

ECE1388 VLSI Design Methodology

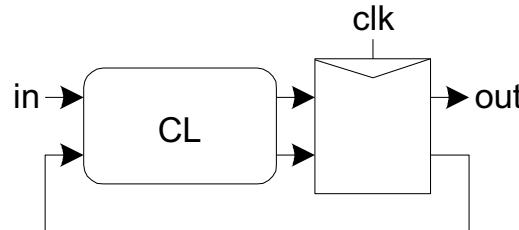
Lecture 12: Sequential Circuit Design

Outline

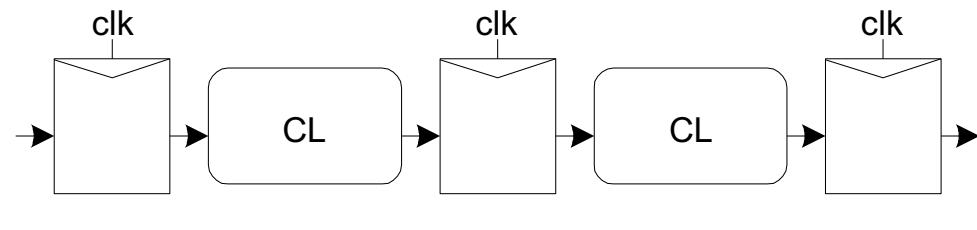
- Sequencing
- Sequencing Element Design
- Max and Min-Delay
- Clock Skew
- Two-Phase Clocking

Sequencing

- *Combinational logic*
 - output depends on current inputs
- *Sequential logic*
 - output depends on current and previous inputs
 - Requires separating previous, current, future
 - Called *state* or *tokens*
 - Ex: FSM, pipeline



Finite State Machine



Pipeline

Sequencing Cont.

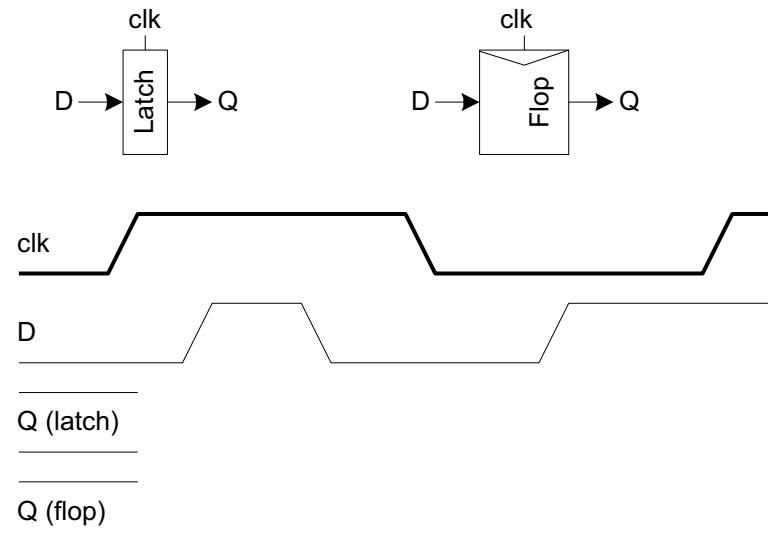
- If tokens moved through pipeline at constant speed, no sequencing elements would be necessary
- Ex: fiber-optic cable
 - Light pulses (tokens) are sent down cable
 - Next pulse sent before first reaches end of cable
 - No need for hardware to separate pulses
 - But *dispersion* sets min time between pulses
- This is called *wave pipelining* in circuit
- But, in most electronic circuits, dispersion is too high
 - Delay fast tokens so they don't catch slow ones.

Sequencing Overhead

- ❑ Use flip-flops to delay fast tokens so they move through exactly one stage each cycle
- ❑ Inevitably adds some delay even to the slow tokens
- ❑ Makes circuit slower than just the logic delay
 - Called sequencing overhead
- ❑ Some people call this clocking overhead
 - But it applies to asynchronous circuits too
 - Inevitable side effect of maintaining sequence

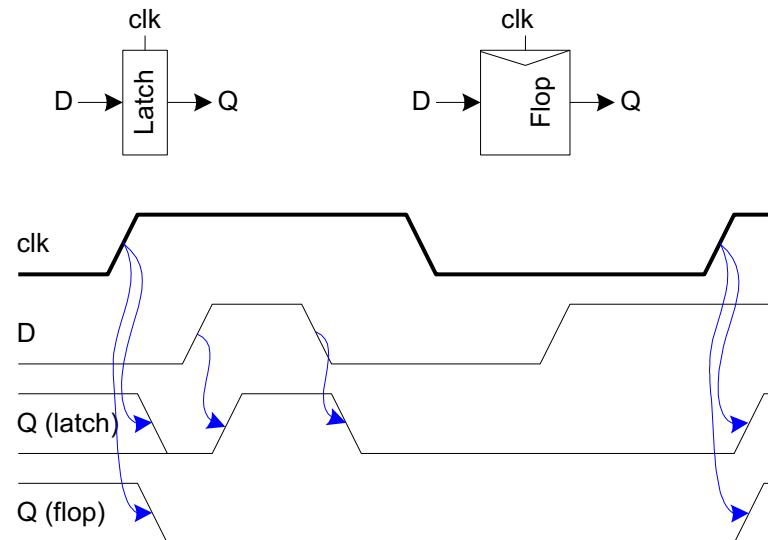
Sequencing Elements

- **Latch:** Level sensitive
 - a.k.a. transparent latch, D latch
- **Flip-flop:** edge triggered
 - A.k.a. master-slave flip-flop, D flip-flop, D register
- Timing Diagrams
 - Transparent
 - Opaque
 - Edge-trigger



Sequencing Elements

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Latch Design

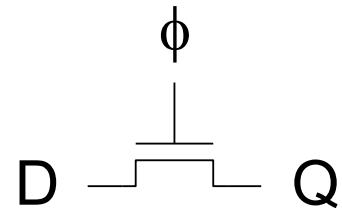
- Pass Transistor Latch

- Pros

- + Tiny
 - + Low clock load

- Cons

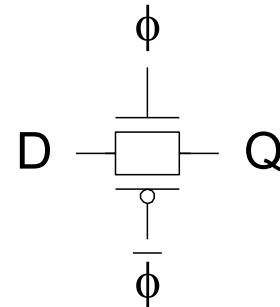
- V_t drop
 - nonrestoring
 - backdriving
 - output noise sensitivity
 - dynamic
 - diffusion input



Used in 1970's

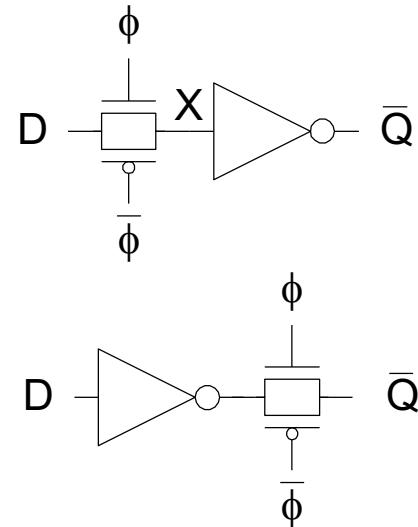
Latch Design

- Transmission gate
 - + No V_t drop
 - Requires inverted clock



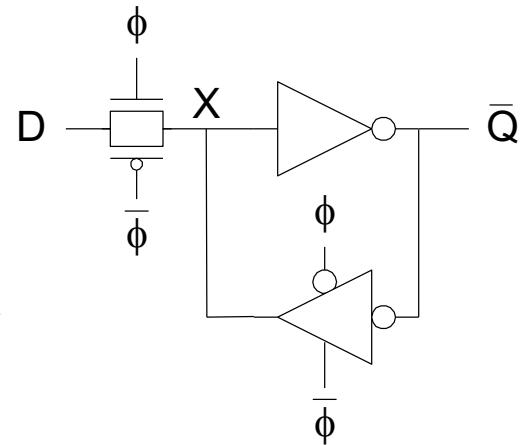
Latch Design

- Inverting buffer
 - + Restoring
 - + No backdriving
 - + Fixes either
 - Output noise sensitivity
 - Or diffusion input
 - Inverted output
 - Dynamic



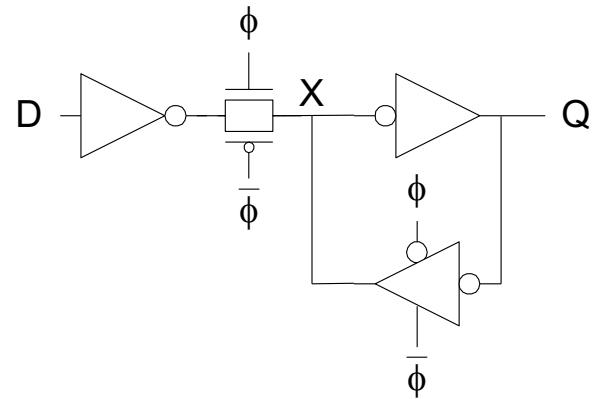
Latch Design

- ❑ Tristate feedback
 - + Static
 - Backdriving risk
- ❑ Static latches are essential today because of leakage



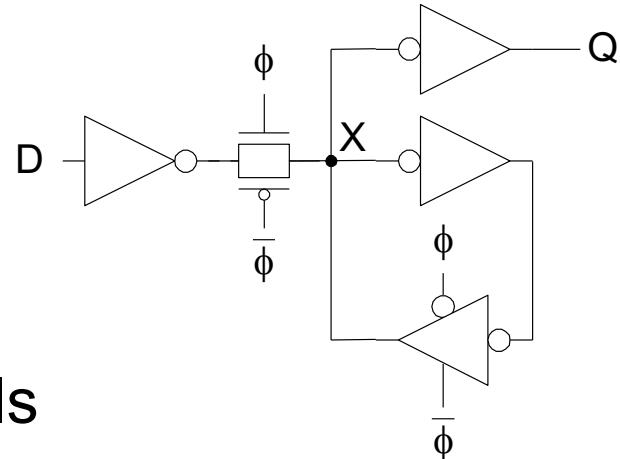
Latch Design

- ☐ Buffered input
 - + Fixes diffusion input
 - + Noninverting



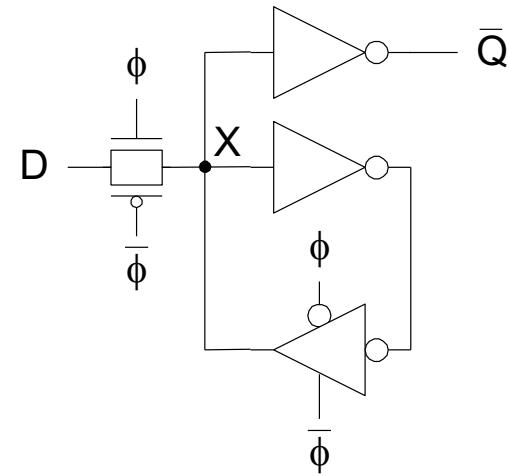
Latch Design

- Buffered output
 - + No backdriving
- Widely used in standard cells
 - + Very robust (most important)
 - Rather large
 - Rather slow (1.5 – 2 FO4 delays)
 - High clock loading



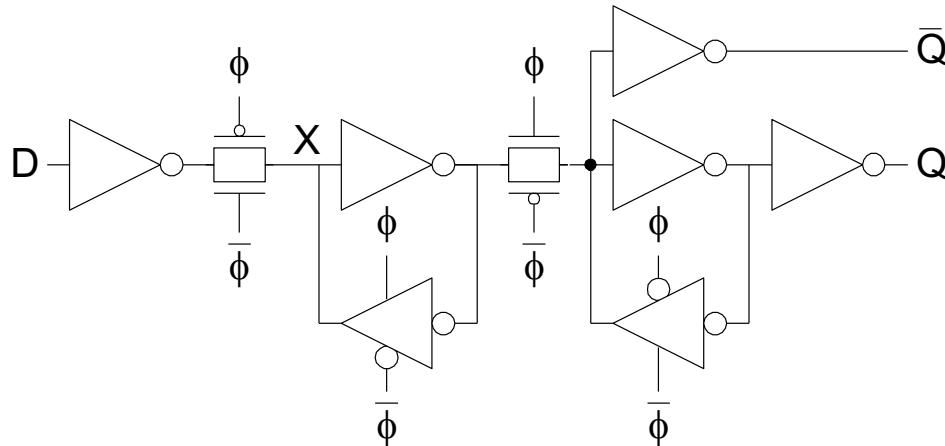
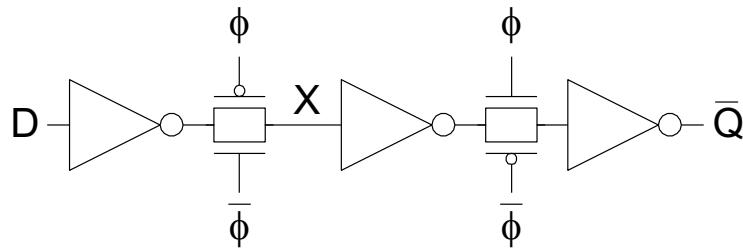
Latch Design

- Datapath latch
 - + smaller
 - + faster
 - unbuffered input



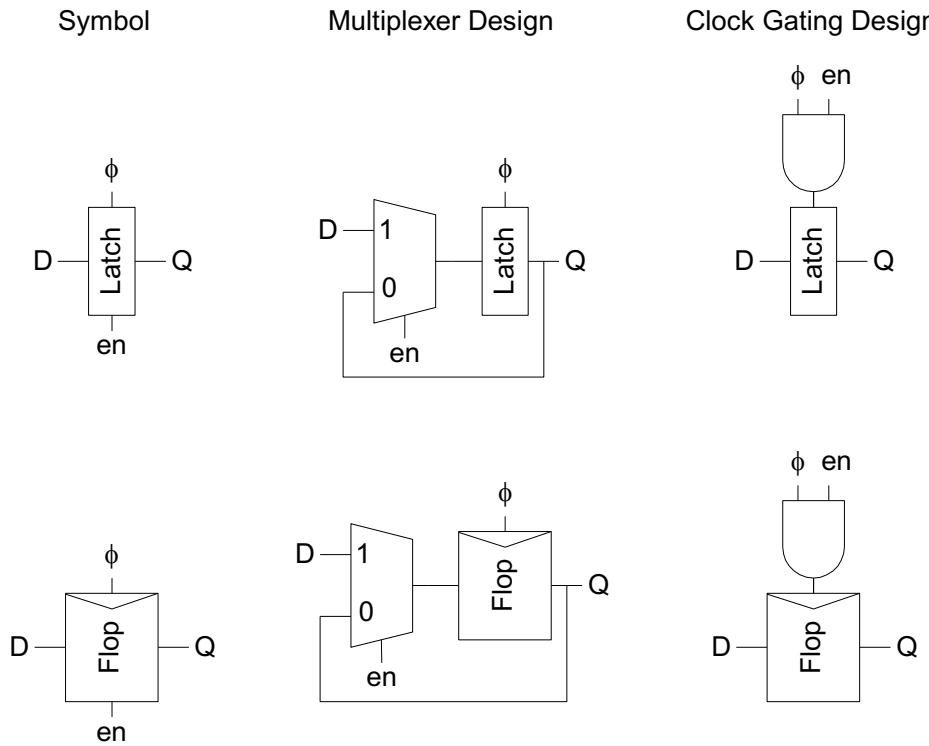
Flip-Flop Design

- Flip-flop is built as pair of back-to-back latches



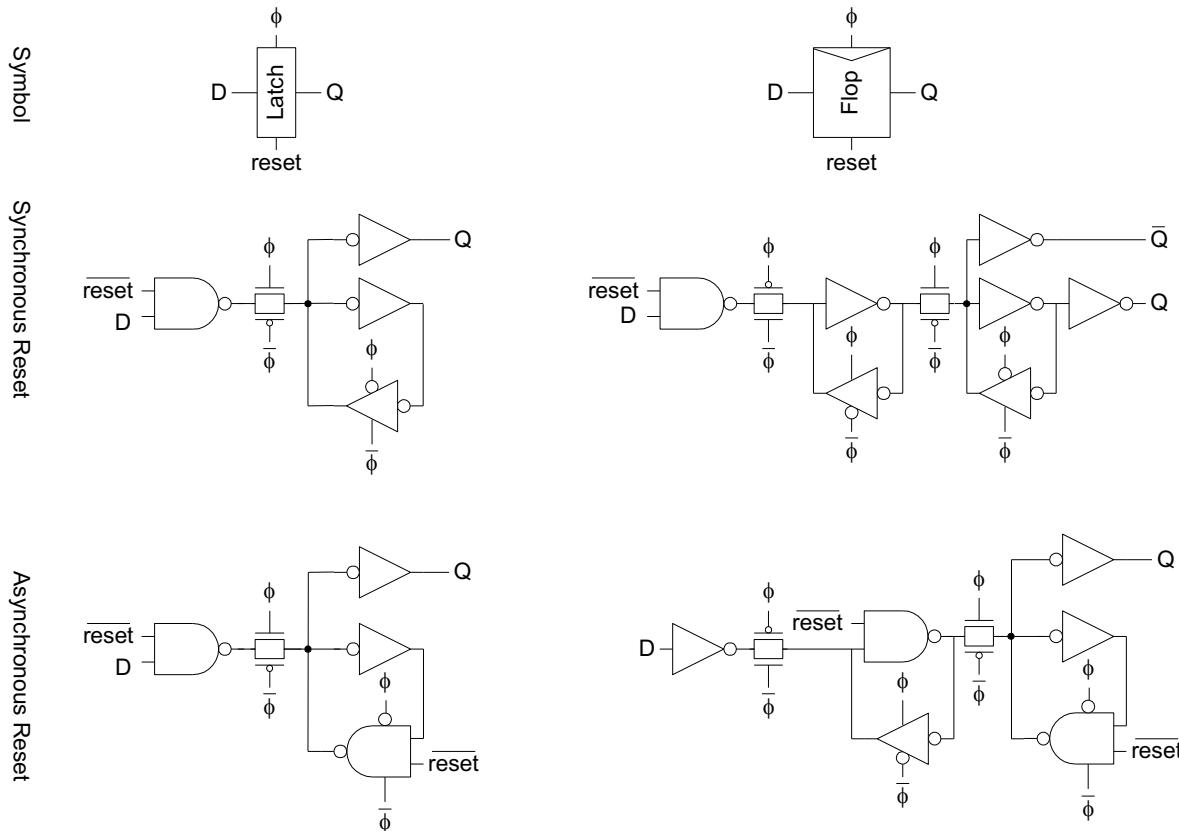
Enable

- Enable: ignore clock when $en = 0$
 - Mux: increase latch D-Q delay
 - Clock Gating: increase en setup time, skew



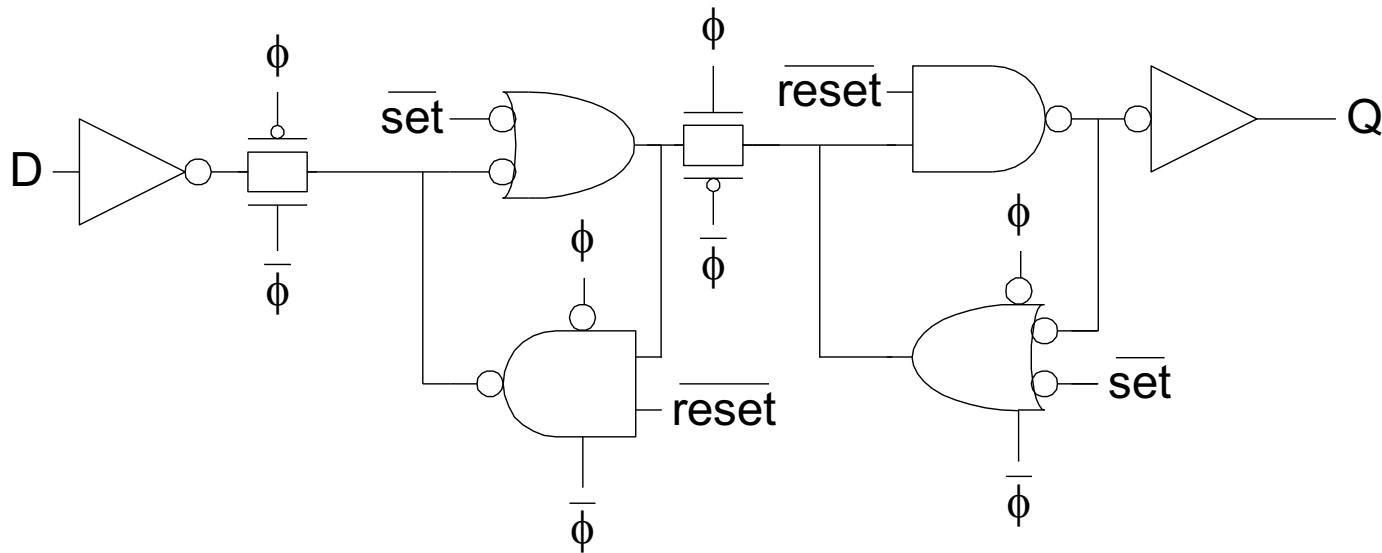
Reset

- Force output low when reset asserted
- Synchronous vs. asynchronous



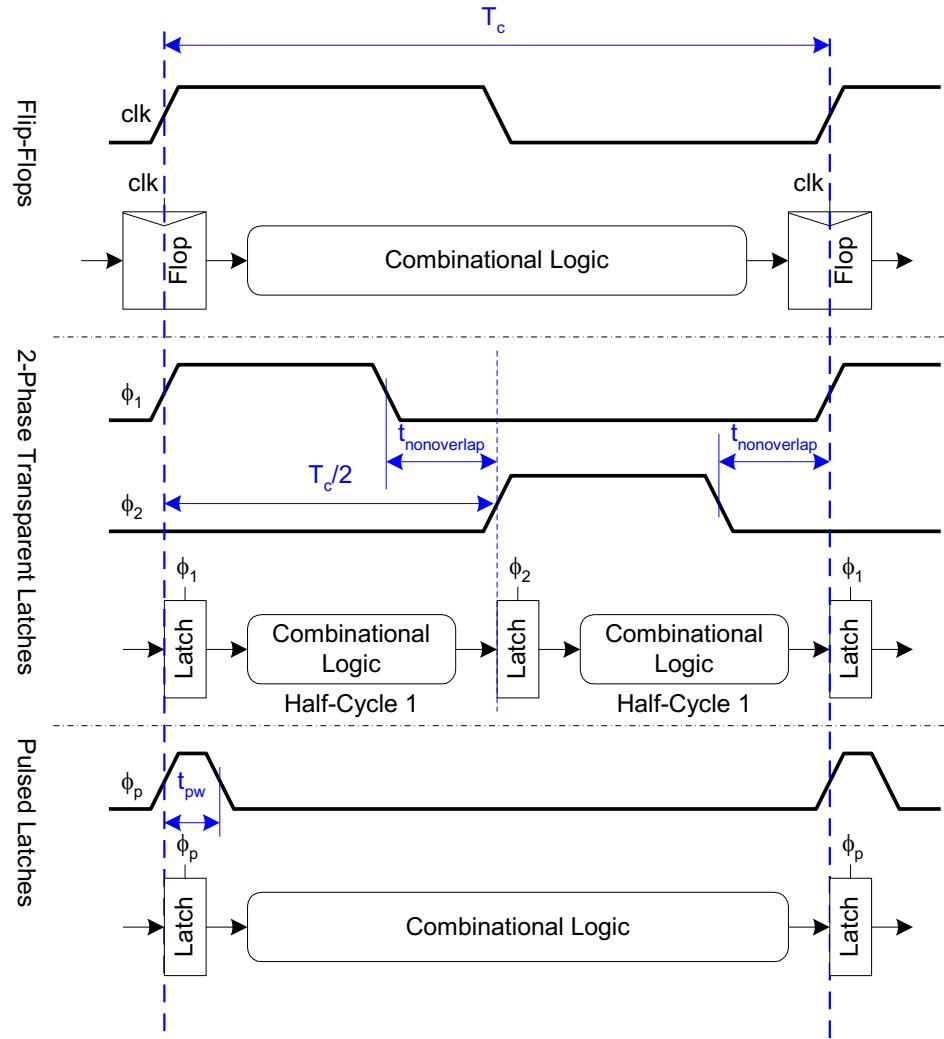
Set / Reset

- Set forces output high when enabled
- Flip-flop with asynchronous set and reset



Sequencing Methods

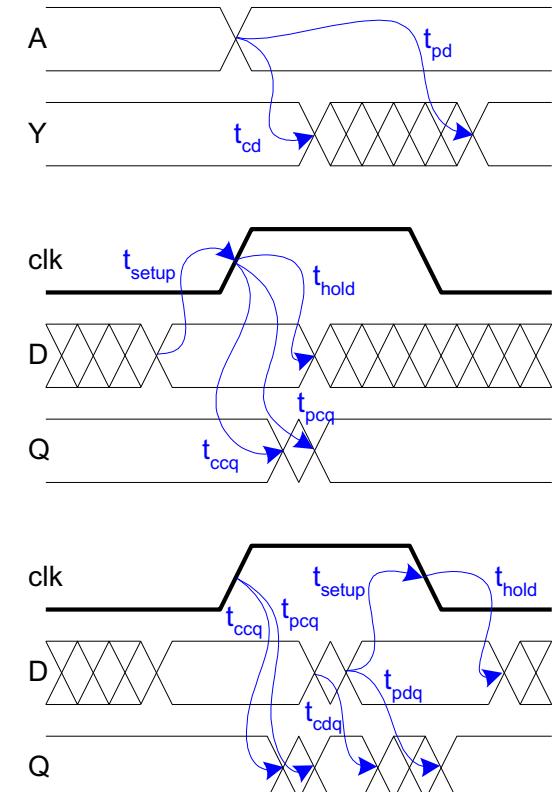
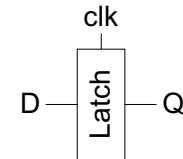
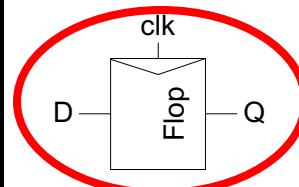
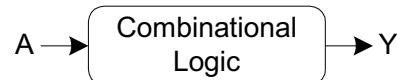
- Flip-flops
- 2-Phase Latches
- Pulsed Latches



Timing Diagrams

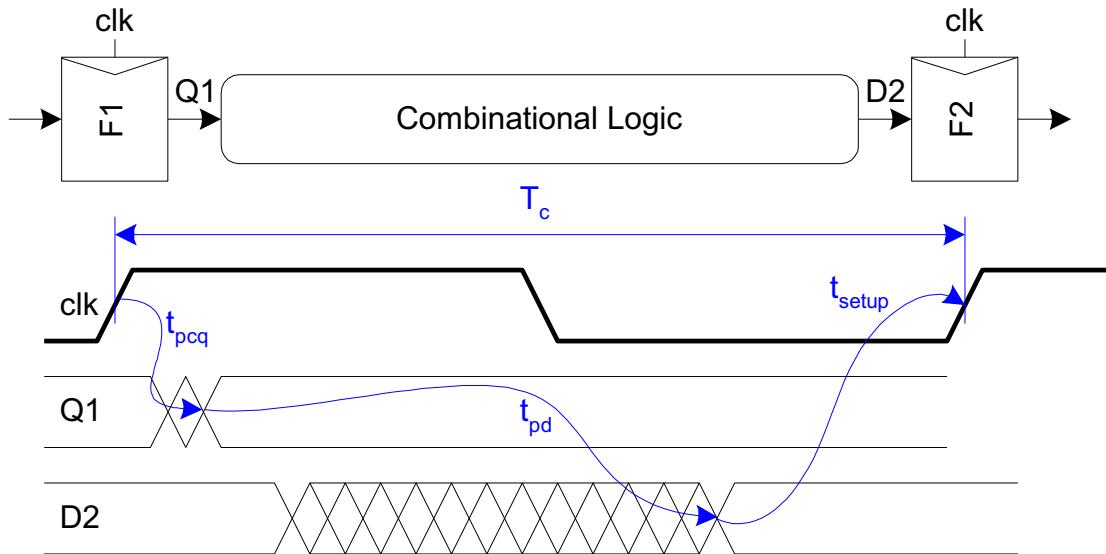
Contamination and Propagation Delays

t_{pd}	Logic Prop. Delay
t_{cd}	Logic Cont. Delay
t_{pcq}	Latch/Flop Clk->Q Prop. Delay
t_{ccq}	Latch/Flop Clk->Q Cont. Delay
t_{pdq}	Latch D->Q Prop. Delay
t_{cdq}	Latch D->Q Cont. Delay
t_{setup}	Latch/Flop Setup Time
t_{hold}	Latch/Flop Hold Time



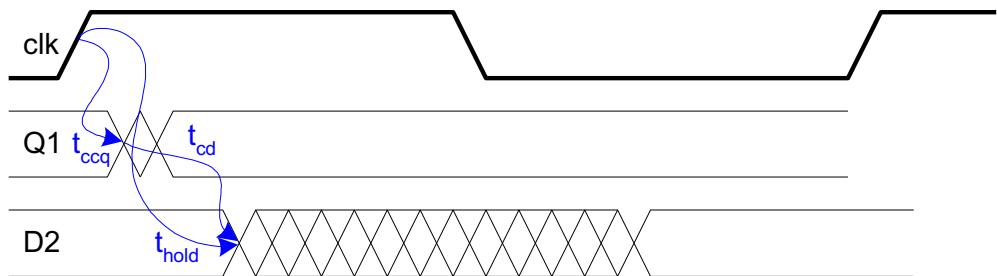
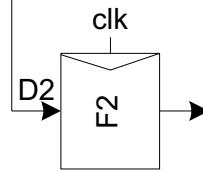
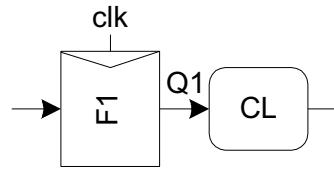
Max-Delay: Flip-Flops

$$t_{pd} \leq T_c - \underbrace{\left(t_{\text{setup}} + t_{\text{pcq}} \right)}_{\text{sequencing overhead}}$$



Min-Delay: Flip-Flops

$$t_{cd} \geq t_{\text{hold}} - t_{\text{ccq}}$$



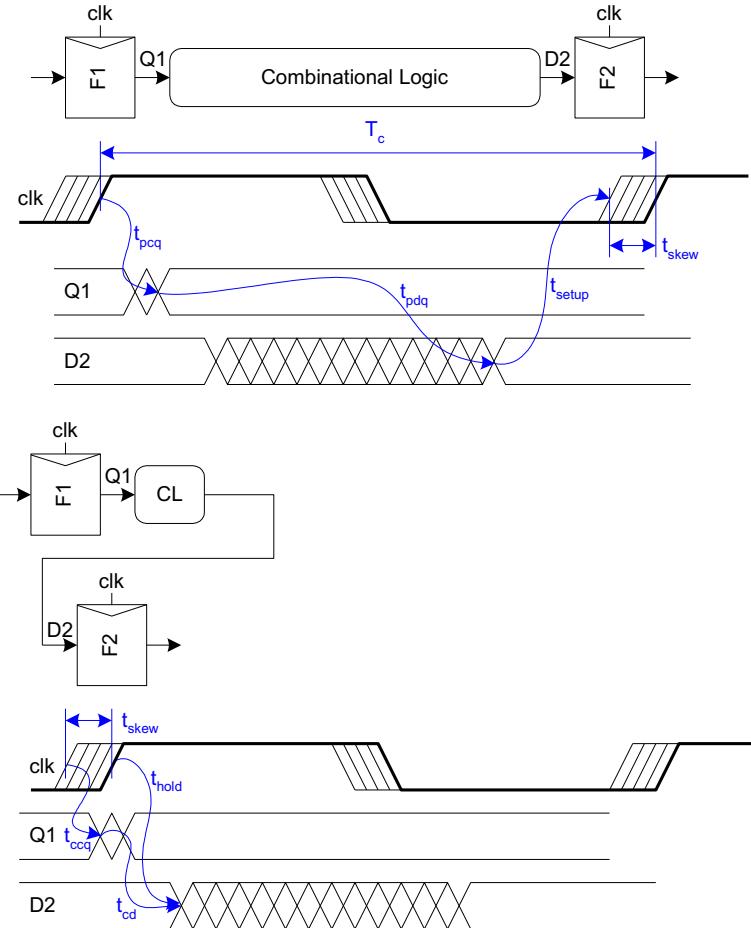
Clock Skew

- We have assumed zero clock skew
- Clocks really have uncertainty in arrival time
 - Decreases maximum propagation delay
 - Increases minimum contamination delay
 - Decreases time borrowing

Skew: Flip-Flops

$$t_{pd} \leq T_c - \underbrace{\left(t_{pcq} + t_{\text{setup}} + t_{\text{skew}} \right)}_{\text{sequencing overhead}}$$

$$t_{cd} \geq t_{\text{hold}} - t_{ccq} + t_{\text{skew}}$$

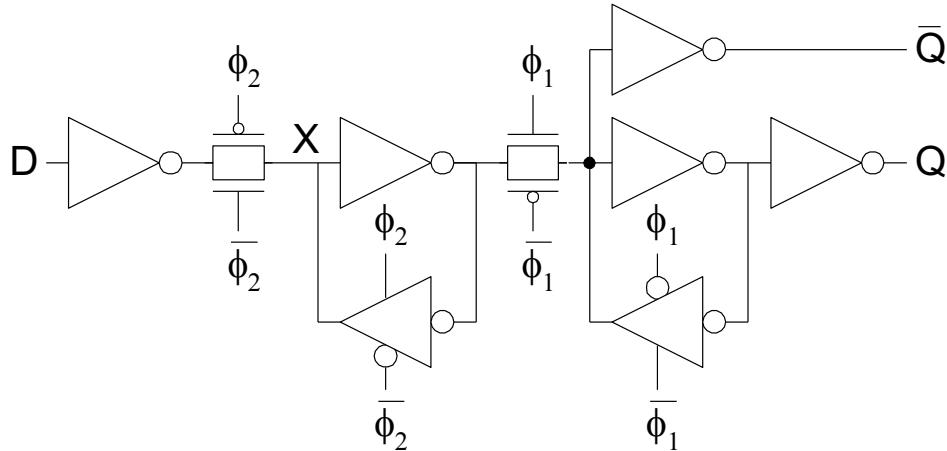


Two-Phase Clocking

- ❑ If setup times are violated, reduce clock speed
- ❑ If hold times are violated, chip fails at any speed
- ❑ In this class, working chips are most important
 - No tools to analyze clock skew
- ❑ An easy way to guarantee hold times is to use 2-phase latches with big nonoverlap times
- ❑ Call these clocks ϕ_1, ϕ_2 (ph1, ph2)

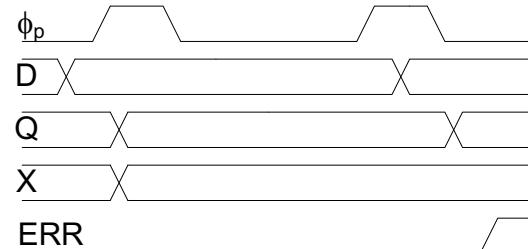
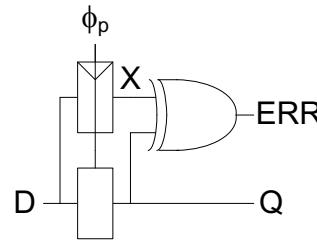
Safe Flip-Flop

- Flip-flop with nonoverlapping clocks
 - Slow – nonoverlap adds to setup time
 - But no hold times
- In industry, use a better timing analyzer
 - Add buffers to slow signals if hold time is at risk



Adaptive Sequencing

- Designers include timing margin
 - Voltage
 - Temperature
 - Process variation
 - Data dependency
 - Tool inaccuracies
- Alternative: run faster and check for near failures
 - Idea introduced as “Razor”
 - Increase frequency until at the verge of error
 - Can reduce cycle time by ~30%



Summary

❑ Flip-Flops:

- Very easy to use, supported by all tools

❑ 2-Phase Transparent Latches:

- Lots of skew tolerance and time borrowing

❑ Pulsed Latches:

- Fast, some skew tol & borrow, hold time risk

	Sequencing overhead ($T_c - t_{pd}$)	Minimum logic delay t_{cd}	Time borrowing t_{borrow}
Flip-Flops	$t_{pcq} + t_{setup} + t_{skew}$	$t_{hold} - t_{cq} + t_{skew}$	0
Two-Phase Transparent Latches	$2t_{pdq}$	$t_{hold} - t_{cq} - t_{nonoverlap} + t_{skew}$ in each half-cycle	$\frac{T_c}{2} - (t_{setup} + t_{nonoverlap} + t_{skew})$
Pulsed Latches	$\max(t_{pdq}, t_{pcq} + t_{setup} - t_{pw} + t_{skew})$	$t_{hold} - t_{cq} + t_{pw} + t_{skew}$	$t_{pw} - (t_{setup} + t_{skew})$