

VE270 RC Week 6

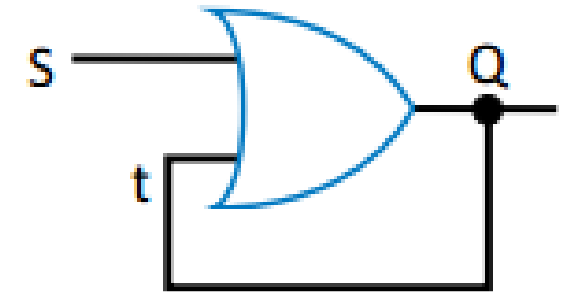
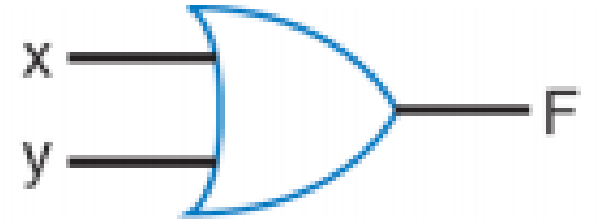
Latch, FF & Verilog

VE270 TA Group

2019.10.14

Combinational Circuit vs. Sequential Circuit

- Combinational circuit:
 - Output depends only on the present combination of inputs.
- Sequential circuit:
 - Output depends on both present inputs and history of inputs and outputs.
 - It is combinational circuit with feedback



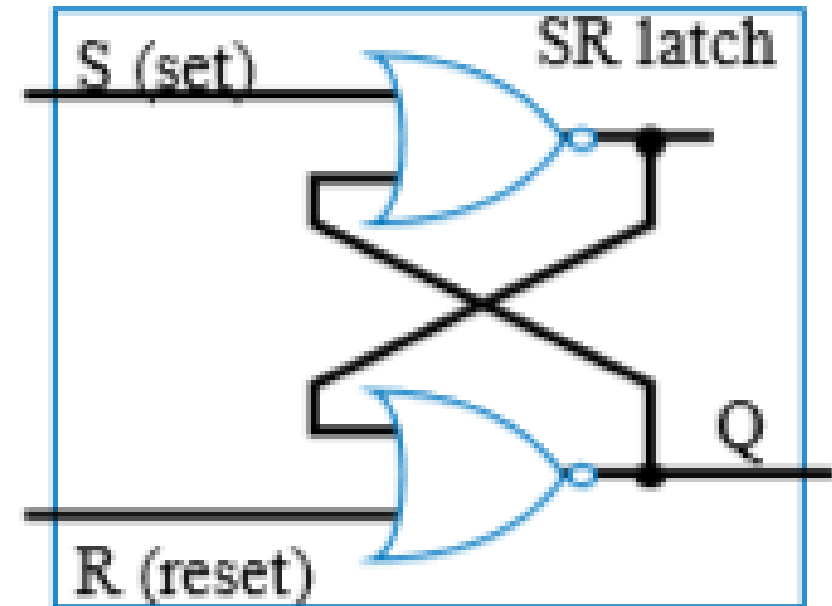
Latch & Flip-flop

- Building blocks that can store value of a bit
- Latch is level sensitive
- Flip-flop is edge sensitive

SR Latch

- $S=1$: set Q to 1
- $R=1$: reset Q to 0

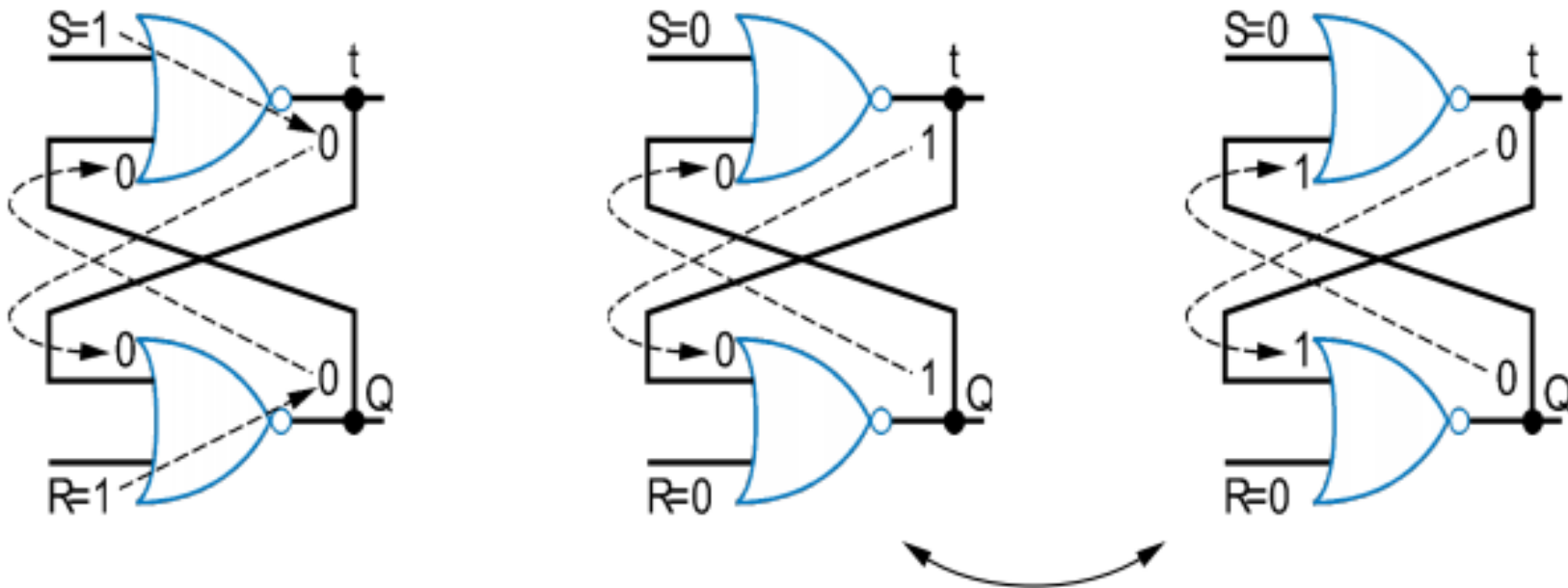
$S(t)$	$R(t)$	$Q(t)$	$Q(t+\Delta) \rightarrow Q^+$	
0	0	0	0	hold
0	0	1	1	
0	1	0	0	reset
0	1	1	0	
1	0	0	1	set
1	0	1	1	
1	1	0	X	not allowed
1	1	1	X	



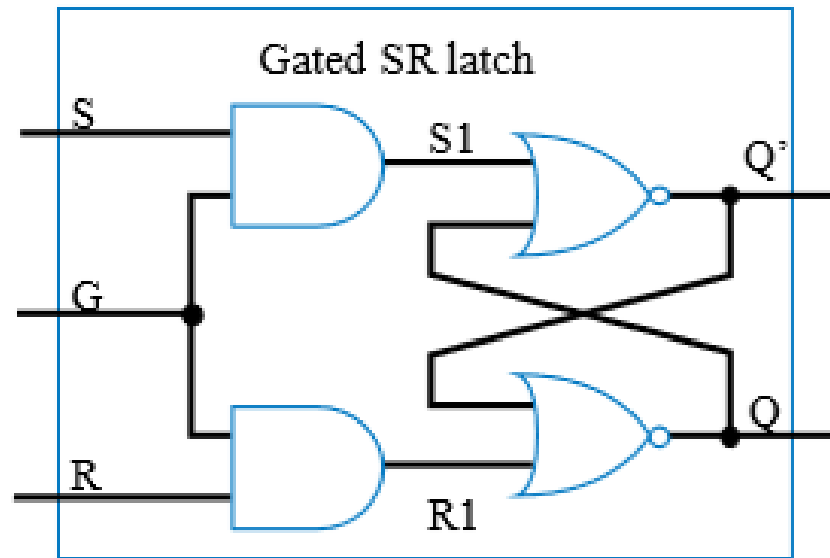
$$Q^+ = S + R'Q$$

SR Latch

- When $S=1$ & $R=1$, Q may oscillate when they both return to 0 simultaneously.



Gated SR Latch

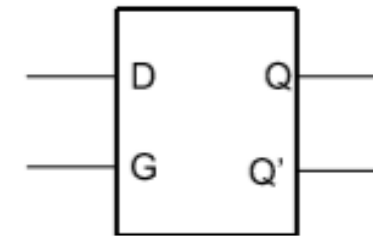


Characteristic Table

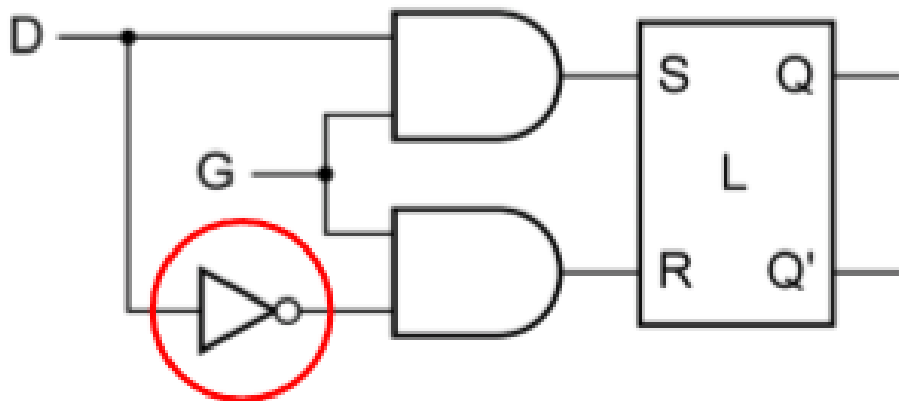
G	S	R	Q ⁺
0	x	x	Q; Latch locked
1	0	0	Q; Hold state
1	0	1	0; Reset state
1	1	0	1; Set state
1	1	1	not allowed

Gated D Latch

- No unstable state as in SR latch
- $Q = D$ when $G = 1$
- Q holds when $G = 0$



D latch
symbol

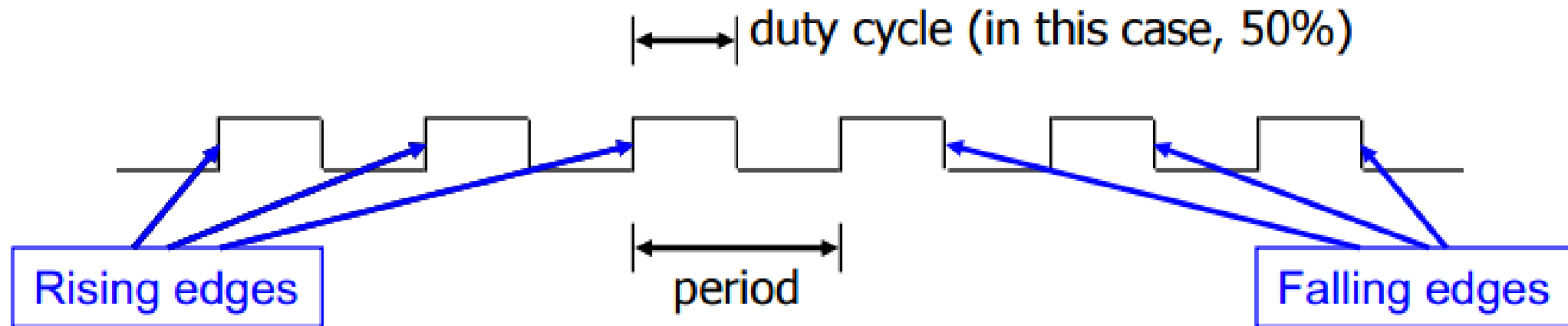


Characteristic Table

G	D	Q ⁺
1	0	0
1	1	1
0	X	Q

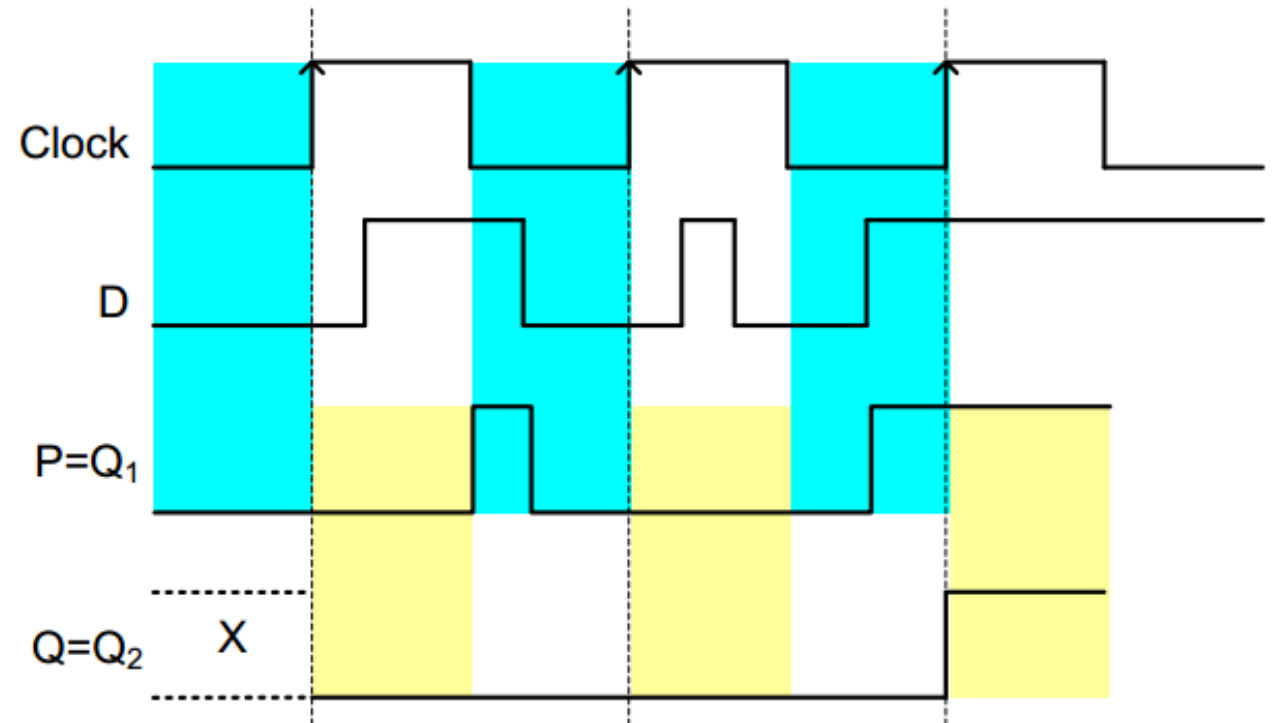
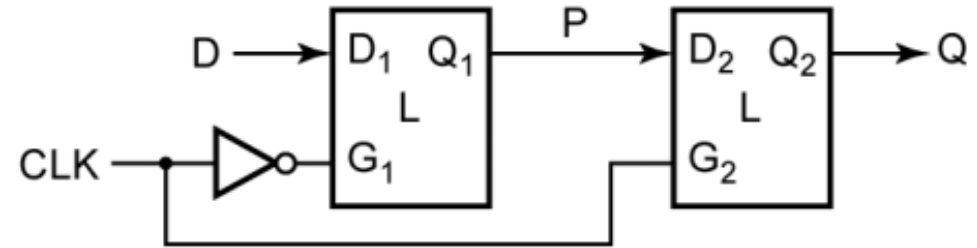
Clock Signal

- Periodic pulse train
- Clock period: time interval between pulses



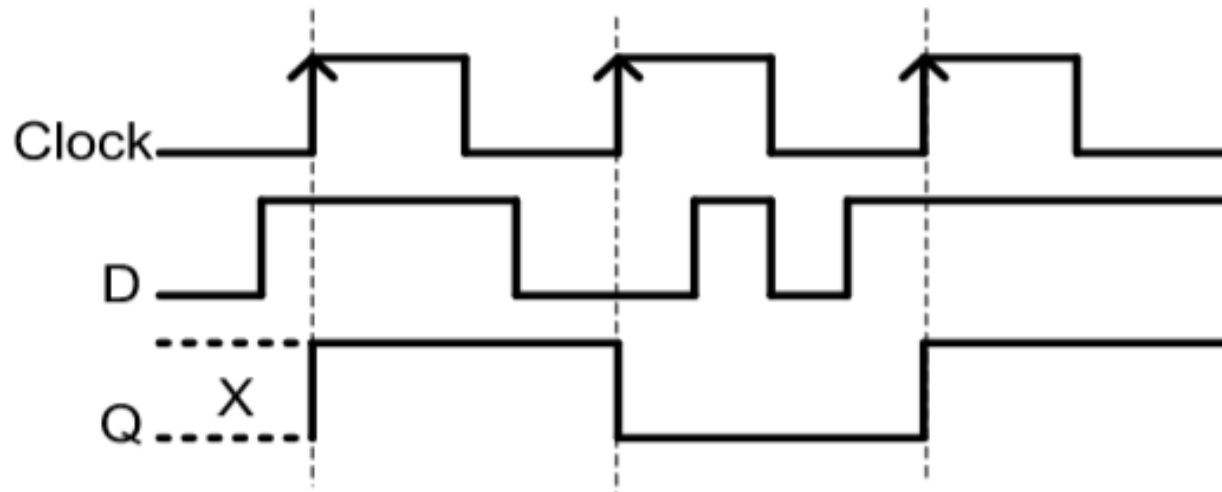
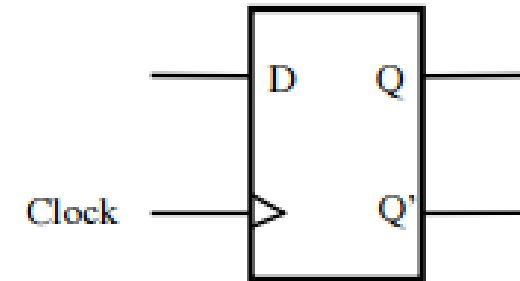
Rising-Edge Triggered D Flip Flop

- It is made up of two gated D latch



Rising-Edge Triggered D Flip Flop

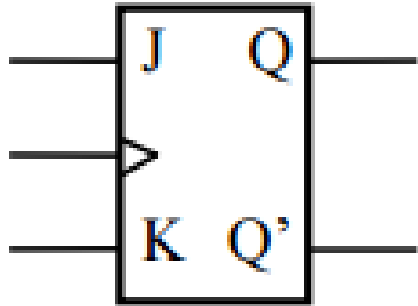
- Edge sensitive



clock	D	Q ⁺
	0	0
	1	1
0	X	Q
1	X	Q

Characteristic equation:
 $Q^+ = D$ (at active clock edges)

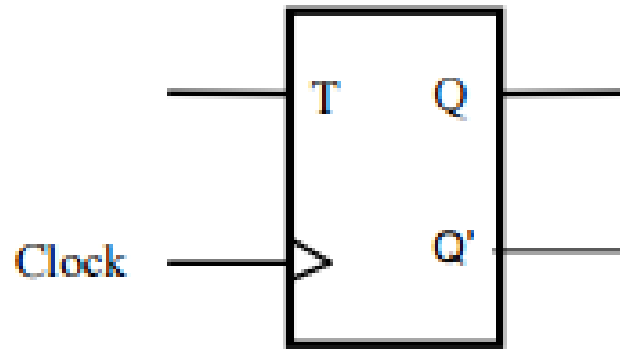
Rising-Edge Triggered J-K Flip Flop



J	K	Q ⁺
0	0	Q
0	1	0
1	0	1
1	1	Q'

Characteristic equation:
 $Q^+ = JQ' + K'Q$

Rising-Edge Triggered T Flip Flop

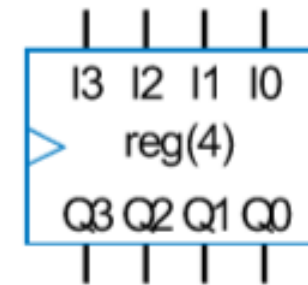
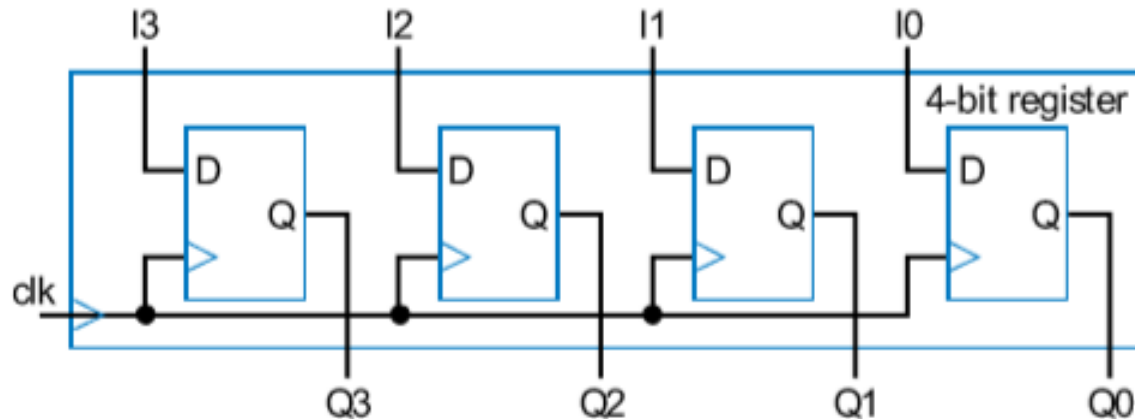


clock	T	Q ⁺
	0	Q
	1	Q'

Characteristic equation:
 $Q^+ = T'Q + TQ' = T \oplus Q$

Register

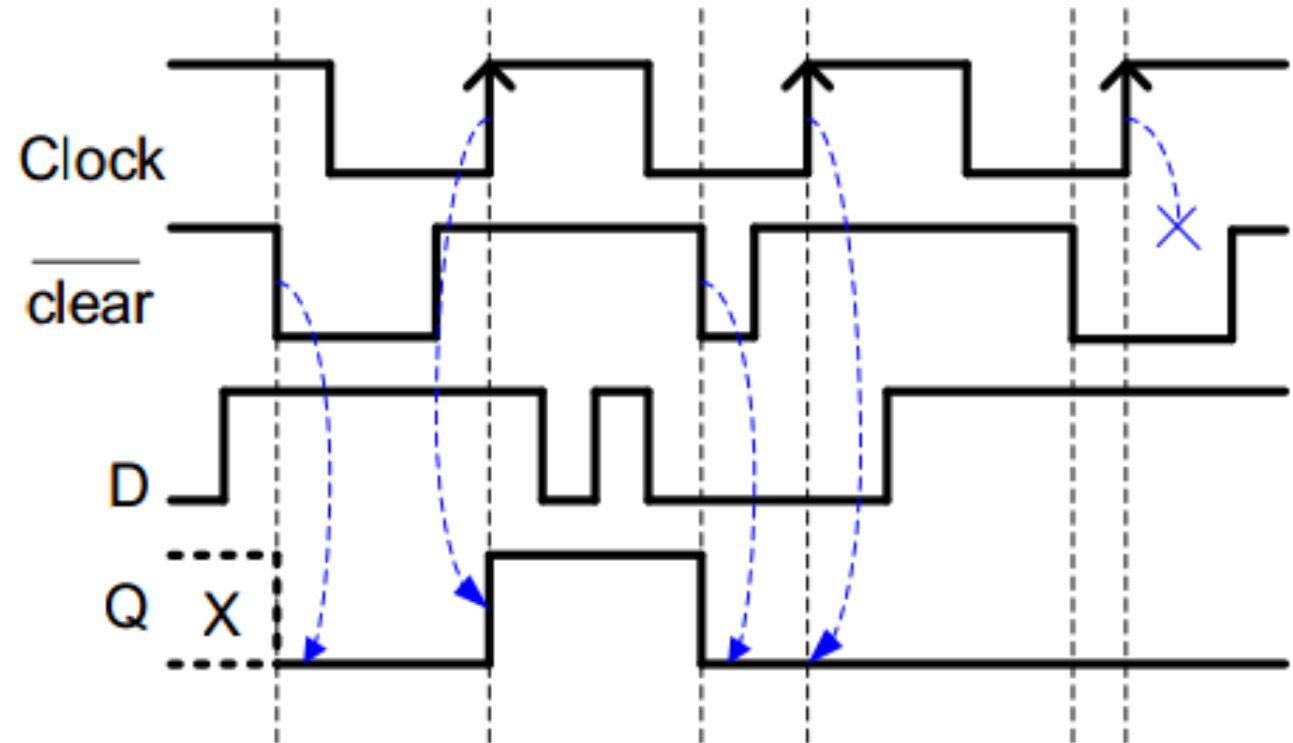
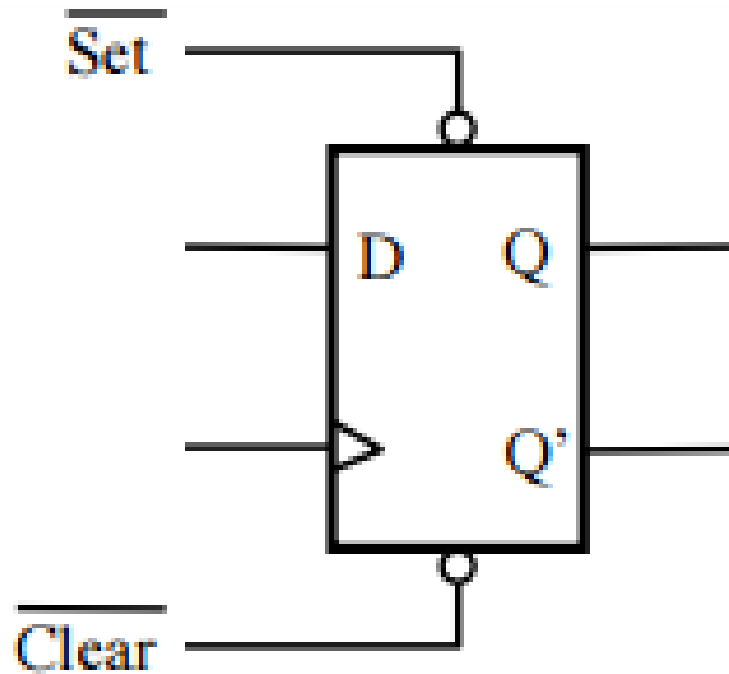
- Multiple flip-flops sharing clock signal
- Store multiple bits
- Load values simultaneously at rising edge



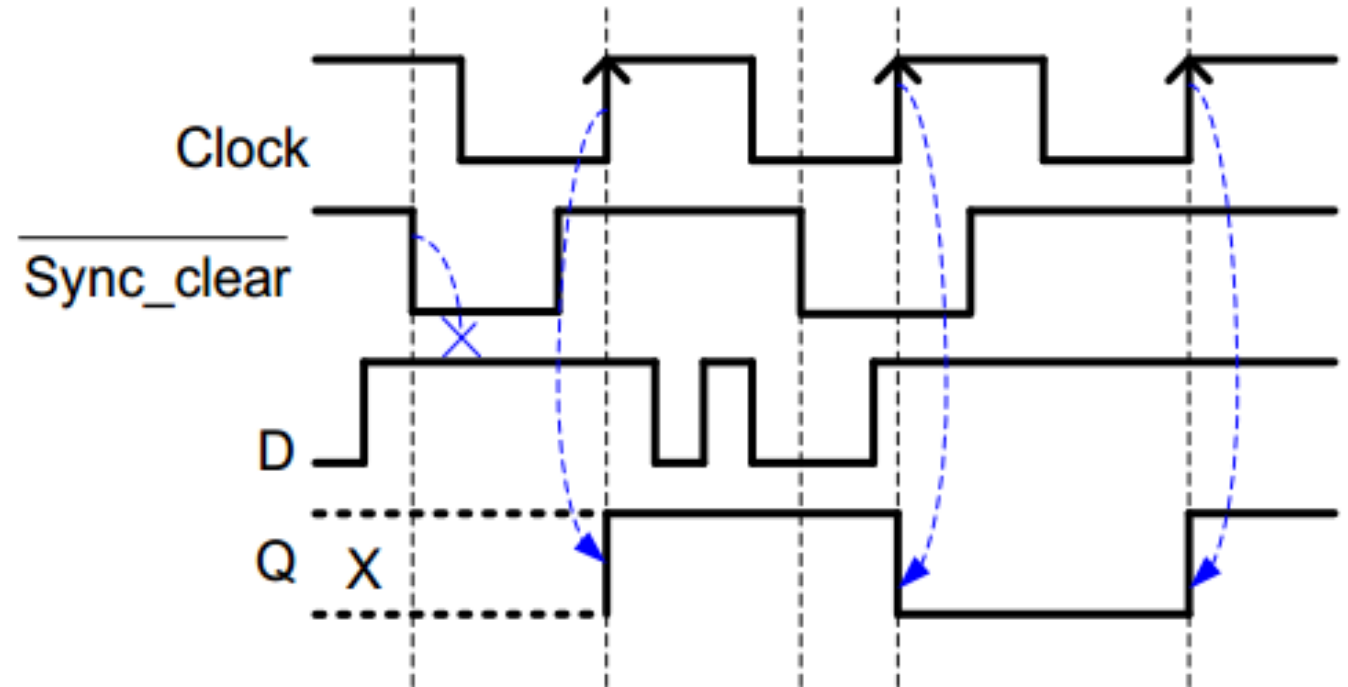
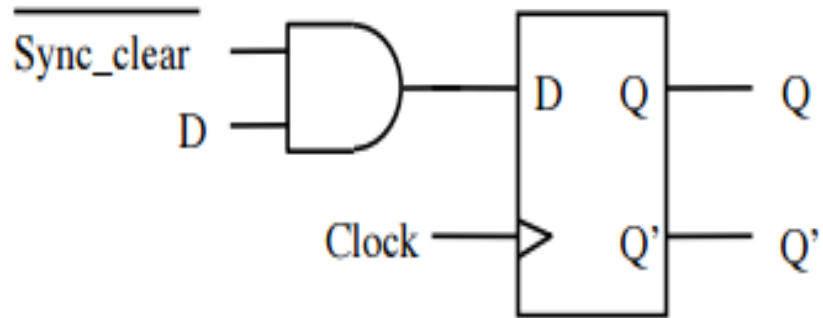
Control Inputs for Flip Flops

- Synchronous/asynchronous: depends on the clock signal or not
- Active low/high: controls when it's low/high

D flip flop with active low asynchronous Clear



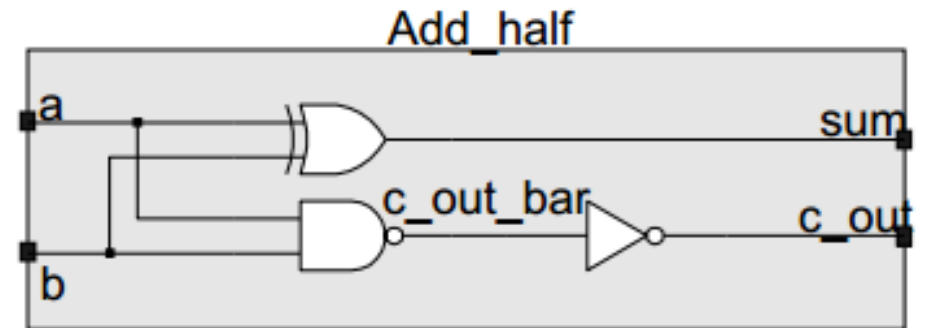
D flip flop with active low synchronous Clear



Verilog HDL

- Lower-level than C
- Describes hardwares

Module



```
module Add_half (sum, c_out, a, b);  
  input  a, b;  
  output sum, c_out;  ← declaration of port modes  
  
  wire c_out_bar; ← declaration of internal signal  
  
  xor (sum, a, b);  
  nand (c_out_bar, a, b);  
  not (c_out, c_out_bar);  
endmodule
```

← instantiation of pre-defined primitive gates

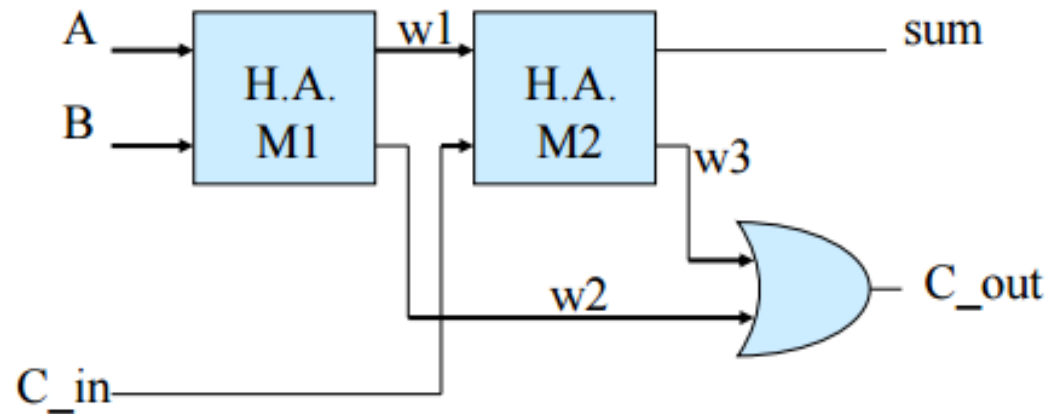
Same variable indicates connection

Module

```
module Add_full (sum, c_out, a, b, c_in); // parent module
  input    a, b, c_in;
  output   c_out, sum;
  wire     w1, w2, w3;

  Add_half M1 (w1, w2, a, b);           // child module
  Add_half M2 (sum, w3, w1, c_in);      // child module
  or (c_out, w2, w3);                  // primitive instantiation
endmodule
```

Module instance name



Synchronous Control Input

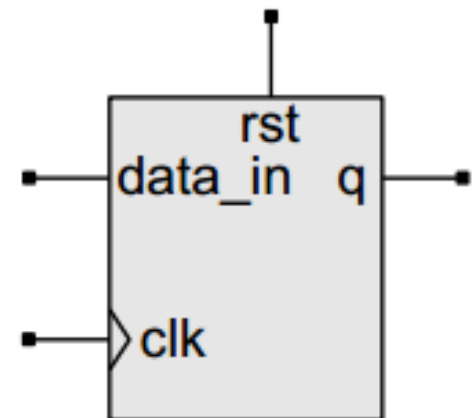
If you want to change the value of “q” in the always block, you should state “**reg q;**” beforehand.

```
module D_ff (q, data_in, clk, syn_rst);  
  input data_in, clk, syn_rst;  
  output q;
```

```
  reg q;
```

```
  always @ (posedge clk)  
  begin  
    if (syn_rst == 1) q <= 0;  
    else q <= data_in;  
  end  
endmodule
```

Synchronous reset

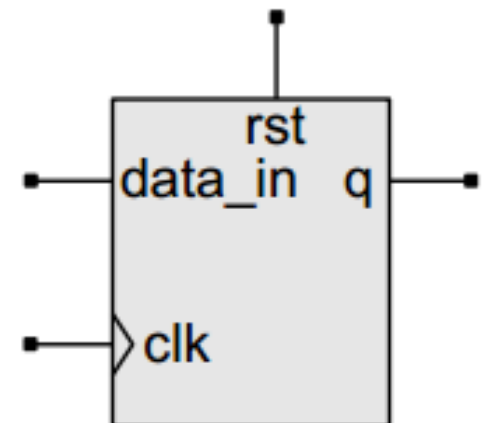


Asynchronous Control Input

Pay attention to
what you put in
the condition of
always

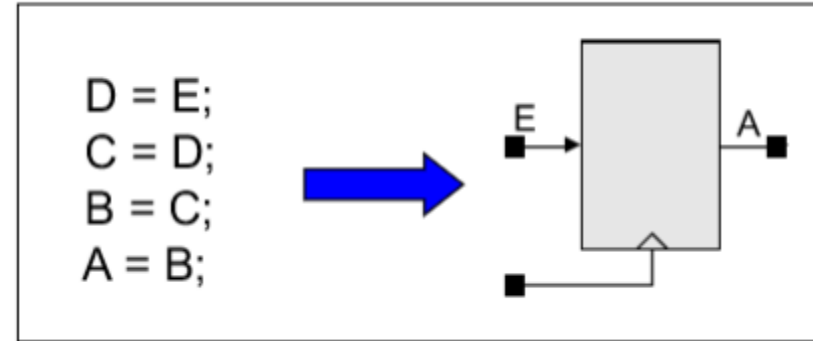
```
module D_ff (q, data_in, clk, asyn_rst);  
  input data_in, clk, asyn_rst;  
  output q;  
  
  reg q;  
  
  always @ (posedge clk or posedge asyn_rst)  
  begin  
    if (asyn_rst == 1) q <= 0;  
    else q <= data_in;  
  end  
endmodule
```

Asynchronous active
high reset



Assignment

- =
Assign one statement by one statement



- <=
Assign simultaneously

