



16.07.20 14:27

# CSCI 150

## Introduction to Digital and Computer System Design

### Lecture 4: Sequential Circuit IV



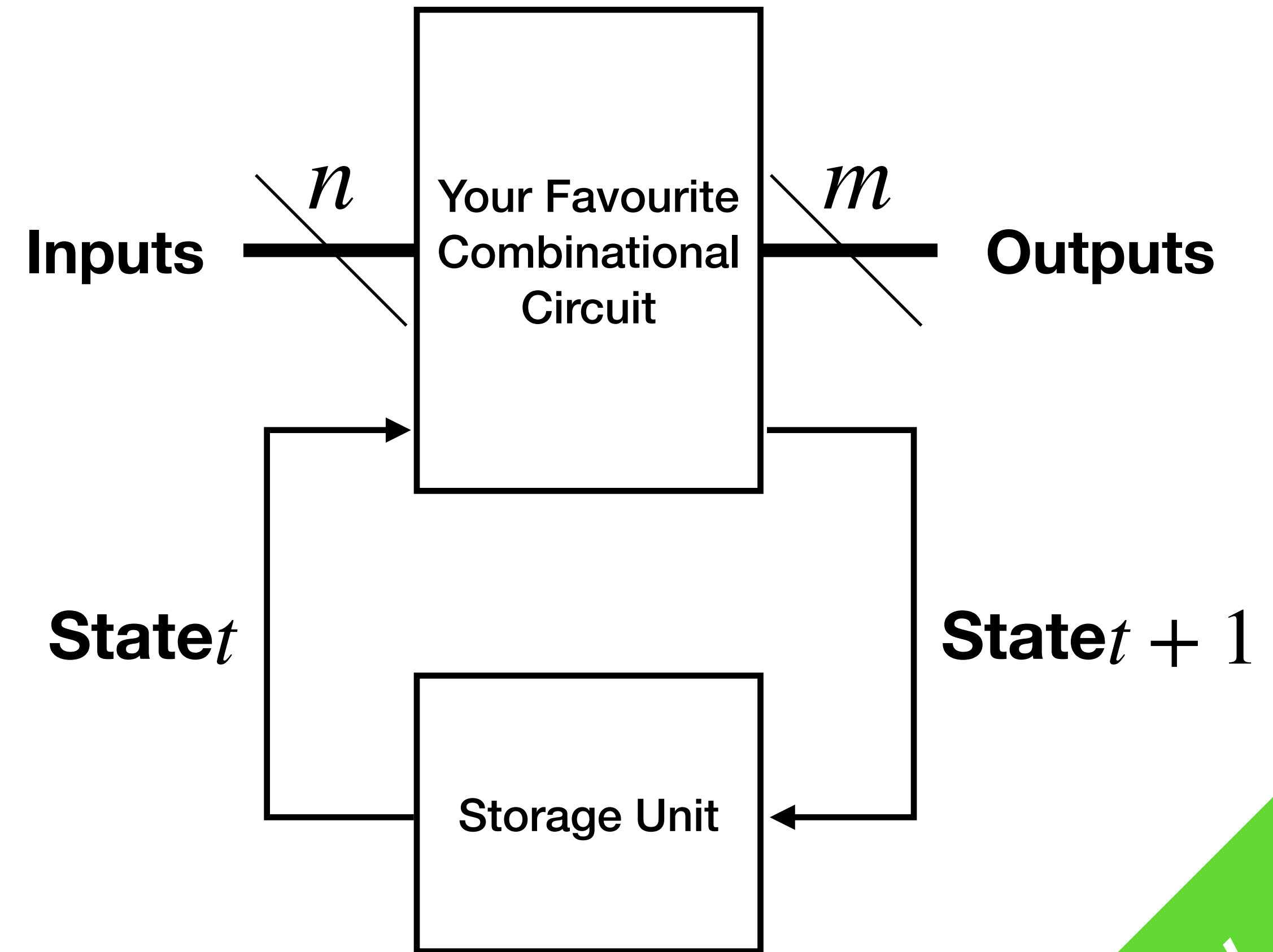
Jetic Gū  
2020 Summer Semester (S2)

# Overview

- Focus: Basic Information Retaining Blocks
- Architecture: Sequential Circuit
- Textbook v4: Ch5 5.3, 5.4; v5: Ch4 4.2 4.3
- Core Ideas:
  1. Sequential Circuit Design Procedures

# Definitions

1. **Storage Elements**  
circuits that can store binary information
2. **State**  
partial results, instructions, etc.
3. **Synchronous Sequential Circuit**  
Signals arrive at discrete instants of time,  
outputs at next time step
4. **Asynchronous Sequential Circuit**  
Signals arrive at any instant of time,  
outputs when ready



# Definitions

### 3. Synchronous Sequential Circuit

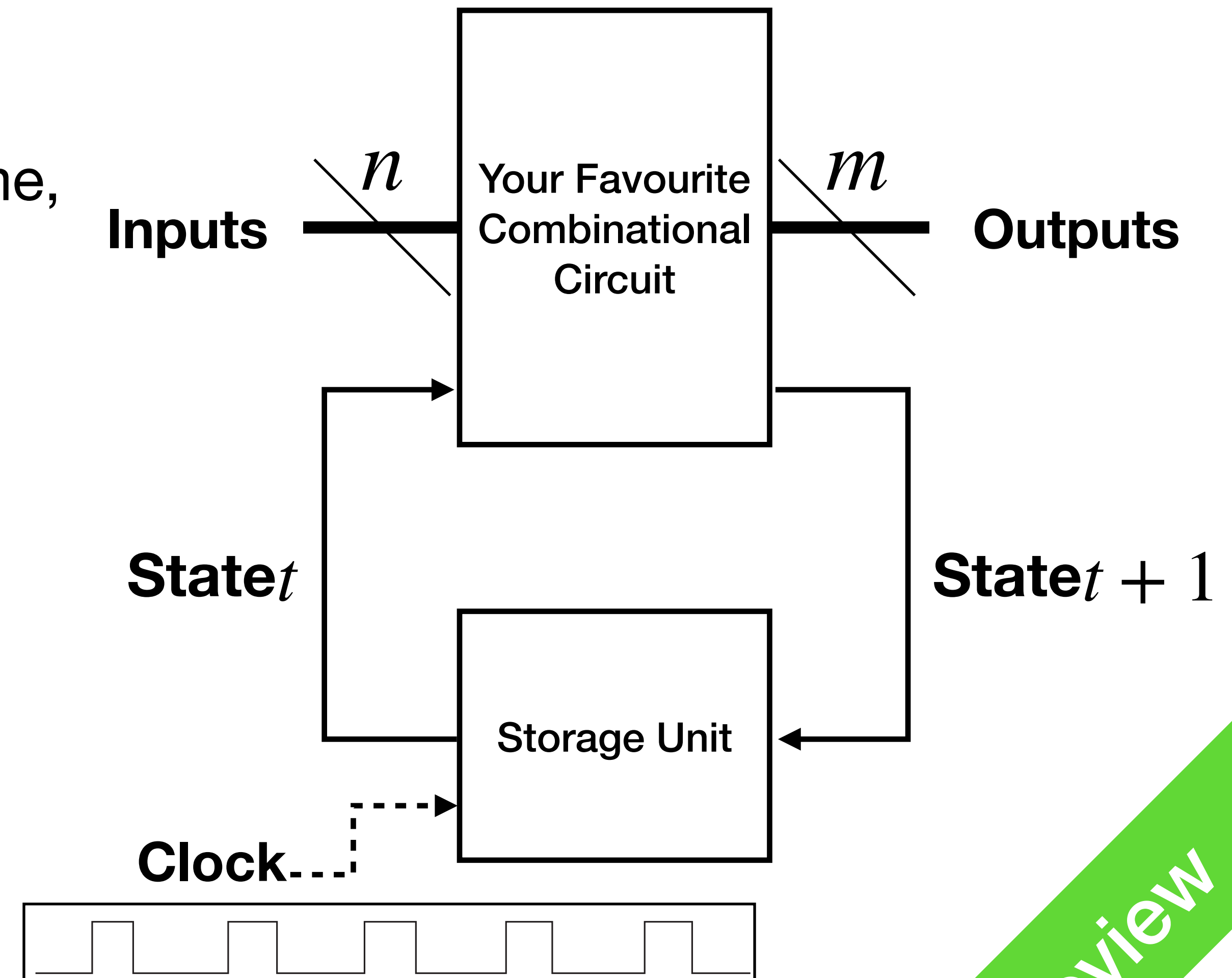
Signals arrive at discrete instants of time, outputs at next time step

- Has Clock

### 4. Asynchronous Sequential Circuit

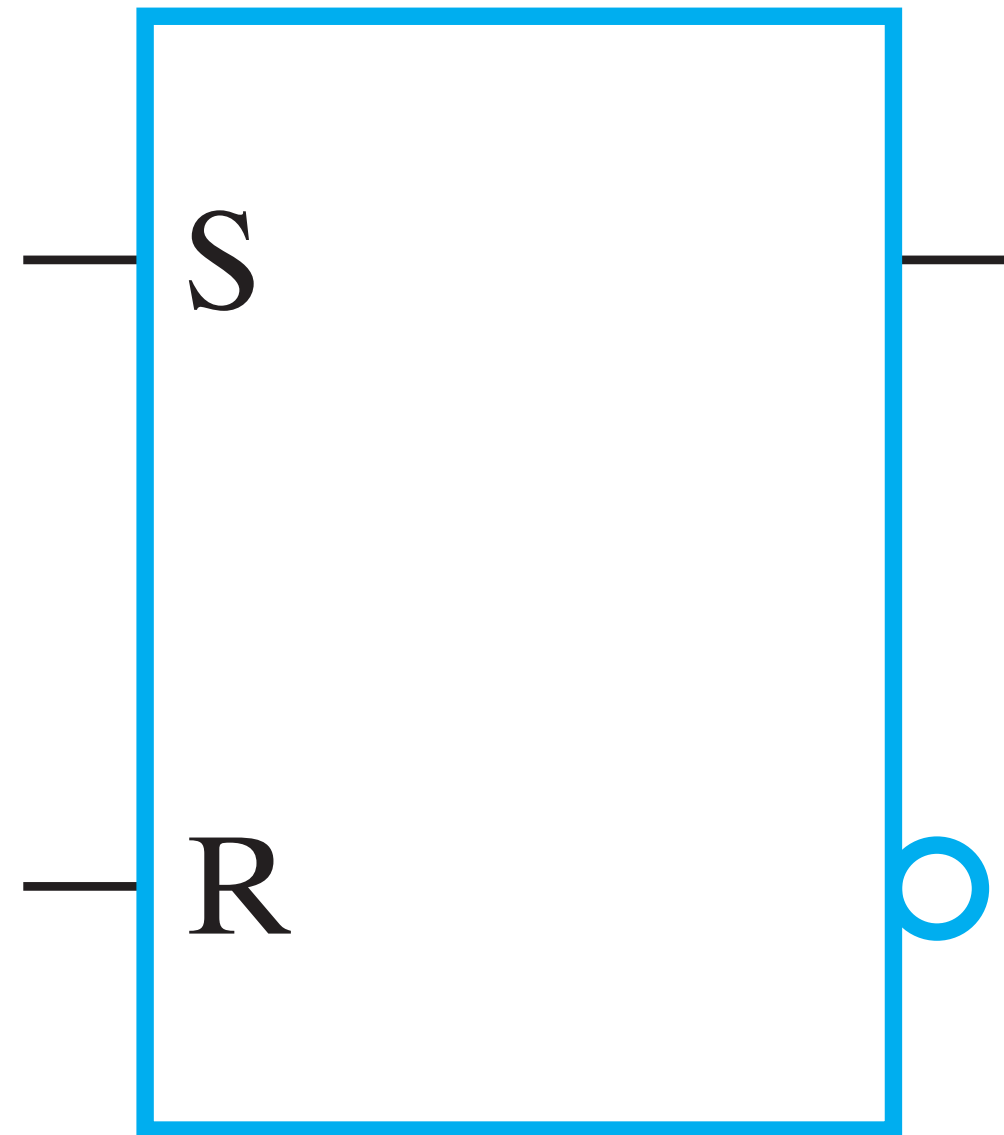
Signals arrive at any instant of time, outputs when ready

- May not have Clock

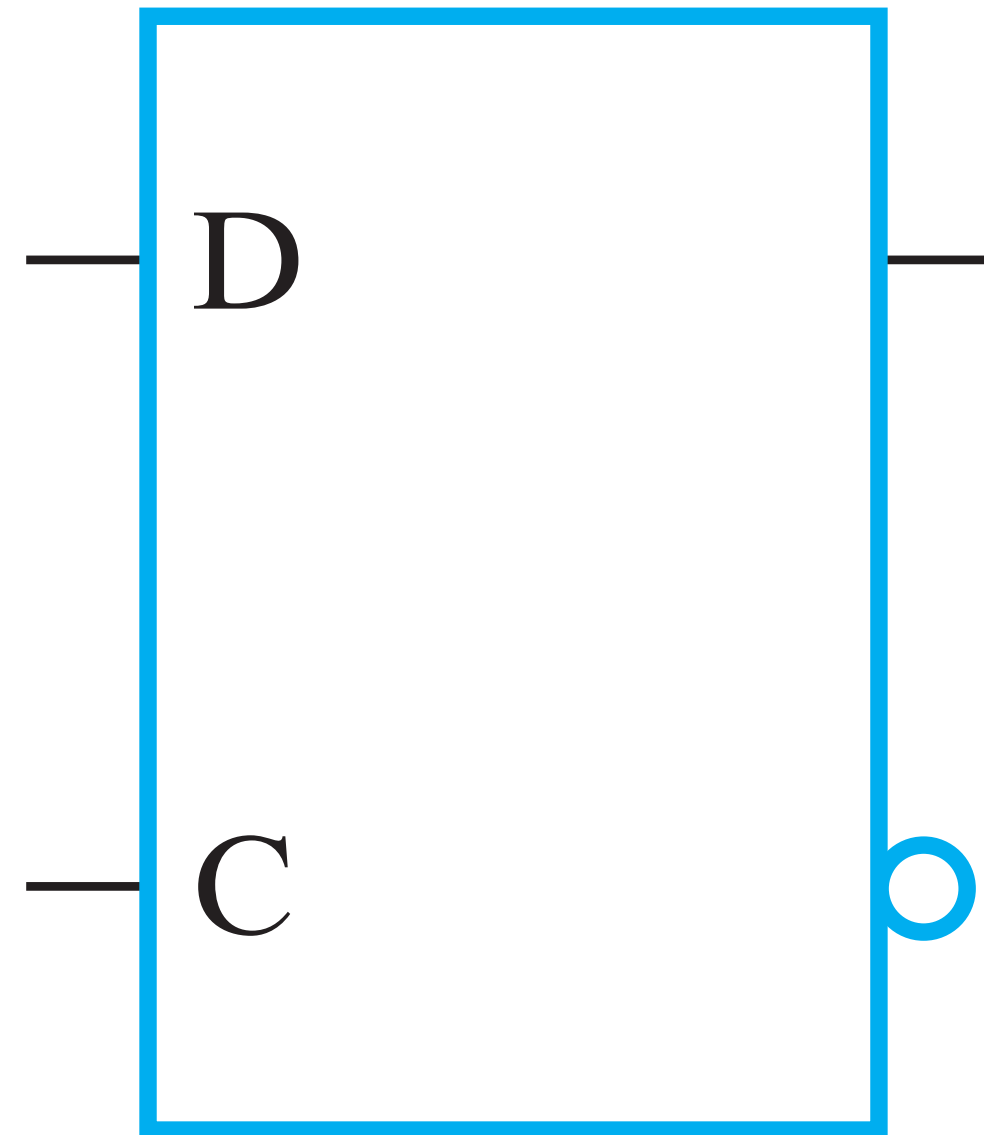


# Summary

## Latches

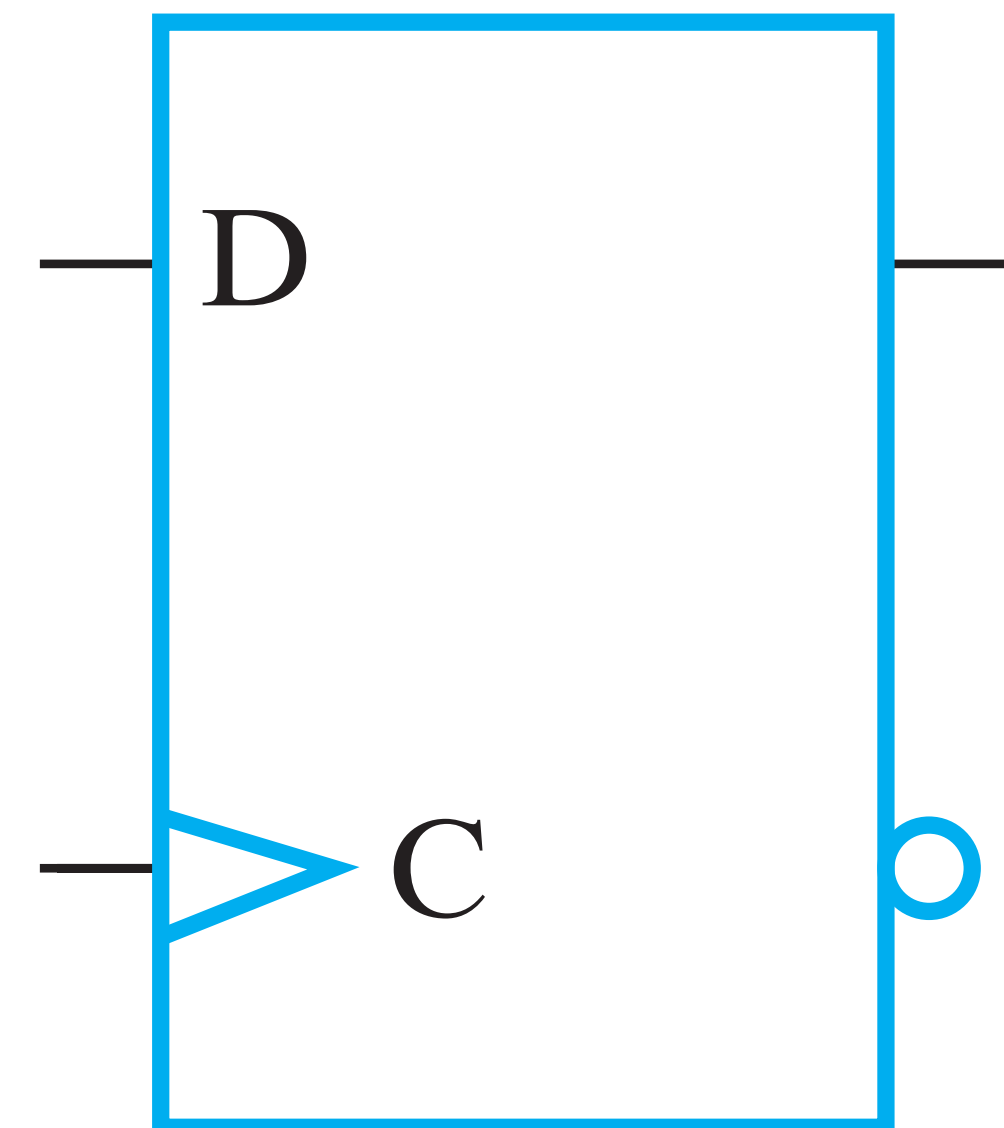


SR



D with 1 Control

## Flip-Flops



┐ Triggered D

# Sequential Circuit Design I

8 Step Design Procedures; Formulation

# Systematic Design Procedures

## Combinational Circuits

1. **Specification**
2. **Formulation**
3. **Optimisation**
4. **Technology Mapping**
5. **Verification**

# Systematic Design Procedures

## Sequential Circuits

### 1. Specification

### 2. Formulation

e.g. using **state table** or **state diagram**

**TODAY'S FOCUS**

### 3. **State Assignment**: assign binary codes to states

### 4. **Flip-Flop Input Equation Determination**: Select flip-flop types, derive input equations from next-state entries

### 5. **Output Equation Determination**: Derive output equations from the output entries

### 6. Optimisation

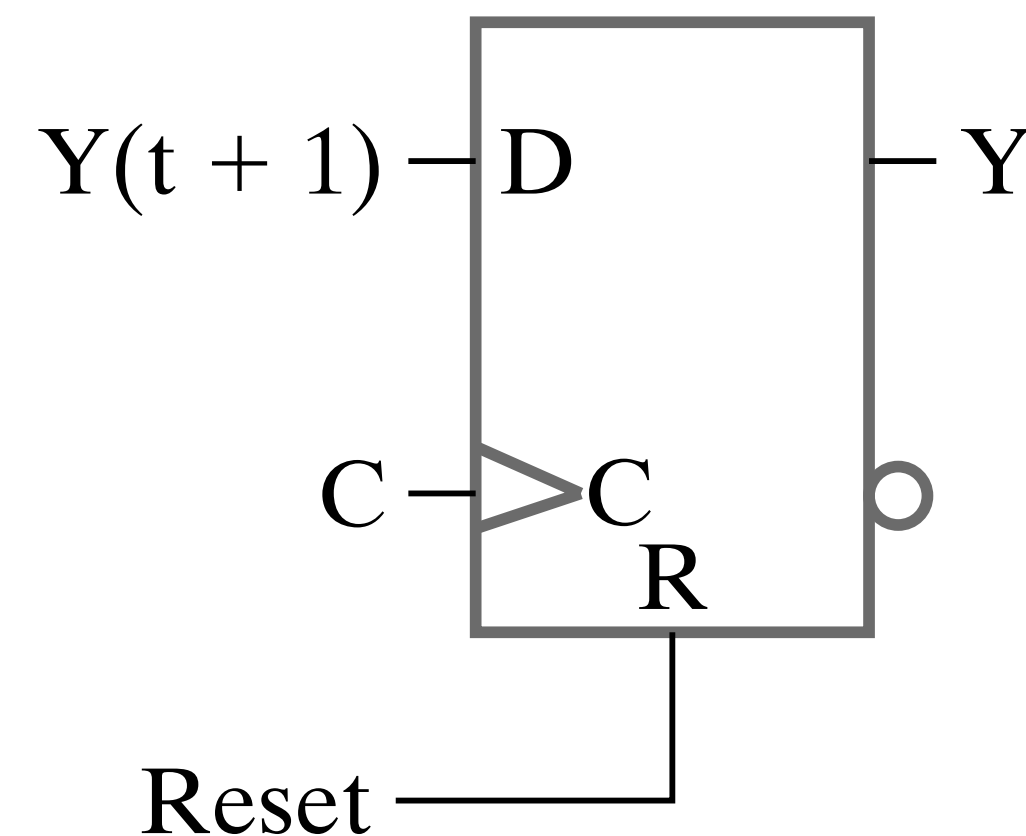
### 7. Technology Mapping

### 8. Verification

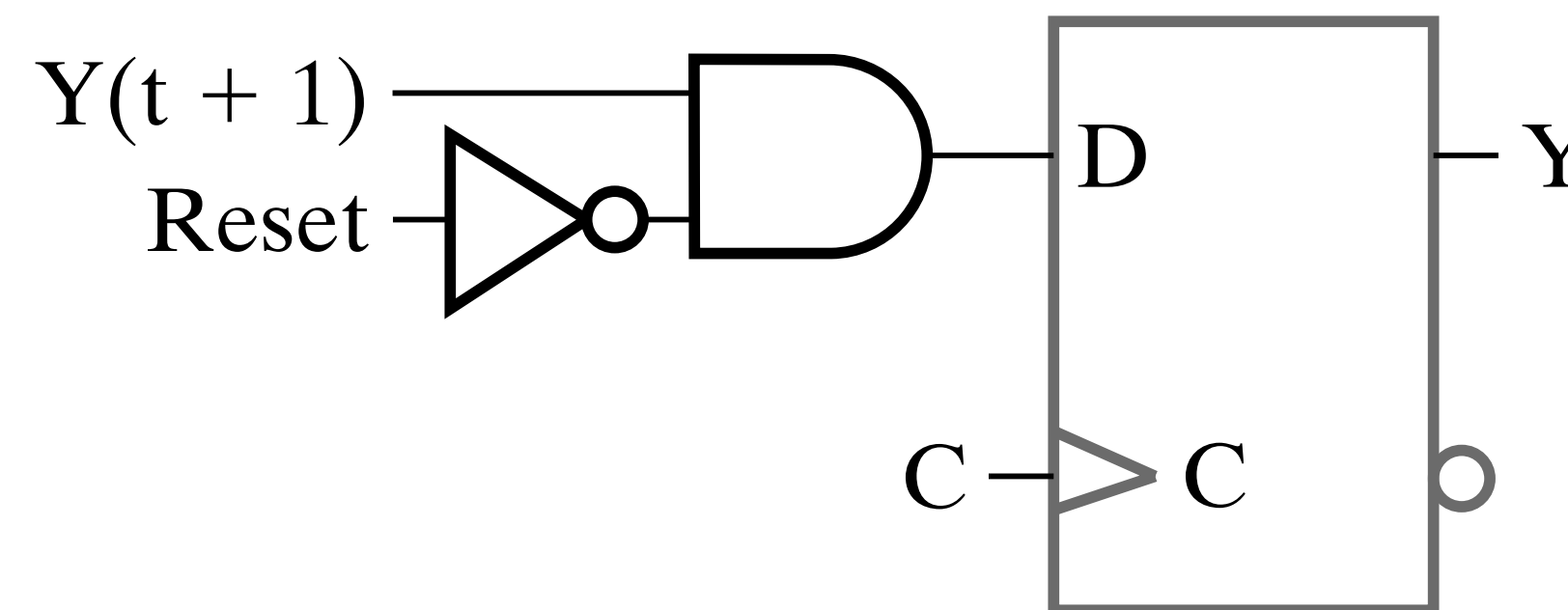


# 0. Reset

- When the power was first turned on, the states in flip-flops are all unknown  
This requires resetting!
- Flip-Flops with Reset



(a) Asynchronous Reset



(b) Synchronous Reset

# 0. Reset

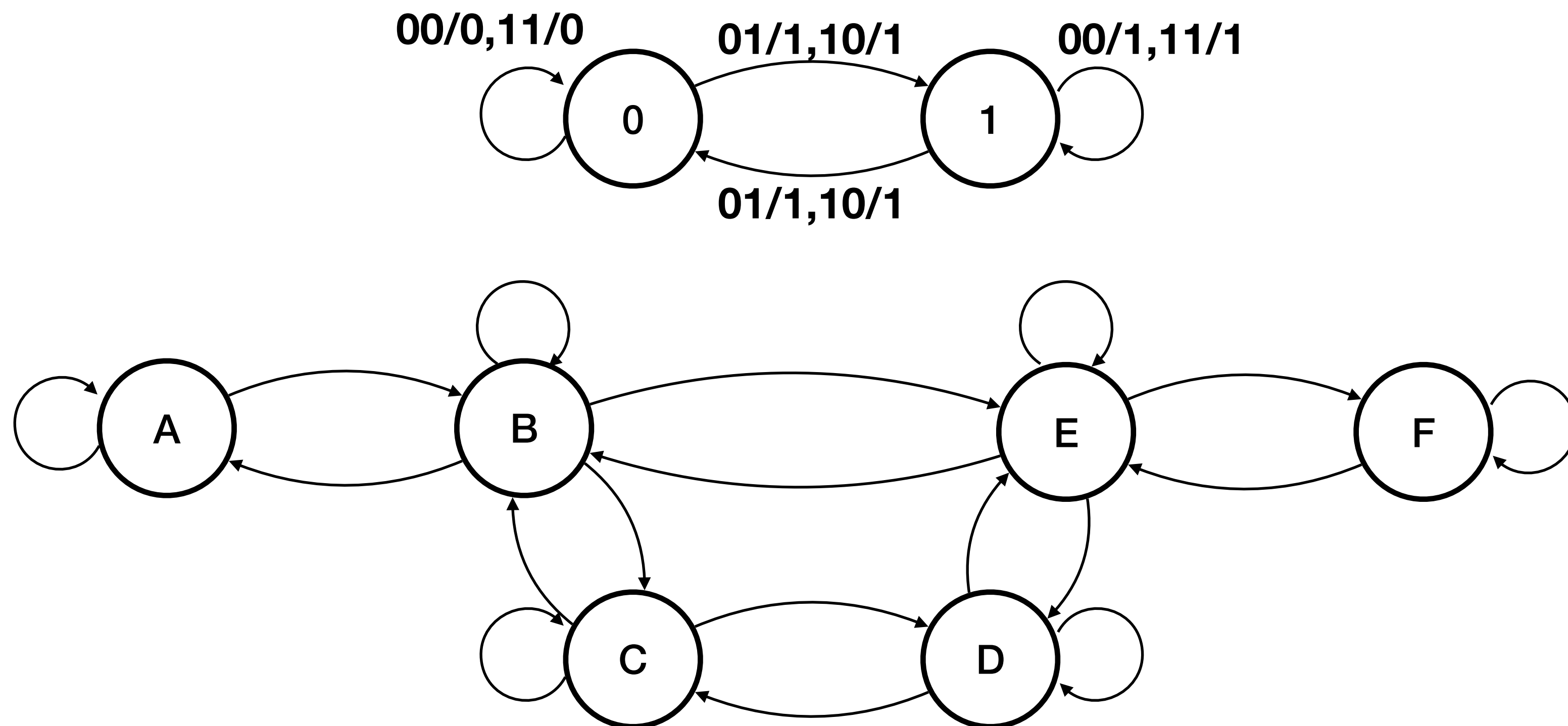
- In reality, all storage devices in a computer has a Reset mode for easy resetting to all 1s or all 0s
- e.g. C: `memset( void* ptr, int value, size_t num);`  
Fill blocks of memory

# 1. Specification

- Same as combinational

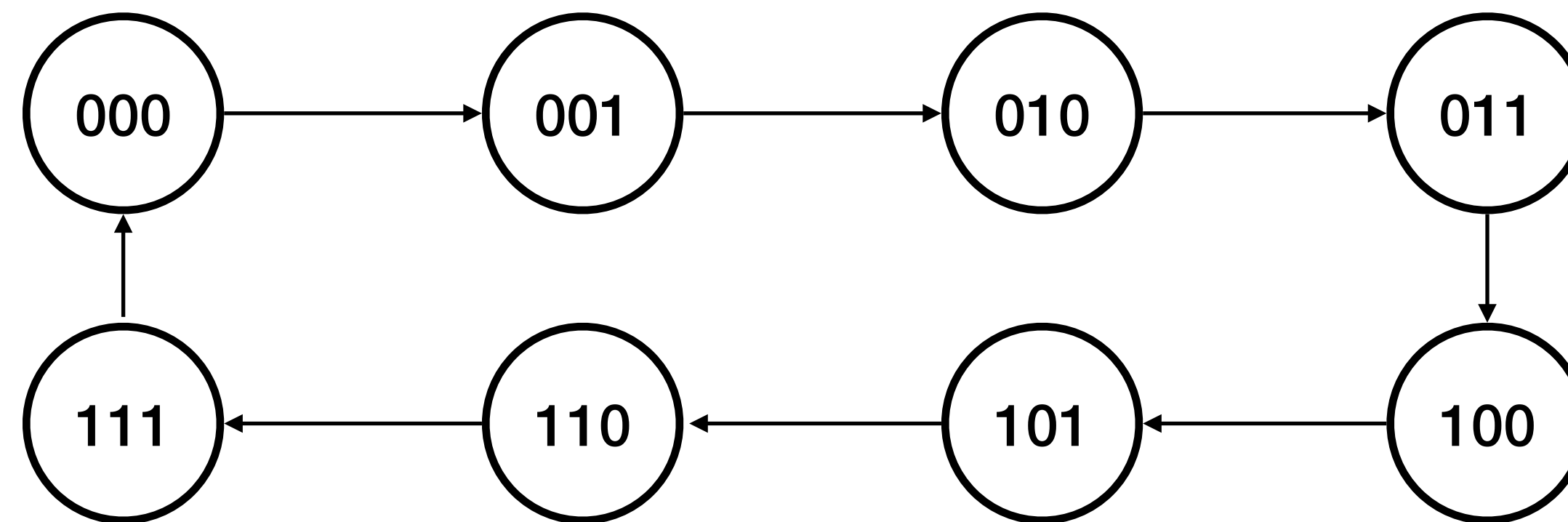
## 2. Formulation

- Sometimes it is more intuitive to describe state transitions then defining the states



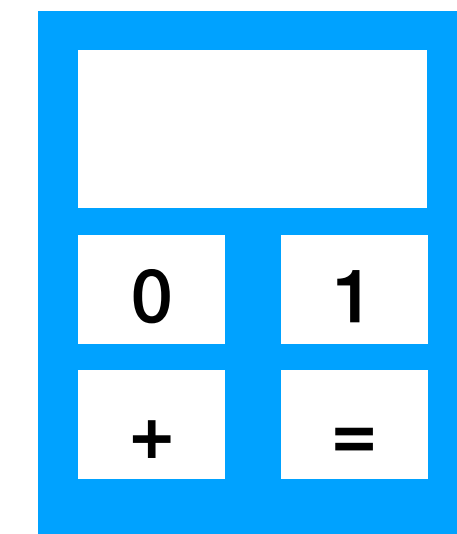
## 2. Formulation

- Incrementer: perform  $+1$  operation every  $\text{CLK}$  on 3-bit

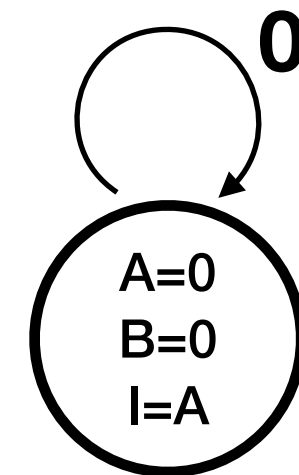


## 2. Formulation

- Simple 1-bit binary calculator
- Input: 0 button, 1 button, Add button, Equ button
- Storage: A, B: variables; I: operator

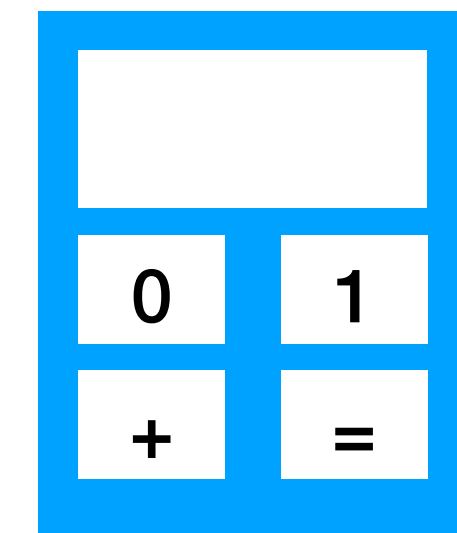


First Input

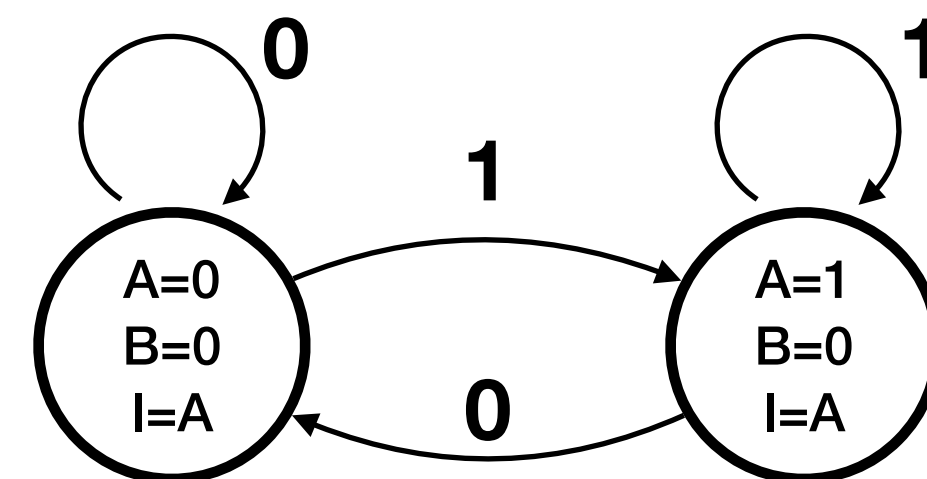


## 2. Formulation

- Simple 1-bit binary calculator
- Input: 0 button, 1 button, Add button, Equ button
- Storage: A, B: variables; I: operator

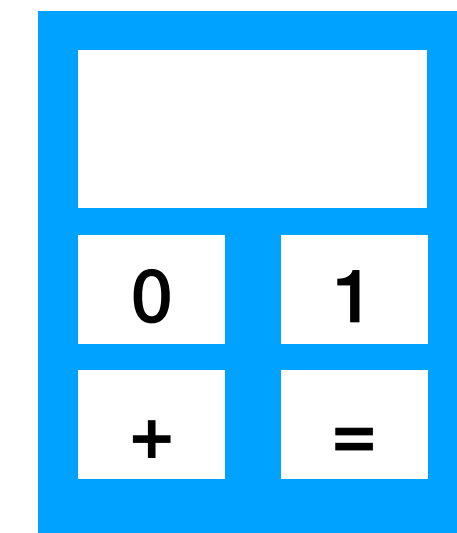


First Input

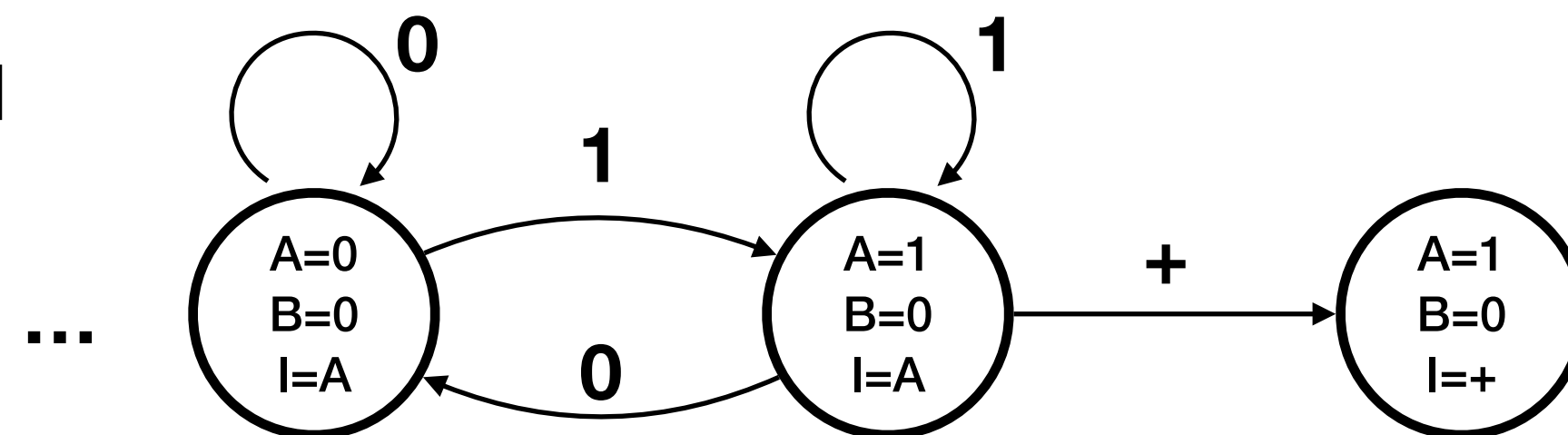


## 2. Formulation

- Simple 1-bit binary calculator
- Input: 0 button, 1 button, Add button, Equ button
- Storage: A, B: variables; I: operator



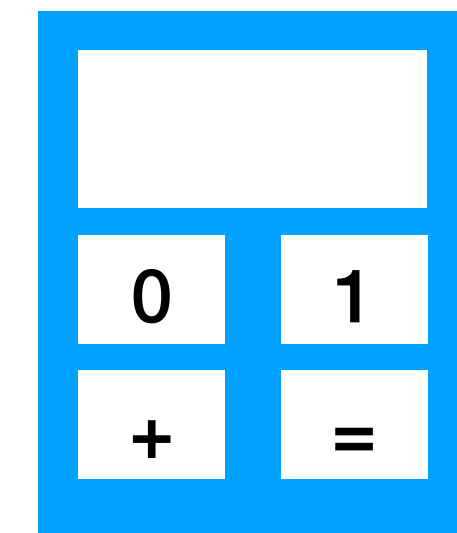
After first input, press add



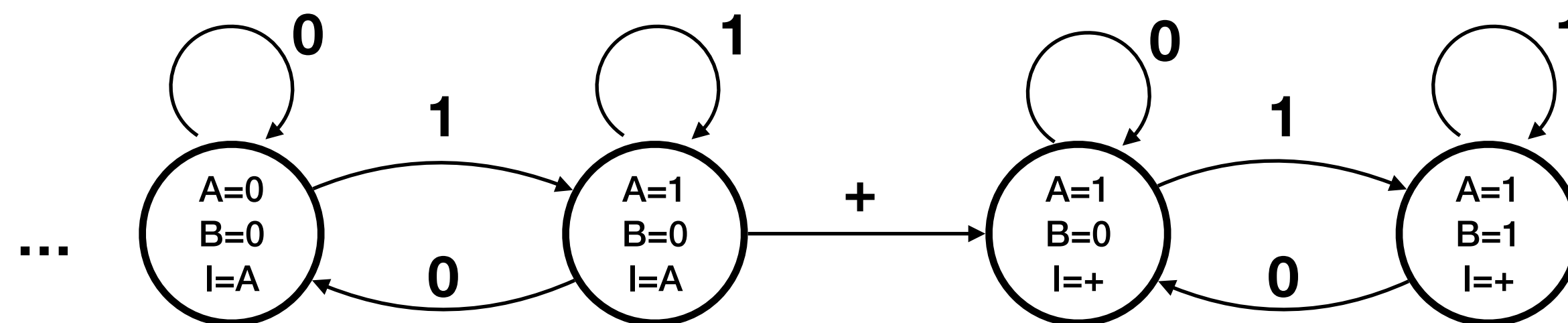


## 2. Formulation

- Simple 1-bit binary calculator
- Input: 0 button, 1 button, Add button, Equ button
- Storage: A, B: variables; I: operator

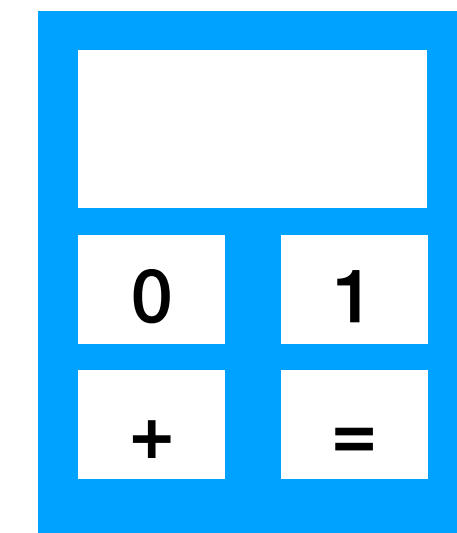


Second input

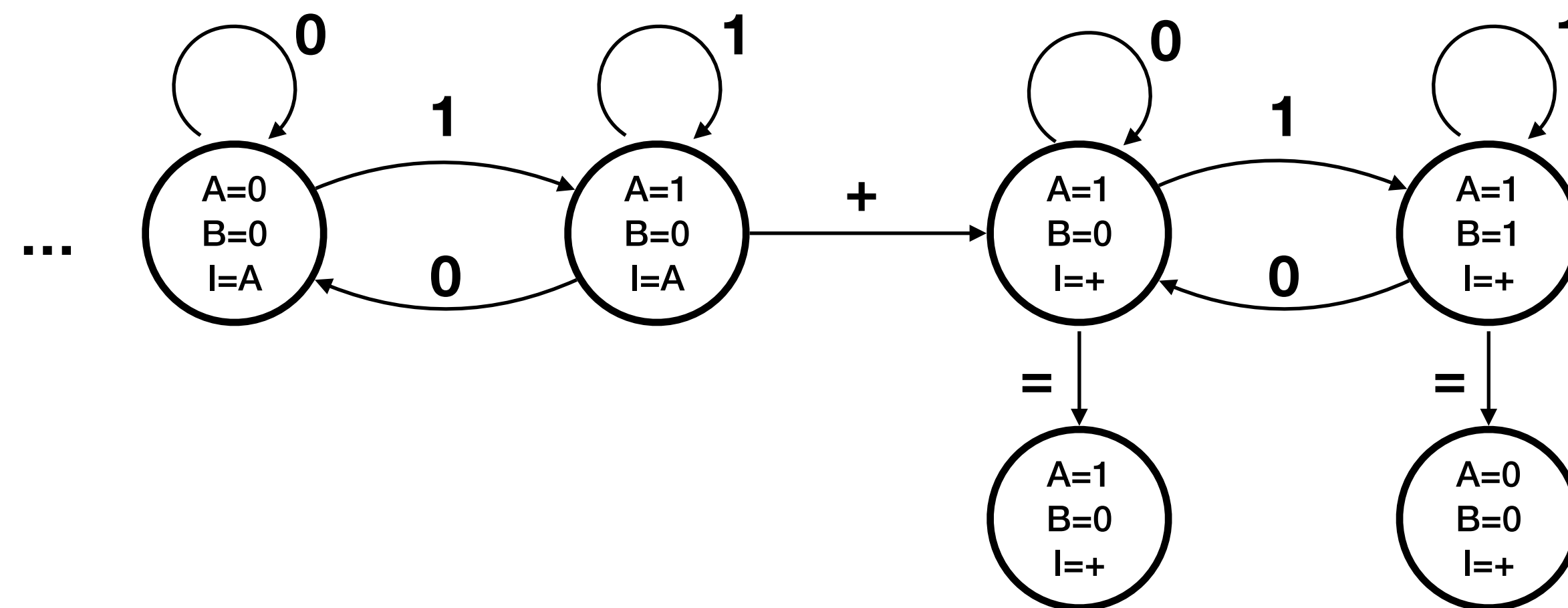


## 2. Formulation

- Simple 1-bit binary calculator
- Input: 0 button, 1 button, Add button, Equ button
- Storage: A, B: variables; I: operator



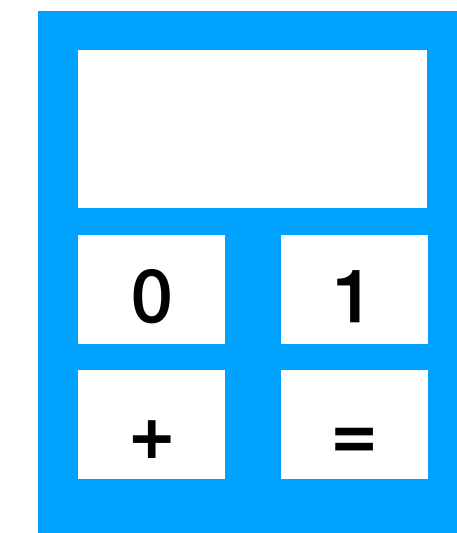
Get result



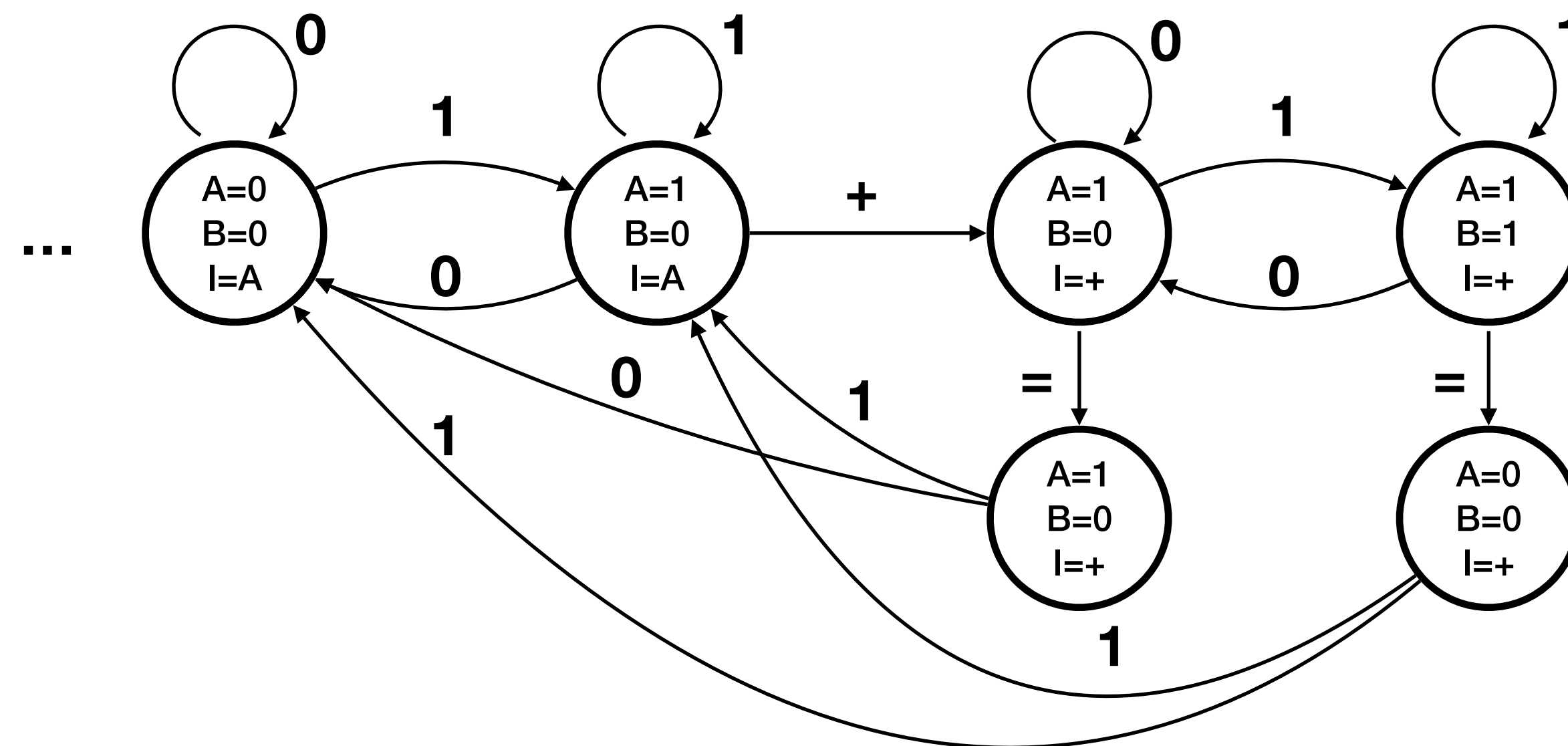
Example

# 2. Formulation

- Simple 1-bit binary calculator
- Input: 0 button, 1 button, Add button, Equ button
- Storage: A, B: variables; I: operator



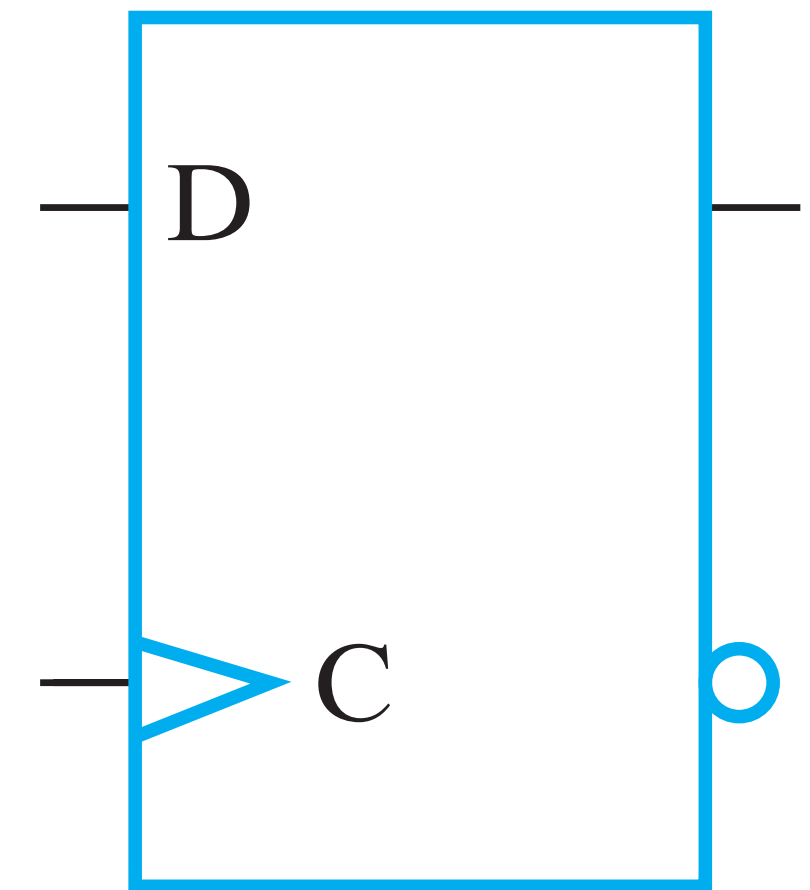
Next calculation



Example

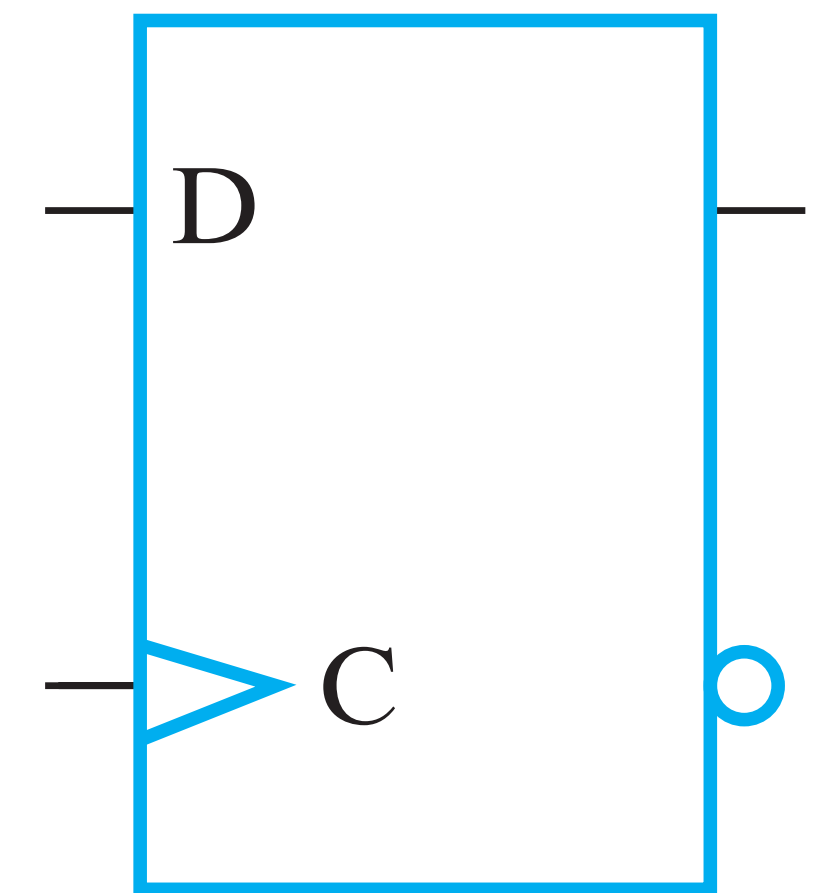
# Exercise

- Draw the state diagram of 3-bit incrementer/decrementer
- Input  $X$ : 0 for increment, 1 for decrement
- Do the state table



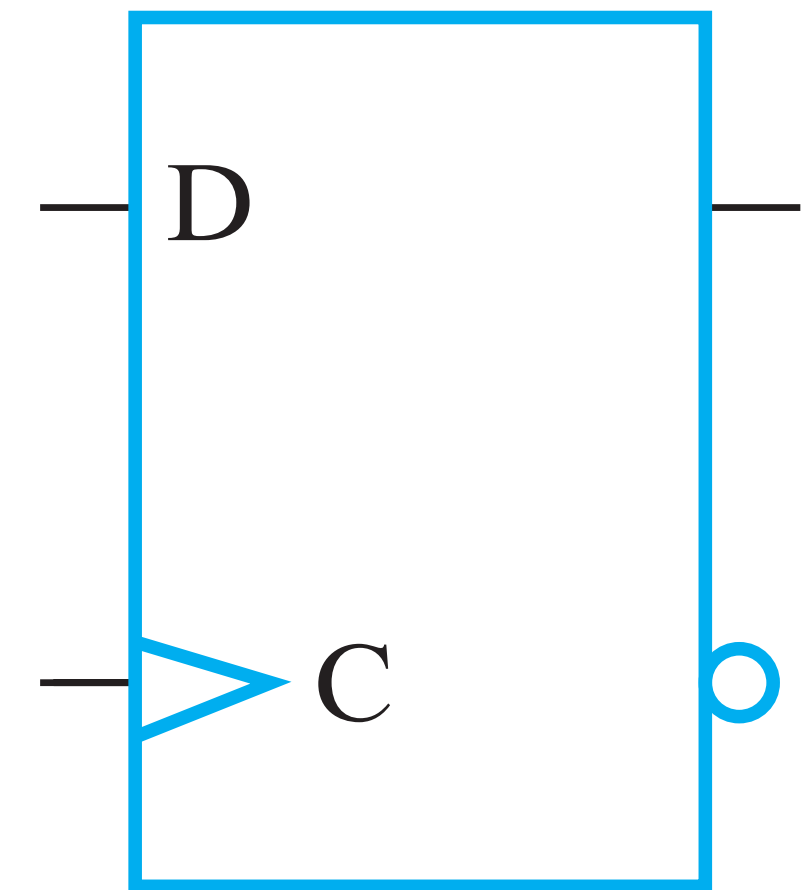
# Exercise

- Draw the state diagram of rotator
  - Start state  $X_3X_2X_1X_0$ : original 4-bit
  - Input  $Y$ :
    - 0 for left rotation (output  $X_2X_1X_0X_3$ );
    - 1 for right rotation (output  $X_0X_3X_2X_1$ );
  - Every CLK triggers a shift



# Exercise

- Draw the state diagram of rotator
  - Start state  $X_3X_2X_1X_0$ : original 4-bit
  - Input  $Y$ :
    - 0 for left rotation (output  $X_2X_1X_0X_3$ );
    - 1 for right rotation (output  $X_0X_3X_2X_1$ );
  - Every CLK triggers a shift
- Try to write down the equations for each flip-flop, treat  $X_i$  as constants. Implement in LogicWorks



# LogicWorks Exercise

- Implement  $D$  flip flop using  $D$  latch and  $SR$  latch  
Save it as a component in your library
- Implement circuit  $D_S = X \oplus Y \oplus S$ , where  $D_S$  is a  $D$  flip flop
- Implement  $D_A = \bar{X}A + XY$ ,  $D_B = \bar{X}B + XA$ ,  $Z = XB$
- Draw the state table and diagram, and verify your table with LogicWorks

