

Lecture 3 – Sequential Logic and ALU

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Outline

- Sequential Logic Circuit
- Sequential Chips
- Arithmetic Logical Unit

Learning Outcome

- To be able to understand sequential logic circuit
- To be able to understand the key concepts of sequential logic chip
- To be able to implement simple sequential logic chip in HDL
- To be able to understand the general concepts of ALU

Introduction

- All the chips we've seen so far were combinational
- Combinational chips compute functions that **depend solely on combinations of their input values**
 - The chip's inputs were just "sitting there" fixed and unchanging
 - The chip's output was a pure function of the current inputs, and **did not depend on anything that happened previously**
 - The output was computed "instantaneously"
- This style of gate logic is sometimes called:
 - Time independent logic
 - Combinational logic
 - Memory less

Sequential Logic Circuits

- So far we ignored the issue of time
- In order to maintain states, we need to be able to store and recall values
- Sequential Logic Circuits
 - Output depends **not only on the present value** of its input signals but **on the sequence of past inputs**, the input history as well

Memory Elements

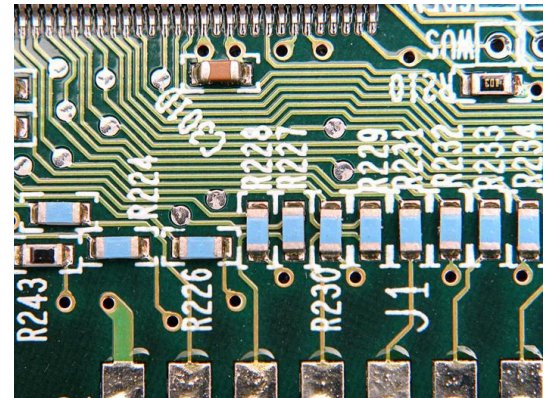
- Memory elements are needed to preserve data over time
- Memory elements are built from sequential chips
- Implementation of memory elements involves synchronization, clocking and feedback loops
- Most of this complexity can be embedded in the operating logic of very low-level sequential gates called **flip-flops**
- Using flips-flops as elementary building blocks – we will build all the memory devices employed by modern day computers

Time

- The hardware must support maintaining “state”
- The hardware must support computations over time
- The hardware must handle the physical time delays associated with calculating and moving data from one chip to another
 - Can not ask computer to do something faster than its physics

```
x = 17
```

```
for i = 0 ... 99:  
    sum = sum + a[i]
```

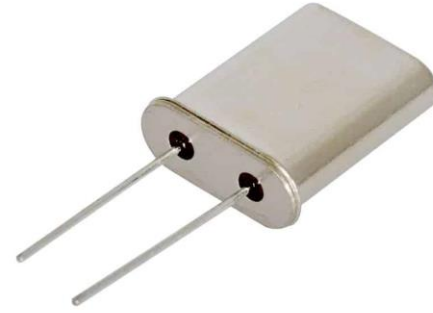


Clock

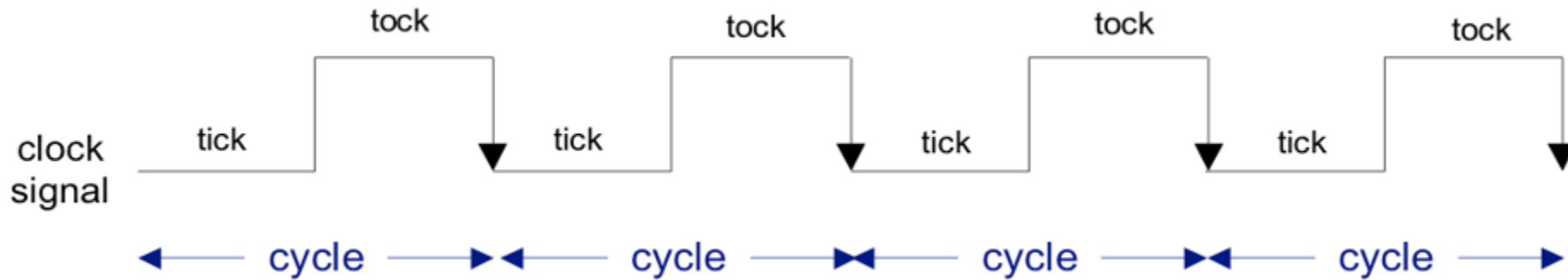


- Almost all computers are constructed using a clock that determines when events take place in hardware
- The clock delivers a **continuous train of alternating signals**
- The hardware implementation is based on an oscillator that alternates between the beginning phases labelled:
 - 0-1, low-high, tick-tock
- The elapsed time **between the beginning of a tick and the end of a subsequent tock is called a cycle**
- A clock phases tick and tock is represented by a binary signal (0 and 1)

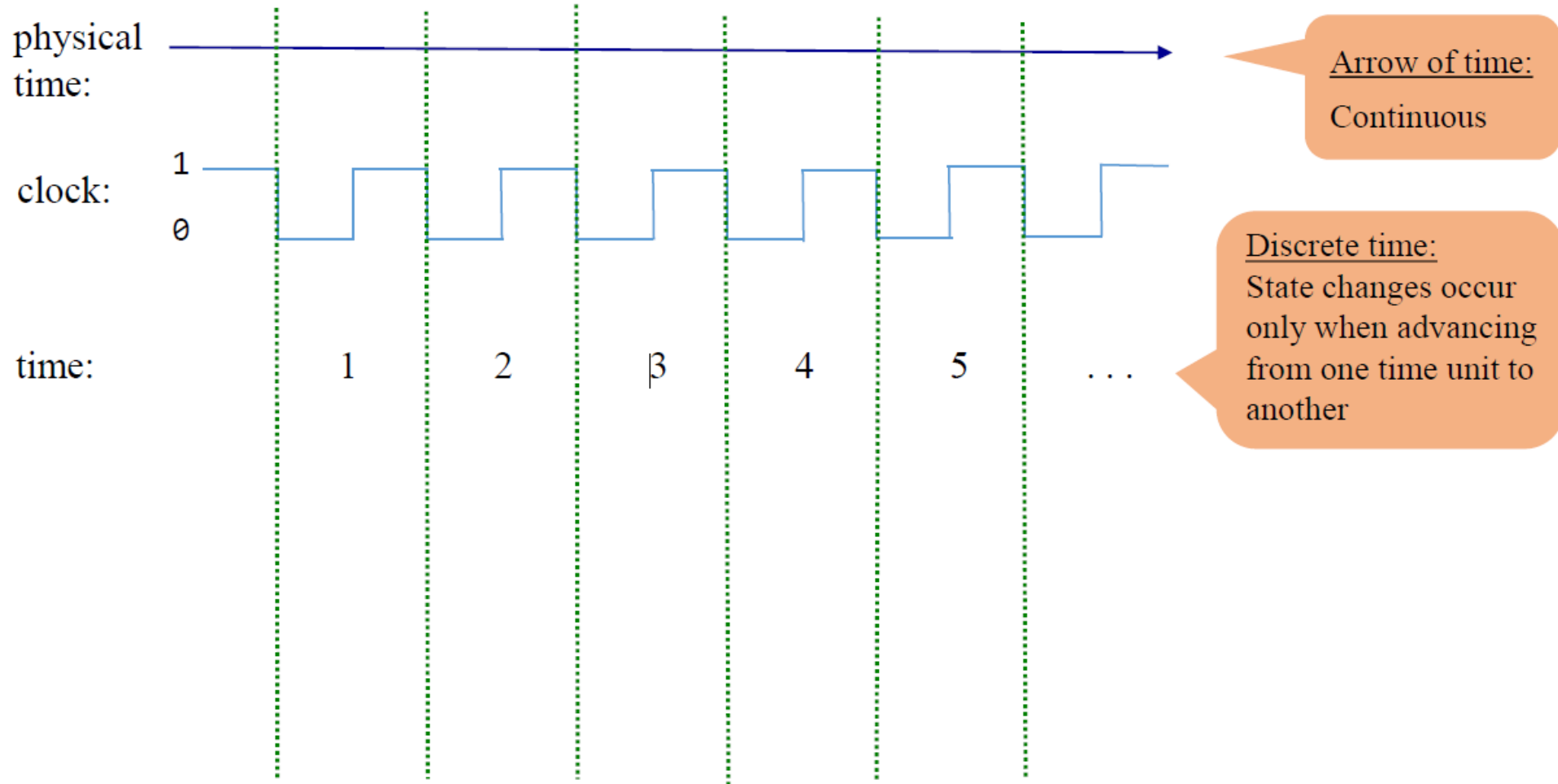
Clock



- In our jargon, a clock cycle = tick-phase(low), followed by a tock-phase(high)
- In real hardware, the clock is implemented by an oscillator



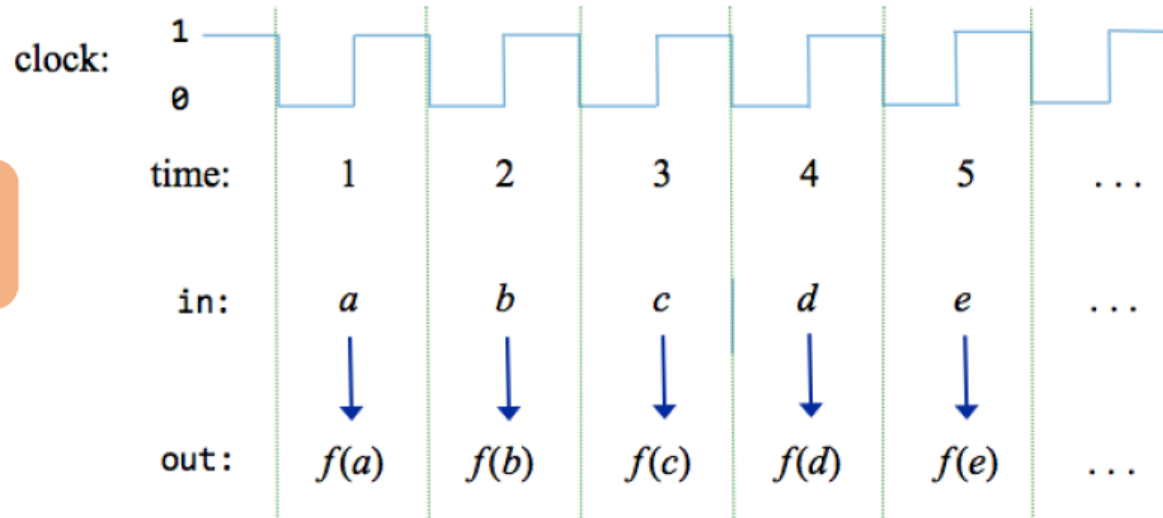
Physical time/Clock time



Combinational logic / Sequential logic

Combinational

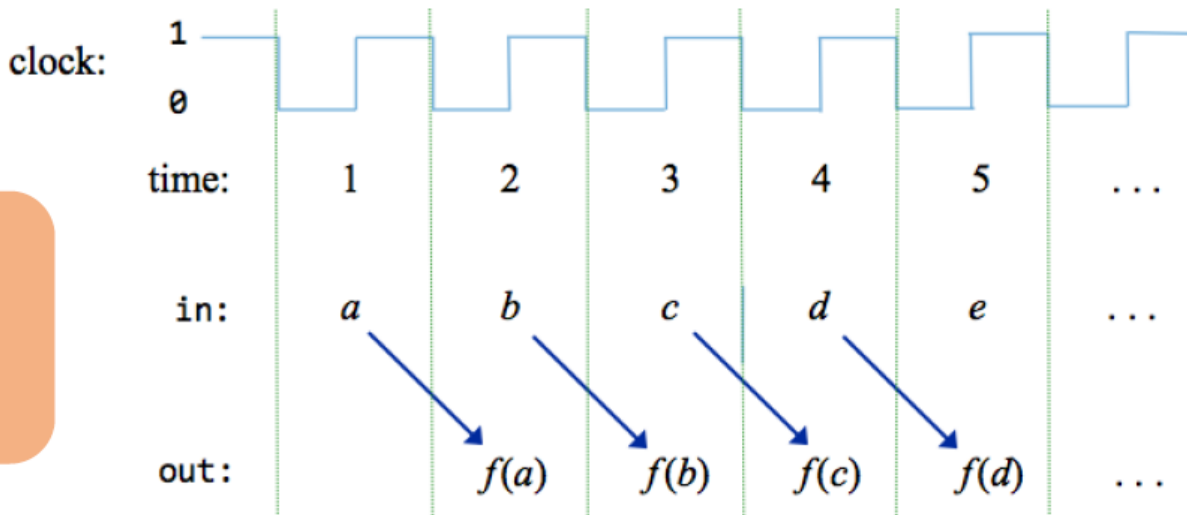
The output is a pure function
of the present input only



Sequential logic:

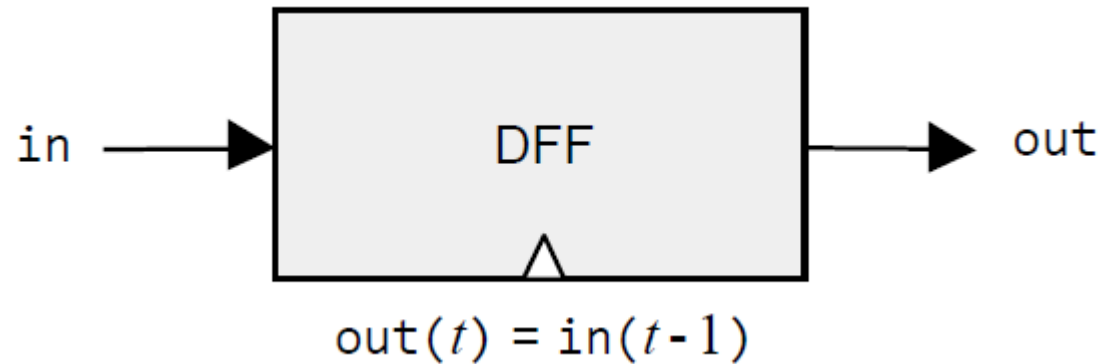
The output depends on:

- the present input (optionally)
- the history of the input
(creates a memory effect).



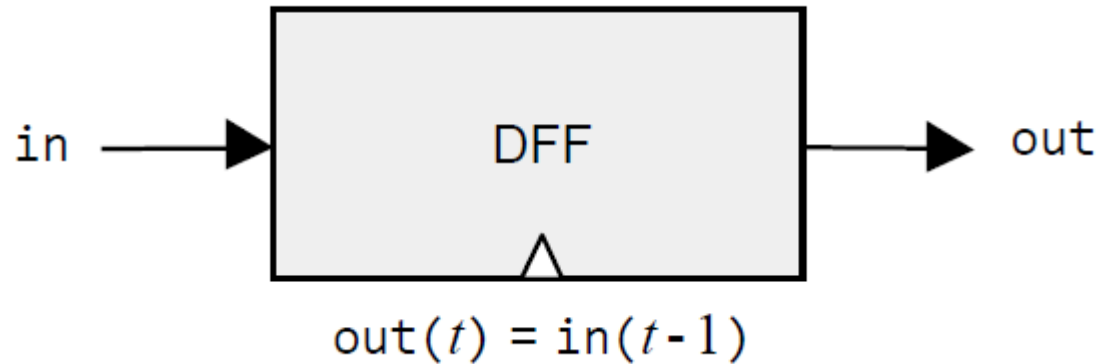
Flip Flops

- The flip flop is the most elementary sequential element in the computer
- Data Flip Flop (DFF): the simplest state keeping gate (built-in)



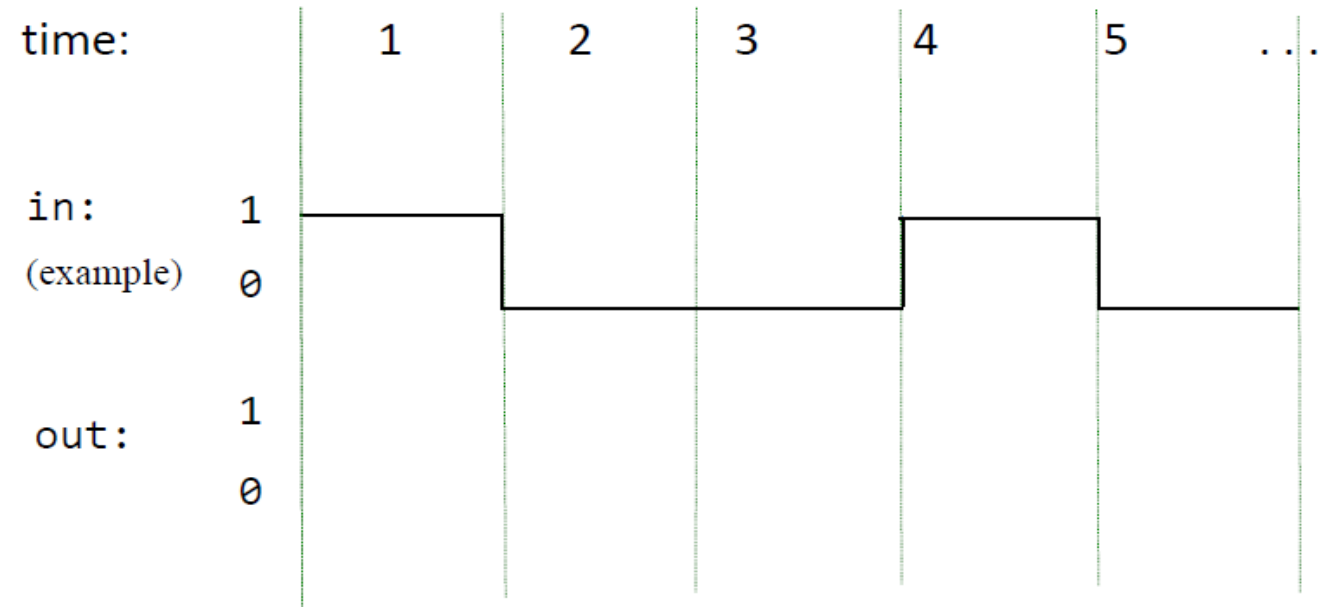
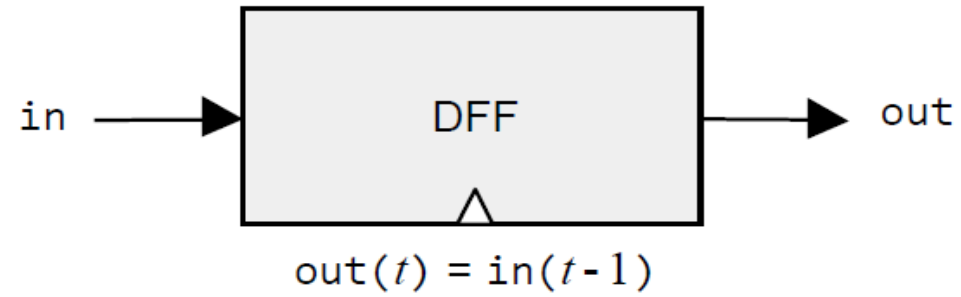
- Contains a **single** bit **input** and a **single** bit **output**

Flip Flops

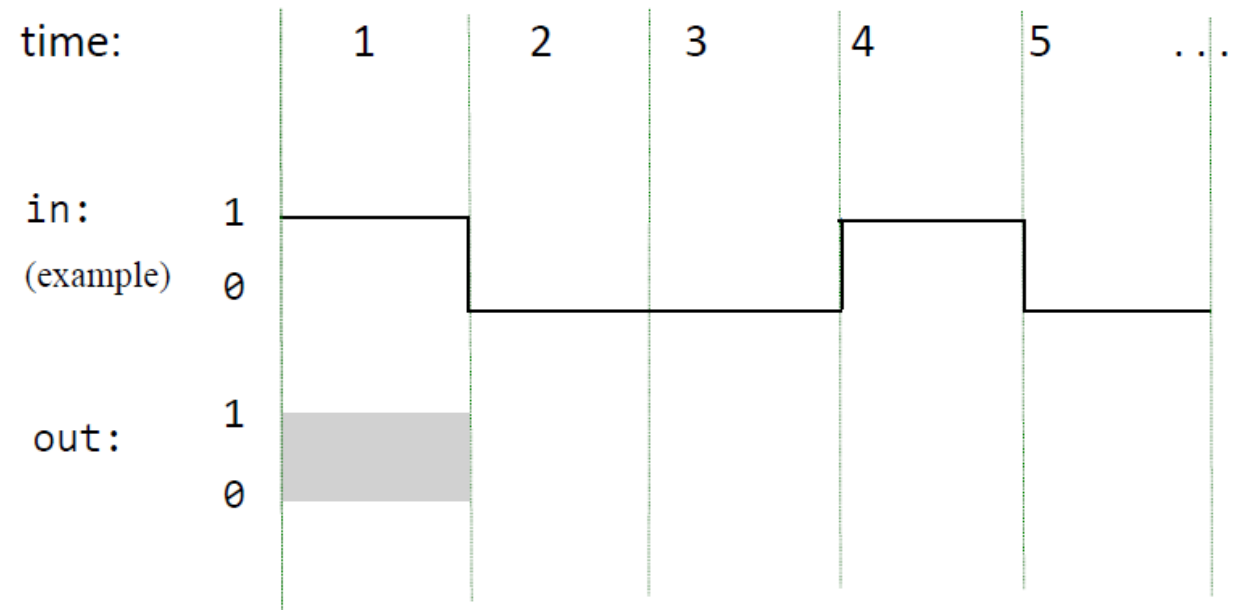
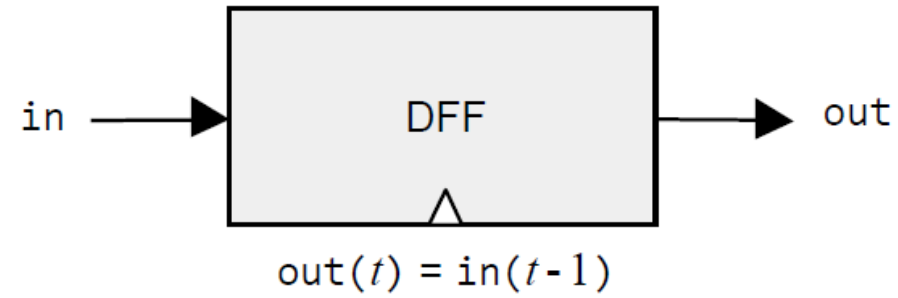


- The gate outputs its previous input: $out(t) = in(t-1)$
- Implementation: a gate that can flip between two stable states:
 - Remembering 0/Remembering 1
 - Also can be made from looping NAND gates

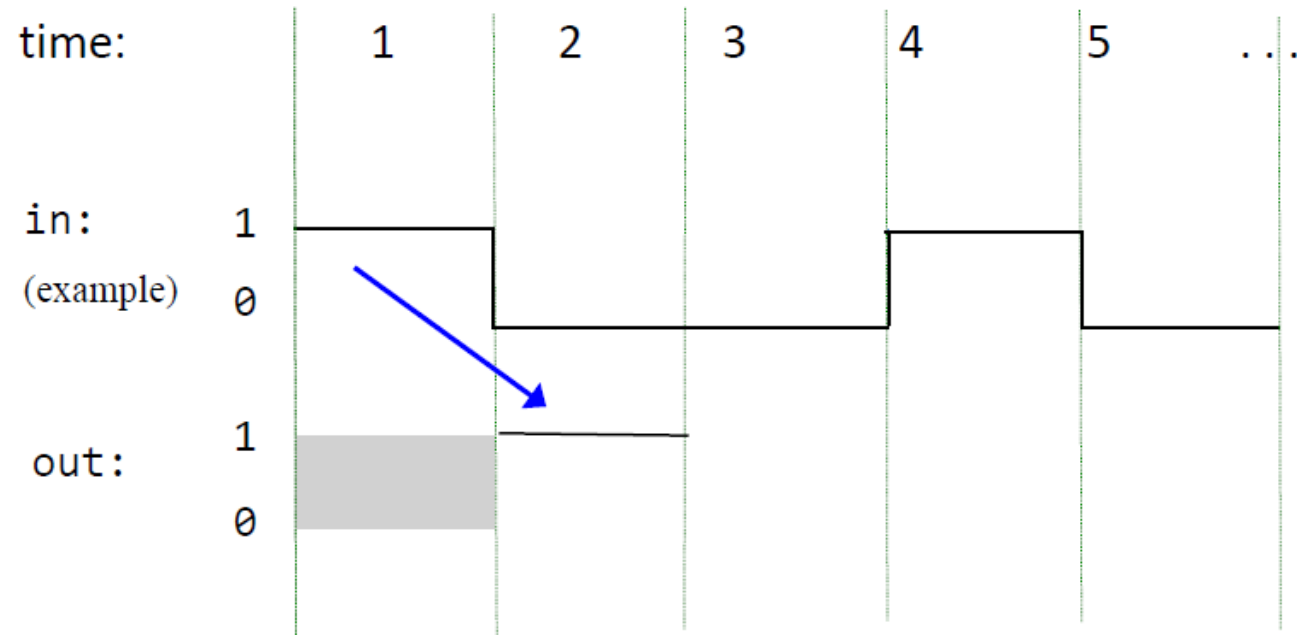
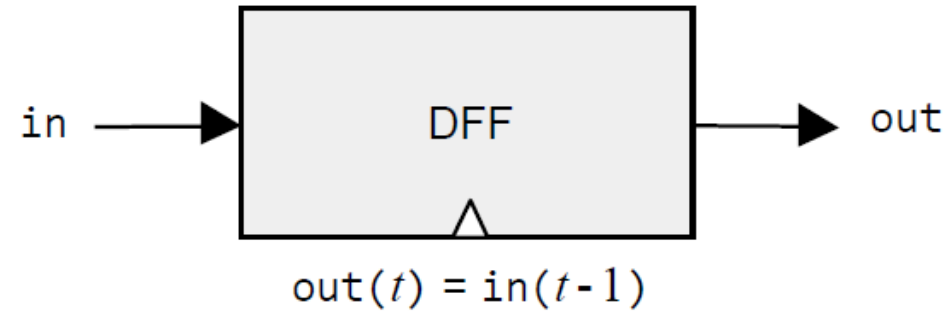
Flip-Flop



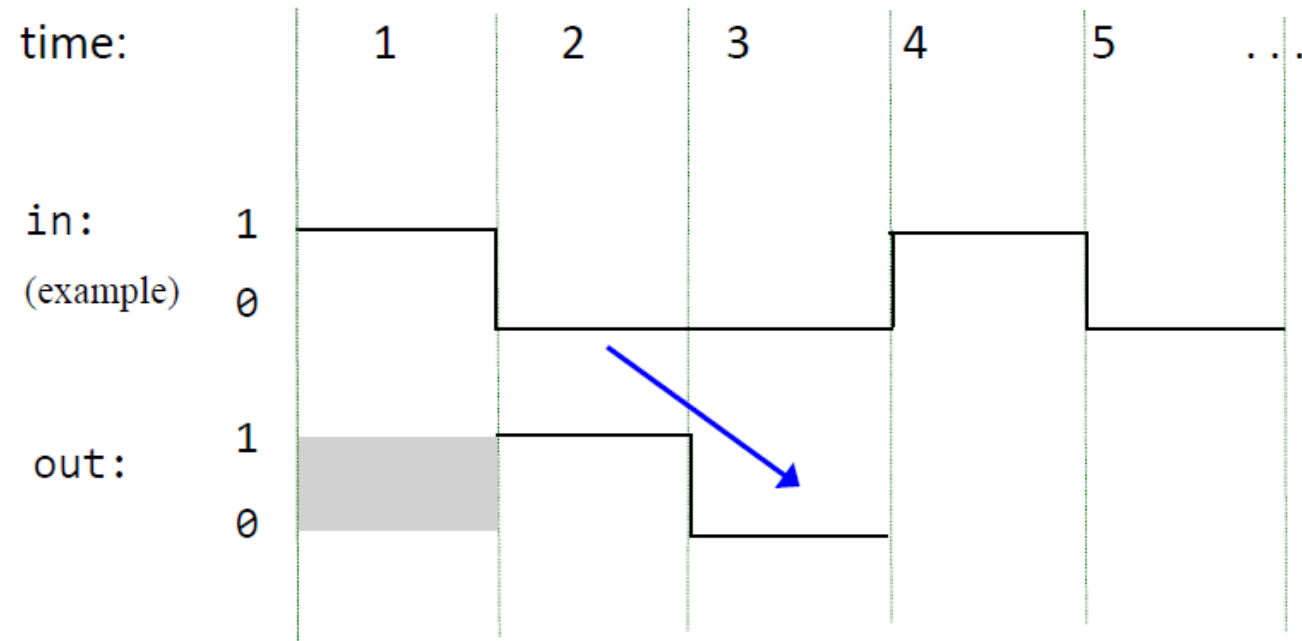
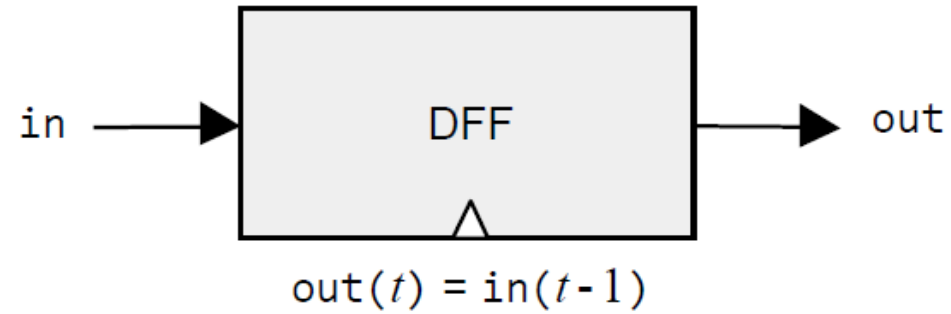
Flip-Flop



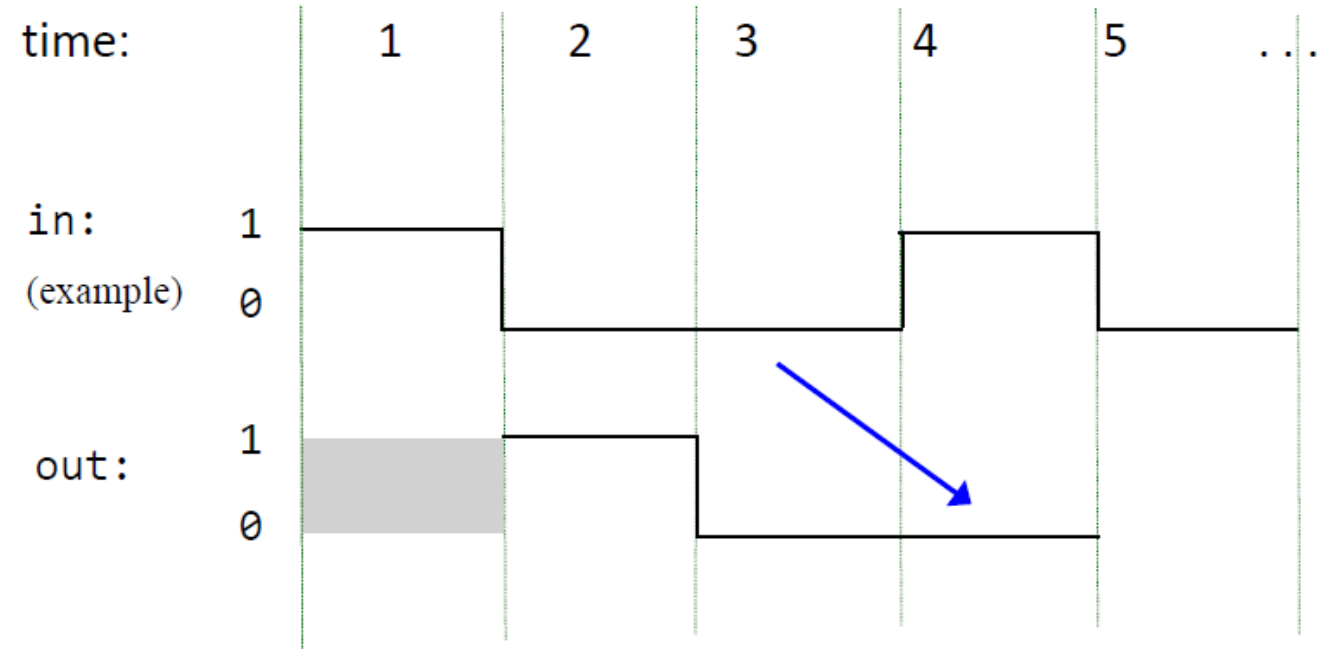
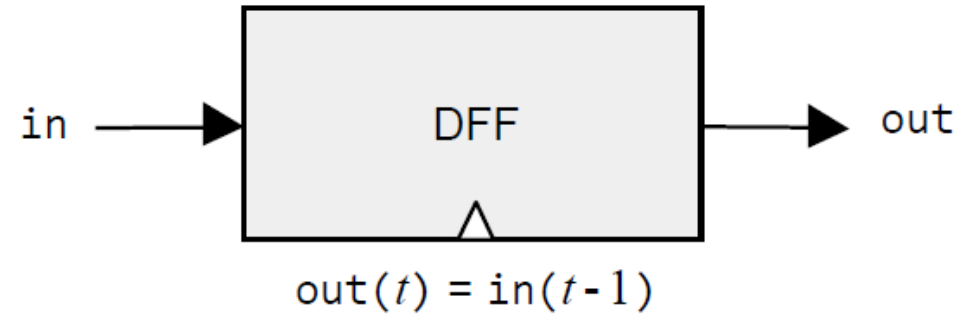
Flip-Flop



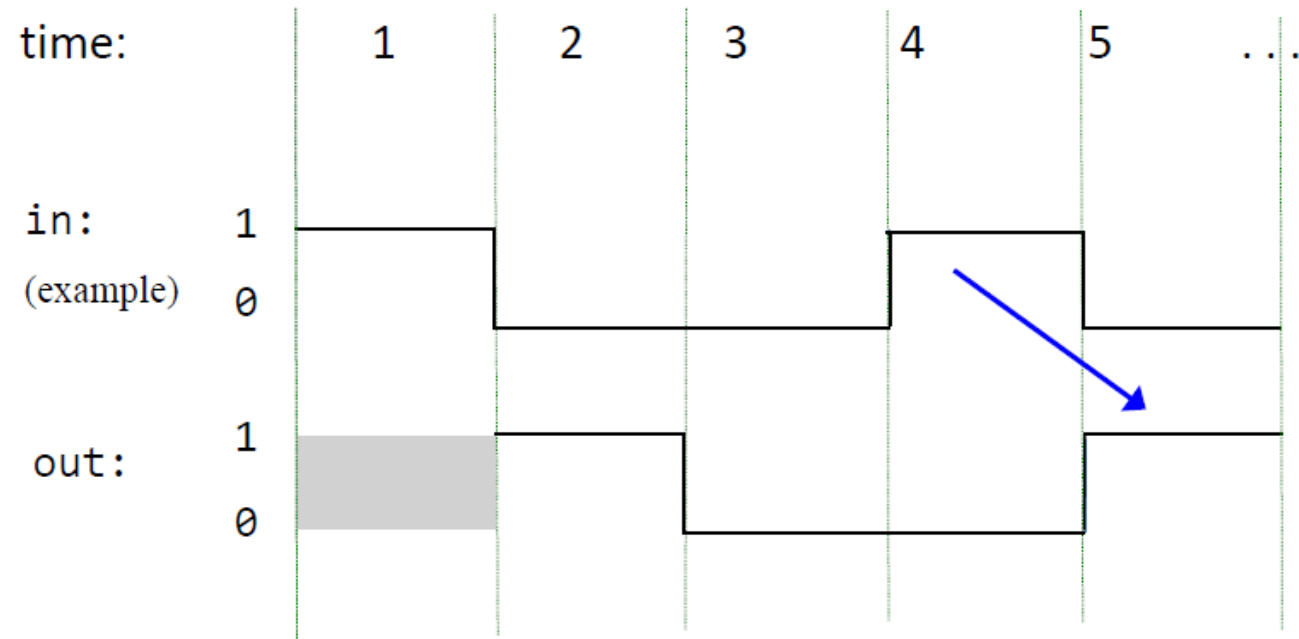
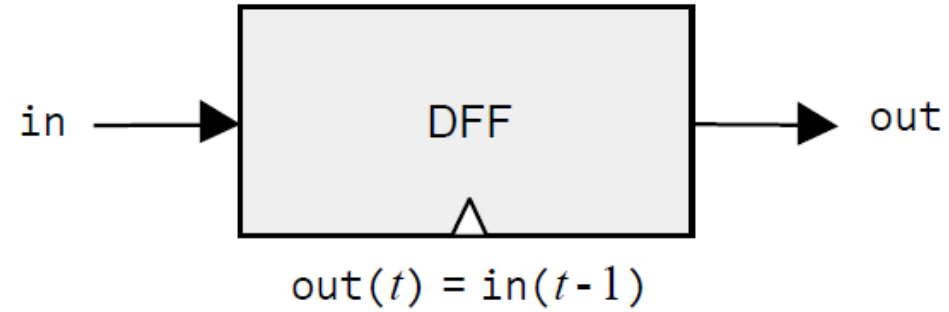
Flip-Flop



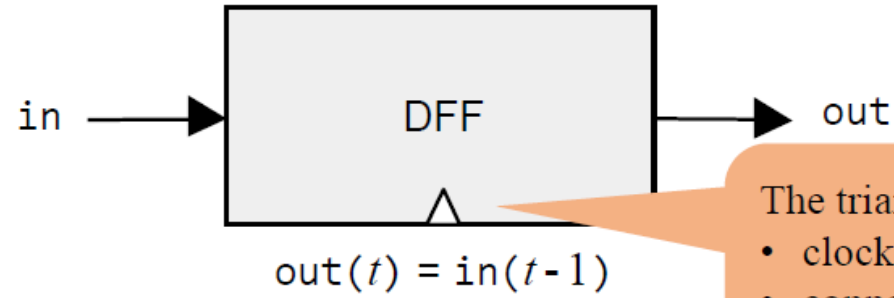
Flip-Flop



Flip-Flop

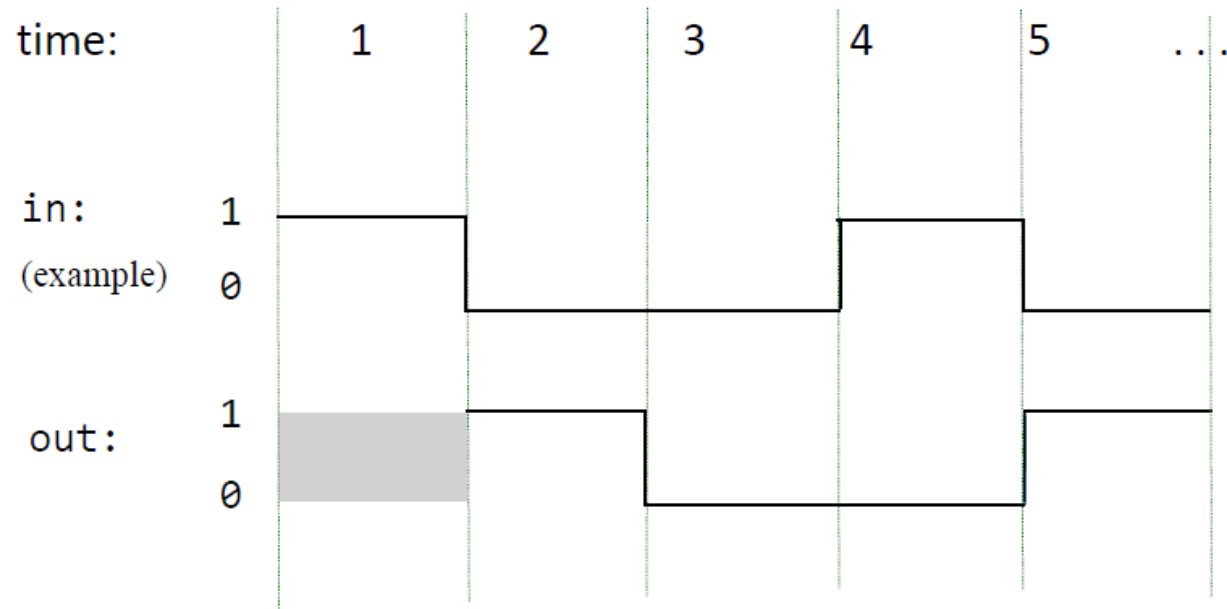


Flip-Flop



The triangle icon indicates that the gate is:

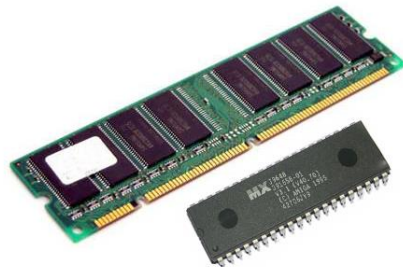
- clocked / sequential
- connected to a clock input
- designed to maintain state



Data and Time in DFF

$$\text{out}(t) = \text{in}(t-1)$$

- ***in*** is the gate's input value
- ***out*** is the gate's output value
- ***t*** is the current clock cycle
- ***t-1*** is the previous clock cycle
- ***t+1*** is the next clock cycle
- This elementary behavior can form the basis of all the hardware devices that computers use to maintain state

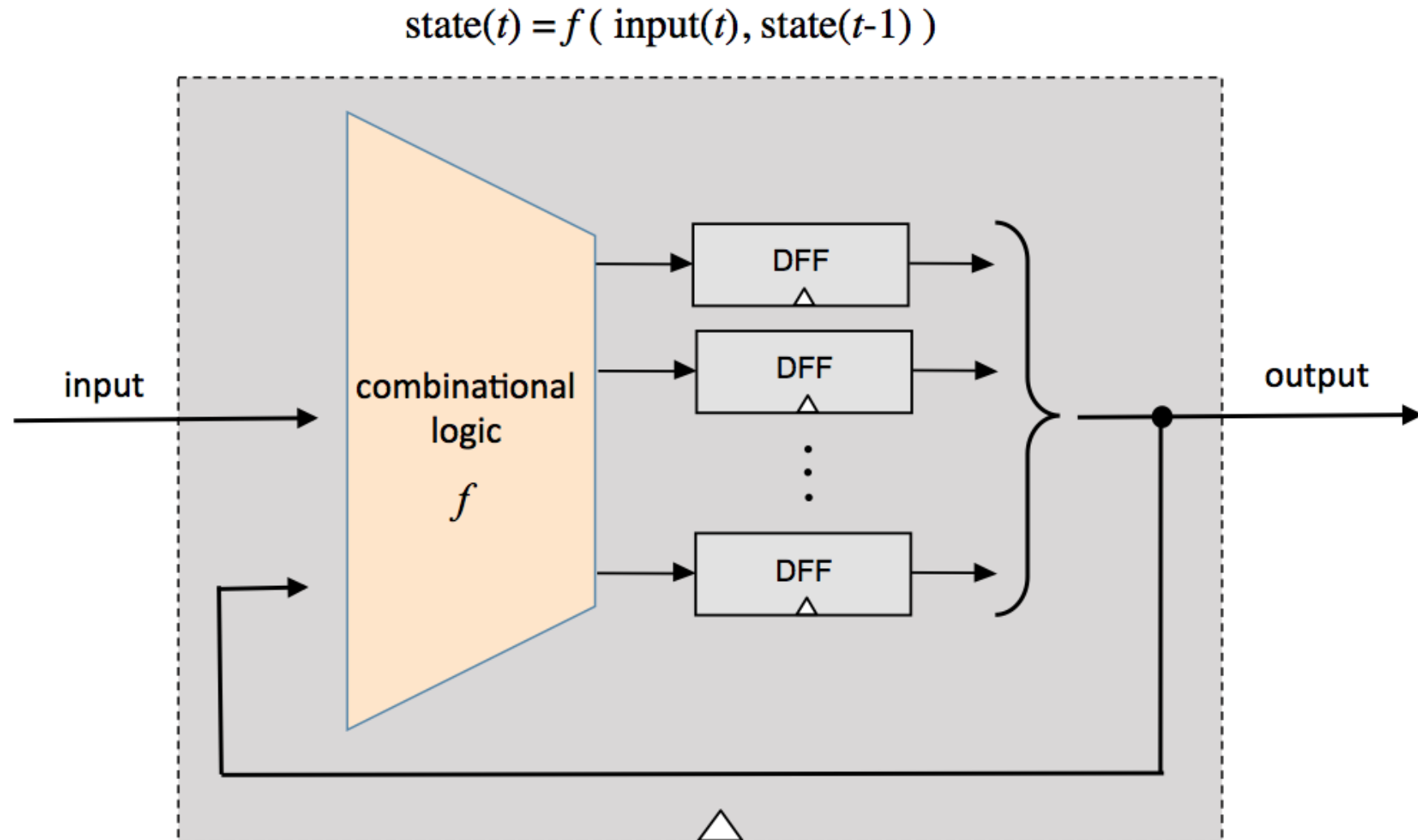


Sequential Chips

- Sequential chips are capable of:
 - Maintaining state
 - Acting on the state, and on the current inputs
- $$\text{state}(t) = f(\text{state}(t-1), \text{input}(t))$$
- Example: DFF
 - The DFF state: the value of the input from the previous time unit
 - Example: RAM
 - The RAM state: the current values of all its registers
 - Given some address (input), the RAM emits the value of the selected register
 - All combinational chips can be constructed from NAND gates
 - All sequential chips can be constructed from DFF gates, and combinational chips

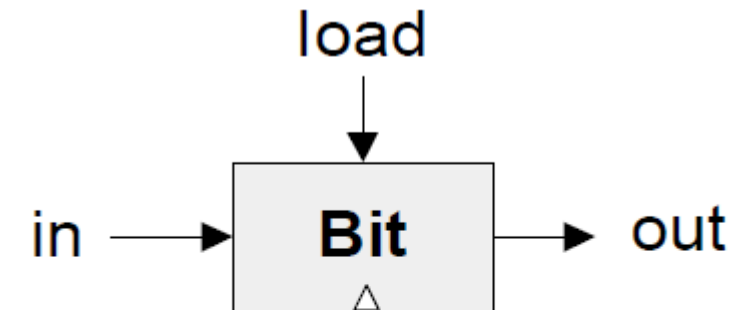
Sequential Chips

- Calculate -> Save



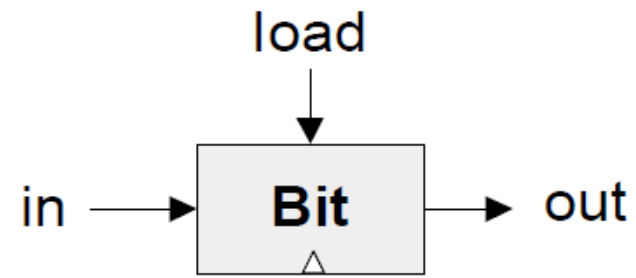
Register

- A register is a storage device that can “**store**” or “**remember**” a value over time
- Typically is composed of flip flops
- 1-bit register:
 - Store (maintain) a bit
 - Until it is instructed to load(store) another bit



if $\text{load}(t)$ then $\text{out}(t+1) = \text{in}(t)$
else $\text{out}(t+1) = \text{out}(t)$

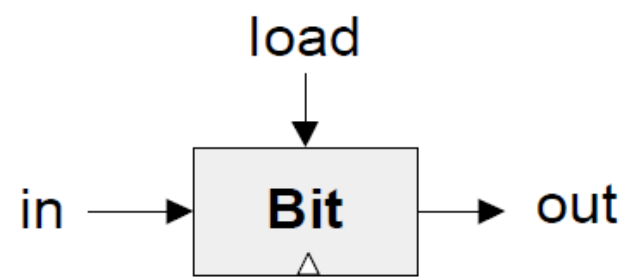
1-bit Register



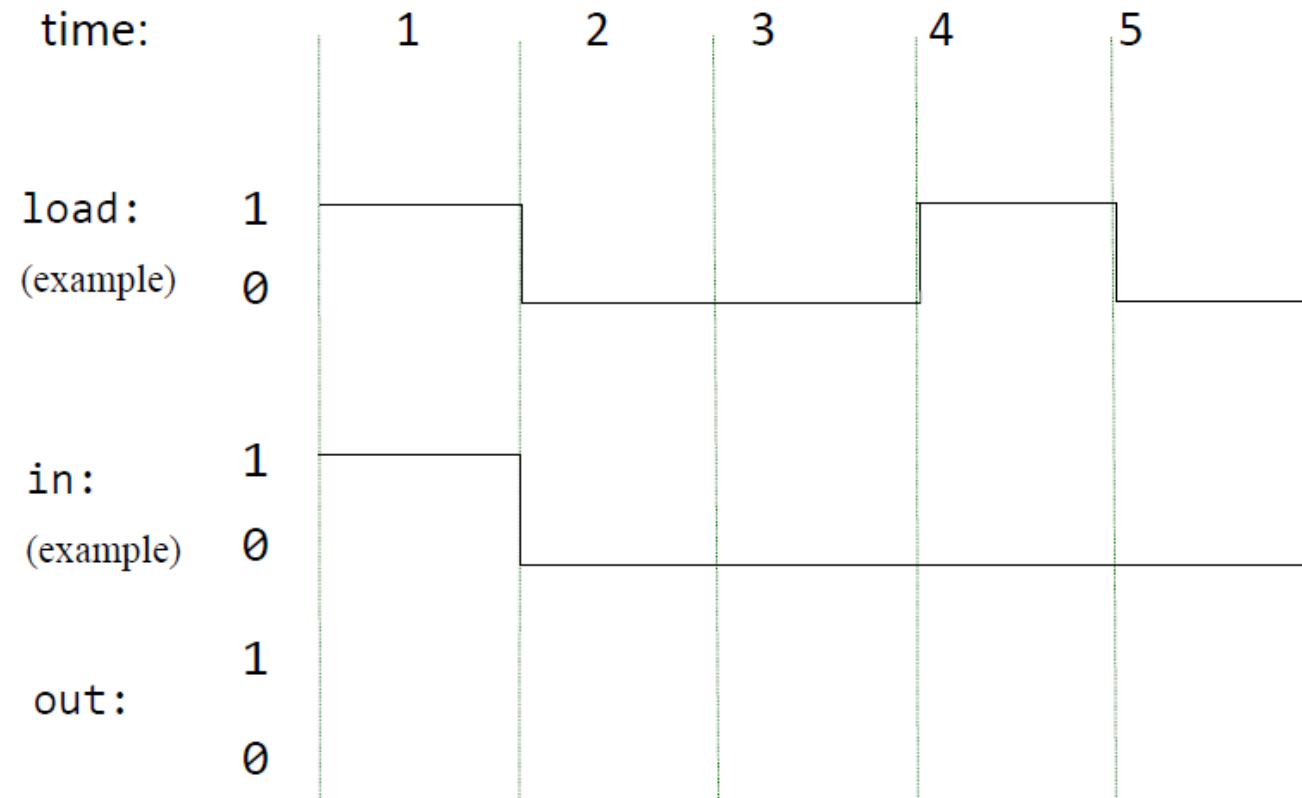
if $\text{load}(t)$ then $\text{out}(t+1) = \text{in}(t)$
else $\text{out}(t+1) = \text{out}(t)$

time:		1	2	3	4	5
load:	1					
	0					
in:	1					
	0					
out:	1					
	0					

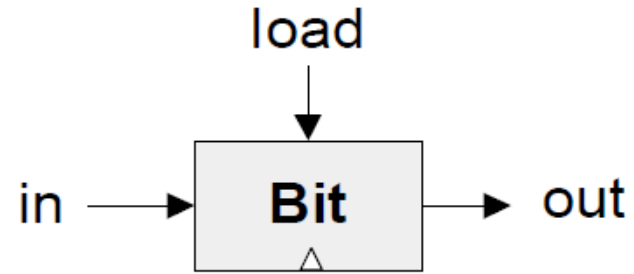
1-bit Register



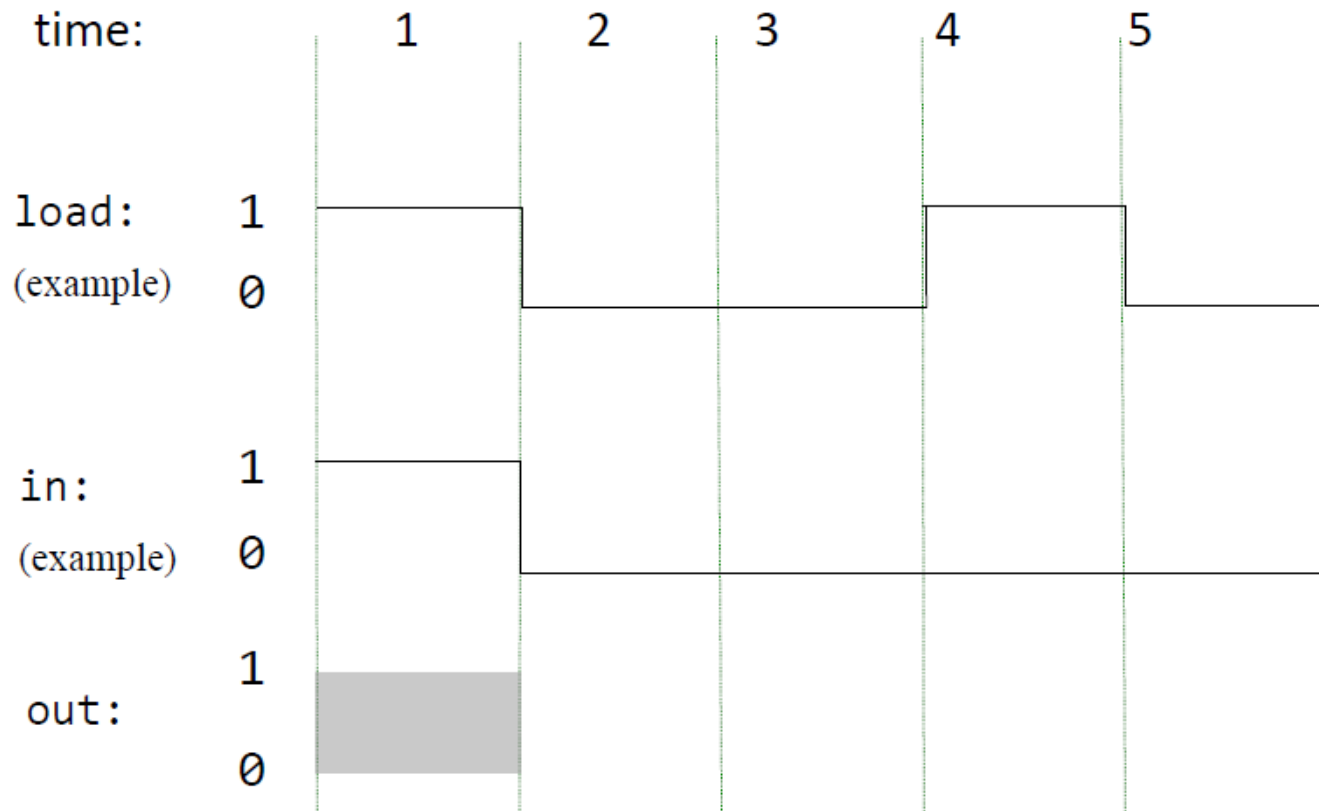
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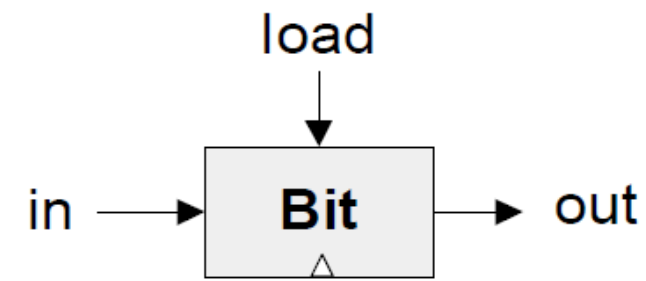
1-bit Register



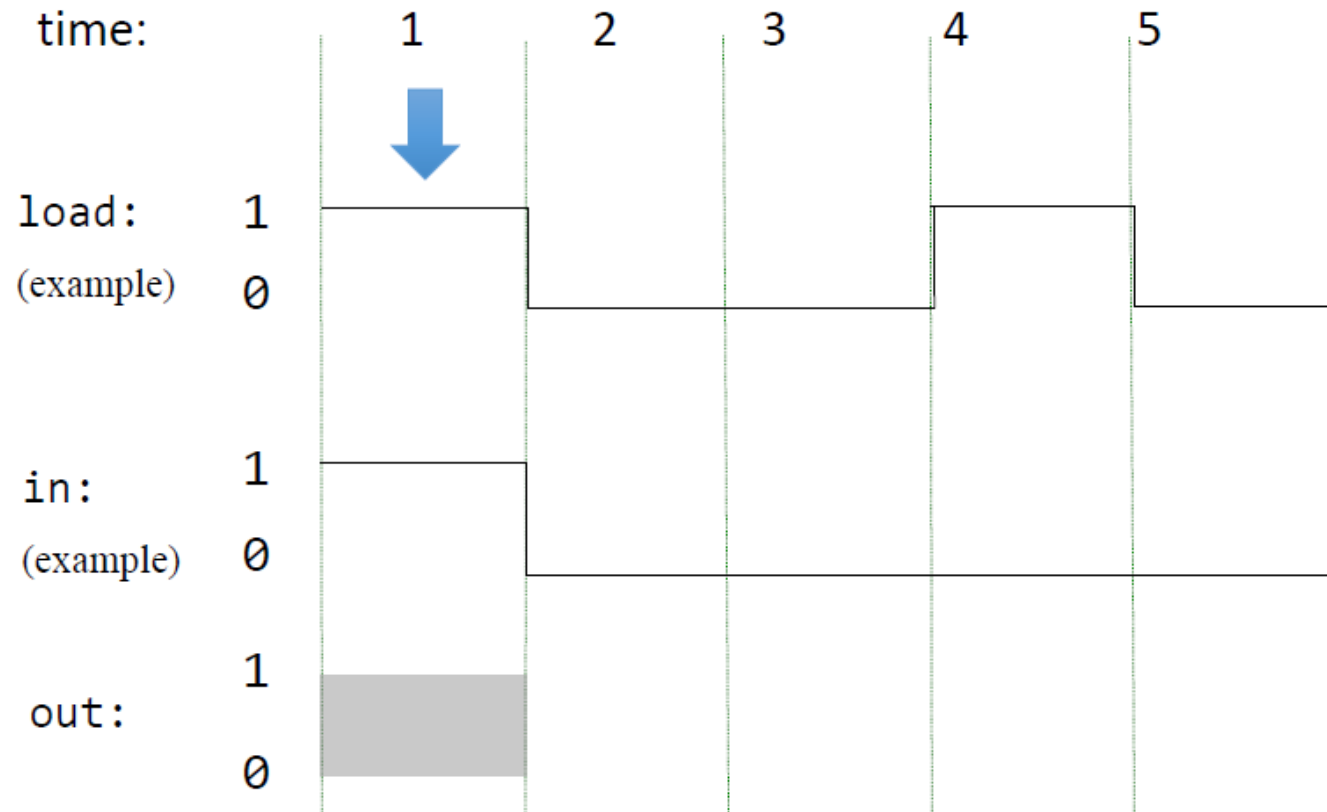
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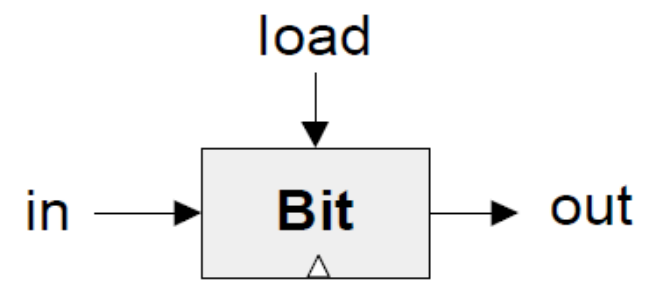
1-bit Register



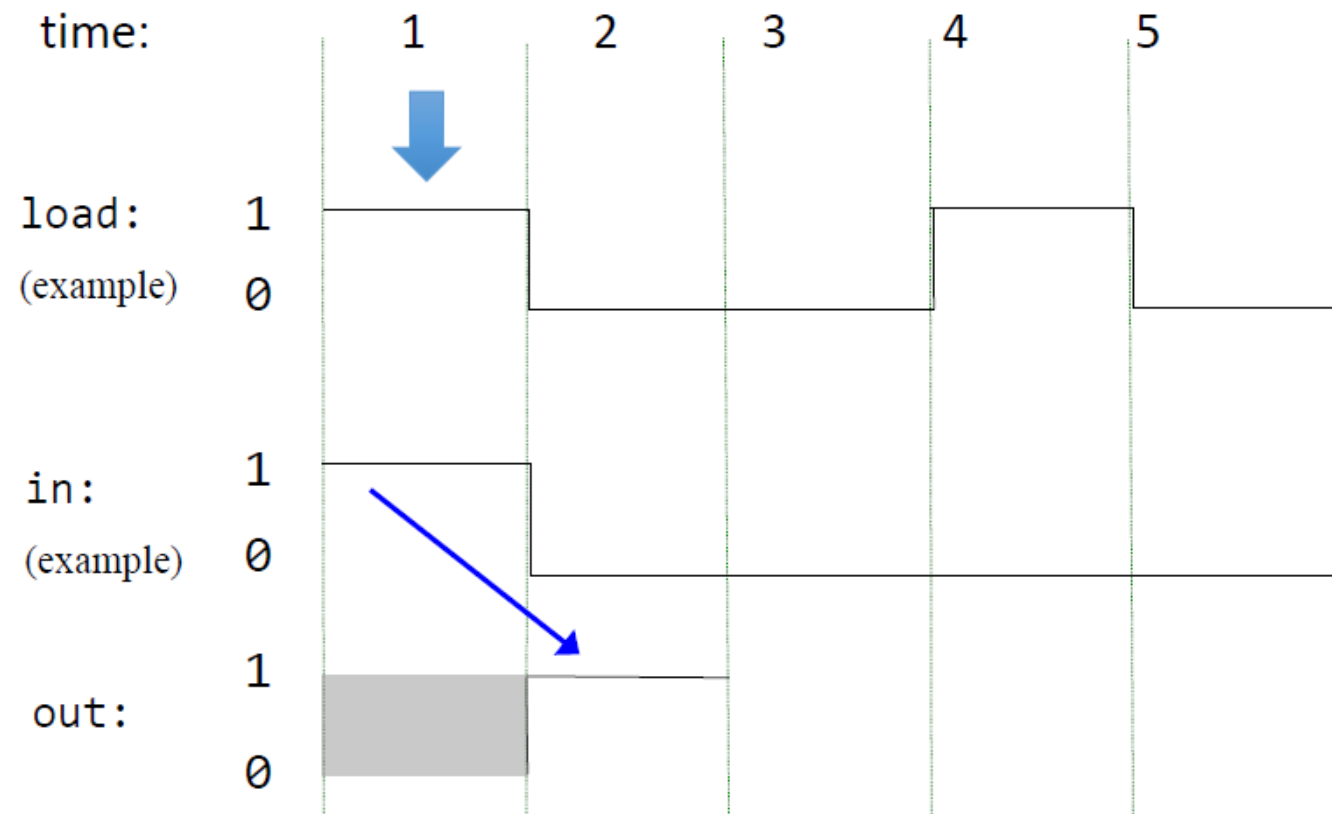
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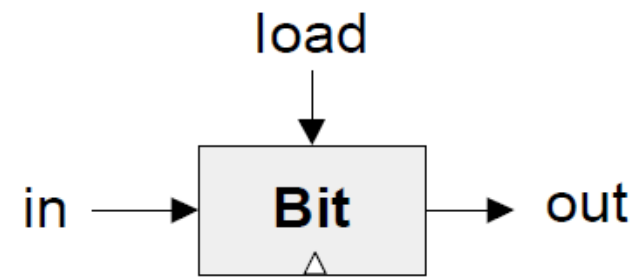
1-bit Register



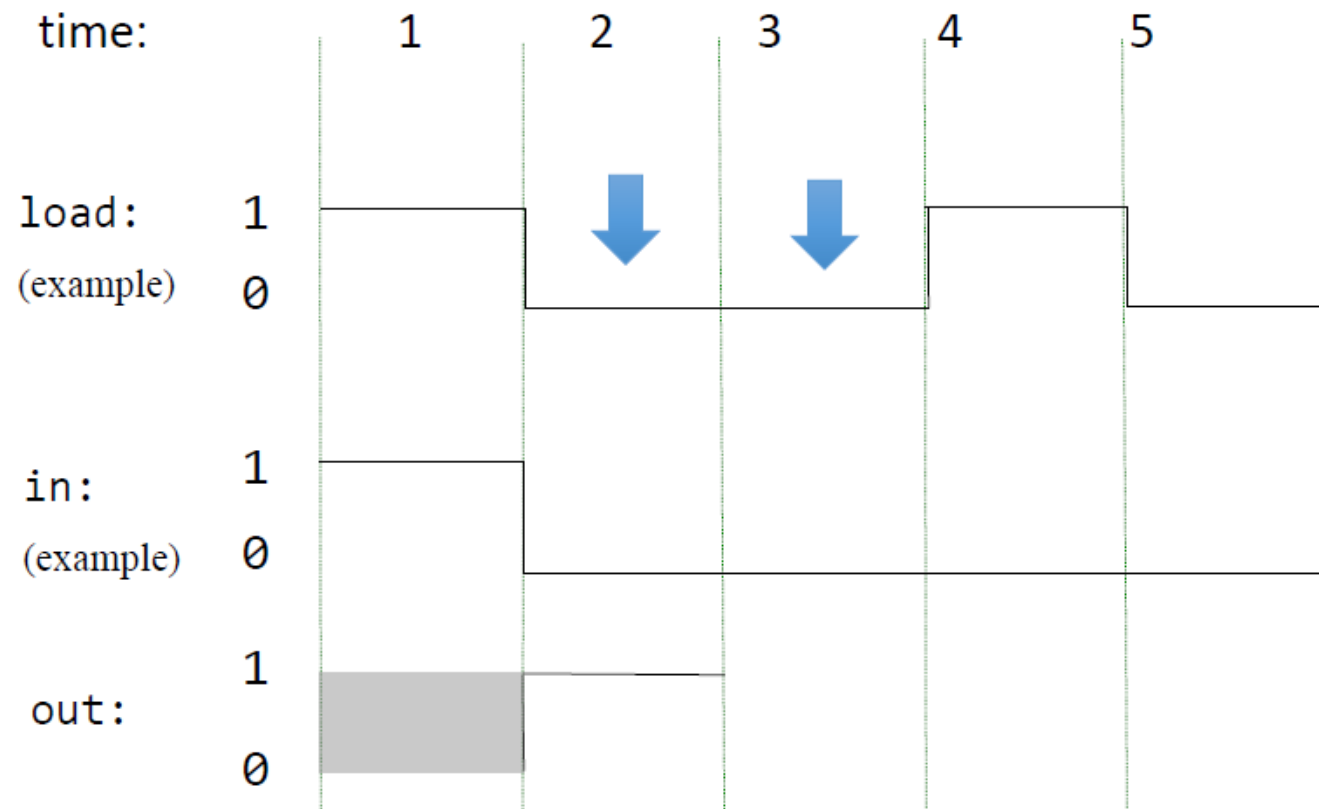
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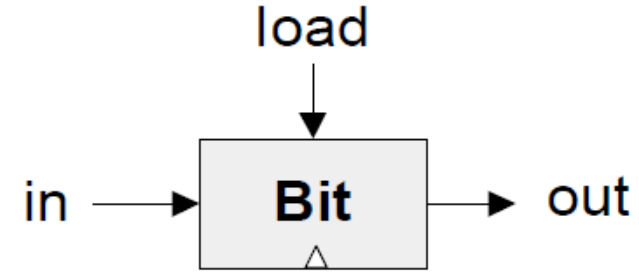
1-bit Register



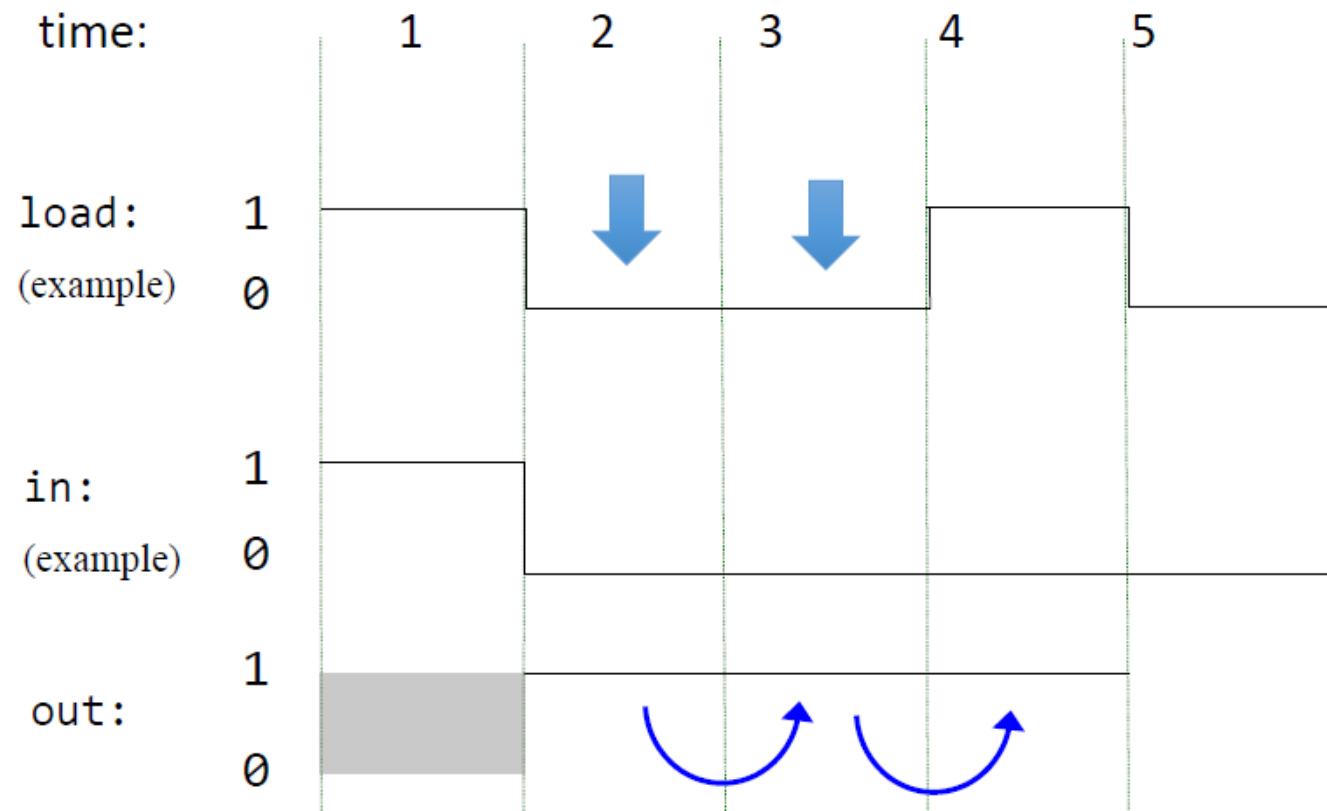
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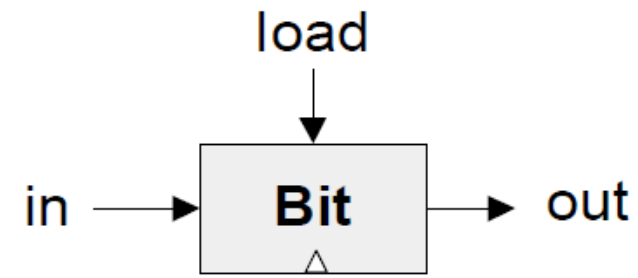
1-bit Register



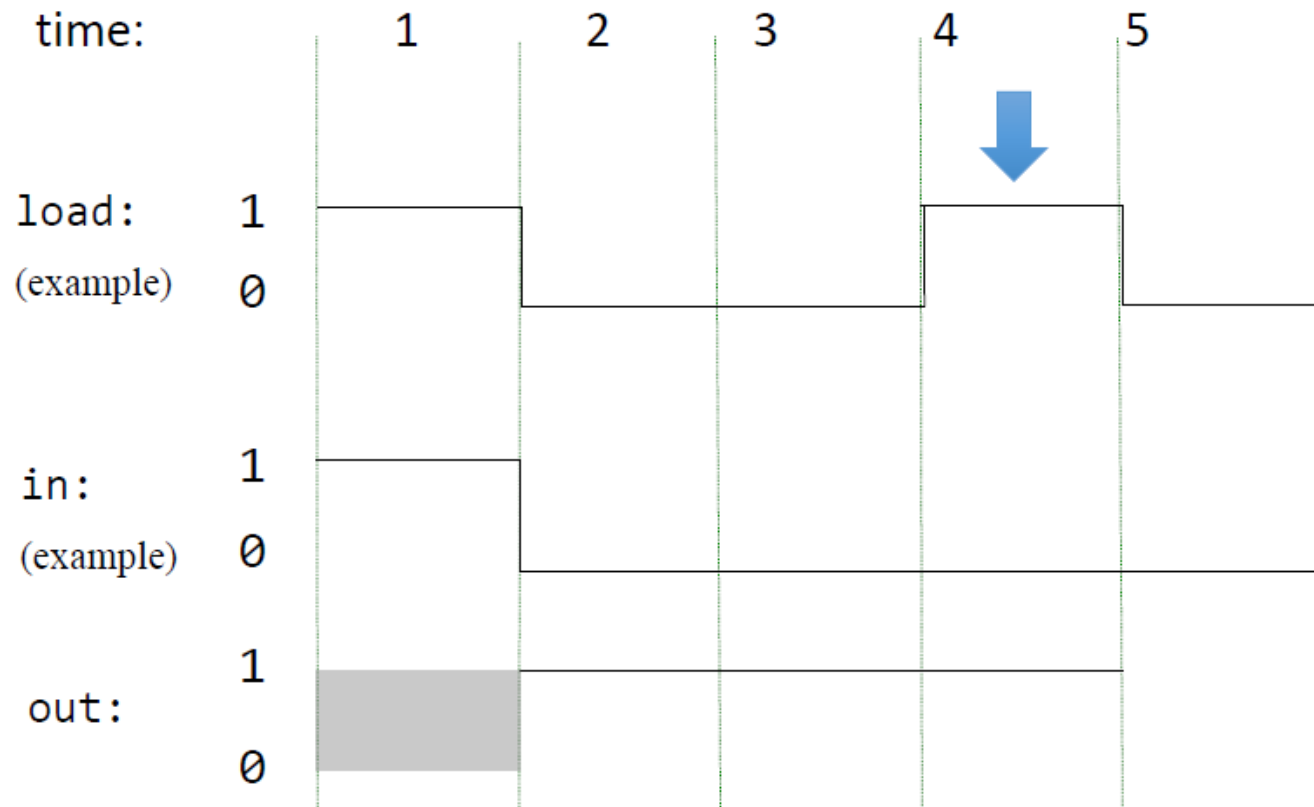
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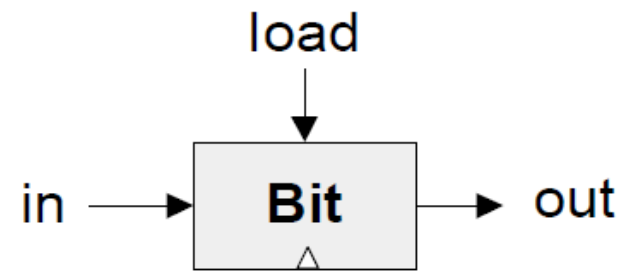
1-bit Register



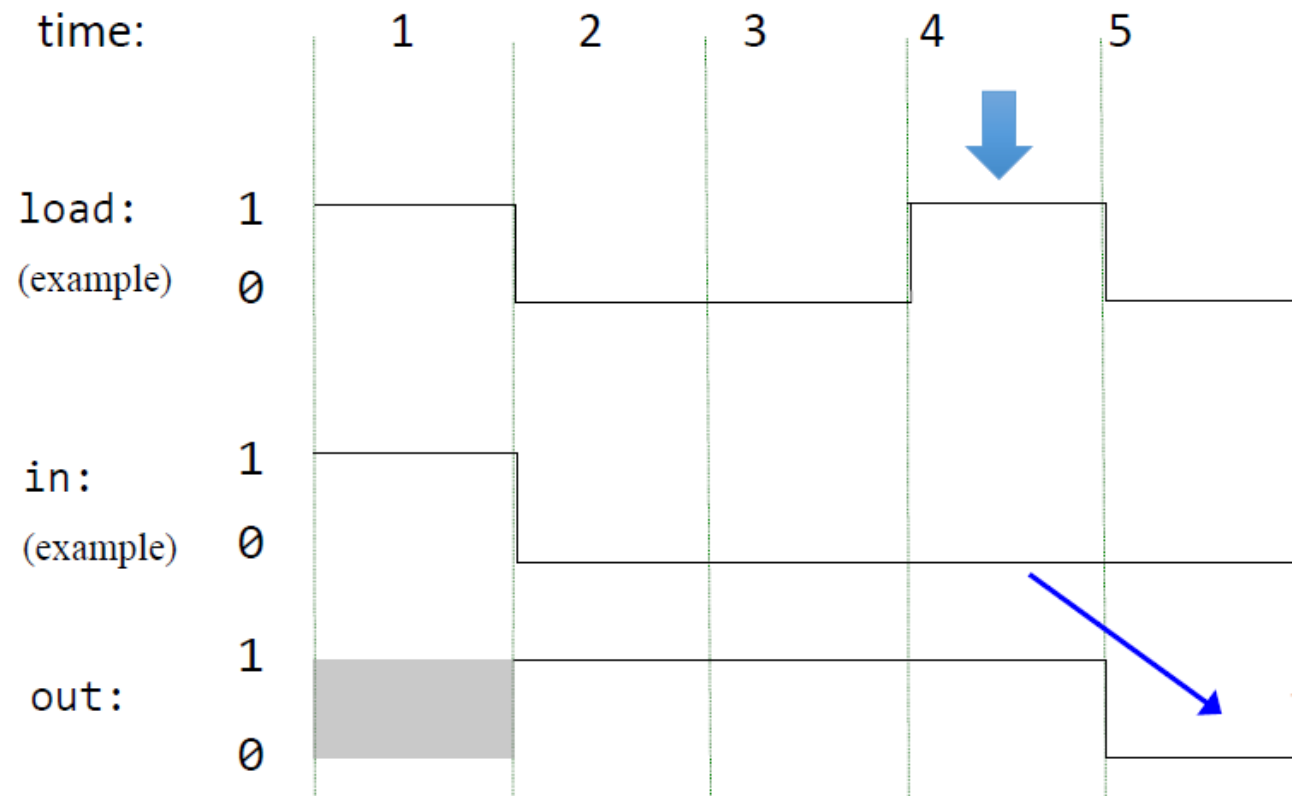
if $\text{load}(t)$ then $\text{out}(t+1) = \text{in}(t)$
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1-bit Register



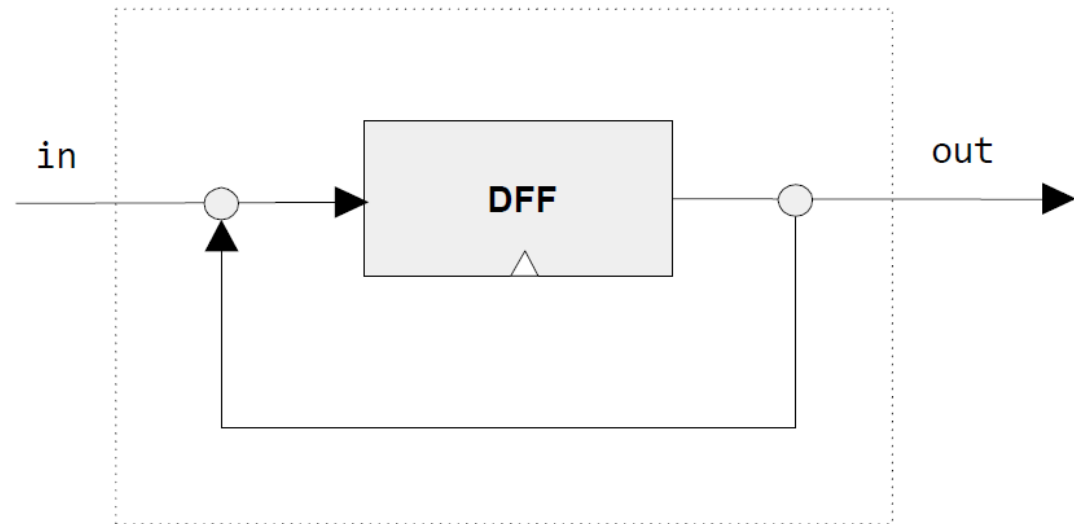
if $\text{load}(t)$ then $\text{out}(t+1) = \text{in}(t)$
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Resulting behavior:
Stores and emits a value, until instructed to load (and store) a new value

1-bit Register: Implementation

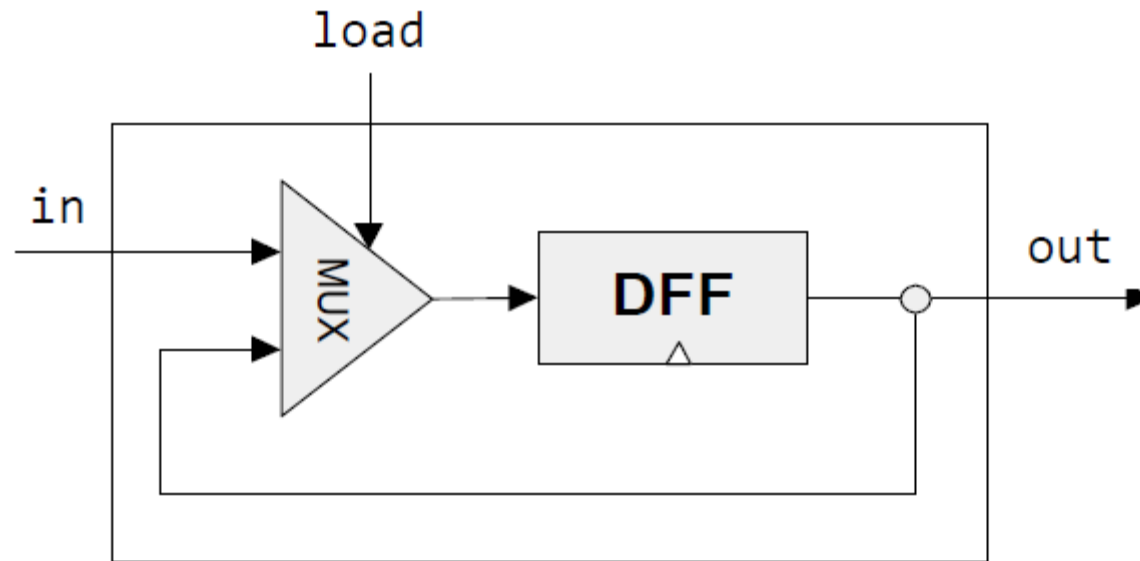
- This first objective of 1-bit register suggests that it can be implemented from a DFF by simply feeding the output back into its input, creating a device below



- It won't work as:
 - There is no way to load data
 - Could have 2 different values as input

1-bit Register: Implementation

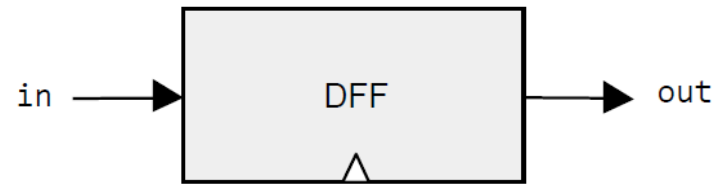
- One way to solve the problem is to include a multiplexor into the design
- The select bit of the Mux can become the load bit!



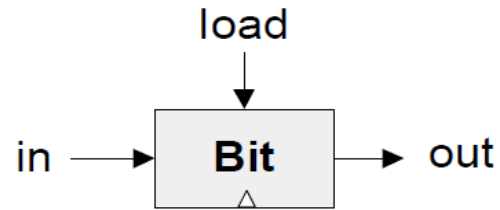
1-bit Register

```

if load == 1
    out = in
else
    out = b
    
```

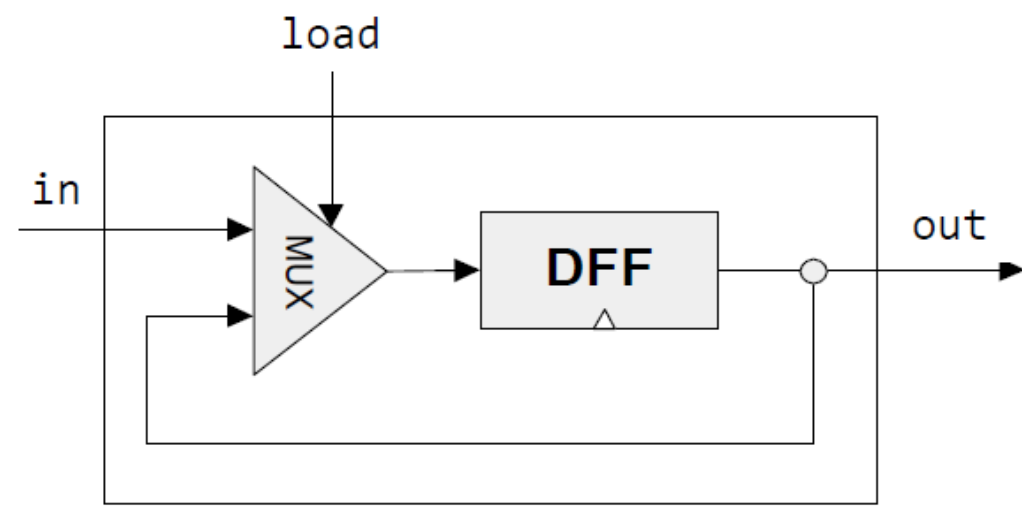


$$\text{out}(t) = \text{in}(t-1)$$

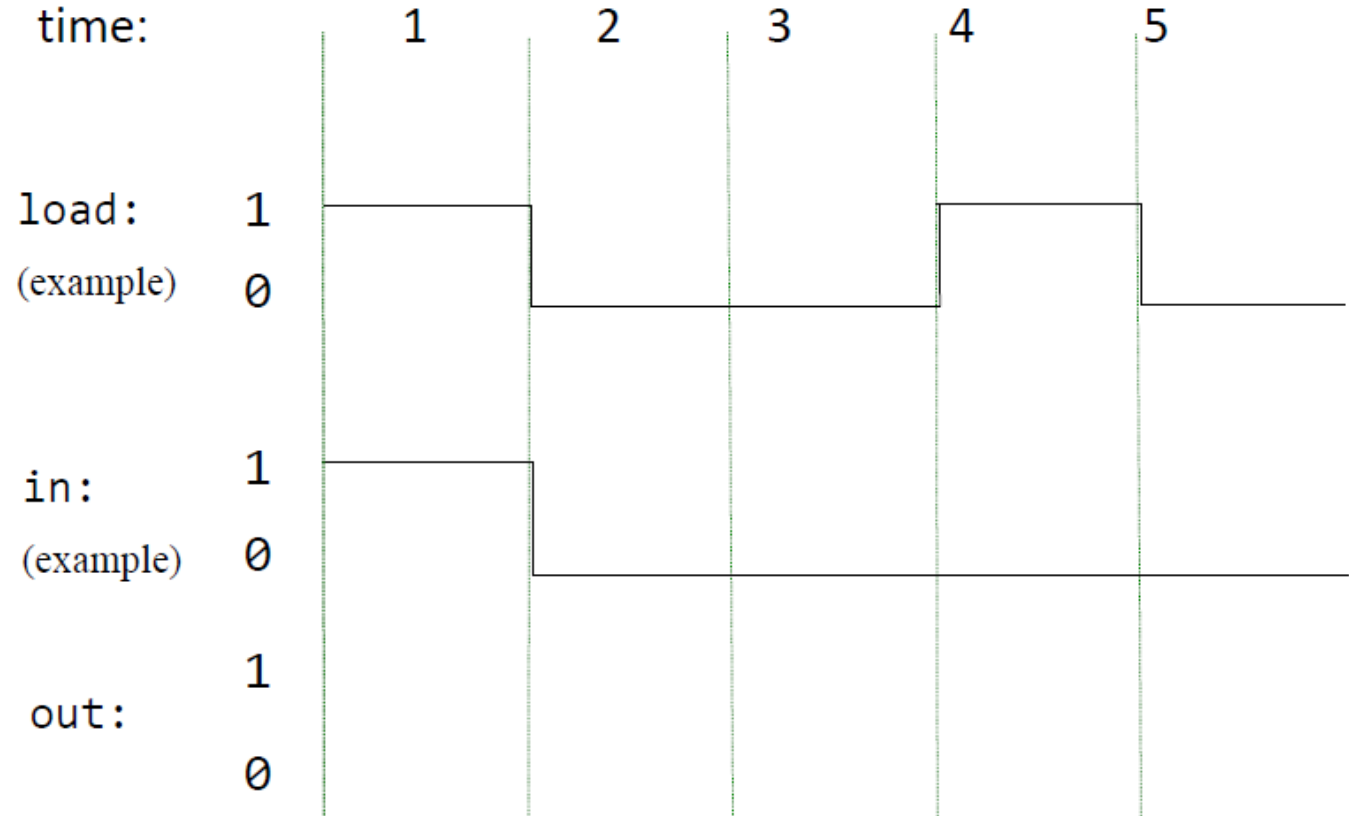


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if load(t) then out(t+1) = in(t)
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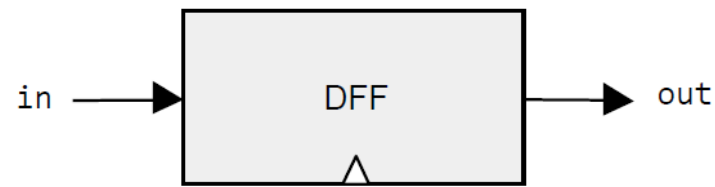
time:



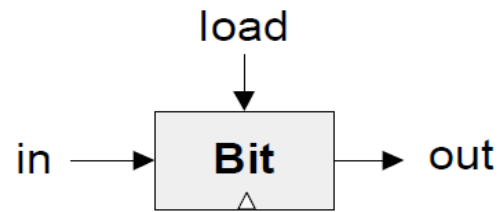
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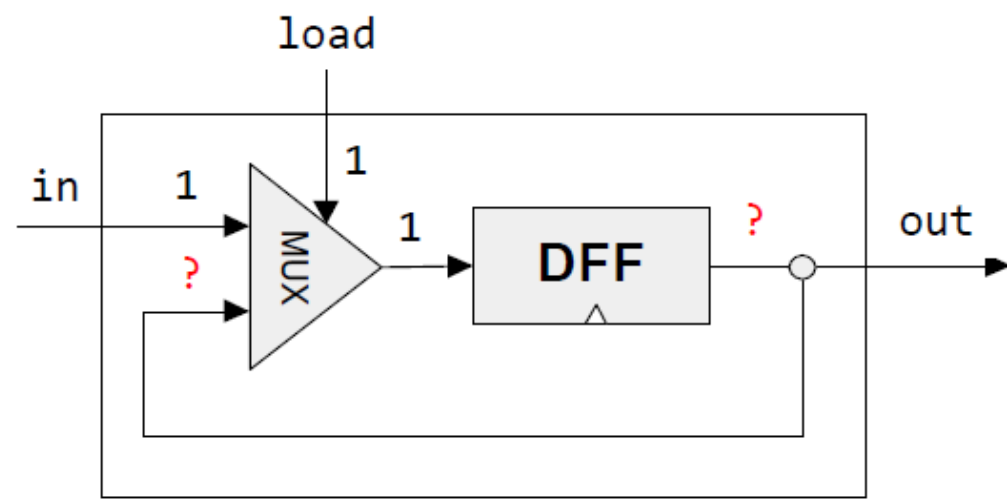


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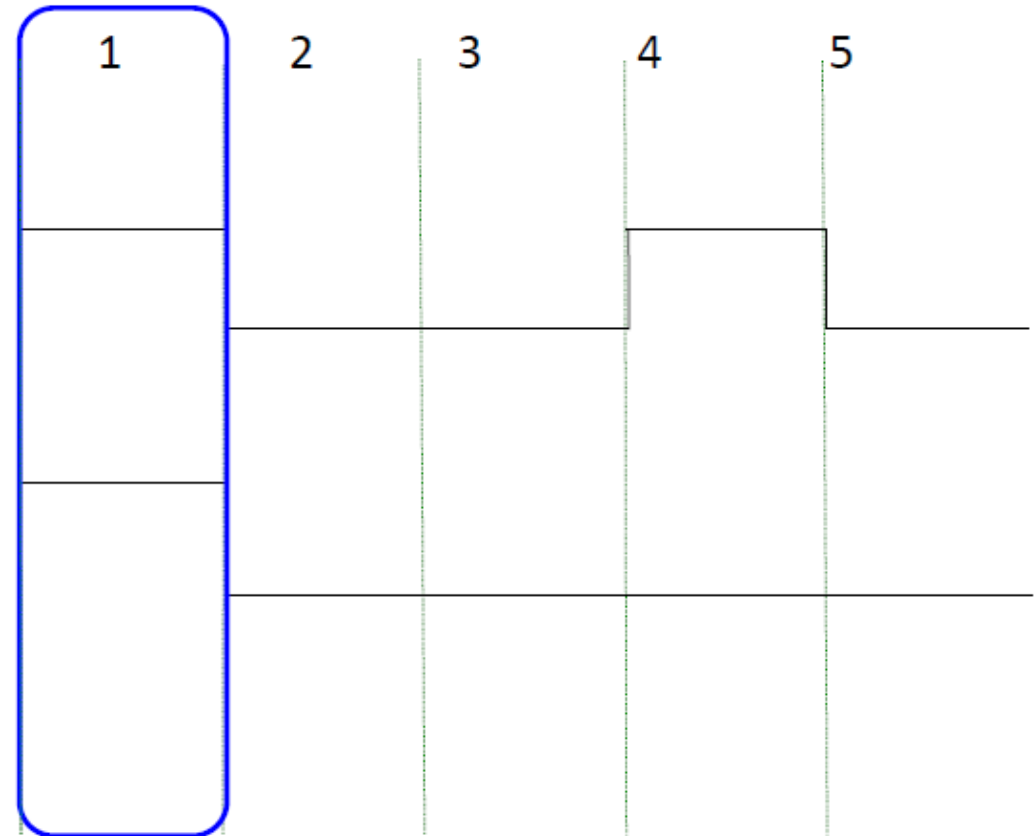


time:

load:
(example)

in:
(example)

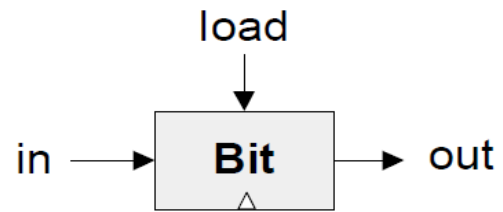
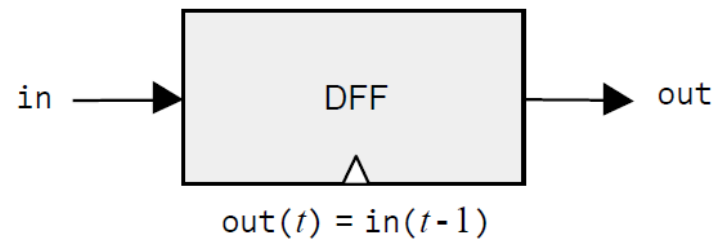
out:



1-bit Register

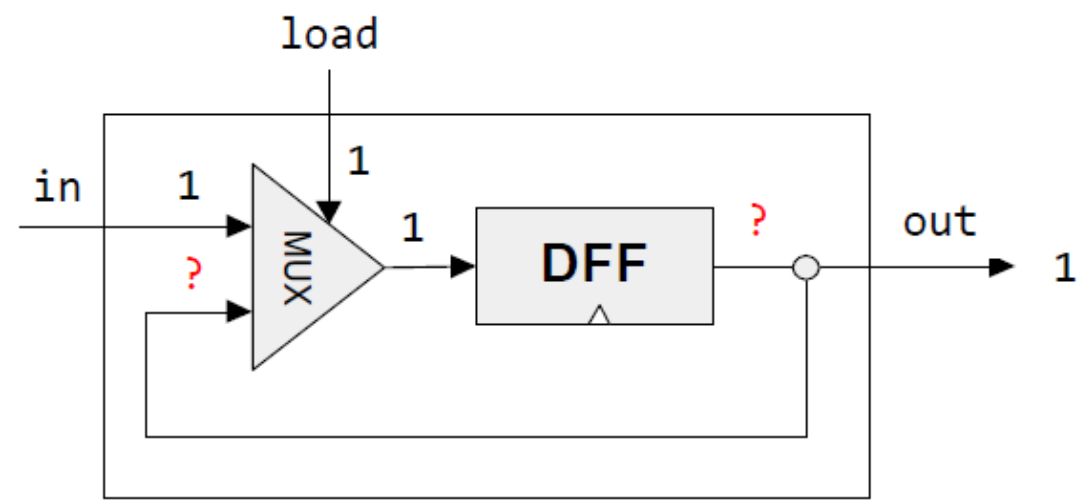
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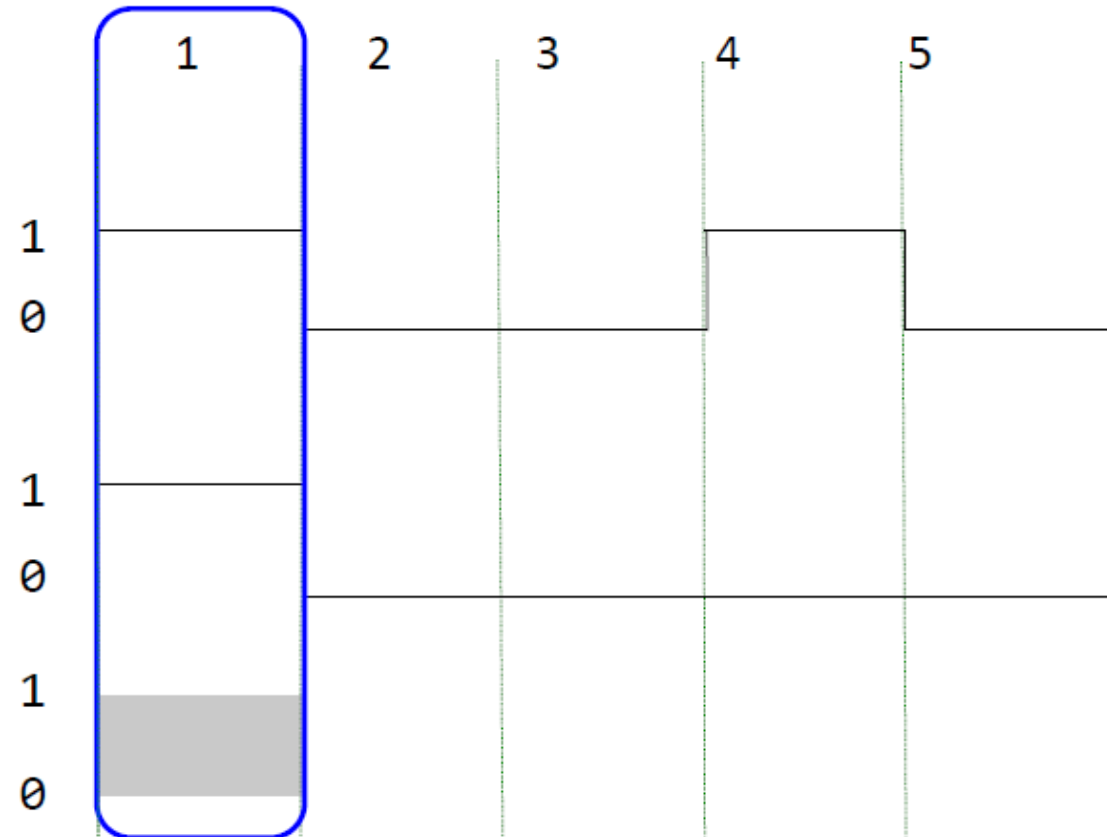


time:

load:
(example)

in:
(example)

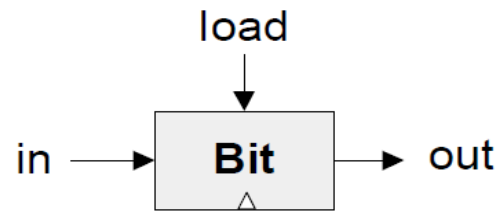
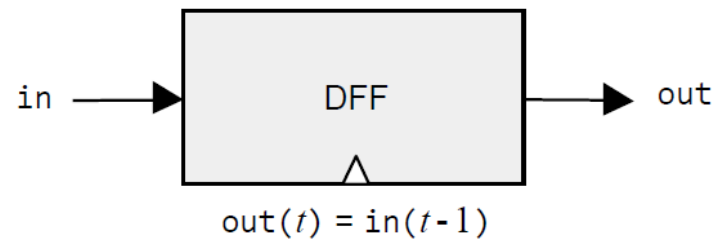
out:



1-bit Register

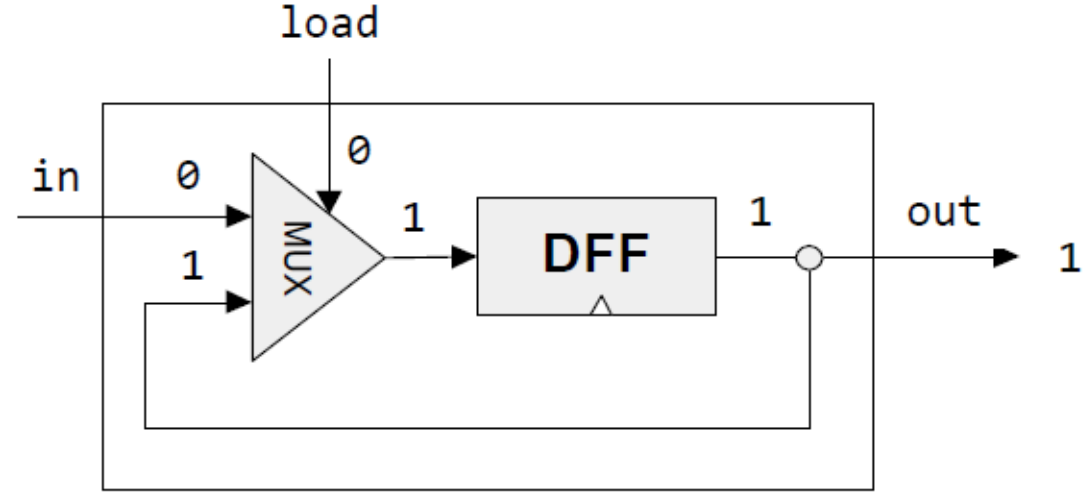
```

if load == 1
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else
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```



```

if load( $t$ ) then out( $t+1$ ) = in( $t$ )
else out( $t+1$ ) = out( $t$ )
    
```

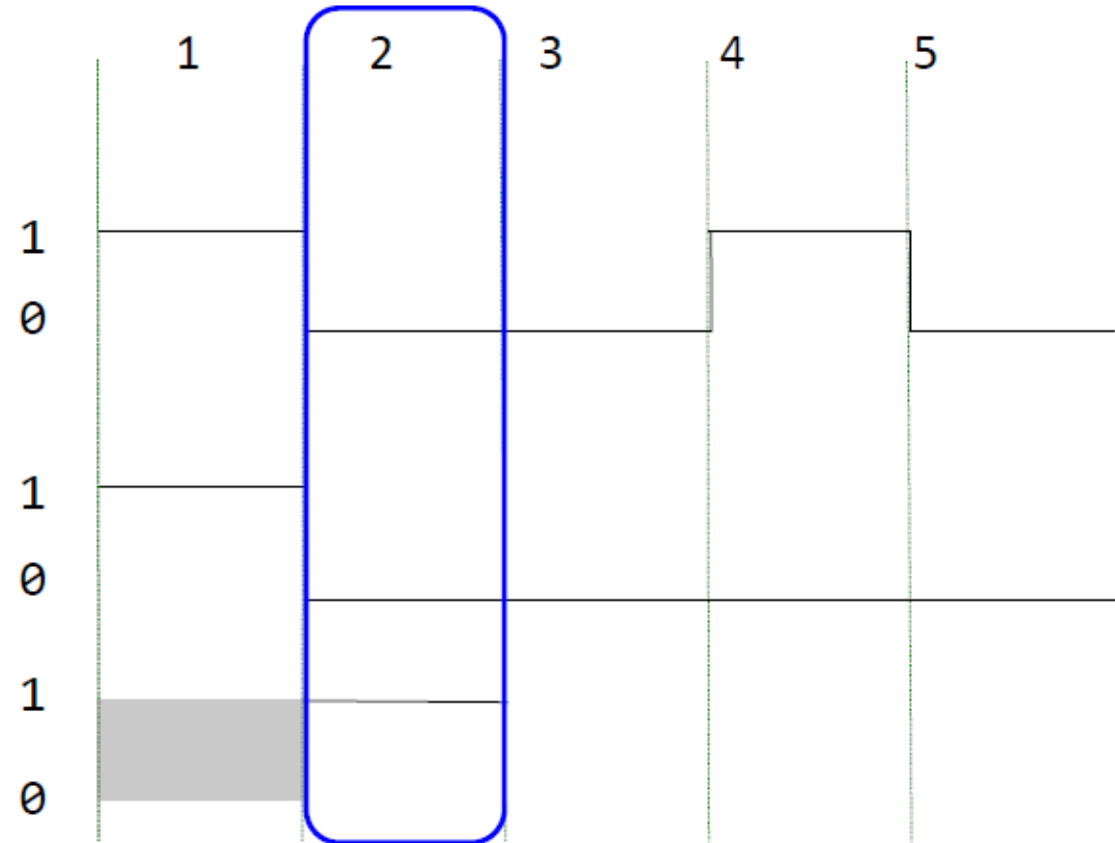


time:

load:
(example)

in:
(example)

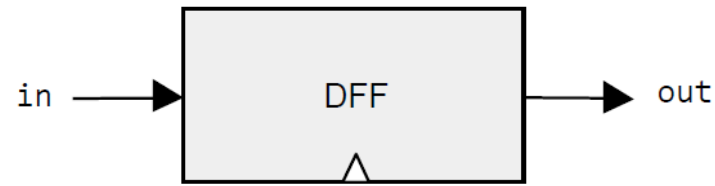
out:



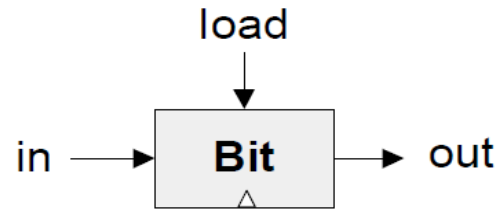
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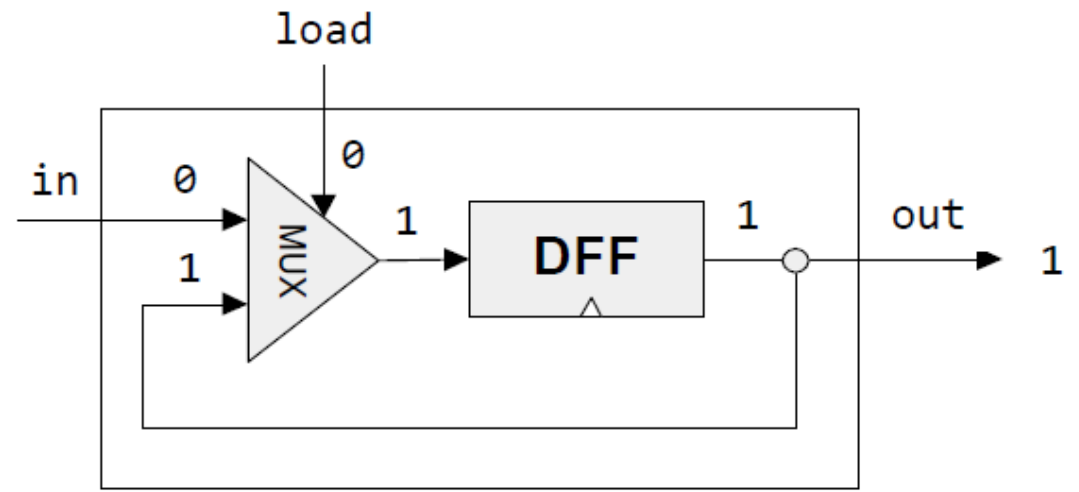


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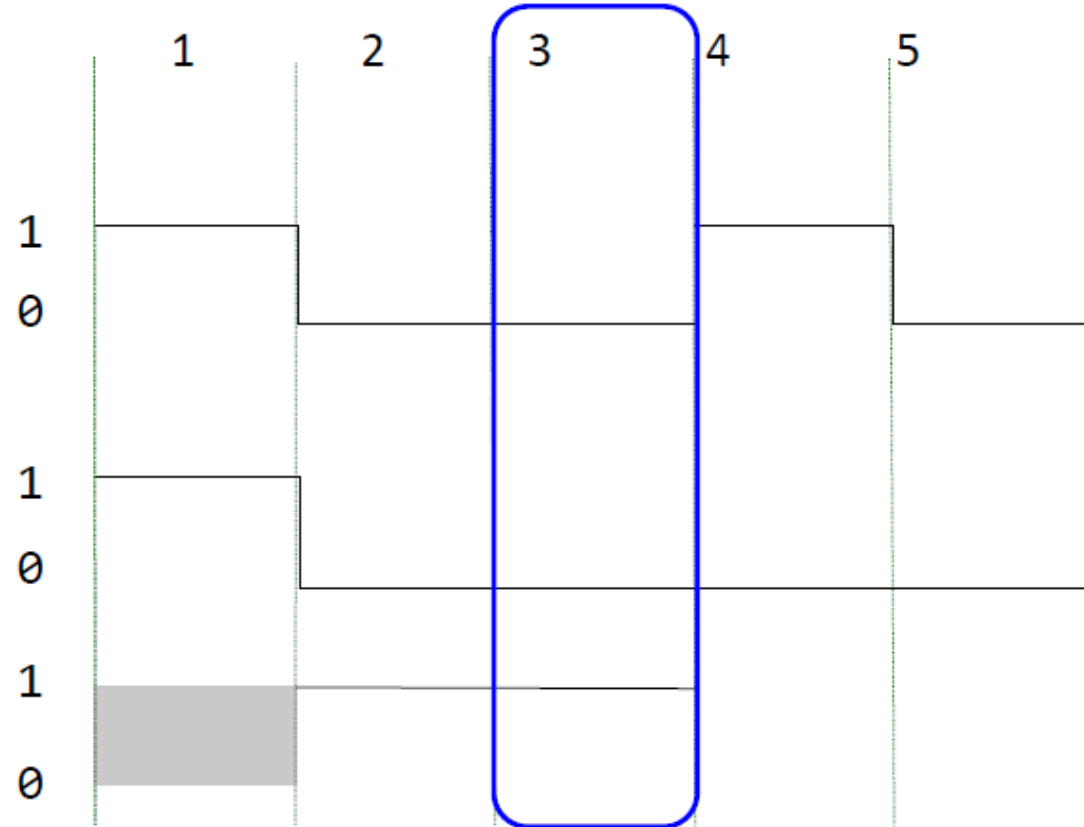


time:

load:
(example)

in:
(example)

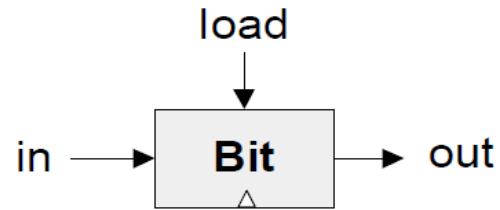
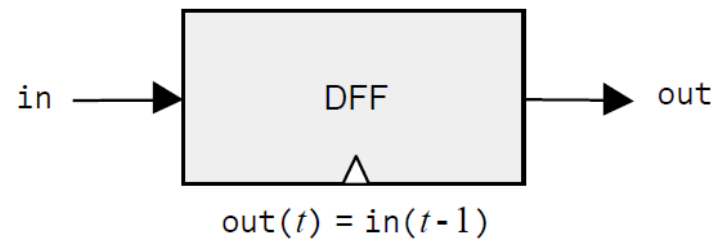
out:



1-bit Register

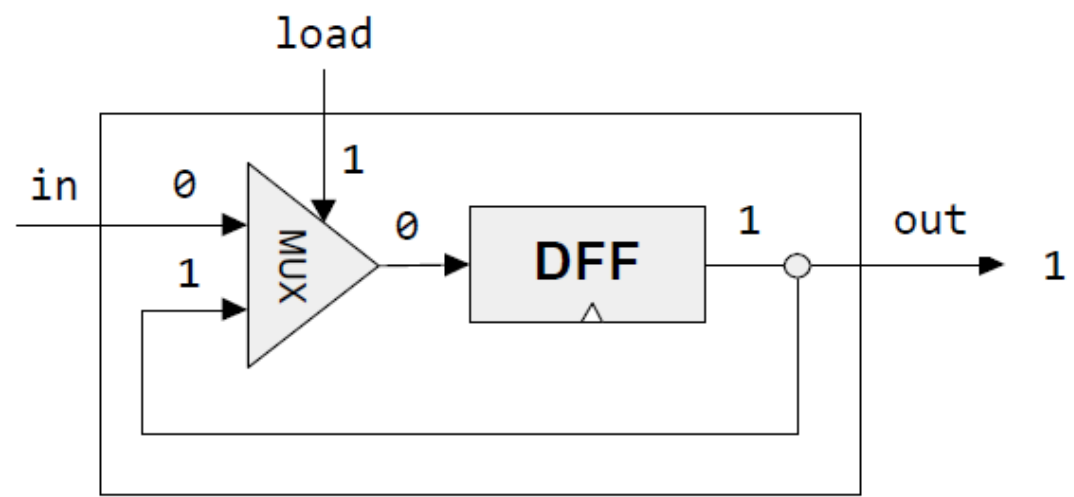
```

if load == 1
    out = in
else
    out = b
    
```



```

if load( $t$ ) then out( $t+1$ ) = in( $t$ )
else out( $t+1$ ) = out( $t$ )
    
```

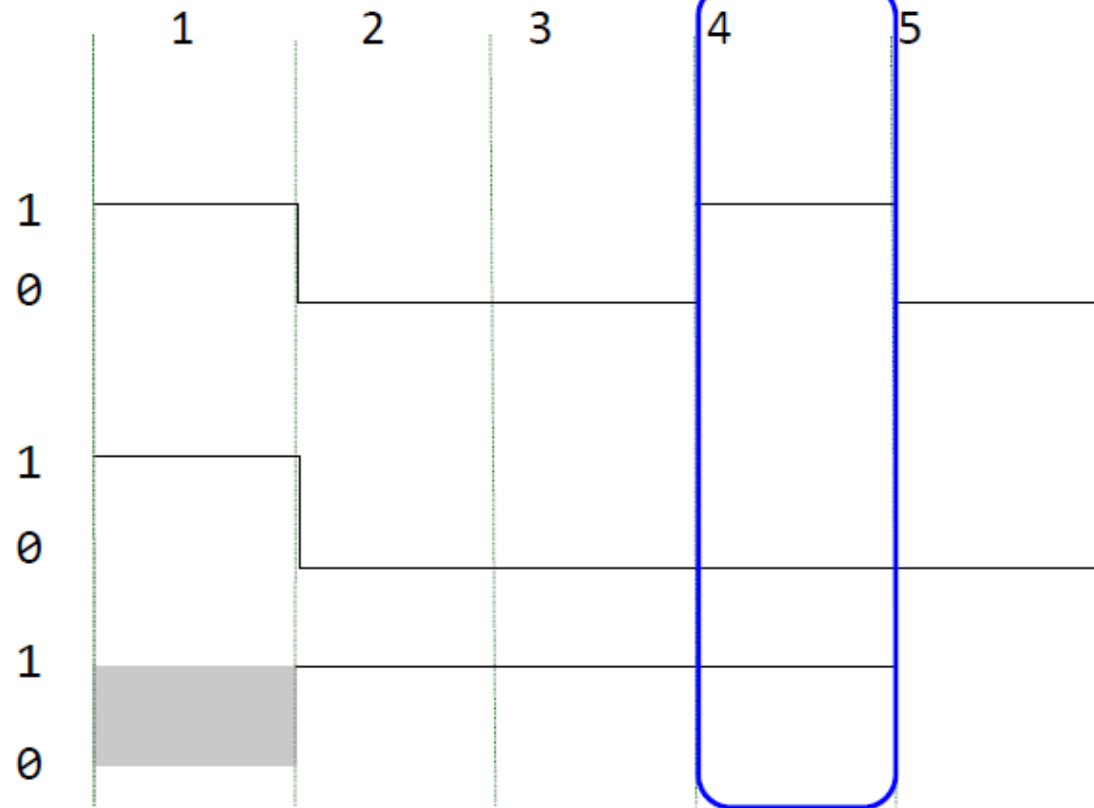


time:

load:
(example)

in:
(example)

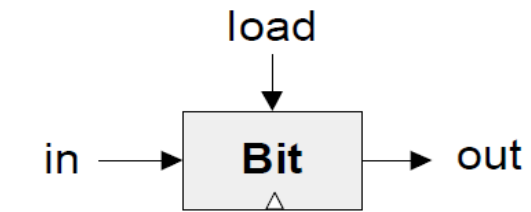
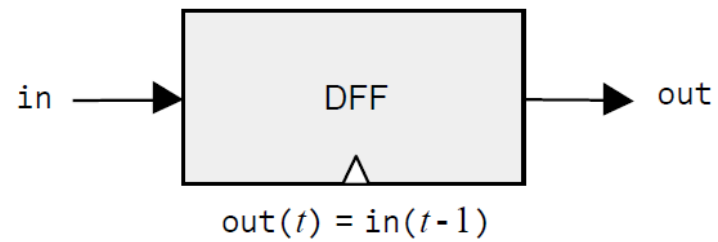
out:



1-bit Register

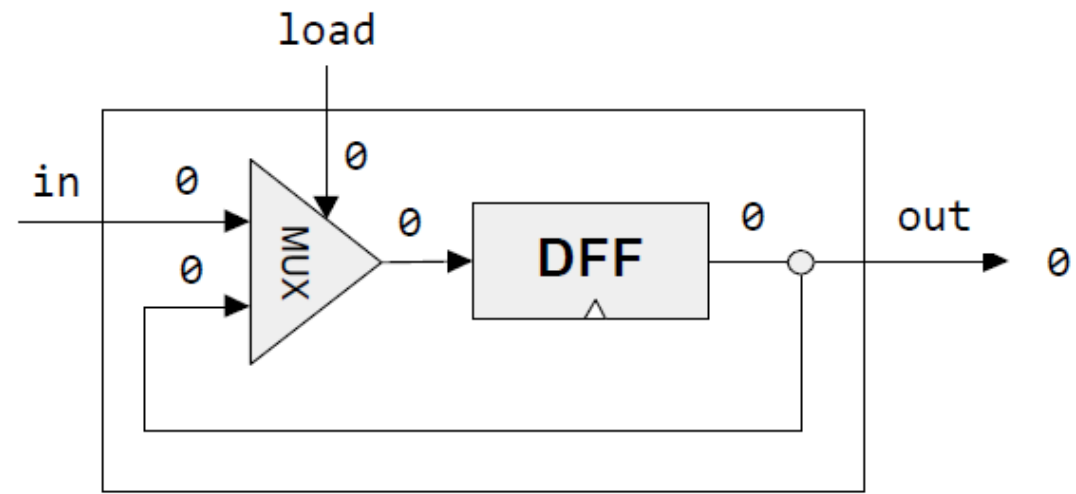
```

if load == 1
    out = in
else
    out = b
    
```



```

if load(t) then out(t+1) = in(t)
else
    out(t+1) = out(t)
    
```

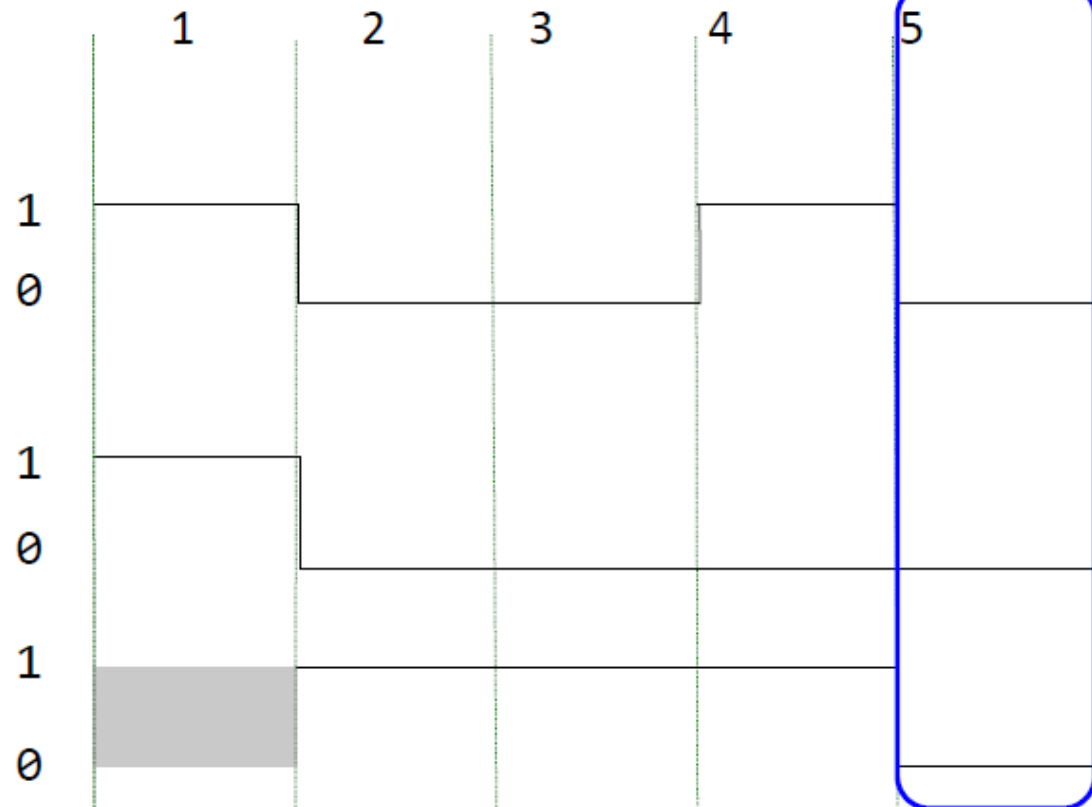


time:

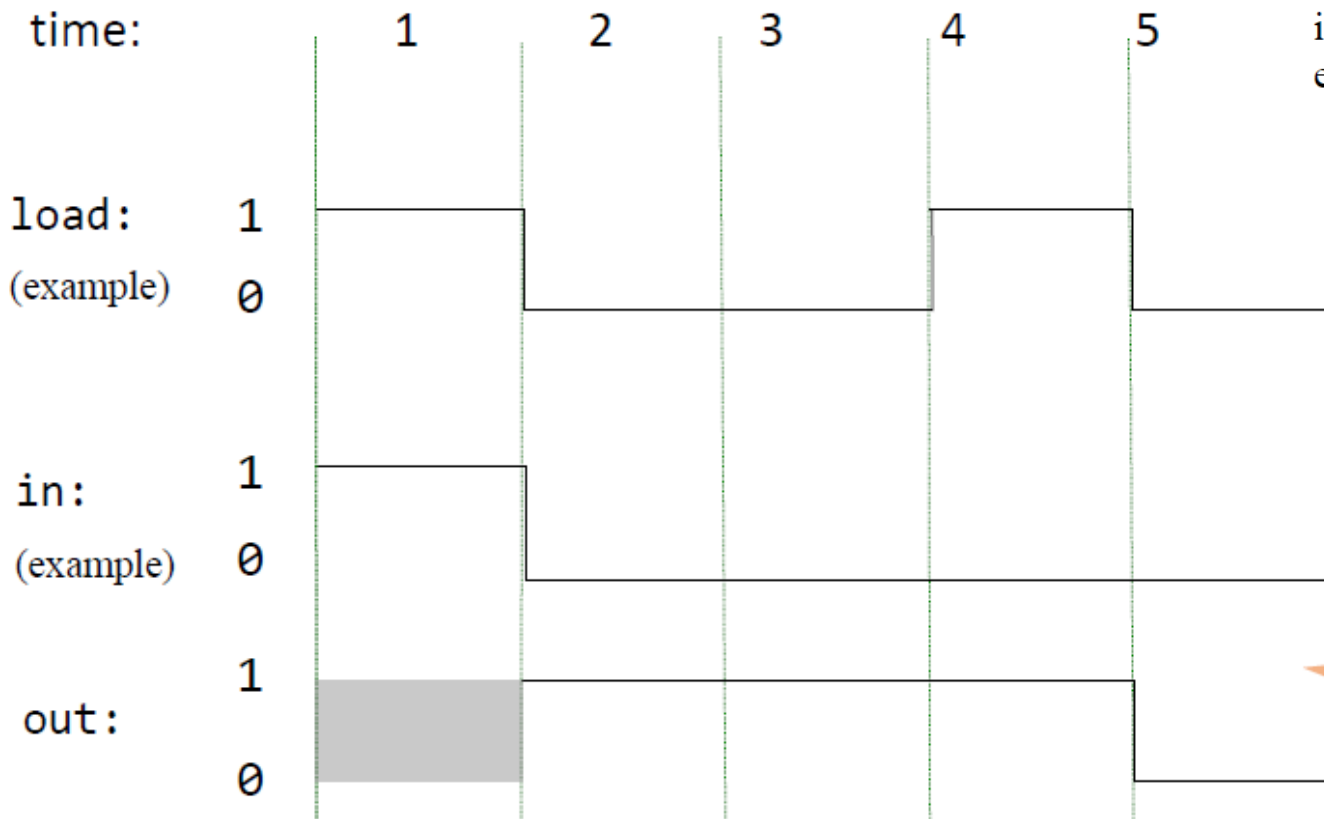
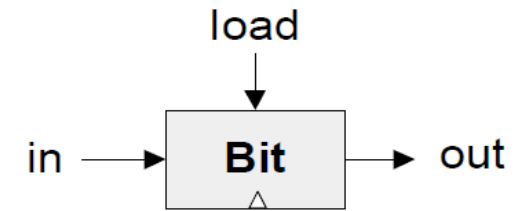
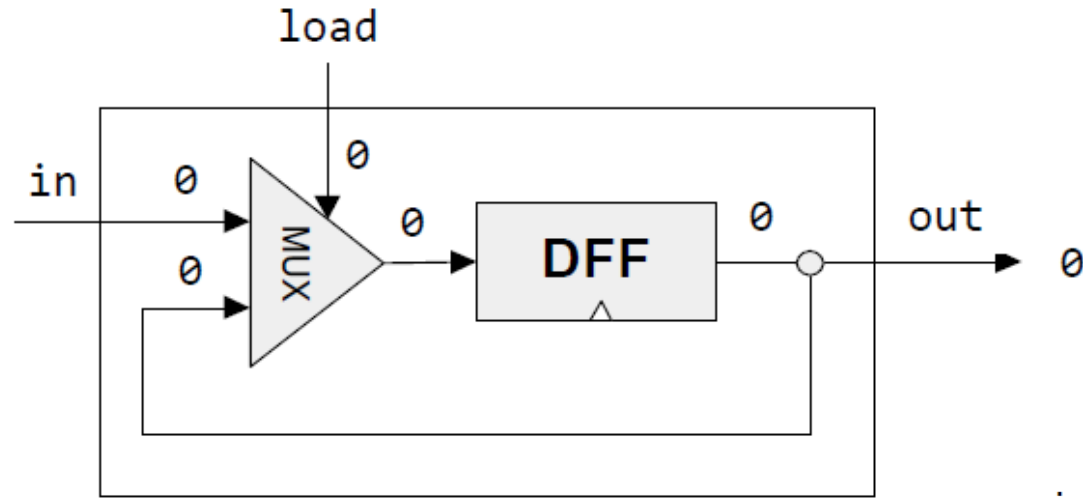
load:
(example)

in:
(example)

out:



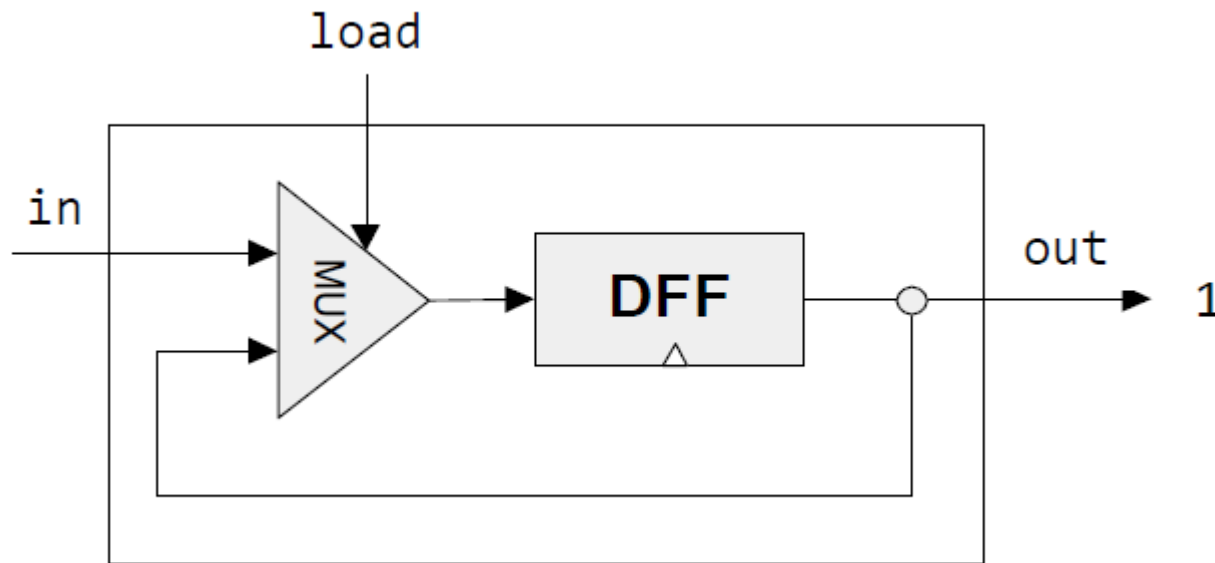
1-bit Register



if $\text{load}(t)$ then $\text{out}(t+1) = \text{in}(t)$
else $\text{out}(t+1) = \text{out}(t)$

Resulting behavior:
Stores and emits a value, until instructed to load (and store) a new value

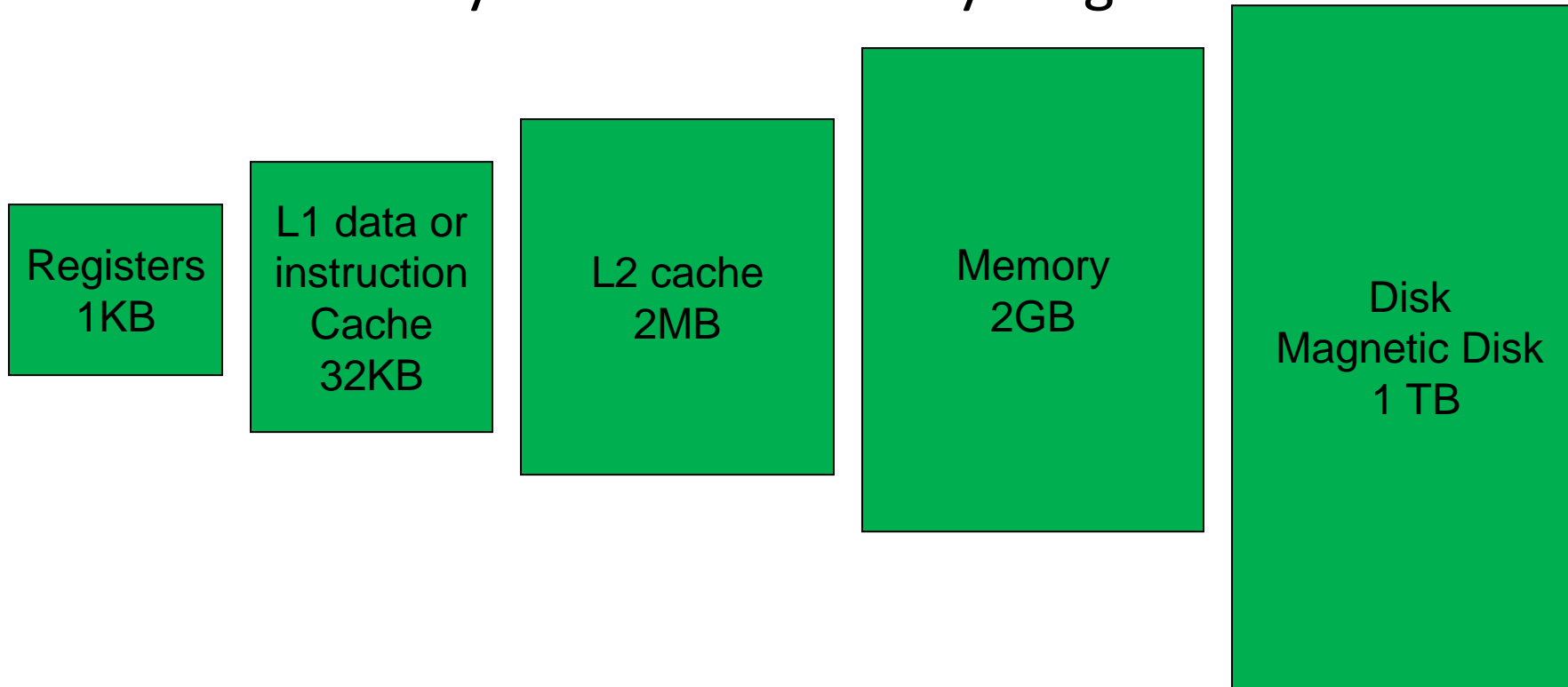
1-bit Register in HDL



```
/**
 * 1-bit register.
 * If load[t]=1 then out[t+1] = in[t]
 *     else out does not change (out[t+1]=out[t])
 */
CHIP Bit {
  IN in, load;
  OUT out;
  PARTS:
    Mux (a=dffOut, b=in, sel=load, out=muxOut);
    DFF (in=muxOut, out=dffOut, out=out);
}
```

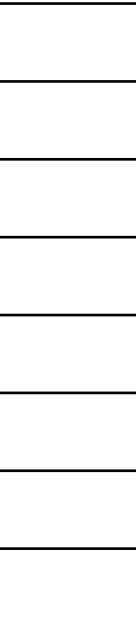
Memory Hierarchy

- As it goes further, capacity and latency increase
- Once we have basic ability to represent words, we can proceed to build memory banks of arbitrary length



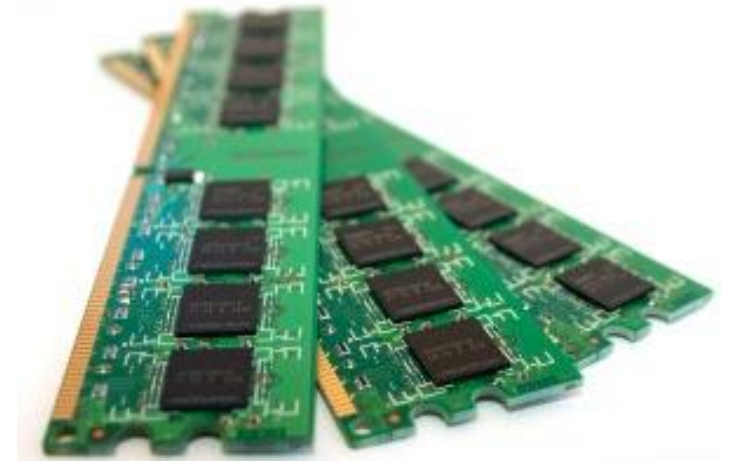
Memory (RAM)

- Random-Access Memory (RAM)
 - Traditionally packaged as a chip
 - Basic storage unit is normally a cell (one bit per cell)
 - Multiple RAM chips form a memory
- RAM should be able to access randomly chosen words, with no restriction in the order in which they are accessed
 - Assign each word in the n -register RAM a unique address (an integer between 0 to $n-1$)
 - Given an address j , the individual register with the address j can be selected

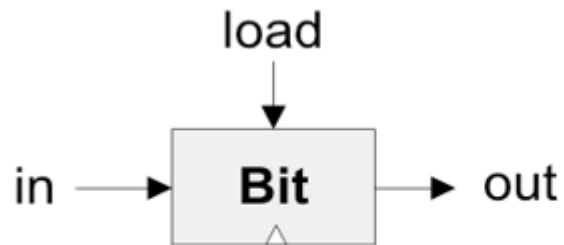


RAM

- Volatile Memory: only maintains its data while the device is powered
- Random-Access Memory has:
 - A data input
 - An address input
 - A load bit (read is load=0, write is load=1)
- Types of RAM:
 - SRAM (static RAM)
 - Generally faster and requires less dynamic power
 - More expensive to produce
 - Often used as cache memory for the CPU in modern computers
 - DRAM (dynamic RAM)
 - Slower
 - Less expensive to produce

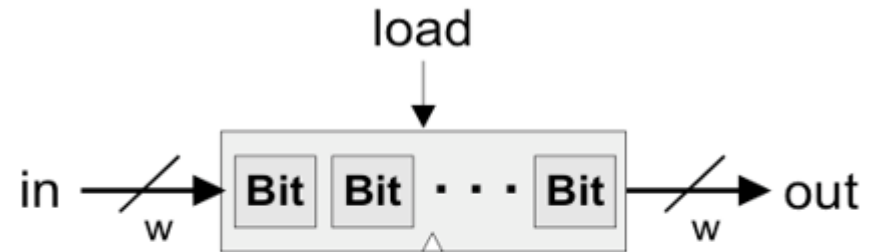


Multi-bit Registers



if load($t-1$) then out(t)=in($t-1$)
else out(t)=out($t-1$)

1-bit register

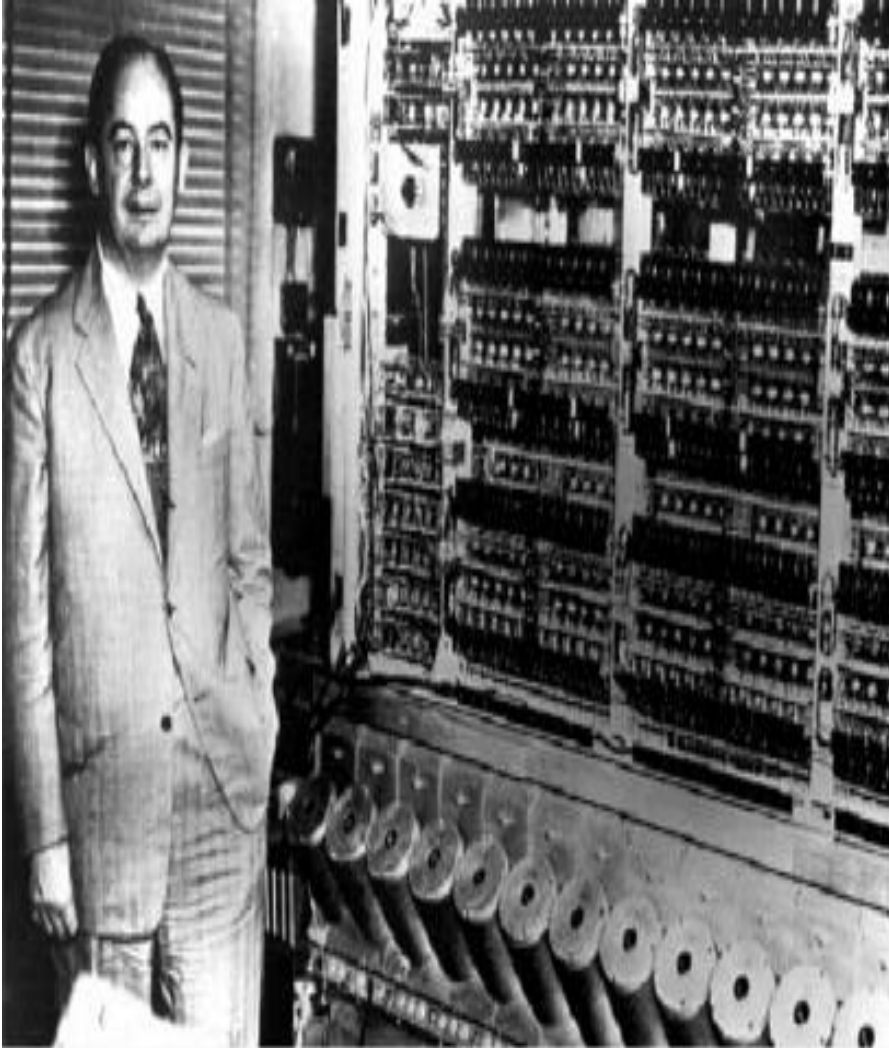


if load($t-1$) then out(t)=in($t-1$)
else out(t)=out($t-1$)

w -bit register

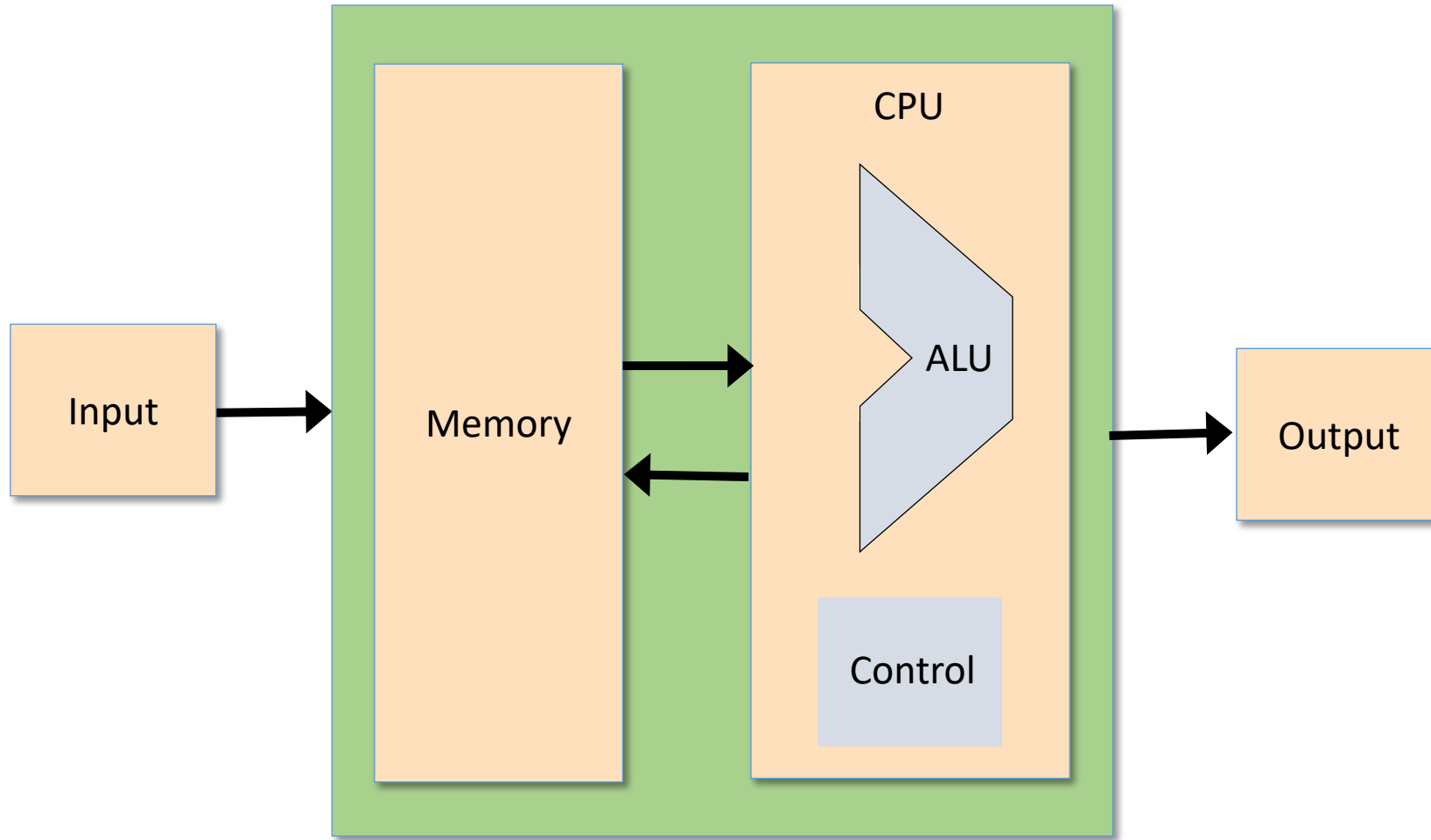
- Word width (w):
 - 16 bit, 32 bit, 64 bit, ...(doesn't matter, once you understand 1 bit you understand all others)
 - A w bit register can be created from an array of w 1 bit registers

The IAS (von Neumann) Machine



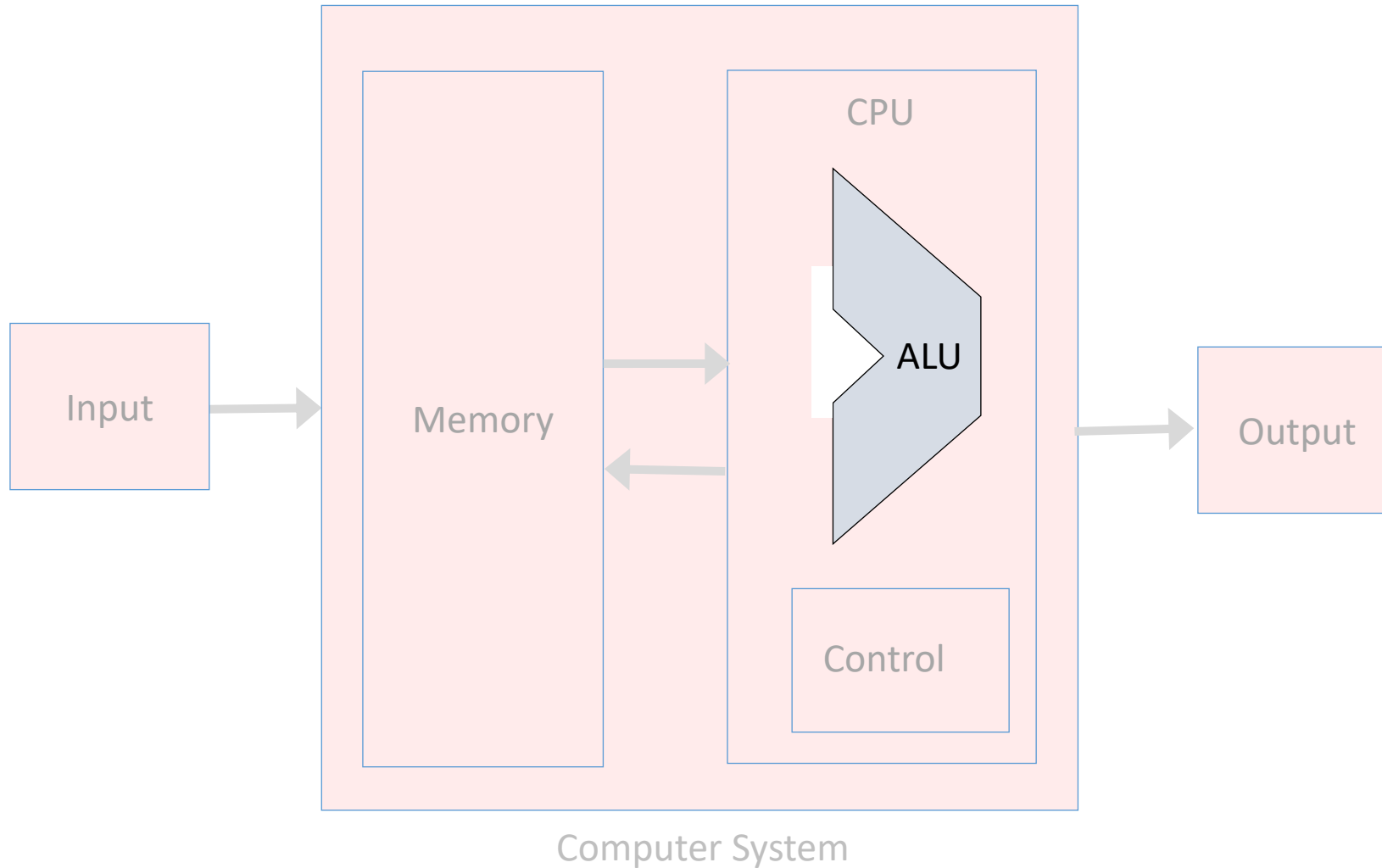
- In 1945, John von Neumann wrote a report on the stored program concept, at Institute for Advanced Study (IAS), in Princeton
- Almost all of today's computers have the same general structure as the IAS - referred to as von Neumann machines
 - A memory storing both instructions and data
 - A processing unit performing arithmetic and logical operations
 - A control unit interpreting instructions from memory and executing

Von Neumann Architecture



Computer System

The Arithmetic Logical Unit



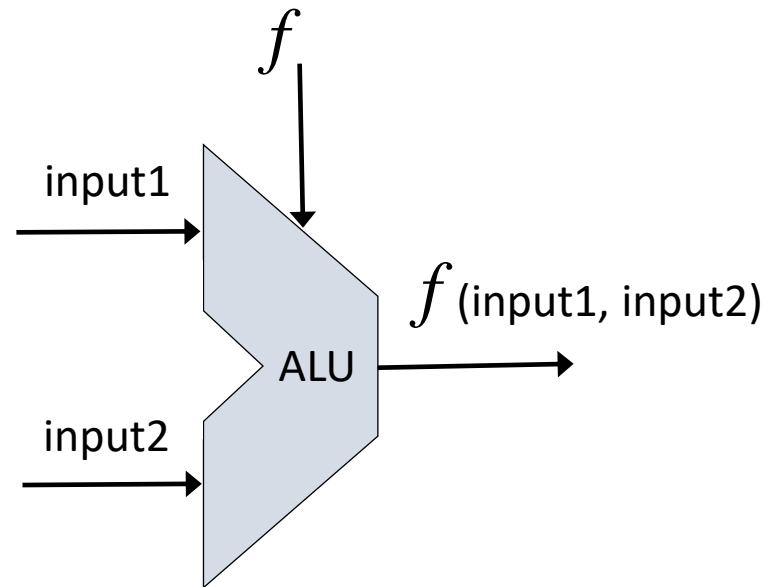
Arithmetic Logical Unit

- **A combinational circuit** that performs arithmetic and bitwise operations on integers represented as binary numbers.
- Input the **data** and some **code for the operation**
- Output will be some **data** and any **additional information**
- ALUs perform simple functions, because of this they can be executed at high speeds (i.e., very short propagation delays)

The Arithmetic Logical Unit

The ALU computes a function on the two inputs, and outputs the result

f : one out of a family of pre-defined arithmetic and logical functions

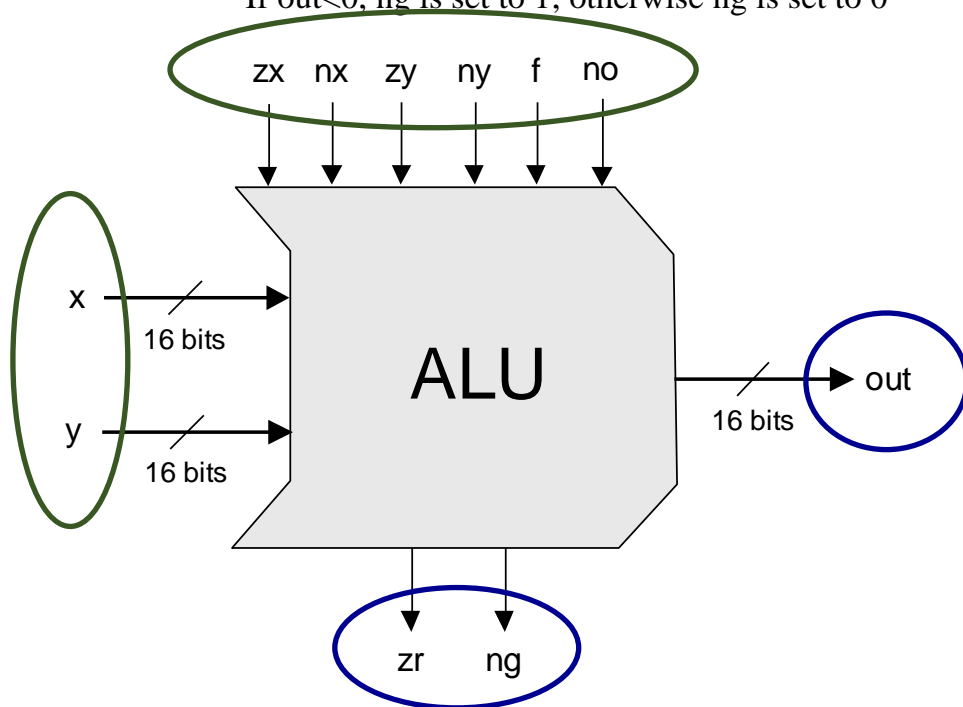


- Arithmetic functions: integer addition, multiplication, division, ...
- logical functions: And, Or, Xor, ...

Which functions should the ALU perform?
A hardware / software tradeoff.

The Hack ALU

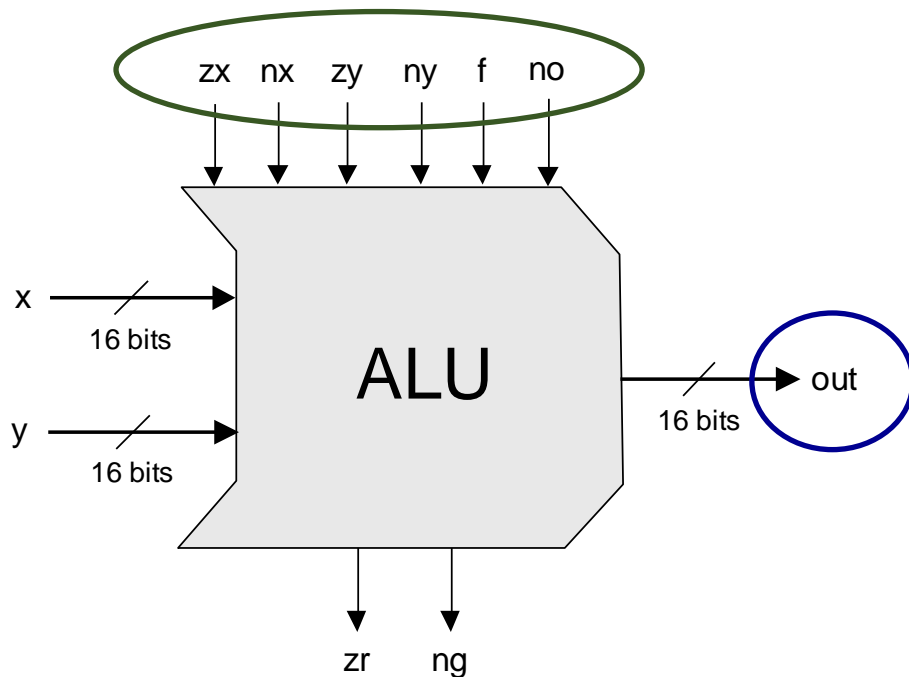
- Operates on two 16-bit, two's complement values
- Outputs a 16-bit, two's complement value
- Which function to compute is set by six 1-bit inputs
- Computes one out of a family of 18 functions
- Also outputs two 1-bit values
 - if the ALU output is 0, zr is set to 1; otherwise zr is set to 0
 - If $\text{out} < 0$, ng is set to 1; otherwise ng is set to 0



out
0
1
-1
x
y
!x
!y
-x
-y
x+1
y+1
x-1
y-1
x+y
x-y
y-x
x&y
x y

The Hack ALU

To cause the ALU to compute a function, set the control bits to one of the binary combinations listed in the table.



control bits

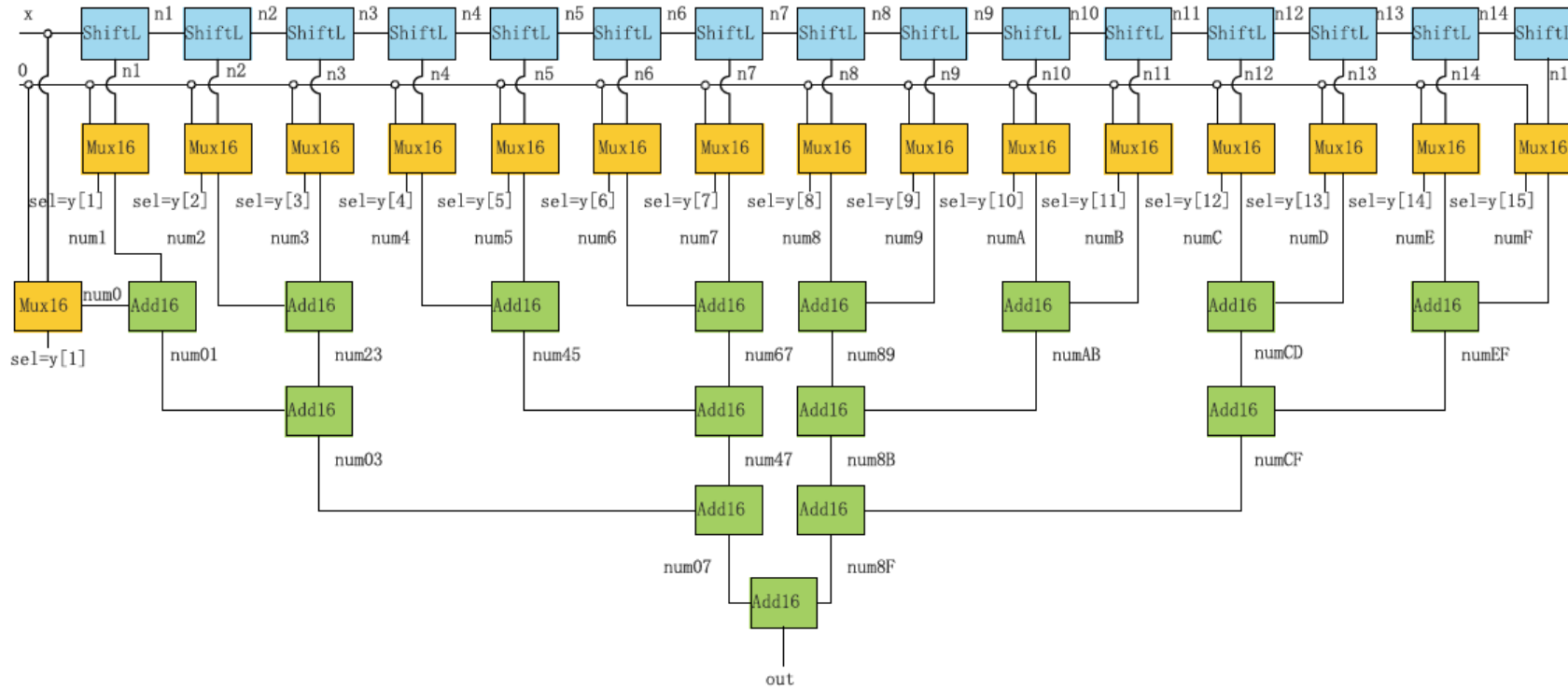
zx	nx	zy	ny	f	no	out
1	0	1	0	1	0	0
1	1	1	1	1	1	1
1	1	1	0	1	0	-1
0	0	1	1	0	0	<i>x</i>
1	1	0	0	0	0	<i>y</i>
0	0	1	1	0	1	! <i>x</i>
1	1	0	0	0	1	! <i>y</i>
0	0	1	1	1	1	- <i>x</i>
1	1	0	0	1	1	- <i>y</i>
0	1	1	1	1	1	<i>x</i> +1
1	1	0	1	1	1	<i>y</i> +1
0	0	1	1	1	0	<i>x</i> -1
1	1	0	0	1	0	<i>y</i> -1
0	0	0	0	1	0	<i>x</i> + <i>y</i>
0	1	0	0	1	1	<i>x</i> - <i>y</i>
0	0	0	1	1	1	<i>y</i> - <i>x</i>
0	0	0	0	0	0	<i>x</i> & <i>y</i>
0	1	0	1	0	1	<i>x</i> <i>y</i>

ALU

- Each of the 6 control bits instruct the ALU to carry out a certain elementary operation
- Taken together, the combined effects of these operations causes the ALU to compute a variety of useful functions
- $2^6 = 64$ different functions, but only 18 are documented in the ALU table
- This “Hack” ALU is carefully designed by the authors of the text book to do what it’s supposed to do

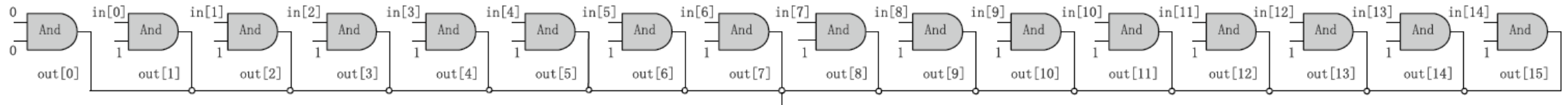
Custom ALUs

- We can make ALUs to perform the specialized set of tasks
- Example
 - Multiply x by y
 - Divide x by 2
 - Calculate an factorial
 - Detect overflow
 - Decision making (eg. Is x bigger than y)



Mult Chip

ShiftL Chip



Summary

- Sequential Logic Circuit
 - Clock
 - Flip-Flop
- Sequential Chips
 - 1-bit register
- Arithmetic Logical Unit
 - Von Neumann Architecture
 - Hack ALU