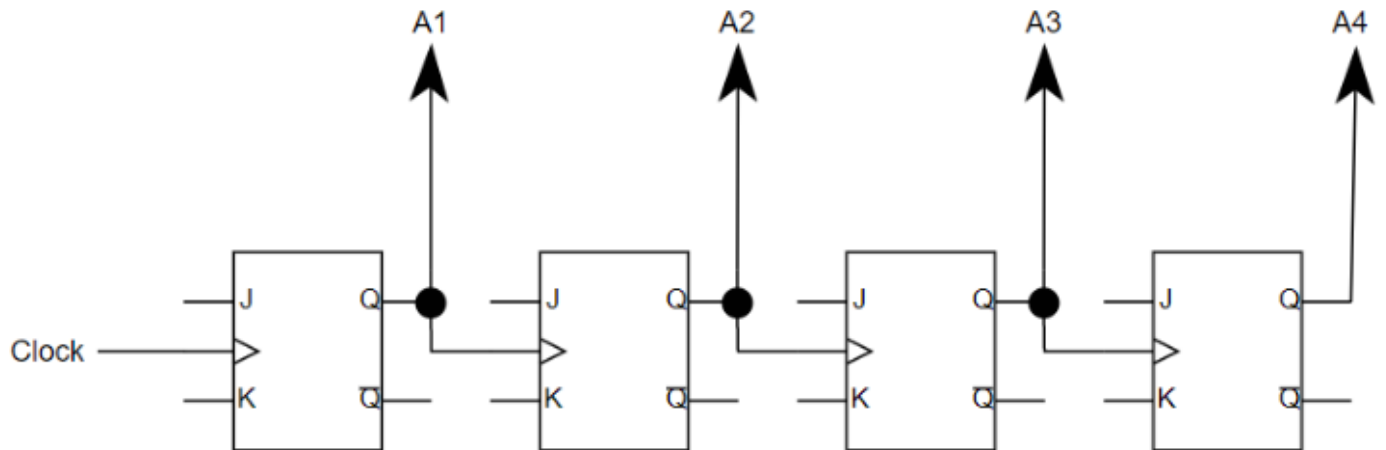
A **counter** is used to control sequences and execution steps in a logical circuit by counting bits. Counters consist of flip-flops that switch states in sequence. There are two types of counters:

- **Synchronous Counter:** All flip-flops are connected and controlled at the same time by the same external clock.



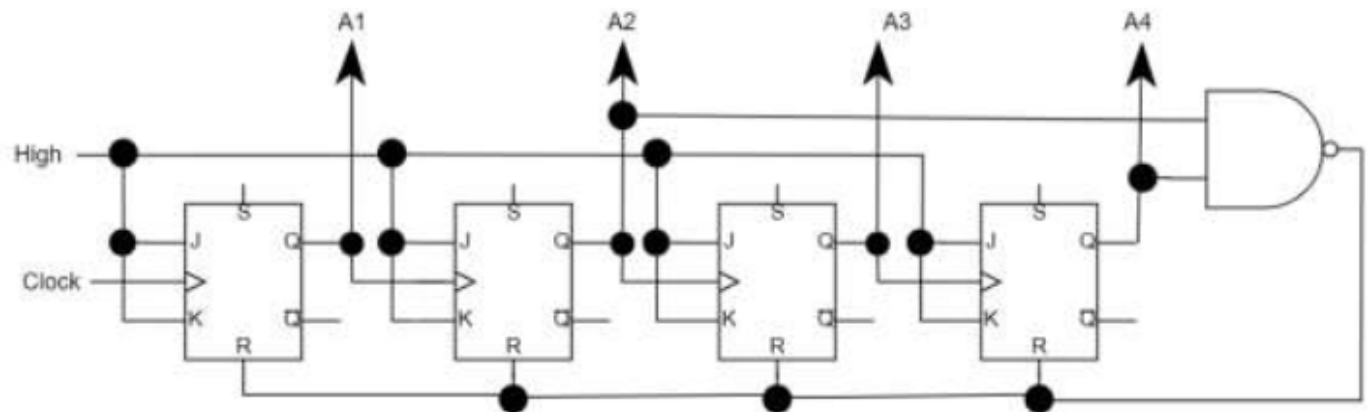
**Figure 3-1: 4-bit Synchronous Counter**

- **Asynchronous Counter:** Flip-flops are controlled by the output of the previous flip-flop, except for the first one, which is controlled by an external clock.



**Figure 3-2: 4-bit Asynchronous Counter**

Counters can count up, count down, or both, and may use different coding schemes, such as **n-bit binary counters** or **n-bit BCD counters**. A counter that counts from 0 to 9 (0000 to 1001) is called a **decade counter**.



**Figure 4-1: 4-bit Decade Counter**

Revision #1

Created 23 October 2024 15:51:04 by JD

Updated 24 October 2024 15:34:43 by JD