Design of Digital Systems II Combinational Logic Design Practices (1)

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Circuit Timing

- Outputs of real circuits take time to react to their inputs
- Most digital systems are sequential circuits
 - Operate step-by-step under control of a periodic clock signal
 - Speed of clock is limited by the worst-case time that it takes for operations in one step to complete
- The greatest challenge in completing a board-level or an ASIC design is achieving required timing performance

Timing diagram

- Illustrates logical behavior of signals in a digital circuit as a function of time
- Arrows are drawn to show causality
 - Which input transitions cause which output transitions
- The most important information is a specification of delay between transitions
 - Different paths through a circuit may have different delays
 - Delay through any given path may vary depending on whether output is changing from LOW to HIGH or from HIGH to LOW
- Since delays can vary depending on voltage, temperature, and manufacturing parameters, delay is seldom specified as a single parameter
 - Minimum, typical, and maximum values

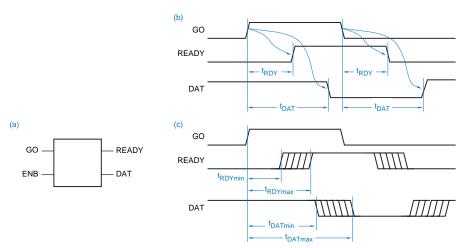
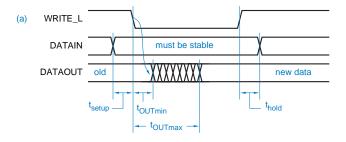


Figure 1: Timing diagrams for a combinational circuit: (a) block diagram of circuit; (b) causality and propagation delay; (c) minimum and maximum delays.

- For any signal that carries a bit of data, timing diagram needn't show whether signal changes from 1 to 0 or from 0 to 1 at a particular time, only that a transition occurs then
- A group of data signals in a bus is often processed by identical circuits
 - Hence, all signals in bus have same timing, and can be represented by a single line in timing diagram



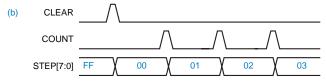


Figure 2: Timing diagrams for data signals: (a) certain and uncertain transitions; (b) sequence of values on an 8-bit bus.

Circuit Timing: Propagation Delay

- Propagation delay of a signal path is time that it takes for a change at input of path to produce a change at output of path
- A combinational circuit with many inputs and outputs has many different paths
 - Each one may have a different propagation delay
- Propagation delay when output changes from LOW to HIGH (t_{pLH}) may be different from delay when it changes from HIGH to LOW (t_{pHL})

Combinational Programmable Logic Devices (PLDs)

- There are a large variety of ICs that can have their logic function "programmed" into them after they are manufactured
- Most of these devices use technology that also allows function to be reprogrammed
 - If you find a bug in your design, you may be able to fix it without physically replacing or rewiring device

- Historically, first PLDs were PLAs
- A PLA is a combinational, two-level AND-OR device that can be programmed to realize any sum-of-products logic expression, subject to size limitations of device
- Limitations are
 - Number of inputs (n)
 - Number of outputs (m)
 - Number of product terms (p)
- In general, p is far less than number of n-variable minterms (2^n)
 - Thus, a PLA cannot perform arbitrary n-input, m-output logic functions
 - Its usefulness is limited to functions that can be expressed in SOP form using p or fewer product terms
- An $n \times m$ PLA with p product terms contains p 2n-input AND gates and m p-input OR gates

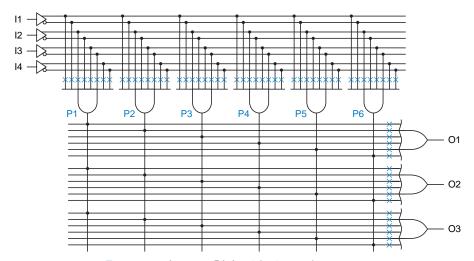


Figure 3: A 4×3 PLA with six product terms.

- Each input connects to a buffer/inverter that produces both a true and a complemented version of signal for use within array
- Potential connections in array are indicated by X's
 - Device is programmed by keeping only connections that are actually needed
 - Selected connections are made by fuses, which are not actually fuses, but nonvolatile memory cells that can be programmed to make a connection or not

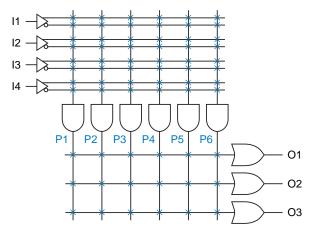


Figure 4: Compact representation of a 4×3 PLA with six product terms.

 PLA in Fig. 4 can perform any three 4-input combinational logic functions that can be written as SOPs using a total of six or fewer distinct product terms, e.g.

$$O1 = I1 \cdot I2 + I1' \cdot I2' \cdot I3' \cdot I4'$$

$$O2 = I1 \cdot I3' + I1' \cdot I3 \cdot I4 + I2$$

$$O3 = I1 \cdot I2 + I1 \cdot I3' + I1' \cdot I2' \cdot I4'$$

- These equations have a total of eight product terms, but first two terms in *O*3 are same as first terms in *O*1 and *O*2
- Programmed connection pattern in Fig. 5 matches these logic equations

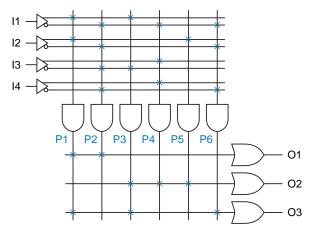


Figure 5: A 4×3 PLA programmed with a set of three logic equations.

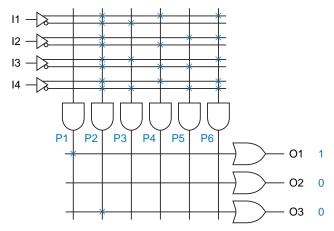


Figure 6: A 4×3 PLA programmed to produce constant 0 and 1 outputs.

- A special case of a PLA, and basis of today's most commonly used PLDs, is PAL device
- Unlike a PLA, a PAL device has a fixed OR array
- PAL devices also use bidirectional input/output pins
- One of today's most commonly used combinational PLD structures is "PAI 16I 8"

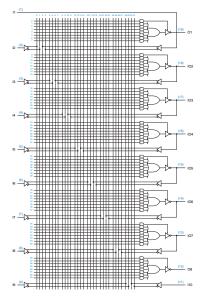


Figure 7: Logic diagram of the PAL16L8.

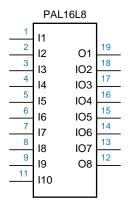


Figure 8: Logic symbol for the PAL16L8.

PAL16L8

- Its programmable AND array has 64 rows and 32 columns and $64 \times 32 = 2048$ fuses
- Each of 64 AND gates in array has 32 inputs, accommodating 16 variables and their complements
- Eight AND gates are associated with each output pin
 - Seven of them provide inputs to a fixed 7-input OR gate
 - The eighth (called output-enable gate) is connected to three-state enable input of output buffer
- Buffer is enabled only when output-enable gate has a 1 output
- An output can perform only logic functions that can be written as sums of seven or fewer product terms
 - Each product term can be a function of any or all 16 inputs
- Although PAL16L8 has up to 16 inputs and up to 8 outputs, it is housed in a dual in-line package with only 20 pins, including two for power and ground (pins 10 and 20)
 - This is result of six bidirectional pins (13–18) that may be used as inputs or outputs or both

PAL16L8

- Six of output pins, called I/O pins, may also be used as inputs
- If an I/O pin's output-control gate produces a constant 0, then output is always disabled and pin is used strictly as an input
- If input signal on an I/O pin is not used by any gates in AND array, then pin may be used strictly as an output
 - Depending on programming of output-enable gate, output may always be enabled, or it may be enabled only for certain input conditions
- If an I/O pin's output-control gate produces a constant 1, output is always enabled, but pin may still be used as an input too
 - In this way, outputs can be used to generate first-pass "helper terms" for logic functions that cannot be performed in a single pass with limited number of AND terms available for a single output
- With an I/O pin always output-enabled, output may be used as an input to AND gates that affect the very same output
 - That is, we can embed a feedback sequential circuit

Combinational PLDs: Generic Array Logic Devices

- Sequential PLDs are programmable logic devices that provide flip-flops at some or all OR-gate outputs
- One type of sequential PLD is called generic array logic or a GAL device
- GAL16V8
 - Can be configured to emulate AND-OR, flip-flop, and output structure of any of a variety of combinational and sequential PAL devices
 - Can be erased and reprogrammed
 - Its fuses are nonvolatile memory cells
 - When configured as a combinational device (similar to PAL16L8) is called GAL16V8C

Combinational PLDs: Generic Array Logic Devices

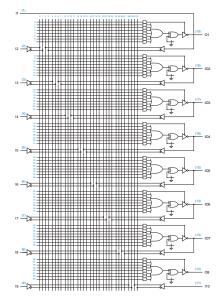


Figure 9: Logic diagram of the GAL16V8C.

Combinational PLDs: Generic Array Logic Devices

GAL16V8C

- An XOR gate is inserted between each OR output and three-state output driver
- One input of XOR gate is pulled up to a logic 1 value but connected to ground via a fuse
 - If fuse is intact, XOR gate passes OR-gate's output unchanged
 - If fuse is blown, XOR gate inverts OR-gate's output
 - Fuse controls output polarity of corresponding output pin
- Given a logic function to minimize, we find minimal SOP expressions for both function and its complement
 - If complement yields fewer product terms, it can be used if GAL16V8's output polarity fuse is set to invert

Combinational PLDs: CPLDs

Complex programmable logic device (CPLD)

- A collection of individual PLDs on a single chip, accompanied by a programmable interconnection and input/output structure
- Individual PLDs have at least functionality of GAL devices
- CPLD fitter
 - Starting with an HDL description of desired function, a synthesis tool fits
 the function into an available CPLD device, often the smallest possible
 - The synthesis tool is called a fitter
 - Fitter minimizes equation for each PLD output
 - It also partitions function into individual PLD blocks, and then tries to find the smallest possible device that has enough PLD blocks, product terms, internal connections, and external input/output pins
 - Fitters allow designer to specify constraints, such as "put these outputs together in the same PLD block"

Combinational PLDs: CPLDs

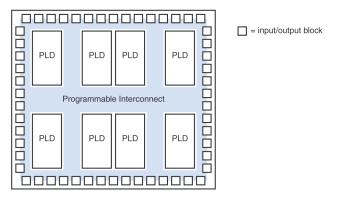


Figure 10: General CPLD architecture.

Combinational PLDs: Bipolar PLD Circuits

Early PLA and PAL devices used bipolar circuits

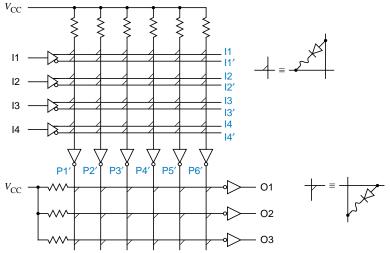


Figure 11: A 4 \times 3 PLA built using TTL-like open-collector gates and diode logic.

Combinational PLDs: Bipolar PLD Circuits

- In Fig. 11
 - Each potential connection is made by a diode in series with a metal link
 - If link is present, diode connects its input into a diode-AND function
 - If link is missing, corresponding input has no effect on that AND function
 - A diode-AND function is performed because each horizontal input line that is connected via a diode to a particular vertical AND line must be HIGH in order for that AND line to be HIGH
 - If an input line is LOW, it pulls LOW all of AND lines to which it is connected
 - Each AND line is followed by an inverting buffer, so overall a NAND function is obtained
 - Outputs of first-level NAND functions are combined by another set of NAND functions
 - A two level NAND-NAND structure is equivalent to AND-OR structure
- A bipolar PLD chip is manufactured with all of its diodes present, but with a tiny fusible link in series with each one
 - By applying special input patterns to device, it is possible to select individual links, apply a high voltage and vaporize selected links

CMOS PLDs reduce power consumption and are reprogrammable

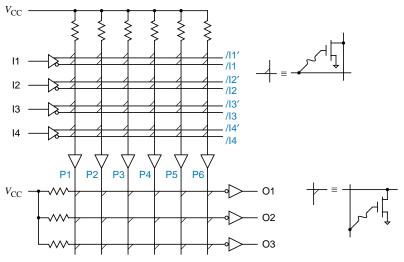


Figure 12: A 4×3 PLA built using CMOS logic.

• In Fig. 12

- An n-channel transistor with a programmable connection is placed at each intersection between an input line and a word line
- If input is LOW, transistor is off, but if input is HIGH, transistor is on, which pulls AND line LOW
- Overall, an inverted-input AND (NOR) function is obtained
- Effects of using an inverted-input AND gate are canceled by using complemented input lines for each input
- Outputs of first-level AND functions are combined by another set of NOR functions with programmable connections
- Output of each NOR function is followed by an inverter, so an OR function is realized
- Overall, PLA performs an AND-OR function as desired
- In CMOS PLD technologies, programmable links are not normally fuses
 - In non-field-programmable devices, such as custom VLSI chips, presence or absence of each link is established as part of metal mask pattern for manufacture of device
 - The most common programming technology is electrical

- Electrically erasable programmable logic device (EEPLD)
 - An EEPLD can be programmed with any desired link configuration electrically, as well as erased to its original state
 - EEPLDs use a technology called "floating-gate MOS"

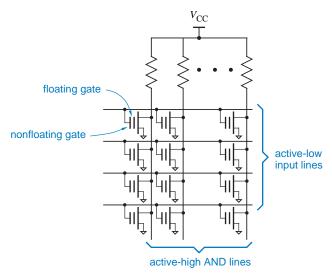


Figure 13: AND plane of an EEPLD using floating-gate MOS transistors.

- A floating-gate MOS transistor has two gates
 - Floating gate is unconnected and is surrounded by extremely high-impedance insulating material
 - In manufactured state, floating gate has no charge on it and has no effect
 - Hence, all transistors are connected
 - To program, we apply a high voltage to non-floating gate at each location where a logical link is not wanted
 - This causes a temporary breakdown in insulating material and allows a negative charge to accumulate on floating gate
 - When high voltage is removed, negative charge remains on floating gate
 - Negative charge prevents transistor from turning "on" when a HIGH signal is applied to nonfloating gate
 - Transistor is disconnected from circuit

- EEPLDs can also be erased
 - Floating gates in an EEPLD are surrounded by an extremely thin insulating layer and can be erased by applying a voltage of opposite polarity as the charging voltage to nonfloating gate
 - The same piece of equipment used to program a PLD can be used to erase an EEPLD before programming it
- Most CPLDs also use floating-gate programming and erasing technology
- FPGAs use read/write memory cells to control state of each connection
 - Read/write memory cells are volatile
 - When power is first applied to FPGA, all of its read/write memory must be initialized to a state specified by a separate, external nonvolatile memory
 - This memory is either a programmable read-only memory (PROM) chip attached to FPGA or is part of a microprocessor subsystem that initializes FPGA as part of overall system initialization

Combinational PLDs: Device Programming and Testing

- A PLD programmer or a PROM programmer is a special piece of equipment used to vaporize fuses or charge up floating-gate transistors
 - It includes sockets that physically accept devices to be programmed
 - To download desired programming patterns into programmer, it is connected to a PC
- Many PLDs feature in-system programmability
 - Device can be programmed after it is soldered into system
 - Fuse patterns are applied to device serially using four extra signals and pins called JTAG port, defined by IEEE standard 1149.1
 - These signals are defined so that multiple devices on same printed-circuit board can be "daisy chained" and selected and programmed during board manufacturing process using just one JTAG port on a special connector
 - Fuse patterns are verified as they are programmed into a device
 - Verifying fuse pattern does not prove that device will perform logic function specified by those fuses
 - Device may have unrelated internal defects
 - The only way to test for all defects is to put device into its normal operational mode, apply test-vector inputs, and check outputs against expected results

References



JOHN F. WAKERLY, Digital Design: Principles and Practices (4th Edition), PRENTICE HALL, 2005.