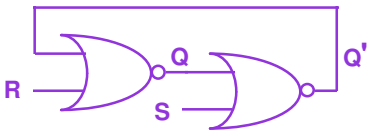
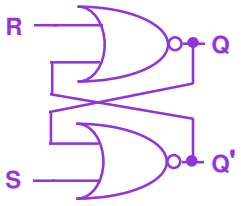
Outline

- Last time:
  - Design versus Implementation
  - Specification, Description, and Depiction
  - Conceptual Blocks & How to Overcome Them
  - Good Versus Bad Design
  - The Role of Language in Design
  - The CS150 Project
- This lecture:
  - SR latch
  - D latch
  - Flip-Flops
  - Edge-triggered, Master-Slave
  - Shift Registers
  - Simple Counters
  - Serial-Parallel Conversion
  - LFSR Counters

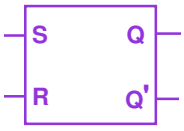
The Set-Reset (SR, RS) Latch



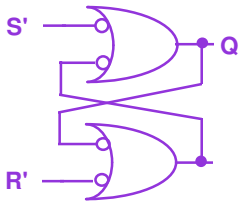


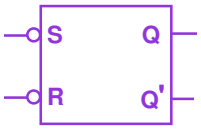
Latch Behavior

S	R	Q	Q'
0	0	last Q	last Q'
0	1	0	1
0	0	1	0
0	1	0	0



The S'-R' Latch

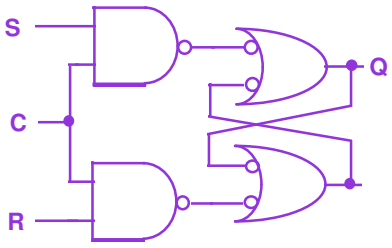


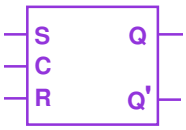


Latch Behavior

S'	R'	Q	Q'
0	0	0	0
0	1	1	0
1	0	0	1
1	1	last Q	last Q'

S-R Latch With Enable

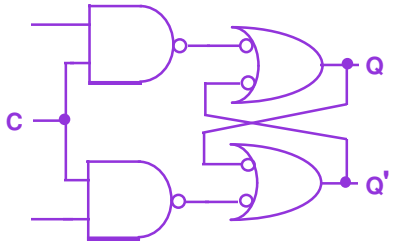




Latch Behavior

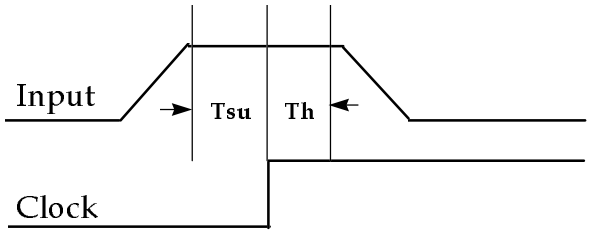
S	R	C	Q	Q'
0	0	1	last Q	last Q'
0	1	1	0	1
1	0	1	1	0
1	1	1	1	1
*	*	0	last Q	last Q'

Data (D) Latch

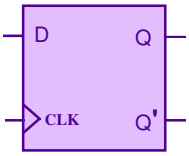


Setup and Hold Times for Latches

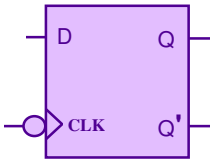
- **Setup Time (Tsu)** is the minimum time interval for which the input signal must be stable (unchanging) *prior to* the sampling event of the clock for the input signal to be recognized correctly.
- **Hold Time (Th)** is the minimum time interval for which the input signal must be stable (unchanging) *following* the sampling event of the clock for the input signal to be recognized correctly.



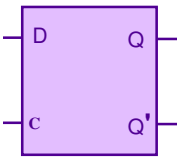
Standard Latch & Flip-Flop Conventions



Positive-Edge-Triggered D Flip-flop



Negative-Edge-Triggered D Flip-flop



D Latch with Enable

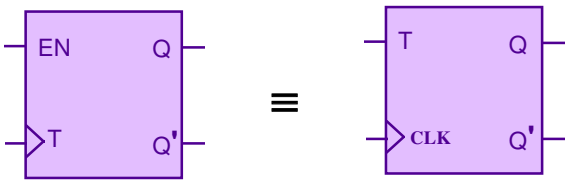
Input/Output Behavior of Latches and Flip-Flops

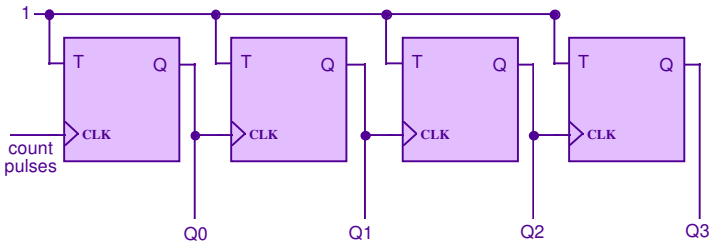
Type	When Inputs Sampled	When Outputs Valid	Tsu, Th Relative to:
Unclocked Latch	always	Tprop from input change	–
Level-Sensitive Latch	clock high	Tprop from input change	Falling clock edge
Positive edge triggered flip-flop	clock low → high transition	Tprop from rising clock edge	Rising clock edge
Negative edge triggered flip-flop	clock high → low transition	Tprop from falling clock edge	Falling clock edge
Master-slave flip-flop	clock high → low transition	Tprop from falling clock edge	Falling clock edge

Latch & Flip-Flop Characteristic Equations

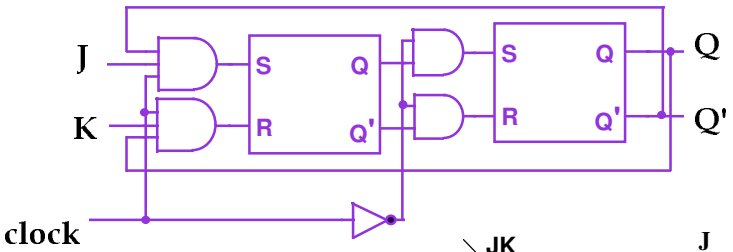
	S-R Latch	Qn+1 = S + R'Qn
	D latch	Qn+1 = D
*	Edge-triggered D Flip-Flop	Qn+1 = D
	Master-slave S-R Flip-Flop	Qn+1 = S + R'Qn
	Master-Slave J-K Flip-Flop	Qn+1 = JQn' + K'Qn
	Edge-Triggered J-K Flip-Flop	Qn+1 = JQn' + K'Qn
*	T Flip-Flop	Qn+1 = Qn'
*	T Flip-Flop with Enable	Qn+1 = EQn' + E'Qn = E ⊕ Qn

Toggle (T) Flip-Flop





The Master-Slave J/K Flip-Flop



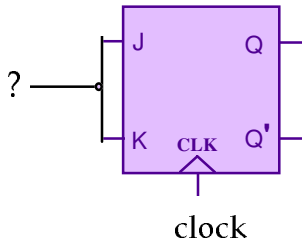
$Q^+ =$

Q \ JK	00	01	11	10
0	0	2	6	4
1	1	3	7	5

J

K

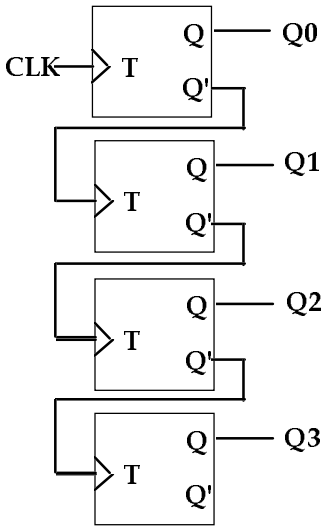
J/K Flip-Flop Conversions



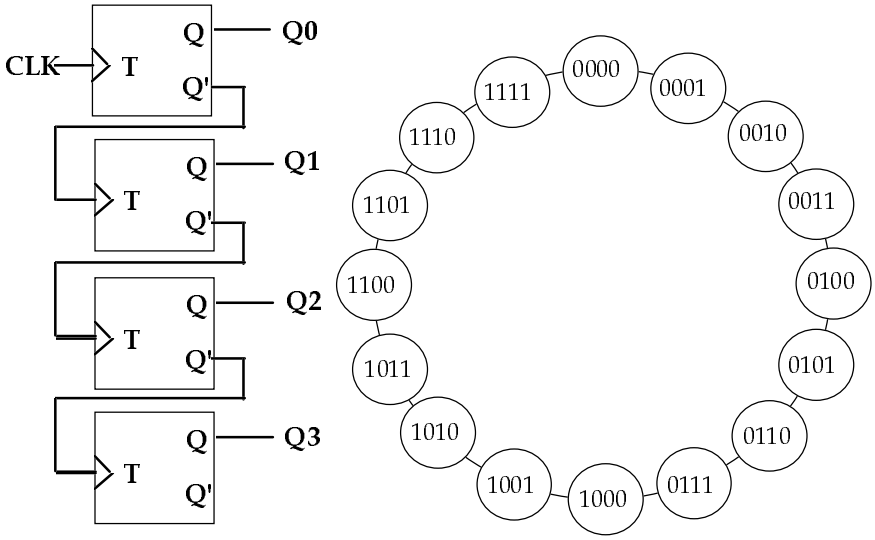
Counters

- The name *counter* is generally used for any clocked, sequential circuit whose state diagram contians a single cycle.
- The modulus of a couter is the number of states in the cycle.
- A counter with m states is called a modulo-m counter, or sometimes a divide-by-m counter.
- Probably the most common counter is an n-bit binary counter.
  - Has n flip-flops, 2^n states.
  - States are visited in the sequence 0,1,2,...,2^n-1,0,1,...
  - Each state is coded as an n-bit binary integer.

Ripple Counters

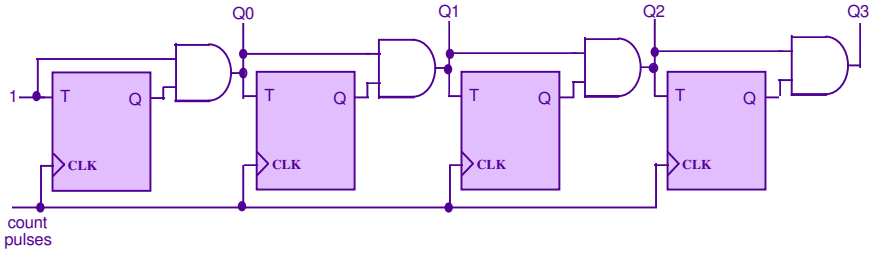


Ripple Counters



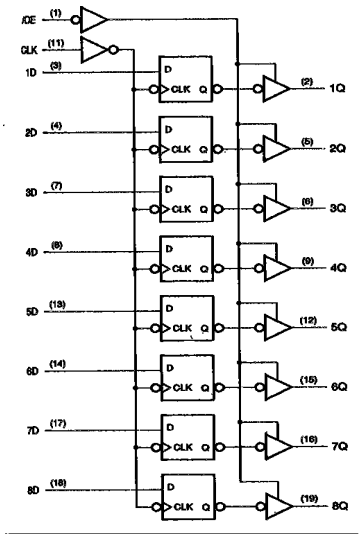
Synchronous Binary Counter

- Synchronous Counter: All flip-flop CLK inputs connected to the same system clock.



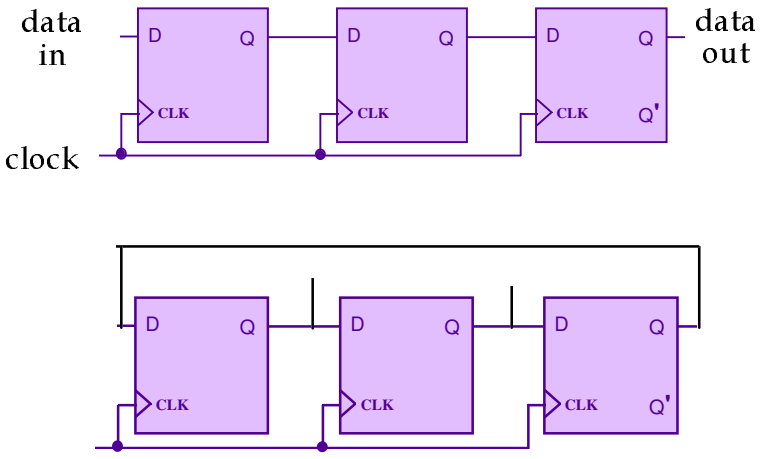
$T_0 = 1, T_1 = Q_0, T_2 = Q_0Q_1, ..., T_i = Q_0Q_1...Q_i$

Registers

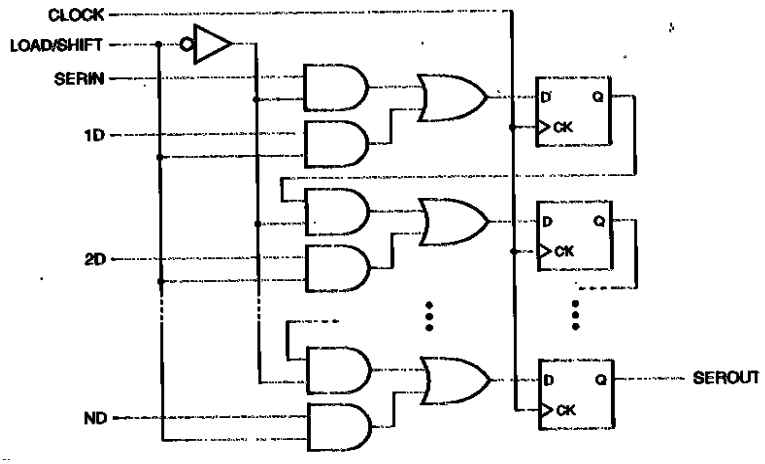


- *Tri-state Outputs*: Output can be logic-0, logic-1, or "high impedence" (off, disconnected). Very important for connections to a "bus".

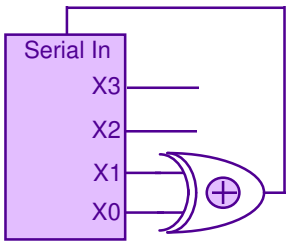
Shift Registers & Ring Counters



Parallel/Serial Shift Register



Linear Feedback Shift Registers (LFSR)



n	Feedback equation
2	X2 = X1 ⊕ X0
3	X3 = X1 ⊕ X0
4	X4 = X1 ⊕ X0
5	X5 = X2 ⊕ X0
6	X6 = X1 ⊕ X0
7	X7 = X3 ⊕ X0
8	X8 = X4 ⊕ X3 ⊕ X2 ⊕ X0
12	X12 = X6 ⊕ X4 ⊕ X1 ⊕ X0
16	X16 = X5 ⊕ X4 ⊕ X3 ⊕ X0
20	X20 = X3 ⊕ X0
24	X24 = X7 ⊕ X2 ⊕ X1 ⊕ X0
28	X28 = X3 ⊕ X0
32	X32 = X22 ⊕ X2 ⊕ X1 ⊕ X0