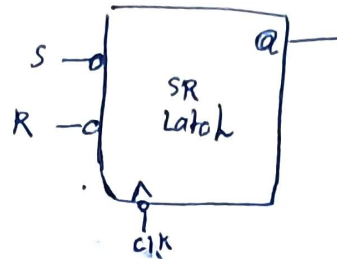
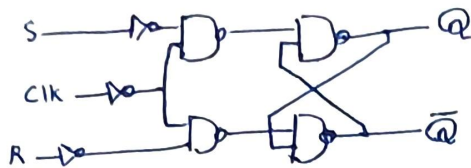


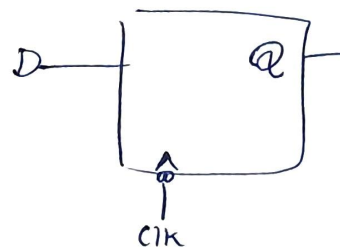
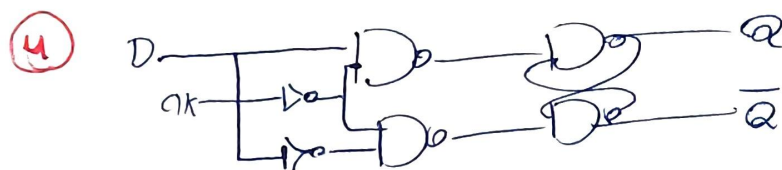
# ① SR Latch (active low)



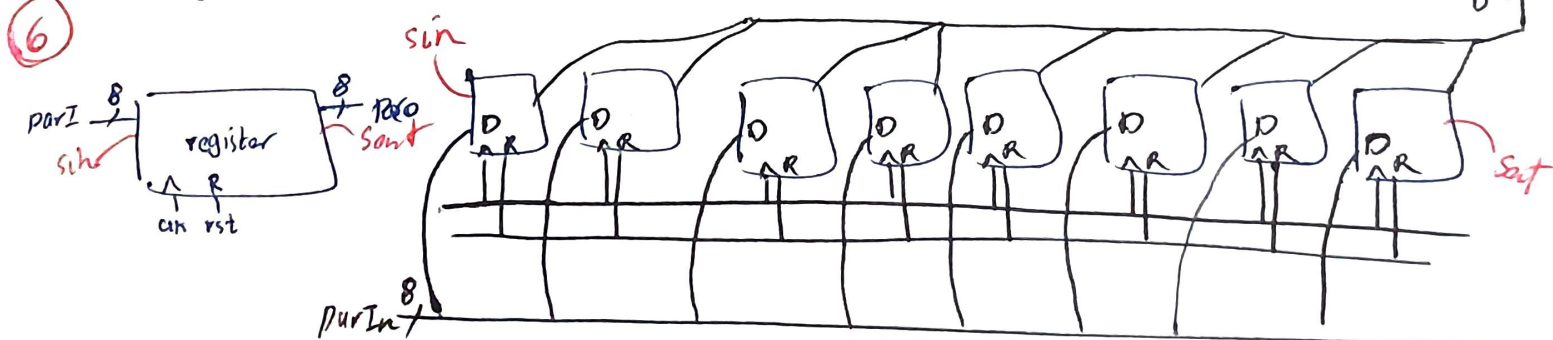
②

NAND  $\rightarrow$   $\begin{matrix} 4ns & NMOS \\ 6ns & PMOS \end{matrix}$   $\rightarrow$  NAND delay =  $2 * \text{NMOS delay} = 2 * 4 = 8ns$   
 $\swarrow$  (SR)

③ simulation done (T13 attached)

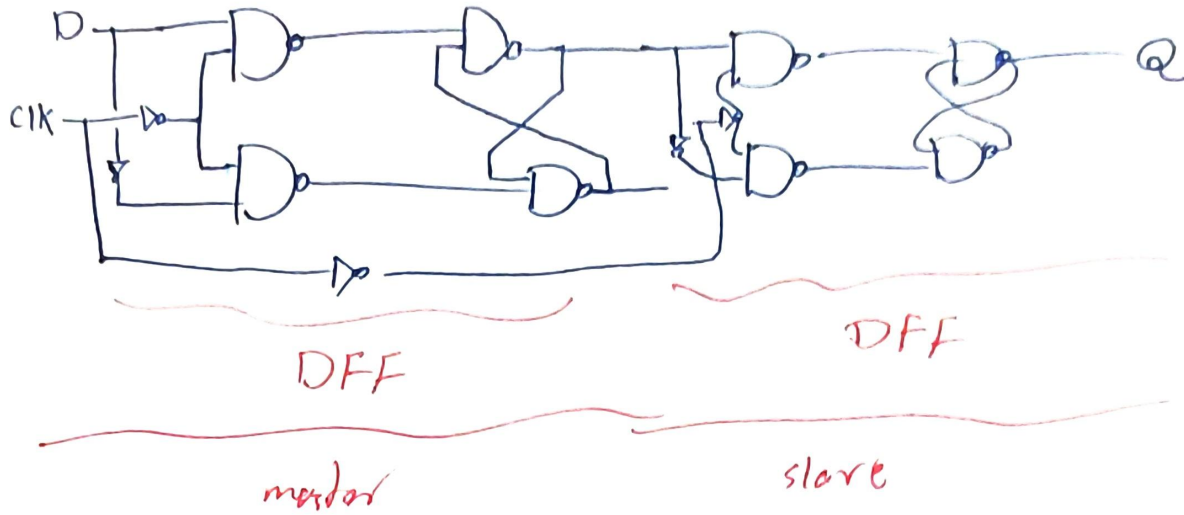


⑤ registe with D Latch



⑦ it works not as expected because latches have transparency and in one clock cycle shift more than one bit  
 number of bits depends on delay and clk time

8

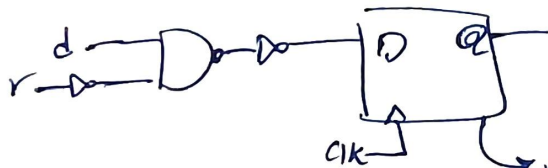


9

10

r	d	D
0	0	0
0	1	1
1	0	0
1	1	1

d	r	D
0	0	0
0	1	1
1	0	0
1	1	1

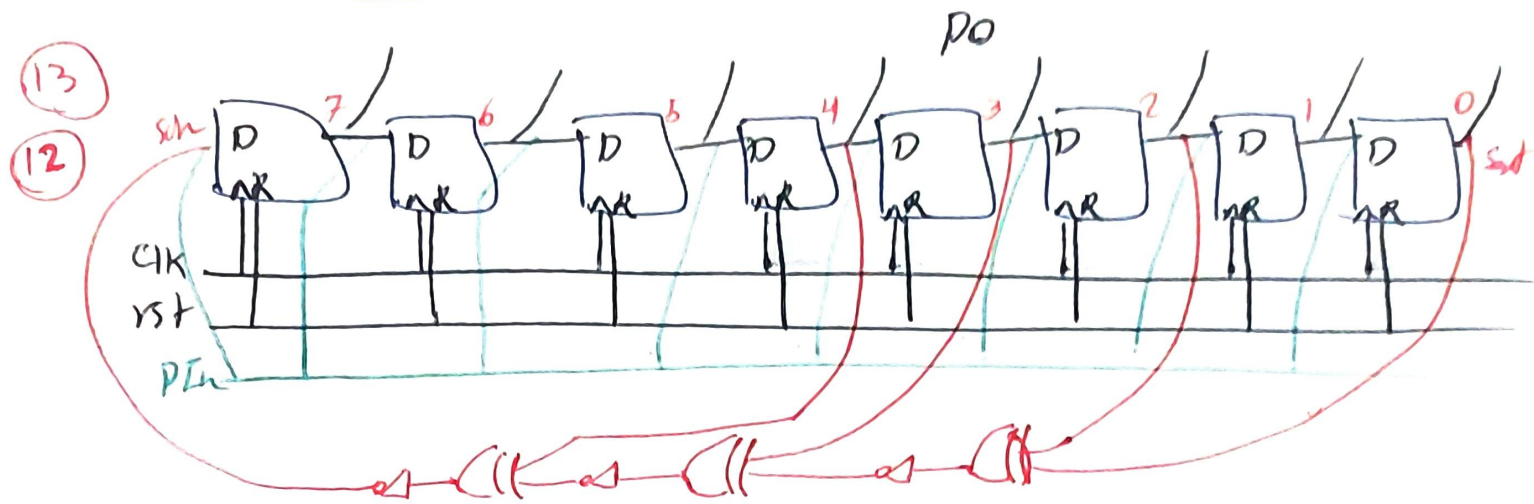


must slave DFF

that we have seen in part 8

11

it works as expected because we use MSDFF and it is guaranteed that in every clk output just change 1 bit



$$8 \text{ FF} \rightarrow 2^8 - 1 = 255$$

$$\Rightarrow PI = 8'b10000000$$

each 255 clk cycle same numbers and pulses repeat

if we initialize with  $8'b00000001$  case  $8'b00000000$  doesn't happen because in xors we have 1 or in numbers we have 1