



Queen Mary

University of London

Science and Engineering

## **EBU4202: Digital Circuit Design**

### **Digital System Blocks**

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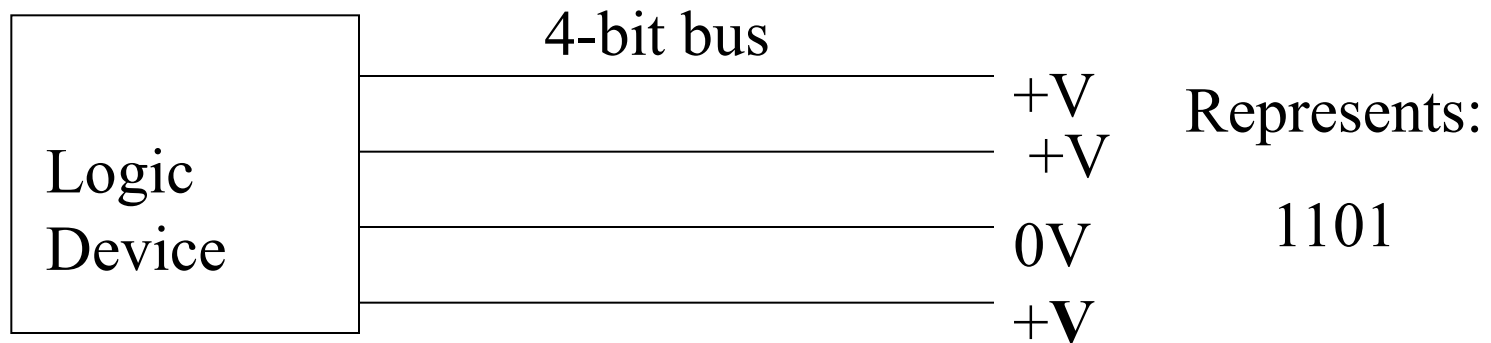
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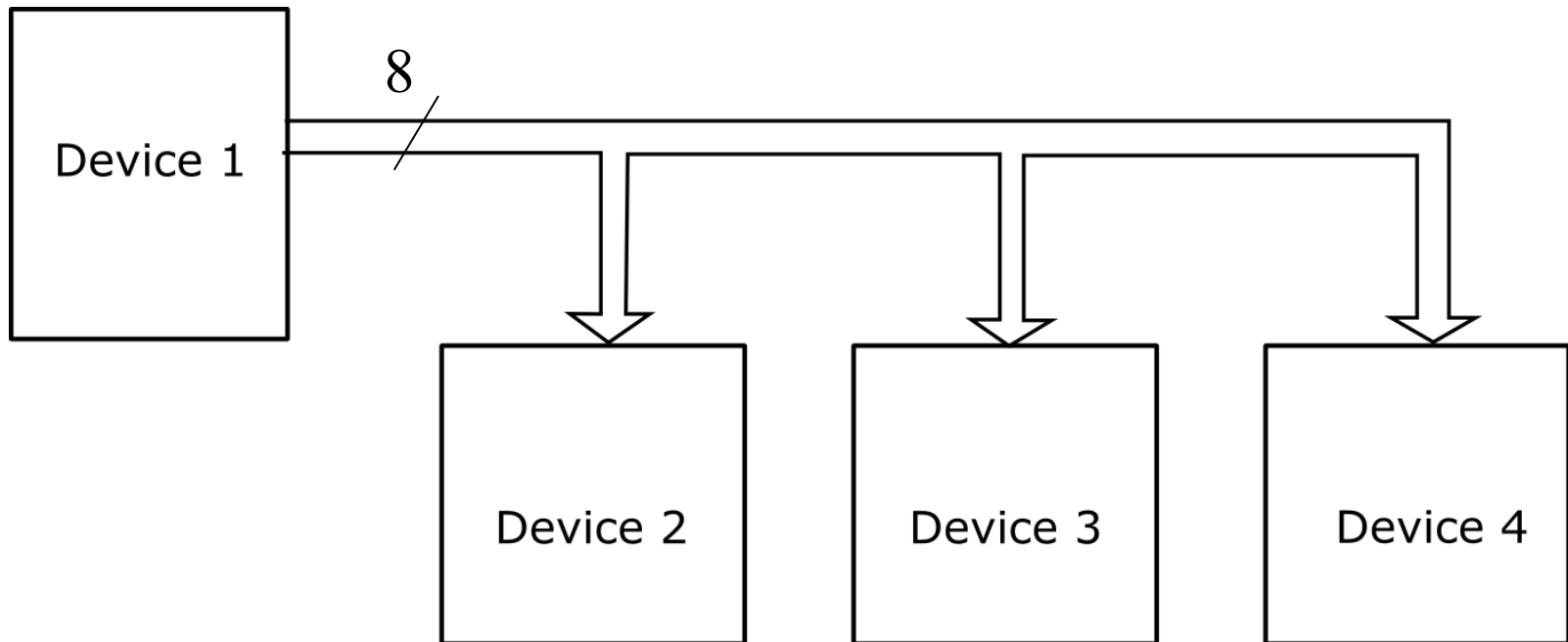
# Buses

- Set of two or more electrical conductors representing a binary value



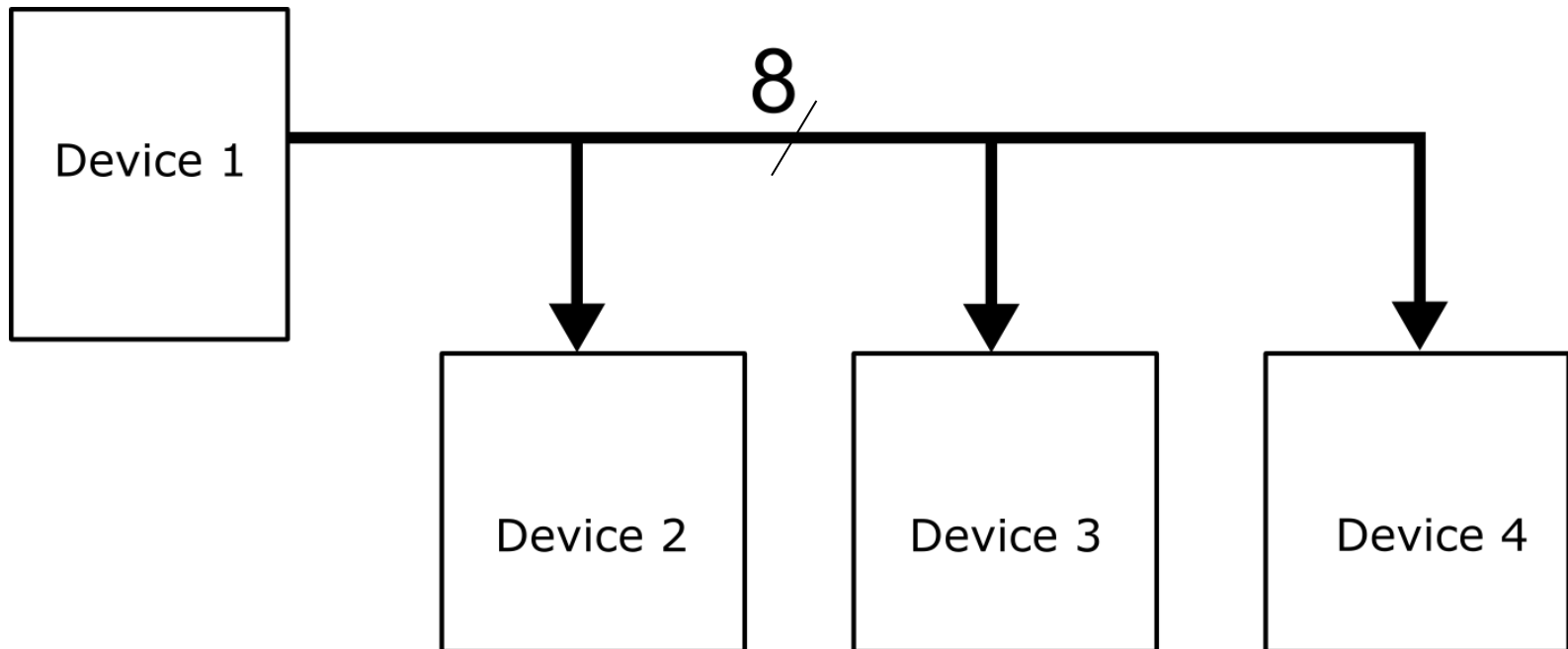
# Buses

- Often more than just a one-to-one connection



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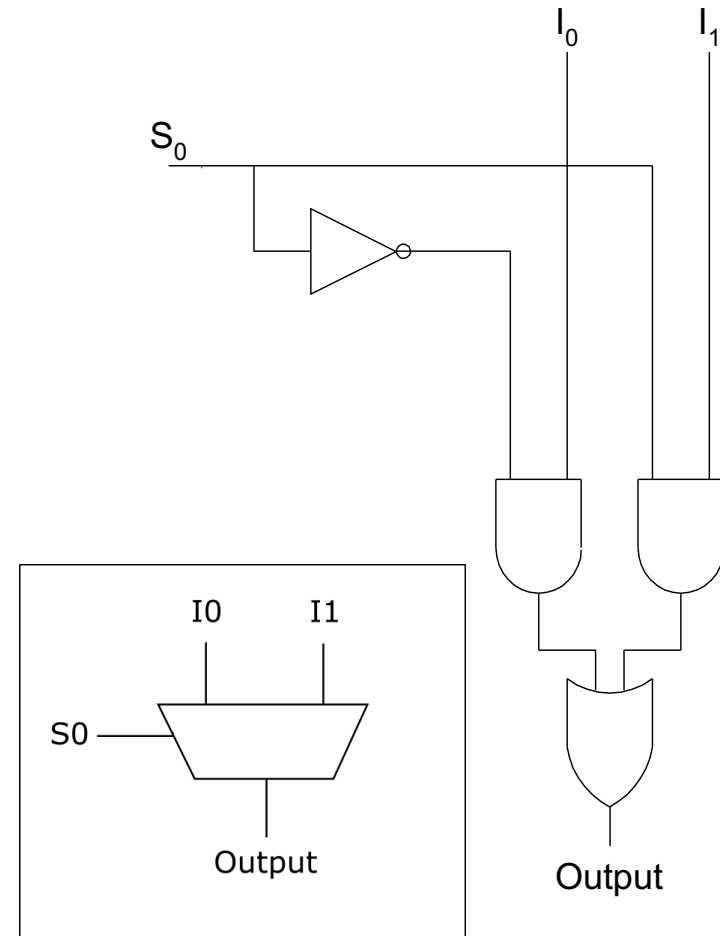
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# Selectors and Decoders

# Selectors or *Multiplexers*

- Often labelled MUX
- 2-Input Selector:

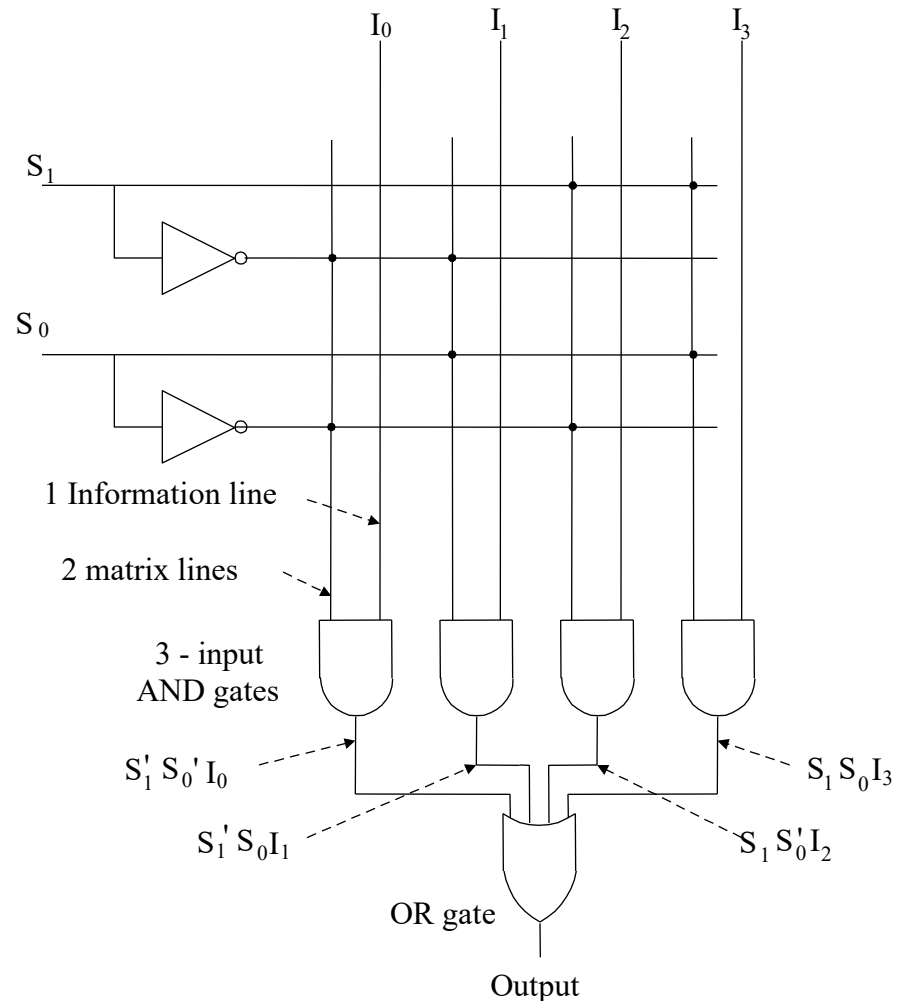
$S_0$	Output
0	$I_0$
1	$I_1$



# Selectors or *Multiplexers*

## 4-input Selector

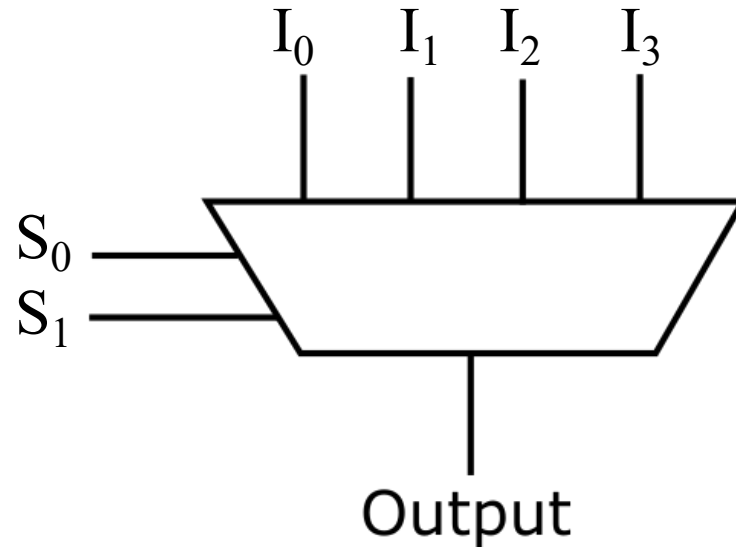
$S_1$	$S_0$	Output
0	0	$I_0$
0	1	$I_1$
1	0	$I_2$
1	1	$I_3$



# Multiplexers or Selectors

## 4-input Selector

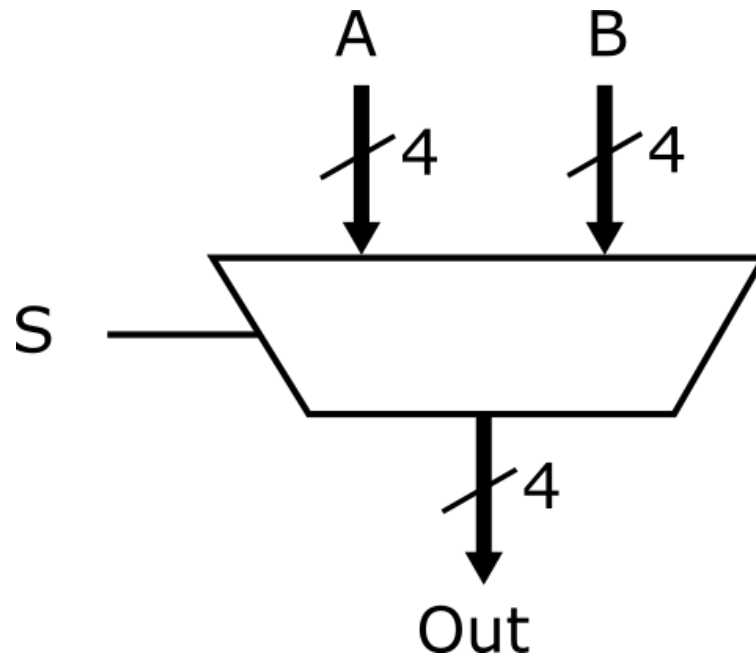
$S_1$	$S_0$	Output
0	0	$I_0$
0	1	$I_1$
1	0	$I_2$
1	1	$I_3$





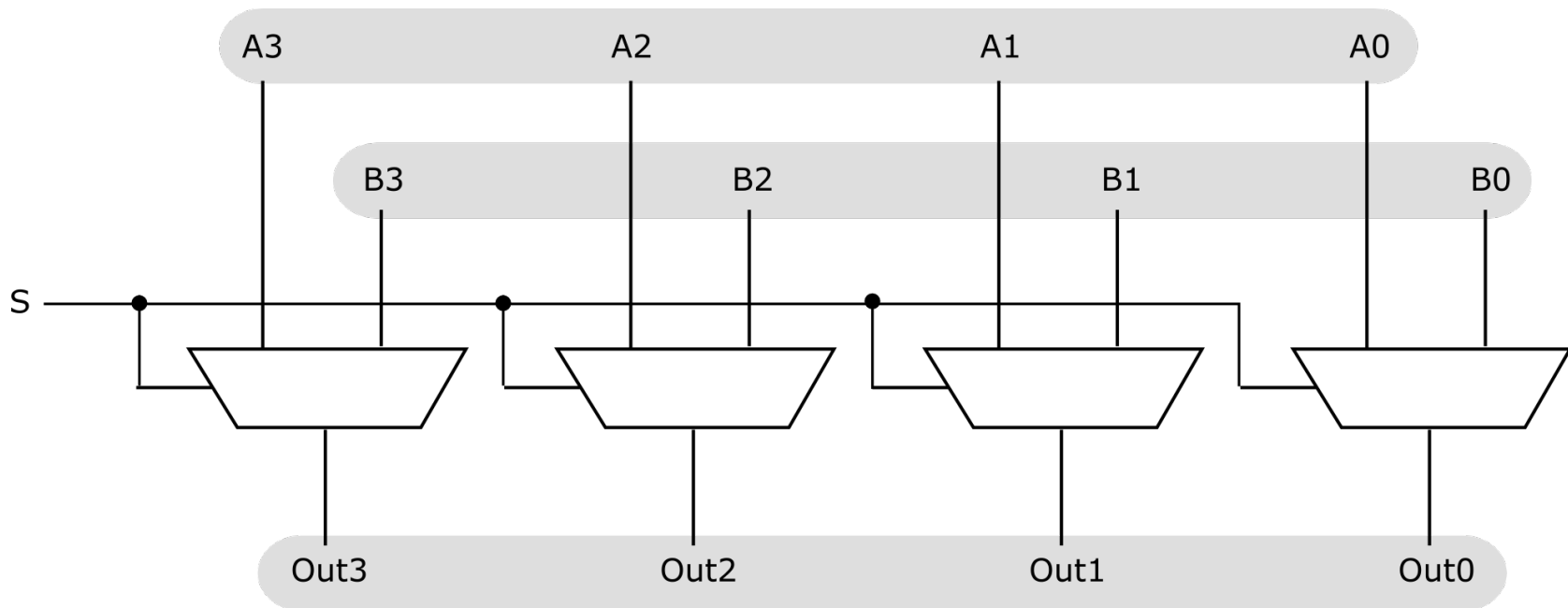
# Multiplexers or Selectors

## 2-Input 4-bit MUX



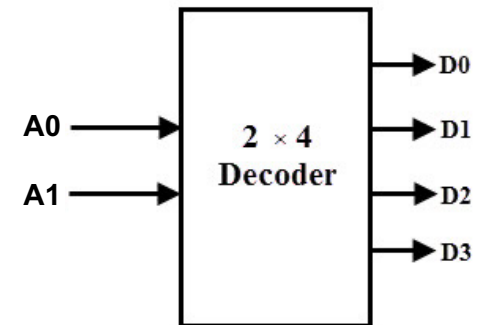
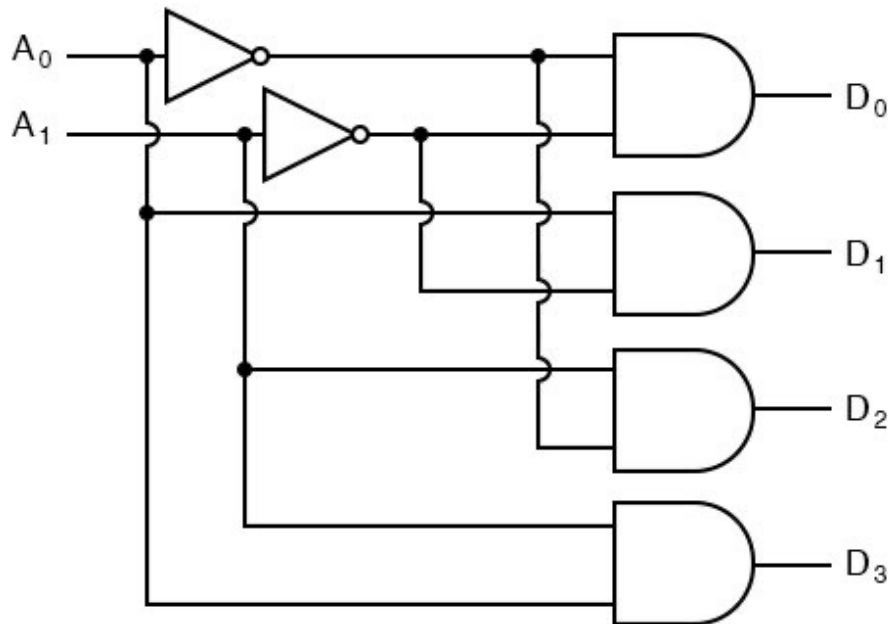
# Multiplexers or Selectors

## 2-Input 4-bit MUX – Internal Implementation



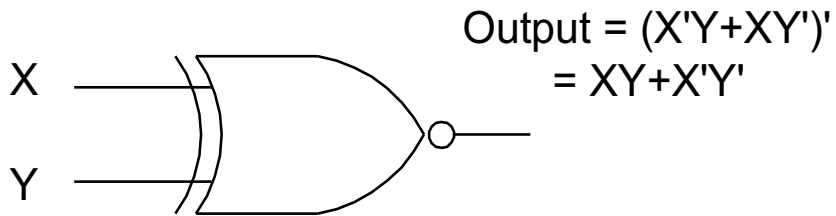
# Decoder or *Demultiplexer*

- Converts  $n$  number of binary information into  $2^n$  number of output lines.
- Outputs 1 on the wire corresponding to the binary number represented by the inputs.



A1	A0	D3	D2	D1	D0
0	0	0	0	0	1
0	1	0	0	1	0
1	0	0	1	0	0
1	1	1	0	0	0

# Magnitude Comparator (XNOR)



X	Y	Output
0	0	1
0	1	0
1	0	0
1	1	1

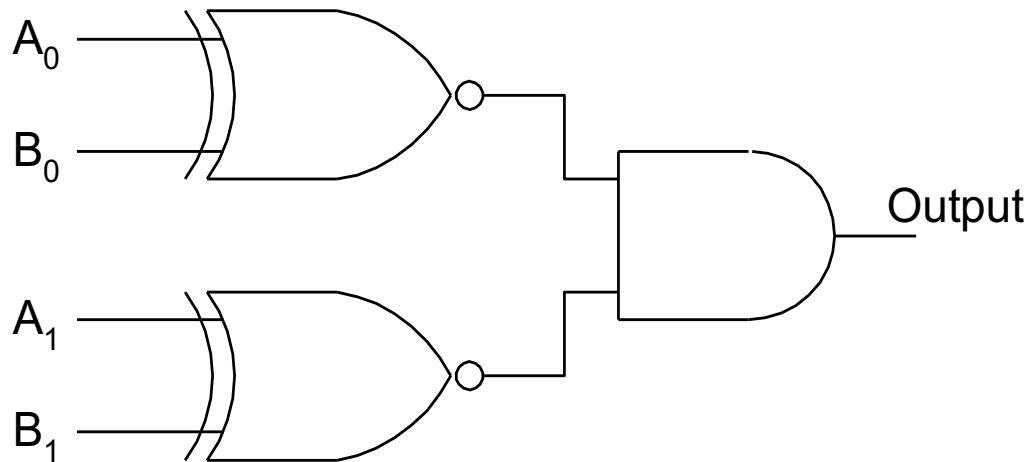
Basic comparator:

- output when  $X = Y$
- complement gives  $X \neq Y$

Other types give:

- $X > Y$
- $X < Y$
- complements give:
  - $X \leq Y$
  - $X \geq Y$

# Multiple-bit Magnitude Comparator



For more than 1-bit comparisons, the XNORs are ANDed together

Exercise: Show that output of above 2-bit comparator is given by:

$$(A_0B_0 + A_0'B_0') \cdot (A_1B_1 + A_1'B_1')$$

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# Arithmetic Units

# Adders - the Half-adder

Half-adder:

- accepts two binary digit inputs (X & Y)
- produces Sum (S) & Carry (C) outputs

Arithmetically:

$$\begin{array}{r} X \\ Y \\ \hline C \quad S \end{array} +$$

		Y	
		0	1
X	0	0	1
	1	1	0
		Sum	

$$S = X\bar{Y} + \bar{X}Y = X \oplus Y$$

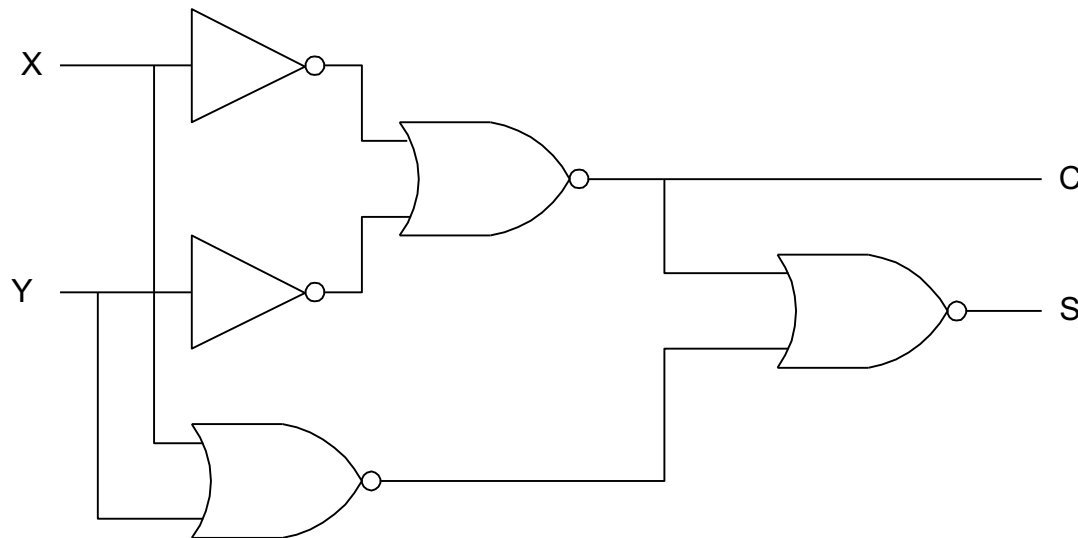
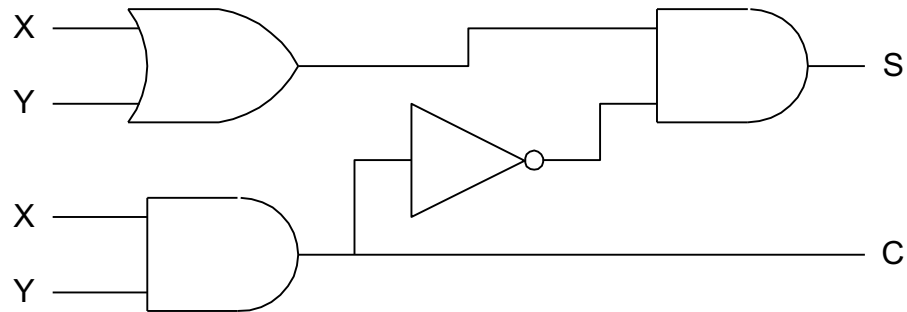
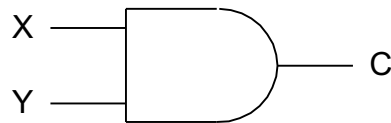
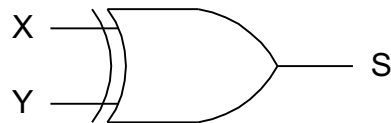
Truth table:

X	Y	C	S
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

		Y	
		0	1
X	0	0	0
	1	0	1
		Carry	

$$C = XY$$

# Examples of half-adder implementations



Exercise:

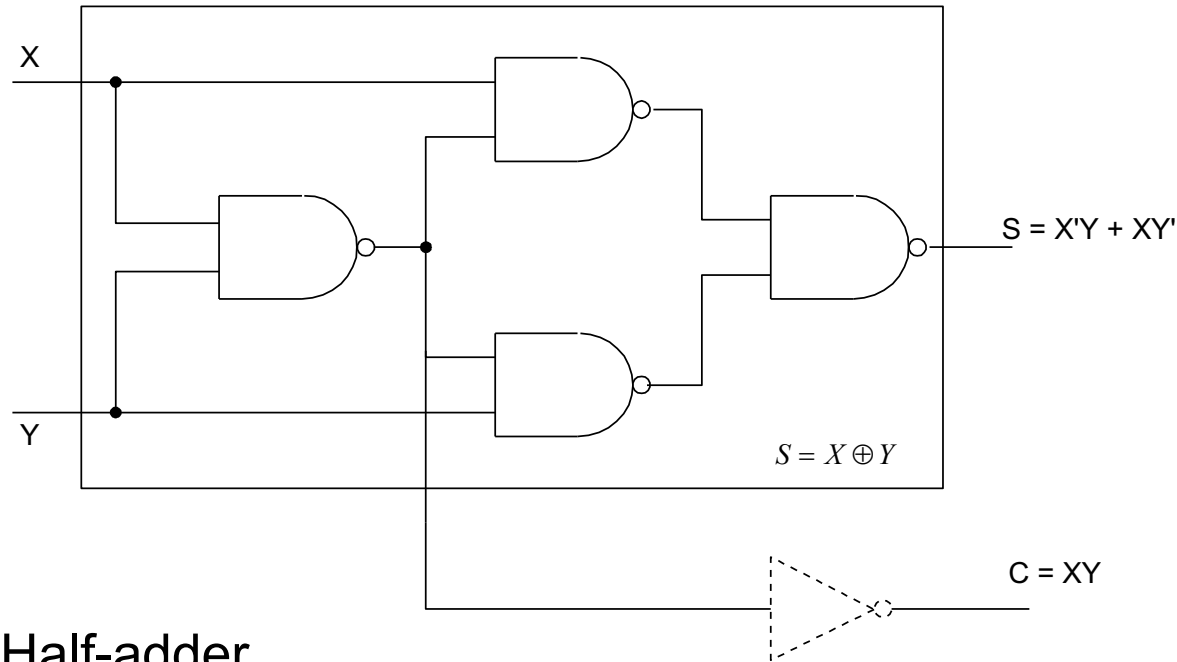
Show that for all circuits:

$$S = X\bar{Y} + \bar{X}Y$$

$$C = X \cdot Y$$



# Half-adder NAND gate implementation



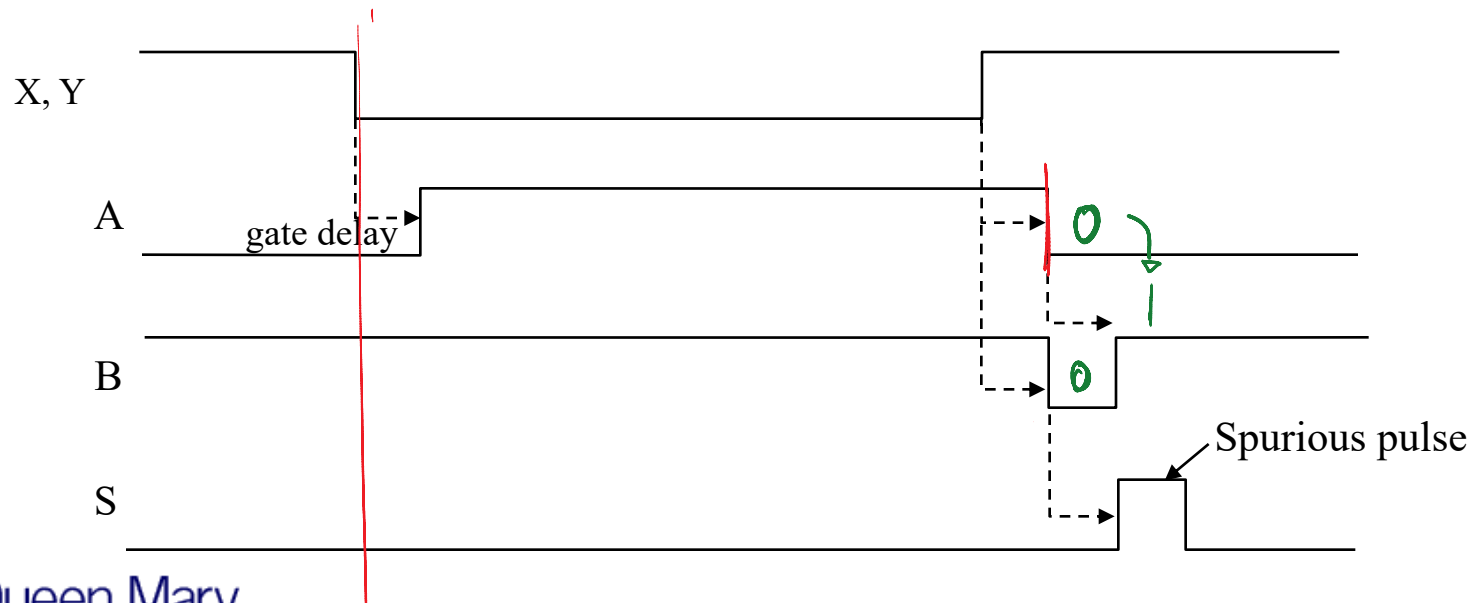
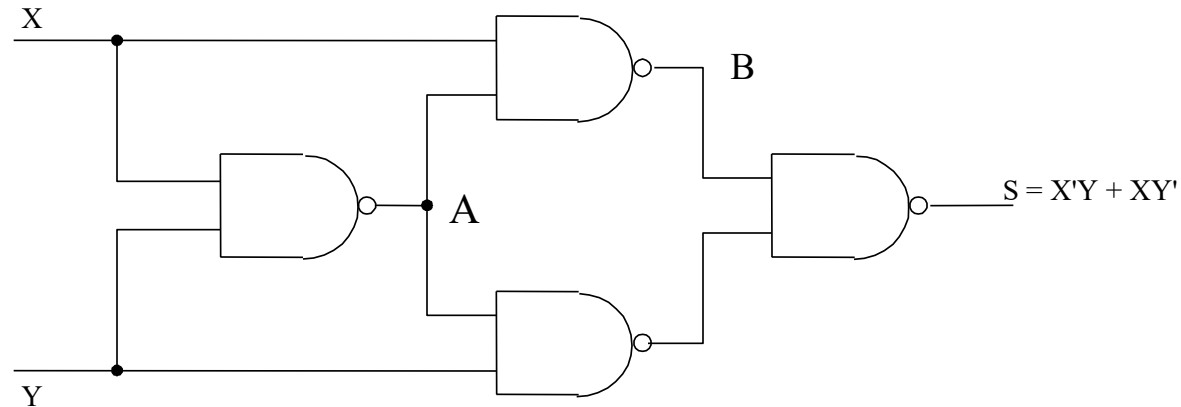
# Half-adder

- Arithmetic  $X + Y$
- Max gate delay 3 units

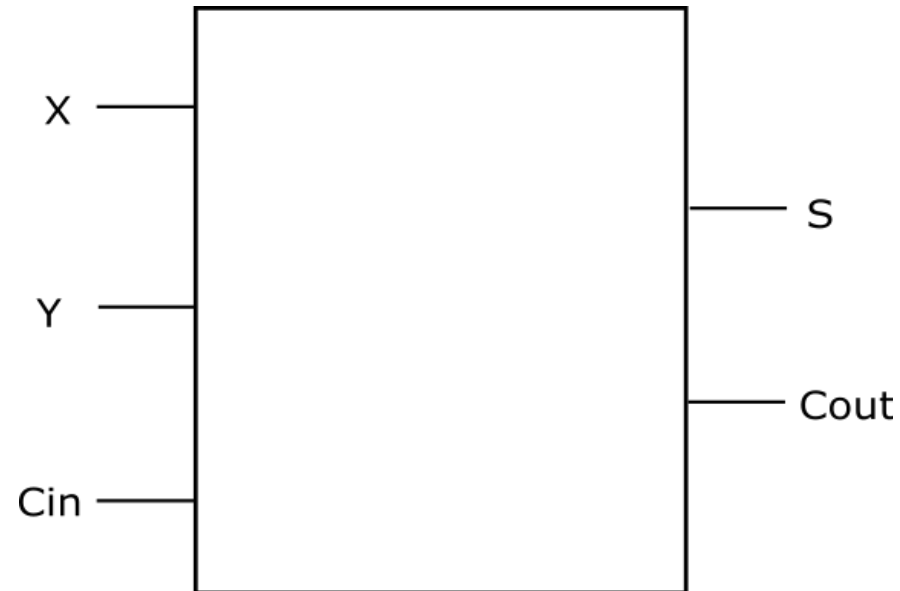
*Sum* has 3 units delay

*Carry* has 2 units delay (*Carry'* has 1 unit delay)

# Effect of Delay



# Full Adder



$$s = X \oplus Y \oplus c_{in}$$

$$c_{out} = (X.Y) + (X.c_{in}) + (Y.c_{in})$$

# Full Adder

$C_{in}$	X	Y	S	$C_{out}$
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

$C_{out}$  XY

$C_{in}$	XY	00	01	11	10
0		0	0	1	0
1		0	1	1	1

S XY

$C_{in}$	XY	00	01	11	10
0		0	1	0	1
1		1	0	1	0

# Full Adder

$$C_{out} = C_{in}.X + C_{in}.Y + X.Y$$

Truth table for  $C_{out}$  (Carry Out):

	XY			
	00	01	11	10
$C_{in}$ 0	0	0	1	0
$C_{in}$ 1	0	1	1	1

Red circles highlight the 1s in the  $C_{out}$  truth table, indicating the minterms for the sum of products expression.

$$S = C_{in}'.X'.Y + C_{in}'.X.Y' + C_{in}.Y'.X' + C_{in}.X.Y$$

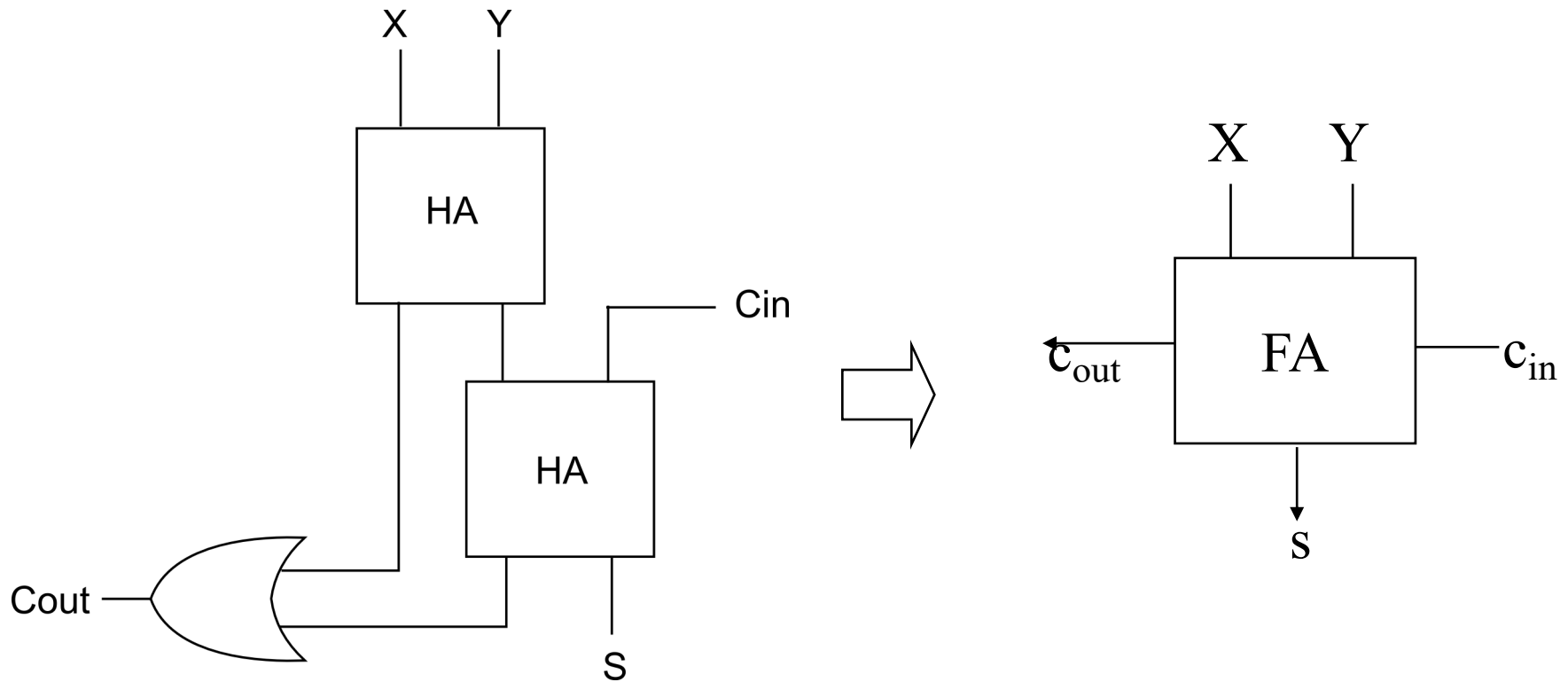
Truth table for  $S$  (Sum):

	XY			
	00	01	11	10
$C_{in}$ 0	0	1	0	1
$C_{in}$ 1	1	0	1	0

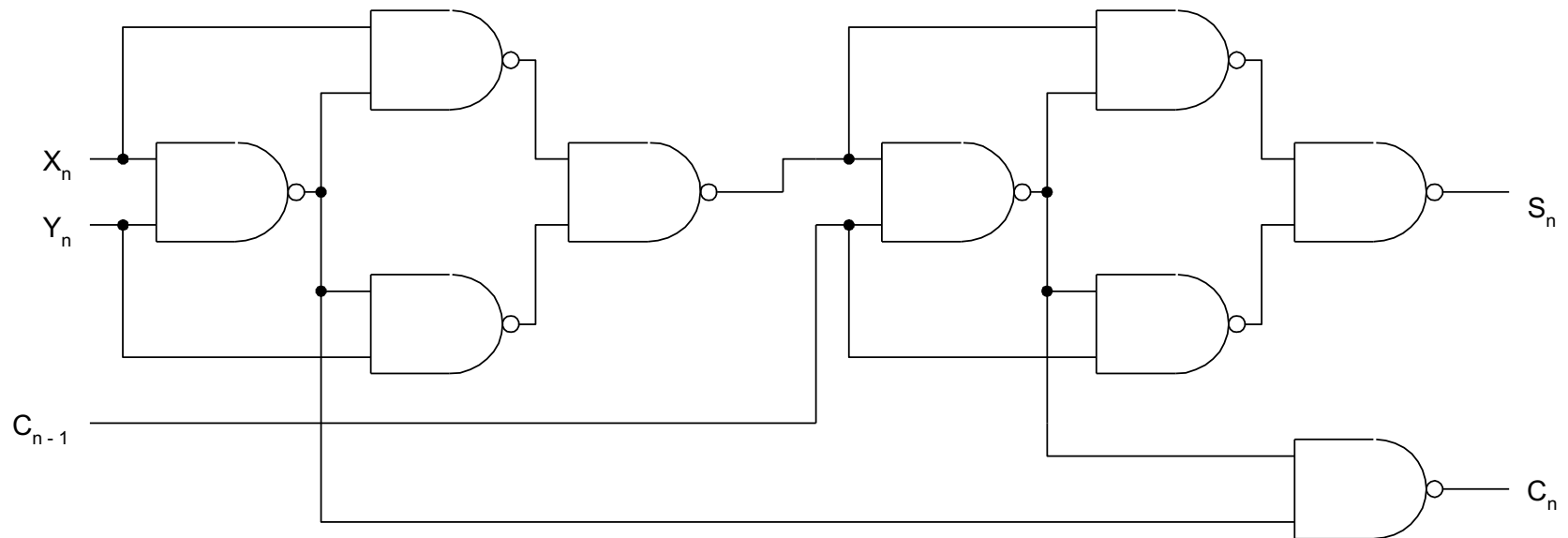
Red circles highlight the 1s in the  $S$  truth table, indicating the minterms for the sum of products expression.

# Full Adder gate implementations

Can be implemented with 2 half adders and an OR gate:

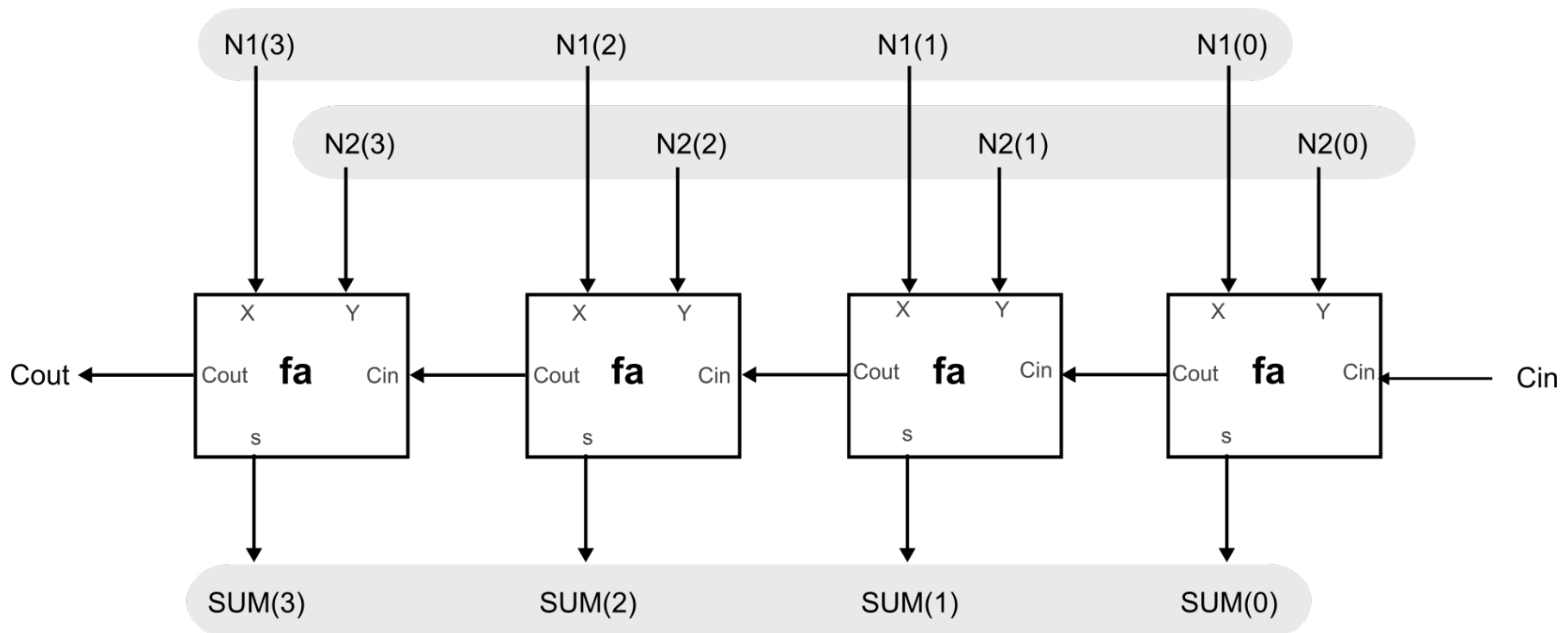


# Full Adder: NAND-based Ex-OR blocks



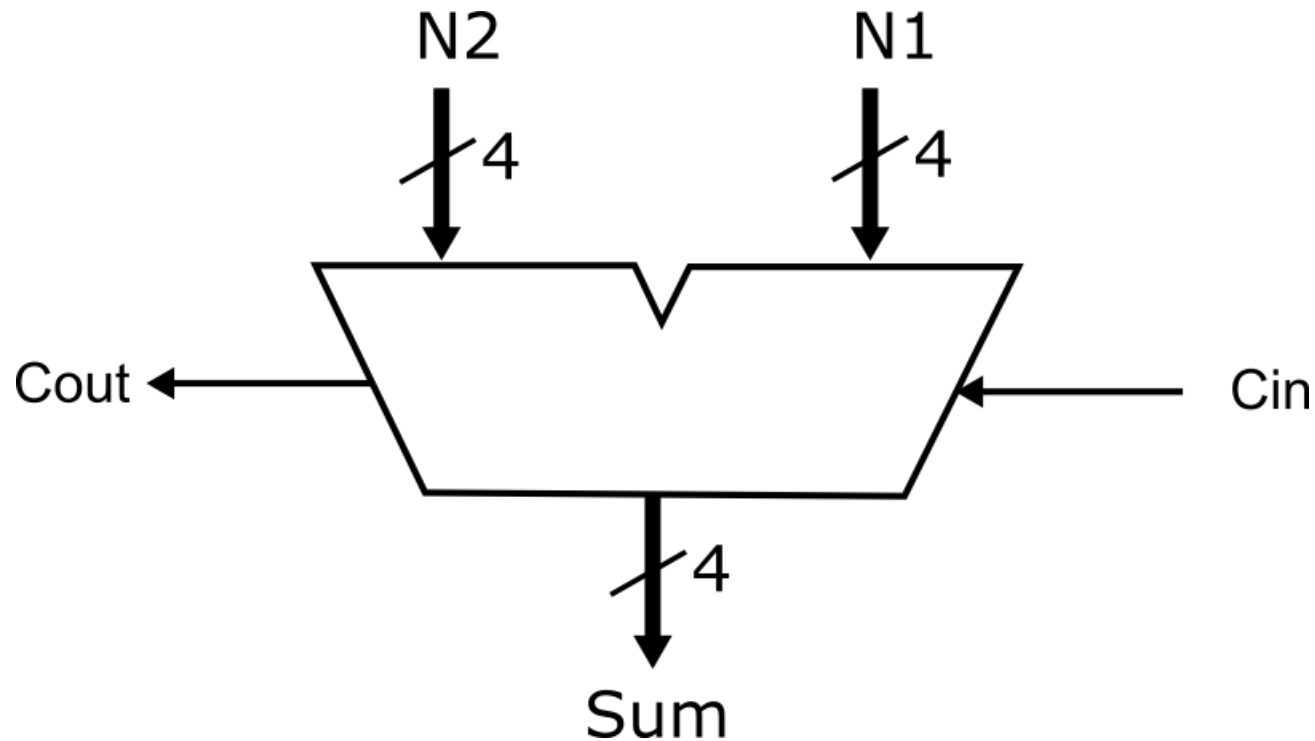
Consists essentially of two half-adders (XORs with Carry outputs)

# 4-bit Parallel Adder

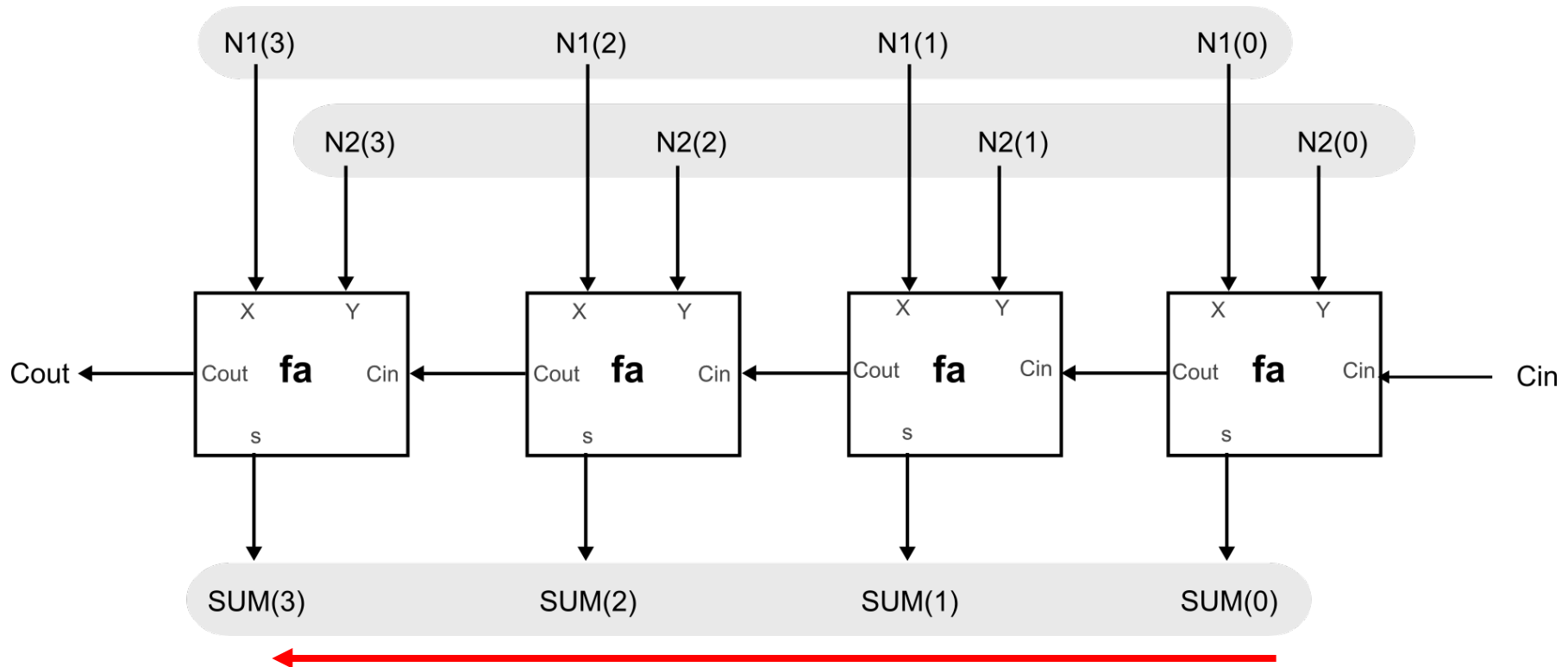




# 4-bit Parallel Adder

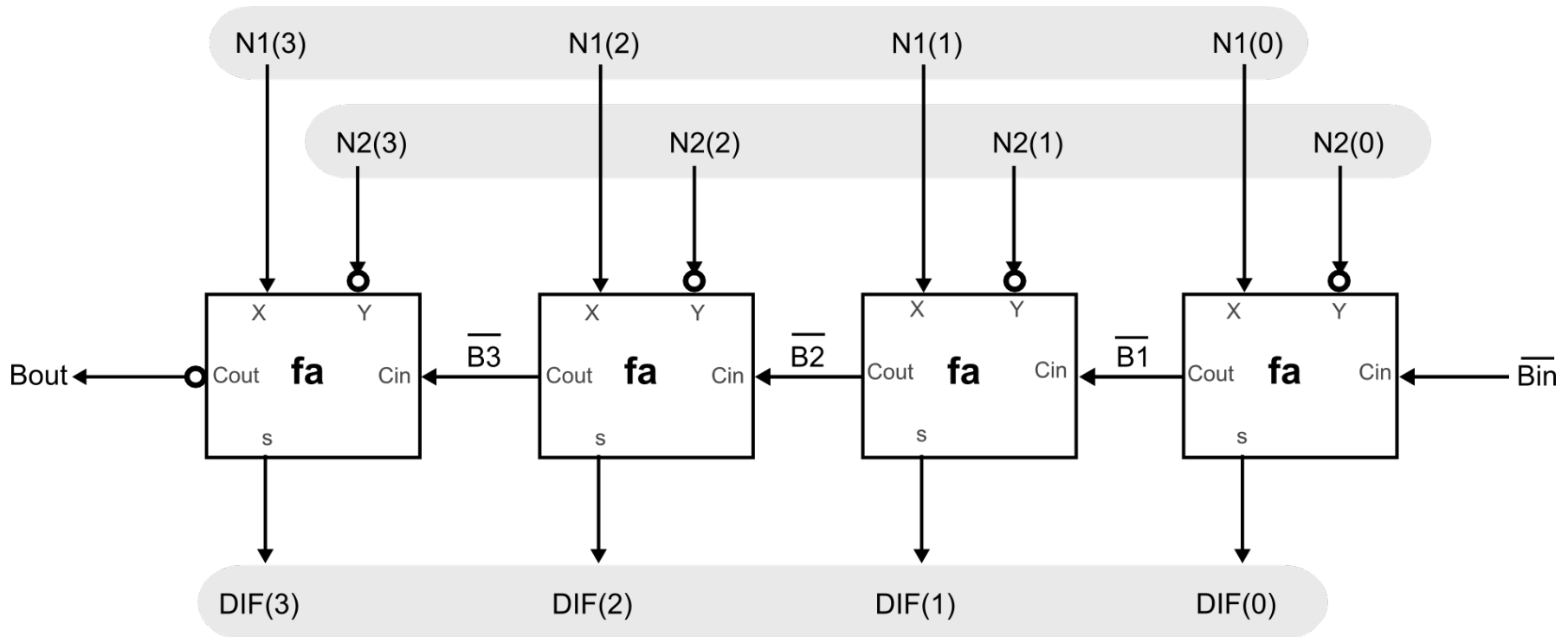


# Ripple Delay



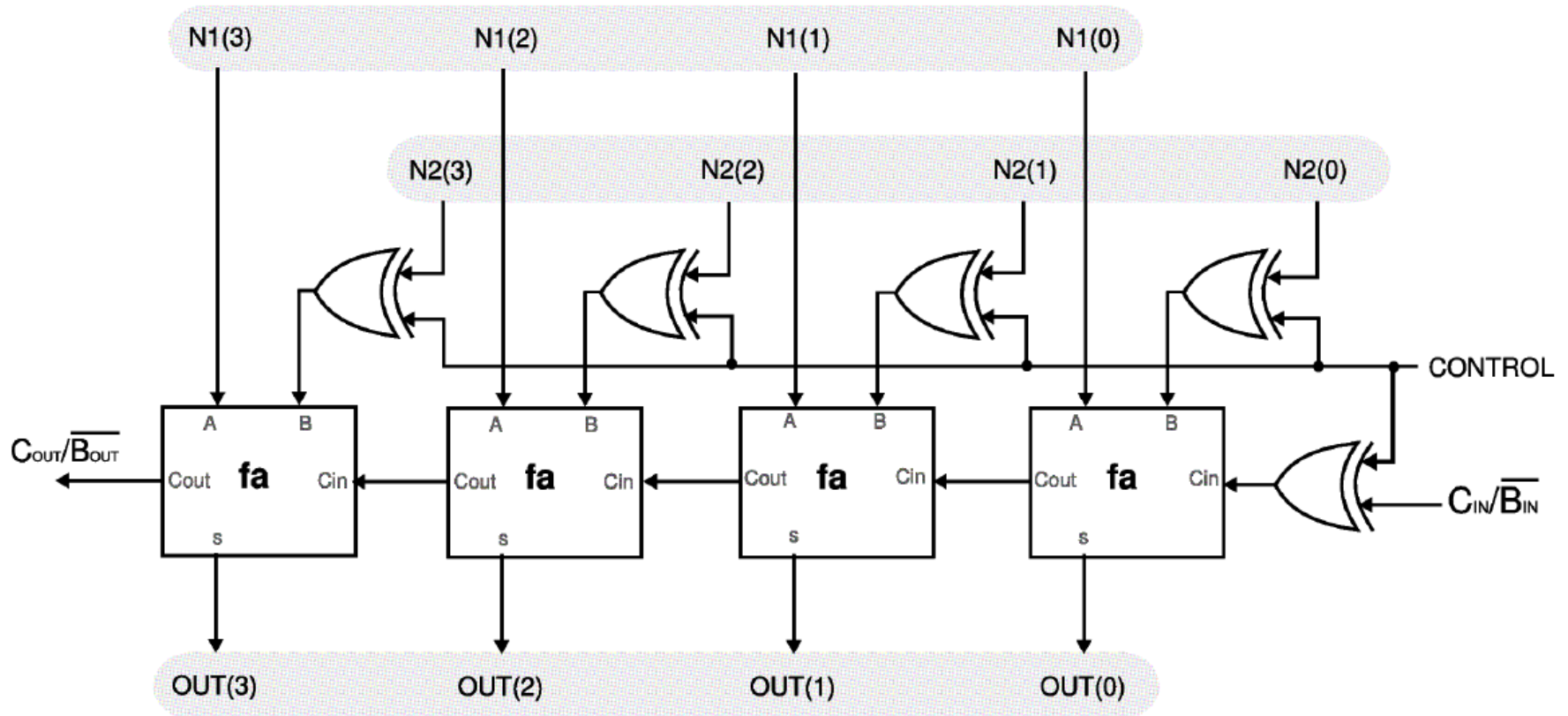
Delay caused by carry outputs at each stage

# 4-bit Ripple Subtractor using Adders

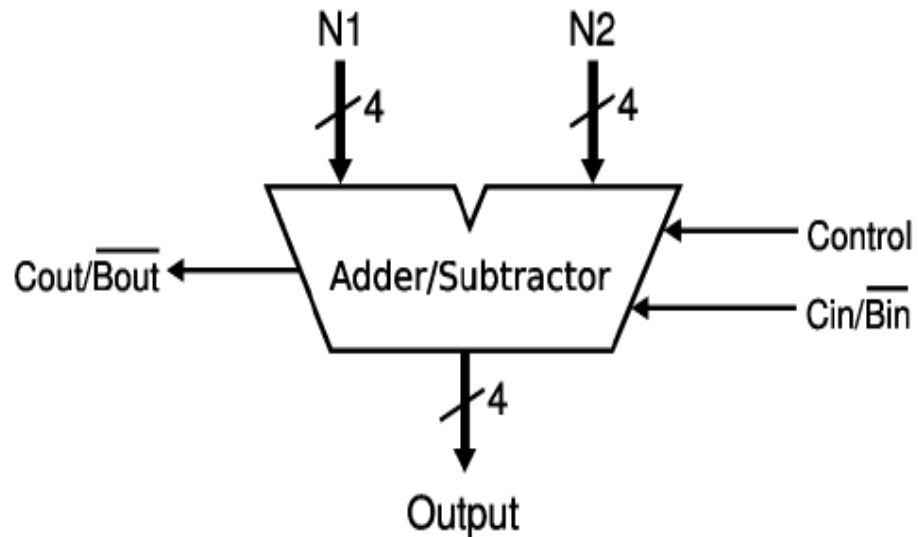


**Use two's complement:  $A - B = A + (B' + 1)$**

# 4-bit Adder/Subtractor



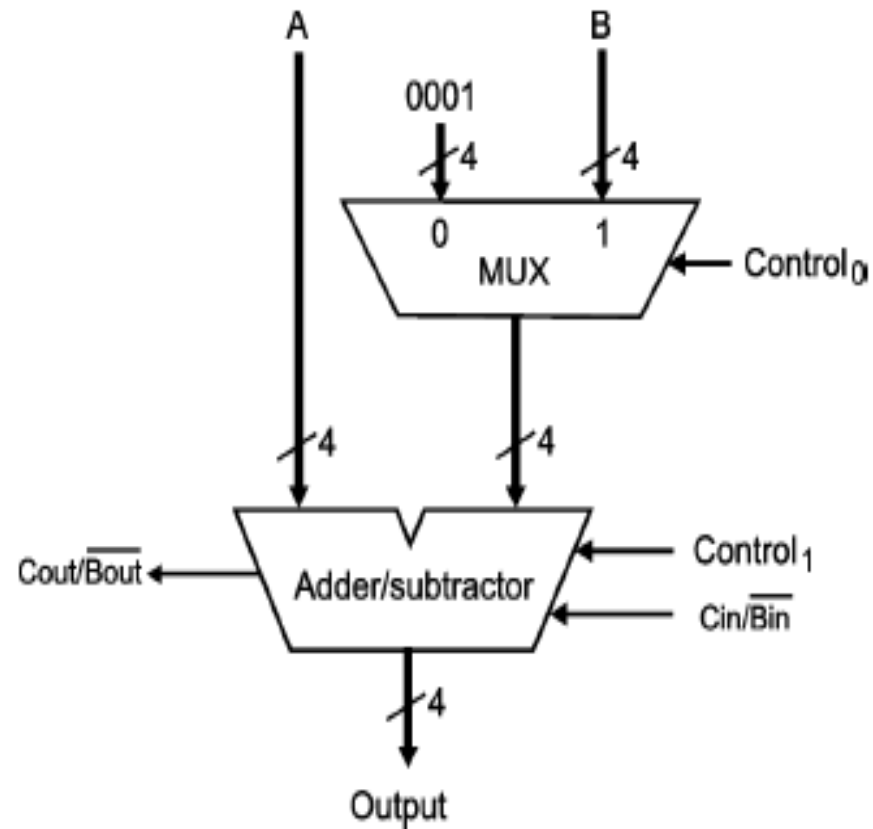
# 4-bit Adder/Subtractor



Control	Output Function
0	Add ( $N1 + N2$ )
1	Subtract ( $N1 - N2$ )

# An Arithmetic Unit

Control		Arithmetic Function
1	0	
0	0	$A + 1$
0	1	$A + B$
1	0	$A - 1$
1	1	$A - B$



# An Arithmetic Unit

- Can add and subtract
- Can also make it increment and decrement by 1

Control		Arithmetic Function
1	0	
0	0	$A + 1$
0	1	$A + B$
1	0	$A - 1$
1	1	$A - B$

