

# EECE 2322: Fundamentals of Digital Design and Computer Organization

## Lecture 1\_2: Gates and Numbers

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# Types of Digital Systems

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- ❖ No state present
  - ❖ Always formulating the instant output
  - ❖ Combinational Logic System,  $\text{Output} = \text{Function}(\text{Input})$
- ❖ State present
  - ❖  $\text{Next State} = \text{Function}(\text{State}, \text{Input})$
  - ❖ Sequential Logic System
    - ❖ Synchronous Sequential System
      - ❖ State updates controlled by clock signal
    - ❖ Asynchronous Sequential System
      - ❖ State updated at any time
  - ❖  $\text{Output} = \text{Function}(\text{State}, \text{Input})$  – Mealy machine
  - ❖  $\text{Output} = \text{Function}(\text{State})$  – Moore machine

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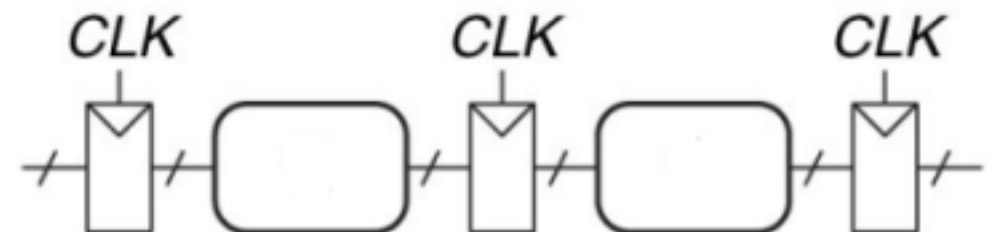
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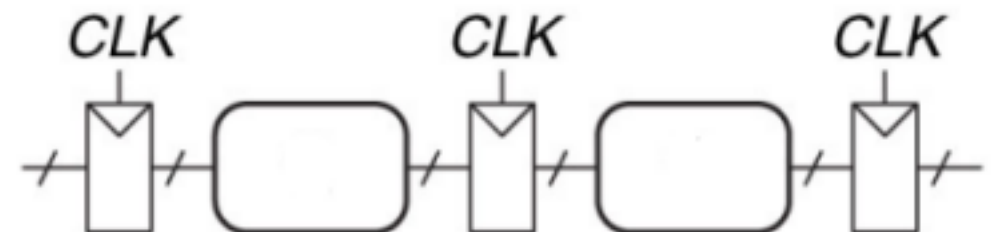
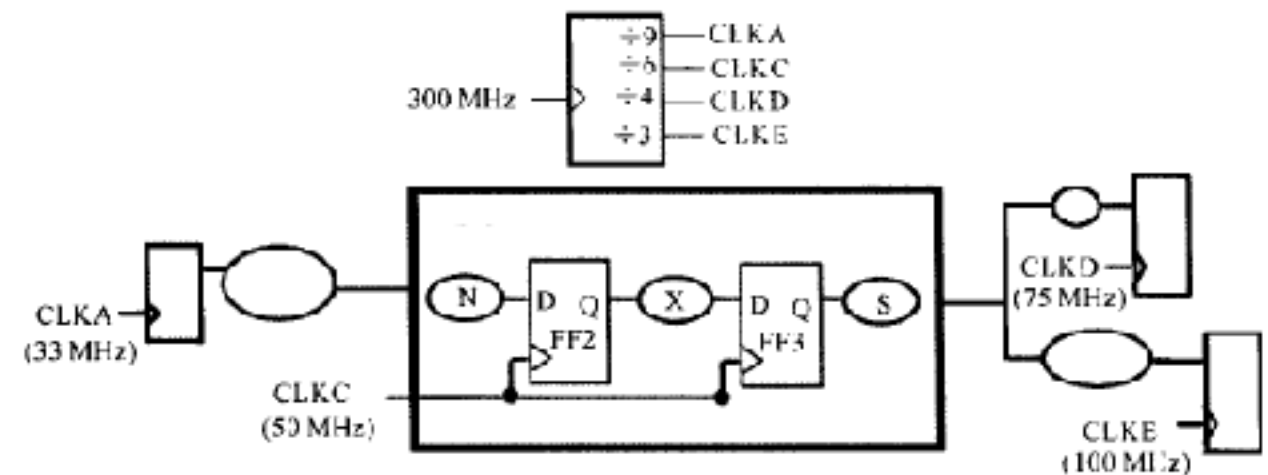
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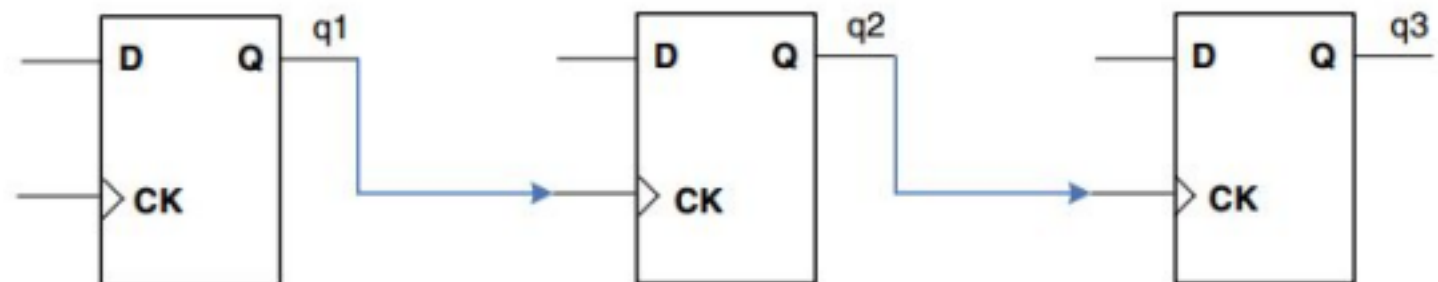
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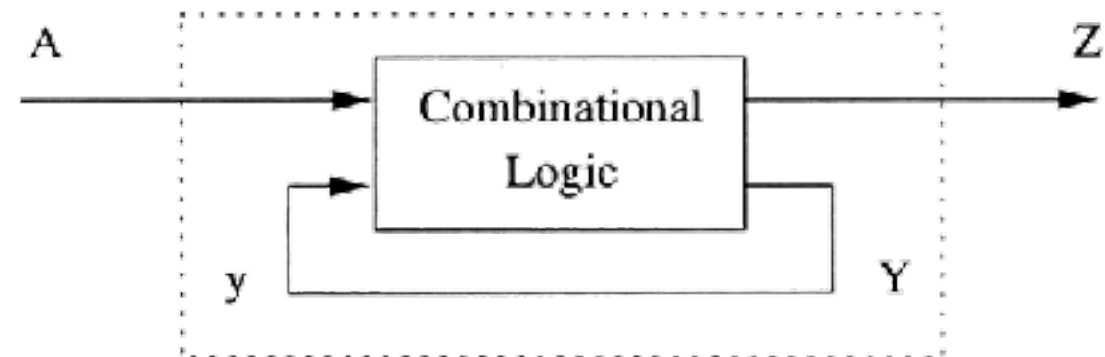
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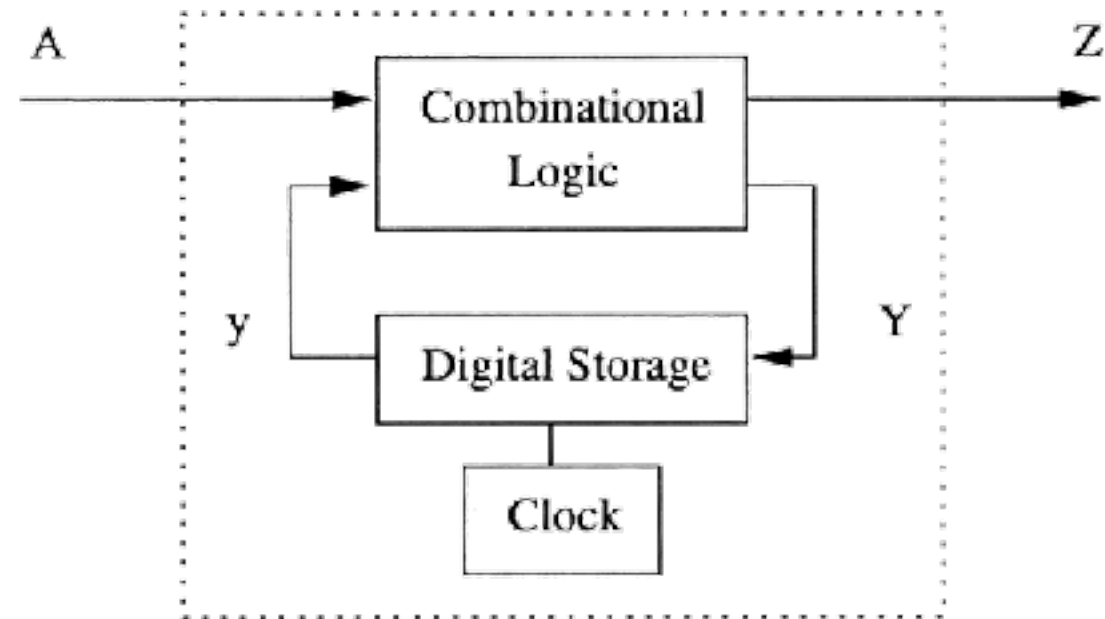


# Comparison

Asynchronous



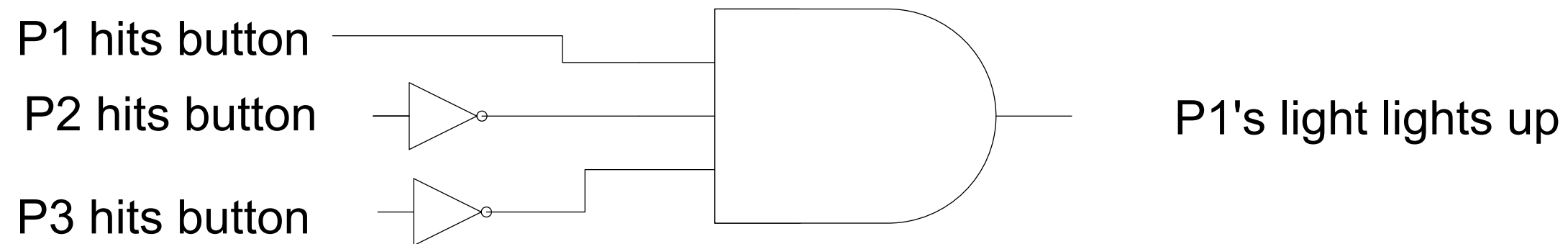
Synchronous





# Comparison

- ❖ Three people hit their buttons



- ❖ Why P1 is highlighted as the results?

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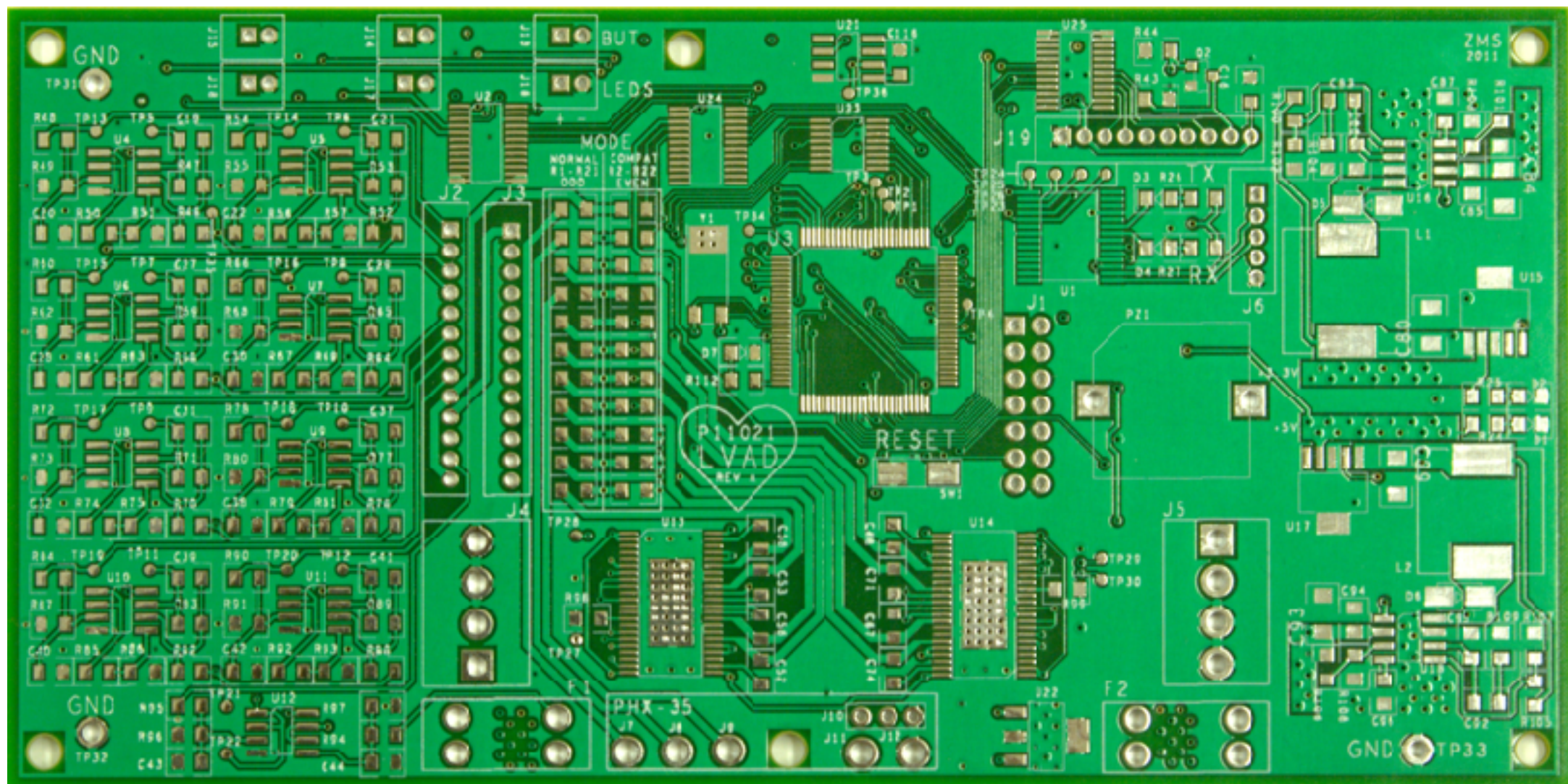
# Module of Digital System

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- ❖ Low level digital modules
  - ❖ Gates - AND, OR, NOR, etc.
  - ❖ Blocks - Adder, subtractor, shifter, etc.
- ❖ High level digital modules
  - ❖ PLDs (Programmable Logic Device)
  - ❖ ASICs (Application Specific Integrated Circuits)
  - ❖ Microprocessors / Microcontrollers

# Printed Circuit Board

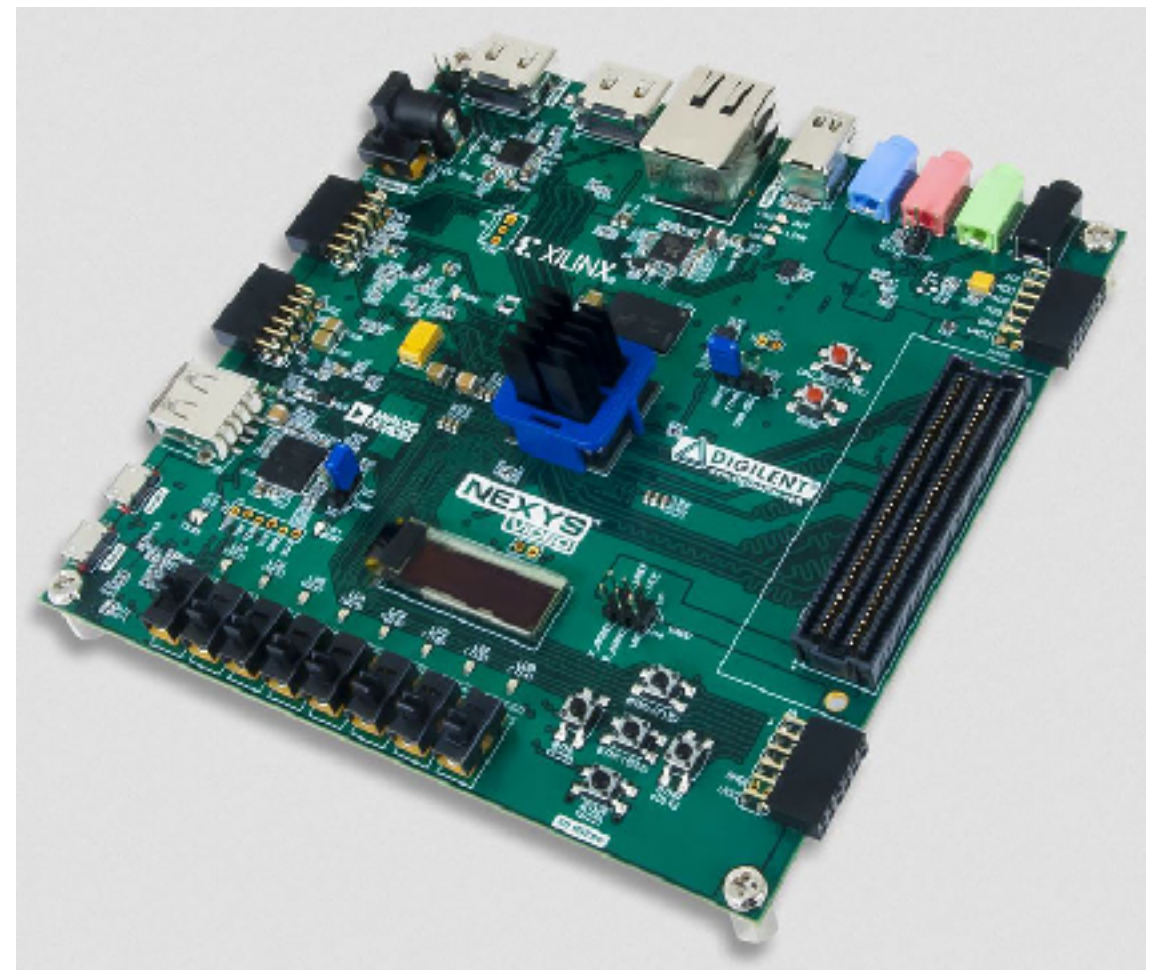
## ❖ PCB





# Field Programmable Gate Array

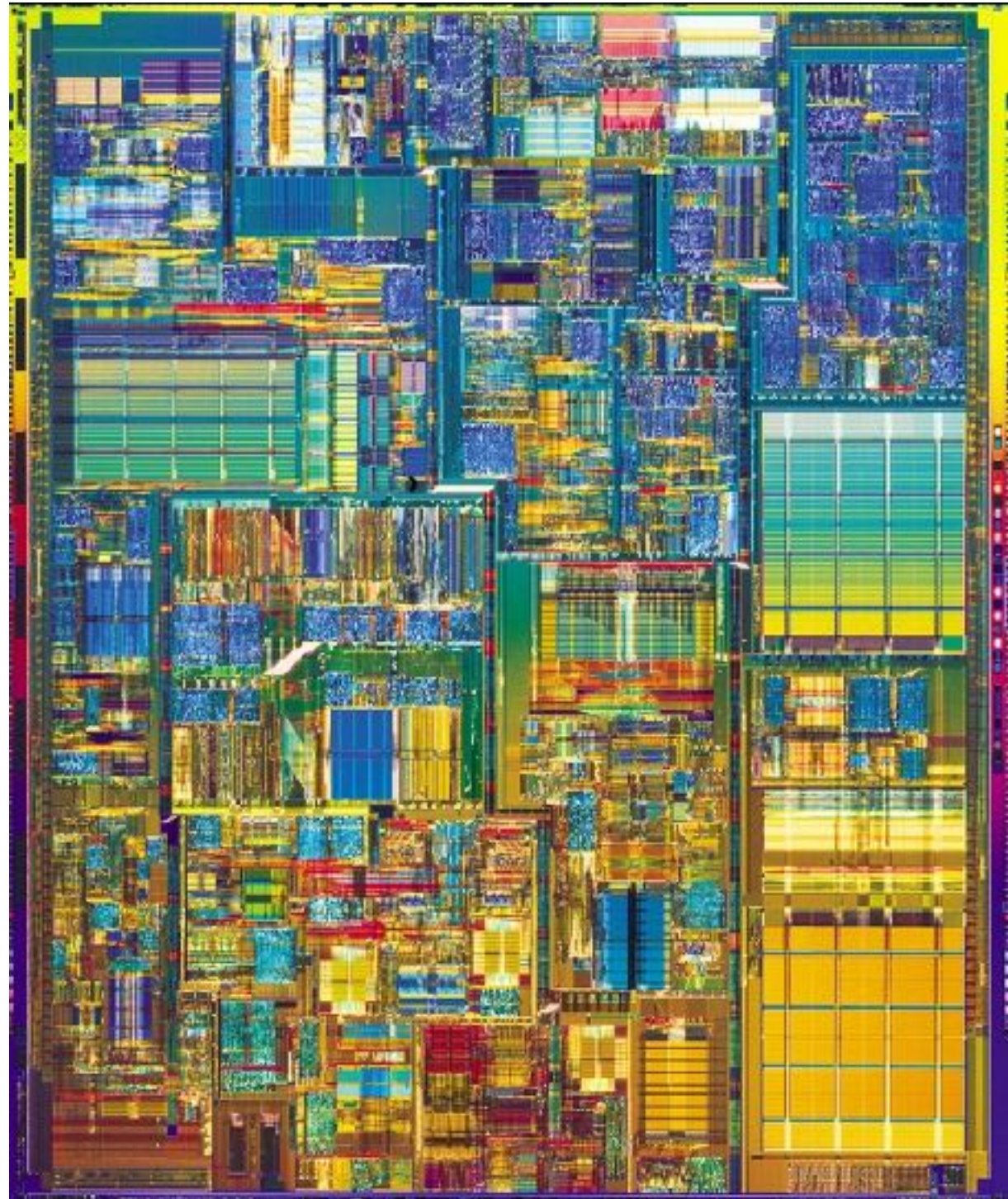
## ❖ FPGA





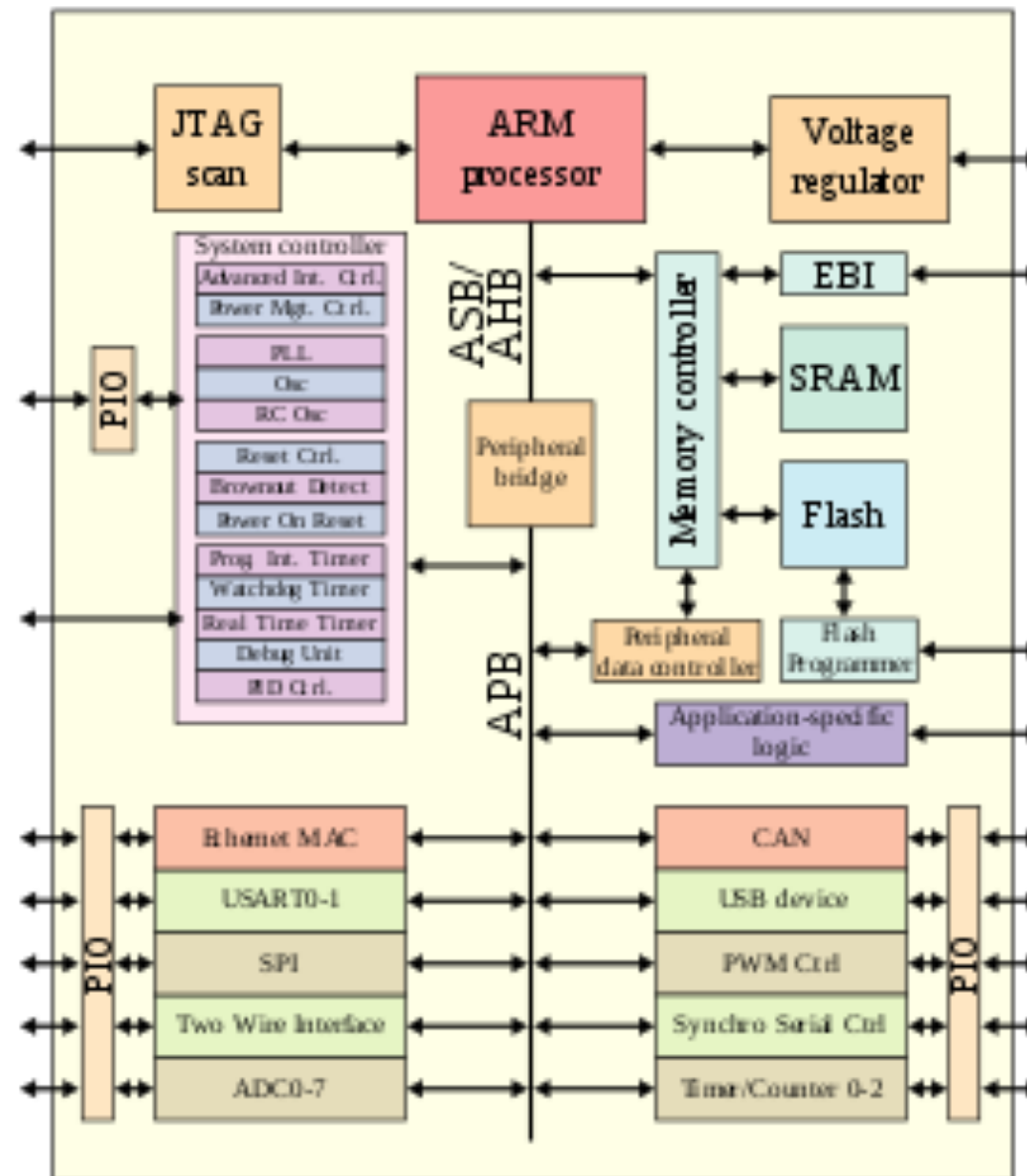
# Very Large Scale Integrated Circuit

- ❖ VLSI
  - ❖ Intel Pentium IV



# System on Chip

## ❖ SoC



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# Design Methodologies

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- ❖ Full custom
  - ❖ Design for performance-critical cells
  - ❖ Very expensive
- ❖ Standard cell
  - ❖ Faster
  - ❖ Performance is not as good as full custom
- ❖ Gate array
- ❖ Field Programmable Gate Array

# Comparison of Design Styles

	Full Custom	Standard Cell	Gate Array	FPGA
Area	Compact	Moderate	Moderate	Large
Performance	High	Moderate	Moderate	Low

<b><u>Production Volume:</u></b>	<b>Mass Production Volume</b>	<b>Medium Production Volume</b>	<b>Medium Production Volume</b>	<b>Low Production Volume</b>
<b><u>Complexity:</u></b>	<b>High</b>			<b>Low</b>



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# Digital Systems Design Flow

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- ❖ Functional specification
  - ❖ What does the chip do?
- ❖ Behavioral specification
  - ❖ How does it do it? (abstractly)
- ❖ Logic design
  - ❖ How does it do it? (logically)
- ❖ Layout
  - ❖ How does it do it? (physically)

# Function Specification

- ❖ Full adder

- ❖ Input: A, B, Carry\_in
- ❖ Output: Carry\_out, Sum

**Full Adder Truth Table**

<i>CARRY IN</i>	<i>input B</i>	<i>input A</i>	<i>CARRY OUT</i>	<i>SUM digit</i>
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

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# Behavior Specification

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## ❖ VHDL

- ❖ entity adder is
  - ❖ -- i0, i1 and the carry-in ci are inputs of the adder.
  - ❖ -- s is the sum output, co is the carry-out.
  - ❖ port (i0, i1 : in bit; ci : in bit; s : out bit; co : out bit);
  - ❖ end adder;
- ❖ architecture rtl of adder is
  - ❖ begin -- This full-adder architecture contains two concurrent assignment.
  - ❖ -- Compute the sum.  $s \leq i0 \text{ xor } i1 \text{ xor } ci$ ;
  - ❖ -- Compute the carry.  $co \leq (i0 \text{ and } i1) \text{ or } (i0 \text{ and } ci) \text{ or } (i1 \text{ and } ci)$ ;
  - ❖ end rtl;

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# Behavior Specification

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## ❖ Verilog

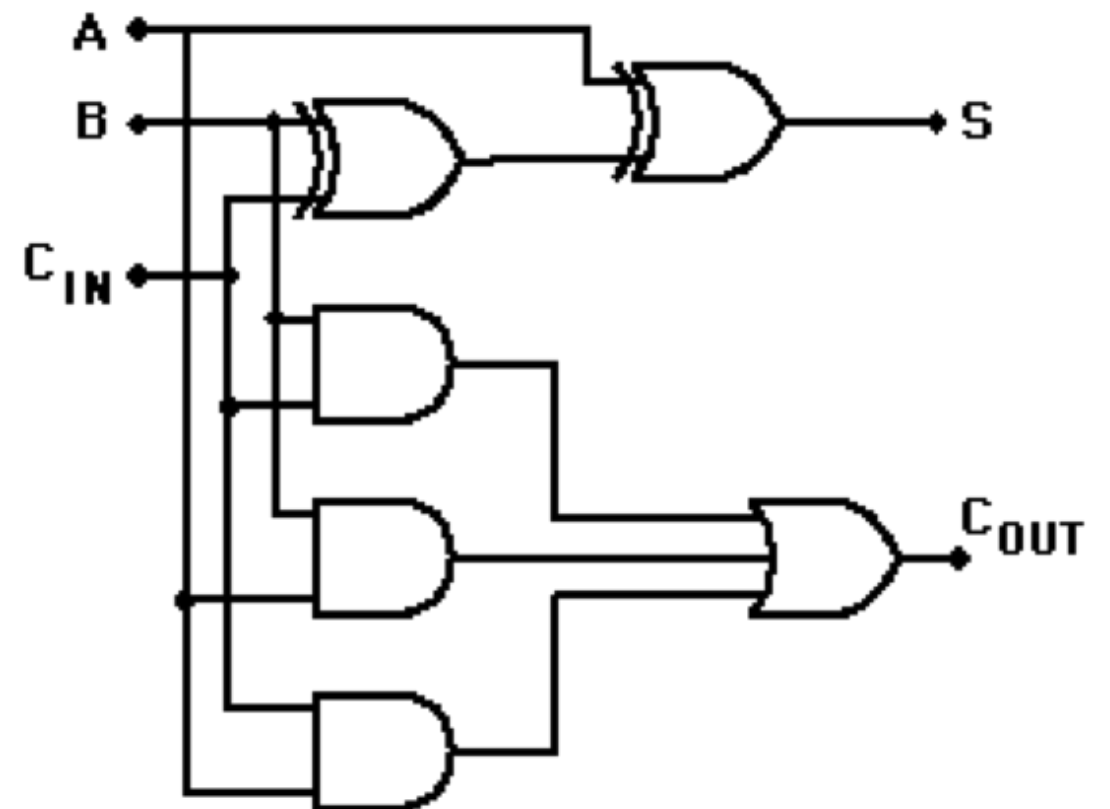
- ❖ `module fulladder (a, b, cin, sum, cout);`
- ❖ `input a, b, cin;`
- ❖ `output sum, cout;`
- ❖ `reg sum, cout;`
- ❖ `always @ (a or b or cin)`
- ❖ `begin`
- ❖ `sum <= a ^ b ^ cin;`
- ❖ `cout <= (a & b) | (a & cin) | (b & cin);`
- ❖ `end`
- ❖ `endmodule`

# Logic Design

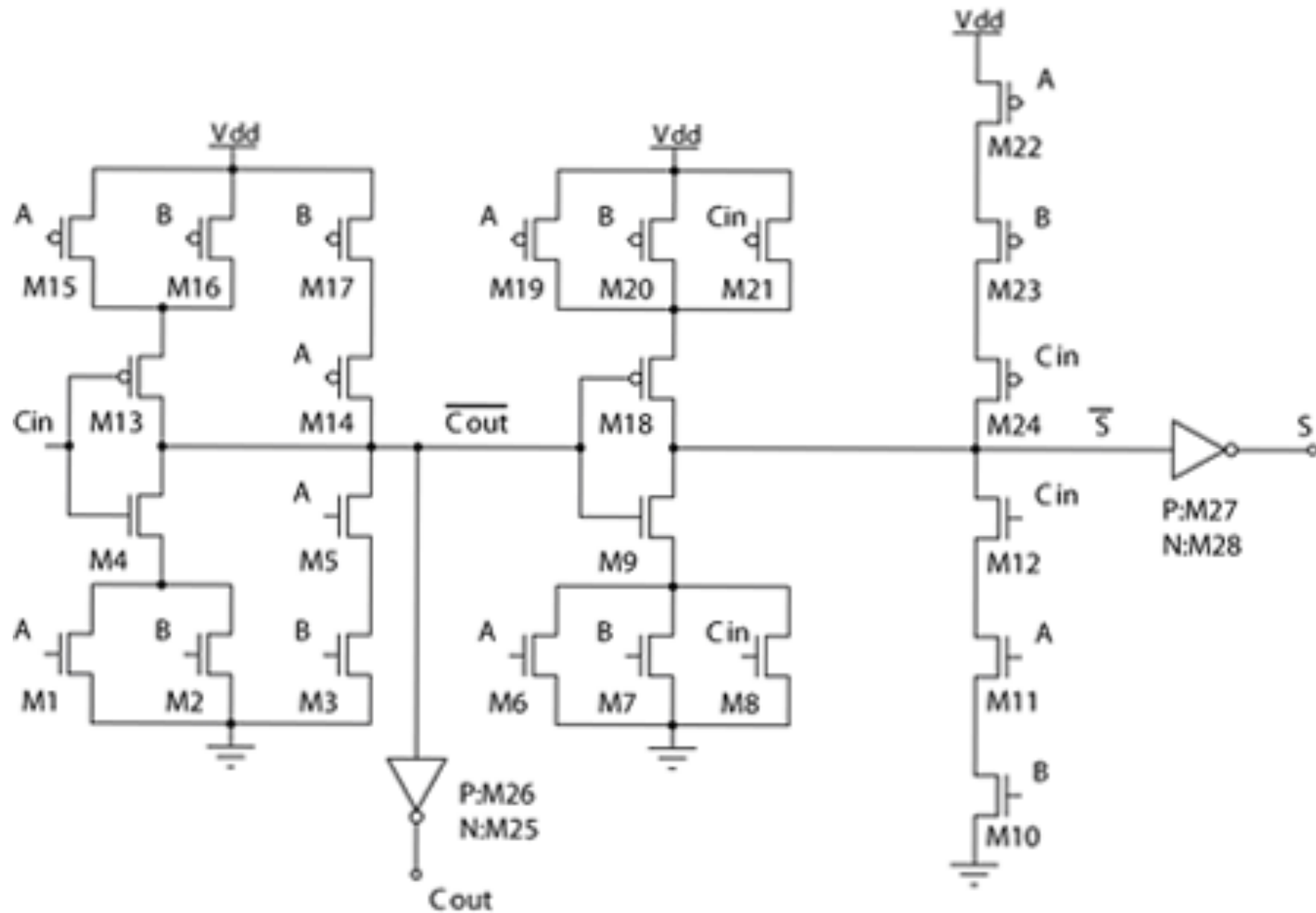
- ❖ More bits are chained with carry in

**Full Adder Truth Table**

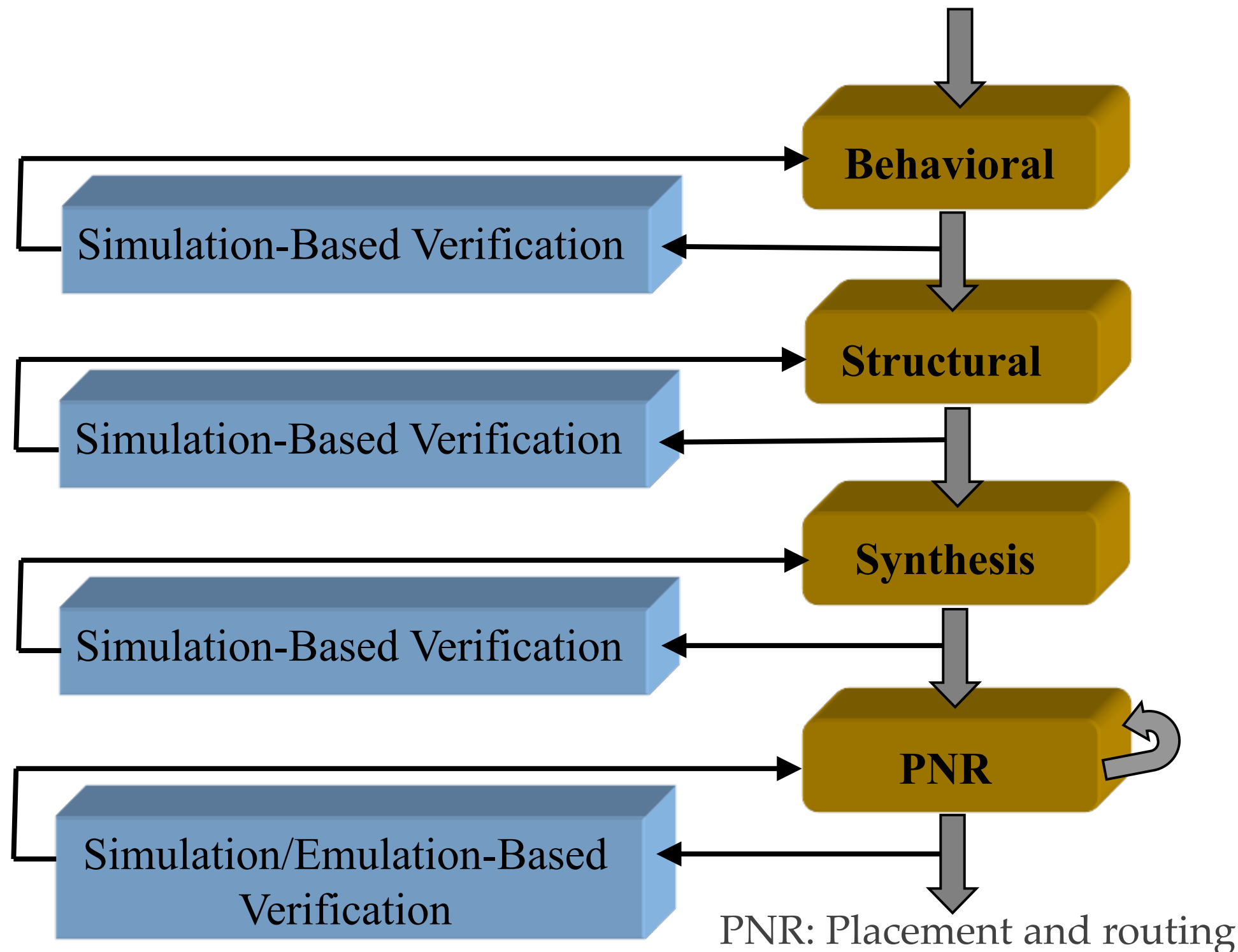
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# Transistor Schematic

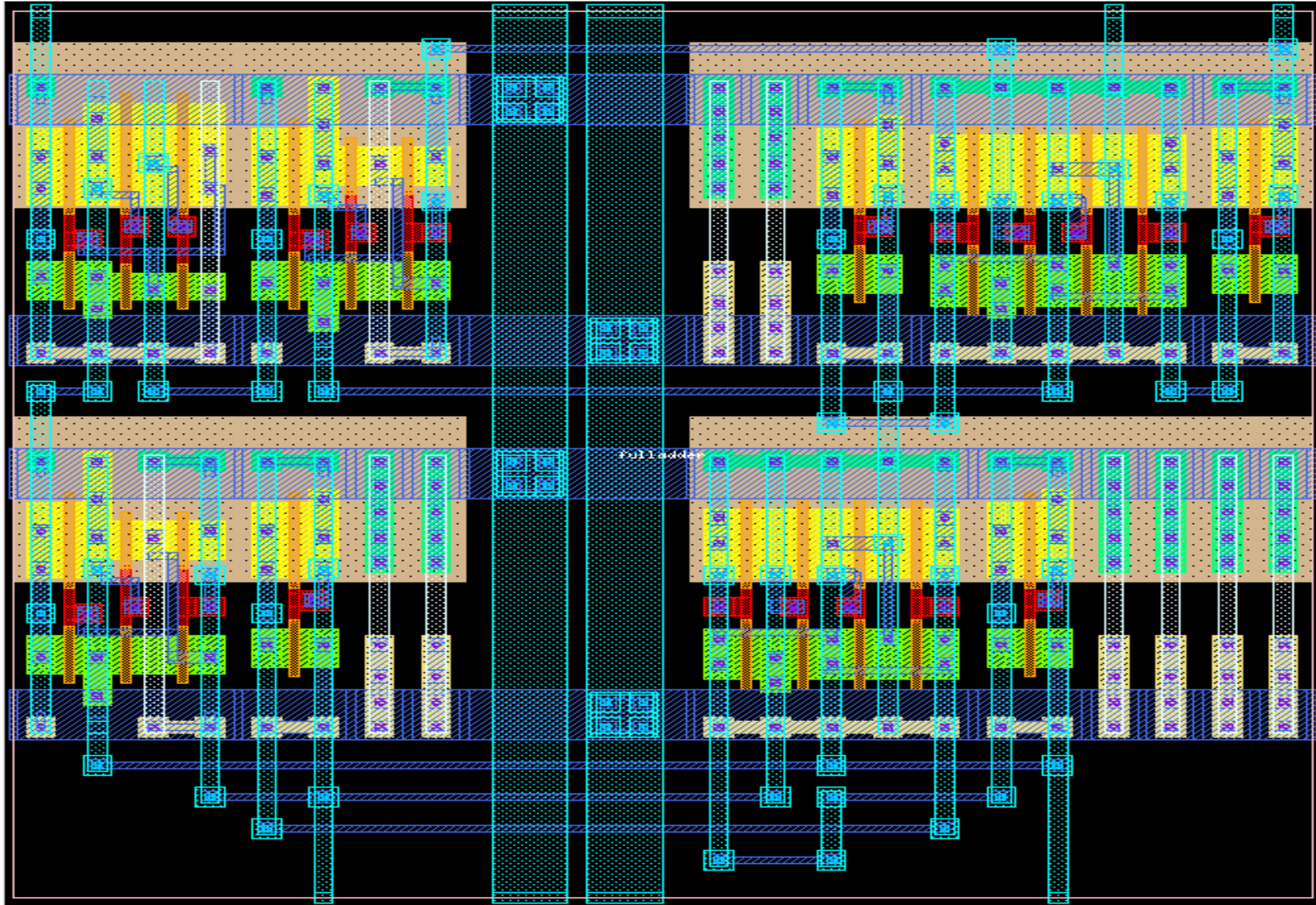


# Practical Design Process in Iterative





# Layout





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# More about Hardware Description Languages

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- ❖ Two primary choices
  - ❖ VHDL (VHSIC (Very high-speed IC) hardware description language)
  - ❖ Verilog HDL
- ❖ Can be used for behavioral specification, architectural definition, implementation, and verification

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# More about Hardware Description Languages

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- ❖ High-level partitioning of problem into functional blocks
  - ❖ Can be expressed in a variety of forms - text, graphically, formal languages
- ❖ Must choose between different possible architectures and weigh the costs and benefits of each choice
  - ❖ Architecture design is often a matter of balancing tradeoffs

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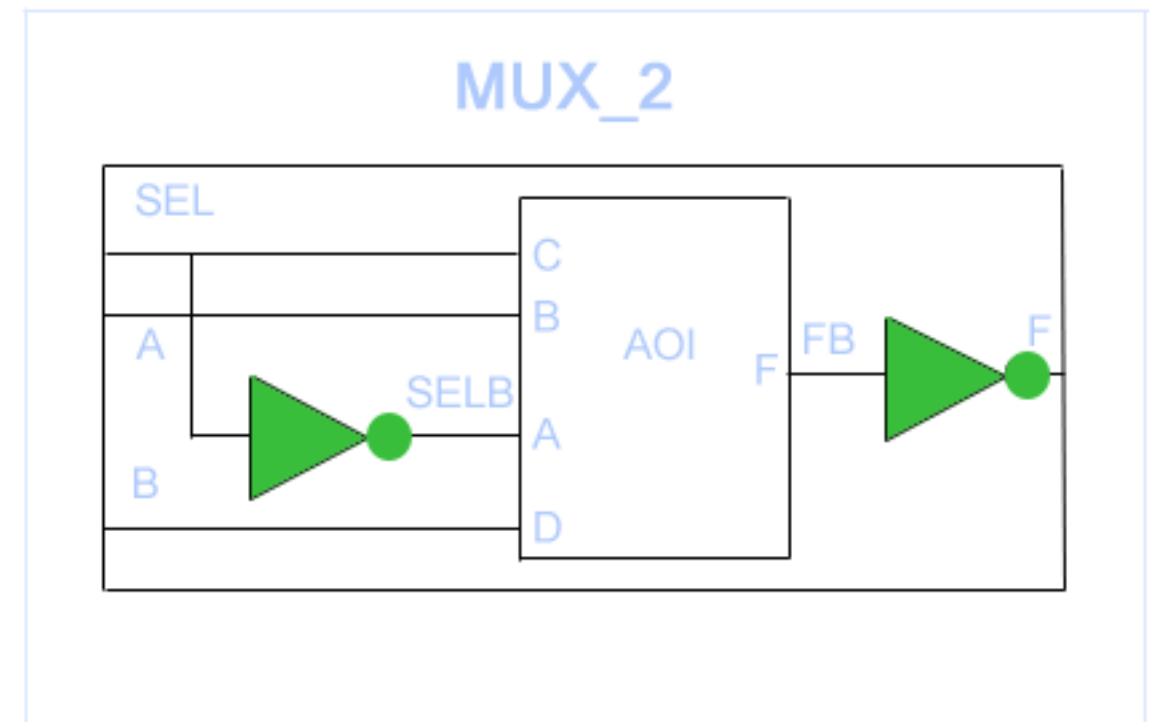
# More about Hardware Description Languages

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- ❖ Elaboration: Before simulation begins, the design hierarchy is first elaborated. This means all the pieces of the model code (entities, architecture and configurations) are put together.
- ❖ Initialization: The nets in the model are initialized just before simulation starts.
- ❖ Simulation cycle:
  - ❖ Simulation cycle is then continuously repeated during which processes are executed and signals are updated.
- ❖ Advantage: **Top-Down design methodology, Technology independent**

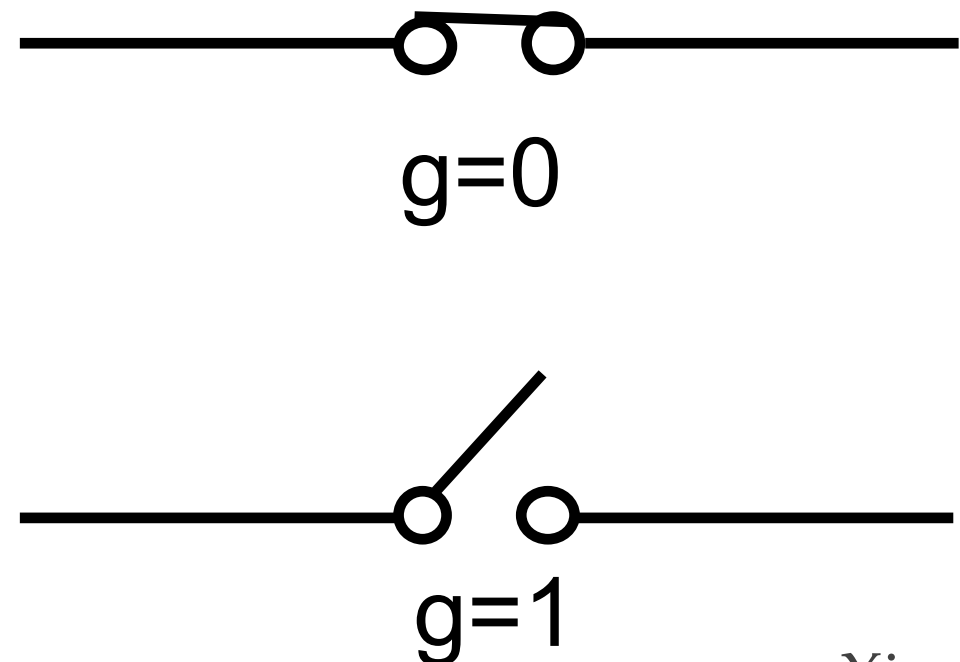
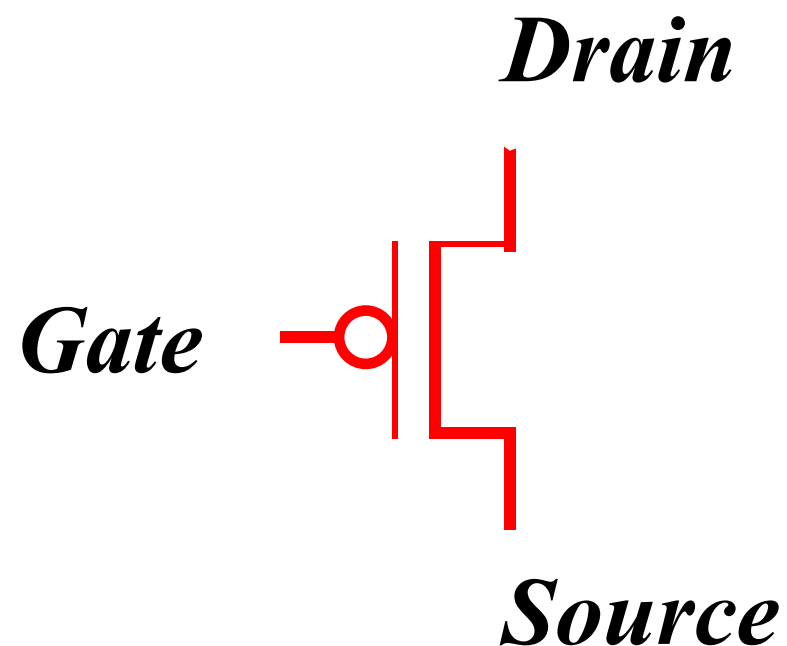
# More about Hardware Description Languages

- ❖ // Verilog code for 2-input multiplexer
- ❖ module INV (input A, output F); // An inverter
- ❖ assign F = ~A;
- ❖ endmodule
- ❖ module AOI (input A, B, C, D, output F);
- ❖ assign F = ~((A & B) | (C & D));
- ❖ endmodule
- ❖ module MUX2 (input SEL, A, B, output F); // 2:1 multiplexer
- ❖ // wires SELB and FB are implicit
- ❖ // Module instances...
- ❖ INV G1 (SEL, SELB);
- ❖ AOI G2 (SELB, A, SEL, B, FB);
- ❖ INV G3 (.A(FB), .F(F)); // Named mapping
- ❖ endmodule
- ❖ // end of Verilog code



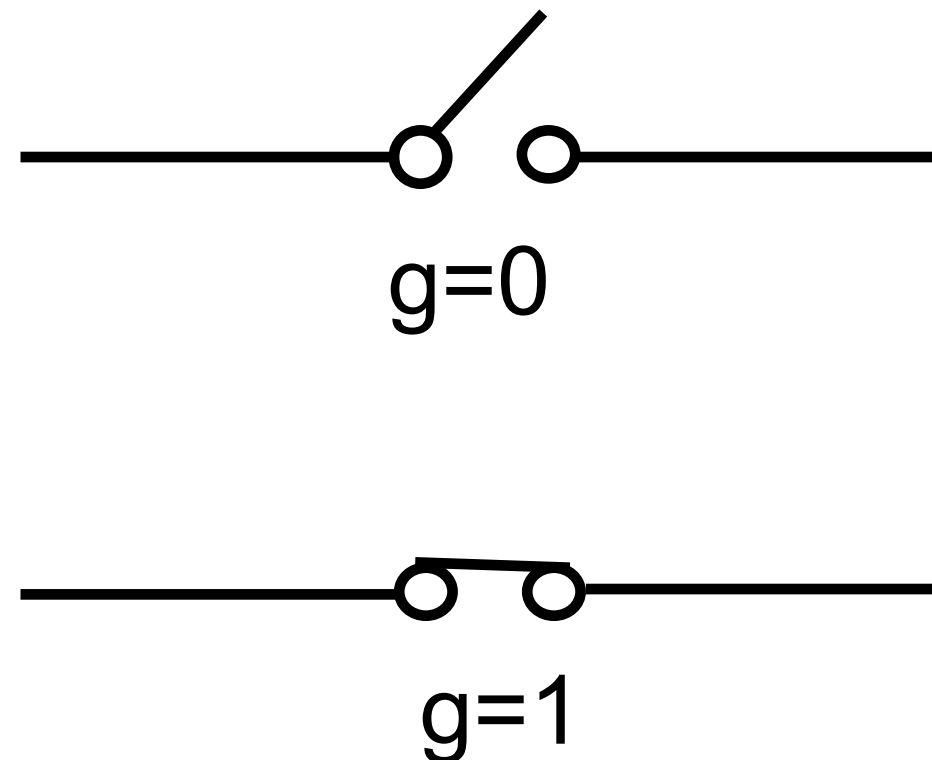
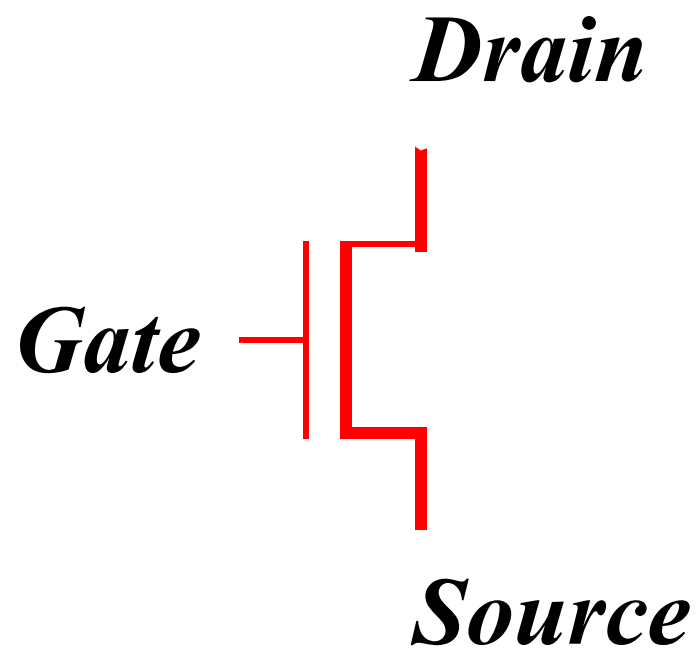
# PMOS Transistor

- ❖ Basic rules of PMOS
  - ❖ If the gate is “low”, the switch is on
  - ❖ If the gate is “high”, the switch is off



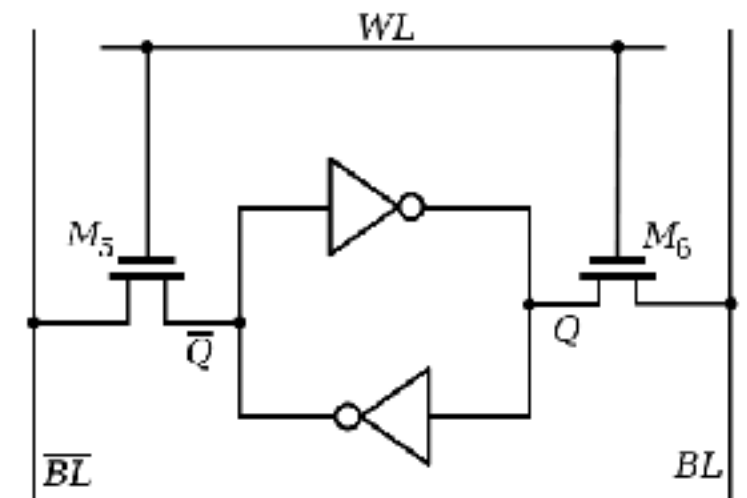
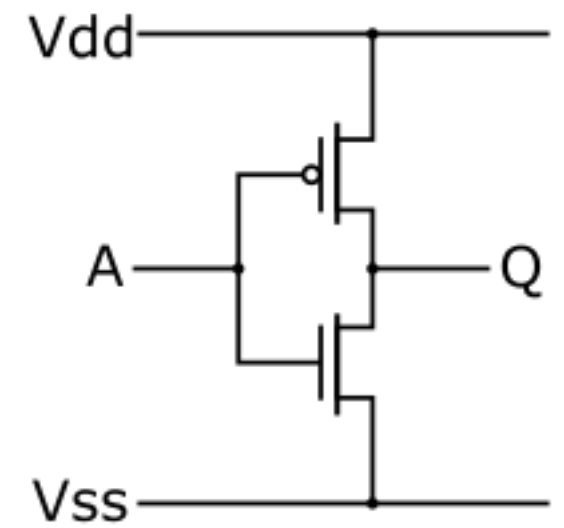
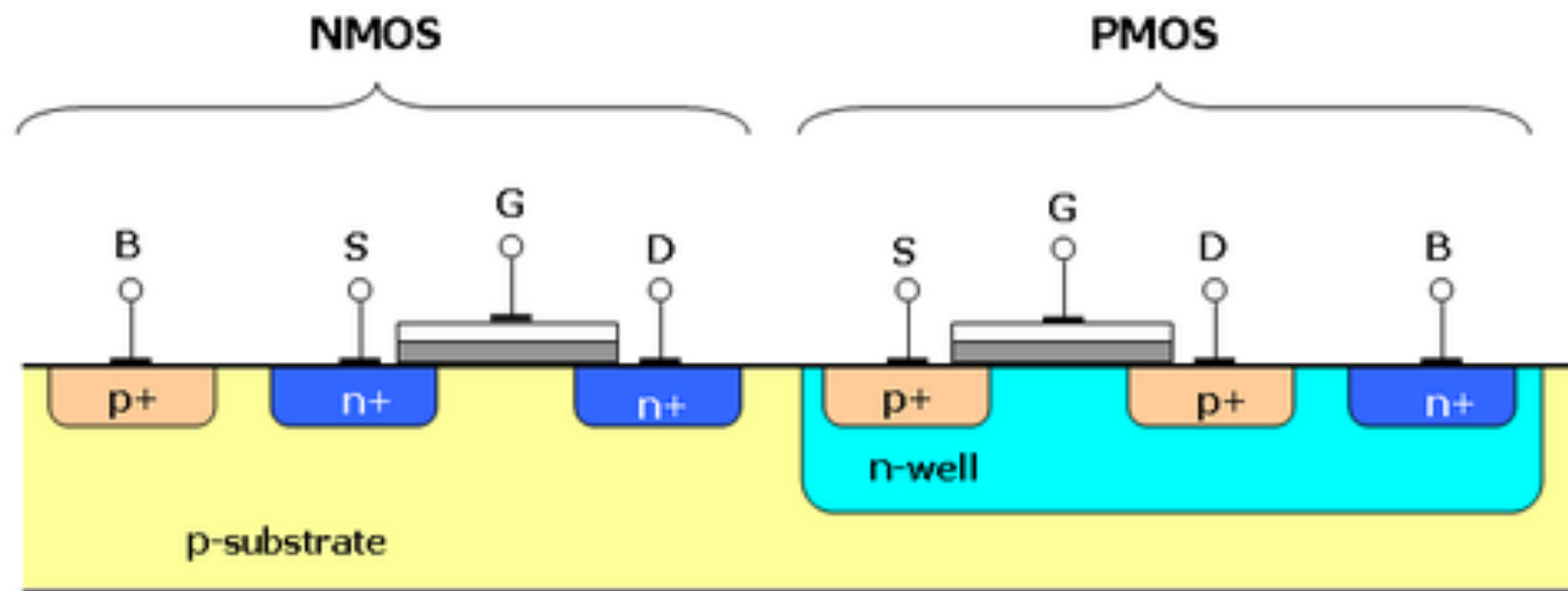
# NMOS Transistor

- ❖ Basic rules of NMOS
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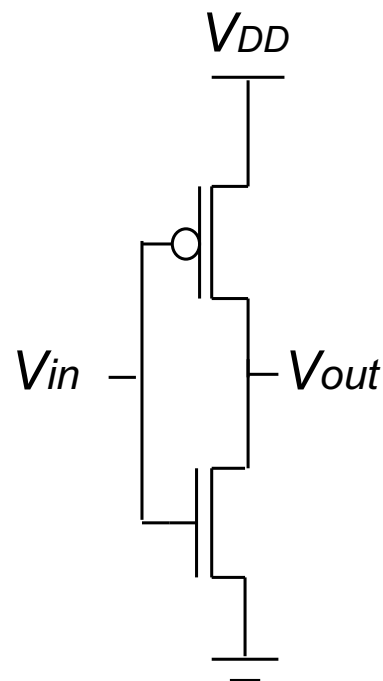


# CMOS Circuit

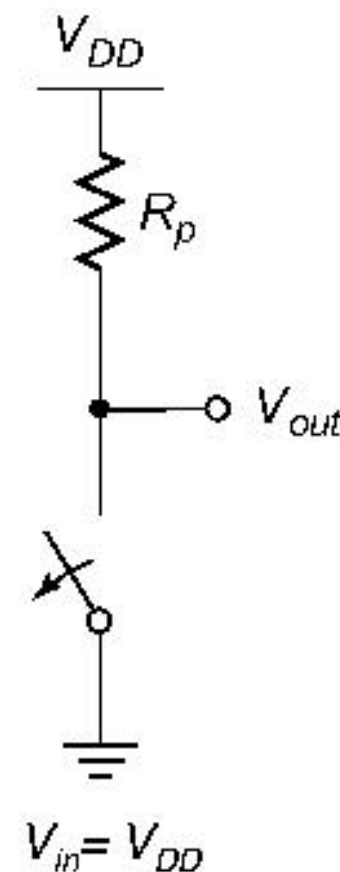
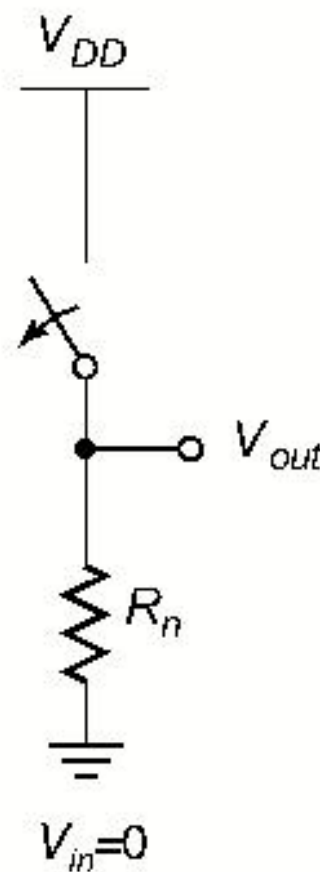
- ❖ Extremely low static current flow
- ❖ Less current means less power



# CMOS Inverter: First-order DC Analysis



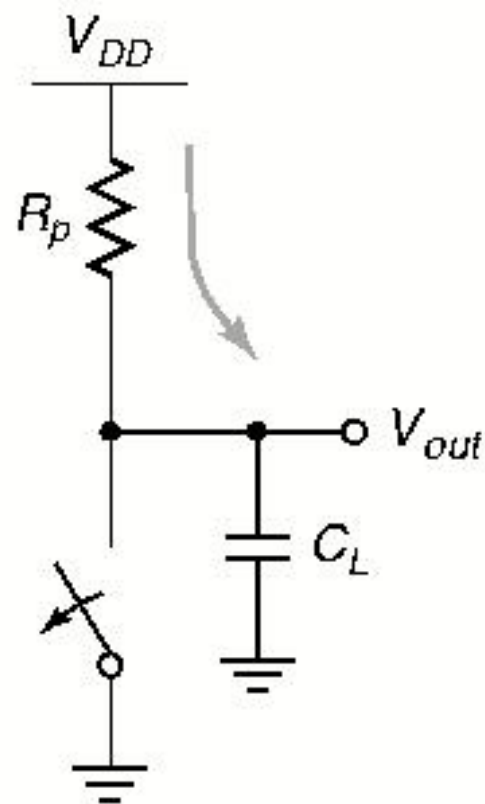
- ❖ High noise margin
- ❖ Ratioless
- ❖ low output impedance
- ❖ Extremely high input impedance
- ❖ No static power



$$\begin{aligned} V_{OL} &= 0 \\ V_{OH} &= V_{DD} \end{aligned}$$

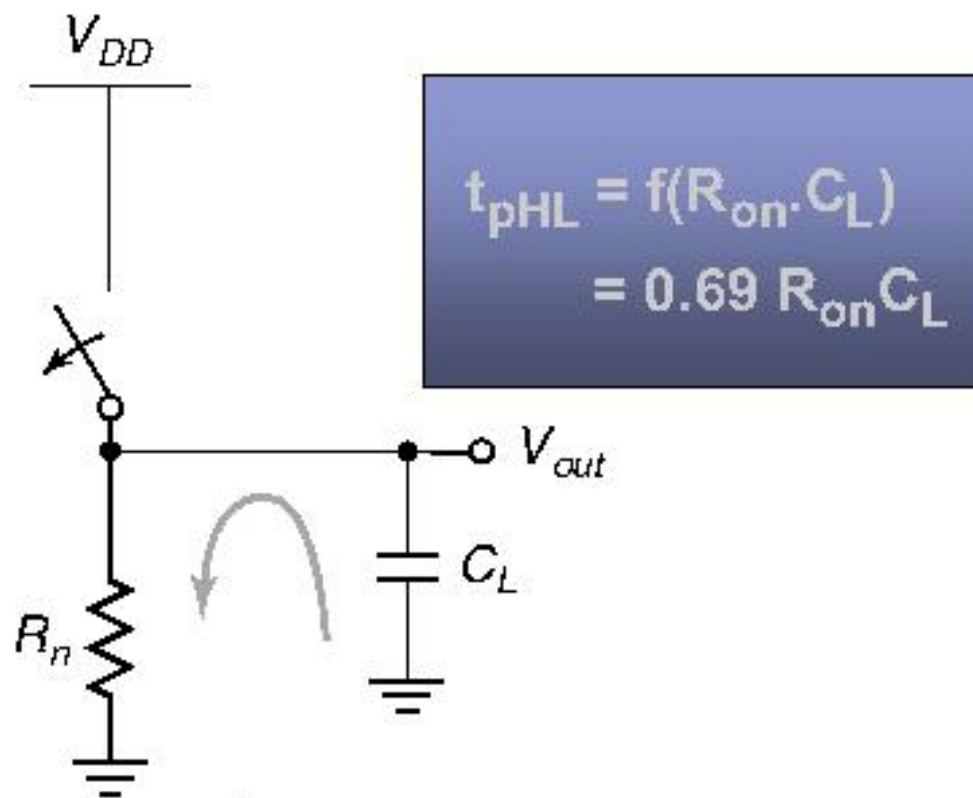


# CMOS Inverter: Transient Response



$V_{in} = V_{DD} \rightarrow 0$

Output: Low-to-High



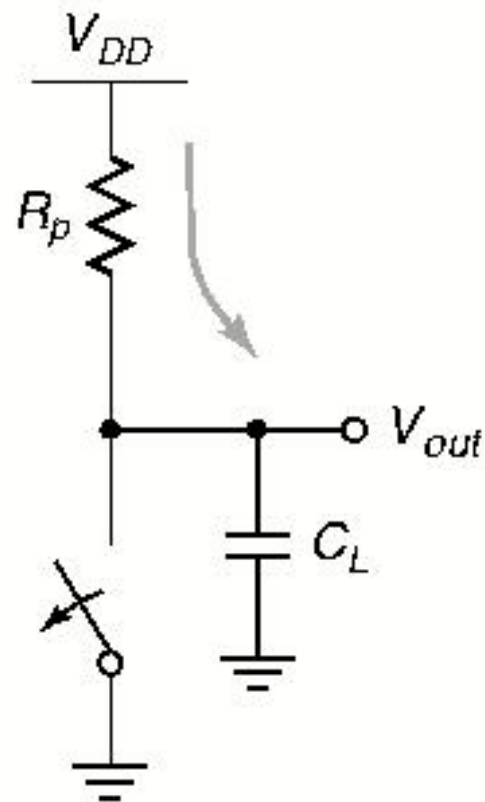
$V_{in} = 0 \rightarrow V_{DD}$

High-to-Low

$$t_{pHL} = f(R_{on} \cdot C_L) \\ = 0.69 R_{on} C_L$$

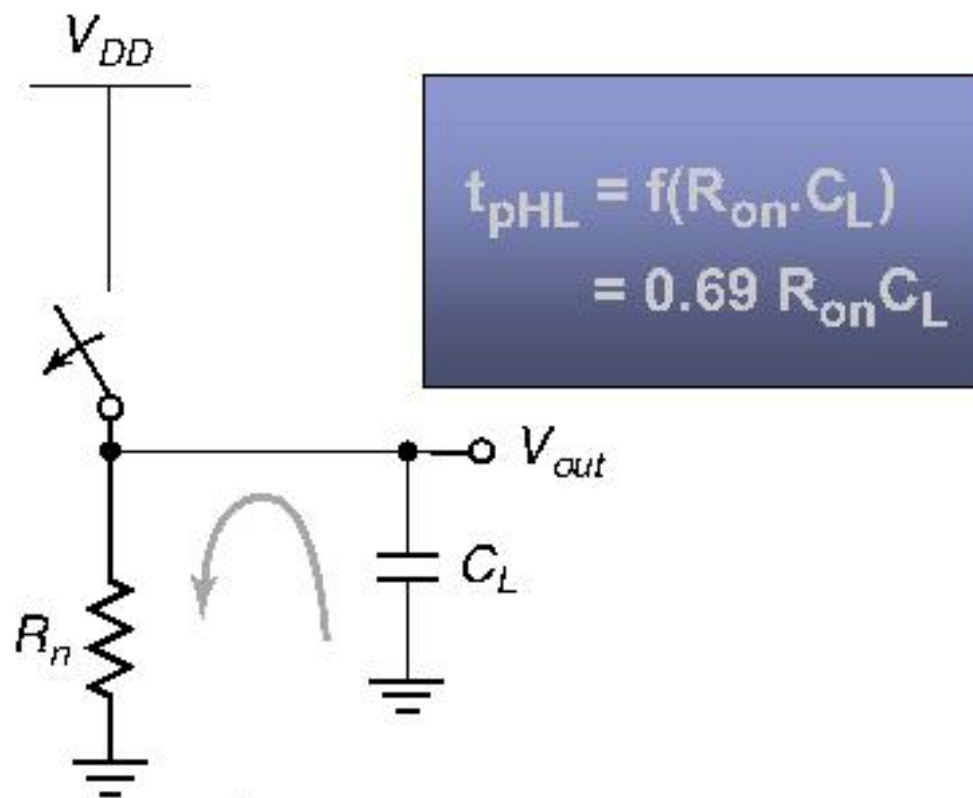
- ❖  $C_L$  is composed of the drain diffusion capacitances of the NMOS and PMOS transistors, the capacitance of connecting wires, and the input capacitance of the fan-out gates

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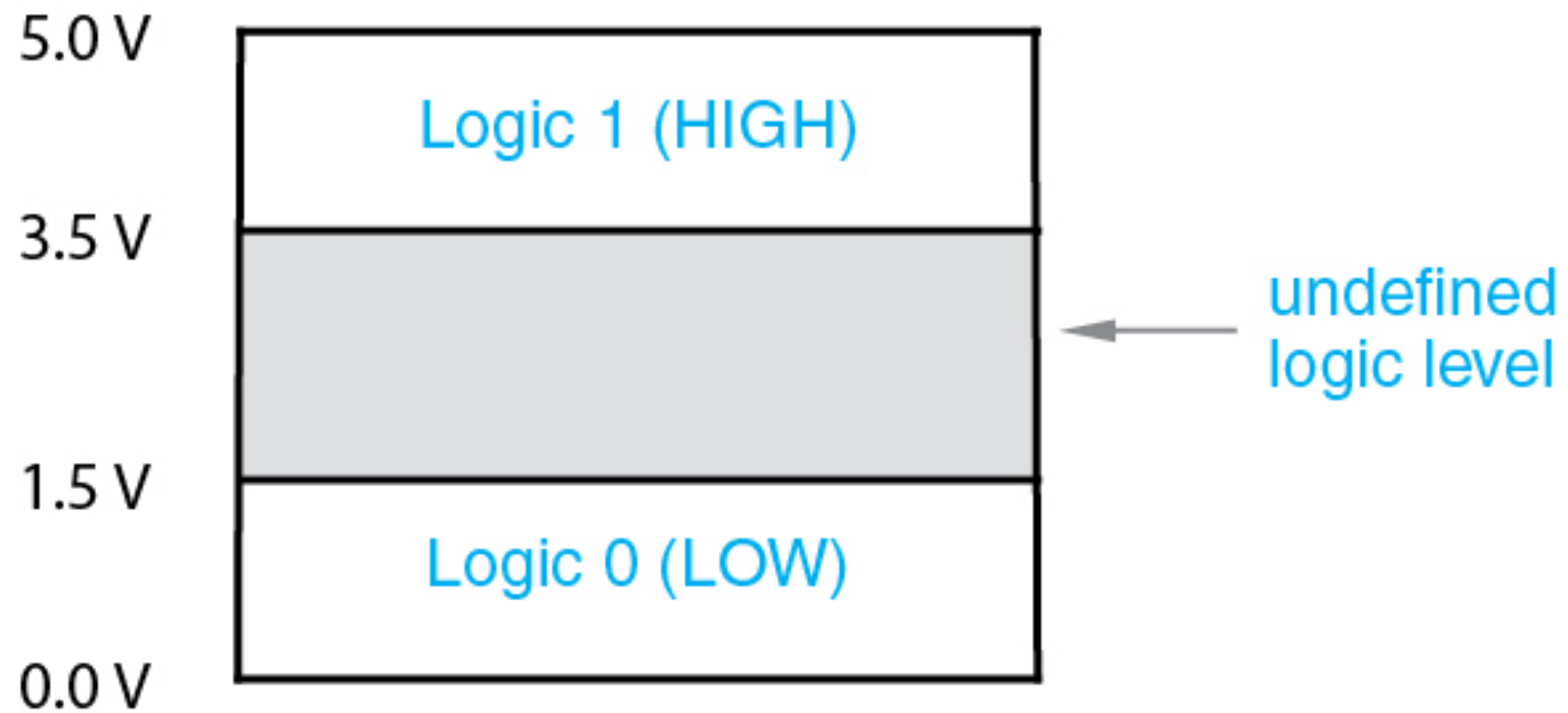
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High-to-Low

To reduce delay:  
Reduce  $C_L$   
Reduce  $R_{p,n}$   
Increase  $W/L$  ratio

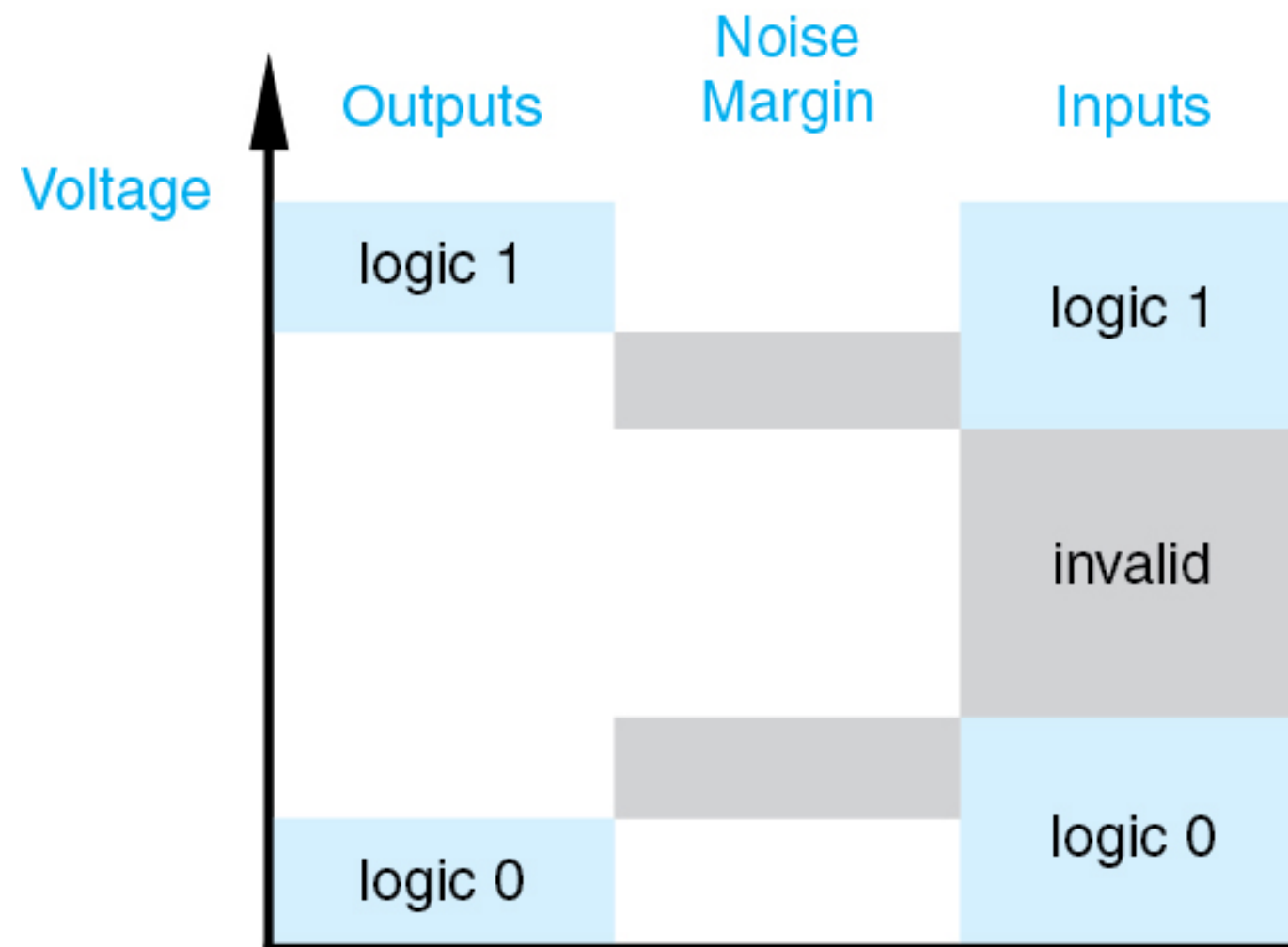
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# Digital and Analog



# Digital and Analog

- ❖ Difference between inputs and outputs, why? Benefits?



# Basic Operator

- ❖ Boolean Algebra

- ❖ Operators

AND

•

$\wedge$

OR

+

$\vee$

NOT

$\bar{A}$

$\neg A$

$A'$

Values

1 (true) 0 (false)

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# Boolean Algebra Rules

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Rules hold for any Boolean value  
 $a, b, c \dots$  stand for these values

Identity element

$$a + 0 = a$$

$$a \bullet \underline{\hspace{1cm}} = a$$

+ and  $\bullet$  are commutative:

$$a + b = b + a$$

$$a \bullet b = b \underline{\hspace{1cm}}$$

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# Associative and Distributive

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**Associative rules:**

$$a + (b + c) = (a + b) + c$$

$$a \bullet (b \bullet c) = \underline{\hspace{2cm}}$$

**Distributive rules:**

$$a + (b \bullet c) = (a + b) \bullet (a + c)$$

$$a \bullet (b + c) = \underline{\hspace{2cm}}$$

**Note: these rules look like algebra !**