

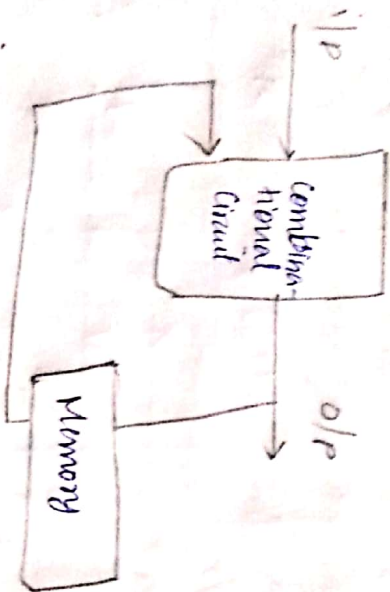
# MODULE - II

Combinational circuit

Sequential circuit

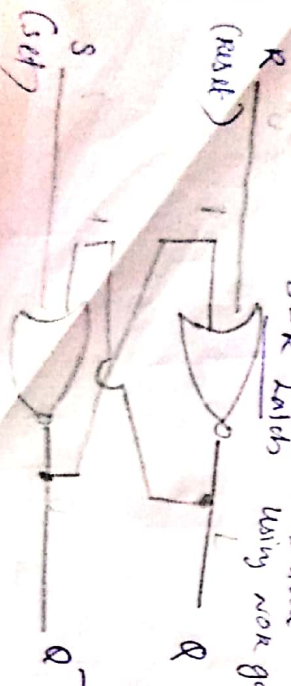
present o/p depends on present i/p as well as past output

sequential circuit



basic storage element - latch / flip flop.

latch can be implemented using cross coupled S-R latches using NOR gate / NAND gate



stores single bit information

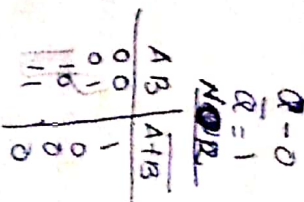
## Case 1

$S=0, R=1$        $Q=0, \bar{Q}=1$       Read  
 $S=0, R=0$        $Q=0, \bar{Q}=1$       memory

Set state  $Q=1, \bar{Q}=0$   
 Read state  $Q=0, \bar{Q}=1$

## Case 2

$S=1, R=0$        $Q=1, \bar{Q}=0$       set



$S=0, R=0$        $Q=1, \bar{Q}=0$       memory

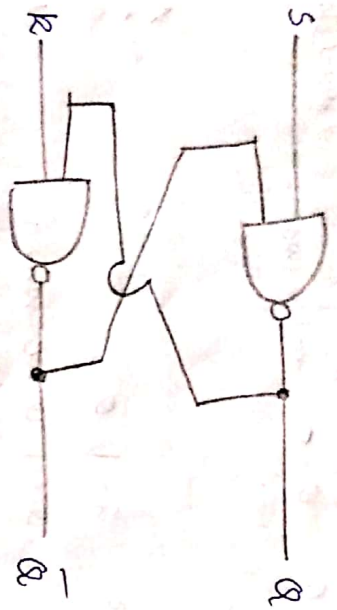
## Case 3

$S=0, R=1, Q=0, \bar{Q}=0$       Indeterminate/  
 $S=0, R=0, Q=0, \bar{Q}=1$       Invalid  
 $Q=1, \bar{Q}=0$       Invalid

Truth Table:-

S	R	$Q(t)$	$\bar{Q}(t)$	$Q(t+1)$ (Present o/p)	$\bar{Q}(t+1)$ (Present o/p)	Memory
0	0	0	1	0	1	Read
0	1	0	1	0	1	Read
1	0	0	1	1	0	Set
1	1	0	1	X	X	Indeterminate state.

SR latch using NAND gate (Active low)



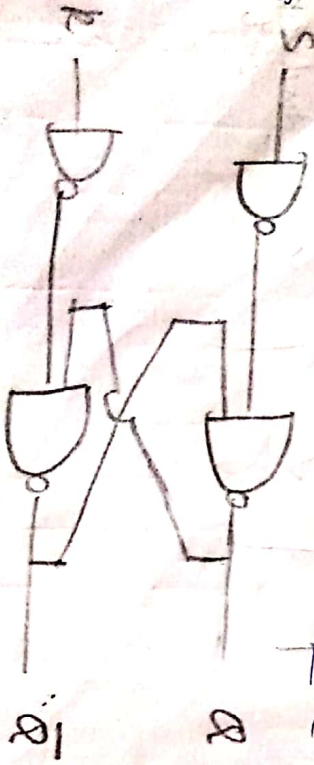
↳ bit more active

$Q(t)$  present state  
 $Q(t+1)$

S	R	$Q(t+1)$	$\bar{Q}(t+1)$
0	0	X	X
0	1	0	1
1	0	1	0
1	1	$Q(t)$	$\bar{Q}(t)$

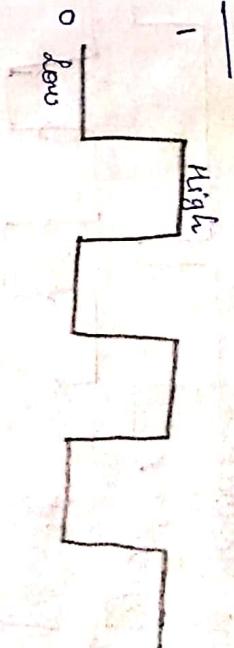
0 0 → Invalid  
 0 1 → set  
 1 0 → reset  
 1 1 → Memory

SR latch using 1 NAND gate (Active High)



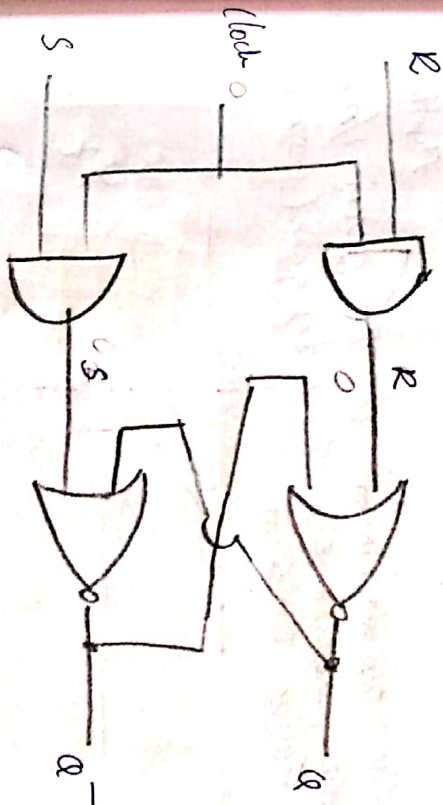
Praktika  
Date: / /

Clock



50% duty cycle

S-R flipflop



If we are using enable line to control -> latch  
If clock is signal -> flipflop

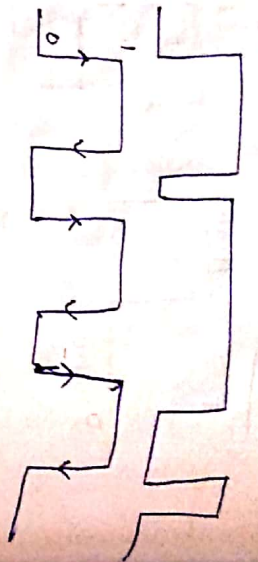
latch  
Asynchronous  
flipflop  
synchronous

$C=0$   $R=S=0$   
 $C=1$   $R=S$   
value change

(Clock)	S	R	$Q(t+1)$
0	X	X	$Q(t)$
1	0	0	$Q(t)$
1	0	1	0
1	1	0	1
1	1	1	Indeterminant

# Triggering Methods

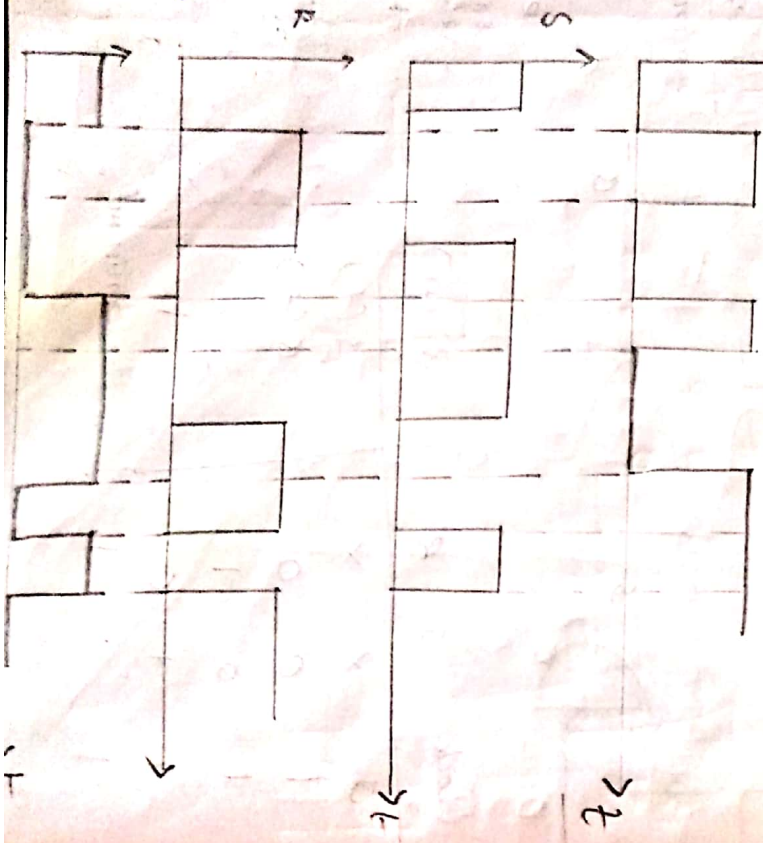
1. Level Triggered  $E$   
Eg: latch



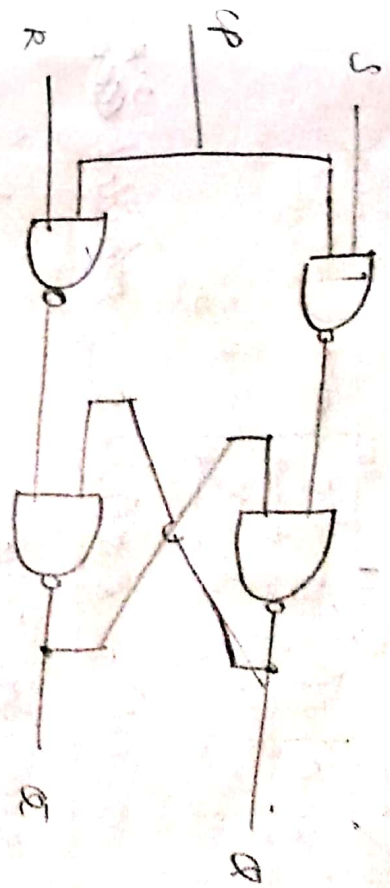
2. Edge Triggered  
Eg: flip-flop

At flip-flop's active during +ve edge  $\rightarrow$  +ve edge flip-flop  
-ve edge  $\rightarrow$  -ve edge flip-flop

$\Rightarrow$  Draw the op waveform if the given ip waveforms are applied to a level triggered sr latch



# Clocked s-r flip-flop / s-r flip-flop



## Truth Table

CP	S	R	$Q(t+1)$
0	x	x	$Q(t)$ } memory
1	0	0	$Q(t)$
1	0	1	0
1	1	0	1
1	1	1	? indeterminate state

CP - clock pulse

## Characteristic Table

S	R	$Q(t)$	$Q(t+1)$
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	x
1	1	1	x

Characteristic Equation

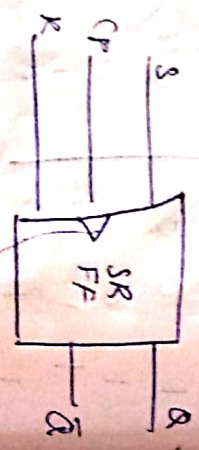


$Q(t+1) = \bar{R}Q(t) + S$  provided  $S \cdot R = 0$

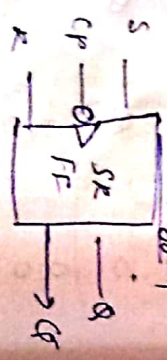
Excitation Table

$Q(t)$	$Q(t+1)$	S	R
0	0	0	X
0	1	1	0
1	0	0	1
1	1	X	0

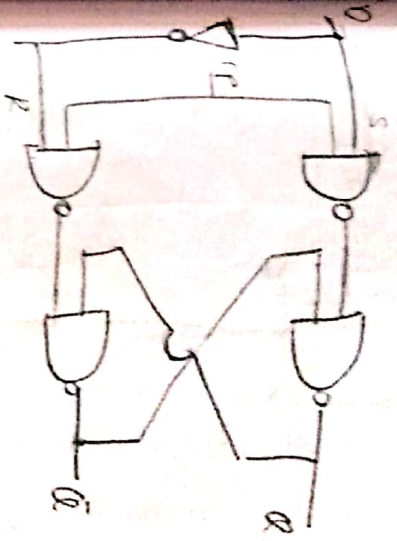
AMP



same edge triggered flip-flop  
-ve edge triggered flip-flop



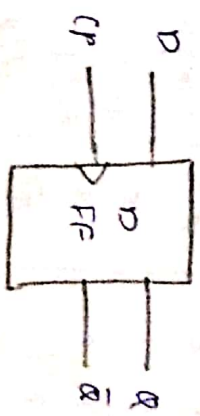
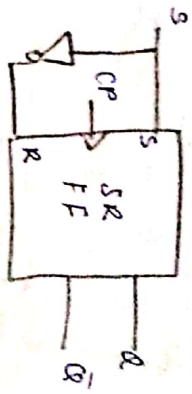
D. Flipflop



Circuit

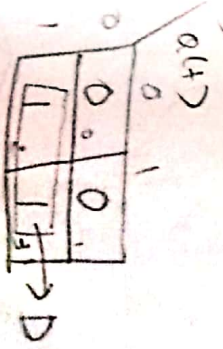
Excitation Table

$Q(t)$	$Q(t+1)$	D
0	0	0
0	1	1
1	0	0
1	1	1



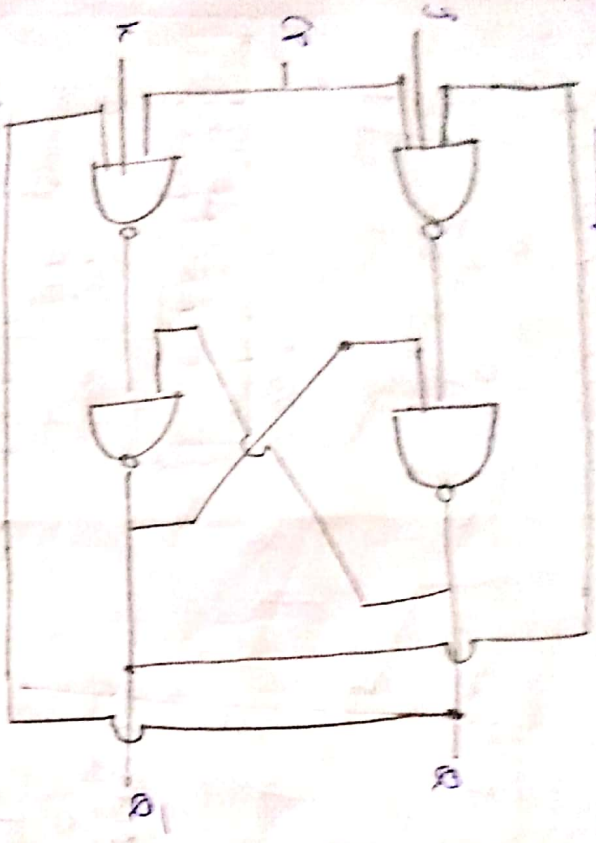
Characteristic equation

D	$Q(t)$	$Q(t+1)$
0	0	0
0	1	0
1	0	0
1	1	1



$Q(t+1) = D$

SR Flip-flop



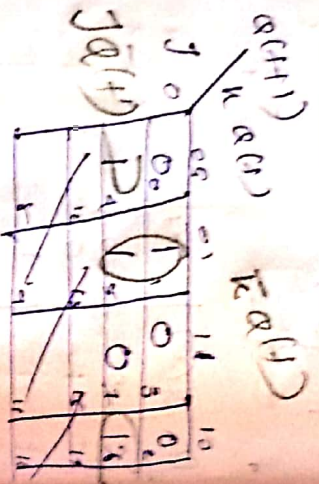
Characteristic Table

S	R	Q(t)	Q(t+1)
0	0	0	0
0	1	0	0
1	0	0	1
1	1	0	1

Memory state  
- reset  
- set

Excitation Table

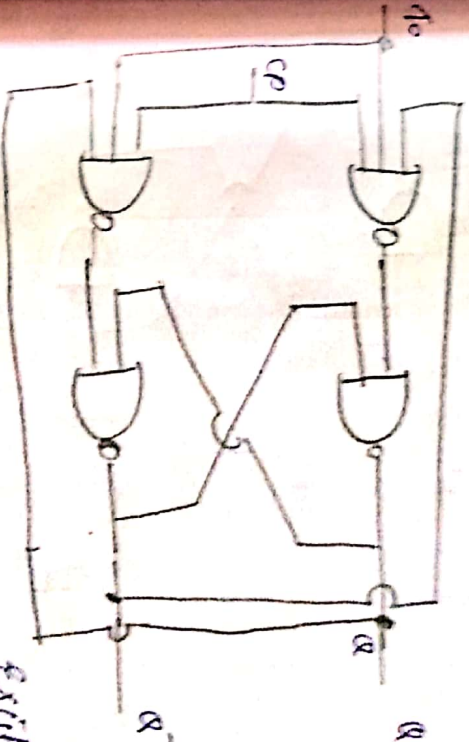
S	R	Q(t)	Q(t+1)
0	0	0	0
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1



Excitation Table

Q(t)	Q(t+1)	S	R
0	0	0	X
0	1	1	X
1	0	X	1
1	1	X	0

T-Flip-flop

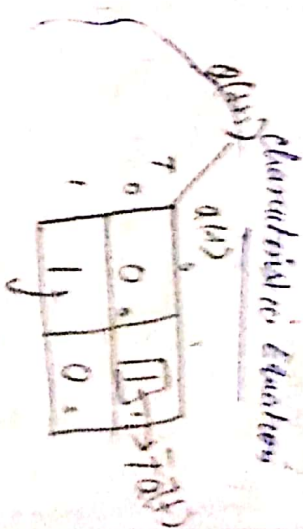


Characteristic Table

T	Q(t)	Q(t+1)
0	0	0
0	1	1
1	0	1
1	1	0

Excitation Table

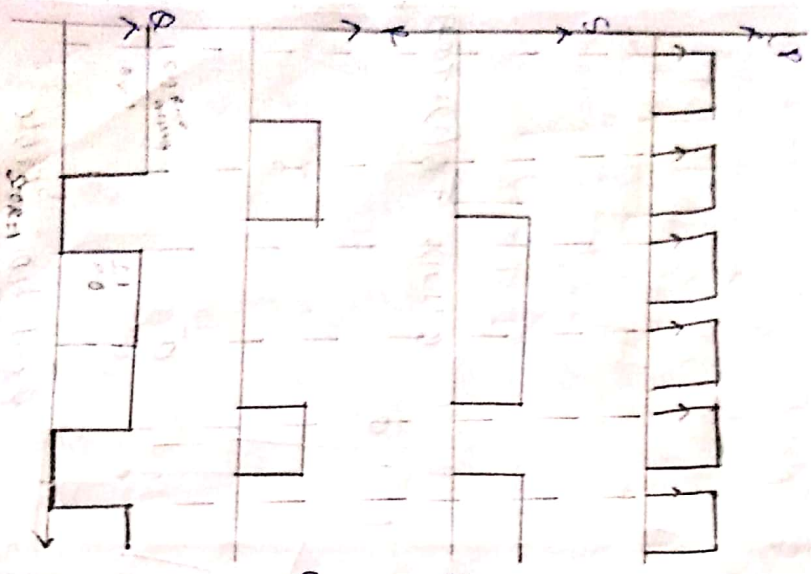
T	Q(t)	Q(t+1)
0	0	0
0	1	1
1	0	1
1	1	0



Characteristic Equation

T	Q(t+1)
0	Q(t)
1	Q-bar(t)

The wave forms shown in the figure are applied to the two edge triggered SR flipflop. sketch the o/p waveform.



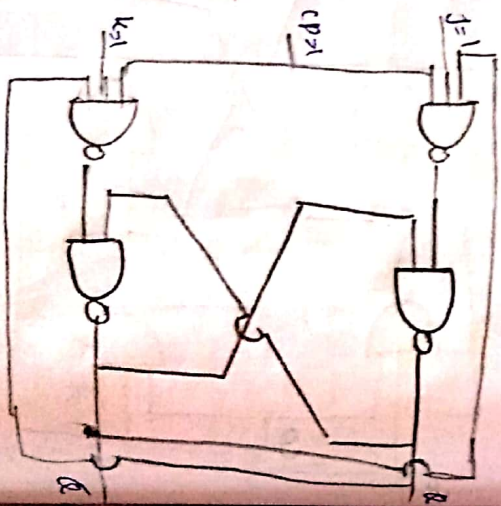
Assume initially  $Q=1$

Race Around Condition or Racing in JK flipflop

$$J=1, K=1, CP=1$$

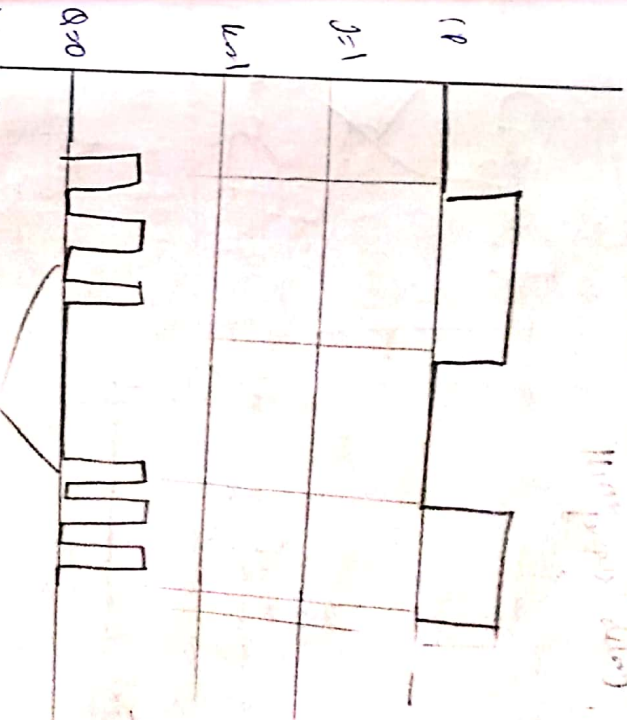
⇒ Race condition

Repeated and continuous complementation of o/p is called racing. This is because of the feedback in flipflop.



$$JK=1, CP=1$$

Timing diagram showing racing



Methods to avoid racing

1) Small time period should be less

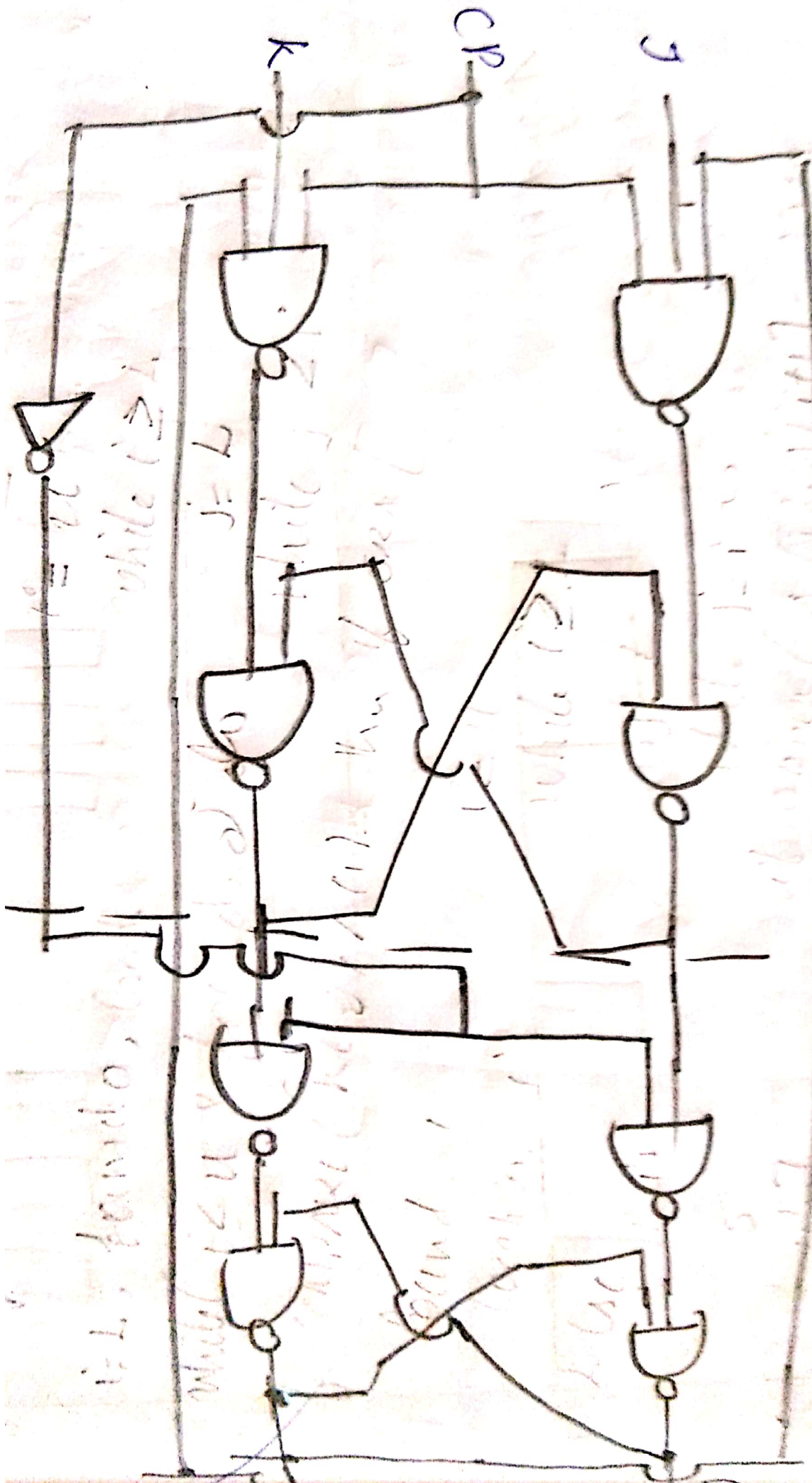
than propagation delay.

2) Adding CP can be made 0;

Use the or -ve edge triggered flipflop

3) Master-slave flipflop

Master-slave flipflop



Master-Slave D flip-flop

while (i >= 1)

i = 2 \* i;

1.

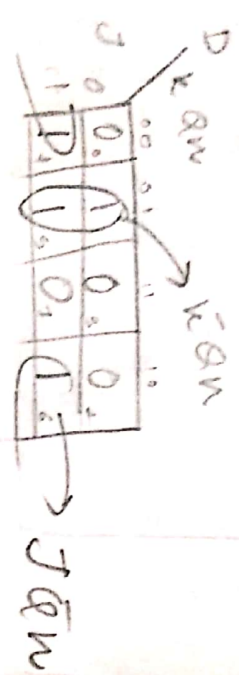
Implementation JK Flipflop using D Flipflop

D-Flipflop - excitation table

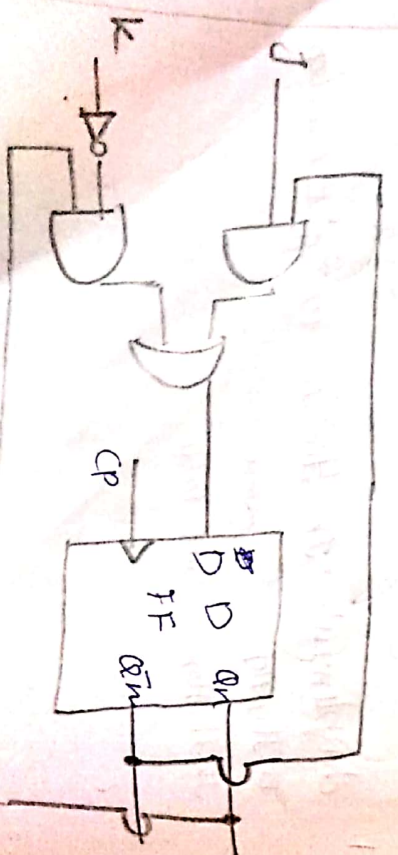
JK Flipflop - truth table



J K Input	Output (Q <sub>n</sub> , Q <sub>n+1</sub> )	D Input
0 0	0 0	0
0 1	0 1	1
1 0	1 0	0
1 1	1 1	1

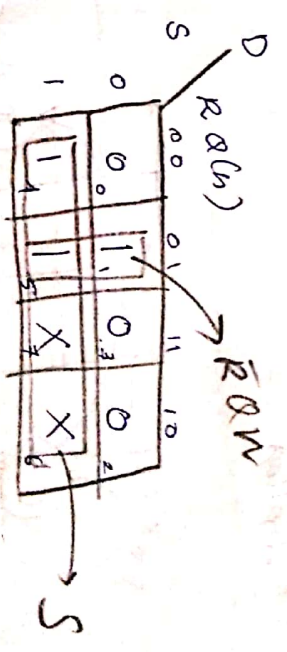


$$D = \bar{K}Q_n + J\bar{Q}_n$$

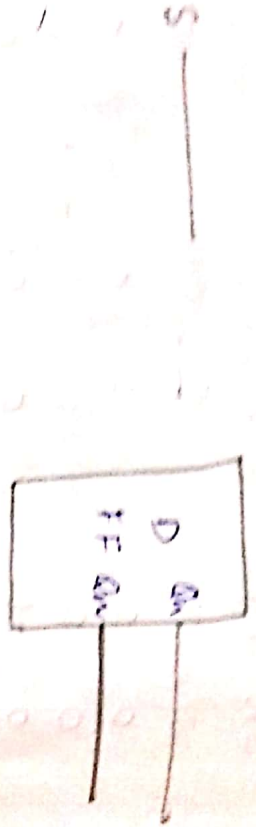


2. Complement SR Flipflop using D flip flop.

SR Input	Output (Q <sub>n</sub> , Q <sub>n+1</sub> )	D Input
0 0	0 0	0
0 1	0 1	1
1 0	1 0	0
1 1	1 1	1



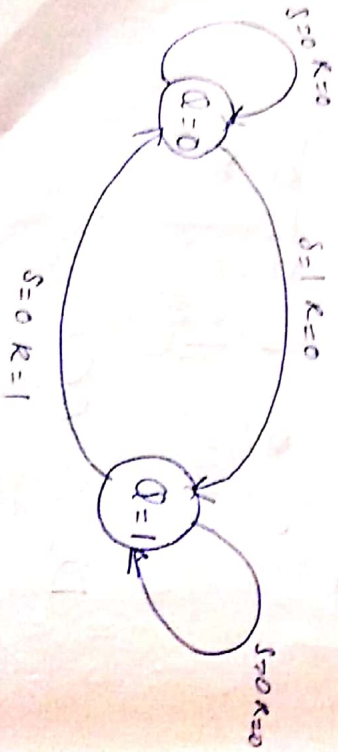
$$D = S + \bar{R}Q_n$$



Q2. Convert JK flipflop to D flipflop.

State table, state diagram, state equations

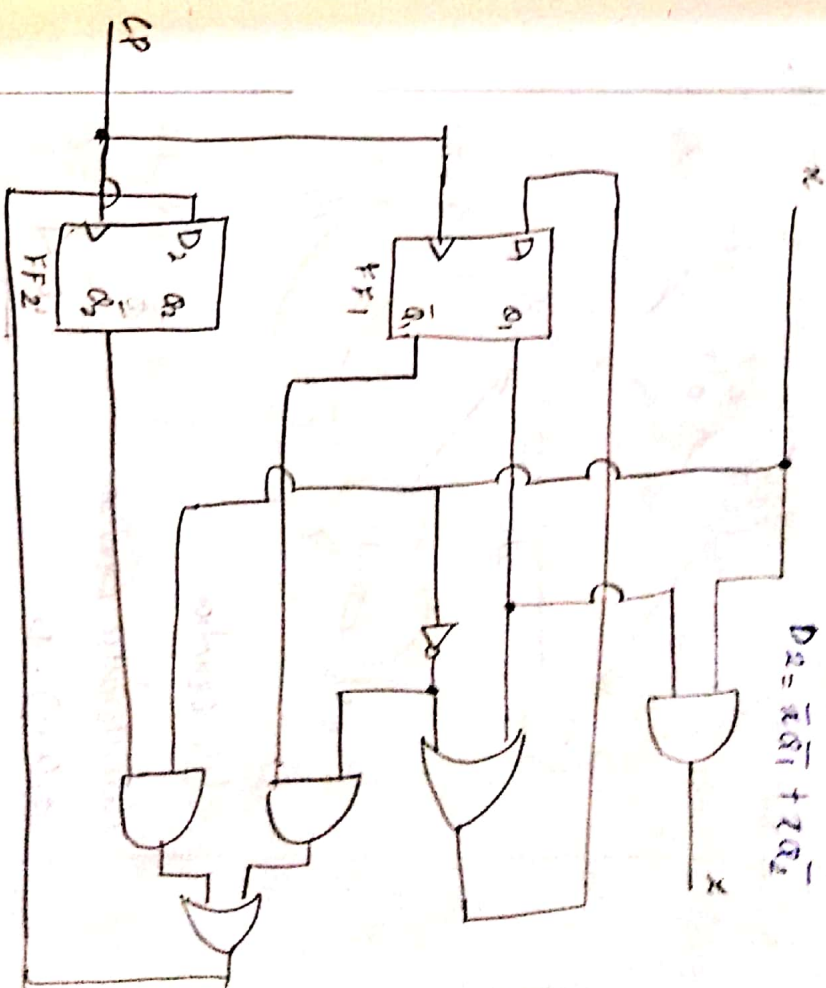
S-R flipflop



$$Z = \bar{Q}_1 Q_1$$

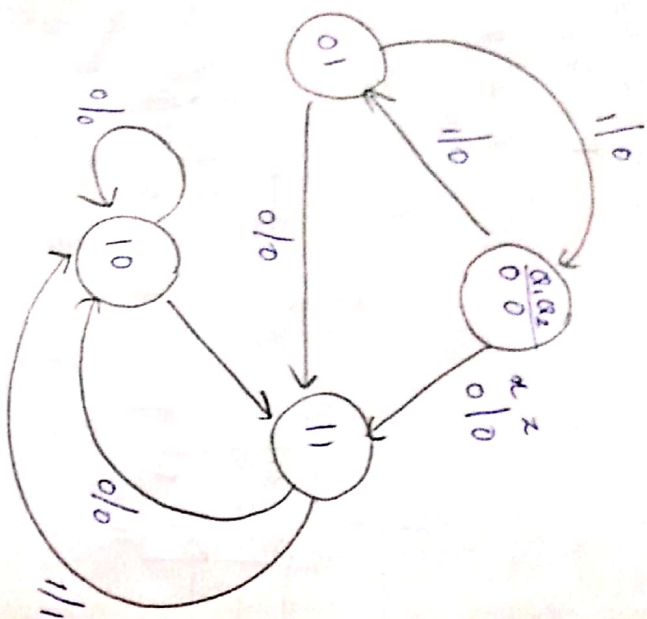
$$D_1 = \bar{Q}_1 + \bar{X}$$

$$D_2 = \bar{X} \bar{Q}_1 + X Q_1$$



Present state	Next state	Output Z
$Q_1$	$Q_2$	$Z$
0	0	0
0	1	0
1	0	1
1	1	1

### State Diagram



### State Equations

Characteristic Equation:

$$Q_1(t+1) = D_1$$

$$Q_2(t+1) = D_2$$

### State Equations

$$Q_1(t+1) = Q_1(t) + \bar{x}$$

$$Q_2(t+1) = \bar{x} \overline{Q_1(t)} + x \overline{Q_2(t)}$$

⇒

Design a sequential circuit with 4 flip-flops A, B, C, D. Next states of B, C, D are equal to the present states of A, B and C respectively. The next state of A is equal to the XOR of the present states of C and D. Implement the circuit with D flip-flops.

$$Q_A(t+1) = Q_C(t) + Q_D(t)$$

$$Q_B(t+1) = Q_A(t)$$

$$Q_C(t+1) = Q_B(t)$$

$$Q_D(t+1) = Q_C(t)$$

$$Q(t+1) = D$$

$$D_A = Q_C(t) \oplus Q_D(t)$$

$$D_B = Q_A(t)$$

$$D_C = Q_B(t)$$

$$D_D = Q_C(t)$$

2.5 MP  $\Rightarrow$

Design a sequential circuit with JK flip-flop to satisfy the following equations

$$A(t+1) = \bar{A}BCD + \bar{A}\bar{B}C + ACD + A\bar{C}\bar{D}$$

$$B(t+1) = \bar{A}C + C\bar{D} + \bar{A}B\bar{C}$$

$$C(t+1) = B$$

$$D(t+1) = \bar{D}$$

Characteristic equations

$$Q(t+1) = J\bar{Q}(t) + \bar{K}Q(t)$$

$$A(t+1) = JA\bar{A} + \bar{K}A$$

$$A(t+1) = \underbrace{(\bar{B}CD + \bar{B}C)}_{JA} \bar{A} + \underbrace{(CD + C\bar{D})}_{\bar{K}A} A$$

$$JA = (\bar{B}CD + \bar{B}C) = \bar{B}C[D+1] = \underline{\underline{\bar{B}C}}$$

$$\underline{\underline{KA = (CD + C\bar{D})}}$$

$$B(t+1) = JB\bar{B} + \bar{K}B$$

$$\begin{aligned} B(t+1) &= \bar{A}C(B + \bar{B}) + C\bar{D}(B + \bar{B}) + \bar{A}B\bar{C} \\ &= \bar{A}CB + \bar{A}C\bar{B} + C\bar{D}B + C\bar{D}\bar{B} + \bar{A}B\bar{C} \end{aligned}$$

$$= B(\overline{A}C + C\overline{D}) + \overline{B}(\overline{A}C + C\overline{D}) + \overline{A}C$$

$$= B(\overline{A}C + C\overline{D} + \overline{A}C) + \overline{B}(\overline{A}C + C\overline{D})$$

$$J_B = \overline{A}C + C\overline{D}$$

$$K_B = \overline{A} + C\overline{D} = \overline{A} \cdot \frac{C\overline{D}}{C\overline{D}}$$

$$= A \cdot (C + D)$$

$$C(t+1) = J_C \overline{C} + K_C C$$

$$C(t+1) = B_C + B_C \overline{C}$$

$$K_C = B_C$$

$$J_C \overline{C} = B_C \overline{C}$$

$$J_C = B_C$$

$$K_C = \overline{B}$$

$$D(t+1) = \overline{B}$$

$$D(t+1) = J_D \overline{D} + K_D D$$

$$\overline{B} \cdot 1 + 0 \cdot 0$$

$$J_D = 1$$

$$K_D = 1$$

$$K_D = 0$$

$$K_D = 1$$

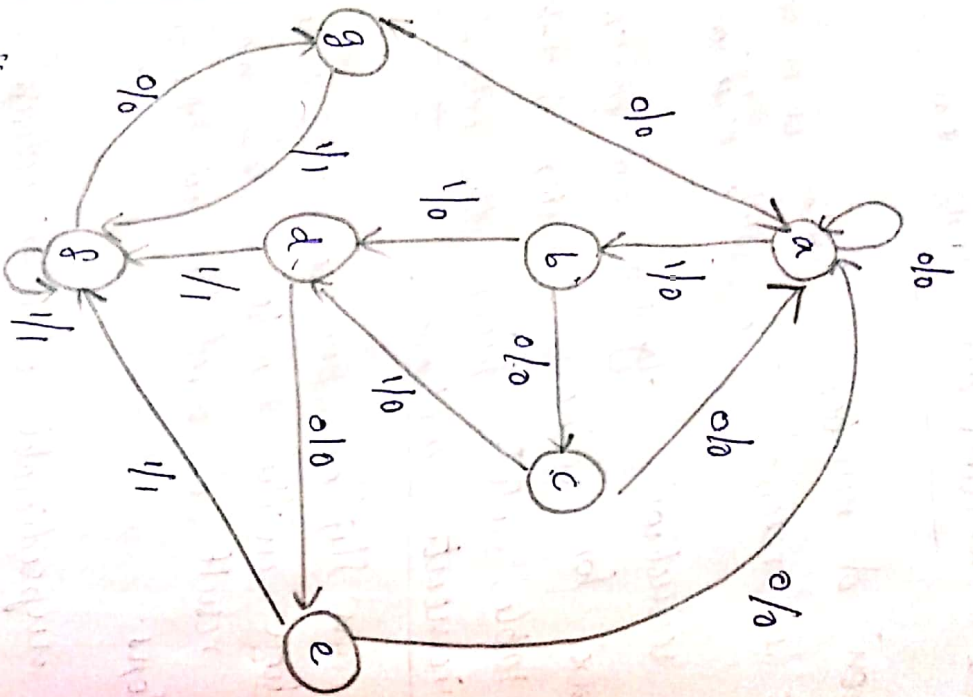
### State Reduction and Assignment

Reduction of number of flipflops in a sequential circuit is related to state reduction problems.

State reduction algorithms are concerned with procedure for reducing number of states in a state table, with keeping the external input/output requirements unchanged.

Since in flipflops produce  $2^m$  states, a reduction in the number of states may or may not result in a reduction in the no. of flipflops.

An unpredictable effect in reducing number of flipflops is that sometimes equivalent circuit with less flipflops may require more combinational gates.  
 flipflops  $m \rightarrow 2^m$  states



ifp o/p relation

input	0	1	0	1	0	1	0	1	0	0
state	- a	a	b	c	d	e	f	g	f	a
o/p	- 0	0	0	0	0	1	1	0	1	0

Two states are said to be equivalent for each member of set of i/p's they give exactly the same o/p and send the circuit either to the same state or to an equivalent state. When 2 states are equivalent one of them can be removed without altering the i/p o/p relationship.

State table

Present state	next state		Output	
	x=0	x=1	x=0	x=1
a	a	b	0	0
b	c	d	0	0
c	a	d	0	0
*d	e	<del>g</del> d	0	1
e	a	<del>f</del> d	0	1
<del>f</del>	<del>g</del> e	f	0	1
<del>g</del>	a	f	0	1

e and g are equivalent states. ∴ we can remove one state (i, suppose we remove g).

d and f are equivalent

∴ remove f

Reduced state table

present state	next state		o/p	
	x=0	x=1	x=0	x=1
a	d	b	0	0
b	c	d	0	0
c	a	d	0	0
d	e	d	0	1
e	a	d	0	1

i/p o/p relations

i/p - 0 1 0 1 0 1 1 0 1 0 0

state - ~~a b c d e~~

o/p -

Handwritten notes:  
A finite automaton  
with 4 states

