

Chapter 3

Logic Implementations

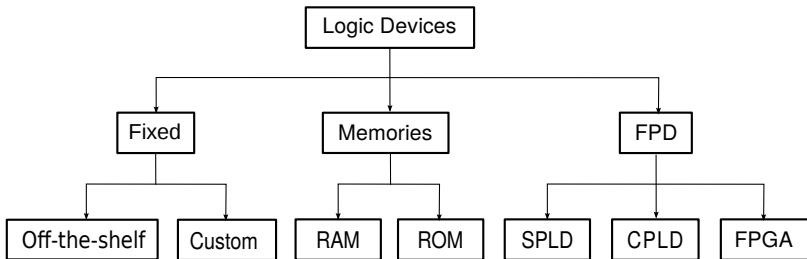
SKEE2263 Digital Systems

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Taxonomy of Logic Devices



Logic Devices

Fixed – Functions defined during manufacture.

- 1 Off-the-shelf – designer can order from a catalog
- 2 Custom – designed for one customer, made by semiconductor foundry

Memory – Holds big amounts of data. Separate fabrication to get highest density

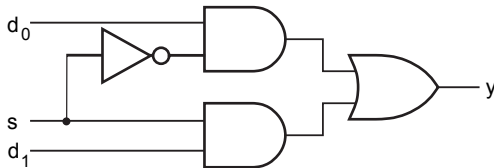
- 1 RAM – random access memory
- 2 ROM – read-only memory

Logic Devices

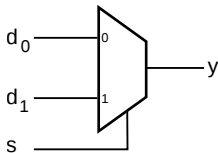
FPD – Field-Programmable Devices. Blank devices that must be configured/programmed before use. Also called Programmable Logic Devices (PLD)

- 1** SPLD – Simple PLD. A few hundred gates.
- 2** CPLD – Complex PLD. A few thousand gates. Fundamental technology same as SPLD.
- 3** FPGA – Field-Programmable Gate Array. A few million gates.

2:1 mux

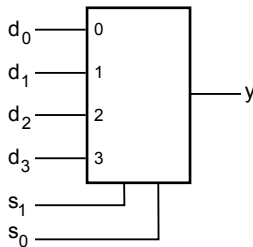


$$y = s'd_0 + sd_1$$



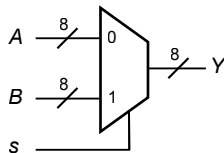
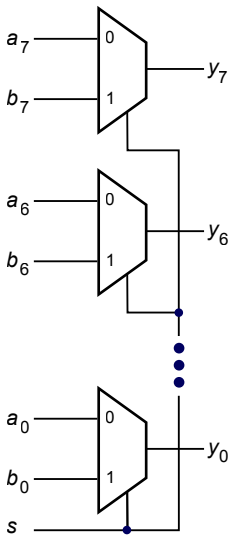
Distinctive symbol

4:1 mux



$$y = s'_1 s'_0 d_0 + s'_1 s_0 d_1 + s_1 s'_0 d_2 + s_1 s_0 d_3$$

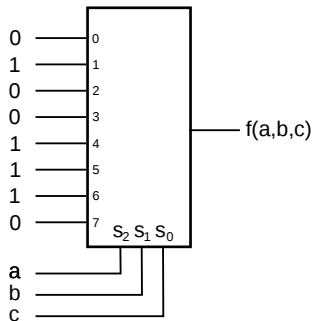
Word Multiplexer



Mux Implementation of Logic Functions #1

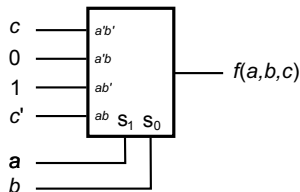
Direct input

| a | b | c | f |
|-----|-----|-----|-----|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 1 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 0 |



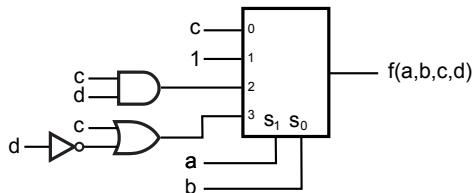
Mux Implementation of Logic Functions #2

| a | b | c | f |
|-----|-----|-----|-----|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 1 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 0 |



Mux Implementation of Logic Functions #3

| <i>a</i> | <i>b</i> | <i>c</i> | <i>d</i> | <i>f</i> |
|----------|----------|----------|----------|----------|
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 0 |
| 0 | 0 | 1 | 0 | 1 |
| 0 | 0 | 1 | 1 | 1 |
| 0 | 1 | 0 | 0 | 1 |
| 0 | 1 | 0 | 1 | 1 |
| 0 | 1 | 1 | 0 | 1 |
| 0 | 1 | 1 | 1 | 1 |
| 1 | 0 | 0 | 0 | 0 |
| 1 | 0 | 0 | 1 | 0 |
| 1 | 0 | 1 | 0 | 0 |
| 1 | 0 | 1 | 1 | 1 |
| 1 | 1 | 0 | 0 | 1 |
| 1 | 1 | 0 | 1 | 0 |
| 1 | 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 | 1 |



Mux Implementation of Logic Functions #4

K-map

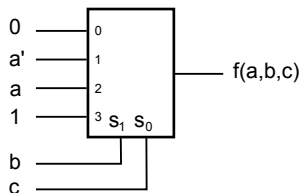
select variables

data variable

| | | | |
|----|---|---|---|
| | | 0 | 1 |
| bc | a | | |
| 00 | | 0 | 0 |
| 01 | | 1 | 0 |
| 11 | | 1 | 1 |
| 10 | | 0 | 1 |



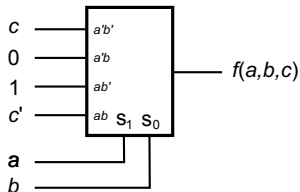
| | |
|----|----|
| bc | |
| 00 | 0 |
| 01 | a' |
| 11 | 1 |
| 10 | a |



Mux Implementation of Logic Functions #5

Algebraic Manipulation

$$\begin{aligned}
 f(a, b, c) &= ab' + b'c + ac' \\
 &= ab'(c + c') + b'c(a + a') + ac'(b + b') \\
 &= ab'c + ab'c' + ab'c + a'b'c + abc' + a'b'c' \\
 &= a'b'c + ab'c + ab'c' + abc' \\
 &= a'b'c + ab'(c + c') + abc' \\
 &= a'b'(c) + a'b(0) + ab'(1) + ab(c')
 \end{aligned}$$



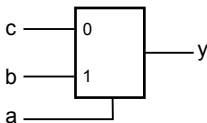
Mux Implementation of Logic Functions #6

Variable Substitution

The output function of the 2-to-1 multiplexer is $y = s'd_0 + sd_1$

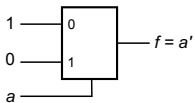
The expression $f(a, b, c) = a'c + ab$ fits the mux equation pattern.

$$\begin{array}{rcccccc} f & = & a' & c & + & a & b \\ \downarrow & & \downarrow & \downarrow & & \downarrow & \downarrow \\ y & = & s' & d_0 & + & s & d_1 \end{array}$$

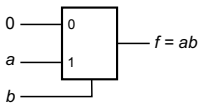


Mux Implementation of Logic Functions #7

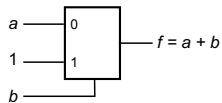
Implementing Basic Logic Gates



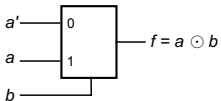
NOT



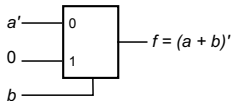
AND



OR



XNOR

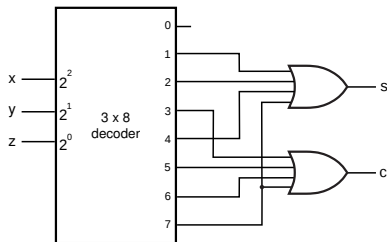


NOR

Decoders

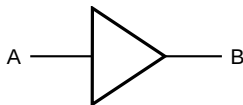
$$s(x, y, z) = \sum m(1, 2, 4, 7)$$

$$c(x, y, z) = \sum m(3, 5, 6, 7)$$



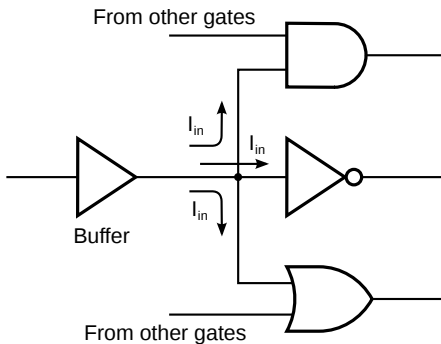
Buffer Truth Table

| A | B |
|---|---|
| 0 | 0 |
| 1 | 1 |



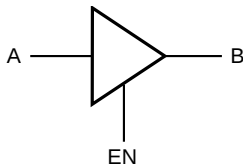
Buffer Application

Using buffer to increase current

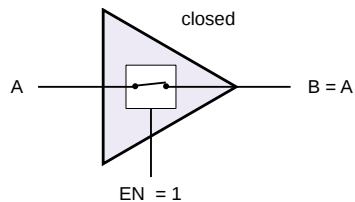
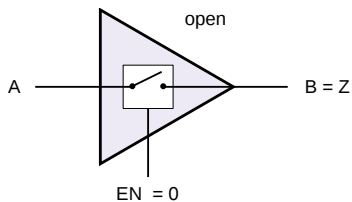


Tristate Buffer Truth Table

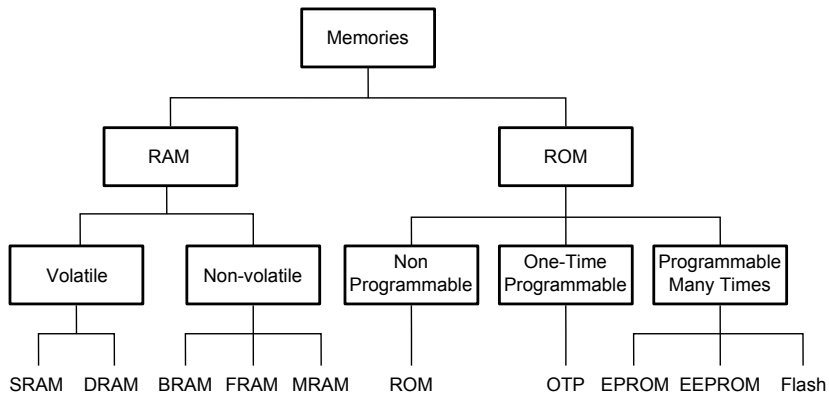
| A | EN | B |
|---|----|---|
| 0 | 1 | 0 |
| 1 | 1 | 1 |
| × | 0 | Z |



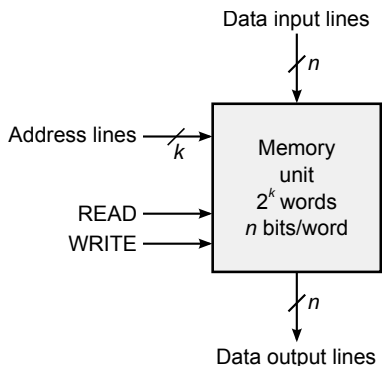
Tristate Buffer Equivalent Circuit



Memory Taxonomy



Simplified Memory Model



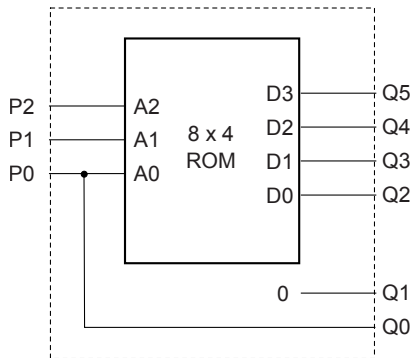
Terms:

- **Organization**
 $= 2^k \times n$
- **#locations (a.k.a. entry, row or "word")**
 $= 2^k$
- **index is called "address"**
- **#bits/location**
 $= \text{word size}$
 $= n$

ROM-based Lookup Table (LUT)

| Inputs | | | Outputs | | | | | | Decimal |
|--------|----|----|---------|----|----|----|----|----|---------|
| P2 | P1 | P0 | Q5 | Q4 | Q3 | Q2 | Q1 | Q0 | |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 |
| 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 4 |
| 0 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | 1 | 9 |
| 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 16 |
| 1 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 25 |
| 1 | 1 | 0 | 1 | 0 | 0 | 1 | 0 | 0 | 36 |
| 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 1 | 49 |

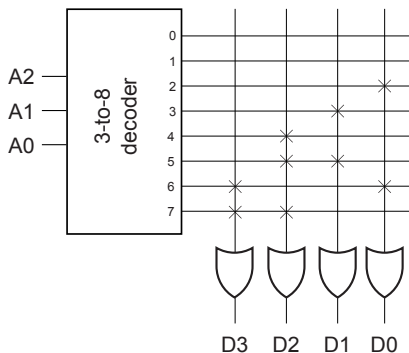
ROM-Based Squarer



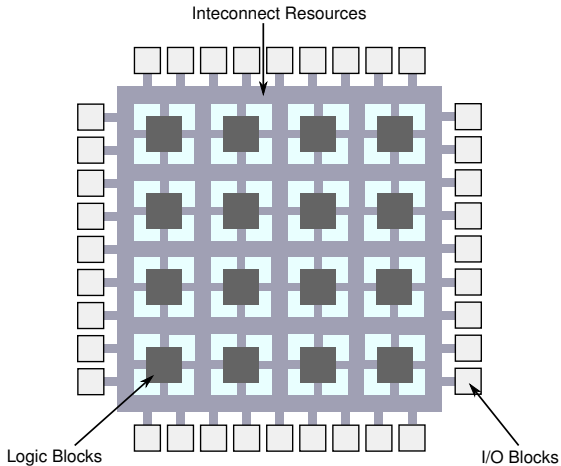
Squarer ROM Contents

| Input | | | Output | | | |
|-------|----|----|--------|----|----|----|
| A2 | A1 | A0 | D3 | D2 | D1 | D0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 | 0 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 0 | 1 |
| 0 | 1 | 1 | 0 | 0 | 1 | 0 |
| 1 | 0 | 0 | 0 | 1 | 0 | 0 |
| 1 | 0 | 1 | 0 | 1 | 1 | 0 |
| 1 | 1 | 0 | 1 | 0 | 0 | 1 |
| 1 | 1 | 1 | 1 | 1 | 0 | 0 |

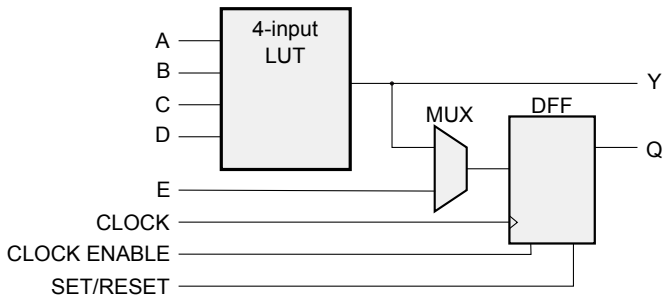
Squarer ROM Programming



Basic Architecture of FPGA



Basic Architecture of Logic Blocks

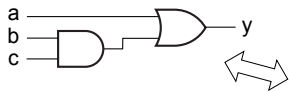


LB Lookup Tables

They are just muxes

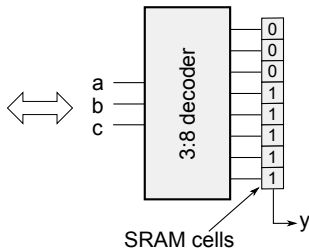
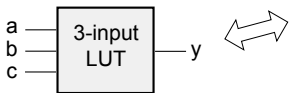
Required function

$$y = a \mid (b \& c)$$

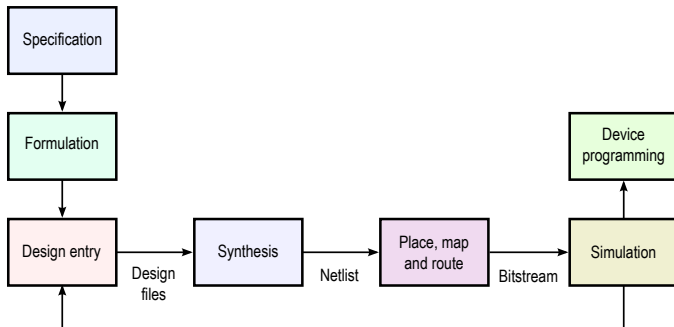


Truth table

| a | b | c | y |
|---|---|---|---|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 |



CPLD/FPGA Design Flow



Quartus handles both Altera CPLD and FPGA

- Simple designs → use schematic capture
- Complex designs → use hardware design language (HDL) e.g. VHDL or Verilog