Flip-flops

Networks and Embedded Systems

First Grade Level

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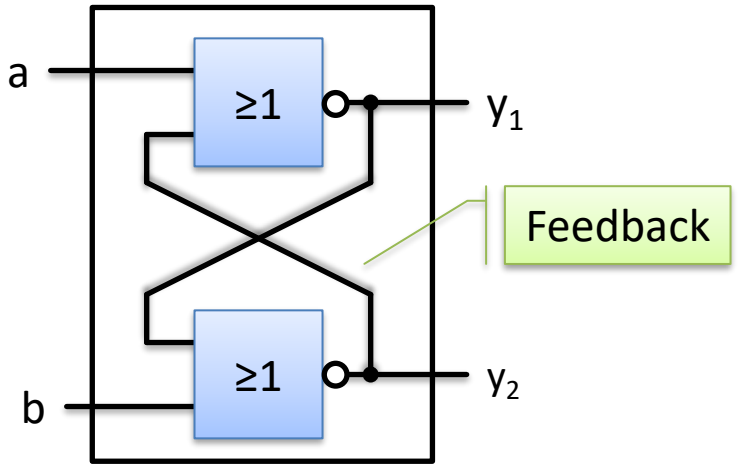
Latches (1)

- SR Latch
  - Stores a bit
  - Two input lines (a, b)
  - Two output lines (y_1, y_2)
  - Implementation
    - Two NOR gates
      - Four input lines
    - Feedback
      - Two inputs are feedbacks



Latches (2)

- SR Latch (continued)
  - Truth table

a	b	y_1	y_2	y_1^+	y_2^+
0	*0*	*0*	*0*	*1*	*1*
0	0	0	1	0	1
0	0	1	0	1	0
0	*0*	*1*	*1*	*0*	*0*
0	*1*	*0*	*0*	*1*	*0*
0	*1*	*0*	*1*	*0*	*0*
0	1	1	0	1	0
0	*1*	*1*	*1*	*0*	*0*

instable

Current state

Next state

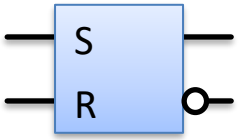
a	b	y_1	y_2	y_1^+	y_2^+
1	*0*	*0*	*0*	*0*	*1*
1	0	0	1	0	1
1	*0*	*1*	*0*	*0*	*0*
1	*0*	*1*	*1*	*0*	*0*
1	1	0	0	0	0
1	*1*	*0*	*1*	*0*	*0*
1	*1*	*1*	*0*	*0*	*0*
1	*1*	*1*	*1*	*0*	*0*

Latches (3)

- SR Latch (continued)
  - Analysis
    - a=0, b=0
      stable only if $y_1 \neq y_2$ or $y_1 = \neg y_2$ (new names: $y_1 = Q$, $y_2 = \neg Q$)
    - a=0, b=1
      always stable and $y_1 = 1$ (set, new name: b = S)
    - a=1, b=0
      always stable and $y_1 = 0$ (reset, new name: a = R)
    - a=1, b=1
      invalid because $y_1 = y_2$ and circuit might become instable

Latches (4)

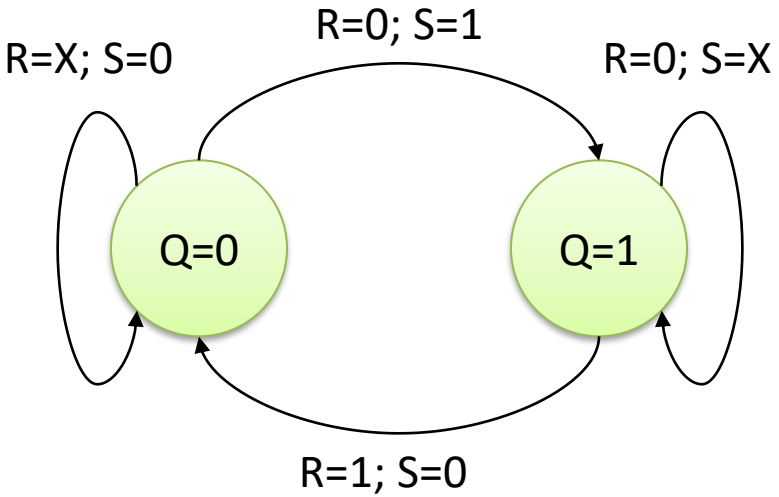
- SR Latch (continued)
  - Symbol



  - State table

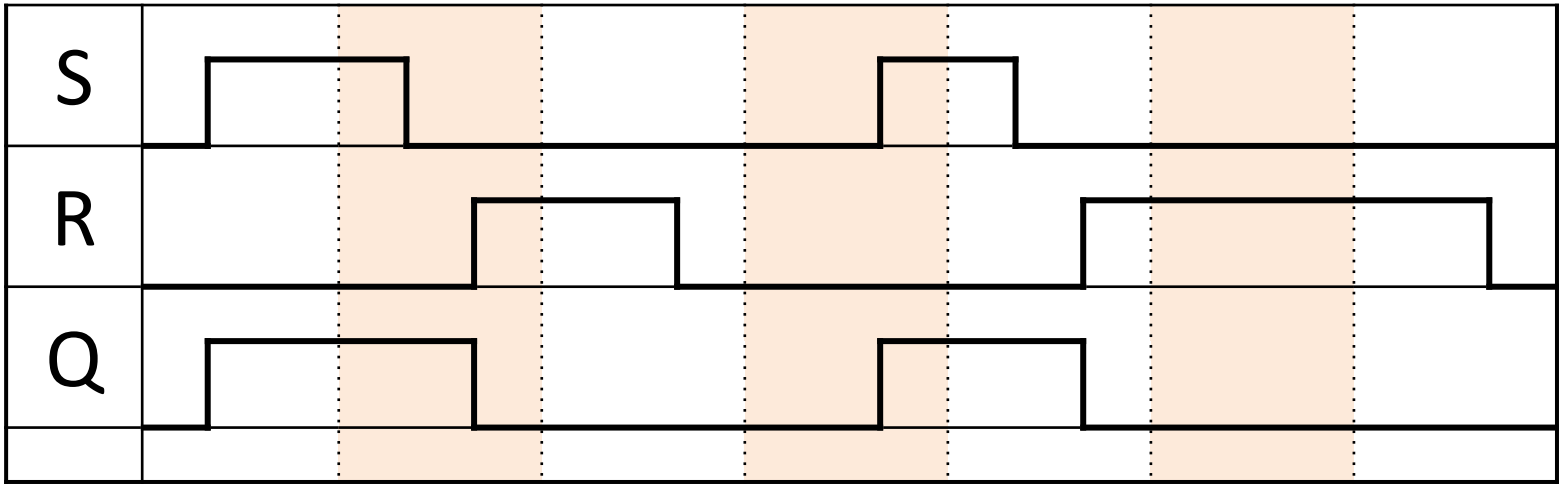
S	R	Q^+	Action
0	0	Q	Store
0	1	0	Reset
1	0	1	Set
1	1	X	Invalid

  - State diagram



Latches (5)

- SR Latch (finished)
  - Time diagram



Triggers (1)

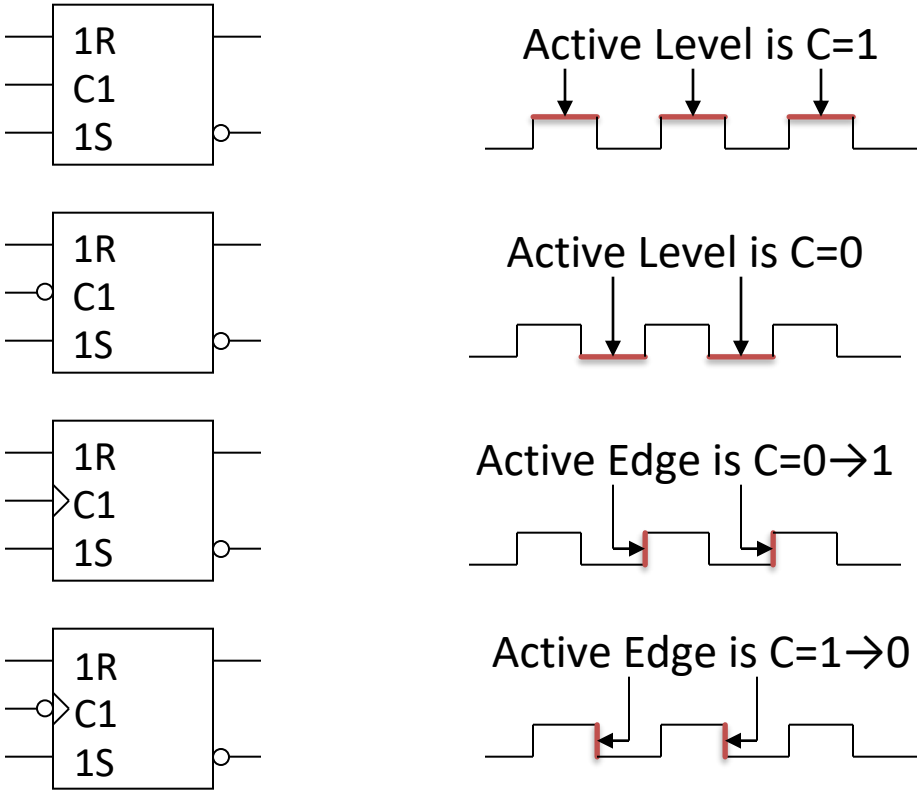
- Active and Inactive Inputs
  - Inputs are not always active
    - Active state
      - Input is considered
      - Output depends on input
    - Inactive state
      - Input is ignored
      - Input has no effect on output
  - Inputs can be triggered
    - Captured at certain times

Triggers (2)

- Types of Triggers
  - Level triggers
    - State depends on level
      - 0: inactive, 1: active
      - Or vice versa
  - Edge triggers
    - State depends on change of level
      - 0→1: active, 1→0: inactive
      - ↑: active, ↓: inactive
      - Or vice versa

Triggers (3)

- Graphical Symbols of Triggers

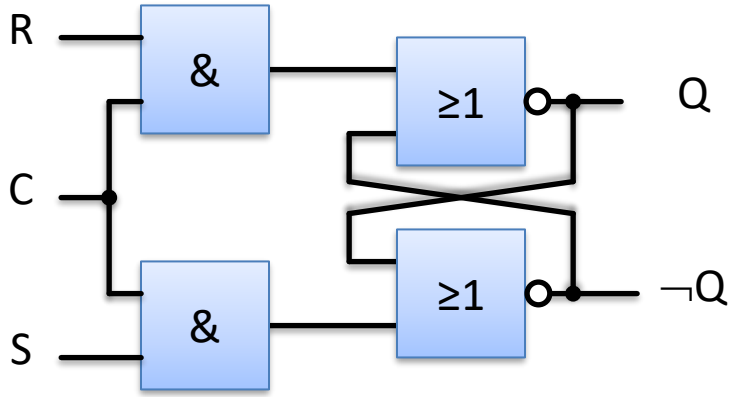


Latches (6)

- Latches with Triggers
  - Asynchronous latches
    - Have no trigger
  - Synchronous latches
    - Have a trigger
      - Level triggered
      - Edge triggered
    - Are called flip-flop

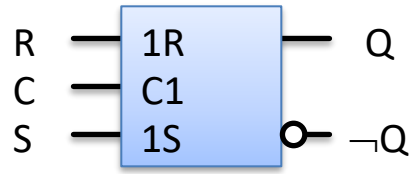
Flip-flops (1)

- Synchronous SR Flip-flop
  - Level triggered, active state: 1
    - C=0: R und S may change, Q is stable
    - C=1: R und S must be stable, Q may change



Flip-flops (2)

- Synchronous SR Flip-flop (level triggered, continued)
  - Symbol

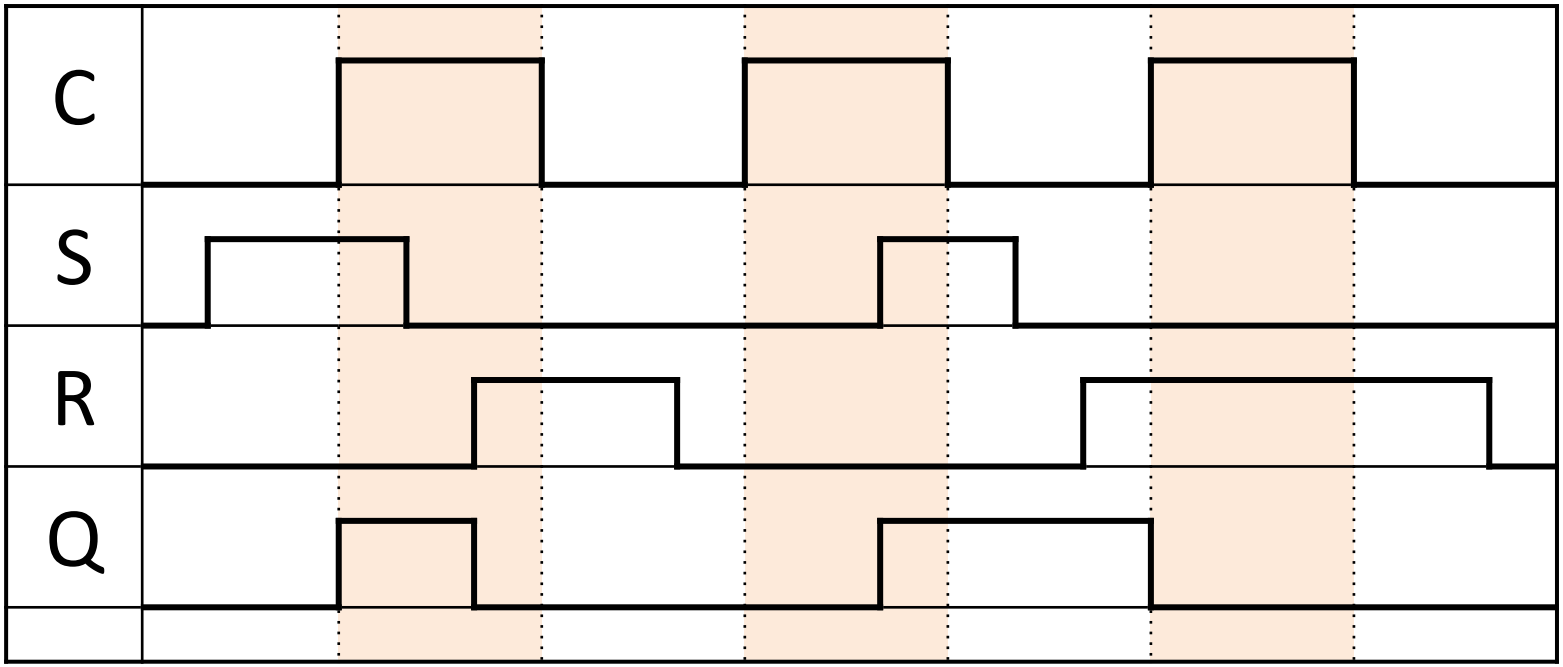


  - State table

C	S	R	Q^+	Action
0	X	X	Q	Store
1	0	0	Q	Store
1	0	1	0	Reset
1	1	0	1	Set
1	1	1	X	Invalid

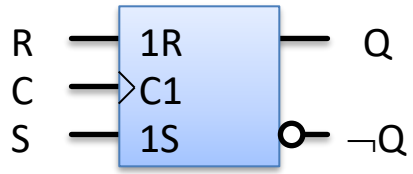
Flip-flops (3)

- Synchronous SR Flip-flop (level triggered, finished)
  - Time diagram (active state: 1)



Flip-flops (4)

- Synchronous SR Flip-flop (edge triggered)
  - Symbol

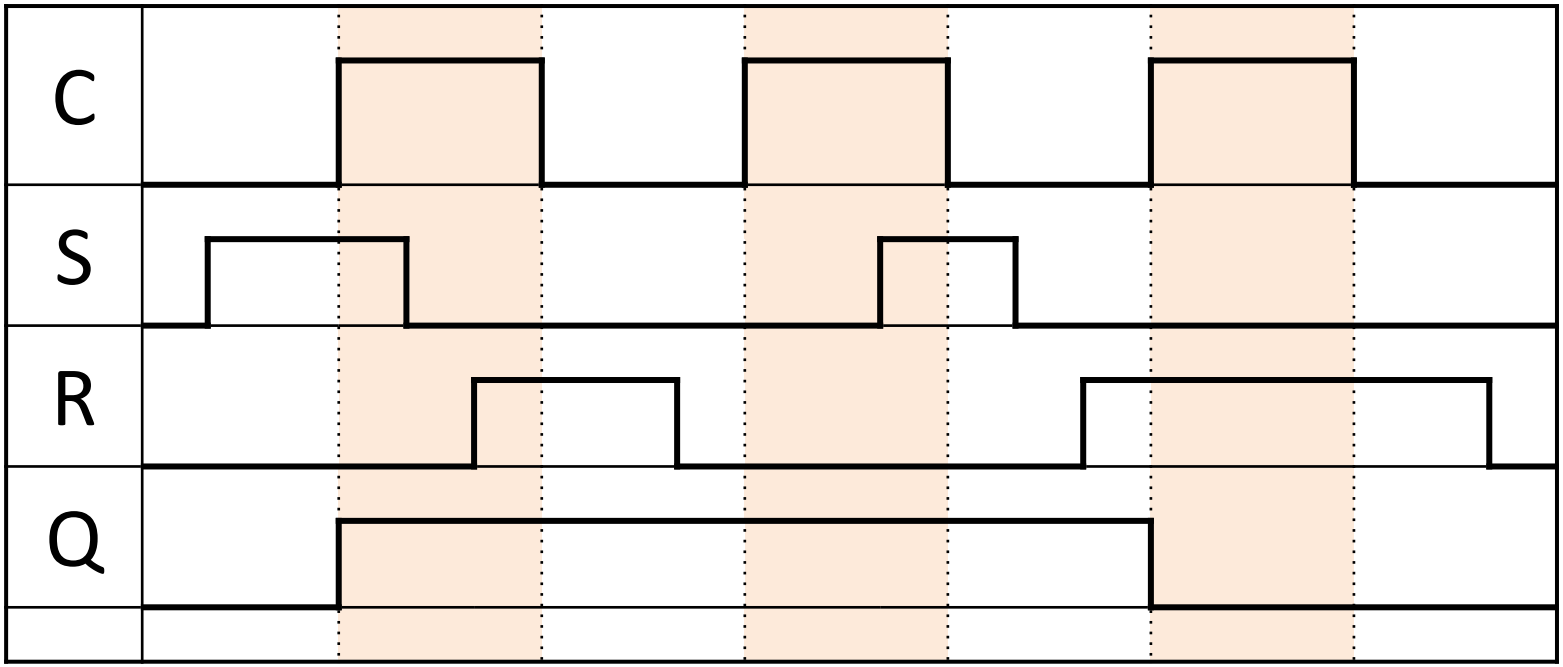


  - State table

C	S	R	Q^+	Action
X	X	X	Q	Store
↑	0	0	Q	Store
↑	0	1	0	Reset
↑	1	0	1	Set
↑	1	1	X	Invalid

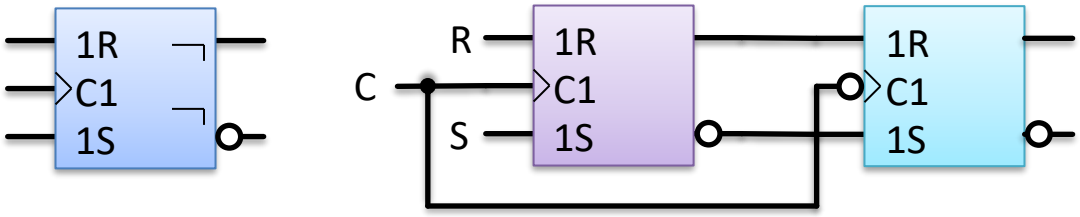
Flip-flops (5)

- Synchronous SR Flip-flop (edge triggered, continued)
  - Time diagram (positive edge triggered)



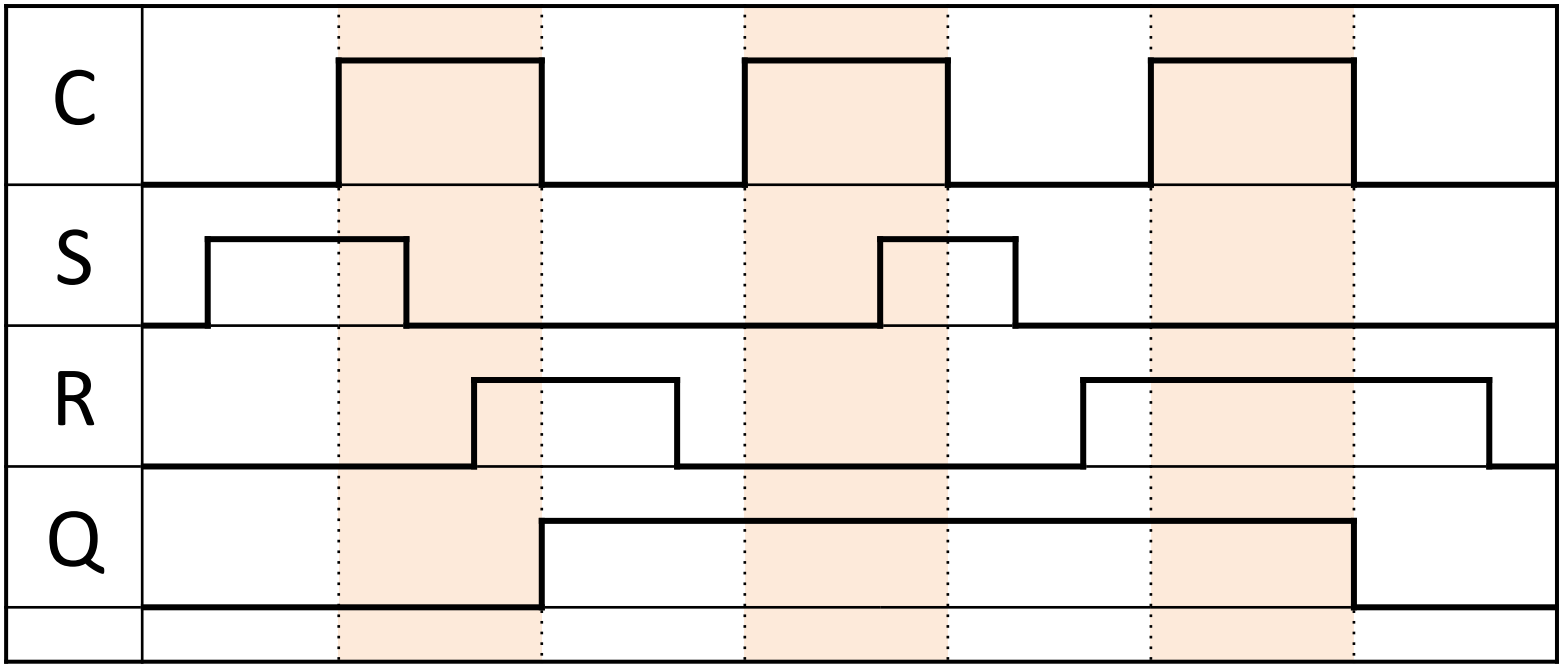
Flip-flops (6)

- Master-slave Flip-flop
  - Input and output are decupled
    - Output is delayed
    - Positive edge: input is read
    - Negative edge: output is written
  - Build with two edge triggered flip-flops



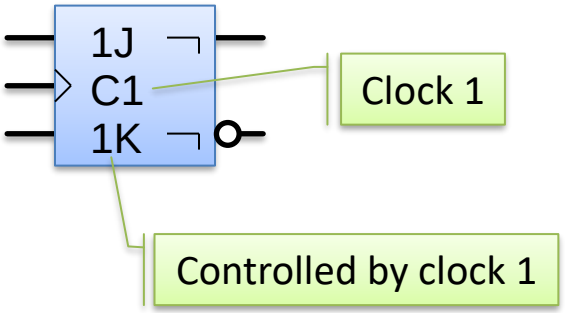
Flip-flops (7)

- Synchronous Master-slave SR Flip-flop
  - Time diagram (positive edge triggered)



Flip-flops (8)

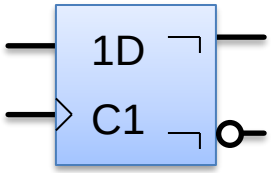
- JK Flip-flop
  - Similar to SR flip-flop
  - No invalid state
    - State gets toggled
    - Toggle: $Q^+ = \neg Q$ (0 → 1, 1 → 0)



J	K	Q^+	Action
0	0	Q	Store
0	1	0	Reset
1	0	1	Set
1	1	¬Q	Toggle

Flip-flops (9)

- D Flip-flop
  - Just one input
  - Controlled by clock
    - Input and output are decupled
      - Input read on positive edge
      - Output written on negative edge
    - Output changes only at certain times



D	Q^+	Action
0	0	Reset
1	1	Set