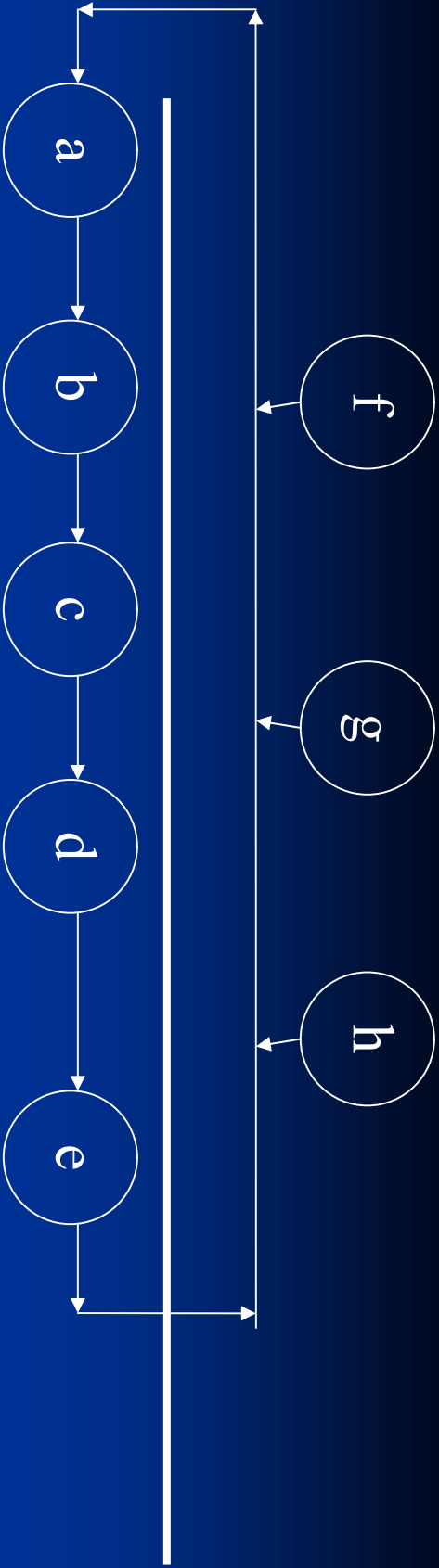


Advanced Digital Logic Design

ASM

Counters and Controllers

- Counters move from a state to another state.
- Controllers can be represented by counters
- Example: Vending machine controller, or traffic light controller



D_C

	1	1	1	1
	1	1	1	1

D_B

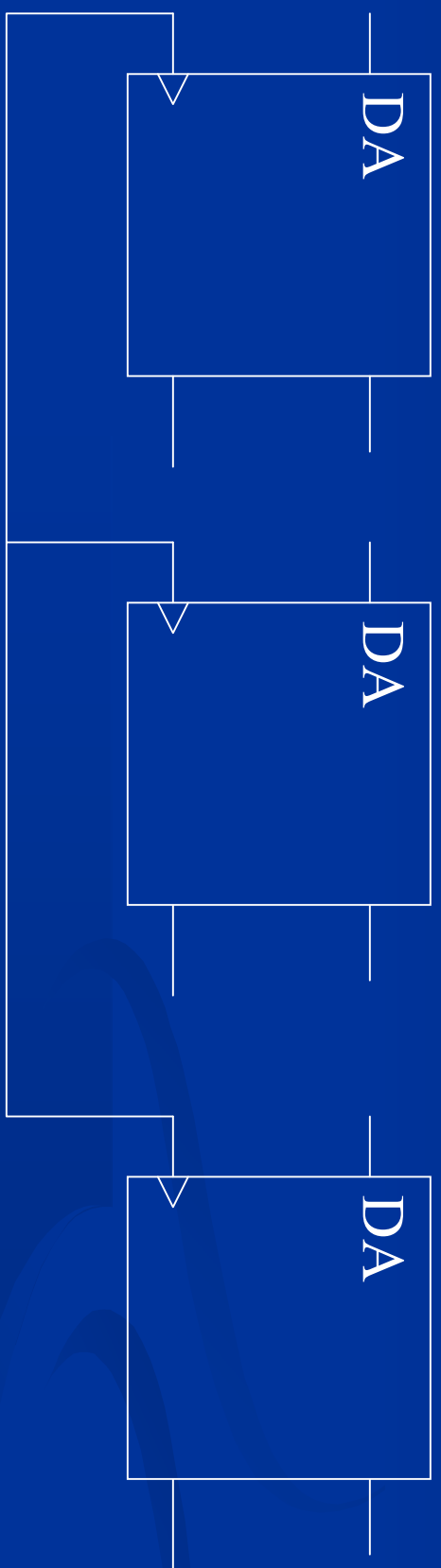
	1	1		
	1	1		

Current	next	A	B
000	001	0	0
001	010	0	1
010	011	1	1
011	111	1	1
100	001	1	0
101	001	0	0
110	001	0	0
111	100	1	0

C

	1	1	
	1	1	

D_A



Glitch

- Glitch is an undesirable logic level that occurs during a short period of time.
- Example 111 → 110

Glitches

- Glitch free design
- Hazard protection: Circuit is designed such that glitches does not create errors
- Glitch tolerant circuits: If glitches do not affect the circuit, for example in driving a stepper motor, it takes milliseconds to move, glitches in the order of nanoseconds do not affect the motor

Glitches

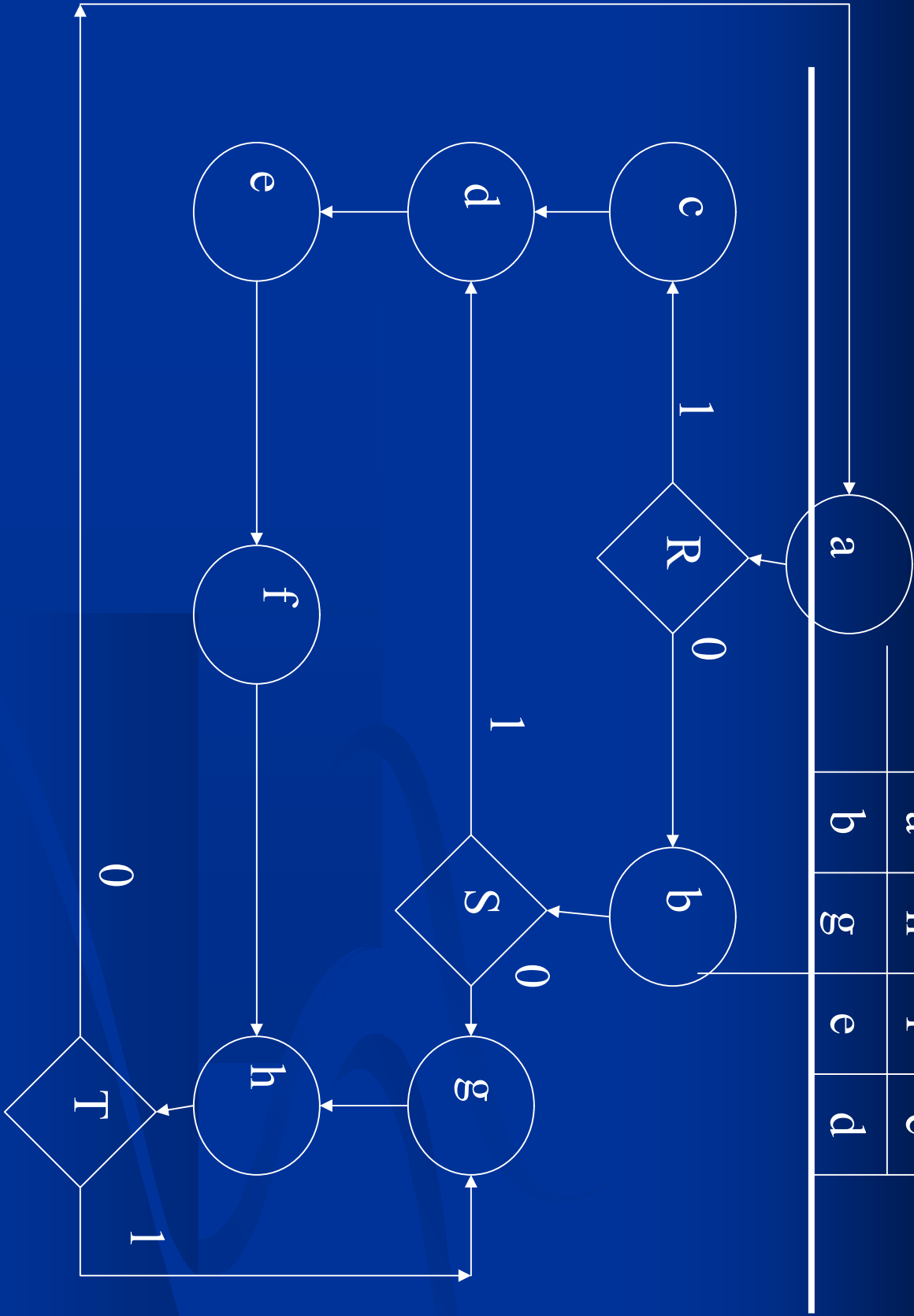
- Glitch free design: Gray codes

a b c d e f

	a	b	c	
f	e	d		

	a	b	e	f
	c	d		

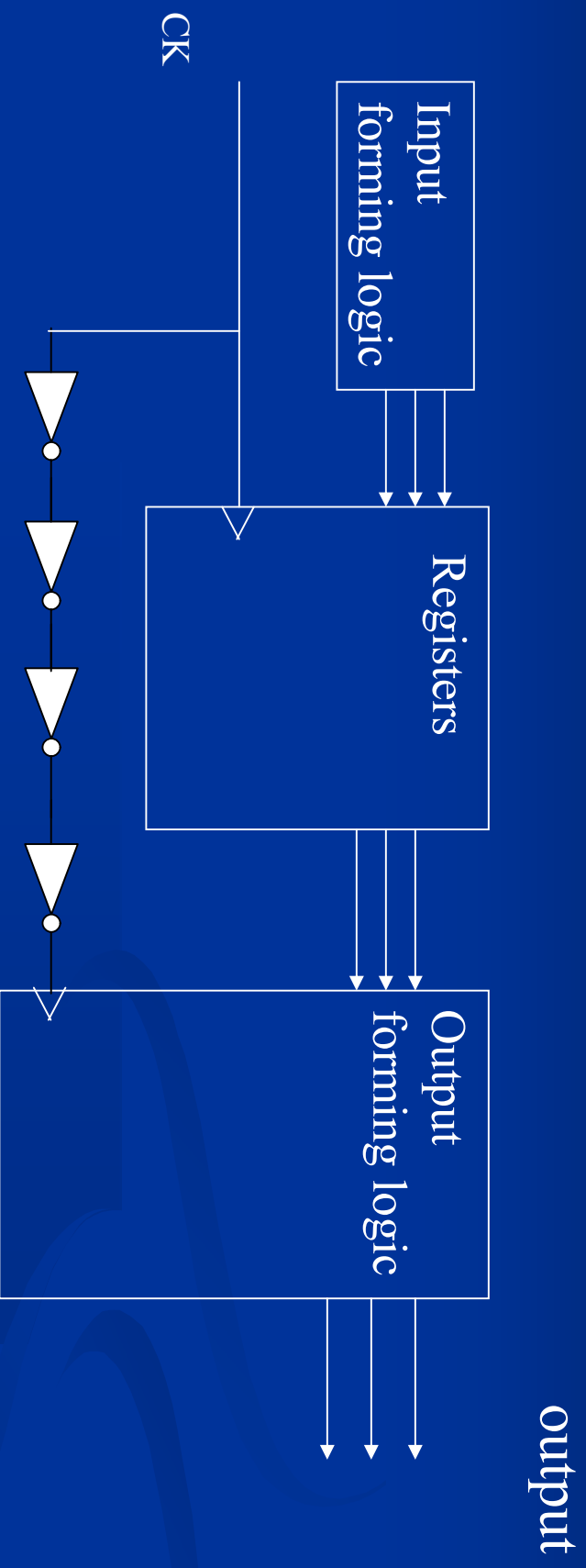
a	h	f	c
b	g	e	d



Glitches

- Some times it is not possible to use Gray codes, for example any odd number of states in a cycle.
- We can use delayed state timing, or Alternate state timing

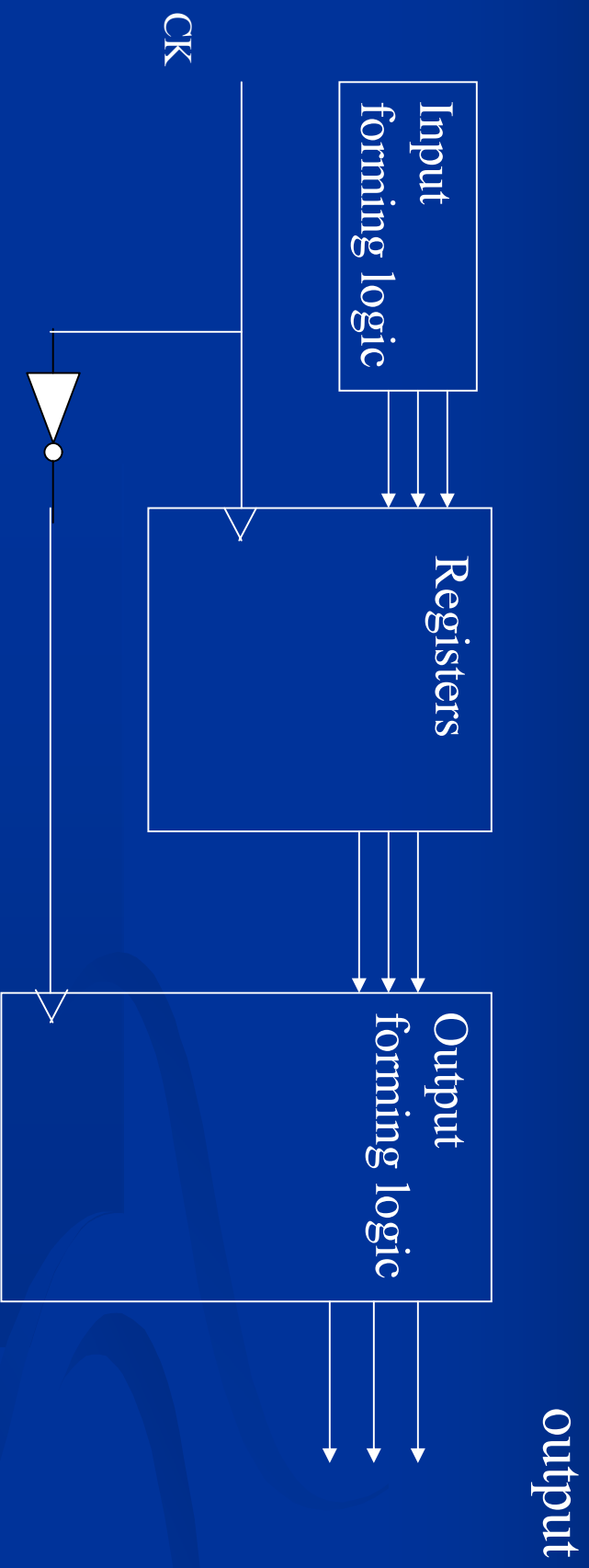
Delayed state timing



Assumption: output forming logic is enabled by CK

Must analyze the circuit to calculate how much delay we need

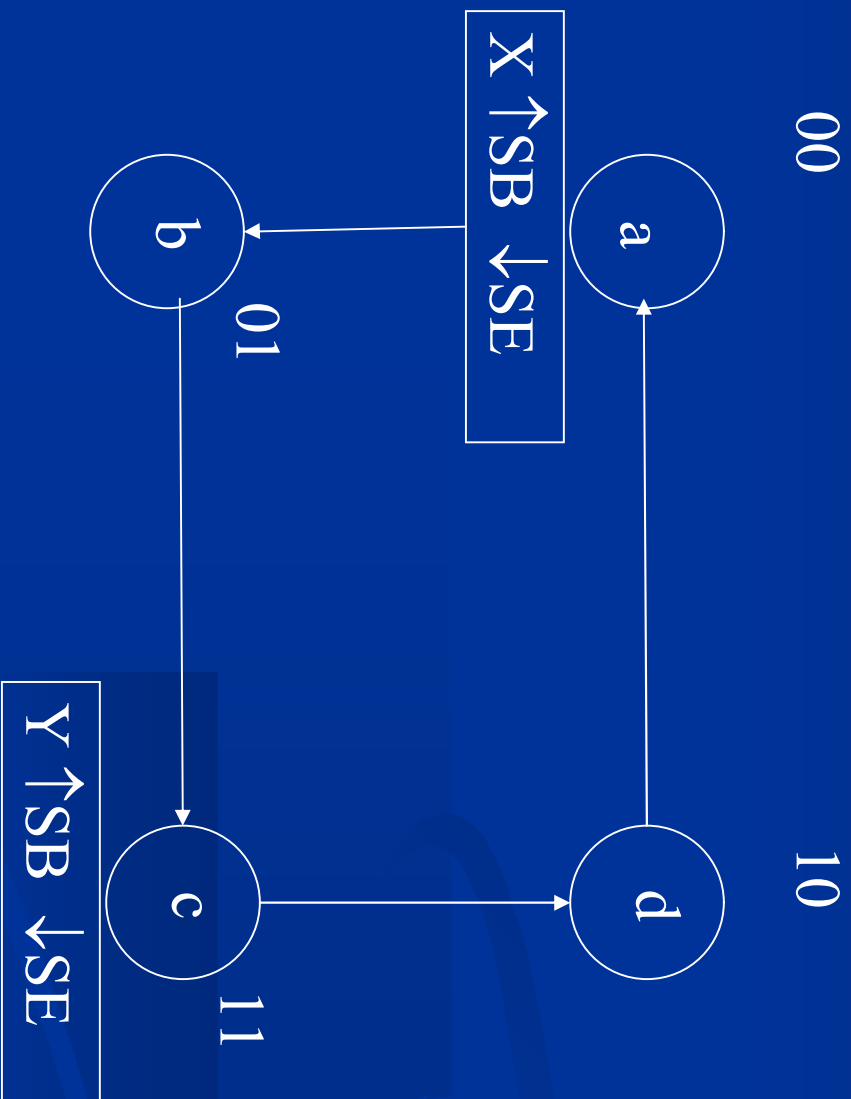
Alternate State Timing



Delay the clock by half a cycle

Output logic is enabled at the rising edge (registers at the falling edge ----- Synchronous and predictable

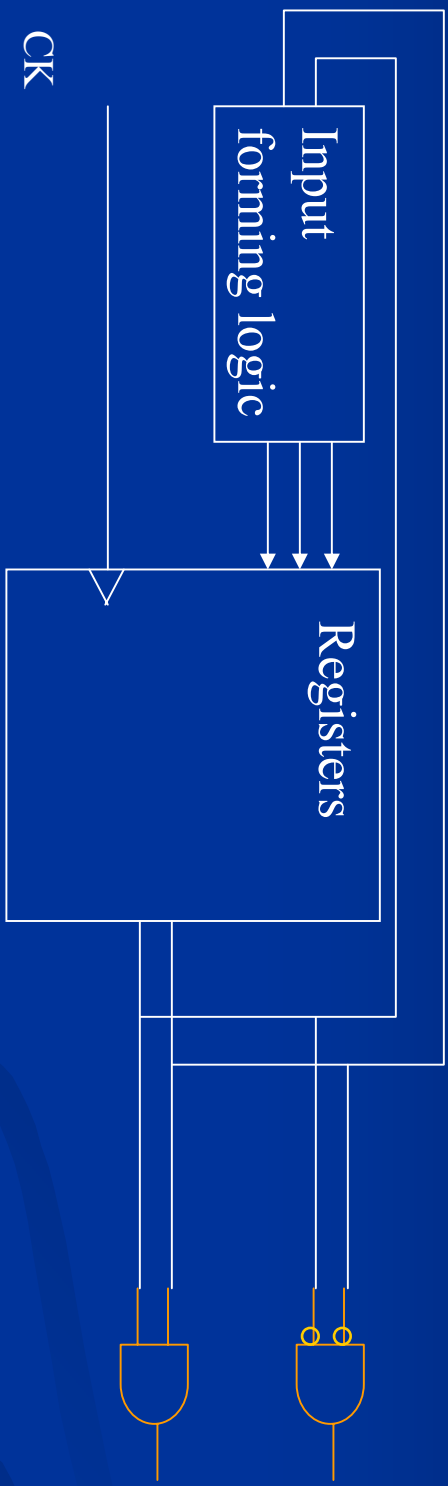
Output Forming Logic



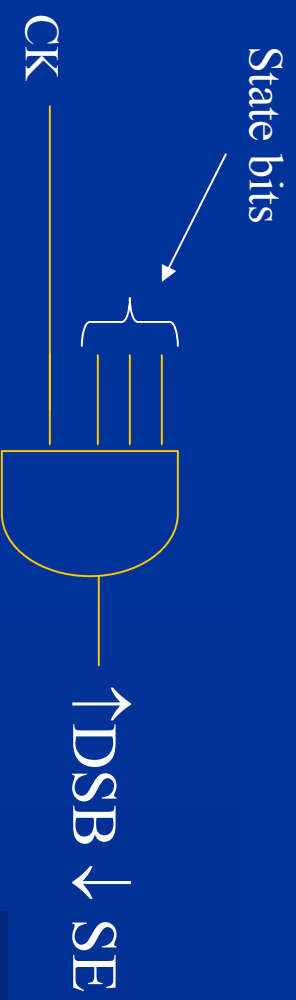
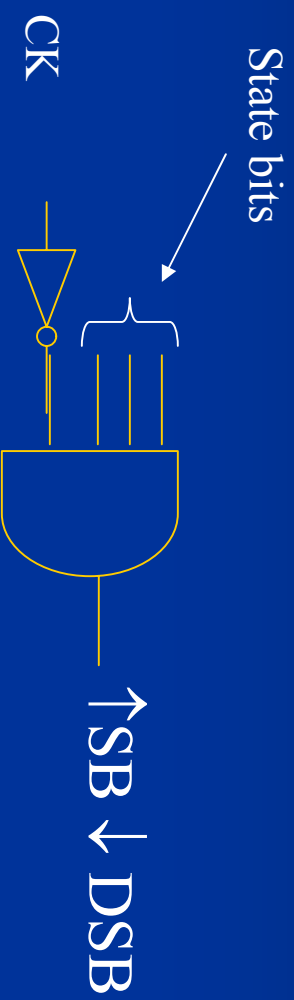


01 11 10 00 01 11 10 00

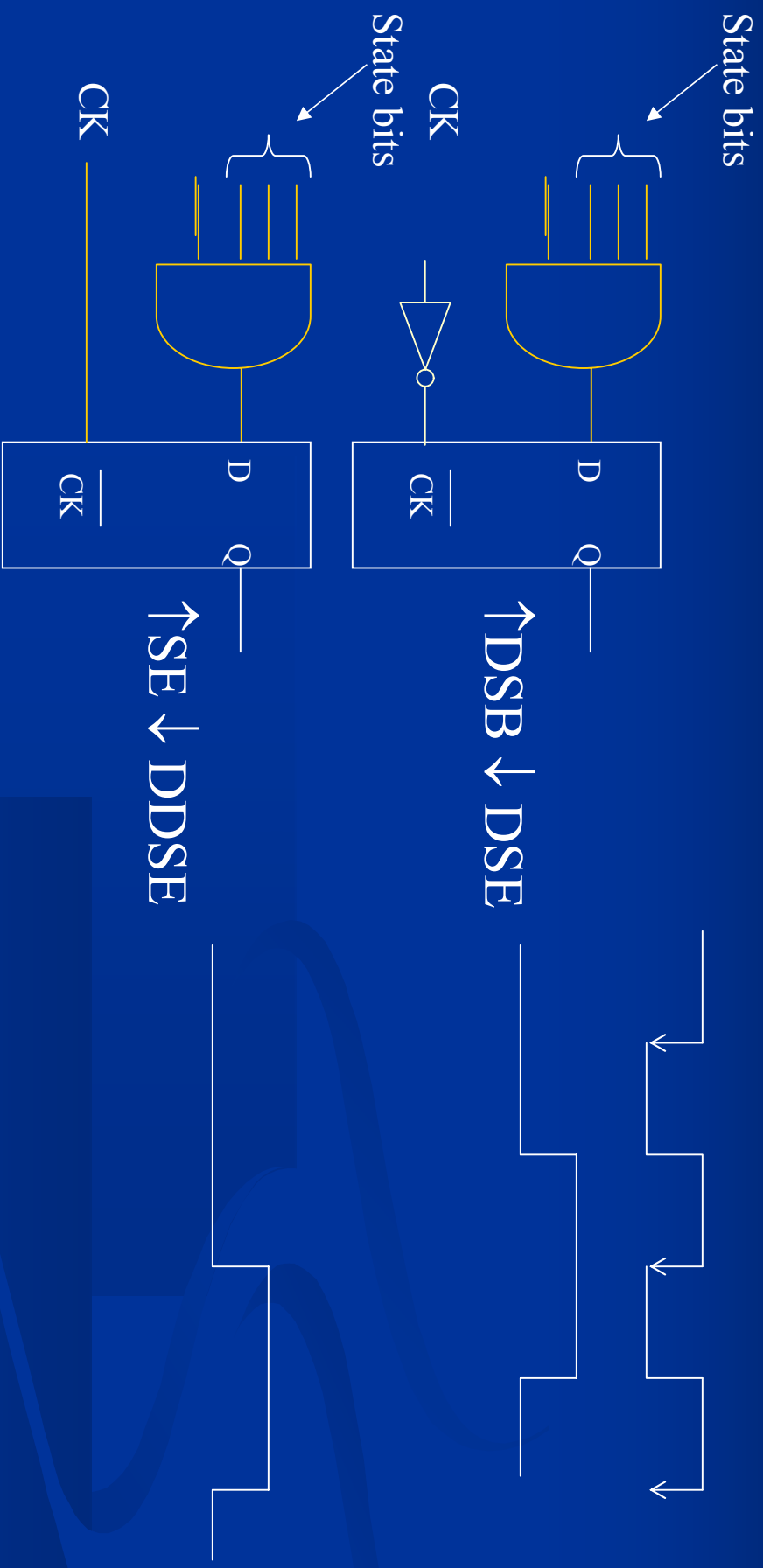




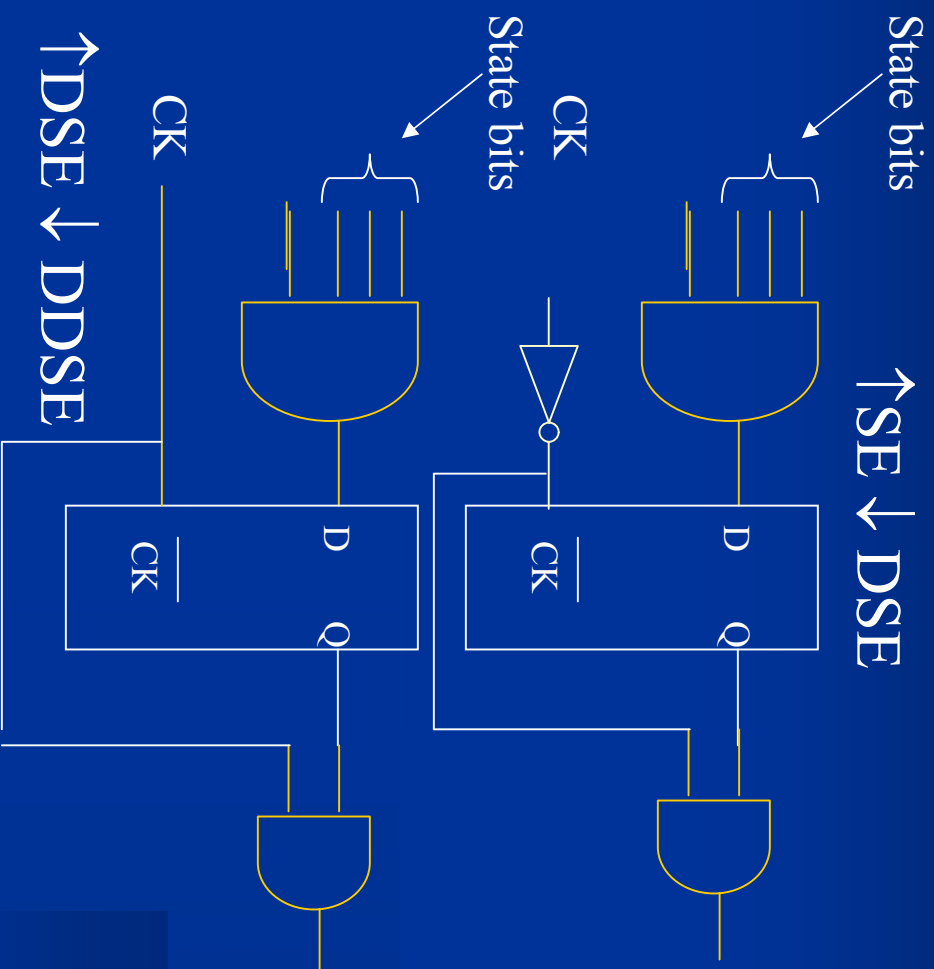
Output Forming Logic



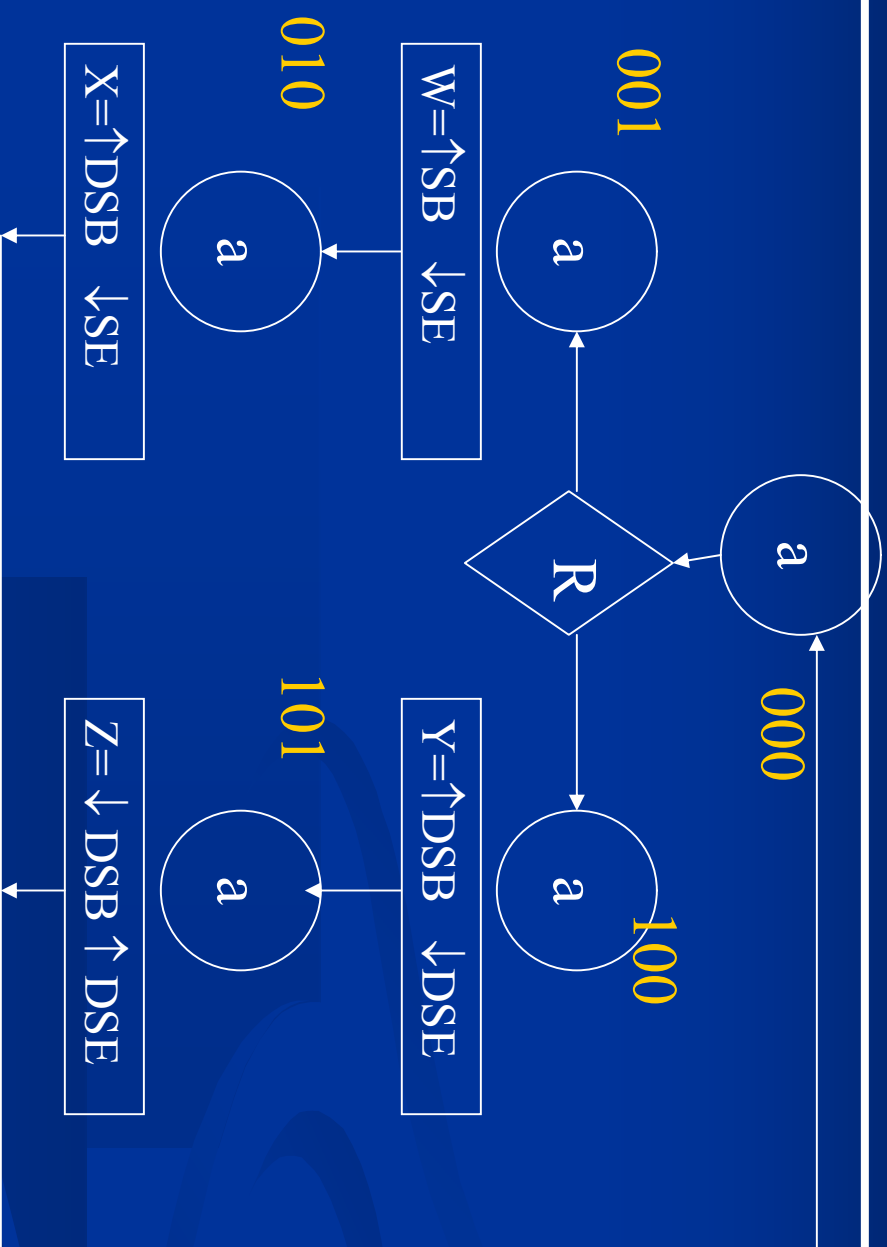
Output Forming Logic



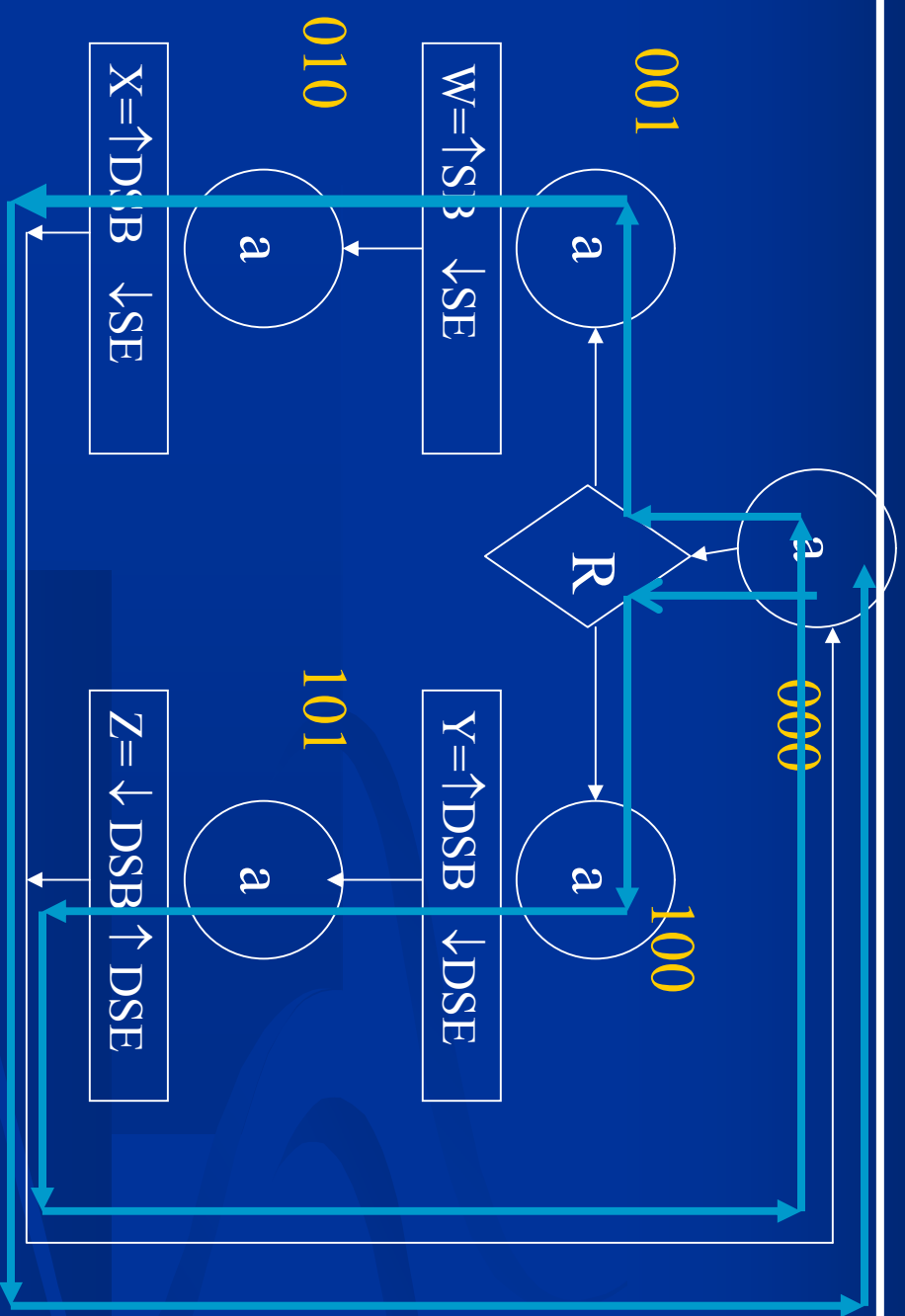
Output Forming Logic



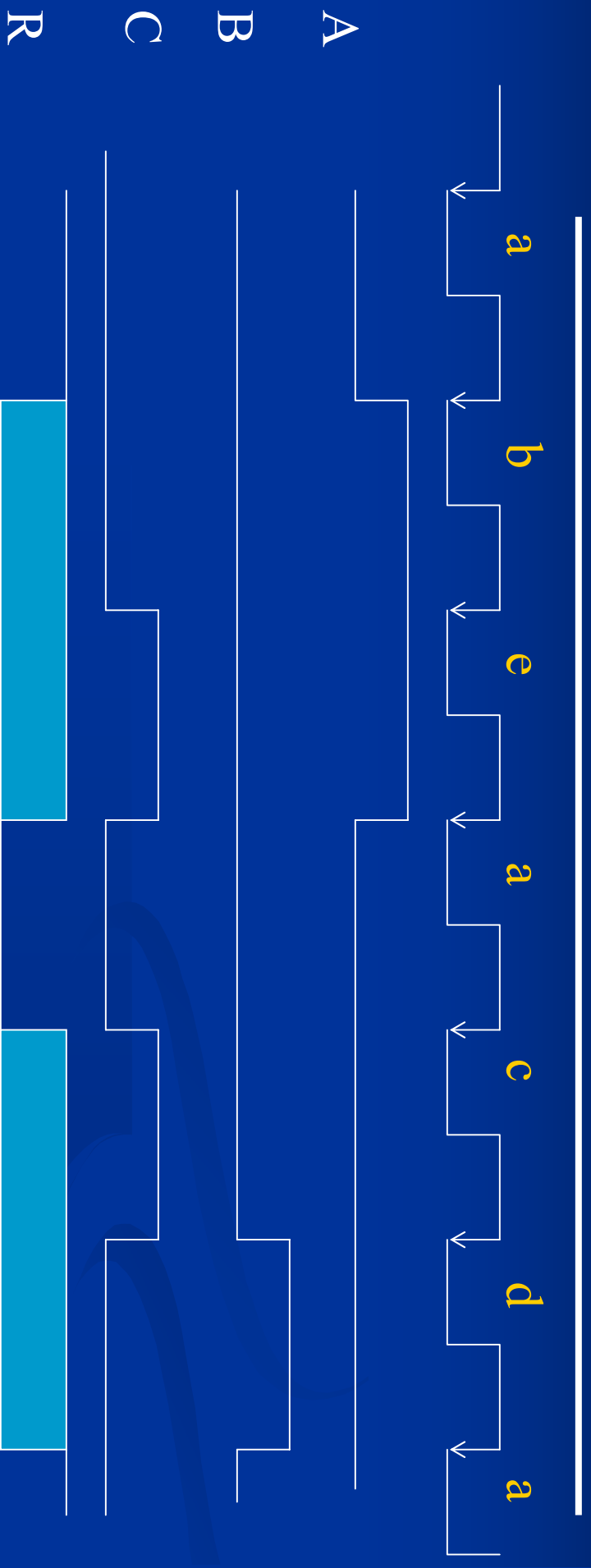
Example



Parsing



Timing Diagram



Example

	ABC	W	X	Y
B	000			
D	001			Y \uparrow SE
A	010	W \uparrow DSB		
C	011	W \downarrow SE	X \uparrow DSB	
F	110			Y \downarrow DSB
E	111		X \downarrow DSE	







Conditional Output Forming Logic

