

3) Analyse different types of shift register in detail using suitable diagram. (16m) Q.P. ①

REGISTERS: A collection of flip flop is called registers. The register which performs the data moment operation is known as shift register. The register that moves the binary information from one flip flop to its neighbouring flip flop depending upon the clock pulse.

### TYPES OF REGISTERS:

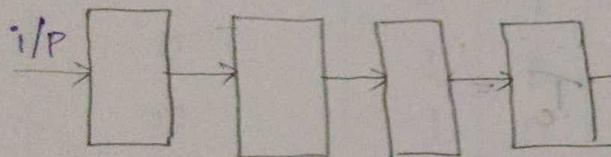
i) serial in serial out. (SISO)

ii) Serial in parallel out (SIPO)

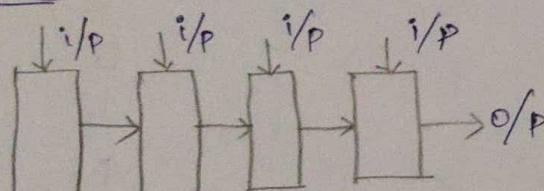
iii) parallel in serial out (PISO)

iv) parallel in parallel out (PIPO)

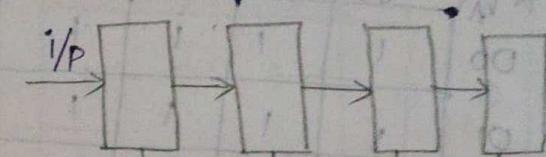
#### SISO



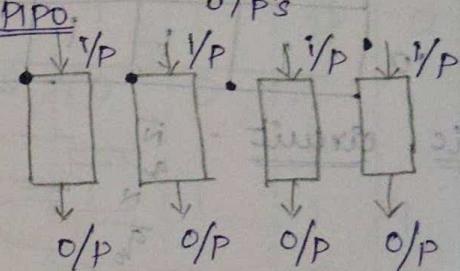
#### PISO



#### SIPO



#### PIPO

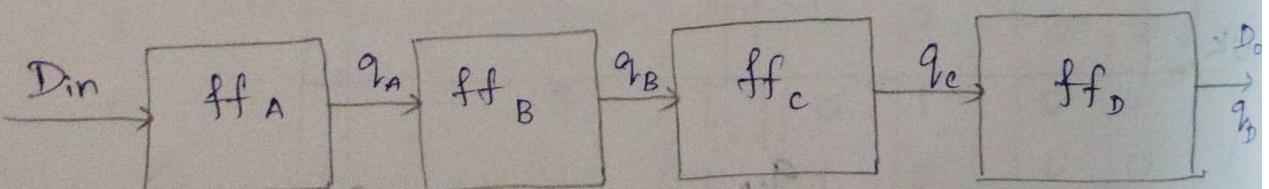


#### i) SISO (serial in serial out)

i/P  $\Rightarrow$  Left most ff

o/P  $\Rightarrow$  Right most ff

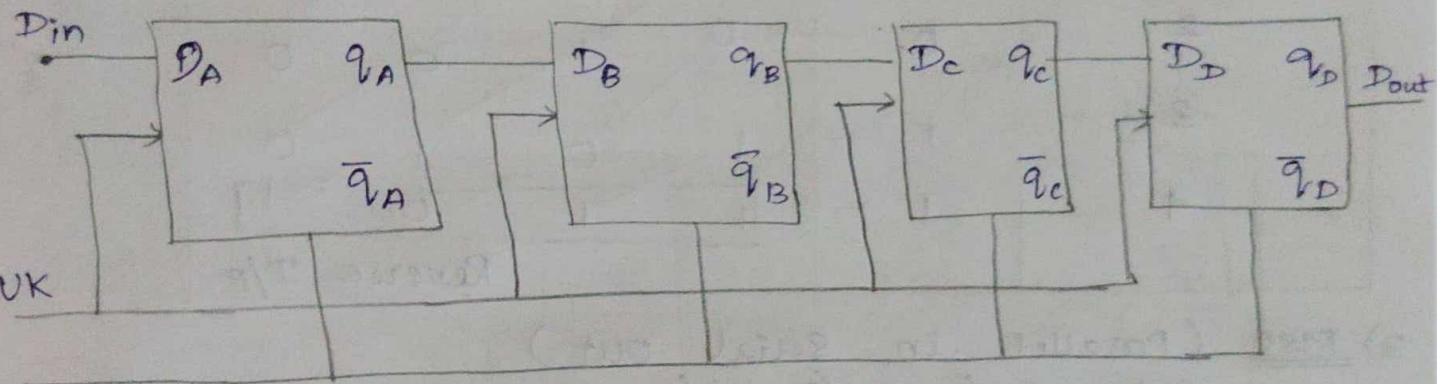
(eg) i/P data 1011



# Truth TABLE

clock pulse	Din	$q_A$	$q_B$	$q_C$	$q_D$	O/P
1	1	1	0	0	0	0
2	0	0	1	0	0	0
3	1	1	0	1	0	0
4	1	1	1	0	1	0
5	0	0	1	1	0	1
6	0	0	0	1	1	1
7	0	0	0	0	1	1

ff Diagram :

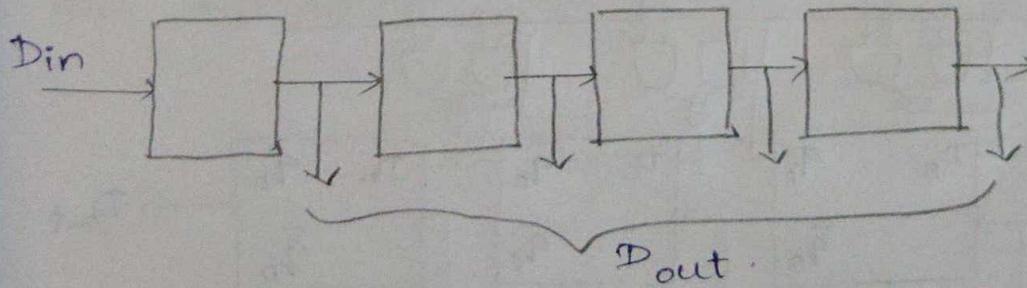


clear

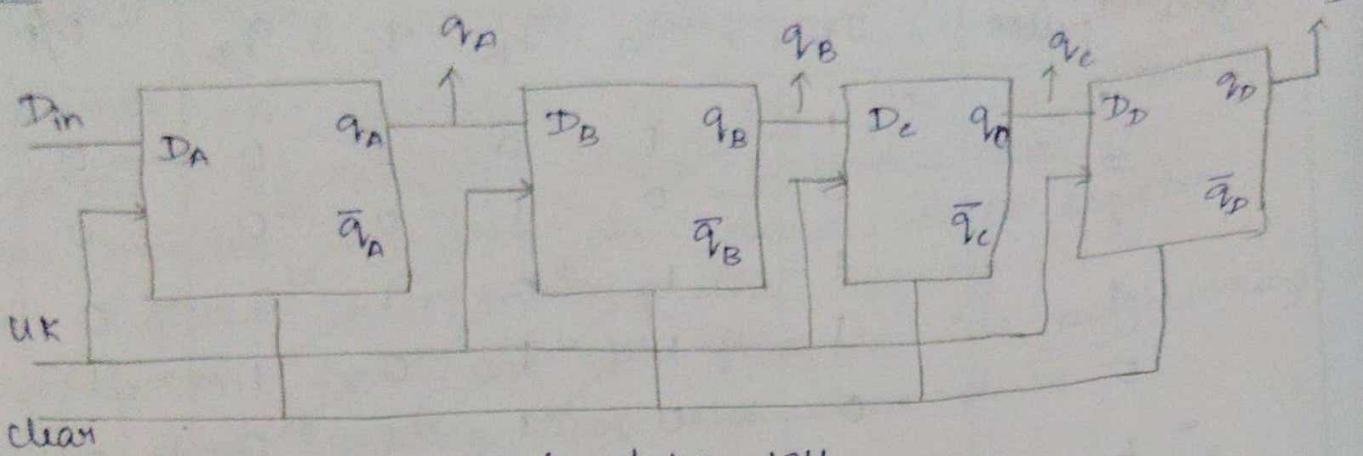
2) SIP (serial in Parallel out)

\* LSB is entered first

\* After fourth clock pulse data can be taken simultaneously.



## ff Diagram :

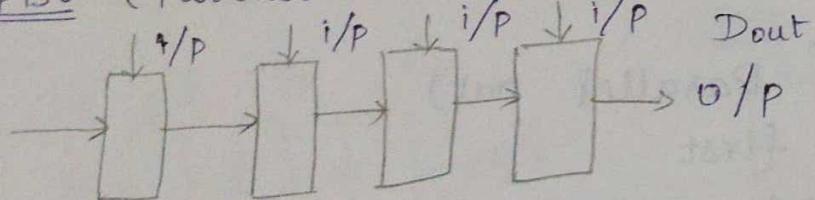


TRUTH TABLE (eg) I/P data 1011

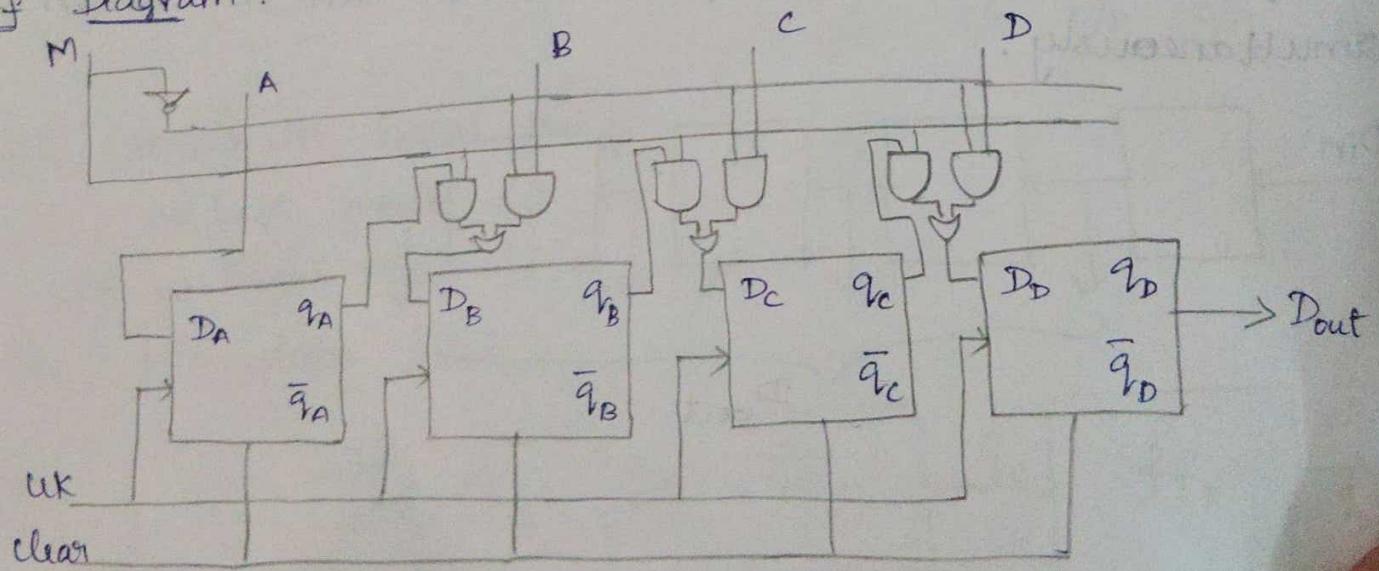
clock pulse	$D_{in}$	$D_{out}$
		$q_A$ $q_B$ $q_C$ $q_D$
1	1	1 0 0 0
2	0	0 1 0 0
3	1	1 0 1 0
4	1	1 1 0 1

Reverse I/P

3) PISO (Parallel in serial out)



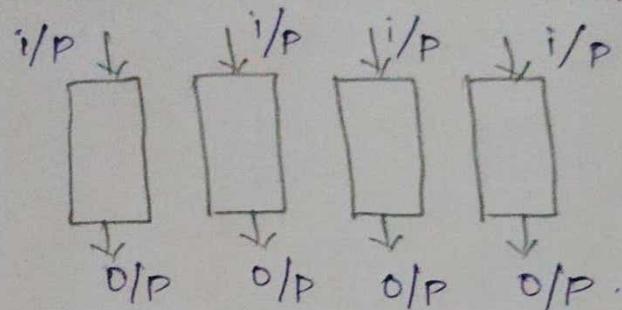
## ff Diagram :



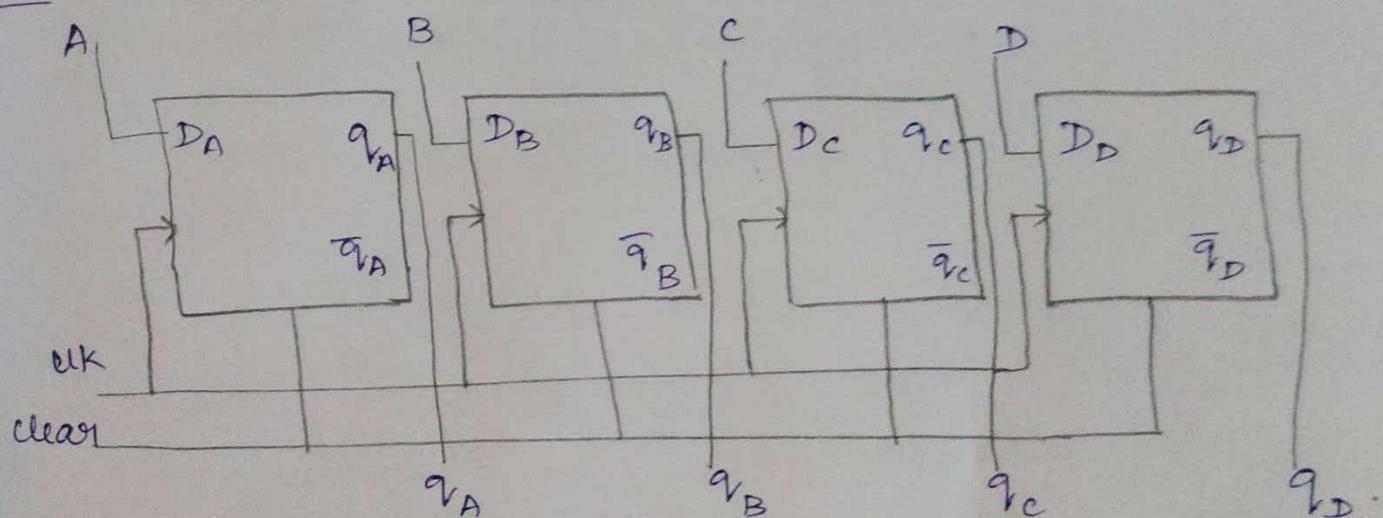
TRUTH TABLE

UK	Din	D <sub>A</sub>	D <sub>B</sub>	D <sub>C</sub>	D <sub>D</sub>	D <sub>out</sub>
1		1	0	1	1	→ 1
2		0	1	0	1	→ 1
3		0	0	1	0	→ 0
4		0	0	0	1	→ 1

4) PIPO (Parallel in Parallel out)



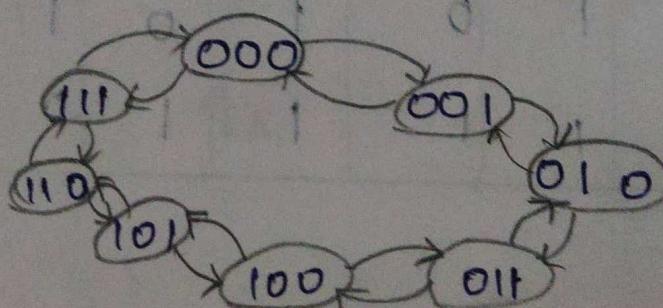
ff Diagram :



Single clock pulse is enough to get the output data simultaneously. Input data is also simultaneously apply.

2) Analyse 3-bit synchronous up down counter  
using K-map. (16 m) Q.B (2)

Soln: 3 bit synchronous up down counter using  
T flip flop.



# EXCITATION TABLE

$q_m$	$q_{m+1}$	T
0	0	0
0	1	1
1	0	1
1	1	0

# TRUTH TABLE

Numbers up or down	Present State			Next State			flip flop inputs		
	$q_A$	$q_B$	$q_C$	$q_{A+1}$	$q_{B+1}$	$q_{C+1}$	$T_A$	$T_B$	$T_C$
0	0	0	0	0	0	1	0	0	1
0	0	0	1	0	1	0	0	0	1
0	0	1	0	0	1	1	0	0	1
0	0	1	1	1	0	0	1	1	1
0	1	0	0	1	0	1	0	0	1
0	1	0	1	1	1	0	0	1	1
0	1	1	0	1	1	1	0	0	1
0	1	1	1	0	0	0	1	1	1
0	0	0	0	1	1	1	1	1	1
1	0	0	1	0	0	0	0	0	1
1	0	1	0	0	0	1	0	0	1
1	0	1	1	0	1	0	0	0	1
1	1	0	0	0	1	1	1	0	1
1	1	1	0	1	0	1	0	1	1
1	1	1	1	1	0	1	0	1	1

K-map

		$\bar{q}_B \bar{q}_C$	00	01	11	10
		00	0	0	1	0
		01	0	0	1	0
		11	1	0	0	0
		10	1	0	0	0

$$T_A = N \bar{q}_B \bar{q}_C + \bar{N} q_B q_C$$

$T_B$

		$\bar{q}_B \bar{q}_C$	00	01	11	10
		00	0	1	1	0
		01	0	1	1	0
		11	1	0	0	1
		10	1	0	0	1

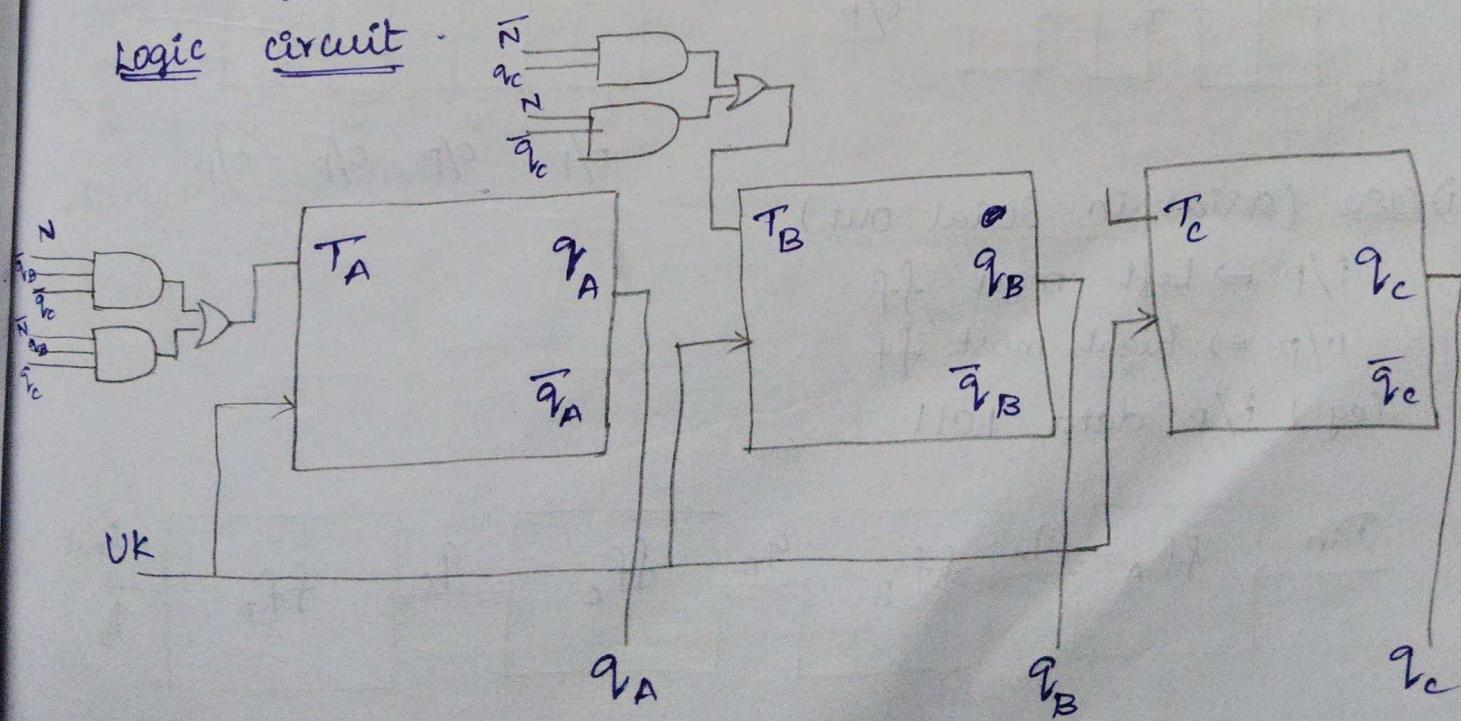
$$T_B = \bar{N} q_C + N \bar{q}_C$$

$T_C$

		$\bar{q}_B \bar{q}_C$	00	01	11	10
		00	1	1	1	1
		01	1	1	1	1
		11	1	1	1	1
		10	1	1	1	1

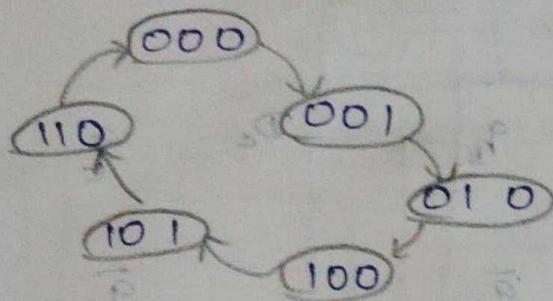
$$T_C = 1$$

Logic circuit



2) Examine a synchronous sequential circuit using D flip flop to generate the following sequence and repeat '0, 1, 2, 4, 5, 6 Q.B (3)  
(16M)

State Diagram



EXCITATION TABLE

$q_n$	$q_{n+1}$	D
0	0	0
0	1	1
1	0	0
1	1	1

TRUTH TABLE

Present State			Next state			flip flop Inputs		
A	B	C	$A_{t+1}$	$B_{t+1}$	$C_{t+1}$	$D_A$	$D_B$	$D_C$
0	0	0	0	0	1	(0)	0	0
0	0	1	0	1	0	0	1	0
0	1	0	1	0	0	1	0	0
1	0	0	1	0	1	1	0	1
1	0	1	1	1	0	1	1	0
1	1	0	0	0	0	0	0	0

K-map

$D_A$

		00	01	11	10	
		0	0	0	X	1
		1	1	1	X	0

$$D_A = \overline{AB} \cdot \overline{B}$$

$D_B$

		00	01	11	10	
		0	0	1	X	0
		1	0	1	X	0

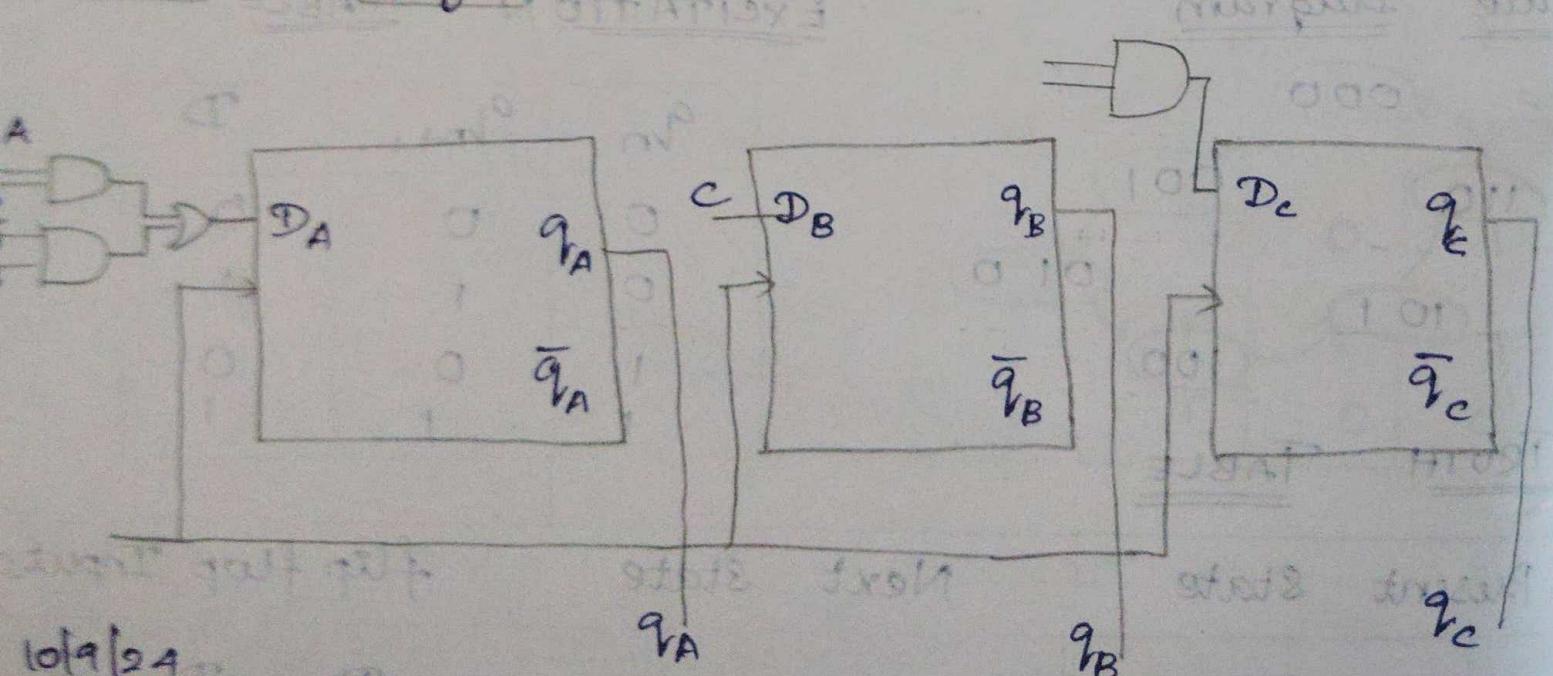
$$D_B = C$$

$D_C$

		00	01	11	10	
		0	1	0	X	0
		1	1	0	X	0

$$D_C = \overline{B} \cdot \overline{C}$$

Circuit Diagram.



1) Analyse MOD-5 Synchronous Counter using T flip flop. Q.B (4) (16m)

EXCITATION TABLE

$q_n$	$q_{n+1}$	T
0	0	0
0	1	1
1	0	1
1	1	0

mod 5

$0 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 4$

TRUTH TABLE

Present State			Next State			flip flop Inputs		
A	B	C	$A_{t+1}$	$B_{t+1}$	$C_{t+1}$	$T_A$	$T_B$	$T_C$
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	0	0	0	1	0	0

K-map

$T_A$	BC	00	01	11	10
	A	0	0	1	0
	0	0	0	x	x
	1	1	x	x	x

$$T_A = A + BC$$

$T_B$

	BC	00	01	11	10
	A	0	1	1	0
	0	0	1	x	x
	1	0	x	x	x

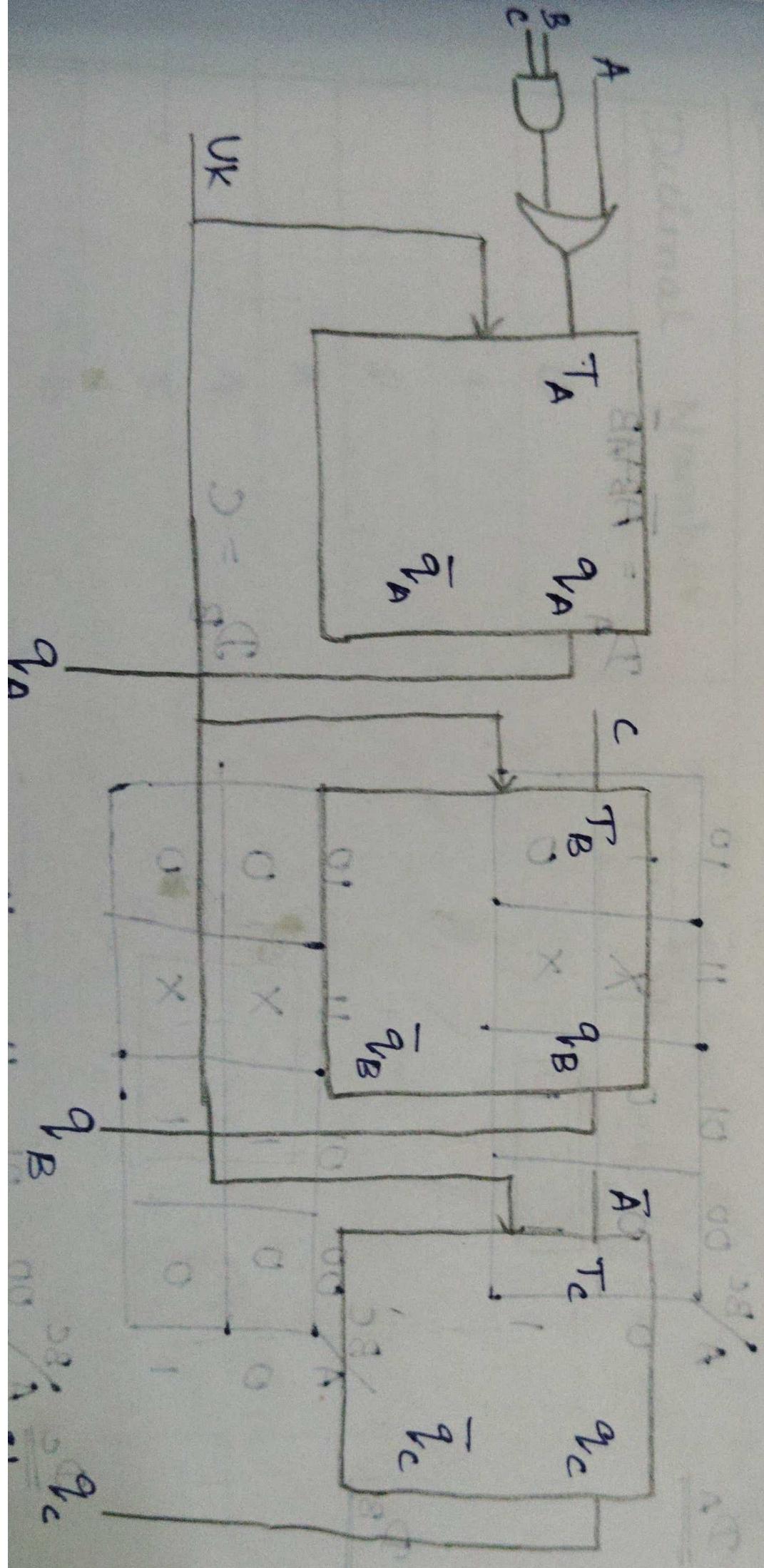
$$T_B = C$$

$T_C$

	BC	00	01	11	10
	A	1	1	1	1
	0	1	1	x	x
	1	0	x	x	x

$$T_C = \bar{A}$$

## Logic circuit



1) Examine a singular counter that counts the sequences:

1 - 3 - 15 - 5 - 8 - 2 - 0 - 12 - 6 - 9 using JK flip flop. Q.B (5) (16m)

EXCITATION TABLE:

$q_m$	$q_{m+1}$	J	K
0	0	0	X
0	1	1	X
1	0	X	1
1	1	X	0

TRUTH TABLE:

NUMBER	PRESENT STATE				NEXT STATE				EXCITATION INPUTS							
	$q_D$	$q_C$	$q_B$	$q_A$	$q_{D+1}$	$q_{C+1}$	$q_{B+1}$	$q_{A+1}$	$J_D$	$K_D$	$J_C$	$K_C$	$J_B$	$K_B$	$J_A$	$K_A$
1	0	0	0	1	0	0	1	1	0	X	0	X	1	X	X	0
3	0	0	1	1	1	1	1	1	1	X	1	X	X	D	X	0
15	1	1	1	1	0	1	0	1	X	1	X	0	X	1	X	0
5	0	1	0	1	1	0	0	0	1	X	X	1	0	X	X	1

8	1000	0010	1X	0X	1X	0X
2	0010	0000	0X	0X	X1	0X
0	0000	1100	1X	1X	0X	0X
12	1100	0110	X1	X0	X0	0X
6	0110	1001	1X	X1	X1	1X
9	1001	0001	X1	0X	0X	X0

K-map:

$J_D$		$q_B q_A$	$\bar{q}_B q_A$	$q_B \bar{q}_A$	$\bar{q}_B \bar{q}_A$
00	01	00	01	11	10
00	1	0	1	0	
01	X	1	X	1	
11	X	X	X	X	
10	X	X	X	X	X

$$J_D = q_B q_A + \bar{q}_B \bar{q}_A + q_B \bar{q}_A + \bar{q}_B q_A$$

00	01	11	10
X	X	X	X
X	X	X	X
X	X	X	X
01			

$K_D$		$q_B q_A$	$\bar{q}_B q_A$	$q_B \bar{q}_A$	$\bar{q}_B \bar{q}_A$
00	01	00	01	11	10
X	X	X	X	X	X
X	X	X	X	X	X
1	X	1	X	X	X
1	1	X	X	X	X

$$K_D = 1$$

01	11	11	10	00
X	X	X	X	X
X	X	X	X	X
X	X	X	X	X
01				

$J_C$		$q_B q_A$	$\bar{q}_B q_A$	$q_B \bar{q}_A$	$\bar{q}_B \bar{q}_A$
00	01	00	01	11	10
1	0	1	0	0	0
X	X	X	X	X	X
X	X	X	X	0X	X
0	0	0	X	X	X

$$J_C = \bar{q}_D \cdot \bar{q}_B \bar{q}_A + q_B q_A$$

01	11	11	10	00
X	X	X	X	X
X	X	X	X	X
X	X	X	X	X
01				

$$K_C = \bar{q}_D$$

$K_C$		$q_B q_A$	$\bar{q}_B q_A$	$q_B \bar{q}_A$	$\bar{q}_B \bar{q}_A$
00	01	00	01	11	10
X	X	X	X	X	X
X	X	X	X	1	
0	X	X	X	X	X
X	X	X	X	X	X

$$J_B = \bar{q}_B \bar{q}_C q_A + q_B \bar{q}_A$$

$\bar{q}_D \bar{q}_C$	$\bar{q}_B \bar{q}_A$	00	01	11	10
00	0	1	x	x	x
01	x	0	x	x	x
11	1	x	x	x	x
10	1	x	0	x	x

$$J_B = \bar{q}_B \bar{q}_C q_A + q_B \bar{q}_A$$

$$k_S = \bar{q}_B \bar{q}_A$$

$\bar{q}_D \bar{q}_C$	$\bar{q}_B \bar{q}_A$	00	01	11	10
00	x	x	0	1	
01	x	x	x	1	
11	x	x	1	x	
10	x	x	x	x	

$$k_B = \bar{q}_B \bar{q}_A + q_C$$

01	11	10	00	01
00	x	1	x	10
10	x	x	x	11
01	x	x	x	01

$$J_A = \bar{q}_B \bar{q}_A$$

$\bar{q}_D \bar{q}_C$	$\bar{q}_B \bar{q}_A$	00	01	11	10
00	0	x	x	0	
01	x	x	x	1	
11	0	x	x	x	
10	0	x	x	x	

$$J_{A'} = q_C + q_B$$

01	11	10	00	01
00	x	x	x	10
10	x	1	x	11
01	x	x	1	01

$$k_A = \bar{q}_D \bar{q}_C$$

$\bar{q}_D \bar{q}_C$	$\bar{q}_B \bar{q}_A$	00	01	11	10
00	x	0	x	x	
01	x	1	x	x	
11	x	x	0	x	
10	x	0	x	x	

$$k_D = \bar{q}_D \bar{q}_C$$

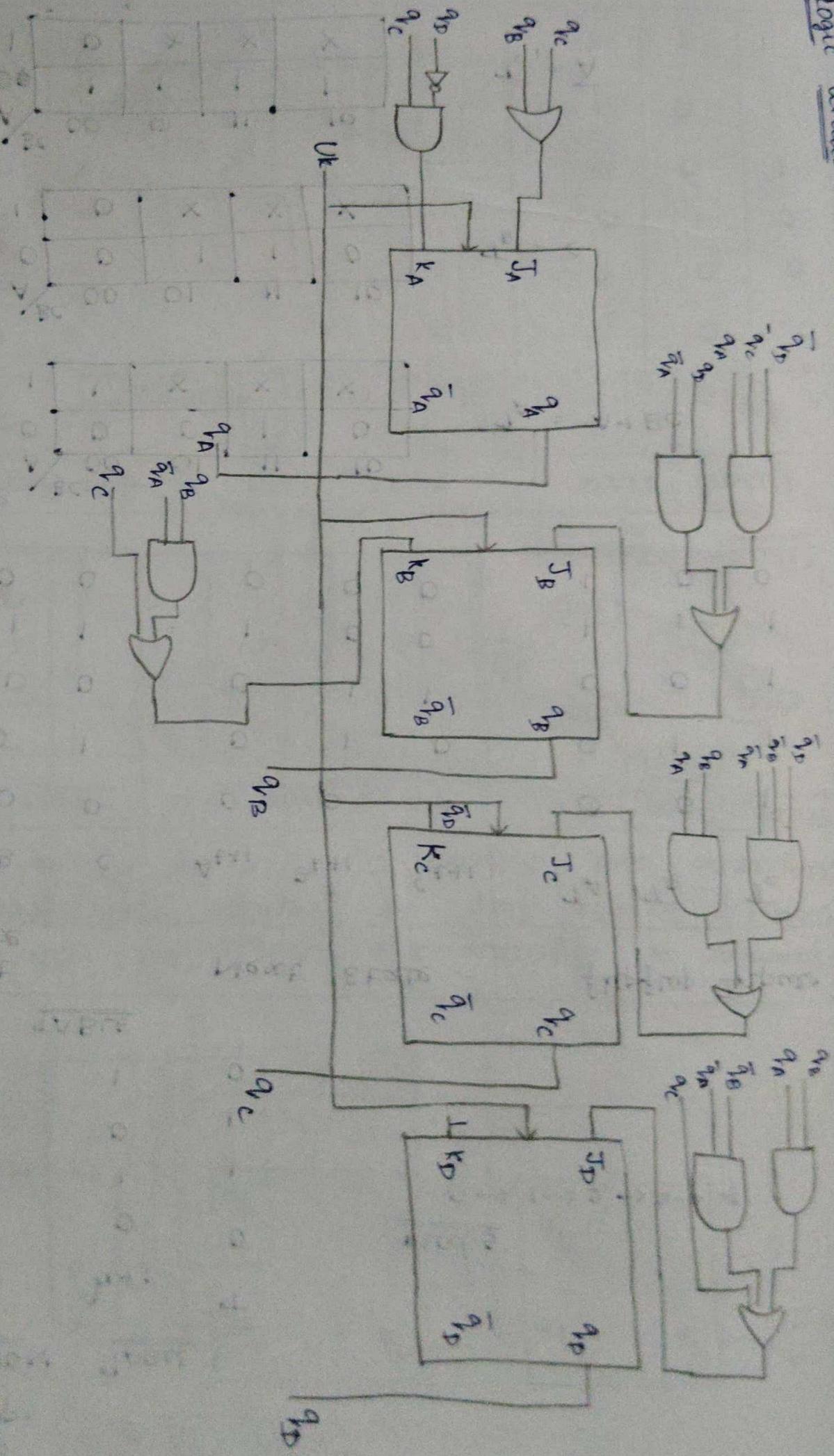
01	11	10	00	01
00	x	x	x	00
10	x	1	x	11
01	x	x	0	01

$$k_B = \bar{q}_B \bar{q}_A$$

01	11	10	00	01
00	x	x	x	00
10	x	1	x	11
01	x	x	0	11

Logic Circuit

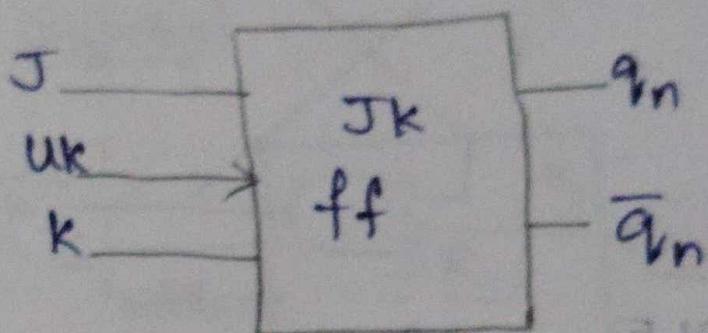
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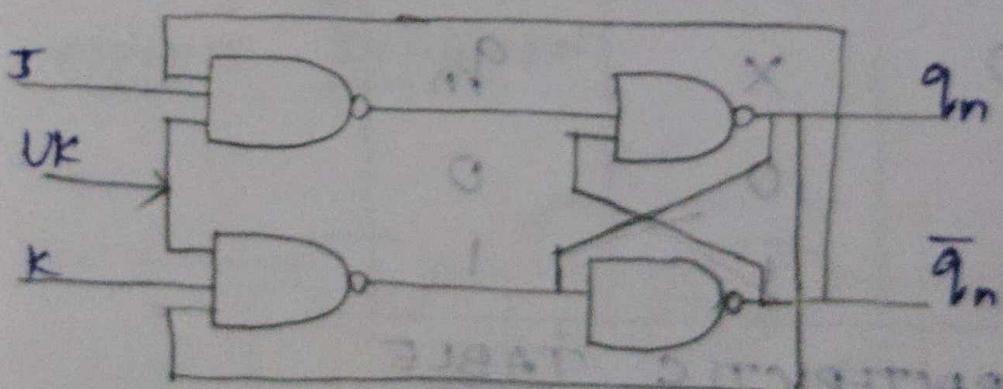
### b) Jk FLIP FLOP:

It is used to overcome the invalid state of SR flip flop ( $S=1$  &  $R=1$ ) by some useful action (Toggling).

#### SYMBOL:



#### CIRCUIT DIAGRAM:



#### TRUTH TABLE:

UK	J	K	q <sub>n+1</sub>
0	x	x	q <sub>n</sub>
1	0	0	q <sub>n</sub>
1	0	1	0
1	1	0	1
1	1	1	q̄ <sub>n</sub>

CHARACTERISTIC TABLE

J	K	$q_n$	$q_{n+1}$
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	0

TO Find  $q_{n+1}$ :

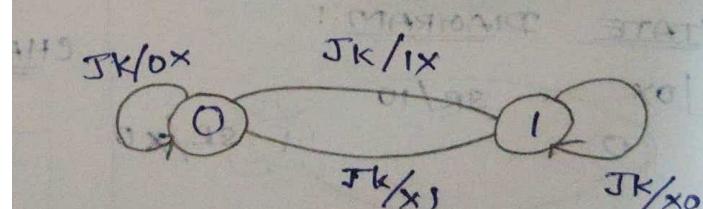
J	K	00	01	11	10
0	0	1	0	0	0
1	1	1	0	1	0

$$q_{n+1} = J\bar{q}_n + \bar{K}q_n$$

EXCITATION TABLE :

$q_n$	$q_{n+1}$	J	K
0	0	0	x
0	1	1	x
1	0	x	1
1	1	x	0

STATE DIAGRAM :



for charac table

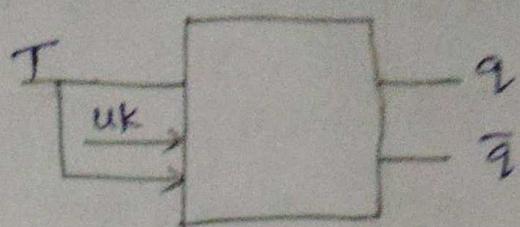
J	K	$q_{n+1}$
0	0	$q_n$
0	1	$J(0)$
1	0	$J(1)$
1	1	$\bar{q}_n$

## T-FLIP FLOP (Toggling)

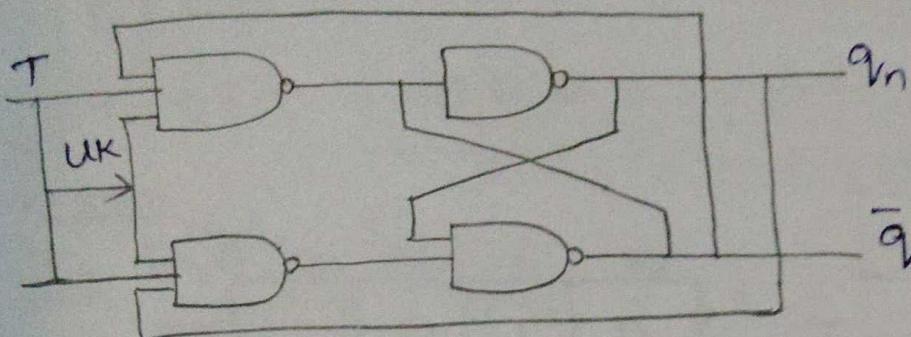
T flip flop is used when we want only Toggling action.

JK flip flop is used to obtain T flip flop.

### Symbol



### CIRCUIT DIAGRAM



### CHARACTERISTIC TABLE

T	$q_n$	$q_{n+1}$
0	0	0
0	1	1
1	0	1
1	1	0

To find  $q_{n+1}$

$$q_{n+1} = \overline{T} q_n + T \bar{q}_n$$

$$q_{n+1} = T \oplus q_n$$

MASTER

### TRUTH TABLE

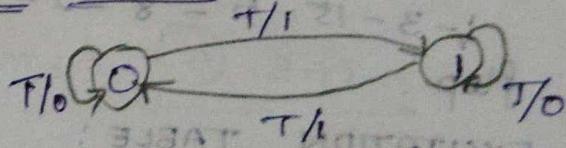
clk	T	$q_{n+1}$
0	X	$q_n$
1	0	$q_n$
1	1	$\bar{q}_n$

(Toggle state)

### EXCITATION TABLE

$q_n$	$q_{n+1}$	T
0	0	0
0	1	1
1	0	1

### STATE DIAGRAM:

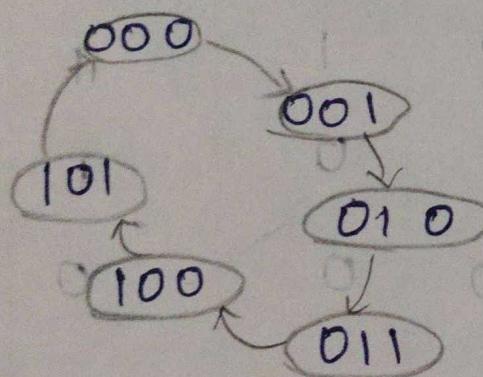


10/9/24 RA Q.B. (8m) ⑧

i) Analyse modulo 6 Asynchronous counter in detail (8m)

State diagram

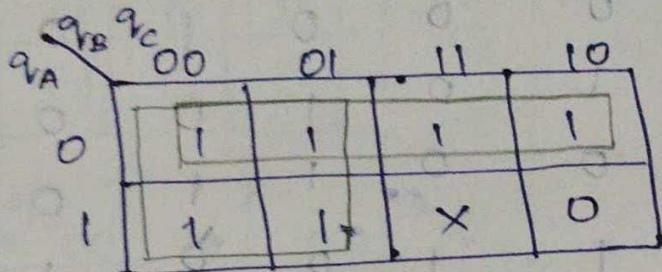
$$0 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 4 \rightarrow 5$$



Truth Table:

Decimal Number	$q_A$	$q_B, q_C$	$Y$
0	0	0 0	0 1
1	0	0 1	1 1
2	0	1 0	0 1
3	0	1 1	1 1
4	1	0 0	1 0
5	1	0 1	1 1
6	1	1 0	0 0
7	1	1 1	X

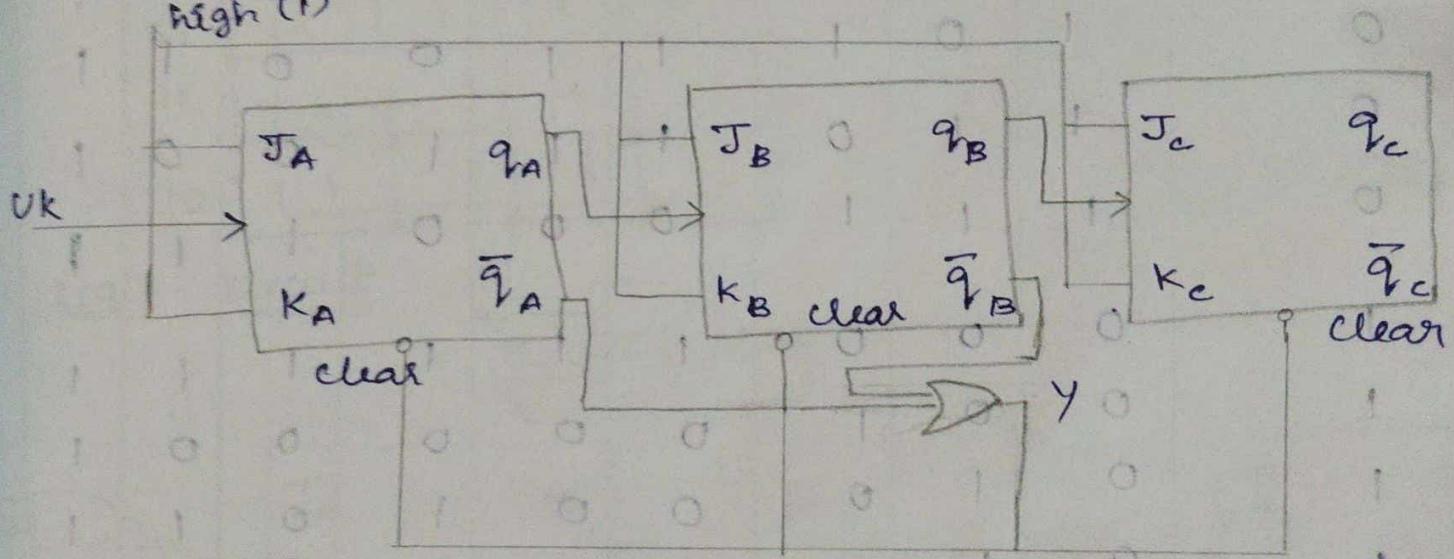
K-map



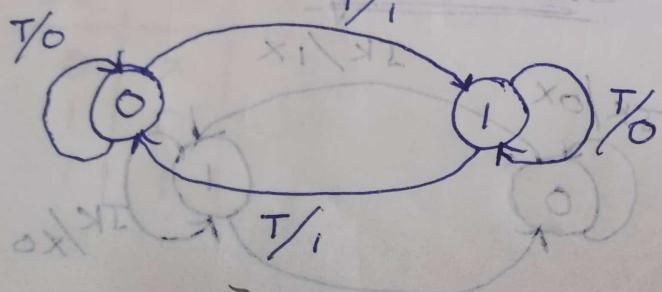
$$Y = \bar{q}_B + \bar{q}_A$$

Logic Circuit Diagram:

high (1)



State diagram:



0	-1	1	1	1	1	1
1	$\neg P$	$\neg I$	$\neg P$	$\neg I$	$\neg P$	$\neg I$

: end of metastable

X	T	$\neg P$	$\neg I$
X	0	0	0
X	1	0	1

① [16 marks] Master Slave JK - flip flop : [16 marks]

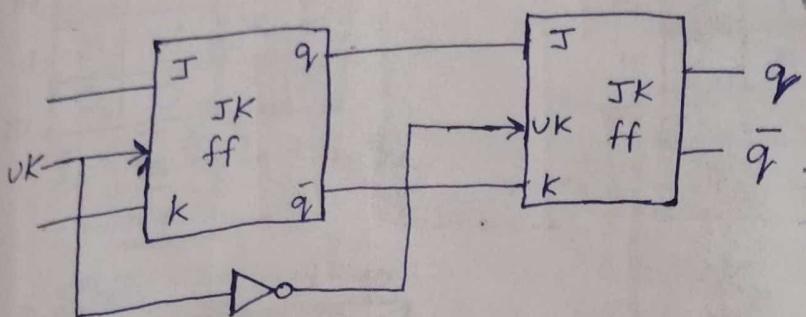
Q.B

→ Before the development of edge triggered flip-flop the timing problem in level triggered flip-flop was often handled by Master Slave flip-flop.

→ At the end of the clock pulse the value of Q is undefined. This is called Race around

condition. This can be avoided by Master Slave JK flip-flop.

Block diagram:

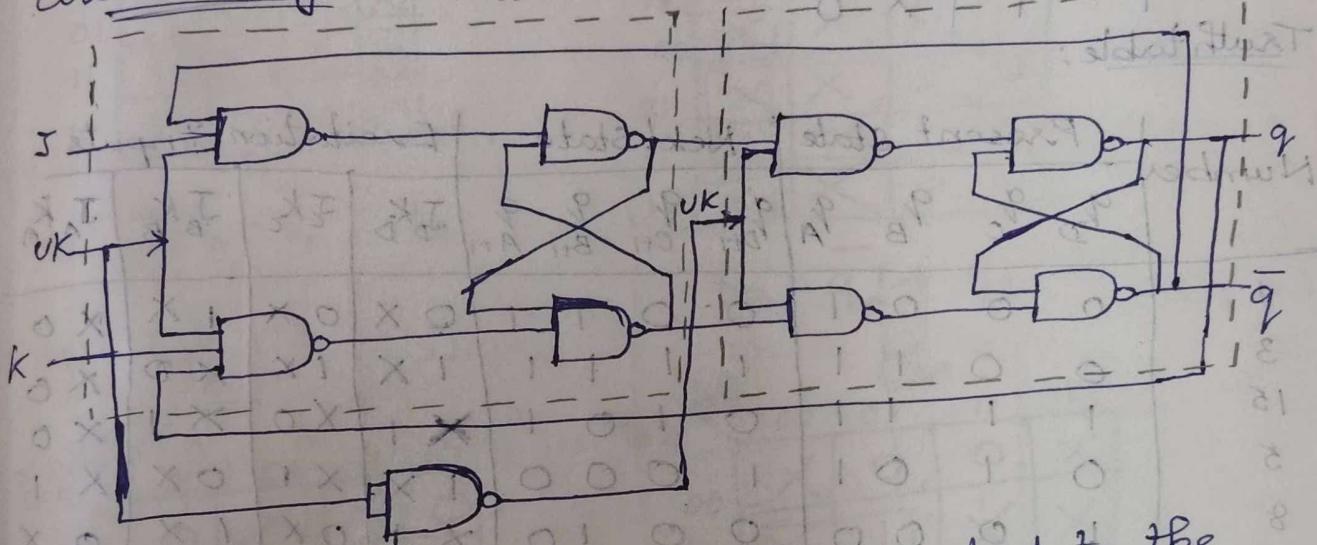


q<sub>n</sub> q<sub>n+1</sub> JK inputs

odd init state

J	K	I	Q <sub>n</sub>	Q <sub>n+1</sub>
X	0	0	0	0
X	1	1	0	1
1	X	X	1	1

Circuit diagram: Master



- The clock signal is directly connected to the Master flip-flop & is connected through inverter to the Slave flip-flop.
- When clock input has +ve edge, Master flip-flop acts according to the JK input but Slave will not respond.
- When clock input has -ve edge, Slave flip-flop will copy the Master output.
- Master does not respond to the feedback from  $Q$  &  $\bar{Q}$  since it requires +ve edge, thus race around condition is avoided here.

[Write truth table, characteristic table, excitation table, to find  $Q_{n+1}$ , state diagram from JK flip-flop]