## **Chapter 4**

# Sequential Logic Circuits

### 4.1 Problems

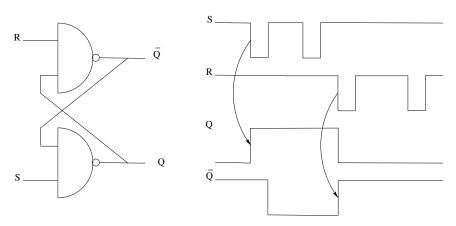
**Problem 4.1 (SR-FF using two NOR gates)** It is not allowed to have S=1 and R=1 at the same time for a SR-FF that is implemented with NOR gates as shown in Figure  $\ref{eq:shown}$ ? What are the values of Q and  $\ref{eq:shown}$  when S=1 and R=1 if by mistake or during power-up?

```
(ans: S=1 causes S-OR X=1, making \overline{Q}=0. R=1 causes R-OR Y=1, making Q=0. Hence S=1 and R=1 produce \overline{Q}=0 and Q=0. This violates the rule that \overline{Q} is the complement of Q.
```

**Problem 4.2 (Implementing an SR-FF using two NAND gates)** *Implement an SR-FF using two NAND gates and describe its behavior using a timing diagram and state transition table.* 

#### (ans:

When NAND gates are used, both S and R are normally =1, which is the stable condition, and it is not allowed for both S and R to be I at the same time. The figure below shows the case with Q=0.



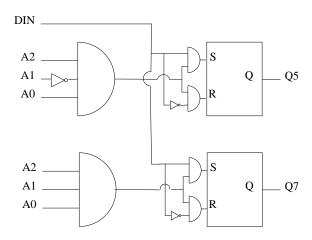
When S makes a  $1 \to 0$  transition either  $Q \to 1$ , making  $\overline{Q} \to 0$ , or Q stays at 1.

When R makes a 1	$\rightarrow 0$ transition either	$r \cap \rightarrow 1$ making (	$Q \rightarrow 0$ , or Q stays at 1.
when it makes a i	. 70 iransiiion eime	$I \cup I$ , muning (	$z \rightarrow 0$ , or $z \sin y \sin x$ .

	S	R	Q(cur)	Q(next)
ĺ	1	1	0	0
	1	1	1	1
	0	1	0	1
	0	1	1	1
	1	0	0	0
	1	0	1	0

**Problem 4.3 (Random-access digital memory input)** Design a random-access digital memory that stores single bits in two addressable SR-FFs having 3-bit addresses 5 and 7. The memory has the address input lines A2, A1, A0 and data input line DIN and the two SR-FF outputs are Q5 and Q7.

(ans:

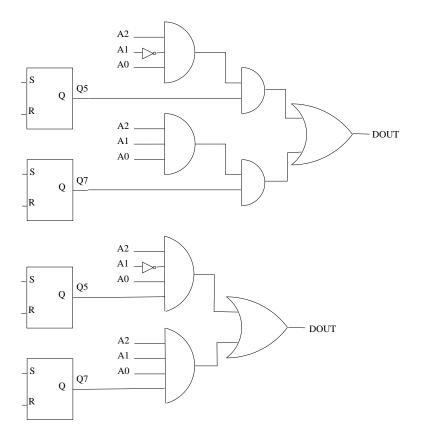


**Problem 4.4 (Random-access digital memory output)** Design a random-access digital memory that reads single bits stored in two addressable SR-FFs having 3-bit addresses 5 and 7. The memory has address input lines A2, A1, A0, and data output line DOUT.

(ans:

Two implementations are shown. The first is a direct extension of that described in the book. The second is a more efficient use of AND gates.

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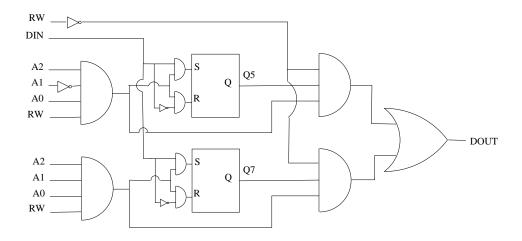


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**Problem 4.5 (Random-access digital memory input/output)** Design a random-access digital memory that can write or read single bits stored in two addressable SR-FFs having 3-bit addresses 5 and 7. The memory has the following inputs and outputs

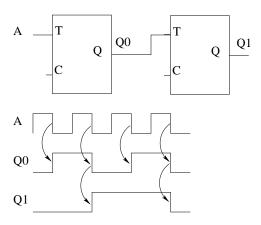
- Address input lines A2, A1, A0
- Data input line DIN
- Data output line DOUT
- Read/Write input line RW ( RW=0 stores DIN into addressed memory. RW=1 puts addressed memory data on DOUT).

(ans:



**Problem 4.6 (Counting chain containing two T-FFs)** Sketch the counting chain containing two T-FFs and its timing diagram, starting with  $Q_1Q_0=00$ . Show the transitions and the count values over a complete count cycle.

(ans:



**Problem 4.7** (Modulo-365 counter) Implement an efficient modulo-365 counter using the following steps.

- 1. How many T-FFs are needed?
- 2. What is the binary pattern representing 365?
- 3. Show that only the 1's in the pattern representing 365 need to be inputs to the recognition AND gate by replacing one of the 0s in the pattern with 1s and computing the resulting decimal value.
- 4. Draw the simplified Modulo-365 counter circuit.

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(ans:

1.

$$M = ceiling(\log_2 365) = ceiling\left(\frac{\log_{10} 365}{\log_{10} 2}\right) = ceiling(8.5) = 9$$

2.

$$365_{10} = 101101101_2 = 256 + 64 + 32 + 8 + 4 + 1$$

3. With bit pattern denoted as  $Q_8$  (MSB) to  $Q_0$  (LSB),

$$Q_7 \ 0 \to 1$$
:

$$1\ 1\ 1101101_2 = 256 + 128 + 64 + 32 + 8 + 4 + 1 = 493$$

 $Q_4 \ 0 \to 1$ :

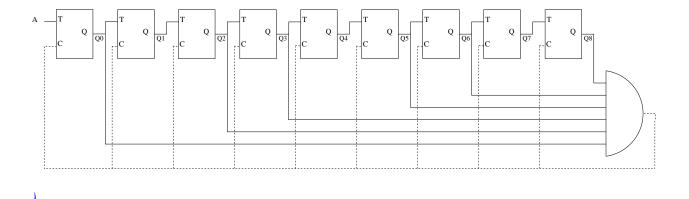
$$1011\ 1\ 1101_2 = 256 + 64 + 32 + 16 + 8 + 4 + 1 = 381$$

 $Q_1 \ 0 \to 1$ :

$$1011011 \ 1 \ 1_2 = 256 + 64 + 32 + 8 + 4 + 2 + 1 = 367$$

4. Draw the simplified Modulo-365 counter circuit.

Inputs from  $Q_7$ ,  $Q_4$ , and  $Q_1$  to the AND are not needed. Technically, since these outputs are already at 0, the inputs to the clear (C) of their T-FFs are not necessary, but they must then the Cs must be connected to ground (not left floating). So, the AND gate output should connect to the C inputs of all T-FFs.



### 4.2 Excel Projects

**Project 4.1** (Generate a two-second pulse) Modify Example 13.19 to generate a two-second pulse in cell B4 each time a shape labeled pulse is clicked.

(ans: The VBA Macro changes from a "1" to "2" in the TimeSerial function and "A1" to "B4" the Range function, as

	Α	В		С		
1						
2			Pu	lse		
3						
4			0			

)

**Project 4.2 (Set Reset Flip-Flop)** *Modify Example 13.20 to generate a two-second pulse in B1 each time "Set" is clicked, and in B2 each time "Reset" is clicked.* 

(ans: The VBA Macros change from a "1" to "2" in the TimeSerial functions, as

```
Sub Set_SR_FF()
' Sets the Set-Reset FF with pulse on Set input
^{\prime} B1 is set, B2 is reset, E1 is Q, E2 is ^{\sim}Q
Range("B1").
Value = 1 ^{\prime} Set 0 -> 1
Range ("E1") . Value = 1 ' Q -> 1
Range ("E2") . Value = 0 ' ~Q -> 0
Application.Wait Now + TimeSerial(0, 0, 2) ' 2 s delay
Range("B1"). Value = 0 ' Set 1 -> 0
End Sub
Sub Reset_SR_FF()
' Resets the Set-Reset FF with pulse on Reset input
^{\prime} B1 is set, B2 is reset, E1 is Q, E2 is \tilde{~} Q
Range ("E2"). Value = 1 ^{\prime} ^{\circ}Q \rightarrow 1
Application.Wait Now + TimeSerial(0, 0, 2) ' 2 s delay
Range("B2").Value = 0 ' Reset 1 -> 0
End Sub
```

**Project 4.3 (Three Toggle Flip-Flop chain)** Extend Example 13.21 from 2 T-FF to 3 T-FFs. The chain state increments with every click of the "A" input and clears the T-FF chair to zero by clicking on the Clear shape. Each click on A maintains the 0 value for one second, followed by a 1 value that lasts for one second, and followed by a downward transition back to 0.

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(ans: The worksheet is modified by including Q2 in Column E. Note the T-FFs change on downward transitions on the T input and on the upward transition on the CLR inputs.

	Α	В	С	D	Е
1	Α		Q0	Q1	Q2
2	0		0	0	0
3					
4	А	Clear		С	
5				0	

The Clear\_3T\_FF Macro includes a clear in E2, as

The  $Pulse_3T_FF_Chain$  Macro includes the Boolean value for Q2 DW2 and the code delimited by '---.

```
Sub Pulse_3T_FF_Chain()
Dim DWO As Boolean ' downward transition on QO-T
Dim DW1 As Boolean ' downward transition on Q1-T
Dim DW2 As Boolean ' downward transition on Q2-T
Application.Wait Now + TimeSerial(0, 0, 1) ^{\prime} 1s delay
Range ("A2"). Value = 1 ' FF0-T = 1
Application.Wait Now + TimeSerial(0, 0, 1) ' 1s delay
                       ' FFO-T 1 -> 0
Range("A2").Value = 0
                        ' DW transition on FF0-T
DW0 = True
If DWO = True Then ' Toggle FFO (First FF always True but makes code simpler)
    If Range("C2").Value = 0 Then
       Range("C2").Value = 1 ' 0 -> 1
DW1 = False ' upward transition
    Else
        Range("C2"). Value = 0 ' 1 -> 0 DW transition
                                 ' downward transition on FF1-T
        DW1 = True
    End If
End If
If DW1 = True Then ' Toggle FF1
    If Range("D2").Value = 0 Then
        Range("D2").Value = 1 ' 0 -> 1
DW2 = False ' upward transition
        DW2 = False
        Range("D2").Value = 0 ' 1 -> 0 DW transition
                                ' downward transition on FF2-T (if any)
        DW2 = True
    End If
End If
If DW2 = True Then ' Toggle FF2
    If Range("E2").Value = 0 Then
```

**Project 4.4 (Modulo-6 counter)** *Modify Example 13.22 to implement an efficient modulo* – 6 *counter.* 

(ans: The "Demo" button shows a free-running demonstration of the counter. The Macro is terminated by pressing "Esc" twice.

The Mod6Counter Macro includes the code to recognize a 6 delimited by ' ---.

```
Sub Mod6Counter()
Dim Q0 As Boolean
Dim Q1 As Boolean
Dim Q2 As Boolean
Dim C As Boolean
Clear_3TFF
Do While Range("A2"). Value < 2 ' infinite loop
   Pulse_3TFF_Chain
    ' check state
    Q0 = True
                      ' default value
    If Range("C2").Value = 0 Then ' change if needed
    Q0 = False
    End If
                      ' default value
    O1 = True
    If Range("D2"). Value = 0 Then ' change if needed
    Q1 = False
    End If
                     ' default value
    Q2 = True
    If Range("E2"). Value = 0 Then ' change if needed
    Q2 = False
   End If
    ' compute C
   C = Q1 And Q2
                    ' logic equation for clearing on 110
   If C = True Then
       Range("D5").Value = 1
        Range("D5").Value = 0
    End If
   If Range("D5").Value = 1 Then ' check if Clear = 0
       Clear_3TFF
                                   ' reset T-FF chain
   End If
Loop
End Sub
   )
```

**Project 4.5** (Modulo-14 counter) *Modify Example 13.22 to implement a mod-14 counter by extending the T-FF chain to operate with four T-FFs.* 

(ans: The "Demo" button shows a free-running demonstration of the counter. The Macro is terminated by pressing "Esc" twice.

			Α	В		С		D	E		F	
	1	Α			Q0		Q1		Q2	Q:	3	
	2		0			1		0		0		1
	3		Demo Mod-14 Counter									
Γ	4	П					С					
	5							0				

The Clear\_4TFF Macro includes the code to also clear F2, delimited by '---.

The Pulse\_4TFF\_Chain Macro includes the code to form a fourth T-FF delimited by '---below.

```
Sub Pulse_4TFF_Chain()
Dim DWO As Boolean ' downward transition on QO-T Dim DW1 As Boolean ' downward transition on Q1-T
Dim DW2 As Boolean ' downward transition on Q2-T
Dim DW3 As Boolean ' downward transition on O3-T
Dim DW4 As Boolean ' downward transition on Q4-T
Application.Wait Now + TimeSerial(0, 0, 1) ' 1 s delay
Range("A2").Value = 1 ' FF0-T = 1
Application.Wait Now + TimeSerial(0, 0, 1) ' 1 s delay
Range("A2").Value = 0
                        ' FF0-T 1 -> 0
                        ' DW transition on FF0-T
DW0 = True
If DWO = True Then ' Toggle FFO (First FF always True but makes code simpler)
    If Range("C2").Value = 0 Then
        Range("C2").Value = 1 ' 0 -> 1
                                 ' upward transition
        DW1 = False
        Range("C2"). Value = 0 ' 1 -> 0 DW transition
                                 ' downward transition on FF1-T
        DW1 = True
    End If
End If
If DW1 = True Then ' Toggle FF1
    If Range("D2").Value = 0 Then
        Range("D2").Value = 1 ' 0 \rightarrow 1
                                 ' upward transition
        DW2 = False
    Else
        Range("D2").Value = 0 ' 1 -> 0 DW transition
```

```
DW2 = True
                          ' downward transition on FF2-T (if any)
   End If
End If
If DW2 = True Then ' Toggle FF2
   If Range("E2").Value = 0 Then
      Range("E2").Value = 1 ' 0 -> 1
DW3 = False ' upward transition
      Range("E2").Value = 0 ' 1 -> 0 DW transition
                            ' downward transition on FF3-T (if any)
       DW3 = True
   End If
End If
If DW3 = True Then ' Toggle FF3
   If Range("F2").Value = 0 Then
      Range("F2").Value = 1 ' 0 -> 1
DW4 = False ' upward transition
       End If
End Sub
```

The Mod14Counter Macro demonstrates the counter. To form a fourth T-FF the code delimited by '--- was included. The test condition for clearing is delimited by '\*\*\*.

```
Sub Mod14Counter()
Dim Q0 As Boolean
Dim Q1 As Boolean
Dim O2 As Boolean
Dim Q3 As Boolean
Dim C As Boolean
Clear_4TFF
Do While Range("A2"). Value < 2 ' infinite loop
   Pulse_4TFF_Chain
    ' check state
   Q0 = True
                     ' default value
   If Range("C2").Value = 0 Then ' change if needed
    Q0 = False
   End If
                     ' default value
   01 = True
    If Range("D2").Value = 0 Then ' change if needed
    Q1 = False
   End If
               ' default value
   Q2 = True
   If Range("E2").Value = 0 Then ' change if needed
    Q2 = False
   End If
   Q3 = True
                     ' default value
    If Range("F2").Value = 0 Then ' change if needed
    03 = False
   End If
   ' compute C
   C = Q3 And Q2 And Q1 ' logic equation for clearing on 1110
   If C = True Then
       Range("D5").Value = 1
```

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