

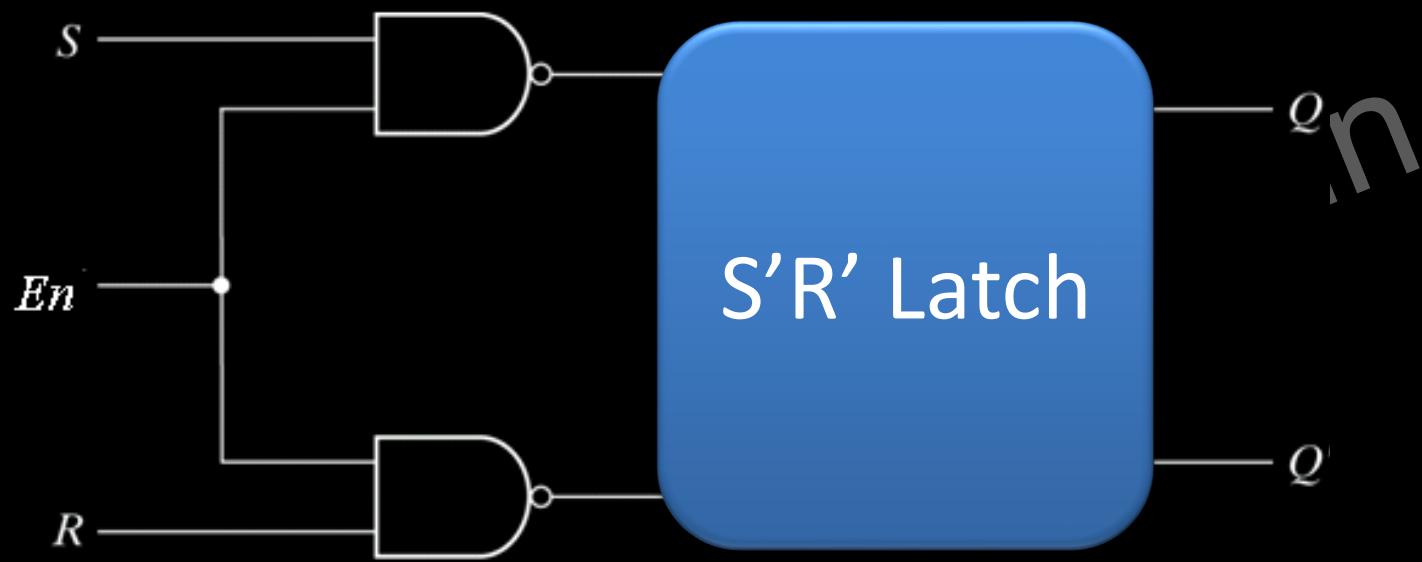


# Digital Design

## Lecture 16: D-Latches and D-Flipflops

# Latches

## SR Latch with Enable



# Latches

D Flip-flop circuit



# Latches

## D Latch with Enable

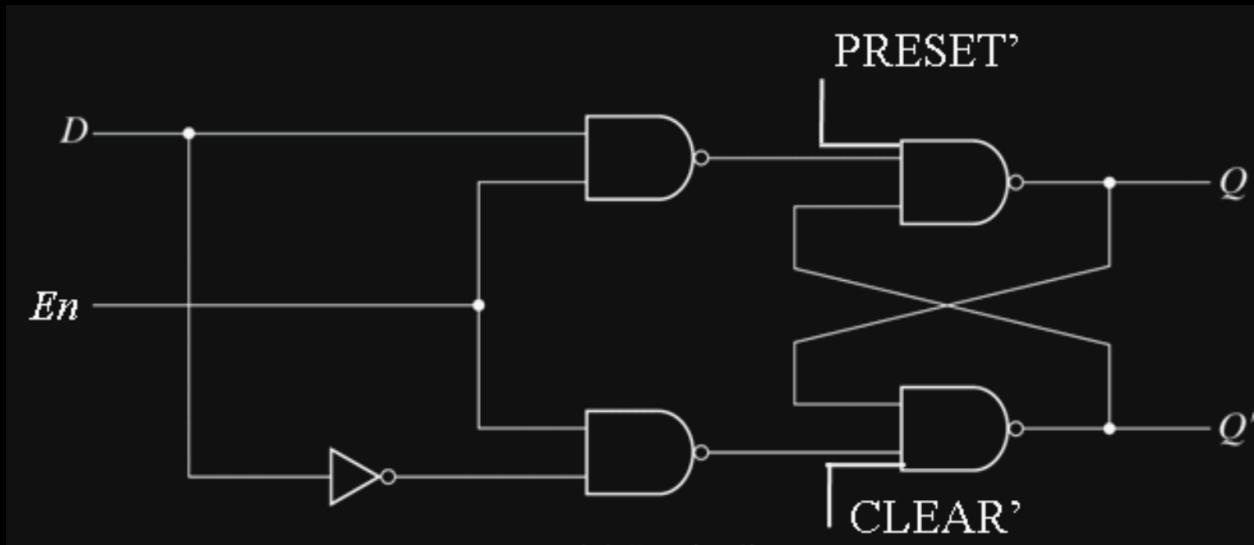
En	D	Q	Q'	
0	X	Q	Q'	No change
1	0	0	1	Reset
1	1	1	0	Set

$D = 0$  makes  $S = 0$  and  $R = 1$

$D = 1$  makes  $S = 1$  and  $R = 0$

# Latches

## D Latch with Asynchronous PRESET and CLEAR

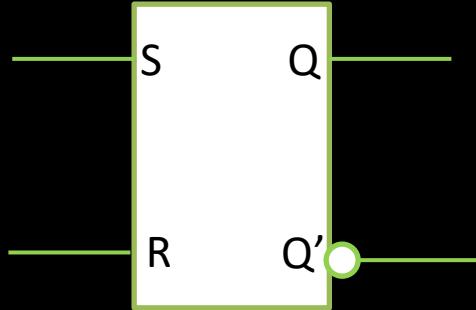


Activating PRESET' (i.e. 0) makes  $Q=1$ . This in turn maintains  $Q'=0$

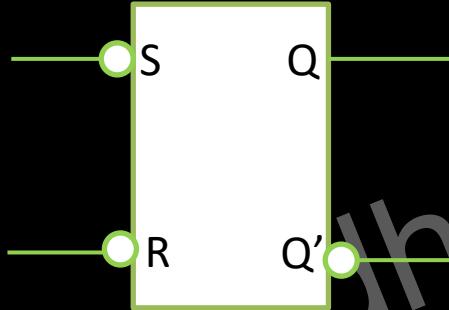
Activating CLEAR' (i.e. 0) makes  $Q'=1$ . This in turn maintains  $Q=0$

# Latches

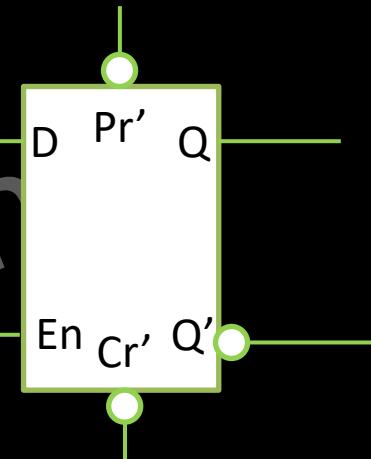
## Graphic Symbols



SR Latch



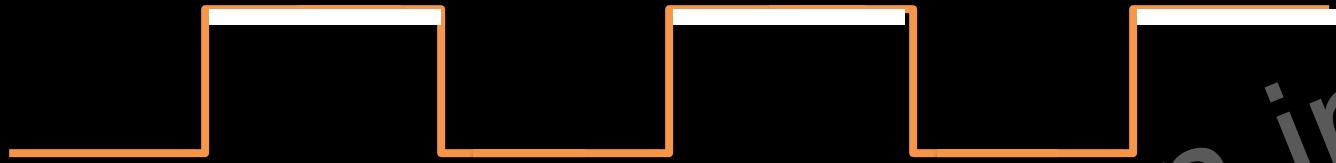
S'R' Latch



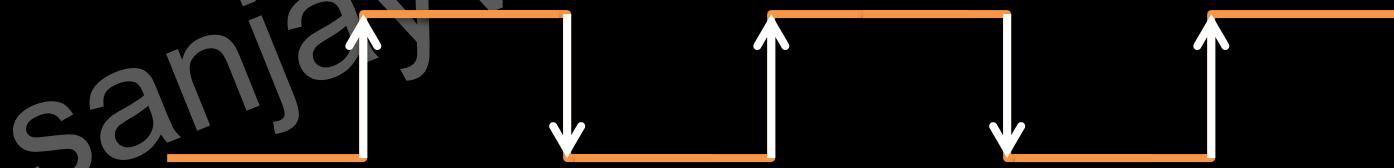
D Latch

# Sequential Circuits

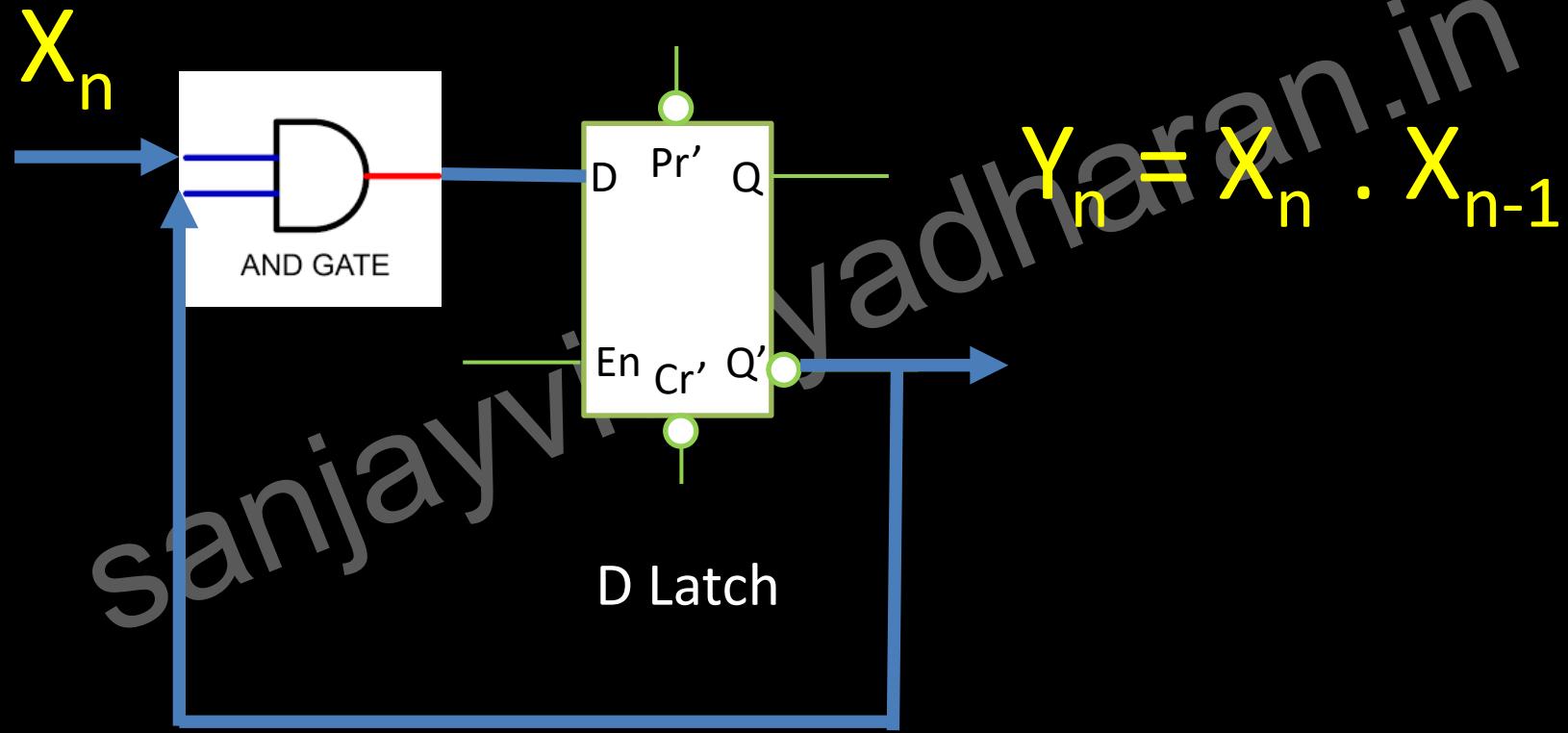
Latch – Responds to change in level of clock pulse



The key to the proper operation of a flip flop is to trigger it only during signal transition.



# Race around in Latches



# Flip-Flops

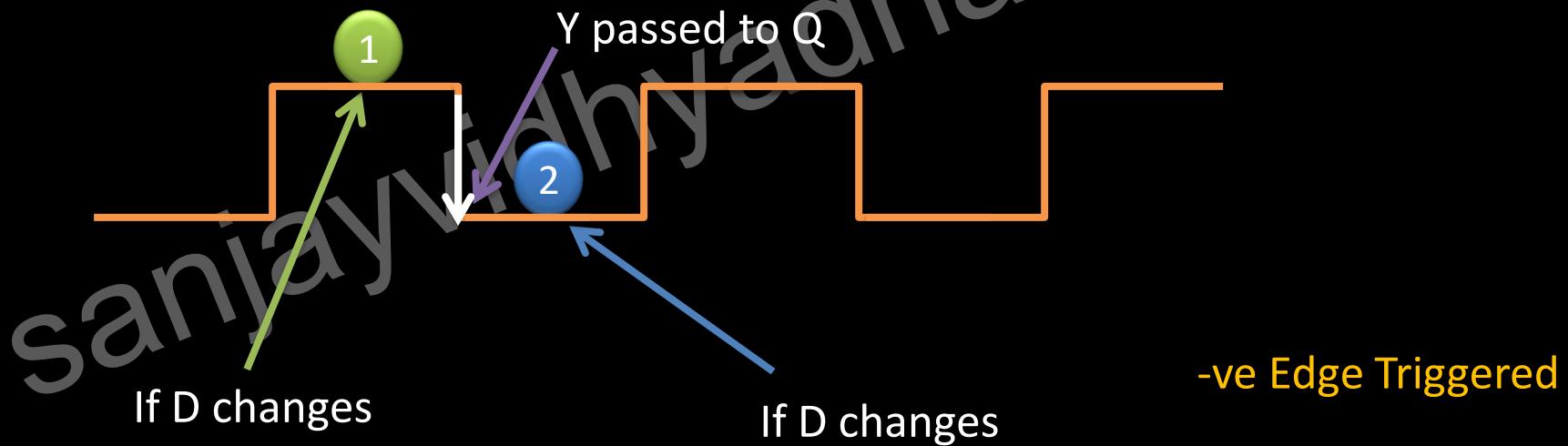
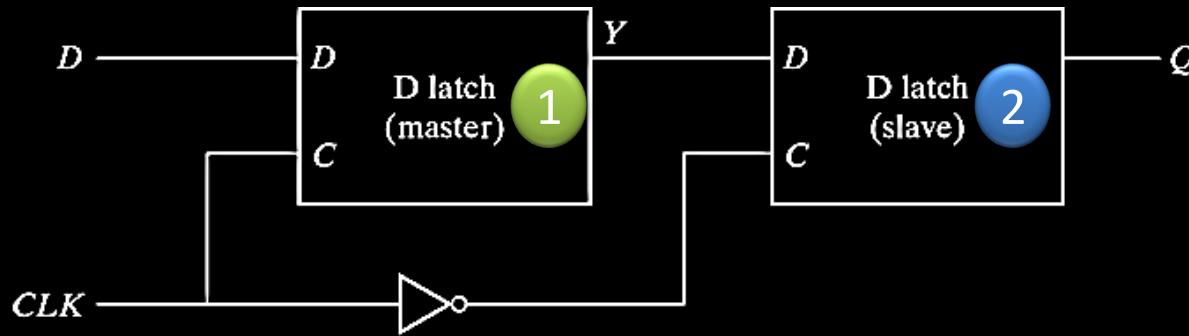
Two ways to build a flip flop

Special configuration of two latches to isolate the output of flip-flop

Gate based design which triggers only during signal transition of clock and is disabled during rest of clock pulse

# Edge Triggered D Flip-Flops

## Master Slave Flip-flop



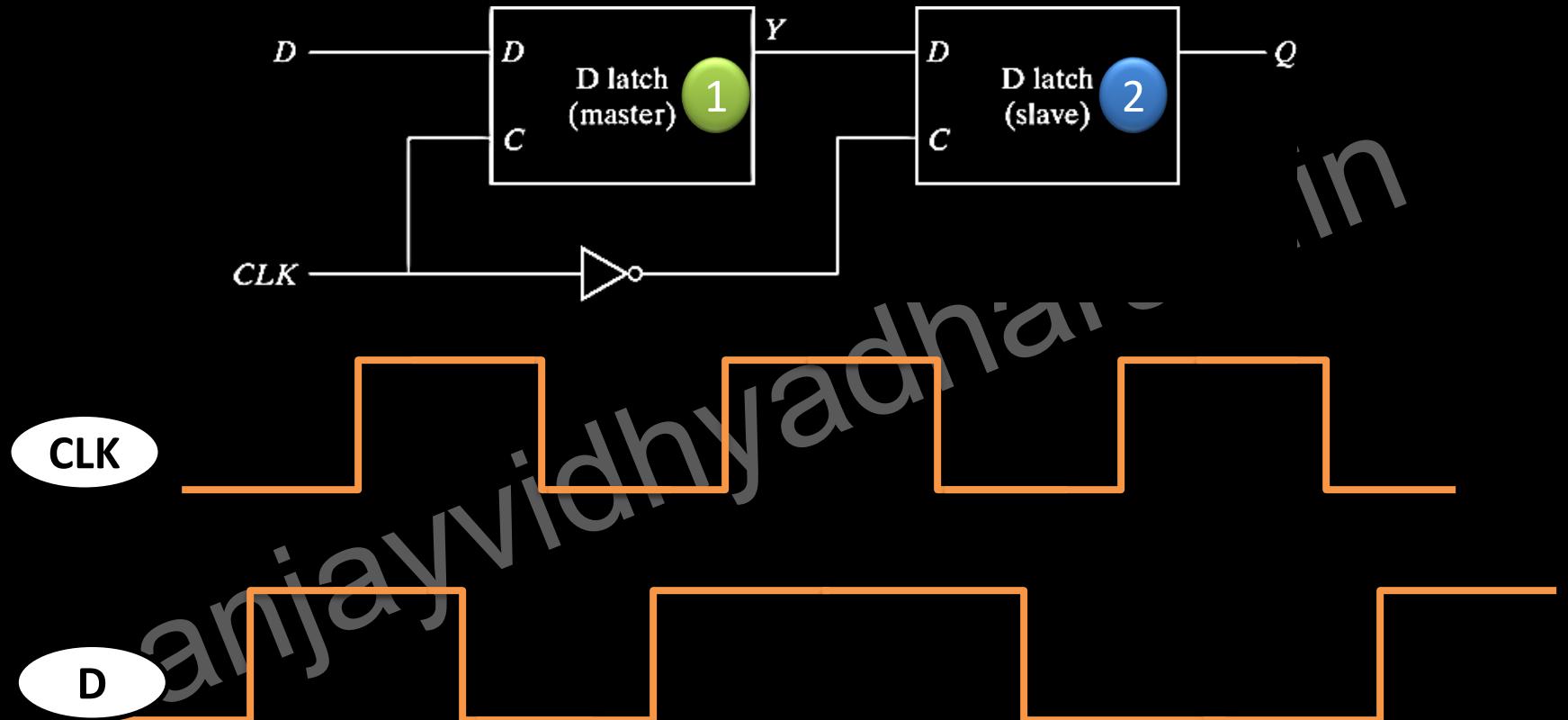
Y will be affected and not Q

Y remains unaffected and Q stable

-ve Edge Triggered

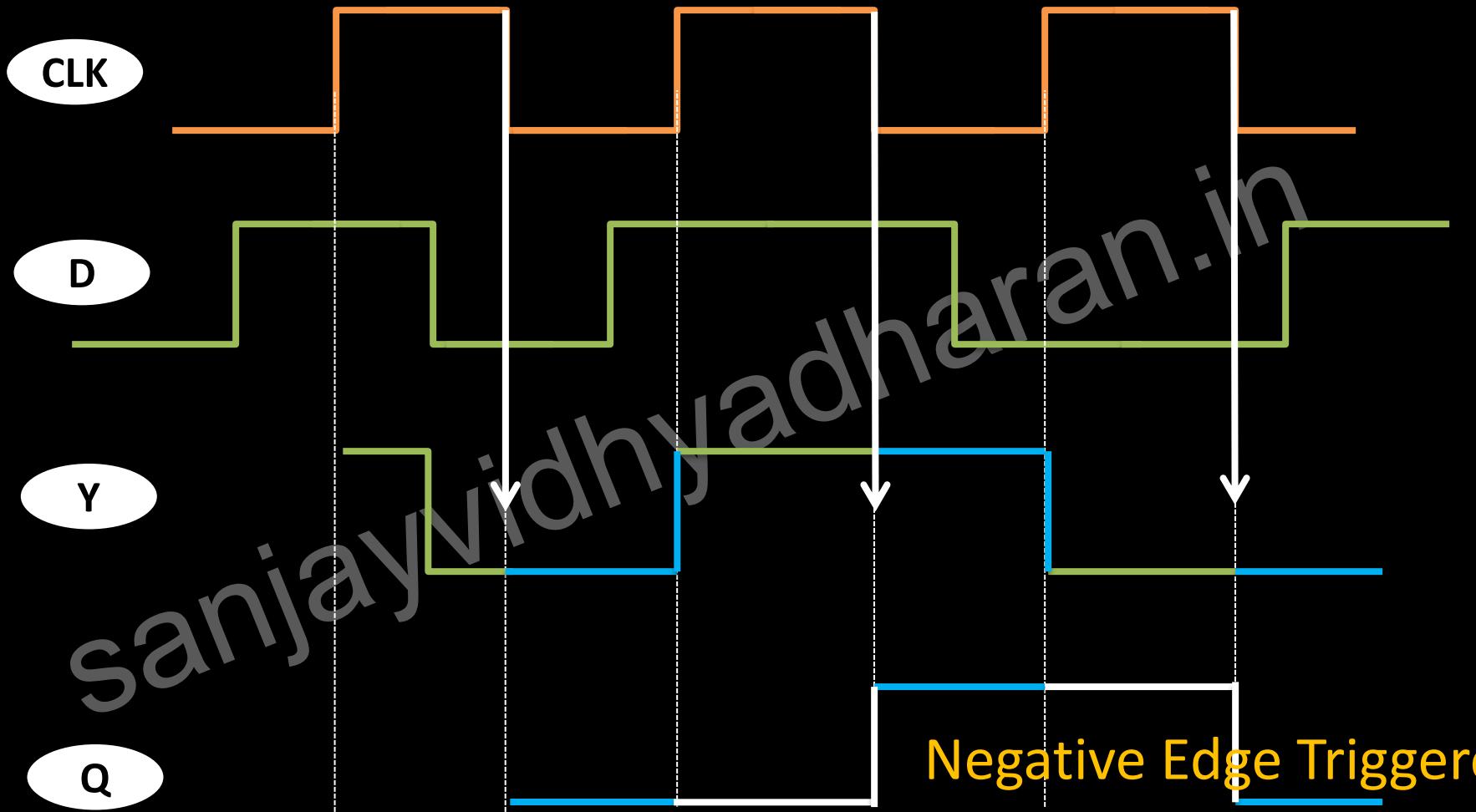
# Edge Triggered D Flip-Flops

## Master Slave Flip-flop



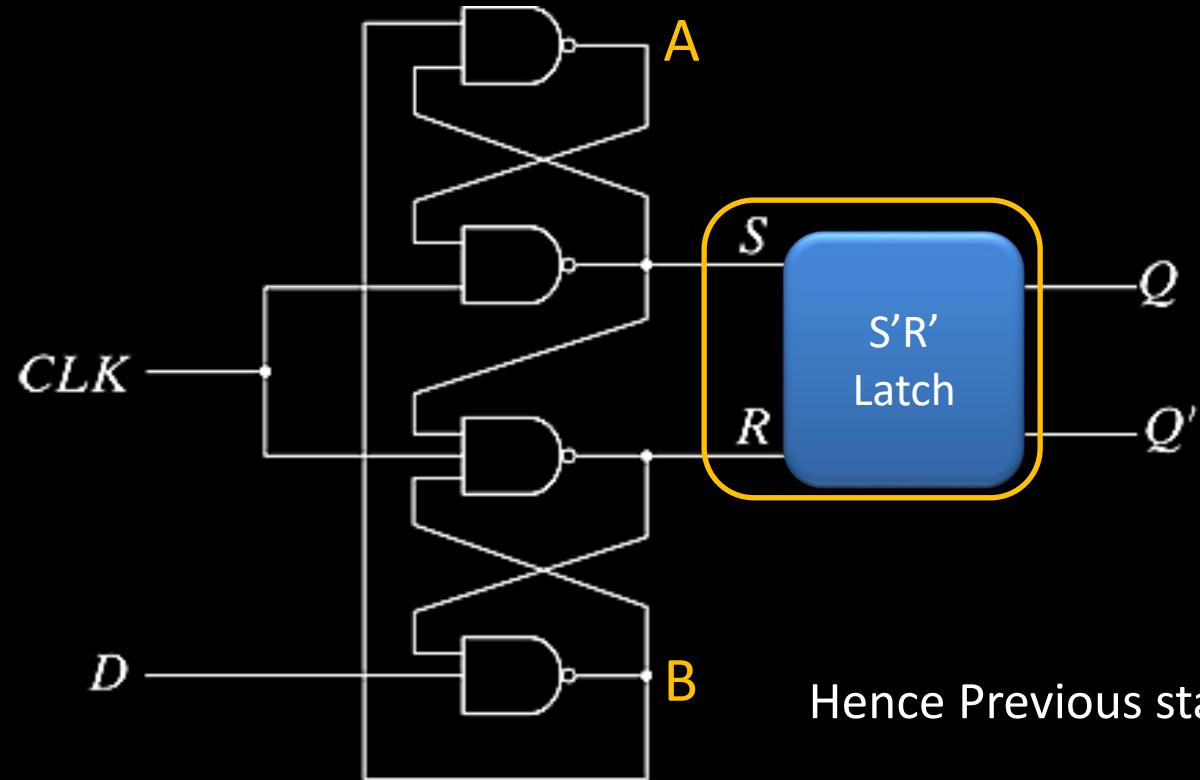
# Edge Triggered D Flip-Flops

## Master Slave Flip-flop



# Edge Triggered D Flip-Flops

D-type positive edge triggered



Case I:

$CLK = 0$

$CLK = 0 \Rightarrow S=1, R=1$

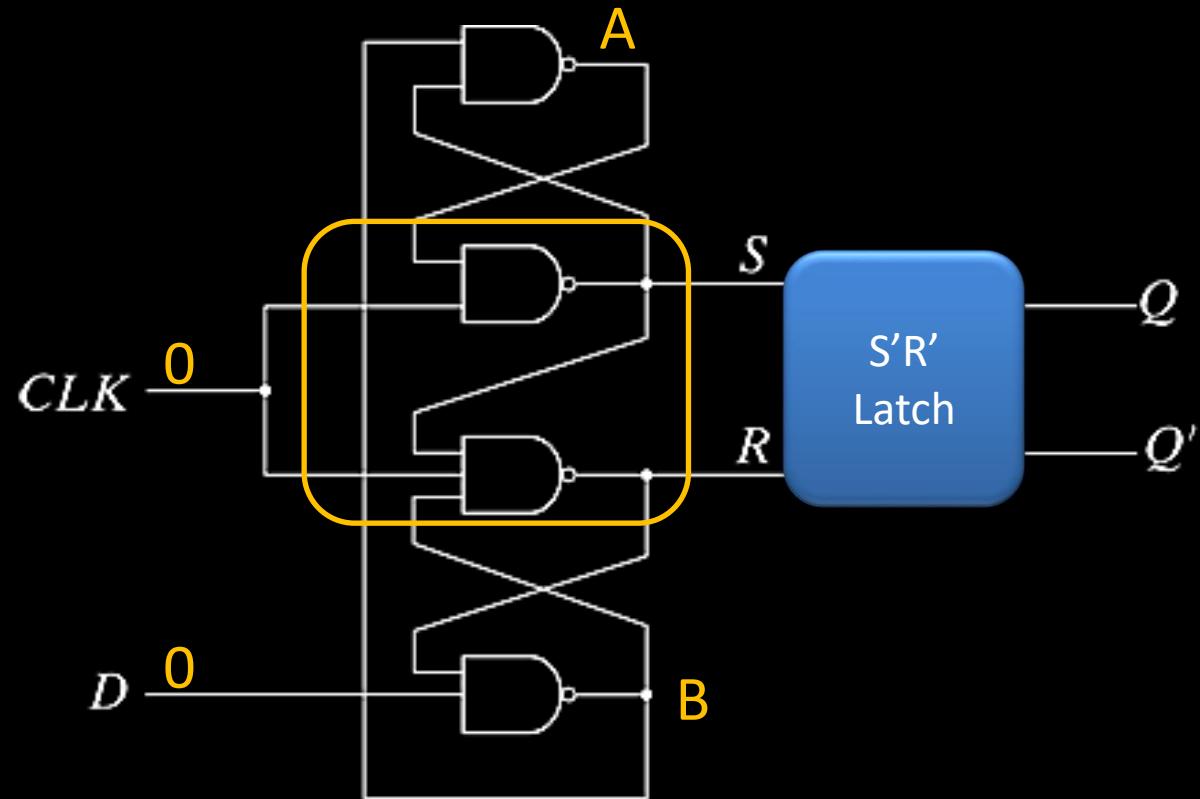
$D = 0 \rightarrow 1 \rightarrow 0$

$S = 1, R = 1$  for  $S'R'$  latch

Hence Previous state of  $Q$  and  $Q'$  is maintained

# Edge Triggered D Flip-Flops

D-type positive edge triggered



Case 2:

CLK = 1 , D=0, S=1, R=0  
B=1, A=0

D  $\rightarrow$  0  $\rightarrow$  1  $\rightarrow$  0  
B = 1 Since R=0

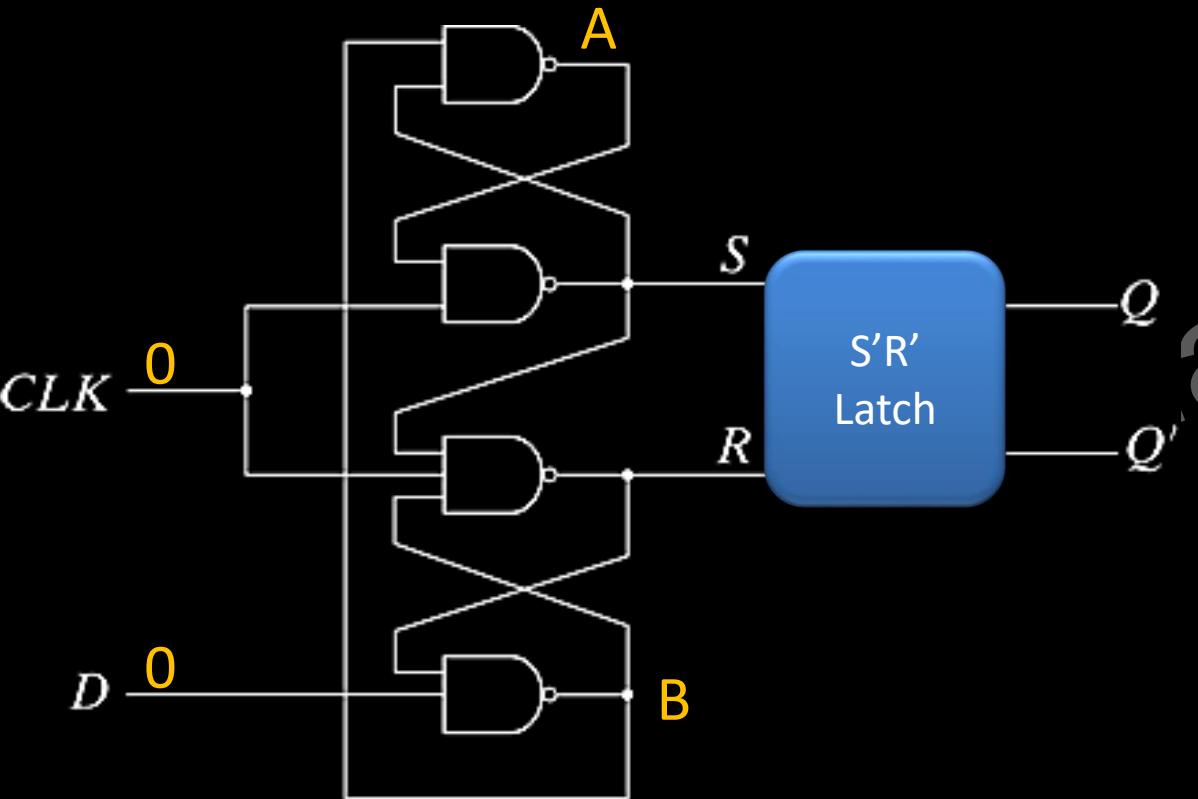
Case 3:

CLK = 1 , D=1, S=0, R=1  
B=0, A=1  
D  $\rightarrow$  1  $\rightarrow$  0  $\rightarrow$  0  
B  $\rightarrow$  0  $\rightarrow$  1  $\rightarrow$  0  
R=1 Since S=0  
A=1 Since S=0

Hence Initial state of Q and Q' is maintained

# Edge Triggered D Flip-Flops

D-type positive edge triggered



Case 4:

CLK = 0 , D=0, S=1, R=0

B=1, A=1, Q=0

D ->1

B=0

CLK->1

R=1

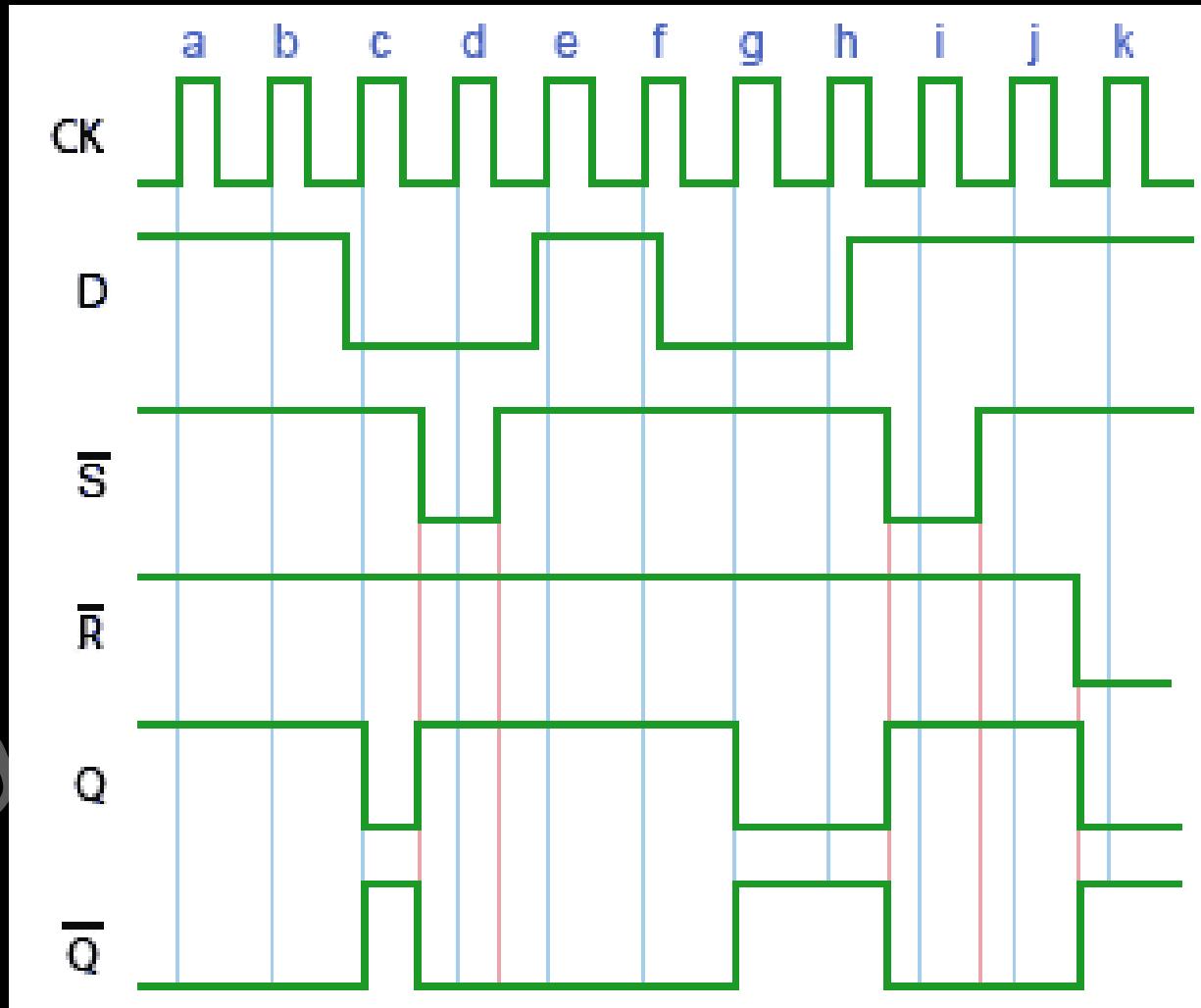
A=1

S=0

Q=1

# Edge Triggered D Flip-Flops

D-type positive edge triggered



Thank You

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