

## Lecture 8: ROM & Programmable Logic Devices

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(Floyd 10.1,10.3-5, 11.1-11.3)  
(Tocci 12.1, 12.4-5, 13.1-13.4)

### Points Addressed in this Lecture

- Read-only memory
- Implementing logic with ROM
- Programmable logic devices
- Implementing logic with PLDs
- Static hazards

### Memory Terminology

- **Memory Cell:** circuit that stores 1-bit of information
- **Memory Word:** 8 – 64 bits
- **Byte:** a group of 8 bits
- **Capacity (=Density)**
  - 4096 20-bit words
  - = 81,920 bits =  $4096 \times 20 = 4K \times 20$
  - 1 M or 1 meg =  $2^{20}$
  - 1 G or 1 giga =  $2^{30}$
- **Address**
- **Read Operation** (=fetch operation)
- **Write Operation** (=store operation)

#### Addresses

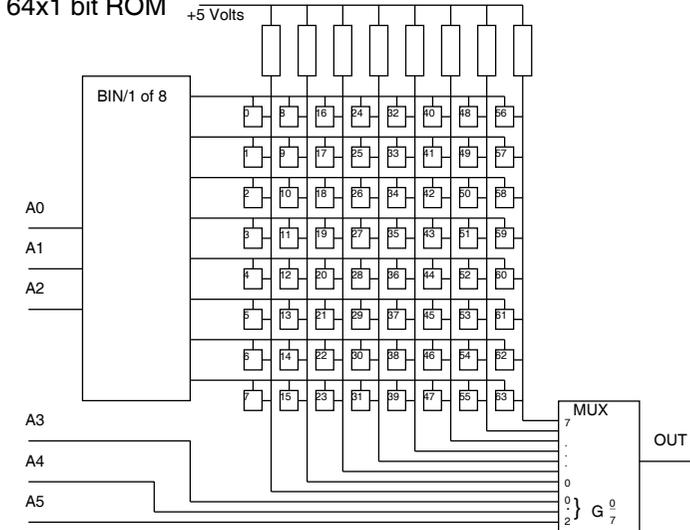
000	Word 0
001	Word 1
010	Word 2
011	Word 3
100	Word 4
101	Word 5
110	Word 6
111	Word 7

## Read-only Memory (ROM)

- A ROM cell can store 1 bit of information
- Data can be read but not changed (written)
  - RAM is read-write capable
- ROM is non-volatile
  - the data is "remembered" even when the power supply to the chip is turned off
  - the data can be read after turning the power on again
  - RAM is volatile
- Applications
  - permanent storage of programmes for micro-processors
  - look-up tables of data
  - implementing combinational logic

## A ROM Device

– E.g. 64x1 bit ROM



## Notes

- 6 address inputs - half for row select, half for column select
- row select energises all the switch transistors in one row
- column select uses a multiplexer to select just one column
- outputs are normally high but "pulled down" if a cell is programmed

## A ROM Cell



- A voltage is stored to represent a 0 or 1 as required
- If the "row-line" is addressed, the switch closes and the stored voltage appears on the "column-line"
- The switch is implemented with a (MOS) transistor

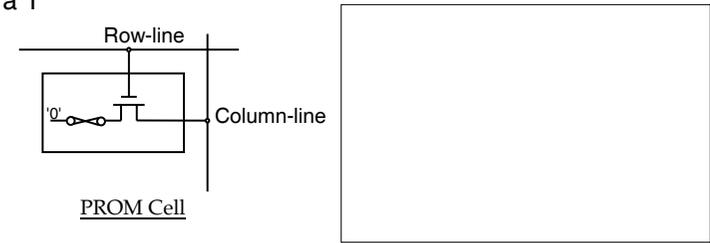
## Storage Mechanism

- The storage mechanism for the 0 or 1 depends on the design of the ROM
- Mask Programmed ROM
  - the mask programmed ROM is programmed at the time of manufacture
  - the switch transistor is made to have a low threshold voltage to program a 0 and a high threshold to program a 1

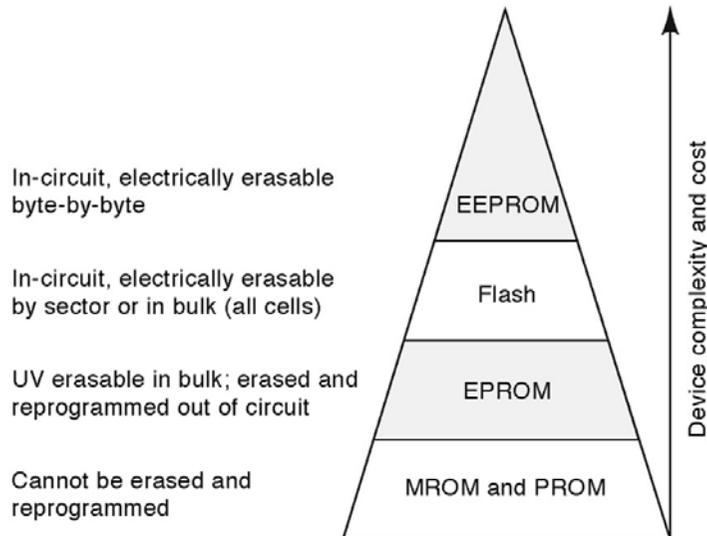


Mask Programmed Cell

- Field Programmable ROM (PROM)
  - programmable using a PC-based system
  - a semiconductor fuse is blown to program a cell to 1
- Electrically Erasable Programmable ROM (EEPROM)
  - programmable using a PC-based system
  - the gate capacitance of a MOS transistor is charged (electrically) to store a 0 or discharged (electrically) to store a 1



## Different ROM technology



## Implementing Logic with ROM

- $2^n$  x 1-bit ROM devices have n inputs and 1 output
  - they can be used to implement logic directly
  - E.g.  $OUT = X \cdot Y + Z$

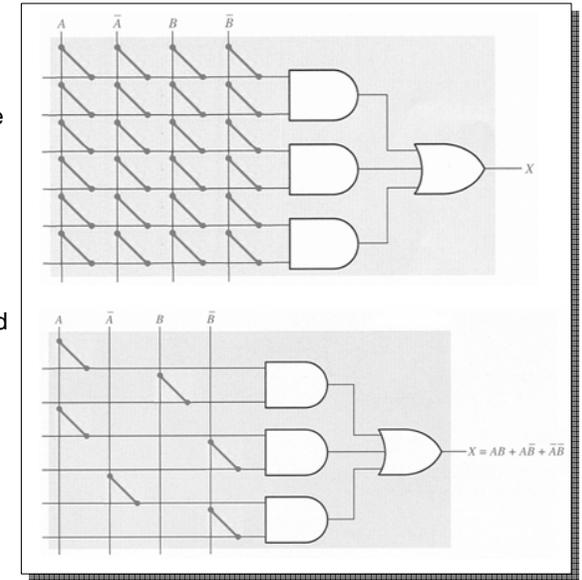
X	Y	Z	OUT
0	0	0	
0	0	1	
0	1	0	
0	1	1	
1	0	0	
1	0	1	
1	1	0	
1	1	1	

- Programme the first 8 addresses according to the OUT column
- Connect X to A2, Y to A1 and Z to A0 of the ROM
- Usually "cheaper" than using gates for complex logic involving many variables

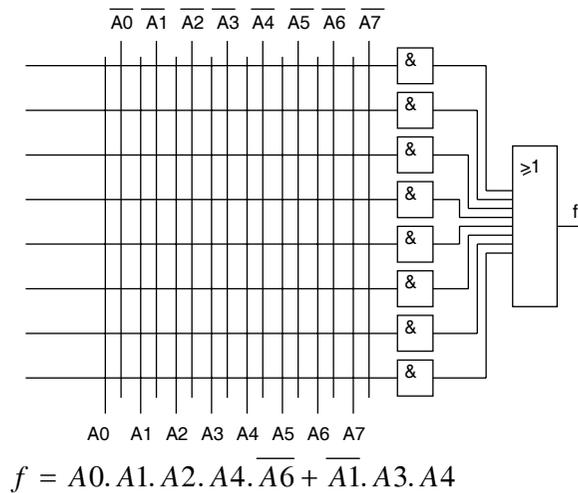
### Programmable Logic Devices (PLDs)

- Several different "architectures" available
  - We will focus only on PAL and CPLD
- PALs and CPLDs are examples of PLDs
  - PAL: Programmable Array Logic
  - CPLD: Complex Programmable Logic Device
  - implement SOP expressions in canonical form
  - made from a Programmable AND section and a Fixed OR section
  - typically can implement 8 product terms

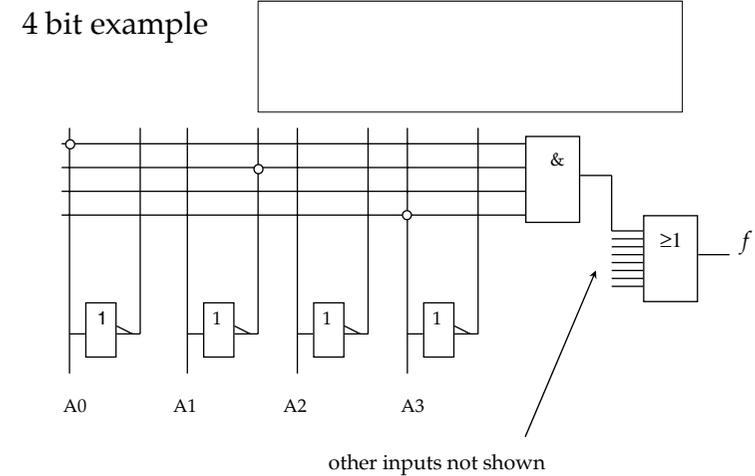
- PALs are programmed like PROMs using fuses
  - one-time programmable
- CPLDs are programmed like EEPROMs
  - Electrically erasable
- PLAs
  - Devices with programmable AND and programmable OR



### PAL Architecture



### Detail of AND Gates in PALs



## Summary of Combinational Logic Building Blocks

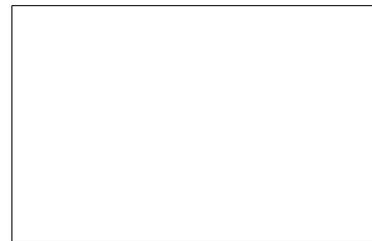
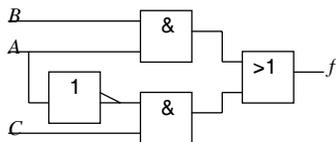
- **Gates**
  - seven basic gates from which all other circuits are made
  - AND/NAND, OR/NOR, XOR/XNOR, NOT
- **Multiplexers**
  - act as switches to connect one output to one of a number of input signals
  - can also be used to implement logic
- **Decoders**
  - inverted multiplexers (sometimes called demultiplexers)
  - act as switches to connect one input to one of a number of output signals
  - also includes circuits such as Binary to 7 Segment decoders
  - four to seven bit decoders

- **Arithmetic Circuits**
  - binary adders, comparators, multipliers
  - issues of signed or unsigned number representation are important
- **Programmable Logic Devices**
  - ROMs
    - implement arbitrary logic functions
    - efficient for large combination logic circuits
  - CPLDs
    - implement canonical SOP Boolean expressions
  - Advantages:
    - reduction in chip count
    - easy upgrade by just reprogramming
  - Disadvantages
    - programming equipment required
    - non-standard parts to stock and document

## Static Hazards

- **Gates have finite propagation delay**
  - This can cause glitches in logic waveforms
- **Consider an inverter**
  - propagation delay of  $\sim 2nS$
- **E.g. Implementation of**  $f(A, B, C) = AB + \bar{A}C$

– If we use an inverter to generate  $\bar{A}$  from  $A$  then changes in  $\bar{A}$  will be later than changes in  $A$ .



## Avoid Static Hazards

- **Using a Karnaugh map, look for groups of minterms which do NOT overlap**
  - These are potential hazards
- **Avoid the hazard by introducing additional groups so that no non-overlapping groups remain**

A \ BC	00	01	11	10
0				
1				

- **Groups are  $\bar{A}C + AB$  which do not overlap**
  - Potential hazard
- **Introduce the additional term  $BC$  to avoid the hazard**

$$\bar{A}C + AB + BC$$