

ECE1388 VLSI Design Methodology

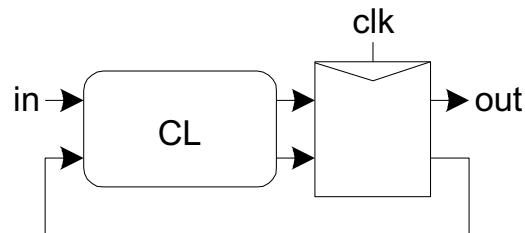
Lecture 12: Sequential Circuit Design

Outline

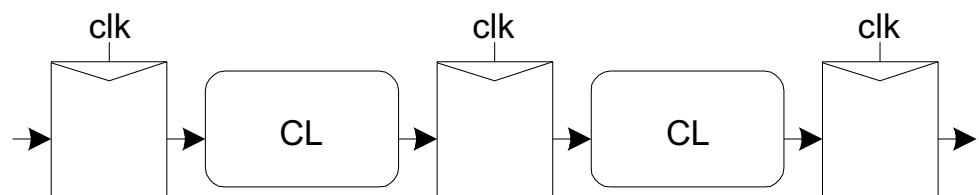
- ❑ Sequencing
- ❑ Sequencing Element Design
- ❑ Max and Min-Delay
- ❑ Clock Skew
- ❑ Two-Phase Clocking

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.

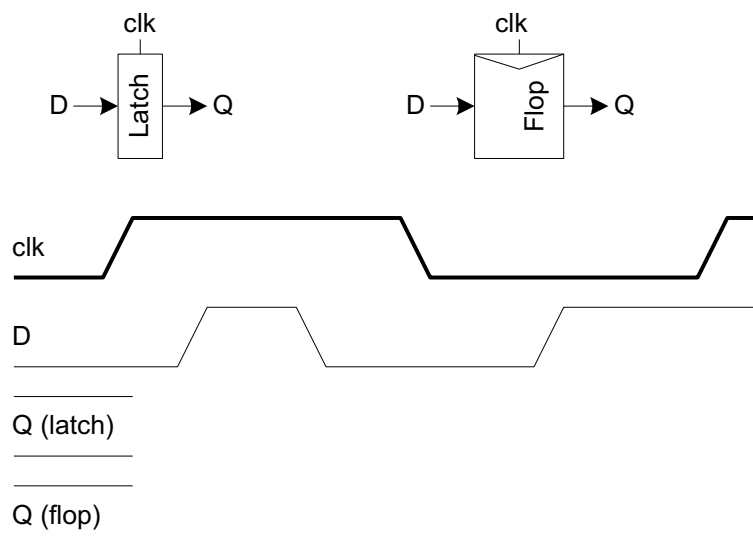
- ❑ If tokens moved through pipeline at constant speed, no sequencing elements would be necessary
- ❑ Ex: fiber-optic cable
 - Light pulses (tokens) are sent down cable
 - Next pulse sent before first reaches end of cable
 - No need for hardware to separate pulses
 - But *dispersion* sets min time between 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

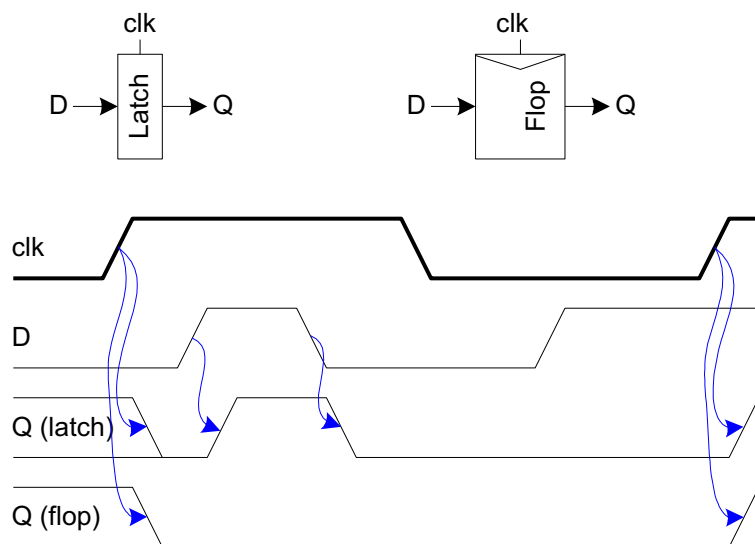
Sequencing Elements

- ❑ **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



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Latch Design

- ❑ Pass Transistor Latch

- ❑ Pros

 - + Tiny

 - + Low clock load

- ❑ Cons

 - V_t drop

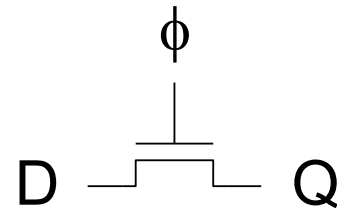
 - nonrestoring

 - backdriving

 - output noise sensitivity

 - dynamic

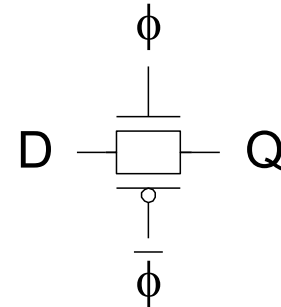
 - diffusion input



Used in 1970's

Latch Design

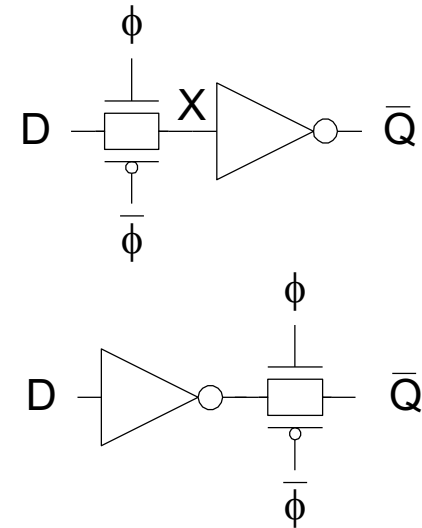
- ❑ Transmission gate
 - + No V_t drop
 - Requires inverted clock



Latch Design

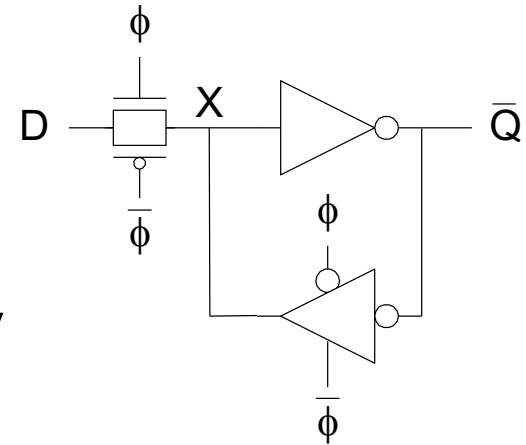
❑ Inverting buffer

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



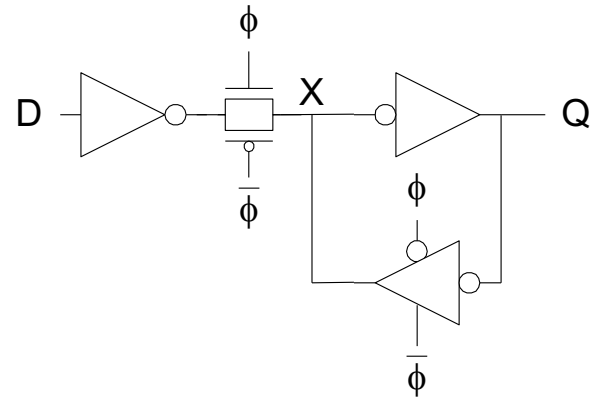
Latch Design

- ❑ 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

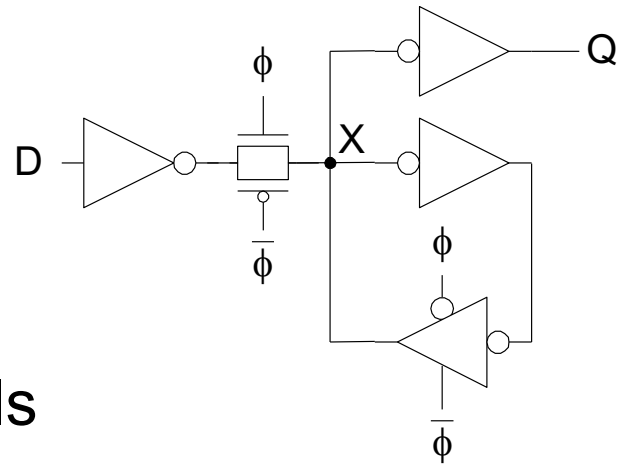
❑ Widely used in standard cells

+ Very robust (most important)

- Rather large

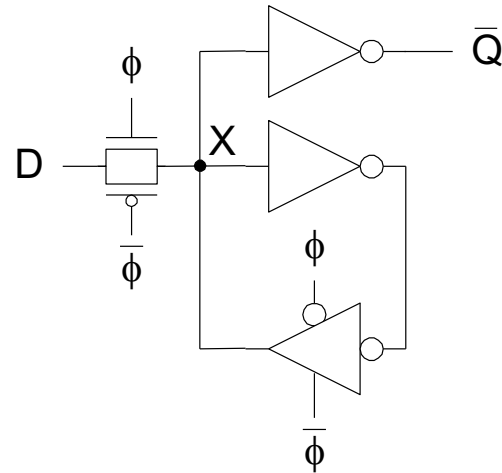
- Rather slow (1.5 – 2 FO4 delays)

- High clock loading



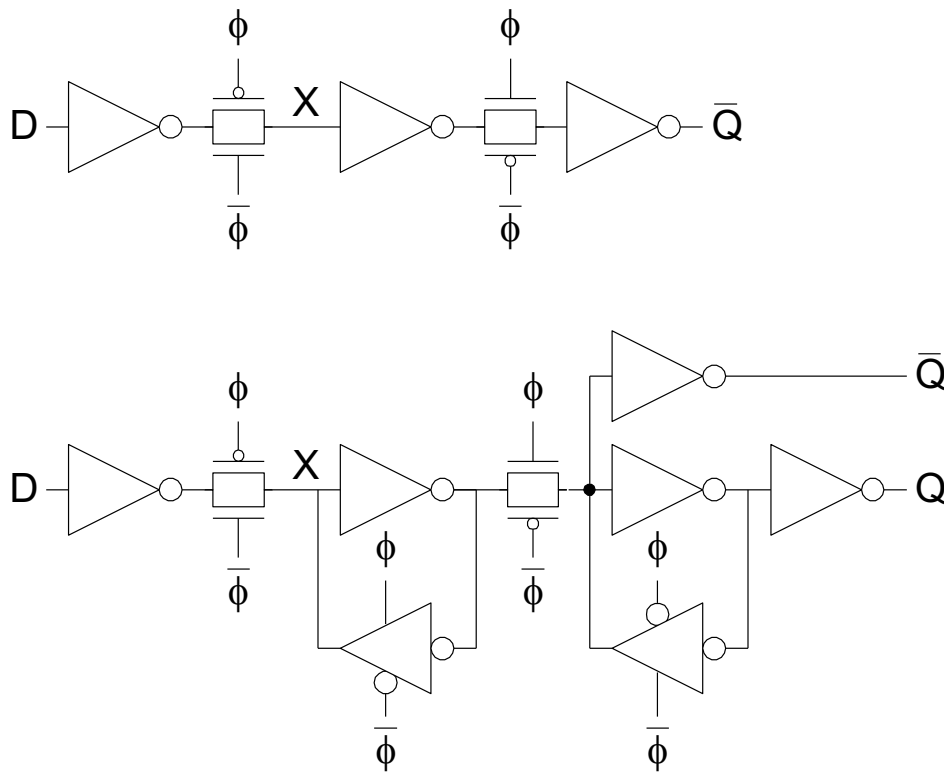
Latch Design

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



Flip-Flop Design

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



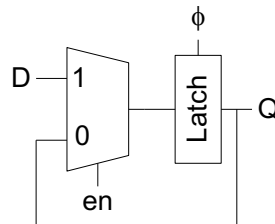
Enable

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

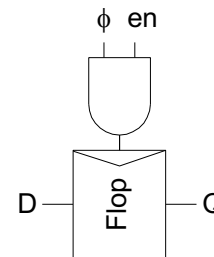
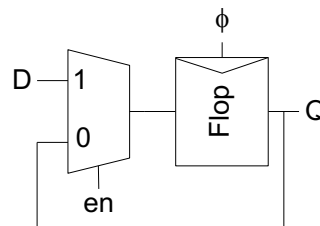
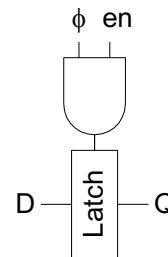
Symbol



Multiplexer Design

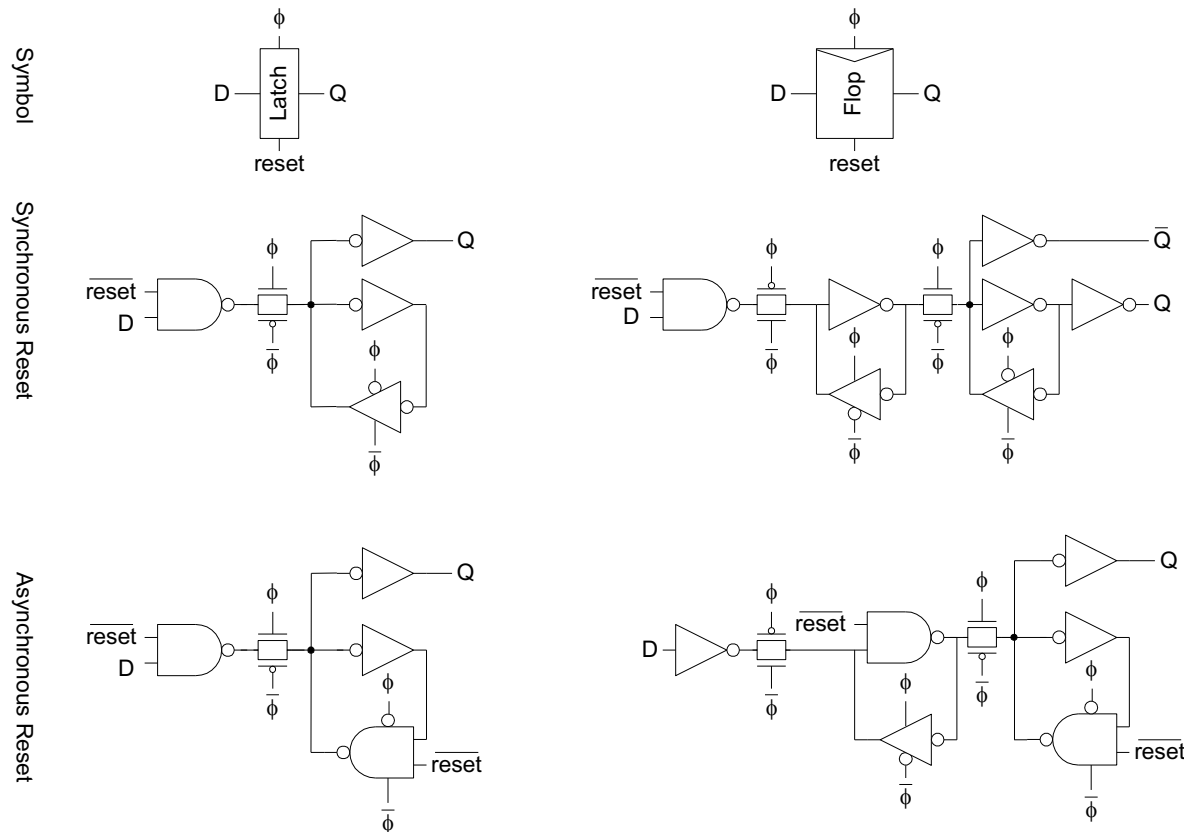


Clock Gating Design



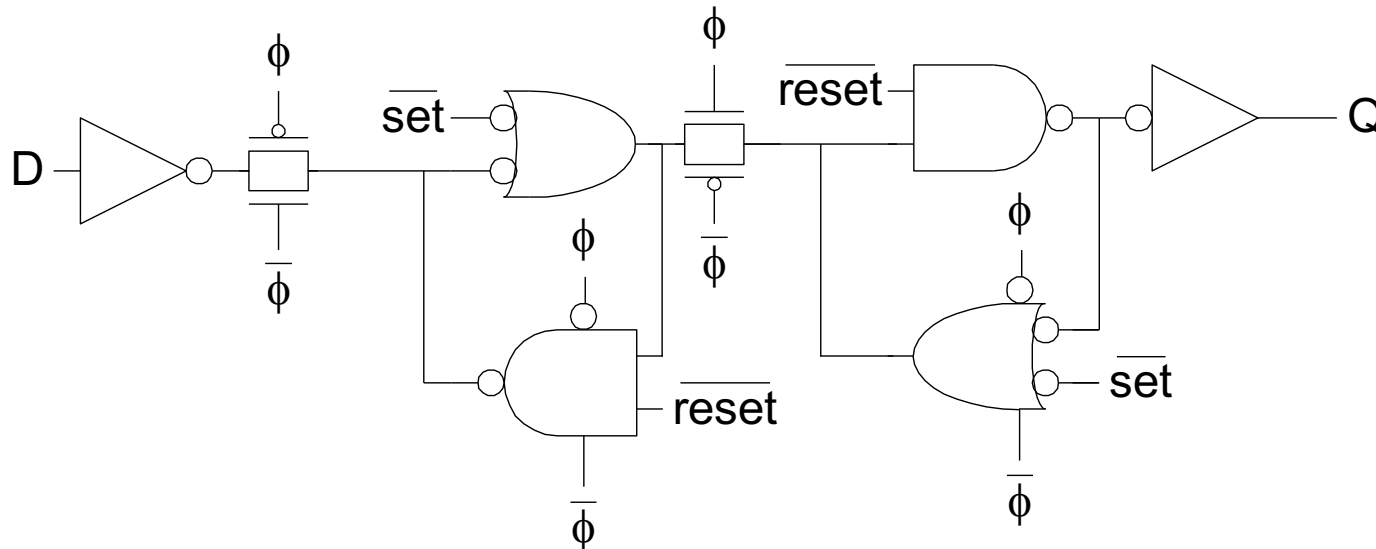
Reset

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



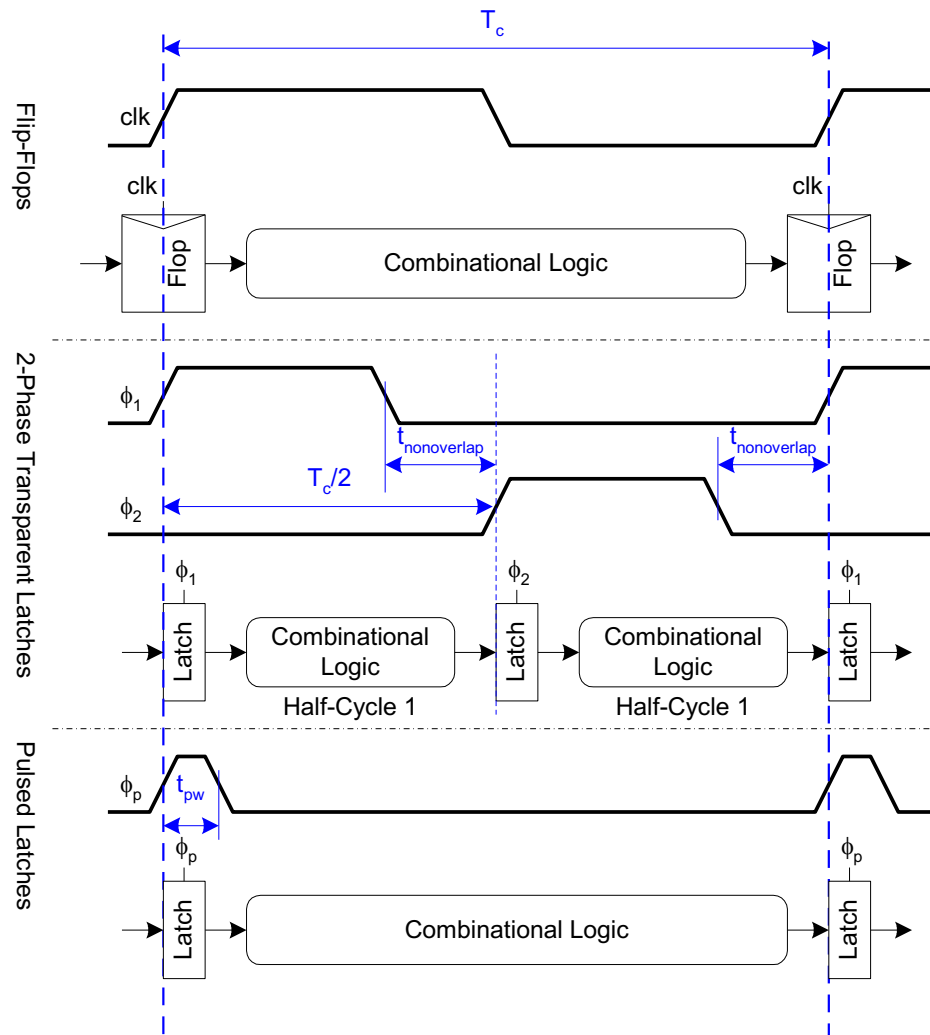
Set / Reset

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



Sequencing Methods

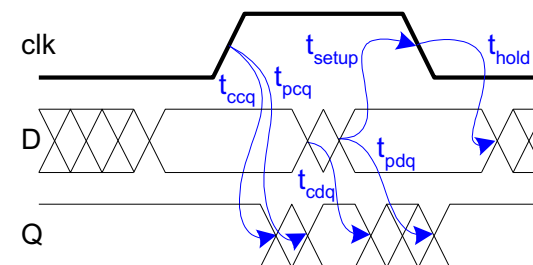
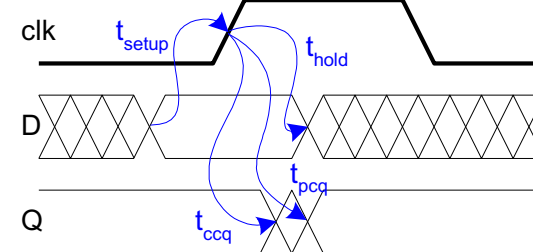
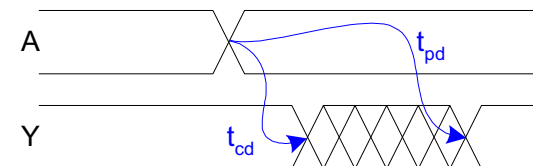
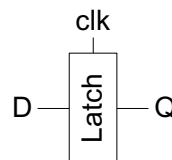
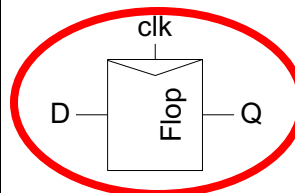
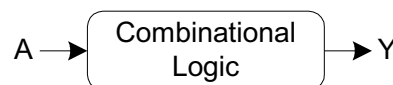
- ❑ Flip-flops
- ❑ 2-Phase Latches
- ❑ Pulsed Latches



Timing Diagrams

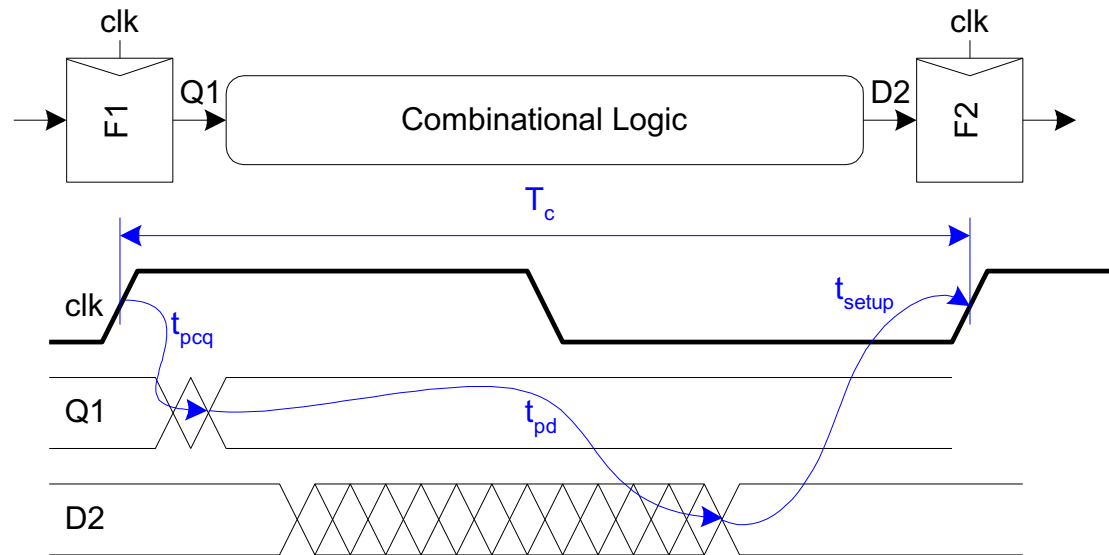
Contamination and Propagation Delays

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



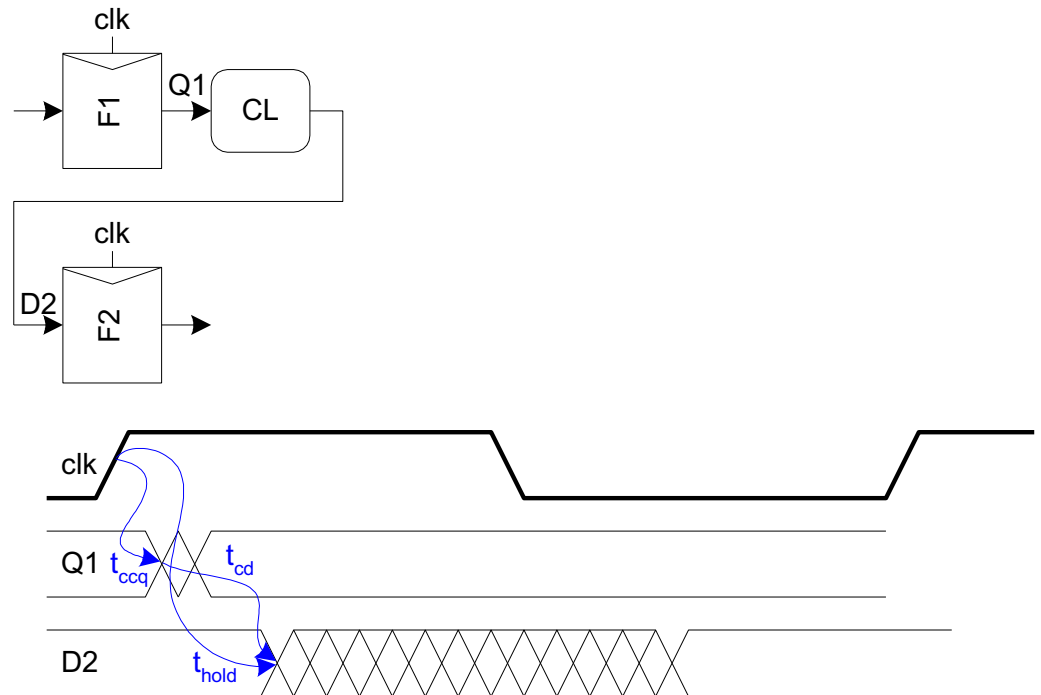
Max-Delay: Flip-Flops

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



Min-Delay: Flip-Flops

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



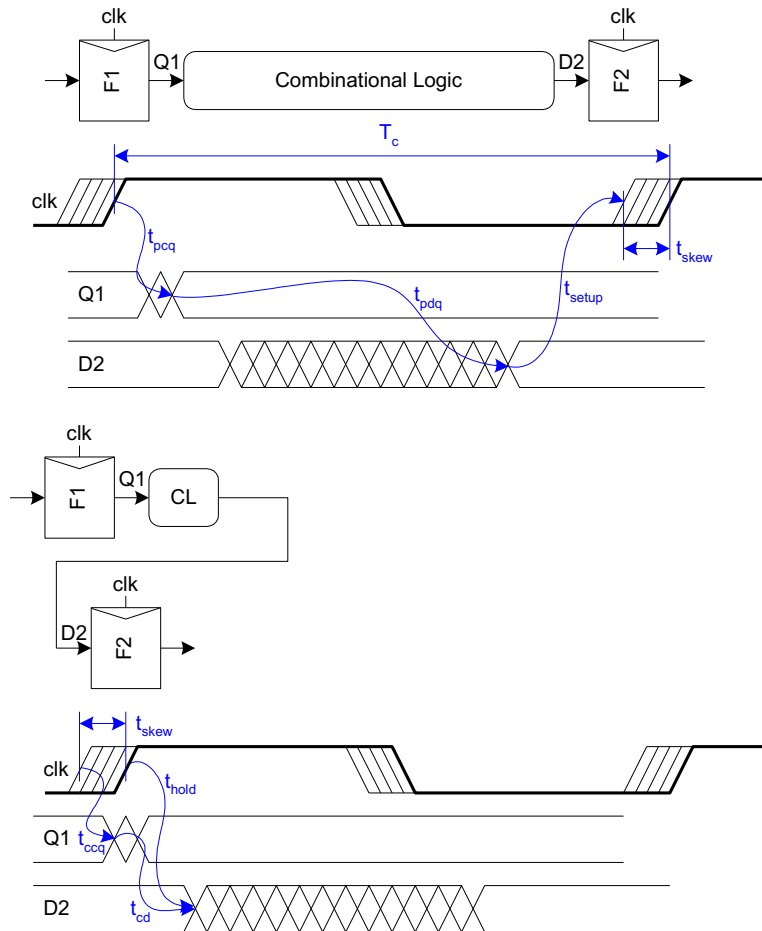
Clock Skew

- ❑ 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

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

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

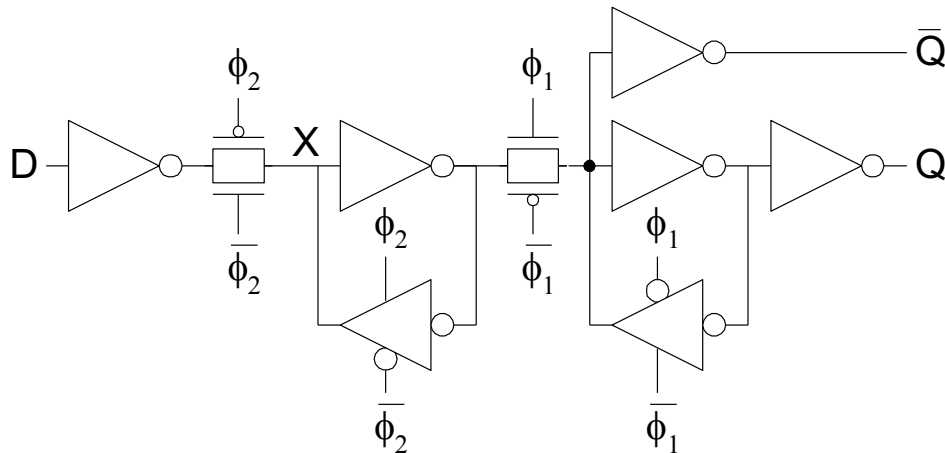


Two-Phase Clocking

- ❑ 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

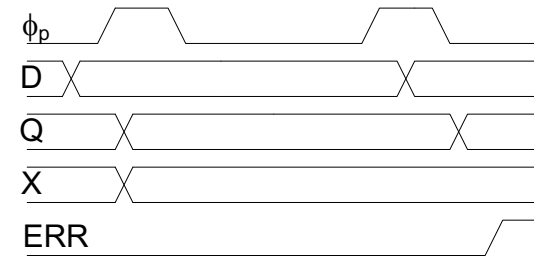
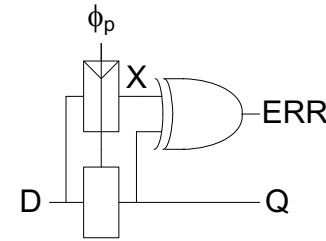
- ❑ Flip-flop with nonoverlapping clocks
 - Slow – nonoverlap adds to setup time
 - But no hold times
- ❑ In industry, use a better timing analyzer
 - Add buffers to slow signals if hold time is at risk



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	$t_{pcq} + t_{setup} + t_{skew}$	$t_{hold} - t_{ccq} + t_{skew}$	0
Two-Phase Transparent Latches	$2t_{pdq}$	$t_{hold} - t_{ccq} - t_{nonoverlap} + t_{skew}$ in each half-cycle	$\frac{T_c}{2} - (t_{setup} + t_{nonoverlap} + t_{skew})$
Pulsed Latches	$\max(t_{pdq}, t_{pcq} + t_{setup} - t_{p\omega} + t_{skew})$	$t_{hold} - t_{ccq} + t_{p\omega} + t_{skew}$	$t_{p\omega} - (t_{setup} + t_{skew})$