

Topic 9: Building Blocks for Computers

Readings for this topic:

P&H, Appendix B.3 thru B.6

Goal

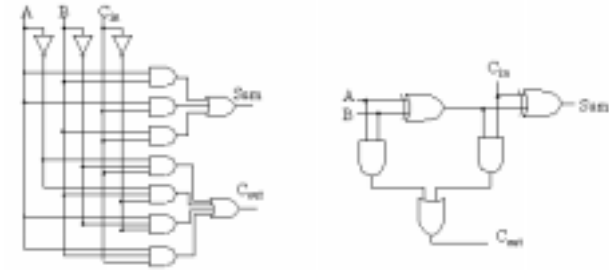
- Summary of combinatorial and sequential components that are useful for computers.
- Techniques for combining them

Recall: Full Adder

Boolean Algebra

$$Sum = \bar{A}\bar{B}C_{in} + \bar{A}B\bar{C}_{in} + A\bar{B}\bar{C}_{in} + ABC_{in}$$

$$Cont = AB + BC + AC$$



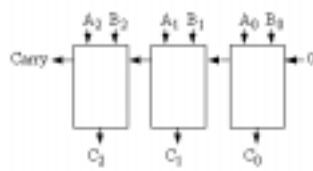
Bit Slice Adders

Problem: How to add 3 bit numbers?

- $C_2C_1C_0 = A_2A_1A_0 + B_2B_1B_0$
- Redesigning circuit for 6 inputs would be messy and wouldn't scale well.

Solution: Cascade 1-bit adders

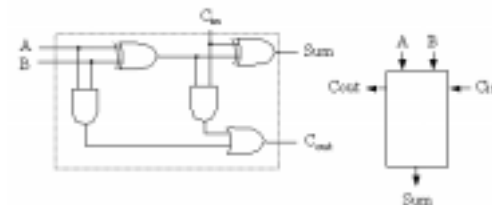
A	B	Cin	Sum	Cont
0	0	0	0	
0	0	1	1	
0	1	0	1	
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1



Adder bit slice

This is called a "full adder".

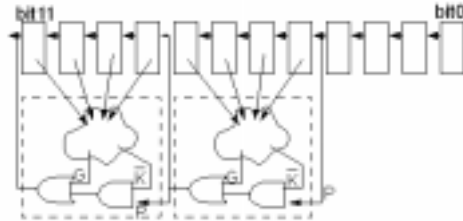
- A "half adder" adds *two* bits and produces sum and carry out



Bit-slice Adder

Problem: Time to compute carry grows with number of inputs

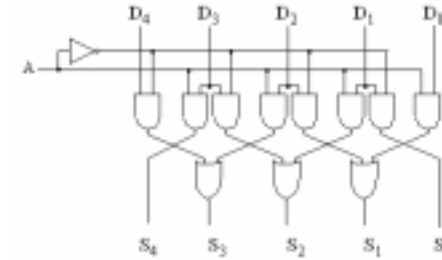
Solution: Carry look ahead adders.



- shortcut the carry from previous group of bits to following group of bits
- How: using *local* group of bits, determine:
 - generate: group will always generate carry into next group
 - kill: group will never generate carry into next group
 - propagate: group will propagate carry from previous group into next

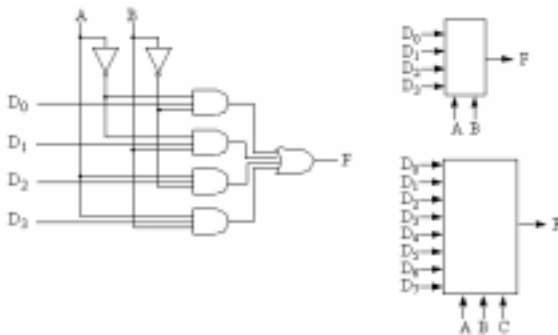
Shifters

Shifts 1 bit left/right, based on input: 1 => shift left, 0 => shift right



Multiplexer

Given an n-bit number as input, select one of 2n inputs.



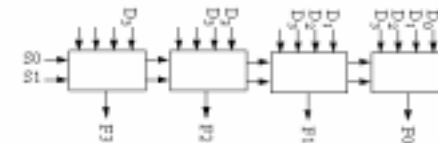
AND gate passes signal through if the control is 1

Full Shifter

Shift N-bit number N positions in one direction

Can build a shifter with multiplexers

Example: 4-bit right-shifter



Example: to make full 32-bit shifter, use 3 stages:

- stage1: shift by 0, 8, 16, or 24
- stage2: shift by 0, 2, 4, or 6
- stage3: shift by 0, or 1

ALU

Summary: we can do shifters, adders, AND, OR, NOT, XOR, ...

- Arithmetic operations generate a carry
- Logic operations have no carry

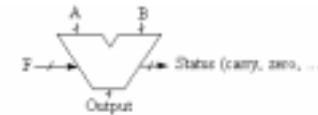
An ALU computes a function of 2 inputs $O = F(A, B)$, where the function F is selected by other inputs (F_0, F_1).

- Bit Slicing: Compute function for 1 bit using carry in and carry out.
- This is just a generalization of cascaded adders.

An example ALU

F	Function
00	A AND B
01	A OR B
10	NOT B
11	A + B

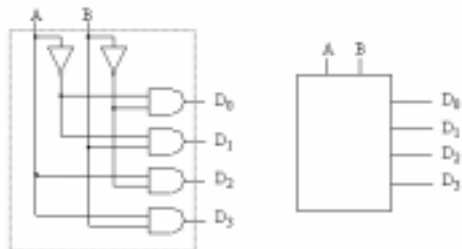
Circuit Symbol



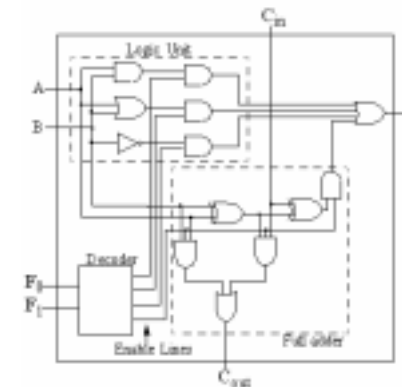
Decoders

How do we select an operation?

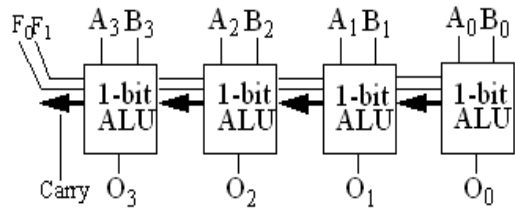
Decoder: given an n-bit number as input, enables one of 2^n outputs



ALU Bit Slice Schematic



ALU Schematic



Subtraction

Add: input A and B, $C_{in}=0$

Subtract: input A and B, $C_{in}=1$

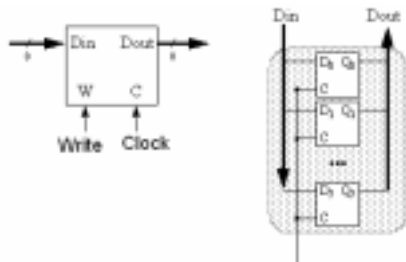
How come? remember two's complement...

Building Registers

Abstraction:

- Inputs: data[N], clock, write-enable
- Output: data[N]

Using D Flip-flops, we almost get it (e.g., 8 bit register):

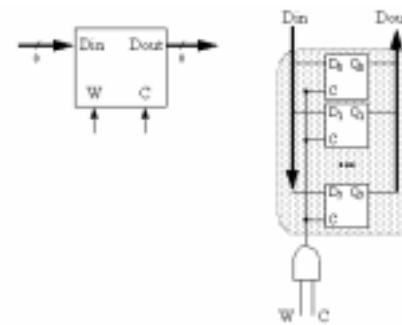


Problem: How do we do write-enable?

N-bit Registers

Implementing write-enable

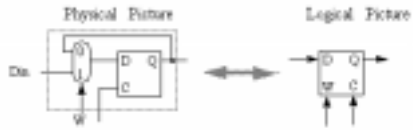
Solution 1: Gate clock.



What are the problems with this solution?

N-bit Registers

Solution 2: Use multiplexor (MUX):

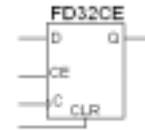


By connecting together N of the writable D Flip-flops, N bit register can be implemented.

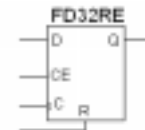
N-bit Register

Solution 3: Use special FF that have enable "built-in"

•Xilinx FD32CE (Flip-flop, Data input, Clear input, clock Enable):



Xilinx FD32RE (Flip-flop, Data input, Reset input, clock Enable)

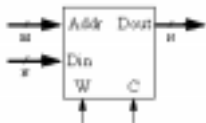


Remember: never gate clocks!

Register Files

Abstraction

- holds $2M$ (e.g., $M=4$, $24=16$) registers.
- Inputs: Register Number $[M]$, $Din [N]$, Clock, Write-enable
- Outputs: $Dout[N]$

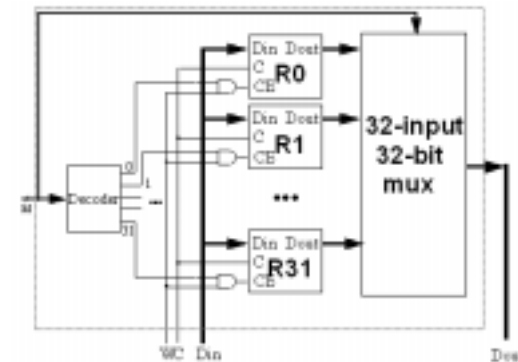


Example:

- Addr=0011, W=0
- Dout = Reg[3]
- Addr=0101, W=1, Din=0xFF
- Reg[5] = 0xFF at clock

Register File with mux

How to select a register



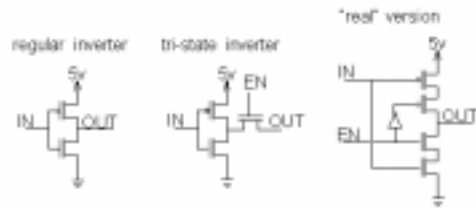
Tri-state outputs

Normal outputs can be 0 or 1

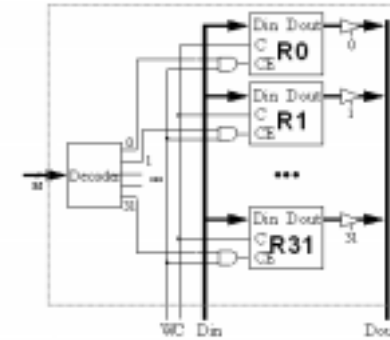
Tri-state outputs can also be *off* ("disabled", on: "enabled")

This allows many outputs to be wired together

•as long as only *one* is enabled at a time!



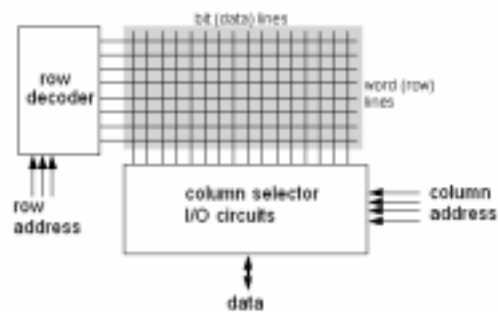
Register File with tri-state



Hint: For H0T314 we will implement the register file using a RAM.

What goes in a RAM?

Example: 128 x 1-bit memory ($128=8*16$)



SRAM Cells

6-T static RAM cell



Read:

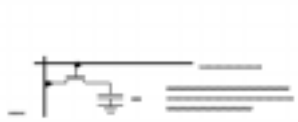
- pull bit + bit to Vcc
- pull 1 row select high
- cell pulls bit or bit low
- sense amp detects differential signal between bit and bit

Write:

- pull 1 row select high
- drive bit and bit to flip cell

DRAM Cells

1-T dynamic RAM cell



Read:

- pull bit $V_{cc}/2$
- pull 1 row select high
- cell "nudges" bit low or high
- sense amp detects difference to a reference bit line

Write:

- pull 1 row select high
- drive bit line to charge/discharge capacitor