

# **Digital Electronics and Microprocessors**

Class 12

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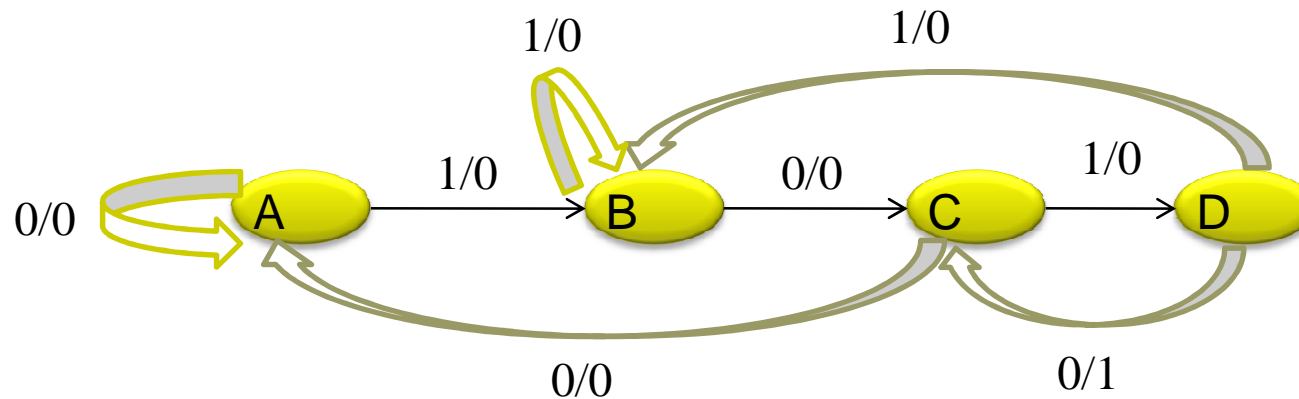
## Synthesis of a sequential circuits(Design Procedure)

- Design Procedure for sequential circuit
  - The word description of the circuit behavior to get a state diagram;
  - State reduction if necessary;
  - Assign binary values to the states;
  - Obtain the binary-coded state table;
  - Choose the type of flip-flops;
  - Derive the simplified flip-flop input equations and output equations;
  - Draw the logic diagram;

**Design 1:-** design a sequence detector to detect the sequence 1010 and say that overlapping is permitted i.e if input sequence is 01101010 the corresponding output is 00000101

- Step 1:-word statement of a problem
  - Suppose we want to design a sequence detector to detect the sequence 1010 and say that overlapping is permitted i.e if input sequence is 01101010 the corresponding output is 00000101
- Step 2 and 3:- state diagram and state table

# State diagram



## State table

PS	NS,Z	
	X=0	X=1
A	A,0	B,0
B	C,0	B,0
C	A,0	D,0
D	C,1	B,0

## Step 4:-state reduction

- this machine is already in reduced standard form

## Step 5:-state assignment and transition and o/p table

PS	NS		O/P	
	X=0	X=1	X=0	X=1
A→00	00	01	0	0
B→01	10	01	0	0
C→10	00	11	0	0
D→11	10	01	1	0

Step6:-Choose type of flip flop and form the excitation table

PS Y1 Y2		I/P X	NS Y1 Y2		I/P toFF D1 D2		O/P Z
0	0	0	0	0	0	0	0
0	0	1	0	1	0	1	0
0	1	0	1	0	1	0	0
0	1	1	0	1	0	1	0
1	0	0	0	0	0	0	0
1	0	1	1	1	1	1	0
1	1	0	1	0	1	0	1
1	1	1	0	1	0	1	0

# expression

	Y2X			
Y1				<b>1</b>
		<b>1</b>		<b>1</b>

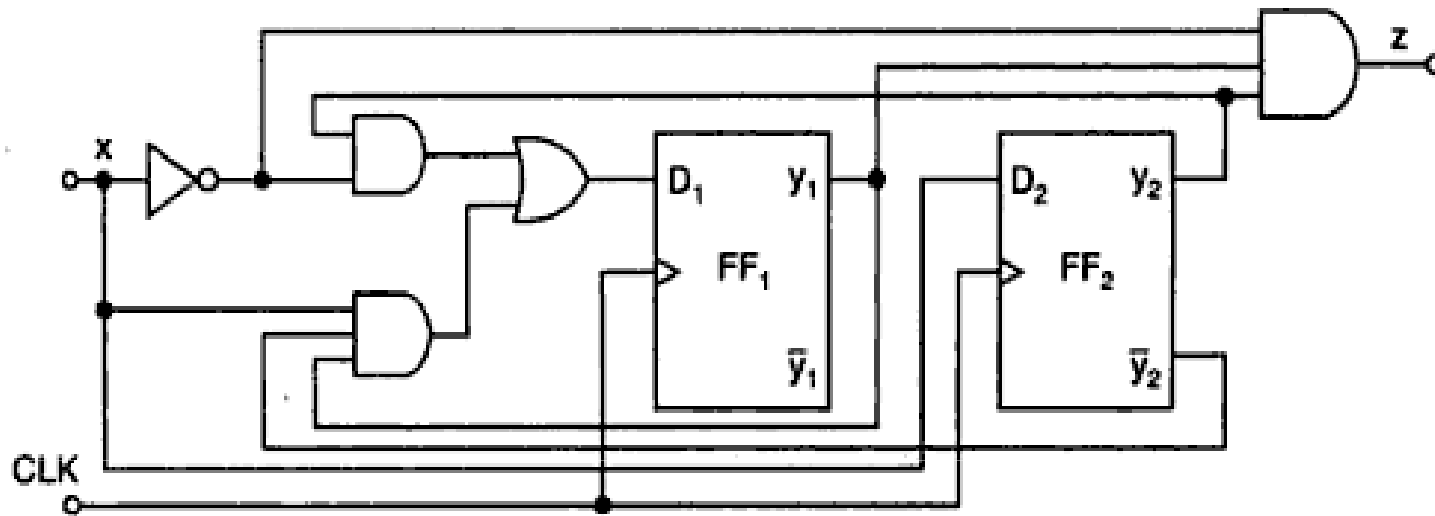
$$D1=Y2X'+Y1Y2'X$$

$$Z=Y1Y2X'$$

	Y2X			
Y1		<b>1</b>	<b>1</b>	
		<b>1</b>	<b>1</b>	

$$D2=X$$

# Step8:- implementation



Mealy machine



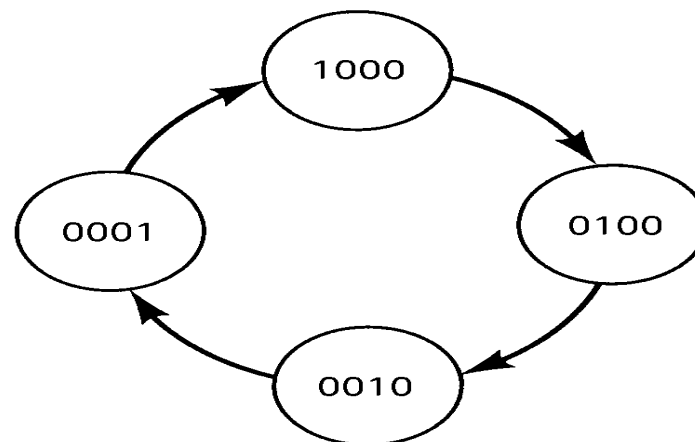
# Shift register counters( 7-21 T1)

- Ring counter
- Johnson counter

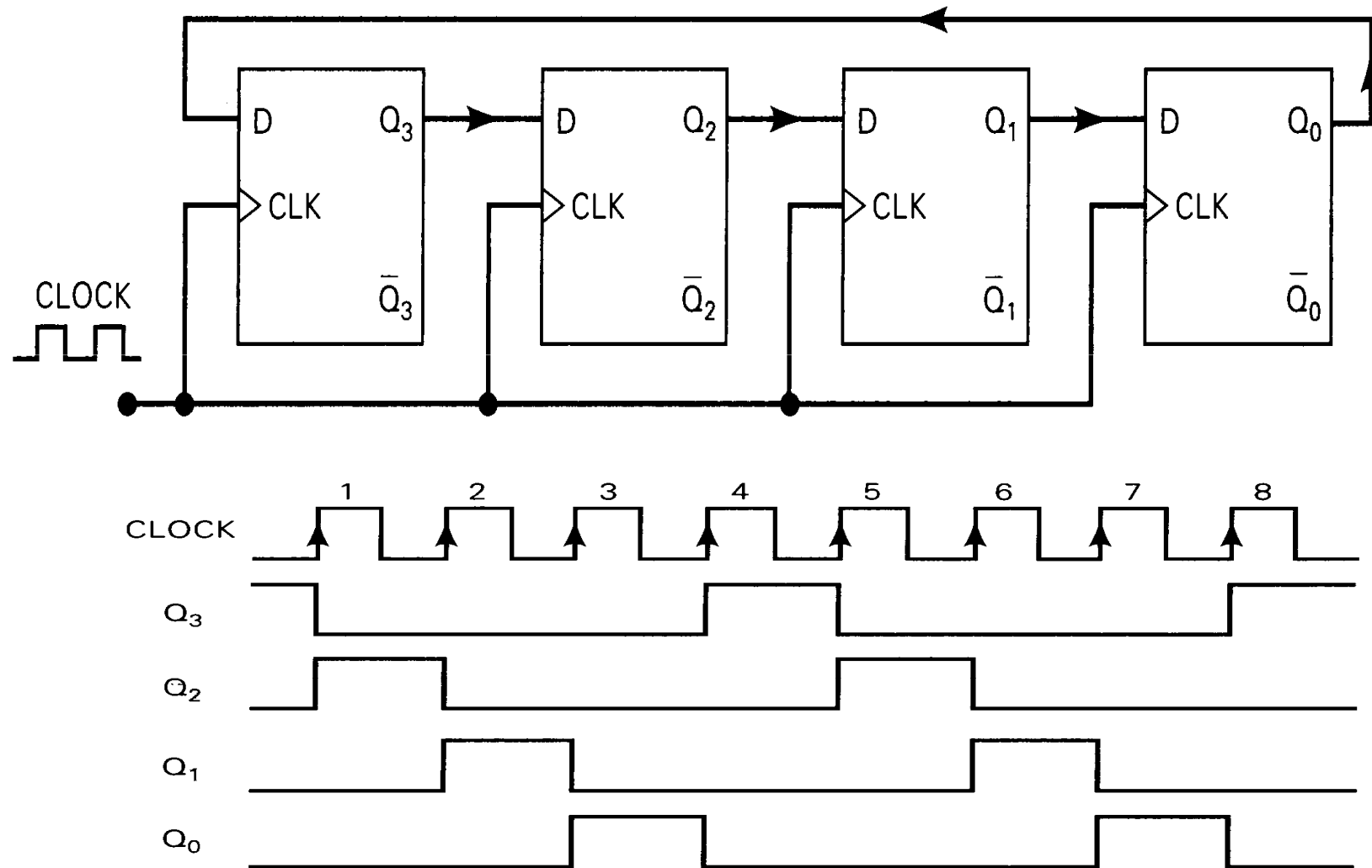
# Ring counter

- a circular shift register w/ only one flip-flop being set at any particular time, all others are cleared  
(initial value = 1 0 0 ... 0 )
- The single bit is shifted from one flip-flop to the next to produce the sequence of timing signals.

$A_2$	$A_2$	$A_1$	$A_0$
1	0	0	0
0	1	0	0
0	0	1	0
0	0	0	1
<hr/>			
1	0	0	0



# Ring counter



# Johnson Counter

## Ring counter vs. Switch-tail ring counter

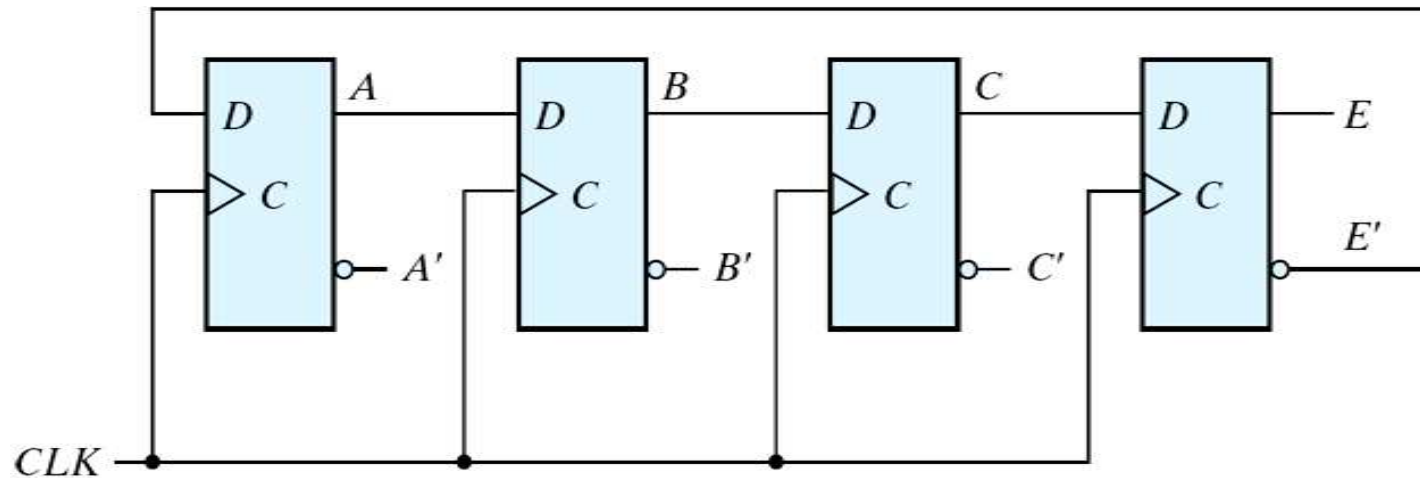
- Ring counter

- a  $k$ -bit ring counter circulates a single bit among the flip-flops to provide  $k$  distinguishable states.

- Switch-tail ring counter (**Johnson Counter**)

- is a circular shift register the complement output of the last flip-flop connected to the input of the first flip-flop
- a  $k$ -bit switch-tail ring counter will go through a sequence of  $2k$  distinguishable states. (initial value = 0 0 ... 0)

# Johnson Counter



(a) Four-stage switch-tail ring counter

Sequence number	Flip-flop outputs			
	A	B	C	E
1	0	0	0	0
2	1	0	0	0
3	1	1	0	0
4	1	1	1	0
5	1	1	1	1
6	0	1	1	1
7	0	0	1	1
8	0	0	0	1

(b) Count sequence

Fig.  
Construction of  
a Johnson  
counter

# SHIFT REGISTER VOCABULARY

**REGISTER-** group of flip flops capable of storing data.

**SERIAL DATA TRANSMISSION-** transfer of data from one place to another one bit at a time.

**PARALLEL DATA TRANSMISSION-** simultaneous transfer of all bits of a data word from one place to another.

**SISO- SERIAL IN/SERIAL OUT-** type of register that can be loaded with data serially and has only one serial output.

**SIPO- SERIAL IN/PARALLEL OUT-** type of register that can be loaded with data serially and has parallel outputs available.

**PISO- PARALLEL IN/SERIAL OUT-** type of register that can be loaded with parallel data and has only one serial output.

**PIPO- PARALLEL IN/PARALLEL OUT-** type of register that can be loaded with parallel data and has parallel outputs available.