

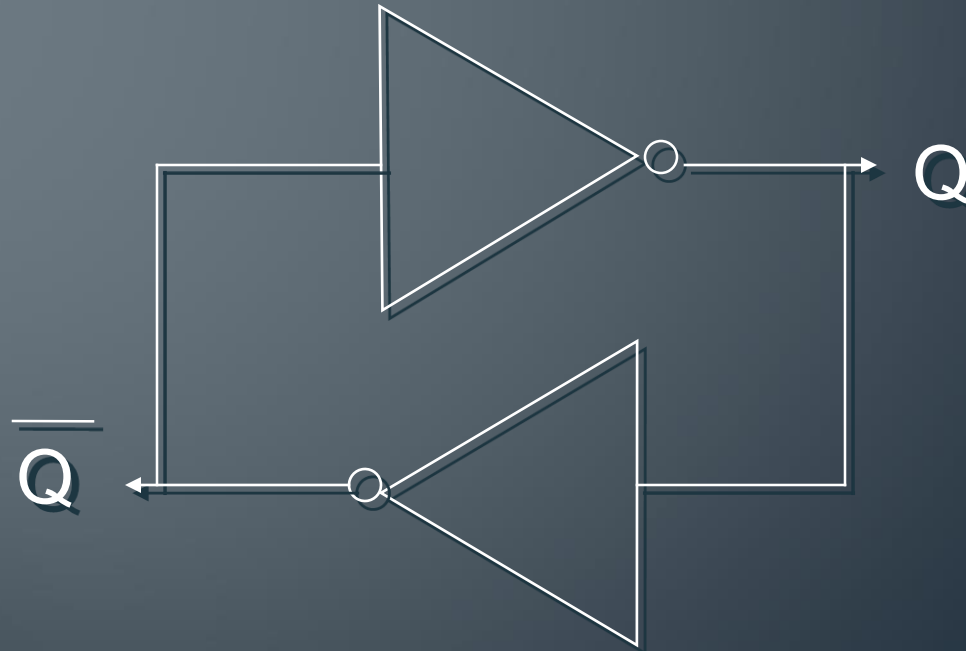
SEL 454

Introdução aos Sistemas Digitais

**SISTEMAS
SEQUENCIAIS
BIESTÁVEIS**

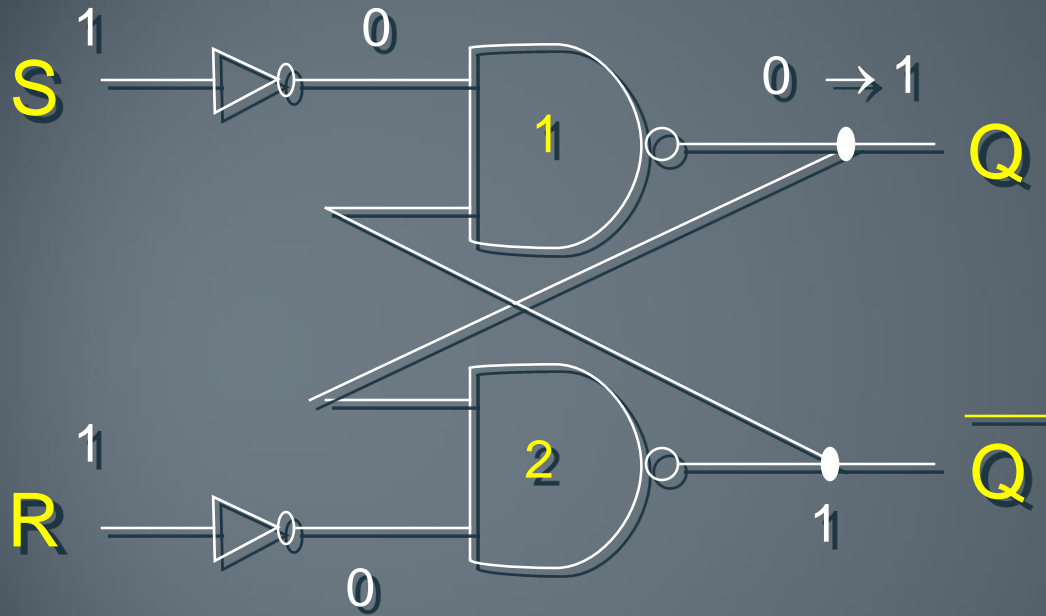
Prof. Homero Schiabel

LATCH RS



Latch RS

Condição Inicial → Q = 0



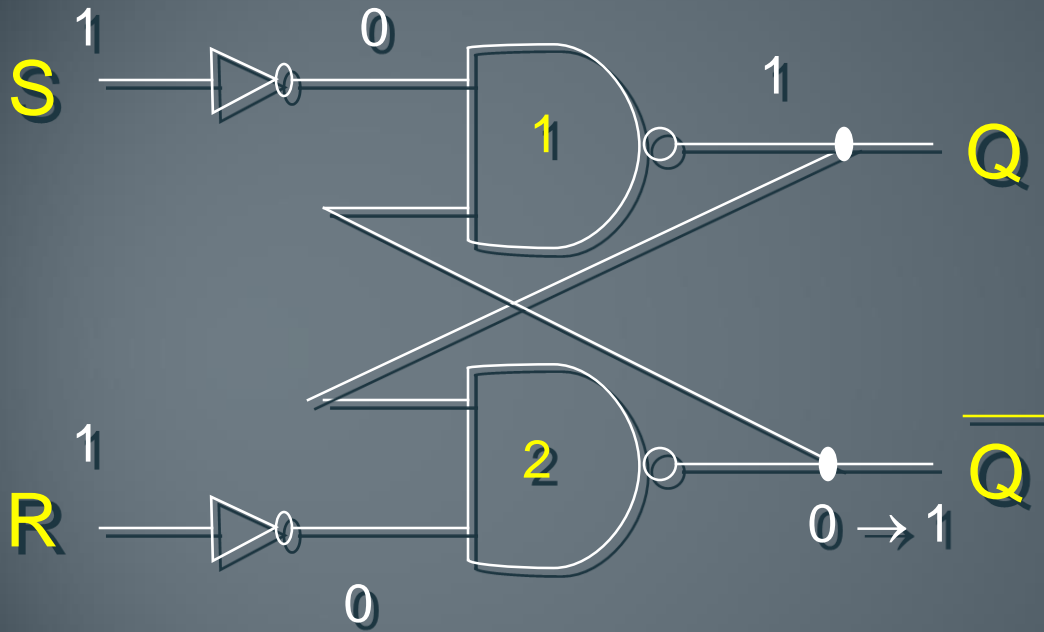
S	R	1	2	Q	\overline{Q}
0	0	1	1	0	1
0	1	1	0	0	1
1	0	0	1	1	1 *
		0	1	1	0
1	1	0	1	1	1
		0	1	1	1 **

* Estado instável

** "Incompatibilidade"
(Est. "proibido")

Latch RS

Condição Inicial → Q = 1



S	R	1	2	Q	\overline{Q}
0	0	10	11	1	0
0	1	10	10	1	1*
1	0	00	11	1	0
1	1	00	10	1	1
		01	10	1	1**

* Estado instável

** "Incompatibilidade"
(Est. "proibido")

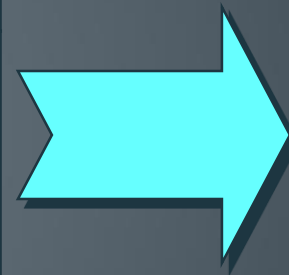
Tabela da verdade:

Q = 0

Q = 1

S	R	Q	\overline{Q}
0	0	0	1
0	1	0	1
1	0	1	0
1	1	1	1**

S	R	Q	\overline{Q}
0	0	1	0
0	1	0	1
1	0	1	0
1	1	1	1**



Condição de memória!

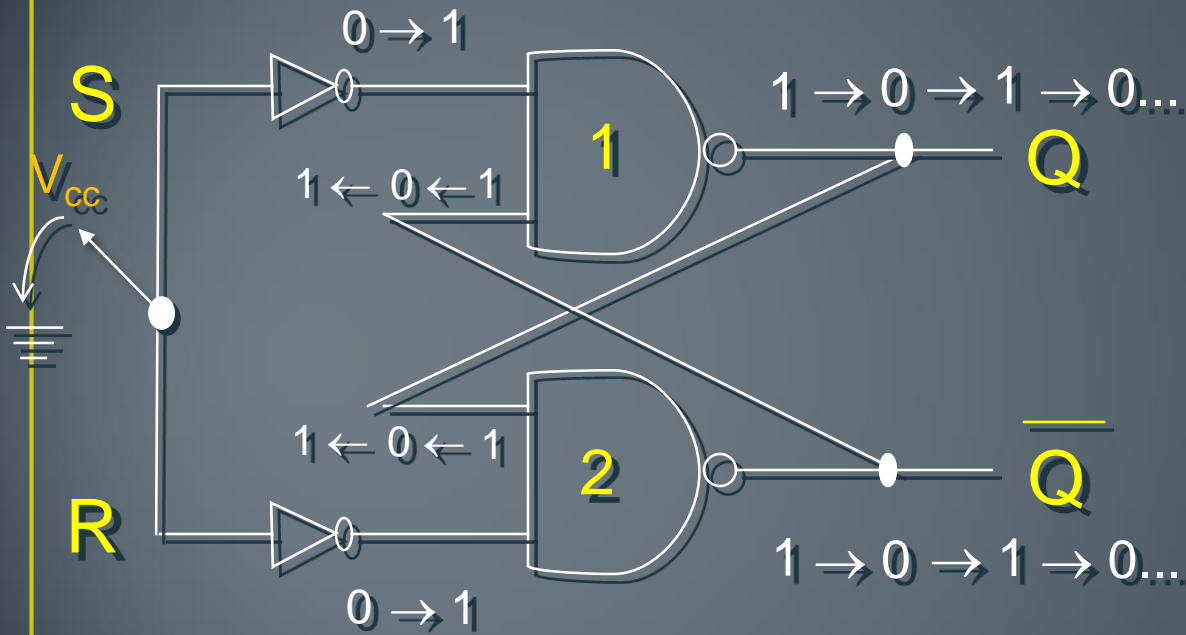
Reset
Set

S	R	Q*
0	0	Q
0	1	0
1	0	1
1	1	1**

** "Incompatibilidade"
(Est. "proibido")

*Mas... Por que “Estado
proibido” ($S=R=1$)?*

Latch RS

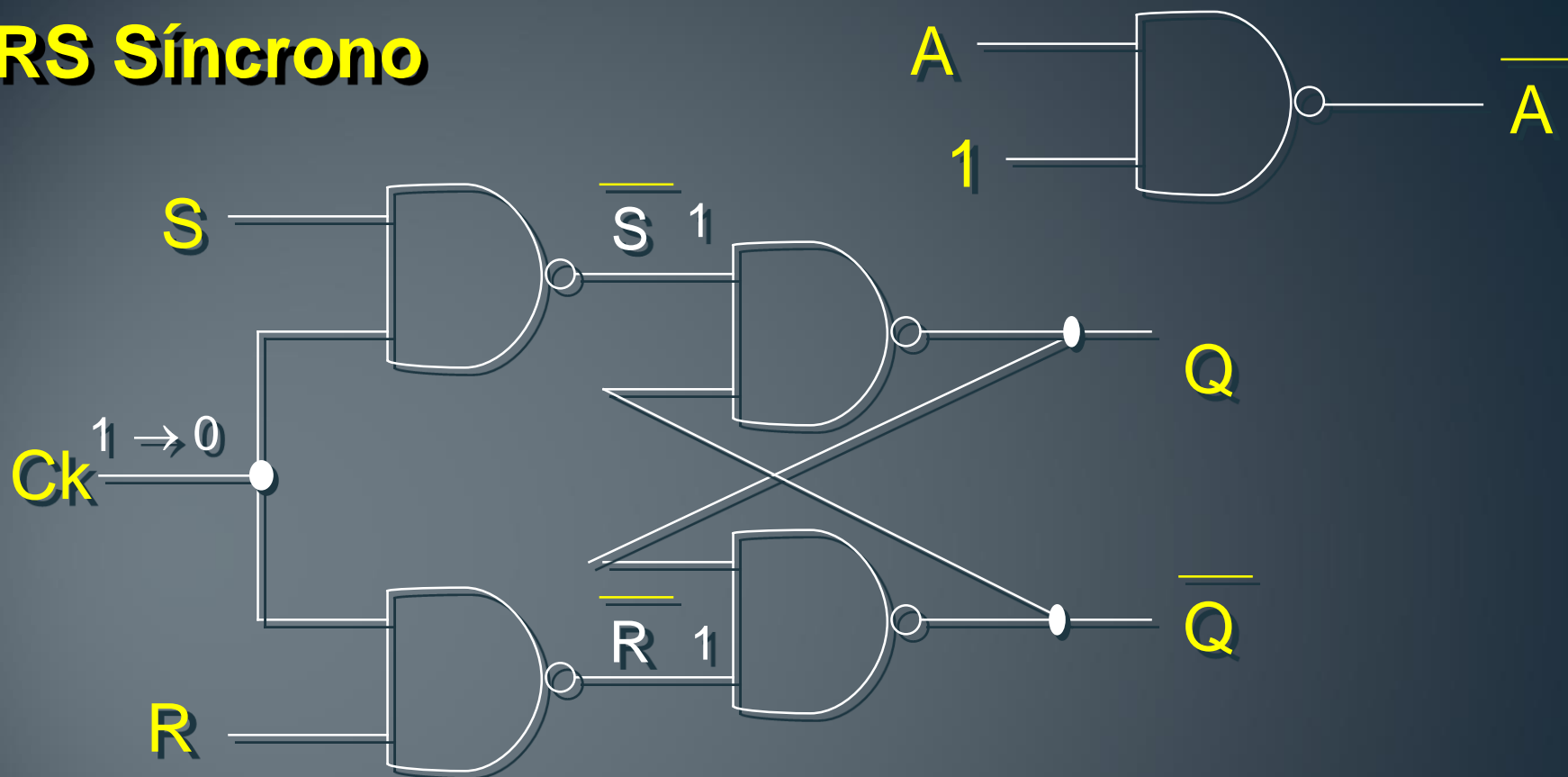


Condição de memória

S	R	Q*
0	0	Q
0	1	0
1	0	1
1	1	1 **

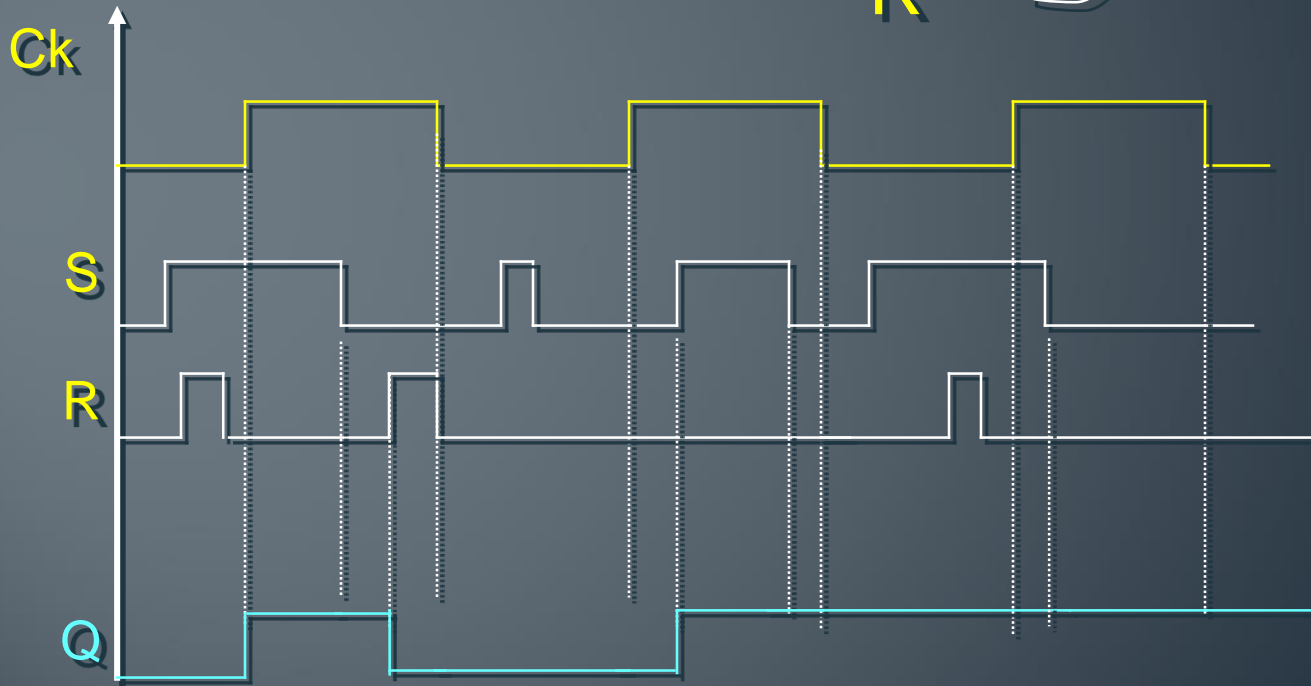
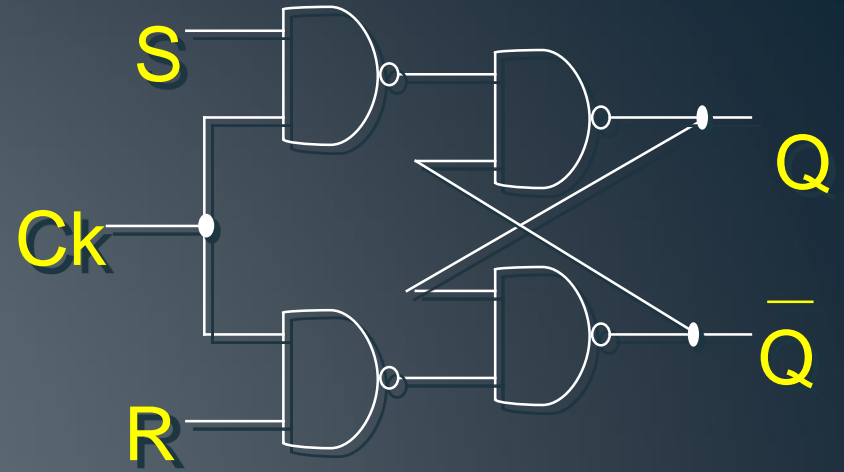
** "Incompatibilidade"
(Est. "proibido")

RS Síncrono

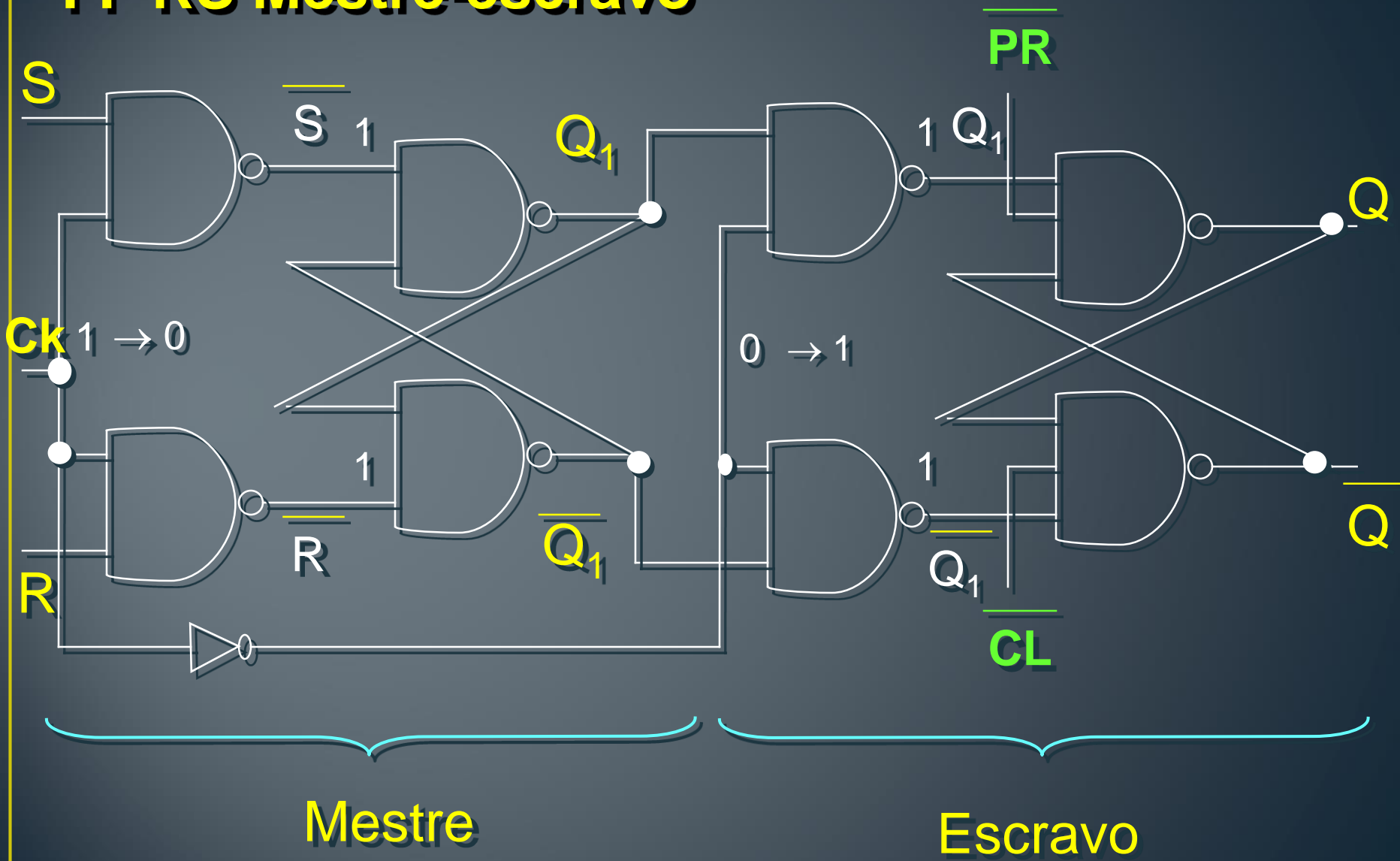


- Para $Ck=0 \rightarrow Q$ e \overline{Q} não “sentirão” eventuais variações nas entradas
- Para $Ck=1 \rightarrow$ funcionamento normal (portas de entrada habilitadas)

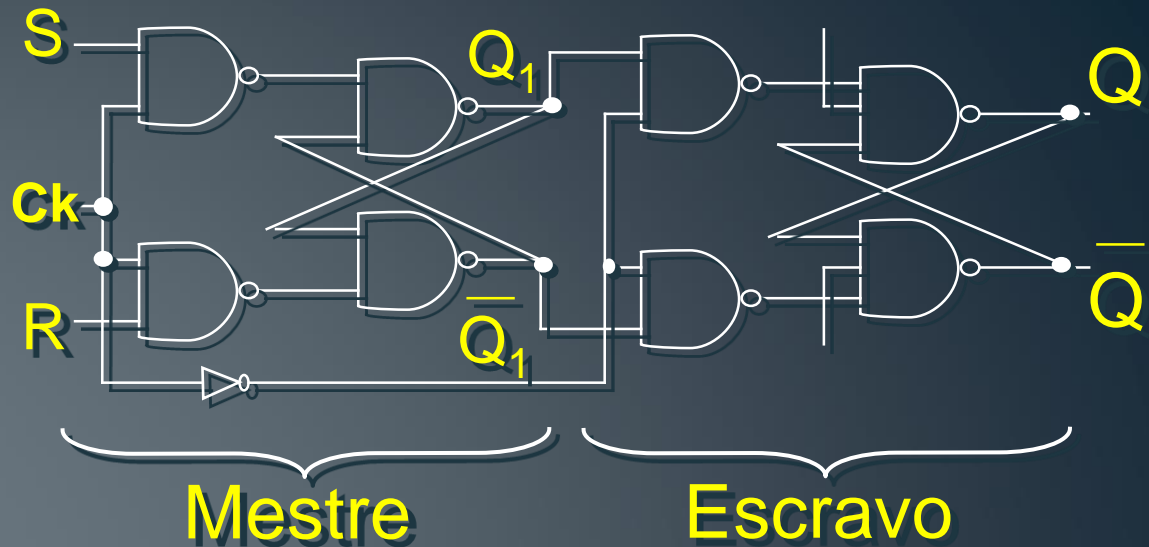
RS Síncrono



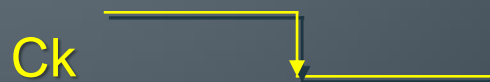
FF RS Mestre-escravo



Latch RS

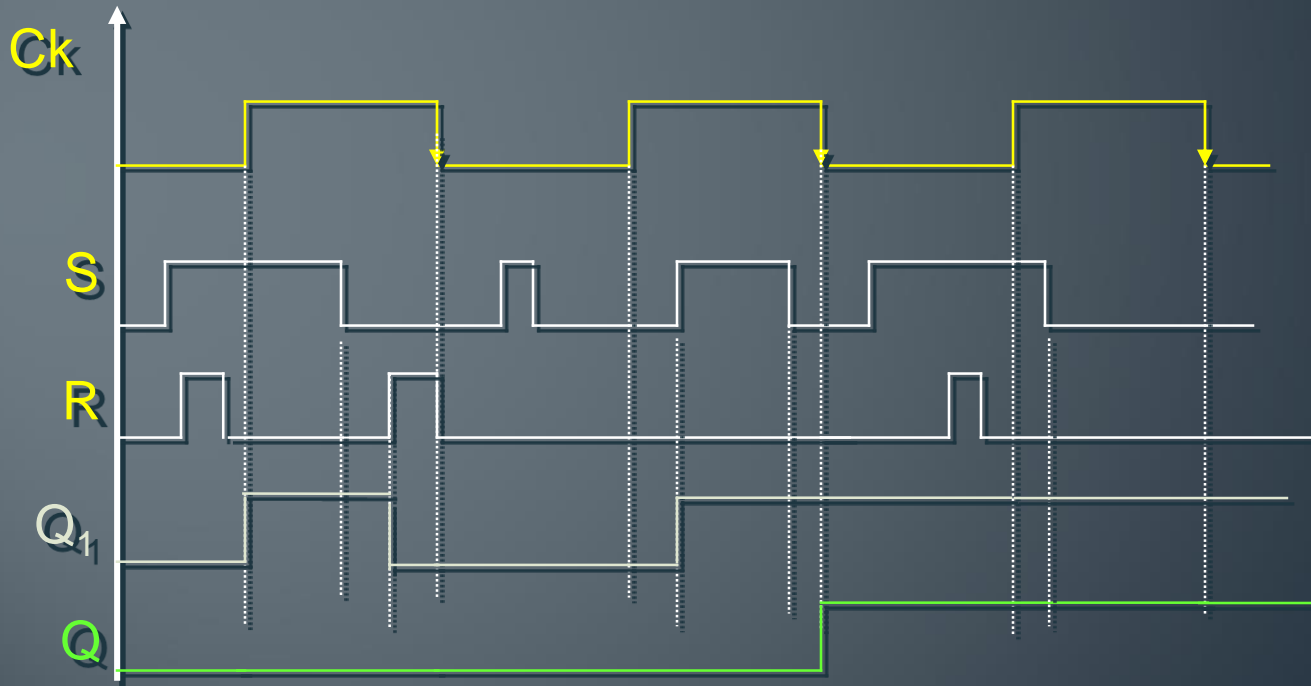
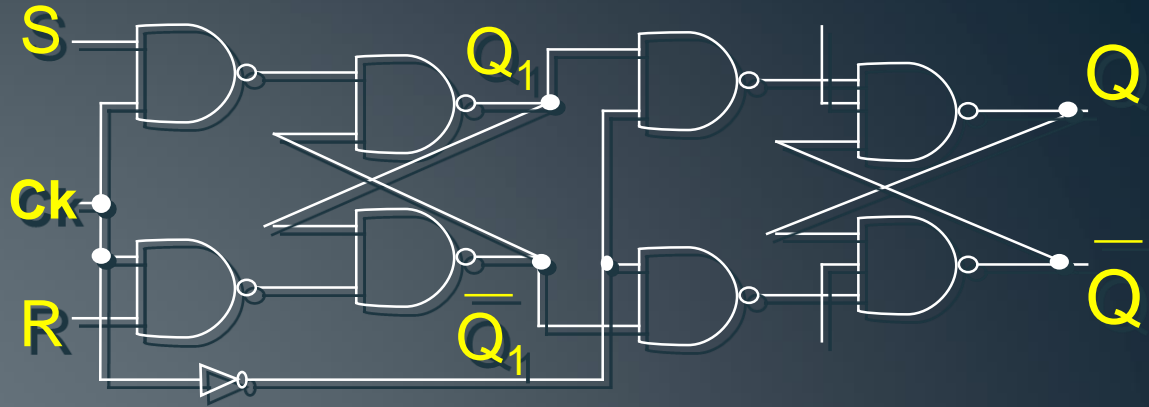


- $Ck=1 \rightarrow Q_1$ e $\overline{Q_1}$ respondem às variações de S e R (circuito **Mestre** habilitado) \rightarrow entradas do circuito **Escravo**: desabilitadas $\rightarrow Q$ e $\overline{Q} = \text{ctes}$)
- $Ck=1 \rightarrow 0 \rightarrow Q_1$ e $\overline{Q_1}$ passam adiante (circuito **Escravo** habilitado) e podem afetar Q e \overline{Q} \rightarrow entradas do circuito **Mestre**: desabilitadas
- $Ck=0 \rightarrow Q_1$ e $\overline{Q_1} = \text{ctes} \rightarrow Q$ e $\overline{Q} = \text{ctes}$

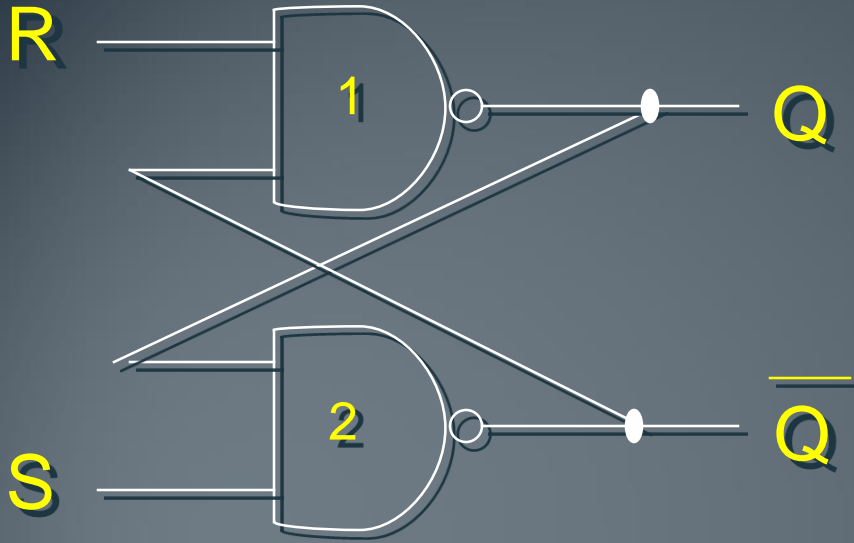


Latch RS

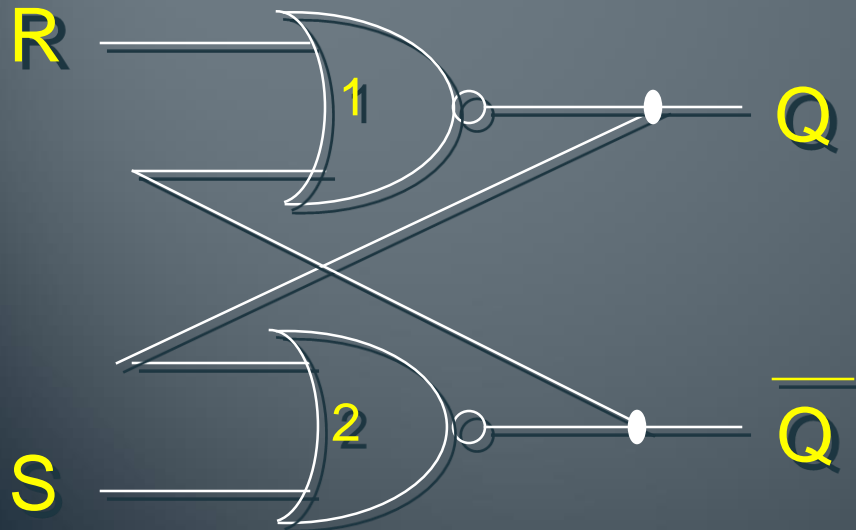
Controle ✓
Estabilidade ?
(S=R=1)



Latch RS



R	S	Q
0	0	1 **
0	1	1
1	0	0
1	1	Q_a



R	S	Q
0	0	Q_a
0	1	1
1	0	0
1	1	1 **