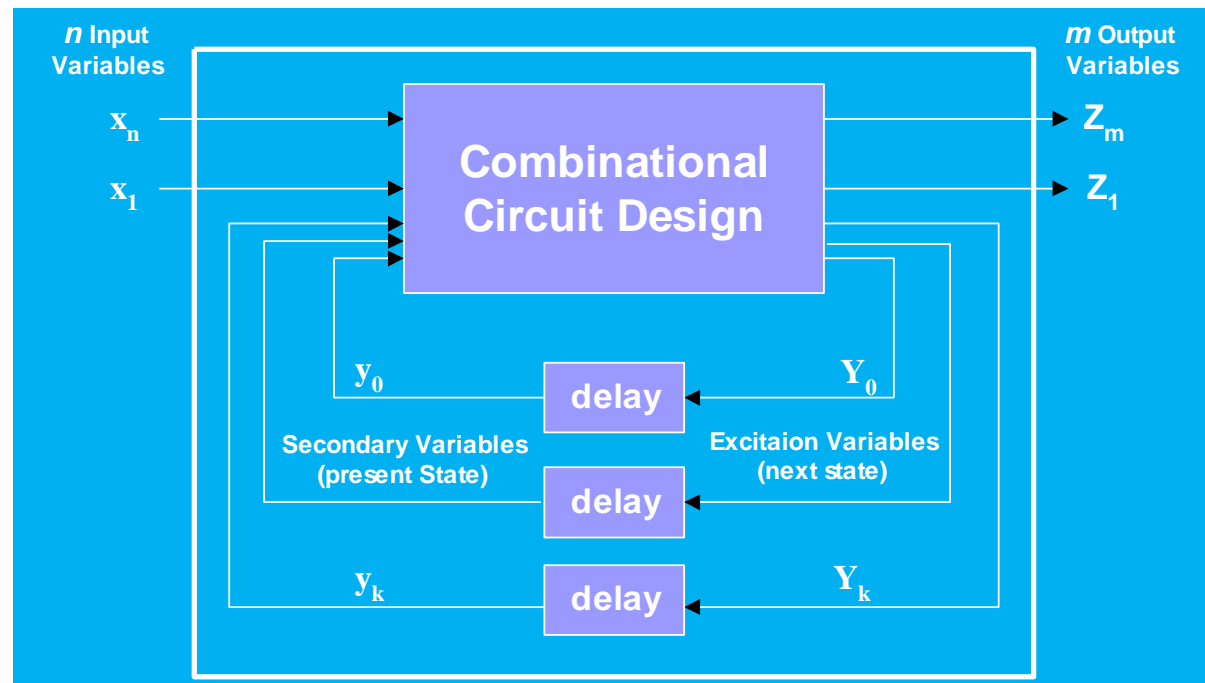


# **LECTURE 22**

## **DIGITAL LOGIC FAMILIES**

# Asynchronous Sequential Circuits.

- Asynch Seq Crts consist of a combinational circuit and delay elements connected to form feedback loops.
- $n$  input variables
- $m$  output variables
- $k$  internal states.



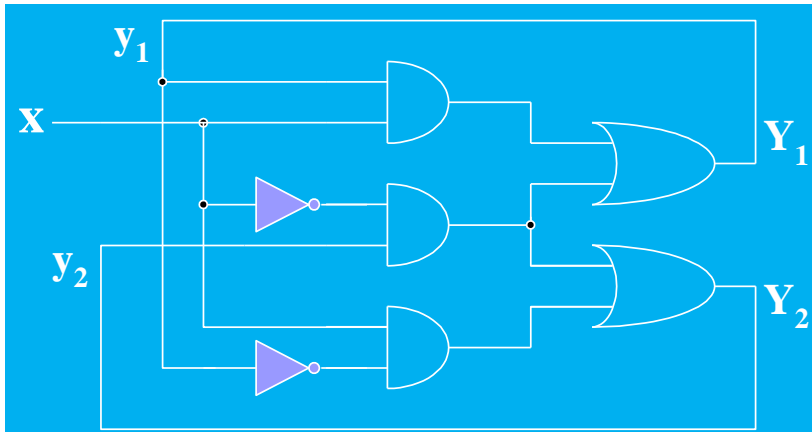
The delay elements can be viewed as providing short term memory for the sequential circuit.

## Asynchronous Sequential Circuits

- During the design of asynchronous sequential circuits, it is more convenient to name the states by letter without making reference to their binary value.
  - Such a table is called a **Flow-Table**
  - Similar to Transition Table except uses letter/symbols rather than binary numbers

# Asynchronous Sequential Circuits

An example of a flow-table can be seen below, for the system of four states with one input



	x	
	0	1
a	(a)	b
b	c	(b)
c	(c)	d
d	a	(d)

*flow table 1*

This table is called a **primitive** flow table

- Because it has only one stable state in each row.
- Can also have a flow table with more than one stable state in the same row.

# Asynchronous Sequential Circuits

For a system that has two states **a** and **b**; two inputs  $x_1$  and  $x_2$  and one output **Z**.

- The binary value of the output variable is indicated inside the square next to the state symbol and is separated usually by a comma.

		$x_1x_2$			
		00	01	11	10
a	a	a,0	a,0	a,0	b,0
	b	a,0	a,0	b,1	b,0

*Flow table 2*

# Asynchronous Sequential Circuits

From the flow-table, observe the behaviour of the circuit

If  $x_1=0$ , the circuit is in State **a**

- If  $x_1 \rightarrow 1$  while  $x_2 = 0 \Rightarrow$  the circuit goes to state **b**.

If  $x_1x_2 = 11$ , the circuit may be either in state **a** or state **b**.

- If in state **a**  $\Rightarrow$  the output is **0**
- If in state **b**  $\Rightarrow$  the output is **1**

	$x_1x_2$			
	00	01	11	10
a	a,0	a,0	a,0	b,0
b	a,0	a,0	b,1	b,0

# Asynchronous Sequential Circuits

State **a** is maintained if the inputs change from **01**  $\rightarrow$  **11**.

- Recall that in fundamental mode, two input variables cannot change simultaneously and therefore we do not allow a change of inputs from **00**  $\rightarrow$  **11**.

		$x_1x_2$			
		00	01	11	10
a	a,0	a,0	a,0	b,0	
b	a,0	a,0	b,1	b,0	

# Asynchronous Sequential Circuits

- In order to obtain circuit described by the flow table assign to each state a distinct binary value
  - assignment converts the flow table into transition table from which can derive the logic diagram.

Assign            Binary 0 to state **a**  
                      Binary 1 to state **b**

This results in a transition table as follows

		$x_1x_2$			
		00	01	11	10
$y$	0	0	0	0	1
	1	0	0	1	1

$$Y = x_1 \bar{x}_2 + x_1 y$$



# Asynchronous Sequential Circuits

- The output map is obtained directly from the output values of the flow-table.

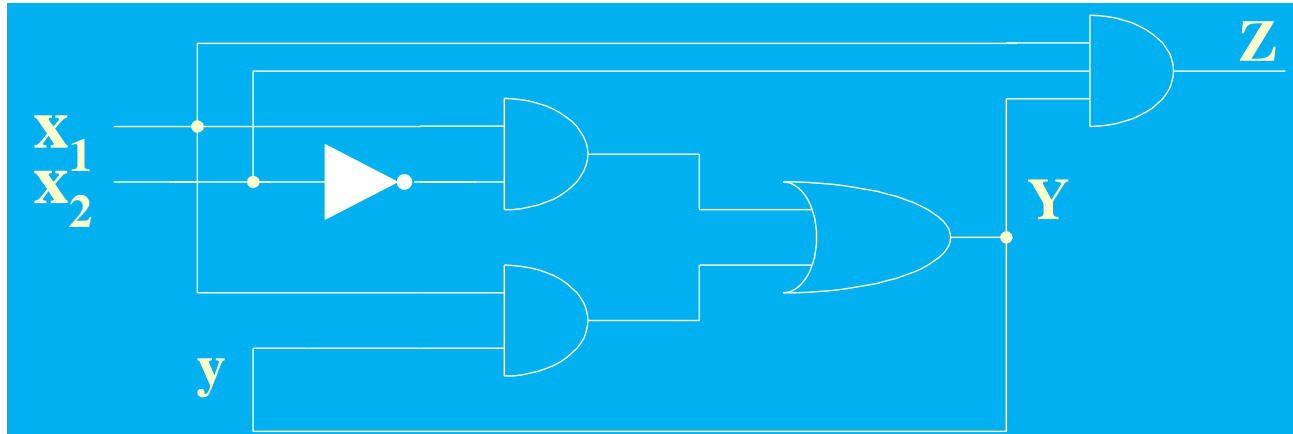
		$x_1x_2$			
		00	01	11	10
$y$	0	0	0	0	0
	1	0	0	1	0

$$Z = x_1x_2y$$

- The excitation function  $Y$  and the output function  $Z$  are thus simplified by means of the two maps.

# Asynchronous Sequential Circuits

The logic diagram of the circuit is



- This example demonstrates the procedure for obtaining the logic diagram, from a given flow table.
  - This procedure is not always as simple as in this example.
  - There are several difficulties associated with the binary state assignment and with the output assigned to the unstable states.

# Race conditions

- **Race Hazard**

- A logic configuration, which leads to an unwanted generation of logic spikes due to the signals passing through different paths to the output and experiencing different delays.

- A race condition exists in an asynchronous sequential circuit when two or more binary state variables change in response to a change in an input variable.

- When unequal delays are encountered, a race condition may cause the state variables to change in an unpredictable manner.

# Race conditions

## Example

If the state variables must change from 00  $\rightarrow$  11, the difference in delays may cause the first variable to change faster than the second

- thus state variables change in sequence from 00 to 10 and then to 11.
- If the second variable changes faster than the first, the state variables will change from 00  $\rightarrow$  01 and then to 11.

## Critical and Non-Critical Race Conditions

- Thus the order by which the state variables change may not be known in advance.
  - If the final stable state that the circuit reaches does not depend on the order on which the state variables change, the race is called a **non-critical race**.
- If it is possible to end up in two or more different stable states depending on the order in which the state variables change. This is a **critical race**.
  - For proper operation, critical races must be avoided.
  - Causes the system to operate incorrectly by entering unwanted unstable states.

# Race conditions

- Race hazardous conditions can be tolerated in asynchronous sequential circuits if they cause perhaps different unstable states to be entered but finally the same stable state to be reached.
  - indeed allowing non-critical race hazards can give reduced logic components.

# Static Hazards

- **Occur when possible for an output to undergo a momentary transition when it is expected to remain unchanged.**

## ***Static-1 hazard***

- occurs when output momentarily goes to 0 when it should remain a 1.

## ***Static-0 hazard***

- occurs when output momentarily goes to 1 when it should remain a 0.

# Race conditions

- **Static hazards** or **dynamic hazards** are combinational circuit hazards.
  - generally are only significant in synchronous sequential circuits.
- In contrast, a race hazard is found only in asynchronous sequential circuits
  - caused by the interaction between a primary and a secondary signal change.
- Can be eliminated by introducing delays in the circuit.



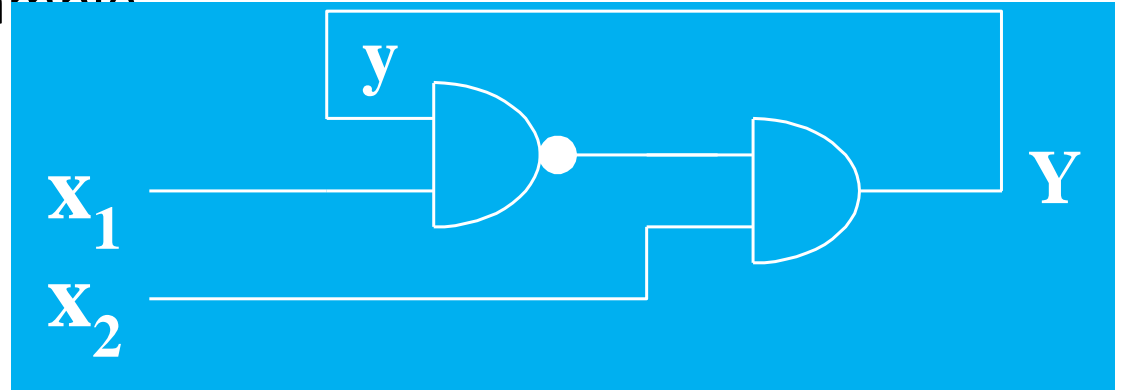
# Stability Considerations

## Due to feedback connections

- Care must be taken to ensure that the circuit does not become unstable.
- An unstable condition will cause the circuit to oscillate between unstable states.
- The transition table method of analysis can be useful in detecting the occurrence of instability

# Stability Considerations

Consider following example



The transition table

# Stability Considerations

- Those values of  $Y$  that are equal to  $y$  are circled and represent stable states

⇒ with input  $x_1x_2$  fixed at 11

⇒ the values of  $Y$  and  $y$  are never the same.

if  $y=0$  then  $Y=1$

⇒ transition to 2<sup>nd</sup> row of table with  $y=1$  and  $Y=0$ .

⇒ This then causes a transition back to the 1<sup>st</sup> row, with the result that the state variable alternates between 0 and 1 indefinitely as long as the input is 11.

# Stability Considerations

The instability condition can be detected directly from the logic diagram.

Let  $x_1=1$  and  $x_2=1$  and  $y=1$ .

- Output of the NAND gate = 0
- Output of the AND gate = 0  $\Rightarrow Y = 0$ , with the result that  $Y \neq y$ .

Now if  $y=0$ ,

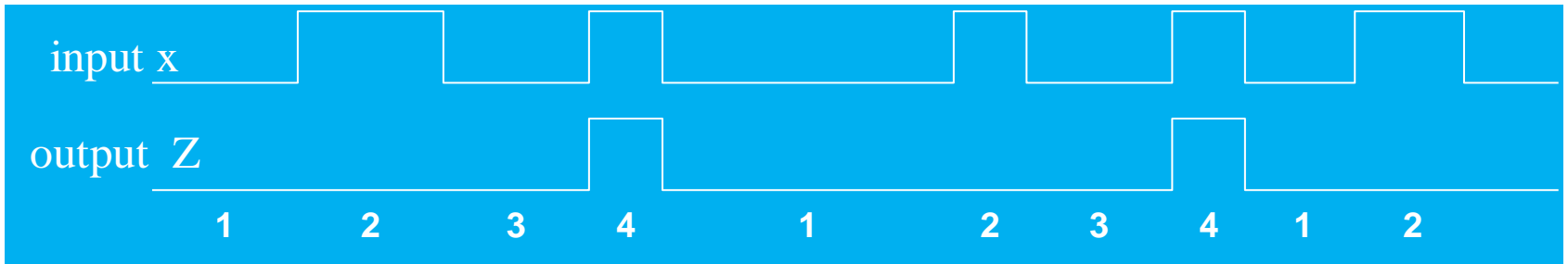
- Output of the NAND gate = 1
- Output of the AND gate = 1  $\Rightarrow Y = 1$  with the result that  $Y \neq y$ .

# Stability Considerations

- If it is assumed that each gate has a propagation delay of 5 nseconds (including tracks on PCB),
  - ⇒ Find that  $Y = 0$  for 10 nseconds
  - ⇒ Also  $Y = 1$  for the next 10 nseconds.
- This will result in a square wave waveform with a period of 20 nseconds.
  - ⇒ Frequency of oscillation is 50MHz.
- Unless designing a square wave generator, the instability that may occur in asynchronous sequential circuits is undesirable and must be avoided.

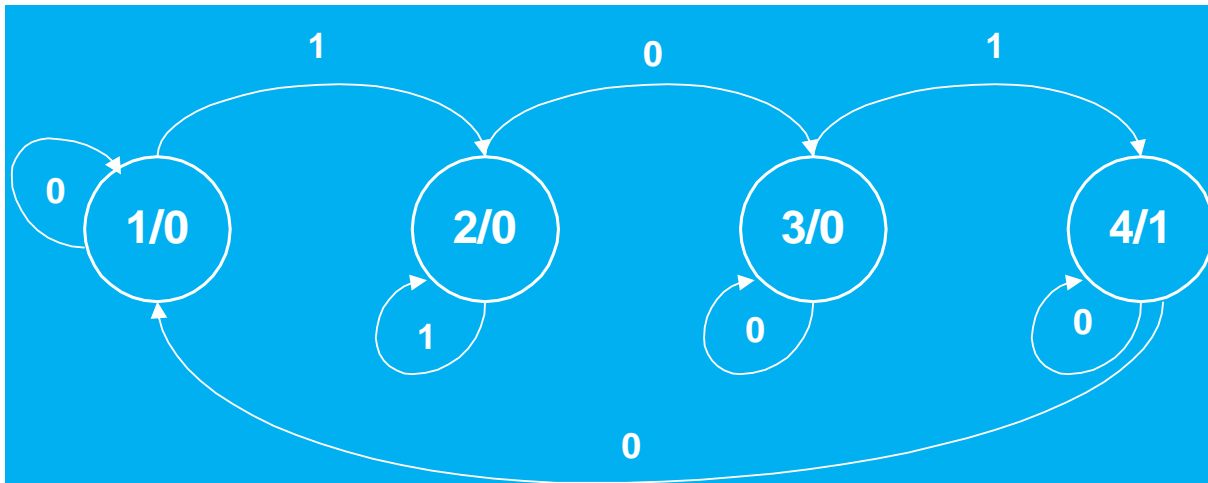
# Design Example

- Consider a circuit of one input and one output.
- A series of pulses is applied to the input and every alternate pulse is to be passed to the output.
  - Note the pulse duration and separation are variable.

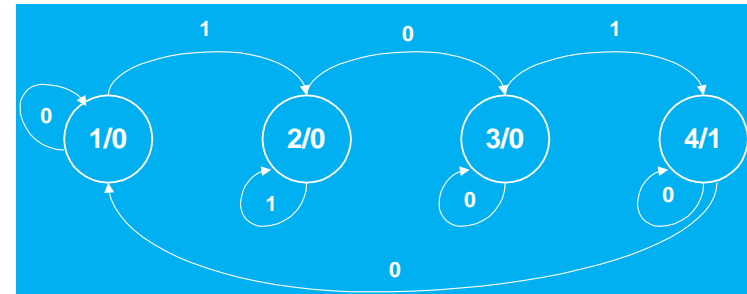


# Moore Model

- A **Moore** model state diagram for this circuit can be designed
  - Moore models are often used for asynchronous sequential circuits because a stable state is clearly identified in the Moore model by a “return” path around the state.
  - A transition from a stable state will only occur when the input changes from the return value



# Primitive Flow Table



- The next step is to draw the state table giving the information in tabular form. i.e. the primitive flow table

Present State	Next State	Output Z
1	2	0
2	3	0
3	4	0
4	1	1