

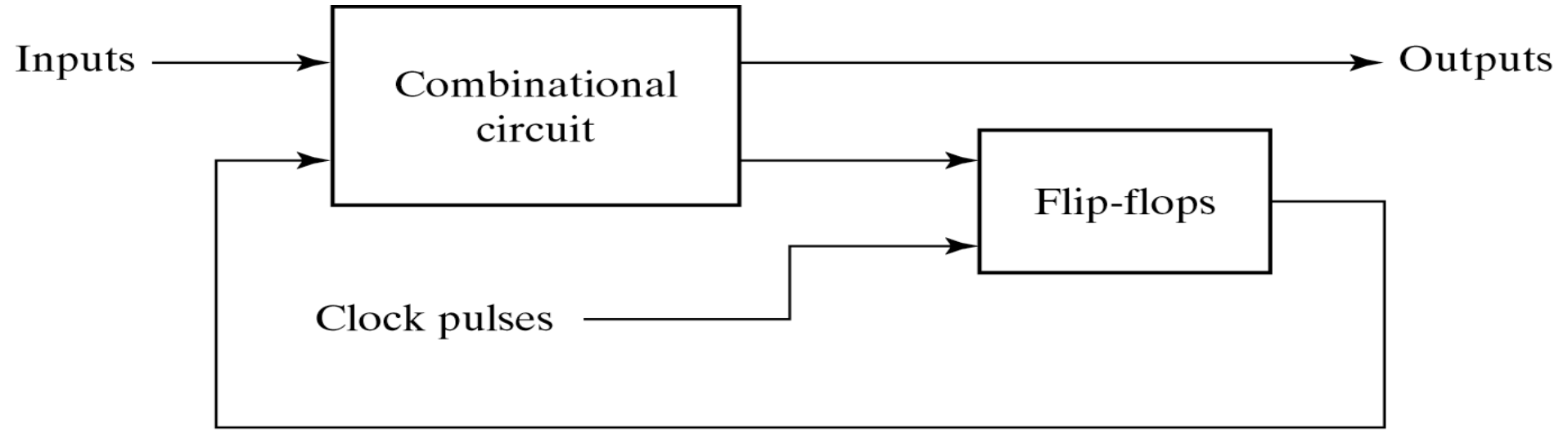
# Chapter5-Synchronous Sequential Logic

## Lecture5- Analysis of Clocked Sequential Circuits

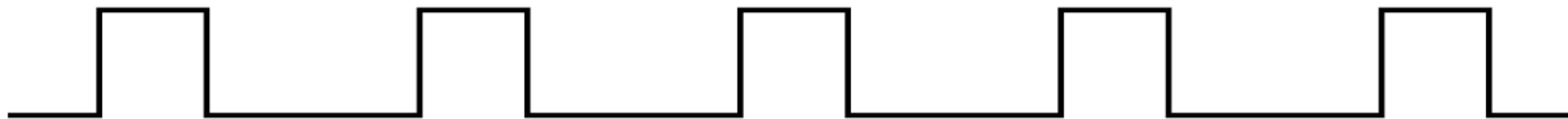
# Objectives

- Analyze Clocked Sequential Circuits with D, JK, and T Flip-flops

# Block Diagram of Synchronous Sequential Circuit



(a) Block diagram



(b) Timing diagram of clock pulses

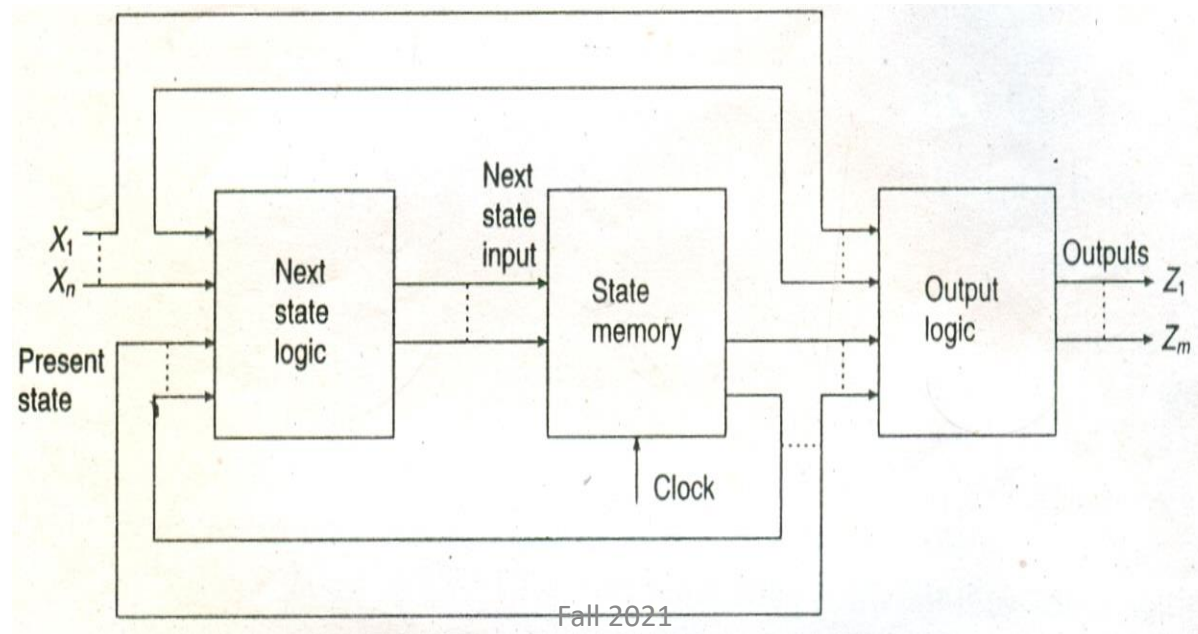
Fig. 5-2 Synchronous Clocked Sequential Circuit

# Mealy and Moore Models

- There are two types of synchronous sequential machines namely **Mealy** and **Moore**. These machines differ in the way the output is generated.
  - In the first type of machine the output depends on both its present state and also its inputs. This type of machine is referred to as the **Mealy machine** and its behavior is defined by the following equations:

Next State =  $f(\text{Present State, inputs})$

Output =  $g(\text{Present State, inputs})$

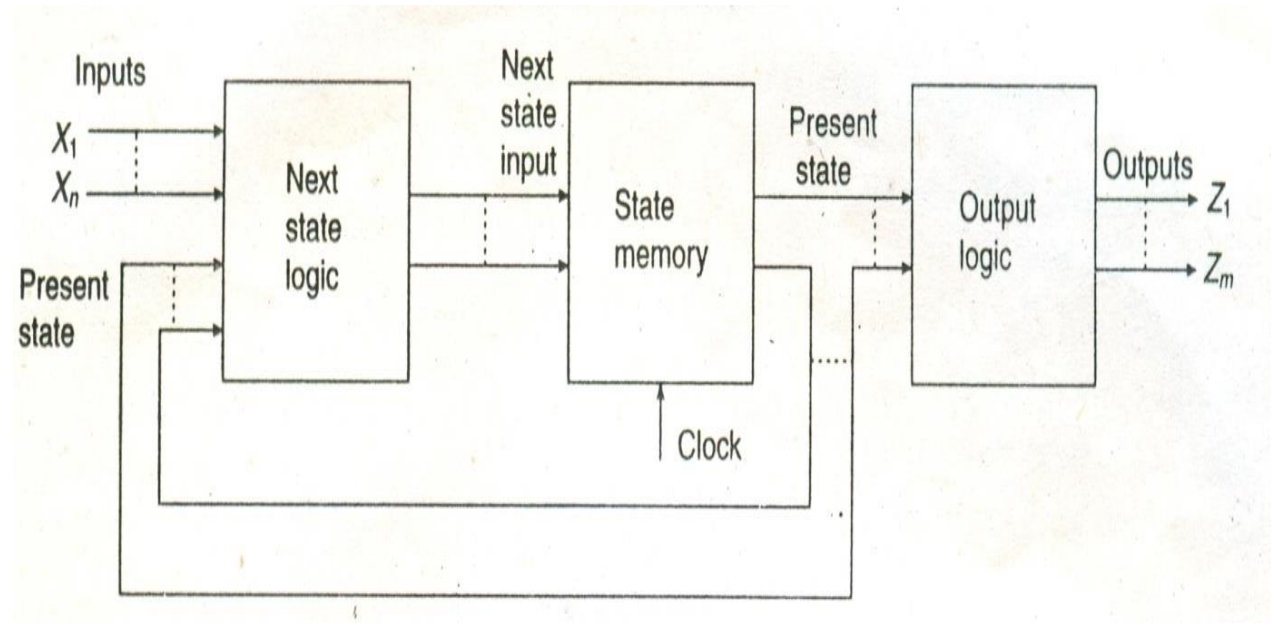


# Mealy and Moore Models

The second of these machines has an output that depends only on its present state and is referred to as **Moore machine**. The behavior of the machine is defined by the following equations:

$$\text{Next State} = f(\text{Present State, inputs})$$

$$\text{Output} = g(\text{Present State})$$



# Analysis of Clocked Sequential Circuits

- The behavior of a clocked sequential circuit is determined from the inputs, the outputs, and the state of its flip flops.
  - The outputs and the next state are both a function of the inputs and the present state.
- Analysis starts with the given logic diagram or a set of equations from which block diagram can be drawn and consists of obtaining a table or a diagram for the time sequence of inputs, outputs, and internal states.
- From the state table or diagram we can determine the function performed by the clocked sequential circuit.

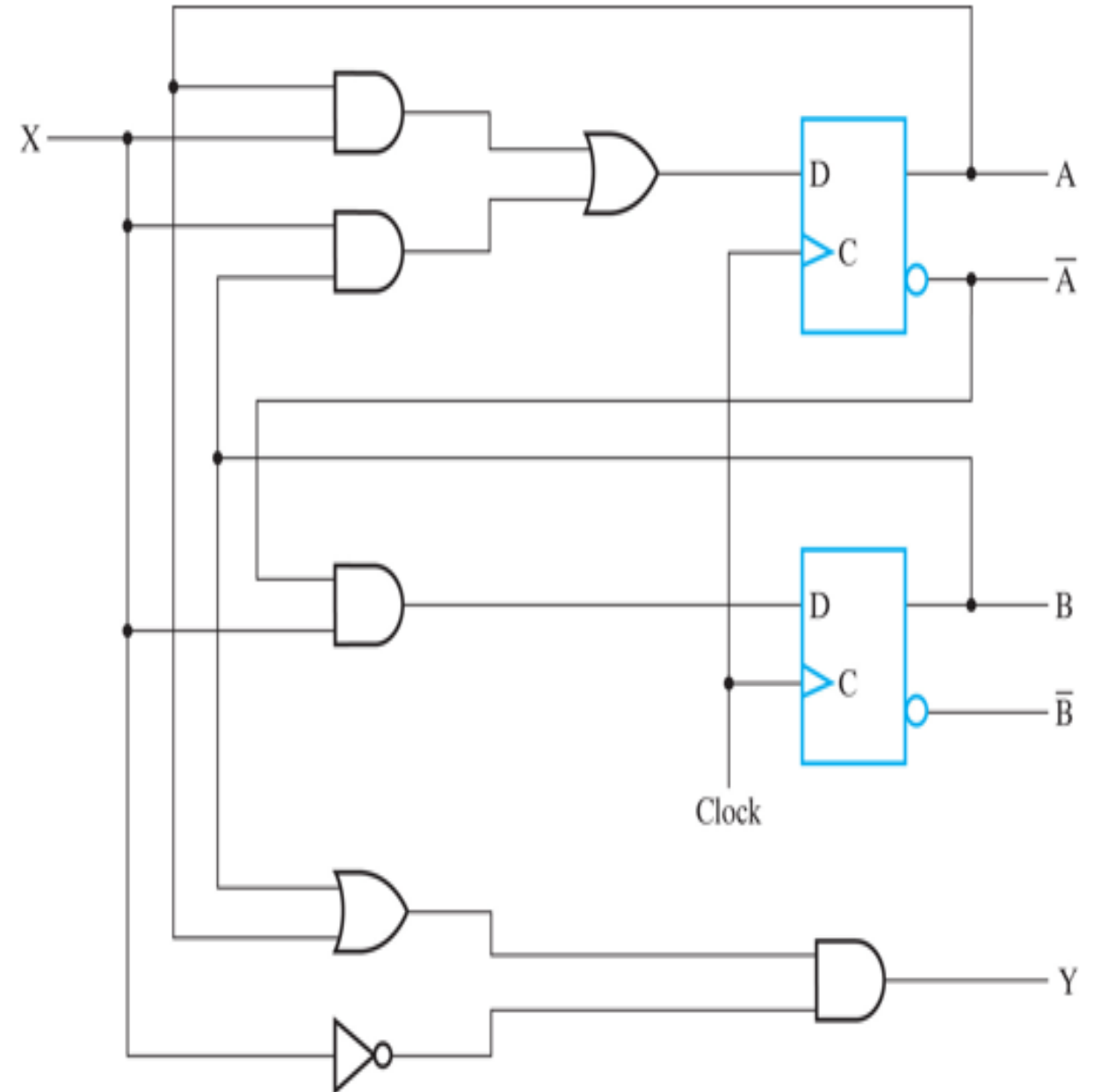
# State Equations

- The behavior of a clocked sequential circuit can be described algebraically by means of **state equations**.
- A **state equation** (also called **transition equation**) specifies the next state as a function of the present state and inputs.
  - It is an algebraic equation that specifies the condition for a flip flop state transition.
- Consider the circuit shown in next slide. It consists of two D flip-flops A and B and an output y.

# Example of Sequential Circuit

Since the D input determines the next state:

- $A(t + 1) = A(t)x(t) + B(t)x(t)$   
 $= Ax + Bx;$   
State Equation of A
- $B(t + 1) = A'(t)x(t) = A'x$   
State Equation of B
- $y(t) = [A(t) + B(t)]x'(t) = (A + B)x'$   
Output Equation of Circuit





# State Table- Our Example Cont...

- The time sequence of inputs, outputs, and flip flop states can be enumerated in a state table (sometimes called a **transition table**).
  - The table consists of four sections
    - **Present** state shows the states of the flip flops at time  $t$
    - **Input** gives input values for each possible present state
    - **Next state** shows the states of the flip flops one cycle later at  $t + 1$
    - **Output** gives the value of circuit outputs at time  $t$  for each present state and input condition
- The derivation of a state table requires listing all possible binary combinations of present state and inputs.
  - In our example, we have eight combinations from 000 to 111.
- The next state values are then determined from the logic diagram or from the state equations.

# State Table- Our Example Cont...

| Present State |   | Input | Next State |   | Output |
|---------------|---|-------|------------|---|--------|
| A             | B |       | A          | B | Y      |
| 0             | 0 | 0     | 0          | 0 | 0      |
| 0             | 0 | 1     | 0          | 1 | 0      |
| 0             | 1 | 0     | 0          | 0 | 1      |
| 0             | 1 | 1     | 1          | 1 | 0      |
| 1             | 0 | 0     | 0          | 0 | 1      |
| 1             | 0 | 1     | 1          | 0 | 0      |
| 1             | 1 | 0     | 0          | 0 | 1      |
| 1             | 1 | 1     | 1          | 0 | 0      |

# Generic Procedure for State Table

- A sequential circuit with  $m$  flip flops and  $n$  inputs needs  $2^{m+n}$  rows in the state table.
- The numbers 0 through  $2^{m+n} - 1$  are listed under the present state and input columns.
- The next state section has  $m$  columns, one for each flip flop.
  - Next state values are derived from the state equations.
- The output section has as many columns as there are output values
  - Output values are derived from the circuit or the Boolean function in the same matter as a truth table.

# An alternate form of State Table

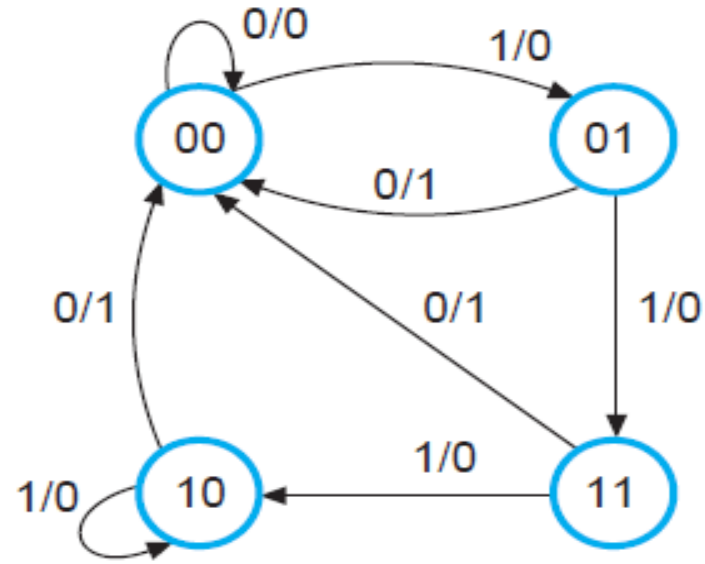
| Present state |   | Next state |   |       |   | Output |       |
|---------------|---|------------|---|-------|---|--------|-------|
|               |   | X = 0      |   | X = 1 |   | X = 0  | X = 1 |
| A             | B | A          | B | A     | B | Y      | Y     |
| 0             | 0 | 0          | 0 | 0     | 1 | 0      | 0     |
| 0             | 1 | 0          | 0 | 1     | 1 | 1      | 0     |
| 1             | 0 | 0          | 0 | 1     | 0 | 1      | 0     |
| 1             | 1 | 0          | 0 | 1     | 0 | 1      | 0     |

| Present State |   | Input | Next State |   | Output |
|---------------|---|-------|------------|---|--------|
| A             | B | X     | A          | B | Y      |
| 0             | 0 | 0     | 0          | 0 | 0      |
| 0             | 0 | 1     | 0          | 1 | 0      |
| 0             | 1 | 0     | 0          | 0 | 1      |
| 0             | 1 | 1     | 1          | 1 | 0      |
| 1             | 0 | 0     | 0          | 0 | 1      |
| 1             | 0 | 1     | 1          | 0 | 0      |
| 1             | 1 | 0     | 0          | 0 | 1      |
| 1             | 1 | 1     | 1          | 0 | 0      |

# State Diagram

- Information in a state table can be represented graphically in the form of a state diagram.
- In a state diagram:
  - a state is represented by a circle
  - transitions between states are indicated by directed lines connecting the circles
  - Binary numbers inside the circles represent state of the flip flops
  - Directed lines are labeled with two binary numbers separated by a slash
    - The input value during the present state is labeled first
    - The second number gives the output after the present state with the given input

# Example State Diagram



| Present state |   | Next state |   |       |   | Output |       |
|---------------|---|------------|---|-------|---|--------|-------|
|               |   | X = 0      |   | X = 1 |   | X = 0  | X = 1 |
| A             | B | A          | B | A     | B | Y      | Y     |
| 0             | 0 | 0          | 0 | 0     | 1 | 0      | 0     |
| 0             | 1 | 0          | 0 | 1     | 1 | 1      | 0     |
| 1             | 0 | 0          | 0 | 1     | 0 | 1      | 0     |
| 1             | 1 | 0          | 0 | 1     | 0 | 1      | 0     |

# Flip Flop Input Equations

- The part of the circuit that generates the inputs to flip flops is described algebraically by a set of Boolean functions called flip flop input equations (excitation equations).
- The notation of an input equation consists of the flip flop input symbol with a subscript to denote the name of the flip flop output
  - $D_Q = x + y$
- In our example the following input equations would be used:
  - $D_A = Ax + Bx$
  - $D_B = A'x$
  - $Y = (A + B)x'$

# Analysis With D Flip Flops

- We start analysis of a sequential circuit described by the following input equation:

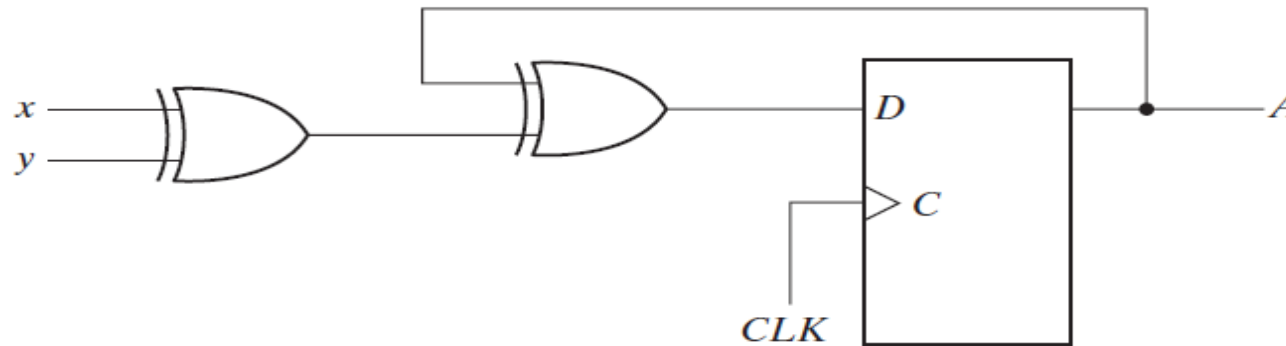
$$D_A = A \oplus x \oplus y$$

- The symbol  $D_A$  implies a D flip flop with output A.
- The x and y variables are the inputs to the circuit.
- No outputs are given so the output is implied to come from the output of the flip flop.
- The state table has one column for flip-flop A, two columns for the two inputs, and one column for the next state of A. The binary numbers under Axy are listed from 000 through 111.
- The next-state values are obtained from the state equation

$$A(t+1) = A \oplus x \oplus y$$



# Analysis With D Flip Flops Cont...

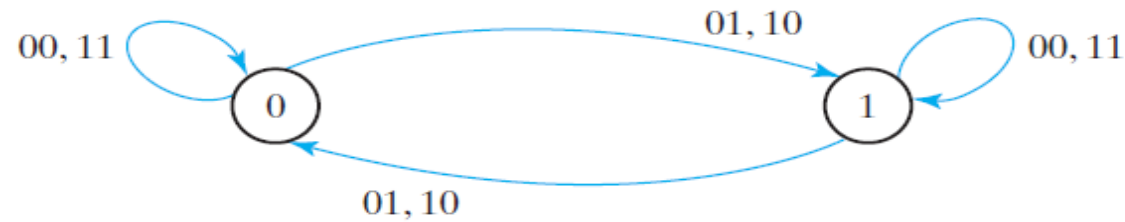


(a) Circuit diagram

| Present state | Inputs |     | Next state |
|---------------|--------|-----|------------|
| $A$           | $x$    | $y$ | $A$        |
| 0             | 0      | 0   | 0          |
| 0             | 0      | 1   | 1          |
| 0             | 1      | 0   | 1          |
| 0             | 1      | 1   | 0          |
| 1             | 0      | 0   | 1          |
| 1             | 0      | 1   | 0          |
| 1             | 1      | 0   | 0          |
| 1             | 1      | 1   | 1          |

(b) State table

$$\text{DA} = A \oplus x \oplus y$$



(c) State diagram

Fig. 5-17 Sequential Circuit with D Flip-Flop  
Fall 2021

# Analysis Notes

- With D type flip flops, the state equation is the same as the input equation.
- With JK and T flip flops, it is necessary to refer to the corresponding characteristic table or characteristic equation to obtain the next state values.

# JK and T Flip Flop Analysis

- For a D type flip-flop, the state equation is same as the input equation. When other than the D type flip-flop is used, such as JK or T, it is necessary to refer to the corresponding characteristic table or characteristic equation to obtain the next-state values.
- The next-state values of a sequential circuit that uses flip flops such as JK or T type can be derived using the following procedure:
  - Determine the flip flop input equations in terms of the present state and input variables
  - List the binary values of each input equation
  - Use the corresponding flip flop characteristic table to determine the next state values in the state table

# JK Analysis Example

- $J_A = B;$
- $J_B = x';$
- $K_A = Bx';$
- $K_B = A'x + Ax' = A \oplus x$

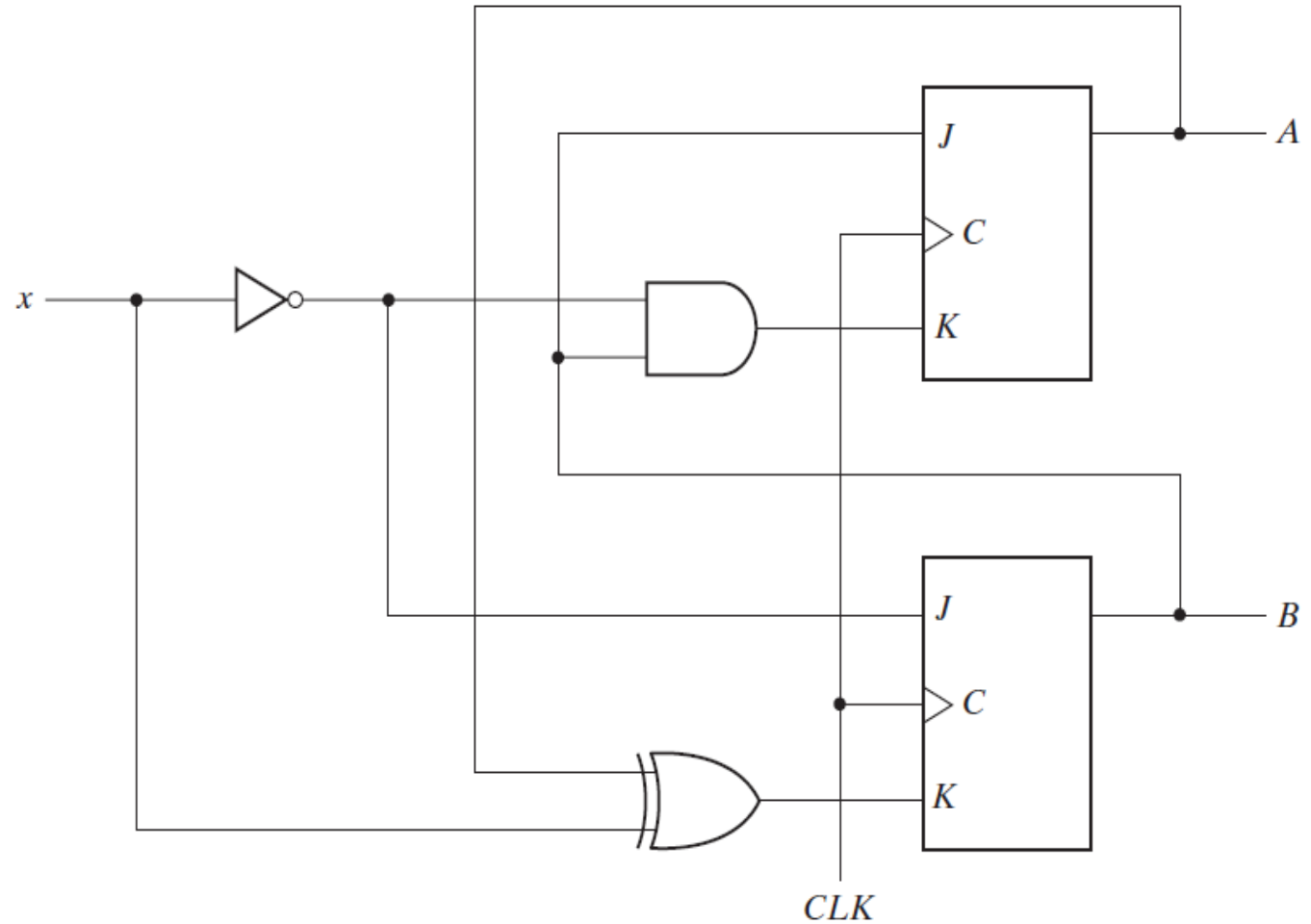


Fig. 5-18 Sequential Circuit with JK Flip-Flop

# JK Analysis State Table

| Present state |   | Input | Next state |   | Flip-flop inputs |                |                |                |
|---------------|---|-------|------------|---|------------------|----------------|----------------|----------------|
| A             | B | X     | A          | B | J <sub>A</sub>   | K <sub>A</sub> | J <sub>B</sub> | K <sub>B</sub> |
| 0             | 0 | 0     | 0          | 1 | 0                | 0              | 1              | 0              |
| 0             | 0 | 1     | 0          | 0 | 0                | 0              | 0              | 1              |
| 0             | 1 | 0     | 1          | 1 | 1                | 1              | 1              | 0              |
| 0             | 1 | 1     | 1          | 0 | 1                | 0              | 0              | 1              |
| 1             | 0 | 0     | 1          | 1 | 0                | 0              | 1              | 1              |
| 1             | 0 | 1     | 1          | 0 | 0                | 0              | 0              | 0              |
| 1             | 1 | 0     | 0          | 0 | 1                | 1              | 1              | 1              |
| 1             | 1 | 1     | 1          | 1 | 1                | 0              | 0              | 0              |

- $J_A = B$
- $J_B = x'$
- $K_A = Bx'$
- $K_B = A'x + Ax' = A \oplus x$

| 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 |

# JK Analysis State Diagram

| Present State |   | Input | x | Next State |   | Flip-Flop Inputs |       |       |       |
|---------------|---|-------|---|------------|---|------------------|-------|-------|-------|
| A             | B |       |   | A          | B | $J_A$            | $K_A$ | $J_B$ | $K_B$ |
| 0             | 0 | 0     | 0 | 0          | 1 | 0                | 0     | 1     | 0     |
| 0             | 0 | 1     | 1 | 0          | 0 | 0                | 0     | 0     | 1     |
| 0             | 1 | 0     | 0 | 1          | 1 | 1                | 1     | 1     | 0     |
| 0             | 1 | 1     | 1 | 1          | 0 | 1                | 0     | 0     | 1     |
| 1             | 0 | 0     | 0 | 1          | 1 | 0                | 0     | 1     | 1     |
| 1             | 0 | 1     | 1 | 1          | 0 | 0                | 0     | 0     | 0     |
| 1             | 1 | 0     | 0 | 0          | 0 | 1                | 1     | 1     | 1     |
| 1             | 1 | 1     | 1 | 1          | 1 | 1                | 0     | 0     | 0     |

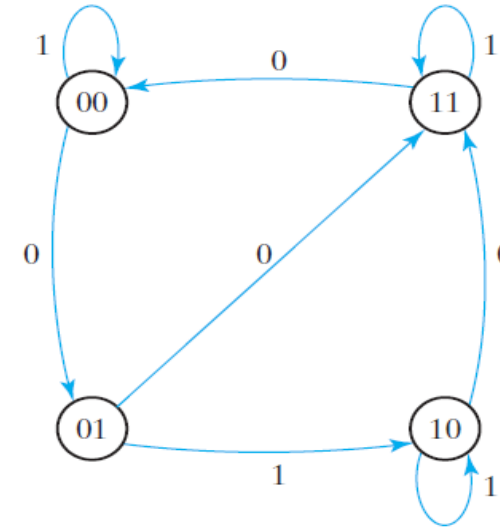


Fig. 5-19 State Diagram of the Circuit of Fig. 5-18

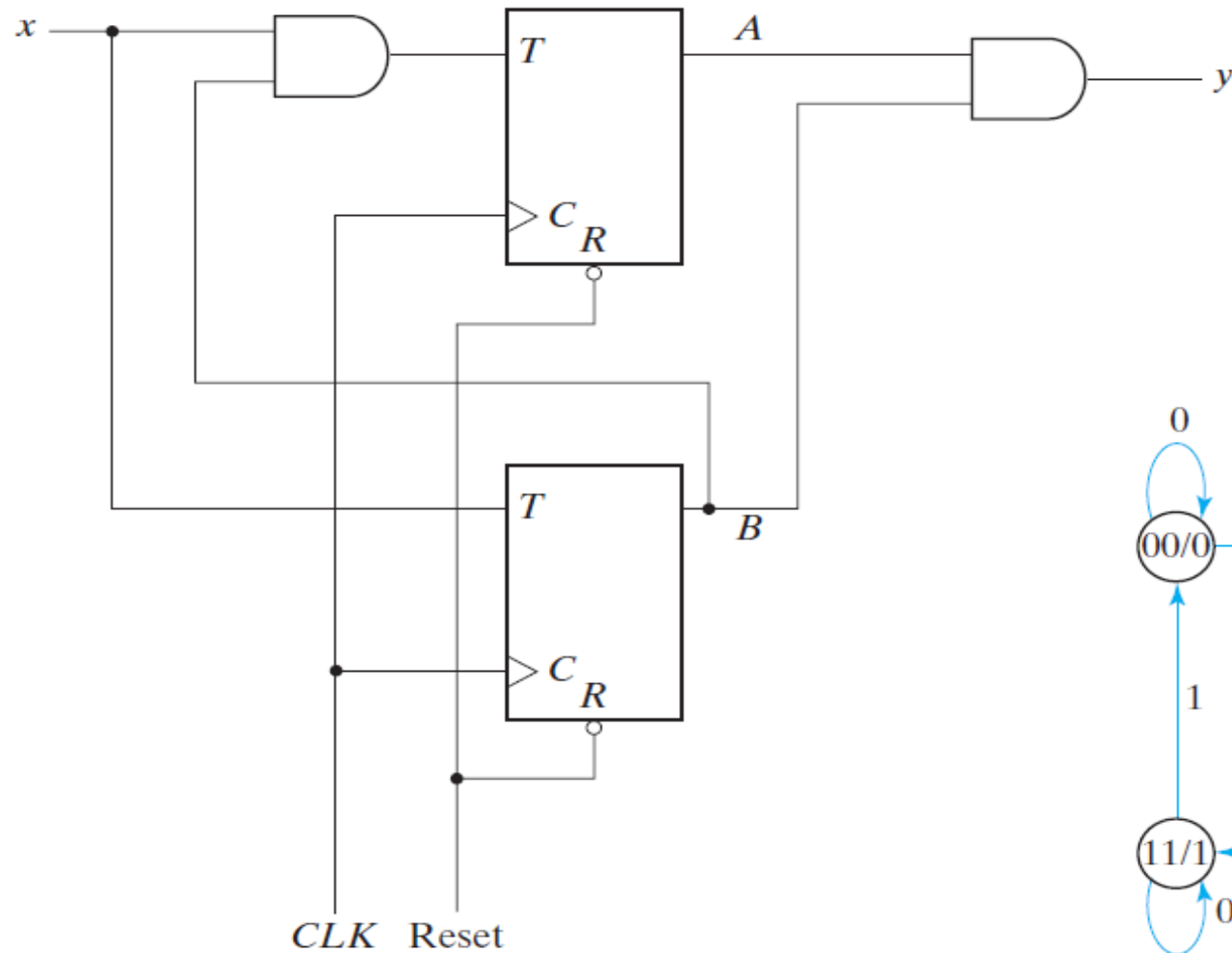
- $J_A = B$
- $J_B = x'$
- $K_A = Bx'$
- $K_B = A'x + Ax' = A \oplus x$

- $A(t+1) = J_A A' + K_A' A = BA' + (Bx')'A$   
 $= A'B + AB' + Ax$
- $B(t+1) = J_B B' + K_B' B = x'B' + (A \oplus x)'B$   
 $= B'x' + ABx + A'Bx'$

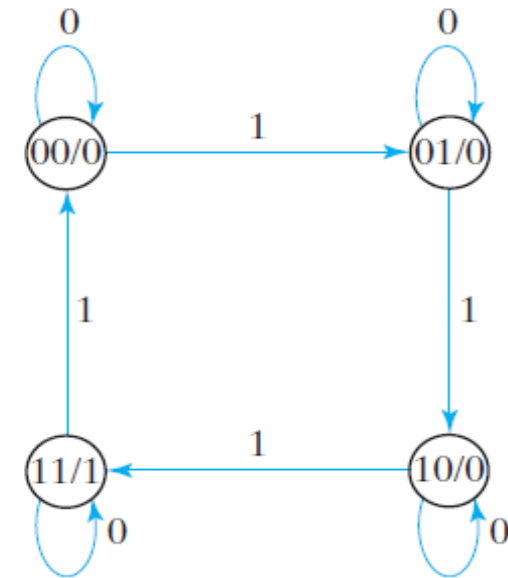
# T Flip Flop Analysis

- Analysis of a sequential circuit with T flip flops follows the same procedure outlined for JK flip flops.
- The next state values in the state table can be obtained wither by using the characteristic table or the characteristic equation
  - $Q(t + 1) = T \oplus Q = T'Q + TQ'$

# T Flip Flop Analysis Example



(a) Circuit diagram



(b) State diagram



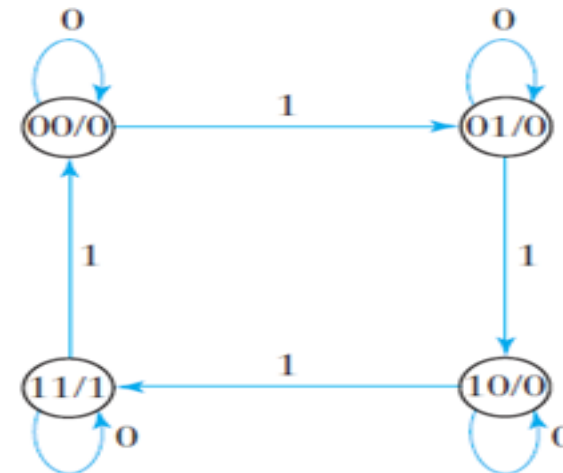
# T Flip Flop Analysis State Table

| Present State |   | Input | Next State |   | Output |
|---------------|---|-------|------------|---|--------|
| A             | B | x     | A          | B | y      |
| 0             | 0 | 0     | 0          | 0 | 0      |
| 0             | 0 | 1     | 0          | 1 | 0      |
| 0             | 1 | 0     | 0          | 1 | 0      |
| 0             | 1 | 1     | 1          | 0 | 0      |
| 1             | 0 | 0     | 1          | 0 | 0      |
| 1             | 0 | 1     | 1          | 1 | 0      |
| 1             | 1 | 0     | 1          | 1 | 1      |
| 1             | 1 | 1     | 0          | 0 | 1      |

- $T_A = Bx; T_B = x$
- $Y = AB$

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

- $A(t + 1) = T_A \oplus A = Bx \oplus A$   
 $= (Bx)'A + (Bx)A'$   
 $= AB' + Ax' + A'Bx$
- $B(t + 1) = T_B \oplus B = x \oplus B$   
 $= Bx' + B'x$



# **The End**