

# CSE261: Computer Architecture

## 7. Logic Design Basics

Seongil Wi

# Notification: Midterm Exam

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- Oct. 24 (Thursday)
- Class Time (1h 15m), Closed book
- T/F problems + Computation problems + Descriptive problems
- Scope: everything learned from September 3 to October 17
  - *Understanding is important!*
  - The MIPS reference card will be provided. Do not memorize the content about it.
- If you are taking Linear Algebra (MTH20401), please send me an email (Those who have already sent an email are excluded)

# Q&A Session for Your Midterm Exam

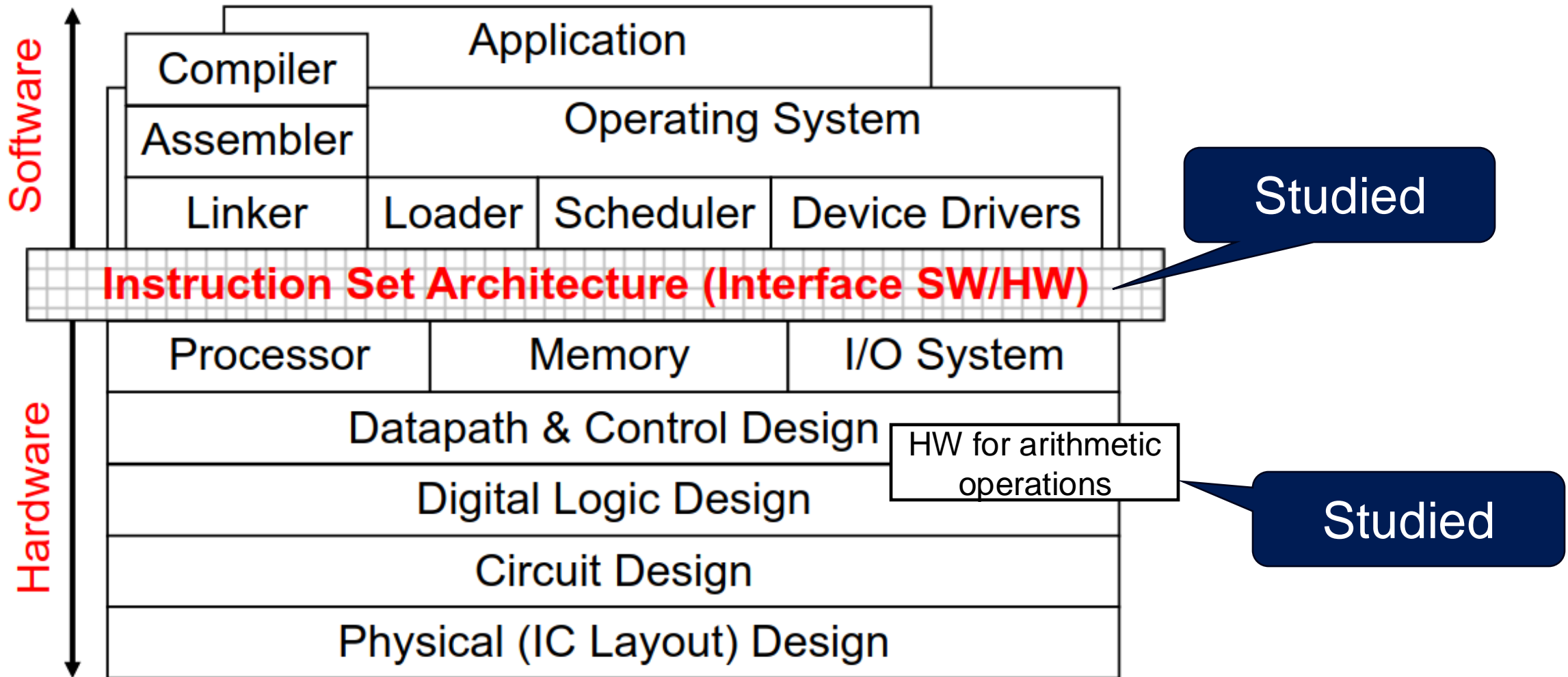
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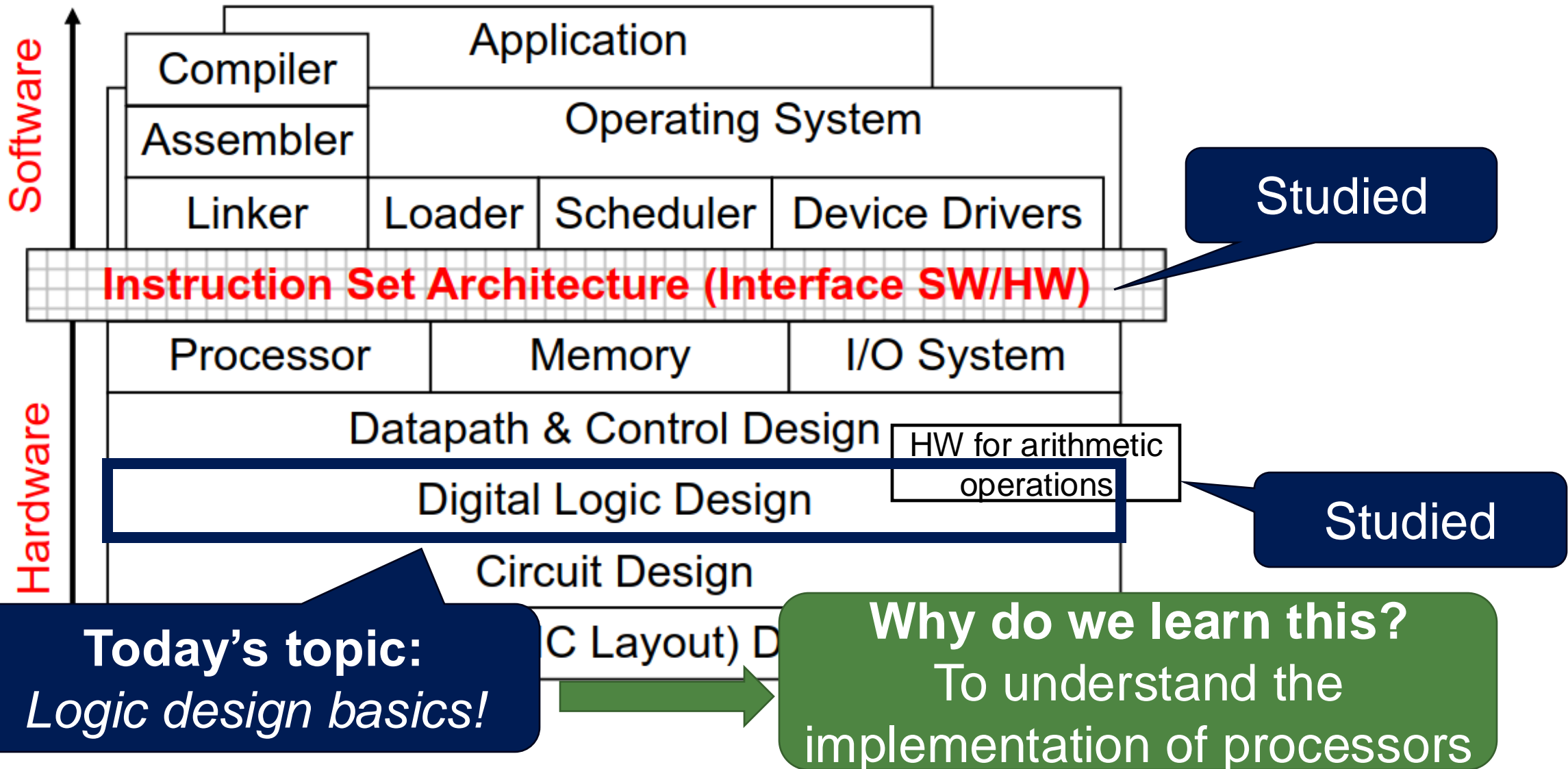


- Oct. 17 (Thursday), After the class
  - 45 minutes lecture
    - It is okay to leave the room after the lecture is end
  - 30 minutes Q&A session

# Where Are We?



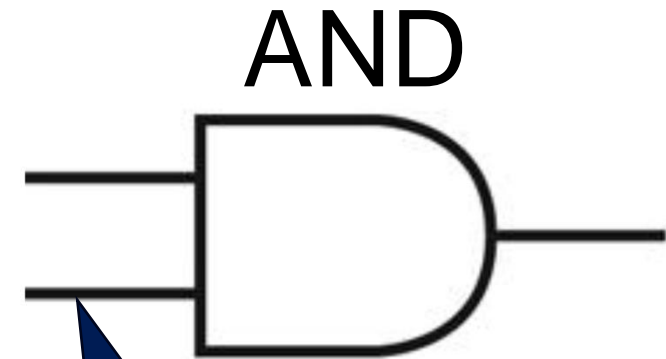
# Today's Topic



# Logic Design Basics



- Information encoded in binary
  - Low voltage = 0, High voltage = 1
  - One wire per bit
  - Multi-bit data encoded on multi-wire buses



One wire per bit

# Two Types of Logic Circuits

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- **Combinational circuit**
- **Sequential circuit**

# Two Types of Logic Circuits

- **Combinational circuit**

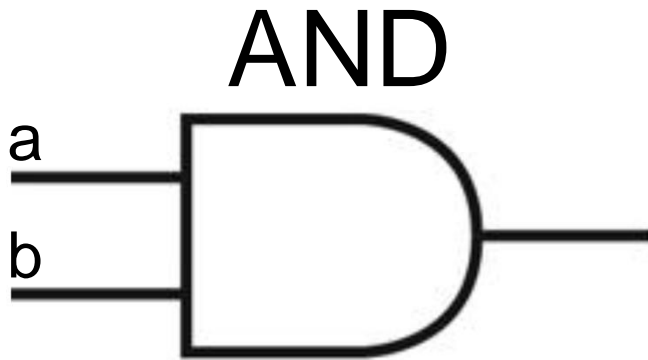
- Outputs only depends on the current inputs



- **Sequential circuit**



# Combinational Logic Circuits

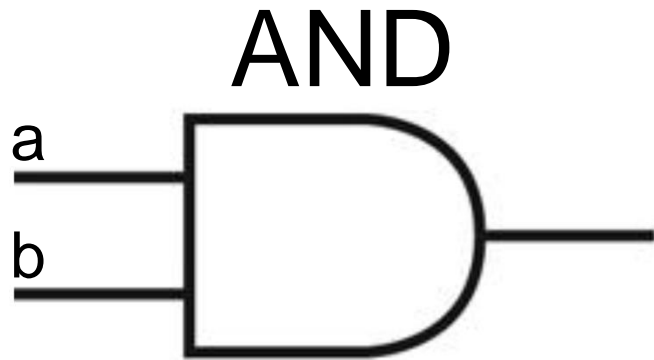


Input		Output
a	b	
0	0	0
0	1	0
1	0	0
1	1	1

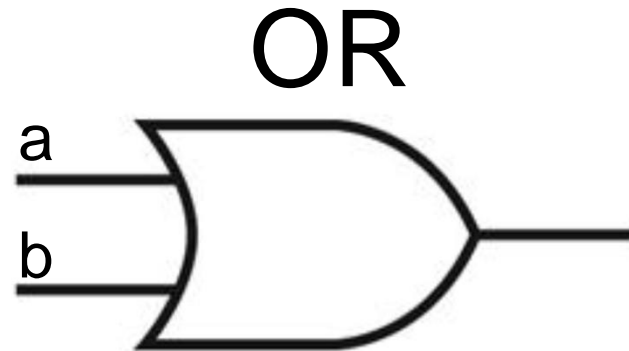
Outputs only depends  
on the current inputs

# Combinational Circuits: AND, OR, NOT

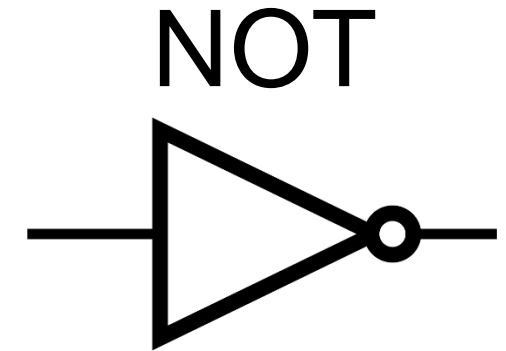
10



Input		Output
a	b	
0	0	0
0	1	0
1	0	0
1	1	1



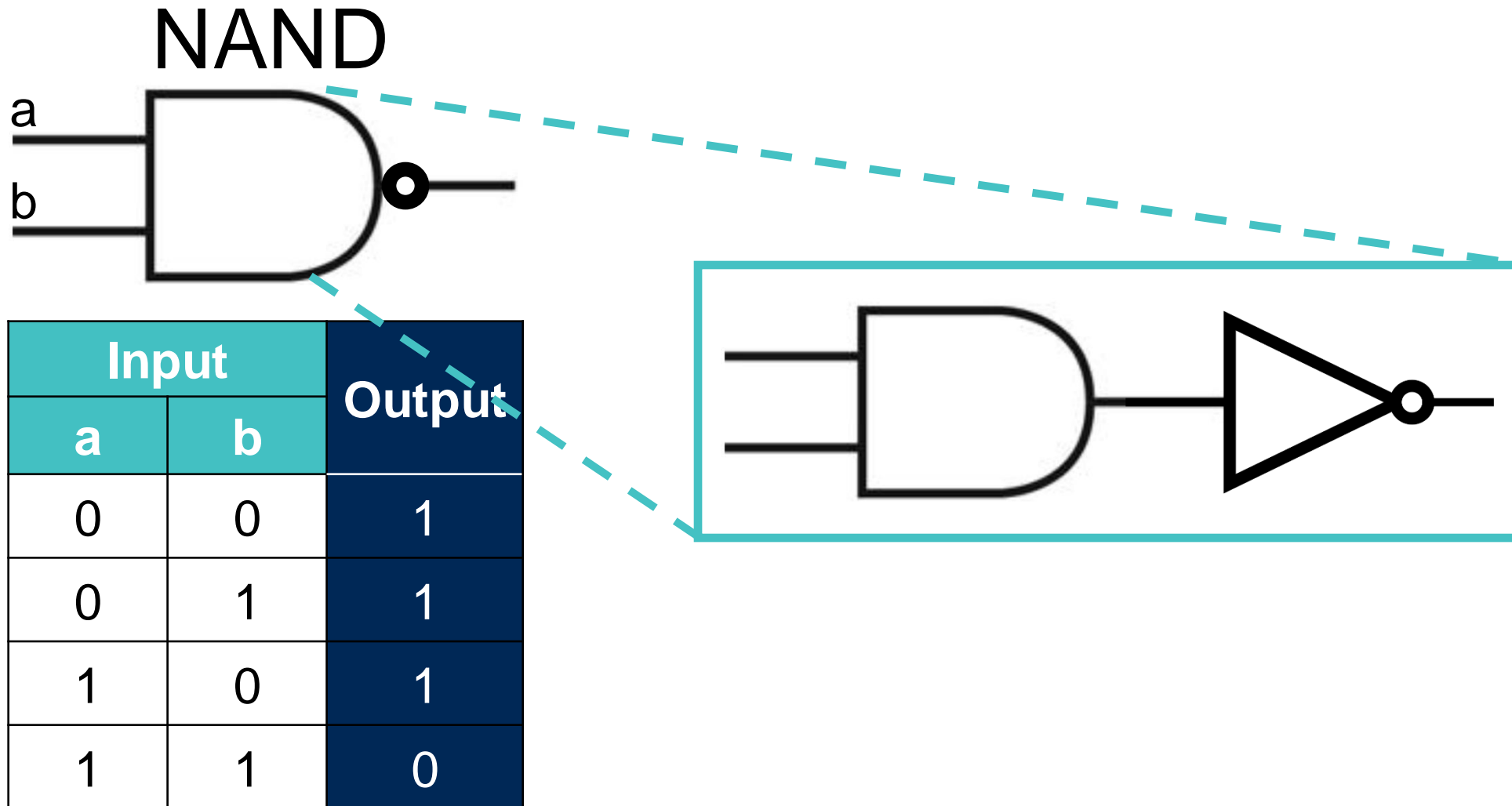
Input		Output
a	b	
0	0	0
0	1	1
1	0	1
1	1	1



Input	Output
0	1
1	0

Basic blocks for creating  
combinational circuits

# Combinational Circuits: NAND



# Combinational Circuits: NOR

## NAND

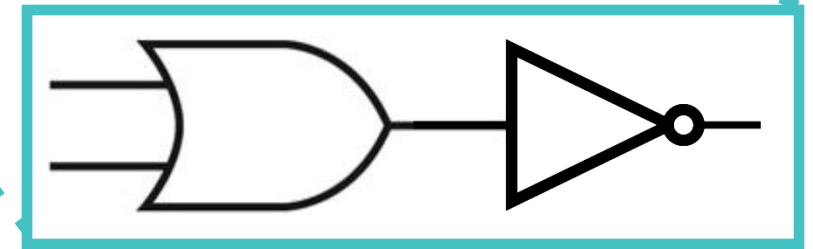


Input		Output
a	b	
0	0	1
0	1	1
1	0	1
1	1	0

## NOR

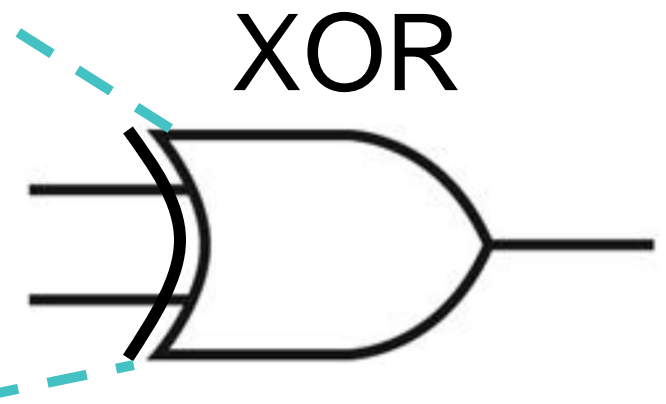
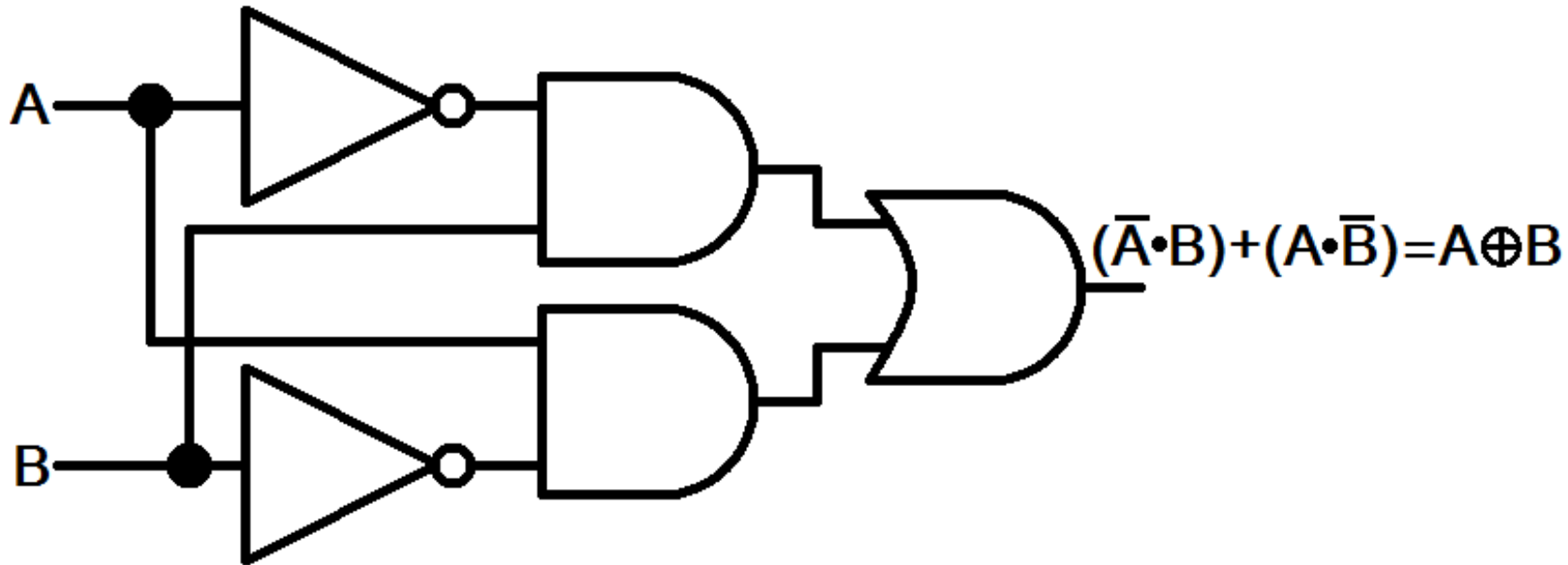


Input		Output
a	b	
0	0	1
0	1	0
1	0	0
1	1	0



# Combinational Circuits: XOR

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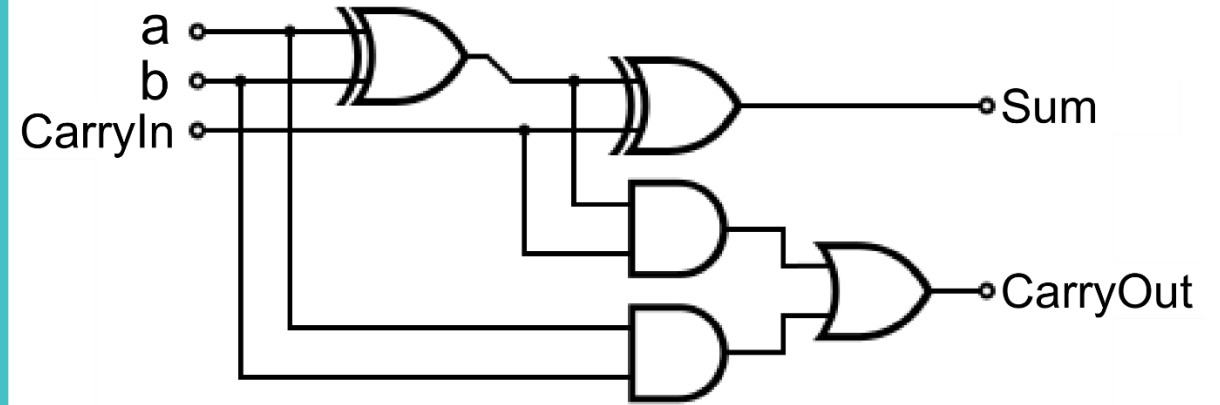
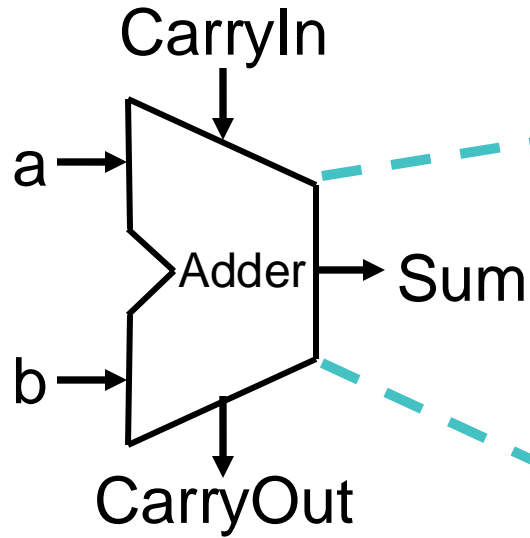
0	0	1
0	1	1
1	0	1
1	1	0

0	0	1
0	1	0
1	0	0
1	1	0

Input		Output
a	b	
0	0	0
0	1	1
1	0	1
1	1	0

# Combinational Circuits: Adder

## Adder

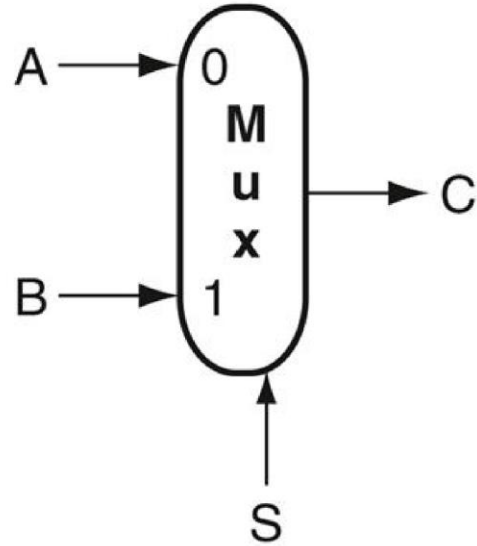


Inputs			Outputs		Comments
a	b	CarryIn	CarryOut	Sum	
0	0	0	0	0	$0 + 0 + 0 = 00_{\text{two}}$
0	0	1	0	1	$0 + 0 + 1 = 01_{\text{two}}$
0	1	0	0	1	$0 + 1 + 0 = 01_{\text{two}}$
0	1	1	1	0	$0 + 1 + 1 = 10_{\text{two}}$
1	0	0	0	1	$1 + 0 + 0 = 01_{\text{two}}$
1	0	1	1	0	$1 + 0 + 1 = 10_{\text{two}}$
1	1	0	1	0	$1 + 1 + 0 = 10_{\text{two}}$
1	1	1	1	1	$1 + 1 + 1 = 11_{\text{two}}$

# Combinational Circuits: Multiplexor

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Multiplexor  
(a.k.a., MUX)

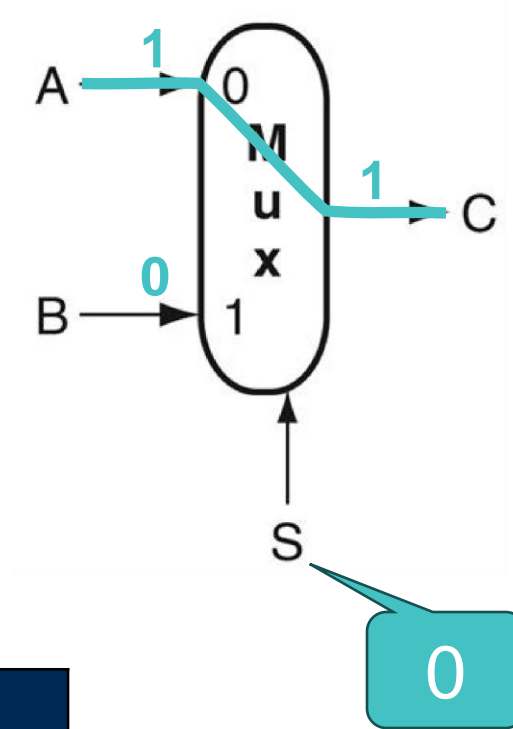


Input	Output
S	
0	A's Input
1	B's Input

# Combinational Circuits: Multiplexor

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Multiplexor  
(a.k.a., MUX)



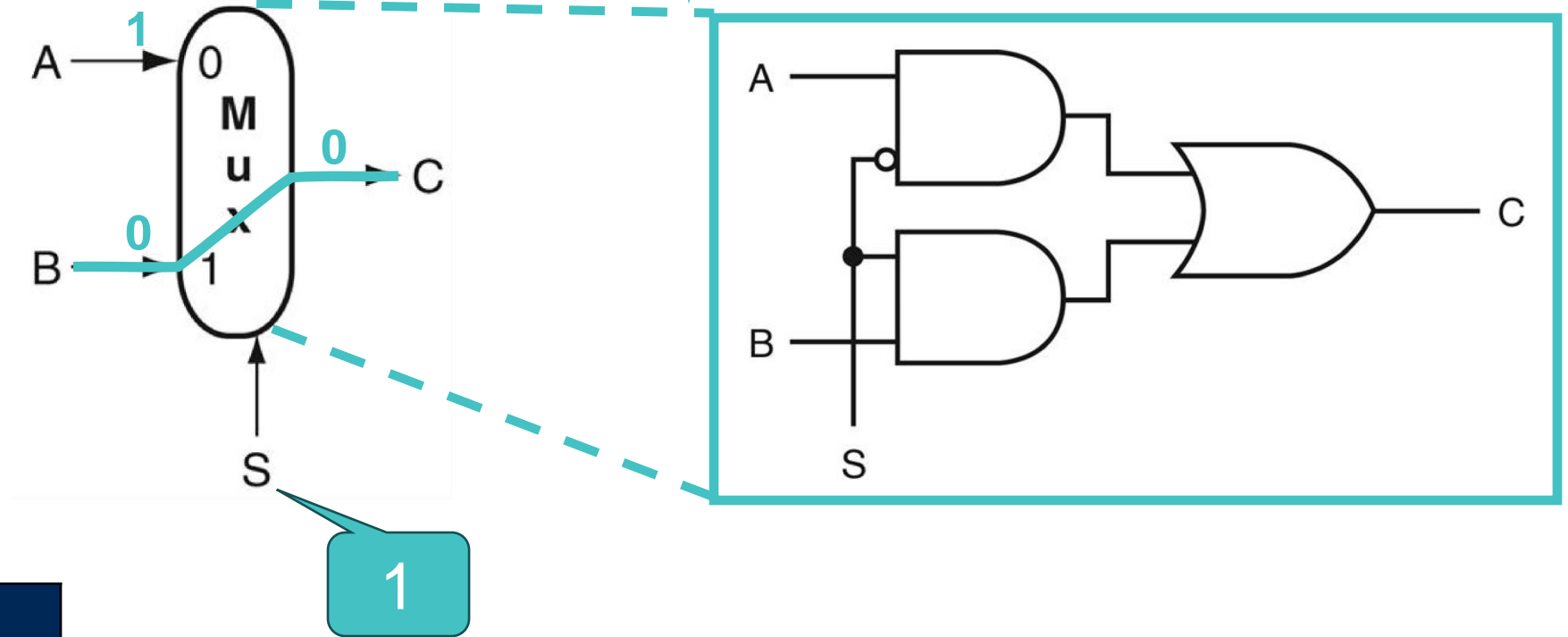
Input	Output
S	
0	A's Input
1	B's Input



# Combinational Circuits: Multiplexor

17

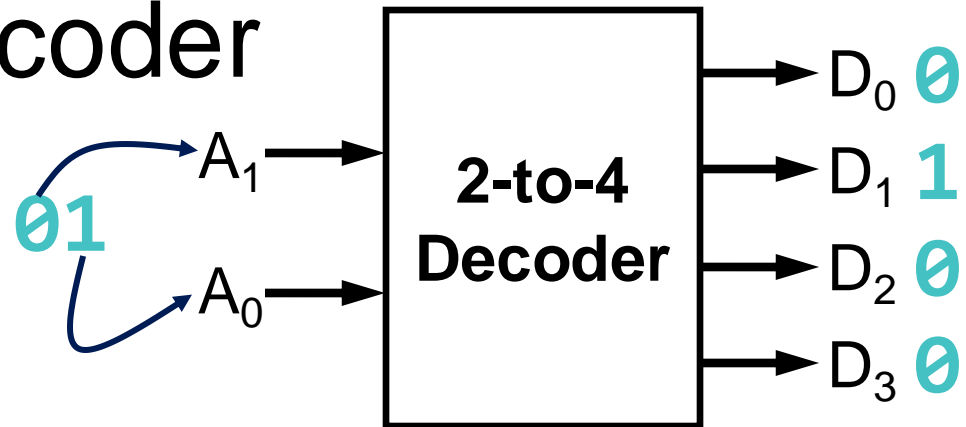
Multiplexor  
(a.k.a., MUX)



Input	Output
S	
0	A's Input
1	B's Input

# Combinational Circuits: Decoder

Decoder

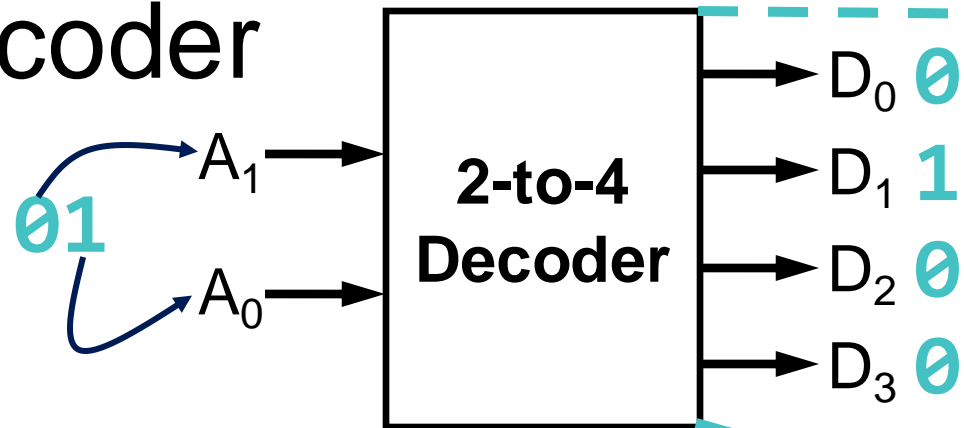


Input		Output			
$A_1$	$A_0$	$D_3$	$D_2$	$D_1$	$D_0$
0	0	0	0	0	1
0	1	0	0	1	0
1	0	0	1	0	0
1	1	1	0	0	0

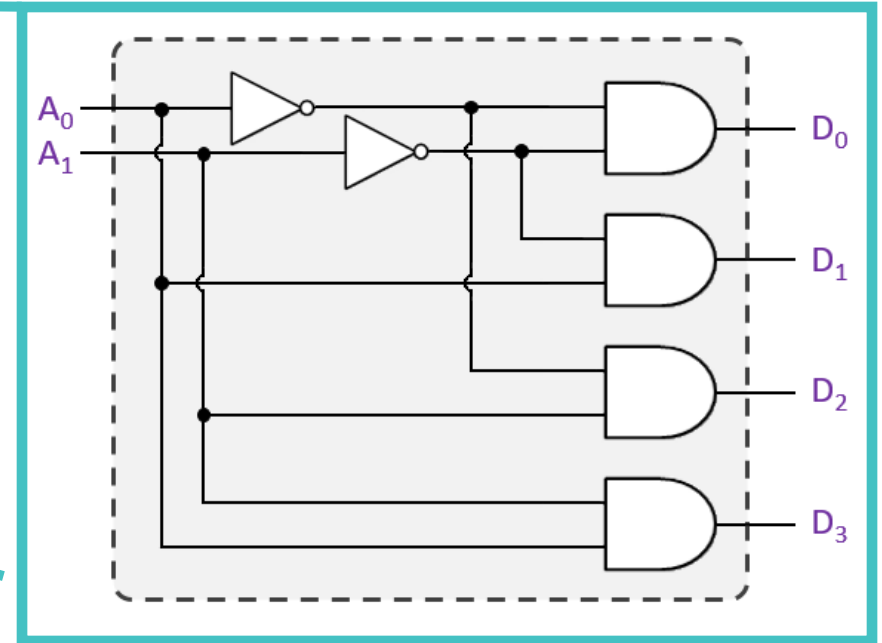
# Combinational Circuits: Decoder

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Decoder



Input		Output			
$A_1$	$A_0$	$D_3$	$D_2$	$D_1$	$D_0$
0	0	0	0	0	1
0	1	0	0	1	0
1	0	0	1	0	0
1	1	1	0	0	0



# Two Types of Logic Elements

- **Combinational circuit**

- Outputs only depends on the current inputs



- **Sequential circuit**

- Outputs depends on the current inputs and current state

# Two Types of Logic Elements

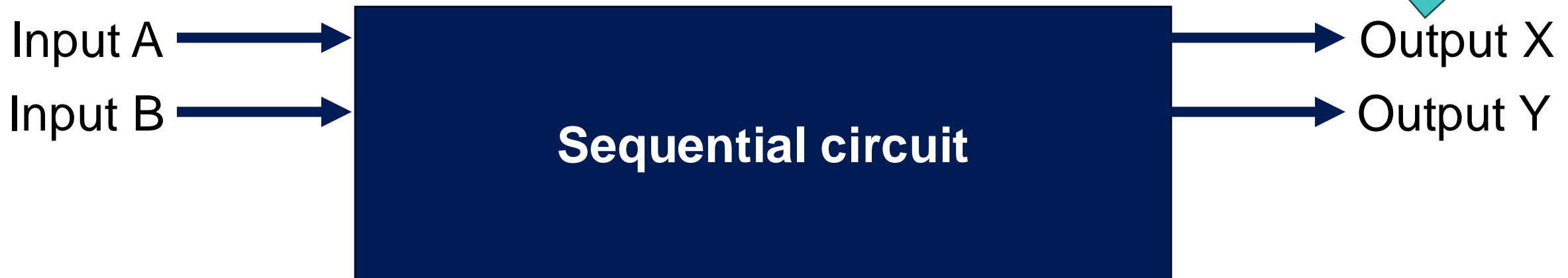
- **Combinational circuit**

- Outputs only depends on the current inputs



- **Sequential circuit**

- Outputs depends on the current inputs and current state

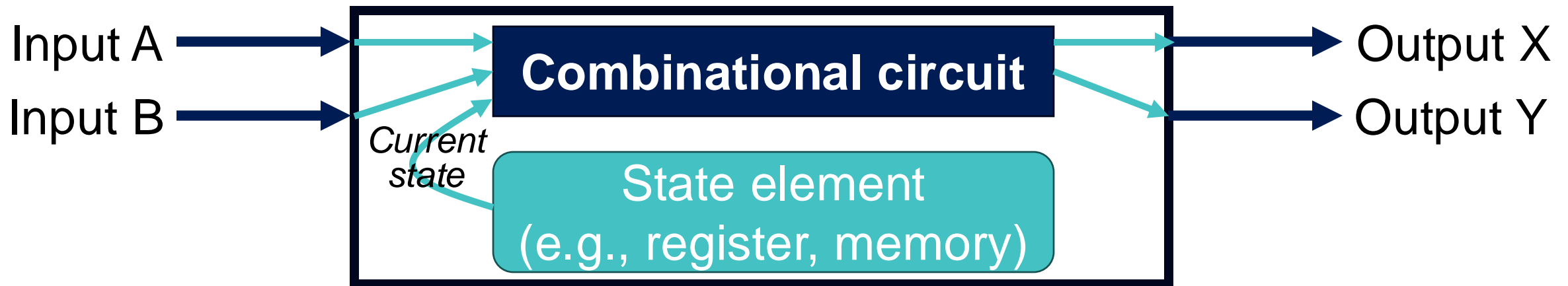


# Sequential Circuit



- **Sequential circuit**

- Outputs depends on the current inputs and current state

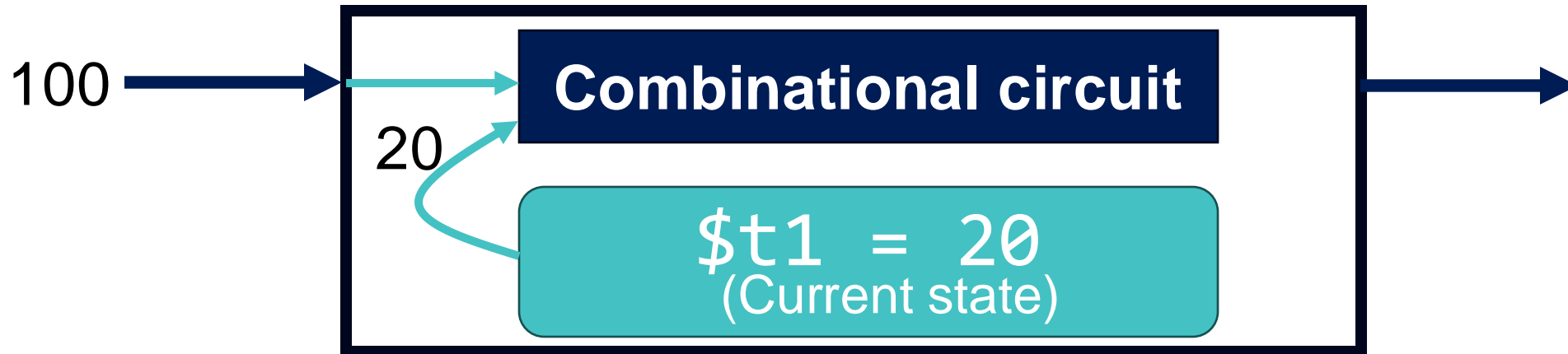


# Sequential Circuit: Example

```
addi $t1, $t1, 100
```

- **Sequential circuit**

- Outputs depends on the current inputs and current state

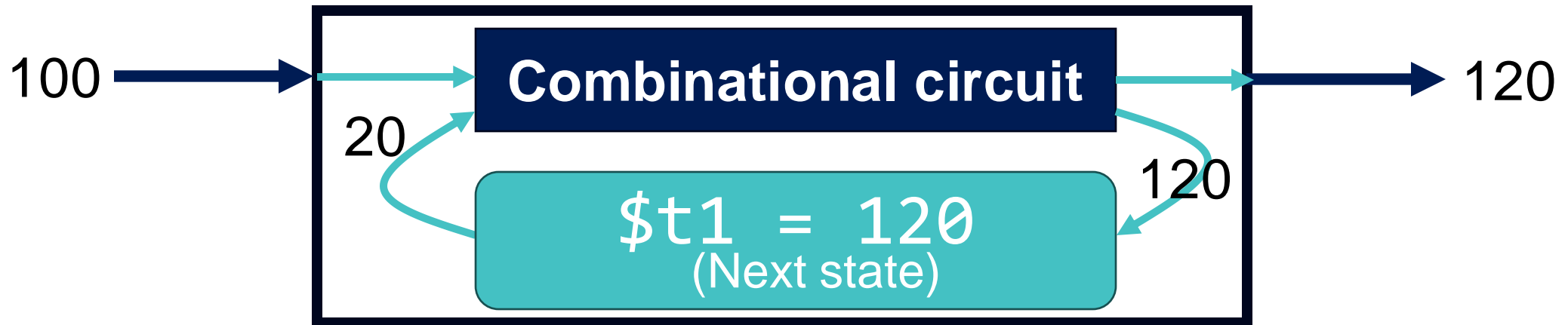


# Sequential Circuit: Example

`addi $t1, $t1, 100`

- **Sequential circuit**

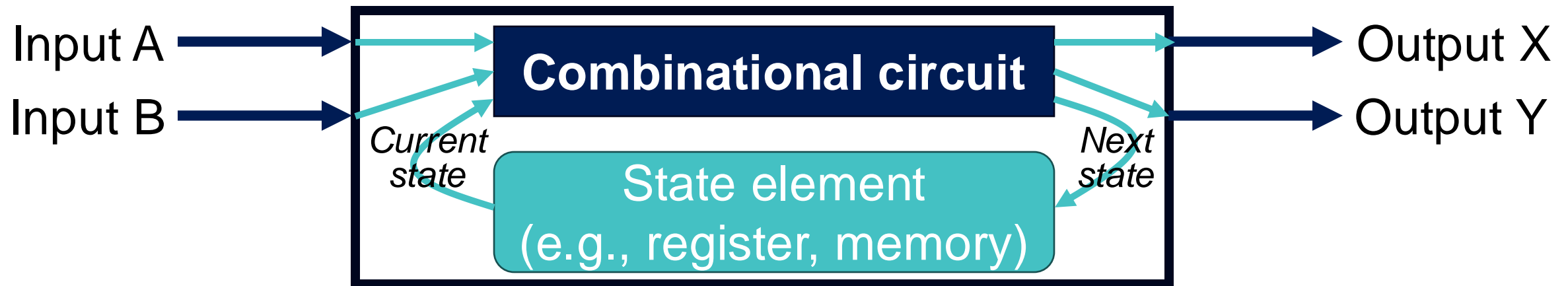
- Outputs depends on the current inputs and current state





# Sequential Circuit: Final View

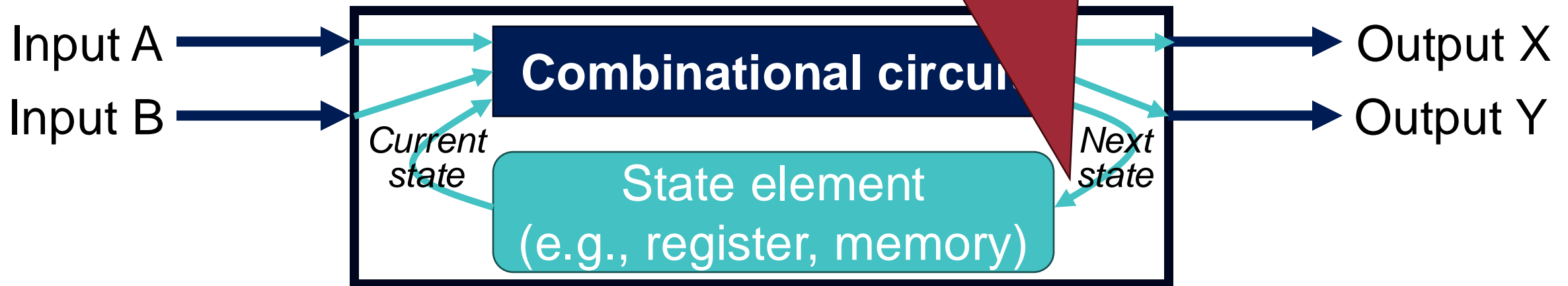
25



# Motivation: Clocks

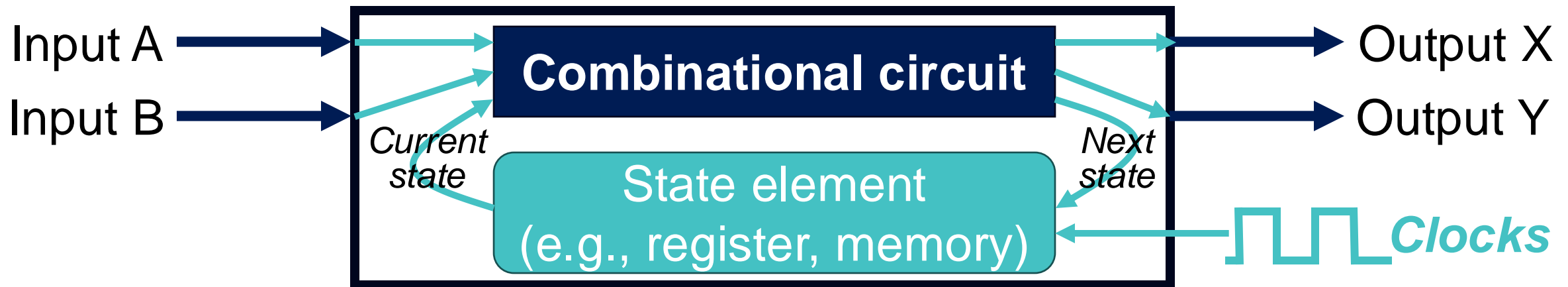


*Q. When should an element that contains state be updated?*

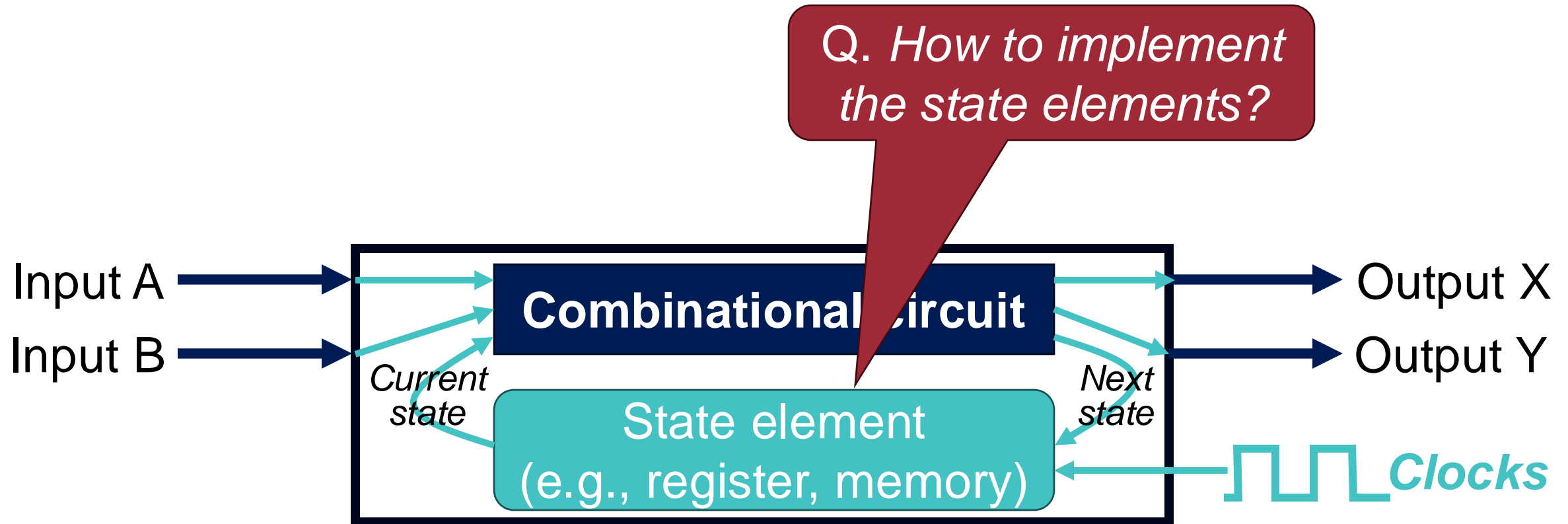


# CPU Clocking

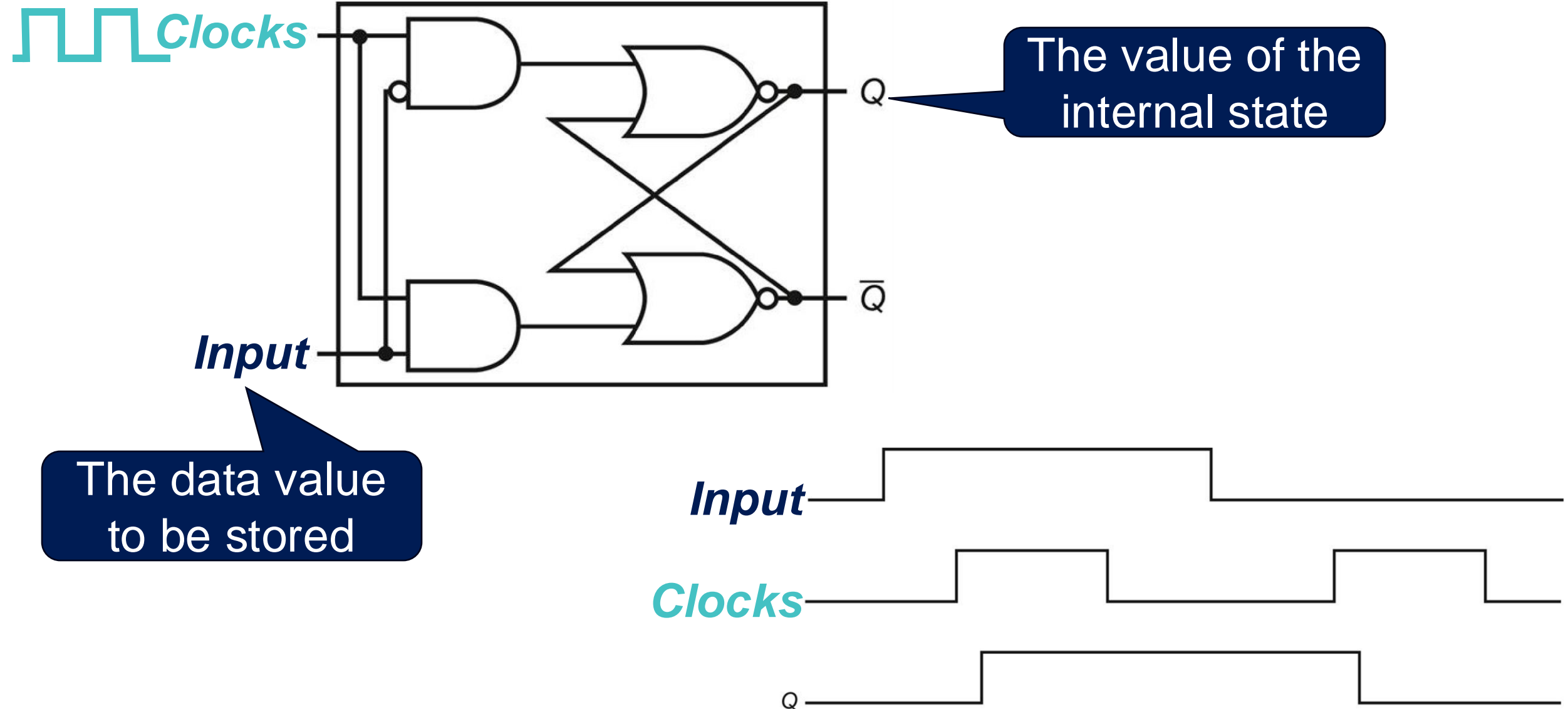
- Operation of digital hardware governed by a constant-rate clock



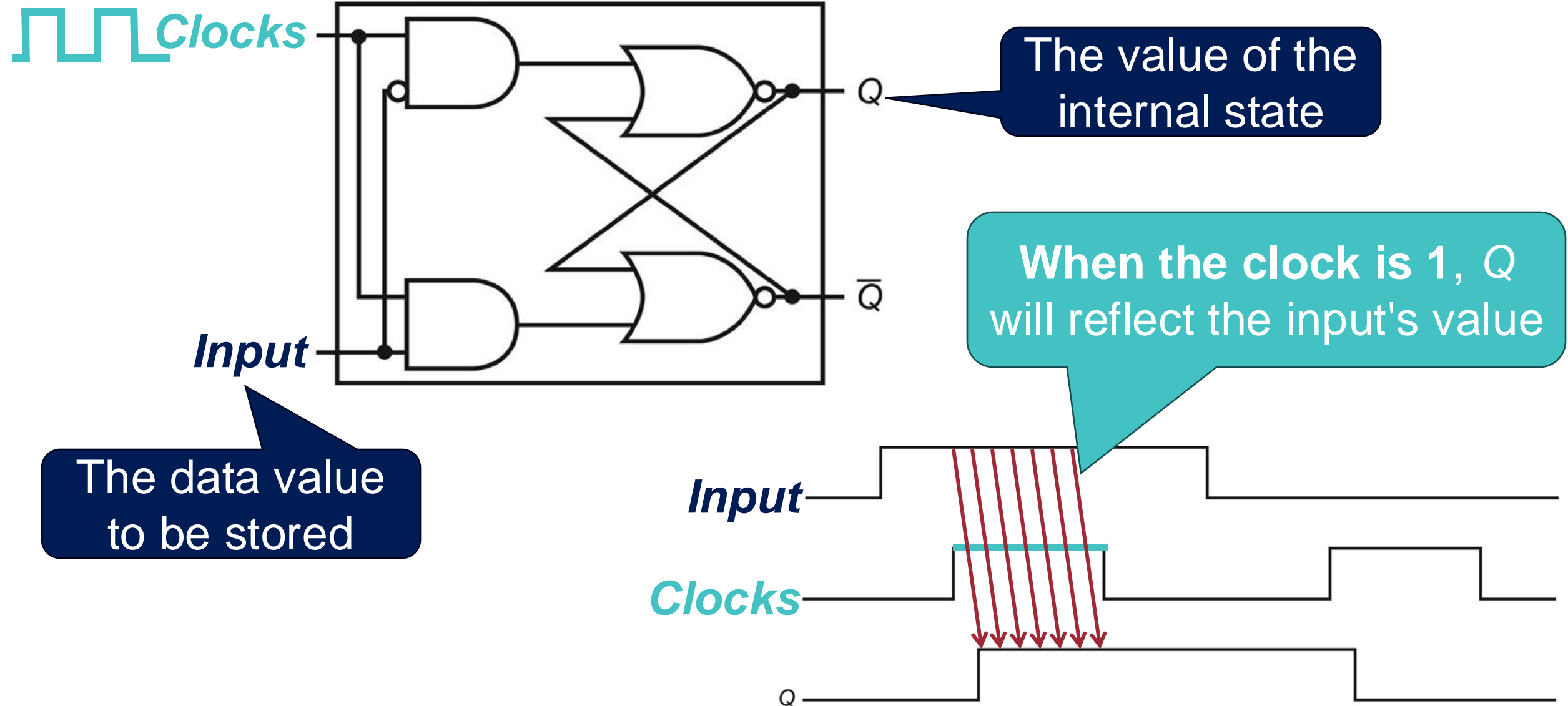
# Motivation: D-Latch and D Flip-flop



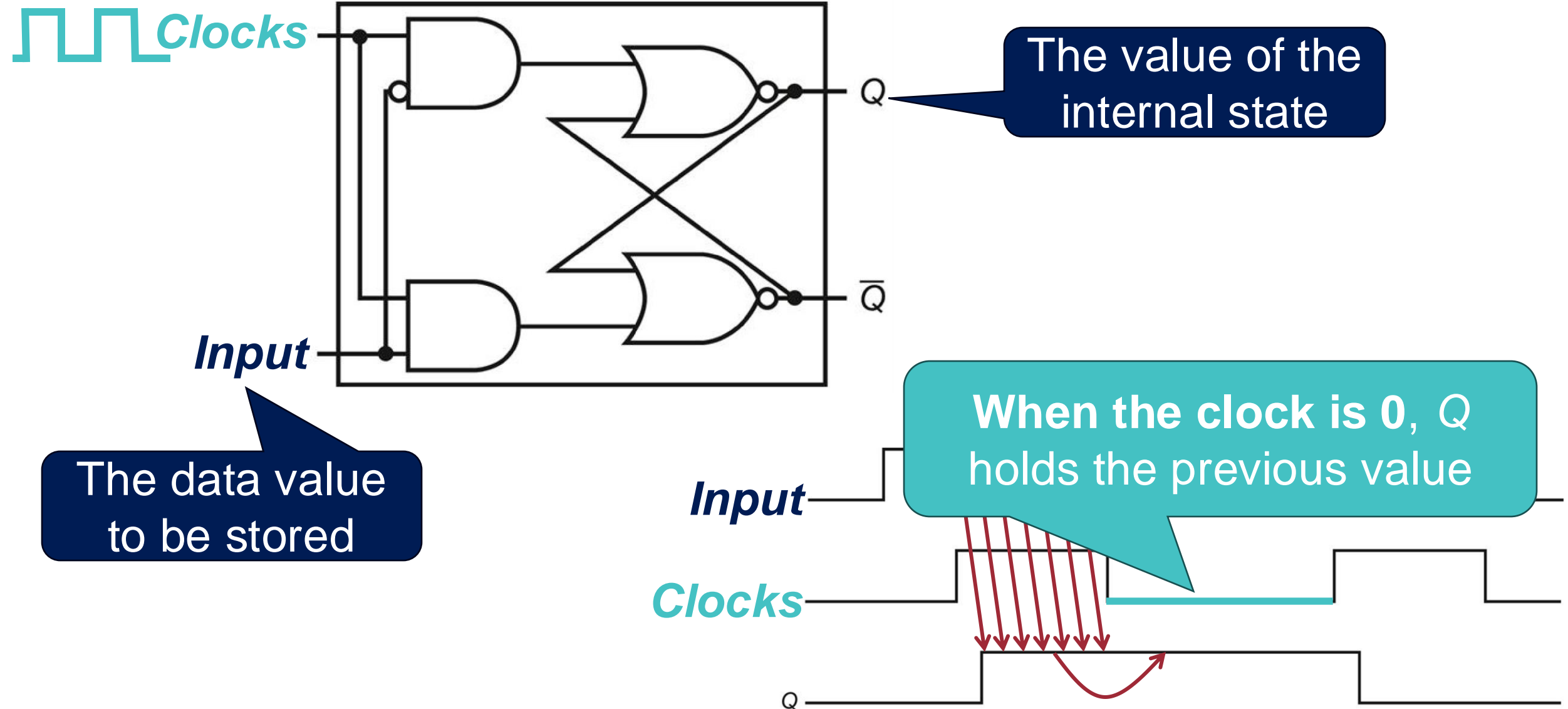
# State Element #1: D-Latch



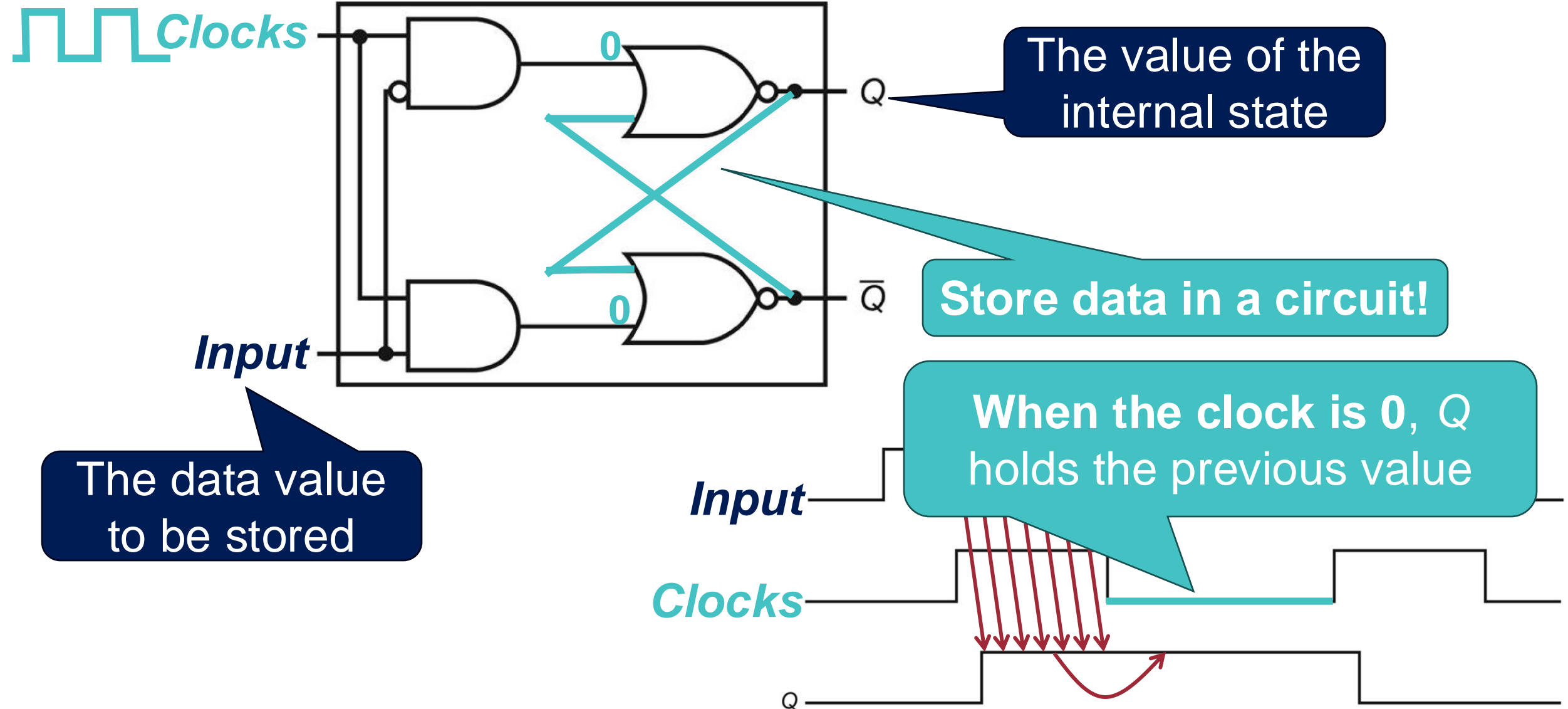
# State Element #1: D-Latch



# State Element #1: D-Latch



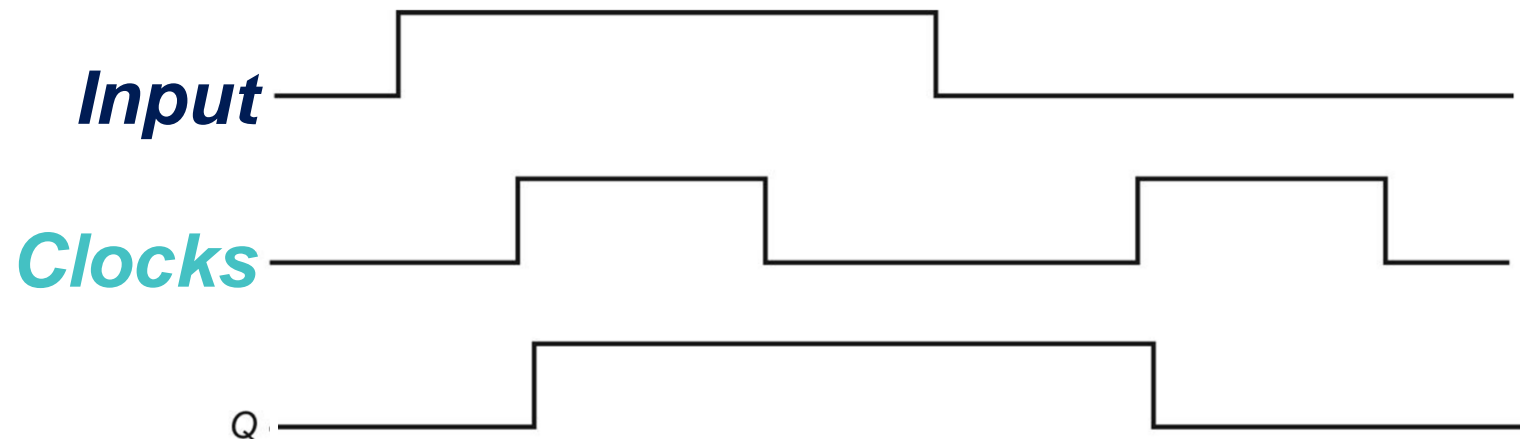
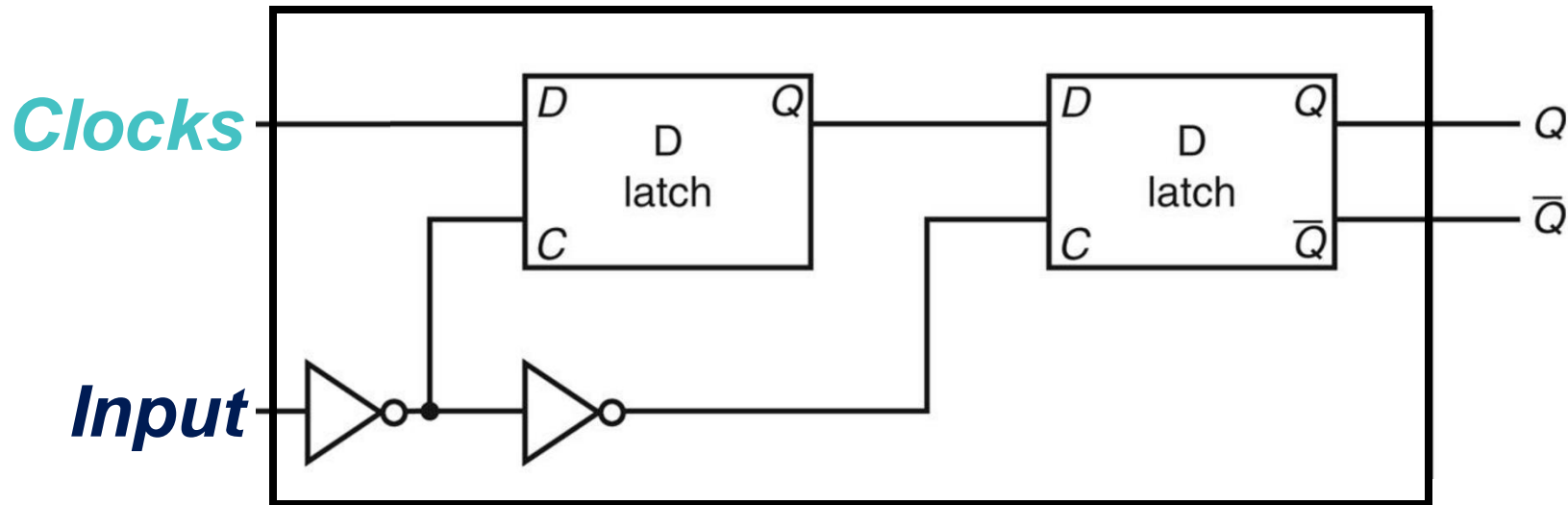
# State Element #1: D-Latch





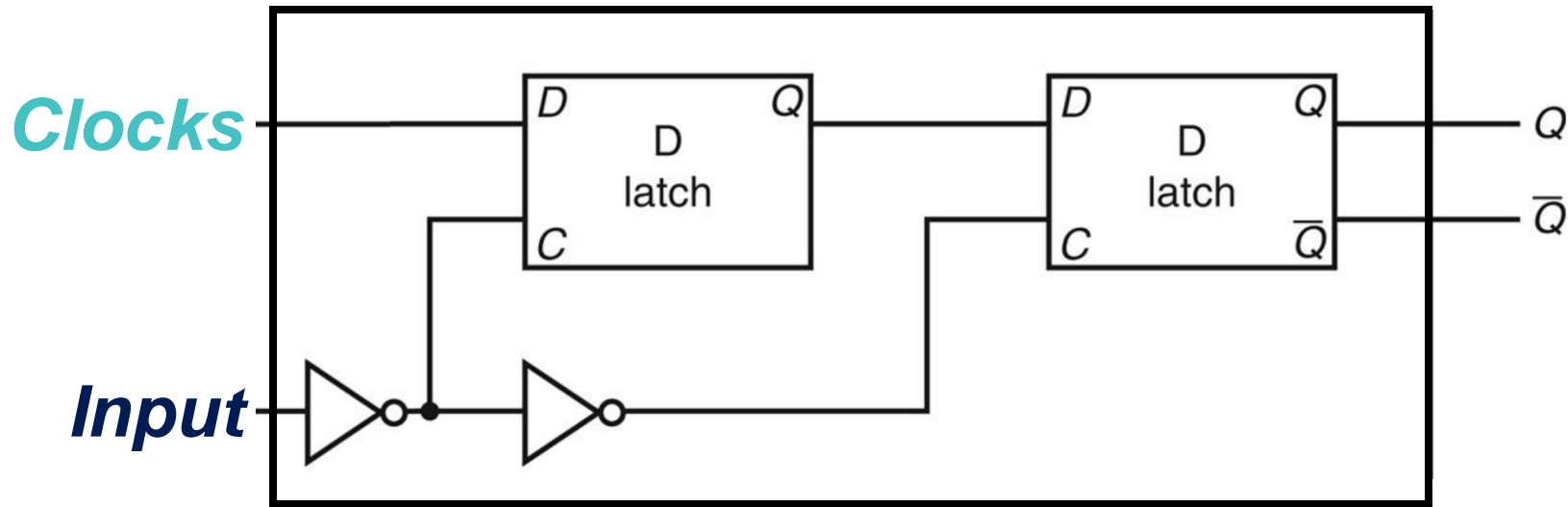
# State Element #2: D Flip-flop

- Output changes *only on the clock edge*

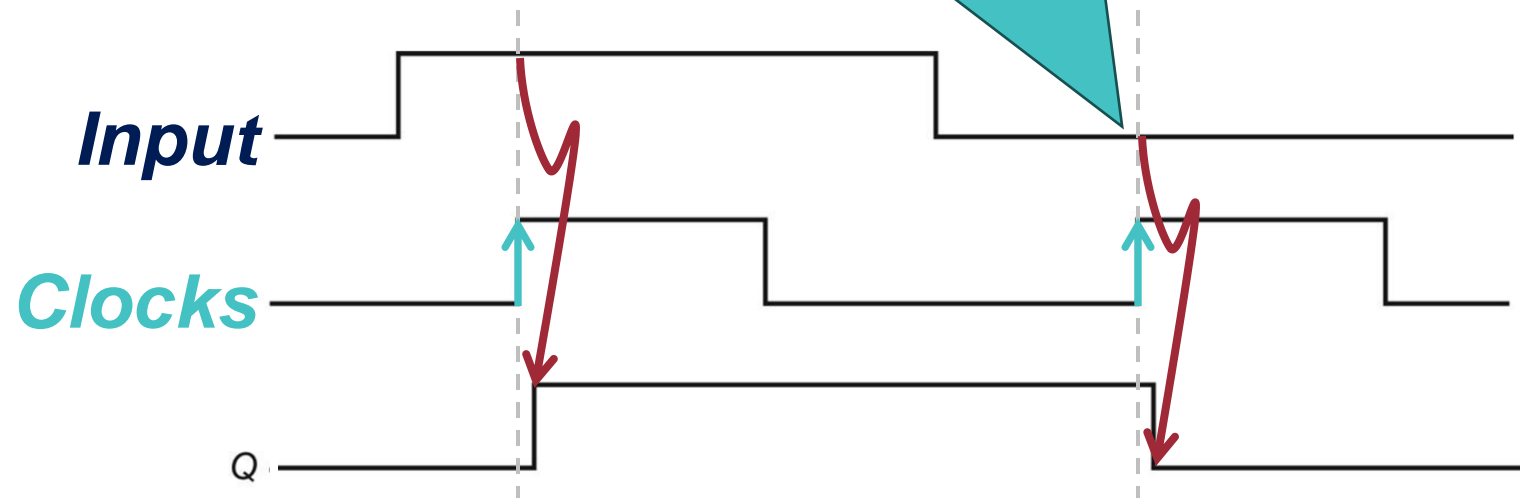


# State Element #2: D Flip-flop

- Output changes *only on the clock edge*



Output changes *only on the rising edge*



# This Course

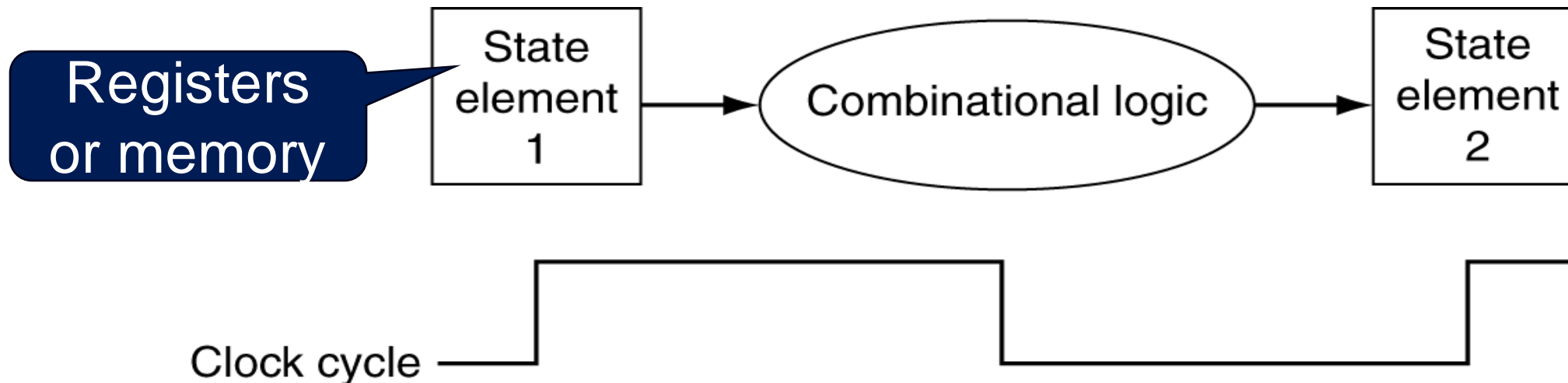
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We consider about ***rising-edge triggered D flip-flop***

# Clocking Methodology in Sequential Circuit

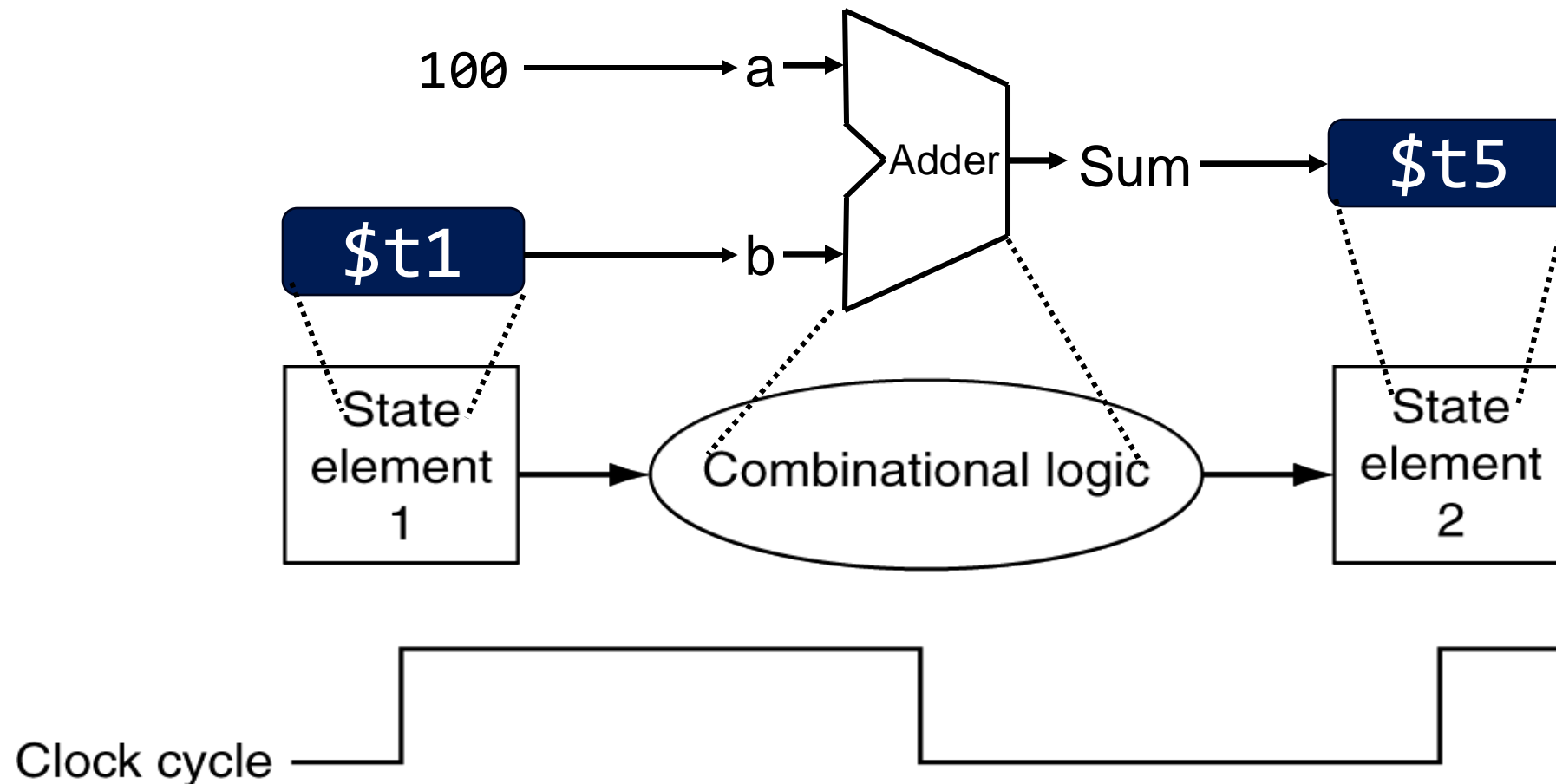
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# Clocking Methodology Example

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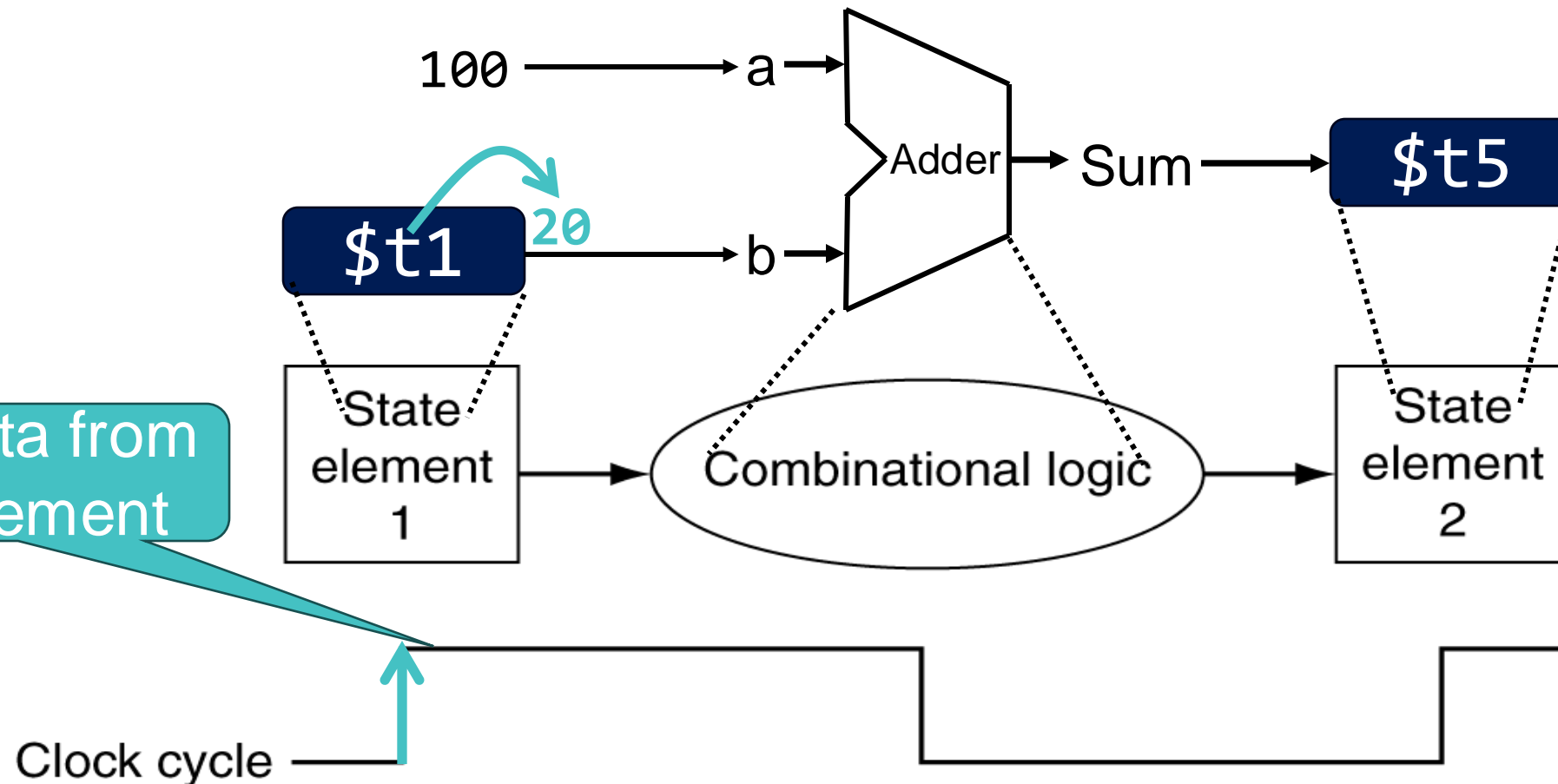
`addi $t5, $t1, 100`



# Clocking Methodology Example

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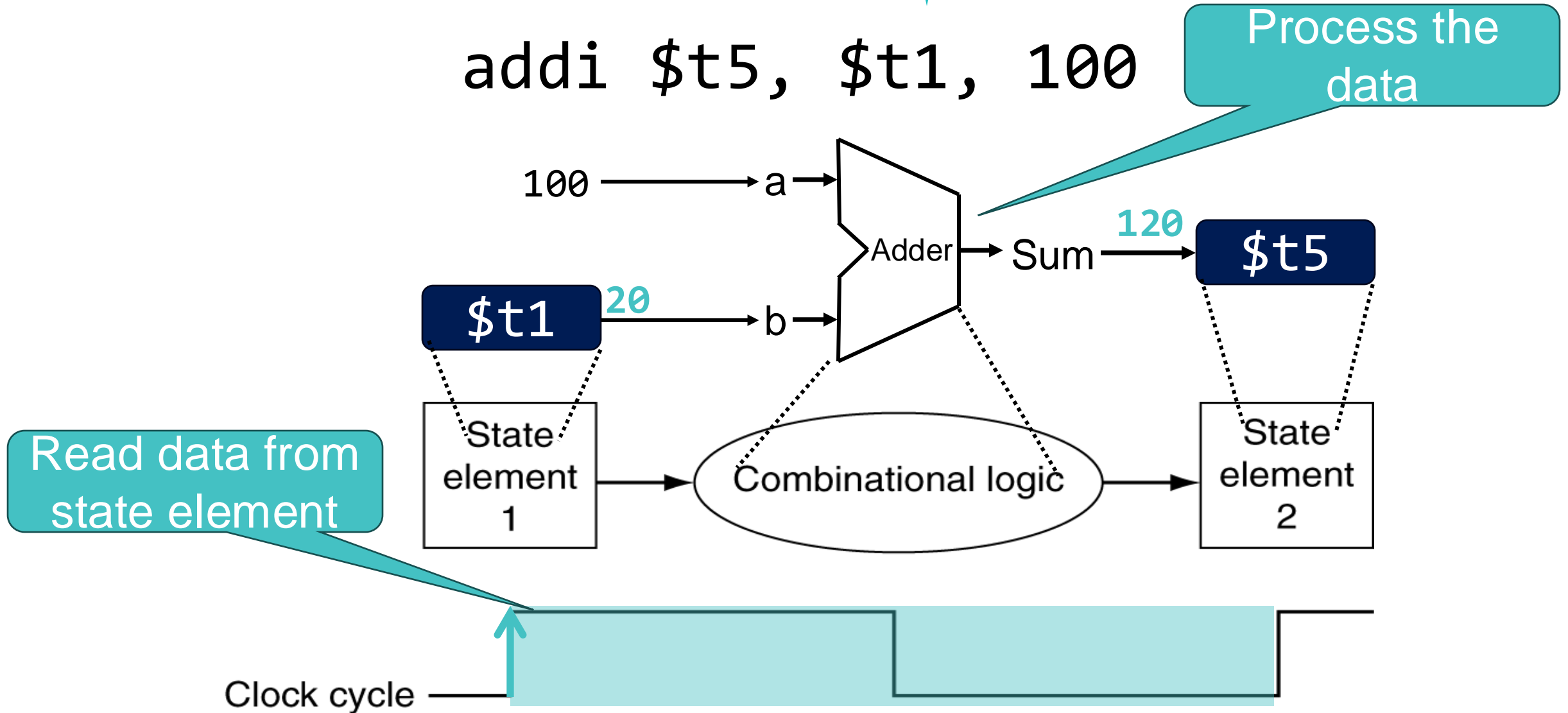
`addi $t5, $t1, 100`



# Clocking Methodology Example

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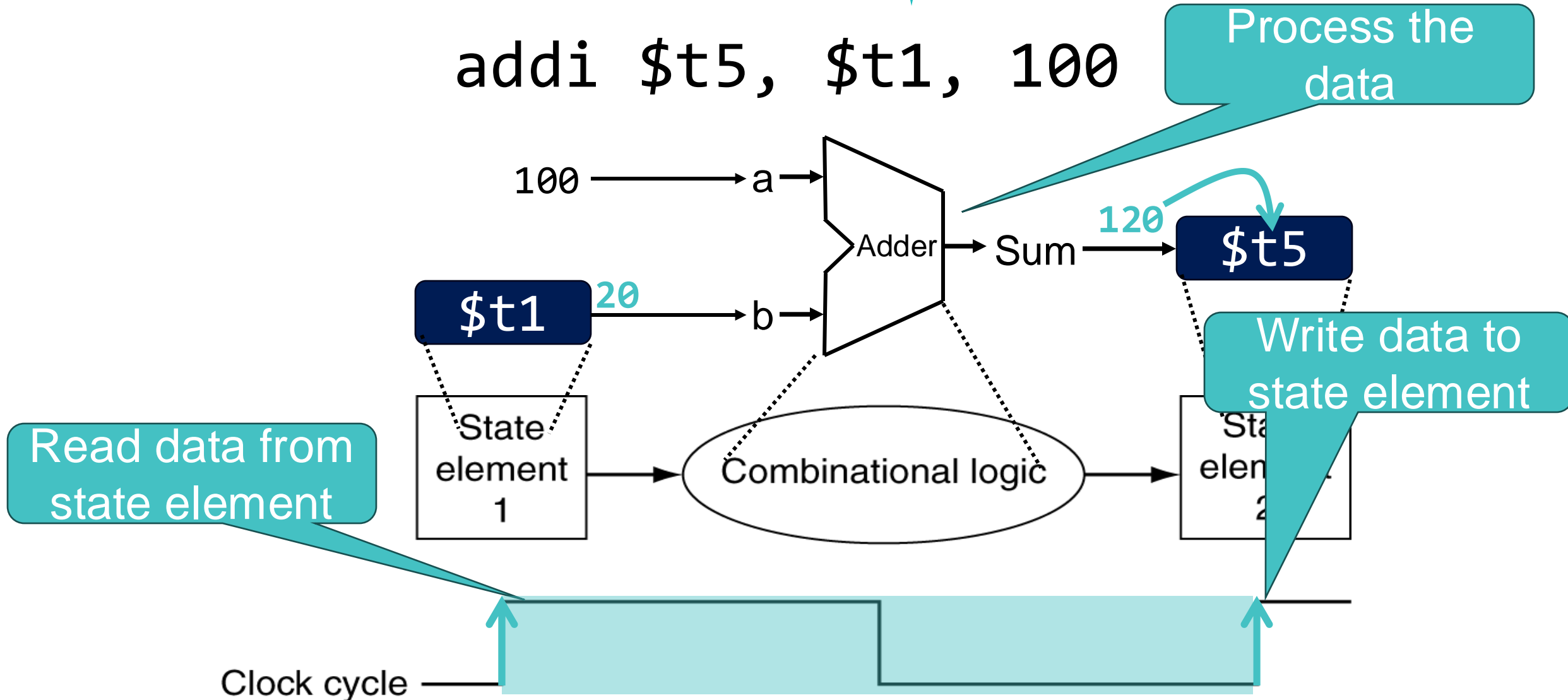
`addi $t5, $t1, 100`



# Clocking Methodology Example

40

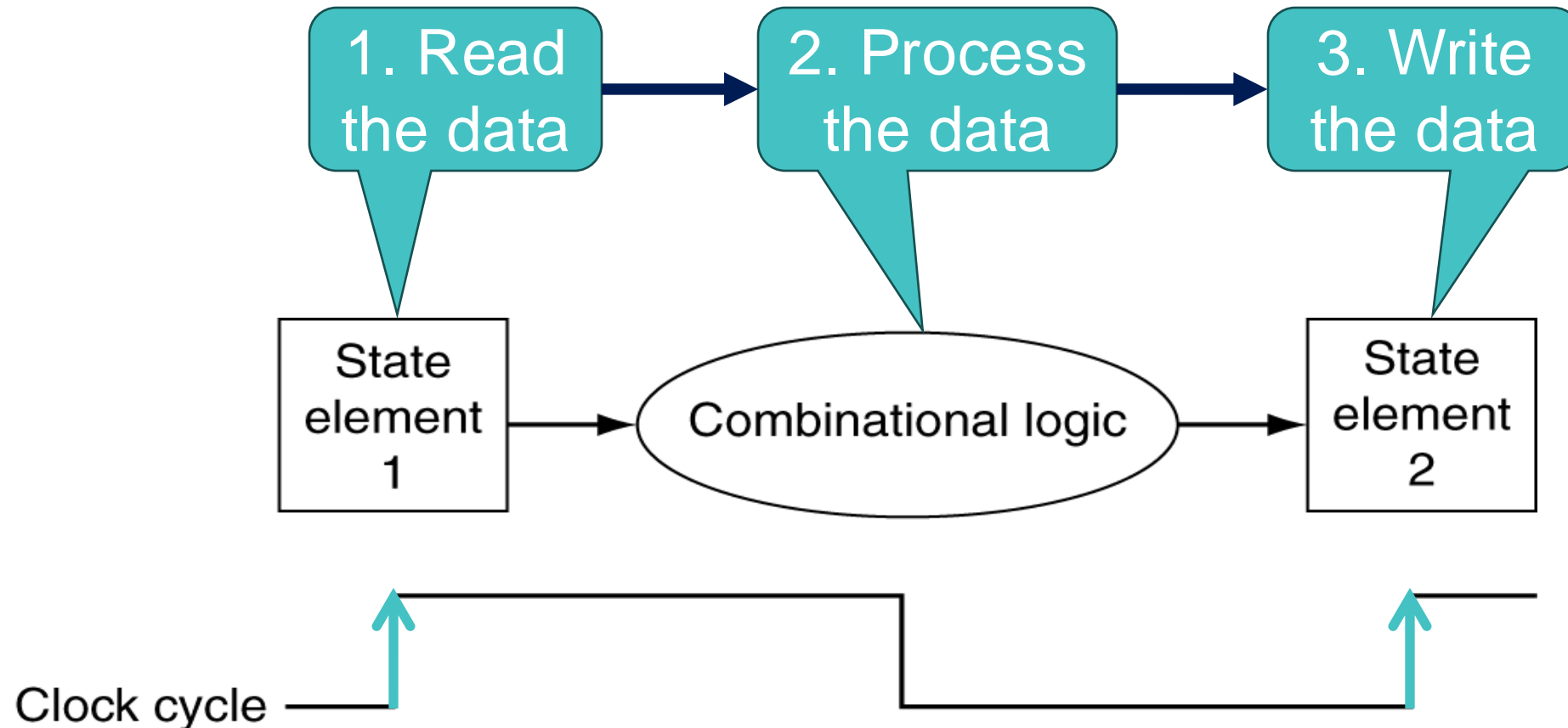
`addi $t5, $t1, 100`





# Clocking Methodology Summary

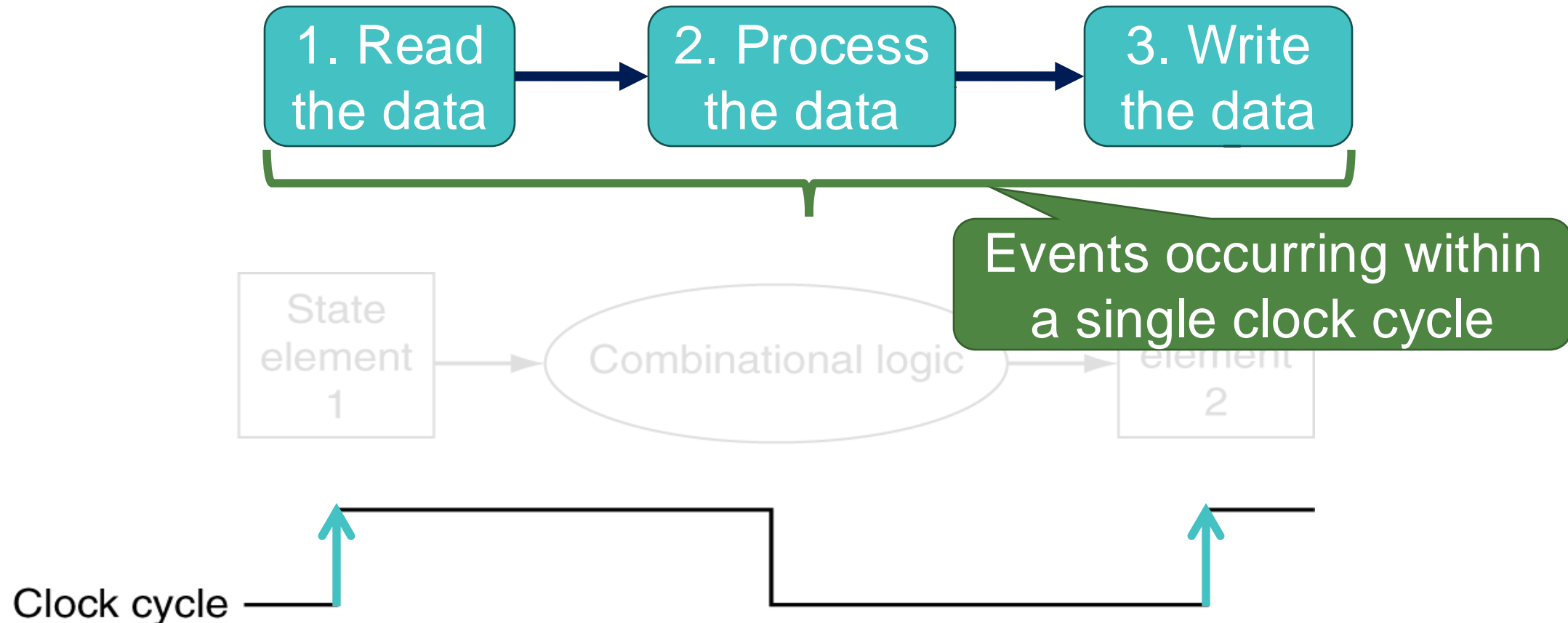
41



# Clocking Methodology Summary

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*The bottleneck to increase the clock frequency more!*

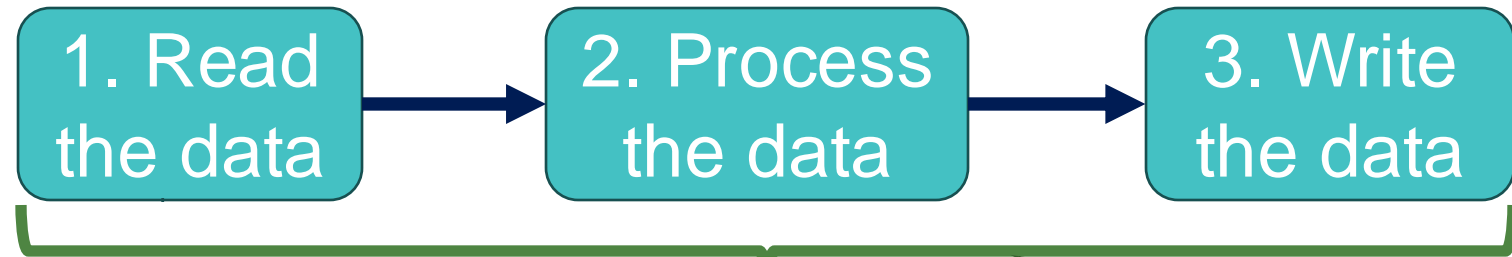


# Critical Path

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- We consider about *rising-edge triggered D flip-flop*

***The bottleneck to increase the clock frequency more!***



The clock cycle period is fixed by the **longest delay** (= *Critical Path*)

Events occurring within a single clock cycle

***One clock cycle (period)***



# Summary

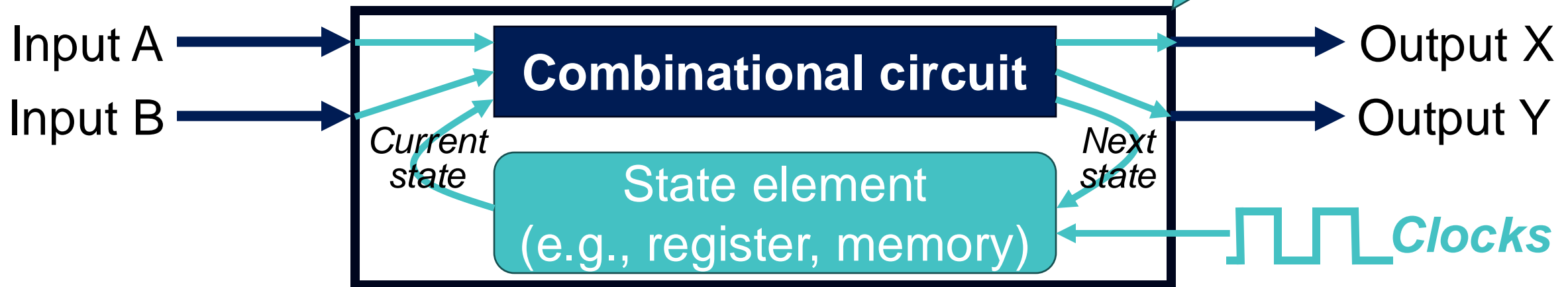
- **Combinational circuit**

- Outputs only depends on the current inputs



- **Sequential circuit**

- Outputs depends on the current inputs and current state



# Summary

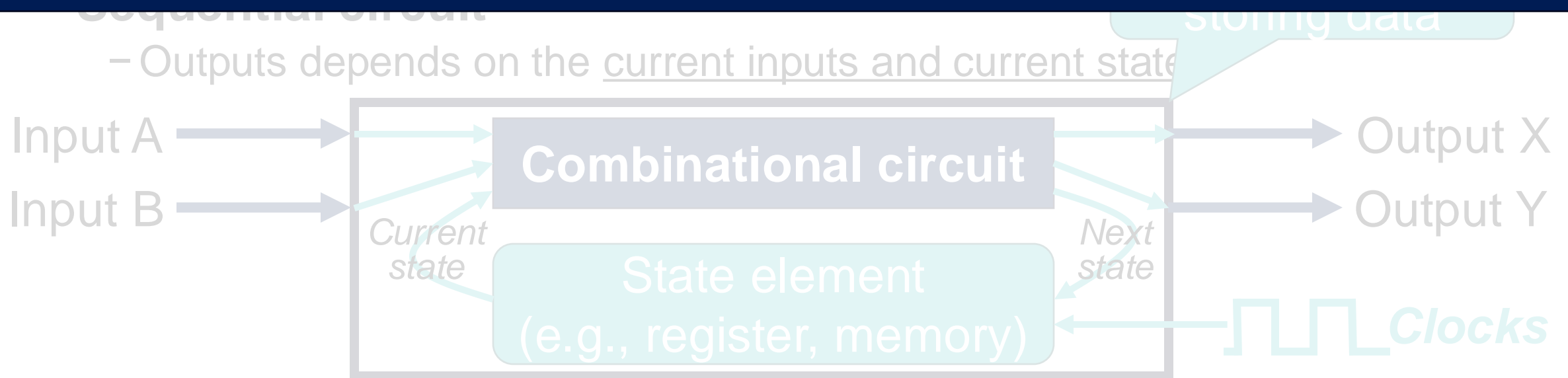
- **Combinational circuit**

- Outputs only depends on the current inputs

Mainly used for data operations



For more details, refer to the  
*EEE202: Digital Logic and Laboratory* course!



**Question?**