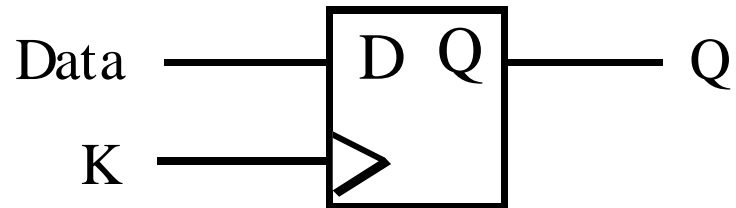


- 0 Admin
- 1 Recap
- 2 D FF timing
- 3 Toggle and JK FF

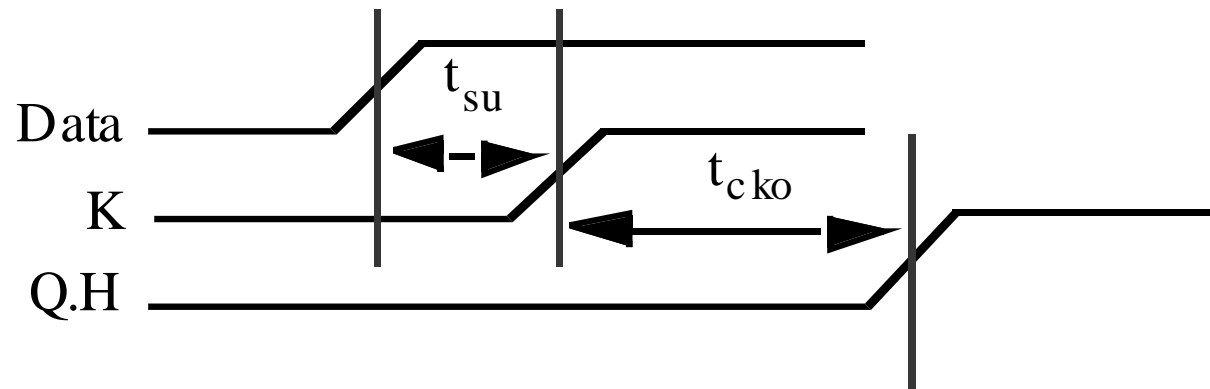
1 RECAP

- X74_163 synchronous counter
- FSM using counters

2 D FF Timing



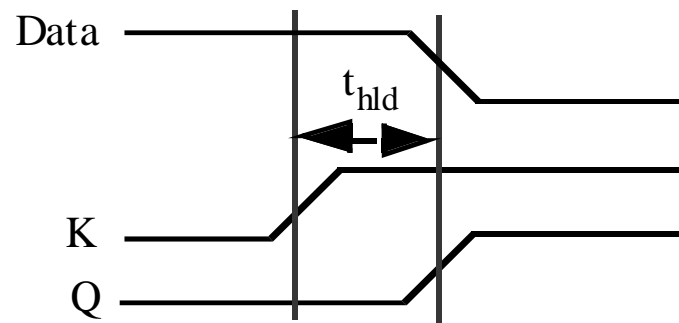
Setup time: min time before K
for data to be valid



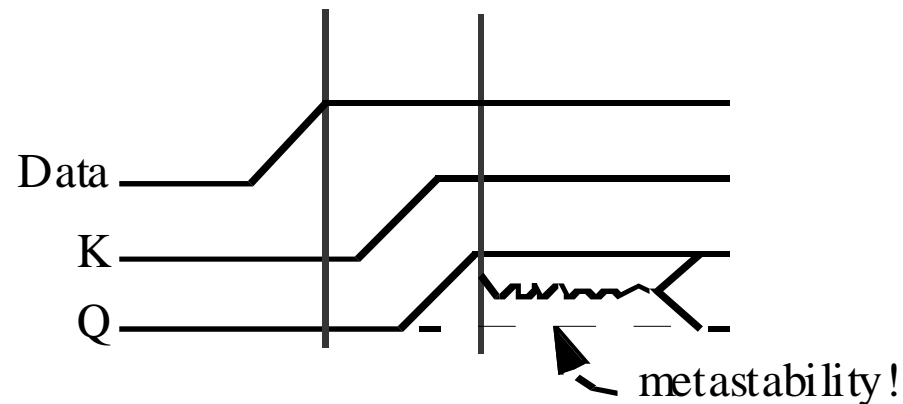
2 D FF Timing (cont.)

Hold Time

T_{hld} = min time after K for which data must remain valid

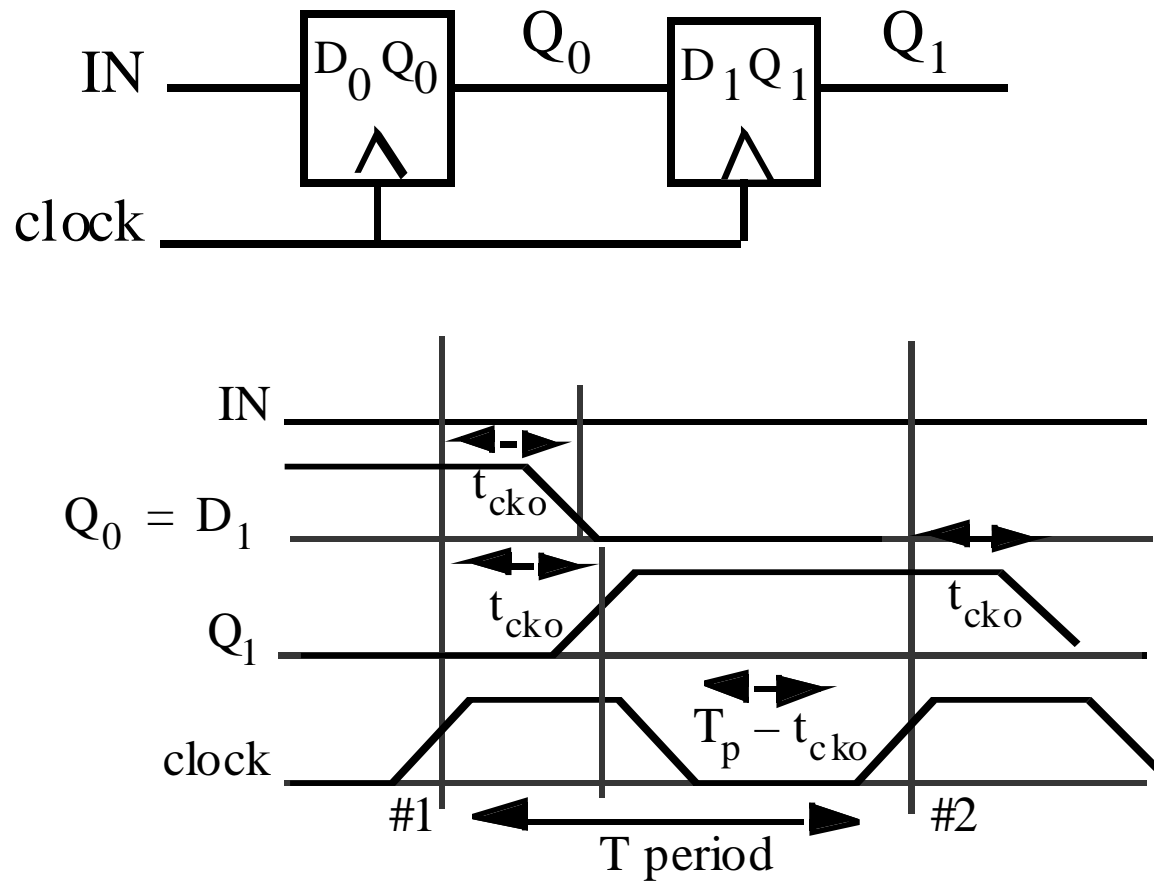


What happens if setup and/or hold is violated? Indeterminate



2 D FF TIMING (cont.)

2.1 Shift Register Revisited



2 D FF TIMING (cont.)

2.1.1 Timing Constraints for Shift Register

FF #0: If input = 0 all time, t_{su} , t_{hld} automatic

FF #1: constraint t_{su} : D_1 must be stable t_{su} before clock edge 2

$$\Rightarrow t_{\text{period}} - t_{\text{ckomax}} > t_{su}$$

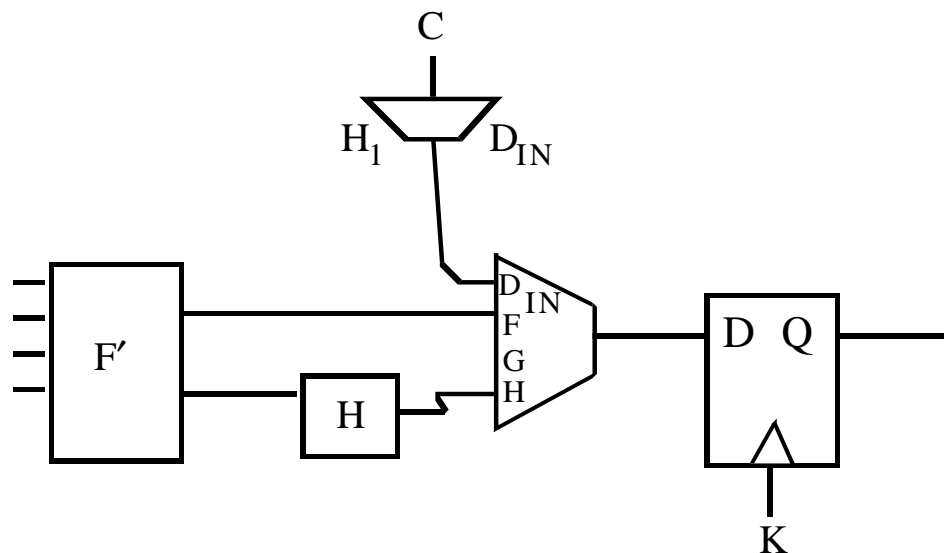
constrain t_{hold} : D_1 must be stable for t_{hold} after clock edge 1

$$\Rightarrow t_{\text{ckomin}} > t_{hold}$$

2 D FF TIMING (cont.)

2.2 Xilinx Timing (4005-4)

Shift register holdtime	<u>0</u> min
t_{cko}	3.7 ns
setup time	D_{in}
t_{Dick}	3.0 ns
F'/G' and H'	
t_{IHCK}	6.1 ns



$T_{hold} = 0$, but watch out if
clock skew

2 D FF TIMING (cont.)

2.2 Xilinx Timing (cont.)

How fast can it run?

$$\frac{1}{\text{min clock period}} = \frac{1}{t_{\text{cko}} + t_{\text{setup}}}$$

Depends on routing delay (non-deterministic)

Can use timing analyzer in XactStep

Example: 4-bit shift register: ~100 MHz clock (everything else is slower)

2 D FF TIMING (cont.)

2.3 Clock Skew

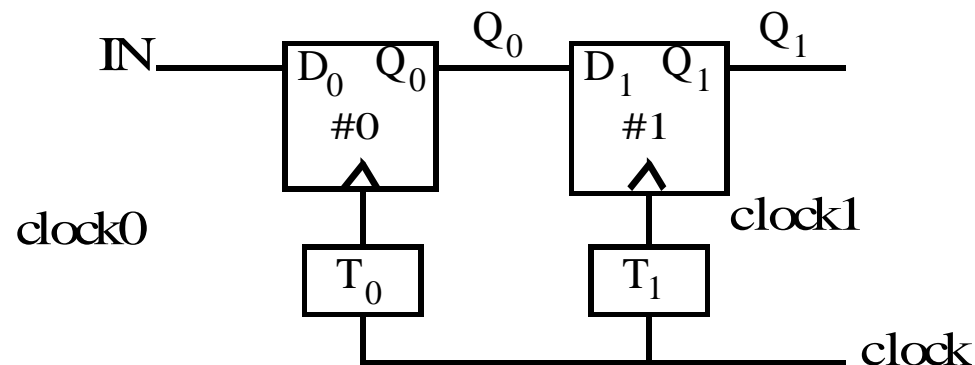
What is skew?

- Timing delays due to distance

$$(2 \times 10^8 \text{ m/s}) \quad 1 \text{ ns} = 0.2 \text{ m} \quad (\text{off chip})$$

- Clock distribution network on chip

See in shift register example

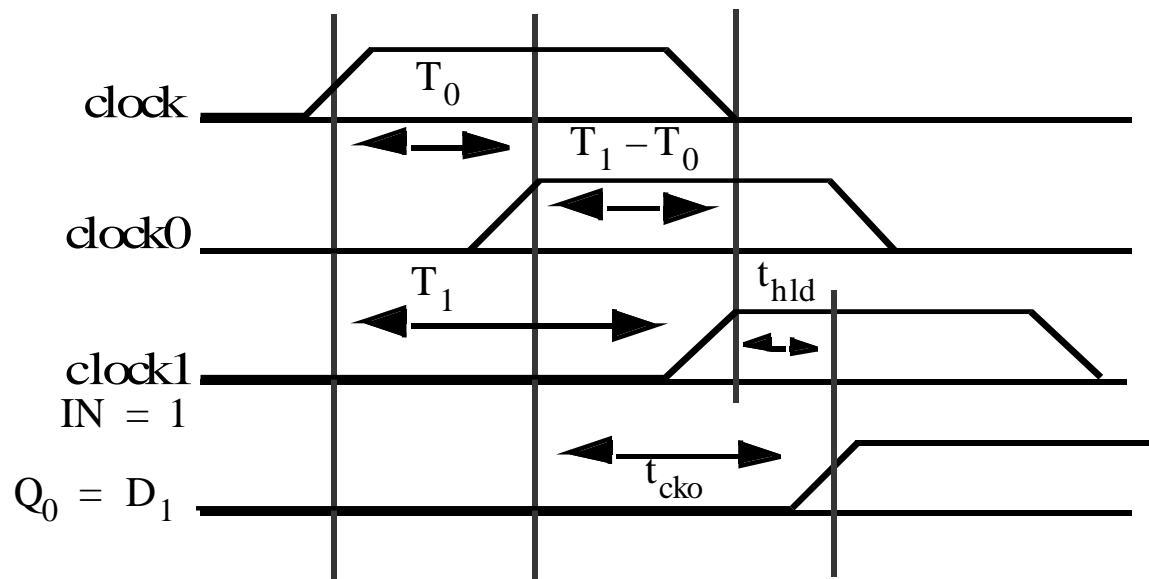


What is $\max(T_0 - T_1)$ for proper operation?

$\min(T_0 - T_1)$ for proper operation?

2 D FF TIMING (cont.)

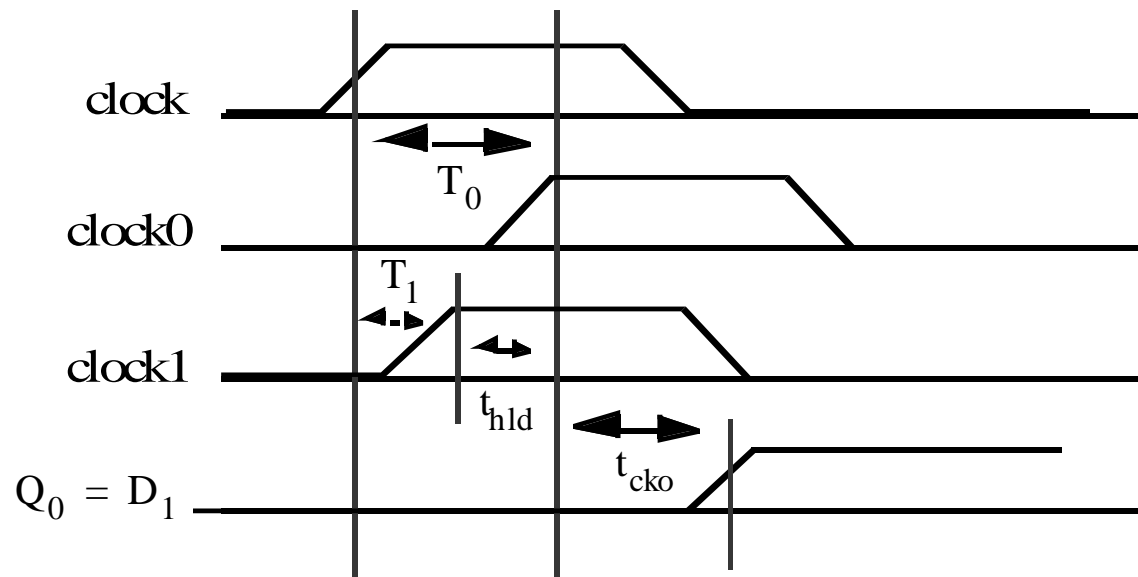
2.3 Clock Skew (cont.) – $T_1 > T_0$



Ok if $t_{cko} > T_1 - T_0 + t_{hld}$

2 D FF TIMING (cont.)

2.3 Clock Skew (cont.) – $T_1 < T_0$



For $T_1 < T_0$, no problem due to clock skew

Ok if $T_0 + T_{cko} > T_1 + T_{hold}$

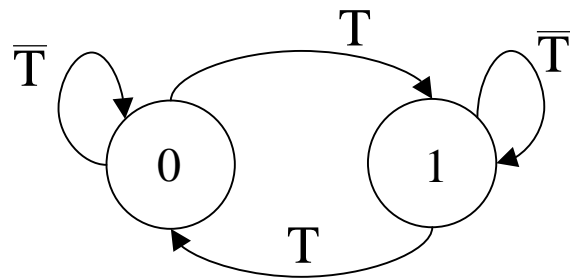
well designed logic $t_{cko} > T_{hold}$, and we are given $T_0 > T_1$.

How to guarantee low clock skew? ~ 0.1 ns

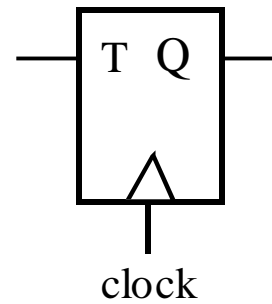


3 OTHER FF TYPES

Toggle Flip Flop

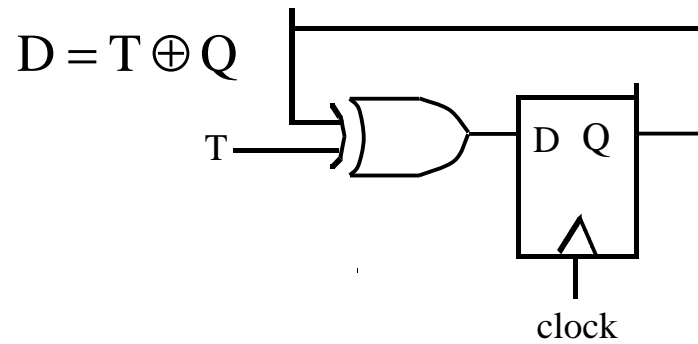


FTRSE



Convert D to T

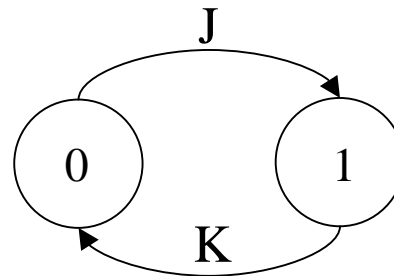
T	PS	NS
0	0	0
0	1	1
1	0	1
1	1	0



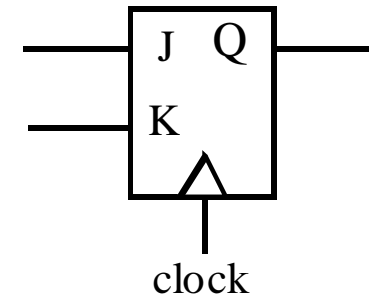
3 OTHER FF TYPES (cont.)

JK FF

J	K	Q_{n+1}	Comment
0	0	Q_n	hold
0	1	0	clear
1	0	1	set
1	1	\bar{Q}_n	toggle



FJKRSE



Convert D to JK

J	K	Q_n	Q_{n+1}
0	0	0	0
0	0	1	1
0	1	X	0
1	0	X	1
1	1	0	1
1	1	1	0

$$\begin{aligned}
 D &= \bar{J} \bar{K} \cdot Q_n + J \bar{K} \cdot \bar{Q}_n + J \bar{K} Q_n + J K \bar{Q}_n \\
 &= \bar{K} Q_n + J \bar{Q}_n
 \end{aligned}$$