

CprE 281: Digital Logic

Instructor: Alexander Stoytchev

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

Latches

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Administrative Stuff

HW 7 is due on Monday (Oct 16) @ 10pm

Midterm grades submitted to the registrar's office

Administrative Stuff

Midterm 2 is in two weeks

Sample exams are posted on the class web page

Administrative Stuff

Midterm Exam #2

When: Friday October 27 @ 4:20pm.

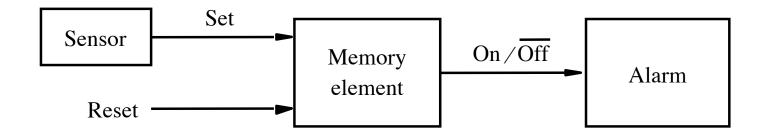
Where: This room

What: Chapters 1, 2, 3, 4 and 5

 The exam will be closed book but open notes (you can bring up to 3 pages of handwritten notes).

Chapter 5

Control of an alarm system

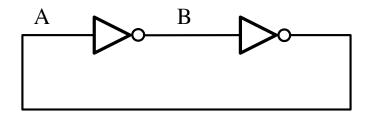


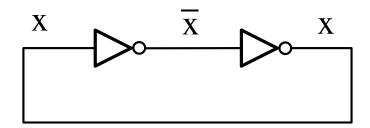
Motivation

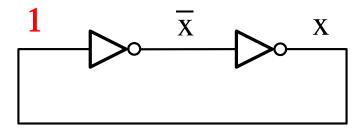
 So far, our circuits have been converting inputs to outputs without storing any data.

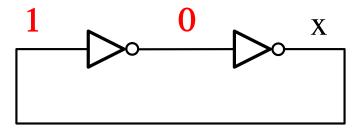
- To do more advanced things (e.g., to build computers) we need components that can store data.
- Can we make a component that "remembers" using the components that we know already?

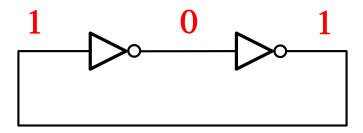
A simple memory element



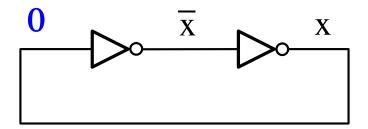


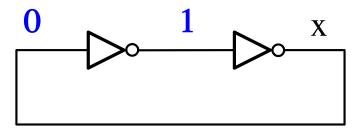


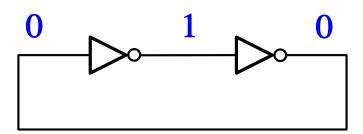




The circuit will stay in this state indefinitely.





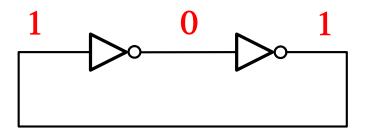


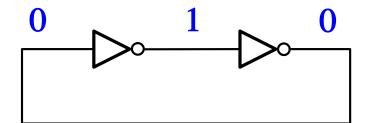
The circuit will stay in this state indefinitely.

A Strange Loop

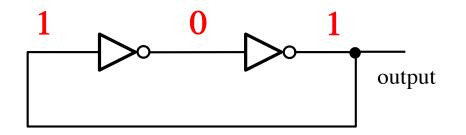


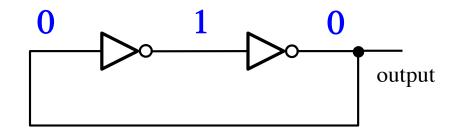
This circuit can be in two possible states





This circuit can be in two possible states

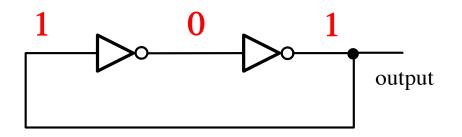


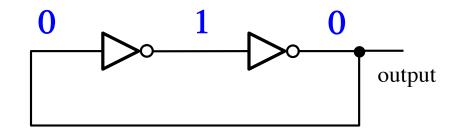


used to store a 1

used to store a 0

This circuit can be in two possible states

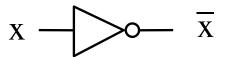


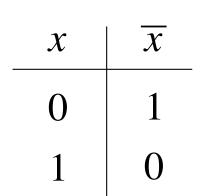


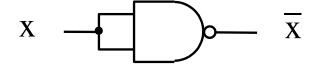


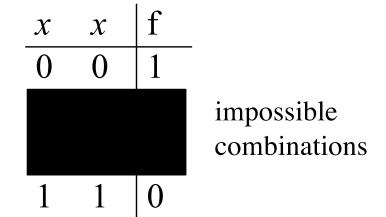


Building a NOT gate with a NAND gate

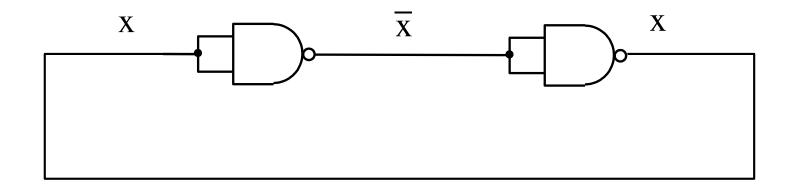




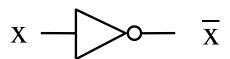


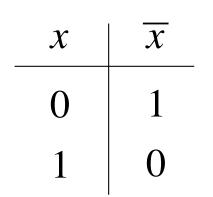


Thus, the two truth tables are equal!

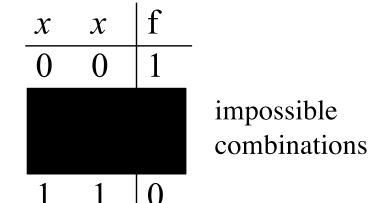


Building a NOT gate with a NOR gate

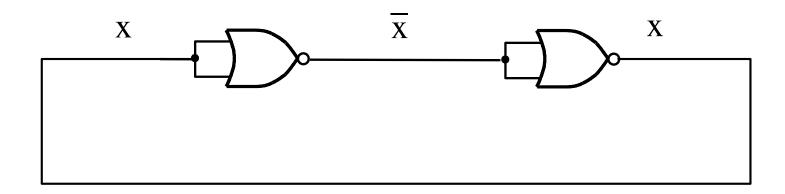






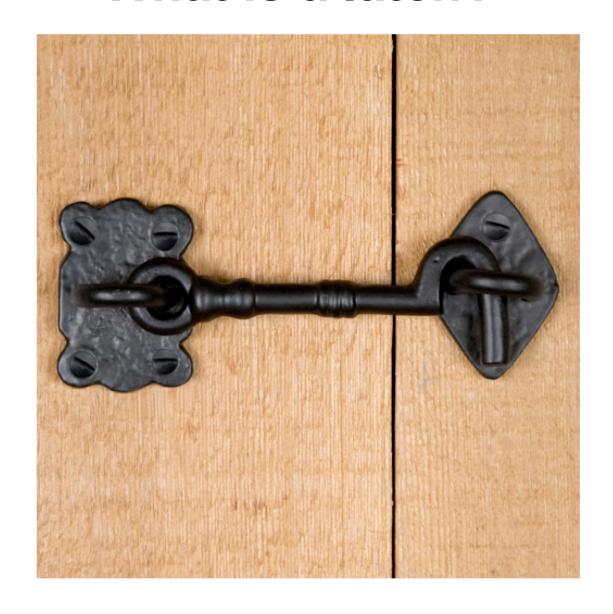


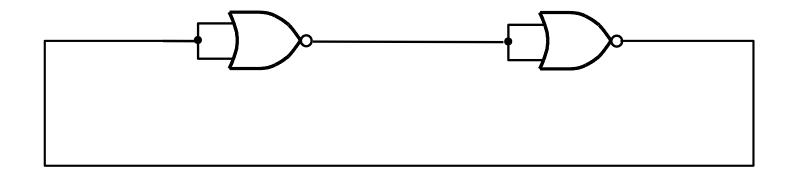
Thus, the two truth tables are equal!

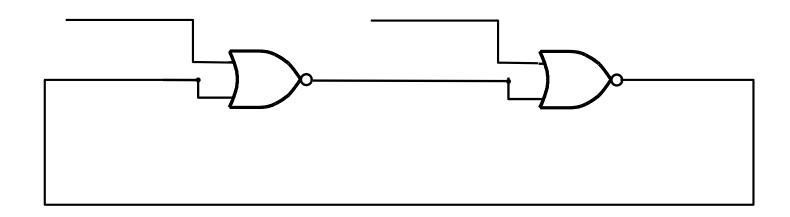


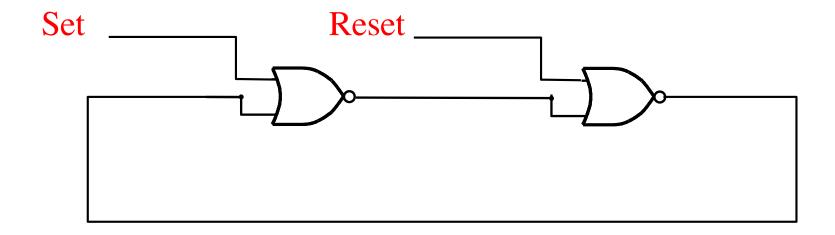
Basic Latch

What is a latch?

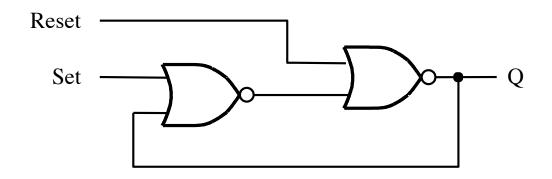




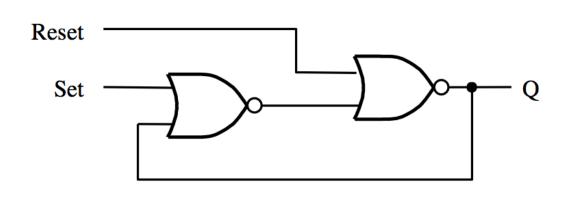


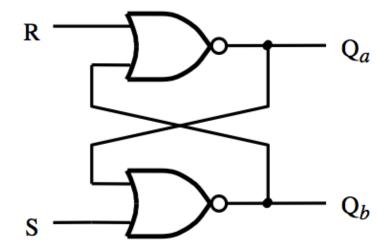


A memory element with NOR gates

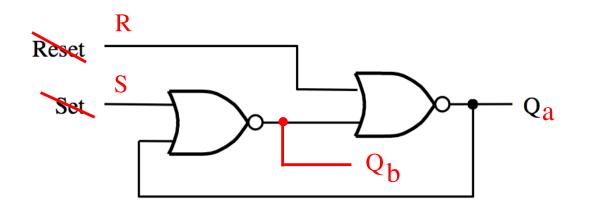


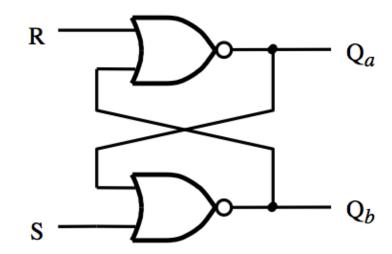
Two Different Ways to Draw the Same Circuit





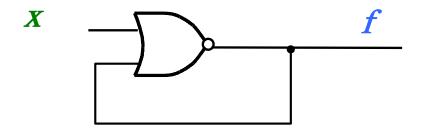
Two Different Ways to Draw the Same Circuit



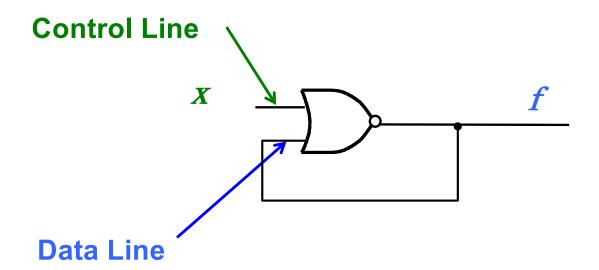


Before We Analyze the Basic Latch Let's Look at Two Simpler Examples with Feedback

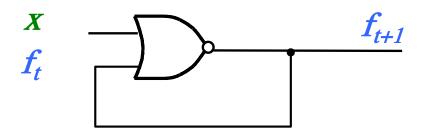
Let's Try to Analyze This Circuit



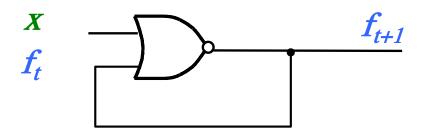
Let's Try to Analyze This Circuit



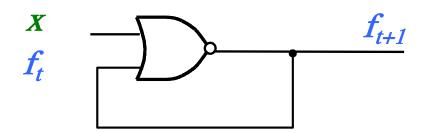
Let's Try to Analyze This Circuit



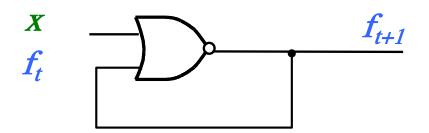
X	f_t	f_{t+1}
0	0	
0	1	
1	0	
1	1	



X	f_t	f_{t+1}
0	0	1
0	1	0
1	0	0
1	1	0



X	f_t	f_{t+1}		
0	0	1	1	f
0	1	0		1t
1	0	0	ר	\mathbf{O}
1	1	0		U

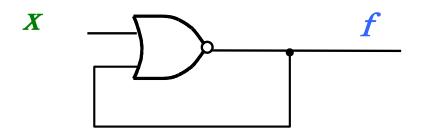


X	f_t	f_{t+1}		
0	0	1	_	f
0	1	0		1t
1	0	0	ר	\cap
1	1	0	<u></u>	U

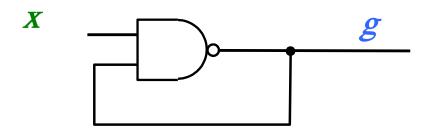
If x = 0, then f is negated.

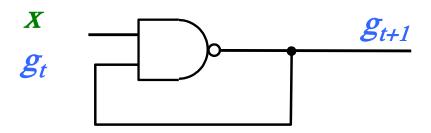
If x = 1, then f is driven to 0.

Key Observation

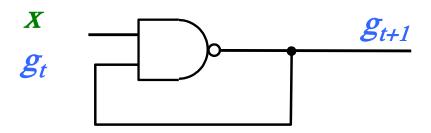


If a NOR's control line is 0, then that NOR just negates its data line. If the control line is 1, then the NOR's output is *driven* to 0, ignoring its data line.

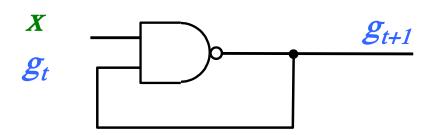




X	g_t	g_{t+1}
0	0	
0	1	
1	0	
1	1	



X	g_t	g_{t+1}
0	0	1
0	1	1
1	0	1
1	1	0

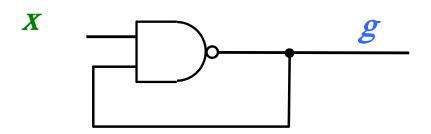


			_
X	g_t	g_{t+1}	
0	0	1	1
0	1	1	了 1
1	0	1	ि ल
1	1	0	$ g_t$

If x = 0, then g is driven to one.

If x = 1, then g is negated.

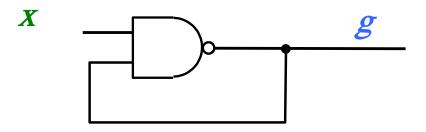
Key Observation



If a NAND's control line is 1, then that NAND just negates its data line. If the control line is 0, then the NAND's output is *driven* to 1, ignoring its data line.

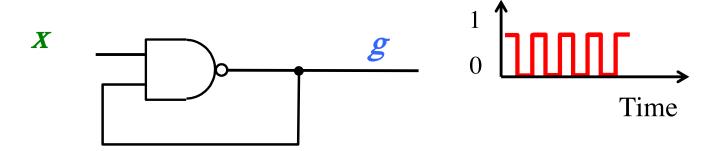
Output Oscillations

What would happen to g if we keep x=1 for a long time?



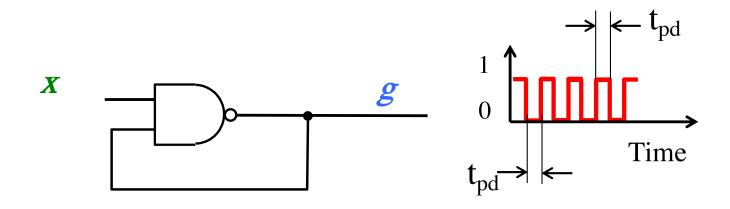
Output Oscillations

What would happen to g if we keep x=1 for a long time?



Output Oscillations

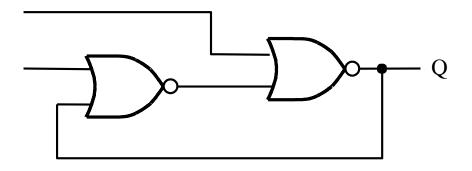
What would happen to g if we keep x=1 for a long time?



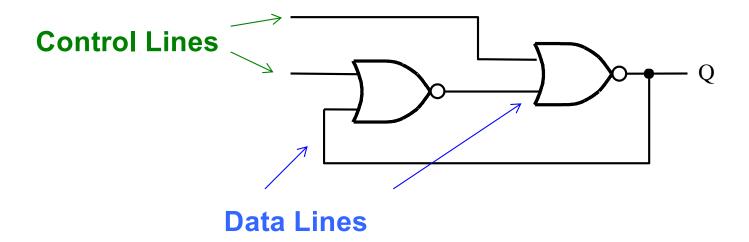
t_{pd} is the propagation delay through the NAND gate, which is small, but not zero.

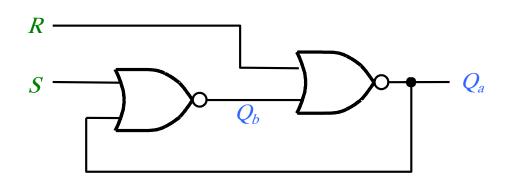
Back to the Basic Latch

The Basic Latch

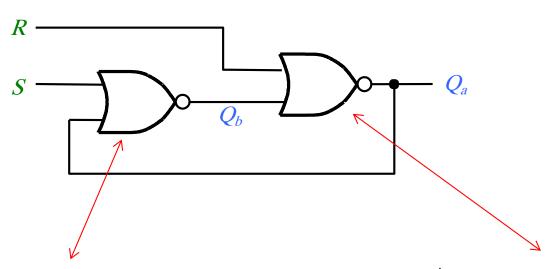


The Basic Latch

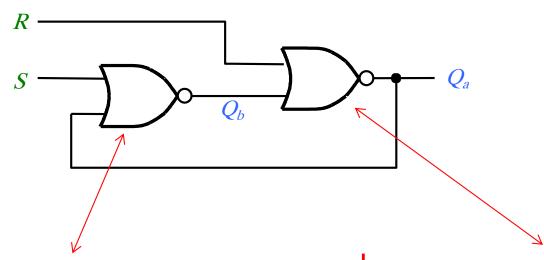




S	Q_a	$Q_b = NOR(S, Q_a)$	R	Q_b	$Q_a = NOR(R, Q_b)$
0	0		0	0	
0	1		0	1	
1	0		1	0	
1	1		1	1	

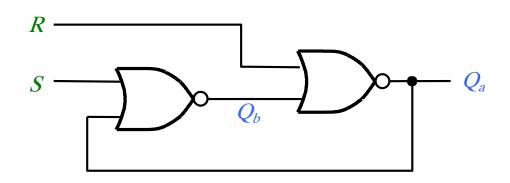


S	Q_a	$Q_b = NOR(S, Q_a)$	R	Q_b	$Q_a = NOR(R, Q_b)$
0	0	1	0	0	1
0	1	0	0	1	0
1	0	0	1	0	0
1	1	0	1	1	0

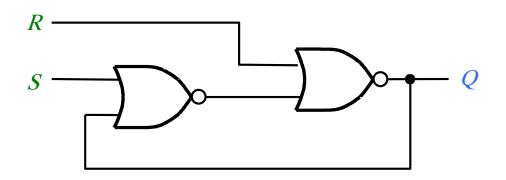


S	Q_a	$Q_b = NOR(S, Q_a)$
0	0	1 7
0	1	
1	0	0
1	1	0
		•

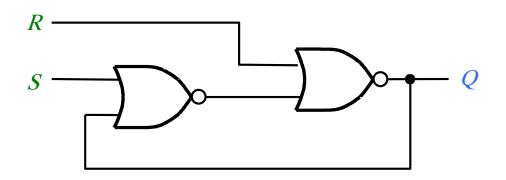
R	Q_b	$Q_a = NOR(R, Q_b)$
0	0	1 7
0	1	0 J Qb
1	0	0 7 0
1	1	
		•



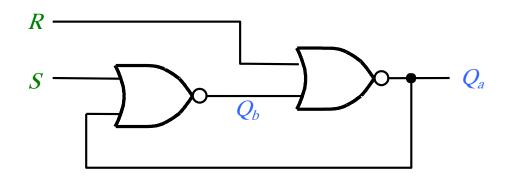
S	Q_b	R	Q_a
0	\overline{Q}_a	O	$\overline{\mathcal{Q}}_b$
1	0	1	0



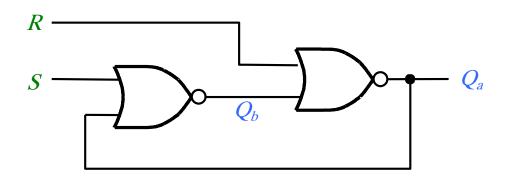
S	R	Q_{t+1}
0	0	
0	1	
1	0	
1	1	



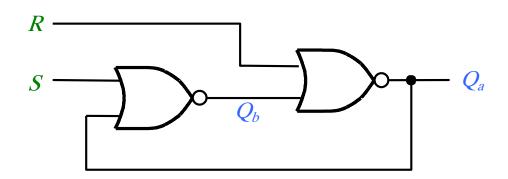
S	R	Q_{t+1}
0	0	Q_t
0	1	0
1	0	1
1	1	0



S	R	$Q_a(t+1)$	$Q_b(t+1)$
0	0		
0	1		
1	0		
1	1		



S	R	$Q_a(t+1)$	$Q_b(t+1)$
0	0	$Q_a(t)$	$Q_b(t)$
0	1	0	1
1	0	1	0
1	1	0	0



S	R	$Q_a(t+1)$	$Q_b(t+1)$
0	0	$Q_a(t)$	$Q_b(t)$
0	1	0	1
1	0	1	0
1	1	0	0

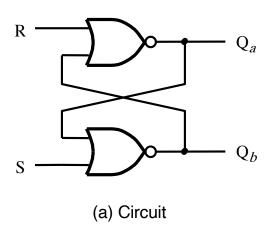
Latch

Reset

Set

Undesirable

Circuit and Characteristic Table

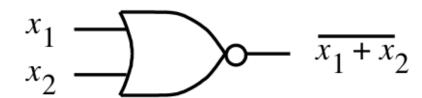


S	R	Q_a	Q_b	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table

[Figure 5.4a,b from the textbook]

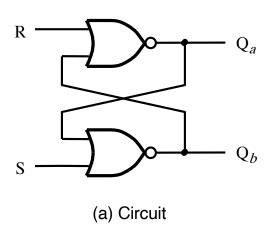
NOR Gate



NOR Gate Truth table

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

Circuit and Characteristic Table



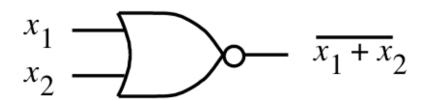
(b) Characteristic table

A truth table should take the state into account.

A characteristic table takes only the inputs into account.

[Figure 5.4a,b from the textbook]

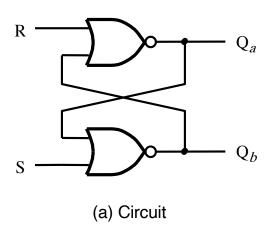
NOR Gate

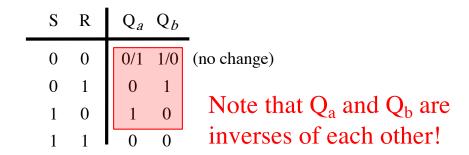


NOR Gate Truth table

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

Circuit and Characteristic Table

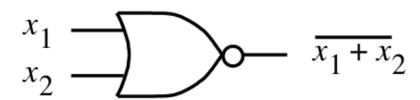




(b) Characteristic table

[Figure 5.4a,b from the textbook]

NOR Gate



NOR Gate Truth table

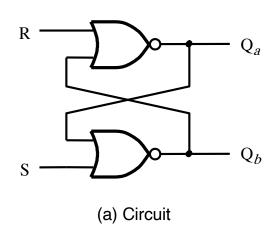
x_1	x_2	f
0	0	1
0	1	0
1	0	0
1	1	0

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).

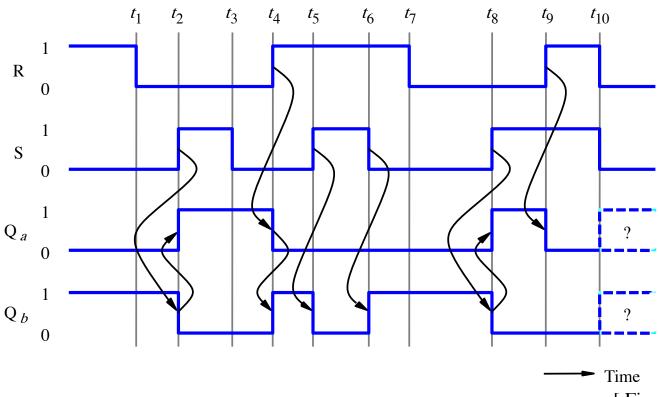
Oscillations and Undesirable States

- 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.



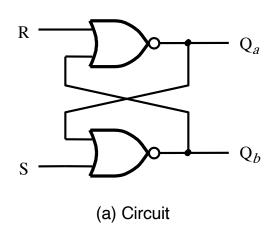
S	R	Q_a	Q_b	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table



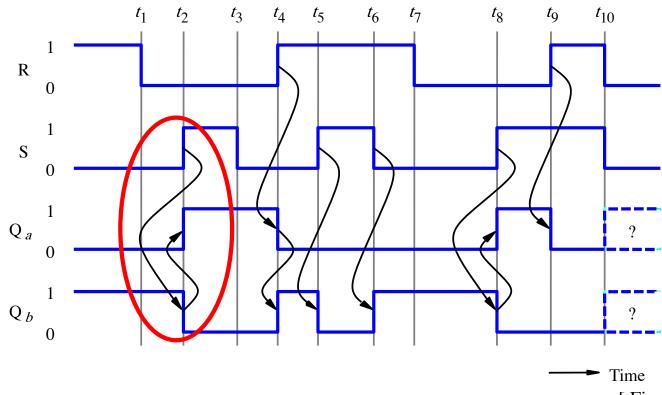
(c) Timing diagram

[Figure 5.4 from the textbook]



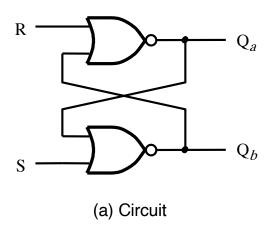
	S	R	Q_a	Q_b	_
•	0	0	0/1	1/0	(no change)
	0	1	0	1	
	1	0	1	0	
	1	1	0	0	

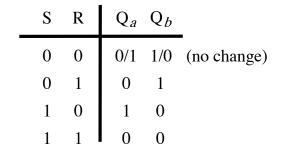
(b) Characteristic table



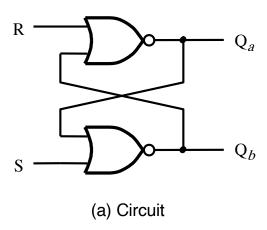
(c) Timing diagram

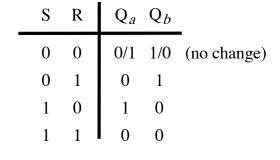
[Figure 5.4 from the textbook]

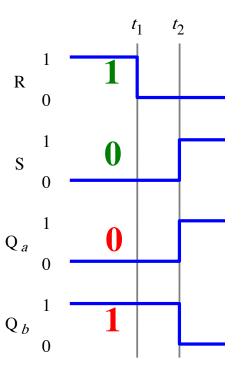




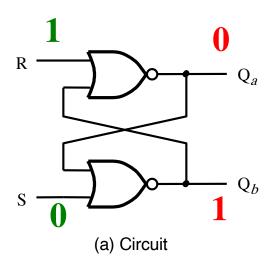
(b) Characteristic table

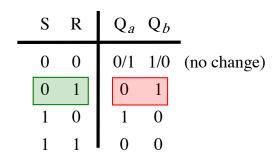




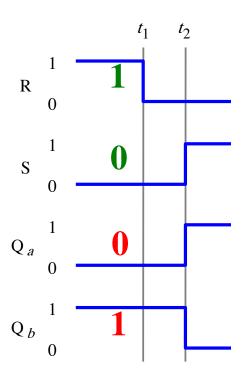


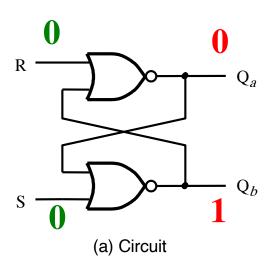
(b) Characteristic table

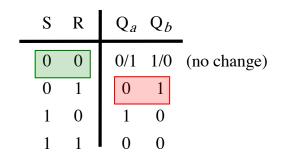




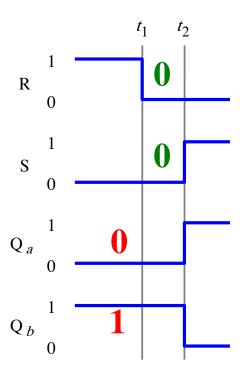
(b) Characteristic table

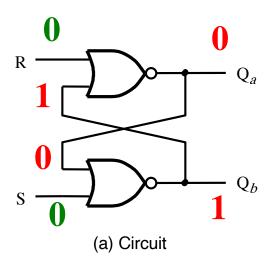


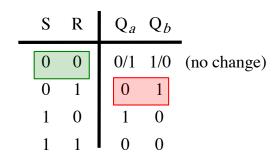




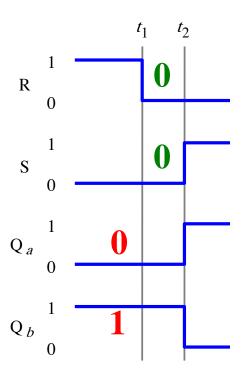
(b) Characteristic table

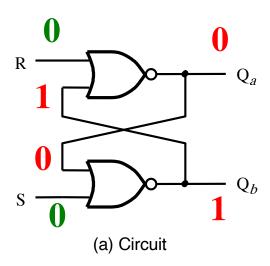


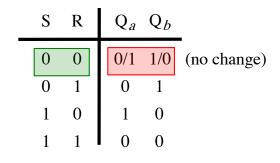




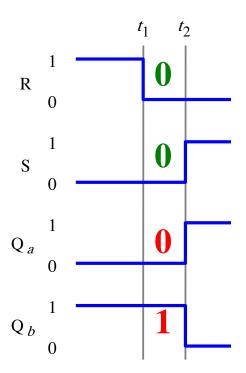
(b) Characteristic table

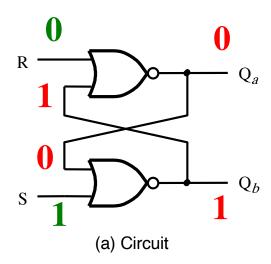


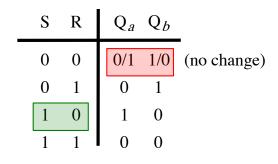




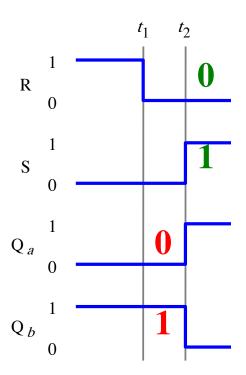
(b) Characteristic table

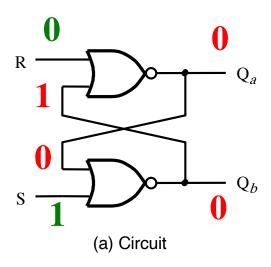






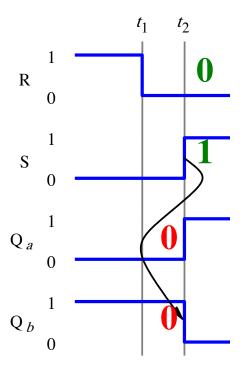
(b) Characteristic table



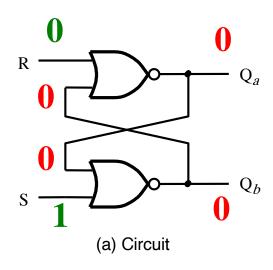


	S	R	Q_a	Q_b	_
•	0	0	0/1	1/0	(no change)
	0	1	0	1	
	1	0	_ 1	0	
	1	1	0	0	

(b) Characteristic table

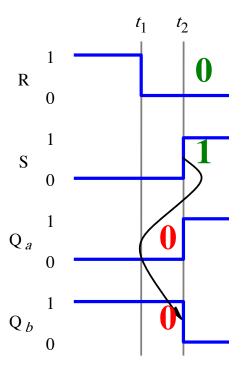


For a brief moment the latch goes through the undesirable state $Q_a=0$ and $Q_b=0$.

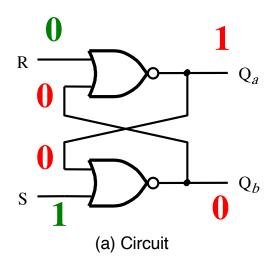


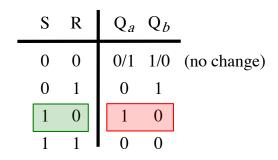
S	R	Q_a	Q_b	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table

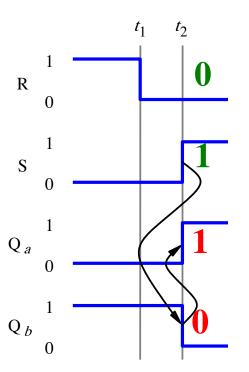


But these zeros loop around ...

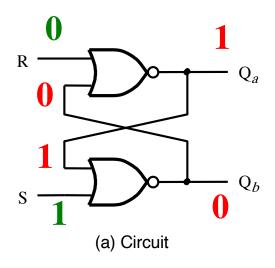


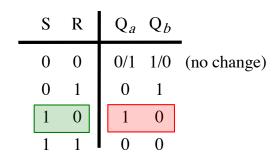


(b) Characteristic table

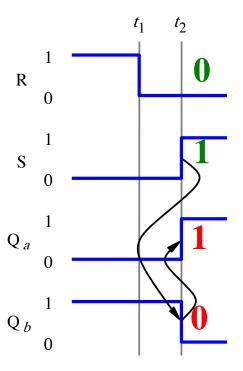


... and set it to $Q_a=1$ and $Q_b=0$.

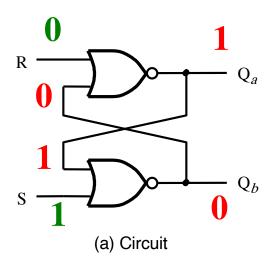


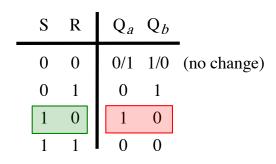


(b) Characteristic table

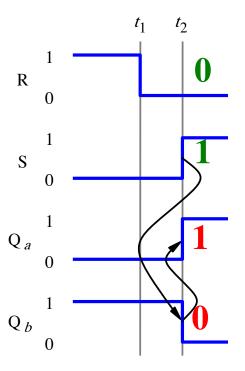


The new values also loop around ...

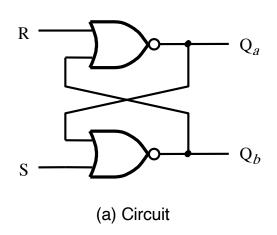




(b) Characteristic table

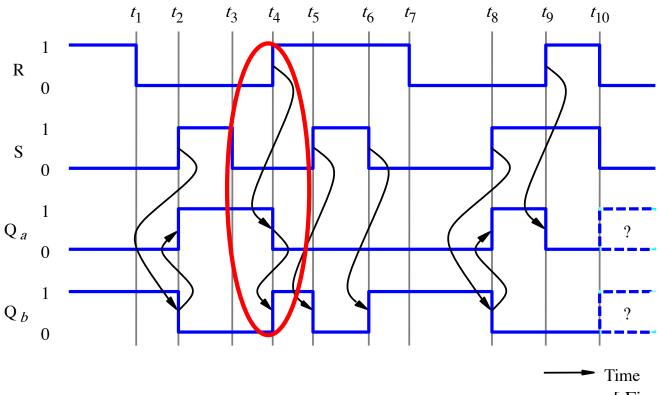


... but they leave the outputs the same.



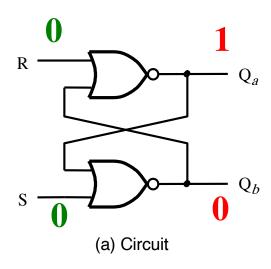
S R	Q_a Q	b
0 0	0/1 1/	(no change)
0 1	0 1	
1 0	1 0	
1 1	0 0	

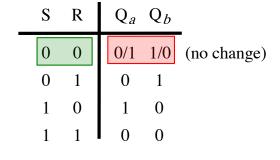
(b) Characteristic table

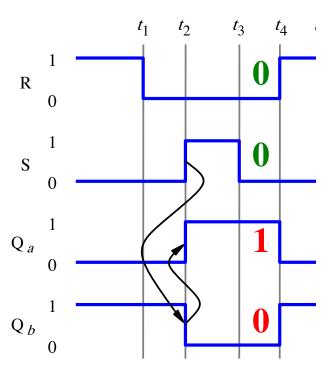


(c) Timing diagram

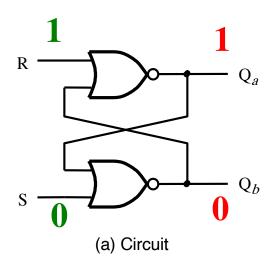
[Figure 5.4 from the textbook]

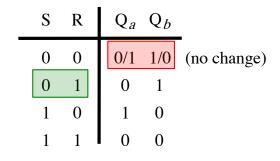


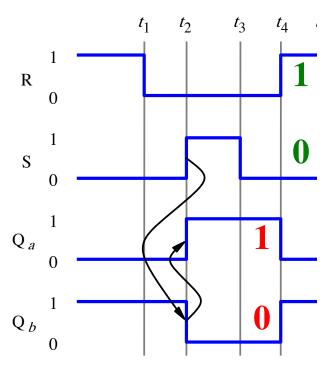




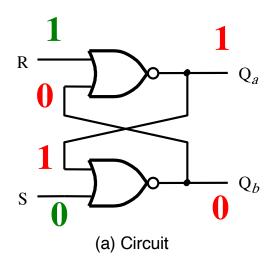
(b) Characteristic table

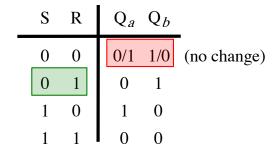


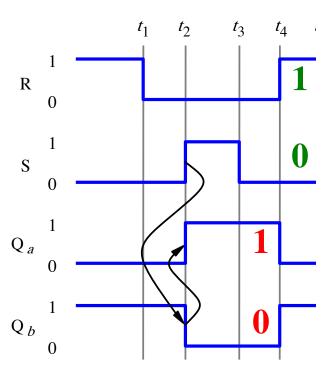




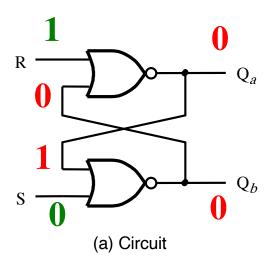
(b) Characteristic table

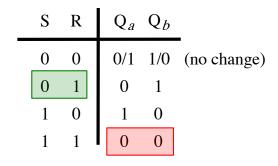




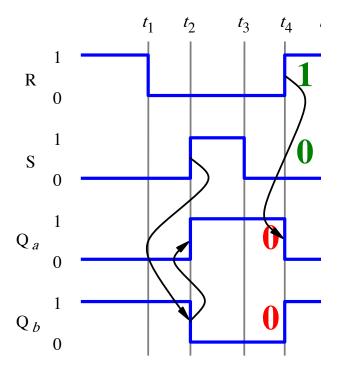


(b) Characteristic table

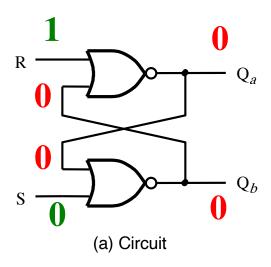


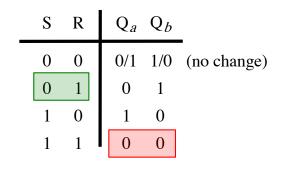


(b) Characteristic table

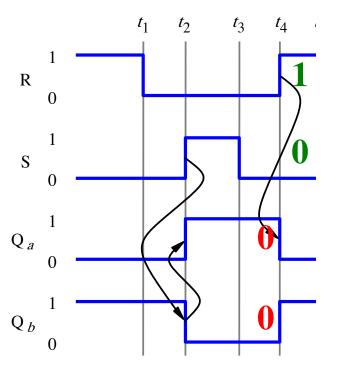


For a brief moment the latch goes through the undesirable state $Q_a=0$ and $Q_b=0$.

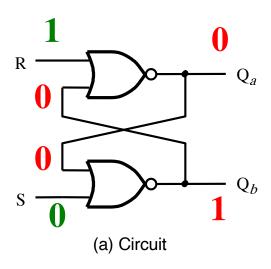


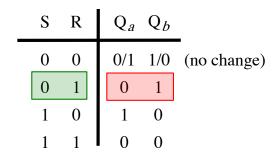


(b) Characteristic table

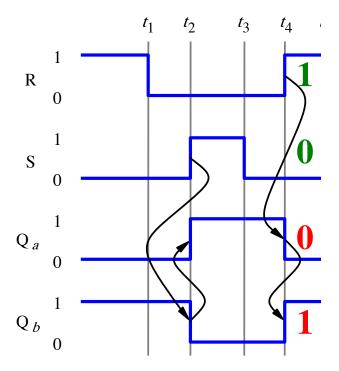


But these zeros loop around ...

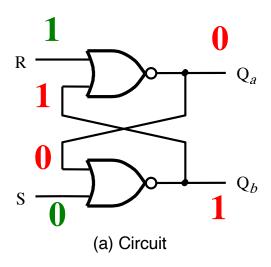


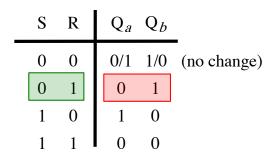


(b) Characteristic table

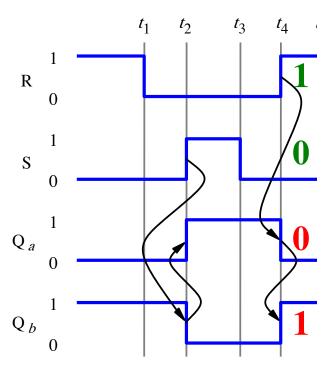


... and set it to $Q_a=0$ and $Q_b=1$.

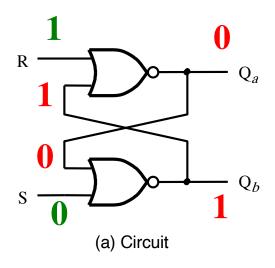


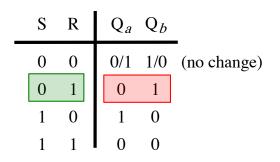


(b) Characteristic table

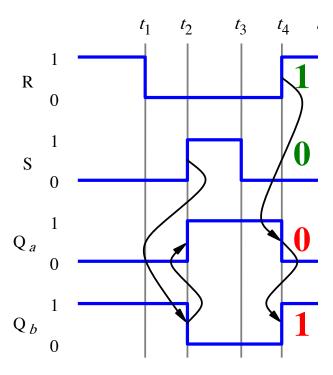


The new values also loop around ...

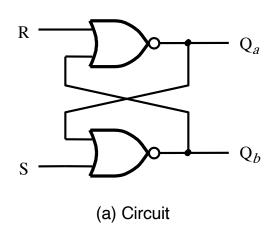




(b) Characteristic table

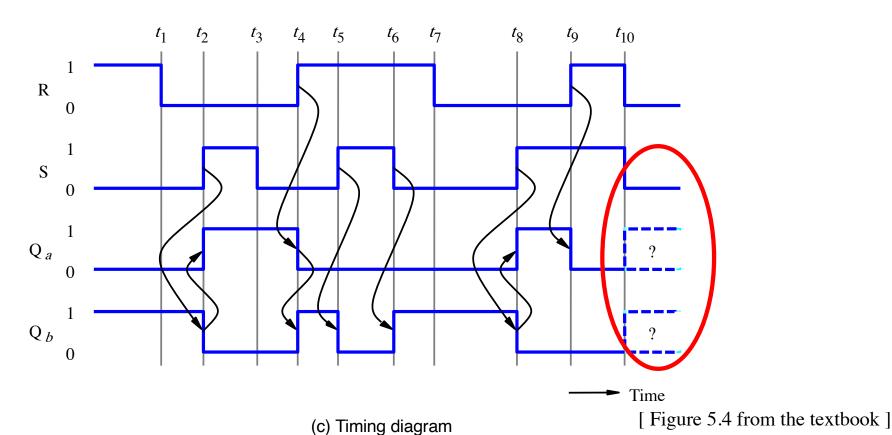


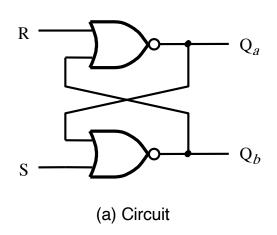
... but they leave the outputs the same.



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

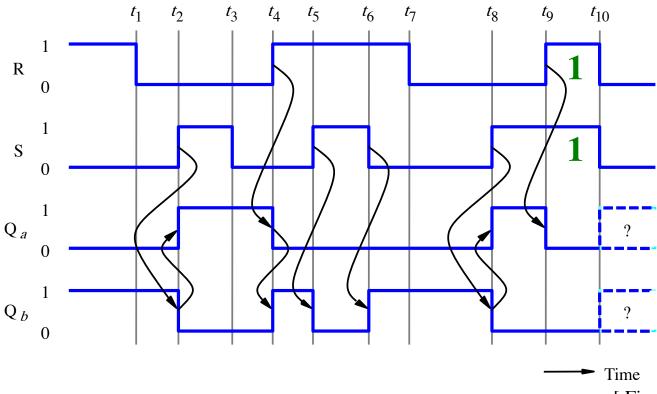
(b) Characteristic table





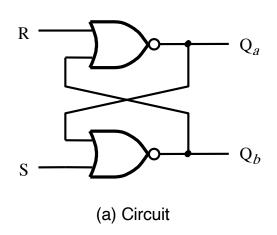
	S	R	Q_a	Q_b	_
•	0	0	0/1	1/0	(no change)
	0	1	0	1	
	1	0	1	0	
	1	1	0	0	

(b) Characteristic table



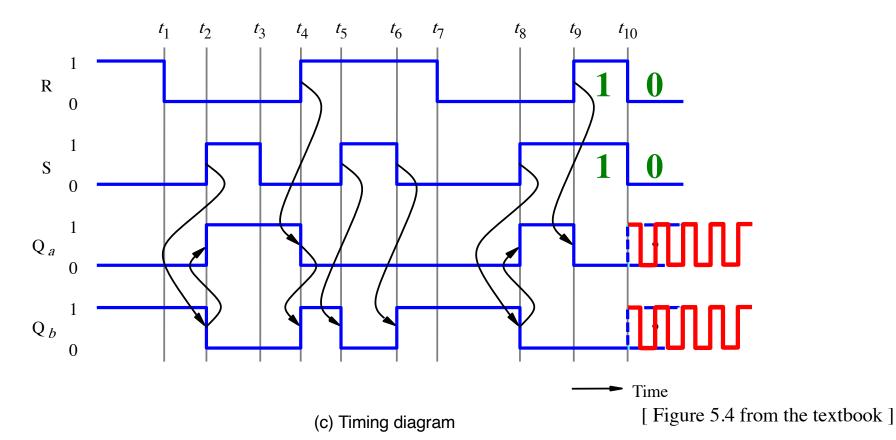
(c) Timing diagram

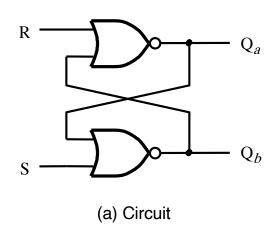
[Figure 5.4 from the textbook]

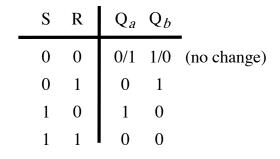


S R	Q_a Q	b
0 0	0/1 1/	(no change)
0 1	0 1	
1 0	1 0	
1 1	0 0	

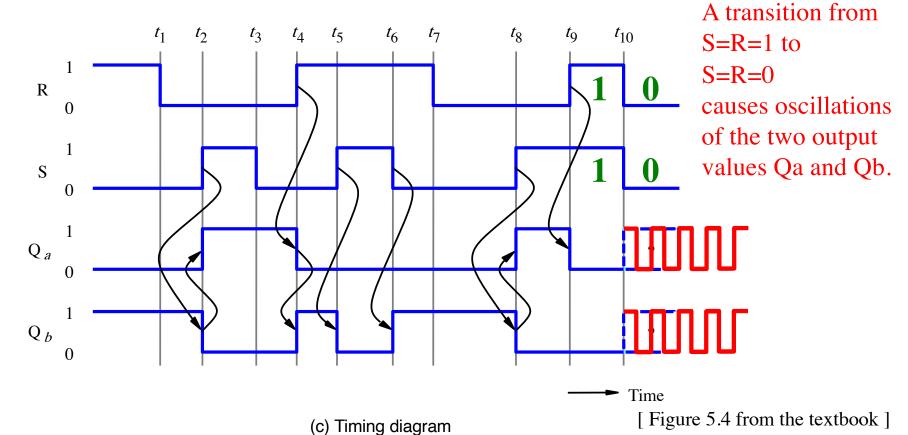
(b) Characteristic table





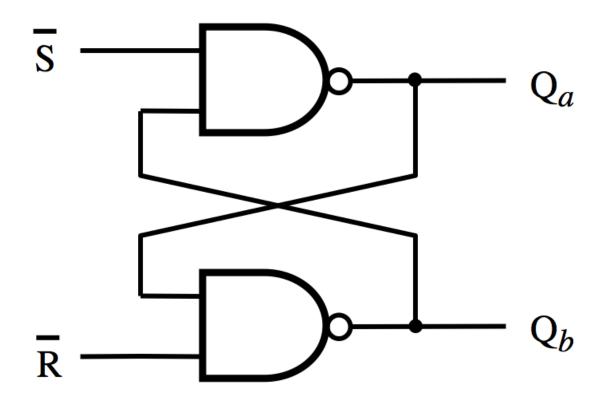


(b) Characteristic table

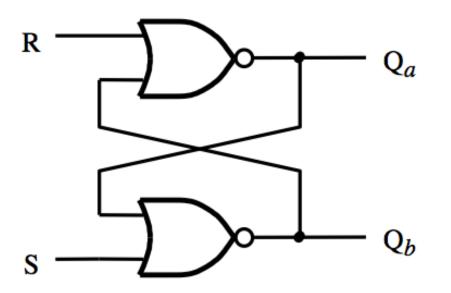


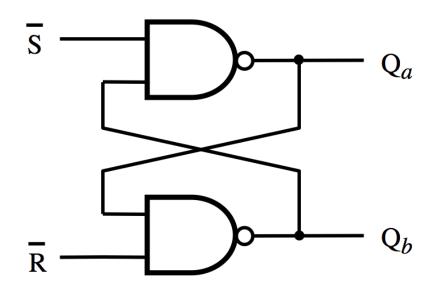
Basic Latch with NAND Gates

Circuit for the Basic Latch with NAND Gates







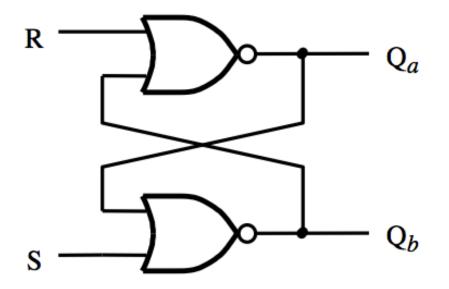


Notice that in the NAND case the two inputs are swapped and negated.

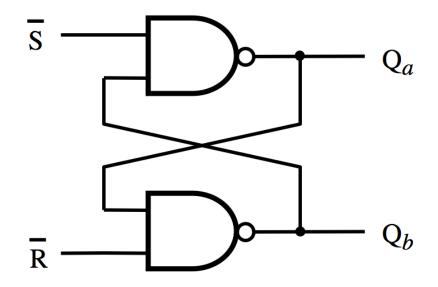
The labels of the outputs are the same in both cases.

Basic Latch

(with NOR Gates)



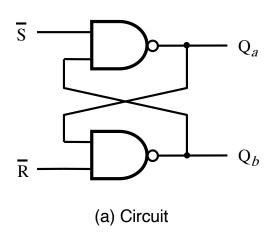
Basic Latch (with NAND Gates)



SR Latch

SR Latch

Circuit and Characteristic Table



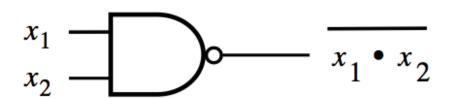
S	R	Q_a	Q_b	_
0	0	1	1	_
0	1	1	0	
1	0	0	1	
1	1	0/1	1/0	(no change)

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	

(b) Characteristic table (version 1)

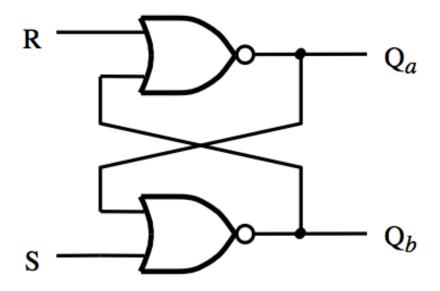
(c) Characteristic table (version 2)

NAND Gate



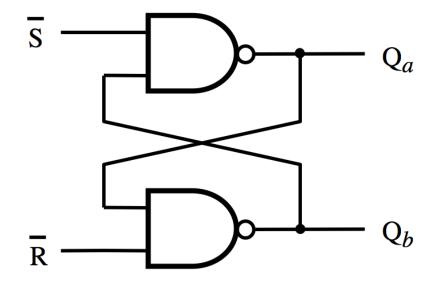
NAND Gate Truth table

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

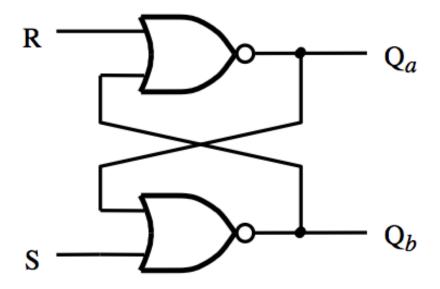


	S	R	Q_a	Q_b	_
•	0	0	0/1	1/0	(no change)
	0	1	0	1	
	1	0	1	0	
	1	1	0	0	

Basic Latch (with NAND Gates)

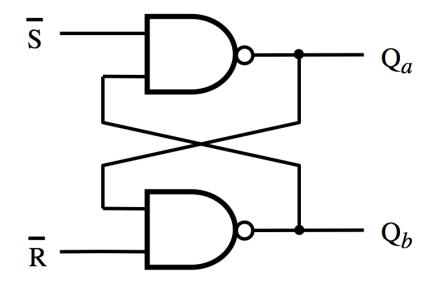


	S	R	Q_a	Q_b	_
•	0	0	0/1	1/0	(no change)
	0	1	0	1	
	1	0	1	0	
	1	1	1	1	

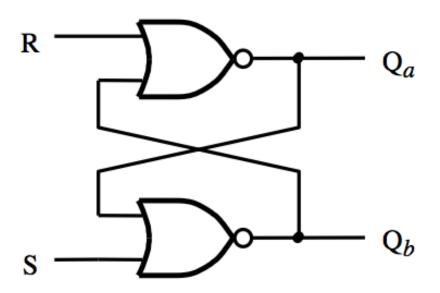


	S	R	Q_a	Q_b	_	
•	0	0	0/1	1/0	(no change)	Latch
	0	1	0	1		Reset
	1	0	1	0		Set
	1	1	0	0		Undesirable

Basic Latch (with NAND Gates)

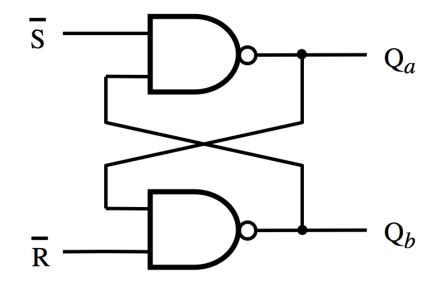


S	R	Q_a	Q_b	_	
0	0	0/1	1/0	(no change)	Latch
0	1	0	1		Reset
1	0	1	0		Set
1	1	1	1		Undesirable



			Q_a		_	
•	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)



			Q_a		_	
•	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 form oscillation problems, similar to the basic latch implemented with NOR gates.

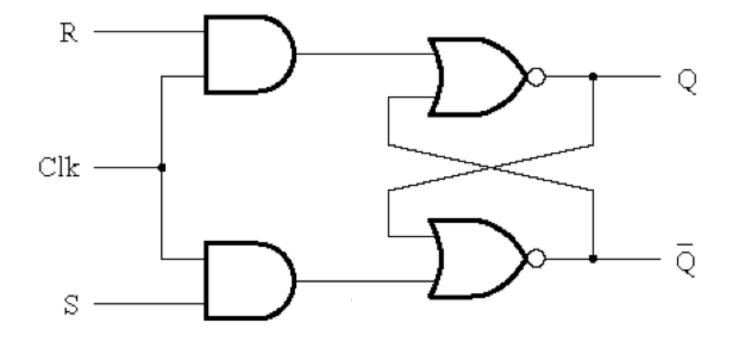
Try to do this analysis on your own.

Gated SR Latch

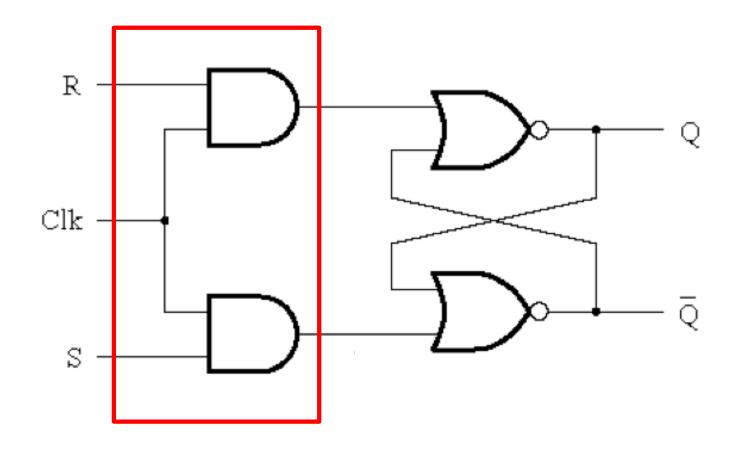
Motivation

- 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

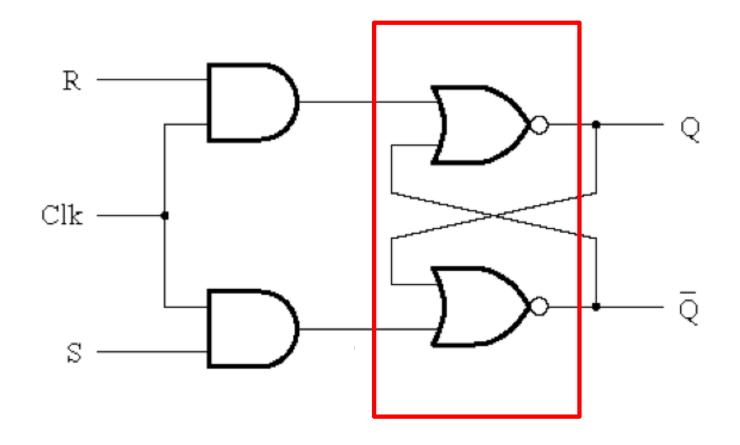


Circuit Diagram for the Gated SR Latch



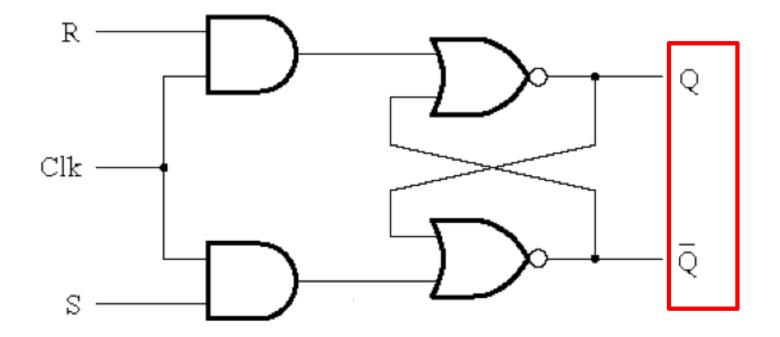
This is the "gate" of the gated latch

Circuit Diagram for the Gated SR Latch

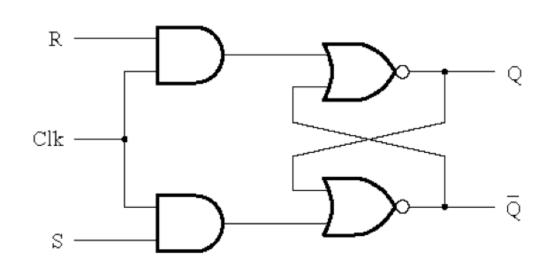


This is the "snake" of the gated latch

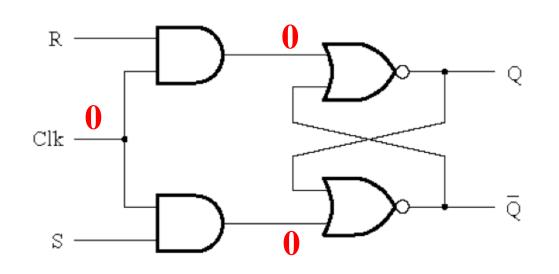
Circuit Diagram for the Gated SR Latch



The outputs are complements of each other

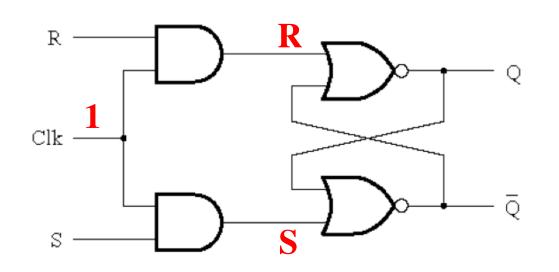


Clk	S	R	Q(t+1)
0	х	х	Q(t) (no change)
1	0	0	Q(t) (no change)
1	0	1	0
1	1	0	1
1	1	1	x



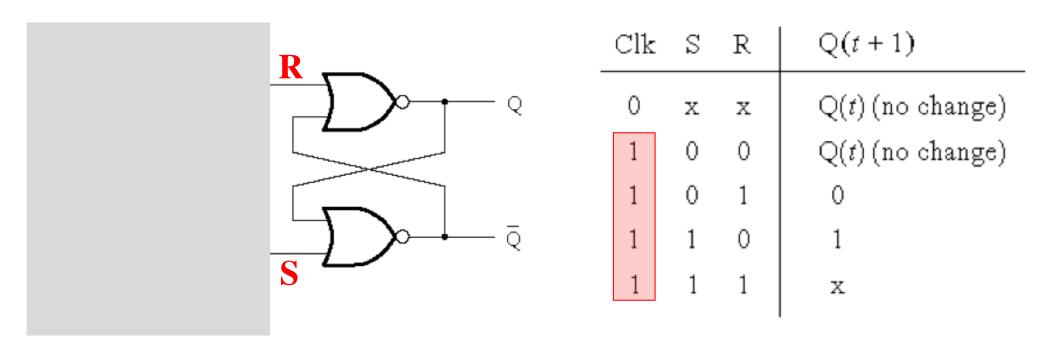
Clk	ន	R	Q(t+1)
0	х	х	Q(t) (no change)
1	0	0	Q(t) (no change)
1	0	1	0
1	1	0	1
1	1	1	x
			I

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



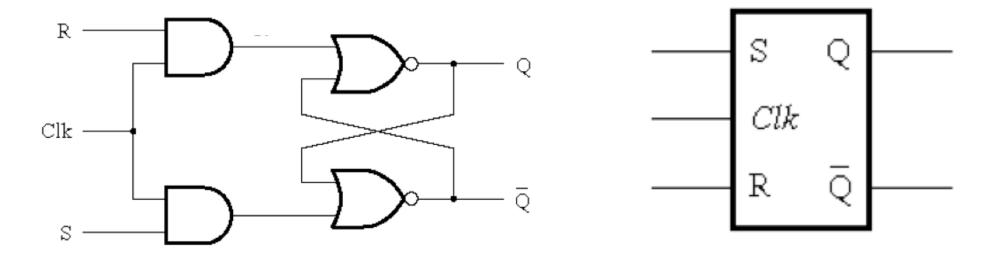
Clk	S	R	Q(t+1)
0	х	Х	Q(t) (no change)
1	0	0	Q(t) (no change)
1	0	1	0
1	1	0	1
1	1	1	x

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

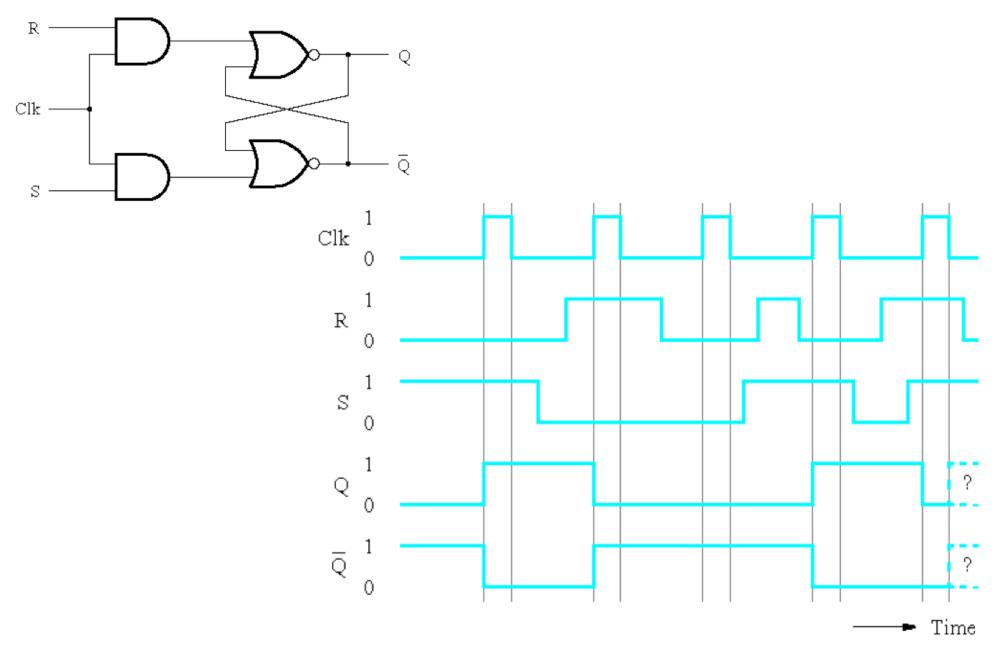


When Clk = 1 this circuit behaves like a basic latch. As if this part in gray were not even there.

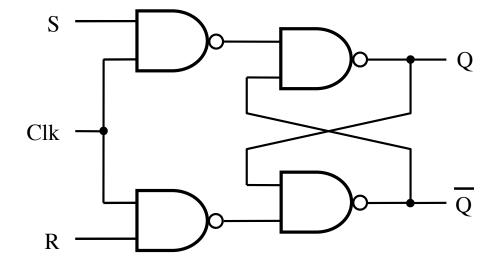
Circuit Diagram and Graphical Symbol for the Gated SR Latch

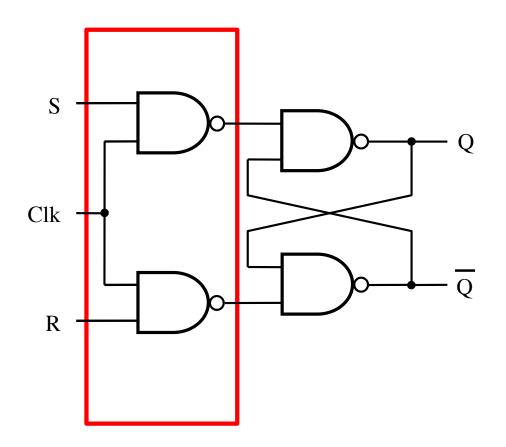


Timing Diagram for the Gated SR Latch

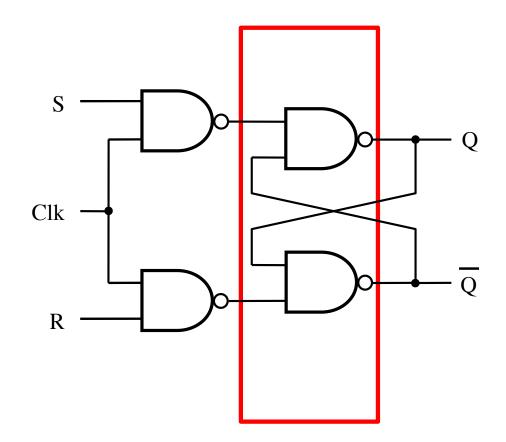


[Figure 5.5c from the textbook]

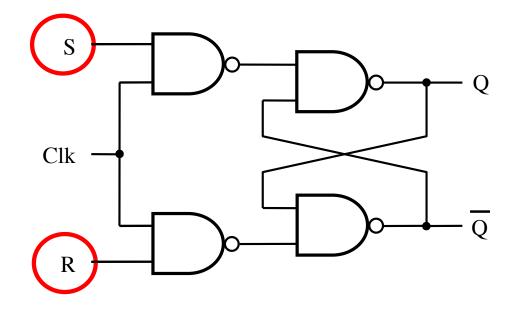




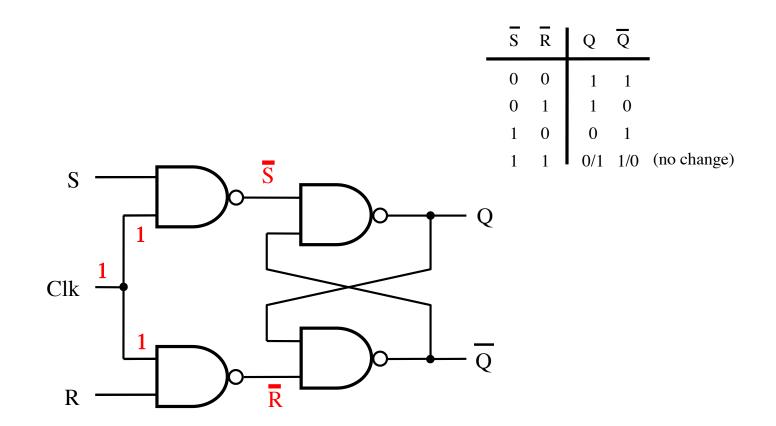
In this case, the "gate" is constructed using NAND gates! Not AND gates.



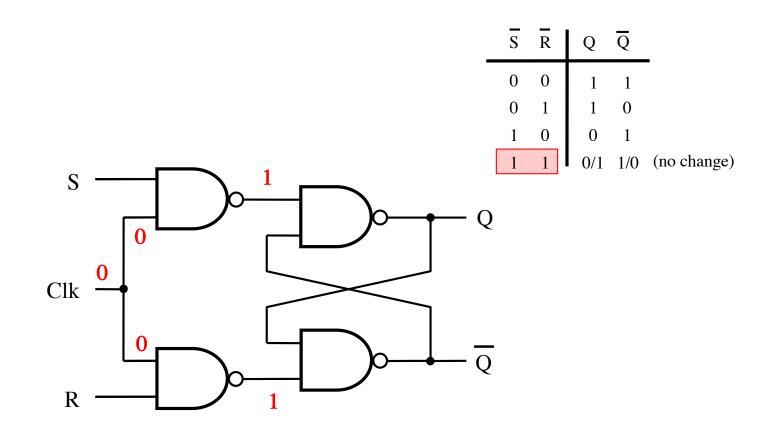
The "snake" is also constructed with NANDs.



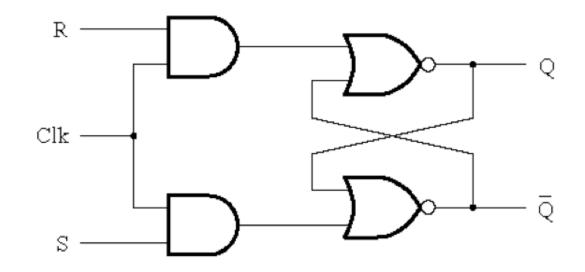
Also, notice that the positions of S and R are now swapped.



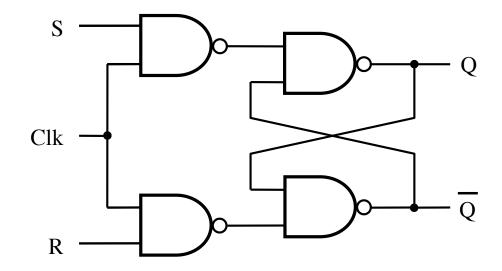
Notice that when Clk=1 this turns into the basic latch with NAND gates, i.e., the \overline{SR} Latch.

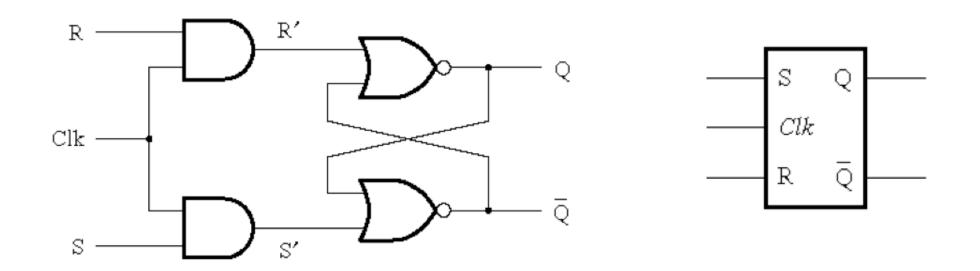


When Clk=0 this circuit holds the previous output values.

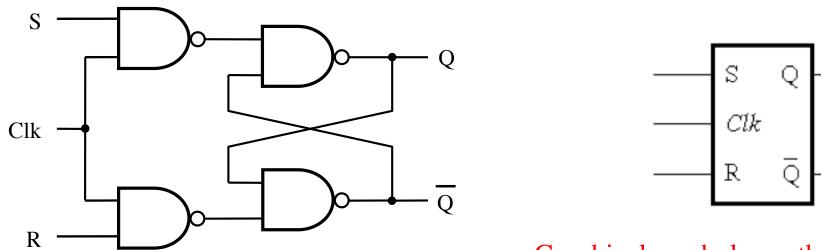


Gated SR latch with NAND gates

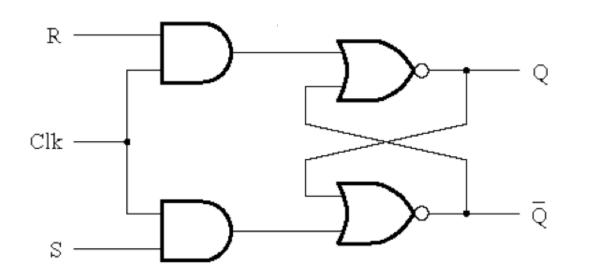




Gated SR latch with NAND gates

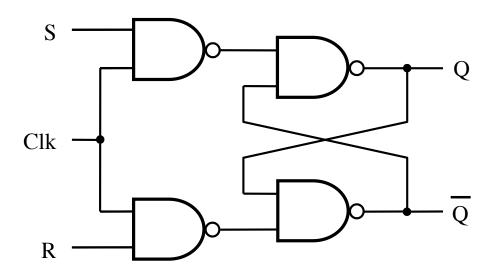


Graphical symbols are the same



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

Gated SR latch with NAND gates



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

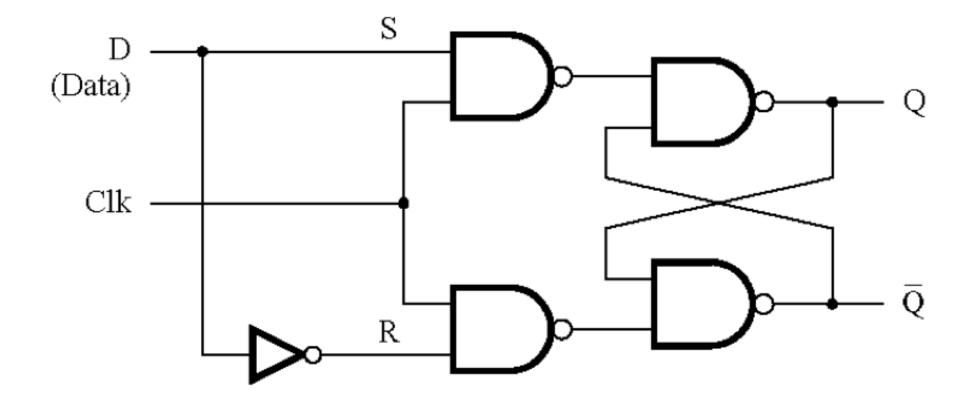
Characteristic tables are the same

Gated D Latch

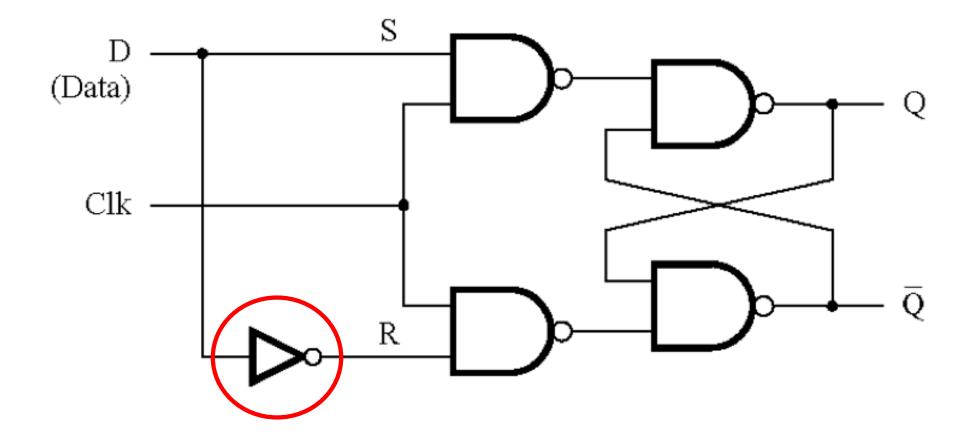
Motivation

- 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.

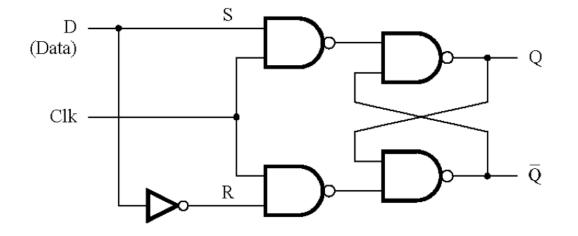
Circuit Diagram for the Gated D Latch



Circuit Diagram for the Gated D Latch



This is the only new thing here.



Clk
 D

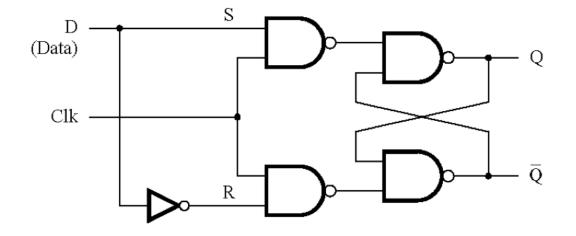
$$Q(t+1)$$

 0
 x
 $Q(t)$

 1
 0
 0

 1
 1
 1

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



Clk
 D

$$Q(t+1)$$

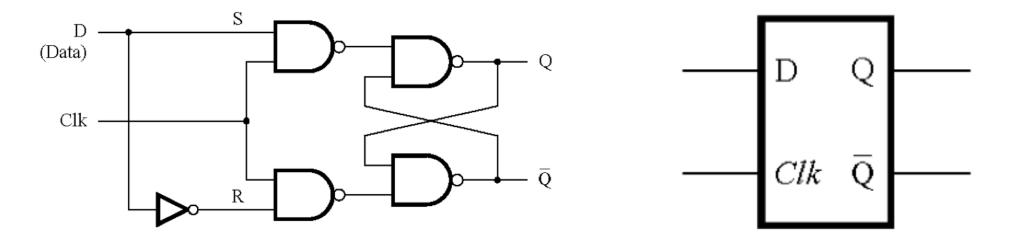
 0
 x
 $Q(t)$

 1
 0
 0

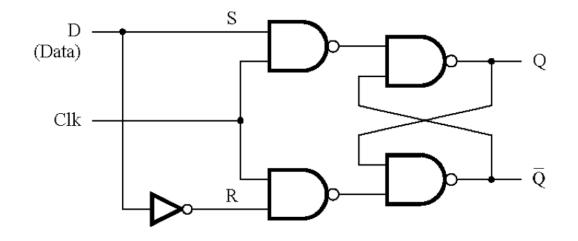
 1
 1
 1

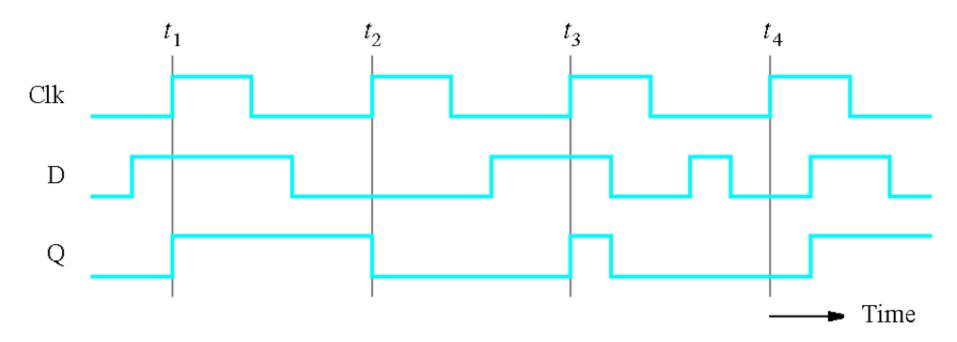
When Clk=1 the output follows the D input. When Clk=0 the output cannot be changed.

Circuit Diagram and Graphical Symbol for the Gated D Latch



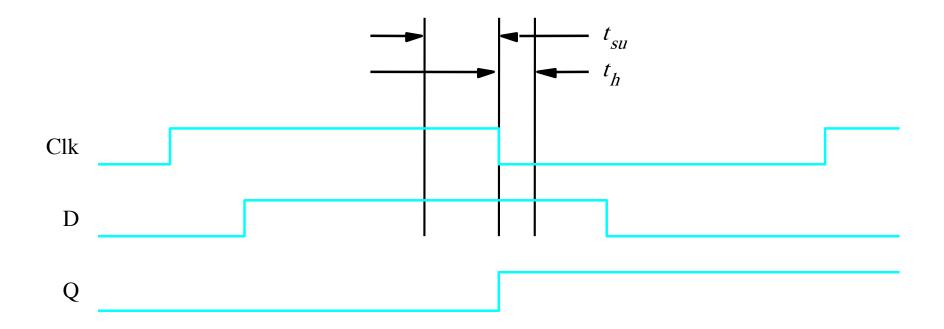
Timing Diagram for the Gated D Latch





[Figure 5.7d from the textbook]

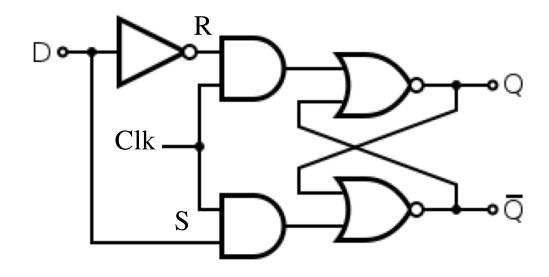
Setup and hold times



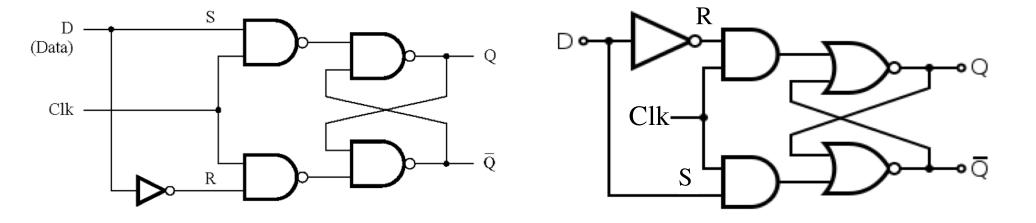
Setup time (t_{su}) – the minimum time that the D signal must be stable prior to the negative edge of the Clock signal.

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

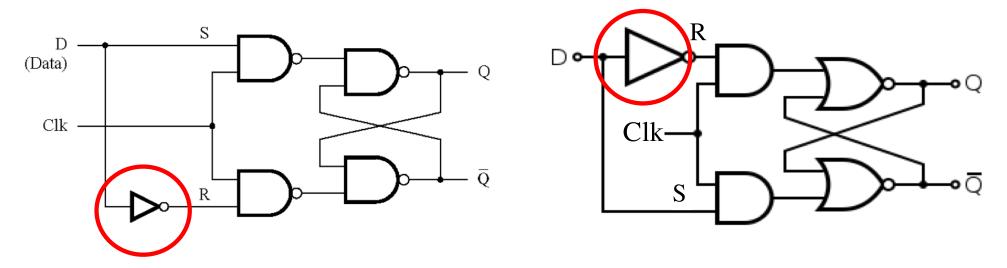
Circuit Diagram for the Gated D Latch (with the latch implemented using NORs)



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



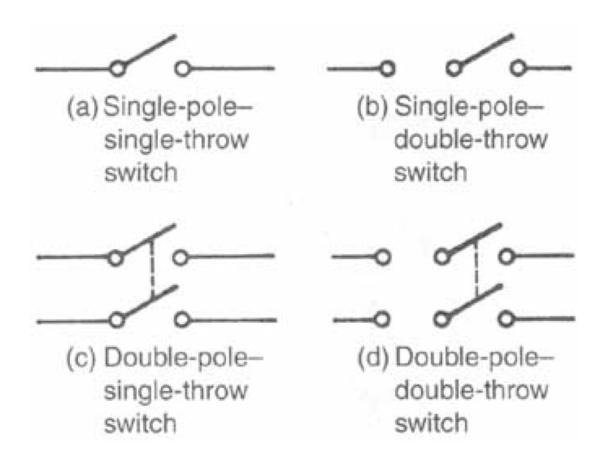
Circuit Diagram for the Gated D Latch (with the latch implemented using NORs)



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

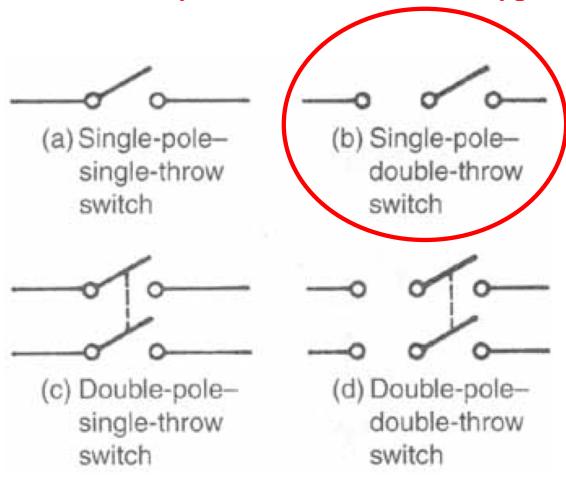
Some Practical Examples

Different Types of Switches

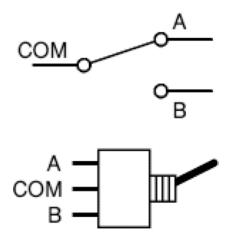


Different Types of Switches

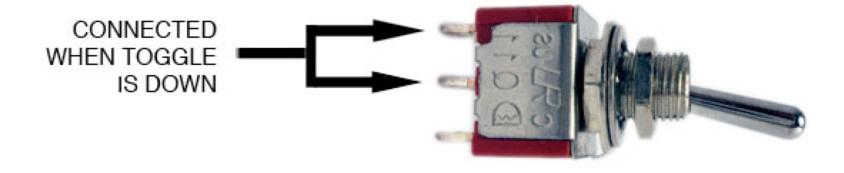
If you are building a circuit with latches you'll need to use this type of switch.

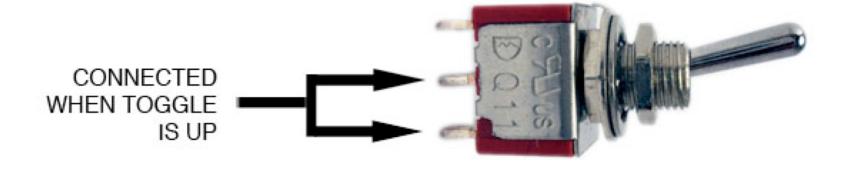


Single Pole, Double Throw = SPDT

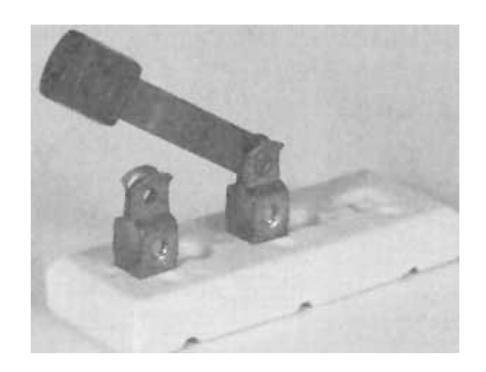


Single Pole, Double Throw = SPDT

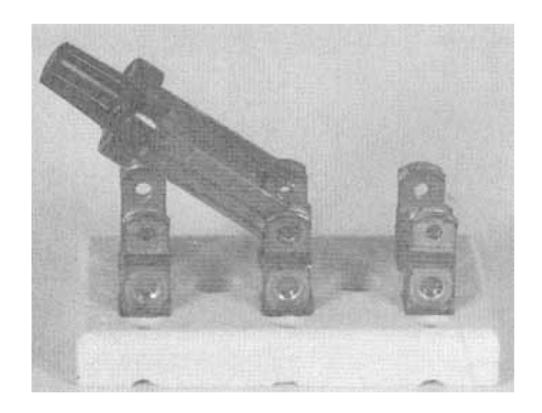




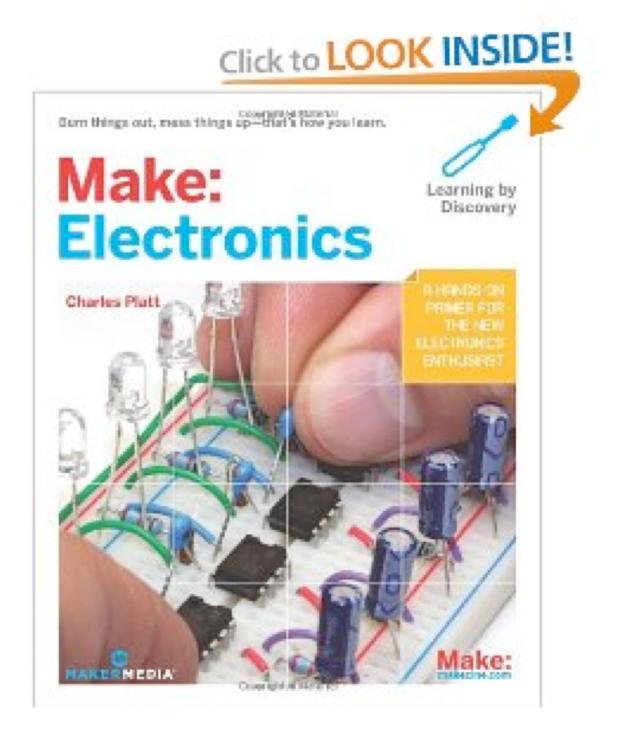
Single-pole—single-throw manual switch



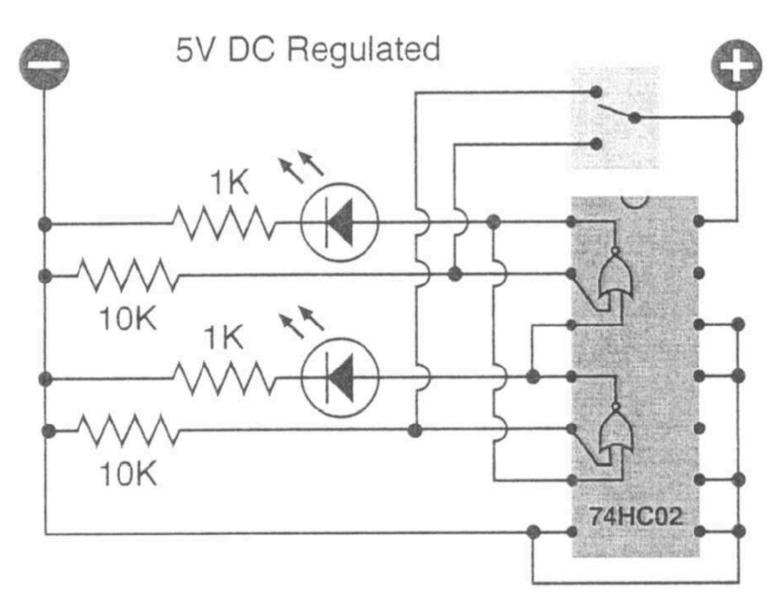
Double-pole—double-throw manual switch



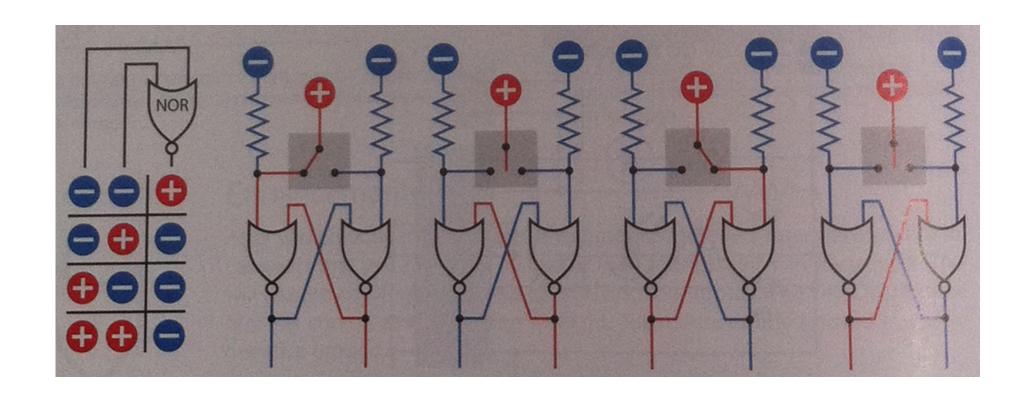
The following examples came from this book



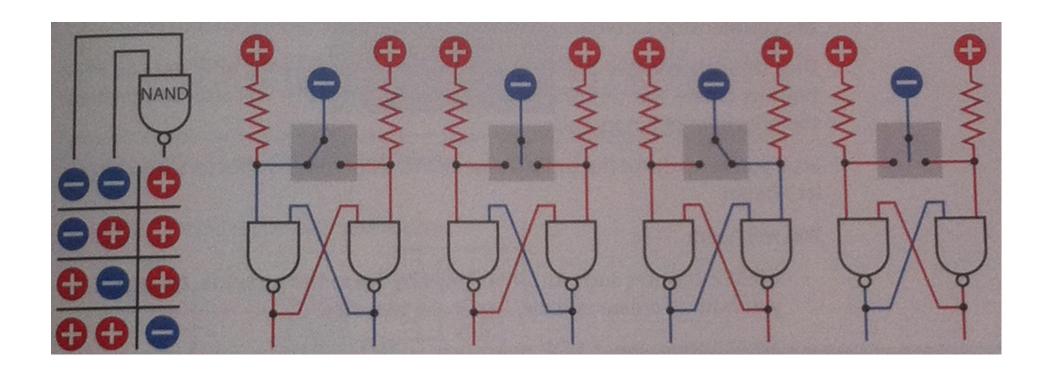
A Simple Circuit



Let's Take a Closer Look at This



A Similar Example with NAND Gates



Questions?

THE END