

but while we wait for that to happen...

## Lab 5 Shift Registers and Counters

Presented By  
Neha Kumar



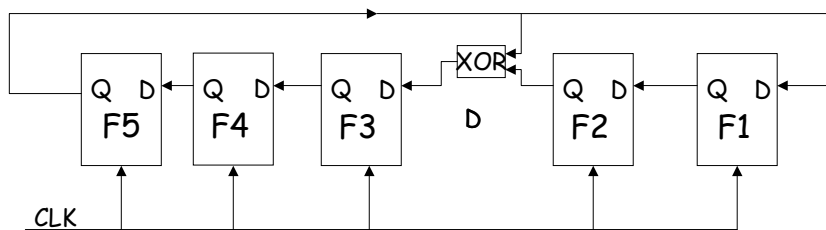
### What is an LFSR?

- Linear Feedback Shift Register
- An  $n$ -bit counter that cycles through  $2^n - 1$  different non-zero patterns in a pseudo-random fashion.
- In this lab, we use it for error checking.

## How to build any LFSR

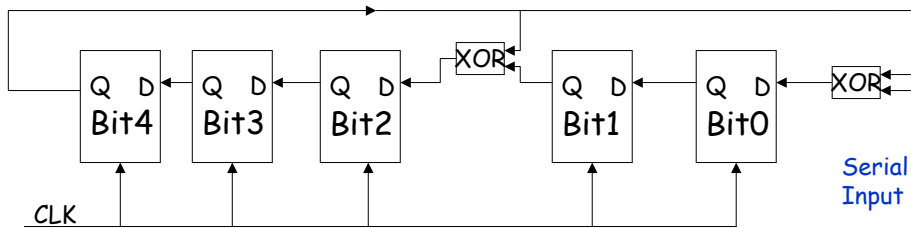
- Place a **linear** array of D Flip Flops and **feed** the output of the last one **back** to the first i.e.  $FF(n) \rightarrow FF(1)$ .
- For an n-bit LFSR look at the table on Page 6 for a polynomial of degree n.
- For every term  $x^k$  in the polynomial compute the XOR of the outputs of  $FF(n)$  and  $FF(k)$  and feed it to  $FF(k+1)$  as input (for  $0 < k < n$ ).
- (By the way, FFs here are numbered 1-n.)

## How to build a 5 bit LFSR



- Look up the "primitive polynomial":  $x^5 + x^2 + 1$ .
- $x^2$  implies an XOR between F2 and F3.
- Feed F5's output back to F1.
- Voila!

## Parity Bits / Error Checking

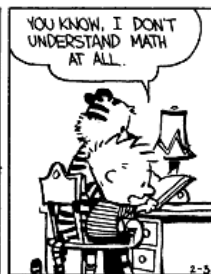
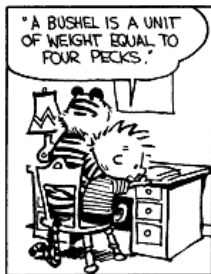


- Now let's allow for serial input.
- The last n bits constitute the parity bits.
- These must all be 0 to allow for error checking.
- Our input here, for example, must end with ...00000.

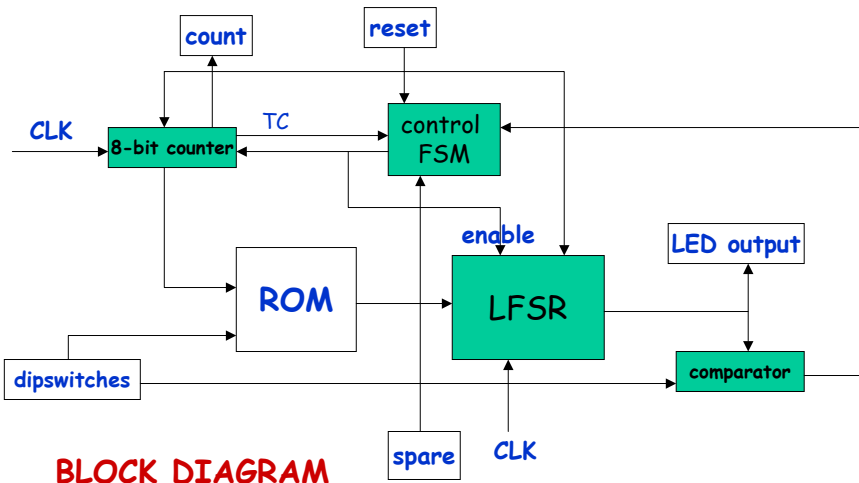
## Example: Error Checking

A 4-bit LFSR:

- Serial Input: 1100 1000 111 (Note: 11 = 15-4 bits)
- 1100 1000 111 0000 → 1010 (Parity bits = 1010)
- 1100 1000 111 1010 → 0000 Correct!
- 1100 0000 111 1010 → 0111 Introduce error in 5<sup>th</sup> bit.

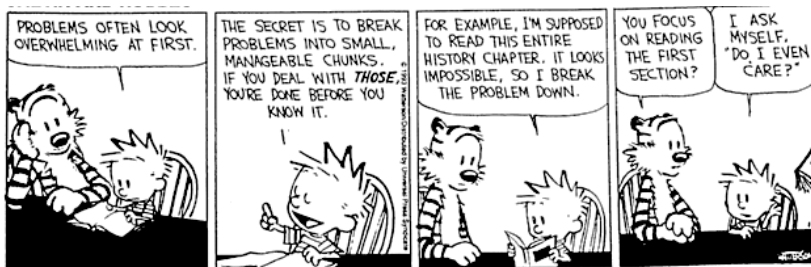


## When in lab...



## ...build the following

- An 8-bit counter (CC8CE) and comparator
  - Standard XILINX parts... easy.
- An 8-bit LFSR
  - Feed it the 255-bit sequence provided by the ROM.
  - Set the DIP switches on the board to provide the last 8 bits.
  - Don't forget the enable signal for the FFs.
- A Control FSM
  - Draw a state diagram and truth table.
  - Design the gate-level implementation.



## Modes of Operation

- Mode 1
  - Shift 255 bits from the ROM.
  - Display the results on the 8 LEDs.
- Mode 0
  - Process the ROM output.
  - Stop when the LFSR pattern matches the DIP switches.
  - The position of the error, if one exists, is displayed.
- Modes are controlled by the SPARE button.

## Control FSM

- INPUTS
  - TC = counter output
  - Comparator output
  - Mode button (SPARE)
- STATES
  - ACTIVE: Enter on RESET. Enable counter and LFSR.
  - DONE: Enter when TC or PAR=LED go high.

*Miss Wormwood:* What state do you live in?

*Calvin:* Denial.

*Miss Wormwood:* I don't suppose I can argue with that...



## The Lab!

- Run MODE 1 with all DIP switches at 0. Get parity bits from LEDs.
- Enter parity bits on the DIP switches and check the LEDs. They should read "00000000".
- Introduce an error in the ROM schematic.
- Use MODE 1 to detect the error and MODE 0 to find its position.

## A Side Note

AS FAR AS I'M CONCERNED,  
IF SOMETHING IS SO COMPLICATED  
THAT YOU CAN'T EXPLAIN  
IT IN 10 SECONDS, THEN IT'S  
PROBABLY NOT WORTH  
KNOWING ANYWAY.



- GALOIS FIELDS
- Fields can be infinite. Like the set of reals or complex numbers.
- Or they can be finite. These are called Galois fields.
- Binary numbers form a Galois field where XOR serves as addition and AND serves as multiplication.

EXTRA PANTS...



THREE SHIRTS,  
TWO SWEATERS,  
TWO SWEATSHIRTS...



ANOTHER PAIR  
OF PANTS...



## Come prepared...

- Read the handout.
- Read it again.
- Draw the schematics.
- Do the problems on the check-off sheet.