

# CPE201

# Digital Design

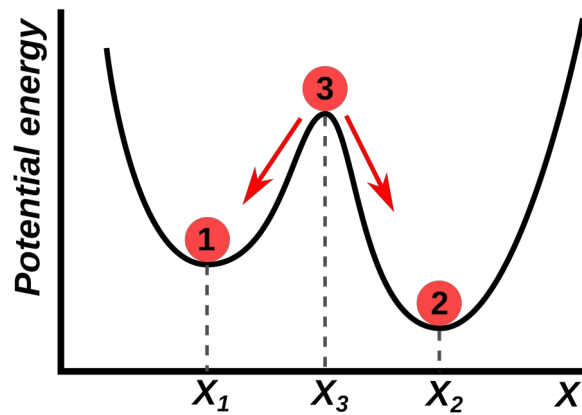
By Benjamin Haas

Class 17: Latches and Troubleshooting 2



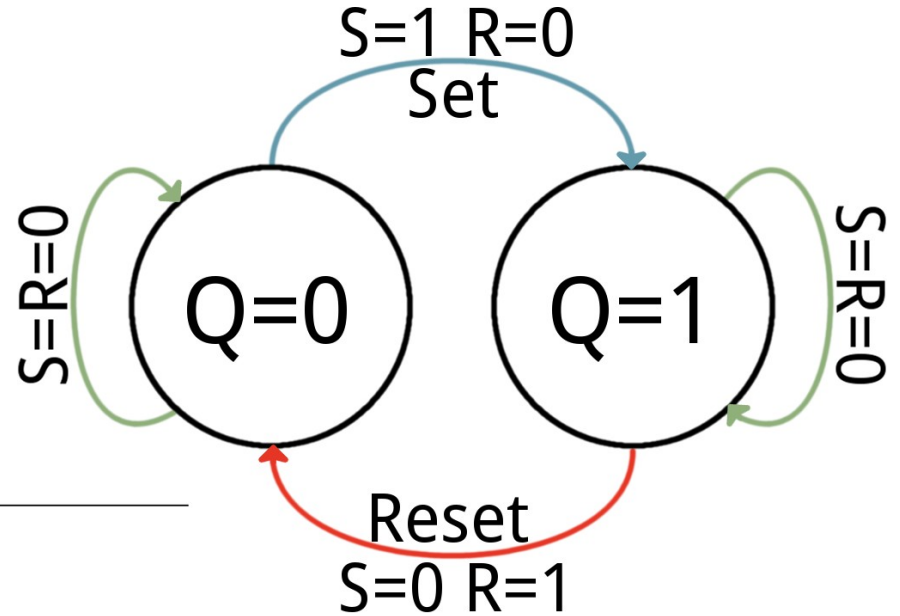
# Latches

- Stores a state
  - Memory (1-bit)!
- Bistable Multivibrator
  - 2 stable states
- Feedback



# SR (Set-Reset) Latch

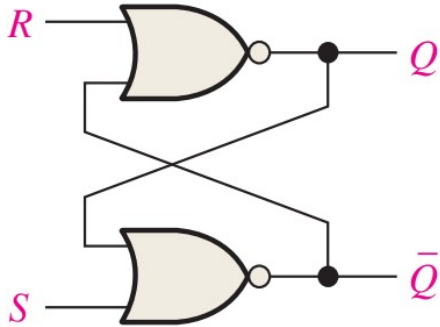
- State machine
- S = Set
- R = Reset
- Q = Output



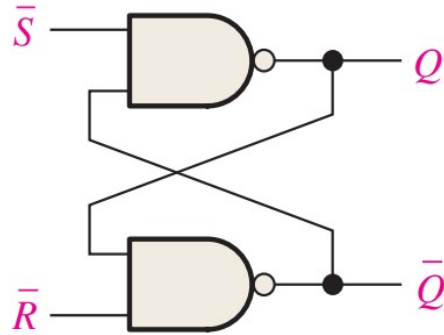
Truth table for an active-LOW input  $\bar{S}$ - $\bar{R}$  latch.

Inputs		Outputs		Comments
$\bar{S}$	$\bar{R}$	$Q$	$\bar{Q}$	
1	1	NC	NC	No change. Latch remains in present state.
0	1	1	0	Latch SET.
1	0	0	1	Latch RESET.
0	0	1	1	Invalid condition

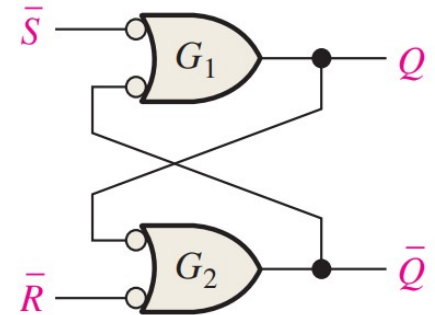
# SR Latch



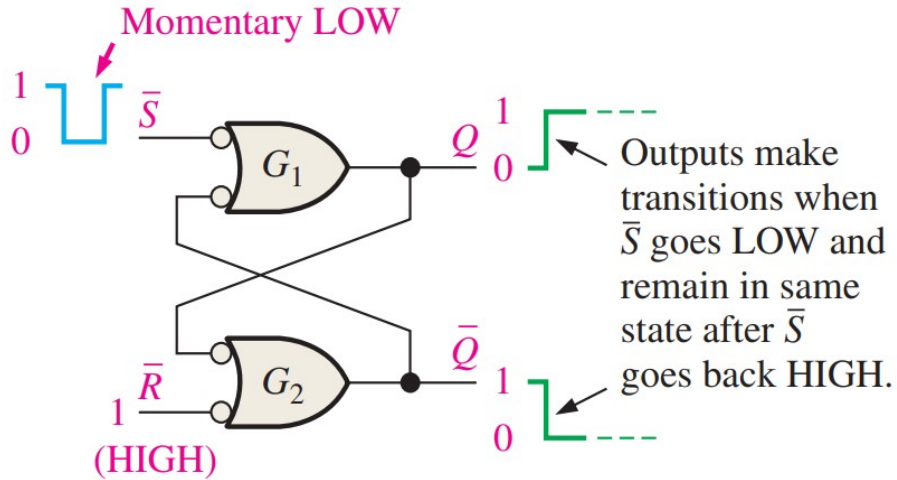
Active-HIGH input S-R latch



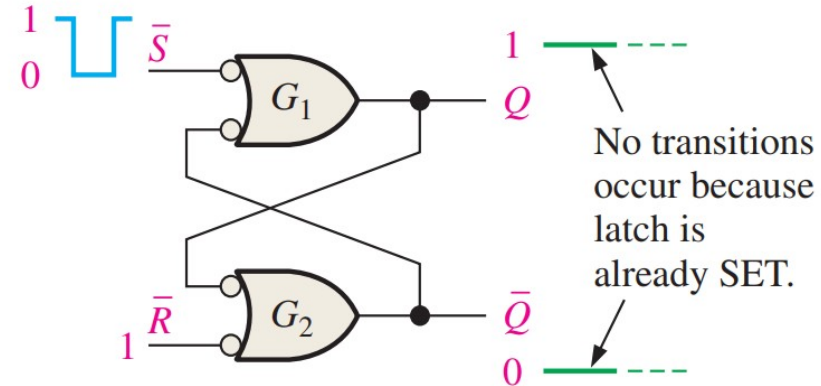
Active-LOW input  $\bar{S}$ - $\bar{R}$  latch



# Set



Latch starts out RESET ( $Q = 0$ ).

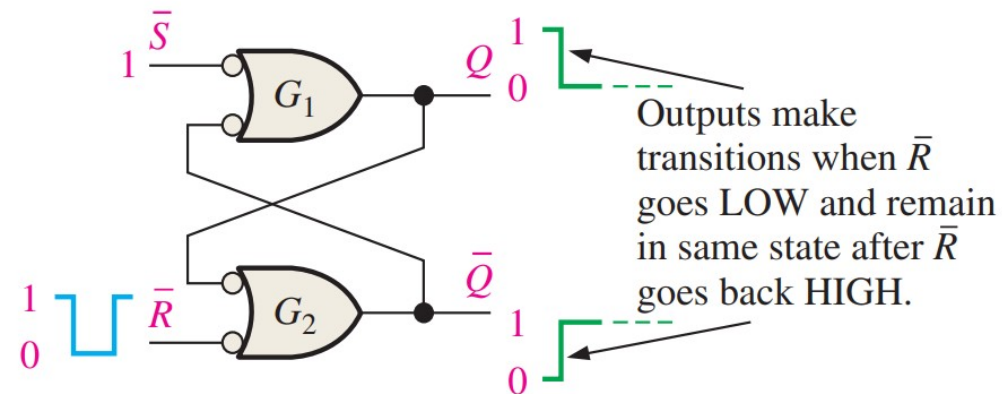


Latch starts out SET ( $Q = 1$ ).

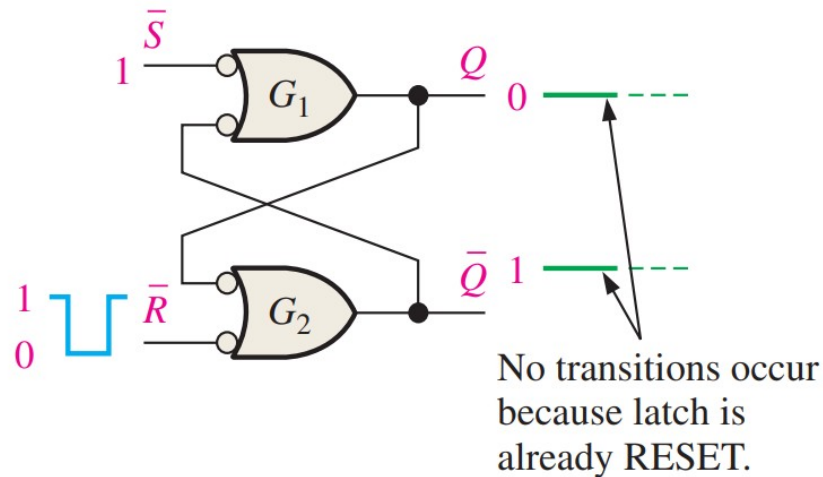
Two possibilities for the SET operation



# Reset



Latch starts out SET ( $Q = 1$ ).

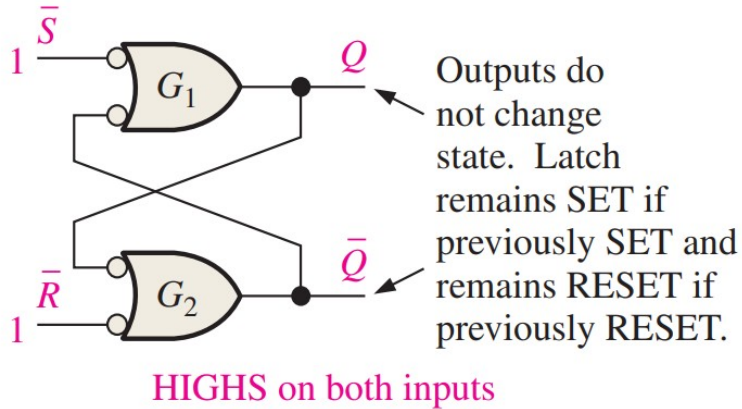


Latch starts out RESET ( $Q = 0$ ).

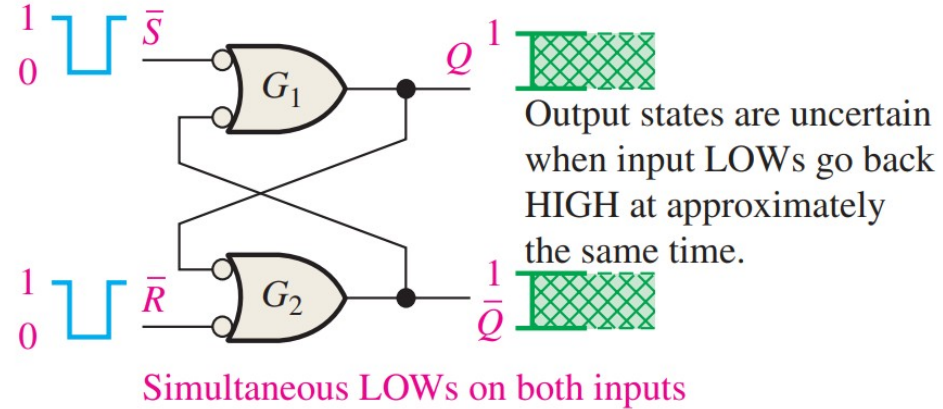
Two possibilities for the RESET operation



# No Change & Invalid



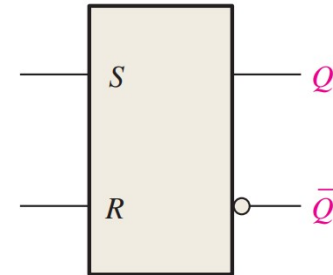
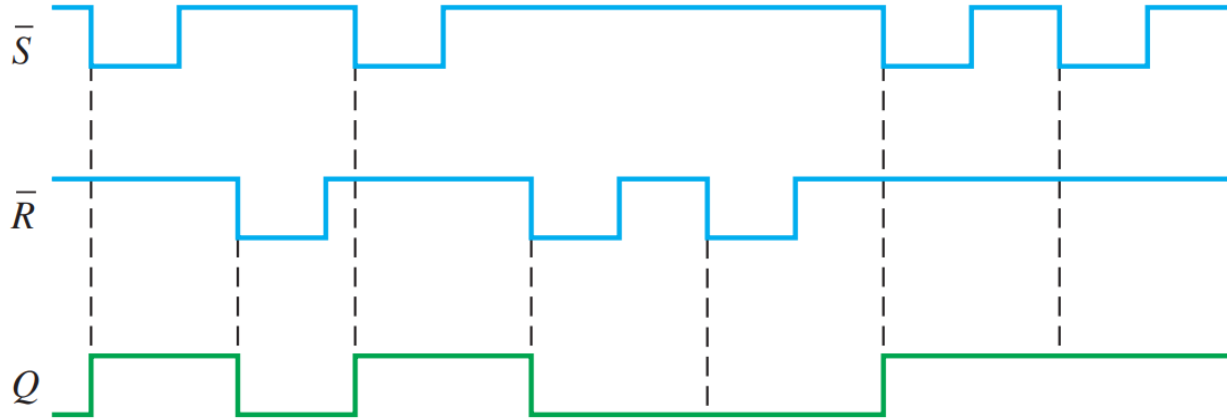
No-change condition



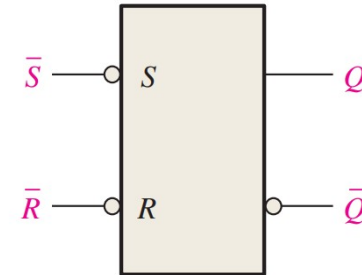
Invalid condition



# Symbol & Example



(a) Active-HIGH input  
S-R latch



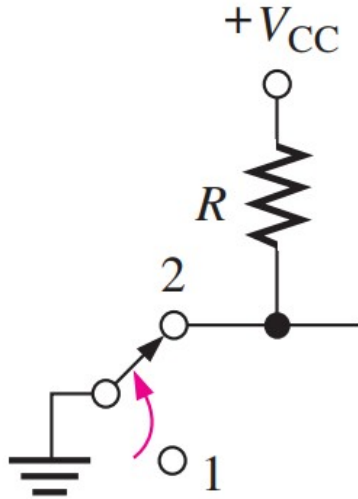
(b) Active-LOW input  
 $\bar{S}$ - $\bar{R}$  latch

Logic symbols for the S-R and  $\bar{S}$ - $\bar{R}$  latch.





# Debouncing Switches

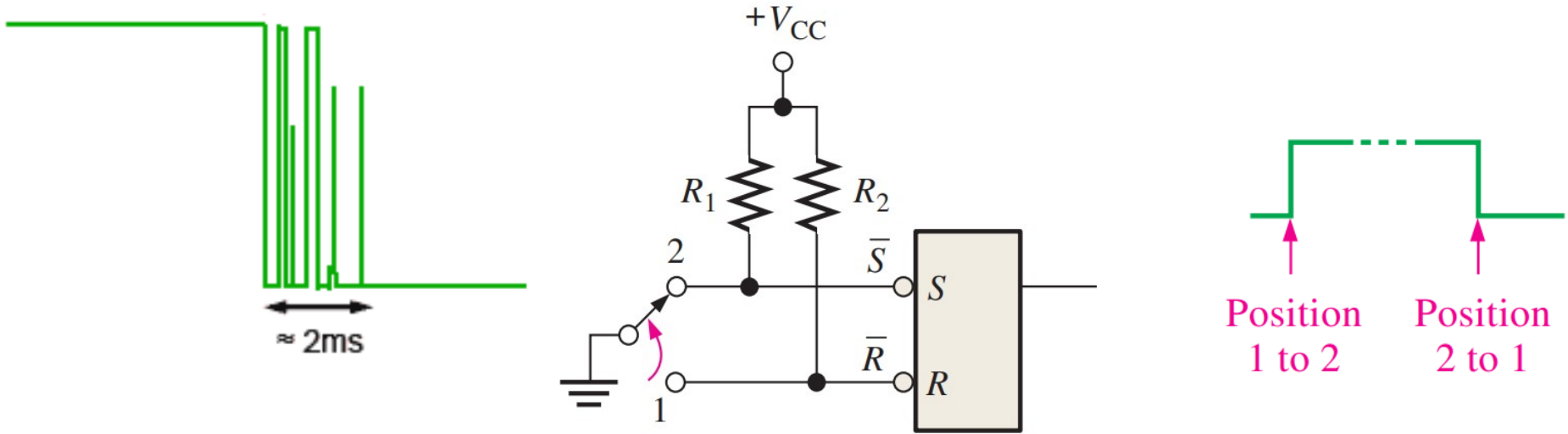


Position  
1 to 2

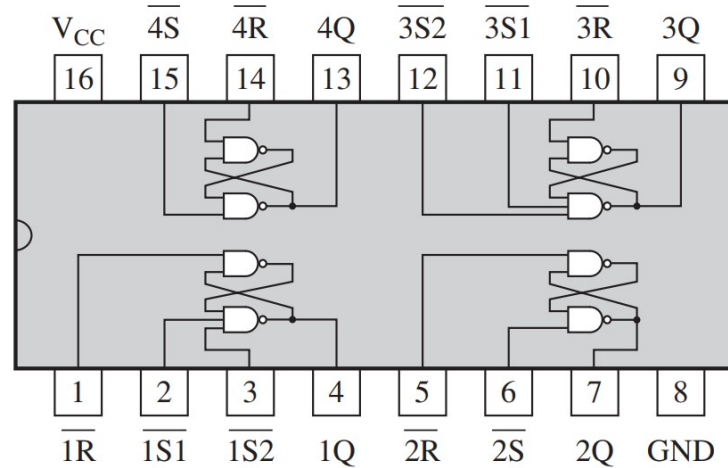
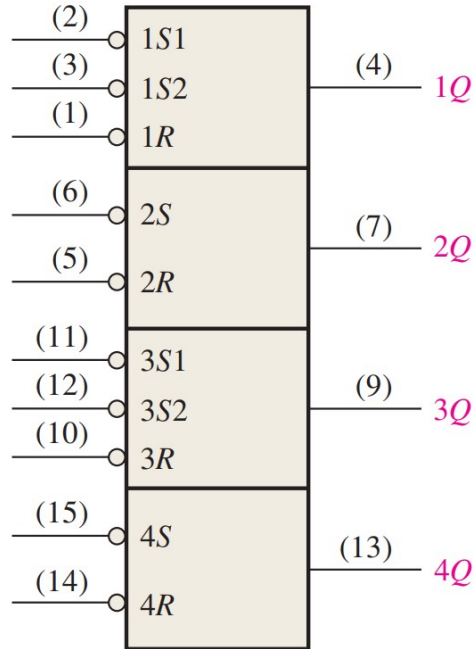
Position  
2 to 1



# Debouncing Switches

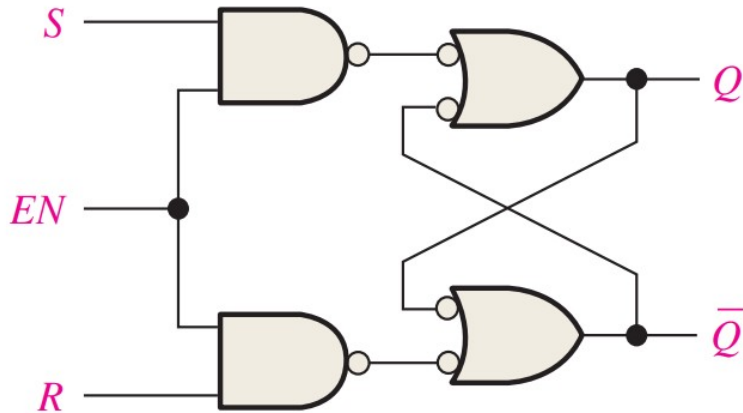


# Real Chip – 74HC279A

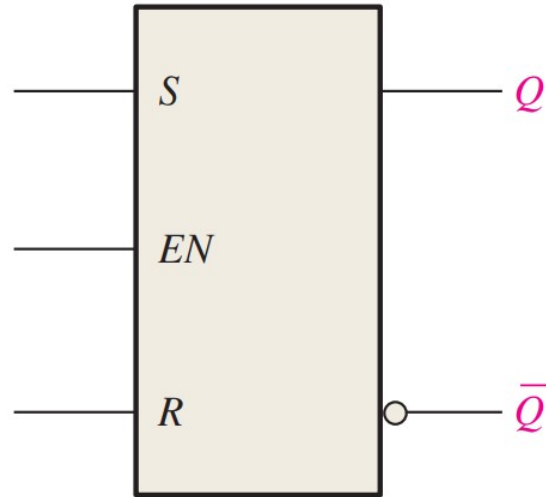


# Gated SR Latch

- Now with Enable!

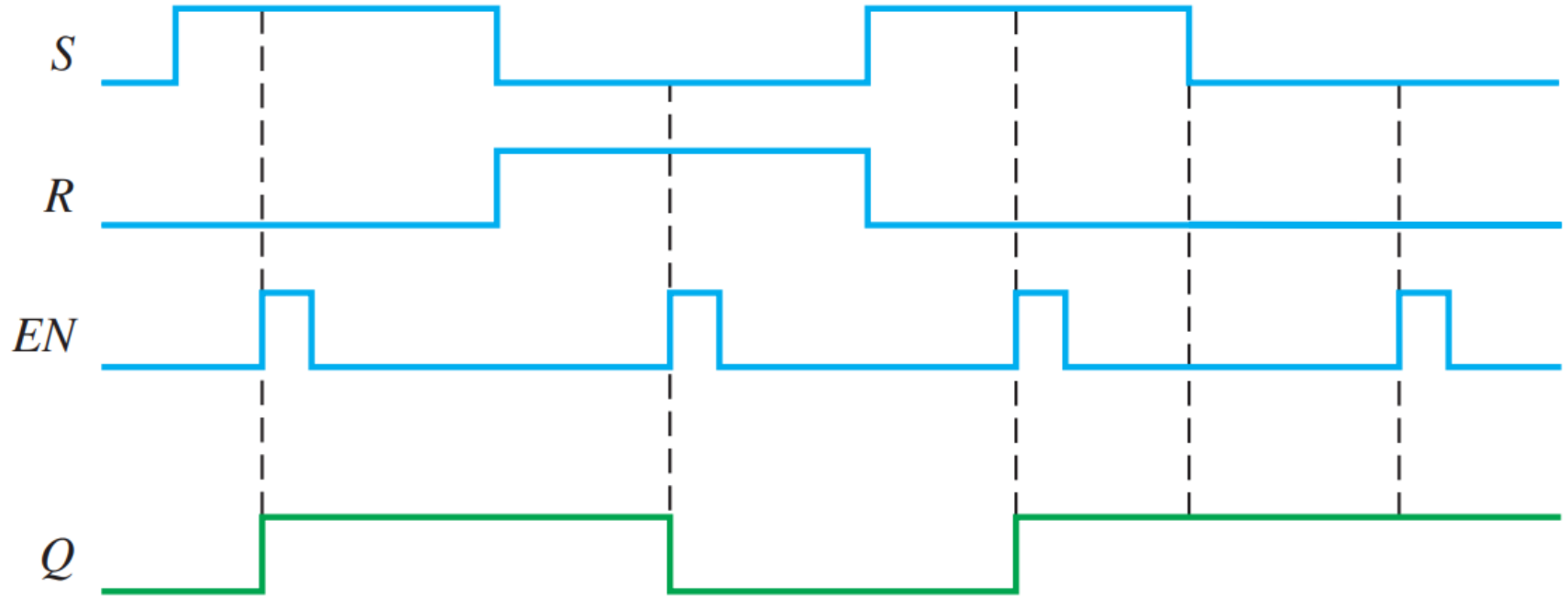


Logic diagram



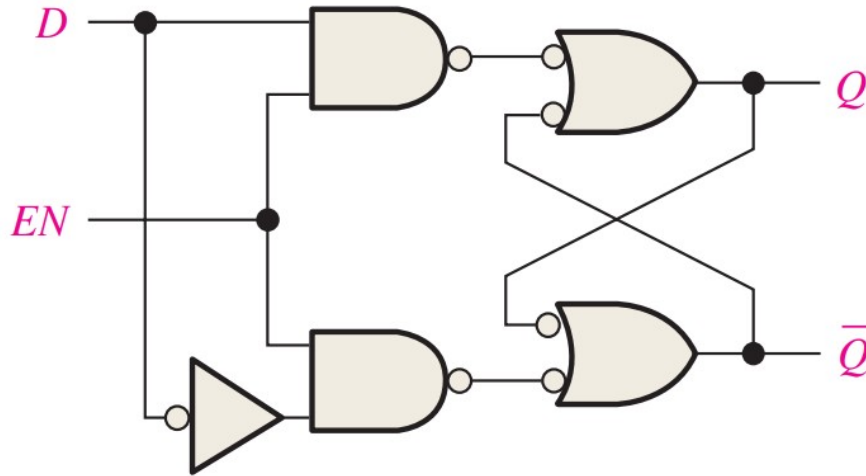
Logic symbol

# Example

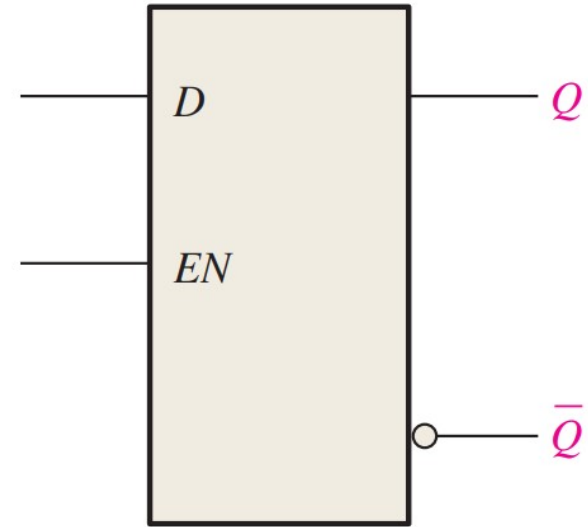


# D Latch

- Data Latch – saves D state when Enable

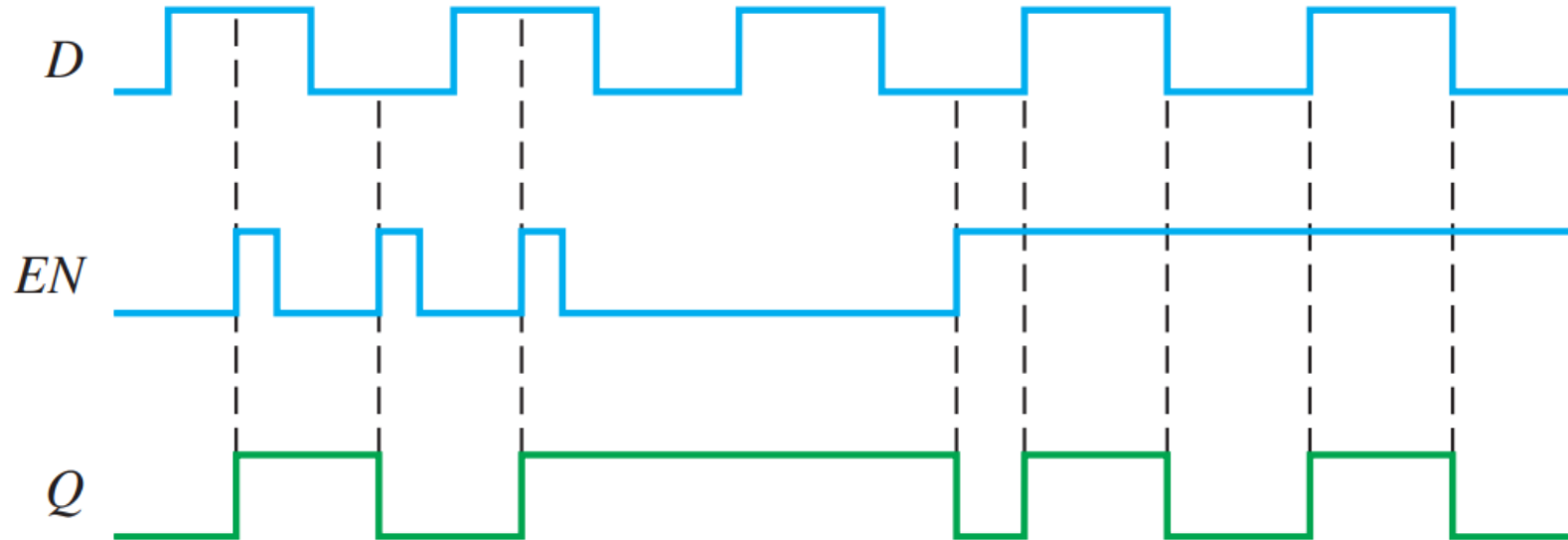


Logic diagram



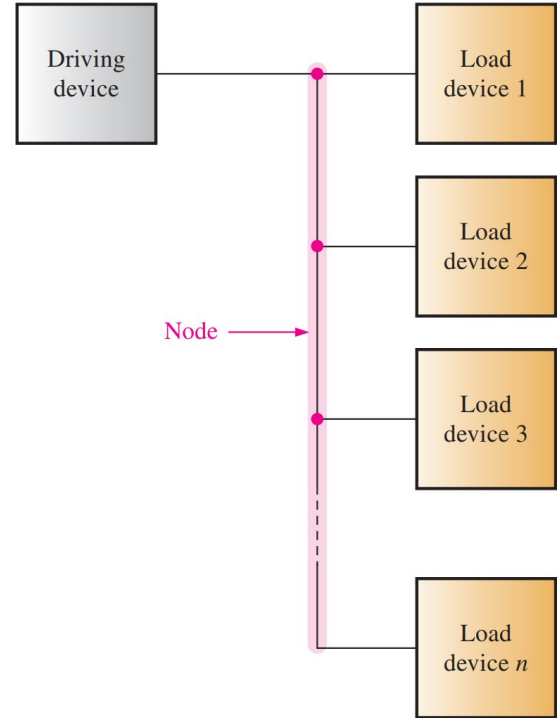
Logic symbol

# Example



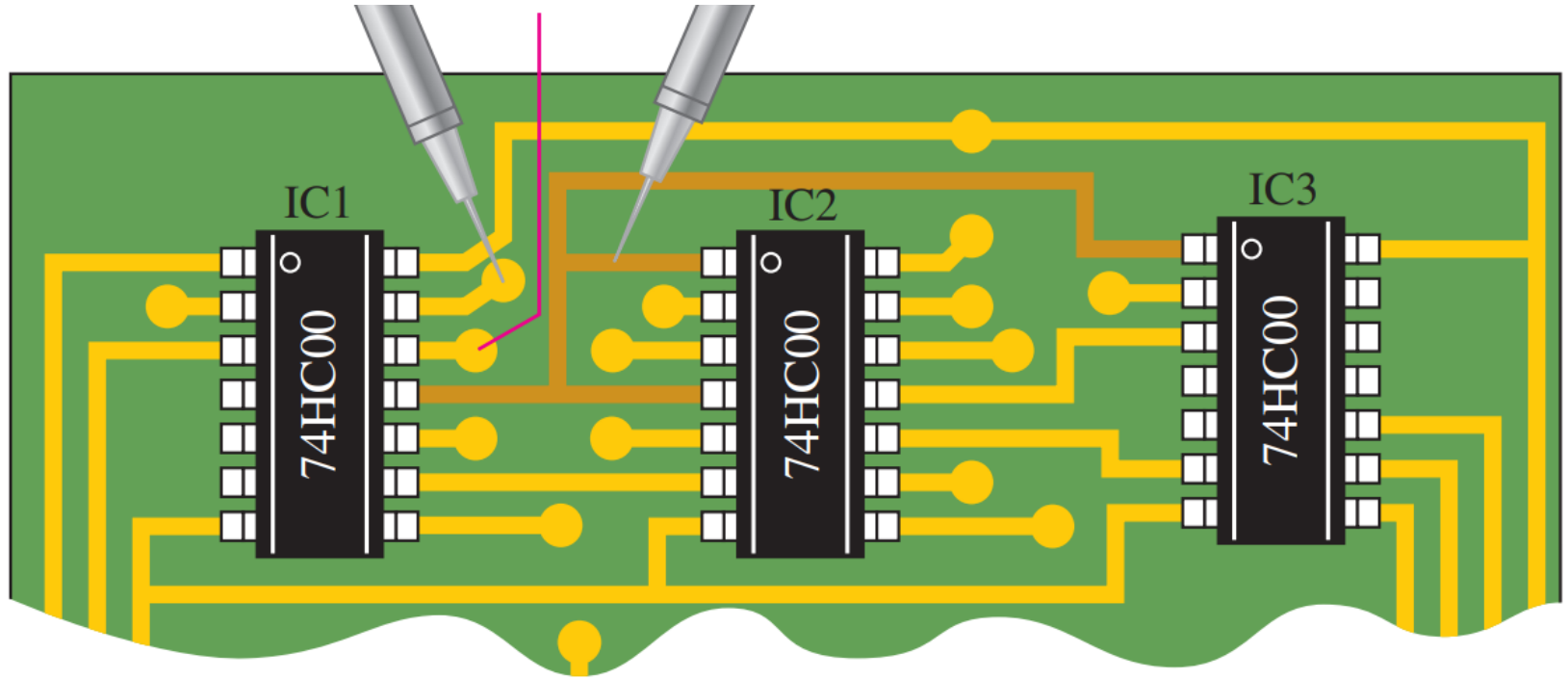
# A Node

- Electrically the same on all points of the wire
- Shorts vs Opens





# Checking Interconnects



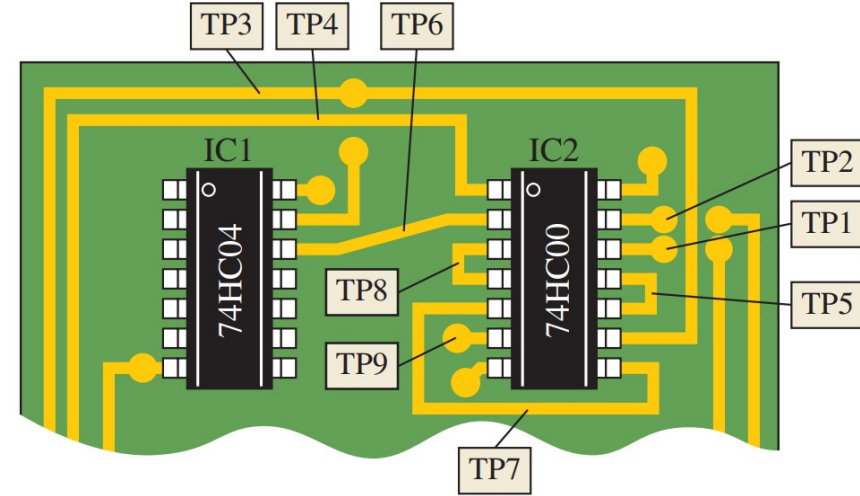
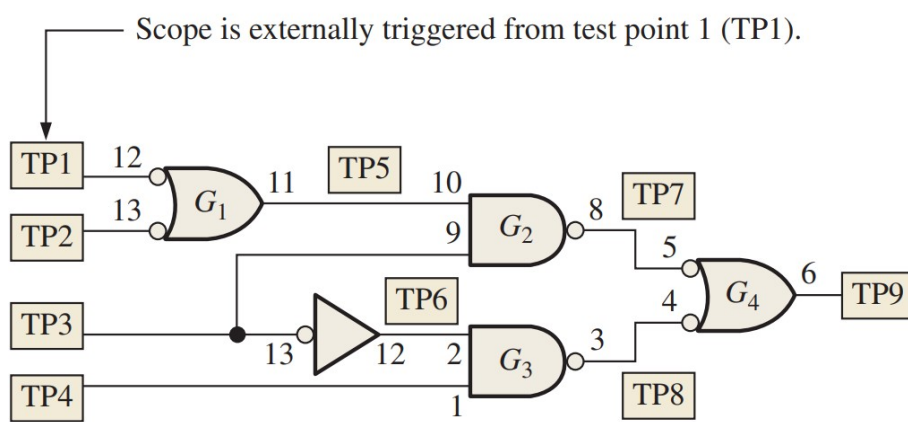
# Other Checks

- Power
- Ground
- Inputs
- Outputs
- Wires?



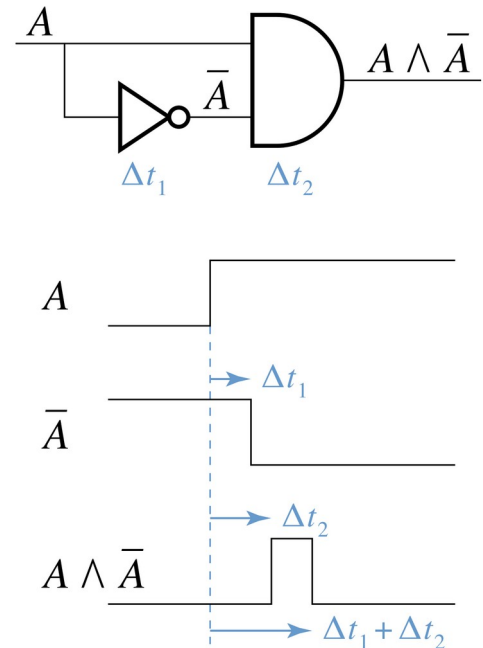
# Signal Tracing

Scope is externally triggered from test point 1 (TP1).

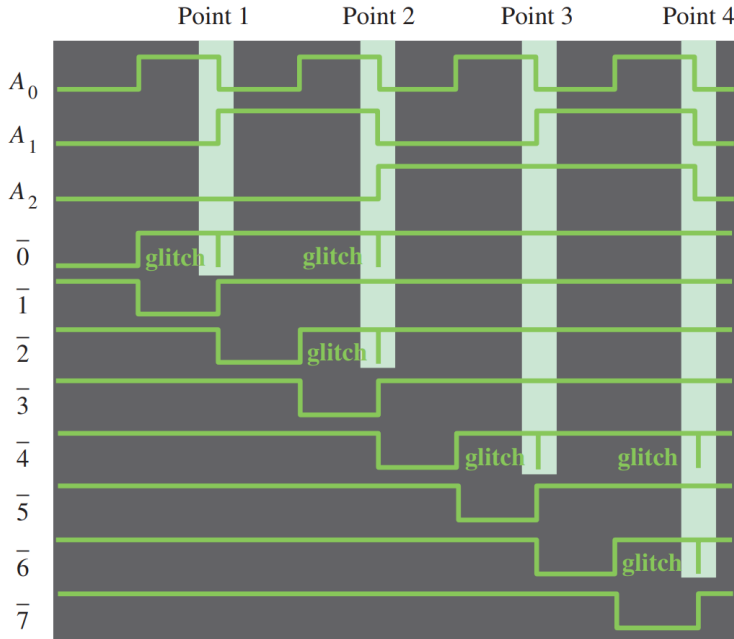
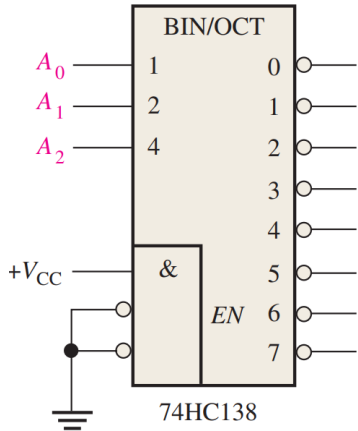


# Glitches

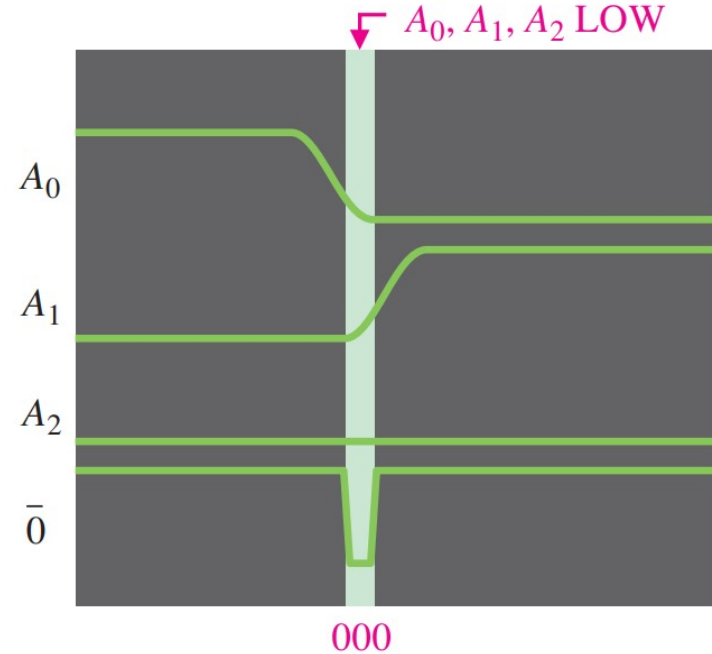
- Any undesired short duration voltage or current spike
- Also called a race condition
- Most common at signal changes



# Example

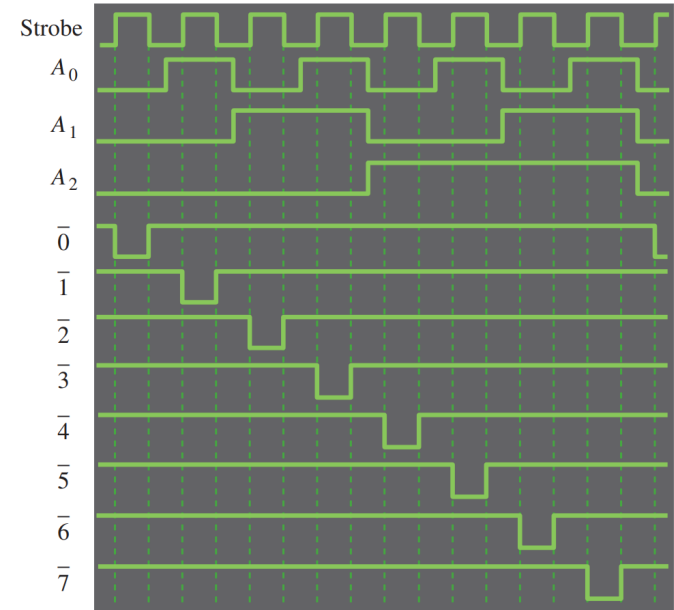
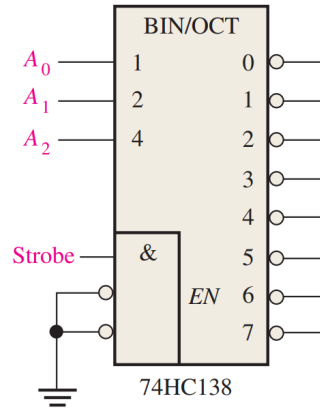


Point 1: waveforms on expanded time base



# Strobing

- Use the Enable



# Reading

- This lecture
  - Sections 5.7, 6.11, 7.1
- Next lecture
  - Sections 7.2-7.4

