# **Sequence Detector Circuit**

By: Kyle W. Brown

## **Goals of the Experiment**

To design a one-input, one-output sequence detector, that produces an output 1 every time the sequence 1111 is detected and an output 0 at all other times. The circuit is also required to recognize overlapping sequences, with the output string z that results from the following input string x using JK flip-flops.

The following input string will be used as part of the simulation x=110111111111010 and output string z=0000001111000. The sequence detector will be designed in schematic form to be compiled for simulation using the MAX7008S family on the EPM7129LS84-7 device in the Quartus 9.1 software.

## **Theory of Operation**

The basic primary formation of a flip flop is to store data. They can be used to keep a record or what value of variable (input, output or intermediate). Flip flops are also used to exercise control over the functionality of a digital circuit i.e. change the operation of a circuit depending on the state of one or more flip flops. These devices are mainly used in situations which require one or more of the following three: Operations, storage, and sequencing.

### Flip Flops

A digital computer needs devices which can store information. A flip flop is a binary storage device that can store a binary bit as either 0 or 1. It has two stable states HIGH and LOW i.e. 1 and 0. It has the property to remain in one state indefinitely until it is directed by an input signal to switch over to the other state. It is also called bistable multivibrator.

#### JK Flip Flops

The JK flip flop is probably the most widely used and is considered the universal flip flop because it can be used in many ways. A JK flip flop is a modified version of an SR flip flop with no "invalid" output state. And this is achieved by the addition of a clock input circuitry with the SR flip flop which prevents the "invalid "output condition that can occur when both inputs S and R are equal to logic level "1". JK flip flops are bistable circuits made up of logic gates. They exist in either of two stable states indefinitely or can be made to change its state by means of some external signal.

#### JK Flip Flop Applications

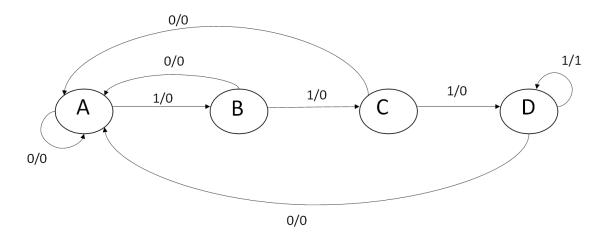
Common applications for JK flip flops include:

- Registers
- Counters
- Event Detectors
- Data Synchronizers



## • Frequency Divider

## State Diagram



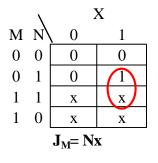
## **Excitation Table**

PS	NS	
	x=0	x=1
A	A,0	B,0
В	A,0	C,0
C	A,0	D,0
D	A,0	D,1

PS		NS		
M	N	x=0 MN	x=1 MN	
0	0	00,0	01,0	
0	1	00,0	11,0	
1	1	00,0	10,0	
1	0	00,0	10,1	



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	\	X		
M	N/	0	1	
0	0	X	X	
0	1	X	X	
1	1	1	0	
1	0		0	
$K_{M}=x'$				

	\	X		
M	N	0	1	
0	0	0		
0	1	X	X	
1	1	X	X	
1	0	0	0	
$J_N = M'x$				

	\			2	X
M	N		0		1
0	0		X		X
0	1		X		0
1	1		1		1
1	0		X.		Y.
$K_N = x' + M$					

	\	X		
M	N	0	1	
0	0	0	0	
0	1	0	0	
1	1	0	0	
1	0	0	$\Theta$	
Z= MN'x				

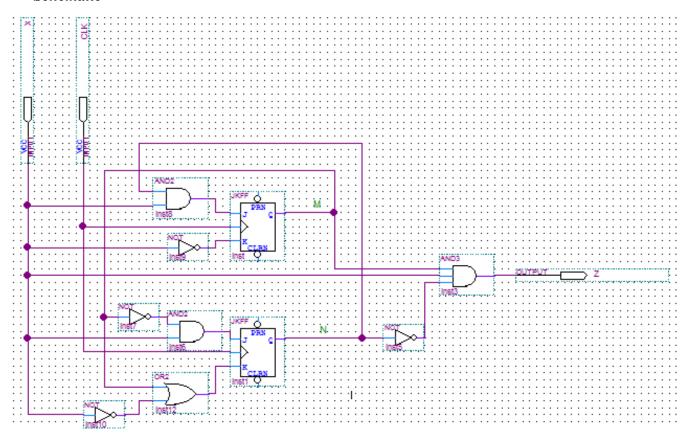
## **Schematics of the Circuit**

A schematic was designed from state diagram, excitation table, and k-map. If the J and K input are both at 1 and the clock pulse is applied, then the output will change state, regardless of its previous condition. If both J and K inputs are at 0 and the clock pulse is applied will result in no change in the output. There is no indeterminate condition in the operation of JK flip flop i.e. it has no ambiguous state. If J and K are different then the output Q takes the value of J at the next clock edge.

If J and K are both LOW then no change occurs. If J and K are both HIGH at the clock edge then the output will toggle from one state to the other. It can perform the functions of the SET/RESET flip-flop and has the advantage that there are no ambiguous states. It can also act as a T flip-flop to accomplish toggling action if J and K are tied together. This TOGGLE application finds extensive use in binary counters.



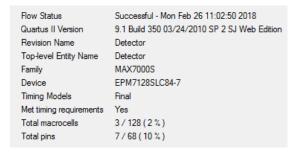
#### **Schematic**

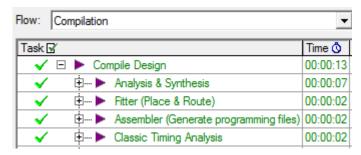


## **Experimental Results**

The schematic was compiled to expedite synthesis of the circuit into waveform for simulation analysis. The results from the compilation were used as values for preparation of the waveform editor. The compilation and simulation success are documented below.

#### Compilation Results





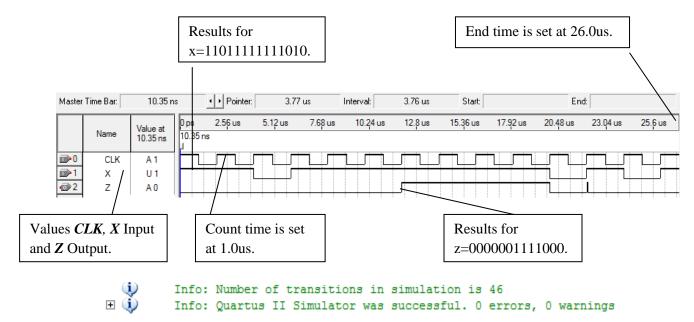


Info: Quartus II Classic Timing Analyzer was successful. 0 errors, 2 warnings Info: Quartus II Full Compilation was successful. 0 errors, 2 warnings

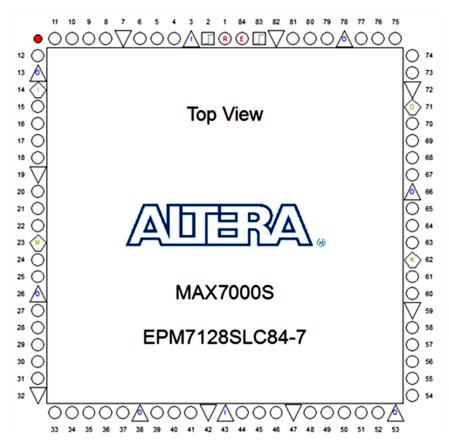


#### Simulation Results

Below is the Waveform for the sequence detector circuit. The simulation is based on a 26.0us end time with a 1.0us count time as denoted.



#### Pin Assignment





#### **Conclusion**

A sequence detector circuit was designed using *JK Flip Flops* with *CLK* and *X* as inputs and *Z* as the output. Based on the state diagram, excitation table, and k-map a schematic was designed for compilation and simulation that provided successful results. There were no errors to document in the compilation or simulation reports. The circuit is suitable to proceed to the next step in the design.



## **Reference Page**

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