



CprE 281: Digital Logic

Instructor: Alexander Stoytchev

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

D Flip-Flops

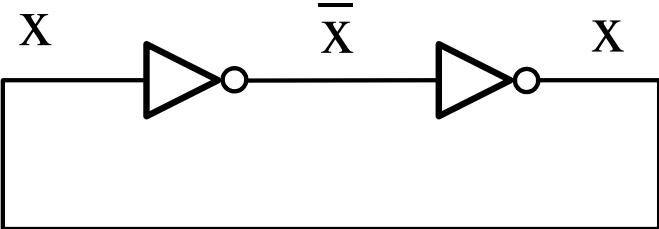
*CprE 281: Digital Logic
Iowa State University, Ames, IA
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Administrative Stuff

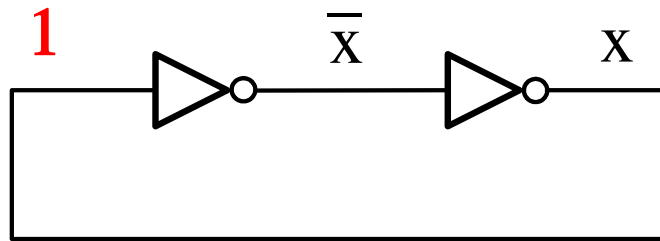
- **Homework 7 is due today**
- **Homework 8 is due on Monday Oct 23 @ 10pm.**

Quick Review

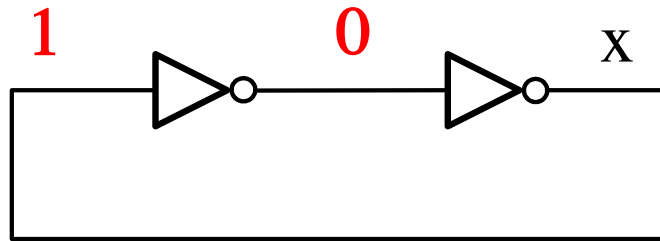
A simple memory element with NOT Gates



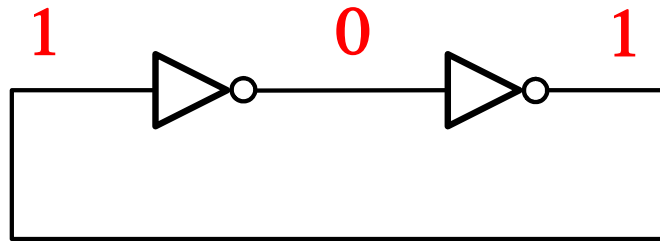
A simple memory element with NOT Gates



A simple memory element with NOT Gates

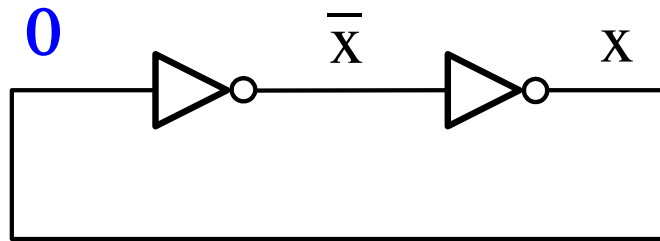


A simple memory element with NOT Gates

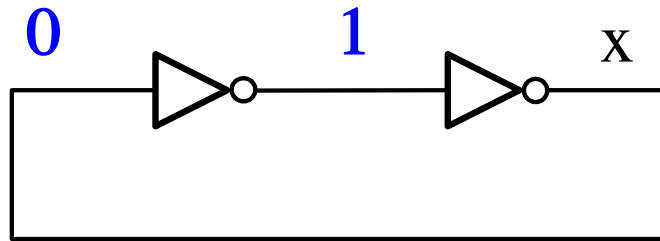


The circuit will stay in this state indefinitely.

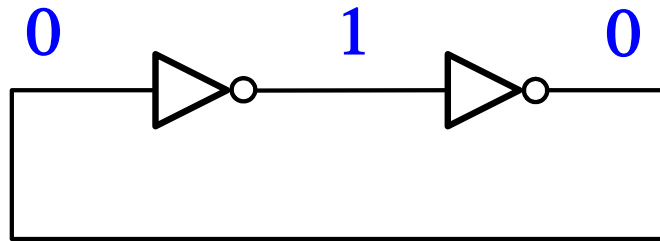
A simple memory element with NOT Gates



A simple memory element with NOT Gates



A simple memory element with NOT Gates

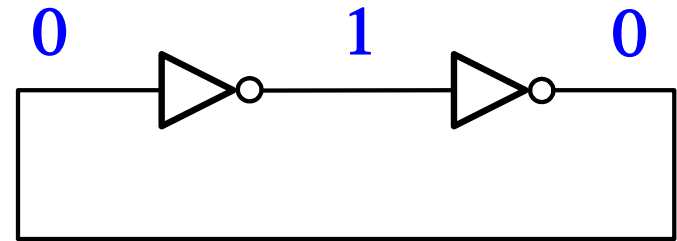
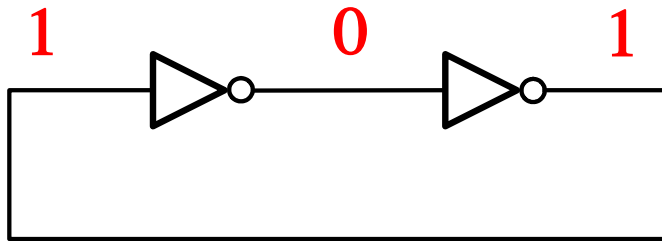


The circuit will stay in this state indefinitely.

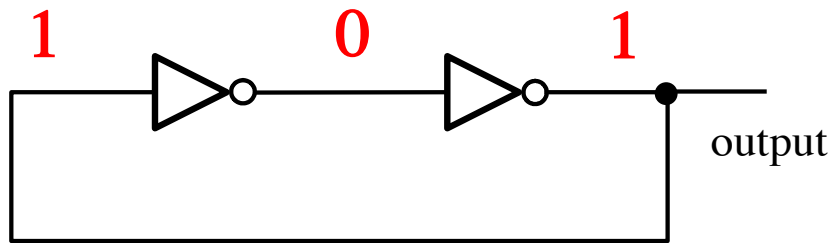
A Strange Loop



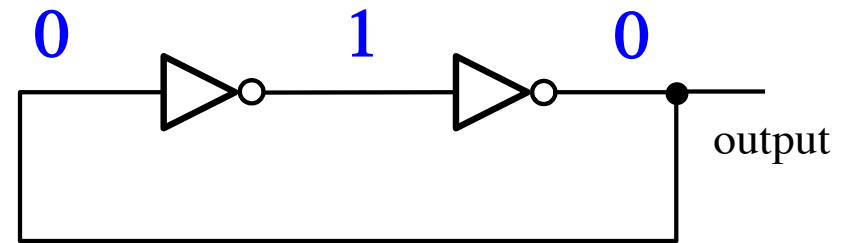
This circuit can be in two possible states



This circuit can be in two possible states

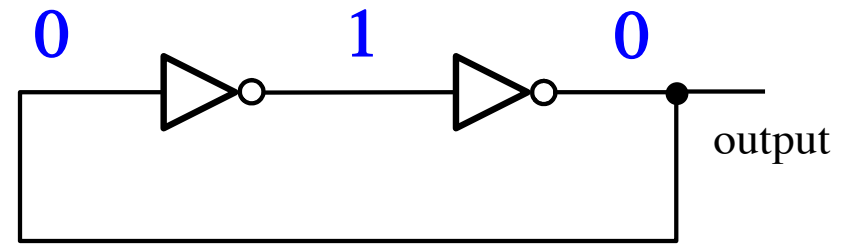
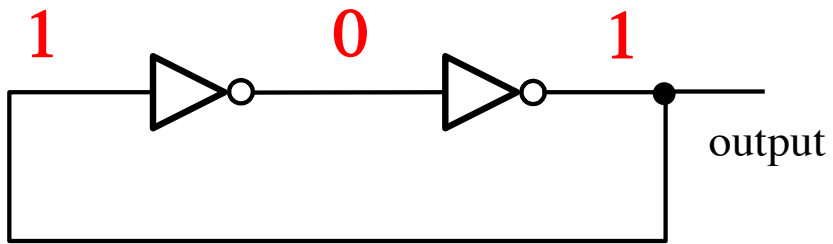


used to store a 1

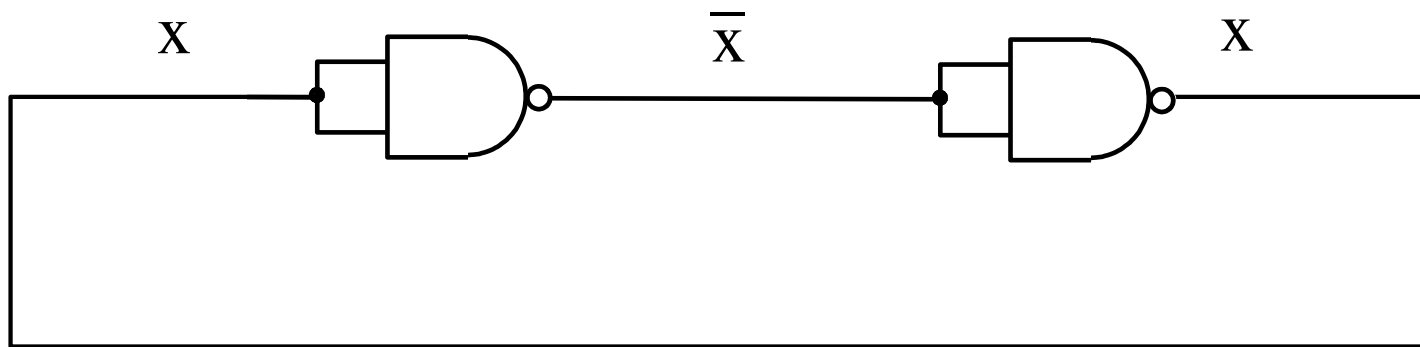


used to store a 0

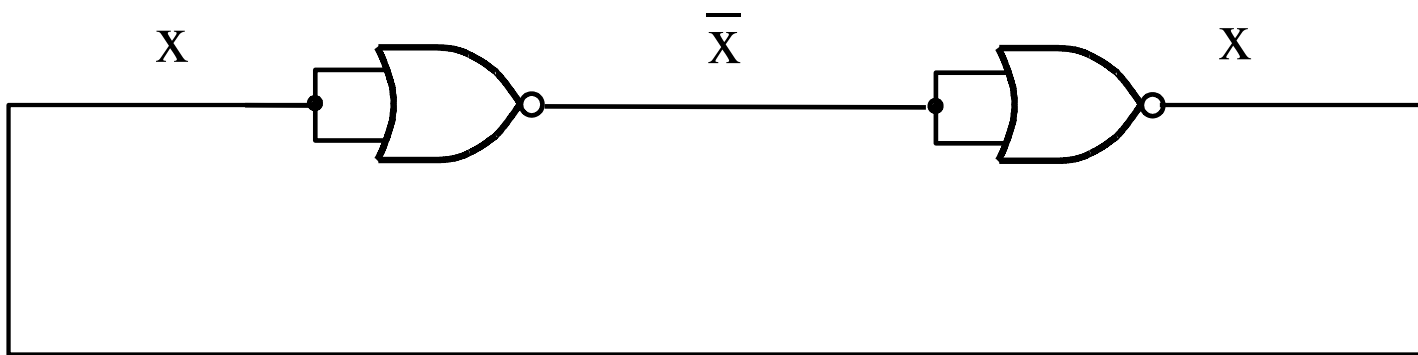
This circuit can be in two possible states



A simple memory element with NAND Gates

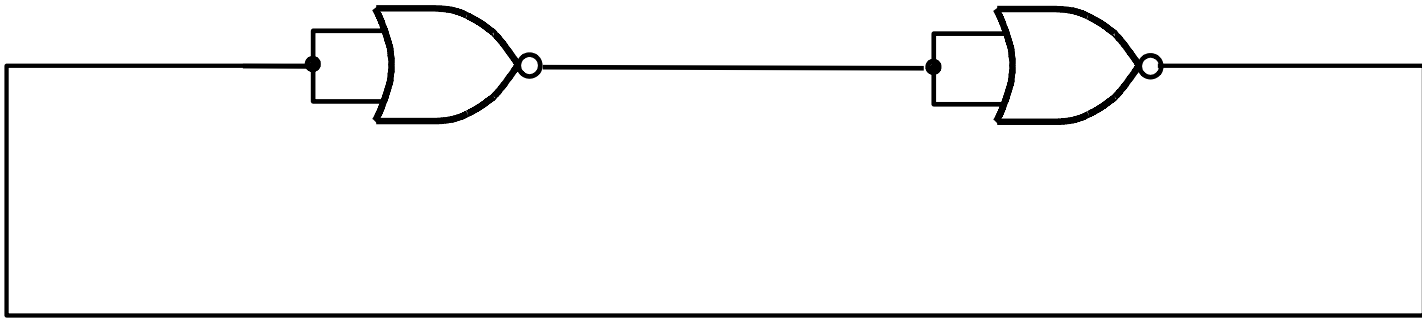


A simple memory element with NOR Gates

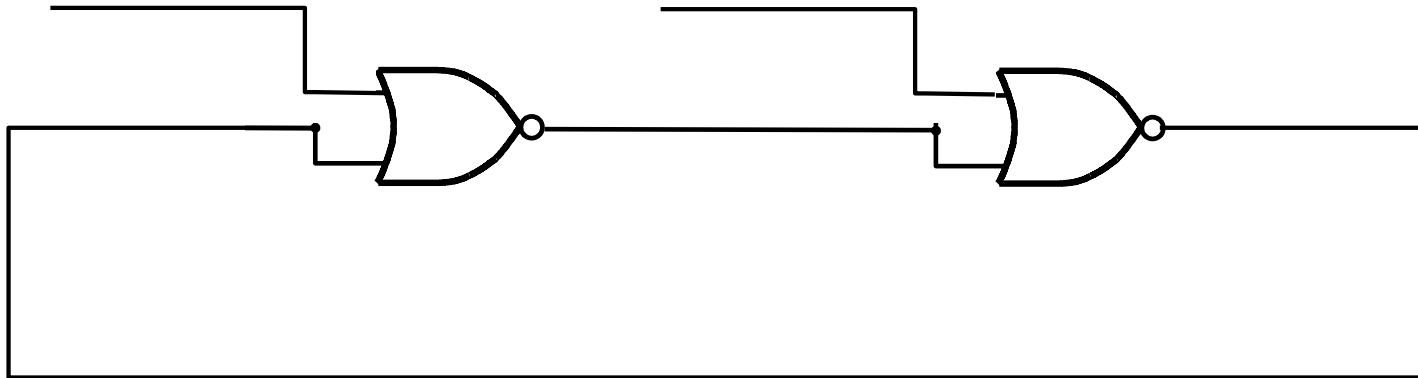


Basic Latch

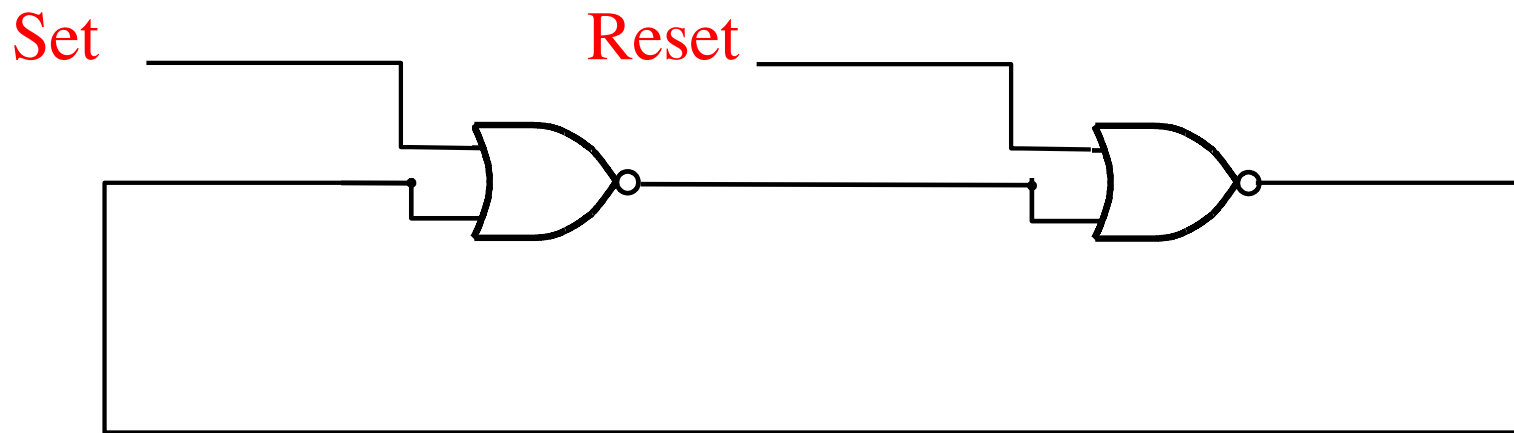
A simple memory element with NOR Gates



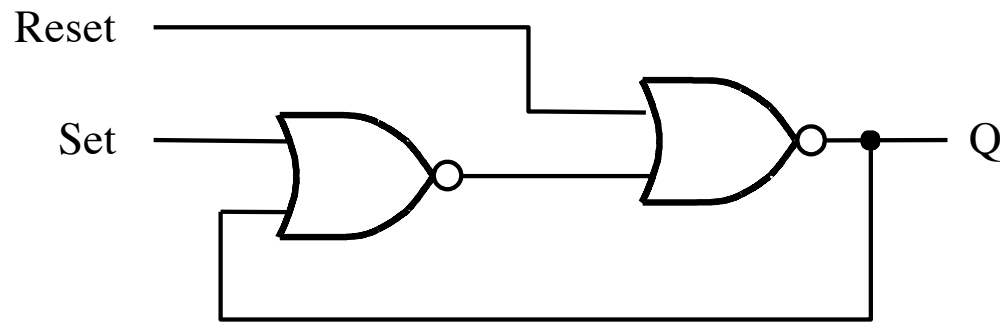
A simple memory element with NOR Gates



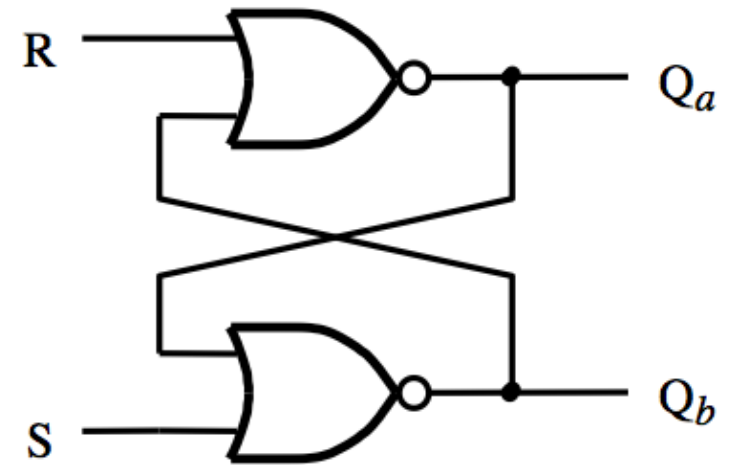
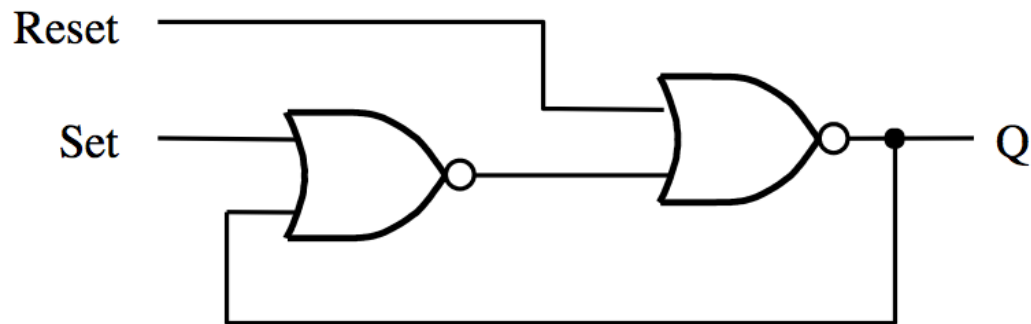
A simple memory element with NOR Gates



A memory element with NOR gates



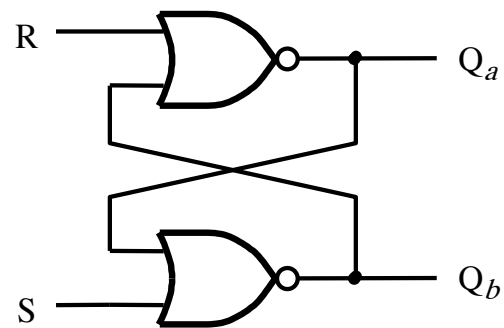
Two Different Ways to Draw the Same Circuit



[Figure 5.3 & 5.4 from the textbook]

Circuit and Characteristic Table for the Basic Latch

Note that Q_a and Q_b are inverses of each other!

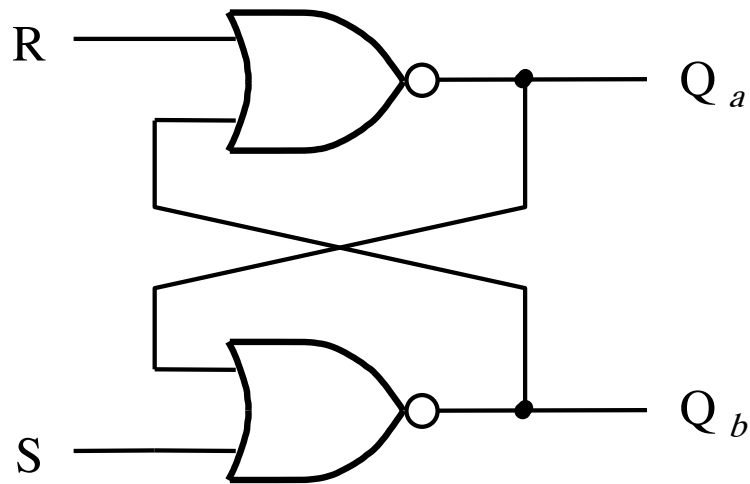


(a) Circuit

S	R	Q_a	Q_b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table

SR Latch: Circuit and Characteristic Table



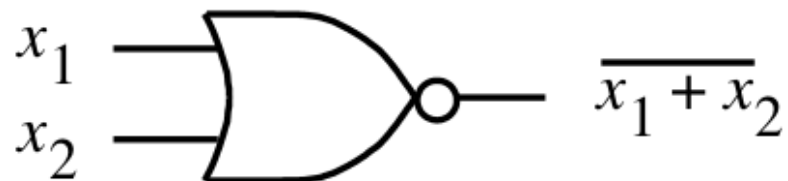
(a) Circuit

S	R	Q_a	Q_b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	(Undesirable)

(b) Truth table

[Figure 5.4a,b from the textbook]

NOR Gate



NOR Gate Truth table

x_1	x_2	f
0	0	1
0	1	0
1	0	0
1	1	0

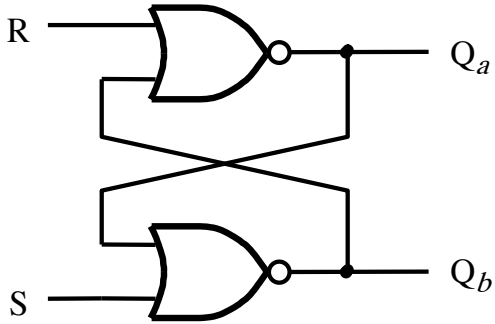
Oscillations and Undesirable States

- **When $S=1$ and $R=1$ both outputs of the latch are equal to 0, i.e., $Q_a=0$ and $Q_b=0$.**
- **Thus, the two outputs are no longer complements of each other.**
- **This is undesirable as many of the circuits that we will build later with these latches rely on the assumption that the two outputs are always complements of each other.**
- **(This is obviously not the case for the basic latch, but we will patch it later to eliminate this problem).**

Oscillations and Undesirable States

- An even bigger problem occurs when we transition **from $S=R=1$ to $S=R=0$** .
- When $S=R=1$ we have $Q_a=Q_b=0$. After the transition to $S=R=0$, however, we get $Q_a=Q_b=1$, which would immediately cause $Q_a=Q_b=0$, and so on.
- If the gate delays and the wire lengths are identical, then this oscillation will continue forever.
- In practice, the oscillation dies down and the output settles into either $Q_a=1$ and $Q_b=0$ or $Q_a=0$ and $Q_b=1$.
- The problem is that **we can't predict** which one of these two it will settle into.

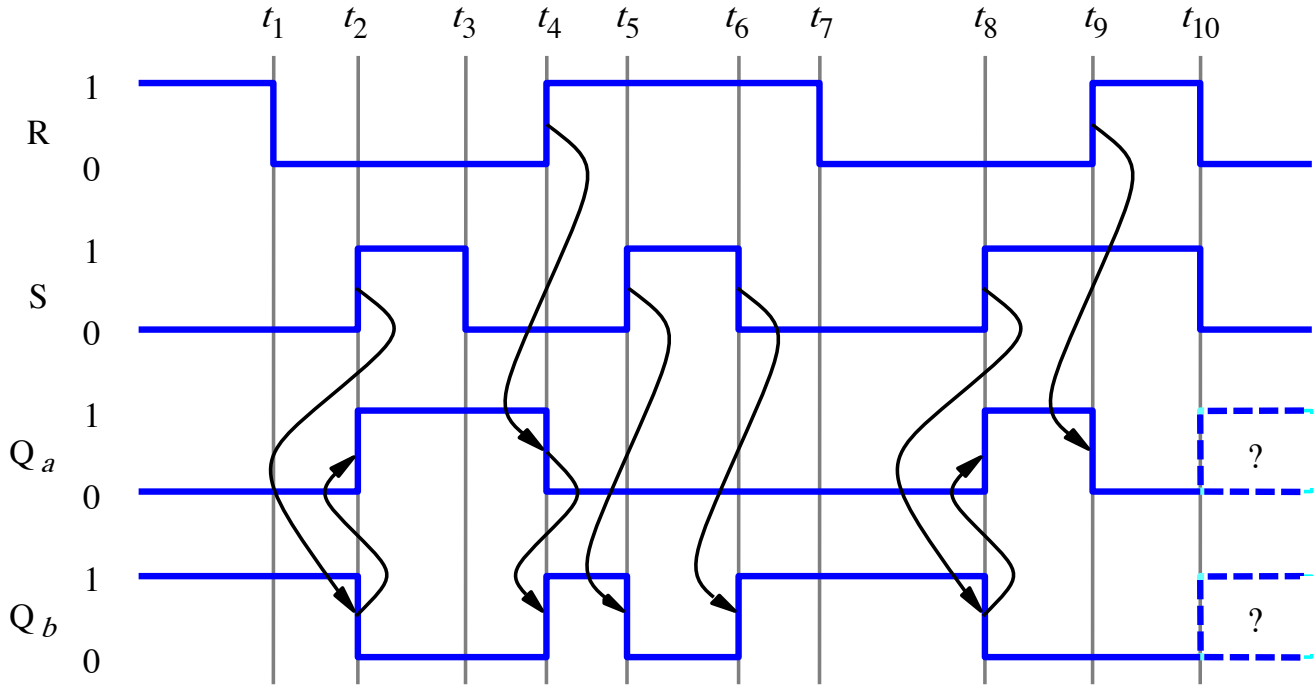
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q_a	Q_b
0	0	0/1	1/0 (no change)
0	1	0	1
1	0	1	0
1	1	0	0

(b) Characteristic table

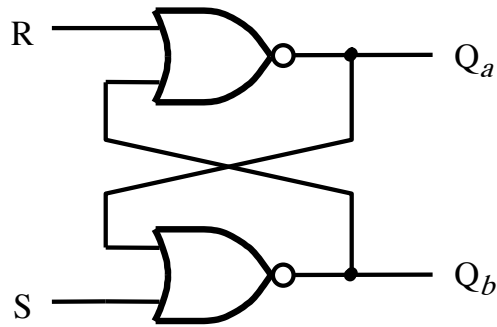


→ Time

(c) Timing diagram

[Figure 5.4 from the textbook]

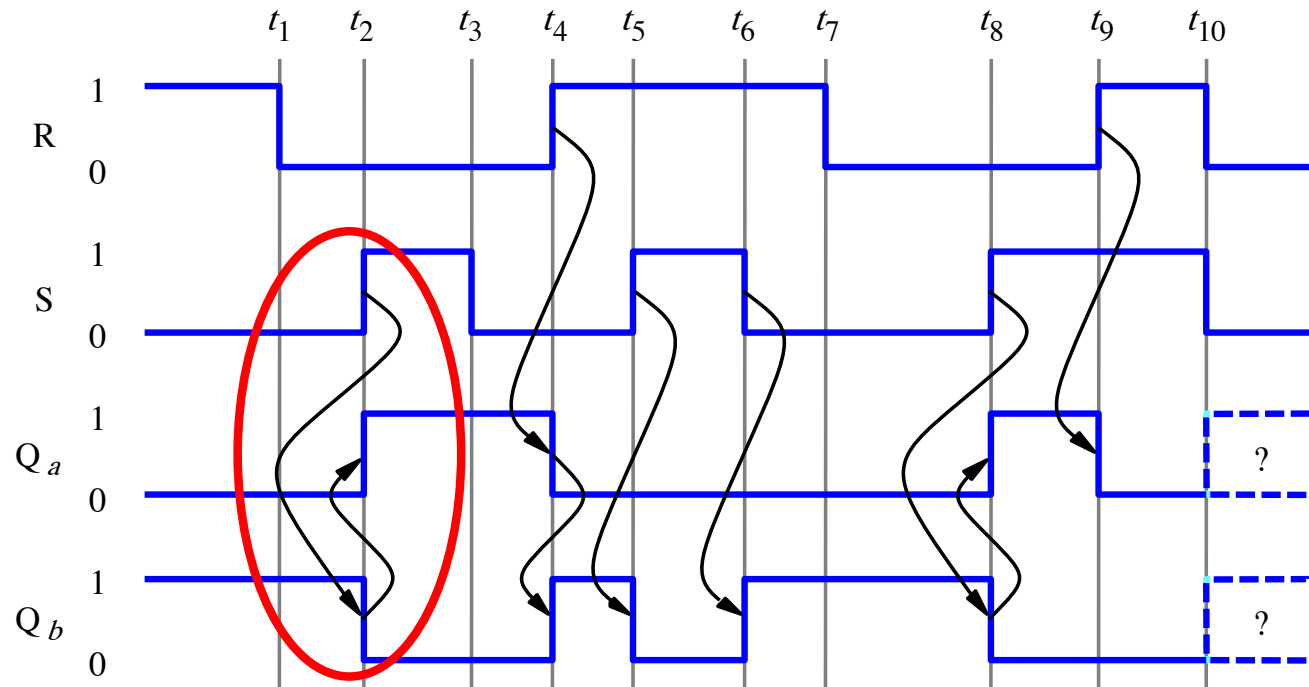
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q_a	Q_b
0	0	0/1	1/0 (no change)
0	1	0	1
1	0	1	0
1	1	0	0

(b) Characteristic table

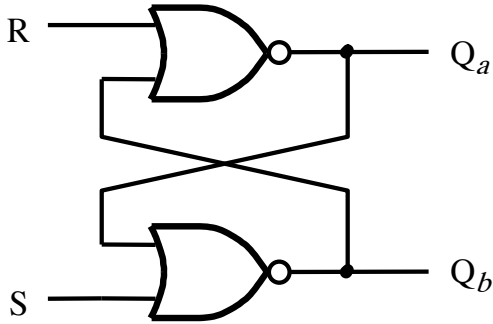


→ Time

(c) Timing diagram

[Figure 5.4 from the textbook]

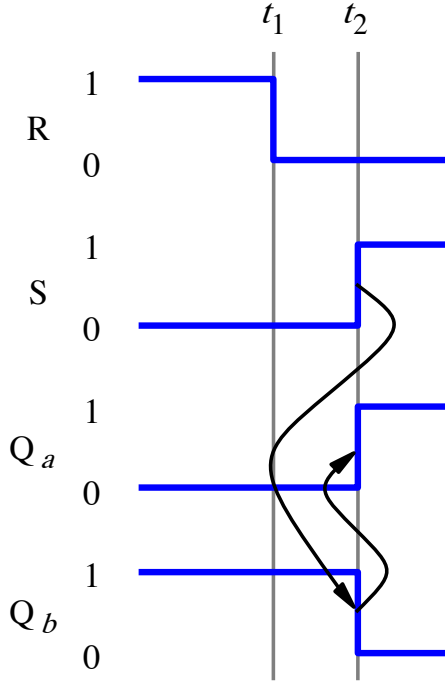
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

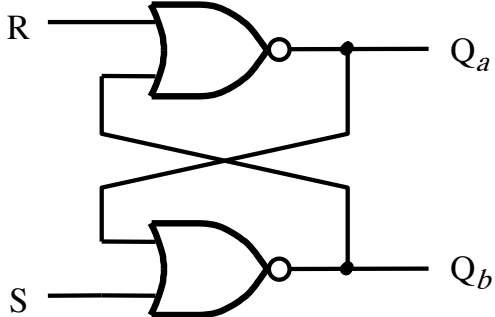
S	R	Q_a	Q_b
0	0	0/1	1/0 (no change)
0	1	0	1
1	0	1	0
1	1	0	0

(b) Characteristic table



(c) Timing diagram

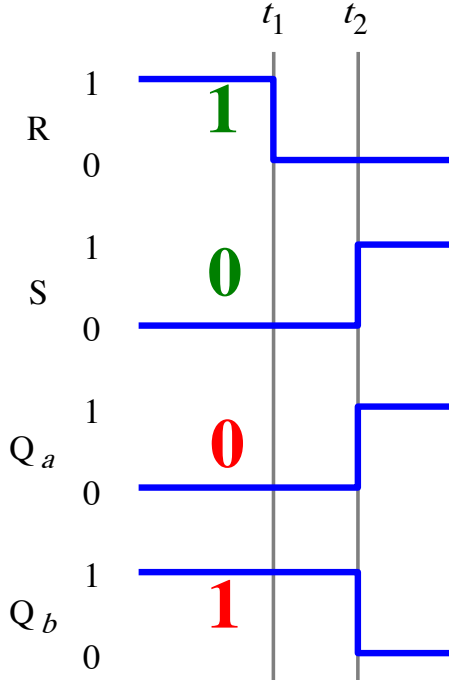
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

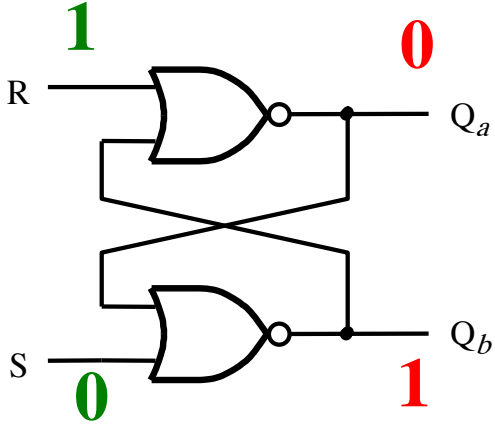
S	R	Q_a	Q_b
0	0	0/1	1/0 (no change)
0	1	0	1
1	0	1	0
1	1	0	0

(b) Characteristic table



(c) Timing diagram

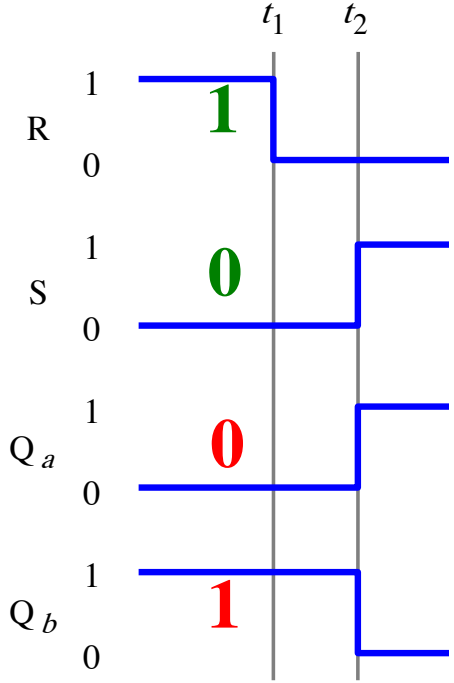
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

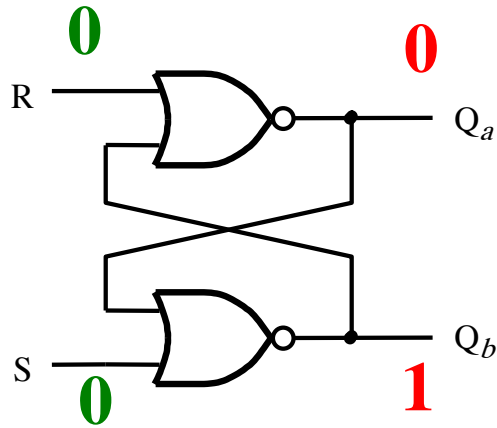
S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table



(c) Timing diagram

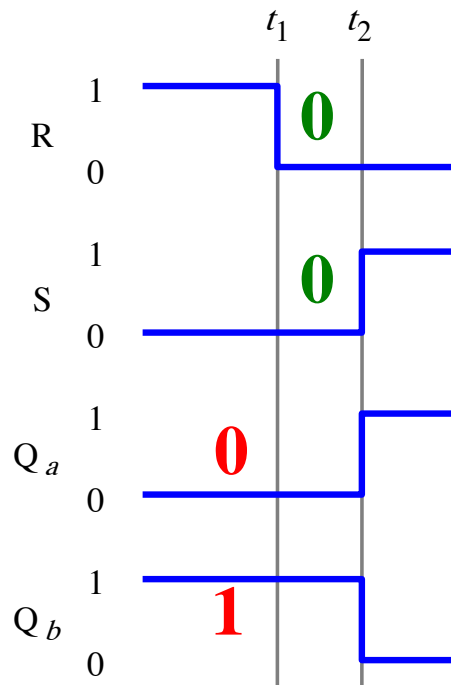
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

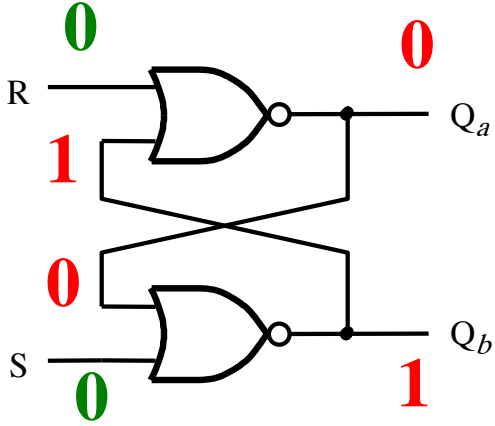
S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table



(c) Timing diagram

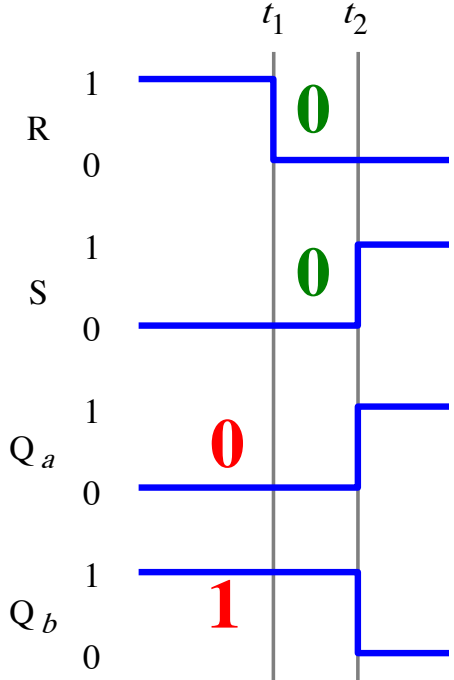
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

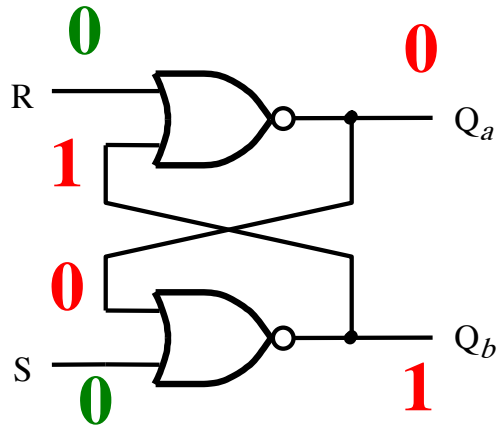
S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table



(c) Timing diagram

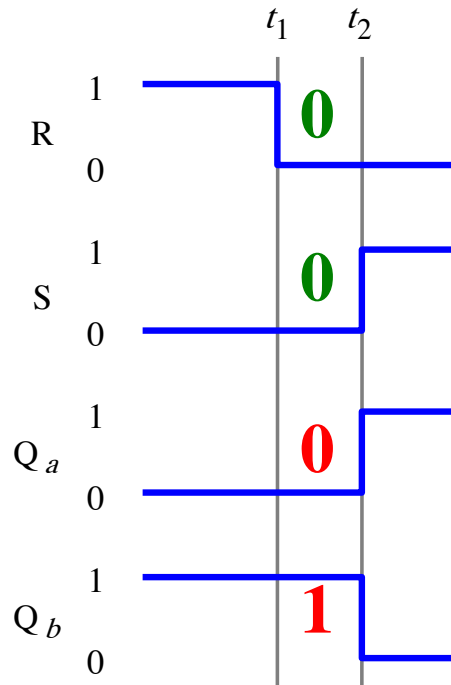
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

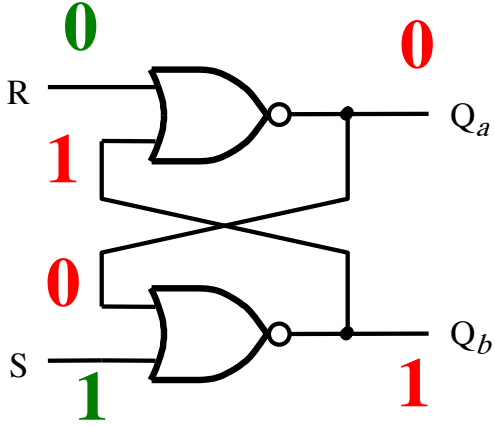
S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table



(c) Timing diagram

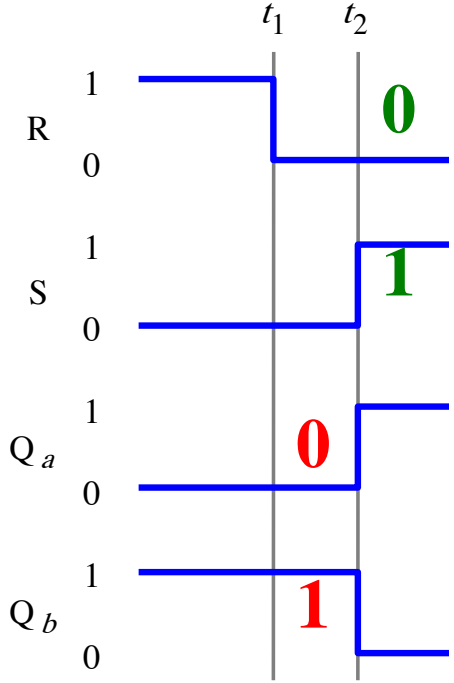
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

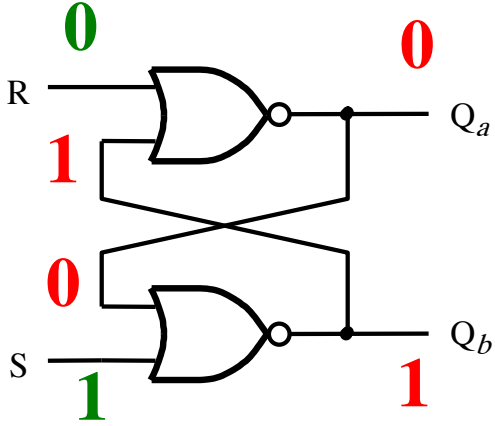
S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table



(c) Timing diagram

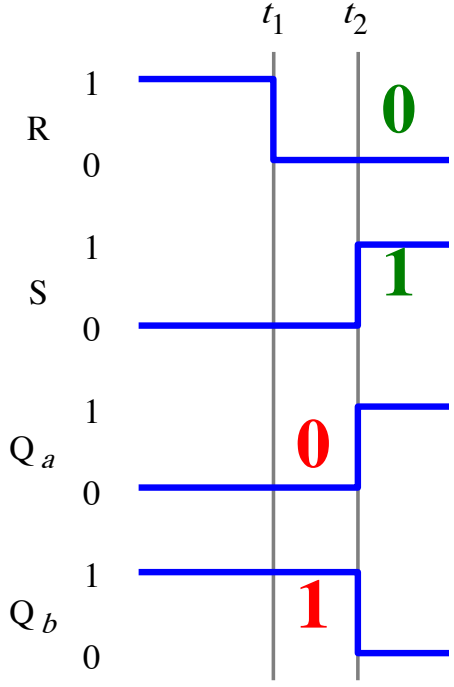
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

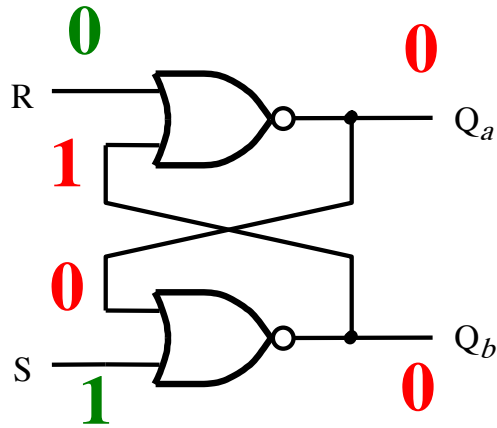
S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table



(c) Timing diagram

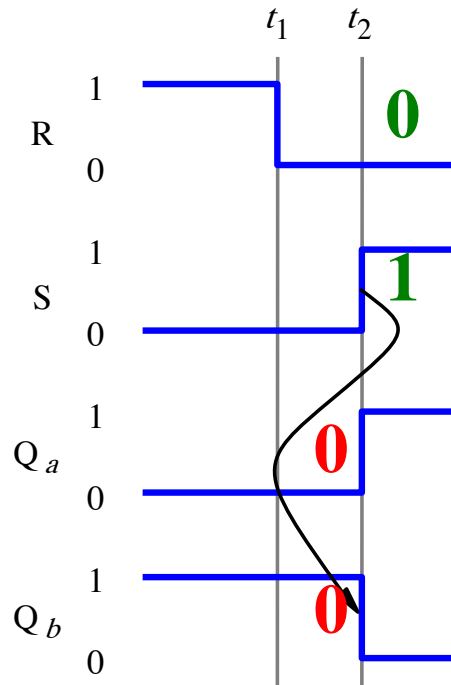
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

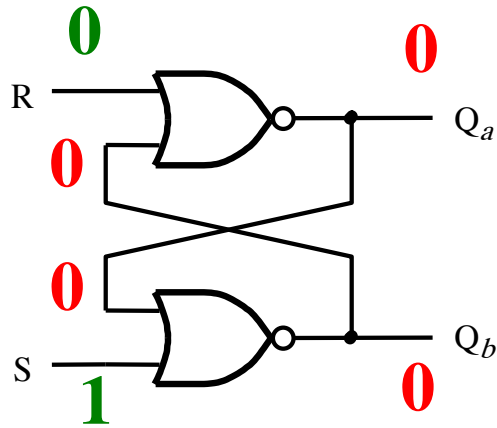
(b) Characteristic table



(c) Timing diagram

For a brief moment the latch goes through the undesirable state $Q_a=0$ and $Q_b=0$.

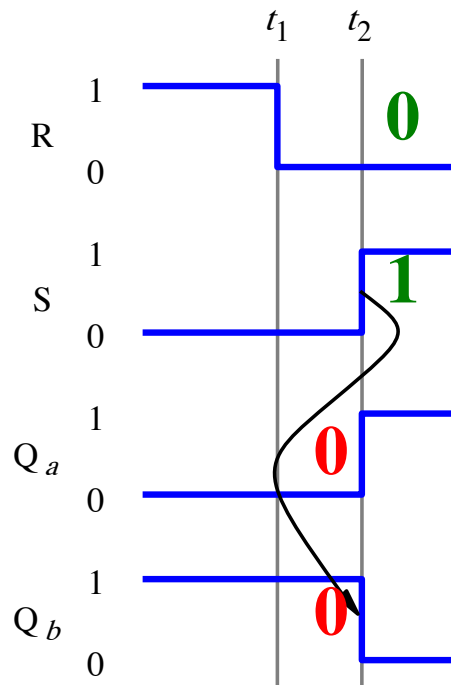
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

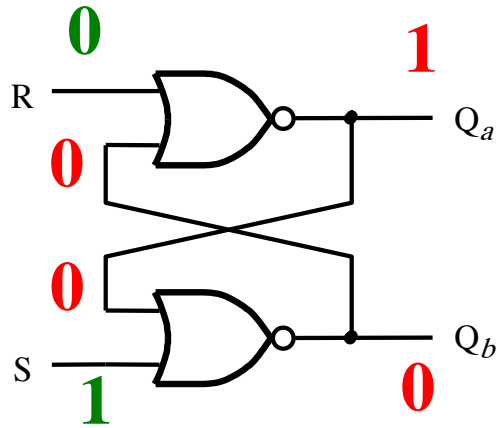
(b) Characteristic table



(c) Timing diagram

But these zeros loop around ...

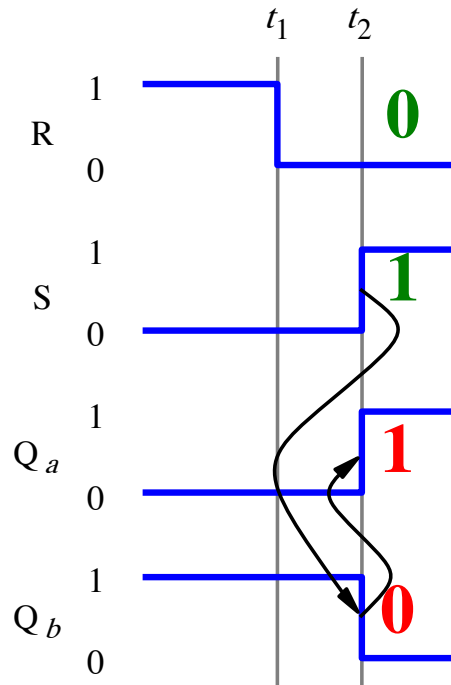
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

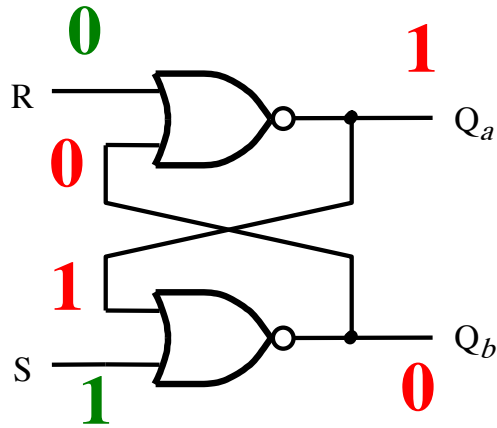
(b) Characteristic table



(c) Timing diagram

... and set it to Q_a=1 and Q_b=0.

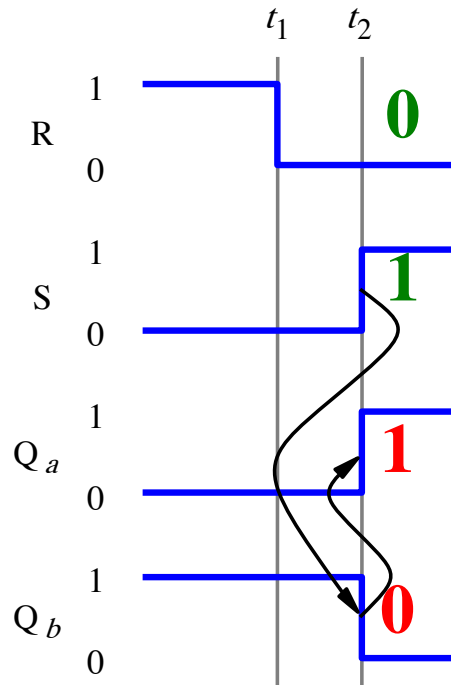
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q _a	Q _b
0	0	0/1	1/0 (no change)
0	1	0	1
1	0	1	0
1	1	0	0

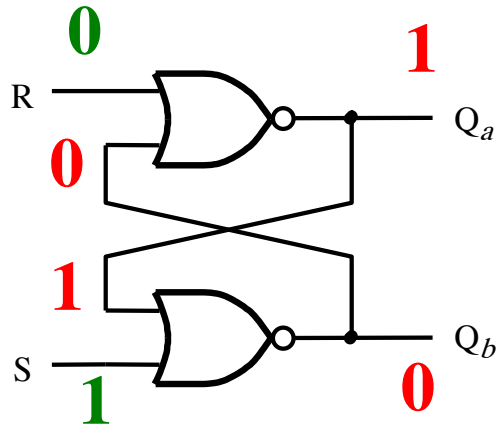
(b) Characteristic table



(c) Timing diagram

The new values also loop around ...

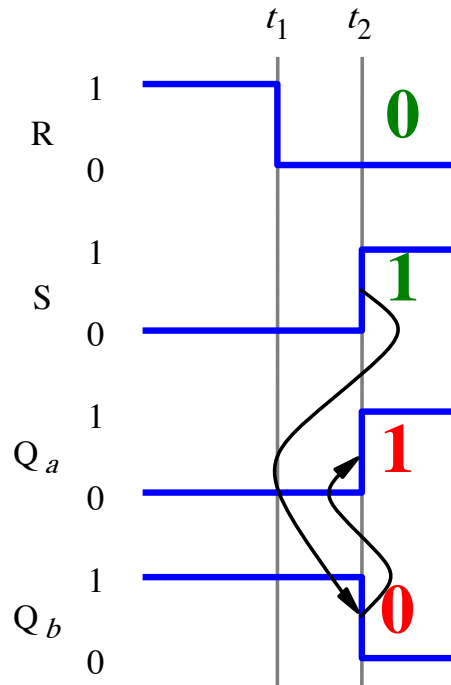
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

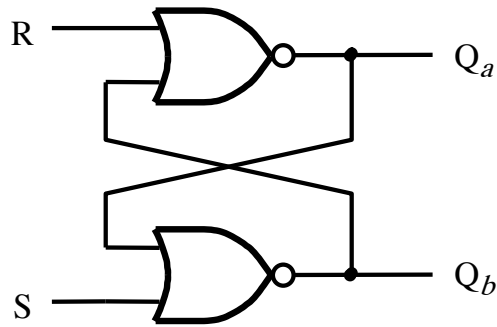
(b) Characteristic table



(c) Timing diagram

... but they leave the outputs the same.

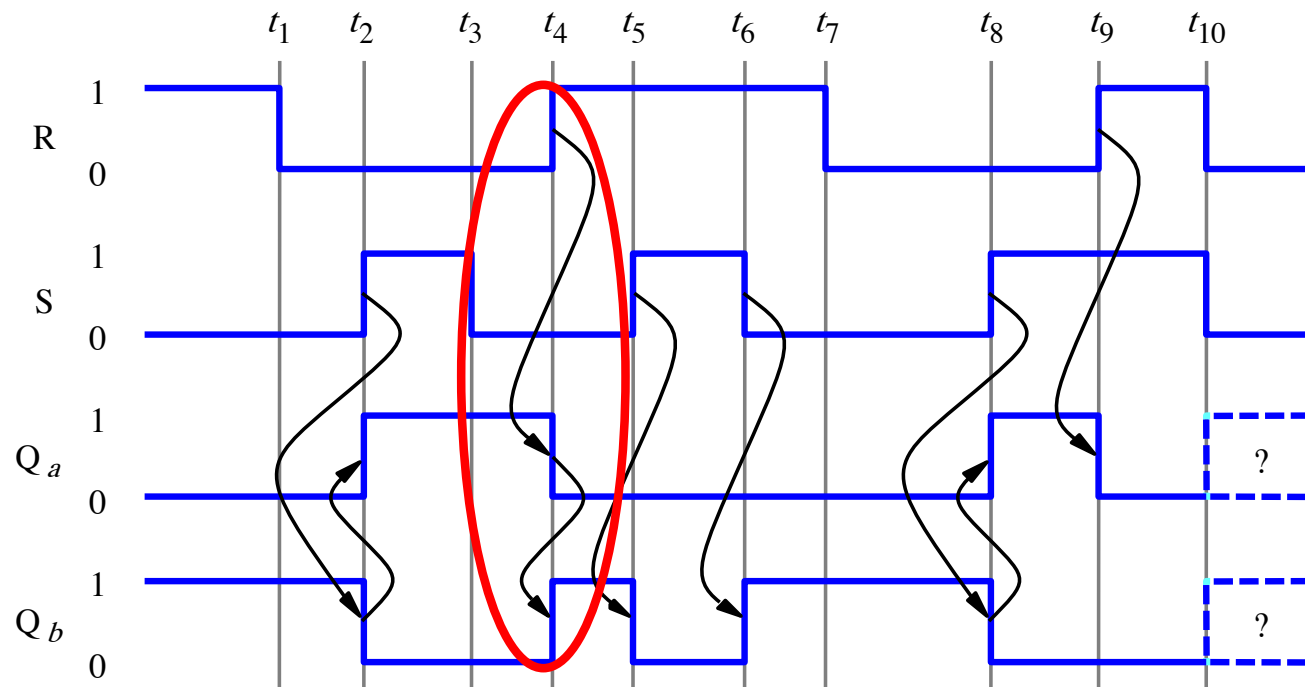
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q_a	Q_b
0	0	0/1	1/0 (no change)
0	1	0	1
1	0	1	0
1	1	0	0

(b) Characteristic table

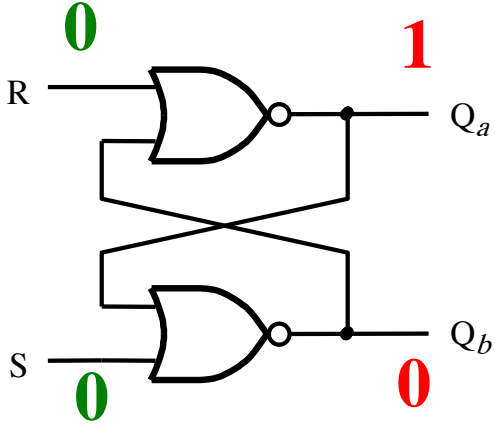


→ Time

(c) Timing diagram

[Figure 5.4 from the textbook]

Timing Diagram for the Basic Latch with NOR Gates

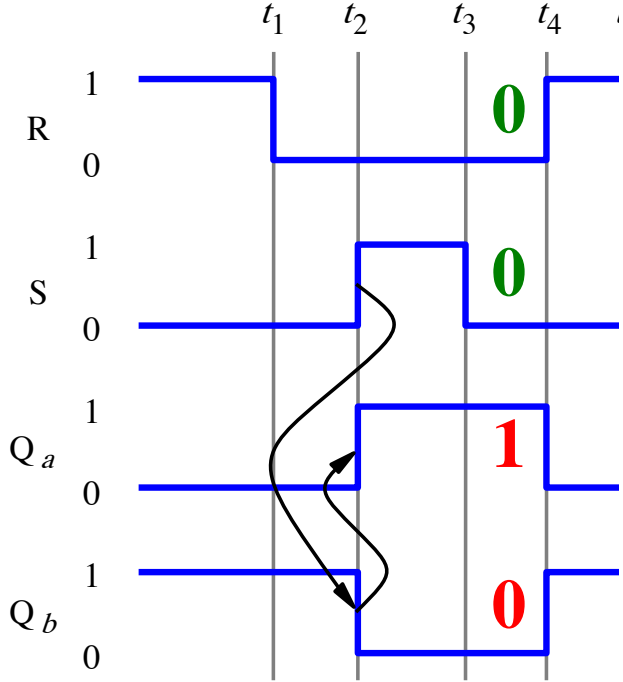


(a) Circuit

S	R	Q_a	Q_b
0	0	0/1	1/0
0	1	0	1
1	0	1	0
1	1	0	0

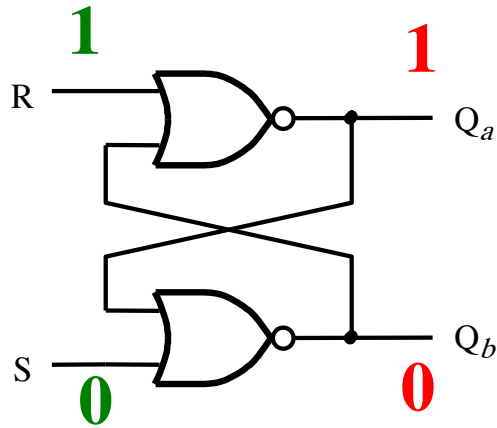
(no change)

(b) Characteristic table



(c) Timing diagram

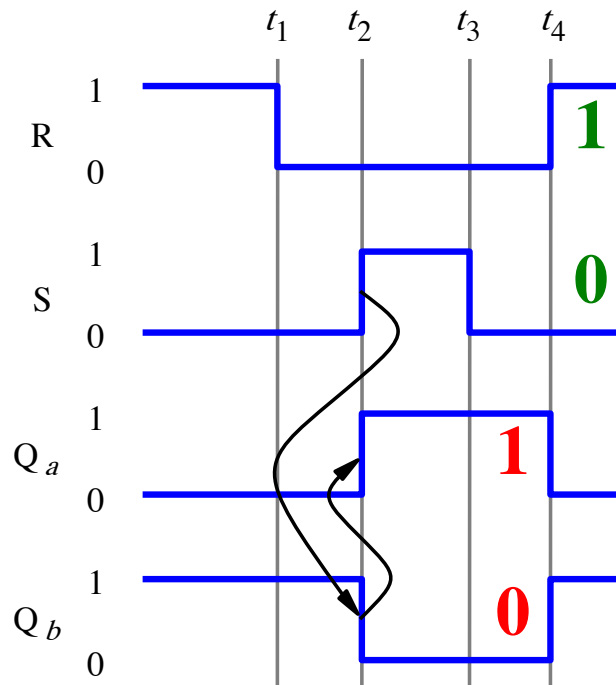
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

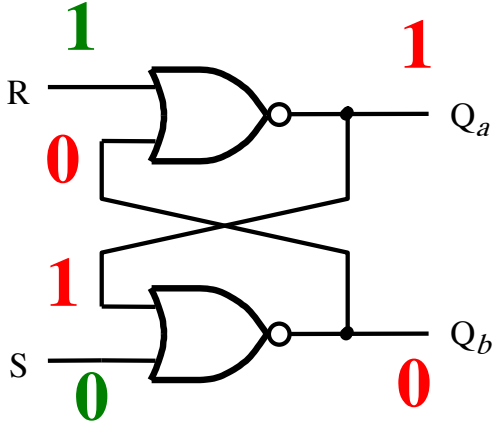
S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table



(c) Timing diagram

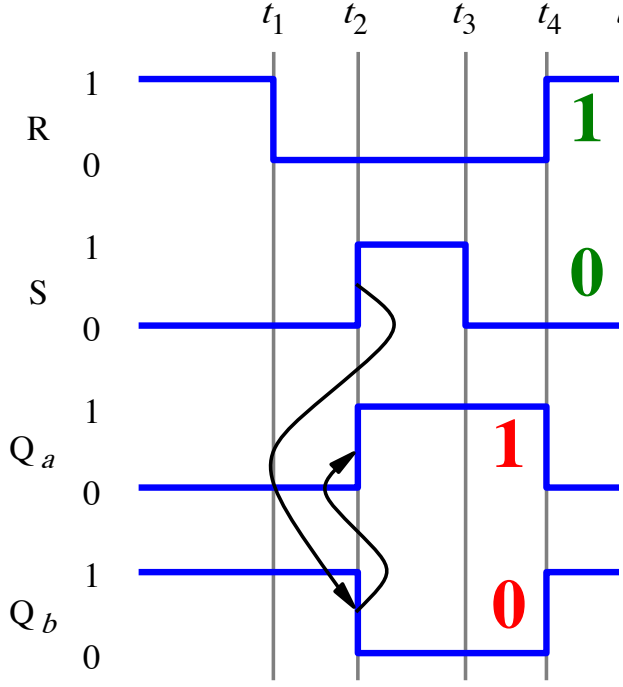
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

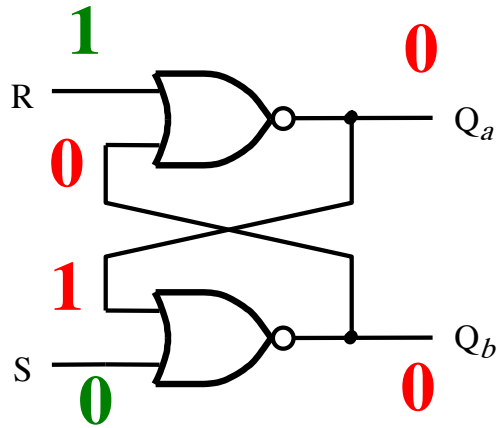
S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table



(c) Timing diagram

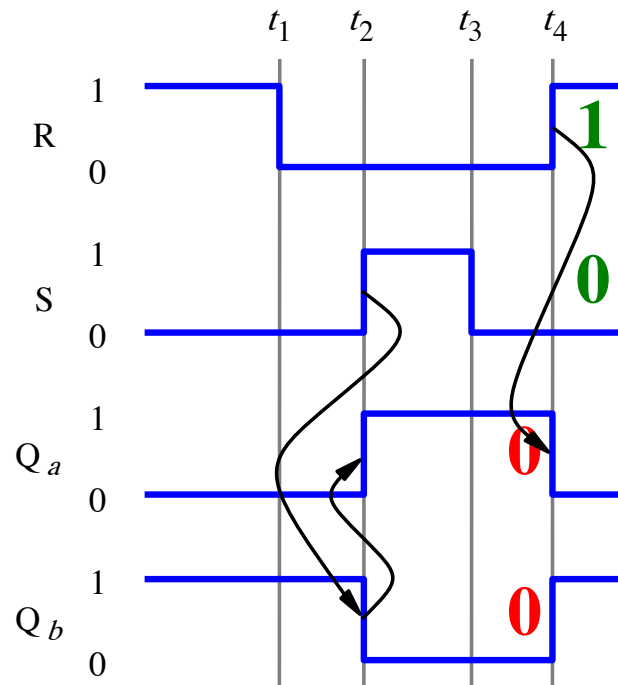
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

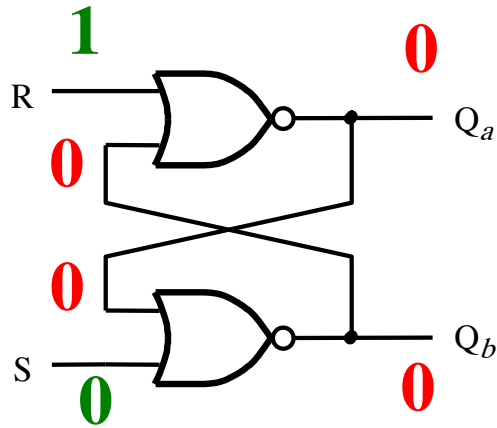
(b) Characteristic table



(c) Timing diagram

For a brief moment the latch goes through the undesirable state $Q_a=0$ and $Q_b=0$.

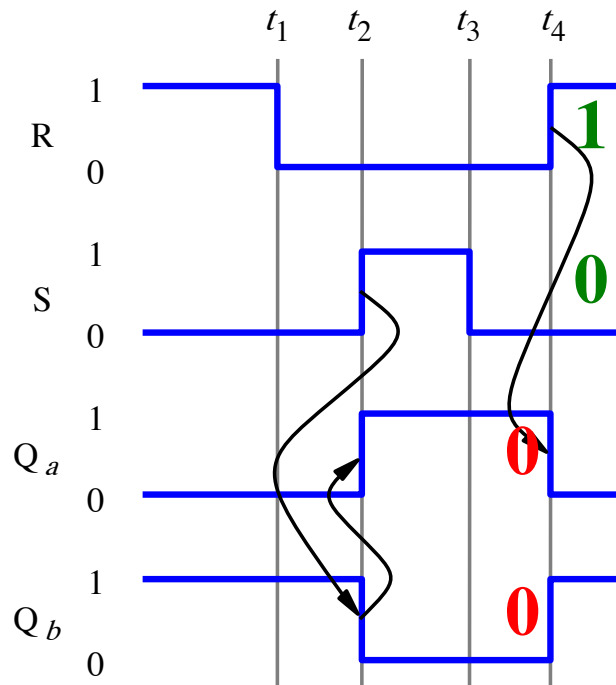
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

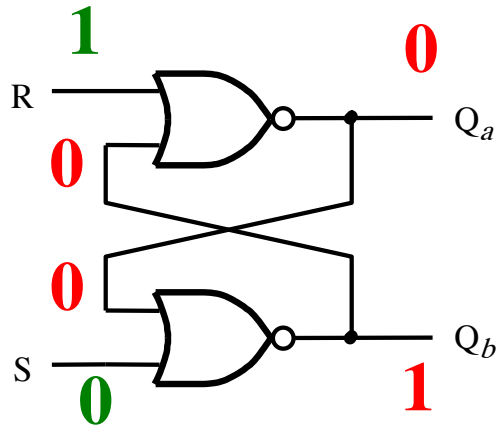
(b) Characteristic table



(c) Timing diagram

But these zeros loop around ...

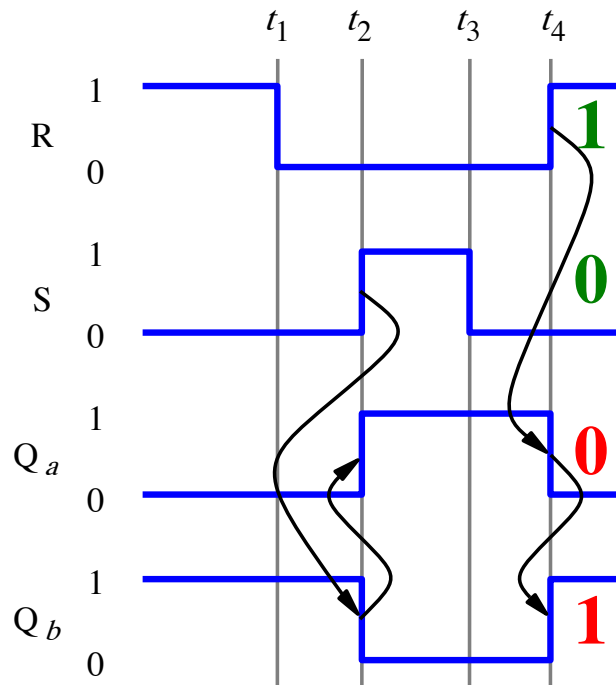
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

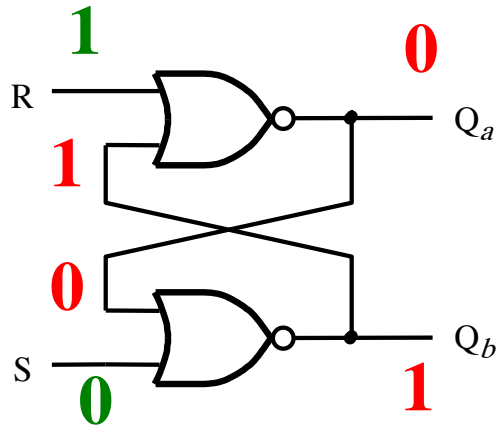
(b) Characteristic table



(c) Timing diagram

... and set it to Q_a=0 and Q_b=1.

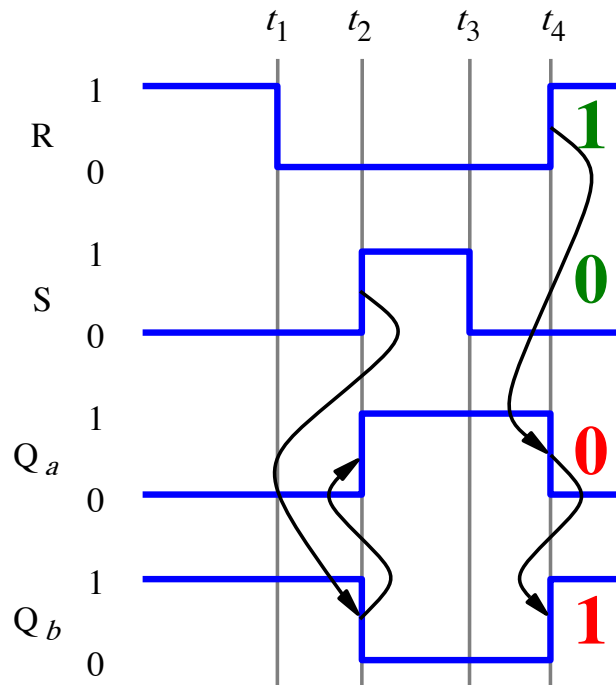
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q _a	Q _b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

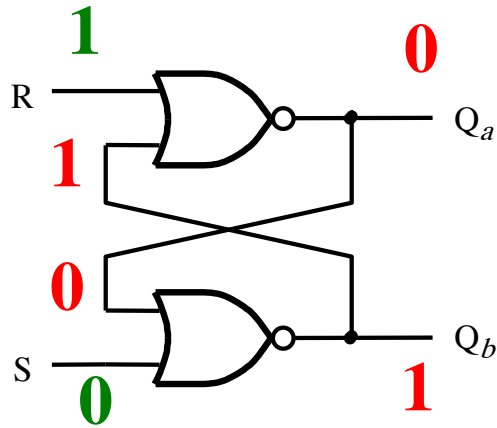
(b) Characteristic table



(c) Timing diagram

The new values also loop around ...

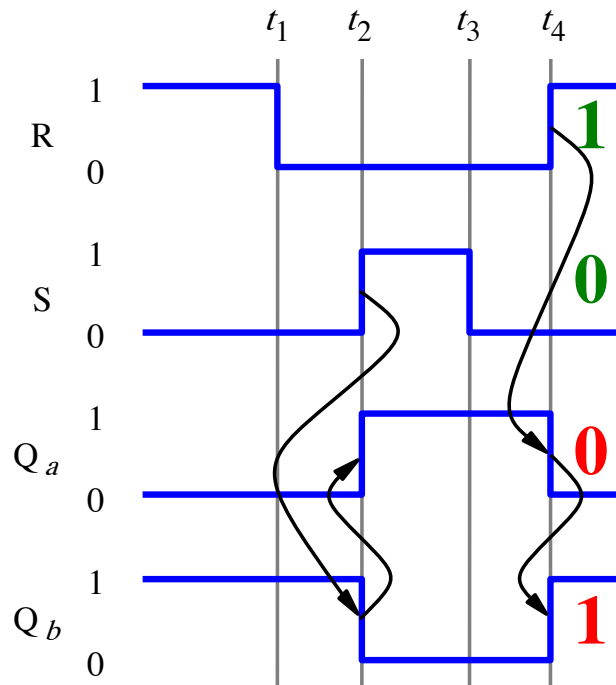
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q_a	Q_b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

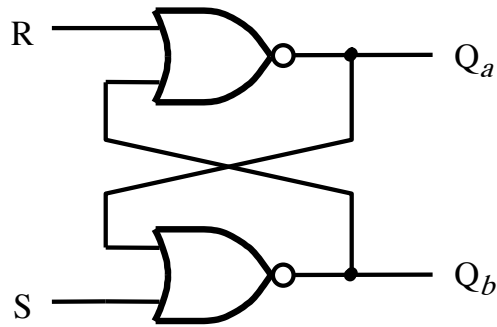
(b) Characteristic table



(c) Timing diagram

... but they leave the outputs the same.

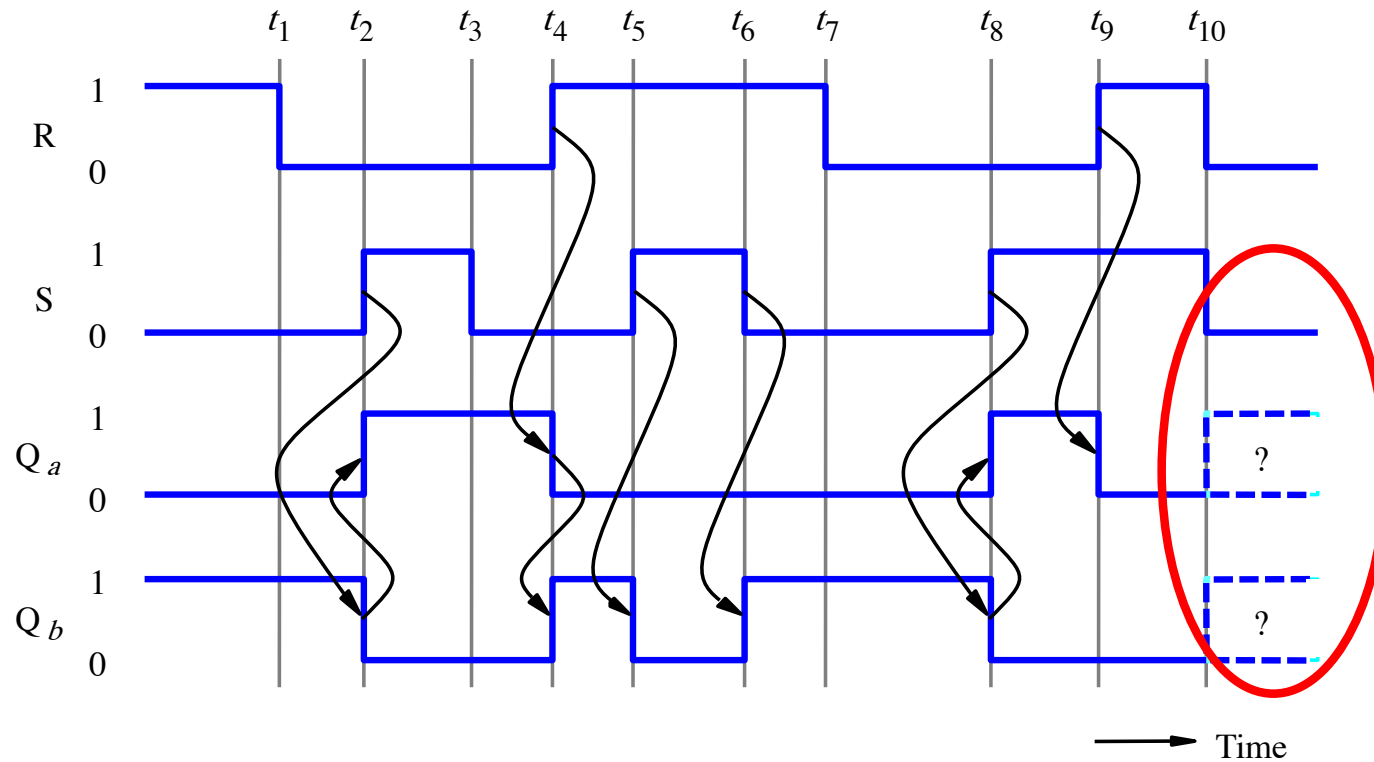
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q_a	Q_b
0	0	0/1	1/0 (no change)
0	1	0	1
1	0	1	0
1	1	0	0

(b) Characteristic table

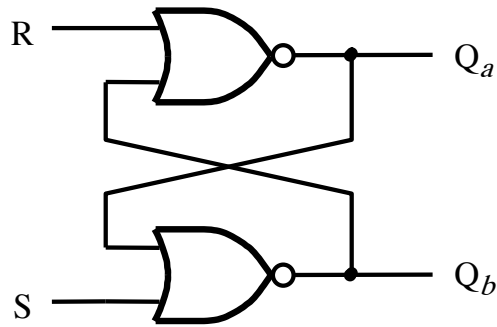


(c) Timing diagram

→ Time

[Figure 5.4 from the textbook]

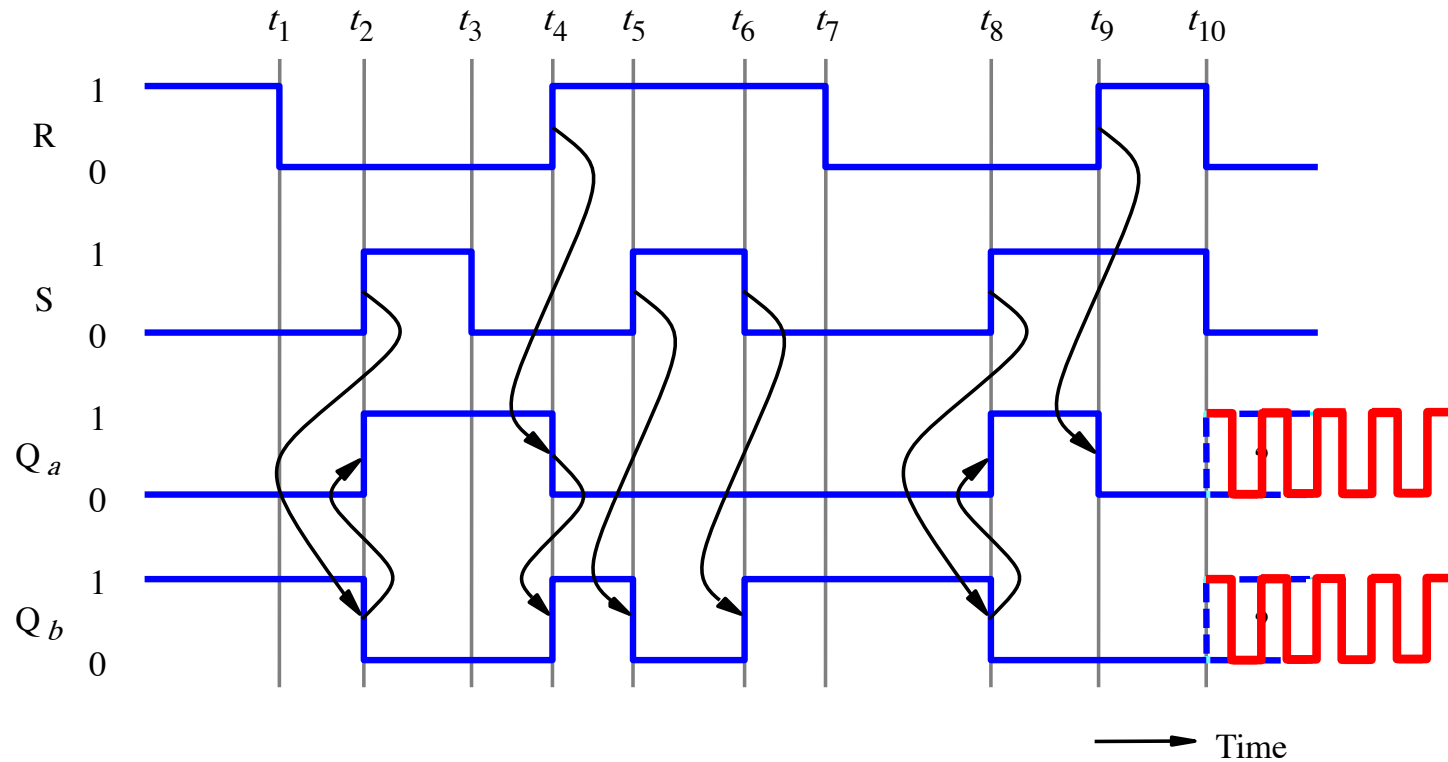
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q_a	Q_b
0	0	0/1	1/0 (no change)
0	1	0	1
1	0	1	0
1	1	0	0

(b) Characteristic table

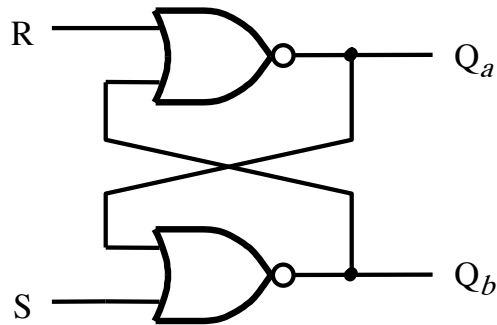


(c) Timing diagram

→ Time

[Figure 5.4 from the textbook]

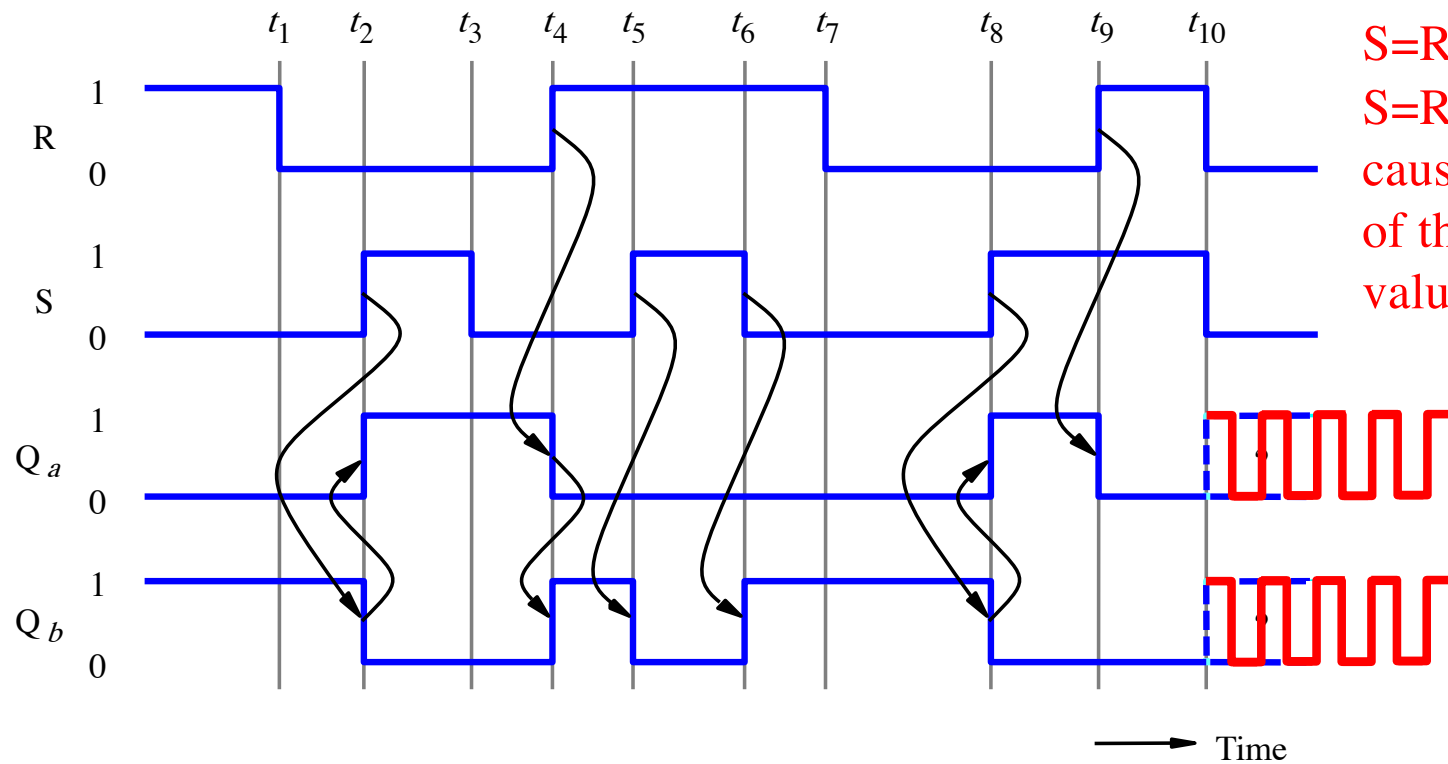
Timing Diagram for the Basic Latch with NOR Gates



(a) Circuit

S	R	Q_a	Q_b
0	0	0/1	1/0 (no change)
0	1	0	1
1	0	1	0
1	1	0	0

(b) Characteristic table



A transition from $S=R=1$ to $S=R=0$ causes oscillations of the two output values Q_a and Q_b .

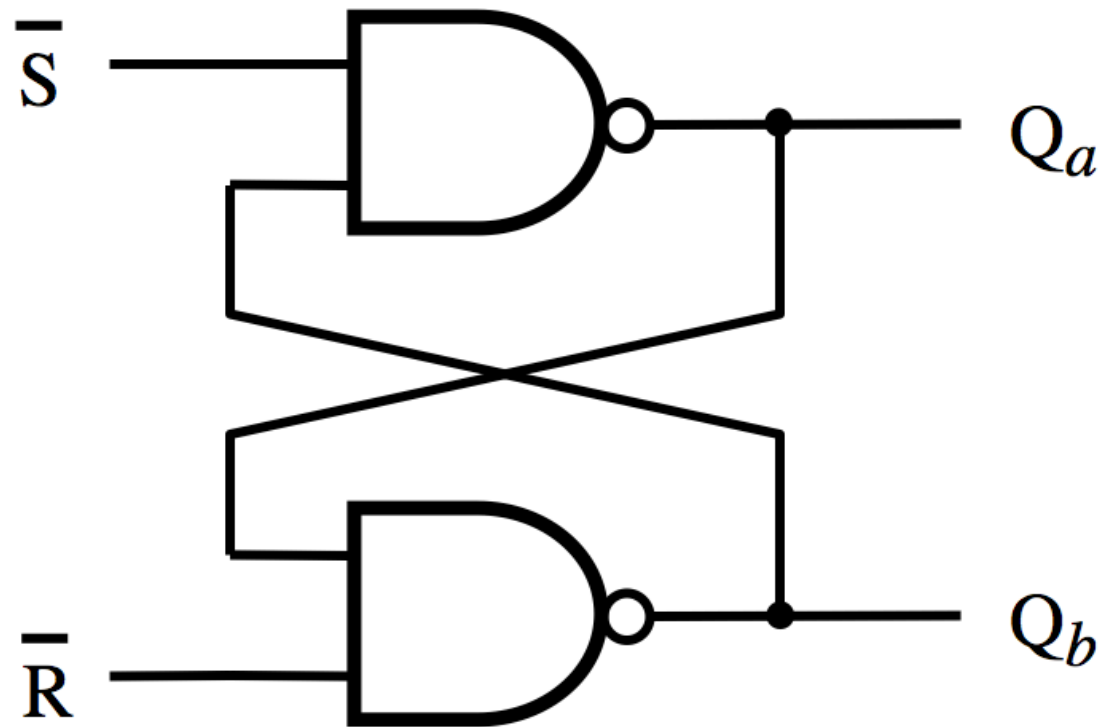
(c) Timing diagram

→ Time

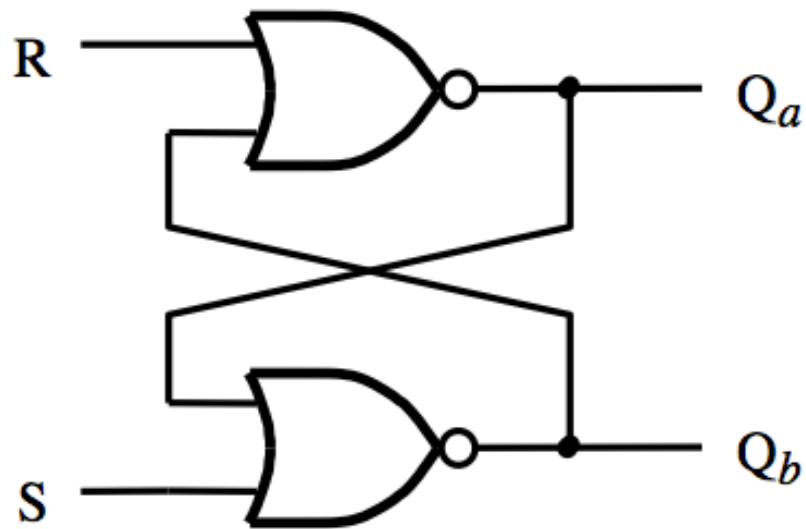
[Figure 5.4 from the textbook]

Basic Latch with NAND Gates

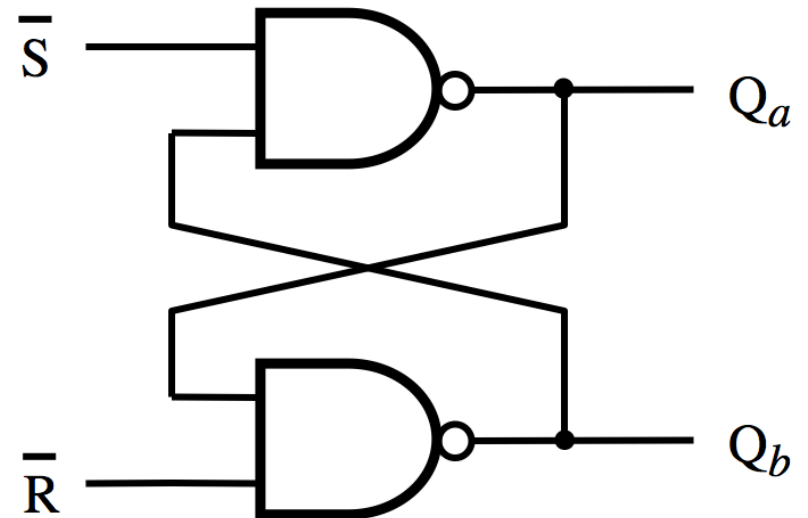
Circuit for the Basic Latch with NAND Gates



Basic Latch (with NOR Gates)



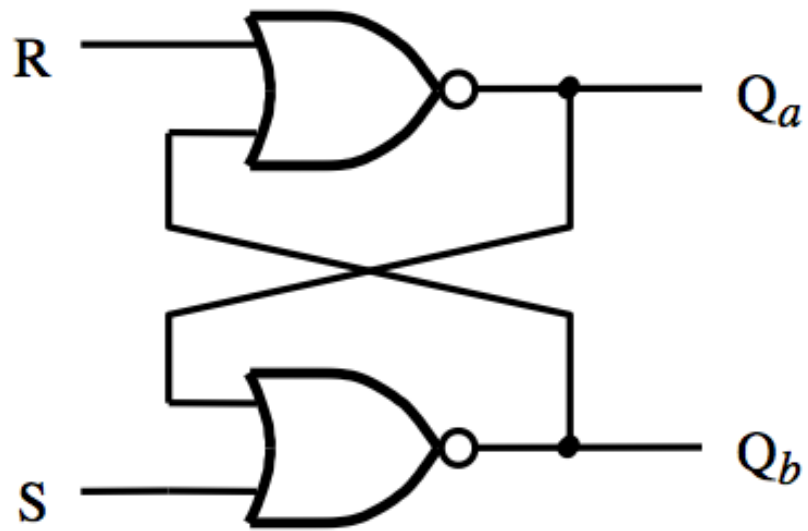
Basic Latch (with NAND Gates)



Notice that in the NAND case the two inputs are swapped and negated.

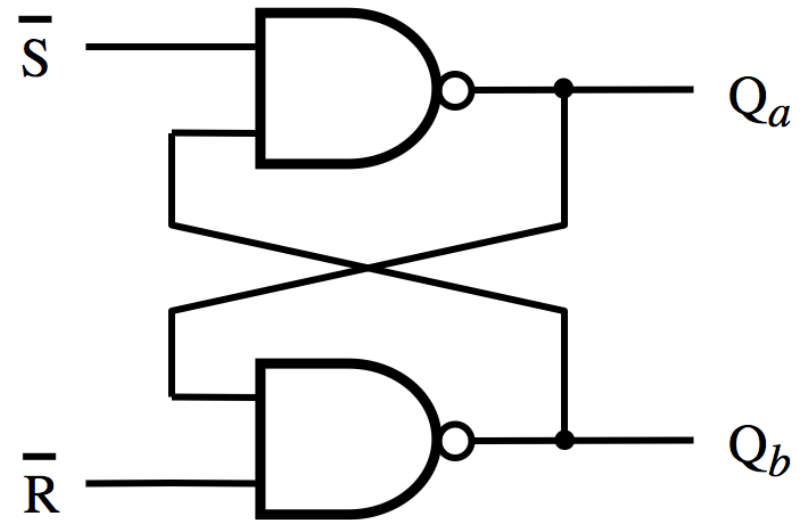
The labels of the outputs are the same in both cases.

Basic Latch (with NOR Gates)



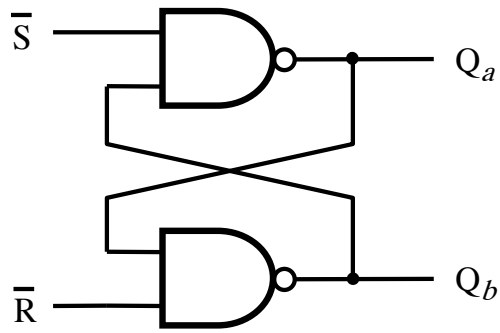
SR Latch

Basic Latch (with NAND Gates)



$\bar{S}\bar{R}$ Latch

Circuit and Characteristic Table



(a) Circuit

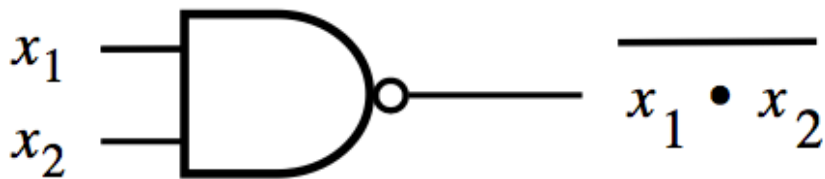
\bar{S}	\bar{R}	Q_a	Q_b
0	0	1	1
0	1	1	0
1	0	0	1
1	1	0/1	1/0 (no change)

(b) Characteristic table (version 1)

S	R	Q_a	Q_b
0	0	0/1	1/0 (no change)
0	1	0	1
1	0	1	0
1	1	1	1

(c) Characteristic table (version 2)

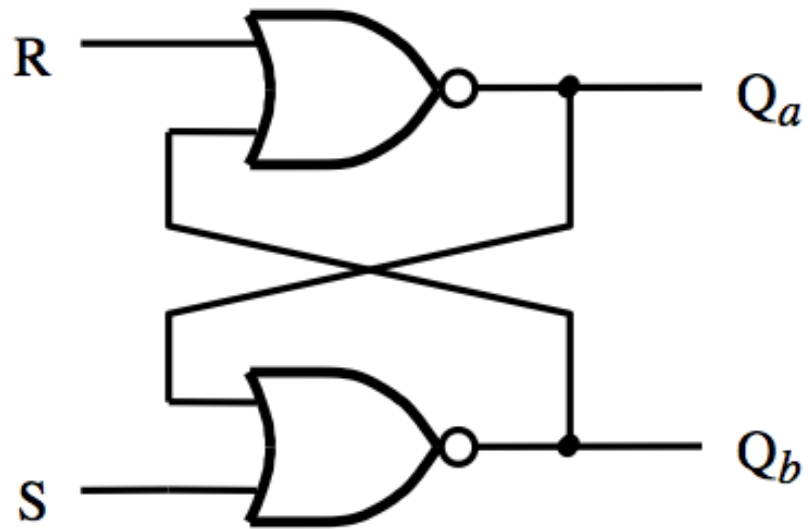
NAND Gate



NAND Gate Truth table

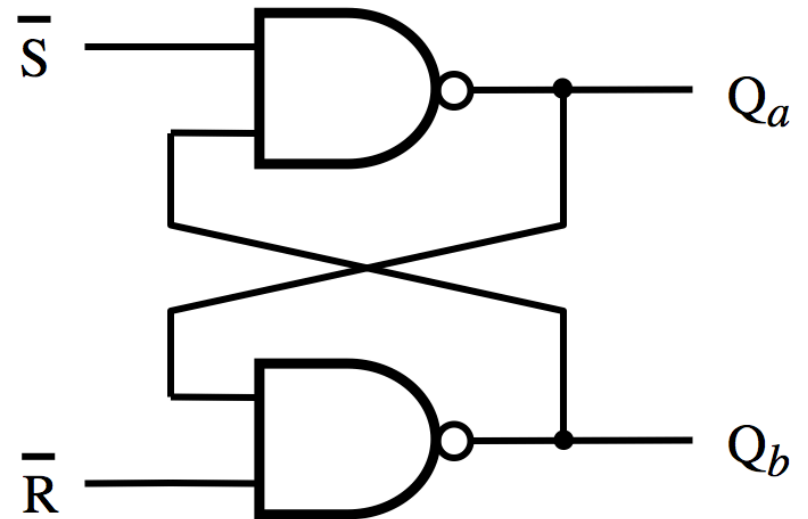
x_1	x_2	f
0	0	1
0	1	1
1	0	1
1	1	0

Basic Latch (with NOR Gates)



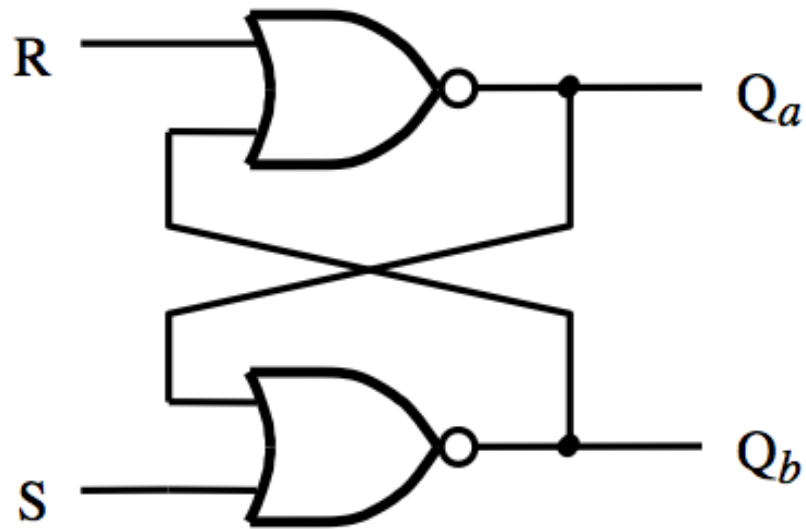
S	R	Q_a	Q_b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

Basic Latch (with NAND Gates)



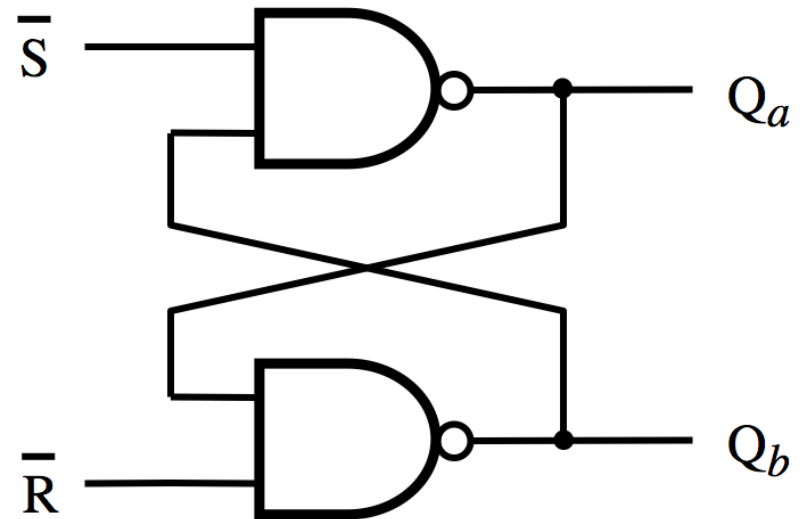
S	R	Q_a	Q_b	
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	1	1	

Basic Latch (with NOR Gates)



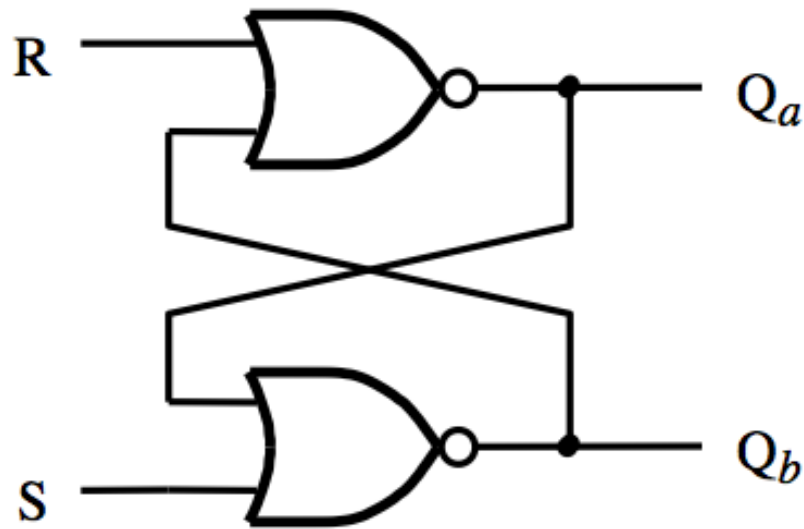
S	R	Q_a	Q_b	
0	0	0/1	1/0	(no change) Latch
0	1	0	1	Reset
1	0	1	0	Set
1	1	0	0	Undesirable

Basic Latch (with NAND Gates)



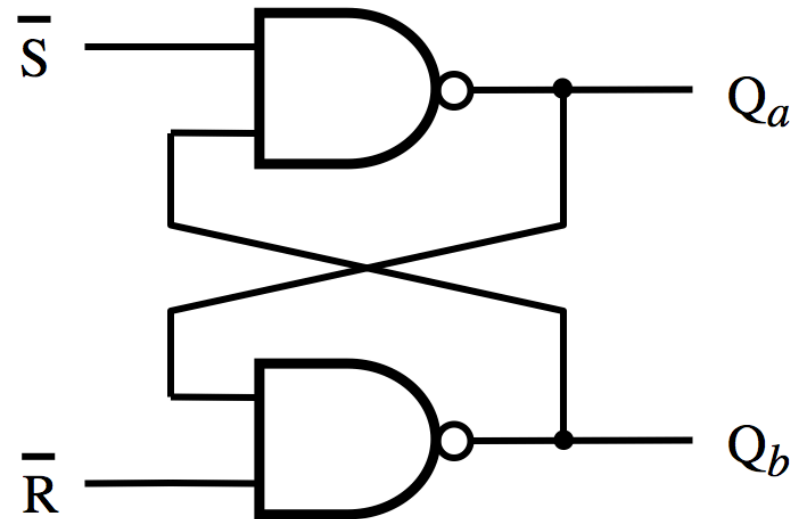
S	R	Q_a	Q_b	
0	0	0/1	1/0	(no change) Latch
0	1	0	1	Reset
1	0	1	0	Set
1	1	1	1	Undesirable

Basic Latch (with NOR Gates)



S	R	Q_a	Q_b	
0	0	0/1	1/0	(no change) Latch
0	1	0	1	Reset
1	0	1	0	Set
1	1	0	0	Undesirable

Basic Latch (with NAND Gates)



S	R	Q_a	Q_b	
0	0	0/1	1/0	(no change) Latch
0	1	0	1	Reset
1	0	1	0	Set
1	1	1	1	Undesirable

The two characteristic tables are the same
(except for the last row, which is the undesirable configuration).

Oscillations and Undesirable States

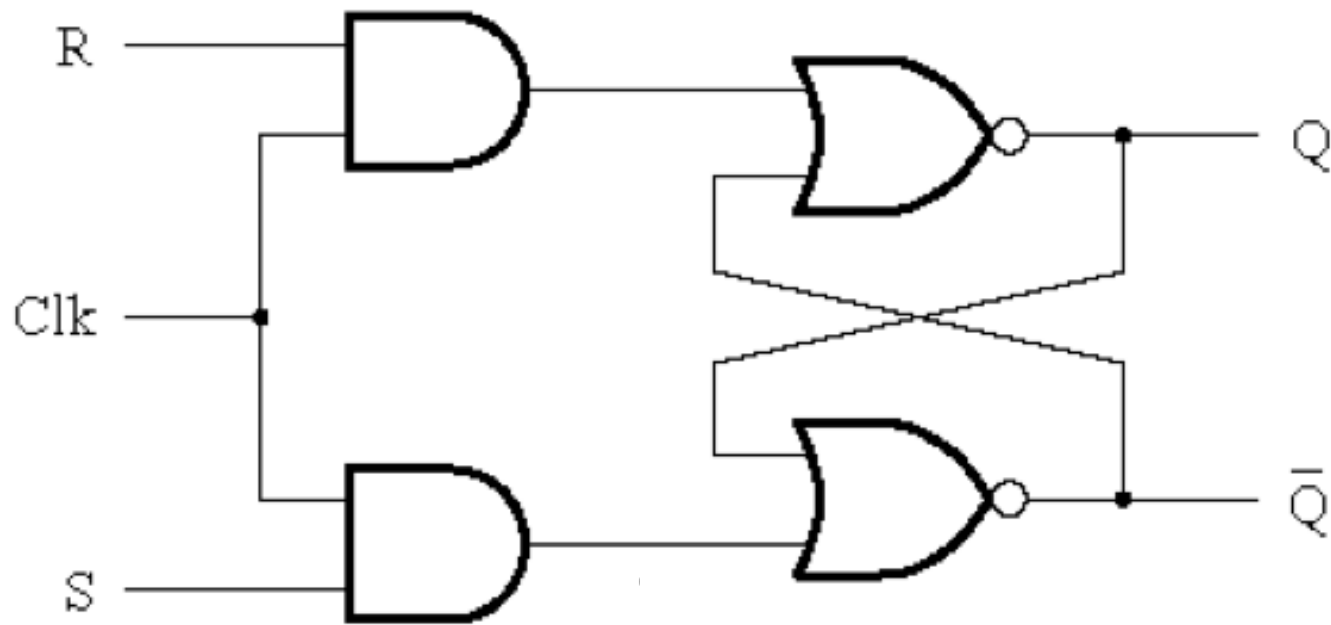
- **The basic latch with NAND gates also suffers from oscillation problems, similar to the basic latch implemented with NOR gates.**
- **Try to do this analysis on your own.**

Gated SR Latch

Motivation

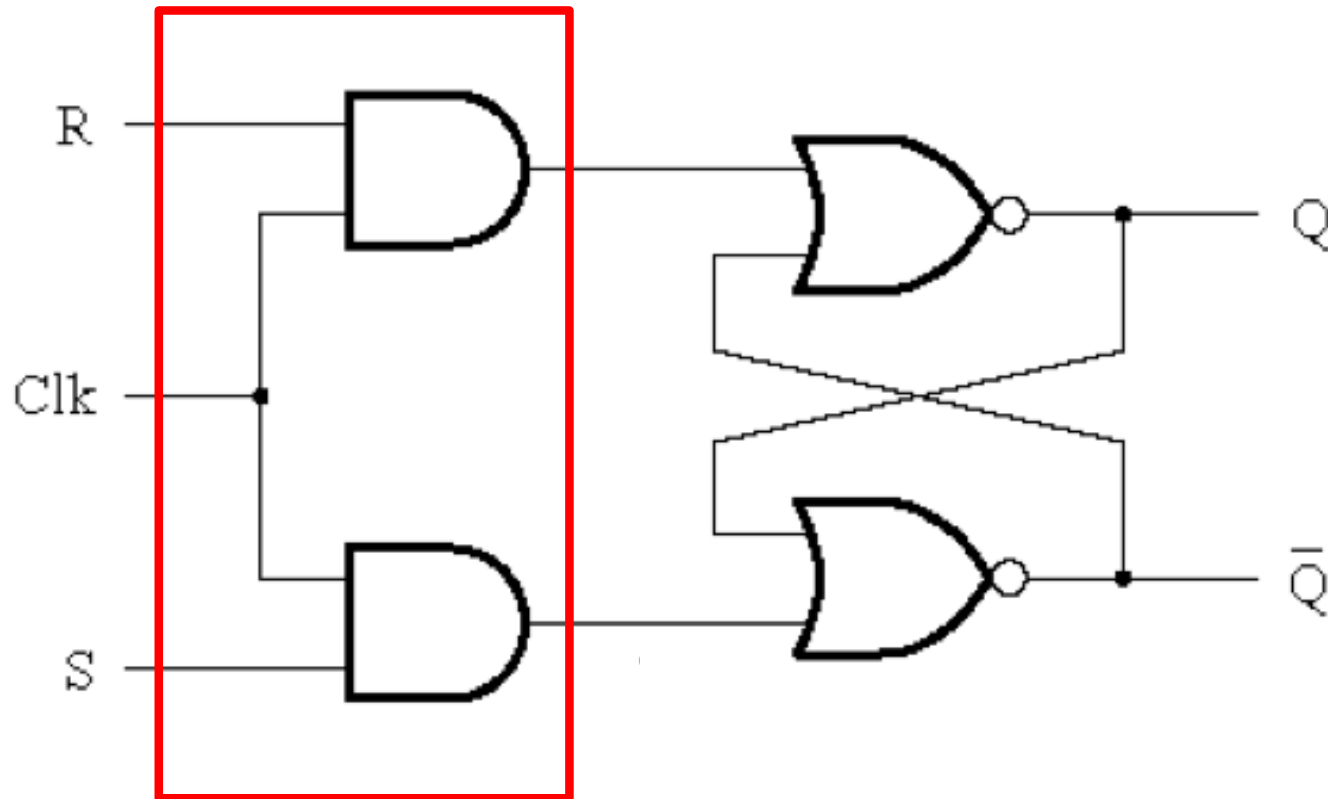
- **The basic latch changes its state when the input signals change**
- **It is hard to control when these input signals will change and thus it is hard to know when the latch may change its state.**
- **We want to have something like an Enable input.**
- **In this case it is called the “Clock” input because it is desirable for the state changes to be synchronized.**

Circuit Diagram for the Gated SR Latch



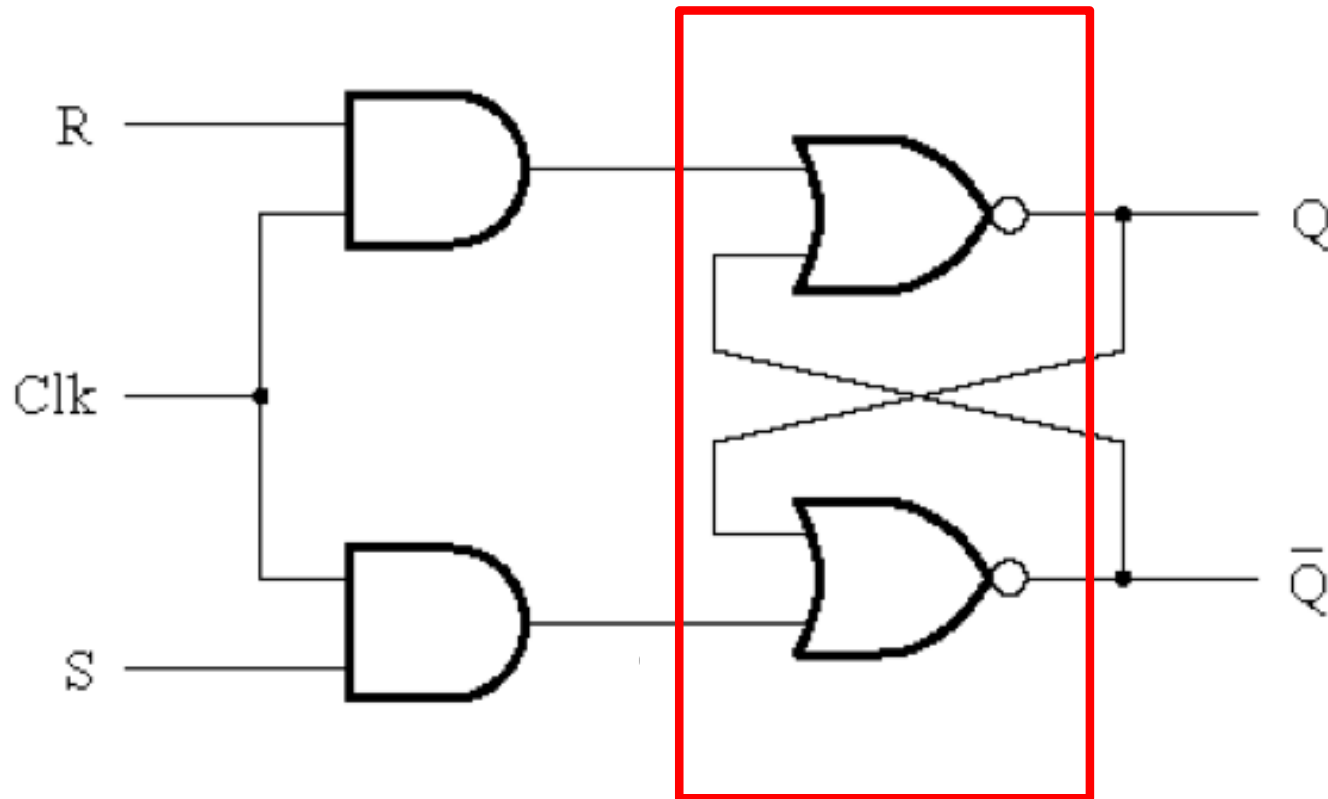
[Figure 5.5a from the textbook]

Circuit Diagram for the Gated SR Latch



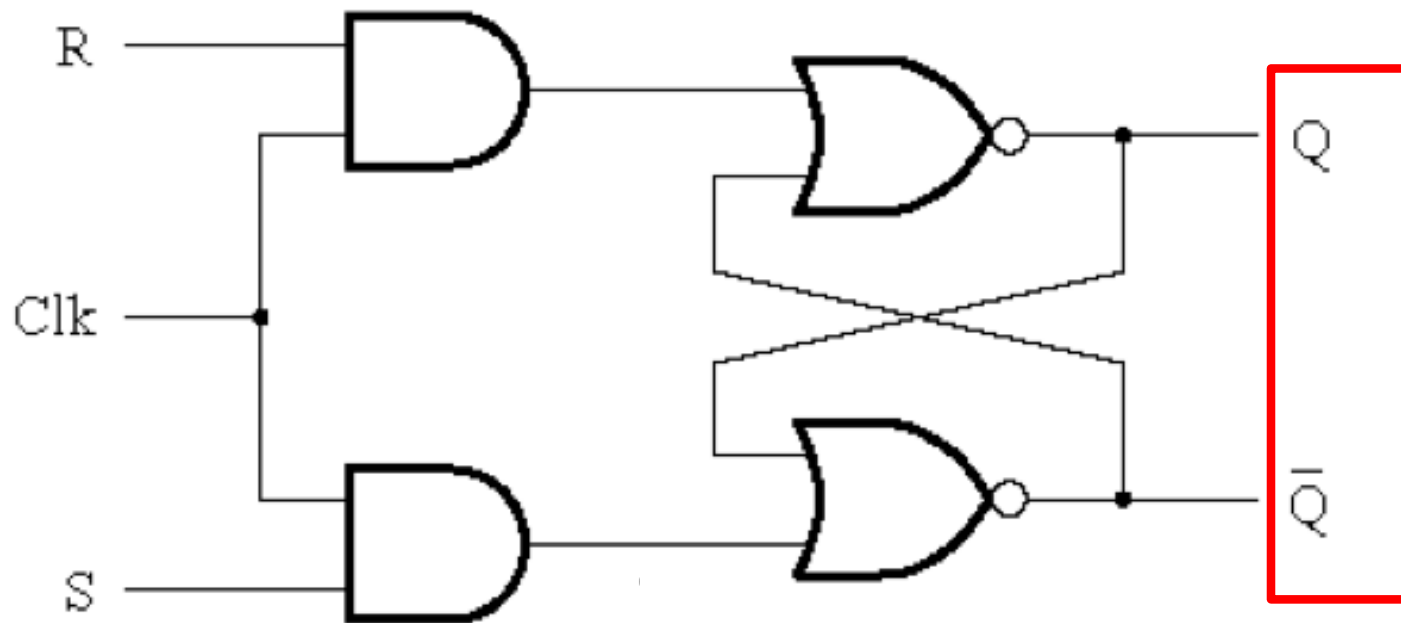
This is the “gate”
of the gated latch

Circuit Diagram for the Gated SR Latch



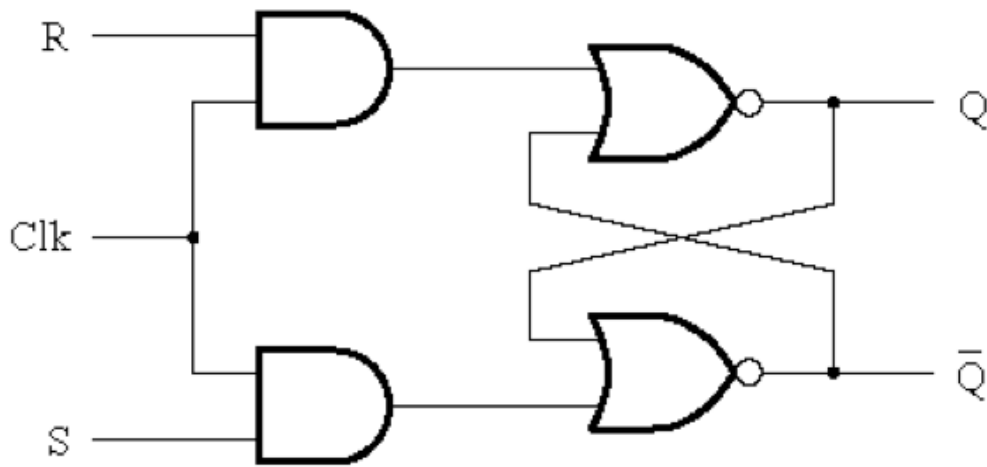
This is the “snake”
of the gated latch

Circuit Diagram for the Gated SR Latch



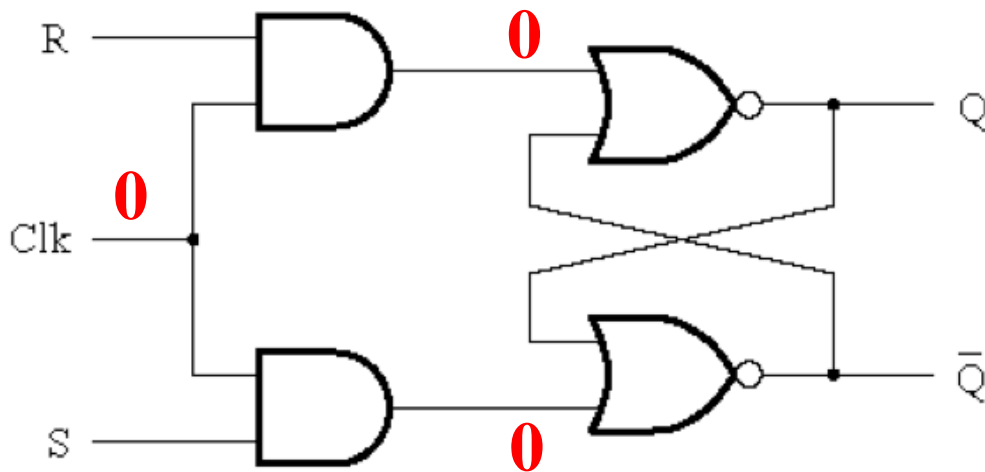
The outputs are complements of each other

Circuit Diagram and Characteristic Table for the Gated SR Latch



Clk	S	R	$Q(t + 1)$
0	x	x	$Q(t)$ (no change)
1	0	0	$Q(t)$ (no change)
1	0	1	0
1	1	0	1
1	1	1	x

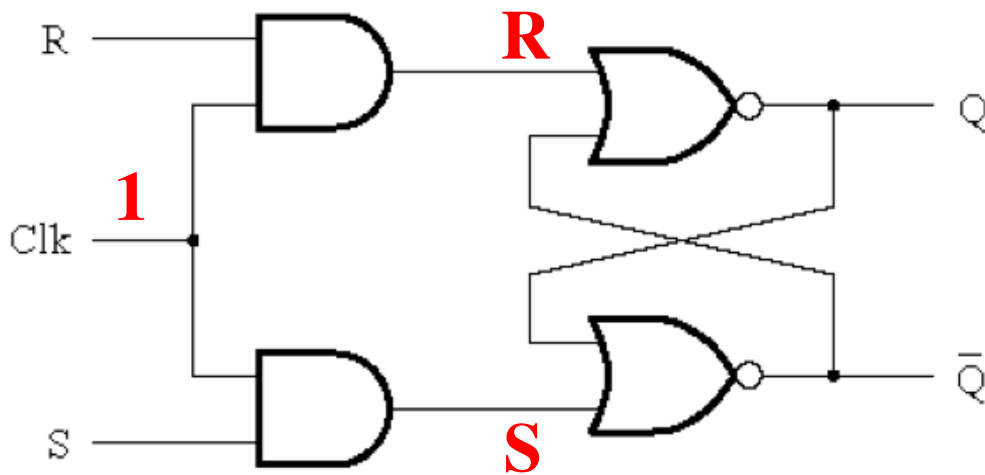
Circuit Diagram and Characteristic Table for the Gated SR Latch



Clk	S	R	$Q(t + 1)$
0	x	x	$Q(t)$ (no change)
1	0	0	$Q(t)$ (no change)
1	0	1	0
1	1	0	1
1	1	1	x

When $Clk = 0$ this circuit holds the previous output values, regardless of the current inputs S and R because S' and R' are 0.

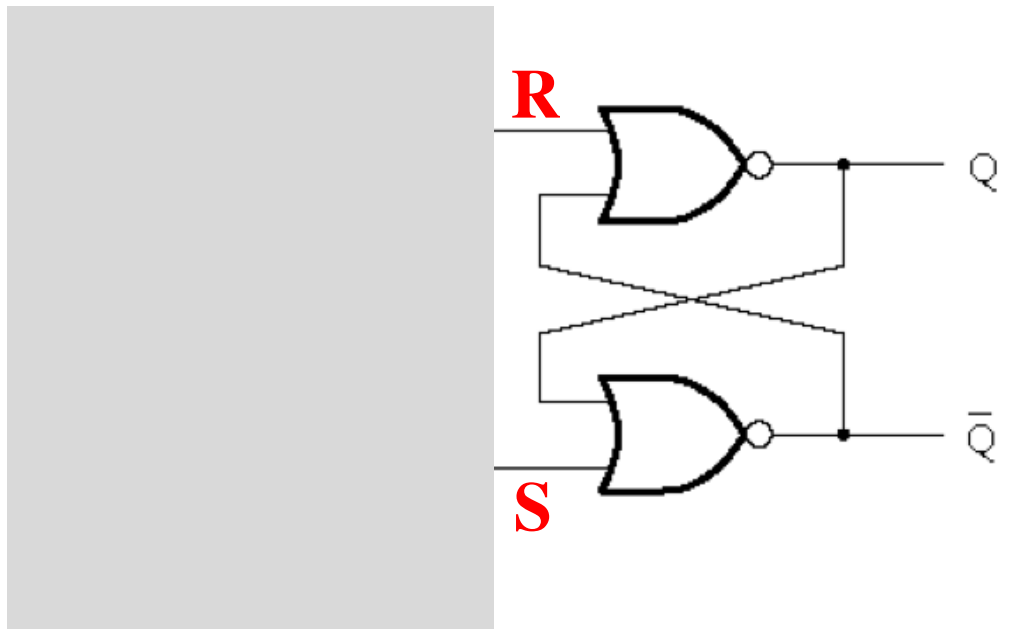
Circuit Diagram and Characteristic Table for the Gated SR Latch



Clk	S	R	$Q(t + 1)$
0	x	x	$Q(t)$ (no change)
1	0	0	$Q(t)$ (no change)
1	0	1	0
1	1	0	1
1	1	1	x

When $Clk = 1$ this circuit behaves like a basic latch.

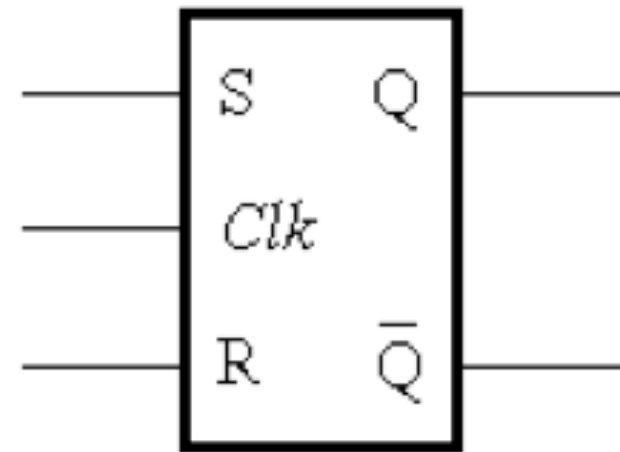
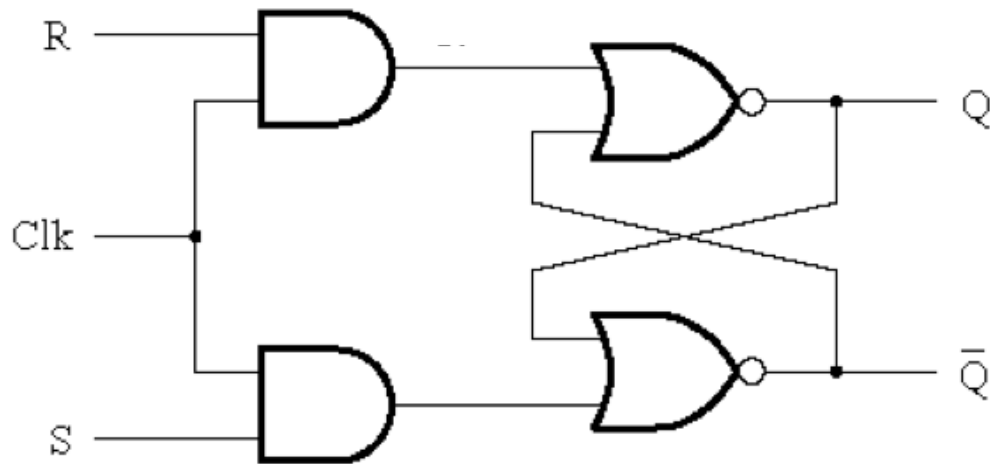
Circuit Diagram and Characteristic Table for the Gated SR Latch



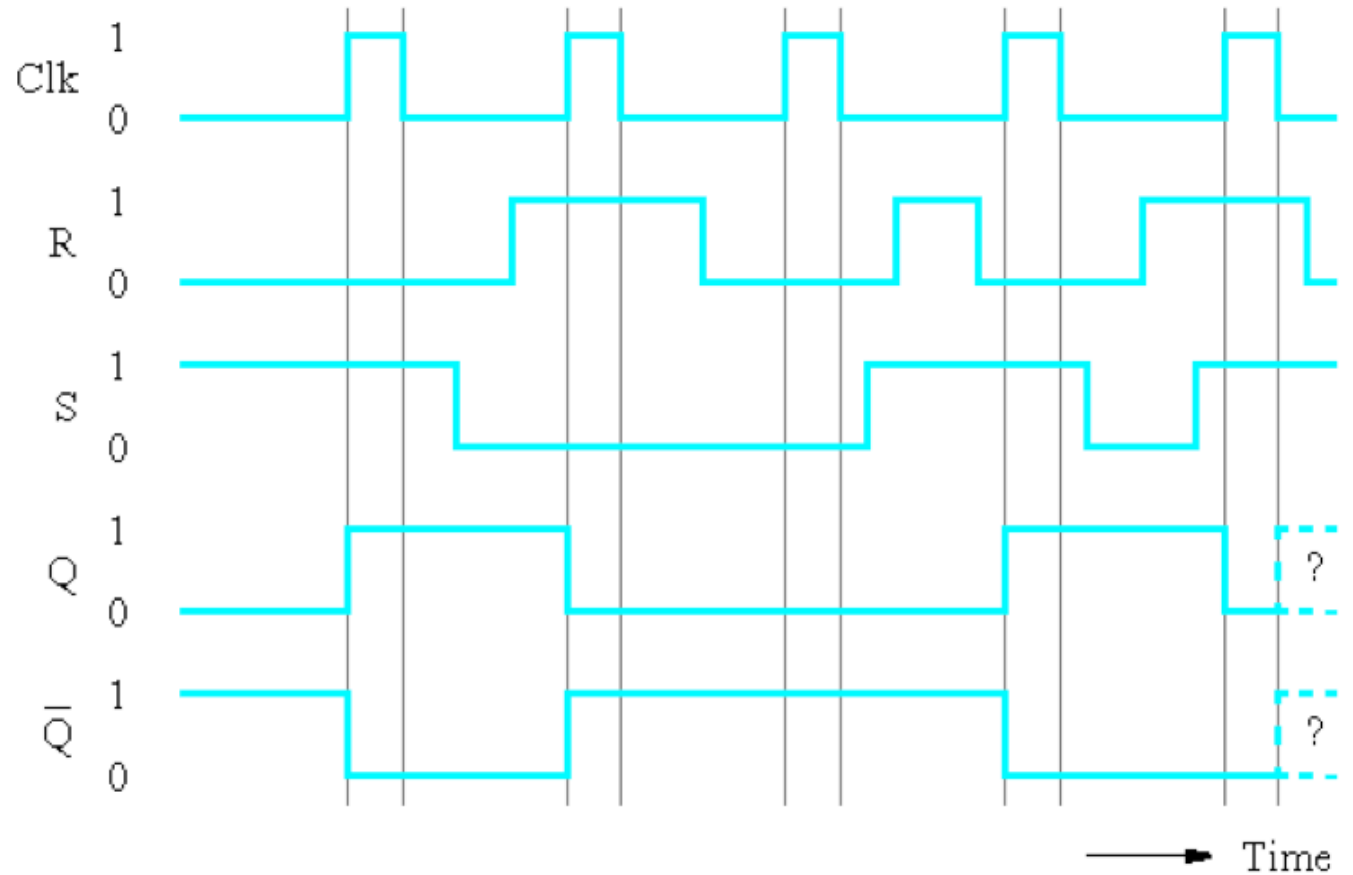
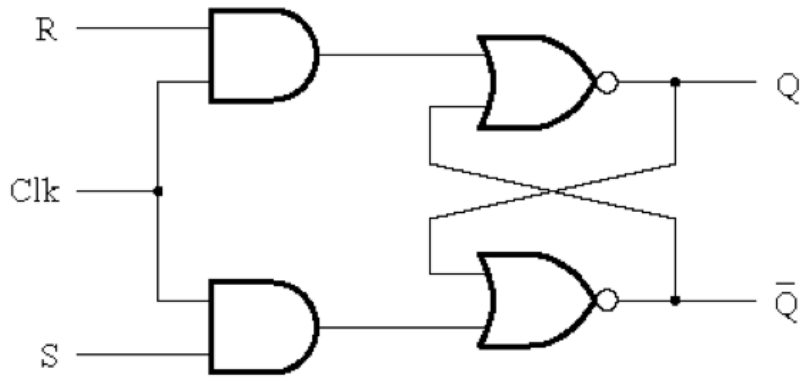
Clk	S	R	$Q(t + 1)$
0	x	x	$Q(t)$ (no change)
1	0	0	$Q(t)$ (no change)
1	0	1	0
1	1	0	1
1	1	1	x

When $\text{Clk} = 1$ this circuit behaves like a basic latch.
As if this part in gray were not even there.

Circuit Diagram and Graphical Symbol for the Gated SR Latch

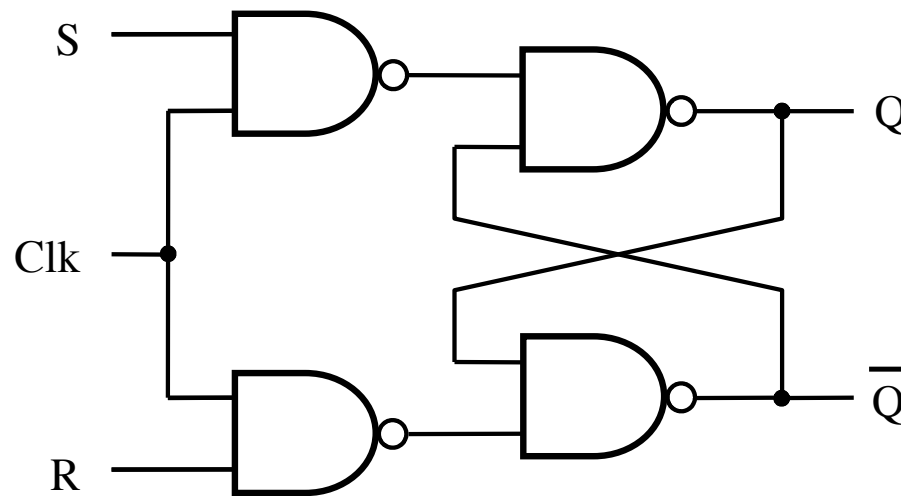


Timing Diagram for the Gated SR Latch

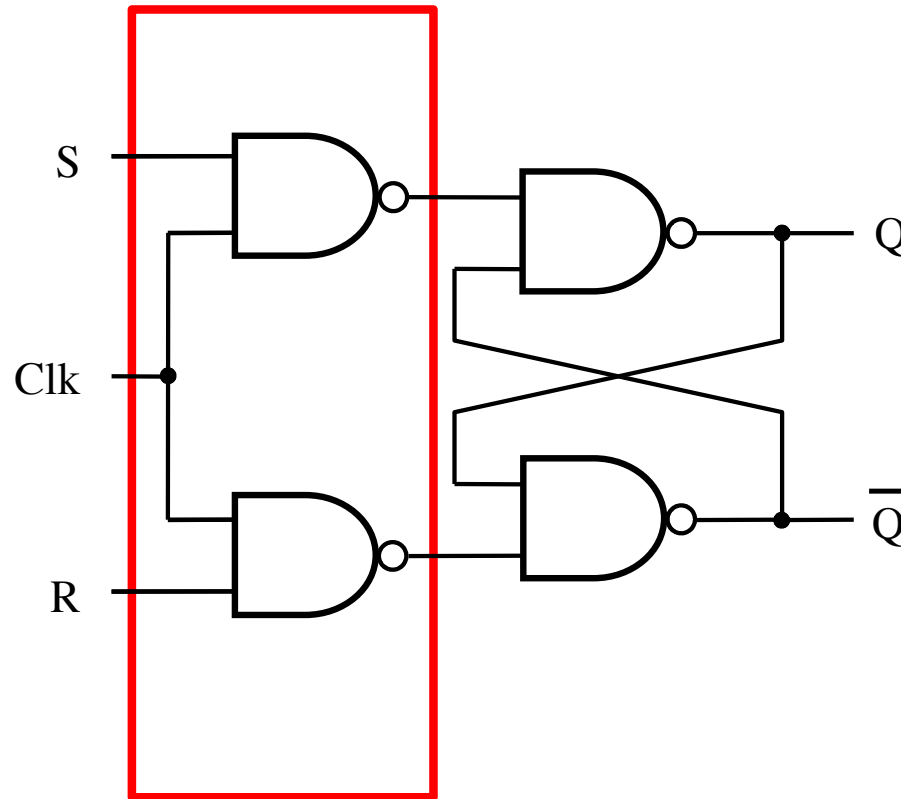


[Figure 5.5c from the textbook]

Gated SR latch with NAND gates

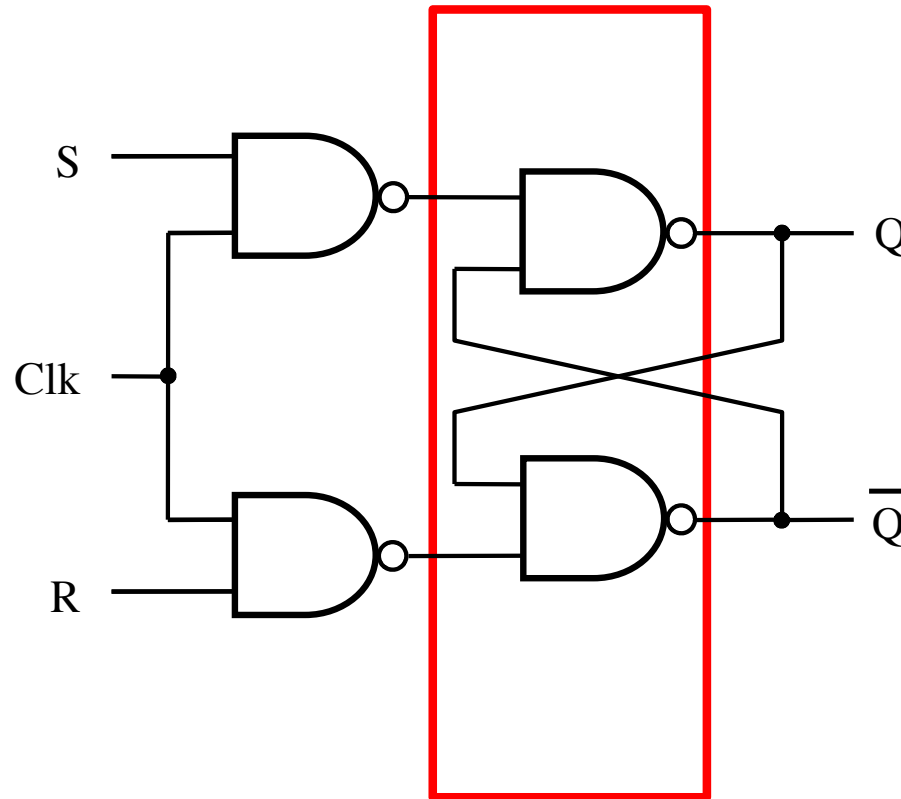


Gated SR latch with NAND gates



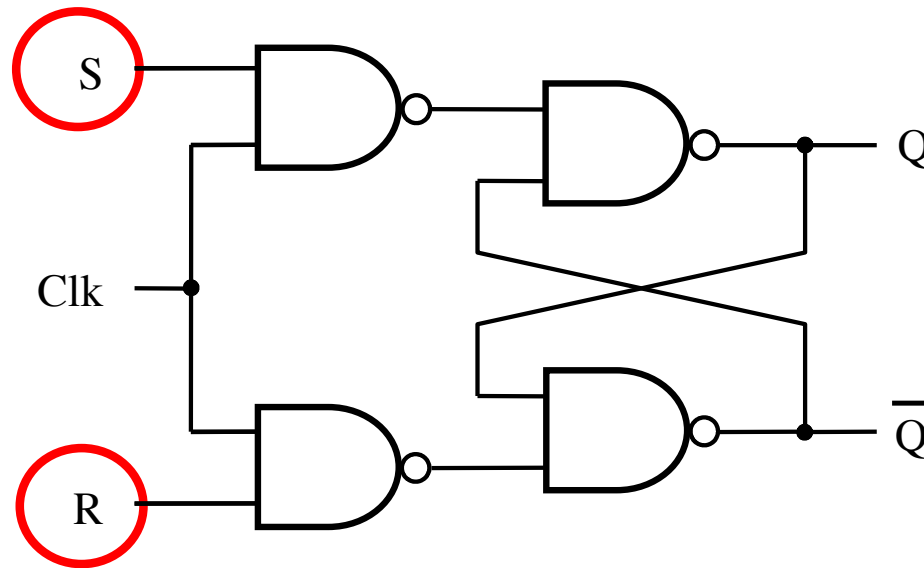
In this case, the “gate” is constructed using NAND gates! Not AND gates.

Gated SR latch with NAND gates



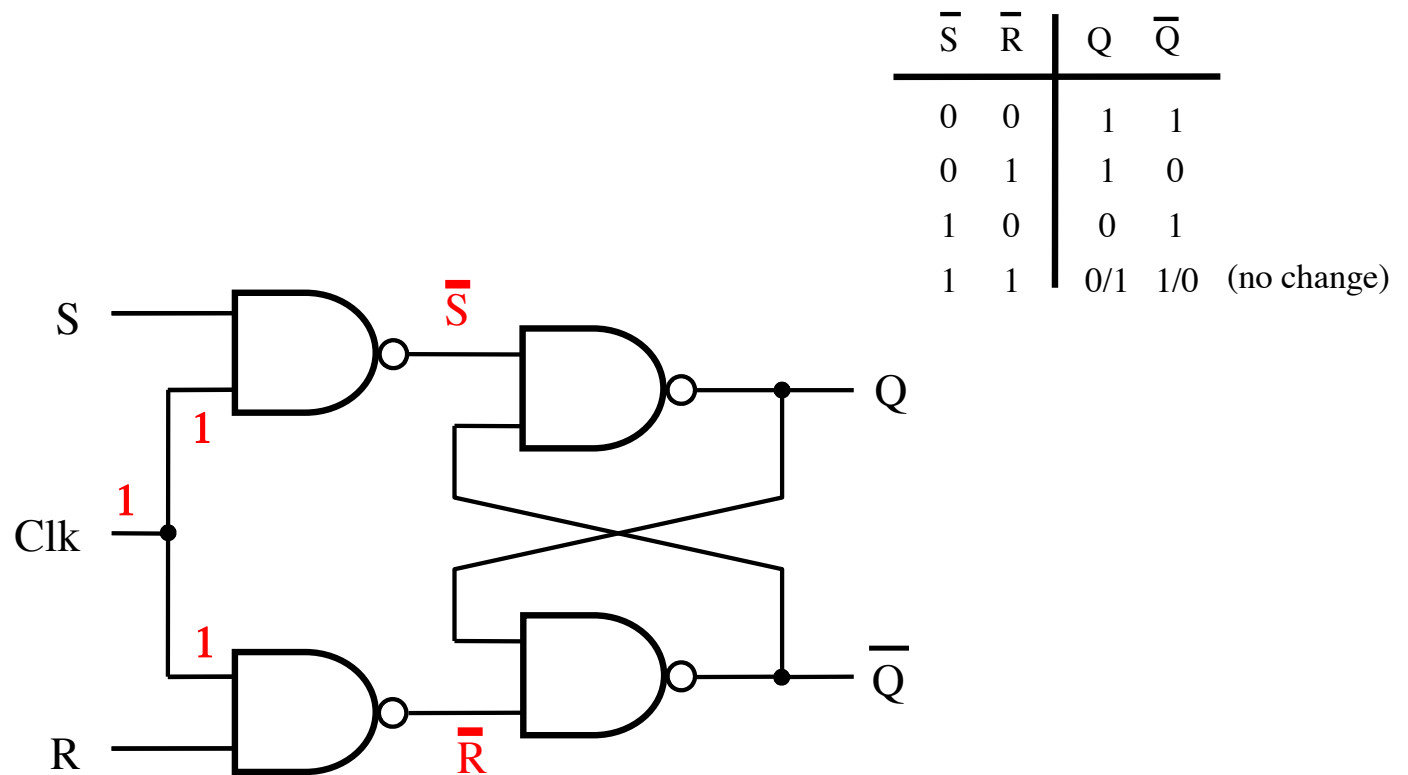
The “snake” is also constructed with NANDs.

Gated SR latch with NAND gates



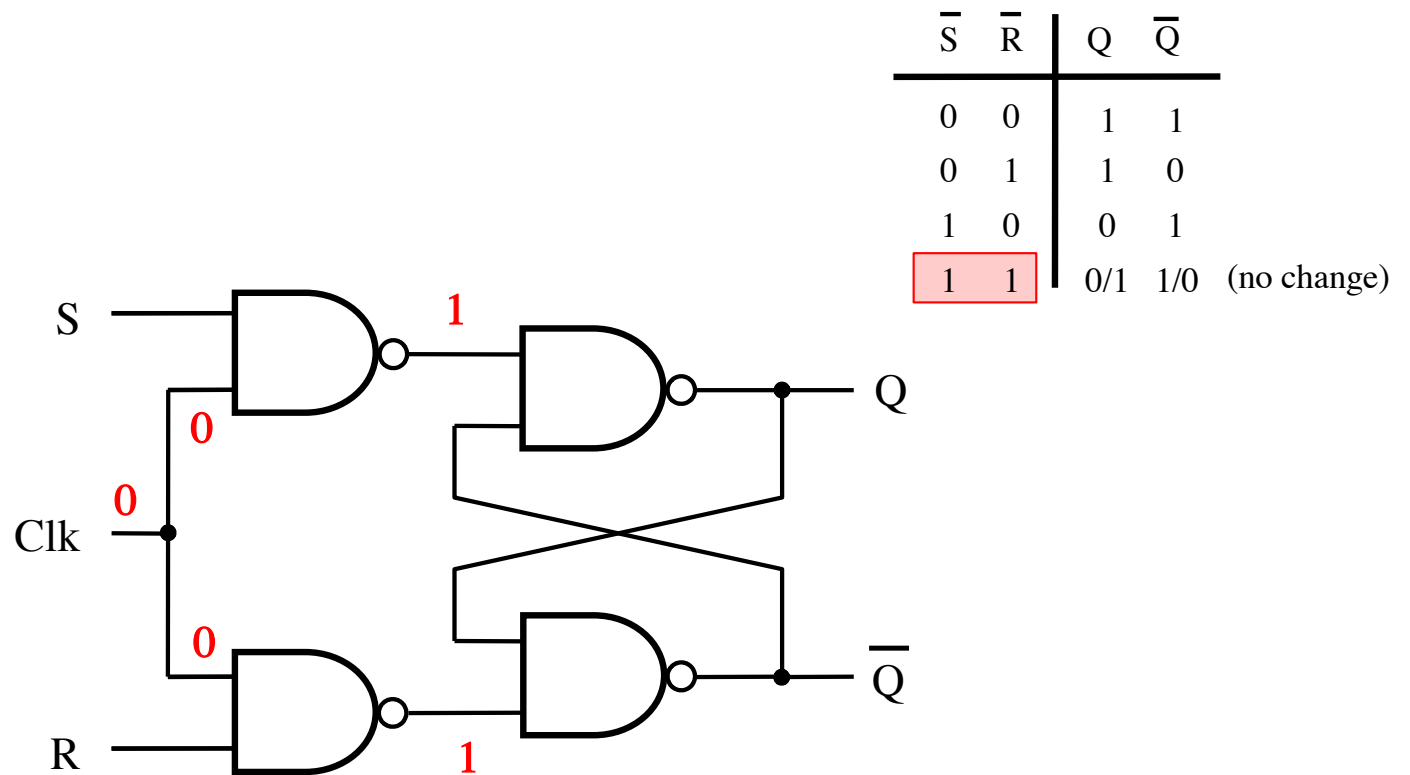
Also, notice that the positions of S and R are now swapped.

Gated SR latch with NAND gates



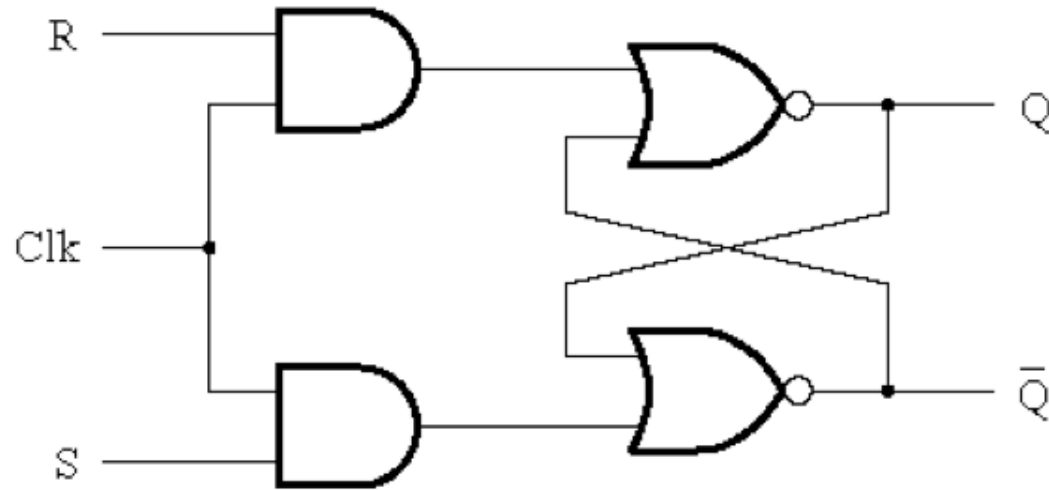
Notice that when $\text{Clk}=1$ this turns into the basic latch with NAND gates, i.e., the $\bar{S}\bar{R}$ Latch.

Gated SR latch with NAND gates

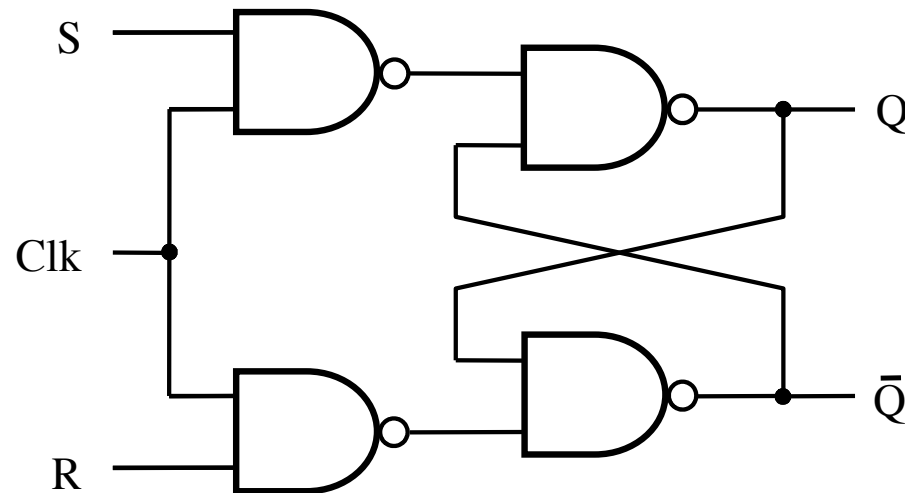


When Clk=0 this circuit holds the previous output values.

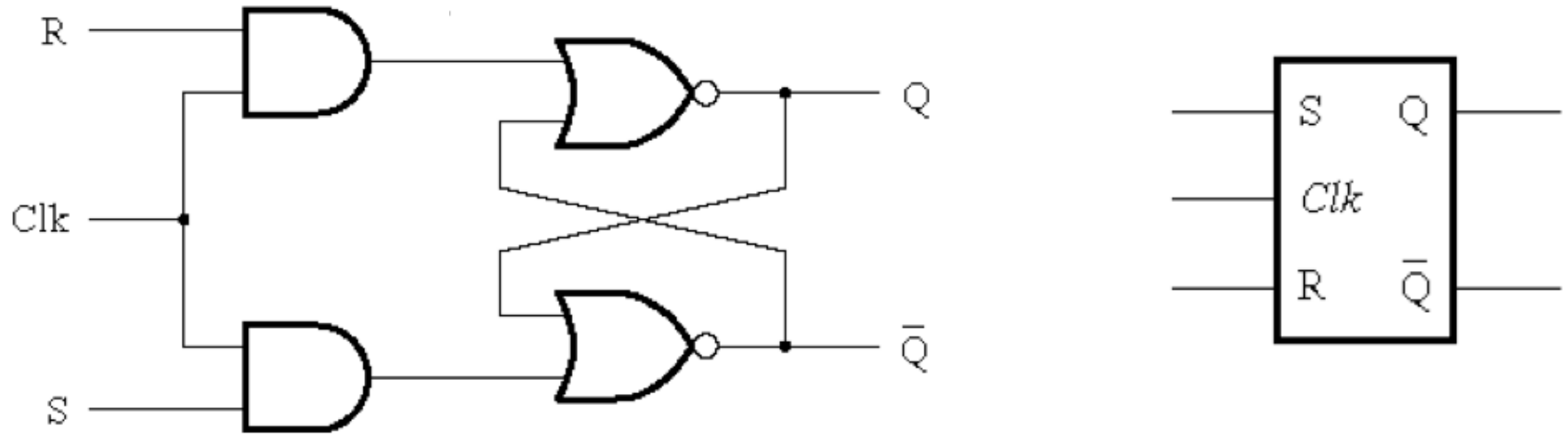
Gated SR latch with NOR gates



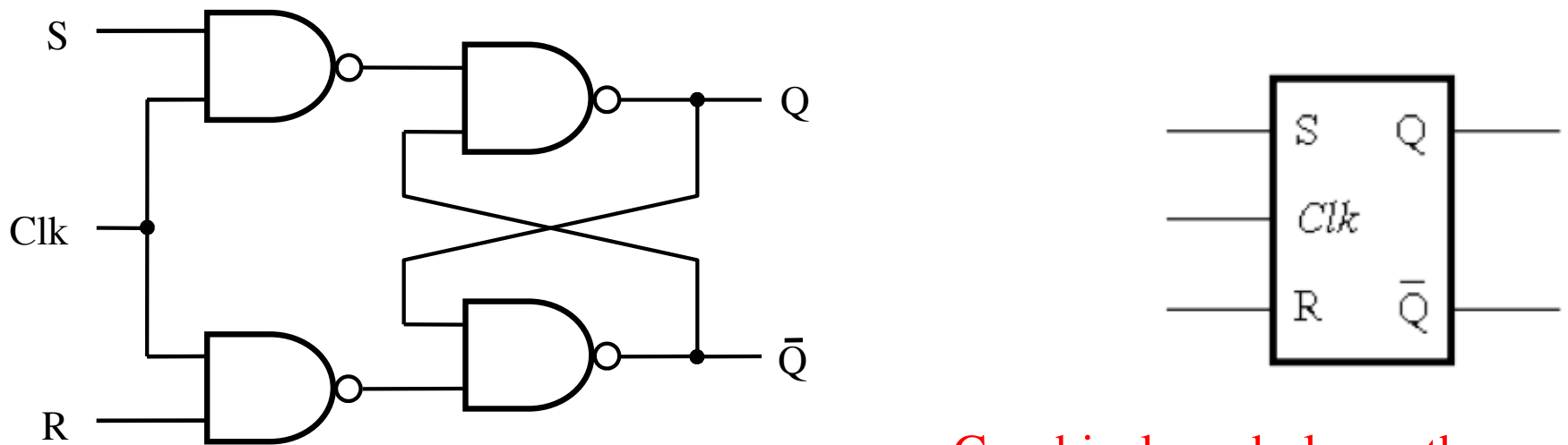
Gated SR latch with NAND gates



Gated SR latch with NOR gates

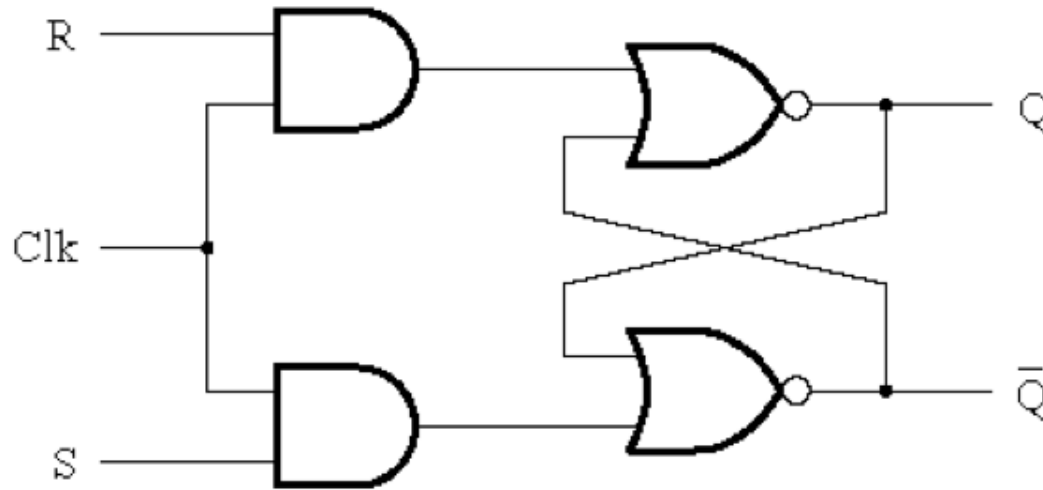


Gated SR latch with NAND gates



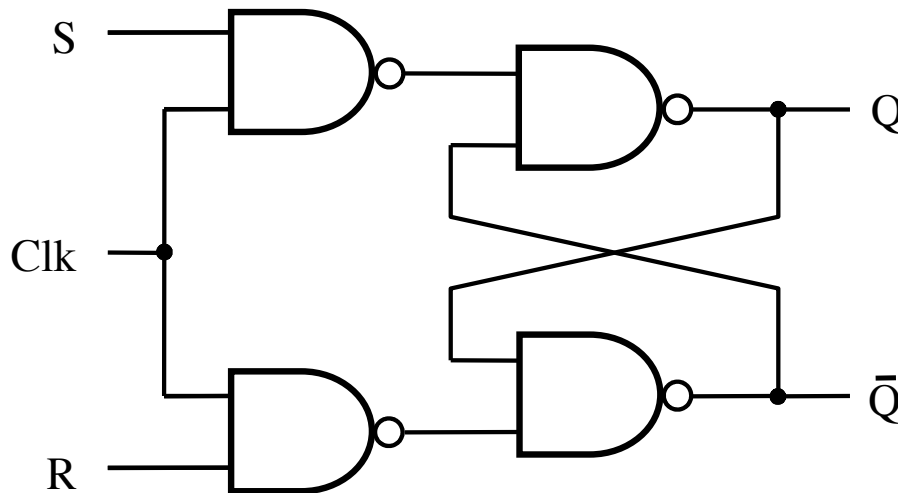
Graphical symbols are the same

Gated SR latch with NOR gates



Clk	S	R	$Q(t+1)$
0	x	x	$Q(t)$ (no change)
1	0	0	$Q(t)$ (no change)
1	0	1	0
1	1	0	1
1	1	1	x (undesirable)

Gated SR latch with NAND gates



Clk	S	R	$Q(t+1)$
0	x	x	$Q(t)$ (no change)
1	0	0	$Q(t)$ (no change)
1	0	1	0
1	1	0	1
1	1	1	x (undesirable)

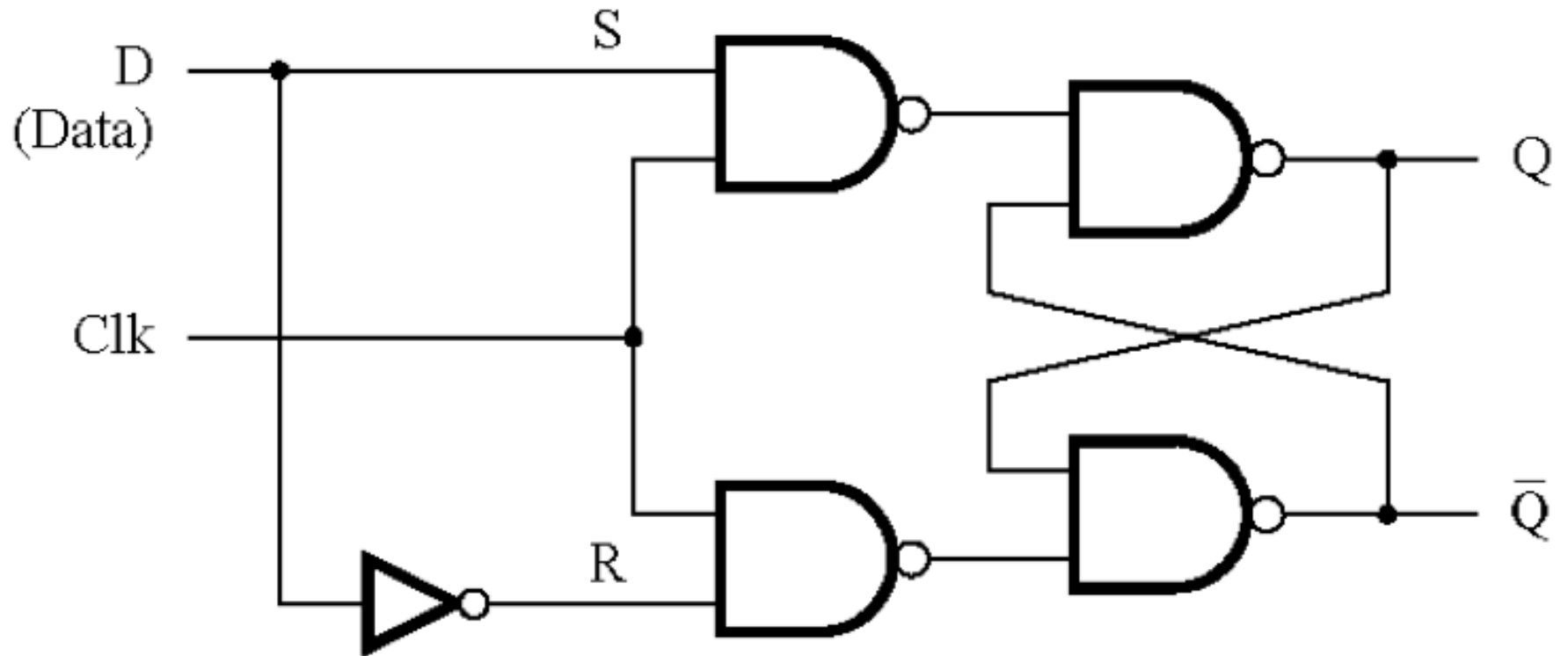
Characteristic tables are the same

Gated D Latch

Motivation

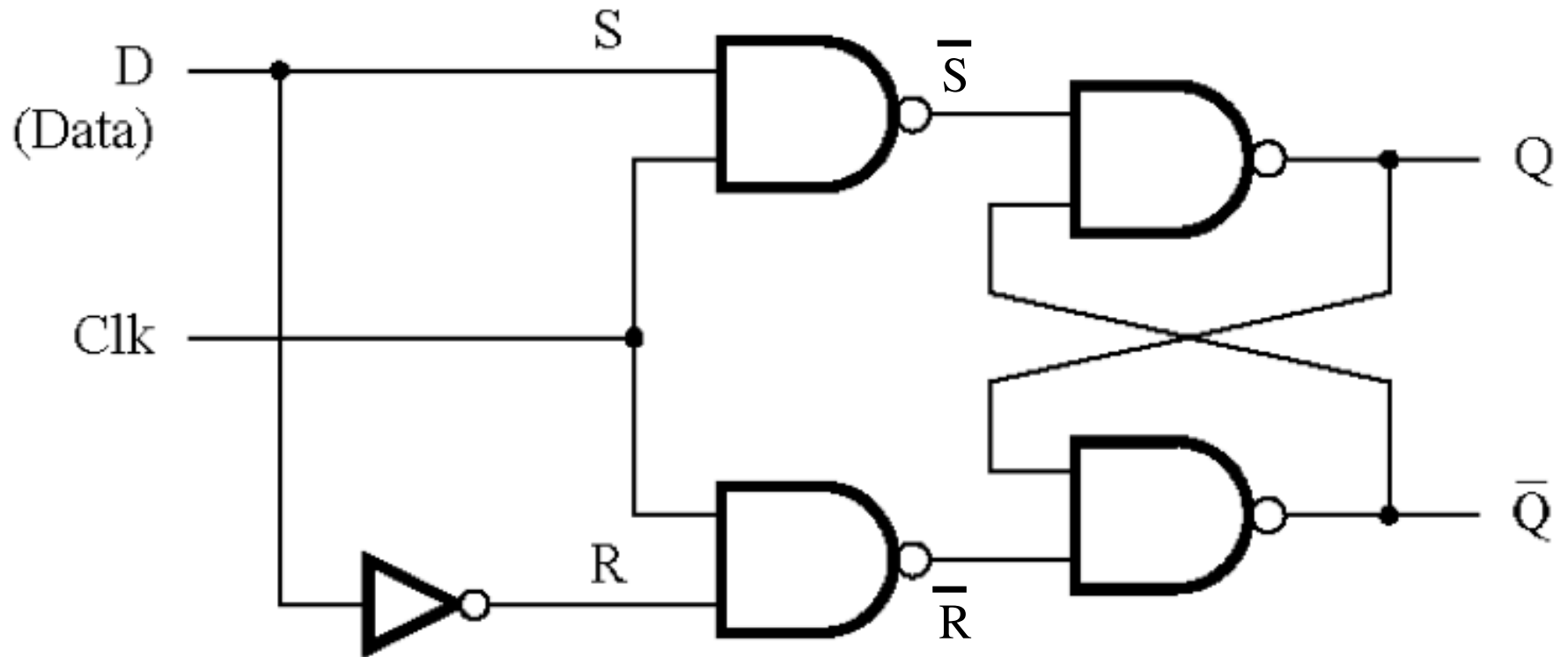
- **Dealing with two inputs (S and R) could be messy. For example, we may have to reset the latch before some operations in order to store a specific value but the reset may not be necessary depending on the current state of the latch.**
- **Why not have just one input and call it D.**
- **The D latch can be constructed using a simple modification of the SR latch.**

Circuit Diagram for the Gated D Latch



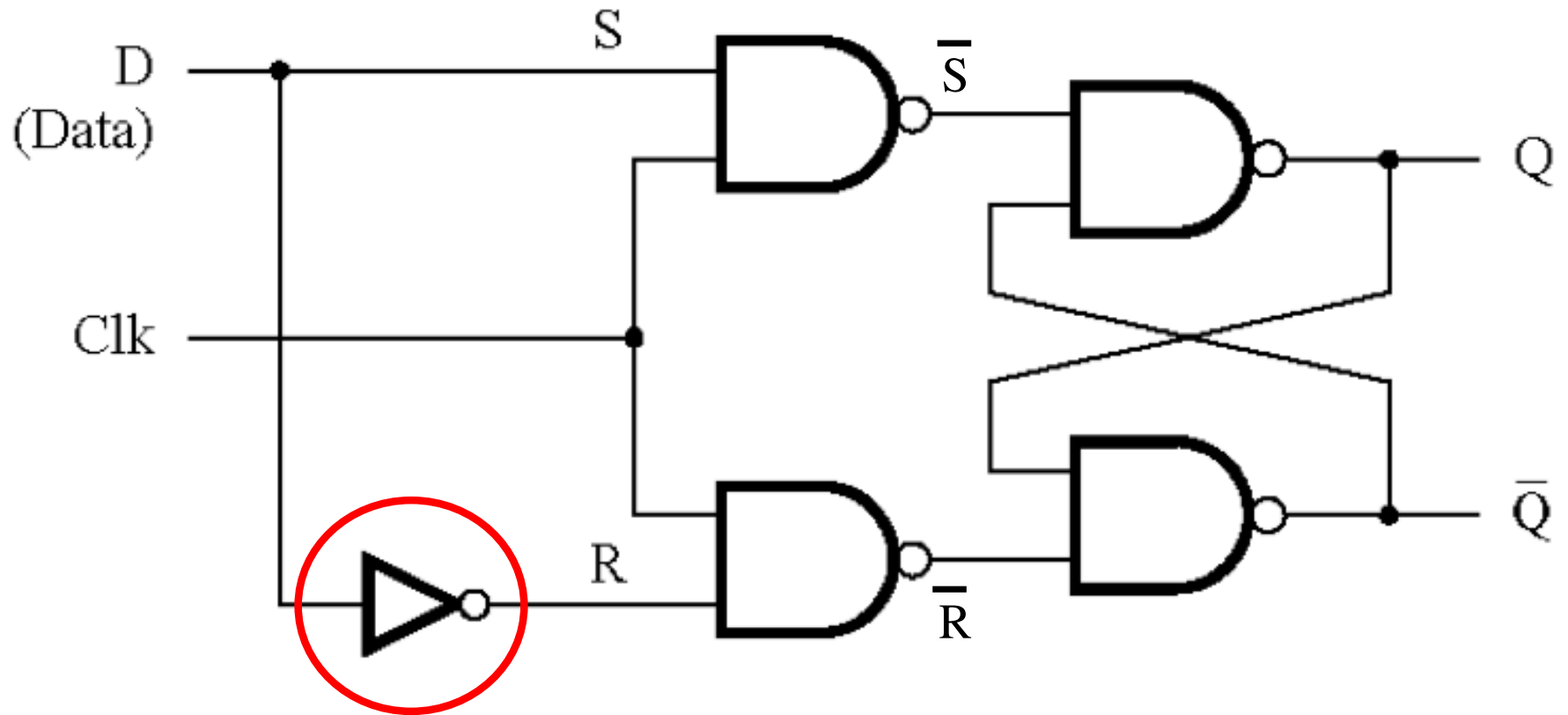
[Figure 5.7a from the textbook]

Circuit Diagram for the Gated D Latch



[Figure 5.7a from the textbook]

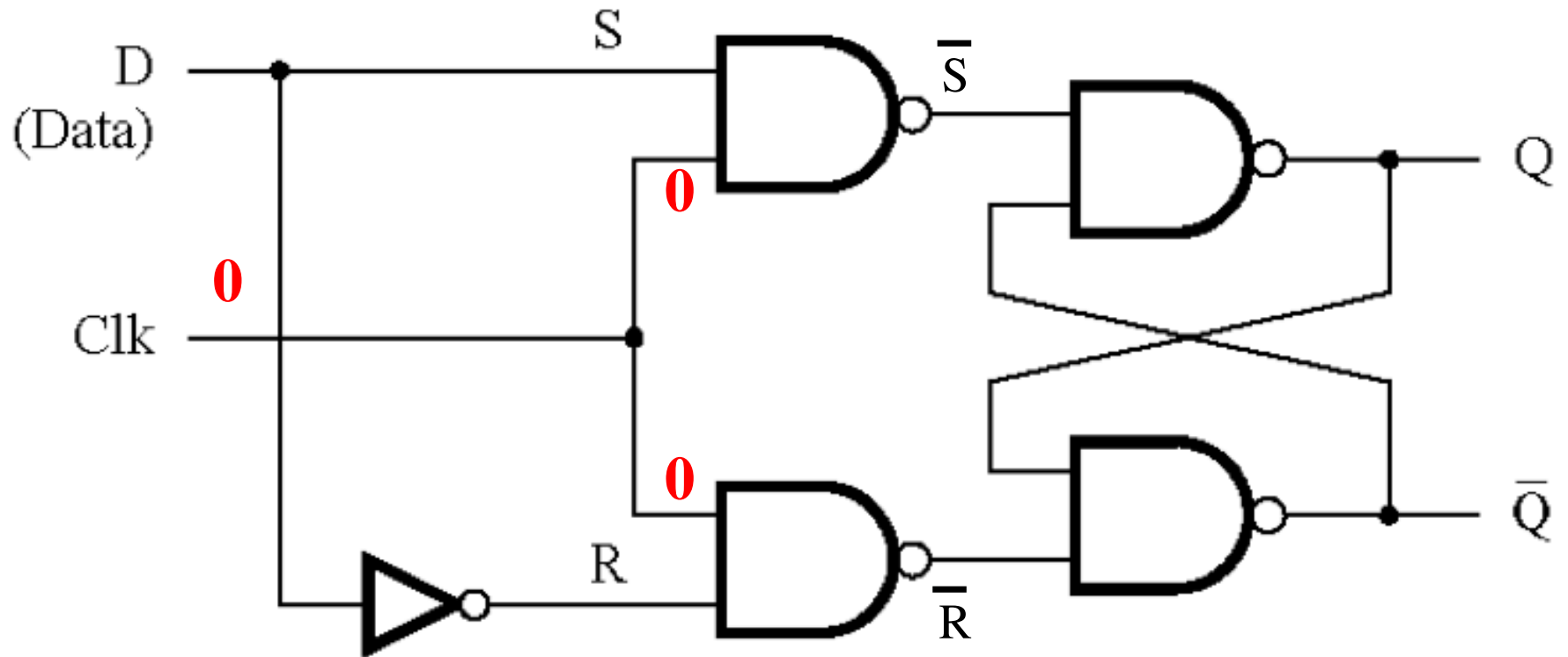
Circuit Diagram for the Gated D Latch



This is the only new thing here.

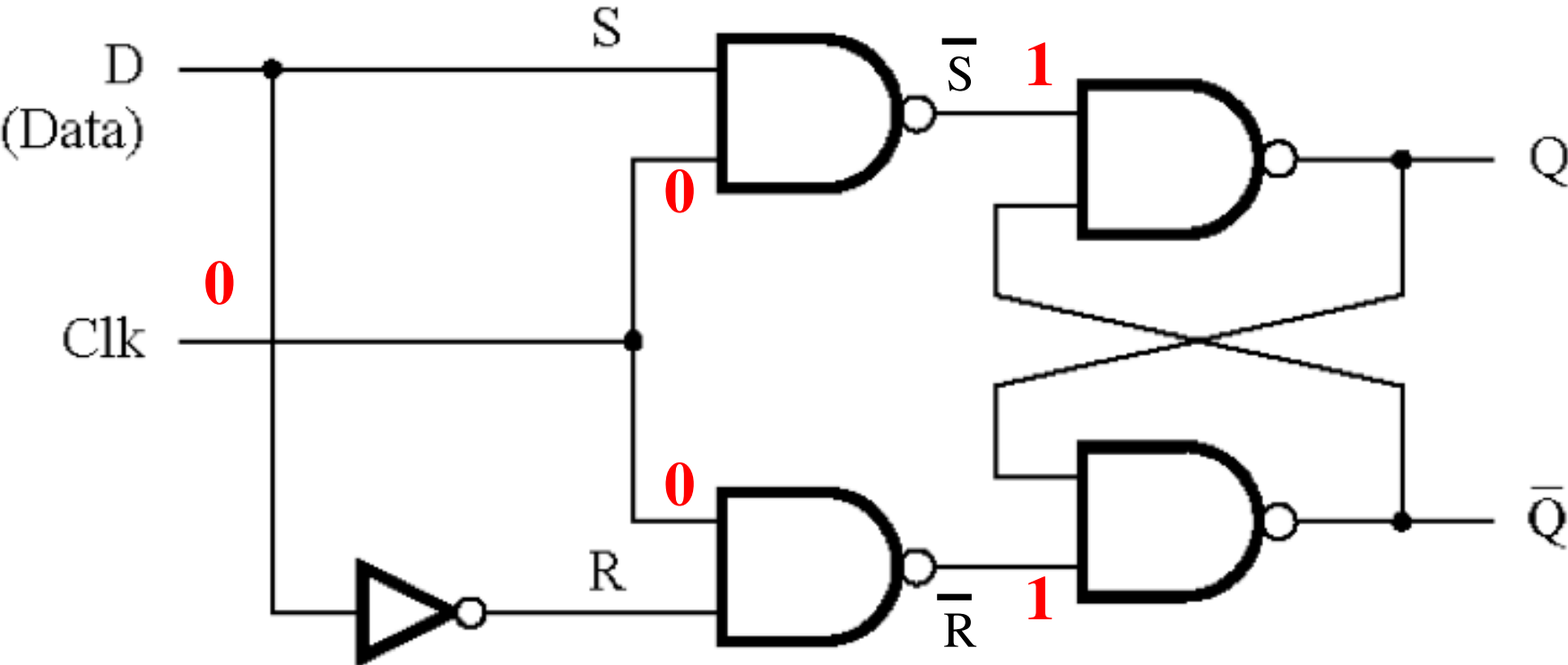
[Figure 5.7a from the textbook]

Circuit Diagram for the Gated D Latch



[Figure 5.7a from the textbook]

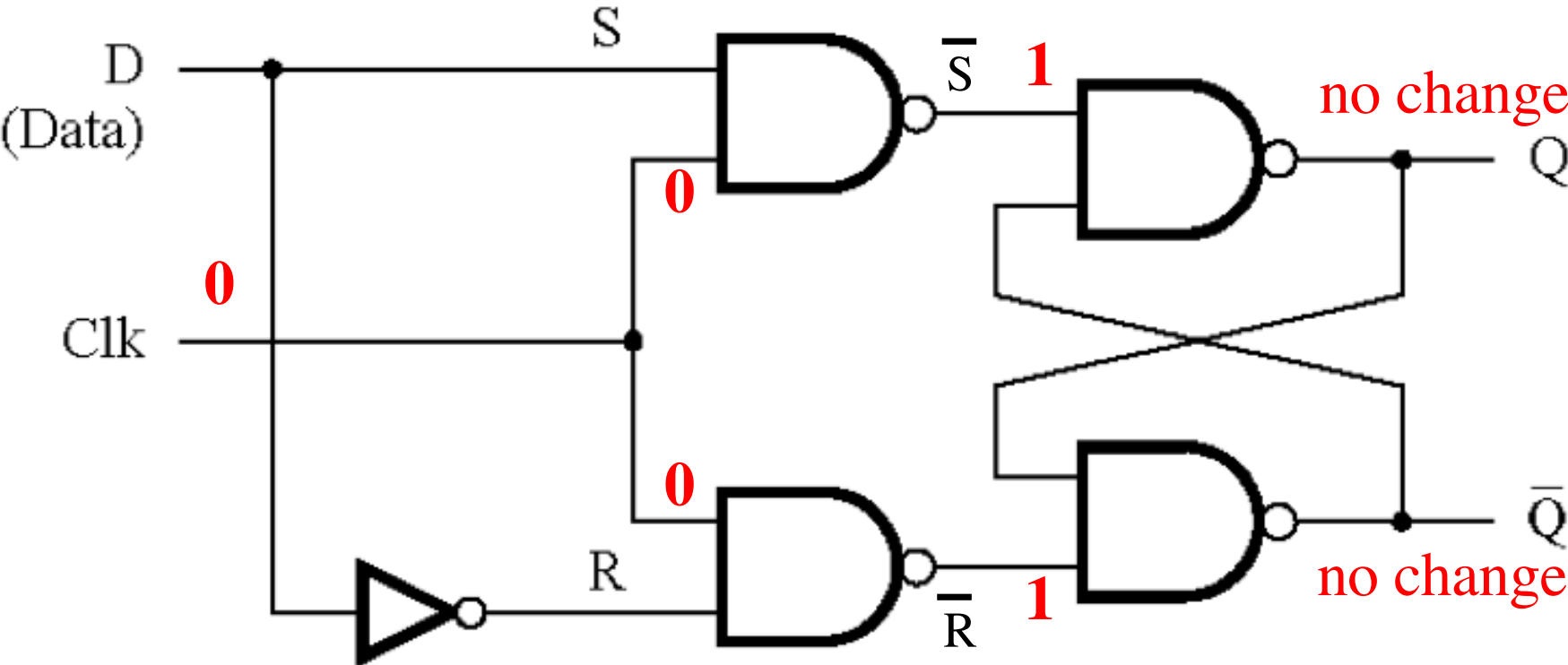
Circuit Diagram for the Gated D Latch



\bar{S}	\bar{R}	Q	\bar{Q}
0	0	1	1
0	1	1	0
1	0	0	1
1	1	0/1	1/0 (no change)

[Figure 5.7a from the textbook]

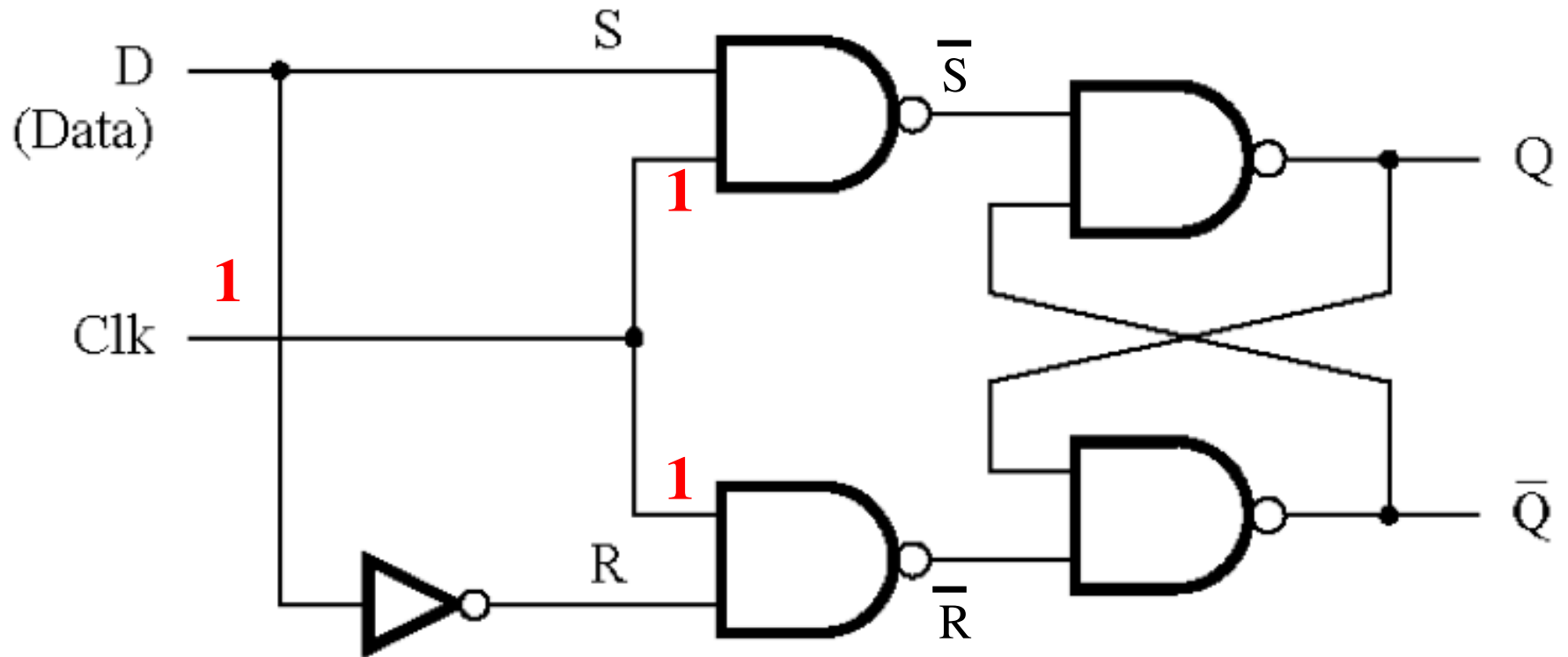
Circuit Diagram for the Gated D Latch



\bar{S}	\bar{R}	Q	\bar{Q}
0	0	1	1
0	1	1	0
1	0	0	1
1	1	0/1	1/0 (no change)

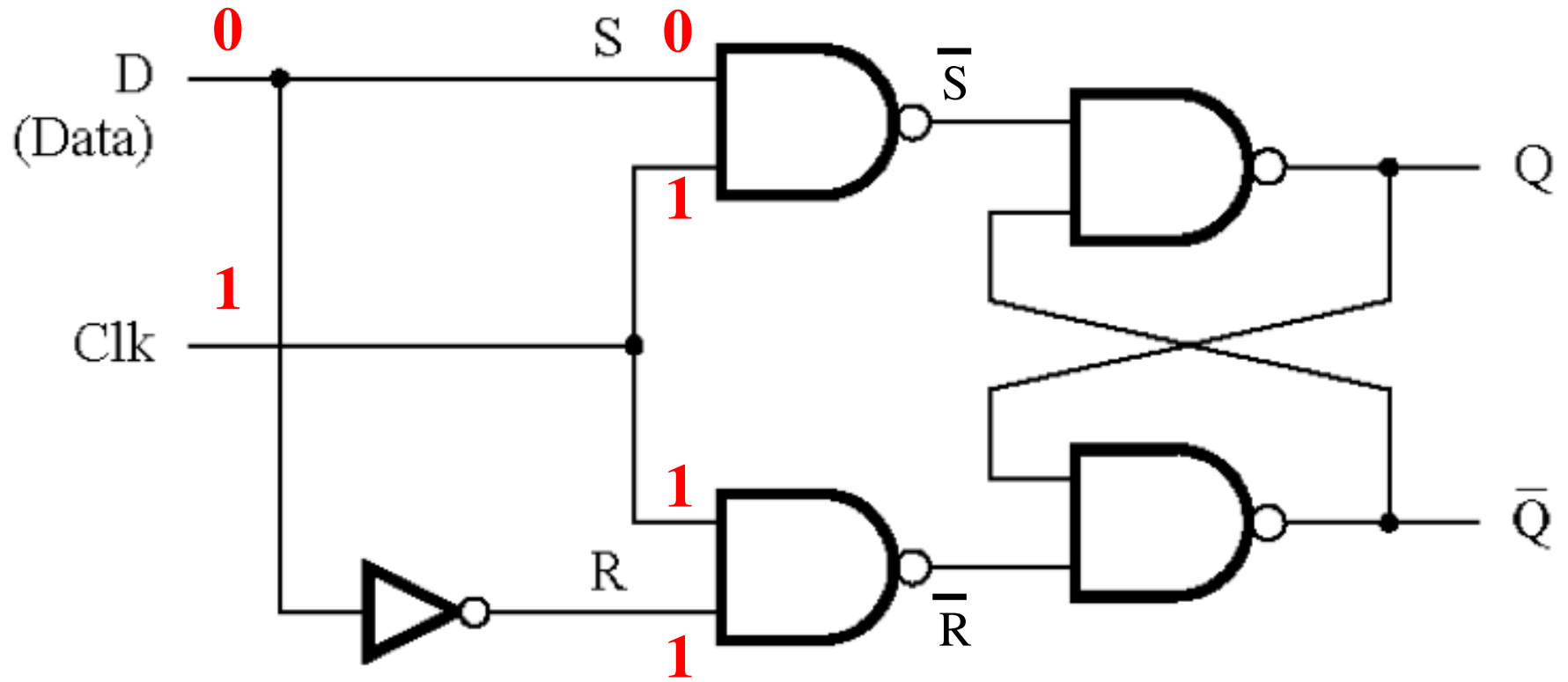
[Figure 5.7a from the textbook]

Circuit Diagram for the Gated D Latch



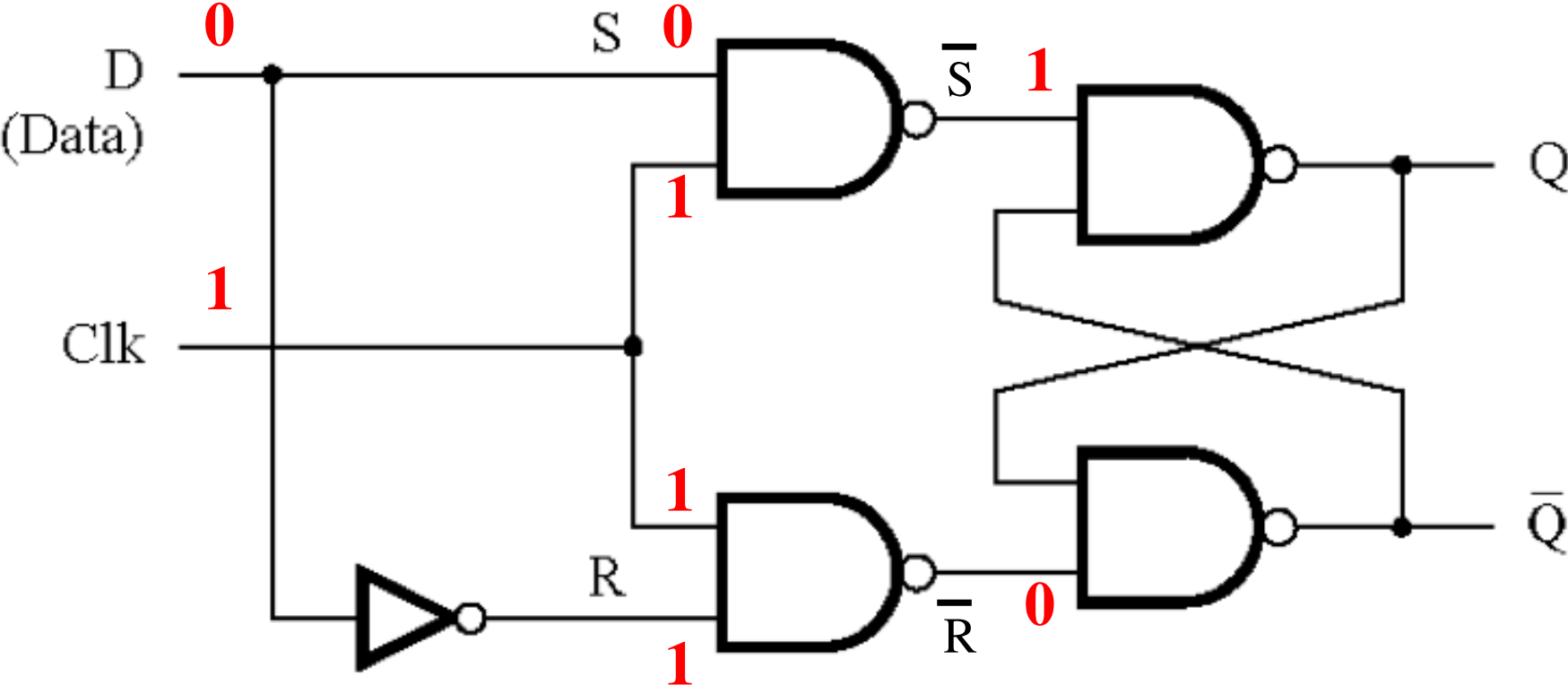
[Figure 5.7a from the textbook]

Circuit Diagram for the Gated D Latch



[Figure 5.7a from the textbook]

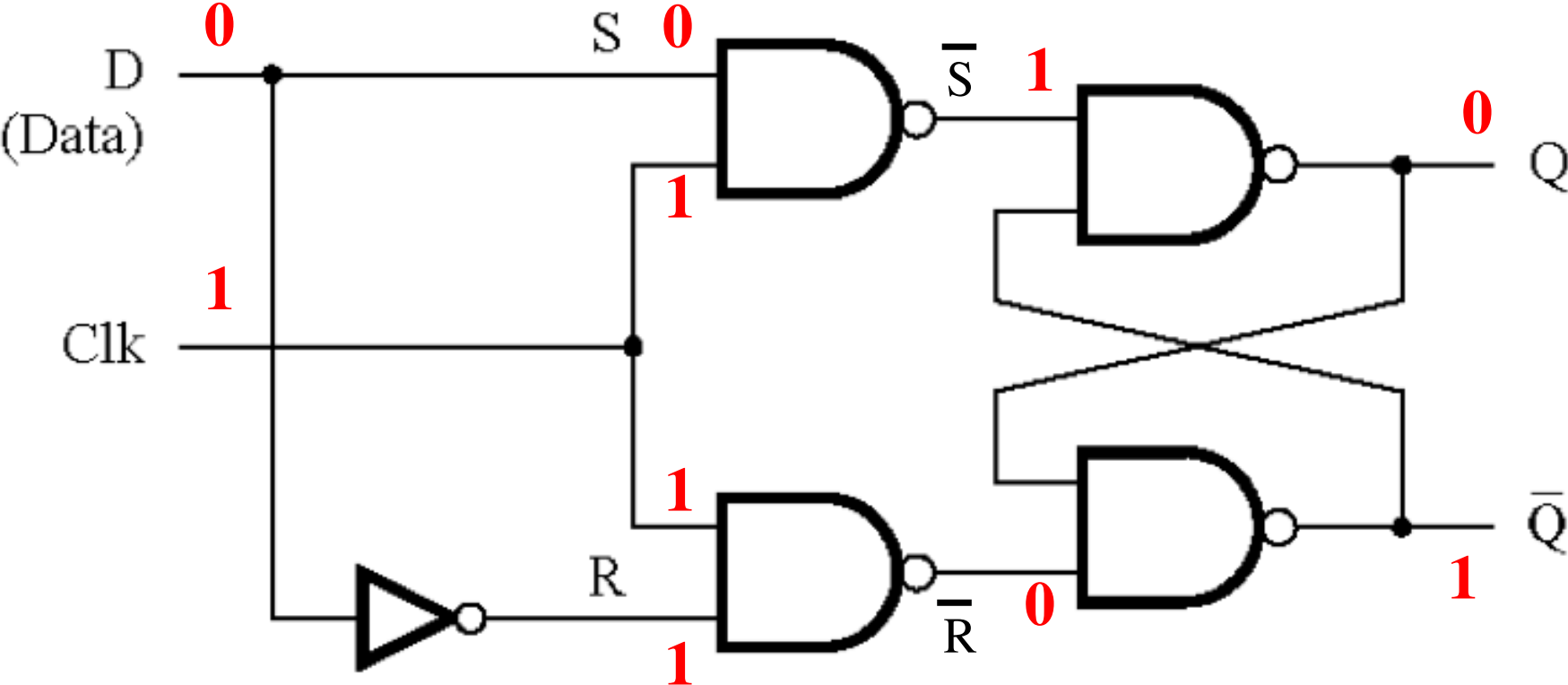
Circuit Diagram for the Gated D Latch



\bar{S}	\bar{R}	Q	\bar{Q}
0	0	1	1
0	1	1	0
1	0	0	1
1	1	0/1	1/0 (no change)

[Figure 5.7a from the textbook]

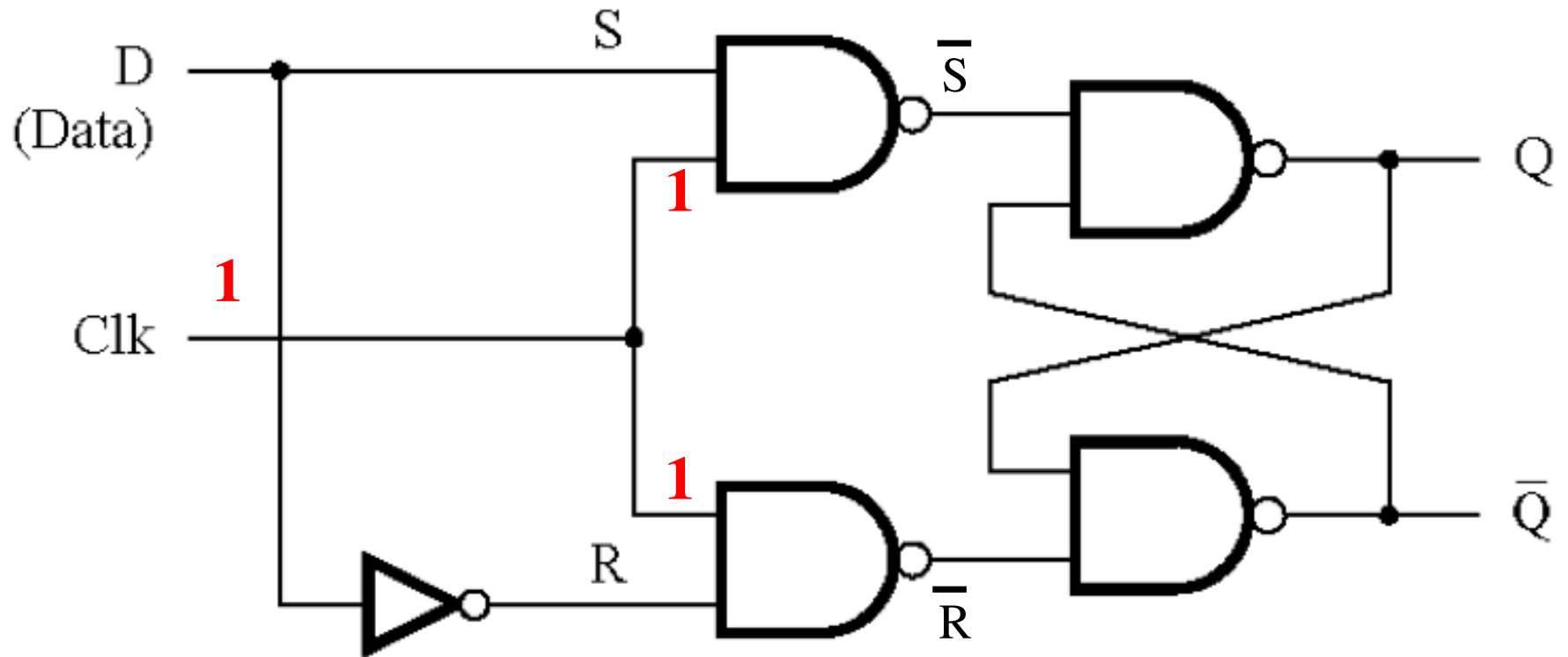
Circuit Diagram for the Gated D Latch



\bar{S}	\bar{R}	Q	\bar{Q}
0	0	1	1
0	1	1	0
1	0	0	1
1	1	0/1	1/0 (no change)

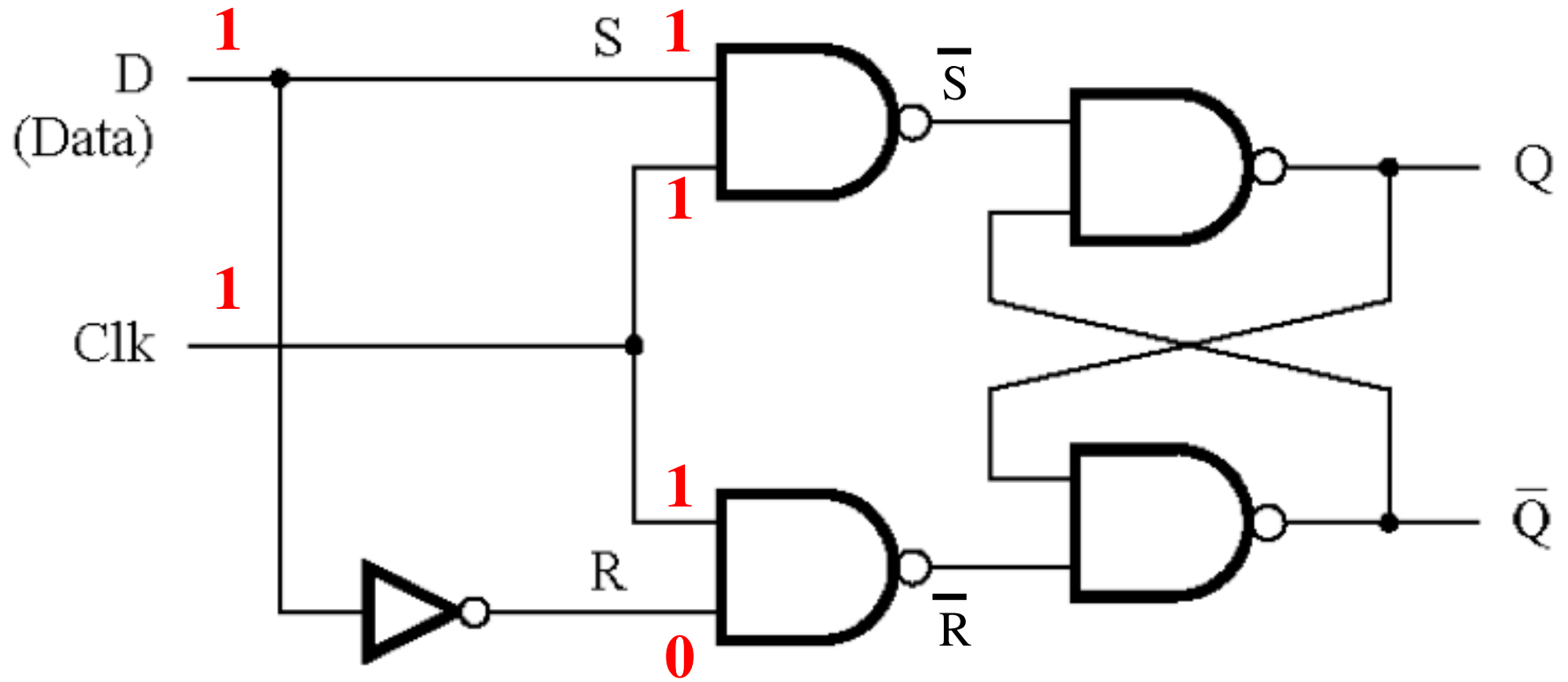
[Figure 5.7a from the textbook]

Circuit Diagram for the Gated D Latch



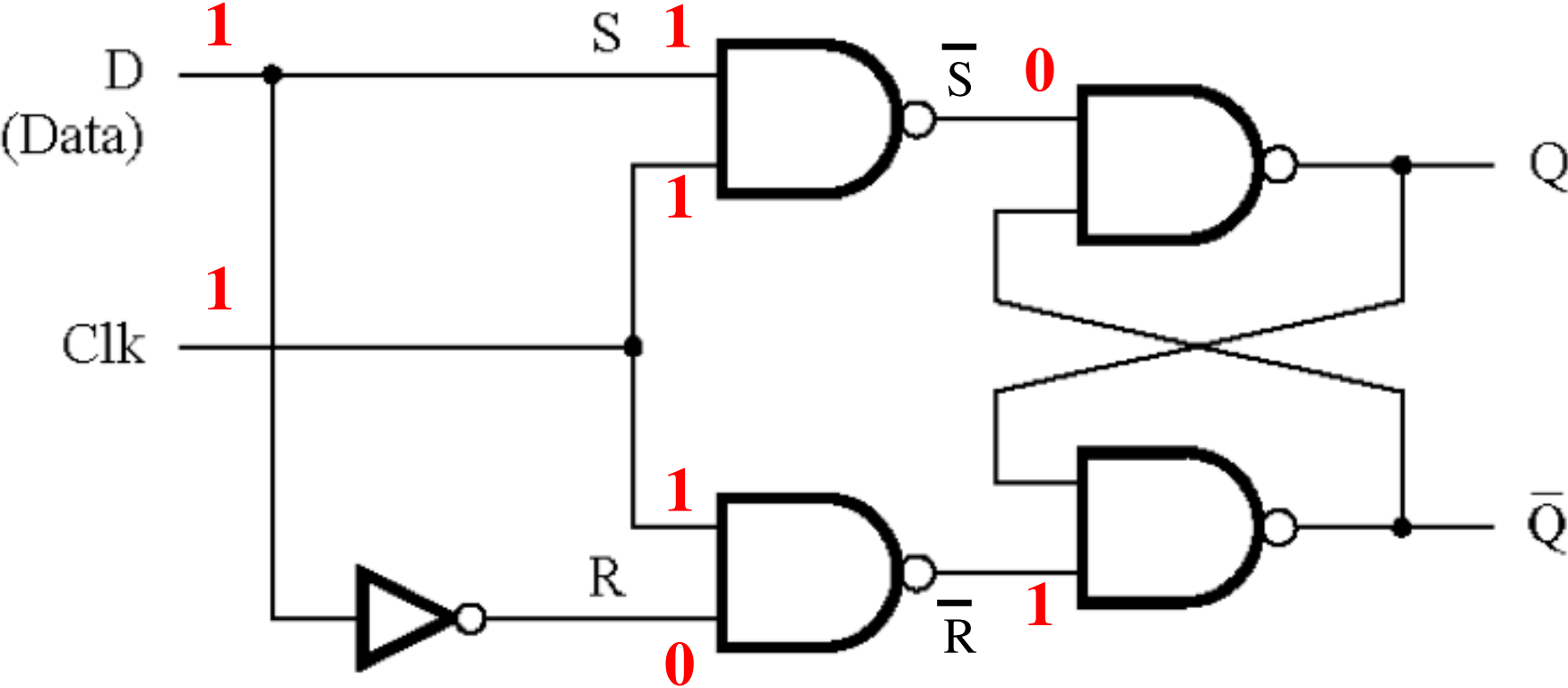
[Figure 5.7a from the textbook]

Circuit Diagram for the Gated D Latch



[Figure 5.7a from the textbook]

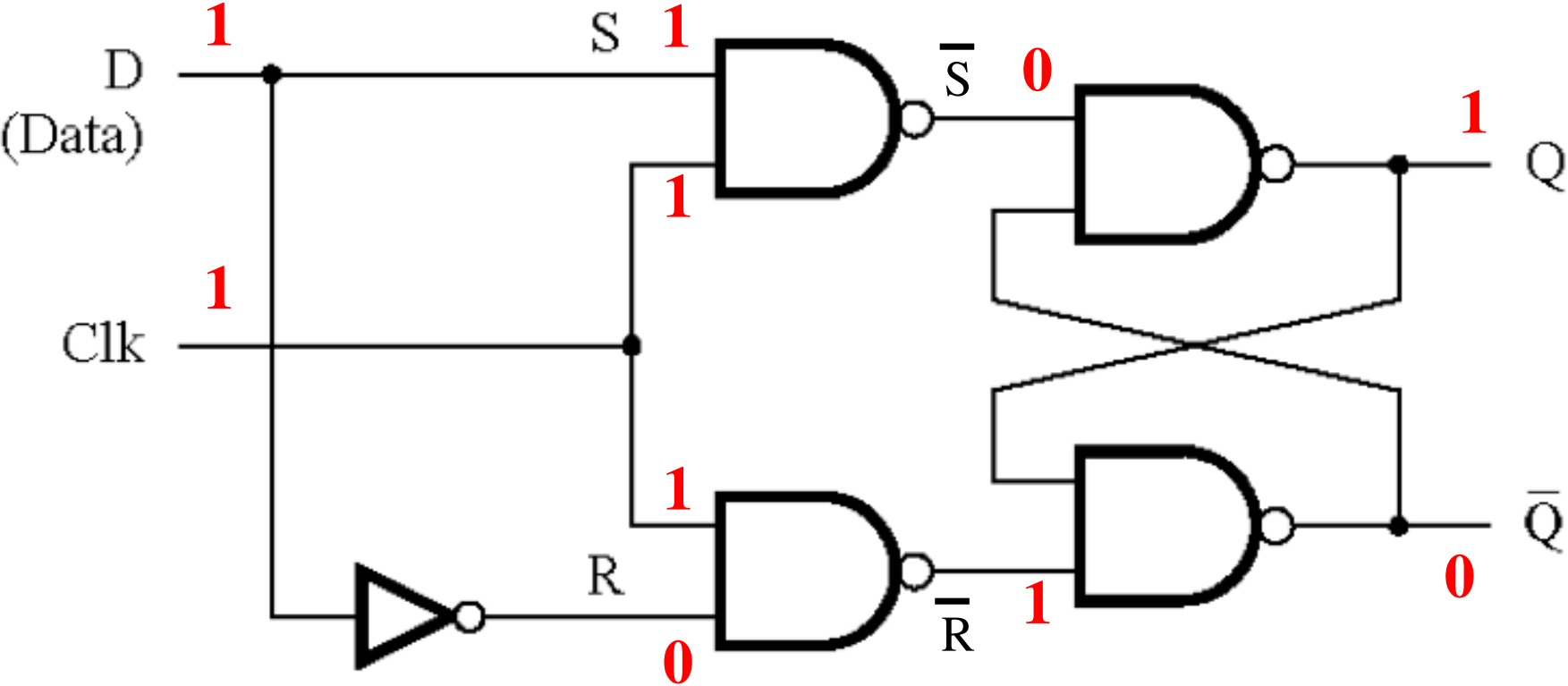
Circuit Diagram for the Gated D Latch



\bar{S}	\bar{R}	Q	\bar{Q}
0	0	1	1
0	1	1	0
1	0	0	1
1	1	0/1	1/0 (no change)

[Figure 5.7a from the textbook]

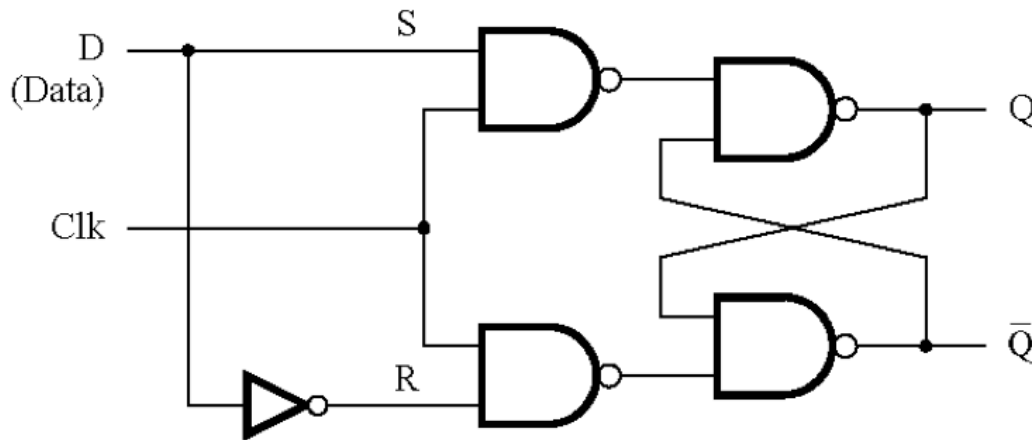
Circuit Diagram for the Gated D Latch



\bar{S}	\bar{R}	Q	\bar{Q}
0	0	1	1
0	1	1	0
1	0	0	1
1	1	0/1	1/0 (no change)

[Figure 5.7a from the textbook]

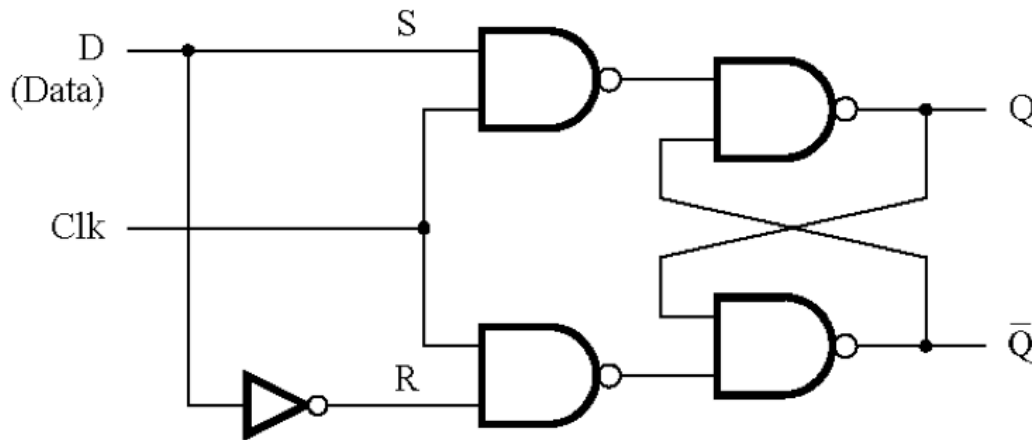
Circuit Diagram and Characteristic Table for the Gated D Latch



Clk	D	$Q(t+1)$
0	x	$Q(t)$
1	0	0
1	1	1

Note that it is now impossible to have $S=R=1$.

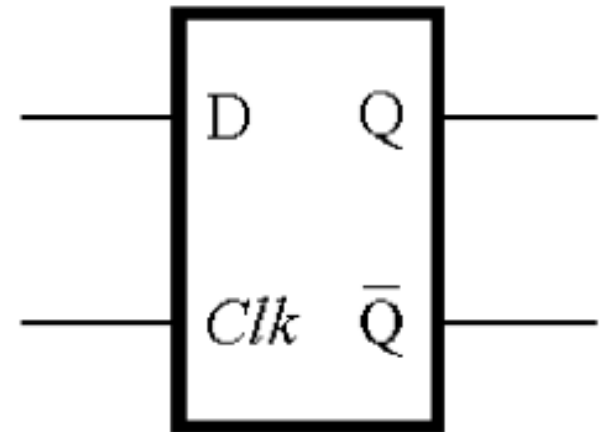
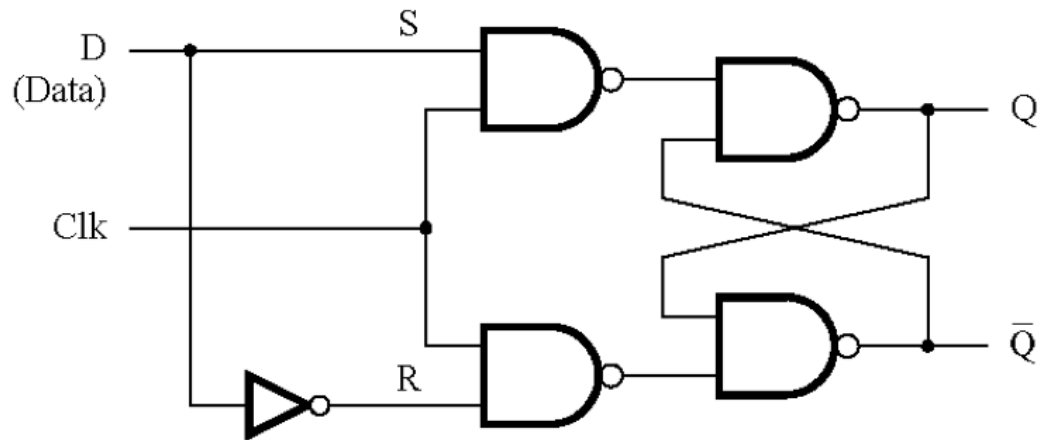
Circuit Diagram and Characteristic Table for the Gated D Latch



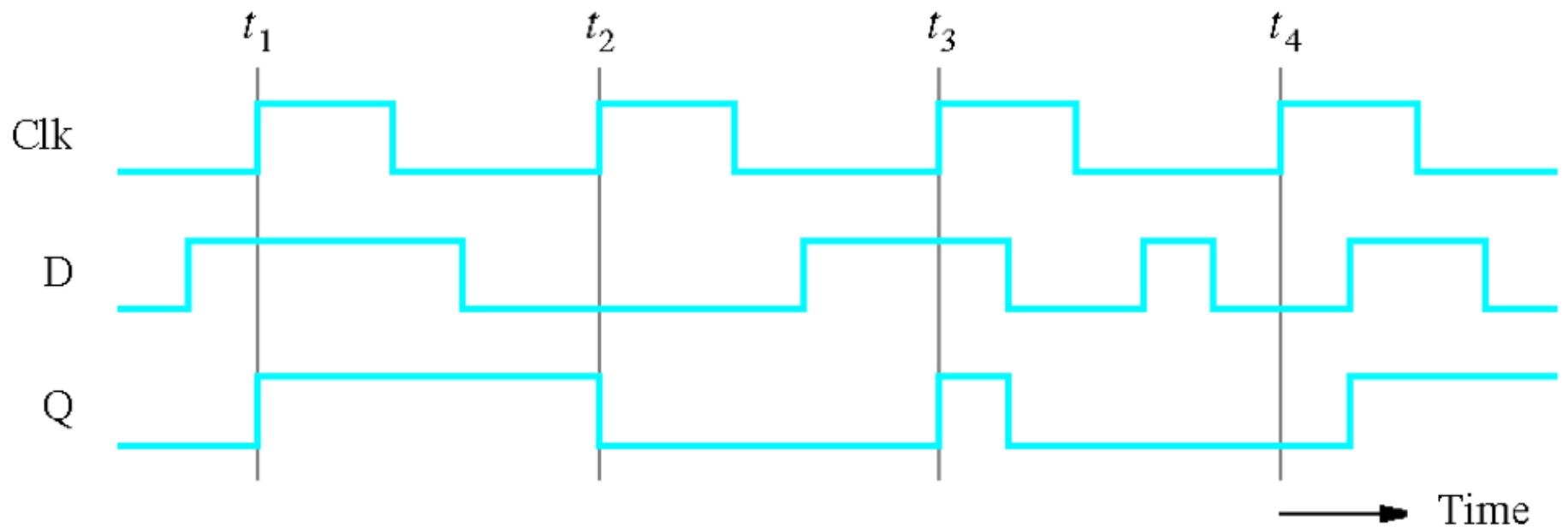
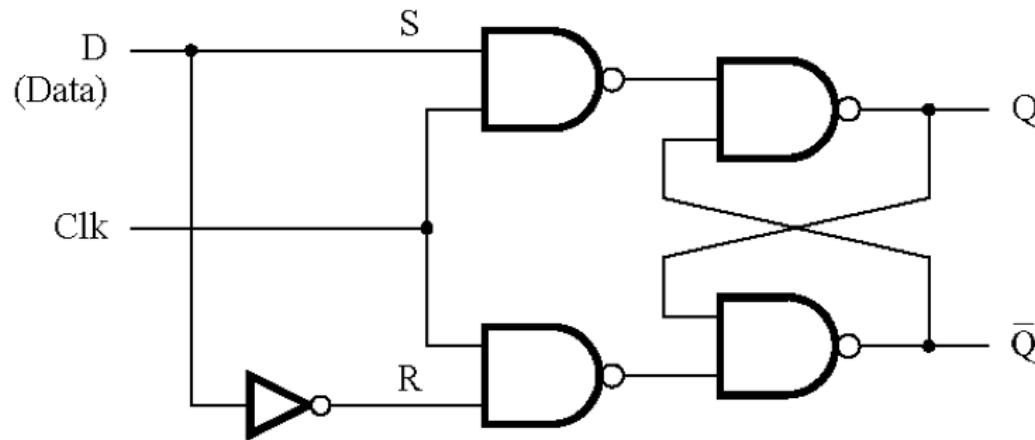
Clk	D	$Q(t+1)$
0	x	$Q(t)$
1	0	0
1	1	1

When Clk=1 the output follows the D input.
When Clk=0 the output cannot be changed.

Circuit Diagram and Graphical Symbol for the Gated D Latch

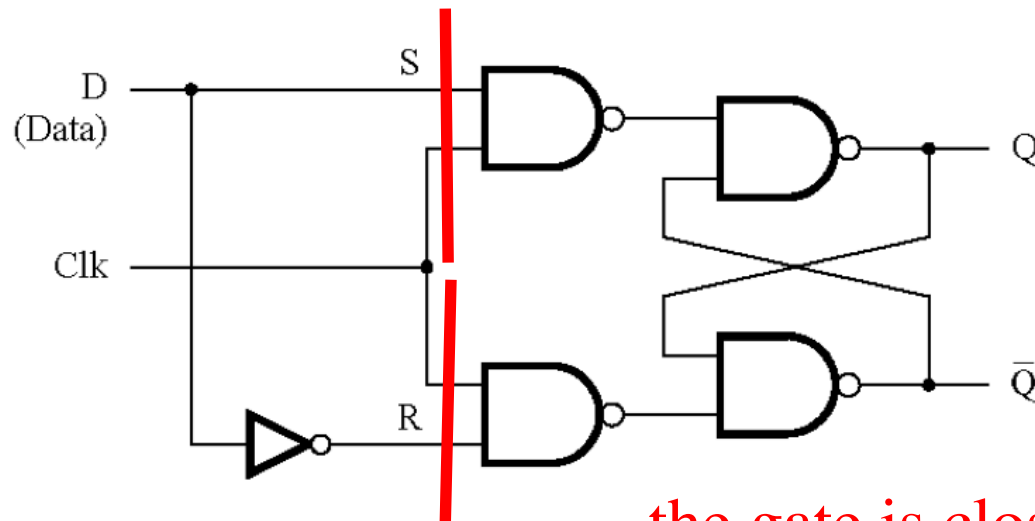


Timing Diagram for the Gated D Latch



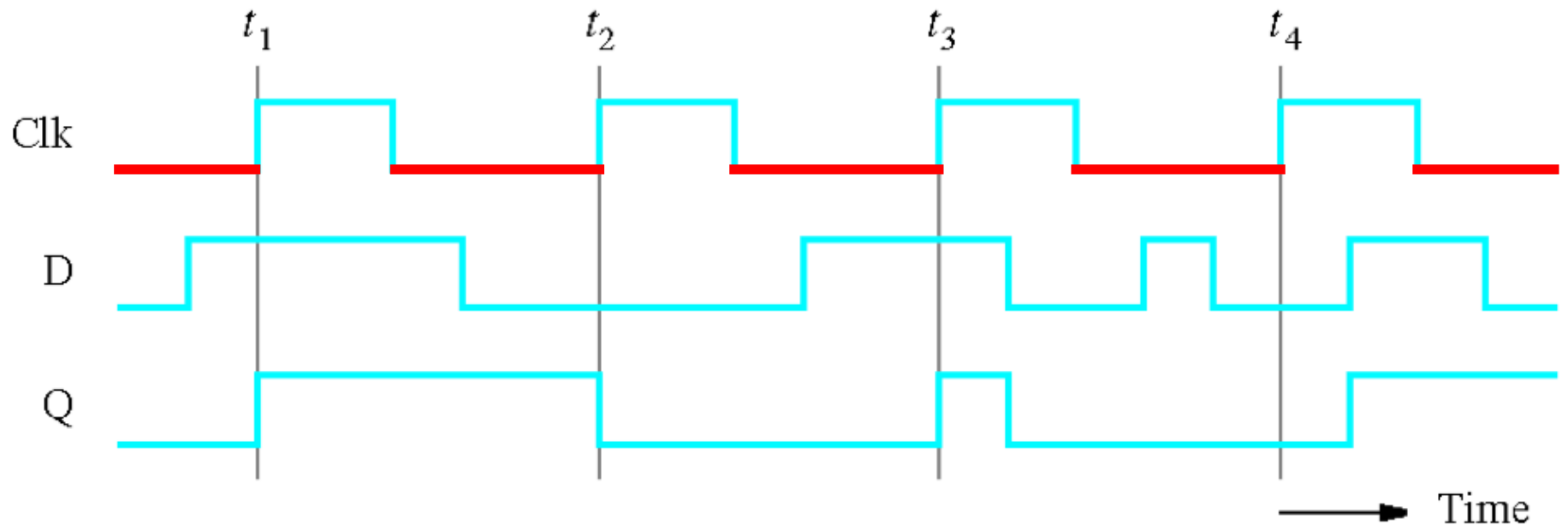
[Figure 5.7d from the textbook]

Timing Diagram for the Gated D Latch



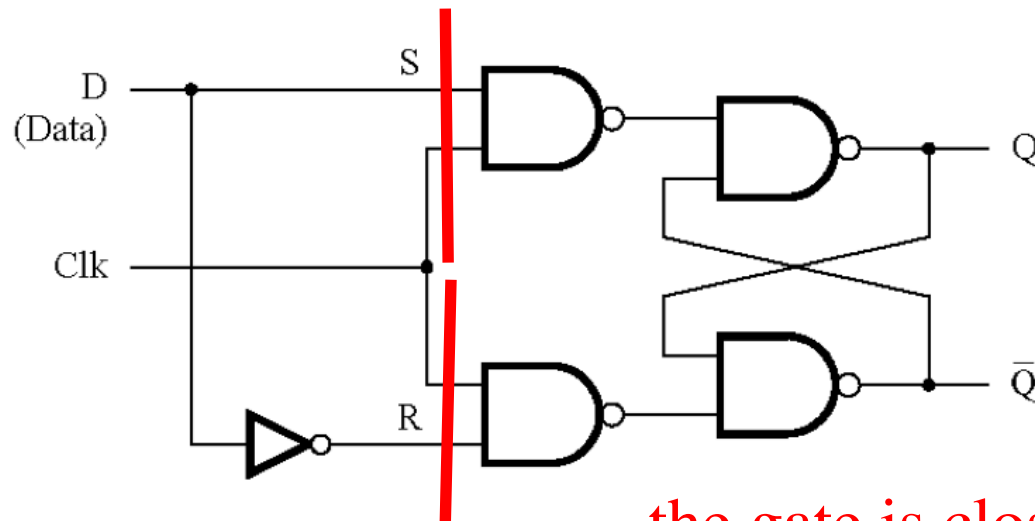
Clk=0

the gate is closed



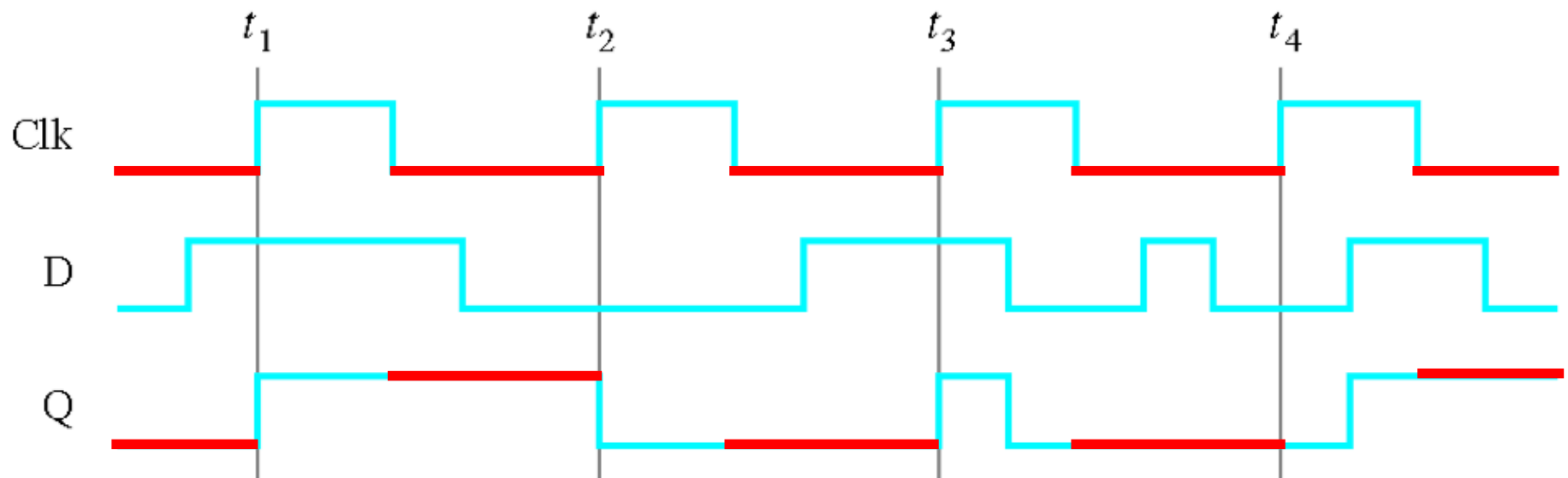
[Figure 5.7d from the textbook]

Timing Diagram for the Gated D Latch



Clk=0

the gate is closed

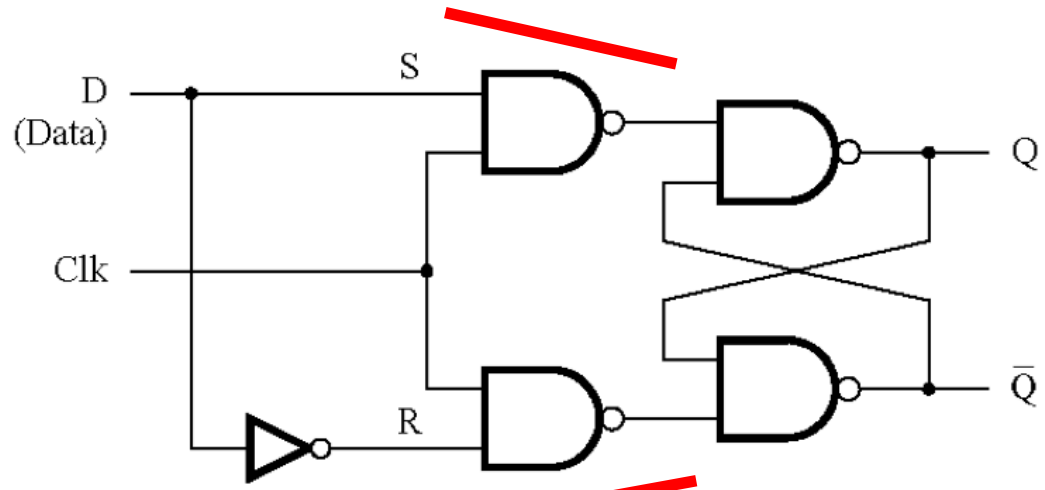


The output Q cannot *change* in these intervals.

Time

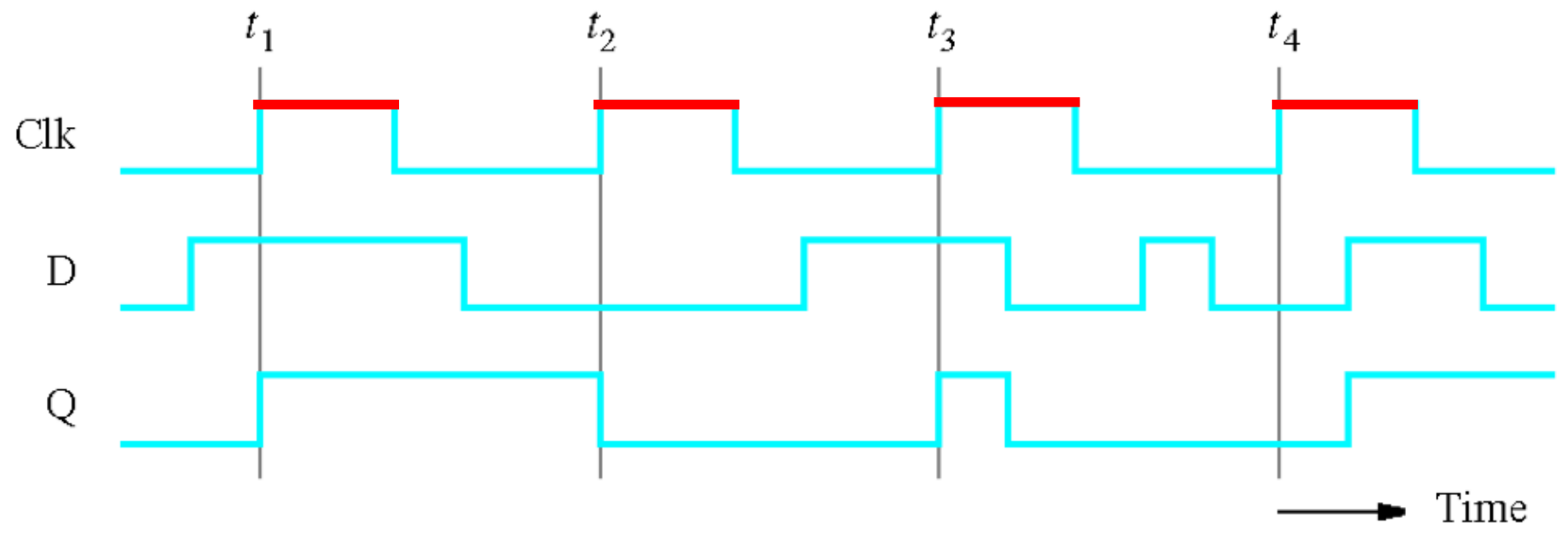
[Figure 5.7d from the textbook]

Timing Diagram for the Gated D Latch



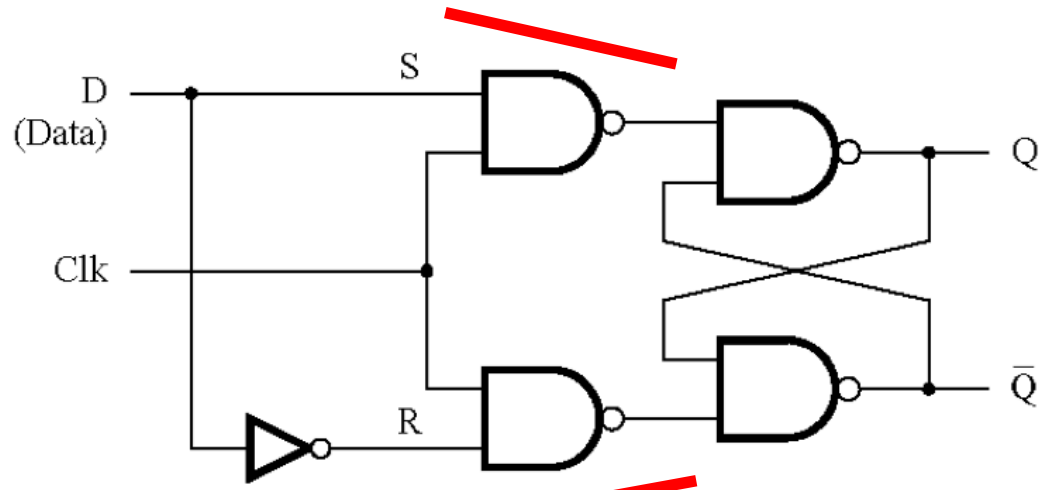
the gate is open

Clk=1



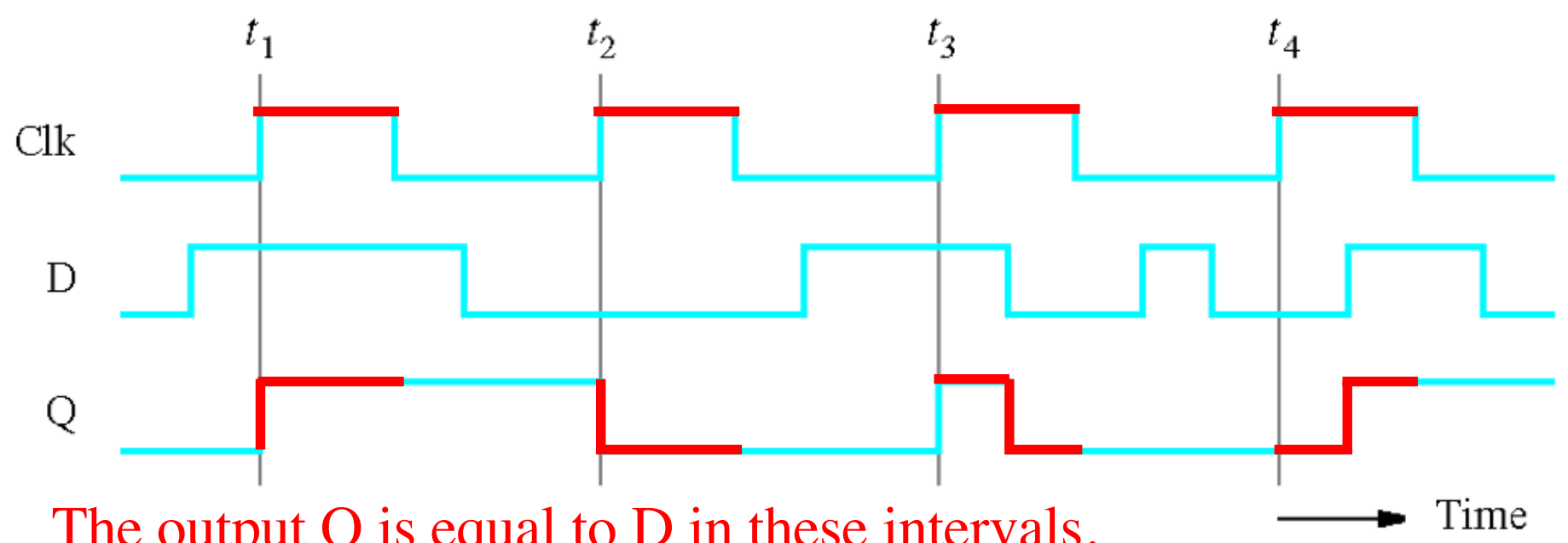
[Figure 5.7d from the textbook]

Timing Diagram for the Gated D Latch



the gate is open

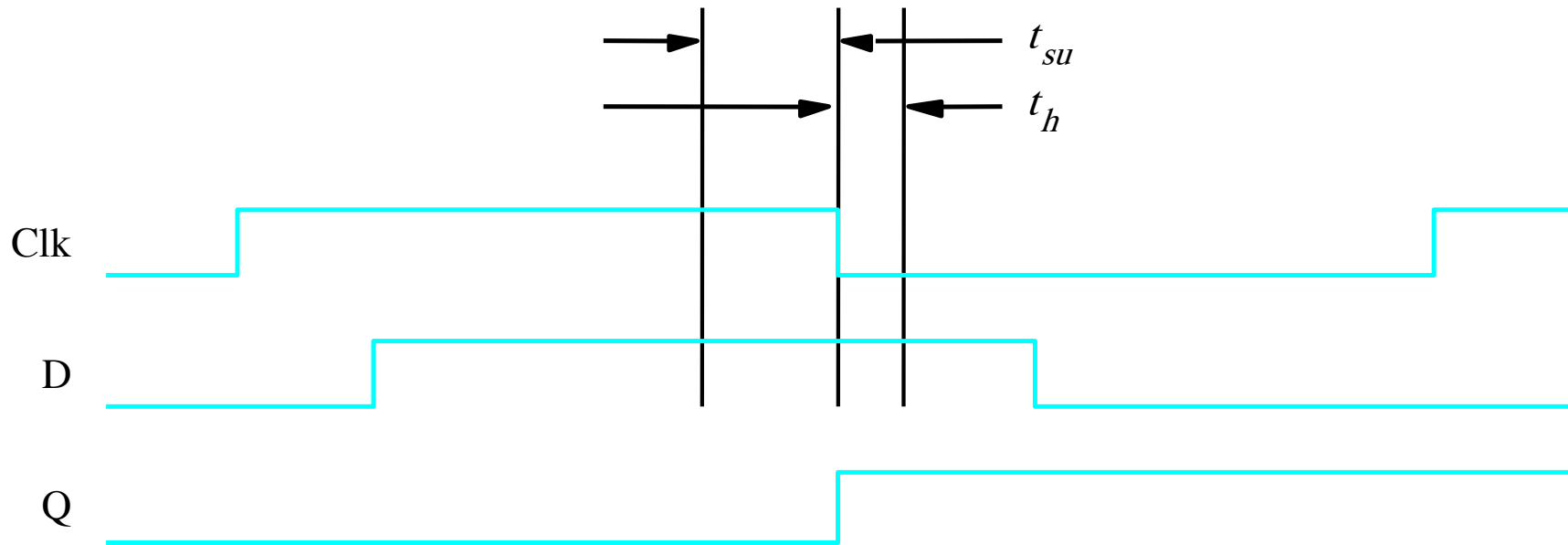
Clk=1



The output Q is equal to D in these intervals.

[Figure 5.7d from the textbook]

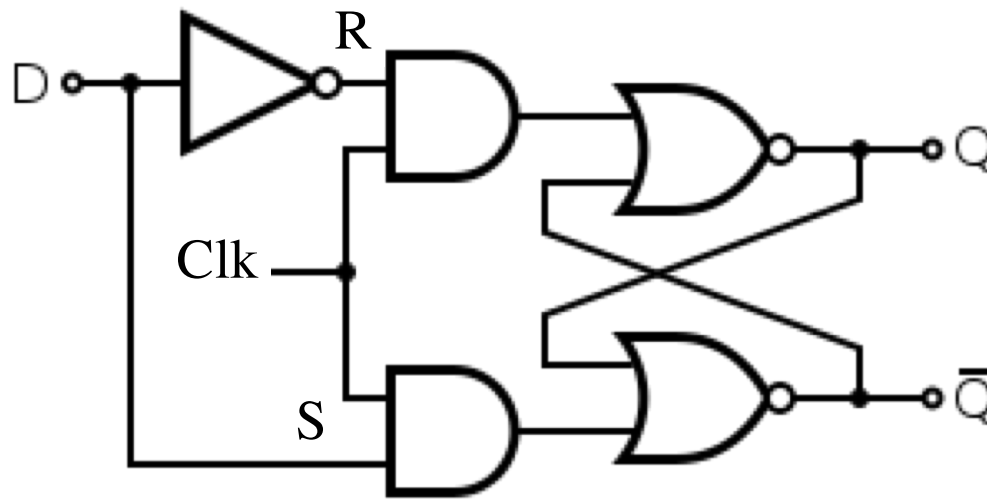
Setup and hold times



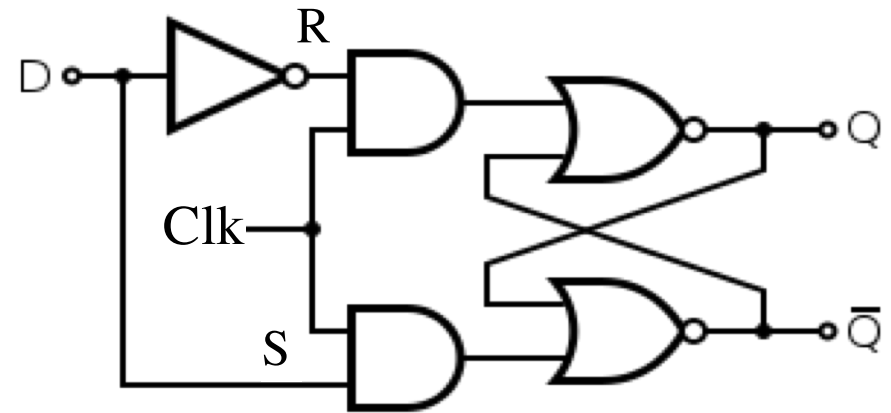
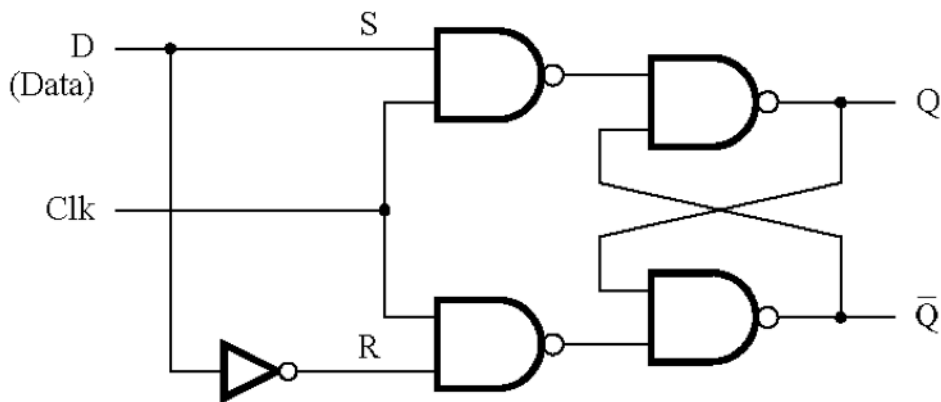
Setup time (t_{su}) – the minimum time that the D signal must be stable prior to the the negative edge of the Clock signal.

Hold time (t_h) – the minimum time that the D signal must remain stable after the the negative edge of the Clock signal.

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



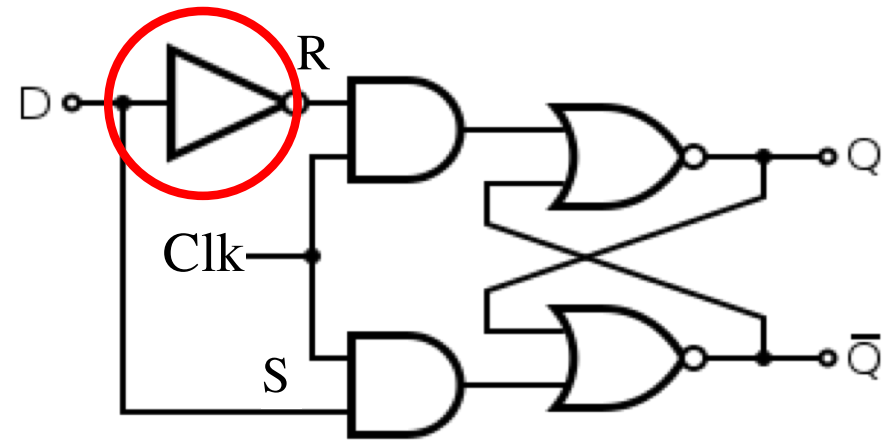
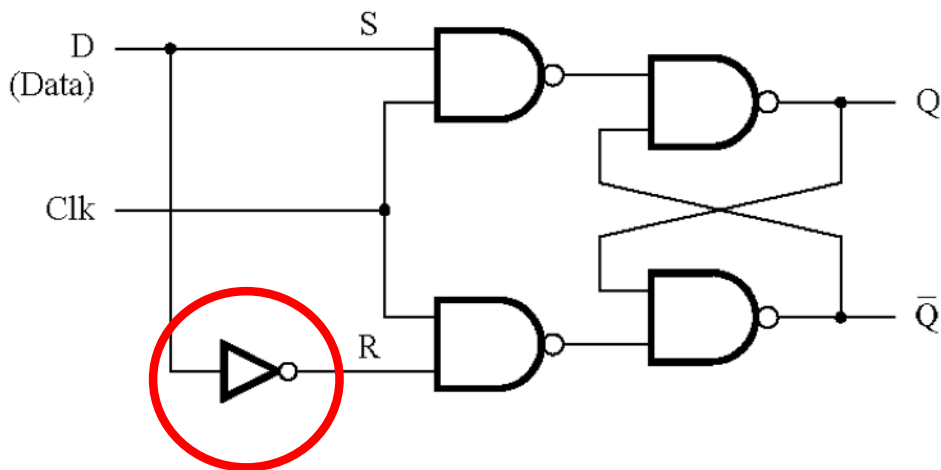
Circuit Diagram for the Gated D Latch (with the latch implemented using NORs)



[Figure 5.7a from the textbook]

[https://en.wikibooks.org/wiki/Digital_Circuits/Latches]

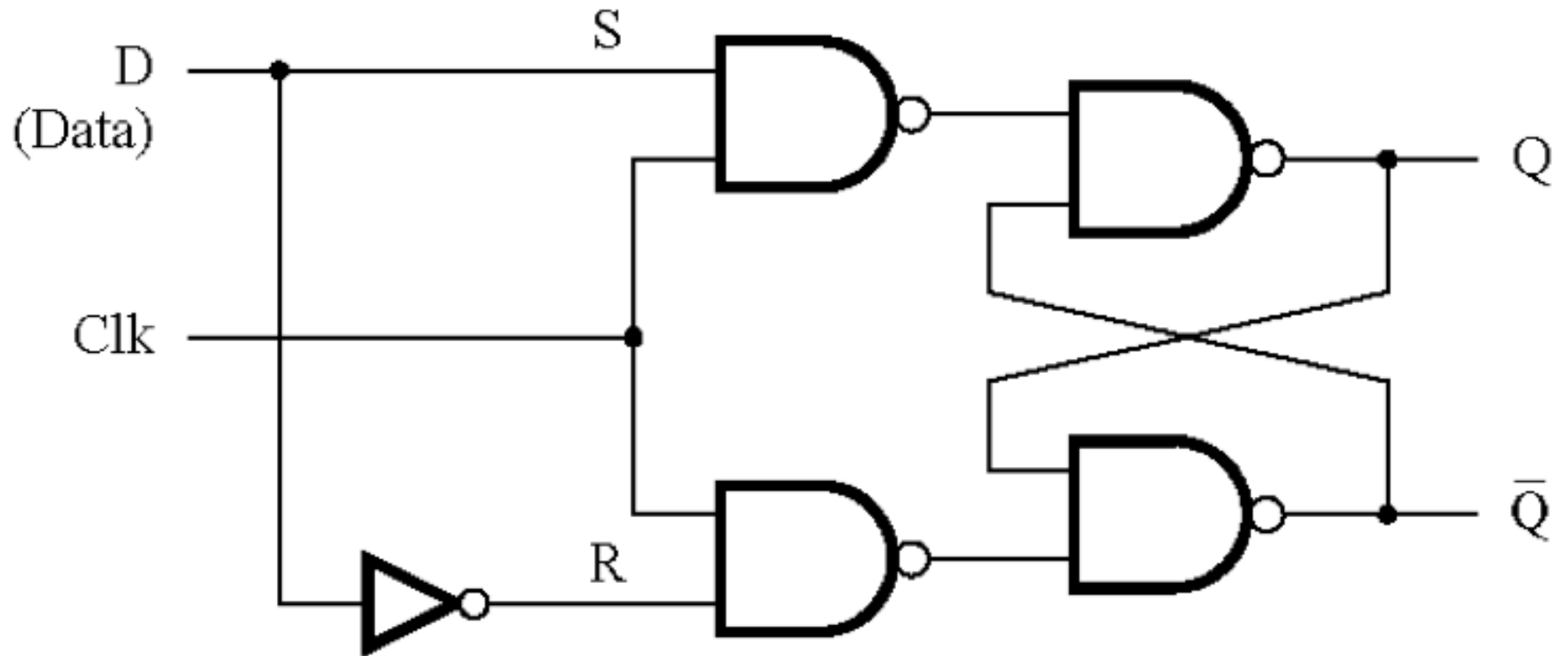
Circuit Diagram for the Gated D Latch (with the latch implemented using NORs)



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

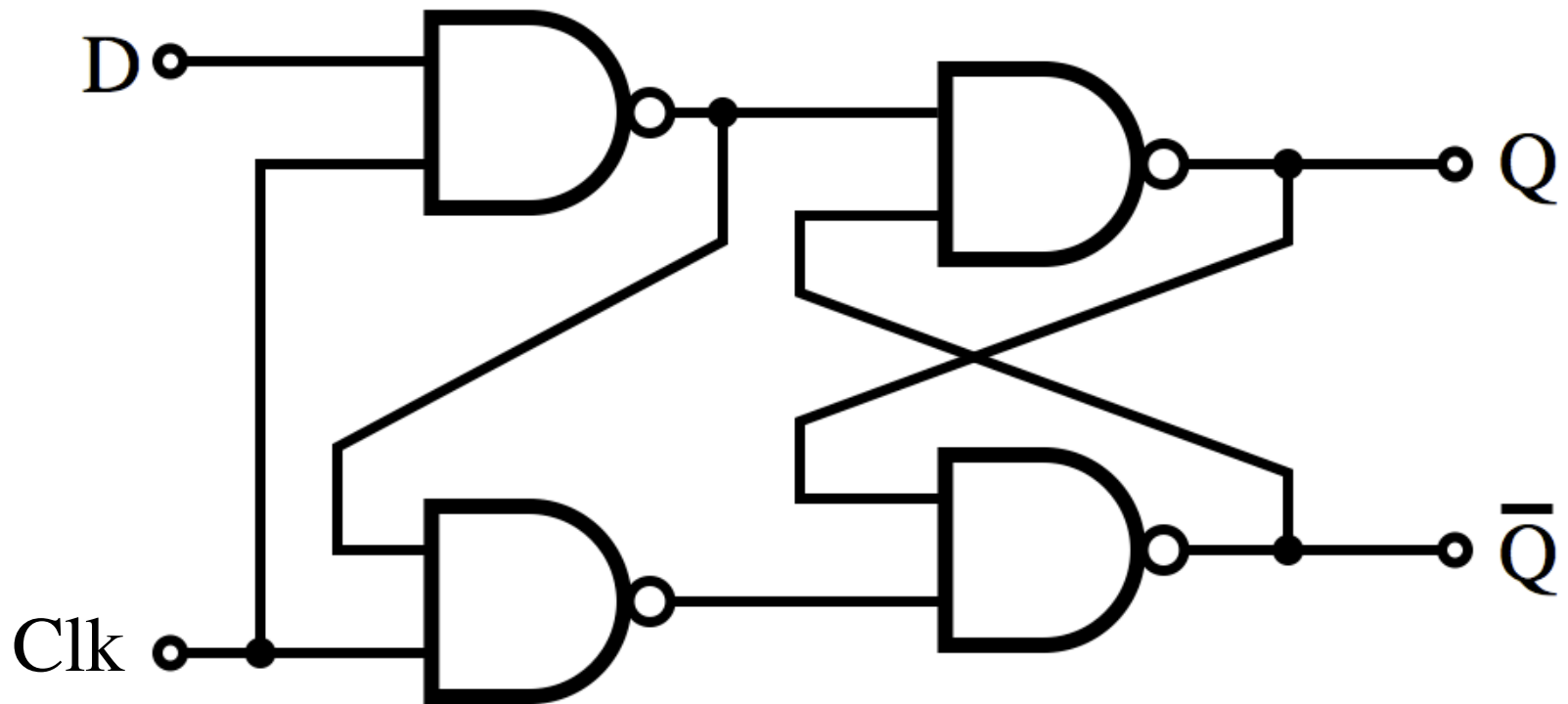
Alternative Design for the Gated D Latch

Circuit Diagram for the Gated D Latch



[Figure 5.7a from the textbook]

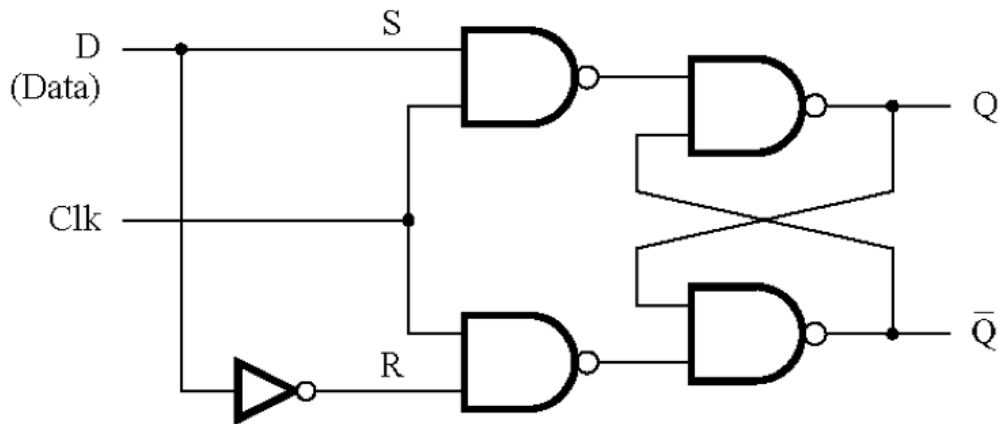
Gated D Latch: Alternative Design



Master-Slave D Flip-Flop

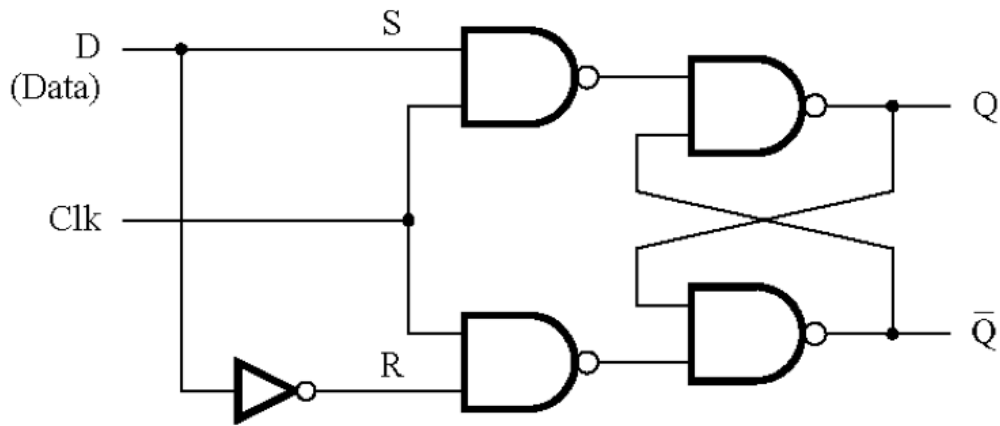
Constructing a Master-Slave D Flip-Flop From Two D Latches

Latch #1

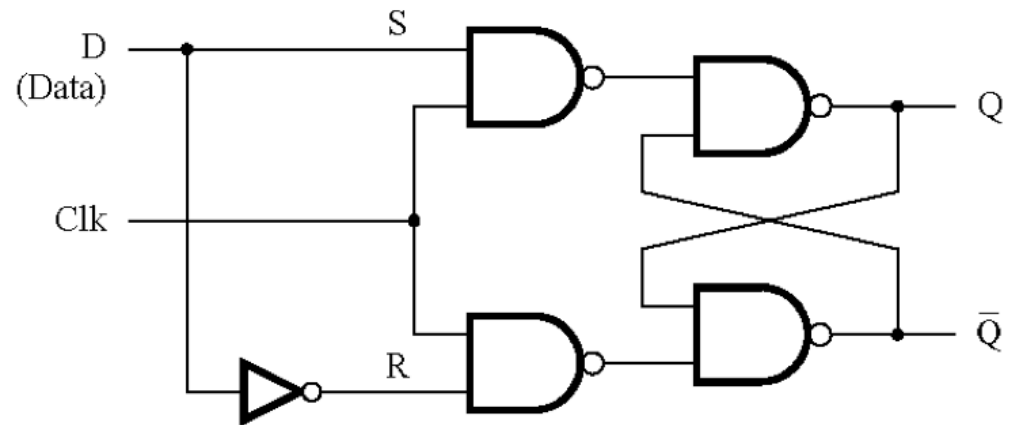


Constructing a Master-Slave D Flip-Flop From **Two** D Latches

Latch #1



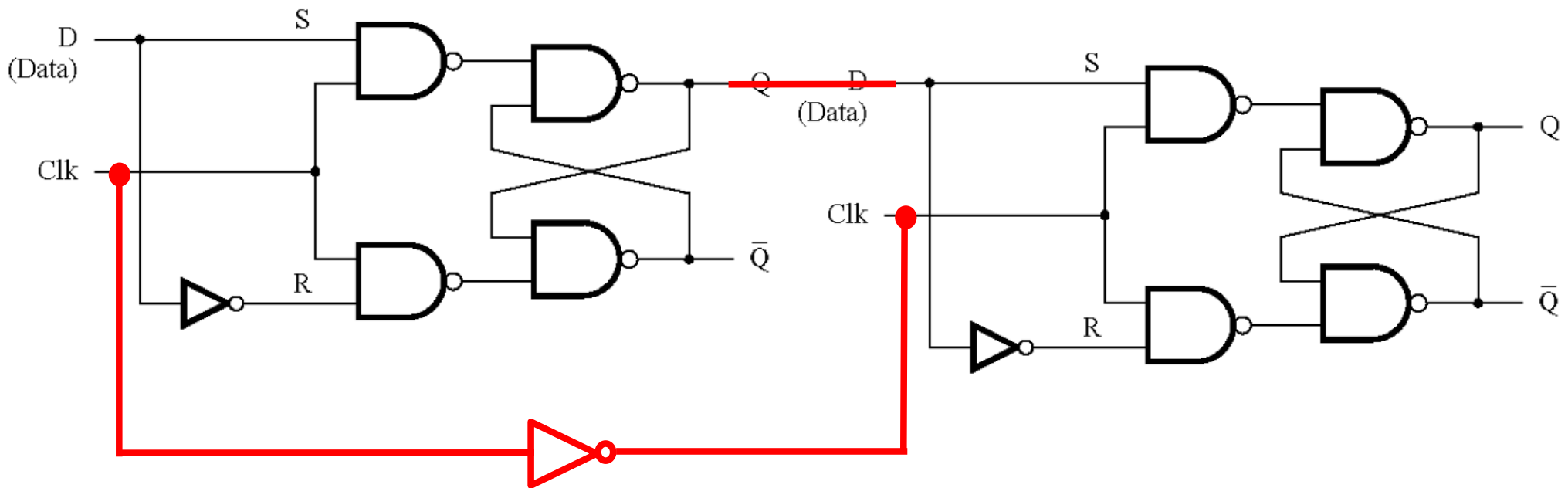
Latch #2



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

Latch #1

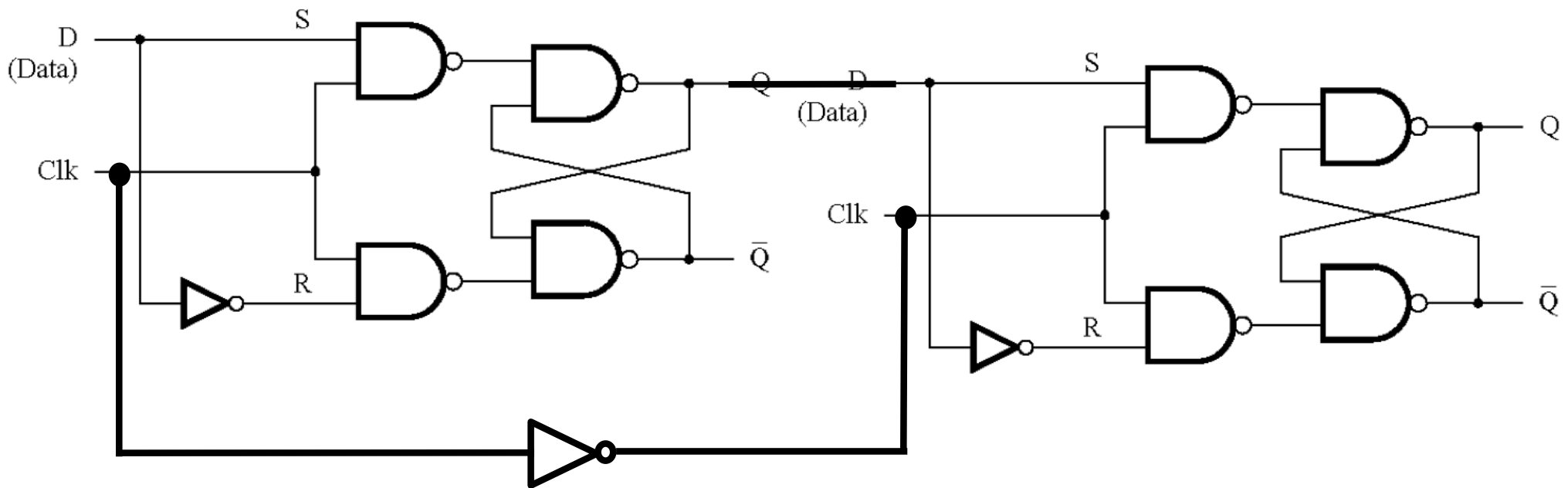
Latch #2



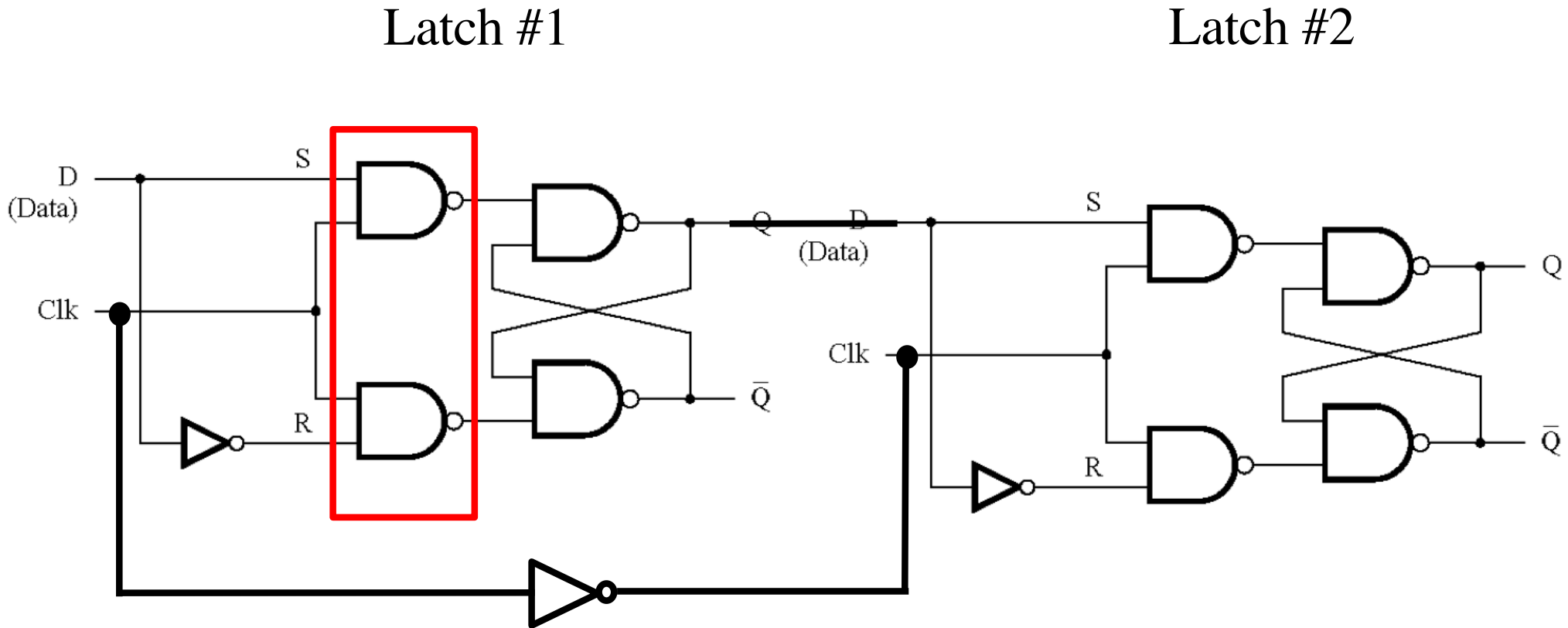
Constructing a Master-Slave D Flip-Flop From Two D Latches

Latch #1

Latch #2



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

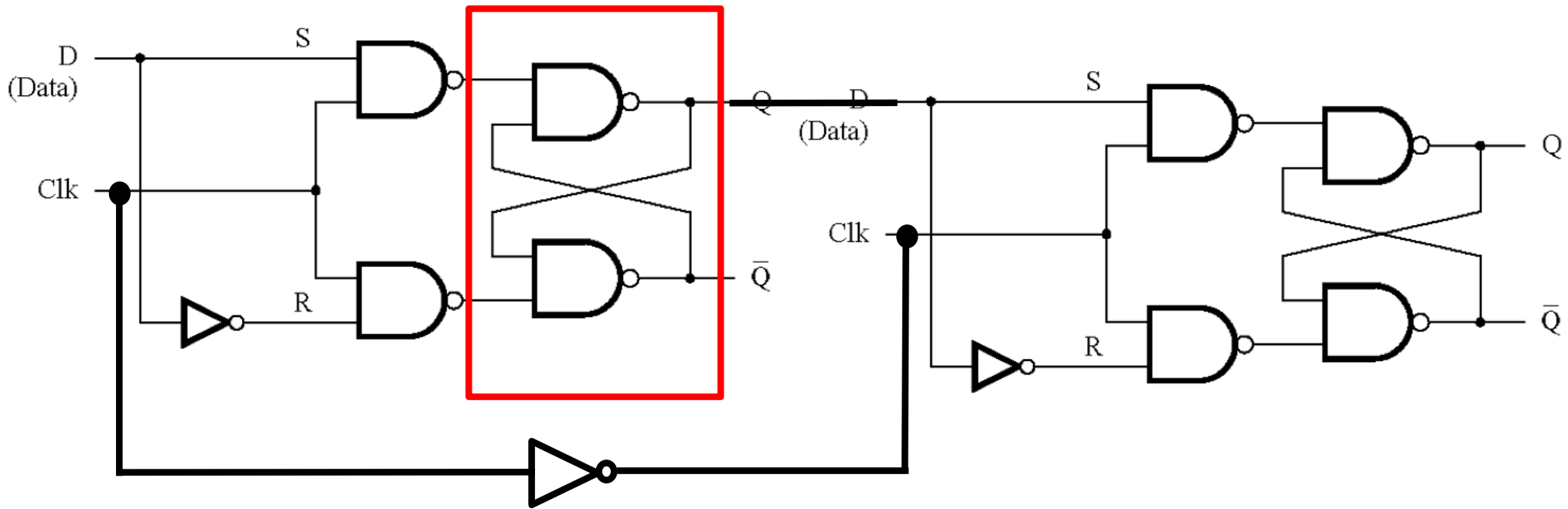


This is the first "gate"

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

Latch #1

Latch #2

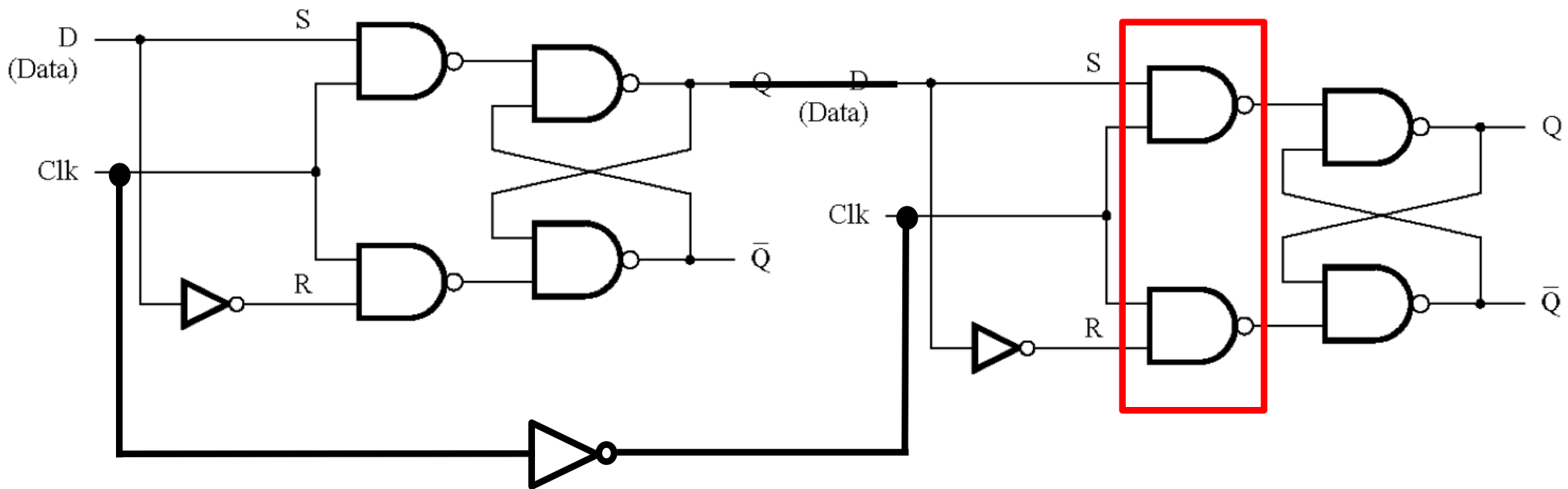


This is the first "snake"

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

Latch #1

Latch #2

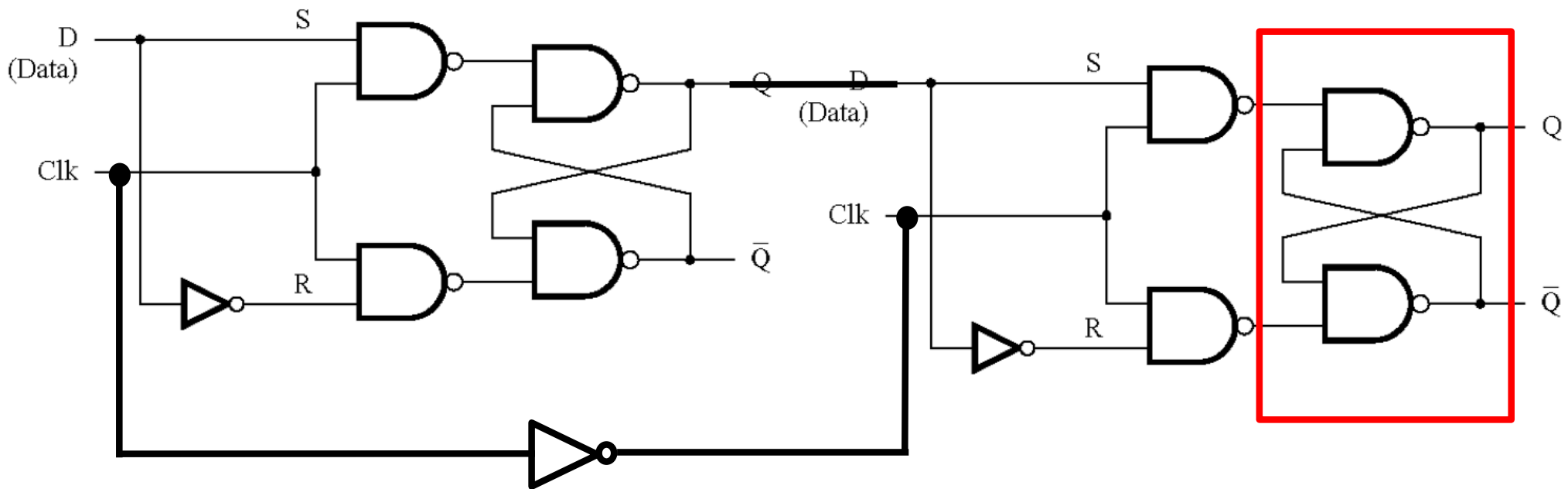


This is the second "gate"

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

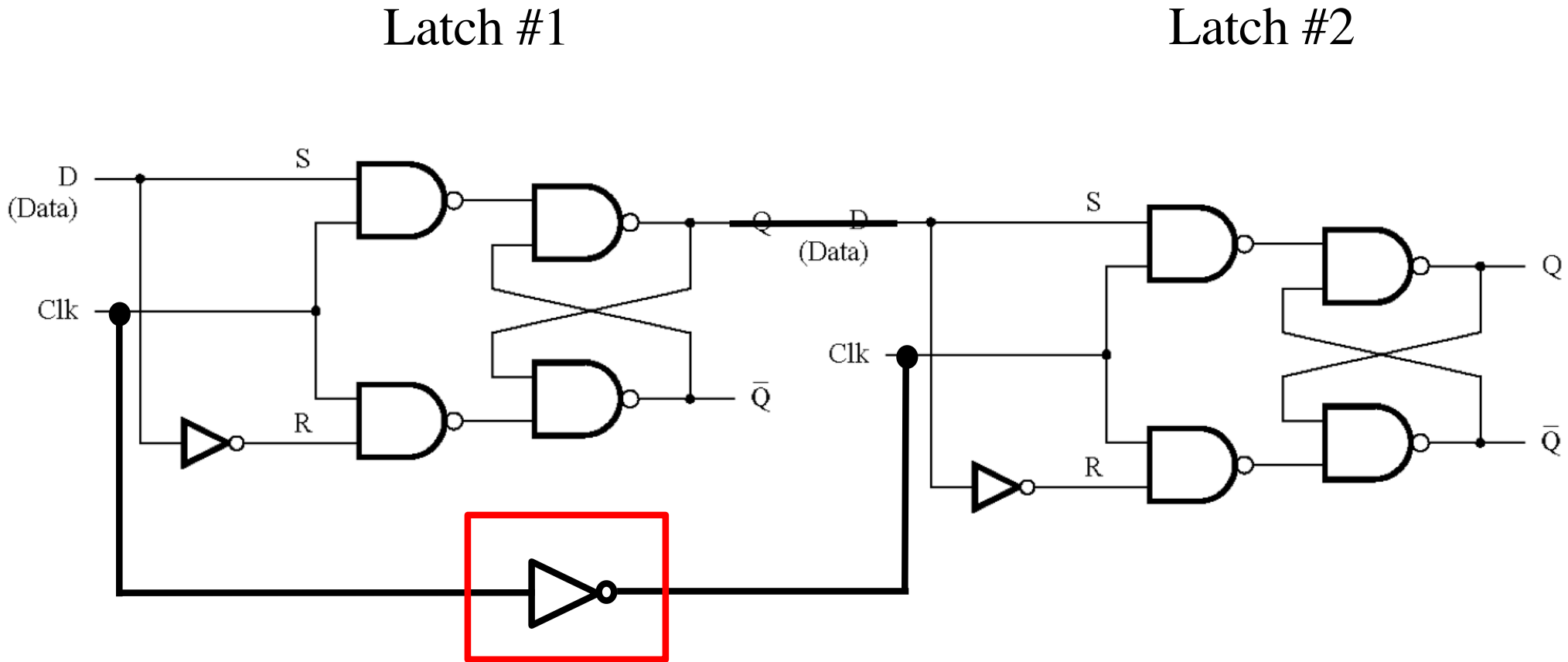
Latch #1

Latch #2



This is the second "snake"

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

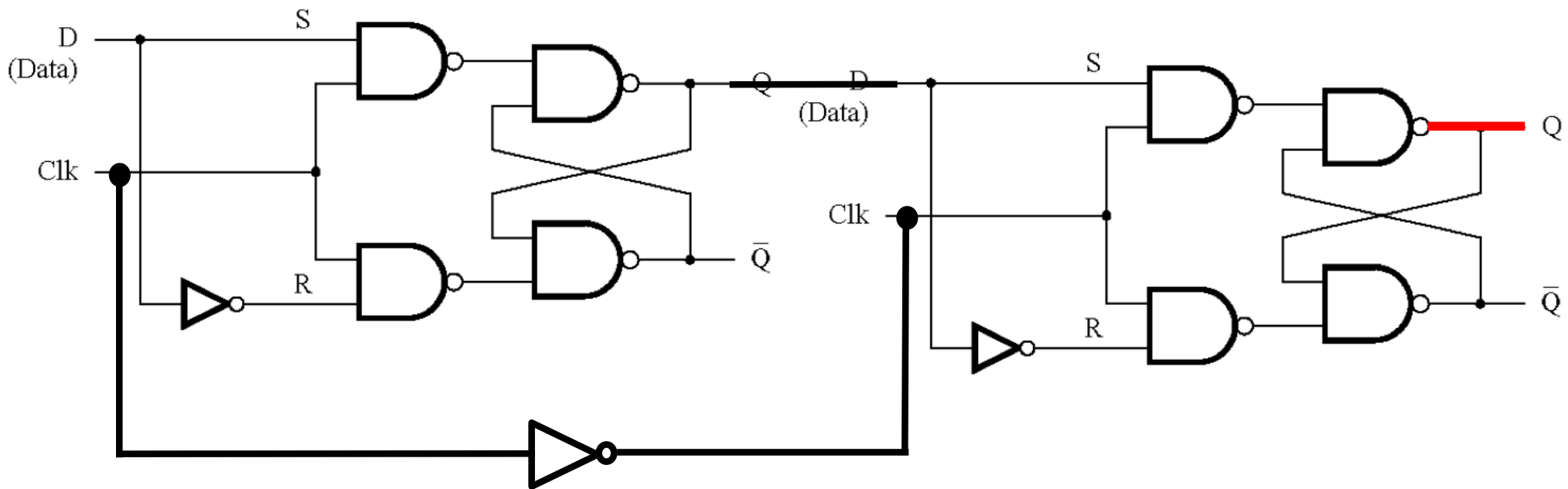


This imposes mutual exclusivity:
only one gate is open at a time.

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

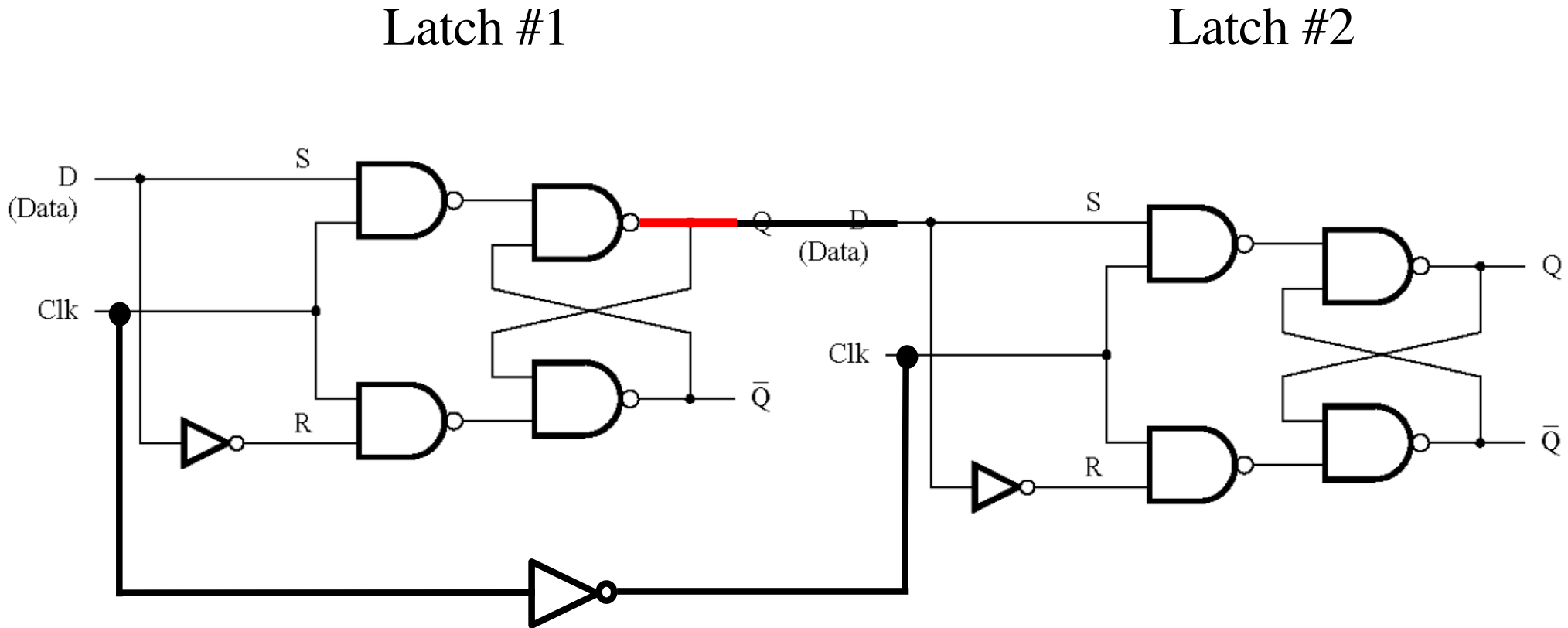
Latch #1

Latch #2



We need all of this
to store only one bit here.

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

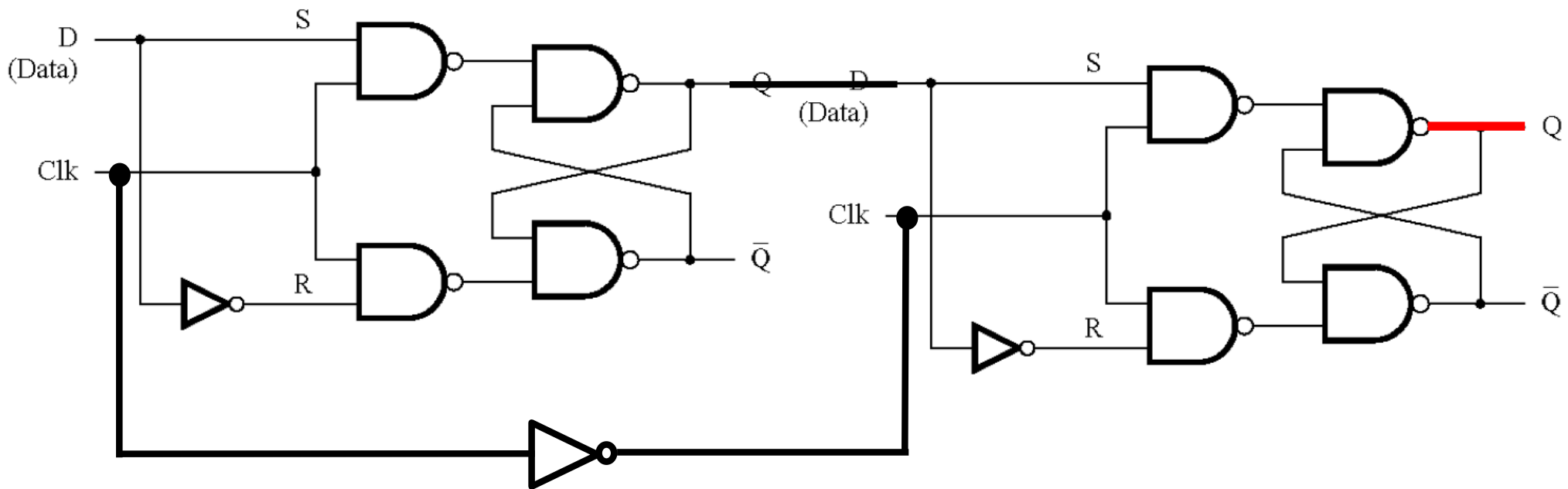


This also has the capacity to store one bit, but it is used to update the main output.

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

Latch #1

Latch #2

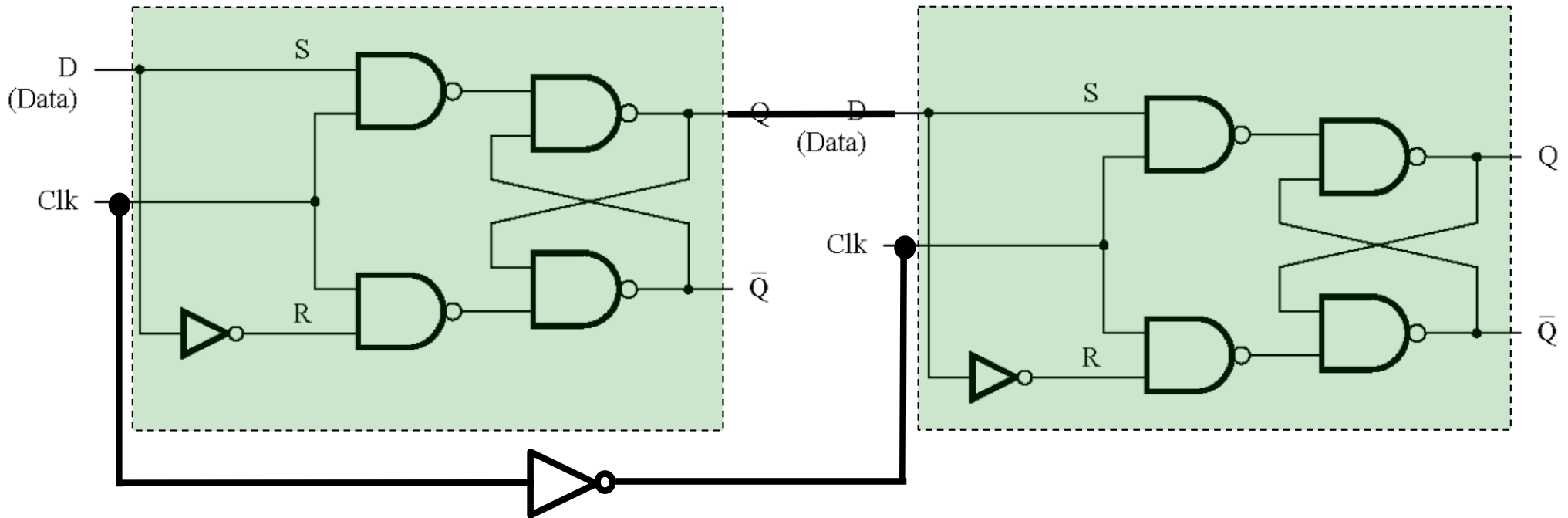


Only this bit is visible to the user of this circuit.

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

Latch #1

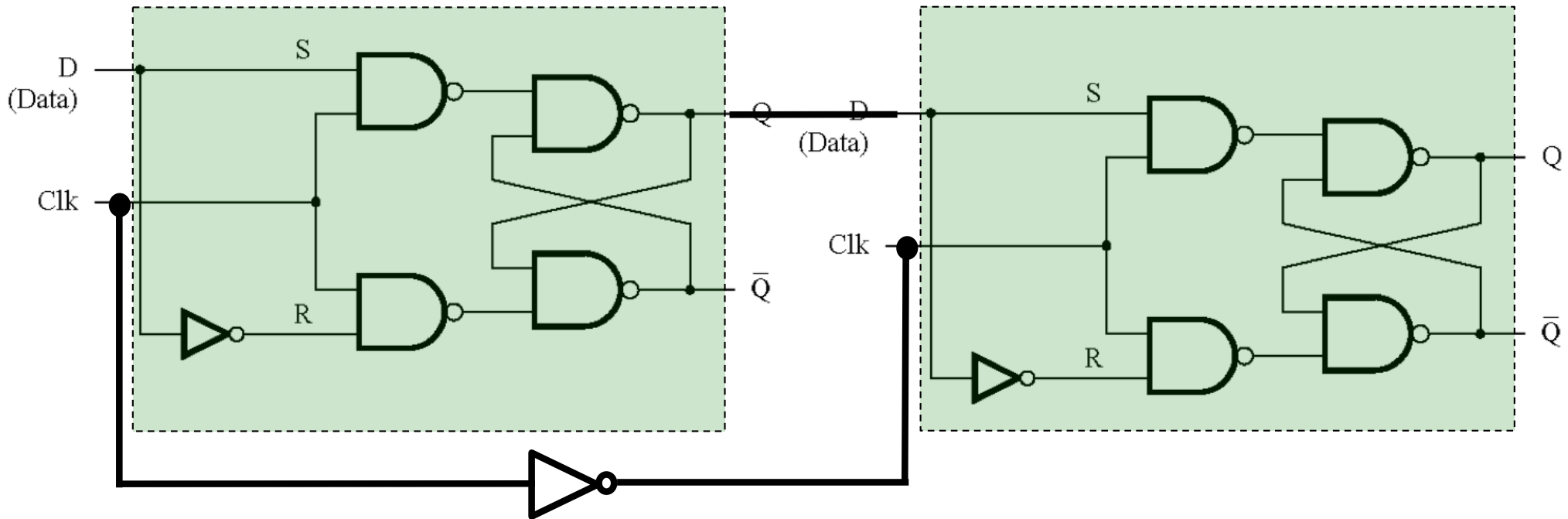
Latch #2



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

Master Latch

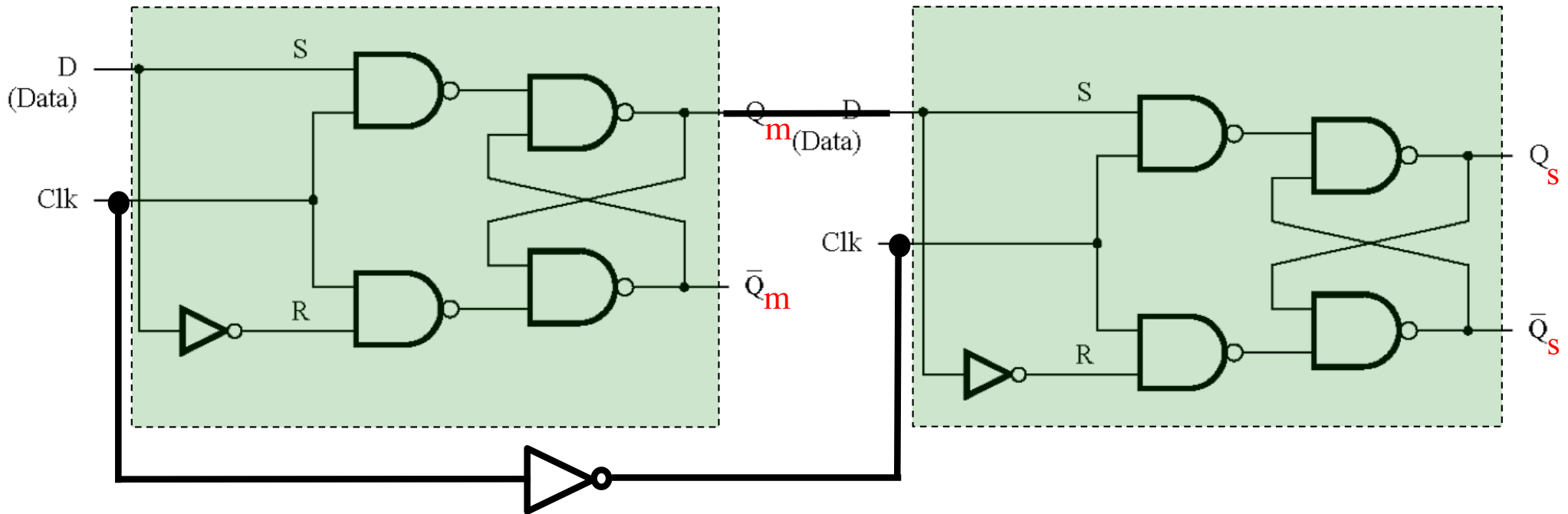
Slave Latch



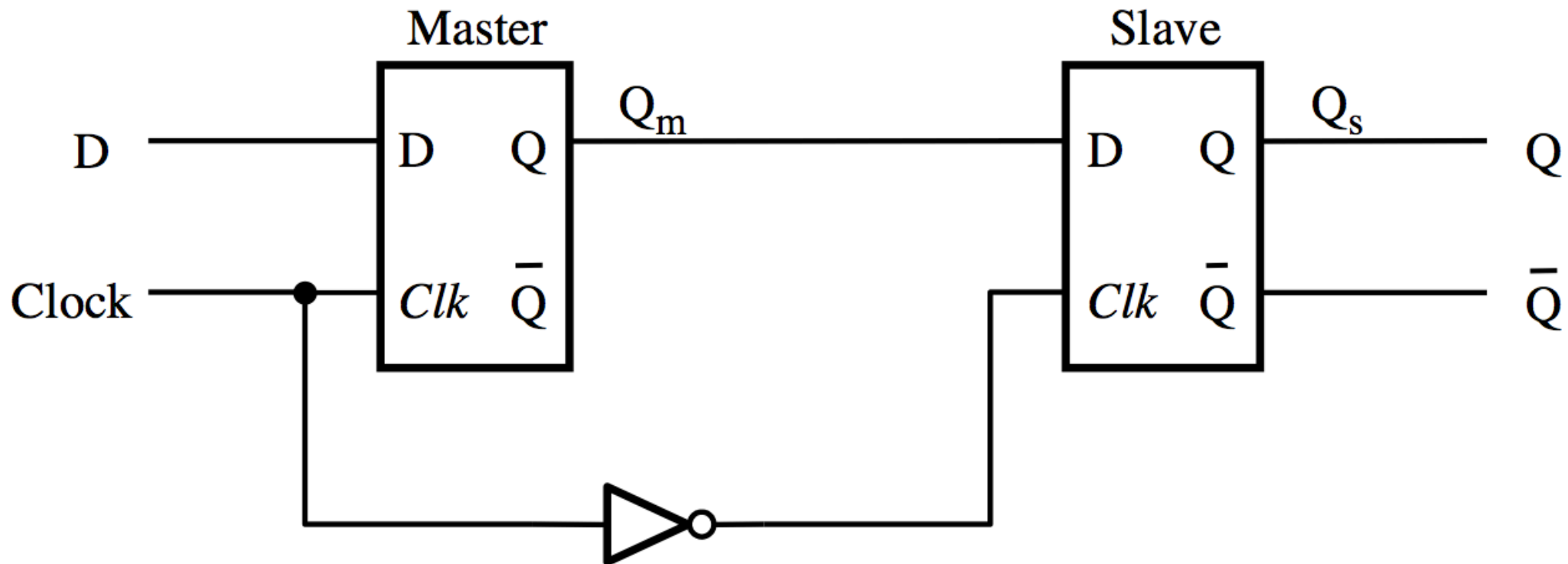
Constructing a Master-Slave D Flip-Flop From Two D Latches

Master Latch

Slave Latch

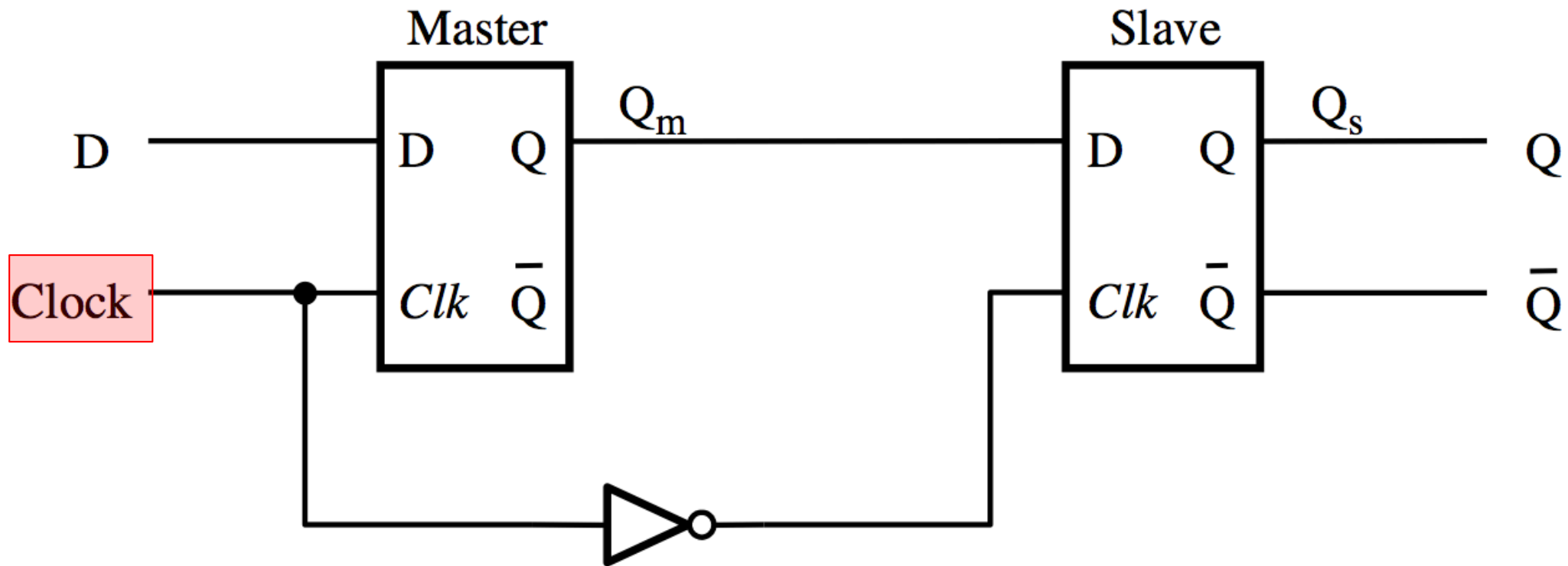


Constructing a Master-Slave D Flip-Flop From Two D Latches



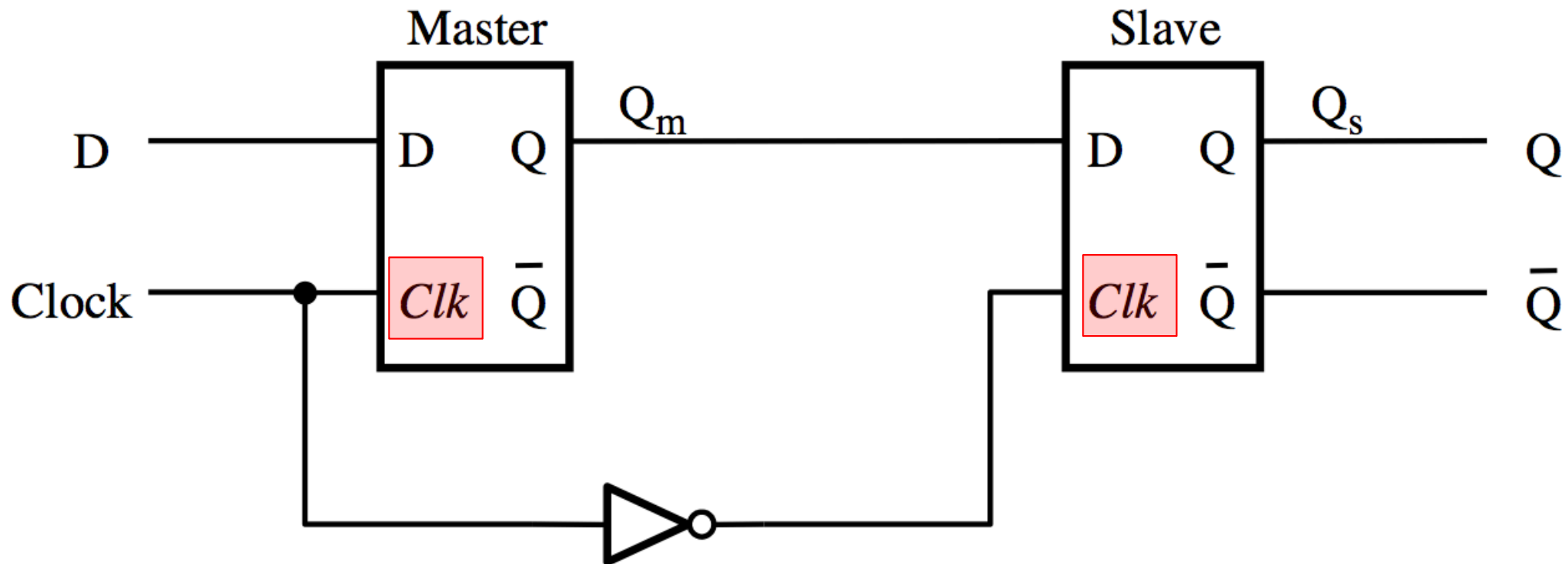
[Figure 5.9a from the textbook]

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

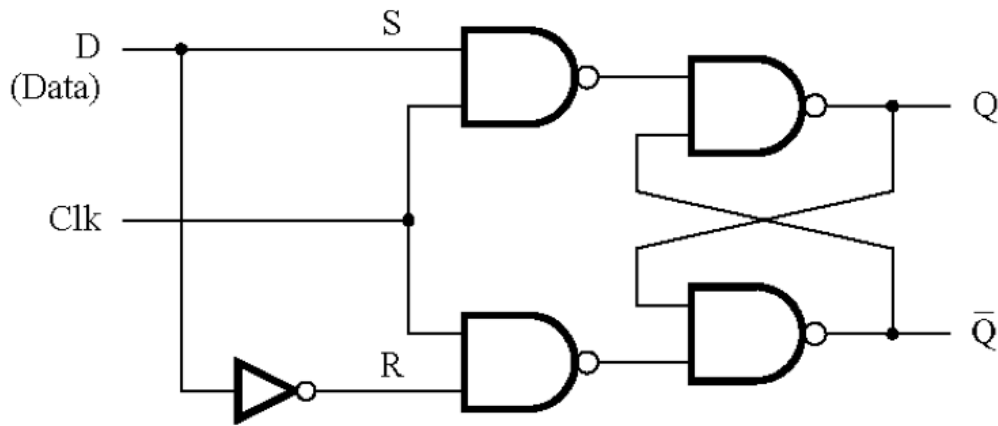


[Figure 5.9a from the textbook]

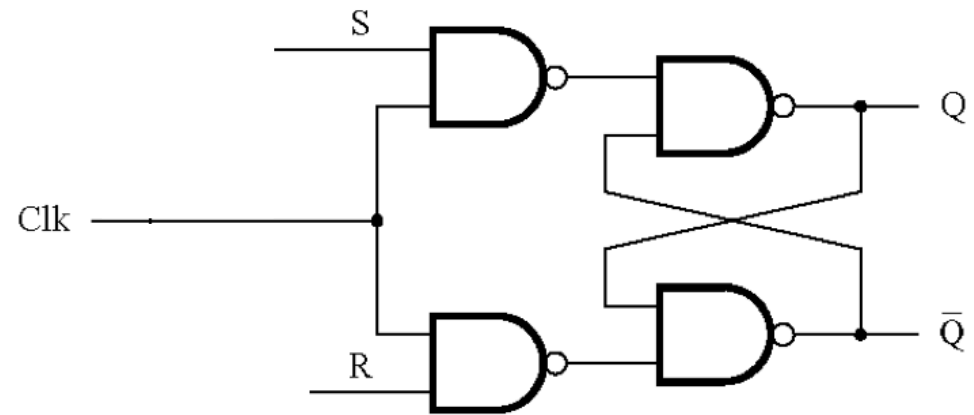
Constructing a Master-Slave D Flip-Flop From one D Latch and one Gated SR Latch

(This version uses one less NOT gate)

Master Latch



Slave Latch

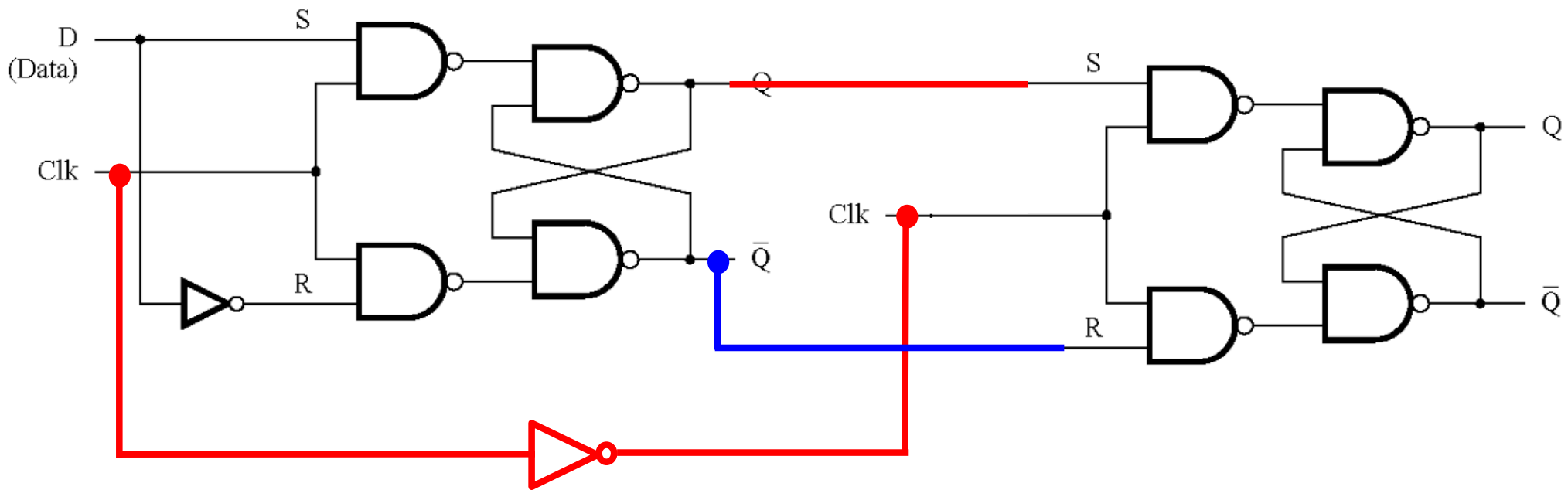


Constructing a Master-Slave D Flip-Flop From one D Latch and one Gated SR Latch

(This version uses one less NOT gate)

Master Latch

Slave Latch

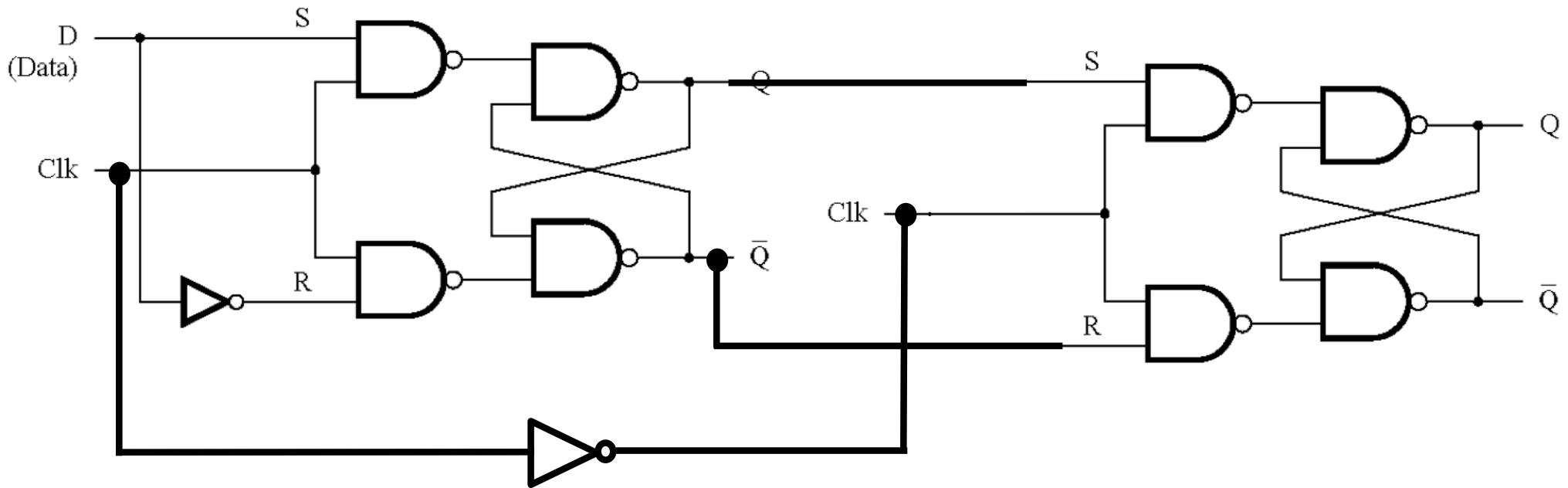


Constructing a Master-Slave D Flip-Flop From one D Latch and one Gated SR Latch

(This version uses one less NOT gate)

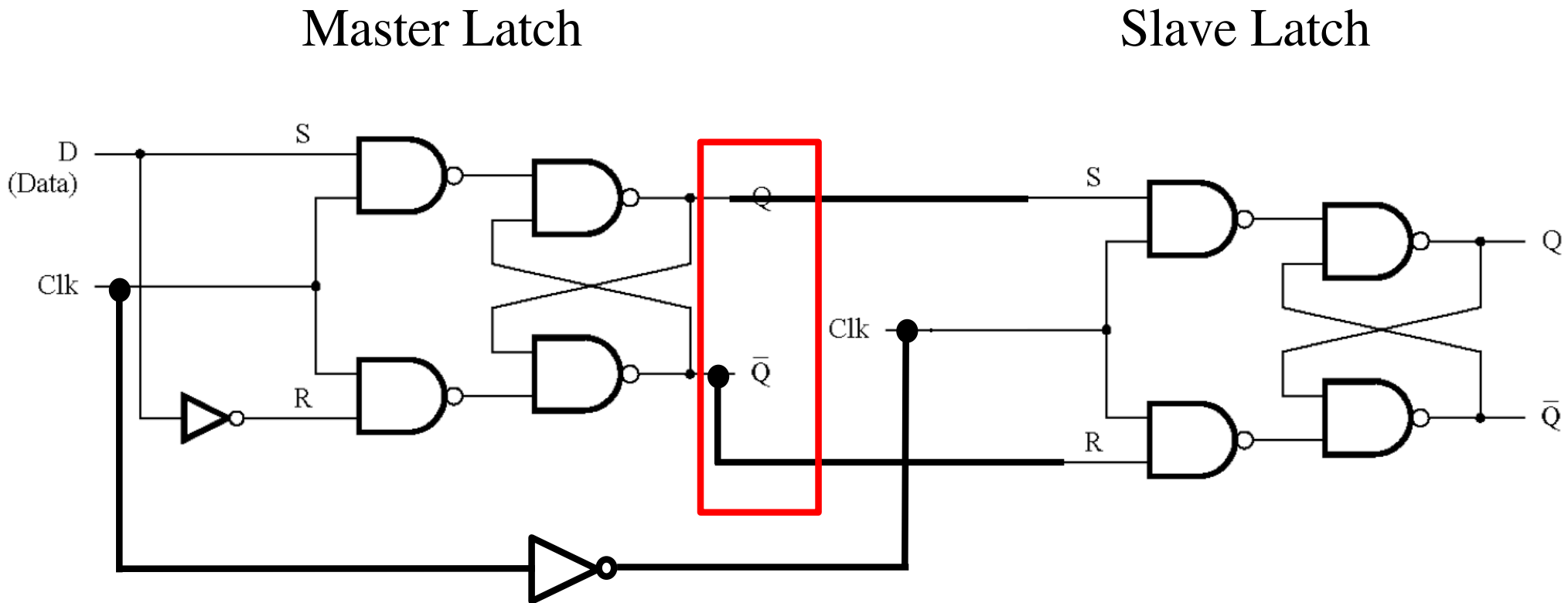
Master Latch

Slave Latch



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

(This version uses one less NOT gate)



This uses the fact that Q and \bar{Q} are inverses of each other.

Flip-Flop



Latch



You need 2 latches to make a flip-flop



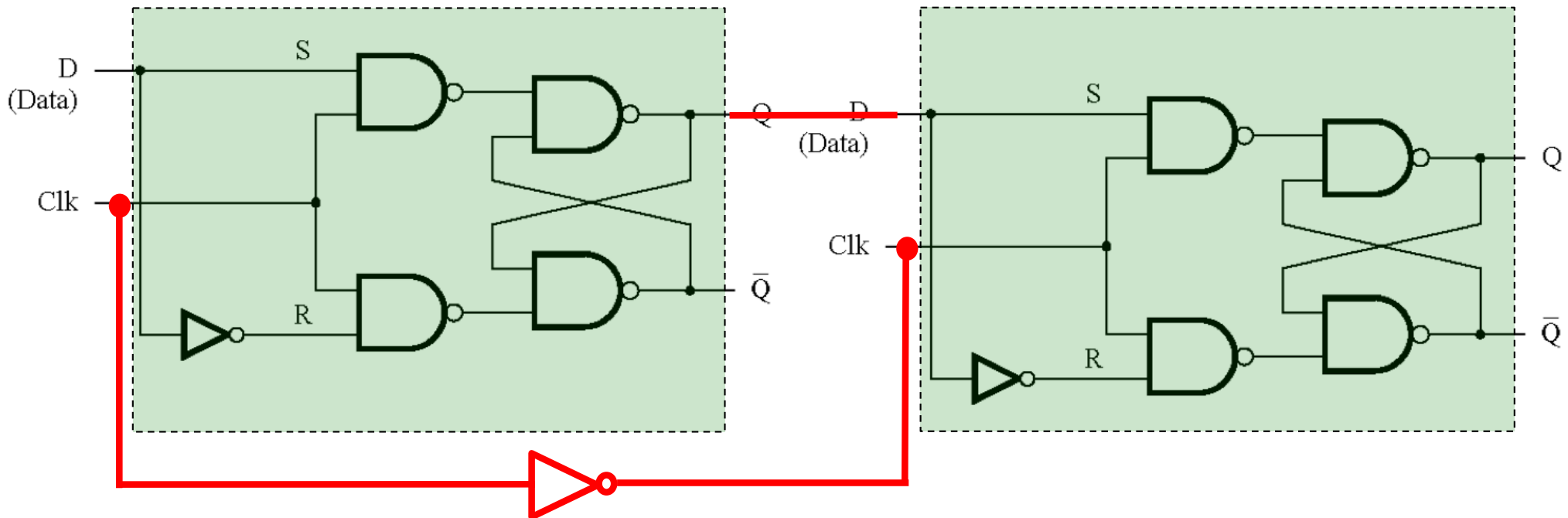
=



You need 2 latches to make a flip-flop

Master Latch

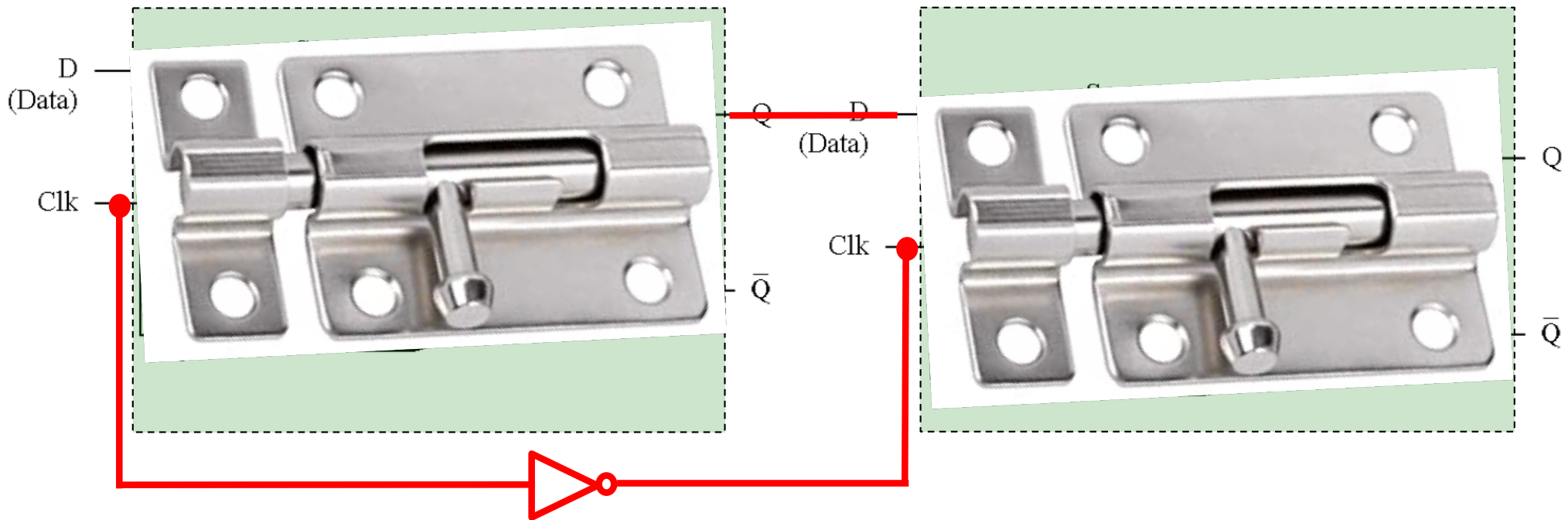
Slave Latch



You need 2 latches to make a flip-flop

Master Latch

Slave Latch



You need 2 latches to make a flip-flop

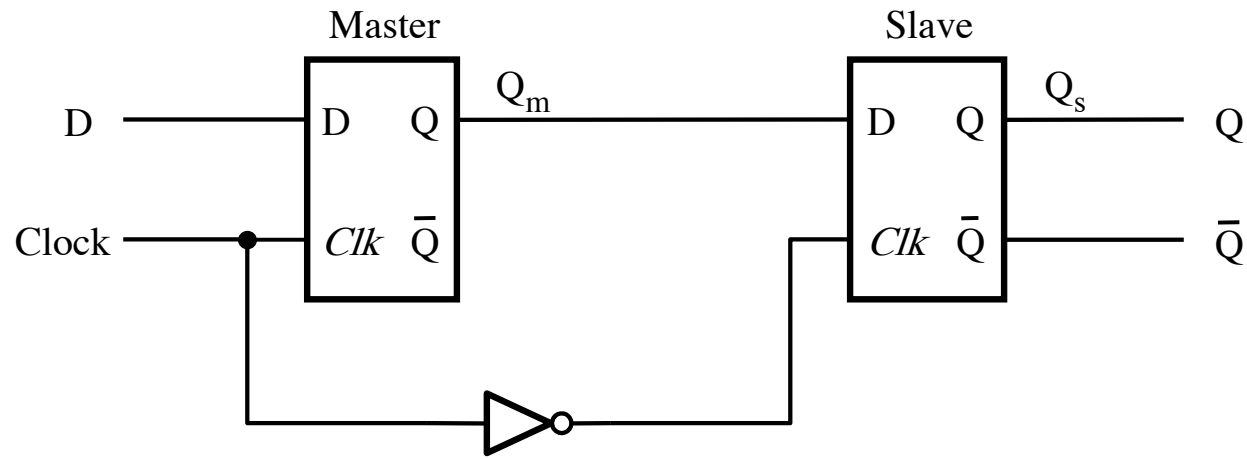


Edge-Triggered D Flip-Flops

Motivation

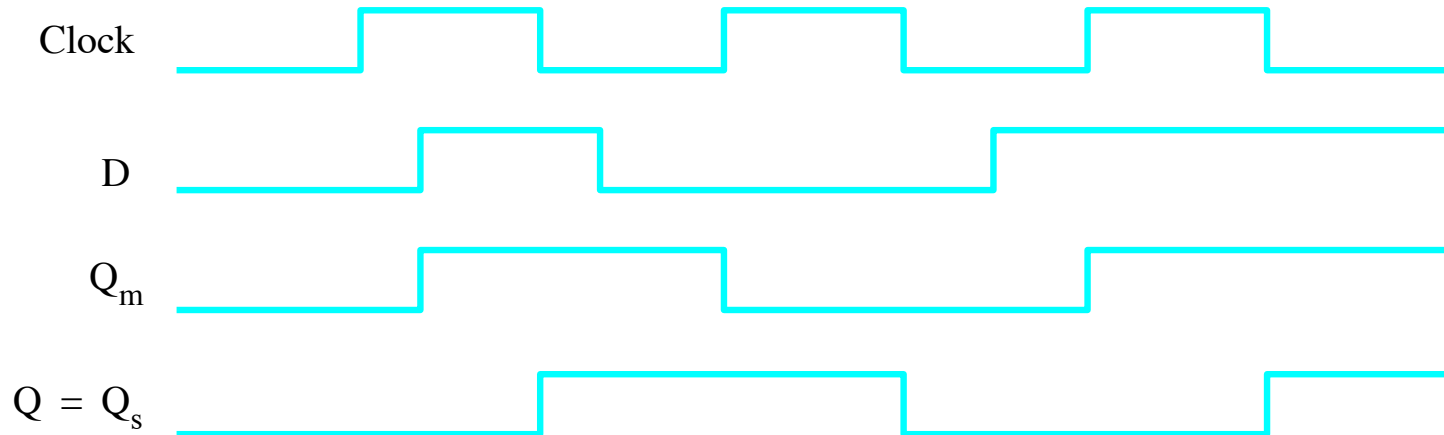
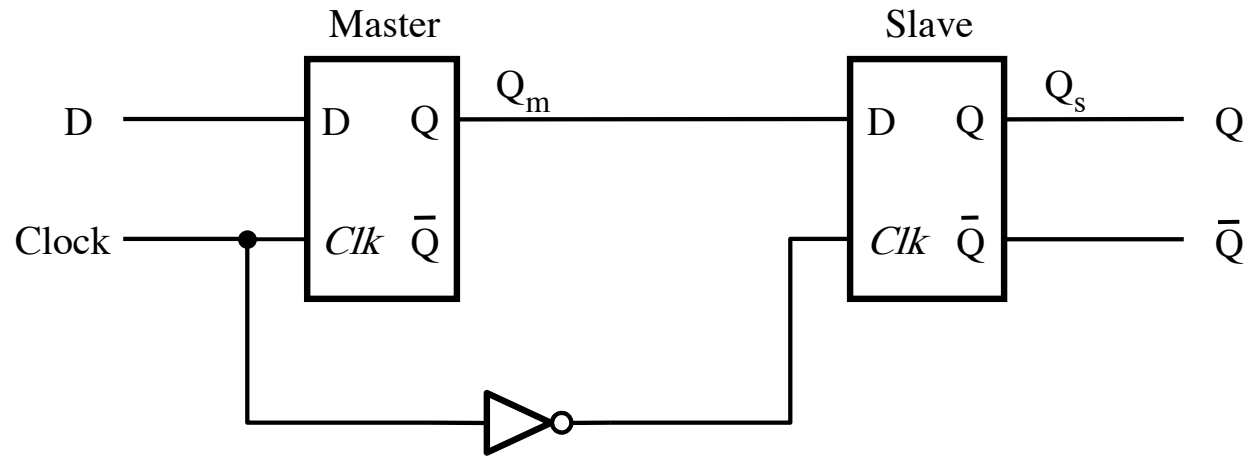
In some cases we need to use a memory storage device that can change its state no more than once during each clock cycle.

Master-Slave D Flip-Flop



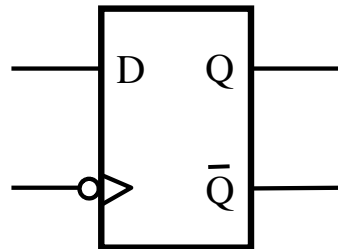
(a) Circuit

Timing Diagram for the Master-Slave D Flip-Flop

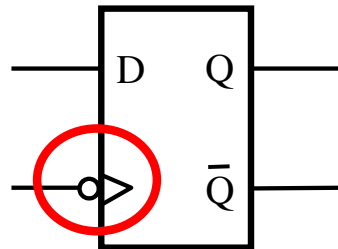


[Figure 5.9a,b from the textbook]

Graphical Symbol for the Master-Slave D Flip-Flop



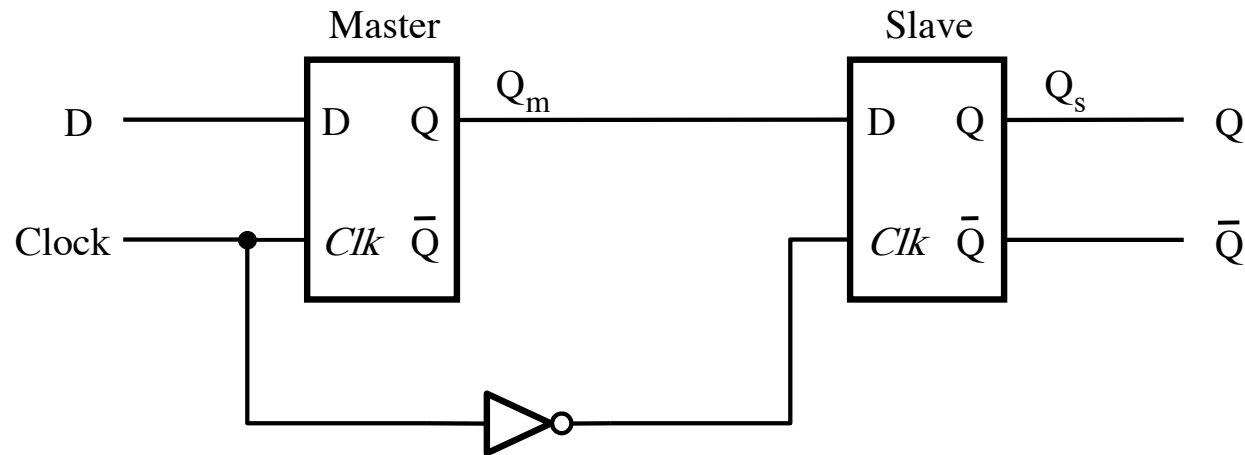
Graphical Symbol for the Master-Slave D Flip-Flop



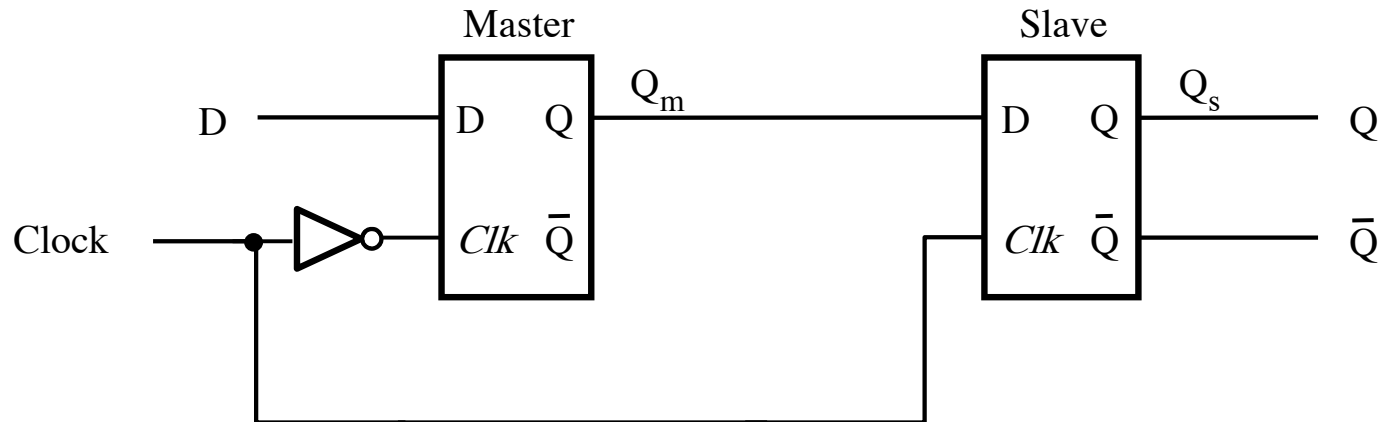
The \triangleright means that this is edge-triggered

The small circle means that it is the negative edge

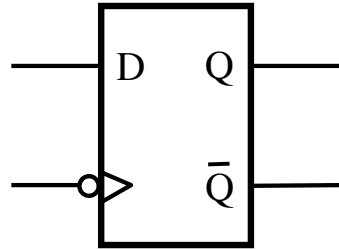
Negative-Edge-Triggered Master-Slave D Flip-Flop



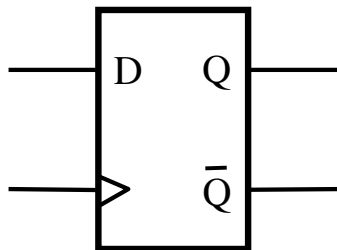
Positive-Edge-Triggered Master-Slave D Flip-Flop



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

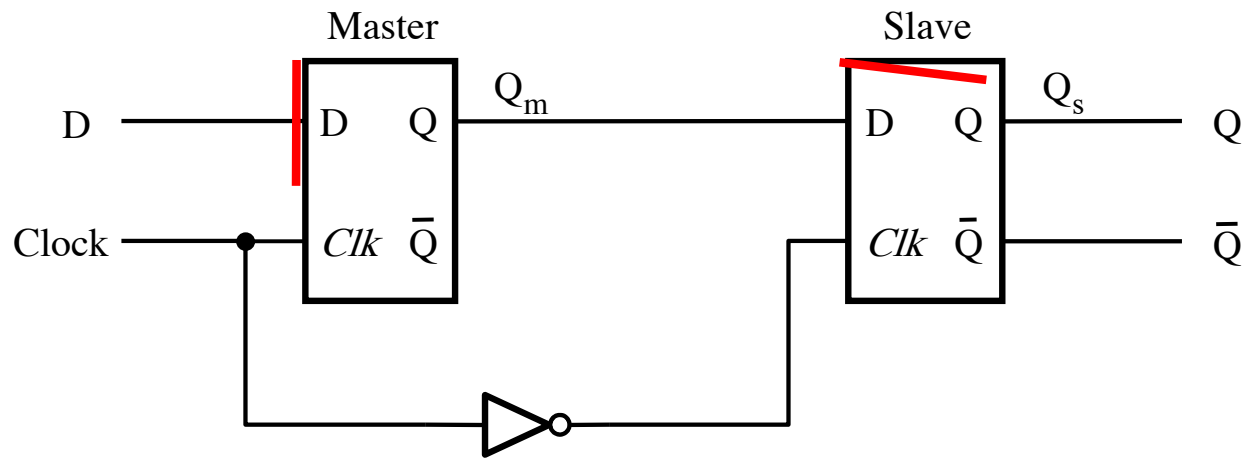


Positive-Edge-Triggered Master-Slave D Flip-Flop

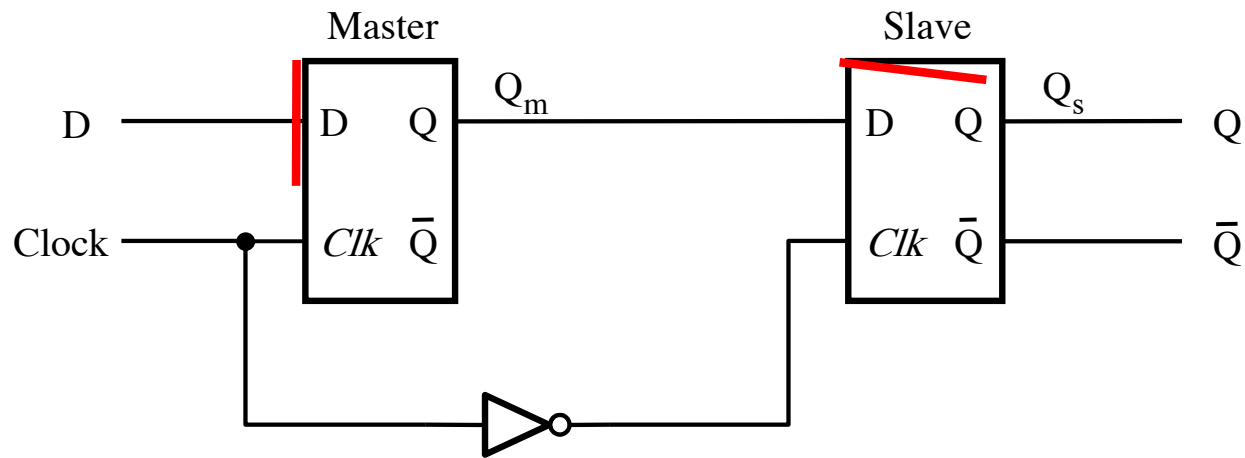


D Flip-Flop: A Double Door Analogy

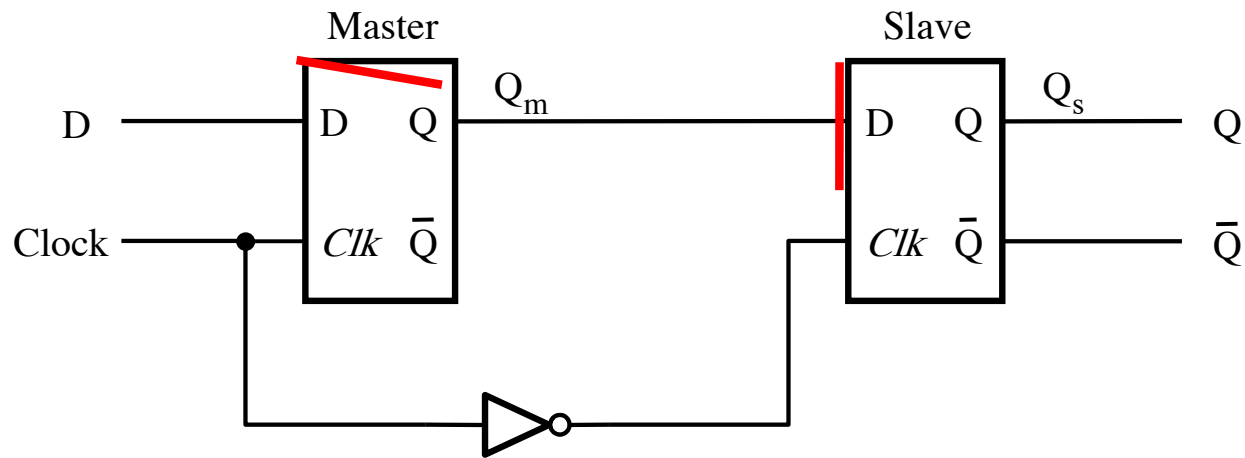
Negative-Edge-Triggered Master-Slave D Flip-Flop



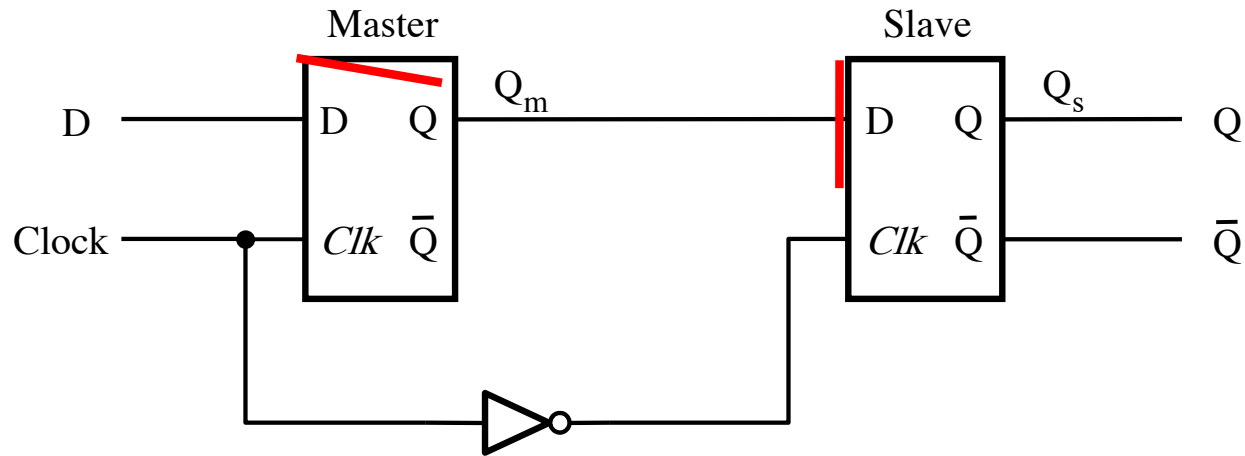
Negative-Edge-Triggered Master-Slave D Flip-Flop



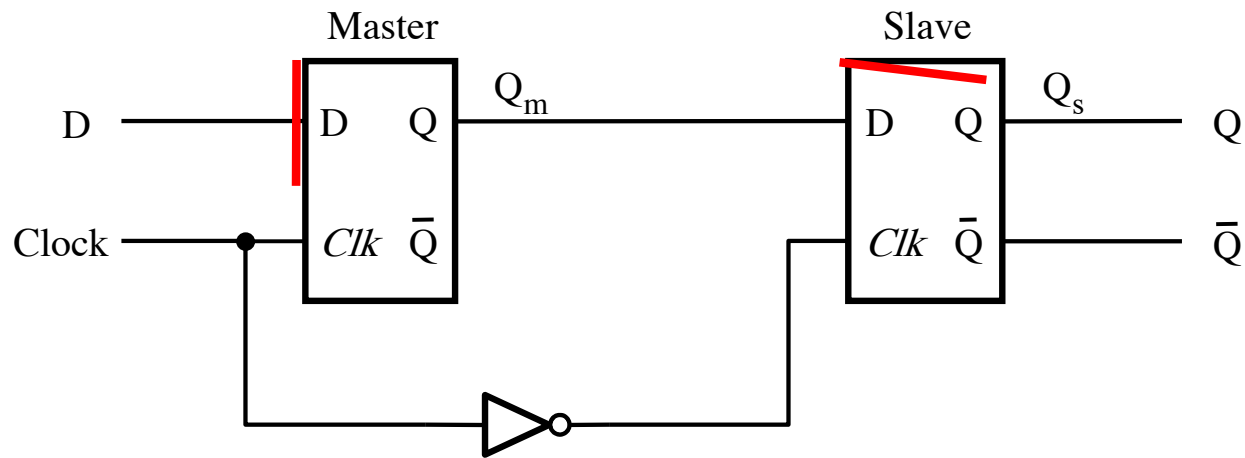
Negative-Edge-Triggered Master-Slave D Flip-Flop



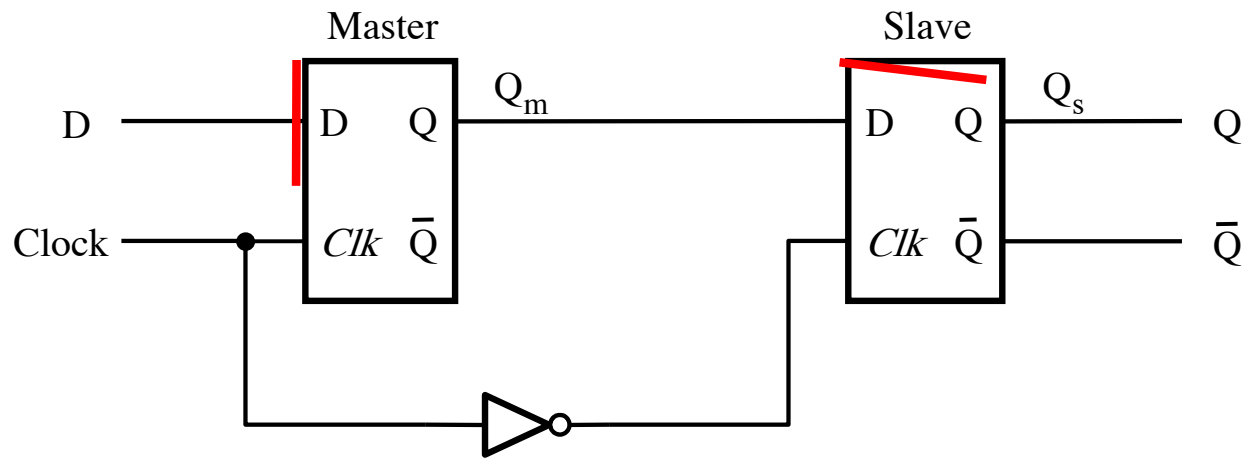
Negative-Edge-Triggered Master-Slave D Flip-Flop



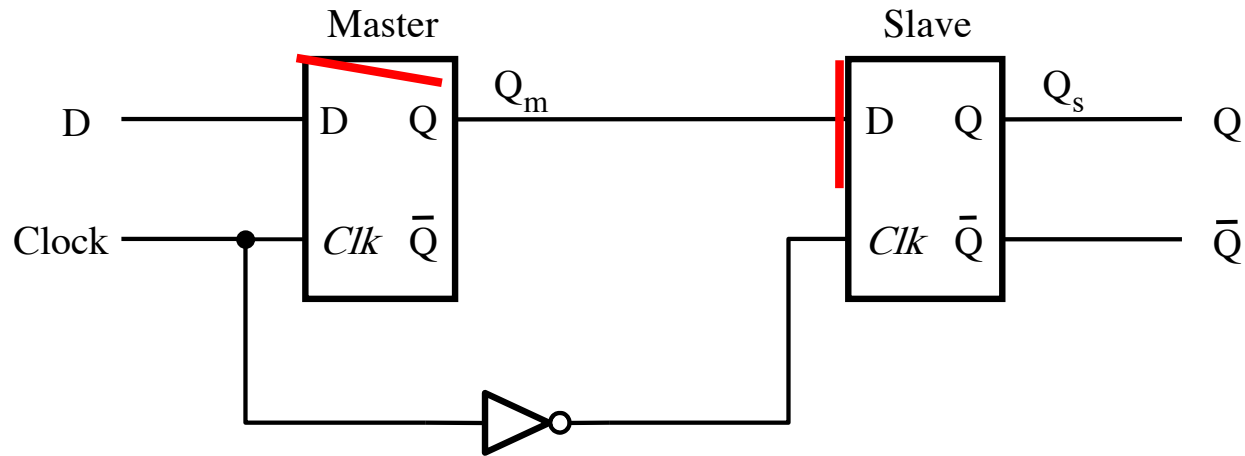
Negative-Edge-Triggered Master-Slave D Flip-Flop



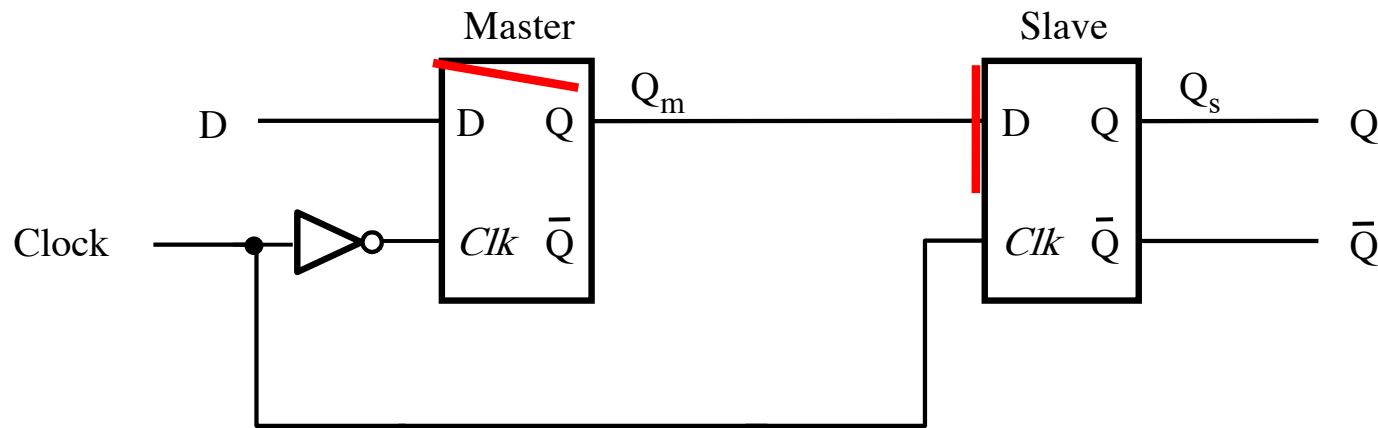
Negative-Edge-Triggered Master-Slave D Flip-Flop



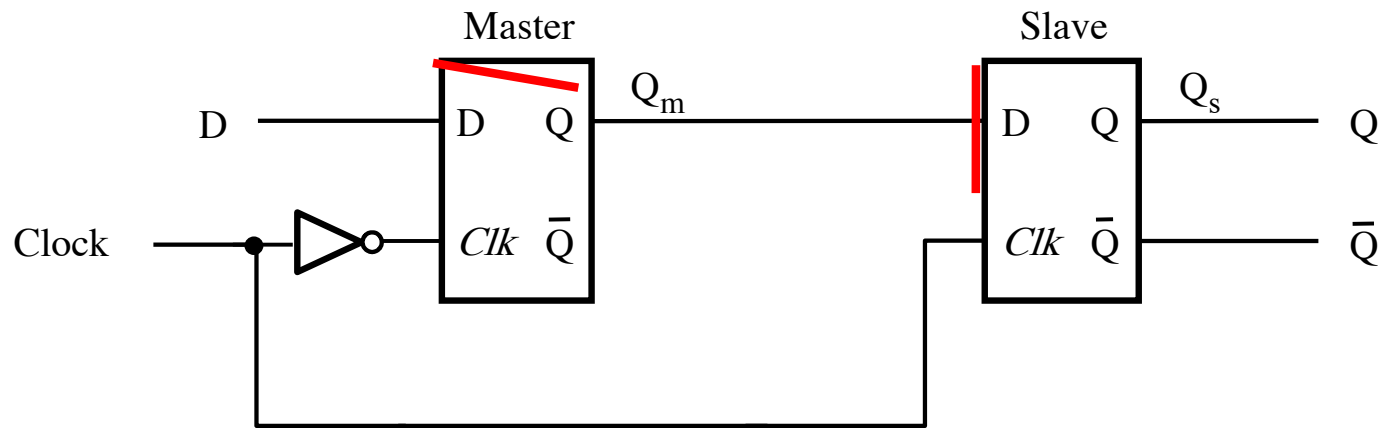
Negative-Edge-Triggered Master-Slave D Flip-Flop



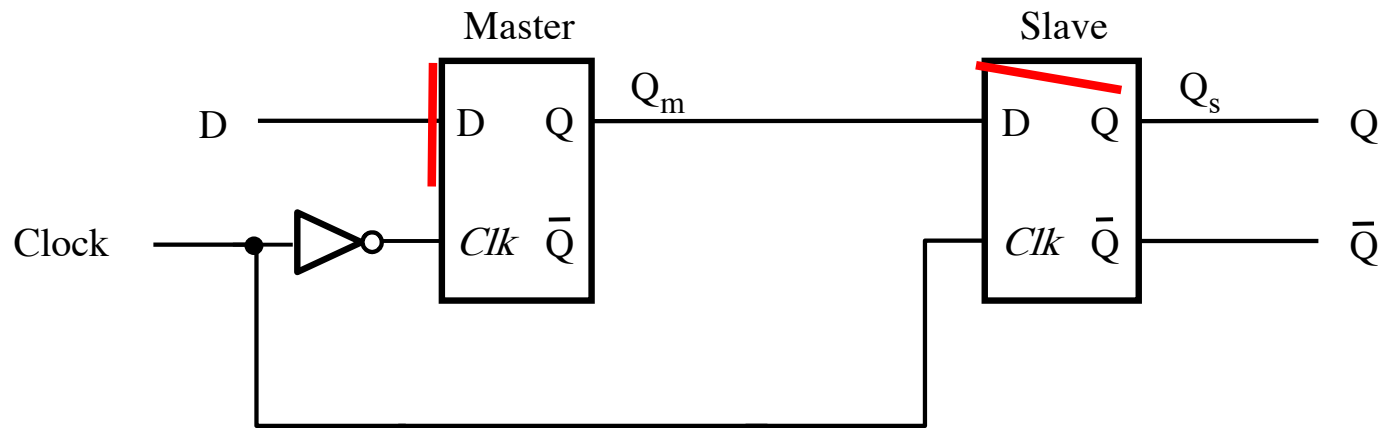
Positive-Edge-Triggered Master-Slave D Flip-Flop



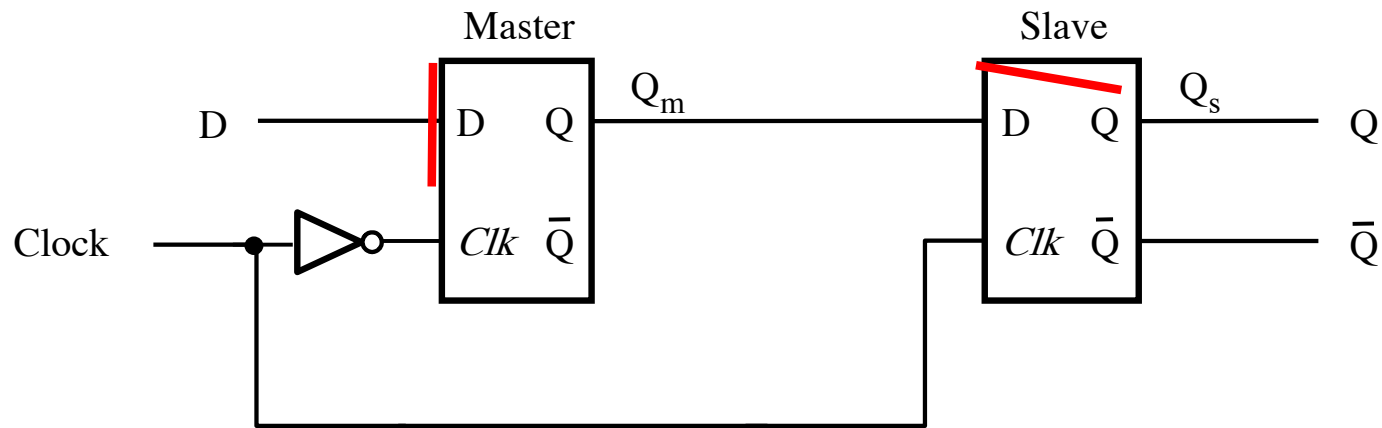
Positive-Edge-Triggered Master-Slave D Flip-Flop



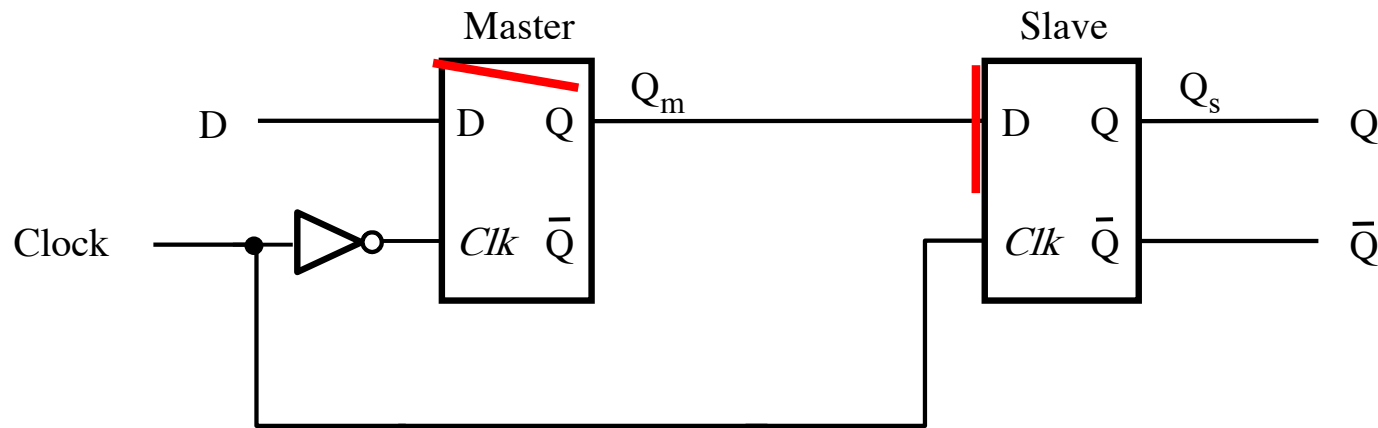
Positive-Edge-Triggered Master-Slave D Flip-Flop



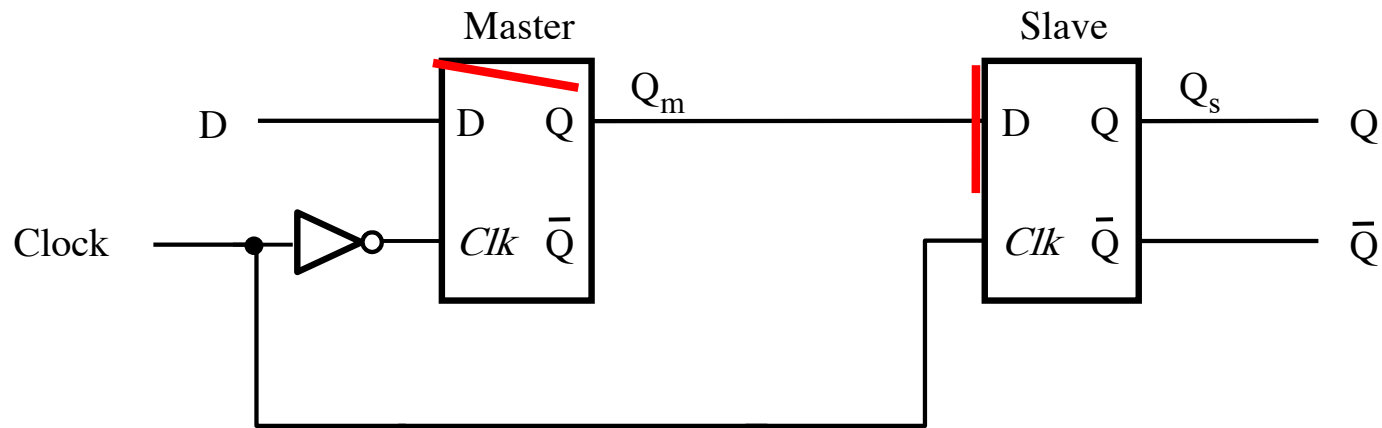
Positive-Edge-Triggered Master-Slave D Flip-Flop



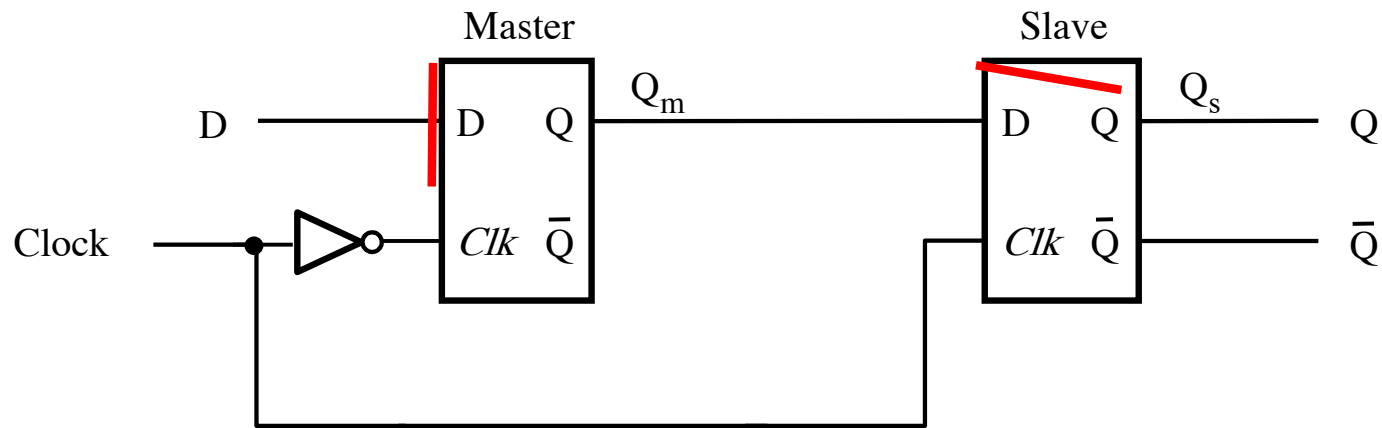
Positive-Edge-Triggered Master-Slave D Flip-Flop



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

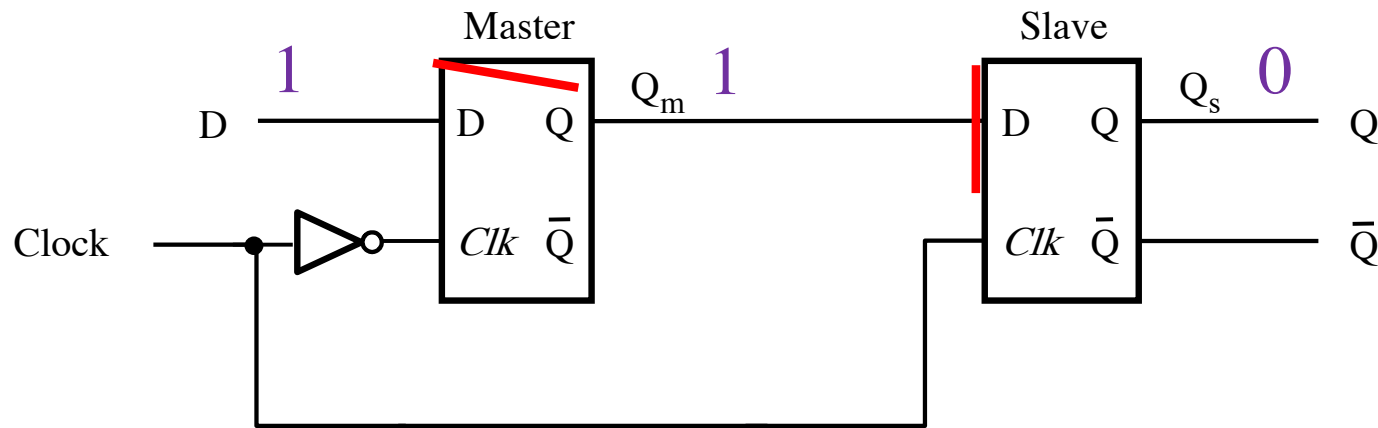


Positive-Edge-Triggered Master-Slave D Flip-Flop

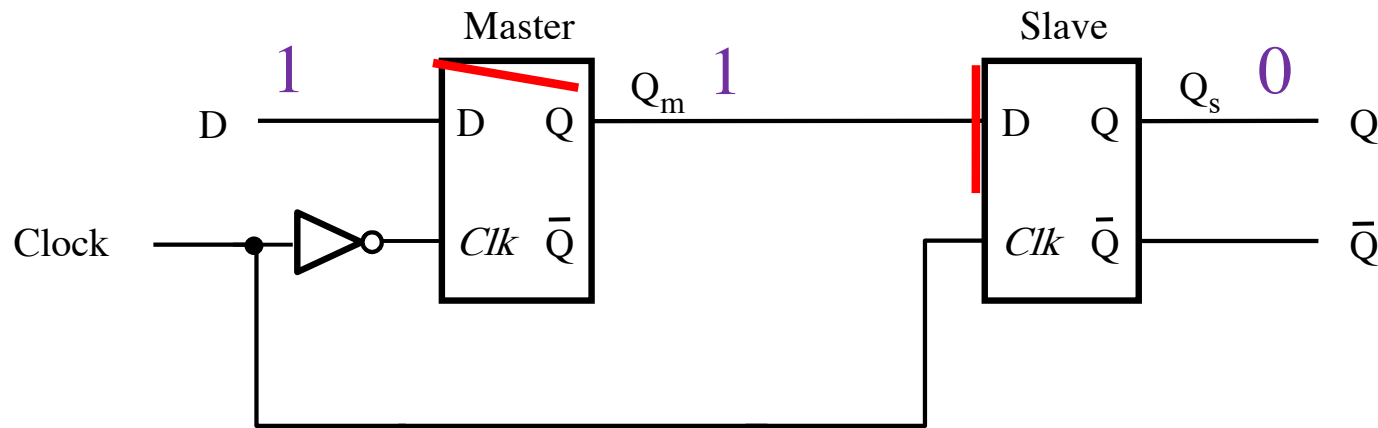


Adding the Data Line

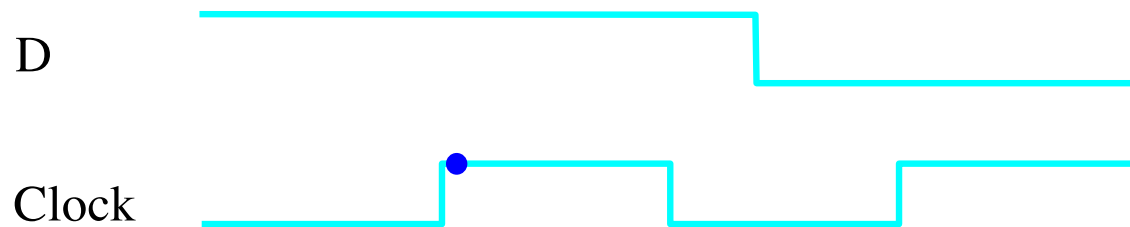
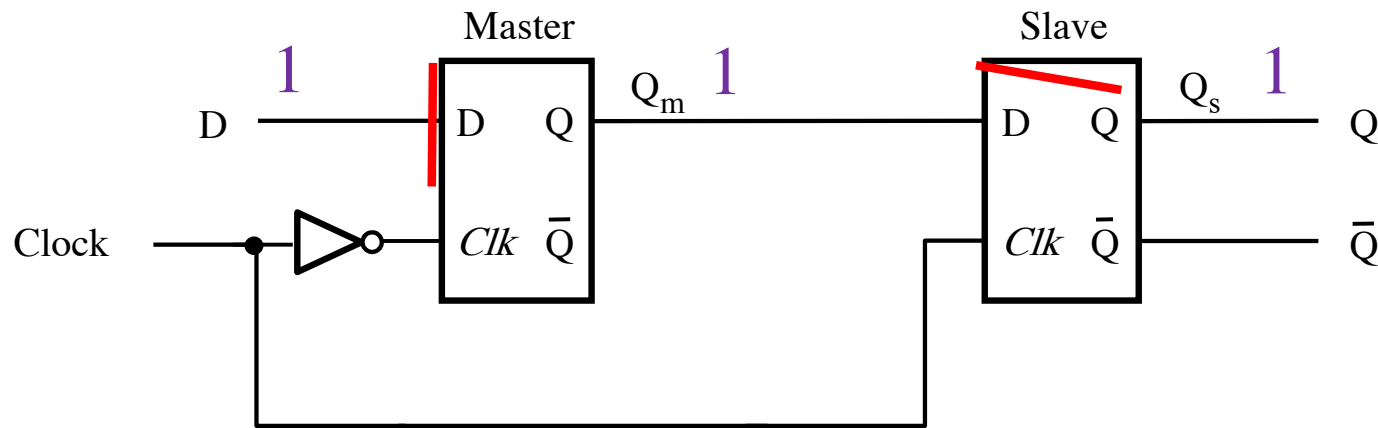
Positive-Edge-Triggered Master-Slave D Flip-Flop



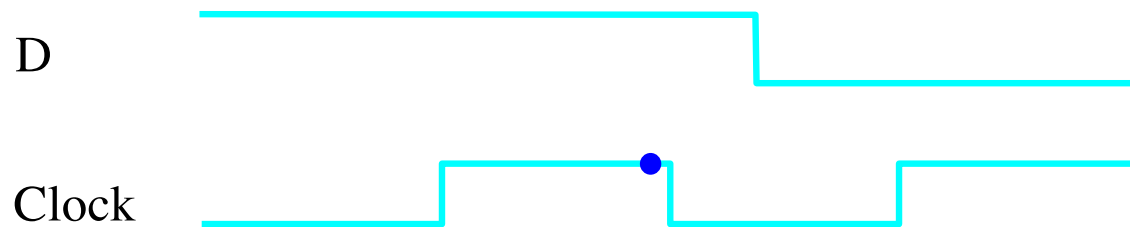
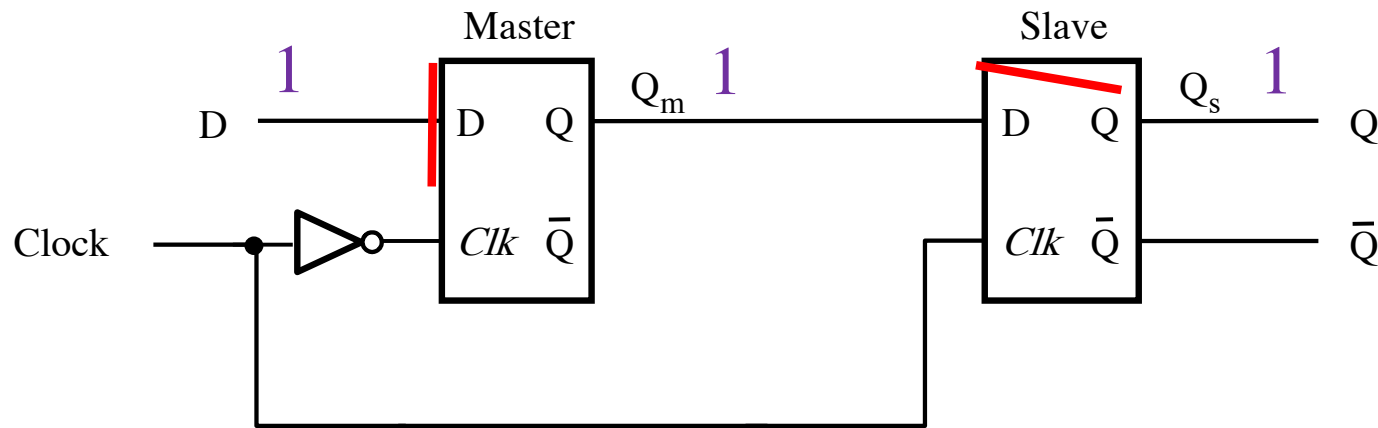
Positive-Edge-Triggered Master-Slave D Flip-Flop



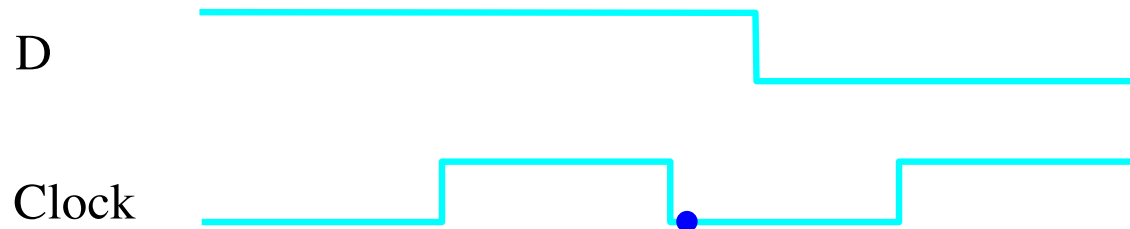
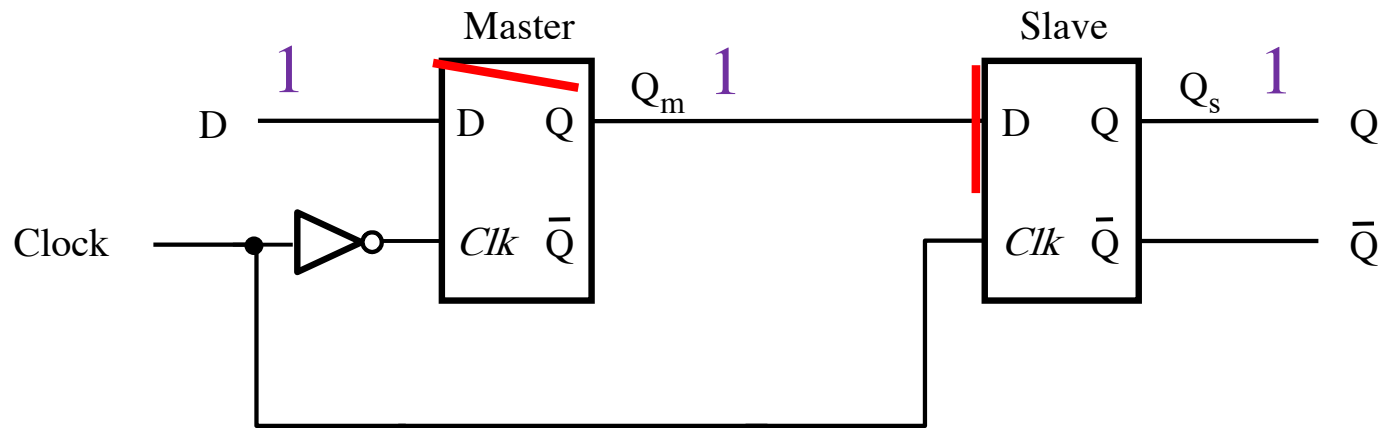
Positive-Edge-Triggered Master-Slave D Flip-Flop



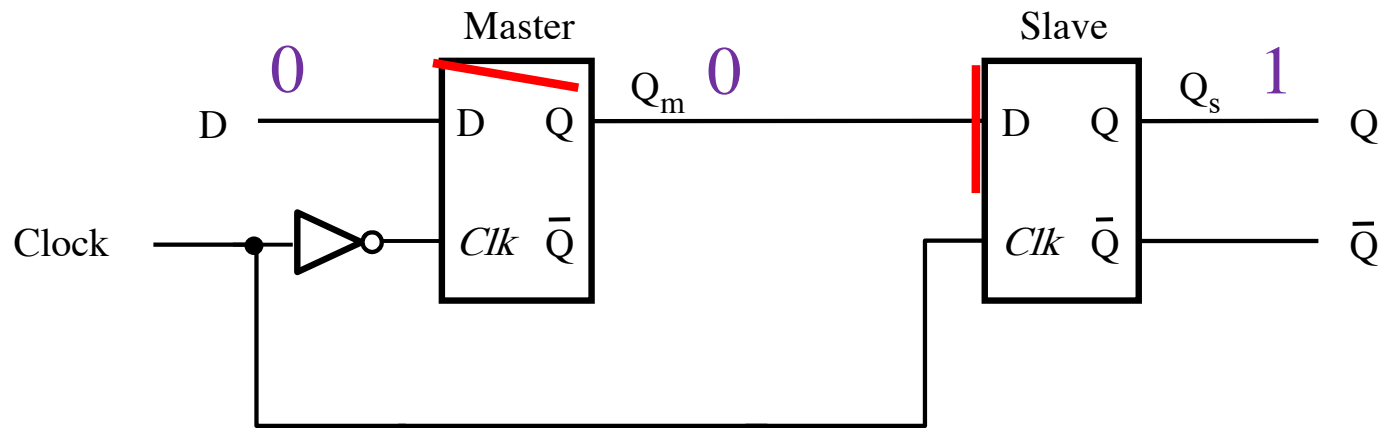
Positive-Edge-Triggered Master-Slave D Flip-Flop



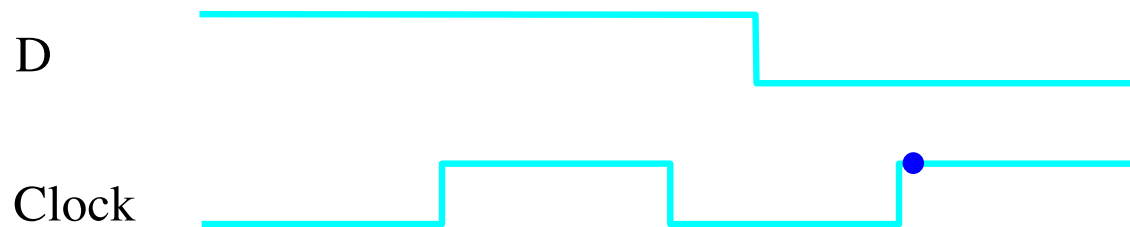
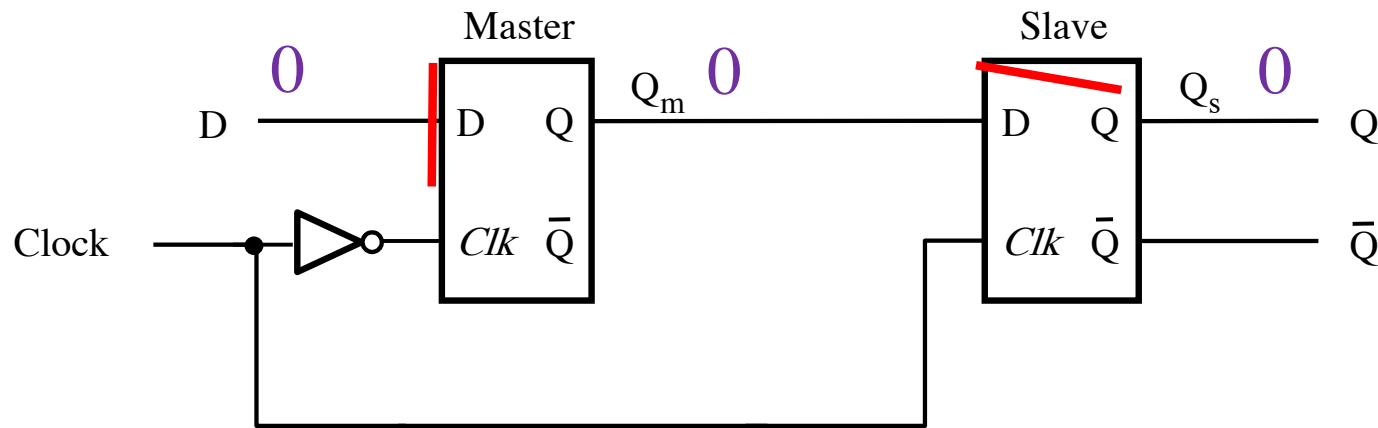
Positive-Edge-Triggered Master-Slave D Flip-Flop



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

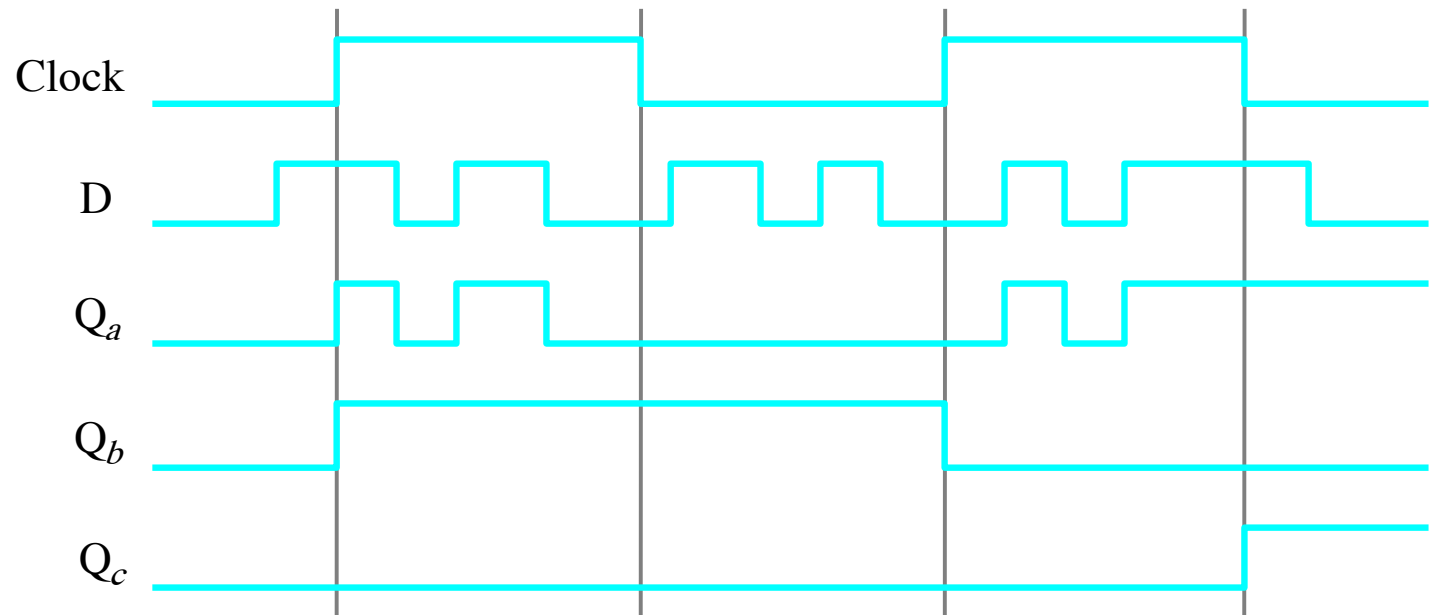
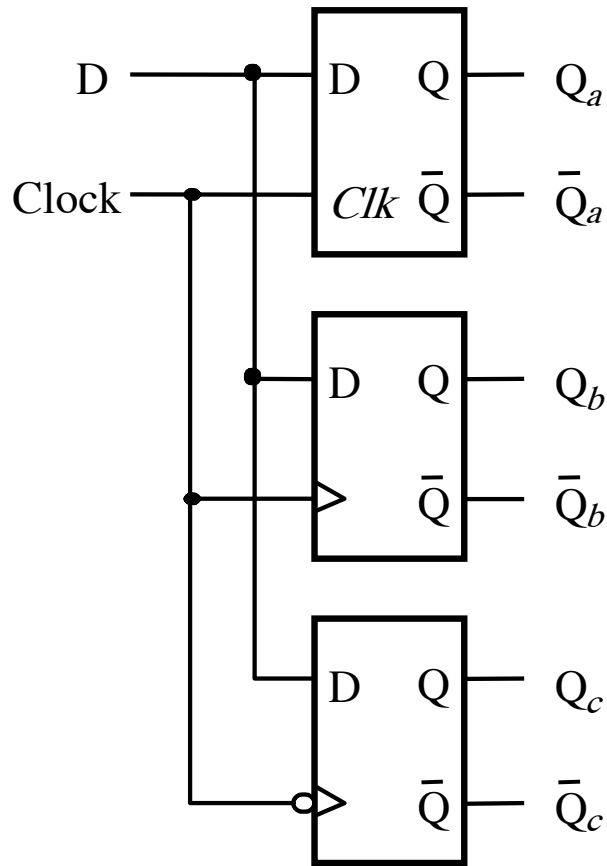


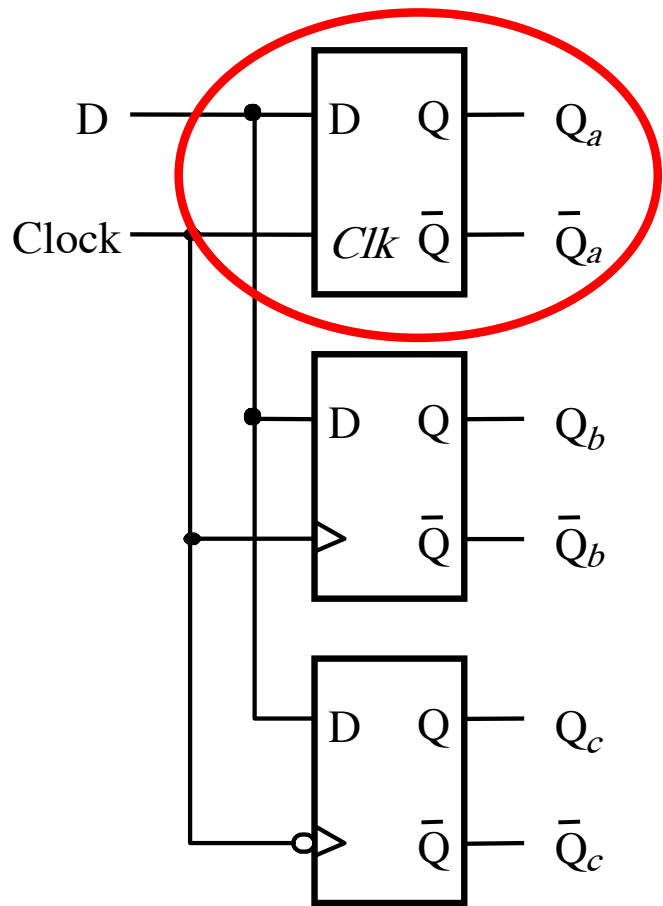
Positive-Edge-Triggered Master-Slave D Flip-Flop



Level-Sensitive v.s. Edge-Triggered

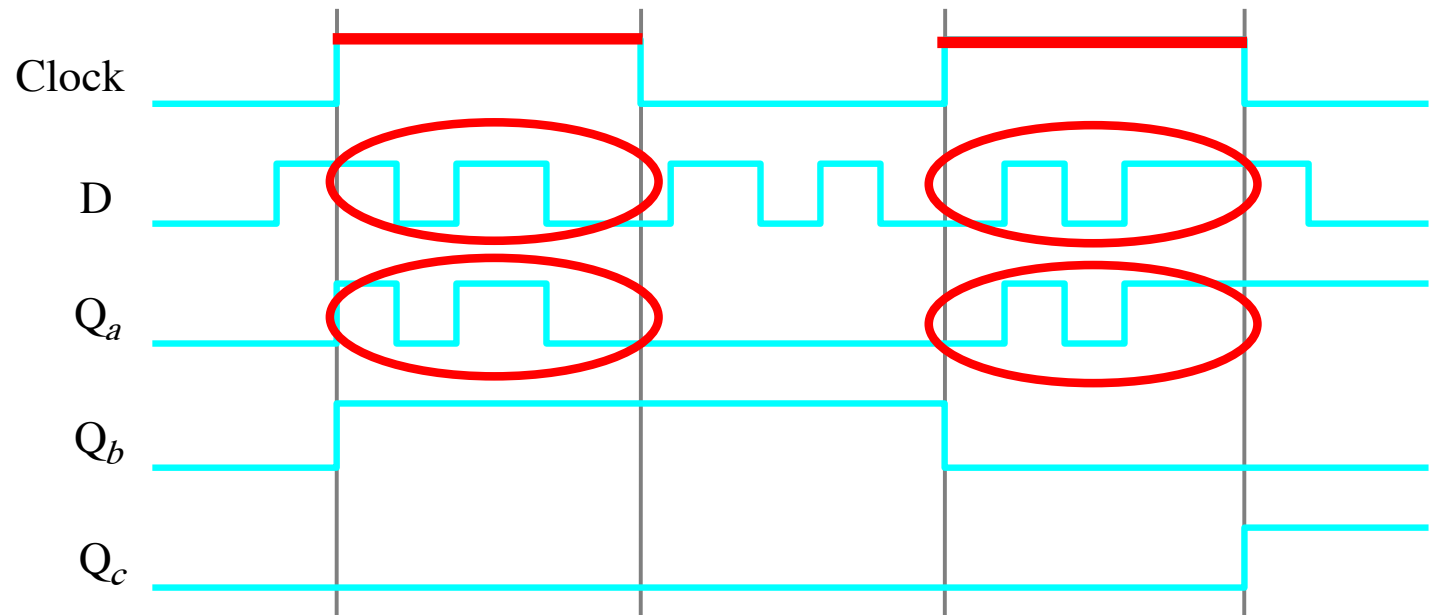
Comparison of level-sensitive and edge-triggered D storage elements



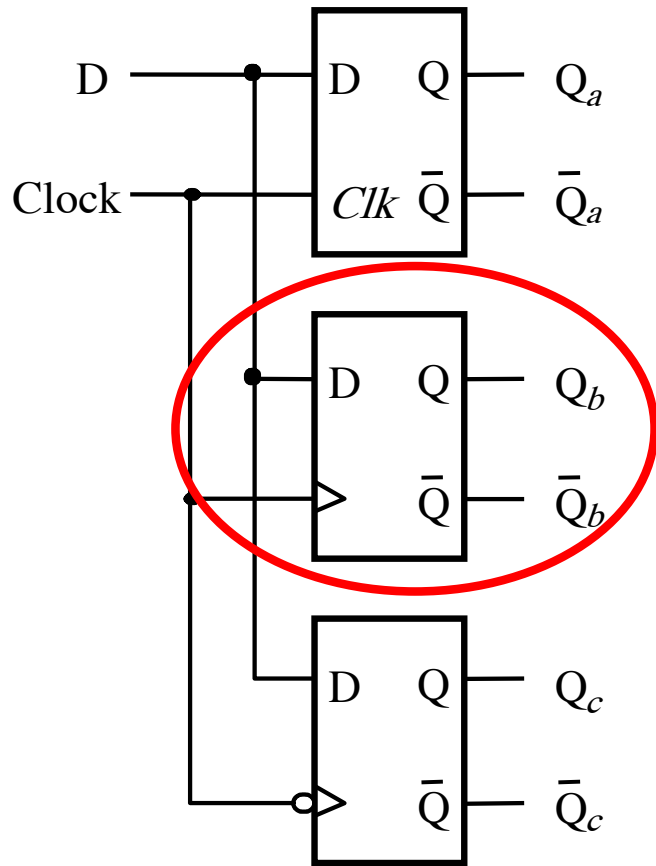


Comparison of level-sensitive and edge-triggered D storage elements

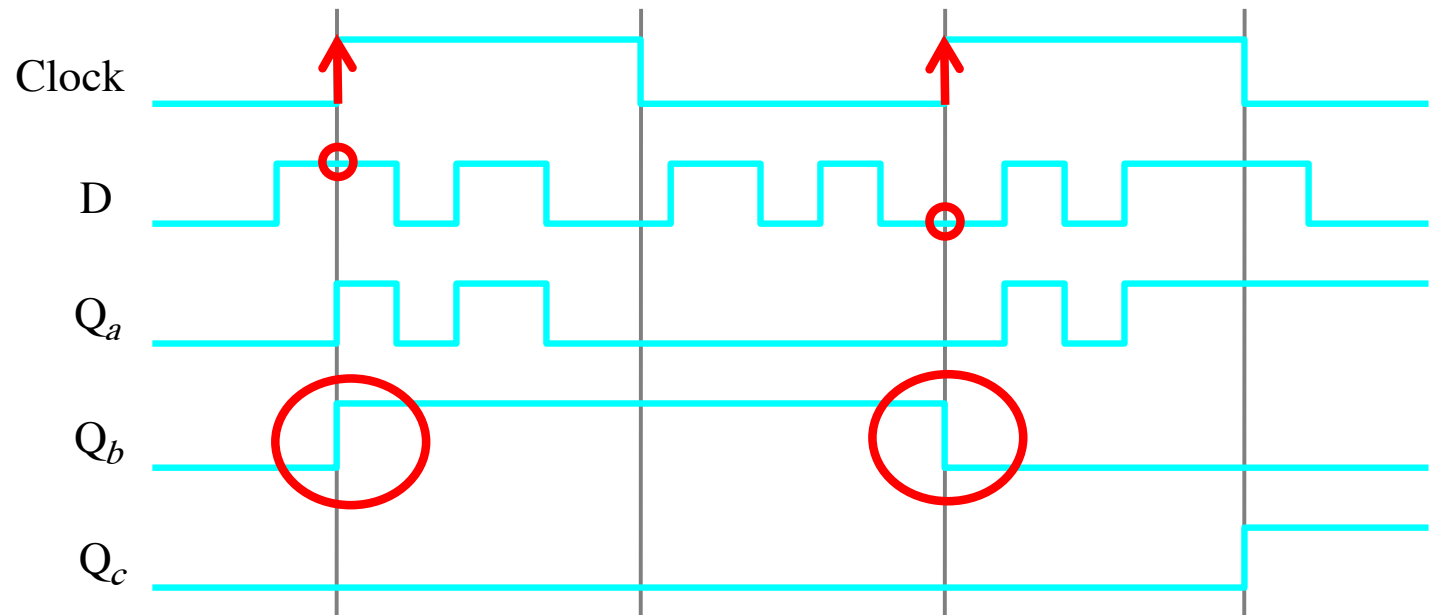
The D Latch is Level-Sensitive
(the output mirrors the D input when Clk=1)



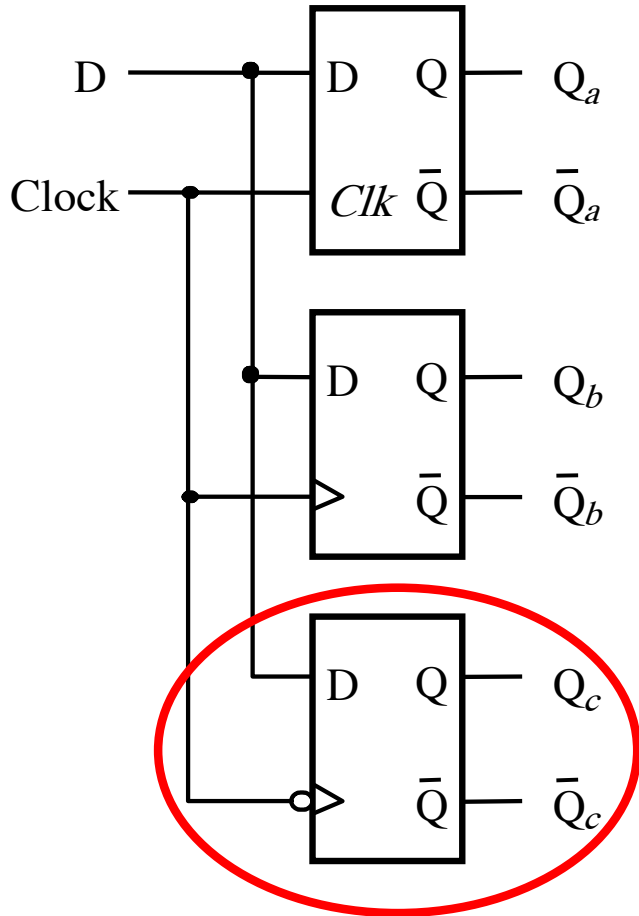
Comparison of level-sensitive and edge-triggered D storage elements



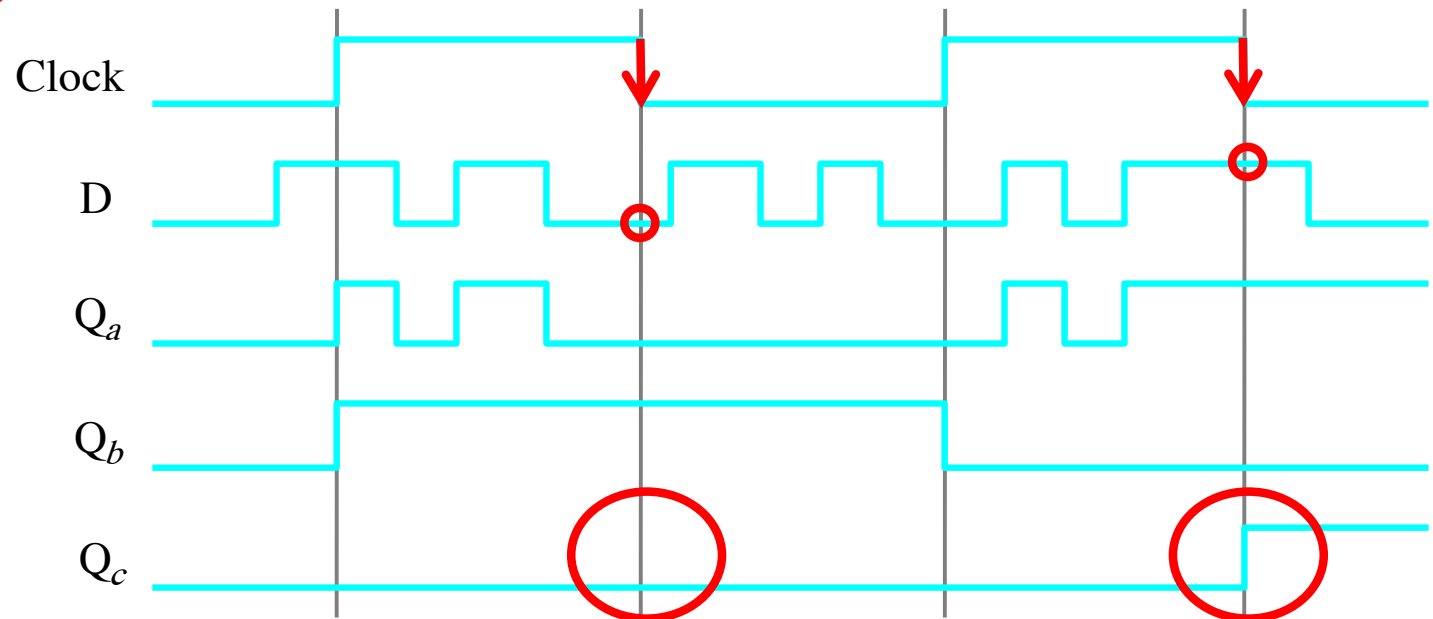
Positive-edge-triggered D Flip-Flop
(the output is equal to the value of D right at the positive edge of the clock signal)



Comparison of level-sensitive and edge-triggered D storage elements



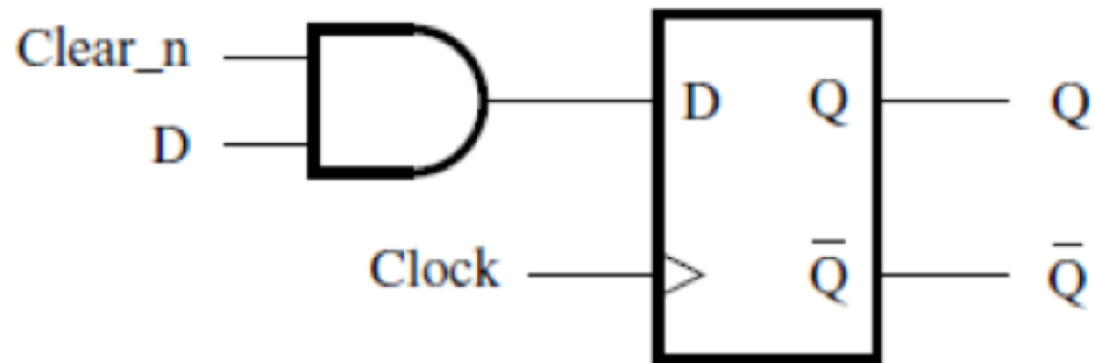
Negative-edge-triggered D Flip-Flop
(the output is equal to the value of D right at the negative edge of the clock signal)



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

Positive-edge-triggered D flip-flop with Clear_n and Preset_n

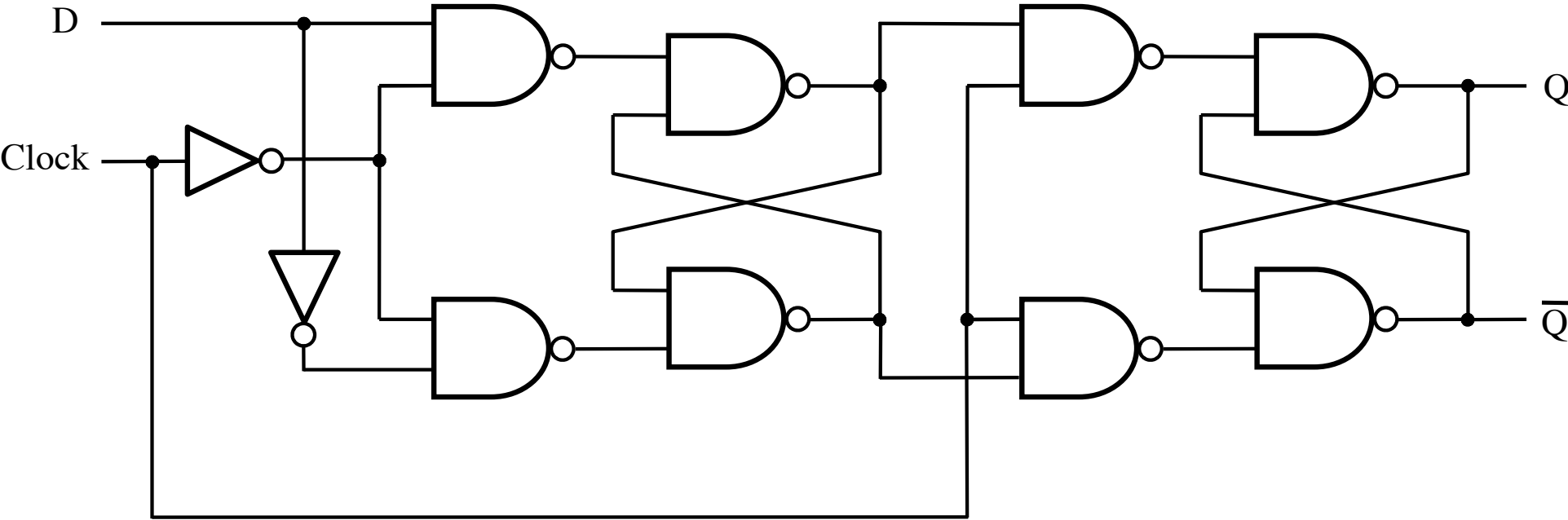
Positive-edge-triggered D flip-flop with **Synchronous** Clear



(c) Adding a synchronous clear

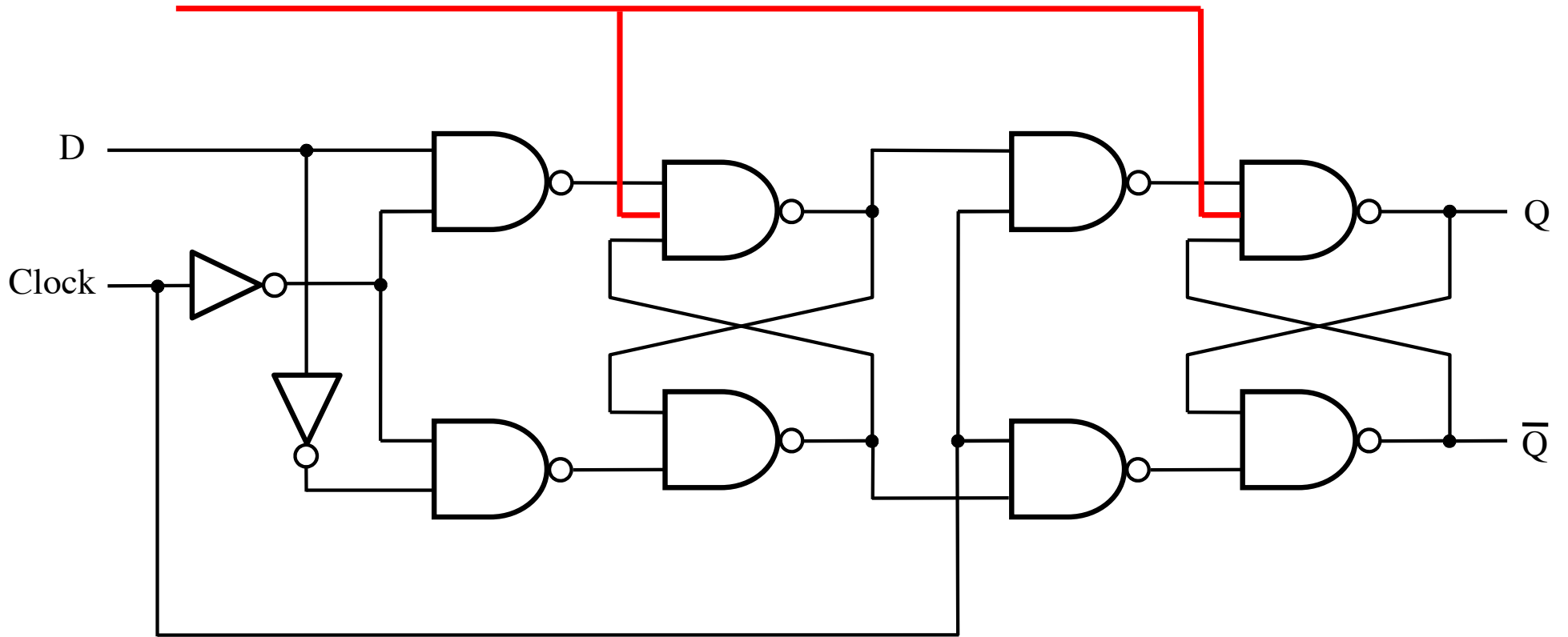
The output Q can be cleared only on the positive clock edge.

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

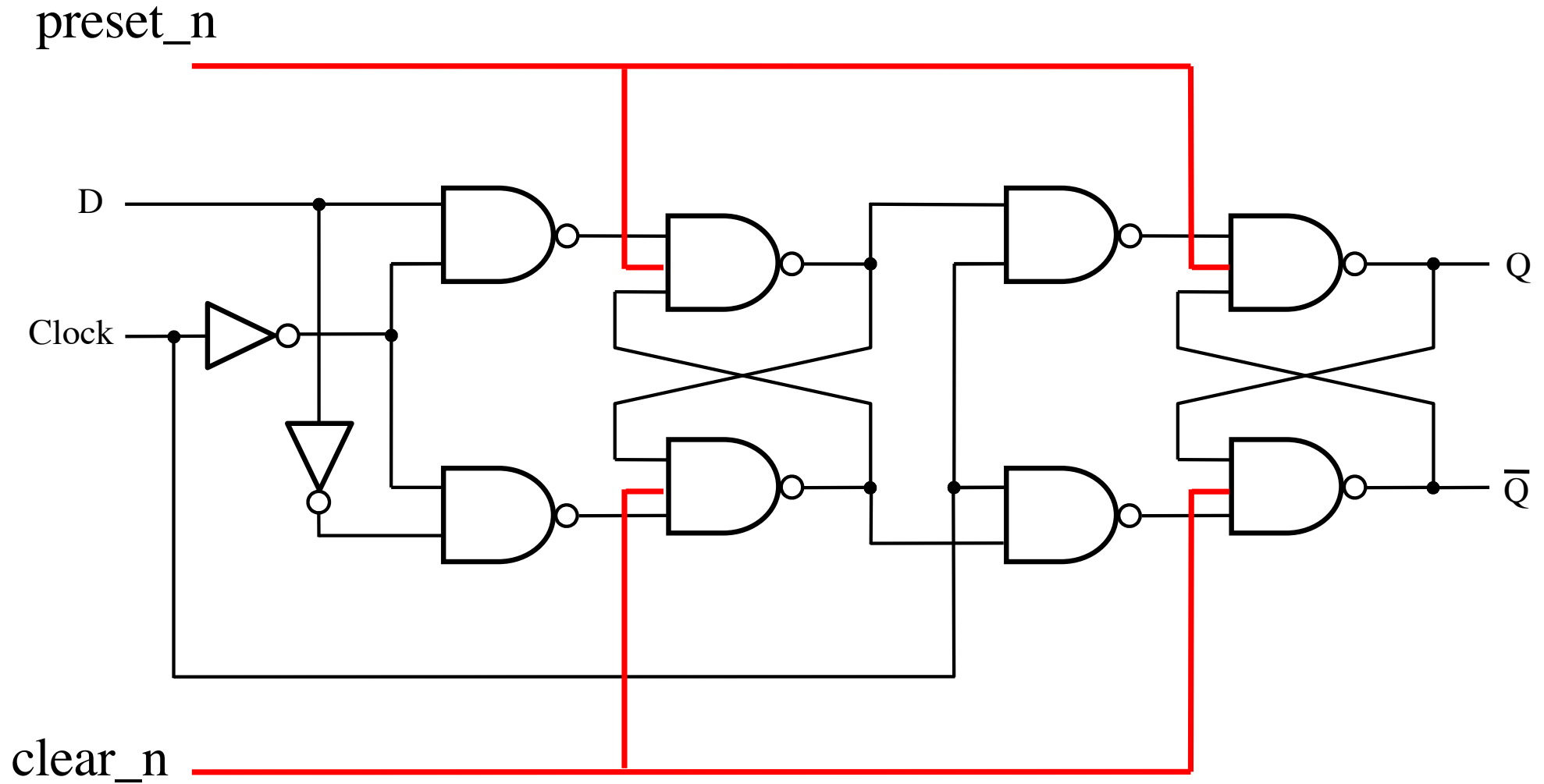


Adding an Asynchronous Preset

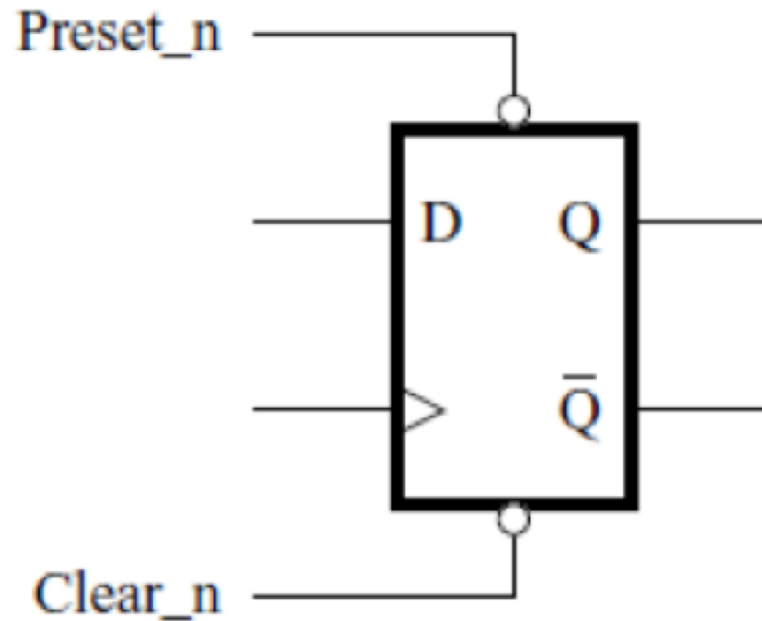
preset_n



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

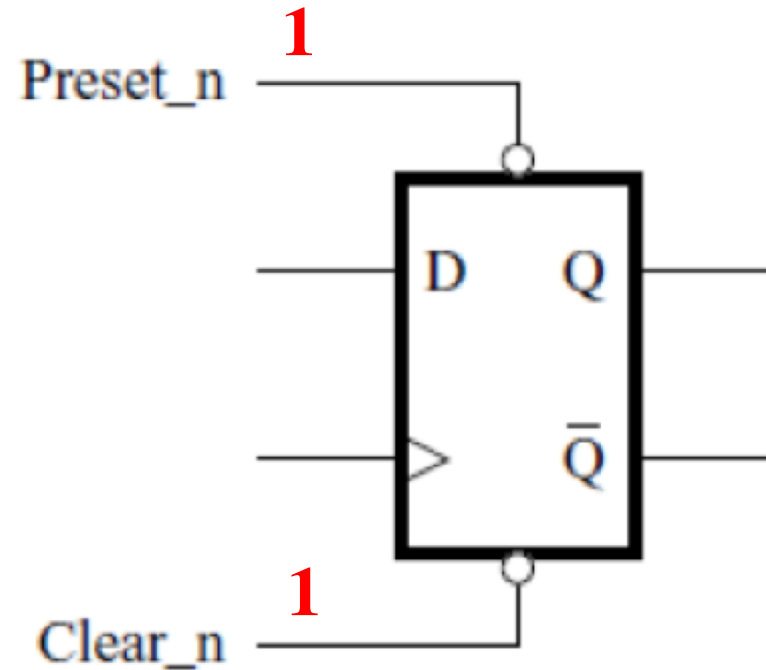


Positive-edge-triggered D flip-flop with asynchronous Clear and Preset



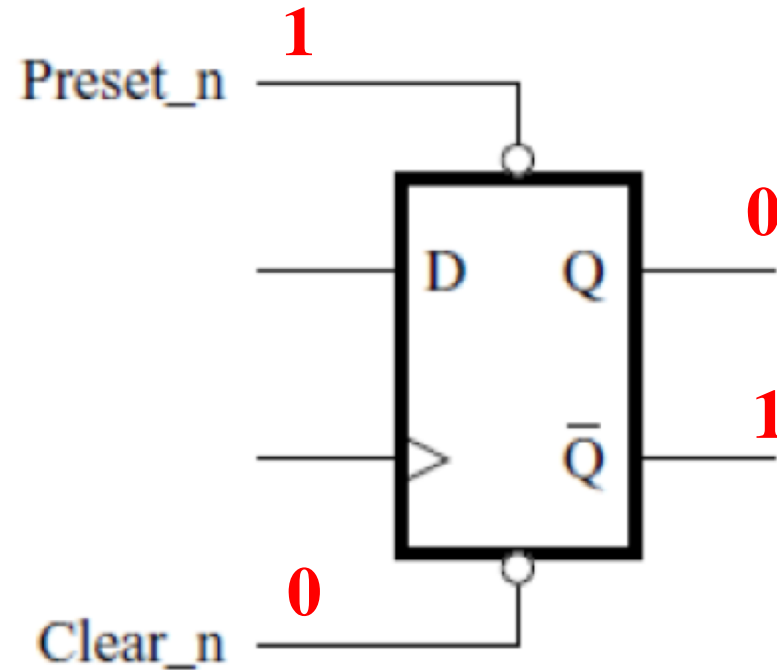
(b) Graphical symbol

For normal operation both must be set to 1



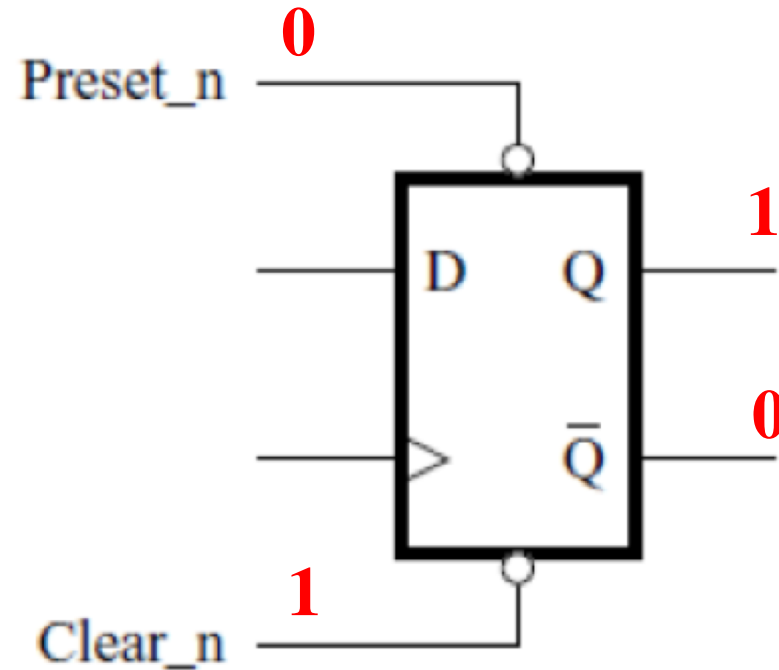
(b) Graphical symbol

A zero on clear_n drives the output Q to zero



(b) Graphical symbol

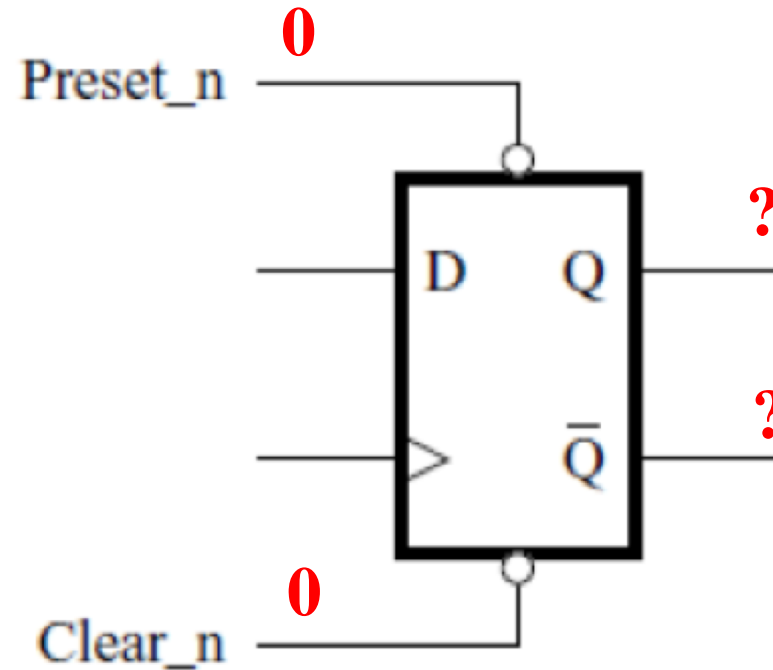
A zero on preset_n drives the output Q to one



(b) Graphical symbol

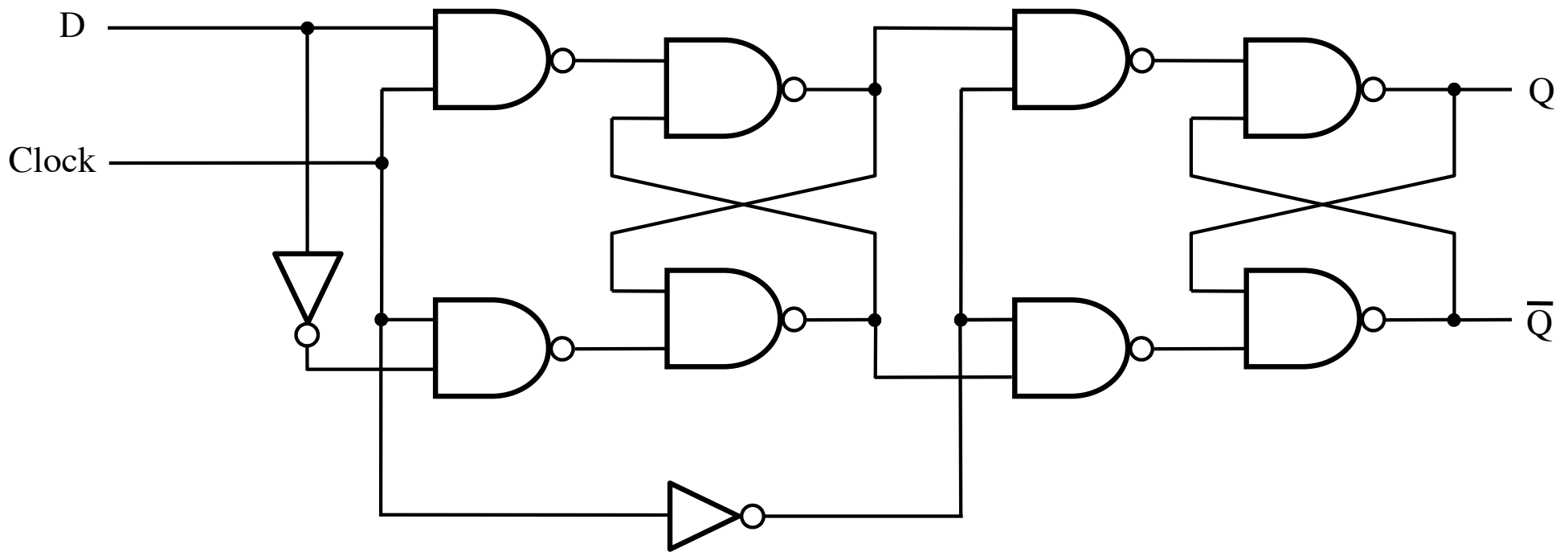
The output is indeterminate if both are zero

don't ever
use this one

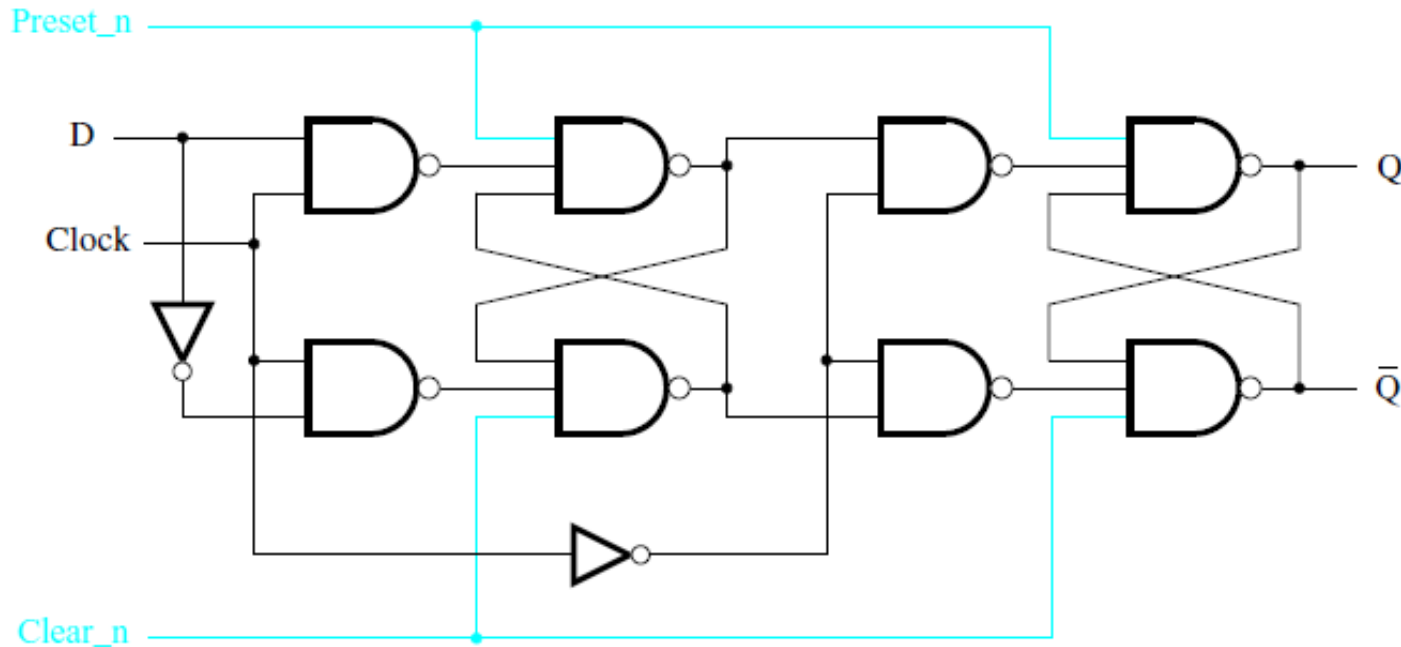


(b) Graphical symbol

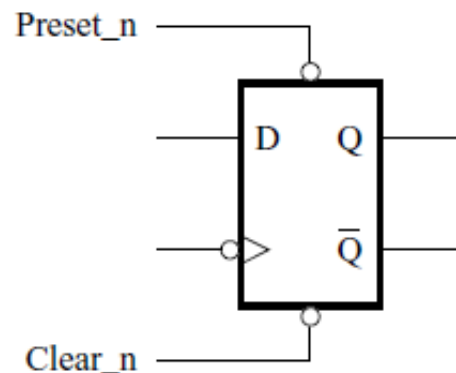
The Complete Wiring Diagram for a **Negative**-Edge-Triggered D Flip-Flop



Negative-Edge-Triggered D flip-flop with asynchronous Clear and Preset



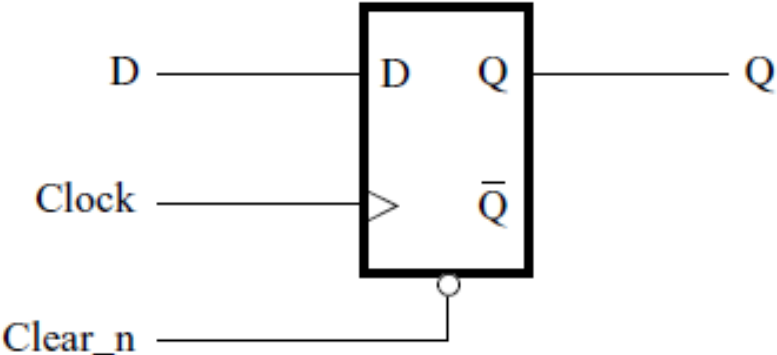
(a) Circuit



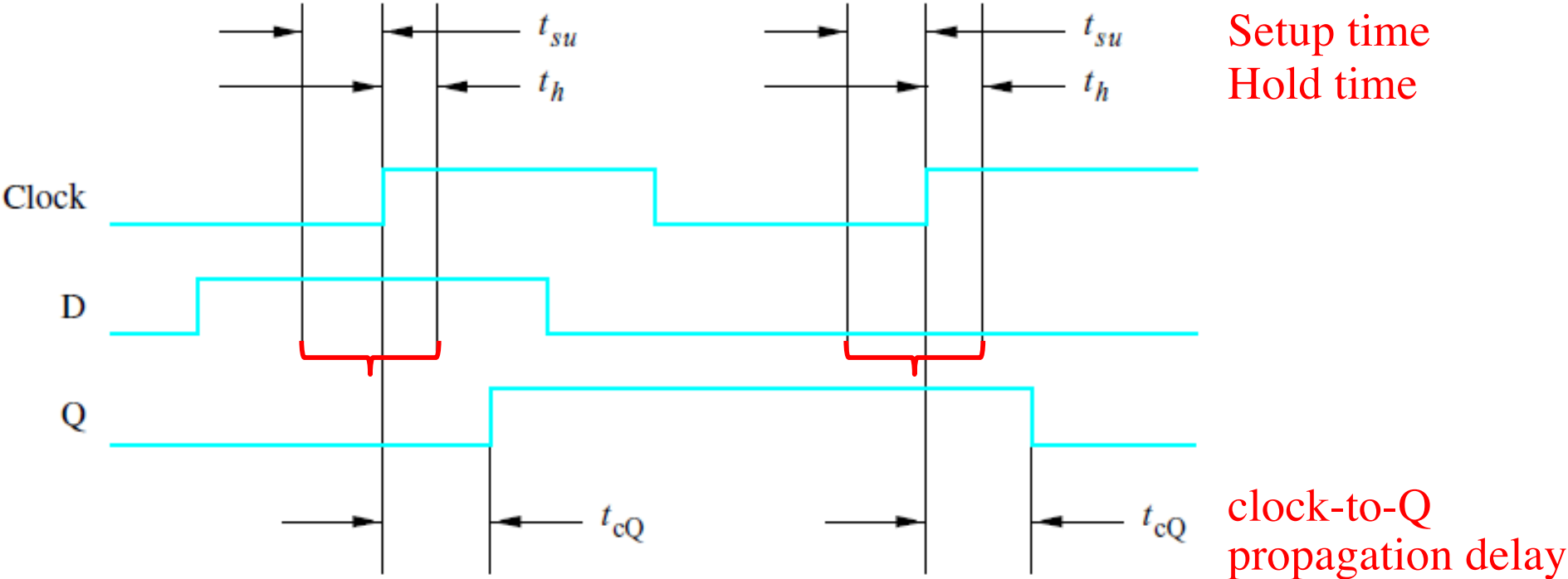
(b) Graphical symbol

[Figure 5.12 from the textbook]

Flip-Flop Timing Parameters



(a) D flip-flop with asynchronous clear

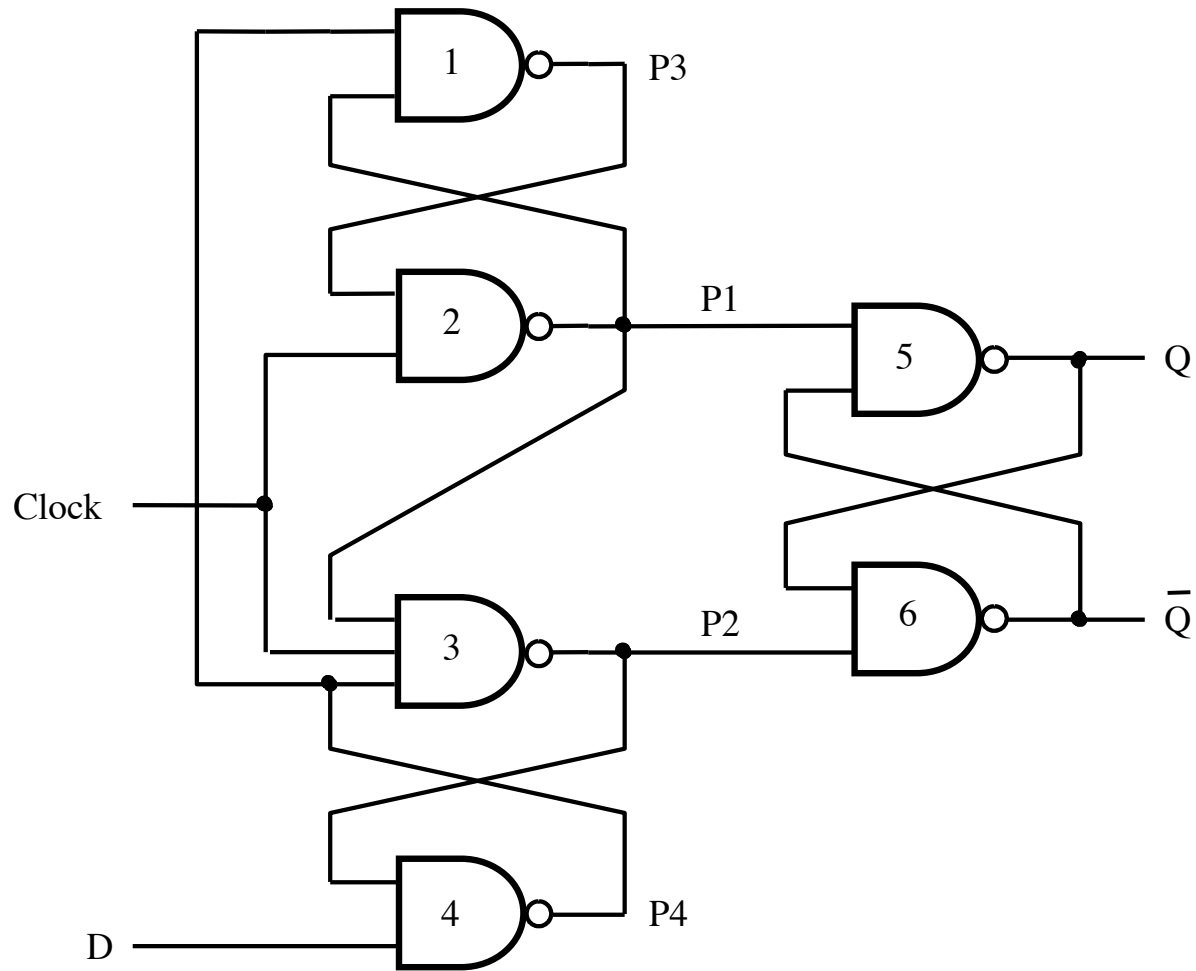


[Figure 5.14 from the textbook]

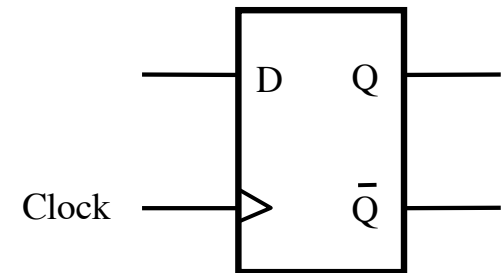
(b) Timing diagram

An alternative D Flip-Flop Design

A positive-edge-triggered D flip-flop



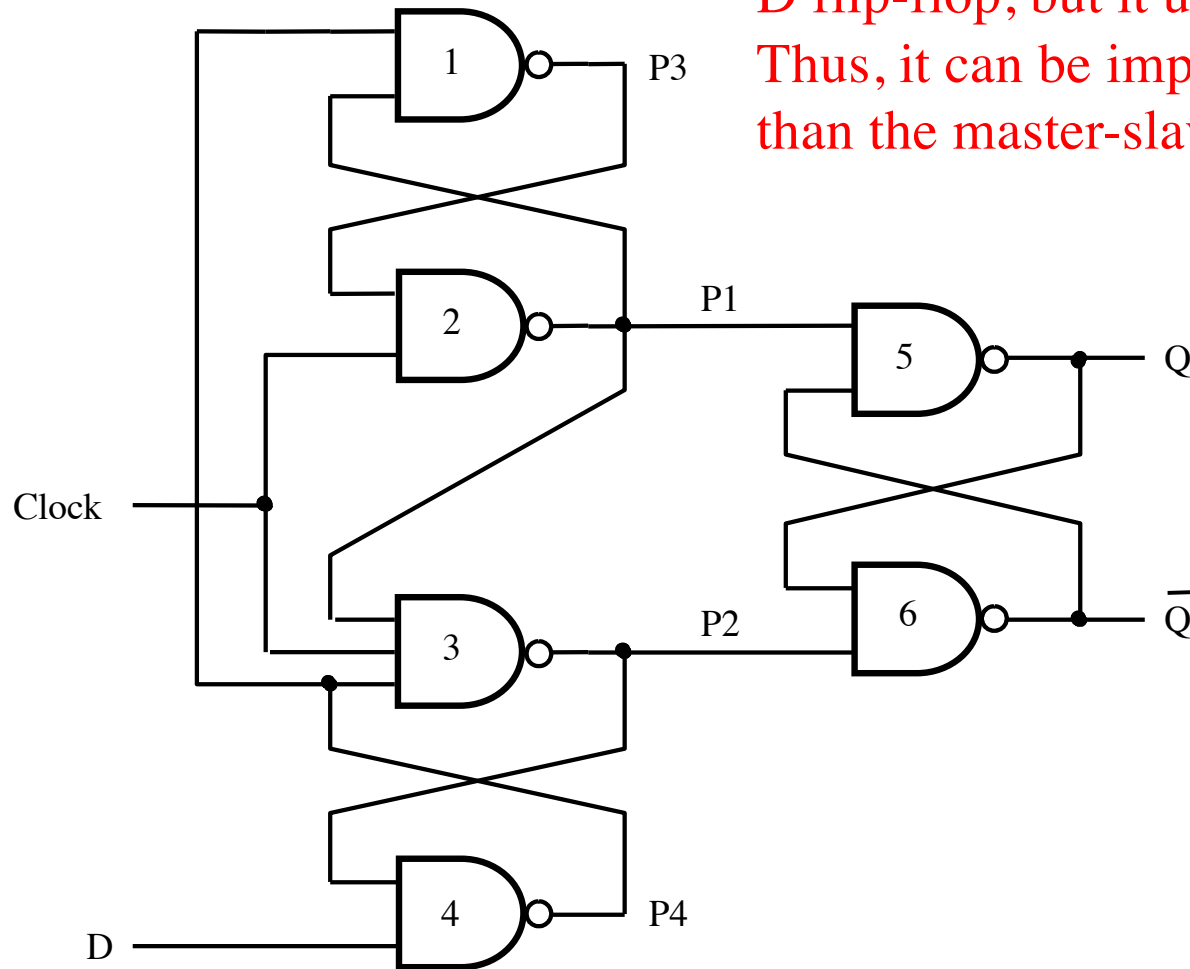
(a) Circuit



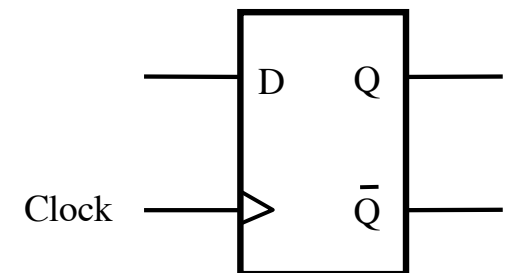
(b) Graphical symbol

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.

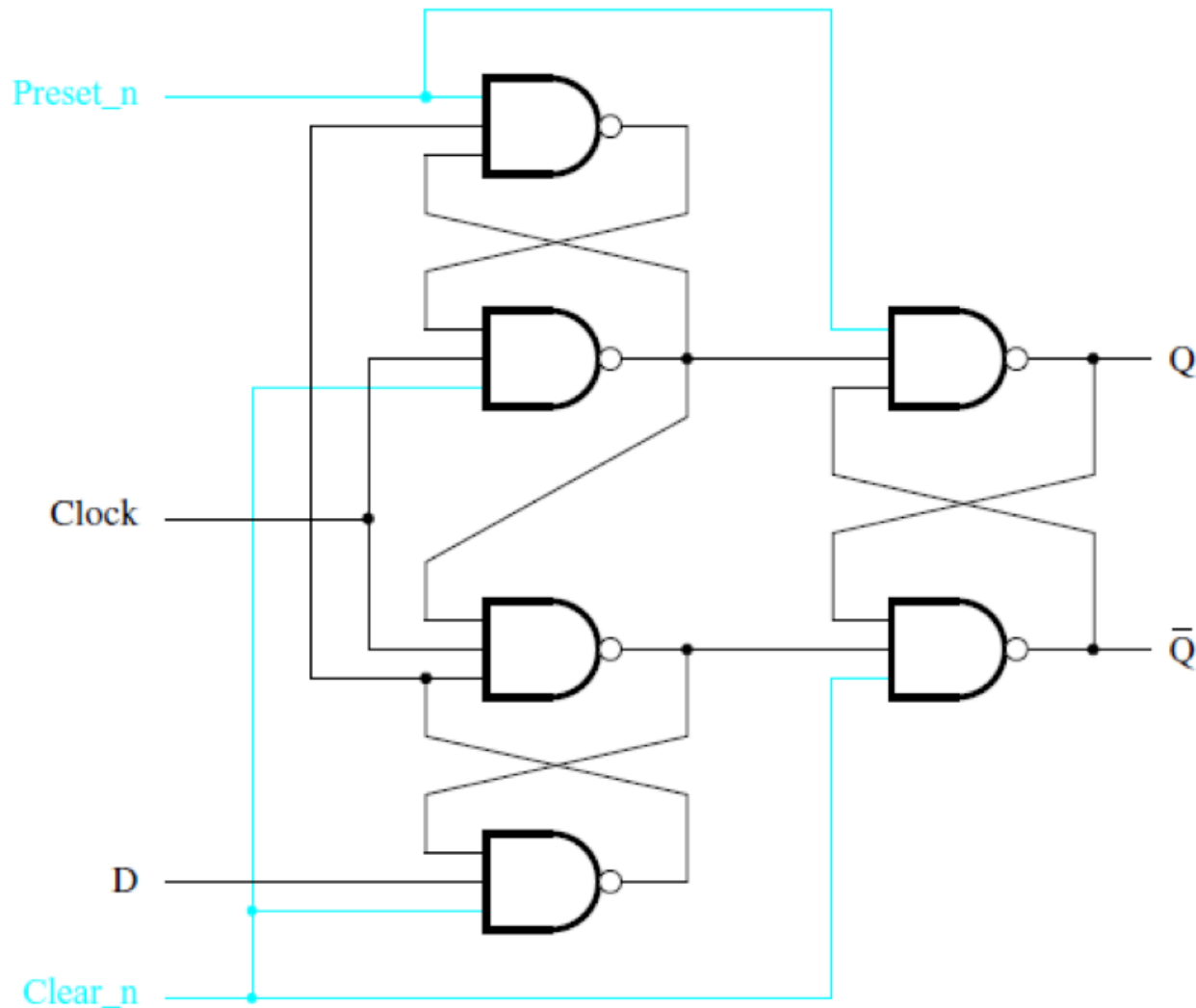


(a) Circuit



(b) Graphical symbol

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



[Figure 5.13a from the textbook]

Terminology

- **Basic Latch** – is a feedback connection of two NOR gates or two NAND gates, which can store one bit of information (it has two outputs but they are inverses of each other). The primary output can be set to 1 using the S input and reset to 0 using the R input.
- **Gated Latch** – is a basic latch that includes input gating with a control input signal. The latch retains its existing state when the control input is equal to 0. Its state may be changed through the S and R inputs when the control signal is equal to 1.

Terminology

- **Two types of gated latches**
(the control input is the clock):
- **Gated SR Latch** – uses the S and R inputs to set the latch to 1 or reset it to 0.
- **Gated D Latch** – uses the D input to force the latch into a state that has the same logic value as the D input.

Terminology

- **Flip-Flop** – is a storage element that can have its output state changed only on the edge of the controlling clock signal.
- **Positive-edge triggered** – if the state changes when the clock signal goes from 0 to 1.
- **Negative-edge triggered** – if the state changes when the clock signal goes from 1 to 0.

Terminology

Both **latches** and **flip-flops** are storage elements. Each of them can store only one bit of information. However, they use different mechanisms to change the value of that bit.

A **latch** is level-sensitive, whereas a **flip-flop** is edge-sensitive. When a latch is enabled it becomes transparent, meaning that its output can be changed immediately given appropriate values of the inputs. And the output can change multiple times while the latch is enabled.

On the other hand, the output of a **flip-flop** changes only on a single type of clock edge (either positive going or negative going edge). The new output depends on the input values at the time of the clock edge.

Questions?

THE END