



# DIGITAL DESIGN AND COMPUTER ORGANIZATION

## Latches, Flip-flops - 3

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**Reetinder Sidhu**

Department of Computer Science and Engineering

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## Latches, Flip-flops - 3

**Reetinder Sidhu**

Department of Computer Science and  
Engineering

- Digital Design
  - ▶ Combinational logic design
  - ▶ Sequential logic design
    - ★ **Latches, Flip-flops - 3**
- Computer Organization
  - ▶ Architecture (microprocessor instruction set)
  - ▶ Microarchitecture (microprocessor operation)

### Concepts covered

- Register
- Flip-Flop with Enable
- Flip-Flop with Reset

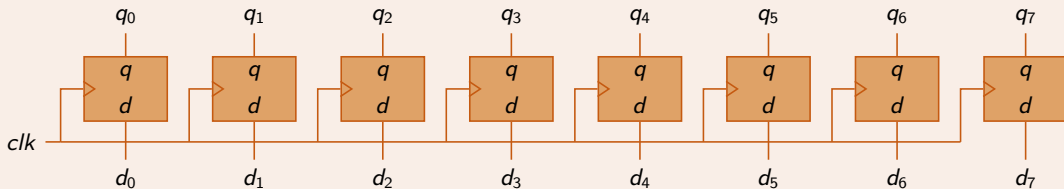
# LATCHES, FLIP-FLOPS - 3



## Register

### Register

- An  $n$ -bit register consists of  $n$  flip-flops with their clock inputs connected together
- It can store  $n$ -bits of data
  - ▶ Also called an  $n$ -bit word
- 8-bit D flip-flop based register:



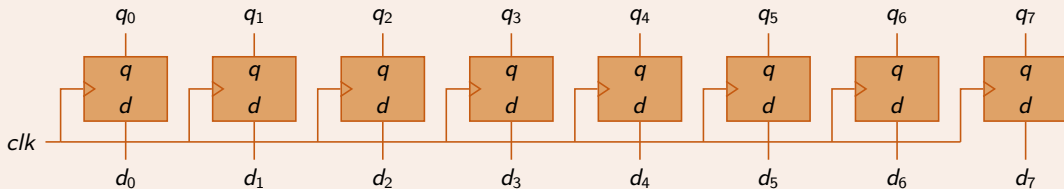
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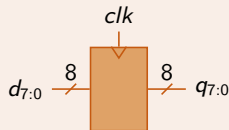


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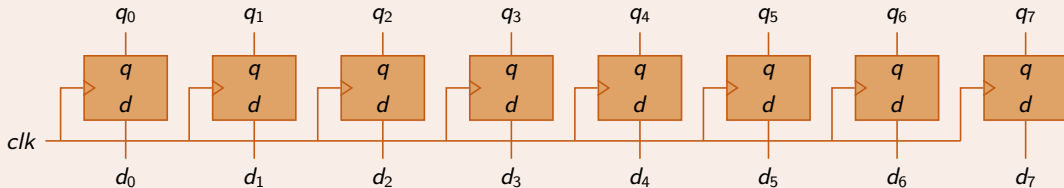
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- Symbol (8-bit):



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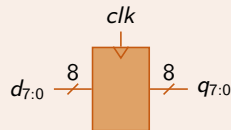


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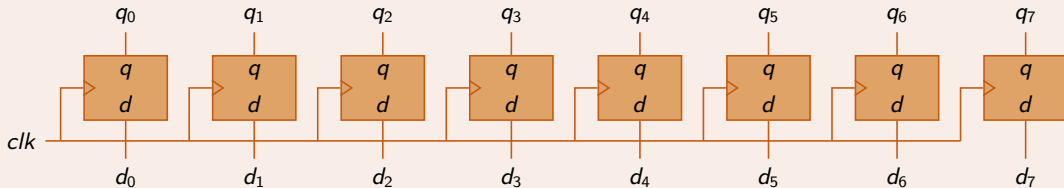
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- A single D flip-flop can also be called a register



# LATCHES, FLIP-FLOPS - 3

## Flip-Flop with Enable



### Flip-Flop with Enable

Flip-flop with additional **enable** (or load) signal that determines when new input stored



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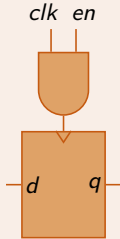
Flip-flop with additional **enable** (or load) signal that determines when new input stored

- Clock gating approach:

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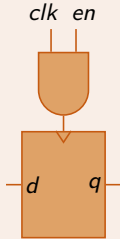
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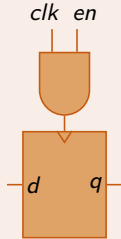


- ▶ *clk* signal above is **gated**
- ▶ Clock gating can cause timing problems
  - ★ Careful use can reduce power consumption

### Flip-Flop with Enable

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- Better approach:

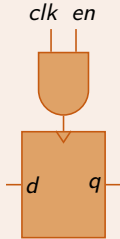
- ▶ Mux selects between old and new value

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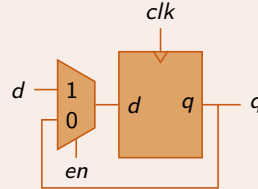
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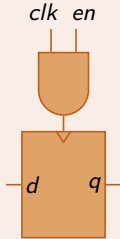
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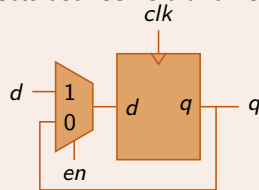
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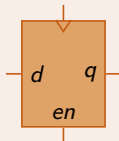
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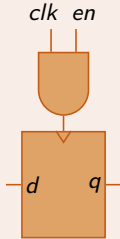
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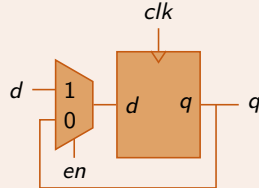
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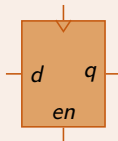
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- Symbol:



- At the rising edge of *clk*:

<i>en</i>	<i>d</i>	<i>q</i>
0	0	$q_{prev}$
0	1	$q_{prev}$
1	0	0
1	1	1

## Resettable Flip-Flop

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Flip-flop with additional **reset** signal used to store 0 irrespective of the input



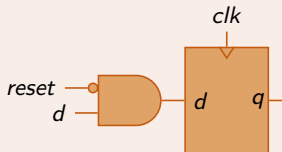
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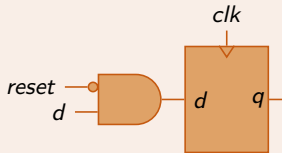
- Logic Diagram:



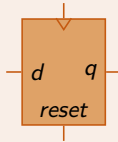
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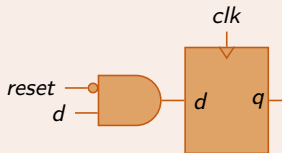
- Symbol:



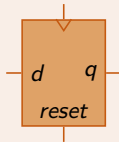
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Flip-flop with additional **reset** signal used to store 0 irrespective of the input

- Logic Diagram:



- Symbol:



- At the rising edge of *clk*:

reset	d	q
0	0	0
0	1	1
1	0	0
1	1	0

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## Think About It

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- Construct a JK flip-flop with enable and reset signals