

# Edge Triggered Flip Flop

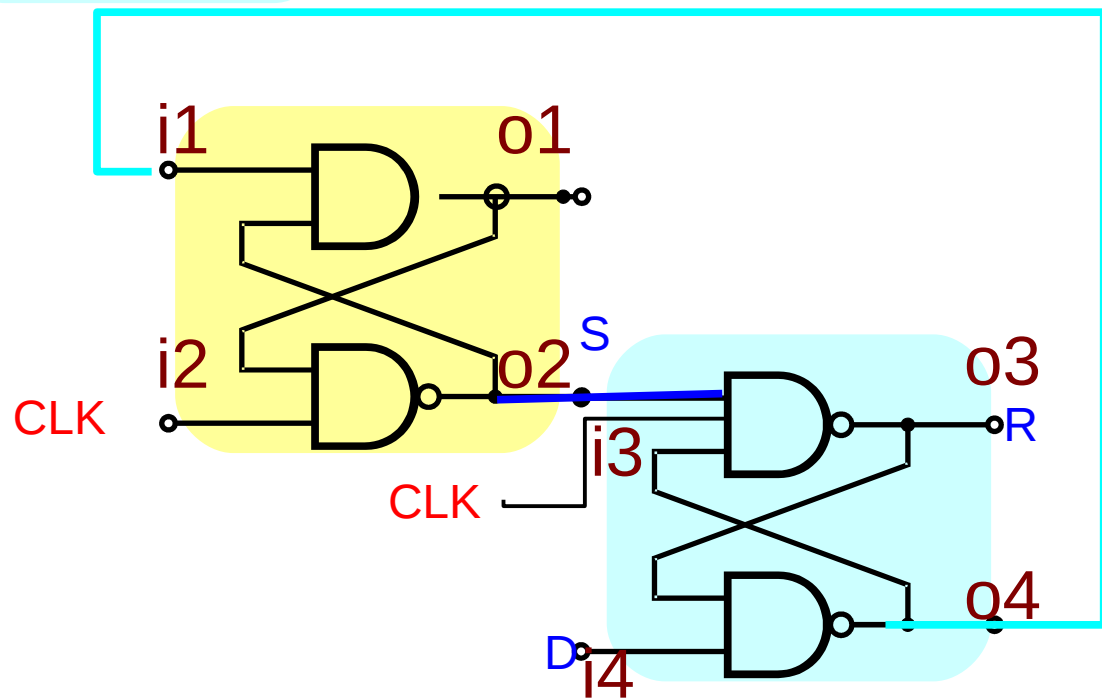
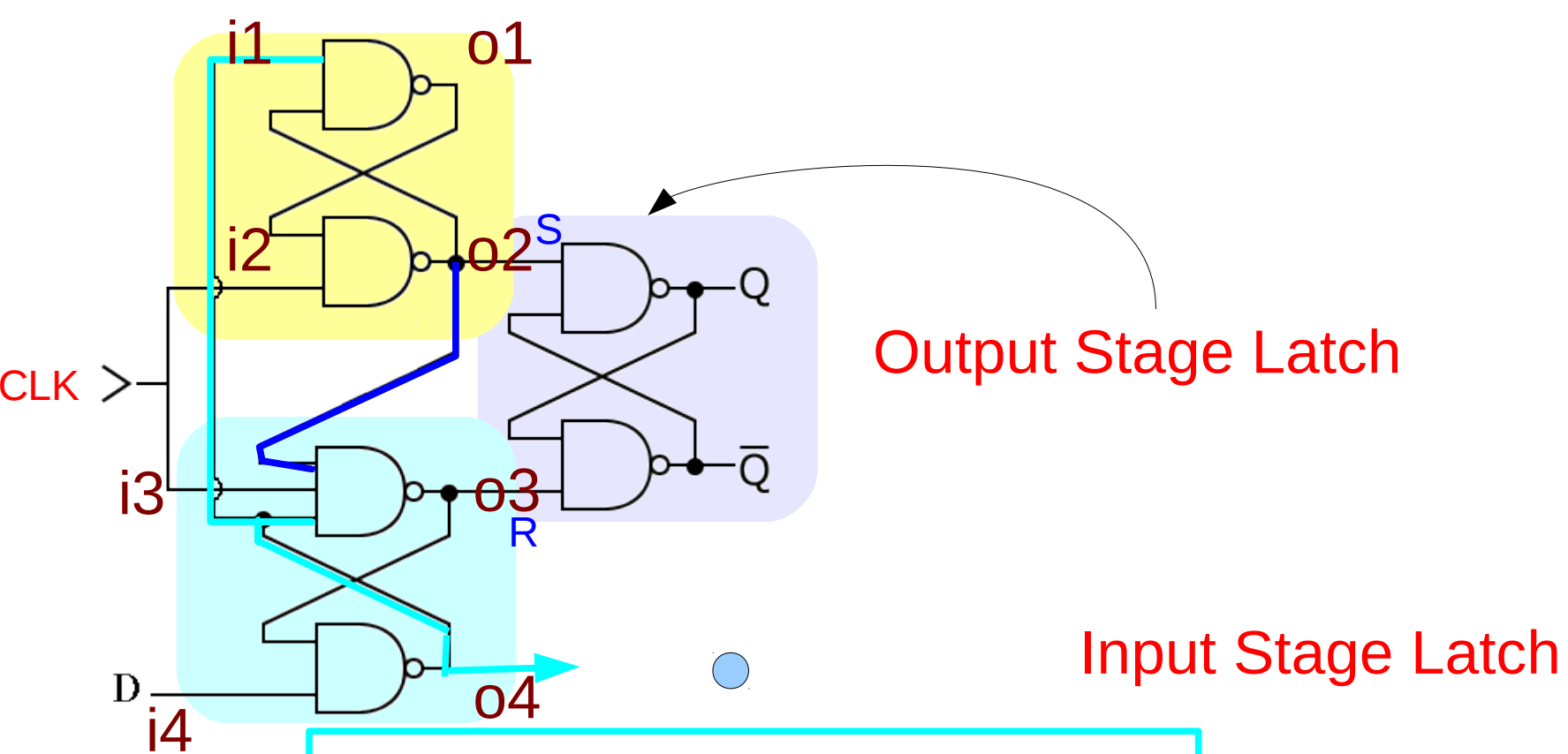
---

Copyright (c) 2011 Young W. Lim.

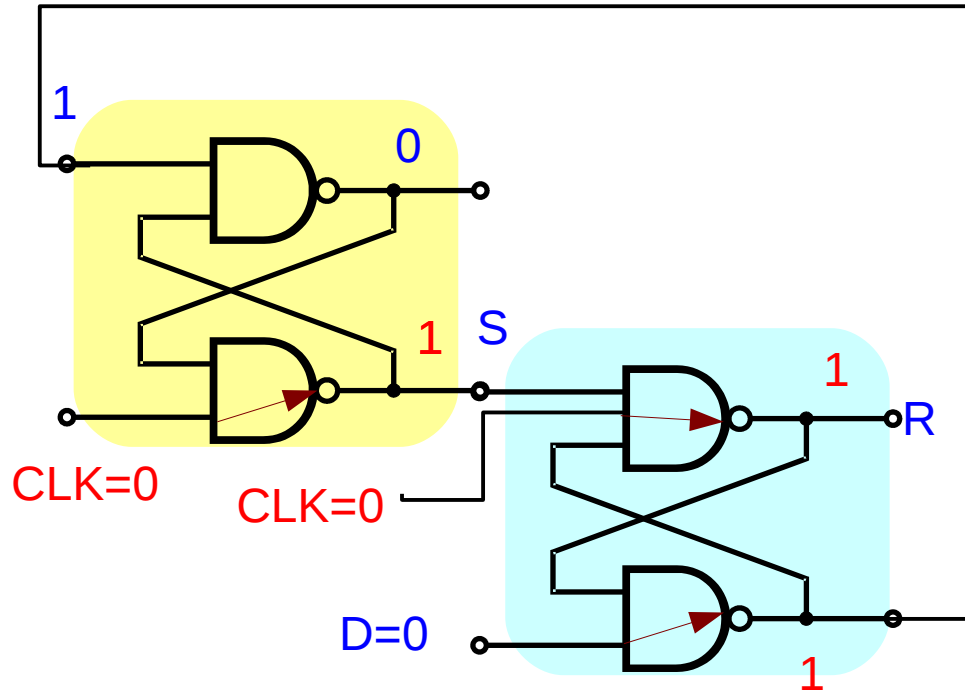
Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.2 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the section entitled "GNU Free Documentation License".

Please send corrections (or suggestions) to [youngwlim@hotmail.com](mailto:youngwlim@hotmail.com).

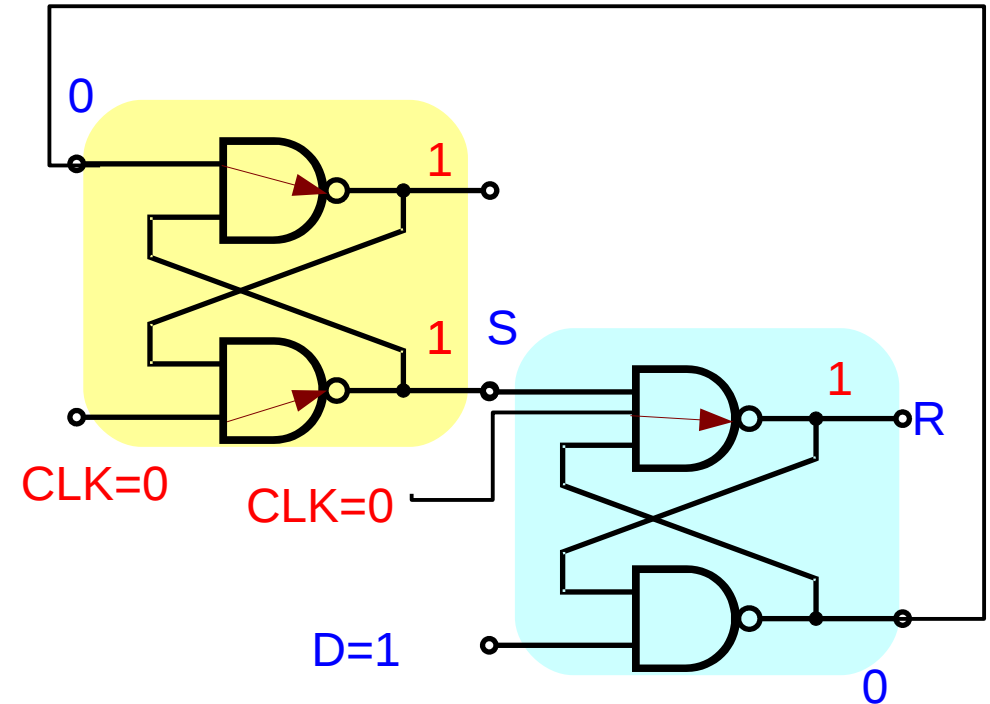
This document was produced by using OpenOffice and Octave.



## Input Stage Latch – CLK = 0



## SR=11

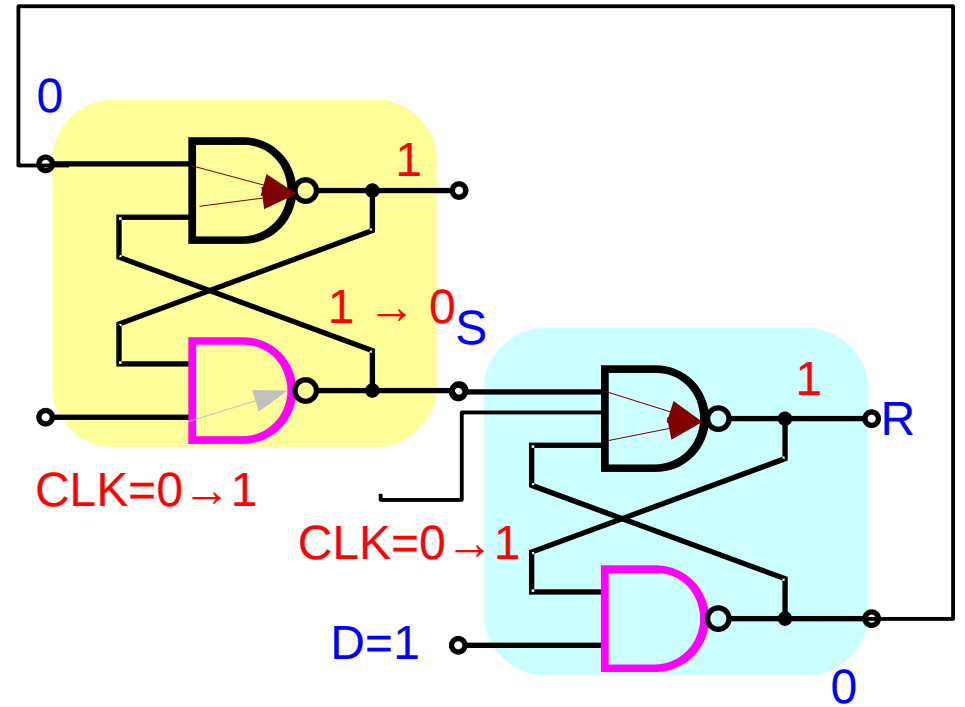
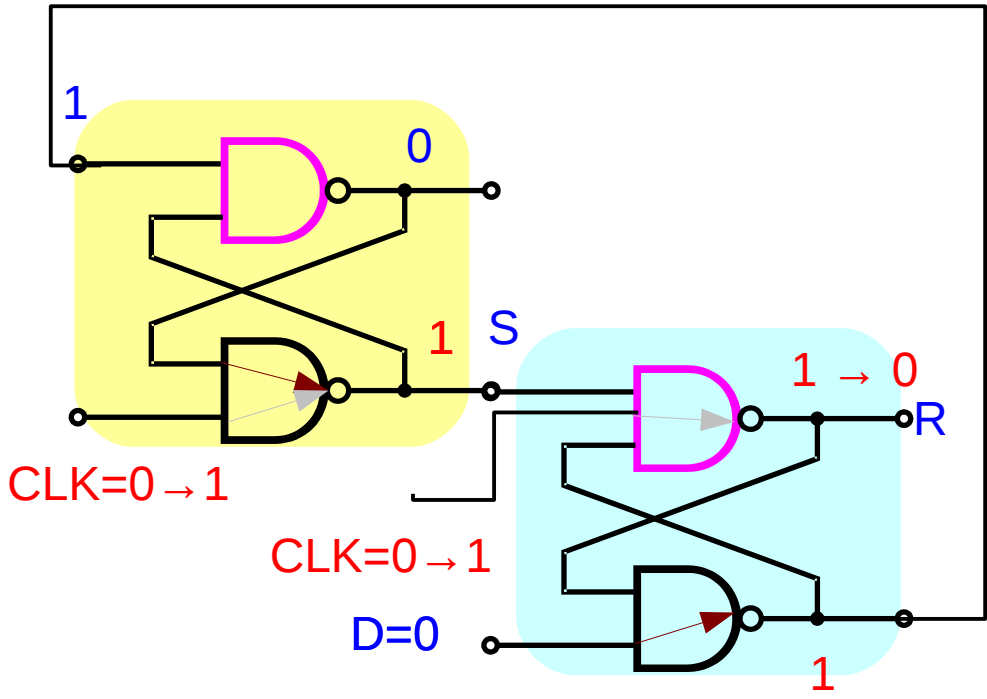


If the clock is low, both the output signals of the input stage are high regardless of the data input; the output latch is unaffected and it stores the previous state.

# Input Stage Latch – Rising Edge

D=0 → SR=10

D=1 → SR=01



When the clock signal changes from low to high, only one of the output voltages (S or R) goes low (depending on the data signal D)

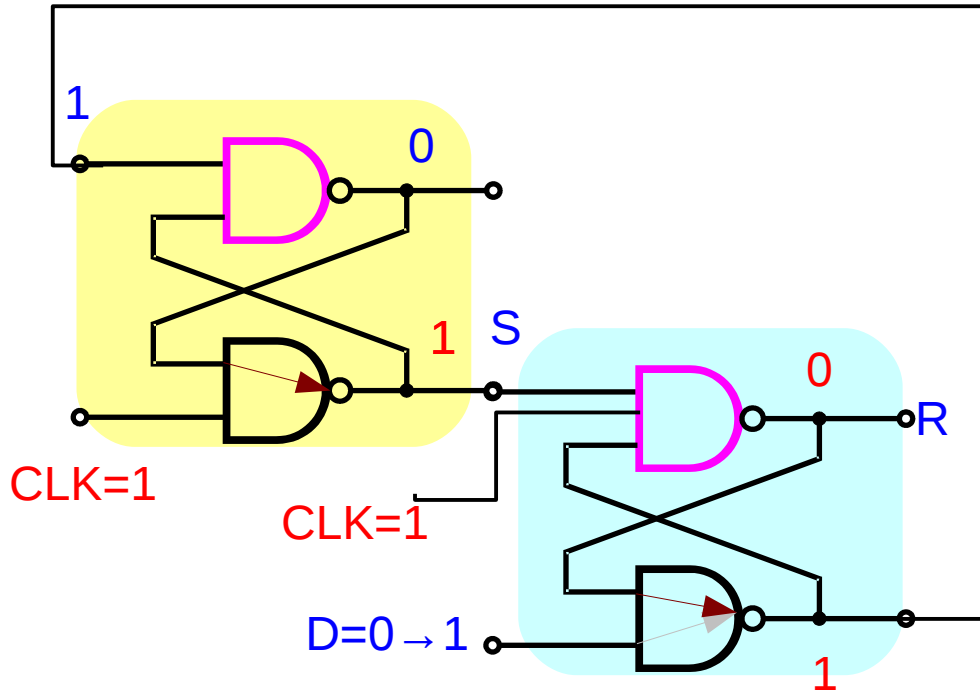
SR = 01 or SR = 10

and sets/resets the output latch:

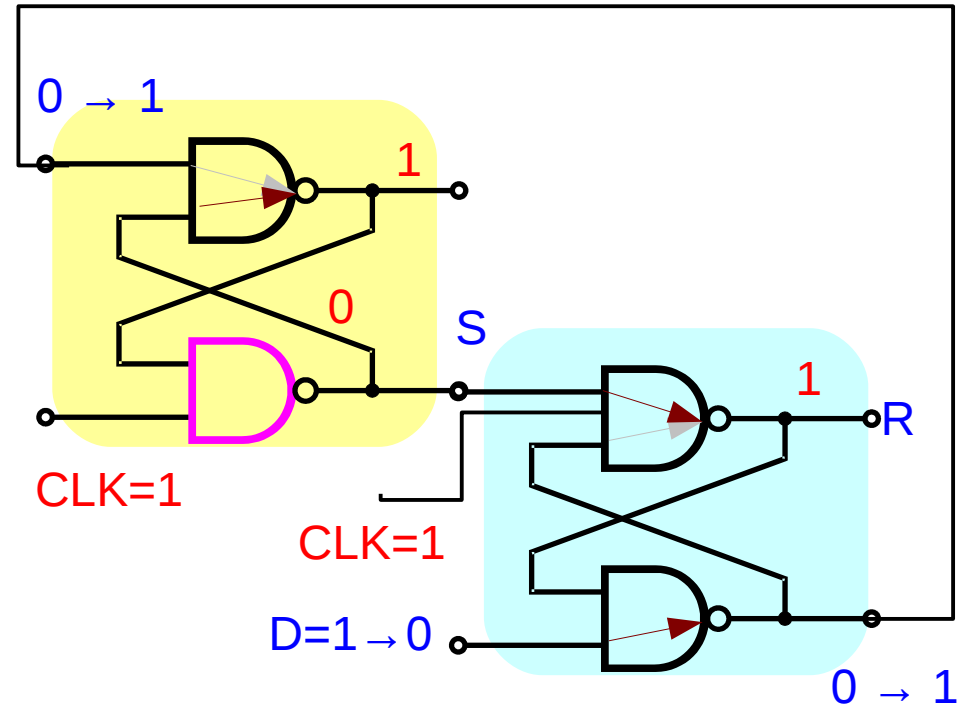
if **D = 0**, the lower output becomes low ; (**Reset** operation **SR=10**)

if **D = 1**, the upper output becomes low. (**Set** operation **SR=01**)

## Input Stage Latch – CLK=1



$D=(0 \rightarrow 1) \rightarrow SR=10$   
 $D=(1 \rightarrow 0) \rightarrow SR=01$



If the clock signal continues staying **high**,  
the outputs keep their states ( $D=0$ :  $SR=10$ ,  $D=1$ :  $SR=01$ )  
regardless of the data input  
and force the output latch to stay in the corresponding state  
as the input logical zero remains active ( $SR=10$ : Reset,  $SR=01$ : Set)  
while the clock is **high**.

The input stage (the two latches on the left) processes the clock and data signals to ensure correct input signals for the output stage (the single latch on the right).

If the clock is low, both the output signals of the input stage are high regardless of the data input; the output latch is unaffected and it stores the previous state.

If the clock signal continues staying high, the outputs keep their states regardless of the data input and force the output latch to stay in the corresponding state as the input logical zero remains active while the clock is high.

Hence the role of the output latch is to store the data only while the clock is low.



The circuit is closely related to the gated D latch as both the circuits convert the two D input states (0 and 1) to two input combinations (01 and 10) for the output SR latch by inverting the data input signal (both the circuits split the single D signal in two complementary S and R signals).

The difference is that in the gated D latch simple NAND logical gates are used while in the positive-edge-triggered D flip-flop SR NAND latches are used for this purpose. The role of these latches is to "lock" the active output producing low voltage (a logical zero); thus the positive-edge-triggered D flip-flop can be thought of as a gated D latch with latched input gates.

## References

[1] <http://en.wikipedia.org/>