

Organisation und Architektur von Rechnern

Lecture 10

Instructor:

Reinhard v. Hanxleden

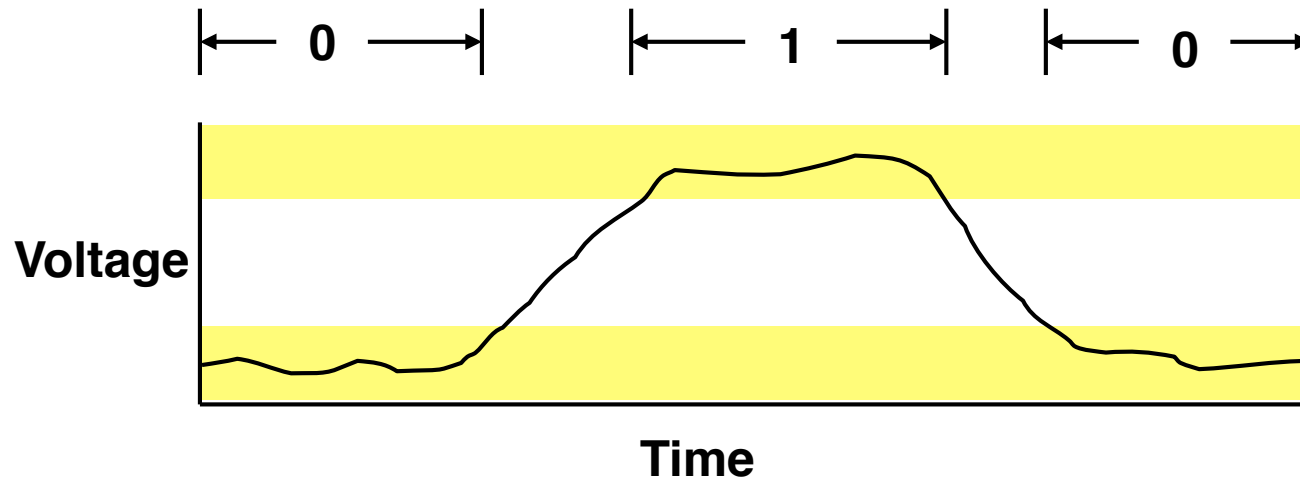
<http://www.informatik.uni-kiel.de/rtsys/teaching/v-sysinf2>

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Overview of Logic Design

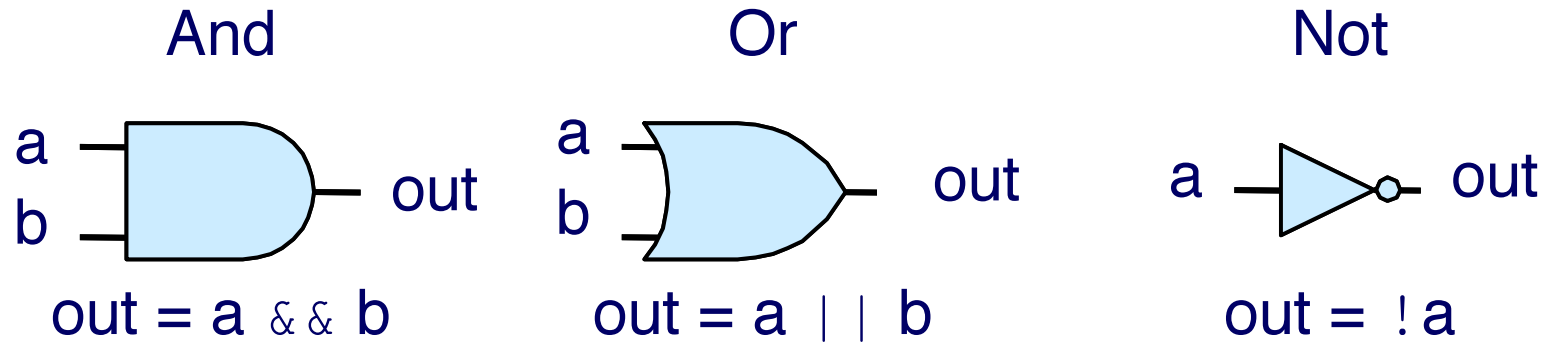
- **Fundamental Hardware Requirements**
 - Communication
 - How to get values from one place to another
 - Computation
 - Storage
- **Bits are Our Friends**
 - Everything expressed in terms of values 0 and 1
 - Communication
 - Low or high voltage on wire
 - Computation
 - Compute Boolean functions
 - Storage
 - Store bits of information

Digital Signals

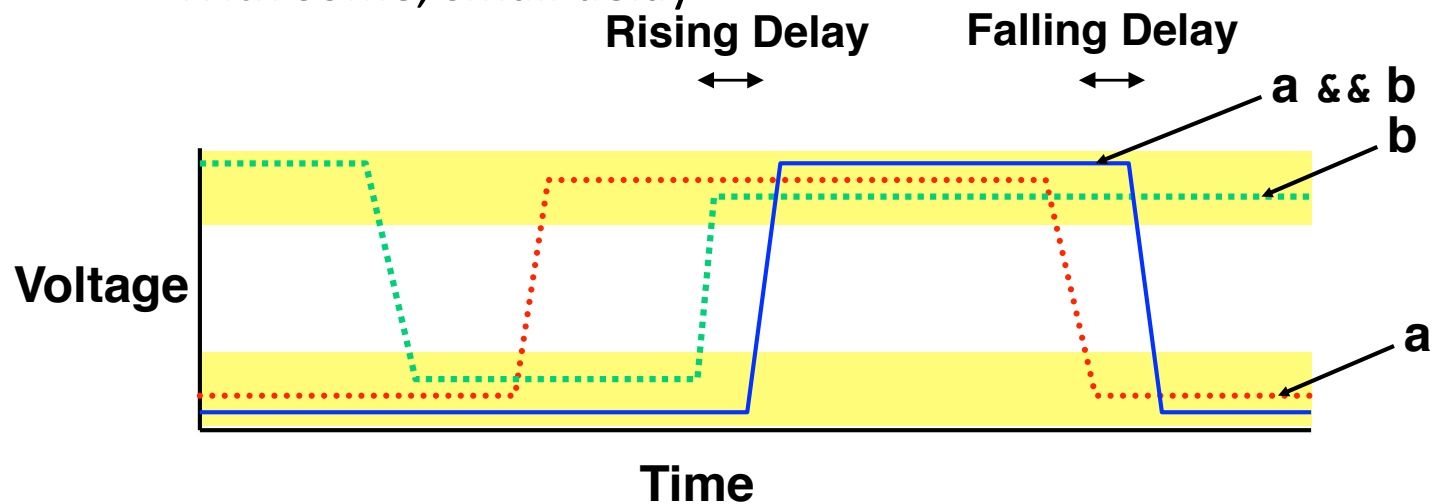


- Use voltage thresholds to extract discrete values from continuous signal
- Simplest version: 1-bit signal
 - Either high range (1) or low range (0)
 - With guard range between them
- Not strongly affected by noise or low quality circuit elements
 - Can make circuits simple, small, and fast

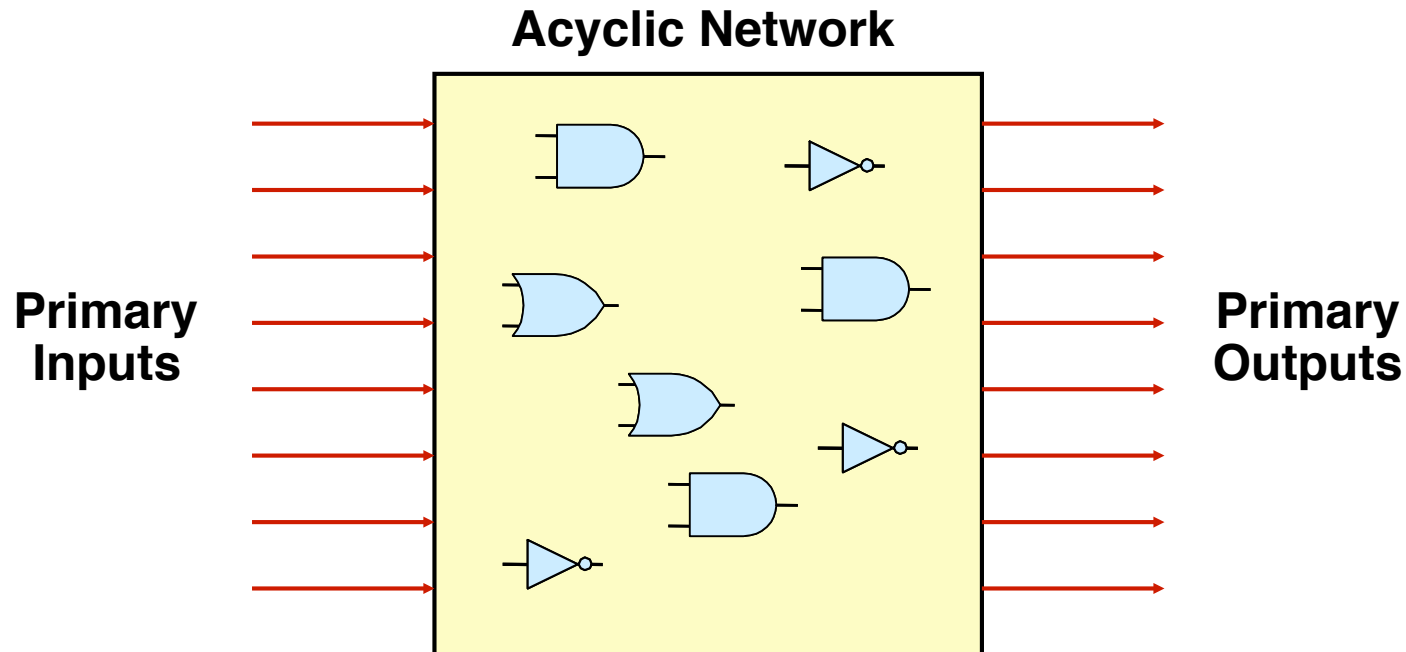
Computing with Logic Gates



- Outputs are Boolean functions of inputs
- Respond continuously to changes in inputs
 - With some, small delay



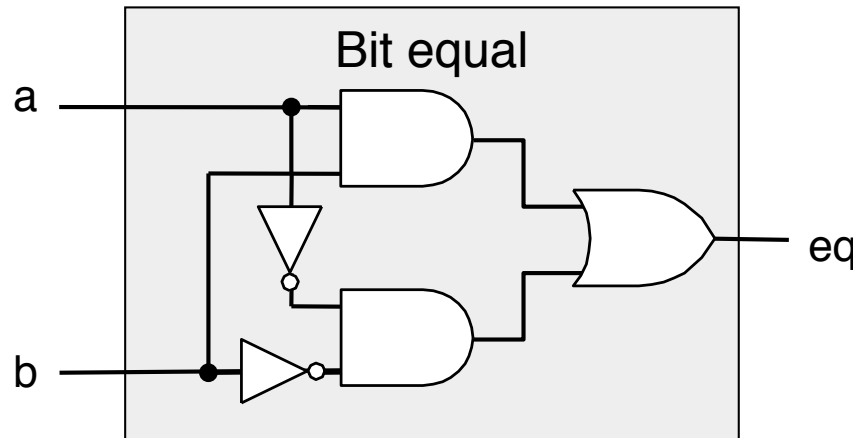
Combinational Circuits



■ Acyclic Network of Logic Gates

- Continuously responds to changes on primary inputs
- Primary outputs become (after some delay) Boolean functions of primary inputs

Bit Equality



HCL Expression

```
bool eq = (a&&b) || (!a&&!b)
```

- Generate 1 if a and b are equal
- **Hardware Control Language (HCL)**
 - Very simple hardware description language
 - Boolean operations have syntax similar to C logical operations
 - We'll use it to describe control logic for processors

Hardware Control Language

- Very simple hardware description language
- Can only express limited aspects of hardware operation
 - Parts we want to explore and modify

■ Data Types

- `bool`: Boolean
 - `a, b, c, ...`
- `int`: words
 - `A, B, C, ...`
 - Does not specify word size---bytes, 32-bit words, ...

■ Statements

- `bool a = bool-expr ;`
- `int A = int-expr ;`

HCL Operations

- Classify by type of value returned

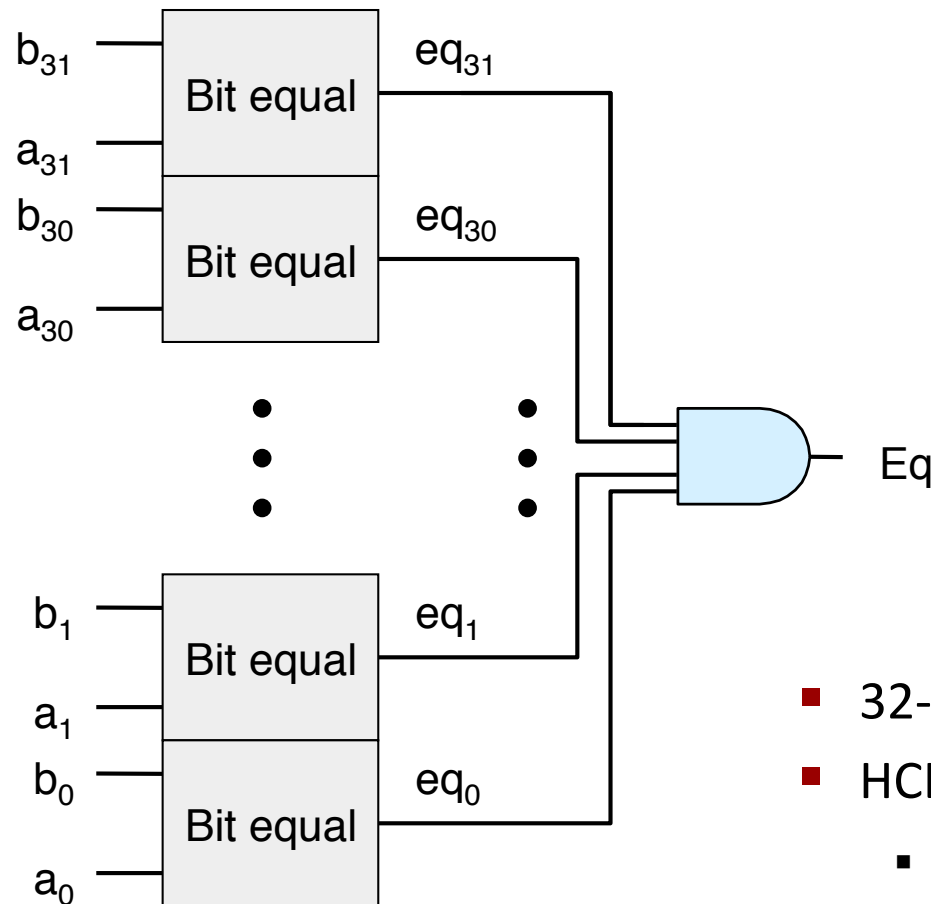
■ Boolean Expressions

- Logic Operations
 - `a && b, a || b, !a`
- Word Comparisons
 - `A == B, A != B, A < B, A <= B, A >= B, A > B`
- Set Membership
 - `A in { B, C, D }`
 - Same as `A == B || A == C || A == D`

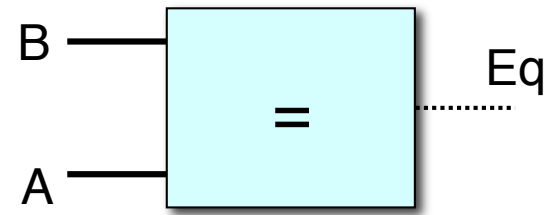
■ Word Expressions

- Case expressions
 - `[a : A; b : B; c : C]`
 - Evaluate test expressions `a, b, c, ...` in sequence
 - Return word expression `A, B, C, ...` for first successful test

Word Equality



Word-Level Representation

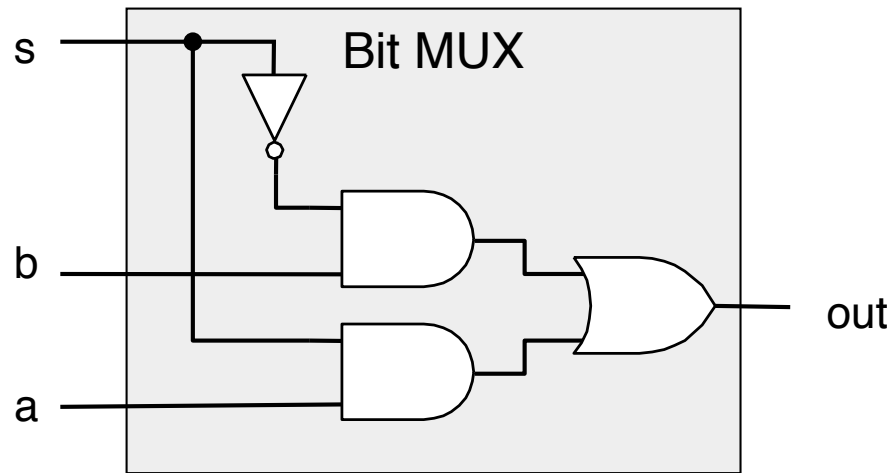


HCL Representation

```
bool Eq = (A == B)
```

- 32-bit word size
- HCL representation
 - Equality operation
 - Generates Boolean value

Bit-Level Multiplexor

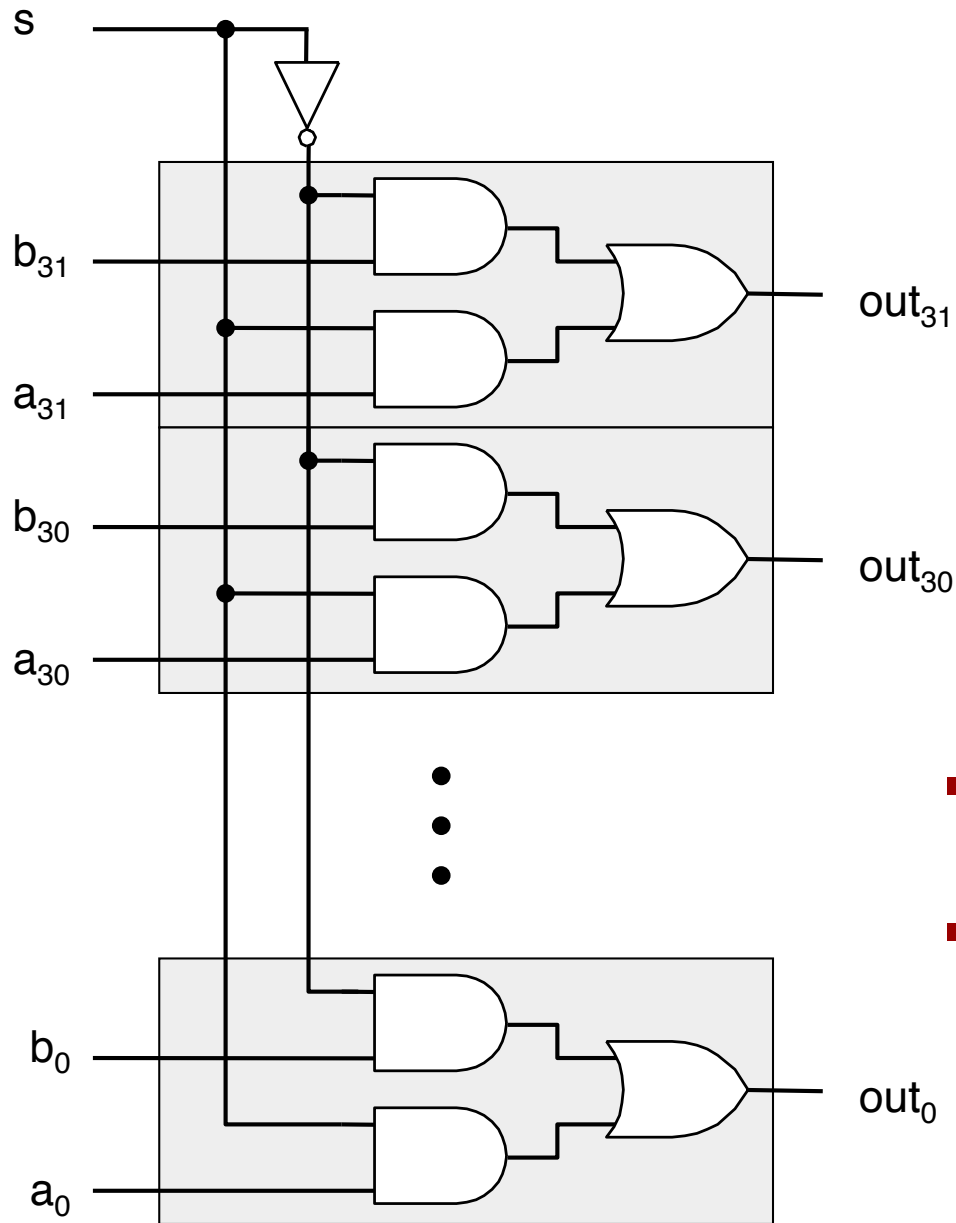


HCL Expression

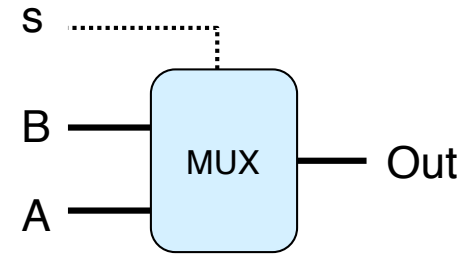
```
bool out = (s&&a) || (!s&&b)
```

- Control signal s
- Data signals a and b
- Output a when $s=1$, b when $s=0$

Word Multiplexor



Word-Level Representation



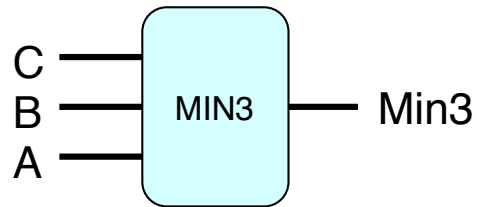
HCL Representation

```
int Out = [
    s : A;
    1 : B;
];
```

- Select input word A or B depending on control signal s
- HCL representation
 - Case expression
 - Series of test : value pairs
 - Output value for first successful test

HCL Word-Level Examples

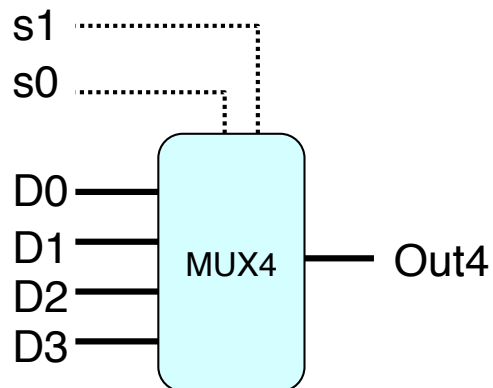
Minimum of 3 Words



```
int Min3 = [  
    A <= B && A <= C : A;  
    B <= A && B <= C : B;  
    1                  : C;  
];
```

- Find minimum of three input words
- HCL case expression
- Final case guarantees match

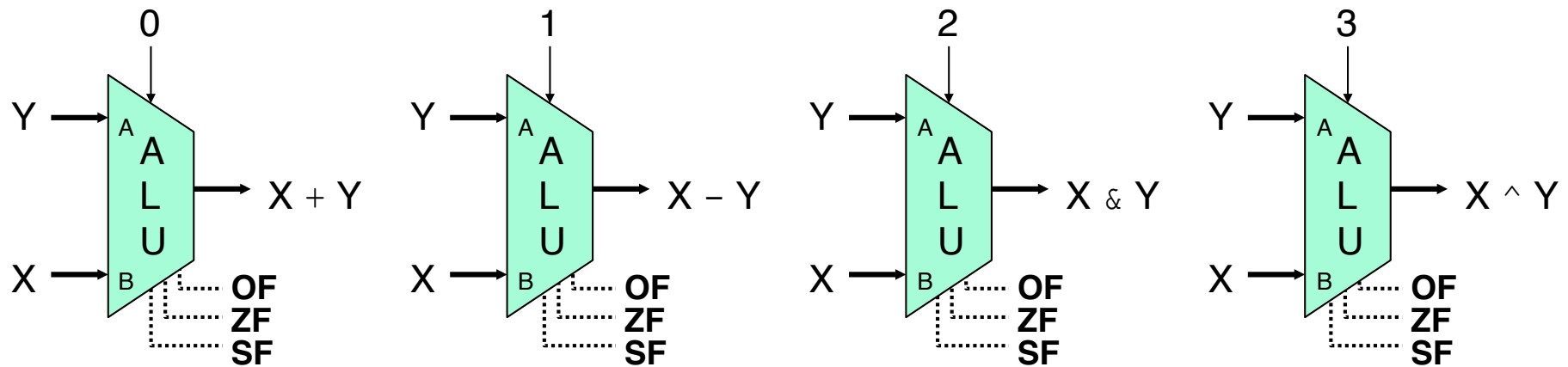
4-Way Multiplexor



```
int Out4 = [  
    !s1 && !s0 : D0;  
    !s1       : D1;  
    !s0       : D2;  
    1         : D3;  
];
```

- Select one of 4 inputs based on two control bits
- HCL case expression
- Simplify tests by assuming sequential matching

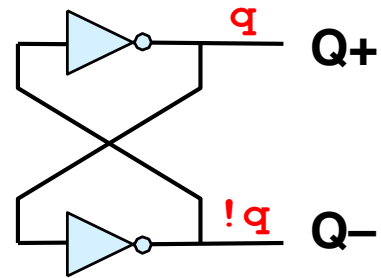
Arithmetic Logic Unit



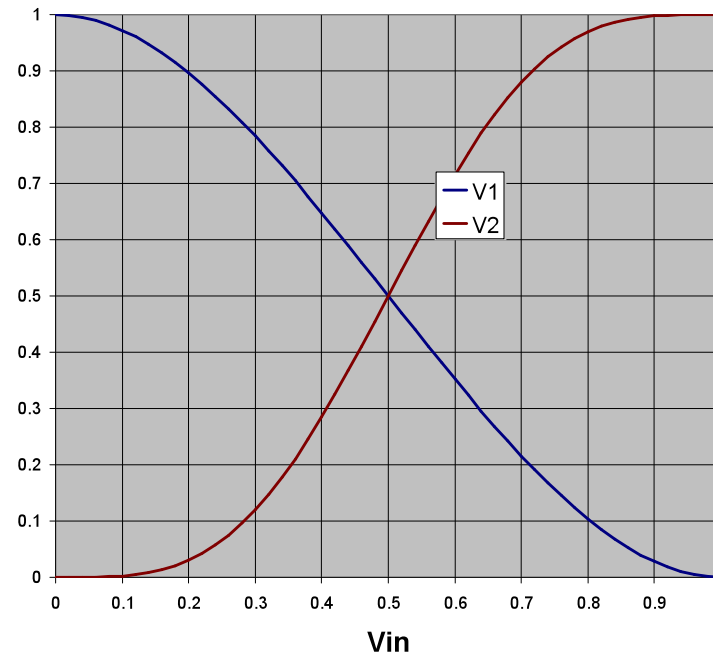
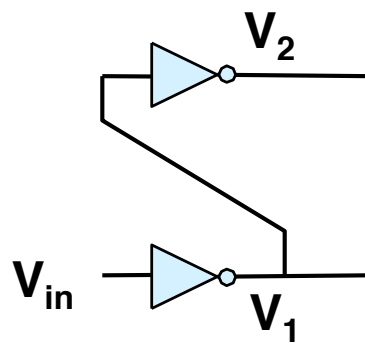
- Combinational logic
 - Continuously responding to inputs
- Control signal selects function computed
 - Corresponding to 4 arithmetic/logical operations in Y86
- Also computes values for condition codes

Storing 1 Bit

Bistable Element

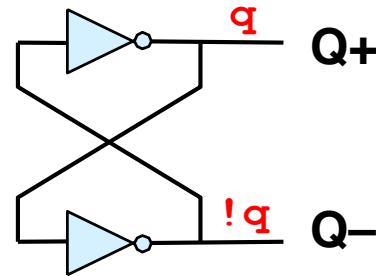


$q = 0$ or 1 v_i

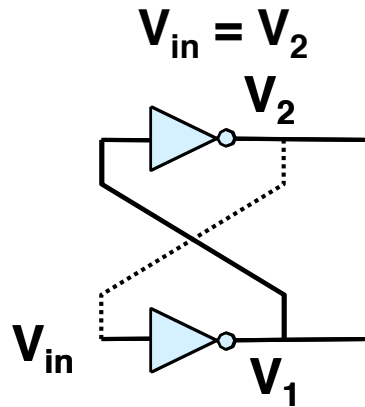


Storing 1 Bit (cont.)

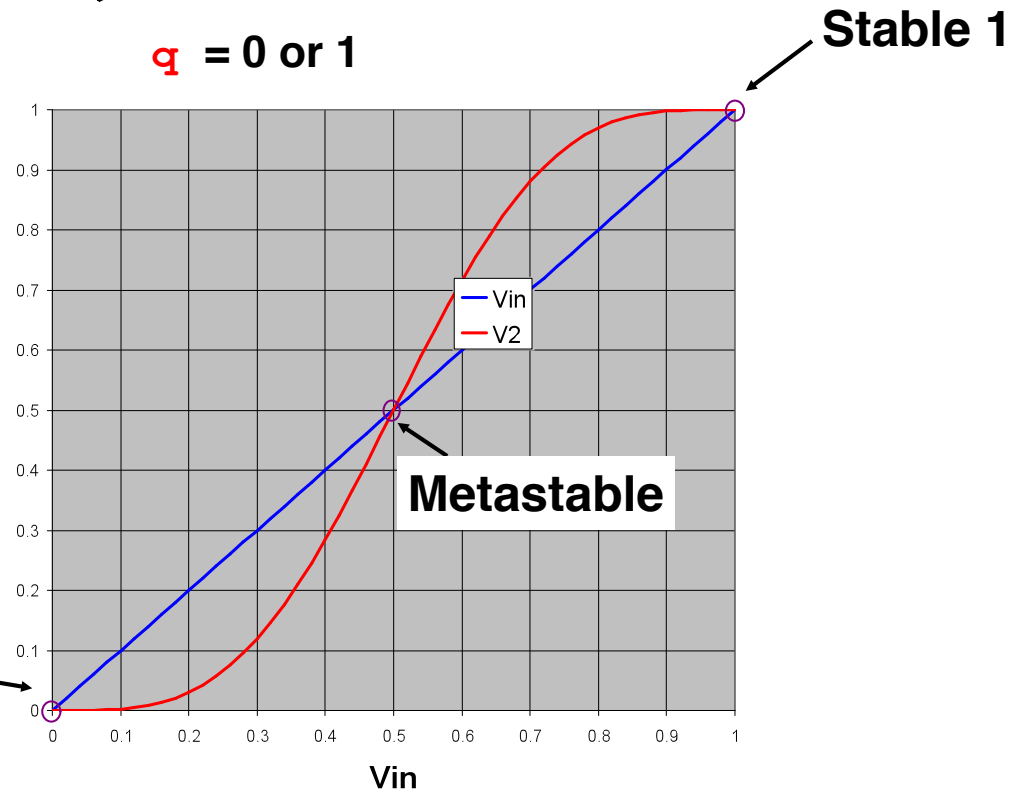
Bistable Element



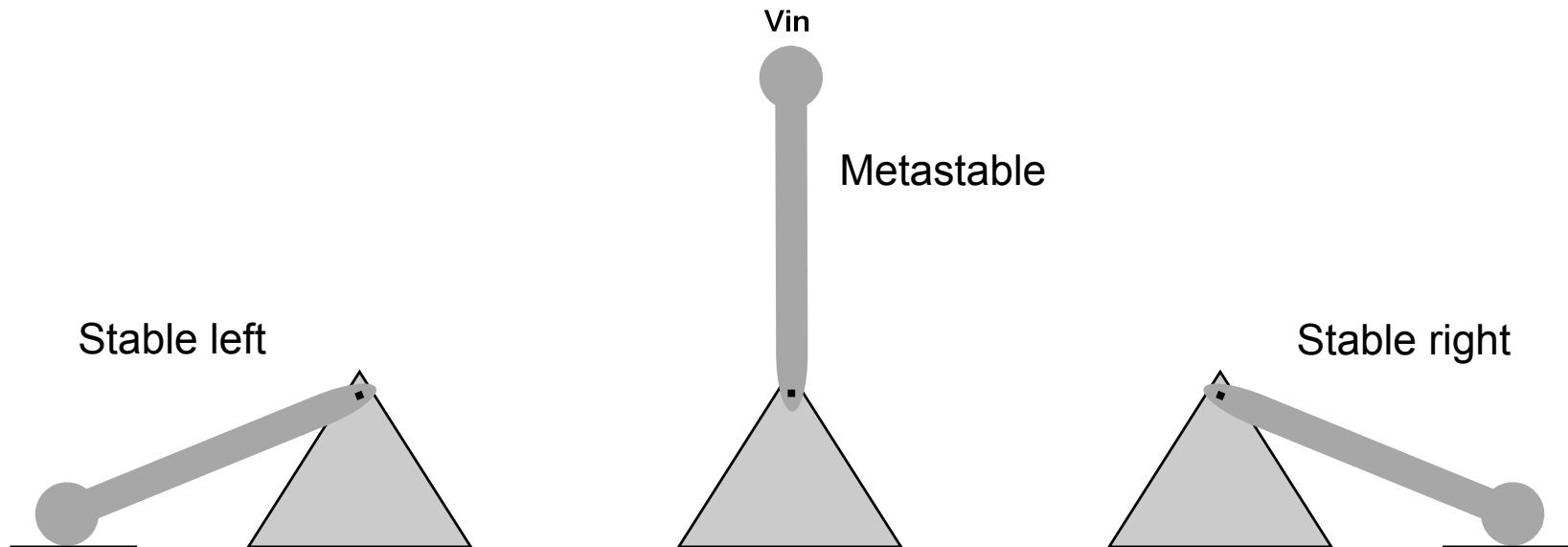
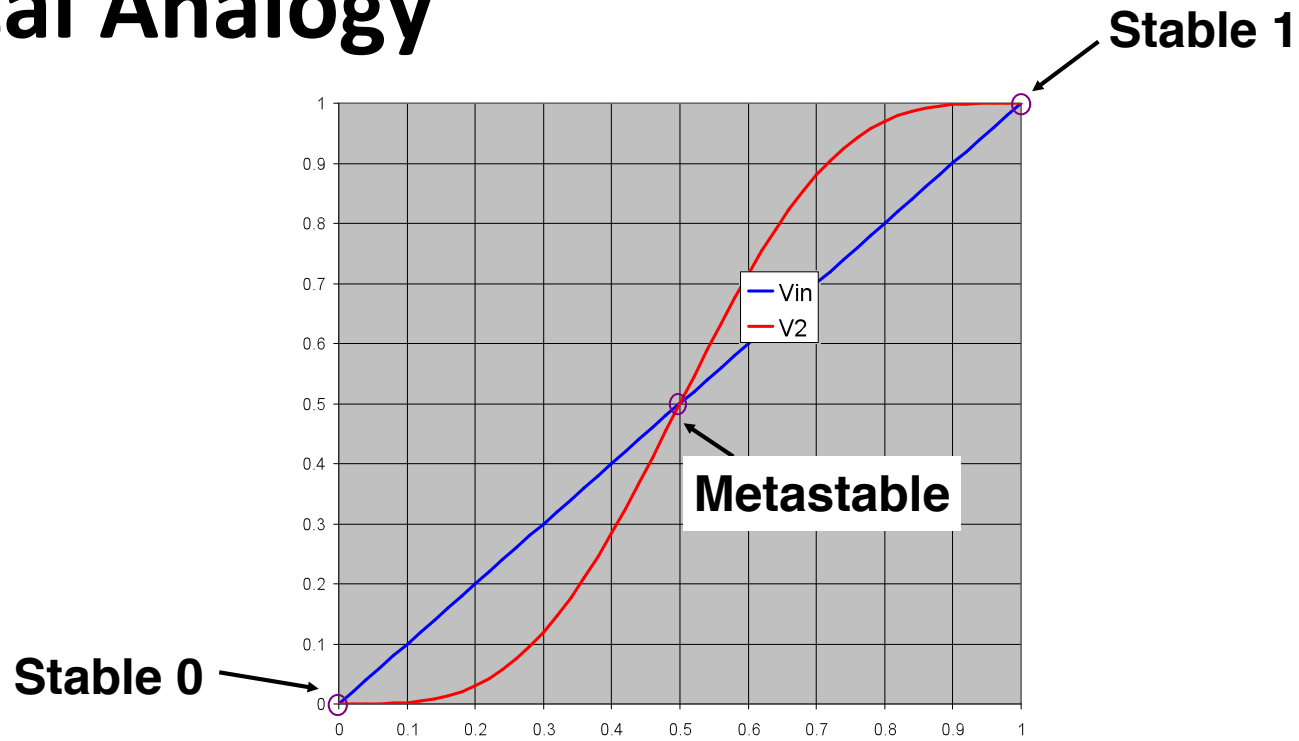
q = 0 or 1



Stable 0

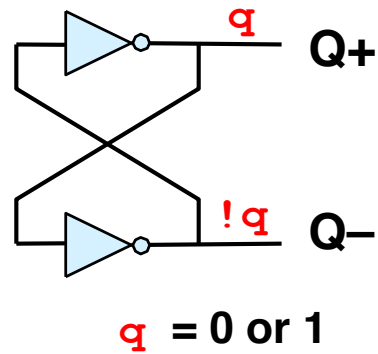


Physical Analogy

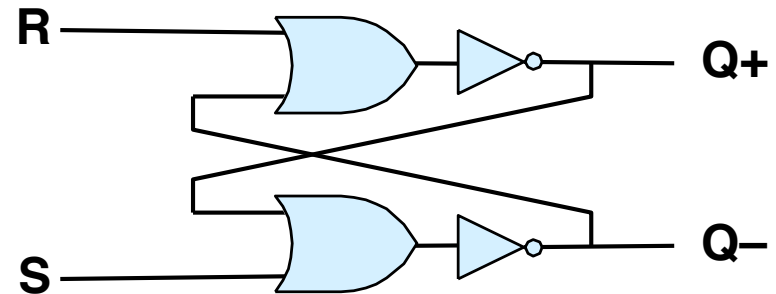


Storing and Accessing 1 Bit

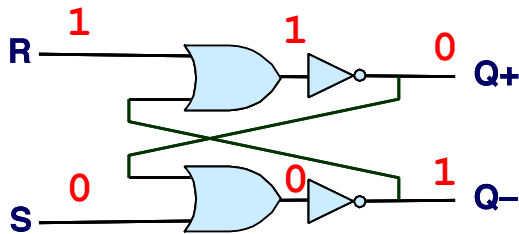
Bistable Element



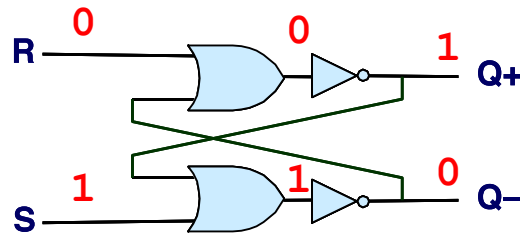
R-S Latch



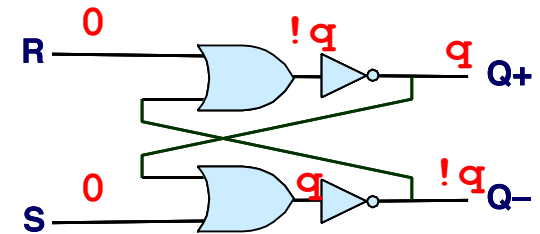
Resetting



Setting

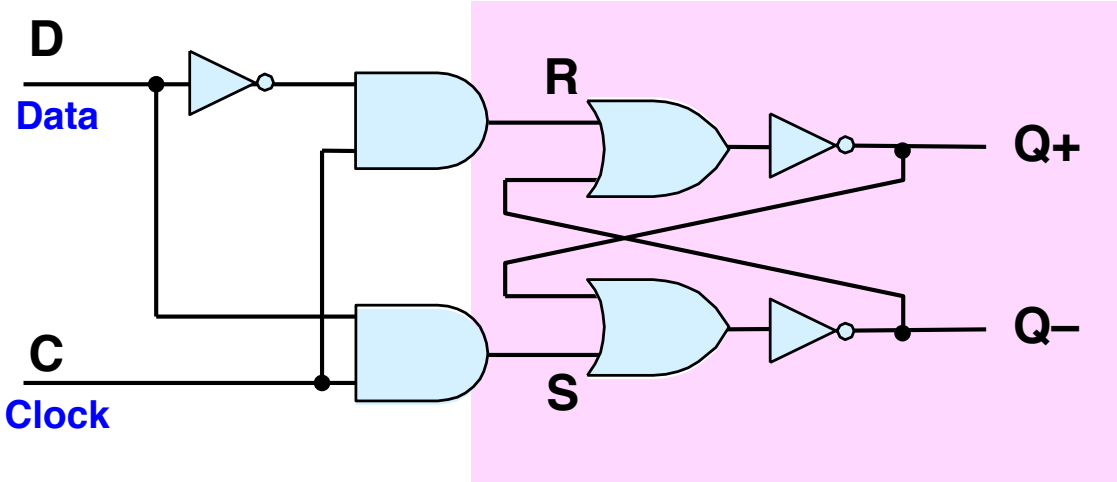


Storing

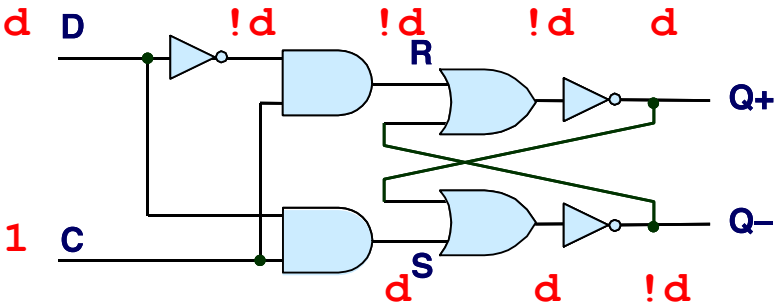


1-Bit Latch

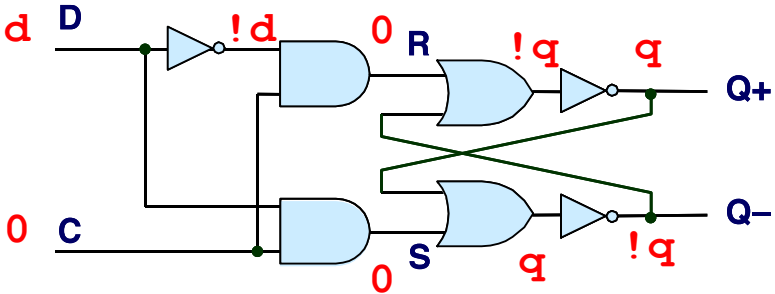
D Latch



Latching

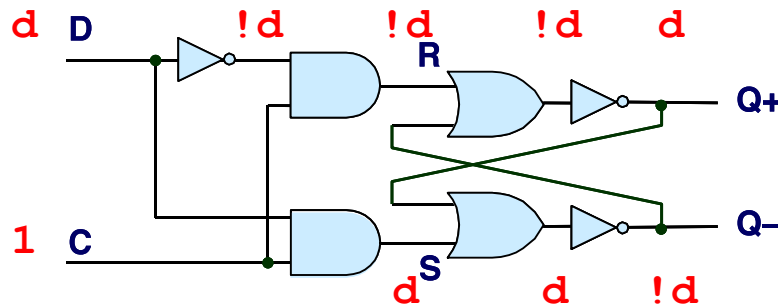


Storing

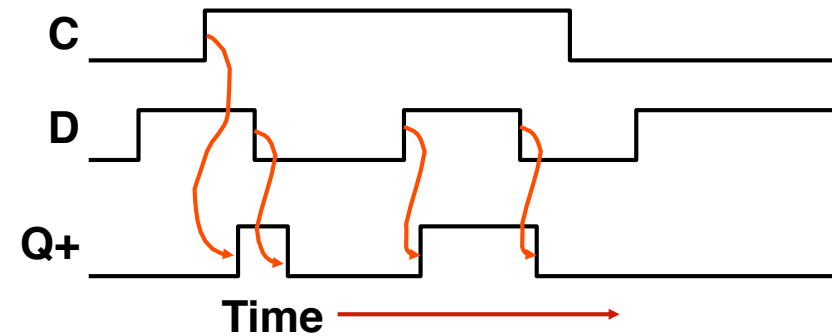


Transparent 1-Bit Latch

Latching

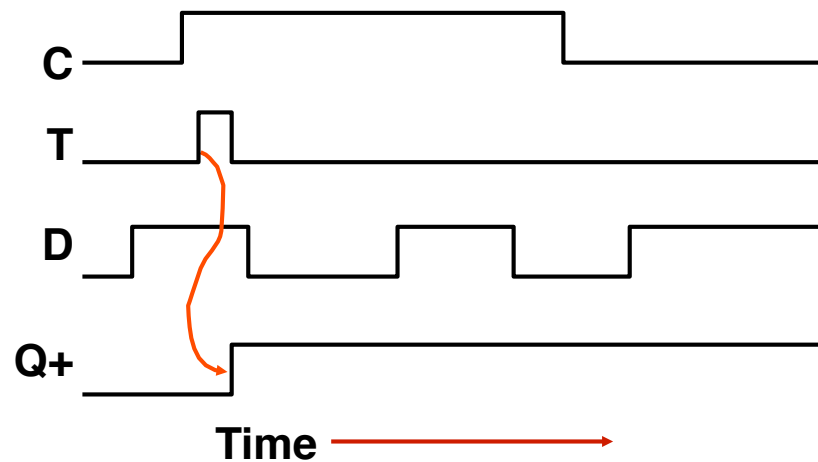
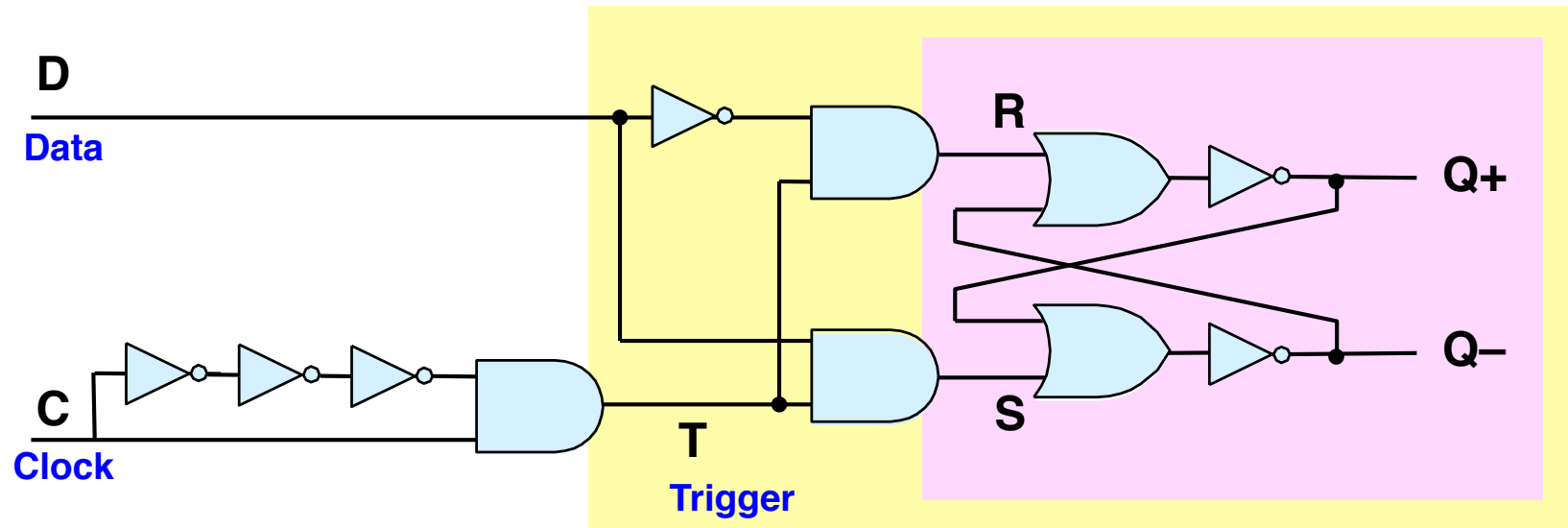


Changing D



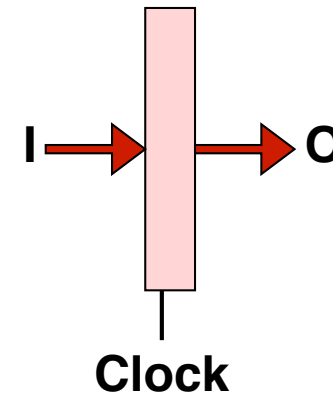
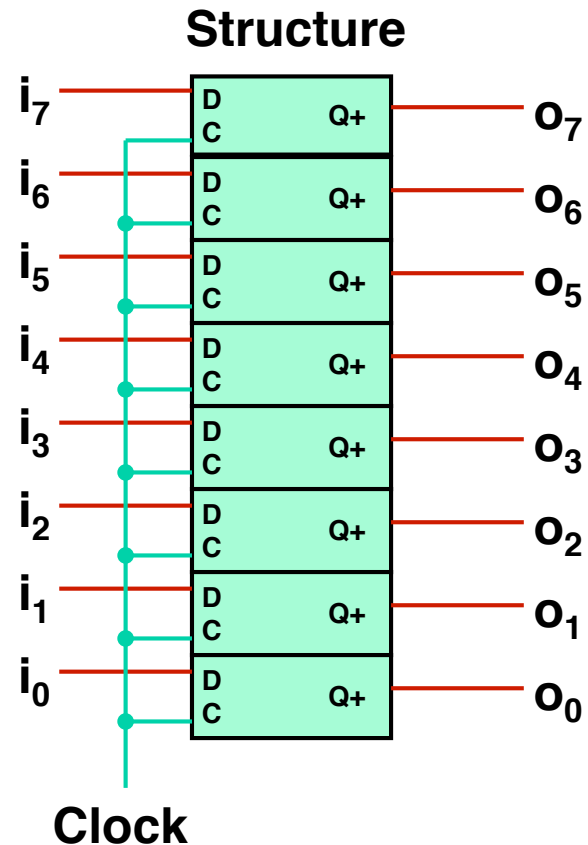
- When in latching mode, combinational propagation from D to $Q+$ and $Q-$
- Value latched depends on value of D as C falls

Edge-Triggered Latch



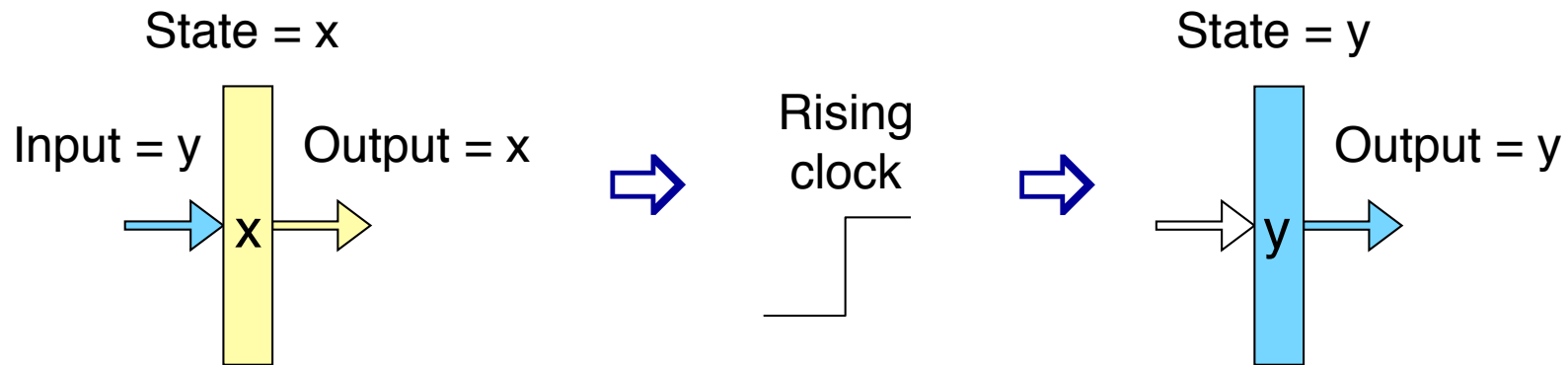
- Only in latching mode for brief period
 - Rising clock edge
- Value latched depends on data as clock rises
- Output remains stable at all other times

Registers



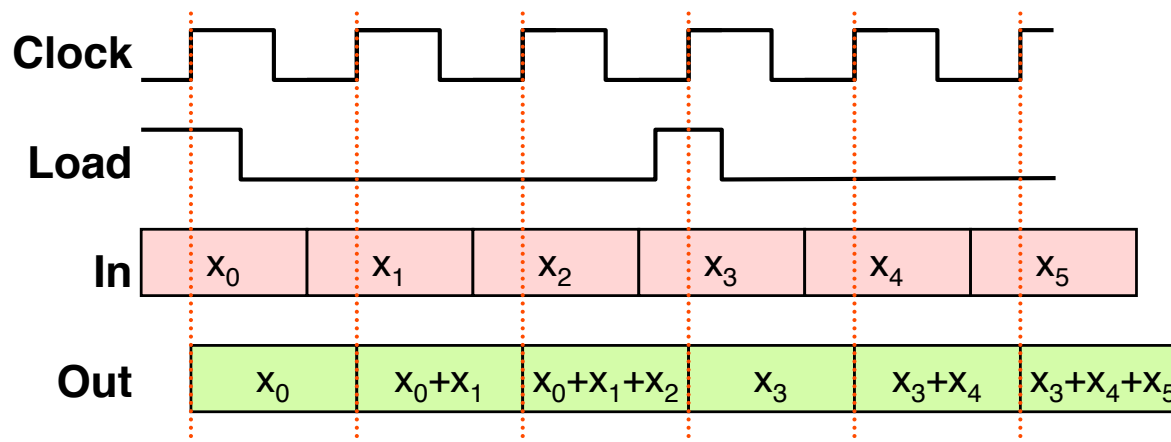
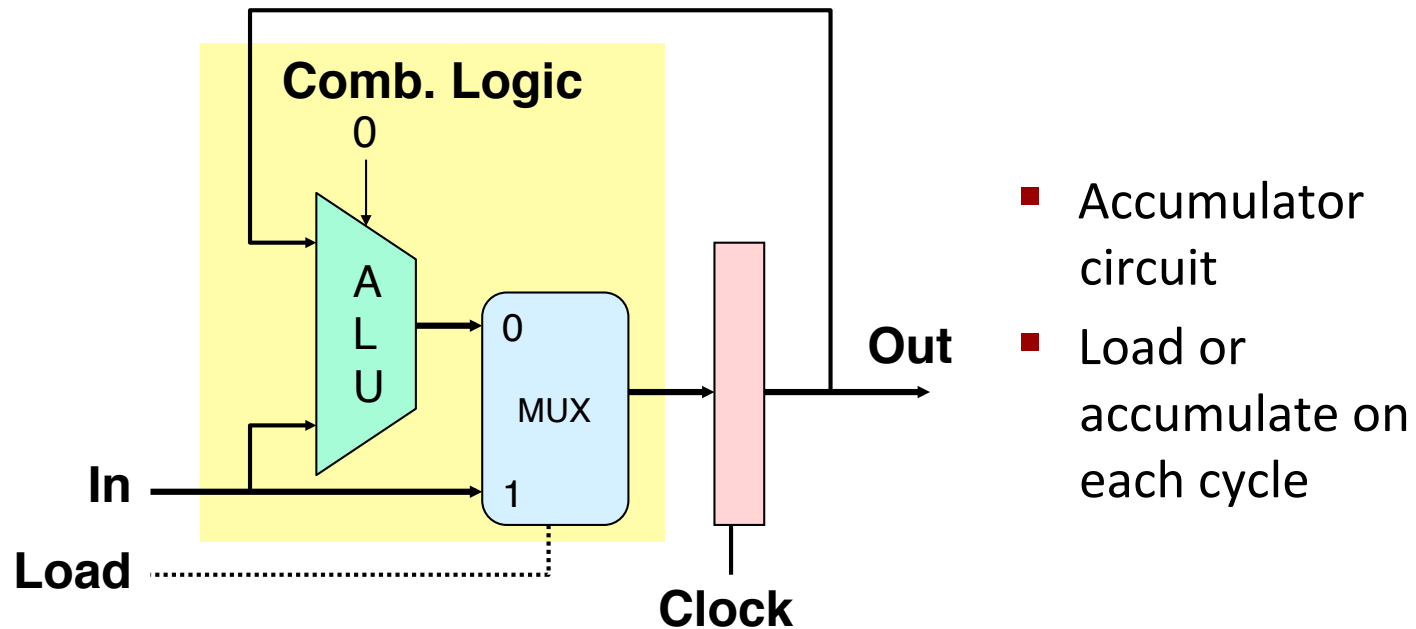
- Stores word of data
 - Different from *program registers* seen in assembly code
- Collection of edge-triggered latches
- Loads input on rising edge of clock

Register Operation

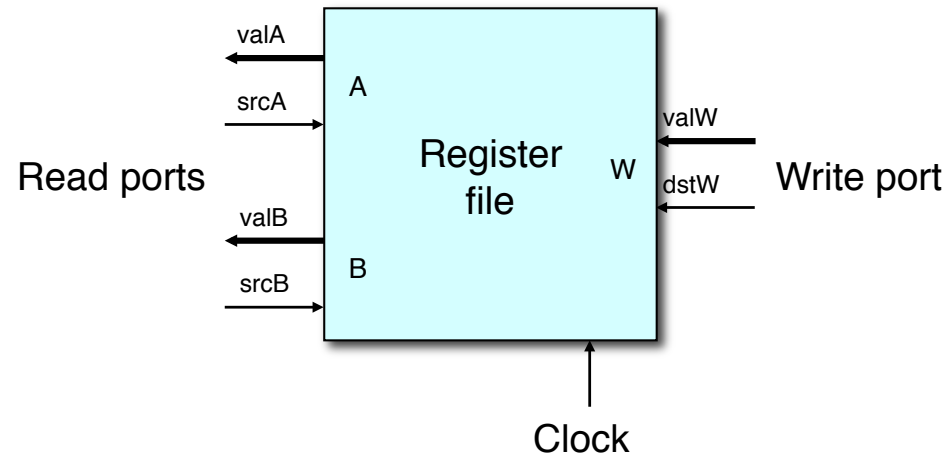


- Stores data bits
- For most of time acts as barrier between input and output
- As clock rises, loads input

State Machine Example

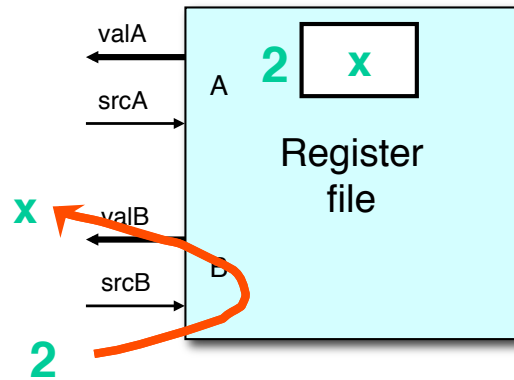


Random-Access Memory



- Stores multiple words of memory
 - Address input specifies which word to read or write
- Register file
 - Holds values of program registers
 - `%eax`, `%esp`, etc.
 - Register identifier serves as address
 - ID 8 implies no read or write performed
- Multiple Ports
 - Can read and/or write multiple words in one cycle
 - Each has separate address and data input/output

Register File Timing

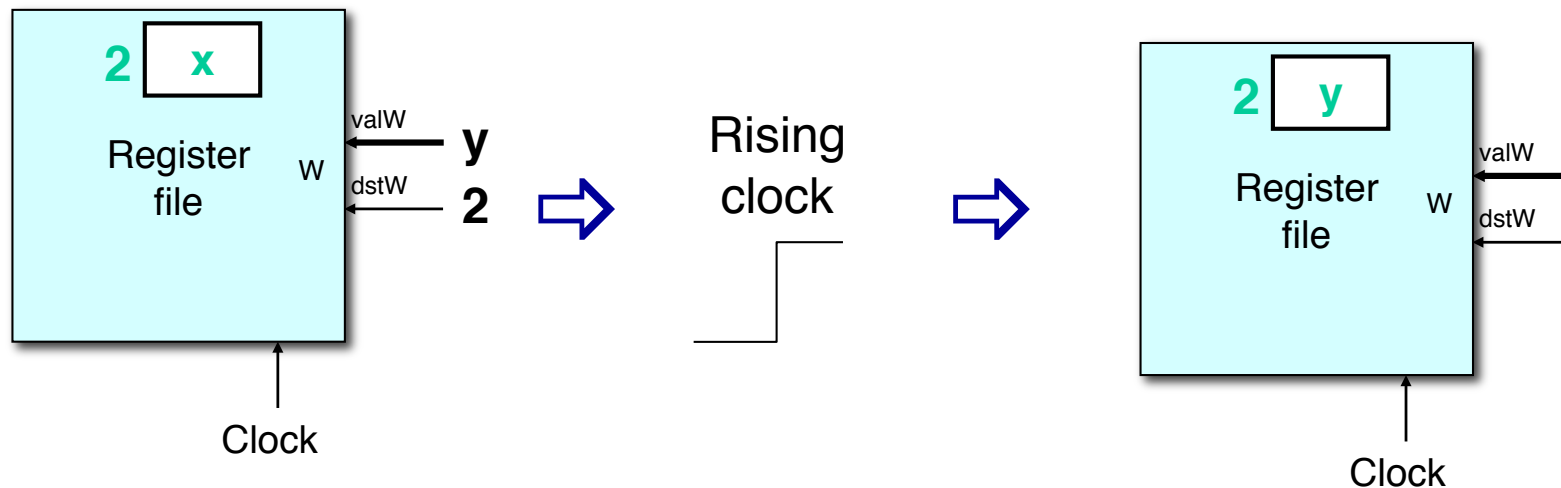


■ Reading

- Like combinational logic
- Output data generated based on input address
 - After some delay

■ Writing

- Like register
- Update only as clock rises



Summary

■ Computation

- Performed by combinational logic
- Computes Boolean functions
- Continuously reacts to input changes

■ Storage

- Registers
 - Hold single words
 - Loaded as clock rises
- Random-access memories
 - Hold multiple words
 - Possible multiple read or write ports
 - Read word when address input changes
 - Write word as clock rises