



**A A B University**

**Faculty of Computer Sciences**

---

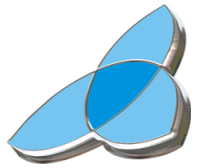
**Introduction to Digital Technologies and Circuits**

**Week 12:**

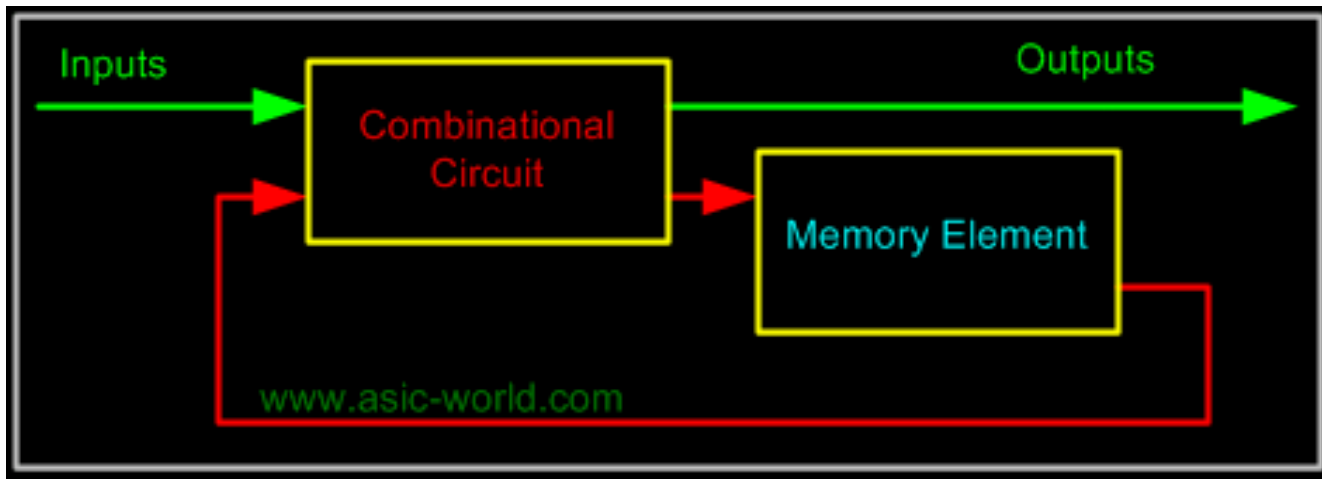
## **Types of Sequential Logic Circuits**

**Asst. Prof. Dr. Mentor Hamiti**  
[mentor.hamiti@universitetiaab.com](mailto:mentor.hamiti@universitetiaab.com)

---



- There are two types of Digital Logic Circuits:
  - Combinational Logic Circuits
  - Sequential Logic Circuits

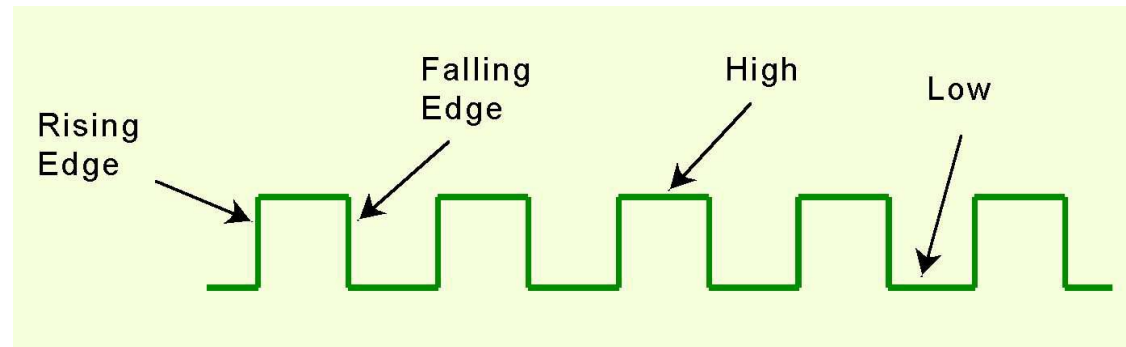


- Combinational logic output depends on the inputs levels, whereas sequential logic output depends on stored levels and also the input levels.



## Types of Sequential Logic Circuits:

- A **synchronous** sequential circuit uses a clock to order events
  - a clock is a circuit that emits a series of electrical pulses
  - state changes in sequential circuits only occur when the clock ticks



- **Asynchronous** sequential circuits become active the moment any input value changes

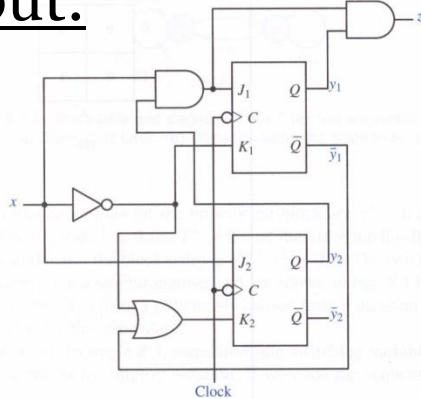
# Synchronous Sequential Logic Circuit



## I. Analysis of Synchronous Logic Circuit

Input:

Ex:

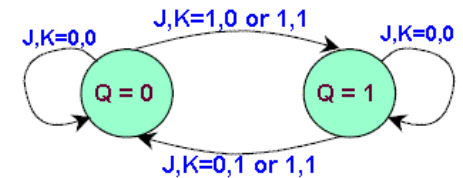


Output:

Ex: In. and Out.  
sequence:

X=1011 »  
Z=1100

OR State Diagram:



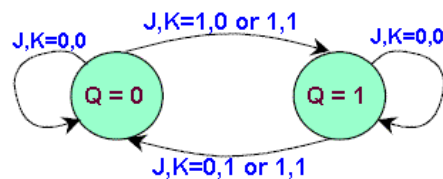
## II. Design of Synchronous Logic Circuit

Input:

Ex: In. and Out.  
sequence:

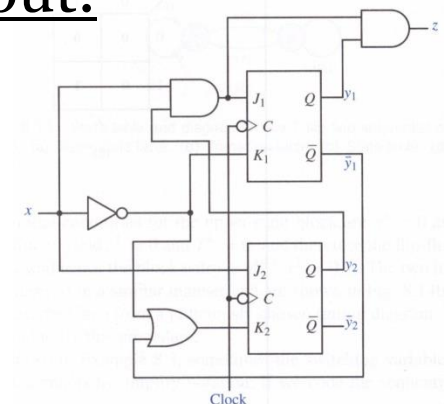
X=1011 »  
Z=1100

OR State Diagram:



Output:

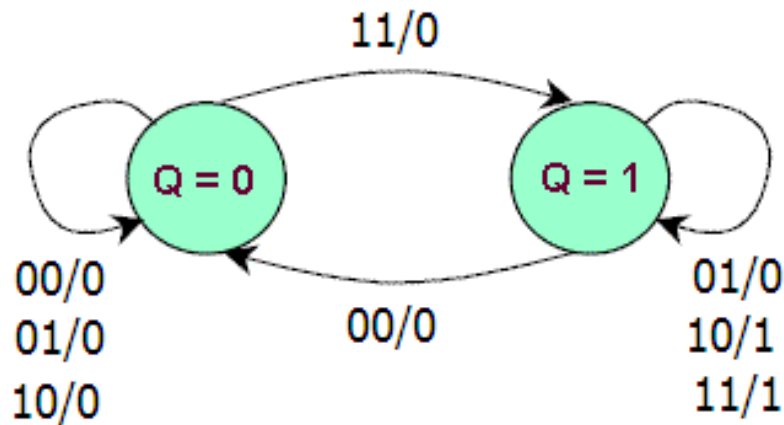
Ex:



# Synchronous Sequential Circuit



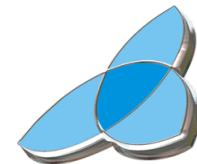
- Example 1:
  - Design (and simulate) a sequential circuit with two inputs (X,Y) and one output Z, which is described with the following state diagram:



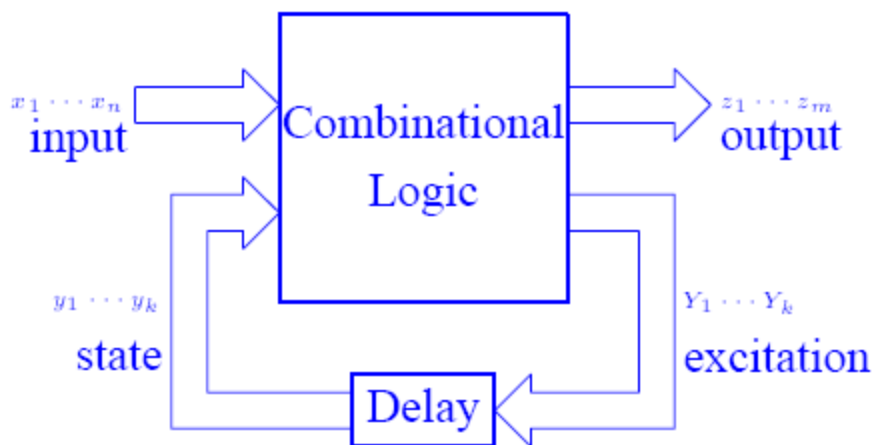
X	Y	Q	Q <sup>+</sup>	Z	J	K
0	0	0				
0	0	1				
0	1	0				
0	1	1				
1	0	0				
1	0	1				
1	1	0				
1	1	1				

- Use JK flip-flops!

# Asynchronous Sequential Circuit

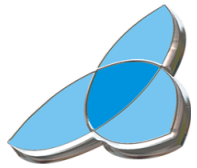


- An asynchronous sequential circuit is a sequential circuit whose behavior depends only on the order in which its input signals change and can be affected at any instant of time.

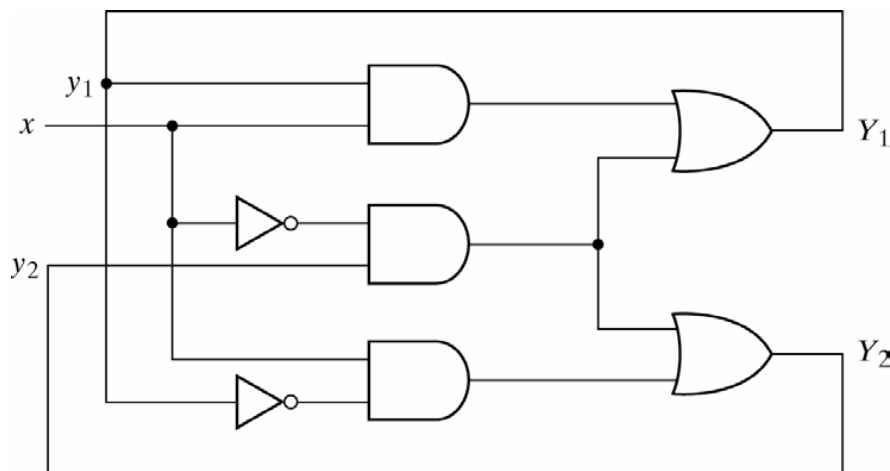


- $\mathbf{x} = (x_1, x_2, \dots, x_n)$ :  $n$  input variables
- $\mathbf{z} = (z_1, z_2, \dots, z_m)$ :  $m$  output variables
- $\mathbf{y} = (y_1, y_2, \dots, y_k)$ :  $k$  state variables (present state)
- $\mathbf{Y} = (Y_1, Y_2, \dots, Y_k)$ :  $k$  excitation variables (next state)

# Asynchronous Sequential Circuit

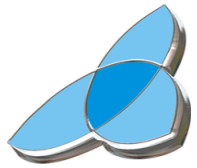


- State transition occurs when there is an input change (no clock pulses).
- Memory (delay) elements are either latches (unclocked) or time-delay elements (instead of clocked Flip-Flops as in a synchronous sequential circuit).
- An asynchronous sequential circuit quite often resembles a combinational circuit with feedback.



# Asynchronous Sequential Circuit

---

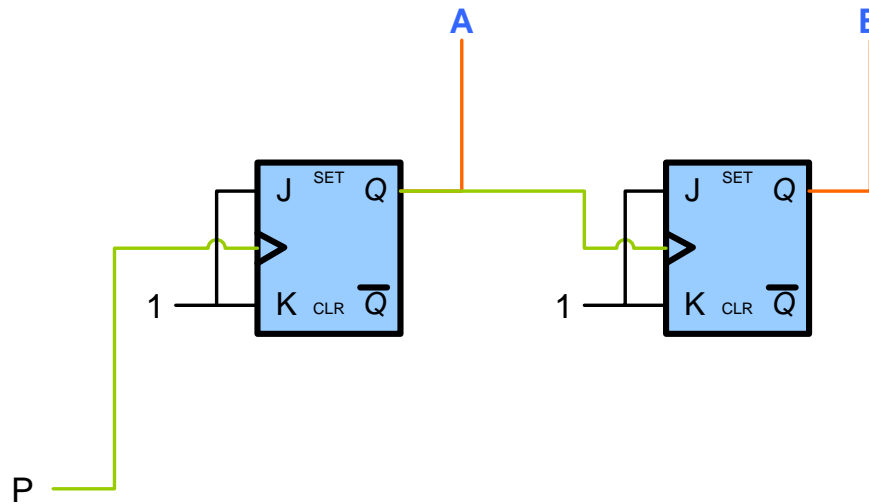


- Faster and often cheaper than synchronous ones, but **more difficult to design**, verify, or test (due to possible timing problems involved in the feedback path).
- To ensure proper operation, simultaneous changes of 2 or more input variables are usually prohibited.
- Fundamental-mode operation:
  - only one input variable can change at any time, and the time between 2 input changes must be longer than the time it takes the circuit to reach a stable state.



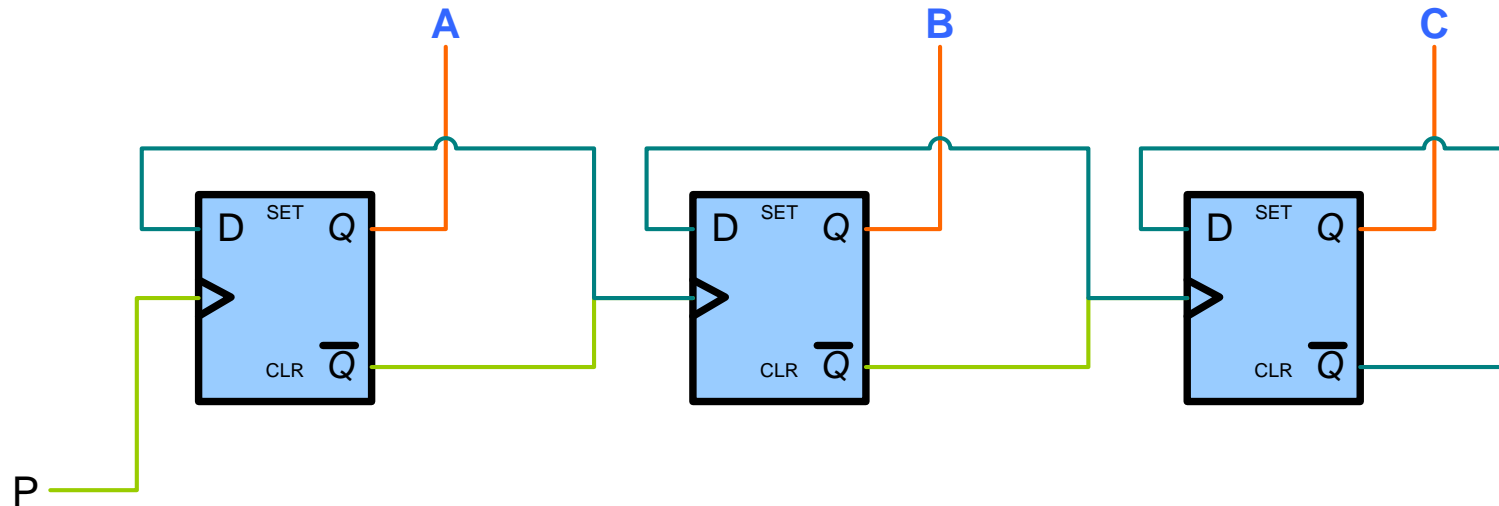


- Example 2:



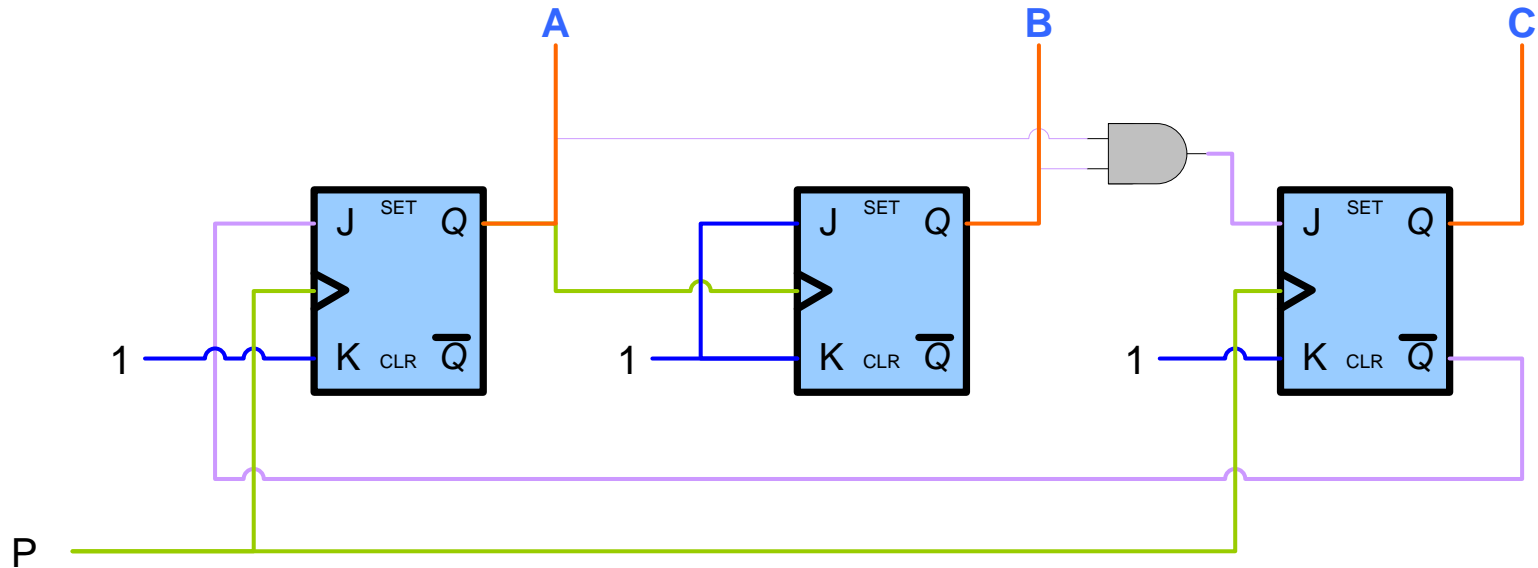


- Example 3:





- Example 4:





- Questions?!

