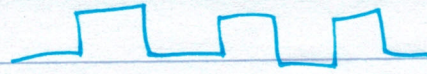


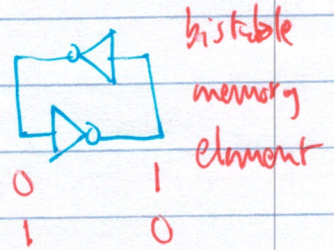
Nov. 4

# EEC 18

Clock - periodic  
Memories

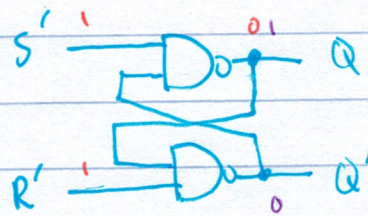


- \* I. Single-bit
- II. Array

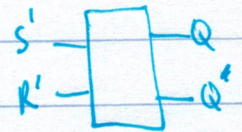


A) Clockless latches

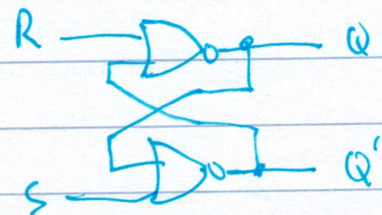
1) SR NAND latch



$S'$	$R'$	$Q$	Next $Q$	
0	0	0	1	} Invalid
0	0	1	1	
0	1	0	1	} Set
0	1	1	1	
1	0	0	0	} Reset
1	0	1	0	
1	1	0	0	} Memory
1	1	1	1	



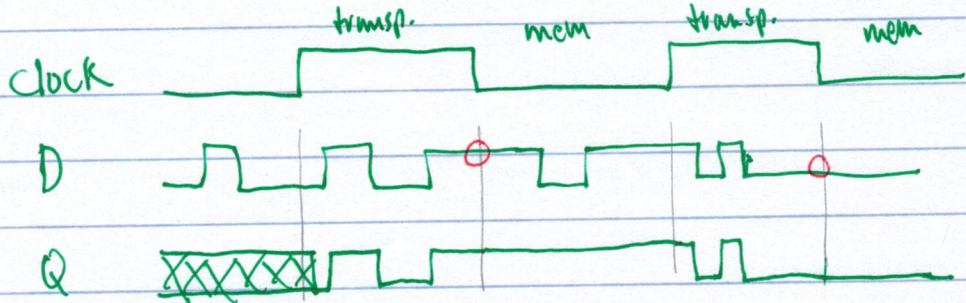
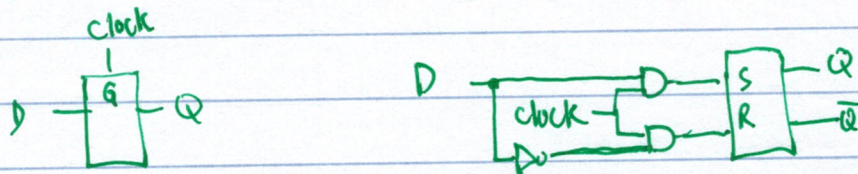
2) SR NOR latch



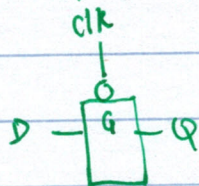
S	R	Q <sub>new</sub>	
0	0	Q <sub>old</sub>	Memory
0	1	0	Reset
1	0	1	Set
1	1	0,0	Invalid

B) Transparent / Gated latches  
Level-Sensitive latches

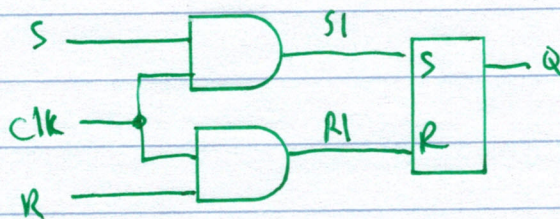
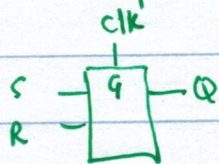
1) D Transparent-High Latch



2) D Transparent-Low Latch

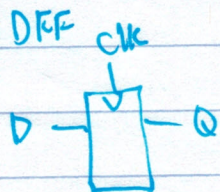


2) SR Transparent-High Latch

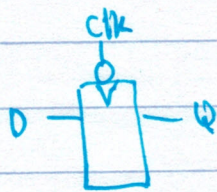


c) Edge-Triggered Flip Flops (FFs)

1) DFF

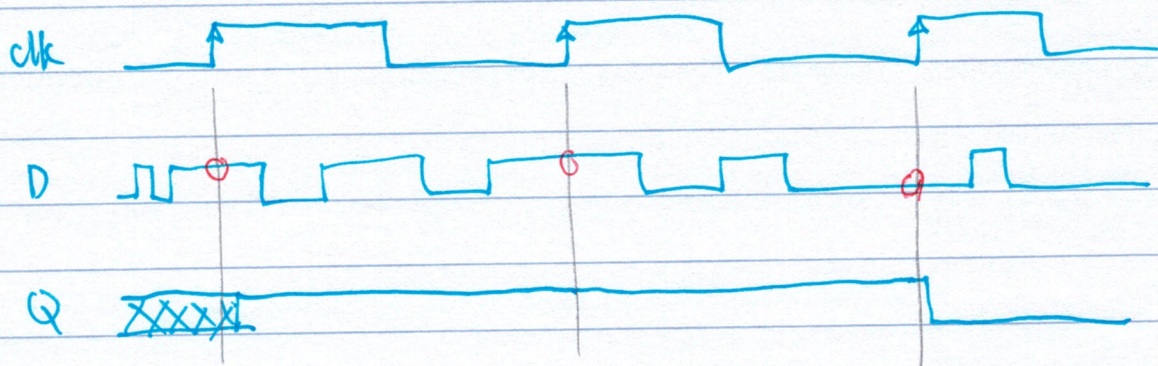


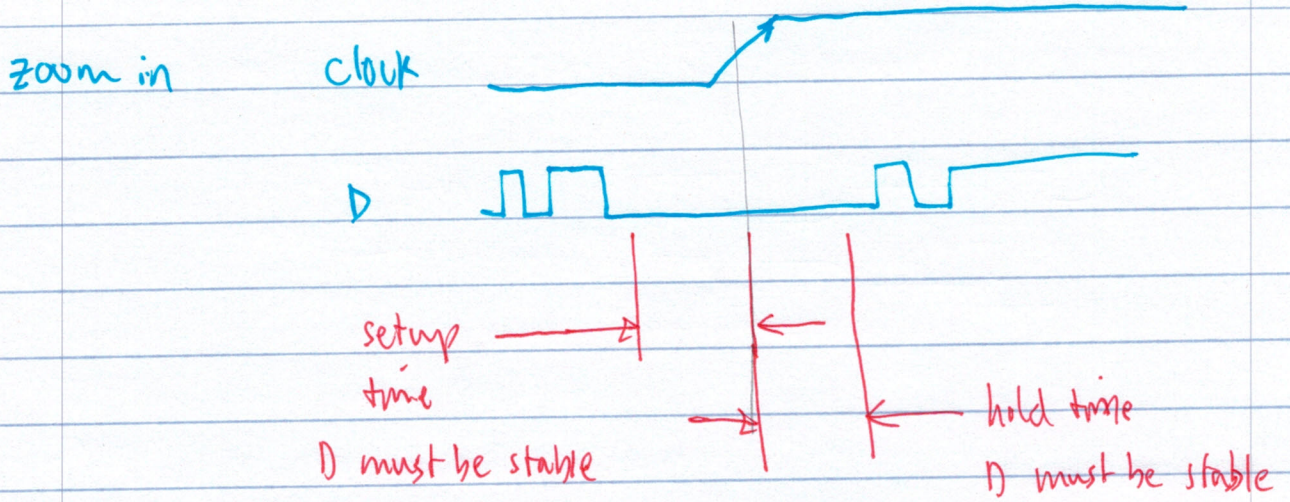
rising-edge



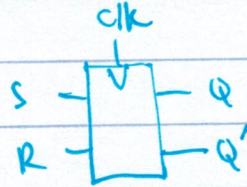
falling-edge

D	Q	Q <sub>new</sub>
0	0	0
0	1	0
1	0	1
1	1	1



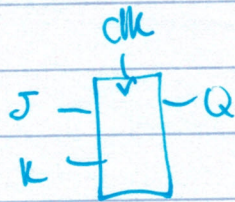


2) SR FF



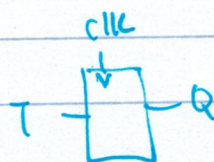
S	R	$Q^+ = Q_{new}$
0	0	Mem $Q^+ = Q$
0	1	0 Reset
1	0	1 Set
1	1	- Invalid

3) JK FF



J	K	$Q^+$
0	0	$Q^+ = Q$ Mem
0	1	0 Reset
1	0	1 set
1	1	$Q^+ = \bar{Q}$ toggle

4) T FF - Toggle



T	$Q^+$
0	$Q^+ = Q$ Mem
1	$Q^+ = \bar{Q}$ Toggle

Other inputs:

- Reset (clear)
- Set (preset)
- Synchronous - effective only on clock edge
- Asynchronous - effective anytime

	R	S
async	✓	✓
sync	✓	✓

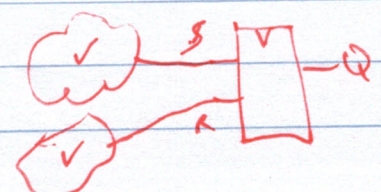
- active high
- active low

all 8 combinations ok

For design

Q	Q <sup>+</sup>	D	S	R	J	K	T
0	0	0	0	X	0	X	0
0	1	1	1	0	1	X	1
1	0	0	0	1	X	1	1
1	1	1	X	0	X	0	0

p-347



For analysis

D FF

$$Q^+ = D$$

D-CE

$$Q^+ = D \cdot CE + Q \cdot \overline{CE} \quad \text{Clock enable}$$

p. 401

T

$$Q^+ = Q \oplus T$$

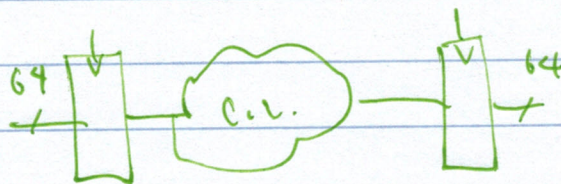
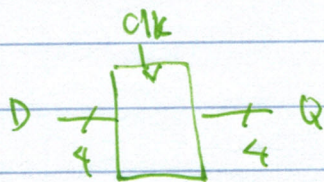
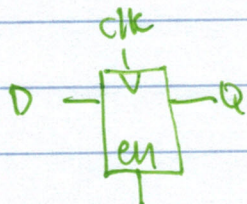
p. 336

SR

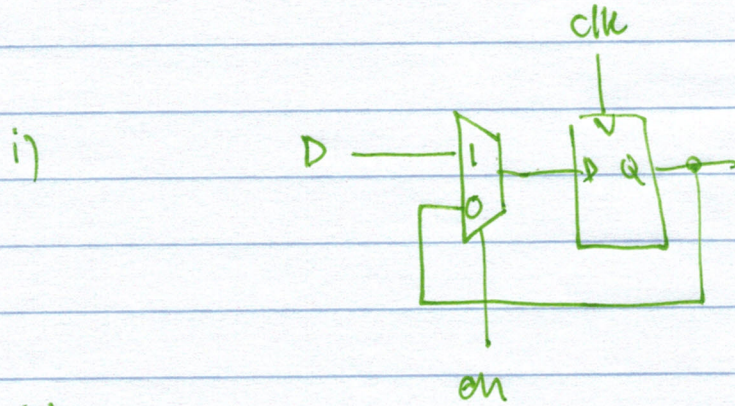
$$Q^+ = S + \overline{R} \cdot Q$$

JK

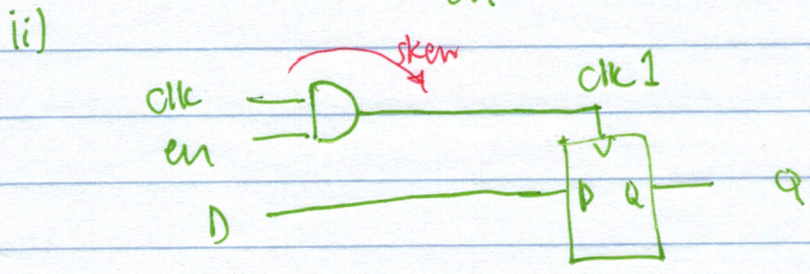
$$Q^+ = J \cdot \overline{Q} + \overline{K} \cdot Q$$

Unit 12A register is set of FFs w/ a common clock signalEnable registers/FFs

D	en	clk	Q <sup>+</sup>	
x	0	↑	Q	hold, mem
0	1	↑	0	
1	1	↑	1	



good way to build it

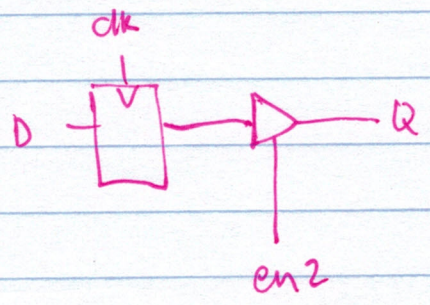


bad circuit

• susceptible to glitching on en when clk=1

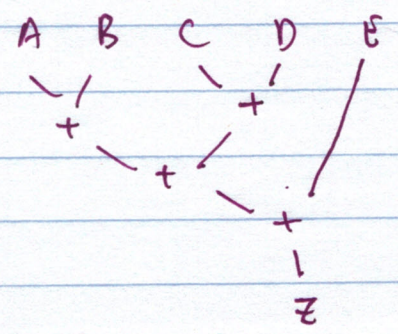
iii) Custom circuit

Regs w/ Tri-state outputs



Accumulators

Ex.  $Z = A + B + C + D + E$



- + Fast
- Large circuit
- Inflexible

ACC = 0      clear

ACC = ACC + A

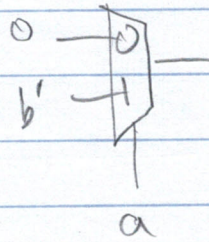
ACC = ACC + B

≡

ACC = ACC + E

Picture CASH register

$a \cdot b'$



a	b'	a · b'
0	0	0
0	1	0
1	0	0
1	1	1

a	b	a · b
0	0	0
0	1	0
1	0	0
1	1	1

