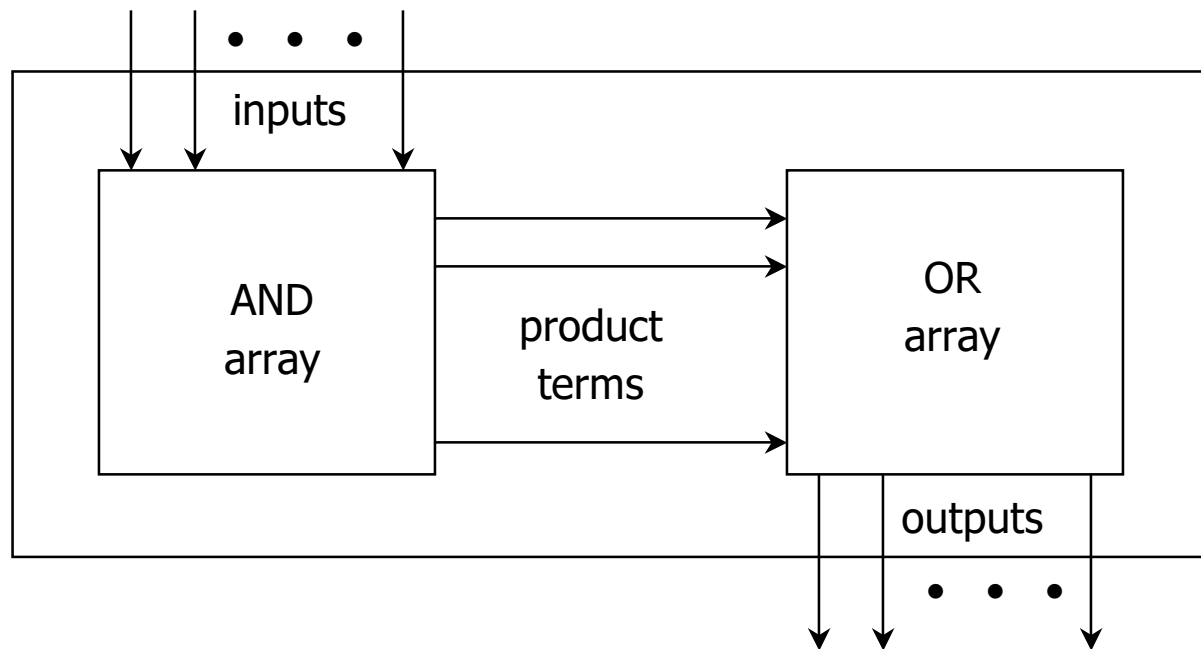


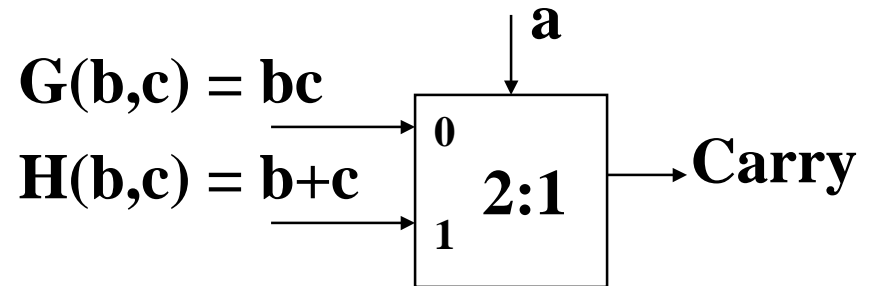
Programmable logic arrays (PLA)

- ❑ Pre-fabricated building block of many AND/OR gates
 - actually NOR or NAND
 - "personalized" by making or breaking connections among the gates
 - programmable array block diagram for sum of products form



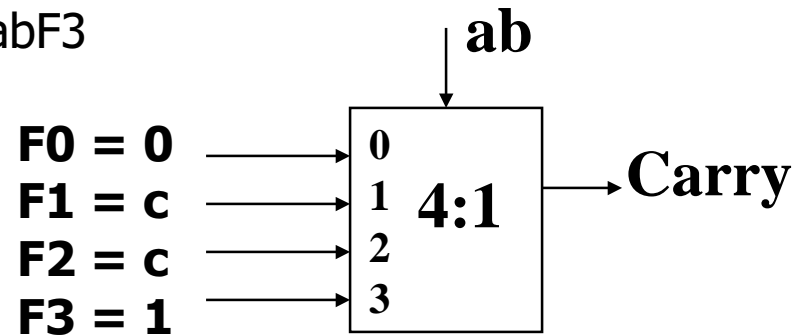
Multiplexor Logic

- $F(a,b,c) = a'F(0,b,c) + aF(1,b,c)$
 - Let $G(b,c) = F(0,b,c)$
 - Let $H(b,c) = F(1,b,c)$



- Example FullAdder Carry = $ab + ac + bc$
- $G = bc$ $H = b + c + bc = b + c$

- $F(a,b,c) = a'b'F(0,0,c) + a'bF(0,1,c) + ab'F(1,0,c) + abF(1,1,c)$
 - $F(a,b,c) = a'b'F0 + a'bF1 + ab'F2$ or $abF3$



Programmable Logic Devices

- Shared product terms among outputs

example:

$$\begin{aligned}
 F0 &= A + B' C' \\
 F1 &= A C' + A B \\
 F2 &= B' C' + A B \\
 F3 &= B' C + A
 \end{aligned}$$

input side:

1 = uncomplemented in term
 0 = complemented in term
 - = does not participate

personality matrix

product term	inputs			outputs			
	A	B	C	F0	F1	F2	F3
AB	1	1	-	-	1	1	-
B'C	-	0	1	-	-	-	1
AC'	1	-	0	-	1	-	-
B'C'	-	0	0	1	-	1	-
A	1	-	-	1	-	0	1

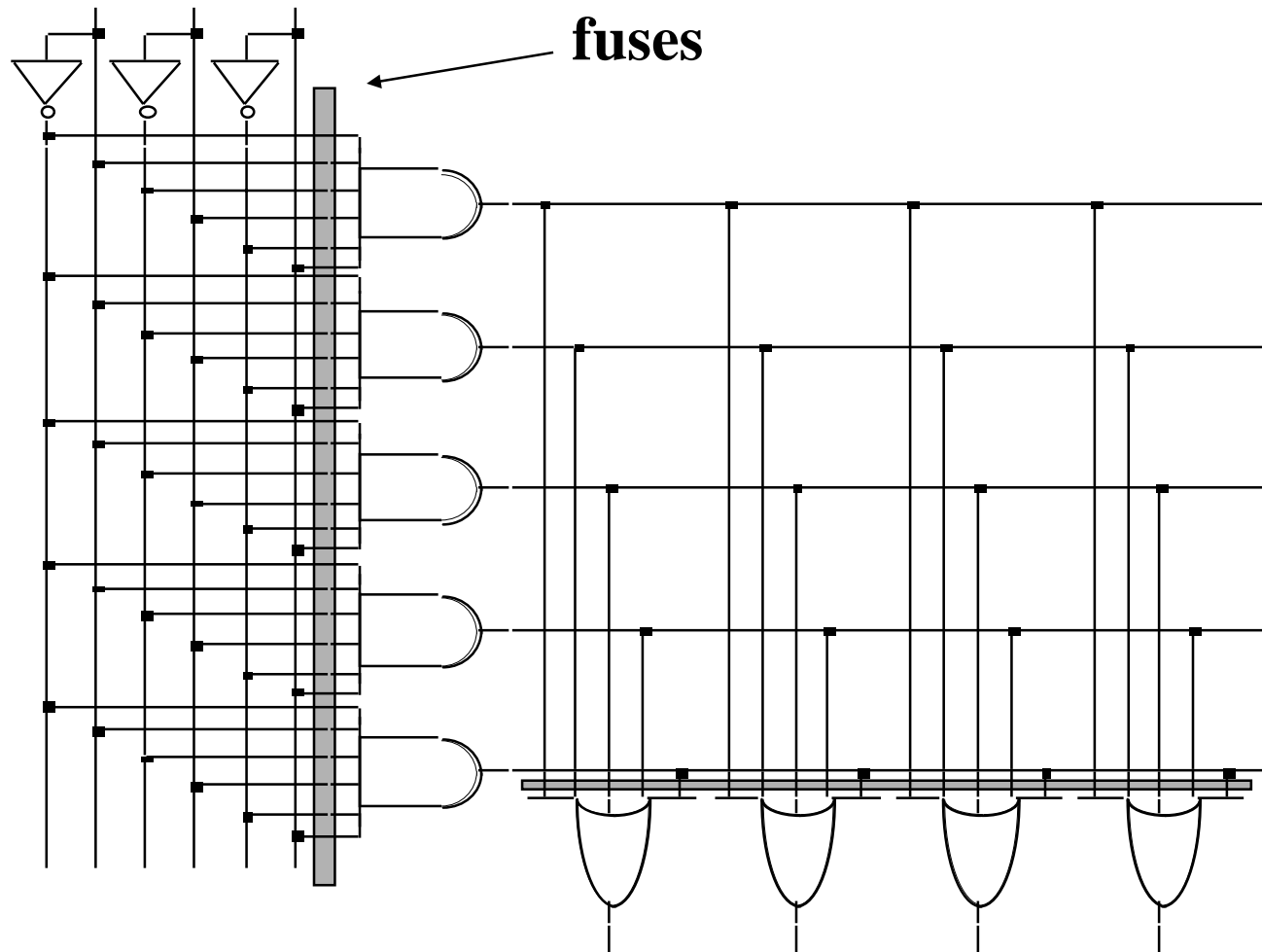
output side:

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

or columns
 (note common subexpression re-use)

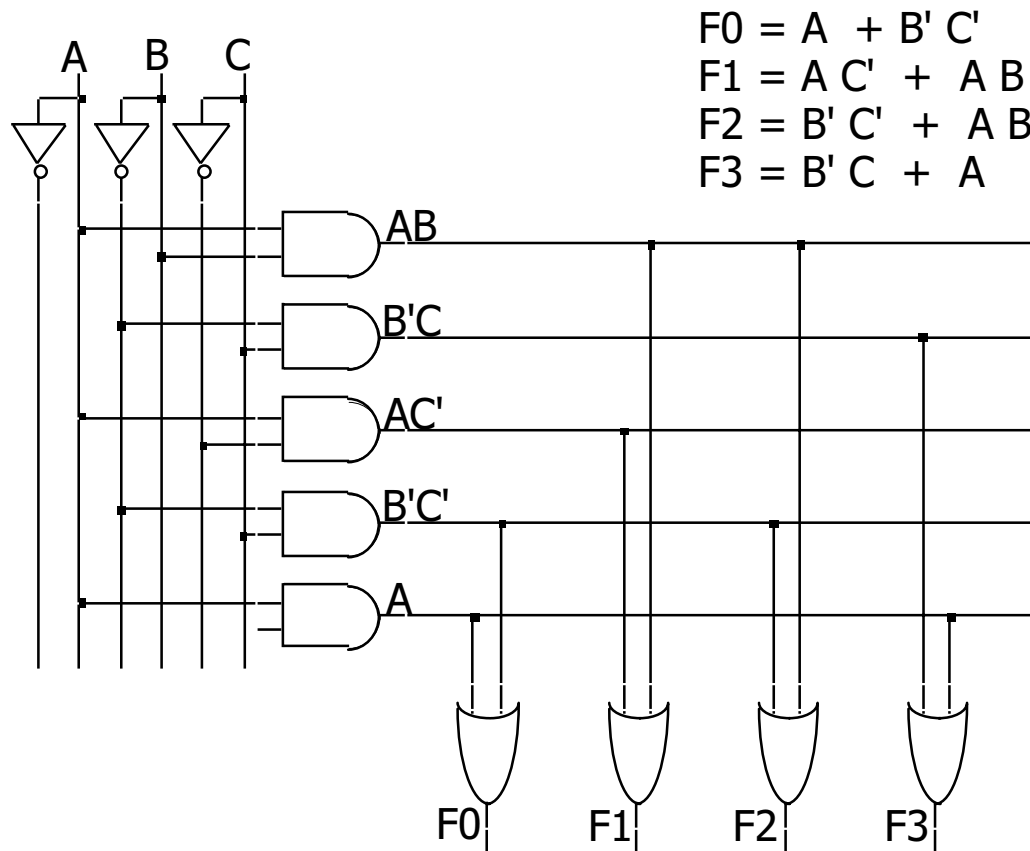
Before programming

- All possible connections are available before "programming"
 - in reality, all AND and OR gates are NANDs



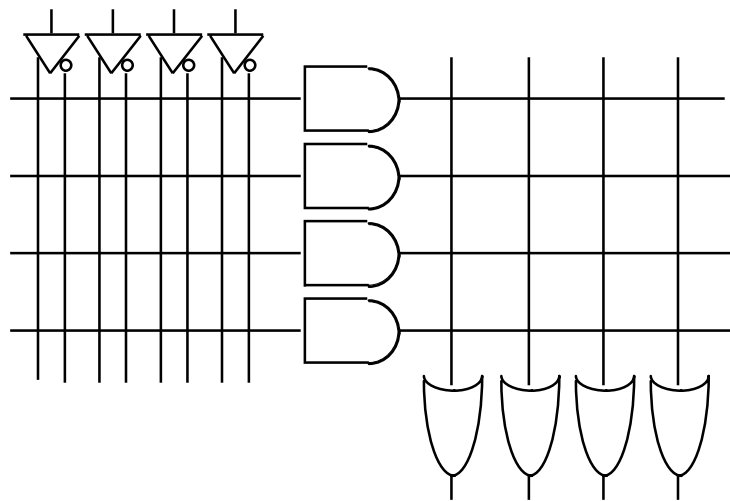
After programming

- ❑ Unwanted connections are "blown"
 - fuse (normally connected, break unwanted ones)
 - anti-fuse (normally disconnected, make wanted connections)



Alternate representation for high fan-in structures

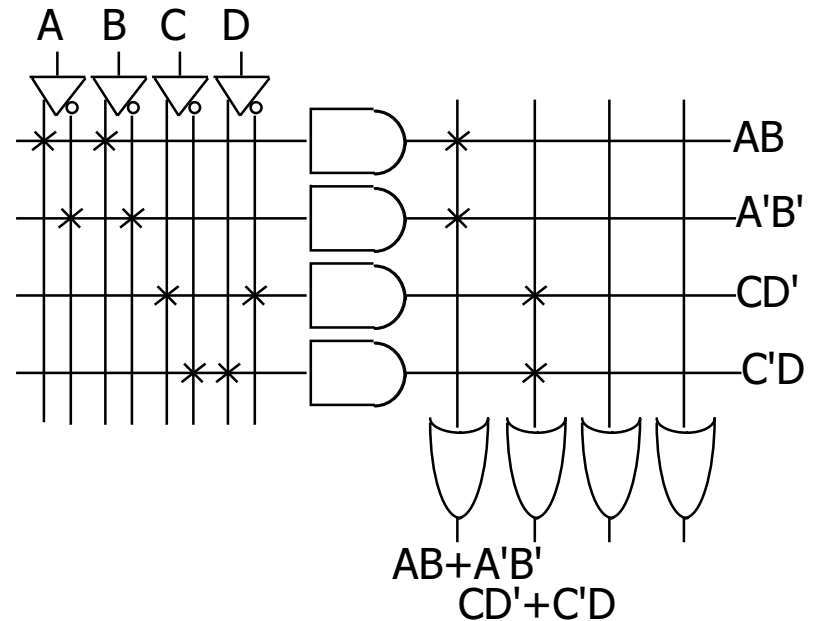
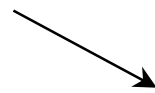
- Short-hand notation so we don't have to draw all the wires
 - × signifies a connection is present and perpendicular signal is an input to gate



notation for implementing

$$F0 = A B + A' B'$$

$$F1 = C D' + C' D$$

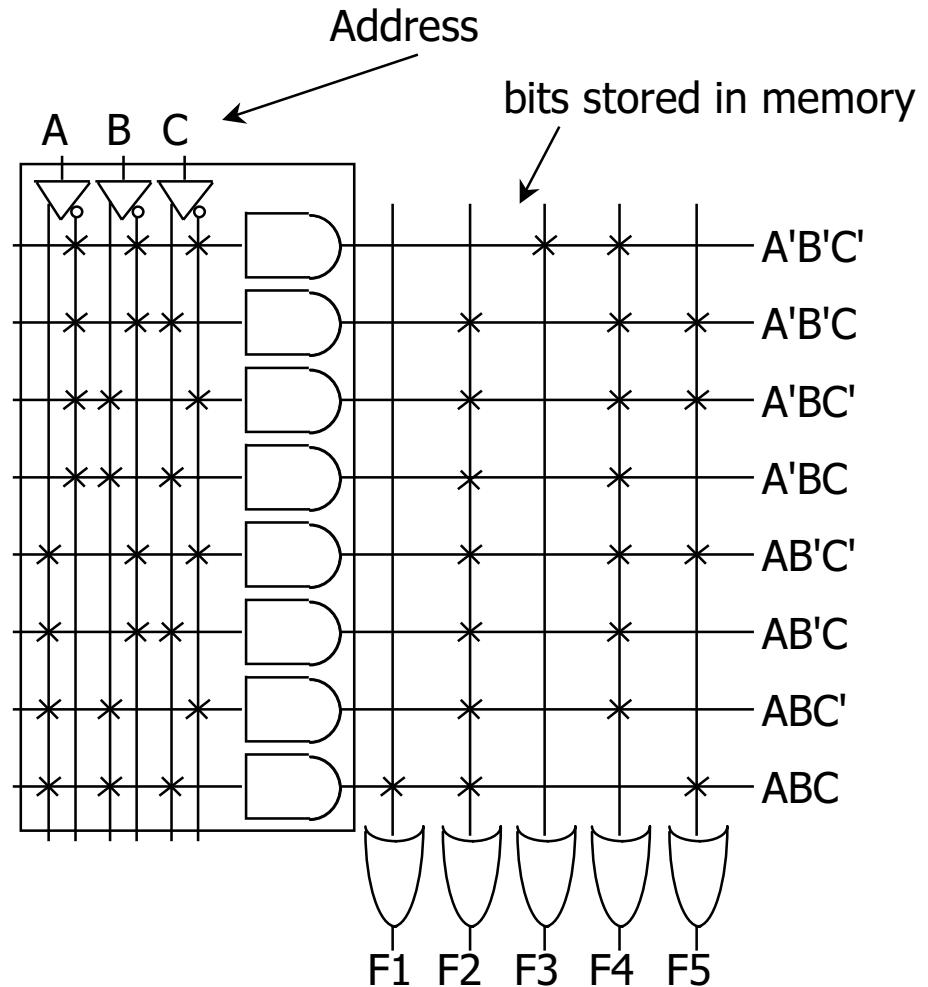


PLA as ROM

□ Multiple functions of A, B, C

- $F1 = A B C$
- $F2 = A + B + C$
- $F3 = A' B' C'$
- $F4 = A' + B' + C'$
- $F5 = A \text{ xor } B \text{ xor } C$

A	B	C	F1	F2	F3	F4	F5
0	0	0	0	0	1	1	0
0	0	1	0	1	0	1	1
0	1	0	0	1	0	1	1
0	1	1	0	1	0	1	0
1	0	0	0	1	0	1	1
1	0	1	0	1	0	1	0
1	1	0	0	1	0	1	0
1	1	1	1	1	0	0	1

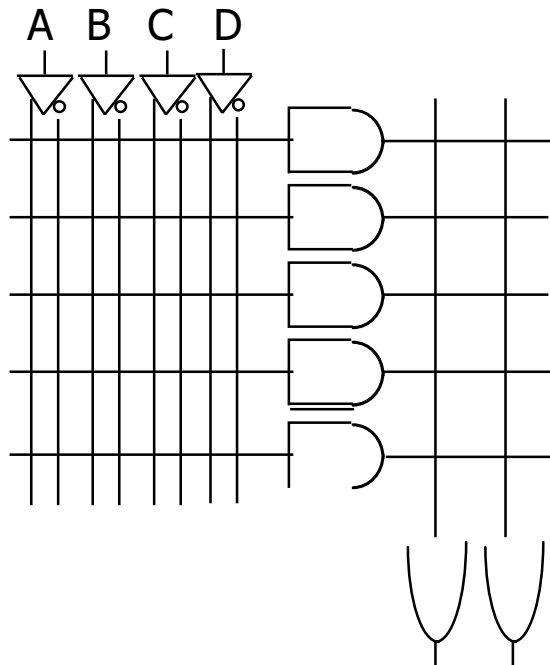


Common Sub-Expression Extraction and Use

Implement

$$F = \sum m(5,7,10,14,15)$$

$$G = \sum m(6,7,9,13,15)$$

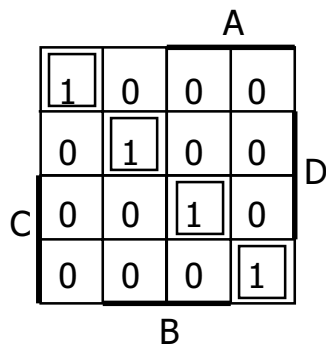


0	1	3	2
4	5 F	7 F	6
12	13	15 F	14 F
8	8	11	10 F

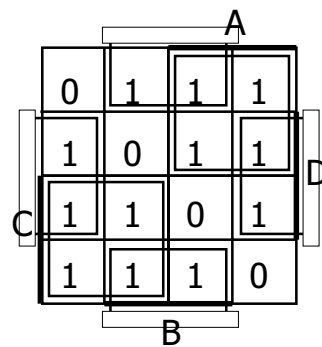
0	1	3	2
4	5	7 G	6 G
12	13 G	15 G	14
8	8 G	11	10

PALs and PLAs: another design example

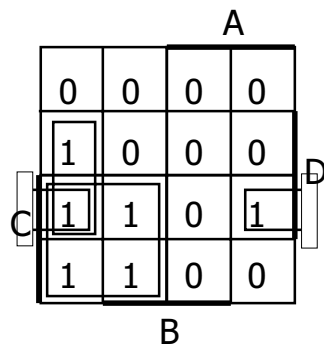
- Magnitude comparator



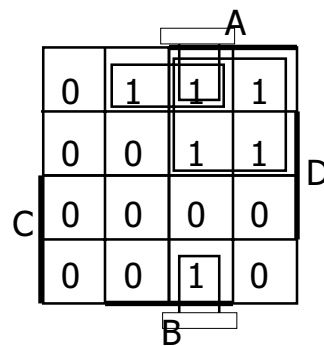
K-map for EQ



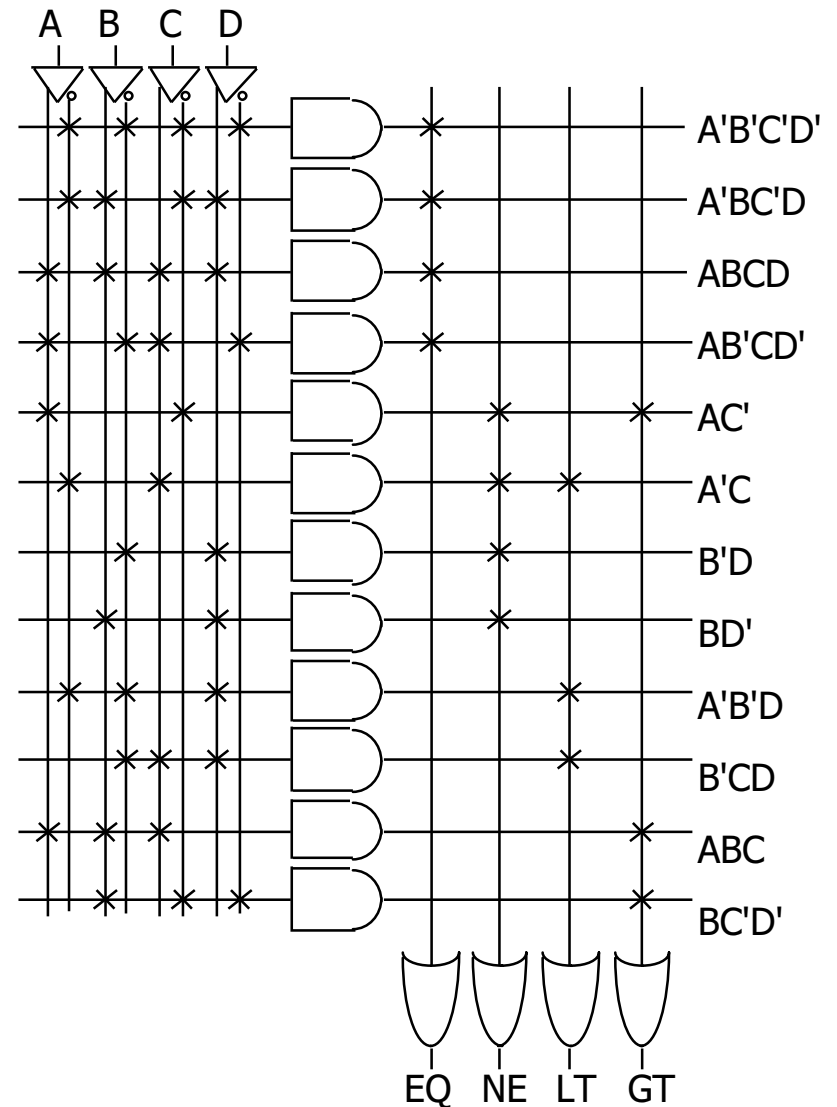
K-map for NE



K-map for LT



K-map for GT

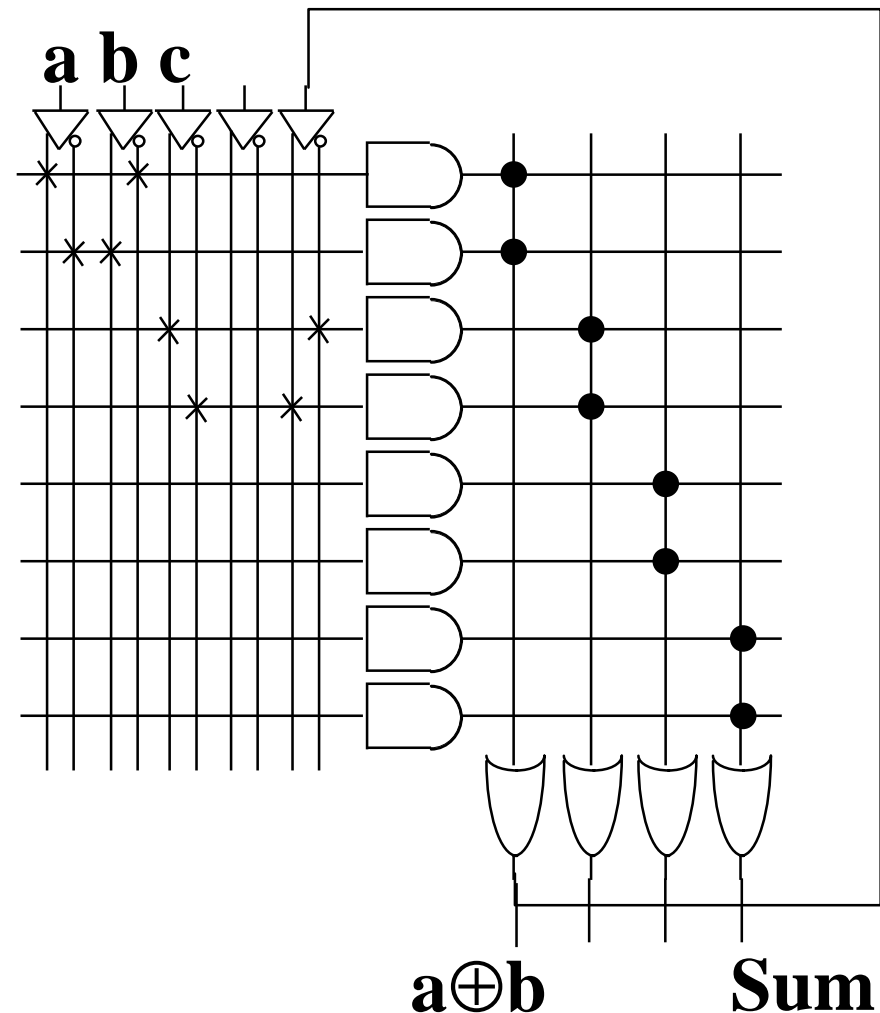


PALs and PLAs

- ❑ Programmable logic array (PLA)
 - what we've seen so far
 - unconstrained fully-general AND and OR arrays
- ❑ Programmable array logic (PAL)
 - Fixed OR array
 - faster and smaller OR plane
 - No term sharing

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

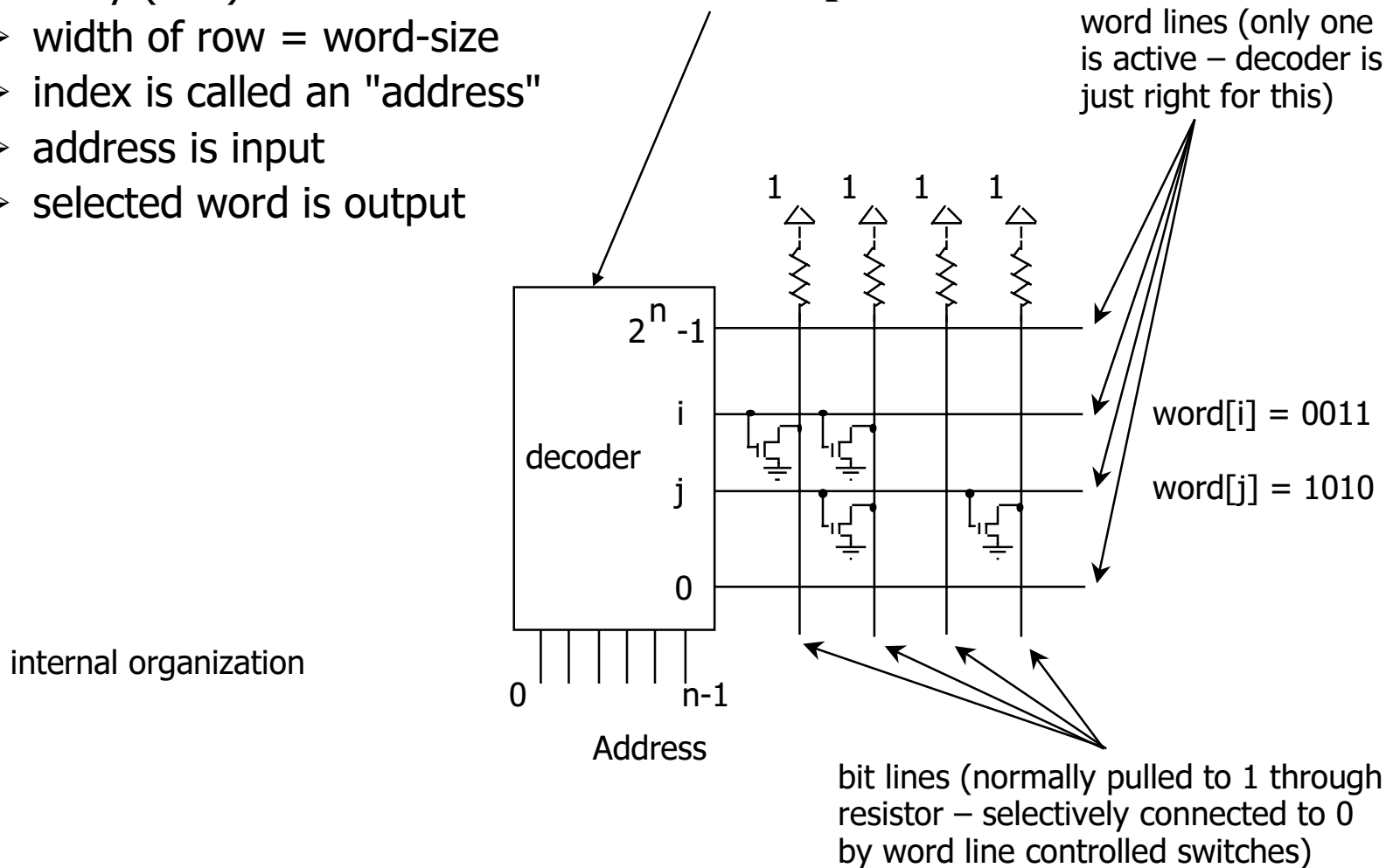
If not using a row, then make zero



Read-only memories

- Two dimensional array of 1s and 0s
 - entry (row) is called a "word"
 - width of row = word-size
 - index is called an "address"
 - address is input
 - selected word is output

Like complete,
preprogrammed
(N)AND-plane of PLA



ROMs and combinational logic

- ❑ Combinational logic implementation (two-level canonical form) using a ROM
- ❑ Put entire truth table into memory

$$F0 = A' B' C + A B' C' + A B' C$$

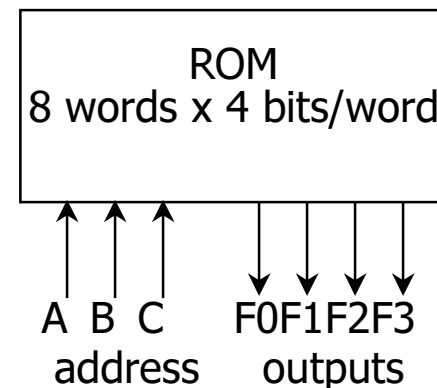
$$F1 = A' B' C + A' B C' + A B C$$

$$F2 = A' B' C' + A' B' C + A B' C'$$

$$F3 = A' B C + A B' C' + A B C'$$

A	B	C	F0	F1	F2	F3
0	0	0	0	0	1	0
0	0	1	1	1	1	0
0	1	0	0	1	0	0
0	1	1	0	0	0	1
1	0	0	1	0	1	1
1	0	1	1	0	0	0
1	1	0	0	0	0	1
1	1	1	0	1	0	0

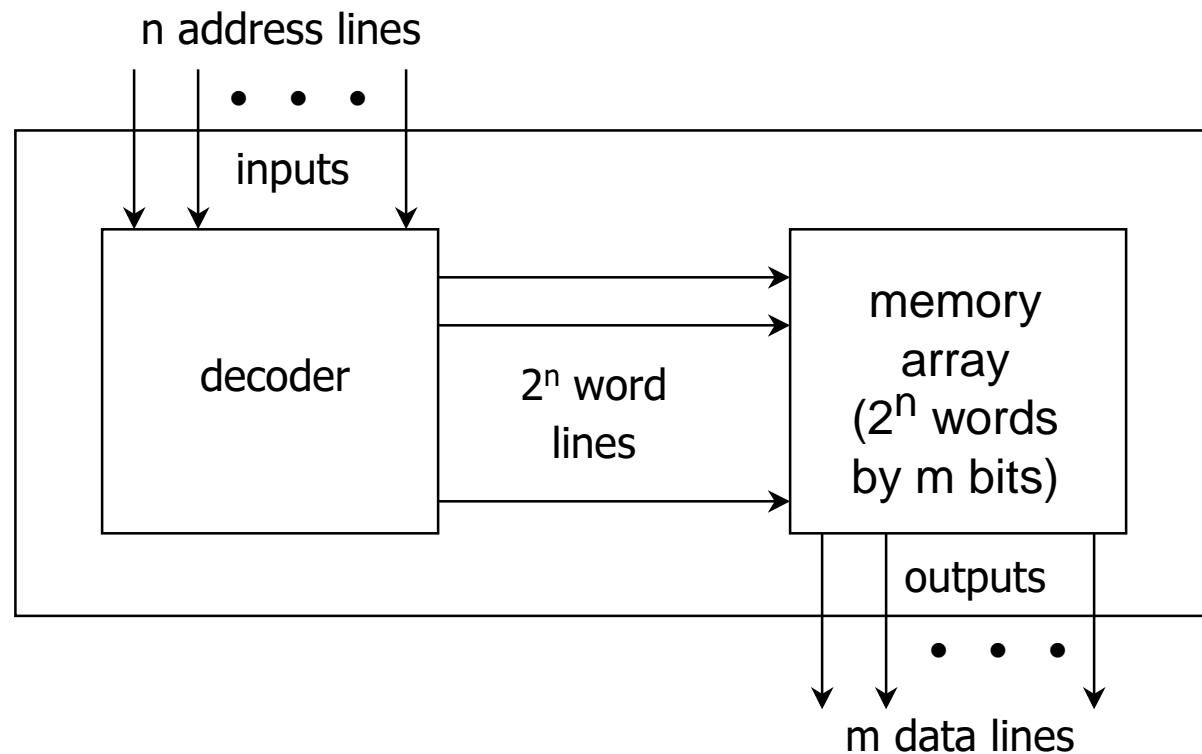
truth table



block diagram

ROM structure

- Similar to a PLA structure but with a fully decoded AND array
 - completely flexible OR array (unlike PAL)



ROM vs. PLA

- ❑ ROM approach advantageous when
 - design time is short (no need to minimize output functions)
 - most input combinations are needed (e.g., code converters)
 - little sharing of product terms among output functions
- ❑ ROM problems
 - size doubles for each additional input (32x4 for Calendar example)
 - can't exploit don't cares
- ❑ PLA approach advantageous when
 - design tools are available for multi-output minimization
 - there are relatively few unique minterm combinations
 - many minterms are shared among the output functions
 - Supports multilevel implementation using feedback
- ❑ PAL problems
 - constrained fan-ins on OR plane
 - Difficulty of common term re-use??

Regular logic structures for two-level logic

- ❑ ROM – full AND plane, general OR plane
 - cheap (high-volume component)
 - can implement any function of n inputs
 - medium speed
- ❑ PAL – programmable AND plane, fixed OR plane
 - intermediate cost
 - can implement functions limited by number of terms
 - high speed (only one programmable plane that is much smaller than ROM's decoder)
- ❑ PLA – programmable AND and OR planes
 - most expensive (most complex in design, need more sophisticated tools)
 - can implement any function up to a product term limit
 - slow (two programmable planes)

Regular logic structures for multi-level logic

- ❑ Difficult to devise a regular structure for arbitrary connections between a large set of different types of gates
 - efficiency/speed concerns for such a structure
 - in 467 you'll learn about field programmable gate arrays (FPGAs) that are just such programmable multi-level structures
 - programmable multiplexers for wiring
 - **lookup tables for logic functions (programming fills in the table)**
 - multi-purpose cells (utilization is the big issue)
- ❑ Use multiple levels of PALs/PLAs/ROMs
 - output intermediate result
 - make it an input to be used in further logic

Combinational logic implementation summary

- ❑ Multi-level logic
 - conversion to NAND-NAND and NOR-NOR networks
 - transition from simple gates to more complex gate building blocks
 - reduced gate count, fan-ins, potentially faster
 - more levels, harder to design
- ❑ Time response in combinational networks
 - gate delays and timing waveforms
 - hazards/glitches (what they are and why they happen)
- ❑ Regular logic
 - multiplexers/decoders
 - ROMs
 - PLAs/PALs
 - advantages/disadvantages of each