

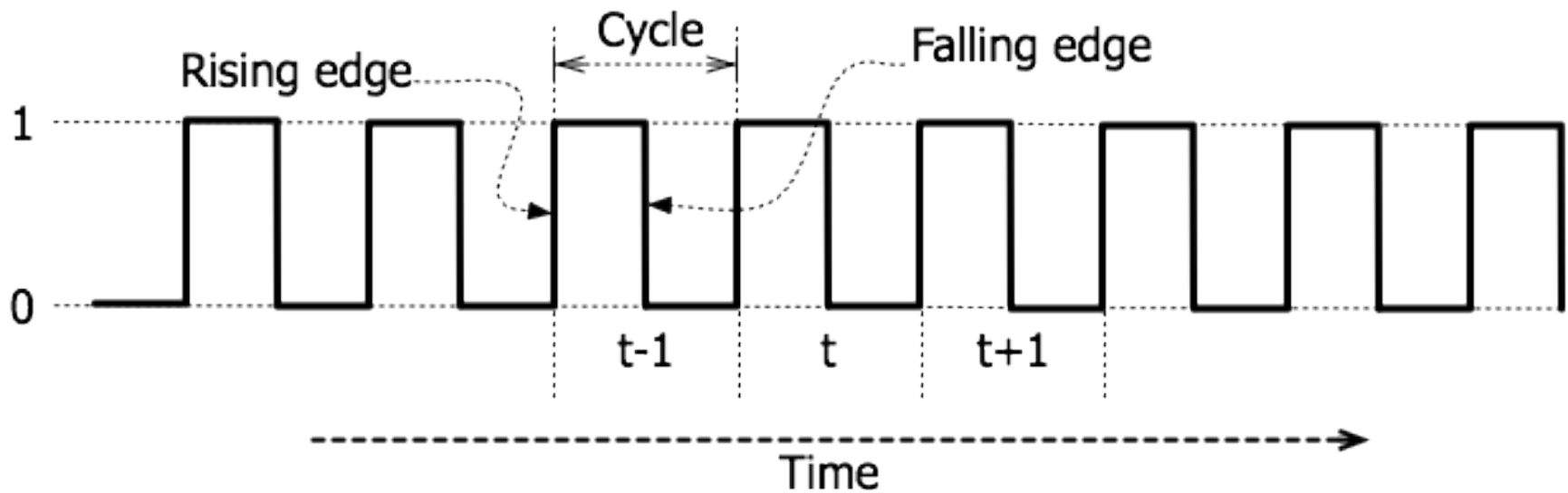


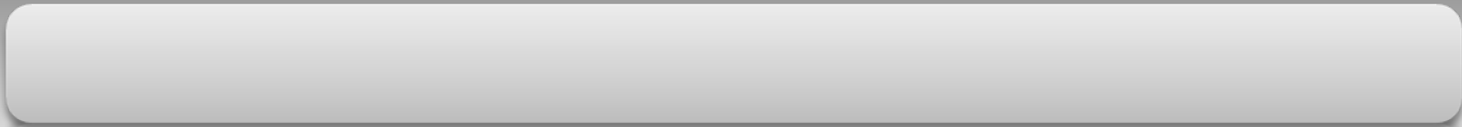
Sequential Logic Circuits

Hyunok Oh



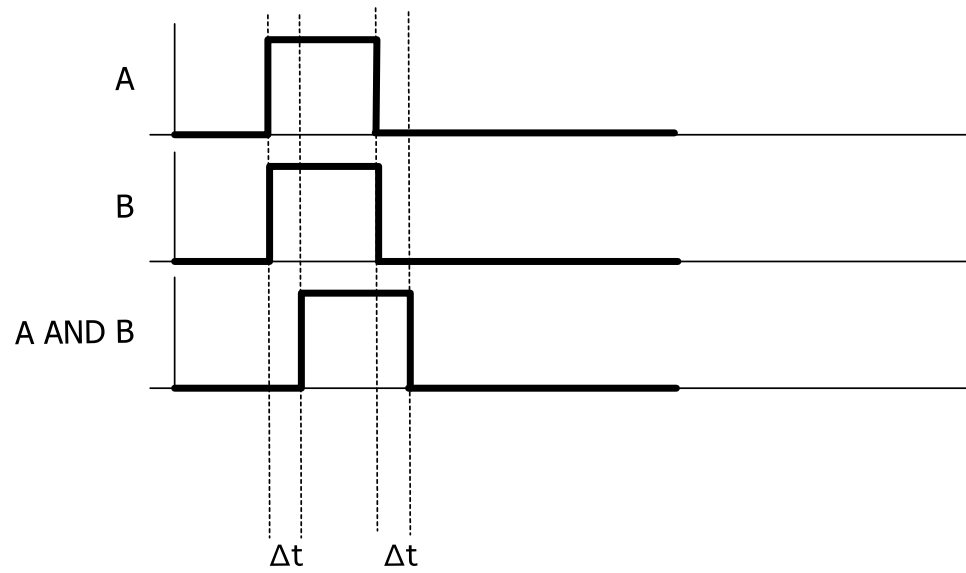
Clock





Gate Delay

■ ■ propagation delay

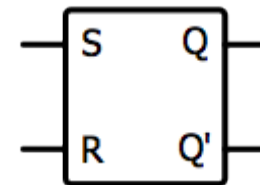
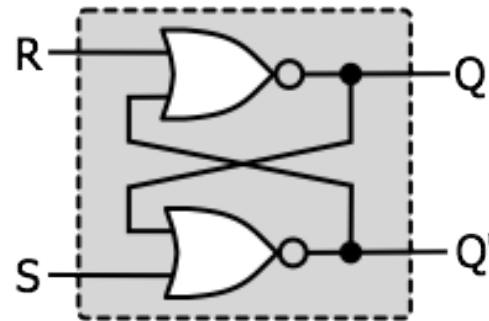


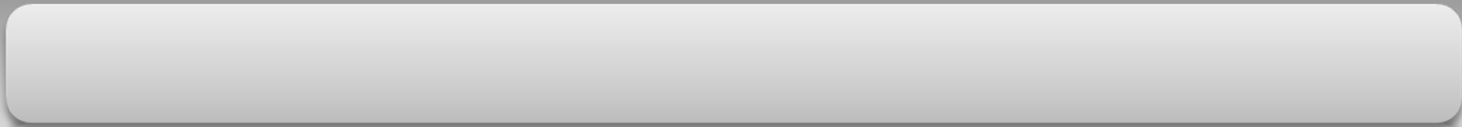
SR Latch

■ ■ 1 bit store

- Output is not defined when inputs are 1
- Output is feedback to input
- As input changes, output changes

S	R	Q
0	0	Q_{prev} (no change)
0	1	0
1	0	1
1	1	Undefined

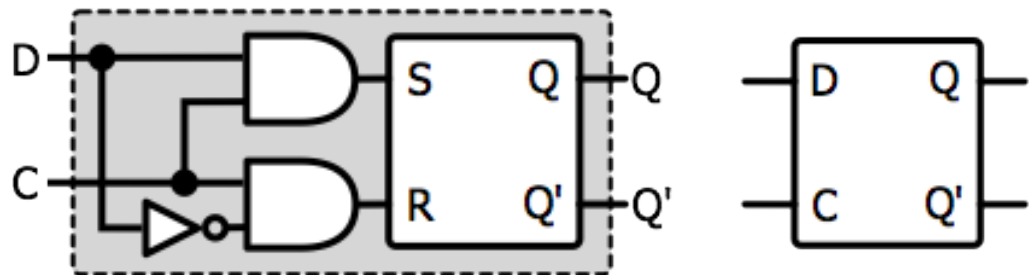


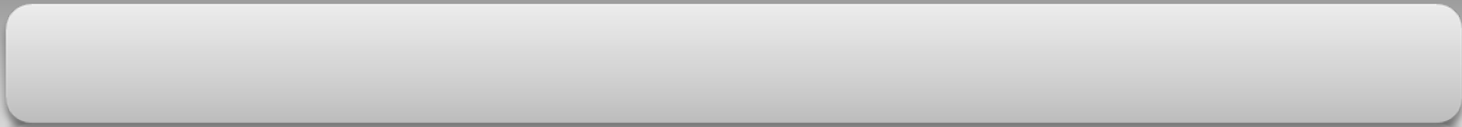


D Latch

- When $C=0$, no output changes
- When $C=1$, output changes as input D changes

C	D	Q
0	X	Q_{prev} (no change)
1	0	0
1	1	1

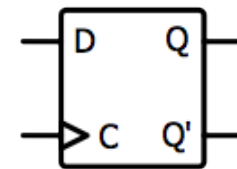
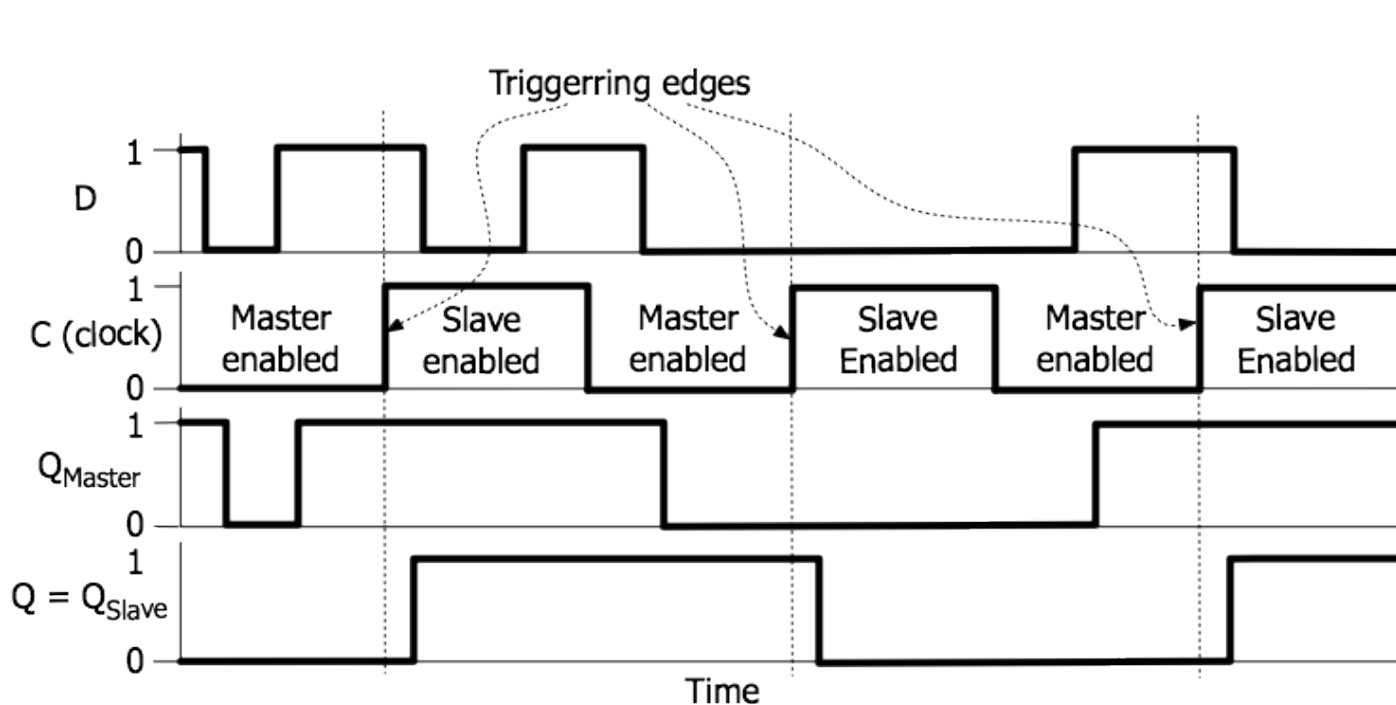
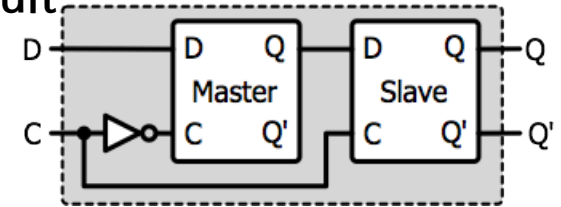


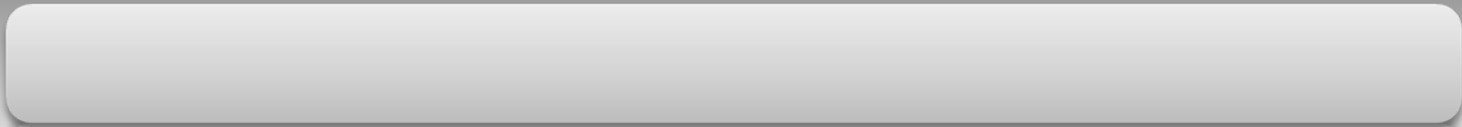


D Flipflop

■ ■ When clock is rising to 1, input is reflected in the circuit

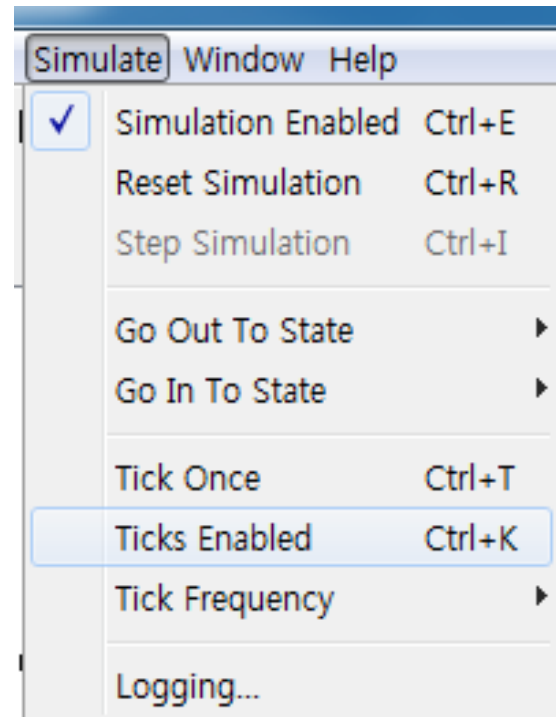
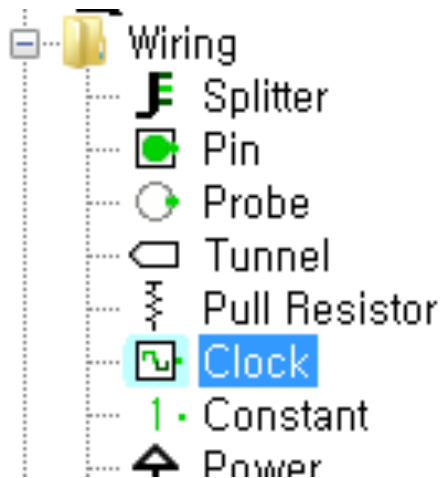
- Consider the small propagation delay





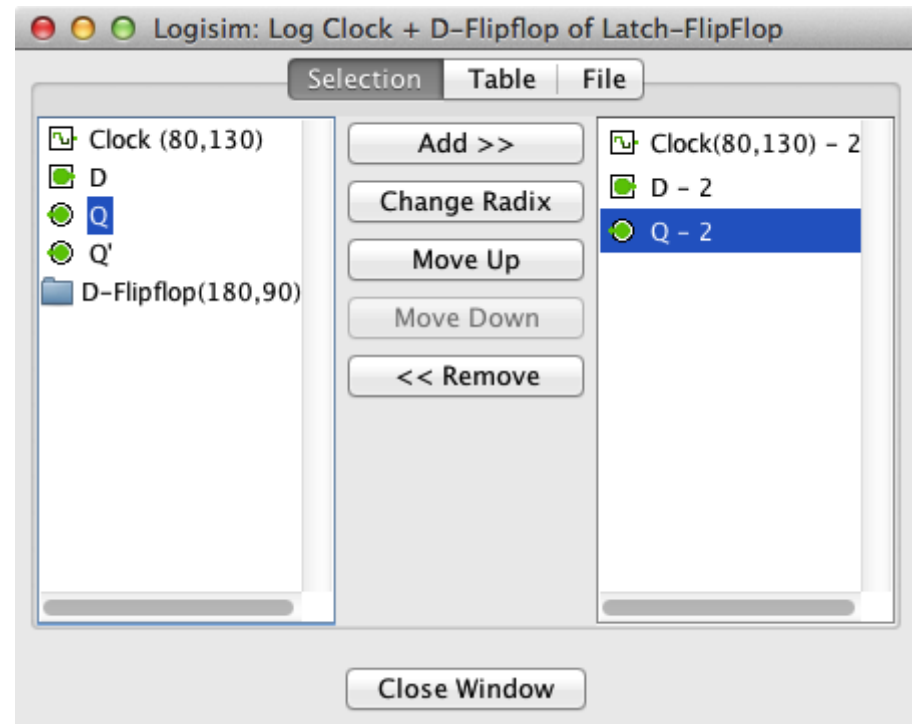
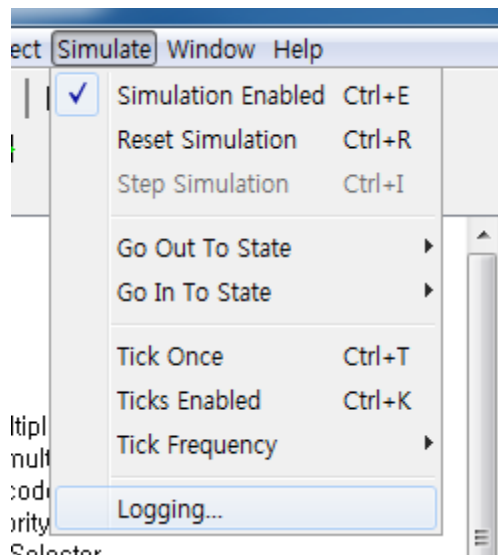
Clock in Logisim

- ■ You can enable the clock and change clock frequency

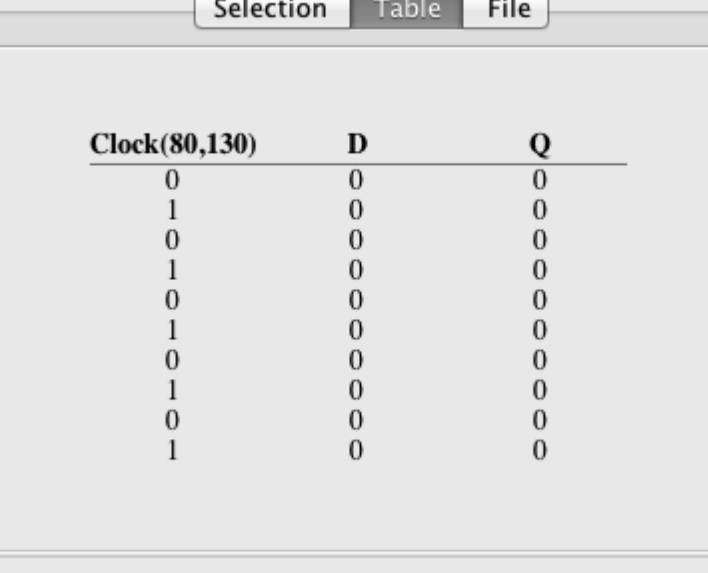


Logging in Logisim

- ■ You can track input and output using logging module



- ■ ‘Table’ tab shows the tracked values
- ■ The logging results can be stored in a file



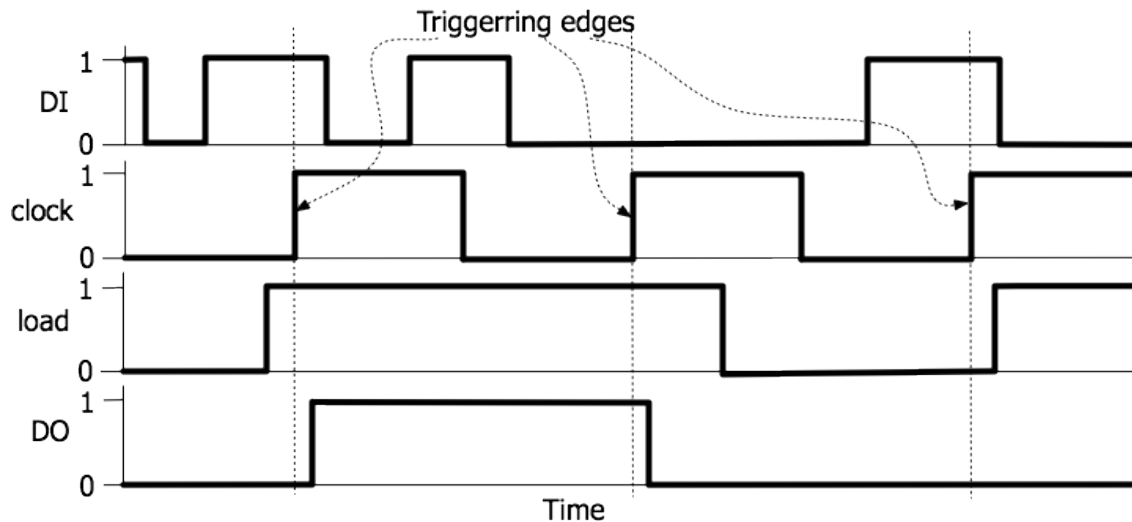
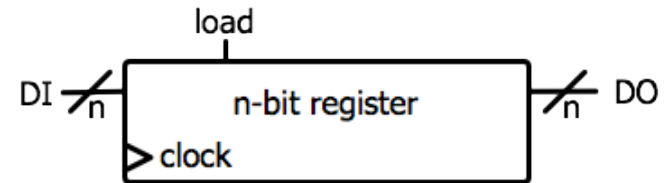
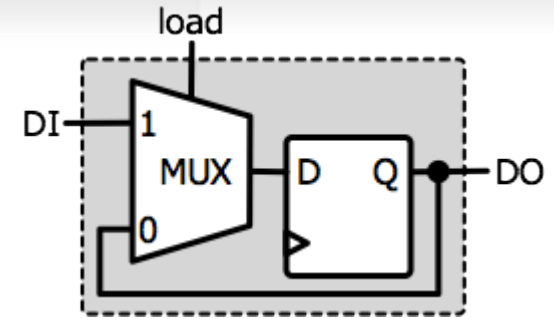
Clock(80,130)	D	Q
0	0	0
1	0	0
0	0	0
1	0	0
0	0	0
1	0	0
0	0	0
1	0	0
0	0	0
1	0	0

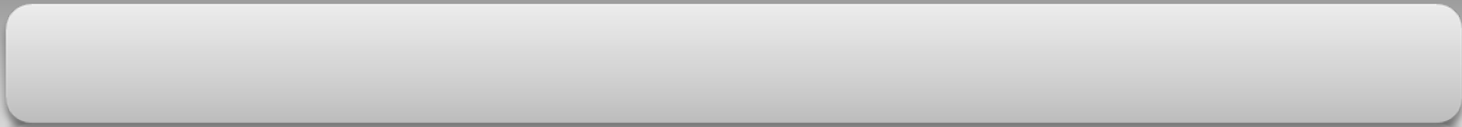
Logisim 실습

- ■ Load sequential.circ in logisim, and verify the functionality of SR latch, D latch and D flipflop
- ■ Check the output of D flipflop after connecting a clock to D flipflop.

Register

- a storage to store a binary
 - a set of flipflops
- When Load=1 and clock is rising, input is loaded into the register and the stored value is produced.

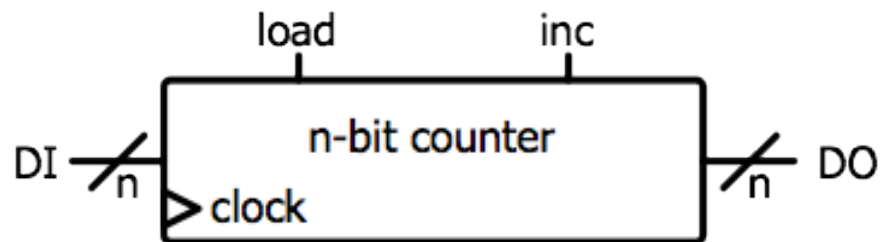


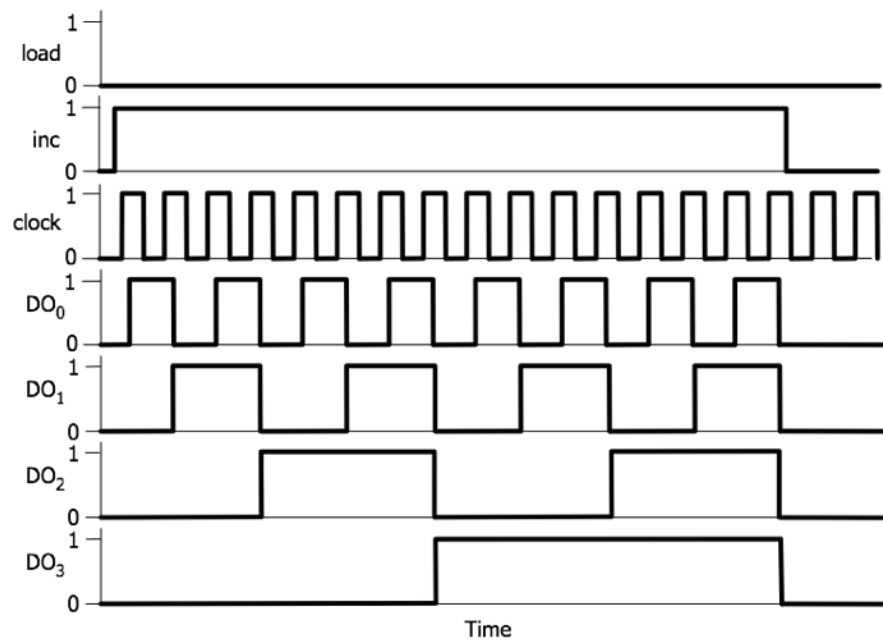
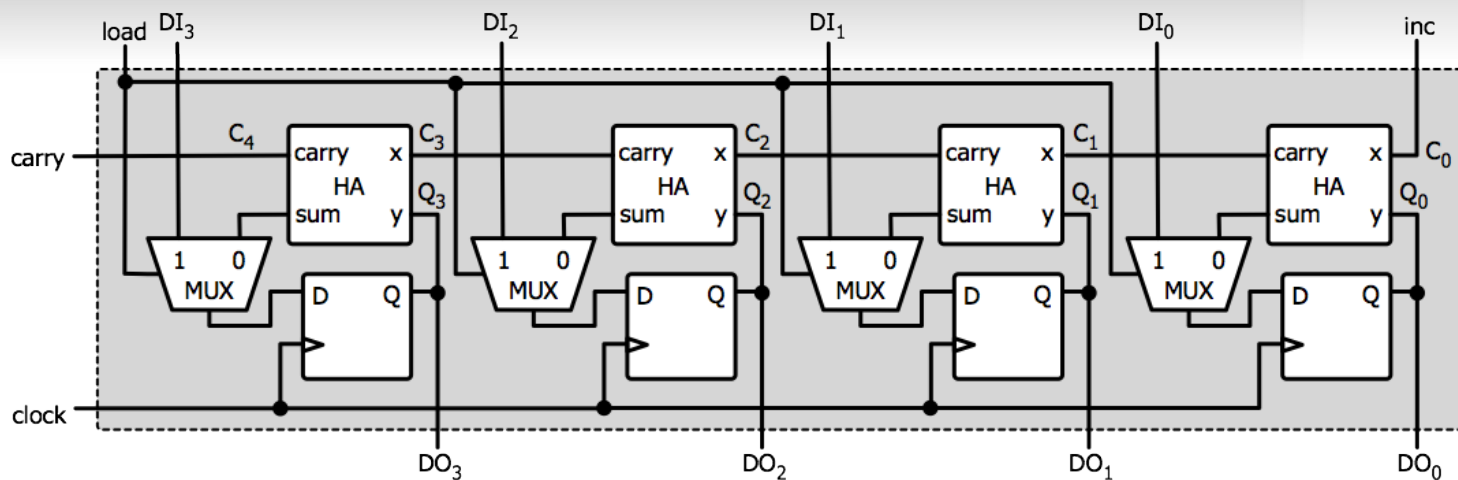


Logisim Lab

- ■ Load sequential.circ in logisim and check 1-bit, 4-bit registers
- ■ Connect a clock to 4-bit register and check the output

Binary Counter



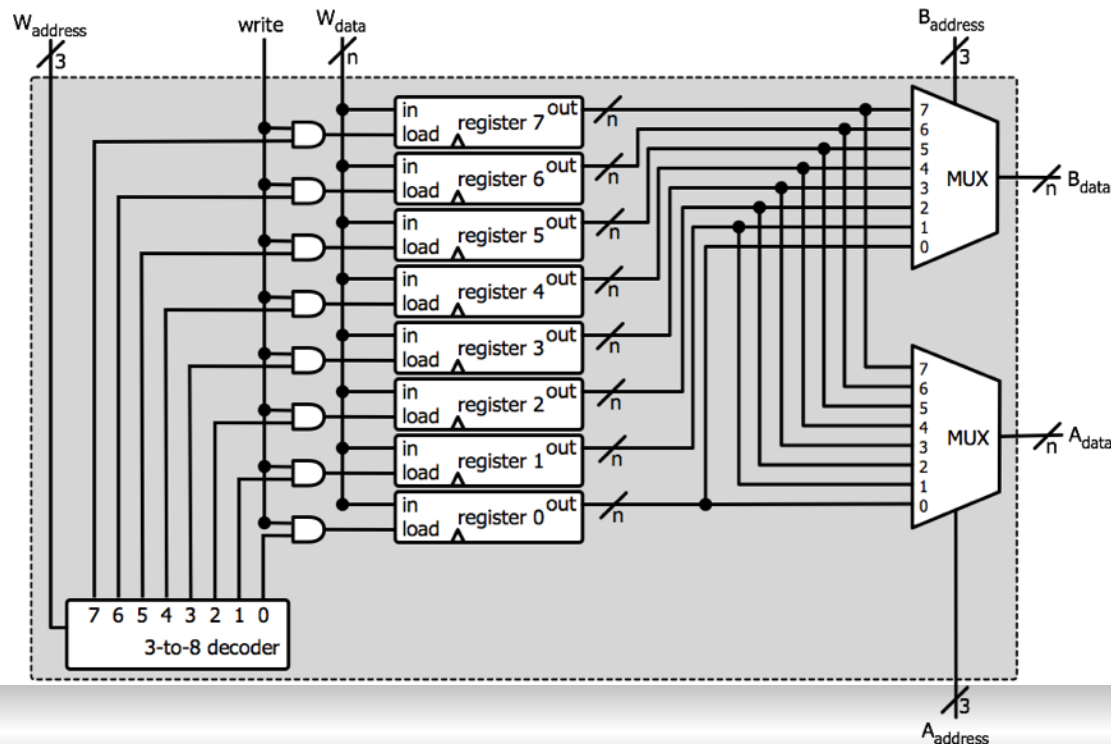


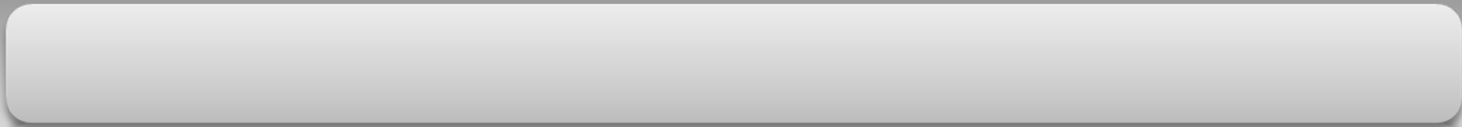
Logisim Lab

- ■ Load sequential.circ in logisim and check 4-bit binary counter

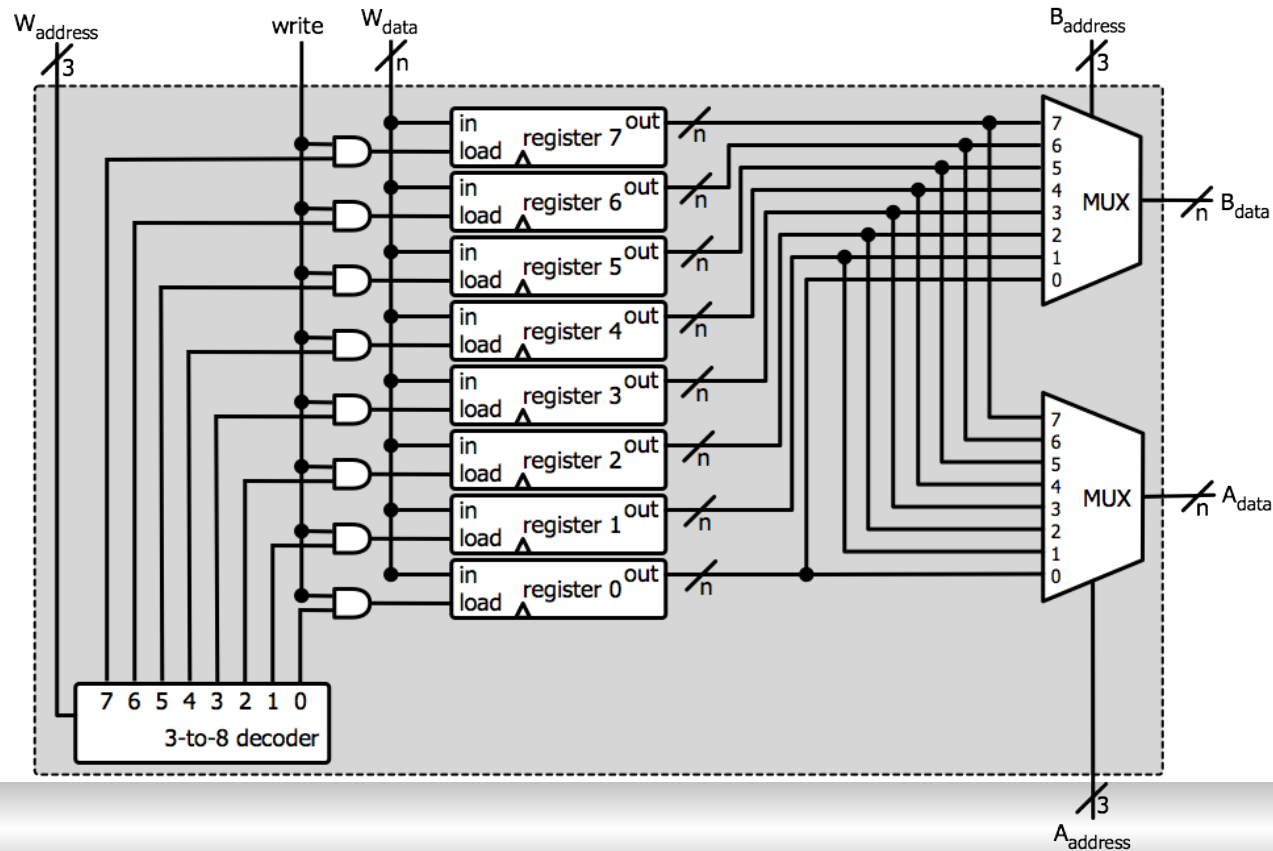
Register File

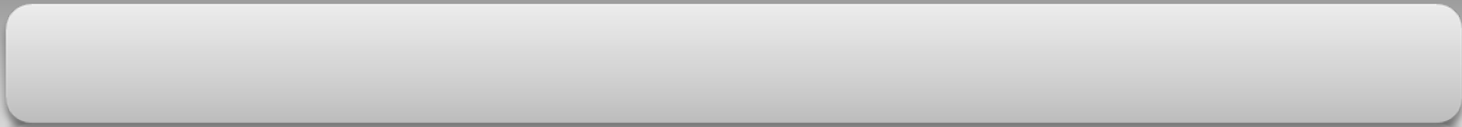
- ■ A set of registers in CPU
- ■ Using register number, you can read from and write to a specific register
 - For 8 registers, 3 bits are used for register number
- ■ For writing, give W_{address} and set $\text{write}=1$
- ■ Data is provided through W_{data}





- ■ For reading, two n bits A_{data} , B_{data} are output values $A_{address}$ and $B_{address}$ are register number



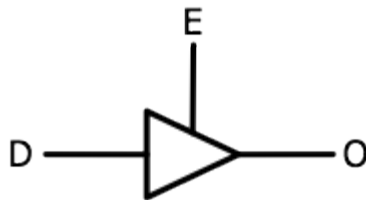


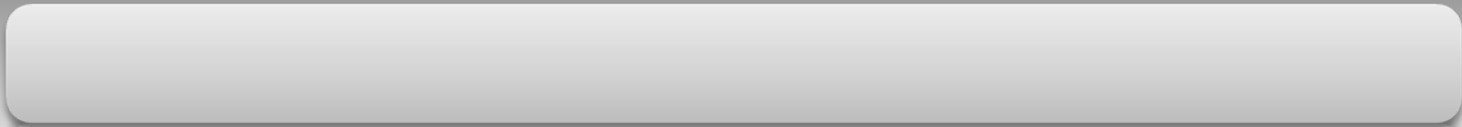
Tristate Buffer

■ ■ There are three states of 0, 1, and Hi-Z (high-impedance)

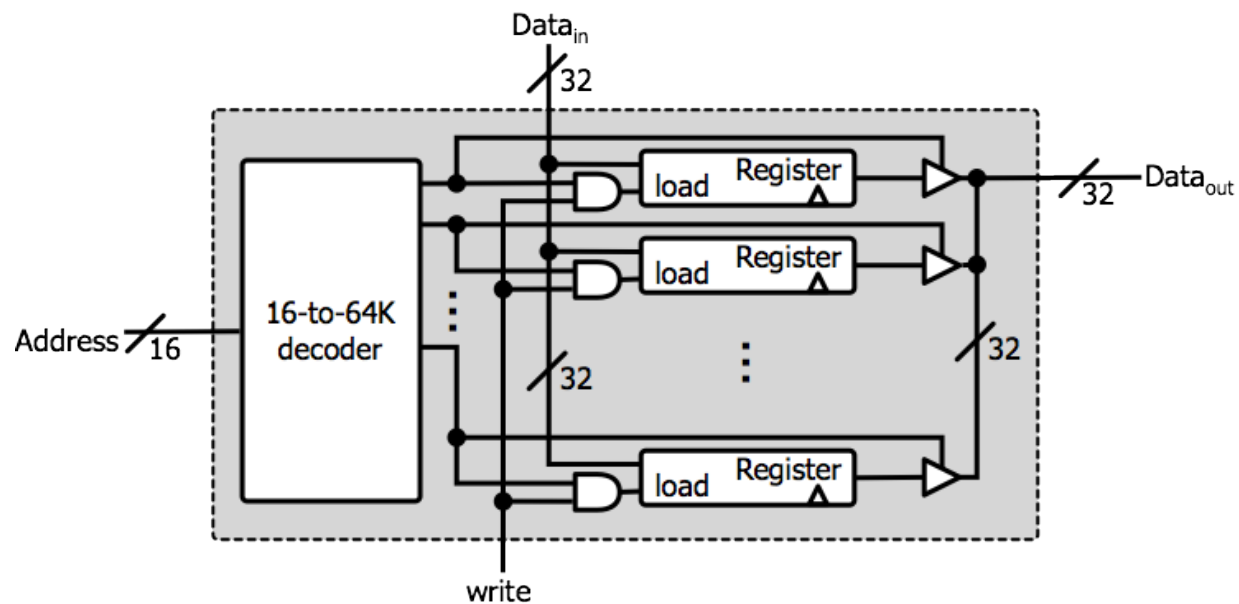
- Hi-Z : disconnected
- It is a switch

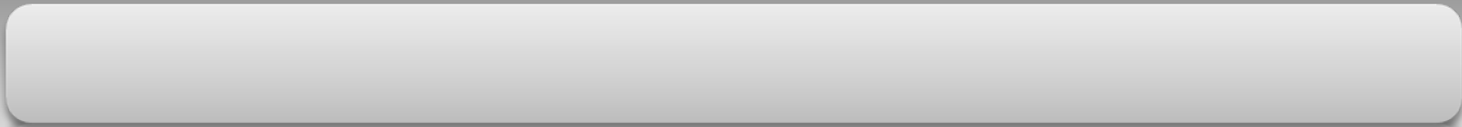
E	D	O
0	X	Hi-Z
1	0	0
1	1	0



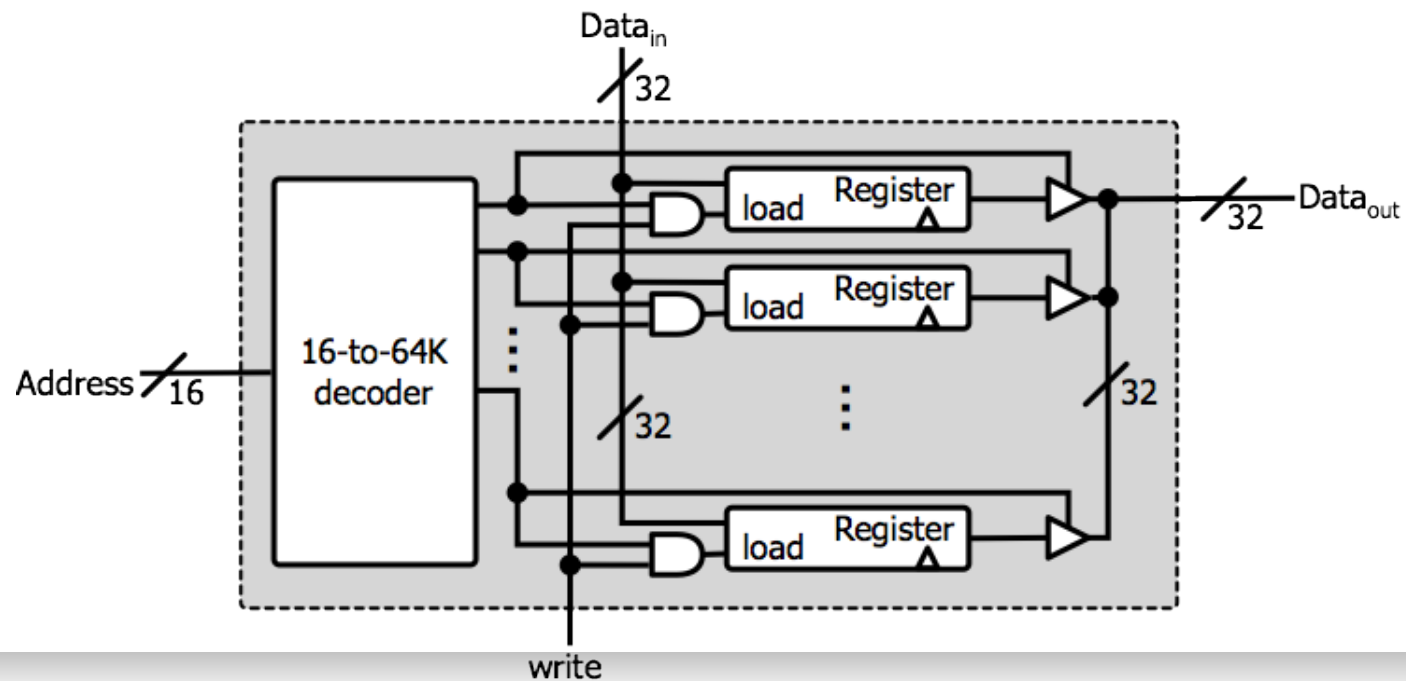


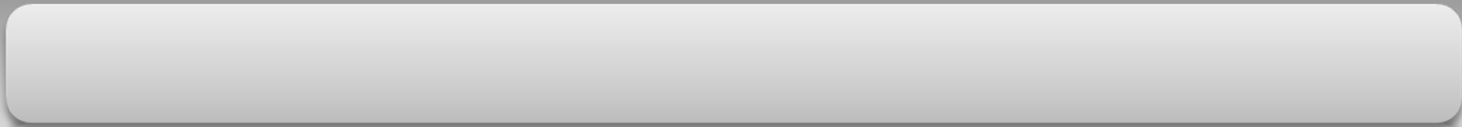
RAM





- ■ Read (write = 0)
- ■ Write (write = 1)





ROM

- ■ Read-Only Memory

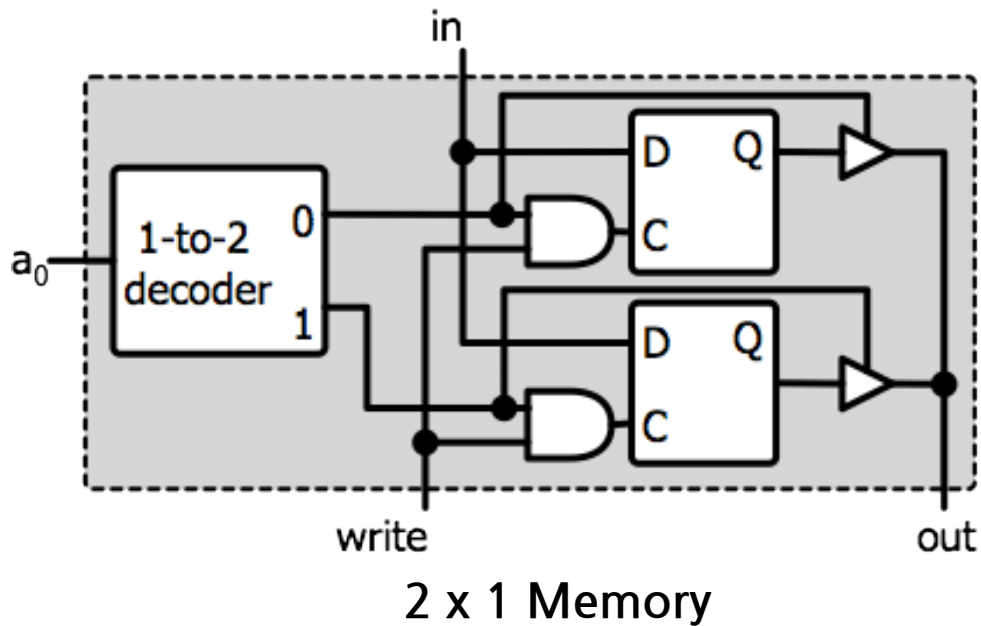
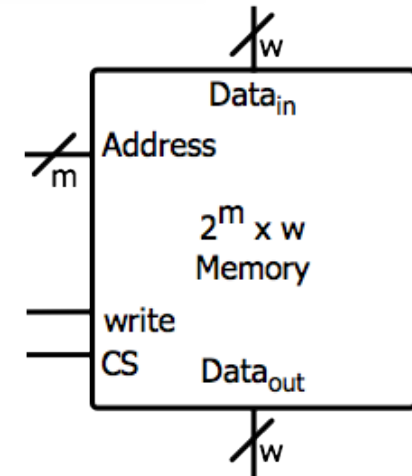
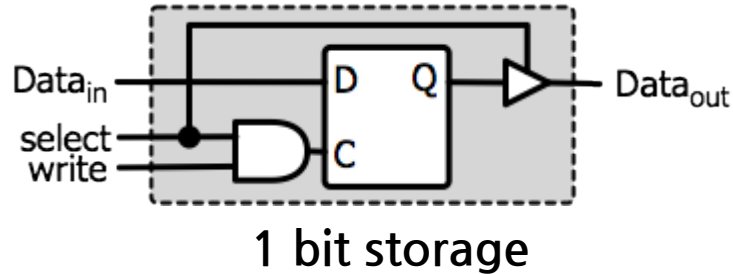
- ■ non-volatile

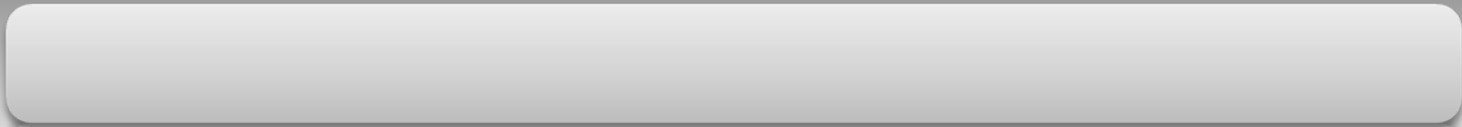
Logisim Lab

- ■ Load sequential.circ in logisim, and check memory

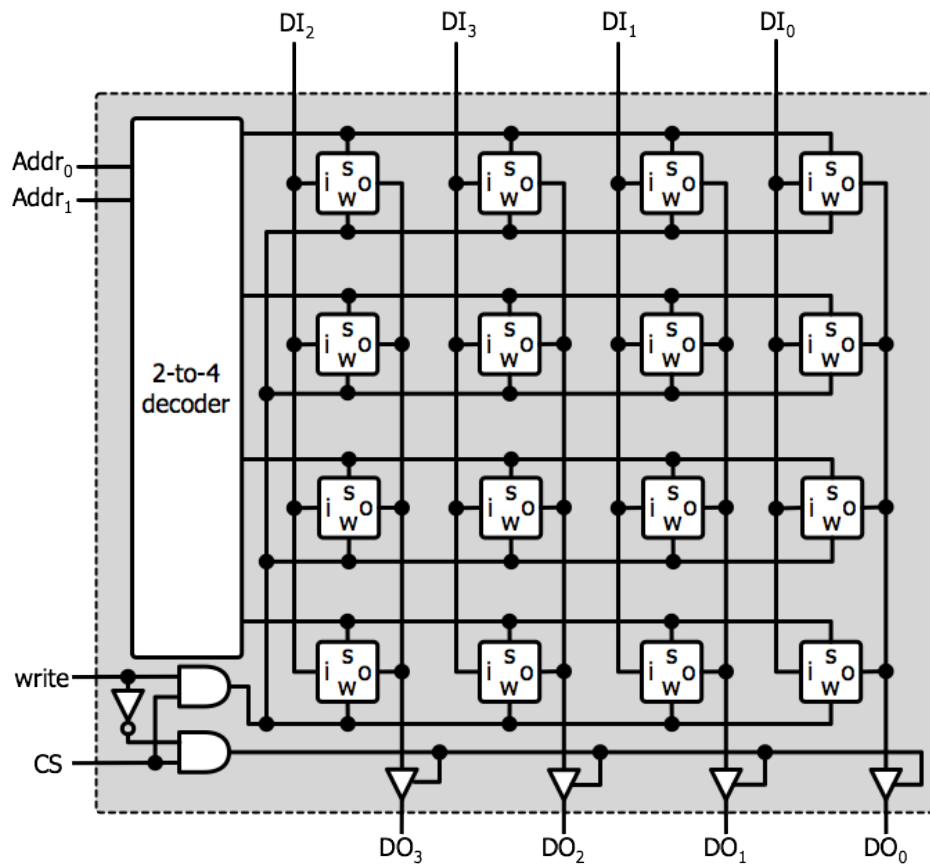
Memory Cell

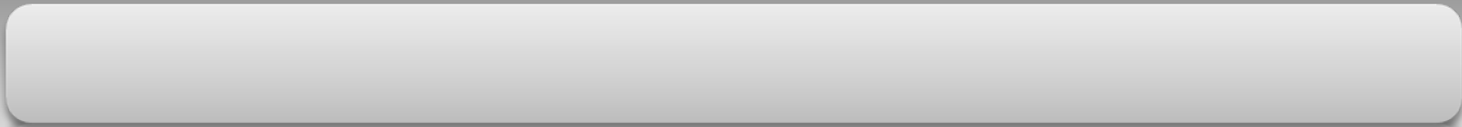
■ ■ Using Select, control Data_{out}



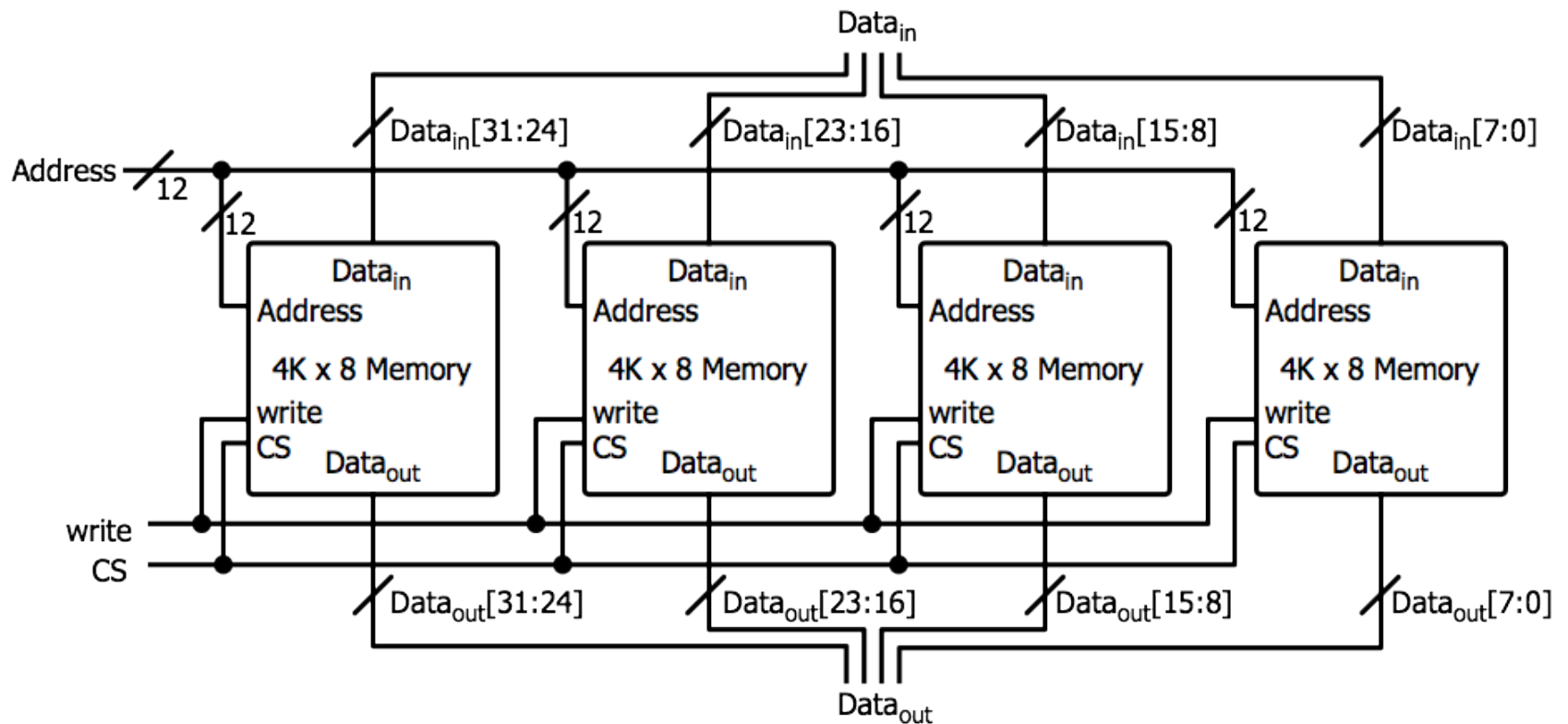


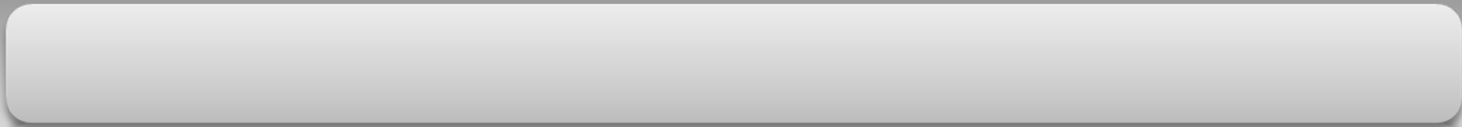
4 × 4 RAM





Large RAM





Larger RAM

