Lecture 15, Oct 13, 2022

Clock Dividers (Prescalers)

• How do we generate a different clock frequency from what's given?



Figure 1: Clock division by 2

- Example: Given a 100MHz clock, derive a circuit using D-flip flops to generate 50MHz and 25MHz clocks
 - The 50MHz clock can be made by tying the input clock into the clock of a T-flip flop
 - The 25MHz clock can be made by putting the 50MHz clock into the clock of a T-flip flop
 - This method is restricted to clock divisions by powers of two
- More generally we can use a counter in order to divide by any factor
 - A NOR gate over all the counter bits can be used as a comparator to check for 0
 - The comparator output can be ANDed together with some signal so the signal only passes through when the counter reaches the desired value

Finite State Machines (FSM)

- Any sequential circuit can be modelled by some set of inputs $w_i \rightarrow \text{combinational circuit } A \rightarrow \text{set of flip}$ flops $\rightarrow \text{combinational circuit } B \rightarrow \text{output}$
- A finite state machine is so named because a circuit with k registers (flip flops) can only be in one of a finite number of states (2^k states)

Example FSM

- Motor outputs its status on w
- If status is ok, the FSM should maintain z = 0
- If motor outputs a sequence of 1, 0, 1 then an error is occurred, so the FSM should output z = 1
- z is determined by the history of w
- First we need a state diagram:
- From this state diagram we can make a state table:

State	Next $w = 0$	Next $w = 1$	z
A	Α	В	0
B	C	B	0
C	A	D	0
D	C	В	1

- Now we need to assign states
 - There are 4 states, so we need 2 flip-flops y_2, y_1



Figure 2: State diagram for the example problem

- Choose state codes: A = 00, B = 01, C = 10, D = 11Now make the state-assigned table:

Now	make	the	state-assigned	table:

y_2y_1	$Y_2 Y_1$ for $w = 0$	$Y_2 Y_1$ for $w = 1$	z
00	00	01	0
01	10	01	0
10	00	11	0
11	10	01	1

• Now we basically have a truth table, we can synthesize the circuit:

$$-Y_1 = w$$

– $Y_2 = \bar{w}y_1 + wy_2\bar{y}_1$ (can be found through a 3-variable K-map with w, y_1, y_2) – $z = y_2y_1$