

# Hardware Modeling [VU] (191.011)

## – WS25 –

### Synchronous Design Style

Guest Lecture by Prof. Steininger

WS 2025/26

# Combinational Logic Gates

HWMod  
WS25

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)

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- Gates without memory are called **combinational**

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- Logic gates are the elementary blocks of a digital circuit (e.g. AND, OR, XOR)
- Gates without memory are called **combinational**
  - Outputs only depend on inputs (c.f. mathematical function like  $\sin(x)$ )

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- Gates without memory are called **combinational**
  - 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

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

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# Sequential Logic Gates

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**Seq. Logic**

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Timing Analysis

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

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Timing Analysis

- Gates with a memory are called **sequential**
  - Output depends on inputs and **previous state**
    - ⇒ Expressed via truth table containing previous state or state diagram

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HWMod  
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Sync. Design

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Seq. Logic

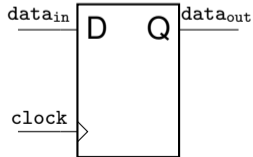
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- Prominent example: **flip-flop**

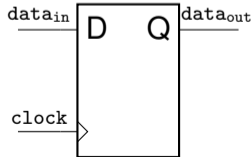


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- Prominent example: **flip-flop**
  - At each rising edge of the clock (CLK) the input data (D) is copied to the output (Q)

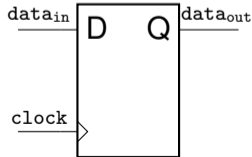


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- Prominent example: **flip-flop**
  - At each rising edge of the clock (CLK) the input data (D) is copied to the output (Q)
  - Between rising clock edges the output is stable

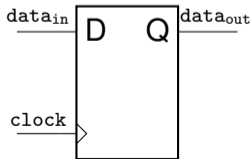


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- Prominent example: **flip-flop**
  - At each rising edge of the clock (CLK) the input data (D) is copied to the output (Q)
  - Between rising clock edges the output is stable



$CLK$	$D$	$Q_{old}$	$Q$
↑	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 ( $Q_{old}$ )

# Sequential Logic Gates

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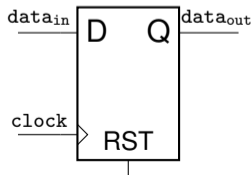
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- Gates with a memory are called **sequential**
  - Output depends on inputs and **previous state**
    - ⇒ Expressed via truth table containing previous state or state diagram
- Prominent example: **flip-flop**
  - At each rising edge of the clock (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 ( $Q_{old}$ )
0	X	1	1 ( $Q_{old}$ )
1	X	0	0 ( $Q_{old}$ )
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# Timing Conditions for Proper Operation of Gates

HWMod  
WS25

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

Sync. Design

Gates

Seq. Logic

**Timing**

Functions

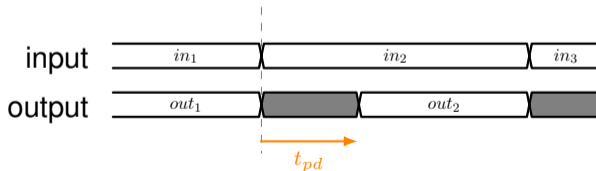
Coordination

Timing Analysis

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Sync. Design

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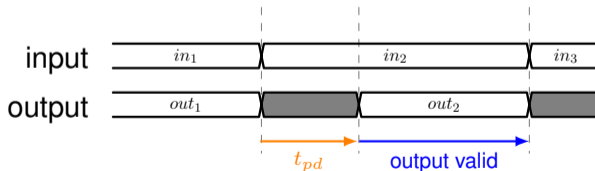
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Timing Analysis

# Timing Conditions for Proper Operation of Gates

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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



Sync. Design

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Timing

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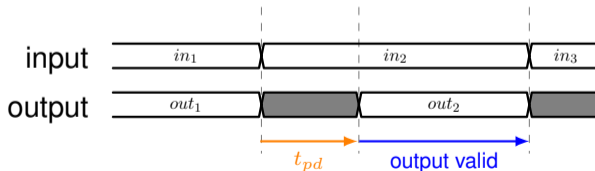
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# Timing Conditions for Proper Operation of Gates

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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



Sync. Design  
Gates  
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# Timing Conditions for Proper Operation of Gates

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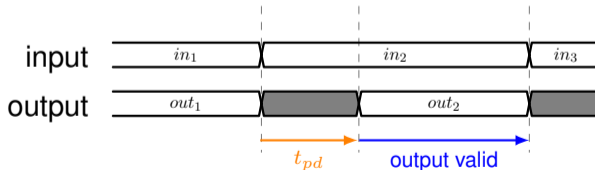
Timing

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Timing Analysis

- 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

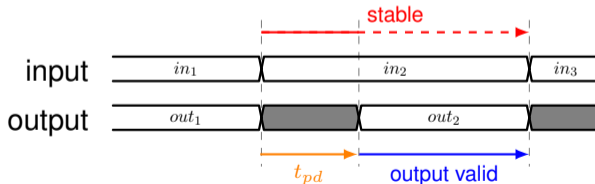


# Timing Conditions for Proper Operation of Gates

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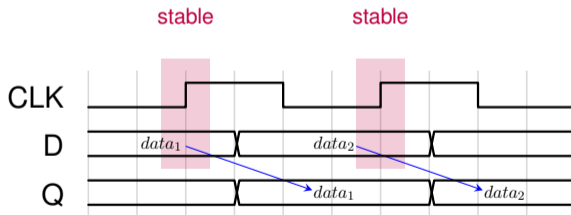
- Real gates react to their inputs after their **propagation delay** ( $t_{pd}$ )
- Before  $t_{pd}$  the output might **not** be valid
  - Output could be invalid voltage or make undesired transitions
- During the calculation of the output the inputs must be stable
  - After  $t_{pd}$  the output remains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



# Timing Conditions for Proper Operation of FFs

HWMod  
WS25

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



Sync. Design

Gates

Seq. Logic

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Functions

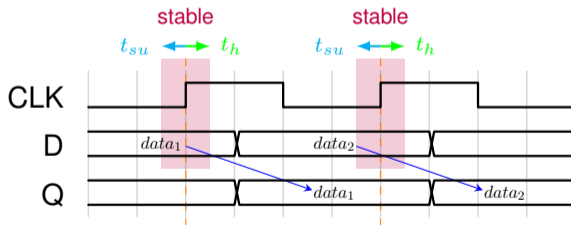
Coordination

Timing Analysis

# Timing Conditions for Proper Operation of FFs

HWMod  
WS25

- 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



Sync. Design

Gates

Seq. Logic

Timing

Functions

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Timing Analysis

# Timing Conditions for Proper Operation of FFs

HWMod  
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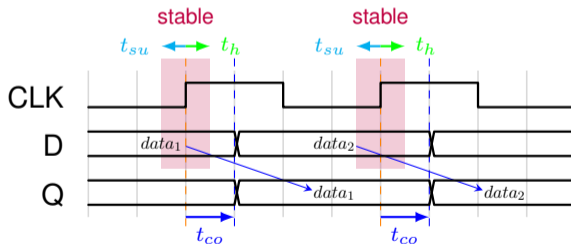
Timing

Functions

Coordination

Timing Analysis

- 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

HWMod  
WS25

- Larger functions are composed of many simple gates

Sync. Design

Gates

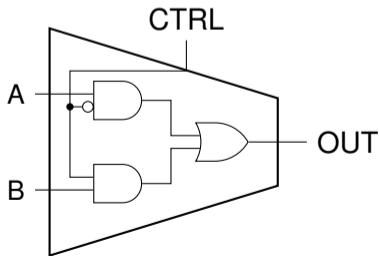
Seq. Logic

Timing

**Functions**

Coordination

Timing Analysis



# Building Functions from Gates

HWMod  
WS25

Sync. Design

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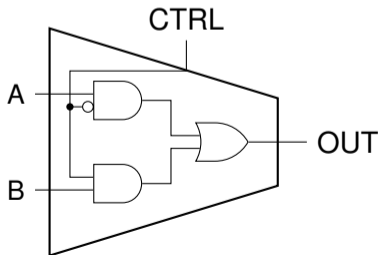
Timing

Functions

Coordination

Timing Analysis

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



# Building Functions from Gates

HWMod  
WS25

Sync. Design

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Seq. Logic

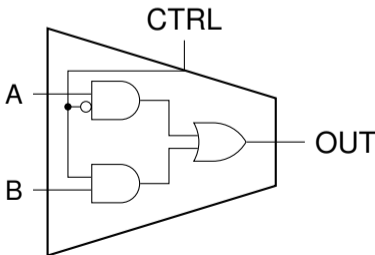
Timing

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- Larger functions are composed of many simple gates
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  - Some gates will provide inputs for others
- Each gate has an individual delay



# Building Functions from Gates

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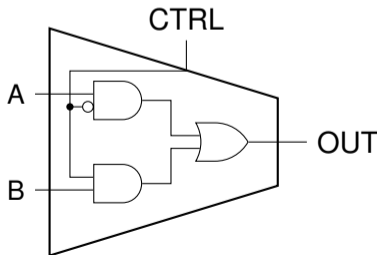
Timing

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- Larger functions are composed of many simple gates
  - Gates operate concurrently
  - Some gates will provide inputs for others
- Each gate has an individual delay
  - How to ensure proper operation?



# Building Functions from Gates

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Timing Analysis

- Larger functions are composed of many simple gates
    - Gates operate concurrently
    - Some gates will provide inputs for others
  - Each gate has an individual delay
    - How to ensure proper operation?
- ⇒ Requires coordination!



# Coordination in Real Life

HWMod  
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Sync. Design

Gates

Seq. Logic

Timing

Functions

**Coordination**

Timing Analysis



# Coordination in Real Life

HWMod  
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**Coordination**

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# The Orchestra's Coordination Principle

HWMod  
WS25

Sync. Design

Gates

Seq. Logic

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Functions

**Coordination**

Timing Analysis

- There is no global notion of time

# The Orchestra's Coordination Principle

HWMod  
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**Coordination**

Timing Analysis

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



# The Orchestra's Coordination Principle

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Timing Analysis

- There is no global notion of time  $\Rightarrow$  the conductor introduces one
- Each musician knows their specific schedule



# The Orchestra's Coordination Principle

HWMod  
WS25

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Timing

Functions

Coordination

Timing Analysis

- There is no global notion of time  $\Rightarrow$  the conductor introduces one
- Each musician knows their specific schedule
- A global plan ensures the desired result as a sum of all activities



# Coordination in Synchronous Logic

HWMod  
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Seq. Logic

Timing

Functions

**Coordination**

Timing Analysis

- We require a global notion of time

# Coordination in Synchronous Logic

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

Sync. Design

Gates

Seq. Logic

Timing

Functions

**Coordination**

Timing Analysis



# Coordination in Synchronous Logic

HWMod  
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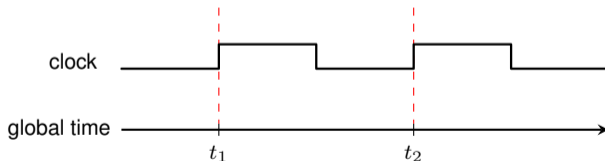
Timing Analysis



# Coordination in Synchronous Logic

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



Sync. Design

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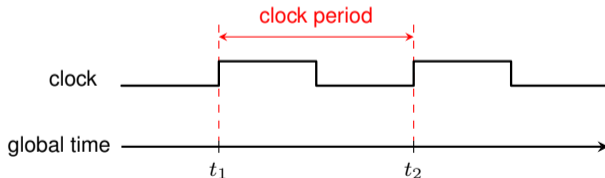
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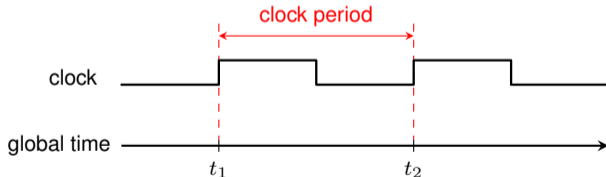
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- We require a global notion of time
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- Combinational gates cannot be controlled by a clock



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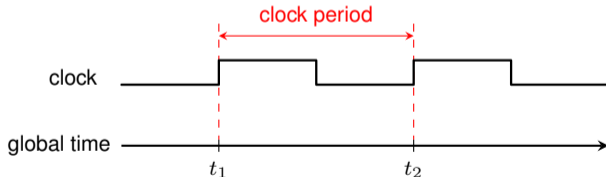
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- We require a global notion of time
  - Global clock distributed over circuit  $\Rightarrow$  edges represent ticks of global time
  - Combinational gates cannot be controlled by a clock
- $\Rightarrow$  We put flip-flops between them to
- capture gates' outputs at the right moment, and
  - keep gates' inputs stable sufficiently long enough



# Coordination in Synchronous Logic

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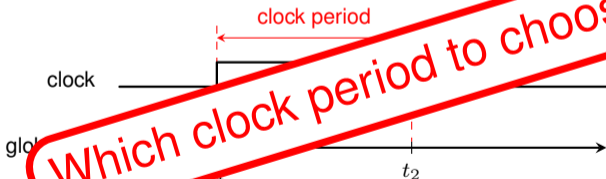
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# Assembly Line Optimization

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# Assembly Line Optimization

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# Timing the Assembly Line

HWMod  
WS25

Sync. Design

Gates

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- Conveyor belt can only move once all machines are done

# Timing the Assembly Line

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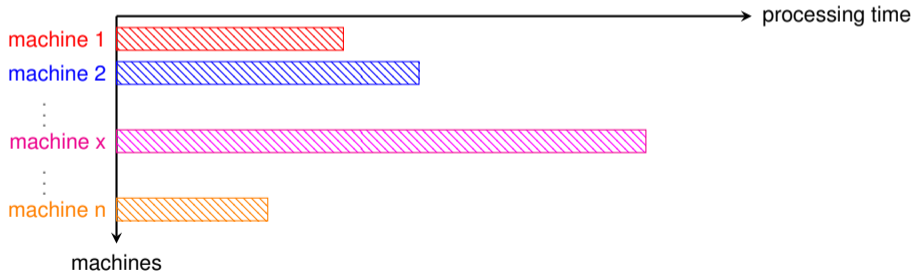
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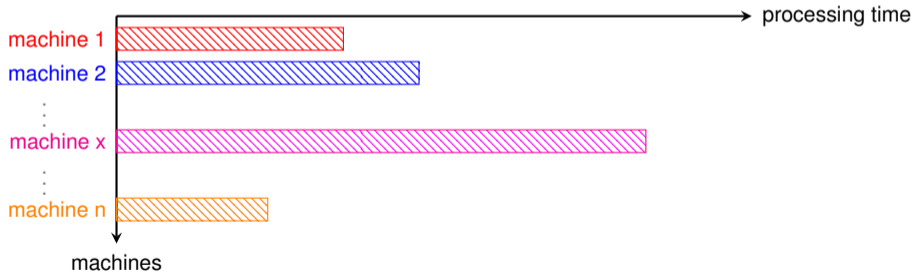
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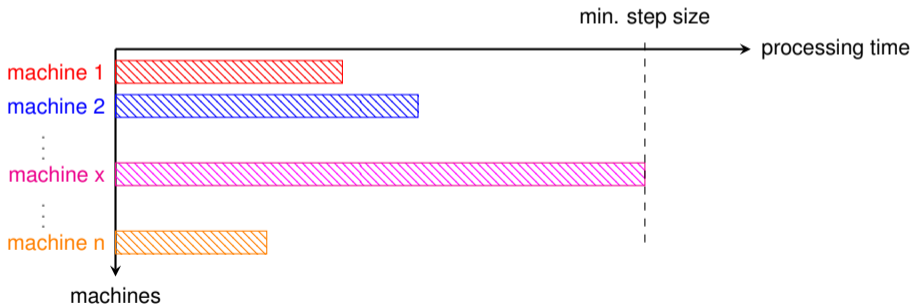
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- Conveyor belt can only move once all machines are done
- Max. machine processing time  $\Rightarrow$  Min. time step between movements



# Static Timing Analysis (STA)

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Timing Analysis

- 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
- To identify the minimum clock period we use **static timing analysis** (STA)
  - Determine the signal delays through each block (take the slowest)

# Static Timing Analysis (STA)

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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)
  - Determine the signal delays through each block (take the slowest)
  - The longest of all such block delays is the **critical path**

# Static Timing Analysis (STA)

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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)
  - Determine the signal delays through each block (take the slowest)
  - The longest of all such block delays is the **critical path**
  - After this delay even the slowest output is stable

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  - Determine the signal delays through each block (take the slowest)
  - 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

# Static Timing Analysis (STA)

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  - Determine the signal delays through each block (take the slowest)
  - 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

# 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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  - Determine the signal delays through each block (take the slowest)
  - 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

# 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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  - Determine the signal delays through each block (take the slowest)
  - 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

HWMod  
WS25

Sync. Design

Gates

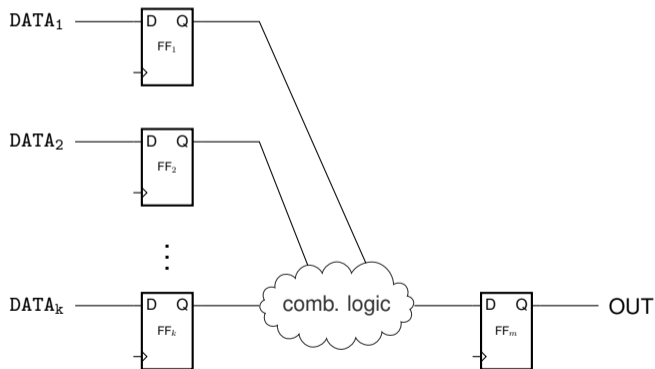
Seq. Logic

Timing

Functions

Coordination

Timing Analysis



# Static Timing Analysis Illustration

HWMod  
WS25

Sync. Design

Gates

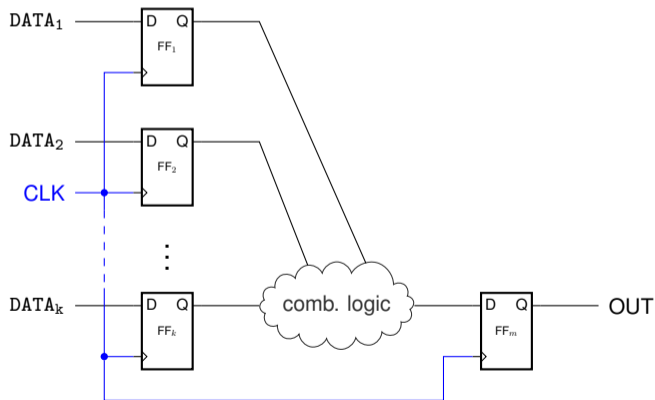
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# Static Timing Analysis Illustration

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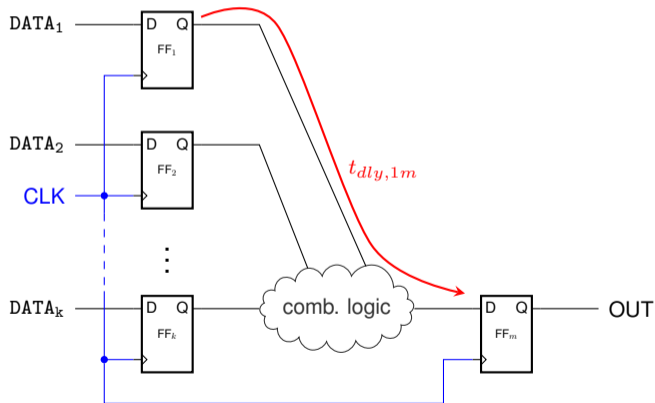
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# Static Timing Analysis Illustration

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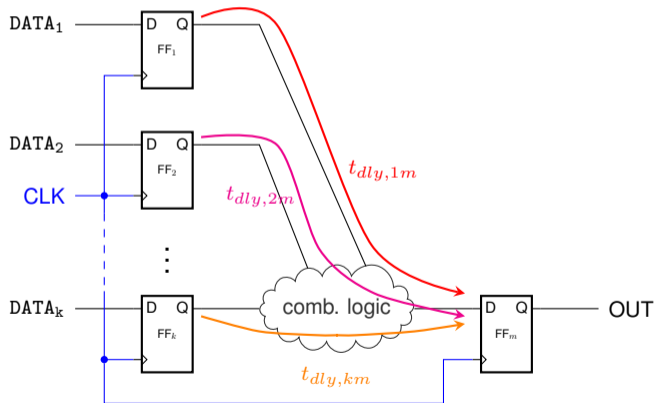
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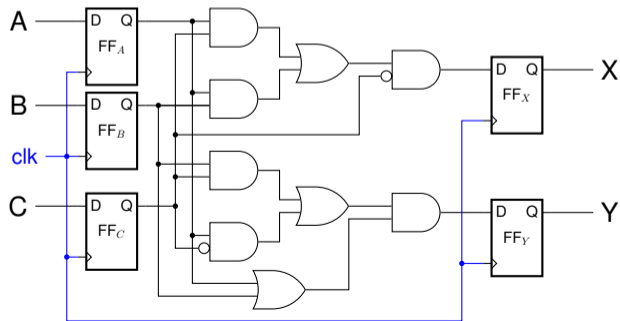
Timing Analysis



# Calculation Example

HWMod  
WS25

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



# Calculation Example

HWMod  
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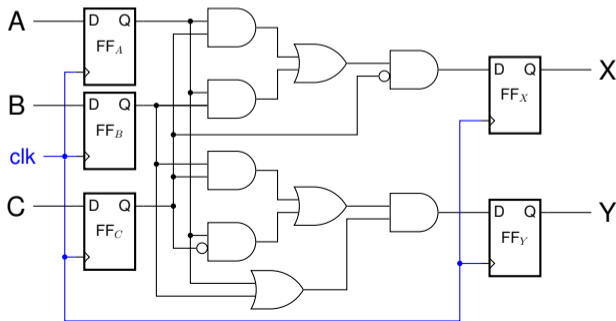
Functions

Coordination

Timing Analysis

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

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

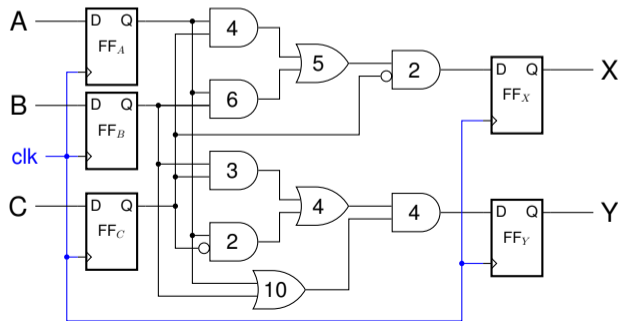


# Calculation Example

HWMod  
WS25

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

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



Sync. Design

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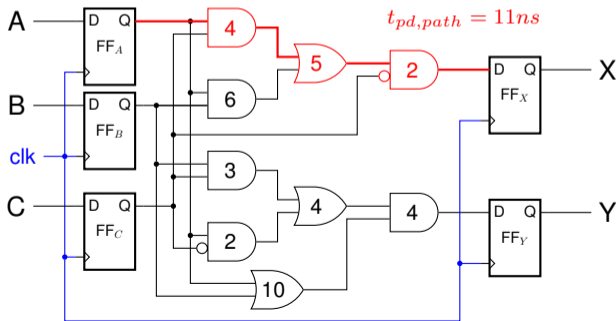
Timing Analysis

# Calculation Example

HWMod  
WS25

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

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



path	delay [ns]
$FF_A \rightarrow FF_X$	11

Sync. Design

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# Calculation Example

HWMod  
WS25

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

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

Sync. Design

Gates

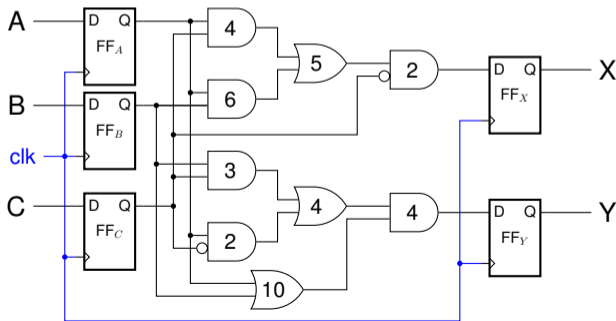
Seq. Logic

Timing

Functions

Coordination

Timing Analysis



path	delay [ns]
$FF_A \rightarrow FF_X$	11
$FF_A \rightarrow FF_X$	13
$FF_A \rightarrow FF_Y$	10
$FF_A \rightarrow FF_Y$	14

# Calculation Example

HWMod  
WS25

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

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

Sync. Design

Gates

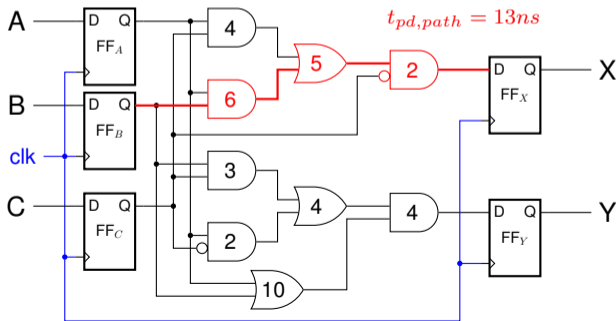
Seq. Logic

Timing

Functions

Coordination

Timing Analysis



path	delay [ns]
$FF_A \rightarrow FF_X$	11
$FF_A \rightarrow FF_X$	13
$FF_A \rightarrow FF_Y$	10
$FF_A \rightarrow FF_Y$	14
<b><math>FF_B \rightarrow FF_X</math></b>	<b>13</b>
$FF_B \rightarrow FF_Y$	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

# Calculation Example

HWMod  
WS25

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

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

Sync. Design

Gates

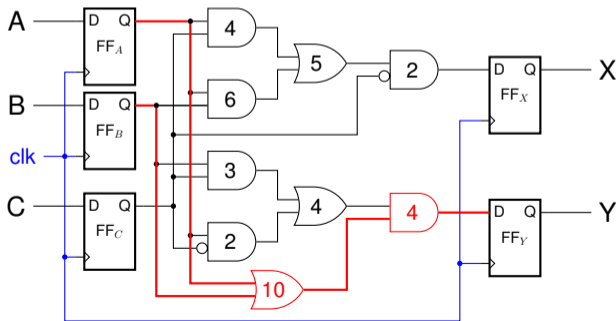
Seq. Logic

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path	delay [ns]
$FF_A \rightarrow FF_X$	11
$FF_A \rightarrow FF_X$	13
$FF_A \rightarrow FF_Y$	10
$FF_A \rightarrow FF_Y$	14
$FF_B \rightarrow FF_X$	13
$FF_B \rightarrow FF_Y$	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

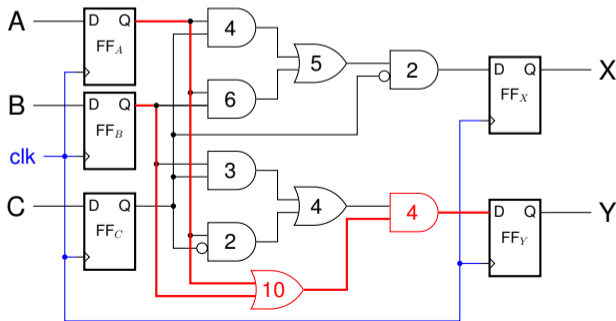
# Calculation Example

HWMod  
WS25

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

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

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



path	delay [ns]
$FF_A \rightarrow FF_X$	11
$FF_A \rightarrow FF_X$	13
$FF_A \rightarrow FF_Y$	10
$FF_A \rightarrow FF_Y$	14
$FF_B \rightarrow FF_X$	13
$FF_B \rightarrow FF_Y$	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

Sync. Design

Gates

Seq. Logic

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Functions

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# Benefits of Synchronous Design

HWMod  
WS25

Sync. Design

Gates

Seq. Logic

Timing

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# Benefits of Synchronous Design

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WS25

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Timing Analysis

- 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

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WS25

Sync. Design

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Coordination

Timing Analysis

- 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

# Benefits of Synchronous Design

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WS25

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Coordination

Timing Analysis

- 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

HWMod  
WS25

Sync. Design

Gates

Seq. Logic

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Functions

Coordination

Timing Analysis



# Issues with Synchronous Design

HWMod  
WS25

Sync. Design

Gates

Seq. Logic

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## ■ Clock distribution

# Issues with Synchronous Design

HWMod  
WS25

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Coordination

Timing Analysis

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

# Issues with Synchronous Design

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WS25

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## ■ Clock distribution

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

⇒ The clock network is power hungry and challenging to design

# Issues with Synchronous Design

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WS25

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Timing Analysis

- Clock distribution
  - Clock edges must arrive at all flip flops at (nearly) the same time
    - ⇒ The clock network is power hungry and challenging to design
- Delay uncertainties

# Issues with Synchronous Design

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WS25

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Timing Analysis

- Clock distribution

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

⇒ The clock network is power hungry and challenging to design

- Delay uncertainties

- Propagation delays vary with temperature, supply voltage and are subject to fabrication tolerances

# Issues with Synchronous Design

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## ■ Clock distribution

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

⇒ The clock network is power hungry and challenging to design

## ■ Delay uncertainties

- Propagation delays vary with temperature, supply voltage and are subject to fabrication tolerances

⇒ Require worst-case assumptions, wasting performance

# Issues with Synchronous Design

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Timing Analysis

## ■ Clock distribution

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

⇒ The clock network is power hungry and challenging to design

## ■ Delay uncertainties

- Propagation delays vary with temperature, supply voltage and are subject to fabrication tolerances

⇒ Require worst-case assumptions, wasting performance

## ■ Rigid timing, no graceful degradation

- Propagation delay exceeds clock period ⇒ completely wrong results

# Issues with Synchronous Design

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Timing Analysis

- Clock distribution
  - Clock edges must arrive at all flip flops at (nearly) the same time
  - ⇒ The clock network is power hungry and challenging to design
- Delay uncertainties
  - Propagation delays vary with temperature, supply voltage and are subject to fabrication tolerances
  - ⇒ 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!