

Latch Based Design (1A)

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Latch vs Flipflop (1)

[Latch] less gates, less area, less power

[F/F] more gates, more area, more power

[Latch] for non-timing critical design ← less gates & less power

[F/F] for non-power aware design

Latch vs Flipflop (2)

[Latch] it is an asynchronous block

must ensure its input is race free otherwise glitch, hazard

[F/F] synchronous block

[Latch] weak to noise, specially noisy “enable” input disrupts output

[F/F] robust to noise

[Latch] difficult timing analysis

[F/F] easy timing analysis

[Latch] difficult DFT

Lockup state needed at the clock domain crossing

[F/F] Scanned F/F

Latch vs Flipflop (3)

[Latch] soft barrier – sensitive to the pulse duration

Signals propagates on the transparent period

[F/F] hard barrier – sensitive to the pulse transition

Signals propagates only on the pos. or neg. edge

[Latch] pipeline with master-slave latches

logic can be added between both of edges

[F/F] logic can be added between the same single edge

[Latch] Cycle-borrowing can be used to extend setup time

[F/F] time may be wasted because of

[Latch] insensitive to clock skews, wire load model, PVT models

[F/F] sensitive to clock skews, wire load model, PVT models

Latch vs Flipflop (1)

- - A gated RS latch

```
LIBRARY ieee;
```

```
USE ieee.std_logic_1164.all;
```

```
ENTITY RSLatch IS
```

```
PORT ( E, R, S      : IN   STD_LOGIC;  
      Q            : OUT  STD_LOGIC );
```

```
END part1;
```

```
ARCHITECTURE Structural OF RSLatch IS
```

```
    SIGNAL Rg, Sg, Qa, Qb : STD_LOGIC ;
```

```
    ATTRIBUTE keep : boolean;
```

```
    ATTRIBUTE keep of Rg, Sg, Qa, Qb : SIGNAL IS
```

```
    true;
```

```
    BEGIN
```

```
        Rg <= R AND E;
```

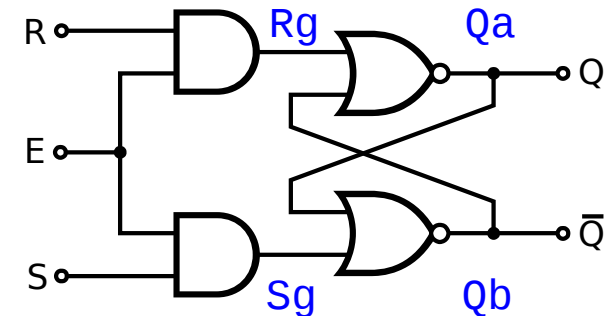
```
        Sg <= S AND E;
```

```
        Qa <= NOT (Rg OR Qb);
```

```
        Qb <= NOT (Sg OR Qa);
```

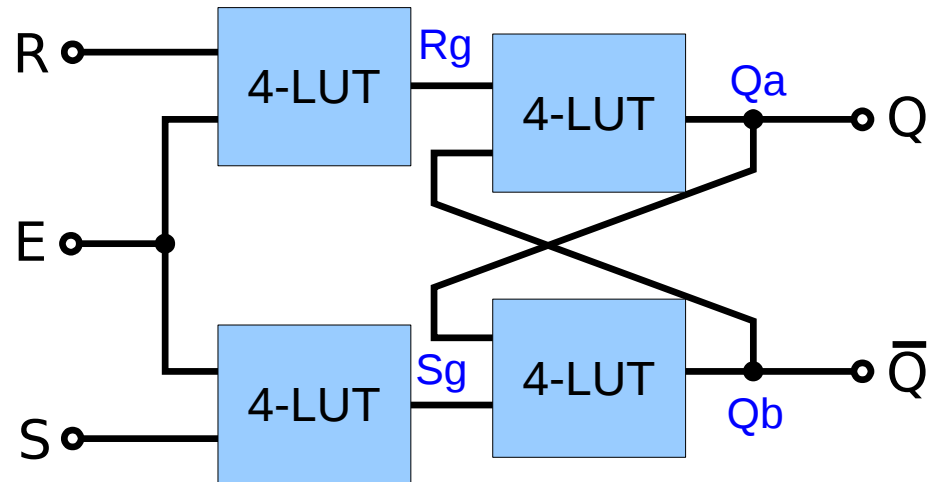
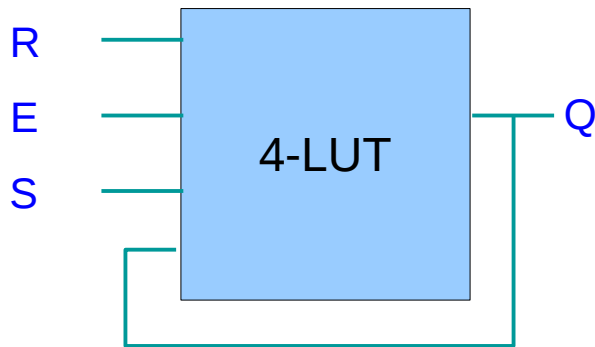
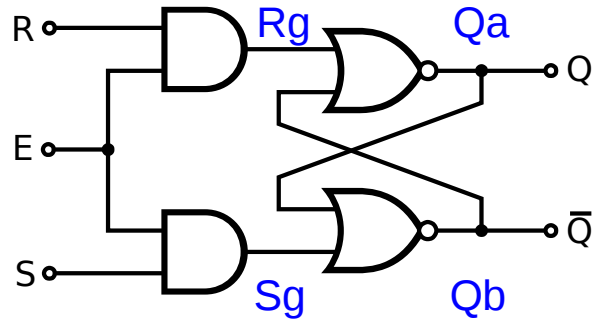
```
        Q <= Qa;
```

```
    END Structural;
```



ftp://ftp.altera.com/up/pub/Altera_Material/10.1/Laboratory_Exercises/Digital_Logic/DE2/vhdl/lab3_VHDL.pdf
https://en.wikipedia.org/wiki/File:SR_%28Clocked%29_Flip-flop_Diagram.svg

Gate Level RS Latch - FPGA realization



Impulse Matching ($N > M$) (1)

- - A gated RS latch

```
LIBRARY ieee;
```

```
USE ieee.std_logic_1164.all;
```

```
ENTITY RSLatch IS
```

```
PORT ( Clk, R, S : IN STD_LOGIC;
```

```
      Q          : OUT STD_LOGIC );
```

```
END part1;
```

```
ARCHITECTURE Structural OF RSLatch IS
```

```
    SIGNAL Rg, Sg, Q, Qb : STD_LOGIC ;
```

```
    ATTRIBUTE keep : boolean;
```

```
    ATTRIBUTE keep of Rg, Sg, Qa, Qb : SIGNAL IS
```

```
    true;
```

```
BEGIN
```

```
    Rg <= R AND Clk;
```

```
    Sg <= S AND Clk;
```

```
    Qa <= NOT (Rg OR Qb);
```

```
    Qb <= NOT (Sg OR Qa);
```

```
    Q <= Qa;
```

```
END Structural;
```


Latch Modeling in VHDL

```
--  
-- Latch with Positive Gate  
--  
library ieee;  
use ieee.std_logic_1164.all;  
  
entity latch is  
    port(G, D : in std_logic;  
         Q : out std_logic);  
end latch;  
  
architecture beh of latch is  
begin  
    process (G, D)  
    begin  
        if (G='1') then  
            Q <= D;  
        end if;  
    end process;  
end beh;
```

Latch Modeling in VHDL

```
--  
-- Latch with Positive Gate and  
-- Asynchronous Reset  
--  
library ieee;  
use ieee.std_logic_1164.all;  
  
entity latch_ar is  
    port(G, D, CLR : in std_logic;  
         Q : out std_logic);  
end latch_ar;  
  
architecture beh of latch_ar is  
begin  
    process (CLR, D, G)  
    begin  
        if (CLR='1') then  
            Q <= '0';  
        elsif (G='1') then  
            Q <= D;  
        end if;  
    end process;  
end beh;
```

Impulse Matching ($N > M$) (1)

- - A gated RS latch

```
LIBRARY ieee;
```

```
USE ieee.std_logic_1164.all;
```

```
ENTITY RSLatch IS
```

```
PORT ( Clk, R, S : IN STD_LOGIC;
```

```
      Q          : OUT  STD_LOGIC );
```

```
END part1;
```

```
ARCHITECTURE Structural OF RSLatch IS
```

```
    SIGNAL Rg, Sg, Q, Qb : STD_LOGIC ;
```

```
    ATTRIBUTE keep : boolean;
```

```
    ATTRIBUTE keep of Rg, Sg, Qa, Qb : SIGNAL IS
```

```
    true;
```

```
BEGIN
```

```
    Rg <= R AND Clk;
```

```
    Sg <= S AND Clk;
```

```
    Qa <= NOT (Rg OR Qb);
```

```
    Qb <= NOT (Sg OR Qa);
```

```
    Q <= Qa;
```

```
END Structural;
```

Impulse Matching ($N > M$) (1)

latches nominally "simpler" than flip-flops

in Xilinx FPGAs:

- 2 FFs/CLB which can be used
- latch requires FG function generator

* for FPGA targets, use flip-flops as sequential elements in VHDL description

<http://www.ohio.edu/people/starzykj/network/class/ee690/slides/fpgasynth.pdf>

References

- [1] <http://en.wikipedia.org/>
- [2] A.K. Rohilla, Latch is not that BAD - Latch Vs Flip-flop, [http://electronicsforu.com/electronicsforu/](http://electronicsforu.com/electronicsforu/lab3_VHDL.pdf)
- [3] lab3_VHDL.pdf, ftp://ftp.altera.com/up/pub/Altera_Material/10.1/Laboratory_Exercises