



Lecture 4

Review on Digital Logic (Part 3)

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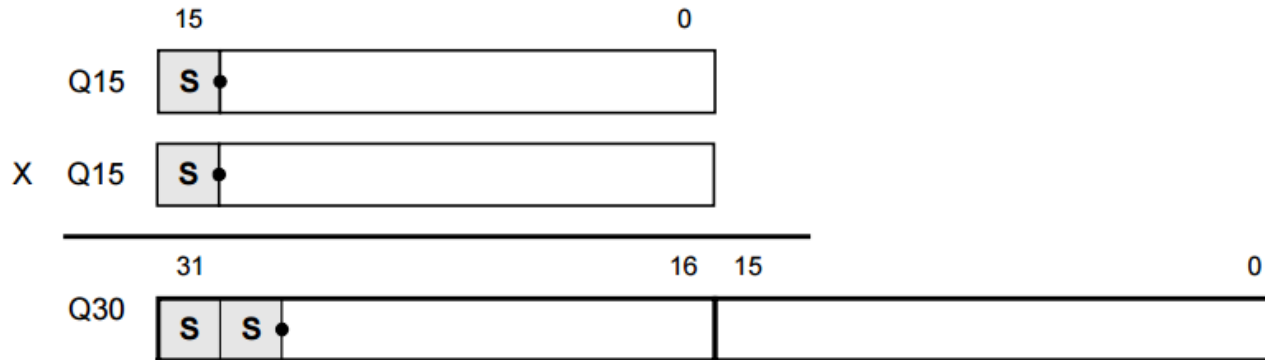
Washington University in St. Louis

<http://classes.engineering.wustl.edu/ese461/>

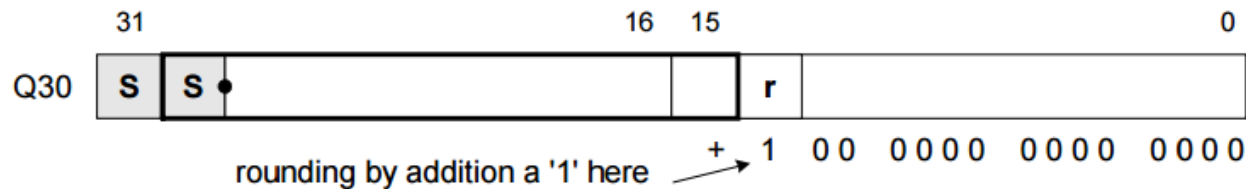
Fixed Point Multiplication



- Two Q15 number multiply
 - $Q15 \times Q15 = Q30$
 - 2.30 format, 32 bits, two sign bits
 - MSB: extended sign bit



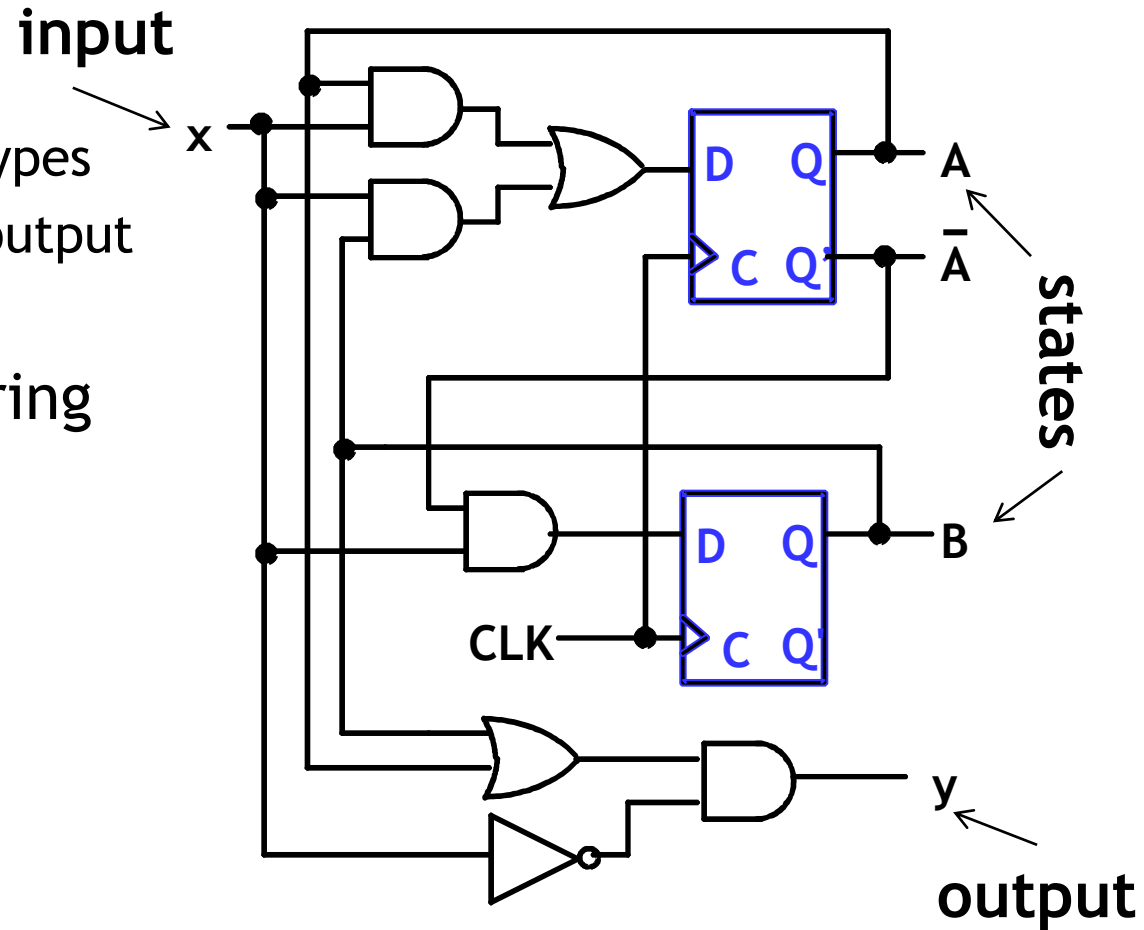
- need to truncate back to 1.15 format
- left shift by one bit, storing upper 16 bits
- right shift by 15 bits, storing lower 16 bits



Sequential Circuit Analysis



- Design steps
 - word description
 - state diagram
 - state table
 - select flip-flop types
 - input to FF and output
 - verification
- Reverse engineering

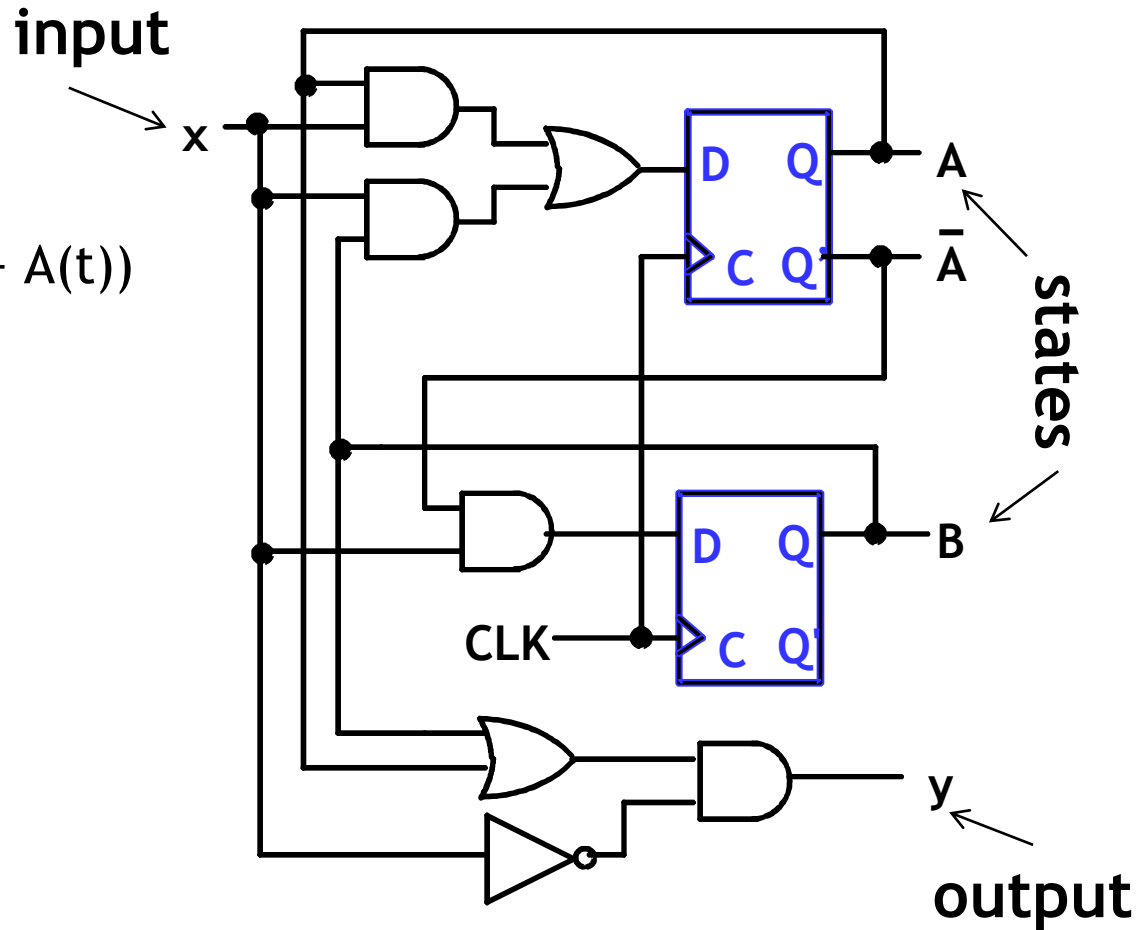


Input Equations



- To flip-flops
 - $D_A = A(t)x(t)+B(t)x(t)$
 - $D_B = \neg A(t)x(t)$

- Output y
 - $y(t) = \neg x(t)(B(t) + A(t))$



State Table



- For the example: $A(t+1) = A(t)x(t) + B(t)x(t)$
 $B(t+1) = /A(t)x(t)$
 $y(t) = /x(t)(B(t) + A(t))$

Inputs of the table Outputs of the table

Present State		Input	Next State		Output
A(t)	B(t)	x(t)	A(t+1)	B(t+1)	y(t)
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	0	1
0	1	1	1	1	0
1	0	0	0	0	1
1	0	1	1	0	0
1	1	0	0	0	1
1	1	1	1	0	0

2^3 rows
 (2^{m+n}) rows

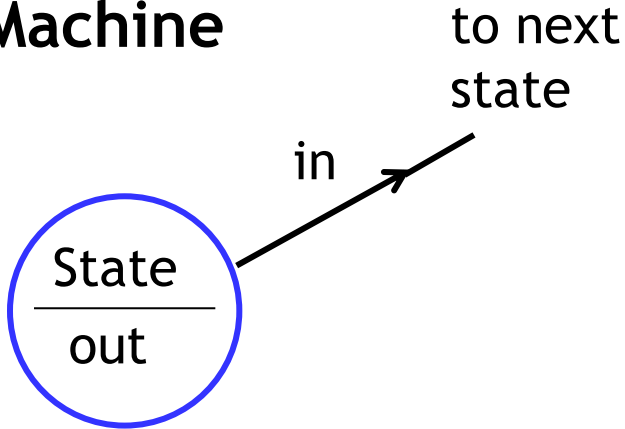
m : no. of FF
 n : no. of inputs

State Diagram

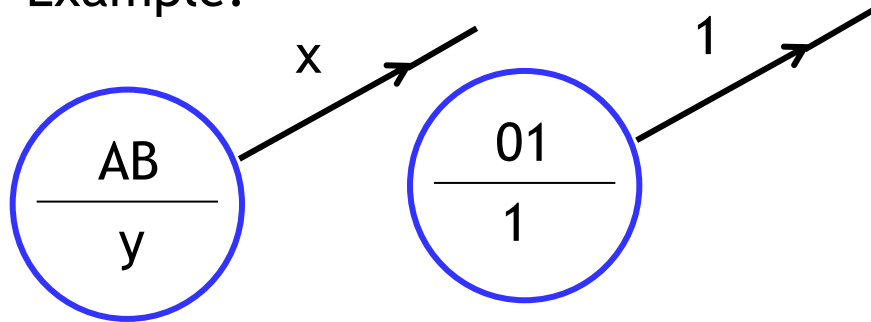


- Conventions

Moore Machine

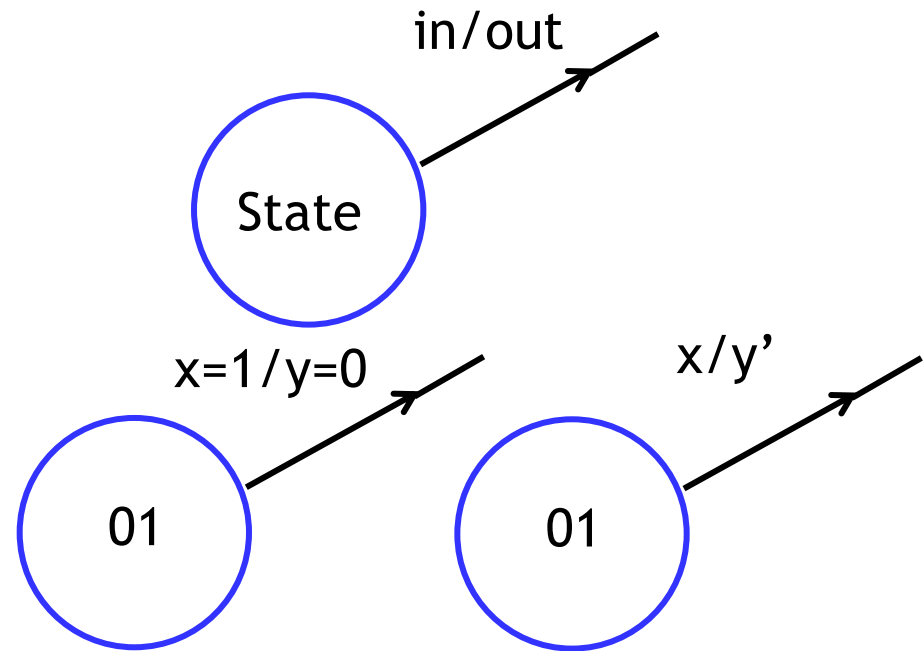


Example:



Moore type output depends only on state

Mealy Machine



Mealy type output depends on state and input

Example: Elevator Controller



- Description of the controller
 - elevator can be at one of two floors: ground and first
 - one button controls the elevator: up and down
 - two lights floor indicator: red (ground), green (1st)
- State diagram
- State table
- Boolean expressions

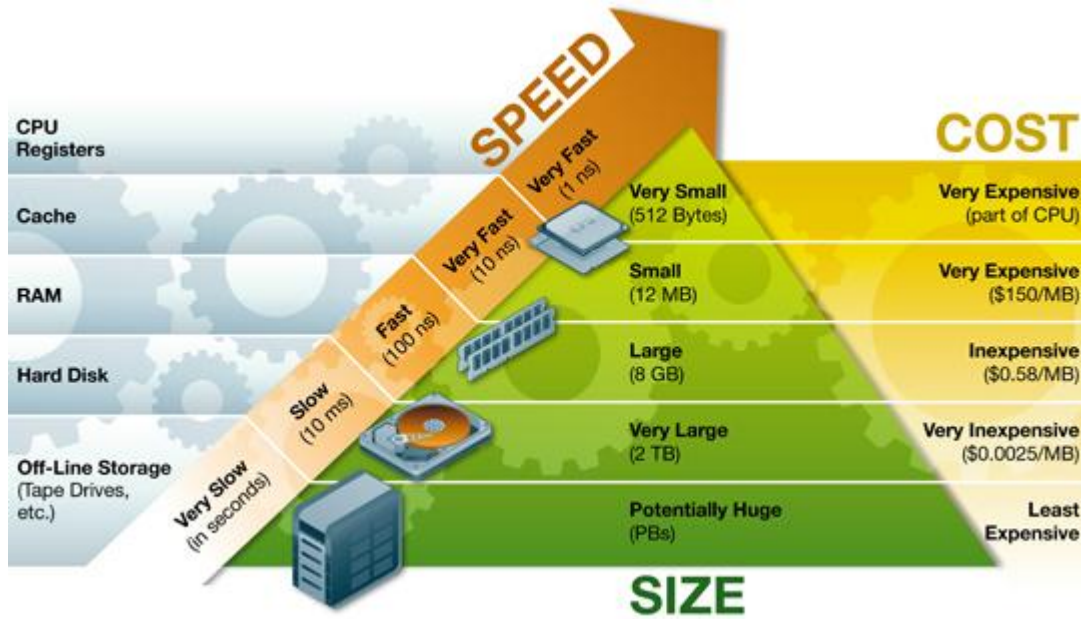


Arithmetic Logic

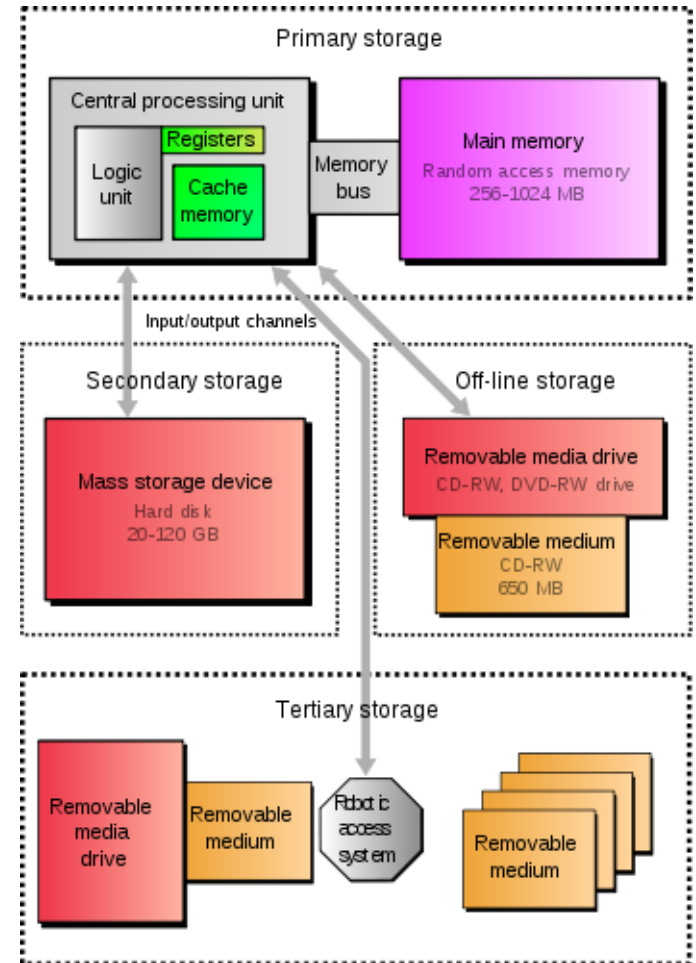
Sequential Logic

Memory Circuit

Memory Devices and Hierarchy



source: copterj.tumblr.com



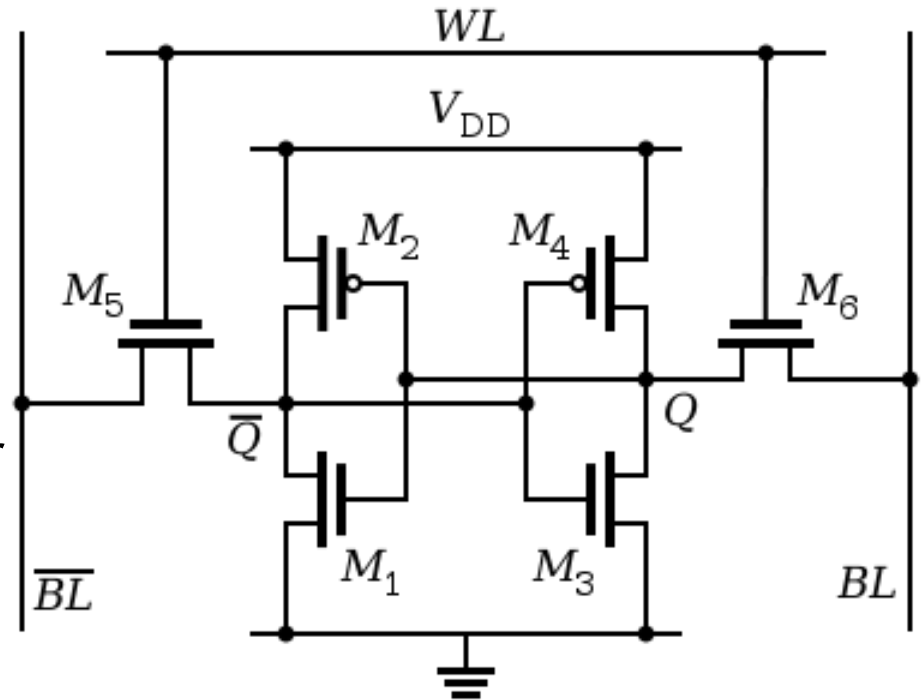
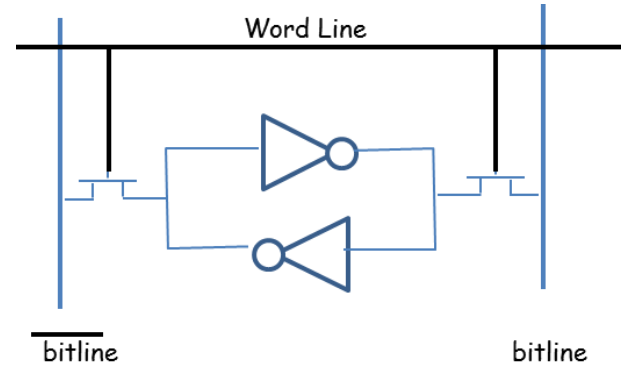
source: wikipedia

- Applications
 - CPU register file, cache, embedded memory, DSP
- Characteristics
 - 6 transistor per cell, other topologies
 - no need to refresh
 - access time ~ cycle time
 - no charge to leak
 - faster, more area, more expensive

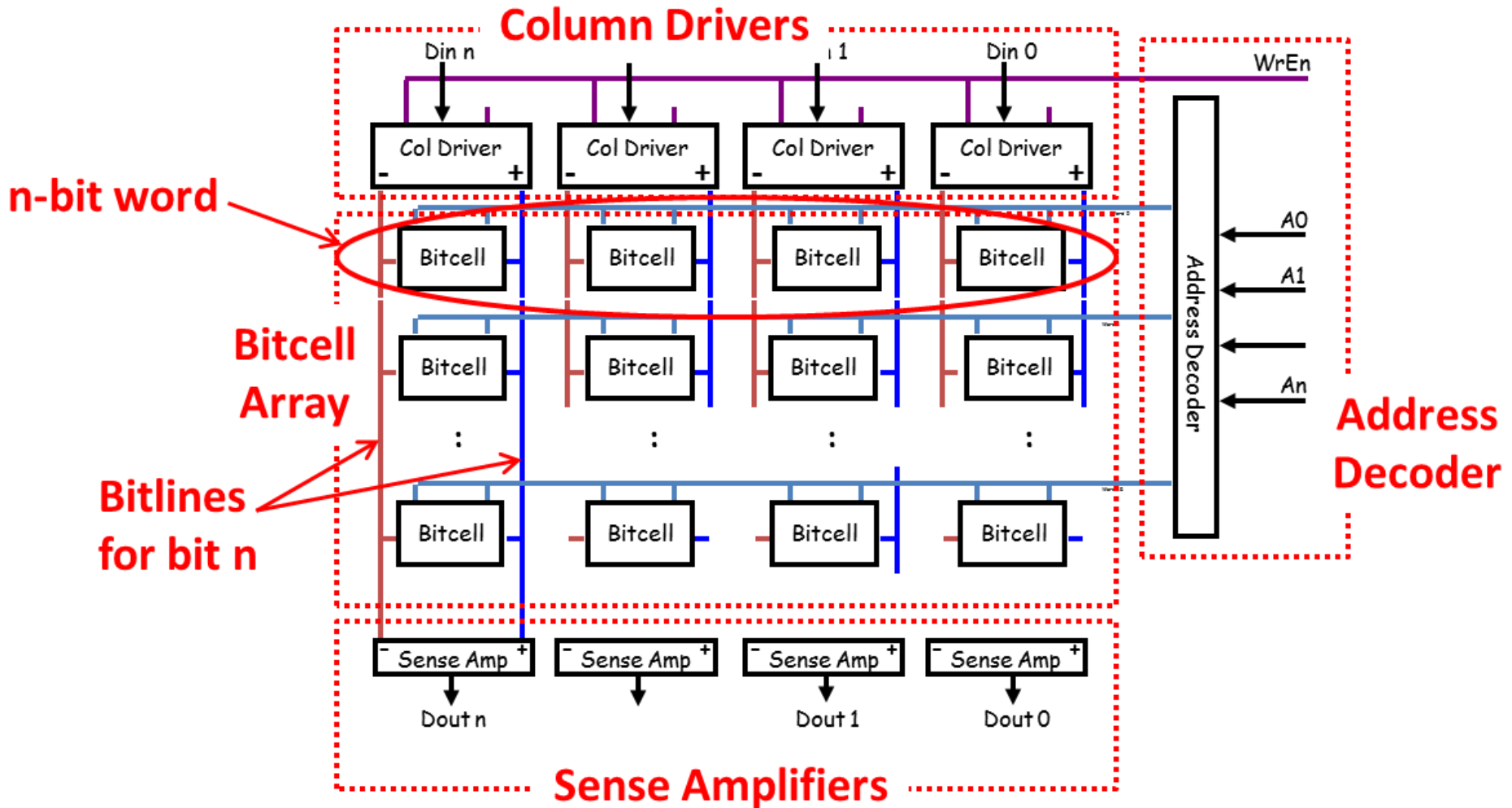
SRAM Operation



- Standby
 - word line de-asserted
- Read
 - precharge bit lines
 - assert WL
 - BL rise/drop slightly
- Write
 - apply value to BL
 - assert WL
 - input drivers stronger

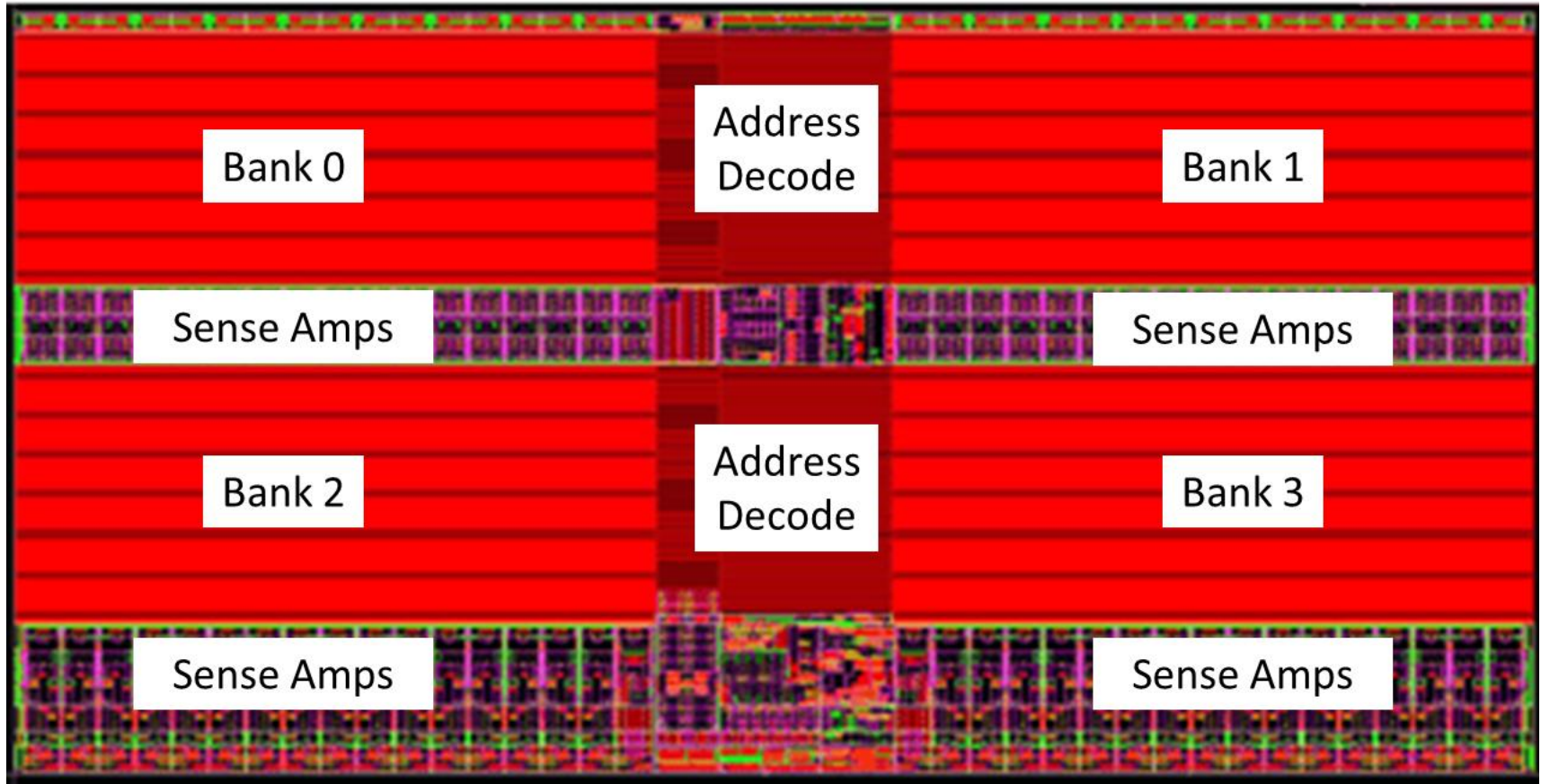


SRAM Architecture



source: semiengineering.com

Multi-Bank Layout



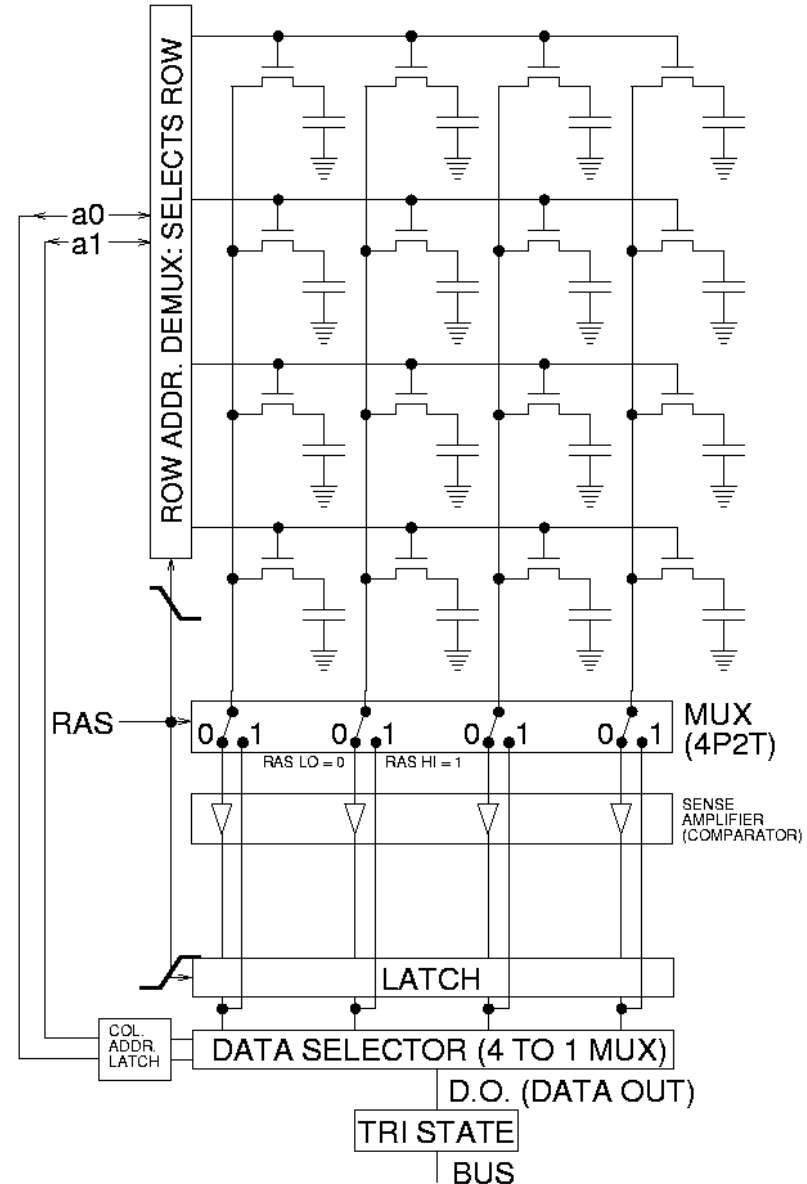
source: semiengineering.com

- Applications
 - main memory in desktop, laptop, workstation
- Characteristics
 - 1 transistor and 1 capacitor per bit cell
 - need to refresh
 - access time < cycle time
 - slower, less area, cheaper

DRAM Read



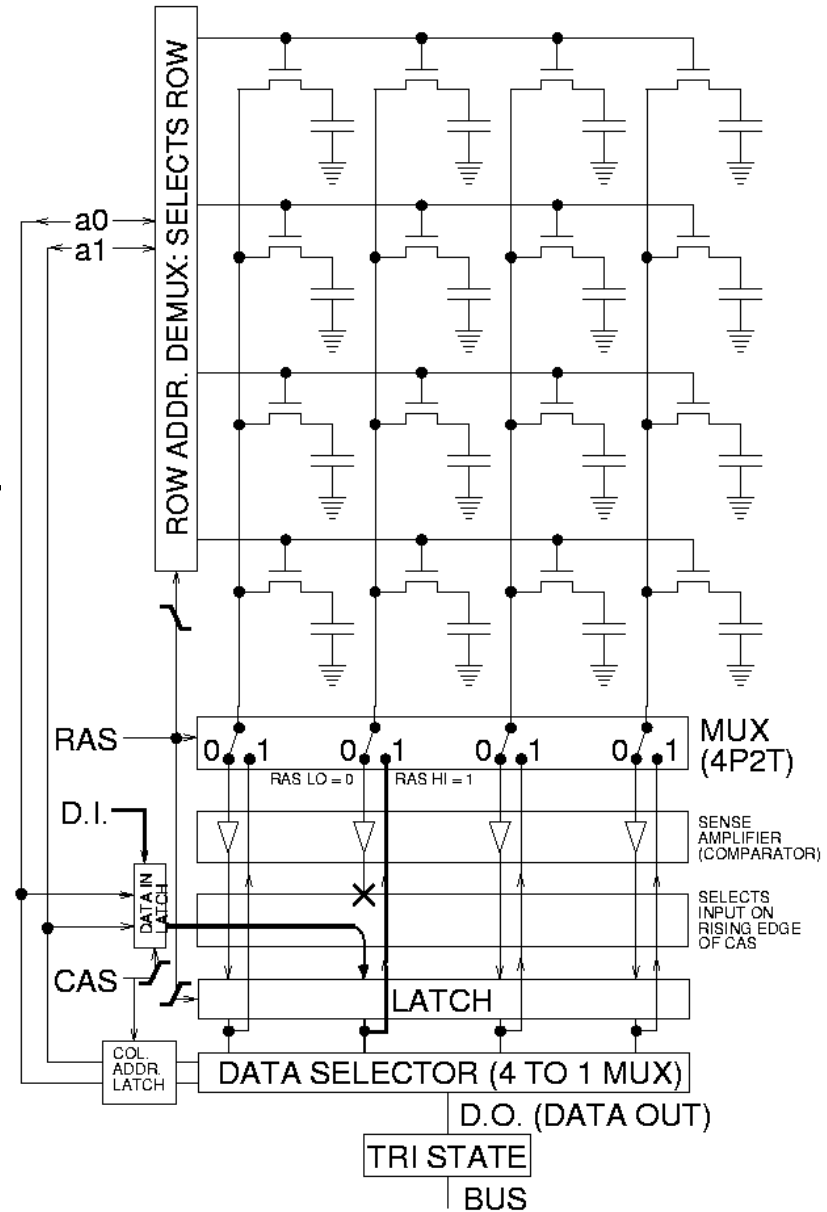
- disconnect sense amp
- precharge bit lines
- precharge off
- assert wordline
 - transfer charge from cell to bit-line
- detect by sense amp
 - latch output
- read selected column
 - recharge cell
- de-assert word-line



DRAM Write



- select row
- force sense amp to desired value
 - positive feedback
- bit-line to charge cell
- entire row refreshed



Content-Addressable Memory (CAM)



- Associative memory
 - used in high-speed searching application
 - e.g. networking routers

Line No.	Address (Binary)	Output Port
1	101XX	A
2	0110X	B
3	011XX	C
4	10011	D

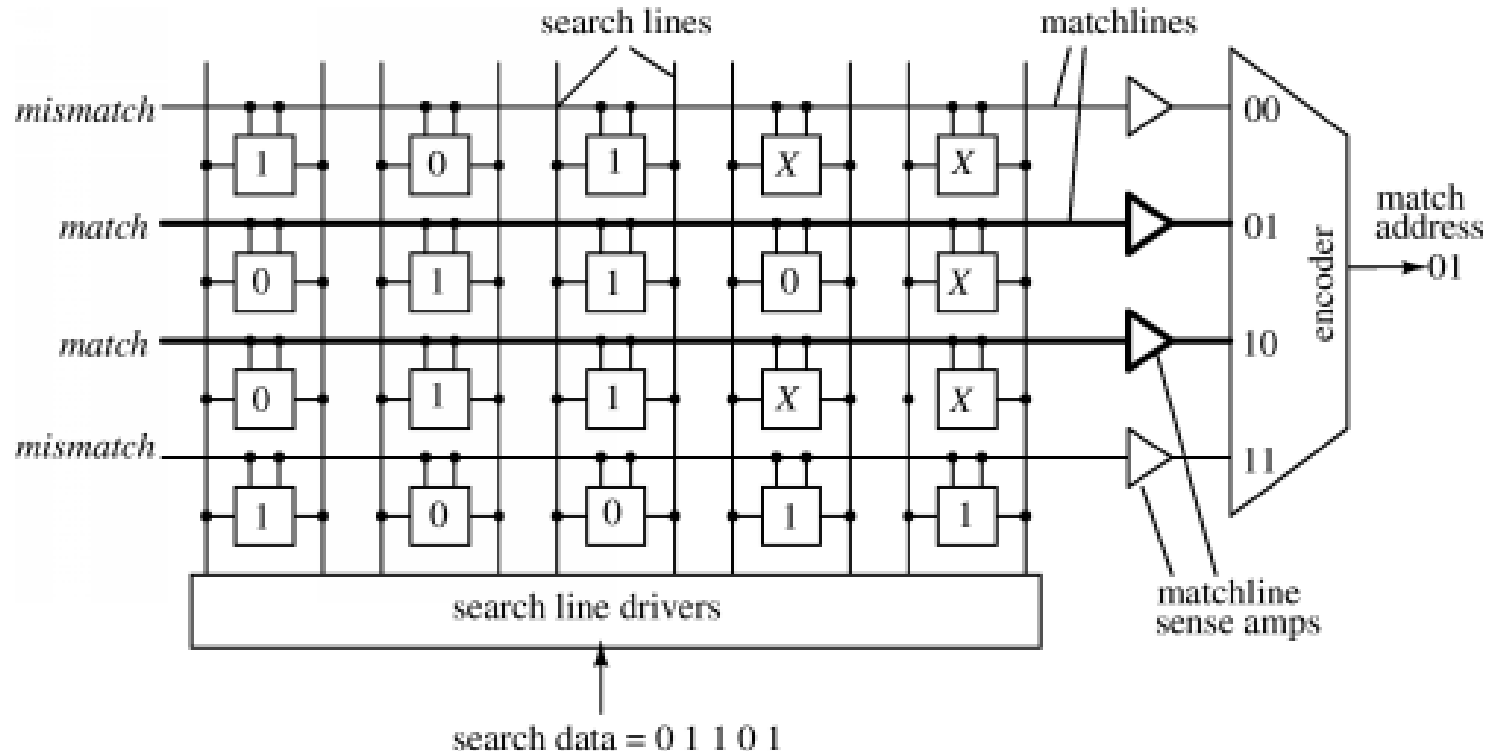
Simplified routing table

- more power, area, circuitry

CAM Operation



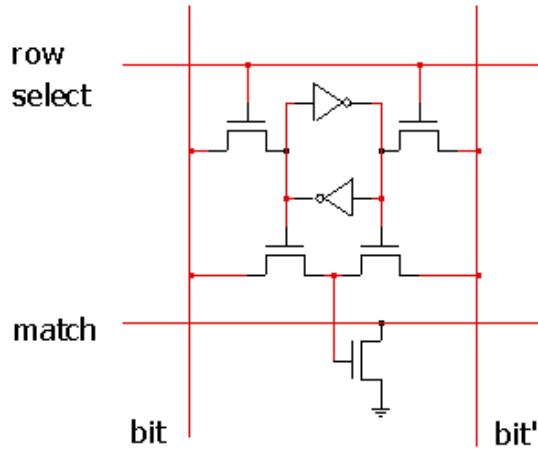
- NOR-based CAM architecture
 - precharge matchlines
 - broadcast search data
 - CAM cell compare, matchline pulled down if mismatch
 - generate search address/location



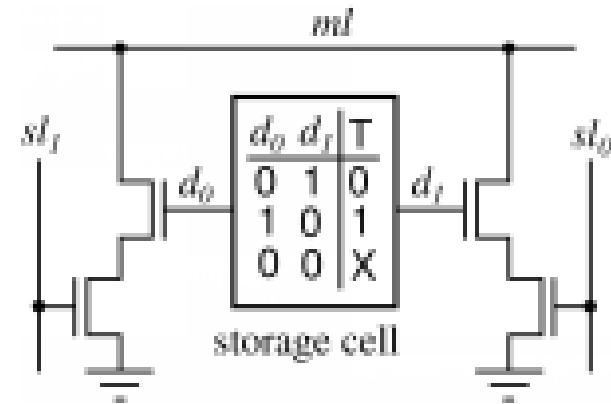
CAM Circuit



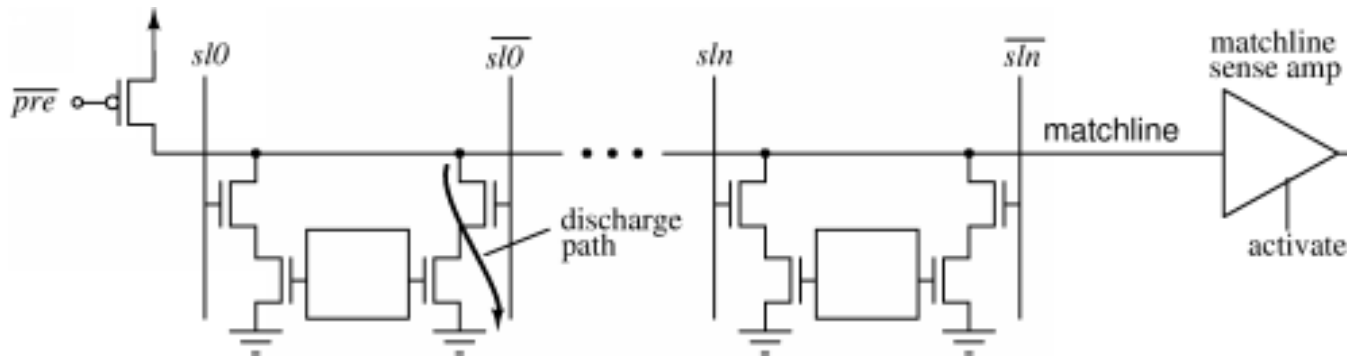
- CAM cell



Binary CAM Cell



Ternary CAM Cell



source: pagiamtzis.com/cam/camintro

Summary



Number Representation

Boolean Logic and Gates

Combinational Logic

Arithmetic Logic

Sequential Logic

Memory Circuit

Review Quiz



- 50 minutes
- Closed Book. No references
- No electronic devices (including calculator)



More Reviews

Linux Basics

VCS Simulator

- <https://linuxlab.seas.wustl.edu/equeue/>
- Remote Linux Desktop
 - virtual network computing (VNC)
 - eQUEUE
 - Javascript, Java Runtime Environment (JRE)



- GUI
 - file management
 - folder navigation
- Terminal
 - command-line interface
- Introduction to Linux
 - <https://www.edx.org/course/introduction-linux-linuxfoundationx-lfs101x-0>

Useful Commands



- Navigation
 - ls, cd, pwd, ln, find, less, more
- Manipulation
 - cat, cp, mv, grep, mkdir, touch
 - chmod, chown
- Check status
 - df, du, quota, uname, history
- Set Environment
 - Unix shell: Bash, C shell (csh, tcsh), etc.
 - source .bashrc
 - module avail



Questions?

Comments?

Discussion?