

ECE/CS 250

Computer Architecture

Fall 2017

Basics of Logic Design: Storage Elements and the Register File (Sequential Logic)

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Duke University

Slides are derived from work by
Daniel J. Sorin (Duke), Alvy Lebeck (Duke), and Drew Hilton (Duke)

So far...

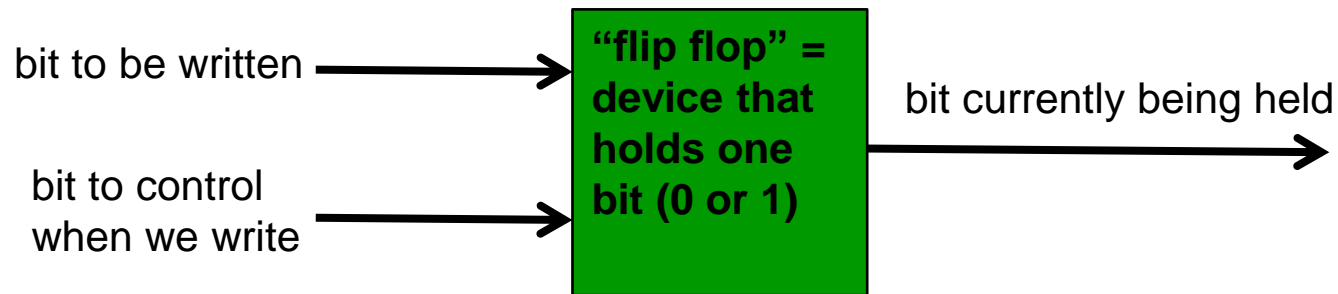
- We can make logic to compute “math”
 - Add, subtract ... and you can do mul/div in 350
 - Assume for now that mul/div can be built
 - Bitwise: AND, OR, NOT,...
 - Shifts (left or right)
 - Selection (MUX)
 - ...pretty much anything
- But processors need state (hold value)
 - Registers
 - ...

Storage

- All the circuits we looked at so far are **combinational circuits**: the output is a Boolean function of the inputs.
- We need circuits that can remember values (registers, memory)
- The output of the circuit is a function of the input **and** a function of a stored value (state)
- Circuits with storage are called **sequential circuits**
- Key to storage: feedback loops from outputs to inputs

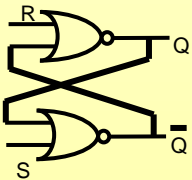
Ideal Storage – Where We’re Headed

- Ultimately, we want something that can hold 1 bit and we want to control when it is re-written



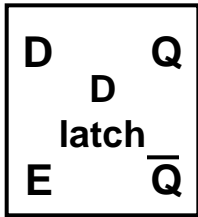
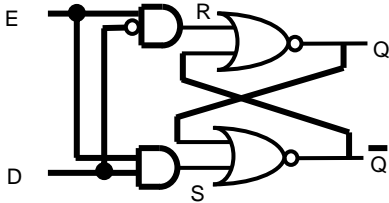
- However, instead of just giving it to you as a magic black box, we’re going to first dig a bit into the box
 - I will not test you on the insides of the “flip flop”

Building up to the D Flip-Flop and beyond



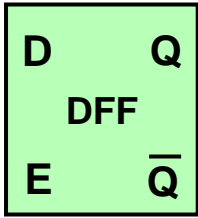
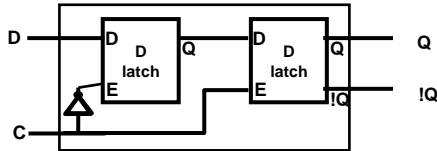
SR Latch

(too awkward)



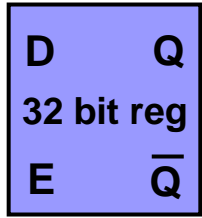
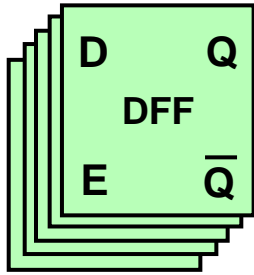
D Latch

(bad timing)



D Flip-Flop

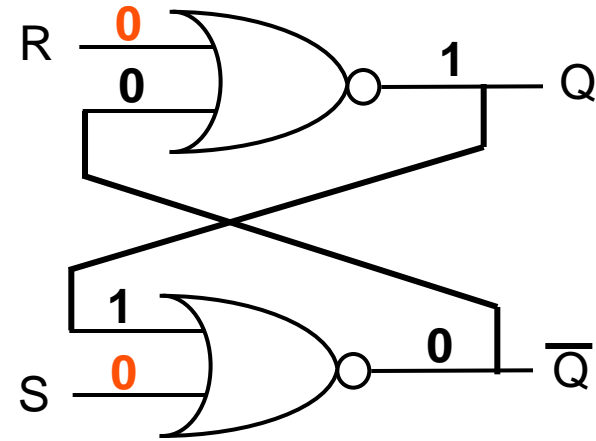
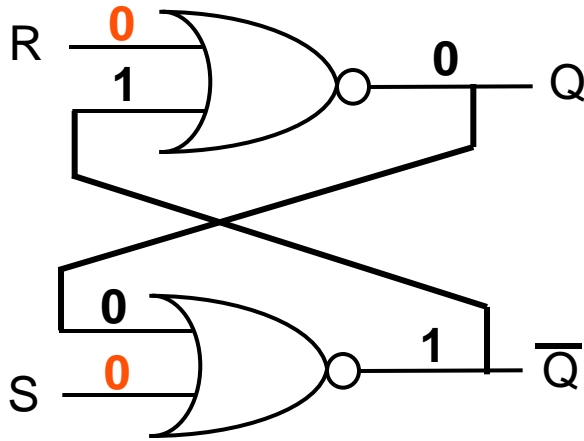
(okay but only one bit)



Register

(nice!)

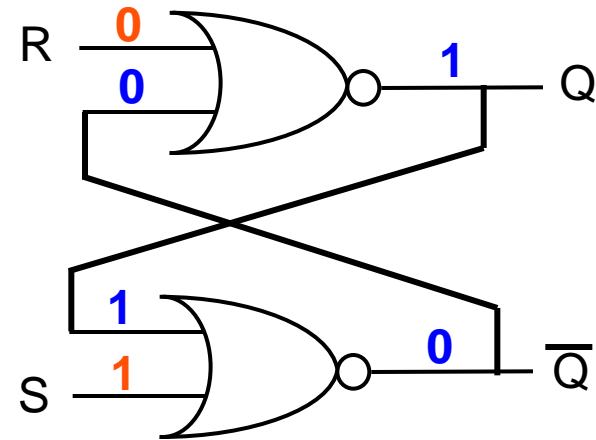
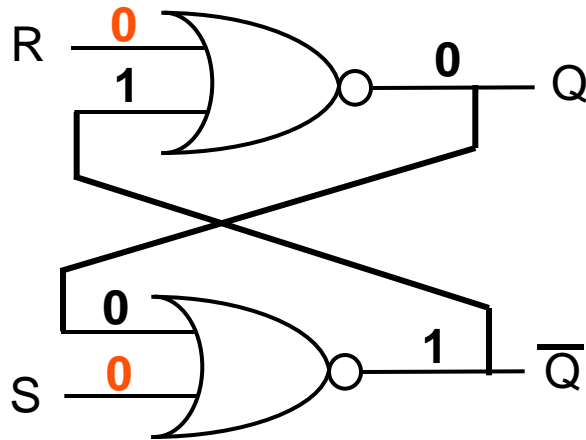
FF Step #1: NOR-based Set-Reset (SR) Latch



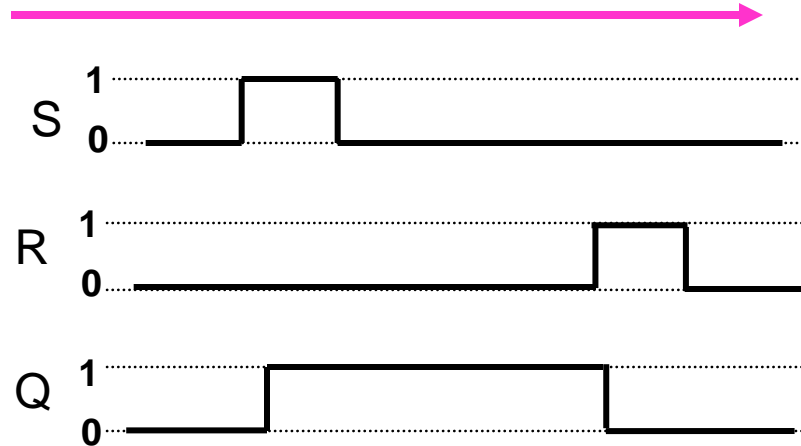
R	S	Q
0	0	Q
0	1	1
1	0	0
1	1	-

Don't set both S & R to 1.
Seriously, don't do it.

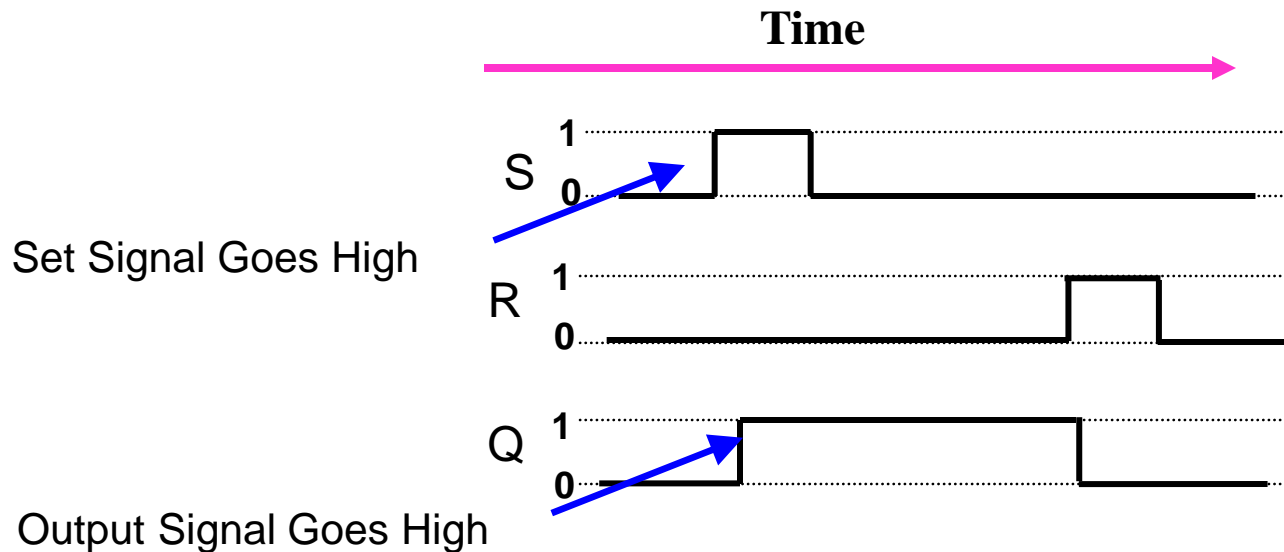
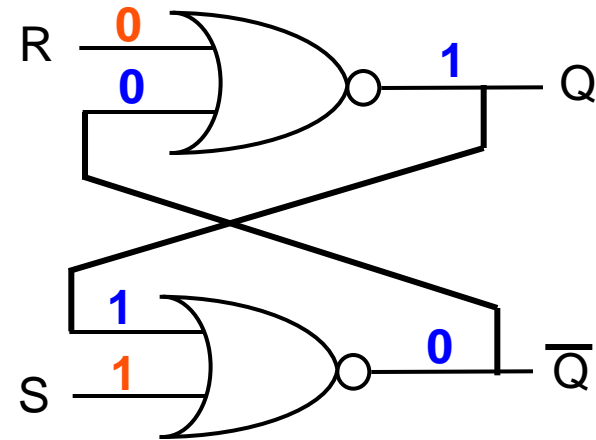
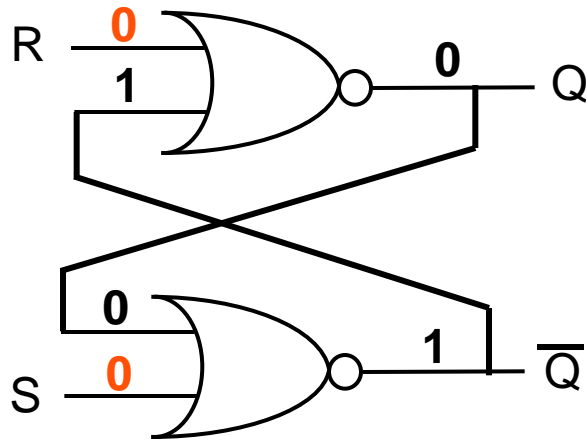
Set-Reset Latch (Continued)



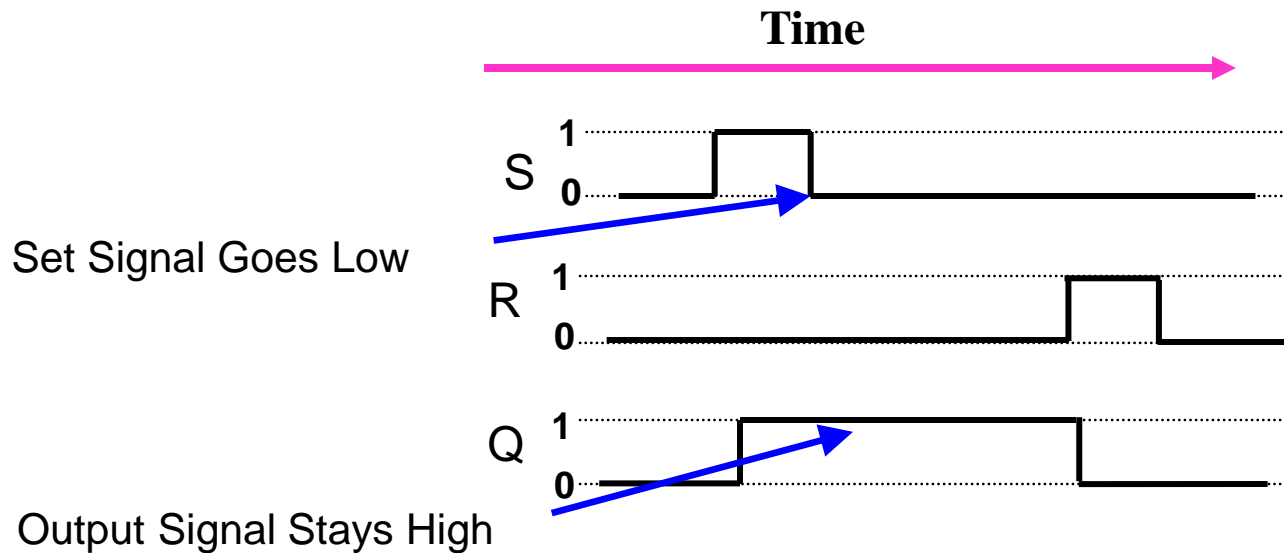
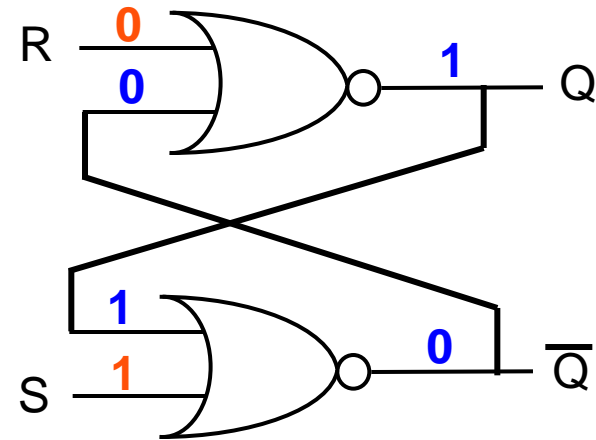
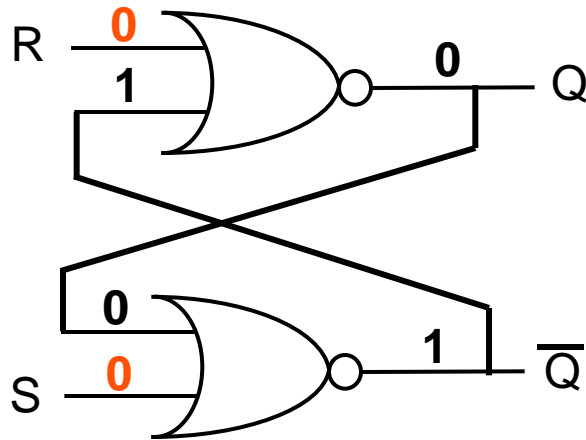
Time



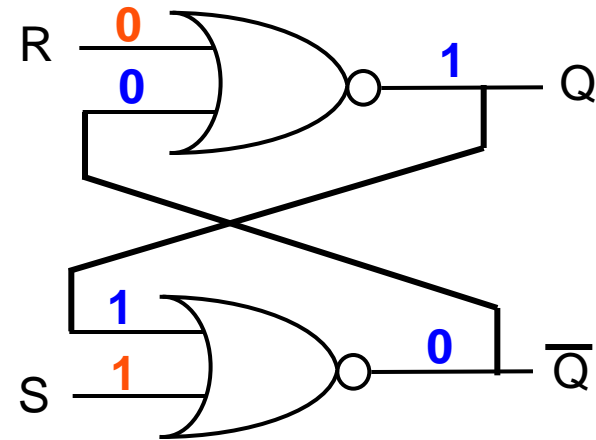
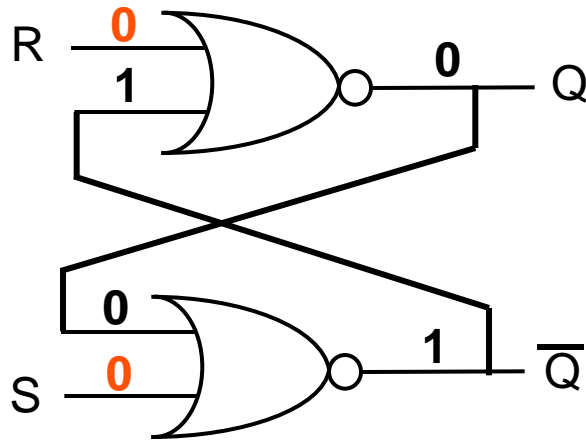
Set-Reset Latch (Continued)



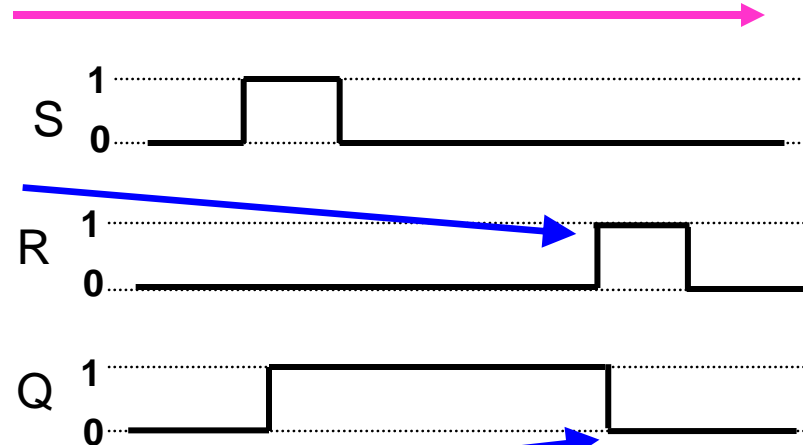
Set-Reset Latch (Continued)



Set-Reset Latch (Continued)



Time



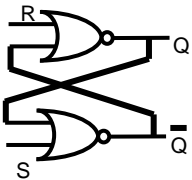
Until Reset Signal Goes High

Then Output Signal Goes Low

SR Latch

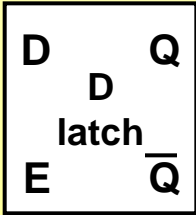
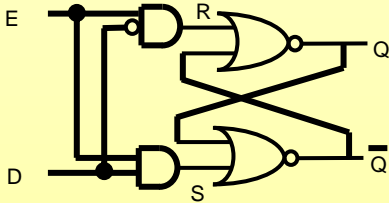
- Downside: S and R at once = chaos
- Downside: Bad interface
- So let's build on it to do better

Building up to the D Flip-Flop and beyond



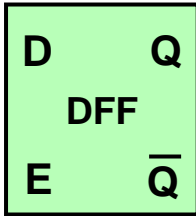
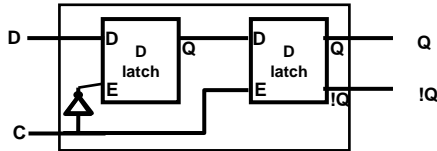
SR Latch

(too awkward)



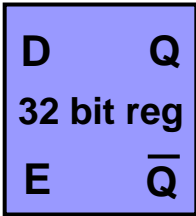
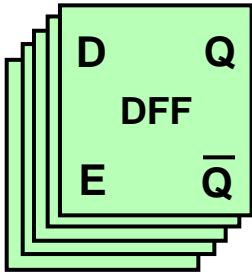
D Latch

(bad timing)



D Flip-Flop

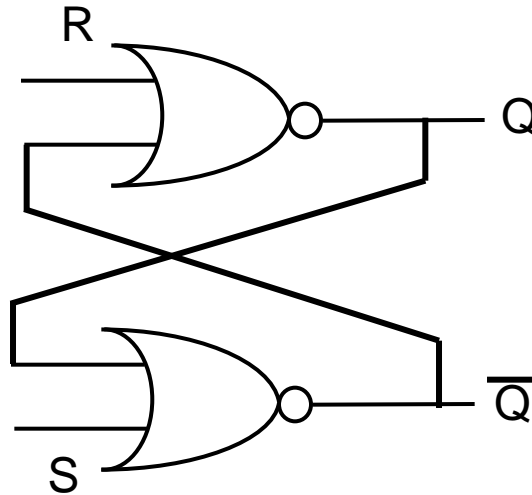
(okay but only one bit)



Register

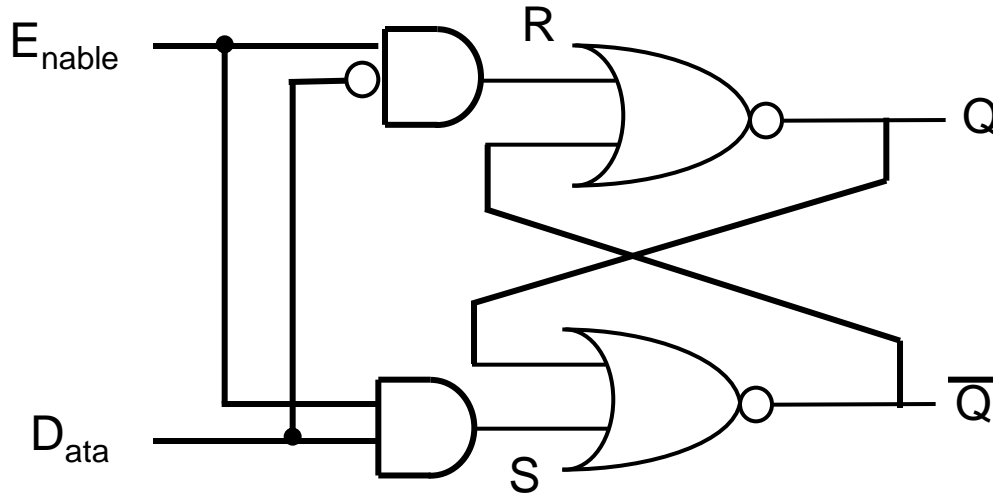
(nice!)

FF Step #2: Data Latch (“D Latch”)



Starting with SR Latch

Data Latch (D Latch)



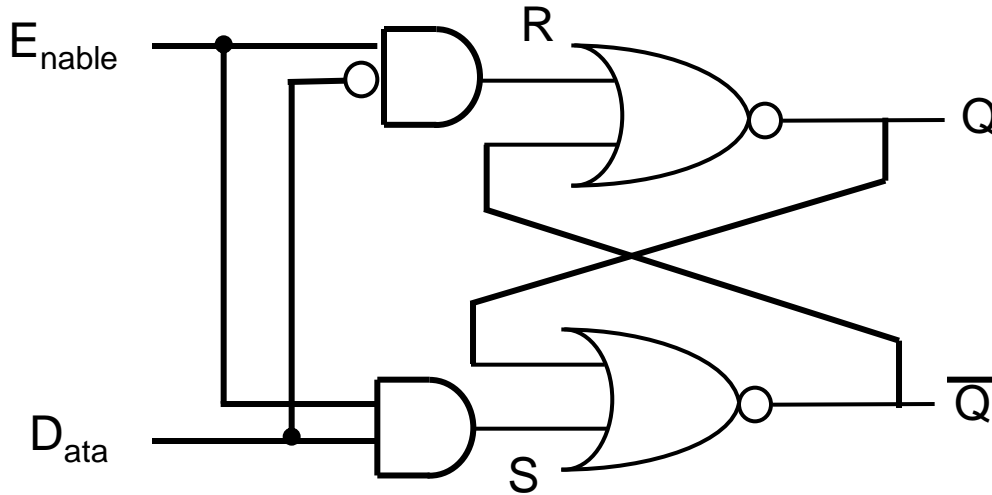
Starting with SR Latch

Change interface to
Data + Enable (D + E)

If $E=0$, then $R=S=0$.

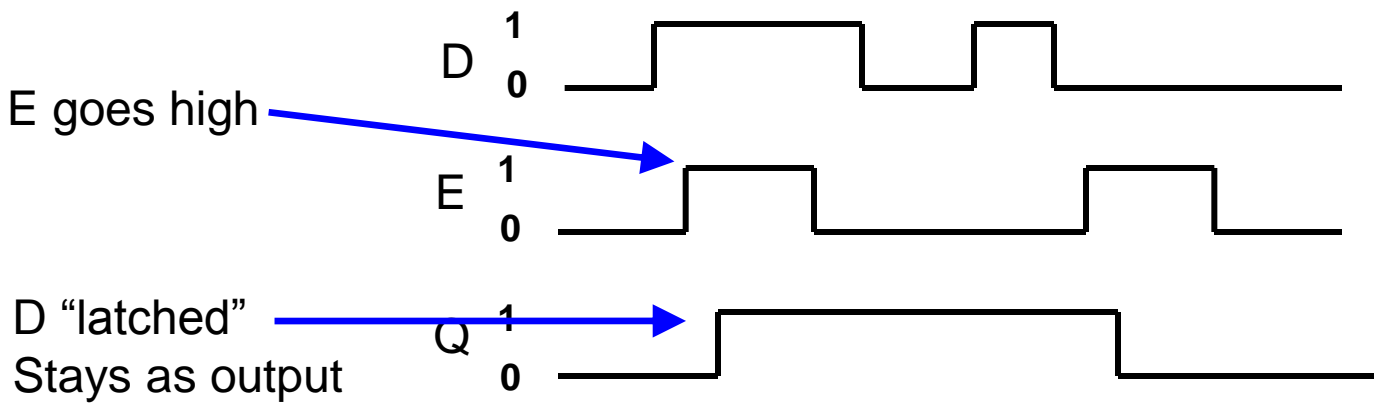
If $E=1$, then $S=D$ and $R=!D$

Data Latch (D Latch)

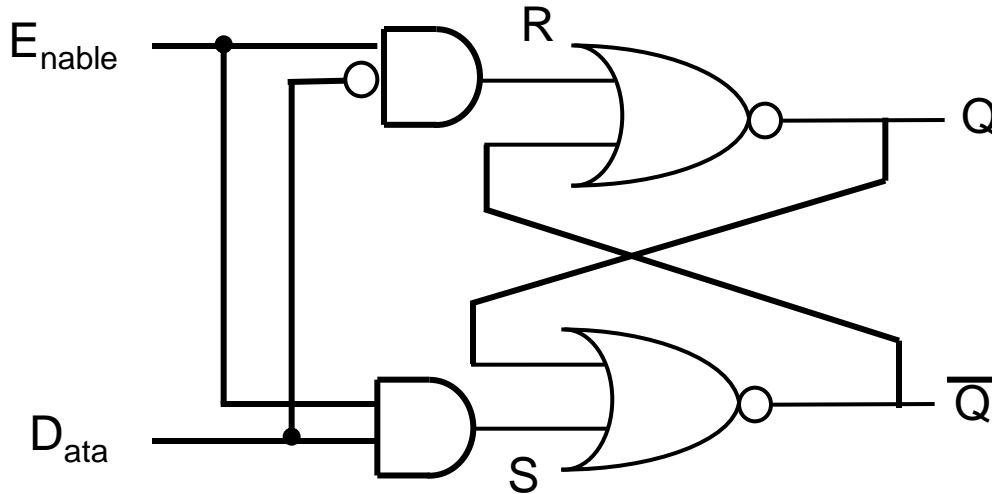


D	E	Q
0	1	0
1	1	1
-	0	Q

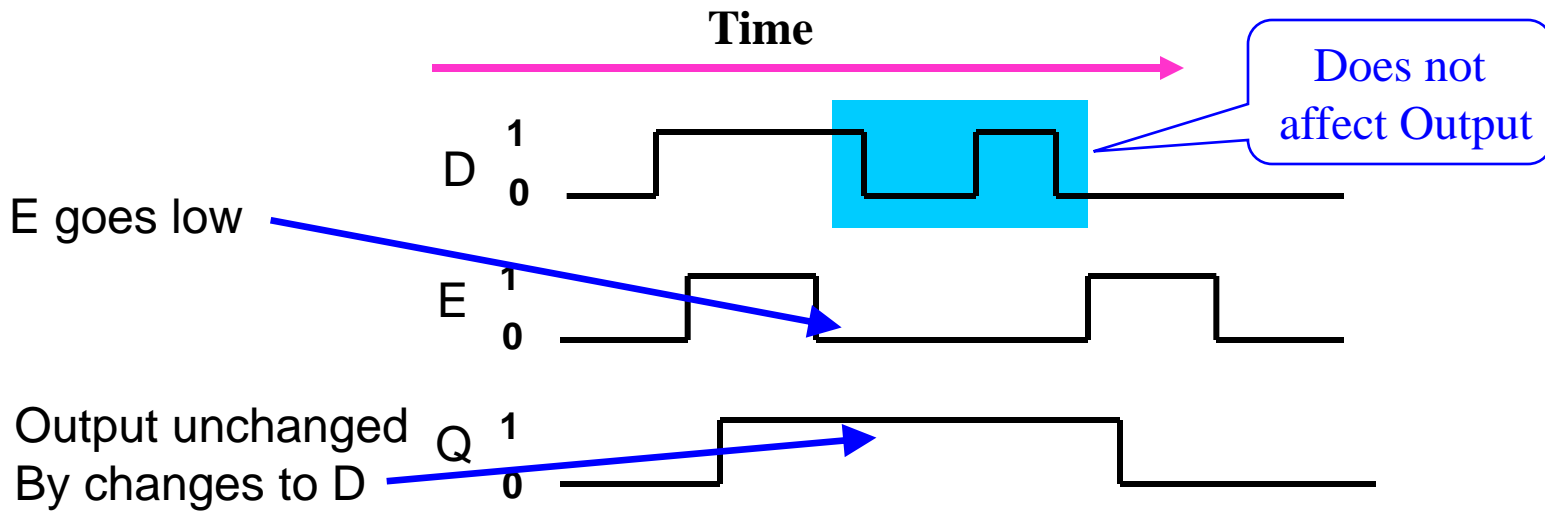
Time



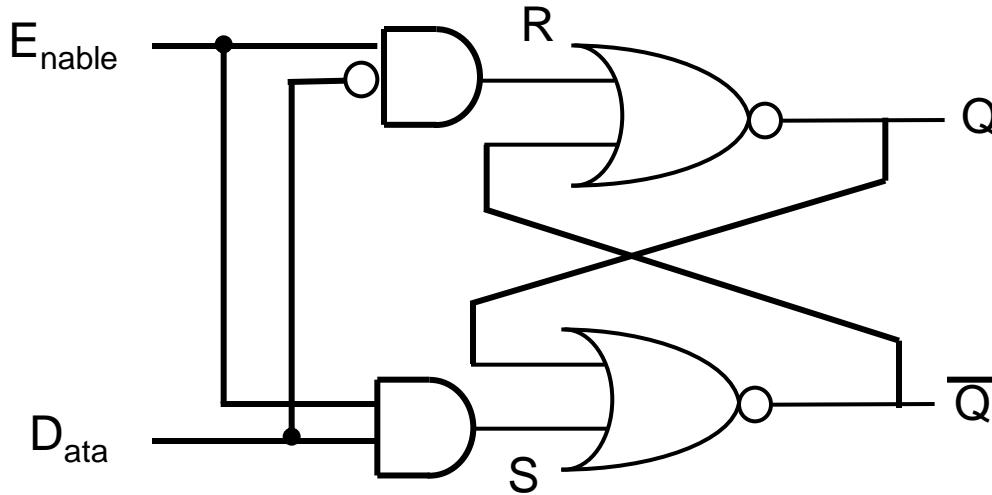
Data Latch (D Latch)



D	E	Q
0	1	0
1	1	1
-	0	Q

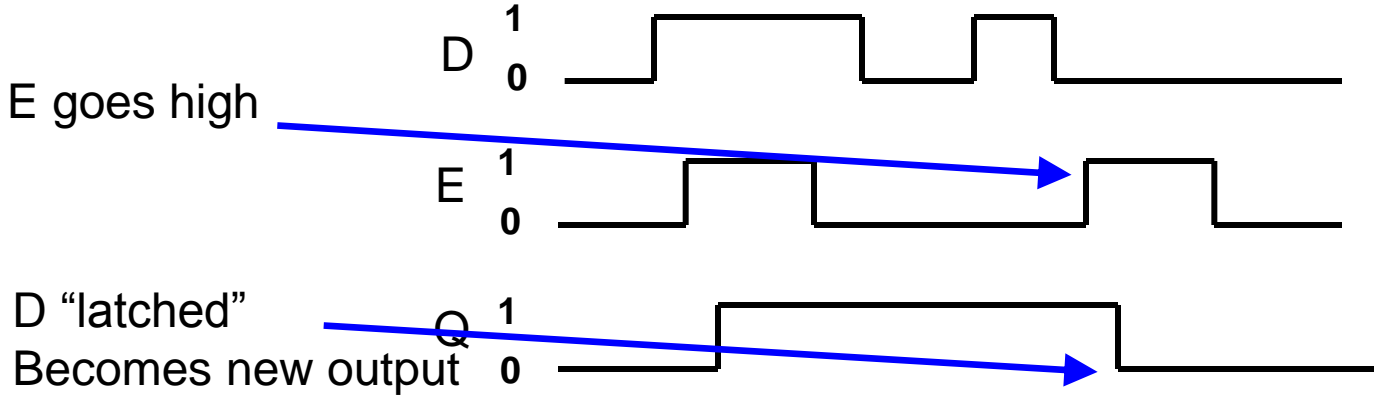


Data Latch (D Latch)

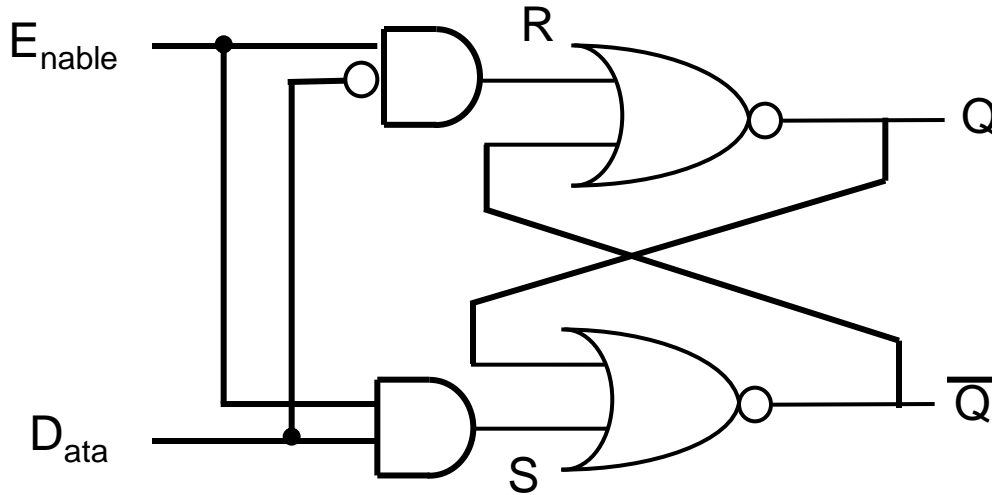


D	E	Q
0	1	0
1	1	1
-	0	Q

Time

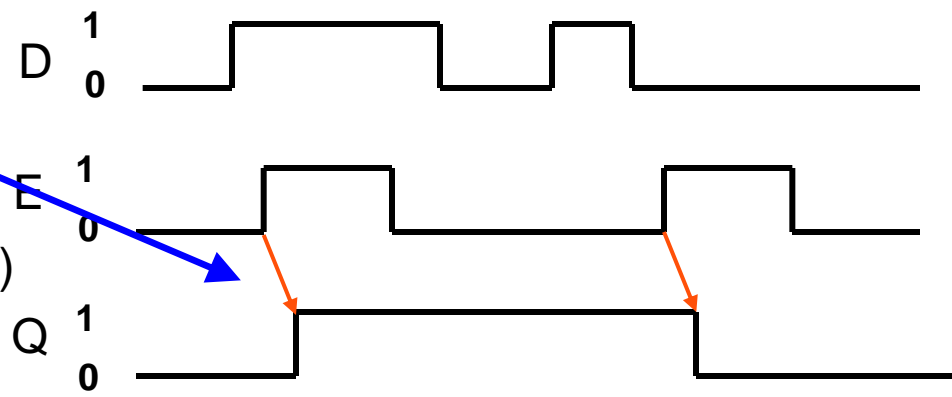


Data Latch (D Latch)



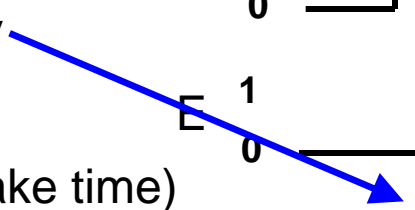
D	E	Q
0	1	0
1	1	1
-	0	Q

Time



Slight Delay

(Logic gates take time)

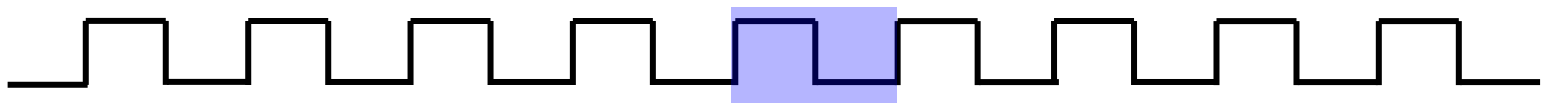


Logic Takes Time

- Logic takes time:
 - Gate delays: delay to switch each gate
 - Wire delays: delay for signal to travel down wire
 - Other factors (not going into them here)
- Need to make sure that signals timing is right
 - Don't want to have races or wacky conditions..

Clocks

- Processors have a clock:
 - Alternates 0 1 0 1
 - Like the processor's internal metronome
 - Latch → logic → latch in one clock cycle

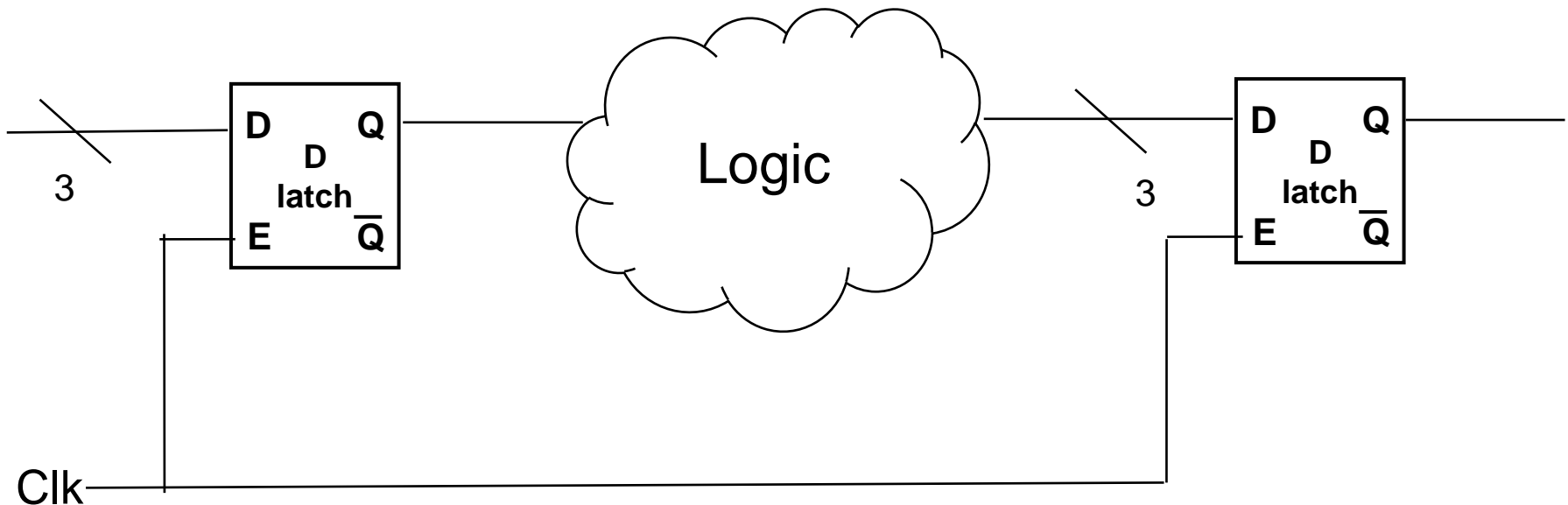


One clock cycle

- 3.4 GHz processor = 3.4 Billion clock cycles/sec

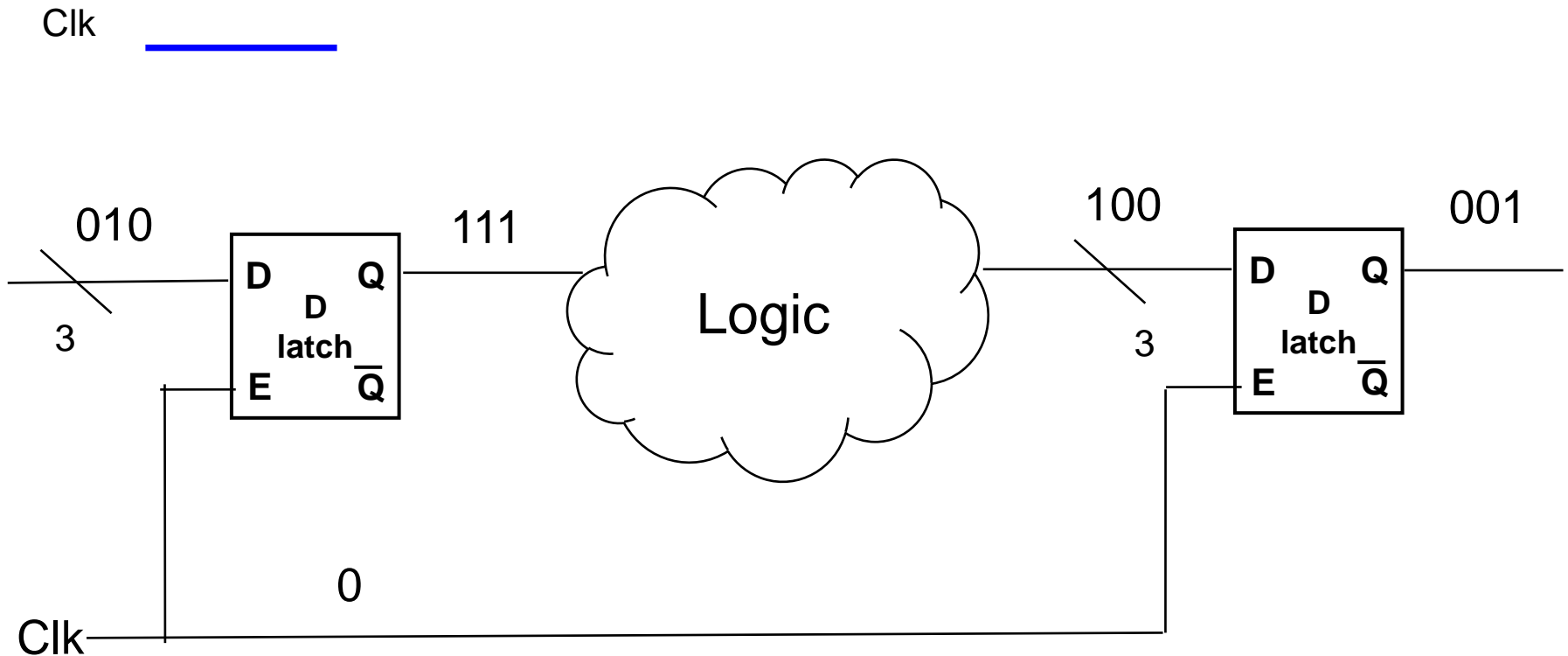
FF Step #3: Using Level-Triggered D Latches

- First thoughts: Level Triggered
 - Latch enabled when clock is high
 - Hold value when clock is low



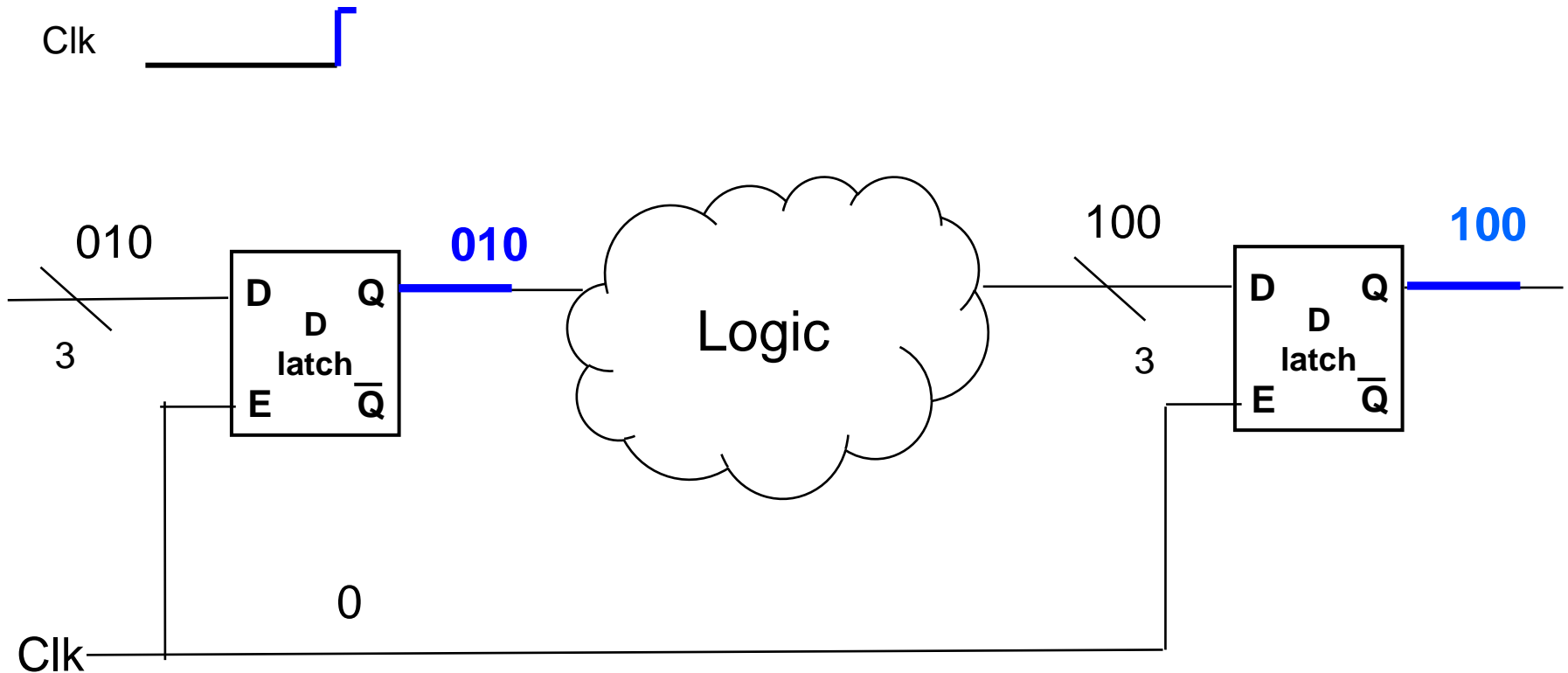
Strawman: Level Triggered

- How we'd like this to work
 - Clock is low, all values stable



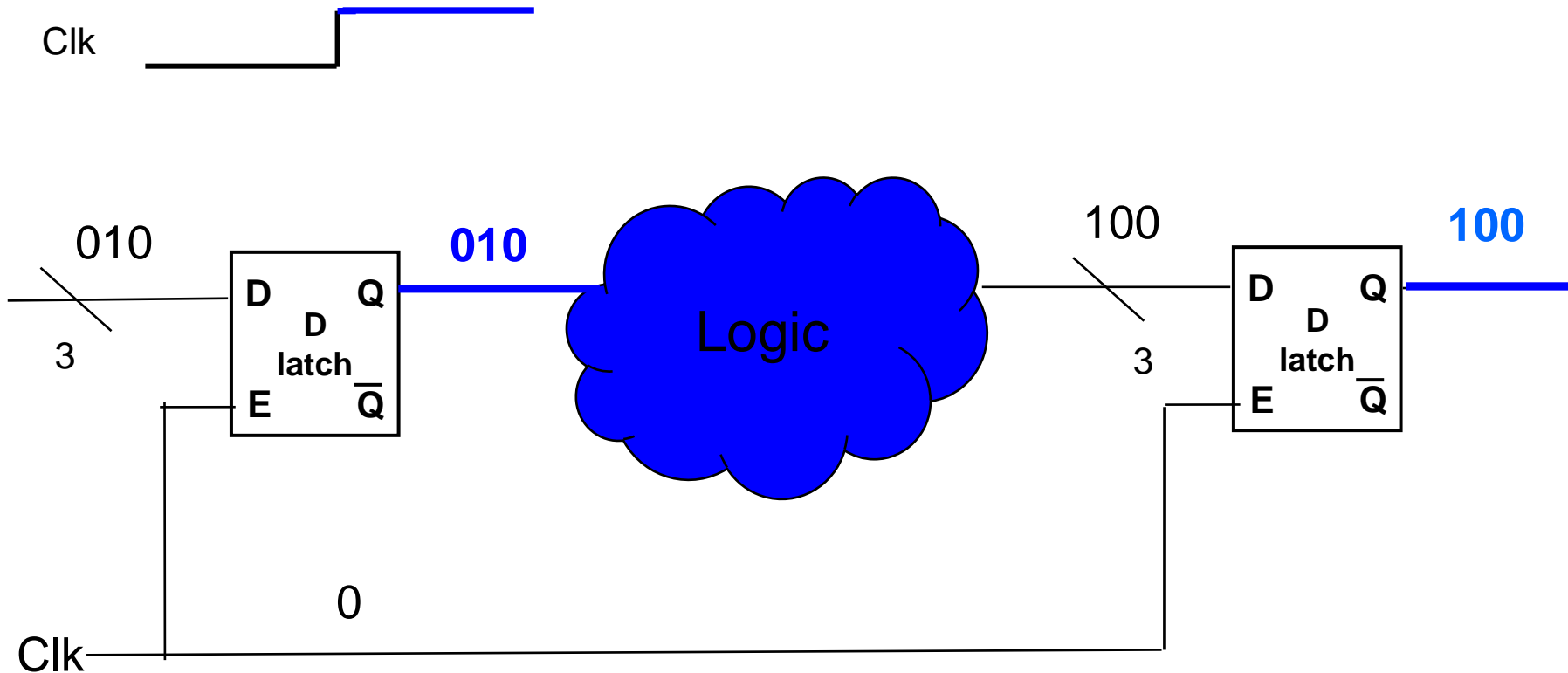
Strawman: Level Triggered

- How we'd like this to work
 - Clock goes high, latches capture and xmit new val



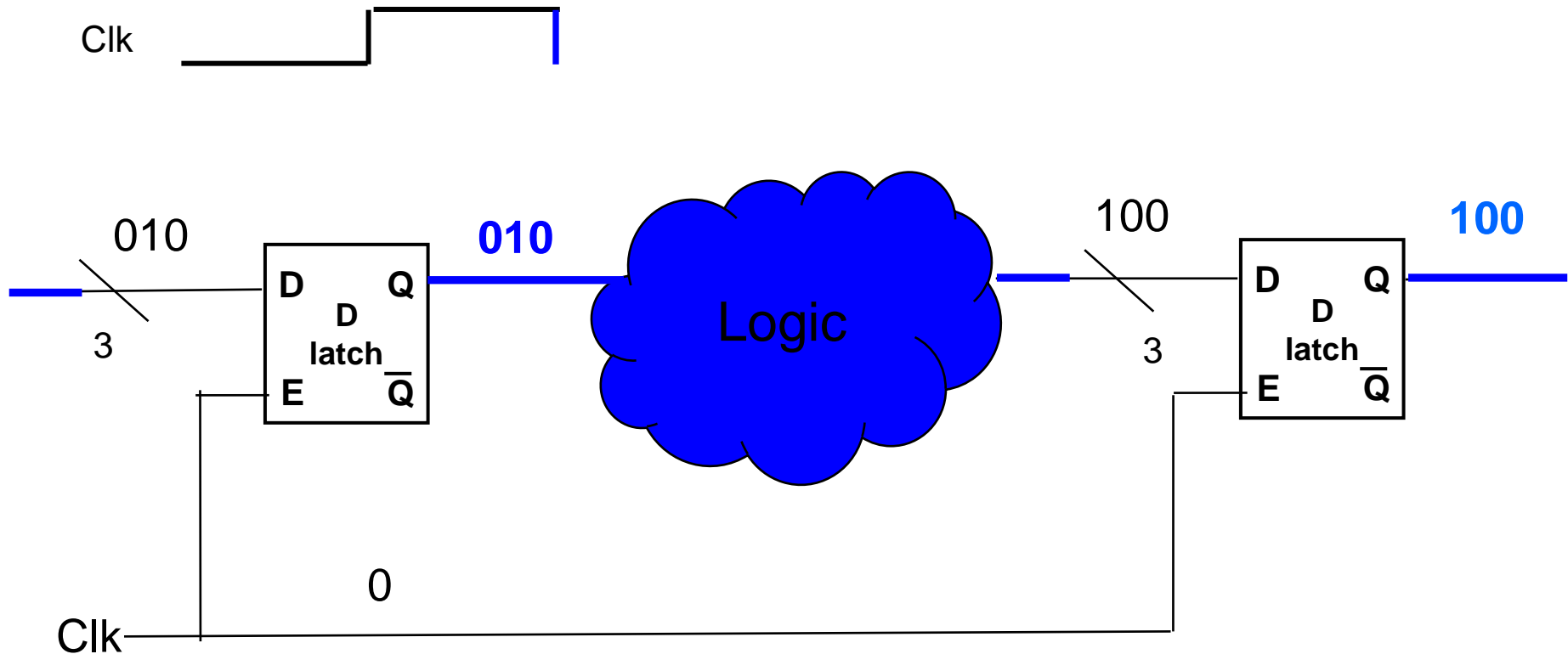
Strawman: Level Triggered

- How we'd like this to work
 - Signals work their way through logic w/ high clk



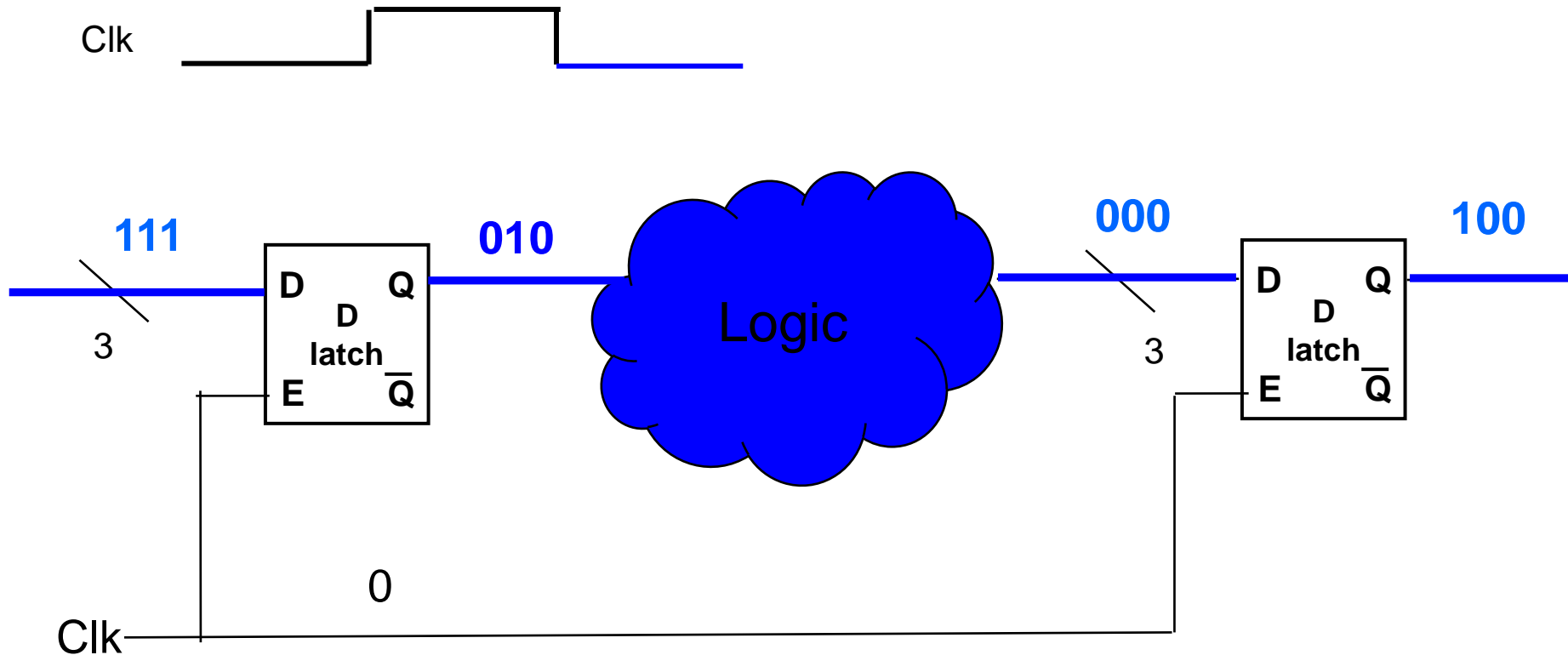
Strawman: Level Triggered

- How we'd like this to work
 - Clock goes low before signals reach next latch



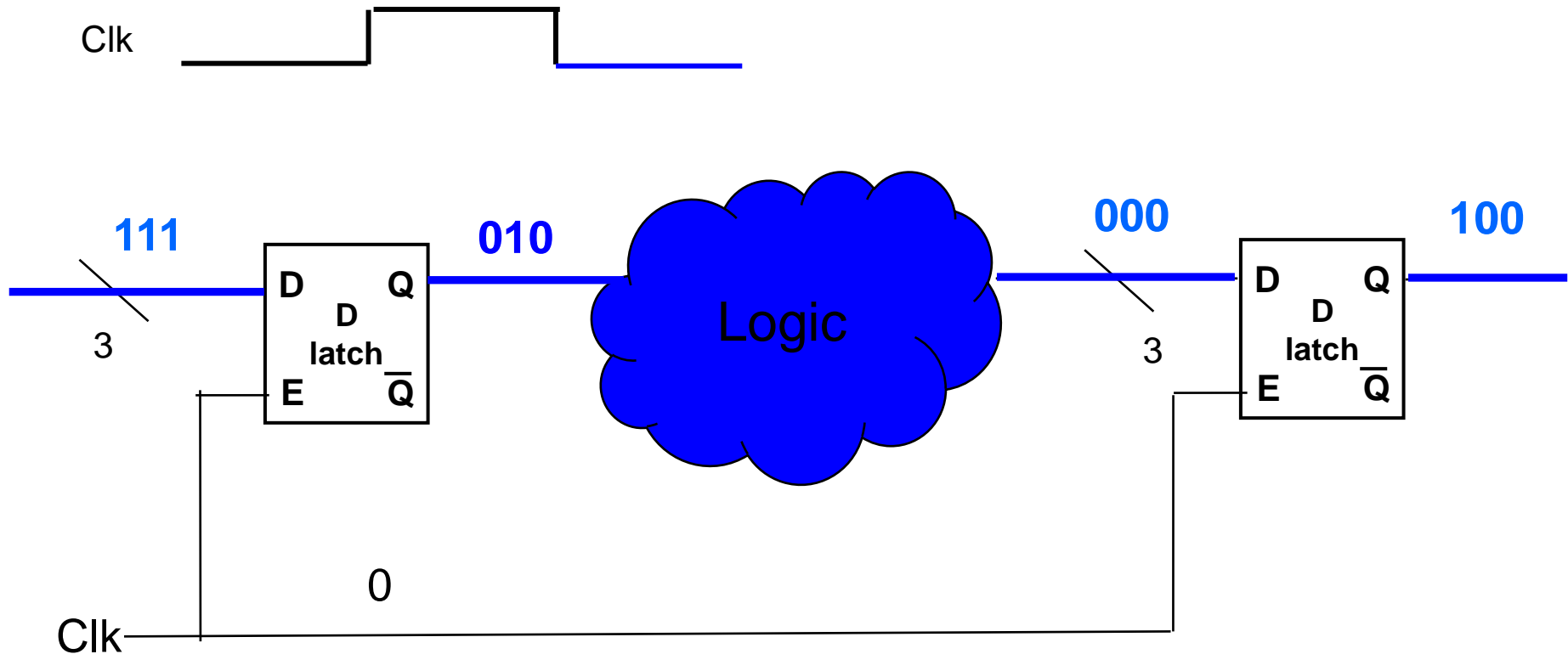
Strawman: Level Triggered

- How we'd like this to work
 - Clock goes low before signals reach next latch



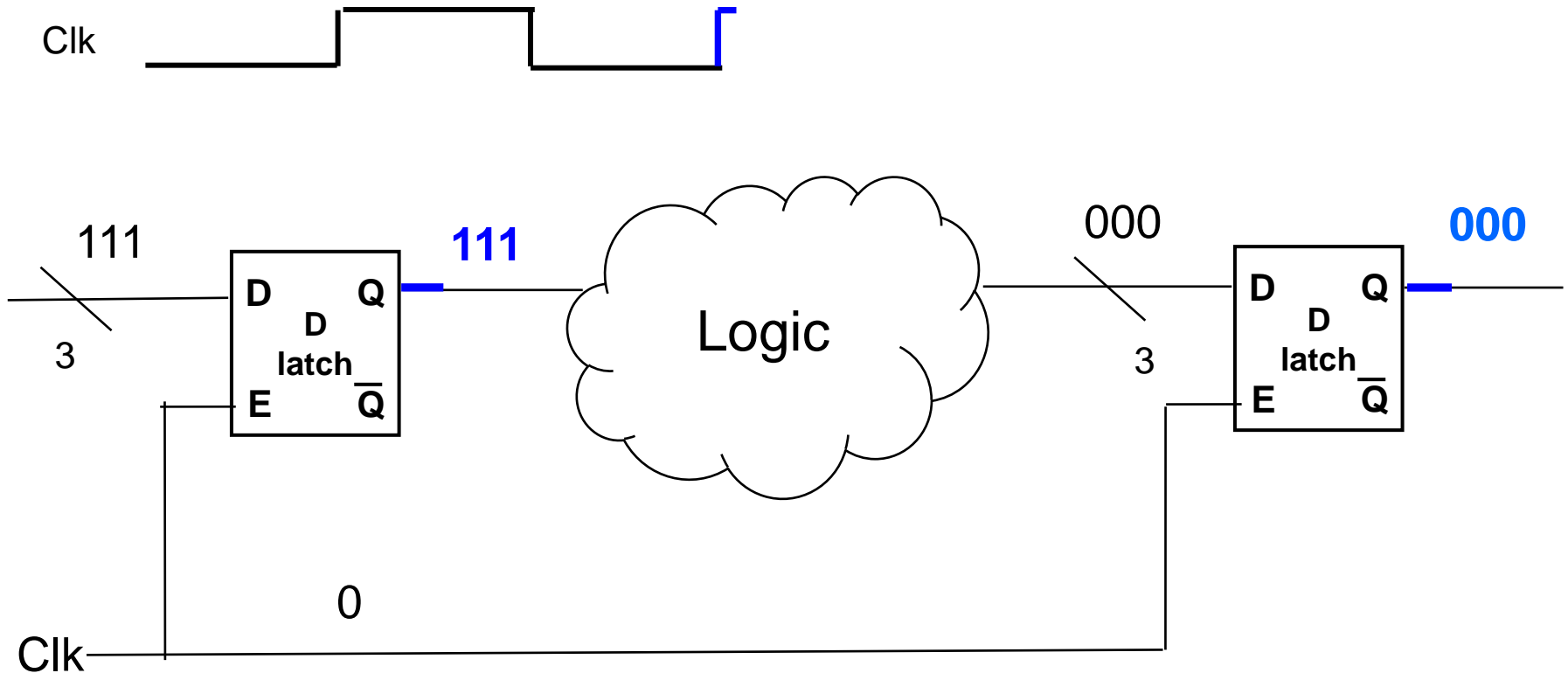
Strawman: Level Triggered

- How we'd like this to work
 - Everything stable before clk goes high



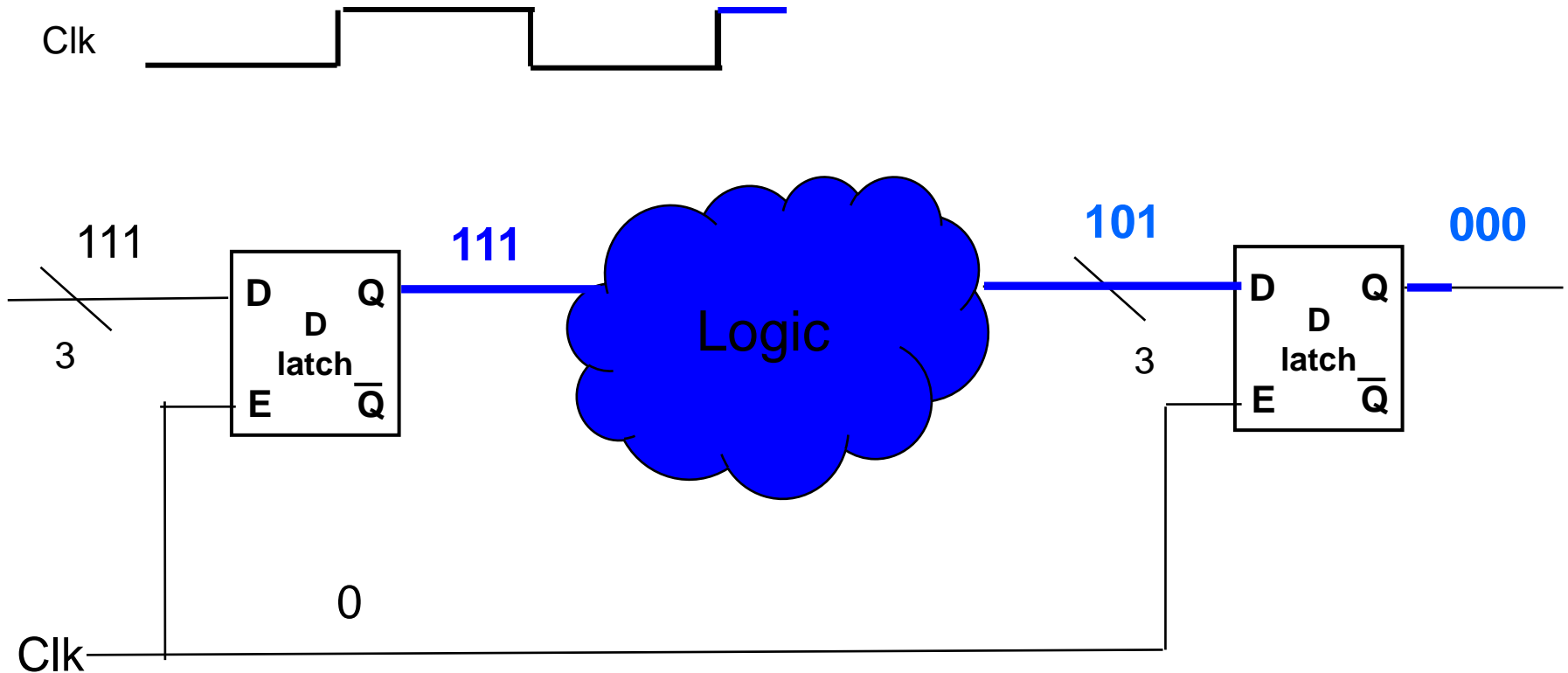
Strawman: Level Triggered

- How we'd like this to work
 - Clk goes high again, repeat



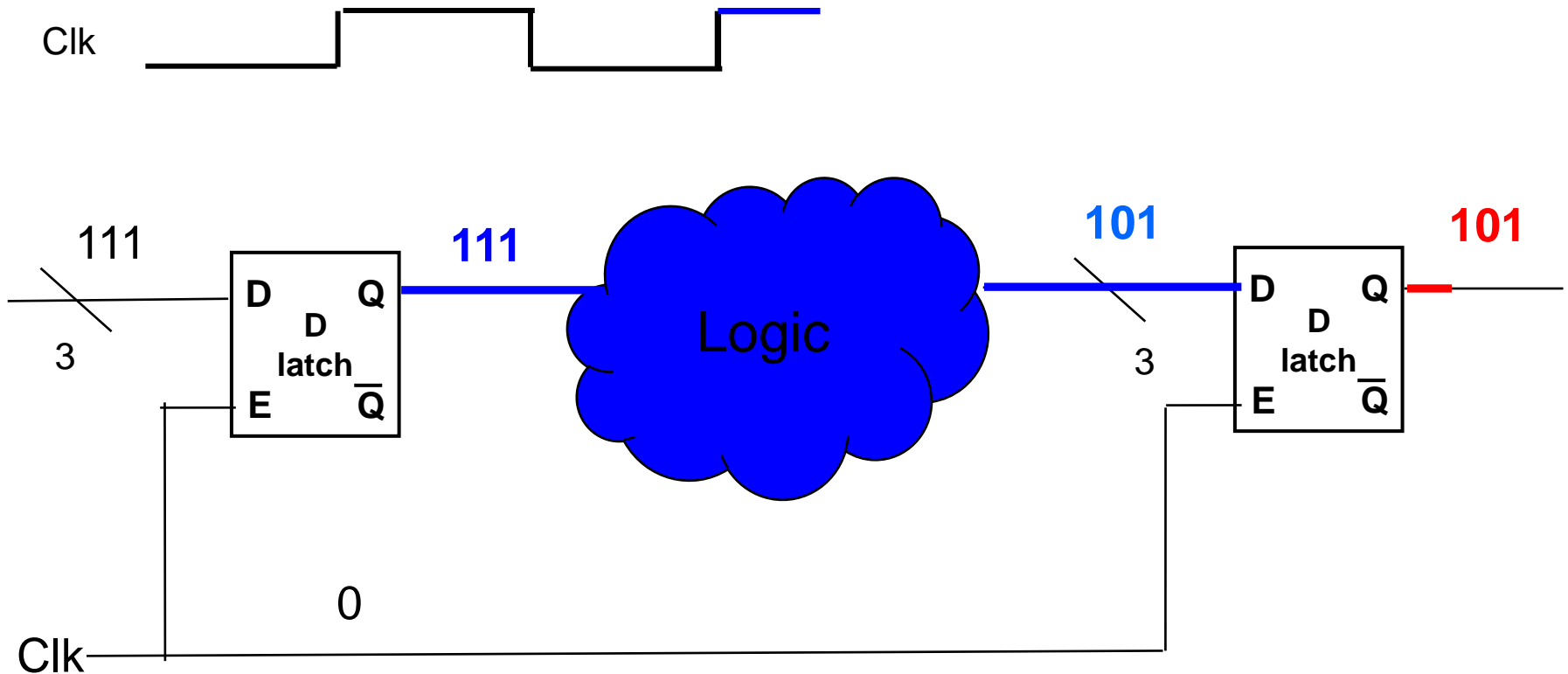
Strawman: Level Triggered

- Problem: What if signal reaches latch too early?
 - I.e., while clk is still high



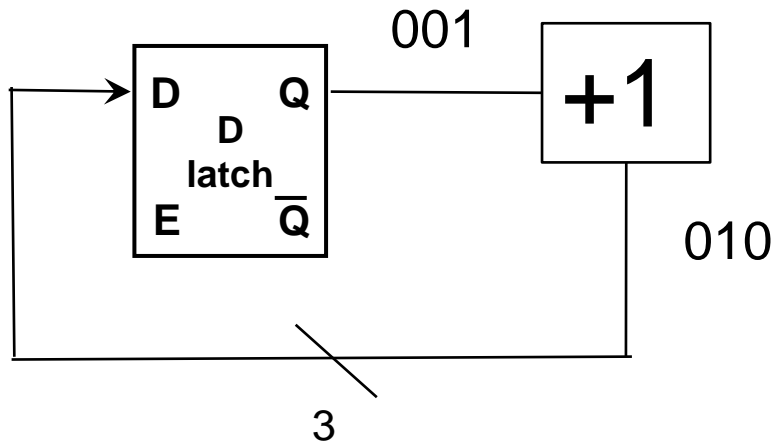
Strawman: Level Triggered

- Problem: What if signal reaches latch too early?
 - Signal goes right through latch, into next stage..

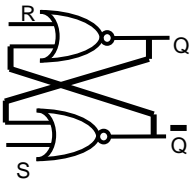


That would be bad...

- Getting into a stage too early is bad
 - Something else is going on there → corrupted
 - Also may be a loop with one latch
- Consider incrementing counter (or PC)
 - Too fast: increment twice? Eeek...

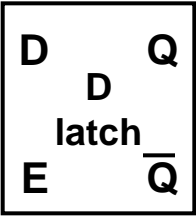
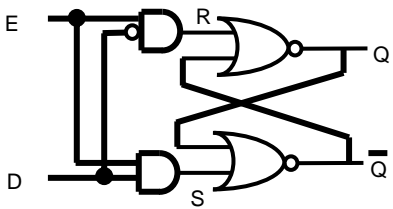


Building up to the D Flip-Flop and beyond



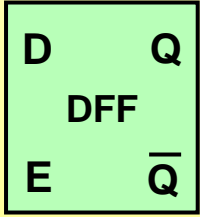
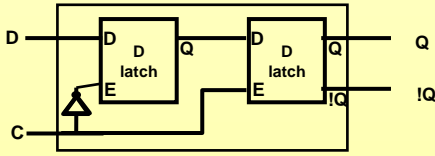
SR Latch

(too awkward)



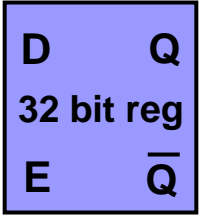
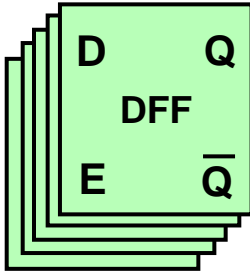
D Latch

(bad timing)



D Flip-Flop

(okay but only one bit)

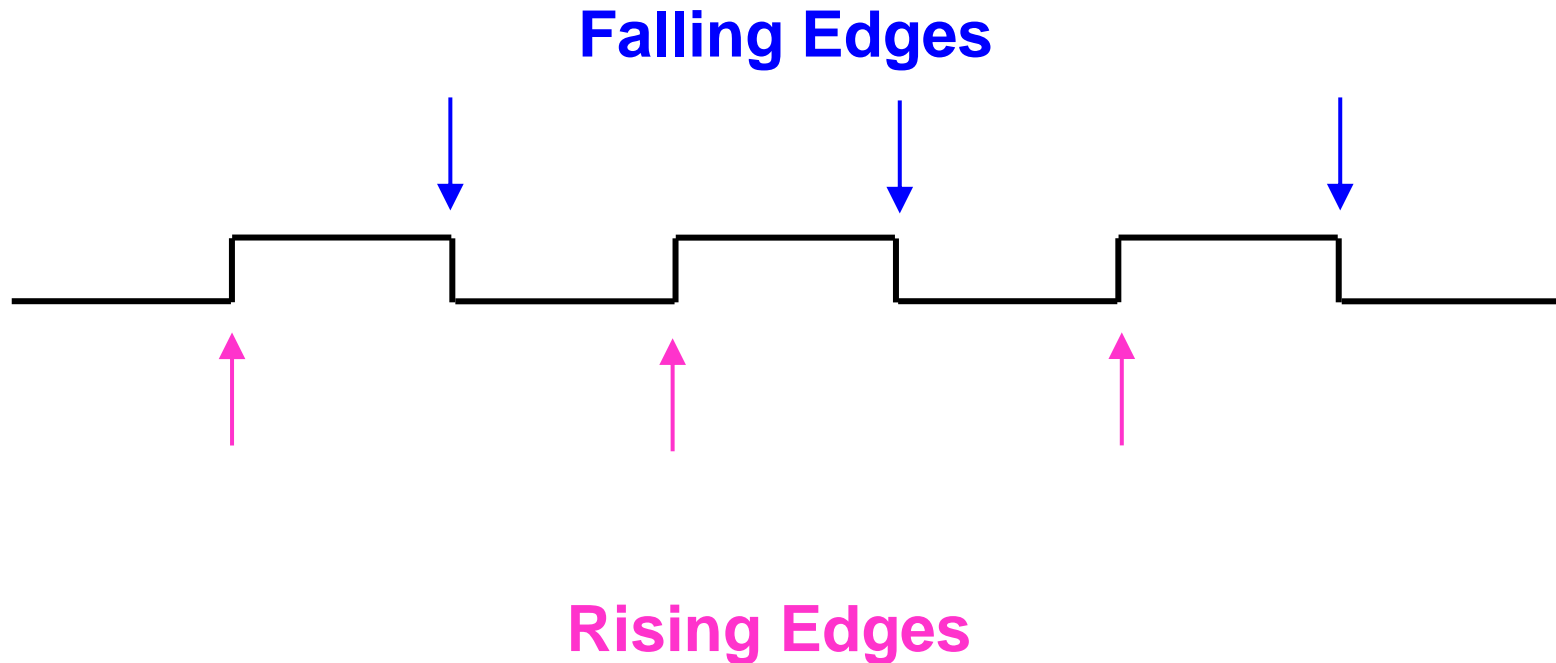


Register

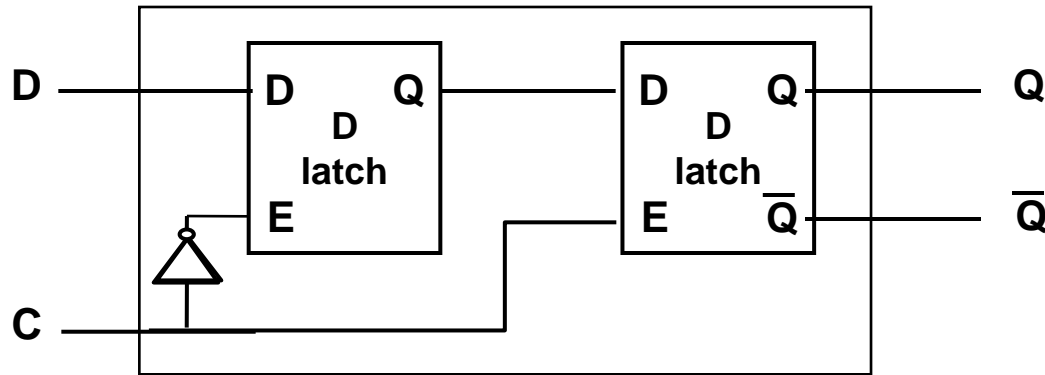
(nice!)

FF Step #4: Edge Triggered

- Instead of level triggered
 - Latch a new value at a clock level (high or low)
- We use edge triggered
 - Latch a value at an clock edge (rising or falling)

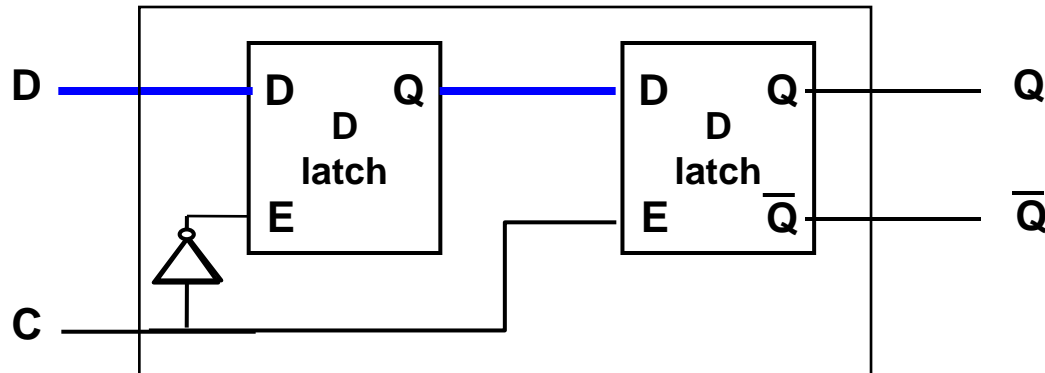


Our Ultimate Goal: D Flip-Flop



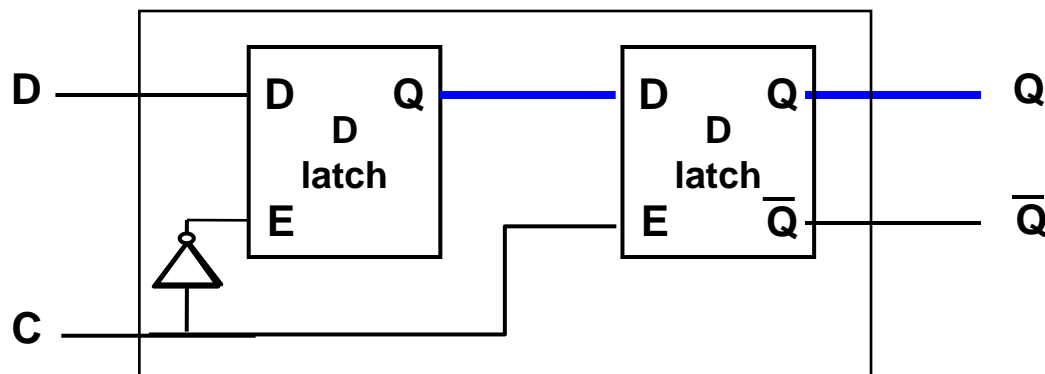
- Rising edge triggered D Flip-flop
 - Two D Latches w/ opposite clking of enables

D Flip-Flop



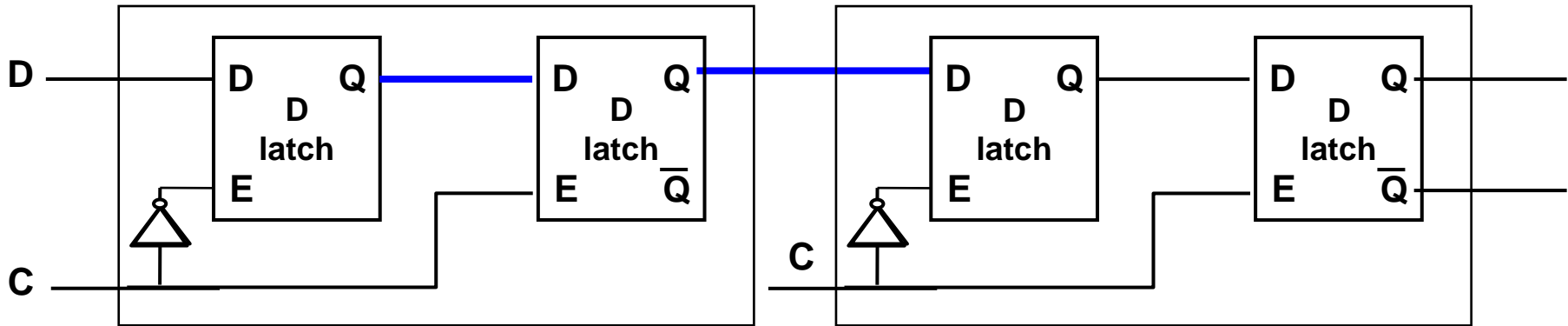
- Rising edge triggered D Flip-flop
 - Two D Latches w/ opposite clking of enables
 - On Low Clk, first latch enabled (propagates value)
 - Second not enabled, maintains value

D Flip-Flop



- Rising edge triggered D Flip-flop
 - Two D Latches w/ opposite clking of enables
 - On Low Clk, first latch enabled (propagates value)
 - Second not enabled, maintains value
 - On High Clk, second latch enabled
 - First latch not enabled, maintains value

D Flip-Flop



- No possibility of “races” anymore
 - Even if I put 2 DFFs back-to-back...
 - By the time signal gets through 2nd latch of 1st DFF 1st latch of 2nd DFF is disabled
- Still must ensure signals reach DFF before clk rises
 - Important concern in logic design “[making timing](#)”

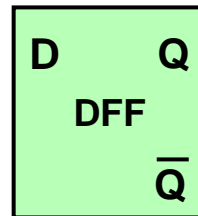
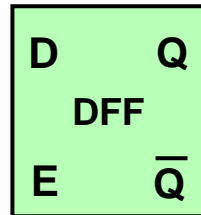
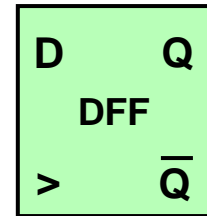
D Flip-flops (continued...)

- Could also do falling edge triggered
 - Switch which latch has NOT on clk

- D Flip-flop is ubiquitous
 - Typically people just say “latch” and mean DFF
 - Which edge: doesn't matter
 - As long as consistent in entire design
 - We'll use rising edge

D flip flops

- Generally don't draw clk input
 - Have one global clk, assume it goes there
 - Often see > as symbol meaning clk
- Maybe have explicit enable
 - Might not want to write every cycle
 - If no enable signal shown, implies always enabled
 - Inside DFF, E signal is ANDed with Clk:
if E is off, Clk is ignored (so we don't commit changes)

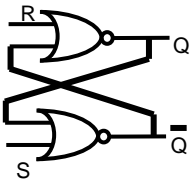


- Get output and NOT(output) for "free"

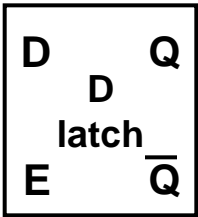
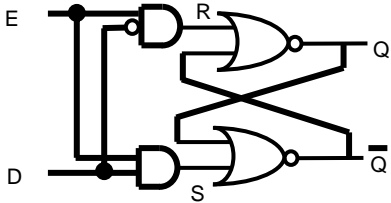
More Storage Than A D FF: Register File

- A MIPS register can be made with 32 flip flops
- One register can store one 32-bit value
- So do we just replicate this 32 times to get the 32 registers for a MIPS processor?
 - Not exactly
- **Register File** (the physical storage for the regs)
 - MIPS register file has 32 32-bit registers
- How do we build a Register File using D Flip-Flops?
- What other components do we need?

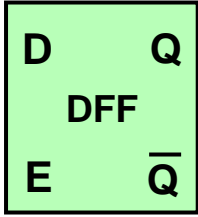
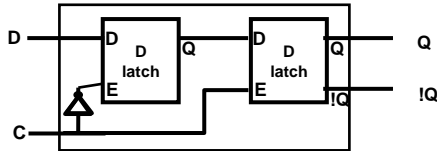
Building up to the D Flip-Flop and beyond



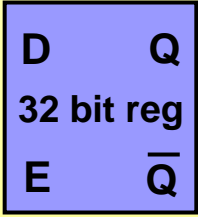
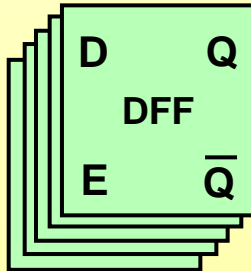
SR Latch
(too awkward)



D Latch
(bad timing)

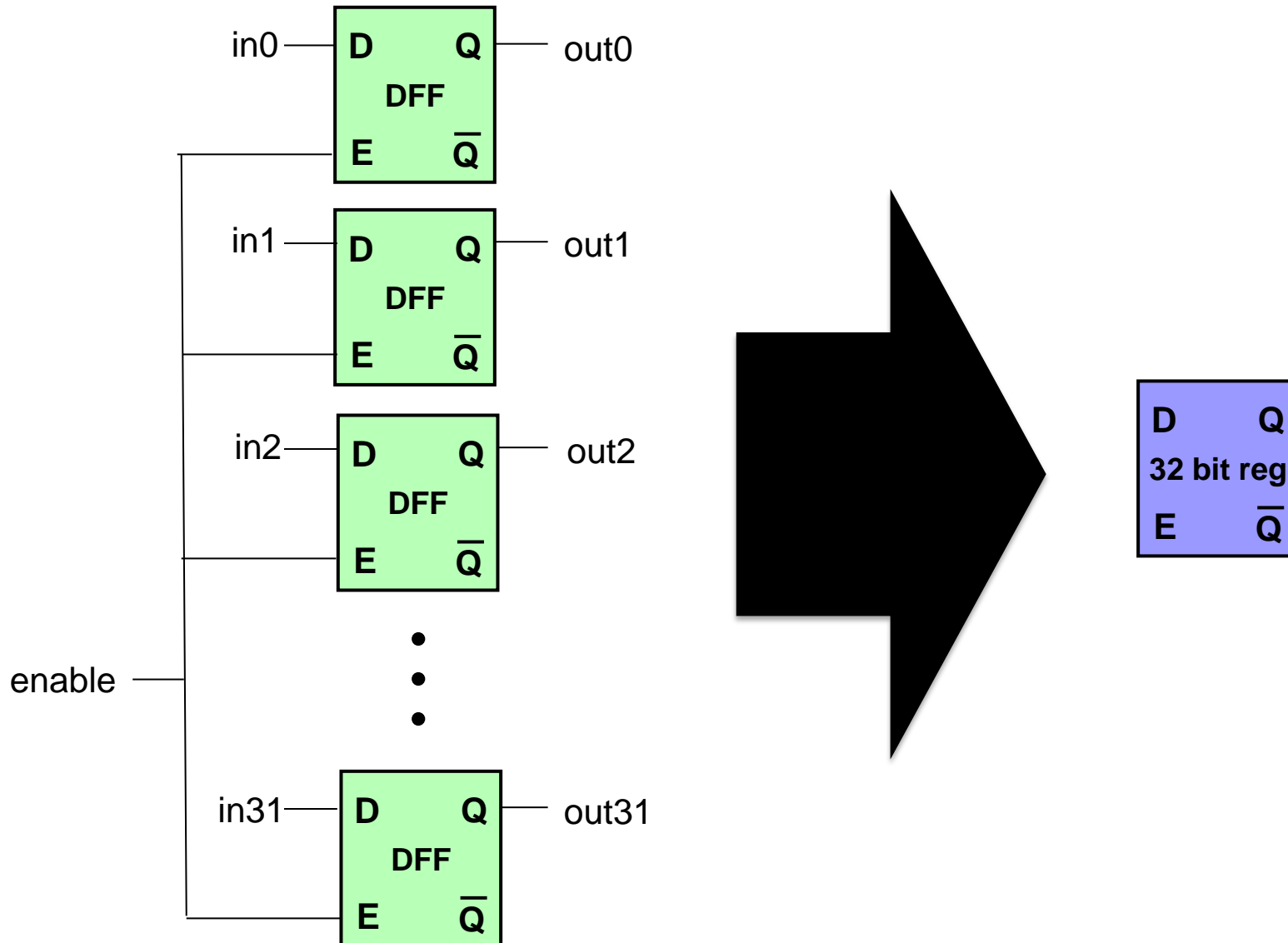


D Flip-Flop
(okay but only one bit)

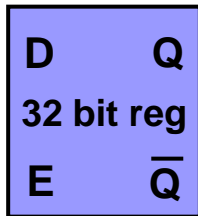
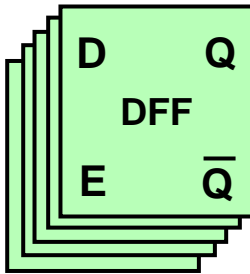


Register
(nice!)

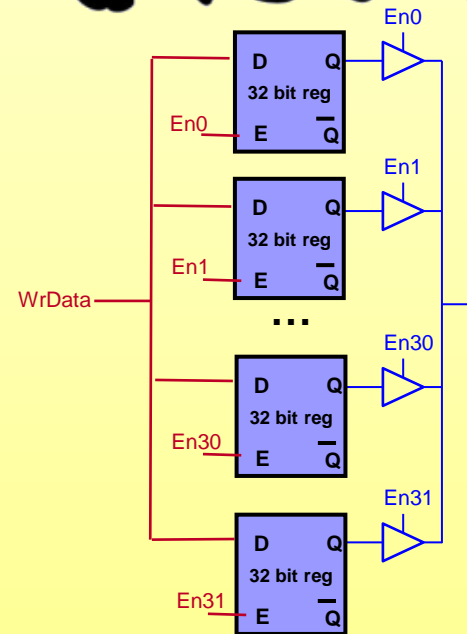
Stick a bunch of DFFs together to make a register



Next evolution: multiple registers



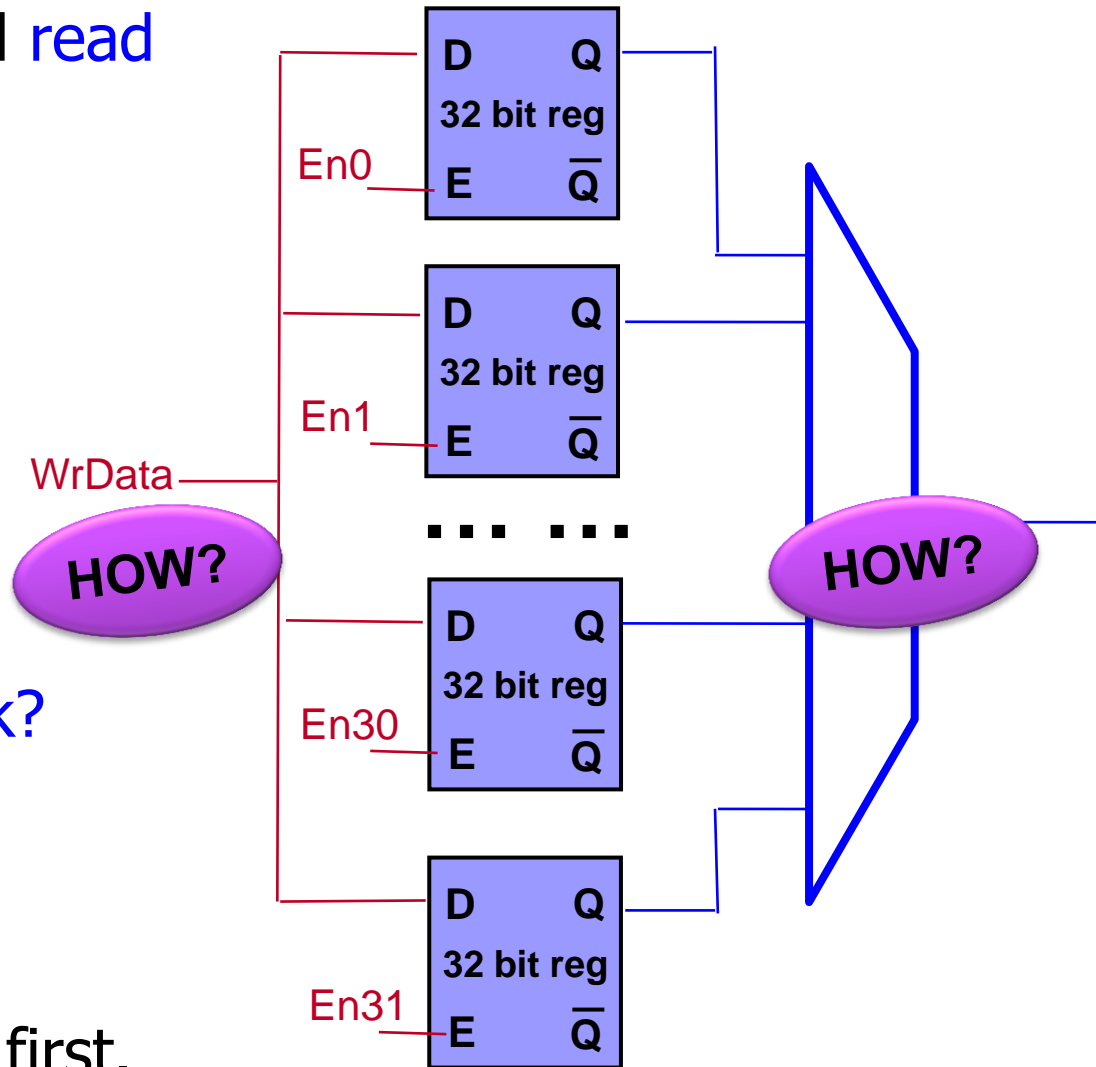
Register
(nice!)



Register File
(Tremendous!)

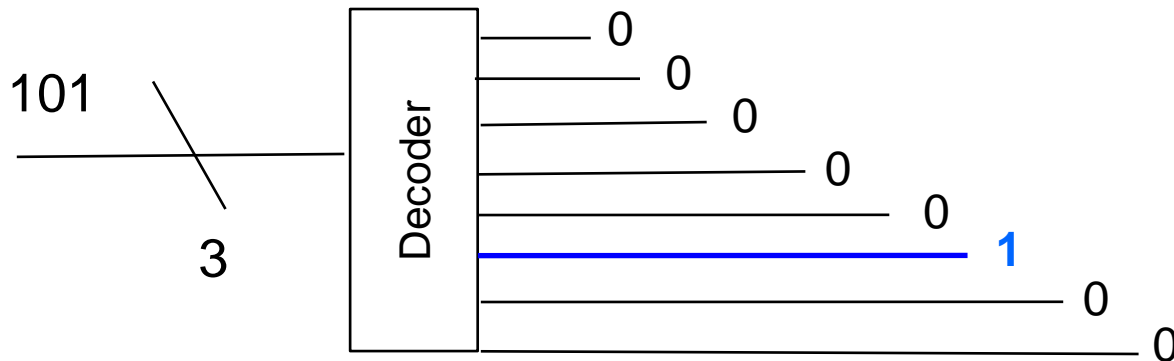
Register File Design

- Two problems: **write** and **read**
- **Writing** the registers
 - Need to pick which reg
 - Have reg num (e.g., 19)
 - Need to make $En_{19}=1$
 - $En_0, En_1, \dots = 0$
- **Read:** Use a mux to pick?
 - 32-input mux = slow
 - Need a better method...
- Let's talk about **writing** first.



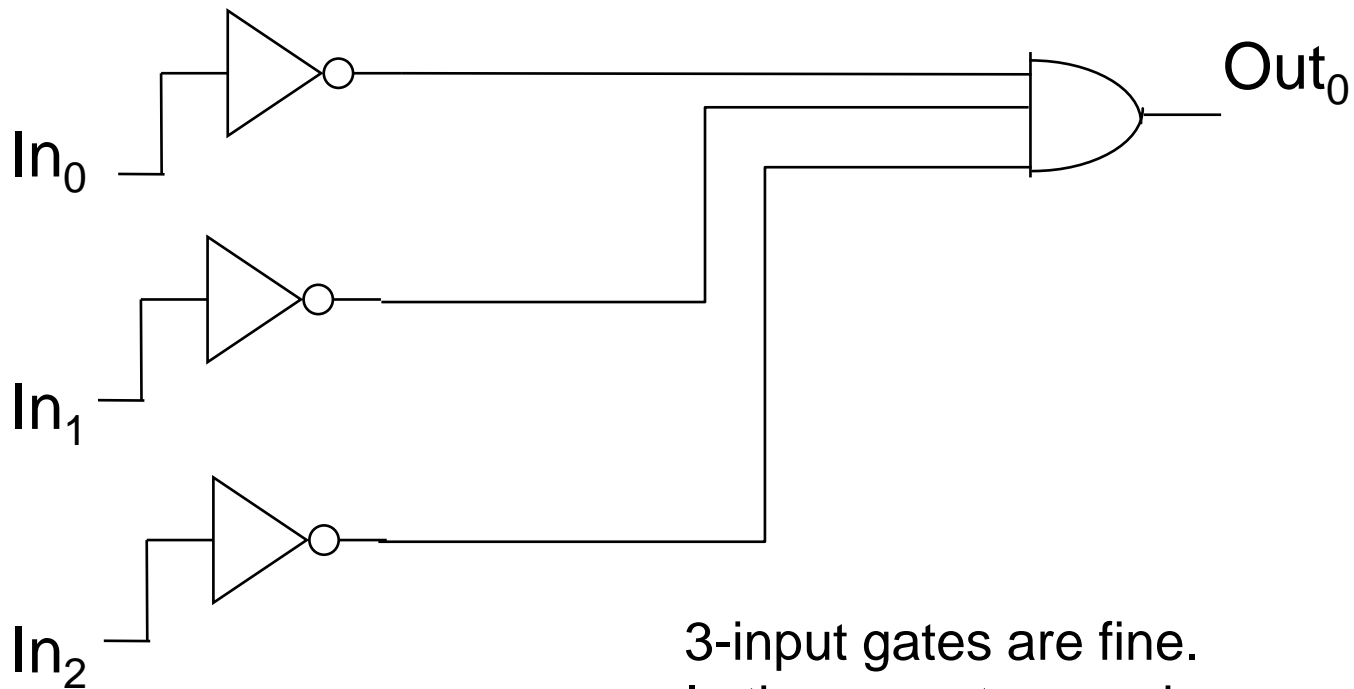
First: A Decoder

- First task: convert binary number to “one hot”
 - N bits in
 - 2^N bits out
 - $2^N - 1$ bits are 0, 1 bit (matching the input) is 1



Decoder Logic

- Decoder basically AND gates for each output:
 - Out_0 only on if input 000

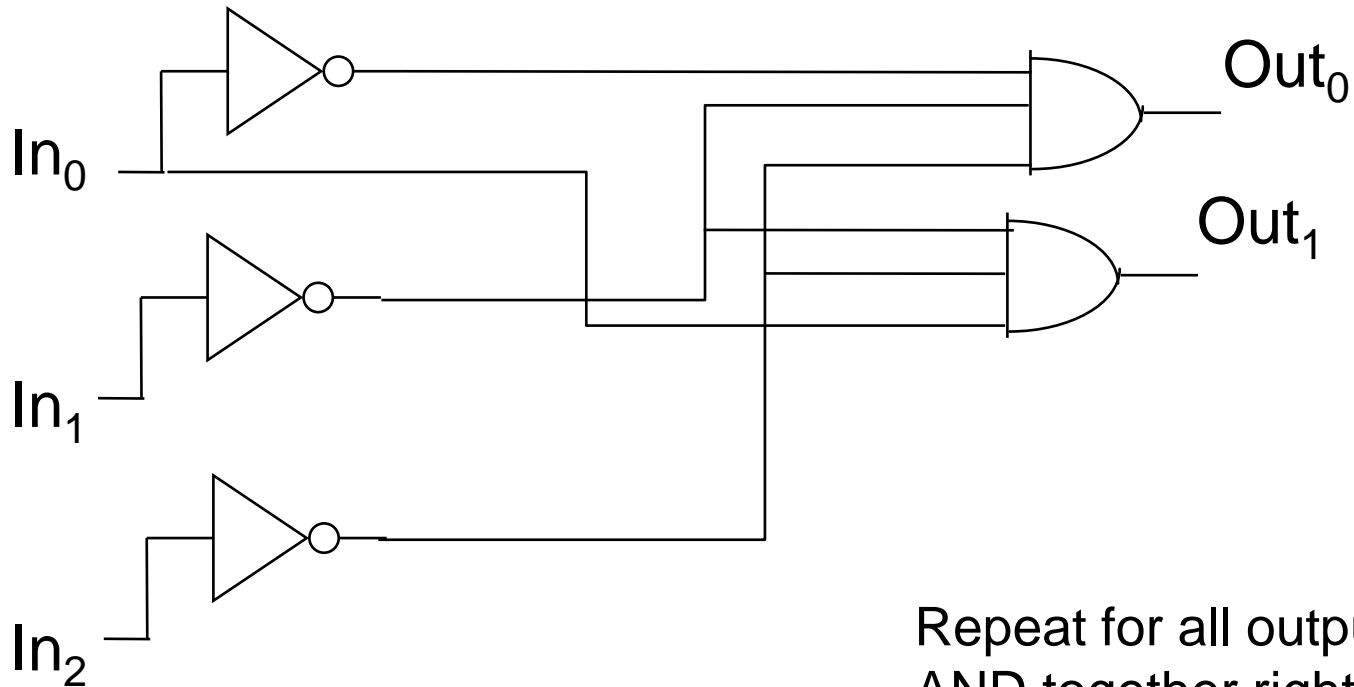


3-input gates are fine.

In theory, gates can have any # of inputs
In practice >4 converted to multiple gates

Decoder Logic

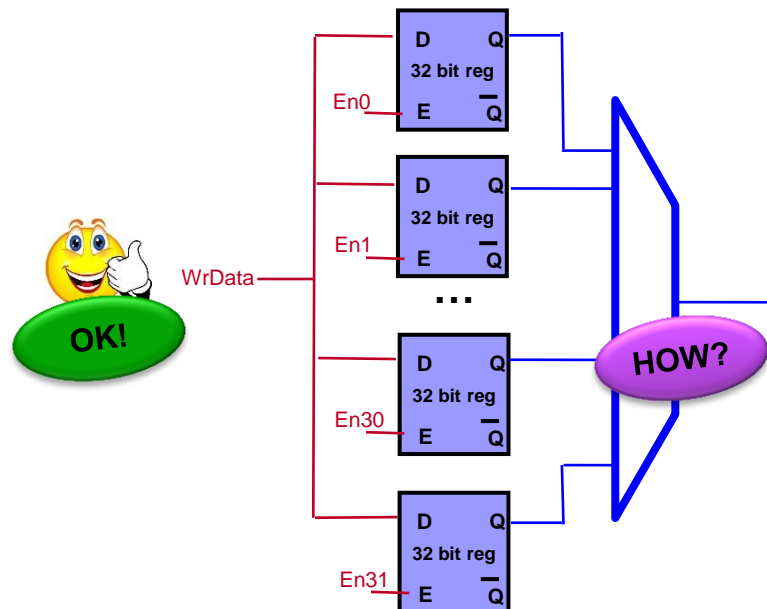
- Decoder basically AND gates for each output:
 - Out_1 only on if input 001



Repeat for all outputs:
AND together right bits
(gets messy fast on a slide)

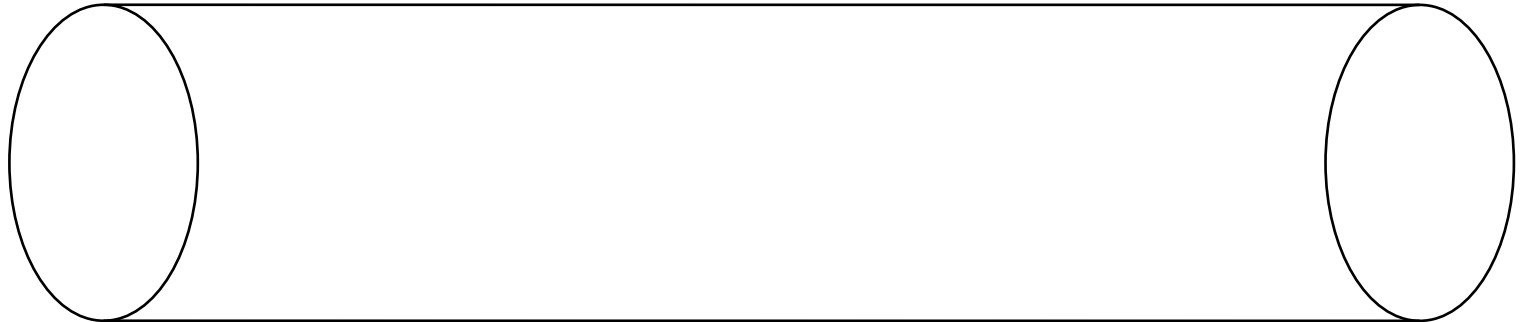
Register File

- Now we know how to **write**:
 - Use decoder to convert reg # to one hot
 - Send write data to all regs
 - Use one hot encoding of reg # to enable right reg
- Still need to fix **read** side
 - 32 input mux (the way we've made it) not realistic
 - To do this: expand our world from {1,0} to {1, 0, Z}



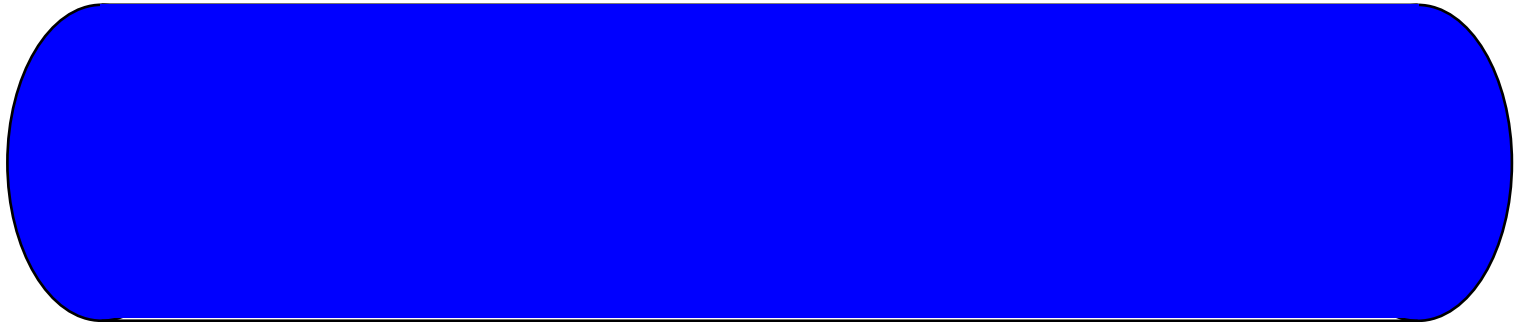
Kind of like water in a pipe...

- To understand Z, let's make an analogy
 - Think of a wire as a pipe
 - Has water = 1
 - Has water = 0
 - This wire is 0 (it has no water)



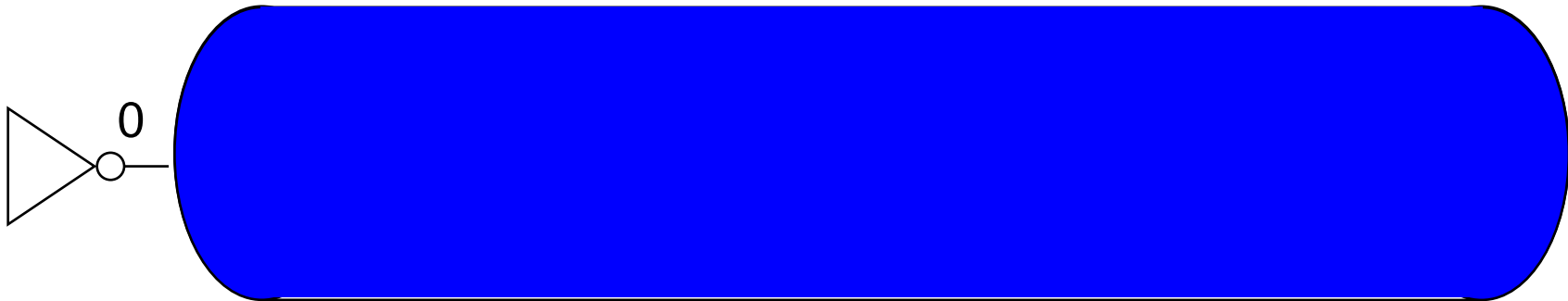
Kind of like water in a pipe...

- To understand Z, let's make an analogy
 - Think of a wire as a pipe
 - Has water = 1
 - Has water = 0
 - This wire is 1 (it is full of water)



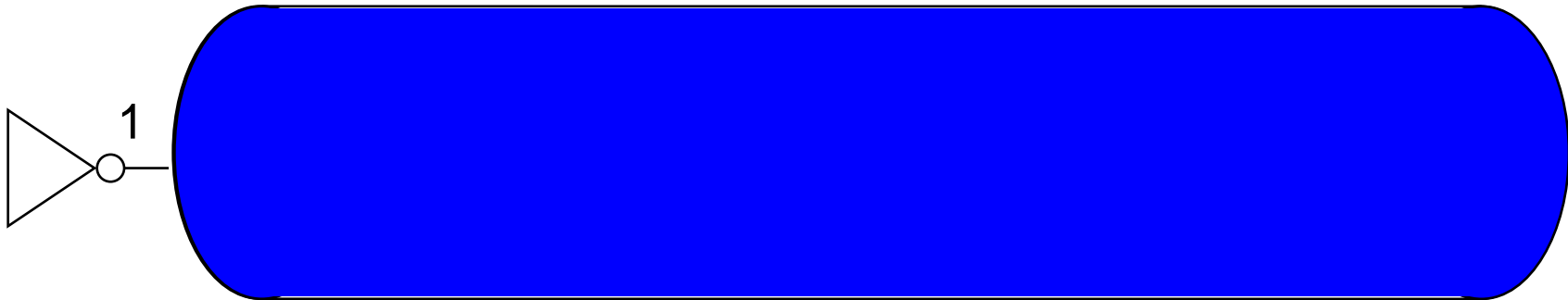
Kind of like water in a pipe...

- To understand Z, let's make an analogy
 - Think of a wire as a pipe
 - Has water = 1
 - Has water = 0
 - Suppose a gate drives a 0 onto this wire
 - Think of it as sucking the water out



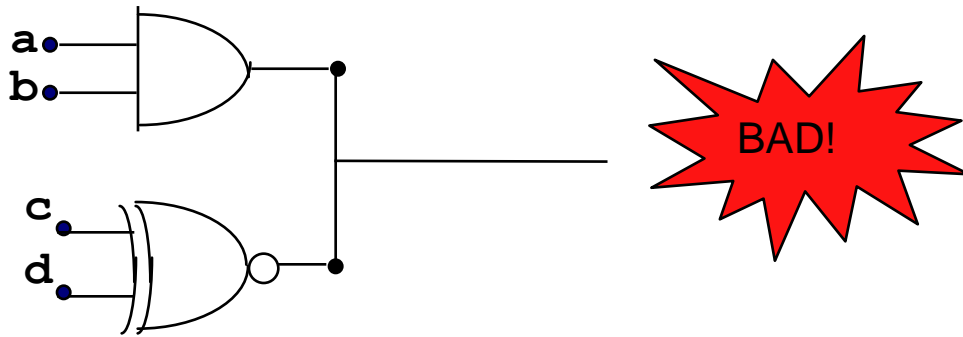
Kind of like water in a pipe...

- To understand Z , let's make an analogy
 - Think of a wire as a pipe
 - Has water = 1
 - Has water = 0
 - Suppose the gate now drives a 1
 - Think of it as pumping water in



Remember this rule?

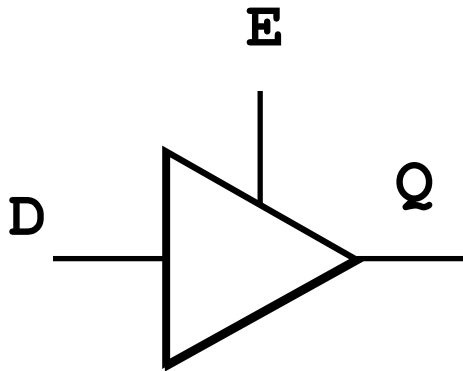
- Remember I told you not to connect two outputs?



- If one gate tries to drive a 1 and the other drives a 0
 - One pumps water in.. The other sucks it out
 - Except it's electric charge, not water
 - "Short circuit" → lots of current → lots of heat

So this third option: Z

- There is a third possibility: Z (“high impedance”)
 - Neither pushing water in, nor sucking it out
 - Just closed off/blocked
 - Prevents electricity from flowing through
- Gate that gives us Z : **Tri-state**

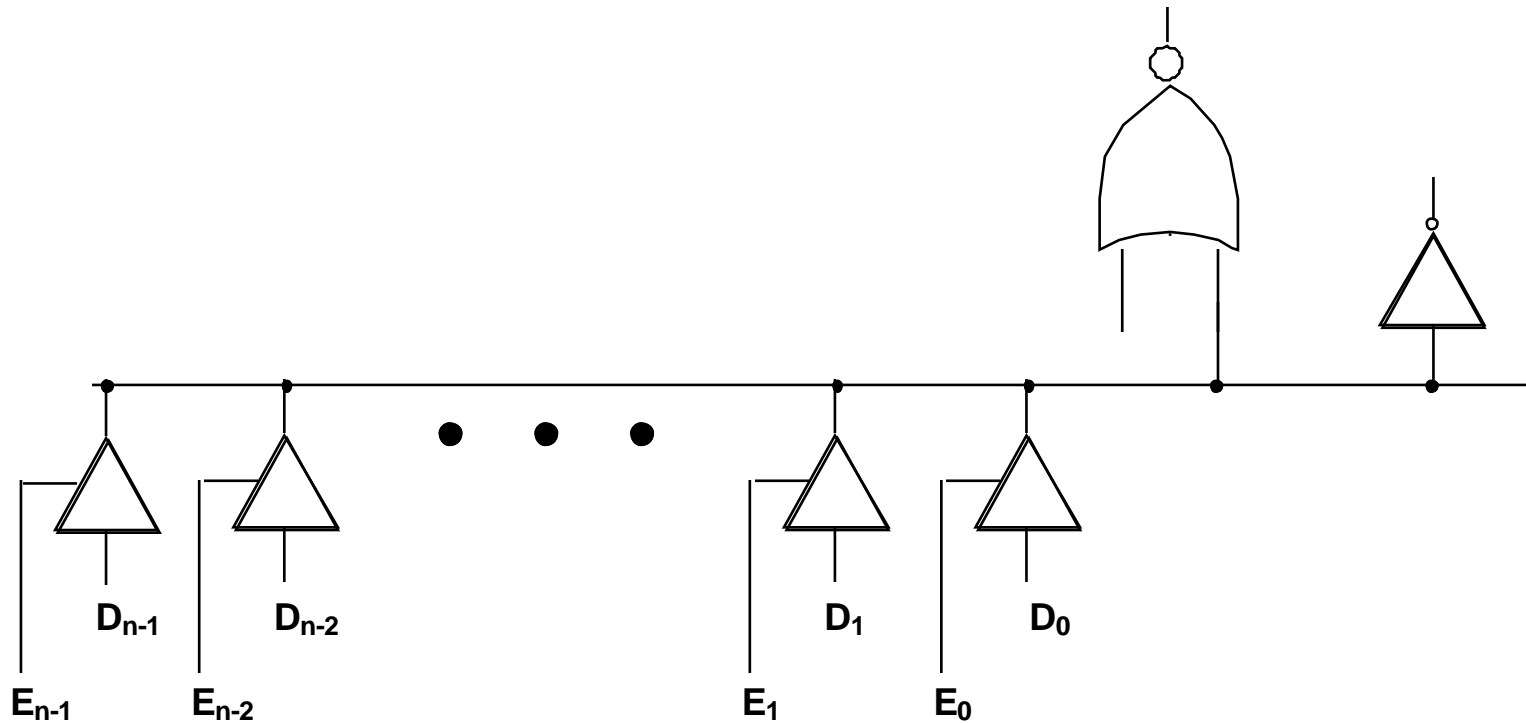


D	E	Q
0	1	0
1	1	1
-	0	Z

We've had this rule one day... and you break it

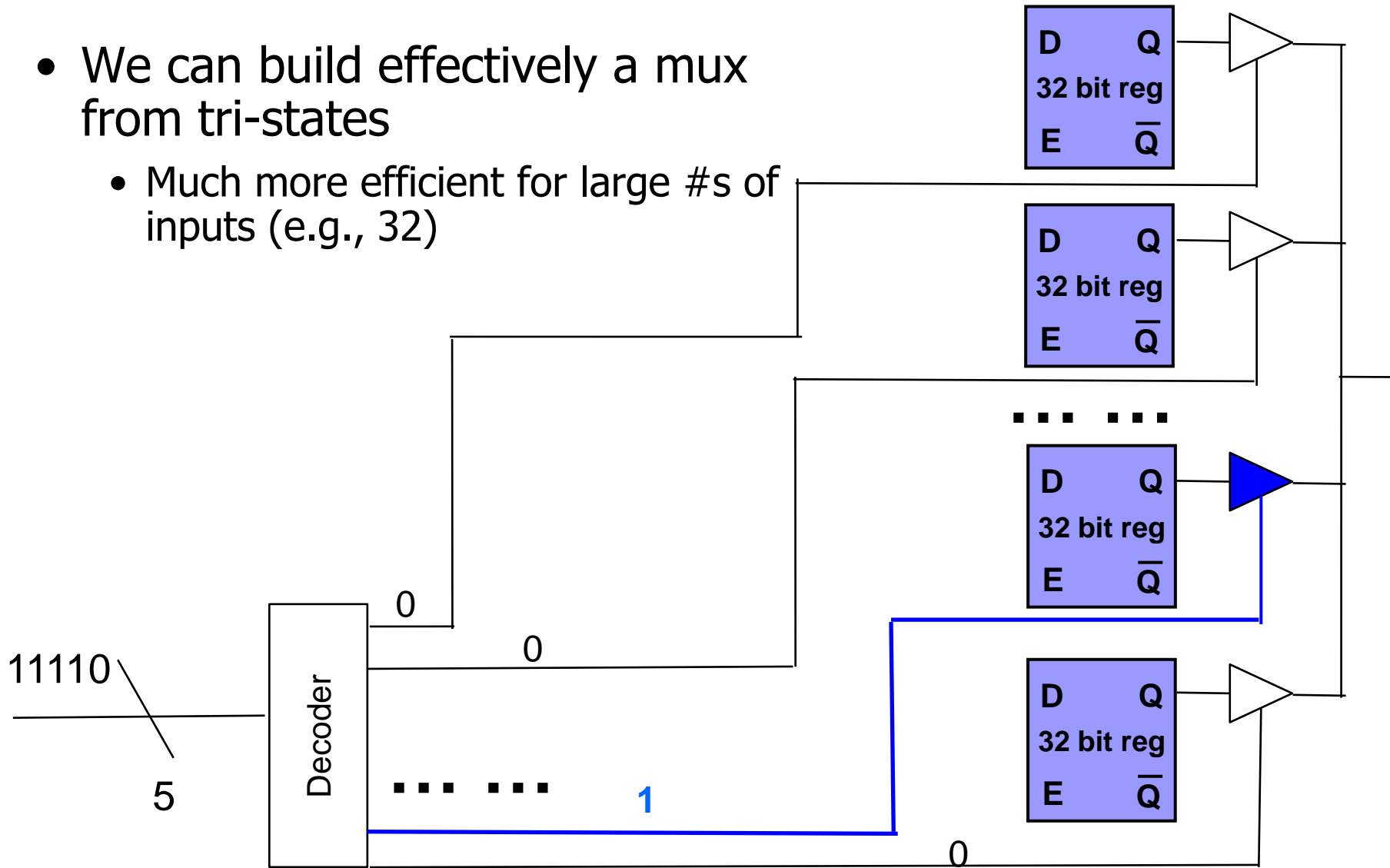
It's ok to connect multiple outputs together
Under one circumstance:

All but one must be outputting Z at any time



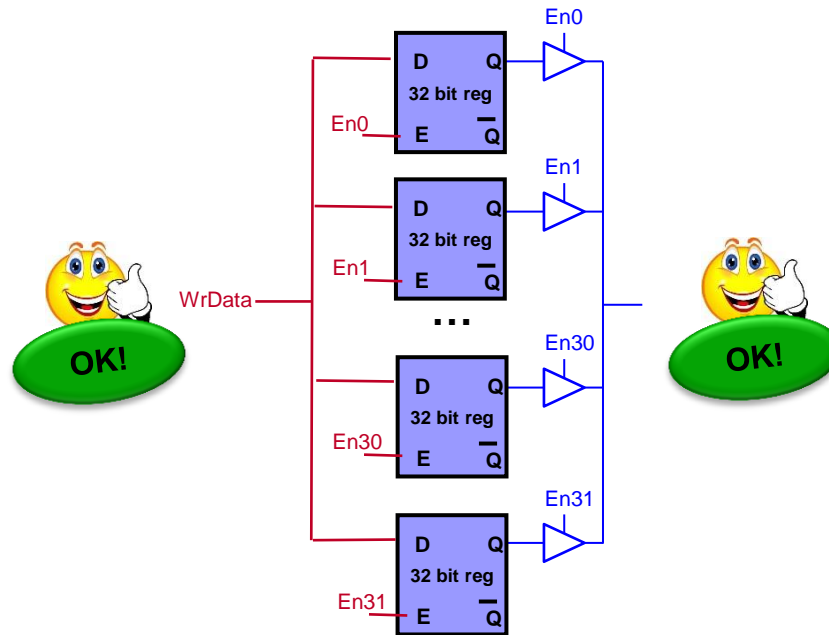
Mux, implemented with tri-states

- We can build effectively a mux from tri-states
 - Much more efficient for large #s of inputs (e.g., 32)



Register File

- Now we can **write** and **read** in one clock cycle!



Ports

- What we just saw: **read** port
 - Ability to do one read / clock cycle
 - May want more: read 2 source registers per instr
 - Maybe even more if we do many instrs at once
 - This design: can just replicate port
 - Another decoder
 - Another set of tri-states
 - Another output bus (wire connecting the tri-states)
- Earlier: **write** port
 - Ability to do one write/cycle
 - Could add more: need muxes to pick wr values

Minor Detail

- FYI: This is not how a modern register file is implemented
 - (Though it is how other things are implemented)
 - Actually done with SRAM
 - We'll see that later this semester...

Summary

Can layout logic to compute things

Add, subtract,...

Now can store things

D flip-flops

Registers

Also understand clocks

Just about ready to make a datapath!