

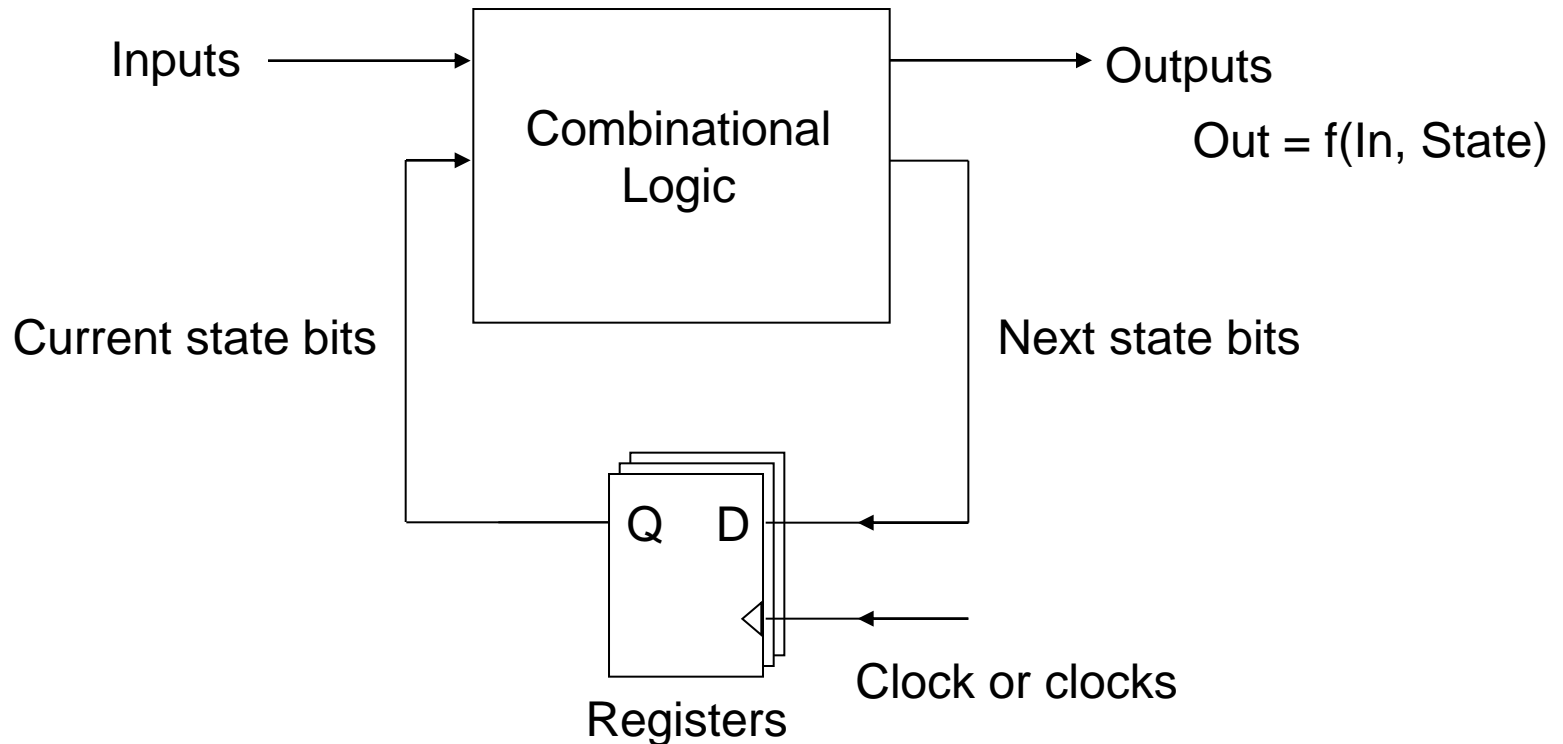
# Sequential Logic

## References:

Adapted from: *Digital Integrated Circuits: A Design Perspective*, J. Rabaey, Prentice Hall © UCB

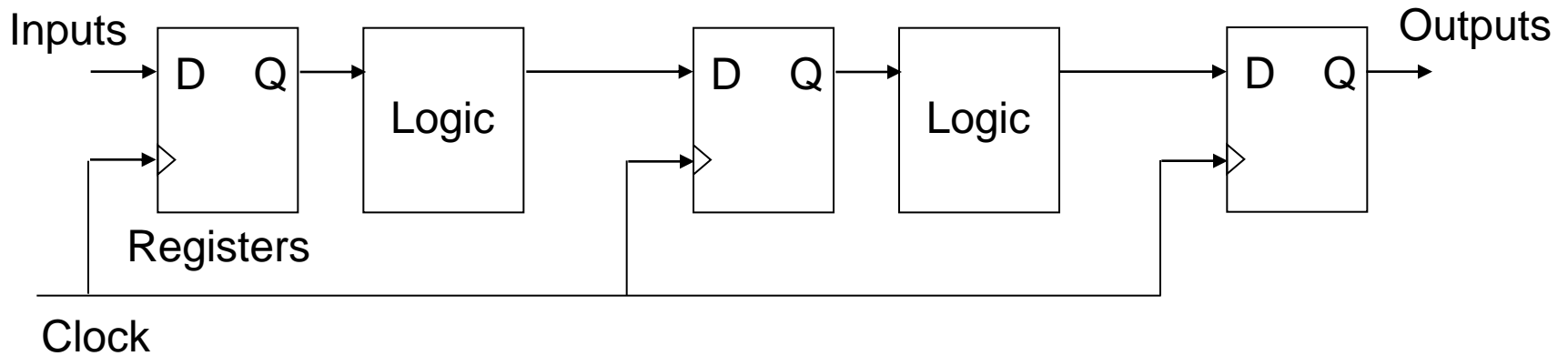
*Principles of CMOS VLSI Design: A Systems Perspective*,  
N. H. E. Weste, K. Eshraghian, Addison Wesley

# Clocked Systems: Finite State Machines



Registers serve as storage element to store past history

# Clocked Systems: Pipelined Systems

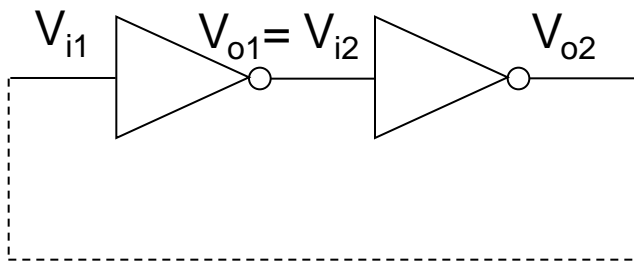


Registers serve as storage element to capture the output of each processing stage

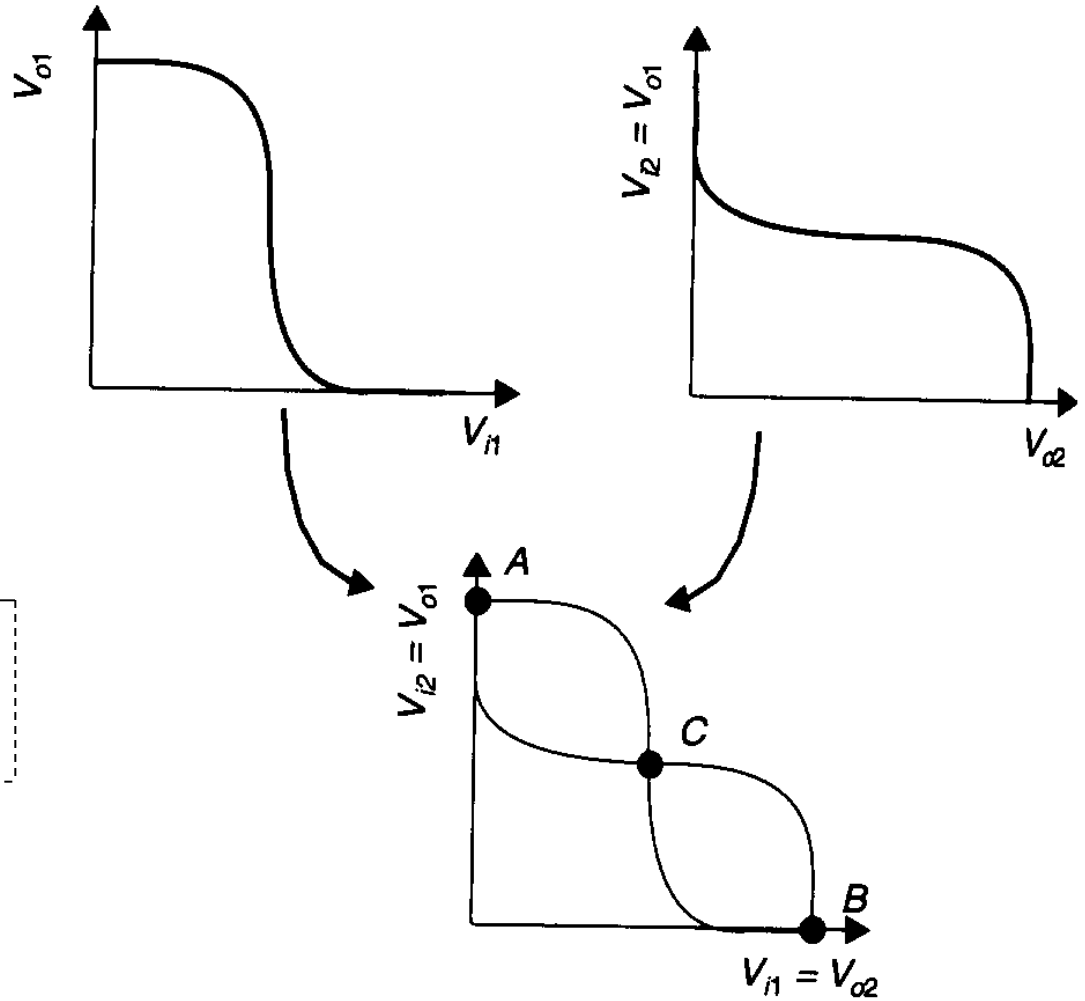
# Storage Mechanisms

- Positive feedback
  - Connect one or more output signals back to the input
  - Regenerative, signal can be held indefinitely, static
- Charge-based
  - Use charge storage to store signal value
  - Need refreshing to overcome charge leakage, dynamic

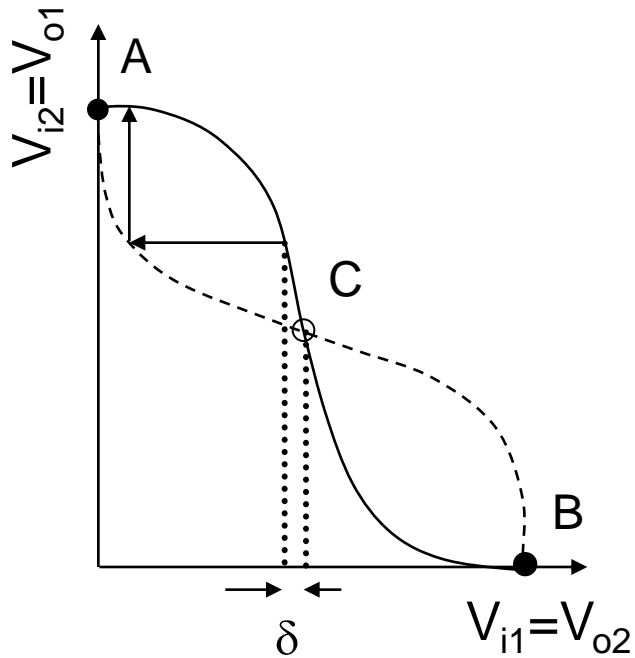
# Positive Feedback: Two Cascaded Inverters



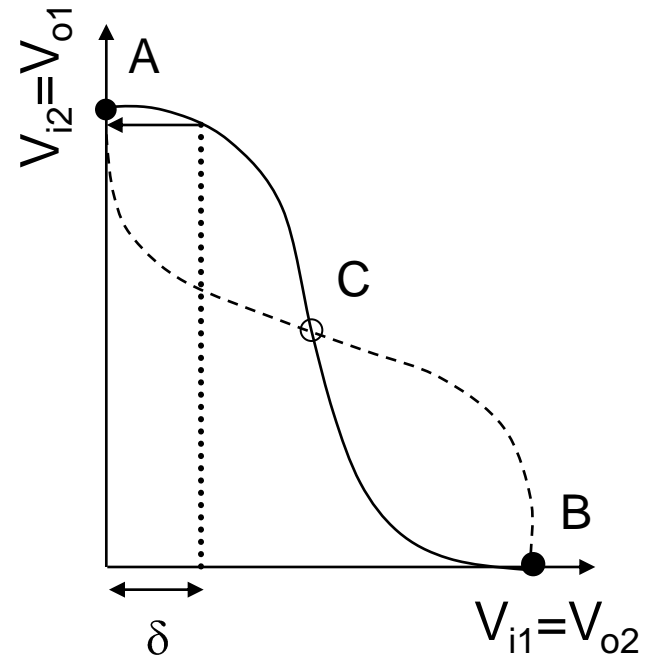
$$V_{i2} = V_{o1}$$



# Bi-Stability and Meta-Stability



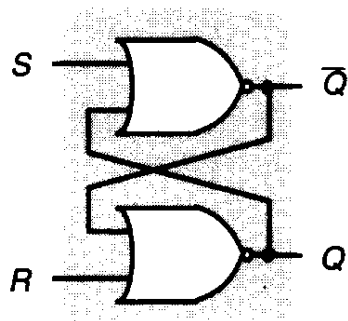
Gain larger than 1 amplifies the deviation from C



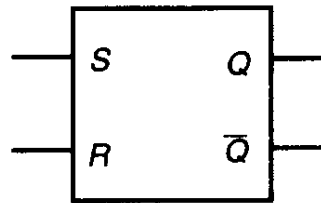
Gain less than 1 reduces the deviation from A

# SR-Flip Flop

- NOR-based SR flip-flop, positive logic



Schematic

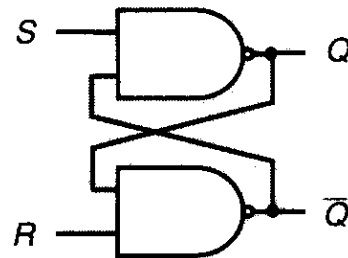


Logic Symbol

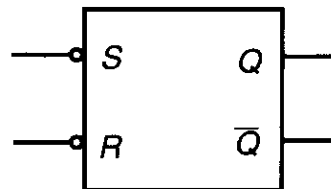
$S$	$R$	$Q$	$\bar{Q}$
0	0	$Q$	$\bar{Q}$
1	0	1	0
0	1	0	1
1	1	0	0

Characteristic table

- NAND-based SR flip-flop, negative logic



Schematic

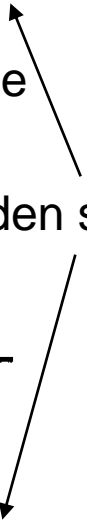


Logic Symbol

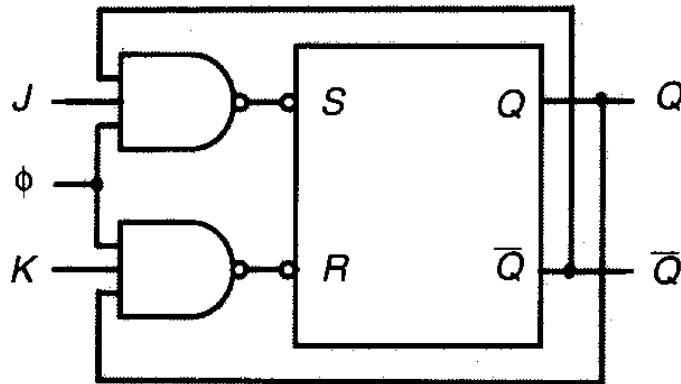
$S$	$R$	$Q$	$\bar{Q}$
1	1	$Q$	$\bar{Q}$
0	1	1	0
1	0	0	1
0	0	1	1

Characteristic table

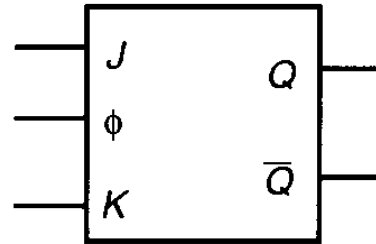
Forbidden state



# JK- Flip Flop



Schematic



Logic Symbol

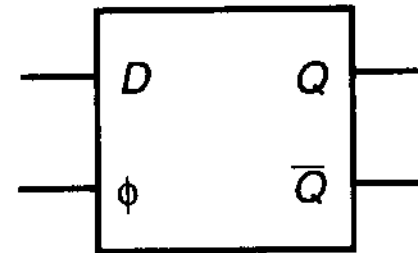
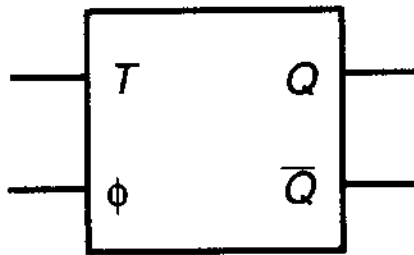
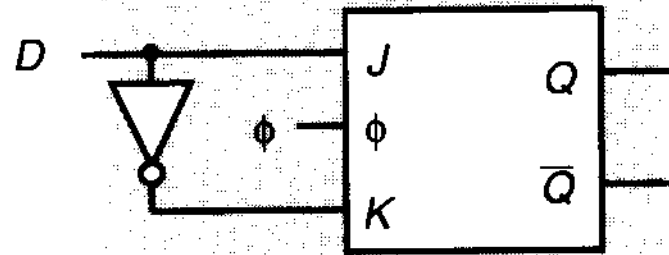
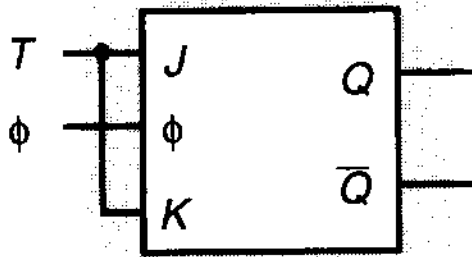
$J_n$	$K_n$	$Q_{n+1}$
0	0	$Q_n$
0	1	0
1	0	1
1	1	$\bar{Q}_n$

Characteristic table

- Clock input  $\phi$  to synchronize changes in the output logic states of flip-flops
- Forbidden state is eliminated,
- But repeated toggling when  $J = K = 1$ , need to keep clock pulse small  $<$  propagation delay of FF



# Other Flip-Flops

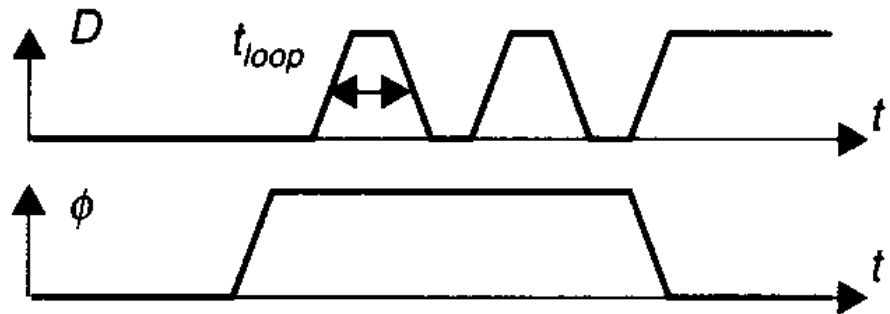
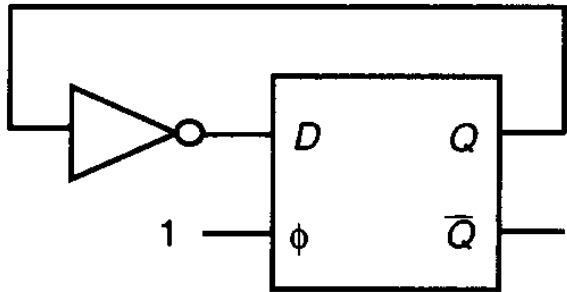


Toggle or T flip-flop

Delay or D flip-flop

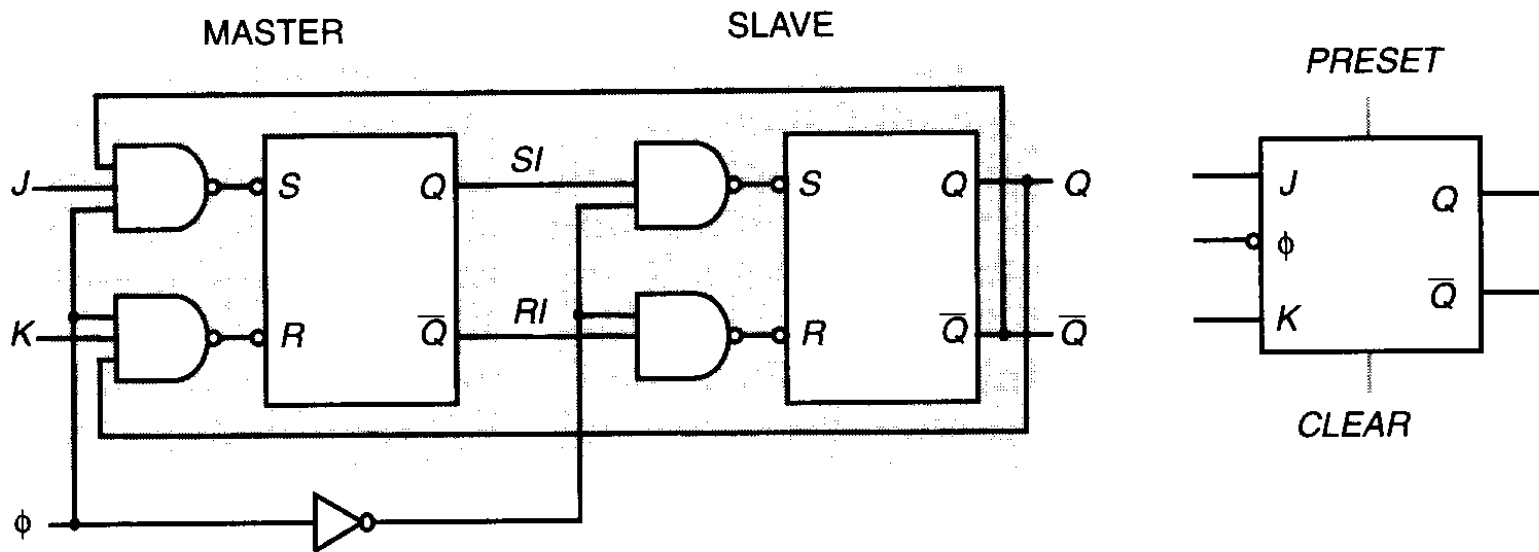
# Race Problem

- A flip-flop is a latch if the gate is transparent while the clock is high (low)



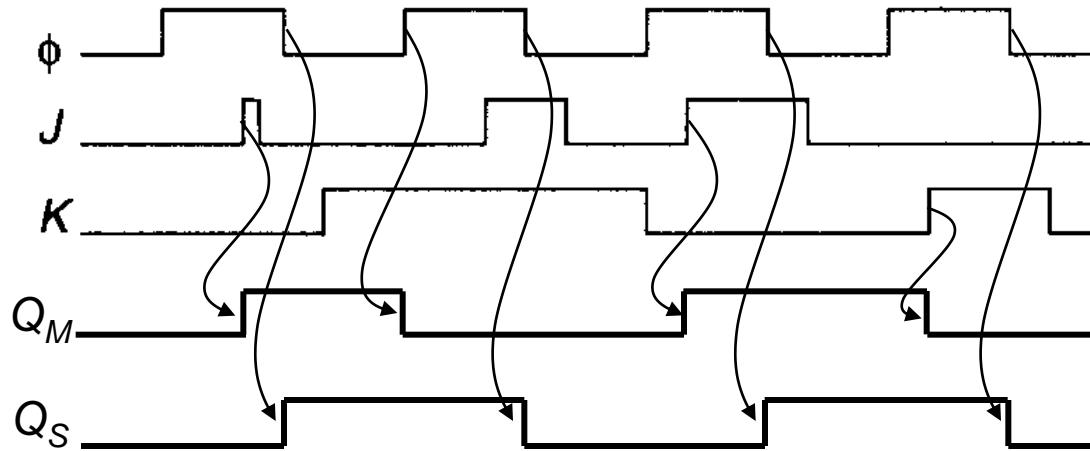
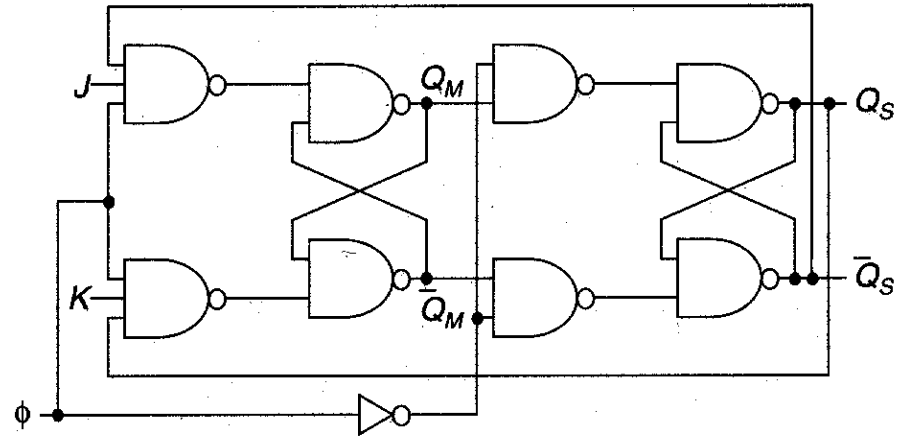
- Signal can raise around when  $\phi$  is high
- Solutions:
  - Reduce the pulse width of  $\phi$
  - Master-slave and edge-triggered FFs

# Master-Slave Flip-Flop

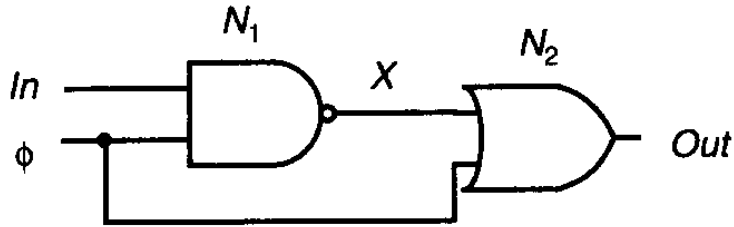


- Either master or slave FF is in the hold mode
- Pulse lengths of clock must be longer than propagation delay of latches
- Asynchronous or synchronous inputs to initialize the flip-flop states

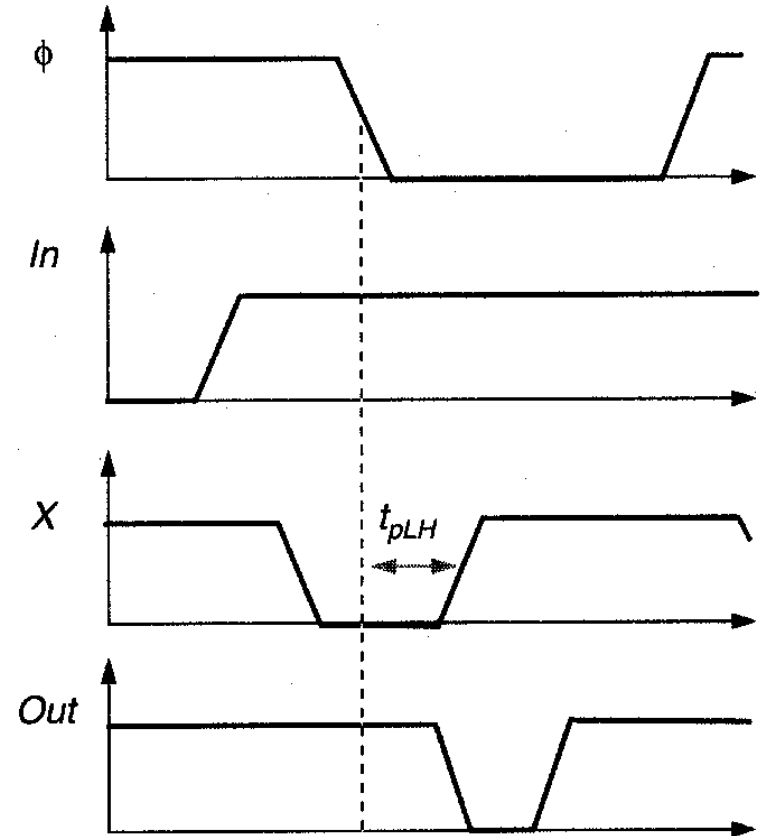
# One-Catching or Level-Sensitive



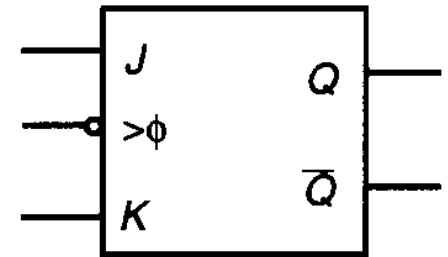
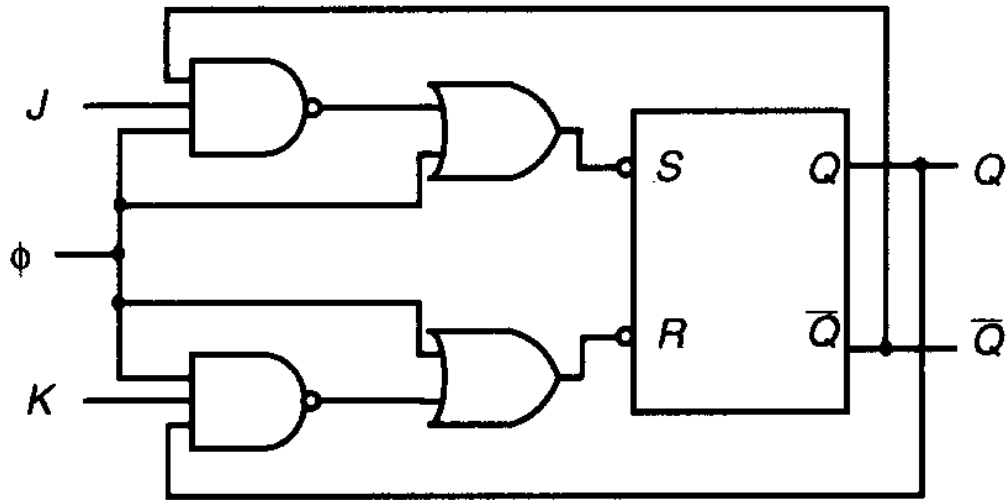
# Propagation Delay Based Edge-Triggered



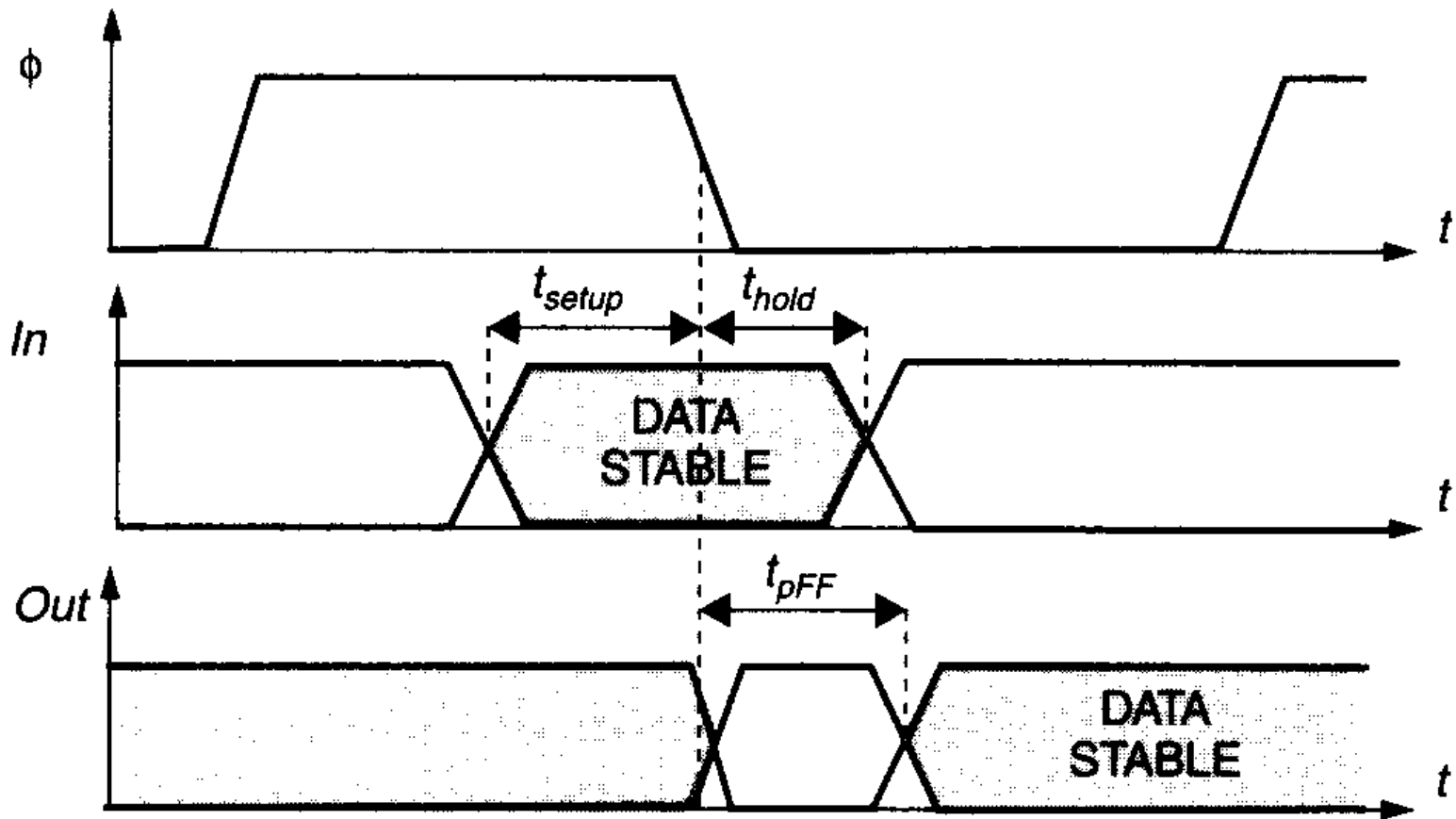
- Depend only on the value of  $In$  just before the clock transition



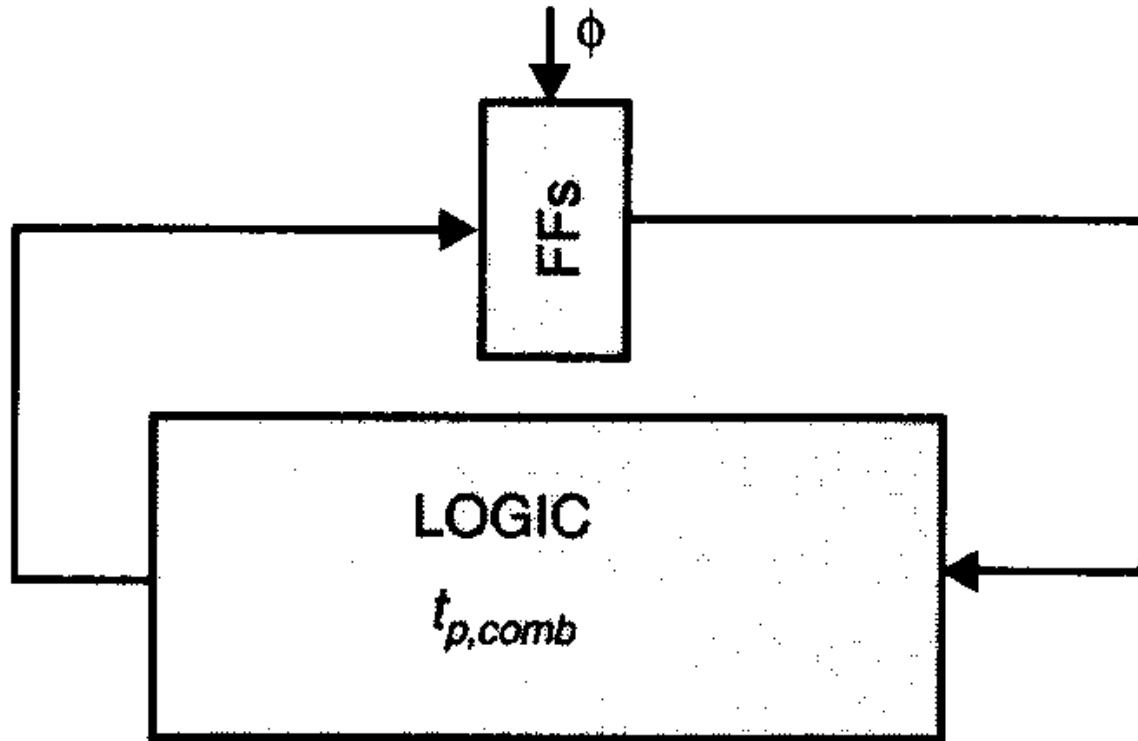
# Edge Triggered Flip-Flop



# Flip-Flop: Timing Definitions



# Maximum Clock Frequency

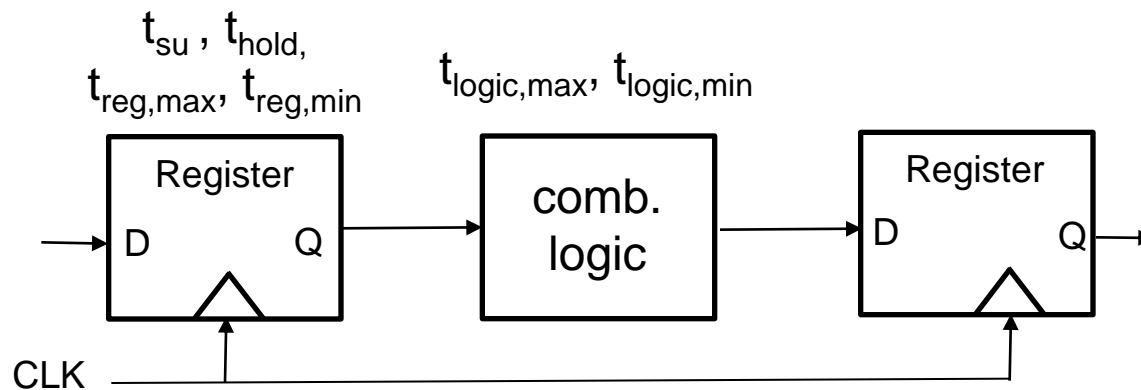


$$t_{pFF} + t_{p,comb} + t_{setup} < T$$

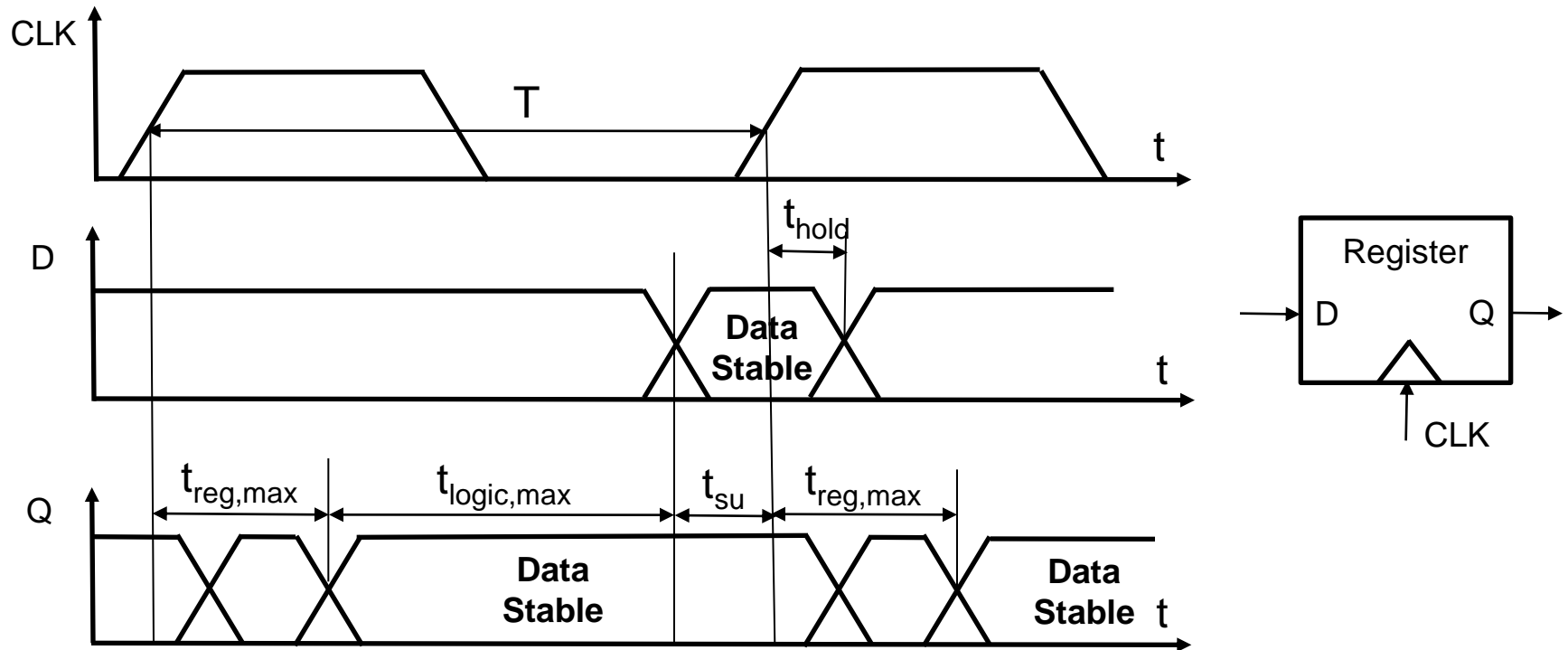


# Timing Metrics in Sequential Circuits

- Setup Time ( $t_{su}$ ) is the time that the data inputs must be valid **before** the clock transition
- Hold Time ( $t_{hold}$ ) is the time that the data inputs must be valid **after** the clock transition
- Propagation delays ( $t_{reg,max}$ ,  $t_{reg,min}$ ) – D input is copied to Q



# Setup Time, Hold Time, and Propagation Delay

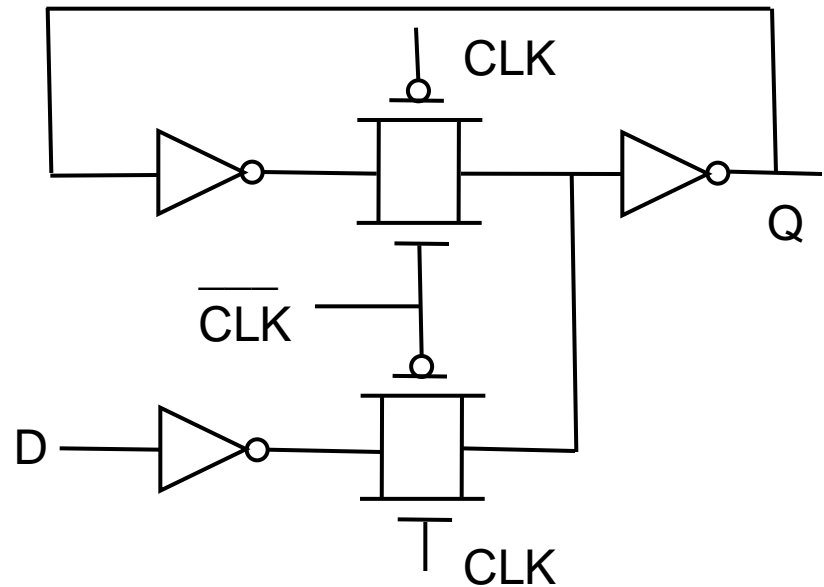
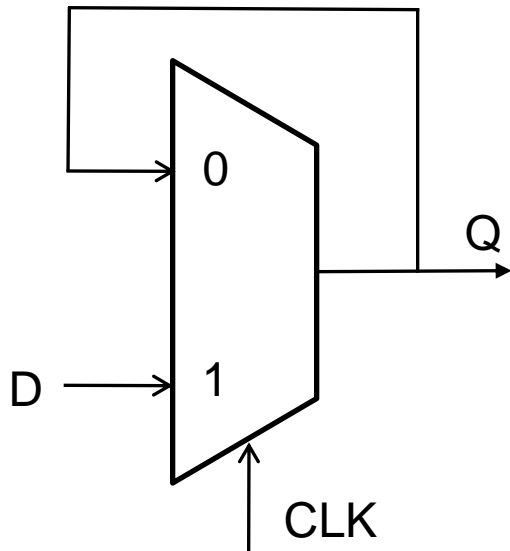


$$t_{reg,max} + t_{logic,max} + t_{setup} \leq T$$

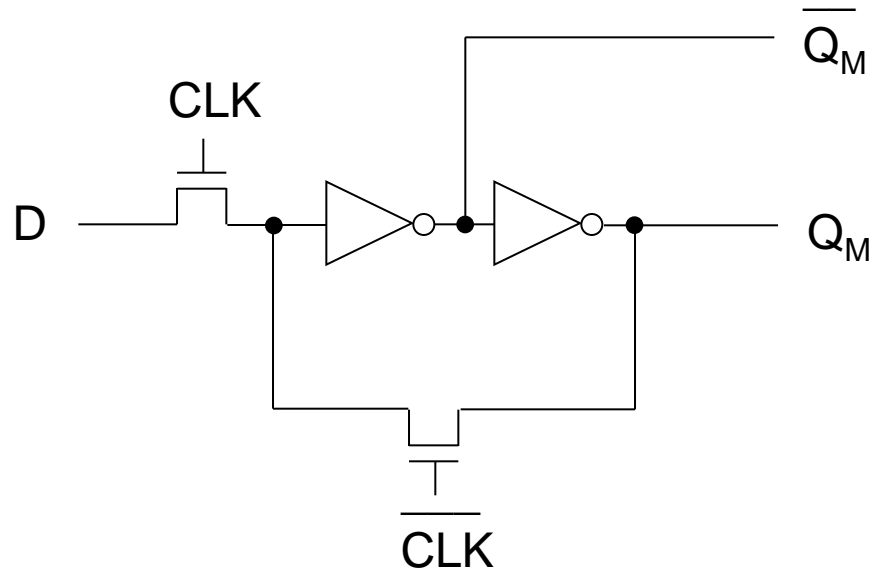
$$t_{logic,min} + t_{reg,min} \geq t_{hold}$$

# Multiplexer Based Latches

- A latch is a **level-sensitive** device



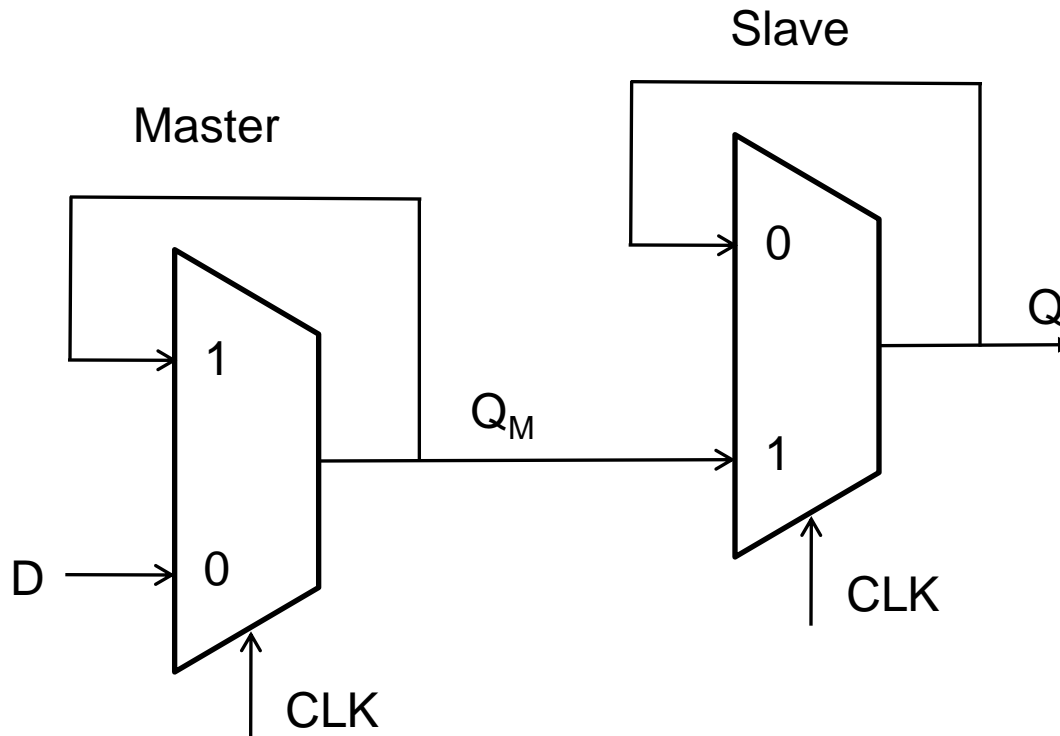
# NMOS-only MUX based Latch



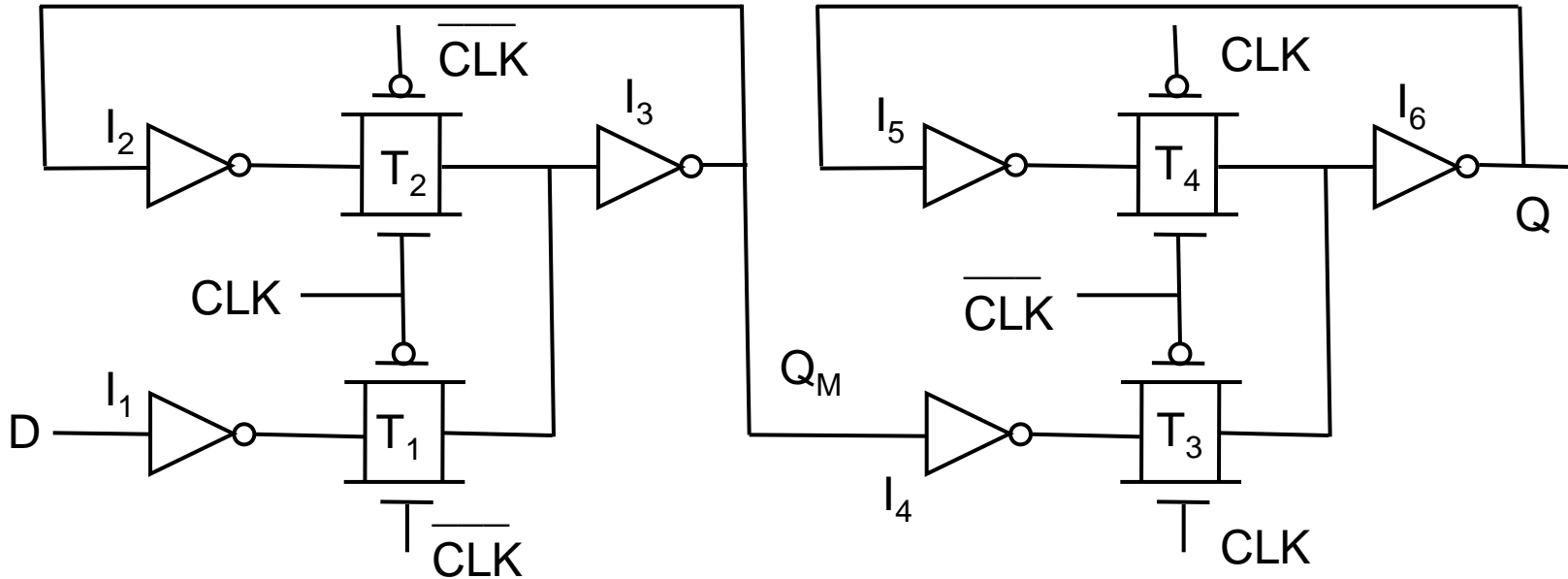
- ❑ Load of only 2 transistors to clock signals
- ❑ Passes a degraded high voltage of  $V_{DD} - V_{Tn}$

# Master Slave Edge-Triggered Register

- ❑ A register is an **edge-triggered** storage element
- ❑ A Flip-Flop is any **bistable** component formed by the **cross-coupling** of gates

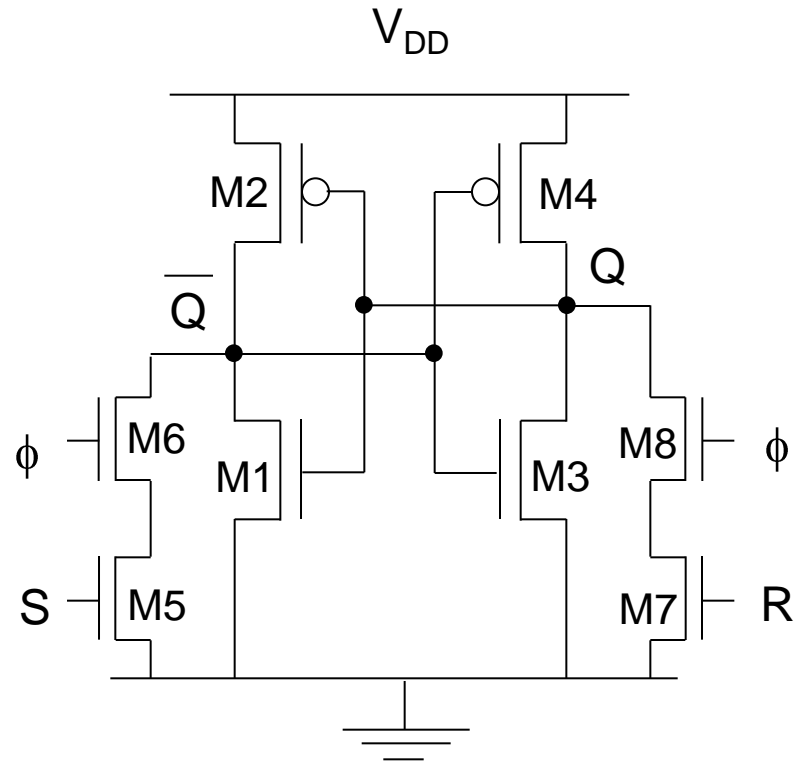
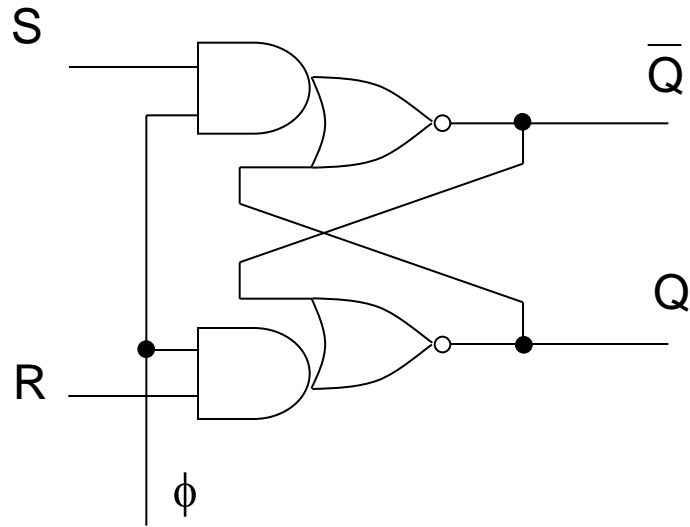


# Master Slave Edge-Triggered Register



- ❑ Setup Time:  $3 \cdot t_{inv} + t_{tx}$  ( $I_1 \rightarrow T_1 \rightarrow I_3 \rightarrow I_2$ )
- ❑ Propagation Delay:  $t_{tx} + t_{inv}$  ( $T_3 \rightarrow I_6$ )
- ❑ Hold Time: 0

# CMOS Clocked SR Flip-Flop



# Transistor Sizing of SR Flip-Flop

- Assume transistors of inverters are sized so that  $V_M$  is  $V_{DD}/2$ , mobility ratio  $\mu_n/\mu_p = 3$ 
  - $(W/L)_{M1} = (W/L)_{M3} = 1.8/1.2$
  - $(W/L)_{M2} = (W/L)_{M4} = 5.4/1.2$
- To bring Q from 1 to 0, need to properly ratio the sizes of pseudo-NMOS inverter (M7-M8)-M4
  - $V_{OL}$  must be lower than  $V_{DD}/2$

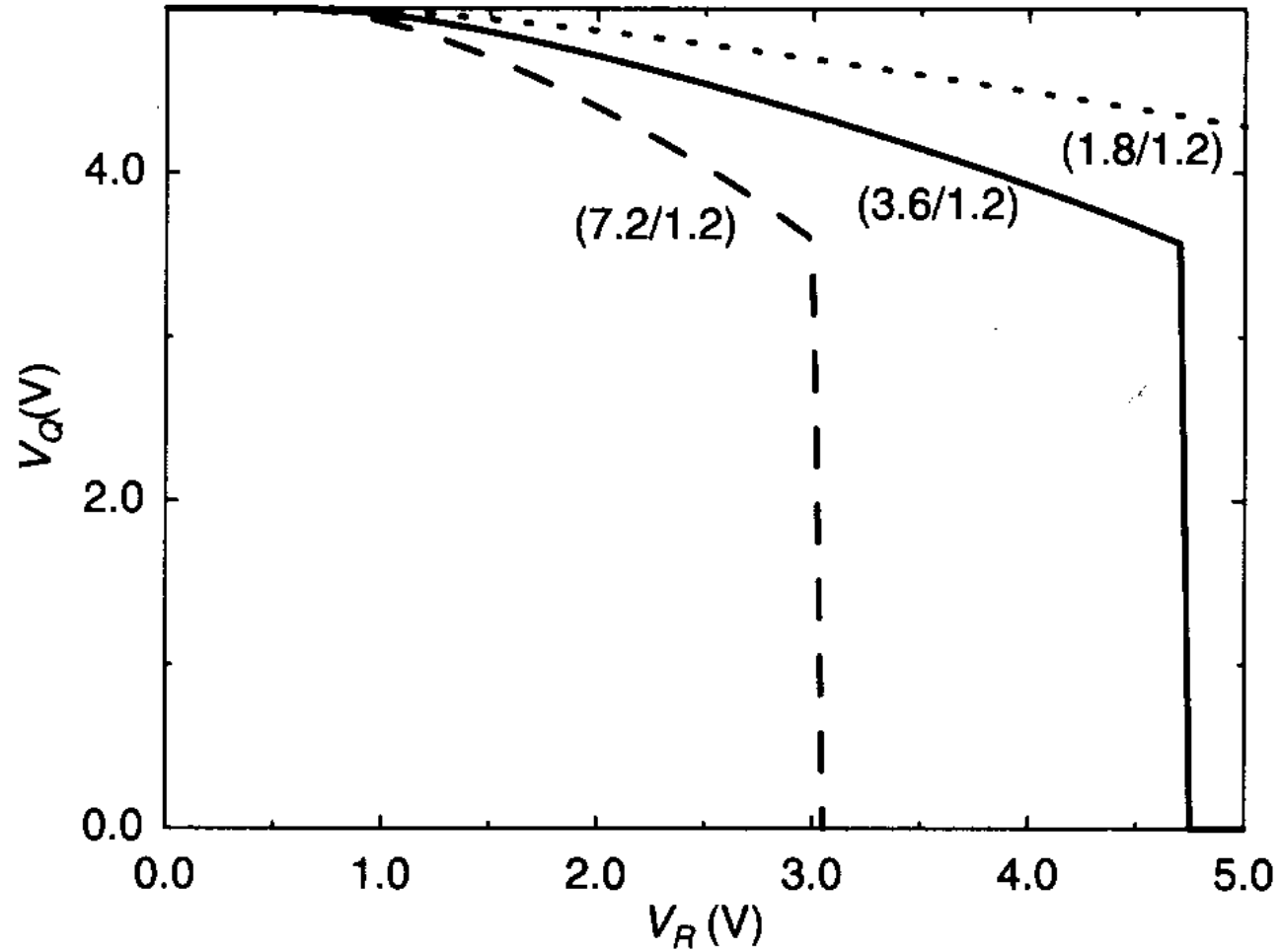
$$k_{n,M78} \left( \left( V_{DD} - V_{tn} \right) \frac{V_{DD}}{2} - \frac{V_{DD}^2}{8} \right) = k_{p,M4} \left( \left( V_{DD} - |V_{tp}| \right) \frac{V_{DD}}{2} - \frac{V_{DD}^2}{8} \right)$$

$$(W/L)_{M78} \geq \frac{\mu_p}{\mu_n} (W/L)_{M4} = (W/L)_{M3}$$

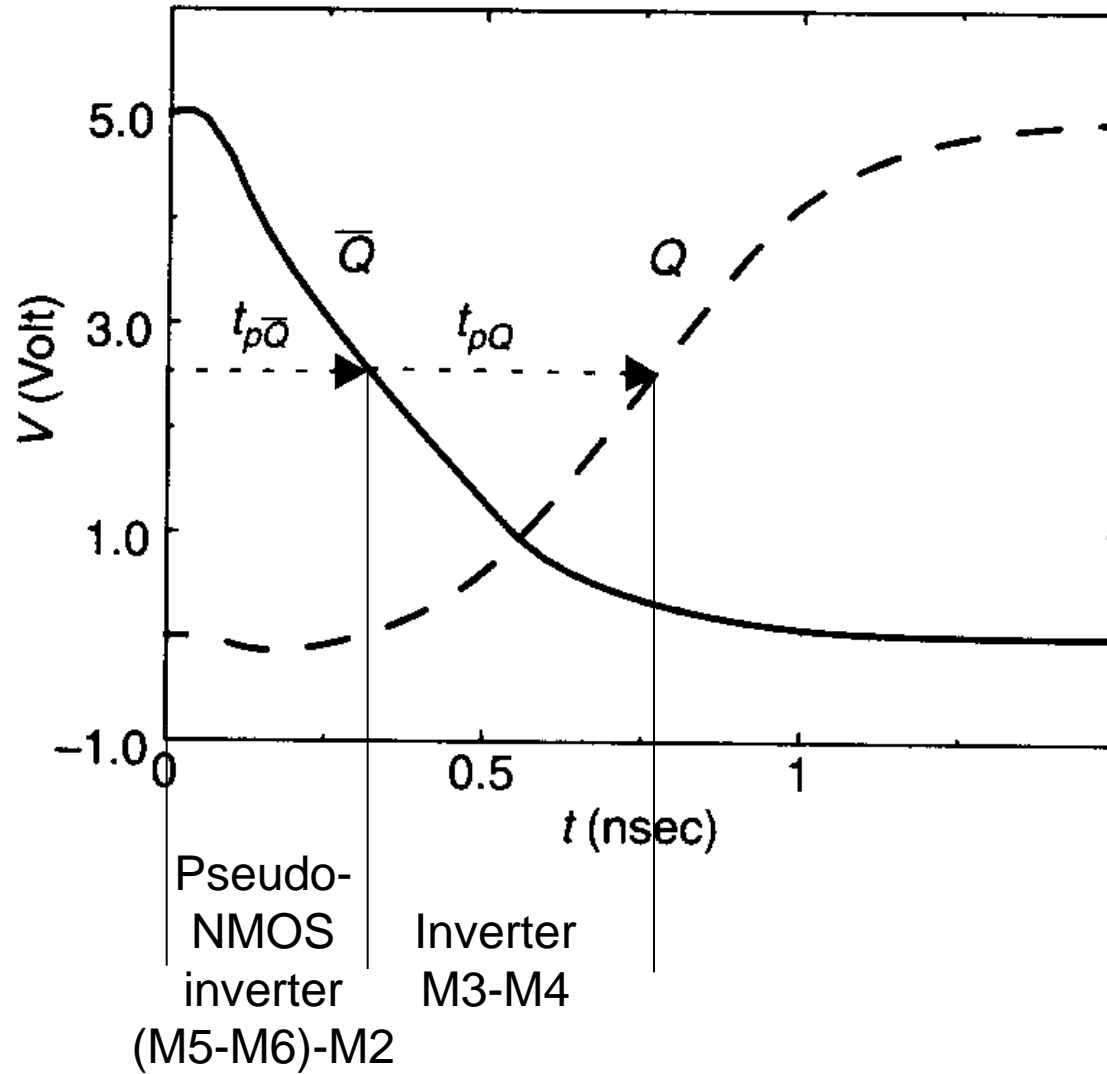
$$(W/L)_{M7} = 2(W/L)_{M78} \geq 2(W/L)_{M3} = (3.6/1.2)$$



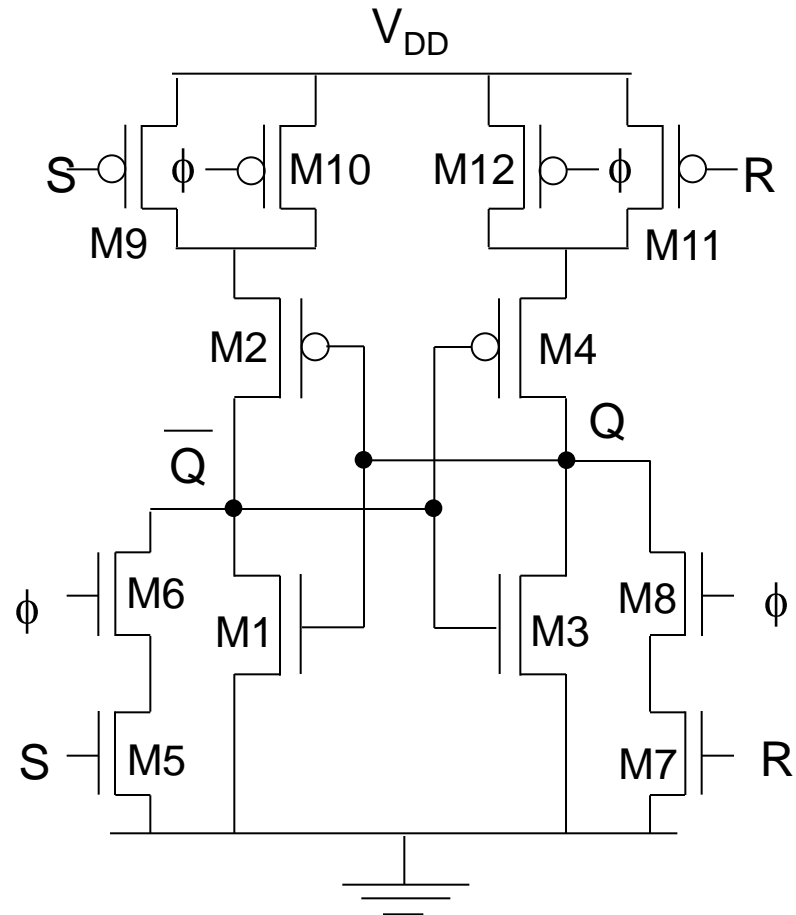
# Flip-Flop: Transistor Sizing



# Propagation Delay

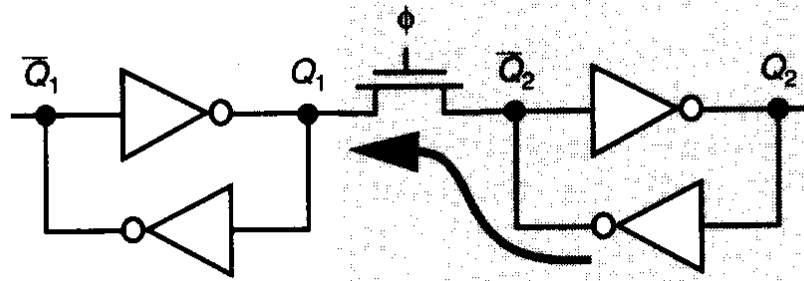
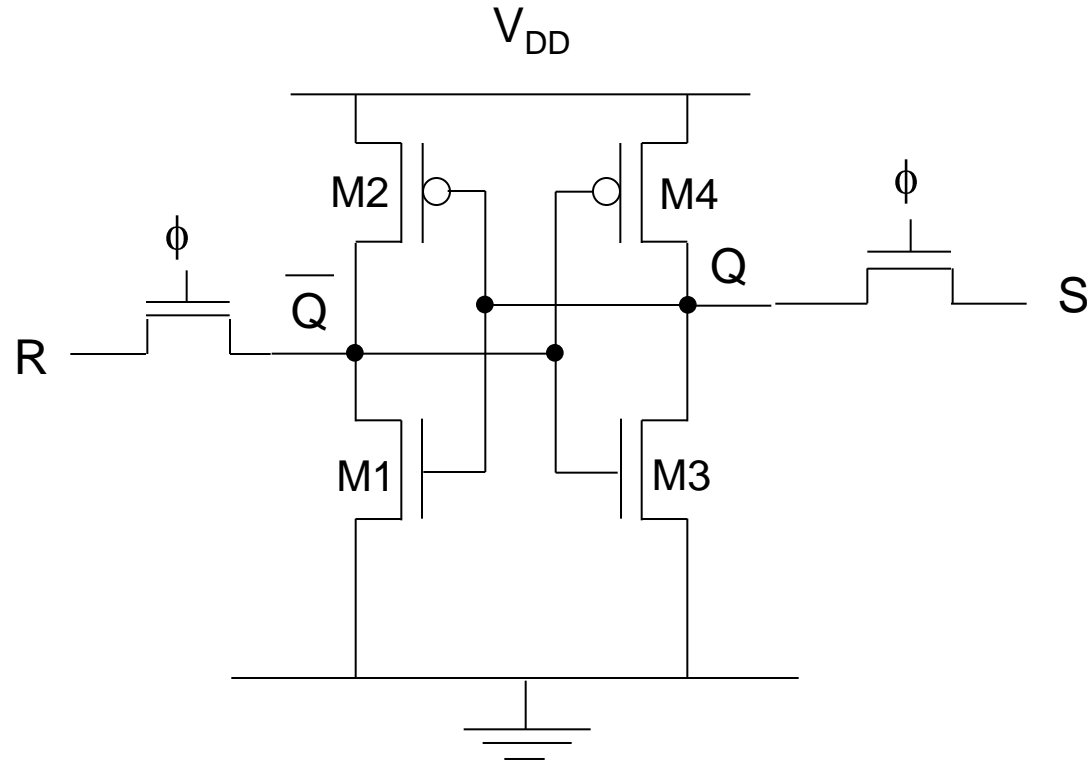


# Complementary CMOS SR Flip-Flop

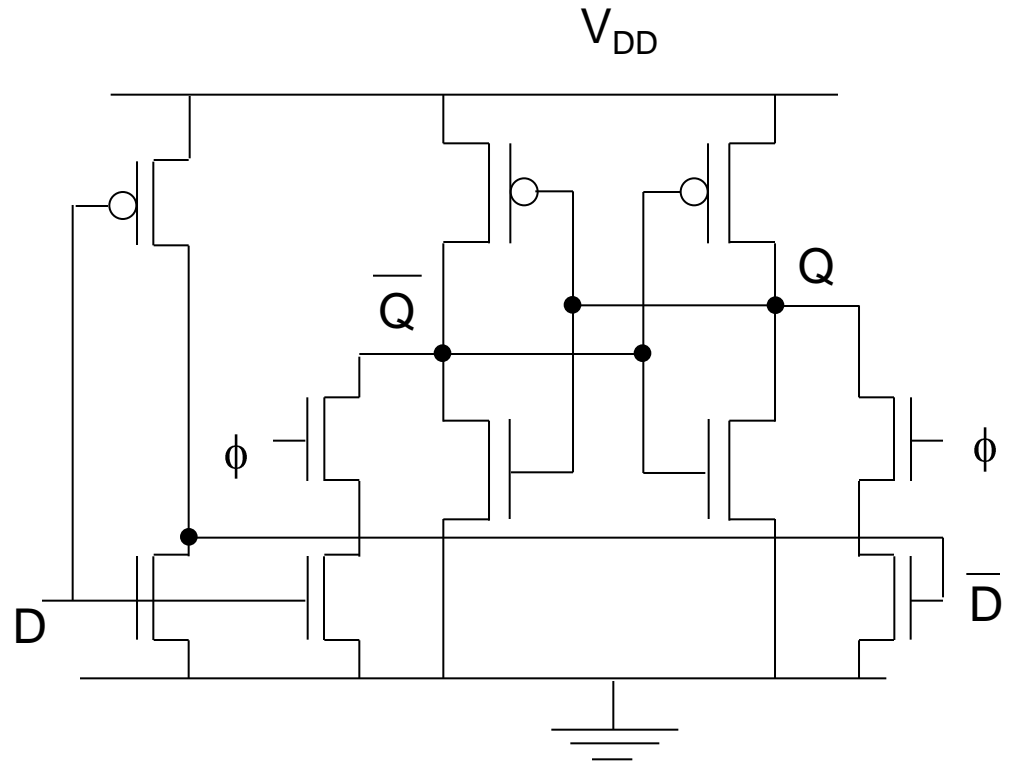
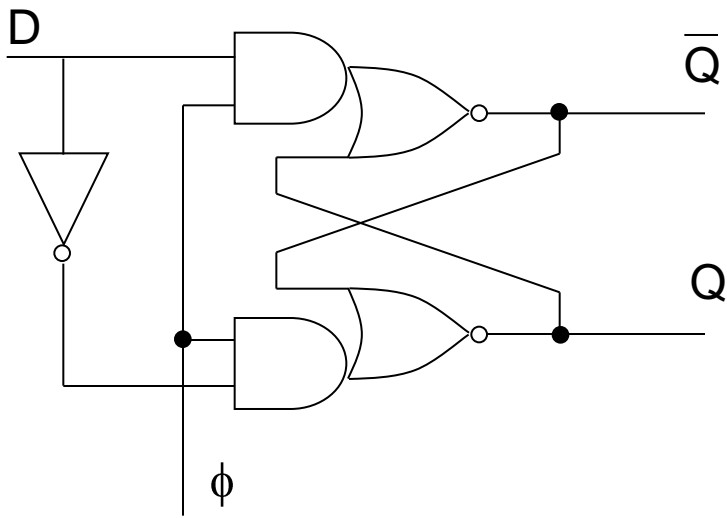


Eliminates pseudo-NMOS inverters  
⇒ Faster switching and smaller transient current

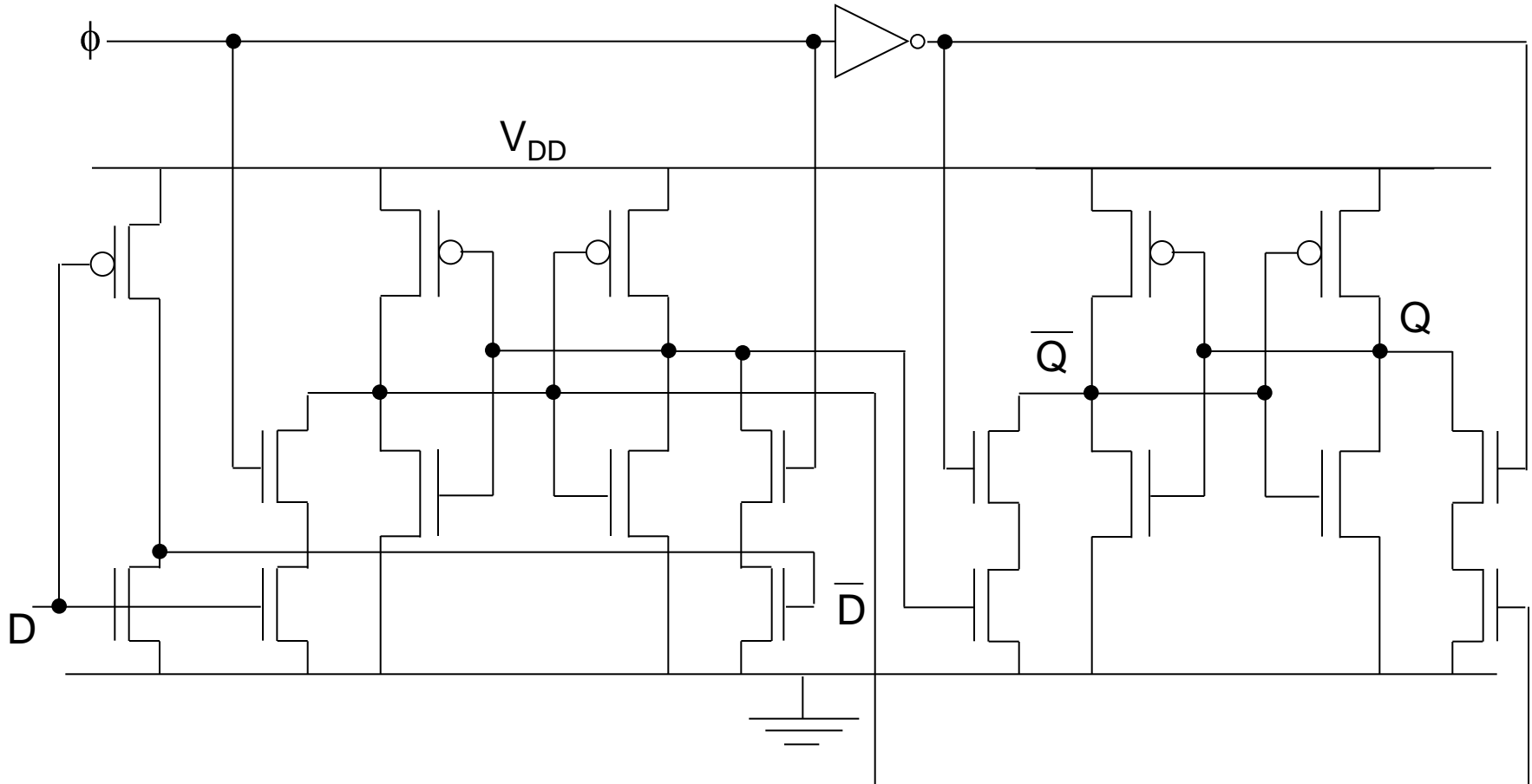
# 6-Transistor SR Flip-Flop



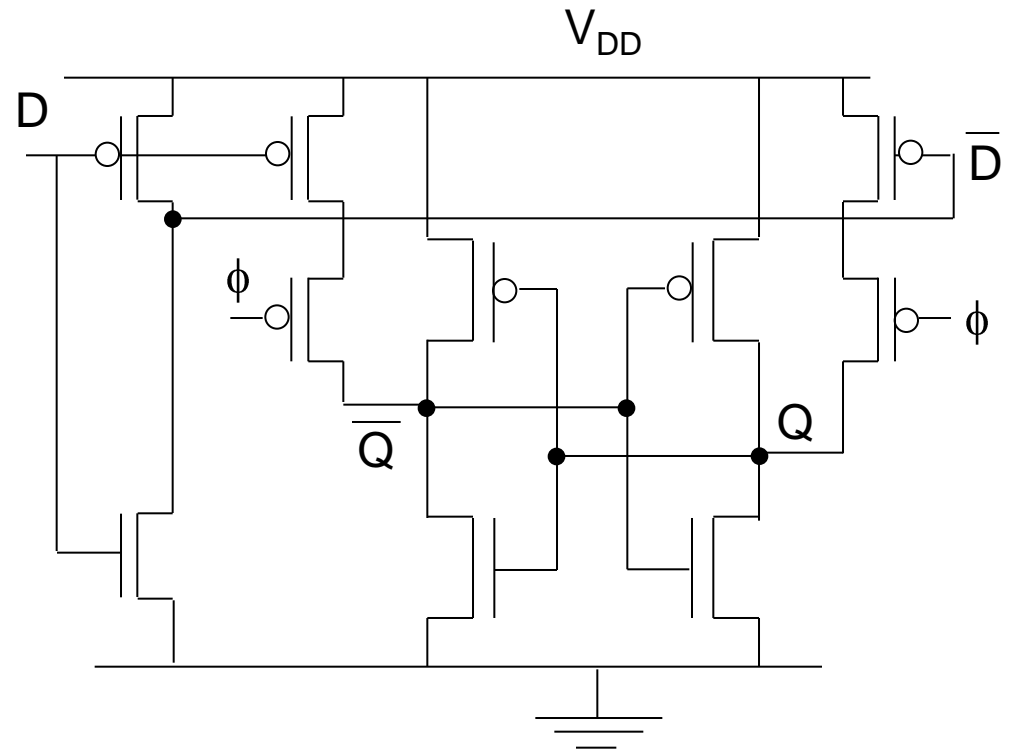
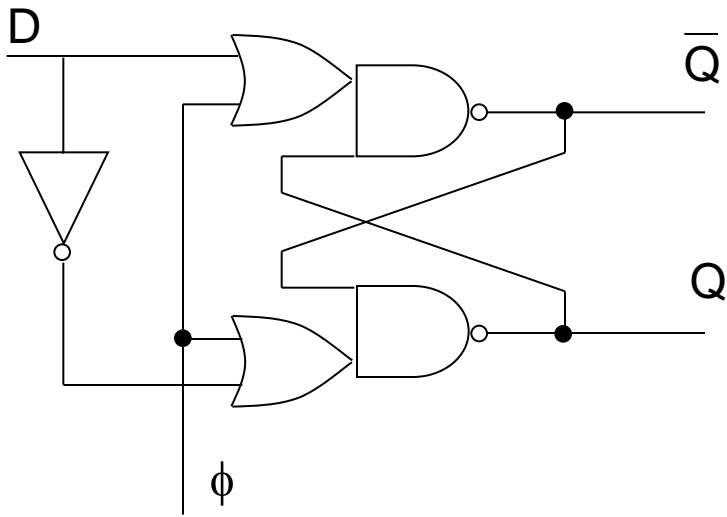
# CMOS D Flip-Flop



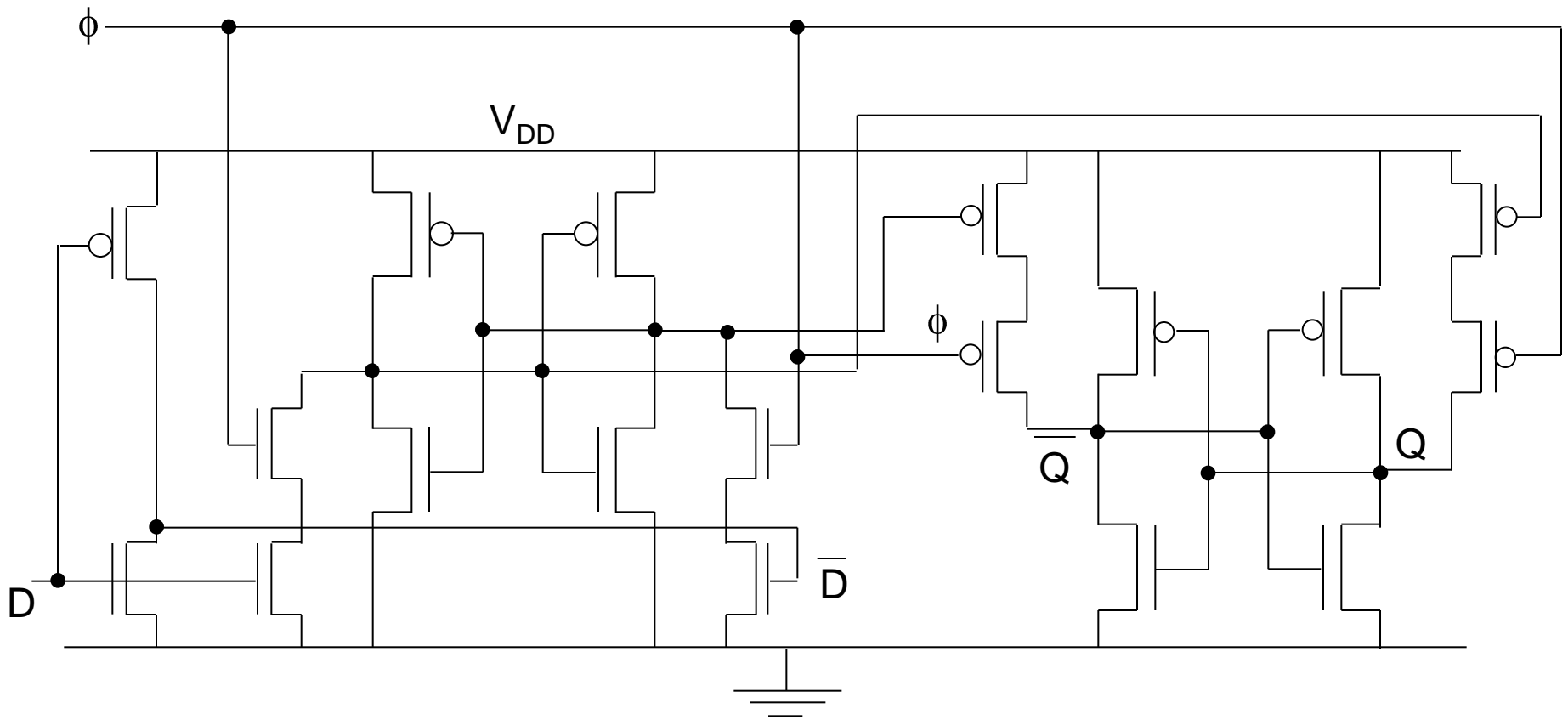
# Master-Slave D Flip-Flop



# Negative-Level Sensitive D Flip-Flop

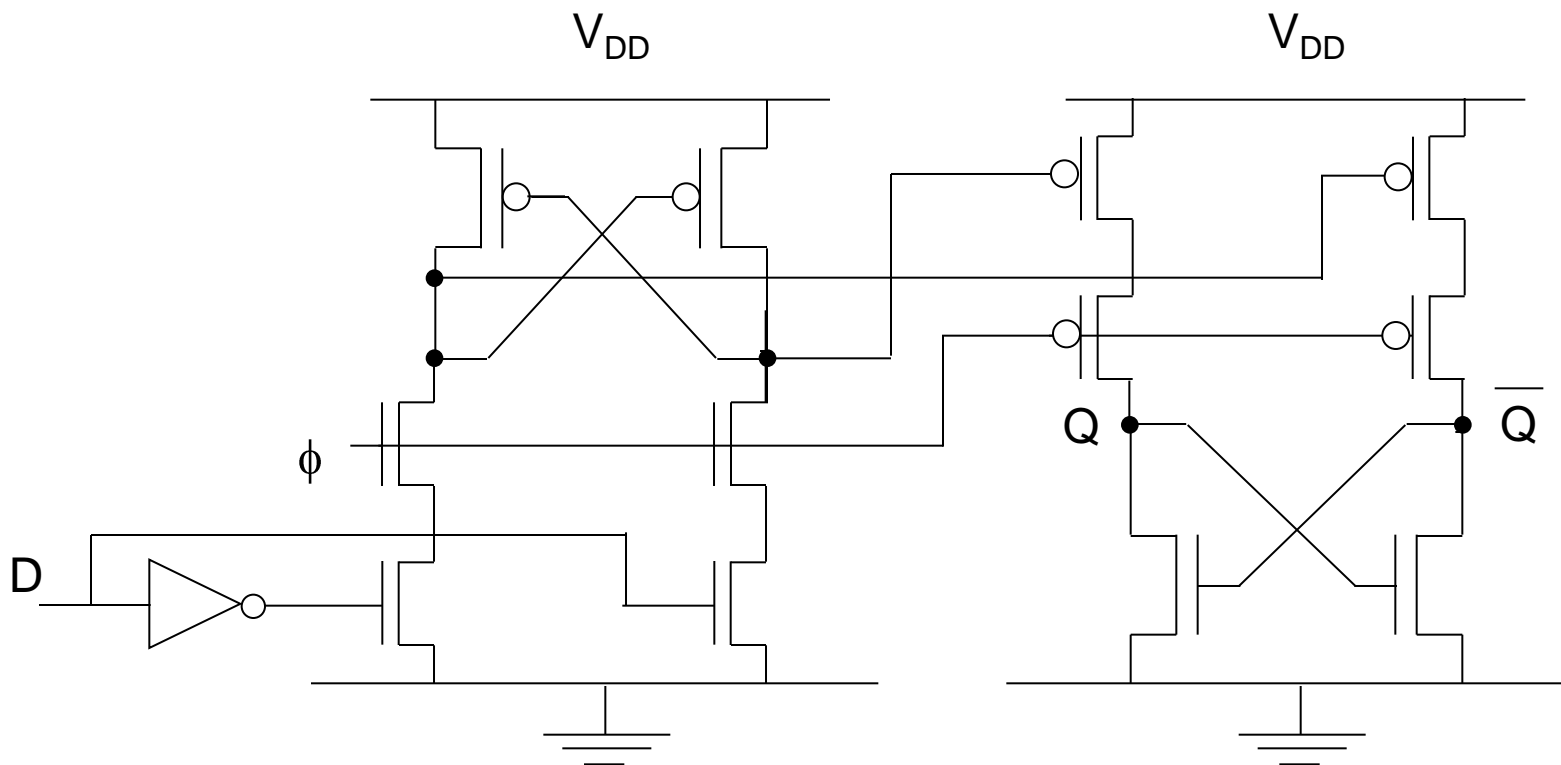


# Master-Slave D Flip-Flop

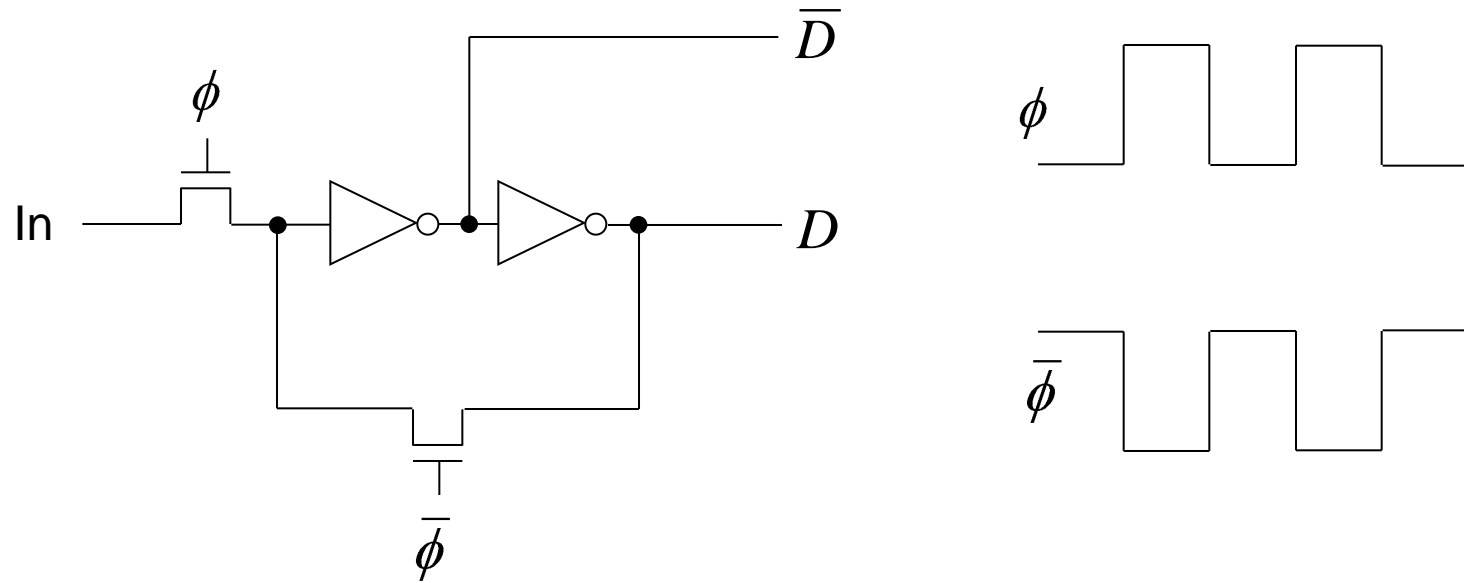




# CVSL-Style Master-Slave D-FF

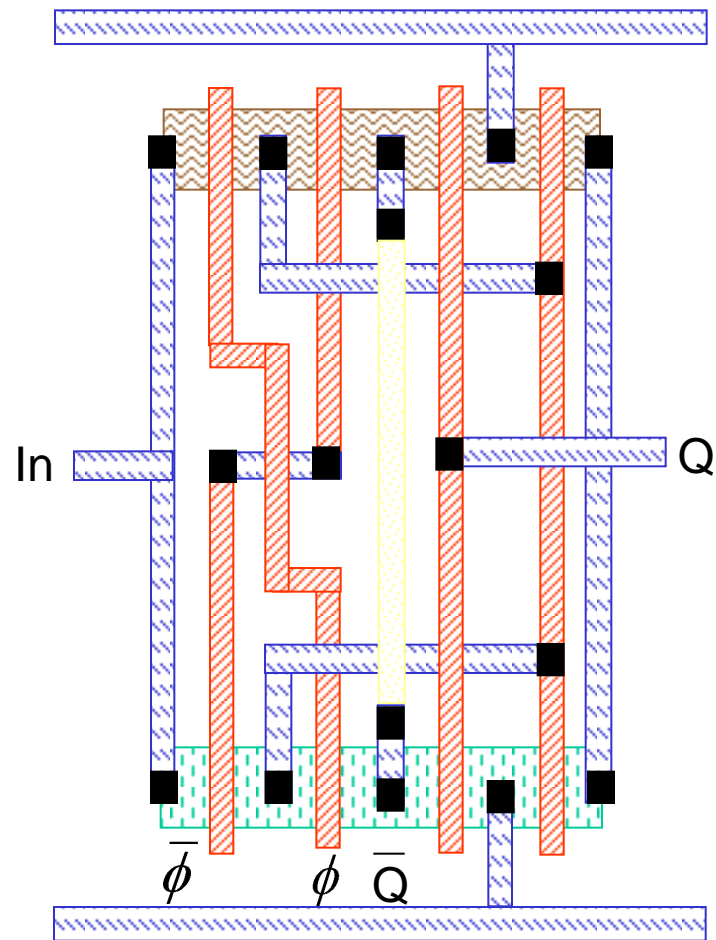
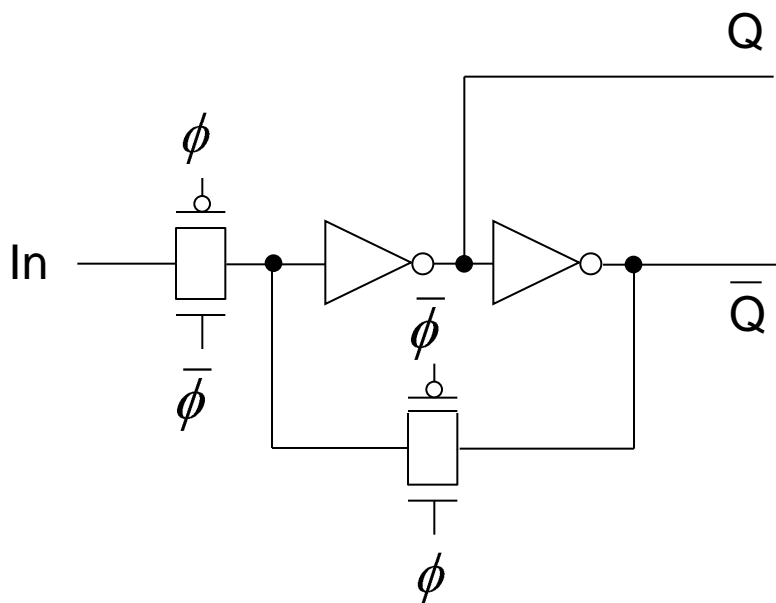


# Charge-Based Storage

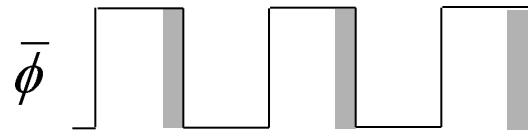
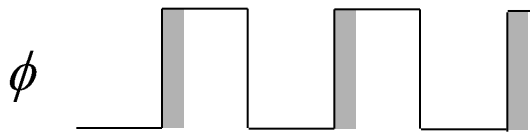
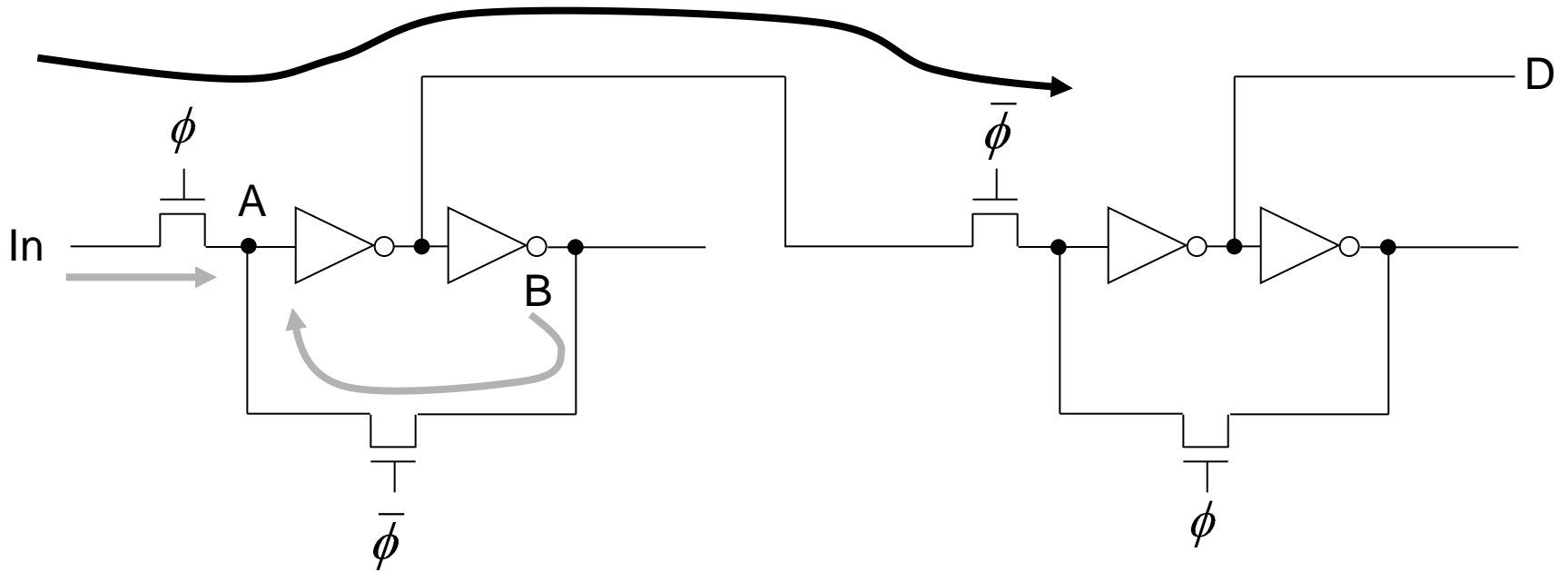


Pseudo-static Latch

# Layout of a D Flip-Flop

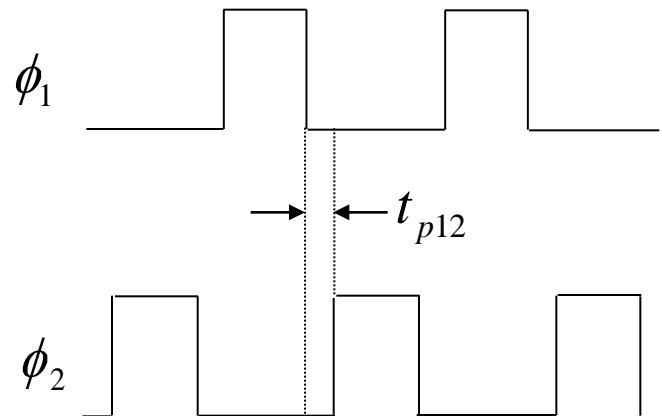
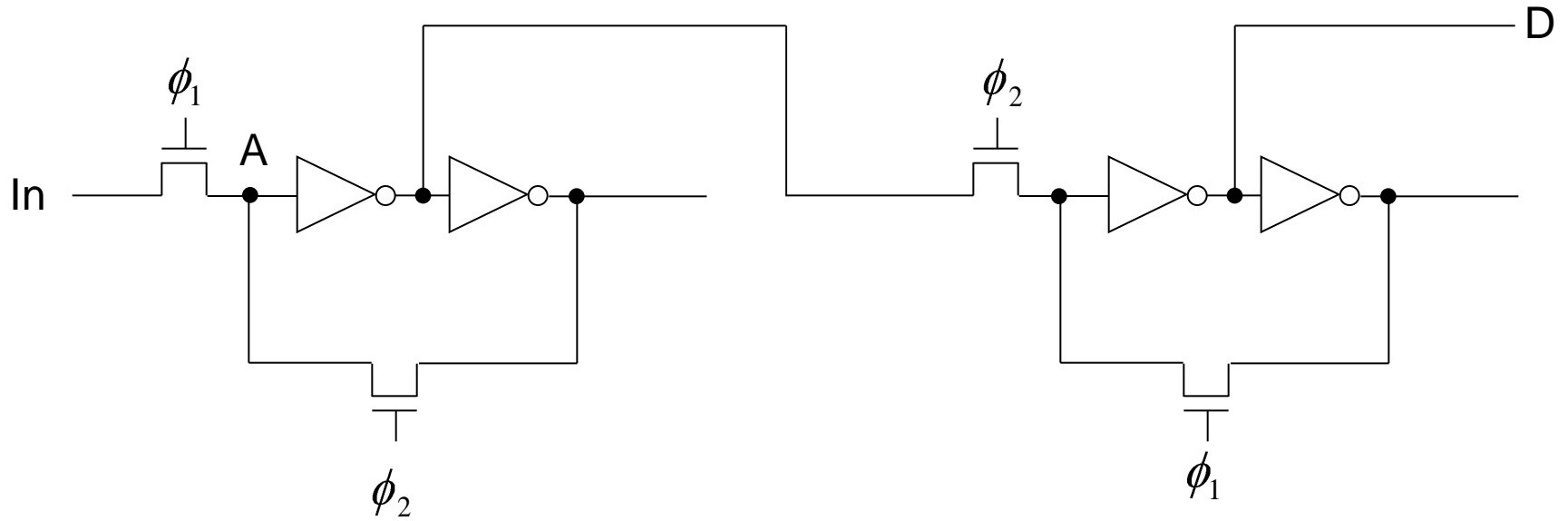


# Master-Slave Flip-Flop

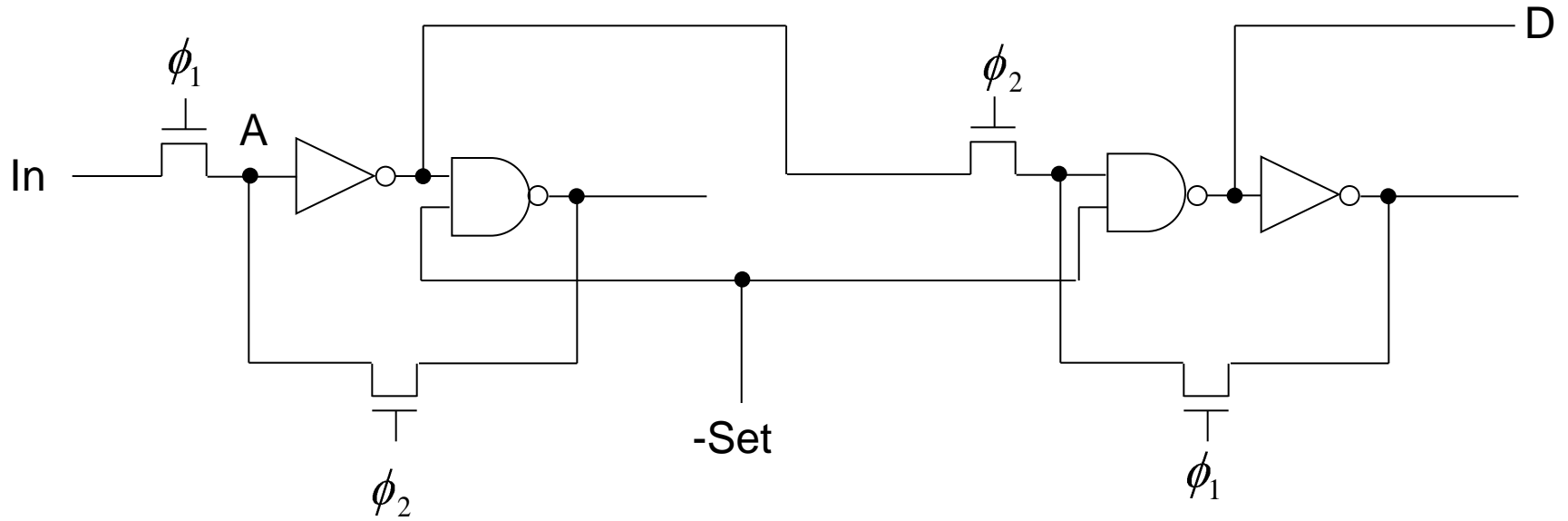


- Overlapping clocks can cause
  - race conditions
  - undefined signals

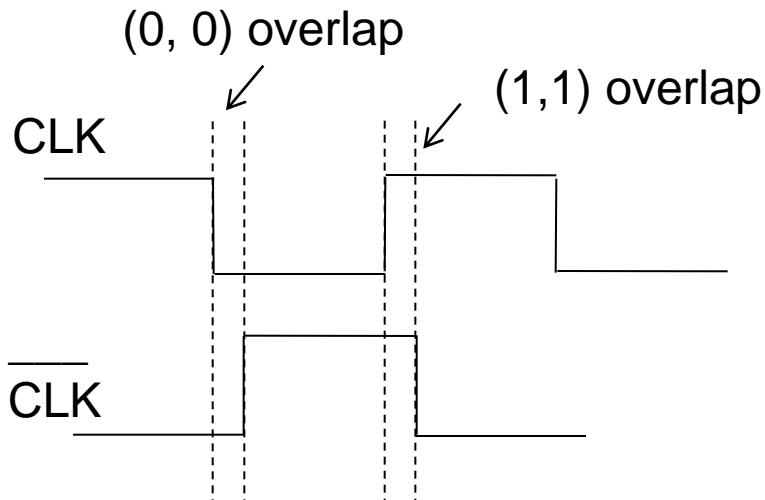
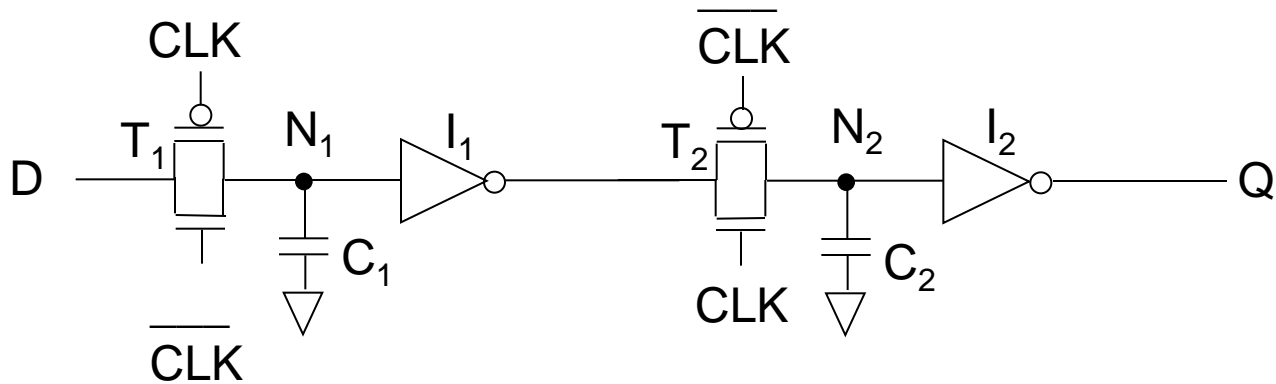
# 2 Phase Non-Overlapping Clocks



# Asynchronous Setting



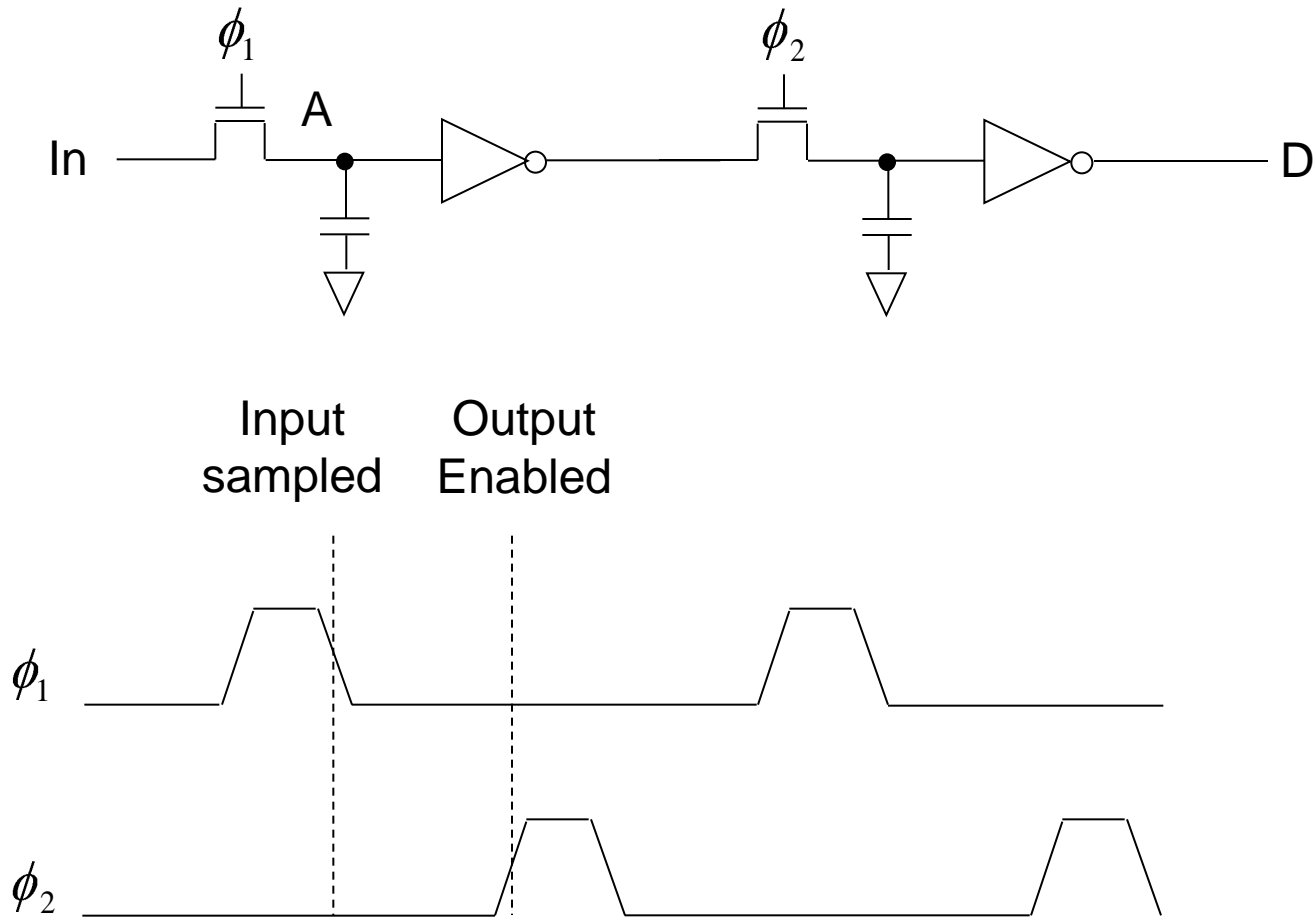
# Dynamic Edge-Triggered Register



$$t_{(0,0)overlap} < t_{T1} + t_{I1} + t_{T2}$$

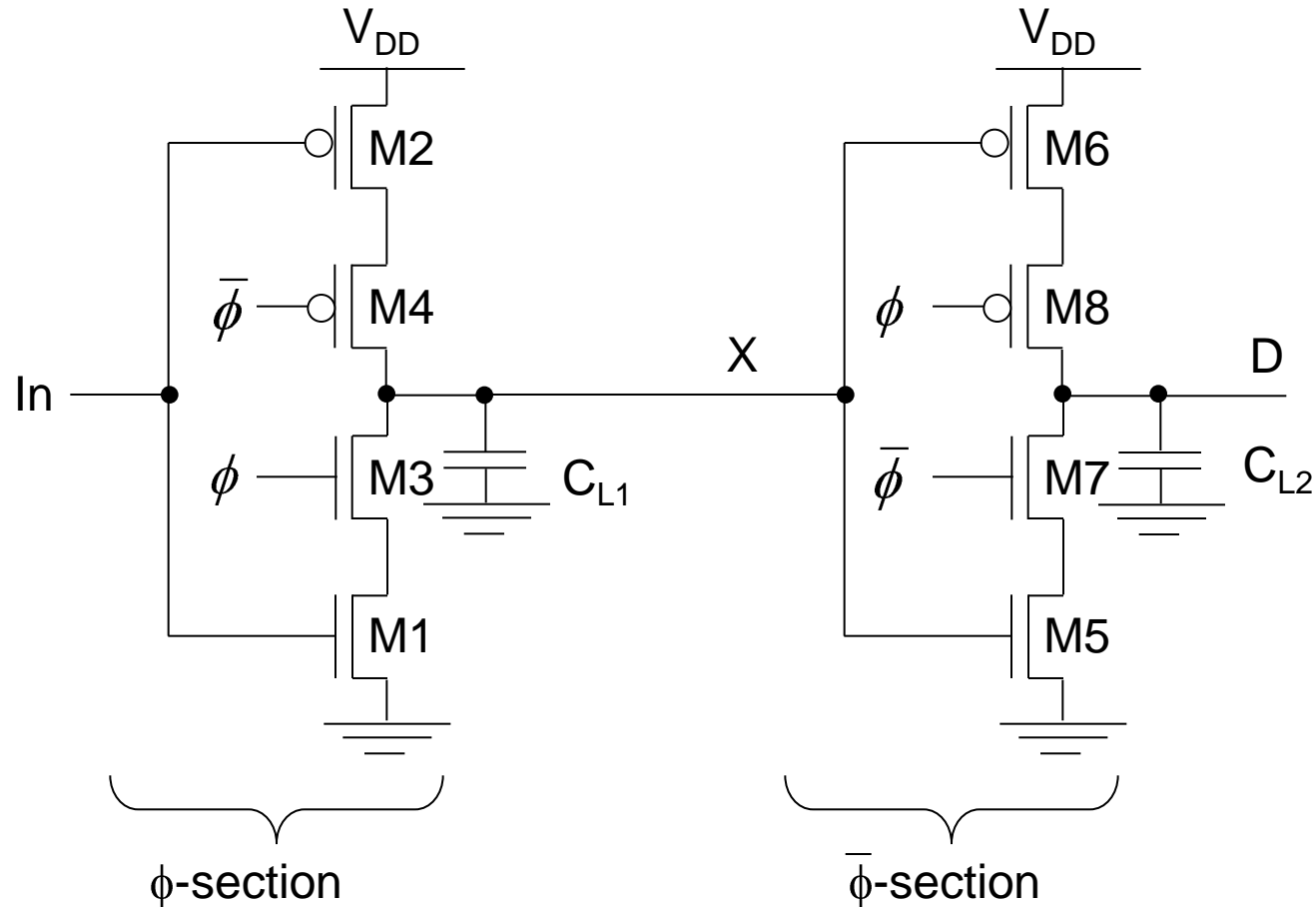
$$t_{hold} > t_{(1,1)overlap}$$

# 2-phase Dynamic Flip-Flop



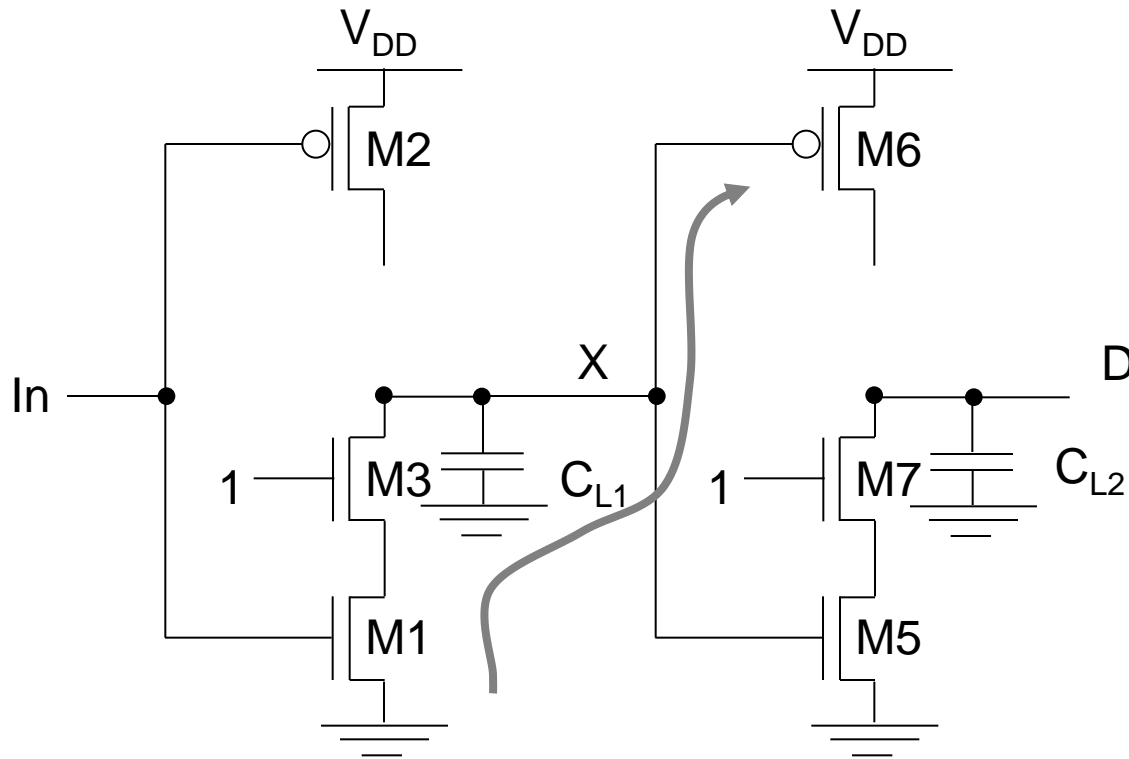


# Flip-flop Insensitive to Clock Overlap



C<sup>2</sup>MOS Latch or Clocked CMOS Latch

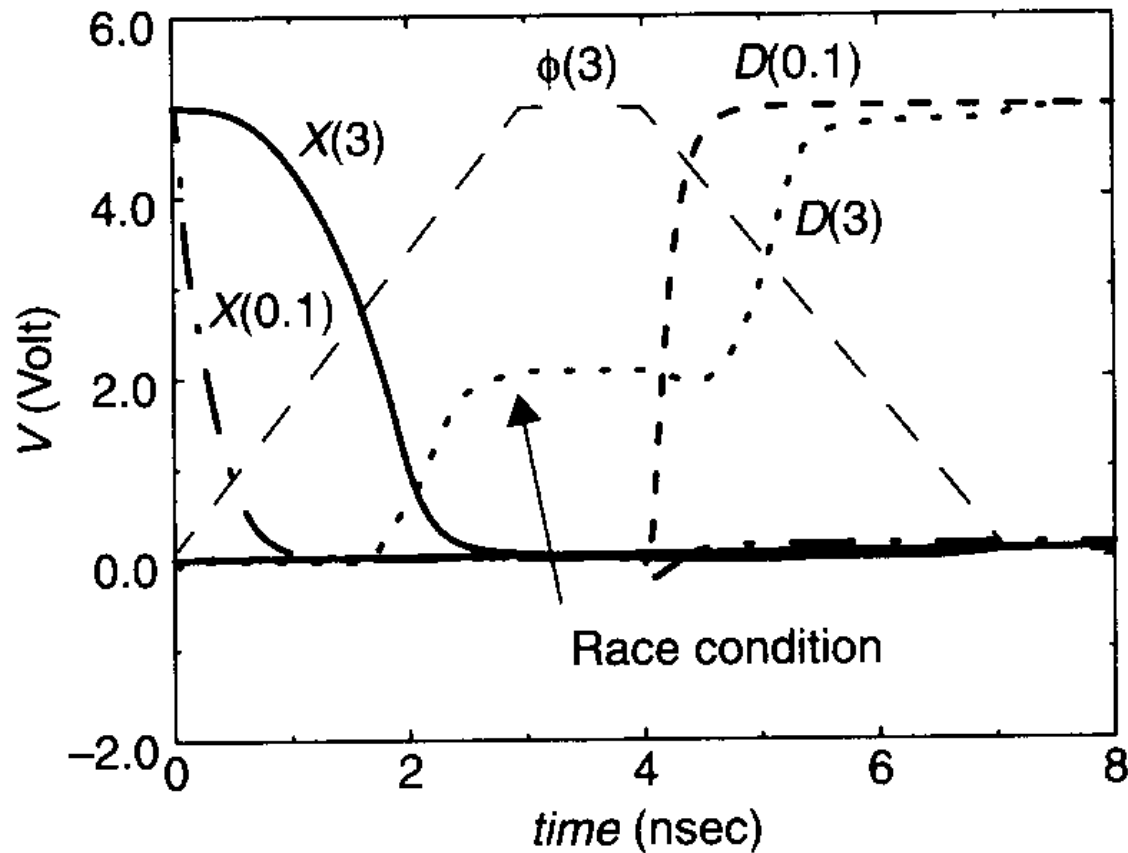
# C<sup>2</sup>MOS Latch Avoids Race Conditions



- Cascaded inverters: needs one pull-up followed by one pull-down, or vice versa to propagate signal
- (1-1) overlap: Only the pull-down networks are active, input signal cannot propagate to the output
- (0-0) overlap: only the pull-up networks are active

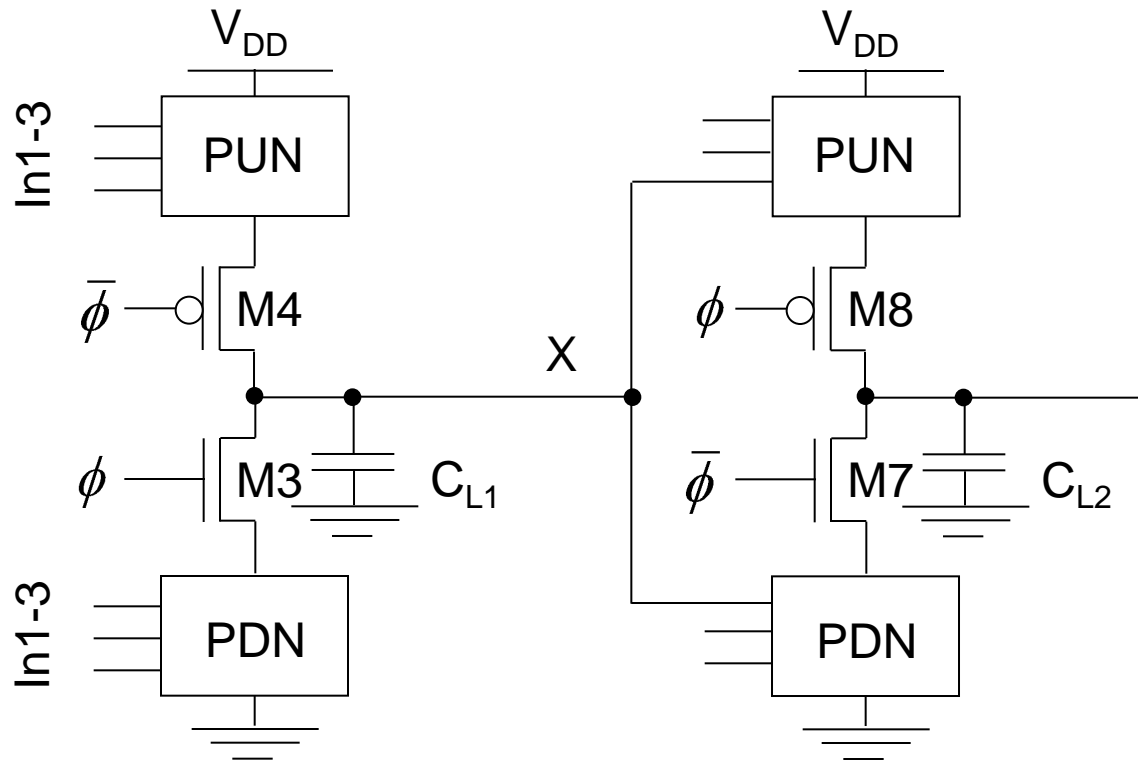
# C<sup>2</sup>MOS Latch Avoids Race Conditions

- C<sup>2</sup>MOS latch is insensitive to overlap, as long as the rise and fall times of clock edges are sufficiently small



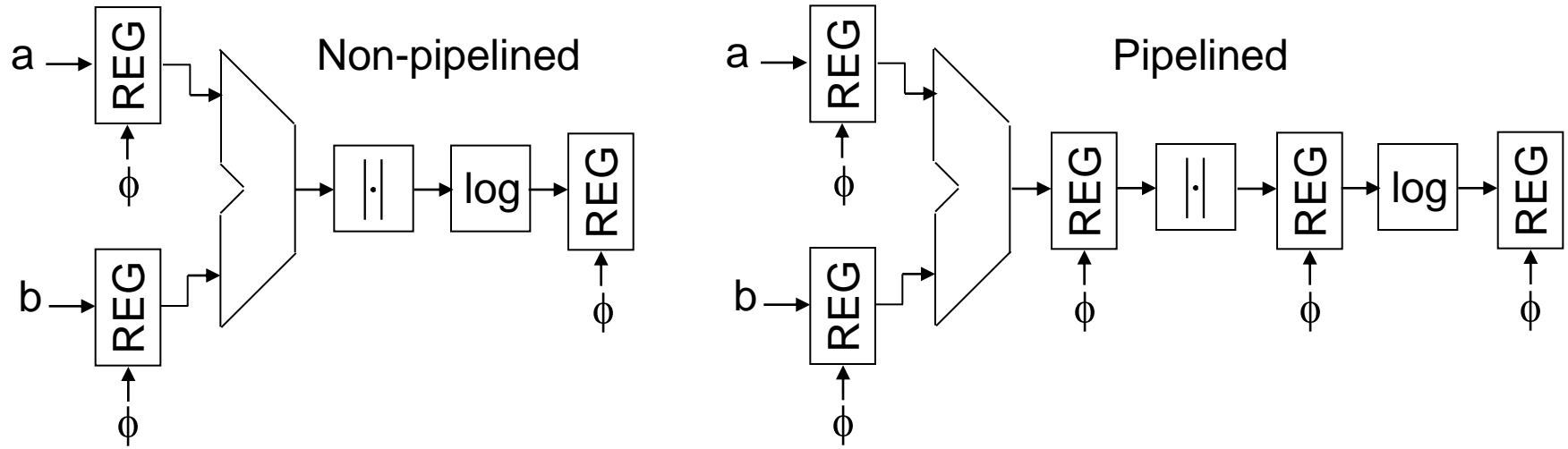
# Clocked CMOS Logic

- Replace the inverter in a C<sup>2</sup>MOS latch with a complementary CMOS logic



- Divide the computation into stages: Pipelining

# Pipelining

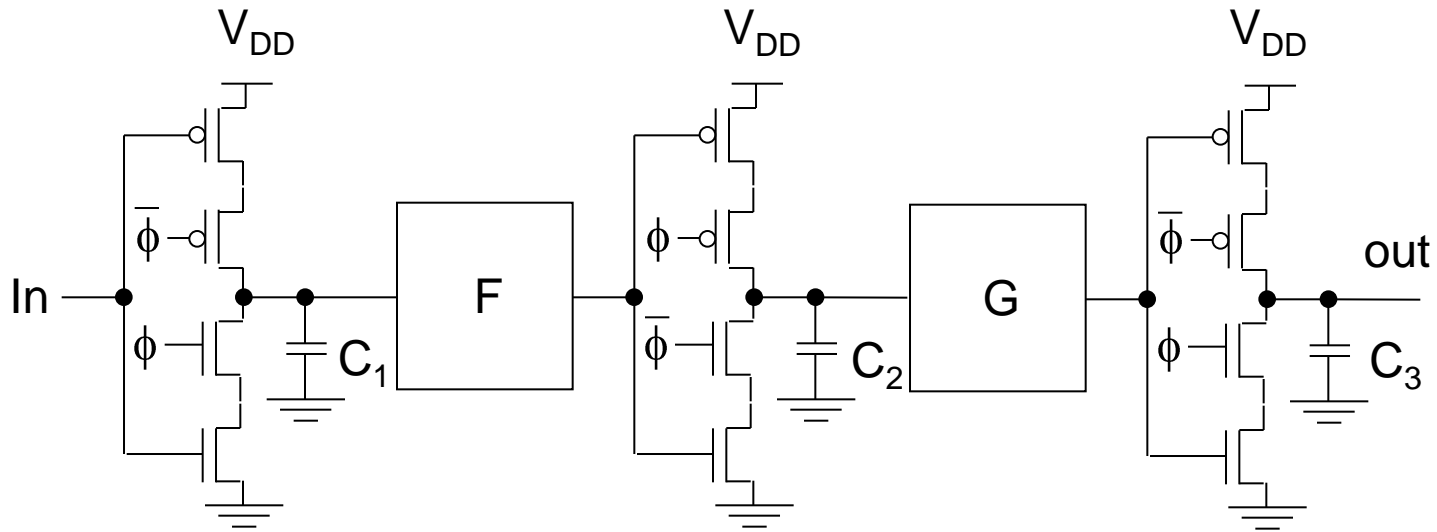


$$T_{\min} = t_{p,reg} + t_{p,logic} + t_{setup,reg}$$

$$T_{\min,pipe} = t_{p,reg} + \max(t_{p,adder}, t_{p,abs}, t_{p,log}) + t_{setup,reg}$$

Clock Period	Adder	Absolute Value	Logarithm
1	$a_1 + b_1$		
2	$a_2 + b_2$	$ a_1 + b_1 $	
3	$a_3 + b_3$	$ a_2 + b_2 $	$\log( a_1 + b_1 )$
4	$a_4 + b_4$	$ a_3 + b_3 $	$\log( a_2 + b_2 )$
5	$a_5 + b_5$	$ a_4 + b_4 $	$\log( a_3 + b_3 )$

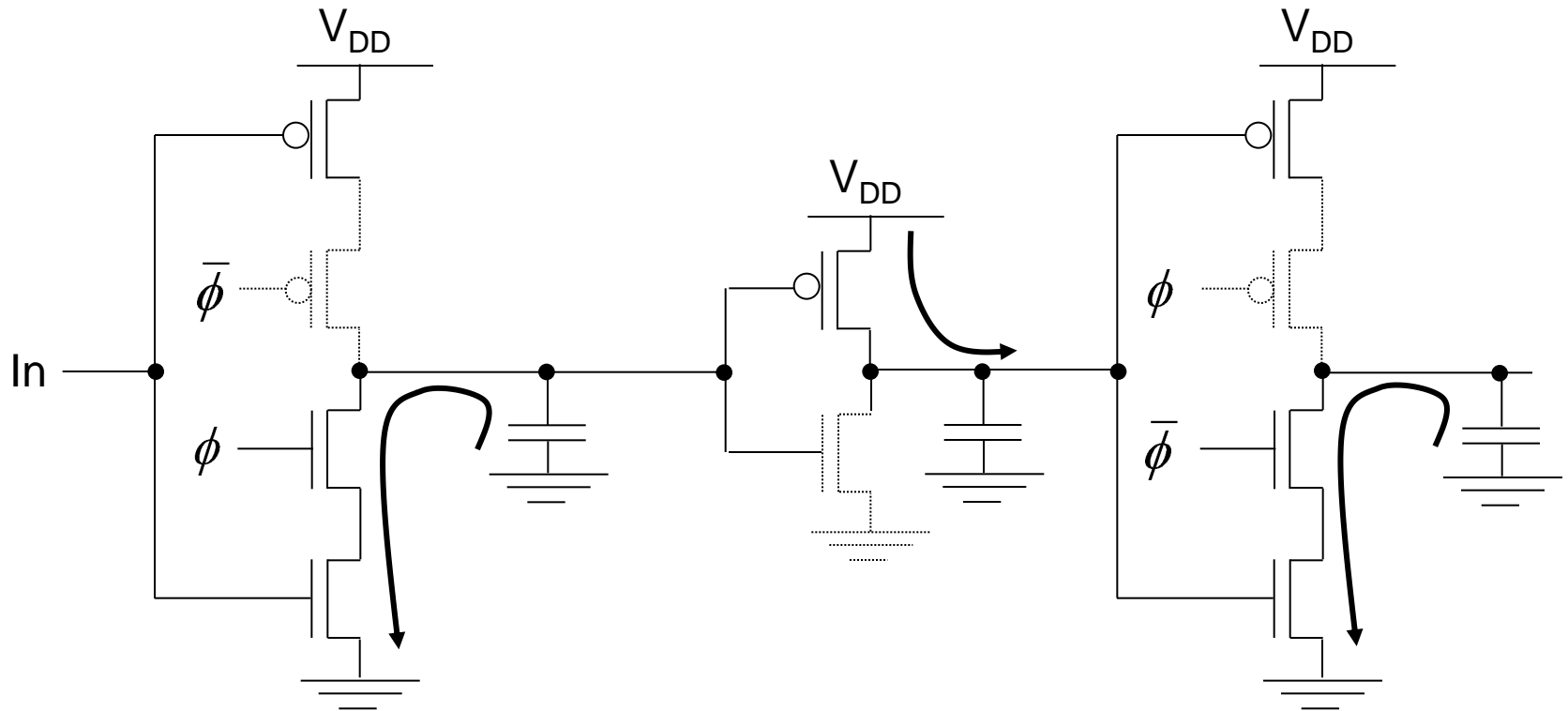
# Pipelined Logic using C<sup>2</sup>MOS



## NORA CMOS (NO-RACe logic)

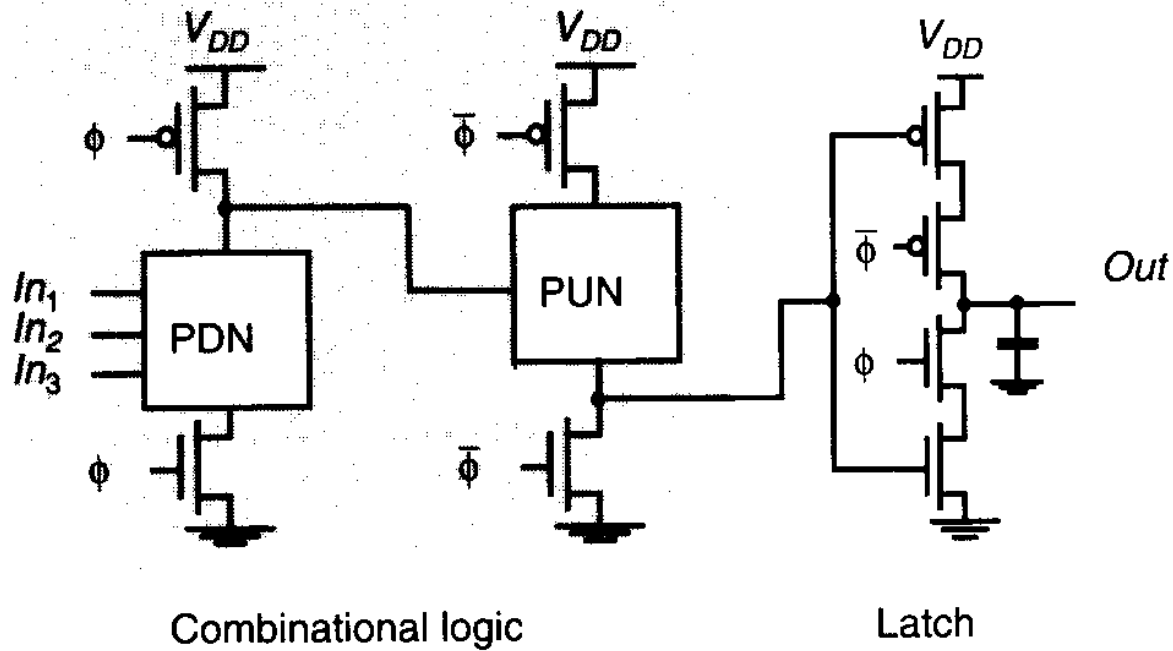
Race free as long as all the logic functions F and G between the latches are non-inverting

# Example



Number of static inversion should be even

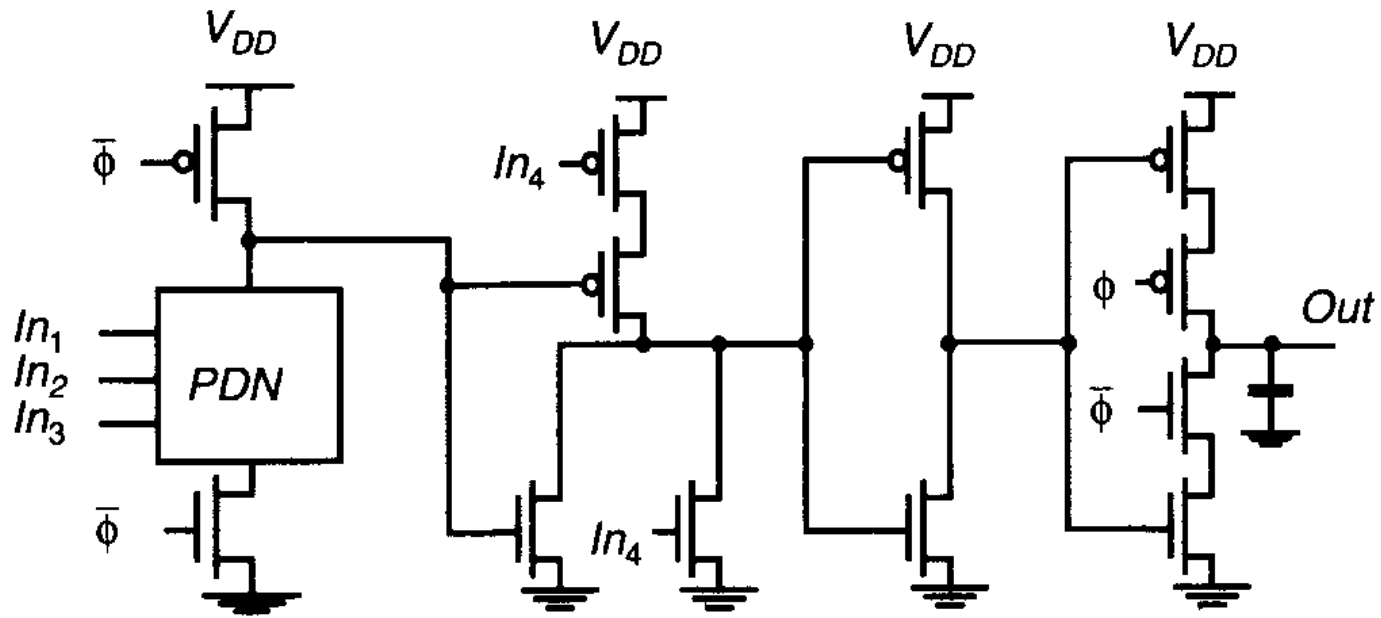
# NORA CMOS $\phi$ -module



	Logic	Latch
$\phi = 0$	Precharge	Hold
$\phi = 1$	Evaluate	Evaluate



# NORA CMOS $\bar{\phi}$ -module

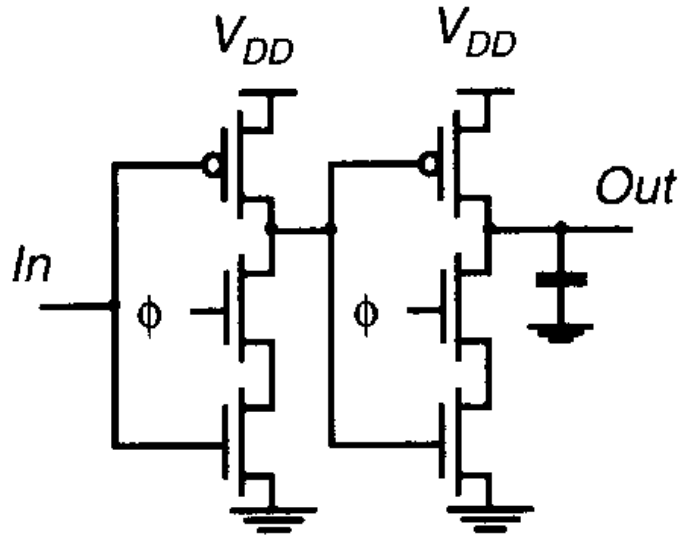


	Logic	Latch
$\phi = 0$	Evaluate	Evaluate
$\phi = 1$	Precharge	Hold

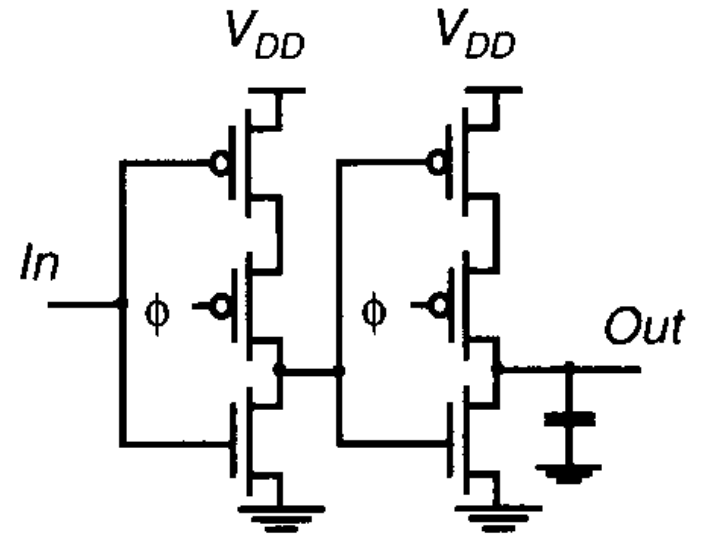
# NORA Logic

- NORA data path consists of a chain of alternating  $\phi$  and  $\bar{\phi}$  modules
- Dynamic-logic rule: single  $0 \rightarrow 1$  ( $1 \rightarrow 0$ ) transition for dynamic  $\phi$ n-block ( $\phi$ p-block)
- C<sup>2</sup>MOS rule:
  - If dynamic blocks are present, even number of static inversions between a latch and a dynamic block
  - Otherwise, even number of static inversions between latches
- Static logic may glitch, best to keep all of them after dynamic blocks

# Doubled C<sup>2</sup>MOS Latches

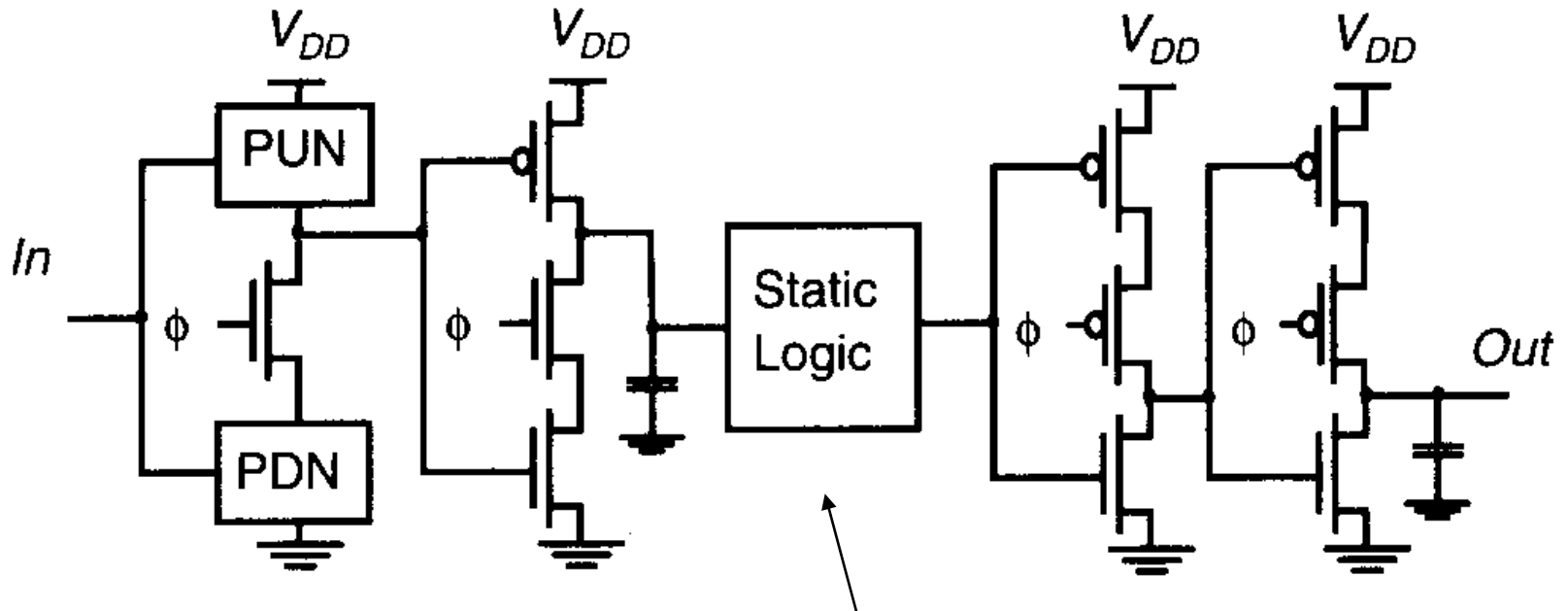


Doubled n-C<sup>2</sup>MOS latch



Doubled p-C<sup>2</sup>MOS latch

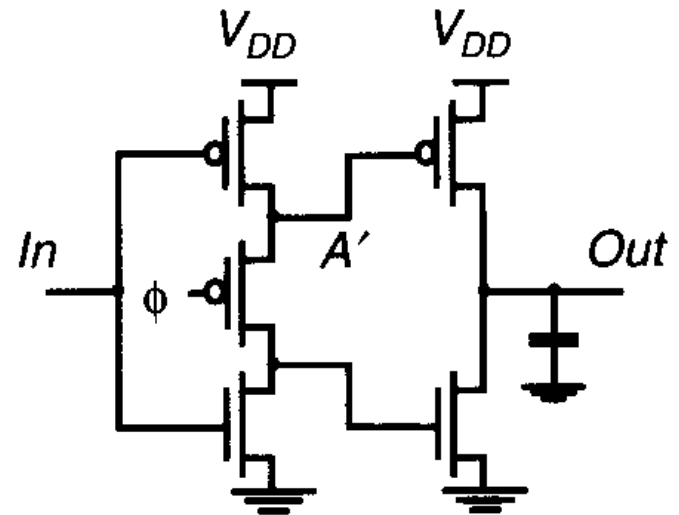
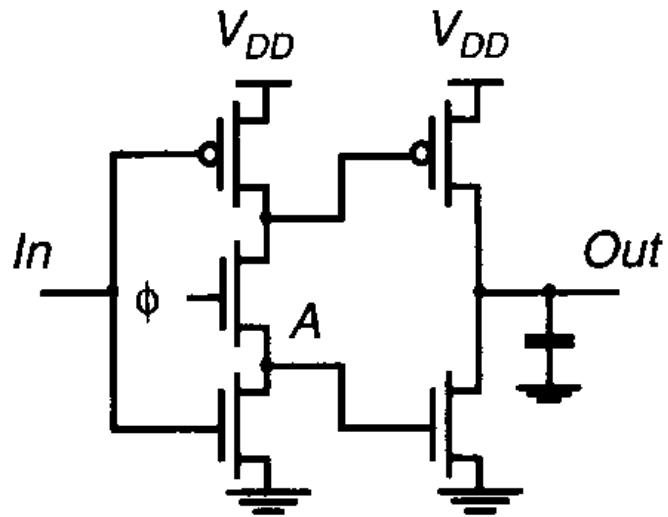
# TSPC - True Single Phase Clock Logic



Including logic into  
the latch

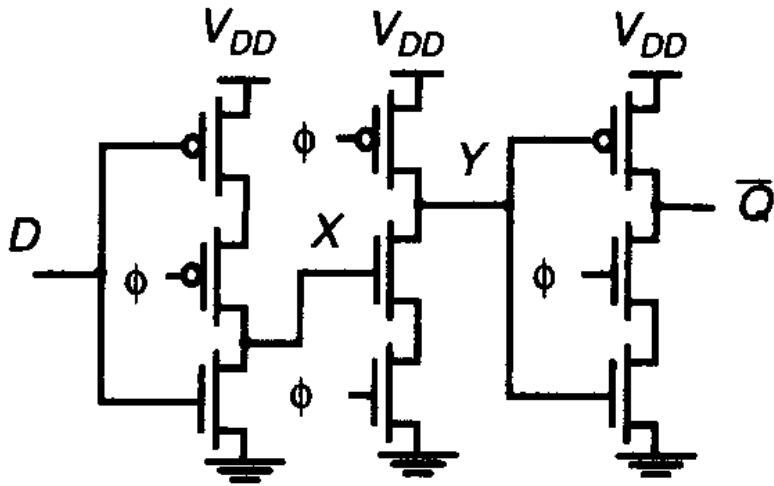
Inserting logic between  
the latches

# Simplified TSPC Latches

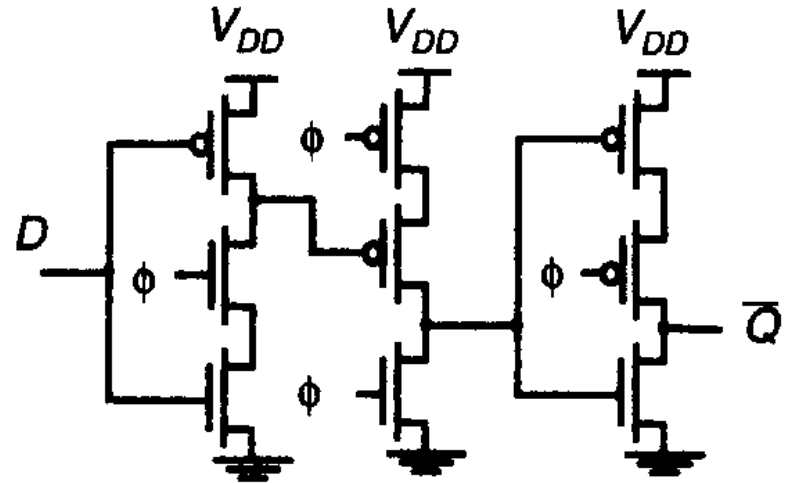


A and A' do not have full logic swing

# Master-Slave Flip-flops

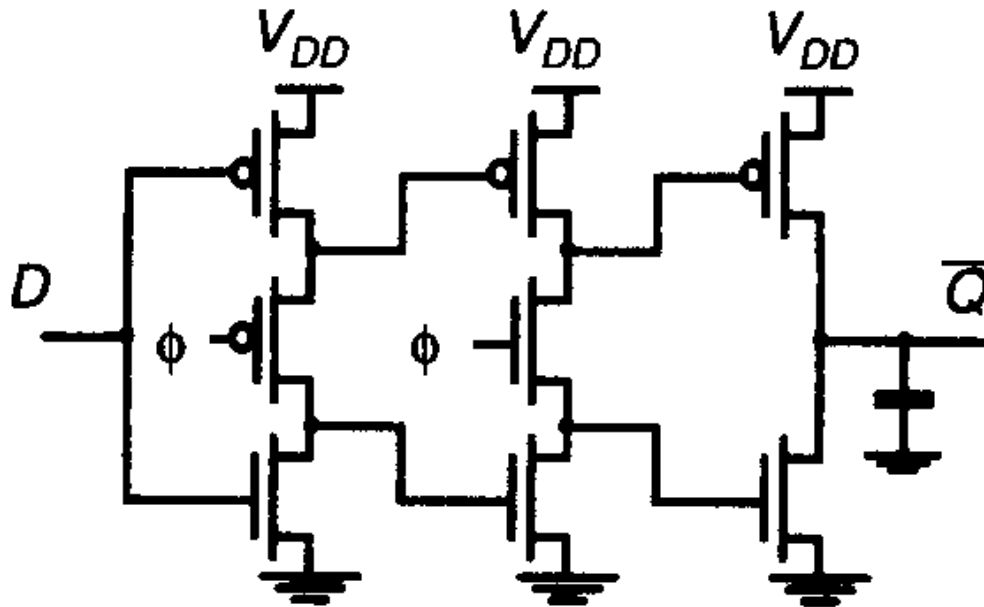


Positive-edge triggered D-FF



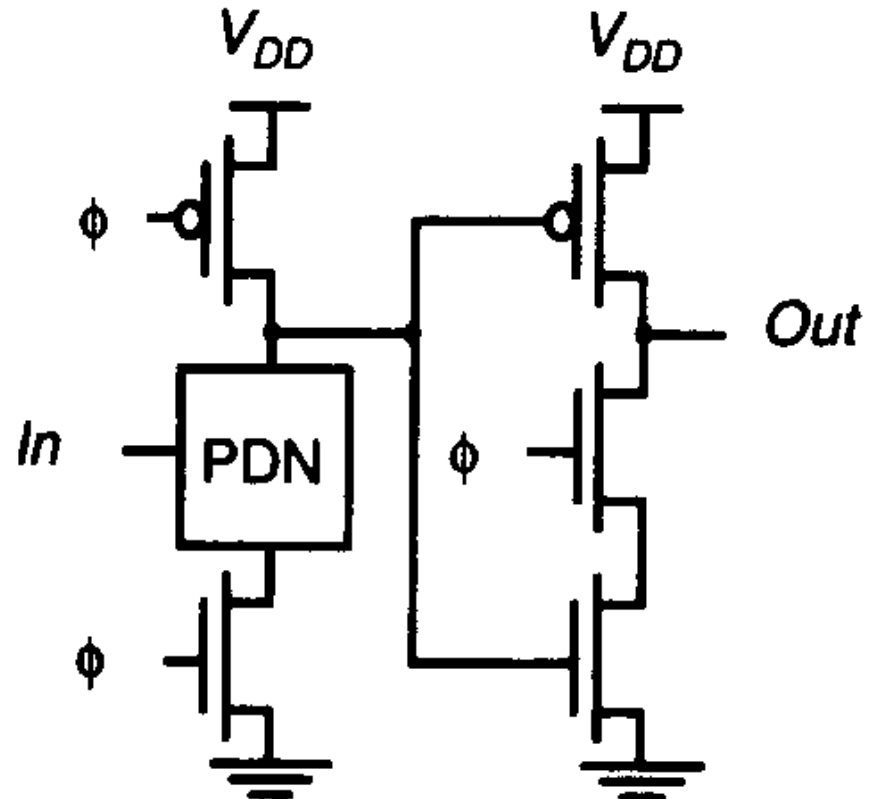
Negative-edge triggered D-FF

# Master-Slave Simplified TSPC Flip-Flops



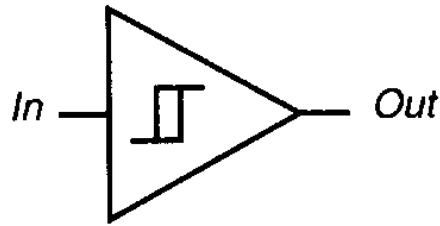
- Positive edge-triggered D flip-flops
- Reduces clock load

# Further Simplification

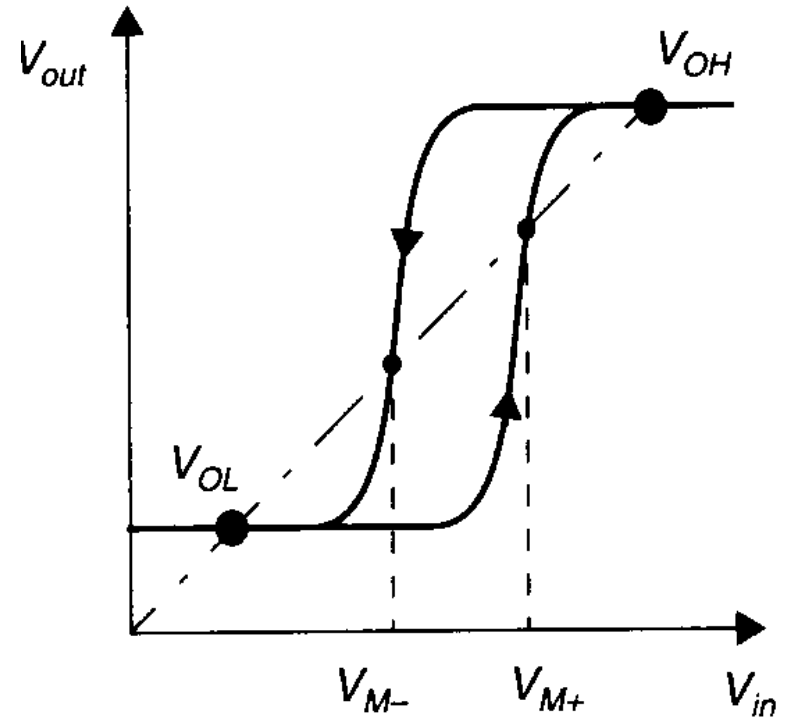




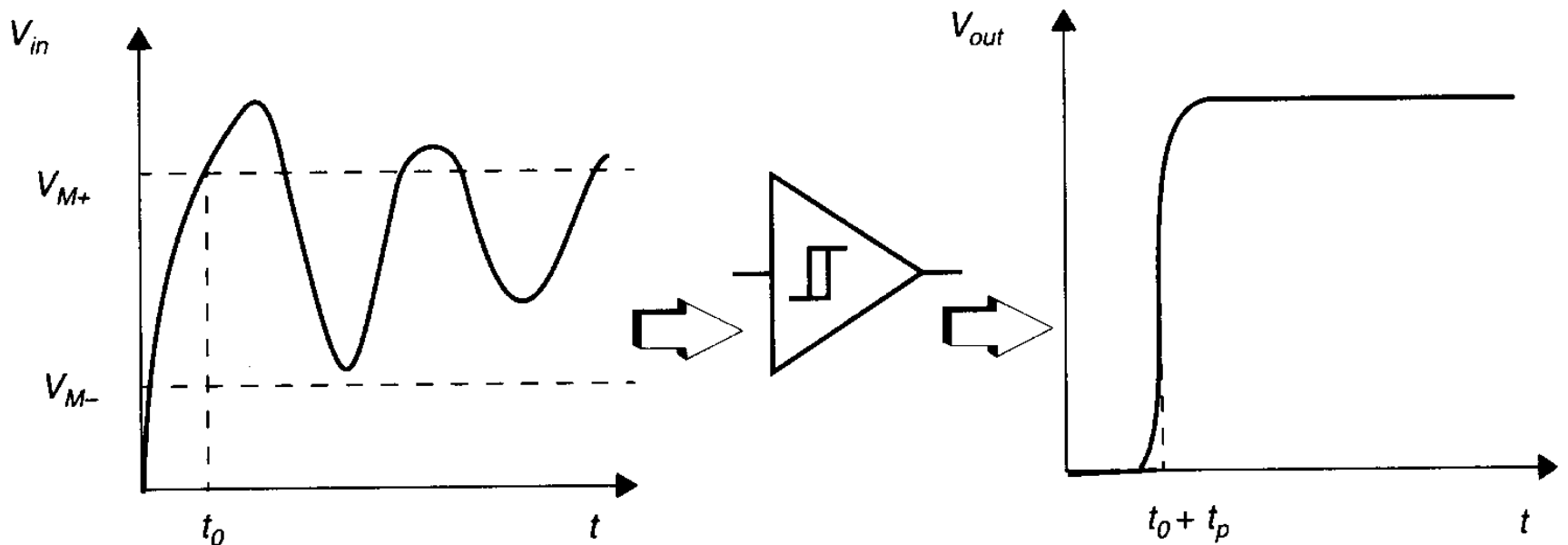
# Schmitt Trigger



- VTC with hysteresis
- Restores signal slopes

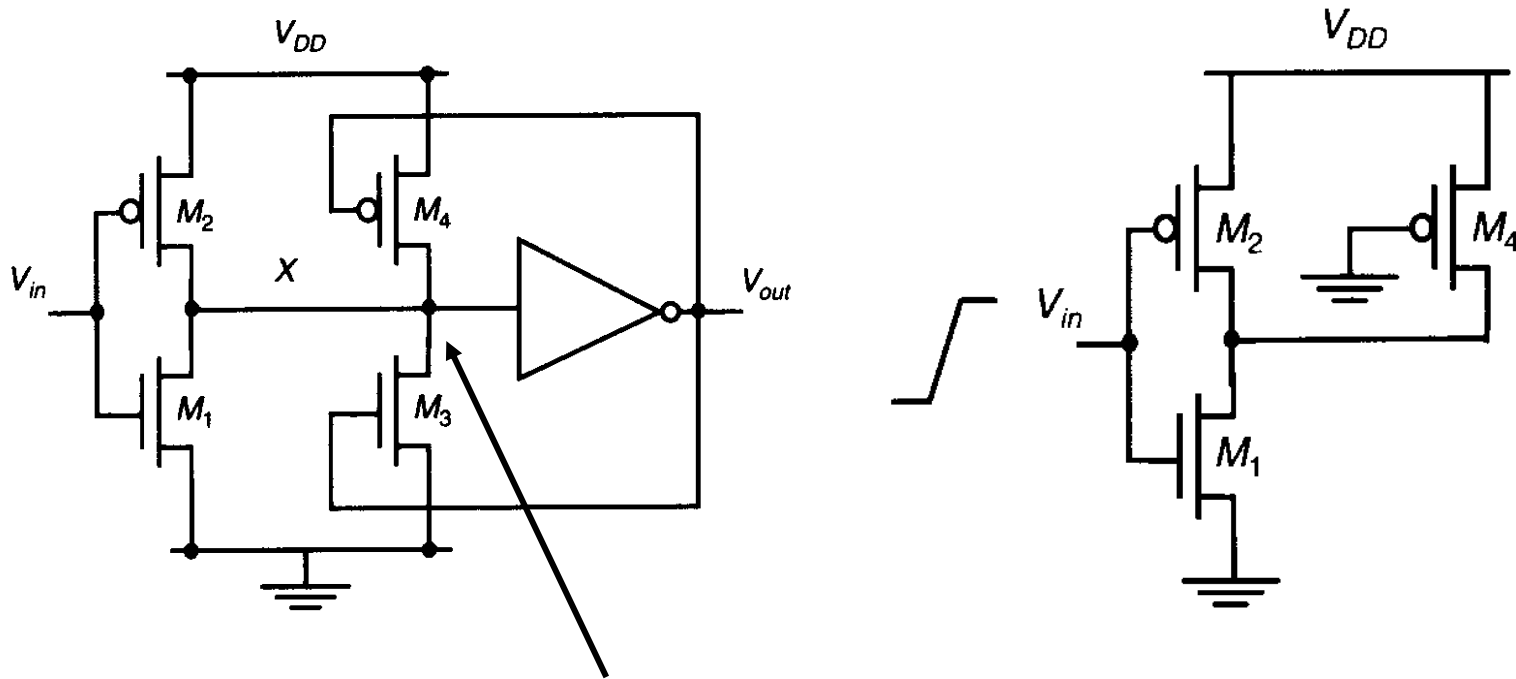


# Noise Suppression using Schmitt Trigger



Sharp low-to-high transition

# CMOS Schmitt Trigger



Moves switching threshold  
of first inverter

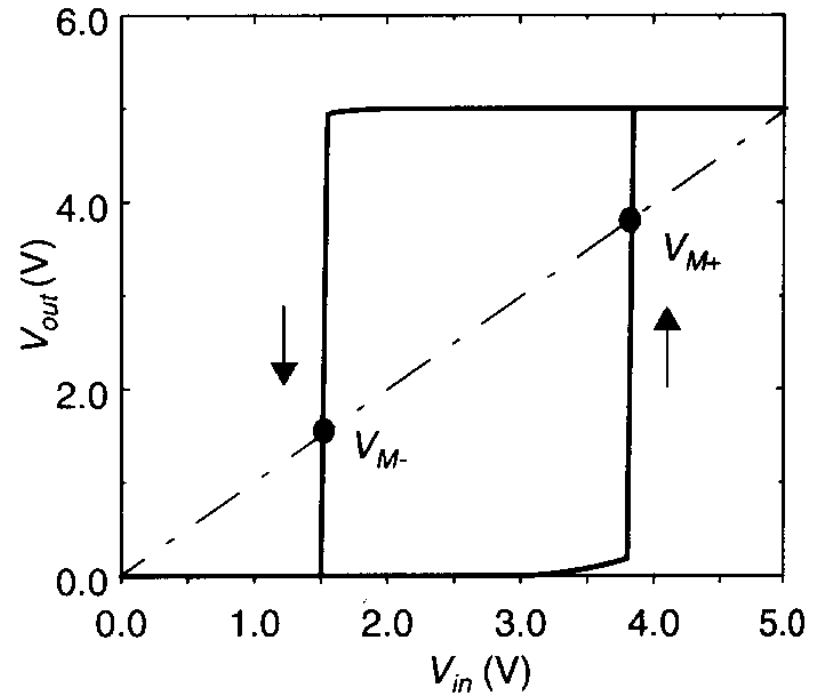
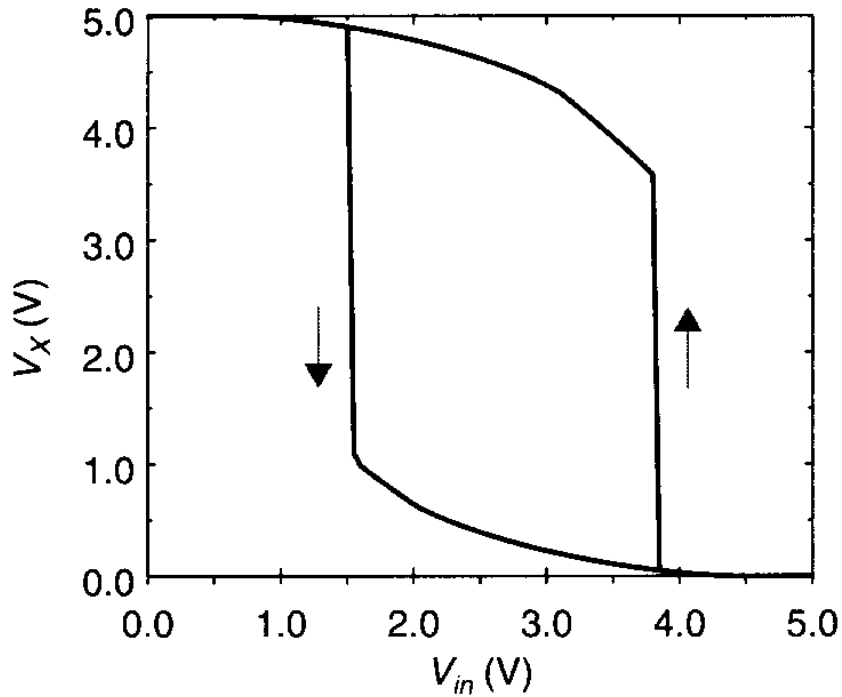
## Sizing of M3 and M4

- $V_{M+} = 3.5V$ 
  - M1 and M2 are in saturation; M4 is in triode region

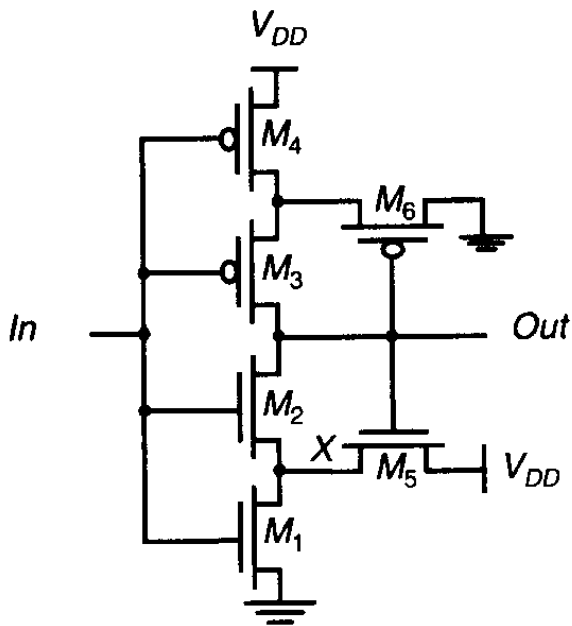
$$\frac{k_1}{2} (V_{M+} - V_{tn})^2 = \frac{k_2}{2} (V_{DD} - V_{M+} - |V_{tp}|)^2 + k_4 \left( (V_{DD} - |V_{tp}|)(V_{DD} - V_{M+}) - \frac{(V_{DD} - V_{M+})^2}{2} \right)$$

- $V_{M-} = 1.5V$ 
  - M1 and M2 are in saturation; M3 is in triode region

# Schmitt Trigger: Simulated VTC



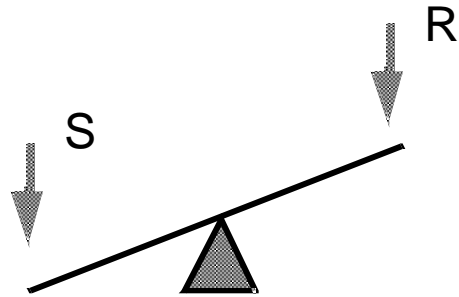
# CMOS Schmitt Trigger



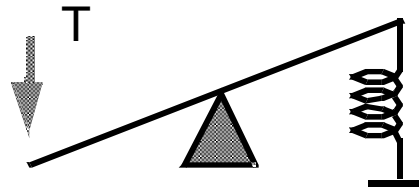
- $In = 0$ , at steady state,  $V_{Out} = V_{DD}$ ,  $V_X = V_{DD} - V_{tn}$
- $In$  makes a  $0 \rightarrow 1$  transition
  - Saturated load inverter  $M_1$ - $M_5$  discharges  $X$
  - $M_2$  inactive until  $V_X = V_{in} - V_{tn}$
  - Use  $V_{in}$  to approximate  $V_{M-}$
  - $M_1$ - $M_5$  in saturation

$$\frac{k_1}{2} (V_{M-} - V_{tn})^2 = \frac{k_5}{2} (V_{DD} - V_{M-})^2$$

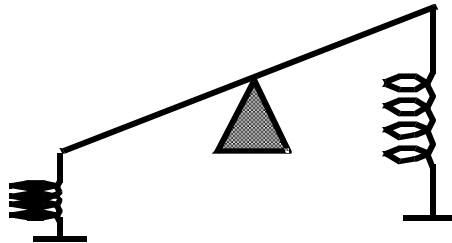
# Multivibrator Circuits



Bistable Multivibrator  
flip-flop, Schmitt Trigger

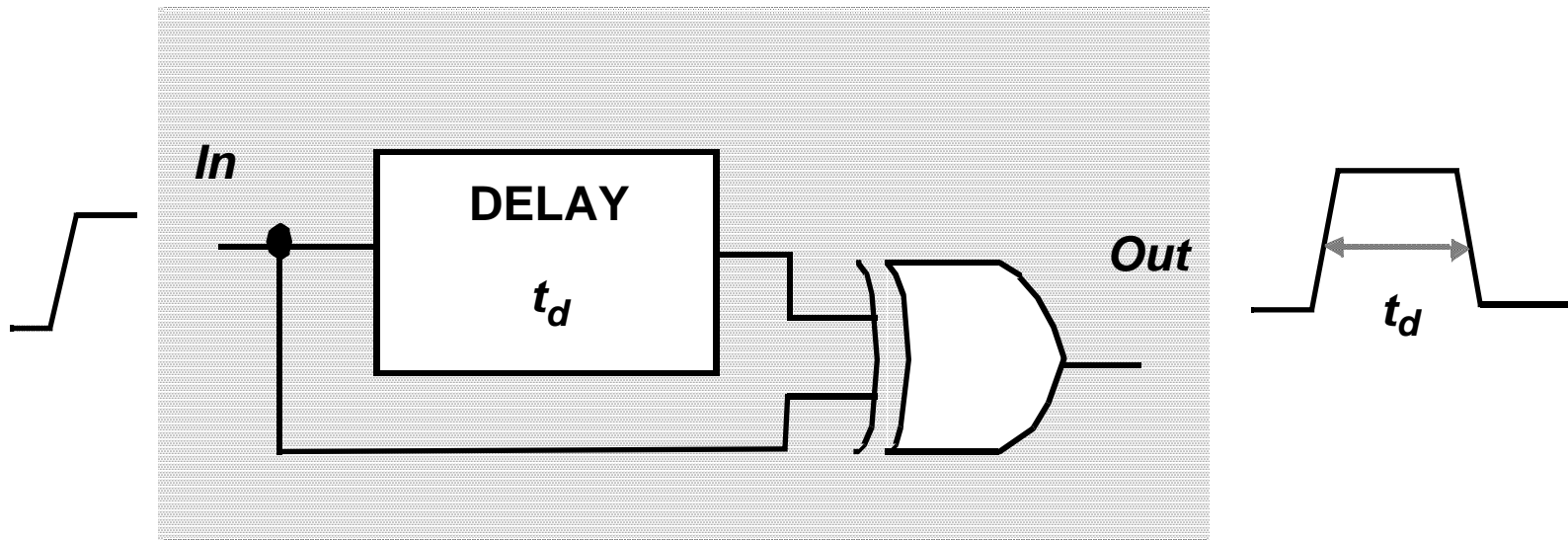


Monostable Multivibrator  
one-shot



Astable Multivibrator  
oscillator

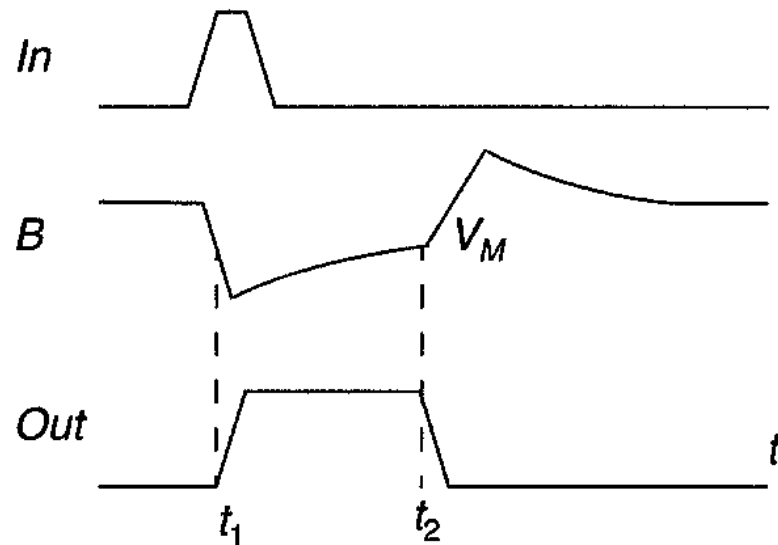
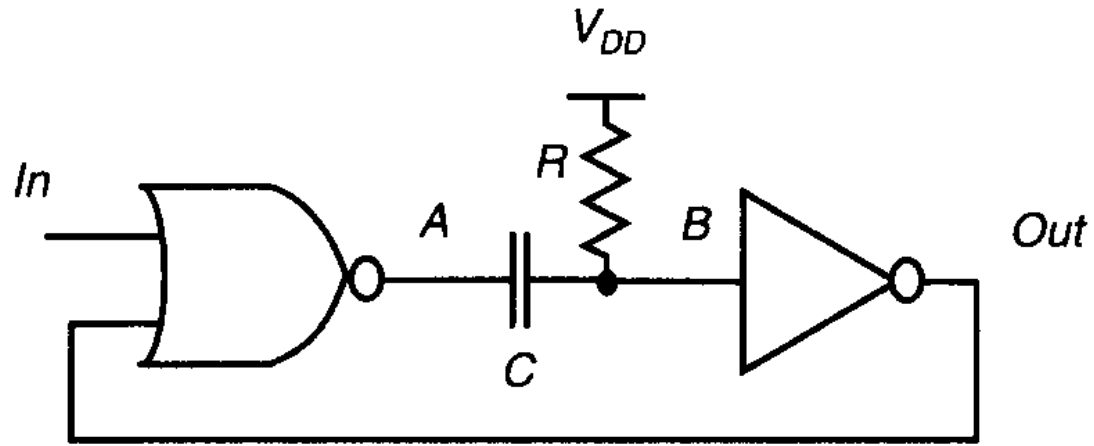
# Transition-Triggered Monostable



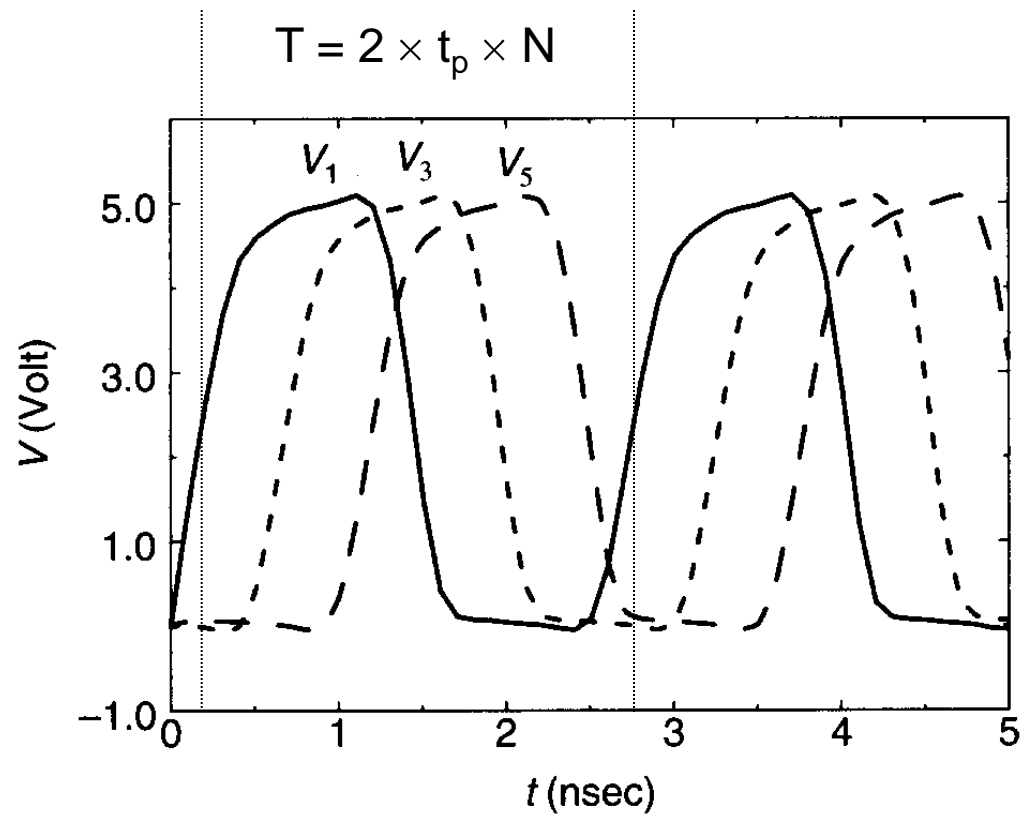
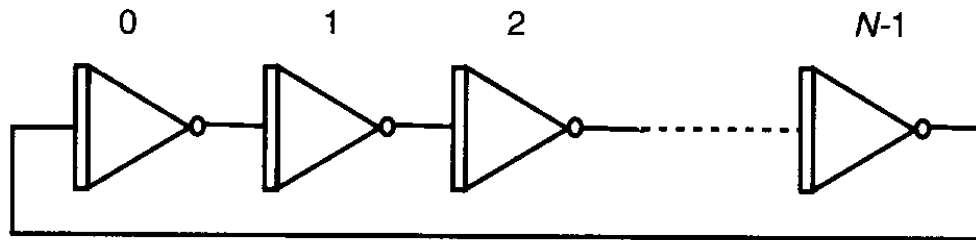
Detects changes in the input signal  
produces a pulse to initialize subsequent circuitry  
e.g., address transition detection in static memories



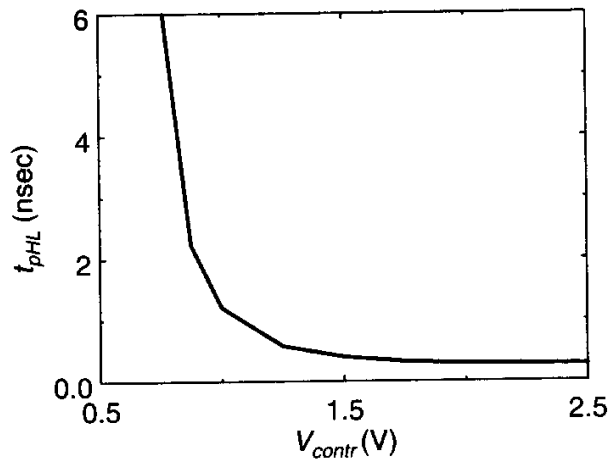
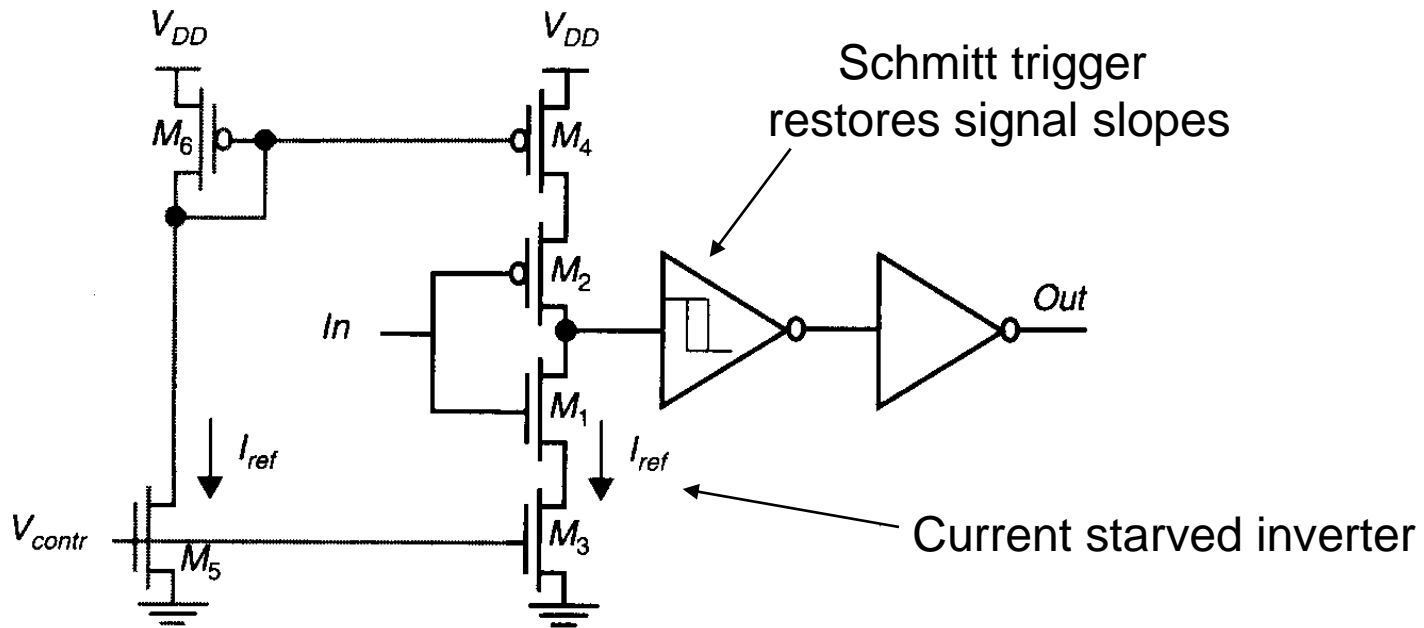
# Monostable Trigger (RC-based)



# Astable Multivibrators (Oscillators)

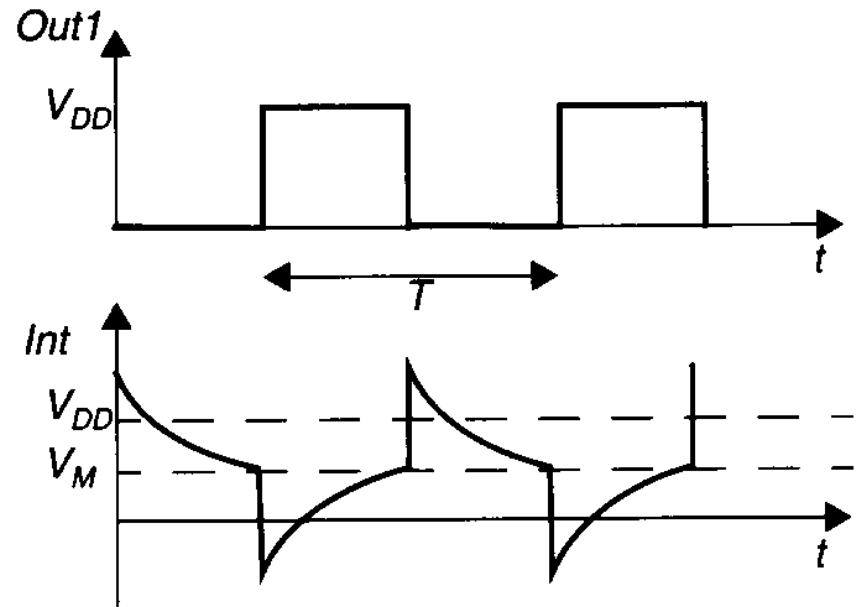
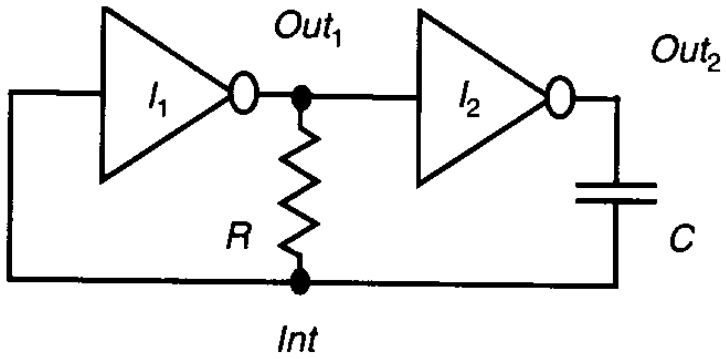


# Voltage Controller Oscillator (VCO)



Decrease  $V_{contr}$  to reduce discharge current  
 $\Rightarrow$  increase propagation delay of inverter  
 $\Rightarrow$  decreases oscillating frequency  
(quadratic dependency)

# Relaxation Oscillator



$$T = 2 \times (\ln 3) \times RC$$