

Section 3 - Registers

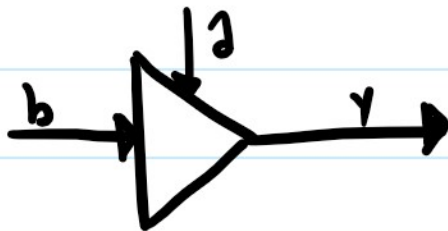
Wednesday, June 19, 2019 1:01 PM

• SECTION 3 • REGISTERS • • •

THREE-STATE BUFFER

↳ OUTPUTS b if $a=1$

↳ OUTPUTS Z if $a=0$



a	y
0	Z
1	b

HIGH IMPEDANCE

↳ Z

↳

REGISTER FILE

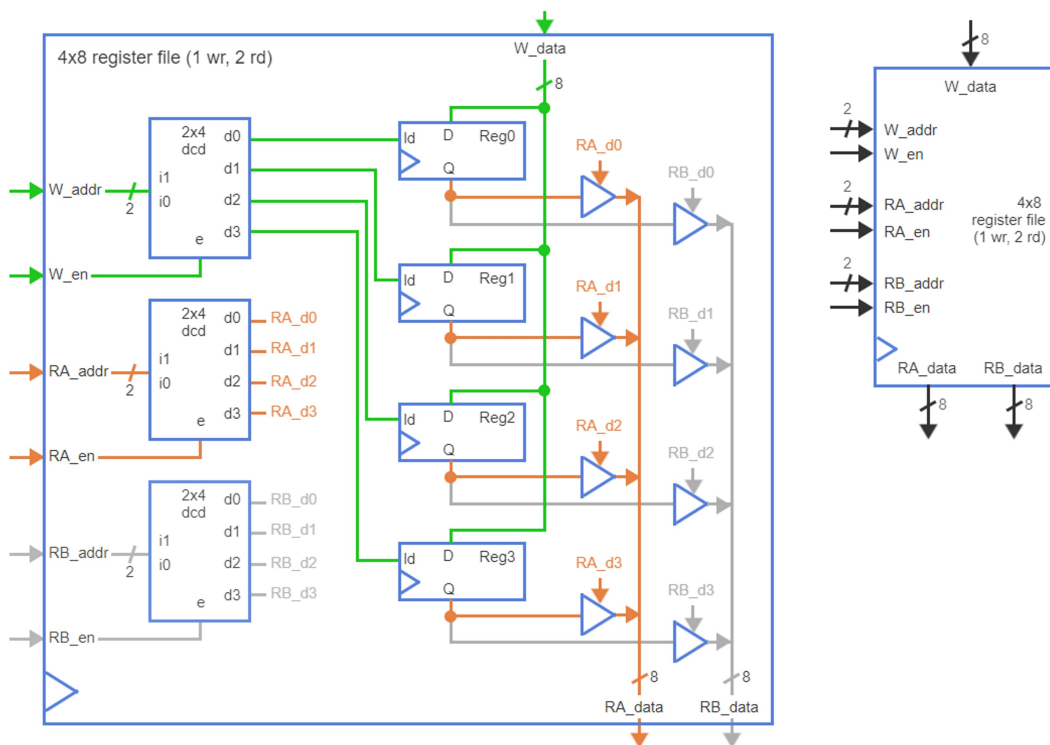
↳ AN $N \times M$ REGISTER FILE EFFICIENTLY IMPLEMENTS ACCESS TO N M -BIT REGISTERS.

↳ A 16×32 bit register can access 16 registers each with 32 bits of memory

↳ ONE REGISTER LOADED AT A TIME

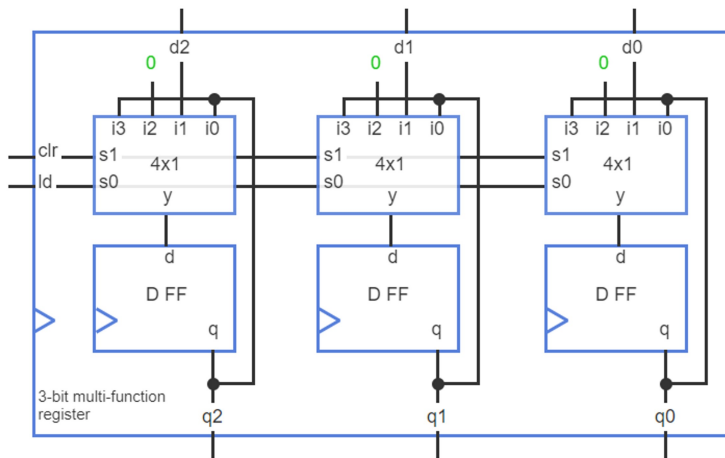
↳ WRITE TO A REGISTER

↳ READ FROM A REGISTER



MULTIFUNCTION REGISTERS

↳ INCLUDES A CLEAR FUNCTION THAT LOADS ONLY 0s



Function table

clr	ld	Register function
0	0	Maintain
0	1	Load
1	0	Clear
1	1	Maintain

Block symbol

