



# **CprE 281: Digital Logic**

**Instructor: Alexander Stoytchev**

**<http://www.ece.iastate.edu/~alexs/classes/>**

# **T Flip-Flops & JK Flip-Flops**

*CprE 281: Digital Logic  
Iowa State University, Ames, IA  
Copyright © Alexander Stoytchev*

# **Administrative Stuff**

- **Homework 8 is due on Monday Oct 24 @ 10pm.**
- **The second midterm exam is next week (Friday Oct 28).**

# **Administrative Stuff**

- **Midterm Exam #2**
- **When: Friday October 28 @ 4:20pm.**
- **Where: This room**
- **What: Chapters 1, 2, 3, 4 and 5**
- **The exam will be closed book but open notes (you can bring up to 3 pages of handwritten notes).**

# Midterm 2: Format

- **The exam will be out of 130 points**
- **You need 95 points to get an A for this exam**
- **It will be great if you can score more than 100 points.**
  - **but you can't roll over your extra points 😞**

# Midterm 2: Topics

- **K-maps for 2, 3, and 4 variables**
- **Binary Numbers and Hexadecimal Numbers**
- **1's complement and 2's complement representation**
- **Addition and subtraction of binary numbers**
- **Circuits for adders and fast adders, delay calculation**
  
- **Single and Double precision IEEE floating point formats**
- **Converting a real number to the IEEE format**
- **Converting a floating point number to base 10**
  
- **Multiplexers (circuits and function)**
- **Synthesis of logic functions using multiplexers**
- **Shannon's Expansion Theorem**

# Midterm 2: Topics

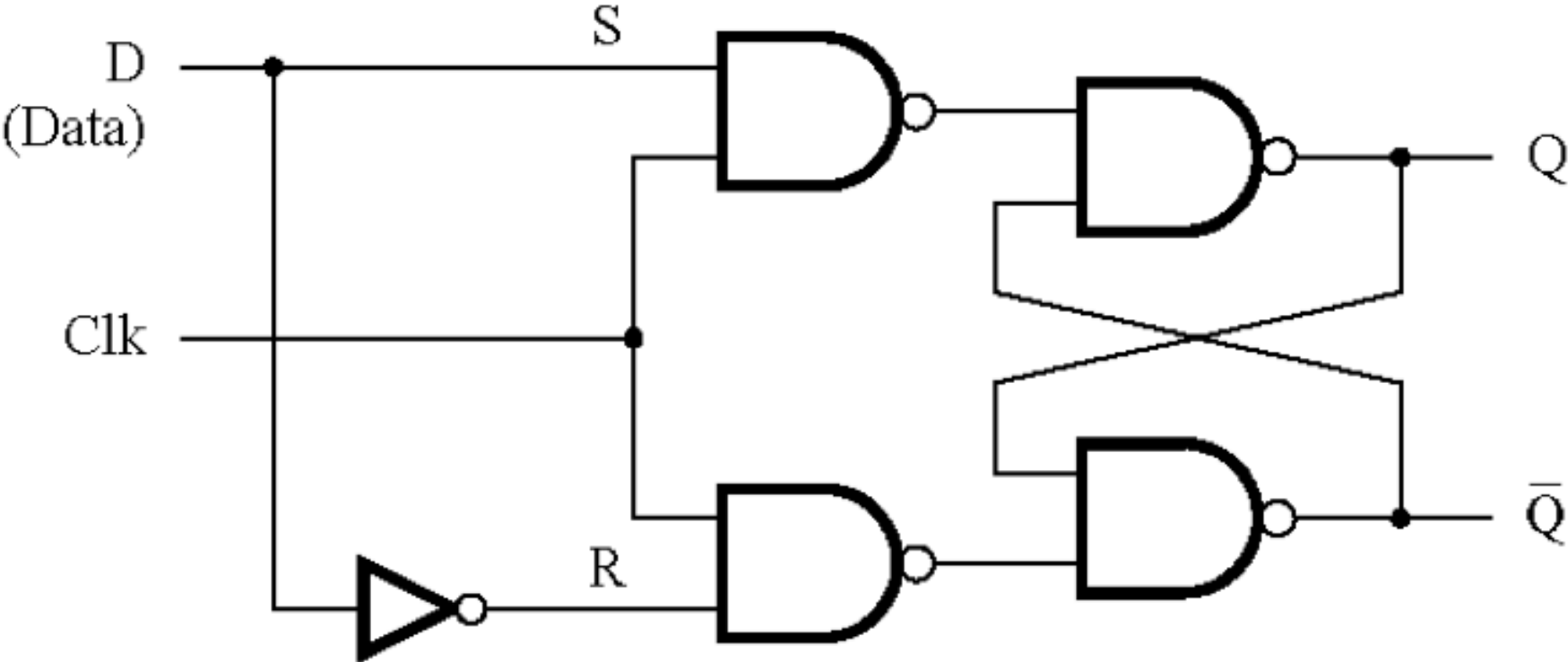
- **Decoders (circuits and function)**
- **Demultiplexers**
- **Encoders (binary and priority)**
- **Code Converters and Comparison Circuits**
  
- **Synthesis of logic circuits using adders, multiplexers, encoders, decoders, and basic logic gates**
- **Synthesis of logic circuits given constraints on the available building blocks that you can use**
  
- **Latches (circuits, behavior, timing diagrams)**
- **Flip-Flops (circuits, behavior, timing diagrams)**
- **Registers and Register Files**
- **Counters**
- **Something from Star Wars**

# Quick Review



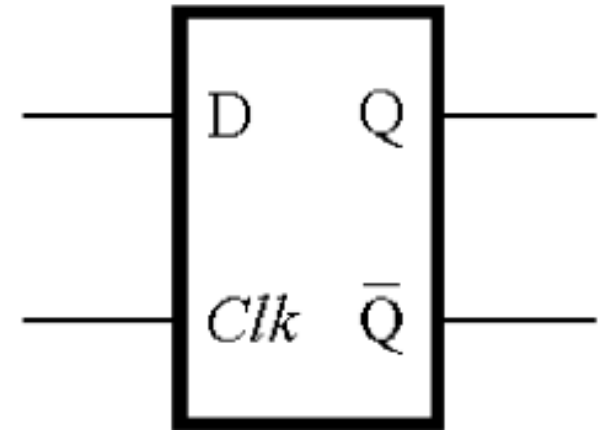
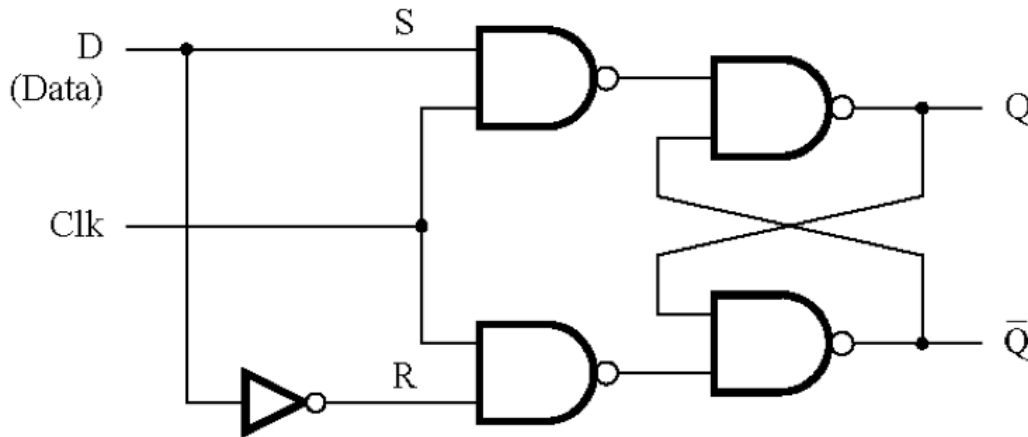
# **Gated D Latch**

# Circuit Diagram for the Gated D Latch

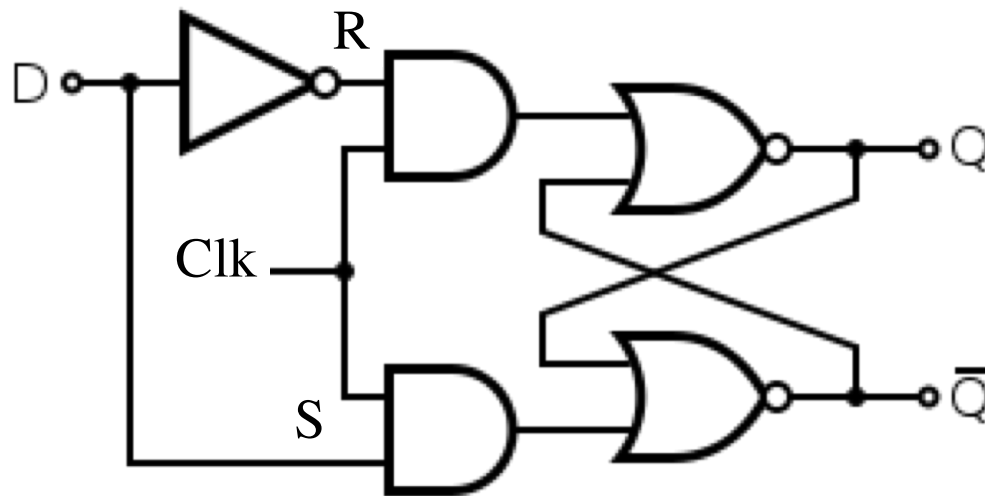


[ Figure 5.7a from the textbook ]

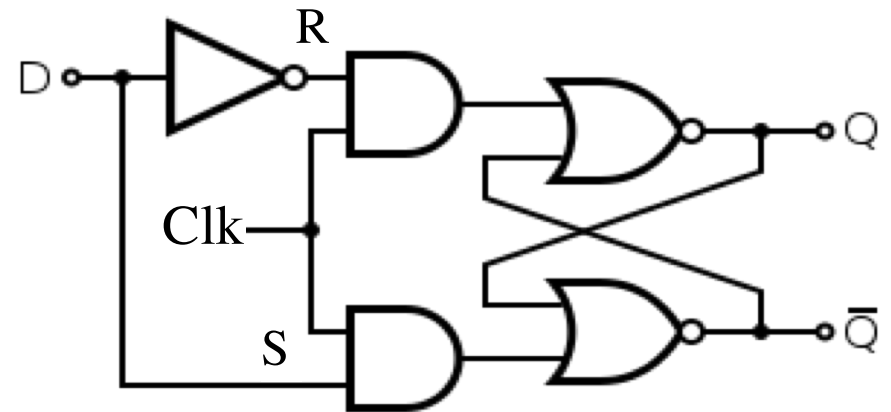
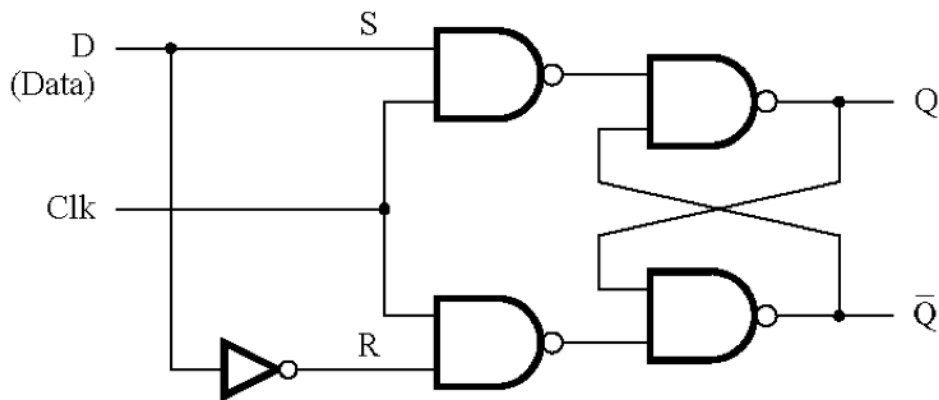
# Circuit Diagram and Graphical Symbol for the Gated D Latch



# Circuit Diagram for the Gated D Latch (with the latch implemented using NORs)

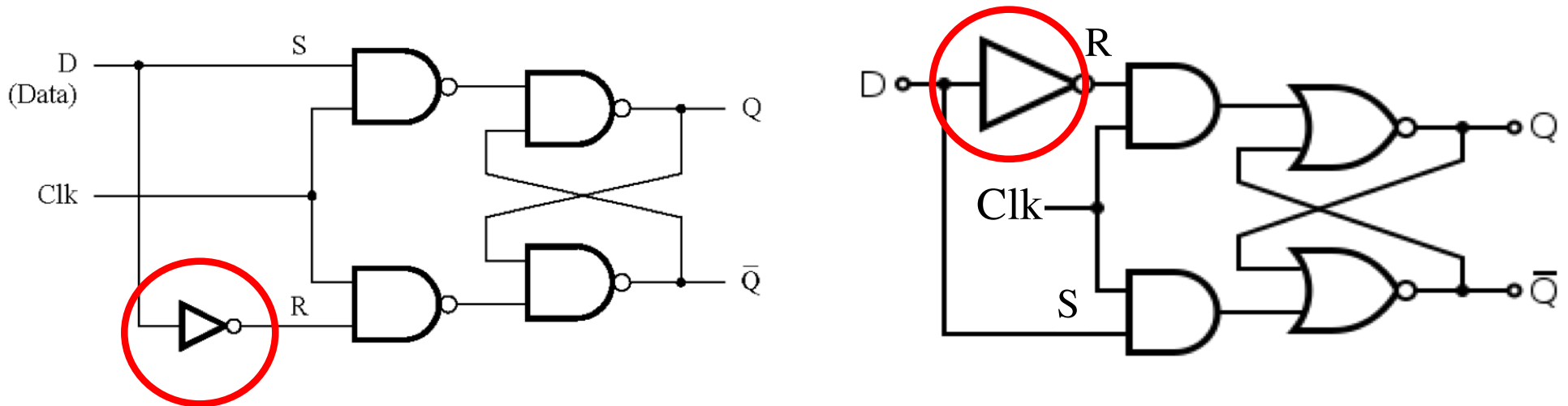


# Circuit Diagram for the Gated D Latch (with the latch implemented using NORs)



[ Figure 5.7a from the textbook ]

# Circuit Diagram for the Gated D Latch (with the latch implemented using NORs)

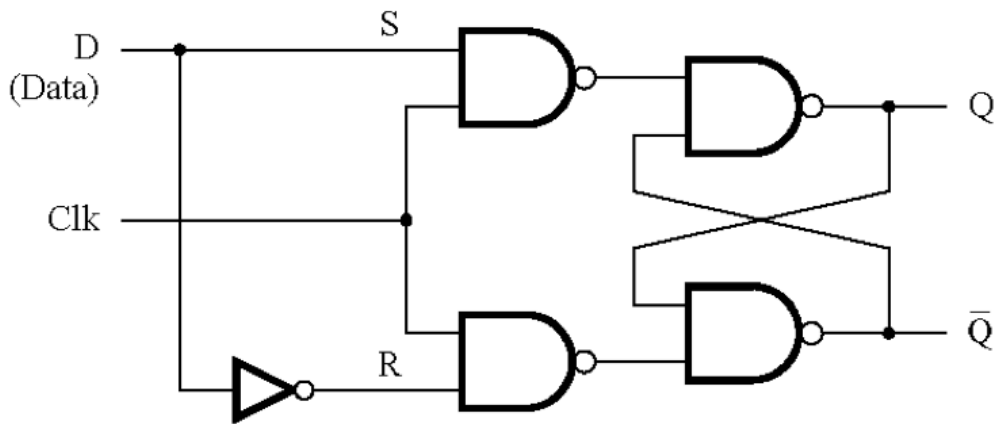


The NOT gate is now in a different place.  
Also, S and R are swapped.

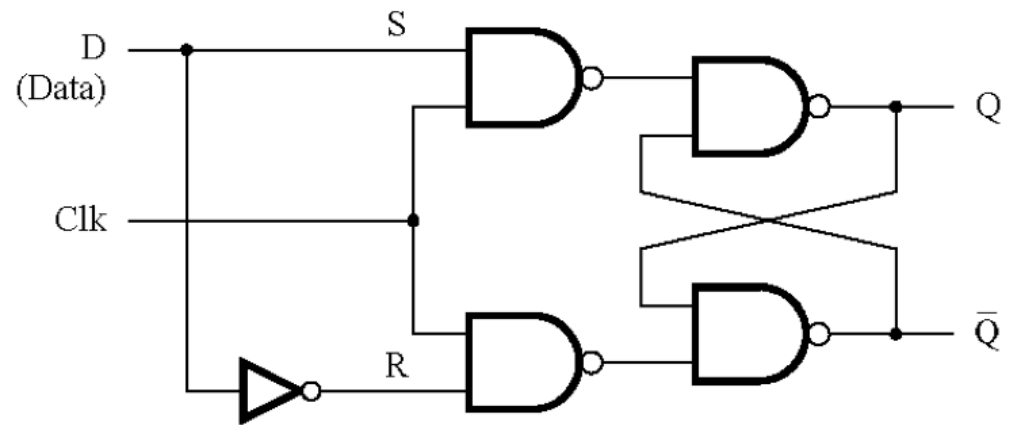
# Master-Slave D Flip-Flop

# Constructing a Master-Slave D Flip-Flop From Two D Latches

Master



Slave

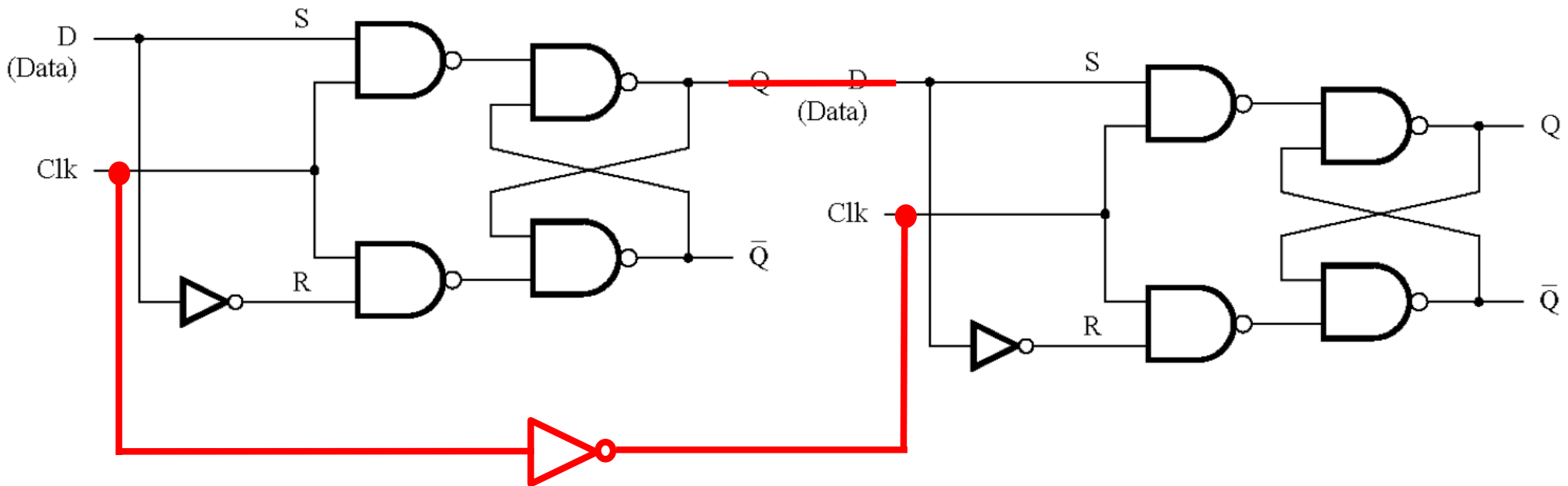




# Constructing a Master-Slave D Flip-Flop From Two D Latches

Master

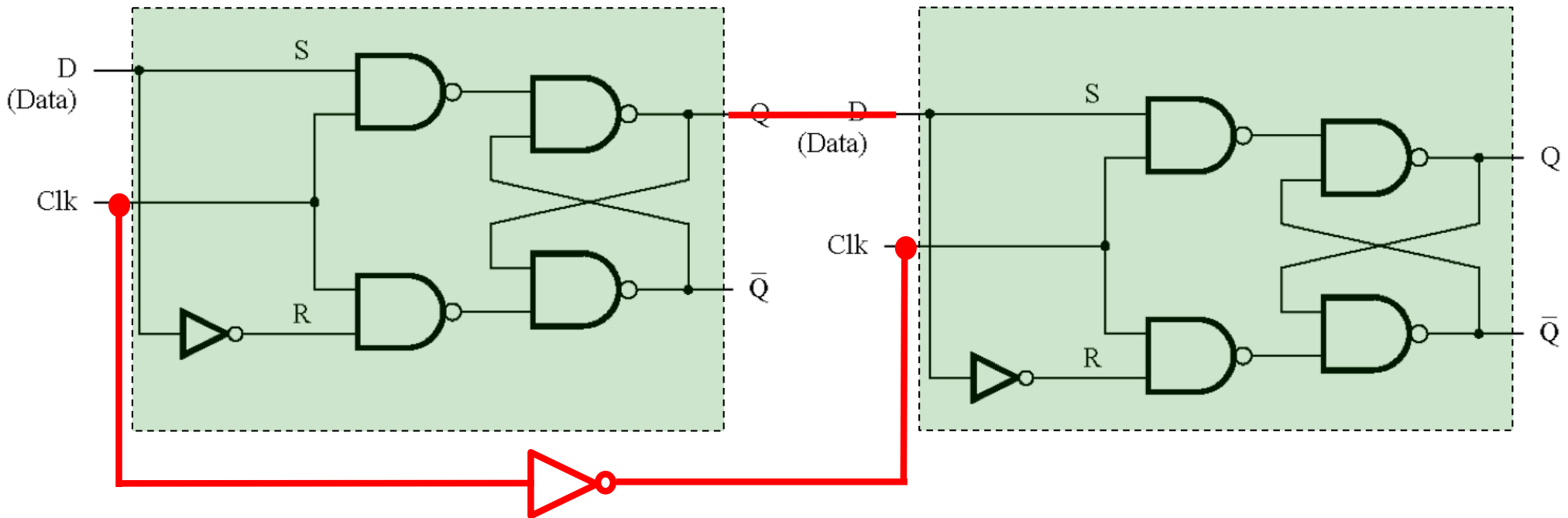
Slave



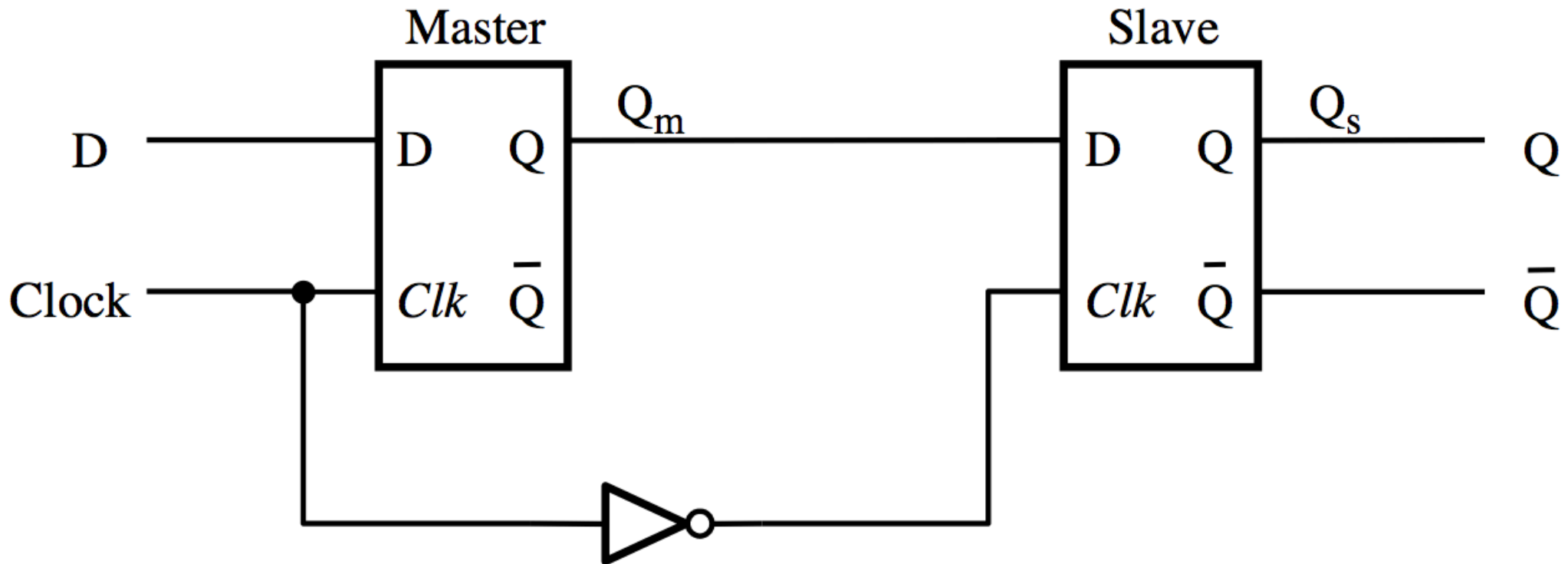
# Constructing a Master-Slave D Flip-Flop From Two D Latches

Master

Slave

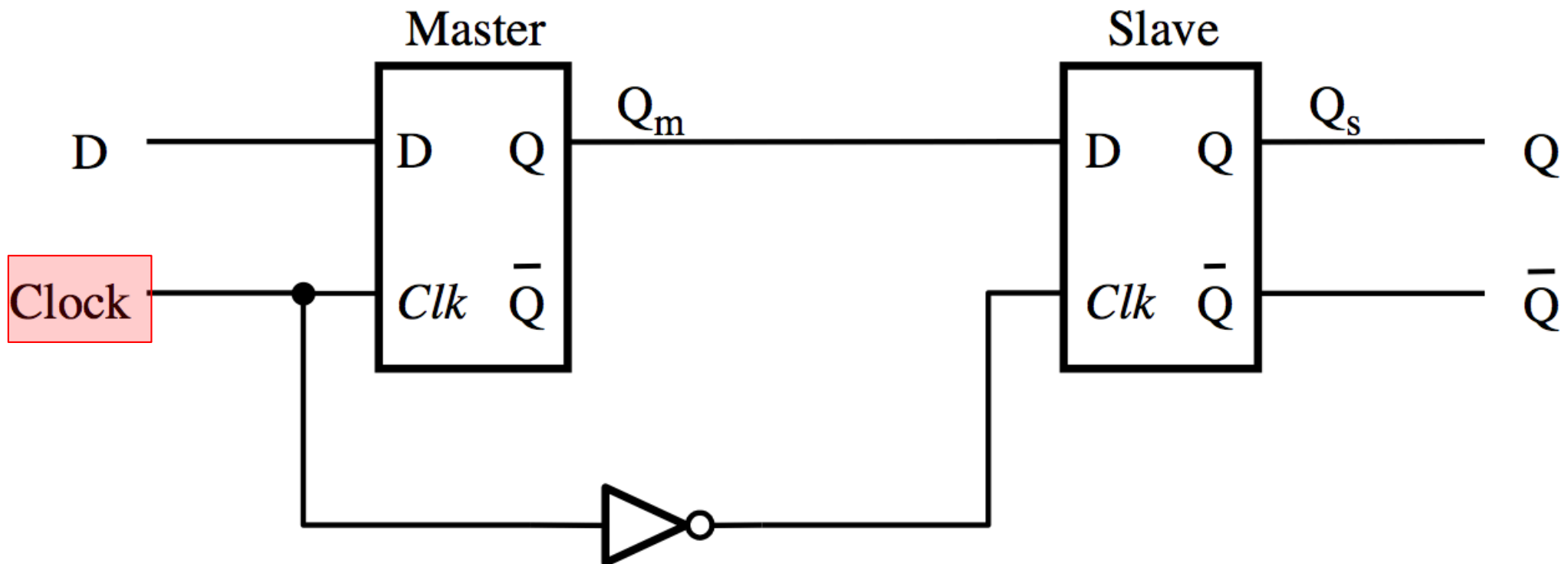


# Constructing a Master-Slave D Flip-Flop From Two D Latches



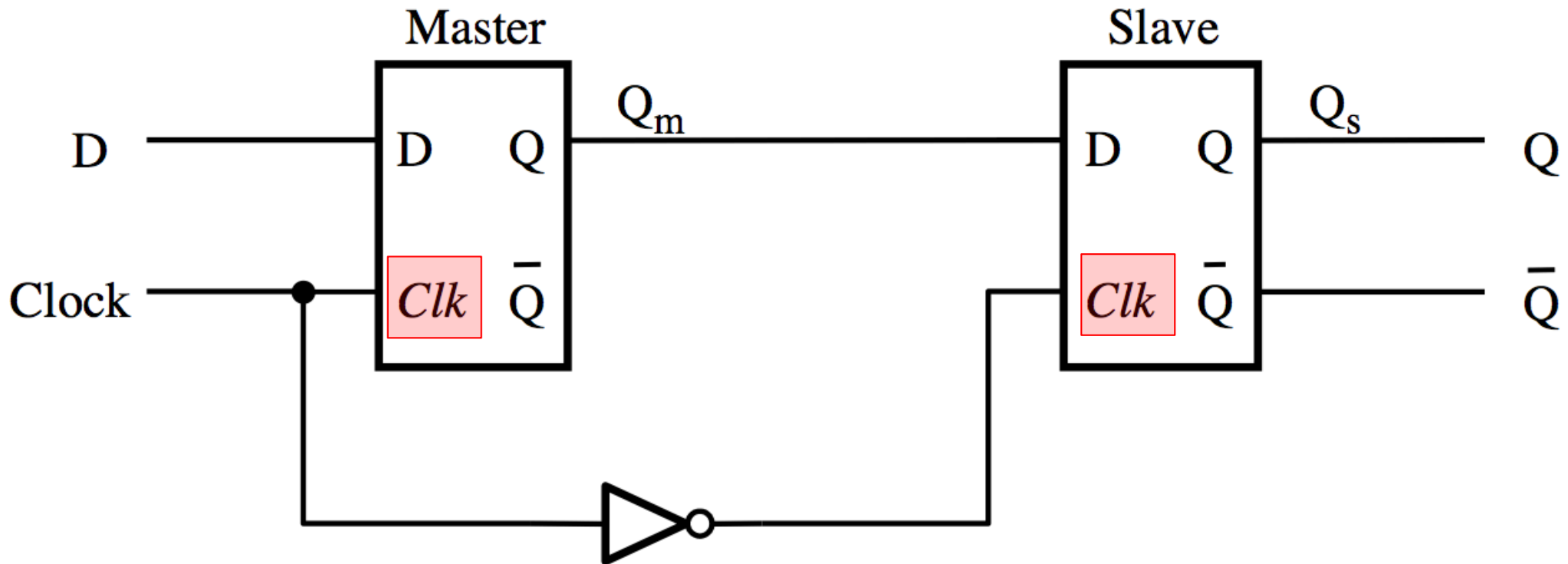
[ Figure 5.9a from the textbook ]

# Clock is used for the D Flip-Flop



[ Figure 5.9a from the textbook ]

# Clock is used for the D Flip-Flop, but Clk is used for each D Latch

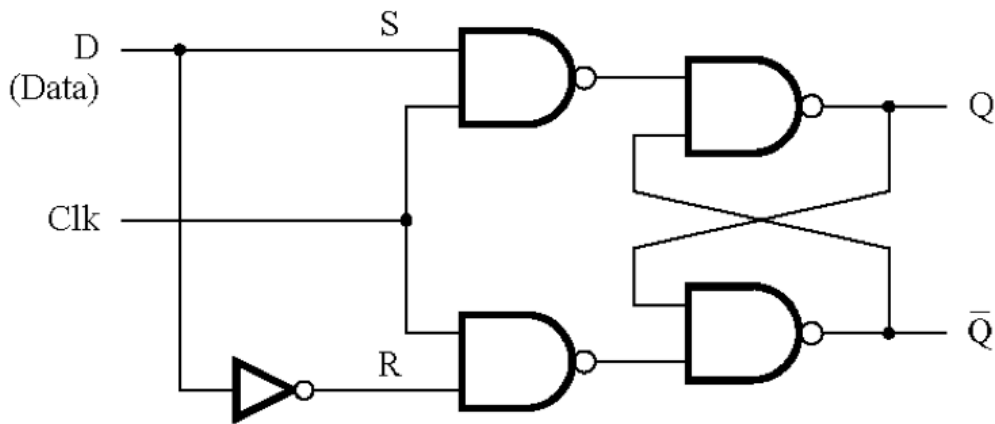


[ Figure 5.9a from the textbook ]

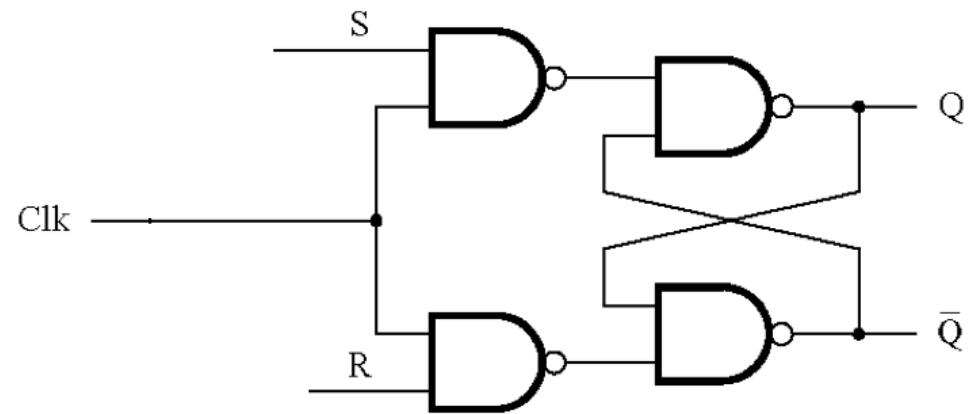
# Constructing a Master-Slave D Flip-Flop From one D Latch and one Gated SR Latch

(This version uses one less NOT gate)

Master



Slave

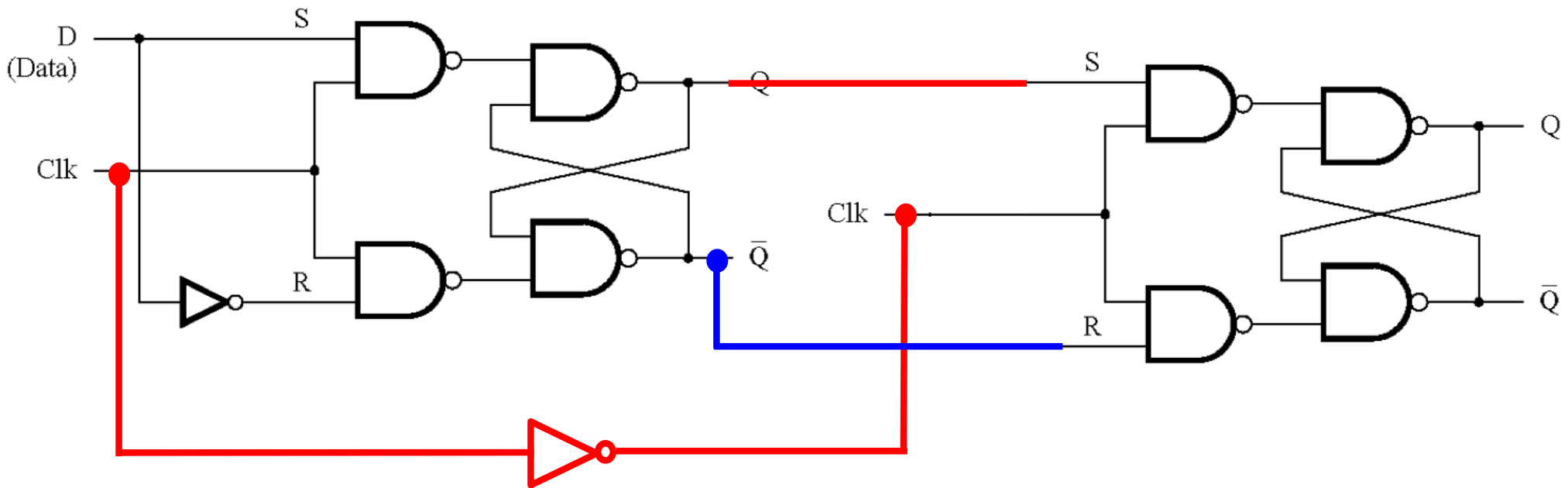


# Constructing a Master-Slave D Flip-Flop From one D Latch and one Gated SR Latch

(This version uses one less NOT gate)

Master

Slave



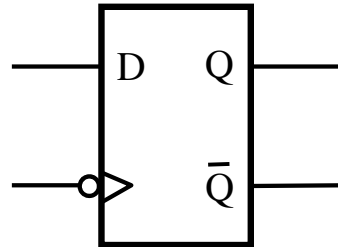
# Edge-Triggered D Flip-Flops



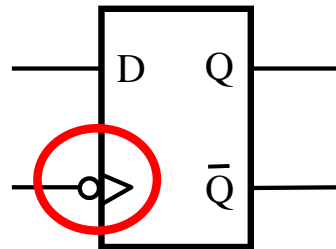
# Motivation

**In some cases we need to use a memory storage device that can change its state no more than once during each clock cycle.**

# Graphical Symbol for the Master-Slave D Flip-Flop



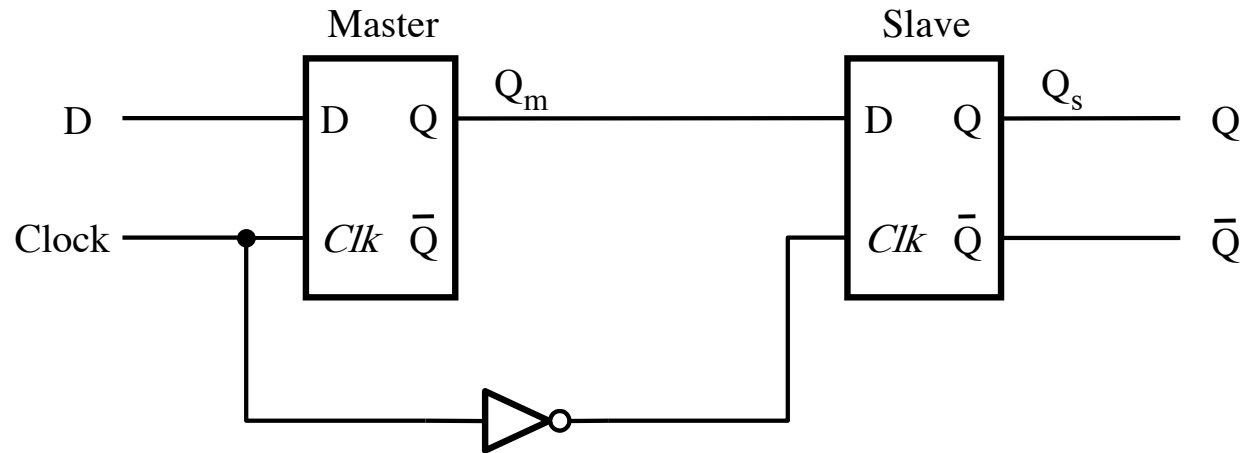
# Graphical Symbol for the Master-Slave D Flip-Flop



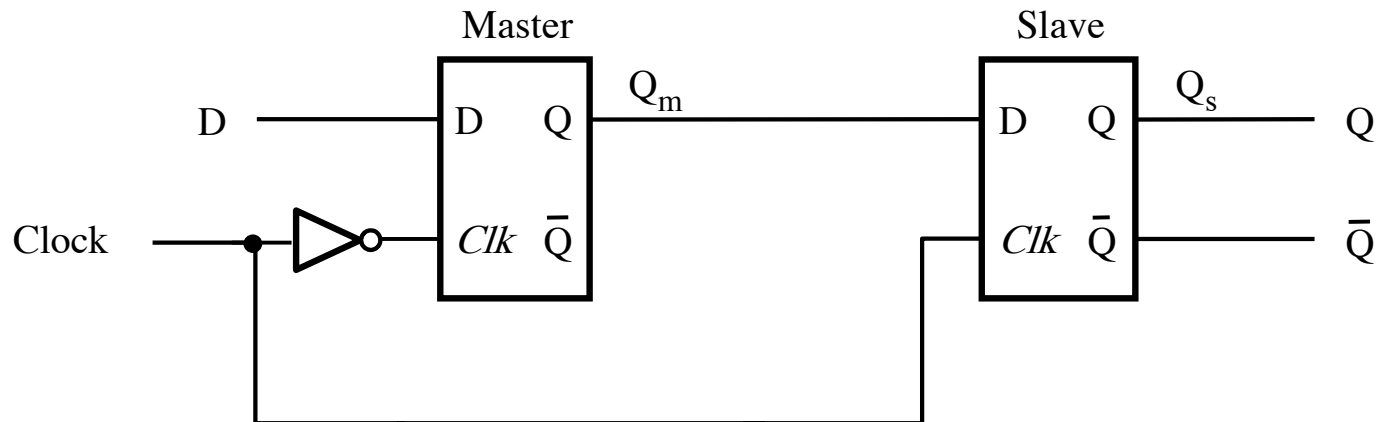
The  $>$  means that this is edge-triggered

The small circle means that it is the negative edge

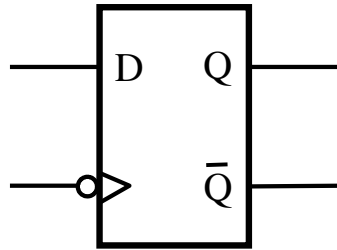
# Negative-Edge-Triggered Master-Slave D Flip-Flop



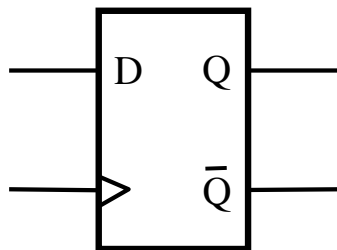
# Positive-Edge-Triggered Master-Slave D Flip-Flop



# Negative-Edge-Triggered Master-Slave D Flip-Flop

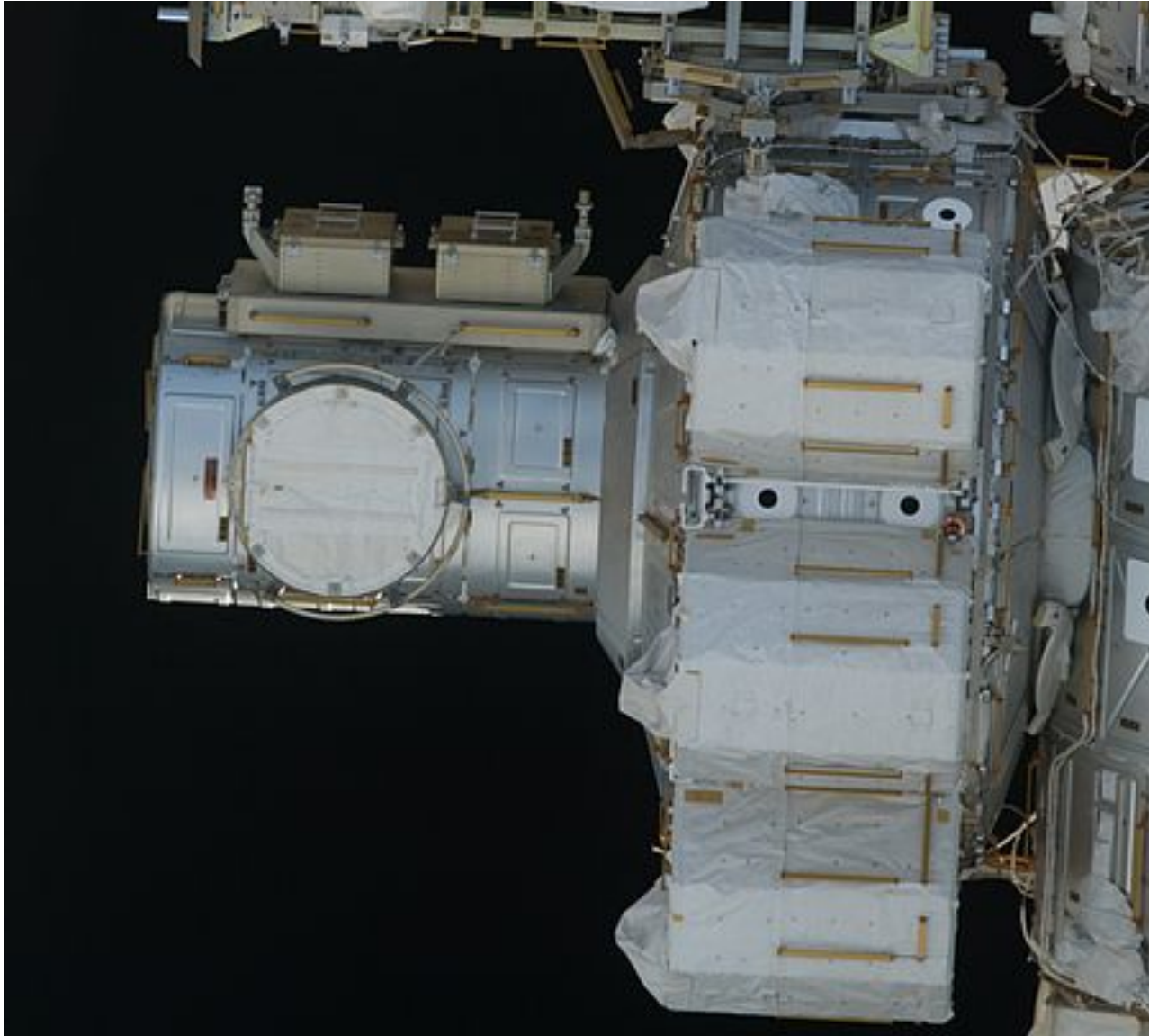


# Positive-Edge-Triggered Master-Slave D Flip-Flop



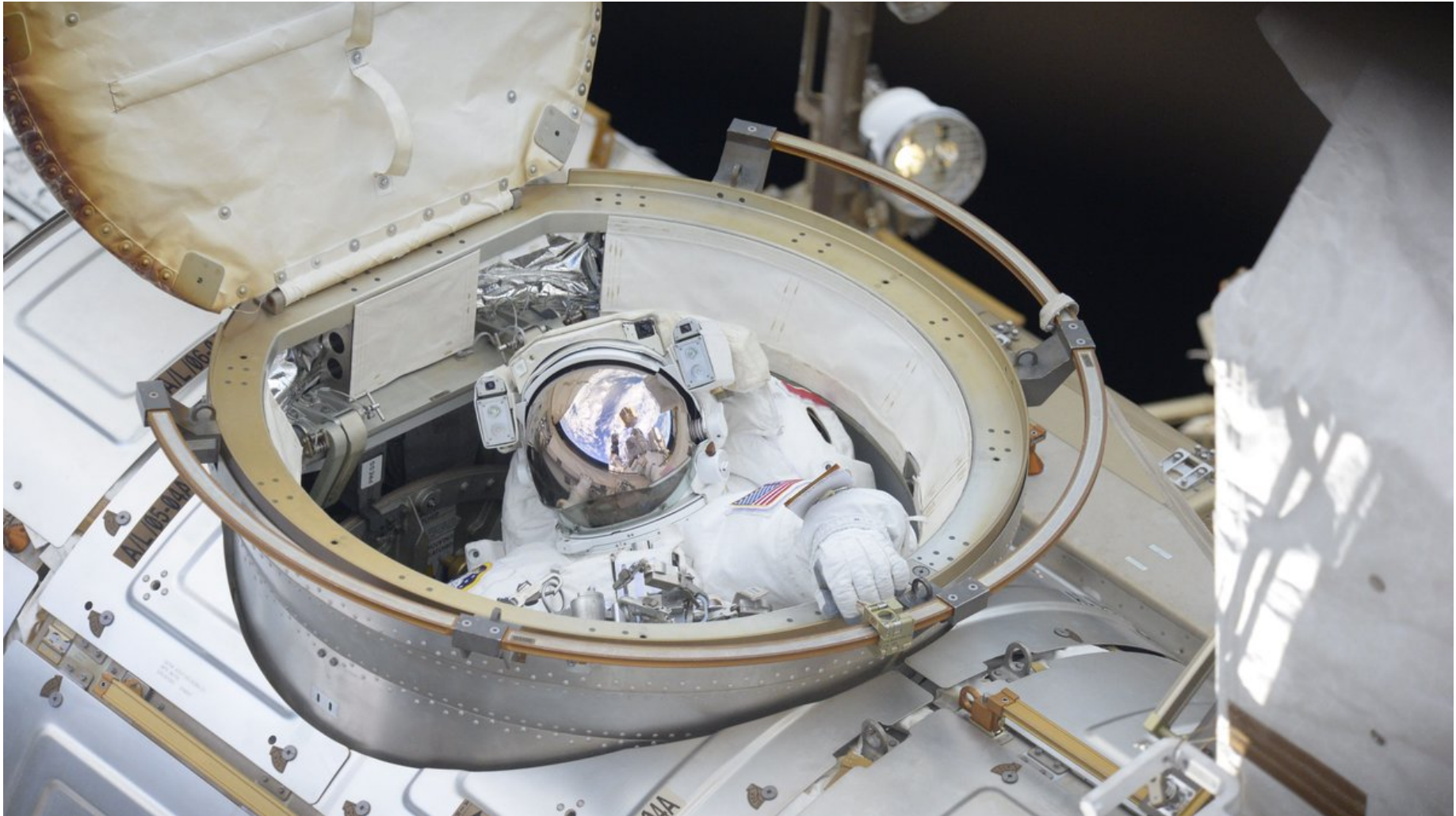
# **Flip-Flop Analogy**

## **(Airlock)**





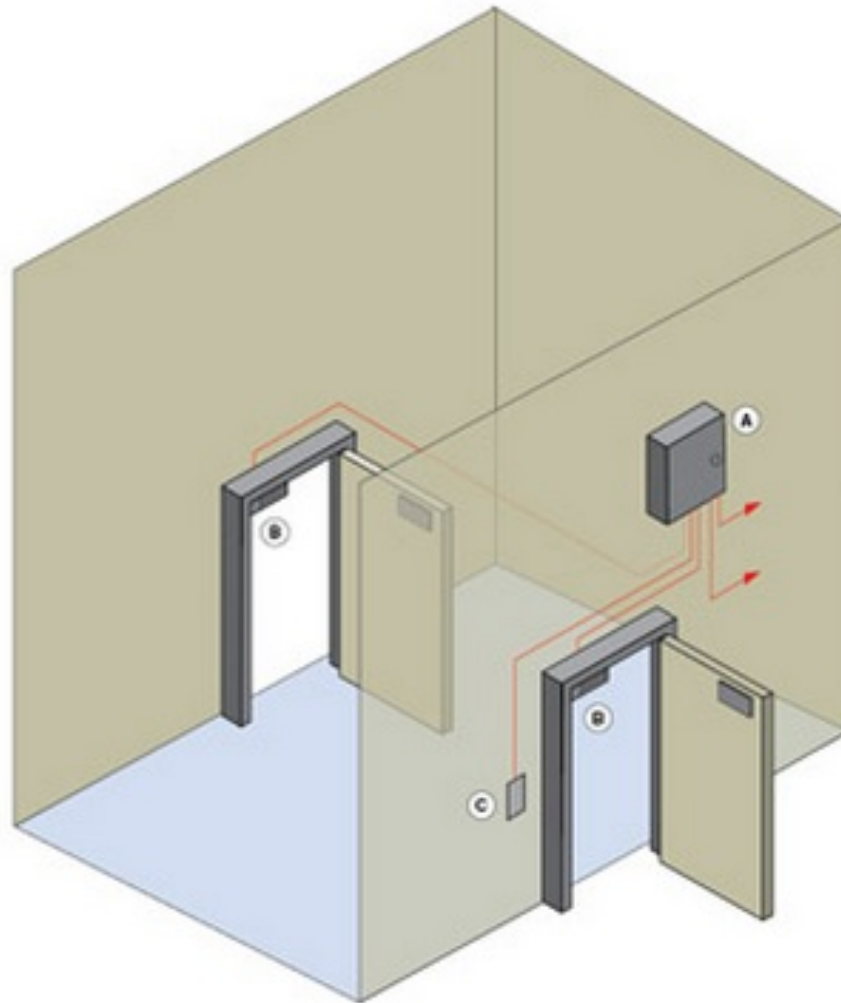








# Airlock on Earth

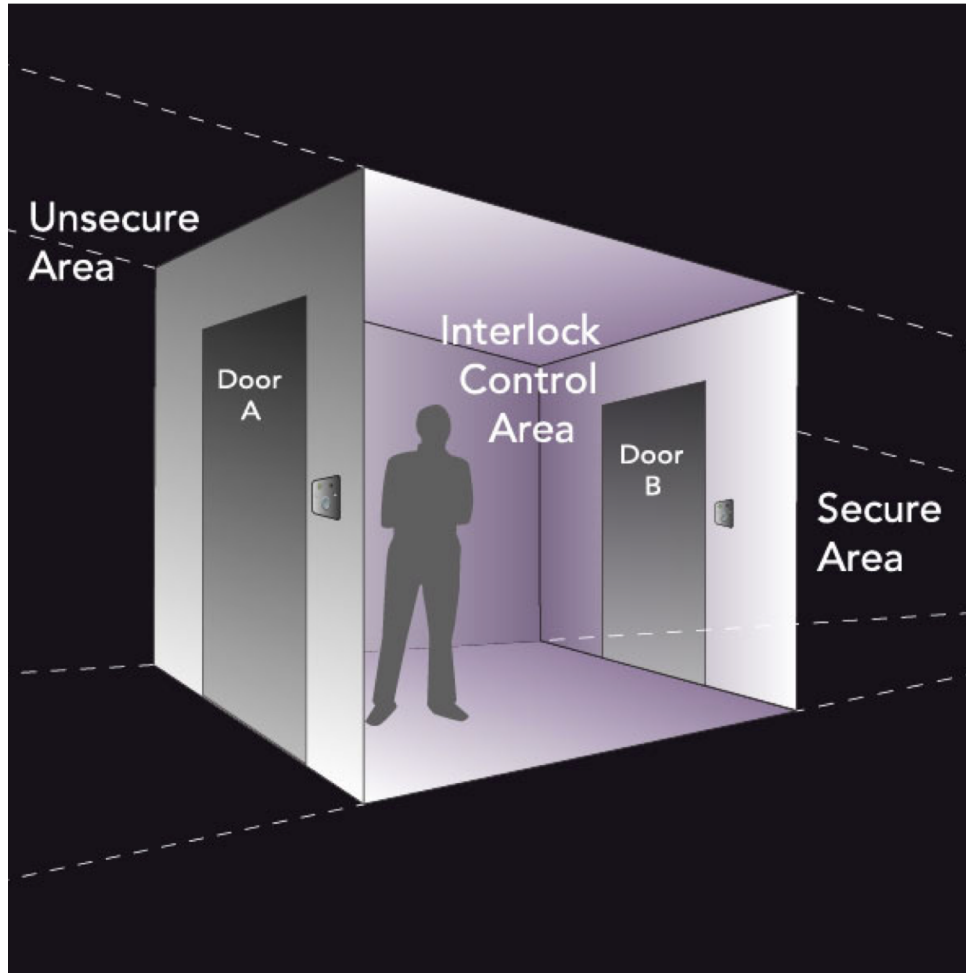


# D Flip-Flop Analogy



Outer Door  
Will Not Unlock When  
Inner Door is Open

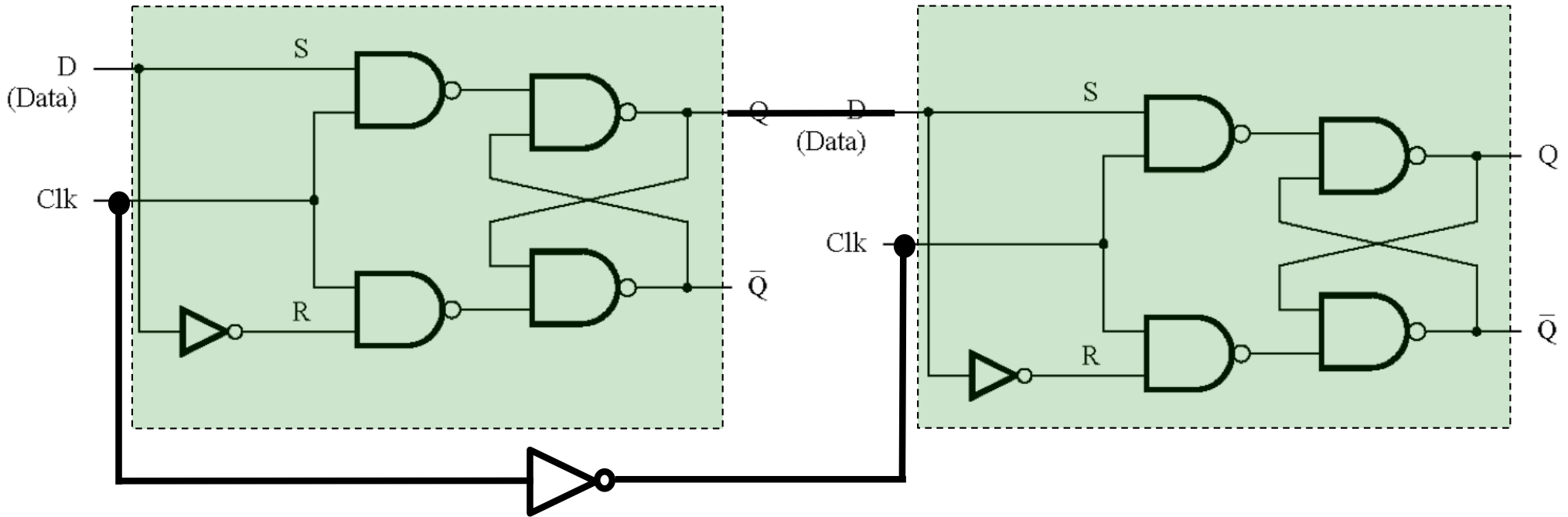
Inner Door  
Will Not Unlock When  
Outer Door is Open



# D Flip-Flop Analogy

Master

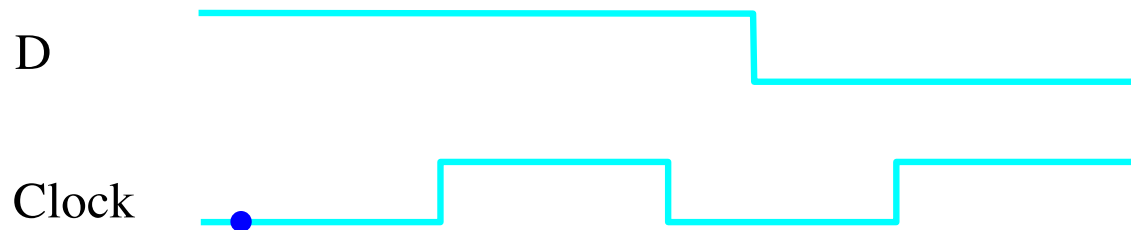
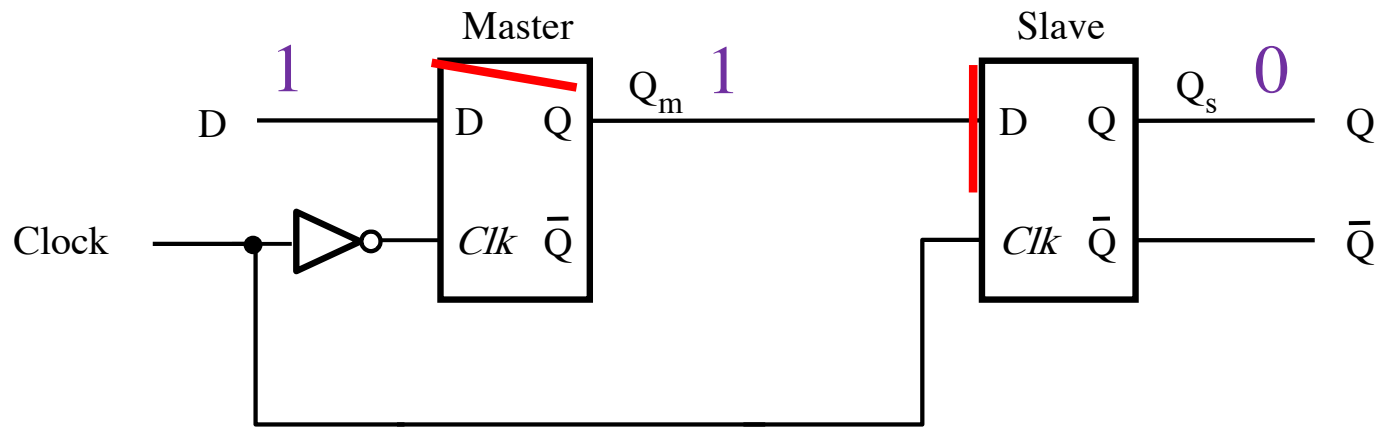
Slave



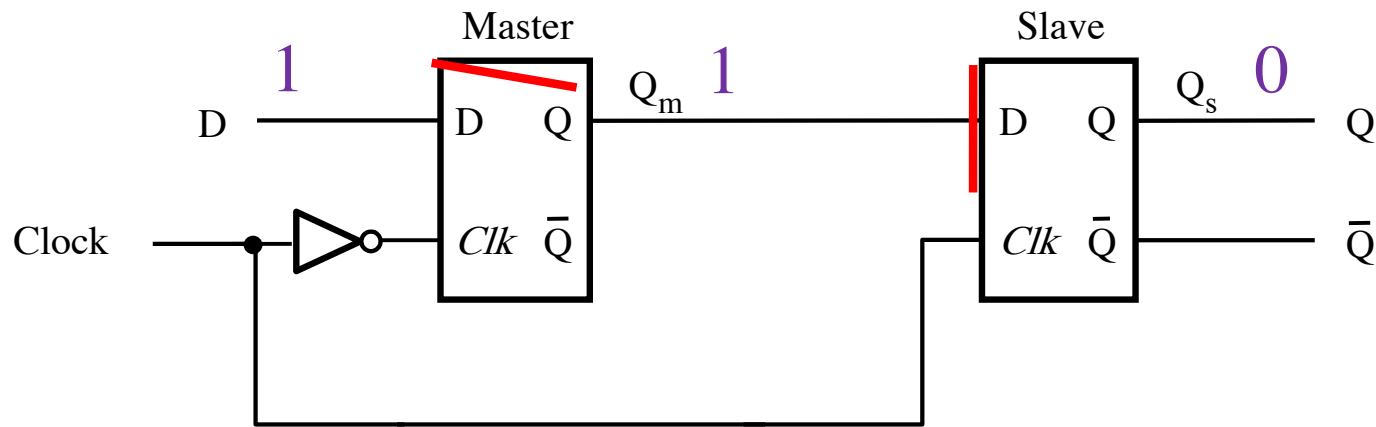
# **D Flip-Flop: A Double Door Analogy**



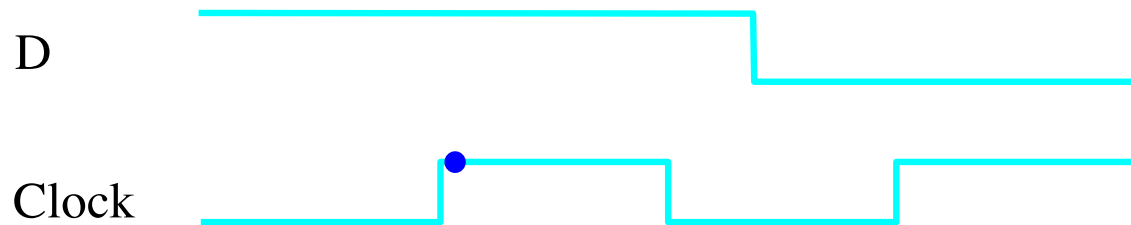
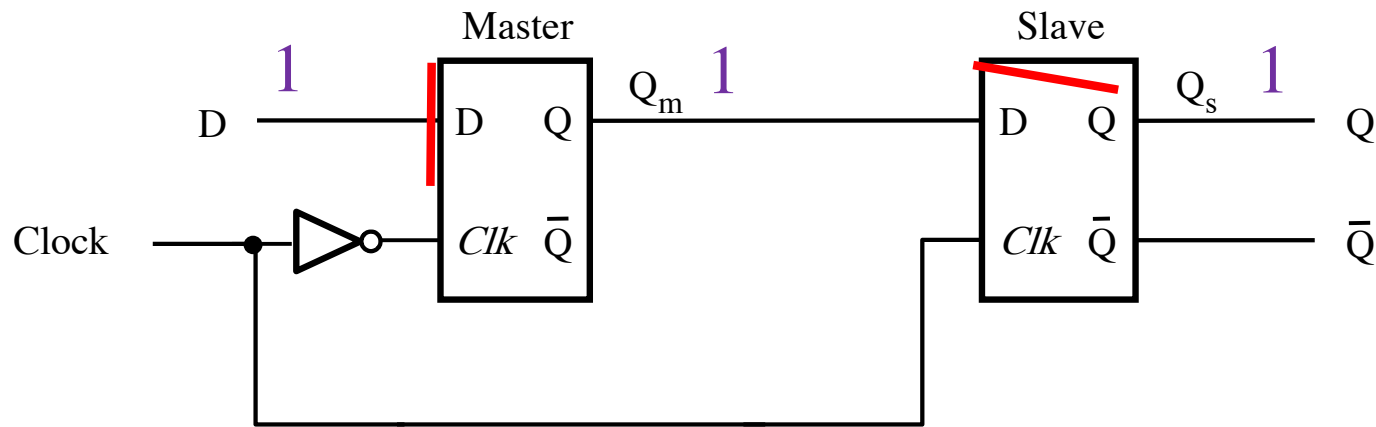
# Positive-Edge-Triggered Master-Slave D Flip-Flop



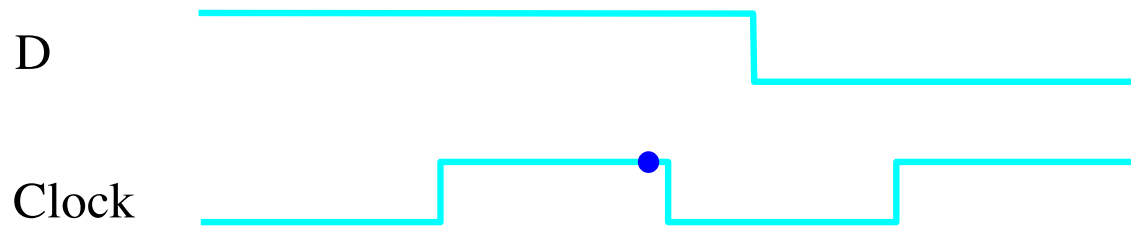
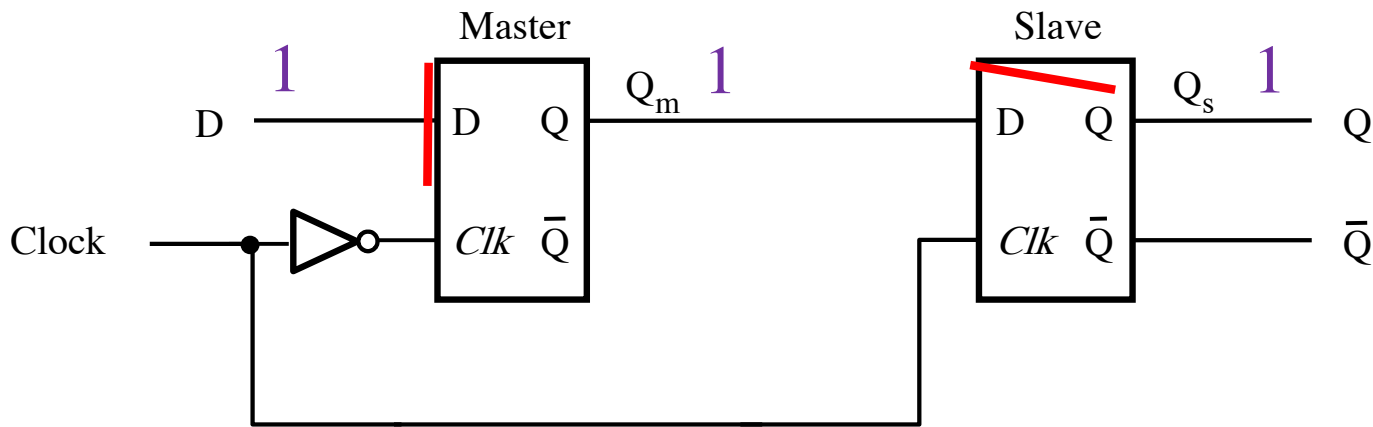
# Positive-Edge-Triggered Master-Slave D Flip-Flop



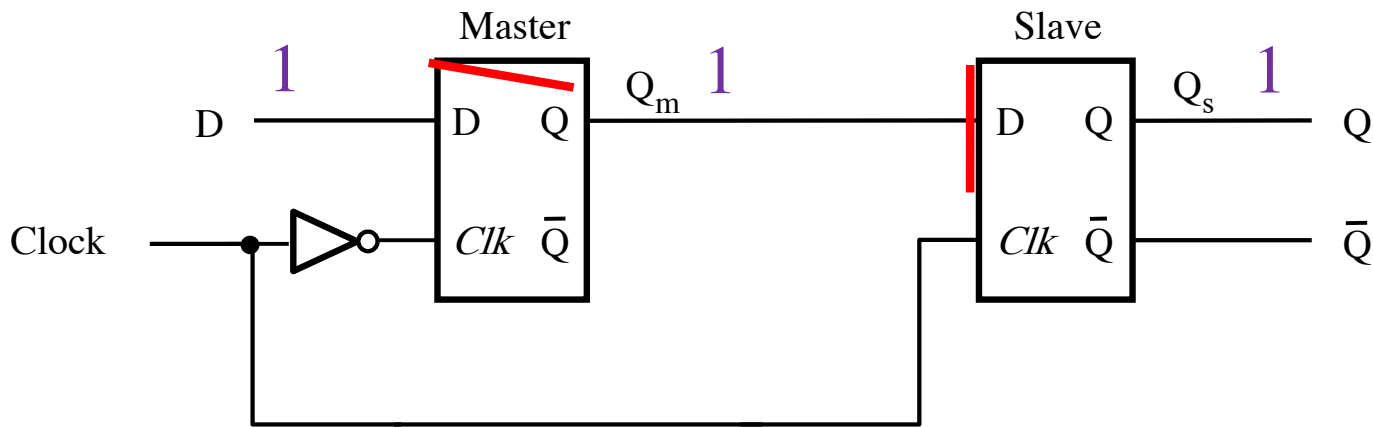
# Positive-Edge-Triggered Master-Slave D Flip-Flop



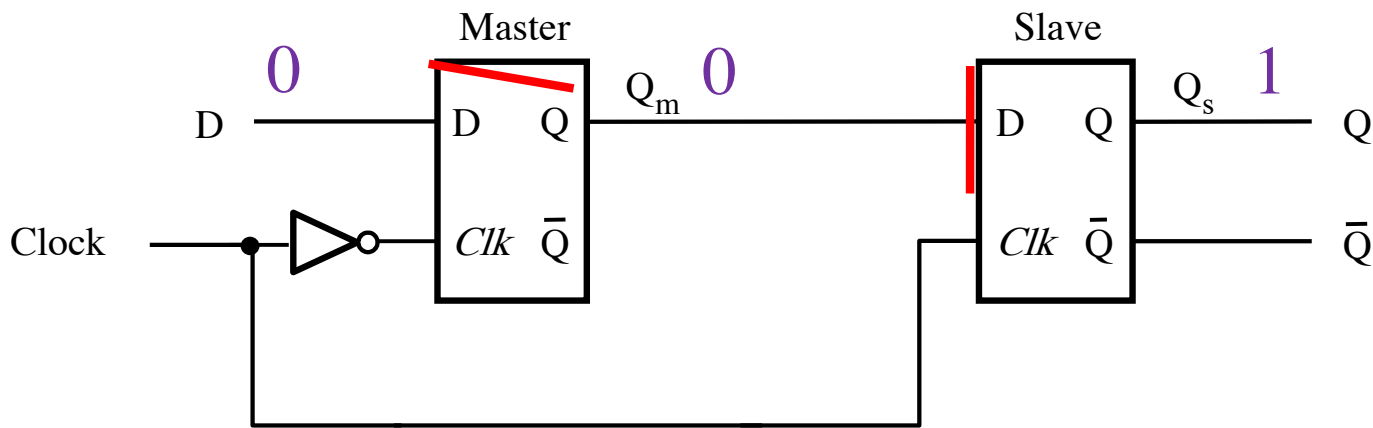
# Positive-Edge-Triggered Master-Slave D Flip-Flop



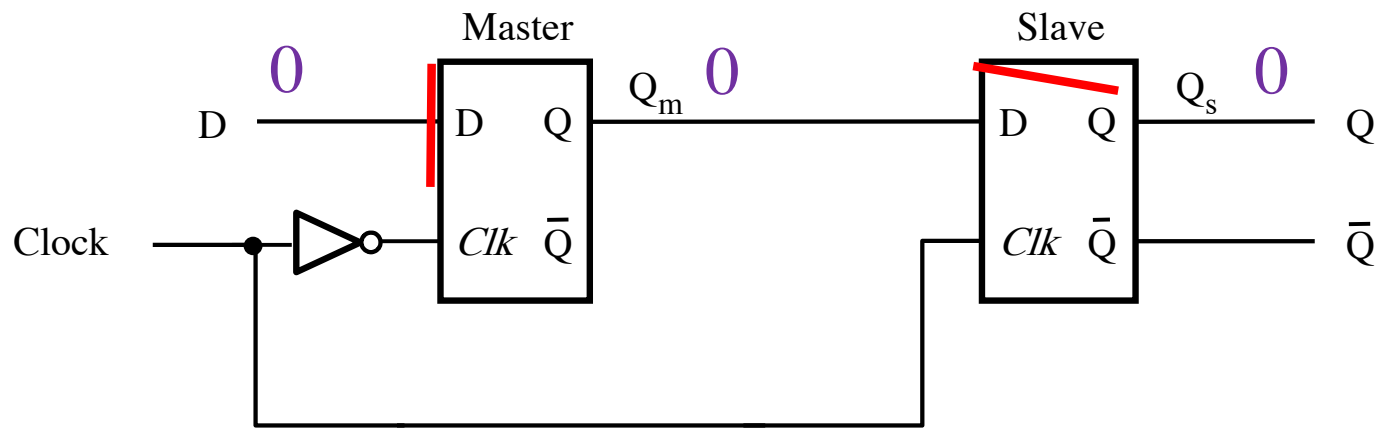
# Positive-Edge-Triggered Master-Slave D Flip-Flop



# Positive-Edge-Triggered Master-Slave D Flip-Flop



# Positive-Edge-Triggered Master-Slave D Flip-Flop

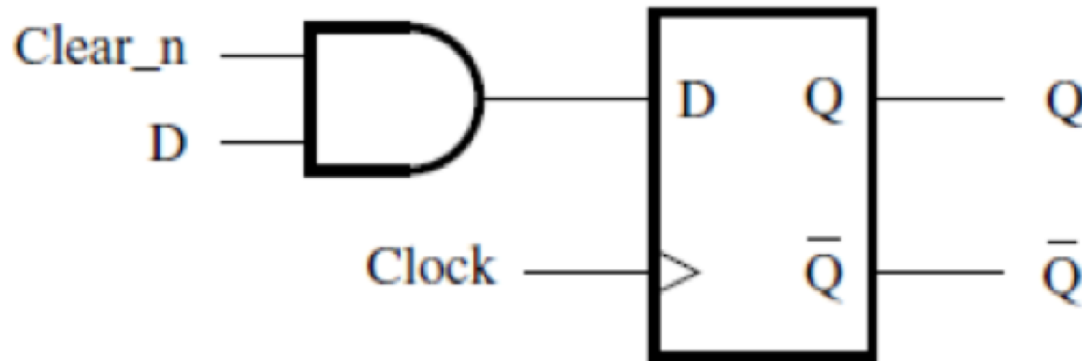


# **Positive-edge-triggered D flip-flop with Clear and Preset**



# Positive-edge-triggered D flip-flop with Clear\_n and Preset\_n

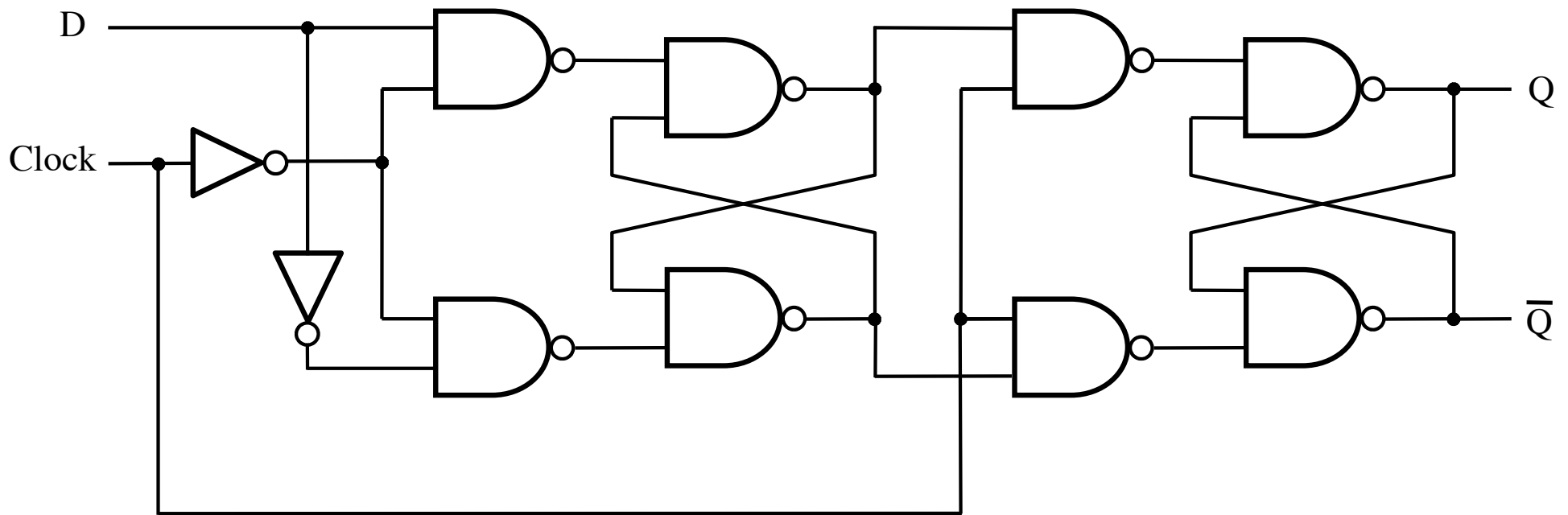
# Positive-edge-triggered D flip-flop with **Synchronous Clear**



(c) Adding a synchronous clear

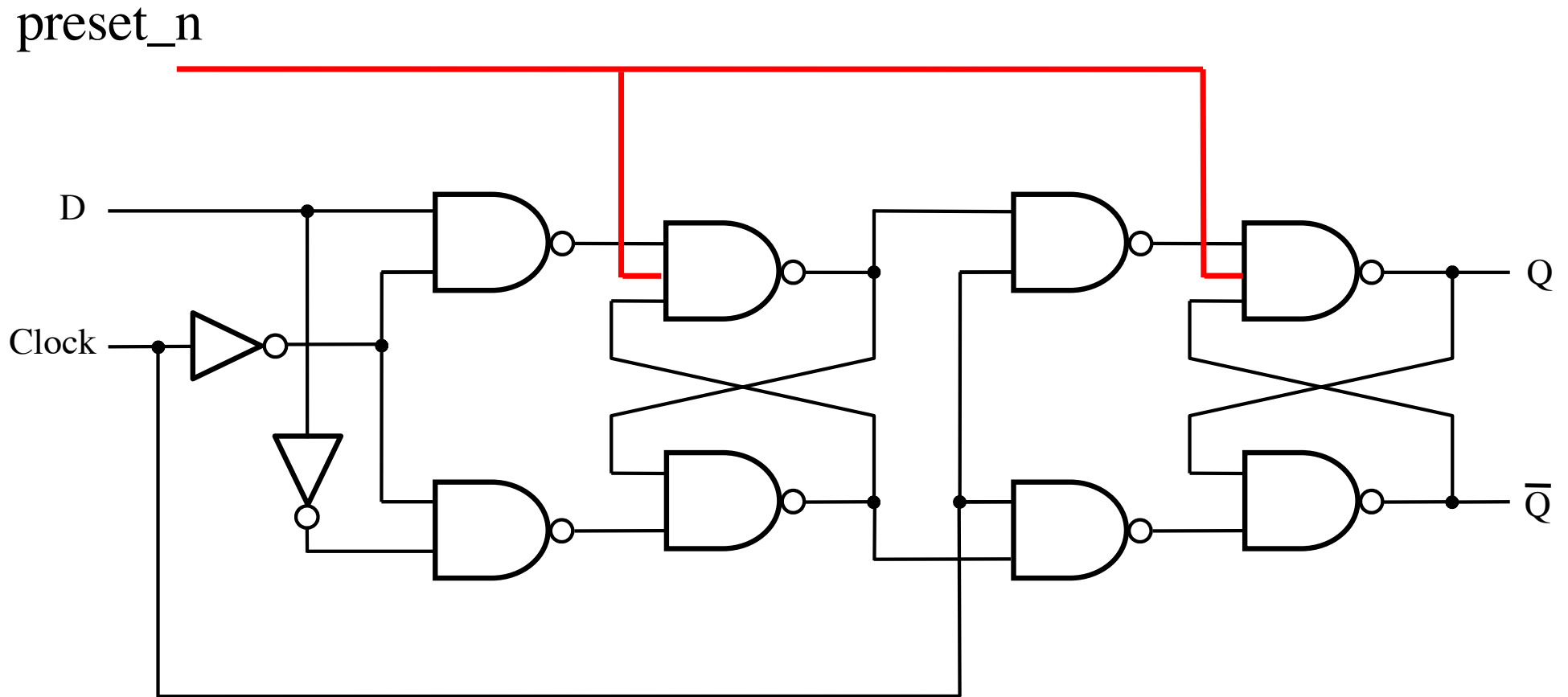
The output Q can be cleared only on the positive clock edge.

# The Complete Wiring Diagram for a Positive-Edge-Triggered D Flip-Flop

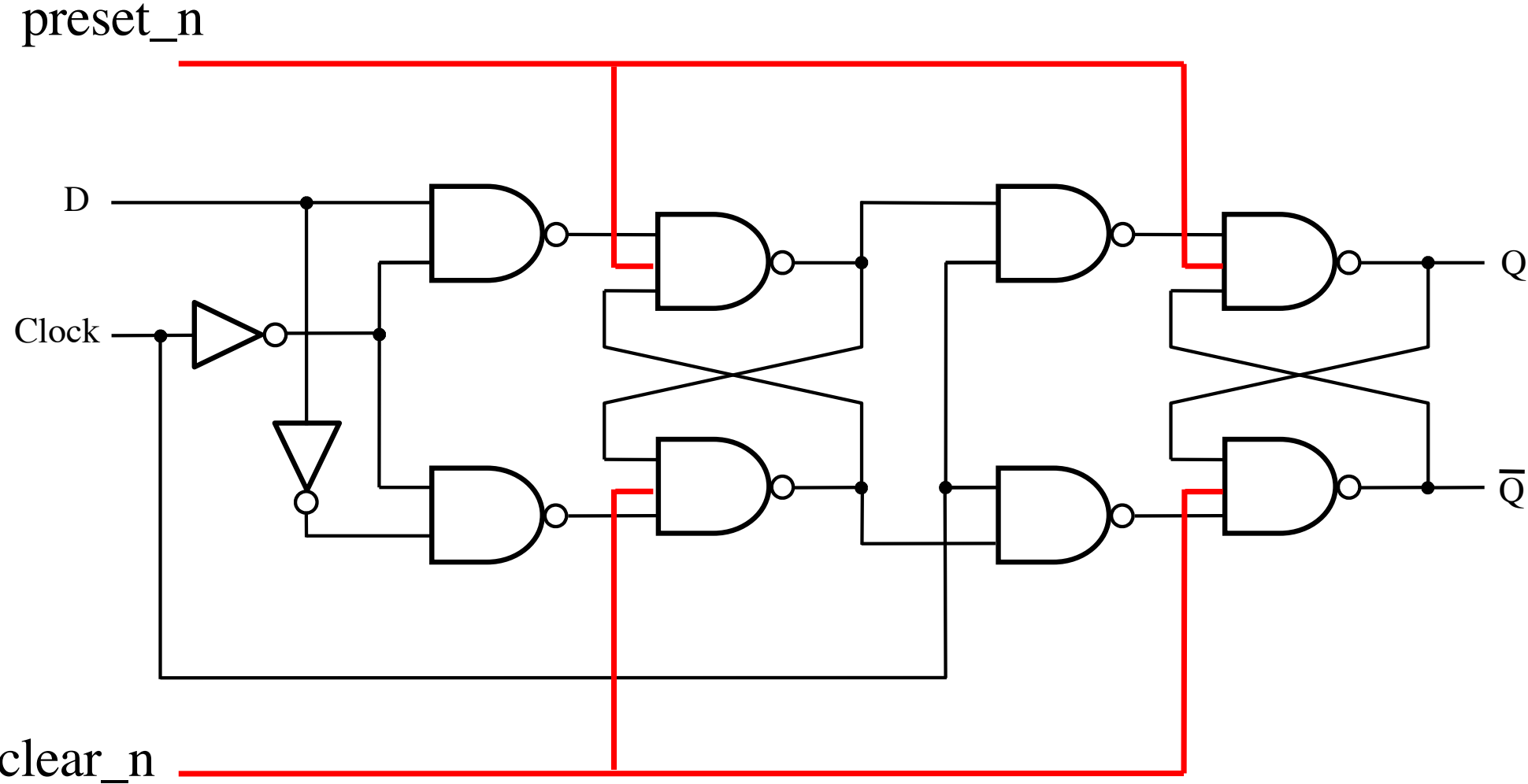




# Adding an Asynchronous Preset

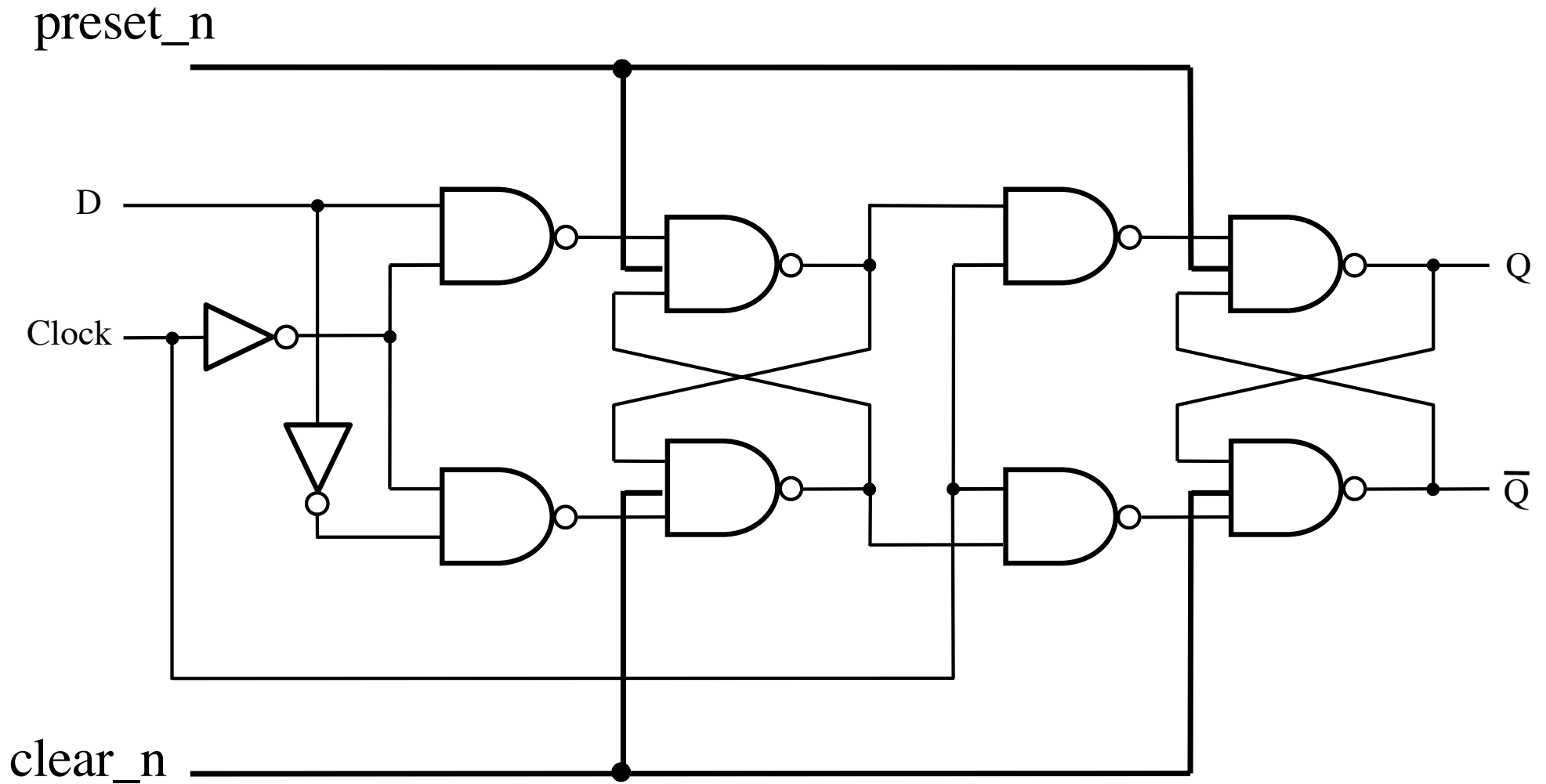


# Positive-Edge-Triggered D Flip-Flop with **Asynchronous** Clear and Preset



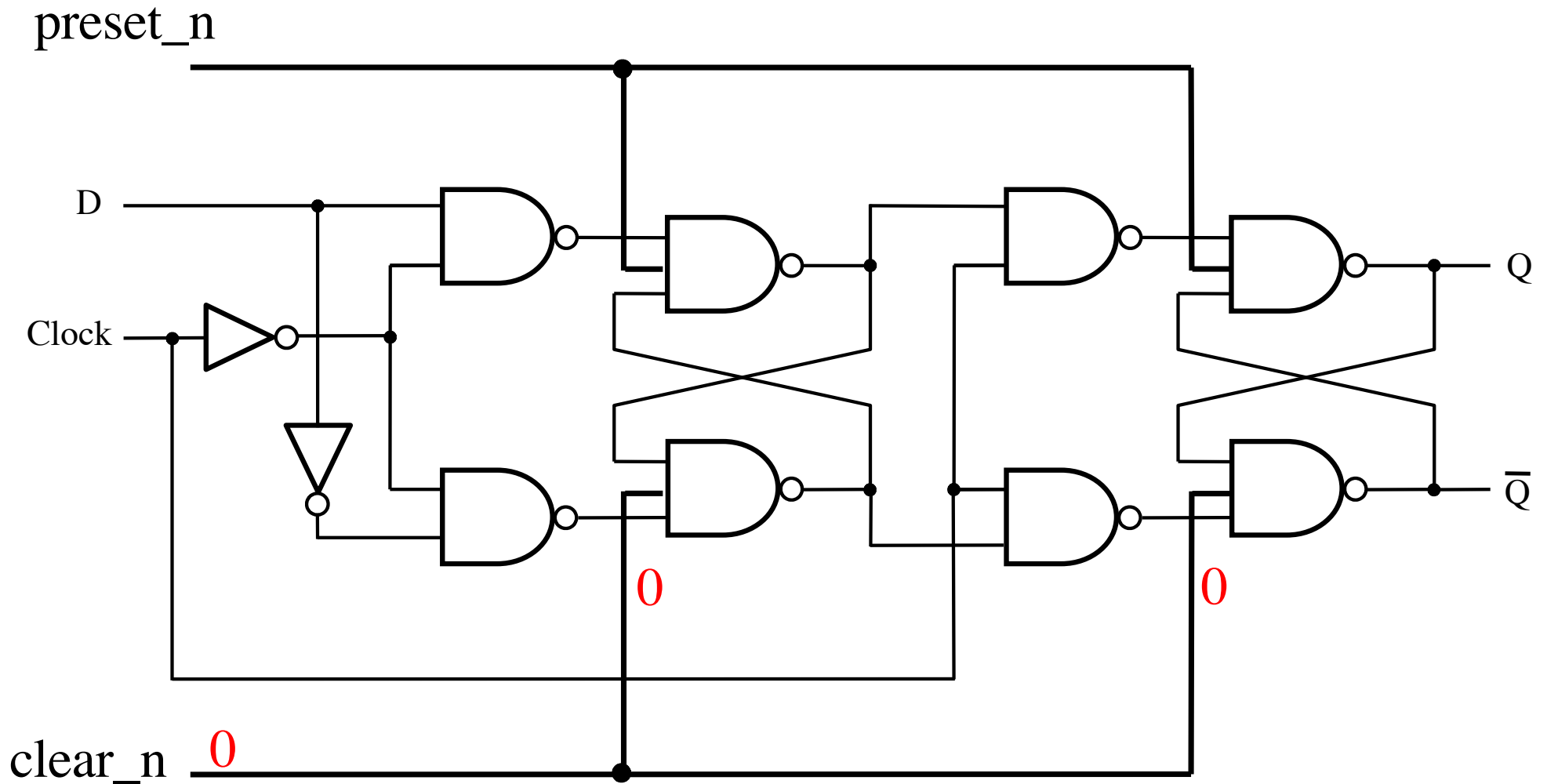
**How does clear work?**

# How does clear work?

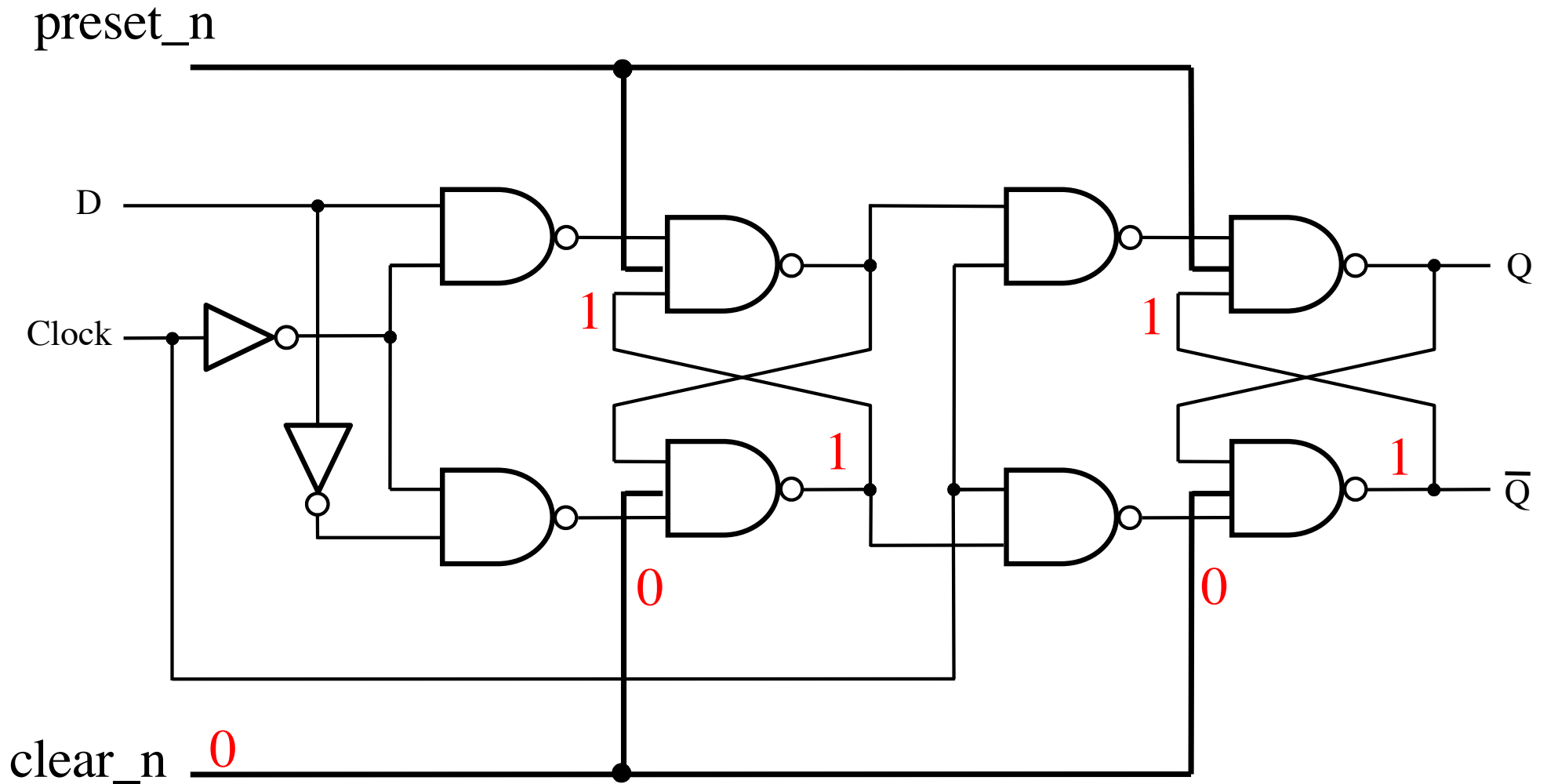




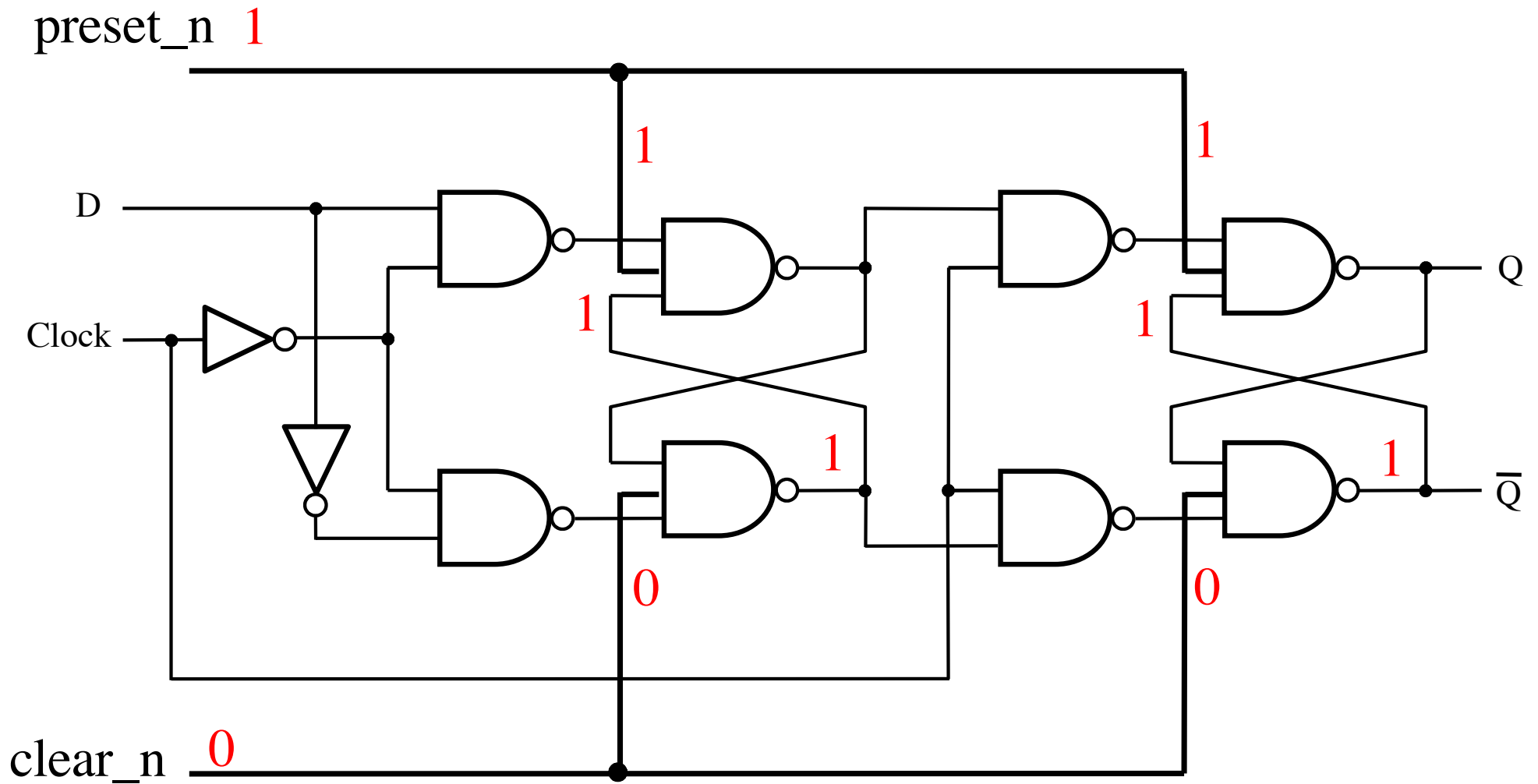
# How does clear work?



# How does clear work?

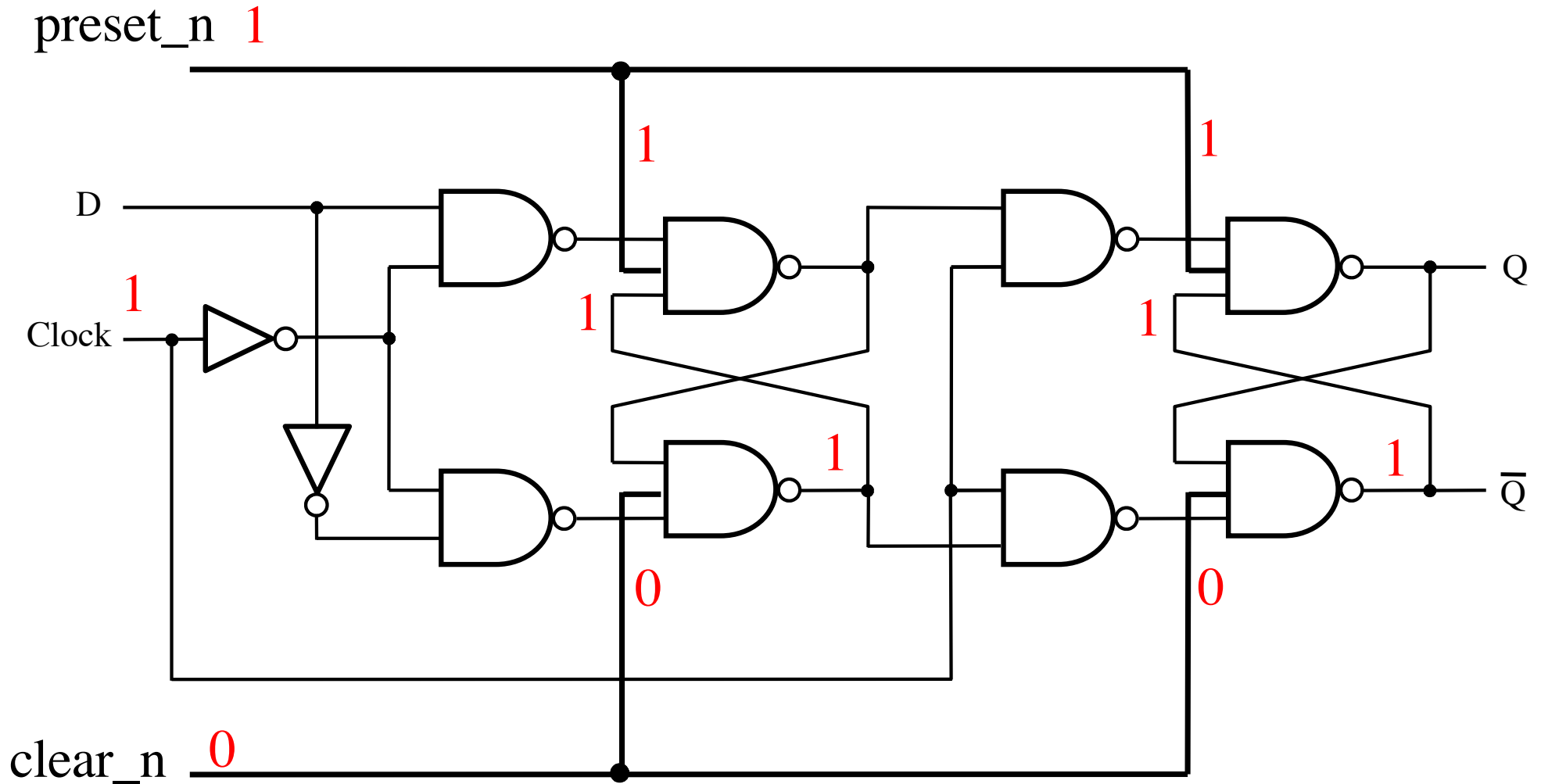


# How does clear work?



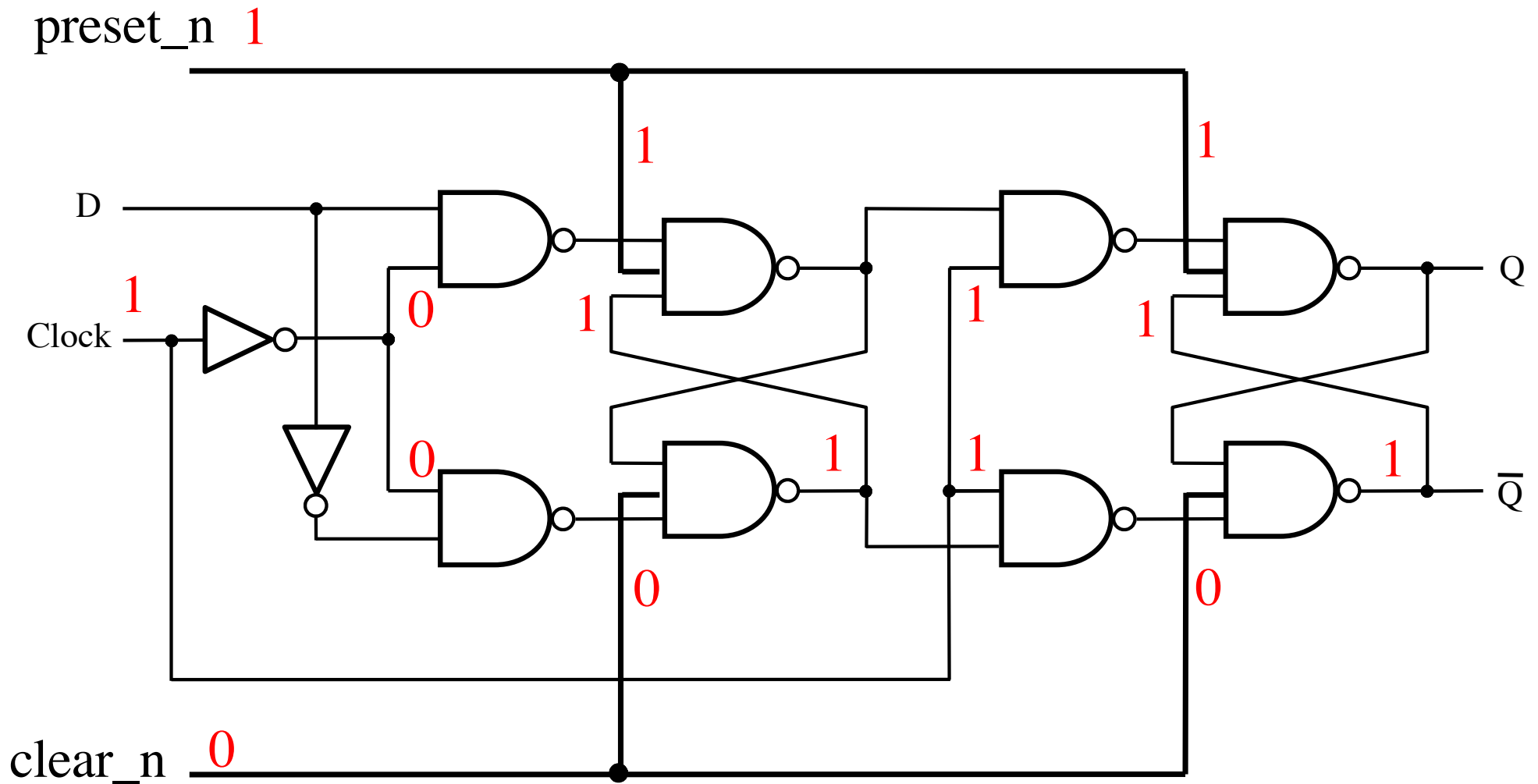
# How does clear work?

At this point we need to consider two cases: Clock=1 v.s. Clock =0



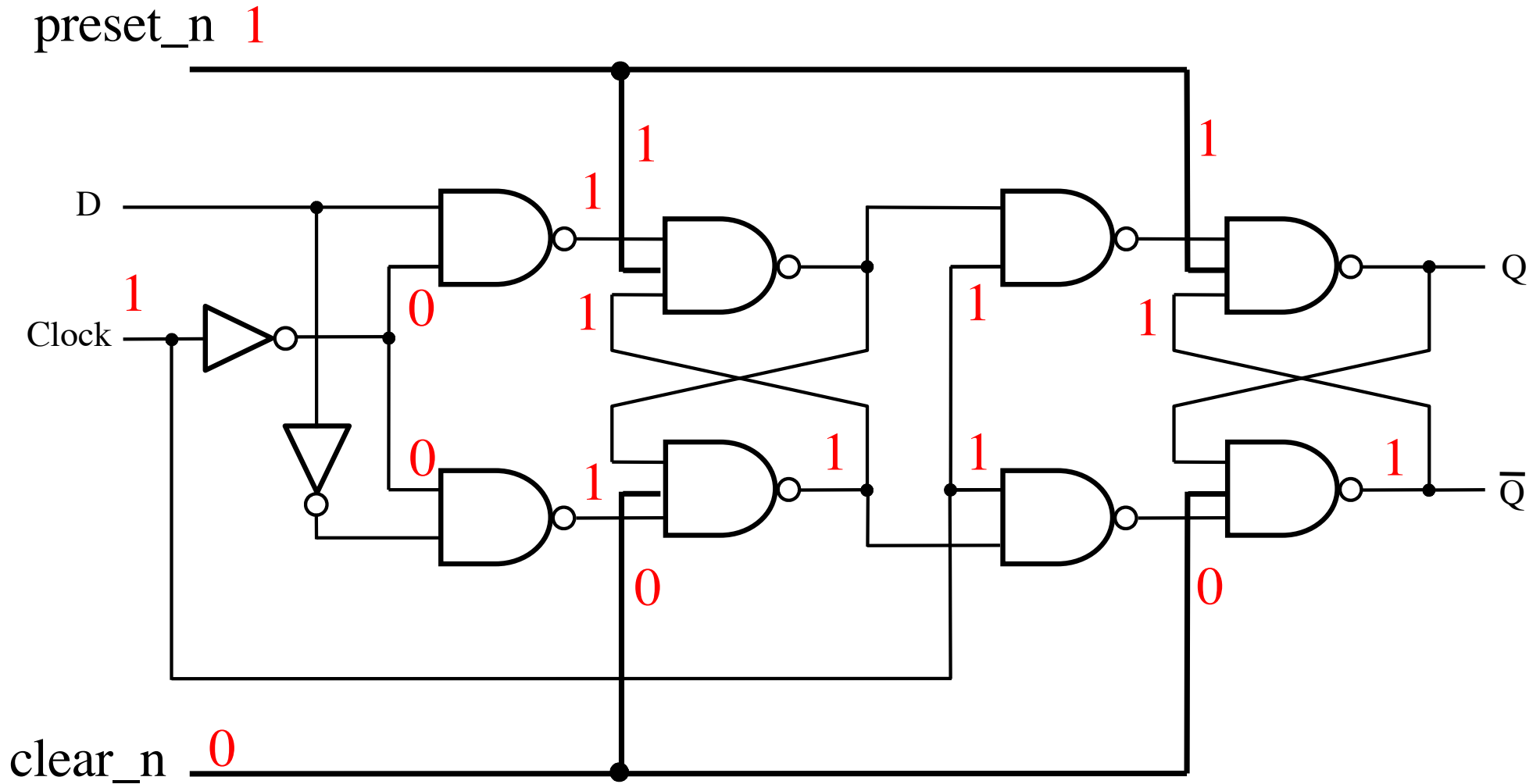
# How does clear work?

Clock=1



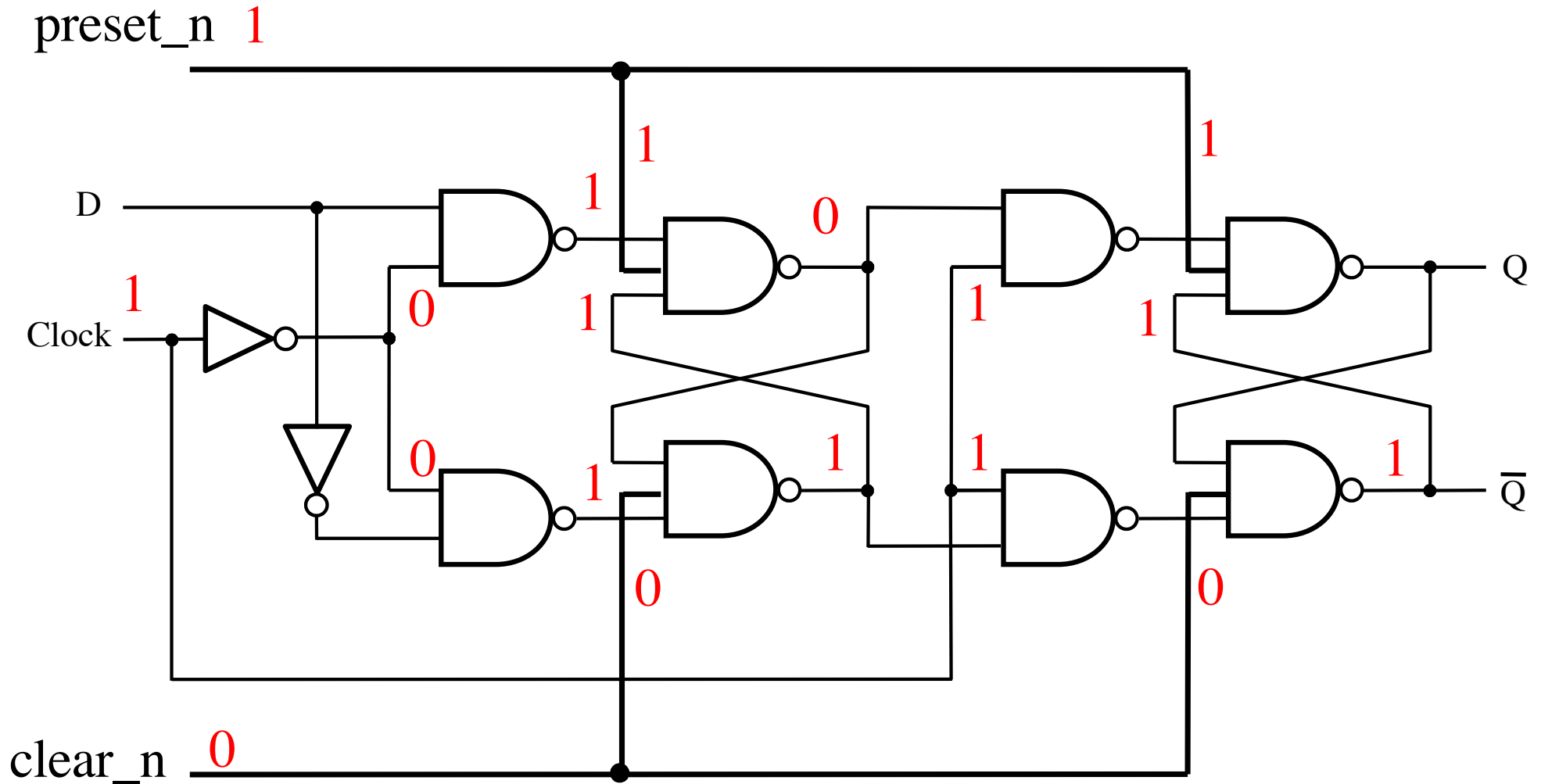
# How does clear work?

Clock=1



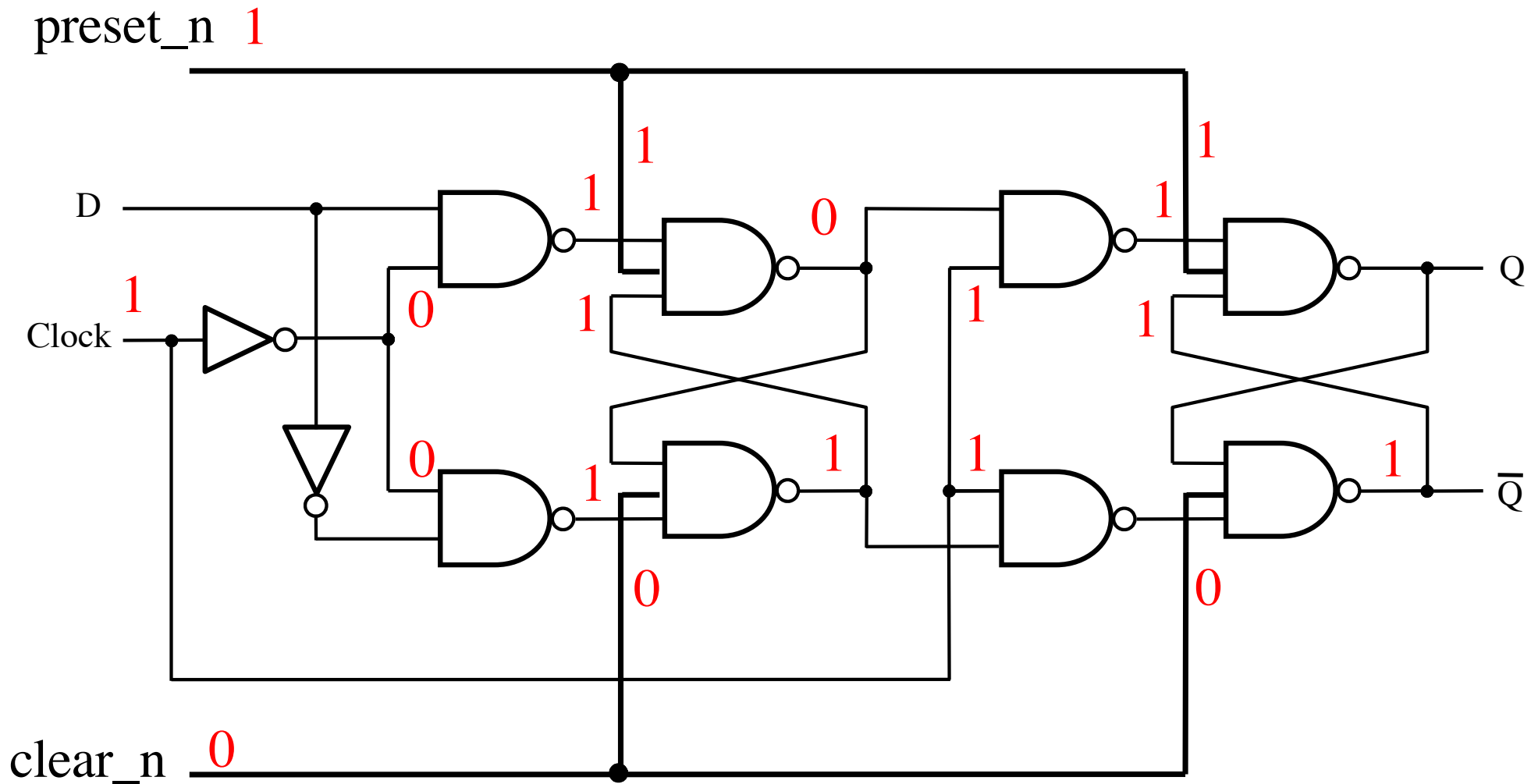
# How does clear work?

Clock=1



# How does clear work?

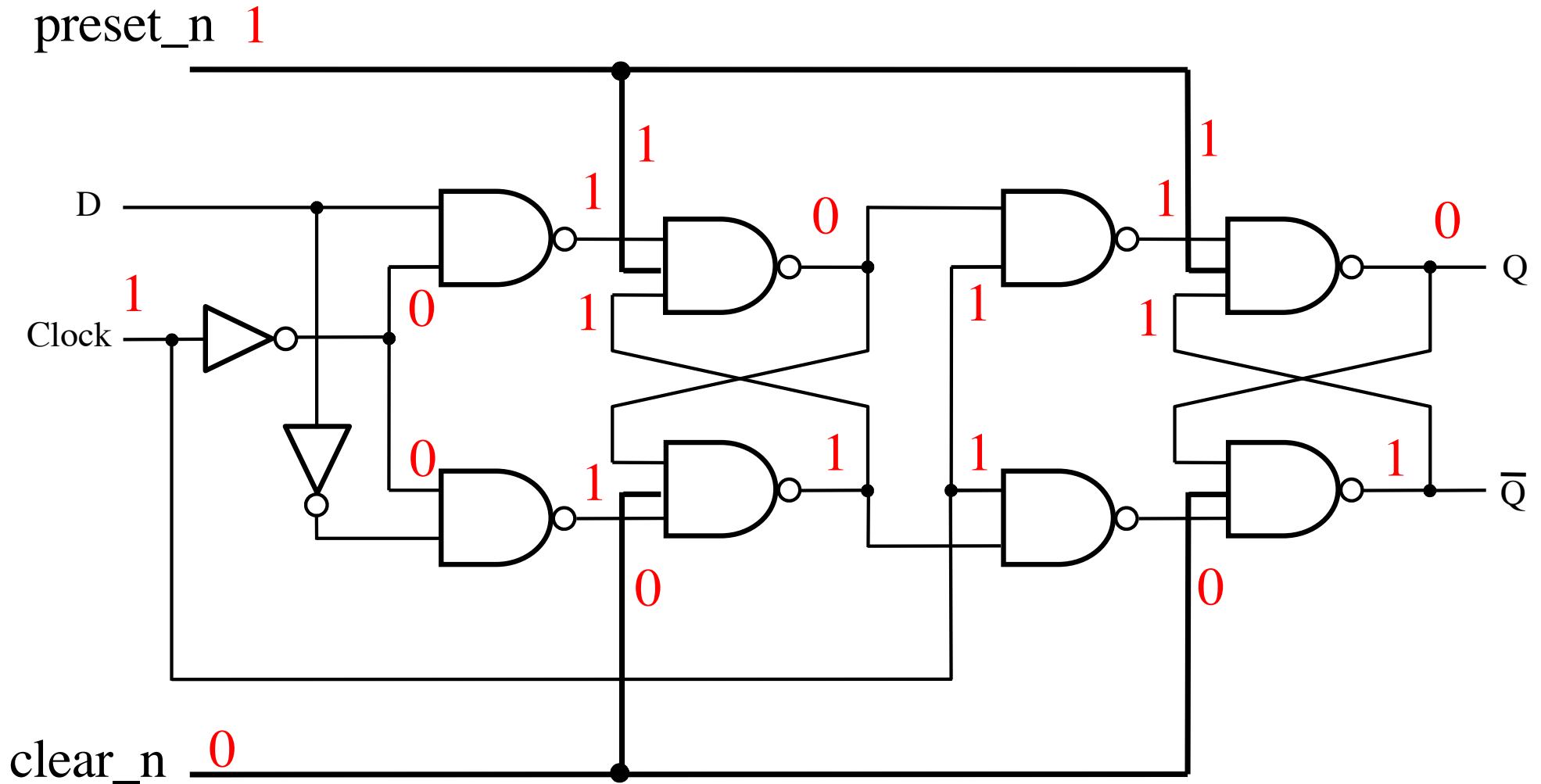
Clock=1





# How does clear work?

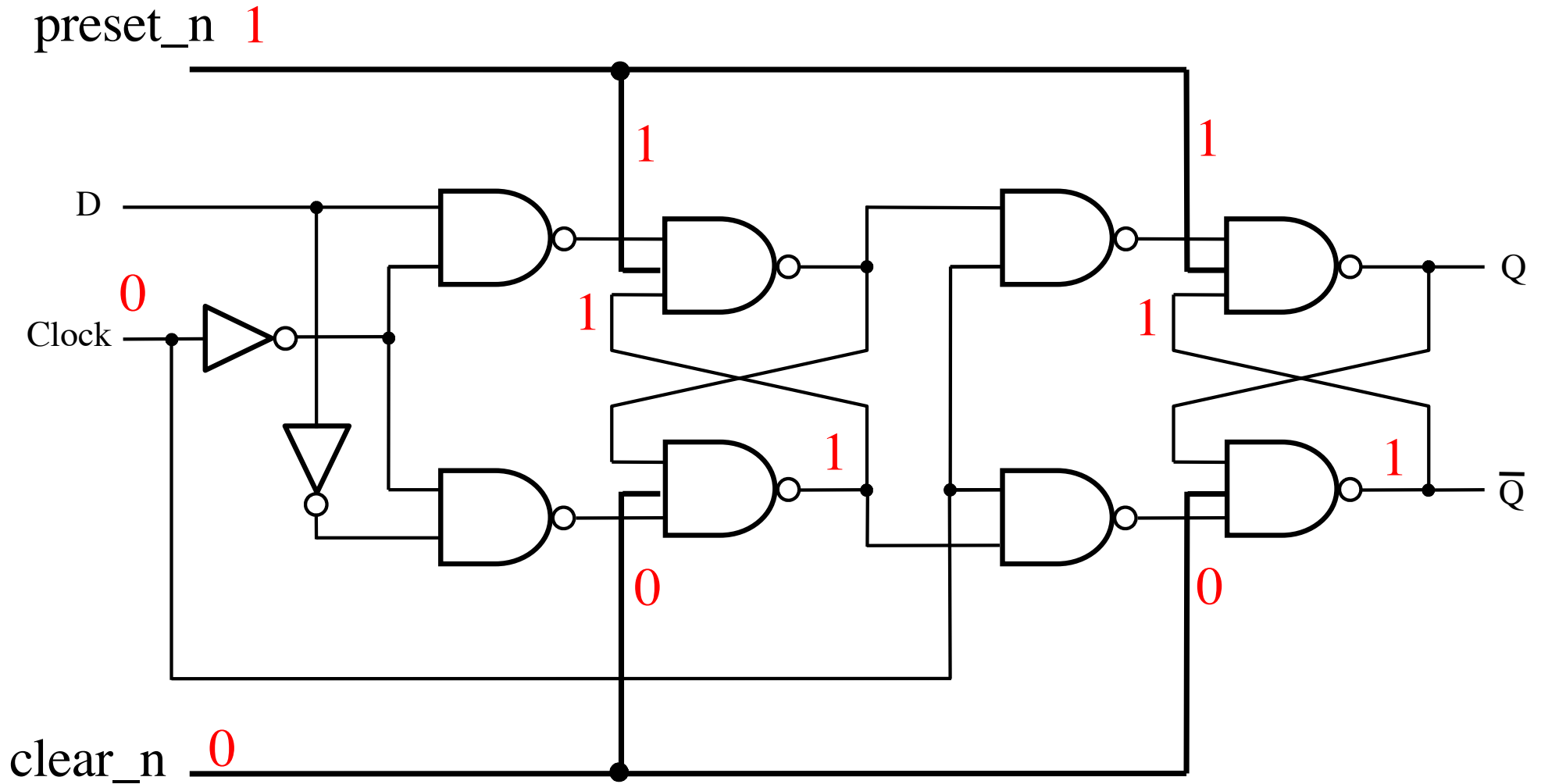
Clock=1





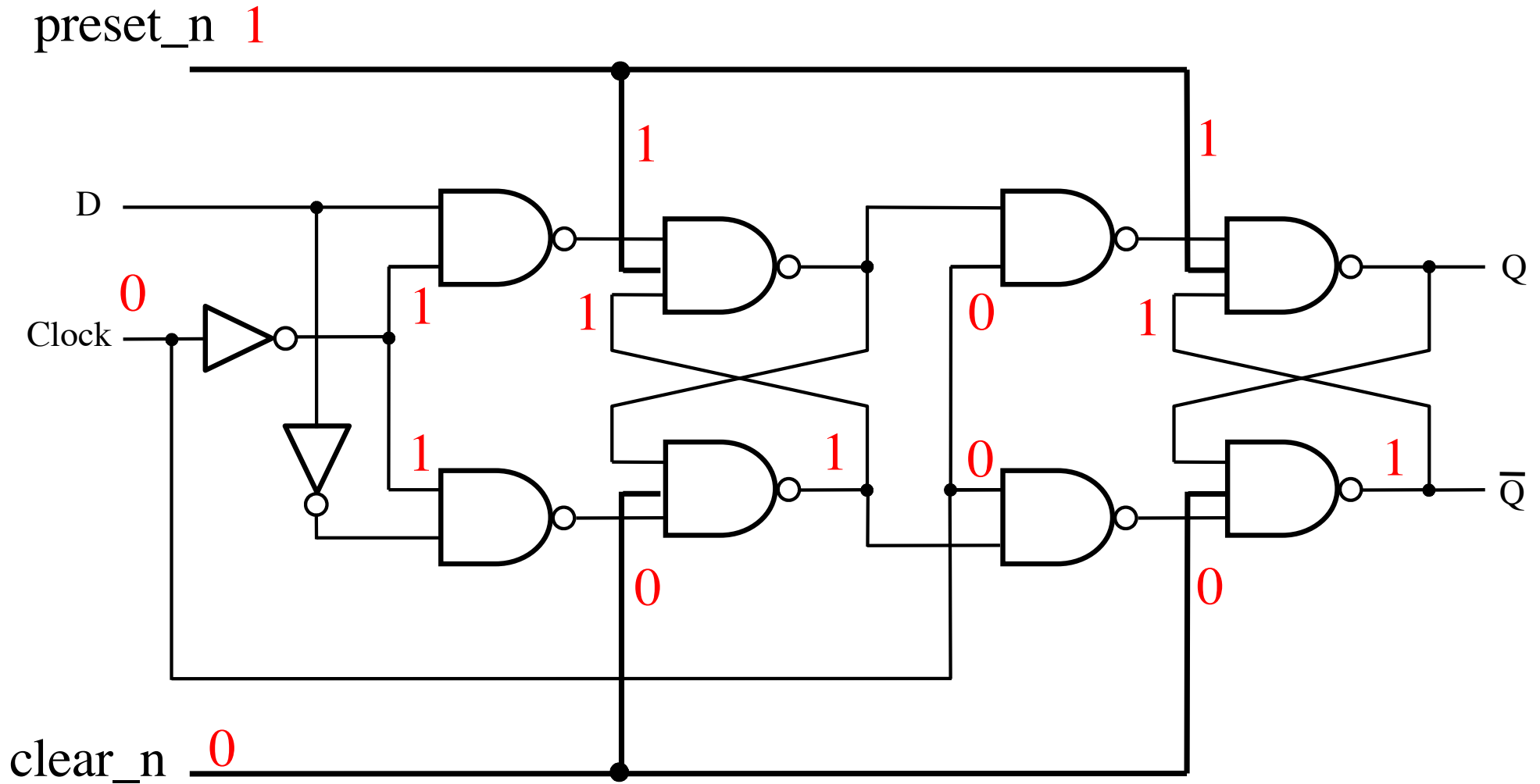
# How does clear work?

Clock=0



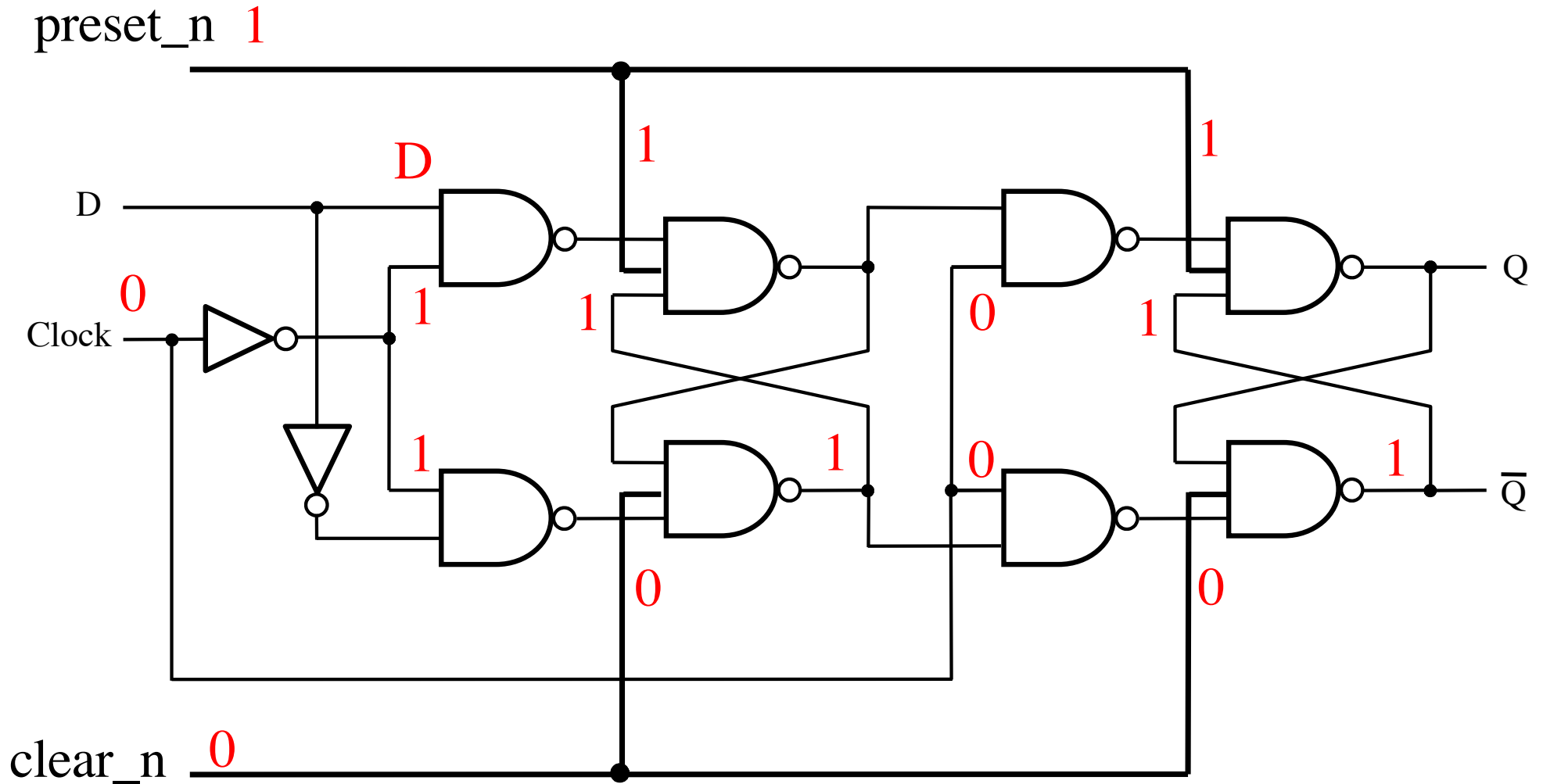
# How does clear work?

Clock=0



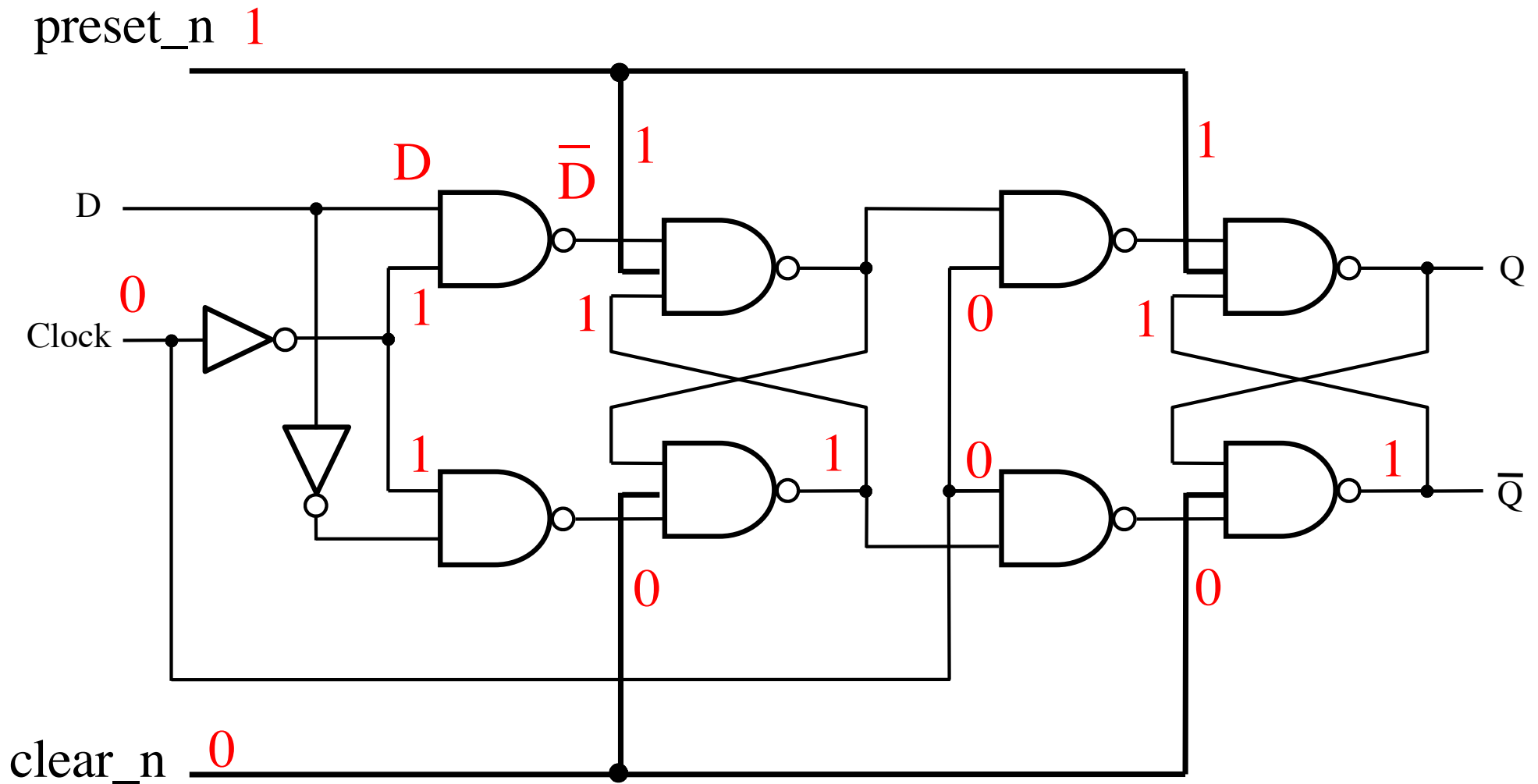
# How does clear work?

Clock=0



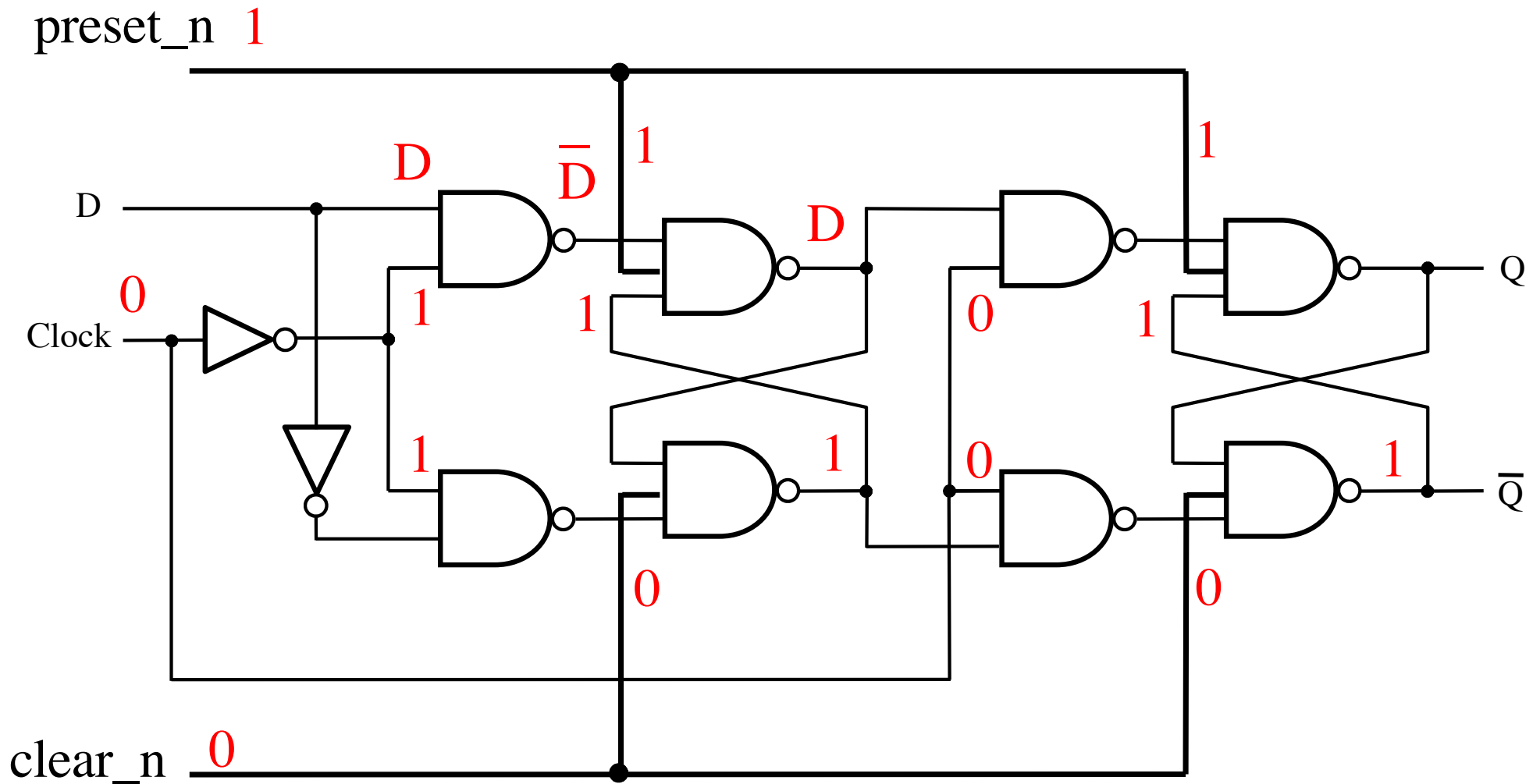
# How does clear work?

Clock=0



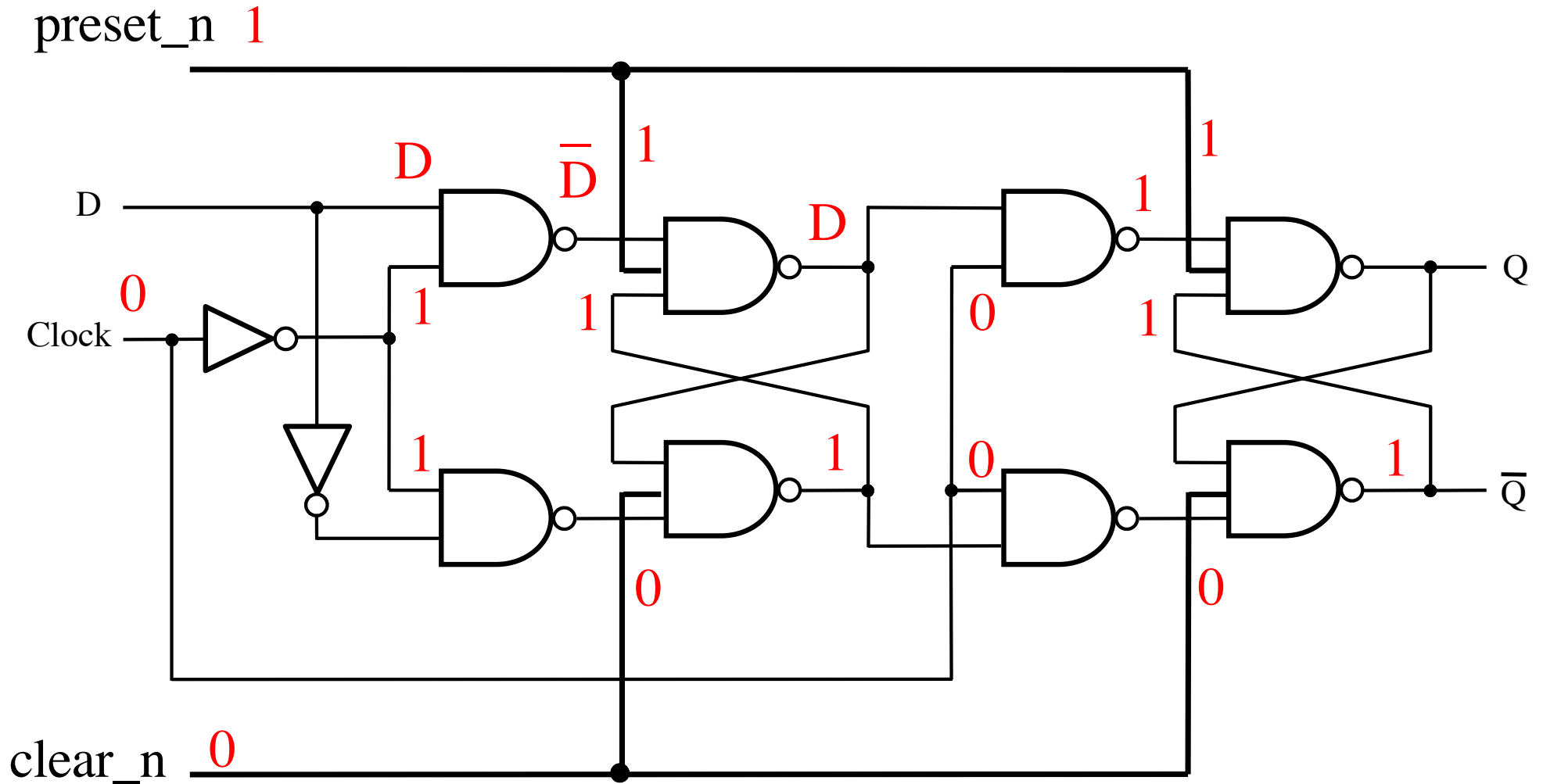
# How does clear work?

Clock=0



# How does clear work?

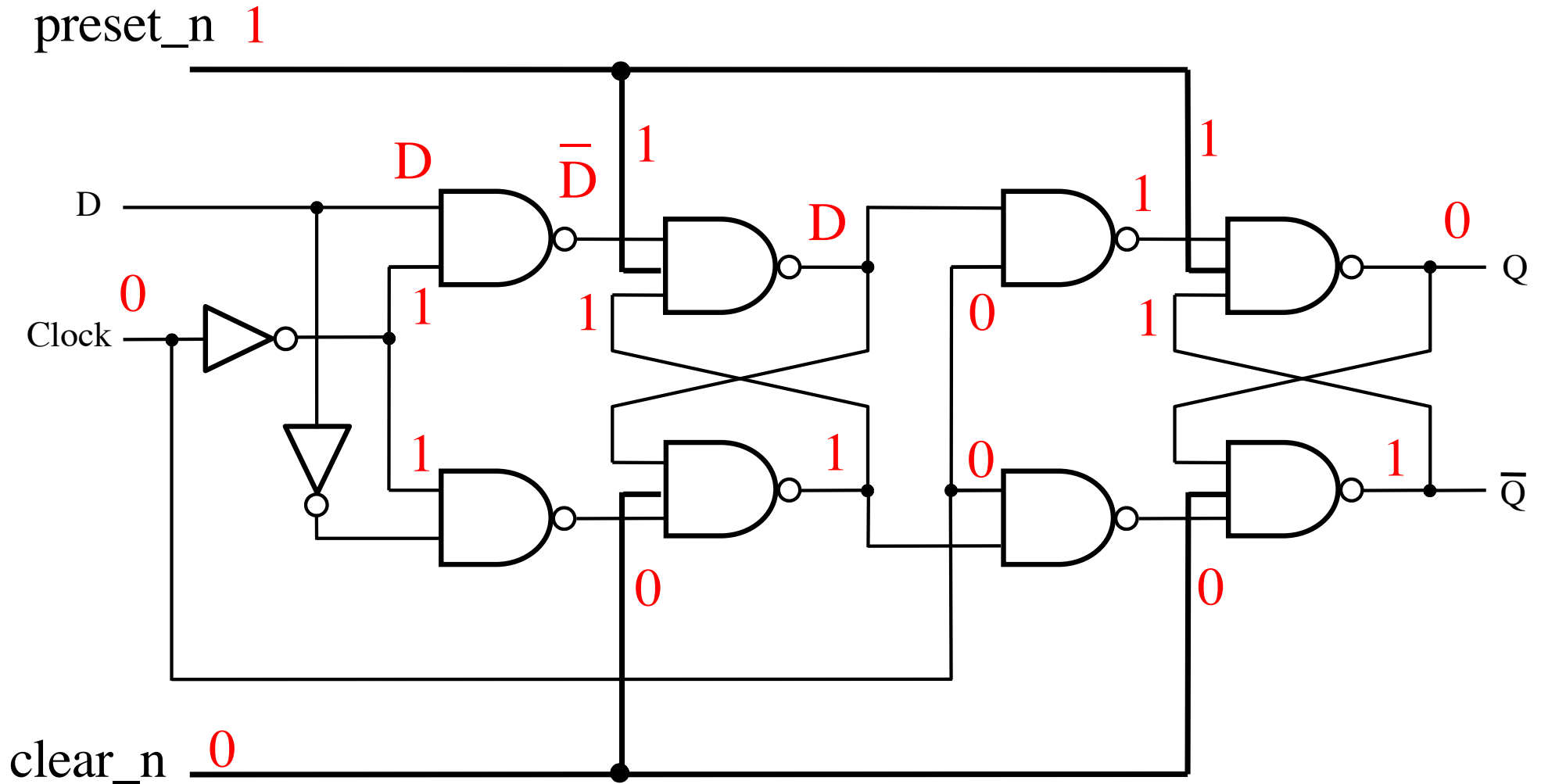
Clock=0



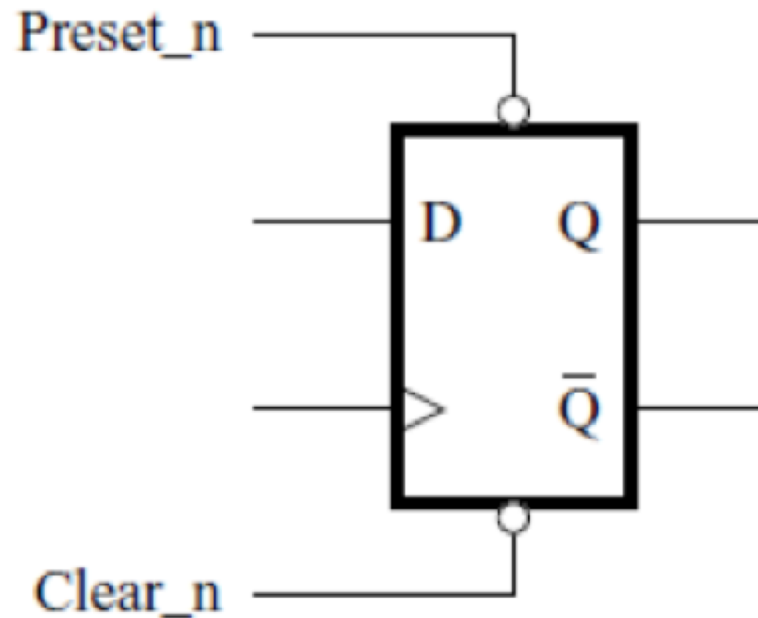


# How does clear work?

Clock=0

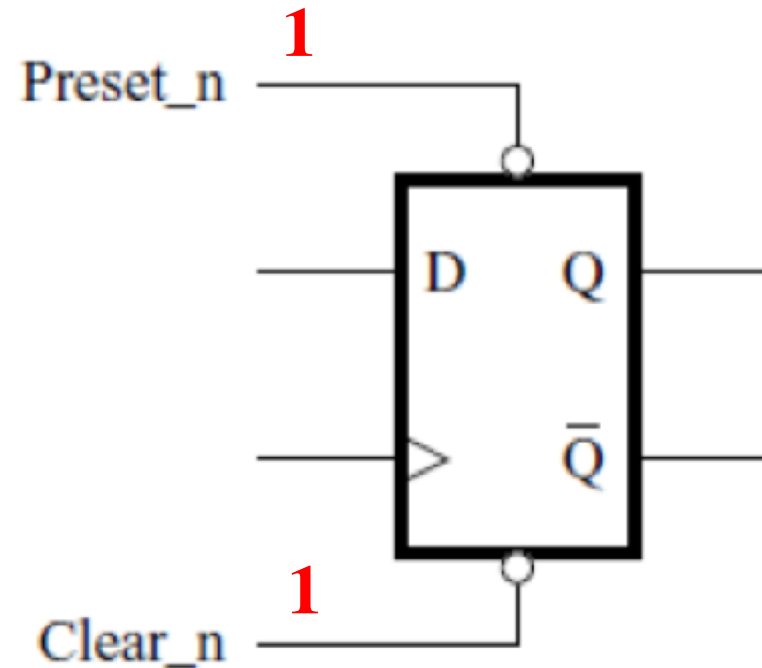


# Positive-edge-triggered D flip-flop with asynchronous Clear and Preset



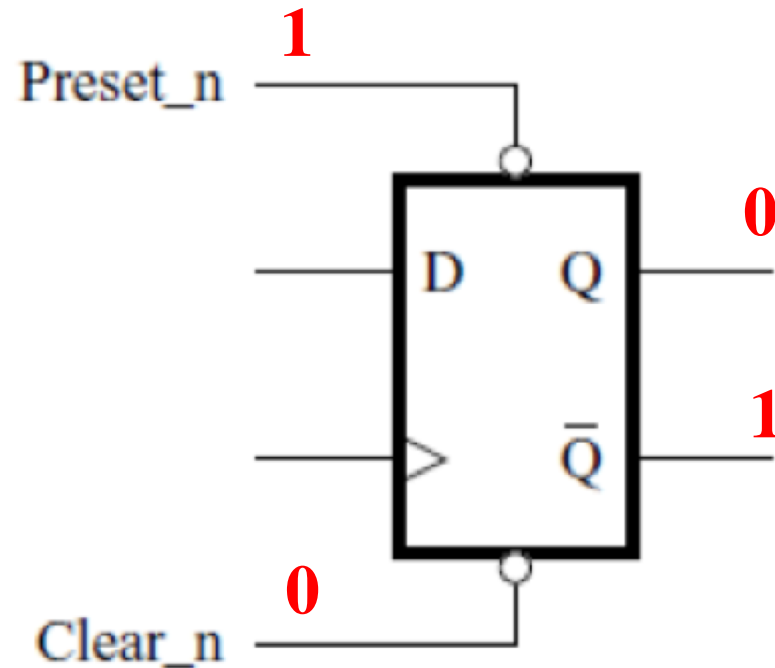
(b) Graphical symbol

**For normal operation both must be set to 1**



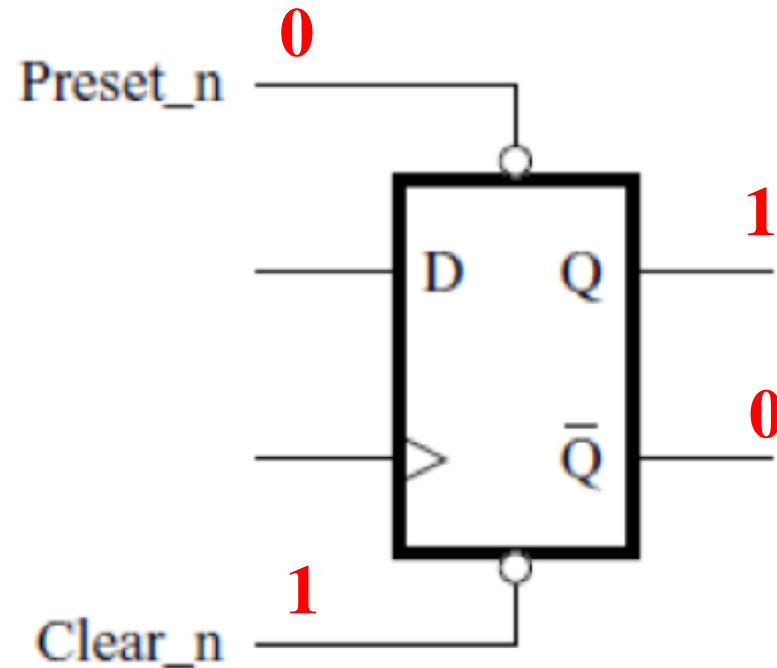
(b) Graphical symbol

**A zero on clear\_n drives the output Q to zero**



(b) Graphical symbol

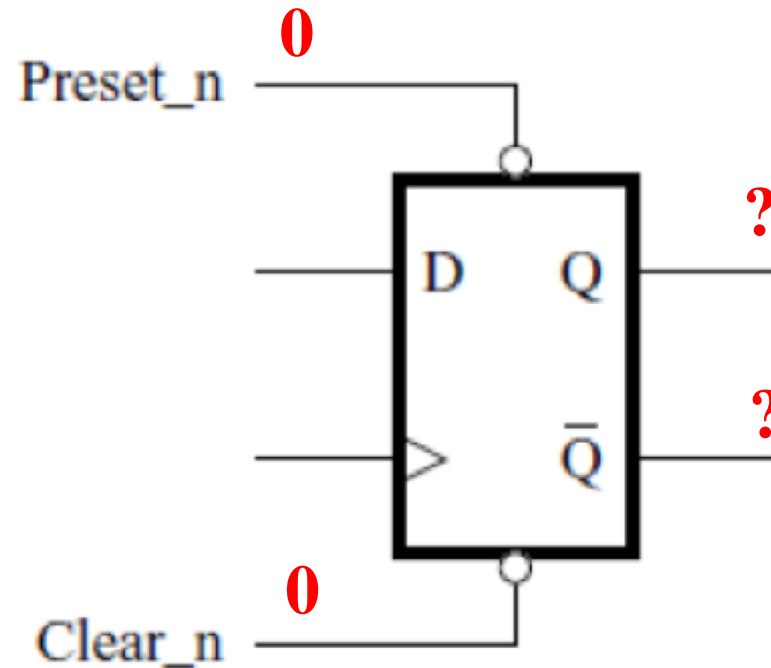
**A zero on preset\_n drives the output Q to one**



(b) Graphical symbol

# The output is indeterminate if both are zero

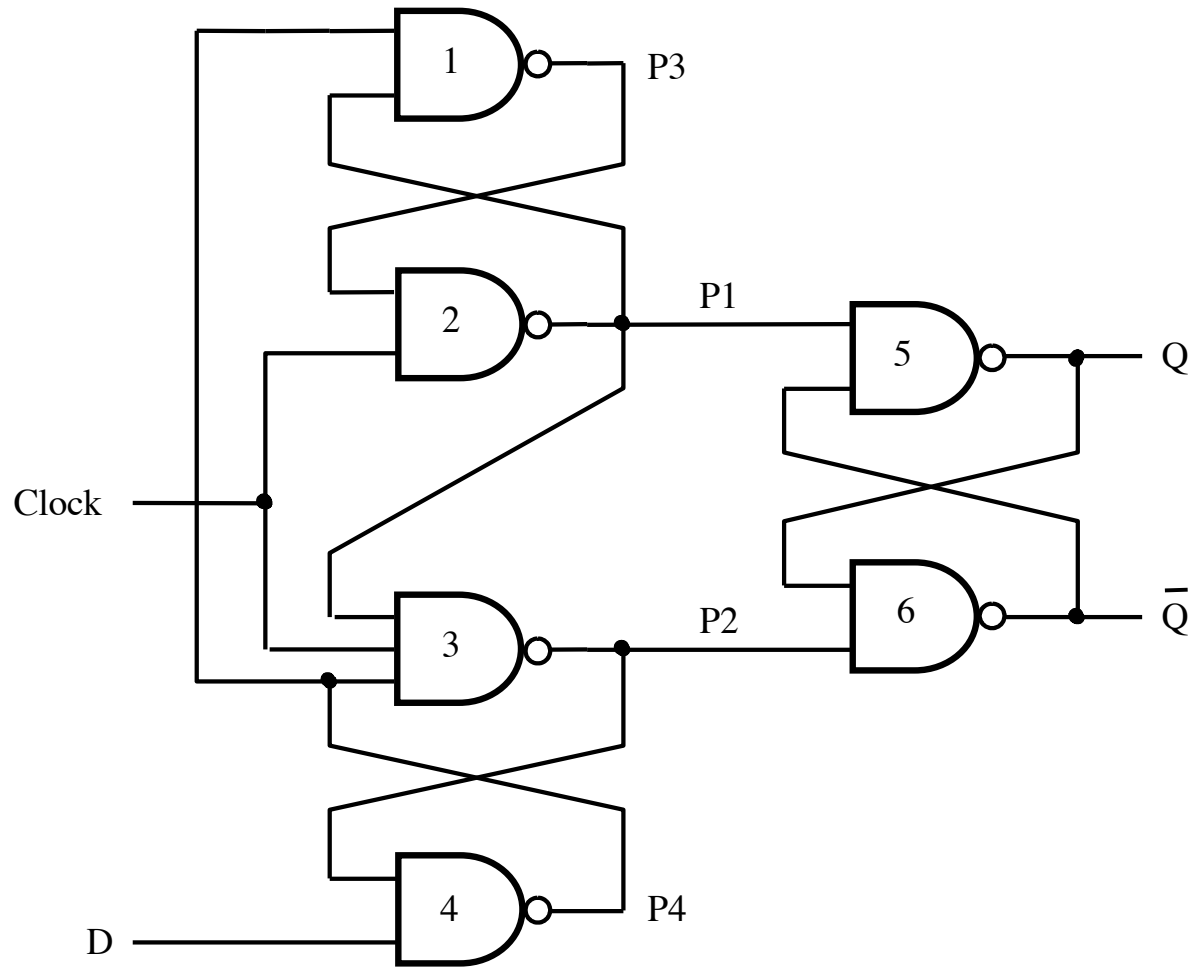
don't ever  
use this one



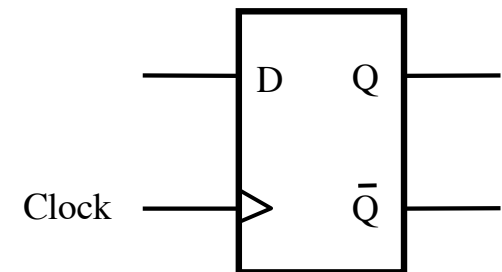
(b) Graphical symbol

# **An alternative D Flip-Flop Design**

# A positive-edge-triggered D flip-flop



(a) Circuit

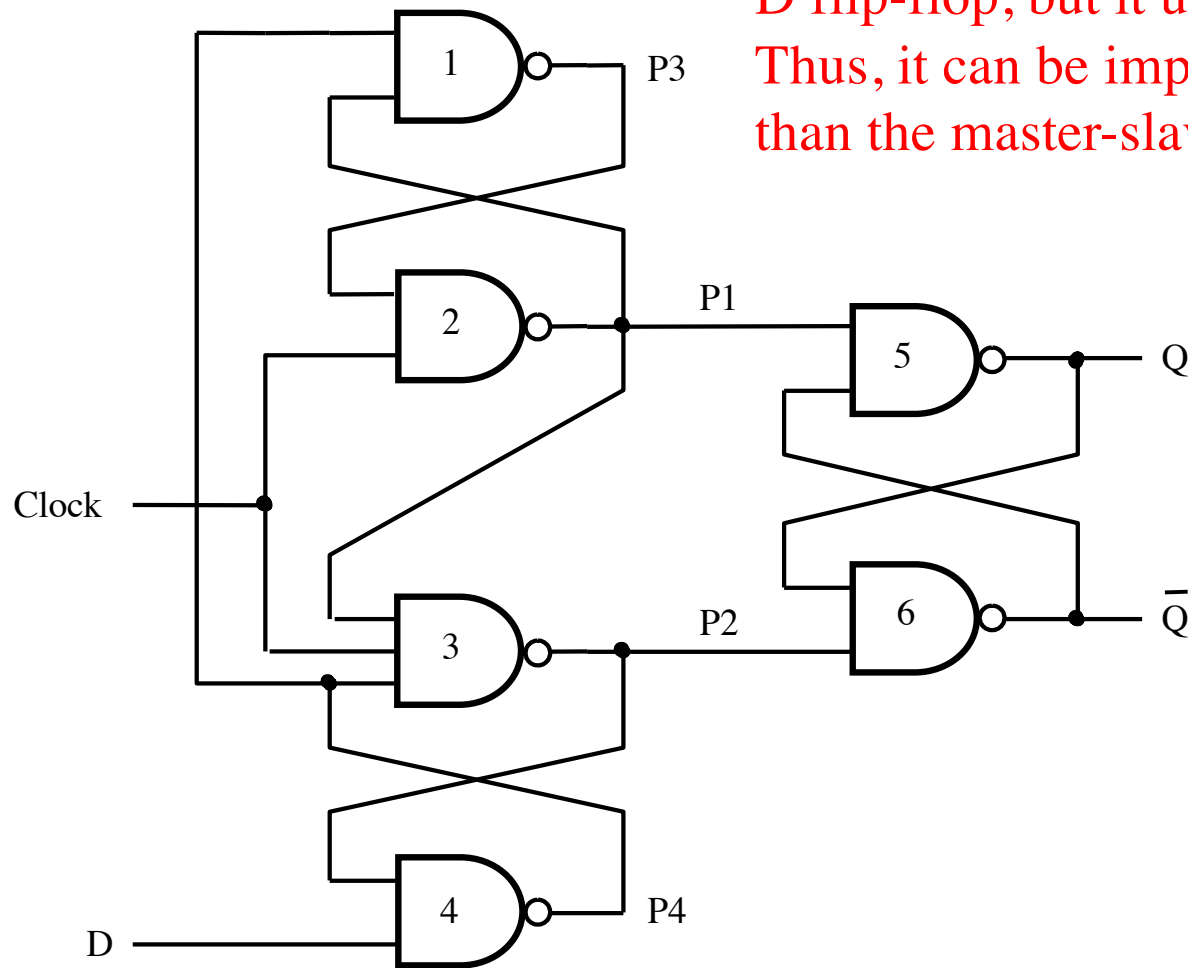


(b) Graphical symbol

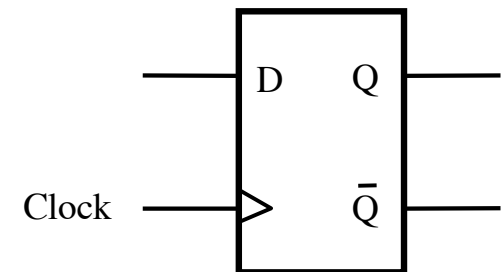


# A positive-edge-triggered D flip-flop

This circuit behaves like a positive-edge-triggered D flip-flop, but it uses only 6 NAND gates. Thus, it can be implemented with fewer transistors than the master-slave D flip-flop.

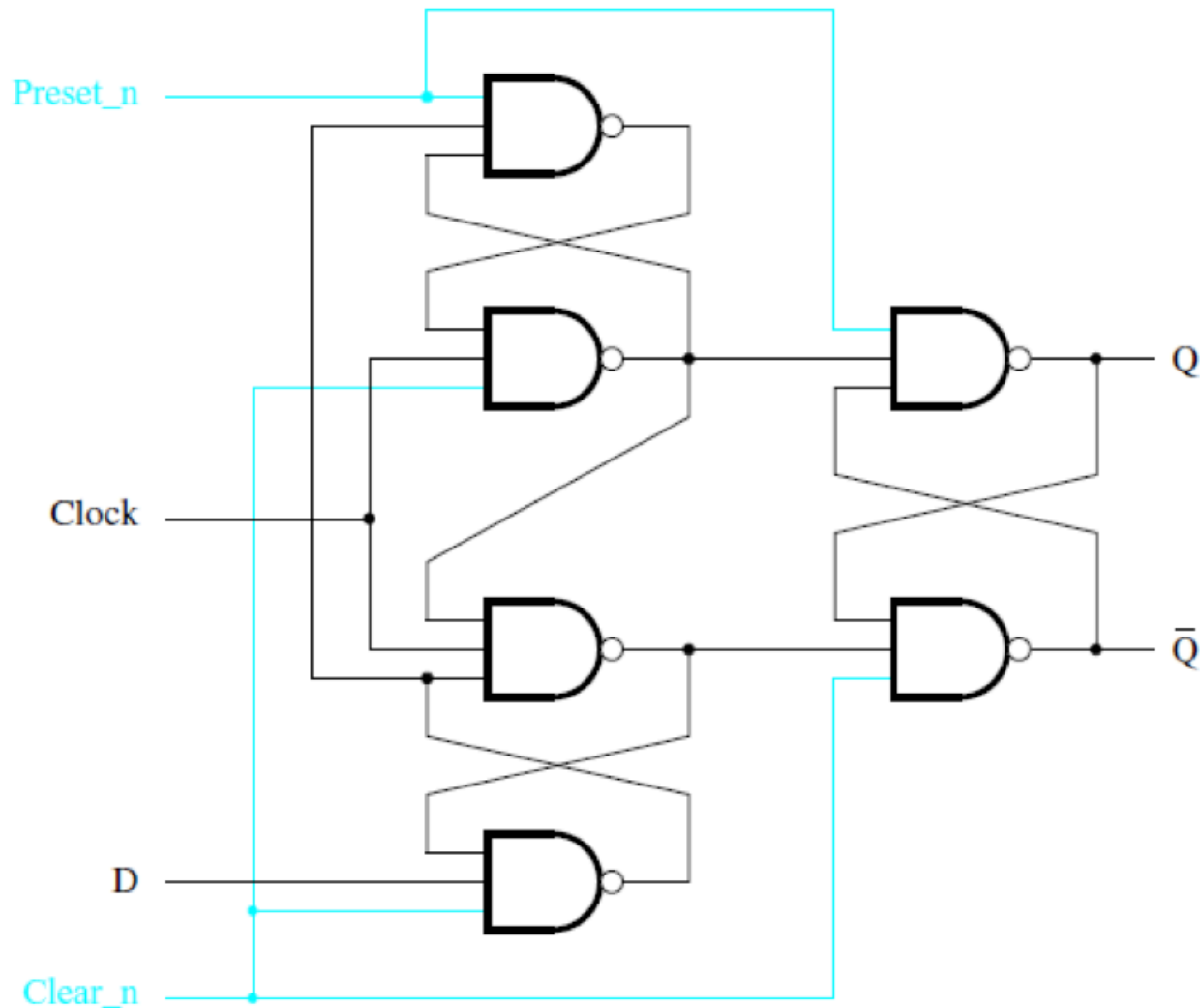


(a) Circuit



(b) Graphical symbol

# Positive-edge-triggered D flip-flop with **asynchronous** Clear and Preset



[ Figure 5.13a from the textbook ]

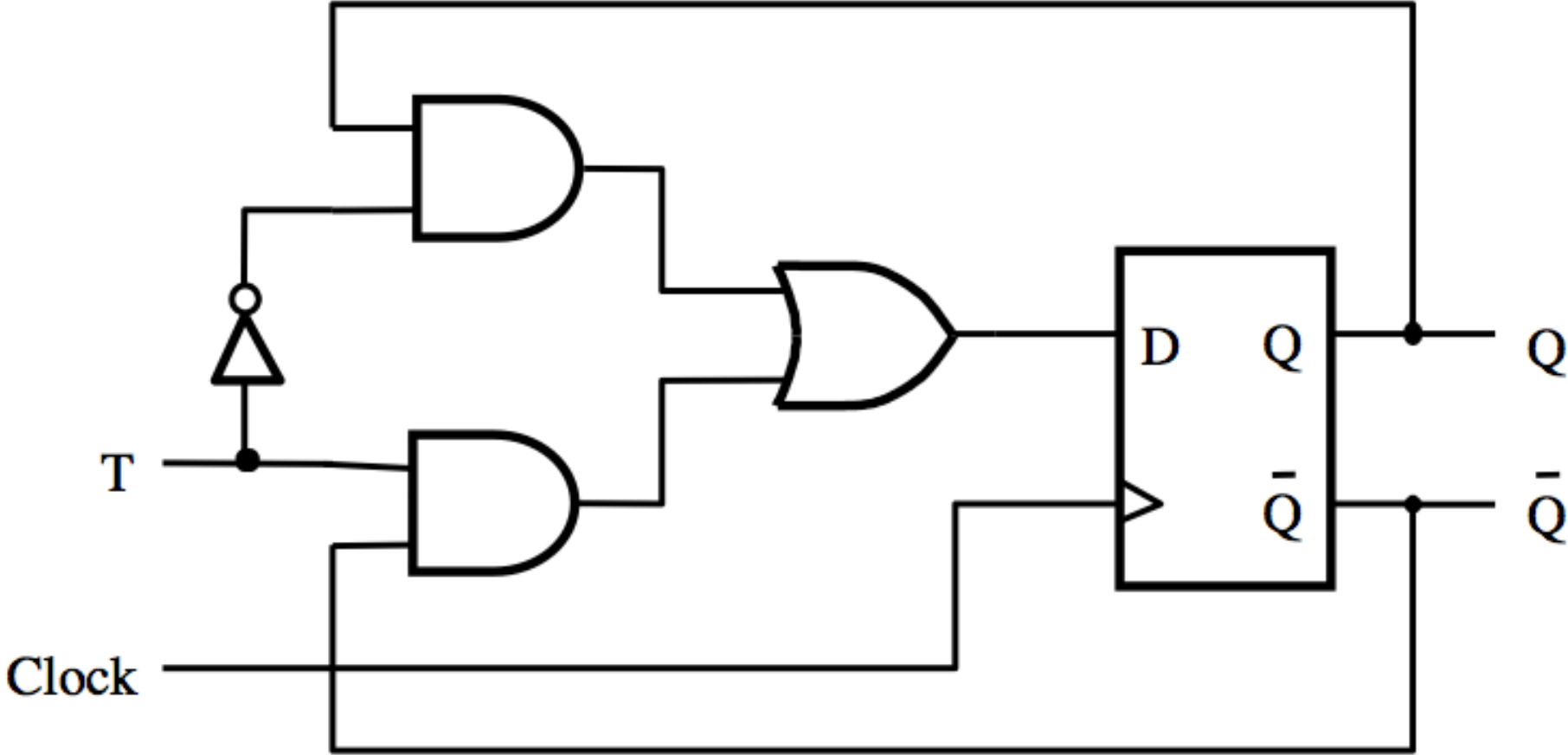
# T Flip-Flop

# Motivation

**A slight modification of the D flip-flop that can be used for some nice applications (e.g., counters).**

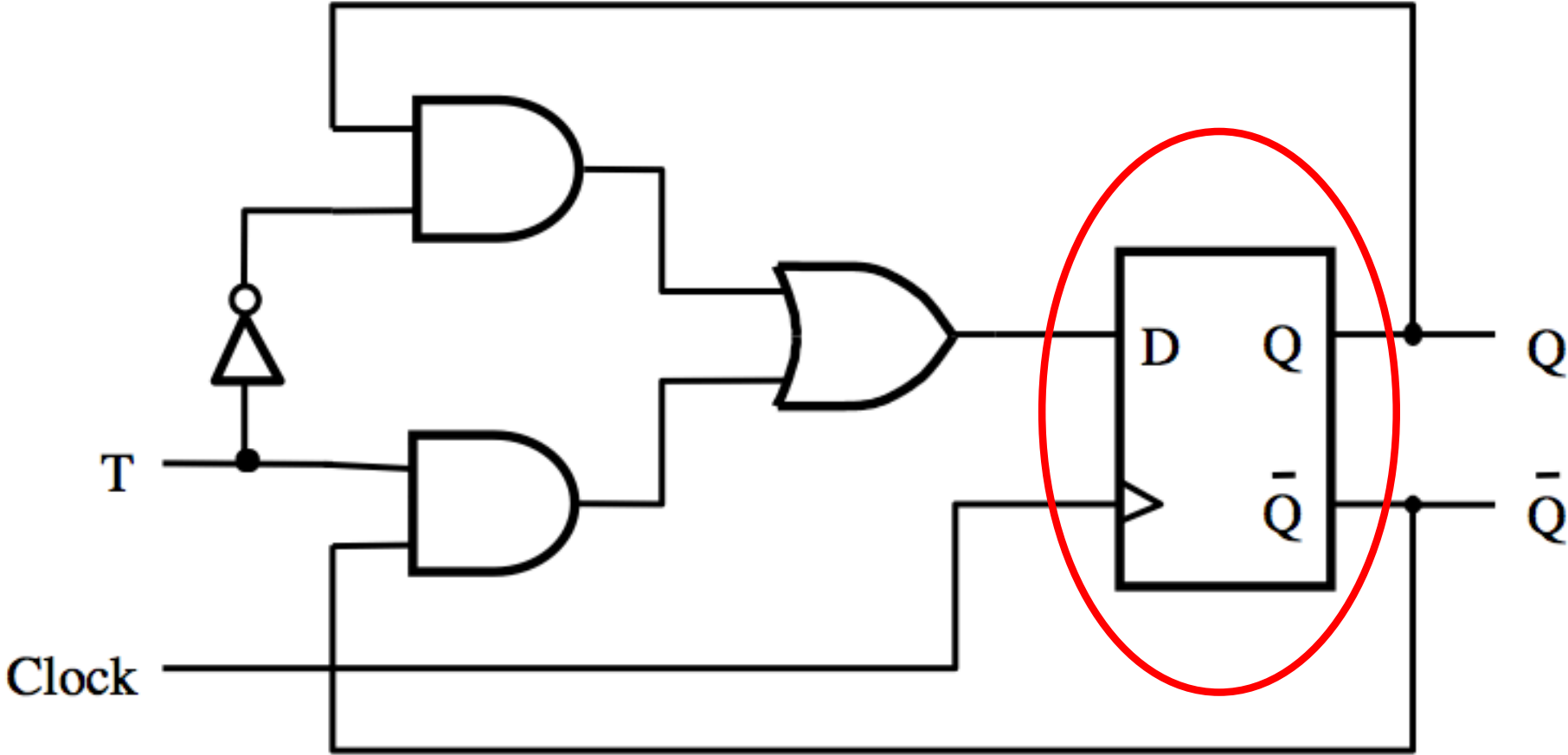
**In this case, T stands for Toggle.**

# T Flip-Flop



[ Figure 5.15a from the textbook ]

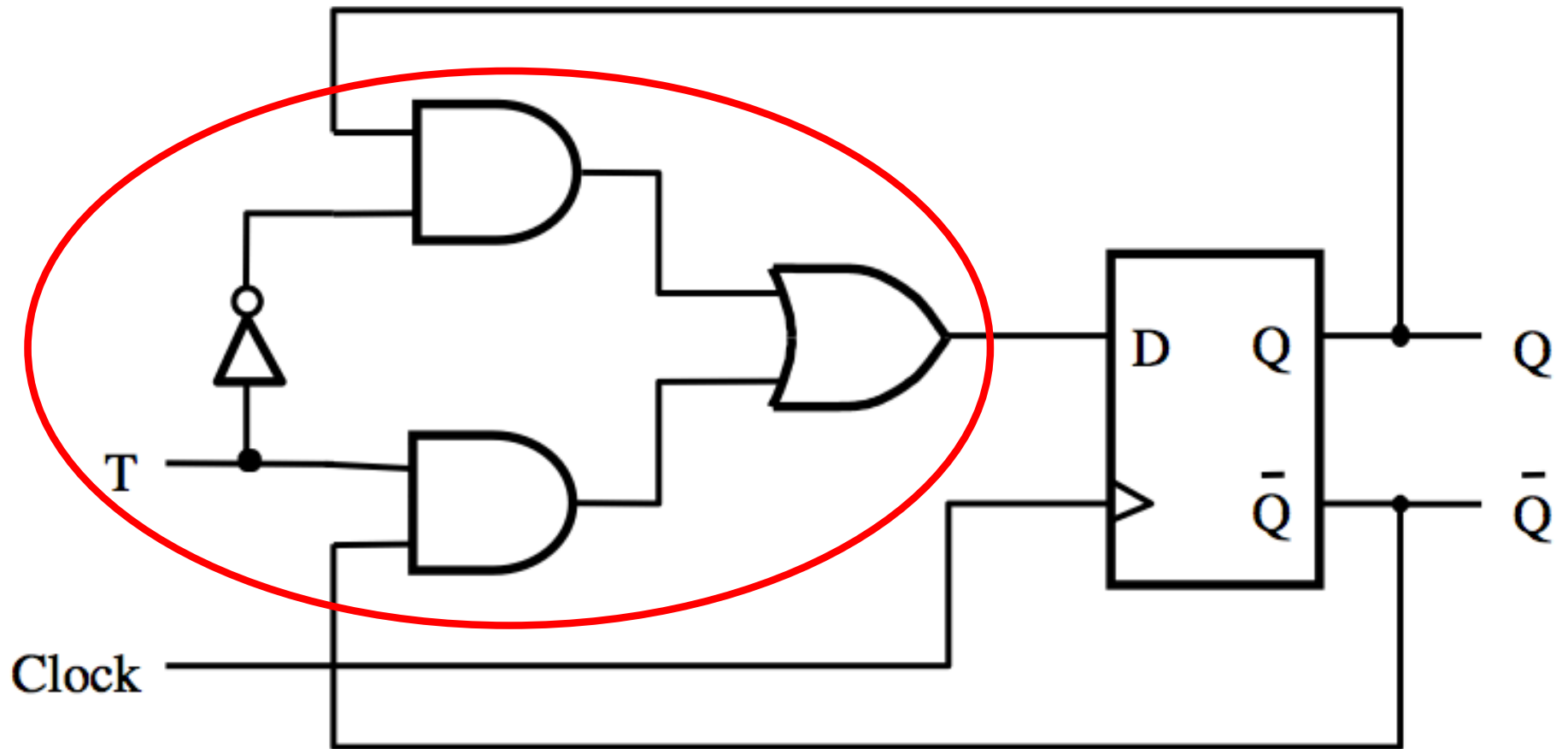
# T Flip-Flop



Positive-edge-triggered  
D Flip-Flop

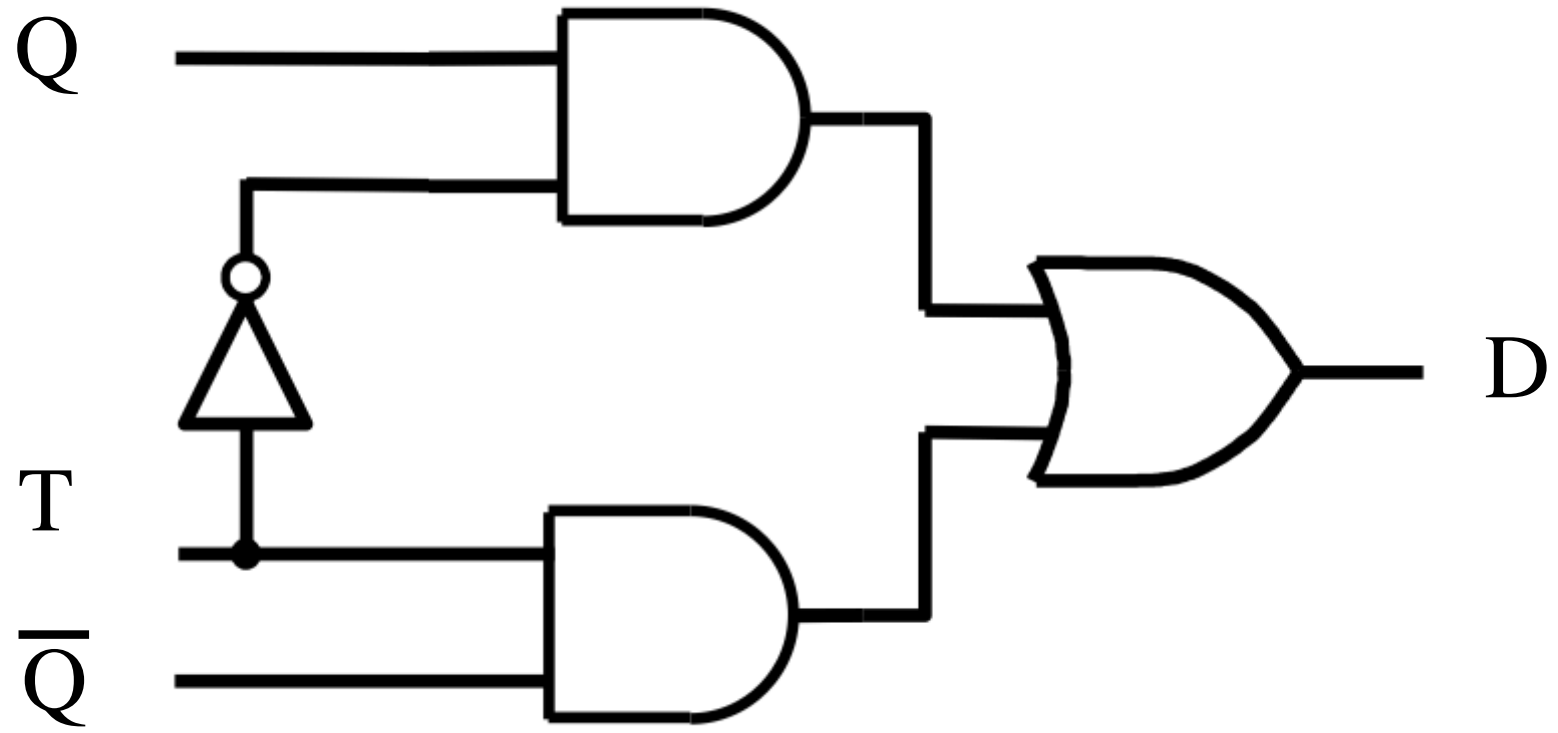
[ Figure 5.15a from the textbook ]

# T Flip-Flop



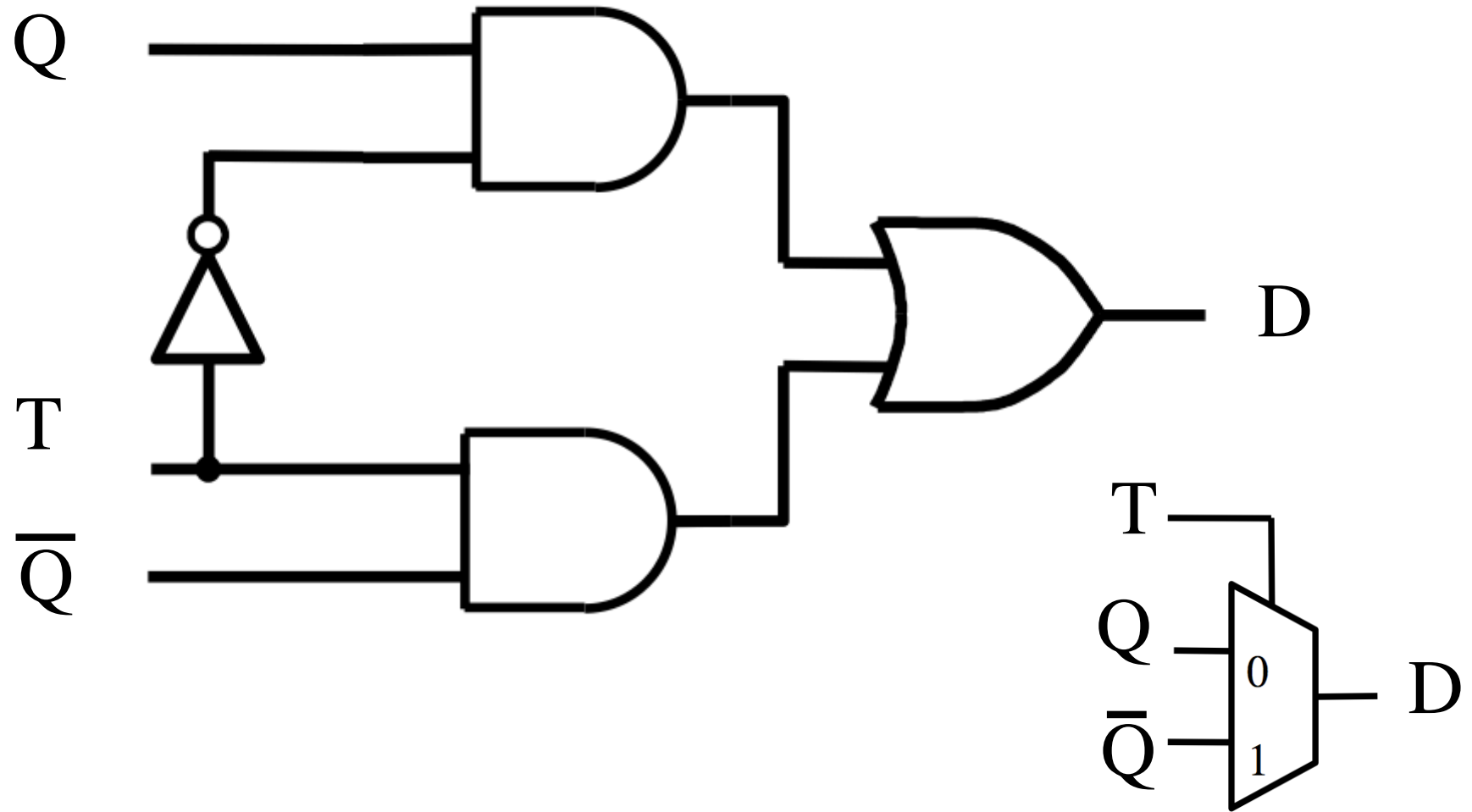
What is this?

**What is this?**

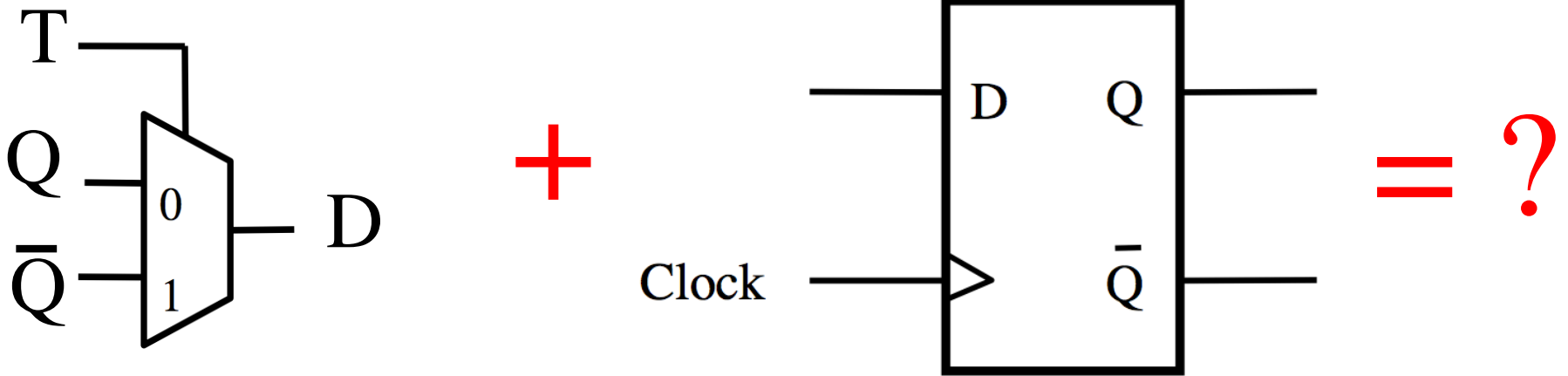




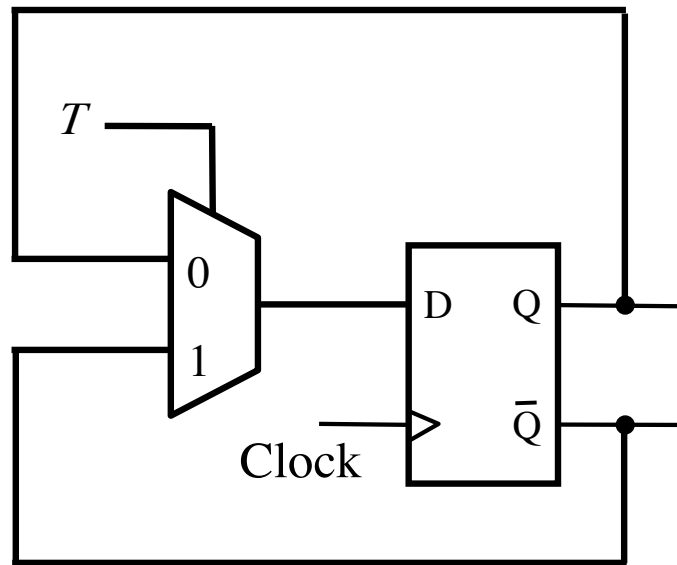
**It is a 2-to-1 Multiplexer**



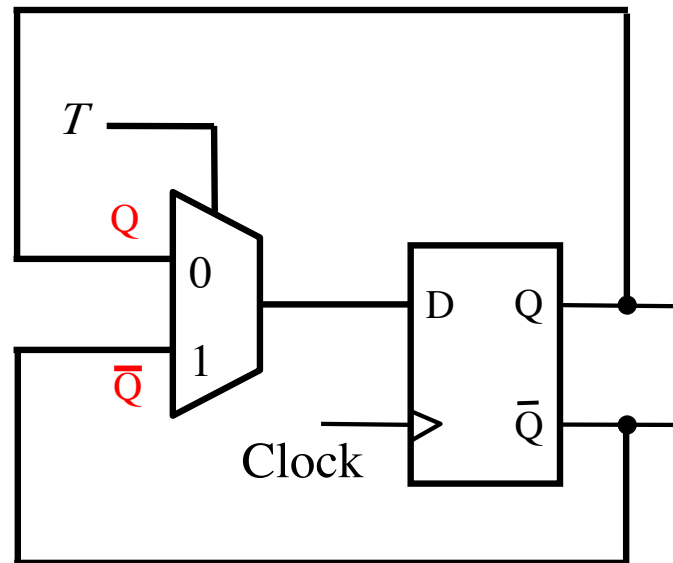
# What is this?



# It is a T Flip-Flop

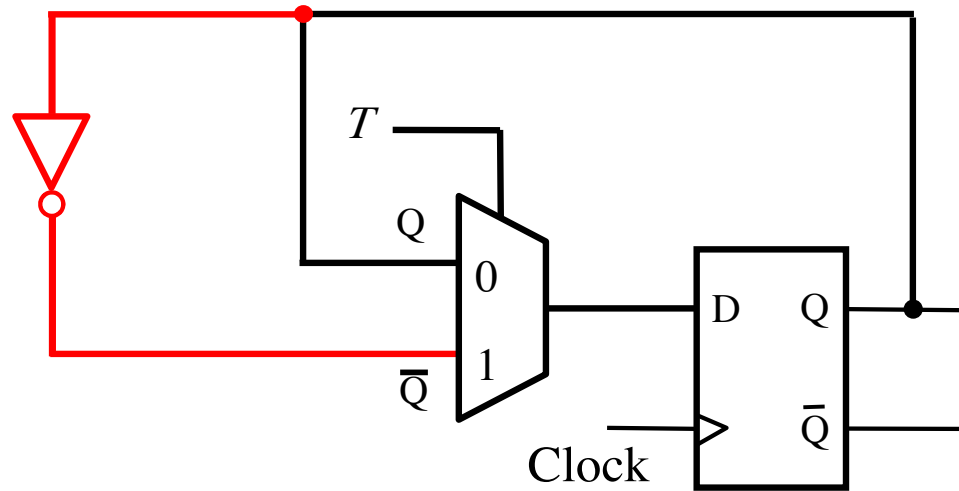


# It is a T Flip-Flop

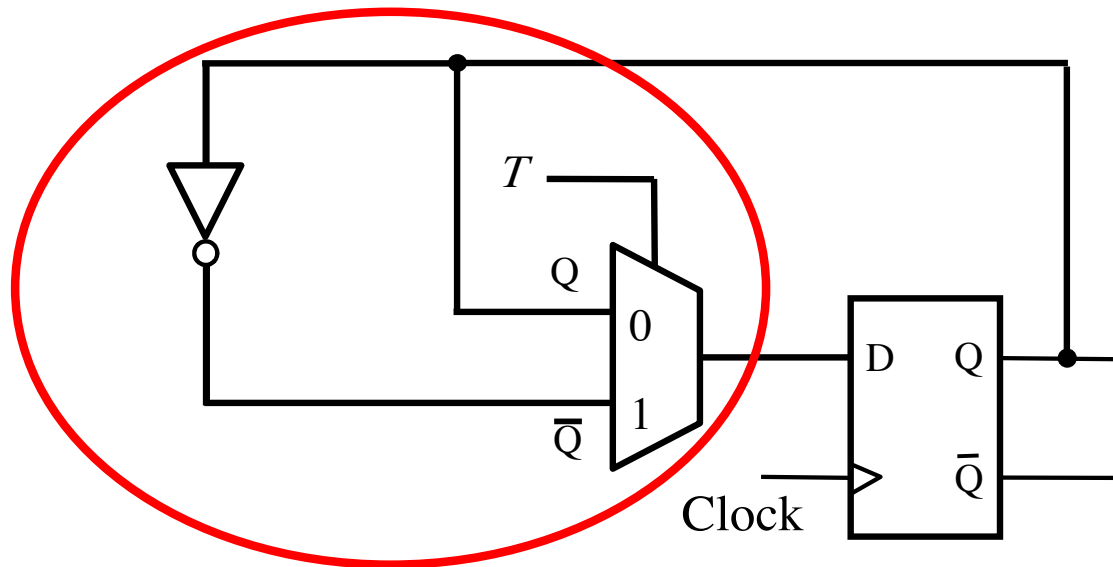


Note that the two inputs to the multiplexer are inverses of each other.

# Another Way to Draw This

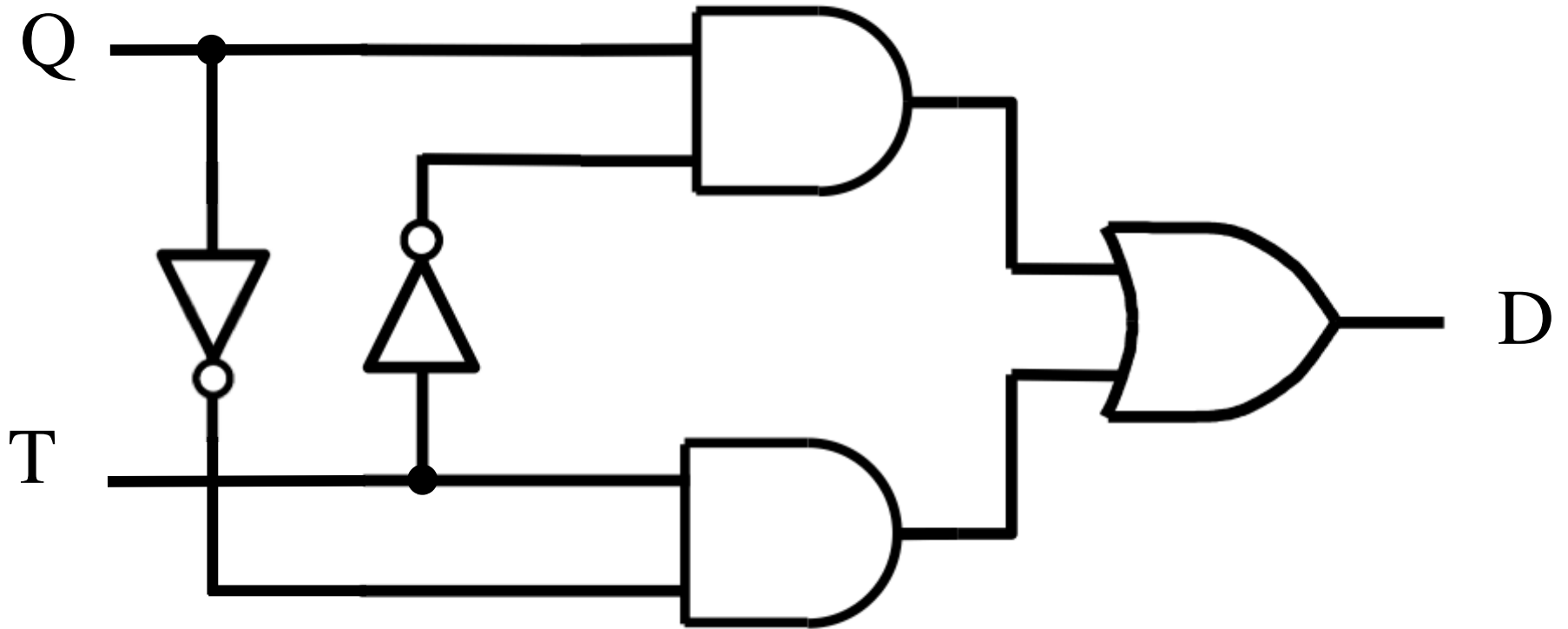


# Another Way to Draw This

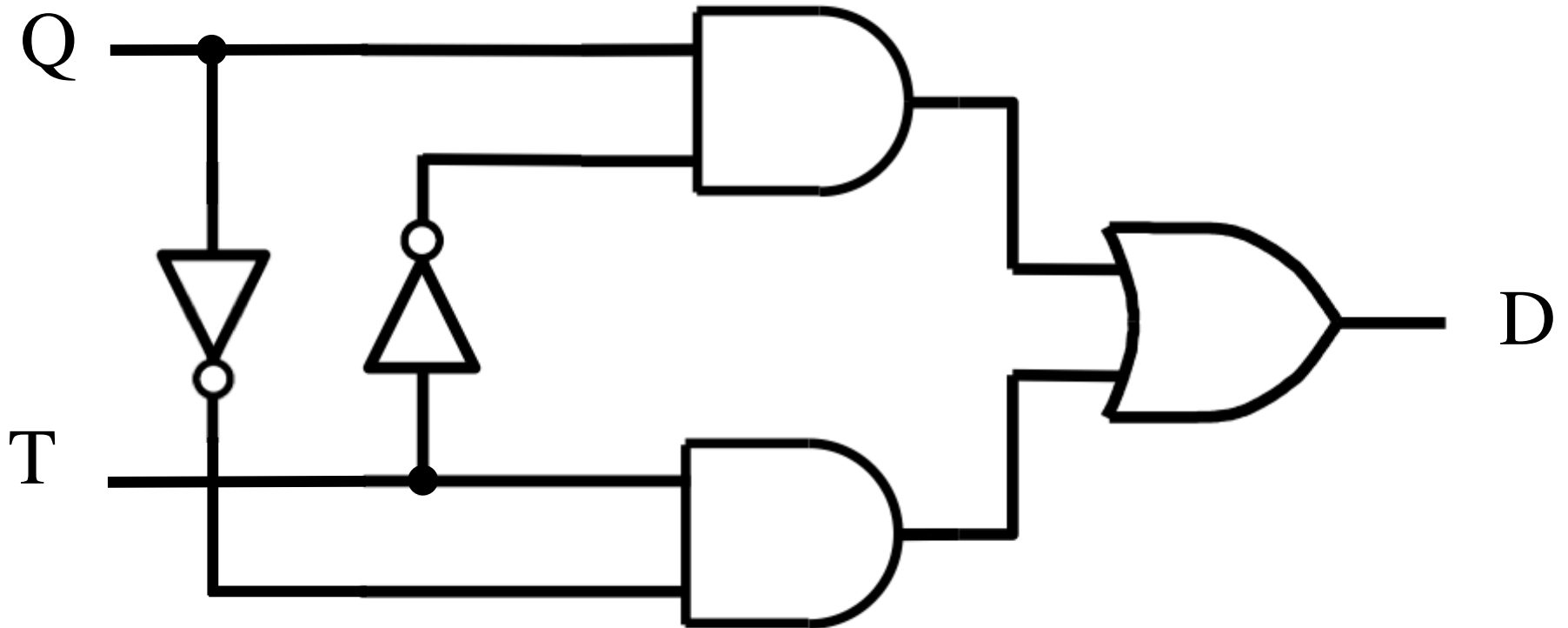


What is this?

**What is this?**



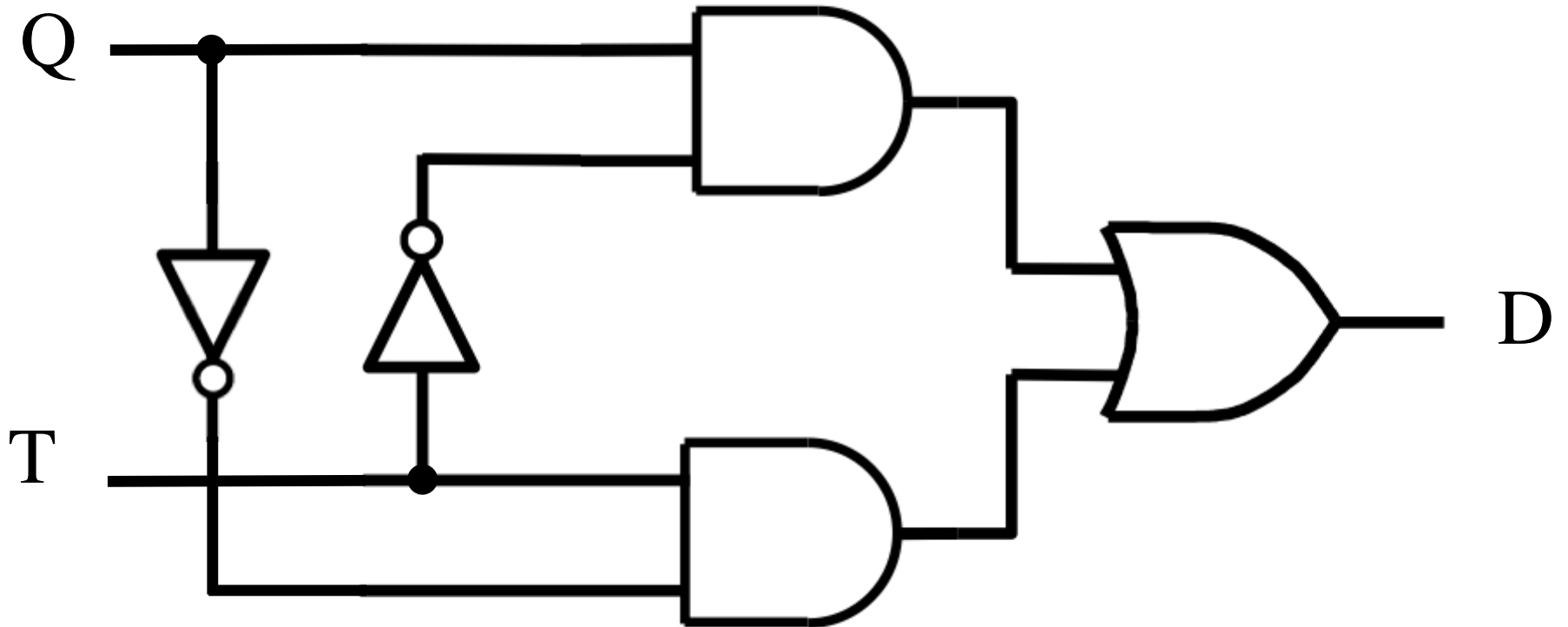
# What is this?



$$D = Q\bar{T} + \bar{Q}T$$

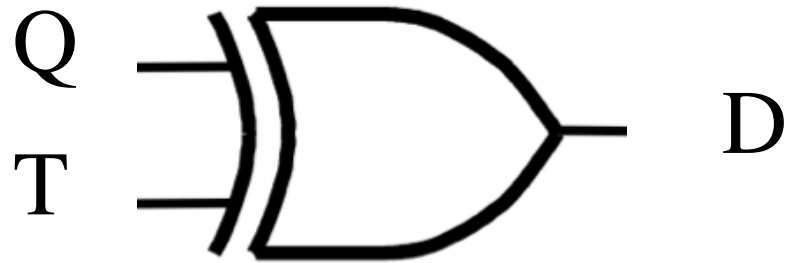


**It is an XOR**



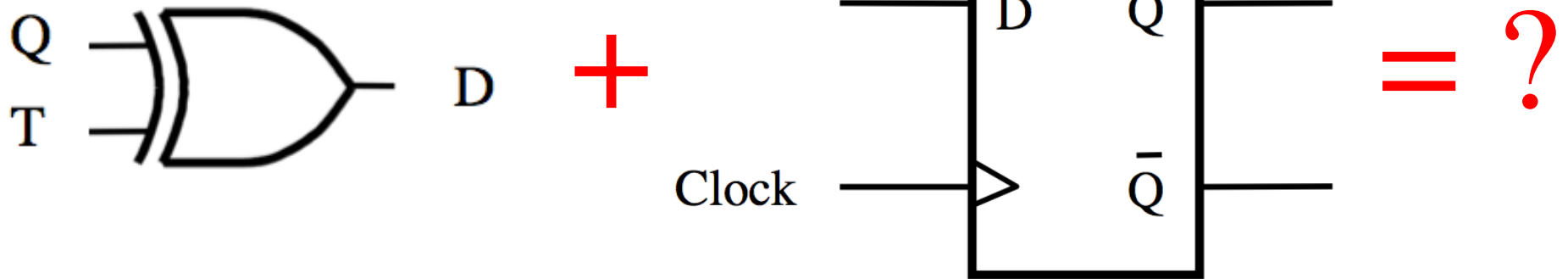
$$D = Q \oplus T$$

**It is an XOR**

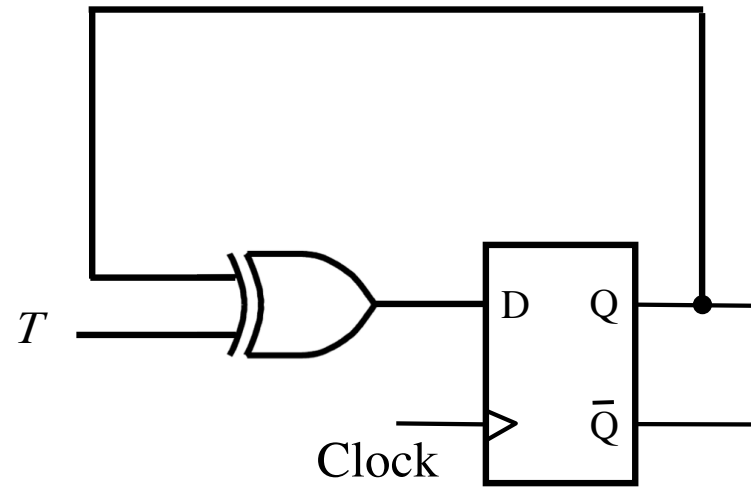


$$D = Q \oplus T$$

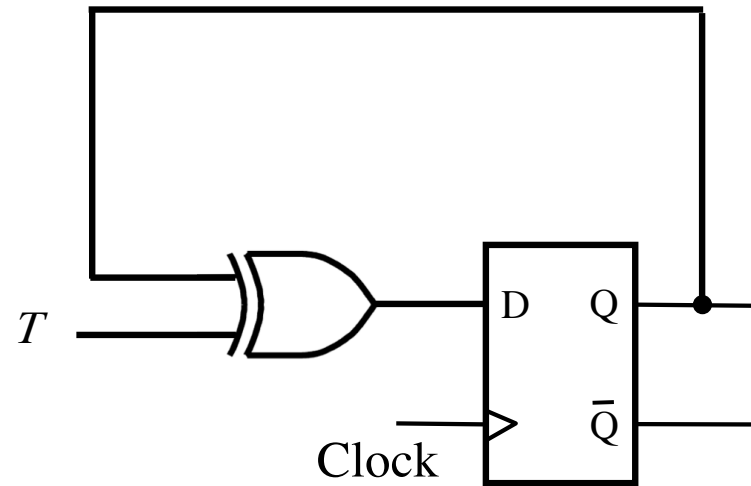
# What is this?



# It is a T Flip-Flop too

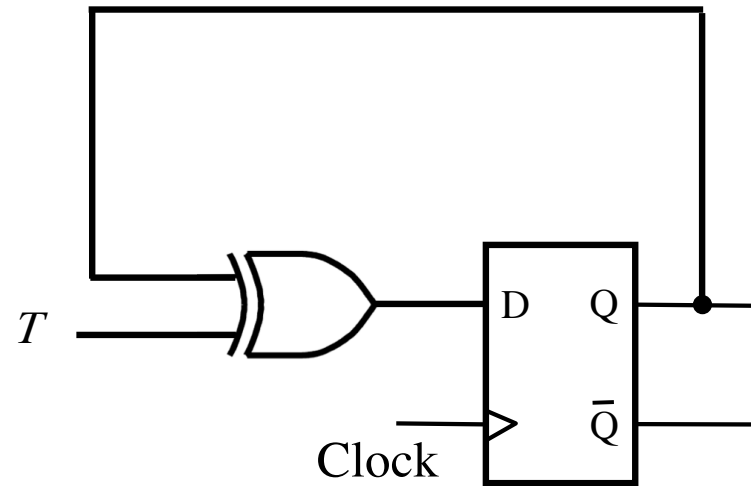


# It is a T Flip-Flop too



T	Q	D
0	0	0
0	1	1
1	0	1
1	1	0

# It is a T Flip-Flop too



T	Q	D
0	0	0
0	1	1
<hr/>		
1	0	1
1	1	0

Red annotations in the table: a bracket on the right side groups the first two rows (0,0) and (0,1) with the label  $Q$ ; another bracket groups the last two rows (1,0) and (1,1) with the label  $\bar{Q}$ . A horizontal red line is drawn under the row (1,0).

# **T Flip-Flop**

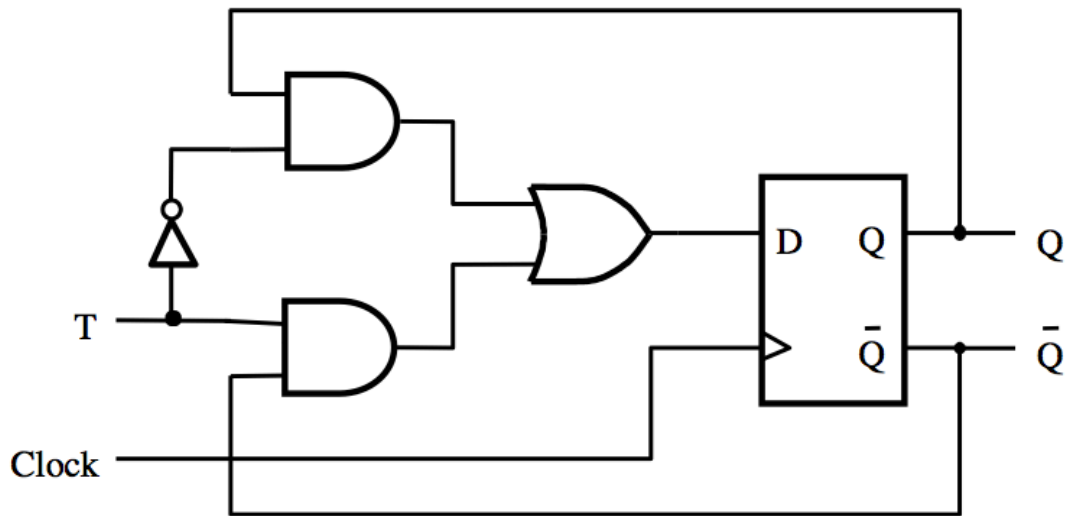
## **(how it works)**

**If  $T=0$  then it stays in its current state**

**If  $T=1$  then it reverses its current state**

**In other words the circuit “toggles” its state when  $T=1$ . This is why it is called T flip-flop.**

# T Flip-Flop (circuit and truth table)

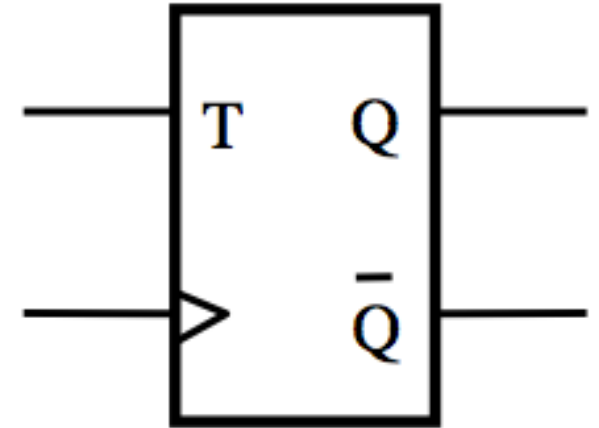
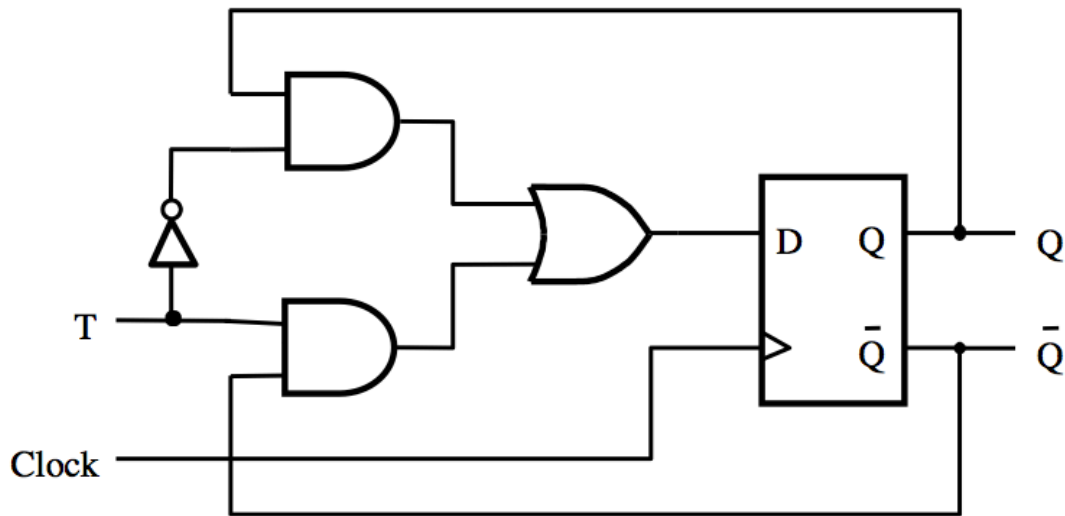


T	$Q(t+1)$
0	$Q(t)$
1	$\bar{Q}(t)$

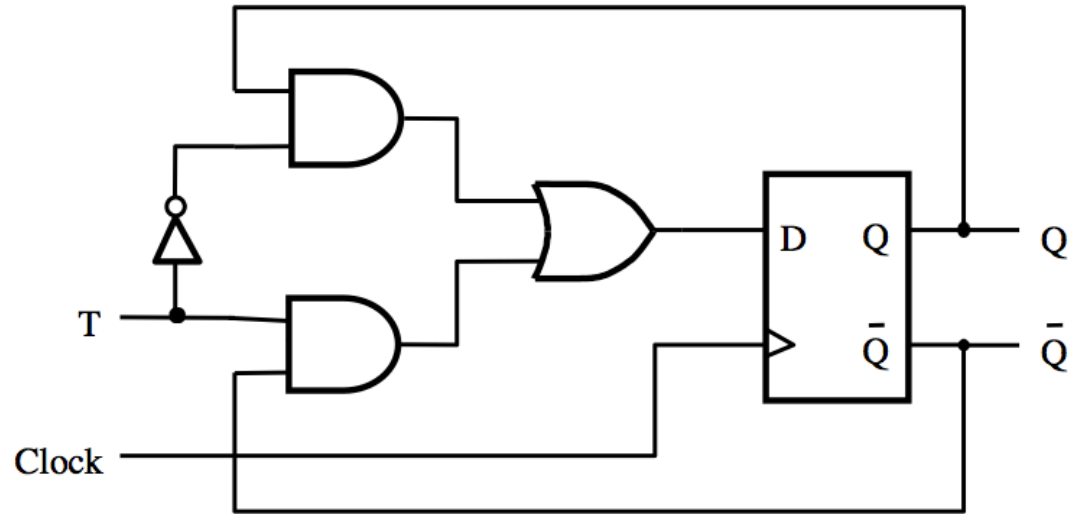



# T Flip-Flop

(circuit and graphical symbol)



# T Flip-Flop (Timing Diagram)

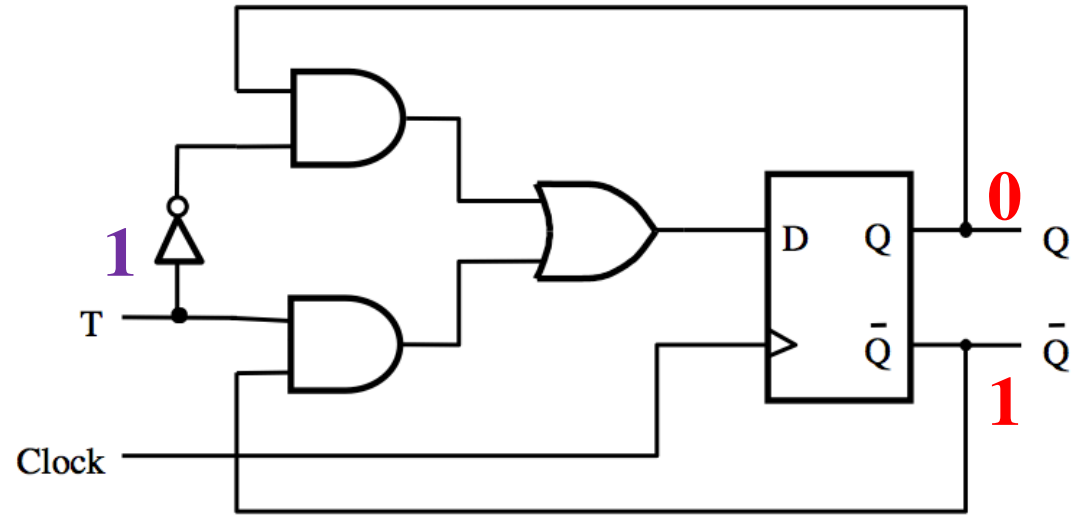


Clock 

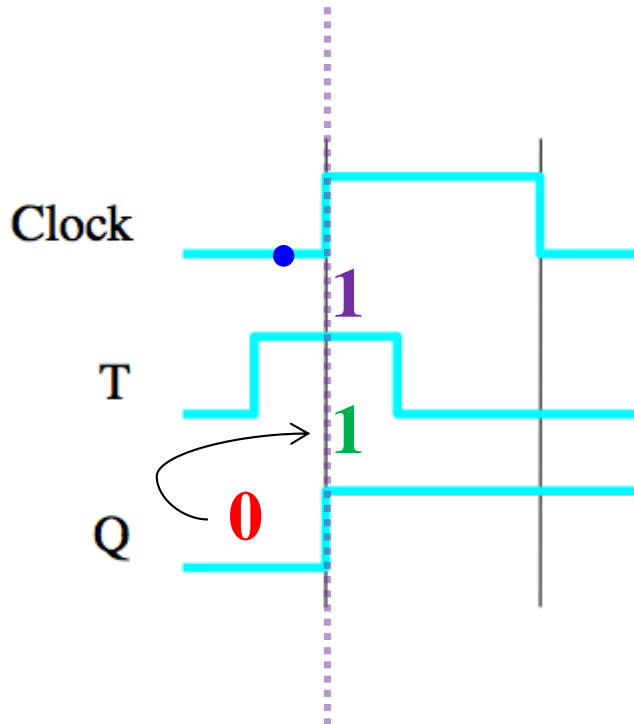
T 

Q 

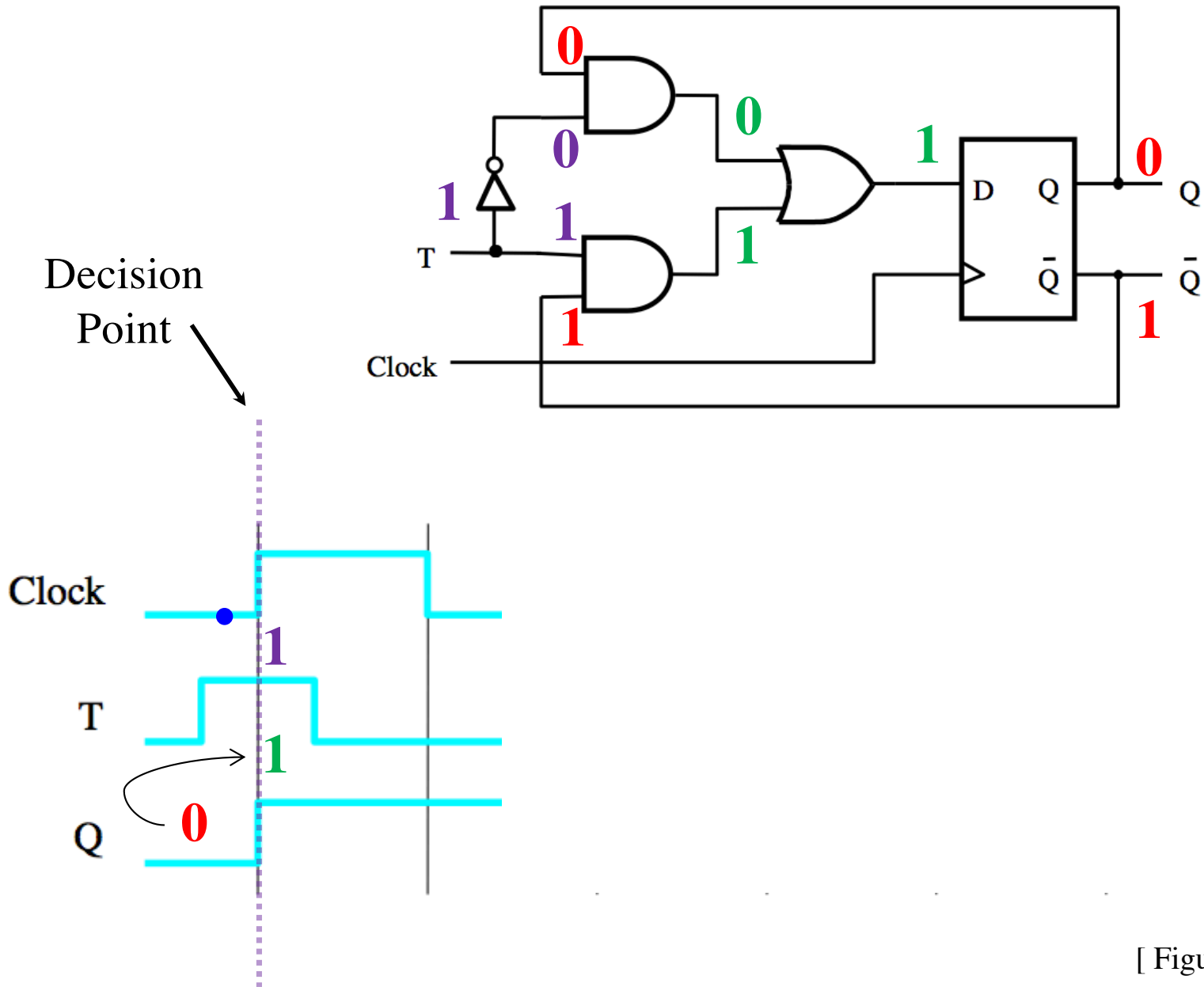
# T Flip-Flop (Timing Diagram)



Decision Point

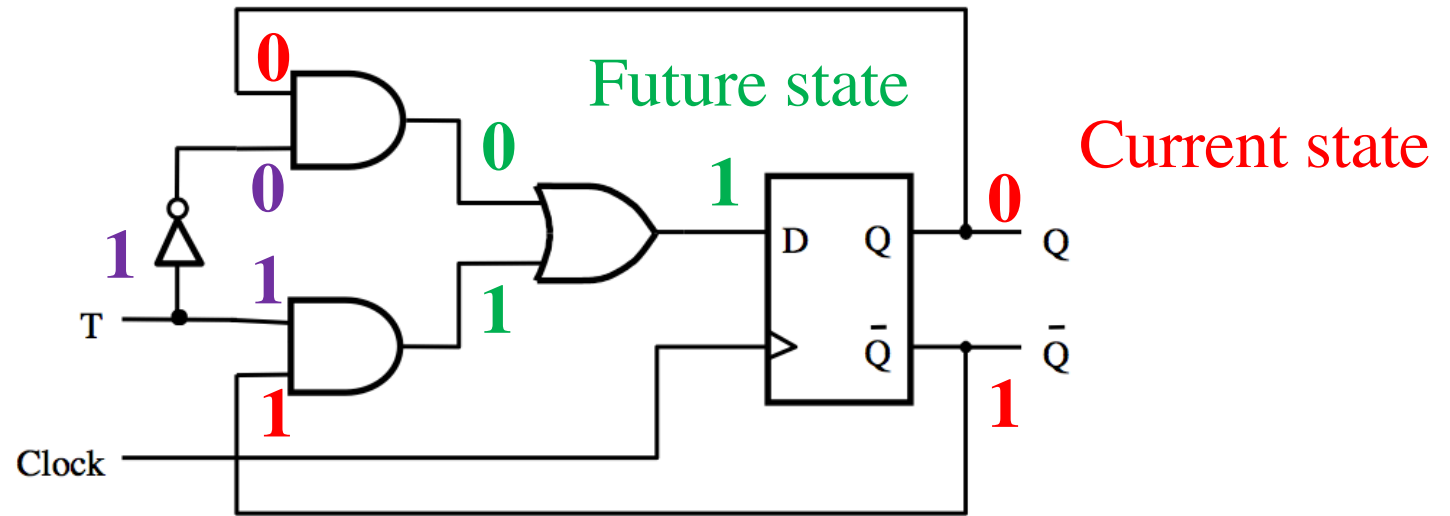


# T Flip-Flop (Timing Diagram)

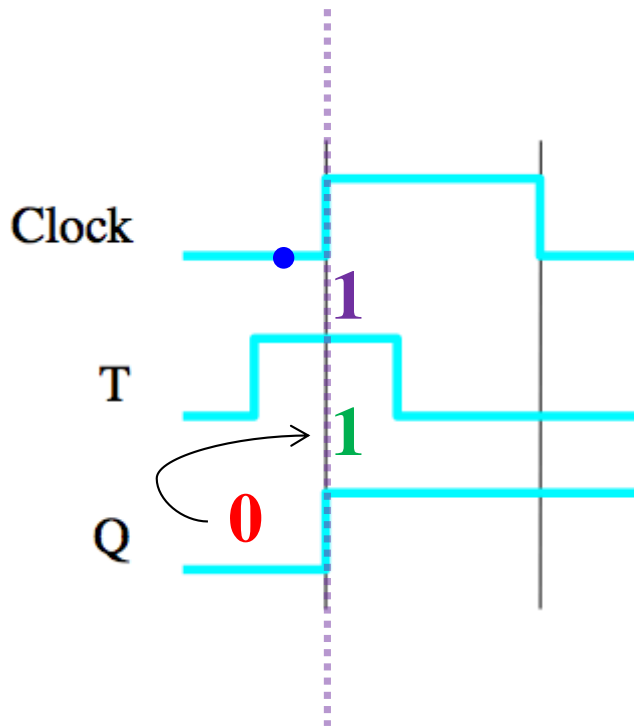


[ Figure 5.15d from the textbook ]

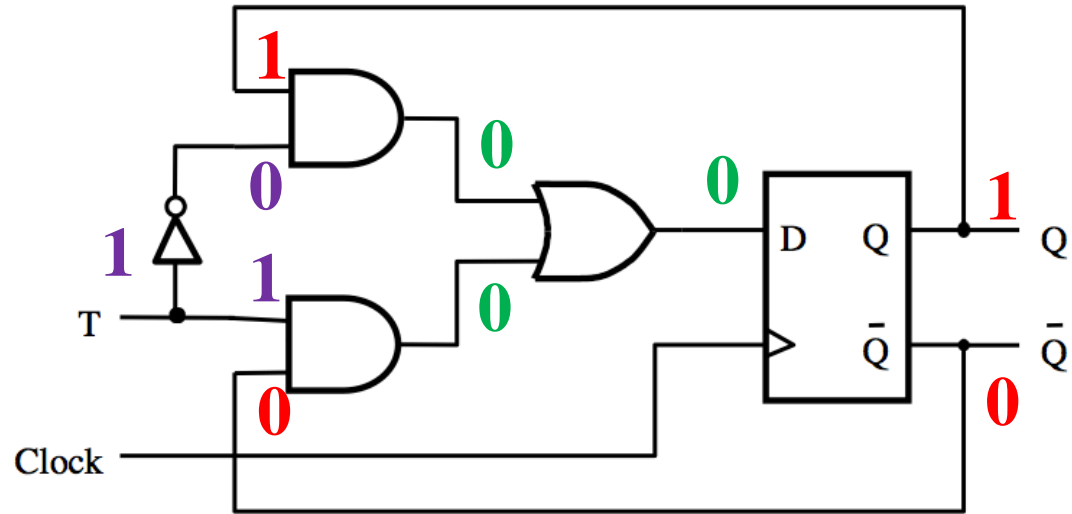
# T Flip-Flop (Timing Diagram)



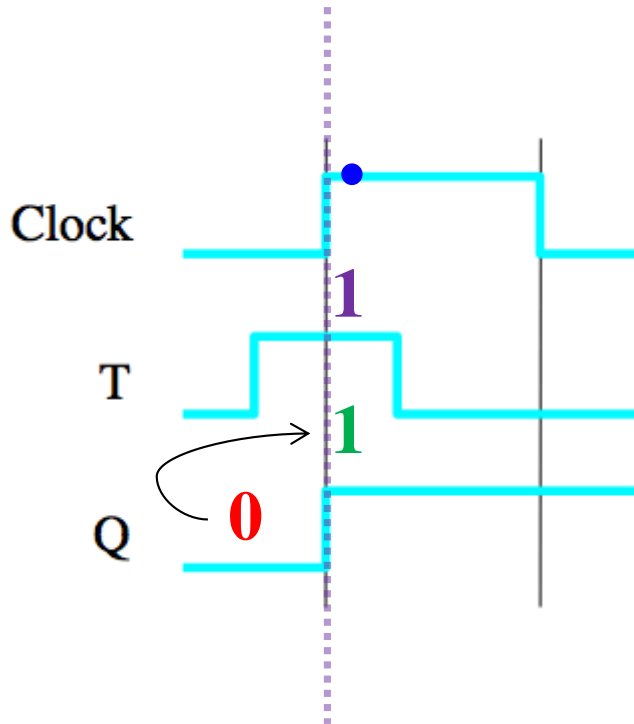
Decision Point



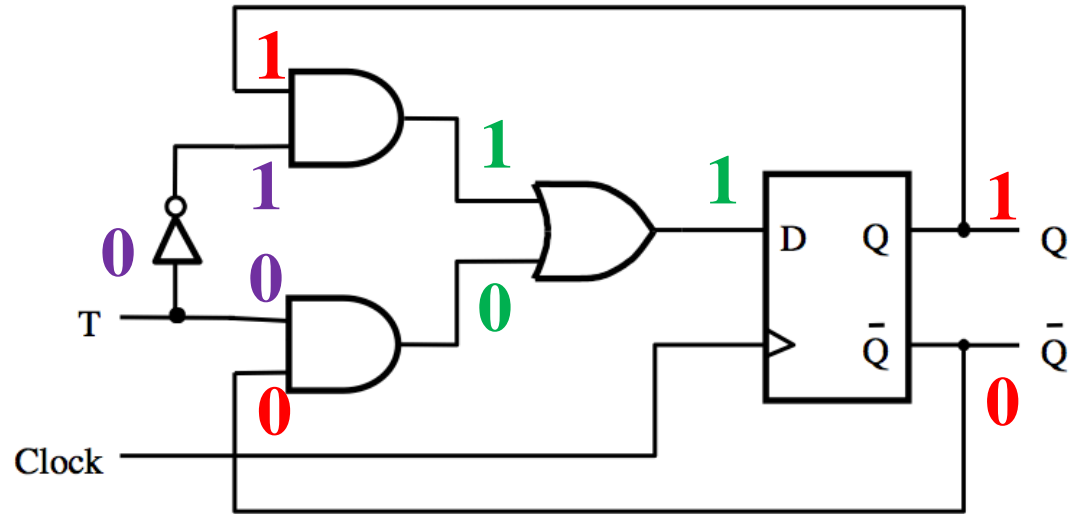
# T Flip-Flop (Timing Diagram)



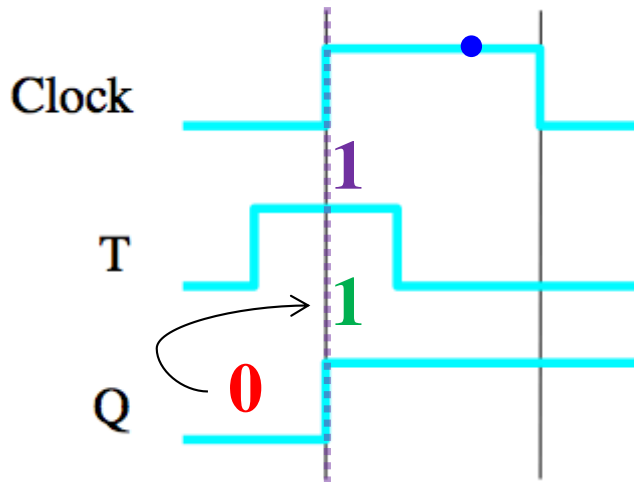
Decision Point



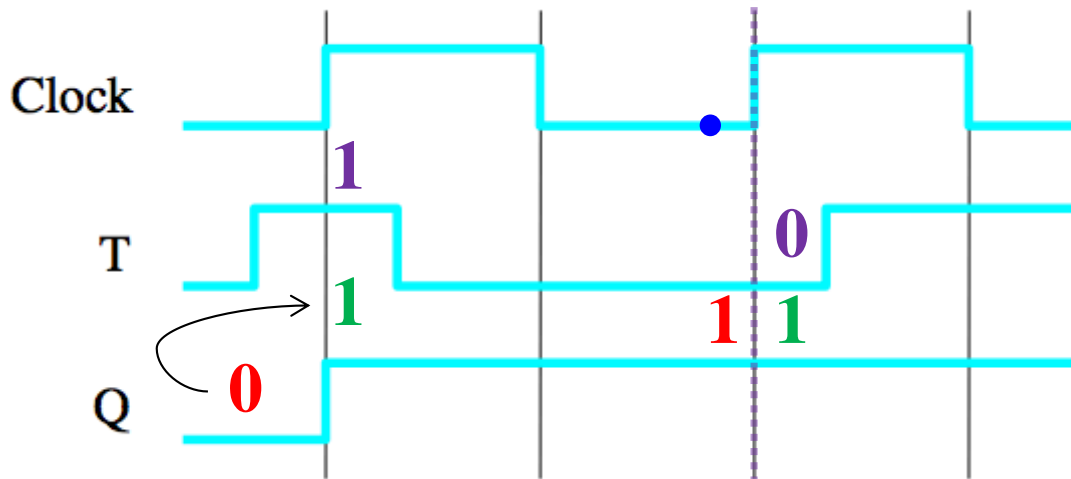
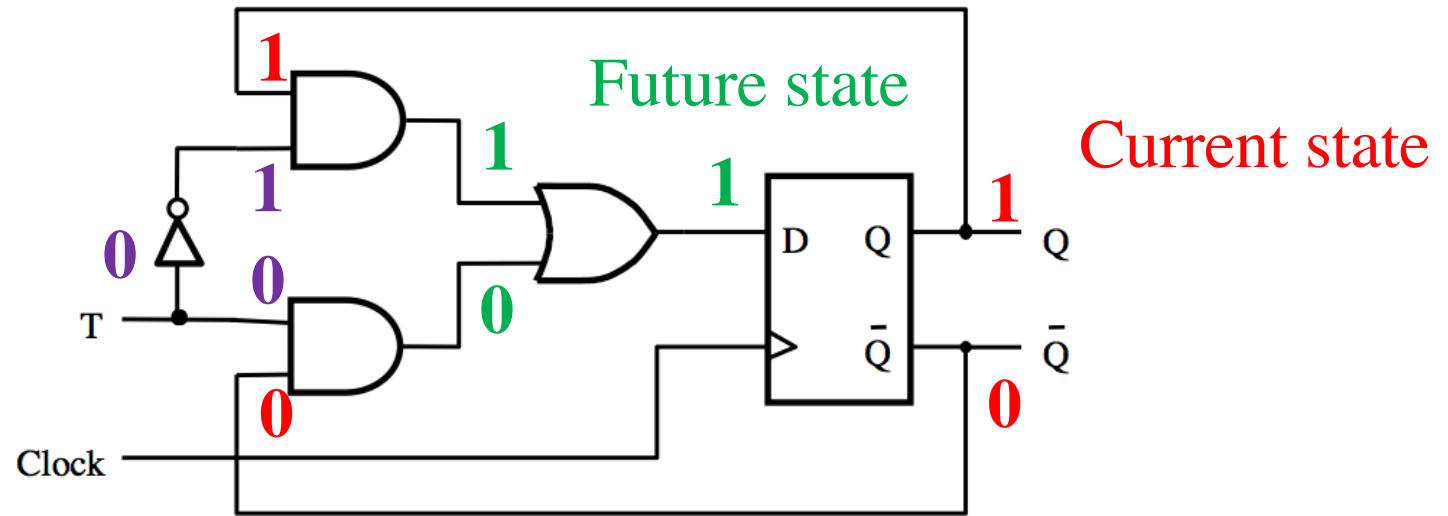
# T Flip-Flop (Timing Diagram)



Decision Point

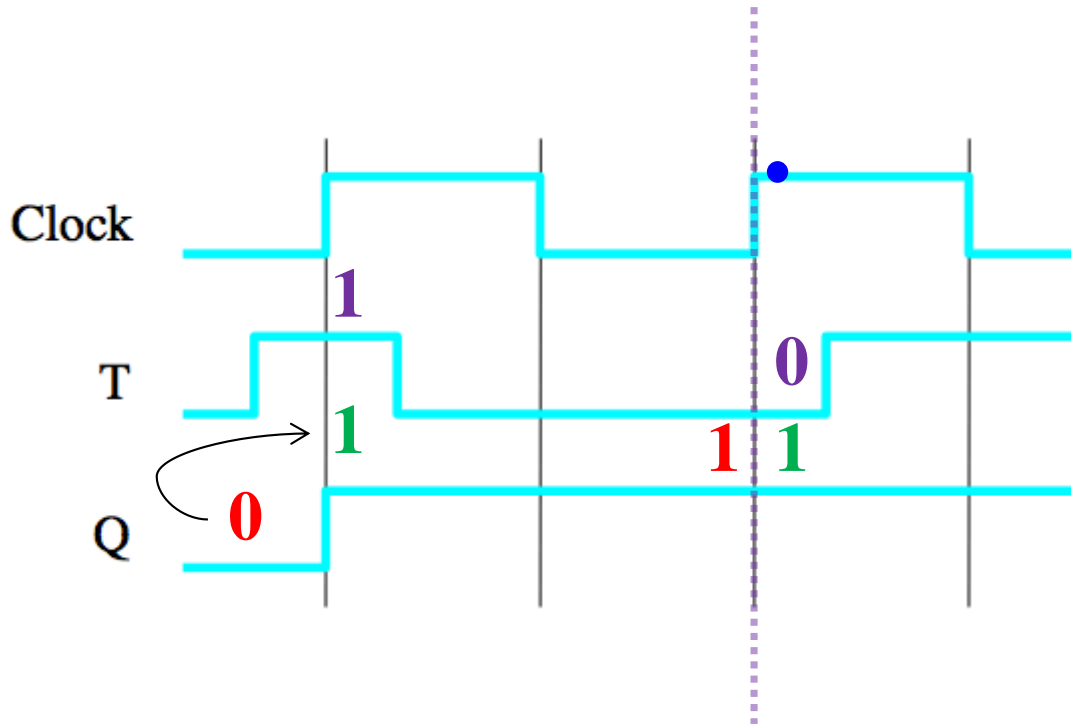
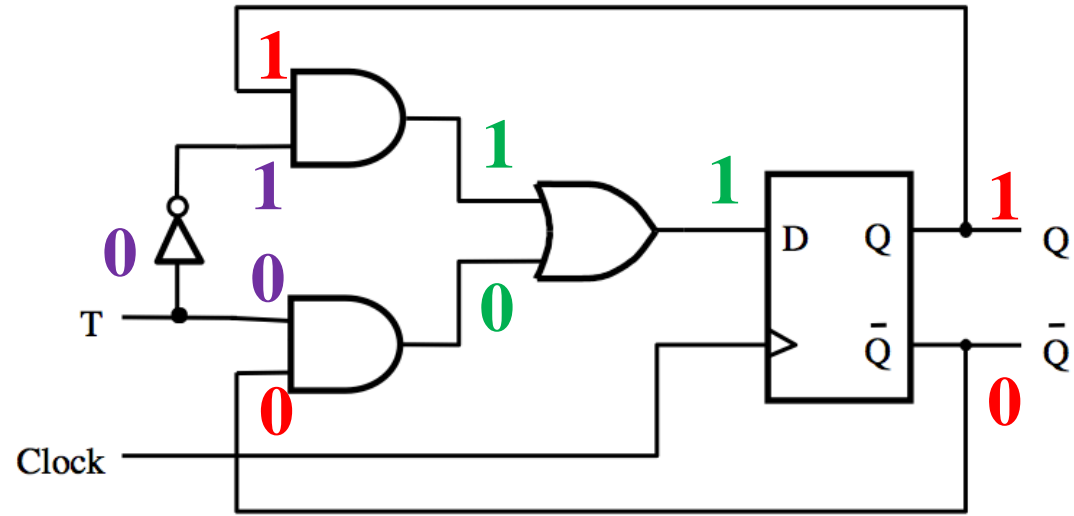


# T Flip-Flop (Timing Diagram)

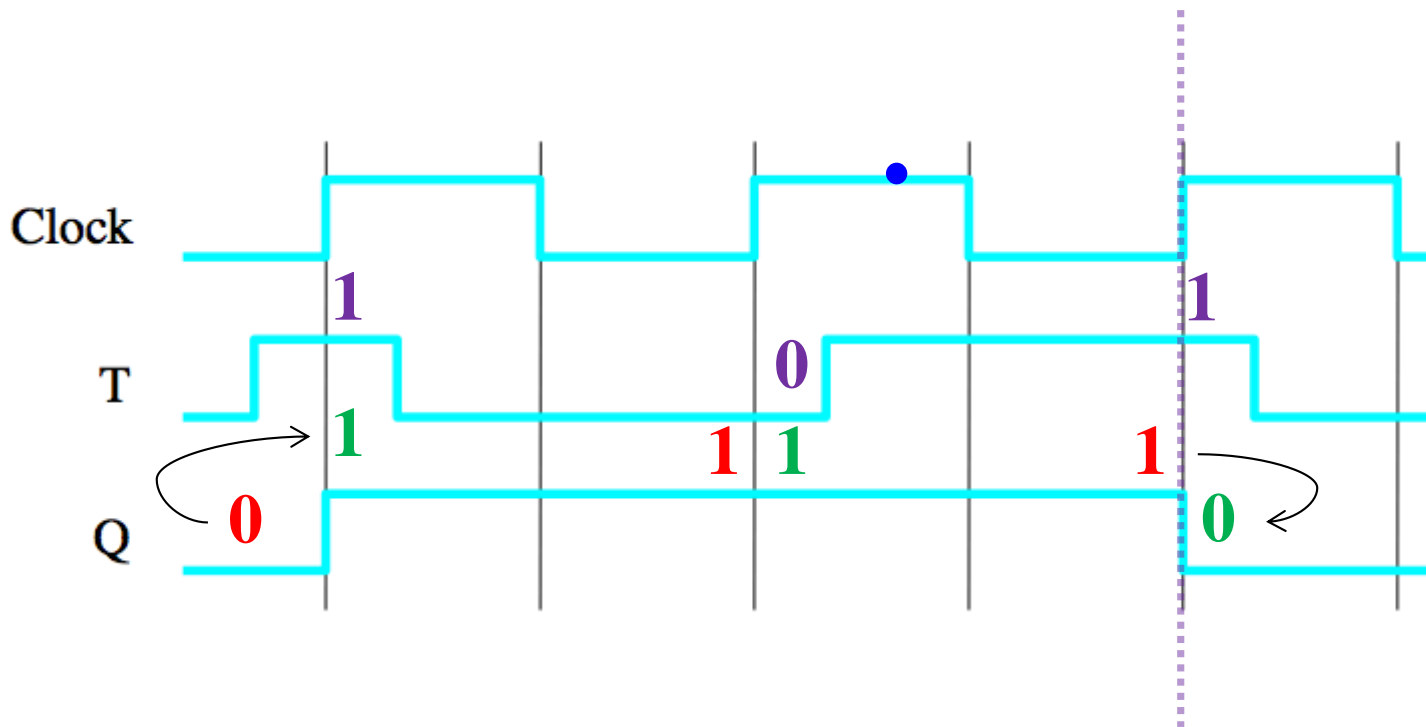
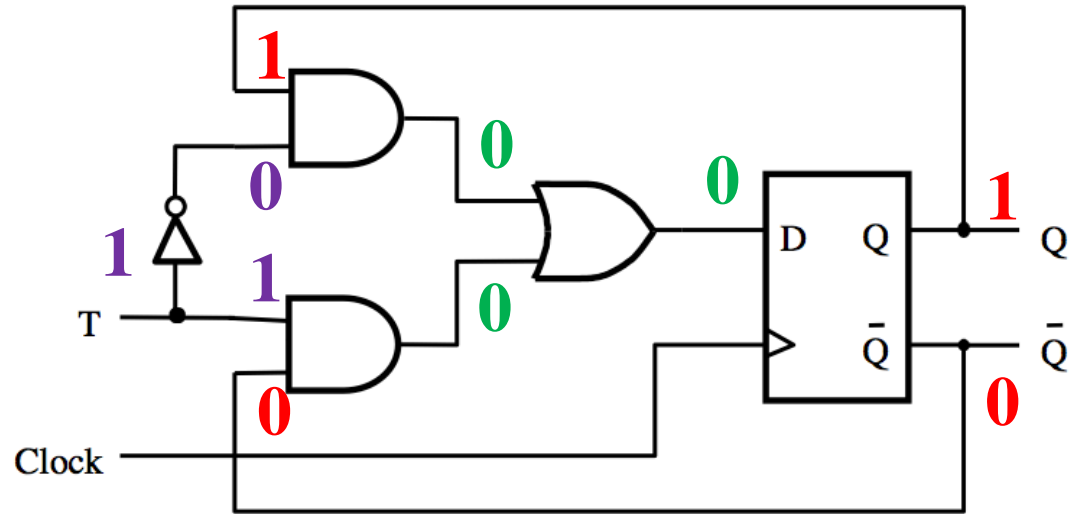




# T Flip-Flop (Timing Diagram)

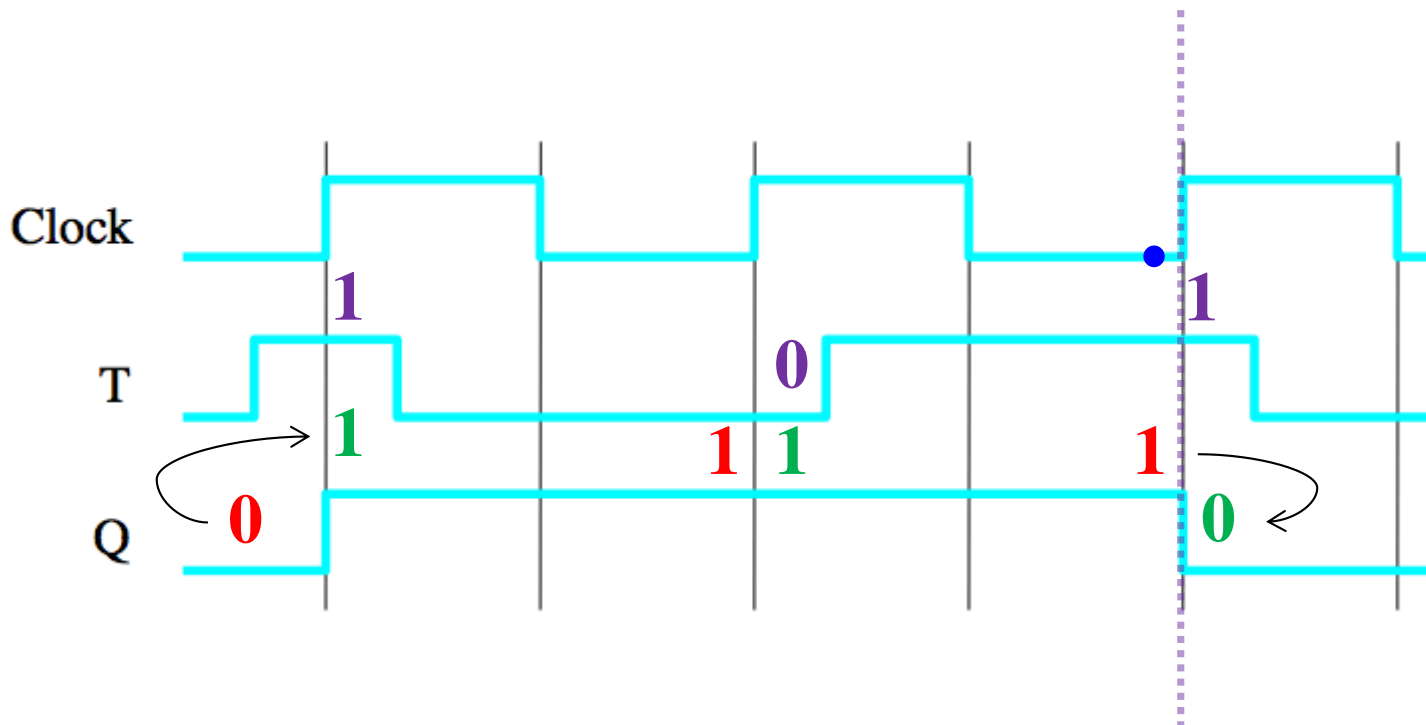
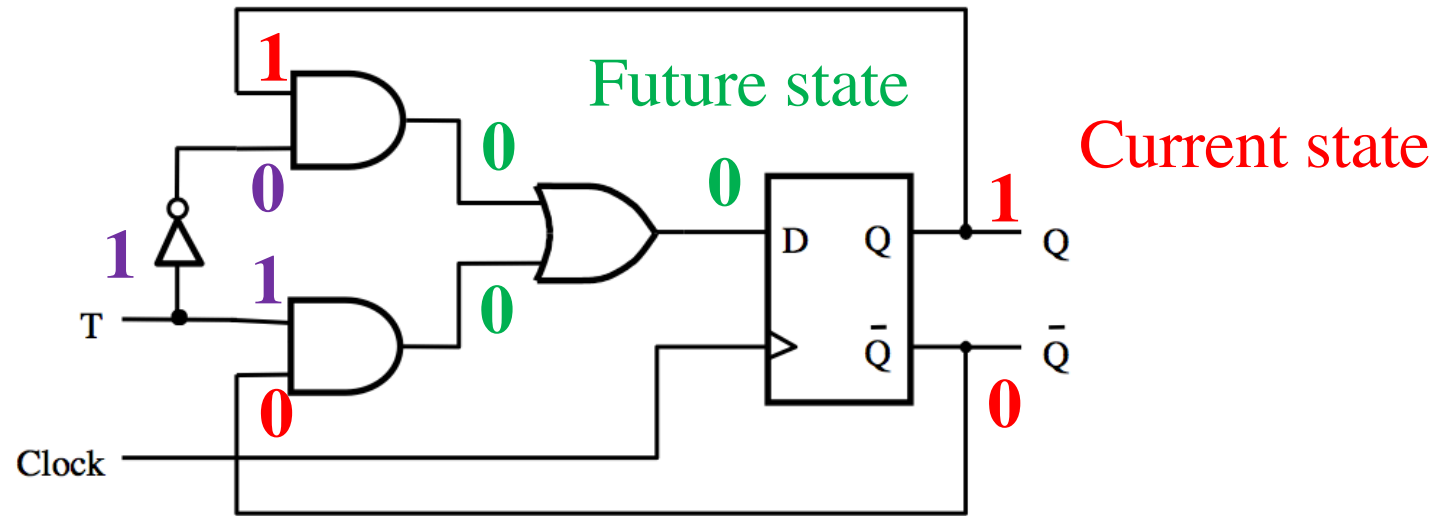


# T Flip-Flop (Timing Diagram)



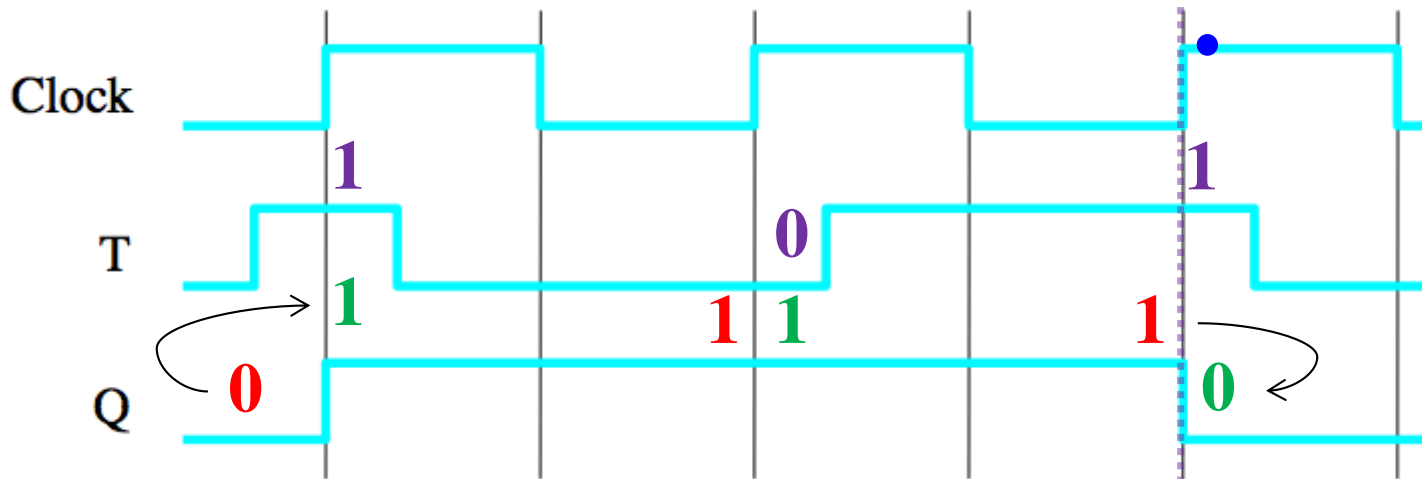
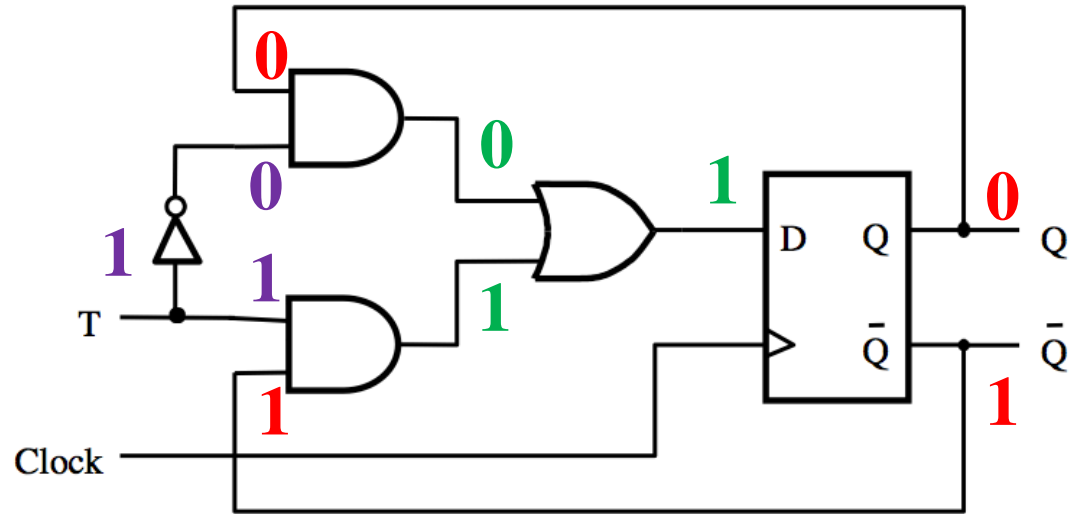
[ Figure 5.15d from the textbook ]

# T Flip-Flop (Timing Diagram)



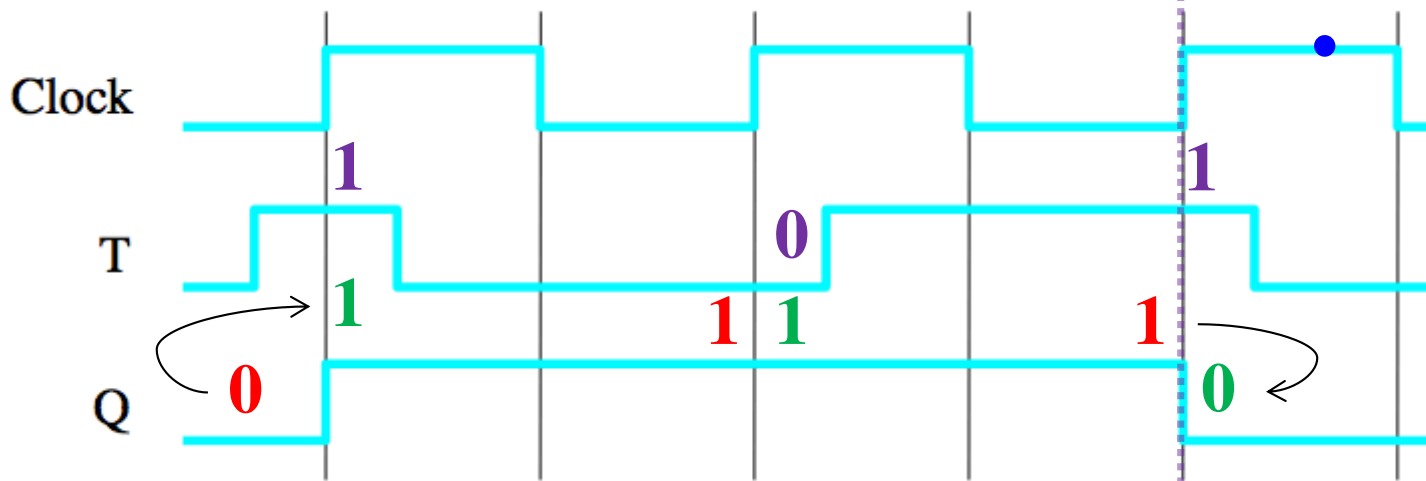
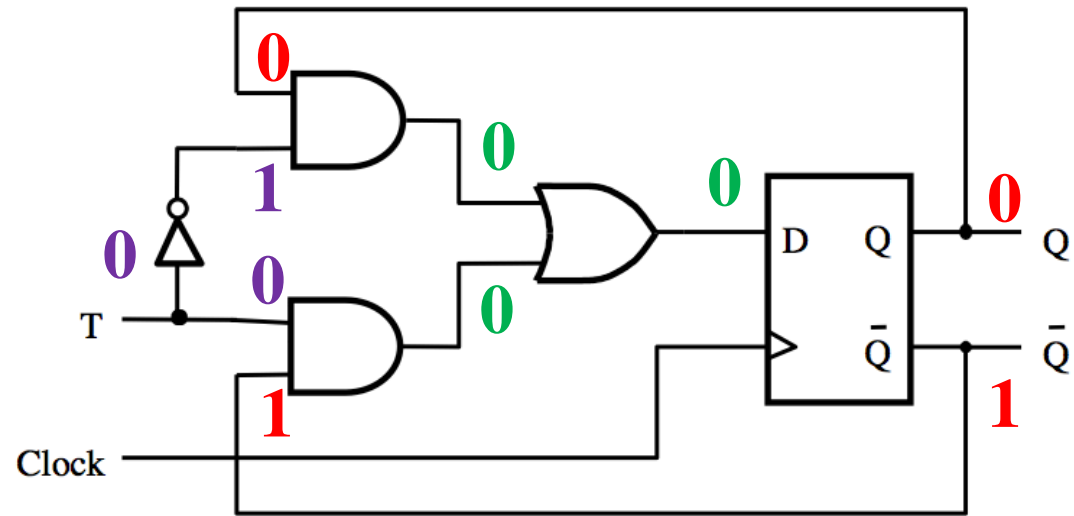
[ Figure 5.15d from the textbook ]

# T Flip-Flop (Timing Diagram)



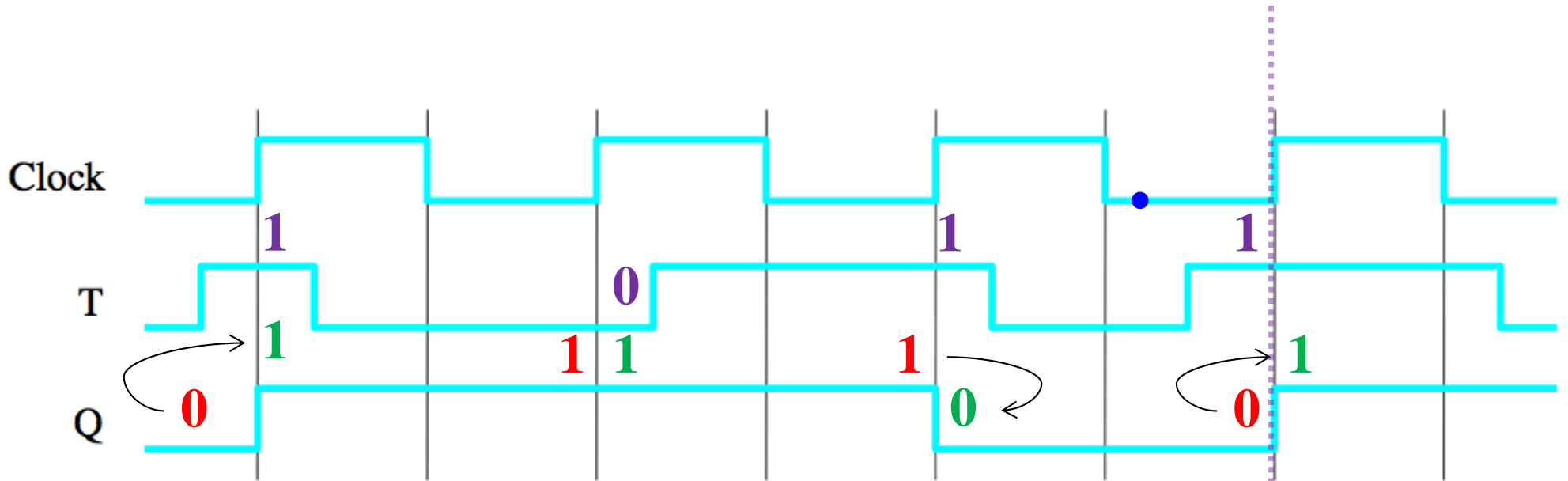
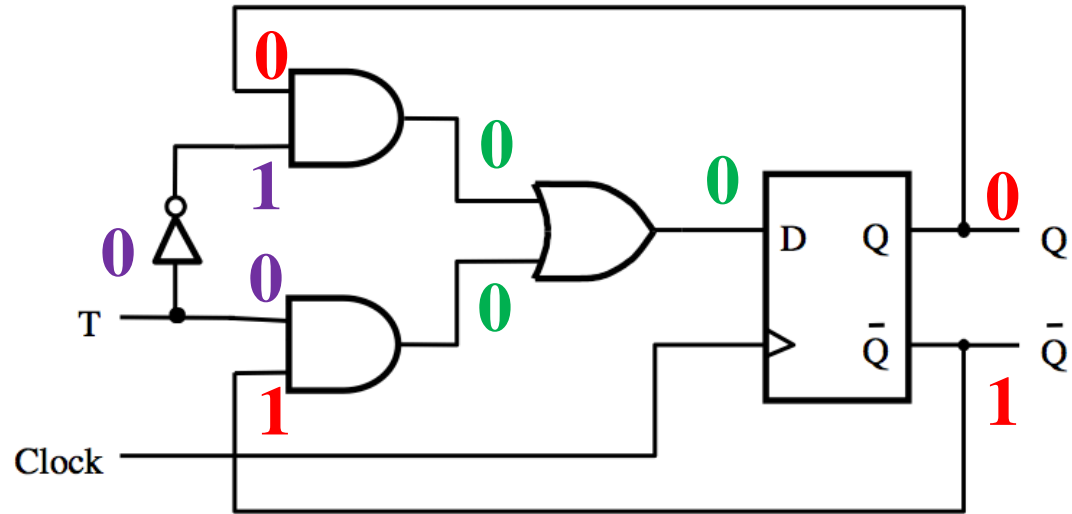
[ Figure 5.15d from the textbook ]

# T Flip-Flop (Timing Diagram)



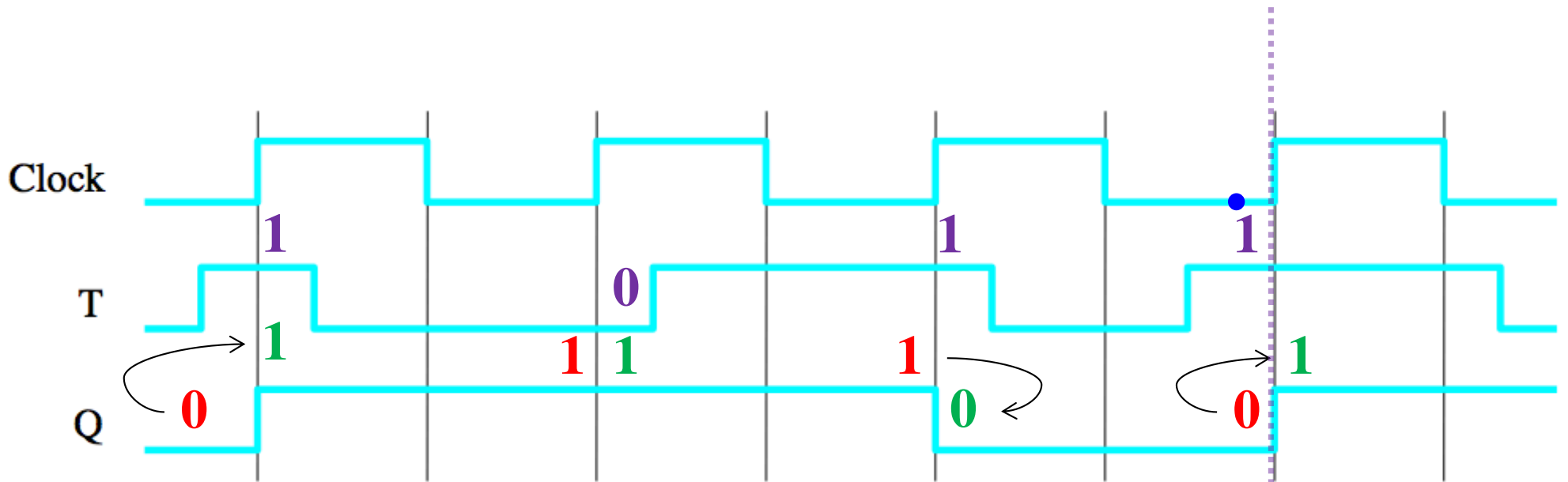
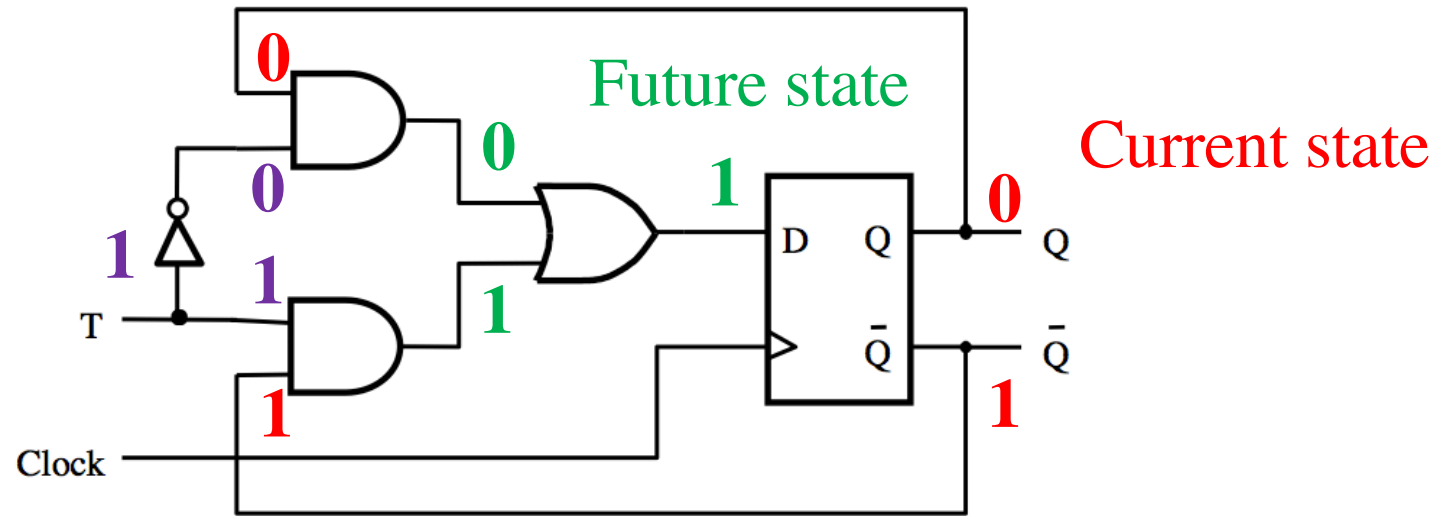
[ Figure 5.15d from the textbook ]

# T Flip-Flop (Timing Diagram)



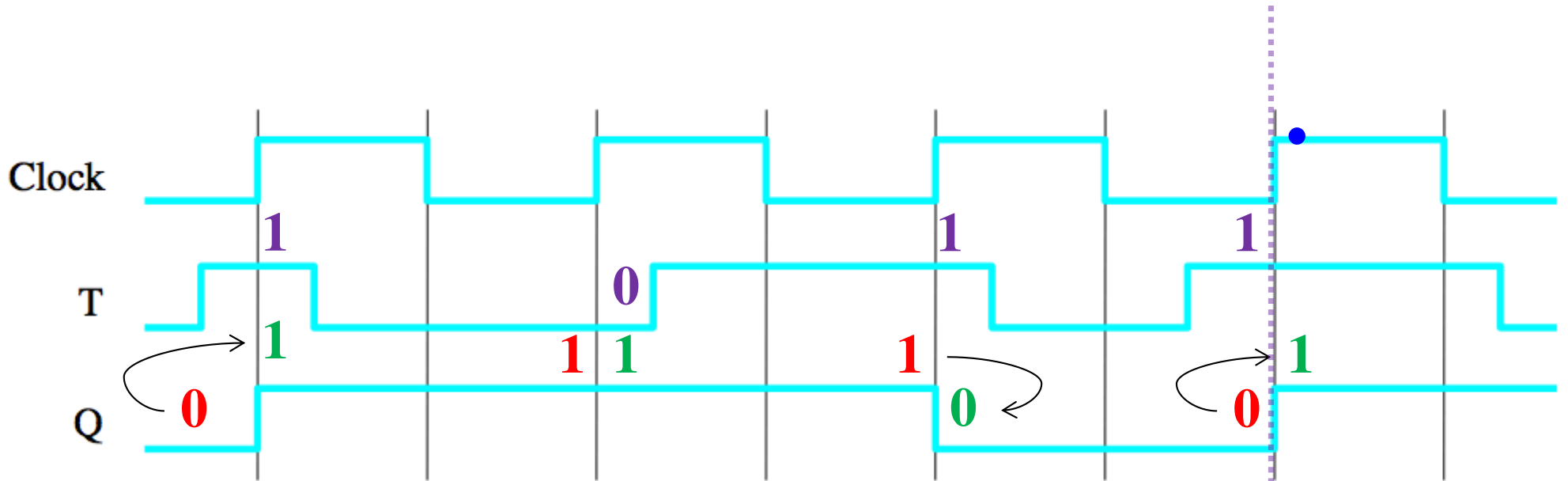
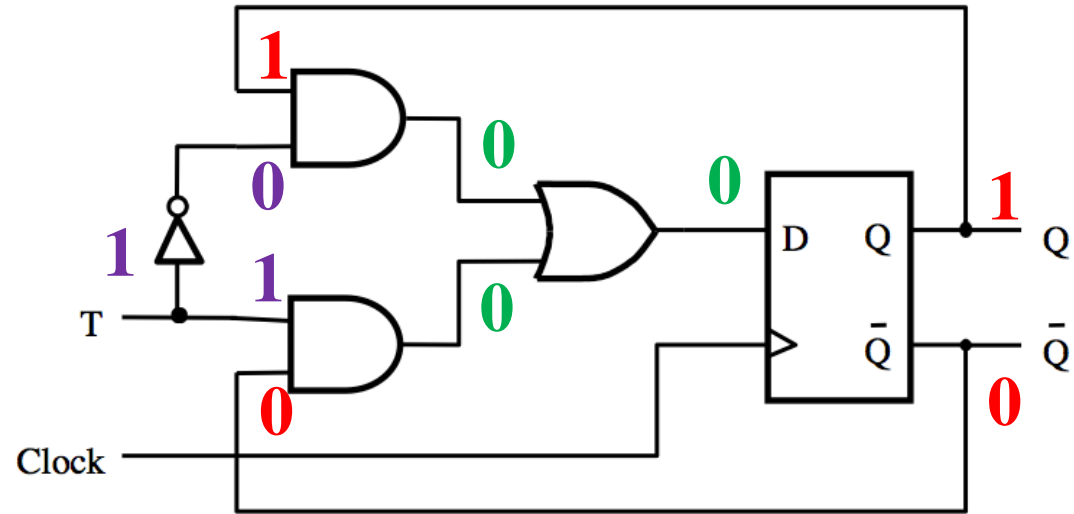
[ Figure 5.15d from the textbook ]

# T Flip-Flop (Timing Diagram)



[ Figure 5.15d from the textbook ]

# T Flip-Flop (Timing Diagram)

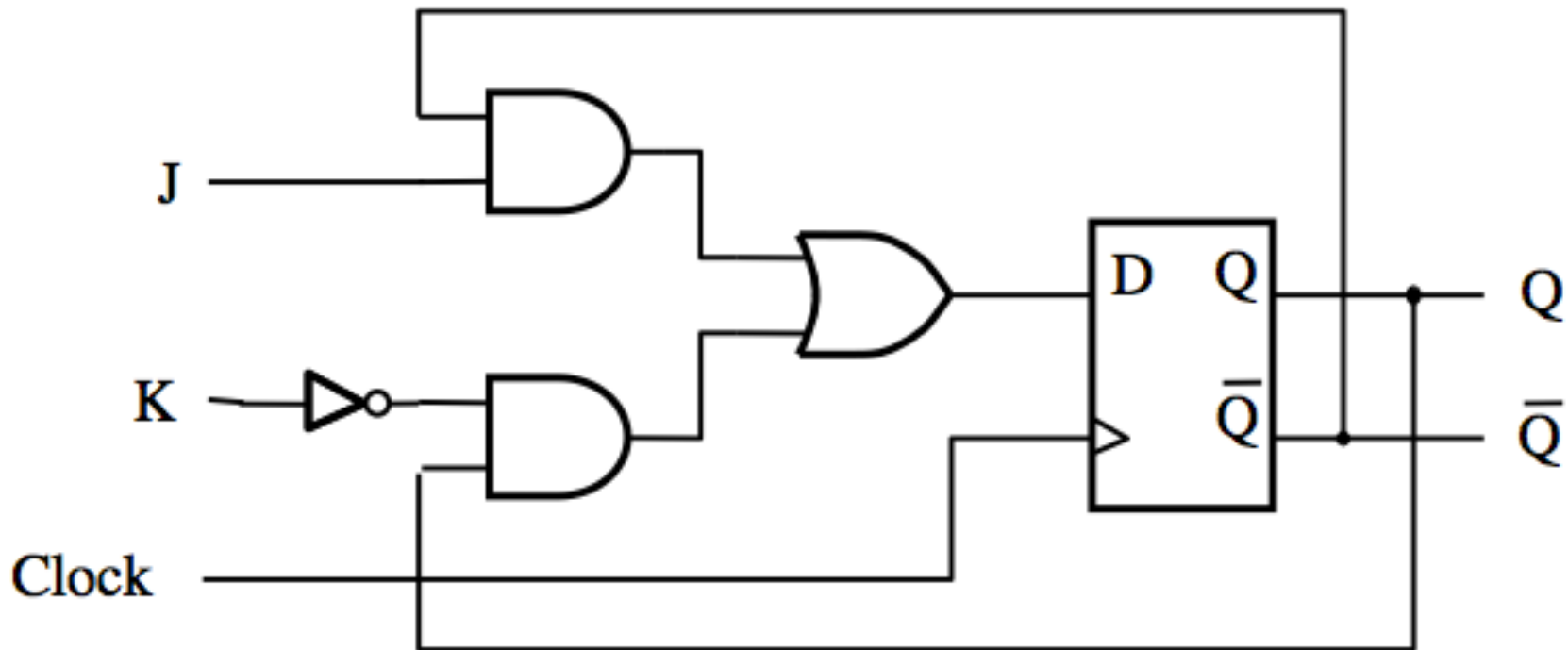


[ Figure 5.15d from the textbook ]



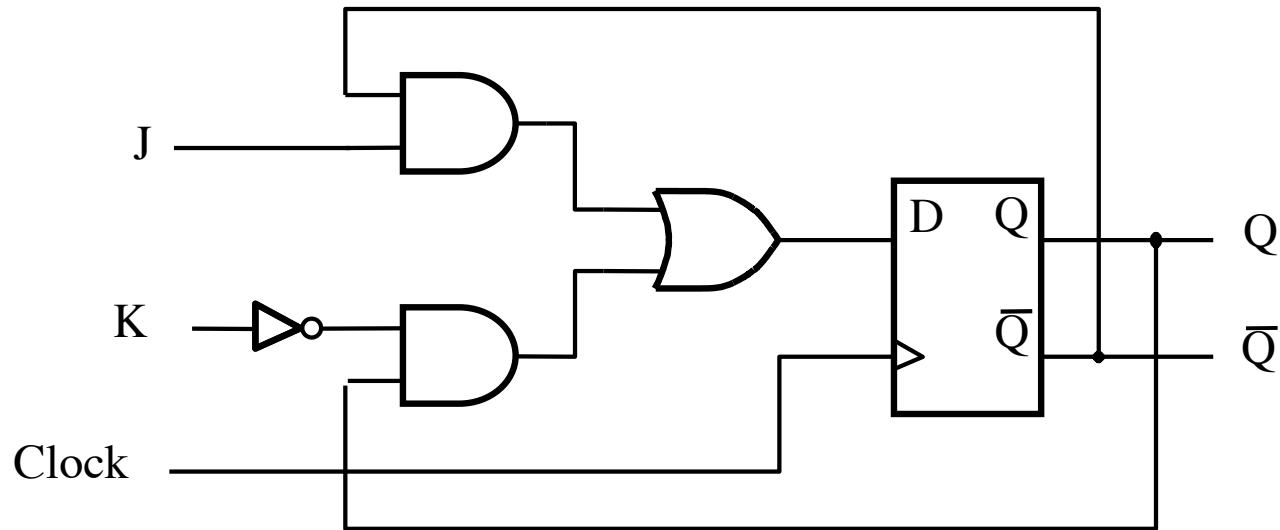
# **JK Flip-Flop**

# JK Flip-Flop



$$D = J\bar{Q} + \bar{K}Q$$

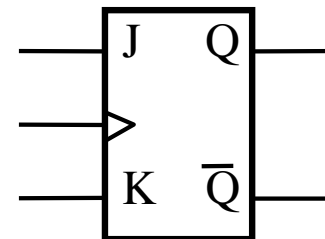
# JK Flip-Flop



(a) Circuit

J	K	$Q(t+1)$	
0	0	$Q(t)$	Hold
0	1	0	Reset
1	0	1	Set
1	1	$\bar{Q}(t)$	Toggle

(b) Truth table



(c) Graphical symbol

# **JK Flip-Flop (how it works)**

**A more versatile flip-flop**

**If  $J=0$  and  $K=0$  it stays in the same state**

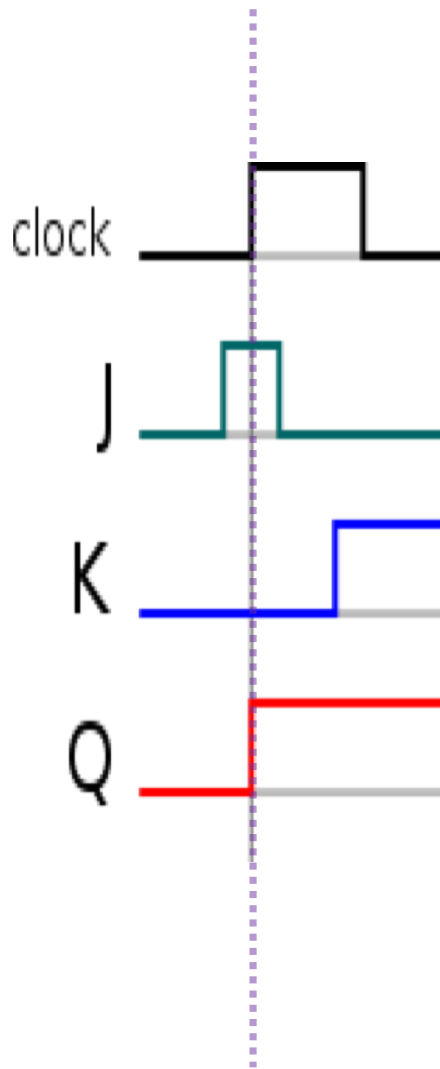
**If  $J=1$  and  $K=0$  it sets the output  $Q$  to 1**

**If  $J=0$  and  $K=1$  it resets the output  $Q$  to 0**

**If  $J=1$  and  $K=1$  it toggles the output  $Q$**

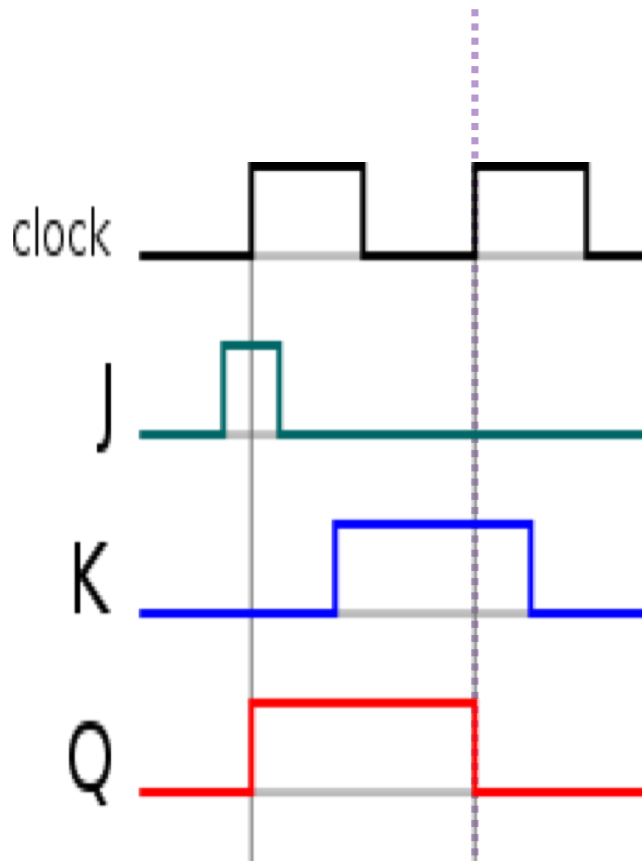
**If  $J=K$  then it behaves like a T flip-flop**

# JK Flip-Flop (timing diagram)



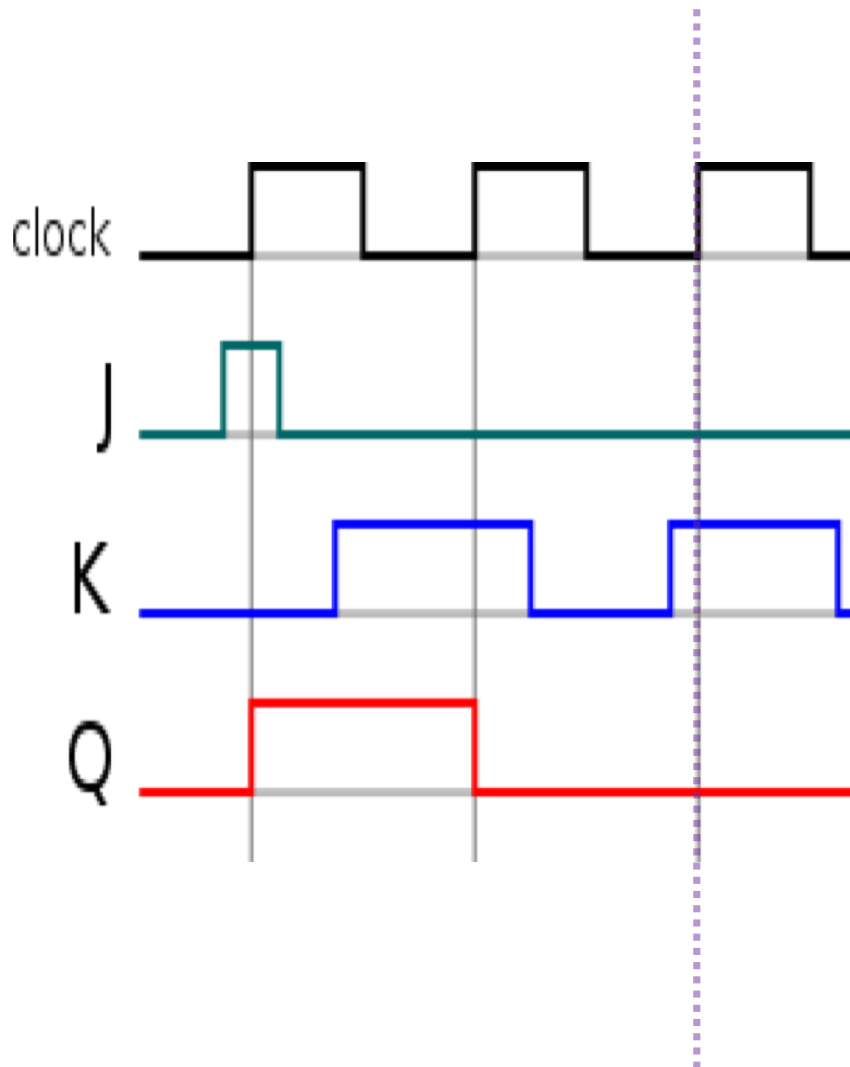
J	K	Q(t+1)
0	0	Q(t)
0	1	0
1	0	1
1	1	$\bar{Q}(t)$

# JK Flip-Flop (timing diagram)



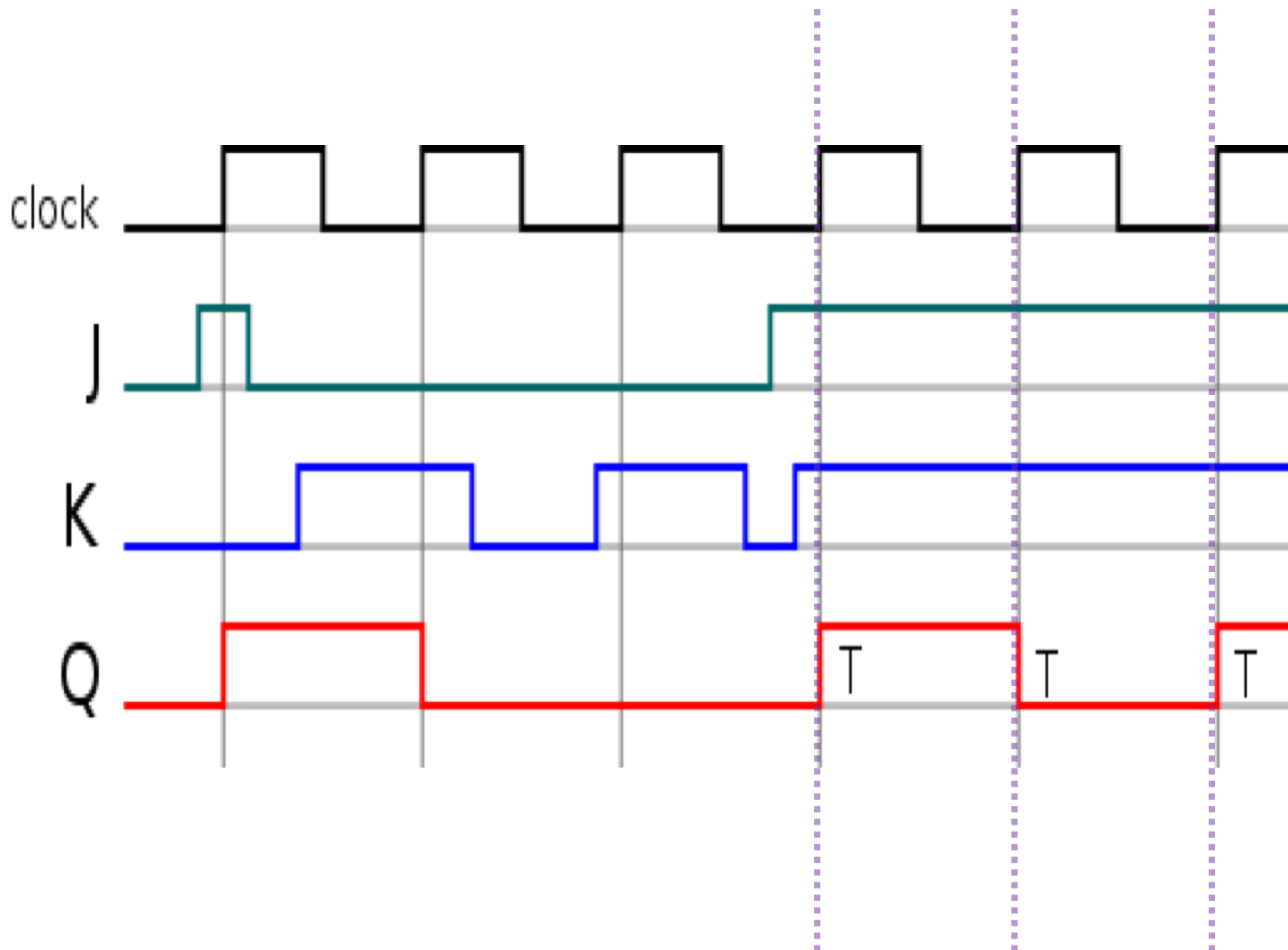
J	K	$Q(t+1)$
0	0	$Q(t)$
0	1	0
1	0	1
1	1	$\overline{Q}(t)$

# JK Flip-Flop (timing diagram)



J	K	$Q(t+1)$
0	0	$Q(t)$
0	1	0
1	0	1
1	1	$\bar{Q}(t)$

# JK Flip-Flop (timing diagram)

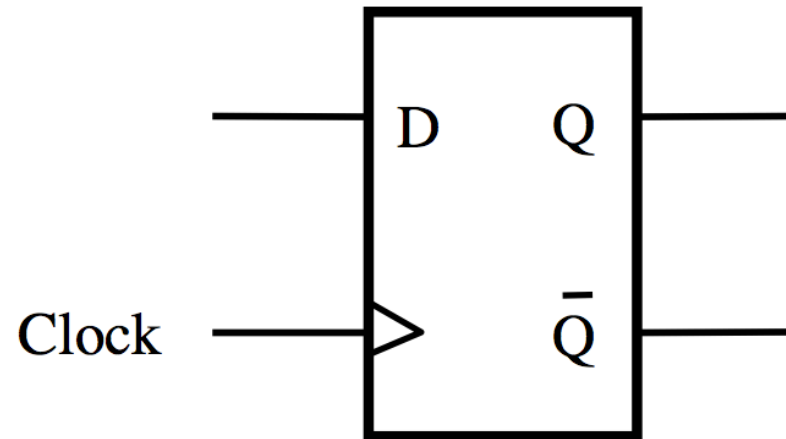


J	K	$Q(t+1)$
0	0	$Q(t)$
0	1	0
1	0	1
1	1	$\bar{Q}(t)$

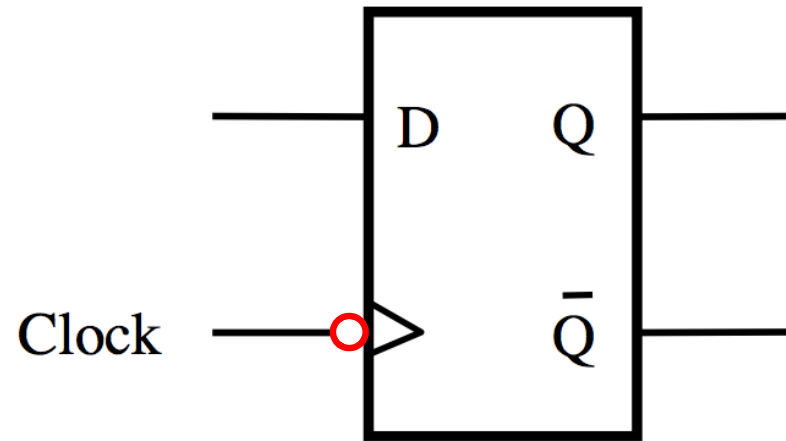


# **Complete Wiring Diagrams**

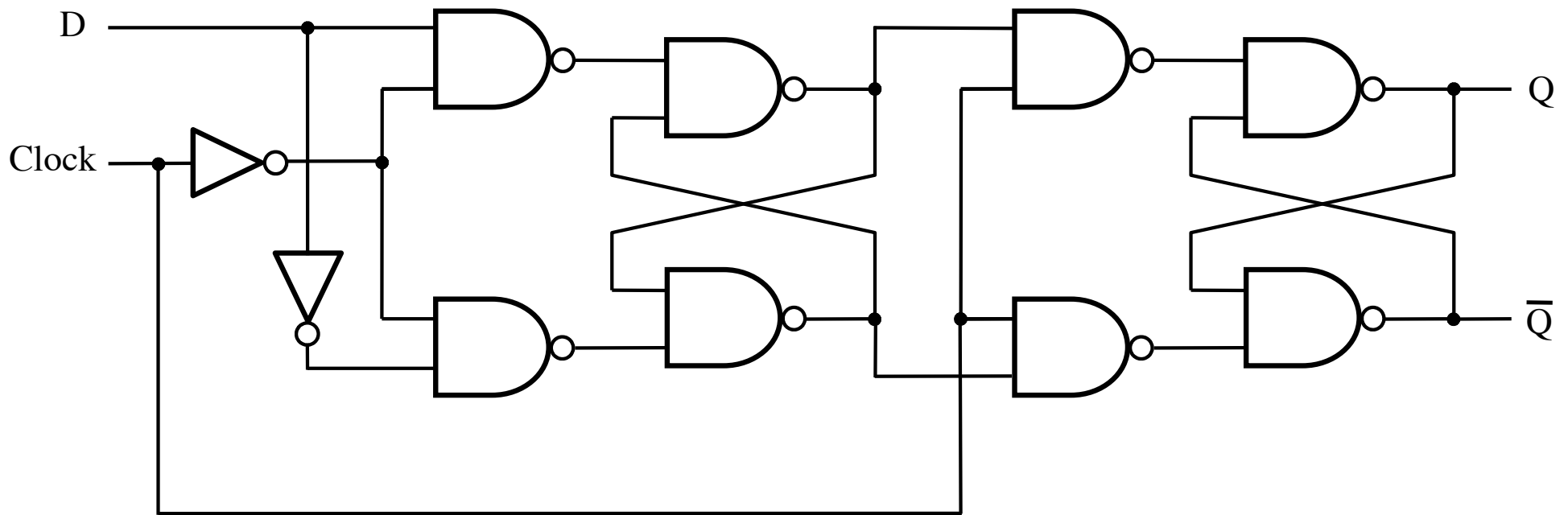
# Positive-Edge-Triggered D Flip-Flop



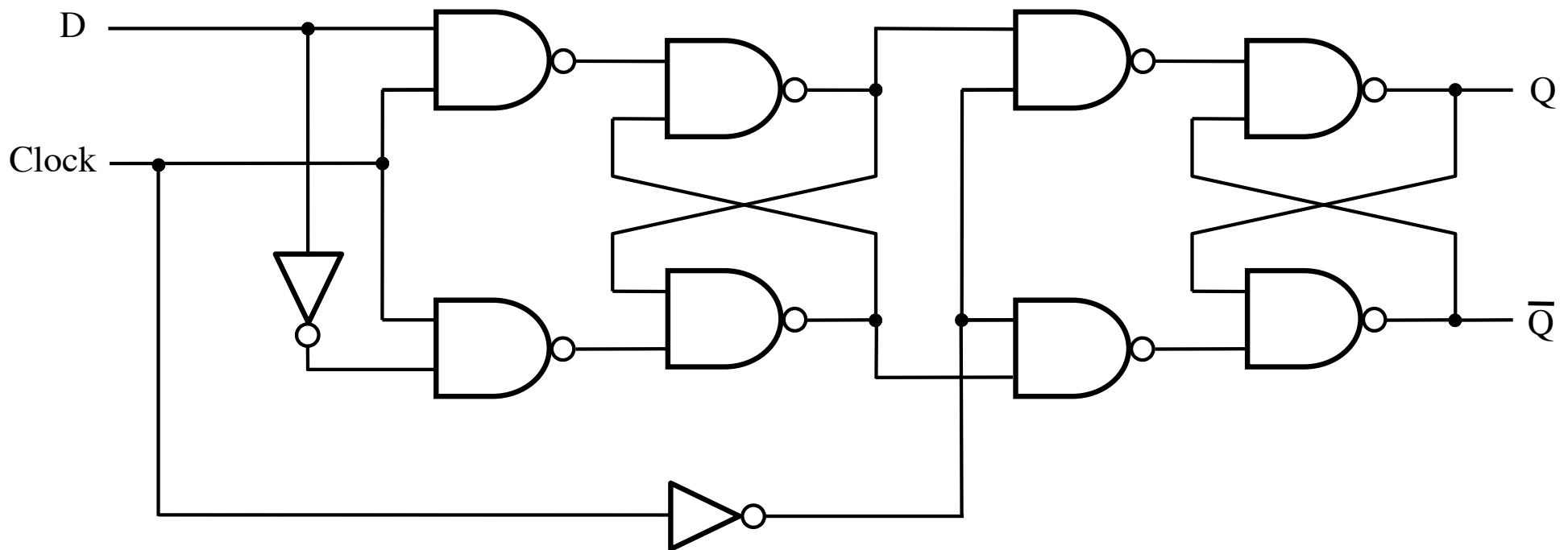
# Negative-Edge-Triggered D Flip-Flop



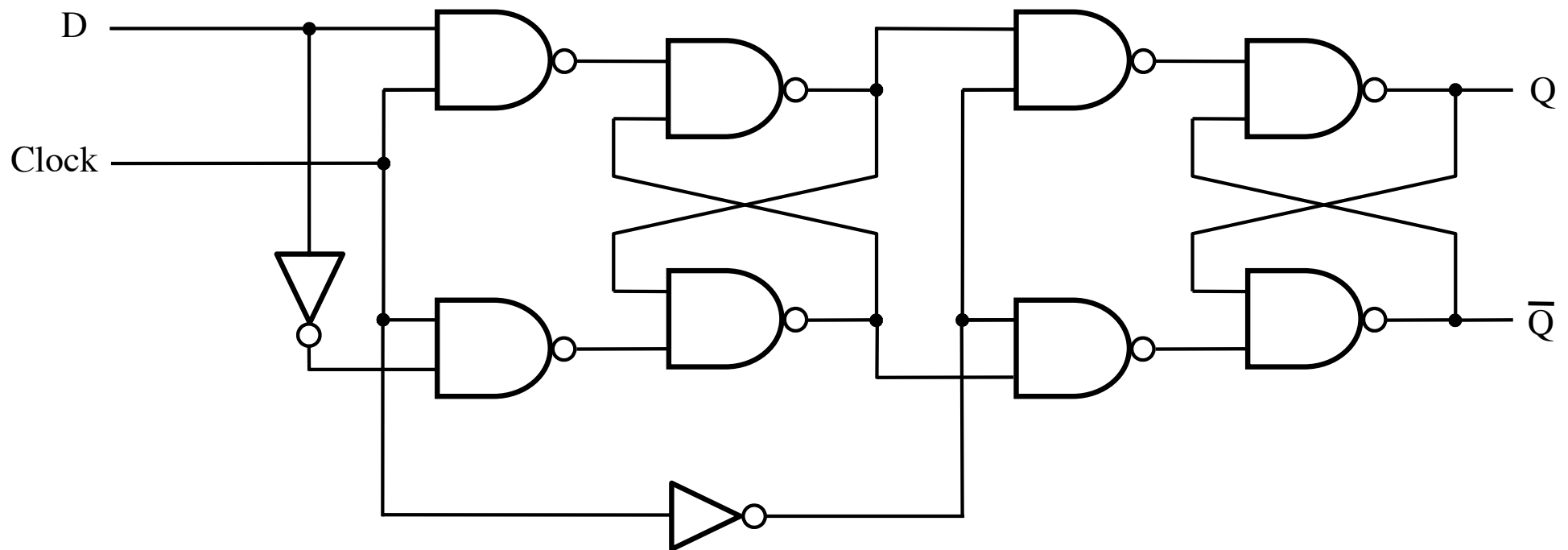
# The Complete Wiring Diagram for a Positive-Edge-Triggered D Flip-Flop



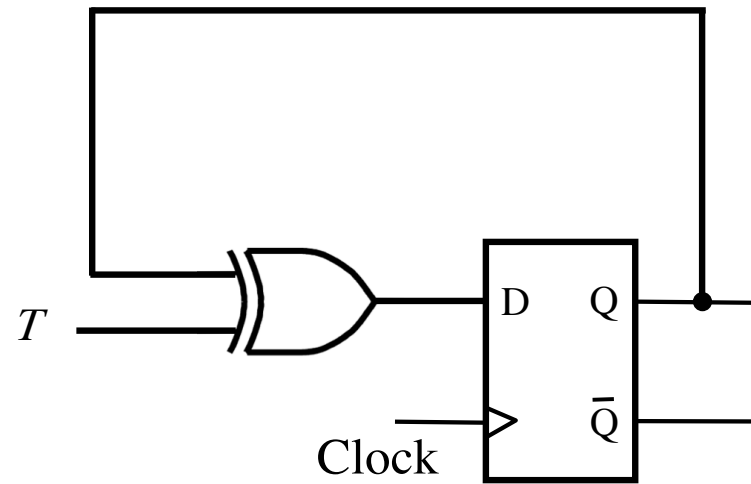
# The Complete Wiring Diagram for a **Negative**-Edge-Triggered D Flip-Flop



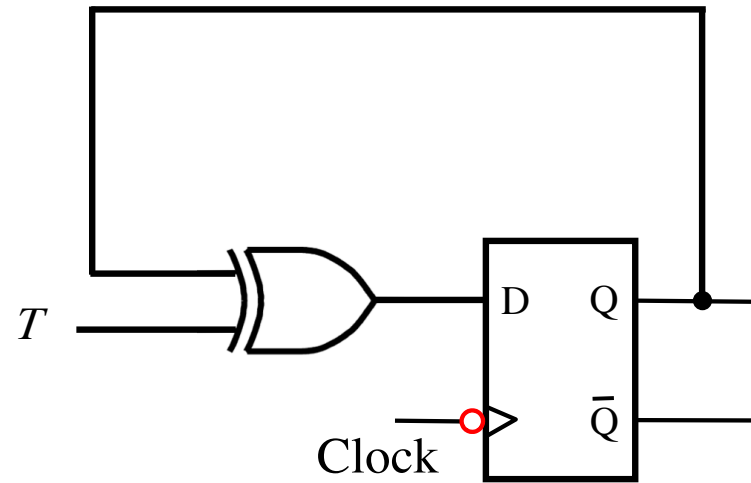
# The Complete Wiring Diagram for a **Negative**-Edge-Triggered D Flip-Flop



# Positive-Edge-Triggered T Flip-Flop

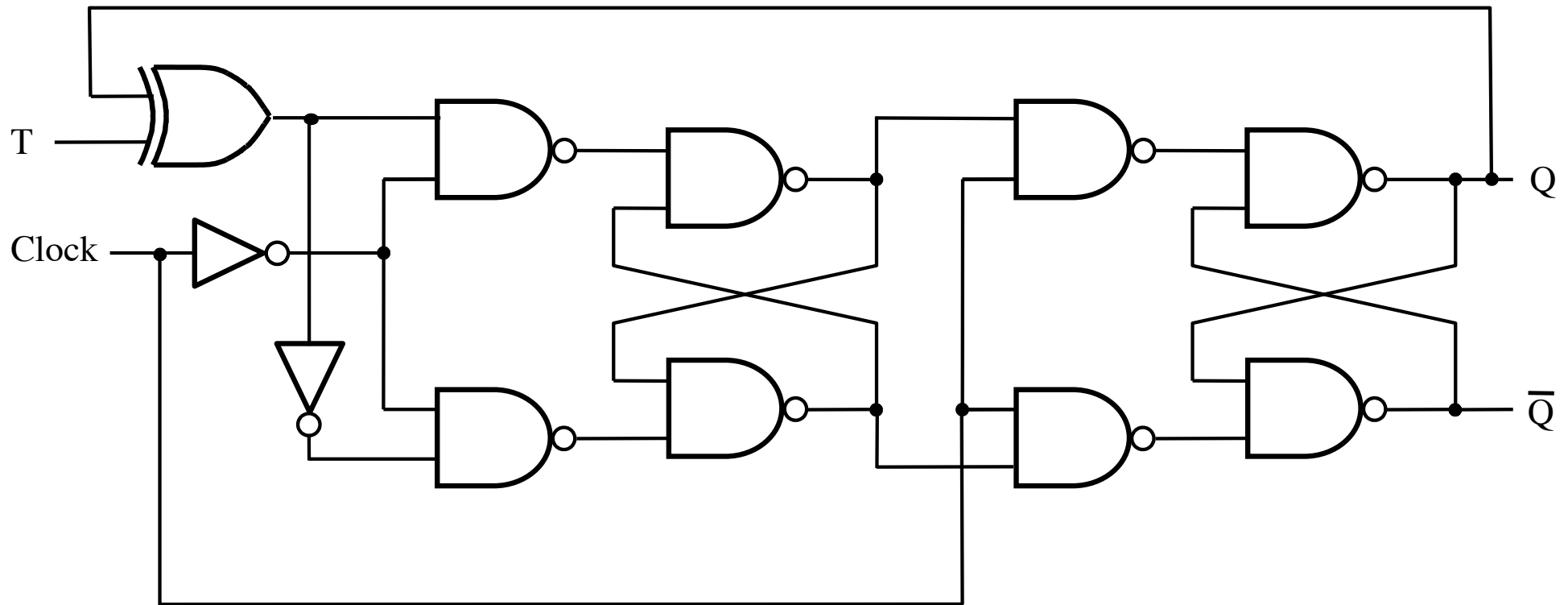


# Negative-Edge-Triggered T Flip-Flop

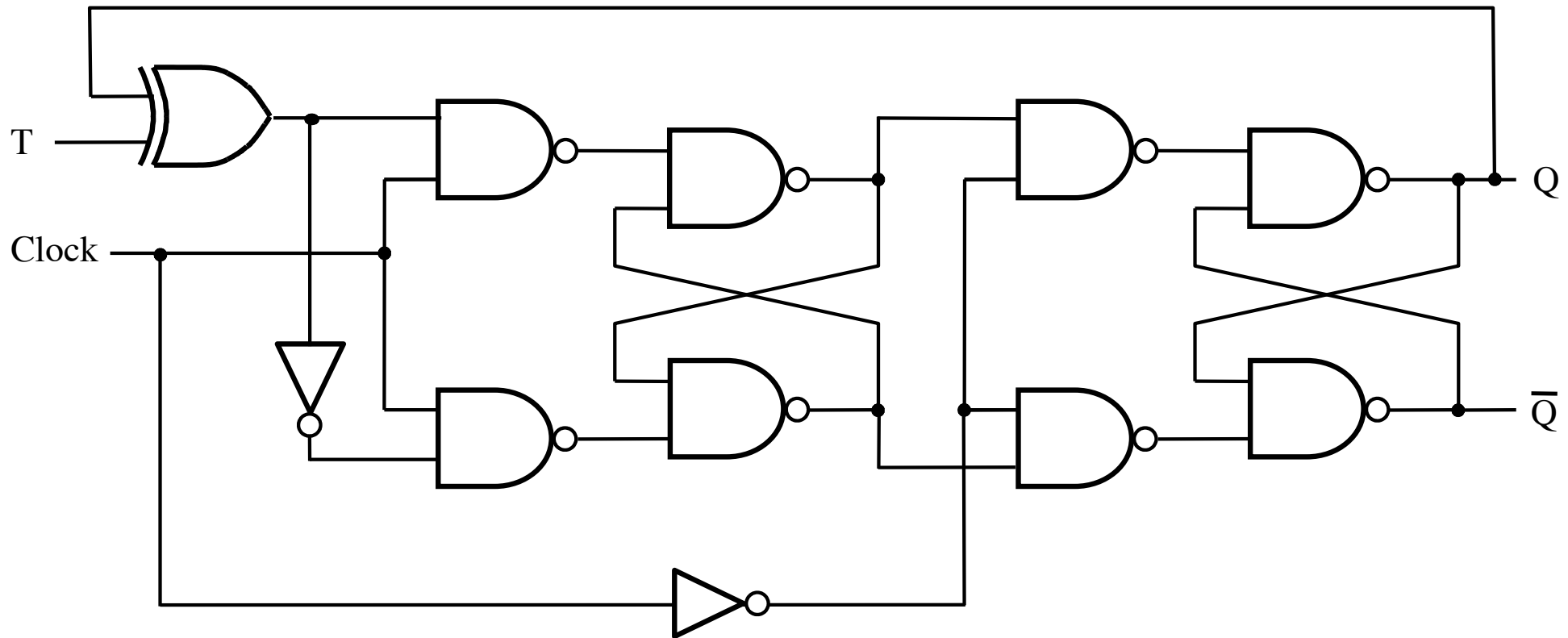




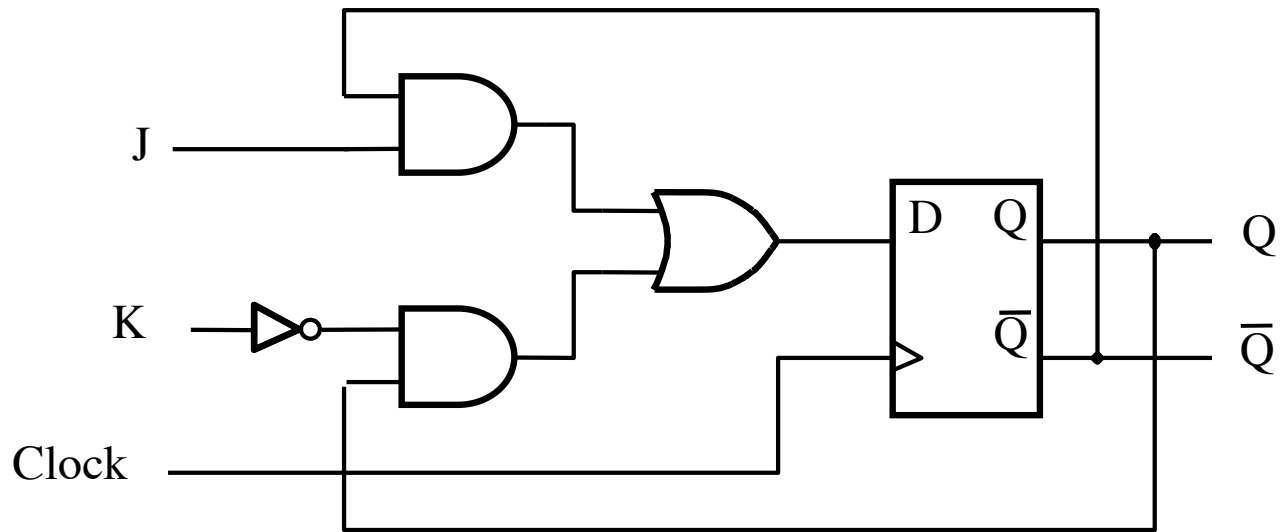
# The Complete Wiring Diagram for a Positive-Edge-Triggered T Flip-Flop



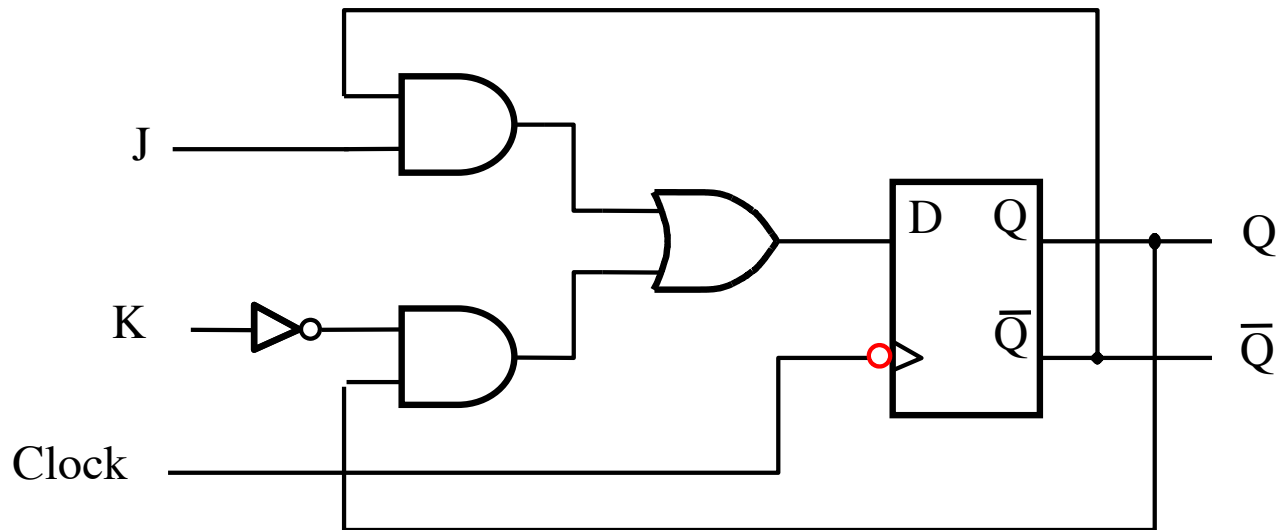
# The Complete Wiring Diagram for a **Negative**-Edge-Triggered T Flip-Flop



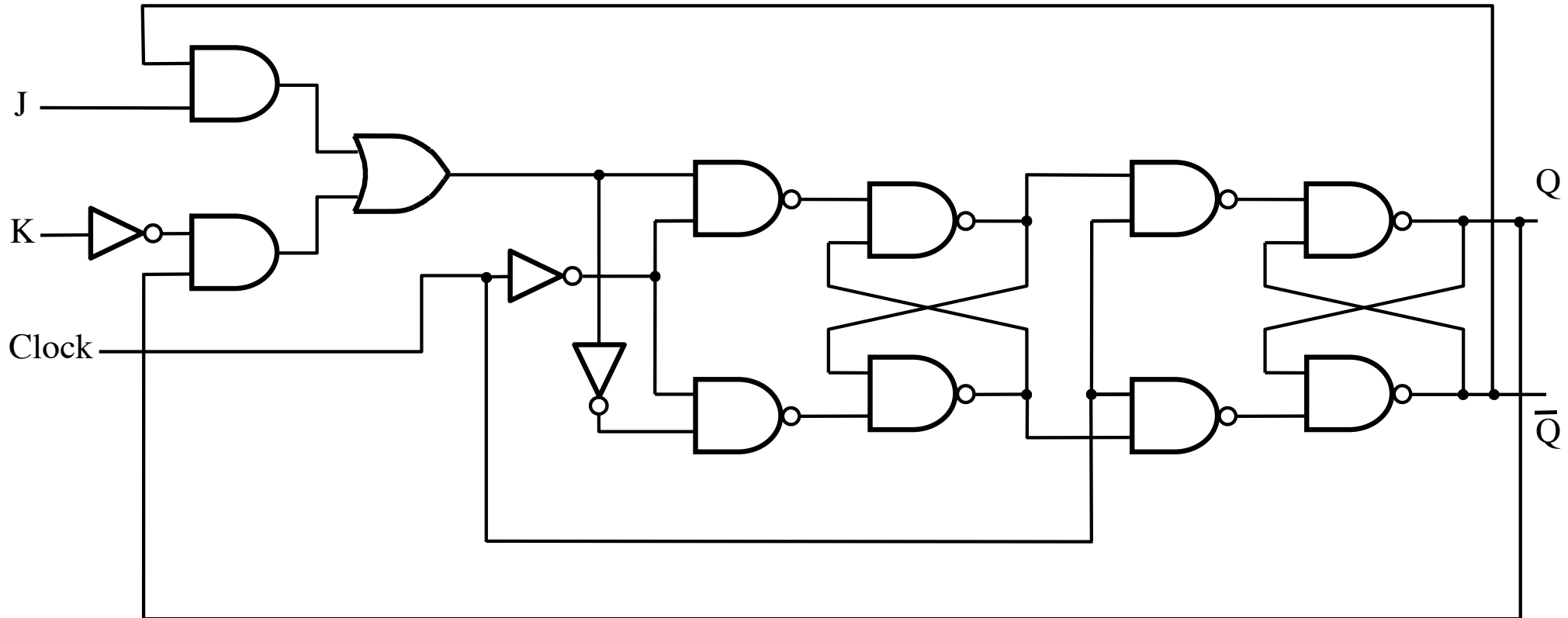
# Positive-Edge-Triggered JK Flip-Flop



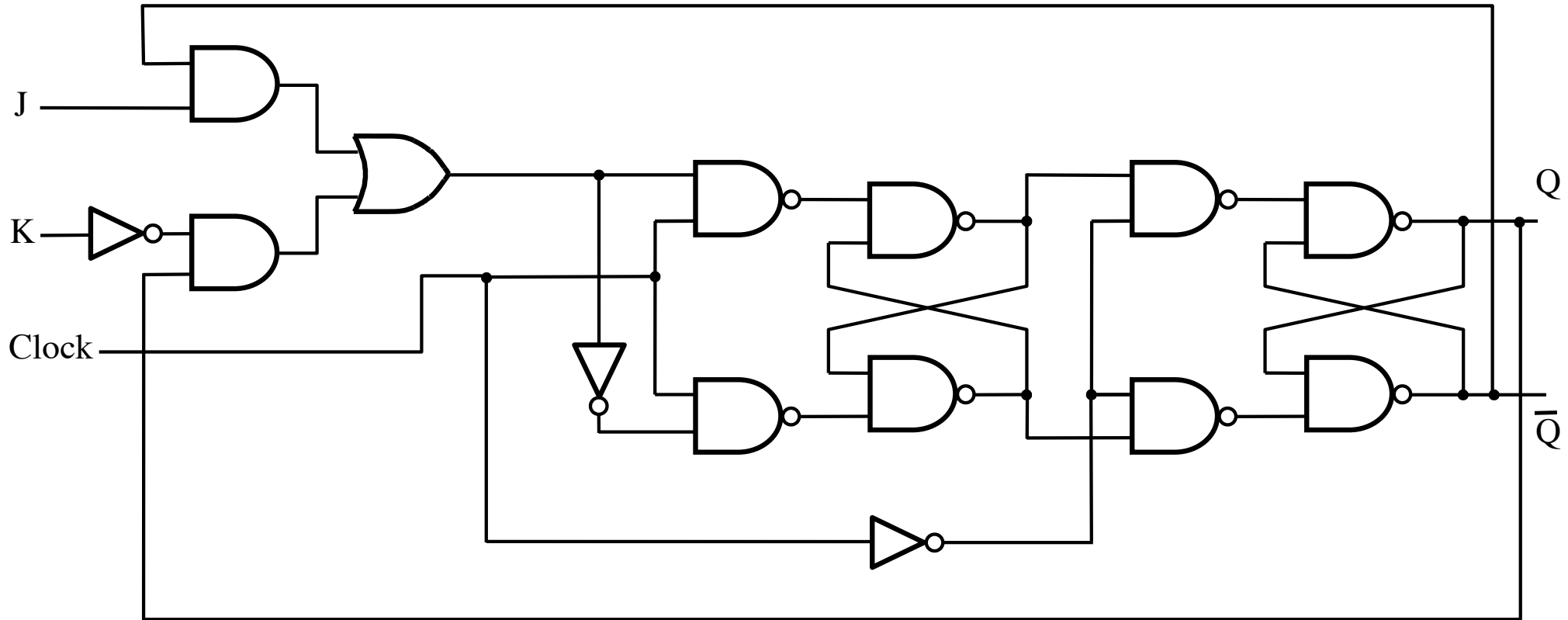
# Negative-Edge-Triggered JK Flip-Flop



# The Complete Wiring Diagram for a Positive-Edge-Triggered JK Flip-Flop



# The Complete Wiring Diagram for a **Negative**-Edge-Triggered JK Flip-Flop



**Complete the Timing diagrams  
(for positive-edge-triggered F-F)**

**D**



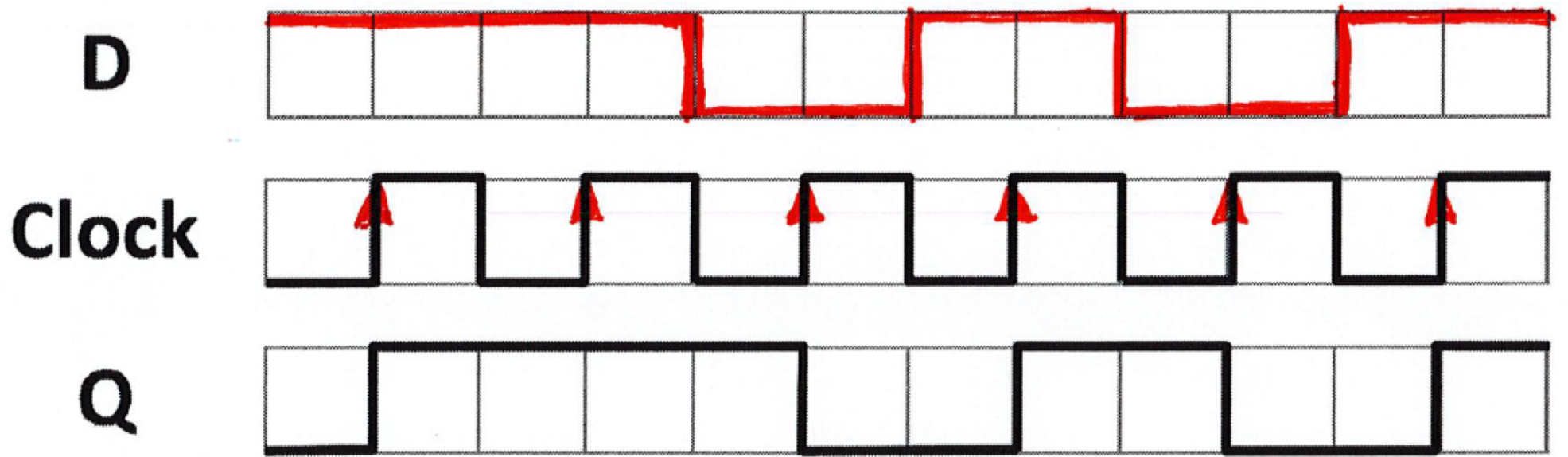
**Clock**



**Q**







**T**

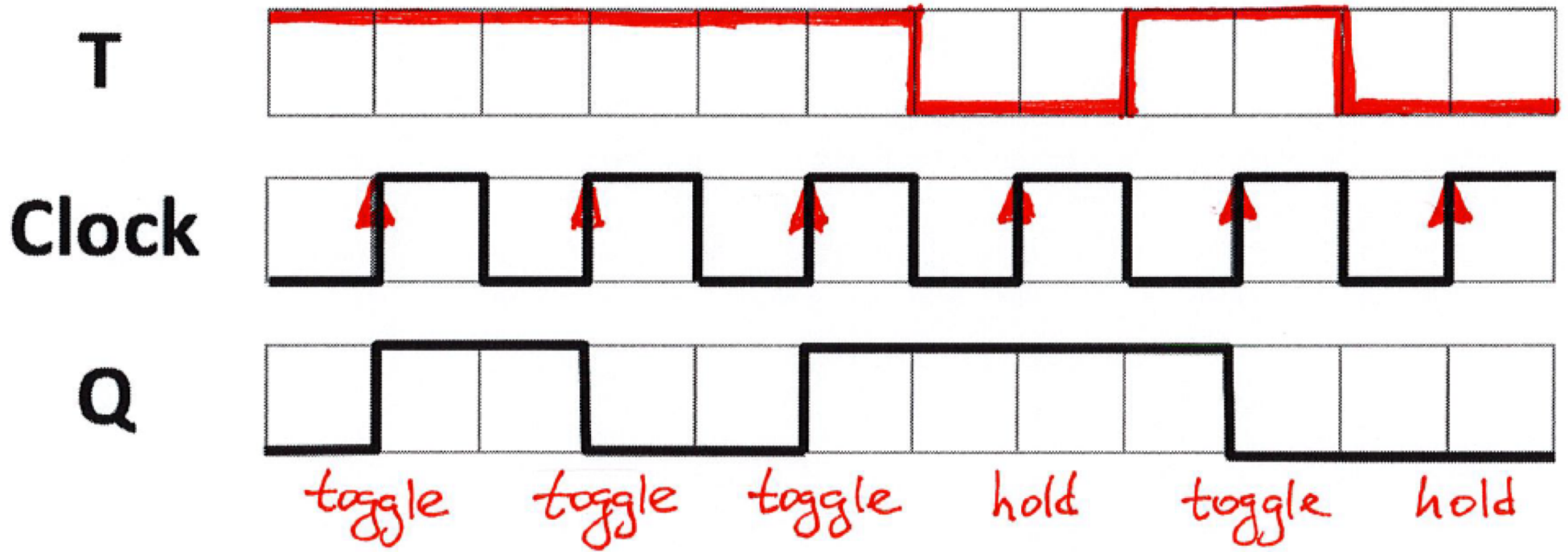


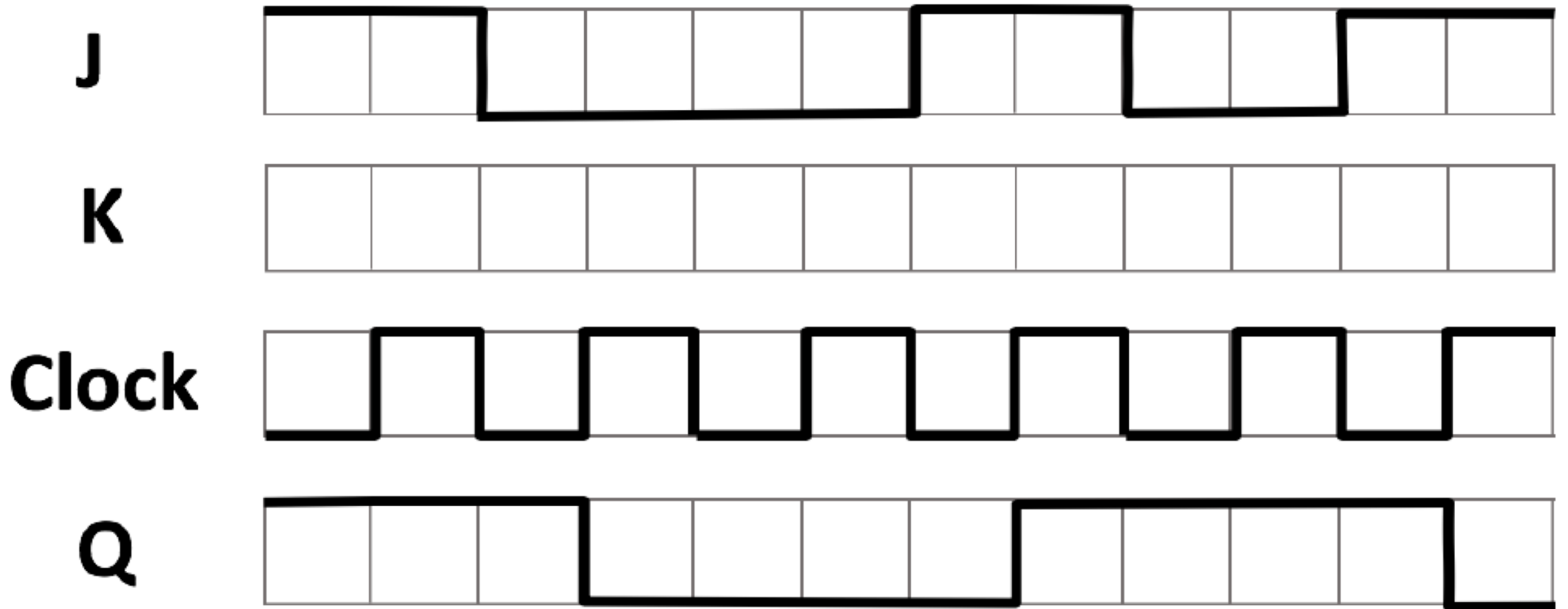
**Clock**

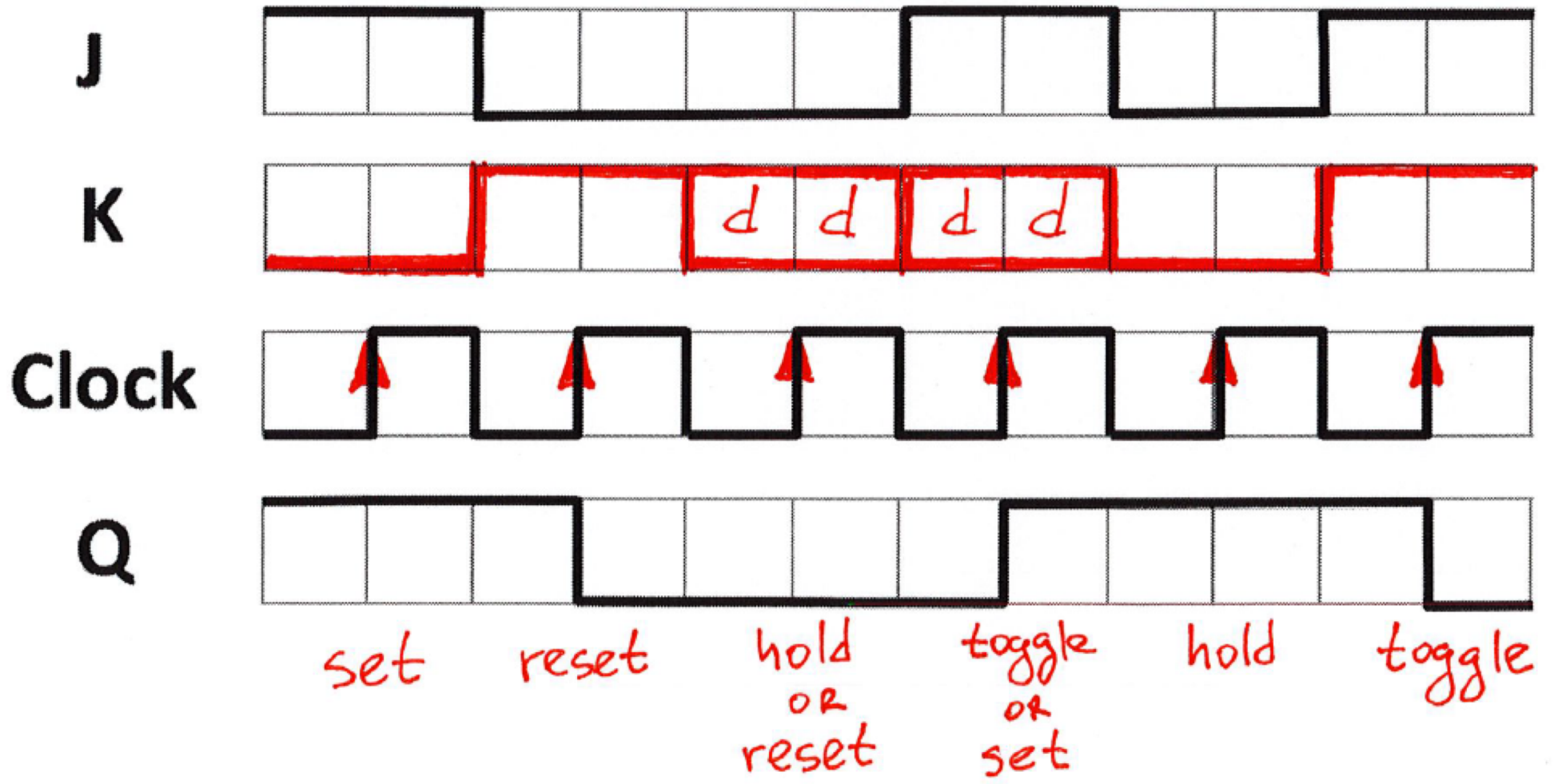


**Q**









**Complete the Timing diagrams  
(for negative-edge-triggered F-F)**

**D**



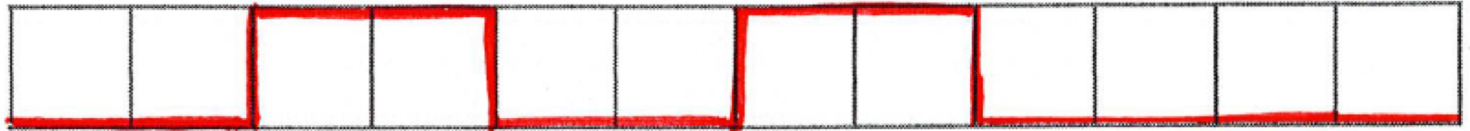
**Clock**



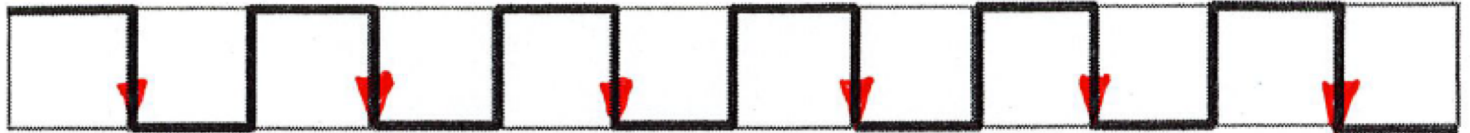
**Q**



**D**



**Clock**



**Q**





**T**



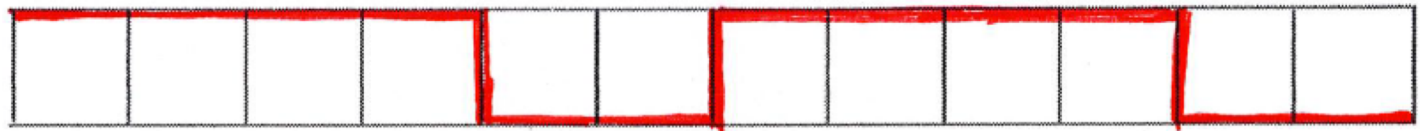
**Clock**



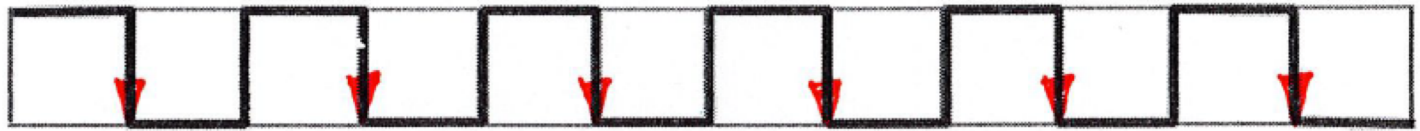
**Q**



T



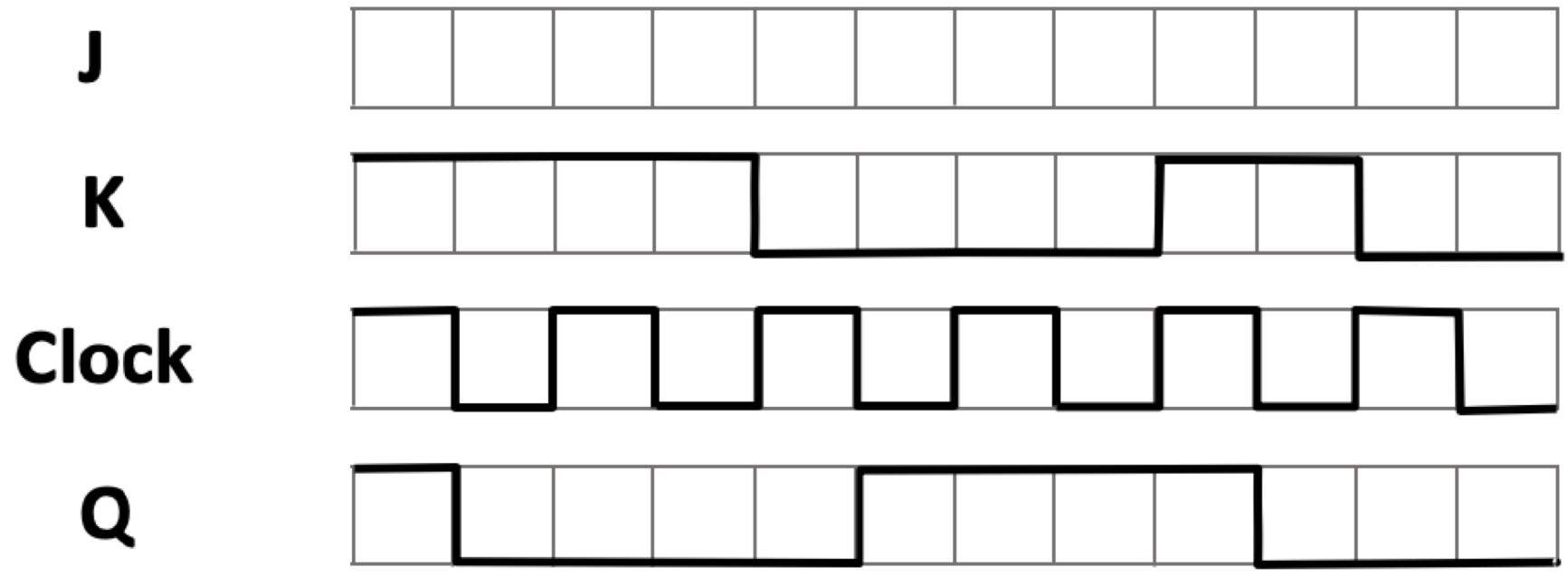
Clock

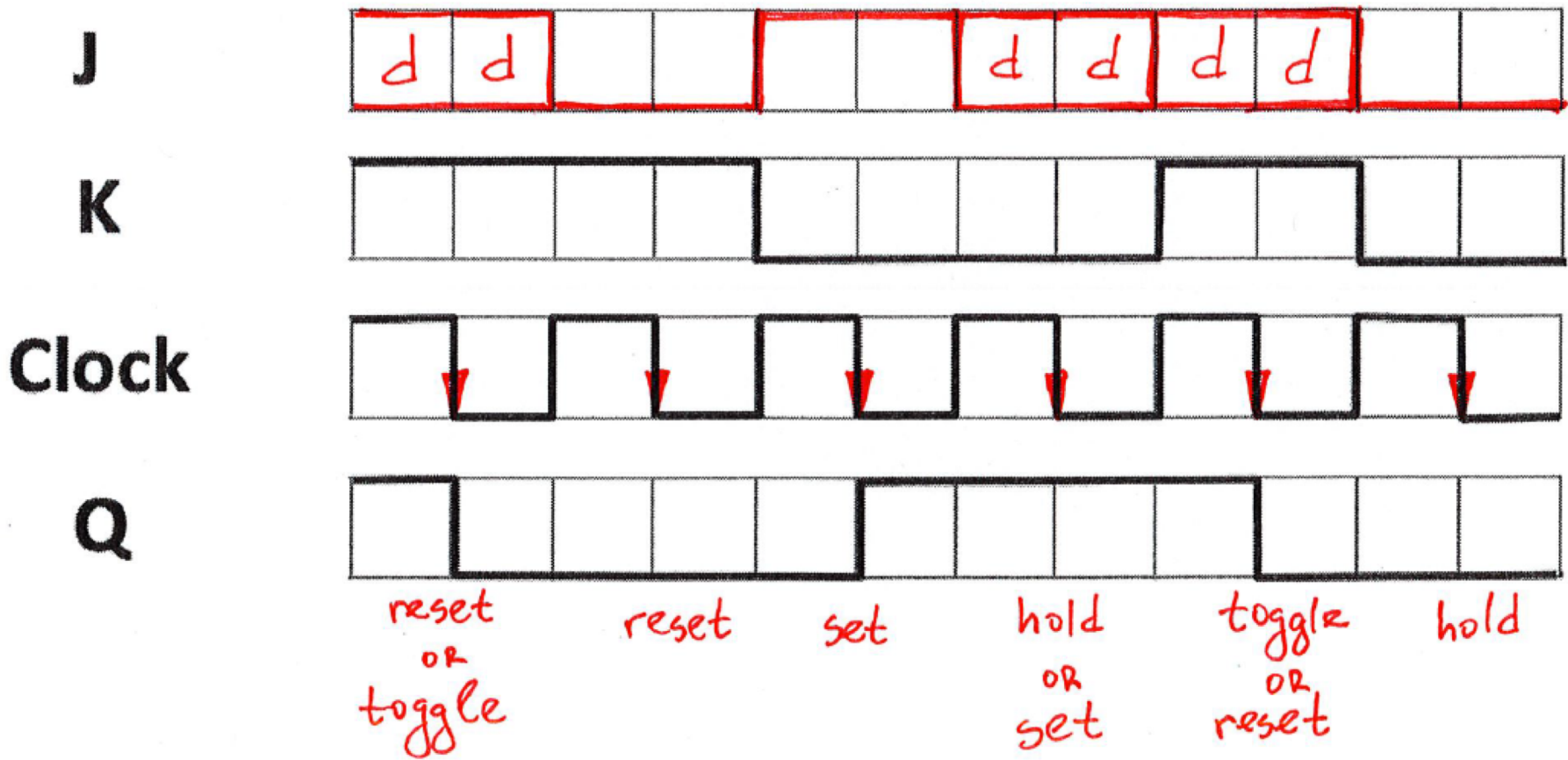


Q



toggle toggle hold toggle toggle hold





**Questions?**

**THE END**