

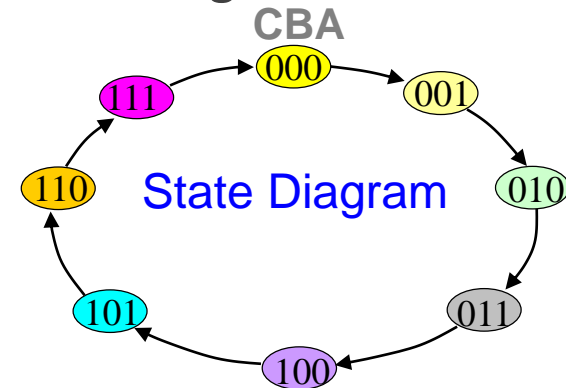
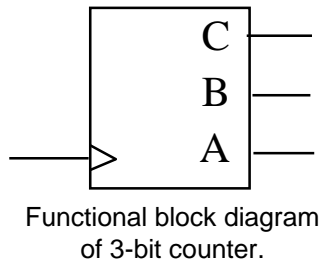
SEQUENTIAL CIRCUITS - III

DESIGN METHOD FOR SYNCHRONOUS COUNTERS

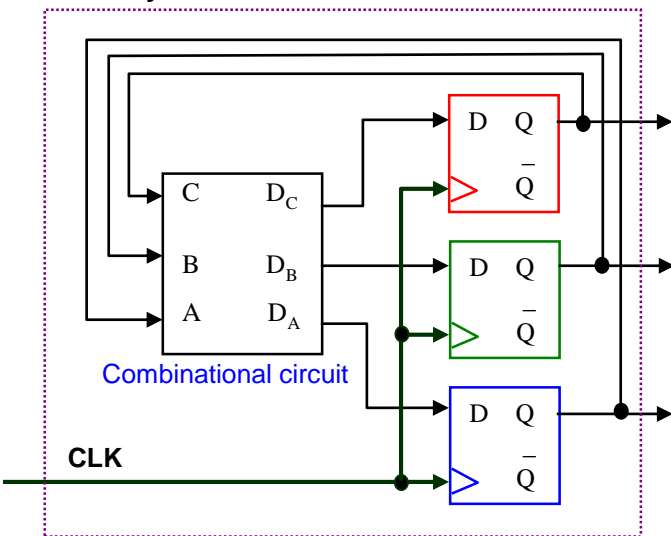
Design Method - Synchronous Counters

Goal : Given the state diagram of a counter realize it using common FFs (and combinational logic).

Example : Design a **3-bit counter** having the following state diagram. Use **D FFs**.



3-bit synchronous counter



FF outputs are **fed back** to **combinational circuit** inputs.

Combinational circuit outputs D_A , D_B , & D_C are connected to D FF inputs and will **be transferred to the output at next active clock edge**.

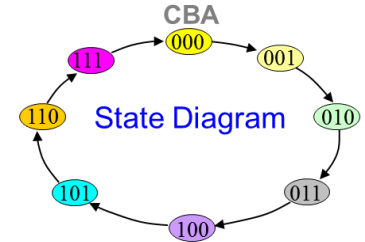
Key: Design **combinational circuit** to **take previous counter outputs & produce the next state**.

Systematic design method is similar to that used for FF conversion considered before.

Design Method : Steps

Step 1

- Draw a **State Diagram** for the desired **Count Sequence**

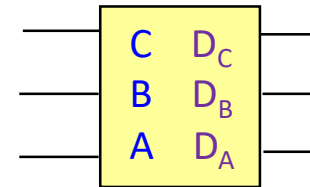
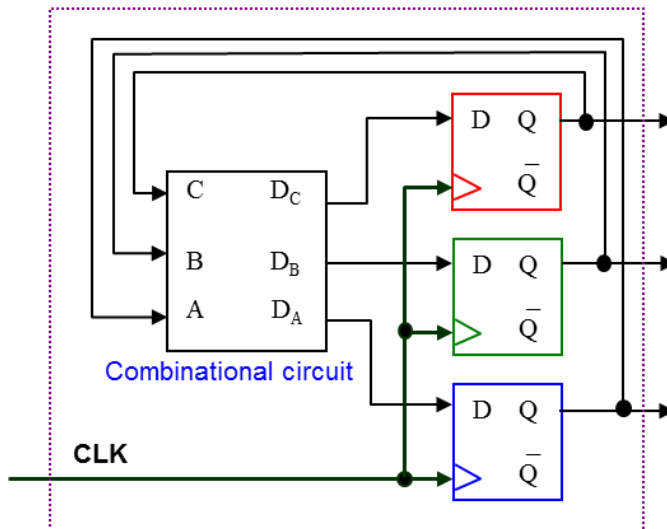


Step 2

- Determine the **Functional Block Diagram** of the **N-bit Counter**.

- 1) Number of flip-flops?
- 2) Inputs and Outputs of combinational circuit?

3-bit synchronous counter



Combinational Circuit

Inputs: Present-state counter outputs (A, B, C).

Outputs: Next-state counter outputs to connect to FF inputs. (D_A, D_B, D_C)

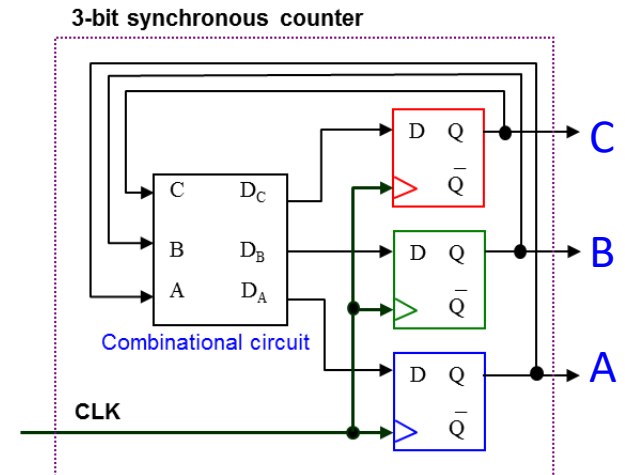
Design Method – Cont'd

Step 3A

- **Truth table** of the **combinational circuit**.
A. Determine **next state table** for the counter.

Present-state outputs			Next-state outputs		
C	B	A	C ⁺	B ⁺	A ⁺
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

Next-State Table



A **synchronous counter** can be realized with **D FFs** or with any other FF

Design Method – Cont'd

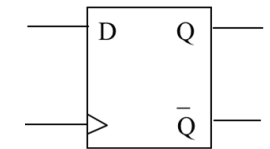
***Excitation Table :**
Specifies what the FF inputs should be for a specific $Q \rightarrow Q^+$ transition to occur.

Step 3B

- **Truth table of the combinational circuit.**
B. Using the **excitation table**, determine the output values of the **combinational circuit**.

Present-state outputs			Next-state outputs			Required FF input		
C	B	A	C ⁺	B ⁺	A ⁺	D _C	D _B	D _A
0	0	0	0	0	1	0	0	1
0	0	1	0	1	0	0	1	0
0	1	0	0	1	1	0	1	1
0	1	1	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	1	1	1	1	1	1
1	1	1	0	0	0	0	0	0

Next-State Table

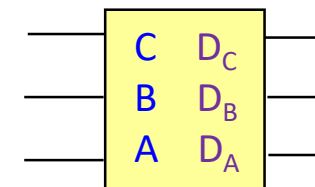


D Flip Flop
Excitation Table

Q	Q ⁺	D
0	0	0
0	1	1
1	0	0
1	1	1

$$D \Leftrightarrow Q^+$$

We now have a truth table for the combinational circuit!



Design Method – Cont'd

Step 4

- Realize the circuit.

Present-state outputs Required FF input

C	B	A	D_C	D_B	D_A
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

BA \ C	0	1
00	0	1
01	0	1
11	1	0
10	0	1

$$D_C = ABC + \bar{B}C + \bar{A}C$$

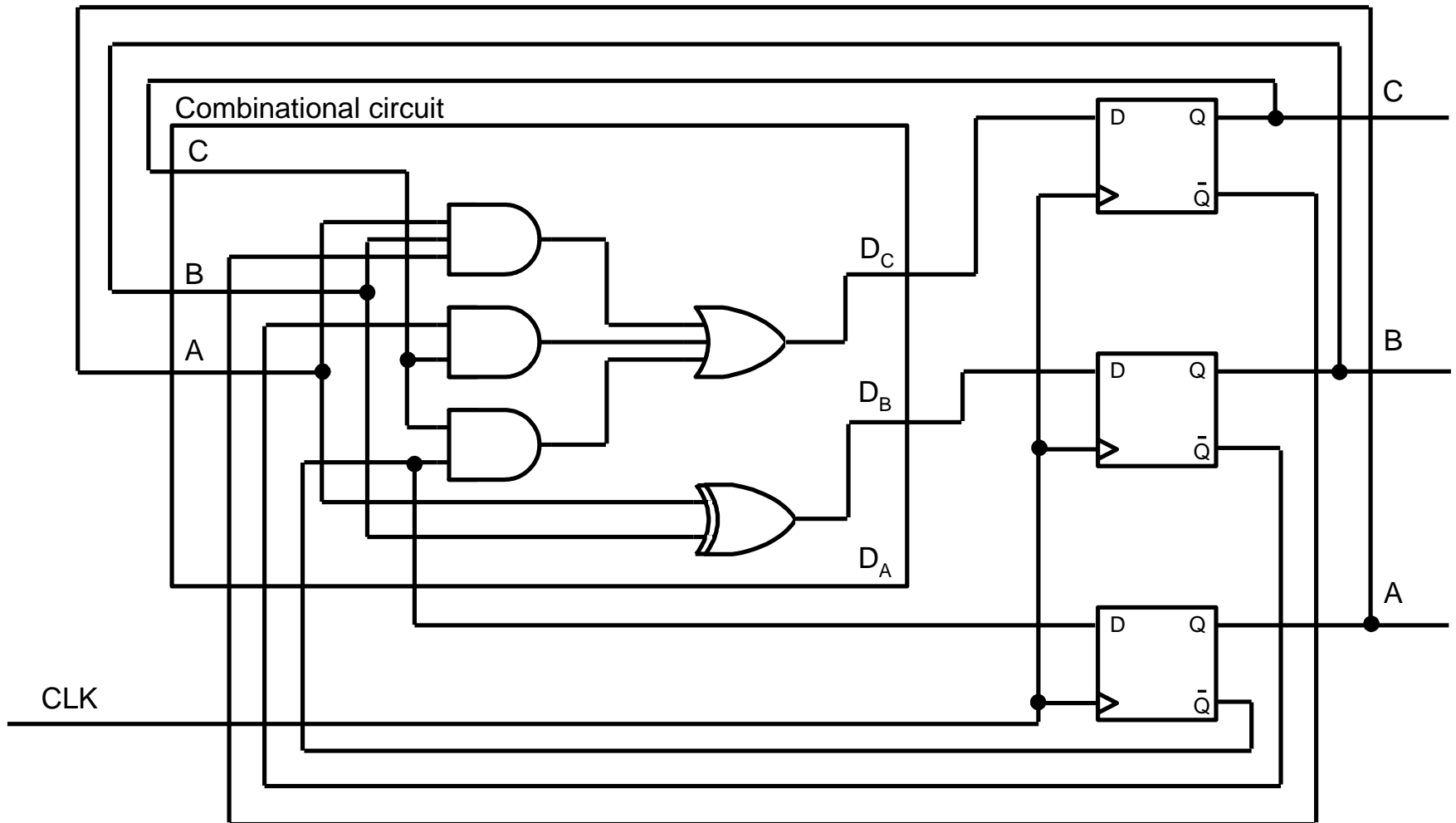
BA \ C	0	1
00	0	0
01	1	1
11	0	0
10	1	1

$$D_B = A\bar{B} + \bar{A}B = A \oplus B$$

BA \ C	0	1
00	1	1
01	0	0
11	0	0
10	1	1

$$D_A = \bar{A}$$

Synchronous 3-bit counter



Synchronous Counter Example 2

Design a **synchronous counter** with count sequence using DFFs:

101, 001, **000**, **010**, **110**, 100, **101**, ... (mod-6).

The counter also has an external active high synchronous CLEAR input which will clear the counter to **000** at next **active clock edge** when set to '1'.

e.g. **101**, 001, **000**, **010**, **110**, 100, **000**, 010...



1) State Diagram

2) Functional Block Diagram

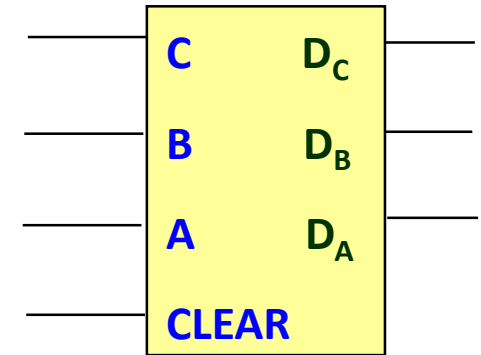
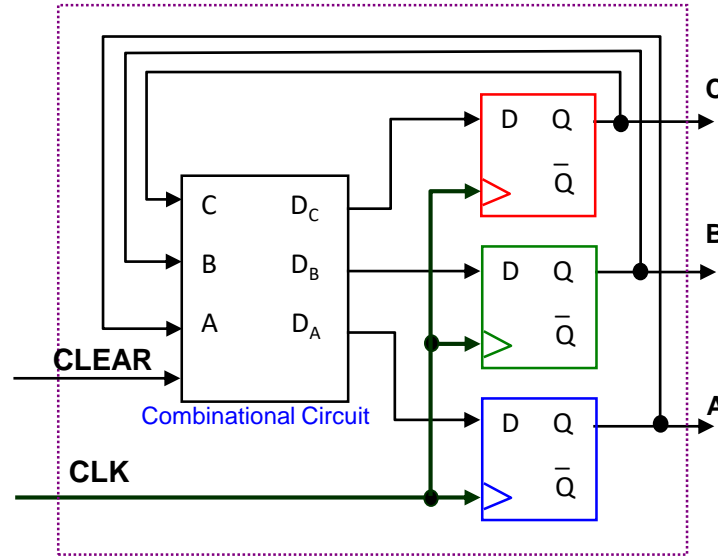
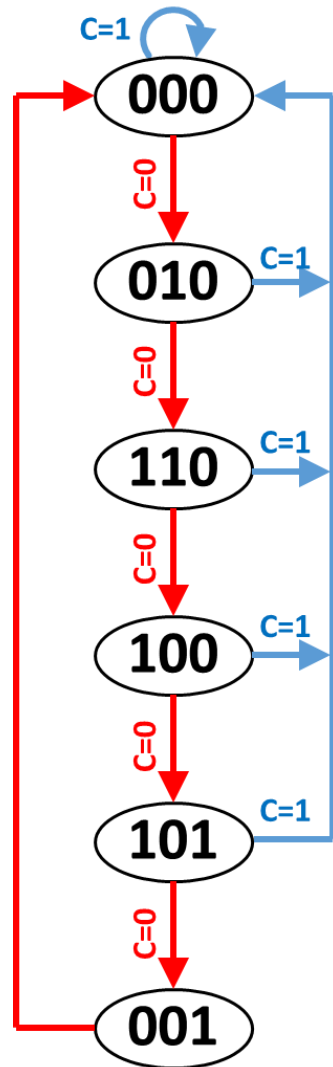
3) Next State Table / Truth table of C.C.

4) Final Implementation

Step1: Write state diagram.

Step2: Determine functional block diagram of counter.

Step3 : Functional block diagram of combinational circuit.



Step4 : Get TT of combinational circuit using FF excitation table.

Step5 : Realize circuit.

CLEAR	C	B	A	C ⁺	B ⁺	A ⁺	D _C	D _B	D _A
0	0	0	0	0	1	0	0	1	0
0	0	0	1	0	0	0	0	0	0
0	0	1	0	1	1	0	1	1	0
0	0	1	1	X	X	X	X	X	X
0	1	0	0	1	0	1	1	0	1
0	1	0	1	0	0	1	0	0	1
0	1	1	0	1	0	0	1	0	0
0	1	1	1	X	X	X	X	X	X
1	X	X	X	0	0	0	0	0	0

SOP for flip-flop inputs

$$D_C = \overline{CLEAR} \cdot B + \overline{CLEAR} \cdot C \cdot \overline{A}$$

$$D_B = \overline{CLEAR} \cdot \overline{C} \cdot \overline{A}$$

$$D_A = \overline{CLEAR} \cdot C \cdot \overline{B}$$