Introduction to Digital Systems
Part III (Sequential Components)
2024/2025

Sequential Logic Fundamentals
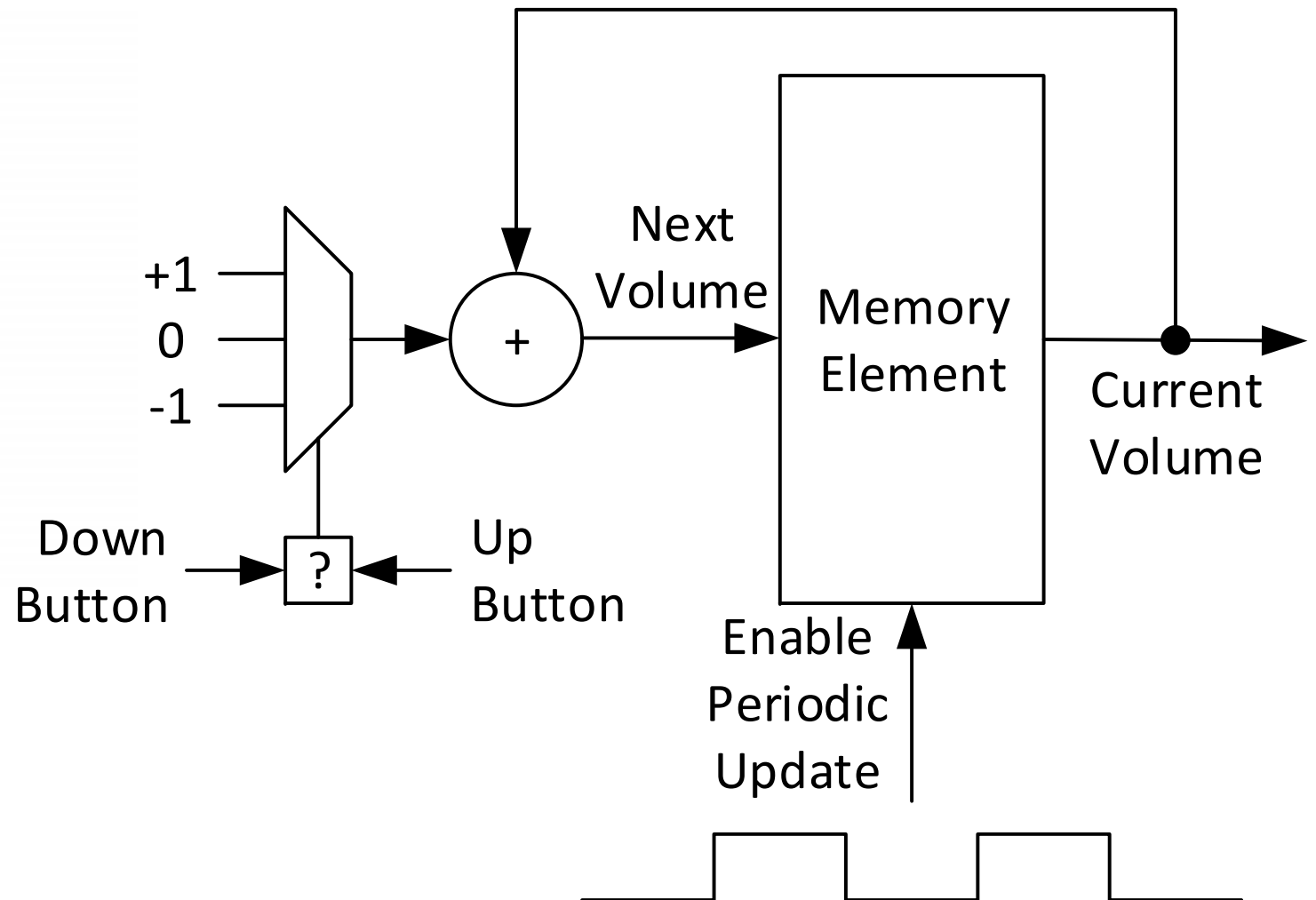## and Basic Circuits

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Lecture Contents

- Sequential logic circuits fundamentals
  - Motivation and concepts
- Sequential logic basic circuits (memory elements built with ordinary gates and feedback loops)
  - S-R Latch
  - D Latch
  - D Flip-flop

Figures and most content extracted from: John F. Wakerly, "Digital Design – Principles and Practices", 4 ed., Pearson – Prentice Hall, 2006 (chapter 7). Reading chapter 7 (4th ed.) or chapter 10 (5th ed.) is highly recommended.

Sequential Circuit Example

+1
0
-1

Down
Button

?

Up
Button

Next
Volume

+

Memory
Element

Current
Volume

Enable
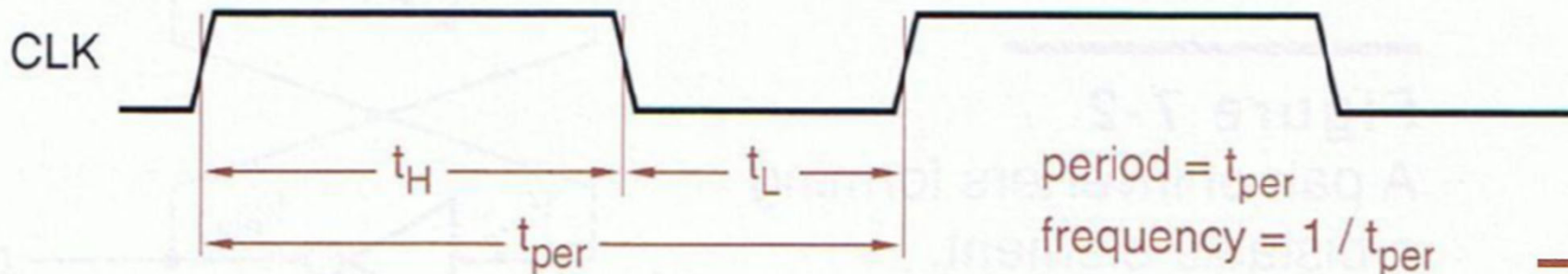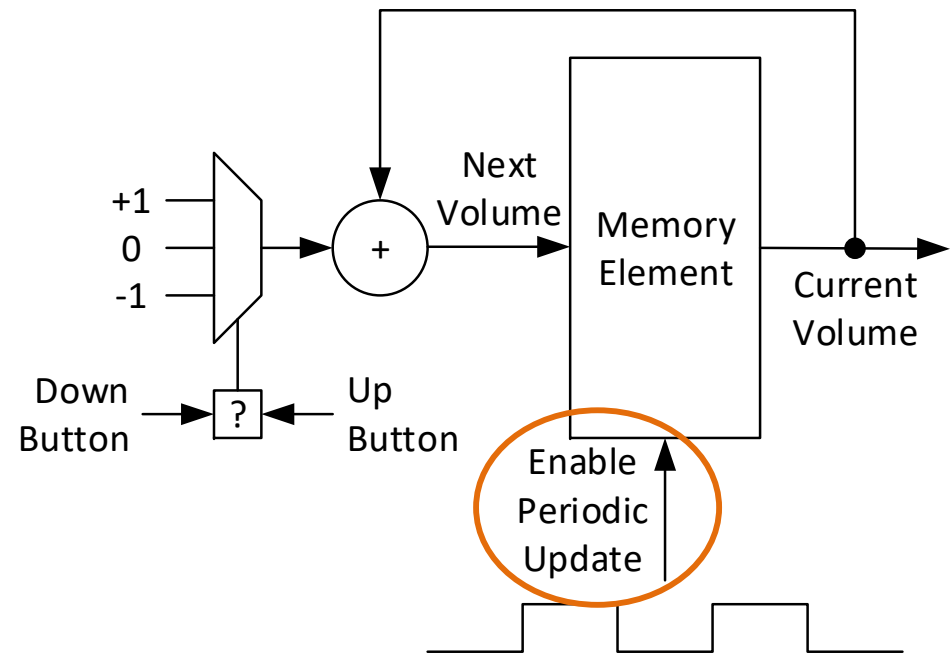Periodic
Update

Introduction

- **<u>Combinational</u>** logic circuit
  - Is one whose outputs depend only on its current inputs

- **<u>Sequential</u>** logic circuit
  - Is one whose outputs depend <u>not</u> only on its current inputs, but also on the past sequence of inputs, possibly far back in time

- **<u>State</u>** of a sequential circuit
  - Is a collection of state variables whose values at any one time contain all the information about the past, necessary to account for the circuit's future behavior

- N-bit state variable: 2^N maximum number of states

Clock Signals

- State changes of most sequential circuits occur at times specified by a free-running clock signal

- Active high / active low clock signals

Figure 7-1
Clock signals:

$$\text{period} = t_{per}$$
$$\text{frequency} = 1 / t_{per}$$
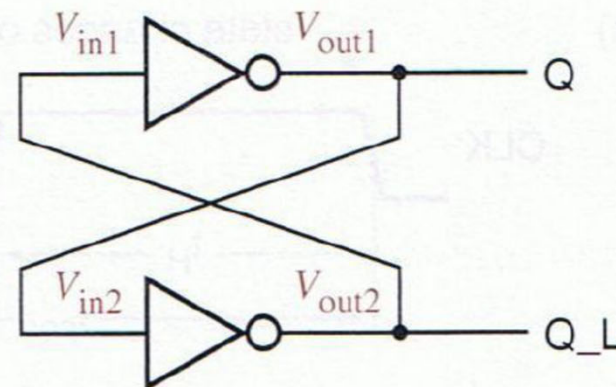$$\text{duty cycle} = t_H / t_{per}$$

Bistable Element (Basic Structure)

- No inputs and therefore no way of controlling or changing its state (random set at power up)

- Only illustrative but serves the basis for more complex and useful memory elements
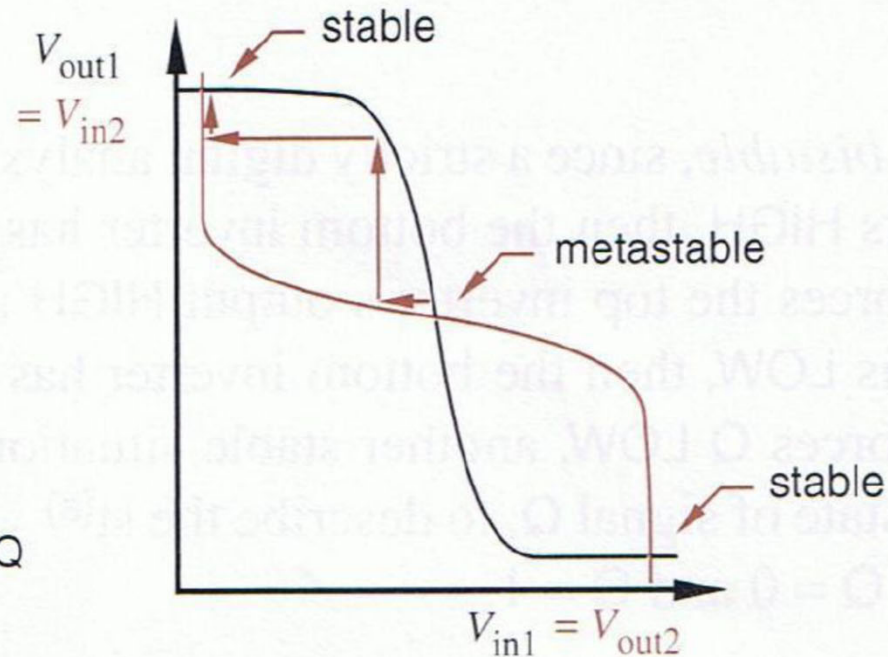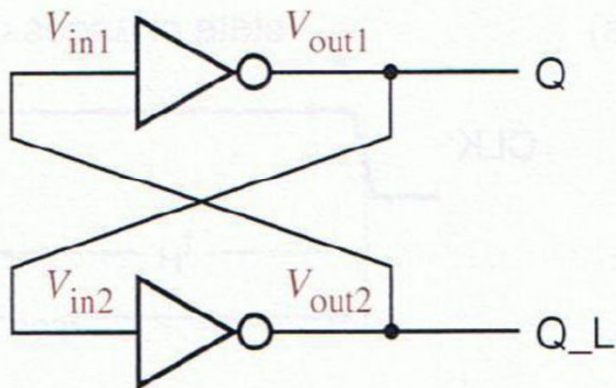
Figure 7-2
A pair of inverters forming a bistable element.

Bistable Element (Analog Analysis)

Figure 7-3
Transfer functions for inverters in a bistable feedback loop.

Transfer function:
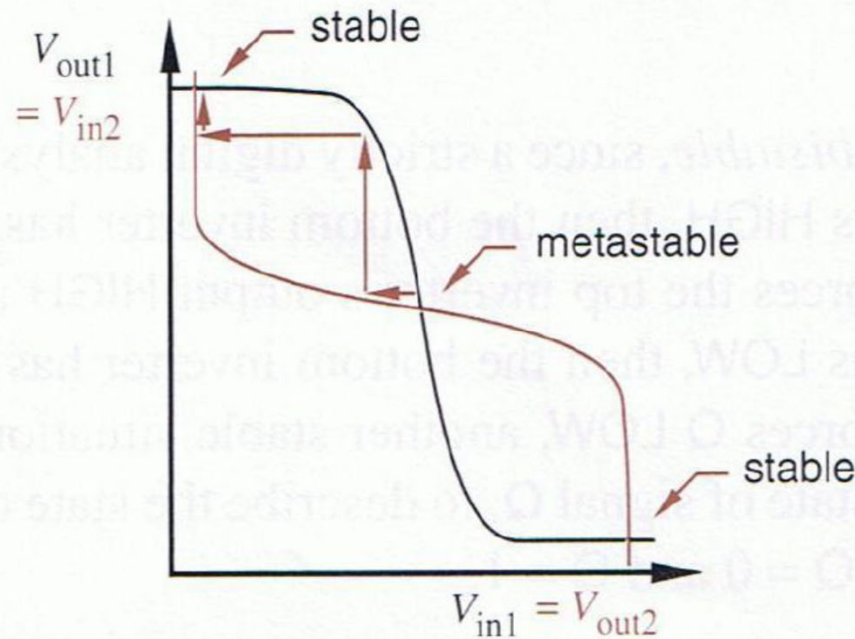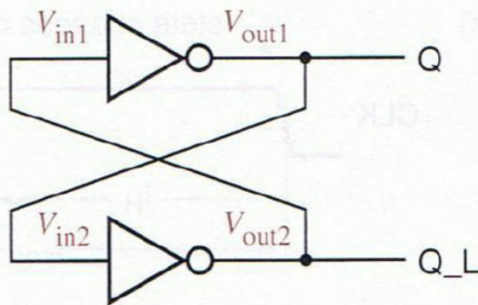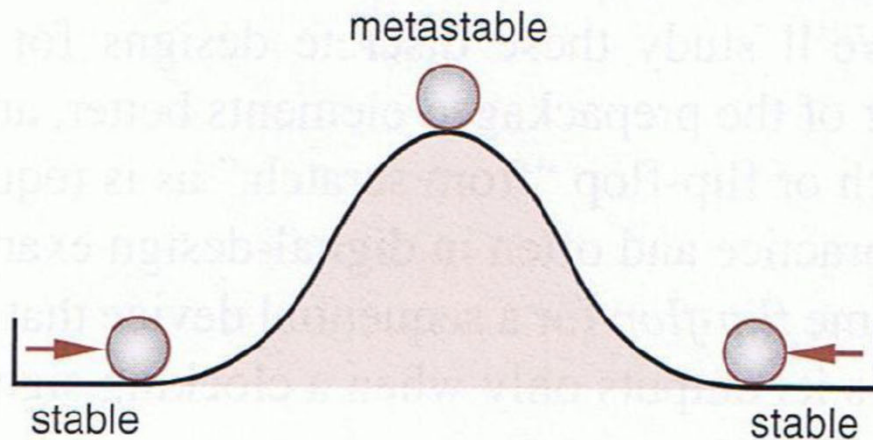
$$V_{out1} = T(V_{in1})$$

$$V_{out2} = T(V_{in2})$$

$$
\begin{aligned}
V_{in1} &= V_{out2} \\
&= T(V_{in2}) \\
&= T(V_{out1}) \\
&= T(T(V_{in1}))
\end{aligned}
$$

3 equilibrium points: 2 stable and 1 metastable

Metastability

Figure 7-3
Transfer functions for inverters in a bistable feedback loop.

V_{in1} V_{out1} Q

V_{in2} V_{out2} Q_L

$V_{out1} = V_{in2}$

stable

metastable

stable

$V_{in1} = V_{out2}$

Transfer function:

$V_{out1} = T(V_{in1})$

$V_{out2} = T(V_{in2})$

metastable

Figure 7-4
Ball and hill analogy for metastable behavior.

stable

stable

Effects of noise and circuit impairments on metastability

S-R Latch
(Structure and Function Table)
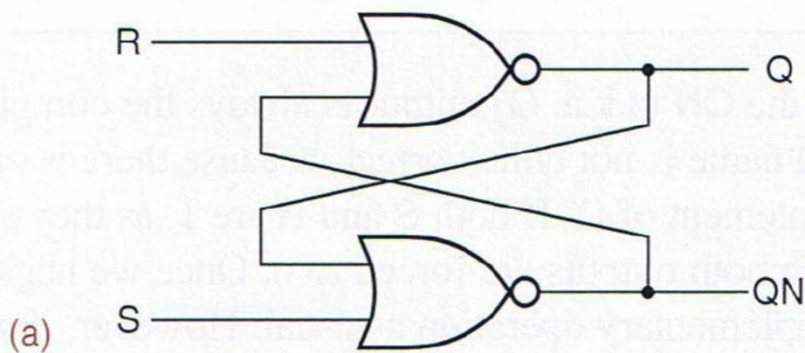
S	R	Q	QN
0	0	last Q	last QN
0	1	0	1
1	0	1	0
1	1	0	0

(a)   (b)

Figure 7-5
S-R latch: (a) circuit design using NOR gates; (b) function table.

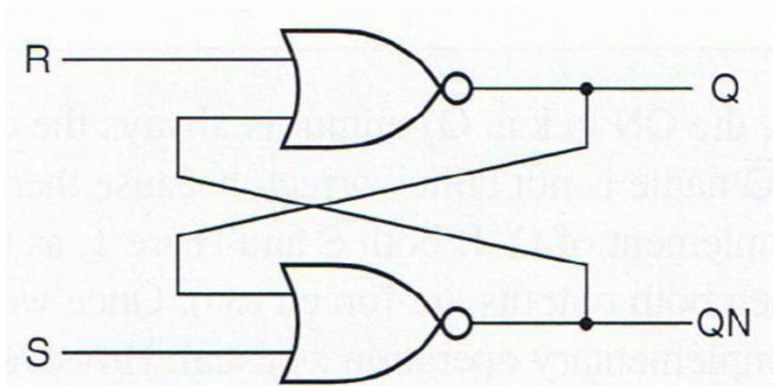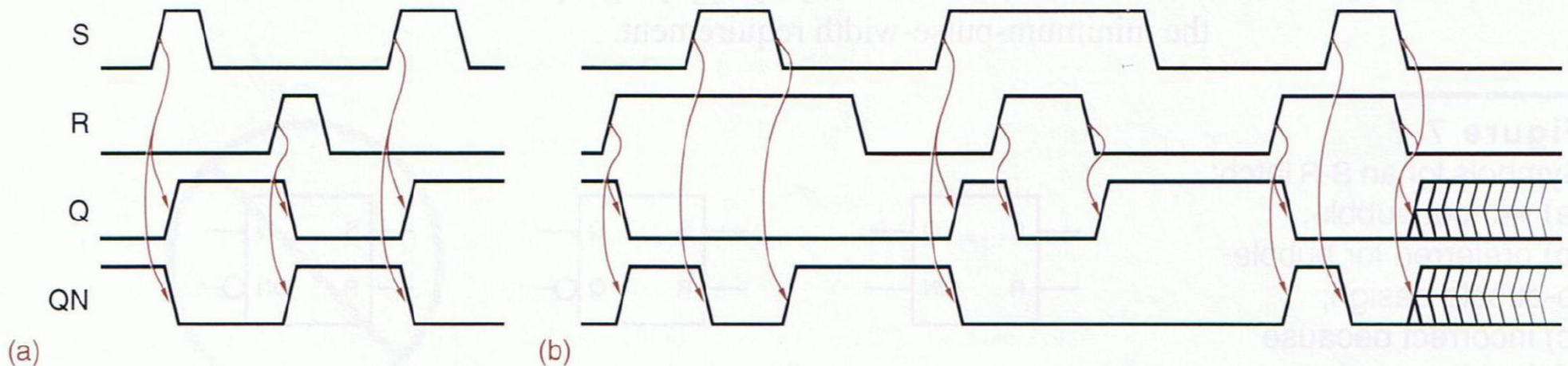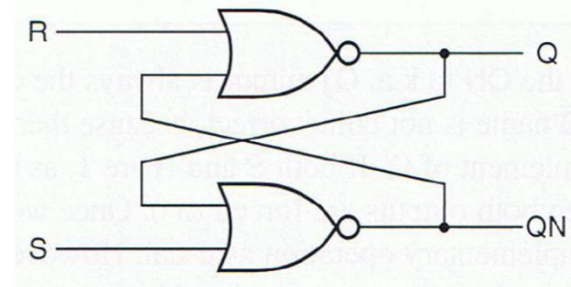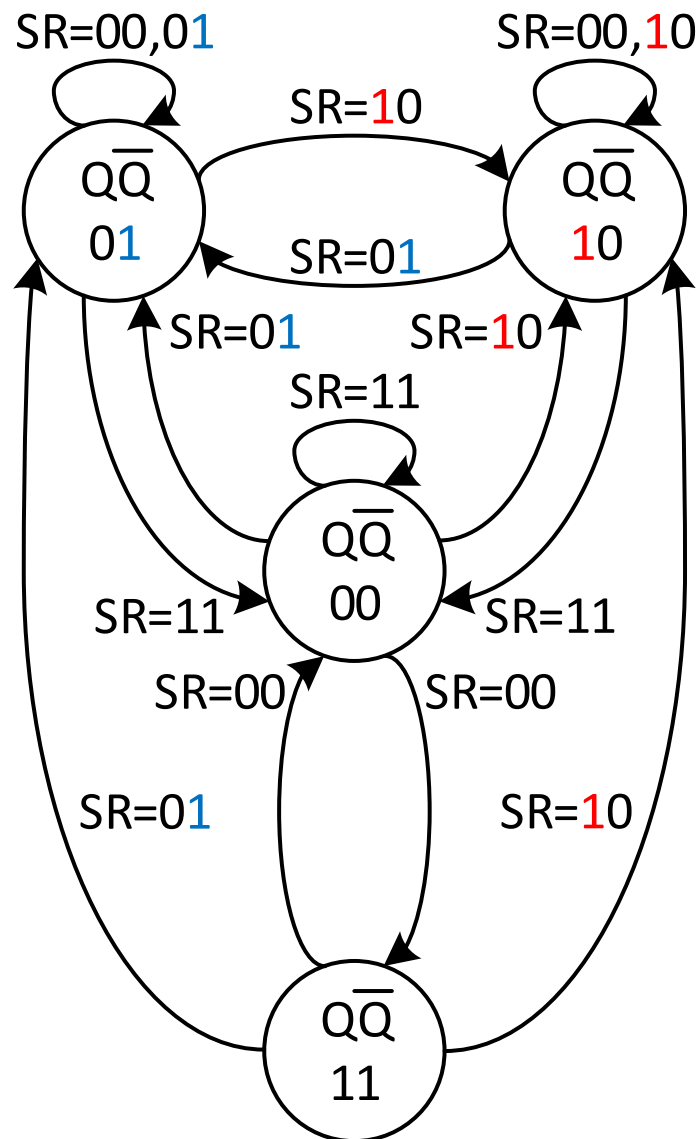# S-R Latch
(Operation/Timing Diagrams)

Figure 7-6 Typical operation of an S-R latch: (a) "normal" inputs; (b) S and R asserted simultaneously.

S-R Latch
(State Diagram)
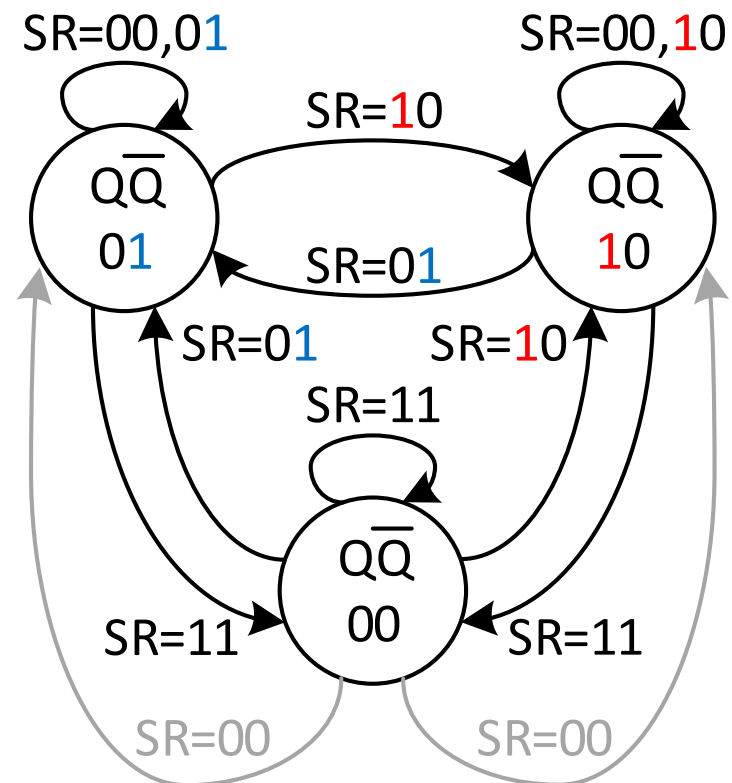
S-R Latch
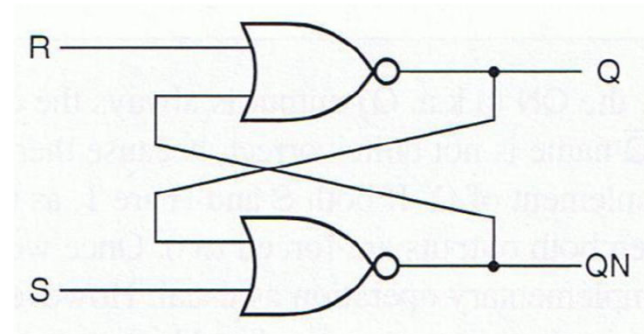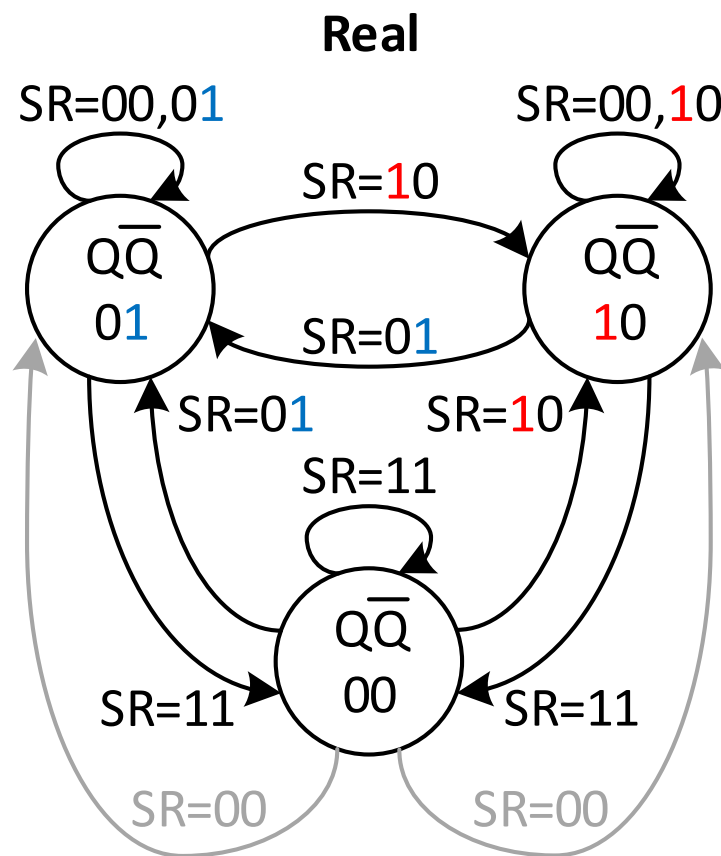# (Characteristic Equation)

Real

SR=00,01

SR=00,10

SR=10

$Q\overline{Q}$
01

$Q\overline{Q}$
10

SR=01

SR=01

SR=10

SR=11

$Q\overline{Q}$
00

SR=11

SR=11

SR=00

SR=00

	SR	00	01	11	10
Q					
0		0	0	X	1
1		1	0	X	1

R

Q

S

QN

$Q^{+}= S + Q.\overline{R}$
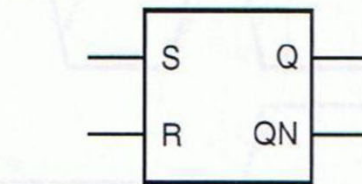
S-R Latch (Symbol)
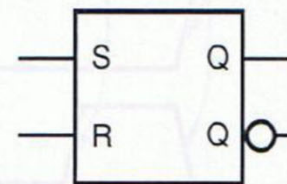
Figure 7-7
Symbols for an S-R latch:
(a) without bubble;
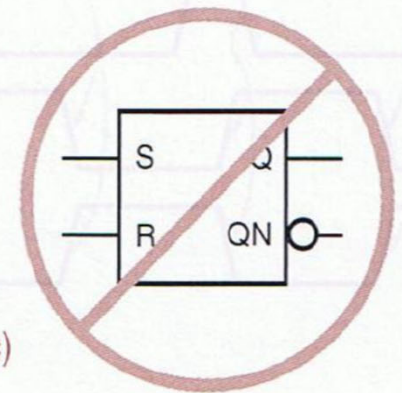(b) preferred for bubble-to-bubble design;
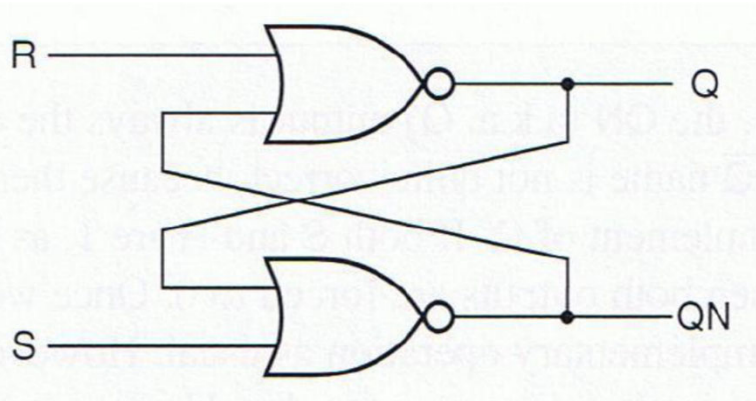(c) incorrect because of double negation.

(a)

(b)

(c)

S-R Latch (Timing Parameters)

- t_{pLH} – propagation time LOW-to-HIGH
- t_{pHL} – propagation time HIGH-to-LOW
- $T_{pw(min)}$ – minimum pulse width

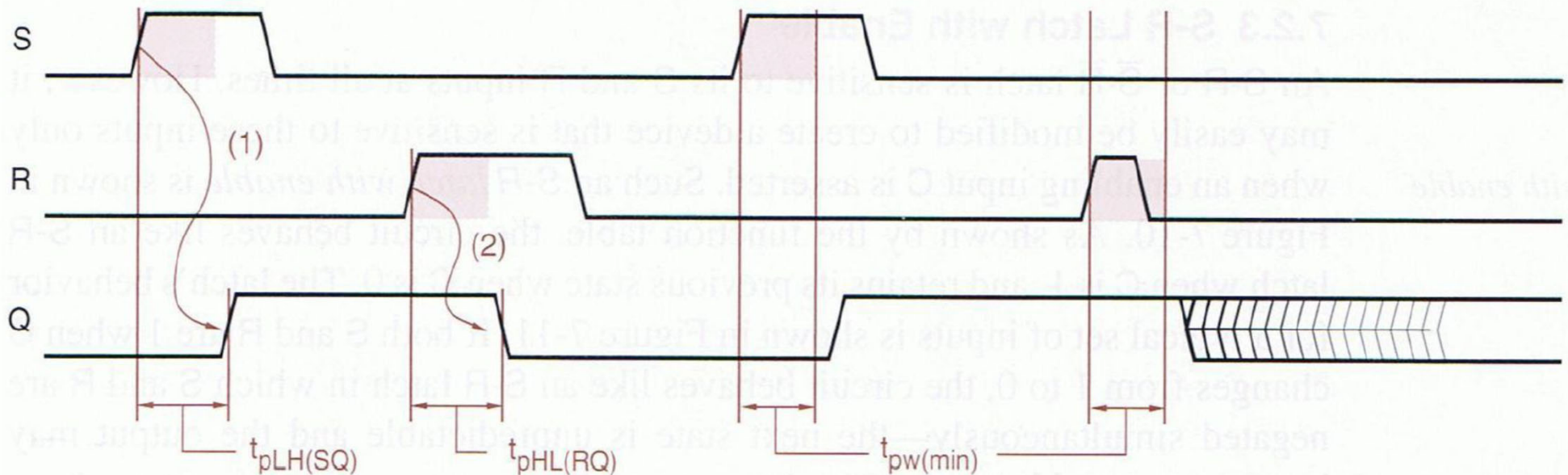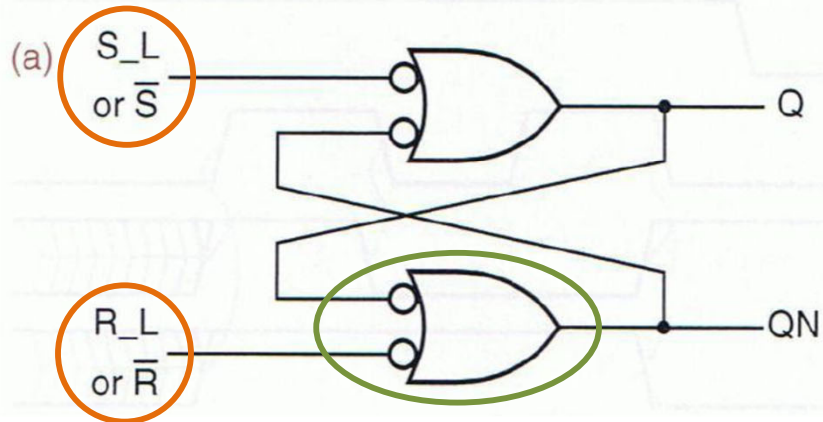Non-determinism/metastability due to violation of $T_{pw(min)}$

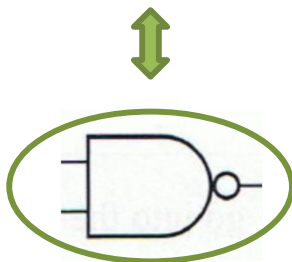**Figure 7-8** Timing parameters for an S-R latch.
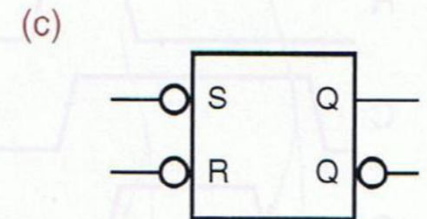
S-R Latch (with NAND Gates)

Figure 7-9 $\overline{S}$-$\overline{R}$ latch: (a) circuit design using NAND gates; (b) function table; (c) logic symbol.

(a) S_L or $\overline{S}$

R_L or $\overline{R}$

Q

QN

(b)

S_L	R_L	Q	QN
0	0	1	1
0	1	1	0
1	0	0	1
1	1	last Q	last QN

(c)

S   Q

R   Q

15

S-R Latch with Enable (C)
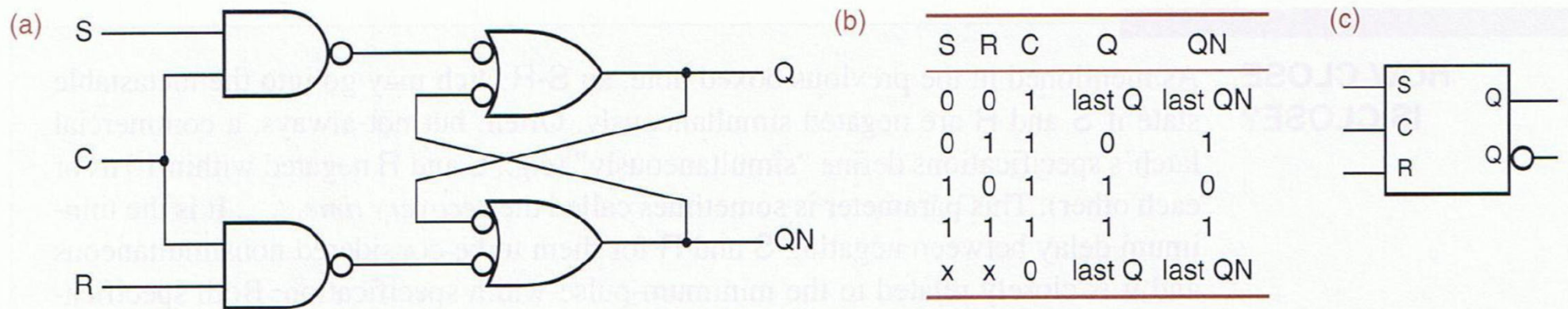
Figure 7-10 S-R latch with enable: (a) circuit using NAND gates; (b) function table; (c) logic symbol.

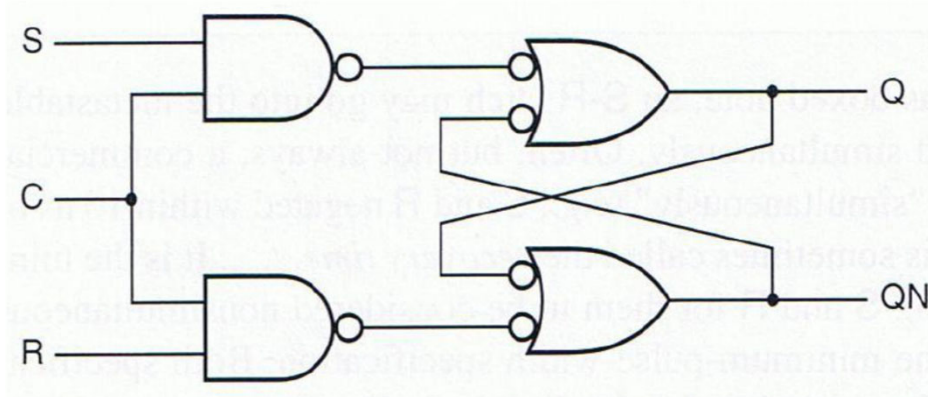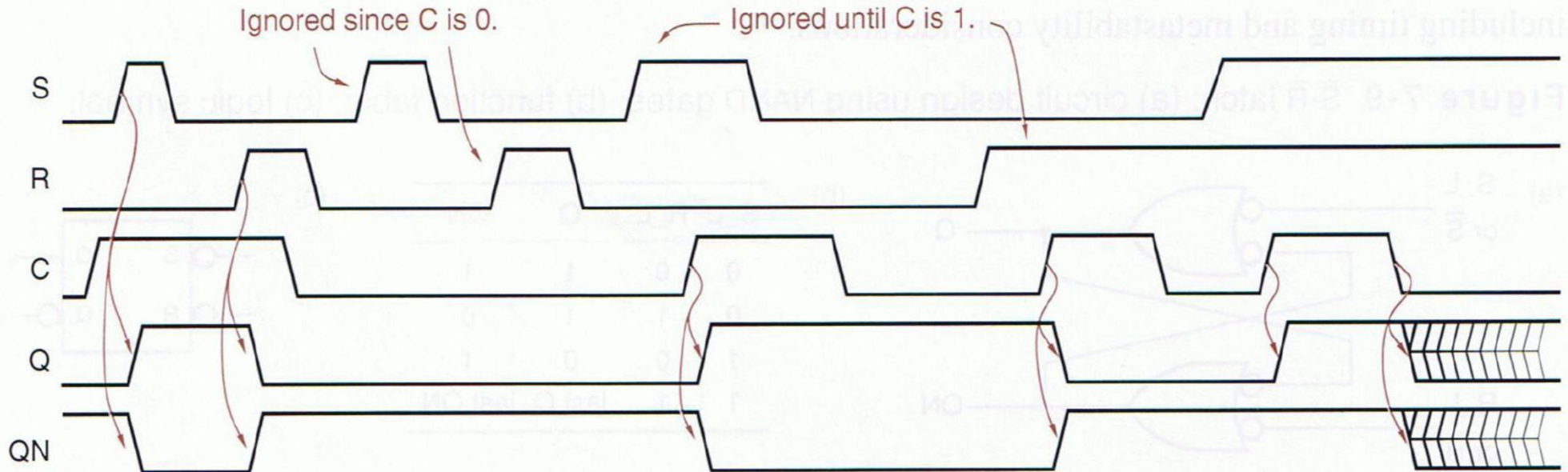| S	R	C	Q	QN
0	0	1	last Q	last QN
0	1	1	0	1
1	0	1	1	0
1	1	1	1	1
x	x	0	last Q	last QN

S-R Latch with Enable (Operation)

Figure 7-11 Typical operation of an S-R latch with enable.

D Latch (Structure and Operation)

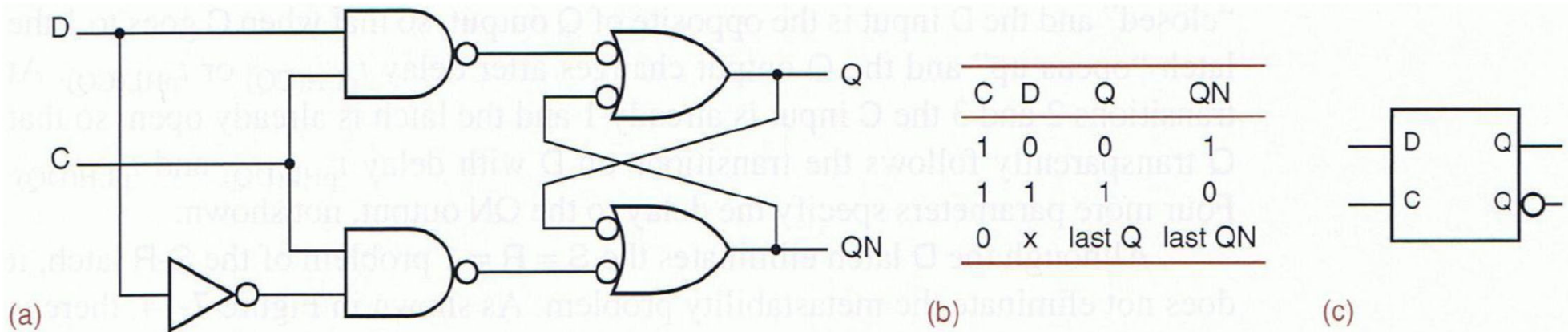| C	D	Q	QN
1	0	0	1
1	1	1	0
0	x	last Q	last QN

(a)   (b)   (c)

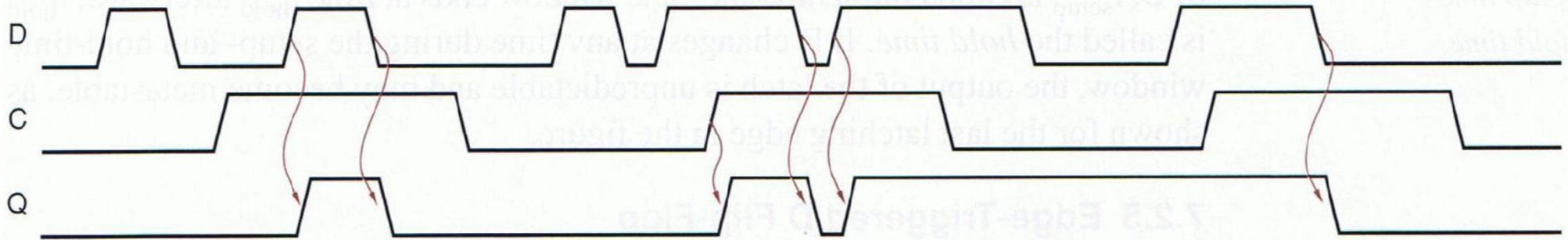**Figure 7-12** D latch: (a) circuit design using NAND gates; (b) function table; (c) logic symbol.

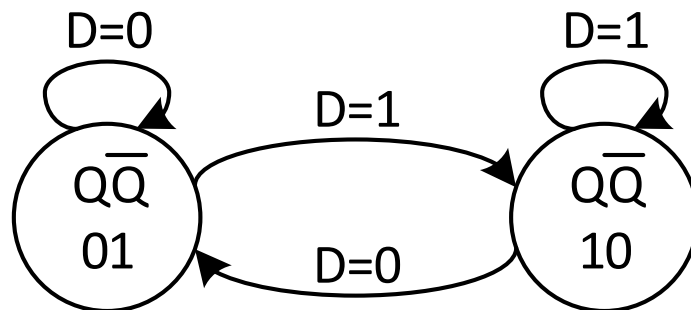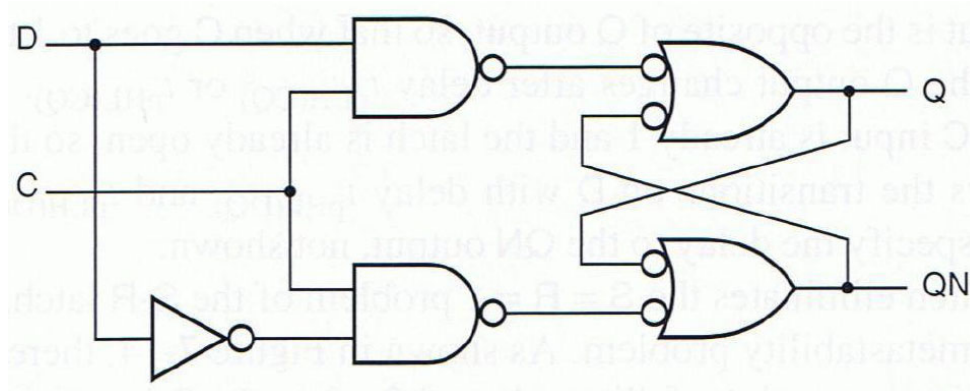**Figure 7-13** Functional behavior of a D latch for various inputs.

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D Latch
(State Diagram and Characteristic Equation)

D=0   D=1

$Q\overline{Q}$ 01   D=1 $Q\overline{Q}$ 10

D=0

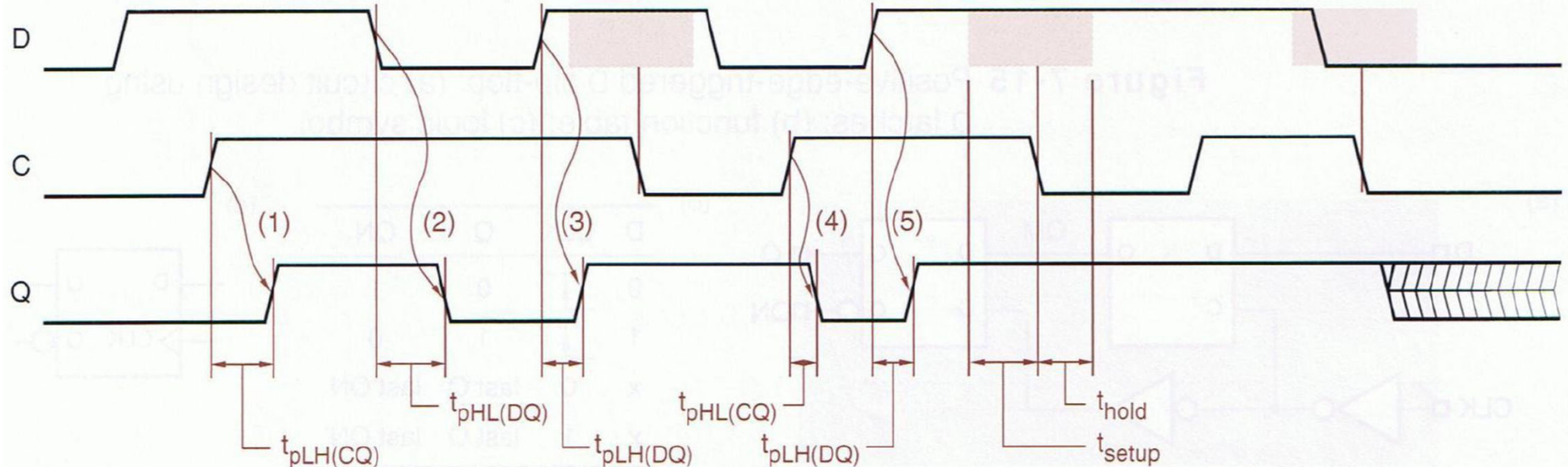| Q \ D	0	1
0	0	1
1	0	1

$Q^{+} = D$

D Latch (Timing Parameters)
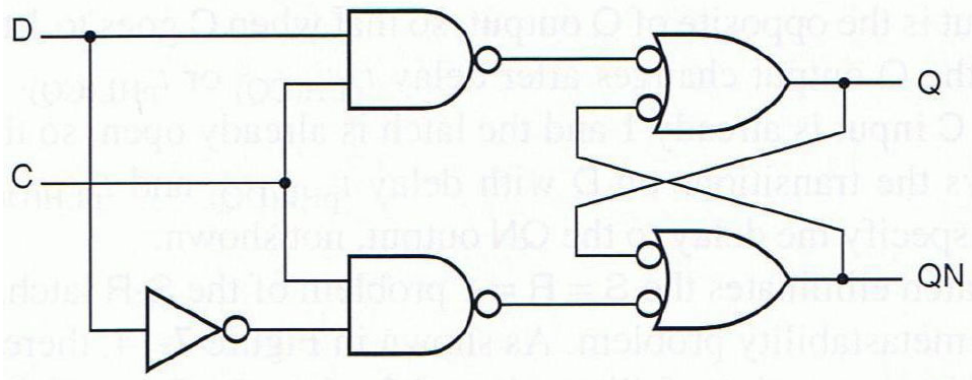
- t_{pLH} – propagation time LOW-to-HIGH
- t_{pHL} – propagation time HIGH-to-LOW
- t_{setup} – setup time
- t_{hold} – hold time

Non-determinism/metastability due to violation of t_{setup} and/or t_{hold}

Figure 7-14 Timing parameters for a D latch.

Application Example of an S-R Latch

Debounce mechanical switches
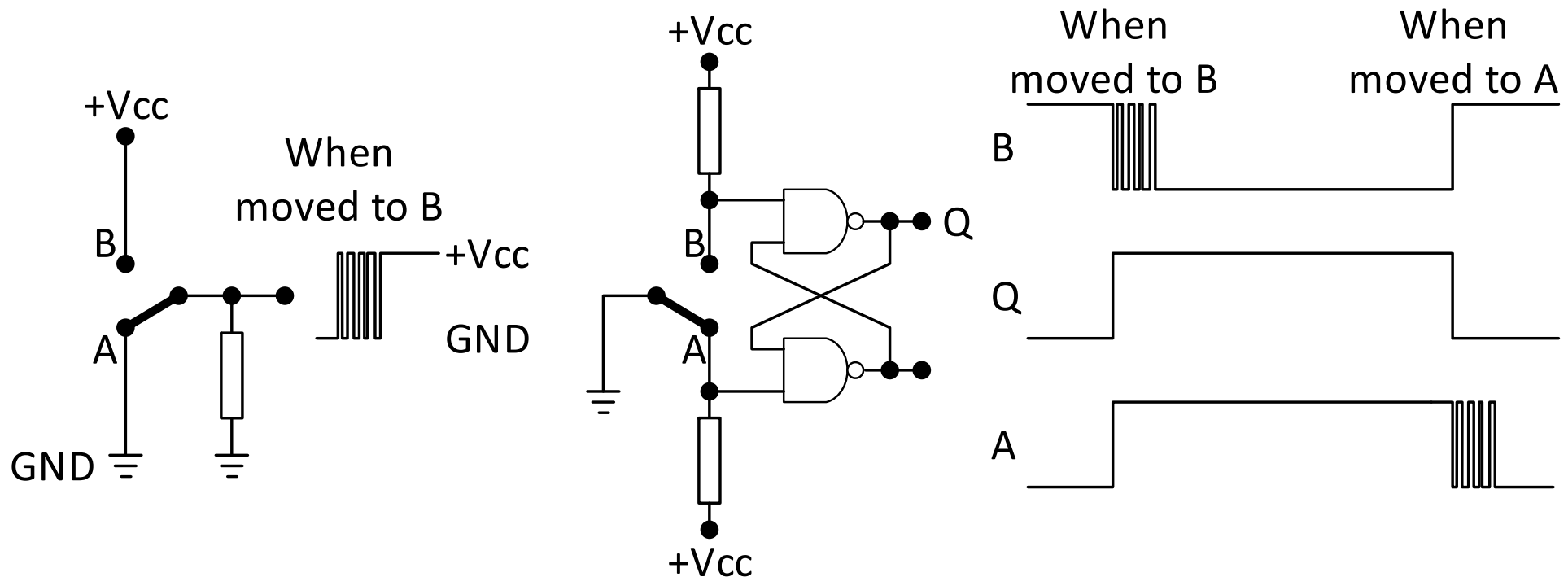
Latch Limitations/Issues

Next Volume

+1
0
-1

Down Button

Up Button

?

+

Next Volume

Latch Based Memory Element

Current Volume

Enable Update

Next Volume

Current Volume

D C Q

D C Q

D C Q

Uncontrolled (chaotic) updates dependent on circuit delays!

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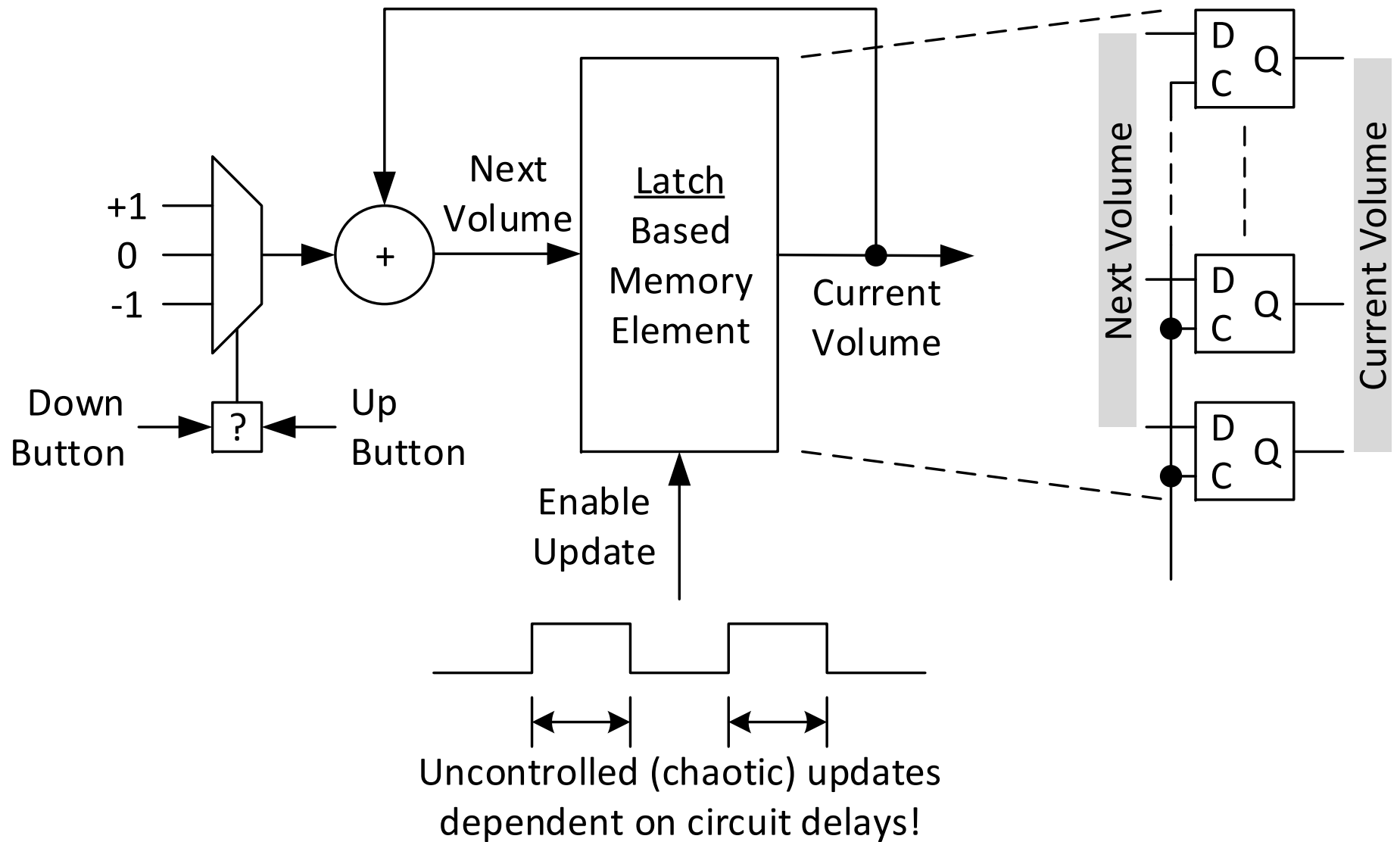
Possible Solution? Unfeasible!

+1
0
-1

Down Button

Up Button

?

Next Volume

+

Latch Based Memory Element

Current Volume

Enable Update

Very narrow enable pulses?
Very difficult to implement!

A Feasible Solution

+1
0
-1

Down Button

?

Up Button

+

Next Volume

Flip-flop Based Memory Element

Current Volume

(Periodic) Clock

Periodic updates triggered by one of the edges (rising or falling) of a clock signal
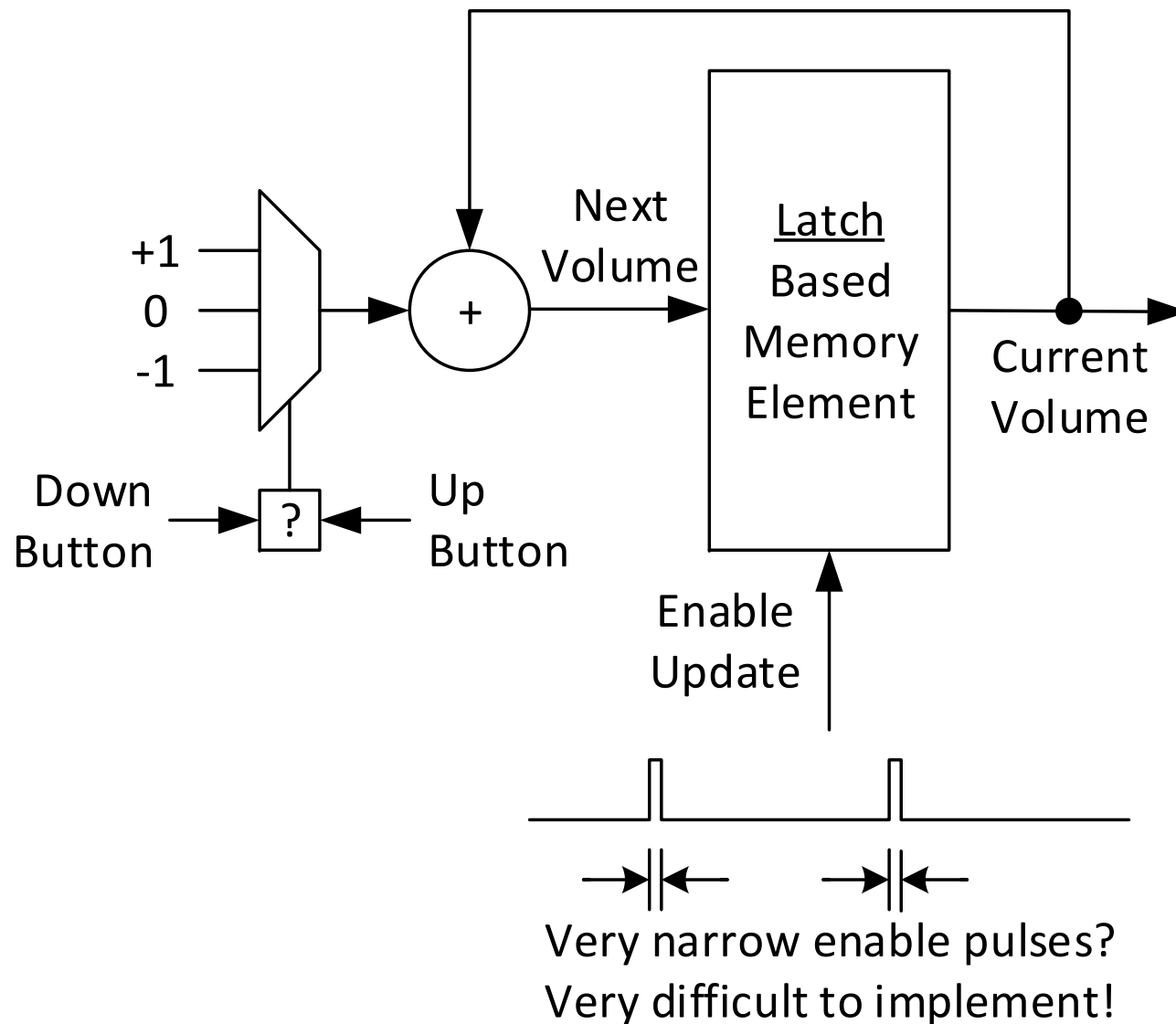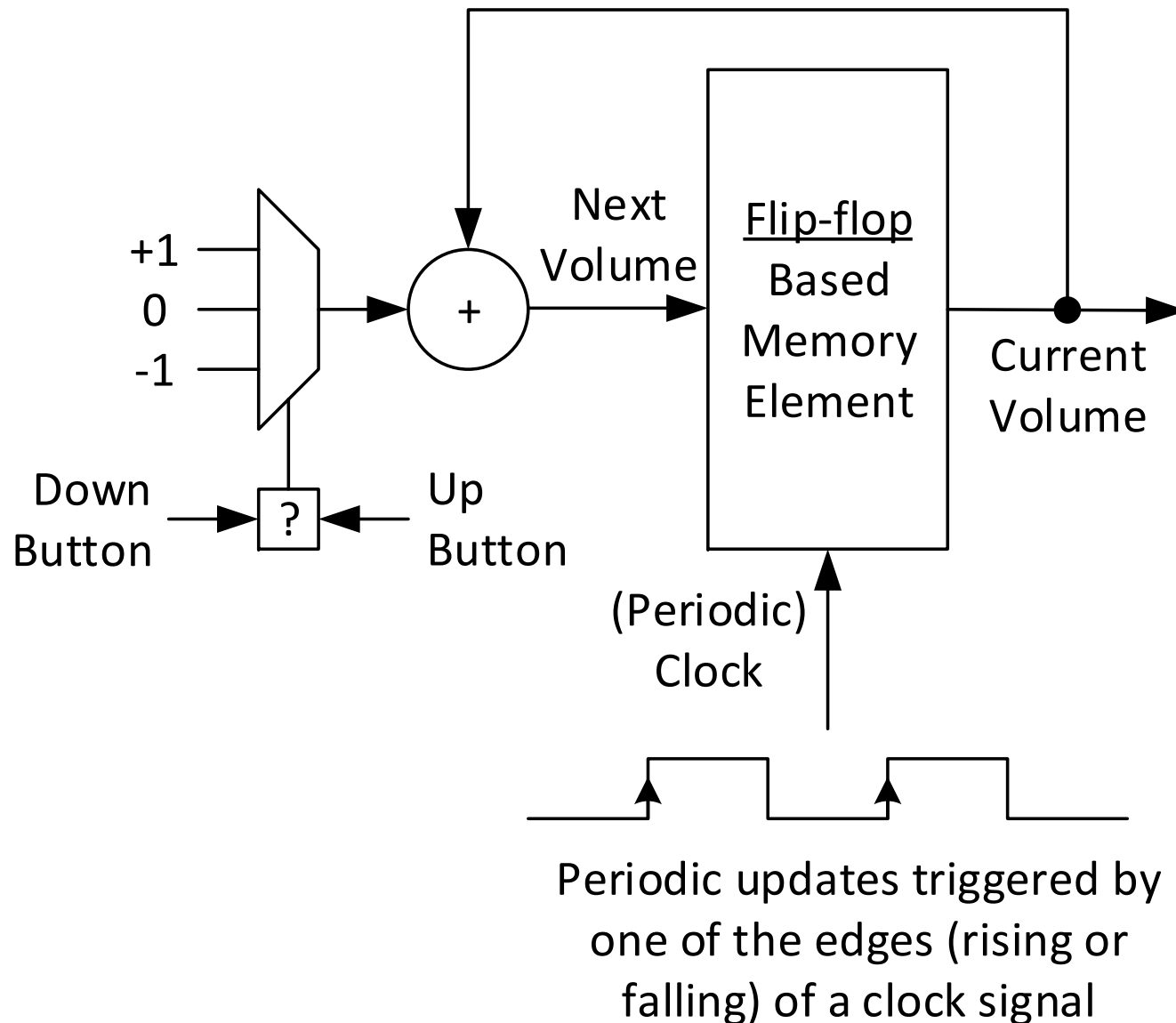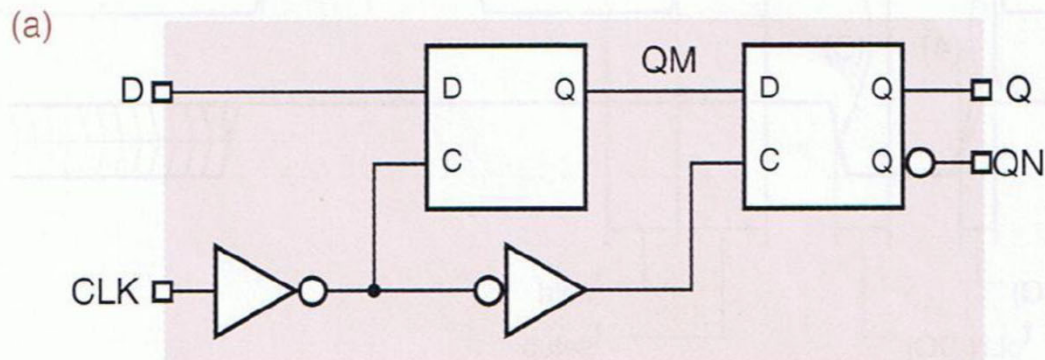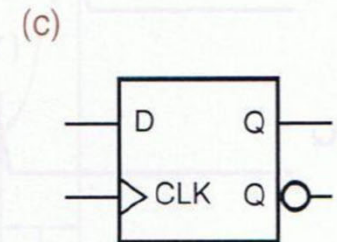
Positive-edge-triggered D Flip-flop

- Latches are not used frequently but are a building block for flip-flops

Figure 7-15 Positive-edge-triggered D flip-flop: (a) circuit design using D latches; (b) function table; (c) logic symbol.

Clock Signals (revisited)

(a) state changes occur here

CLK

t_H t_L

t_{per}

period = t_{per}
frequency = $1 / t_{per}$
duty cycle = t_H / t_{per}

(b) state changes occur here
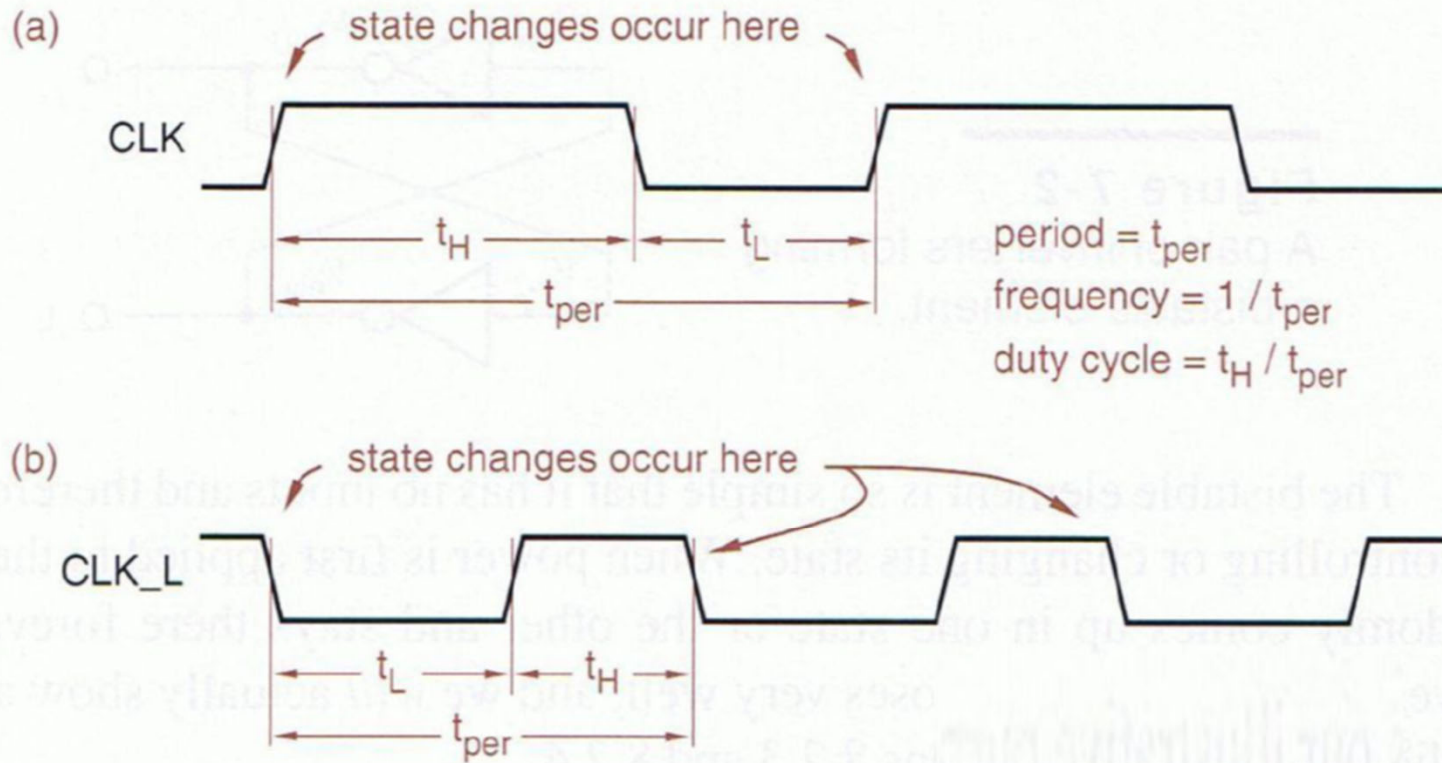
CLK_L

t_L t_H

t_{per}

Figure 7-1
Clock signals:
(a) active high;
(b) active low.

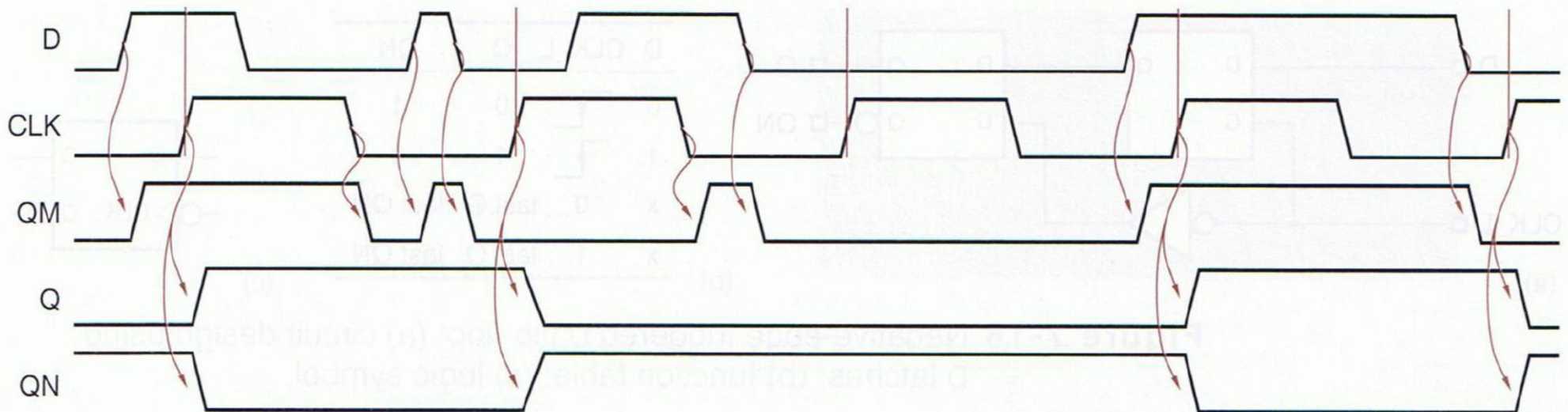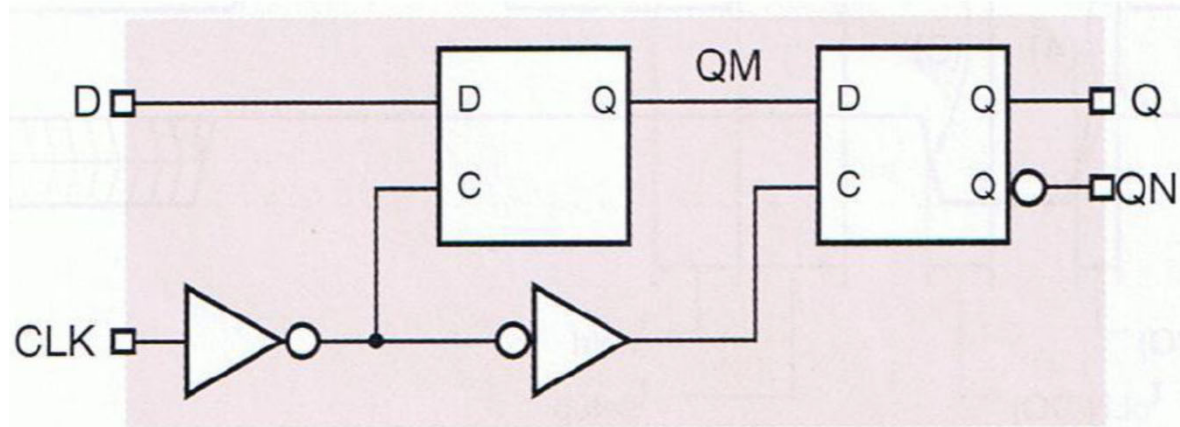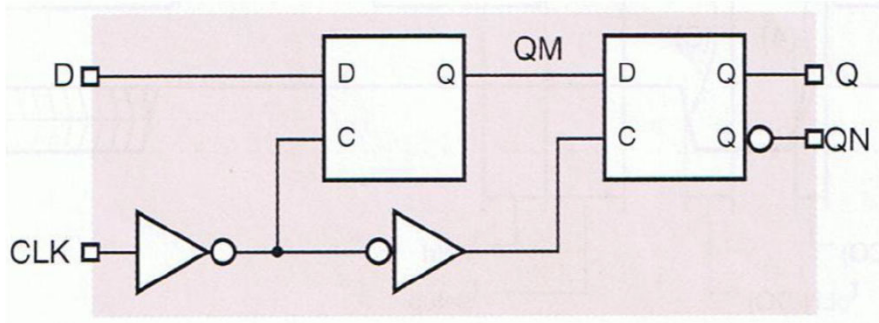# Positive-edge-triggered D Flip-flop (Functional Behavior / Operation)

**Figure 7-16** Functional behavior of a positive-edge-triggered D flip-flop.

Positive-edge-triggered D Flip-flop (Timing Behavior)

- t_{pLH} – propagation time LOW-to-HIGH
- t_{pHL} – propagation time HIGH-to-LOW
- t_{setup} – setup time
- t_{hold} – hold time

Non-determinism/metastability due to violation of t_{setup} and/or t_{hold}

Figure 7-17 Timing behavior of a positive-edge-triggered D flip-flop.
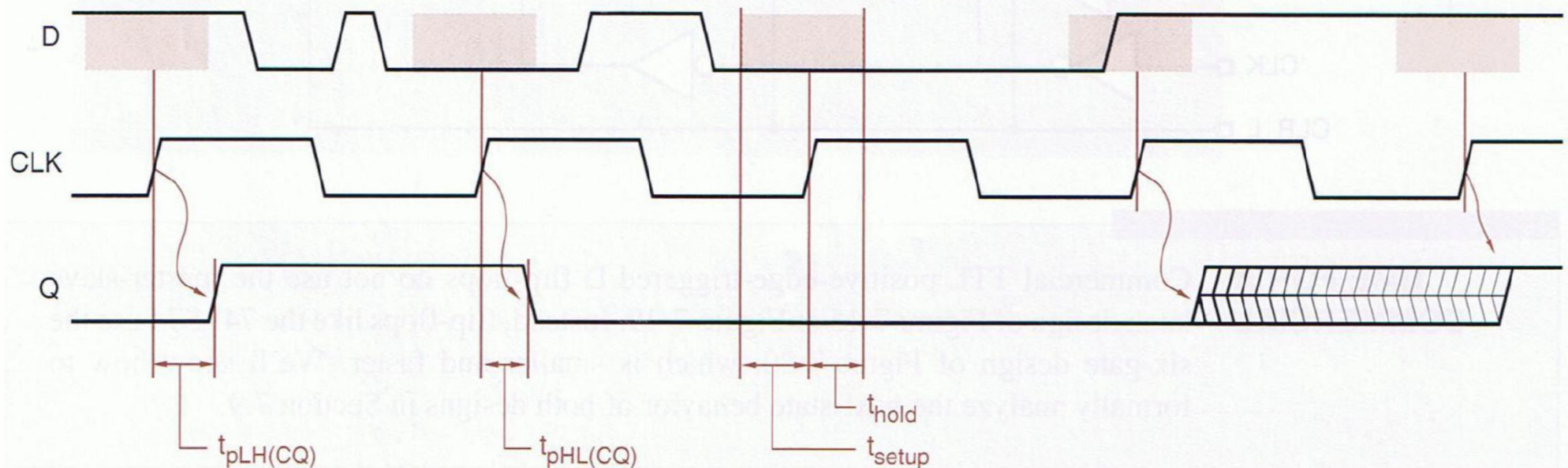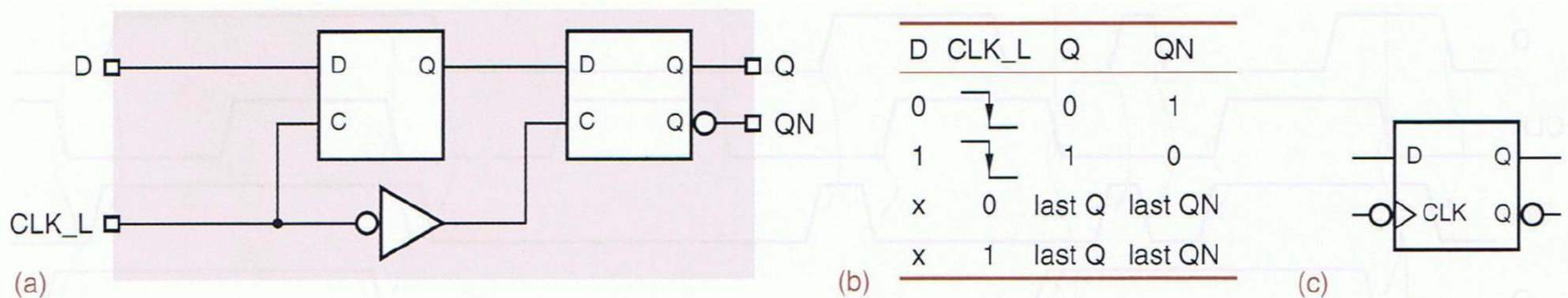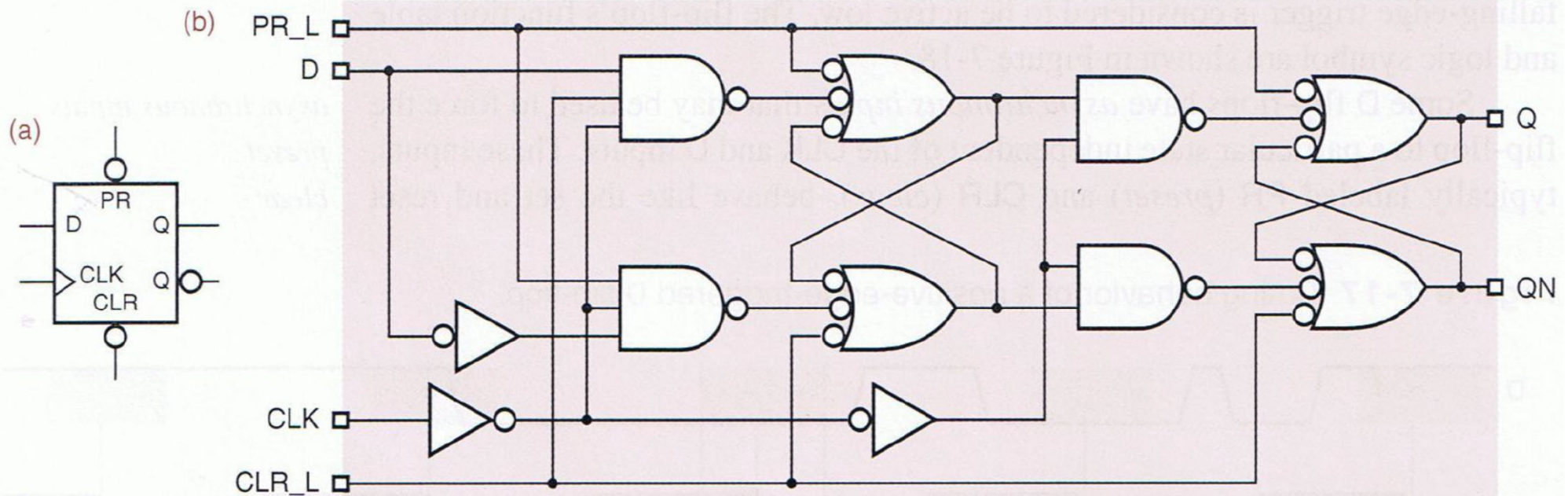
Negative-edge-triggered D Flip-flop

Figure 7-18 Negative-edge triggered D flip-flop: (a) circuit design using D latches; (b) function table; (c) logic symbol.

Positive-edge-triggered D Flip-flop with Preset and Clear

Figure 7-19 Positive-edge-triggered D flip-flop with preset and clear: (a) logic symbol; (b) circuit design using NAND gates.

Positive-edge-triggered D Flip-flop (7474 Commercial Integrated Circuit)
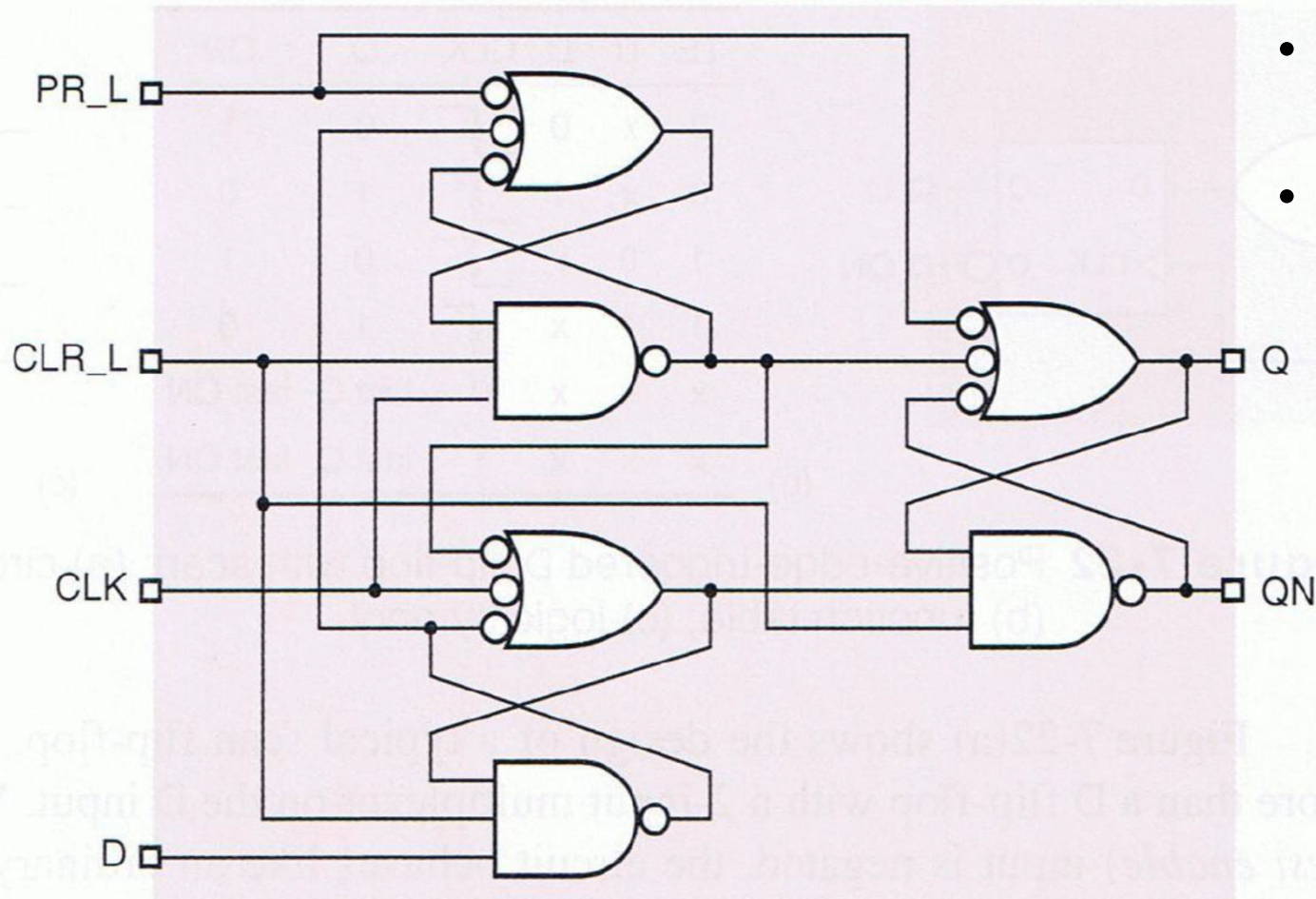
- 6 gates instead of 8 gates + inverters
- To be analyzed later…

Figure 7-20
Commercial circuit for a positive-edge-triggered D flip-flop such as 74LS74.

Positive-edge-triggered D Flip-flop with Enable

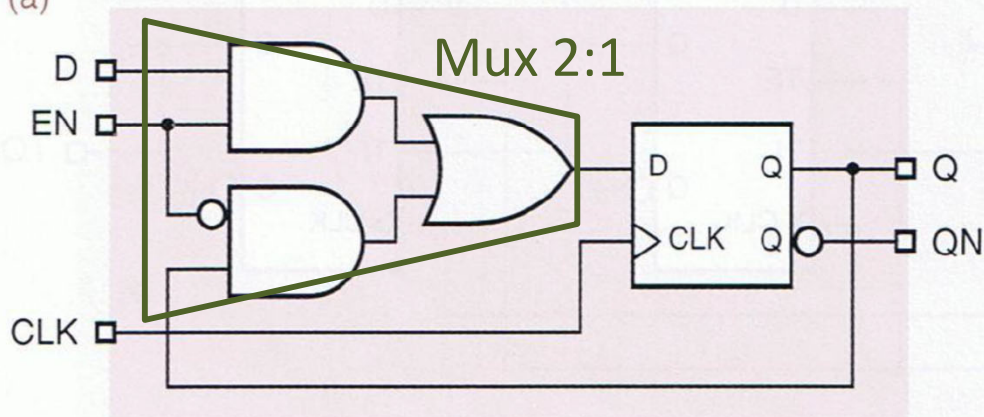**Figure 7-21** Positive-edge-triggered D flip-flop with enable: (a) circuit design; (b) function table; (c) logic symbol.
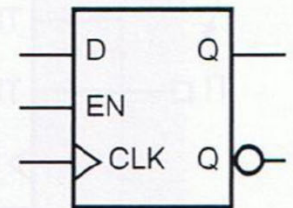
(a)

Mux 2:1

(b)

D	EN	CLK	Q	QN
0	1	⌐↑	0	1
1	1	⌐↑	1	0
x	0	↑	last Q	last QN
x	x	0	last Q	last QN
x	x	1	last Q	last QN

(c)

Exercise

- Design the complete logic diagram of the volume control system based on positive-edge-triggered D Flip-flops with enable (assume 16 levels of volume).

- Component budget
  - Flip-flops
  - Adder
  - Mux 2:1
  - Logic gates

Periodic updates triggered by one of the edges (rising or falling) of a clock signal

- From the usability point of view, what could be the clock frequency?
- How to force a predefined volume level (e.g. half scale) at power up?
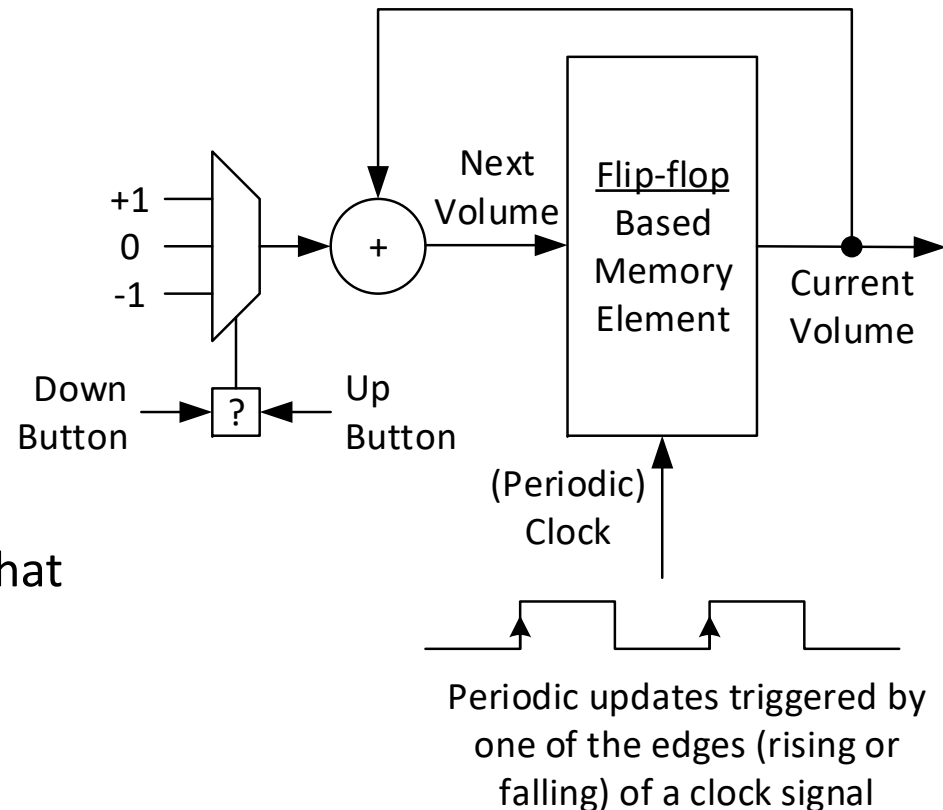
Conclusion

- At the end of this lecture and corresponding lab, it is fundamental to know and understand the structure, operation and timing behavior of basic sequential logic circuits (latches and flip-flops)
- Plan for the next lectures
  - Analysis of sequential circuits (Finite State Machines) and timing aspects
  - Synthesis of sequential circuits (Finite State Machines)
  - Standard sequential circuits
    - Registers and shift registers
    - Counters
  - Iterative vs. sequential circuits

Reading chapter 7 (4th ed.) or chapter 10 (5th ed.) of *John F. Wakerly, "Digital Design – Principles and Practices", Pearson – Prentice Hall*, is highly recommended.