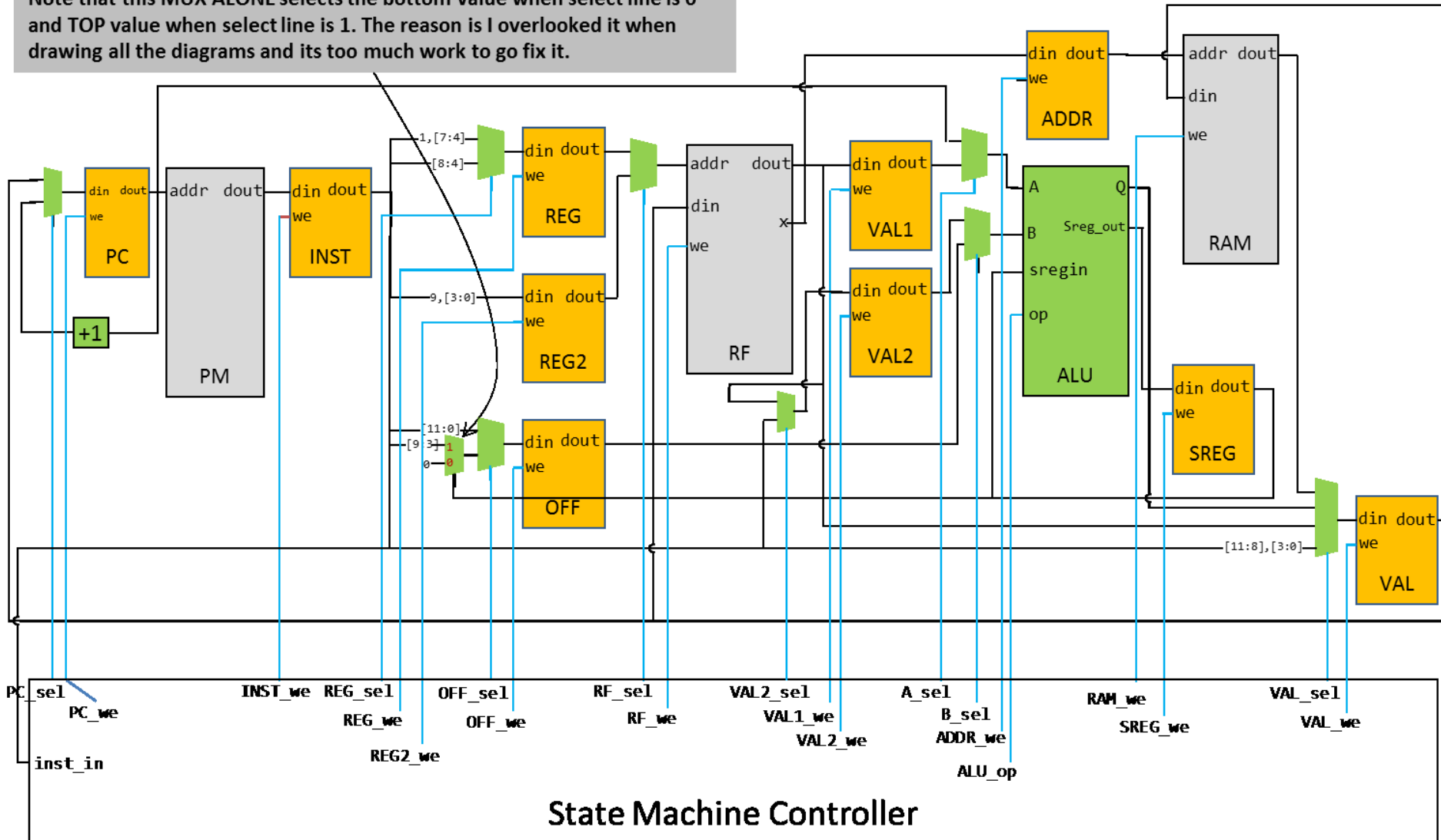


Today

- Today: Sequential elements
 - 1-bit memory cell
 - 8-bit auxiliary register
 - Register files and memories

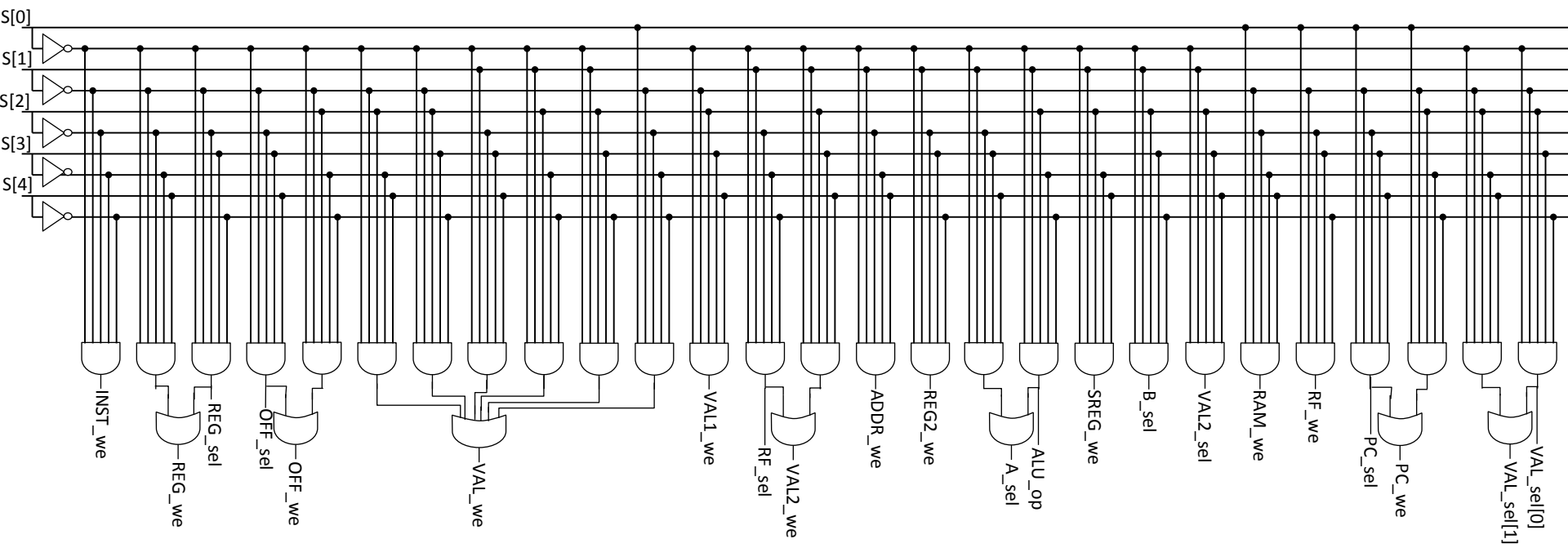
State machine controller

Note that this MUX ALONE selects the bottom value when select line is 0 and TOP value when select line is 1. The reason is I overlooked it when drawing all the diagrams and its too much work to go fix it.

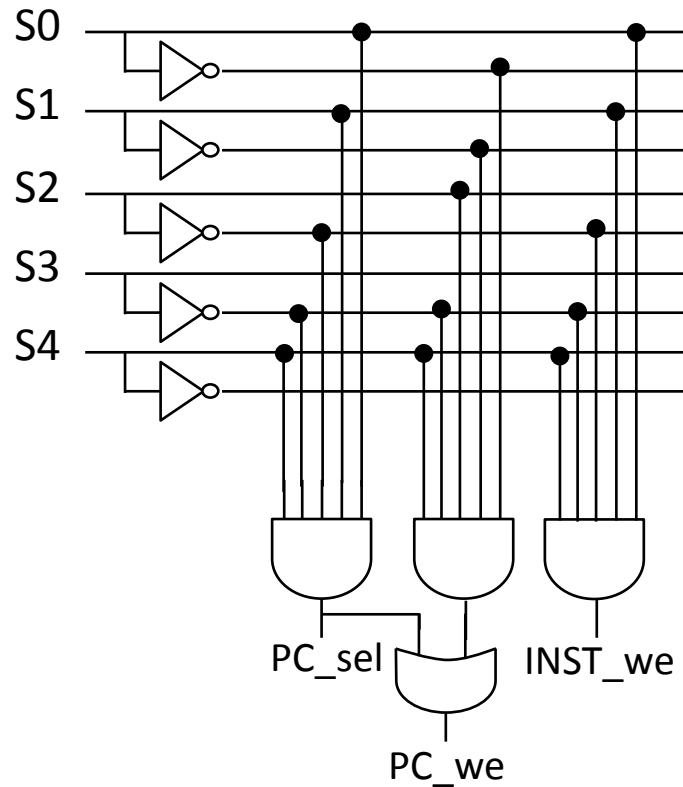
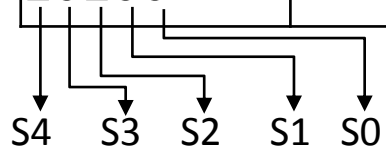


State number	INST_we	REG_we	REG_sel	OFF_sel	OFF_we	VAL_we	VAL1_we	VAL2_we	RF_sel	ADDR_we	REG2_we	A_sel	ALU_op	SREG_we	B_sel	VAL2_sel	RAM_we	RF_we	PC_sel	PC_we	VAL_sel1	VAL_sel0
00000	1	0			0	0	0	0		0	0				0		0	0		0		
00001	0	1	0		0	0	0	0		0	0				0		0	0		0		
00010	0	1	1		0	0	0	0		0	0				0		0	0		0		
00011	0	0		1	1	0	0	0		0	0				0		0	0		0		
00100	0	0		0	1	0	0	0		0	0				0		0	0		0		
00101	0	0			0	1	0	0		0	0				0		0	0		0	1	1
00110	0	0			0	1	0	0	0	0	0				0		0	0		0	1	0
00111	0	0			0	0	1	0	0	0	0				0		0	0		0		
01000	0	0			0	0	0	1	1	0	0					0	0	0		0		
01001	0	0			0	0	0	0		1	0				0		0	0		0		
01010	0	0			0	0	0	0		0	1				0		0	0		0		
01011	0	0			0	1	0	0		0	0	1	0		0	0	0	0		0	0	0
01100	0	0			0	1	0	0		0	0	1	1		0	0	0	0		0	0	0
01101	0	0			0	0	0	0		0	0			1		0	0	0		0		
01110	0	0			0	1	0	0		0	0	0	0		0	1	0	0		0	0	0
01111	0	0			0	0	0	1		0	0				0	1	0	0		0		
10000	0	0			0	1	0	0		0	0				0		0	0		0		
10001	0	0			0	0	0	0		0	0				0		1	0		0		
10010	0	0			0	0	0	0	0	0	0				0		0	1		0		
10011	0	0			0	0	0	0		0	0				0		0	0	1	1		
10100	0	0			0	0	0	0		0	0				0		0	0	0	1		

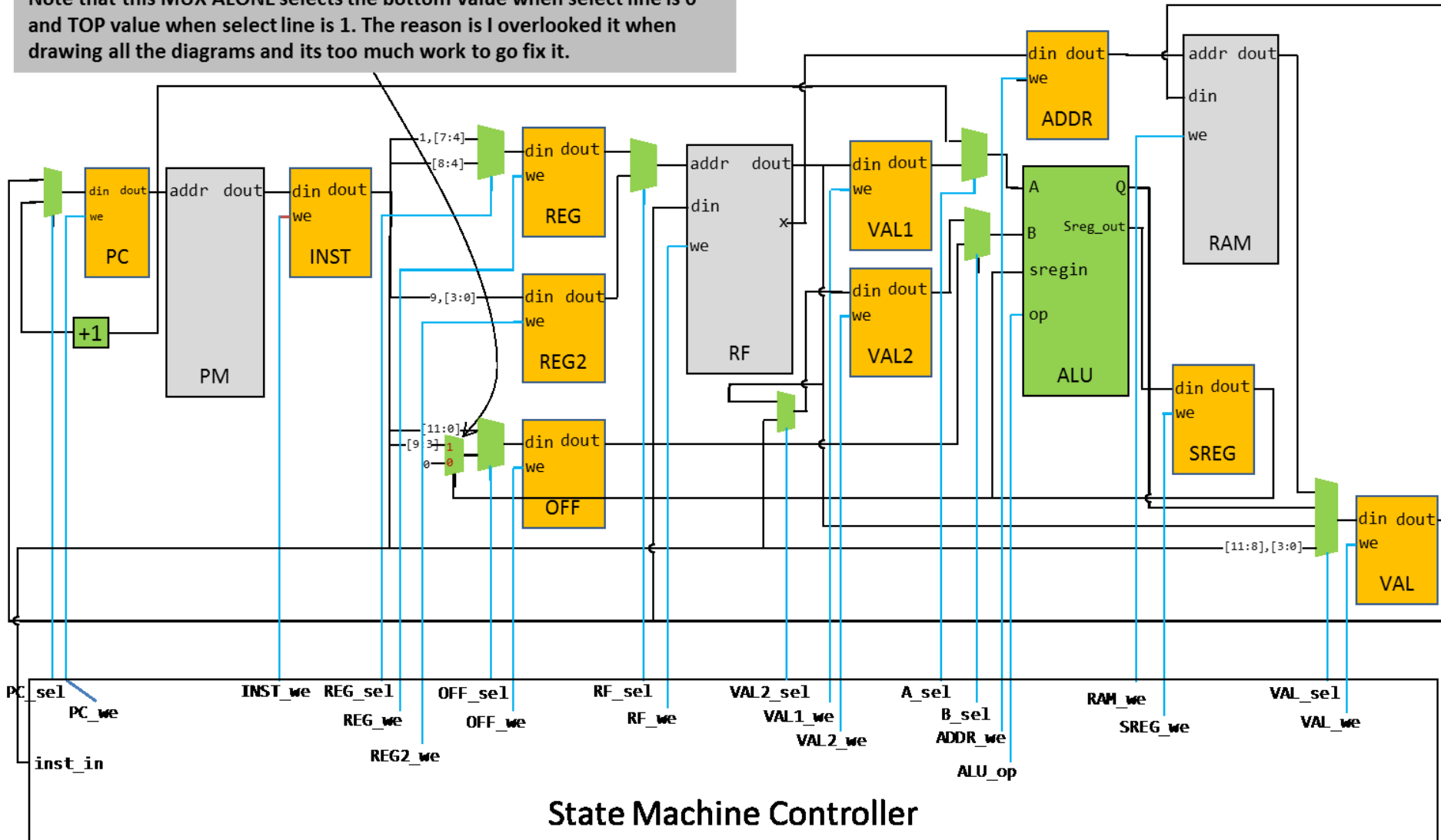
00000 00001 00010 00011 00100 00101 00110 00111 01000 01001 01010 01011 01100 01101 01110 01111 10000 10001 10010 10011 10100 10101 10110 10111



State#	Name	PC_sel	PC_we	INST_we
10011	INST=PM[PC]	0	0	1
10011	PC = PC+1	1	1	0
10100	PC = VAL	0	1	0



Note that this MUX ALONE selects the bottom value when select line is 0 and TOP value when select line is 1. The reason is I overlooked it when drawing all the diagrams and its too much work to go fix it.

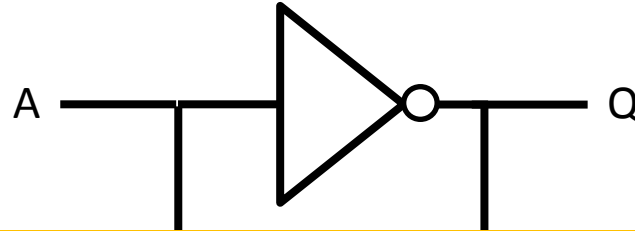


State Machine Controller

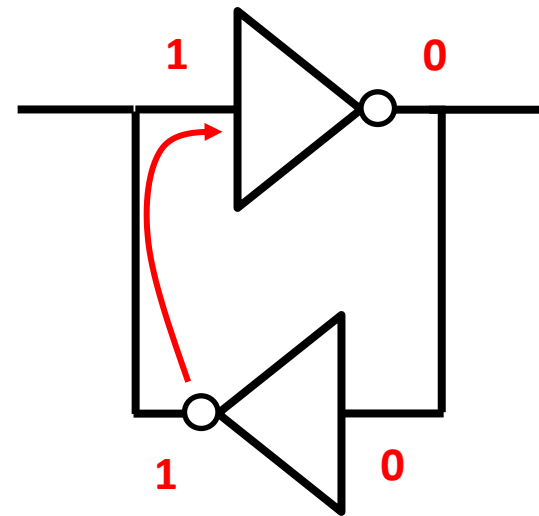
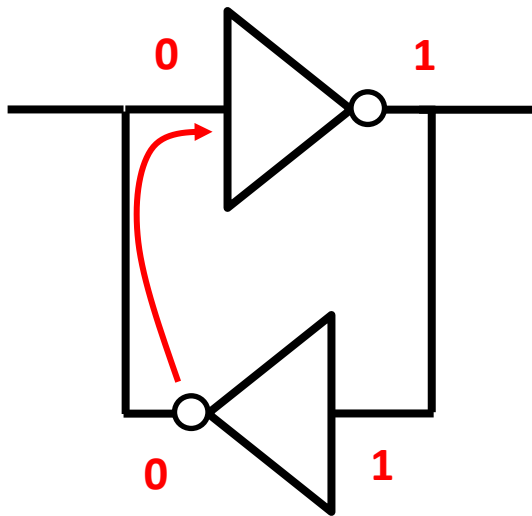
Today

- Today: Sequential elements
 - 1-bit memory cell
 - 8-bit auxiliary register
 - Register files and memories

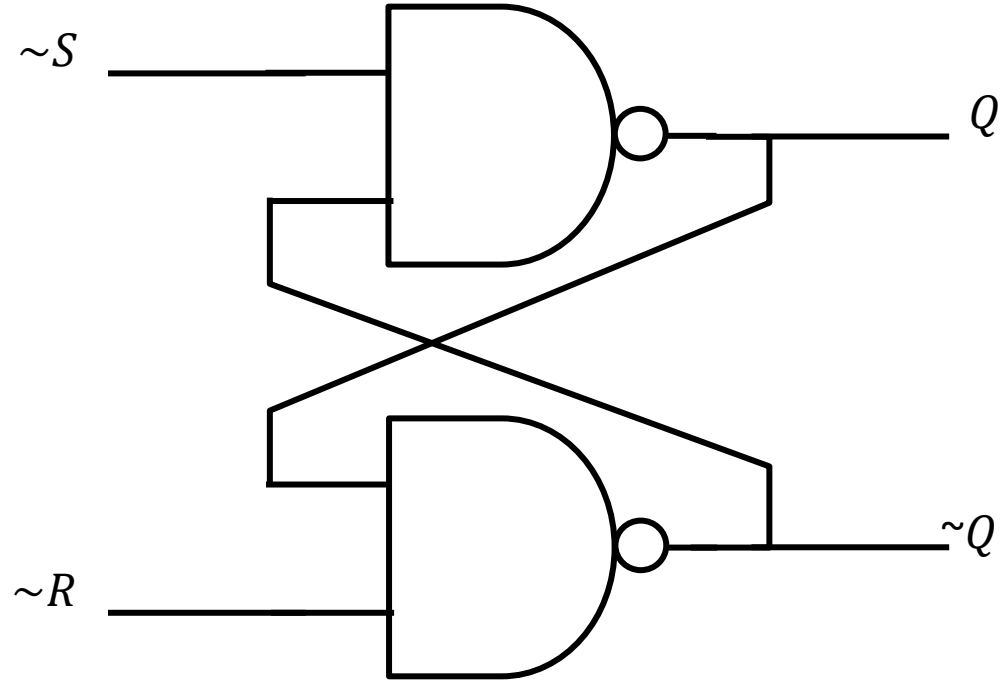
Cross-coupled inverters



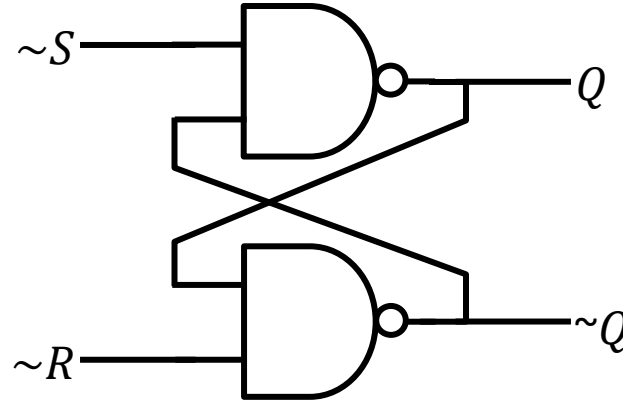
Good news: holds on to value
Bad news: How do we write to it?



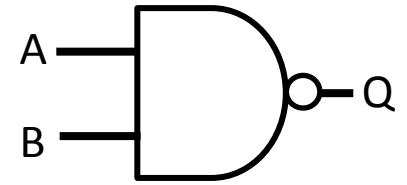
RS Latch



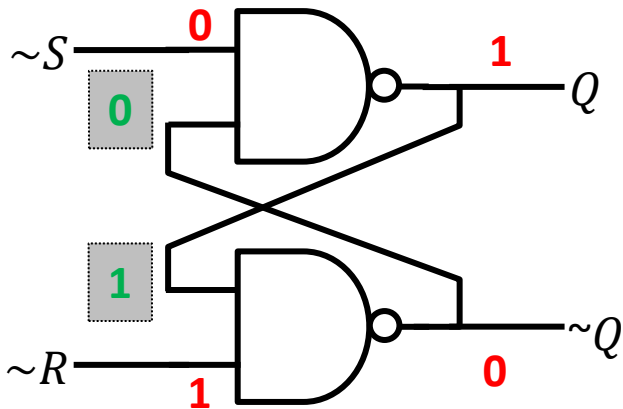
RS Latch



NAND GATE

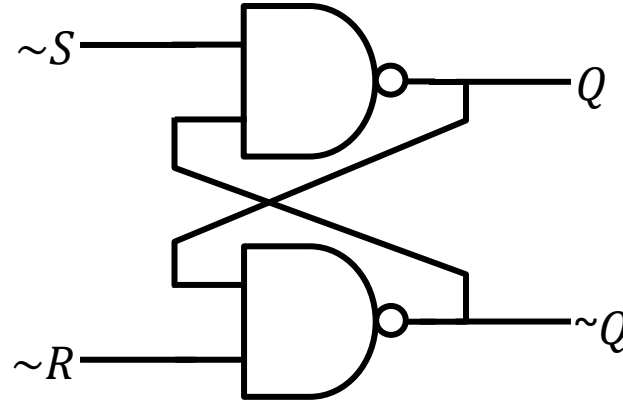


A	B	Q
0	0	1
0	1	1
1	0	1
1	1	0

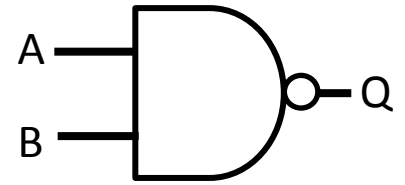


	0 ps	...	10ps	...	20ps	
$\sim S$	0	0	0			0
$\sim R$	1	1	1			1
Q	0 or 1	0 or 1	1		1	1
$\sim Q$	0 or 1	0 or 1	0 or 1		0	0

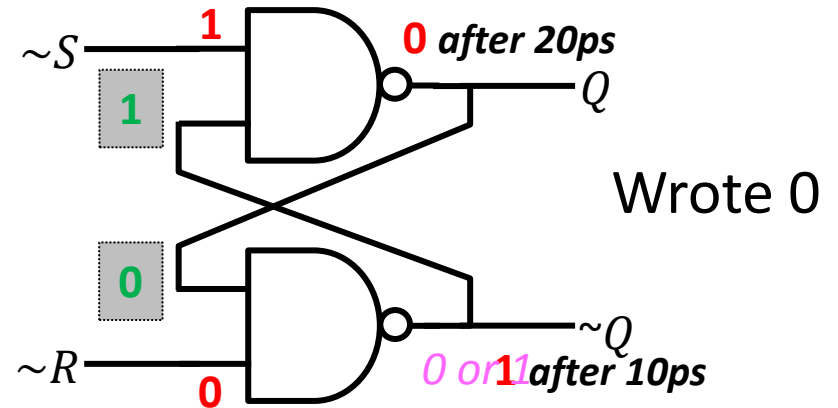
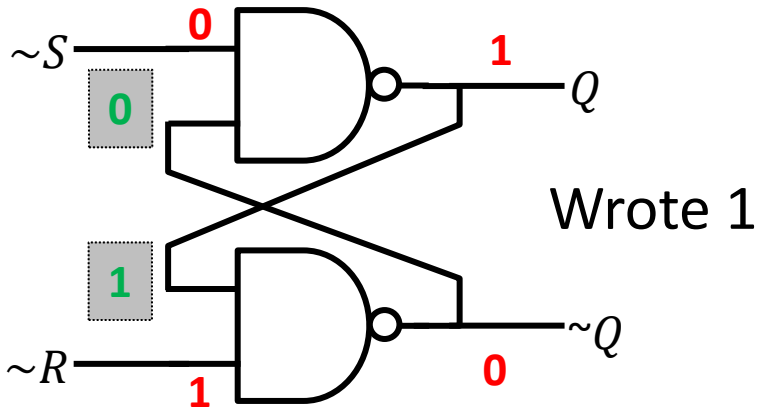
RS Latch



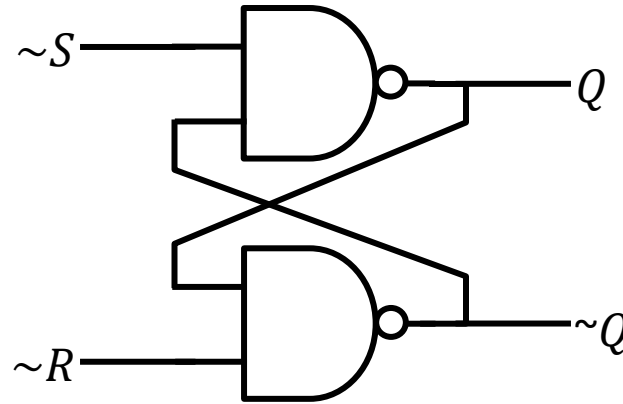
NAND GATE



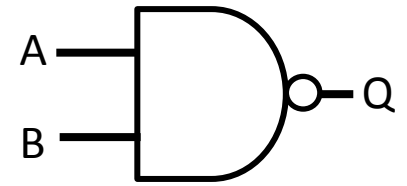
A	B	Q
0	0	1
0	1	1
1	0	1
1	1	0



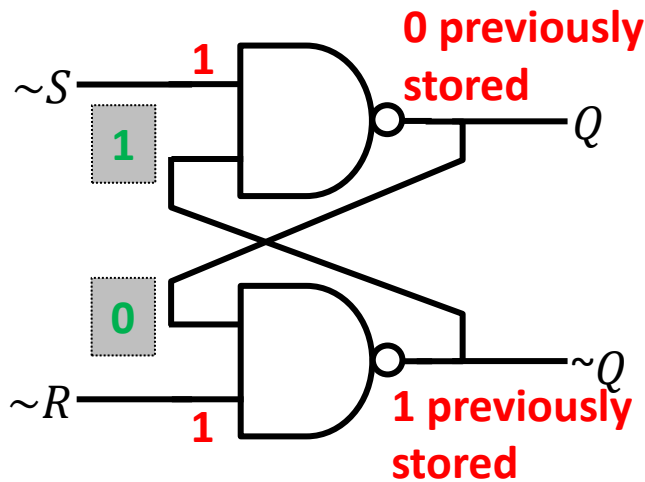
RS Latch



NAND GATE

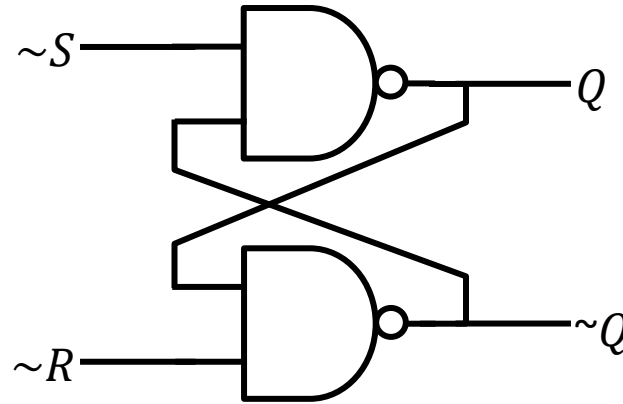


A	B	Q
0	0	1
0	1	1
1	0	1
1	1	0

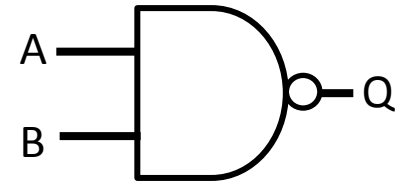


Maintain or store 0 (previous value)

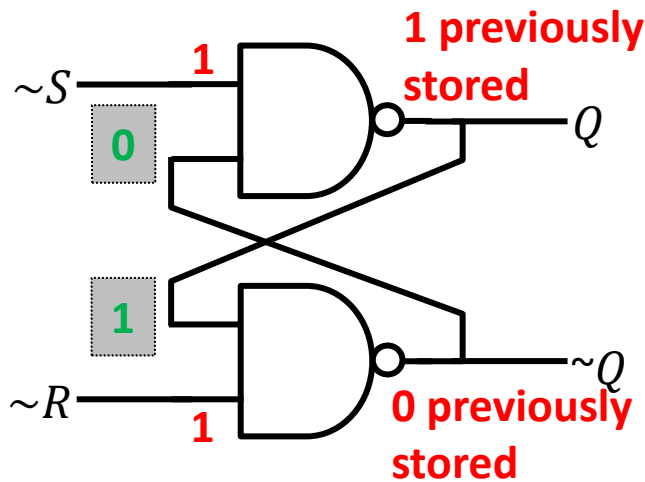
RS Latch



NAND GATE

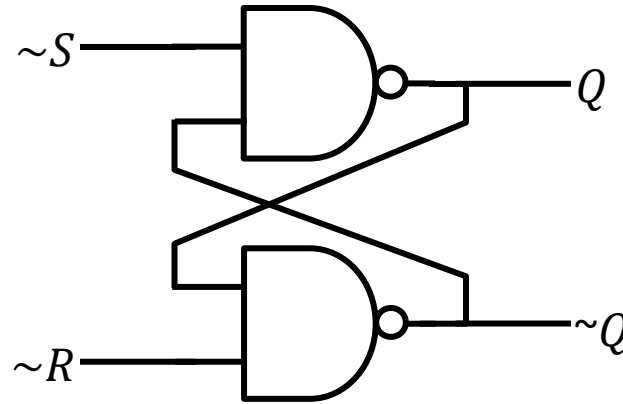


A	B	Q
0	0	1
0	1	1
1	0	1
1	1	0

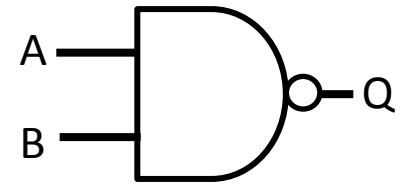


Maintain or store 1 (previous value)

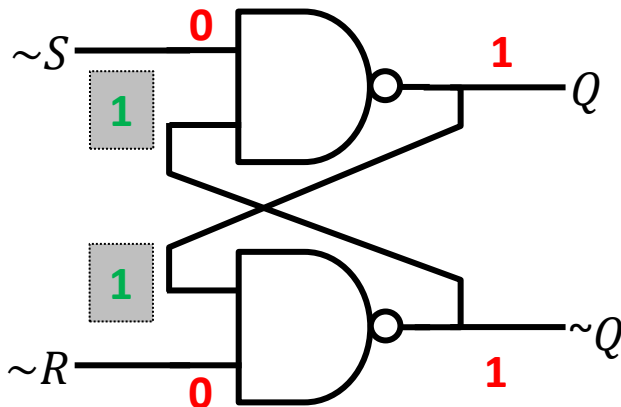
RS Latch



NAND GATE



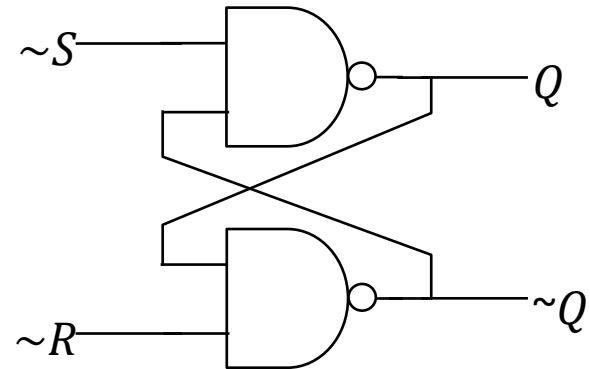
A	B	Q
0	0	1
0	1	1
1	0	1
1	1	0



**Q and ~Q are 1!
So would like to
“disallow”**

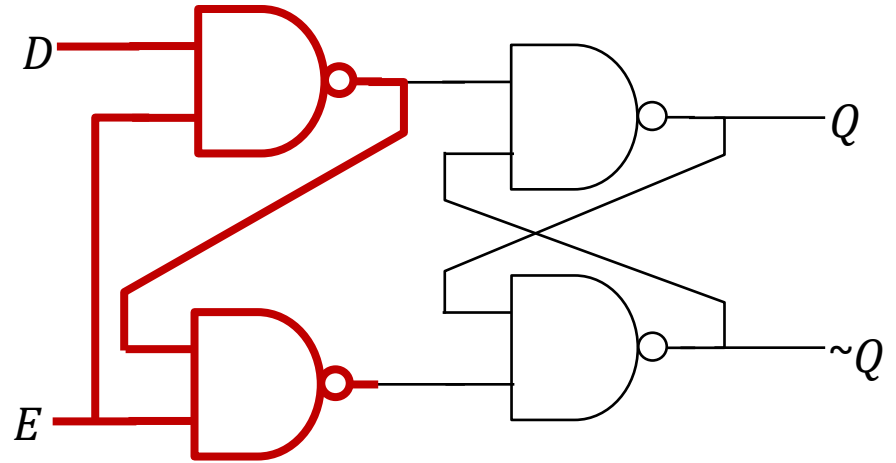
RS Latch

$\sim S$	$\sim R$	Action
0	0	Not allowed or undefined
0	1	Q = 1; store 1
1	0	Q = 0; store 0
1	1	No change



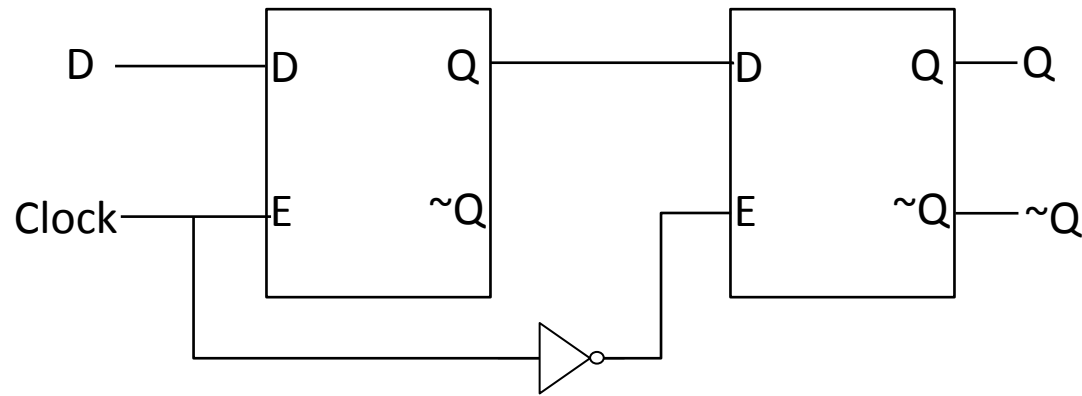
Gated D-latch

E	D	Q	Action
0	X	$Q(\text{previous})$	No change
1	0	0	Reset
1	1	1	Set

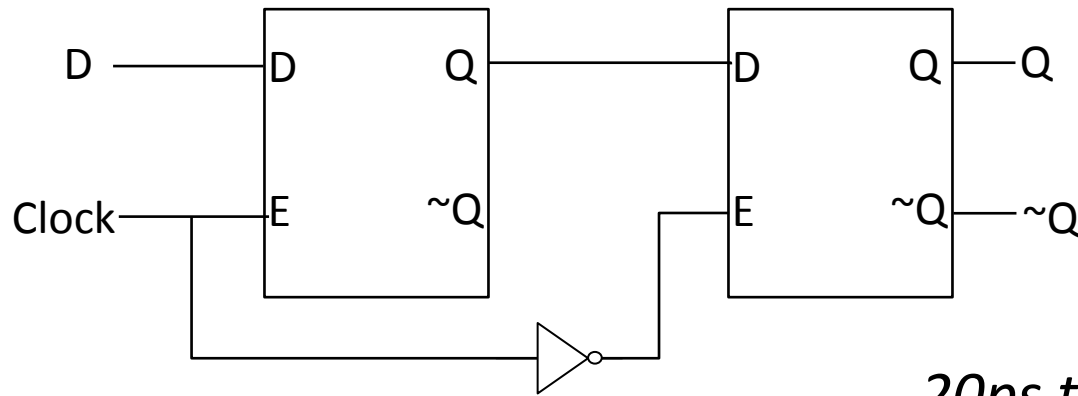


- When E is 0,
 - The two red NAND gates are forced to output 1.
 - Gets us to the 1-1 hold state for the RS Latch.
- When E is 1, D becomes the controlling input.
 - When D is 0 we write 0 into the RS-latch
 - When D is 1 we write 1 into the RS-latch

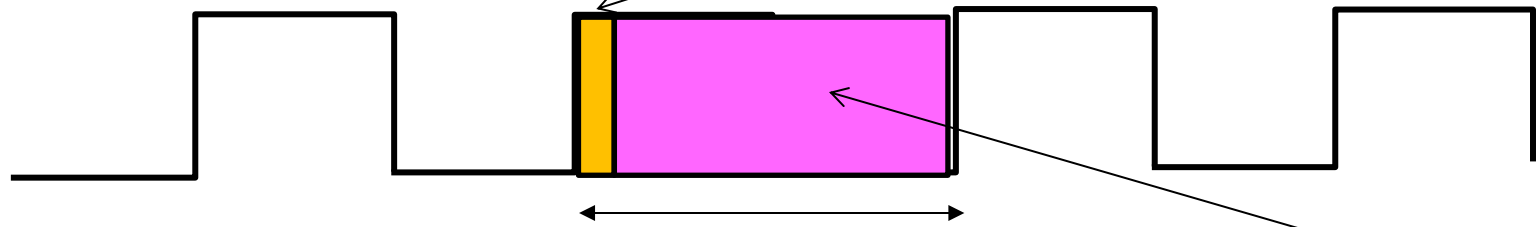
Master Slave Flip Flop



Master Slave Flip Flop



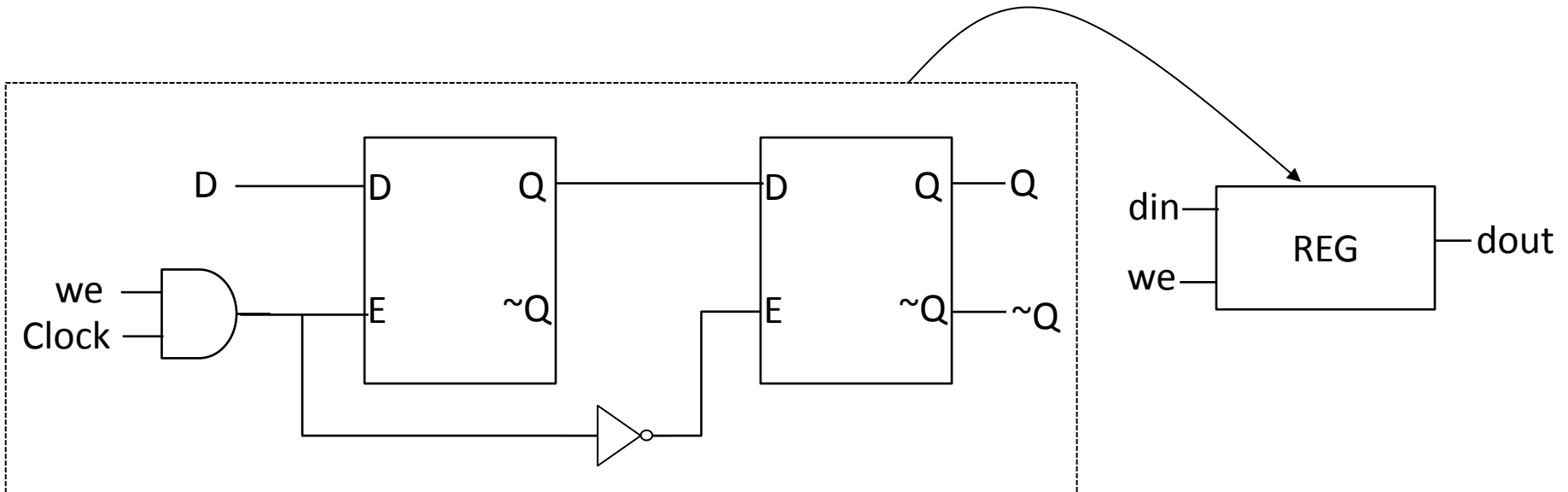
*20ps to capture value
for every flip-flop*



Clock period
1000ps for e.g.

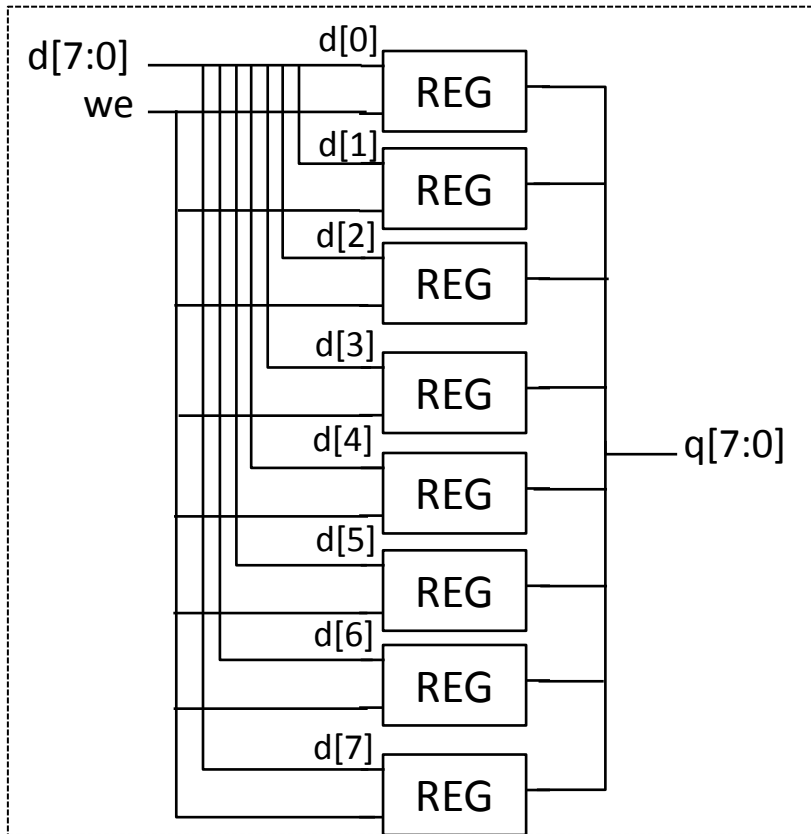
980ps for logic work!

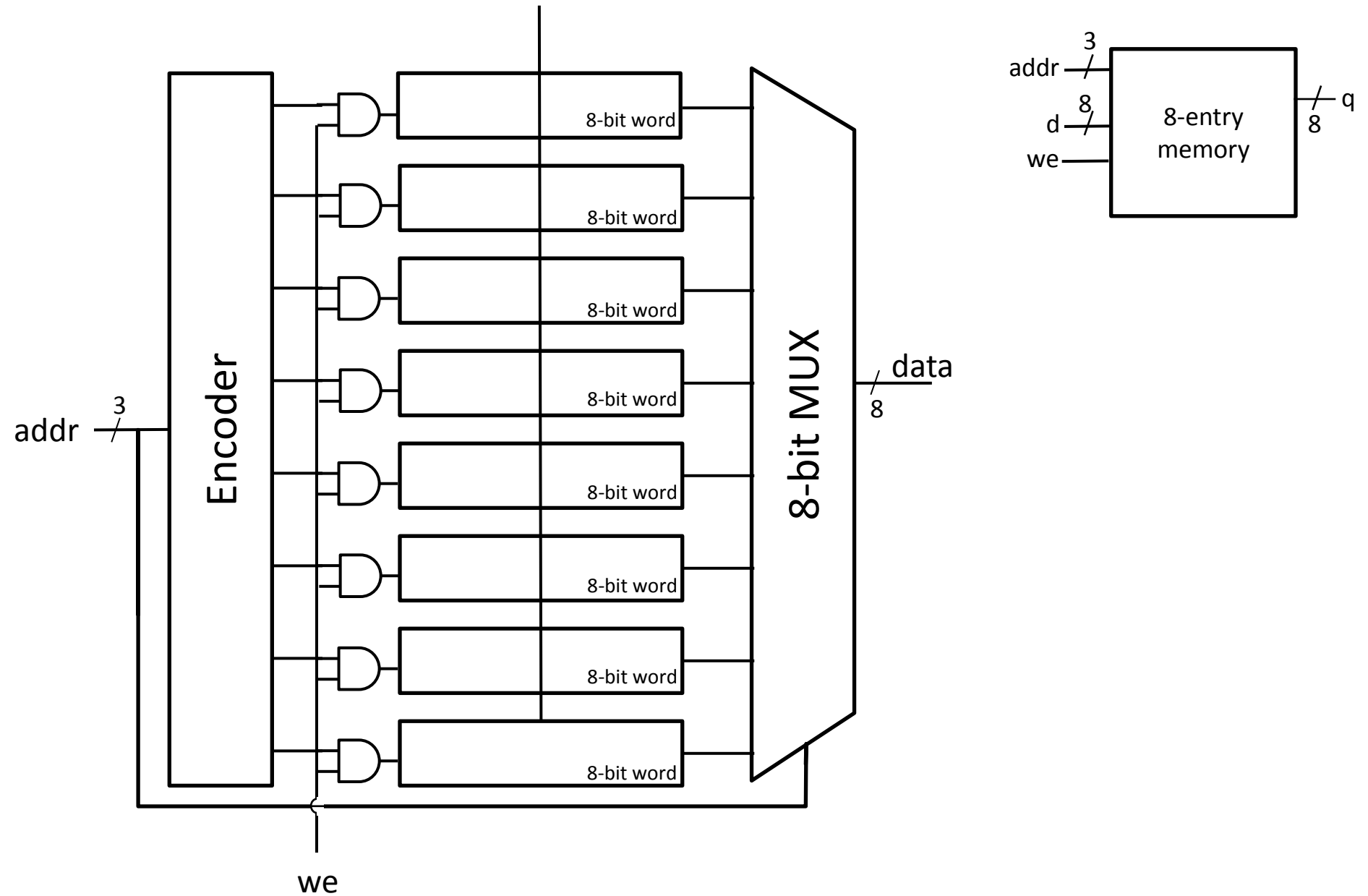
Master-Slave Flip-Flop with WE



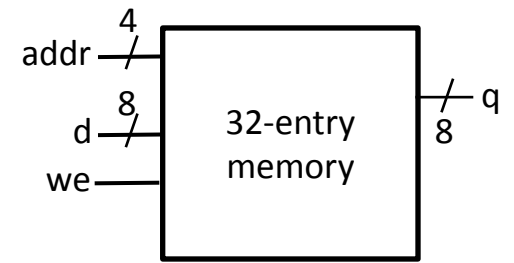
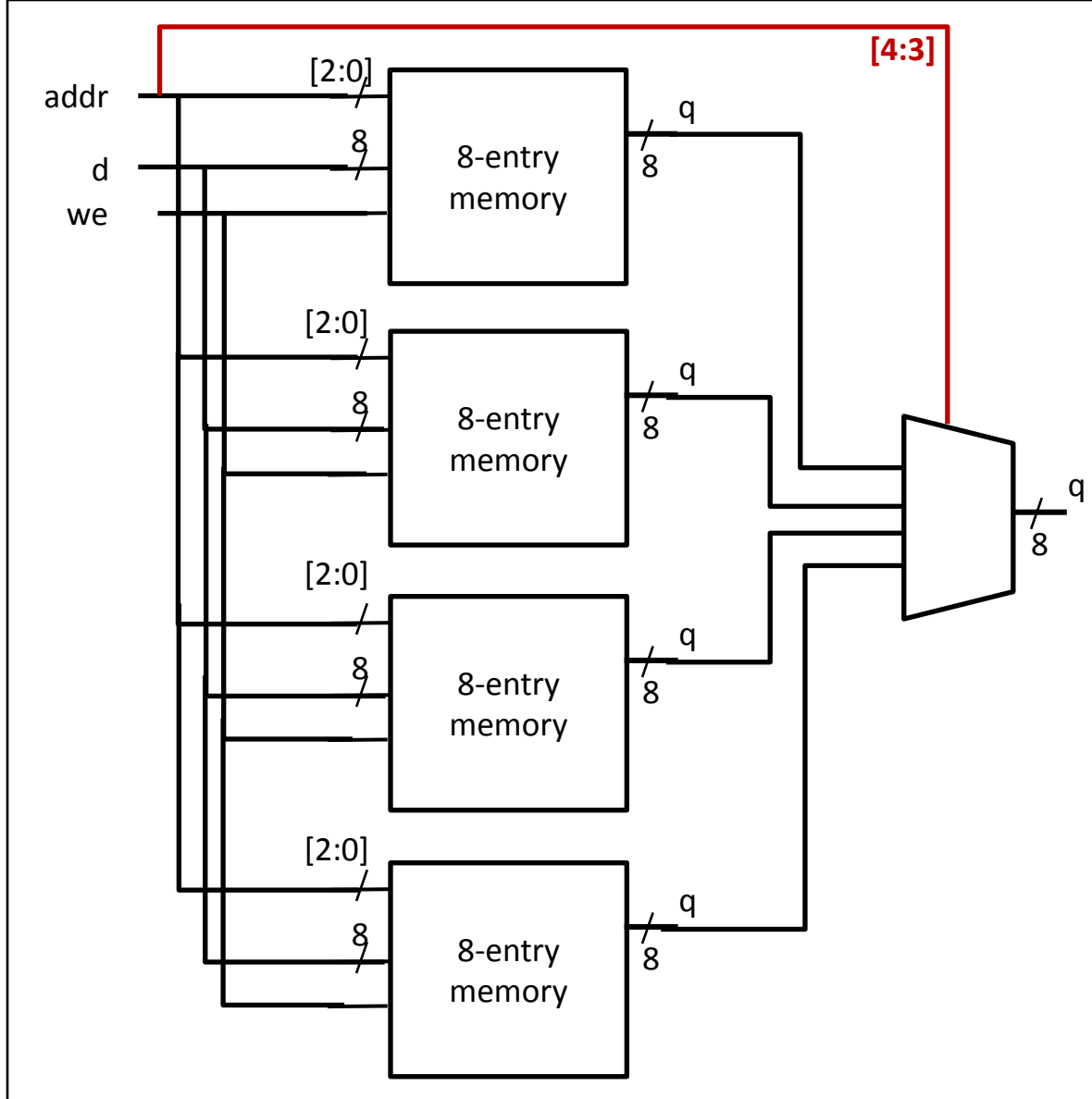
Clock is an implicit
Input hooked up to all REGs

Auxiliary Register

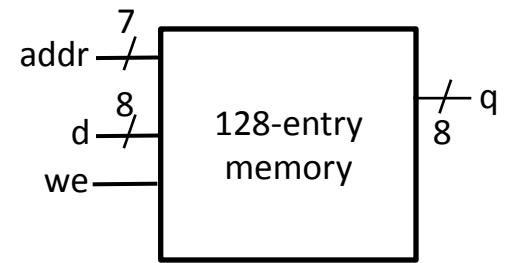
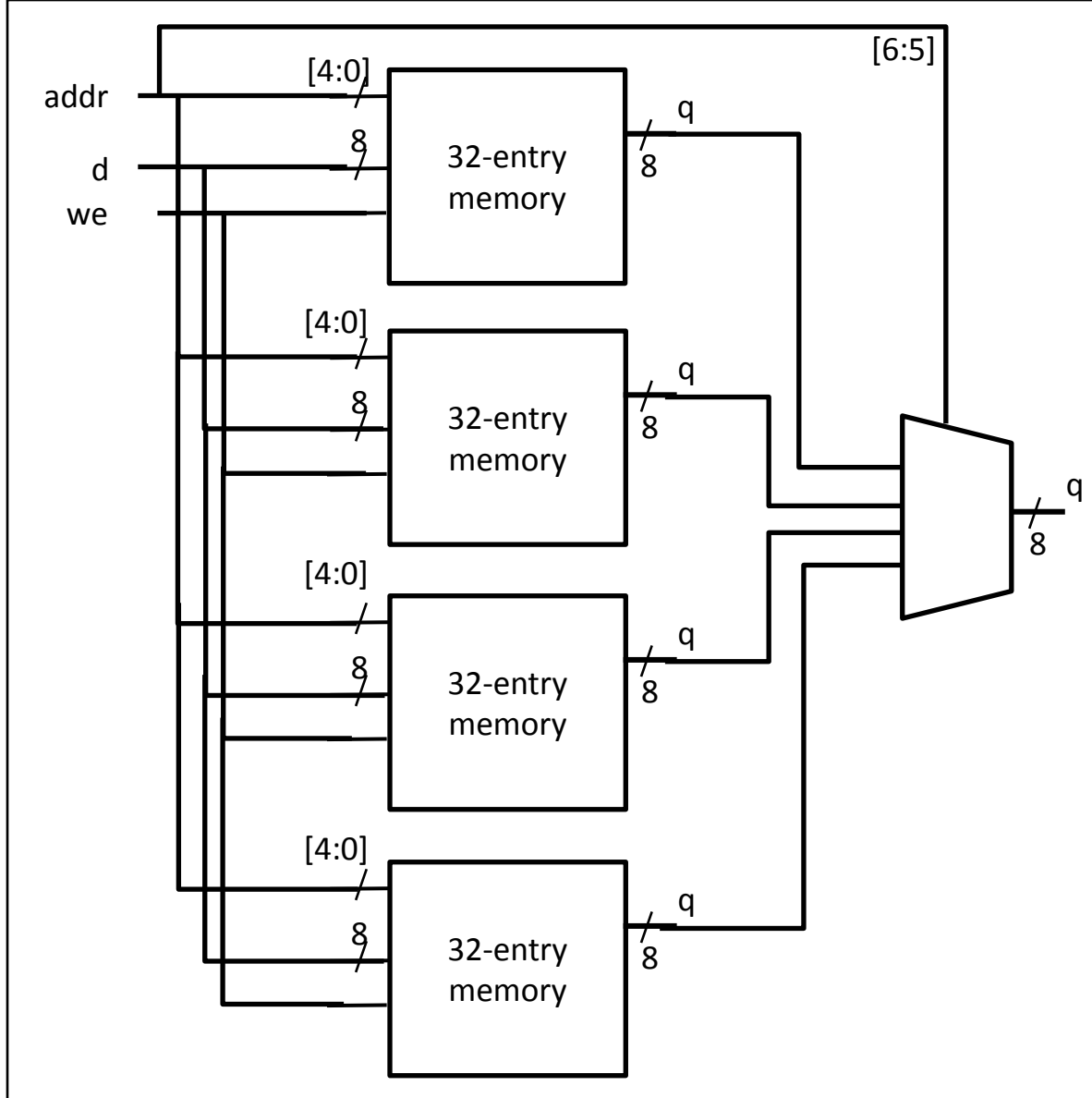




8-entry 8-bit memory

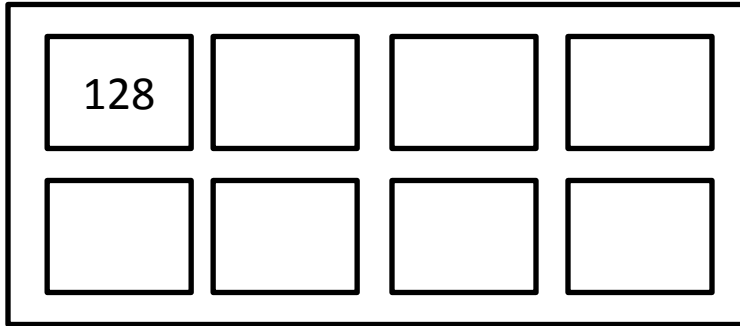


RF (32 entry memory)



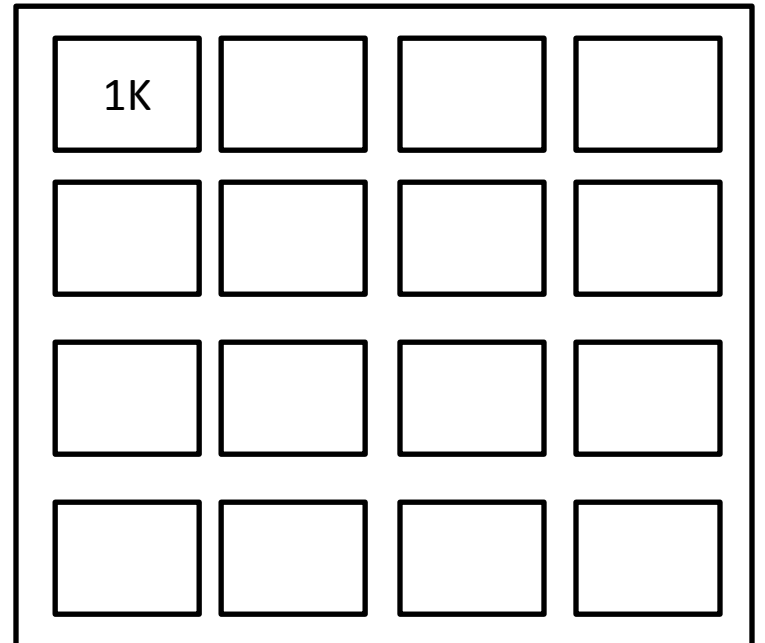
128 entry memory

16K Memory

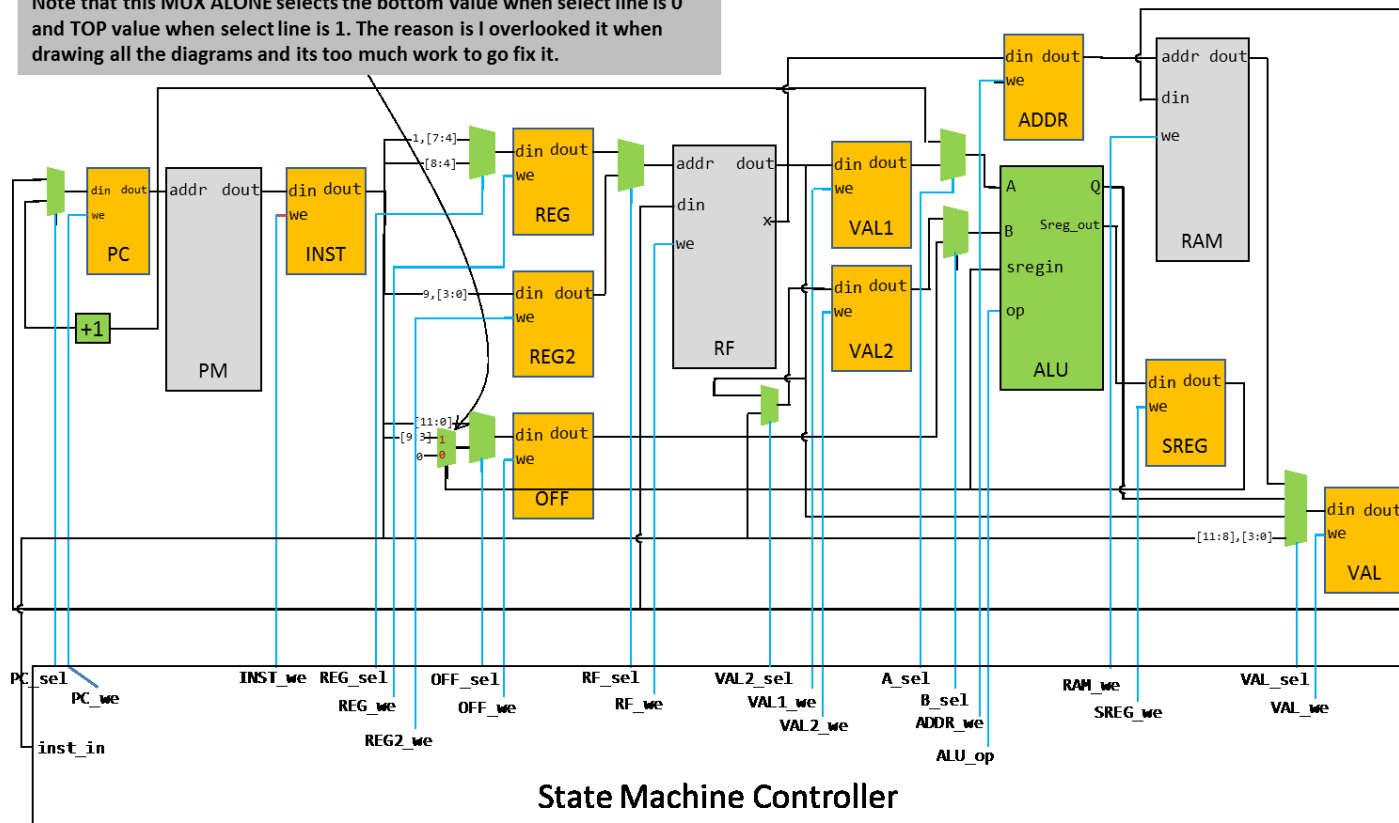


1K memory

16K memory



Note that this MUX ALONE selects the bottom value when select line is 0 and TOP value when select line is 1. The reason is I overlooked it when drawing all the diagrams and its too much work to go fix it.



- **Memories (PM, RF, RAM)**
- **Registers**
- **MUX (done)**
- **ALU (done)**
- **Incrementor (done)**

Today

- Today: Sequential elements
 - 1-bit memory cell
 - 8-bit auxiliary register
 - Register files and memories
- Monday
 - Transistors
 - In-class short book survey (come prepared with knives sharpened!)