

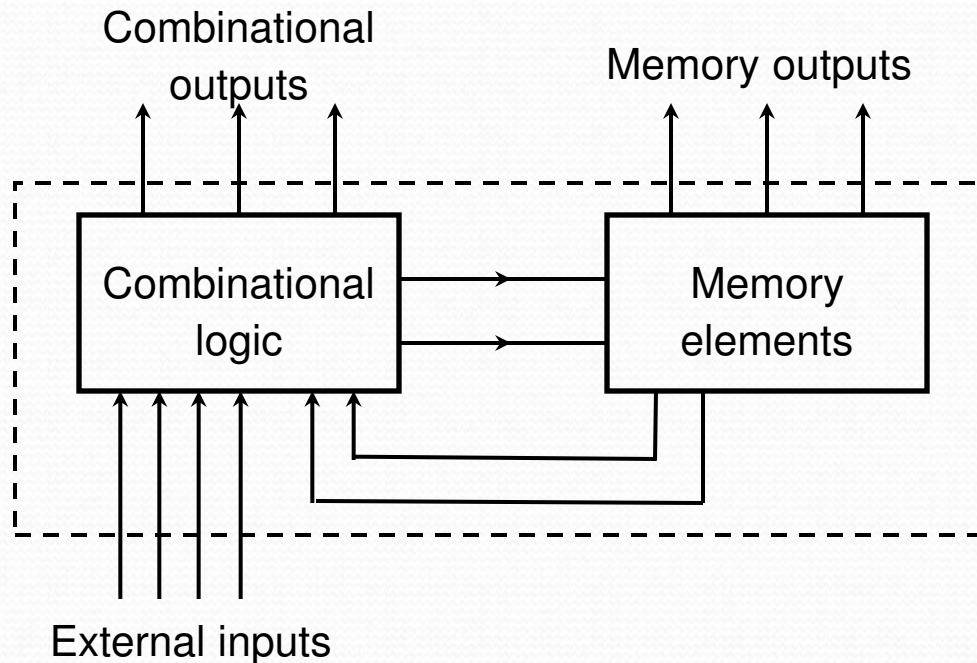
Synchronous Sequential logic: Sequential circuits, storage elements: latches, flip flops

Lecture 1

Dronacharya Group of Institutions

Introduction

- A **sequential circuit** consists of a *feedback path*, and employs some *memory elements*.



Sequential circuit = Combinational logic + Memory Elements

Introduction

- There are two types of sequential circuits:
 - ❖ *synchronous*: outputs change only at specific time
 - ❖ *asynchronous*: outputs change at any time
- *Multivibrator*: a class of sequential circuits. They can be:
 - ❖ *bistable* (2 stable states)
 - ❖ *monostable* or *one-shot* (1 stable state)
 - ❖ *astable* (no stable state)
- Bistable logic devices: *latches* and *flip-flops*.
- Latches and flip-flops differ in the method used for changing their state.

Memory Elements

- **Memory element:** a device which can remember value indefinitely, or change value on command from its inputs.



- **Characteristic table:**

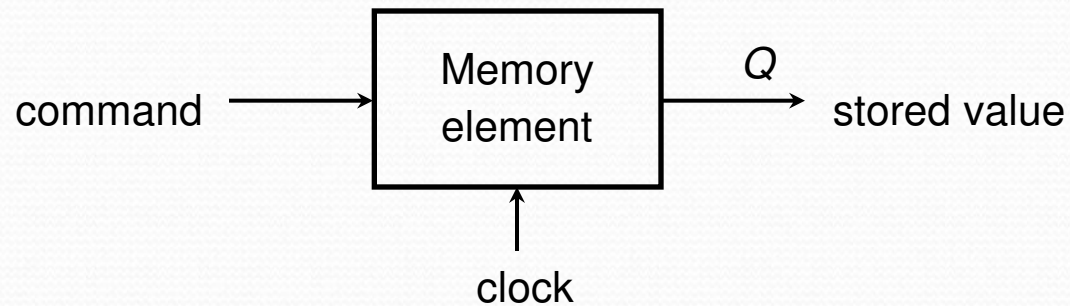
Command (at time t)	$Q(t)$	$Q(t+1)$
Set	X	1
Reset	X	0
Memorise / No Change	0	0
	1	1

$Q(t)$: current state

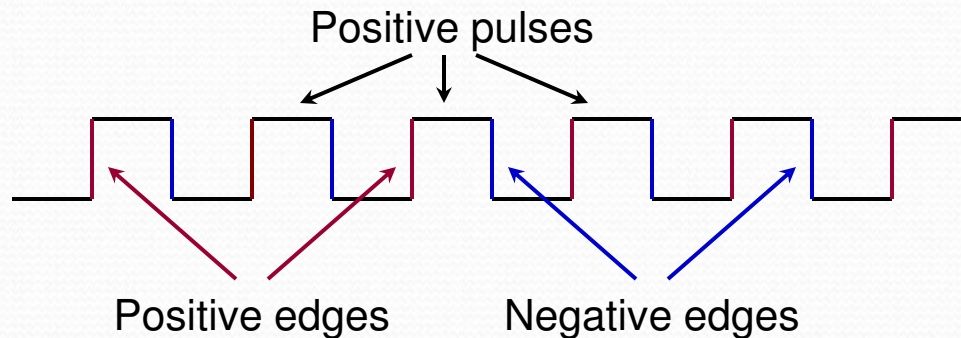
$Q(t+1)$ or Q^+ : next state

Memory Elements

- Memory element with clock. Flip-flops are memory elements that change state on clock signals.



- Clock is usually a square wave.



Memory Elements

- Two types of triggering/activation:
 - ❖ pulse-triggered
 - ❖ edge-triggered
- Pulse-triggered
 - ❖ latches
 - ❖ ON = 1, OFF = 0
- Edge-triggered
 - ❖ flip-flops
 - ❖ positive edge-triggered (ON = from 0 to 1; OFF = other time)
 - ❖ negative edge-triggered (ON = from 1 to 0; OFF = other time)

S-R Latch

- *Complementary* outputs: Q and Q' .
- When Q is HIGH, the latch is in *SET* state.
- When Q is LOW, the latch is in *RESET* state.
- For *active-HIGH input S-R latch* (also known as NOR gate latch),
 - $R=\text{HIGH}$ (and $S=\text{LOW}$) \Rightarrow RESET state
 - $S=\text{HIGH}$ (and $R=\text{LOW}$) \Rightarrow SET state
 - both inputs LOW \Rightarrow no change
 - both inputs HIGH \Rightarrow Q and Q' both LOW (invalid)!

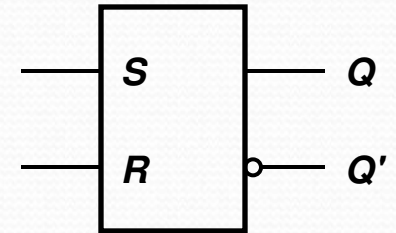
S-R Latch

- For *active-LOW input S'-R' latch* (also known as NAND gate latch),
 - $R' = \text{LOW}$ (and $S' = \text{HIGH}$) \Rightarrow RESET state
 - $S' = \text{LOW}$ (and $R' = \text{HIGH}$) \Rightarrow SET state
 - both inputs HIGH \Rightarrow no change
 - both inputs LOW \Rightarrow Q and Q' both HIGH (invalid)!
- Drawback of S-R latch: invalid condition exists and must be avoided.

S-R Latch

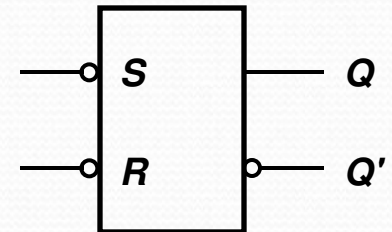
- Characteristics table for active-high input S-R latch:

S	R	Q	Q'	
0	0	NC	NC	No change. Latch remained in present state.
1	0	1	0	Latch SET.
0	1	0	1	Latch RESET.
1	1	0	0	Invalid condition.



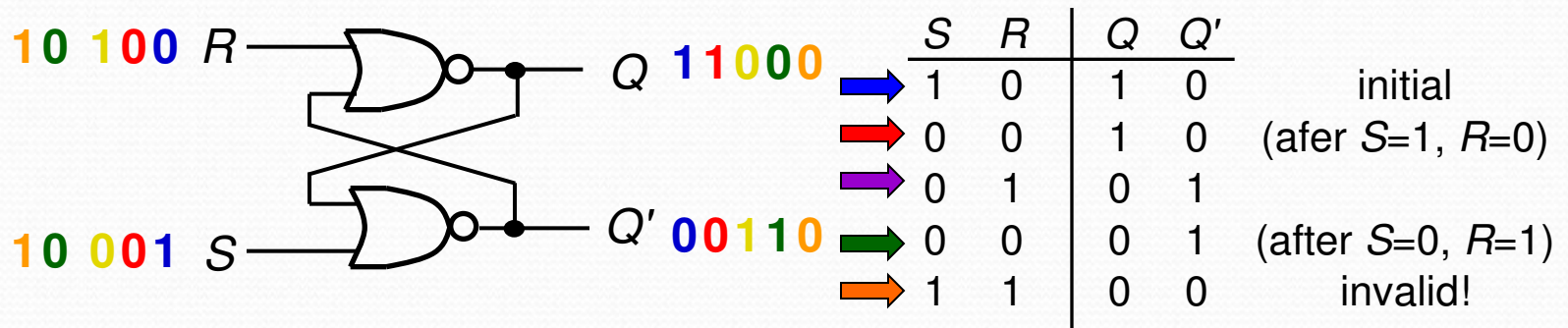
- Characteristics table for active-low input S'-R' latch:

S'	R'	Q	Q'	
1	1	NC	NC	No change. Latch remained in present state.
0	1	1	0	Latch SET.
1	0	0	1	Latch RESET.
0	0	1	1	Invalid condition.

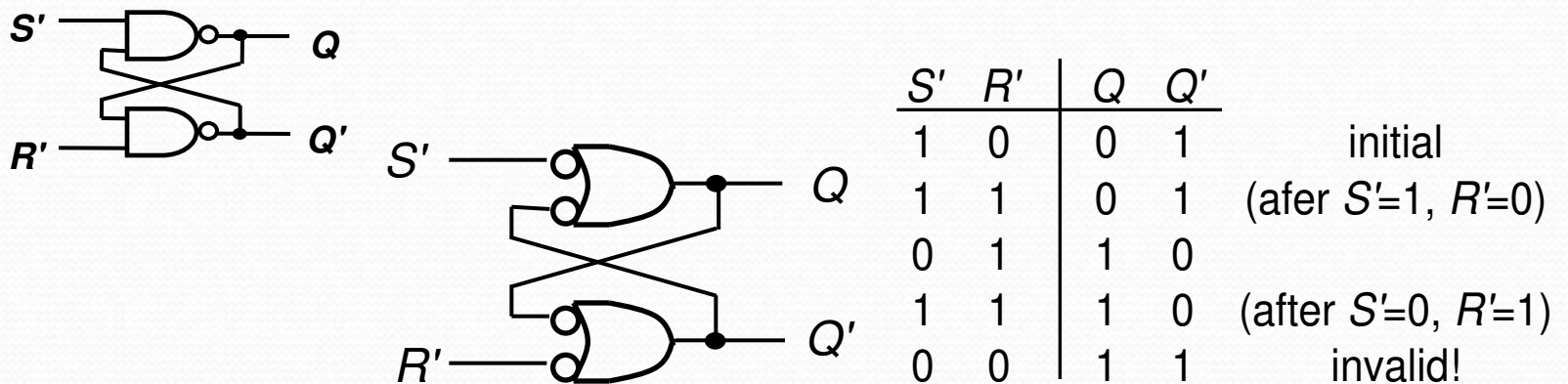


S-R Latch

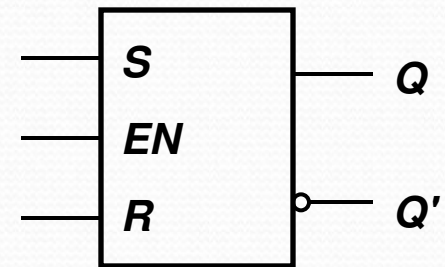
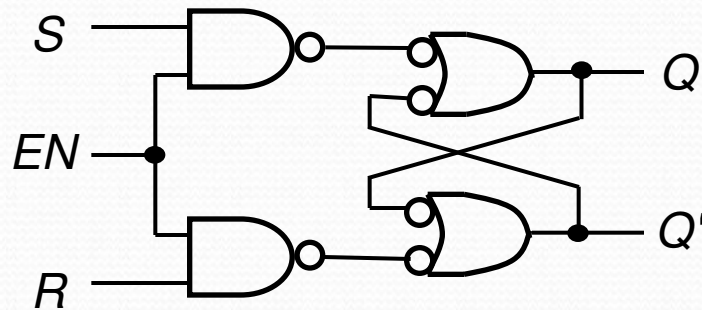
Active-HIGH input S-R latch



Active-LOW input S'-R' latch



Gated S-R Latch



- S-R latch + *enable input* (EN) and 2 NAND gates
→ *gated S-R latch*.

Gated S-R Latch

- Outputs change (if necessary) only when EN is HIGH.
- Under what condition does the invalid state occur?
- Characteristic table:

$EN=1$

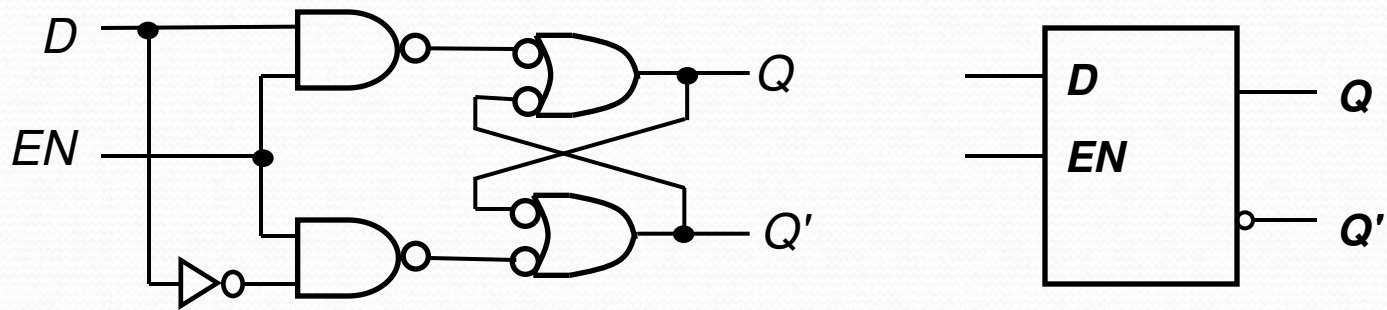
$Q(t)$	S	R	$Q(t+1)$
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	indeterminate
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	indeterminate

S	R	$Q(t+1)$
0	0	$Q(t)$ No change
0	1	0 Reset
1	0	1 Set
1	1	indeterminate

$$Q(t+1) = S + R'.Q$$

$$S.R = 0$$

Gated D Latch



- Make R input equal to S' → *gated D latch*.
- D latch eliminates the undesirable condition of invalid state in the S - R latch.

Gated D Latch

- When EN is HIGH,
 - ❖ $D=HIGH \rightarrow$ latch is SET
 - ❖ $D=LOW \rightarrow$ latch is RESET
- Hence when EN is HIGH, Q 'follows' the D (data) input.
- Characteristic table:

EN	D	$Q(t+1)$	
1	0	0	Reset
1	1	1	Set
0	X	$Q(t)$	No change

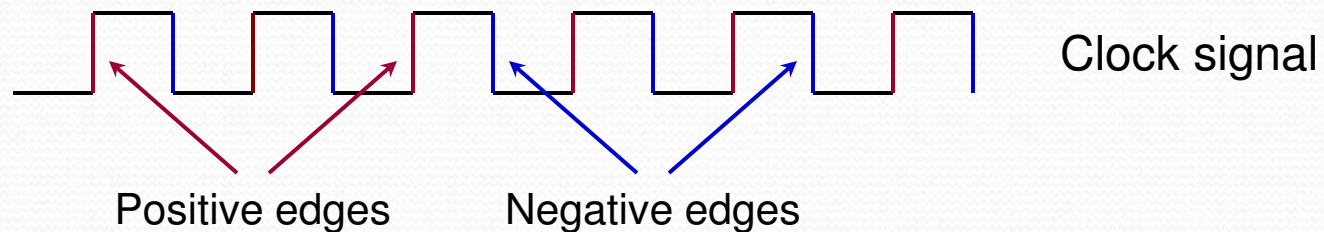
When $EN=1$, $Q(t+1) = D$

Latch Circuits: Not Suitable

- Latch circuits are not suitable in synchronous logic circuits.
- When the enable signal is active, the excitation inputs are gated directly to the output Q. Thus, any change in the excitation input immediately causes a change in the latch output.
- The problem is solved by using a special timing control signal called a *clock* to restrict the times at which the states of the memory elements may change.
- This leads us to the edge-triggered memory elements called *flip-flops*.

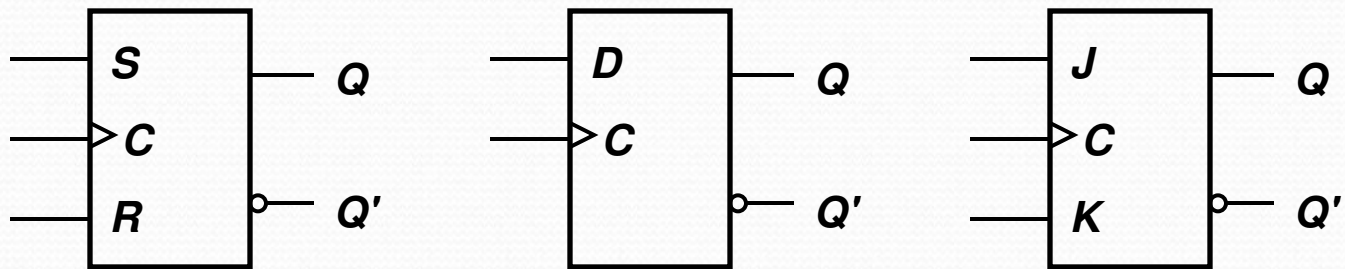
Edge-Triggered Flip-flops

- *Flip-flops*: synchronous bistable devices
- Output changes state at a specified point on a triggering input called the *clock*.
- Change state either at the *positive edge* (rising edge) or at the *negative edge* (*falling edge*) of the clock signal.

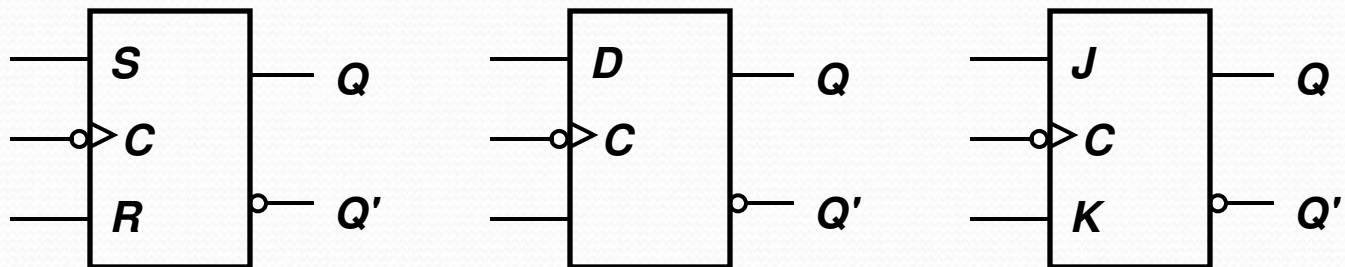


Edge-Triggered Flip-flops

- S-R, D and J-K edge-triggered flip-flops. Note the “>” symbol at the clock input.



Positive edge-triggered flip-flops



Negative edge-triggered flip-flops

S-R Flip-flop

- **S-R flip-flop**: on the triggering edge of the clock pulse,
 - ❖ $S=\text{HIGH}$ (and $R=\text{LOW}$) \Rightarrow SET state
 - ❖ $R=\text{HIGH}$ (and $S=\text{LOW}$) \Rightarrow RESET state
 - ❖ both inputs LOW \Rightarrow no change
 - ❖ both inputs HIGH \Rightarrow invalid
- Characteristic table of positive edge-triggered S-R flip-flop:

<i>S</i>	<i>R</i>	<i>CLK</i>	<i>Q(t+1)</i>	Comments
0	0	X	<i>Q(t)</i>	No change
0	1	↑	0	Reset
1	0	↑	1	Set
1	1	↑	?	Invalid

X = irrelevant (“don’t care”)

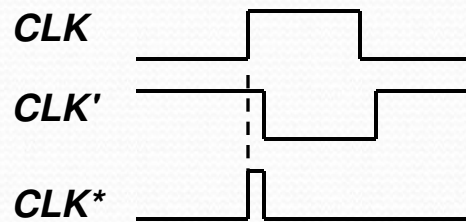
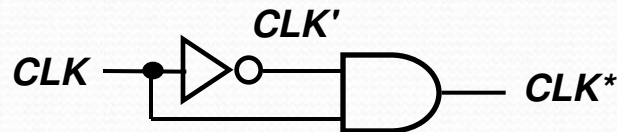
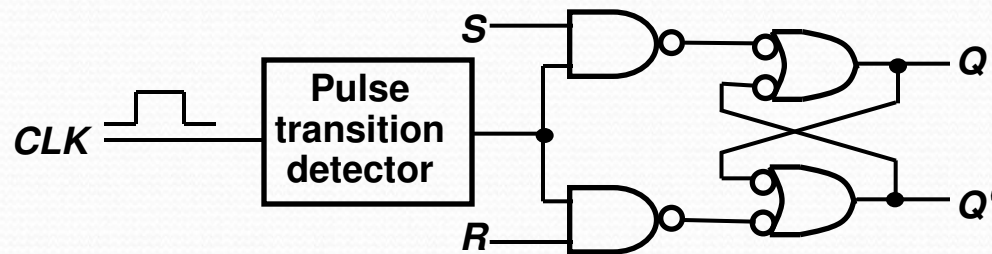
↑ = clock transition LOW to HIGH

S-R Flip-flop

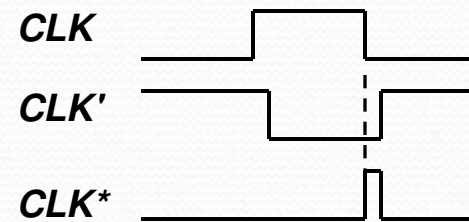
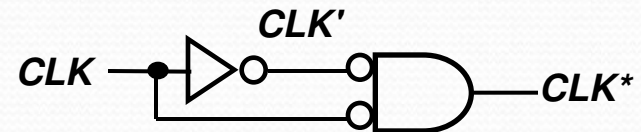
- It comprises 3 parts:
 - ❖ a basic *NAND latch*
 - ❖ a *pulse-steering* circuit
 - ❖ a *pulse transition detector* (or *edge detector*) circuit
- The **pulse transition detector** detects a rising (or falling) edge and produces a very *short-duration spike*.

S-R Flip-flop

The pulse transition detector.



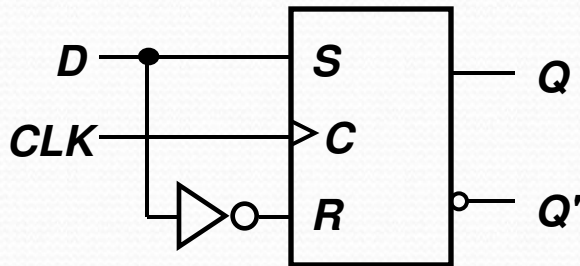
Positive-going transition
(rising edge)



Negative-going transition
(falling edge)

D Flip-flop

- **D flip-flop**: single input D (data)
 - ❖ $D=\text{HIGH} \Rightarrow \text{SET state}$
 - ❖ $D=\text{LOW} \Rightarrow \text{RESET state}$
- Q follows D at the clock edge.
- Convert S-R flip-flop into a D flip-flop: add an inverter.



A positive edge-triggered D flip-flop formed with an S-R flip-flop.

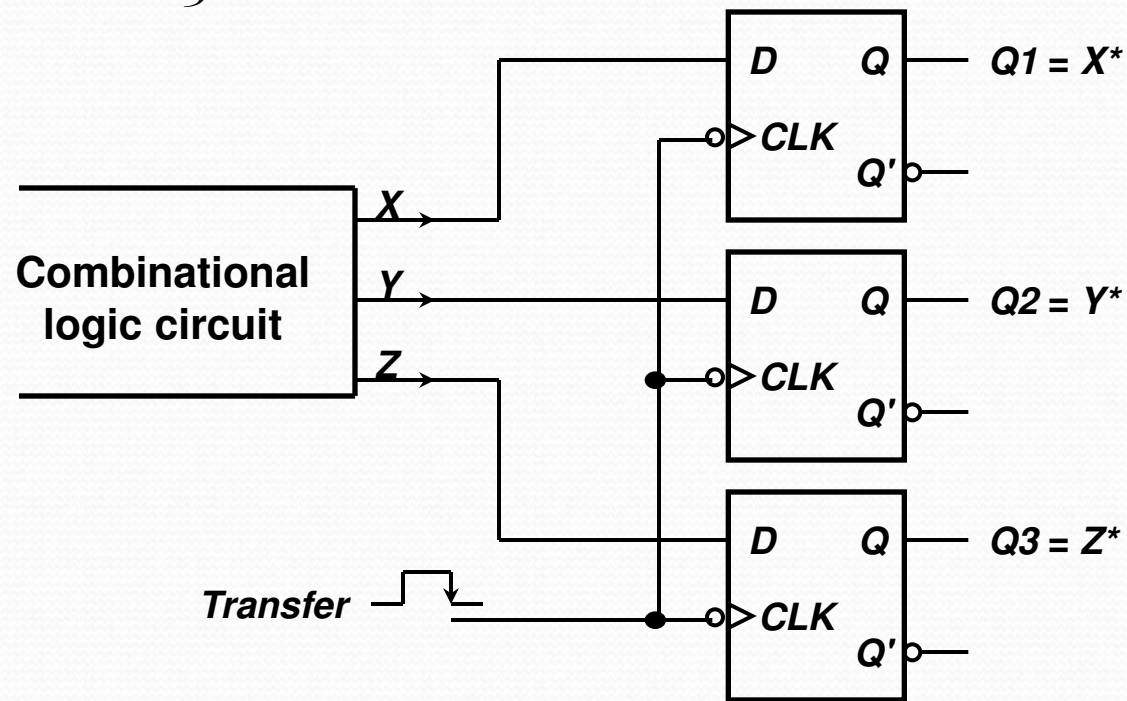
D	CLK	$Q(t+1)$	Comments
1	↑	1	Set
0	↑	0	Reset

↑ = clock transition LOW to HIGH

D Flip-flop

- Application: *Parallel data transfer*.

To transfer logic-circuit outputs X , Y , Z to flip-flops Q_1 , Q_2 and Q_3 for storage.



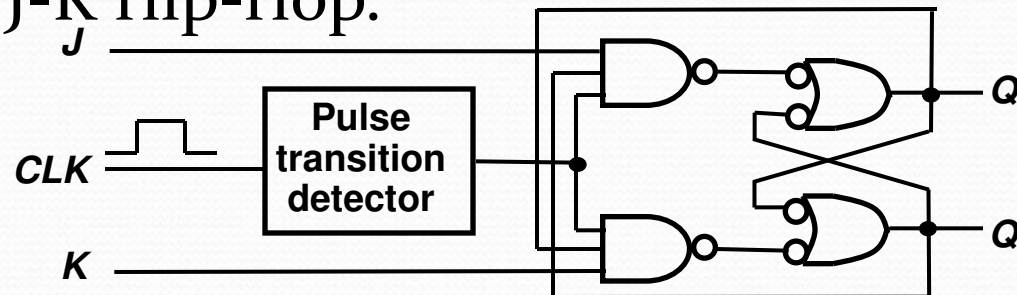
* After occurrence of negative-going transition

J-K Flip-flop

- J-K flip-flop: Q and Q' are fed back to the pulse-steering NAND gates.
- No invalid state.
- Include a *toggle* state.
 - ❖ $J=\text{HIGH}$ (and $K=\text{LOW}$) \Rightarrow SET state
 - ❖ $K=\text{HIGH}$ (and $J=\text{LOW}$) \Rightarrow RESET state
 - ❖ both inputs LOW \Rightarrow no change
 - ❖ both inputs HIGH \Rightarrow toggle

J-K Flip-flop

■ J-K flip-flop.



■ Characteristic table.

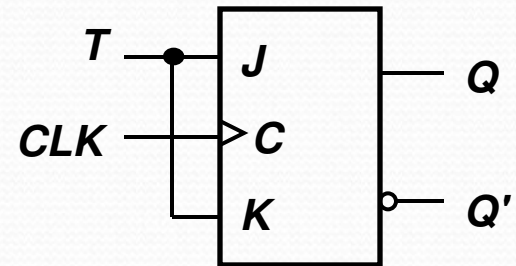
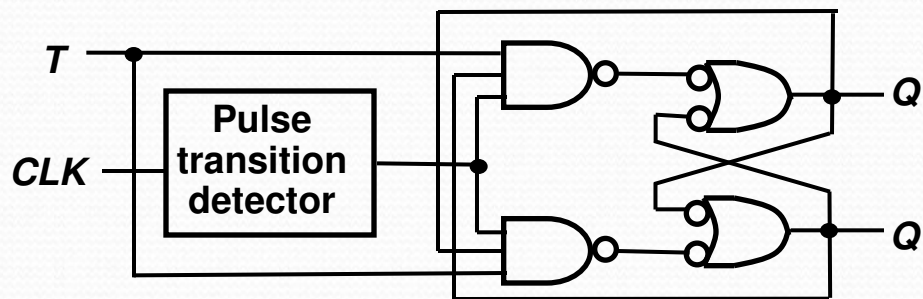
J	K	CLK	$Q(t+1)$	Comments
0	0	↑	$Q(t)$	No change
0	1	↑	0	Reset
1	0	↑	1	Set
1	1	↑	$Q(t)'$	Toggle

$$Q(t+1) = J.Q' + K'.Q$$

Q	J	K	$Q(t+1)$
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	0

T Flip-flop

- **T flip-flop**: single-input version of the J-K flip flop, formed by tying both inputs together.



- Characteristic table.

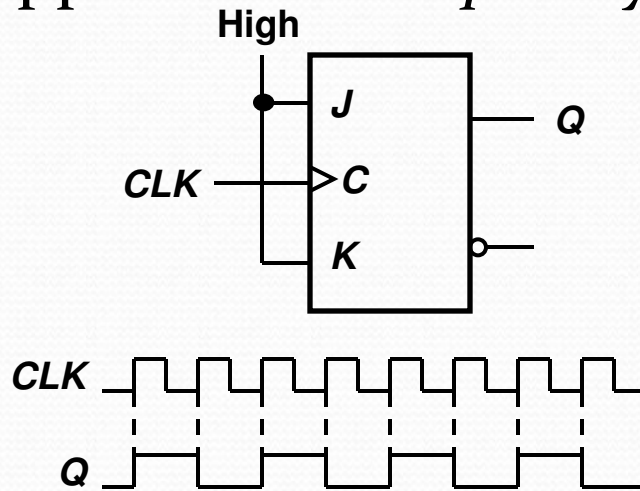
T	CLK	$Q(t+1)$	Comments
0	↑	$Q(t)$	No change
1	↑	$Q(t)'$	Toggle

Q	T	$Q(t+1)$
0	0	0
0	1	1
1	0	1
1	1	0

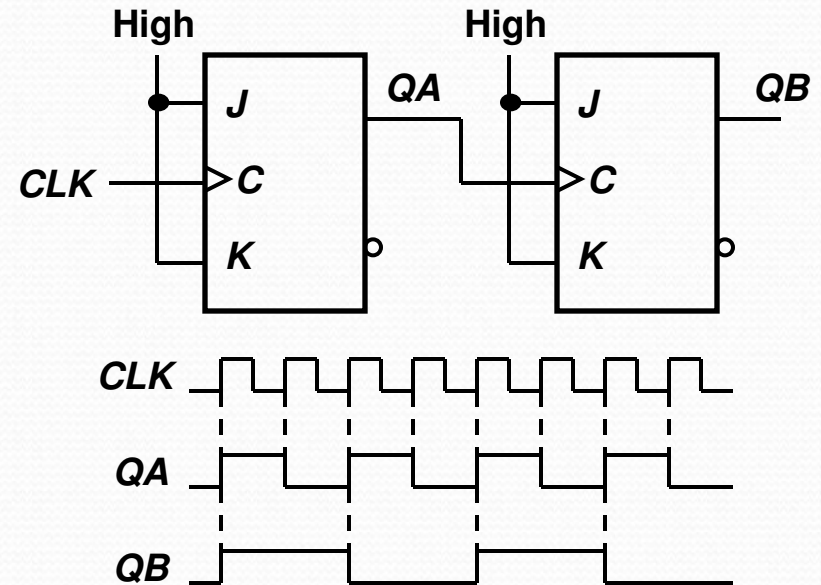
$$Q(t+1) = T.Q' + T'.Q$$

T Flip-flop

- Application: *Frequency division.*



Divide clock frequency by 2.



Divide clock frequency by 4.

- Application: *Counter* (to be covered in Lecture 13.)

Asynchronous Inputs

- S-R, D and J-K inputs are synchronous inputs, as data on these inputs are transferred to the flip-flop's output only on the triggered edge of the clock pulse.
- **Asynchronous** inputs affect the state of the flip-flop independent of the clock; example: *preset* (*PRE*) and *clear* (*CLR*) [or *direct set* (*SD*) and *direct reset* (*RD*)]
- When *PRE*=HIGH, *Q* is immediately set to HIGH.
- When *CLR*=HIGH, *Q* is immediately cleared to LOW.
- Flip-flop in normal operation mode when both *PRE* and *CLR* are LOW.

Asynchronous Inputs

- A J-K flip-flop with active-LOW preset and clear inputs.

