

Digital Systems Design and Laboratory

[16. Sequential Circuit Design]

Chung-Wei Lin

cwlin@csie.ntu.edu.tw

CSIE Department

National Taiwan University

Spring 2019

Sequential Logic Design

- ❑ Unit 11: Latches and Flip-Flops
- ❑ Unit 12: Registers and Counters
- ❑ Units 13--15: Finite State Machines
- ❑ Unit 16: Summary

- ❑ Designing a sequential circuit
 - Construct a state graph or state table (Unit 14)
 - Simplify it (Unit 15)
 - Derive flip-flop input equations and output equations (Unit 12)

Outline

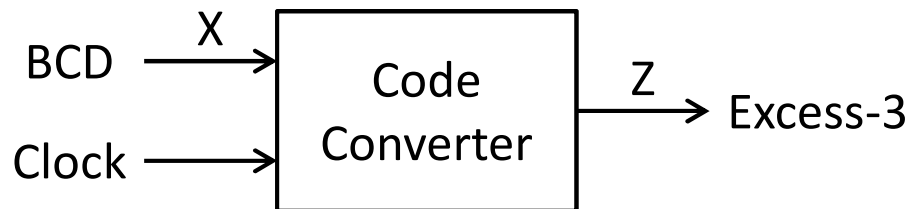
- **Design Example --- Code Converter**

- Design of Iterative Circuits

- Summary

BCD to Excess-3 Conversion

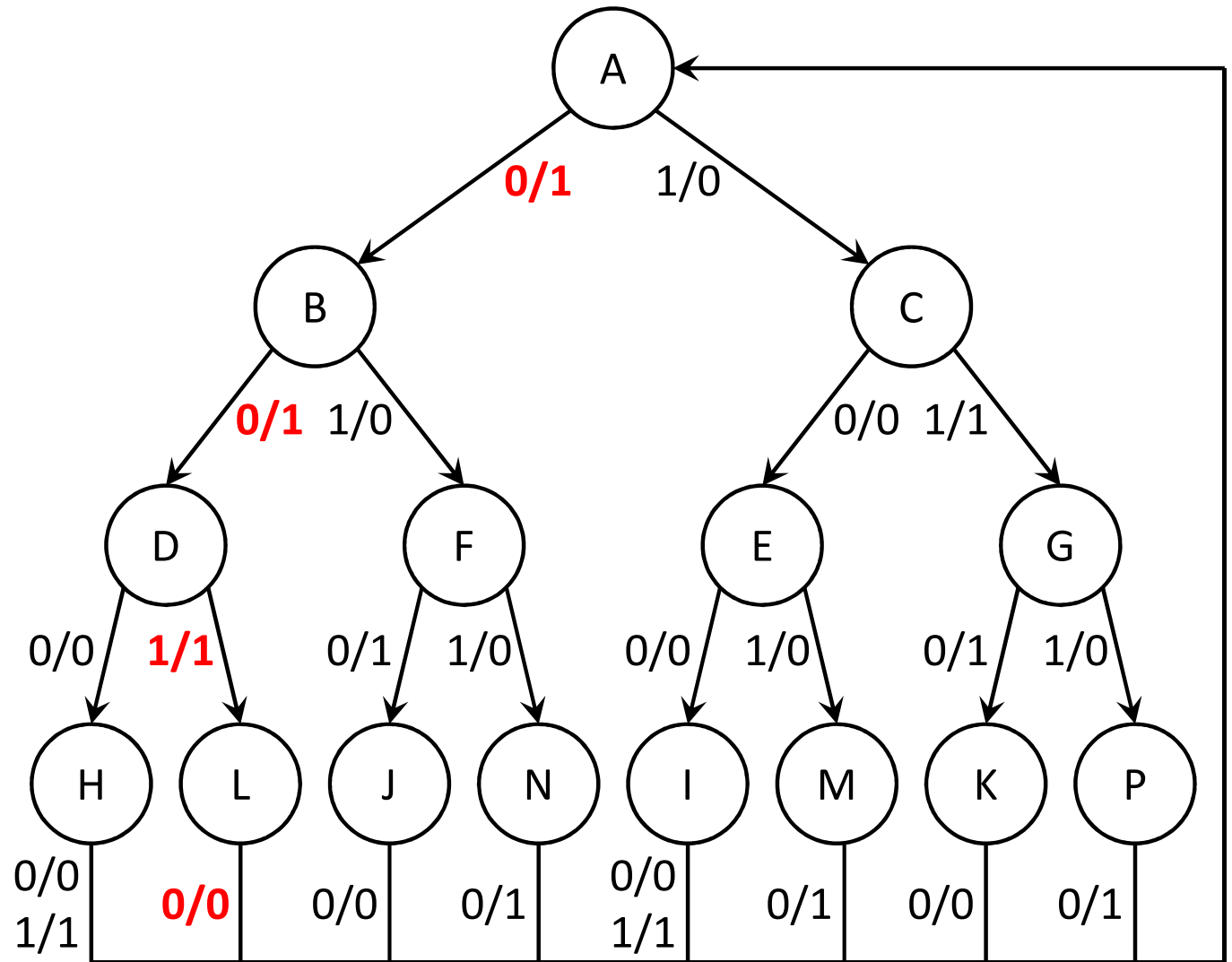
- ❑ Add 3 to BCD (0--9)
- ❑ Serial I/O with the LSB first
 - $X_0 \rightarrow X_1 \rightarrow X_2 \rightarrow X_3$
 - $Z_0 \rightarrow Z_1 \rightarrow Z_2 \rightarrow Z_3$
- ❑ Reset to initial state after receiving 4 inputs



X Input (BCD)	Z Output (Excess-3)
$t_3 t_2 t_1 t_0$	$t_3 t_2 t_1 t_0$
0 0 0 0	0 0 1 1
0 0 0 1	0 1 0 0
0 0 1 0	0 1 0 1
0 0 1 1	0 1 1 0
0 1 0 0	0 1 1 1
0 1 0 1	1 0 0 0
0 1 1 0	1 0 0 1
0 1 1 1	1 0 1 0
1 0 0 0	1 0 1 1
1 0 0 1	1 1 0 0
Others	X X X X

State Graph

X	Z
$t_3 t_2 t_1 t_0$	$t_3 t_2 t_1 t_0$
0000	0011
0001	0100
0010	0101
0011	0110
0100	0111
0101	1000
0110	1001
0111	1010
1000	1011
1001	1100
Others	XXXX



State Table

Time	Input Sequence	Present State	Next State		Present Output	
			X = 0	X = 1	X = 0	X = 1
t_0	Reset	A	B	C	1	0
t_1	0_{LSB}	B	D	F	1	0
	1_{LSB}	C	E	G	0	1
t_2	00_{LSB}	D	H	L	0	1
	01_{LSB}	E	I	M	1	0
	10_{LSB}	F	J	N	1	0
	11_{LSB}	G	K	P	1	0
t_3	000_{LSB}	H	A	A	0	1
	001_{LSB}	I	A	A	0	1
	010_{LSB}	J	A	-	0	-
	011_{LSB}	K	A	-	0	-
	100_{LSB}	L	A	-	0	-
	101_{LSB}	M	A	-	1	-
	110_{LSB}	N	A	-	1	-
	111_{LSB}	P	A	-	1	-

State Reduction (1/3)

□ Row matching

➤ $M \equiv N \equiv P$

➤ $H \equiv I \equiv J \equiv K \equiv L$

- Use don't cares

Time	Input Sequence	Present State	Next State		Present Output	
			X = 0	X = 1	X = 0	X = 1
t_0	Reset	A	B	C	1	0
t_1	0_{LSB}	B	D	F	1	0
	1_{LSB}	C	E	G	0	1
t_2	00_{LSB}	D	H	$L \rightarrow \text{H}$	0	1
	01_{LSB}	E	$I \rightarrow \text{H}$	M	1	0
	10_{LSB}	F	$J \rightarrow \text{H}$	$N \rightarrow \text{M}$	1	0
	11_{LSB}	G	$K \rightarrow \text{H}$	$P \rightarrow \text{M}$	1	0
t_3	000_{LSB}	H	A	A	0	1
	001_{LSB}	I	A	A	0	1
	010_{LSB}	J	A	-	0	-
	011_{LSB}	K	A	-	0	-
	100_{LSB}	L	A	-	0	-
	101_{LSB}	M	A	-	1	-
	110_{LSB}	N	A	-	1	-
	111_{LSB}	P	A	-	1	-

State Reduction (2/3)

□ Row matching

➤ $E \equiv F \equiv G$

Time	Input Sequence	Present State	Next State		Present Output	
			X = 0	X = 1	X = 0	X = 1
t_0	Reset	A	B	C	1	0
t_1	0_{LSB}	B	D	$F \rightarrow \text{E}$	1	0
	1_{LSB}	C	E	$G \rightarrow \text{E}$	0	1
t_2	00_{LSB}	D	H	H	0	1
	01_{LSB}	E	H	M	1	0
	10_{LSB}	F	H	M	1	0
	11_{LSB}	G	H	M	1	0
t_3	000_{LSB}	H	A	A	0	1
	001_{LSB}	I	A	A	0	1
	010_{LSB}	J	A	-	0	-
	011_{LSB}	K	A	-	0	-
	100_{LSB}	L	A	-	0	-
	101_{LSB}	M	A	-	1	-
	110_{LSB}	N	A	-	1	-
	111_{LSB}	P	A	-	1	-

State Reduction (3/3)

□ 7 states

Time	Present State	Next State		Present Output	
		X = 0	X = 1	X = 0	X = 1
t_0	A	B	C	1	0
t_1	B	D	E	1	0
	C	E	E	0	1
t_2	D	H	H	0	1
	E	H	M	1	0
t_3	H	A	A	0	1
	M	A	-	1	-

State Assignment

❑ To simplify the next state functions

➤ (B,C), (D,E), (H,M) should be adjacent

❑ To simplify the output functions

➤ (A,B,E,M), (C,D,H) should be adjacent

		Q ₁	
		0	1
Q ₂ Q ₃	00	A	B
	01		C
	11	H	D
	10	M	E

Time	Present State	Next State		Present Output	
		X = 0	X = 1	X = 0	X = 1
t ₀	A	B	C	1	0
t ₁	B	D	E	1	0
	C	E	E	0	1
t ₂	D	H	H	0	1
	E	H	M	1	0
t ₃	H	A	A	0	1
	M	A	-	1	-

	Q ₁ Q ₂ Q ₃	Next State		Present Output	
		X = 0	X = 1	X = 0	X = 1
A	000	100	101	1	0
B	100	111	110	1	0
C	101	110	110	0	1
D	111	011	011	0	1
E	110	011	010	1	0
H	011	000	000	0	1
M	010	000	XXX	1	X
-	001	XXX	XXX	X	X

Choose Flip-Flops and Derive Equations

- Choose D flip-flops

- Derive flip-flop input equations and output equations

 - (By the Karnaugh maps)

- $D_1 = Q_1^+ = Q_2'$

- $D_2 = Q_2^+ = Q_1$

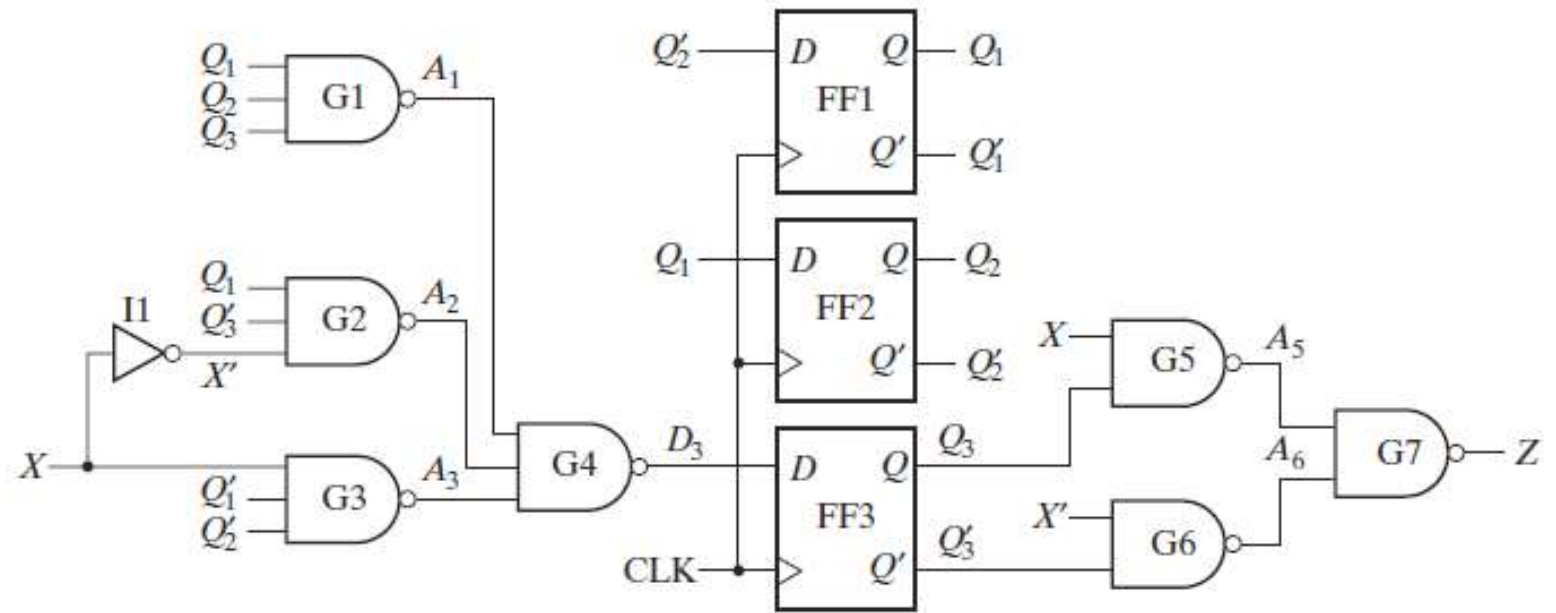
- $D_3 = Q_3^+ = Q_1Q_2Q_3 + X'Q_1Q_3' + XQ_1'Q_2'$

- $Z = X'Q_3' + XQ_3$

Circuit Realization

FIGURE 16-4
Code Converter
Circuit

© Cengage Learning 2014



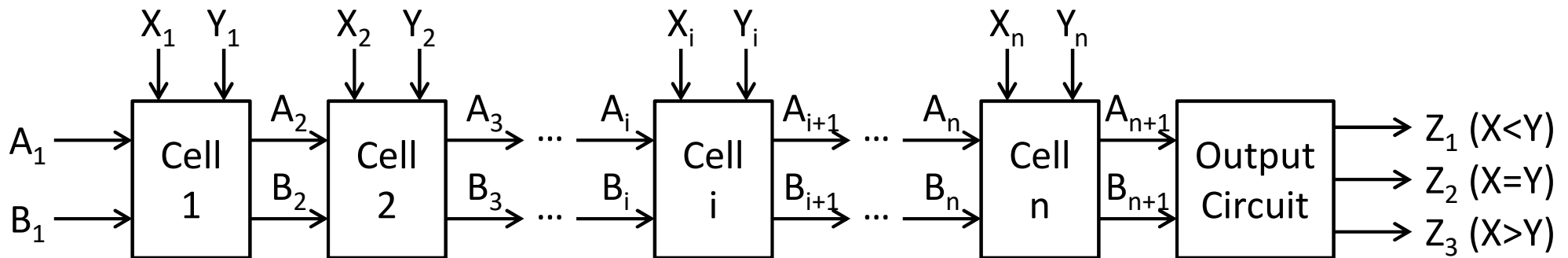
Outline

- Design Example --- Code Converter
- **Design of Iterative Circuits**
- Summary

Sequential Comparator

❑ Iterative circuit for comparing binary numbers

- $X = X_1X_2X_3...X_n$
- $Y = Y_1Y_2Y_3...Y_n$
- Time: $t_1t_2t_3...t_n$
- X_1 and Y_1 : most significant bits



State Table and State Assignment

Present State	Next State				Output		
	$X_i Y_i = 00$	01	11	10	Z_1	Z_2	Z_3
$(X=Y) S_0$	S_0	S_2	S_0	S_1	0	1	0
$(X>Y) S_1$	S_1	S_1	S_1	S_1	0	0	1
$(X<Y) S_2$	S_2	S_2	S_2	S_2	1	0	0

$A_i B_i$	$A_{i+1} B_{i+1}$				Output		
	$X_i Y_i = 00$	01	11	10	Z_1	Z_2	Z_3
$(X=Y) S_0$	00	10	00	01	0	1	0
$(X>Y) S_1$	01	01	01	01	0	0	1
$(X<Y) S_2$	10	10	10	10	1	0	0

Choose Flip-Flops and Derive Equations

❑ Choose D flip-flops

❑ Derive flip-flop input equations and output equations

➤ (By the Karnaugh maps)

➤ $A_{i+1} = A_i + X_i'Y_iB_i'$

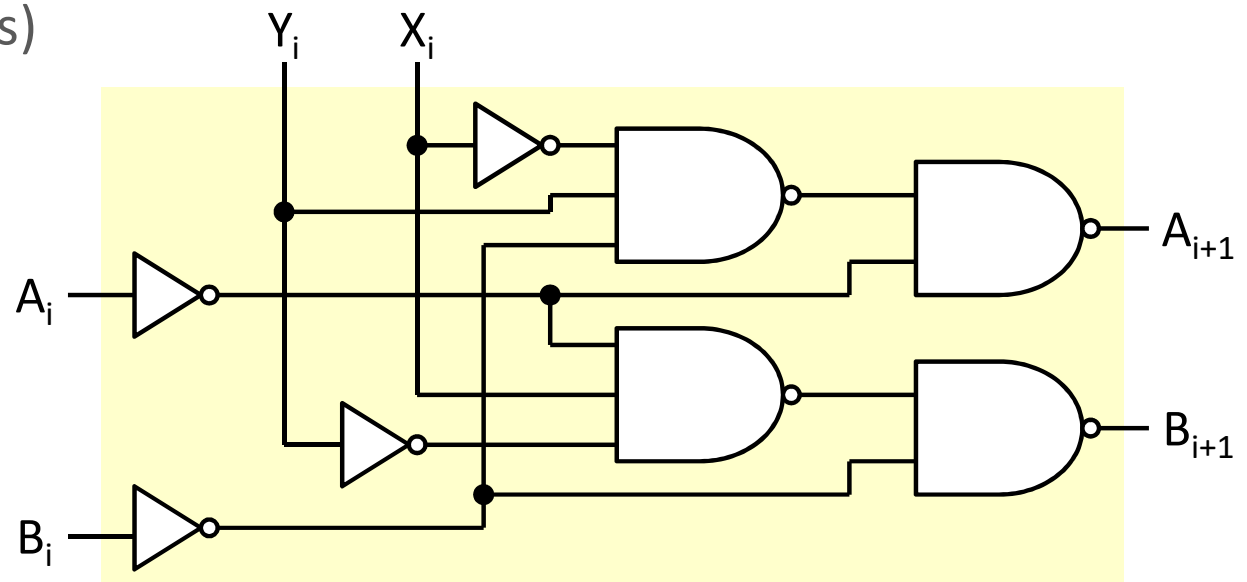
➤ $B_{i+1} = B_i + X_iY_i'A_i'$

❑ Output circuit

➤ $Z_1 = A_{n+1}$

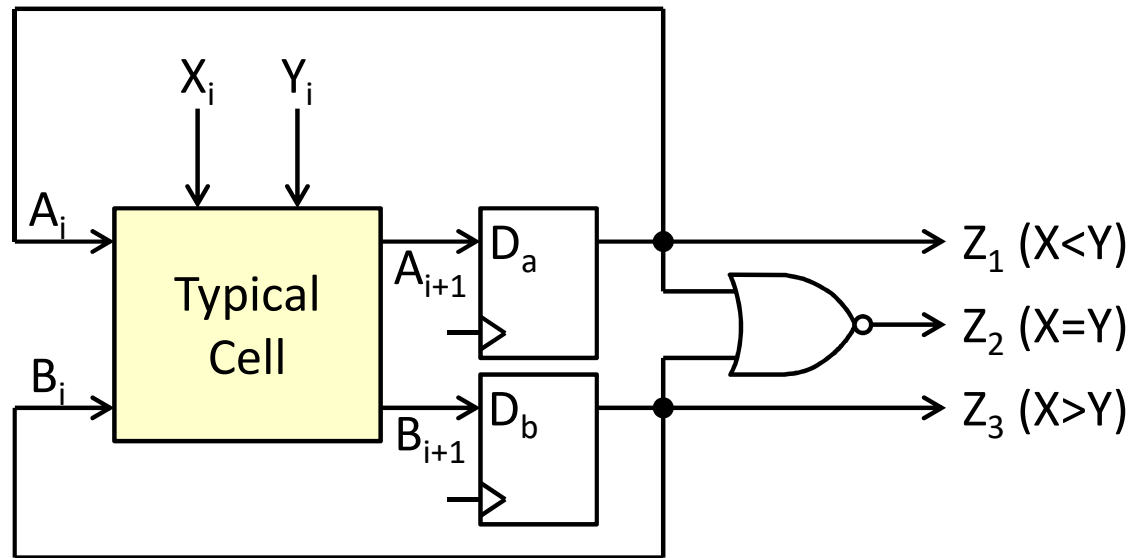
➤ $Z_2 = A'_{n+1}B'_{n+1}$

➤ $Z_3 = B_{n+1}$



Typical Cell

Circuit Realization



Outline

- Design Example --- Code Converter
- Design of Iterative Circuits
- **Summary**

Summary

- ❑ Problem statement
- ❑ "Initial" state graph and table generation
 - Unit 14
- ❑ State reduction
 - Unit 15
- ❑ State assignment
 - Unit 15
- ❑ Choice of flip-flops
 - Unit 11
- ❑ Derivation of flip-flop input equations and output equations
 - Unit 12
- ❑ Circuit realization and timing chart

Q&A