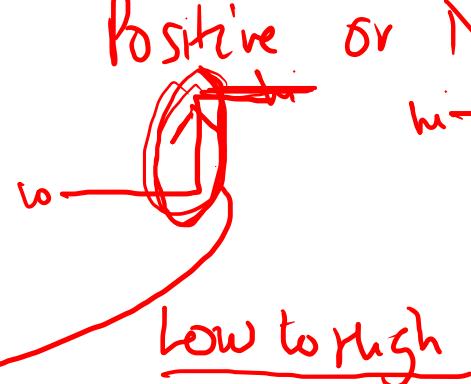
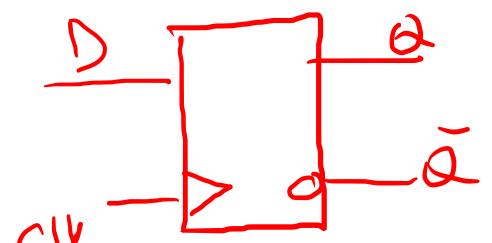


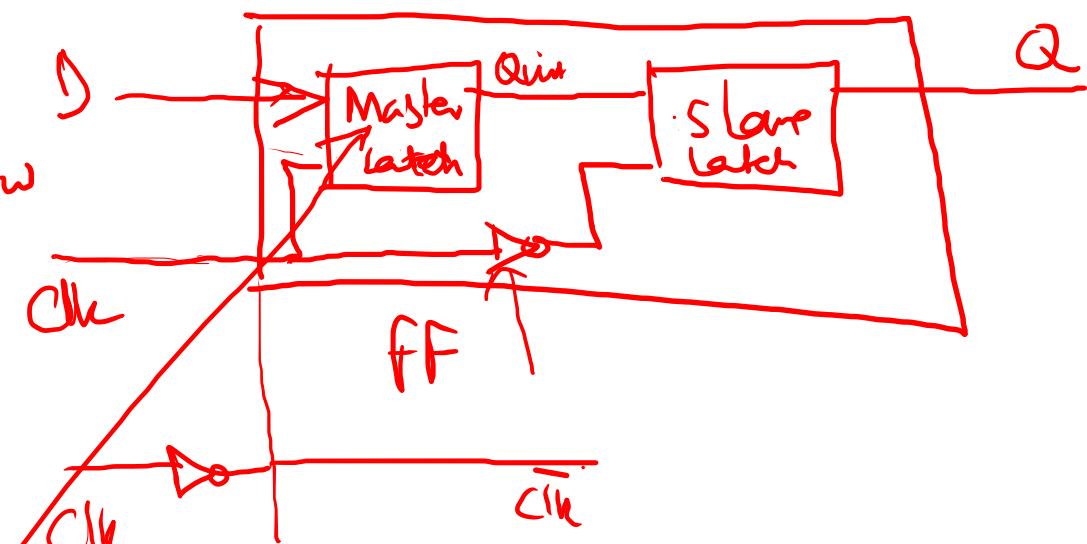
Clocking Event :

Clk transition : Positive or Negative

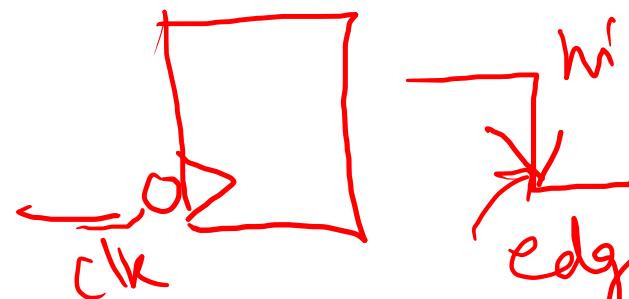


ff :

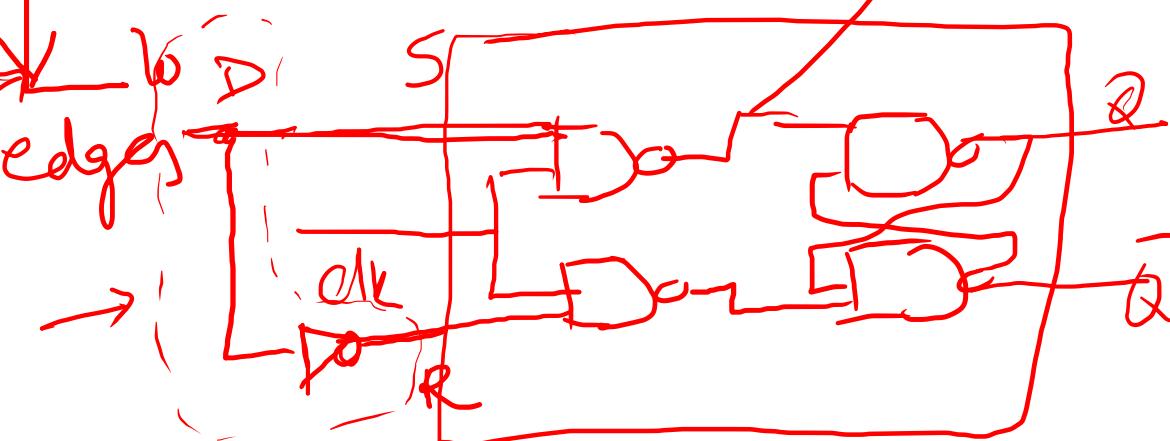
Comb M latch + S latch



if (clk 'event and clk = '1')



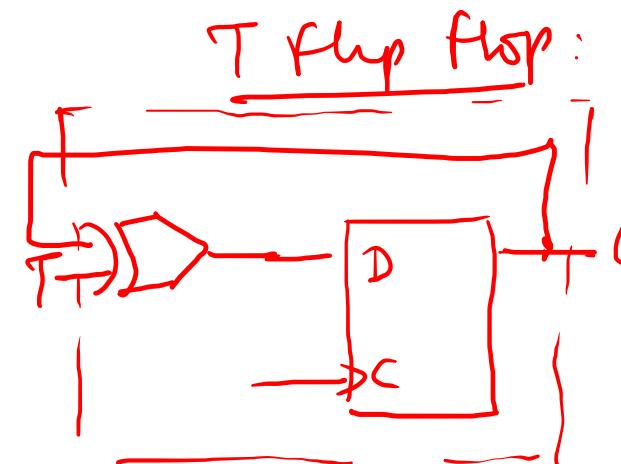
clk
edges



D	Clk	Q
0	↑	0
1	T	1

J	K	Clk	Q	Q'
0	0	↑	Q ₀	Q' ₀
0	1	↑	0	1
1	0	T	1	0
1	1	↑	0	1

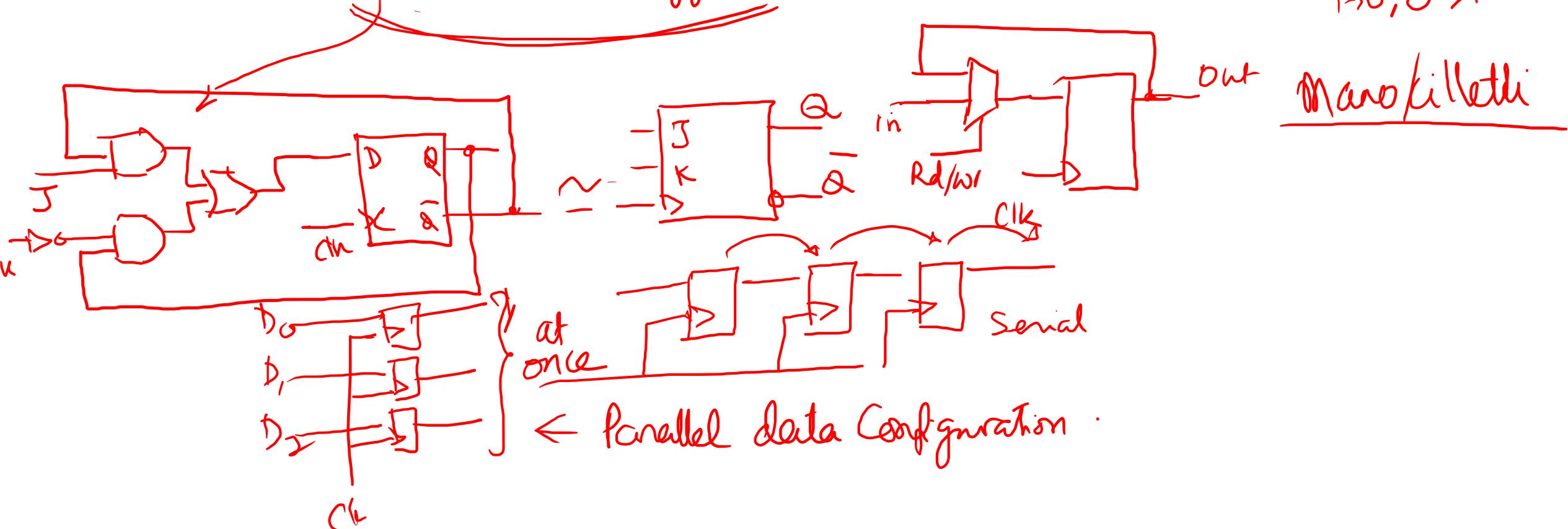
Toggles



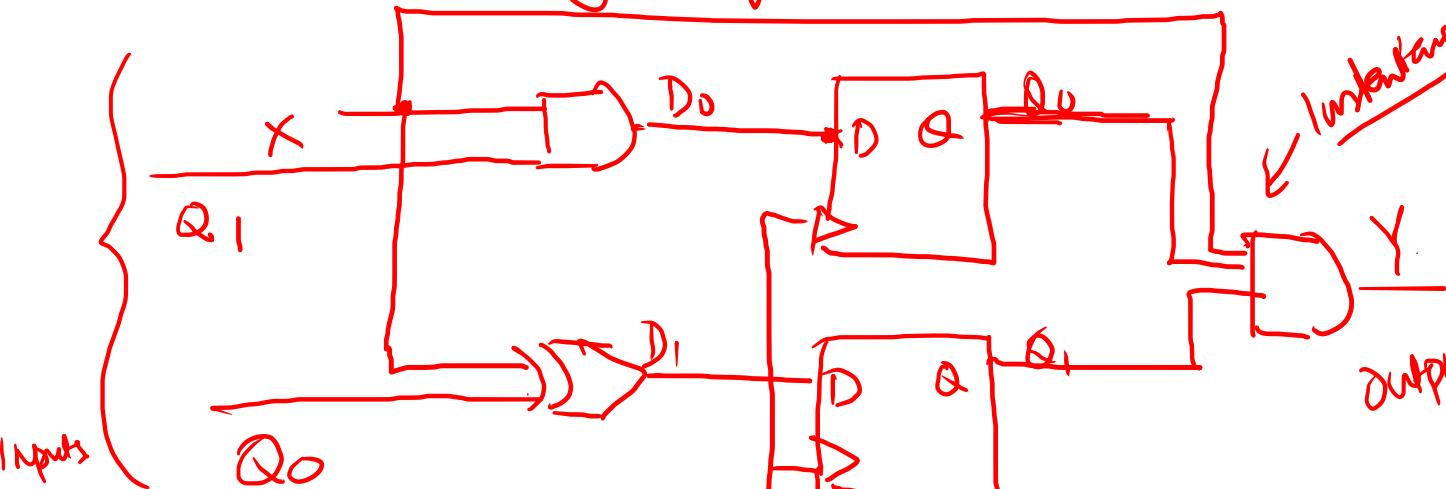
T	Clk	Q	Q'
0	↑	Q ₀	Q' ₀

Toggle

$T=0 \Rightarrow$ keep the current
 $T=1 \Rightarrow$ inversion happens
 $1 \rightarrow 0, 0 \rightarrow 1$



Analysing Sequential Circuits:



Equations:

$$y(t) = x(t) \cdot Q_0(t) \cdot Q_1(t) //$$

↑ time

$$Q_0(t+1) = D_0(t) = x(t) \cdot Q_1(t)$$

$$Q_1(t+1) = D_1(t) = \frac{x(t) \oplus Q_0(t)}{t+1}$$

Output Equations

① State equations :

- ② State Table — Sequence of I/p, O/p, ff states .
- PS (Present state) - States current value of Flip Flops
 - NS (Next state) - Indicates the states after the next rising CLK edge .
 - Output : Output value at current CLK edge

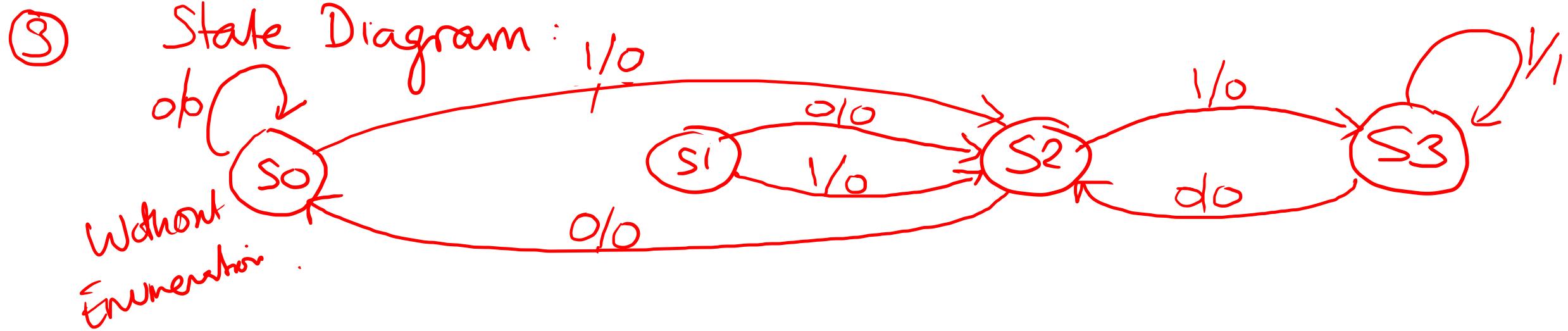
②

In the state table

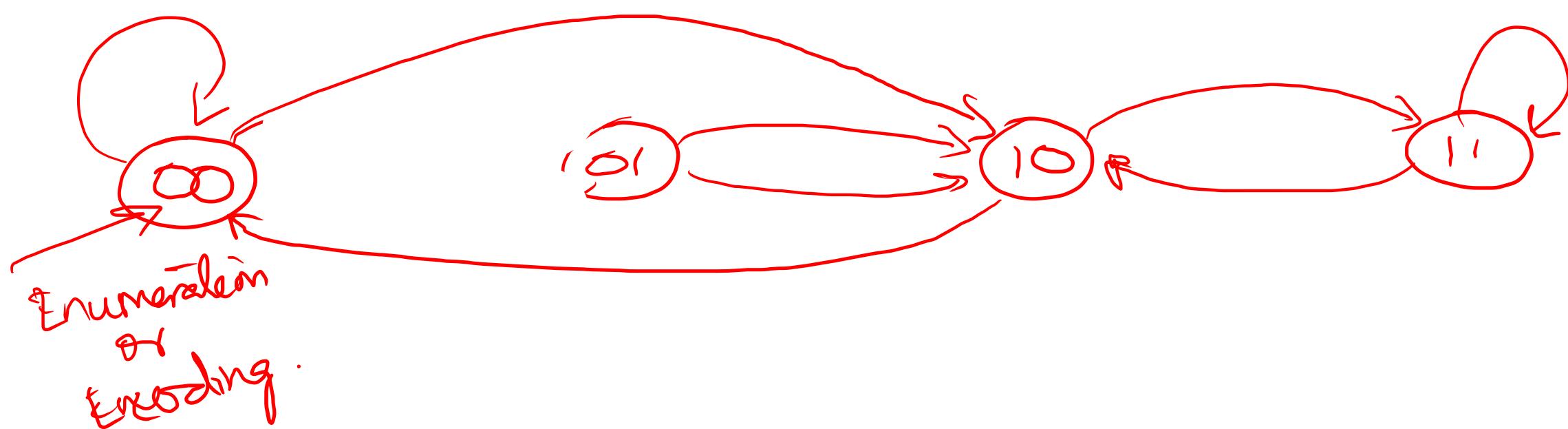
- All possible i/p combinations will be defined.
- All possible State Combinations will be defined.

(Present State)

Inputs X	PS	Ns		Output		<u>En. Code</u> or Enumerate the State Combinations.
		X=0	X=1	X=0	X=1	
$S_0 = 00$	S_0	S_0	S_2	0	0	
$S_1 = 01$	S_1	S_2	S_2	0	0	
$S_2 = 10$	S_2	S_0	S_3	0	0	
$S_3 = 11$	S_3	S_2	S_3	0	1	

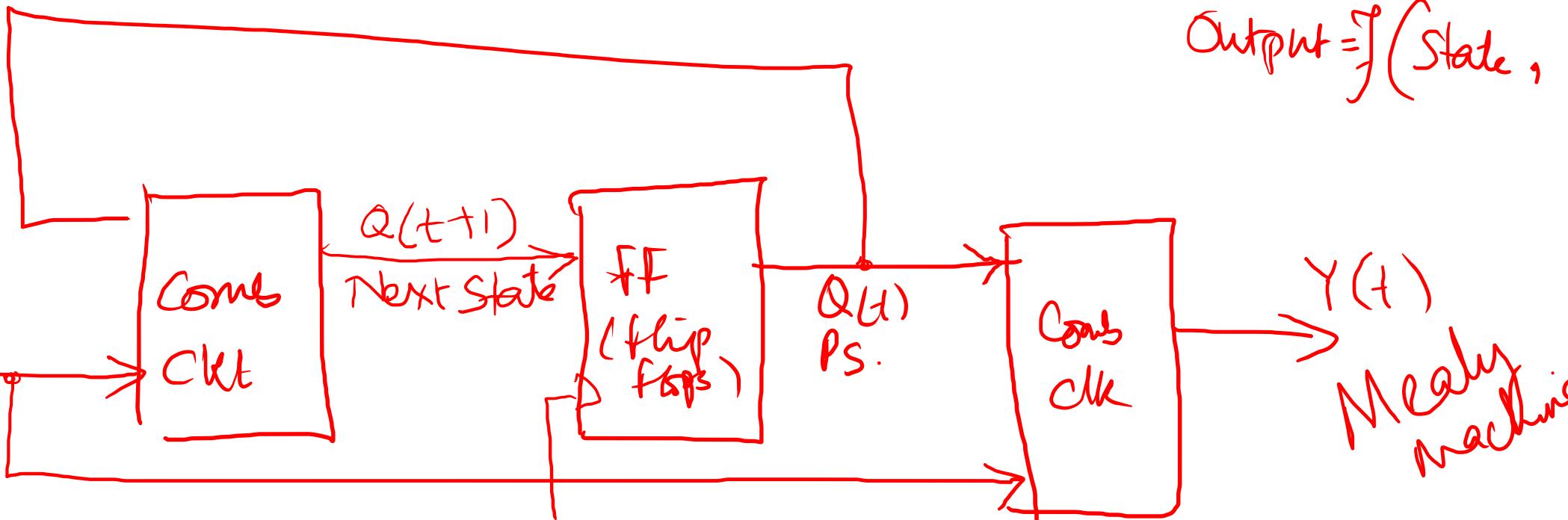


Or

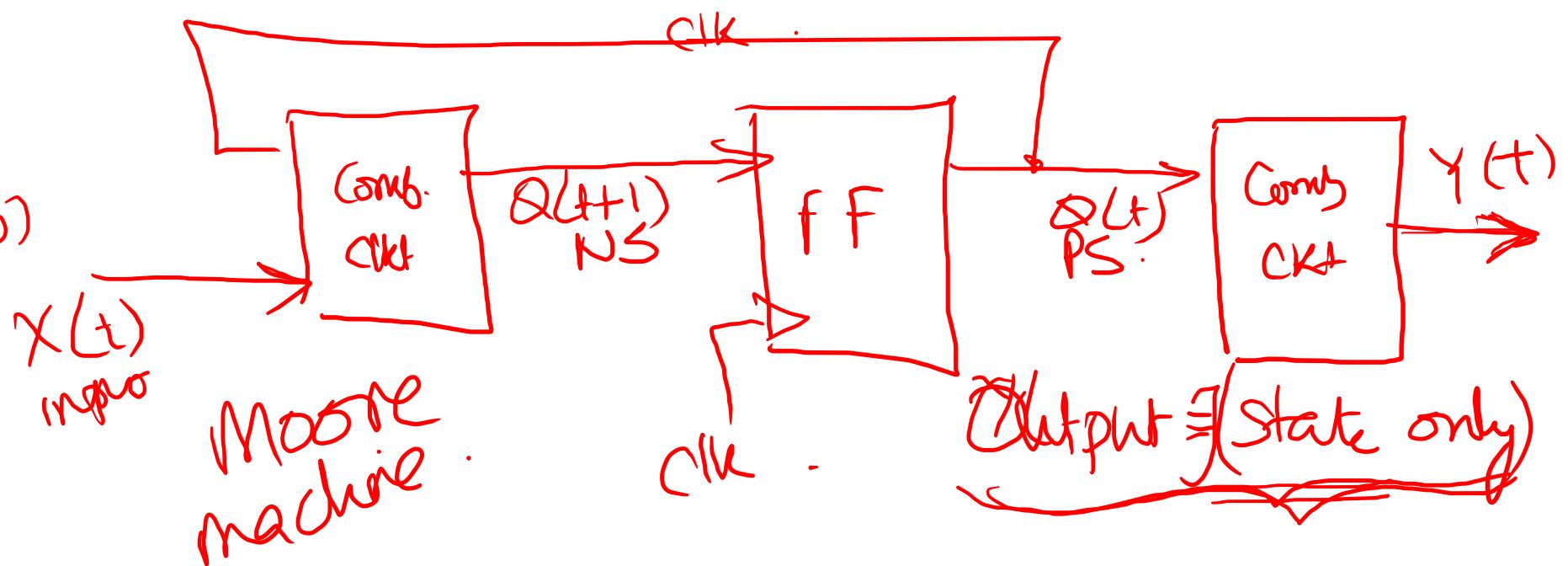


$\text{Output} = f(\text{State}, \text{Present Input})$

(a)



(b)



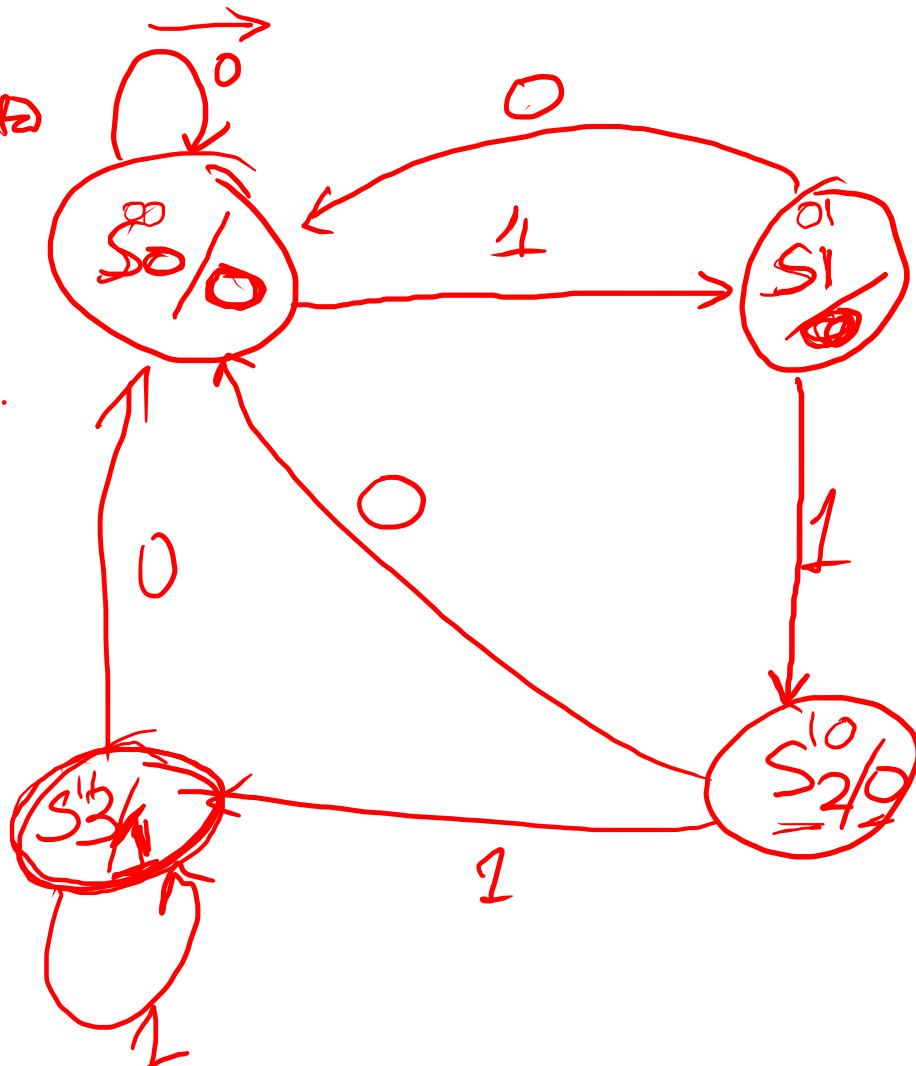
Since the outputs only depend on the PS
the outputs cannot change during the clk pulse if the i/p
variables change.

Methodology:

1. Write down the state equations
Analyse the combinational circuit (O/P)
2. Substitute these equations into ff char. table give^g equations
for the transitions e.g. $Q_1(t+T) = f(D_1)$
3. Find the O/P equations $Y = f'(Q, \text{inputs})$
4. Construct a State transition table, O/P table
from the above transition and O/P equations (3)
(2)
5. Draw the State diagram (Graph) of the
state table (1)

Example : Detection of 3 consecutive 1 (in the inputs)

S₀ - zero '1' detected
S₁ - one '1' detected
S₂ - two '1' detected
S₃ - 3 '1' detected.



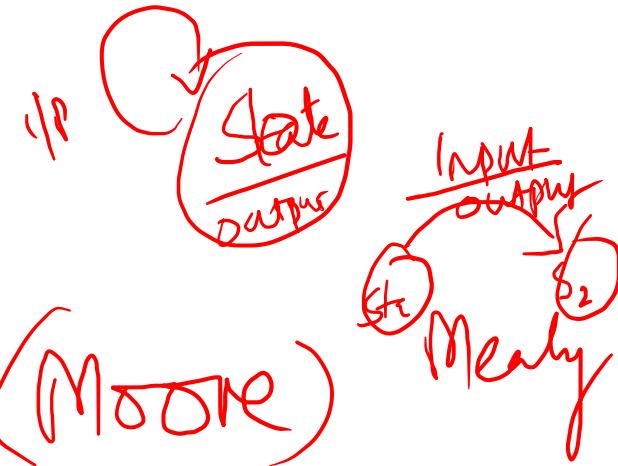
State Diagram

② State Table :

Present State A B	Input X	Next State		Output Y
		A'	B'	
0 0 (s_0)	0	0 0 (s_0)	0	0
0 0	1	0 1 (s_1)	1 (s_1)	0
0 1 (s_1)	0	0 0 (s_0)	0	0
0 1 (s_1)	1	1 0 (s_1)	0	0
1 0 (s_2)	0	0 0 (s_0)	0	0
1 0 (s_2)	1	1 1 (s_3)	1	0
1 1 (s_3)	0	0 0 (s_0)	0	1
1 1 (s_3)	1	1 1 (s_3)	1	1

$s_0 = 00$
 $s_1 = 01$
 $s_2 = 10$
 $s_3 = 11$

Input variables for the K map.



(Moore)

Because the output is only dependent on states.

Bx	00	01	11	10
0	0	0	1	0
1	0	1	1	0

Bx	00	01	11	10
0	0	0	1	0
1	0	1	1	0

Bx	00	01	11	10
0	0	0	1	0
1	0	1	1	0

