# Introduction to Electrical Engineering

Course Code: EE 103

Department: Electrical Engineering

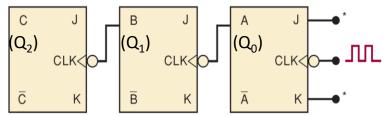
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### Review:

### Asynchronous (Ripple) Counter

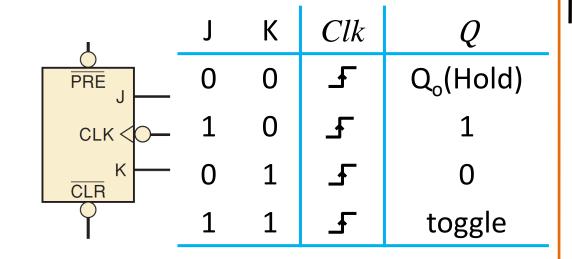
Outputs of all the Flip-Flops do not change simultaneously. Hence Asynchronous or ripple (Flip-Flops respond one after another).

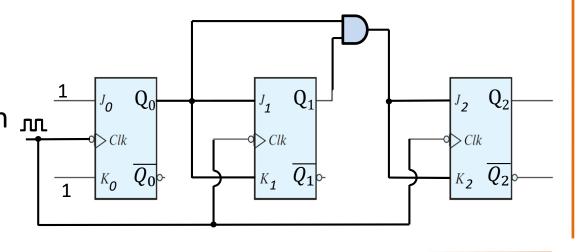


\*All J and K inputs assumed to be 1.

### Synchronous Counter (Parallel Counter):

- All Flip-Flops receive clock simultaneously.
- Some means must be used to control when an Flip-Flop should toggle and when it remains unaffected by a clock pulse.







# Design Procedure: Mod-8 Synchronous Counter

1. Determine the desired number of bits (Flip-Flops) and the possible states .

$Q_2$	$Q_1$	$Q_0$		
0	0	0		
0	0	1		
0	1	0		
0	1	1		
1	0	0		
1	0	1		
1	1	0		
1	1	1		
0	0	0		

# Design Procedure: Mod-8 Synchronous Counter

2. Prepare a table that lists all the <u>present states</u> and their <u>next state</u>.

$Q_2$	$Q_1$	$Q_0$	$Q_{2+}$	$Q_{1+}$	$Q_{0+}$		
0	0	0	0	0	1		
0	0	1	0	1	0		
0	1	0	0	1	1		
0	1	1	1	0	0		
1	0	0	1	0	1		
1	0	1	1	1	0		
1	1	0	1	1	1		
1	1	1	0	0	0		
0	0	0	0	0	1		

N <sup>th</sup> state	(N+1) <sup>th</sup> state	J	K
0	0	0	Χ
0	1	1	Χ
1	0	Χ	1
1	1	Χ	0

# <u>Design Procedure</u>: Mod-8 Synchronous Counter

3. Add two column per Flip-Flop (one for each J and K). There will be six columns for each 'PRESENT' state, indicate the levels requires at each J and K input in order to produce the transition to the 'NEXT' state

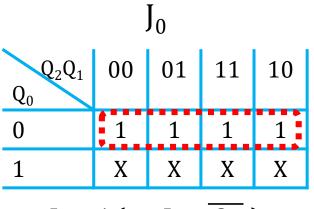
$Q_2$	$Q_1$	$Q_0$	$Q_{2+}$	$Q_{1+}$	$Q_{0+}$	$J_0$	$K_0$	$J_1$	$K_1$	$J_2$	$K_2$
0	0	0	0	0	1	1	X	0	X	0	X
0	0	1	0	1	0	X	1	1	X	0	X
0	1	0	0	1	1	1	X	X	0	0	X
0	1	1	1	0	0	X	1	X	1	1	X
1	0	0	1	0	1	1	X	0	X	X	0
1	0	1	1	1	0	X	1	1	X	X	0
1	1	0	1	1	1	1	X	X	0	X	0
1	1	1	0	0	0	X	1	X	1	X	1
0	0	0	0	0	1						

N <sup>th</sup> state	(N+1) <sup>th</sup> state	J	K
0	0	0	Χ
0	1	1	Χ
1	0	Χ	1
1	1	Χ	0

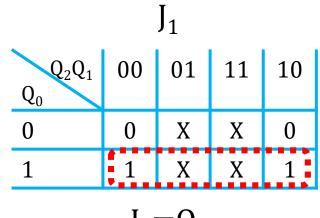


# Design Procedure: Mod-8 Synchronous Counter

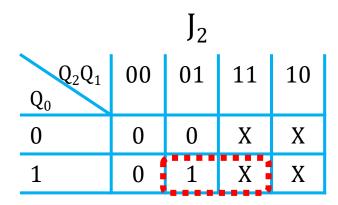
4. Design the logic circuit needed to generate the levels required at each J&K input



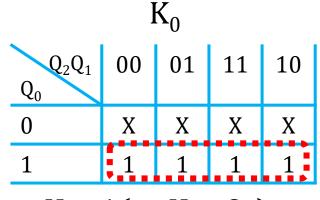
$$J_0=1$$
 (or  $J_0=\overline{Q_0}$ )



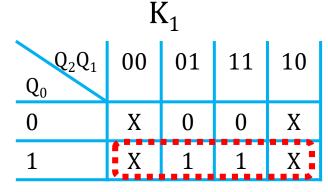
$$J_1 = Q_0$$



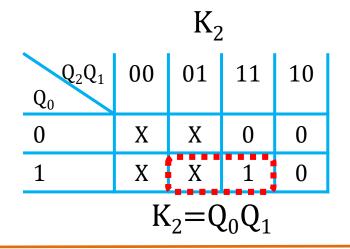
$$J_2 = Q_0 Q_1$$



$$K_0 = 1 \text{ (or } K_0 = Q_0)$$



$$K_1 = Q_0$$



# Problem:

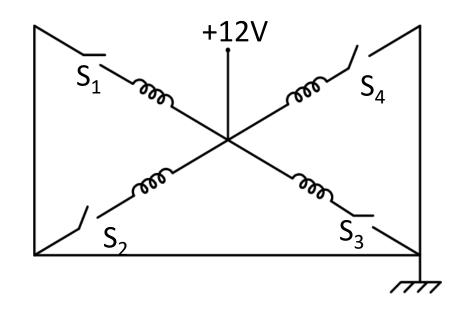
The figure shown is used for generating a magnetic field rotating in steps of 90° by selectively switching the currents in 4 coils by means of switches  $S_1$ ,  $S_2$ ,  $S_3$  &  $S_4$ .

$$S_1$$
 ON &  $S_3$  OFF if  $Q_1 = 0$ .

$$S_1 ext{ OFF & } S_3 ext{ ON if } Q_1 = 1.$$

$$S_2$$
 ON &  $S_4$  OFF if  $Q_2 = 0$ .

$$S_2$$
 OFF &  $S_4$  ON if  $Q_2 = 1$ .



The sequence for rotating the field in counter clockwise direction is given below

$Q_2$	$Q_1$	Direction of field
0	0	<b>←</b>
0	1	$\downarrow$
1	1	$\rightarrow$
1	0	$\uparrow$



E	XCITATIO	ON TAB	LE	PRESE	NT STATE	NEXT :	STATE				
$Q_N$	$Q_{N+1}$	J	K	$Q_2$	$Q_1$	Q <sub>2+</sub>	$Q_{1+}$	J <sub>1</sub>	$K_1$	J <sub>2</sub>	
0	0	0	X	0	0	0	1	1	Χ	0	•
0	1	1	X	0	1	1	1	Х	0	1	
1	0	X	1	1	1	1	0	Х	1	Χ	
1	1	Х	0	1	0	0	0	0	Χ	Х	

for J1  $Q_{1}^{Q_{2}} \quad 0 \quad 1$   $0 \quad 1 \quad 0$   $1 \quad X \quad X$ 

 $J_1 = \overline{Q_2}$ 

for K1

$$\begin{array}{c|cccc}
Q_2 & 0 & 1 \\
\hline
0 & X & X \\
1 & 0 & 1
\end{array}$$

$$K_1 = Q_2$$

for J2

$$\begin{array}{c|cccc}
Q_2 & 0 & 1 \\
0 & 0 & X \\
1 & 1 & X
\end{array}$$

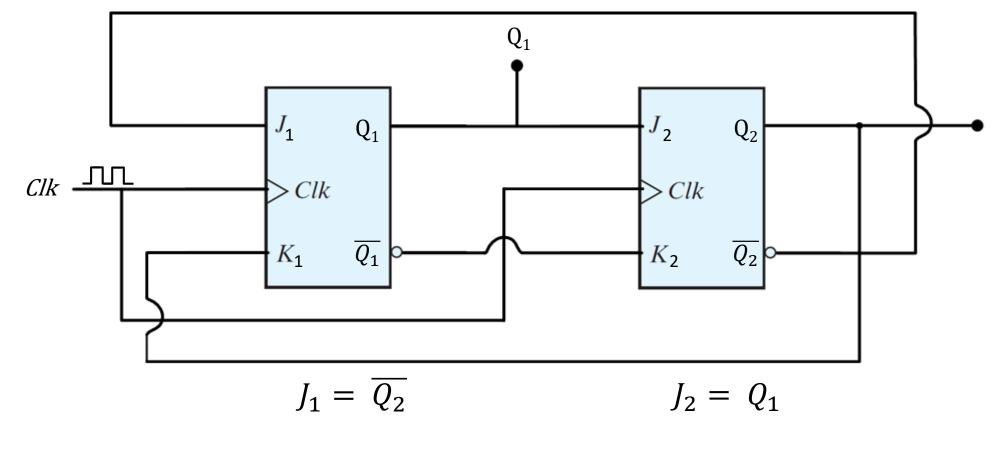
$$J_2 = Q_1$$

for K2

$$\begin{array}{c|cccc}
Q_2 & 0 & 1 \\
\hline
0 & X & 1 \\
\hline
1 & X & 0
\end{array}$$

$$K_2 = \overline{Q_1}$$

# **Logic Realisation:**



$$K_1 = Q_2$$

$$K_2 = \overline{Q_1}$$

# Interfacing with the Analog World

Most physical variables are analog in nature.

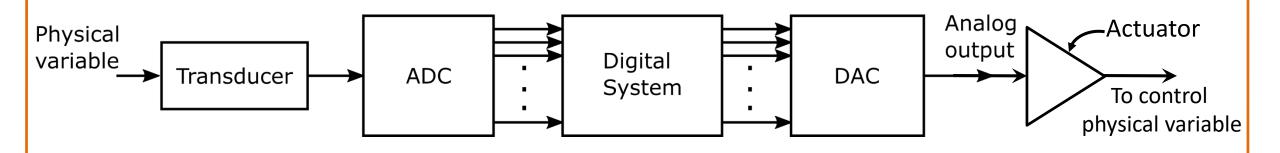
Transducer ⇒ Convert the physical variable to an electrical variable (solar cell, photodiode).

#### **Analog to Digital Converter**

ADC  $\Rightarrow$  Electrical output of transducer is converted to equivalent digital value.

8 bit ADC  $\Rightarrow$  output is digital code of 8 bits.

12 bit ADC  $\Rightarrow$  output is digital code of 12 bits.





### ADCs and DACs

Functions as an interface between computer(digital) and the real(analog) world.

D/A Conversion: It is the process of taking a value represented in digital code and converting it to a voltage or current that is proportional to the digital value.

- $\Rightarrow$  Input for a voltage reference.  $V_{ref}$
- ⇒ This is used to determine full scale output or maximum value that D/A can produce.

For each input number ⇒ unique output

V . - 8 V

$v_{ref} = o v$							
Most Significar	nt Bit						
D MSB							
Digital C Digital	D/A converter (DAC)	V <sub>OUT</sub> —● analog output					
east Significant Bit							

D	С	В	A	$V_{OUT}$
0	0	0	0	0 V
0	0	0	1	0.5 V
•		•		
•	•	•	•	
•	•	•	•	
1	1	1	1	7.5 V



## D/A Conversion

•  $V_{ref} \rightarrow$  used to define full scale reading (FSR)

```
0000 \rightarrow 0V

1111 \rightarrow 7.5V } 16 different binary numbers \rightarrow 16 different analog values

MAX \rightarrow 7.5 V
```

### Example:

If  $10100 \rightarrow \text{gives output of } 10 \text{ mV}$ , Then  $11101 \rightarrow ???$ 

10100 → (20)<sub>decimal</sub> → 10 mV  
11101 → (29)<sub>decimal</sub> → 
$$\frac{29}{20}$$
 10 mV  
→ 14.5 mV

# D/A Conversion Resolution

- Output changes in steps ⇒ Not strictly analog
- If the no. of bits  $\uparrow$ , step size  $\downarrow$ ,  $\Rightarrow$  Resolution can be improved

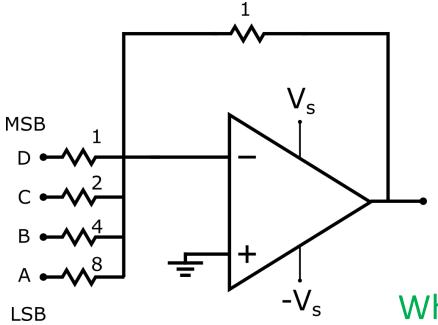
**Resolution:** Smallest change that can occur in the analog output for a change in digital input.

For an N-bit DAC 
$$\Rightarrow$$
 there are  $2^N$  different levels  $\Rightarrow$  No. of steps is  $(2^N - 1)$ 

Resolution = 
$$\frac{FSR}{2^N - 1}$$

# Simple D/A circuit

Inputs – 0 or 1, 0 or 5 V



#### Input resistors are binary weighted!

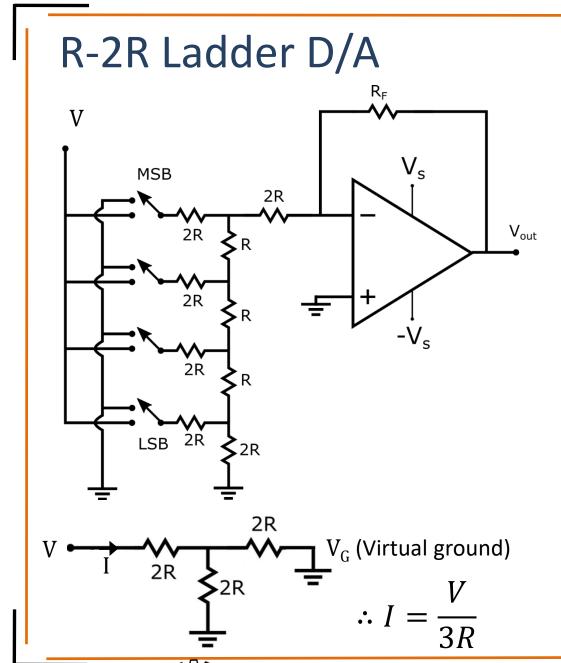
For 12 bit DAC: If MSB = 
$$1k\Omega$$
  
 $\Rightarrow$  LSB >  $2M\Omega$ 

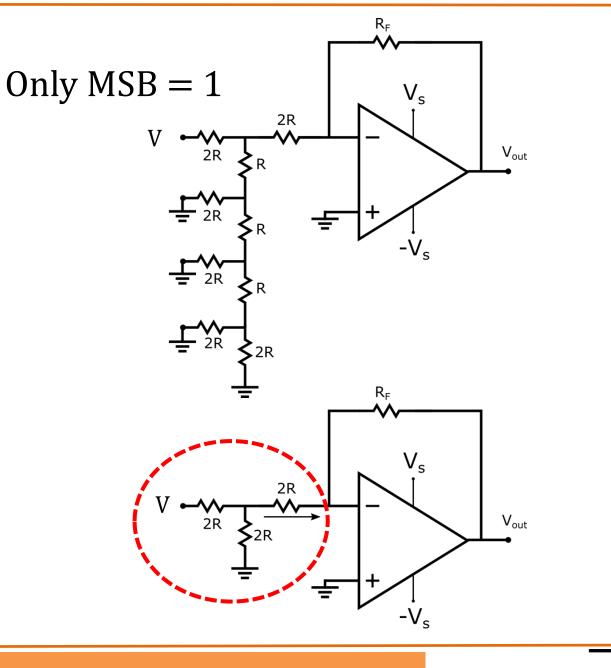
$$V_{out} = -\left(V_D + \frac{V_C}{2} + \frac{V_B}{4} + \frac{V_A}{8}\right)$$

What happens if feedback resistor $R_F$  is reduced?

- Resolution of the D/A  $\Rightarrow$  weights of LSB =  $\frac{1}{8}$ 5 V = 0.625 V

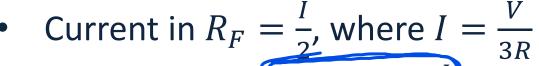


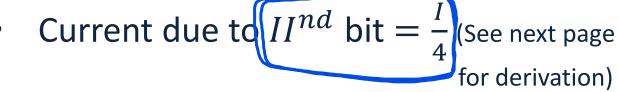




## R-2R Ladder D/A

2R





Total current due to all bits

$$= \frac{I}{2} + \frac{I}{4} + \frac{I}{8} + \frac{I}{16}$$

$$= \frac{I}{2} \left[ 1 + \frac{1}{2} + \frac{1}{2^2} + \frac{1}{2^3} \right]$$

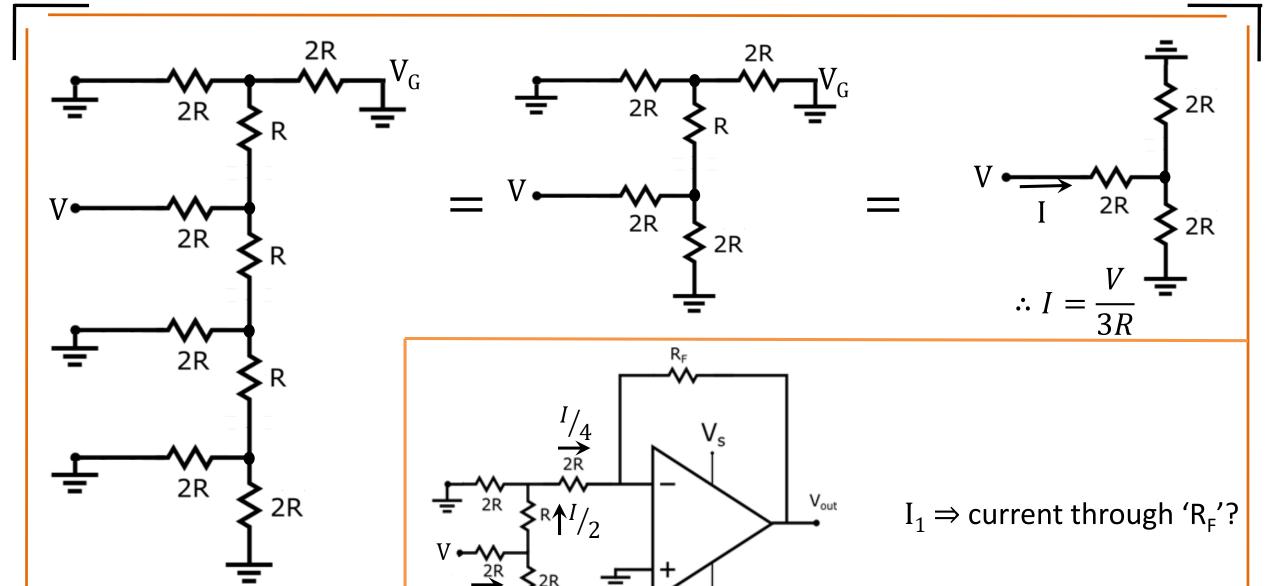
$$= V_O = \frac{-R_F I}{2} \left[ 1 + \frac{1}{2} + \frac{1}{2^2} + \frac{1}{2^3} \right]$$

Assume all left nodes to be at GND and calculate the current through each of the bits individually using R equivalent and add all of them in the end.

 $V_{out}$ 



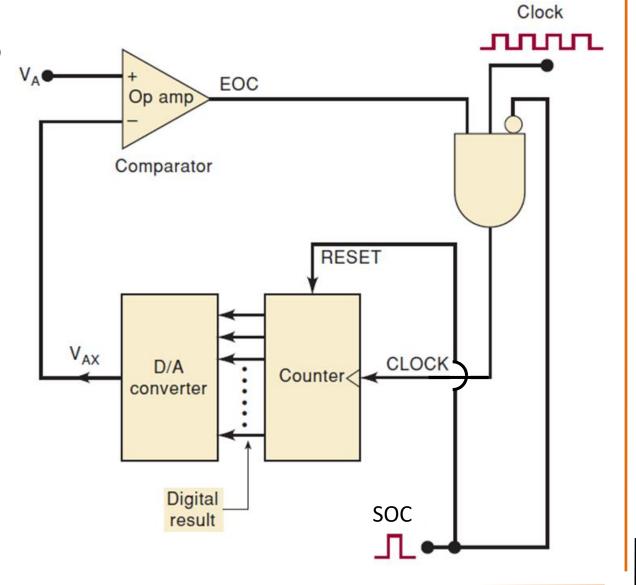
 $R_{F}$ 

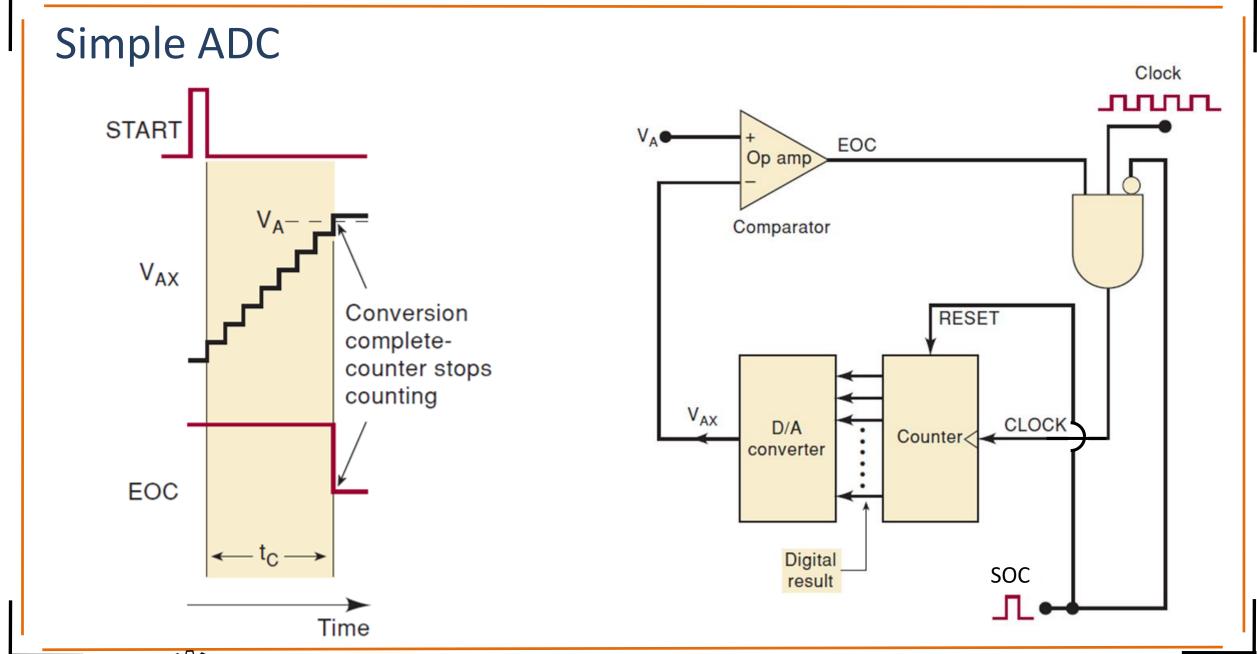


# Simple ADC

#### System on a Chip

- Apply SOC =1 ⇒ Reset the Counter. Also the clock gets disabled for a short duration.
- All Outputs of the converter = 0
- $V_{AX} = 0$
- D/A output connected to ve input of comparator  $\Rightarrow EOC = 1$ , till  $V_{AX} < V_{A}$ .
- Output of 3-input AND is CLOCK signal
- At every CLOCK signal, counter output
   ↑, 000...0 000...1
- D/A output 个 in steps
- If  $V_{AX} < V_A$ , EOC = +ve (1)
- As soon as  $V_{AX} > V_A$ , EOC = -ve(0)







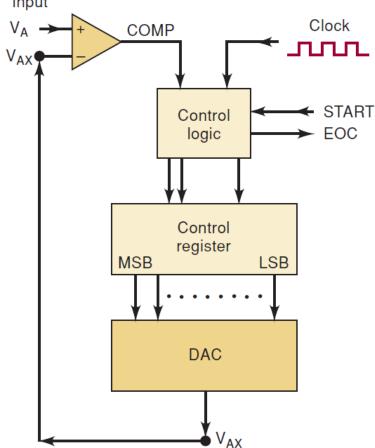
# Successive Approximation ADC

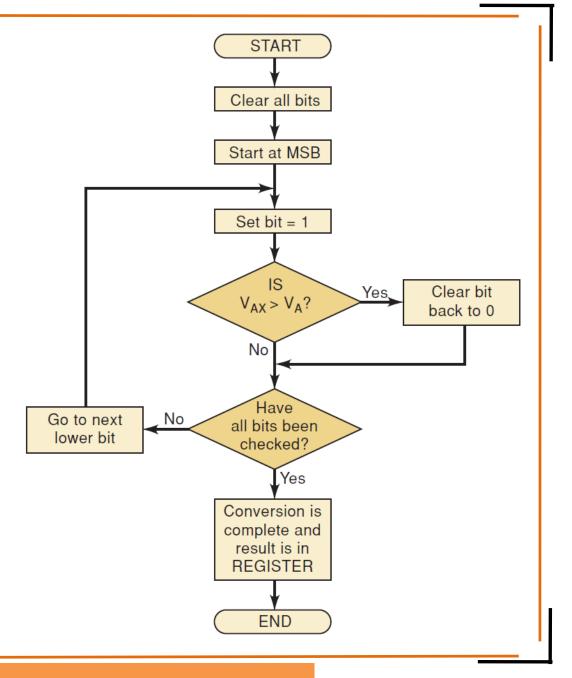
Most widely used.

Much shorter conversion time than precision

ADC.

Analog input







### Successive Approximation ADC

