

CS M51A

Logic Design of Digital Systems

Winter 2021

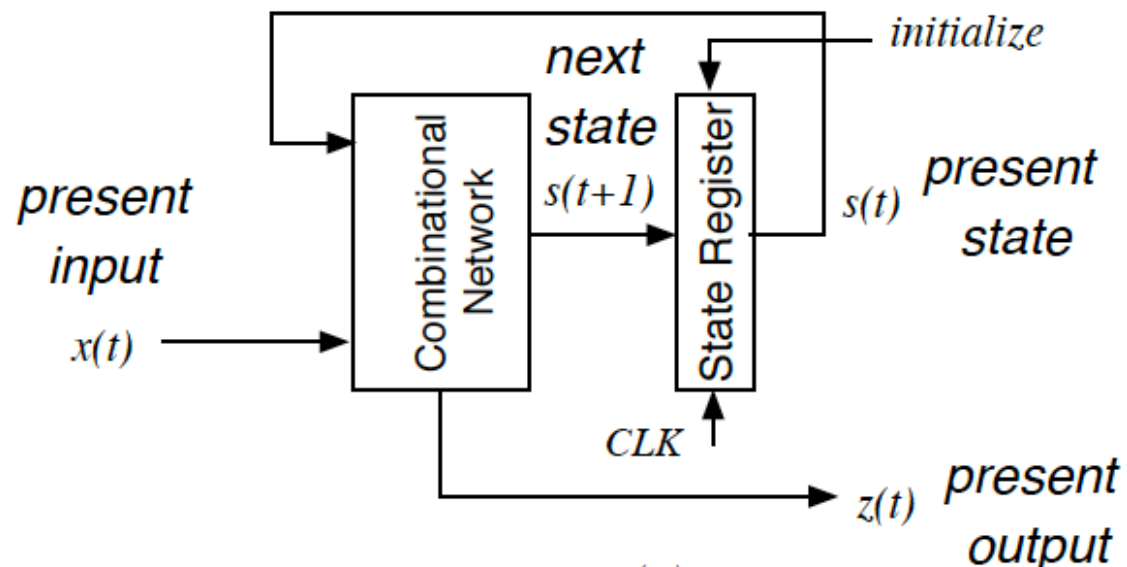
Some slides borrowed and modified from:

M.D. Ercegovic, 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

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

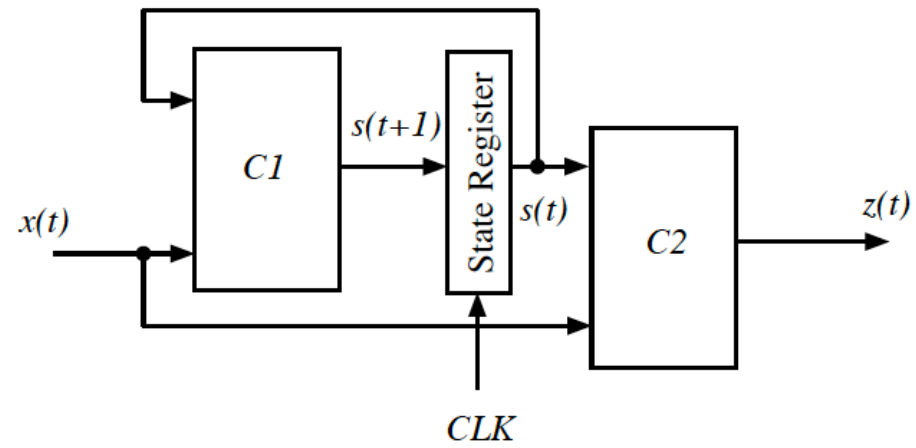
$$s(t + 1) = G(s(t), x(t))$$

Moore machine

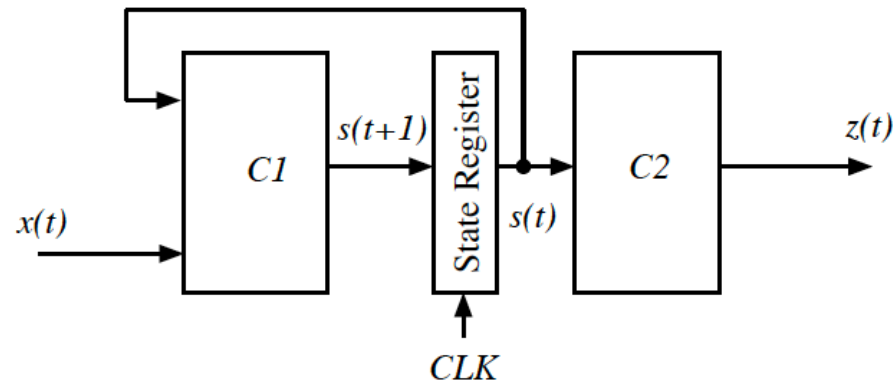
$$z(t) = H(s(t))$$

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

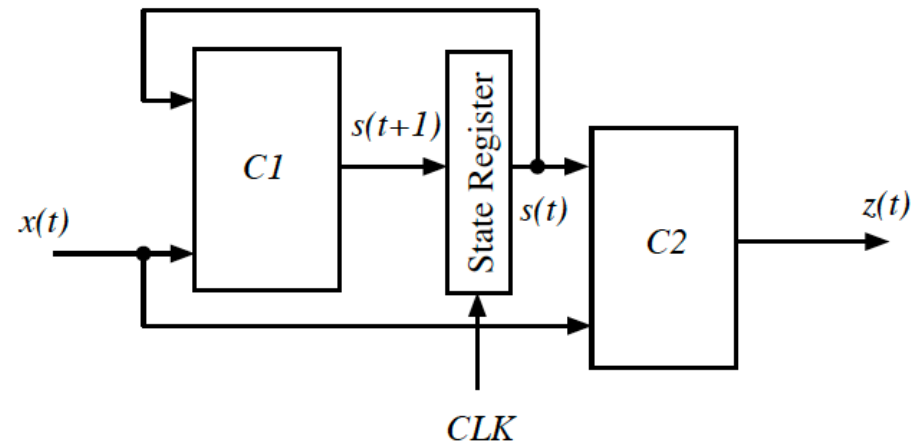
MEALY AND MOORE MACHINES



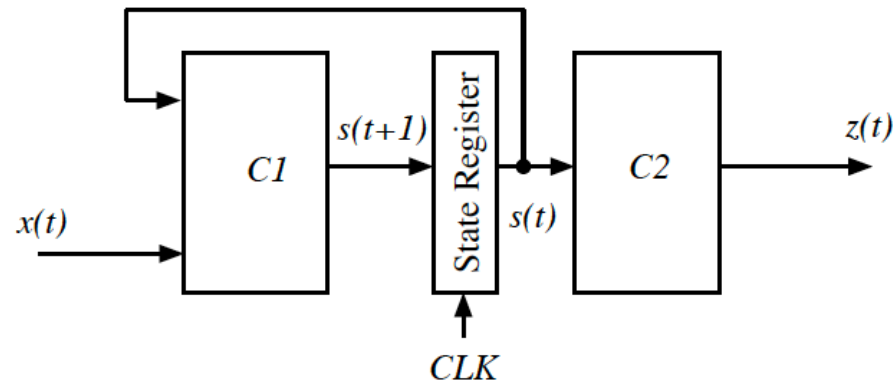
(a)



MEALY AND MOORE MACHINES



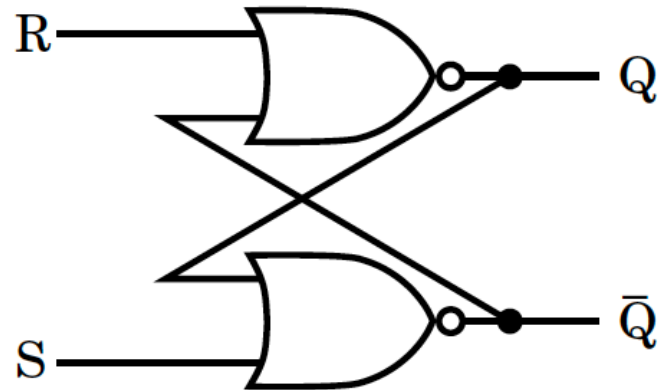
(a)



How to implement the state register?

SR Latch with NOR gates

- SR Latch with NOR gates



Functional Description of SR Latch

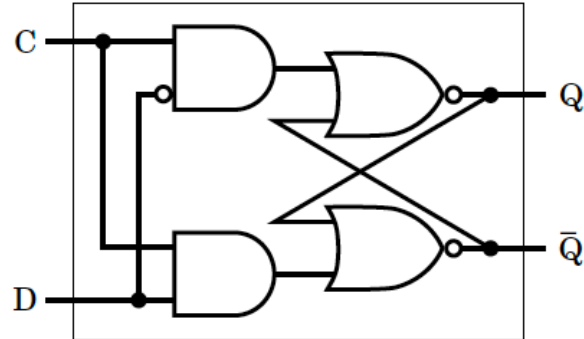
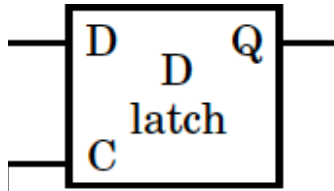
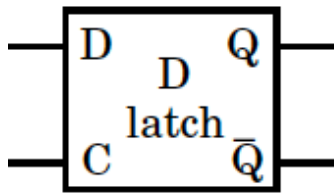
| S | R | Q | \bar{Q} | |
|-----|-----|-----|-----------|-------------------------|
| 0 | 0 | Q | \bar{Q} | Latch state (no change) |
| 0 | 1 | 0 | 1 | Reset state |
| 1 | 0 | 1 | 0 | Set state |
| 1 | 1 | ? | ? | Undefined |

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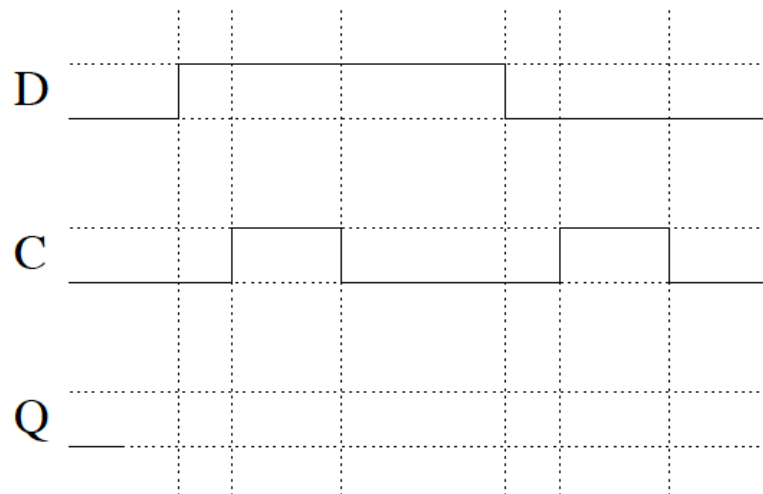
- Advantages:
 - Can “remember” value
 - Natural “reset” and “set” signals
(SR=01 is “reset” to 0, SR=10 is “set” to 1)
- Disadvantages:
 - SR=11 input has to be avoided
 - No notion of a clock or change at discrete points in time yet

The D Latch



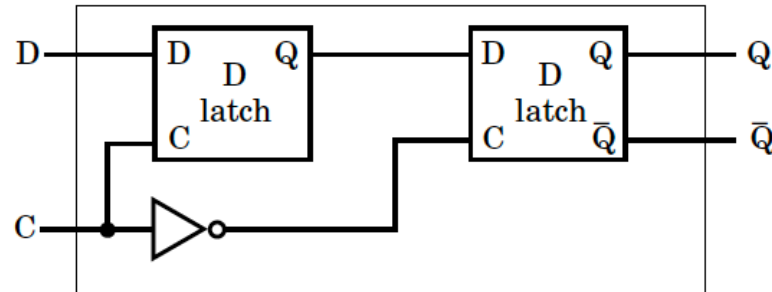
| C | D | Next state of Q |
|-----|-----|-------------------|
| 0 | X | No change |
| 1 | 0 | $Q = 0$ (Reset) |
| 1 | 1 | $Q = 1$ (Set) |

Graphical example:

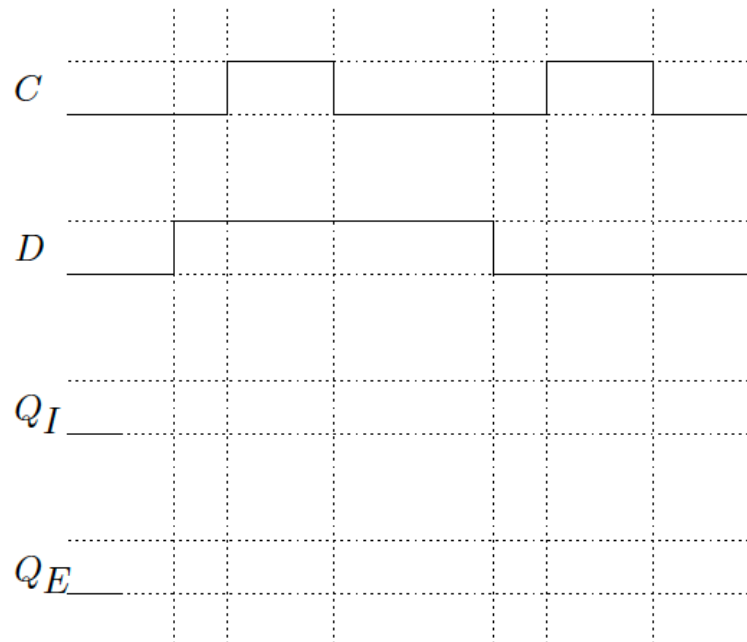


The D Flip-Flop

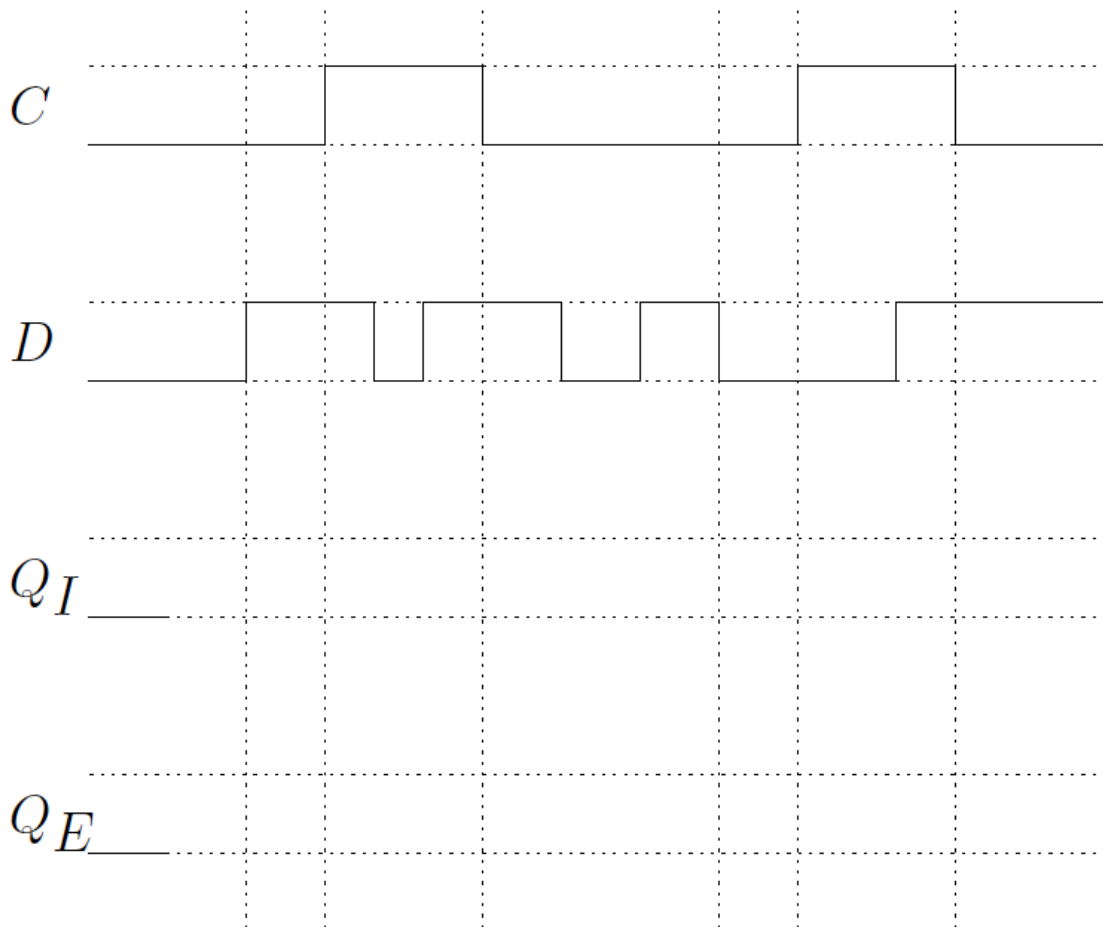
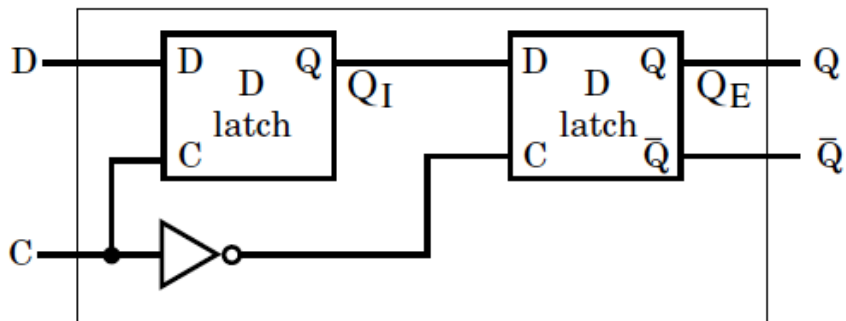
- We want state to be affected only at discrete points in time; a master-slave design achieves this.



- Graphical example:



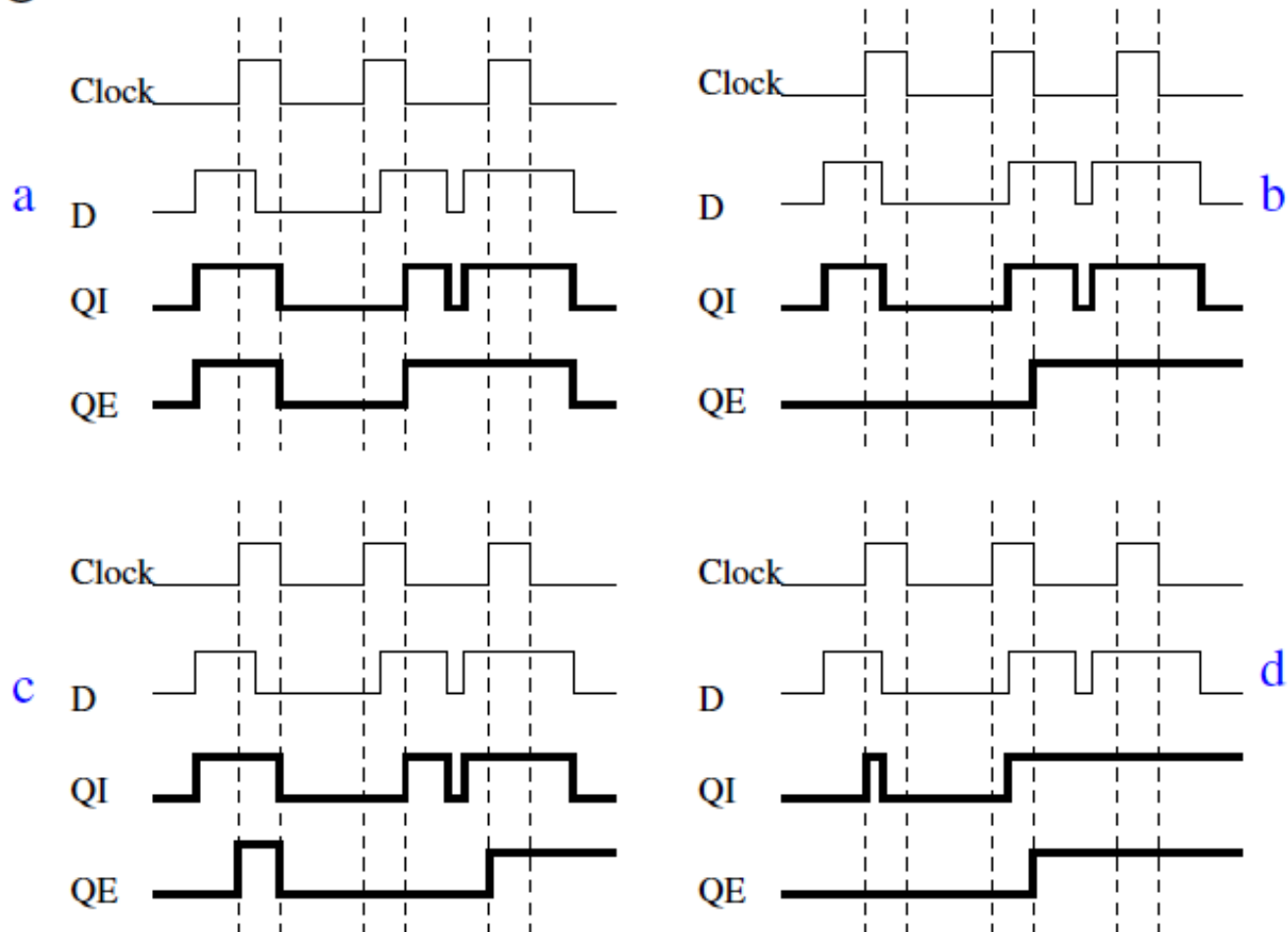
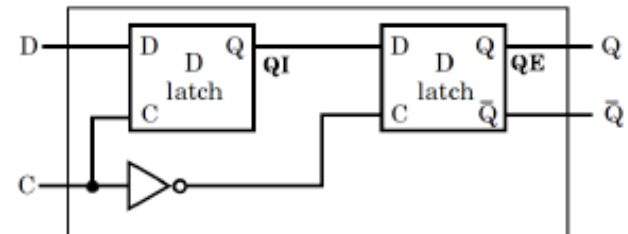
D Flip-Flop



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

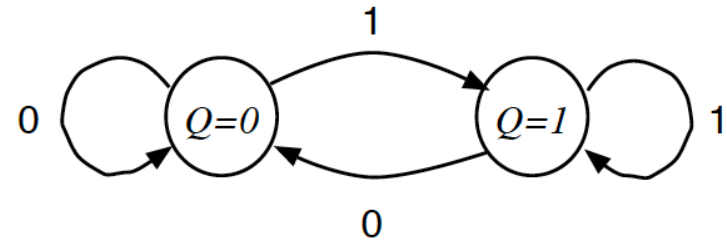
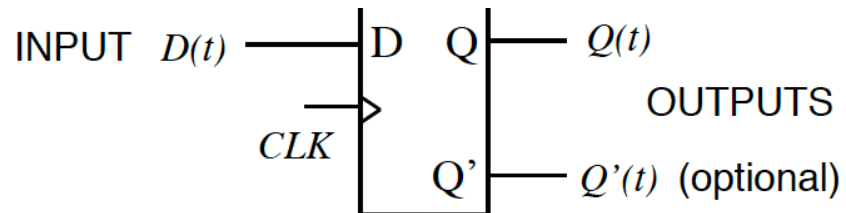
B) 2

C) 4

D) 8

E) 16

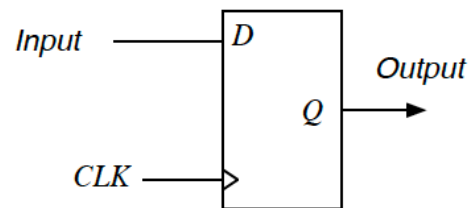
Flip-Flop: Master-Slave



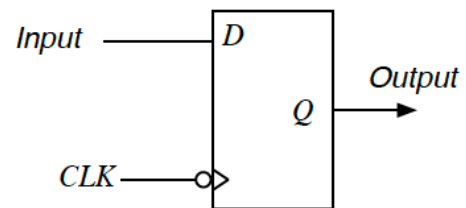
| $PS = Q(t)$ | $D(t)$ | |
|-------------|-----------------|---|
| | 0 | 1 |
| 0 | 0 | 1 |
| 1 | 0 | 1 |
| | $NS = Q(t + 1)$ | |

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

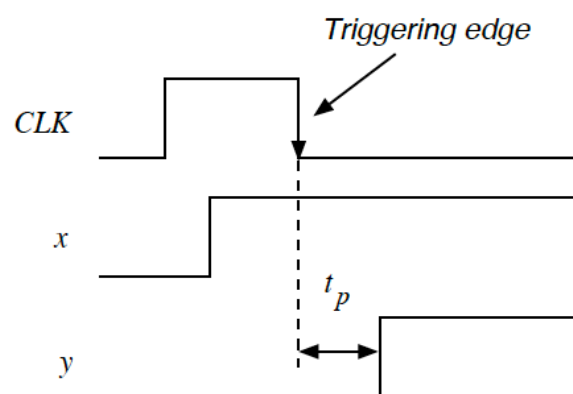
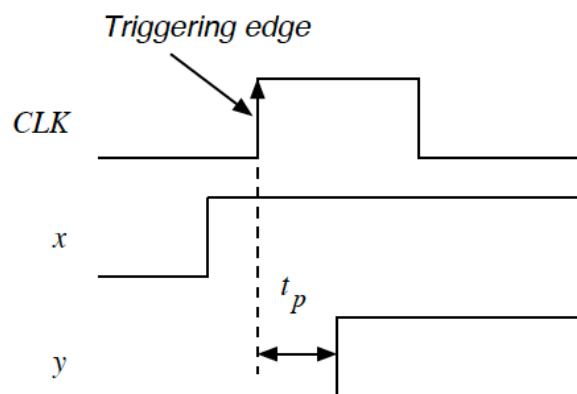
Flip-Flop



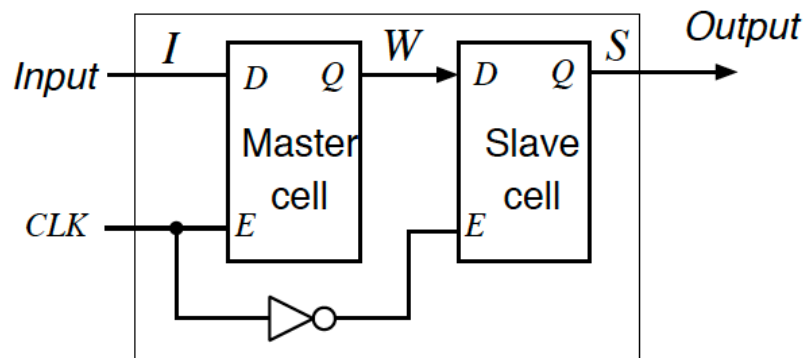
(a)



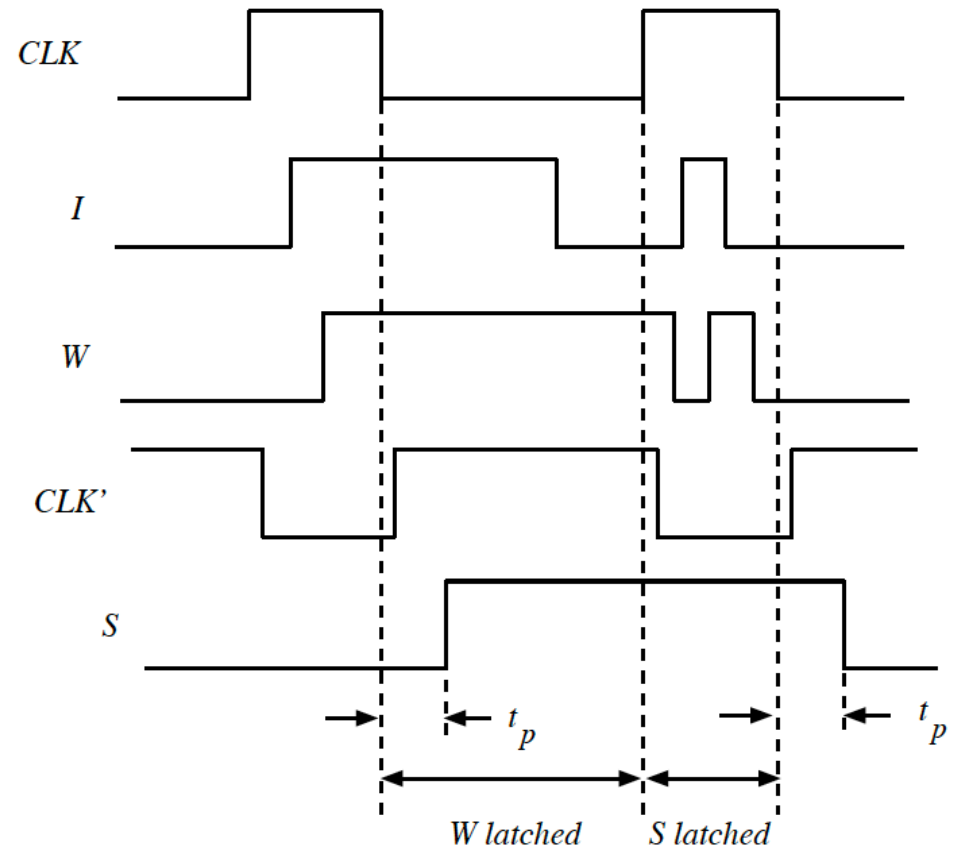
(b)



Flip-Flop: Master-Slave

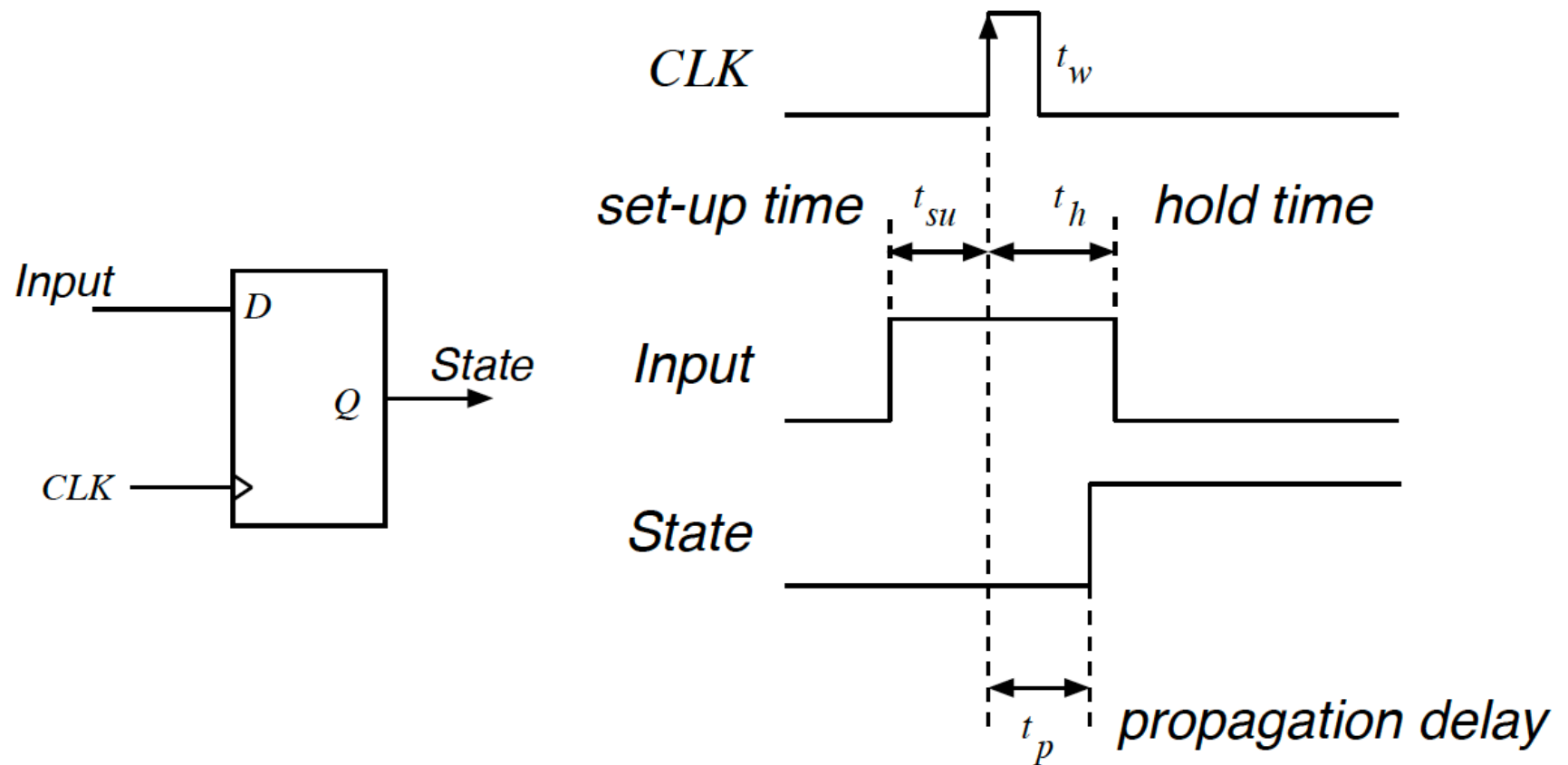


(a)



(b)

TIMING PARAMETERS OF A BINARY CELL



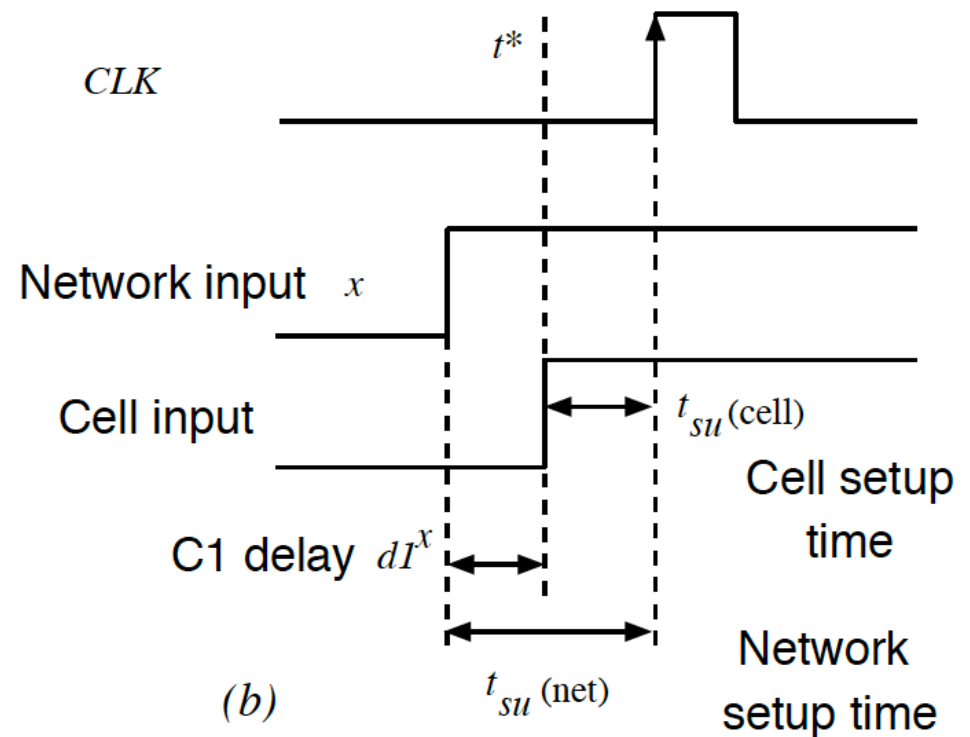
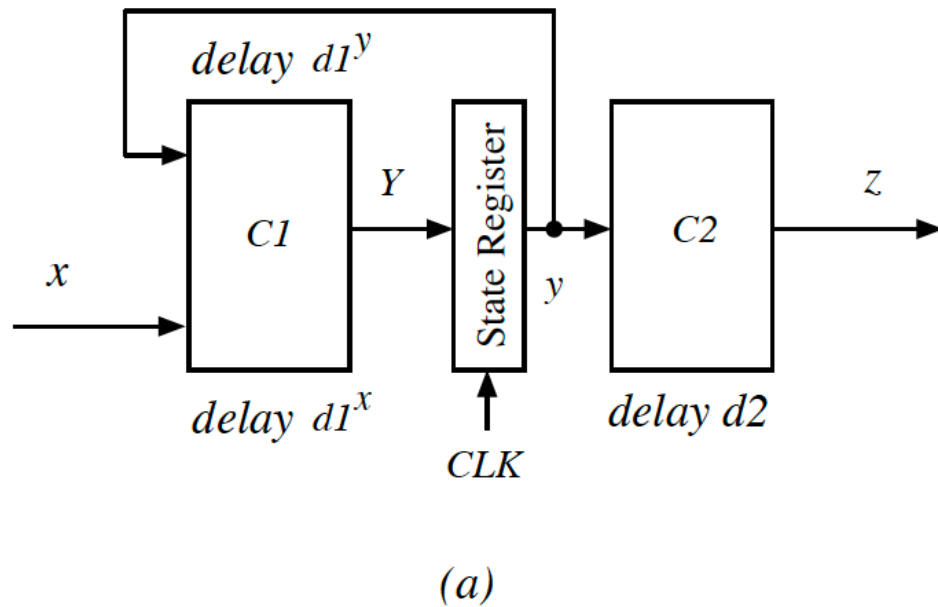
CHARACTERISTICS OF A CMOS D flip-flop

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

L : output load of the flip-flop

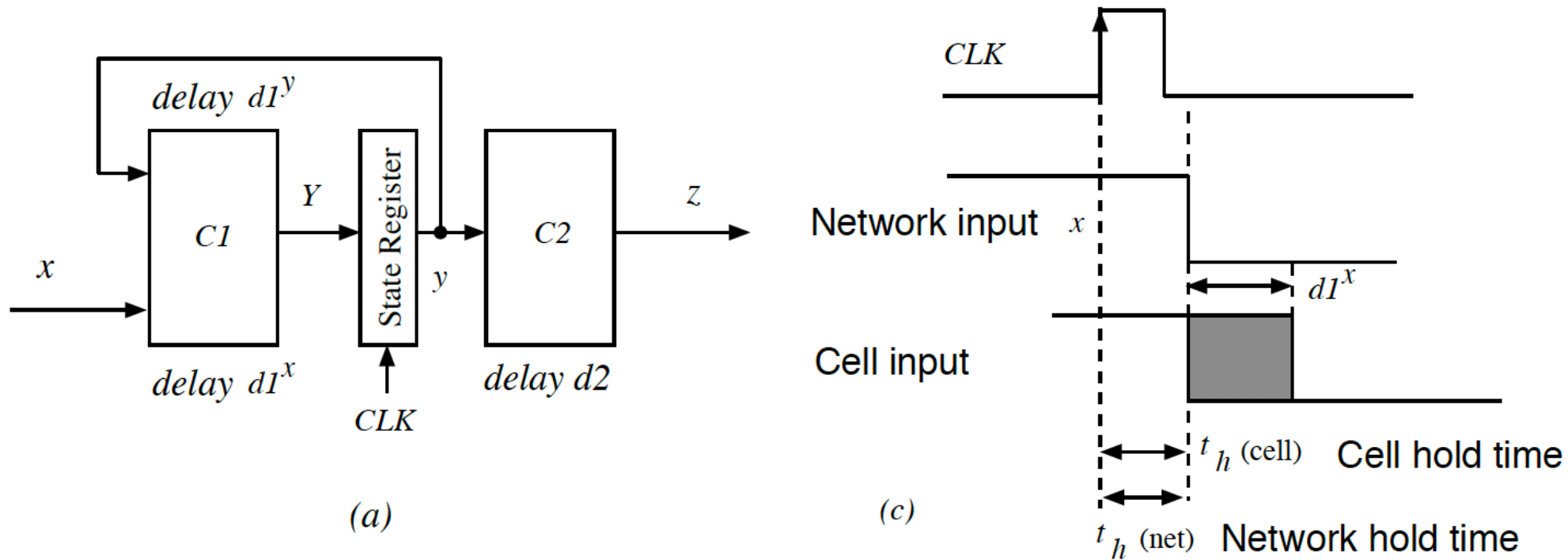
TIMING CHARACTERISTICS OF SEQUENTIAL NETWORKS

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



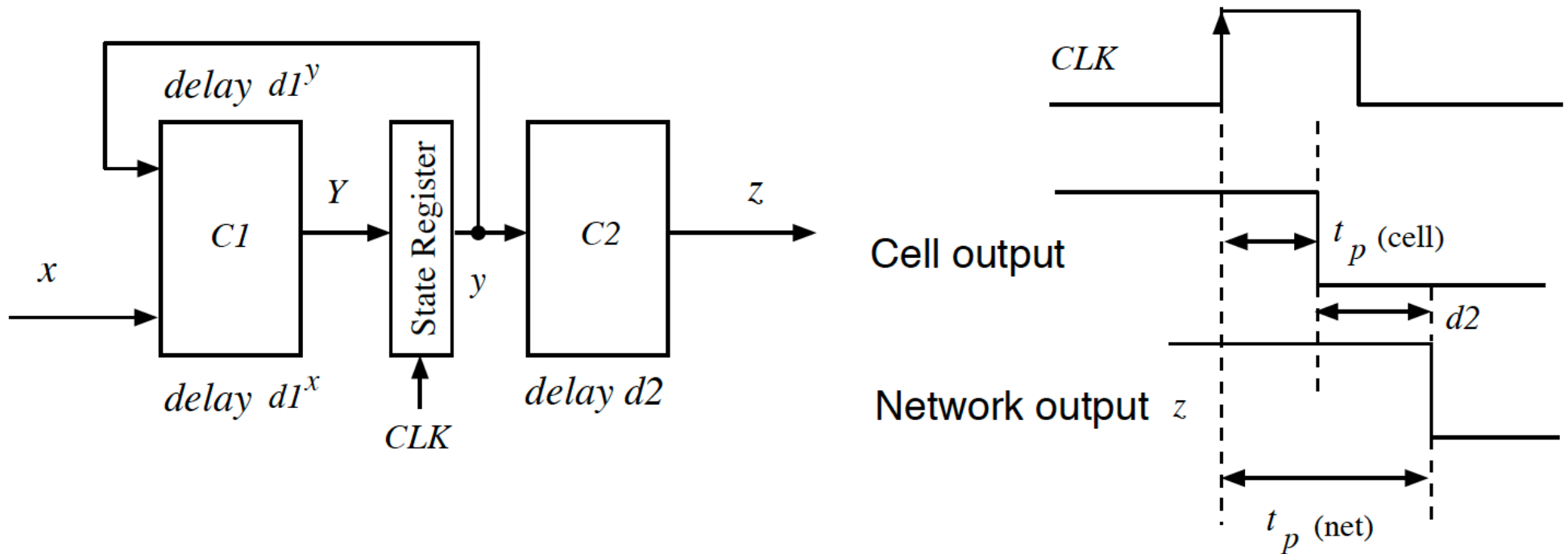
TIMING FACTORS

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

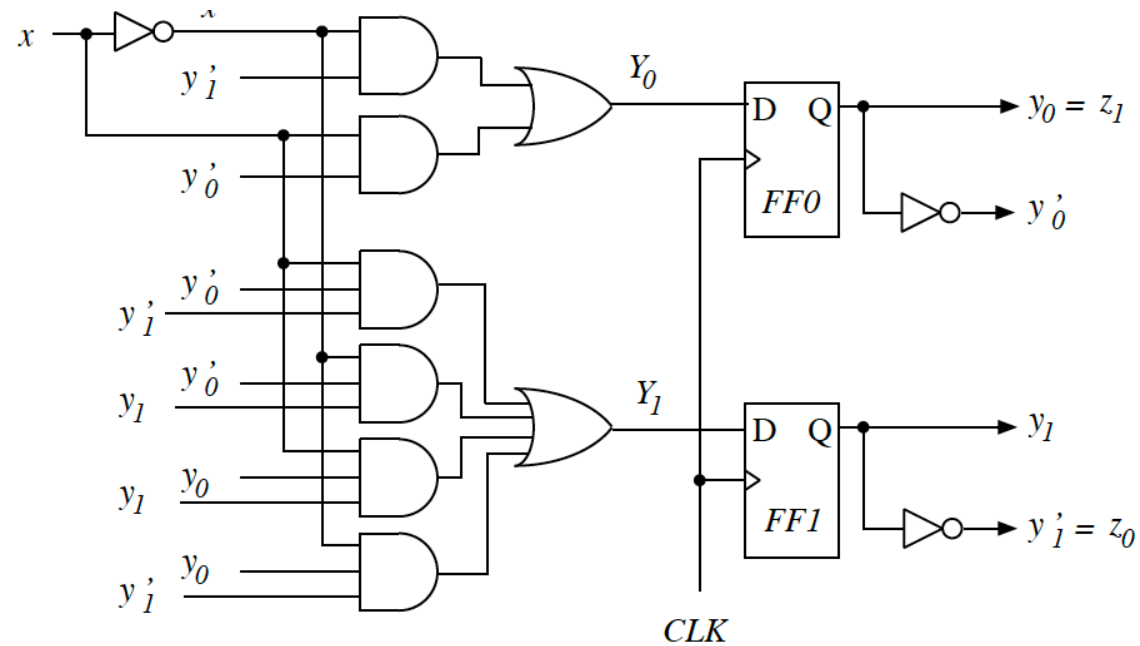


TIMING FACTORS (Cont.)

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



ANALYSIS OF CANONICAL SEQUENTIAL NETWORKS



State transition $Y_0 =$

$Y_1 =$

Output $z_0 =$

$z_1 =$

- STATE-TRANSITION AND OUTPUT FUNCTIONS:

| PS | Input | |
|----------|----------|----------|
| y_1y_0 | $x = 0$ | $x = 1$ |
| 00 | | |
| 01 | | |
| 10 | | |
| 11 | | |
| | Y_1Y_0 | z_1z_0 |
| | NS | Output |

- CODES:

| x | x | $z_1 z_0$ | z | $y_1 y_0$ | s |
|-----|-----|-----------|-----|-----------|-------|
| 0 | a | 00 | c | 00 | S_0 |
| 1 | b | 01 | d | 01 | S_1 |
| | | 10 | e | 10 | S_2 |
| | | 11 | f | 11 | 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 |
| | NS | | $z(t)$ |

| 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 |
| | NS | | $z(t)$ |

| | | | | | | | | | | | | | | |
|--------|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| $x(t)$ | a | a | b | a | b | b | a | b | a | a | b | b | b | a |
| $s(t)$ | S_2 | | | | | | | | | | | | | |
| $z(t)$ | c | | | | | | | | | | | | | |

PROPAGATION DELAY x to z_0 :

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

$$\begin{aligned} \text{SET-UP TIME:} \quad t_{su}(net) &= t_{pHL}(\text{NOT}) + t_{pHL}(\text{AND3}) \\ &\quad + t_{pHL}(\text{OR4}) + t_{su} \\ &= (0.05 + 0.017 \times 3) + (0.18 + 0.018) \\ &\quad + (0.45 + 0.025) + 0.3 \\ &= 1.07 \text{ [ns]} \end{aligned}$$

| | |
|------------|--------------------------------|
| HOLD TIME: | $t_h(net) = 0.14 \text{ [ns]}$ |
|------------|--------------------------------|

PROPAGATION DELAY: $t_p(z_0) = t_{pLH}(\text{FF}) + t_{pHL}(\text{NOT})$
 $= (0.49 + 0.038 \times 3)$
 $+ (0.05 + 0.017 \times (L + 3))$
 $= 0.70 + 0.017L \text{ [ns]}$
 (load of NOT is $L + 3$, load of FF is 3)

