# CSCI 210: Computer Architecture Lecture 18: Clocks and Timing

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Slides from Cynthia Taylor

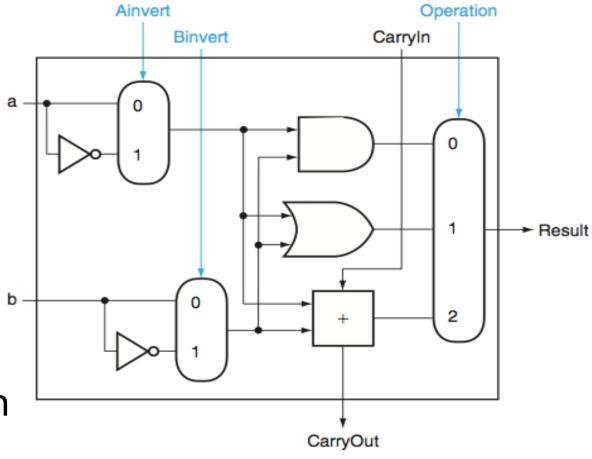
#### **CS History: Lynn Conway**



- Computer Scientist, Electrical Engineer and Transgender Activist born in 1938
- At Xerox Park, worked on multi-project wafers, which allowed printing multiple circuit designs on a single silicon wafer
- Co-authored Introduction to VSLI Systems in 1981, which became the standard textbook in chip design
- In 1983, developed the *Metal Oxide Semiconductor Implementation Service* system, an internet-based system for rapid-prototyping and small-run fabrication of new chip designs
  - Allowed academics and small businesses to develop their own chips for the first time

#### Last Class We Implemented A 1-bit CPU with

- And
- Or
- Nor
- Add
- Subtract
- Set less than
- Overflow detection



# Adding Conditional Branching

Want to be able to support beq, bne, etc

Need to be able to check equality

• If a = b, then a - b = 0

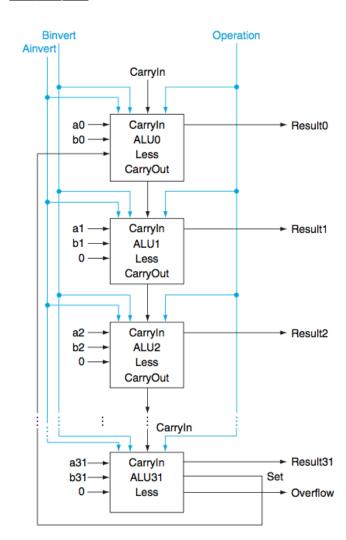
#### Detect 0 in Multi-bit ALU

Subtract a – b

- Take output from each 1-bit ALU
  - If they are equal, all outputs should be 0

# We know Result0-Result31 are all 0 if we perform a \_\_\_\_ operation on Result0 though Result31, and it outputs

- A. AND, 0
- B. OR, 0
- C. NAND, 1
- D. XOR, 0
- E. None of the above



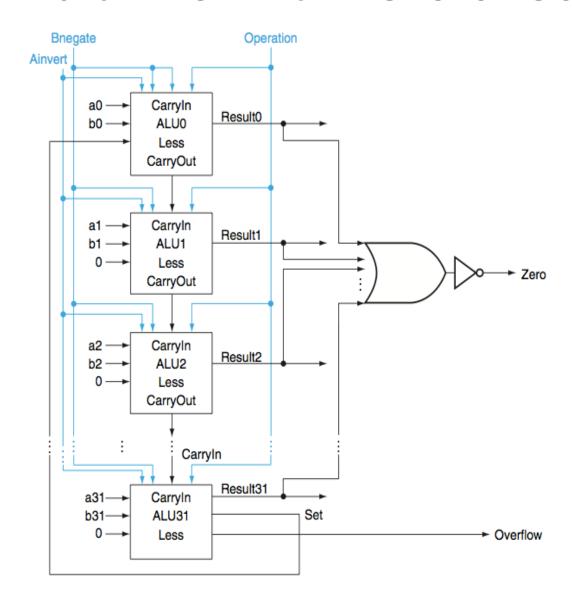
#### Detect 0 in Multi-bit ALU

Subtract a – b

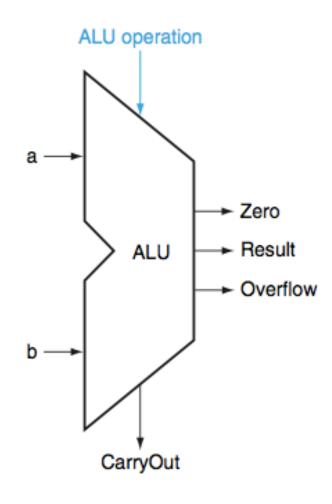
Take output from each 1-bit ALU

- OR outputs together
  - If any output is 1, result will be 1, else 0
- Negate the result

#### 32-bit ALU with zero check

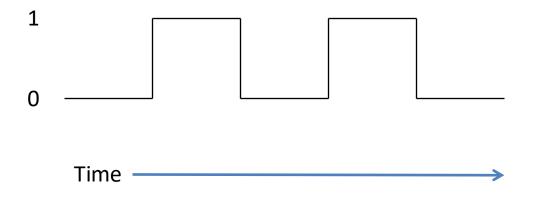


# Symbol for Multi-bit ALU

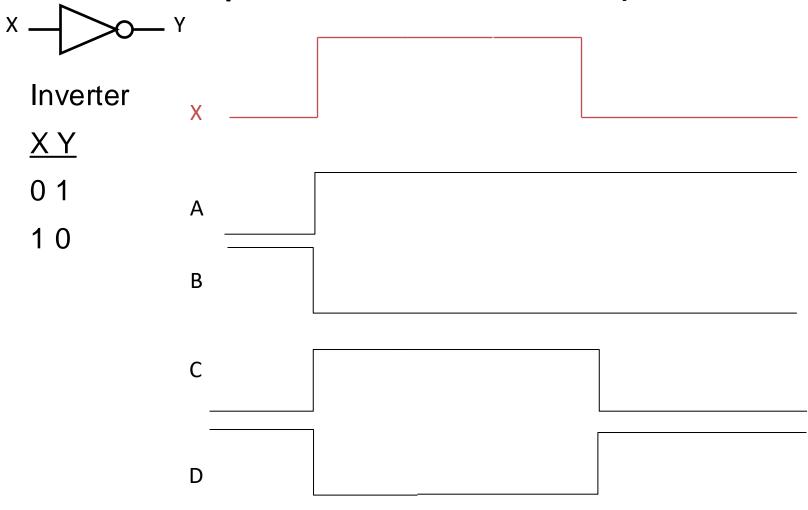


### **ALU Questions?**

### Logic Gates and Timing Diagrams

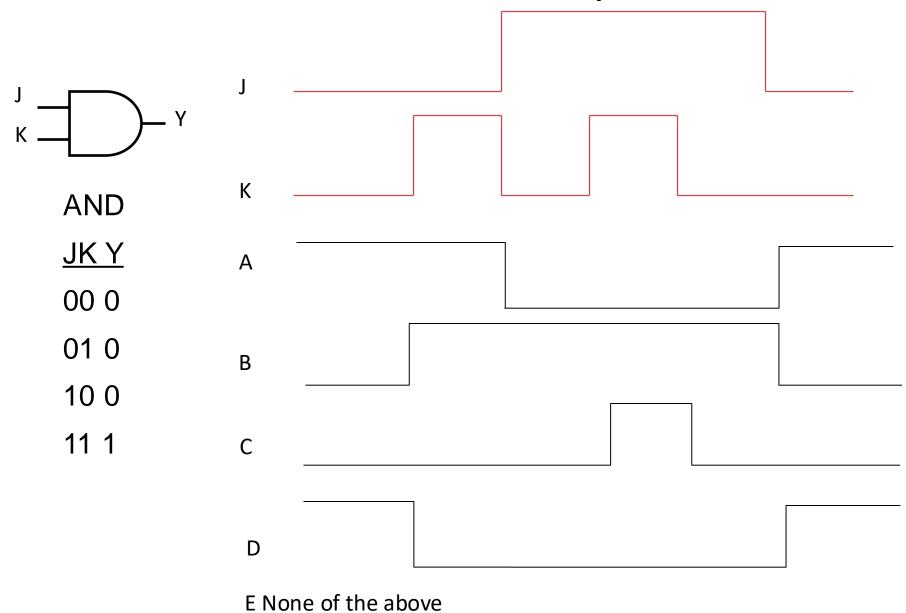


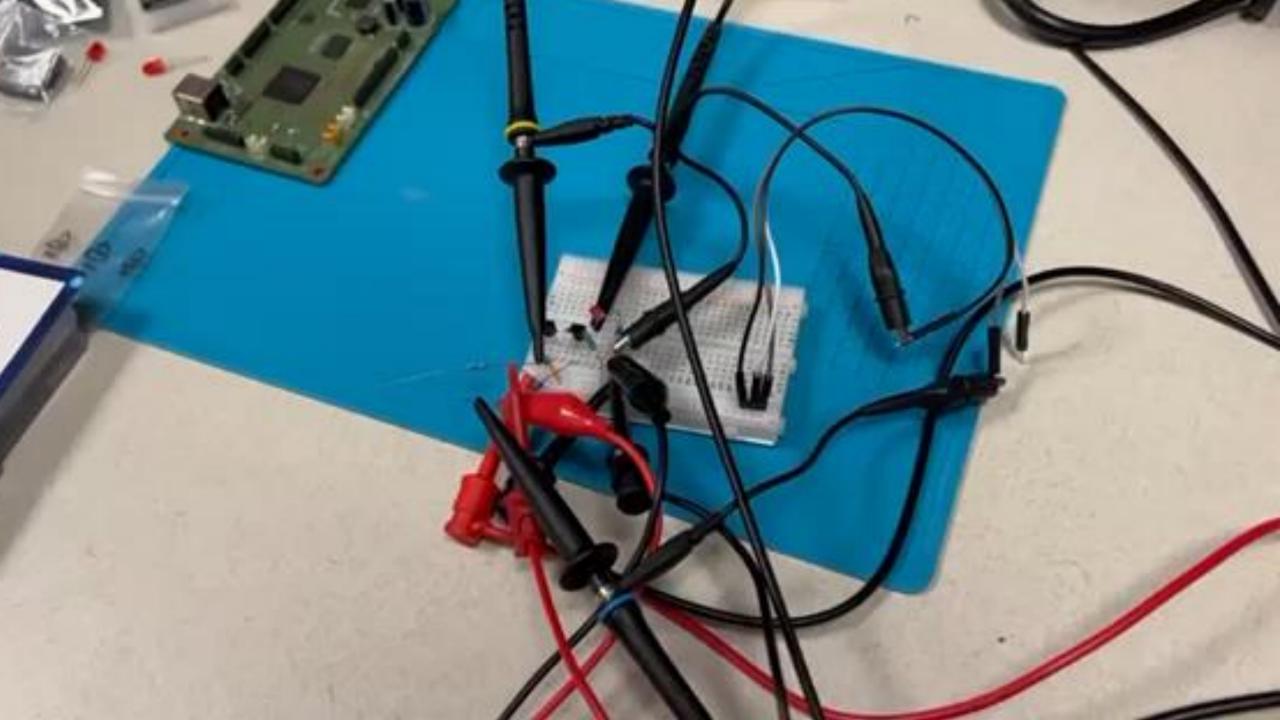
# Which of the following most closely maps to Y (the output of the inverter)?



E None of the above.

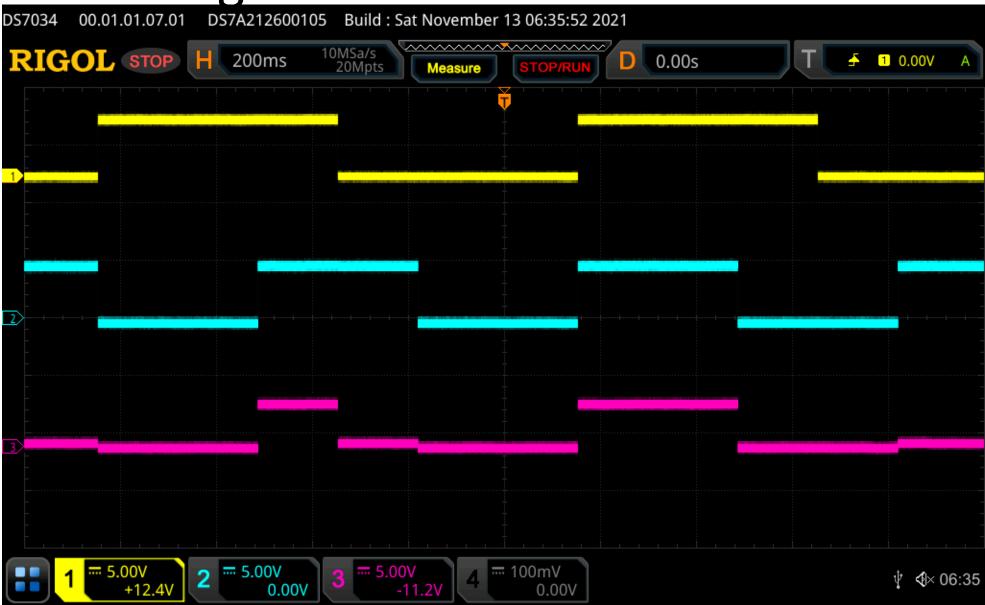
#### Select the correct output for Y



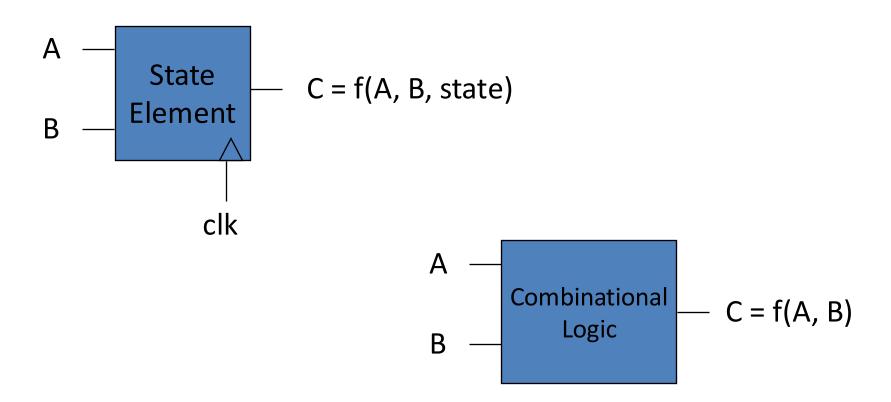


AND gate waveforms

- Inputs
  - Yellow
  - Blue
- Output
  - Pink



#### Two Types of Logic Components

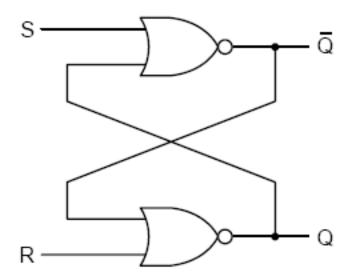


#### **State Elements**

Output depends on input, AND a value saved inside the element

Have memory

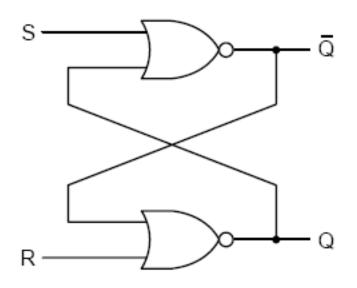
#### Set-Reset (S-R) Latch



Output depends on S, R, AND previous value of Q

• Stores 1 bit of state

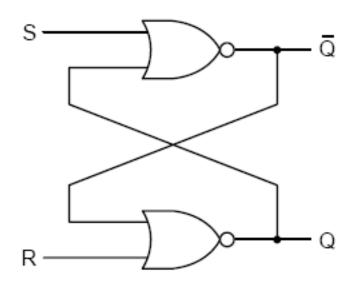
# S-R Latch: S = 1, R = 0



Consider what happens when Q = 0 initially and when Q = 1 initially

	Q	
Α	0	
В	1	
С	Q from before	
D	Q from before	
Е	None of the above	

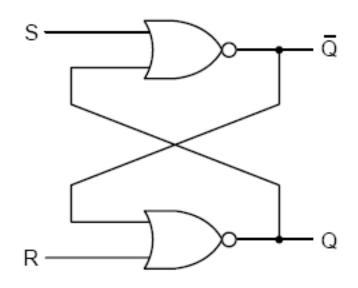
# S-R Latch: S = 0, R = 1



Consider what happens when Q = 0 initially and when Q = 1 initially

	Q	
Α	0	
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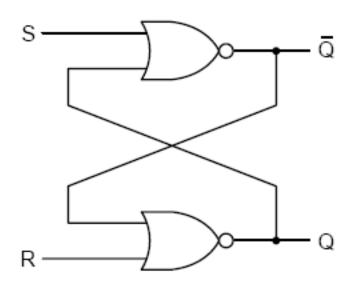
# S-R Latch: S = 0, R = 0



Consider what happens when Q = 0 initially and when Q = 1 initially

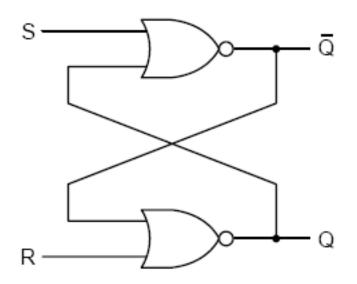
	Q	
Α	0	
В	1	
С	Q from before	
D	Q from before	
Е	None of the above	

# S-R Latch: S = 1, R = 1



	Q	σ
Α	0	1
В	1	0
С	Q from before	Q from before
D	Q from before	Q from before
Е	None of the above	

#### S-R Latch



- Set:  $Q_t = 1$
- Reset:  $Q_t = 0$
- Otherwise,  $Q_t = Q_{t-1}$

#### Terminology

- The S-R latch is a bistable multivibrator
  - Bistable: two stable states—set Q = 1, Q = 0 and reset Q = 0, Q = 1
  - Monostable: one stable state, one unstable state; the circuit returns to the stable state after a short time in the unstable state
  - Astable: two unstable states and the circuit switches between them
  - Multivibrator: a digital circuit that uses feedback
    - The name comes from the first such circuit that produced a square wave which had many harmonics, hence *multivibrateur*

#### Clock



Oscillates between 1 and 0 at a set rate

Used with elements that have memory

#### **Clocked SR Latch**

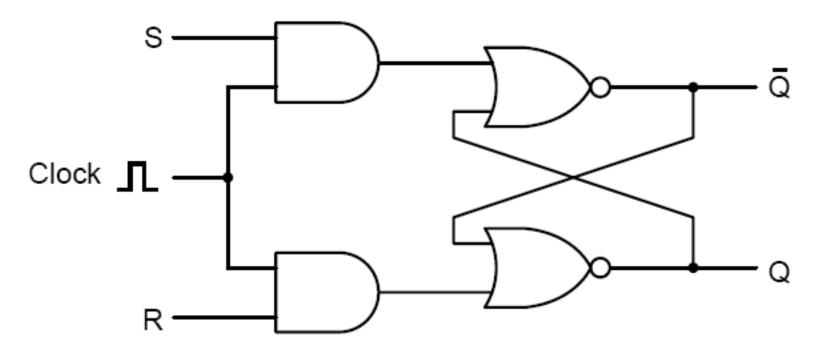
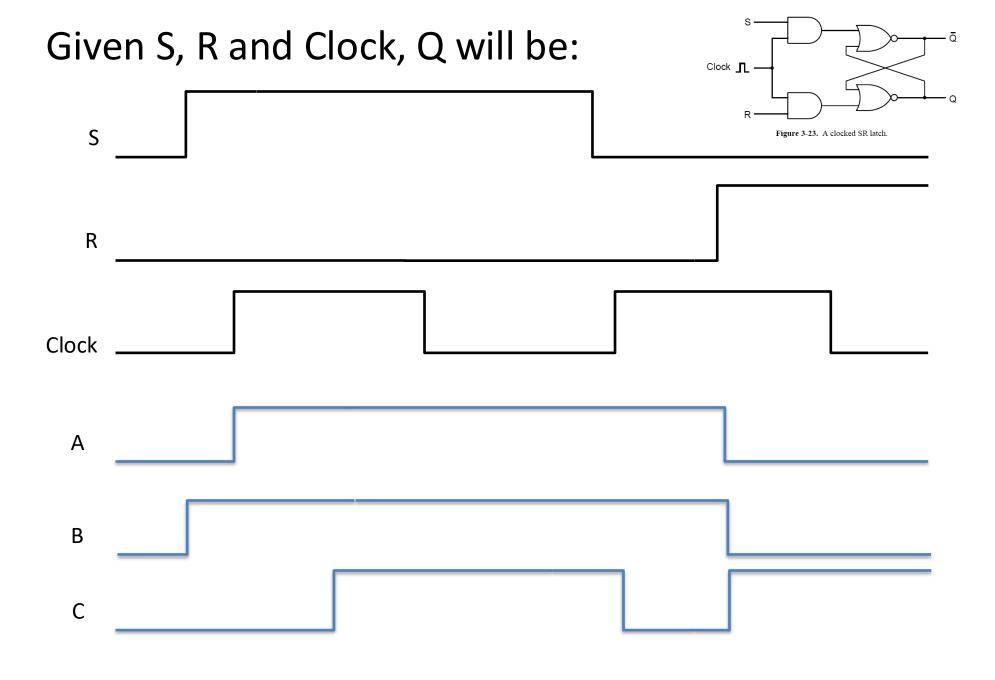


Figure 3-23. A clocked SR latch.

Only changes state when the clock is asserted



D. None of the above

### Reading

- Next lecture: Clocks, Latches and Flip flops
  - -3.7