



SNS COLLEGE OF TECHNOLOGY

Coimbatore-35
An Autonomous Institution



Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A+' Grade
Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai

DEPARTMENT OF MECHATRONICS ENGINEERING

19MCT201 - DESIGN OF DIGITAL CIRCUITS

II YEAR - III SEM

UNIT 3 – SEQUENTIAL CIRCUITS

TOPIC 2 –Counter



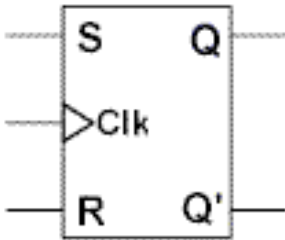
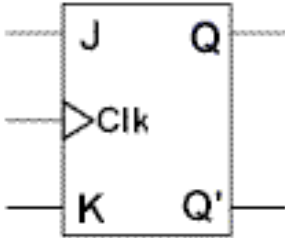
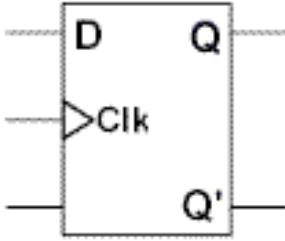
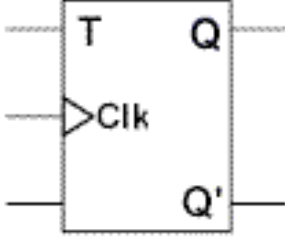
SEQUENTIAL CIRCUITS



Latches, Edge triggered Flip flops SR, JK, T, D and Master slave – Characteristic table and equation, Application table, Synchronous counters, Design of synchronous counters, up/down counter, Modulo–n counter, Decade counters. Design of Sequential circuits using simulation



Flip flops

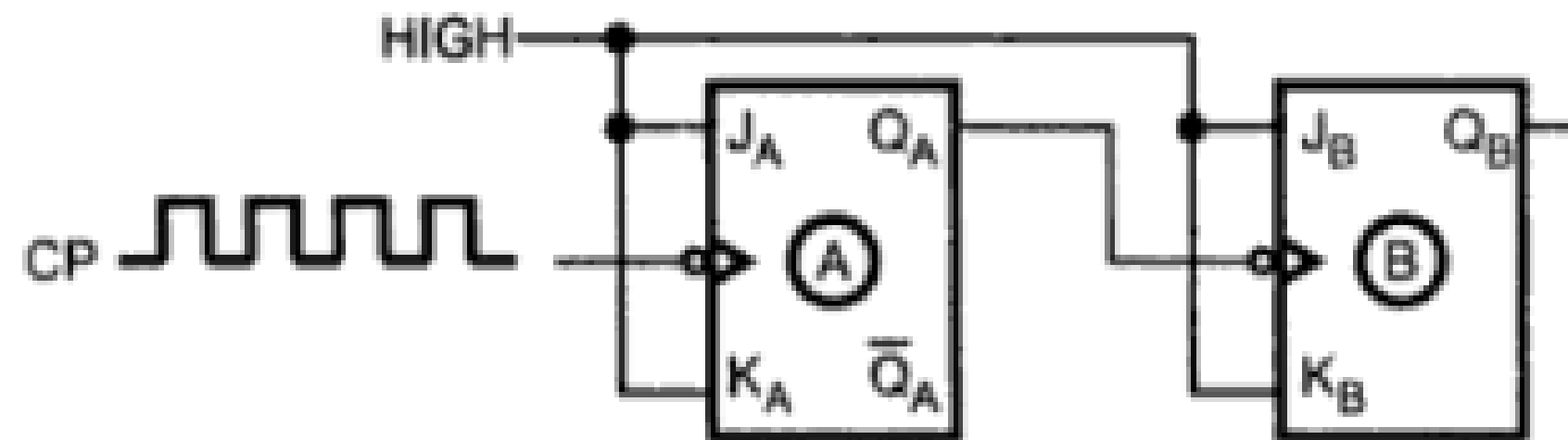
FLIP-FLOP NAME	FLIP-FLOP SYMBOL	CHARACTERISTIC TABLE	CHARACTERISTIC EQUATION	EXCITATION TABLE																																			
SR		<table><tr><th>S</th><th>R</th><th>Q_(next)</th></tr><tr><td>0</td><td>0</td><td>Q</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>?</td></tr></table>	S	R	Q _(next)	0	0	Q	0	1	0	1	0	1	1	1	?	$Q_{(next)} = S + R'Q$ $SR = 0$	<table><tr><th>Q</th><th>Q_(next)</th><th>S</th><th>R</th></tr><tr><td>0</td><td>0</td><td>0</td><td>X</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>X</td><td>0</td></tr></table>	Q	Q _(next)	S	R	0	0	0	X	0	1	1	0	1	0	0	1	1	1	X	0
S	R	Q _(next)																																					
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JK		<table><tr><th>J</th><th>K</th><th>Q_(next)</th></tr><tr><td>0</td><td>0</td><td>Q</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>Q'</td></tr></table>	J	K	Q _(next)	0	0	Q	0	1	0	1	0	1	1	1	Q'	$Q_{(next)} = JQ' + K'Q$	<table><tr><th>Q</th><th>Q_(next)</th><th>J</th><th>K</th></tr><tr><td>0</td><td>0</td><td>0</td><td>X</td></tr><tr><td>0</td><td>1</td><td>1</td><td>X</td></tr><tr><td>1</td><td>0</td><td>X</td><td>1</td></tr><tr><td>1</td><td>1</td><td>X</td><td>0</td></tr></table>	Q	Q _(next)	J	K	0	0	0	X	0	1	1	X	1	0	X	1	1	1	X	0
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D		<table><tr><th>D</th><th>Q_(next)</th></tr><tr><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td></tr></table>	D	Q _(next)	0	0	1	1	$Q_{(next)} = D$	<table><tr><th>Q</th><th>Q_(next)</th><th>D</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	Q	Q _(next)	D	0	0	0	0	1	1	1	0	0	1	1	1														
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T		<table><tr><th>T</th><th>Q_(next)</th></tr><tr><td>0</td><td>Q</td></tr><tr><td>1</td><td>Q'</td></tr></table>	T	Q _(next)	0	Q	1	Q'	$Q_{(next)} = TQ' + T'Q$	<table><tr><th>Q</th><th>Q_(next)</th><th>T</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	Q	Q _(next)	T	0	0	0	0	1	1	1	0	1	1	1	0														
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Counters

A counter is a register capable of counting the number of clock pulses arriving at its clock input. Count represents the number of clock pulses arrived. A specified sequence of states appears as the counter output. This is the main difference between a register and a counter. A specified sequence of states is different for different types of counters.

There are two types of counters, synchronous and asynchronous.



A two-bit asynchronous binary counter



Counters



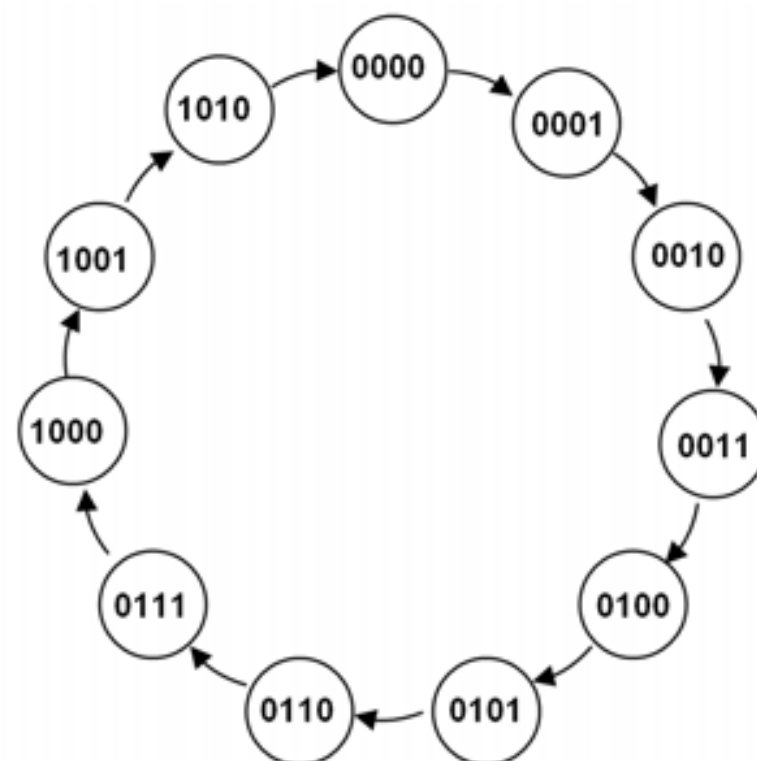
Design of Synchronous Counter

1. Obtain the transition table from the given circuit information.
2. Determine the number of flip-flops needed.
3. Choose the type of flip-flops to be used.
4. From the transition table, derive the circuit excitation table.
5. Use K-map or any other simplification method to derive the circuit the flip-flop input functions.
6. Draw the logic diagram.



Counters

Synchronous Decade Counter



Excitation Table

Present State				Next State				Flip-flop Inputs			
Q_D	Q_C	Q_B	Q_A	Q_{D+1}	Q_{C+1}	Q_{B+1}	Q_{A+1}	T_D	T_C	T_B	T_A
0	0	0	0	0	0	0	1	0	0	0	1
0	0	0	1	0	0	1	0	0	0	1	1
0	0	1	0	0	0	1	1	0	0	0	1
0	0	1	1	0	1	0	0	0	1	1	1
0	1	0	0	0	1	0	1	0	0	0	1
0	1	0	1	0	1	1	0	0	0	1	1
0	1	1	0	0	1	1	1	0	0	0	1
0	1	1	1	1	0	0	0	1	1	1	1
1	0	0	0	1	0	0	1	0	0	0	1
1	0	0	1	0	0	0	0	1	0	0	1
1	0	1	0	X	X	X	X	X	X	X	X
1	0	1	1	X	X	X	X	X	X	X	X
1	1	0	0	X	X	X	X	X	X	X	X
1	1	0	1	X	X	X	X	X	X	X	X
1	1	1	0	X	X	X	X	X	X	X	X
1	1	1	1	X	X	X	X	X	X	X	X



Counters

K-map Simplification

For T_D

$Q_D \backslash Q_C$	$Q_B Q_A$	00	01	11	10
00	0	0	0	0	0
01	0	0	1	0	0
11	X	X	X	X	X
10	0	1	X	X	X

$T_D = Q_A Q_D + Q_A Q_B Q_C$

For T_C

$Q_D \backslash Q_C$	$Q_B Q_A$	00	01	11	10
00	0	0	1	0	0
01	0	0	1	0	0
11	X	X	X	X	X
10	0	0	X	X	X

$T_C = Q_A Q_B$

For T_B

$Q_D \backslash Q_C$	$Q_B Q_A$	00	01	11	10
00	0	1	1	0	0
01	0	1	1	0	0
11	X	X	X	X	X
10	0	0	X	X	X

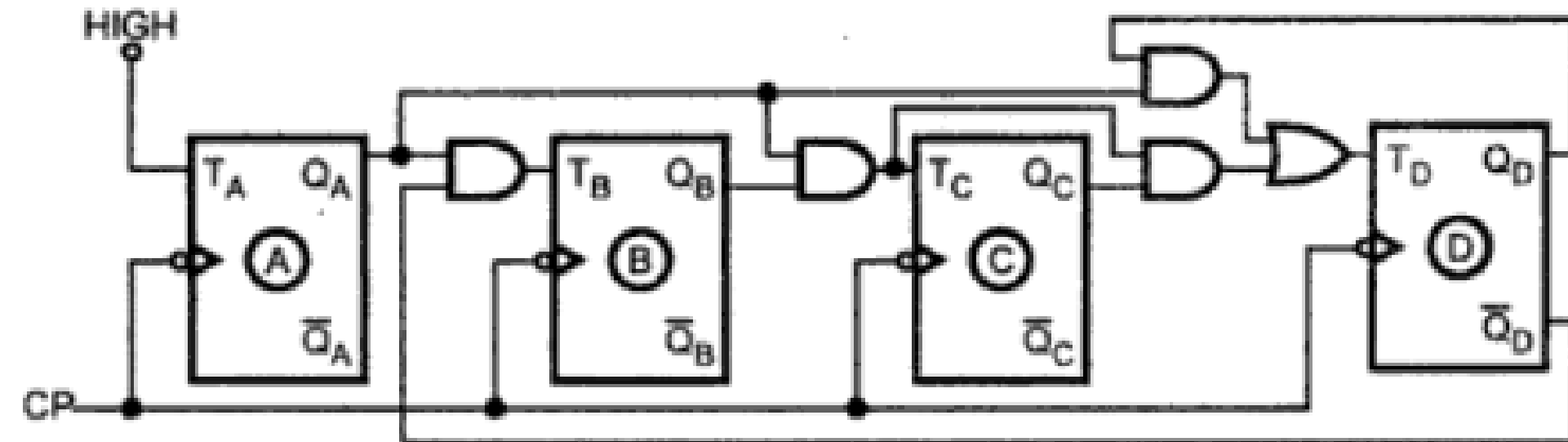
$T_B = Q_A \bar{Q}_D$

For T_A

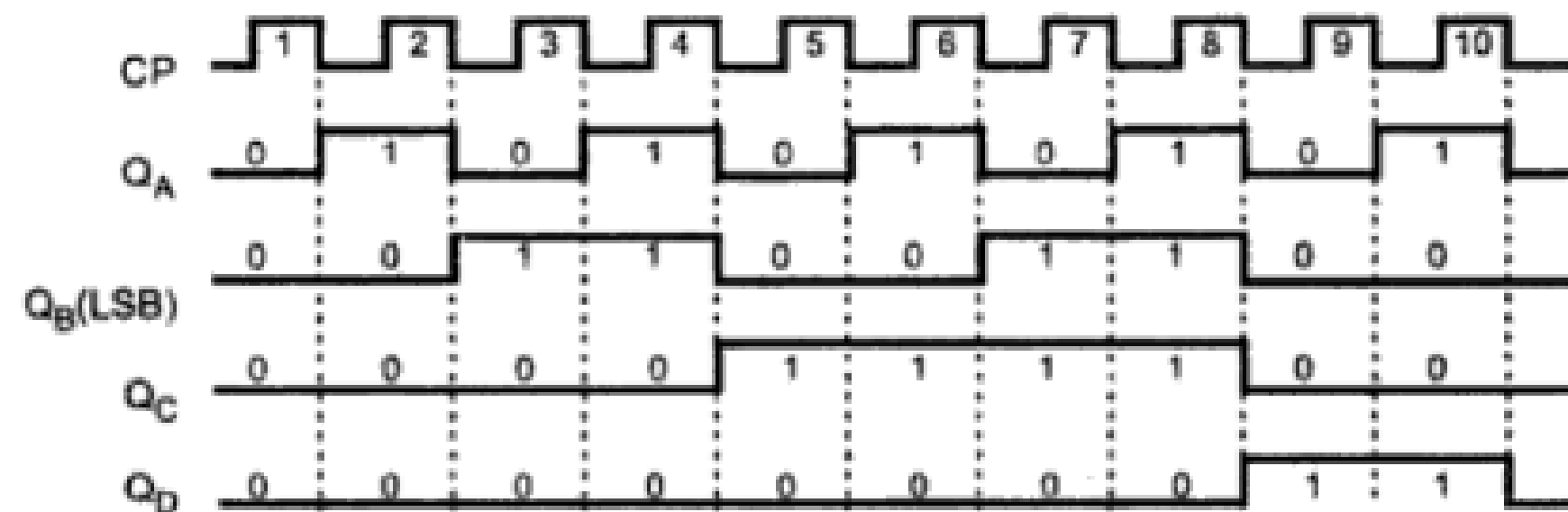
$Q_D \backslash Q_C$	$Q_B Q_A$	00	01	11	10
00	1	1	1	1	1
01	1	1	1	1	1
11	X	X	X	X	X
10	1	1	X	X	X

$T_A = 1$

Logic Diagram



Timing Diagram





ASSESSMENT - 1

Mux relates with us....

Question 1

Which combinational circuit is renowned for selecting a single input from multiple inputs & directing the binary information to output line?

- ▶ a) Data Selector
- ▶ b) Data distributor
- ▶ c) Both data selector and data distributor
- ▶ d) DeMultiplexer

Question 2

Which is the major functioning responsibility of the multiplexing combinational circuit?

- ▶ a) Decoding the binary information
- ▶ b) Generation of all minterms in an output function with OR-gate
- ▶ c) Generation of selected path between multiple sources and a single destination
- ▶ d) Encoding of binary information



References

- <https://brilliant.org/wiki/de-morgans-laws/>
- <https://circuitglobe.com/demorgans-theorem.html>
- <https://www.electrical4u.com/>