## (\*) Building an 8-bit Breadboard Computer

by Ben Eater

(https://youtube.com/playlist?list=PLowKtXNTBypGqImE405J2565dvjafglHU)

## SR Latch

(https://youtu.be/KM0DdEaY5sY)

Let the initial STABLE state be S = 0, R = 0, Q = 0 and Q' = 1.



Let the PROPAGATION delays of the upper and lower NOR gates be 2 units and 3 units, respectively.

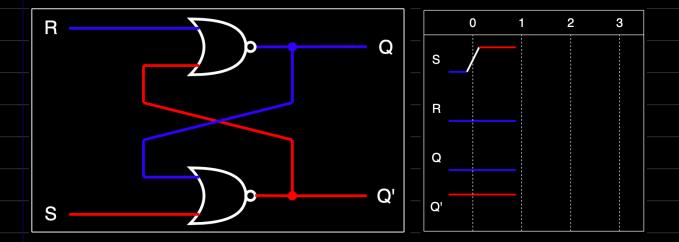
So, the EFFECTS of the changed inputs will be visible only AFTER the propagation delays.

In order to draw the TIMING diagrams, for every logic gate, look at its inputs at time (t - T), where T is its propagation delay.

For eg., if the propagation delay of a logic gate is 3 units, then its OUTPUT at t = 3.5 units (say) depends upon its INPUTS at t = 0.5 units.

Now, let S get changed to 1 at t = 0.

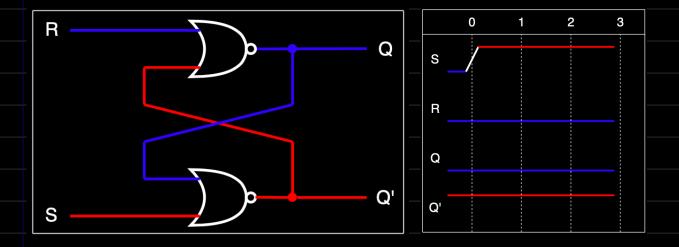
From t = 0 to t = 1 :-



From t = 1 to t = 2:-



From t = 2 to t = 3:-



From t = 3 to t = 4:-



From t = 4 to t = 5:-



From t = 5 to t = 6:-



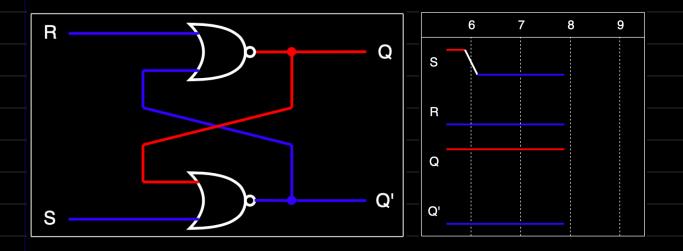
Now, the latch will stay STABLE in this SET state, even if S gets changed back to 0.

Let S get changed back to 0 at t = 6.

From t = 6 to t = 7:-



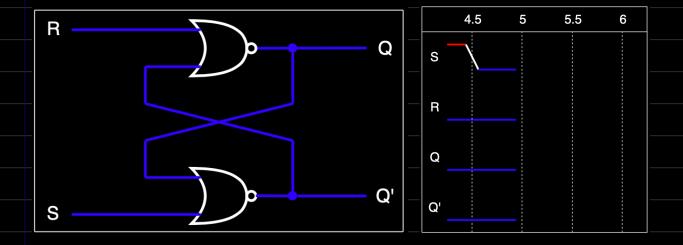
From t = 7 to t = 8 :-



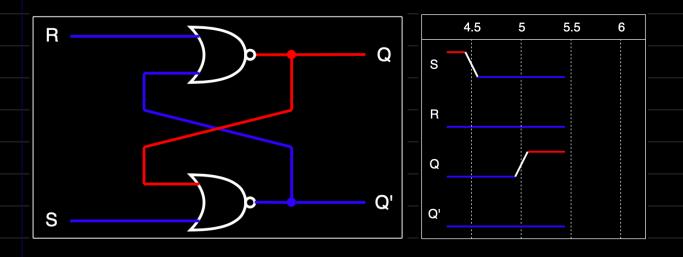
Hence, the latch will stay STABLE in this SET state, as long as S was maintained at 1 for a LONG ENOUGH time, i.e. if S gets changed back to 0 AFTER t=5, then the latch will result in a STABLE SET state.

Now, let S get changed back to 0 at t = 4.5, instead of at t = 6.

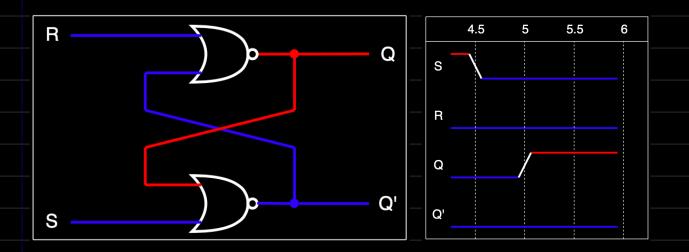
From t = 4.5 to t = 5:-



From t = 5 to t = 5.5:-



From t = 5.5 to t = 6:-



| From t = 6 to t = 6.5 :- |
|--------------------------|
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |
|                          |