# Lecture 7 EE 421 / C\$ 425 Digital System Design

Fall 2025
Shahid Masud



### Topics

- Three State Drivers (or Buffers)
- D and T Flipflops
- Some Examples of DFF based Circuits:
  - Shift Registers
  - Counters
- Analyzing DFF based Circuits
- Synthesizing DFF Based Counters or Sequencers

Remember: Quiz 2 Next Week

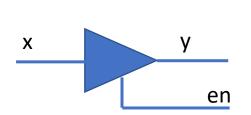


#### **Three State Buffers for Processor Buses**

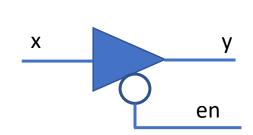
- Buses are multi-wire signal paths that connect multiple functional units in a computer system, e.g., Address bus, peripheral bus, etc.
- Simplifies design and architecture of a computer system
- Tradeoff is that the access to the bus has to be managed to avoid conflicts
- Three state hardware devices provide a dynamic interface between a bus and a circuit, providing signals when enabled else an open circuit
- The input goes to the output of the tri-state buffer when enable signal is asserted



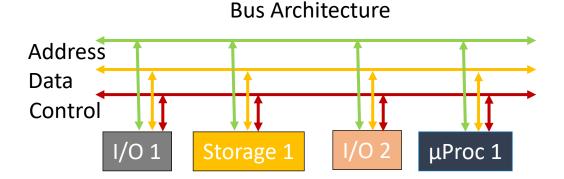
#### **Three State Bus Drivers**



X	en	у
0	0	Hi_Z
0	<u>1</u>	<mark>0</mark>
1	0	Hi_Z
<u>1</u>	1	<u>1</u>



х	en	У
0	0	0
0	1	Hi_Z
1	<mark>0</mark>	1
1	1	Hi_Z

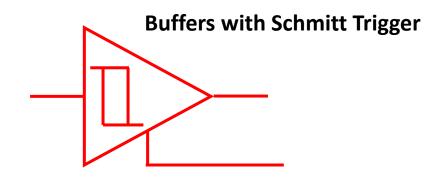


Typical Bus Structure utilizing 3-state buffers

Inverting and Non-Inverting 3-State Buffers / Drivers Exist

The Enable can be active high or active low

Buffers with Hysterisis Loop are available for better noise immunity





Embedded Systems Lab (EESL)

#### Schmitt Trigger

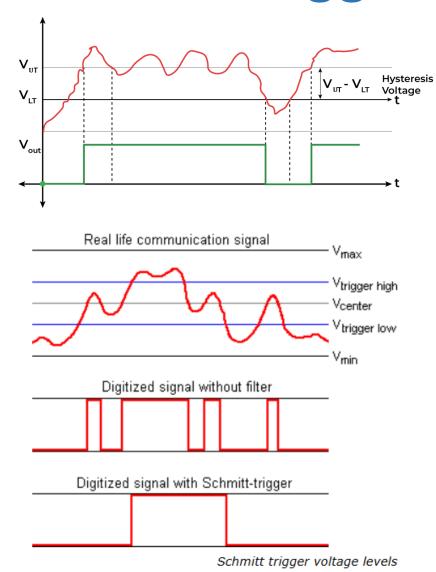
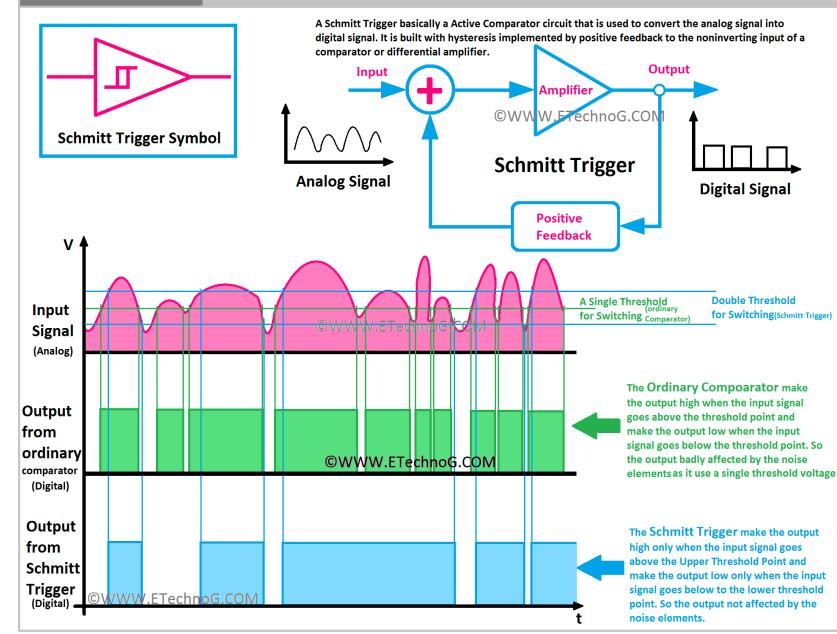


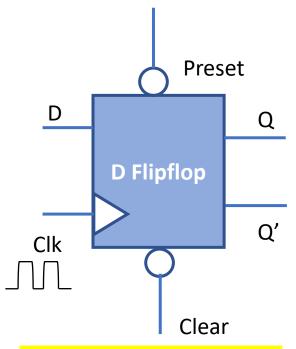
Figure. 01

#### How Schmitt Trigger Works?(Learn with Diagram)





### D Flipflops - Behavior and Equation

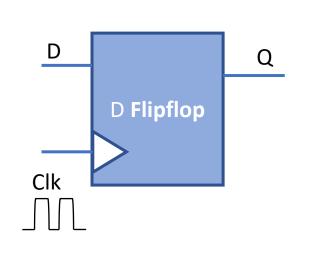


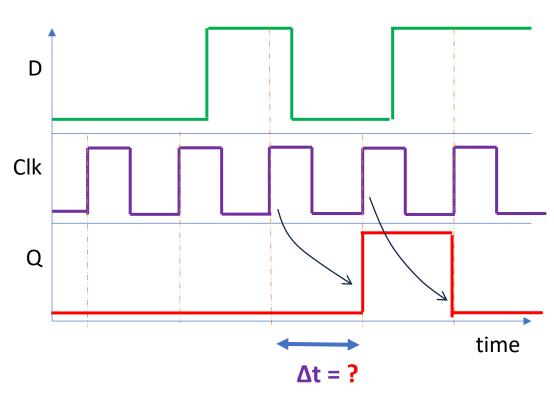
#### **Characteristic Equation:**

Q(t+1) = D

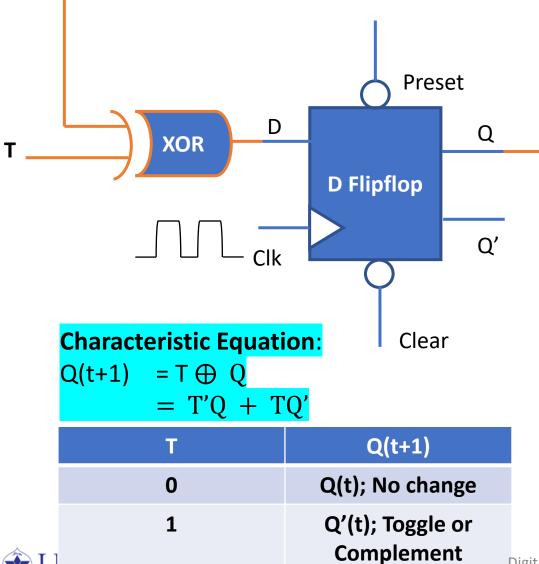
Q after clock pulse gets value of D

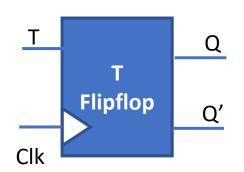
D	Q(t+1)
0	0; Reset
1	1; Set

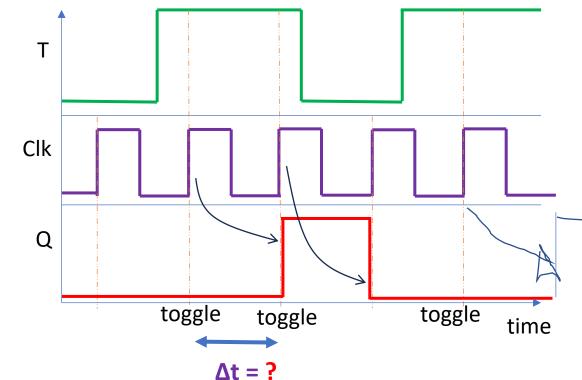




#### T Flipflop - Behaviour and Equation







#### In this course,

# We will mostly use D Flipflops and sometimes T Flipflops

We want to study complex and high-speed designs

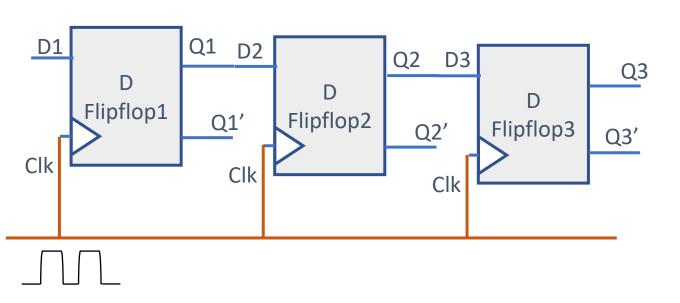


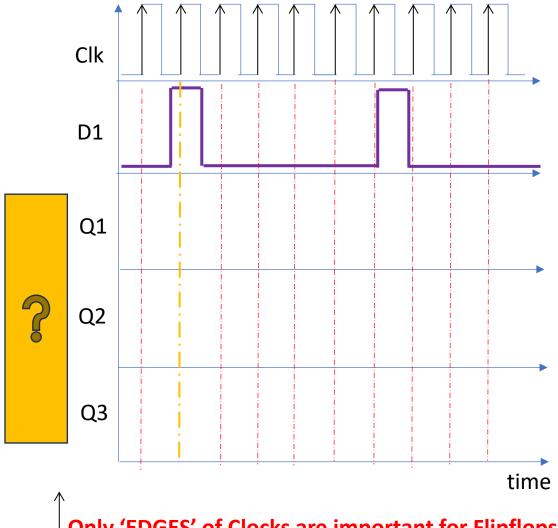
#### Sequential Circuits: Counters, Sequencers, State Machines

- Counters: count in a fixed sequence, up or down
- Sequencers: sequence through a pre-defined arbitrary sequence
- State Machines: Sequential and Combinational Circuits work together to go one of many next states based on current inputs



### Moving Through Register Chain



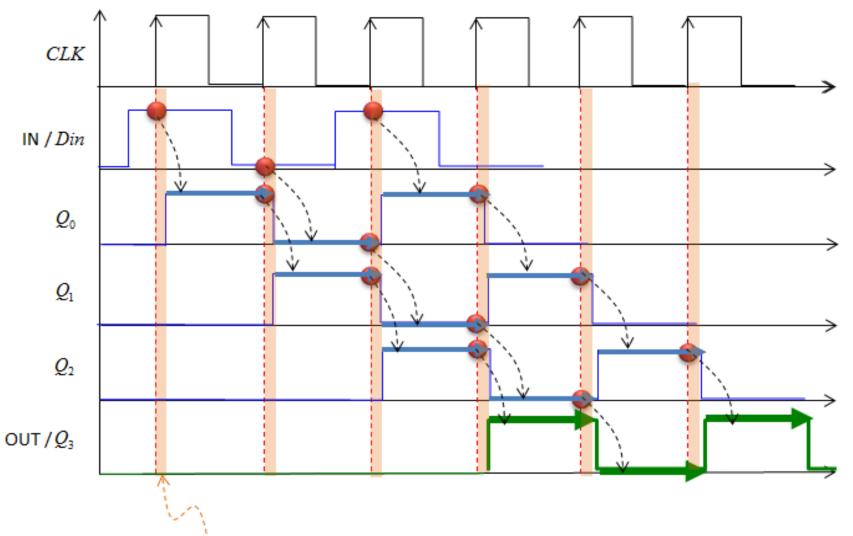


Only 'EDGES' of Clocks are important for Flipflops



#### 3 DFF Shift Register Timing Diagram from a website

Look closely at the Area close to Clock transition, Shaded pink lines

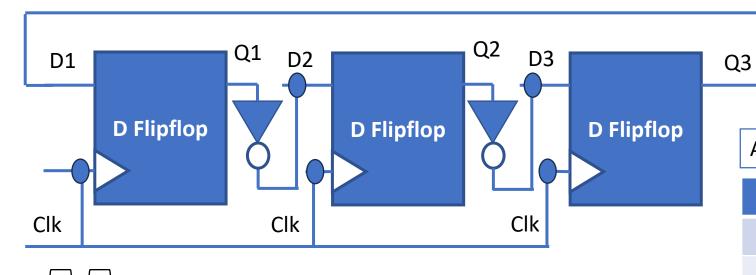


We assume that there is a small delay at Q state of each flipflop to make the timing diagram easily understandable.

But in reality, the situation would be a little more complicated than this simple time delay.



### Cyclic Shift Register using D flipflops



After the clock edge:

Q1(t+1) becomes same as Q3(t)

Q2(t+1) becomes inverse of Q1(t)

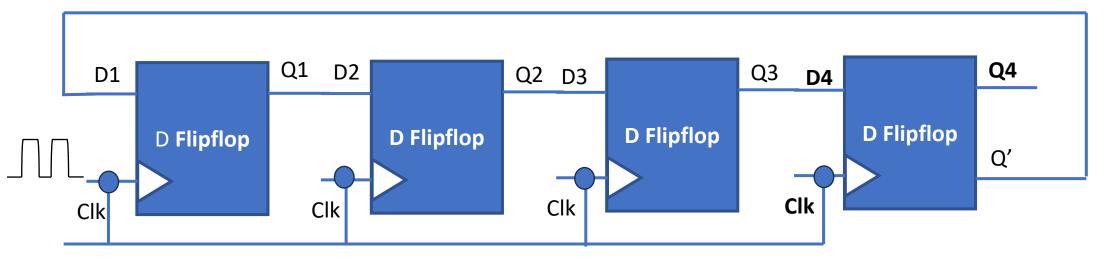
Q3(t+1) becomes inverse of Q2(t)

Assume all DFFs are Cleared to **0** at Startup

Clock No.	Q1	Q2	Q3
1	0	0	0
2	0	1	1
3	1	1	0
4	0	0	0
5	0	1	1
6	1	1	0
7	0	0	0
CONTINUE	••••	••••	••••



#### **Tail Ring Counter Four Stage**



State Transition Table

Sequence No.	Q1	Q2	Q3	Q4	
1	0	0	0	0 ~	R
2	1	0	0	0	
3	1	1	0	0	
4	1	1	1	0	
5	1	1	1	1	
6	0	1	1	1	
7	0	0	1	1	
8	0	0	0	1	
9	0	Digital System Desig	n Lecture <b>9</b> Fall 2025	0	

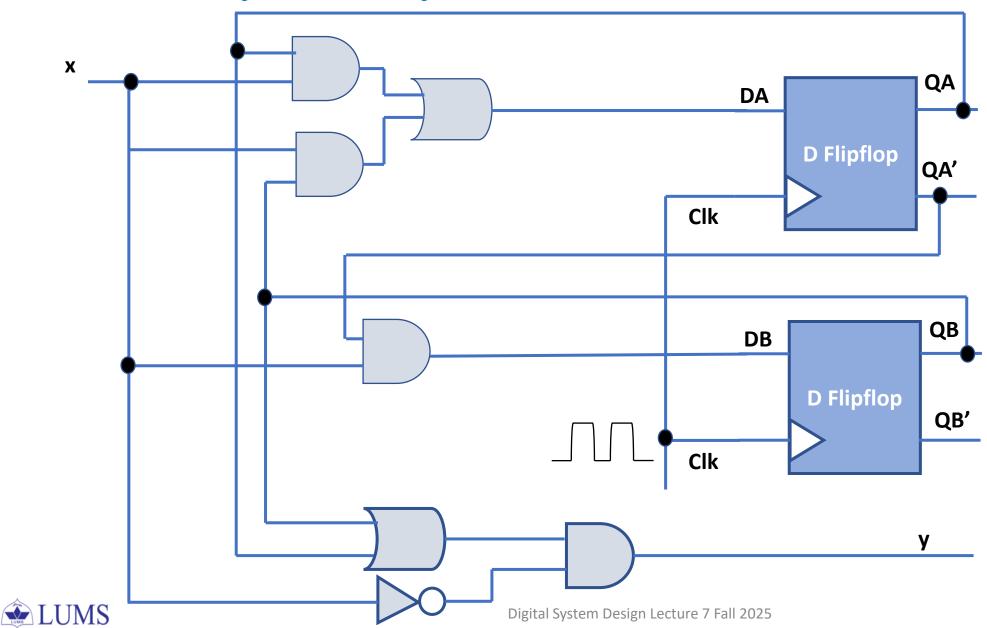


#### **Analyze Sequential Circuits**

- Concept of State Equations
- Concept of State Tables
- Logic Steering through Combinational Logic
- Arbitrary Counting and Sequencing



#### **Example Sequential Circuit for Analysis**



#### **Determine State Equations**

$$QA(t+1) = QA(t)x(t) + QB(t) x(t)$$

$$QB(t+1) = QA'(t) x(t)$$

$$y(t) = [QA(t) + QB(t)]x'(t)$$



Can be written in a simplified way:

$$QA(t+1) = QA.(x) + QB.(x)$$

$$QB(t+1) = QA'.(x)$$

$$y = (QA + QB).(x')$$

#### **Determine State Table from State Equations**

Present State	Present State	Input	Next State	Next State	Output
QA(t)	QB(t)	X	QA(t+1)	QB(t+1)	у
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

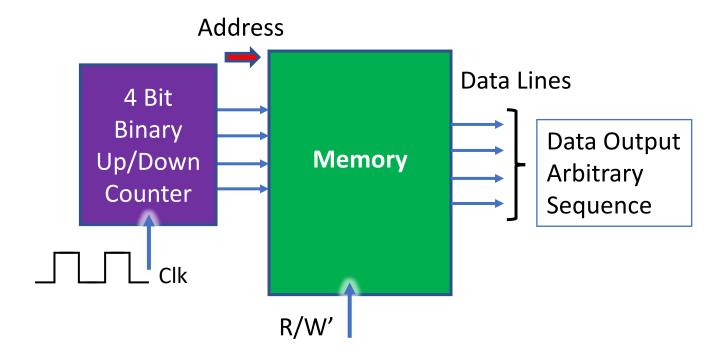


### **Compact State Table**

Present State			Next	Out	put		
		When x = 0		When $x = 0$ When $x = 1$		x = 0	<b>x</b> = <b>1</b>
A(t)	B(t)	A(t+1)	B(t+1)	A(t+1)	B(t+1)	У	у
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



# Using Memory to design an arbitrary sequencer



Desired Sequence is Stored in Memory Locations



19

#### Design of Synchronous Counter using DFF

- Express each number of sequence in binary code
- Use appropriate number of DFFs to represent entire sequence
- Make a State Table representing Present State and Next State
- Determine Excitation Logic Expression for Next States using K-Maps
- Complete the DFF Based Circuit using Excitation Expressions



# Example Design of a Synchronous Counter (Sequencer)

Make a Synchronous Counter for sequence  $\{0 \rightarrow 3 \rightarrow 6 \rightarrow 9 \rightarrow 12 \rightarrow 0\}$ 

**Step 1: Describe Behavior Through Truth Table** 

Desired Sequence In Binary form:

Clock No.	Sequence	Binary				
		Q3	Q2	Q1	Q0	
1	0	0	0	0	0	1
2	3	0	0	1	1	
3	6	0	1	1	0	
4	9	1	0	0	1	
5	12	1	1	0	0	
6	0	0	0	0	0	



#### Present State - Next State Table

Clock No.	Sequence		Present State				Next	State	
		Q3(t)	Q2(t)	Q1(t)	Q0(t)	Q3(t+1)	Q2(t+1)	Q1(t+1)	Q0(t+1)
1	0	0	0	0	0	0	0	1	1
2	3	0	0	1	1	0	1	1	0
3	6	0	1	1	0	1	0	0	1
4	9	1	0	0	1	1	1	0	0
5	12	1	1	0	0	0	0	0	0
6	0	0	0	0	0	0	0	1	1

DFF make it convenient as Present State to Next State is only separated by a Clock Pulse



# Make K-Maps to determine Next State using Next State Outputs as K-Map Entries

K-Map for D0 (Input that will give correct next state)

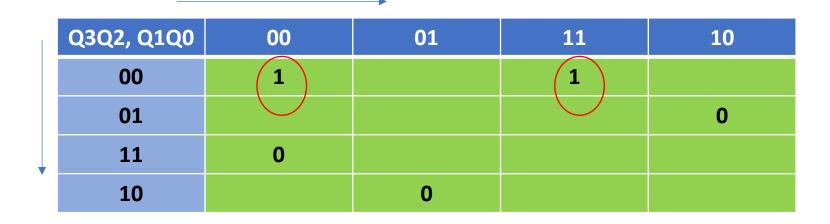
Q3Q2, Q1Q0	00	01	11	10
00	1		0	
01				(1)
11	0			
10		0		

State Equation:

D0 = Q3'Q2'Q1'Q0' + Q3'Q2Q1Q0'



#### K-Map for D1

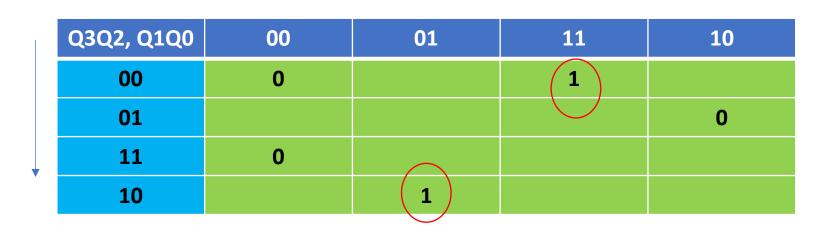


State Equation:

D1=Q3'Q2'Q1'Q0' + Q3'Q2'Q1Q0



#### K-Map for D2

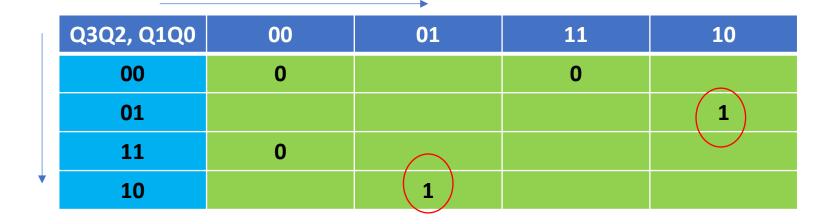


State Equation:

D2= Q3Q2'Q1'Q0 + Q3'Q2'Q1Q0



#### K-Map for D3



State Equation:

D3=Q3'Q2Q1Q0' + Q3Q2'Q1'Q0



#### Final Circuit Design of Sequencer

