CONNECTION DIAGRAM PINOUT A

## 54LS/74LS393 <br> DUAL MODULO-16 COUNTER

DESCRIPTION - The '393 contains a pair of high speed 4-stage ripple counters. Each half of the ' 393 operates as a modulo- 16 binary divider, with the last three stages triggered in a ripple fashion. The flip-flops are triggered by a HIGH-to-LOW transition of their $\overline{\mathbf{C P}}$ inputs. Each half of each circuit type has a Master Reset input which responds to a HIGH signal by forcing all four outputs to the LOW state. For detail specifications, please refer to the '390 data sheet.

ORDERING CODE: See Section 9

| PKGS | $\begin{aligned} & \text { PIN } \\ & \text { OUT } \end{aligned}$ | COMMERCIAL GRADE | MILITARY GRADE | $\begin{aligned} & \text { PKG } \\ & \text { TYPE } \end{aligned}$ |
| :---: | :---: | :---: | :---: | :---: |
|  |  | $\begin{aligned} & V_{\mathrm{Cc}}=+5.0 \mathrm{~V} \pm 5 \%, \\ & T_{\mathrm{A}}=0^{\circ} \mathrm{C} \text { to }+70^{\circ} \mathrm{C} \end{aligned}$ | $\begin{gathered} \mathrm{V}_{\mathrm{CC}}=+5.0 \mathrm{~V} \pm 10 \% \\ \mathrm{~T}_{\mathrm{A}}=-55^{\circ} \mathrm{C} \text { to }+125^{\circ} \mathrm{C} \end{gathered}$ |  |
| Plastic DIP (P) | A | 74LS393PC |  | 9A |
| Ceramic DIP (D) | A | 74LS393DC | 54LS393DM | 6A |
| Flatpak <br> (F) | A | 74LS393FC | 54LS393FM | 31 |

LOGIC SYMBOL
(each half)

$V_{c c}=\operatorname{Pin} 14$
GND $=\operatorname{Pin} 7$

INPUT LOADING/FAN-OUT: See Section 3 for U.L definitions

| PIN NAMES | DESCRIPTION | 54/74LS (U.L.) <br> HIGH/LOW |
| :--- | :--- | :---: |
| $\overline{\overline{C P}}$ | Clock Pulse Input (Active Falling Edge) | $1.0 / 1.5$ |
| MR | Asynchronous Master Reset Input (Active HIGH) | $0.5 / 0.25$ |
| $\mathrm{Q}_{0}-\mathrm{Q}_{3}$ | Flip-flop Outputs | 105.0 |

FUNCTIONAL DESCRIPTION - Each half of the ' 393 operates in the modulo-16 binary sequence, as indicated in the $\div 16$ Truth Table. The first flip-flop is triggered by HIGH-to-LOW transitions of the $\overline{\mathrm{CP}}$ input signal. Each of the other flip-flops is triggered by a HIGH-to-LOW transition of the Q output of the preceding flip-flop. Thus state changes of the $Q$ outputs do not occur simultaneously. This means that logic signals derived from combinations of these outputs will be subject to decoding spikes and, therefore, should not be used as clocks for other counters, registers or flip-flops. A HIGH signal on MR forces all outputs to the LOW state and prevents counting.

STATE DIAGRAM


TRUTH TABLE

| COUNT | OUTPUTS |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
|  | Q3 | Q2 | Q1 | Q0 |
| 0 | L | L | L | L |
| 1 | L | L | L | H |
| 2 | L | L | H | L |
| 3 | L | L | H | H |
| 4 | L | H | L | L |
| 5 | L | H | L | H |
| 6 | L | H | H | L |
| 7 | L | H | H | H |
| 8 | H | L | L | L |
| 9 | $H$ | L | L | H |
| 10 | $H$ | L | H | L |
| 11 | $H$ | L | H | H |
| 12 | $H$ | $H$ | L | L |
| 13 | $H$ | $H$ | L | H |
| 14 | $H$ | $H$ | $H$ | L |
| 15 | $H$ | $H$ | $H$ | $H$ |

H = HIGH Voltage Level
L = LOW Voltage Level

LOGIC DIAGRAM (one half shown)


