Lab 2: Gates and Flip-flops

UC Davis Physics 116B
Rev 1/30/2019

Introduction

In this lab, we will begin by "looking inside" digital ICs to see how they work. To do this, we will construct simplified models of the circuits they contain. We will then construct some circuits using standard TTL parts.
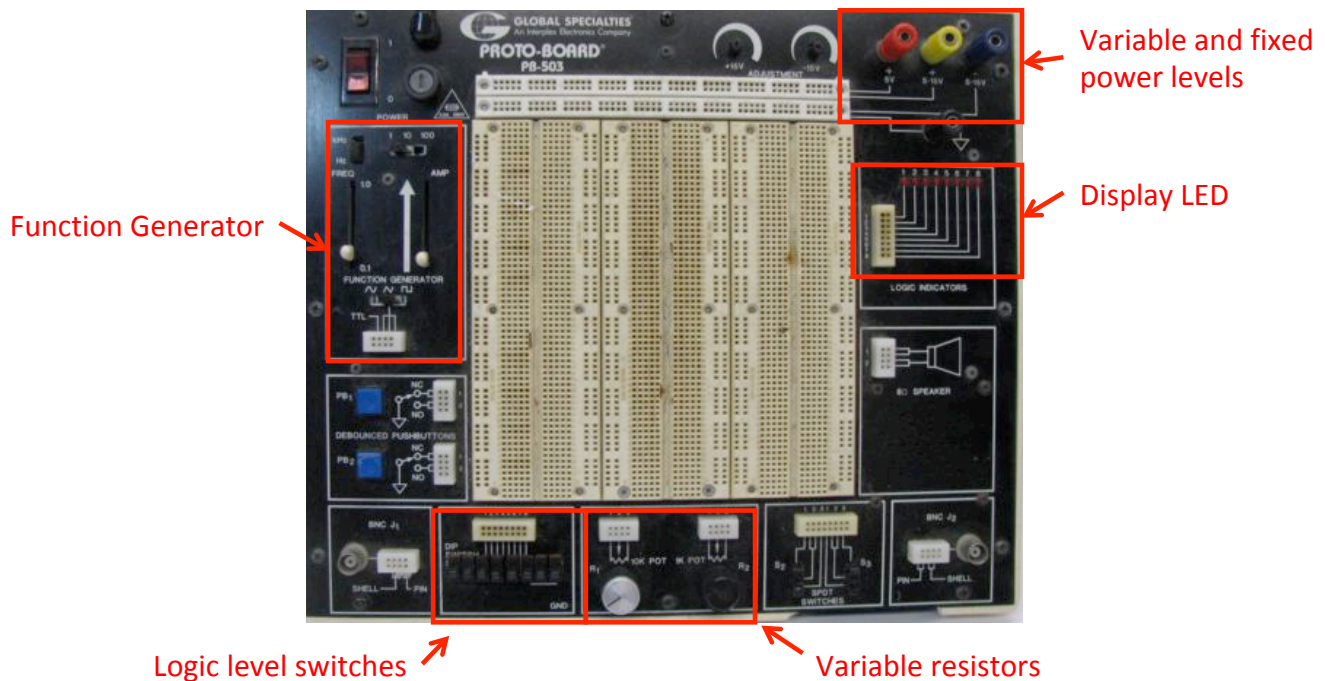
Proto-board

Figure 1: Proto-board used for digital circuit labs

For next few labs, we'll use the older PB-503 proto-boards, shown in Figure 1. They have the advantage of having built-in power supplies, pulse generators, logic switches, and LED displays.

For the circuits in this lab, you can use the switches to set the logical state of the inputs, and the LEDs to display the logical state of the outputs. For the next few labs, always set the switch level selector to "TTL" and the LED level selectors to "+5V" and "TTL" to insure the correct logic levels!
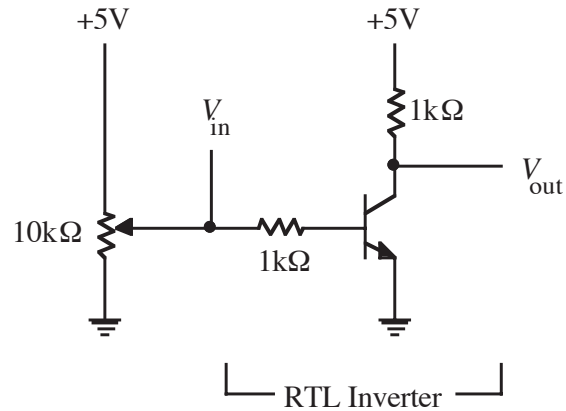
RTL Circuits

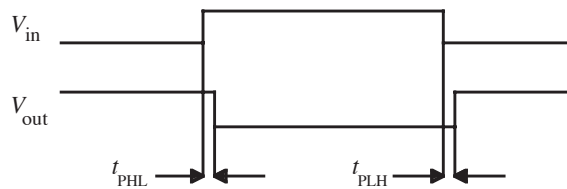Figure 2: A logical inverter implemented in RTL.

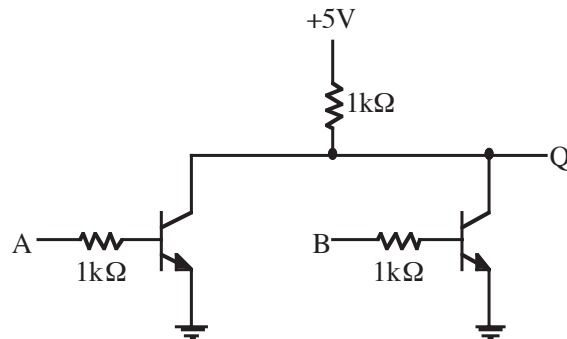Figure 3: Propagation of the signal inversion.

Figure 4: NOR gate implemented in RTL.

"Resister Transister Logic" (RTL) is a way to implement logic using discrete components, and it's very similar to the way "Transistor Transistor Logic" (TTL) chips work internally.

Inverter

Construct the RTL inverter circuit shown in Figure 2, using a 2N3904 NPN transistor. Note that the input is an analog voltage from built-in potentiometer for now. For your lab report, make a

graph of V_{out} vs. V_{in}. Use this graph to describe the function of an inverter; that is, what must a circuit do to invert a logic signal?

Now disconnect the potentiometer and connect the input of the inverter to a logic switch and the output to an LED monitor. Does it function as an inverter? Remember, for logic circuits, we only care about the behavior for a 0 (LOW) or 1 (HIGH) input, not the behavior for intermediate values.

Now drive the input with the "TTL" output (5V square wave) of the function generator on the proto-board at about 10 kHz. Look at the input and output on the oscilloscope. The output should be the inverse of the input with a small time delay as shown in Figure 3.

Using the vertical cursors on the scope, measure the propagation delays t_{PHL} (the time for the output to change from high to low) and t_{PLH} (low to high). Propagation delay is the main enemy of fast circuits; minimizing it is the goal of most device engineers. Which propagation delay is shorter? Can you guess why? For your lab report, include the oscilloscope trace and answer the questions.

NOR Gate

Now modify your inverter to be a NOR gate with inputs A and B and output Q as shown in Figure 4. Drive the inputs with the switches and connect the output to an LED. Verify that this is indeed a NOR gate by experimentally constructing its truth table for all combinations of inputs.

Standard TTL Chips

For many years, most digital logic was constructed using standard logic chips, and those are what we'll be using for the next few labs. Figure 5 shows the chips we'll be using for this lab:

- **74LS00:** Quad NAND gate.

- **74LS04:** Hex inverter.

- **74LS74:** Dual D-latch.

Note that for all N-pin TTL chips, pin-N is connected to +5V and pin-$\frac{N}{2}$ is connected to GROUND. For example, all of these are 14-pin chips, so pin 14 is connected to +5V and pin 7 is connected to GROUND.

Data Latch

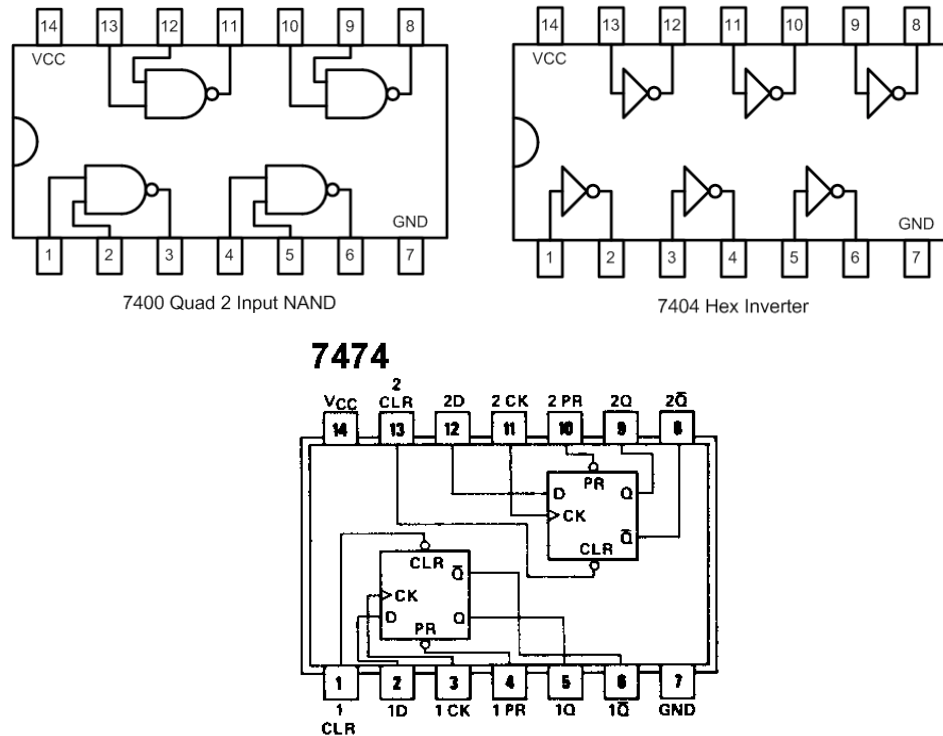You will now construct a D flip flop (a memory circuit) in several steps.

Figure 5: Pinouts for TTL chips used in this lab: 74LS00, 74LS04, and 74LS74.

SR Flip Flop with Discrete Gates

First, construct the SR (set-reset) latch shown in Figure 6 using two of the NAND gates in the 74LS00. Verify the truth table for this circuit and explain why Q can be either 1 or 0 when $\bar{S}$ and $\bar{R}$ are both 1. Draw a time line diagram to illustrate how this circuit works as a memory device.
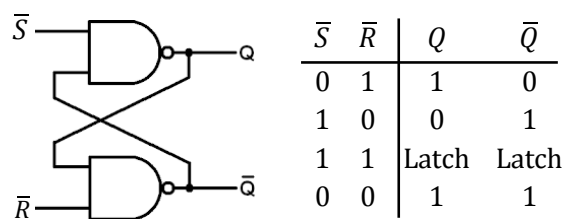

$\bar{S}$	$\bar{R}$	Q	$\bar{Q}$
0	1	1	0
1	0	0	1
1	1	Latch	Latch
0	0	1	1

Figure 6: SR flip flop implemented out of discrete gates, with associated truth table. "Latch" means "remains in current state".

Data Latch with Discrete Gates

Now modify the SR latch with the remaining two gates in the 74LS00 to have a gated data input as shown in Figure 7. This is the "transparent latch" circuit. Construct a truth table for this circuit and explain its operation using a time line diagram as you did for the SR latch.

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Use the 74LS04 and a second 74LS00 to construct the rather crude edge trigger shown in Figure 8. Drive it with the TTL output from the function generator, and use the scope to measure the width of the output pulse. Include this in your report.

Once you have verified the edge trigger works, connect the input to one of the logic switches and the output to the C input of your latch circuit. The complete circuit you now have should function like the D flip flop shown in Figure 9. Verify that regardless of the state of D, Q will only change when CLK transitions from 0 to 1. Construct a truth table for this circuit and draw a time line diagram to illustrate this. Note that the symbol for "rising edge" in a truth table is an upward arrow (↑). Be sure your truth table includes entries for all CLK states $(1, 0, ↑, ↓)$.

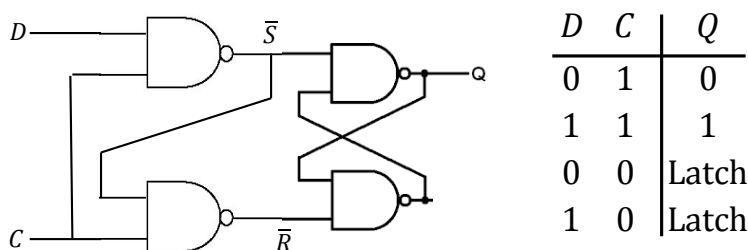| D	C	Q
0	1	0
1	1	1
0	0	Latch
1	0	Latch

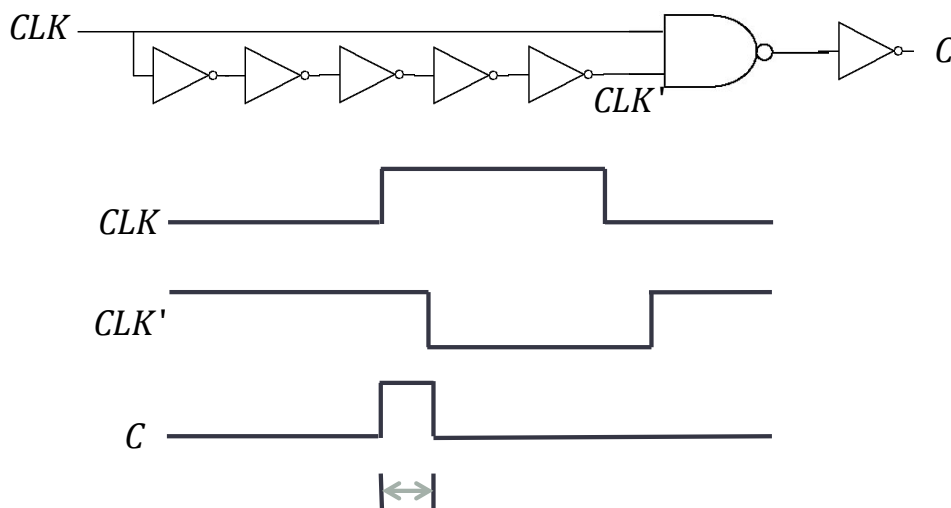Figure 7: Data latch implemented with discrete parts.

Figure 8: Generating an edge tigger.

Standard Data Latch

Data latches are an important part of synchronous logic designs, so rather than construct them out of discrete logic gates, they are implemented as standard parts. For example, the 74LS74 contains two data latches with the inputs and outputs shown in Figure 10. In addition to the inputs we discussed in the previous section, each of these has asynchronous preset ($\overline{PR}$) and clear ($\overline{CLR}$) which will set or clear the output, regardless of the state of D or CLK.
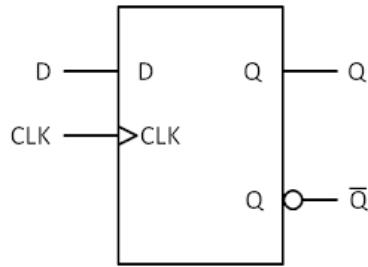
Figure 9: Behavior of the circuit that we've constructed.
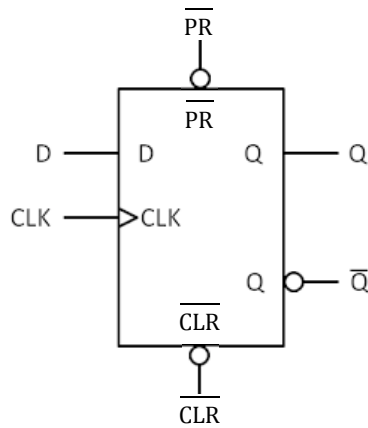

Figure 10: Standard data latch with asynchronous preset and clear.

We will be building synchronous logic circuits with these in future labs.