Introduction to Sequential Circuits

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Digital Circuit and Logic Design

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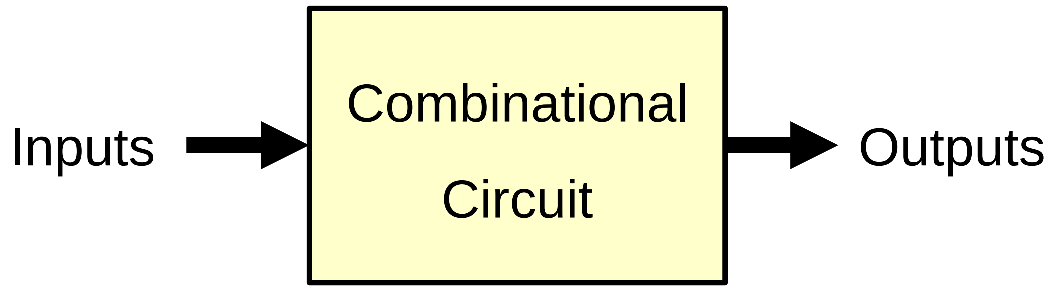
Presentation Outline

- Introduction to Sequential Circuits
- Synchronous versus Asynchronous
- Latches
- Flip-Flops
- Characteristic Tables and Equations

Combinational versus Sequential

- Two classes of digital circuits
  - Combinational Circuits
  - Sequential Circuits
- Combinational Circuit
  - Outputs = F(Inputs)
  - Function of Inputs only
  - NO internal memory



- Sequential Circuit
  - Outputs is a function of Inputs and internal Memory
  - There is an internal memory that stores the state of the circuit
  - Time is very important: memory changes with time

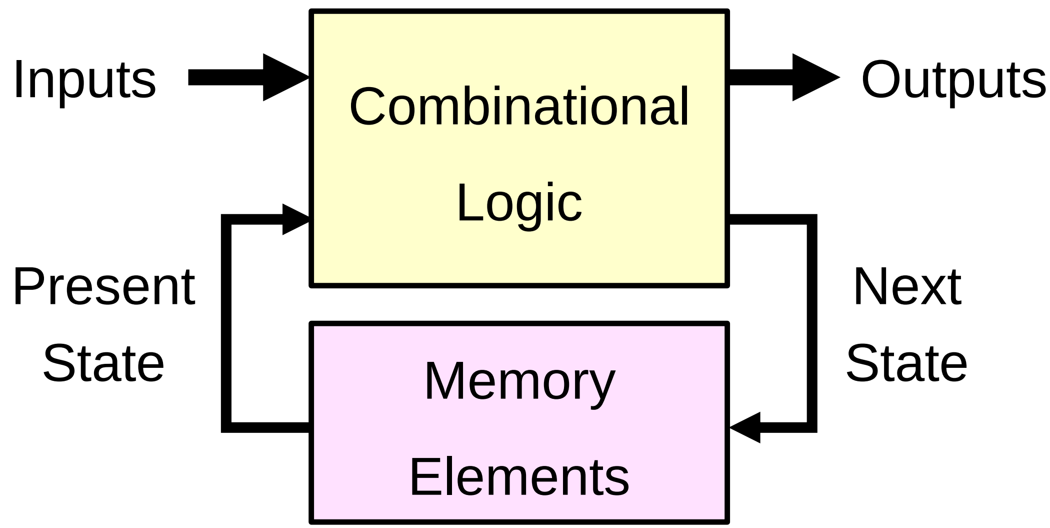
Introduction to Sequential Circuits

A Sequential circuit consists of:

1. Memory elements:
   - ✧ **Latches** or **Flip-Flops**
   - ✧ Store the **Present State**
2. Combinational Logic
   - ✧ Computes the **Outputs** of the circuit

     Outputs depend on Inputs and Current State
   - ✧ Computes the **Next State** of the circuit

     Next State also depends on the Inputs and the Present State



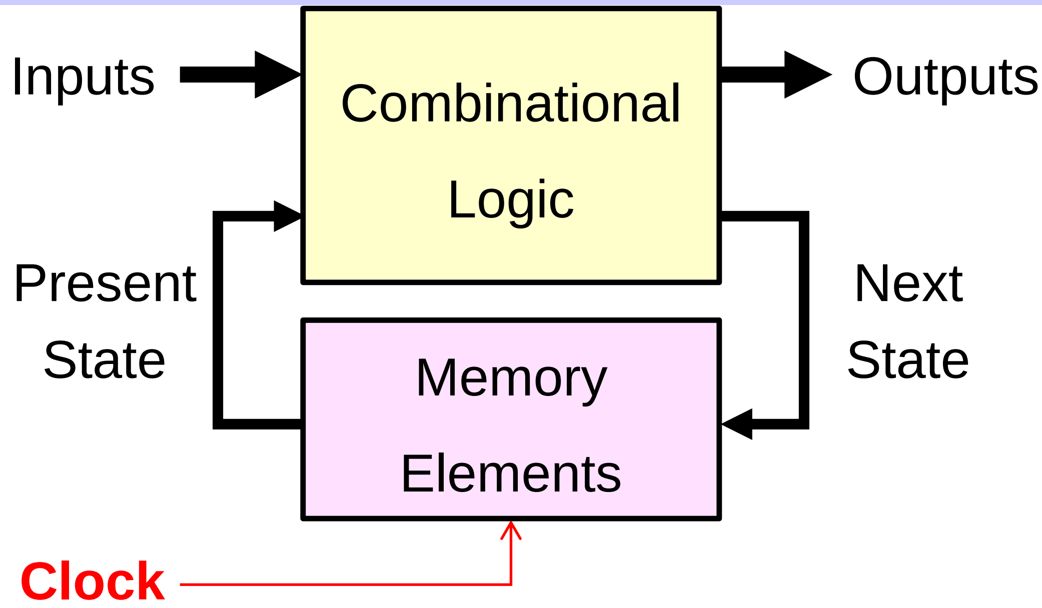
Two Types of Sequential Circuits

1. **Synchronous** Sequential Circuit
   - ✧ Uses a clock signal as an additional input
   - ✧ Changes in the memory elements are controlled by the clock
   - ✧ Changes happen at discrete instances of time
2. **Asynchronous** Sequential Circuit
   - ✧ No clock signal
   - ✧ Changes in the memory elements can happen at any instance of time

❖ Our focus will be on Synchronous Sequential Circuits

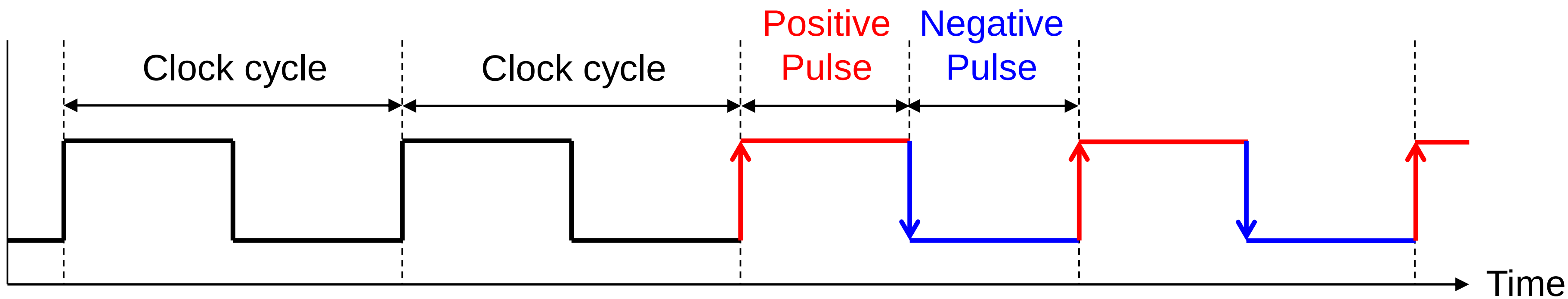
- ✧ Easier to design and analyze than asynchronous sequential circuits

Synchronous Sequential Circuits



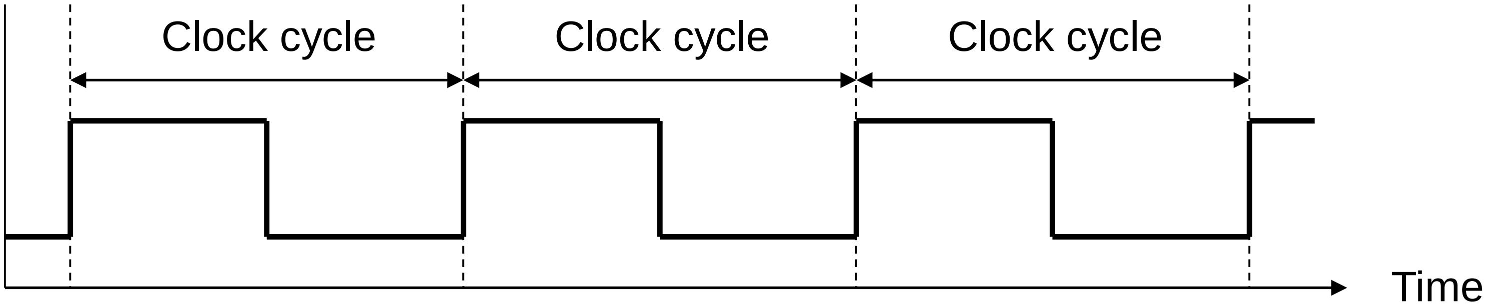
- Synchronous sequential circuits use a **clock signal**
- The clock signal is an input to the memory elements
- The clock determines **when** the memory should be updated
- The **present state** = output value of memory (stored)
- The **next state** = input value to memory (not stored yet)

The Clock



- Clock is a periodic signal = Train of pulses (1's and 0's)
- The same clock cycle repeats indefinitely over time(重复多次)
- **Positive Pulse**: when the **level** of the clock is **1**
- **Negative Pulse**: when the **level** of the clock is **0**
- **Rising Edge**: when the clock goes **from 0 to 1**
- **Falling Edge**: when the clock goes **from 1 down to 0**

Clock Cycle versus Clock Frequency



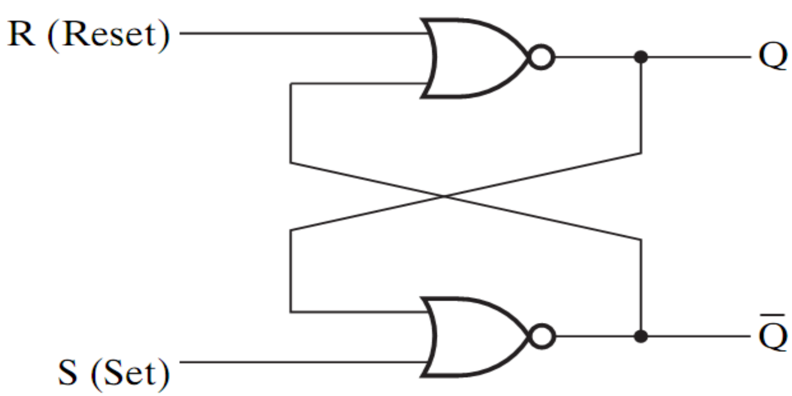
- ❖ Clock cycle (or period) is a time duration (时钟周期—段持续时间)
  - ✧ Measured in seconds, milli-, micro-, nano-, or pico-seconds
  - ✧ 1 ms = 10^{-3} sec, 1 µs = 10^{-6} sec, 1 ns = 10^{-9} sec, 1 ps = 10^{-12} sec
- ❖ Clock frequency = number of cycles per second (Hertz)
  - ✧ 1 Hz = 1 cycle/sec, 1 kHz = 10^3 Hz, 1 MHz = 10^6 Hz, 1 GHz = 10^9 Hz
- ❖ Clock frequency = 1 / Clock Cycle
  - ✧ Example: Given the clock cycle = 0.5 ns = 0.5×10^{-9} sec
  - ✧ Then, the clock frequency = $1/(0.5\times10^{-9}) = 2\times10^9$ Hz = 2 GHz

Memory Elements

- Memory can store and maintain binary state (0's or 1's)
  - Until directed by an input signal to change state(直到被输入信号改变状态)
- Main difference between memory elements
  - Number of inputs they have(它们具有的输入个数)
  - How the inputs affect the binary state(输入如何影响二进制状态)
- Two main types:
  - Latches are level-sensitive (the level of the clock)
  - Flip-Flops are edge-sensitive (sensitive to the edge of the clock)
- Flip-Flips are used in synchronous sequential circuits
- Flip-Flops are built with latches

SR Latch

- A **latch** is binary storage element that can store 0 or 1
- It is the most basic memory element
- An **SR Latch** can be built using two NOR gates
- Two inputs: S (Set) and R (Reset)
- Two outputs: Q and $\overline{Q}$

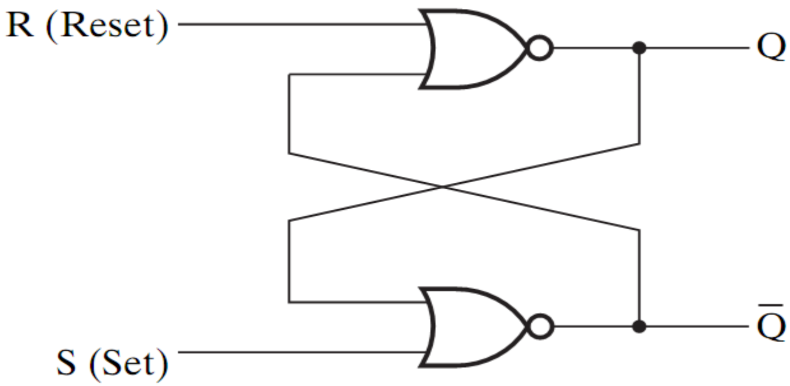


(a) Logic diagram

S	R	Q	$\overline{Q}$	
1	0	1	0	Set state
0	0	1	0	
0	1	0	1	Reset state
0	0	0	1	
1	1	0	0	Undefined

(b) Function table

SR Latch Operation



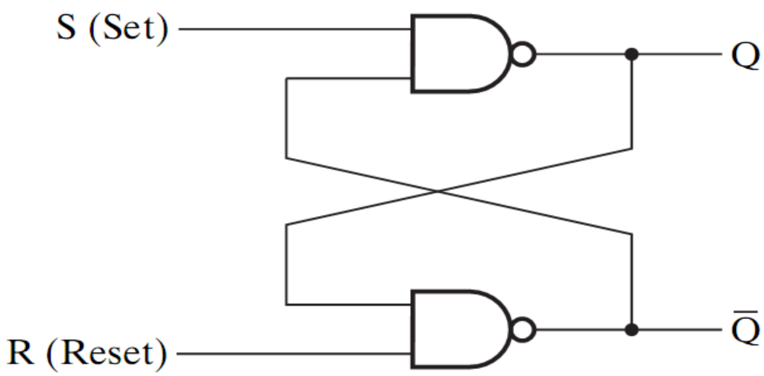
(a) Logic diagram

S	R	Q	$\overline{Q}$	
1	0	1	0	Set state
0	0	1	0	
0	1	0	1	Reset state
0	0	0	1	
1	1	0	0	Undefined

(b) Function table

- If $S = 1$ and $R = 0$ then **Set** ($Q = 1,\ \overline{Q} = 0$)
- If $S = 0$ and $R = 1$ then **Reset** ($Q = 0,\ \overline{Q} = 1$)
- When $S = R = 0$, Q and $\overline{Q}$ are unchanged
- The latch stores its outputs Q and $\overline{Q}$ as long as $S = R = 0$
- When $S = R = 1$, Q and $\overline{Q}$ are undefined (should never be used)

SR Latch with NAND Gates



(a) Logic diagram

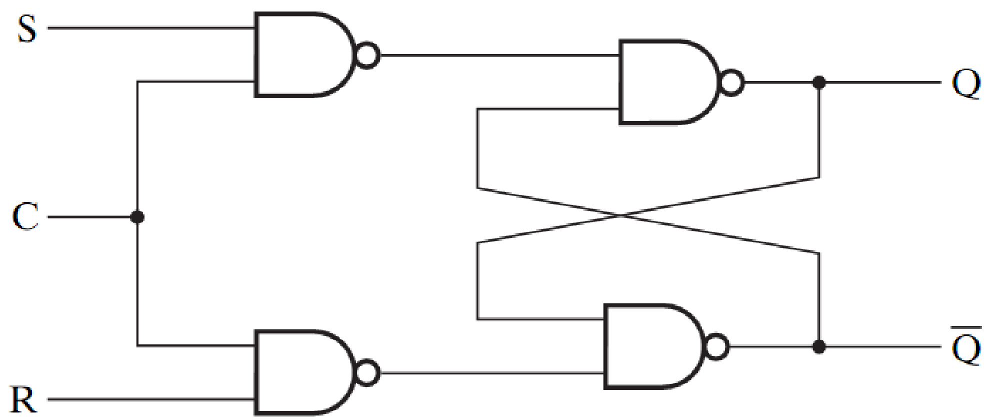
S	R	Q	$\bar{Q}$	
0	1	1	0	Set state
1	1	1	0	
1	0	0	1	Reset state
1	1	0	1	
0	0	1	1	Undefined

(b) Function table

Known also as $\bar{S}\,\bar{R}$ Latch

- If $S = 0$ and $R = 1$ then **Set** ($Q = 1,\ \bar{Q} = 0$)
- If $S = 1$ and $R = 0$ then **Reset** ($Q = 0,\ \bar{Q} = 1$)
- When $S = R = 1$, Q and $\bar{Q}$ are unchanged (remain the same)
- The latch stores its outputs Q and $\bar{Q}$ as long as $S = R = 1$
- When $S = R = 0$, Q and $\bar{Q}$ are undefined (should never be used)

SR Latch with a Clock Input



(a) Logic diagram

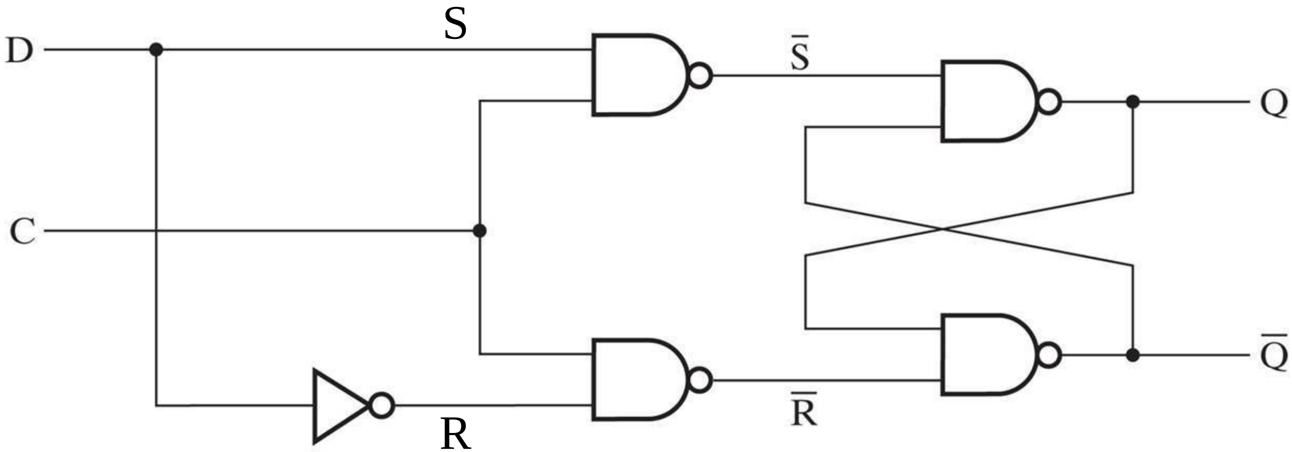
C	S	R	Next state of Q
0	X	X	No change
1	0	0	No change
1	0	1	Q = 0; Reset state
1	1	0	Q = 1; Set state
1	1	1	Undefined

(b) Function table

- ❖ An additional Clock input signal **C** is used
- ❖ Clock controls **when** the state of the latch can be changed
- ❖ When **C=0**, the S and R inputs have no effect on the latch

  The latch will remain in the same state, regardless of S and R
- ❖ When **C=1**, then normal SR latch operation

D-Latch with a Clock Input



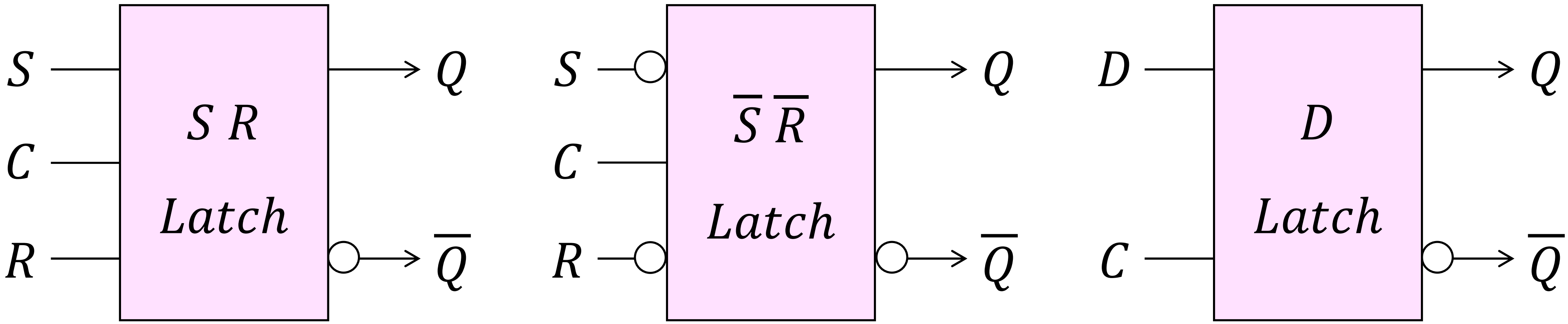
(a) Logic diagram

C	D	Next state of Q
0	X	No change
1	0	Q = 0; Reset state
1	1	Q = 1; Set state

(b) Function table

- ❖ Only one data input D
- ❖ An inverter is added: $S = D$ and $R = \overline{D}$
- ❖ S and R can never be 11 simultaneously ➔ No undefined state
- ❖ When $C = 0$, Q remains the same (No change in state)
- ❖ When $C = 1$, $Q = D$ and $\overline{Q} = \overline{D}$

Graphic Symbols for Latches



- A bubble appears at the complemented output $\overline{Q}$

  Indicates that $\overline{Q}$ is the complement of Q

- A bubble also appears at the inputs of an $\overline{S}\ \overline{R}$ latch

  Indicates that **logic-0** is used (not logic-1) to set (or reset) the latch (as in the NAND latch implementation)

Problem with Latches

❖ A latch is **level-sensitive** (sensitive to the level of the clock)

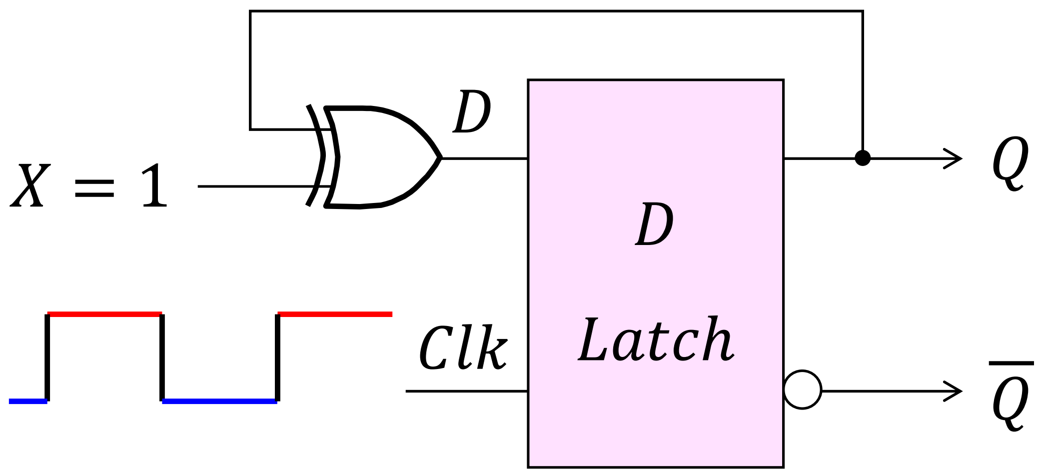
❖ As long as the clock signal is **high** …

Any change in the value of input D appears in the output Q

❖ Output Q keeps changing its value during a clock cycle (在一个时钟周期内，输出Q不断改变其值)

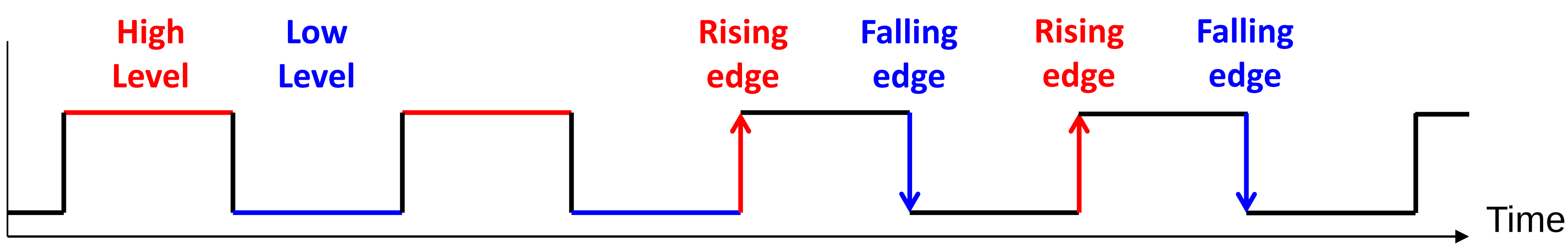
❖ Final value of output Q is uncertain

Due to this uncertainty, latches are not used as memory elements in synchronous circuits



Flip-Flops

- A **Flip-Flop** is a better memory element for synchronous circuits
- Solves the problem of latches in synchronous sequential circuits
- A **latch** is sensitive to the **level** of the clock
- However, a **flip-flop** is sensitive to the **edge** of the clock
- A flip-flop is called an **edge-triggered** memory element
- It changes it output value at the **edge** of the clock

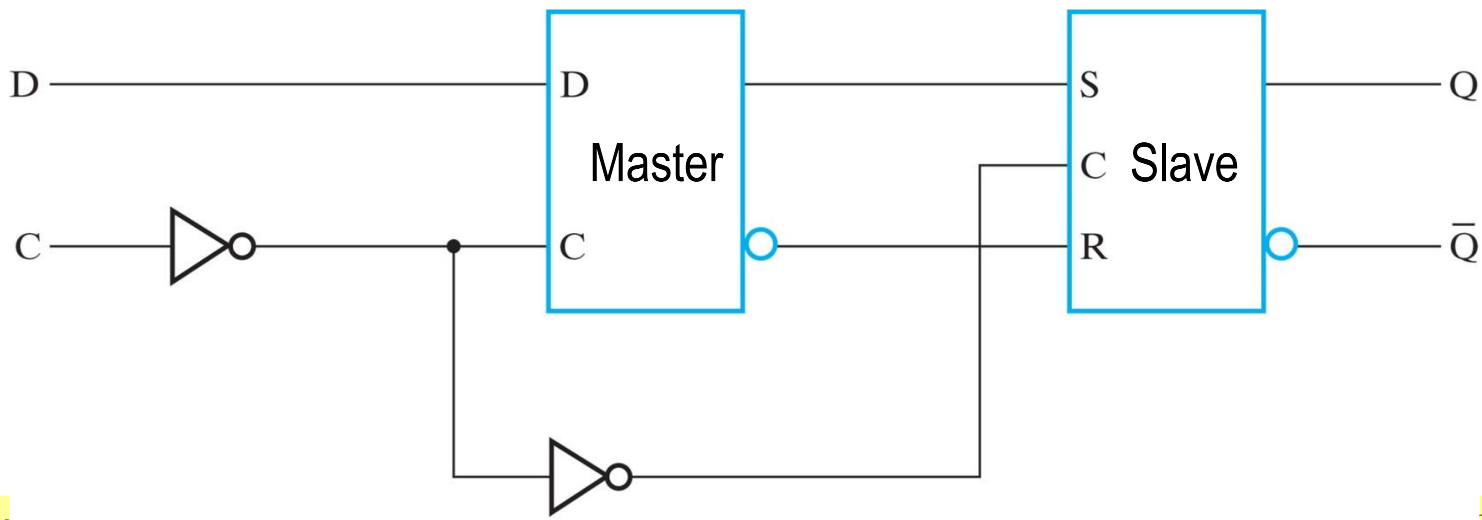


Positive Edge-Triggered D Flip-Flop

- Built using two latches in a **master-slave** configuration
- A master latch (D-type) receives external inputs
- A slave latch (SR-type) receives inputs from the master latch
- Only one latch is enabled at any given time

  When **C=0**, the master is enabled and the D input is latched (slave disabled)

  When **C=1**, the slave is enabled to generate the outputs (master is disabled)



Outputs change when C changes **from 0 to 1**

Negative Edge-Triggered D Flip-Flop

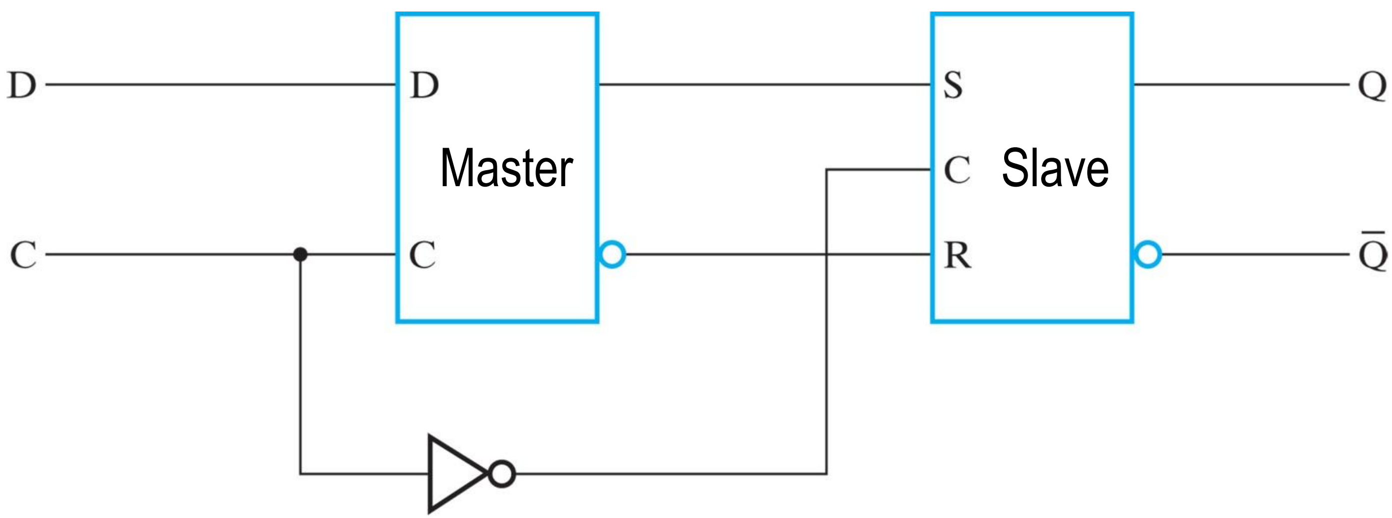
❖ Similar to positive edge-triggered flip-flop

❖ The first inverter at the Master C input is removed

❖ Only one latch is enabled at any given time

When **C=1**, the master is enabled and the D input is latched (slave disabled)

When **C=0**, the slave is enabled to generate the outputs (master is disabled)



Outputs change when C changes **from 1 to 0**

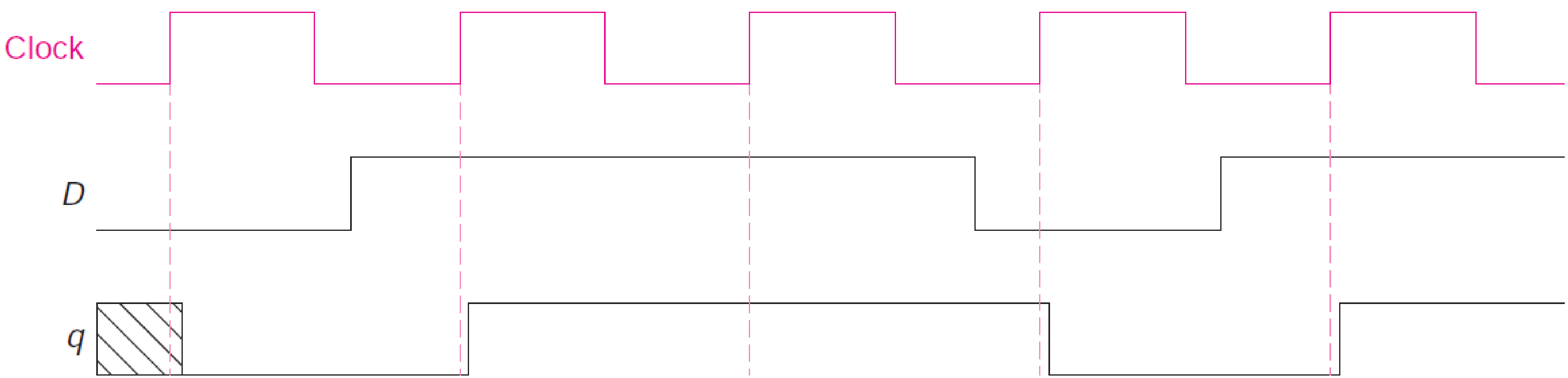
D Flip-Flop Timing Diagram

❖ The diagram shows the timing of a positive edge D Flip-Flop

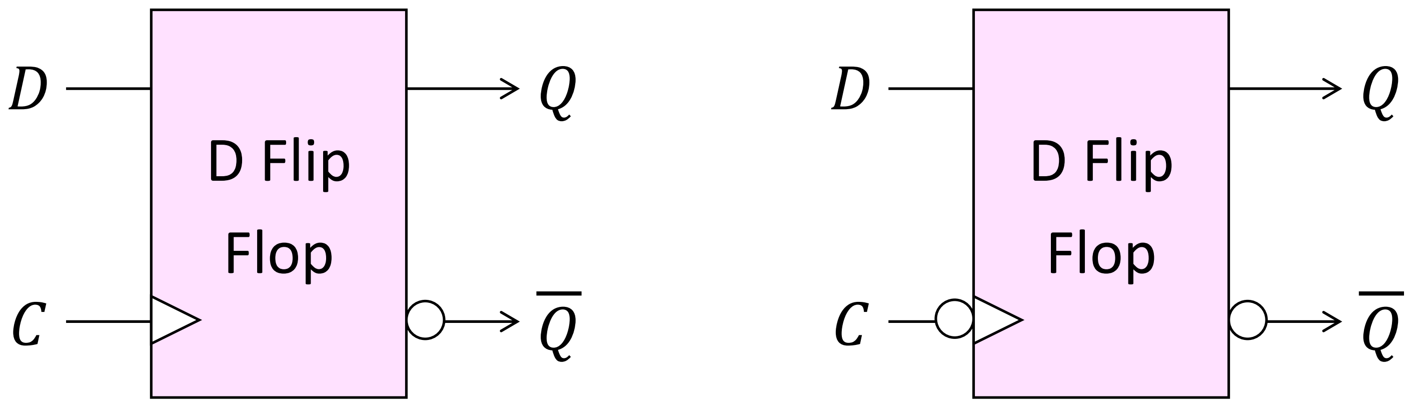
❖ The rising edge of the clock triggers the D Flip-Flop

❖ Initially, the value of *q* might be unknown

❖ Notice the slight delay in the output *q* (after the rising edge)



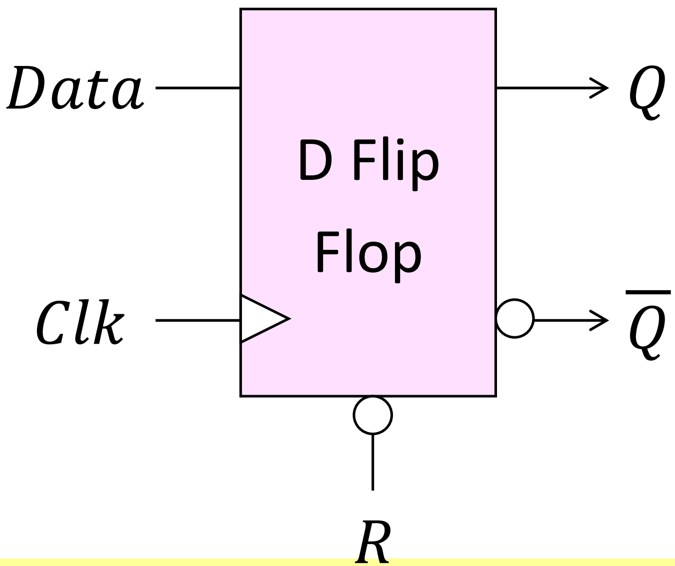
Graphic Symbols for Flip-Flops



- A Flip-Flop has a similar symbol to a Latch
- The difference is the arrowhead at the clock input *C*
- The arrowhead indicates sensitivity to the edge of the clock
- A bubble at the *C* input indicates negative edge-triggered FF

D Flip-Flop with Asynchronous Reset

- When Flip-Flops are powered, their initial state is unknown
- Some flip-flops have an **Asynchronous Reset** input *R*
- Resets the state (to logic value **0**), independent of the clock
- This is required to initialize a circuit before operation
- If the *R* input is inverted (bubble) then *R* = 0 resets the flip-flop

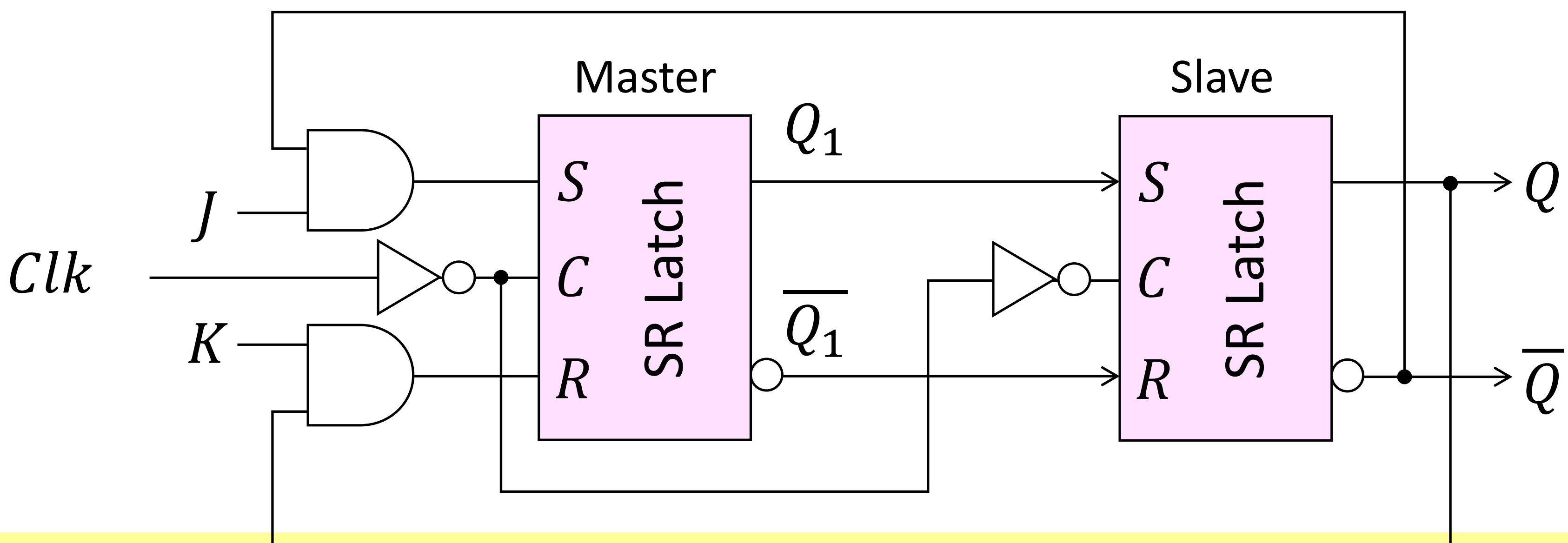


Inputs			Outputs	
R	$Data$	Clk	Q	$\overline{Q}$
0	X	X	0	1
1	0	↑	0	1
1	1	↑	1	0

Function Table

JK Flip-Flop

- The *D* Flip-Flop is the most commonly used type
- The *JK* is another type of Flip-Flop with inputs: *J, K*, and *Clk*
- When *JK* = 10 ➔ Set, When *JK* = 01 ➔ Reset
- When *JK* = 00 ➔ No change, When *JK* = 11 ➔ Invert outputs
- *JK* can be implemented using two Clocked *SR* latches and gates



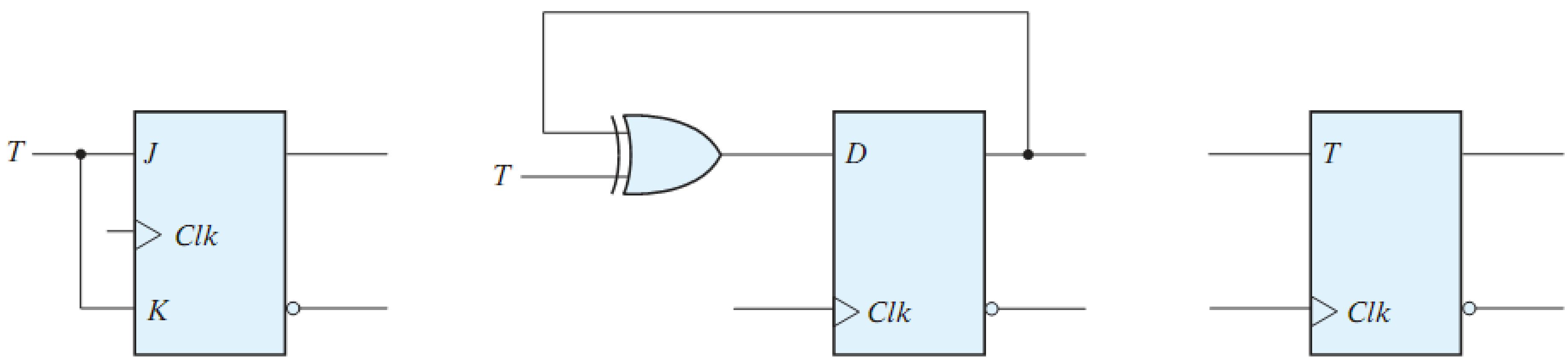
T Flip-Flop

❖ The *T* (Toggle) flip-flop has inputs: *T* and *Clk*

❖ When *T* = 0 ➔ No change, When *T* = 1 ➔ Invert outputs

❖ The *T* flip-flop can be implemented using a *JK* flip-flop

❖ It can also be implemented using a *D* flip-flop and a XOR gate



(a) From *JK* flip-flop (b) From *D* flip-flop (c) Graphic symbol

Flip-Flop Characteristic Table

- Defines the operation of a flip-flop in a tabular form
- Next state is defined in terms of the current state and the inputs

  $Q(t)$ refers to current state **before** the clock edge arrives

  $Q(t+1)$ refers to next state **after** the clock edge arrives

D Flip-Flop		
D	*Q(t+1)*	
0	0	Reset
1	1	Set

JK Flip-Flop		
J K	*Q(t+1)*	
0 0	Q(t)	No change
0 1	0	Reset
1 0	1	Set
1 1	Q'(t)	Complement

T Flip-Flop		
T	*Q(t+1)*	
0	Q(t)	No change
1	Q'(t)	Complement

Flip-Flop Characteristic Equation

- The characteristic equation defines the operation of a flip-flop
- For D Flip-Flop: $Q(t+1) = D$
- For JK Flip-Flop: $Q(t+1) = J\,Q'(t) + K'\,Q(t)$
- For T Flip-Flop: $Q(t+1) = T \oplus Q(t)$
- Clearly, the D Flip-Flop is the simplest among the three

D Flip-Flop		
D	***Q(t+1)***	
0	0	Reset
1	1	Set

JK Flip-Flop		
J K	***Q(t+1)***	
0 0	Q(t)	No change
0 1	0	Reset
1 0	1	Set
1 1	Q'(t)	Complement

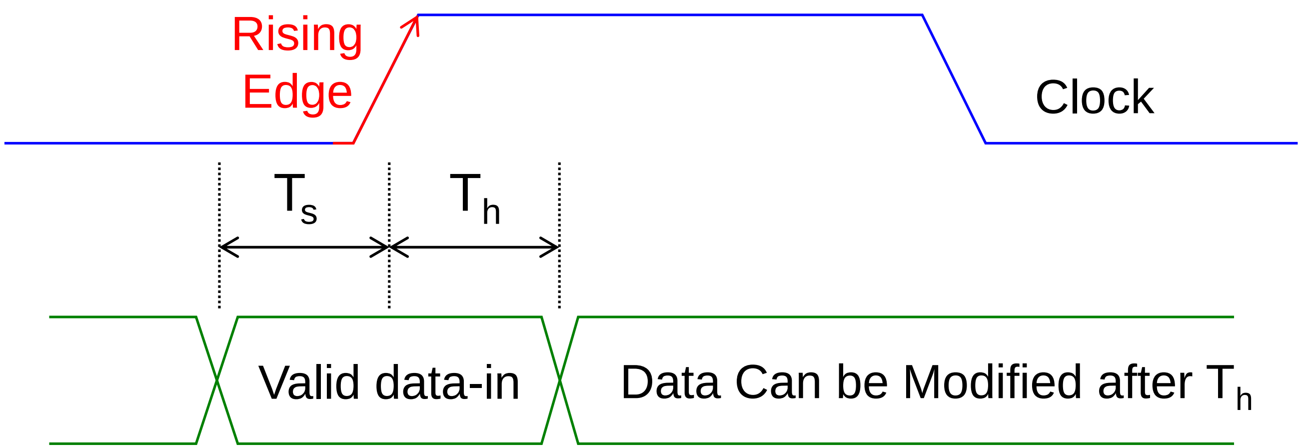
T Flip-Flop		
T	***Q(t+1)***	
0	Q(t)	No change
1	Q'(t)	Complement

Timing Considerations for Flip-Flops

- **Setup Time (T_s):** Time duration for which the data input must be valid and stable before the arrival of the clock edge.

- **Hold Time (T_h):** Time duration for which the data input must not be changed after the clock transition occurs.

- **T_s** and **T_h** must be ensured for the proper operation of flip-flops



Summary

- In a sequential circuit there is internal memory
  - Output is a function of current inputs and present state
  - The stored memory value defines the present state
  - Similarly, the next state depends on current inputs and present state
- Two types of sequential circuits:
  - Synchronous sequential circuits are clocked (easier to implement)
  - Asynchronous sequential circuits are not clocked
- Two types of Memory elements: Latches and Flip-Flops
- Latches are level-sensitive, flip-flops are edge-triggered
- Flip-flops are better memory elements for synchronous circuits
- A flip-flop is described using a characteristic table and equation