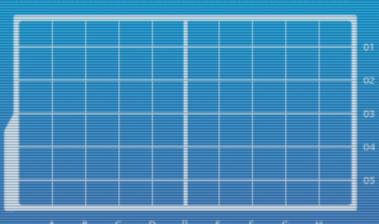


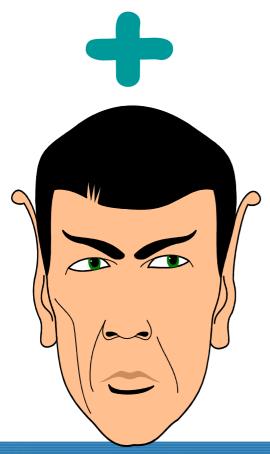
DEPARTMENT OF INFORMATION SYSTEMS AND COMPUTER SCIENCE

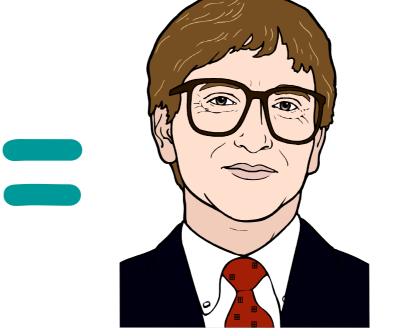


More CMOS Gates

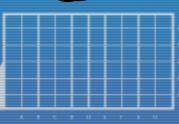
And a Review of Digital Logic









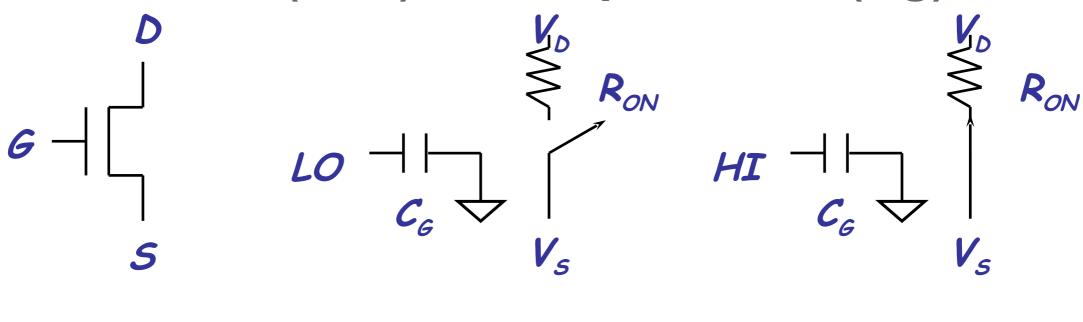


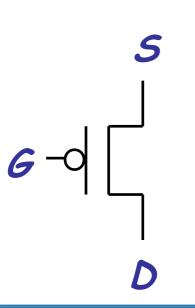


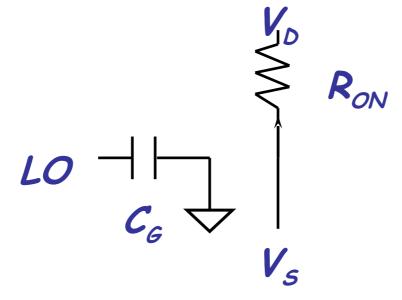


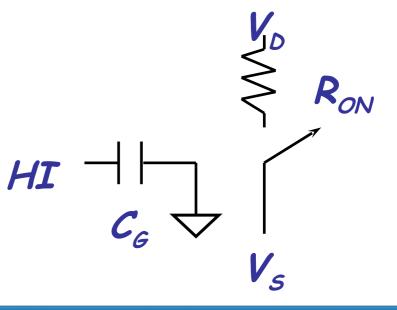
More Transistor Limitations

Resistance (Ron) and Capacitance (Cg)

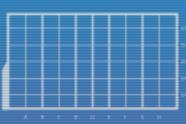






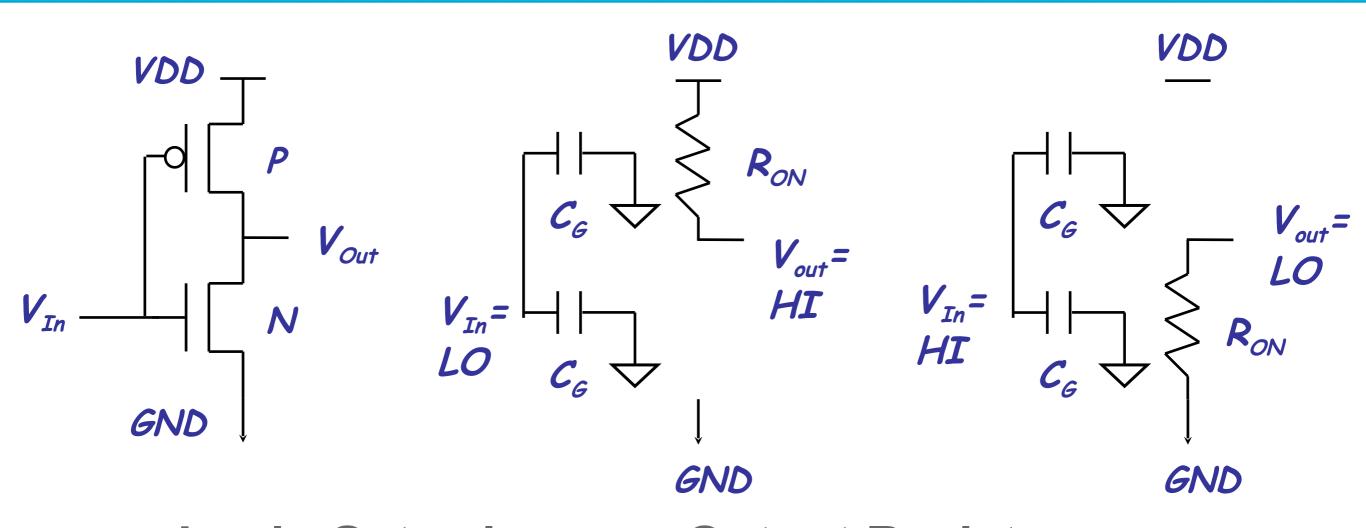






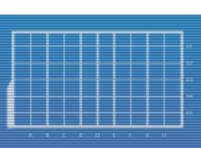


Delays: CMOS Inverter



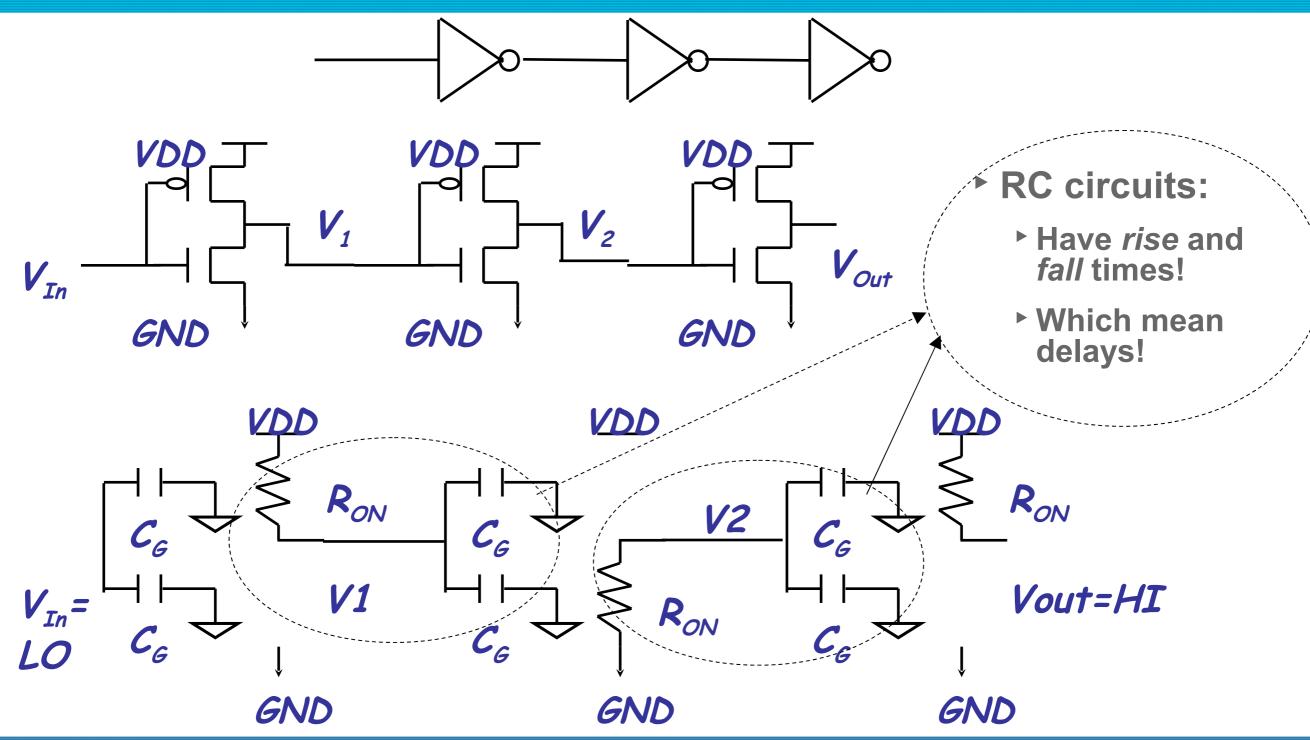
- Logic Gates have an Output Resistance and Input Capacitance.
- Form an RC circuit when chained together!



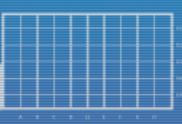




Example: Inverter Chain

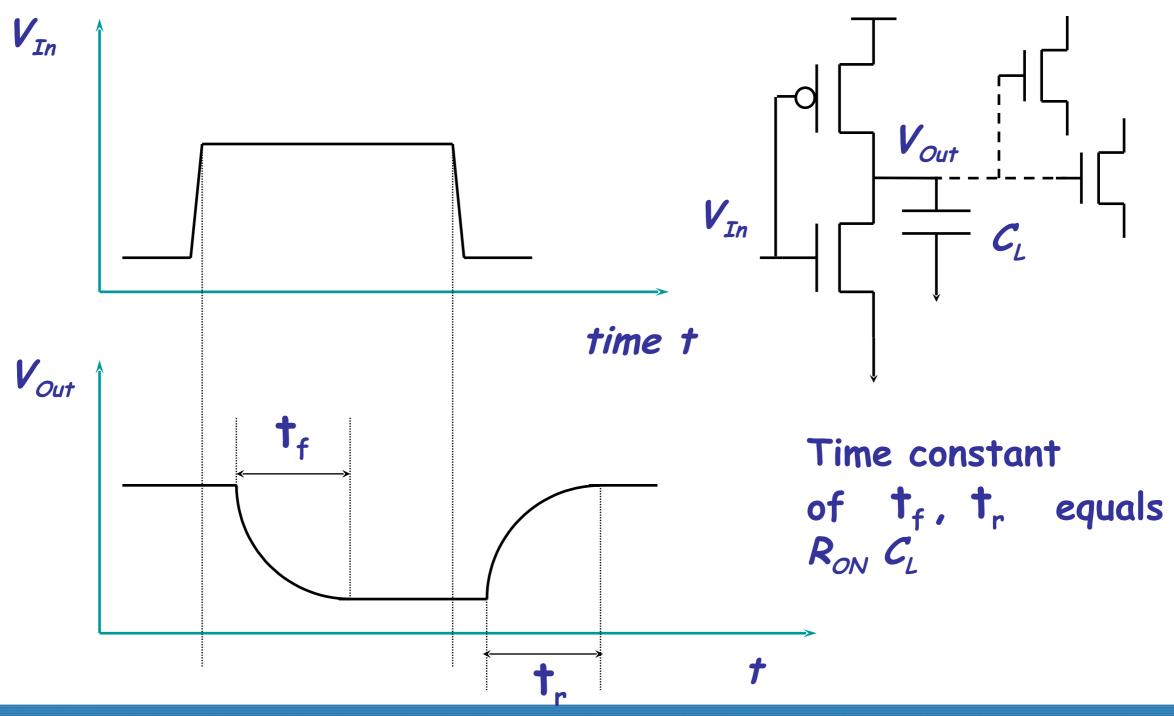




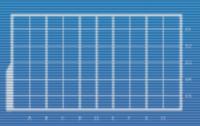




Delays: Rise and Fall Time



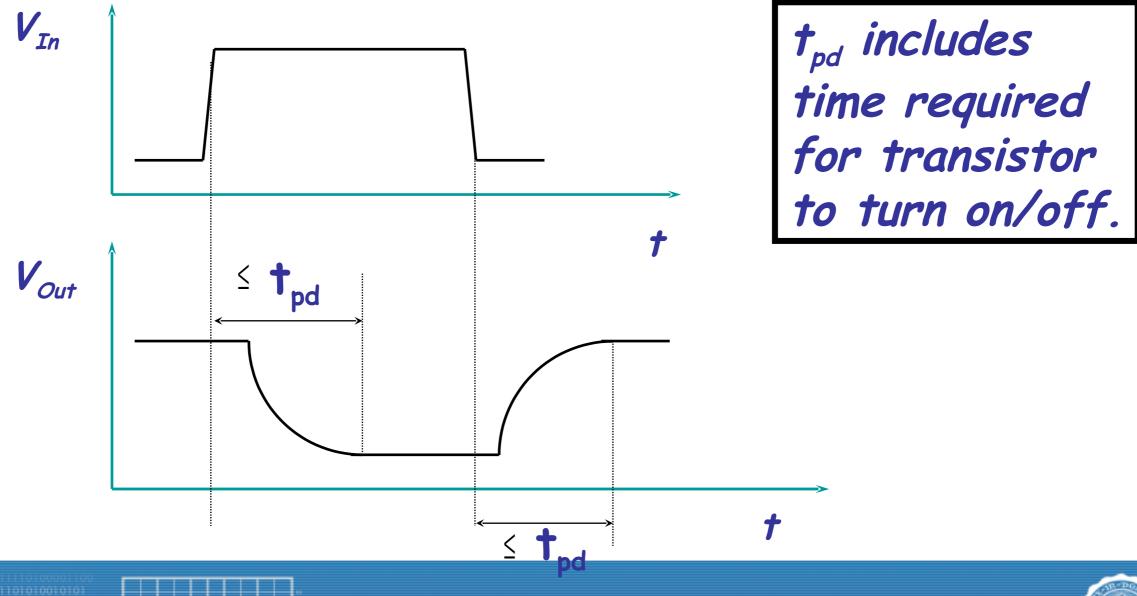




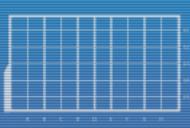


Delays: Propagation Delay

Propagation delay (t_{pd}) is upper bound between new valid inputs and new valid output, or how long it takes for the entire system to "settle" after inputs are changed.





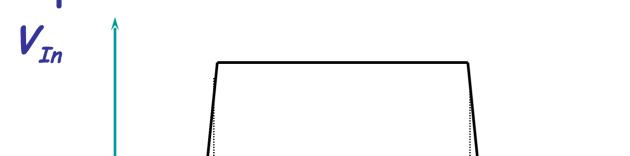


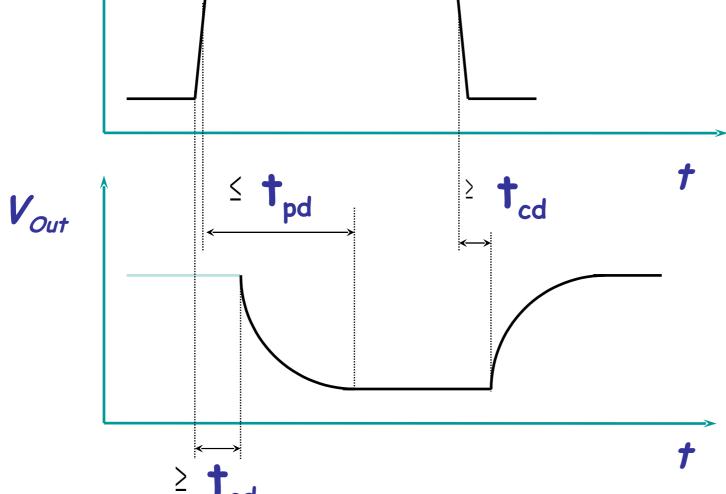


Signal Timing: Contamination Delay

Contamination delay t_{cd} is lower bound between <u>invalid</u> inputs and invalid output, or how long it takes for one invalid signal to

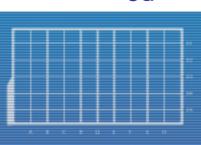
mess up the result.





- tcd is also known as minimum tpd or tpd_{min} but this obviously causes confusion.
 - ·A device's tpd cannot go below its tcd!
- If not known, assume tcd = 0, which is the worst-case scenario: as soon as an invalid input enters, output becomes invalid.







Formal Definitions

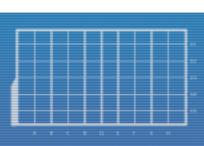
additive: Device t_{pd} and t_{cd} is sum of its parts.

- Propagation delay t_{pd}: Worst case delay from new valid inputs to new valid outputs.
- ► Contamination delay t_{cd}: Best case delay from invalid inputs to invalid outputs.
- Over all input combinations, over all input-output paths!
- Property
 of last
 stage only
 (in an
 acyclic
 circuit).
- ► Rise time t_r: Output signal transition time from invalid low to valid high.
- ► Fall time t_f: Output signal transition time from invalid high to valid low.

Not quite true, but a convenient assumption!

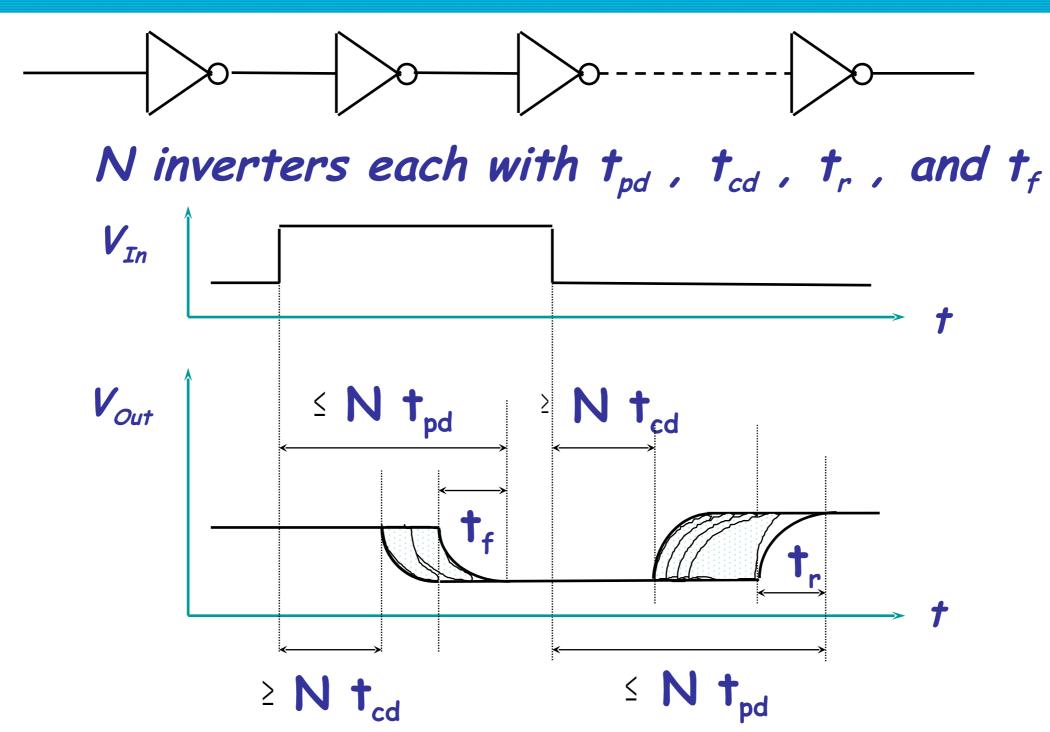
Note: Final output comes from the last stage of any given acyclic circuit, so rise/fall time measurement comes from there BUT these times ARE STILL affected by the rise/fall times of the preceding stages, don't forget!



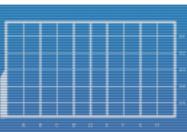




Cascaded Inverters

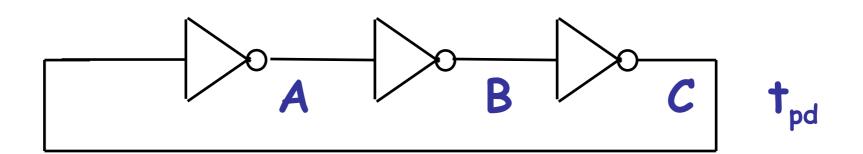




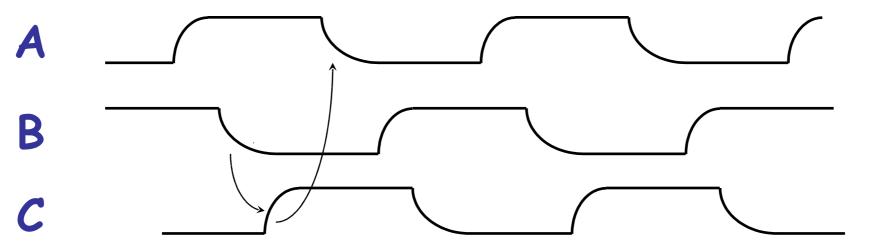




Caveat: A Cyclic Circuit

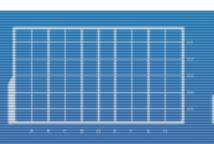


- Not combinational!
- ► Plausible behavior: Oscillates with period 6tpd



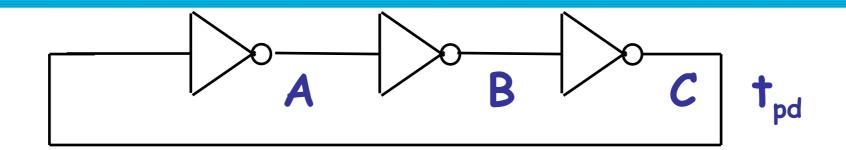
► Is the behavior guaranteed by static discipline? Answer: NO!



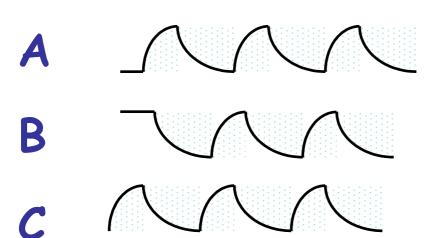




Other Behaviors

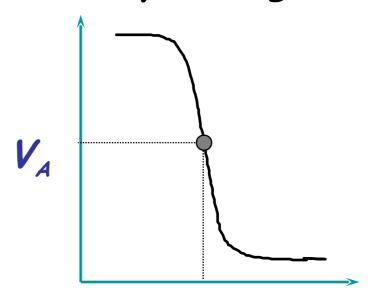


Continuous invalidity?

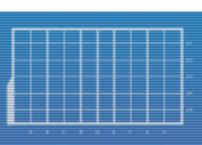


If no signal is ever valid for t_{pd}

Steady DC signal?

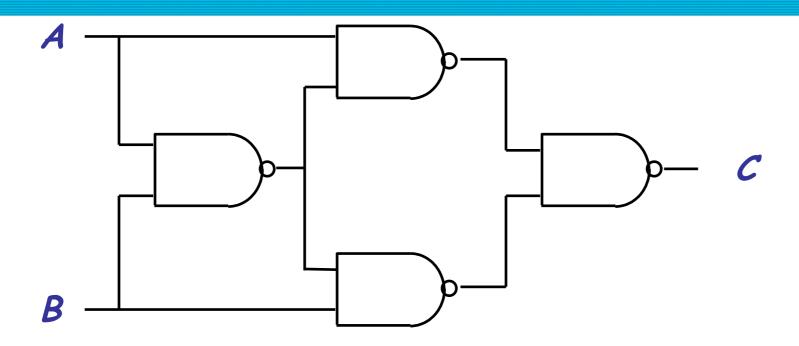


 V_{c} $V_{A} = V_{B} = V_{C}$,
and are in the forbidden zone!





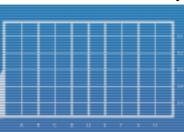
Delays in Combinational Circuits



Static Discipline: Logically valid A, $B \Longrightarrow Logically valid C$ (after delay) $t_{pd} = 5$ ns and $t_{cd} = 1$ ns for each NAND gate

Propagation delay for circuit is (Worst case delay from new valid inputs to new valid outputs)

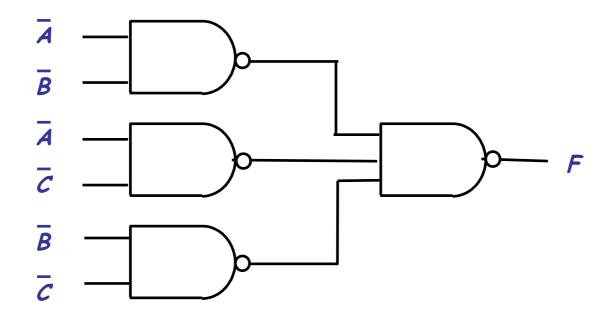






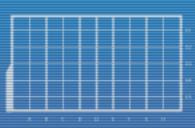
Simplistic Viewpoint

All we need are two-level circuits!

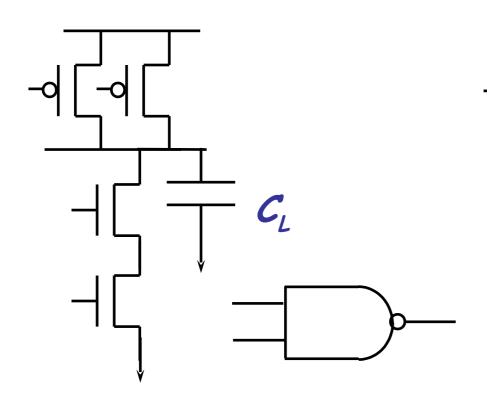


- ► Can implement all logic functions.
- Two-level circuits are fast because transitions only propagate through two levels of logic (ignoring input inverters).

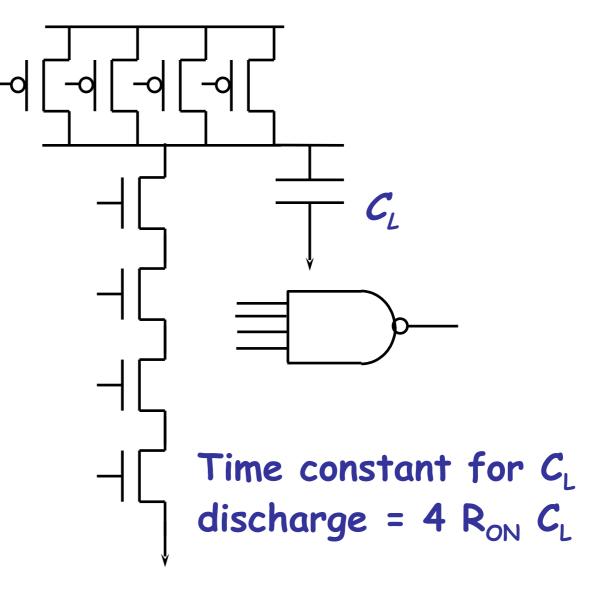




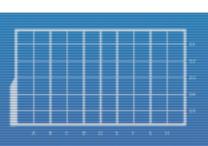
Circuit Delay: Is Fanin Free?



Time constant for C_L discharge = $2 R_{ON} C_L$



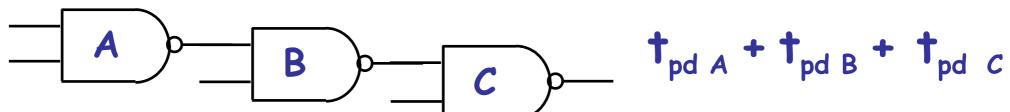




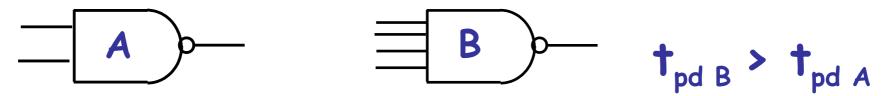


Circuit Delay: Synopsis

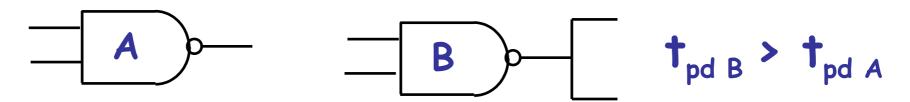
Propagation delay accumulates with each level.



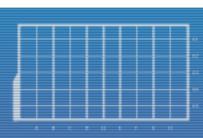
Increased fanin results in longer series paths and therefore increased delay.



Increased fanout results in increased load capacitance and therefore increased delay.



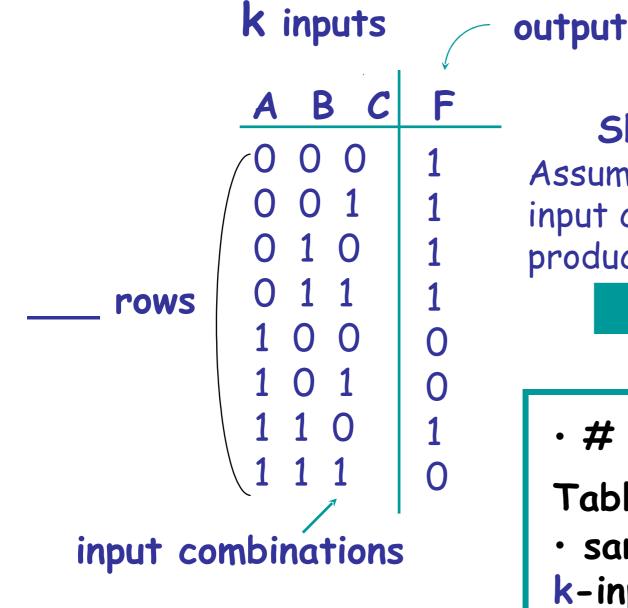
Chip makers usually specify max fanout (to guarantee tpd, as well as voltage and current).





How do we specify what we want?

Truth Tables (Can you handle the truth?)



Shortcut

Assume unspecified input combinations produce 0.

A	B C	F
0	0 0	1
0	0 1	1
0	1 0	1
0	1 1	1
1	1 0	1

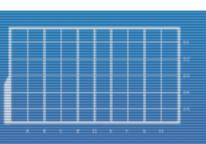
of distinct Truth

Tables with k inputs is _

same as # of distinct

k-input boolean functions







Truth Tables and Logic Equations

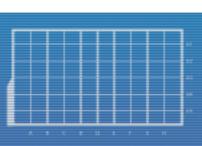
Truth tables define Boolean functions

Write as a logic equation (Boolean function):

$$F = \overline{A \cdot B \cdot C} + \overline{A \cdot B \cdot C}$$
or
$$F = \overline{A \cdot B \cdot C} + \overline{A \cdot B \cdot C} + \overline{A \cdot B \cdot C} + \overline{A \cdot B \cdot C}$$

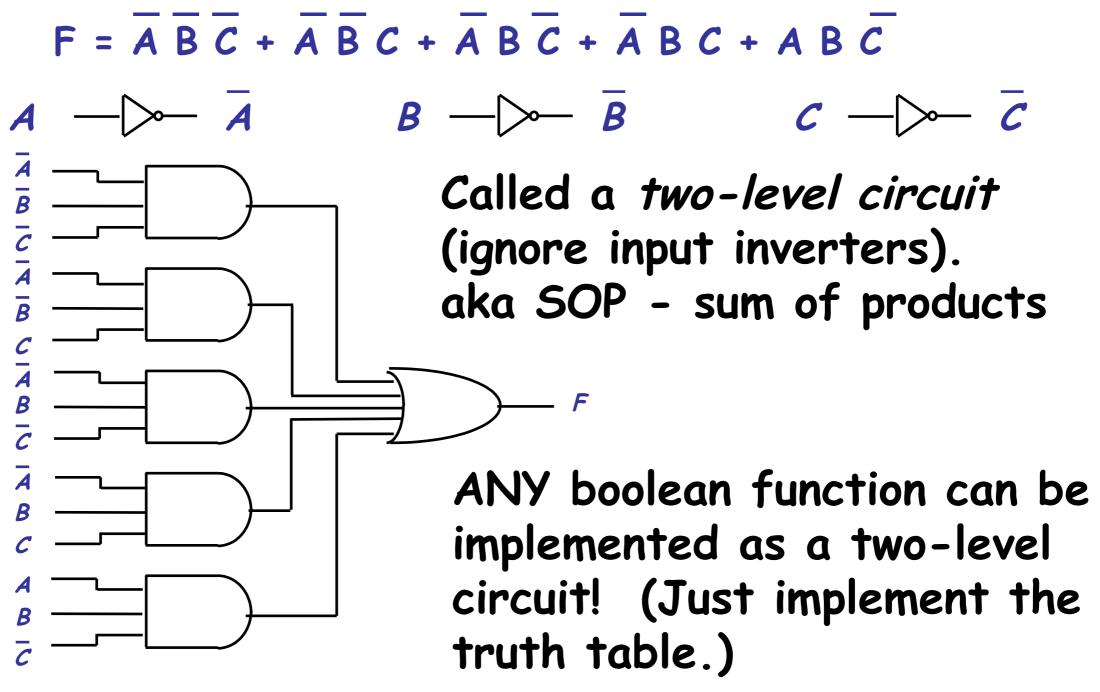
$$F = \overline{A \cdot B \cdot C} + \overline{A \cdot B \cdot C} + \overline{A \cdot B \cdot C} + \overline{A \cdot B \cdot C}$$



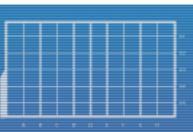




Logic Equations and AND-OR Circuits



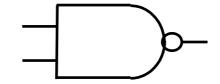






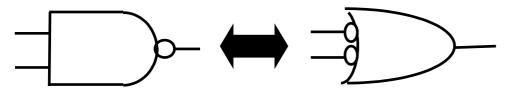
NAND-NAND and NOR-NOR Circuits

- All circuits can be implemented with NOT, AND, OR!
- In fact, all circuits can be implemented using just NANDs or just NORs!
- Proof:
 - ▶ N = NOT





- De Morgan's Law ("pushing bubbles")
- Change the gate when pushing bubbles through it.



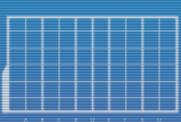






- Can implement AND and OR.
 - NAND is just OR with inverted inputs.
 - NOR is just AND with inverted inputs.

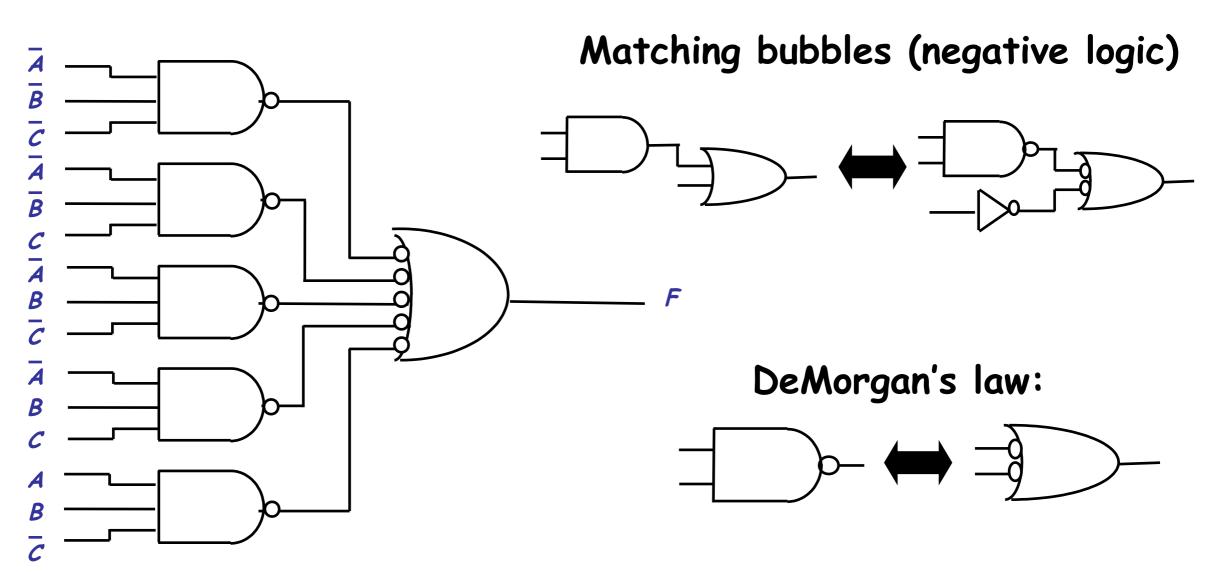






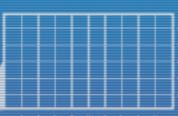
NAND-NAND Circuit

$$F = \overline{A} \overline{B} \overline{C} + \overline{A} \overline{B} C + \overline{A} \overline{B} C + \overline{A} \overline{B} C + \overline{A} \overline{B} C + \overline{A} \overline{B} C$$



Number of transistors in above circuit (ignoring input inverters): 40 = 5*6 + 1*10 (3-NAND = 6 trans., 5-NAND = 10 trans.)







Simplifying Logic: Review

Given logic functions f, g, h

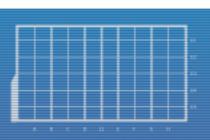
$$f \cdot f = f$$
 $f + f = f$
 $f \cdot 1 = f$ $f + 1 = 1$
 $f \cdot 0 = 0$ $f + 0 = f$
 $f \cdot f = 0$ $f + f = 1$

Distributive laws

$$f(g + h) = f g + f h$$

 $(f + g) (f + h) = f + g h$







Simplifying Logic

Apply identities to simplify equation for F

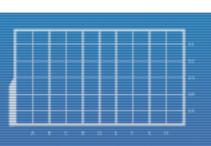
$$F = \overline{A} \overline{B} \overline{C} + \overline{A} \overline{B} C + \overline{A} B \overline{C} + \overline{A} B C + A B \overline{C}$$

$$= \underline{\hspace{1cm}} + AB\overline{C}$$

$$f \cdot f = f$$
 $f + f = f$
 $f \cdot 1 = f$ $f + 1 = 1$
 $f \cdot 0 = 0$ $f + 0 = f$
 $f \cdot f = 0$ $f + f = 1$

$$f(g+h) = fg + fh$$

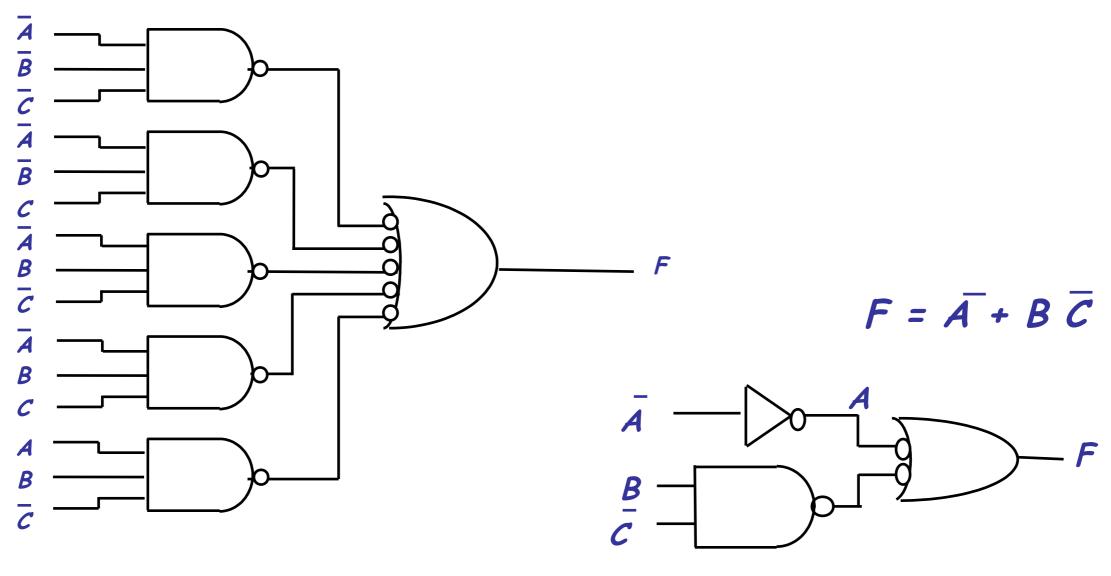
 $(f+g)(f+h) = f+gh$





Simplifying Logic: Comparison

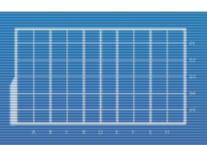
$$F = \overline{A} \overline{B} \overline{C} + \overline{A} \overline{B} C + \overline{A} \overline{B} \overline{C} + \overline{A} \overline{B} C + \overline{A} \overline{B} C$$



40 Transistors

8 Transistors

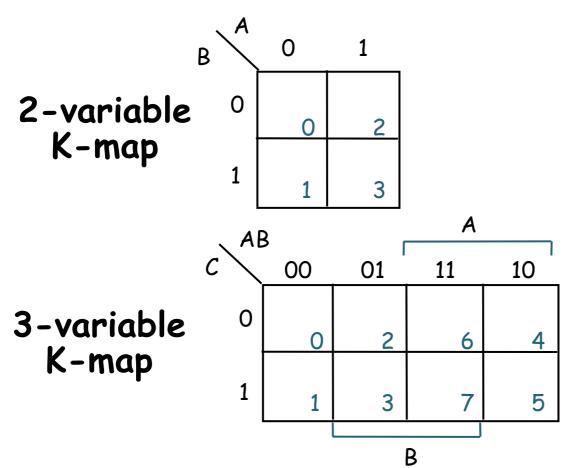


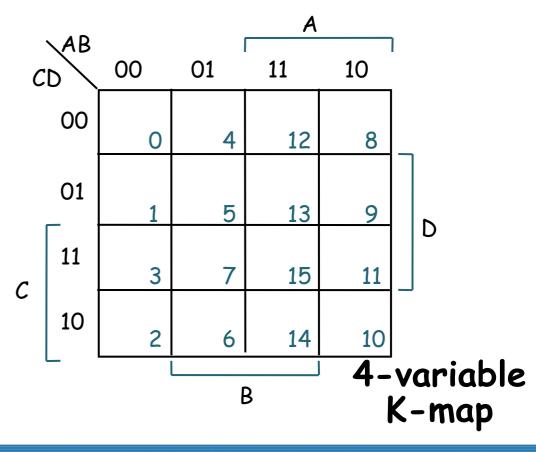




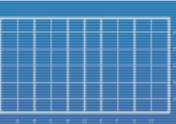
Review: Karnaugh Maps

- Graphical representation of truth table.
- ► Gray code: 00, 01, 11, 10
 - Only a single bit changes bet. adjacent code words.
 - Adjacent boxes on K-map represent AND-terms (products) w/ only 1-bit difference.





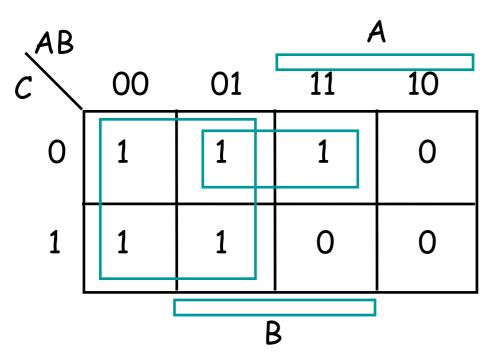






Example: 3-variable K-Map

$$F = \overline{A} \overline{B} \overline{C} + \overline{A} \overline{B} C + \overline{A} B \overline{C} + \overline{A} B C + A B \overline{C}$$

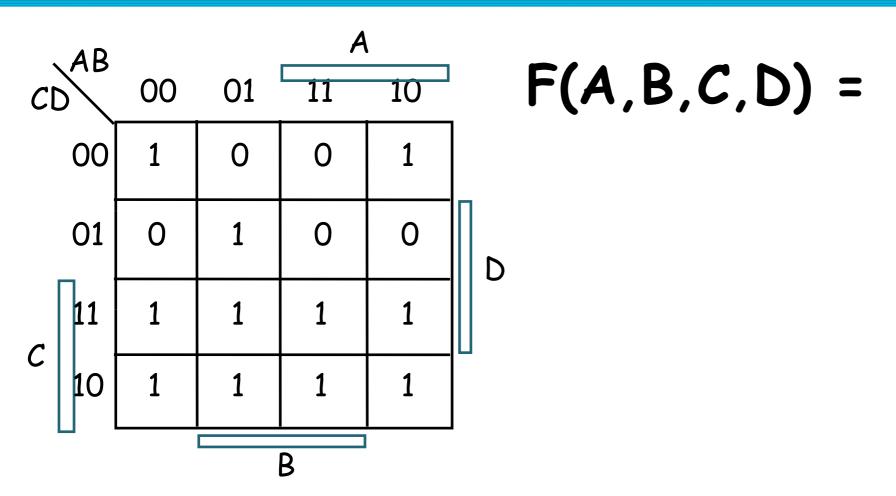


A	B C	F
0	0 0	1
0	0 1	1
0	1 0	1
0	1 1	1
1	1 0	1

$$F = \overline{A} + \overline{B} \overline{C}$$

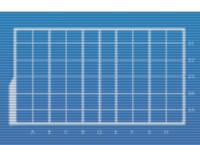


Example: 4-variables



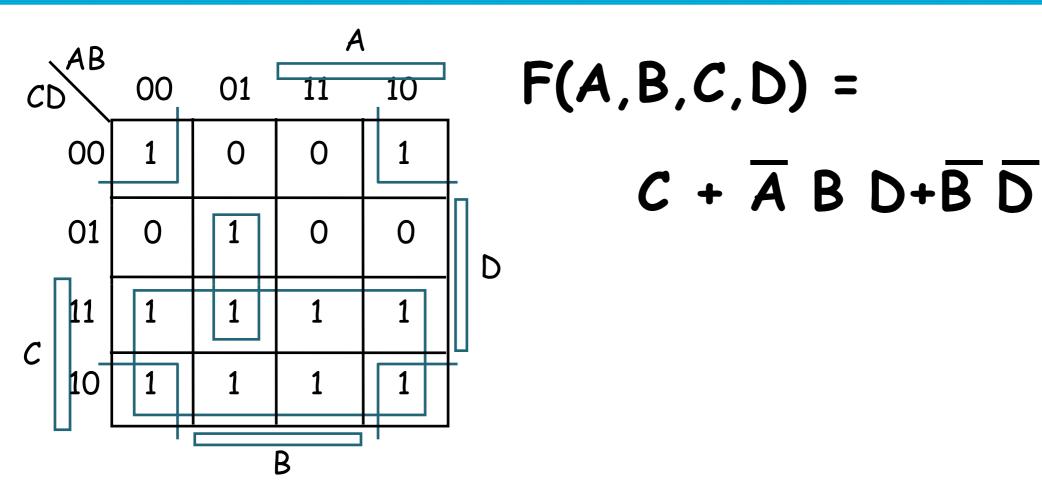
- Adjacencies wrap-around left-right, top-bottom, and around corners.
- Find the smallest number of the largest possible squares that cover the ON-set.





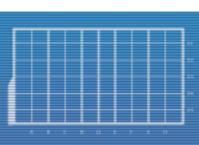


Example: 4-variables



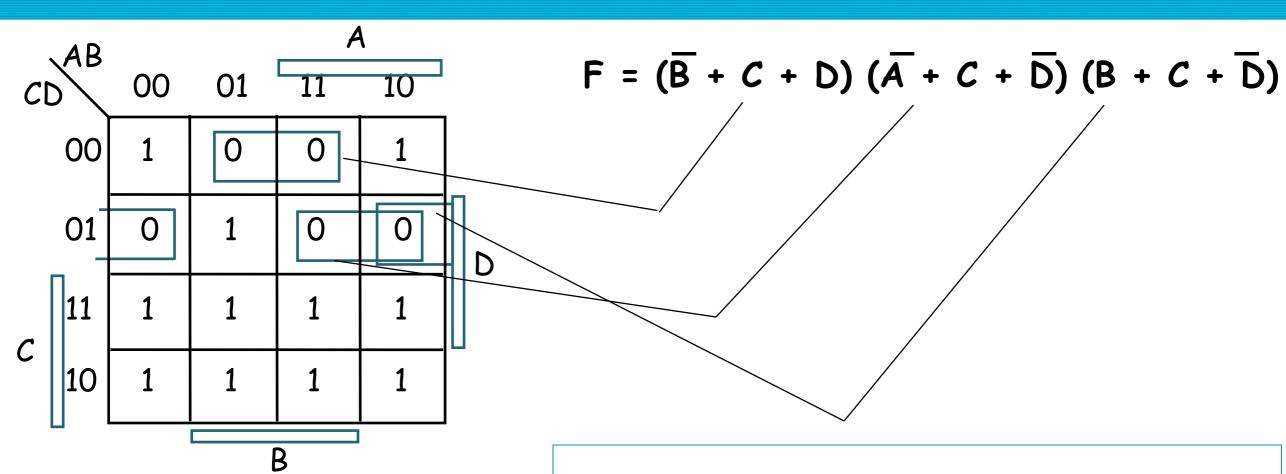
- Adjacencies wrap-around left-right, top-bottom, and around corners.
- Find the smallest number of the largest possible squares that cover the ON-set.







Product-of-Sums form

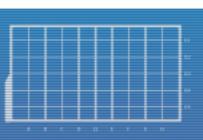


- Circle 0's instead.
- Flip +'s and •'s.
- Flip (invert) variables.

Side note: using DeMorgan's Law

$$F = (B + C + D) (A + C + D) (B + C + D)$$

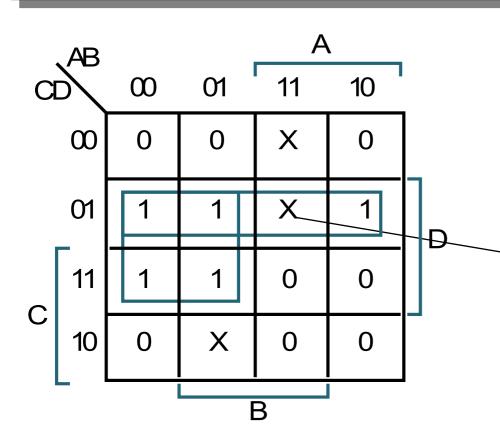






Don't Cares

Don't Cares can be treated as 1's or 0's if it is advantageous to do so



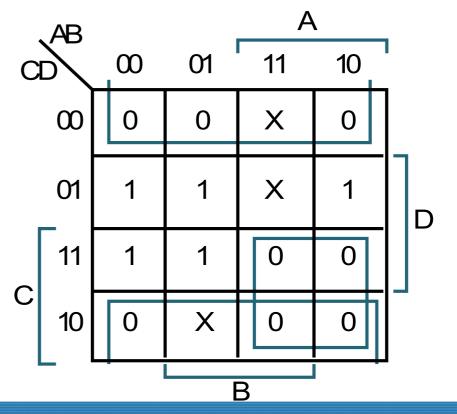
$$F = A' D + C' D$$
 w/ don't cares

By treating this X as a "1", we save gates and literals

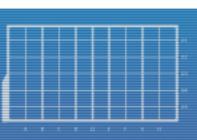
In PoS form:
$$F = D(A' + C')$$

Same answer as above, but less literals.

(Note: don't cares are treated differently as convenient.)









Another example: BCD +1

