

Chapter5-Synchronous Sequential Logic

Lecture3- Design JK and T Flip-Flops using D Flip-flops

Objectives

- Construct JK and T Flip-flops using D Flip-flops
- Derive Characteristic tables, Characteristic equations, and State equations

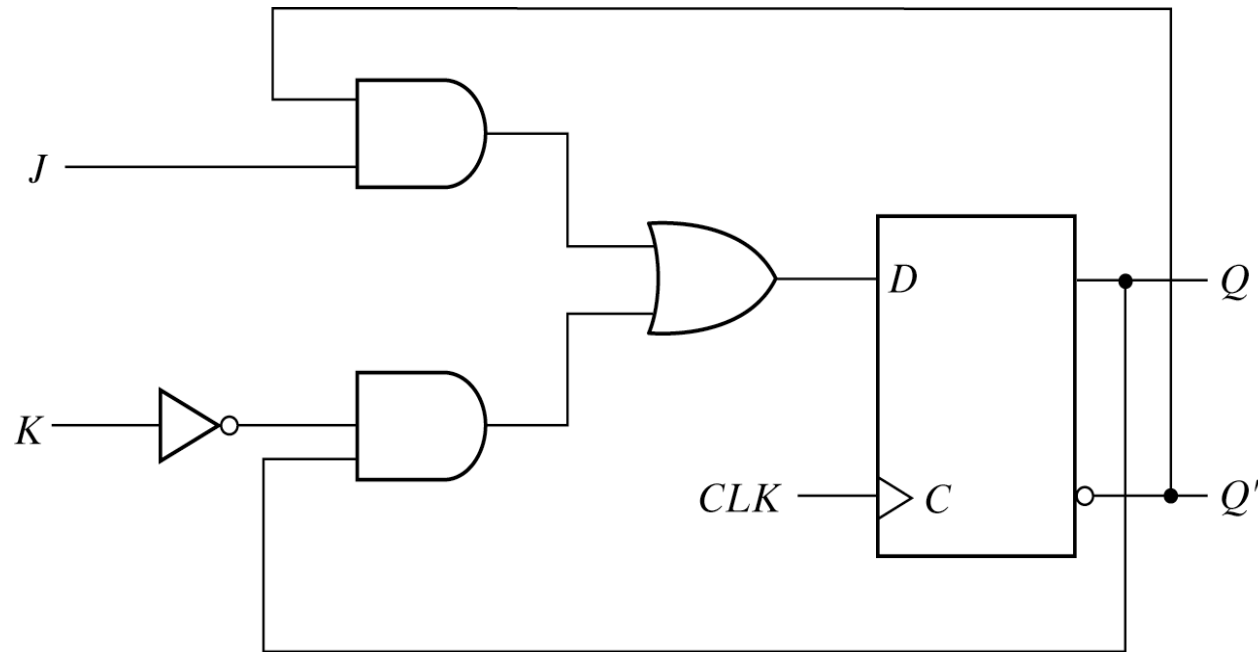
Other Flip Flops

- D flip-flop is the basic flip-flop and other types of flip flops can be constructed by using the D flip flop and external logic. The other most widely used flip-flops in the design of digital systems are:
 - JK flip flop
 - T (Toggle) flip flop
- There are three basic operations that can be performed with a flip-flop: Set it to 1, Reset it to 0, or complement its output.
- Synchronized with a clock signal, the JK flip performs all these three operations.

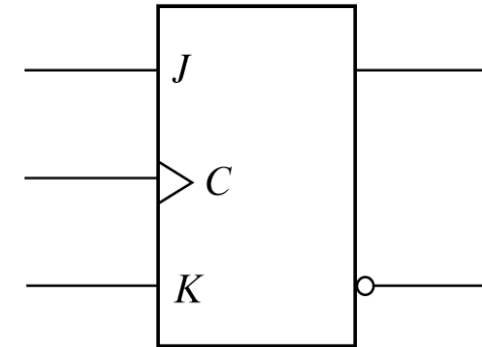
JK Flip Flop

- The **JK flip flop** has two inputs J and K, and two outputs Q and Q'. It performs four basic operations:
 - set it to 1 i.e $Q=1$
 - reset it to 0 i.e $Q=0$
 - complement the output i.e $Q(t+1)=Q'(t)$
 - No change i.e $Q(t+1)=Q(t)$
- The **J** input **sets** the flip flop to 1.
- The **K** input **resets** the flip flop to 0.
- When both J and K are **enabled**, the output is **complemented**.
- When J and K are both 0, the data most recently stored is **held**.

JK Flip Flop Logic



(a) Circuit diagram



(b) Graphic symbol

Fig. 5-12 JK Flip-Flop

Analysis of the JK Circuit

- The circuit applied to the D input is

$$D = JQ' + K'Q$$

- If $J = 1$ and $K = 0$, $D = Q + Q' = 1$, set to 1
 - If $J = 0$ and $K = 1$, $D = 0$, reset to 0
 - If $J = K = 1$, $D = Q'$, complements the output
 - If $J = K = 0$, $D = Q$, leaving the output unchanged
- The characteristics table of the JK flip-flop is shown below

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

- The characteristics table defines the next state $Q(t+1)$ of a flip-flop in terms of its present state $Q(t)$ and flip-flop inputs.
- The characteristics equation of the flip-flop is

$$Q(t+1) = J(t)Q'(t) + K'(t)Q(t)$$

T Flip Flop

- The **T (Toggle) flip flop** is a **complementing** flip flop and can be obtained from a JK flip flop when inputs J and K are **tied** together.
- Because of its complementing property T flip-flop is extensively used in the design of counters.
- The T flip flop can be obtained from a D flip flop by using an **XOR** as the **input** for D.
 - The expression for D input is $D = T \oplus Q = TQ' + T'Q$
 - When $T = 0$, ($j = k = 0$) then $D = Q$ and there is no change in the output
 - When $T = 1$, ($j = k = 1$) then $D = Q'$ and the output complements

T Flip Flop Logic Diagram

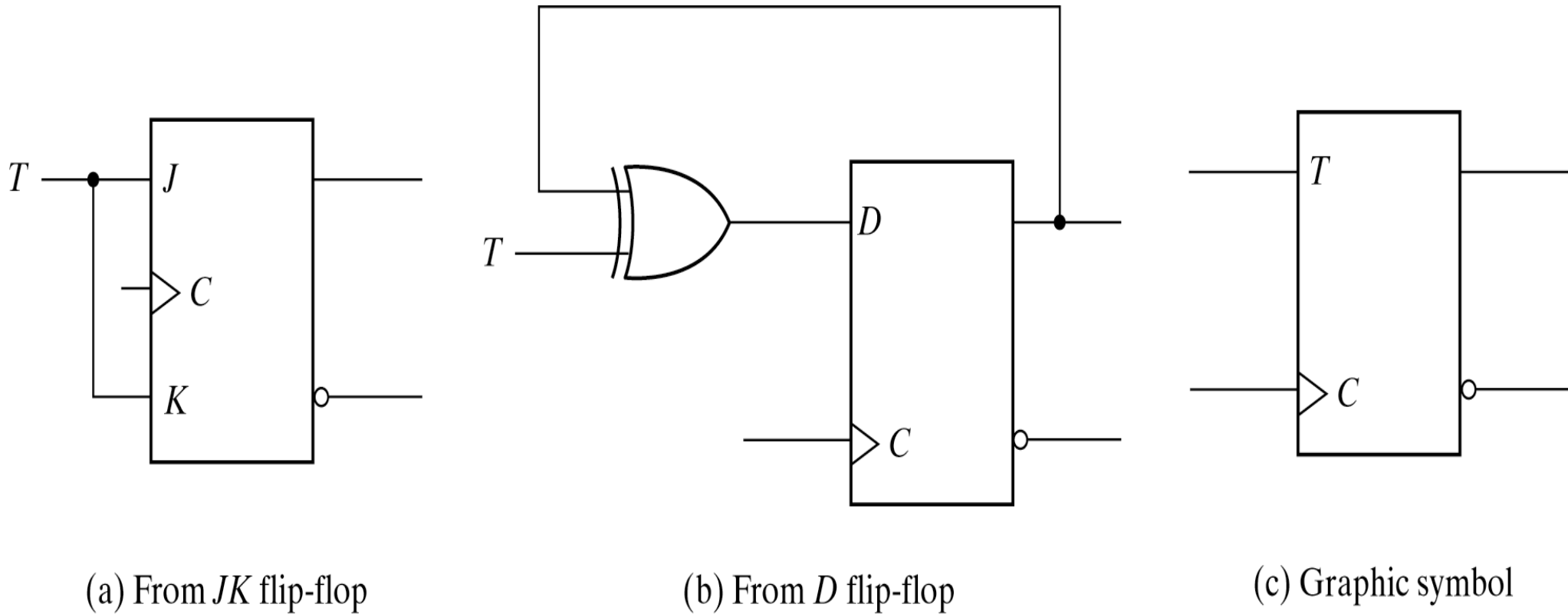


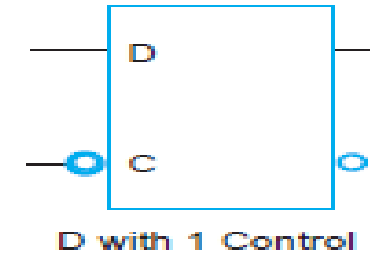
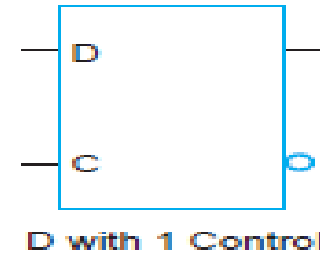
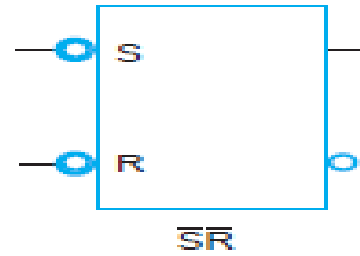
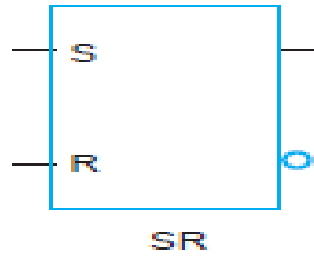
Fig. 5-13 T Flip-Flop

T Flip Flop Characteristic Table

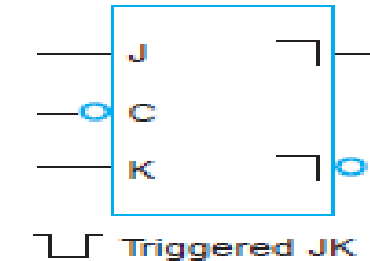
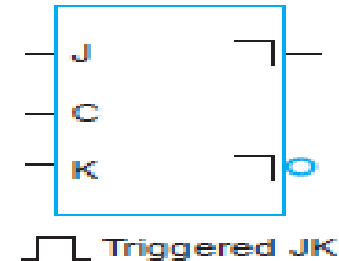
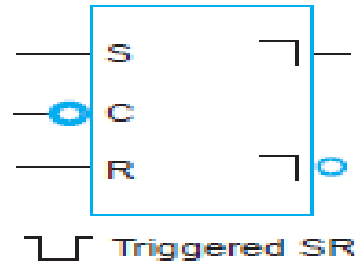
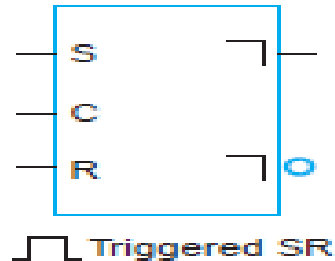
- The following characteristic table for T flip-flop shows:
When $T=0$; the flip-flop preserves previously stored value i.e No Change
When $T=1$; the flip-flop toggles

T Flip-Flop		
T	$Q(t+1)$	
0	$Q(t)$	No change
1	$Q'(t)$	Complement

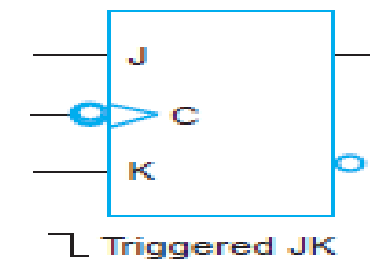
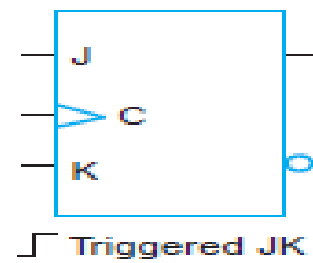
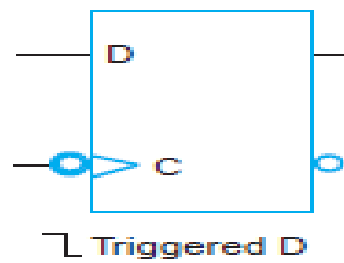
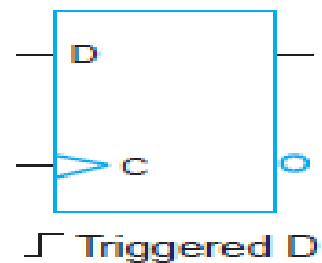
Standard Graphic Symbols of Latches and Flip-Flops



(a) Latches



(b) Master-Slave Flip-Flops



(c) Edge-Triggered Flip-Flops

Characteristic Tables of Flip-Flops

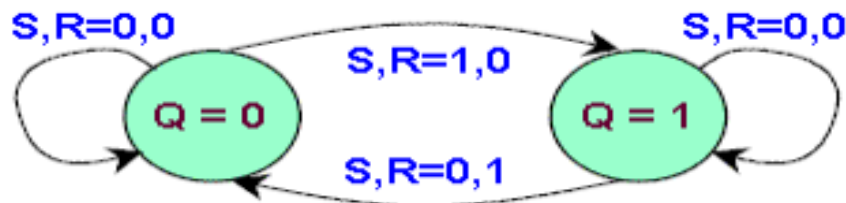
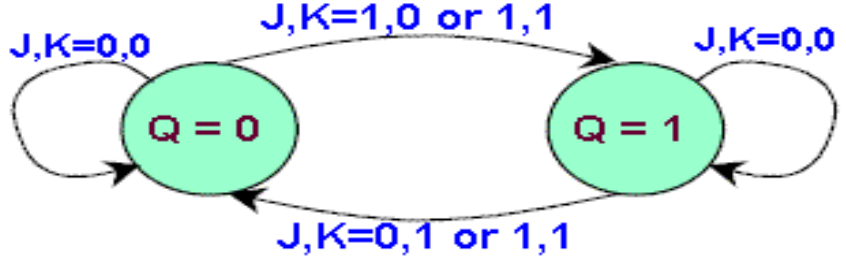
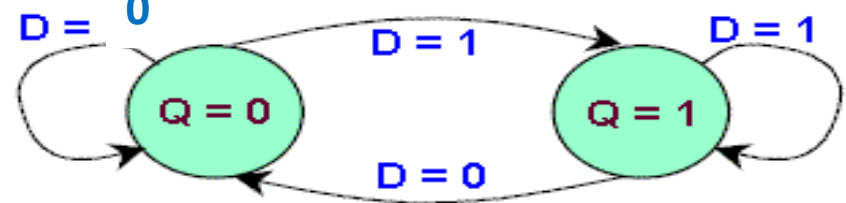
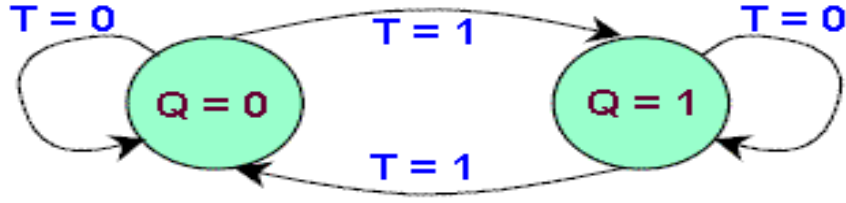
(a) <i>JK</i> Flip-Flop				(b) <i>SR</i> Flip-Flop			
J	K	$Q(t+1)$	Operation	S	R	$Q(t+1)$	Operation
0	0	$Q(t)$	No change	0	0	$Q(t)$	No change
0	1	0	Reset	0	1	0	Reset
1	0	1	Set	1	0	1	Set
1	1	$\overline{Q}(t)$	Complement	1	1	?	Undefined

(c) <i>D</i> Flip-Flop			(d) <i>T</i> Flip-Flop		
D	$Q(t+1)$	Operation	T	$Q(t+1)$	Operation
0	0	Reset	0	$Q(t)$	No change
1	1	Set	1	$\overline{Q}(t)$	Complement

Characteristic Equations of Flip-Flops

- The **D** flip flop can be expressed as:
 - $Q(t + 1) = D$
- The **JK** flip flop can be expressed as:
 - $Q(t + 1) = JQ' + K'Q$
- The **T** flip flop can be expressed as:
 - $Q(t + 1) = TQ' + T'Q$
- The **SR** flip flop can be expressed as:
 - $Q(t + 1) = S + R'Q$

State Diagrams of All Flip-Flops

NAME	STATE DIAGRAM
SR	 <pre> graph LR Q0((Q = 0)) Q1((Q = 1)) Q0 -- "S,R=0,0" --> Q0 Q0 -- "S,R=1,0" --> Q1 Q1 -- "S,R=0,1" --> Q0 Q1 -- "S,R=0,0" --> Q1 </pre>
JK	 <pre> graph LR Q0((Q = 0)) Q1((Q = 1)) Q0 -- "J,K=0,0" --> Q0 Q0 -- "J,K=1,0 or 1,1" --> Q1 Q1 -- "J,K=0,1 or 1,1" --> Q0 Q1 -- "J,K=0,0" --> Q1 </pre>
D	 <pre> graph LR Q0((Q = 0)) Q1((Q = 1)) Q0 -- "D=0" --> Q0 Q0 -- "D=1" --> Q1 Q1 -- "D=0" --> Q0 Q1 -- "D=1" --> Q1 </pre>
T	 <pre> graph LR Q0((Q = 0)) Q1((Q = 1)) Q0 -- "T=0" --> Q0 Q0 -- "T=1" --> Q1 Q1 -- "T=1" --> Q0 Q1 -- "T=0" --> Q1 </pre>

Flip-Flop Excitation Tables

(a) <i>JK</i> Flip-Flop				(b) <i>SR</i> Flip-Flop			
$Q(t)$	$Q(t + 1)$	J	K	$Q(t)$	$Q(t + 1)$	S	R
0	0	0	X	0	0	0	X
0	1	1	X	0	1	1	0
1	0	X	1	1	0	0	1
1	1	X	0	1	1	X	0

(c) <i>D</i> Flip-Flop			(d) <i>T</i> Flip-Flop		
$Q(t)$	$Q(t + 1)$	D	$Q(t)$	$Q(t + 1)$	T
0	0	0	0	0	0
0	1	1	0	1	1
1	0	0	1	0	1
1	1	1	1	1	0

The End