

FIGURES FOR CHAPTER 11

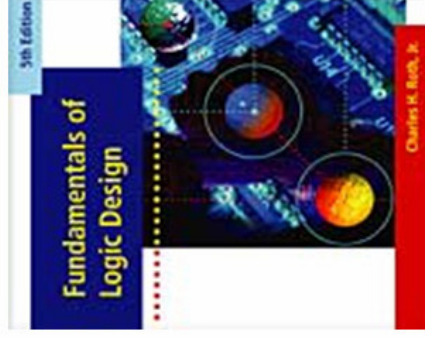
LATCHES AND FLIP-FLOPS

This chapter in the book includes:

Objectives

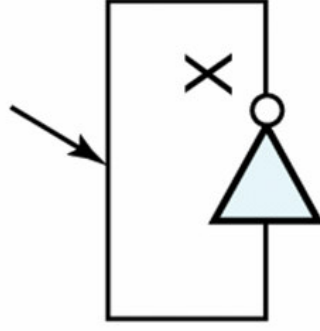
Study Guide

- 11.1 Introduction
 - 11.2 Set-Reset Latch
 - 11.3 Gated D Latch
 - 11.4 Edge-Triggered D Flip-Flop
 - 11.5 S-R Flip-Flop
 - 11.6 J-K Flip-Flop
 - 11.7 T Flip-Flop
 - 11.8 Flip-Flops with Additional Inputs
 - 11.9 Summary
- Problems
- Programmed Exercise

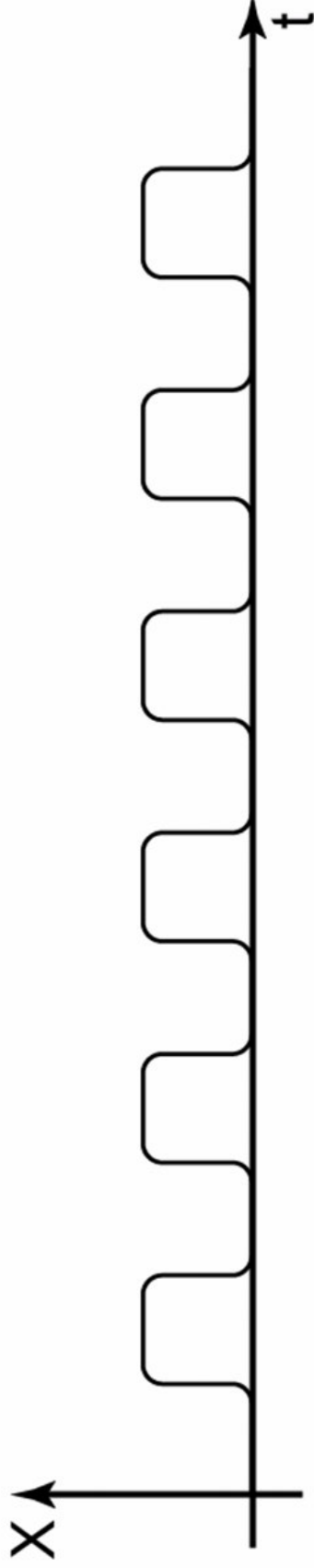


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Use the ESC key to exit this chapter.**

Feedback



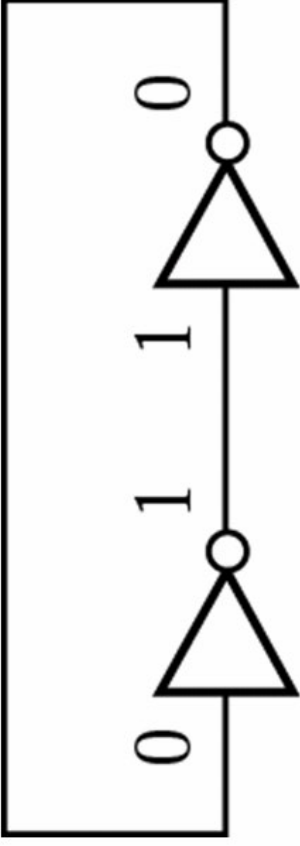
(a) Inverter with feedback



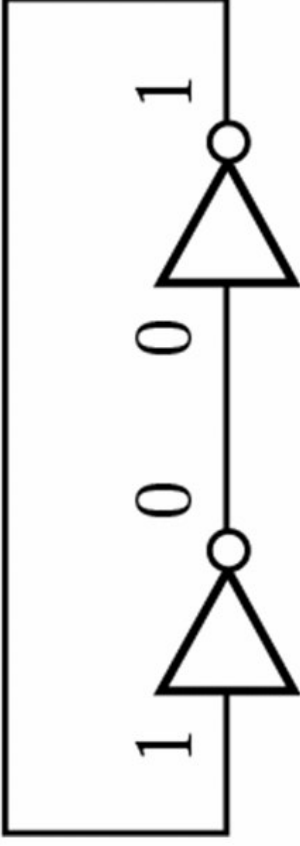
(b) Oscillation at inverter output

Figure 11-1



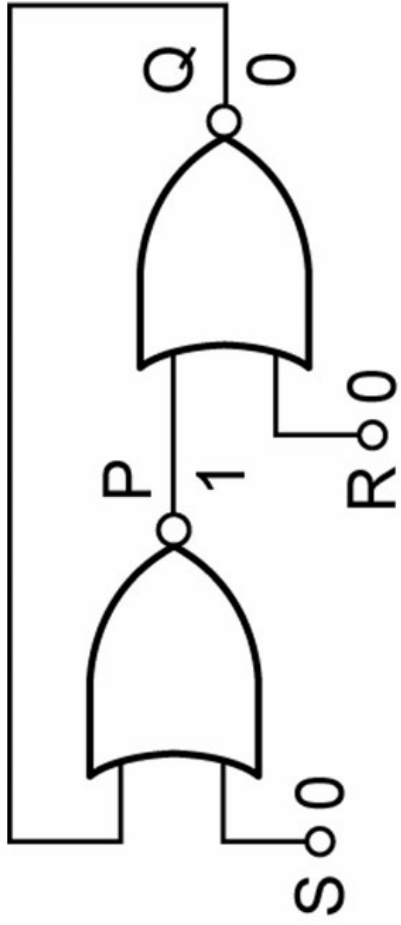


(a)

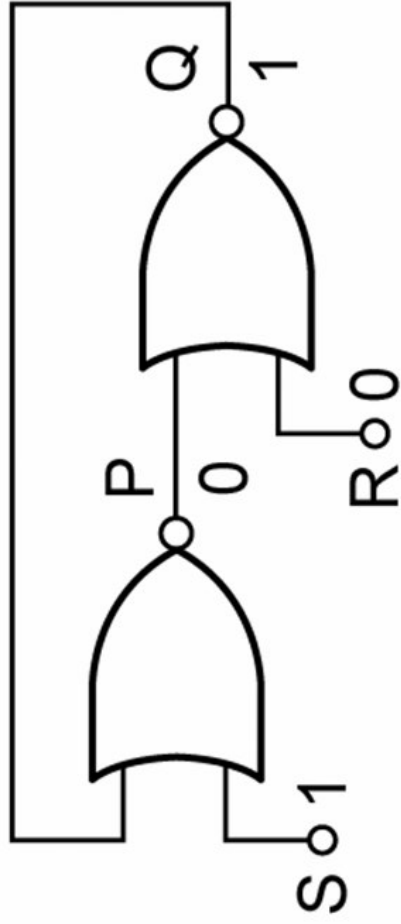


(b)

Figure 11-2



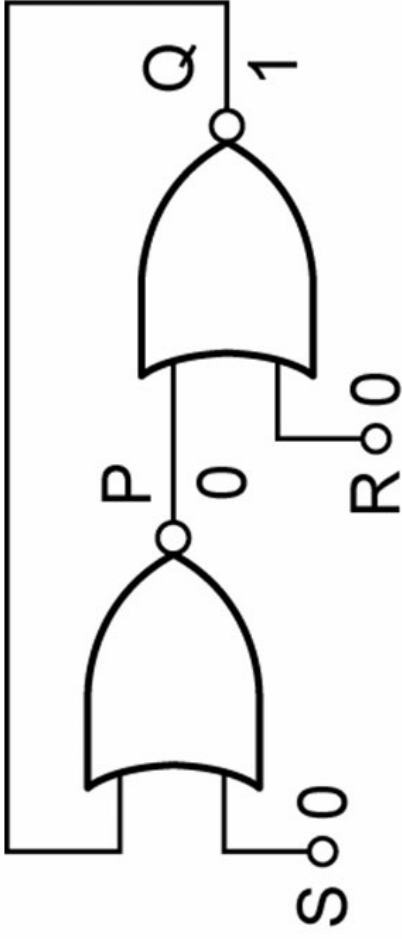
(a)



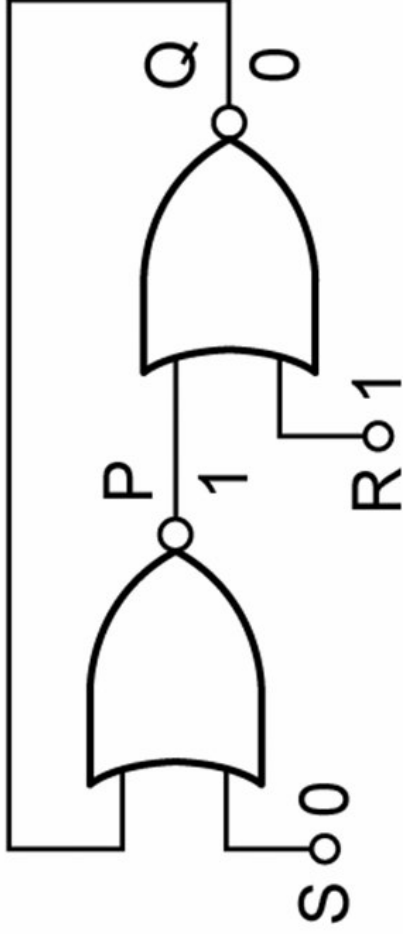
(b)

Figure 11-3





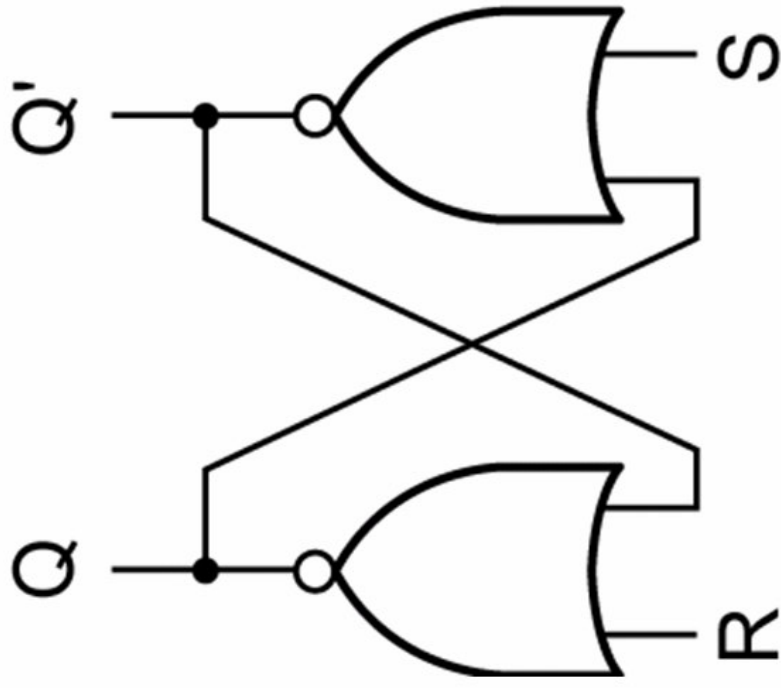
(a)



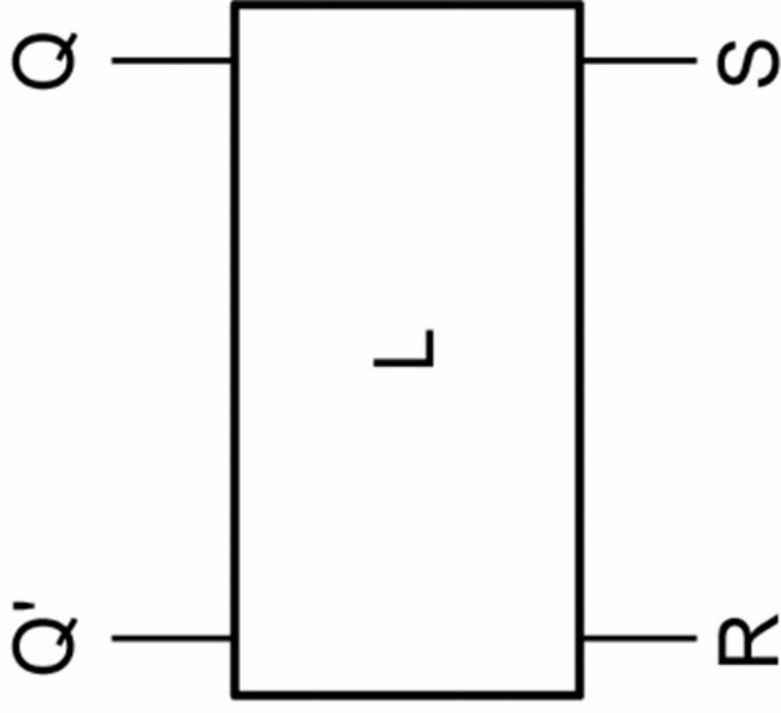
(b)

Figure 11-4





(a)



(b)

Figure 11-5: S-R Latch

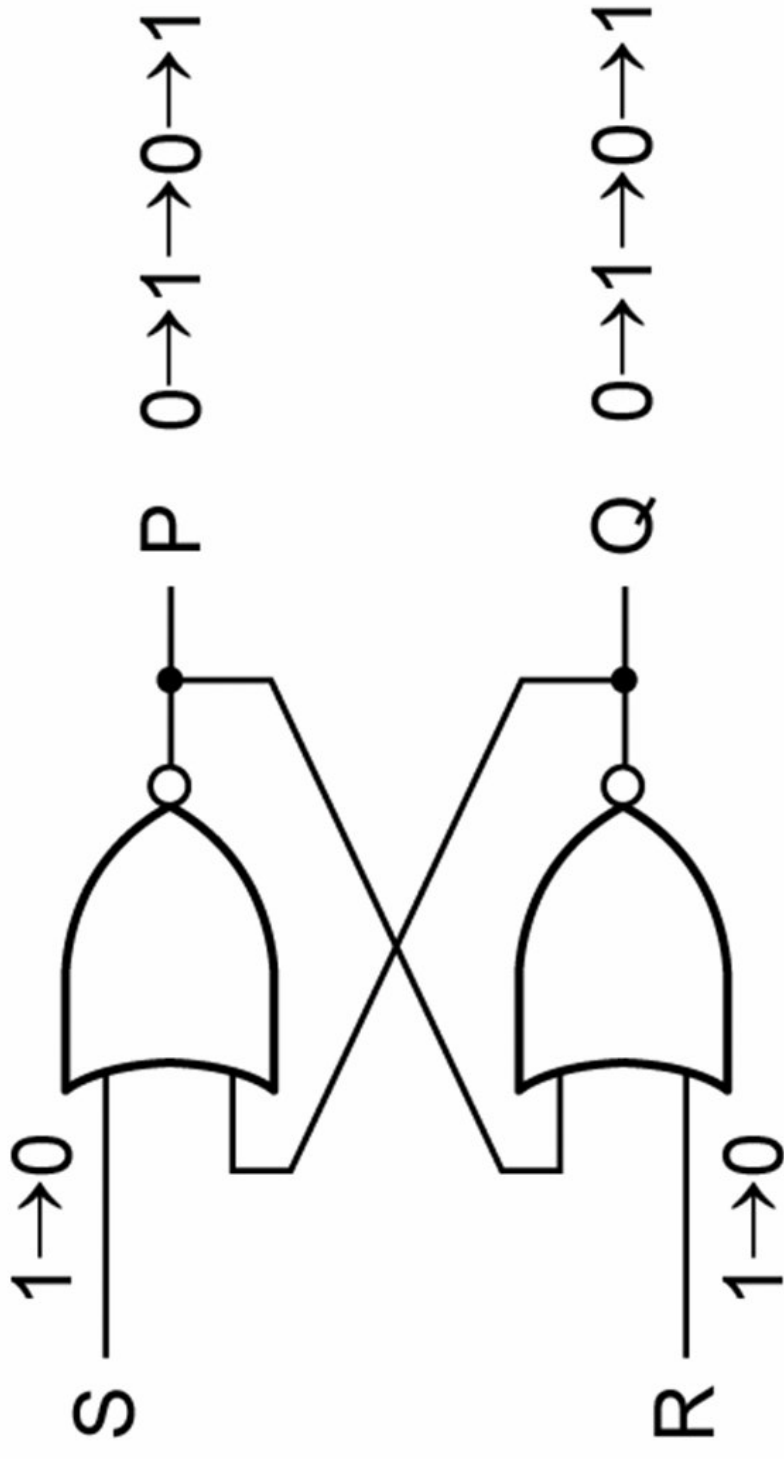


Figure 11-6: Improper S-R Latch Operation

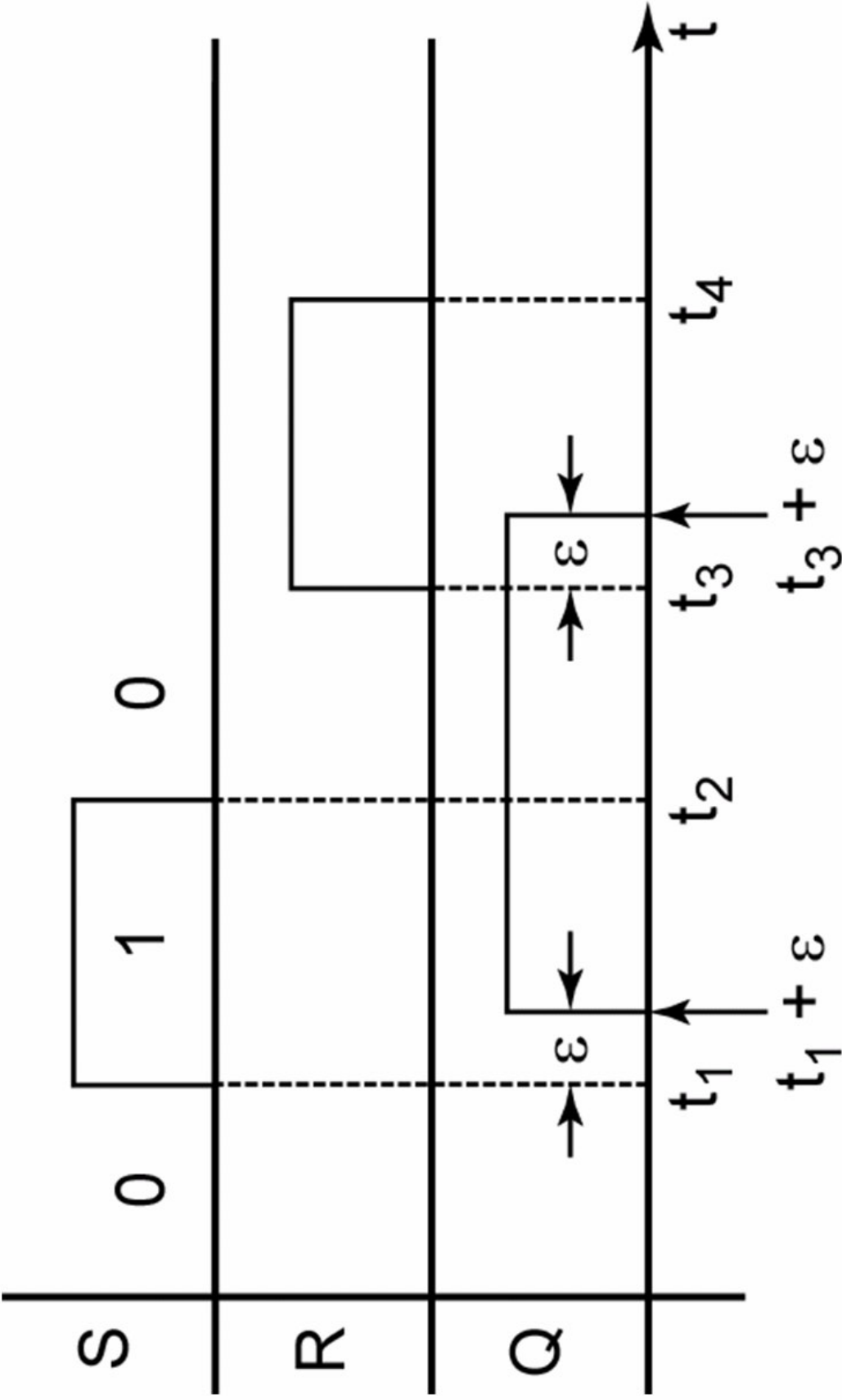


Figure 11-7: Timing Diagram for S-R Latch



$S(t)$	$R(t)$	$Q(t)$	$Q(t + \epsilon)$
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	—
1	1	1	—

} inputs not allowed

Table 11-1. S-R Latch Operation

		$S(t)$	
		0	1
$R(t) \ Q(t)$	00	0	1
	01	1	1
	11	0	X
	10	0	X

$$Q(t + \varepsilon) = S(t) + R'(t) Q(t)$$

Figure 11-8: Map for $Q(t + \varepsilon)$

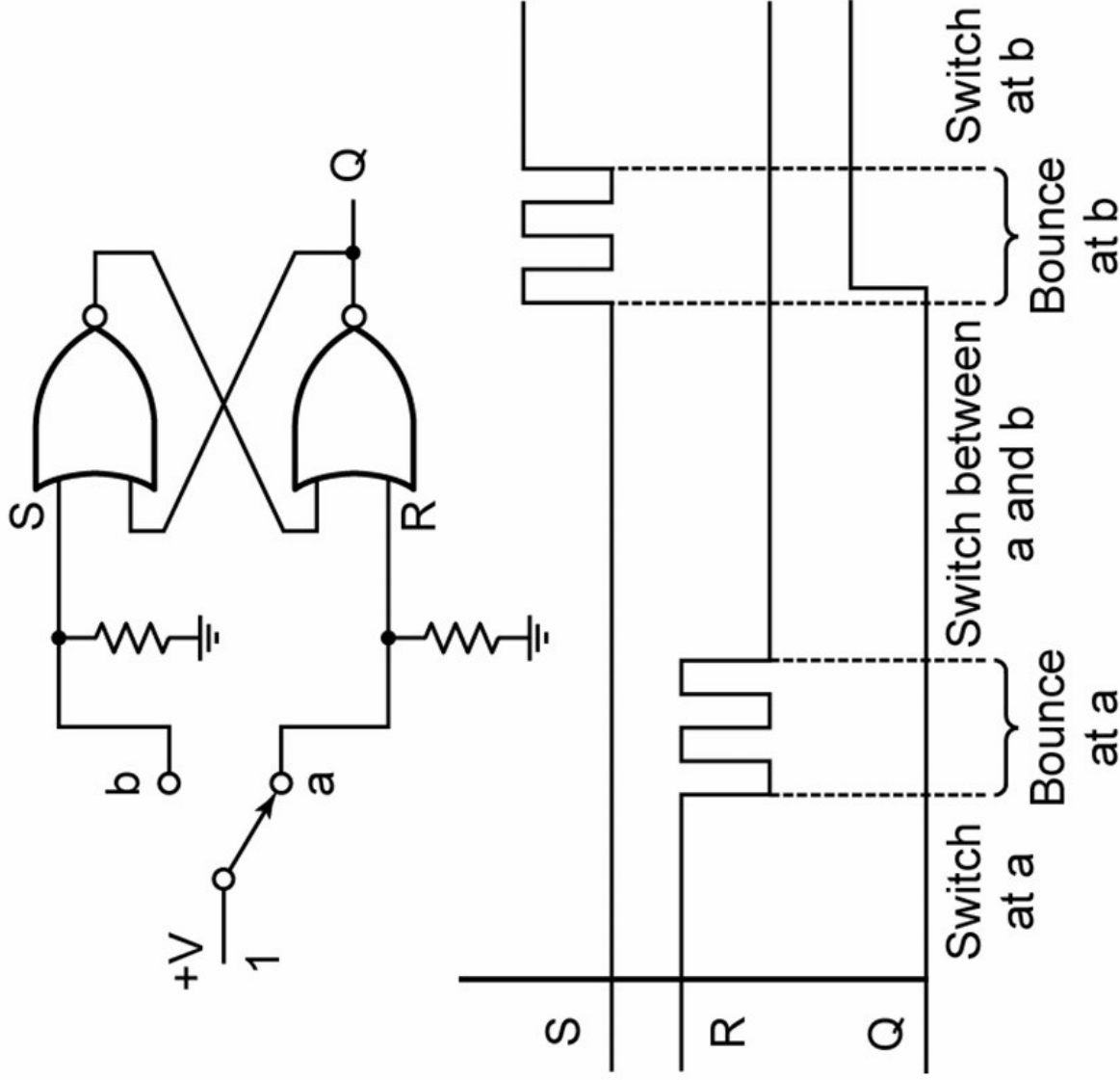
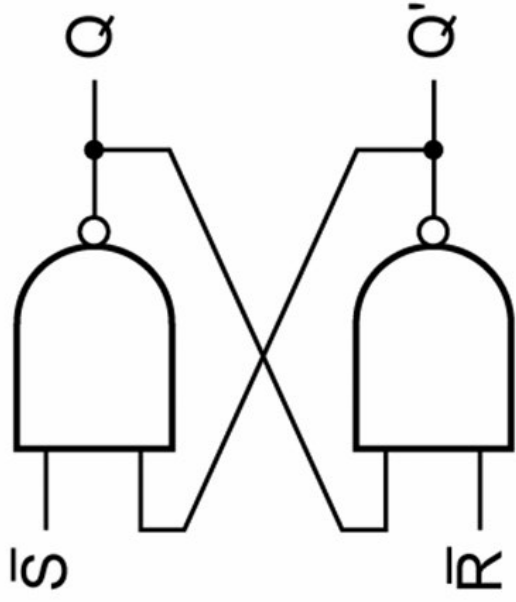


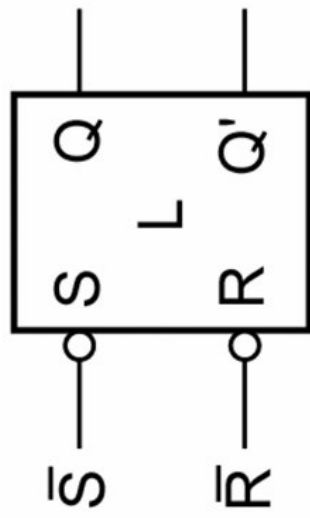
Figure 11-9: Switch Debouncing with an S-R Latch

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(a)

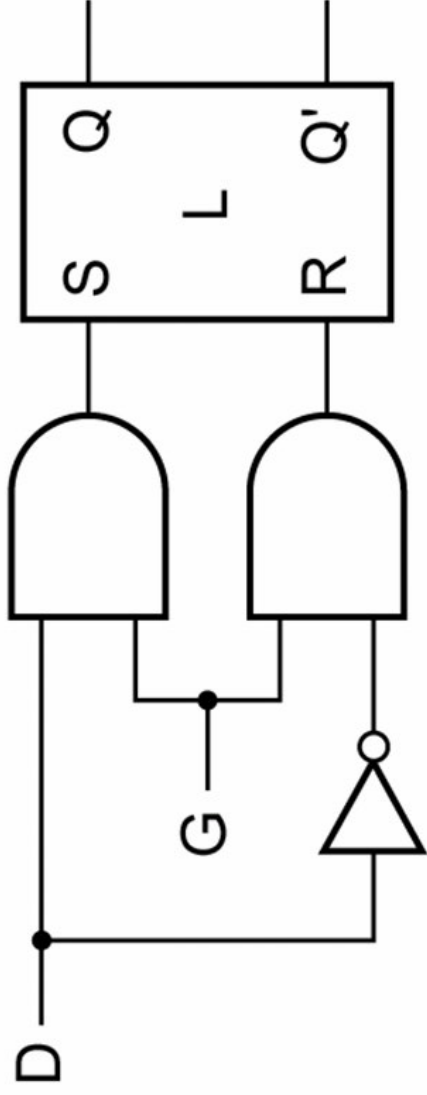


(b)

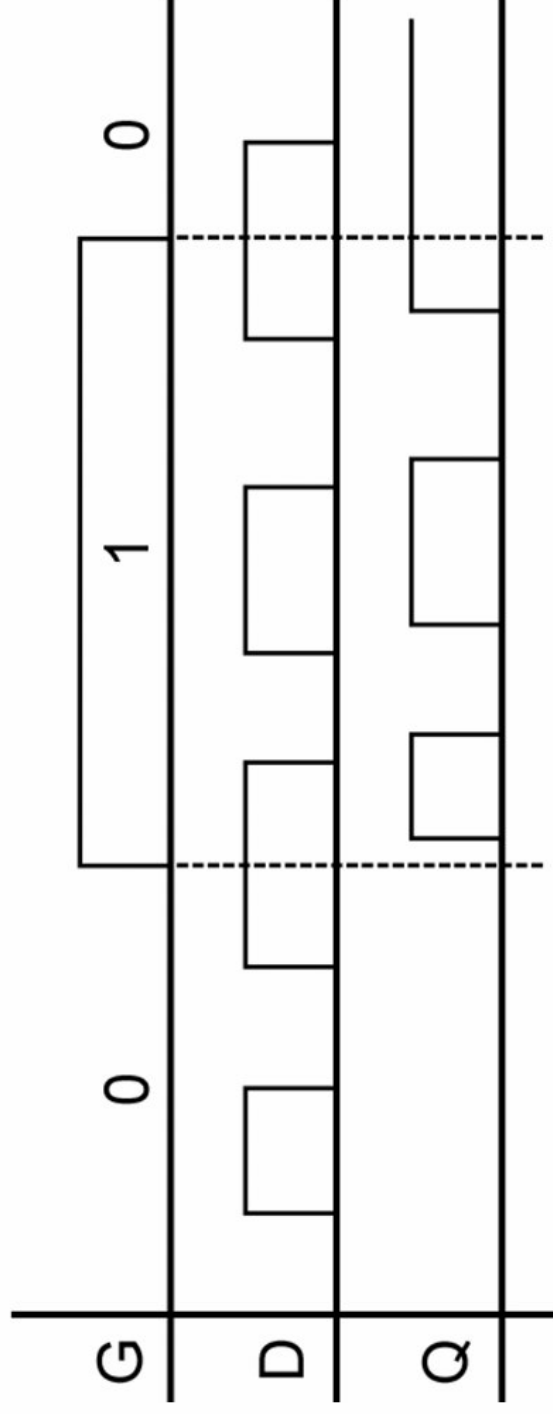
\bar{S}	\bar{R}	Q	Q^+
1	1	0	0
1	1	1	1
1	0	0	0
1	0	1	0
0	1	0	1
0	1	1	1
0	0	0	-
0	0	1	-

} inputs not allowed

Figure 11-10: \bar{S} - \bar{R} Latch

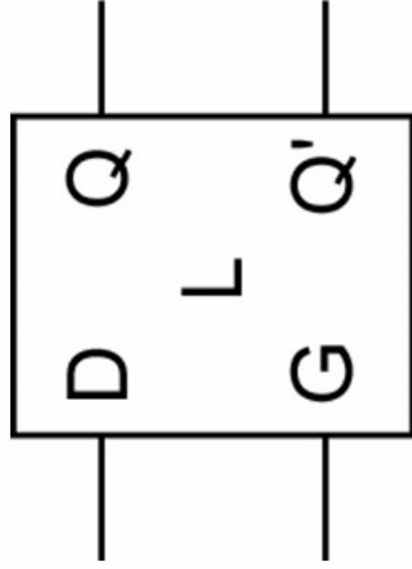


(a)



(b)

Figure 11-11: Gated D Latch



G D Q	Q ⁺
0 0 0	0
0 0 1	1
0 1 0	0
0 1 1	1
1 0 0	0
1 0 1	0
1 1 0	1
1 1 1	1

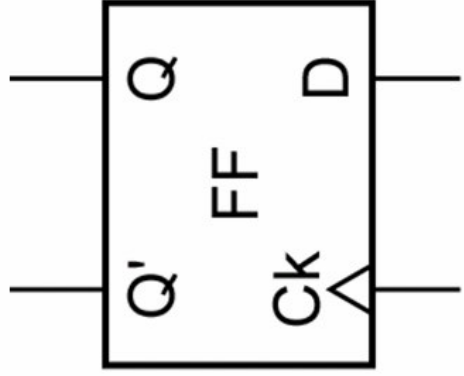
Figure 11-12 (left): Symbol and Truth Table for Gated Latch



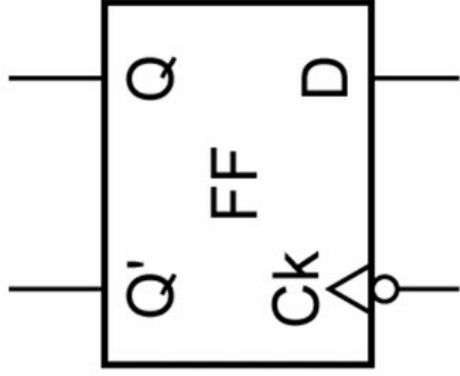
		GD			
		00	01	11	10
Q	0	0	0	1	0
	1	1	1	1	0

$$Q^+ = G'Q + GD$$

Figure 11-12 (continued)



(a) Rising-edge trigger



(b) Falling-edge trigger

DQ	Q^+
00	0
01	0
10	1
11	1

(c) truth table

$$Q^+ = D$$

Figure 11-13: D Flip-Flops



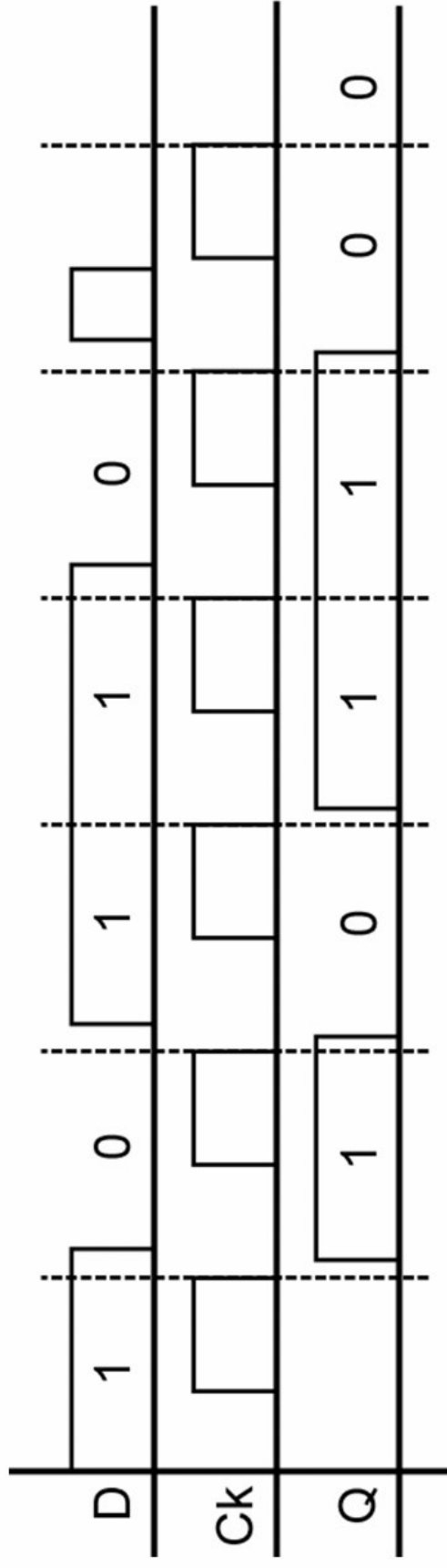
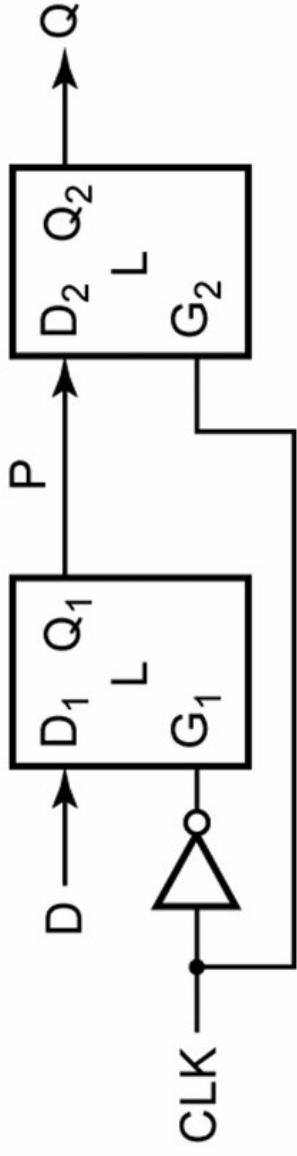
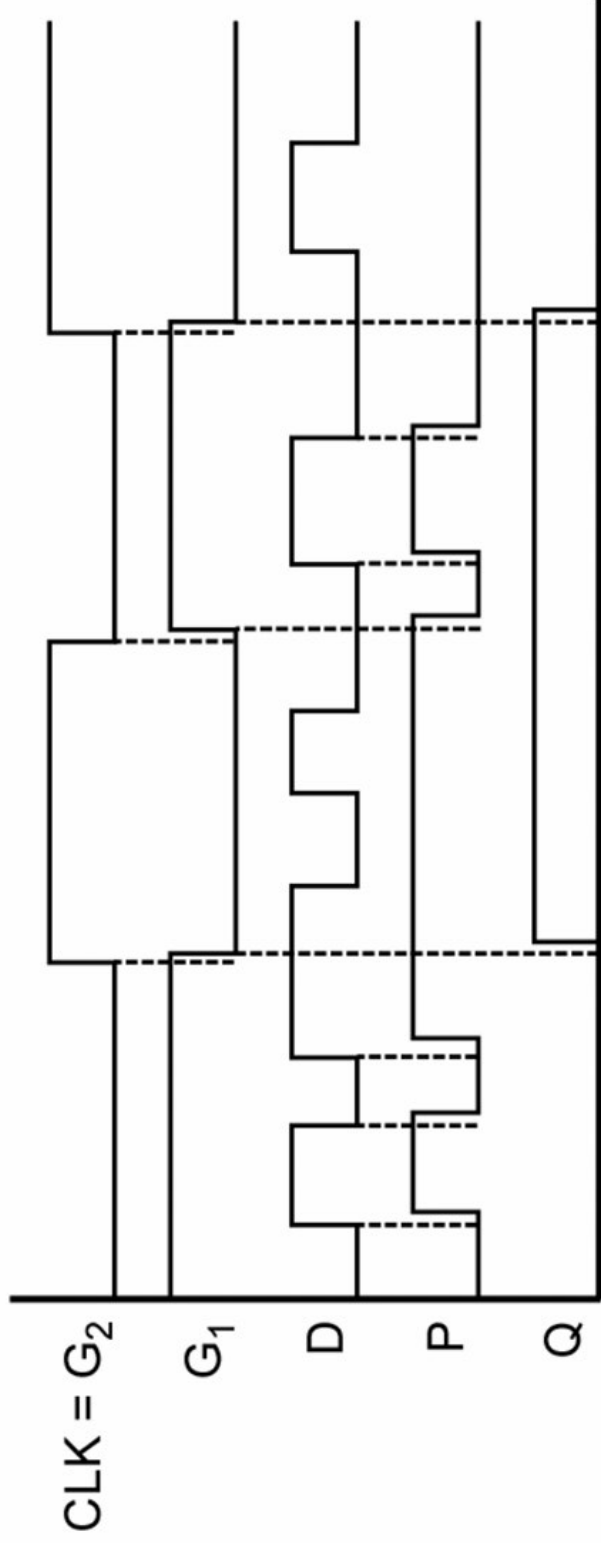


Figure 11-14: Timing for D Flip-Flop (Falling Edge Trigger)



(a) Construction from two gated D latches



(b) Time analysis

Figure 11-15: D Flip-Flop (Rising Edge Trigger)



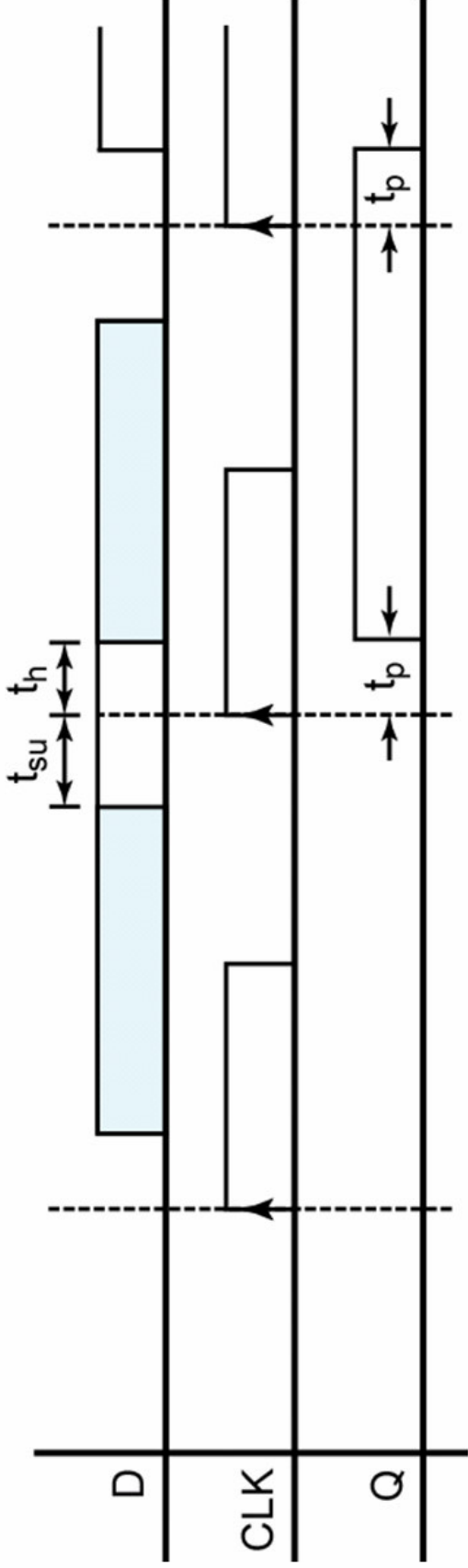
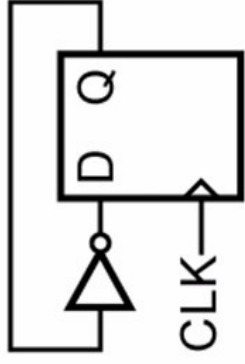
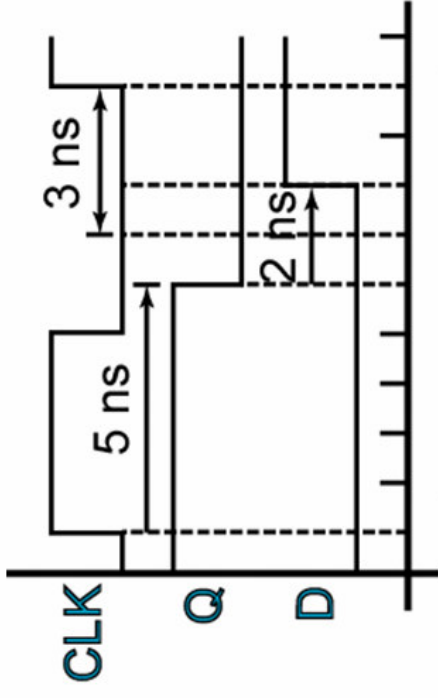


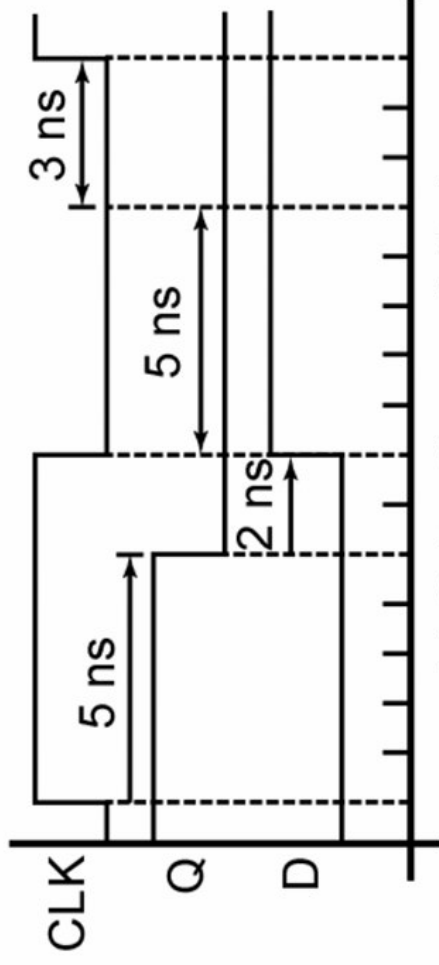
Figure 11-16: Setup and Hold Times for an Edge-Triggered D Flip-Flop



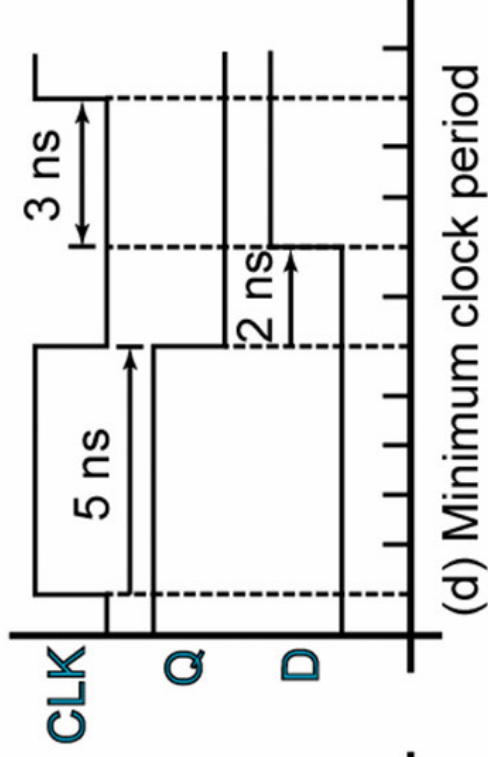
(a) Simple flip-flop circuit



(b) Setup time not satisfied

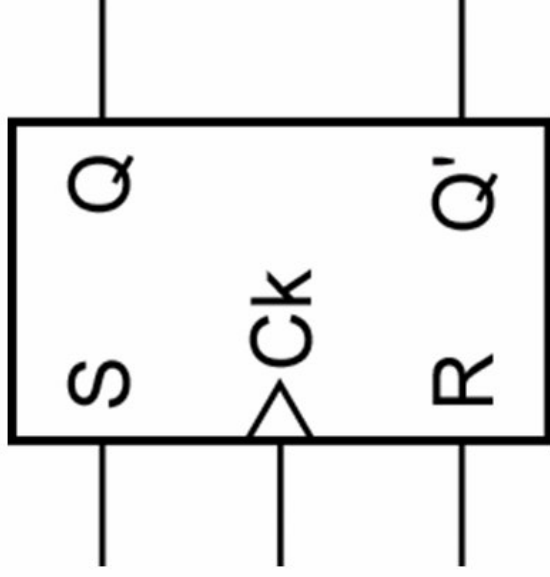


(c) Setup time satisfied



(d) Minimum clock period

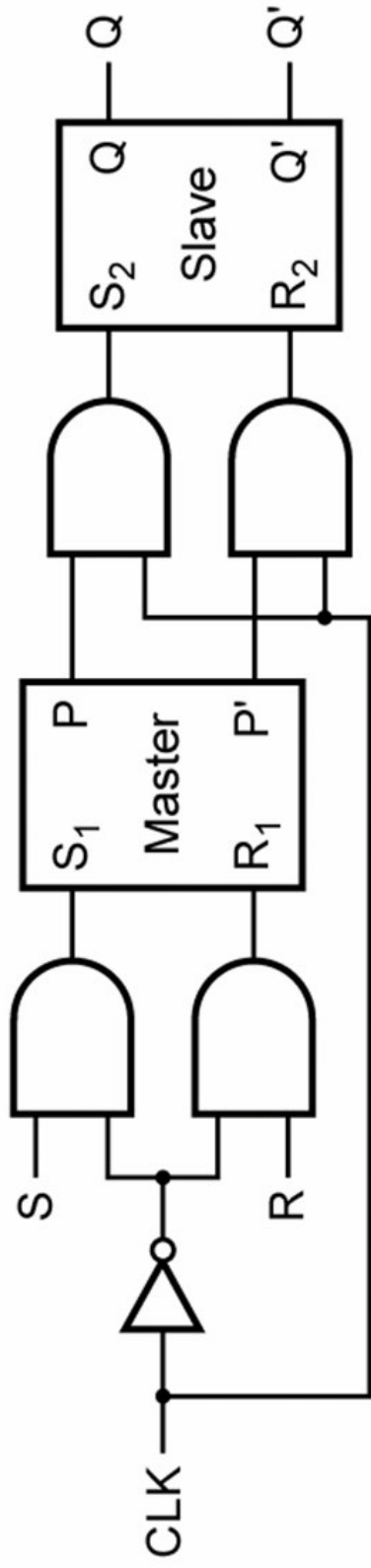
Figure 11-17: Determination of Minimum Clock Period



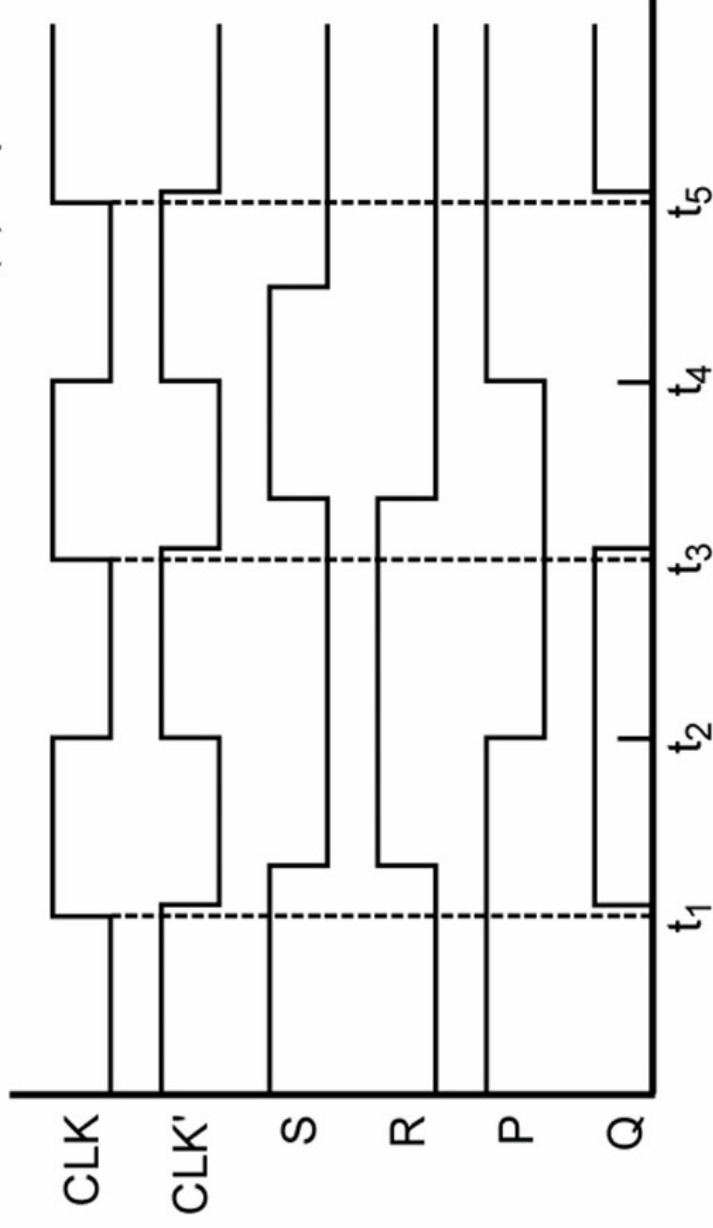
Operation summary:

- S = R = 0 no state change
- S = 1, R = 0 set Q to 1 (after active Ck edge)
- S = 0, R = 1 reset Q to 0 (after active Ck edge)
- S = R = 1 not allowed

Figure 11-18: S-R Flip-Flop



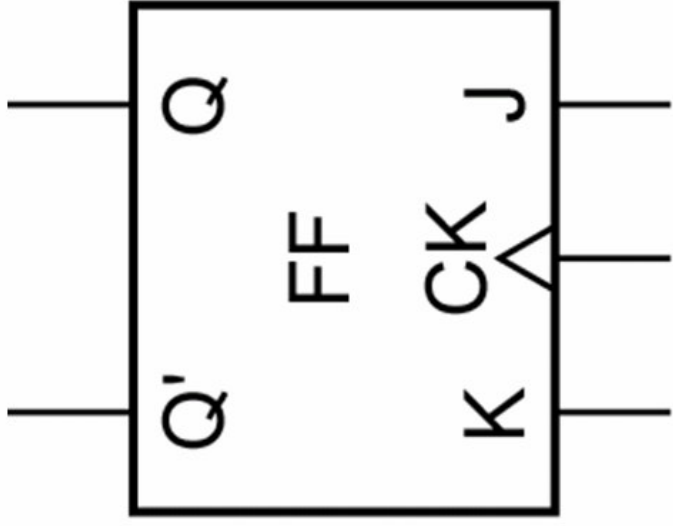
(a) Implementation with two latches



(b) Timing analysis

Figure 11-19: S-R Flip-Flop Implementation and Timing





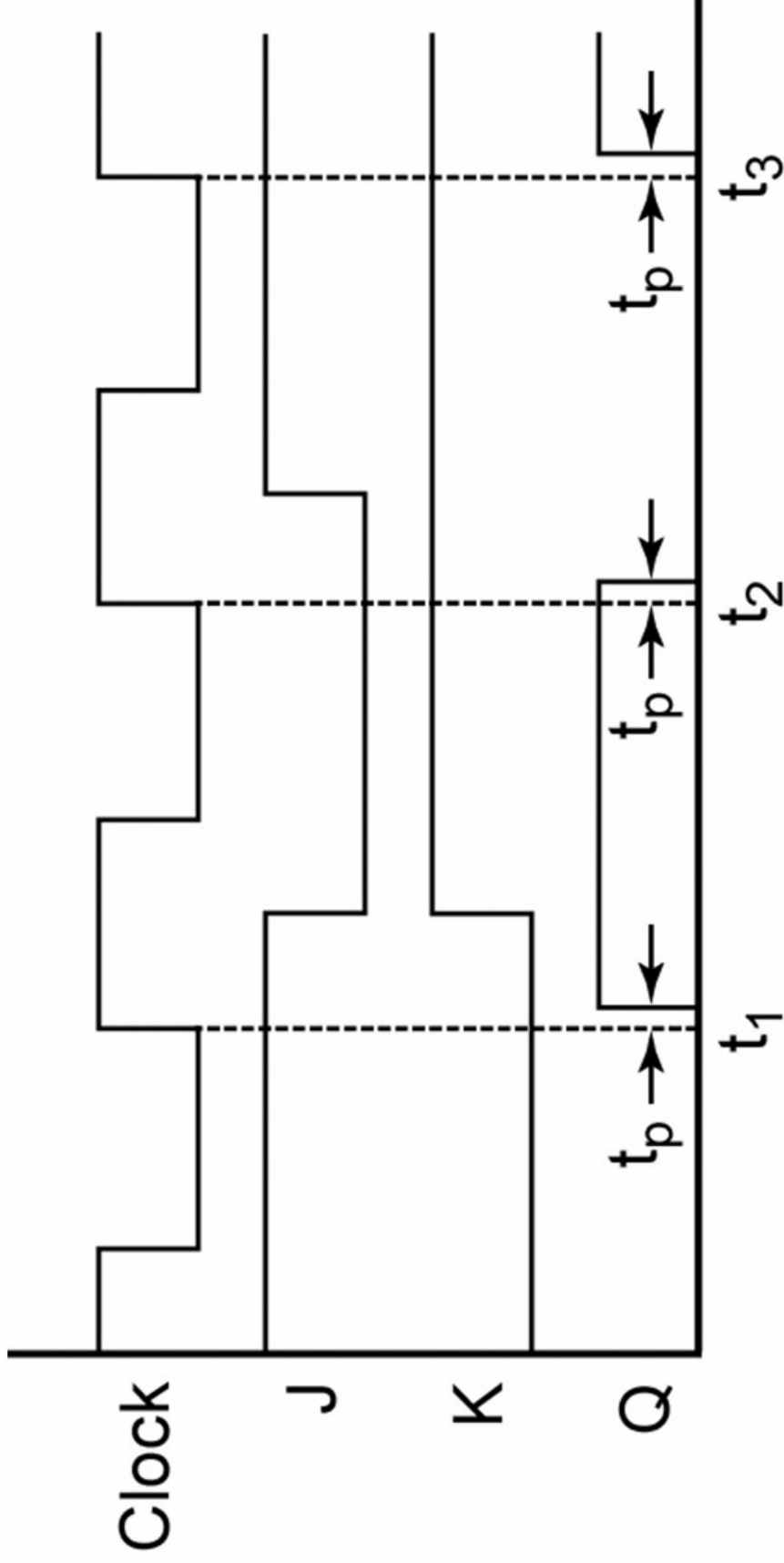
(a) J-K flip-flop

$$Q^+ = JQ' + K'Q$$

JKQ	Q ⁺
000	0
001	1
010	0
011	0
100	1
101	1
110	1
111	0

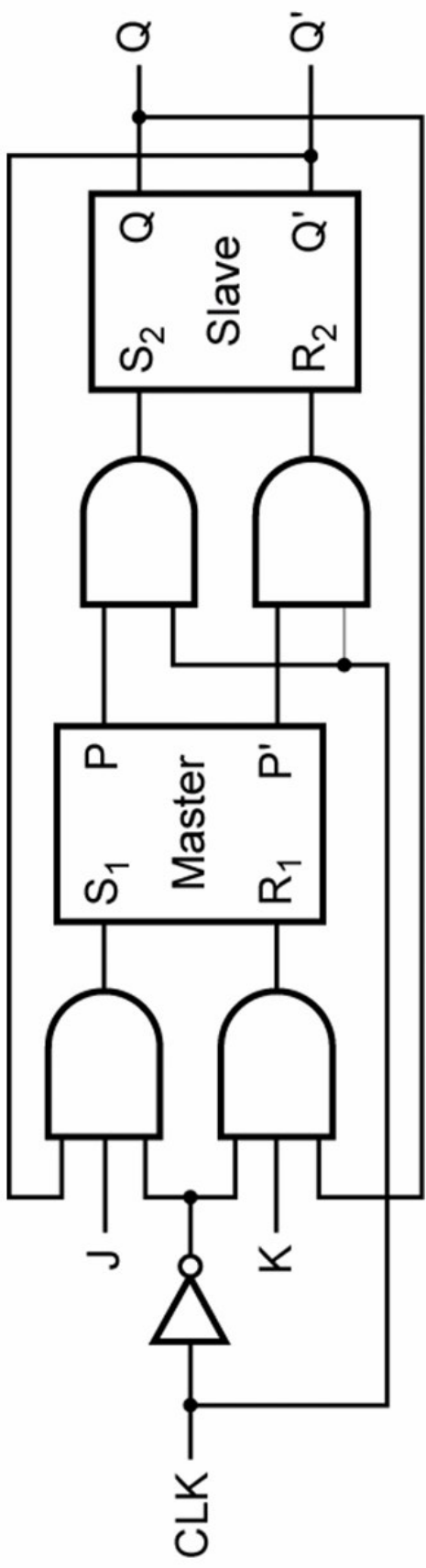
(b)

**Figure 11-20ab: J-K Flip-Flop
(Q Changes on the Rising Edge)**

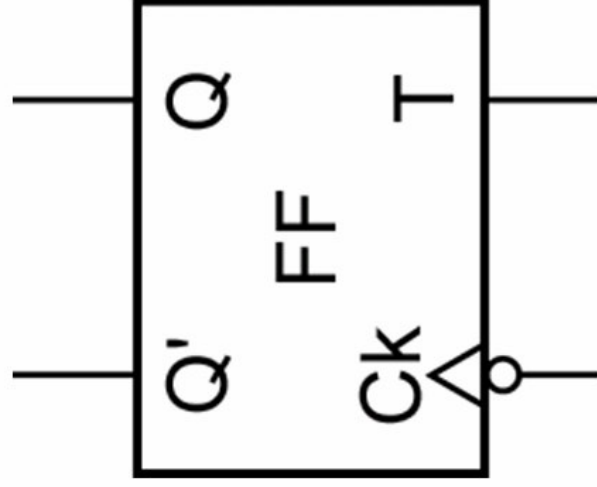


(c) J-K flip-flop timing

**Figure 11-20c: J-K Flip-Flop
(Q Changes on the Rising Edge)**



**Figure 11-21: Master-Slave J-K Flip-Flop
(Q Changes on Rising Edge)**



(a)

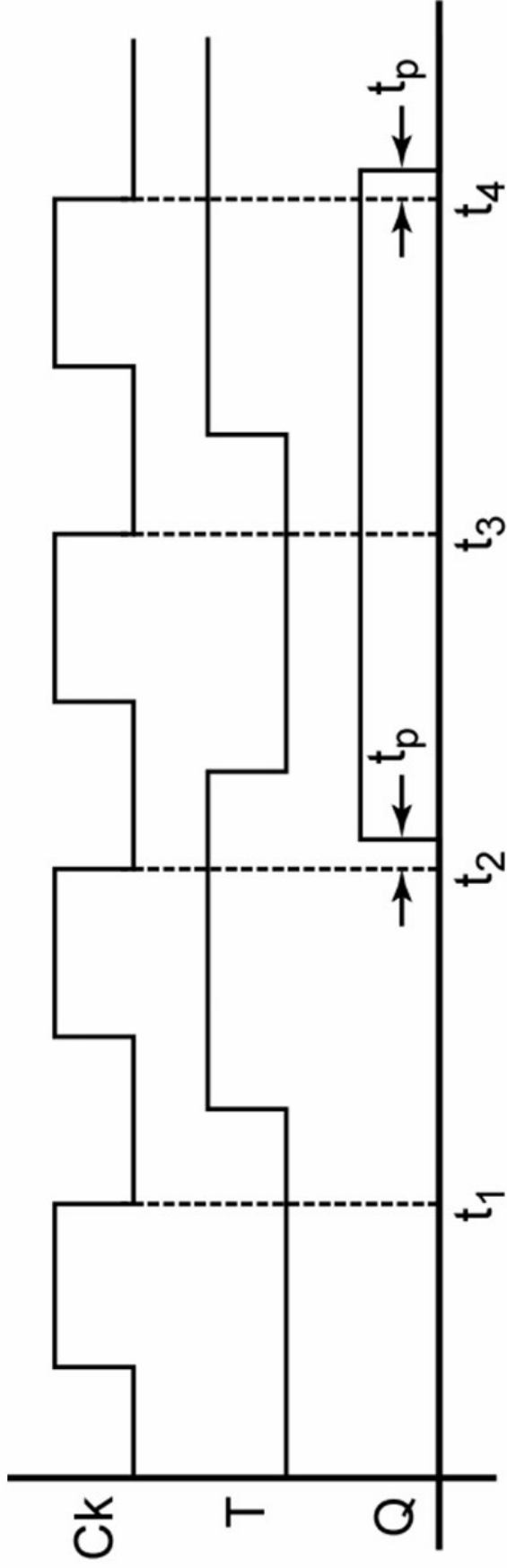
TQ	Q ⁺
00	0
01	1
10	1
11	0

(b)

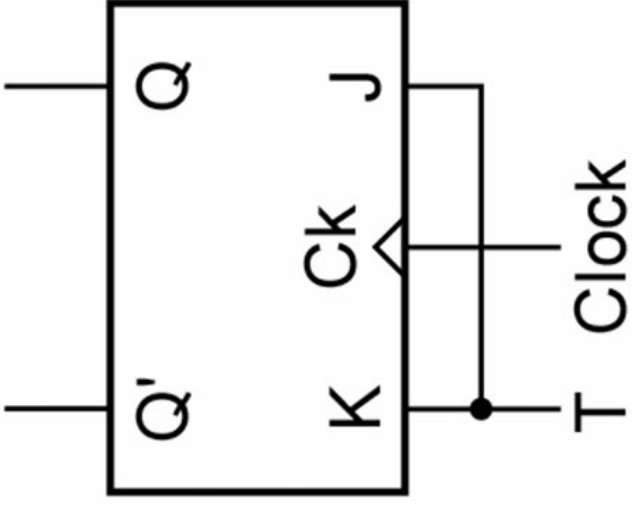
$$Q^+ = T'Q + TQ' = Q \oplus T$$

Figure 11-22ab: T Flip-Flop

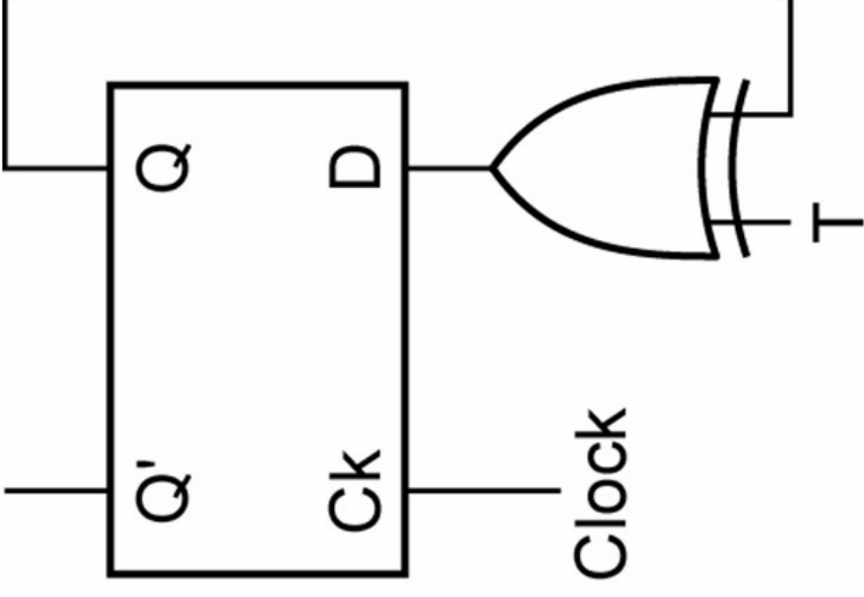




**Figure 11-23: Timing Diagram for T Flip-Flop
(Falling-Edge Trigger)**

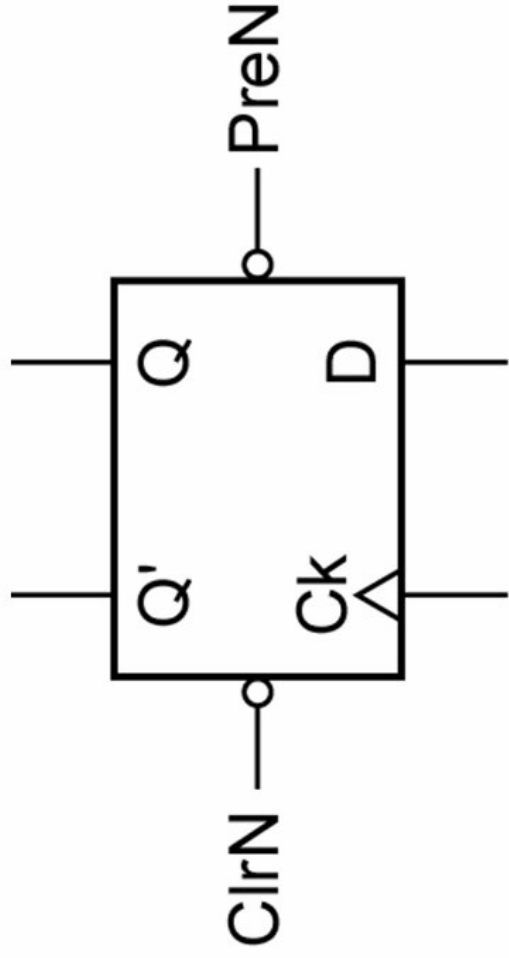


(a) Conversion of J-K to T



(b) Conversion of D to T

Figure 11-24: Implementation of T Flip-Flops



CK	D	PreN	ClrN	Q^+
x	x	0	0	(not allowed)
x	x	0	1	1
x	x	1	0	0
\uparrow	0	1	1	0
\uparrow	1	1	1	1
0, 1, \downarrow	x	1	1	Q (no change)

Figure 11-25: D Flip-Flop with Clear and Preset

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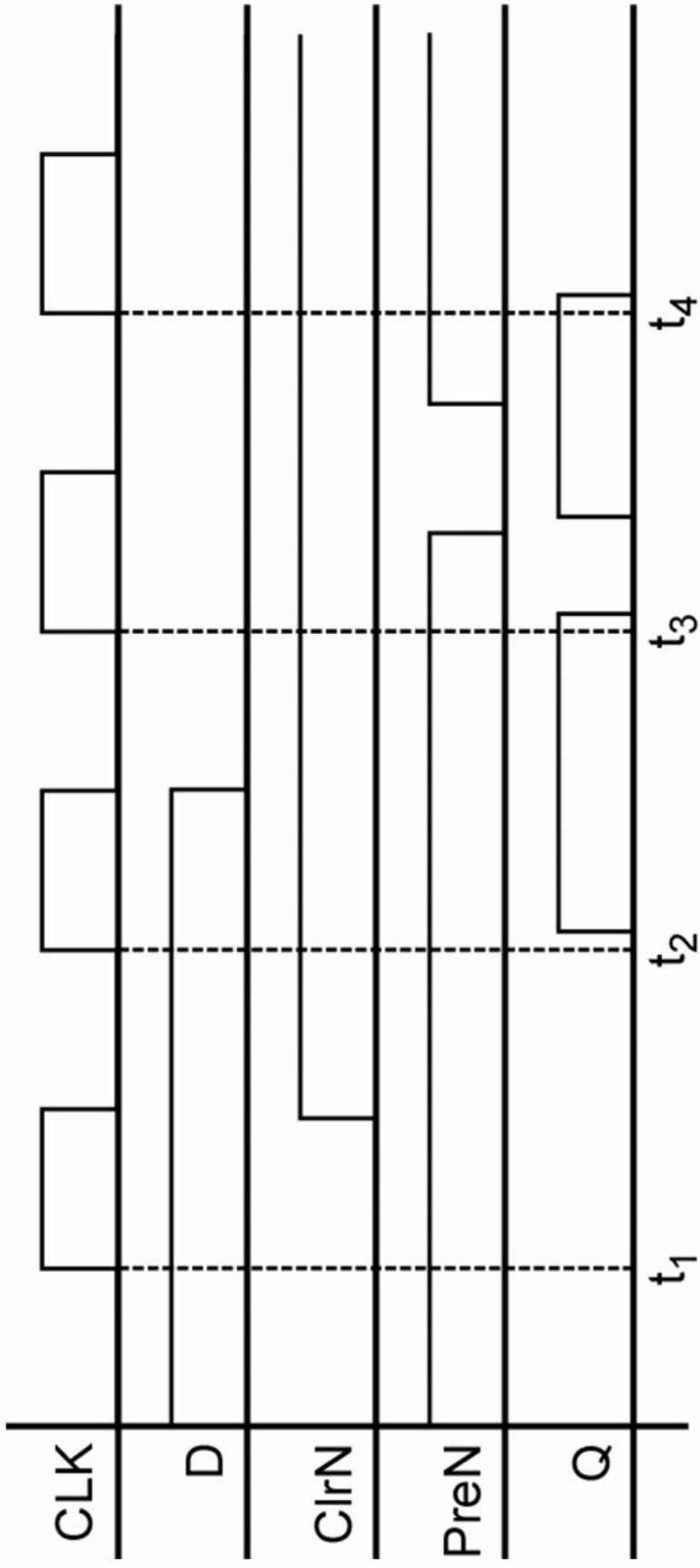
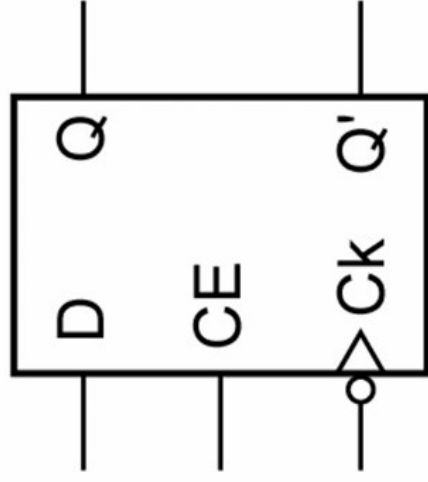
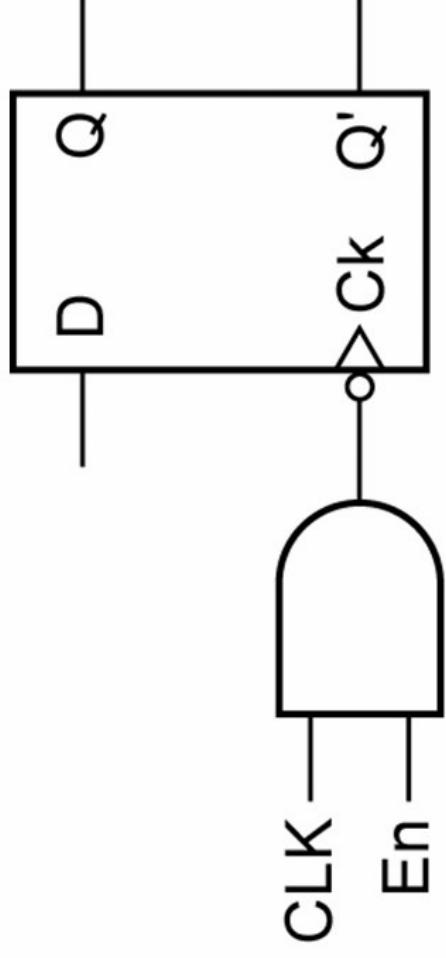
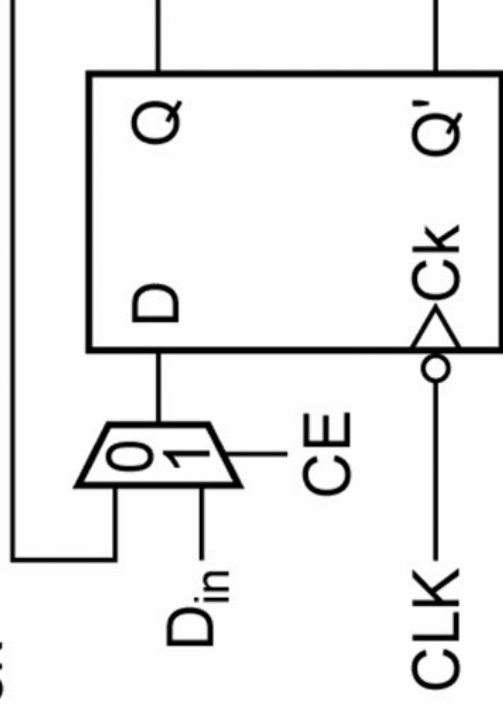


Figure 11-26: Timing Diagram for D Flip-Flop with Asynchronous Clear and Preset





(b) D-CE symbol



(c) Implementation

Figure 11-27: D Flip-Flop with Clock Enable