

Date: 9-11-2022

Assignment – 10

Aim: To understand about the conversions from one flipflop to another.

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=> Use the table 1, describing the input and output states of various flip-flops for your reference.

Present State	Next State	SR flip-flop inputs		D flip-flop input	JK flip-flop inputs		T flip-flop input
Q_t	Q_{t+1}	S	R	D	J	K	T
0	0	0	x	0	0	x	0
0	1	1	0	1	1	x	1
1	0	0	1	0	x	1	1
1	1	x	0	1	x	0	0

Q1) The J-K flip-flop is basically a gated S-R flip-flop with the addition of a clock input circuitry that prevents the illegal or invalid output condition that can occur when both inputs S and R are equal to logic level “1”.

- 1) Use the table-1 to develop the conversion table for S-R to J-K flip-flop and generate the conversion expression between JK and SR via K map.
- 2) Use this conversion expression to Modify the S-R flip flop created in last lab into JK flip flop.
- 3) Verify the functionality of J-K flip flop using suitable Testbench.

Step 1:

Q_n	Q_{n+1}	S	R
0	0	0	X
0	1	1	0
1	0	0	1
1	1	X	0

Excitation table of SR Flipflop

Step 2: Characteristic table of jk flipflop

JK flip-flop			
Characteristic table			
J	K	Comment	Q_{next}
0	0	hold state	Q
0	1	reset	0
1	0	set	1
1	1	toggle	\overline{Q}

Step 3: conversion table from sr to jk FF

J-K Inputs		Outputs		S-R Inputs	
J	K	Q_p	Q_{p+1}	S	R
0	0	0	0	0	X
0	0	1	1	X	0
0	1	0	0	0	X
0	1	1	0	0	1
1	0	0	1	1	0
1	0	1	1	X	0
1	1	0	1	1	0
1	1	1	0	0	1

k-map conversion:

J	KQ_p			
	00	01	11	10
0	0 ⁰	X ¹	0 ³	0 ²
1	X ⁴	X ⁵	0 ⁷	1 ⁶

$S = \overline{J}Q_p$

J	KQ_p			
	00	01	11	10
0	X ⁰	0 ¹	1 ³	X ²
1	0 ⁴	0 ⁵	1 ⁷	0 ⁶

$R = KQ_p$

Verilog Code:

```

2 module tb_jk_ff;
3   reg j, k, CLK;
4   wire Q, QBAR;
5
6   jk_ff dut (j, k, CLK, Q, QBAR);
7   initial
8   begin
9     j = 0; k = 0; CLK = 1; # 1;
10    $display ("CLK = %b, j = %b, k = %b, Q = %b, QBAR = %b", CLK, j, k,
11    Q, QBAR);
12    j = 0; k = 1; CLK = 1; # 1;
13    $display ("CLK = %b, j = %b, k = %b, Q = %b, QBAR = %b", CLK, j, k,
14    Q, QBAR);
15    j = 1; k = 0; CLK = 1; # 1;
16    $display ("CLK = %b, j = %b, k = %b, Q = %b, QBAR = %b", CLK, j, k,
17    Q, QBAR);
18    j = 1; k = 1; CLK = 1; # 1;
19    $display ("CLK = %b, j = %b, k = %b, Q = %b, QBAR = %b", CLK, j, k,
20    Q, QBAR);
21    $finish;
22  end
23  initial
24  begin
25    $dumpfile("dump.vcd");
26    $dumpvars (1);
27  end
28 endmodule

```

```

2 module sr_ff(s, r, q, qbar);
3   input s, r;
4   output q, qbar;
5   nand(q, s, qbar);
6   nand(qbar, r, q);
7 endmodule
8
9
10 module jk_ff (j, k, clk, q, qbar);
11   input j, k, clk;
12   output q, qbar;
13   wire sn = clk & qbar & j;
14   wire rn = clk & q & k;
15   sr_ff SRL (sn, rn, q, qbar);
16 endmodule
17

```

Output:

```

[2022-11-12 22:37:56 EST] iverilog '-wall' design.sv testb
VCD info: dumpfile dump.vcd opened for output.
CLK = 1, j = 0, k = 0, Q = 1, QBAR = 1
CLK = 1, j = 0, k = 1, Q = 1, QBAR = 0
CLK = 1, j = 1, k = 0, Q = 0, QBAR = 1
CLK = 1, j = 1, k = 1, Q = 0, QBAR = 1
Finding VCD file...
./dump.vcd
[2022-11-12 22:37:57 EST] Opening EPWave...
Done

```

Output:



(figure 1.1: EPWave output)

Q2) Now let's convert the J-K flipflop created in question 1 into D flipflop. One can use the table 1 to perform similar steps as per previous solution for this conversion.

- 1) Develop the behavioural Verilog module of D flip-flop, converting it from a J-K flip flop. You may utilize if-else statements to develop your verilog code.
- 2) Verify the functionality via a suitable test bench code.

Step 1: Excitation table of jk ff

Q_N	Q_{N+1}	J	K
0	0	0	X
0	1	1	X
1	1	X	0
1	0	X	1

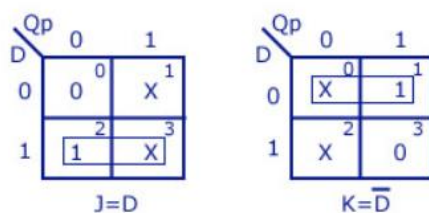
Step 2: Characteristic table of d ff

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

Step 3: Conversion table

D Input	Outputs Q_p Q_{p+1}		J-K Inputs J K	
0	0	0	0	X
0	1	0	X	1
1	0	1	1	X
1	1	0	X	0

K-map conversion:



Verilog Code:

```
2 // 21DCLM041
3 module tb_d_ff;
4   reg d, CLK;
5   wire Q, QBAR;
6
7   d_ff dut (d, CLK, Q, QBAR);
8   initial
9   begin
10    d = 0; CLK=1; # 1;
11    $display ("CLK = %b, d = %b, Q = %b, QBAR = %b",CLK,d, Q, QBAR);
12    d = 1; CLK=1; # 1;
13    $display ("CLK = %b, d = %b, Q = %b, QBAR = %b",CLK,d, Q, QBAR);
14    $finish;
15  end
16  initial
17  begin
18    $dumpfile("dump.vcd");
19    $dumpvars (1);
20  end
21 endmodule
22
23
```

```
2 module sr_ff(s, r, q, qbar);
3   input s, r;
4   output q, qbar;
5   nand(q, s, qbar);
6   nand(qbar, r, q);
7 endmodule
8
9 module jk_ff(j, k, clk, q, qbar);
10  input j, k, clk;
11  output q, qbar;
12  wire sn = clk & qbar & j;
13  wire rn = clk & q & k;
14  sr_ff SRL (sn, rn, q, qbar);
15 endmodule
16
17 module d_ff(input d,input clk, output q, output qbar);
18  wire t1,t2;
19  assign t1 = d;
20  assign t2 = ~d;
21  jk_ff jkf(t1,t2,clk,q,qbar);
22 endmodule
23
24
```

Output:

```
[2022-11-12 22:49:04 EST] iverilog '-Wall' design
VCD info: dumpfile dump.vcd opened for output.
CLK = 1, d = 0, Q = 1, QBAR = 0
CLK = 1, d = 1, Q = 0, QBAR = 1
Done
```

Output:



(figure 2.1: EPWave output)

Q3) Develop a characteristic table of T flip-flop along with the excitation inputs of JK flip flop from table 1.

- 1) Use K map to develop the conversion relation between T and JK flip-flop.
- 2) Develop a behavioural Verilog module for JK flip-flop using case statements. Modify it to act like a T flip-flop.
- 3) Validate the modification via a suitable test bench.

Step 1: Excitation table of jk ff:

Q_N	Q_{N+1}	J	K
0	0	0	X
0	1	1	X
1	1	X	0
1	0	X	1

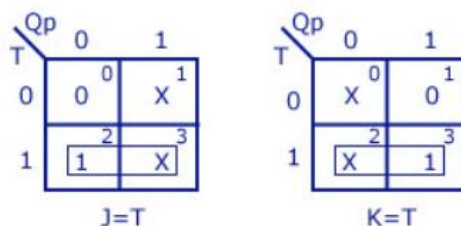
Step 2: Characteristic table of T ff:

T	$Q(t+1)$
0	$Q(t)$ No change
1	$Q(t)'$ Toggle

Step 3: Conversion table:

T Input	Outputs Q_p Q_{p+1}		J-K Inputs J K	
0	0	0	0	X
0	1	1	X	0
1	0	1	1	X
1	1	0	X	1

K-map conversion:

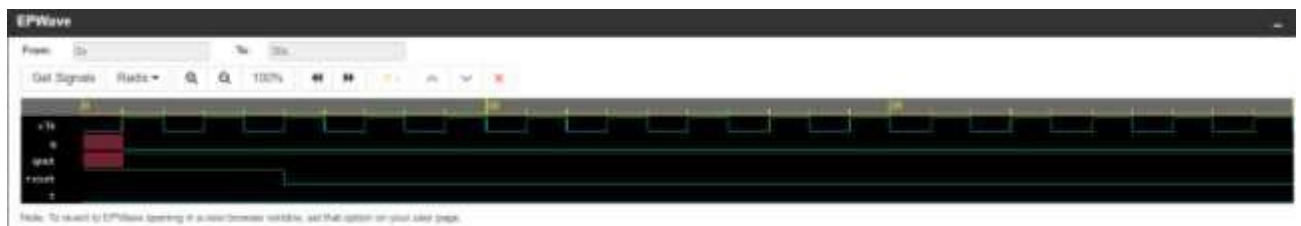


Verilog Code:

```
2 module test;
3 reg clk=0;
4 reg t=0;
5 reg reset=1;
6 wire q, qnot;
7
8 jkff dut(reset, clk,t,q,qnot);
9
10 initial
11 begin
12     $dumpfile("dump.vcd");
13     $dumpvars(1);
14     t=1'b0;
15     #5 reset=1'b0;
16     #25 $finish;
17 end
18
19 always #1 clk=~clk;
20
21 endmodule
22
```

```
2 module jkff(input reset, input clk, input t,output reg q,output
   qnot);
3
4     assign j=t;
5     assign k=t;
6     assign qnot=~q;
7     always @(posedge clk)
8     if (reset) q<=1'b0; else
9         case ({t})
10            1'b0: q<=q;
11            1'b1: q<=~q;
12        endcase
13 endmodule
14
```

Output:



(figure 3.1: EPWave output)