

## Section 1 - Latches

Wednesday, June 19, 2019 12:20 PM

# • SECTION 1. LATCHES •

COMBINATIONAL LOGIC IS BASED UPON  
THE COMBINATION OF PRESENT  
INPUTS

SEQUENTIAL LOGIC DEPENDS ON  
THE SEQUENCE OF INPUTS

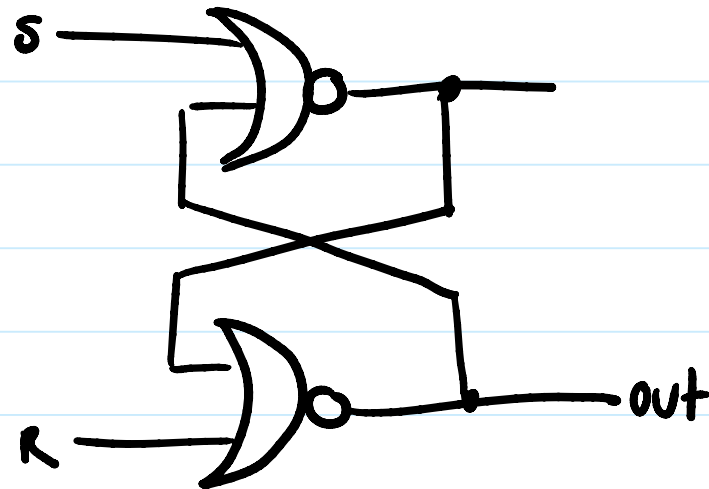
EXAMPLE:

- PRESSON BUTTON FOR LAMP.
- LAMP TURNS ON
- CIRCUIT STORE 1
- LAMP STAYS ON UNTIL OFFPRESSED
- WHEN OFF IS PRESSED, 0 STORED

**LATCH** - SIMPLEST CIRCUIT FOR STORING A BIT

# SR LATCH - STORES 1 BIT

- s = set
- r = reset



s	r	OUT
0	0	PREVIOUSLY STORE BIT
0	1	0 - RESET
1	0	1 - SET
1	1	UNKNOWN (OSCILLATION)

- SR = 11 CAUSES A PROBLEM
- CAUSES OSCILLATION BETWEEN 1
- DUE TO WIRE & GATE DELAYS ONE WOULD DOMINATE - WHICH ONE IS UNKNOWN

# D LATCH - STORES ONE BIT

- $d$ : data
- $e$ : enable

• SR LATCH HAS OSCILLATION PROBLEM.

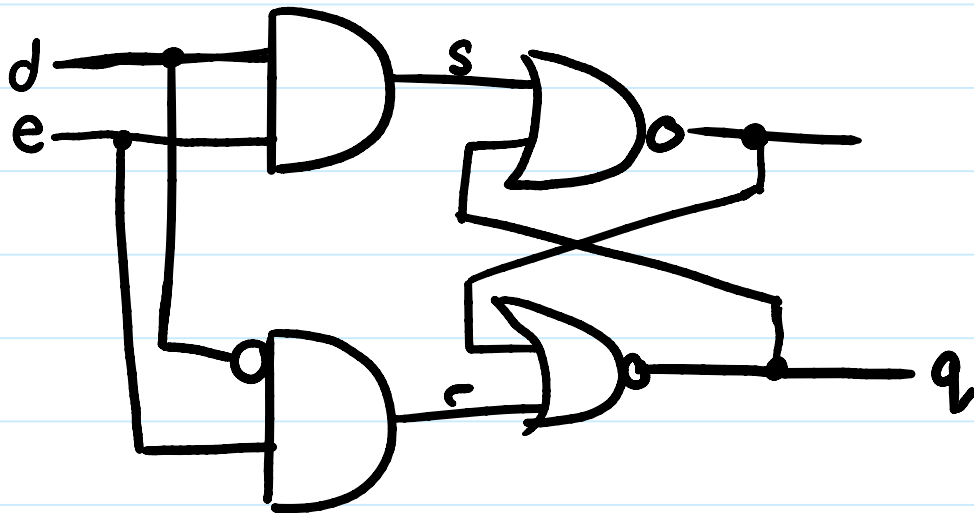
• D LATCH IMPLEMENTED WITH AN SR LATCH

$$\begin{aligned} \hookrightarrow s &= d \\ \hookrightarrow r &= d' \end{aligned}$$

SR  $\neq 00$   
only able  
to set  
or  
reset

• SR can never equal 11

• the bit from  $d$  (data) can only be enabled if  $e$  is 1



e	d	q
0	0	PREVIOUSLY STORED BIT
0	1	PREVIOUSLY STORED BIT
1	0	0 (d is stored)
1	1	1 (d is stored)