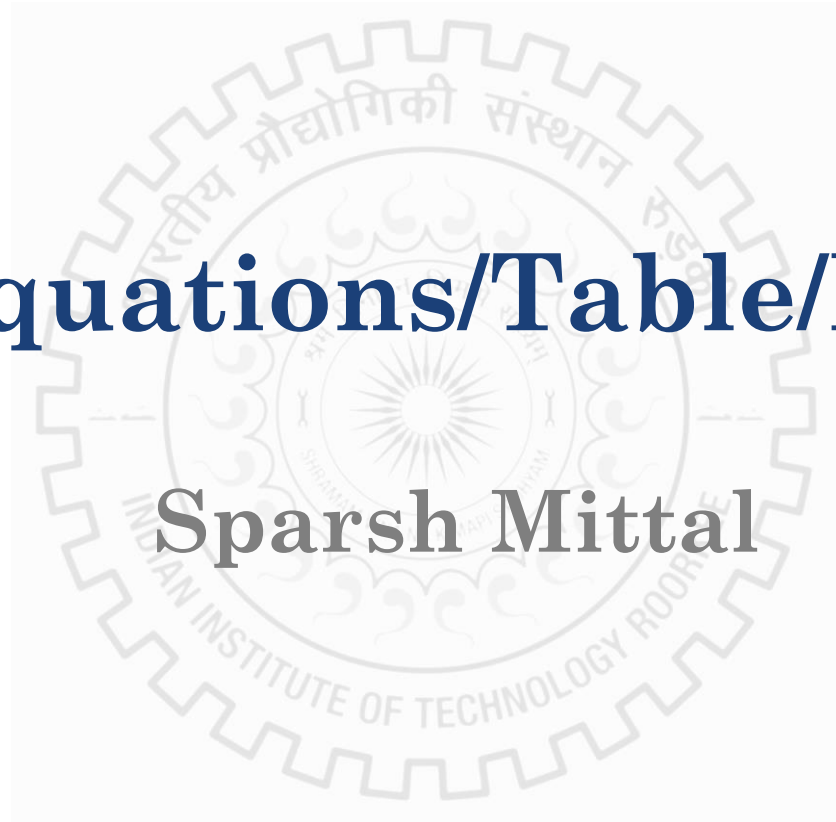


State Equations/Table/Diagram

Sparsh Mittal



Analysis with *JK* Flip-Flops

For a *D* -type flip-flop, the state equation is the same as the input equation.

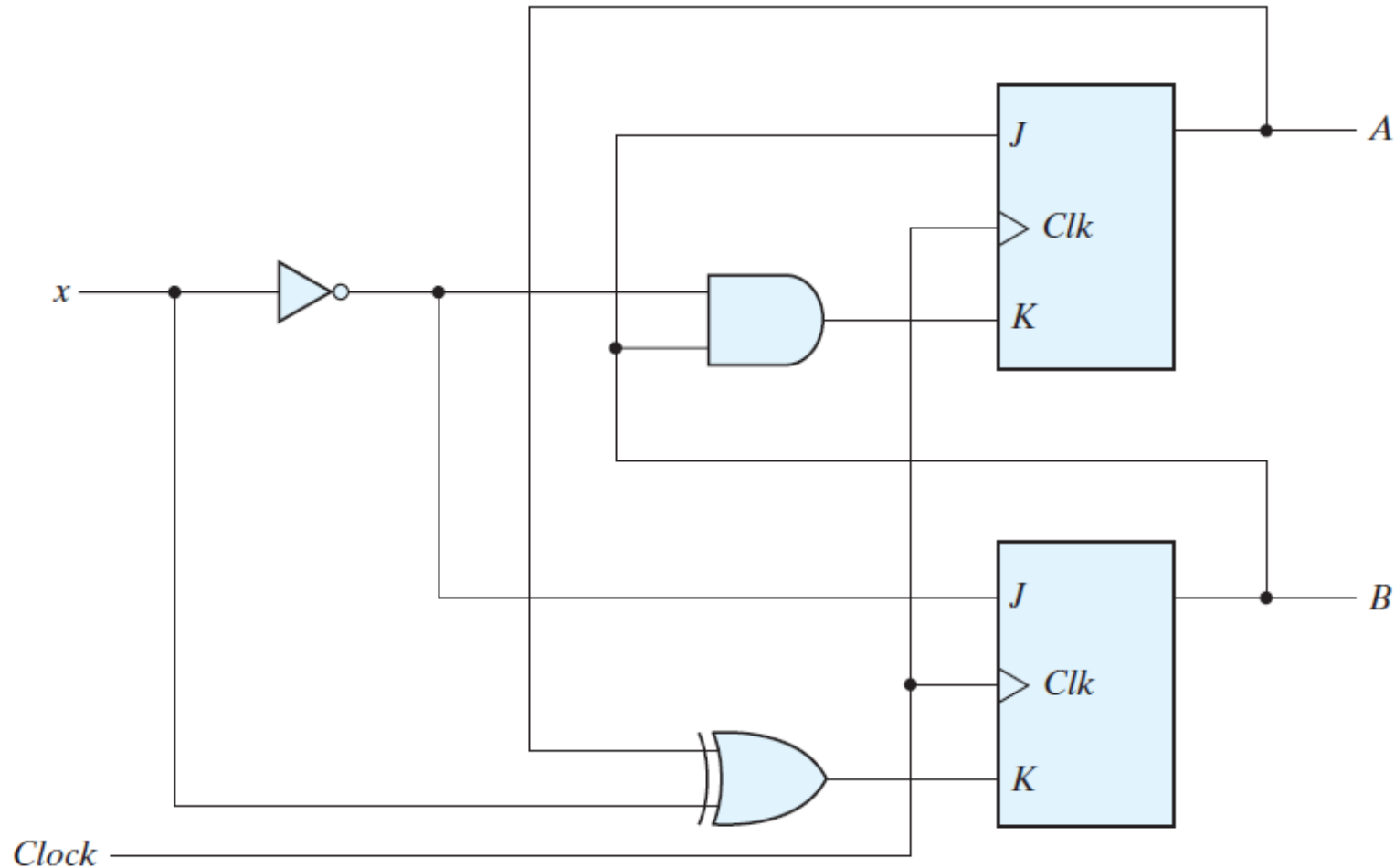
When a flip-flop other than the *D* type is used, such as *JK* or *T*, it is necessary to refer to the corresponding characteristic table or characteristic equation to obtain the next state values.

Procedure for finding next-state values

For a sequential circuit that uses JK - or T -type flip-flops

1. Determine the flip-flop input equations in terms of the present state and input variables.
2. List the binary values of each input equation.
3. Use the corresponding flip-flop characteristic table to determine the next-state values in the state table.

Solved example



Write input flip-flop equations

$$J_A = B \quad K_A = Bx'$$

$$J_B = x' \quad K_B = A'x + Ax' = A \oplus x$$

Step1: List all combinations of input & present state

Present State		Input
A	B	x
0	0	0
0	0	1
0	1	0
0	1	1
1	0	0
1	0	1
1	1	0
1	1	1

$$J_A = B \quad K_A = Bx'$$

$$J_B = x' \quad K_B = A'x + Ax' = A \oplus x$$

Now, find values of J_A , K_A , J_B and K_B

Step2: Find intermediate values

Table 5.4

State Table for Sequential Circuit with JK Flip-Flops

Present State		Input		Flip-Flop Inputs			
A	B	x		J _A	K _A	J _B	K _B
0	0	0					
0	0	1					
0	1	0					
0	1	1					
1	0	0					
1	0	1					
1	1	0					
1	1	1					

$$J_A = B \quad K_A = Bx'$$

$$J_B = x' \quad K_B = A'x + Ax' = A \oplus x$$

Table 5.1

Flip-Flop Characteristic Tables

JK Flip-Flop			
J	K	Q(t + 1)	
0	0	Q(t)	No change
0	1	0	Reset
1	0	1	Set
1	1	Q'(t)	Complement

Step3: Find next state

$$J_A = B \quad K_A = Bx'$$

$$J_B = x' \quad K_B = A'x + Ax' = A \oplus x$$

Table 5.1

Flip-Flop Characteristic Tables

JK Flip-Flop

J	K	$Q(t + 1)$	
0	0	$Q(t)$	No change
0	1	0	Reset
1	0	1	Set
1	1	$Q'(t)$	Complement

Table 5.4

State Table for Sequential Circuit with JK Flip-Flops

Present State		Input	Next State		Flip-Flop Inputs			
A	B		A	B	J_A	K_A	J_B	K_B
0	0	0			0	0	1	0
0	0	1			0	0	0	1
0	1	0			1	1	1	0
0	1	1			1	0	0	1
1	0	0			0	0	1	1
1	0	1			0	0	0	0
1	1	0			1	1	1	1
1	1	1			1	0	0	0

Step3: Find next state

Table 5.4
State Table for Sequential Circuit with JK Flip-Flops

Present State		Input	Next State		Flip-Flop Inputs			
<i>A</i>	<i>B</i>		<i>A</i>	<i>B</i>	<i>J_A</i>	<i>K_A</i>	<i>J_B</i>	<i>K_B</i>
0	0	0	0	1	0	0	1	0
0	0	1	0	0	0	0	0	1
0	1	0	1	1	1	1	1	0
0	1	1	1	0	1	0	0	1
1	0	0	1	1	0	0	1	1
1	0	1	1	0	0	0	0	0
1	1	0	0	0	1	1	1	1
1	1	1	1	1	1	0	0	0

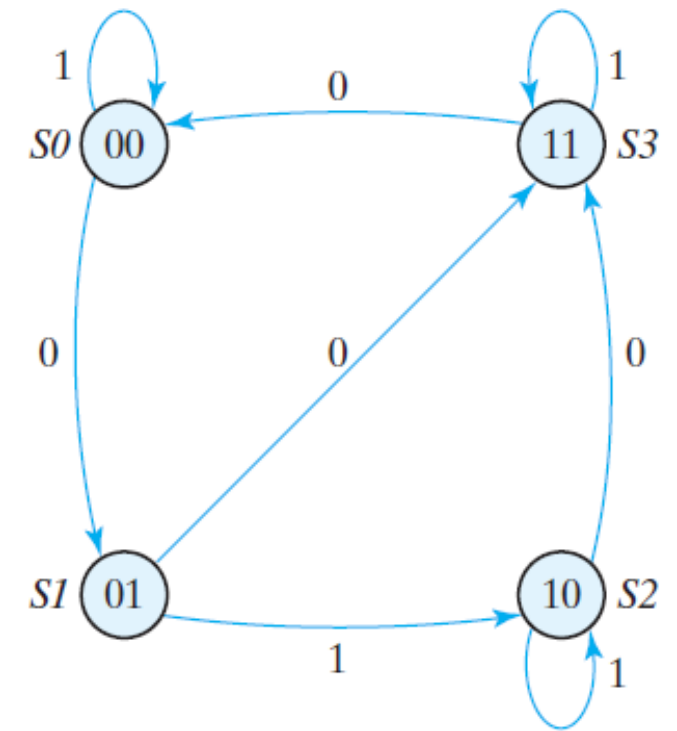
Table 5.1
Flip-Flop Characteristic Tables

<i>JK Flip-Flop</i>			
<i>J</i>	<i>K</i>	<i>Q(t + 1)</i>	
0	0	<i>Q(t)</i>	No change
0	1	0	Reset
1	0	1	Set
1	1	<i>Q'(t)</i>	Complement

State diagram

Table 5.4
State Table for Sequential Circuit with JK Flip-Flops

Present State		Input	Next State		Flip-Flop Inputs			
A	B		A	B	J_A	K_A	J_B	K_B
0	0	0	0	1	0	0	1	0
0	0	1	0	0	0	0	0	1
0	1	0	1	1	1	1	1	0
0	1	1	1	0	1	0	0	1
1	0	0	1	1	0	0	1	1
1	0	1	1	0	0	0	0	0
1	1	0	0	0	1	1	1	1
1	1	1	1	1	1	0	0	0



Obtaining next-state from state equations

1. Determine the flip-flop input equations in terms of the present state and input variables.
2. Substitute the input equations into the flip-flop characteristic equation to obtain the state equations.
3. Use the corresponding state equations to determine the next-state values in the state table.

State Equation for Solved example

$$A(t + 1) = JA' + K'A$$

$$B(t + 1) = JB' + K'B$$

$$J_A = B \quad K_A = Bx'$$

$$J_B = x' \quad K_B = A'x + Ax' = A \oplus x$$

$$A(t + 1) = BA' + (Bx')'A = A'B + AB' + Ax$$

$$B(t + 1) = x'B' + (A \oplus x)'B = B'x' + ABx + A'Bx'$$

Analysis with T Flip-Flops

$$Q(t + 1) = T \oplus Q = T'Q + TQ'$$

$$T_A = Bx$$

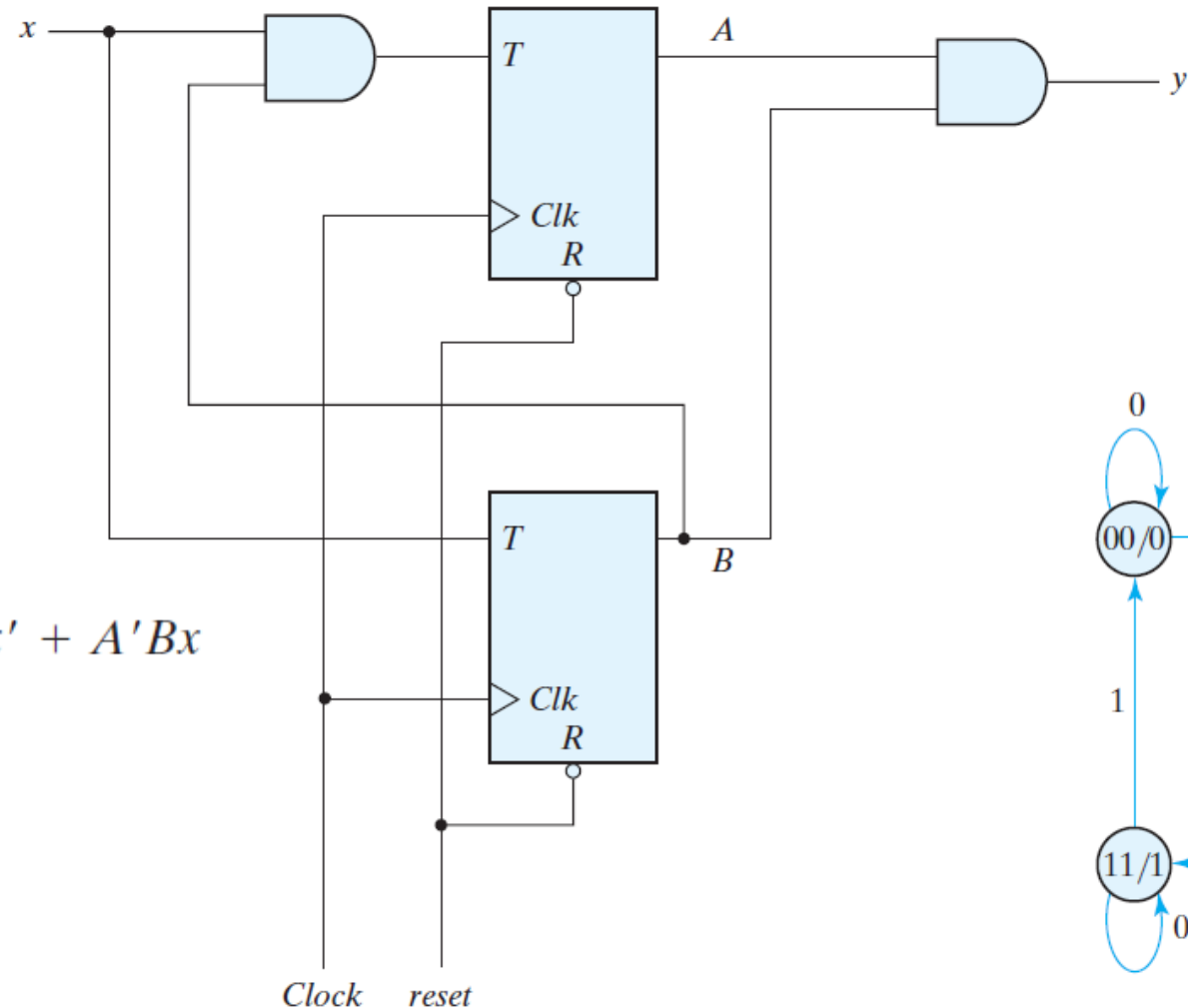
$$T_B = x$$

$$y = AB$$

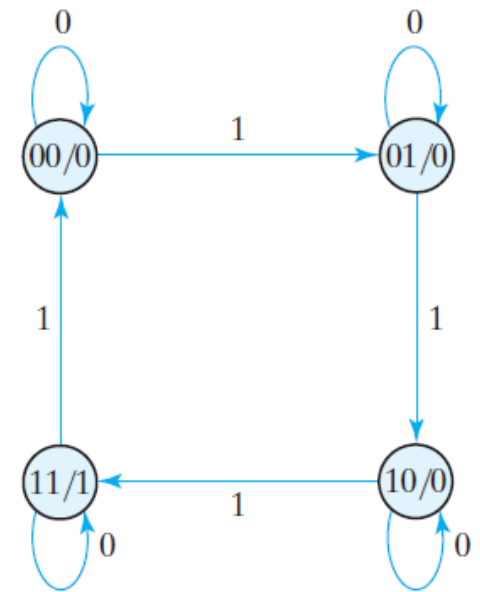
$$A(t + 1) = (Bx)'A + (Bx)A' = AB' + Ax' + A'Bx$$

$$B(t + 1) = x \oplus B$$

Here, the output depends on the present state only and is independent of the input.



(a) Circuit diagram



(b) State diagram

State Table

Table 5.5
State Table for Sequential Circuit with T Flip-Flops

Present State		Input	Next State		Output
A	B		A	B	
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	1	0
0	1	1	1	0	0
1	0	0	1	0	0
1	0	1	1	1	0
1	1	0	1	1	1
1	1	1	0	0	1

As long as input x is equal to 1, the circuit behaves as a binary counter with a sequence of states 00, 01, 10, 11, and back to 00.

When $x = 0$, the circuit remains in the same state.