

SER 232

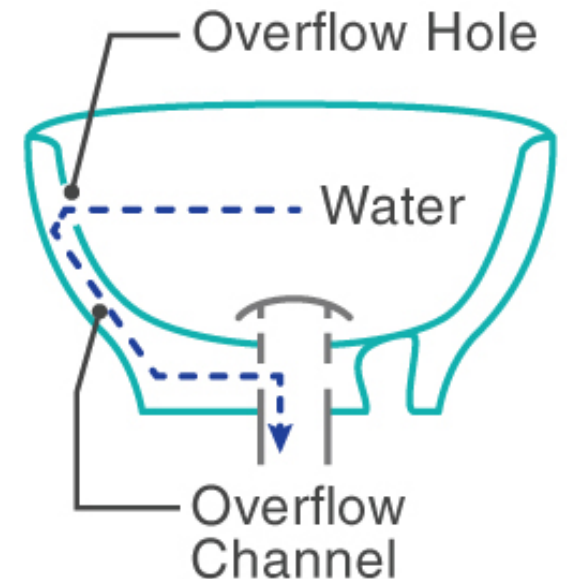
Computer Systems Fundamentals I

Topics

- Gate Delay

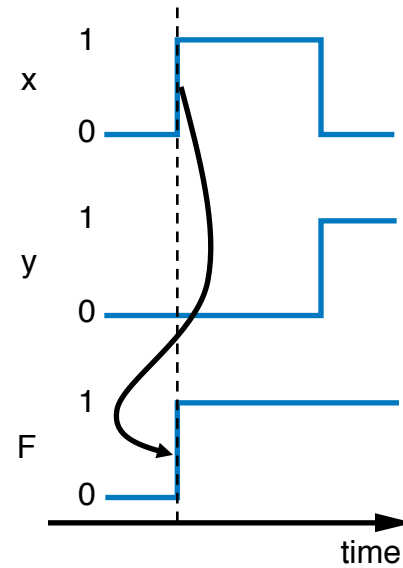
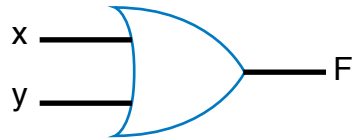
Gate Delay

- It takes time for an input signal change to be reflected in the output signal of a gate
 - The more gates a signal passes through, the longer it takes for the correct output to be reached
- Analogy: Sink (with closed drain)
 - Water has to rise to a certain level before it overflows
 - Opening faucet is our “input change”
 - Overflowing water is our “output”
 - Delay between opening faucet and overflowing is our “gate delay”

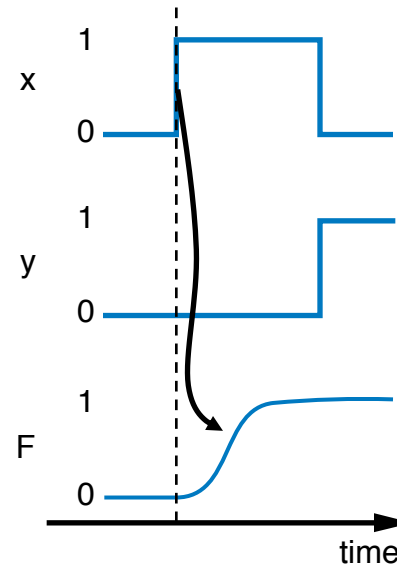


Gate Delay

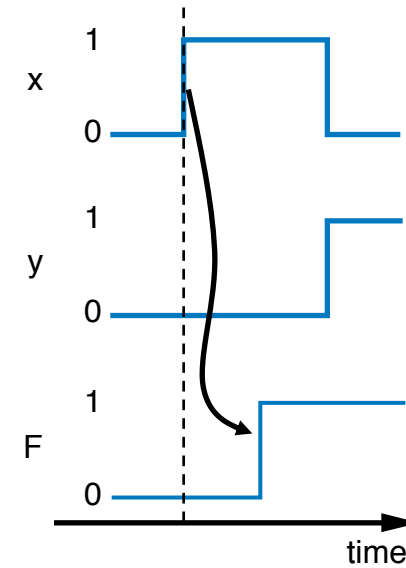
- Real gates have some delay
 - Outputs don't change immediately after inputs change



(a)
ideal



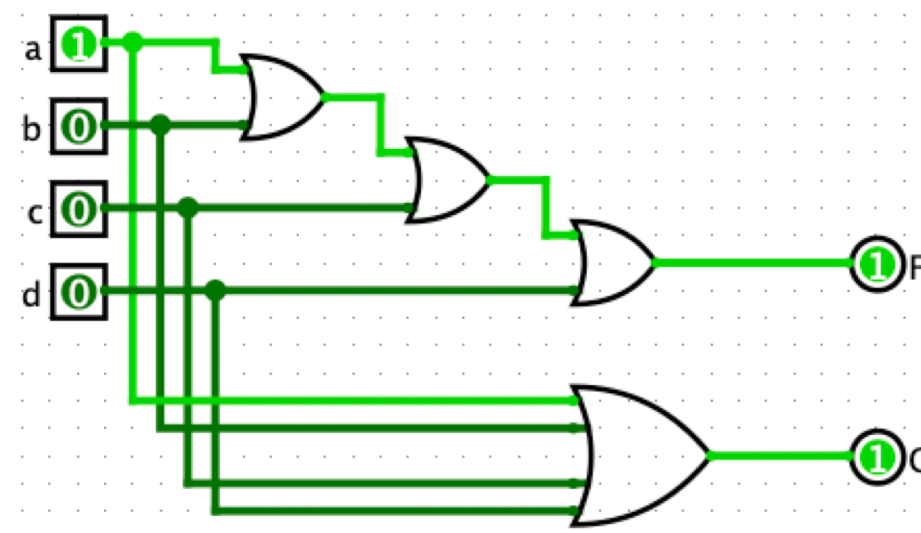
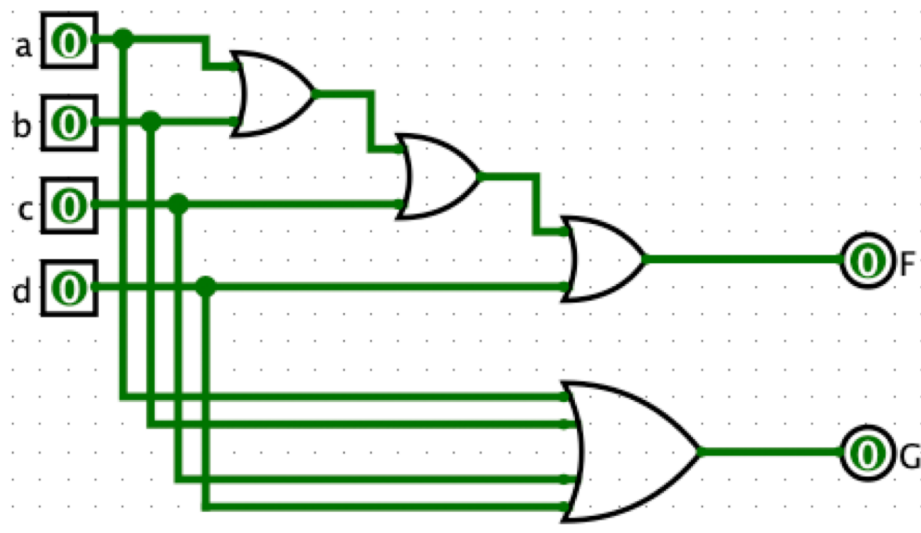
(b)
*more
realistic*



(c)
*with delay but
otherwise ideal*

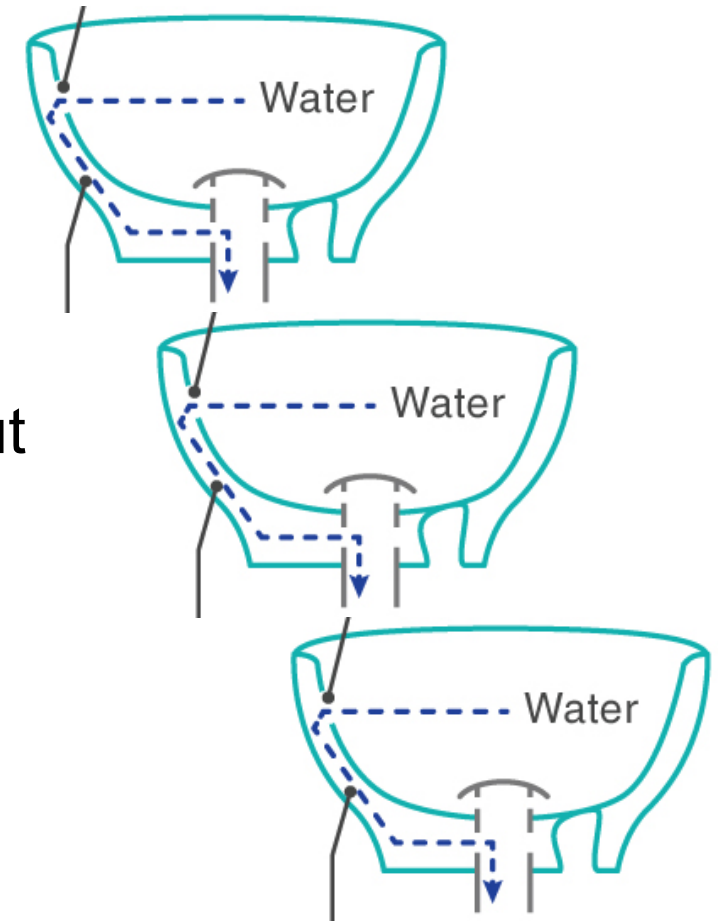
Gate Delay

- Output F and G have identical behavior from a logic perspective
 - $F = G = a + b + c + d$
- However, the output changes at different speeds
 - If a changes: F has 3 gate delays, G only 1 gate delay



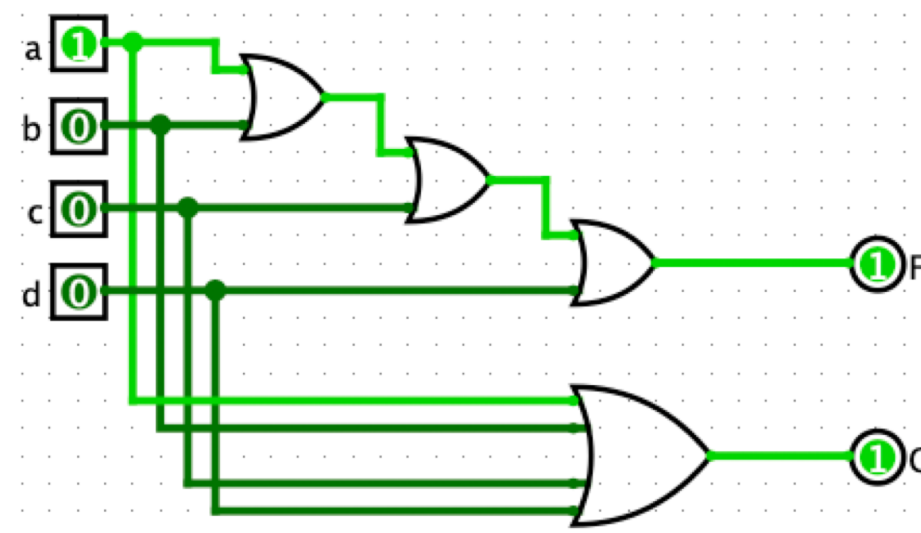
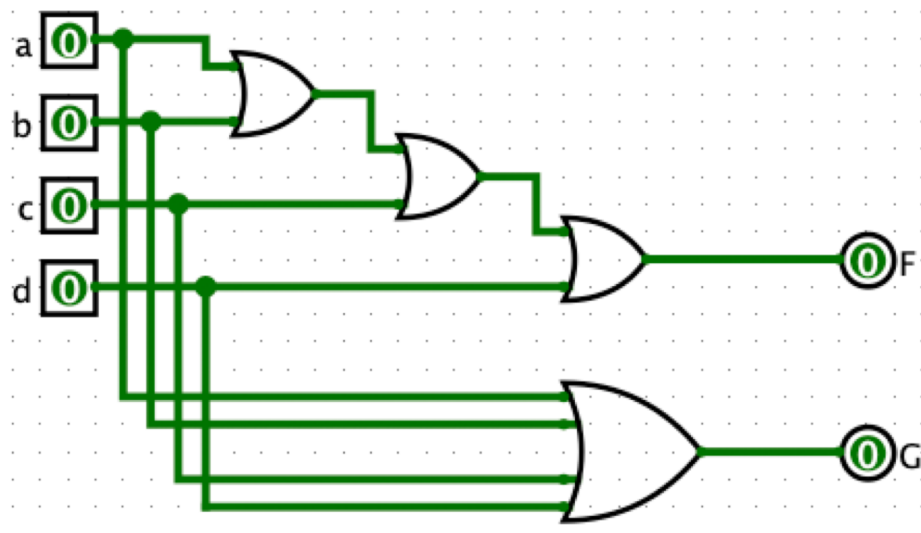
Gate Delay

- Analogy: Circuits with multiple gates can be seen as multiple sinks chained together
 - Faucet fills the first (upper) sink
 - Overflow of first sink fills second sink
 - Overflow of second sink fills third sink
 - Overflow of third sink is our output
- Now the water takes 3 “sink delays” to reach our output



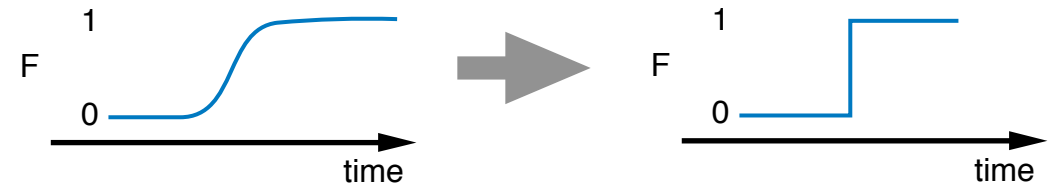
Gate Delay

- What could we change in the circuit to make the delay of F and G equal for the case that input **a** changes?
 - Adding two NOT gates right before the G output would add 2 gate delays but not change the circuit logic



Gate Delay

- A large reason why your CPU has a maximum clock frequency
 - If the CPU doesn't wait long enough then input signals don't have time to travel through all of the gates and reach outputs
 - This is one source of instability that prevents further overclocking
- Part of overclocking: Increasing CPU voltage, which speeds up reaction time of gates (reduces the gate delay slightly)
- Select side effects of higher voltage:
 - more heat
 - higher risk of permanently damaging transistors
 - faster wear of transistors



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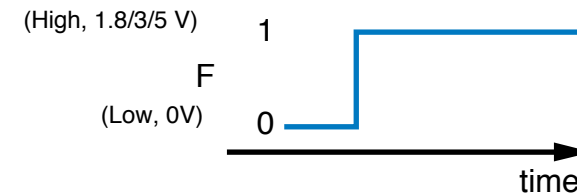
Computer Systems Fundamentals I

Topics

- Timing Diagram

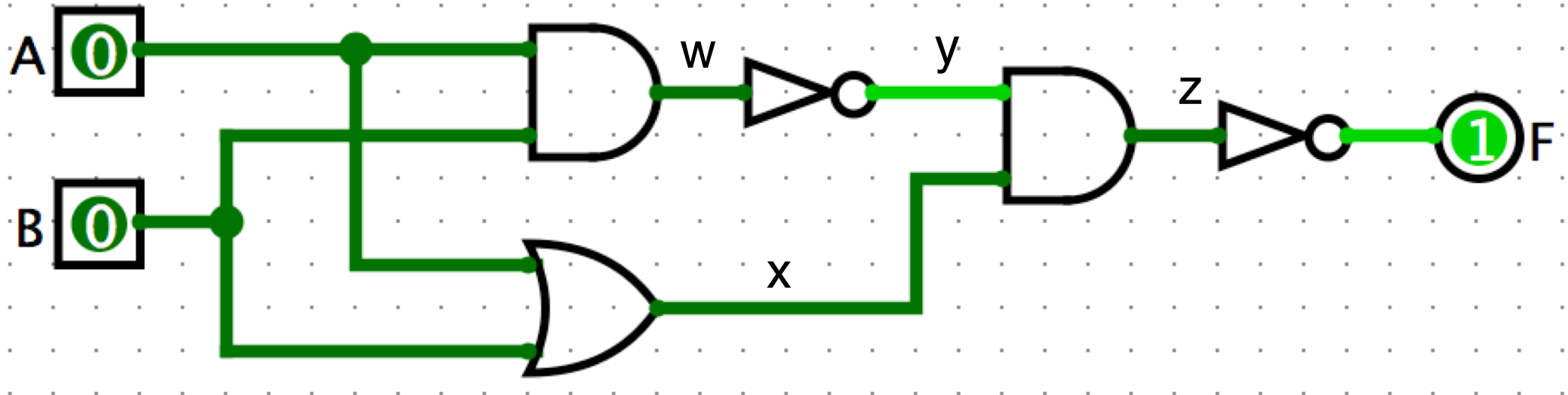
Timing Diagram

- Timing diagram can show circuit inputs, outputs and intermediate values
- Shows circuit state(s) over time
- Can make gate delays visible
- Assumptions:
 - All gates have the same delay
 - Wires do not have any delay



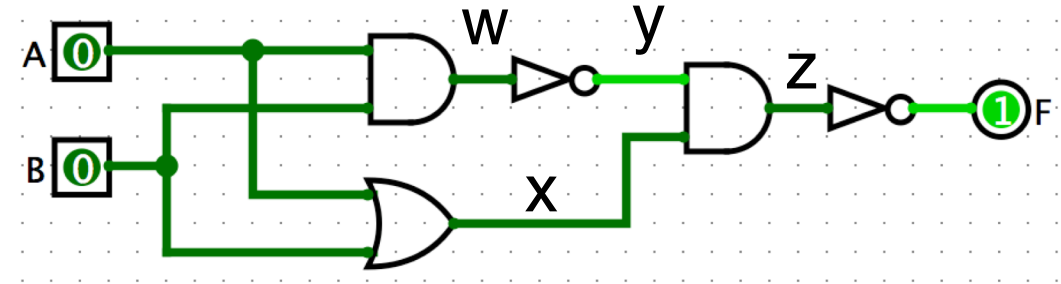
Timing Diagram

- Create a timing diagram with gate delays for the change **A=0, B=0** to **A=1, B=0** with the following circuit:
 - Include A, B, w, x, y, z, F in your diagram



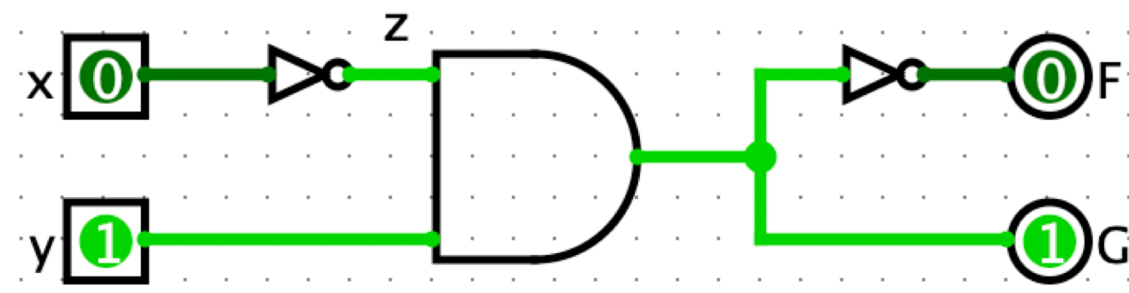
Timing Diagram

- Change **A=0** , **B=0** to **A=1** , **B=0**



Timing Diagram

- Create a timing diagram with gate delays for the change $x=0, y=1$ to $x=1, y=1$ with the following circuit
 - Include x, y, z, F, G in your diagram



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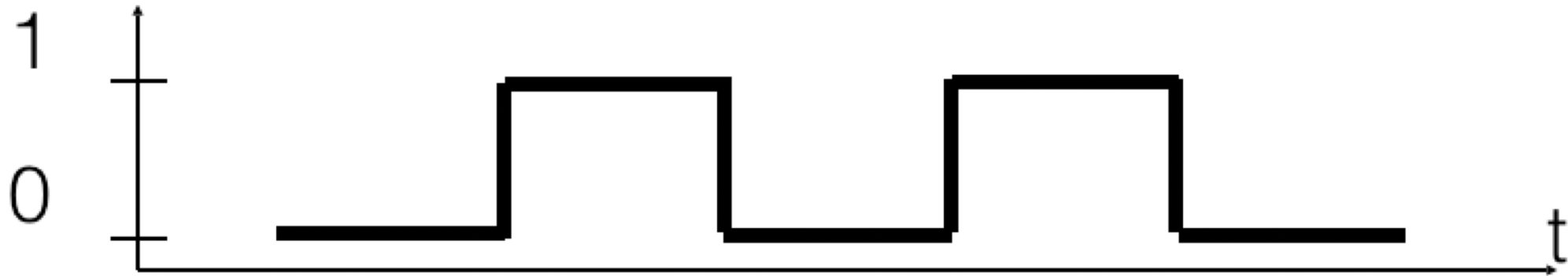
Computer Systems Fundamentals I

Topics

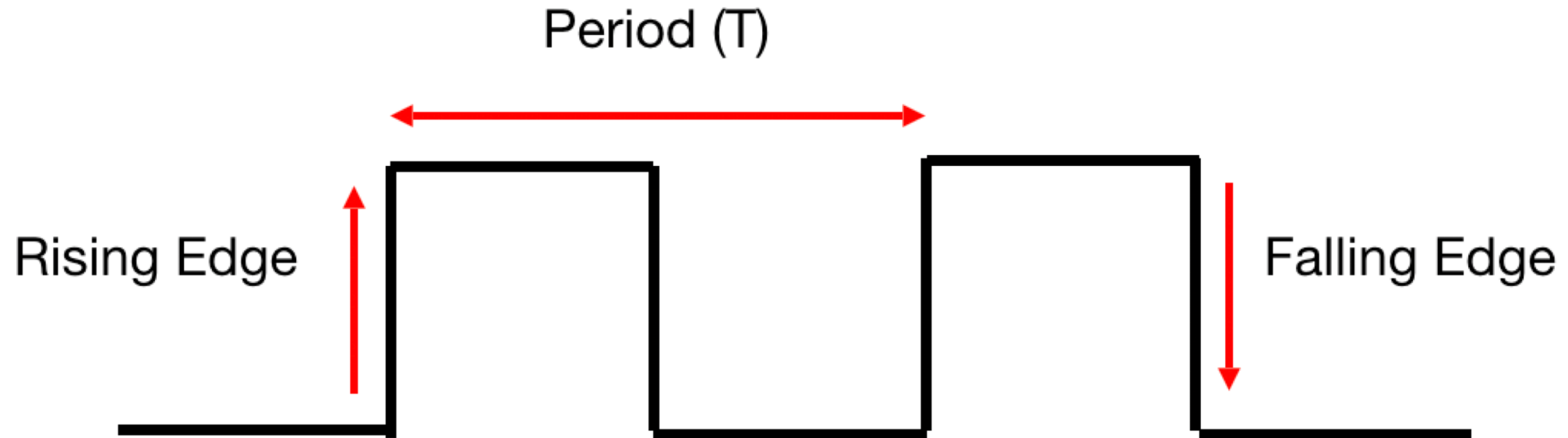
- Clock

Clock Signal

- A signal that oscillates between high and low
 - Used to synchronize circuits



Clock Signal Definitions



Clock Frequency & Period

- Clock frequency tells us how many clock periods will happen per second
 - Modern CPUs typically have clock speeds of 1 to 4 GHz (billion clock periods per second)
- Conversion between period (T) and frequency (f):
 - Frequency: $f = 1/T$
 - Period: $T = 1/f$
- Important: convert values to base units (Hz and s) before calculating
- Example 1: $f = 3.4 \text{ GHz} = 3,400,000,000 \text{ Hz} = 3.4 * 10^9 \text{ s}$
 - $T = 1 / 3,400,000,000 \text{ Hz} = 0.000000000294118 \text{ s} = 0.294118 \text{ ns} (10^{-9}\text{s})$
- Example 2: $T = 87 \text{ ns}$
 - $F = 1 / (87 * 10^{-9} \text{ s}) = 11,494,252.87 \text{ Hz} = \sim 11.49 \text{ MHz}$

Why Have a Clock?

- This is our solution to **gate delay**
 - Period of the clock signal needs to be longer than the longest delay between an input and an output