

I declare that this piece of work, which is the basis for recognition of achieving learning outcomes in the Digital Circuits (EDC1) course, was completed on my own.

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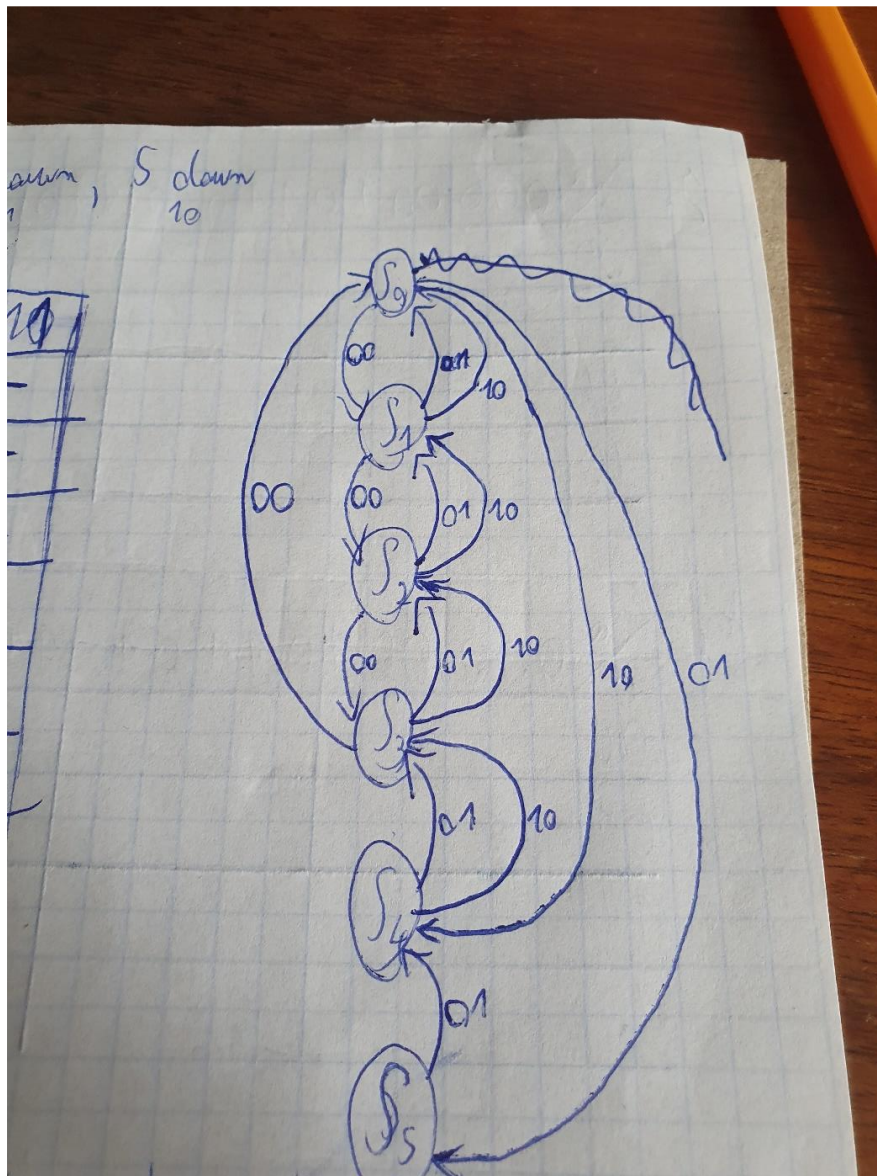
## EDC1 – Lab2 report

On this laboratory the task was to design a JK counter that counts with individually given setup for some  $ab = 00, 01, 10$

My setup was: 00: 4 up, 01: 6 down, 10: 5 down.

### Theoretical design

First, I did a diagram and state transition tables on paper:



unamb Barlowch

4 up  $\begin{smallmatrix} 00 \\ 00 \end{smallmatrix}$ , 6 down  $\begin{smallmatrix} 01 \\ 01 \end{smallmatrix}$ , 5 down  $\begin{smallmatrix} 10 \\ 10 \end{smallmatrix}$

action

	<del>alt</del>	alt			
	<del>alt</del>	alt			
	00	01	10	11	
$S_0$	000	001	101	100	—
$S_1$	001	010	000	000	—
$S_2$	010	011	001	001	—
$S_3$	011	000	010	010	—
$S_4$	100	—	011	011	—
$S_5$	101	—	100	—	—
	110	—	—	—	—
	111	—	—	—	—
<del>Q<sub>2</sub> Q<sub>1</sub> Q<sub>0</sub></del>					



From that, I started making JK Karnaugh maps. I've used JK state transition table and then transcoded the values into the K-maps. This is the JK state transition table:

Present	Next	J	K
0	0	0	-
0	1	1	-
1	0	-	1
1	1	-	0

And these are the solved JK K-maps (obtained from transcoding) for the logic circuit:

Handwritten JK Karnaugh maps for  $J_0$  and  $K_0$ .

**$J_0$  K-map:**

$Q_1 Q_0$	000	001	011	010	110	111	101	100
00	1	-	-	1	-	-	-	-
01	1	-	-	1	-	-	-	1
11	-	-	-	-	-	-	-	-
10	0	-	-	1	-	-	-	1

$J_0 = \overline{Q_0} + Q_1 + Q_2$

**$K_0$  K-map:**

$Q_1 Q_0$	000	001	011	010	110	111	101	100
00	-	1	1	-	-	-	-	-
01	-	1	1	-	-	-	1	-
11	-	-	-	-	-	-	-	-
10	-	1	1	-	-	-	-	-

$K_0 = 1$  (VCC)

A small circuit diagram of a flip-flop is shown in the top right corner, with inputs  $J_0$  and  $K_0$  and output  $Q_0$ .

$j_1 \backslash a$	000	001	011	010	110	111	101	100
00	0	1	-	-	-	-	-	-
01	0	0	-	-	-	0	1	-
11	-	-	-	-	-	-	-	-
10	0	0	-	-	-	-	-	1

$$j_1 = \bar{a}\bar{b}Q_0 + \bar{a}bQ_0 + a\bar{b}Q_0 + a\bar{b}Q_0$$

$k_1 \backslash a$	000	001	011	010	110	111	101	100
00	-	1	0	-	-	-	-	-
01	-	-	0	1	-	-	-	-
11	-	-	-	-	-	-	-	-
10	-	-	0	1	-	-	-	-

$$k_1 = \bar{a}\bar{b}Q_0 + \bar{a}bQ_0 + a\bar{b}Q_0 + a\bar{b}Q_0$$

$j_2 \backslash a$	000	001	011	010	110	111	101	100
00	0	0	0	0	-	-	-	-
01	1	0	0	0	-	-	-	-
11	-	-	-	-	-	-	-	-
10	1	0	0	0	-	-	-	-

$$j_2 = \bar{b}Q_1Q_0 + aQ_1Q_0$$

$$= \bar{a}\bar{b} + \bar{a}b + \bar{a}b + \bar{a}b$$

$k_2 \backslash a$	000	001	011	010	110	111	101	100
00	-	-	-	-	-	-	-	-
01	-	-	-	-	-	0	1	-
11	-	-	-	-	-	-	-	-
10	-	-	-	-	-	-	-	1

$$k_2 = \bar{Q}_0$$

(note: incorrect simplification has been discarded and is crossed out with red line)

After making the schematic, I did a simple vhdl testbench file. Here is a snippet of the code:

$$[\dots]$$

```

        clk <= not clk after 15 ns;

tb : PROCESS

BEGIN

    a <= '0';

    b <= '0';

    WAIT FOR 225 ns;

    a <= '0';

    b <= '1';

    WAIT FOR 370 ns;

    a <= '1';

    b <= '0';

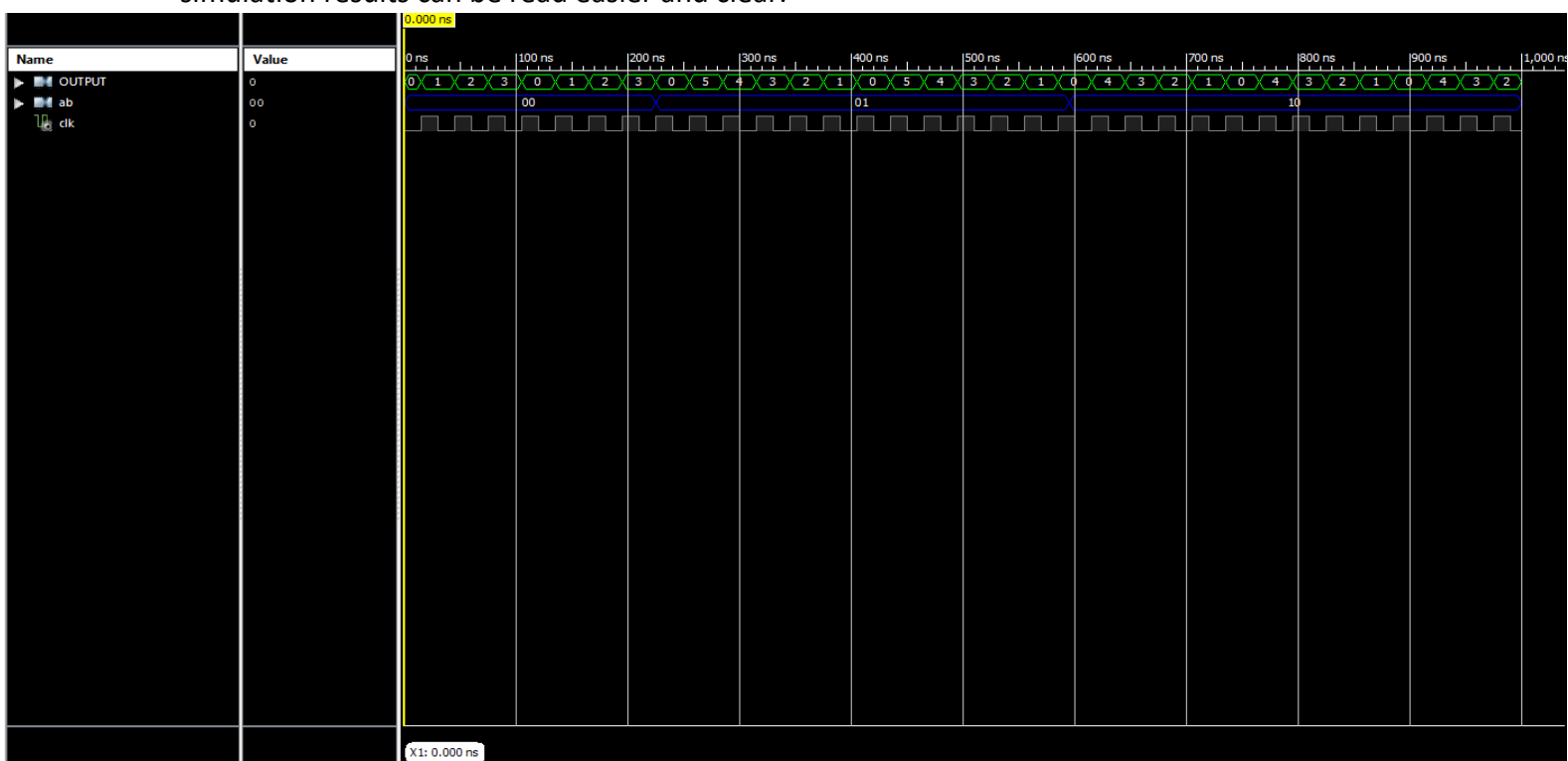
    WAIT; -- will wait forever

END PROCESS;

```

I timed the waits so that the modes when switched don't overlap with previous counting modes (see simulation screenshot).

Here is the obtained simulation from the VHDL testbench file. Note that work (colouring, virtual BUS, radix conversion) has been done to the output waveforms so that the simulation results can be read easier and clear:



From the simulation results, it can be seen that the behaviour shown in the simulation matches with the behaviour defined by the laboratory task. For 00 the counter counts 0,1,2,3 (4 up), for 01: 0,5,4,3,2,1 (6 down), and for 10: 0,4,3,2,1 (5 down). The laboratory was done successfully.