

# Latches and Flip-flops (1A)

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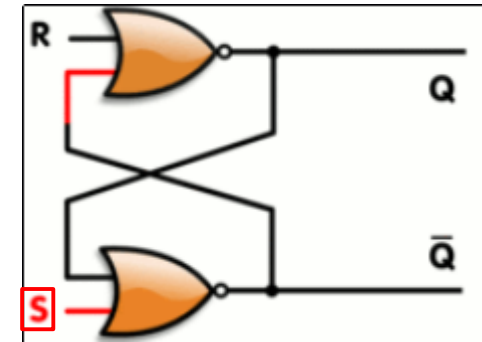
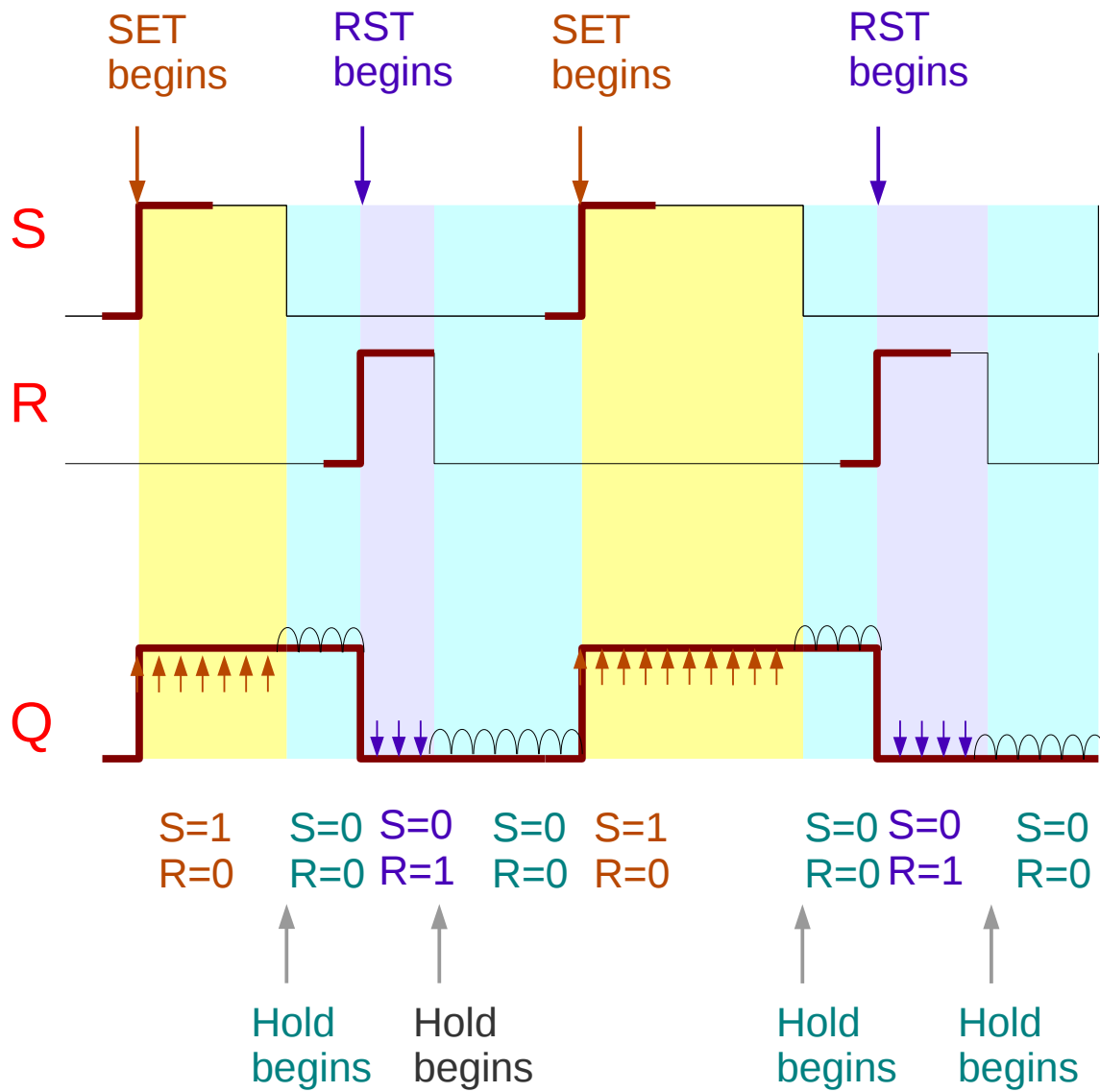
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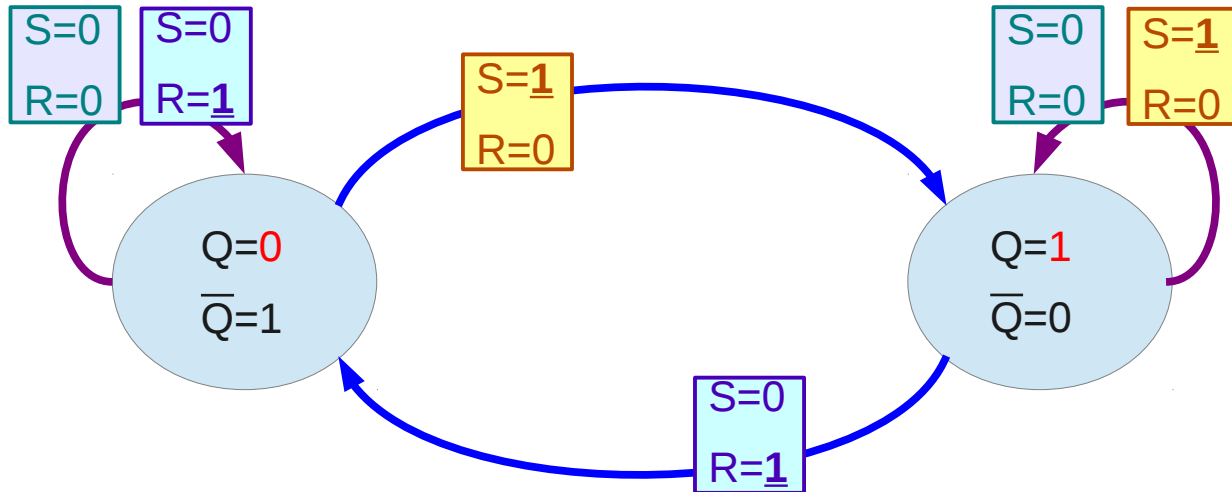
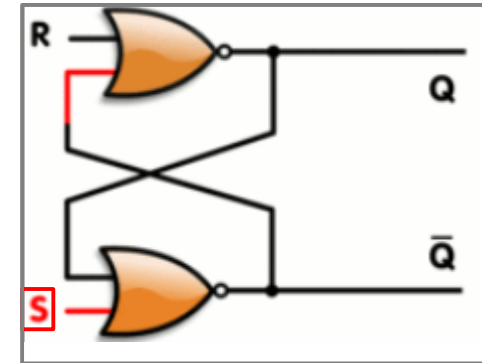
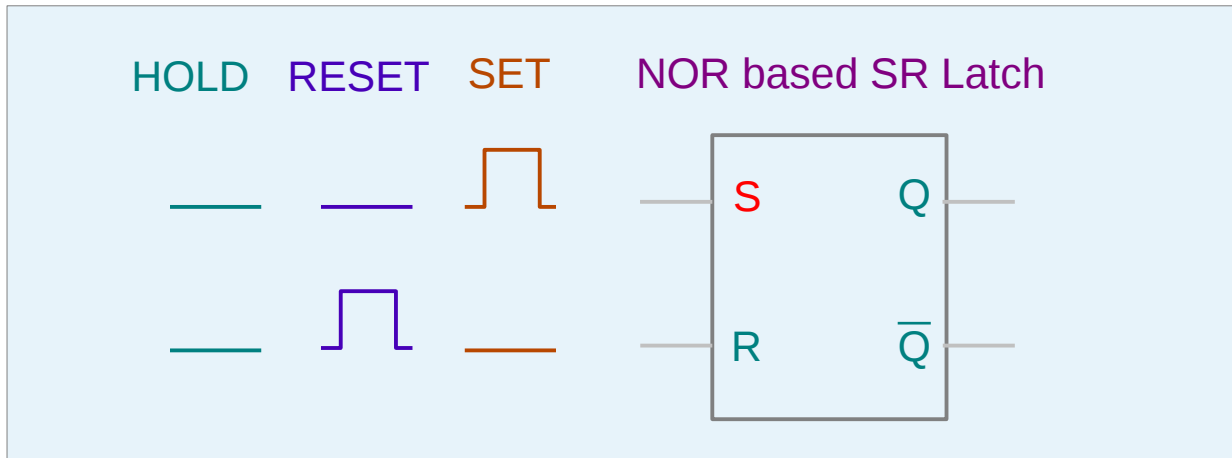
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# NOR-based SR Latch



SET	S=1 R=0	Q=1 $\bar{Q}=0$
RESET	S=0 R=1	Q=0 $\bar{Q}=1$
HOLD	S=0 R=0	Q=old Q $\bar{Q}=\text{old } \bar{Q}$

# NOR-based SR Latch States



Q=1  
Q-bar=0

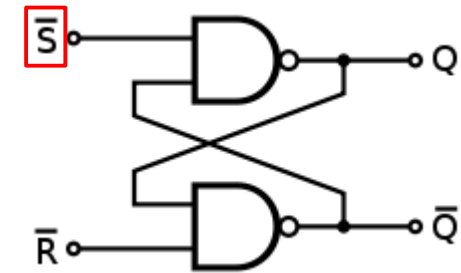
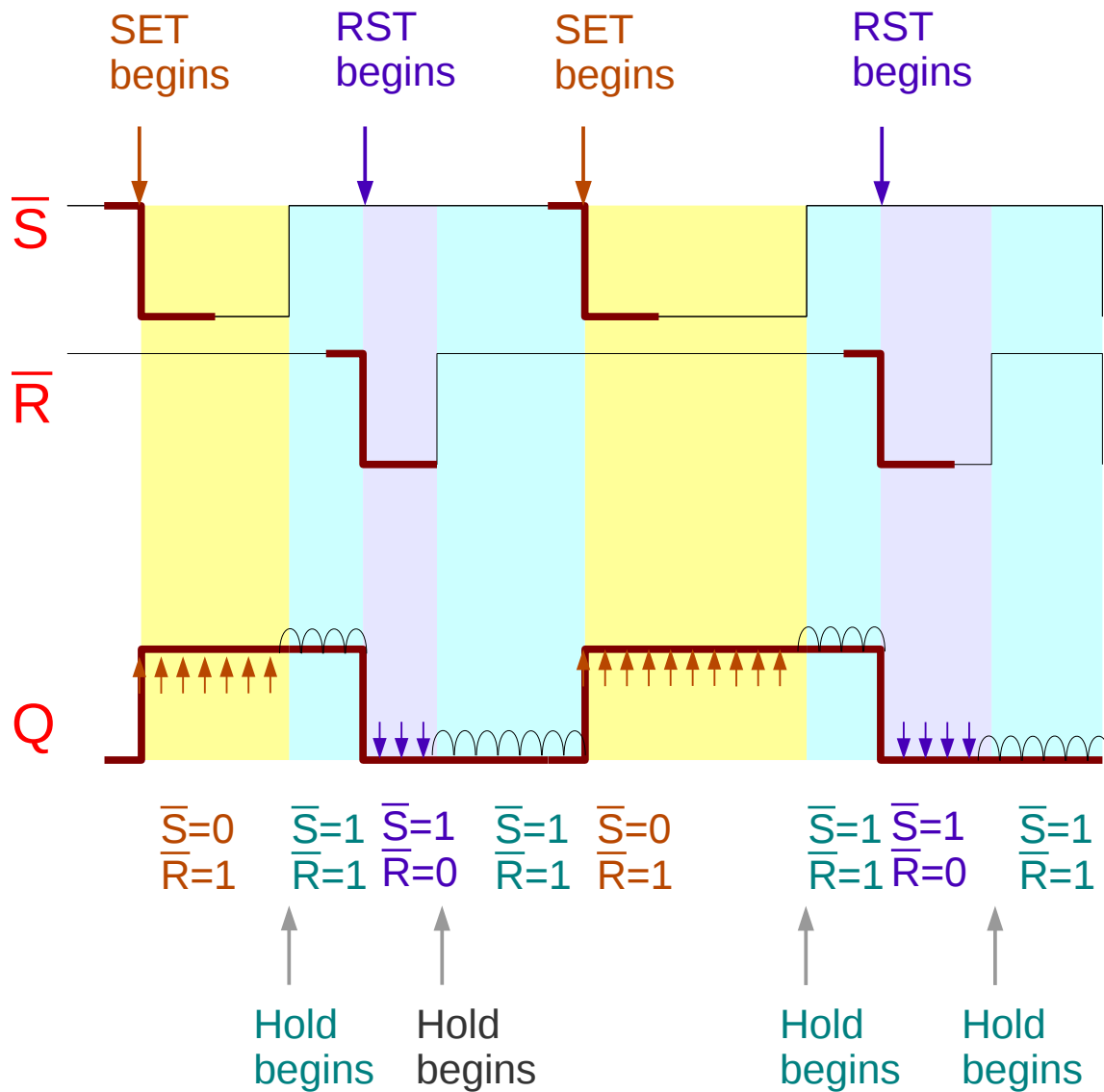


Q=0  
Q-bar=1



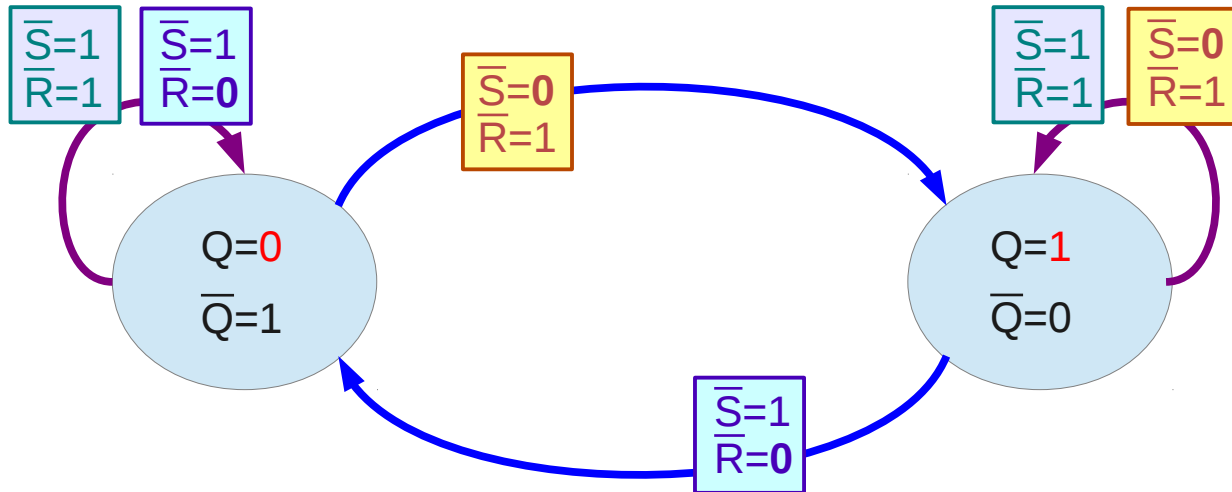
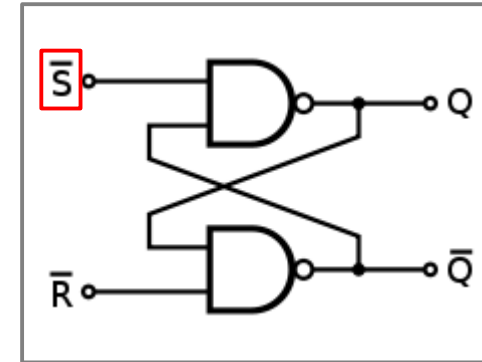
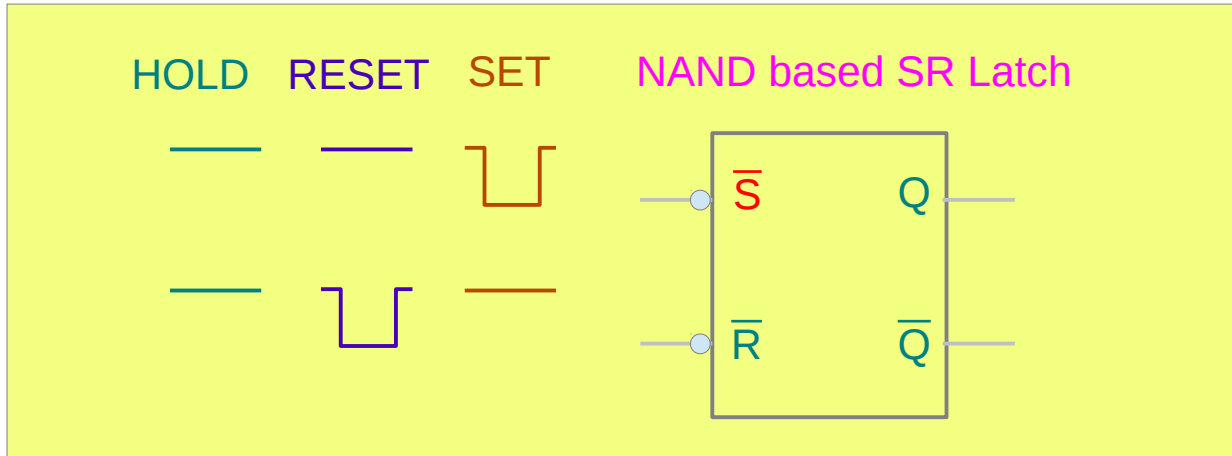
Q=old Q  
Q-bar=old Q-bar

# NAND-based SR Latch



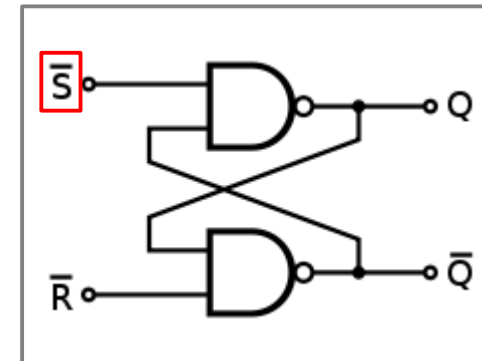
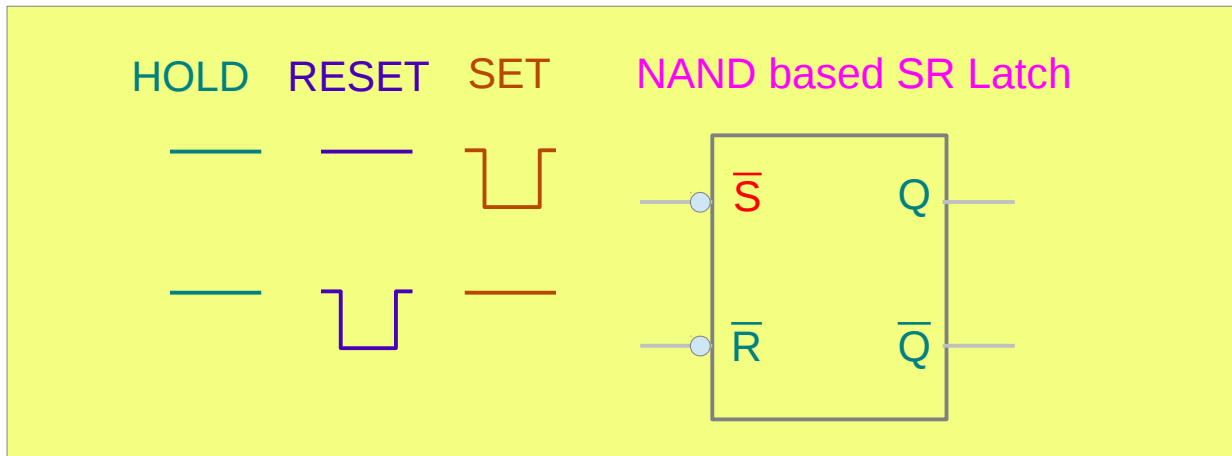
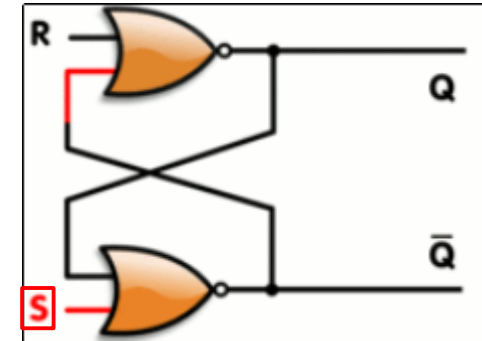
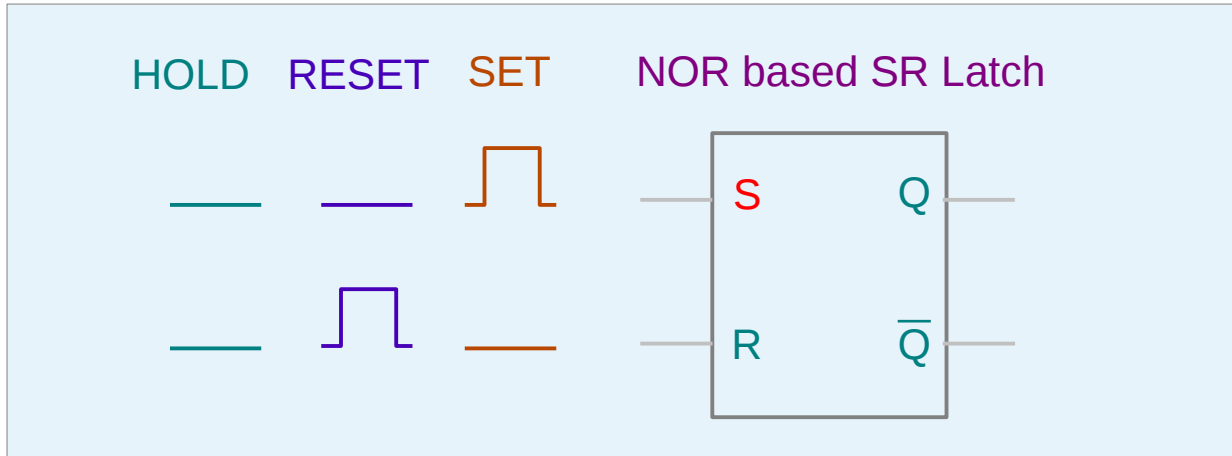
SET	$\bar{S}=0$ $\bar{R}=1$	$Q=1$ $\bar{Q}=0$
RESET	$\bar{S}=1$ $\bar{R}=0$	$Q=0$ $\bar{Q}=1$
HOLD	$\bar{S}=1$ $\bar{R}=1$	$Q=\text{old } Q$ $\bar{Q}=\text{old } \bar{Q}$

# NAND-based SR Latch States

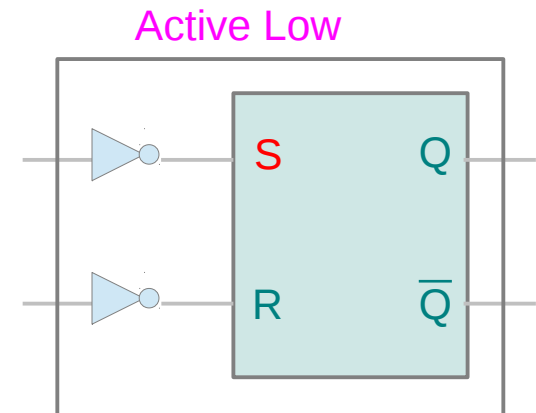
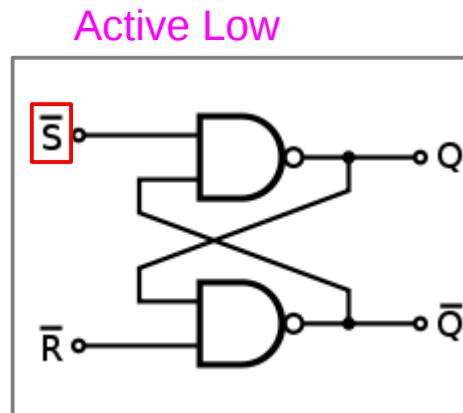
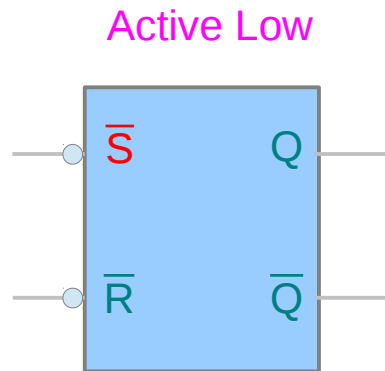
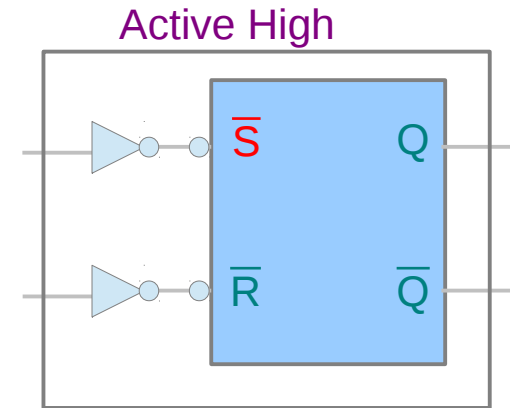
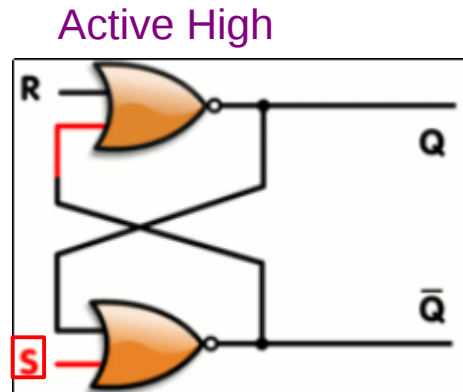
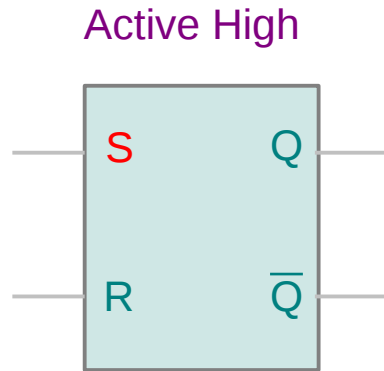


SET	$\bar{S}=0$ $\bar{R}=1$	$Q=1$ $\bar{Q}=0$
RESET	$\bar{S}=1$ $\bar{R}=0$	$Q=0$ $\bar{Q}=1$
HOLD	$\bar{S}=1$ $\bar{R}=1$	$Q=\text{old } Q$ $\bar{Q}=\text{old } \bar{Q}$

# SR Latch Symbols

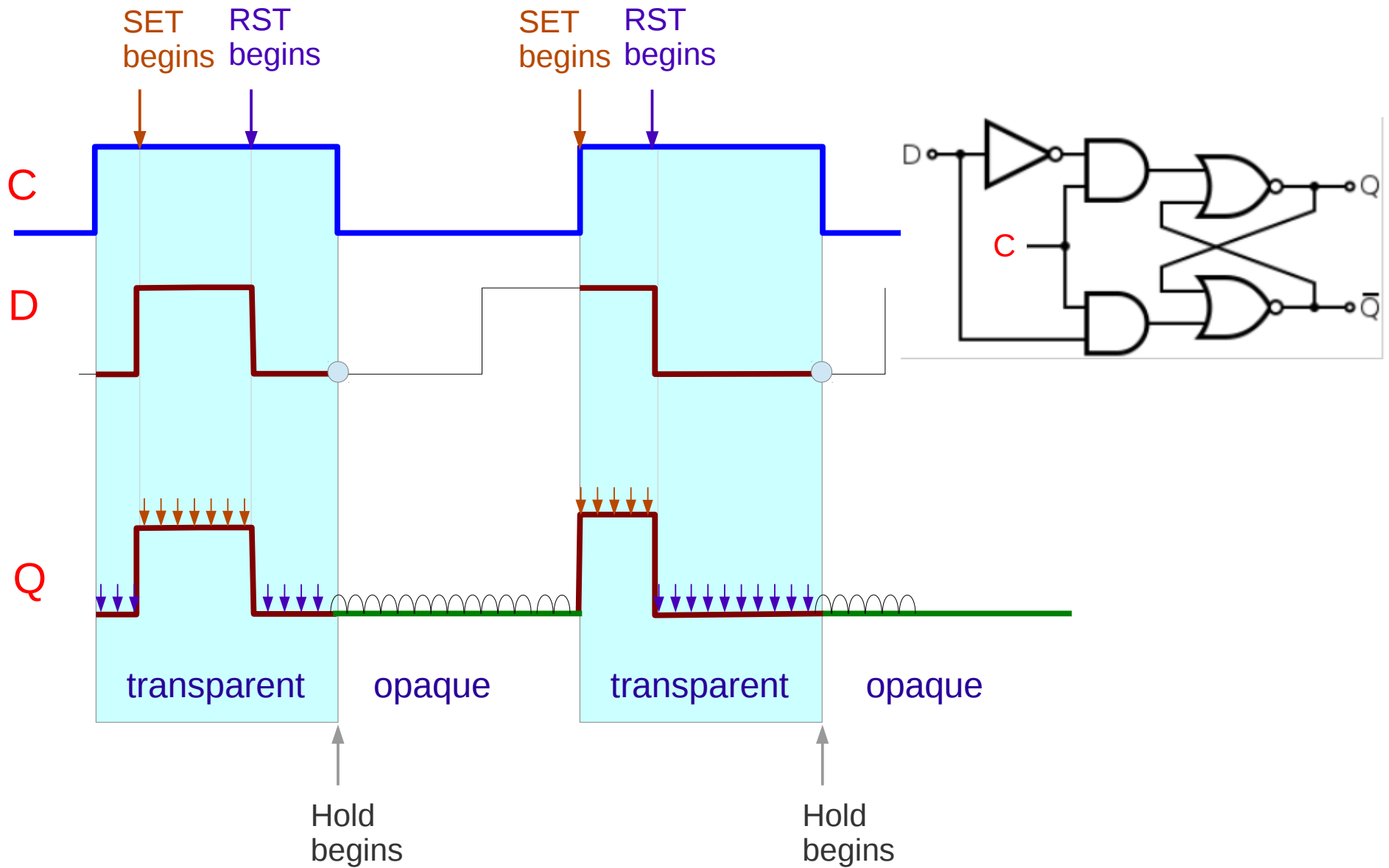


# Active High and Low Inputs

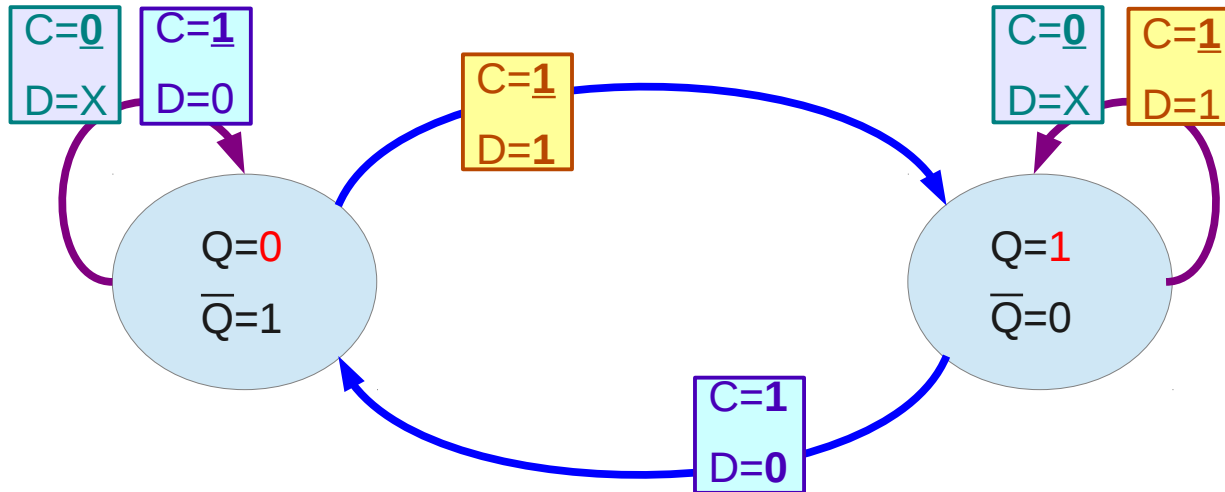
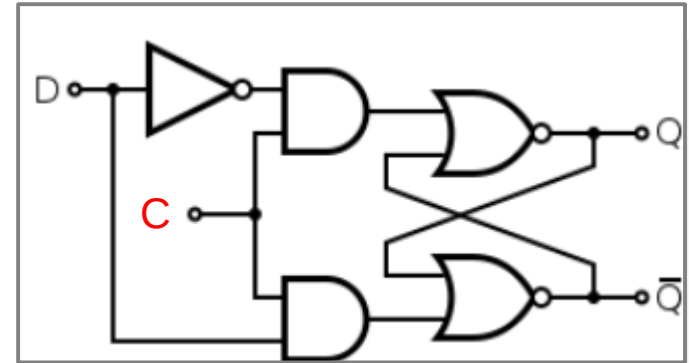
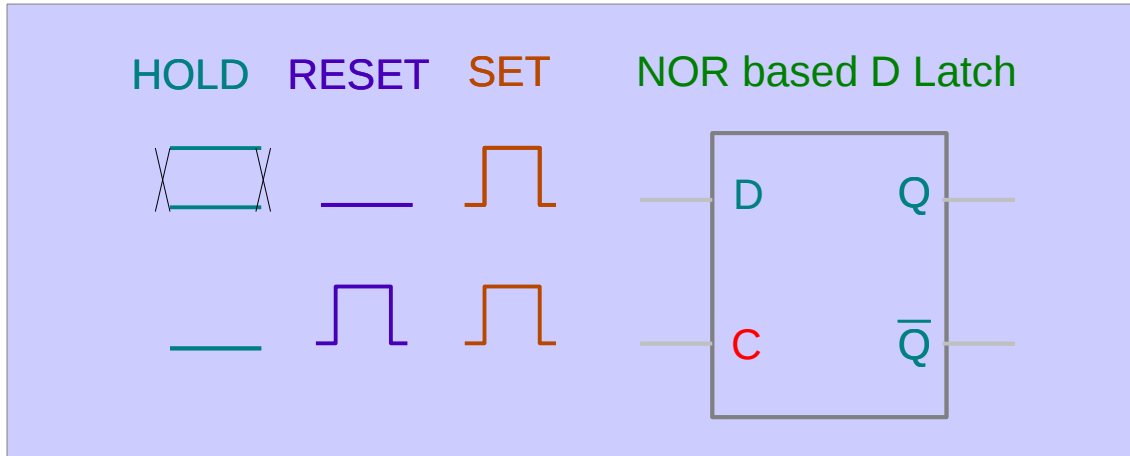




# NOR-based D Latch

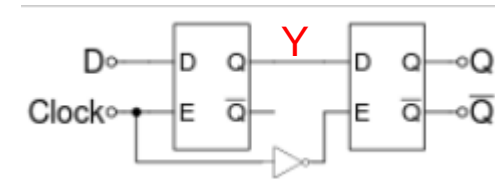
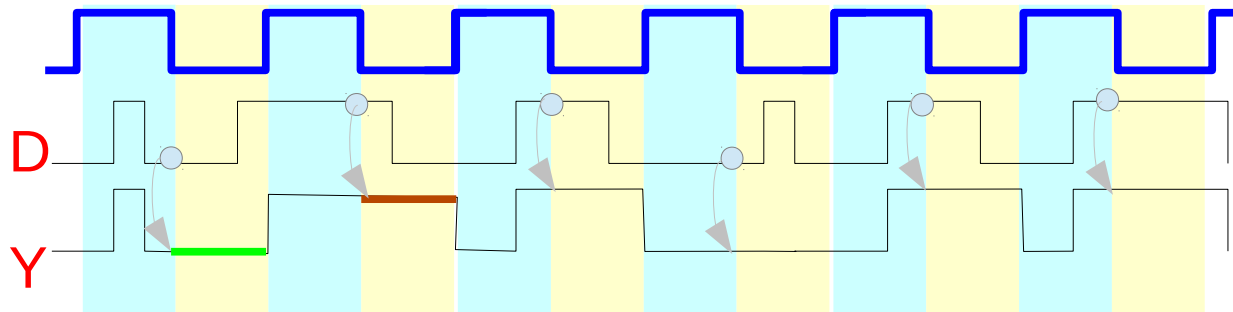


# NOR-based D Latch

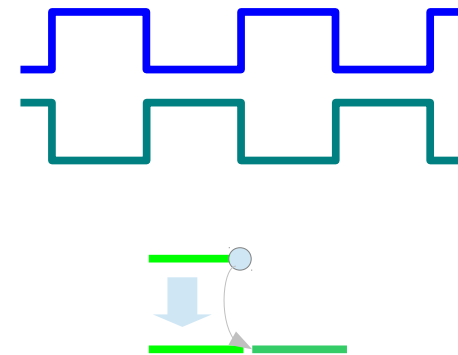
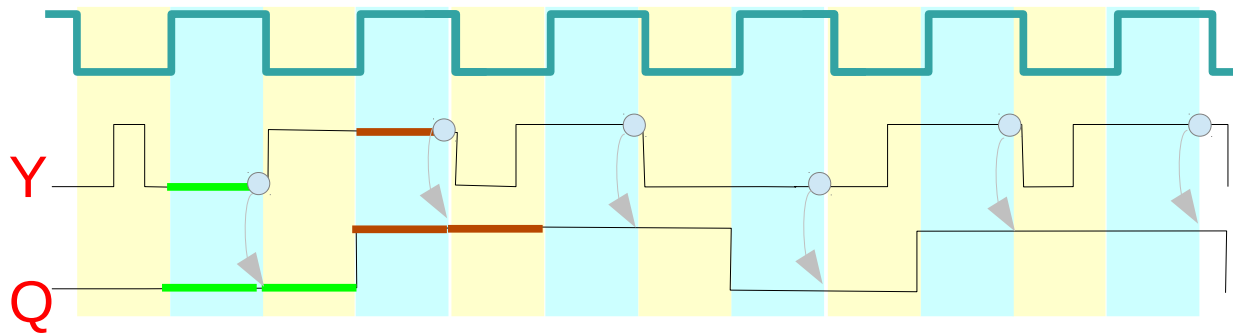


# Master-Slave D FlipFlop

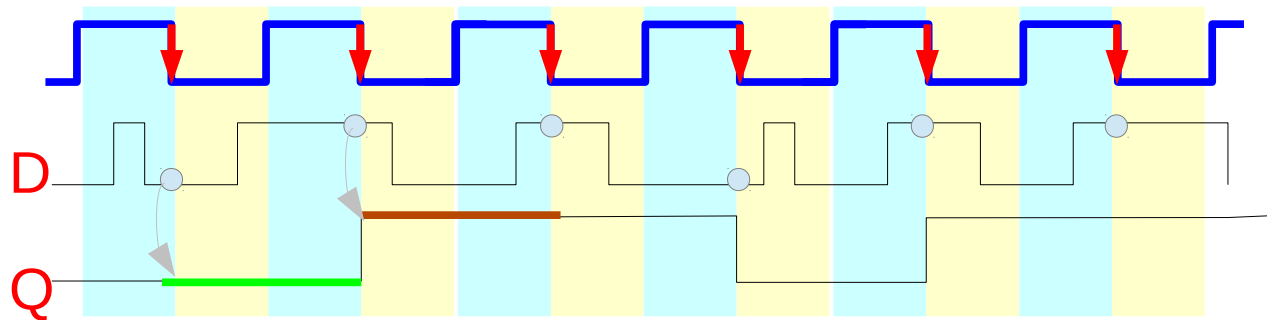
Master D Latch



Slave D Latch



Master-Slave D F/F

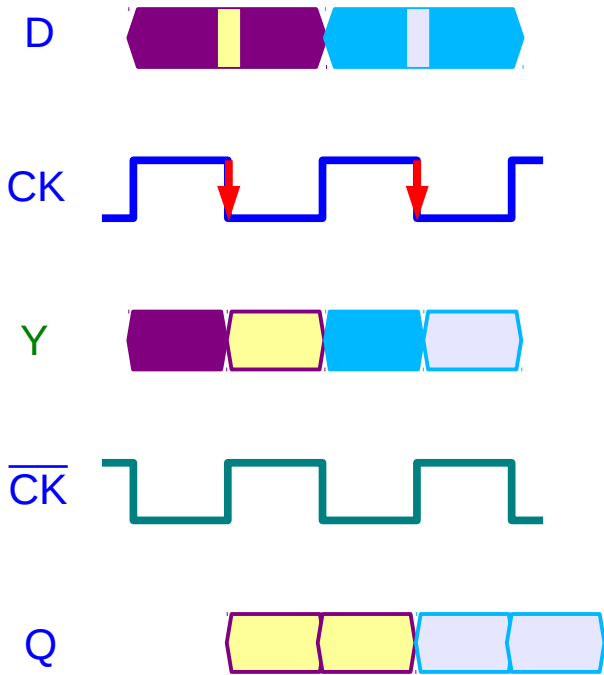


the hold output of the master is transparently reaches the output of the slave

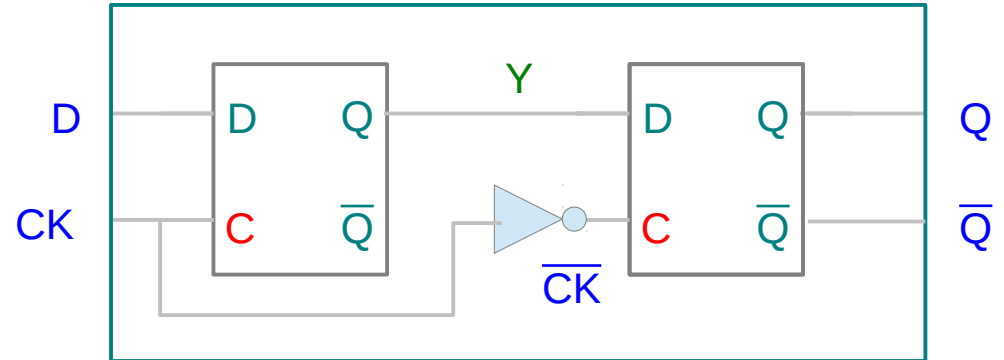
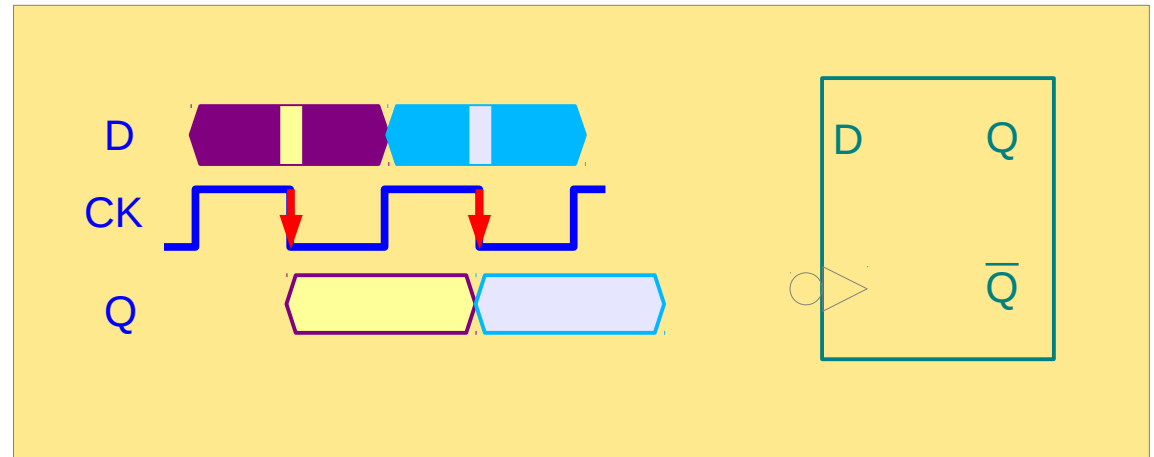
this value is held for another half period

# Master-Slave D FlipFlop – Falling Edge

Master D Latch

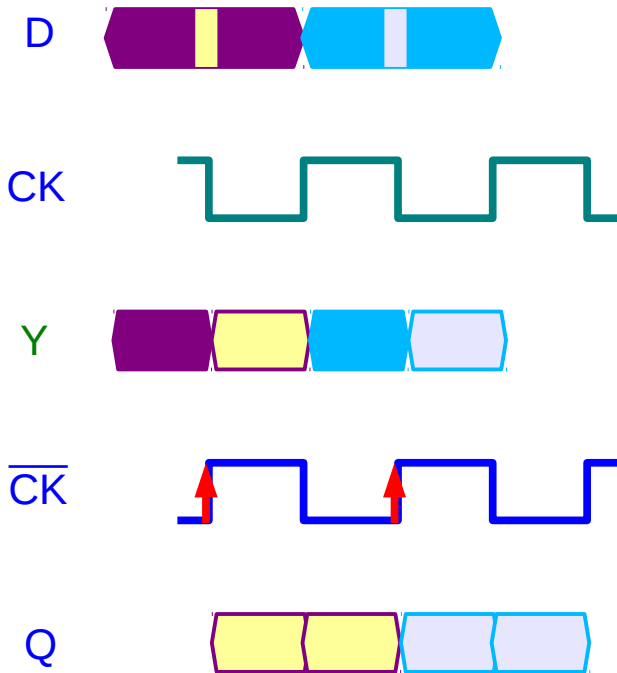


Slave D Latch

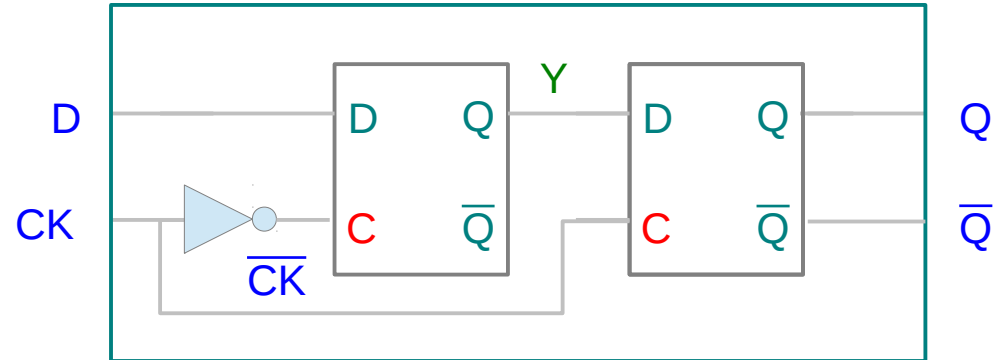
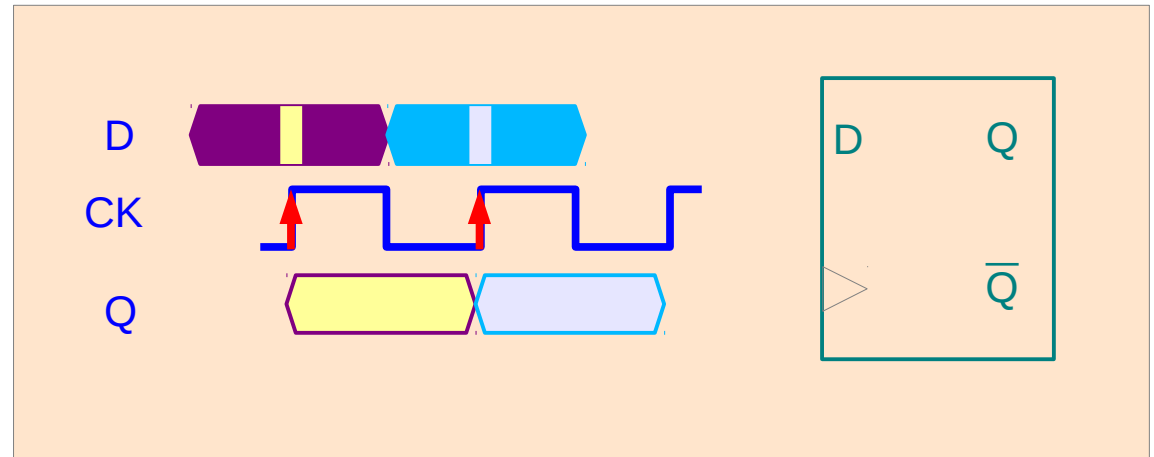


# Master-Slave D FlipFlop – Rising Edge

Master D Latch



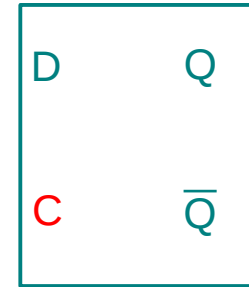
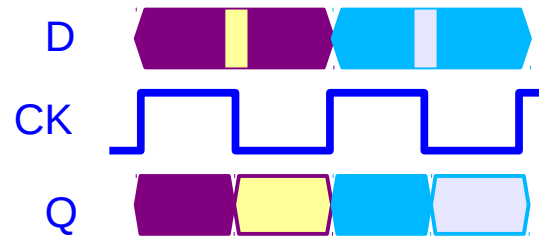
Slave D Latch



# D Latch & D FlipFlop

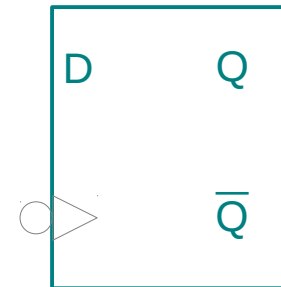
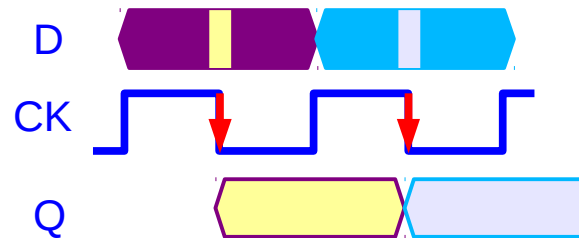
## Level Sensitive D Latch

CK=1 transparent  
CK=0 opaque



## Edge Sensitive D FlipFlop

CK=1 → 0 transparent  
else opaque



# Advantages of Latches over FFs

Flipflop designs are very **easy to verify timing**

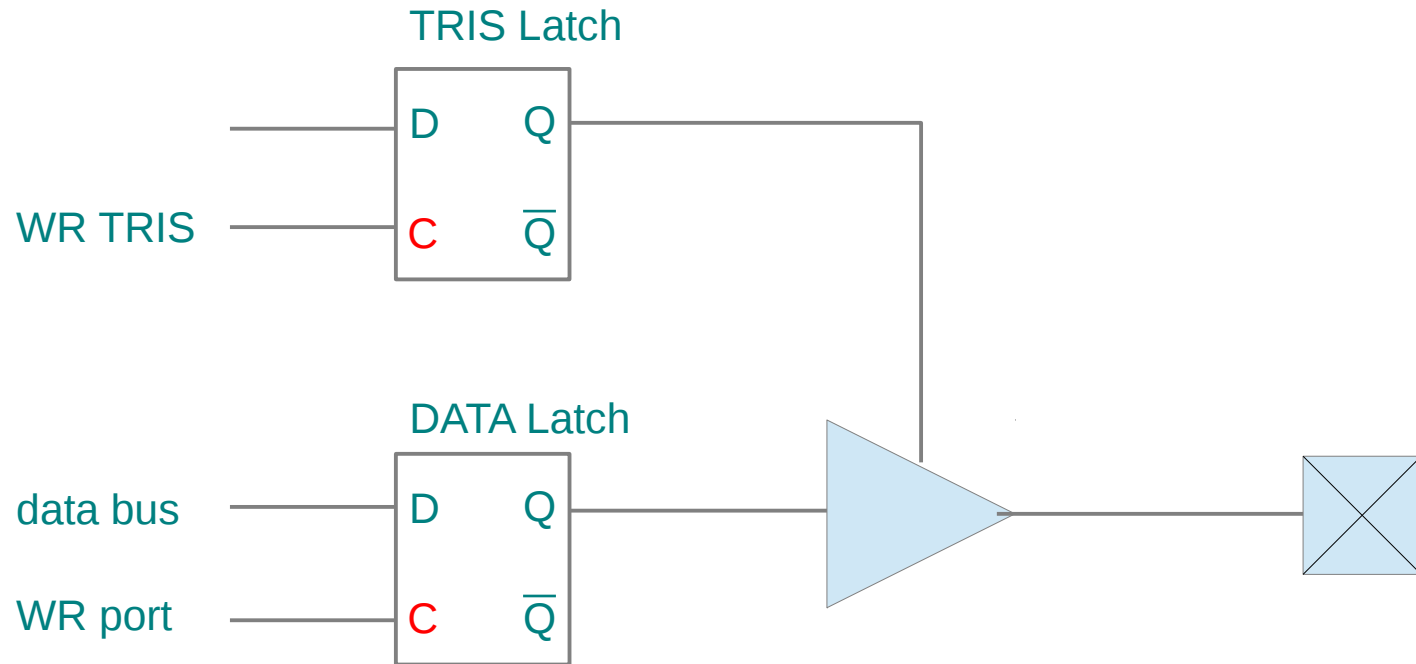
- Each path between flip-flops must be less than the clock period
- Tools check for skew, setup, and hold time violations
- Short paths are padded  
(buffers are added to slow down the signals)
- Skew in flip-flop based systems affects the critical path

**Most designs in industry** are based on flip-flops

Latch designs are **more flexible** than a flip-flop design

- Need to CAD tools to make sure it works
- Can borrow time to allow a path to be longer than clock period
- Can tolerate clock skew
  - skew does not directly add to cycle time
- Less silicon area

# Latches at the output ports





## References

- [1] <http://en.wikipedia.org/>
- [2] M. M. Mano, C. R. Kime, "Logic and Computer Design Fundamentals", 4<sup>th</sup> ed.
- [3] D.M. Harris, S. L. Harris, "Digital Design and Computer Architecture"
- [4] <http://www.ee.ic.ac.uk/pcheung> lecture note "Topic 7 - clocking strategies"