



Static Logic

Additional Slides

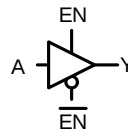
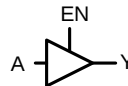
Vishal Saxena
ECE, Boise State University

Nov 10, 2010



- Tristate buffer produces Z when not enabled

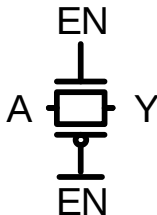
EN	A	Y
0	0	Z
0	1	Z
1	0	0
1	1	1



Nonrestoring Tristate



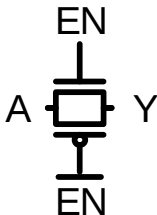
- Transmission gate acts as a tristate buffer
 - only 2 transistors
 - but non-restoring
 - noise on A is passed on to Y



Nonrestoring Tristate



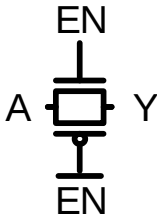
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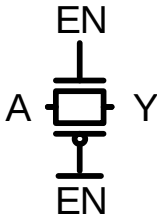
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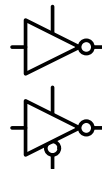
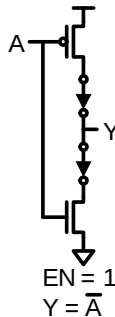
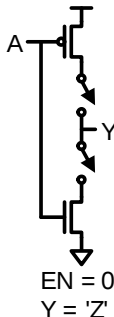
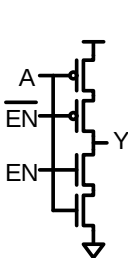


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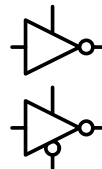
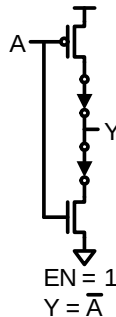
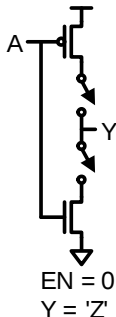
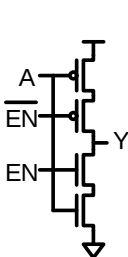
Tristate Inverter

- Tristate inverter produces restored output
 - violates conduction complement rule
 - because we want a Z output



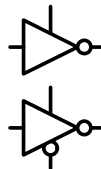
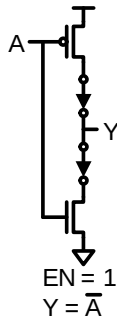
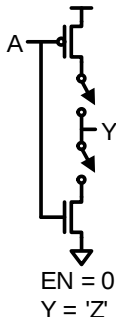
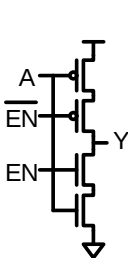
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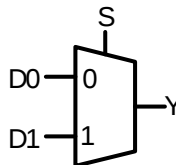
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- 2X1 multiplexer chooses between two inputs

S	D1	D0	Y
0	X	0	0
0	X	1	1
1	0	X	0
1	1	X	1



Gate-Level Mux Design

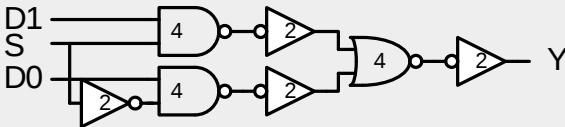
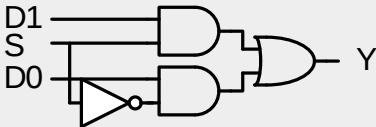


- $Y = SD_1 + \overline{S}D_0$
- How many transistors are needed?

Gate-Level Mux Design



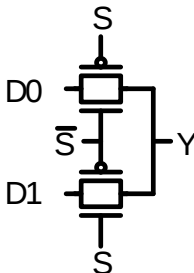
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Transmission Gate (TG) Mux



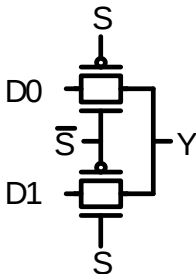
- Nonrestoring mux uses two transmission gates
 - only 4 transistors



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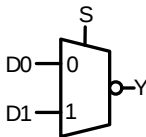
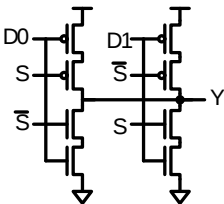
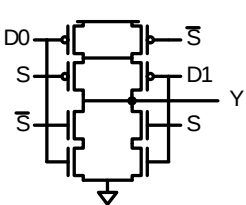


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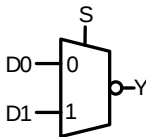
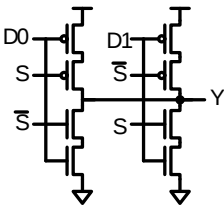
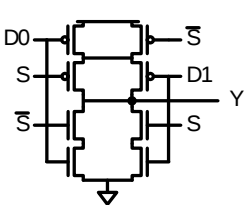
Inverting Mux

- Inverting multiplexer
 - use compound AOI22
 - or pair of tristate inverters
 - essentially the same thing
- Noninverting multiplexer adds an inverter



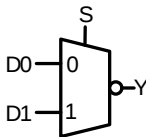
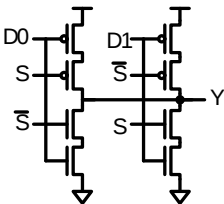
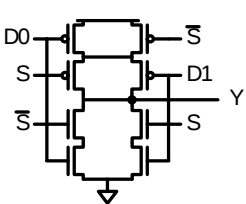
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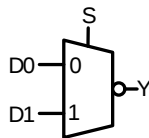
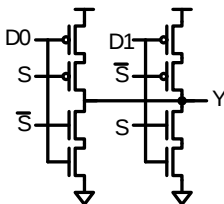
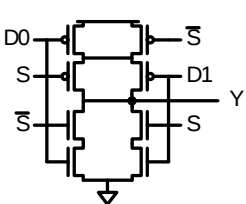
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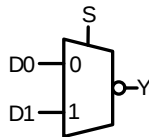
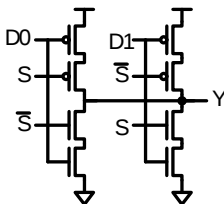
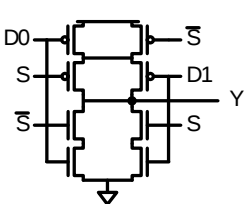
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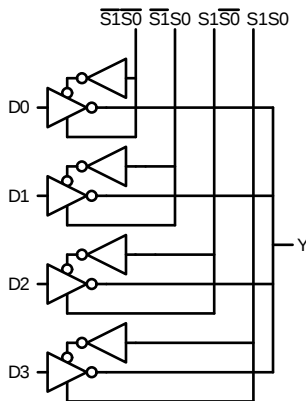
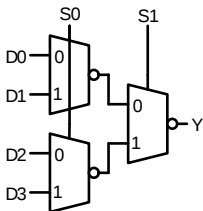
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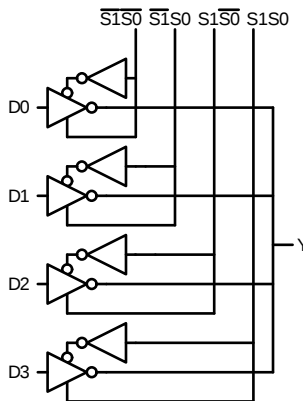
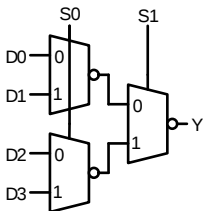
4X1 Multiplexer

- 4X1 Mux chooses one of 4 inputs using two selects
 - two levels of 2X1 Muxes
 - or four tri-states



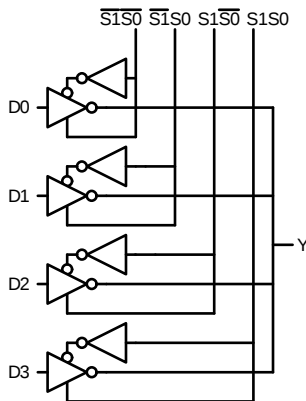
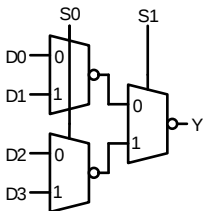
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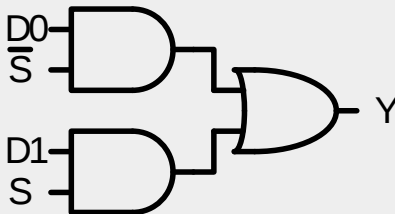
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Bubble Pushing: Example 1



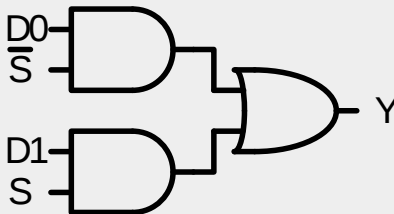
- MUX: $Y = \overline{S}D_0 + SD_1$
- 1) Sketch a design using AND, OR, and NOT gates



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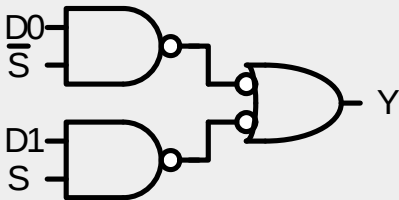
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Example 2

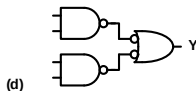
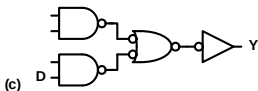
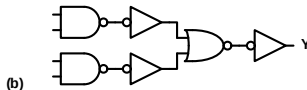
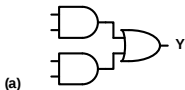


- 2) Sketch a design using NAND, NOR, and NOT gates
 - assume $\bar{S}$ is available



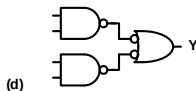
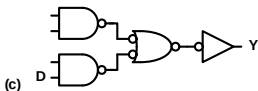
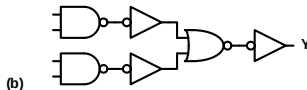
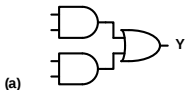
Bubble Pushing

- Start with network of AND / OR gates
- Convert to NAND / NOR + inverters
- Push bubbles around to simplify logic
 - Remember DeMorgan's Law



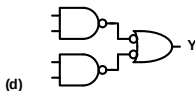
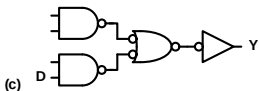
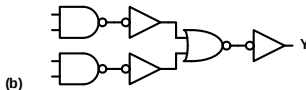
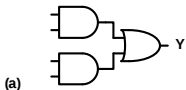
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Compound Gates



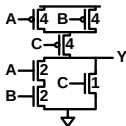
■ Sizing of compound gates

**unit
inverter**
 $Y = \overline{A}$



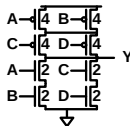
AOI21

$$Y = \overline{A \cdot B + C}$$



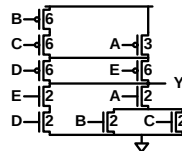
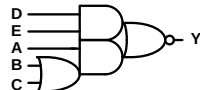
AOI22

$$Y = \overline{A \cdot B + C \cdot D}$$



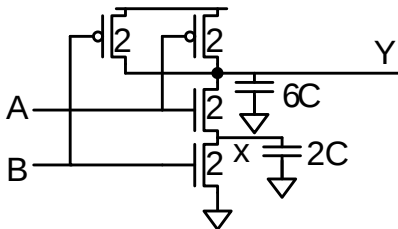
Complex AOI

$$Y = \overline{A \cdot (B + C) + D \cdot E}$$



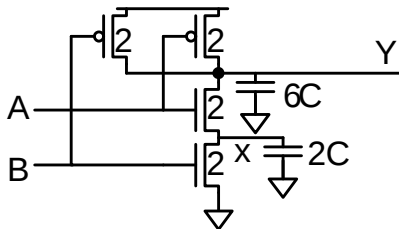
Input Order

- Calculate parasitic delay for Y falling
 - If A arrives latest?
 - $6RC = 2\tau$
 - If B arrives latest?
 - 2.33τ



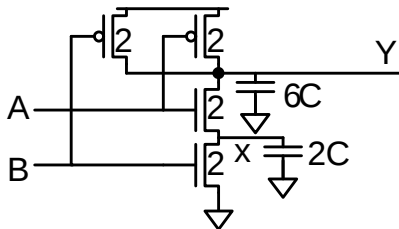
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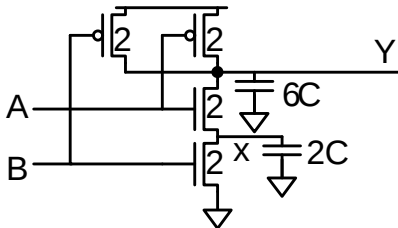
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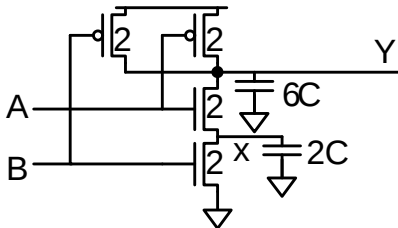
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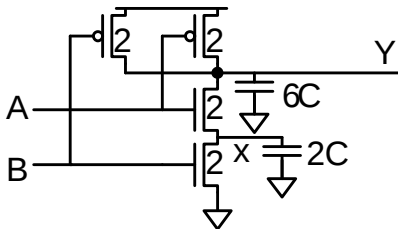
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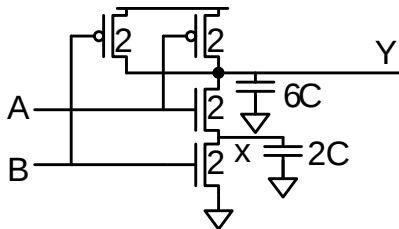
Inner and Outer Inputs

- Inner input is closest to output (A)
- Outer input is closest to rail (B)
- If input arrival time is known
 - Connect latest input to inner terminal



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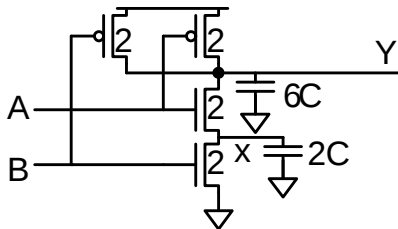
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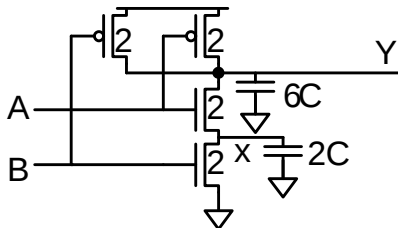
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- For speed:
 - NAND vs NOR
 - Many simple stages vs. fewer high fan-in stages
 - Latest-arriving input
- For area and power:
 - Many simple stages vs. fewer high fan-in stages



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 - Latest-arriving input
- For area and power:
 - Many simple stages vs. fewer high fan-in stages



- For speed:
 - NAND vs NOR
 - Many simple stages vs. fewer high fan-in stages
 - Latest-arriving input
- For area and power:
 - Many simple stages vs. fewer high fan-in stages

References I



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