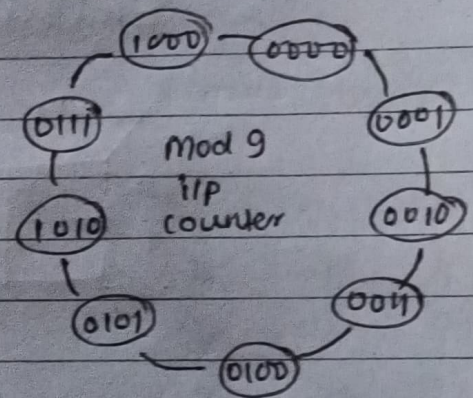
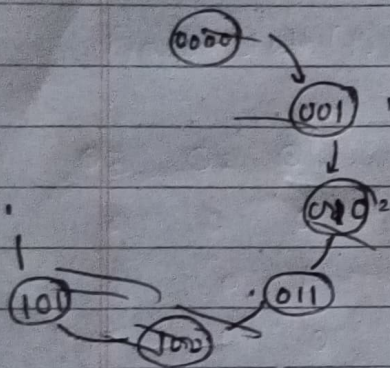


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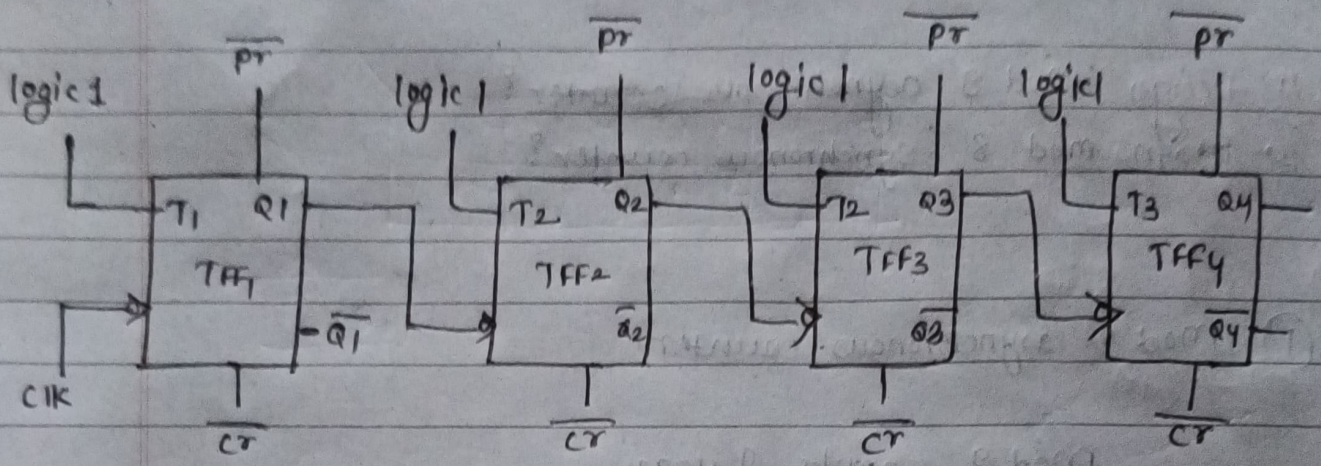
1. Design Mod 9 asynchronous counter?
2. Design mod 8 synchronous counter?

→ (1) Mod 9 asynchronous counter.

Mod 9 counts 9 stages.

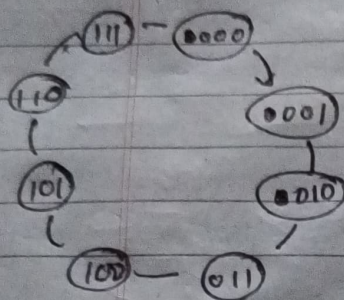


After clk pulse	State				Reset (R)
	Q ₁	Q ₃	Q ₂	Q ₁	Reset (R)
0	0	0	0	0	0
1	0	0	0	1	R = 0
2	0	0	1	0	0
3	0	0	1	1	0
4	0	1	0	0	0
5	0	1	0	1	0
6	1	0	1	0	0
7	0	1	1	1	0
8	1	0	0	0	0
9	1	0	0	1	R = 1



CLK	Q1	Q2	Q3	Q4
0	0	0	0	0
1	1	0	0	0
0	0	1	0	0
1	1	0	1	0
0	0	0	0	1
1	1	0	1	0
0	0	1	0	1
1	1	0	1	0
0	0	1	0	1
1	1	0	1	0

Q2. Mod 8 synchronous counter?



Present state (Ps)

Next State (Ns)

Require Excitation i/p

Q ₃	Q ₂	Q ₁	Q ₃	Q ₂	Q ₁	T ₃	T ₂	T ₁
0	0	0	0	0	1	0	0	1
0	0	1	0	1	0	0	1	1
0	1	0	0	1	1	0	0	1
0	1	1	1	0	0	1	1	1
1	0	0	1	0	1	0	0	1
1	0	1	1	1	0	0	1	1
1	1	0	1	1	1	0	0	1
1	1	1	0	0	0	1	1	1

$$T_1 = \sum m(0, 1, 2, 3, 4, 5, 6, 7)$$

$$T_1 = 1$$

kmap for T_1

		Q ₂ Q ₁			
		00	01	11	10
Present state	Q ₃	1	1	1	1
	1	1	1	1	1

$$T_2 = \sum m(1, 3, 5, 7)$$

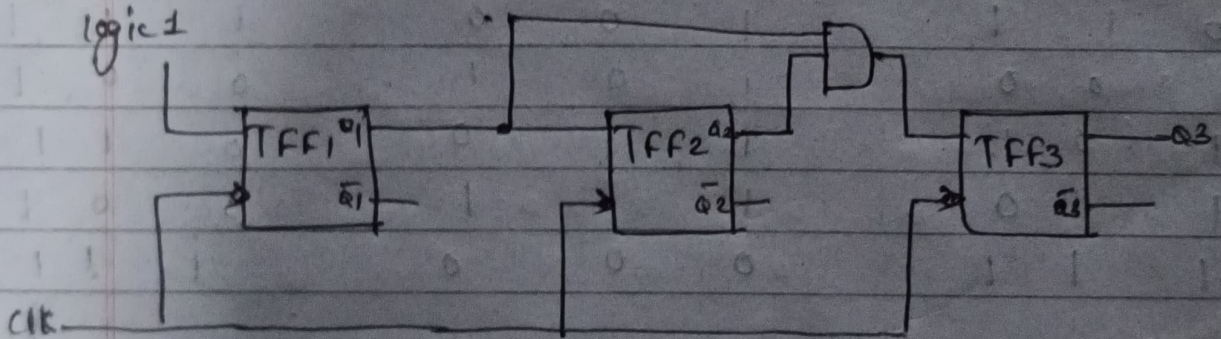
0	1	2	3
4	5	6	7

$$T_2 = Q_1$$

$$T_3 = \sum m(3, 7)$$

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

$$T_3 = Q_2 Q_1$$



mod 8 synchronous counter

$$(F_2, 2, 1, 1, 1, 1, 1, 1) \text{ mod } 8 = 1$$

not prime

1, 2, 3, 4, 5, 6, 7

0	1	2	3	4	5	6	7
1	1	1	1	1	1	1	1