




# SEQUENTIAL CIRCUITS

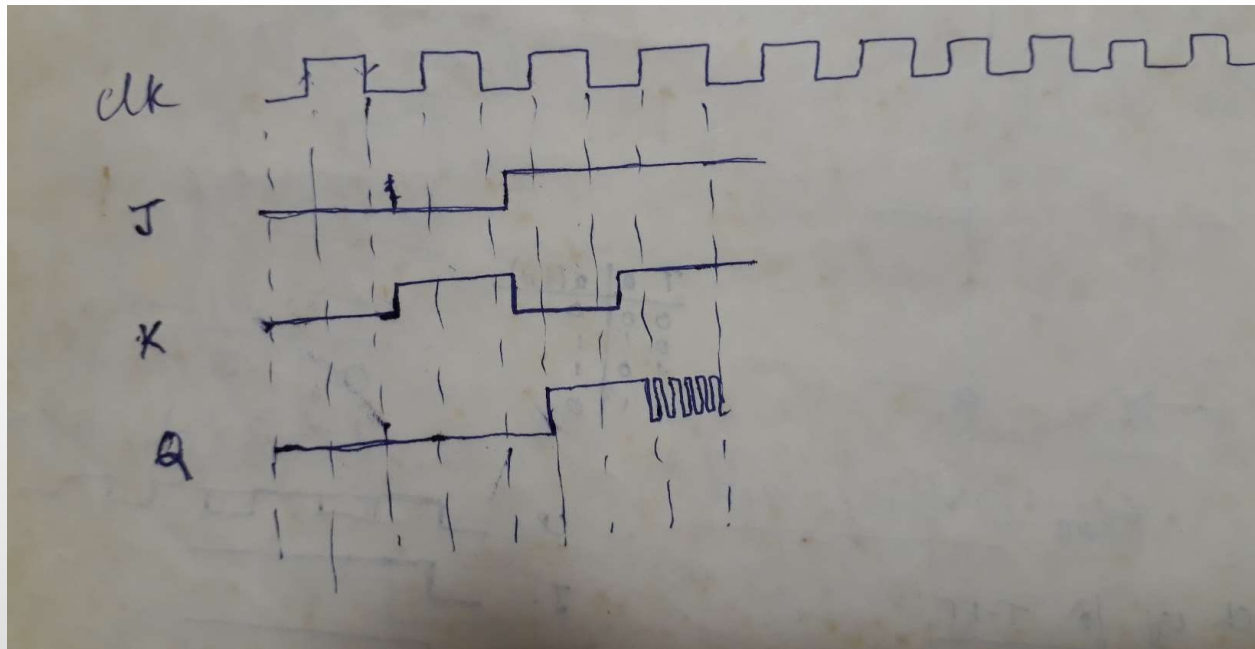
- Race around condition
  - Master slave model
  - Flip flop conversion
- 

# Race Around Condition

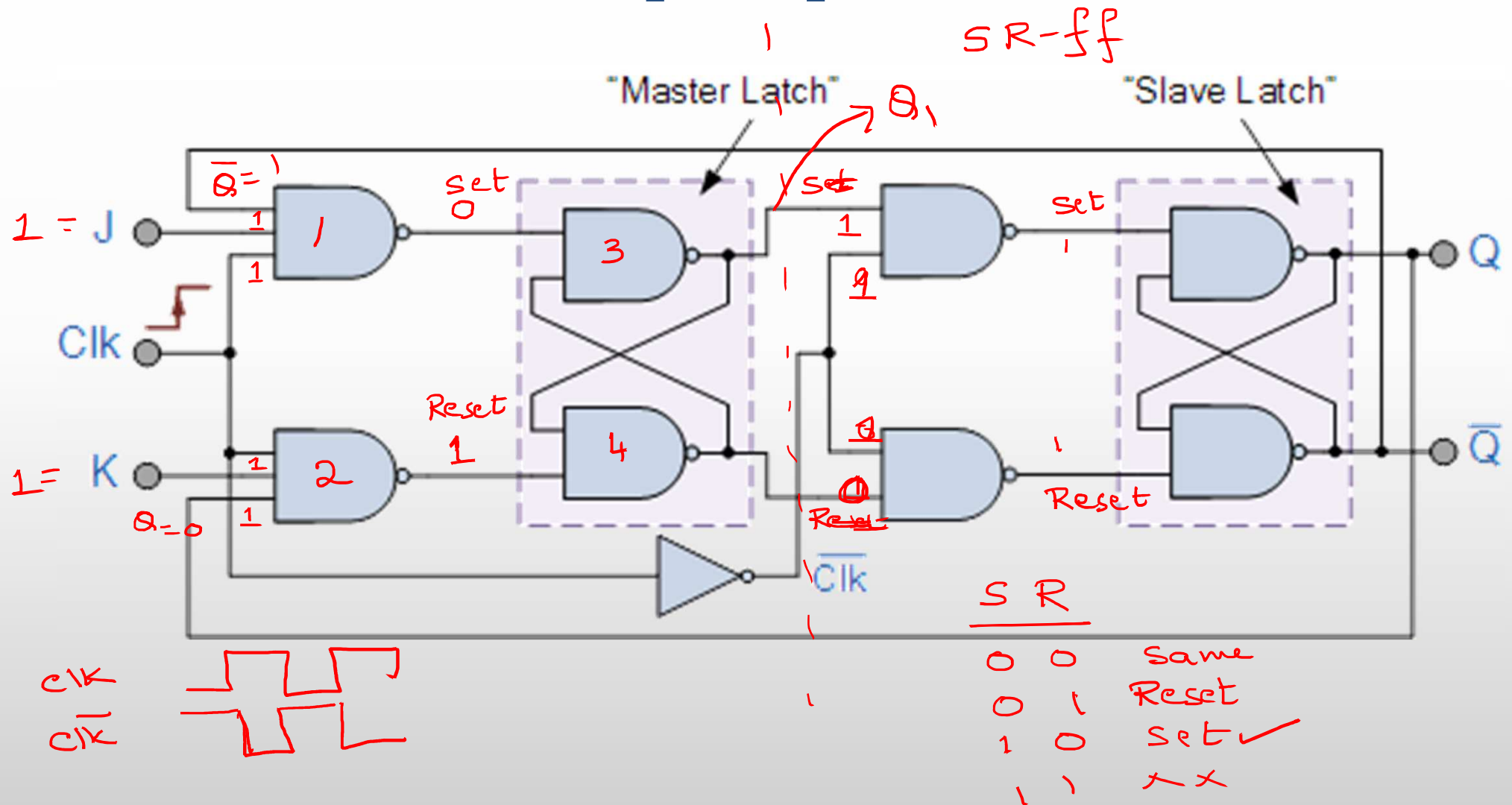
- For JK flip flop if J, K and Clock are equal to 1 the state of flip-flop keeps on toggling which leads to uncertainty in determining the output of the flip-flop. This problem is called **Race around the condition**.

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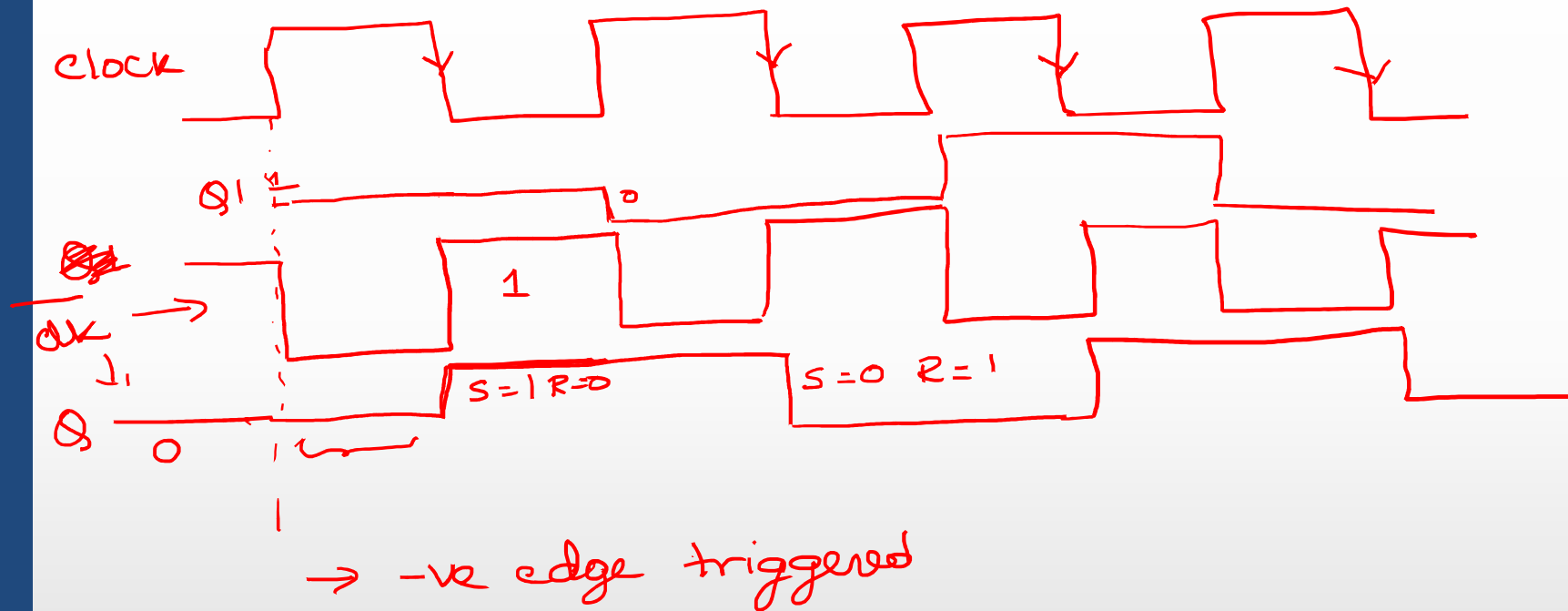


# Master Slave JK Flip Flop

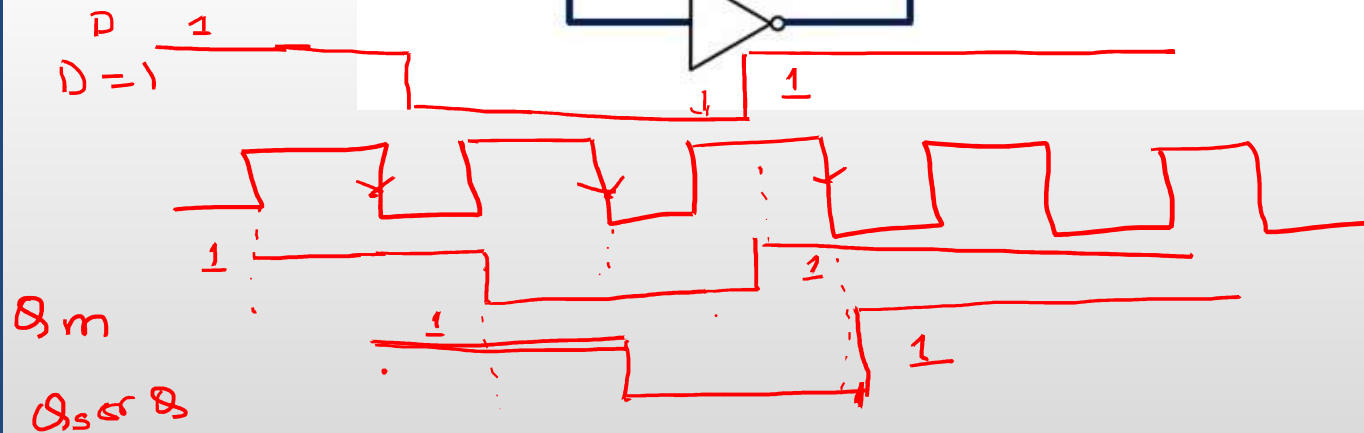
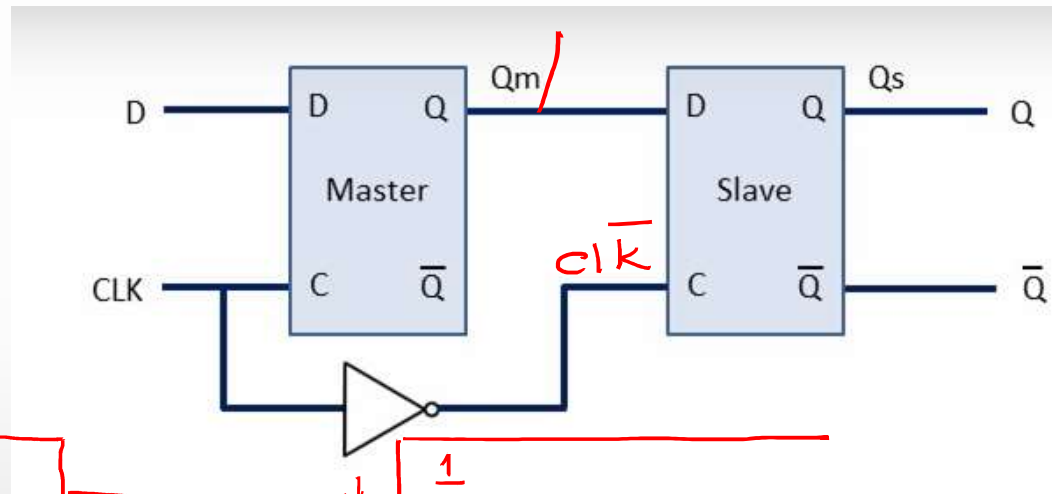


# Master Slave JK Flip Flop

$J = K = 1$

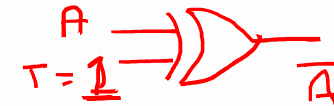
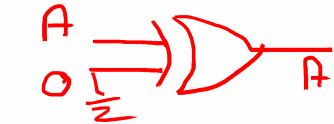
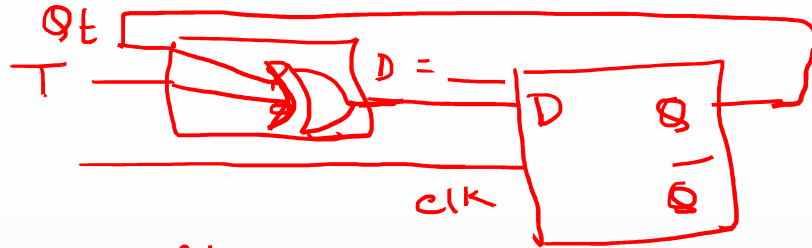


# Master Slave D Flip Flop



# Flip Flop Conversion

## 1. Design a T Flip Flop using D Flip Flop



TT of T-ff.

T	$Q_t$	$Q_{t+1}$	D
0	0	0	0
0	1	1	1
1	0	1	1
1	1	0	0

← Refer to excitation on table of D-ff

$$D(T, Q_t) = T \oplus Q_t$$

## 2. Convert a given SR flip flop to work as a JK flip flop

J	K	$Q_t$	$Q_{t+1}$	S	R
0	0	0	→ 0	0	φ
0	0	1	→ 1	φ	0
0	1	0	→ 0	0	φ
0	1	1	→ 0	0	1
1	0	0	→ 1	1	0
1	0	1	→ 1	φ	0
1	1	0	→ 1	1	0
1	1	1	→ 0	0	1

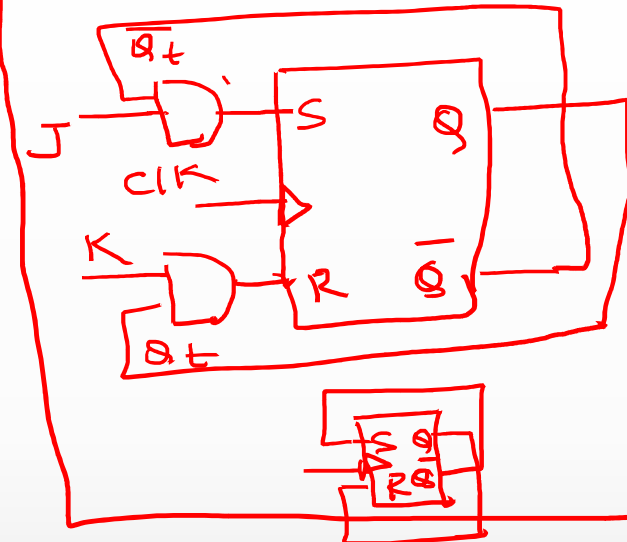
J	$KQ_t$	$Q_t$	$Q_{t+1}$	$Q_t$
0	0	0	→ 0	0
1	1	0	→ 1	1

$$S = J\bar{Q}_t$$

J	$KQ_t$	$Q_t$	$Q_{t+1}$	$Q_t$
0	0	1	→ 1	0
1	1	1	→ 0	1

$$R = KQ_t$$

Final ckt



Toggle for every clk cycle

J	K	
0	0	No change
0	1	Reset
1	0	set
1	1	Toggles

Excitation table of SR

$Q_t$	$Q_{t+1}$	S	R
0	0	0	φ
0	1	1	0
1	0	0	1
1	1	φ	0

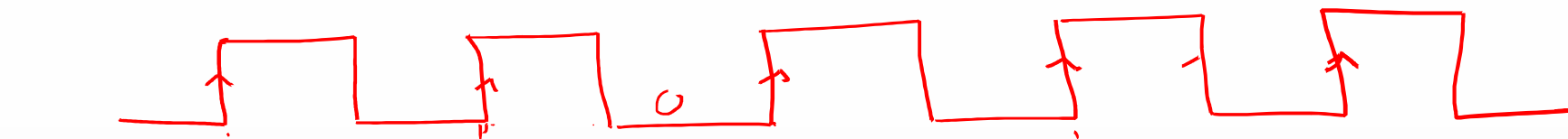
$$S=0 \ R=0 \quad S=0 \ R=1$$

(No change/Reset)

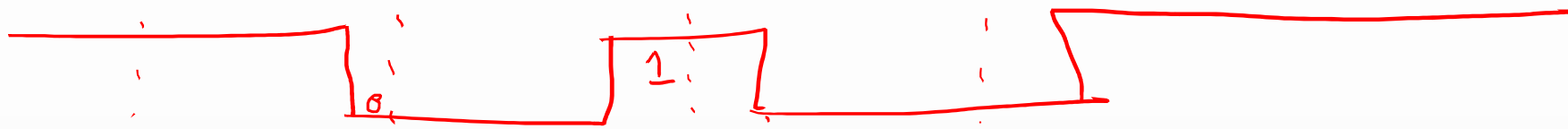
$$\text{Set} \quad S=1 \ R=0$$

(No change/set)





D



level-triggered

Q



Edge-triggered

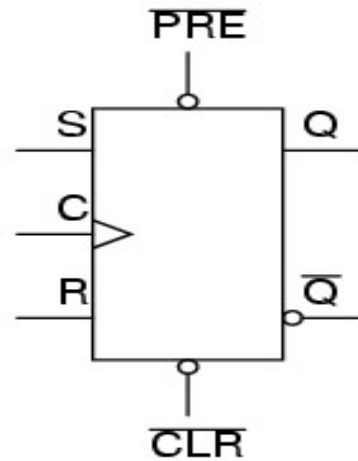


3. Design a D flip flop using an AB flip flop whose function table is given below.

A	B	Output
0	0	RESET
0	1	No Change
1	0	Toggle
1	1	SET

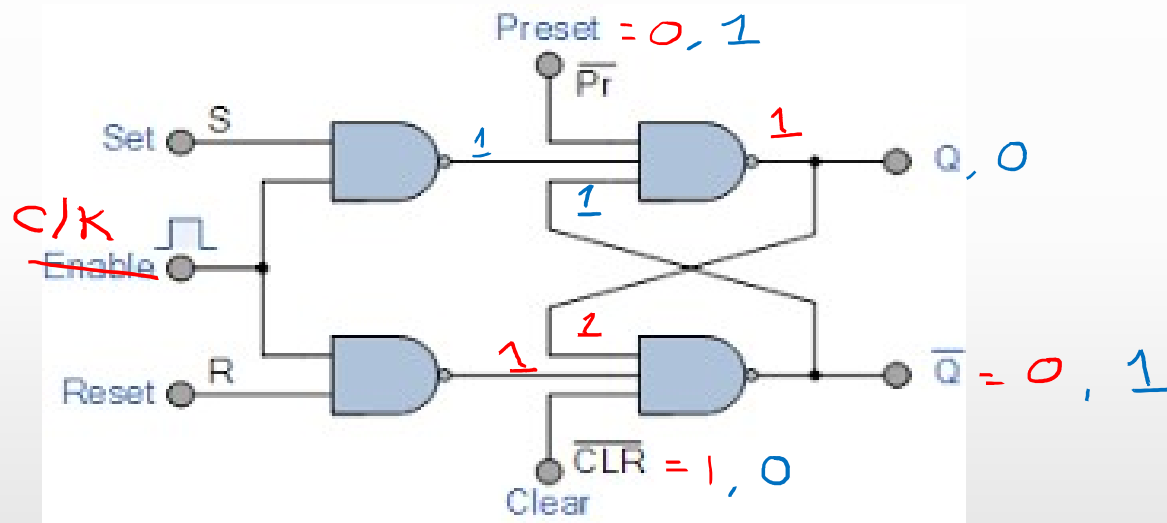
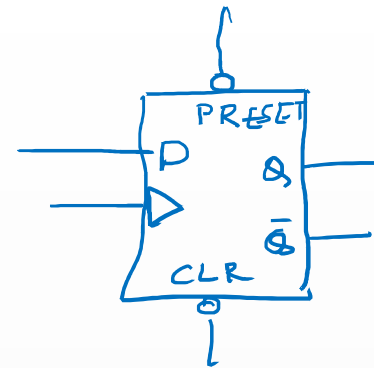
3. Design a D flip flop using an AB flip flop CONTD.

## Asynchronous Inputs:



PRESET	CLEAR	FF Response
0	0	Indeterminate <del>X</del>
0 ✓	1 ✓	SET
1	0	CLEAR
1	1	Clocked operation ✓

## Asynchronous Inputs:



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- Any Questions?