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# **Logic and Computer Design Fundamentals**

## **Chapter 3 – Combinational Logic Design**

### **Part 1 – Implementation Technology and Logic Design**

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# Overview

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- **Part 1 – Design Procedure**
  - **Steps**
    - **Specification**
    - **Formulation**
    - **Optimization**
    - **Technology Mapping**
  - **Beginning Hierarchical Design**
  - **Technology Mapping - AND, OR, and NOT to NAND or NOR**
  - **Verification**
    - **Manual**
    - **Simulation**

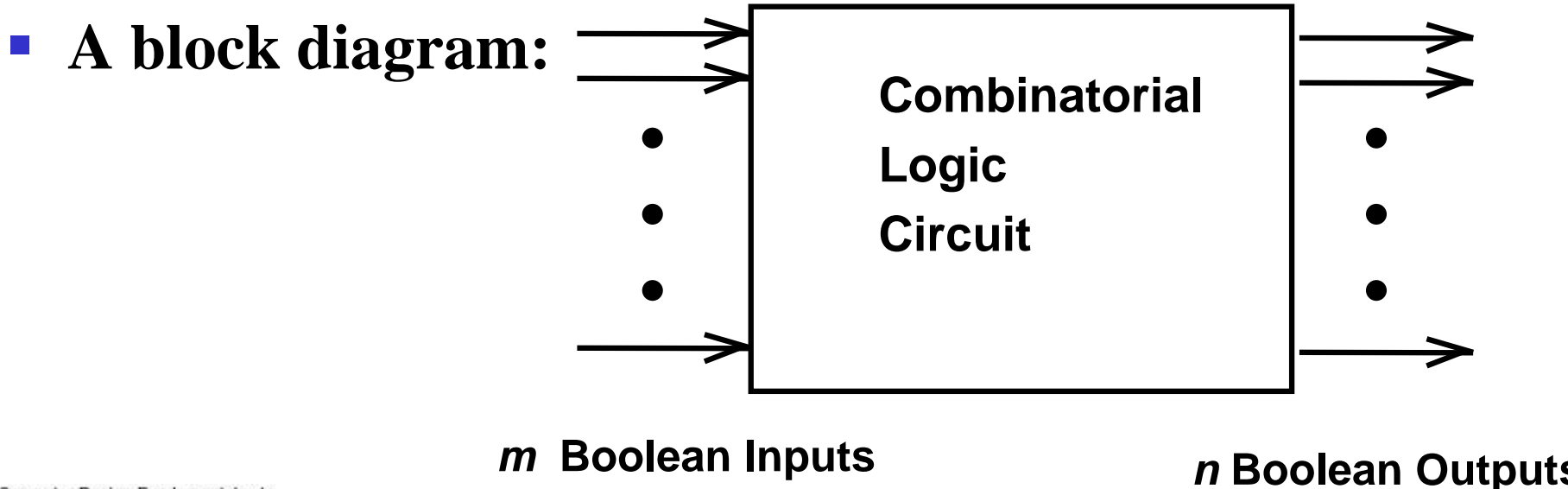
# Overview (continued)

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- **Part 2 – Combinational Logic**
  - **Functions and functional blocks**
  - **Rudimentary logic functions**
  - **Decoding using Decoders**
    - **Implementing Combinational Functions with Decoders**
  - **Encoding using Encoders**
  - **Selecting using Multiplexers**
    - **Implementing Combinational Functions with Multiplexers**

# Combinational Circuits

- A combinational logic circuit has:
  - A set of  $m$  Boolean inputs,
  - A set of  $n$  Boolean outputs, and
  - $n$  switching functions, each mapping the  $2^m$  input combinations to an output such that the current output depends only on the current input values



# Design Procedure

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## 1. Specification

- Write a specification for the circuit if one is not already available

## 2. Formulation

- Derive a truth table or initial Boolean equations that define the required relationships between the inputs and outputs, if not in the specification
- Apply hierarchical design if appropriate

## 3. Optimization

- Apply 2-level and multiple-level optimization
- Draw a logic diagram or provide a netlist for the resulting circuit using ANDs, ORs, and inverters

# Design Procedure

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## 4. Technology Mapping

- Map the logic diagram or netlist to the implementation technology selected

## 5. Verification

- Verify the correctness of the final design manually or using simulation

# Design Example

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## 1. Specification

- BCD to Excess-3 code converter
- Transforms BCD code for the decimal digits to Excess-3 code for the decimal digits
- BCD code words for digits 0 through 9: 4-bit patterns 0000 to 1001, respectively
- Excess-3 code words for digits 0 through 9: 4-bit patterns consisting of 3 (binary 0011) added to each BCD code word
- Implementation:
  - multiple-level circuit
  - NAND gates (including inverters)

# Design Example (continued)

## 2. Formulation

- Conversion of 4-bit codes can be most easily formulated by a truth table
- Variables
  - BCD:  
A,B,C,D
- Variables
  - Excess-3  
W,X,Y,Z
- Don't Cares
  - BCD 1010  
to 1111

| Input BCD<br>A B C D | Output Excess-3<br>W X Y Z |
|----------------------|----------------------------|
| 0 0 0 0              | 0 0 1 1                    |
| 0 0 0 1              | 0 1 0 0                    |
| 0 0 1 0              | 0 1 0 1                    |
| 0 0 1 1              | 0 1 1 0                    |
| 0 1 0 0              | 0 1 1 1                    |
| 0 1 0 1              | 1 0 0 0                    |
| 0 1 1 0              | 1 0 0 1                    |
| 0 1 1 1              | 1 0 1 0                    |
| 1 0 0 0              | 1 0 1 1                    |
| 1 0 0 1              | 1 0 1 1                    |



# Design Example (continued)

## 3. Optimization

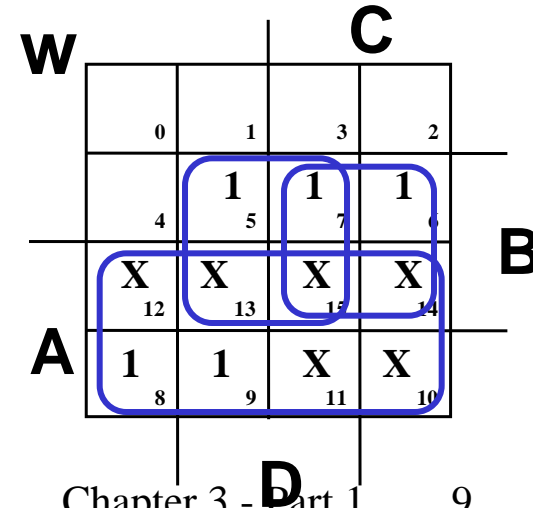
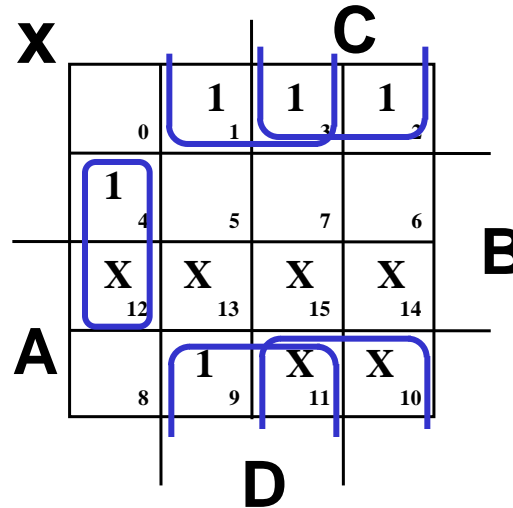
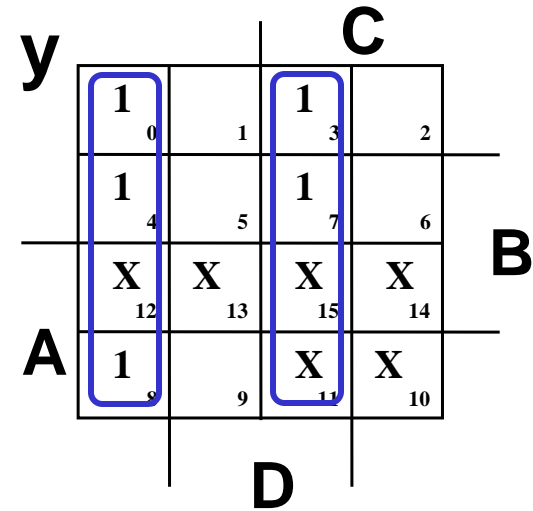
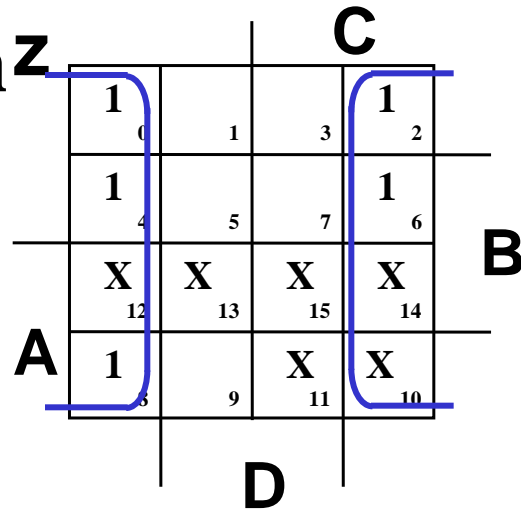
### a. 2-level using K-maps

$$W = A + BC + BD$$

$$X = \bar{B}C + \bar{B}D + B\bar{C}\bar{D}$$

$$Y = CD + \bar{C}\bar{D}$$

$$Z = \bar{D}$$



# Design Example (continued)

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## 3. Optimization (continued)

### b. Multiple-level using transformations

$$W = A + BC + BD$$

$$X = \overline{B}C + \overline{B}D + B\overline{C}\overline{D}$$

$$Y = CD + \overline{C}\overline{D}$$

$$Z = \overline{D}$$

$$G = 7 + 10 + 6 + 0 = 23$$

- Perform extraction, finding factor:

$$T_1 = C + D$$

$$W = A + BT_1$$

$$X = \overline{B}T_1 + B\overline{C}\overline{D}$$

$$Y = CD + \overline{C}\overline{D}$$

$$Z = \overline{D}$$

**MORE?**

$$G = 2 + \text{X} + 4 + 7 + 6 + 0 = 19$$

# Design Example (continued)

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## 3. Optimization (continued)

### b. Multiple-level using transformations

$$T_1 = C + D$$

$$W = A + BT_1$$

$$X = \overline{B}T_1 + B\overline{C}\overline{D}$$

$$Y = CD + \overline{C}\overline{D}$$

$$Z = \overline{D}$$

$$G = 19$$

- An additional extraction not shown in the text since it uses a Boolean transformation: ( $\overline{C}\overline{D} = \overline{C + D} = \overline{T_1}$ ):

$$W = A + BT_1$$

$$X = \overline{B}T_1 + B\overline{T_1}$$

$$Y = CD + \overline{T_1}$$

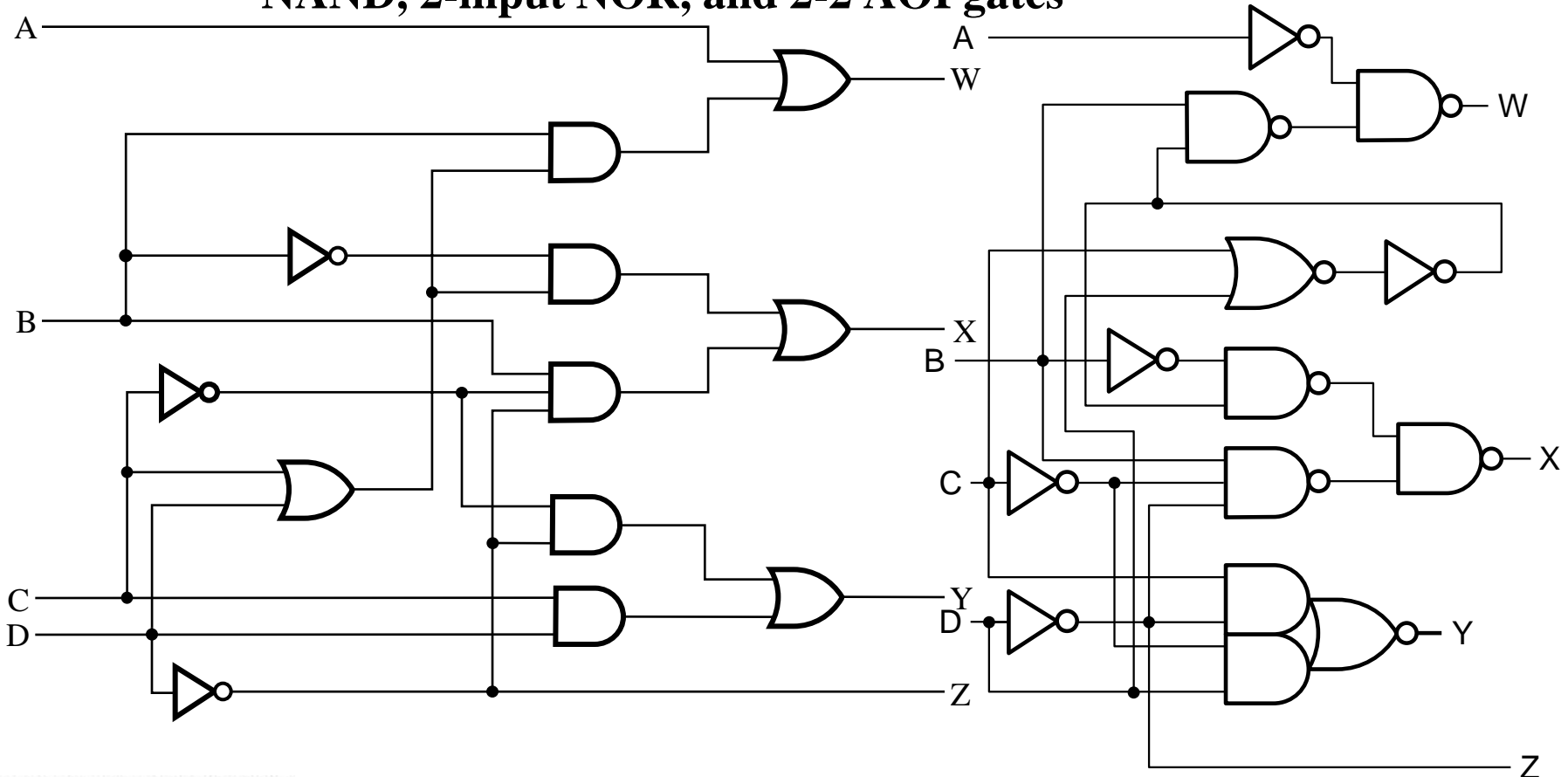
$$Z = \overline{D}$$

$$G = 2 + \textcolor{red}{X} + 4 + 6 + 4 + 0 = 16!$$

# Design Example (continued)

## 4. Technology Mapping

- Mapping with a library containing inverters and 2-input NAND, 2-input NOR, and 2-2 AOI gates

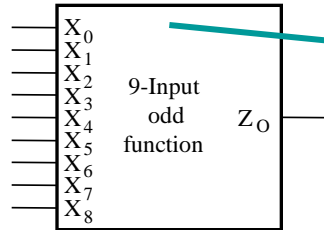


# Beginning Hierarchical Design

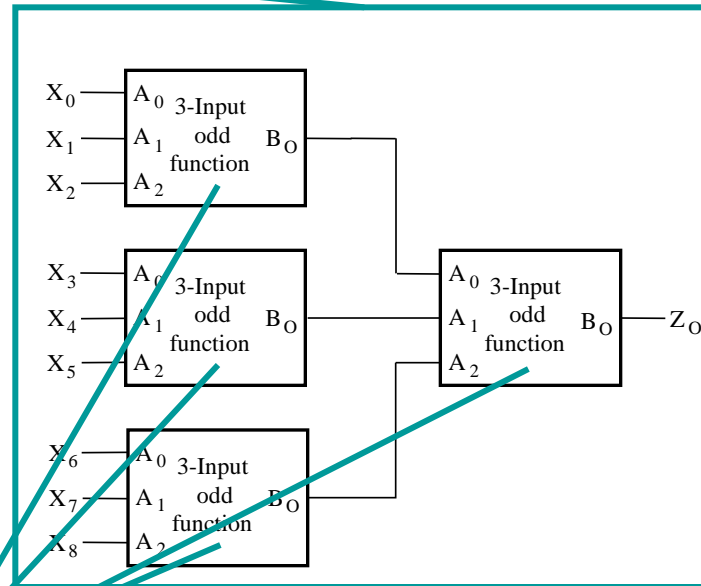
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- **To control the complexity of the function mapping inputs to outputs:**
  - Decompose the function into smaller pieces called *blocks*
  - Decompose each block's function into smaller blocks, repeating as necessary until all blocks are small enough
  - Any block not decomposed is called a *primitive block*
  - The collection of all blocks including the decomposed ones is a *hierarchy*
- **Example: 9-input parity tree (see next slide)**
  - Top Level: 9 inputs, one output
  - 2nd Level: Four 3-bit **even** parity trees in two levels
  - 3rd Level: Two 2-bit exclusive-OR functions
  - Primitives: Four 2-input NAND gates
  - Design requires  $4 \times 2 \times 4 = 32$  2-input NAND gates

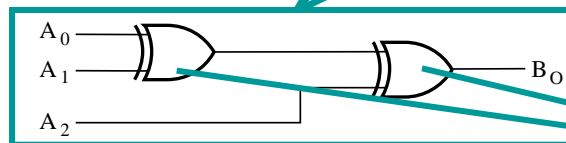
# Hierarchy for Parity Tree Example



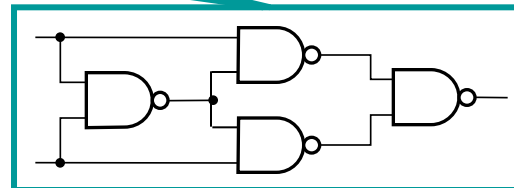
(a) Symbol for circuit



(b) Circuit as interconnected 3-input odd function blocks



(c) 3-input odd function circuit as interconnected exclusive-OR blocks



(d) Exclusive-OR block as interconnected NANDs

# Reusable Functions

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- **Whenever possible, we try to decompose a complex design into common, *reusable* function blocks**
- **These blocks are**
  - **verified and well-documented**
  - **placed in libraries for future use**

# Top-Down versus Bottom-Up

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- A *top-down design* proceeds from an abstract, high-level specification to a more and more detailed design by decomposition and successive refinement
- A *bottom-up design* starts with detailed primitive blocks and combines them into larger and more complex functional blocks
- Design usually proceeds top-down to known building blocks ranging from complete CPUs to primitive logic gates or electronic components.
- Much of the material in this chapter is devoted to learning about combinational blocks used in top-down design.



# Technology Mapping

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- **Mapping Procedures**
  - **To NAND gates**
  - **To NOR gates**
  - **Mapping to multiple types of logic blocks in covered in the reading supplement:  
Advanced Technology Mapping.**

# Mapping to NAND gates

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## ■ Assumptions:

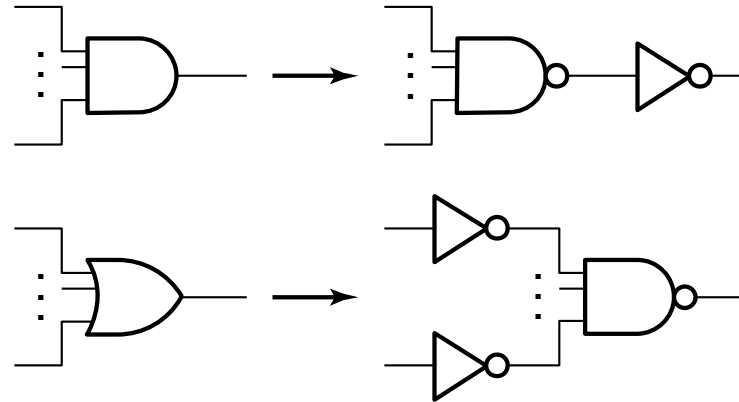
- Gate loading and delay are ignored
- Cell library contains an inverter and  $n$ -input NAND gates,  $n = 2, 3, \dots$
- An AND, OR, inverter schematic for the circuit is available

## ■ The mapping is accomplished by:

- Replacing AND and OR symbols,
- Pushing inverters through circuit fan-out points, and
- Canceling inverter pairs

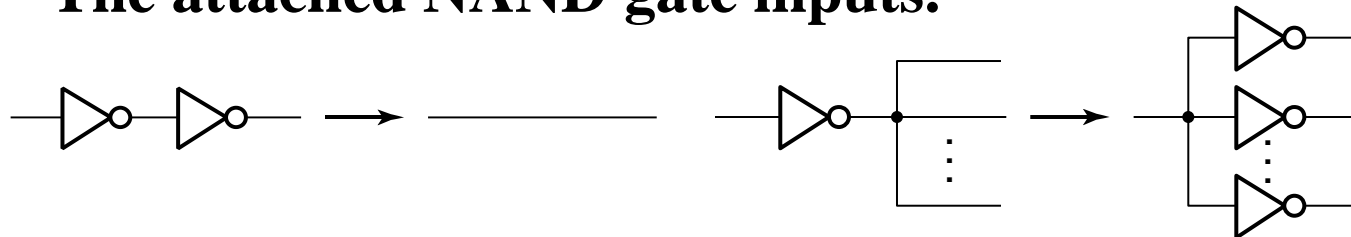
# NAND Mapping Algorithm

## 1. Replace ANDs and ORs:

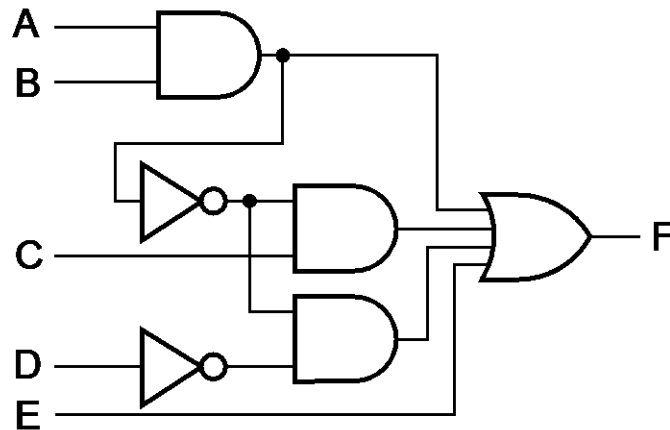


## 2. Repeat the following pair of actions until there is at most one inverter between :

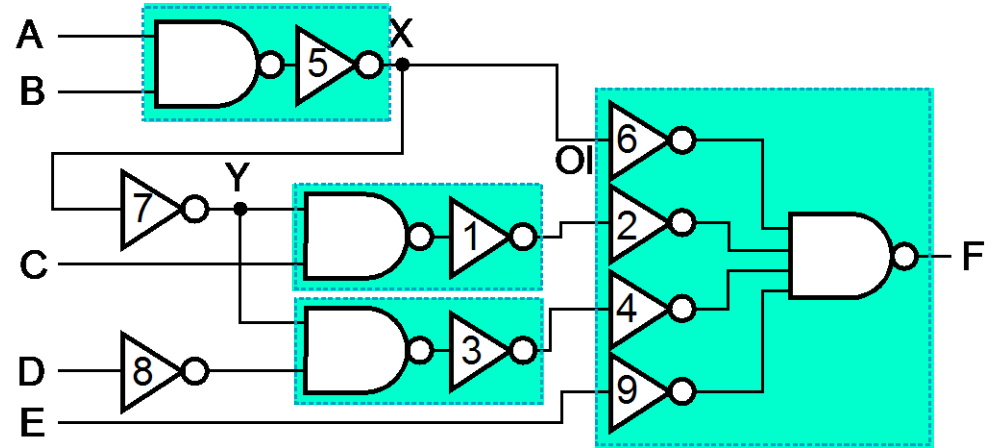
- A circuit input or driving NAND gate output, and
- The attached NAND gate inputs.



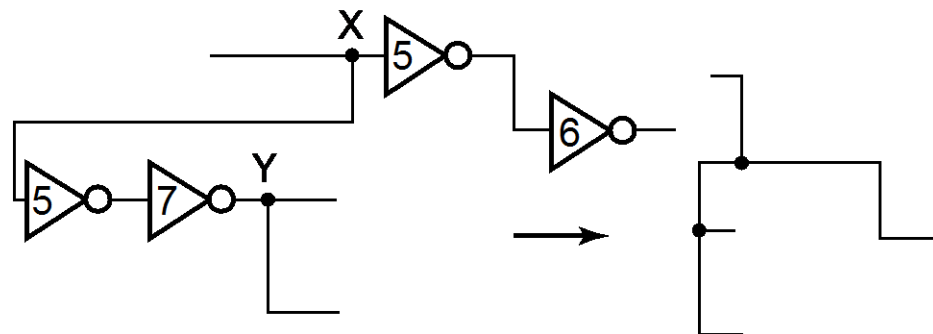
# NAND Mapping Example



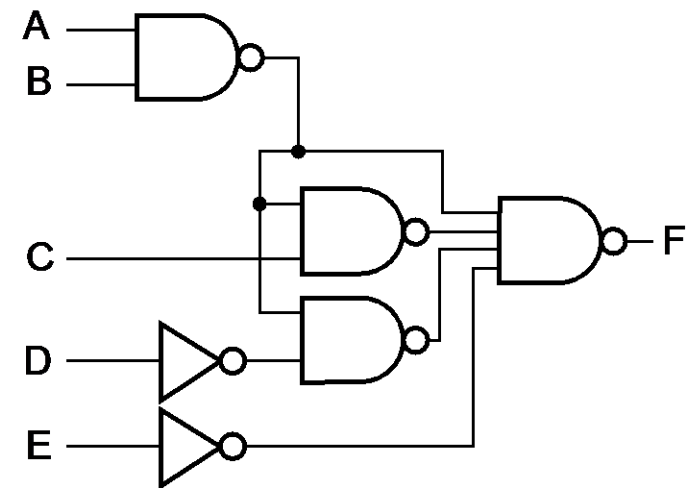
(a)



(b)



(c)



(d)

# Mapping to NOR gates

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## ■ Assumptions:

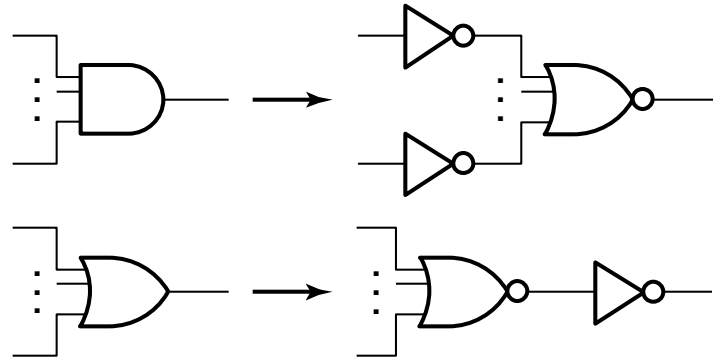
- Gate loading and delay are ignored
- Cell library contains an inverter and  $n$ -input NOR gates,  $n = 2, 3, \dots$
- An AND, OR, inverter schematic for the circuit is available

## ■ The mapping is accomplished by:

- Replacing AND and OR symbols,
- Pushing inverters through circuit fan-out points, and
- Canceling inverter pairs

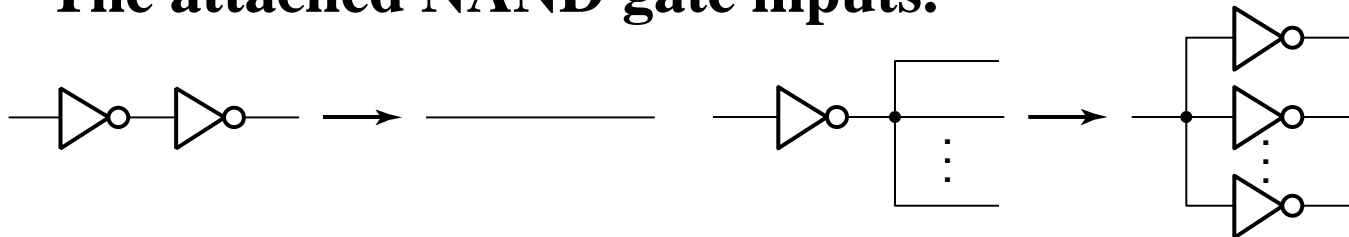
# NOR Mapping Algorithm

## 1. Replace ANDs and ORs:

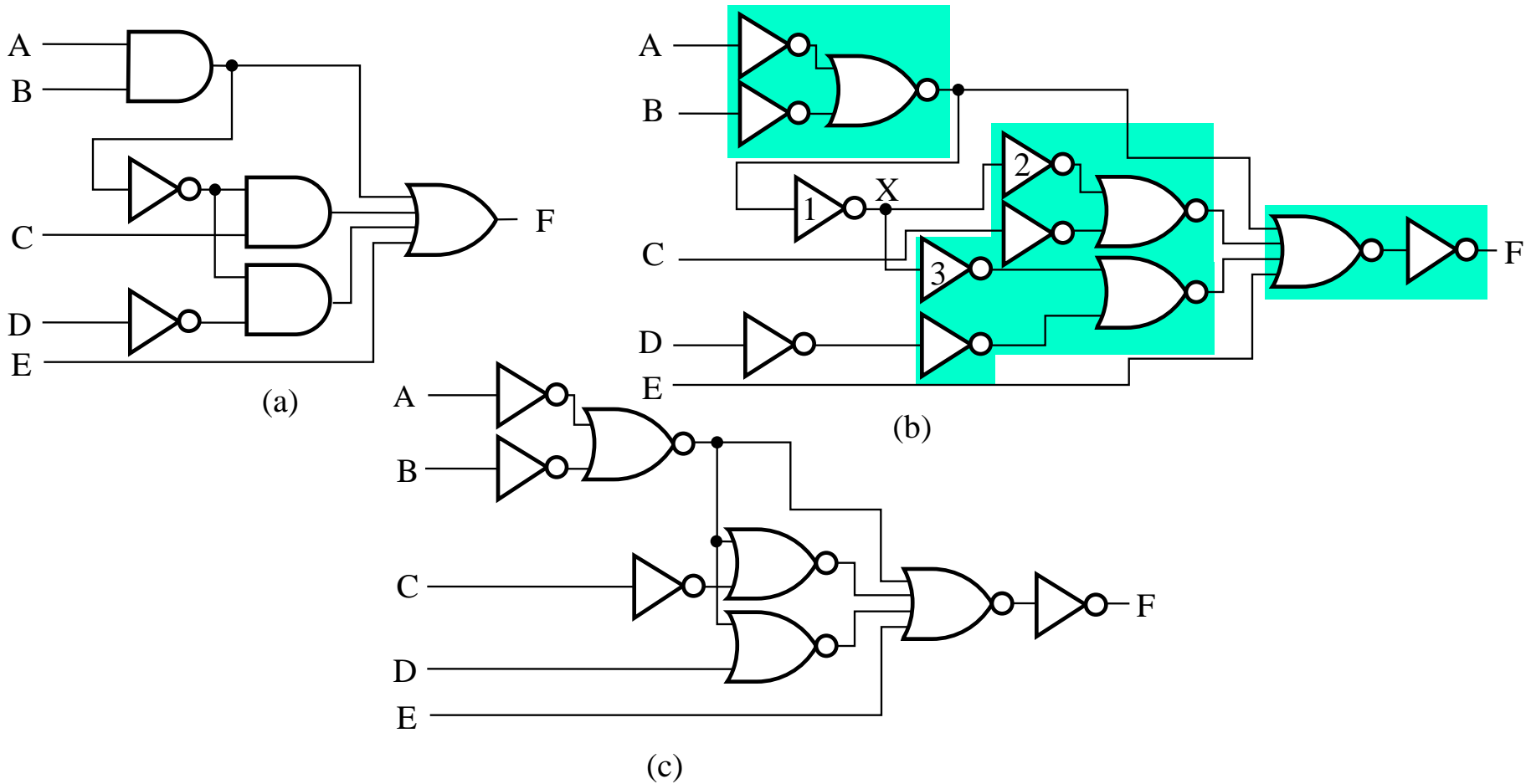


## 2. Repeat the following pair of actions until there is at most one inverter between :

- A circuit input or driving NAND gate output, and
- The attached NAND gate inputs.



# NOR Mapping Example



# Verification

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- **Verification - show that the final circuit designed implements the original specification**
- **Simple specifications are:**
  - truth tables
  - Boolean equations
  - HDL code
- **If the above result from formulation and are not the original specification, it is critical that the formulation process be flawless for the verification to be valid!**



# Verification

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- **Verification - show that the final circuit designed implements the original specification**
- **Simple specifications are:**
  - truth tables
  - Boolean equations
  - HDL code
- **If the above result from formulation and are not the original specification, it is critical that the formulation process be flawless for the verification to be valid! (WHY?)**

# Basic Verification Methods

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## ■ Manual Logic Analysis

- Find the truth table or Boolean equations for the final circuit
- Compare the final circuit truth table with the specified truth table, or
- Show that the Boolean equations for the final circuit are equal to the specified Boolean equations

## ■ Simulation

- Simulate the final circuit (or its netlist, possibly written as an HDL) and the specified truth table, equations, or HDL description using test input values that fully validate correctness.
- The obvious test for a combinational circuit is application of all possible “care” input combinations from the specification

# Verification Example: Manual Analysis

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- **BCD-to-Excess 3 Code Converter**
  - Find the SOP Boolean equations from the final circuit.
  - Find the truth table from these equations
  - Compare to the formulation truth table

- **Finding the Boolean Equations:**

$$T_1 = \overline{\overline{C} + \overline{D}} = C + D$$

$$W = \overline{\overline{A} (\overline{T_1} \overline{B})} = A + B T_1$$

$$X = (T_1 B) (B \overline{C} \overline{D}) = \overline{B} T_1 + B \overline{C} \overline{D}$$

$$Y = \overline{\overline{C} \overline{D} + \overline{C} D} = CD + \overline{C} \overline{D}$$

# Verification Example: Manual Analysis

- Find the circuit truth table from the equations and compare to specification truth table:

| Input BCD<br>A B C D | Output Excess-3<br>WXYZ |
|----------------------|-------------------------|
| 0 0 0 0              | 0 0 1 1                 |
| 0 0 0 1              | 0 1 0 0                 |
| 0 0 1 0              | 0 1 0 1                 |
| 0 0 1 1              | 0 1 1 0                 |
| 0 1 0 0              | 0 1 1 1                 |
| 0 1 0 1              | 1 0 0 0                 |
| 0 1 1 0              | 1 0 0 1                 |
| 0 1 1 1              | 1 0 1 0                 |
| 1 0 0 0              | 1 0 1 1                 |
| 1 0 0 1              | 1 0 1 1                 |

**The tables match!**

# Verification Example: Simulation

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- **Simulation procedure:**
  - **Use a schematic editor or text editor to enter a gate level representation of the final circuit**
  - **Use a waveform editor or text editor to enter a test consisting of a sequence of input combinations to be applied to the circuit**
    - **This test should guarantee the correctness of the circuit if the simulated responses to it are correct**
    - **Short of applying all possible “care” input combinations, generation of such a test can be difficult**

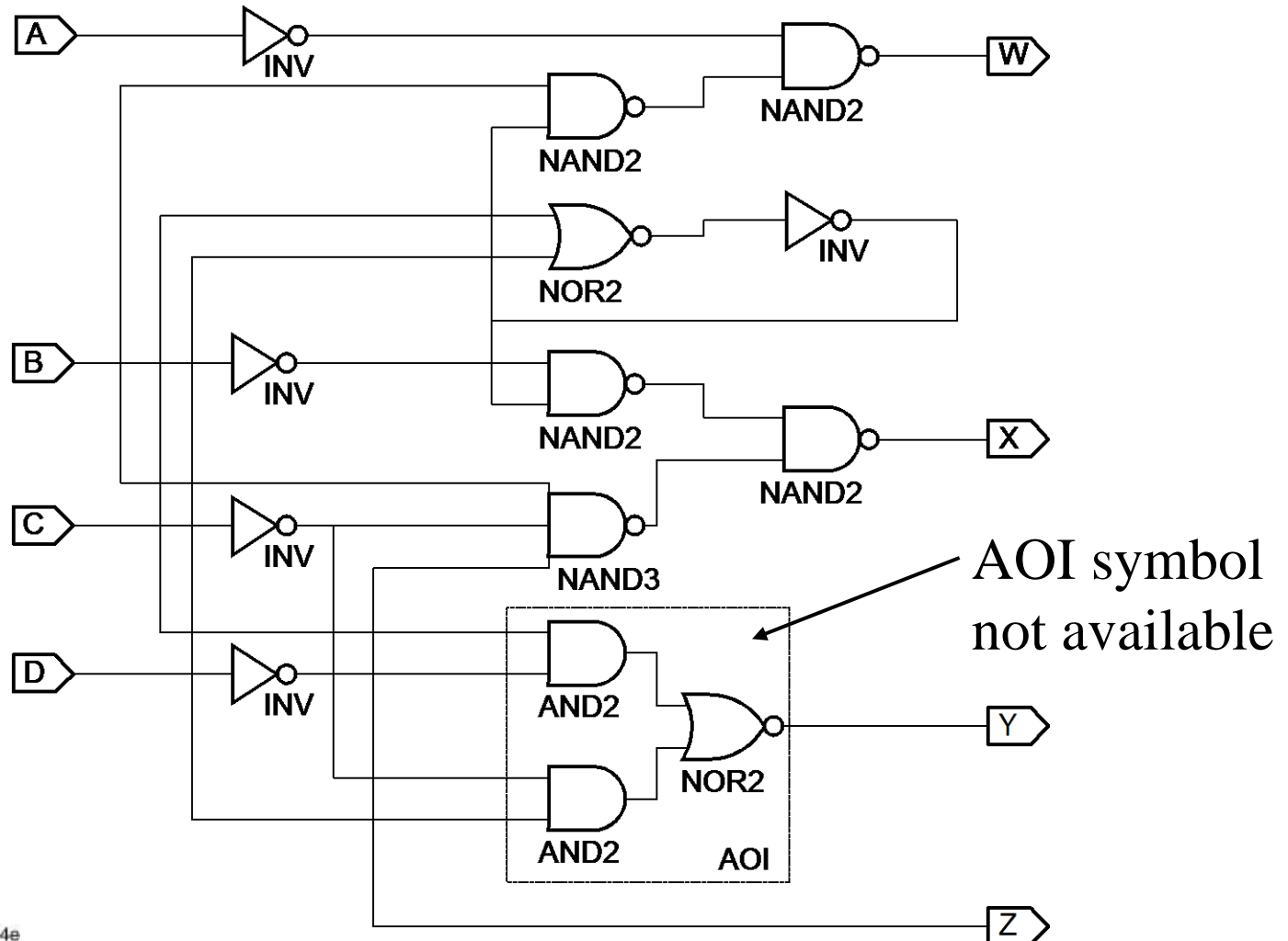
# Verification Example: Simulation

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- **Simulation procedure:**
  - **Use a schematic editor or text editor to enter a gate level representation of the final circuit**
  - **Use a waveform editor or text editor to enter a test consisting of a sequence of input combinations to be applied to the circuit**
    - **This test should guarantee the correctness of the circuit if the simulated responses to it are correct**
    - **Short of applying all possible “care” input combinations, generation of such a test can be difficult (WHY?)**

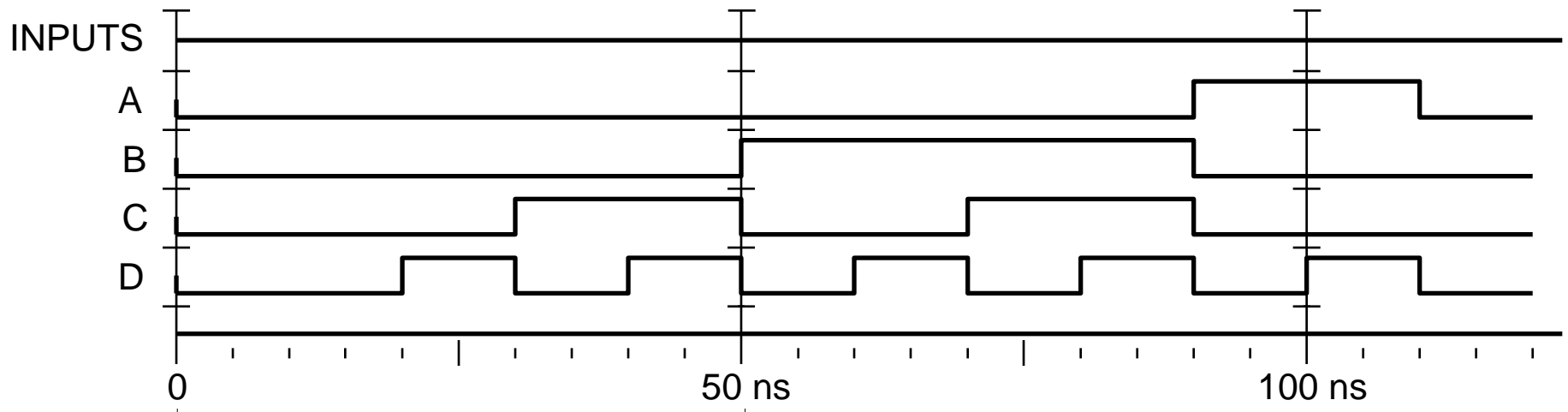
# Verification Example: Simulation

- Enter BCD-to-Excess-3 Code Converter Circuit Schematic



# Verification Example: Simulation

- Enter waveform that applies all possible input combinations:

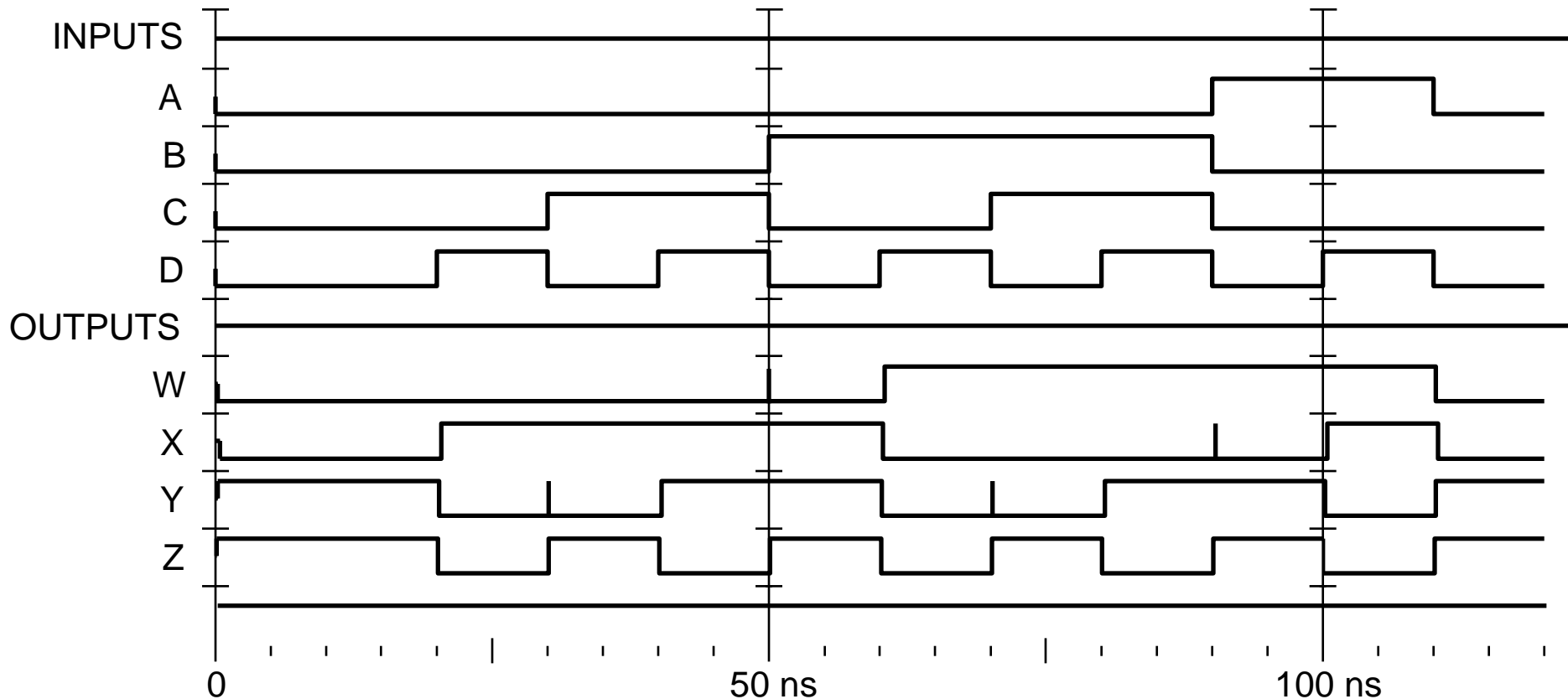


- Are all BCD input combinations present? (Low is a 0 and high is a one)



# Verification Example: Simulation

- Run the simulation of the circuit for 120 ns



- Do the simulation output combinations match the original truth table?

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