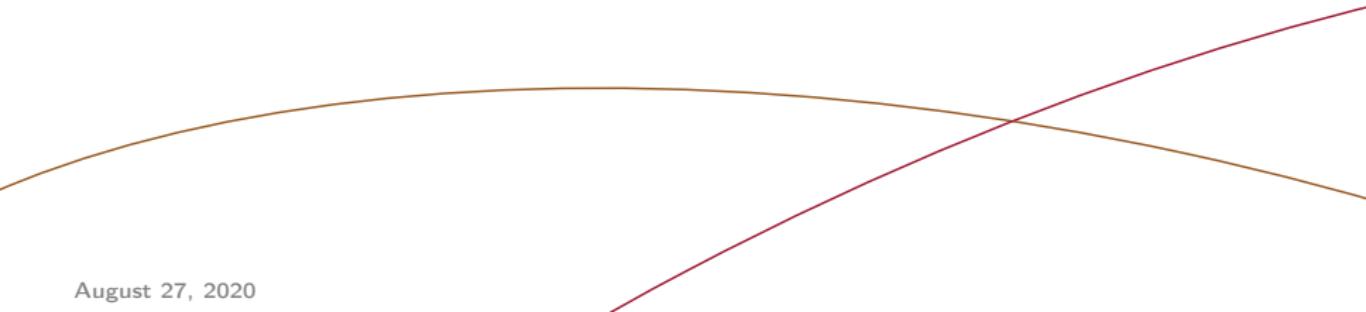




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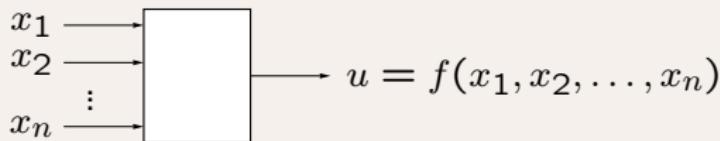
Lecture 3: Sequential Circuits



Boolean functions

Definition

A **Boolean function** is a mapping from n binary inputs x_1, x_2, \dots, x_n to one binary output u .



Four important Boolean functions are:

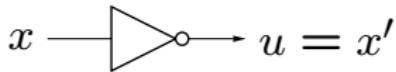
NOT, AND, OR and Modulo 2 adders.

NOT

The **NOT** gate, or inverter, gives the complement to the input x . It is denoted by

$$f_{\text{NOT}}(x) = x'$$

| \overline{x} | \overline{u} |
|----------------|----------------|
| x | u |
| 0 | 1 |
| 1 | 0 |

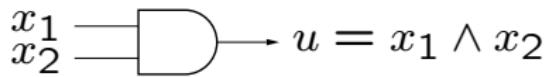


AND

The **AND** gate gives the output 1 when all inputs are 1. It is denoted by

$$f_{\text{AND}}(x_1, x_2) = x_1 \wedge x_2$$

| $x_1 x_2$ | $x_1 \wedge x_2$ |
|-----------|------------------|
| 0 0 | 0 |
| 0 1 | 0 |
| 1 0 | 0 |
| 1 1 | 1 |



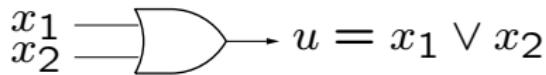
Note: We often omit the \wedge -sign in the expressions, cf. multiplication.

OR

The **OR** gate gives the output 1 when at least one of the inputs are 1. It is denoted by

$$f_{\text{OR}}(x_1, x_2) = x_1 \vee x_2$$

| $x_1 x_2$ | $x_1 \vee x_2$ |
|-----------|----------------|
| 0 0 | 0 |
| 0 1 | 1 |
| 1 0 | 1 |
| 1 1 | 1 |

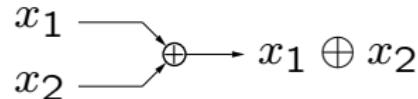


Modulo 2 adders (XOR)

The **Modulo 2 adder** gives the output 1 when the sum of the inputs is odd. It is denoted by

$$f_{\text{M2A}}(x_1, x_2) = x_1 \oplus x_2$$

| $x_1 x_2$ | $x_1 \oplus x_2$ |
|-----------|------------------|
| 0 0 | 0 |
| 0 1 | 1 |
| 1 0 | 1 |
| 1 1 | 0 |



Combinational circuits

Definition

A **combinational circuits** is a circuit that consists of Boolean functions and no loops (feedback).

Majority function

Example

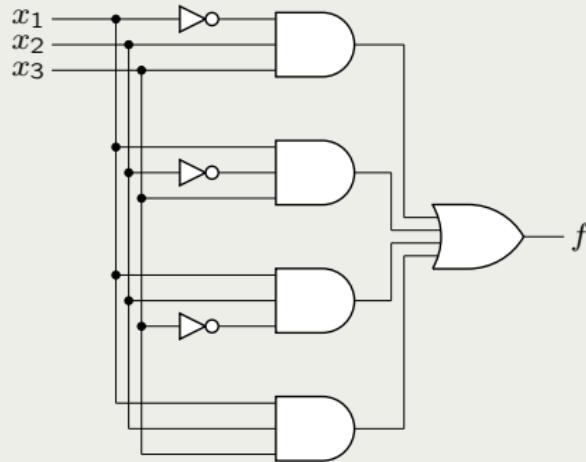
Let $f(x_1, x_2, x_3)$ be the majority function. Then

| $x_1x_2x_3$ | f | A $x'_1x_2x_3$ | B $x_1x'_2x_3$ | C $x_1x_2x'_3$ | D $x_1x_2x_3$ | $A \vee B \vee C \vee D$ |
|-------------|-----|---------------------|---------------------|---------------------|--------------------|--------------------------|
| 0 0 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 0 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 1 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 1 1 | 1 | 1 | 0 | 0 | 0 | 1 |
| 1 0 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 1 0 1 | 1 | 0 | 1 | 0 | 0 | 1 |
| 1 1 0 | 1 | 0 | 0 | 1 | 0 | 1 |
| 1 1 1 | 1 | 0 | 0 | 0 | 1 | 1 |

Majority function (realisation)

Example (cont'd)

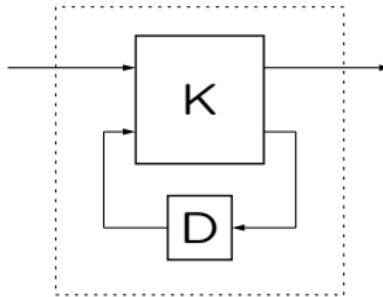
$$f(x_1, x_2, x_3) = x'_1 x_2 x_3 \vee x_1 x'_2 x_3 \vee x_1 x_2 x'_3 \vee x_1 x_2 x_3$$



Sequential circuits

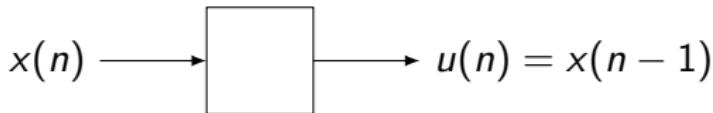
The behaviour of a graph can be realised by a **sequential circuit**. For that we need two kind of components,

- ▶ Delay elements or *D*-elements. These realise the memory of the system (the state).
- ▶ Boolean functions. They realise the output function and the state transition function.

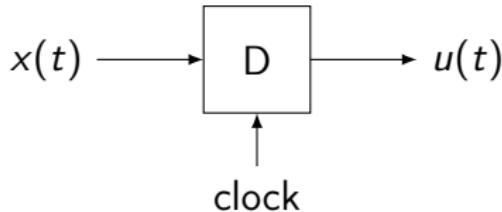


Delay element

A **delay element** has one input and one output. The output is the input delayed one time unit, $u(n) = x(n - 1)$.



The output from a **D-flip flop** is updated (to the value of the input) at a specific occasion given by the clock signal.

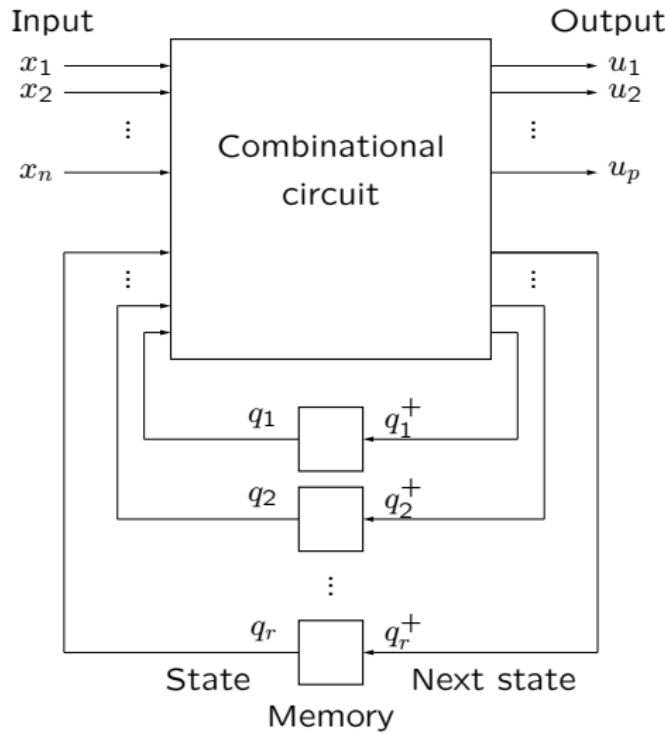


Sequential circuits

Definition

A **sequential circuit** is a circuit that contain feedback (via delay elements) with a well defined behaviour.

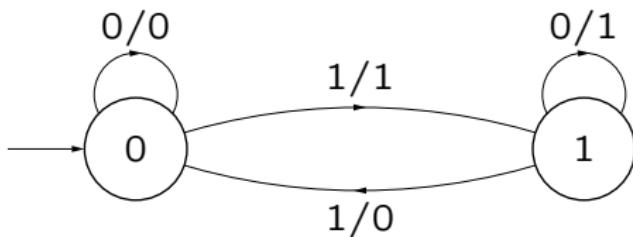
Sequential circuit (canonical form)



Parity check

Example 2.13

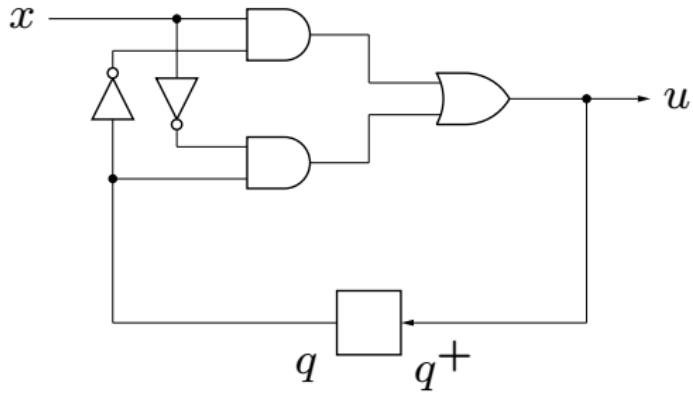
Construct a circuit that gives as output the parity symbol (modulo 2 sum) of the received sequence.



| qx | $q^+ u$ |
|------|---------|
| 00 | 0 0 |
| 01 | 1 1 |
| 10 | 1 1 |
| 11 | 0 0 |

Parity check (cont'd)

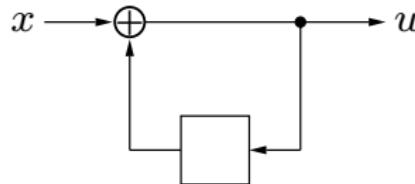
$$q^+ = q'x \vee qx'$$
$$u = q'x \vee qx'$$



Alternative solution

$$q^+ = q \oplus x$$

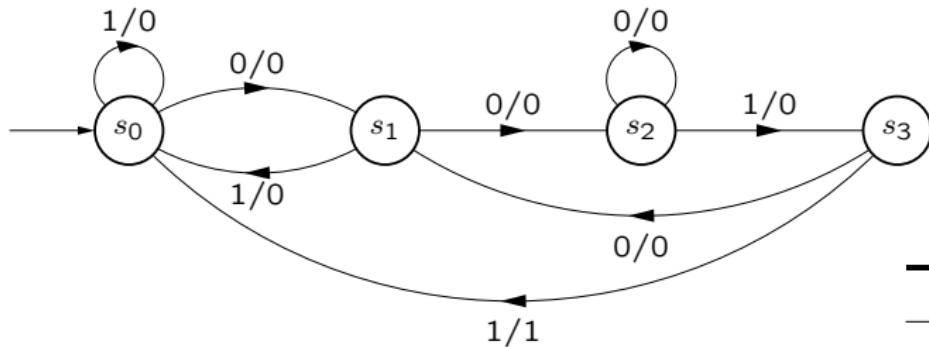
$$u = q \oplus x$$



Detector

Example 2.14

Realise a detector for the bit pattern 0011.



| Q | $q_1 q_2$ |
|-------|-----------|
| s_0 | 0 0 |
| s_1 | 0 1 |
| s_2 | 1 0 |
| s_3 | 1 1 |

Detector

The combinational circuit must realise the following tabular.

| $q_1 q_2 x$ | $q_1^+ q_2^+ u$ |
|-------------|-----------------|
| 0 0 0 | 0 1 0 |
| 0 0 1 | 0 0 0 |
| 0 1 0 | 1 0 0 |
| 0 1 1 | 0 0 0 |
| 1 0 0 | 1 0 0 |
| 1 0 1 | 1 1 0 |
| 1 1 0 | 0 1 0 |
| 1 1 1 | 0 0 1 |

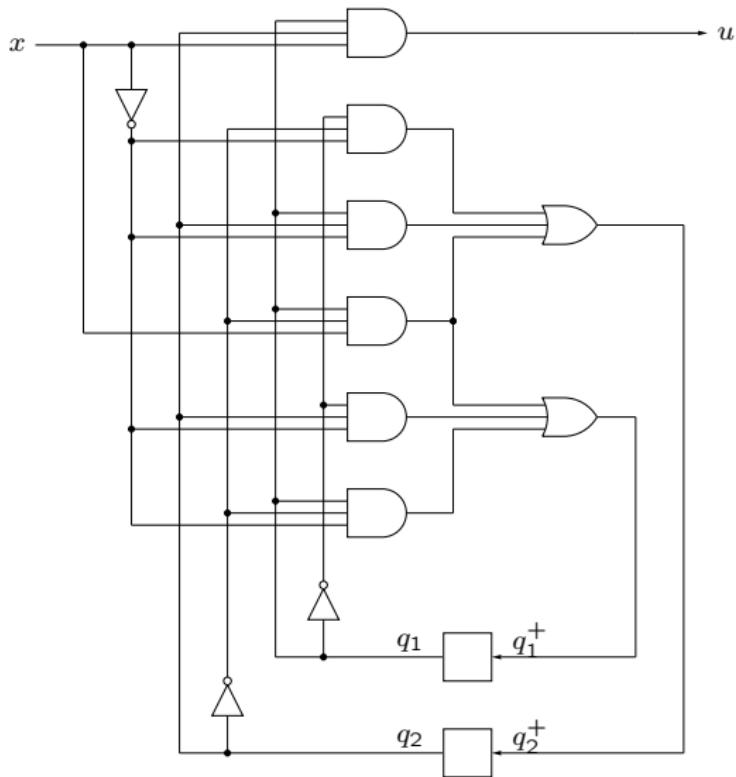
This can be done with:

$$q_1^+ = q_1' q_2 x' \vee q_1 q_2' x' \vee \underline{q_1 q_2' x}$$

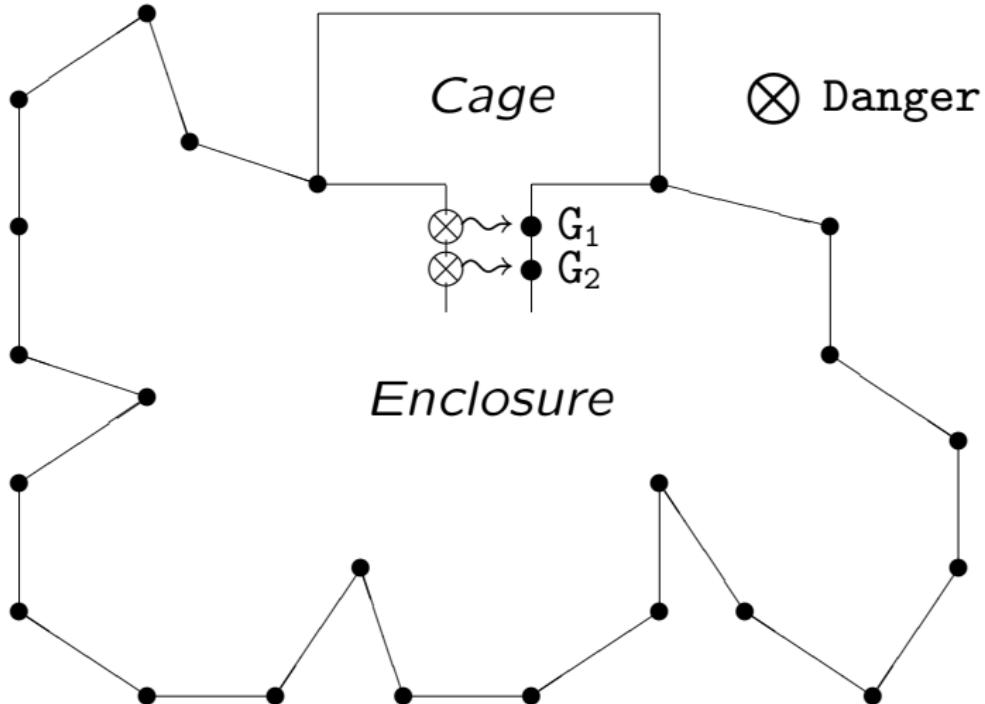
$$q_2^+ = q_1' q_2' x' \vee \underline{q_1 q_2' x} \vee q_1 q_2 x'$$

$$u = q_1 q_2 x$$

Detector (realisation)



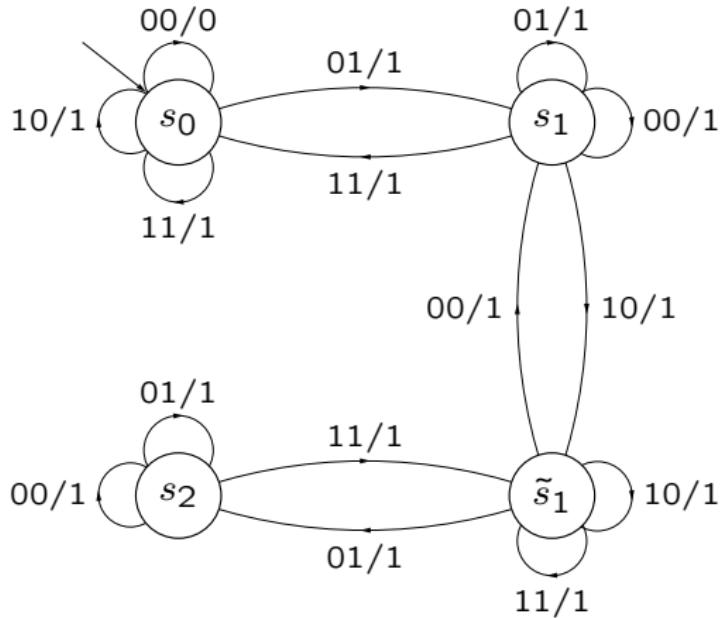
The lion threat (figure)



Lion threat

Example Lion Threat

Realise the lion threat problem for two lions.



| S | $q_1 q_2$ |
|---------------|-----------|
| s_0 | 0 0 |
| s_1 | 0 1 |
| \tilde{s}_1 | 1 1 |
| s_2 | 1 0 |

Lion threat (truth table)

| $q_1 q_2$ | $G_1 G_2$ | $q_1^+ q_2^+$ | Danger |
|-----------|-----------|---------------|--------|
| 0 0 | 0 0 | 0 0 | 0 |
| 0 0 | 0 1 | 0 1 | 1 |
| 0 0 | 1 0 | 0 0 | 1 |
| 0 0 | 1 1 | 0 0 | 1 |
| 0 1 | 0 0 | 0 1 | 1 |
| 0 1 | 0 1 | 0 1 | 1 |
| 0 1 | 1 0 | 1 1 | 1 |
| 0 1 | 1 1 | 0 0 | 1 |

| $q_1 q_2$ | $G_1 G_2$ | $q_1^+ q_2^+$ | Danger |
|-----------|-----------|---------------|--------|
| 1 0 | 0 0 | 1 0 | 1 |
| 1 0 | 0 1 | 1 0 | 1 |
| 1 0 | 1 0 | - - | - |
| 1 0 | 1 1 | 1 1 | 1 |
| 1 1 | 0 0 | 0 1 | 1 |
| 1 1 | 0 1 | 1 0 | 1 |
| 1 1 | 1 0 | 1 1 | 1 |
| 1 1 | 1 1 | 1 1 | 1 |

Lion threat (functions)

Realisation:

$$\begin{aligned}q_1^+ = & q'_1 q_2 G_1 G'_2 \vee q_1 q'_2 G'_1 G'_2 \vee q_1 q'_2 G'_1 G_2 \vee q_1 q'_2 G_1 G_2 \vee q_1 q_2 G'_1 G_2 \\& \vee q_1 q_2 G_1 G'_2 \vee q_1 q_2 G_1 G_2\end{aligned}$$

$$\begin{aligned}q_2^+ = & q'_1 q'_2 G'_1 G_2 \vee q'_1 q_2 G'_1 G'_2 \vee q'_1 q_2 G'_1 G_2 \vee q'_1 q_2 G_1 G'_2 \\& \vee q_1 q'_2 G_1 G_2 \vee q_1 q_2 G'_1 G'_2 \vee q_1 q_2 G_1 G'_2 \vee q_1 q_2 G_1 G_2\end{aligned}$$

$$\text{Danger} = (q'_1 q'_2 G'_1 G'_2)' = q_1 \vee q_2 \vee G_1 \vee G_2$$

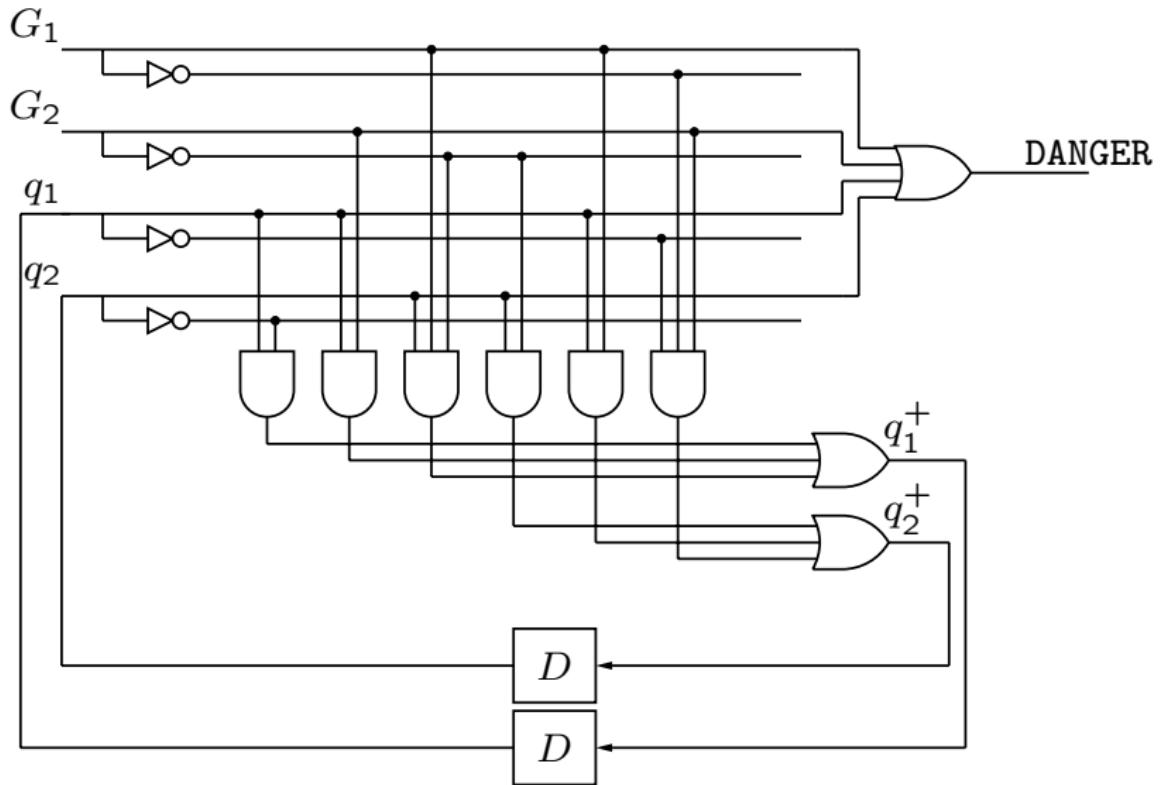
Alternative (minimal) realisation:

$$q_1^+ = q_1 q'_2 \vee q_1 G_2 \vee q_2 G_1 G'_2$$

$$q_2^+ = q_2 G'_2 \vee q_1 G_1 \vee q'_1 G'_1 G_2$$

$$\text{Danger} = q_1 \vee q_2 \vee G_1 \vee G_2$$

Lion threat (realisation)



Problems to solve

Combinational circuits

- ▶ Find smaller (minimal) solutions.
- ▶ Mathematical meaning of \wedge , \vee , $'$, and \oplus ?
- ▶ Representation of functions.

Sequential circuits

- ▶ Small realisations?
- ▶ Graphs with few states.
- ▶ Assignment of states.
- ▶ Other types of graphs.
- ▶ Linear systems.