

(\*) Building an 8-bit Breadboard Computer

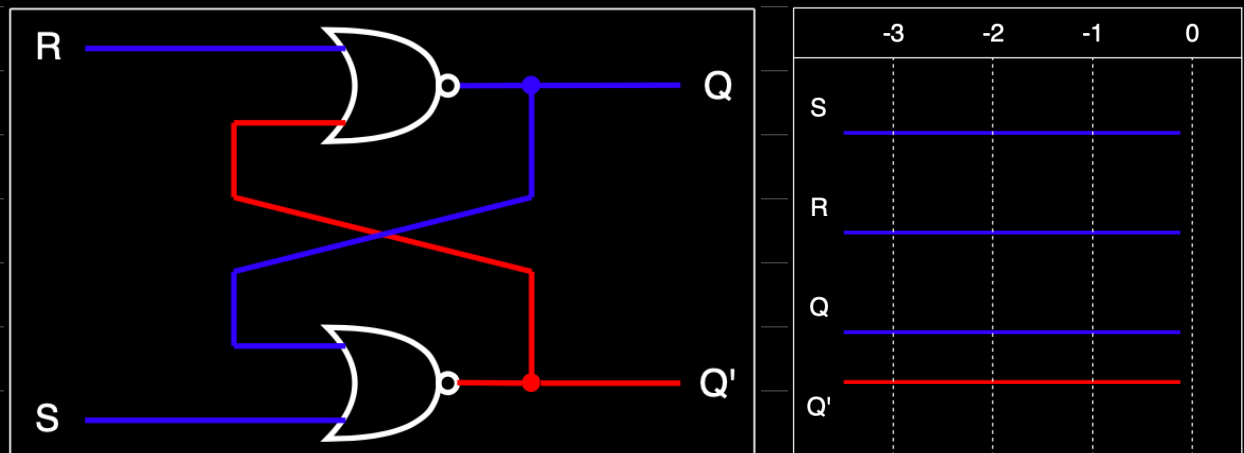
by Ben Eater

(<https://youtube.com/playlist?list=PLowKtXNTBypGqImE405J2565dvjafg1HU>)

^ SR Latch

(<https://youtu.be/KM0DdEaY5sY>)

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



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  $t = 0$  (in order for the latch to become SET).

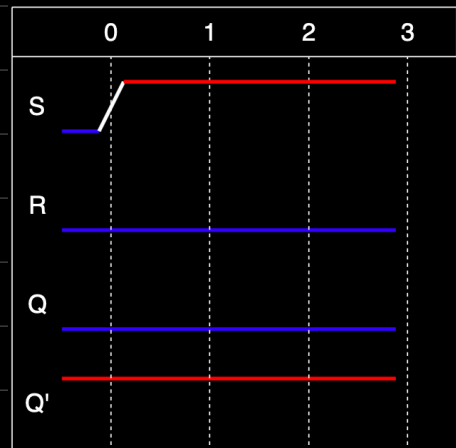
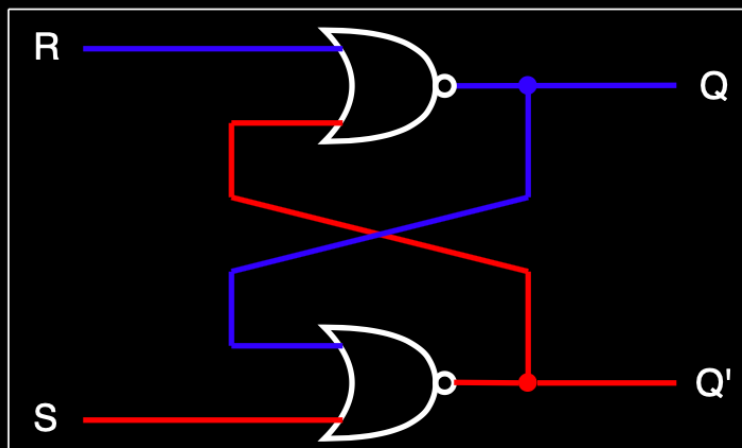
From  $t = 0$  to  $t = 1$  :-



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 the 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 the 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  $t = 4$ , instead of at  $t = 6$ .

From  $t = 4$  to  $t = 5$  :-



From  $t = 5$  to  $t = 6$  :-



From  $t = 6$  to  $t = 7$  :-



From  $t = 7$  to  $t = 8$  :-



From  $t = 8$  to  $t = 9$  :-



From  $t = 9$  to  $t = 10$  :-



From  $t = 10$  to  $t = 11$  :-



From  $t = 11$  to  $t = 12$  :-



From  $t = 12$  to  $t = 13$  :-



The latch will keep oscillating like this FOREVER.

Previously, when the latch was being SET, it temporarily switched to an INVALID state, i.e.  $Q = Q' = 0$ , but then it became STABLE in the SET state.

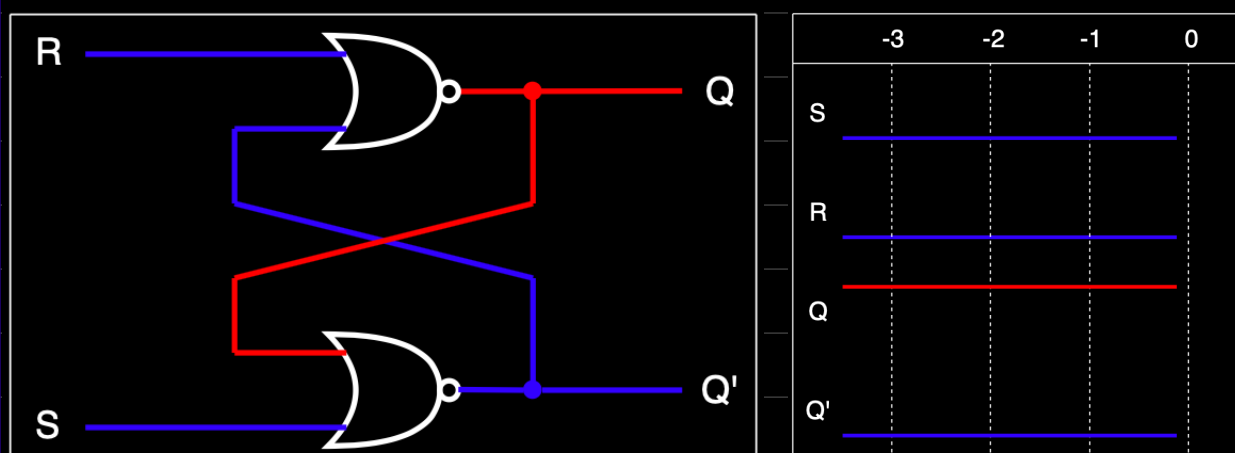
But, in this case, the latch will NEVER become STABLE in ANY state.

Therefore, if S is NOT maintained at 1 for a LONG ENOUGH time, then problems like this may occur.

It should be noted that the above analysis corresponds to an IDEAL version of logic gates. In real-world circuits, for EDGE cases like this, logic gates may NOT work as expected. For eg., even though ideally the latch should keep oscillating FOREVER, in real-world circuits, the latch MAY or MAY NOT keep oscillating due to the time it takes to turn on and off transistors, to charge internal capacitors, etc.

In any case, if used CORRECTLY, i.e. by keeping S/R high for a LONG ENOUGH time when setting/resetting the latch and by NOT keeping S & R high at the same time, then the latch will work AS EXPECTED in ideal as well as real-world circuits.

Now, Let the initial STABLE state be  $S = 0$ ,  $R = 0$ ,  $Q = 1$  and  $Q' = 0$  (SET).



Let R get changed to 1 at  $t = 0$  (in order for the latch to become CLEAR).



From  $t = 0$  to  $t = 1$  :-



From  $t = 1$  to  $t = 2$  :-



From  $t = 2$  to  $t = 3$  :-



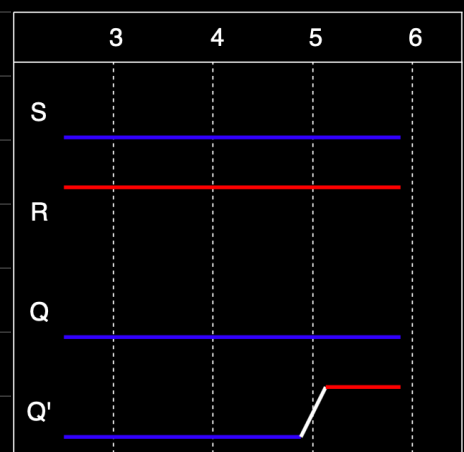
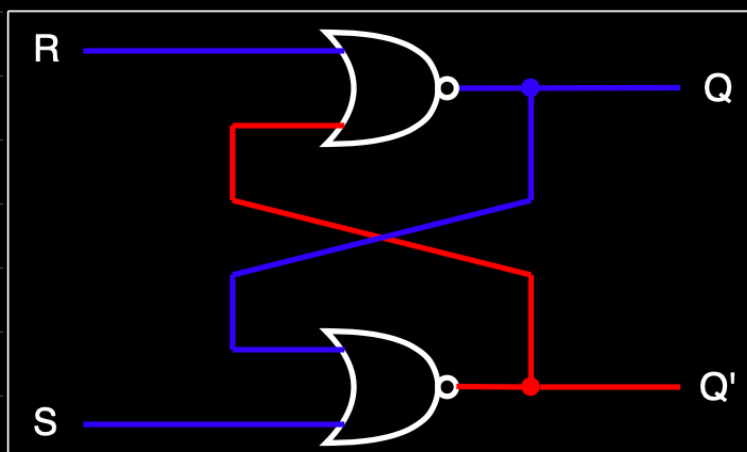
From  $t = 3$  to  $t = 4$  :-



From  $t = 4$  to  $t = 5$  :-



From  $t = 5$  to  $t = 6$  :-



Now, the latch will stay STABLE in the CLEAR state, even if R gets changed back to 0, as long as R was maintained at 1 for a LONG ENOUGH time, i.e. if R gets changed back to 0 AFTER  $t = 5$ , then the latch will result in a STABLE CLEAR state.

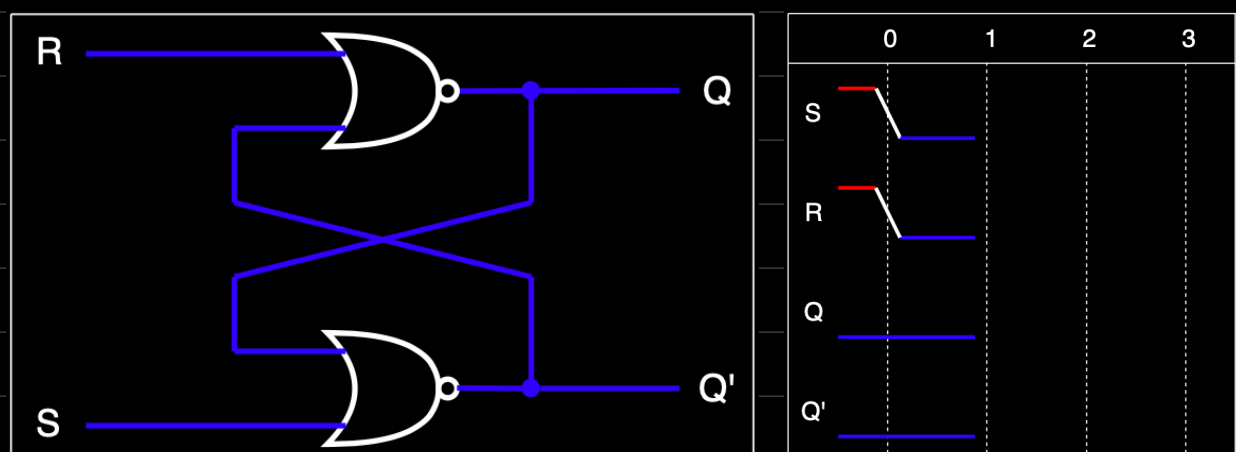
Therefore, if R is NOT maintained at 1 for a LONG ENOUGH time, then similar problems may occur like when S is NOT maintained at 1 for a LONG ENOUGH time when SETTING the latch.

Now, Let the initial STABLE state be  $S = 1$ ,  $R = 1$ ,  $Q = 0$  and  $Q' = 0$  (INVALID).



Let S & R both get changed to 0 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  $t = 5$  :-



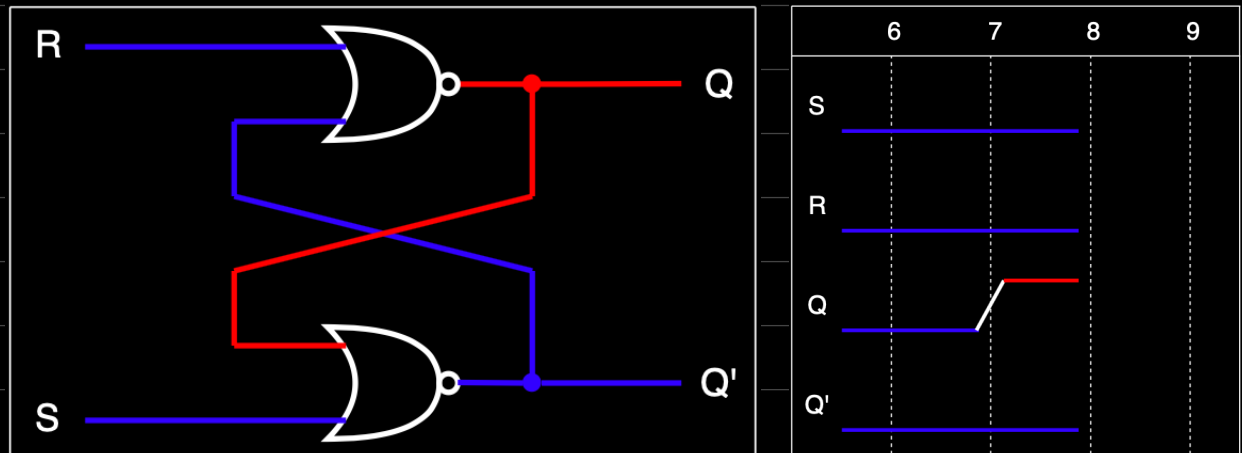
From  $t = 5$  to  $t = 6$  :-



From  $t = 6$  to  $t = 7$  :-



From  $t = 7$  to  $t = 8$  :-



The latch will keep oscillating like this FOREVER.

Therefore, if S and R both get changed to 0 after the latch is STABLE in the INVALID state of  $S = 1, R = 1, Q = 0$  and  $Q' = 0$ , then problems like this may occur.

As stated previously, in real-world circuits, the latch MAY or MAY NOT keep oscillating.

In any case, the state of  $S = 1, R = 1, Q = 0$  and  $Q' = 0$  should be AVOIDED in ideal as well as real-world circuits.

It should be noted that if the initial STABLE state is  $S = 0, R = 0, Q = 1$  and  $Q' = 0$  (SET), and if S gets changed to 1, then the latch will REMAIN in the SET state.

Similarly, if the initial STABLE state is  $S = 0, R = 0, Q = 0$  and  $Q' = 1$  (CLEAR), and if R gets changed to 1, then the latch will REMAIN in the CLEAR state.

To be answered later (?) -

After a stable state of  $S = 0$ ,  $R = 0$ ,  $Q = 1/0$  and  $Q' = 0/1$ , if  $S$  &  $R$  both get changed to 1 and then back to 0 without waiting for long enough time, then what happens?

After a stable state of  $S = 1$ ,  $R = 1$ ,  $Q = 0$  and  $Q' = 0$ , if only  $S/R$  gets changed to 0, then what happens? Also, if the other input gets changed to 0 as well without waiting for a long enough time, then what happens?

Etc.

^	D flip-flop
	( <a href="https://youtu.be/YW-_GkUguMM">https://youtu.be/YW-_GkUguMM</a> )
	Ben uses the RESISTOR-CAPACITOR method for EDGE-TRIGGERING.
	However, the ICs that he uses for D flip-flops are based on the undermentioned method for EDGE-TRIGGERING.
	Let the PROPAGATION delay of every NAND gate be 1 unit, and the DURATION of a CLOCK CYCLE be 20 units, with the clock staying at HIGH & LOW for 10 units each.
	In real-world circuits, the duration of a clock cycle is MUCH MORE than this, because the circuits are quite LARGE and the clock cycle duration is decided such that the ENTIRE circuit becomes STABLE BEFORE the clock transitions from low/high to high/low.
	The SETUP time (i.e. the DURATION for which D must be CONSTANT while CP is at 0 IMMEDIATELY BEFORE CP gets changed from 0 to 1) is _ seconds.
	The HOLD time (i.e. the DURATION for which D must be CONSTANT while CP is at 1 IMMEDIATELY AFTER CP got changed from 0 to 1) is _ seconds.
	The SETUP time and the HOLD time were calculated AFTER understanding the undermentioned transitions.
	Let the initial STABLE state be CP = 0, D = 0, Q = 0 and Q' = 1 (CLEAR), and let the NEXT data to be stored be 0, then 1, then 1, then 0.
	Let the next data to be stored arrive at the D input 7 seconds AFTER CP gets changed to 1, which is more than the required HOLD time.
	Also, since the new D will remain constant for ... time,, so setup time is taken care of as well... . ...fmkljfd
	Let CP get changed to 1 at t = 0 (in order for the latch to remain CLEAR).