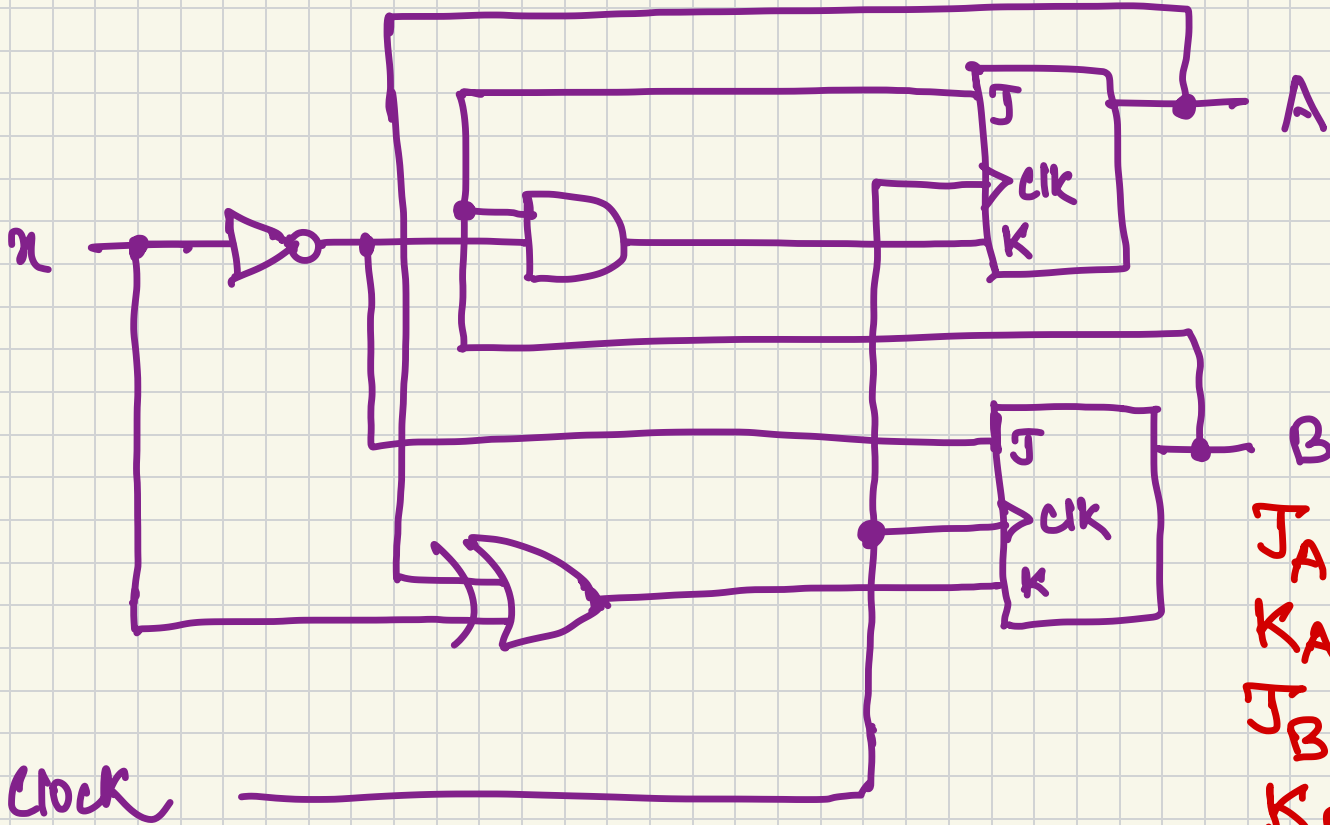


ACOL 215

JK Flip-flop

(21th Nov.)



$$J_A \approx B$$

$$K_A = x'_B$$

$$J_B = x'$$

$$K_B = 2 \oplus A$$

State Table

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

Next state	
A	B
0	1
0	0
1	1
1	0
1	1
1	0
0	0
1	1

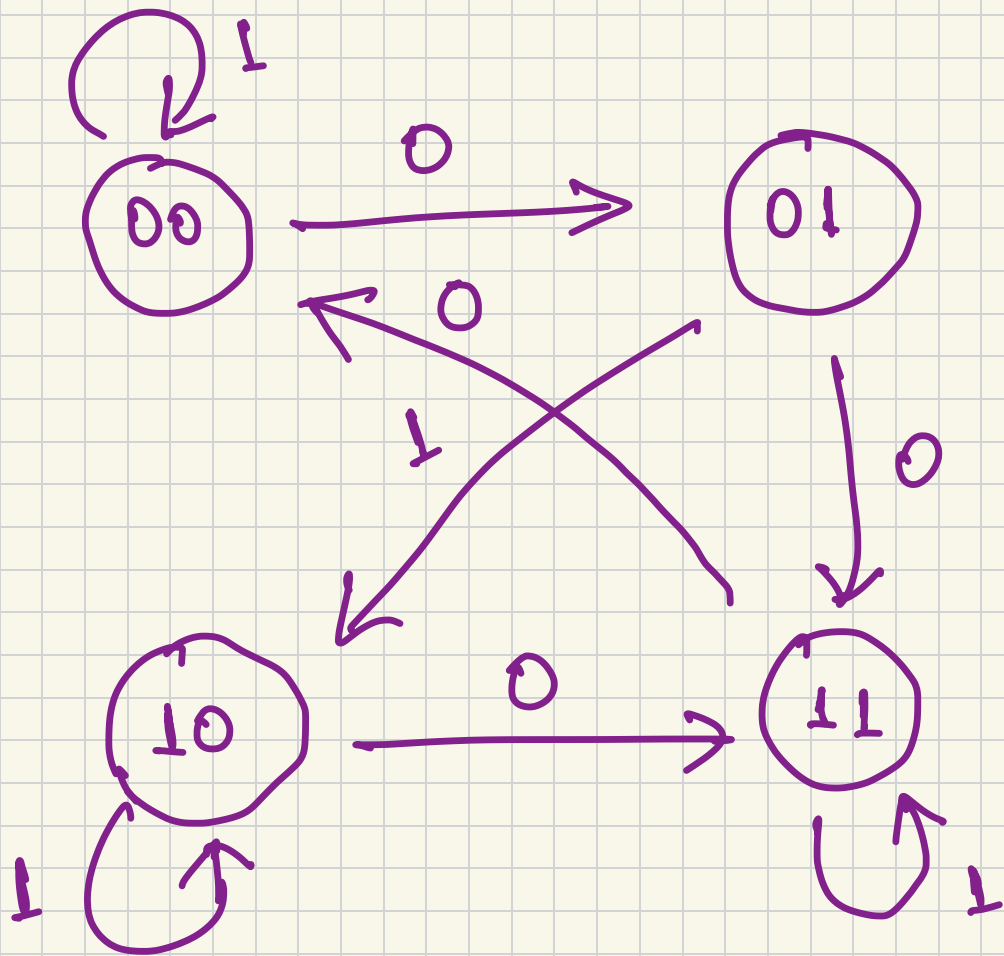
Flip flop inputs

J_A	K_A	J_B	K_B
0	0	1	0
0	0	0	1
1	1	1	0
1	0	0	1
0	0	1	1
0	0	0	0
1	1	1	1
1	0	0	0

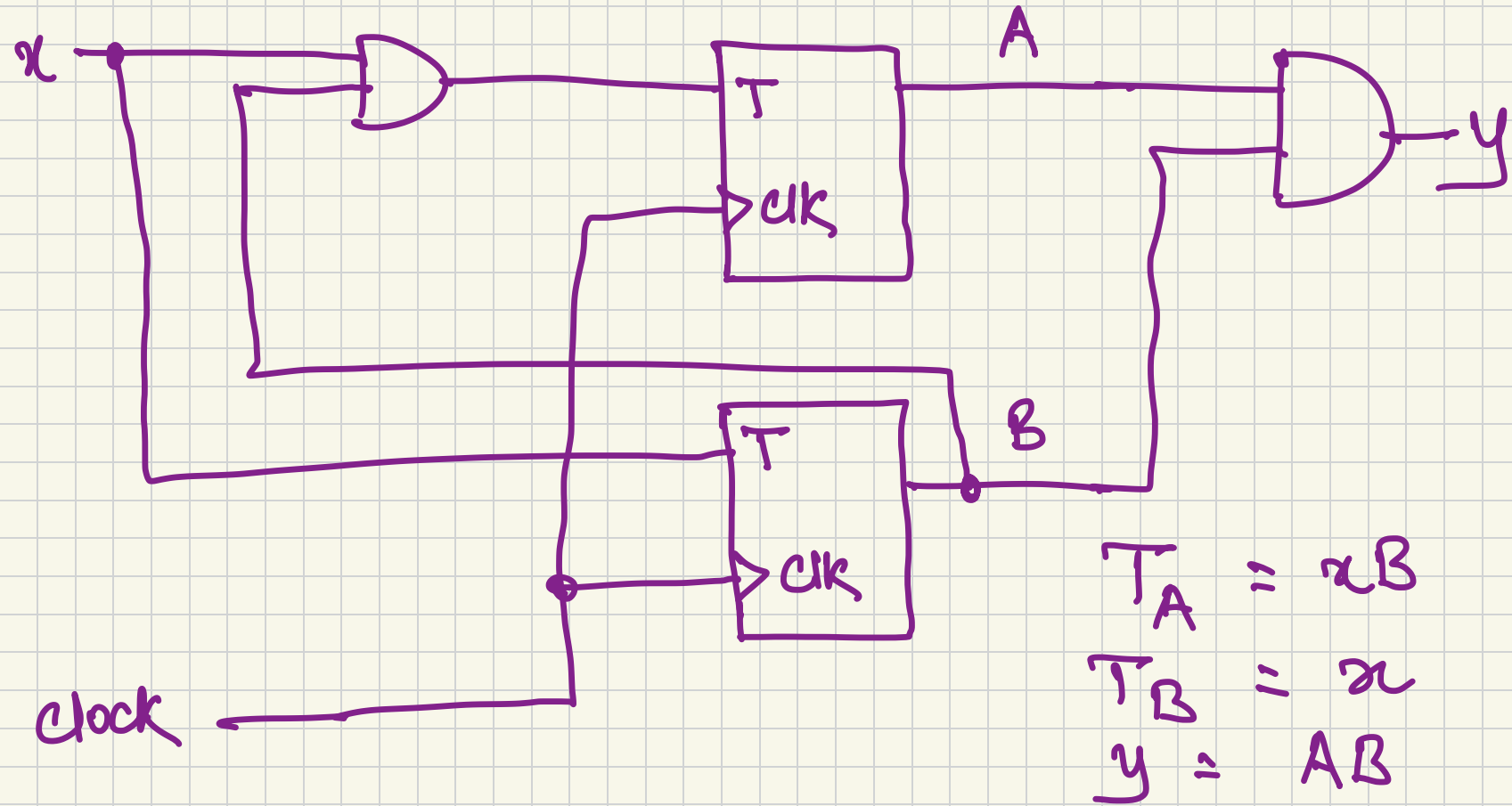
This could have been derived from the characteristic equations

$$\begin{aligned} A(t+1) &= J_A A' + K_A' A \\ &= BA' + (a'B)' A \\ &= BA' + (a + B') A \\ &= \underline{BA' + aA + B'A} \end{aligned}$$

Similarly for $B(t+1)$.



T flip-flop



$$A(t+1) = T_A A' + T_A' A$$

$$= \alpha B A' + (\alpha B)' A$$

$$= \alpha B A' + (\alpha' + B') A$$

$$= A' B \alpha + A \alpha' + A B'$$

$$B(t+1) = T_B B' + T_B' B$$

$$= B' \alpha + \alpha' B$$

$$= (B \oplus \alpha)$$

Flip-flop inputs

T_A T_B

0 0
0 1
0 0
1 1
0 0
0 1
0 0
1 1

Present State

A B

0 0
0 0
0 1
0 1
1 0

1 0

1 1
1 1

Input

x

0
1
0
1
0
1
0
1

Next State

A B

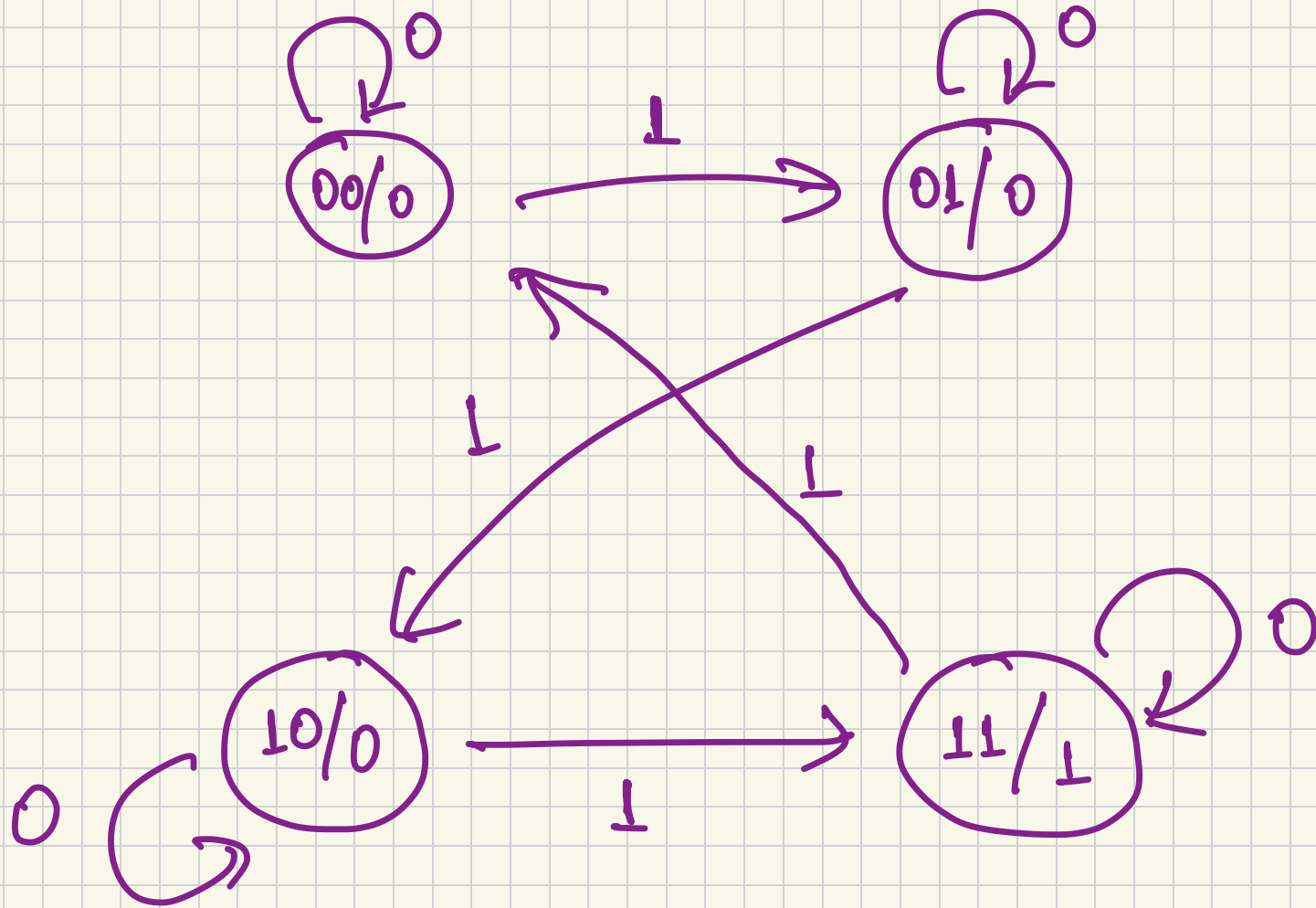
0 0
0 1
0 1
1 0
1 0
1 1
1 1
0 0

Output

Y

0
0
0
0
0
0
0
1

depends on the present state



Finite State Machines (FSMs)

→ Mealy and Moore models

↙
Output is a function of
both the present state
and the input

(Mealy machines)
FSM

↘
output is a
function of only
the present
state

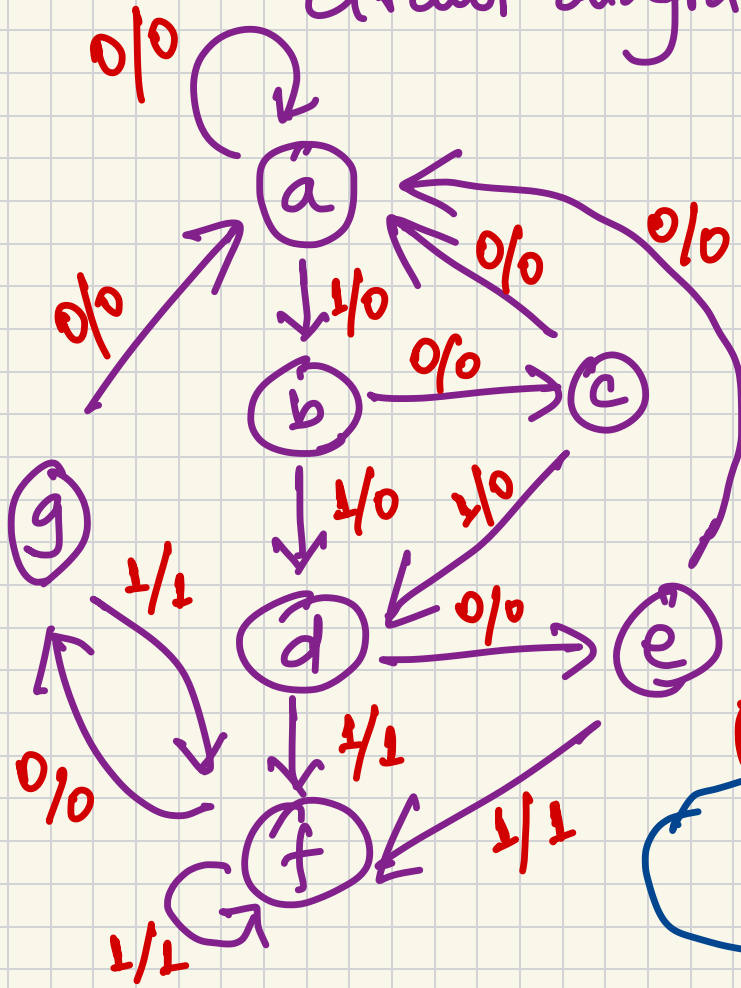
(Moore machines)
FSM

We have seen examples of both,

Circuit diagrams → Equations

→ State table →

State diagram ← Reduce it



Present	Next state		Output	
	$x=0$	$x=1$	$z=0$	$z=1$
a	a	b	0	0
b	c	d	0	0
c	a	d	0	0
d	e	f d	0	1
e	a	f d	0	1
f	g e	f	0	1
g	a	f	0	1

Present State

Next State

Output

000

a

$n=0$

a

$n=1$

b

$n=0$

0

$n=1$

0

001

b

c

d

0

0

010

c

a

d

0

0

011

d

e

d

0

1

100

e

a

d

0

1

101
110
110

Don't
care
conditions

Gray code

000

001

011

010

110

Onehot encoding

00001

00010

00100

01000

10000