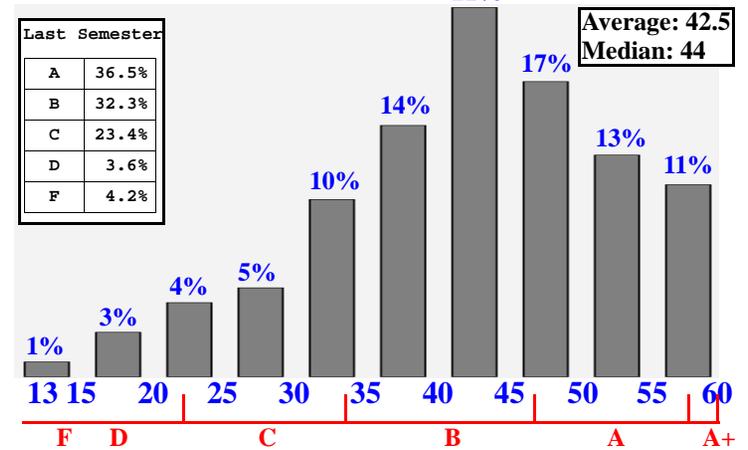


CS 126 Lecture A4: Sequential Circuits

Midterm Statistics



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Outline

- **Introduction**
- An S-R Flip-flop
- More flip-flops
- Registers and register files
- Counters
- Conclusions

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Where We Are At

- We have learned the abstract **interface** presented by a machine: the instruction set architecture
- What we are learning: the **implementation** behind the interface:
 - Start with switching devices (such as transistors)
 - Build logic gates with transistors
 - Build combinational circuit (memory-less) devices using gates
 - **Today: build sequential circuit (memory) devices**
 - Thursday: glue these devices into a computer

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Memory-less Devices vs. Devices with Memory

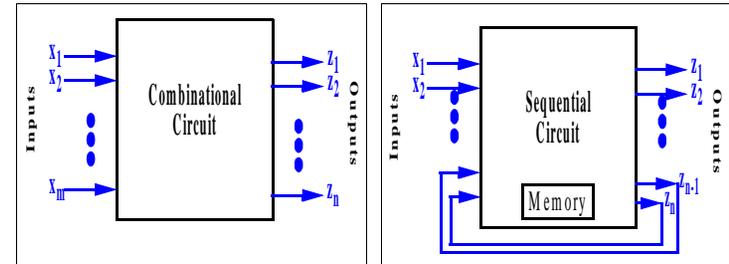
- What we we have learned in the last lecture
 - Devices that can carry out one step of operation
- What they can't do
 - "Remember" history of operations
 - Carry out a sequence of operations in which later operations depend on results of previous ones

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Combinational vs. Sequential Circuits



- Combinational circuits
 - Outputs determined solely by inputs
- Sequential Circuits
 - Characterized by feedbacks
 - Outputs determined by inputs and previous outputs

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Outline

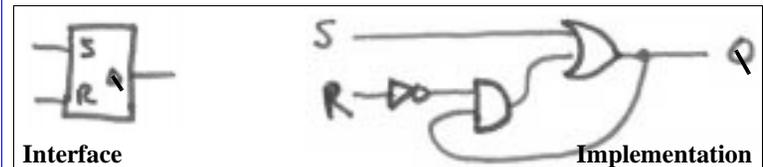
- Introduction
- **An S-R Flip-flop**
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Set-Reset Flip-flop



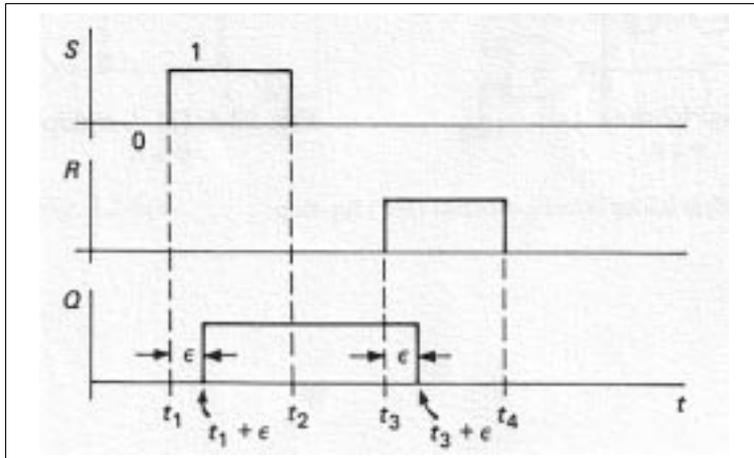
- A flip-flop
 - A smallest sequential circuit
 - Can "remember" a bit of information
- An S-R flip-flop
 - Pulse on Set (S) line turns flip-flop on
 - Pulse on Reset (R) line turns flip-flop off
 - If $S=R=0$, nothing happens
 - $S=R=1$ not allowed

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Timing Diagram (for S-R Flip-flop)



- Because sequential circuits are functions of time, a timing diagram is one of the ways of describing them

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Truth Table (for S-R Flip-flop)

previous state			next state
$S(t)$	$R(t)$	$Q(t)$	$Q(t + \epsilon)$
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	-
1	1	1	-

inputs not allowed

- Previous states become “input variables” in truth table

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Characteristic Equation (for S-R Flip-flop)

$$Q^+ = S + R'Q \quad (SR=0)$$

- An equation that expresses the next state of a flip-flop in terms of its present state and inputs (also called next state equations)
- Timing diagrams, truth tables, and next-state equations are important tools for understanding and constructing more sophisticated sequential circuits as well

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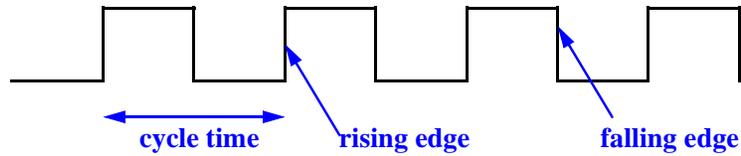
- Introduction
- An S-R Flip-flop
- **More flip-flops**
- Registers and memory
- Counters
- Conclusions

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The Clock

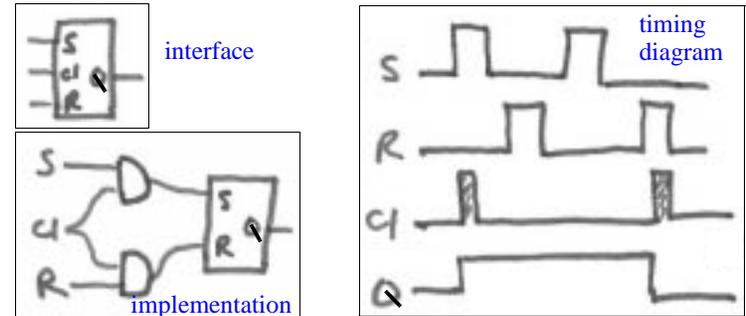


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A Clocked S-R Flip-flop



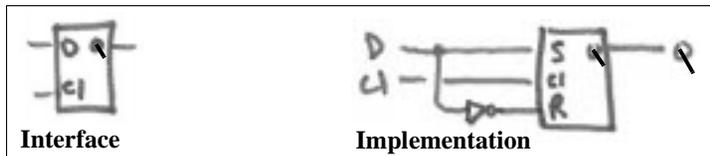
- In large sequential networks, there are many flip-flops
- Need to synchronize operations of different flip-flops
- Synchronization provided by a common clock (pulse)

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A D Flip-flop



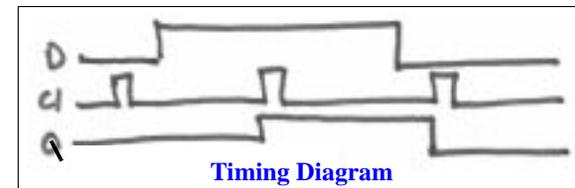
On clock pulse
 $D = 1$ set
 $D = 0$ reset

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Behavior of D Flip-flop



D	Q	Q ⁺
0	0	0
0	1	0
1	0	1
1	1	1

Truth Table

$$Q^+ = D$$

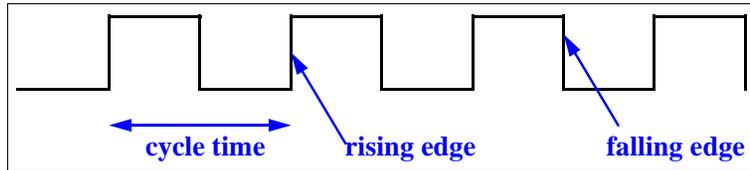
Characteristic Equation

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Rising vs. Falling Edge



- So far, all the clocked flip-flops “flip-flop” on the rising edge of a clock signal
- When we cram a lot of actions into a single cycle, we sometimes need them to change state on the falling edge

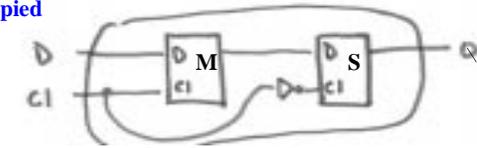
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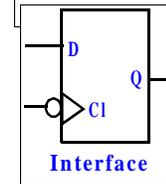
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Master-Slave D Flip-flop

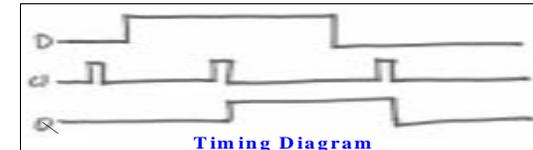
On rising edge, input copied into master;
On falling edge, master copies data into slave.



Implementation



Interface



Timing Diagram

- Input sampled on rising edge, and must remain stable during the pulse, output changes on falling edge
- Question: why don't we just invert the clock using a NOT?
- Another type: “edge-triggered”, allows input change during clock pulse

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Outline

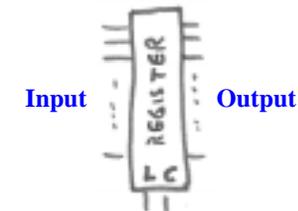
- Introduction
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Stand-alone Register Interface



LOAD line (and clock)
controls when new values are loaded

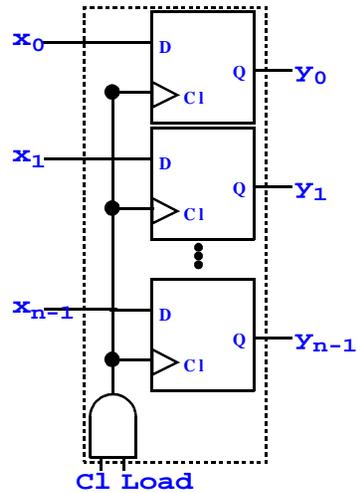
Use registers for
PC
memory addresses
memory buffer
arithmetic

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Stand-alone Register Implementation

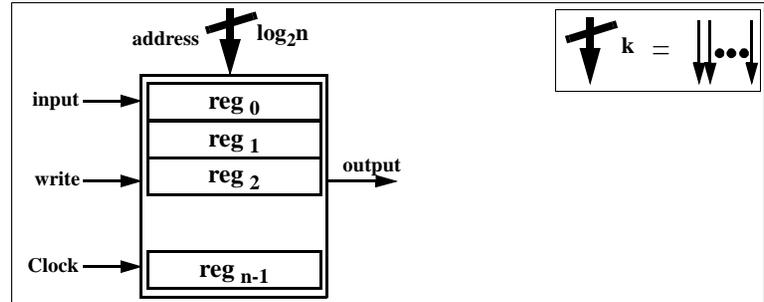


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Register File Interface (Bits)



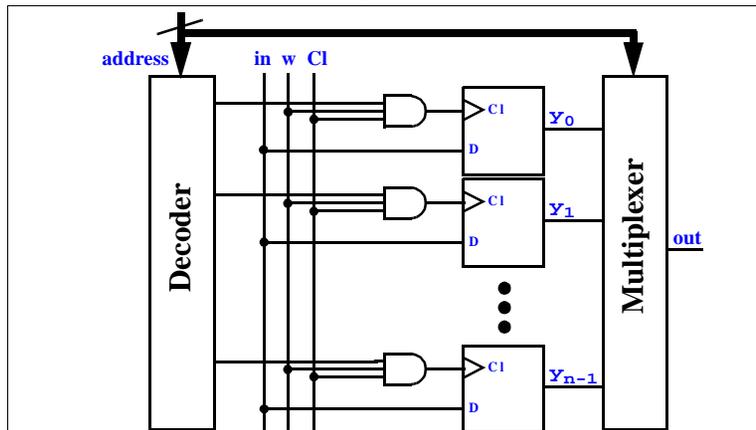
- bunch of bits to choose from
- “address” specifies which bit
- if “write” is 1, “input” gets copied into the chosen bit on clock pulse
- if “write” is 0, chosen bit appears on “output”

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Register File Implementation (Bits)



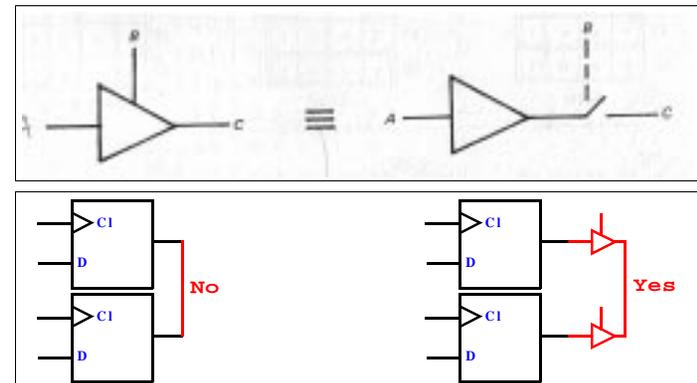
- Decoder chooses exactly one bit to write into
- Multiplexer chooses exactly one bit to copy out

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3-State Logic



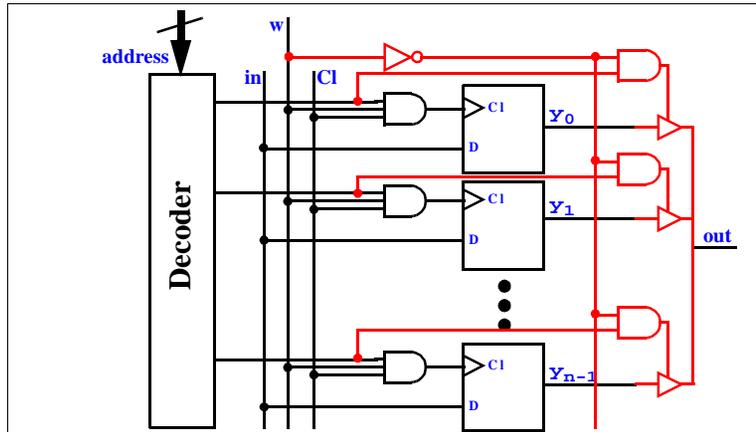
- Can't connect outputs together (even if they are zero)
- Must use multiplexer (or its equivalent: [3-state logic])

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Register File Implementation 2 (Bits)



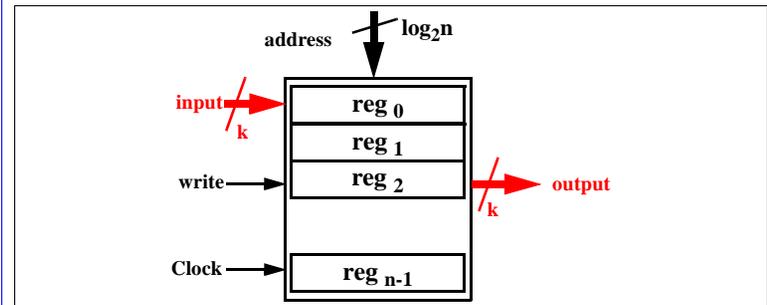
- Red things are new: replace MUX with 3-state logic
- Less Complex than MUX version

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Register File Interface (Words)



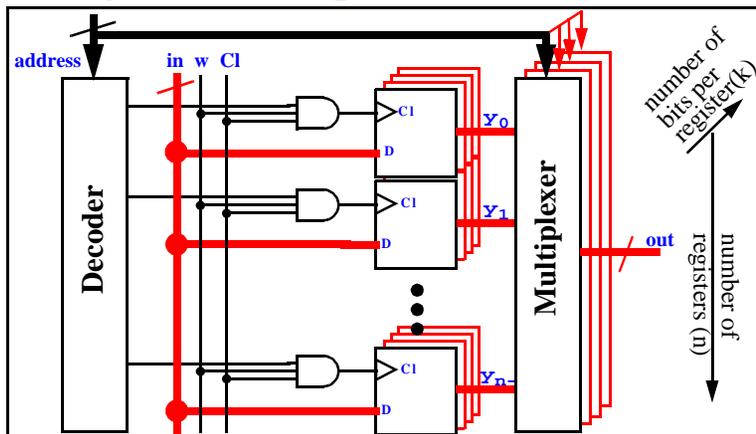
- Register file of k-bit words
- **red** things show the differences between word case and bit case

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Register File Implementation (Words)



- **red** things show the differences between word case and bit case
- Multiply the number of flip-flops and MUXes by bits per register (k)
- May replace MUXes with 3-state logic (see previous slides)

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Correting Lecture Notes in Your Course Reader

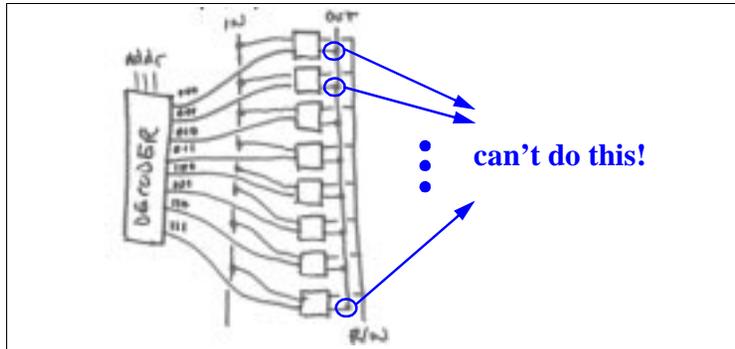
- Memory vs. register files
 - Lecture notes use the term “memory”
 - Meant to say register files (or SRAM)
 - DRAM made differently--no flip-flops
 - DRAM: one transistor per bit!
 - Much higher density than flip-flops, but slower

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Correcting Lecture Notes in Your Course Reader (cont.)



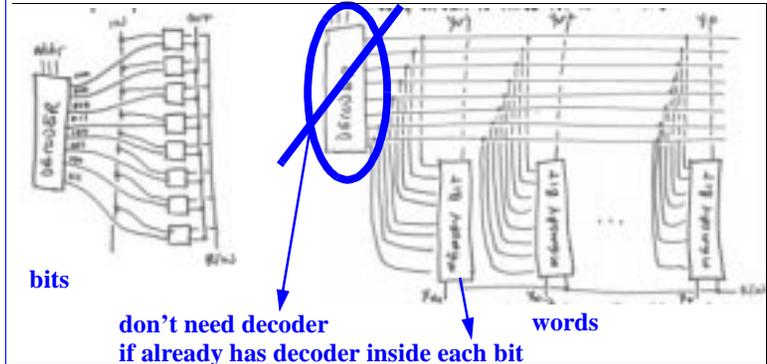
- Can't connect outputs together (even if they are zero)
- Must use multiplexer (or its equivalent: **[3-state logic]**)

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Correcting Lecture Notes in Your Course Reader (cont.)



- Don't need decoder
- But even if you remove it, still not quite right for TOY register file: no need to replicate decoders for each bit

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Outline

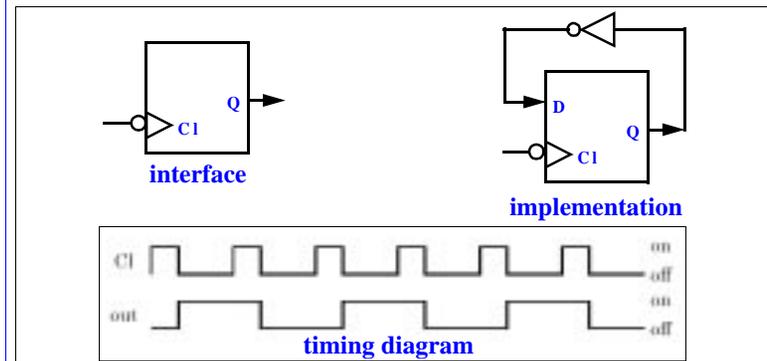
- Introduction
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1-Bit Counter



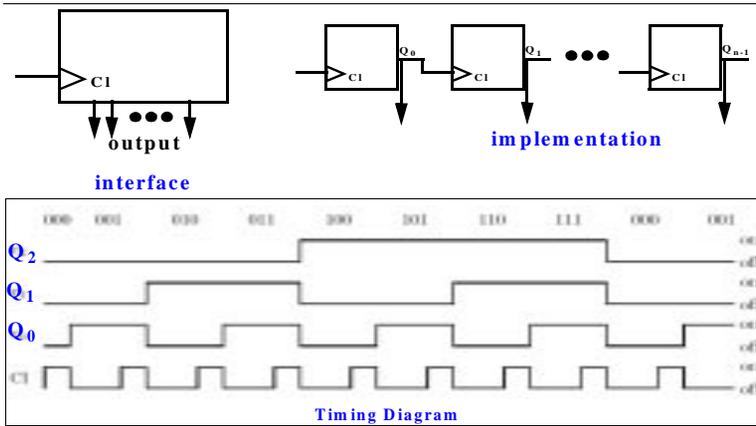
- The behavior of a 1-bit binary counter is a clock whose cycle is twice as long as the input clock

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N-bit Counter



- n-bit counter: chaining n 1-bit counters together
- Recursive! An n-bit counter is made by gluing one extra bit to an (n-1) bit counter

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Outline

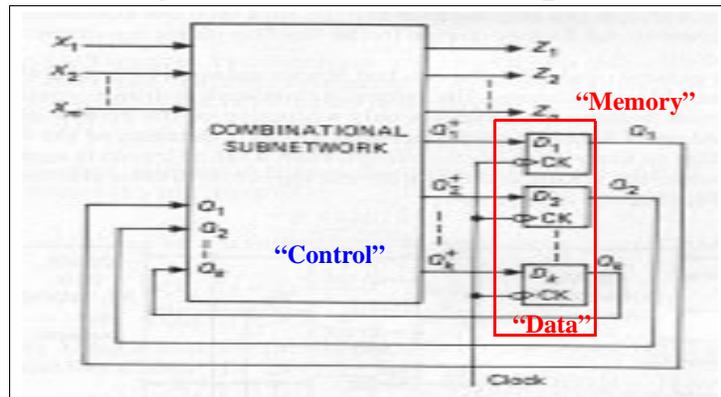
- Introduction
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High-Level View of Computer



- Computer: “memory” state with feedback, clocked
- Each clock enables changes in memory state
- Combinational logic (topic of last lecture) employed to specify what changes to make in response to inputs and past history

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What We Have Learned Today

- Flip-flops ([S-R, D], [unlocked, clocked, master-slave, edge triggered])
 - Their behavior (timing diagrams, truth tables, characteristic equations)
 - How they are made
- Some sequential devices (registers, register files, counters)
 - Their behavior
 - How they are made

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