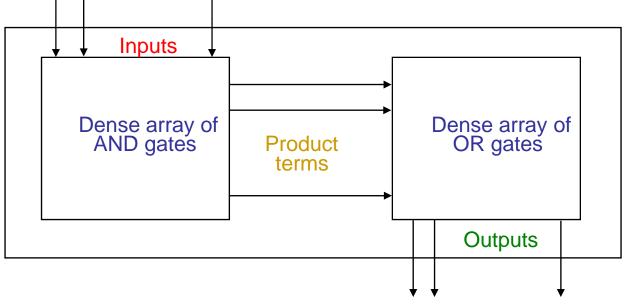
### ELECTRONICS SYSTEM DESIGN

### **SECTION-4**

## <u>MULTI INPUT SYSTEM</u> CONTROLLER DESIGN AND <u>PLDs</u>

### Prgrammable Logic Organization

- Pre-fabricated building block of many AND/OR gates (or NOR, NAND)
- "Personalized" by making or breaking connections among the gates



Programmable Array Block Diagram for Sum of Products Form

### Basic Programmable Logic Organizations

 Depending on which of the AND/OR logic arrays is programmable, we have three basic organizations

| ORGANIZATION | AND ARRAY | <b>OR ARRAY</b> |
|--------------|-----------|-----------------|
| PAL          | PROG.     | FIXED           |
| PROM         | FIXED     | PROG.           |
| PLA          | PROG.     | PROG.           |

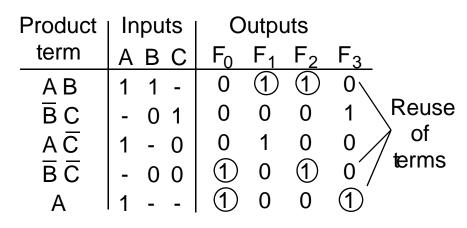
#### Key to Success: Shared Product Terms

#### **Equations**

| Example |
|---------|
|---------|

 $F0 = A \pm \overrightarrow{BC}$  F1 = AC + AB  $F2 = \overrightarrow{BC} + AB$  $F3 = \overrightarrow{BC} + A$ 

### **Personality Matrix**



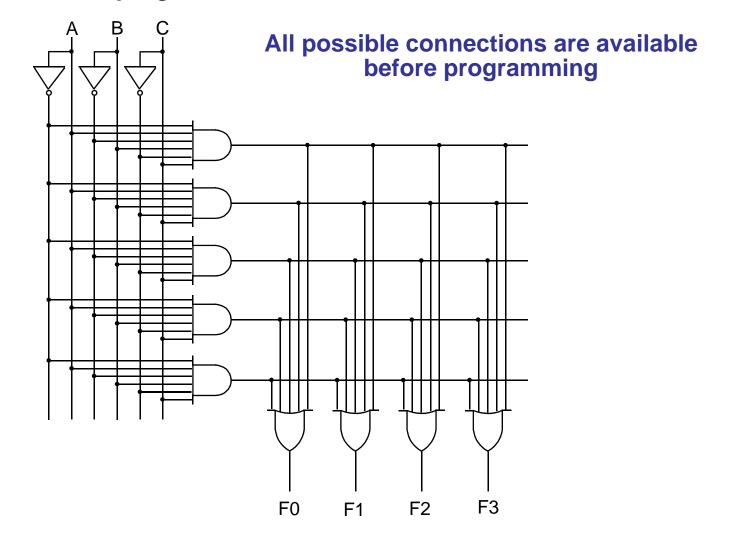
#### Input Side:

- 1 = asserted in term
- 0 = negated in term
- = does not participate

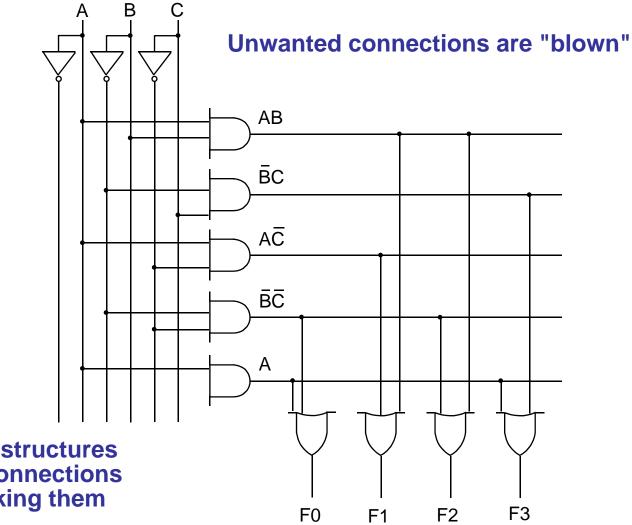
#### **Output Side:**

- 1 = term connected to output
- 0 = no connection to output

#### **Example Continued - Unprogrammed device**



Example Continued -Programmed part



Note: some array structures work by making connections rather than breaking them

AB

ĀĒ

CD

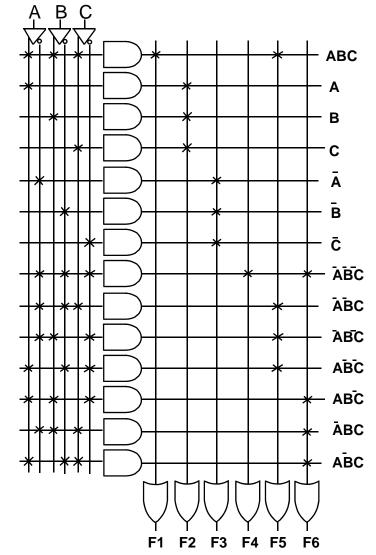
ĒD

Unprogrammed device Alternative representation Short-hand notation so we don't have to draw all the wires! X at junction indicates ABCD a connection Notation for implementing  $FO = AB + \overline{A}\overline{B}$ **Programmed device**  $F1 = C\overline{D} + \overline{C}D$  $C\overline{D}+\overline{C}D$ AB+AB

Design Example

Multiple functions of A, B, C

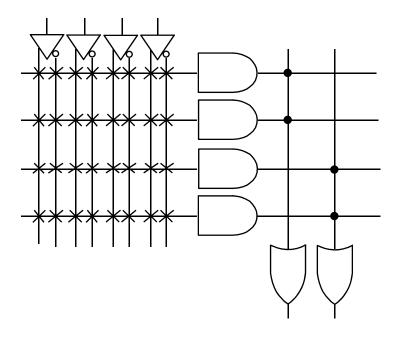
F1 = A B C F2 = A + B + C F3 =  $\overline{A B C}$ F4 =  $\overline{A + B + C}$ F5 = A  $\oplus$  B  $\oplus$  C F6 =  $\overline{A \oplus B \oplus C}$ 



### PALs and PLAs

What is difference between Programmable Array Logic (PAL) and Programmable Logic Array (PLA)?

PAL concept — implemented by Monolithic Memories AND array is programmable, OR array is fixed at fabrication



A given column of the OR array has access to only a subset of the possible product terms

**PLA concept** — Both AND and OR arrays are programmable

### PALs and PLAs

- Of the two organizations the PLA is the most flexible
  - One PLA can implement a huge range of logic functions
  - BUT many pins; large package, higher cost
- PALs are more restricted / you trade number of OR terms vs number of outputs
  - Many device variations needed
  - Each device is cheaper than a PLA

Design Example: BCD to Gray Code Converter

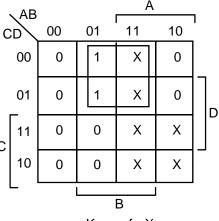
K-maps

#### **Truth Table**

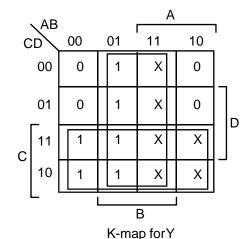
| _ | А   | В                     | С           | D                          | W  | Х                     | Υ                | Ζ                               |
|---|---|-----------------------|-------------|----------------------------|--|-----------------------|------------------|---------------------------------|
|   | 0   | 0                     | 0           | 0                          | 0  | 0                     | 0                | 0                               |
|   |   | 0                     | 0           |                            | 0  | 0                     | 0                | 0 1 1 0 0 0 0 1 1 0 X X X X X X |
|   | 0   |                       | 1           | 0                          | 0<br>0   | 0                     | 1                | 1                               |
|   | 0<br>0<br>0<br>0                          | 0<br>0<br>1           | 1           | 1<br>0<br>1<br>0           |  | 0<br>0<br>1           | 1<br>1<br>1<br>1 | 0                               |
|   | 0   | 1                     | 0           | 0                          | 0  | 1                     | 1                | 0                               |
|   | 0<br>0<br>1<br>1<br>1<br>1<br>1<br>1<br>1 | 1                     | 0           | 1<br>0<br>1<br>0<br>1<br>0 | 1<br>1   | 1                     | 1                | 0                               |
|   | 0   | 1                     | 1           | 0                          | 1  | 0<br>0<br>0<br>X<br>X | 1                | 0                               |
|   | 0   | 1                     | 1           | 1                          | 1  | 0                     | 1                | 1                               |
|   | 1   | 0<br>0<br>0<br>0<br>1 | 0           | 0                          | 1<br>1<br>X<br>X<br>X<br>X<br>X<br>X<br>X<br>X | 0                     | 0                | 1                               |
|   | 1   | 0                     | 0<br>1<br>1 | 1                          | 1  | 0                     | 0<br>X           | 0                               |
|   | 1   | 0                     | 1           | 0                          | Х  | Х                     |                  | Х                               |
|   | 1   | 0                     | 1           |                            | Х  | Х                     | Х                | Х                               |
|   | 1   |                       | 0           | 0                          | Х  | Х                     | Х                | Х                               |
|   | 1   | 1                     | 0           | 1                          | Х  | Х                     | Х                | Х                               |
|   | 1   | 1                     | 1           | 0                          | Х  | Х                     | Х                | Х                               |
|   | 1   | 1                     | 1           | 1                          | Х  | Х                     | Х                | Х                               |

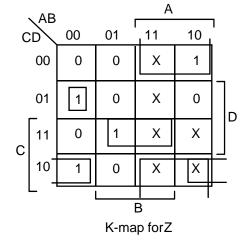
#### ∖AB 00 01 11 10 CD X 0 00 0 01 0 1 Х 1 D 11 0 Х Х С С 10 Х 0 В K-map forW

А



K-map forX



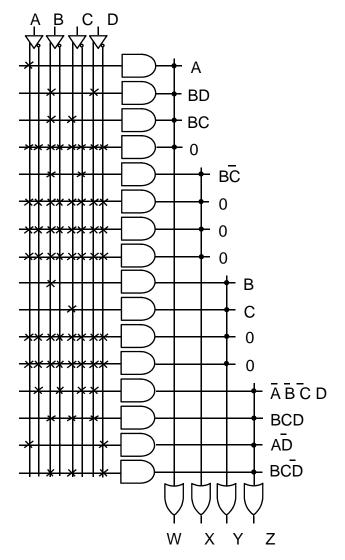


#### **Minimized Functions:**

 $W = A \pm B D + B C$  X = B C  $Y = B \pm C$ Z = A B C D + B C D + A D + B C D

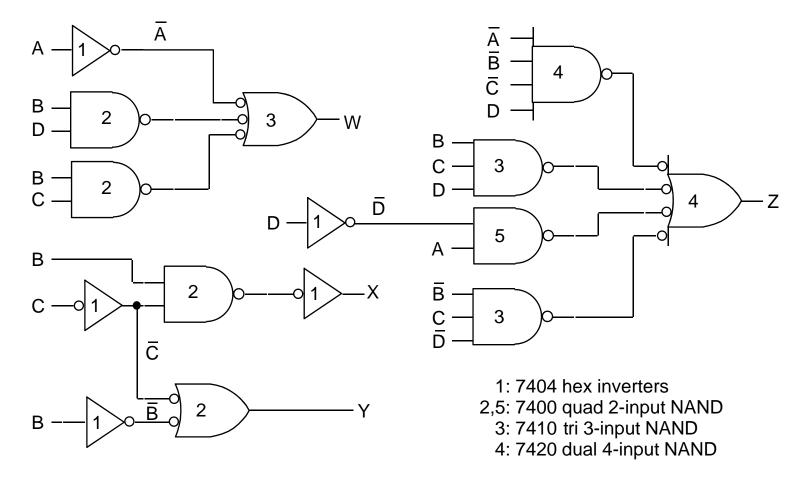
**Programmed PAL:** 

#### **Minimized Functions:**

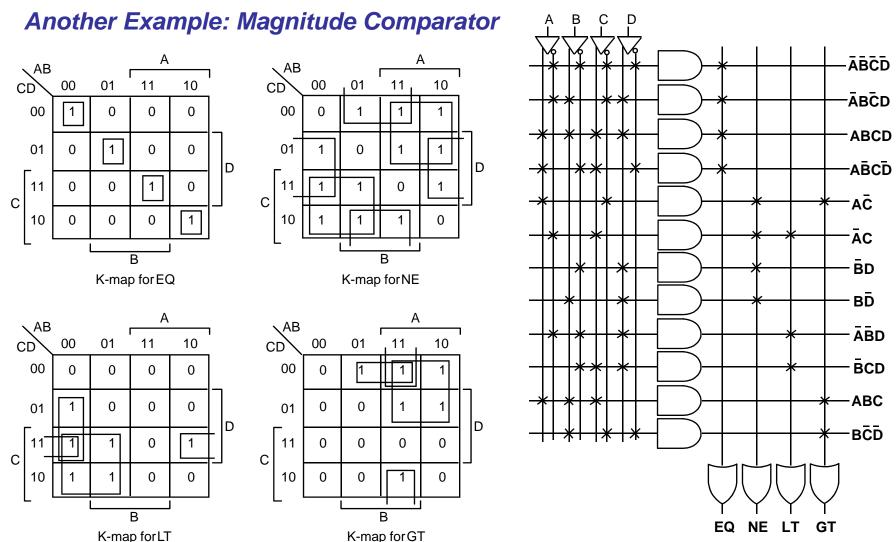


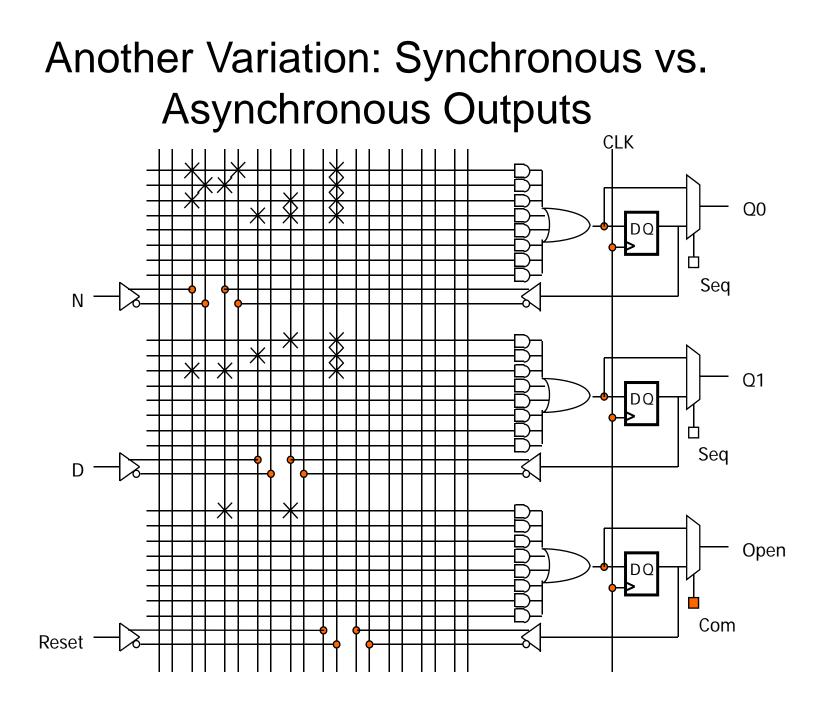
4 product terms per each OR gate

#### **Code Converter Discrete Gate Implementation**



4 SSI Packages vs. 1 PLA/PAL Package!

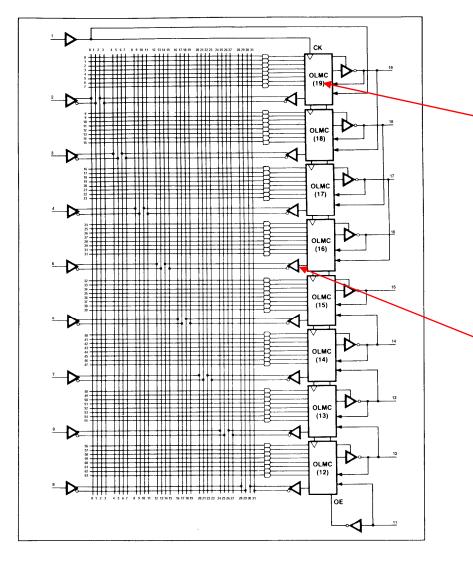




### Complex Programmable Logic Devices

- Complex PLDs typically combine PAL combinational logic with FFs
  - Organized into logic blocks
  - Fixed OR array size
  - Combinational or registered output
  - Some pins are inputs only
- Usually enough logic for simple counters, state machines, decoders, etc.
- e.g. GAL22V10, GAL16V8, etc.

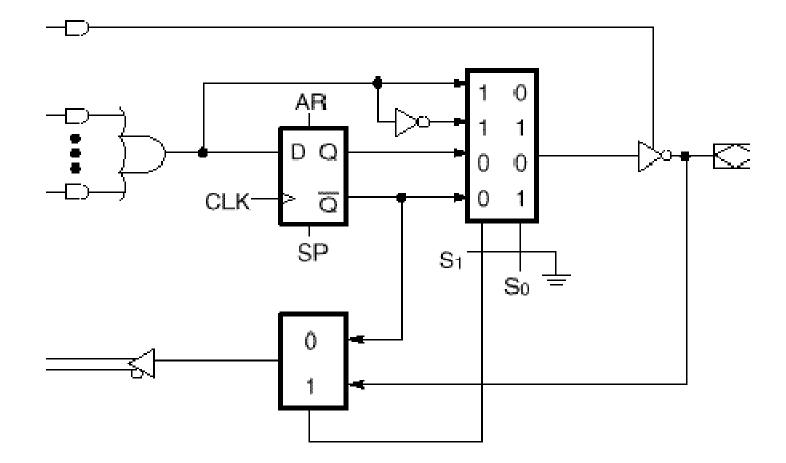
### GAL CPLD



- OLMC (Output Logic MacroCell) has OR, FF, output multiplexer and I/O control logic.

Note that OLMC output is fed back to input matrix for use in other OLMCs.

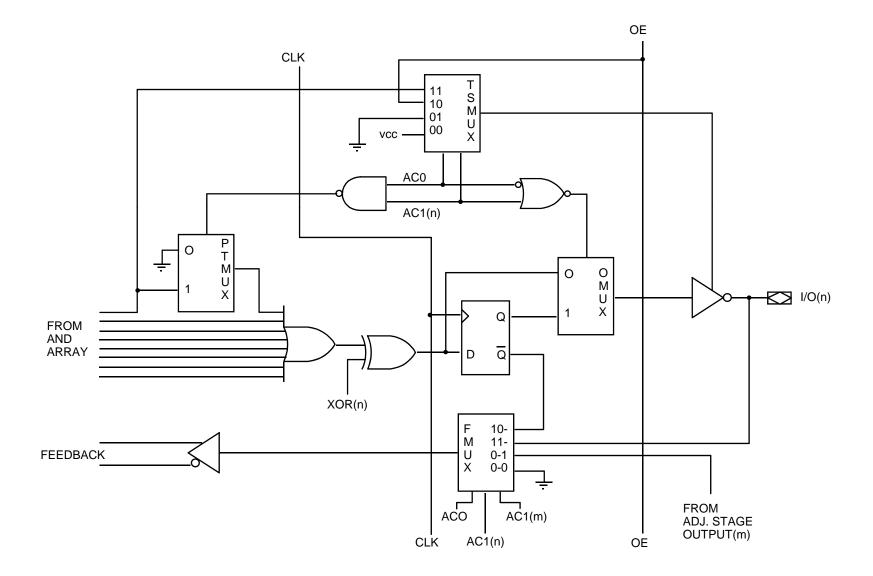
### GAL22V10 OLMC Structure



### PAL22V10 OLMC Configuration Modes

- Registered Mode: active (low, high): Q' is feedback as input only, no dedicated input in this mode
- Combinational Mode: active (low, high) can feedback comb. Output (high, low) and/or dedicated input

### GAL16V8 OLMC Structure



### PAL16V8 OLMC Configuration Modes

Simple mode (combinational output)

combinational output

combinational output with feedback

dedicated input

Complex mode

combinational output, with feedback combinational input from another OLMC Registered mode: active (low, high): Q' is feedback as input (no dedicated input)

### Field Programmable Gate Arrays (FPGAs)

- FPGAs have much more logic than CPLDs
  - 2K to >10M equivalent gates
  - Requires different architecture
  - FPGAs can be RAM-based or Flash-based
    - RAM FPGAs must be programmed at power-on
      - External memory needed for programming data
      - May be dynamically reconfigured
    - Flash FPGAs store program data in non-volatile memory
      - Reprogramming is more difficult
      - Holds configuration when power is off

# • Typical organization in 2-D array

- Configurable logic blocks (CLBs) contain functional logic (could be similar to PAL22V10)
  - Combinational functions plus FFs
  - Complexity varies by device
- CLB interconnect is either local or long line
  - CLBs have connections to local neighbors
  - Horizontal and vertical channels use for long distance
  - Channel intersections have switch matrix
- IOBs (I/O logic Blocks) connect to pins
  - Usually have some additional C.L./FF in block

### Field-Programmable Gate Arrays structure

- Logic blocks
  - To implement combinational and sequential logic
- Interconnect
- I/O blocks

- Key questions:
  - How to make logic blocks programmable?
  - How to connect the wires?
  - After the chip has been fabbed
  - HW problems: 7-19, 7-20, 7-22, 7-23, 7-26 due 22/9/07

