CS M51A Logic Design of Digital Systems Winter 2021

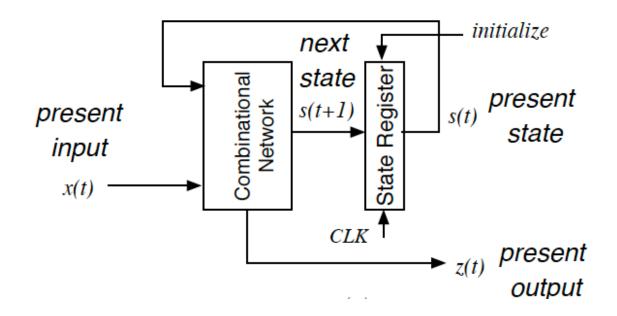
Some slides borrowed and modified from:

M.D. Ercegovac, T. Lang and J. Moreno, Introduction to Digital Systems.

Sequential System Implementation

State-transition function
$$s(t+1) = G(s(t), x(t))$$

Output function $z(t) = H(s(t), x(t))$



MEALY AND MOORE MACHINES

Mealy machine

$$z(t) = H(s(t), x(t))$$

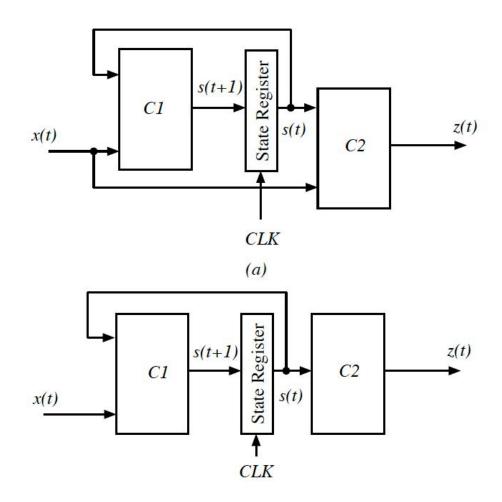
$$s(t+1) = G(s(t), x(t))$$

Moore machine

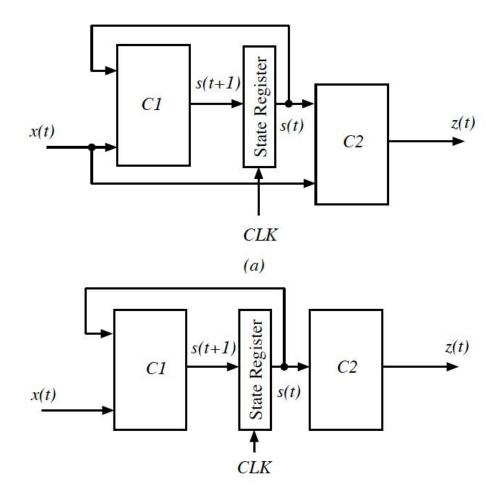
$$z(t) = H(s(t))$$

$$s(t+1) = G(s(t), x(t))$$

MEALY AND MOORE MACHINES



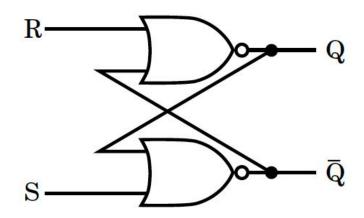
MEALY AND MOORE MACHINES



How to implement the state register?

SR Latch with NOR gates

• SR Latch with NOR gates



Functional Description of SR Latch

S	R	Q	\overline{Q}	
0	0	Q	\overline{Q}	Latch state (no change)
0	1	0	1	Reset state
1	0	1	0	Set state
1	1	?	?	Undefined

. .

Functional Description of SR Latch

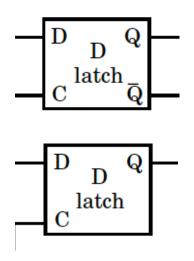
• Advantages:

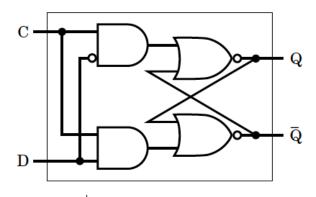
- Can "remember" value
- Natural "reset" and "set" signals
 (SR=01 is "reset" to 0, SR=10 is "set" to 1)

• Disadvantages:

- SR=11 input has to be avoided
- No notion of a clock or change at discrete points in time yet

The D Latch

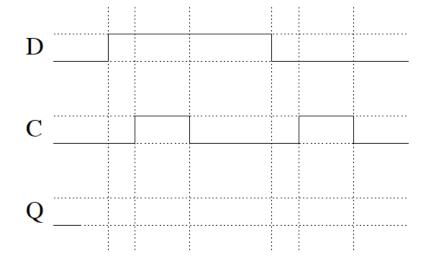




1 0
$$Q = 0$$
 (Reset)
1 1 $Q = 1$ (Set)

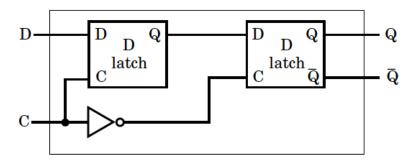
1 1
$$Q = 1$$
 (Set)

Graphical example:

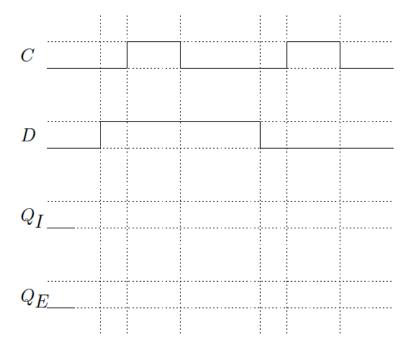


The D Flip-Flop

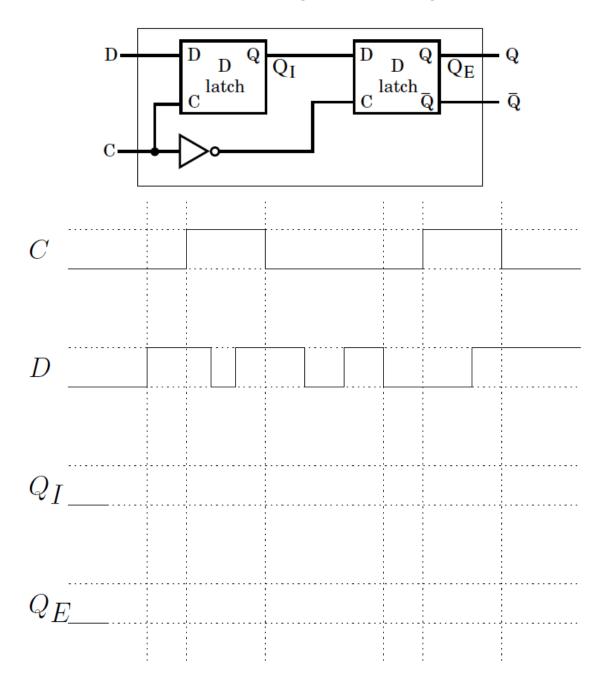
• We want state to be affected only at discrete points in time; a master-slave design achieves this.



• Graphical example:



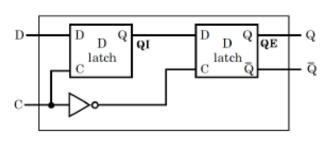
D Flip-Flop

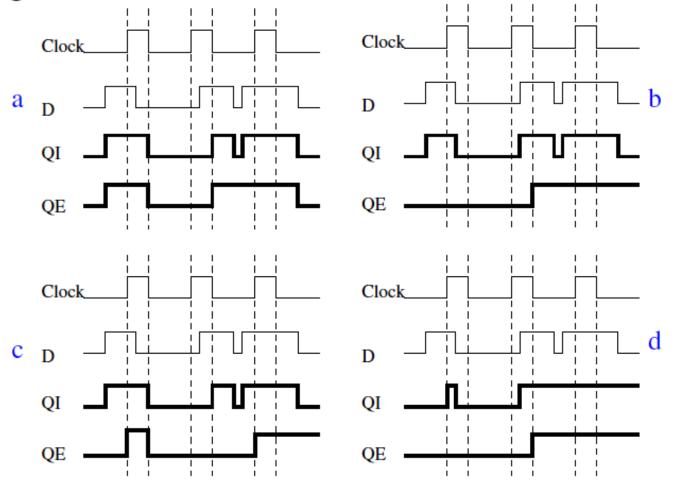


Clicker Question

Flipflops

Which of the following is a trace of *QI* and *QE* of a D-flipflop for the given D and Clock traces?





Clicker Question

Question on previous midterm:

How many bits can you store in one flipflop? Circle one.

- 1 2 4 8 16
- A) 1
- B) 2
- C) 4
- D) 8
- E) 16

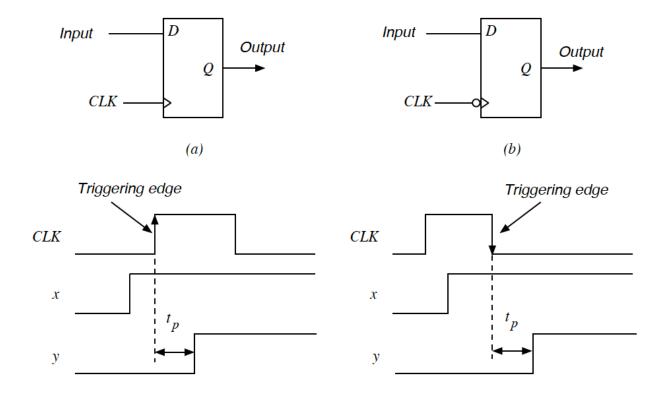
Flip-Flop: Master-Slave



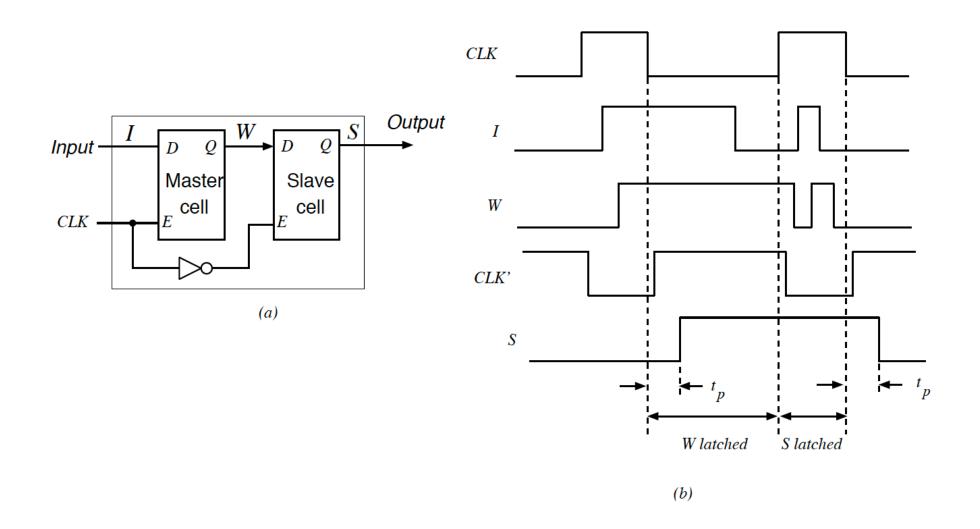
PS = Q(t)	D(t)		
	0	1	
0	0	1	
1	0	1	
	NS =	=Q(t+1)	

$$Q(t+1) = D(t)$$

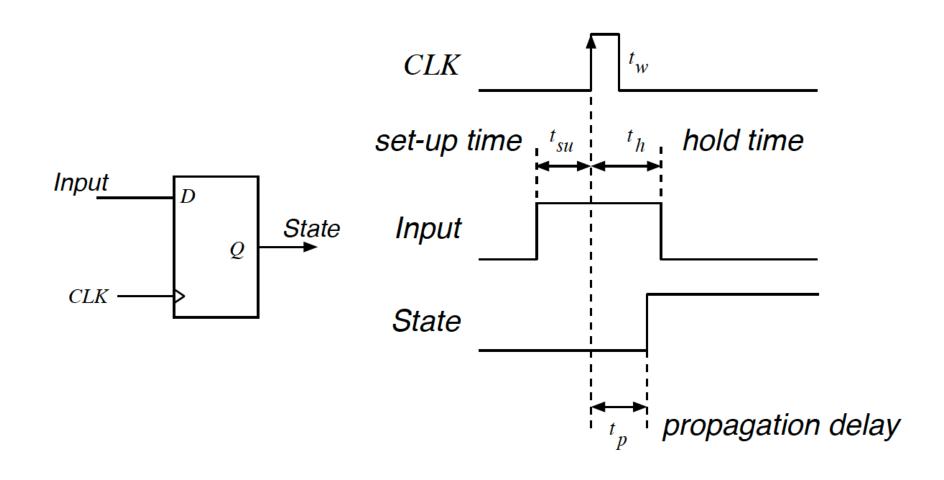
Flip-Flop



Flip-Flop: Master-Slave



TIMING PARAMETERS OF A BINARY CELL



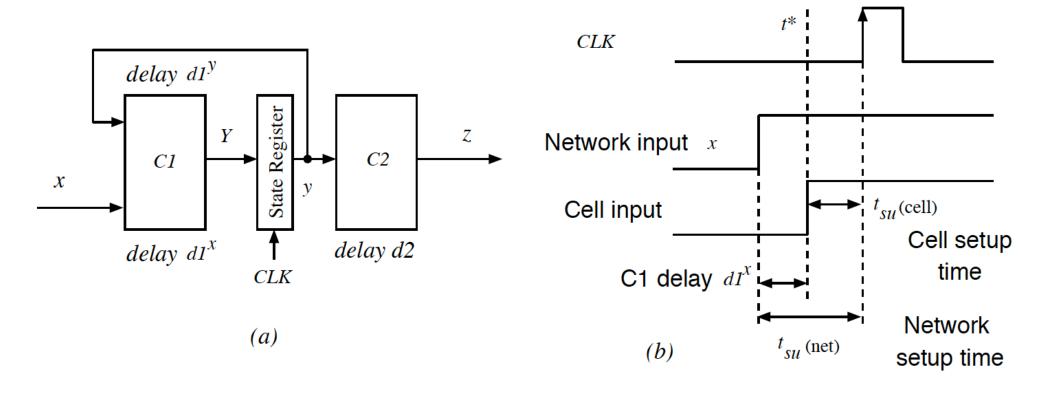
CHARACTERISTICS OF A CMOS D flip-flop

	Delays			
t_{pLH}	t_{pHL}	t_{su}	t_h	t_w
[ns]	[ns]	[ns]	[ns]	[ns]
0.49 + 0.038L	0.54 + 0.019L	0.30	0.14	0.2

L: output load of the flip-flop

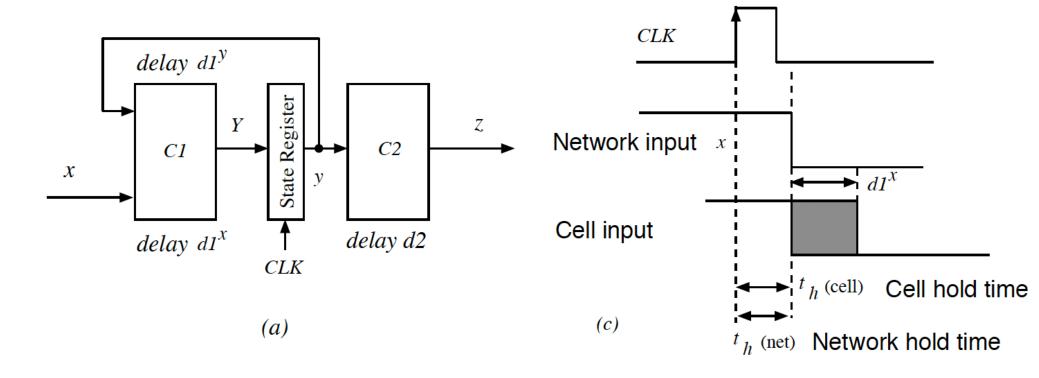
TIMING CHARACTERISTICS OF SEQUENTIAL NETWORKS

• NETWORK SET-UP TIME: $t_{su}^x(net) = d1^x + t_{su}(cell)$



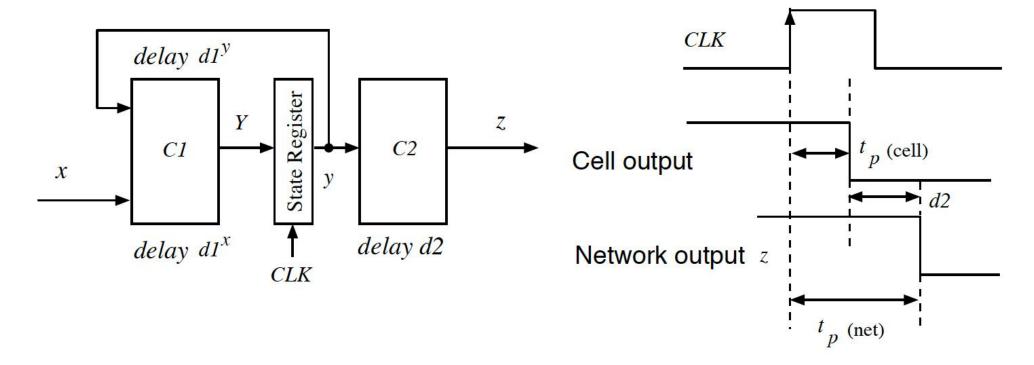
TIMING FACTORS

• NETWORK HOLD TIME: $t_h(net) = t_h(cell)$

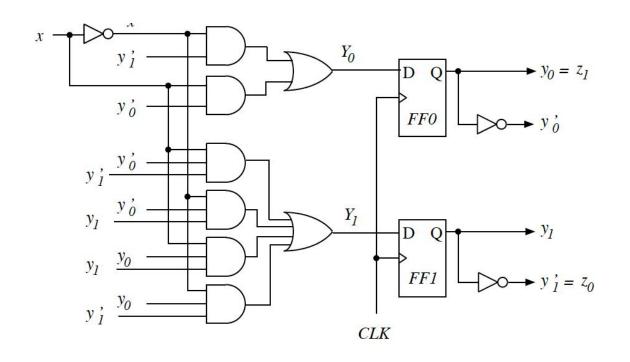


TIMING FACTORS (Cont.)

• NETWORK PROPAGATION DELAY: $t_p(net) = t_p(cell) + d2$



ANALYSIS OF CANONICAL SEQUENTIAL NETWORKS



State transition $Y_0 = V$

 $Y_1 =$

Output $z_0 = z_1 =$

• STATE-TRANSITION AND OUTPUT FUNCTIONS:

PS	Input	
$y_1 y_0$	$x = 0 \ x = 1$	
00		
01		
10		
11		
	Y_1Y_0	$z_{1}z_{0}$
	NS	Output

• CODES:

e
S
S_0
S_1
S_2
S_3

HIGH-LEVEL SPECIFICATION:

Input: $x(t) \in \{a, b\}$

Output: $z(t) \in \{c, d, e, f\}$

State: $s(t) \in \{S_0, S_1, S_2, S_3\}$

Initial state: $s(0) = S_2$

Functions: The state-transition and output functions

PS	x(t) = a	x(t) = b	
S_0	S_1	S_3	d
S_1	S_3	S_0	f
S_2	S_2	S_1	c
S_3	S_0	S_2	e
5	N	S	z(t)

State Diagram

PS	x(t) = a	x(t) = b	
S_0	S_1	S_3	d
S_1	S_3	S_0	f
S_2	S_2	S_1	c
S_3	S_0	S_2	e
	N	S	z(t)

PROPAGATION DELAY x to z_0 :

For x changes $0 \rightarrow 1$ and z_0 changes $1 \rightarrow 0$

CLK

