

Part I

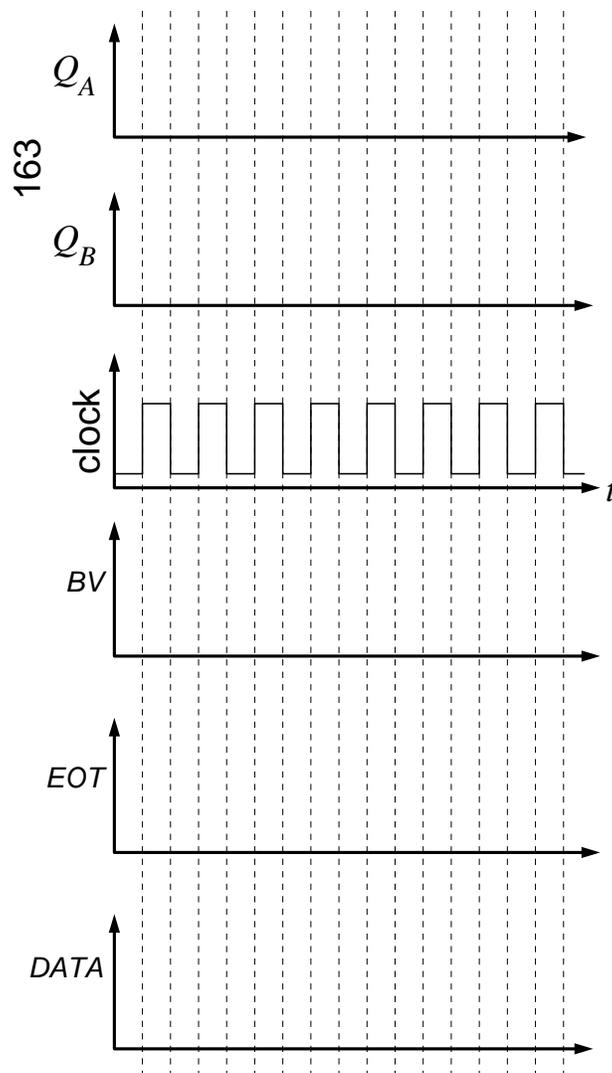
0. In this part of the lab you investigate the '164 a serial-in, 8-bit-parallel-out, shift register.
1. Press in (near the LEDs) a '164. Power the chip “at the corners.” Take CLOCK and CLEAR to separate NO push buttons. Take A and B to data switches. Take the outputs Q_A – Q_H to LEDs.
2. Read the spec sheet, paying particular attention to the Function Table and the output traces. Test out your chip by switching A and B to high, and clocking. You should see your LEDs sequentially light. What sort of edge-triggered clock does the '164 use? (Report the observations that led to your conclusion!) Is the CLEAR synchronous? (Provide evidence!) How do the serial inputs A and B interact?

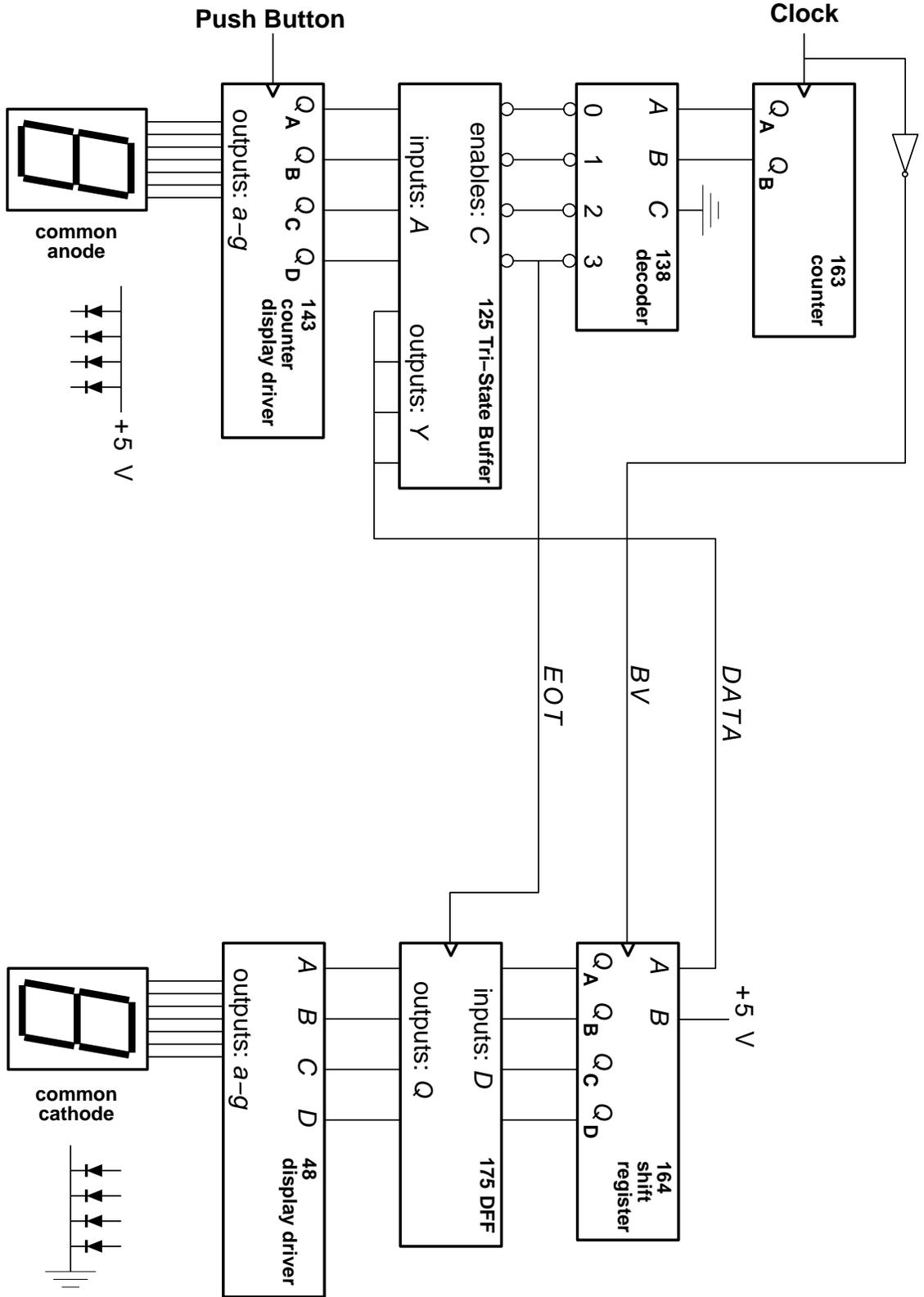
Part II

0. In this part you will construct the MonoBus (MB). The MB is a useless device that demonstrates several interesting techniques. First the MB is a Tri-State bus. This means that the disastrous consequences of wiring together the *outputs* of different gates are avoided by designing the circuit so that only one '125 gate is out of its Hi-Z state at a time. That one “talking” gate determines the logic level of the bus as the other outputs connected to the bus are in a Hi-Z (essentially disconnected) state; the receiver will “hear” only the one talking gate. Second, the MB is a serial bus. The 4-bit nibble transmitted over the bus is sent bit-by-bit, LSB first, on a single DATA wire. Note closely how parallel data in the '143 is “serialized” and how serial-to-parallel conversion is done by the receiver. If the LSB is sent first, *where on the '164 is it when it is grabbed by the '175?* Third, the MB—like all buses—uses control lines to organize the transfer of data over the bus. One MB control line (Bit Valid, BV) indicates with a positive-going edge that the bit on the bus should be valid now. Another MB control line (End of Transmission, EOT) indicates with a positive-going edge that the MSB has just been transmitted. (The LSB of the next nibble will follow immediately.) Note that four wires (DATA, BV, EOT, and ground) constitute the MB.

The '143 counter/latch/decoder/driver is used here with a push-button clock simply to quickly create BCD nibbles to be transmitted. The '163 binary counter is used to cycle through the 4 “devices” (bits really), allowing each to sequentially control the bus. The '138 is used to decode the address of the device named by the '163 and enable only that gate on the '125 (new chip: tri-state buffer). On the receiving end, the MB DATA is parallelized by a '164, grabbed by a '175 (new chip: edge-triggered D FF), and finally decoded for display by a '48.

1. Examine the block diagram on the following page. Understand how the MB works. Cut and tape the below timing diagram into your notebook. Fill in the empty graphs for the case of the to-be-transmitted nibble $2 = 0010_2$. Label your graph precisely showing the instant when (a) each bit of data first appears on the MB (e.g., when is the LSB on MB), (b) when each bit of data is grabbed by the shift register, and (c) when the D FF grabs the nibble from the shift register. Also report which output of the '164 has the MSB and which has the LSB when the D FF grabs the nibble. Explain the purpose of the inverter on BV (i.e., what problem would you foresee if it is removed?)
2. Build the MB transmitter on one side of the board, and the MB receiver on the other. Think about how to build the project so it can be checked-out sequentially: it's hard to debug a multi-chip circuit unless you're sure each part is working correctly.
3. Connect the transmitter and receiver and show the working example to your instructor.
4. Remove the inverter on BV. What happens? Can you explain it?





54164/DM74164

8-Bit Serial In/Parallel Out Shift Registers

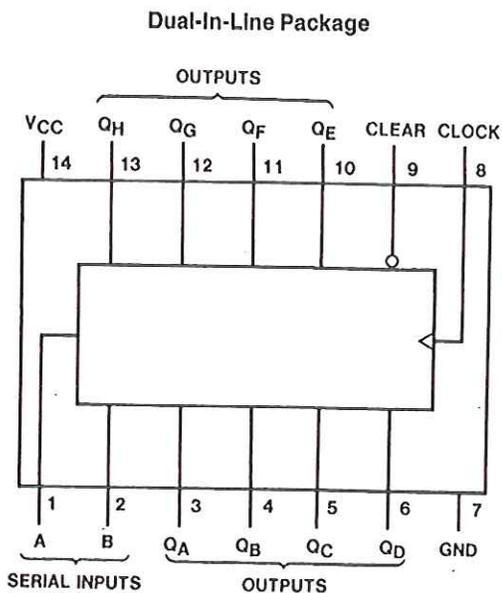
General Description

These 8-bit shift registers feature gated serial inputs and an asynchronous clear. A low logic level at either serial input inhibits entry of the new data, and resets the first flip-flop to the low level at the next clock pulse, thus providing complete control over incoming data. A high logic level on either input enables the other input, which will then determine the state of the first flip-flop. Data at the serial inputs may be changed while the clock is high or low, but only information meeting the setup and hold time requirements will be entered. Clocking occurs on the low-to-high level transition of the clock input. All inputs are diode-clamped to minimize transmission-line effects.

Features

- Gated (enable/disable) serial inputs
- Fully buffered clock and serial inputs
- Asynchronous clear
- Typical clock frequency 36 MHz
- Typical power dissipation 185 mW

Connection Diagram



Function Table

Inputs		Outputs					
Clear	Clock	A	B	Q _A	Q _B	...	Q _H
L	X	X	X	L	L	...	L
H	L	X	X	Q _{A0}	Q _{B0}	...	Q _{H0}
H	↑	H	H	H	Q _{An}	...	Q _{Gn}
H	↑	L	X	L	Q _{An}	...	Q _{Gn}
H	↑	X	L	L	Q _{An}	...	Q _{Gn}

H = High Level (steady state), L = Low Level (steady state)

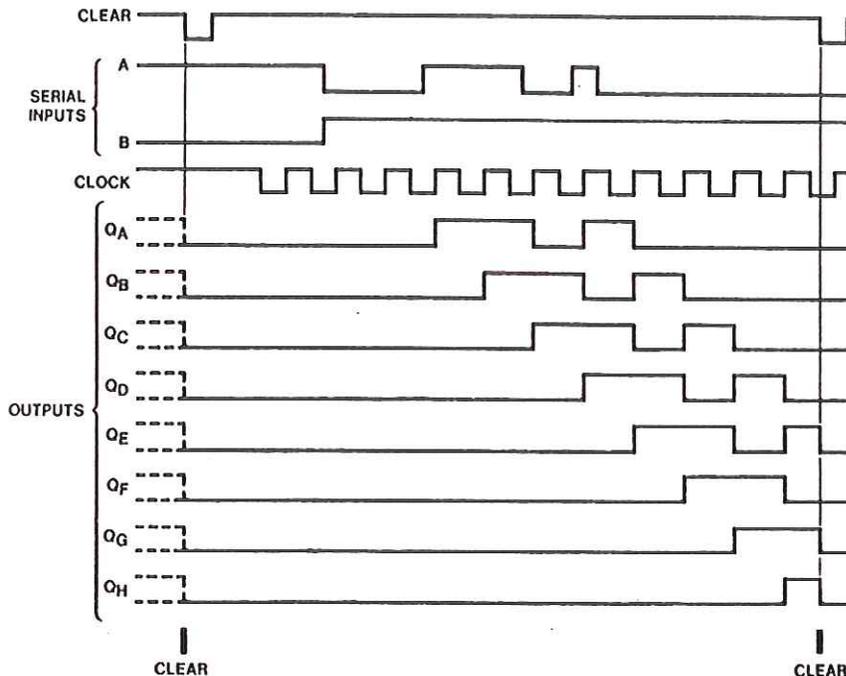
X = Don't Care (any input, including transitions)

↑ = Transition from low to high level

Q_{A0}, Q_{B0}, Q_{H0} = The level of Q_A, Q_B, or Q_H, respectively, before the indicated steady-state input conditions were established.

Q_{An}, Q_{Gn} = The level of Q_A or Q_G before the most recent ↑ transition of the clock; indicates a one-bit shift.

Timing Diagram

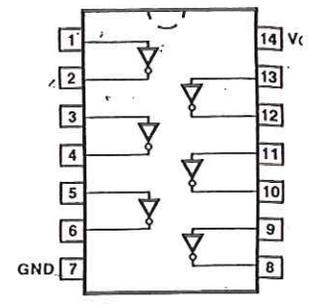


TL/F/6552-2

TL/F/6552-3

CLEAR - high
 P ENABLE - high
 LOAD - high
 T ENABLE - high

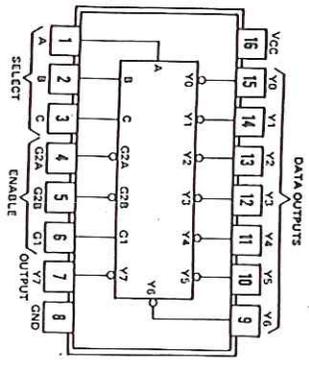
163



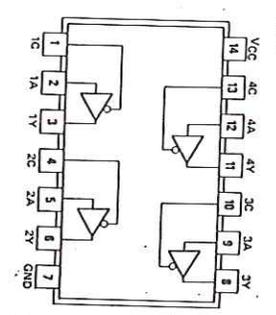
104

C - low
 G2A - low
 G2B - low

138

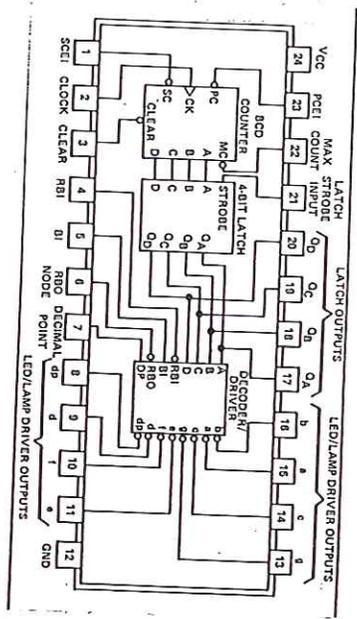


125

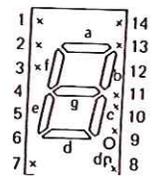


143

SCEI - low
 CLEAR - high
 BI - low
 LATCH STROBE - low
 PCEI - low

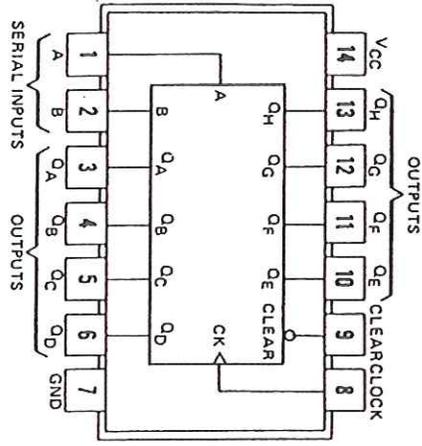


Pin No.	Function	Polarity
1	Cathode a	
2	Cathode f	
3	Common Anode	
4	-	
5	-	
6	-	
7	Cathode e	
8	Cathode d	
9	Cathode dp	
10	Cathode c	
11	Cathode g	
12	-	
13	Cathode b	
14	Common Anode	



164

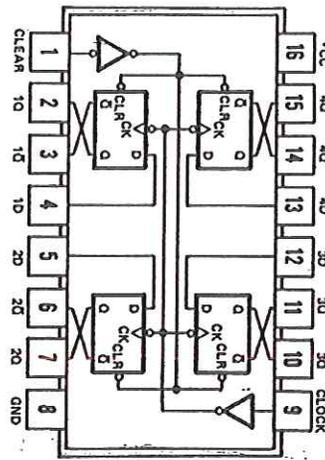
B-high
CLEAR-high



FUNCTION TABLE

INPUTS				OUTPUTS			
CLEAR	CLOCK	A	B	QA	QB	...	QH
L	X	X	X	L	L	...	L
H	L	X	X	QA0	QB0	...	QH0
H	↑	H	H	H	QA _n	...	QG _n
H	↑	L	X	L	QA _n	...	QG _n
H	↑	X	L	L	QA _n	...	QG _n

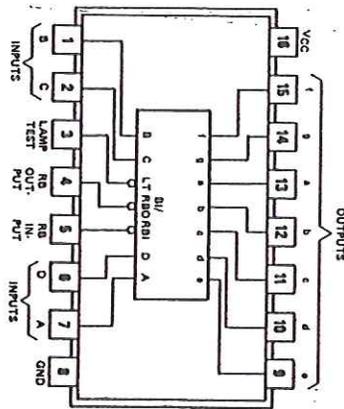
CLEAR-high



175

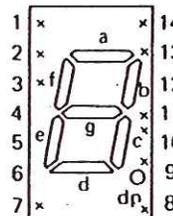
FUNCTION TABLE
(EACH FLIP-FLOP)

INPUTS			OUTPUTS	
CLEAR	CLOCK	D	Q	Q̄
L	X	X	L	H
H	↑	H	H	L
H	↑	L	L	H
H	L	X	Q ₀	Q̄ ₀



48

Pin Assignments



Pin No.	Function
1	Anode a
2	Anode f
3	Common Cathode
4	-
5	-
6	-
7	Anode e
8	Anode d
9	Anode dp
10	Anode c
11	Anode g
12	-
13	Anode b
14	Common Cathode