

# Read-Only Memory, Programmable Devices & Sequential Programmable Devices Lecture 5

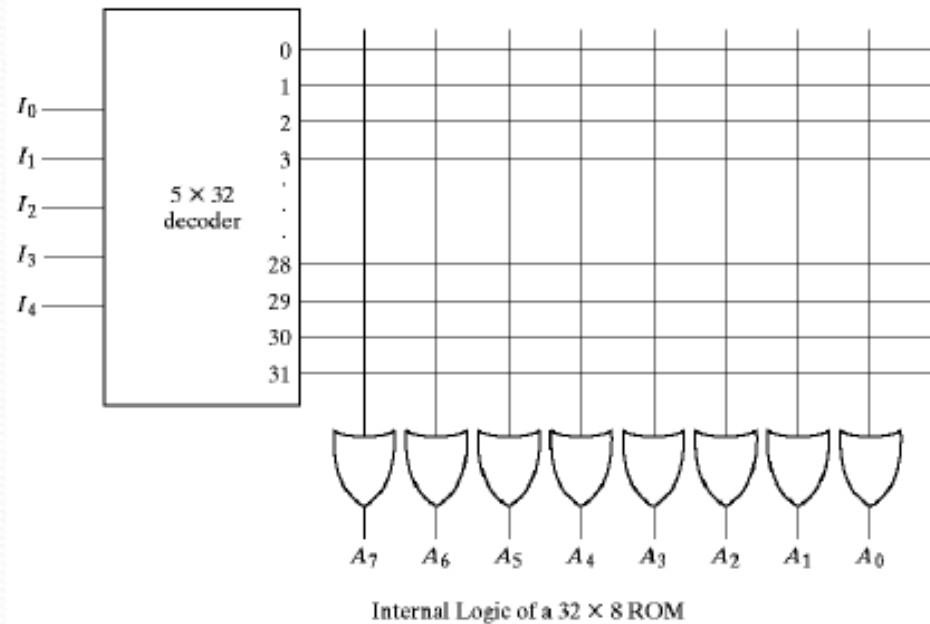
Dronacharya Group of Institutions

# Outline

- Introduction
- Random-Access Memory
- Memory Decoding
- Error Detection and Correction
- Read-Only Memory
- Programmable Devices
- Sequential Programmable Devices

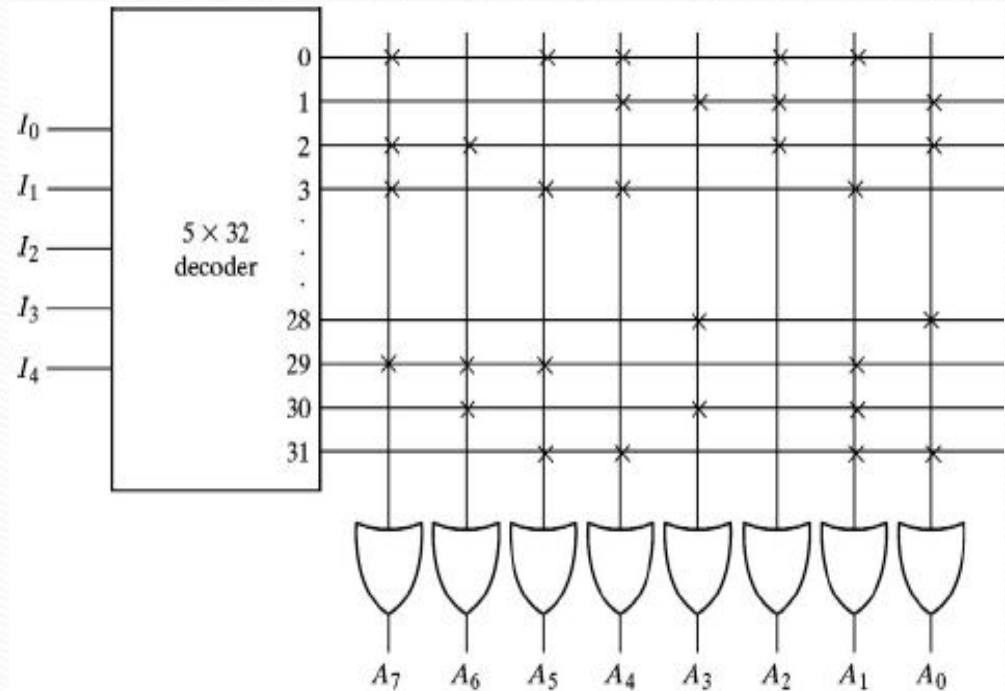
# Read Only Memory

- A memory device that can permanently keep binary data.
- Even when power is turned off and on again.
- For a  $2^k \times n$  ROM, it consists of
- $k$  inputs (address line) and  $n$  outputs (data).
- $2^k$  words of  $n$ -bit each
- A  $k \times 2^k$  decoder (generate all minterms).
- $n$  OR gates with  $2^k$  inputs
- Initially, all inputs of OR gates and all outputs of the decoder are fully connected.



# Programming the ROM

- Each intersection (crosspoint) in the ROM is often implemented with a fuse
- Blow out unnecessary connections according to the truth table
- 1 means connected (marked as X)
- 0 means unconnected
- Cannot be recovered after programmed

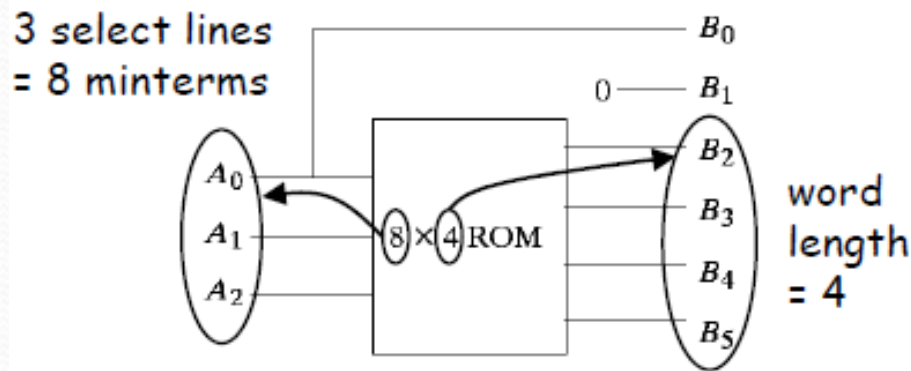


Programming the ROM According to Table 7-3

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# Design Comb. Circuit with ROM

- Derive the truth table of the circuit
- Determine minimum size of ROM
- Program the ROM



(a) Block diagram

Inputs			Outputs						Decimal
A <sub>2</sub>	A <sub>1</sub>	A <sub>0</sub>	B <sub>5</sub>	B <sub>4</sub>	B <sub>3</sub>	B <sub>2</sub>	B <sub>1</sub>	B <sub>0</sub>	
0	0	0	0	0	0	0	0	0	0
0	0	1	0	0	0	0	0	1	1
0	1	0	0	0	0	1	0	0	4
0	1	1	0	0	1	0	0	1	9
1	0	0	0	1	0	0	0	0	16
1	0	1	0	1	1	0	0	1	25
1	1	0	1	0	0	1	0	0	36
1	1	1	1	1	0	0	0	1	49

A <sub>2</sub>	A <sub>1</sub>	A <sub>0</sub>	B <sub>5</sub>	B <sub>4</sub>	B <sub>3</sub>	B <sub>2</sub>
0	0	0	0	0	0	0
0	0	1	0	0	0	0
0	1	0	0	0	0	1
0	1	1	0	0	1	0
1	0	0	0	1	0	0
1	0	1	0	1	1	0
1	1	0	1	0	0	1
1	1	1	1	1	0	0

(b) ROM truth table

# Types of ROMs

- ▶ Mask programming.
- ▶ Program the ROM in the semiconductor factory.
- ▶ Economic for large quantity of the same ROM.
- ▶ Programmable ROM (PROM).
- ▶ Contain all fuses at the factory.
- ▶ Program the ROM by burning out the undesired fuses (irreversible process).
- ▶ Erasable PROM (EPROM).
- ▶ Can be restructured to the initial state under a special ultraviolet light for a given period of time.
- ▶ Electrically erasable PROM (EEPROM or E<sub>2</sub>PROM
- ▶ Like the EPROM except being erased with electrical signals.

# Programmable Logic Devices

- ▶ ROM provides full decoding of variables.
- ▶ Waste hardware if the functions are given.
- ▶ For known combinational functions, Programmable Logic Devices (PLD) are often used.
- ▶ Programmable read-only memory (PROM)
- ▶ Programmable array logic (PAL)
- ▶ Programmable logic array (PLA)
- ▶ For sequential functions, we can use Sequential (simple) programmable logic device (SPLD)
- ▶ Complex programmable logic device (CPLD)
- ▶ Field programmable gate array (FPGA)

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# Configurations of Three PLDs



(a) Programmable read-only memory (PROM)



(b) Programmable array logic (PAL)



(c) Programmable logic array (PLA)

Basic Configuration of Three PLDs

# Programmable Logic Array

- PLA does not provide full decoding of the variables
  - Only generate the terms you need
- The decoder is replaced by an array of AND gates that can be programmed

$$F1 = AB' + AC + A'BC'$$

$$F2 = (AC + BC)'$$

		Inputs			Outputs (T) (C)	
Product Term		A	B	C	F <sub>1</sub>	F <sub>2</sub>
AB'	1	1	0	-	1	-
AC	2	1	-	1	1	1
BC	3	-	1	1	-	1
A'BC'	4	0	1	0	1	-

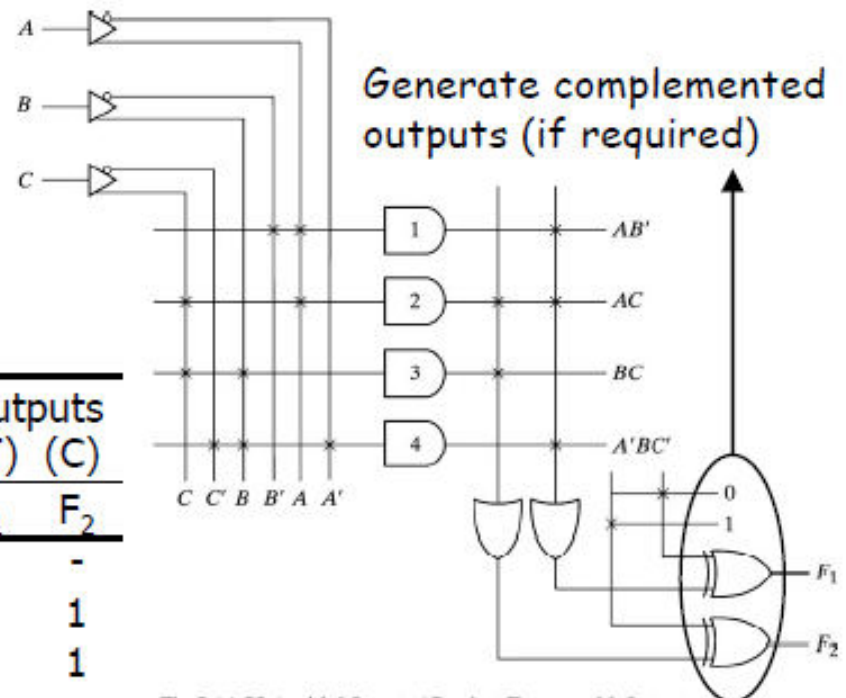


Fig. 7-14 PLA with 3 Inputs, 4 Product Terms, and 2 Outputs

# Implementation with PLA

- Implement the two functions with PLA
- $F_1(A, B, C) = \Sigma (0, 1, 2, 4)$
- $F_2(A, B, C) = \Sigma (0, 5, 6, 7)$
- Goal: minimize the number of
- Distinct product terms between two functions**

		<i>BC</i>		<i>B</i>	
		00	01	11	10
<i>A</i>	0	1	1	0	1
	1	1	0	0	0

$$F_1 = A'B' + A'C' + B'C'$$

$$F_1 = (AB + AC + BC)'$$

PLA programming table						
	Product term	Inputs			Outputs	
		<i>A</i>	<i>B</i>	<i>C</i>	(C)	(T)
					<i>F</i> <sub>1</sub>	<i>F</i> <sub>2</sub>
<i>AB</i>	1	1	1	–	1	1
<i>AC</i>	2	1	–	1	1	1
<i>BC</i>	3	–	1	1	1	–
<i>A'B'C'</i>	4	0	0	0	–	1

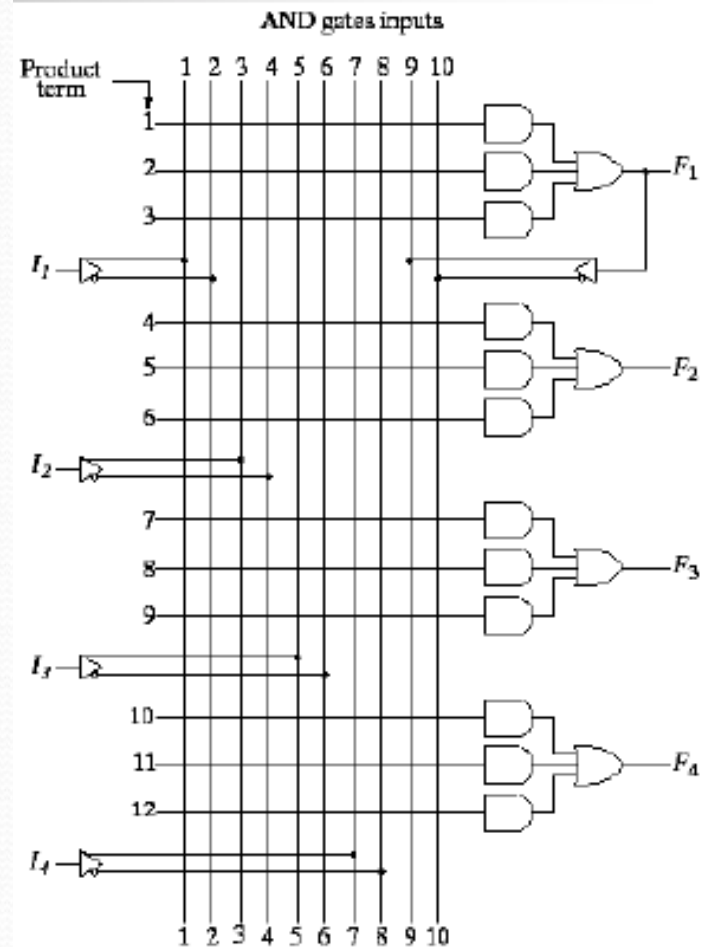
		<i>BC</i>		<i>B</i>	
		00	01	11	10
<i>A</i>	0	1	0	0	0
	1	0	1	1	1

$$F_2 = AB + AC + A'B'C'$$

$$F_2 = (A'C + A'B + AB'C')'$$

# Programmable Array Logic

- ▶ PAL has a fixed OR array and a programmable AND array.
- ▶ Easier to program but not as flexible as PLA.
- ▶ Each input has a buffer inverter Gate.
- ▶ One of the outputs is fed back as two inputs of the AND gates.
- ▶ Unlike PLA, a product term cannot be shared among gates
- ▶ Each function can be simplified by itself without common terms.

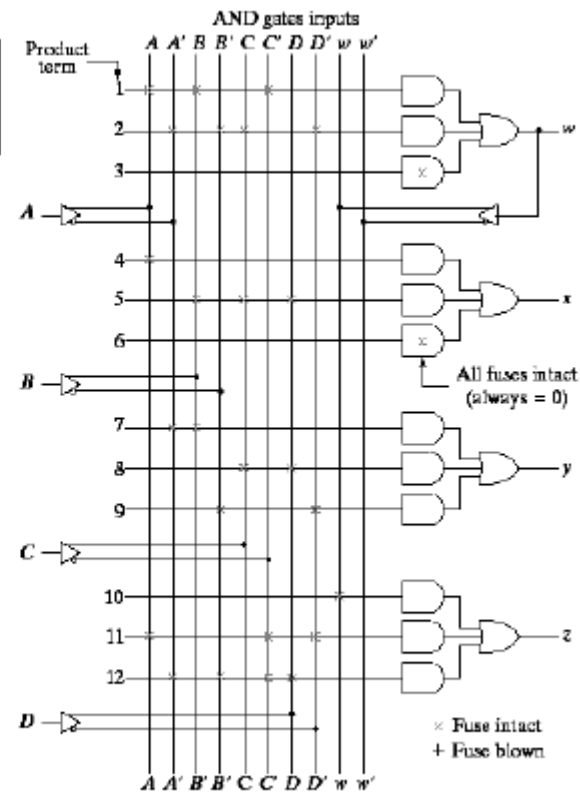


# Implementation with PAL

$$w = \sum(2, 12, 13) \quad x = \sum(7, 8, 9, 10, 11, 12, 13, 14, 15)$$

$$y = \sum(0, 2, 3, 4, 5, 6, 7, 8, 10, 11, 15) \quad z = \sum(1, 2, 8, 12, 13)$$

Product Term	AND Inputs					Outputs
	A	B	C	D	W	
1	1	1	0	-	-	$w = ABC'$ $+ A'B'CD'$
2	0	0	1	0	-	
3	-	-	-	-	-	$x = A$ $+ BCD$
4	1	-	-	-	-	
5	-	1	1	1	-	
6	-	-	-	-	-	$y = A'B$ $+ CD$ $+ B'D'$
7	0	1	-	-	-	
8	-	-	1	1	-	
9	-	0	-	0	-	$z = w$ $+ AC'D'$ $+ A'B'C'D$
10	-	-	-	-	1	
11	1	-	0	0	-	
12	0	0	0	1	-	

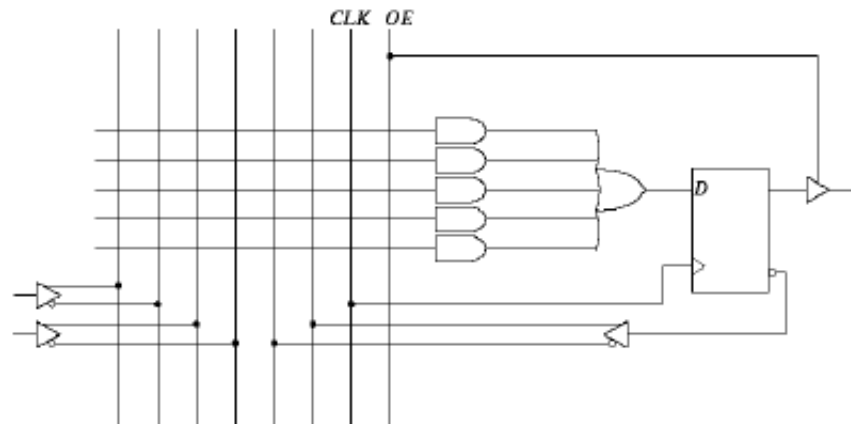
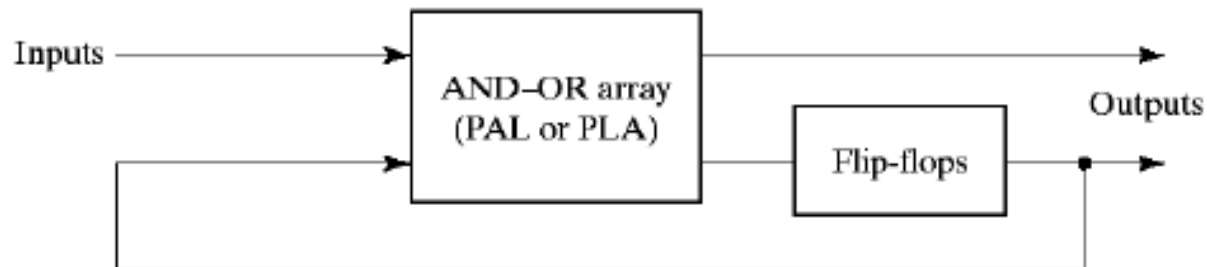


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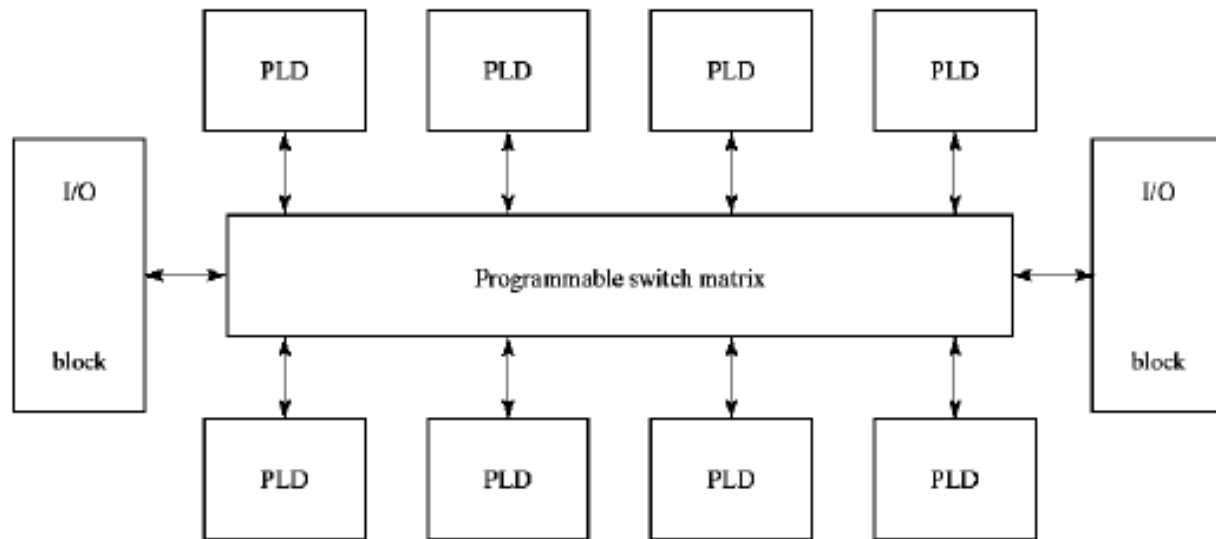
# Sequential PLD

- ▶ The most simple sequential PLD = PLA (PAL) + Flip-Flops.
- ▶ The mostly used configuration for SPLD is constructed with 8 to 10 macrocells as shown right.



# Complex PLD

- ▶ Complex digital systems often require the connection of several devices to produce the complex specification.
- ▶ More economical to use a complex PLD (CPLD).
- ▶ CPLD is a collection of individual PLDs on a single IC with programmable interconnection structure.



# Field Programmable Gate Array

- ▶ Gate array: a VLSI circuit with some pre-fabricated gates repeated thousands of times.
- ▶ Designers have to provide the desired interconnection patterns to the manufacturer (factory).
- ▶ A field programmable gate array (FPGA) is a VLSI circuit that can be programmed in the user's location.
- ▶ Easier to use and modify
- ▶ Getting popular for fast and reusable prototyping
- ▶ There are various implementations for FPGA

# FPGA Structure (Altera)

