

Hardware Modeling [VU] (191.011)

– WS25 –

Synchronous Design Style

Guest Lecture by Prof. Steininger

WS 2025/26

Combinational Logic Gates

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Sync. Design
Gates
Combinational
Seq. Logic
Timing
Functions
Coordination
Timing Analysis

- Logic gates are the elementary blocks of a digital circuit (e.g. AND, OR, XOR)

Combinational Logic Gates

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- Gates without memory are called **combinational**

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 - Outputs only depend on inputs (c.f. mathematical function like $\sin(x)$)

Combinational Logic Gates

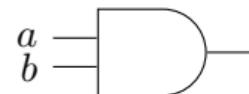
- Logic gates are the elementary blocks of a digital circuit (e.g. AND, OR, XOR)
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 - Outputs only depend on inputs (c.f. mathematical function like $\sin(x)$)
- We can express their functionality using a *truth table*
 - Enumerate all inputs and write down output

a	b	$a \wedge b$	$a \vee b$
F	F	F	F
F	T	F	T
T	F	F	T
T	T	T	T

Combinational Logic Gates

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Sequential Logic Gates

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- Gates with a memory are called **sequential**
 - Output depends on inputs and **previous state**

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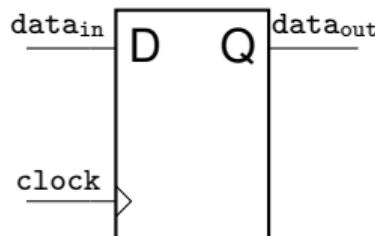
- Gates with a memory are called **sequential**
 - Output depends on inputs and **previous state**
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- Prominent example: **flip-flop**

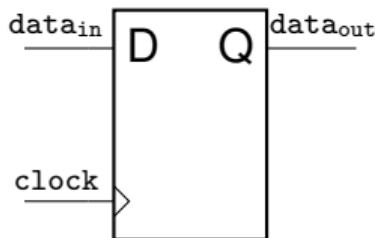


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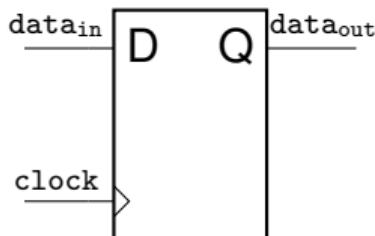


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 - Between rising clock edges the output is stable

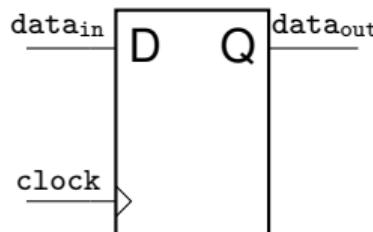


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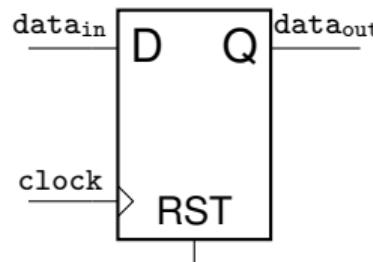
CLK	D	Q_{old}	Q
↑	0	0	0
↑	0	1	0
↑	1	0	1
↑	1	1	1
0	X	0	0 (Q_{old})
0	X	1	1 (Q_{old})
1	X	0	0 (Q_{old})
1	X	1	1 (Q_{old})

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- Gates with a memory are called **sequential**
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- Prominent example: **flip-flop**
 - At each rising edge of the clock (CLK) the input data (D) is copied to the output (Q)
 - Between rising clock edges the output is stable
- Optional: (synchronous or asynchronous) reset input (RST)



CLK	D	Q_{old}	Q
↑	0	0	0
↑	0	1	0
↑	1	0	1
↑	1	1	1
0	X	0	0 (Q_{old})
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Timing Conditions for Proper Operation of Gates

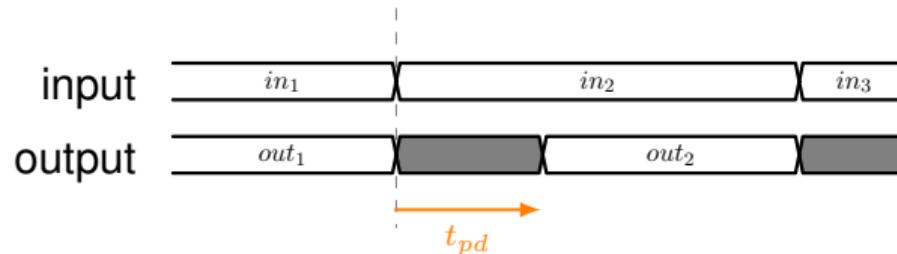
- Real gates react to their inputs after their **propagation delay** (t_{pd})

Timing Conditions for Proper Operation of Gates

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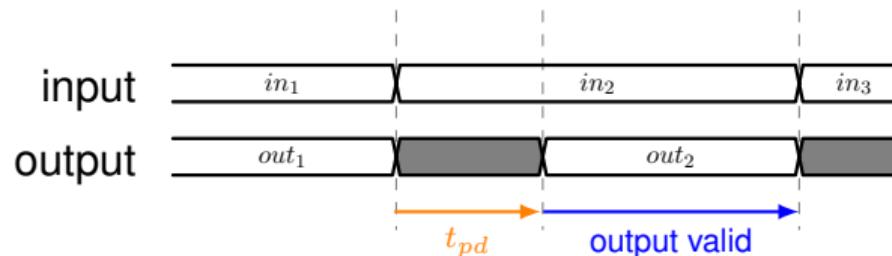
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- Real gates react to their inputs after their **propagation delay** (t_{pd})



Timing Conditions for Proper Operation of Gates

- Real gates react to their inputs after their **propagation delay** (t_{pd})
- Before t_{pd} the output might **not** be valid

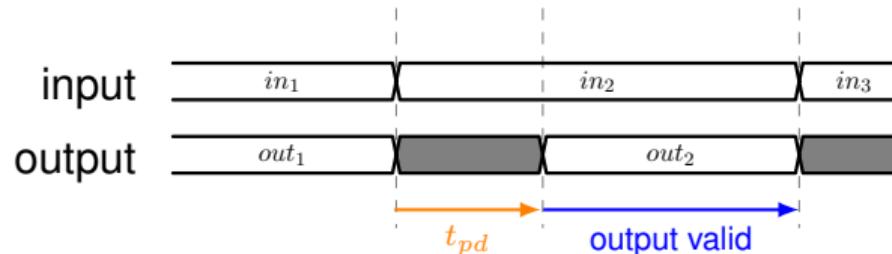


Timing Conditions for Proper Operation of Gates

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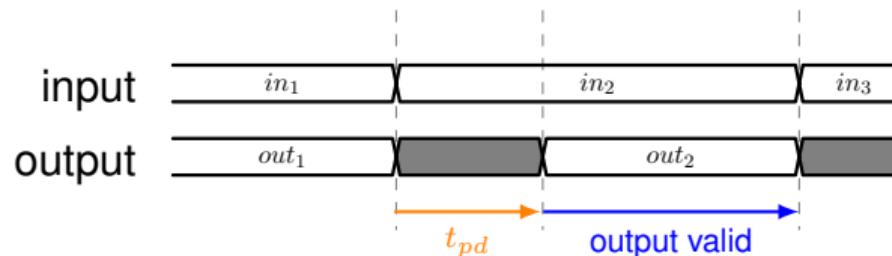
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- Real gates react to their inputs after their **propagation delay** (t_{pd})
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- During the calculation of the output the inputs must be stable

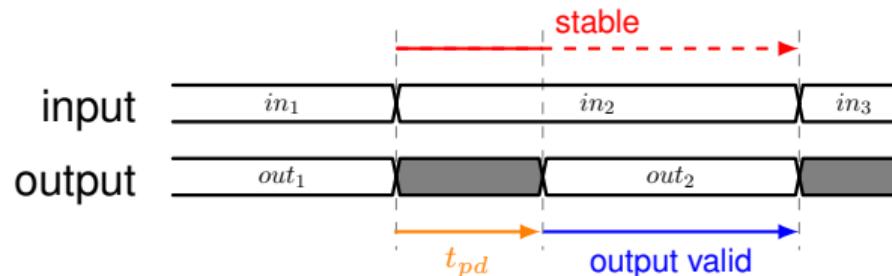


Timing Conditions for Proper Operation of Gates

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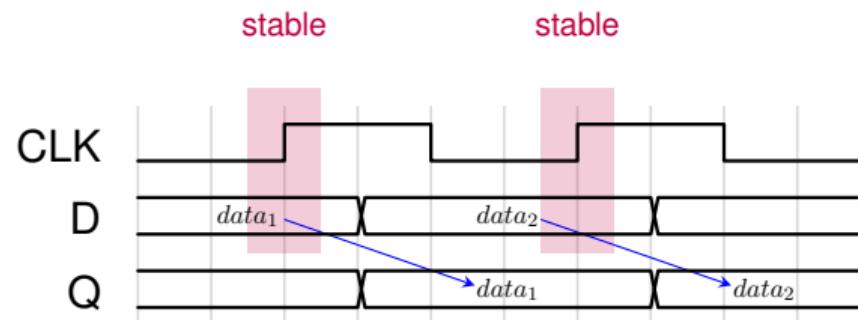
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- Real gates react to their inputs after their **propagation delay** (t_{pd})
- Before t_{pd} the output might **not** be valid
 - Output could be invalid voltage or make undesired transitions
- During the calculation of the output the inputs must be stable
 - After t_{pd} the output remains stable while the input does



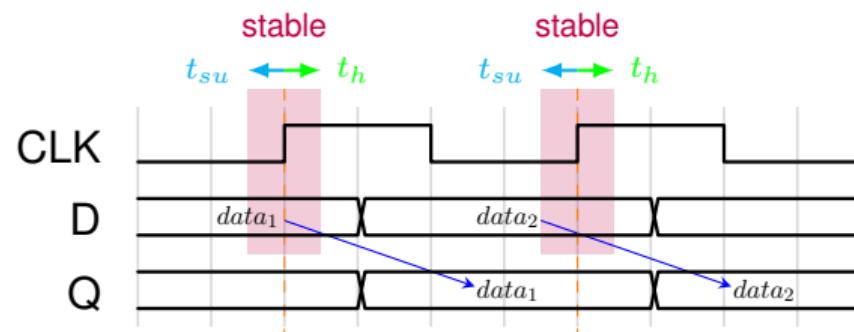
Timing Conditions for Proper Operation of FFs

- For the flip-flop the data input needs to be stable at the rising clock edge



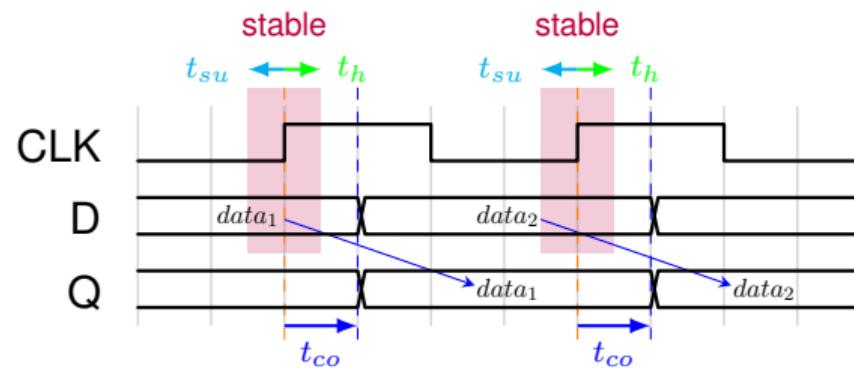
Timing Conditions for Proper Operation of FFs

- For the flip-flop the data input needs to be stable at the rising clock edge
 - Setup time t_{su} before / hold time t_h after the clock edge



Timing Conditions for Proper Operation of FFs

- For the flip-flop the data input needs to be stable at the rising clock edge
 - Setup time t_{su} before / hold time t_h after the clock edge
 - Output changed after **clock-to-output** time (t_{co})

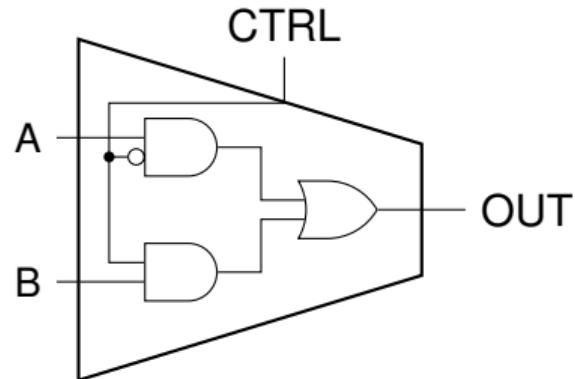


Building Functions from Gates

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- Larger functions are composed of many simple gates

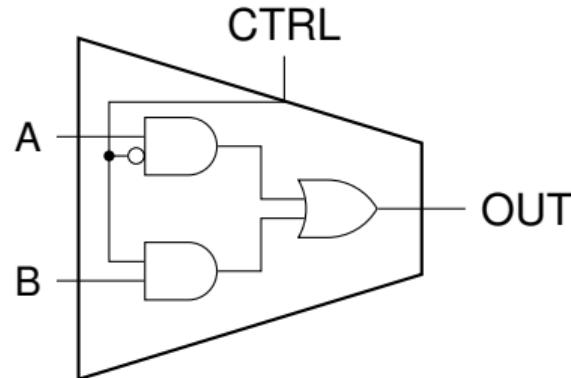


Building Functions from Gates

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- Larger functions are composed of many simple gates
 - Gates operate concurrently
 - Some gates will provide inputs for others

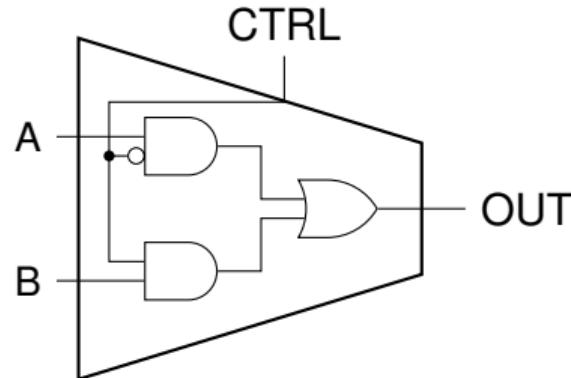


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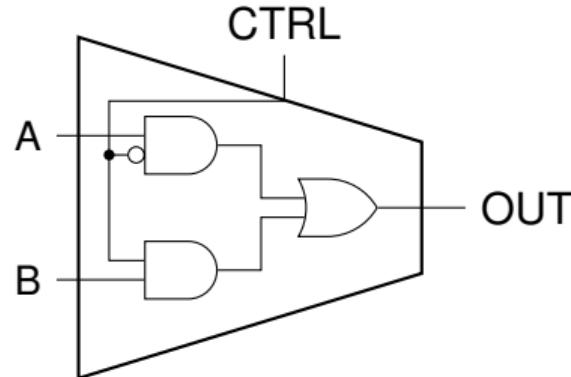


Building Functions from Gates

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- Larger functions are composed of many simple gates
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- Each gate has an individual delay
 - How to ensure proper operation?



Building Functions from Gates

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- Each gate has an individual delay
 - How to ensure proper operation?

⇒ Requires coordination!



Coordination in Real Life

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Coordination in Real Life

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The Orchestra's Coordination Principle

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- There is no global notion of time

The Orchestra's Coordination Principle

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- There is no global notion of time \Rightarrow the conductor introduces one



The Orchestra's Coordination Principle

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The Orchestra's Coordination Principle

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Coordination in Synchronous Logic

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- We require a global notion of time

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Coordination in Synchronous Logic

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- We require a global notion of time
- Global clock distributed over circuit



Coordination in Synchronous Logic

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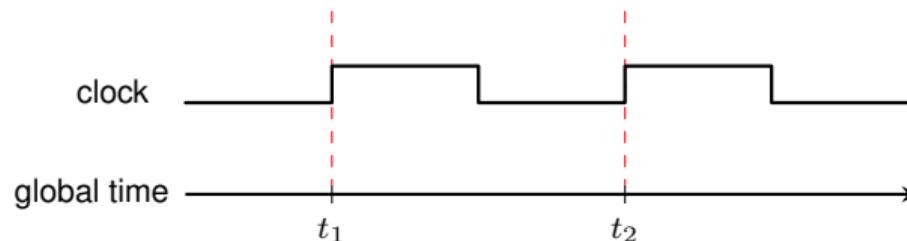
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- We require a global notion of time
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Coordination in Synchronous Logic

- We require a global notion of time
- Global clock distributed over circuit \Rightarrow edges represent ticks of global time

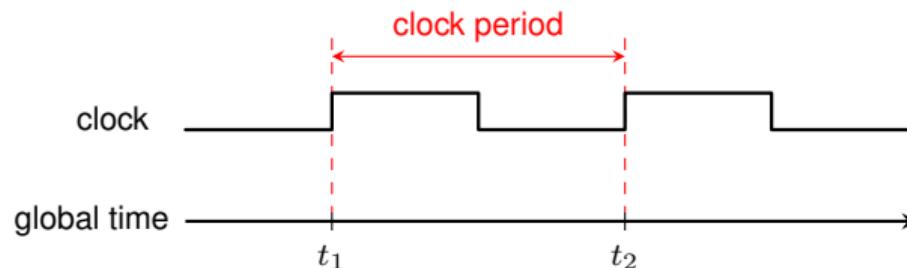


Coordination in Synchronous Logic

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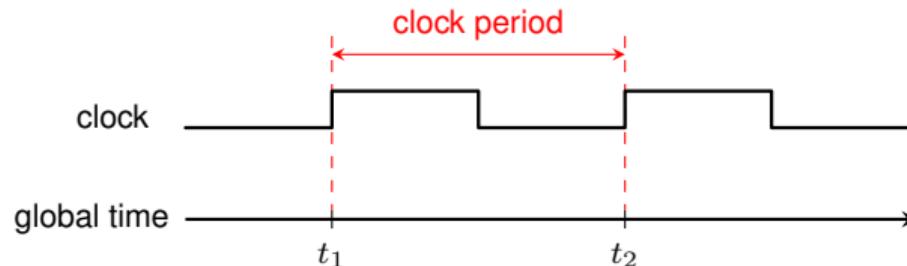


Coordination in Synchronous Logic

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- We require a global notion of time
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- Combinational gates cannot be controlled by a clock



Coordination in Synchronous Logic

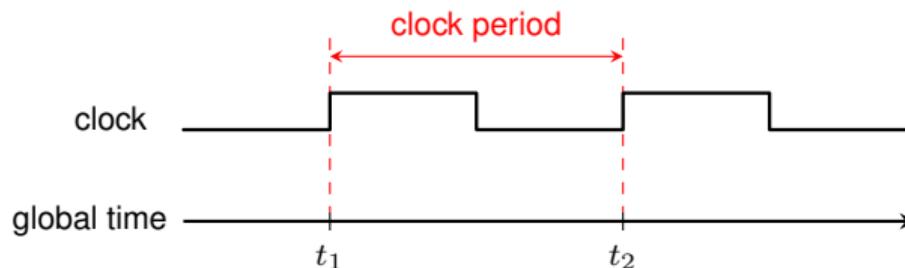
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\Rightarrow We put flip-flops between them to

- capture gates' outputs at the right moment, and
- keep gates' inputs stable sufficiently long enough



Coordination in Synchronous Logic

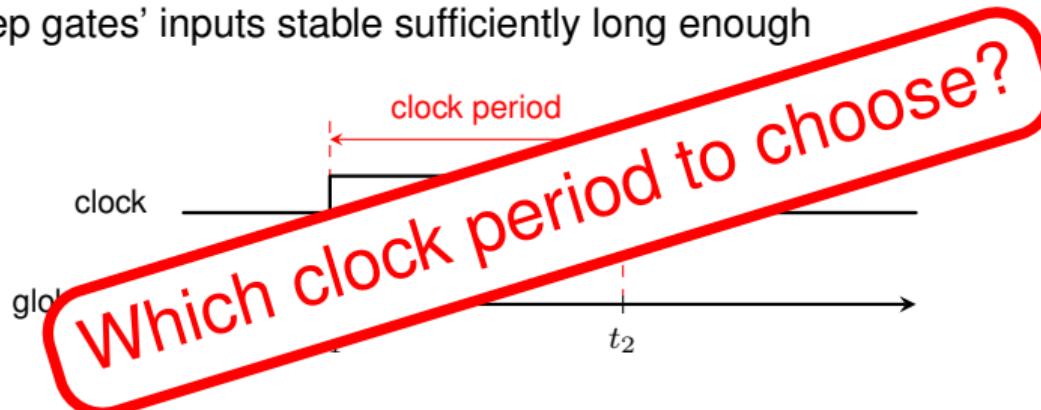
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Assembly Line Optimization

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Timing the Assembly Line

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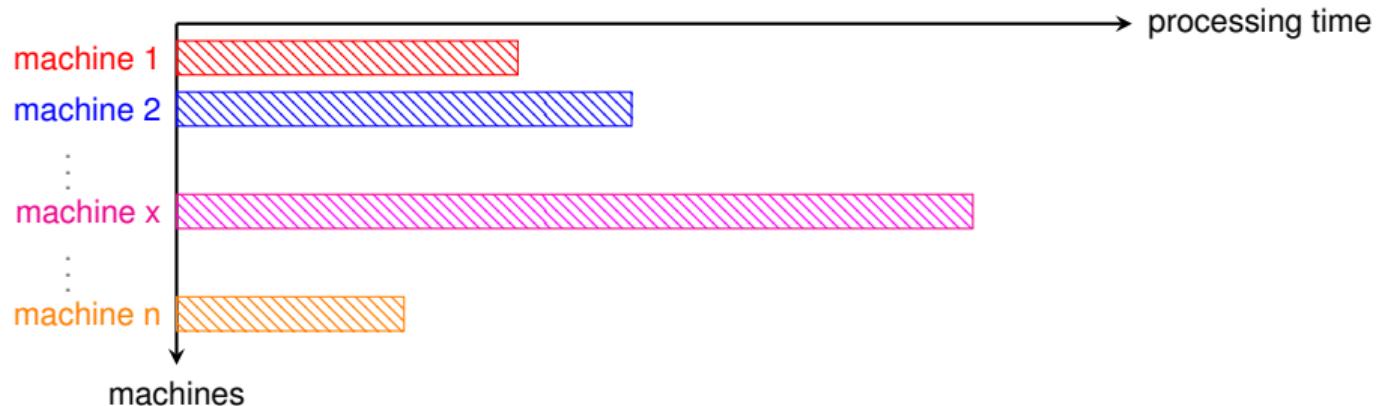
- Conveyor belt can only move once all machines are done

Timing the Assembly Line

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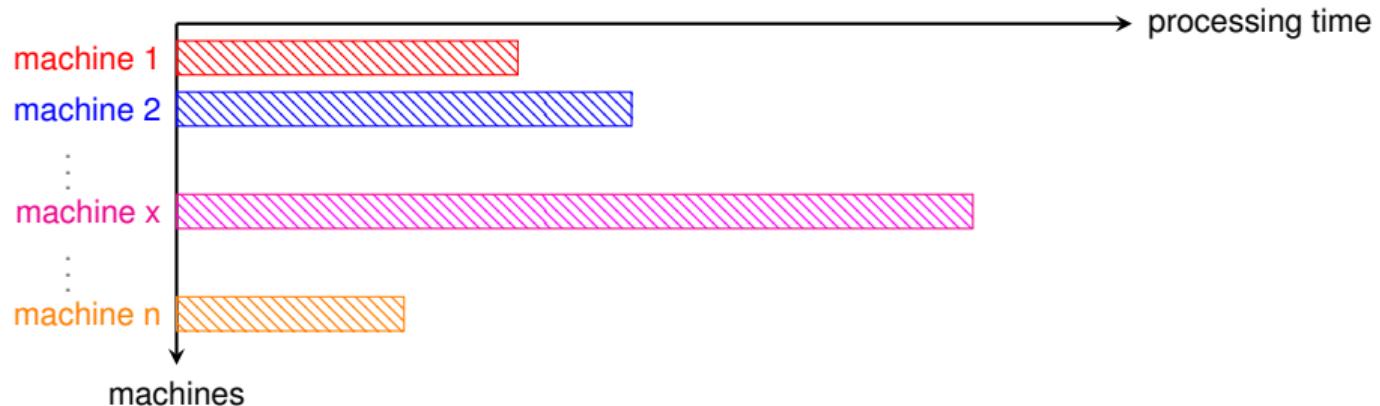


Timing the Assembly Line

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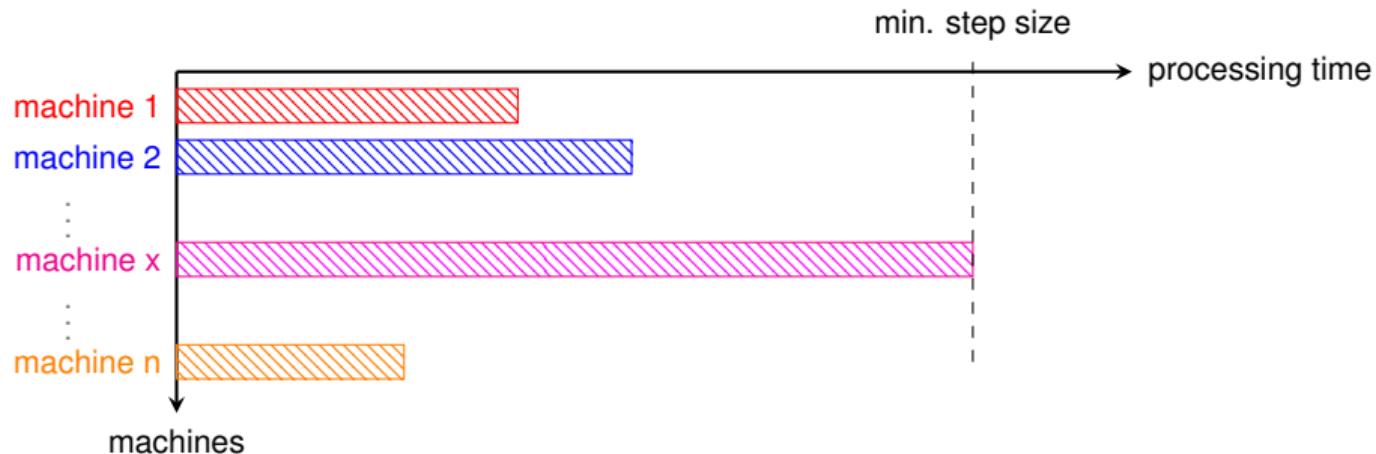


Timing the Assembly Line

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- Conveyor belt can only move once all machines are done
- Max. machine processing time \Rightarrow Min. time step between movements



Static Timing Analysis (STA)

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- In a synchronous design the circuit is partitioned into blocks through the insertion of flip-flops

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- In a synchronous design the circuit is partitioned into blocks through the insertion of flip-flops
- To identify the minimum clock period we use **static timing analysis (STA)**

Static Timing Analysis (STA)

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- In a synchronous design the circuit is partitioned into blocks through the insertion of flip-flops
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Static Timing Analysis (STA)

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Static Timing Analysis (STA)

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- This critical path delay determines the minimum clock period

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- This critical path delay determines the minimum clock period
 - The maximum clock frequency is the inverse of this period

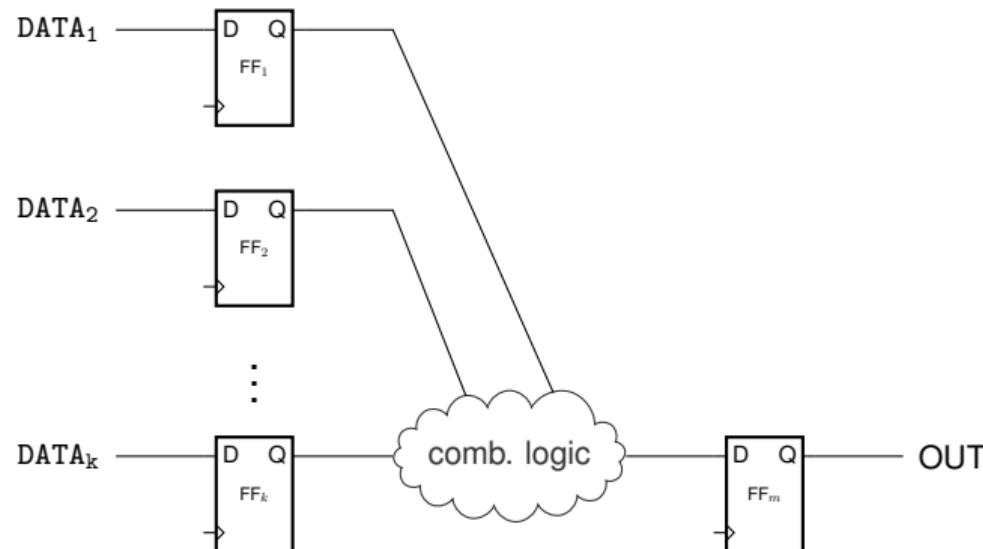
Static Timing Analysis (STA)

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- To identify the minimum clock period we use **static timing analysis (STA)**
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 - The longest of all such block delays is the **critical path**
 - After this delay even the slowest output is stable
 - We must also ensure stable flip-flop inputs around clock edges
- This critical path delay determines the minimum clock period
 - The maximum clock frequency is the inverse of this period
- For the best performance we choose our clock frequency close to the maximum from the STA

Static Timing Analysis Illustration

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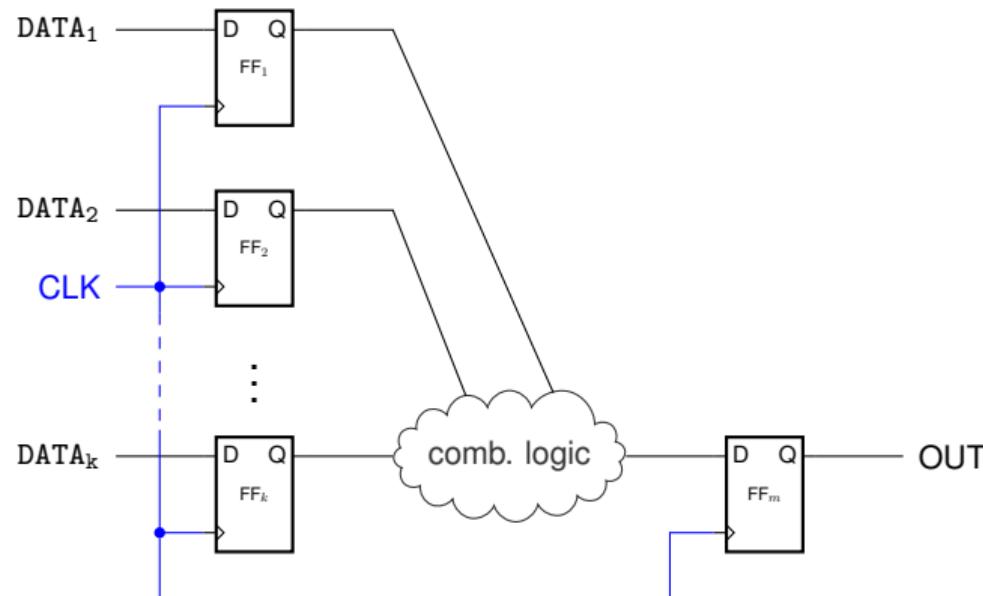
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Static Timing Analysis Illustration

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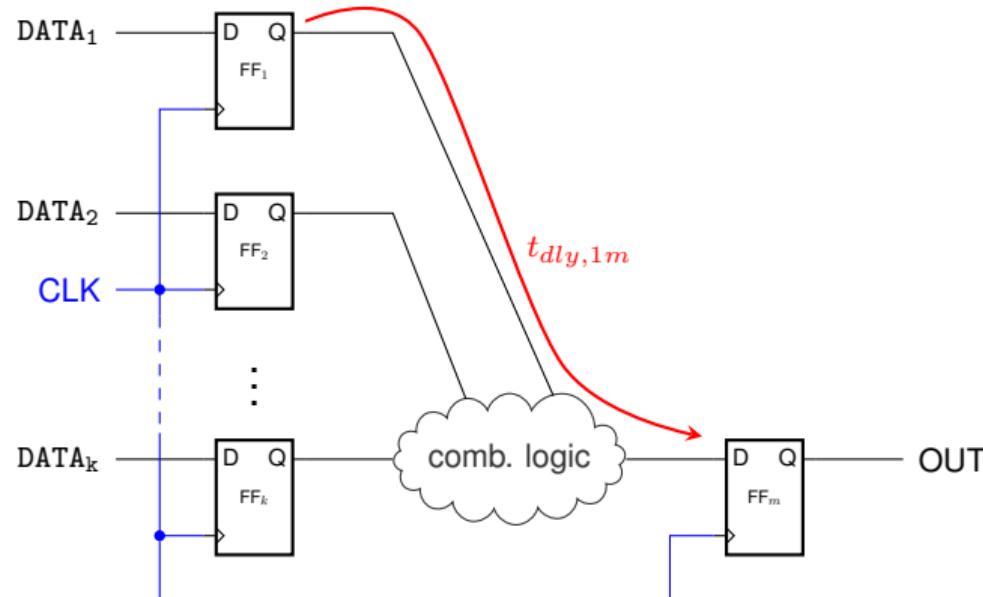
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Static Timing Analysis Illustration

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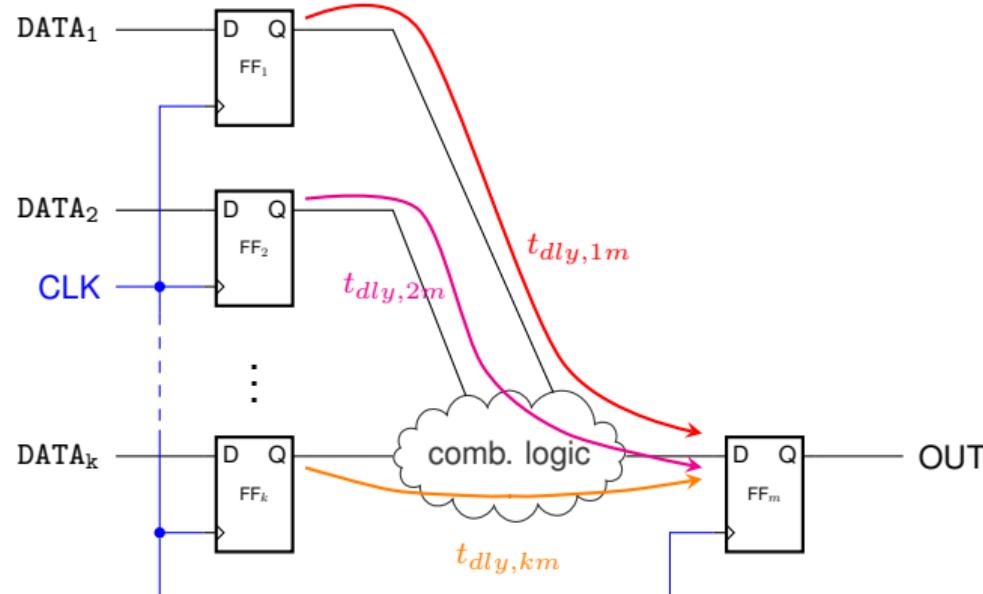
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Static Timing Analysis Illustration

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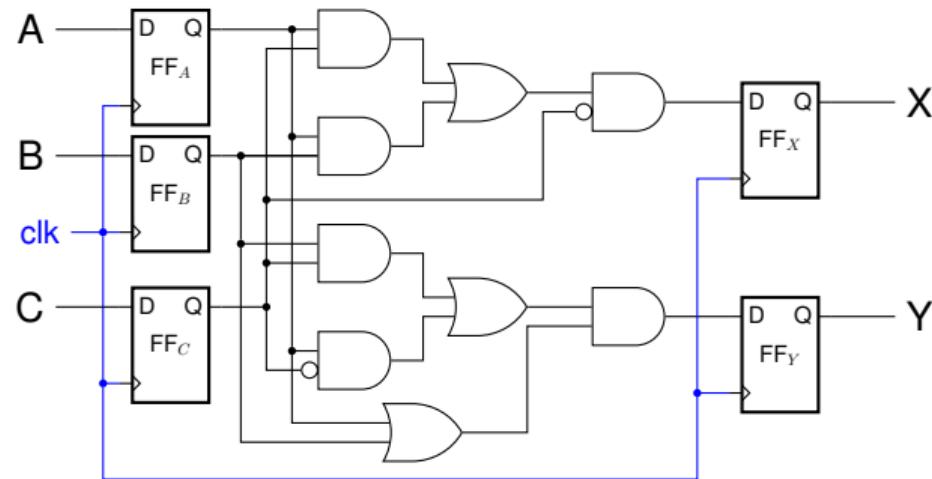


Calculation Example

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What is the highest possible clock frequency f_{clk} ?



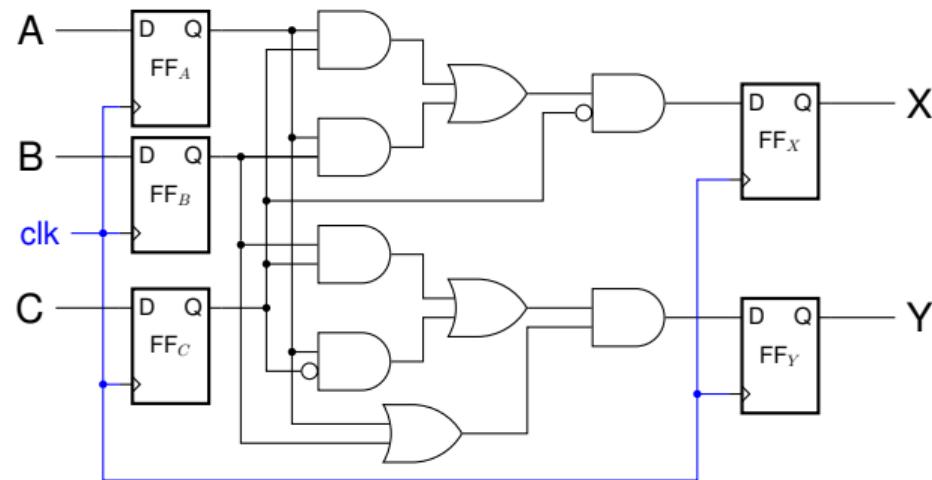
Calculation Example

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What is the highest possible clock frequency f_{clk} ?

Flip-flop parameters: $t_{co} = t_{su} = 1\text{ns}$



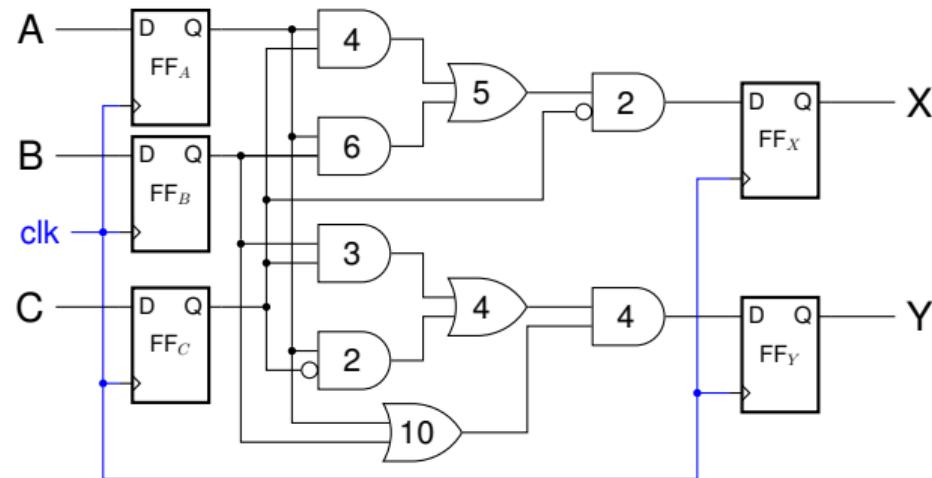
Calculation Example

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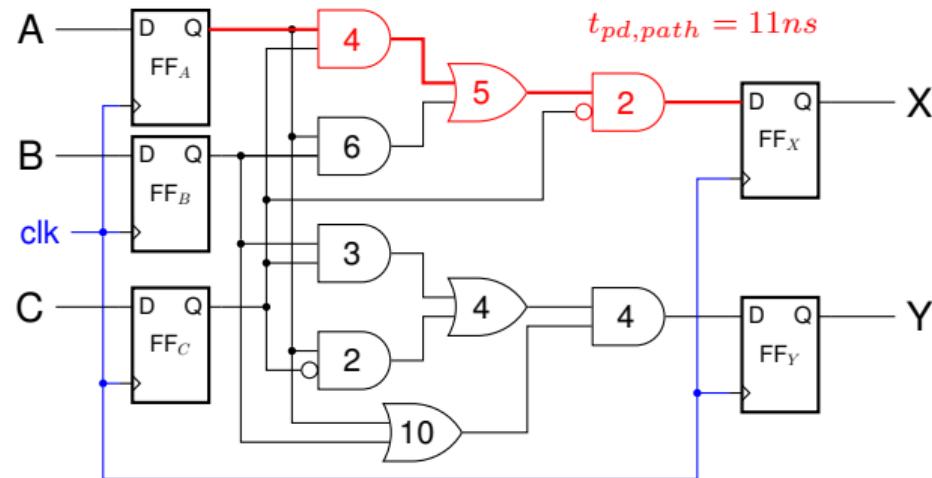
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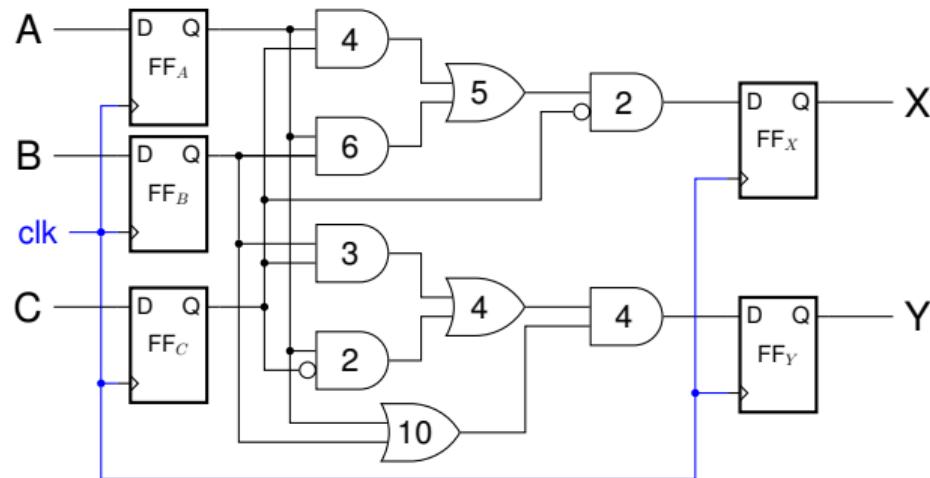
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$FF_A \rightarrow FF_X$	13
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$FF_A \rightarrow FF_Y$	14

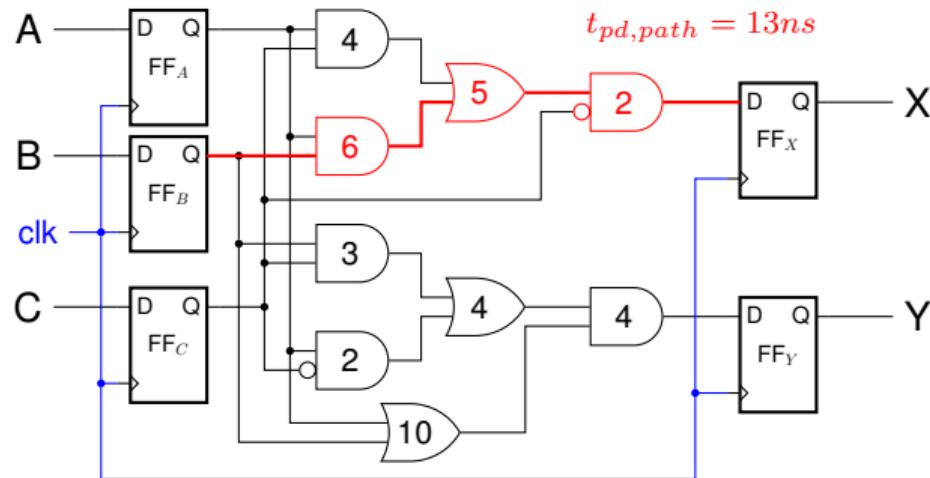
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$FF_B \rightarrow FF_Y$	11
$FF_B \rightarrow FF_Y$	14
$FF_C \rightarrow FF_X$	11
$FF_C \rightarrow FF_X$	2
$FF_C \rightarrow FF_Y$	11
$FF_C \rightarrow FF_Y$	10

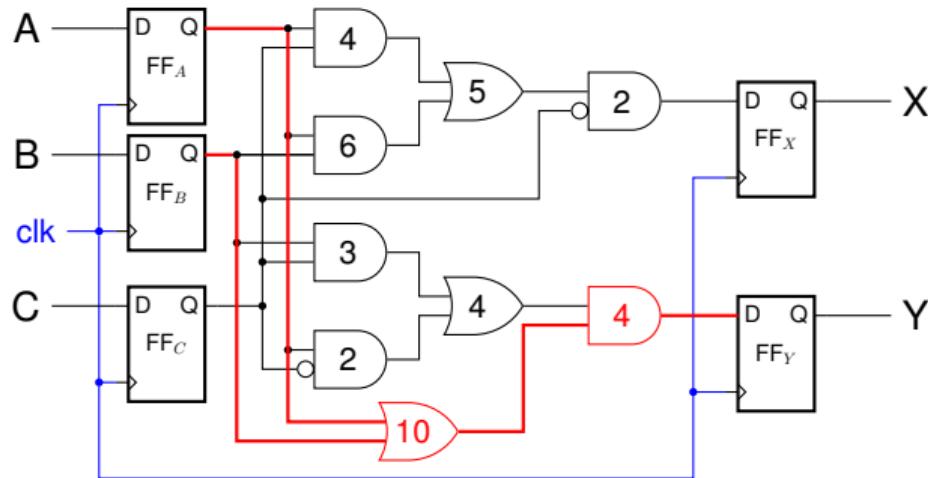
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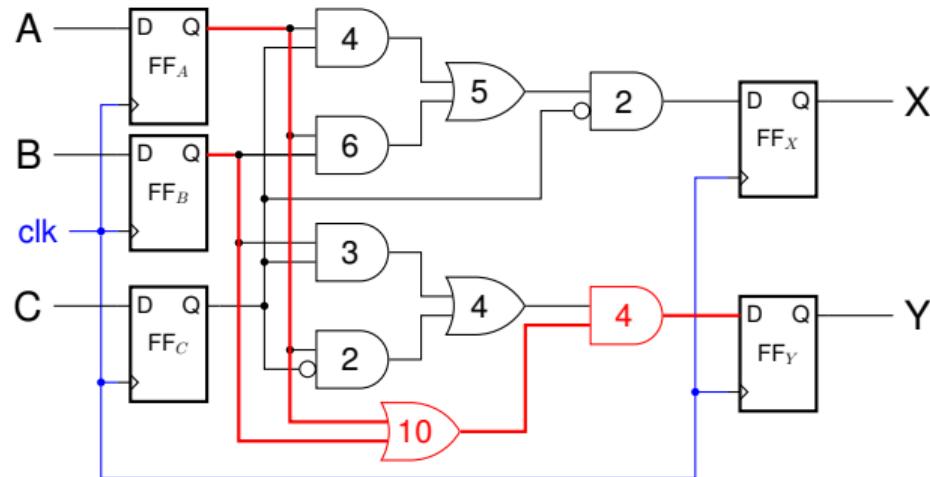
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$$T_{clk} = (14 + 1 + 1)\text{ns} \Rightarrow f_{clk} = T_{clk}^{-1} = (16\text{ns})^{-1} = 62.5\text{MHz}$$



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Benefits of Synchronous Design

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- Discretization of Time

- Concentrate on points in time where all inputs and outputs are stable
- ⇒ Designing synchronous circuits is relatively easy and efficient

Benefits of Synchronous Design

- Discretization of Time
 - Concentrate on points in time where all inputs and outputs are stable
⇒ Designing synchronous circuits is relatively easy and efficient
- High efficiency
 - Just one single signal required to coordinate all activities in the circuit
 - This periodic clock signal is easy to generate

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- Discretization of Time
 - Concentrate on points in time where all inputs and outputs are stable
⇒ Designing synchronous circuits is relatively easy and efficient
- High efficiency
 - Just one single signal required to coordinate all activities in the circuit
 - This periodic clock signal is easy to generate
- Proven in practice
 - Billion working designs

Issues with Synchronous Design

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Issues with Synchronous Design

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■ Clock distribution

Issues with Synchronous Design

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- Clock distribution
 - Clock edges must arrive at all flip flops at (nearly) the same time

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 - ⇒ Require worst-case assumptions, wasting performance
- Rigid timing, no graceful degradation
 - Propagation delay exceeds clock period ⇒ completely wrong results
- However: synchronous design is the most widely used design style
 - Alternatives exist (advanced courses)

Lecture Complete!