

Topic 5

Combination Circuit

What is Combinational Circuit?

- **Combinational Circuit**
 - A digital circuit whose output depends only upon the **present combination** of its inputs
 - Output changes only when inputs change
 - Output changes once inputs change
- As oppose to **Sequential Circuit** which is
 - A digital circuit whose output depends not only upon the present input values, but also the history of input and output values
 - Have feedbacks from outputs
 - More complicated and difficult to analyze
- Typical modern digital circuit involves both combination and sequential circuits

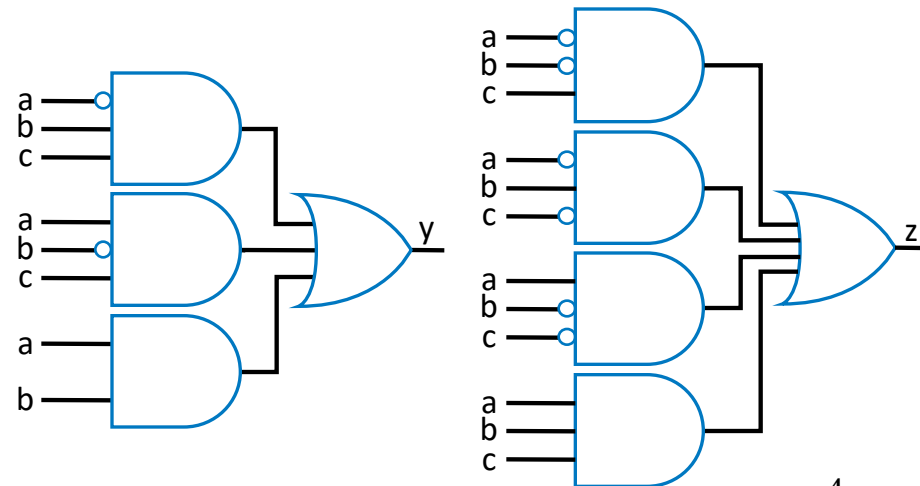
How to Design Combinational Circuits?

Step	Description
Step 1 Capture the function	Create a truth table or equations, <i>whichever is most natural for the given problem</i> , to describe the desired behavior of the combinational logic.
Step 2 Convert to equations	This step is only necessary if you captured the function using a truth table instead of equations. Create an equation for each output by ORing all the minterms for that output. Simplify the equations if desired.
Step 3 Implement as a logic circuit	For each output, create a circuit corresponding to the output's equation. (Sharing gates among multiple outputs is OK optionally.)

Example: Count Number of 1s

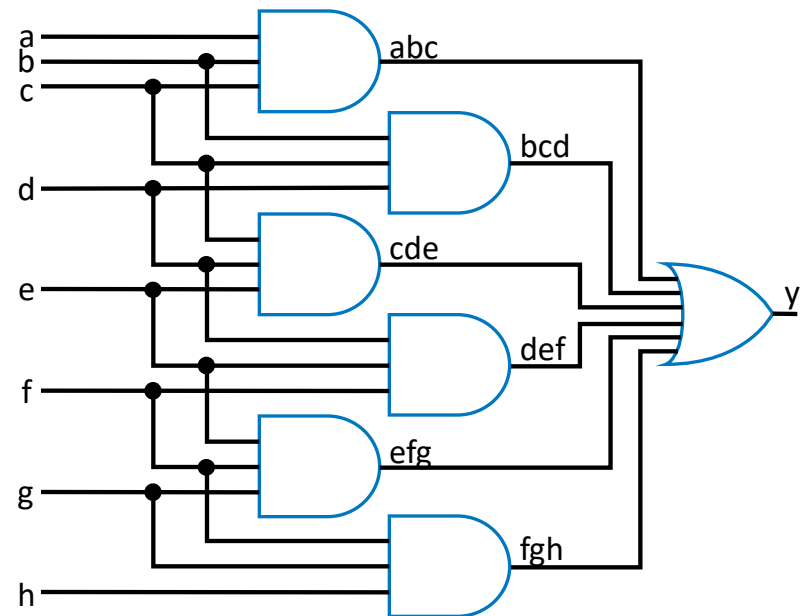
- Problem: Output in binary the number of 1s on three inputs
- E.g.: 010→01 101→10 000→00
 - **Step 1: Capture** the function
 - Truth table or equation?
 - Truth table is straightforward
 - **Step 2: Convert** to equation
 - $y = a'bc + ab'c + abc' + abc$
 - $z = a'b'c + a'bc' + ab'c' + abc$
 - **Step 3: Implement** as a gate-based circuit

Inputs			# of 1s	Outputs	
a	b	c		y	z
0	0	0	(0)	0	0
0	0	1	(1)	0	1
0	1	0	(1)	0	1
0	1	1	(2)	1	0
1	0	0	(1)	0	1
1	0	1	(2)	1	0
1	1	0	(2)	1	0
1	1	1	(3)	1	1



Example: Three 1s Detector

- Problem: Detect three consecutive 1s in 8-bit input: abcdefgh
 - 000**1**1101 \rightarrow 1 10101011 \rightarrow 0
 - 11110000 \rightarrow 1
 - **Step 1: Capture** the function
 - Truth table or equation?
 - Truth table too big: $2^8=256$ rows
 - Equation: create terms for each possible case of three consecutive 1s
 - $y = abc + bcd + cde + def + efg + fgh$
 - **Step 2: Convert** to equation -- already done
 - **Step 3: Implement** as a gate-based circuit



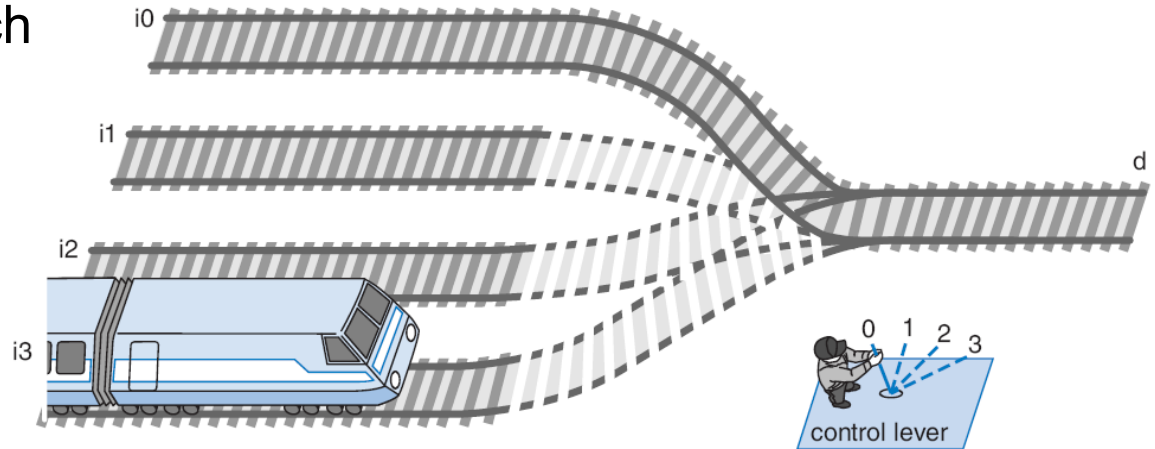
Combinational Building Blocks

- Combinational building blocks are digital components that
 - Are combinational circuits
 - Implement specific fundamental functions
 - Are used to build bigger combinational circuits
- To learn
 - Multiplexor (MUX)
 - Half adder
 - Full adder
 - Carry-ripple adder
 - Encoder/Decoder
 - Buffer
 - Tri-state buffer

Multiplexor (Mux)

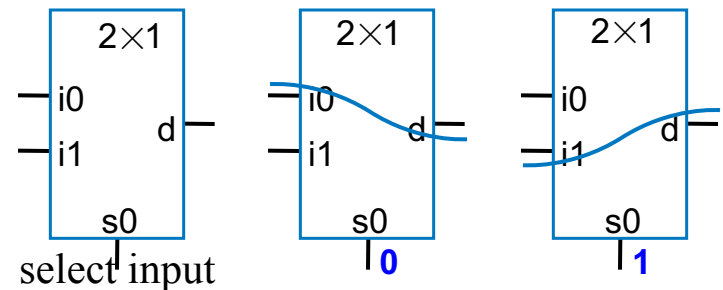
- Mux: A popular combinational building block

- Like a railyard switch



- Routes one of its N data inputs to its one output, based on binary value of select inputs

- 2 inputs \rightarrow needs 1 select bit (2 different combinations) to select which input to connect to the output
- 4 inputs \rightarrow 2 select bits
- 8 inputs \rightarrow 3 select bits
- N inputs $\rightarrow \log_2(N)$ select bits



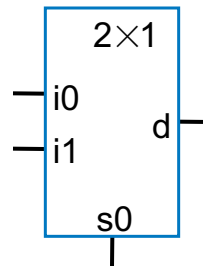
2 to 1 or **2 by 1** or **2x1** mux

Mux Internal Design

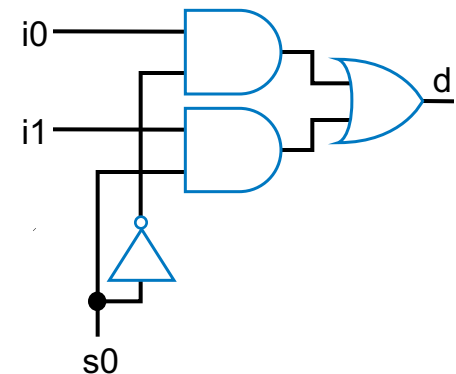
Connect i0 to d
when s0 is 0,
otherwise
connect i1 to d

s0	i0	i1	d
0	0	0	
0	0	1	
0	1	0	
0	1	1	
1	0	0	
1	0	1	
1	1	0	
1	1	1	

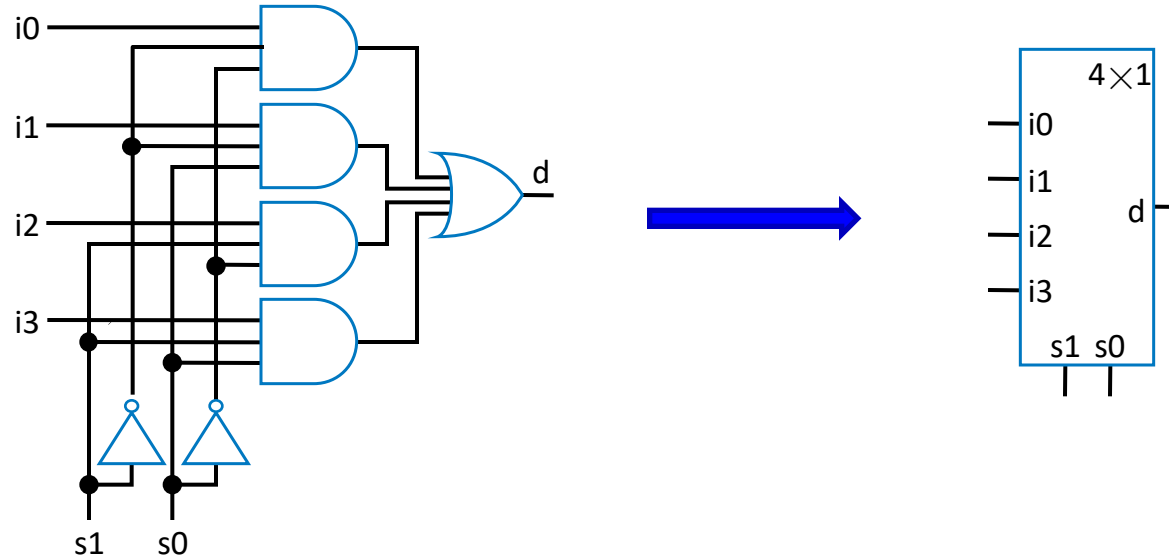
$$\begin{aligned}d &= s0' i0 i1' + s0' i0 i1 + \\&\quad s0 i0' i1 + s0 i0 i1 \\&= s0' i0 + s0 i1\end{aligned}$$



2x1 mux

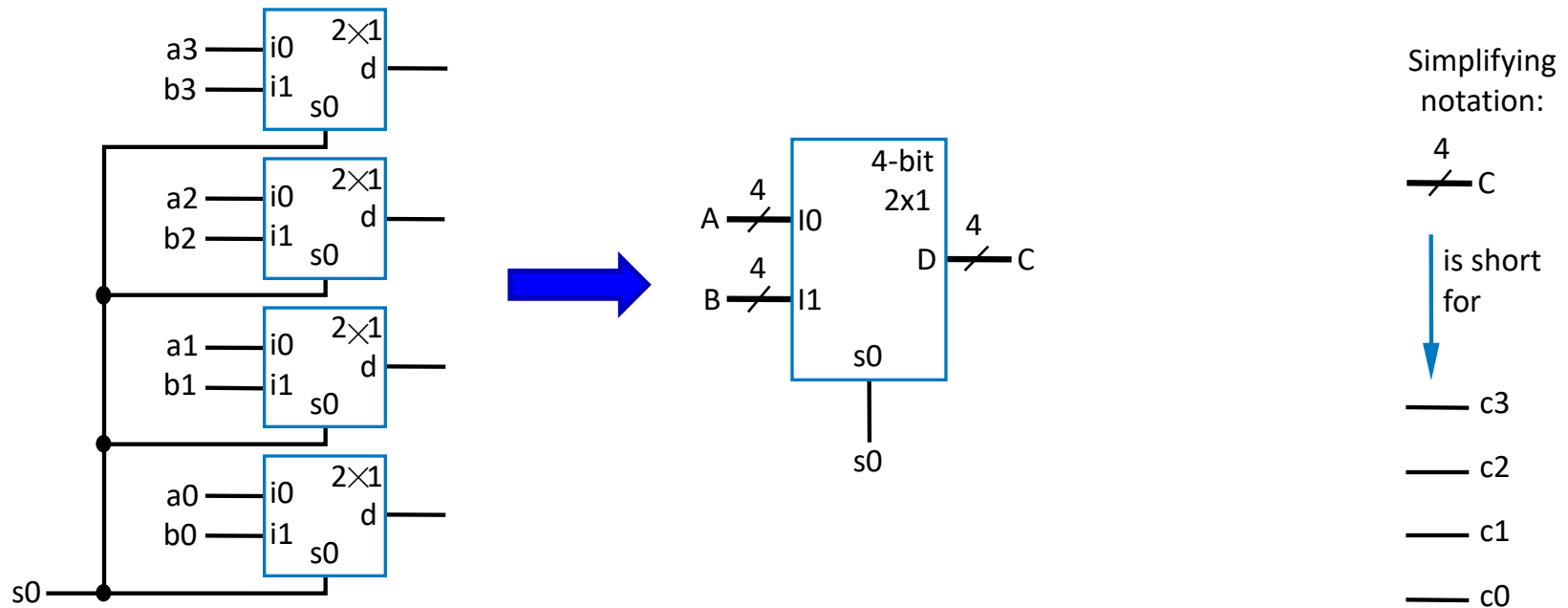


Mux Internal Design



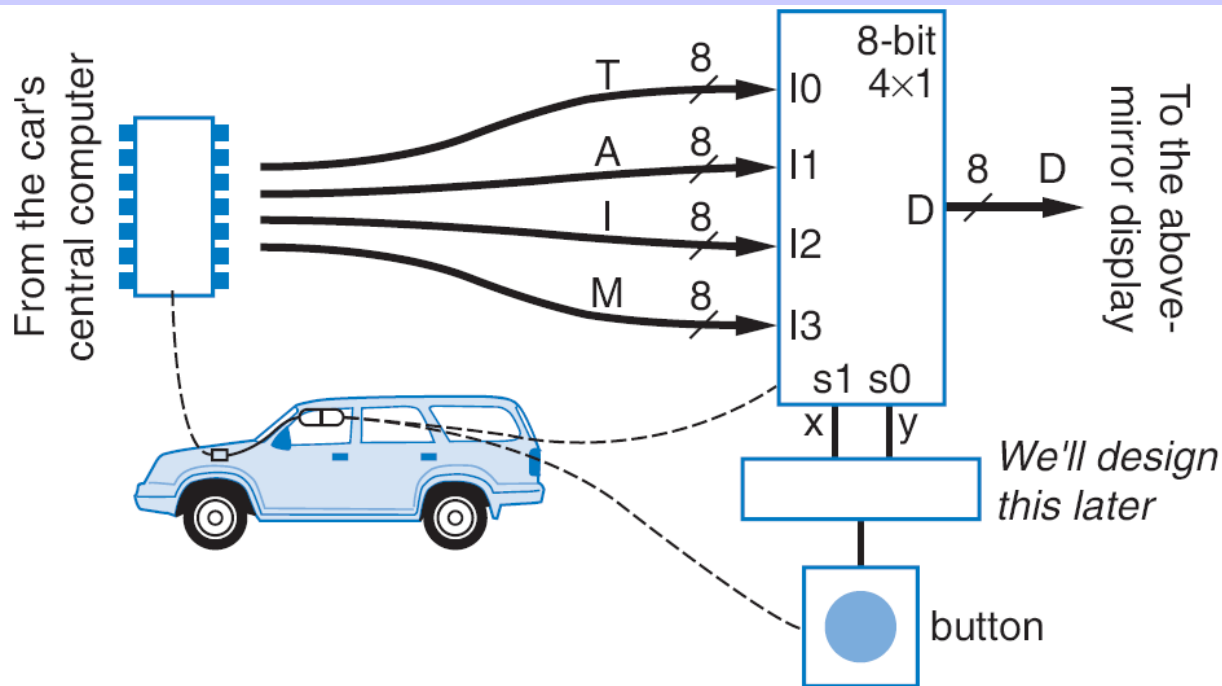
4x1 mux

4-bit 2x1 Mux



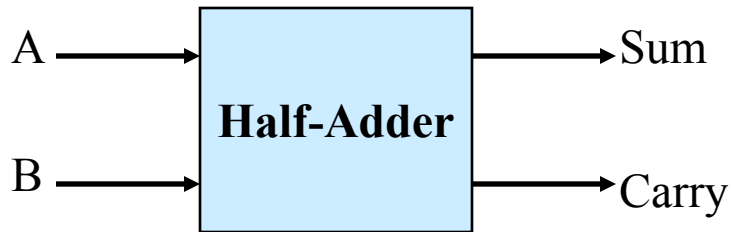
- Ex: Two 4-bit inputs, A (a3 a2 a1 a0), and B (b3 b2 b1 b0)
 - 4-bit 2x1 mux (just four 2x1 muxes sharing a select line) can select between A or B
- Width of input channels may be any, 8, 18, 32, 64, ...

N-bit Mux Example



- Four possible display items
 - Temperature (T), Average miles-per-gallon (A), Instantaneous mpg (I), and Miles remaining (M) -- each is 8-bits wide
 - Choose which to display using two inputs x and y
 - Use 8-bit 4x1 mux

Half Adder



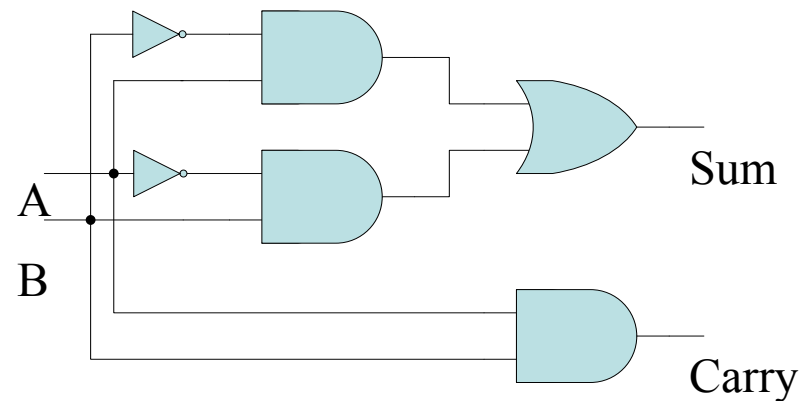
- Derive Boolean functions (sum-of-minterms) from the truth table for both outputs

$$\begin{aligned}\text{Sum} &= A'B + AB' = m_1 + m_2 = \Sigma (1, 2) \\ &= (A+B)(A'+B') = M_0 \cdot M_3 = \Pi (0, 3)\end{aligned}$$

- Addition of two single bits A, B
- Based on the operations it performs, a truth table can be built

A	B	Sum	Carry
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

$$\begin{aligned}\text{Carry} &= AB = m_3 \\ &= (A+B)(A+B')(A'+B) \\ &= M_0 \cdot M_1 \cdot M_2 \\ &= \Pi (0, 1, 2)\end{aligned}$$

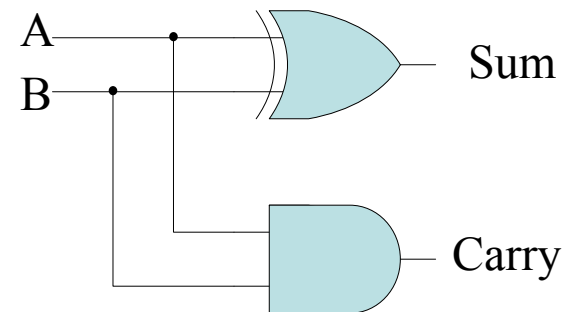
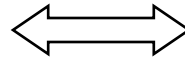
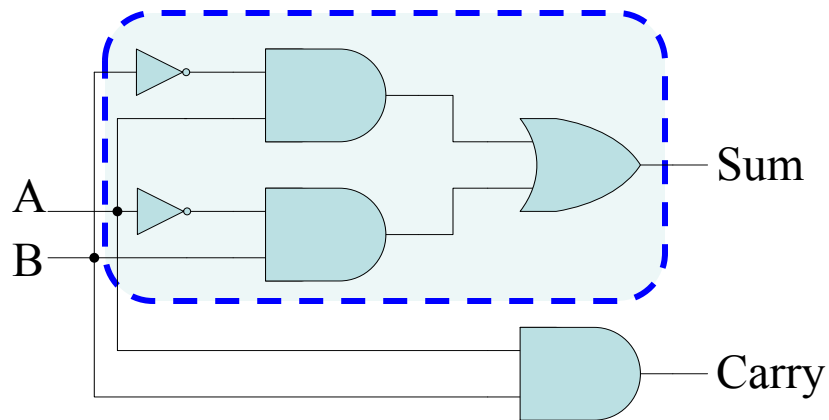


Application of XOR in Half-Adder

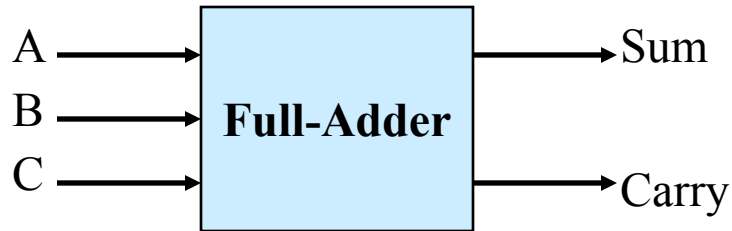
- Half adder

$$\text{Sum} = A'B + AB' = A \oplus B$$

$$\text{Carry} = AB$$



Full Adder



- Derive minterm/Maxterm expressions from the truth table for both outputs

Sum = ?

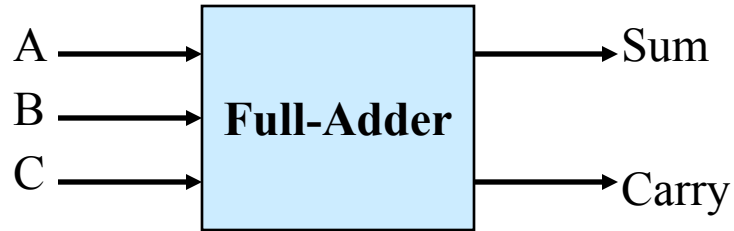
Carry = ?

- Based on the operations it performs, a truth table can be built

A	B	C	Sum	Carry
0	0	0		
0	0	1		
0	1	0		
0	1	1		
1	0	0		
1	0	1		
1	1	0		
1	1	1	1	1

Logic Circuit?

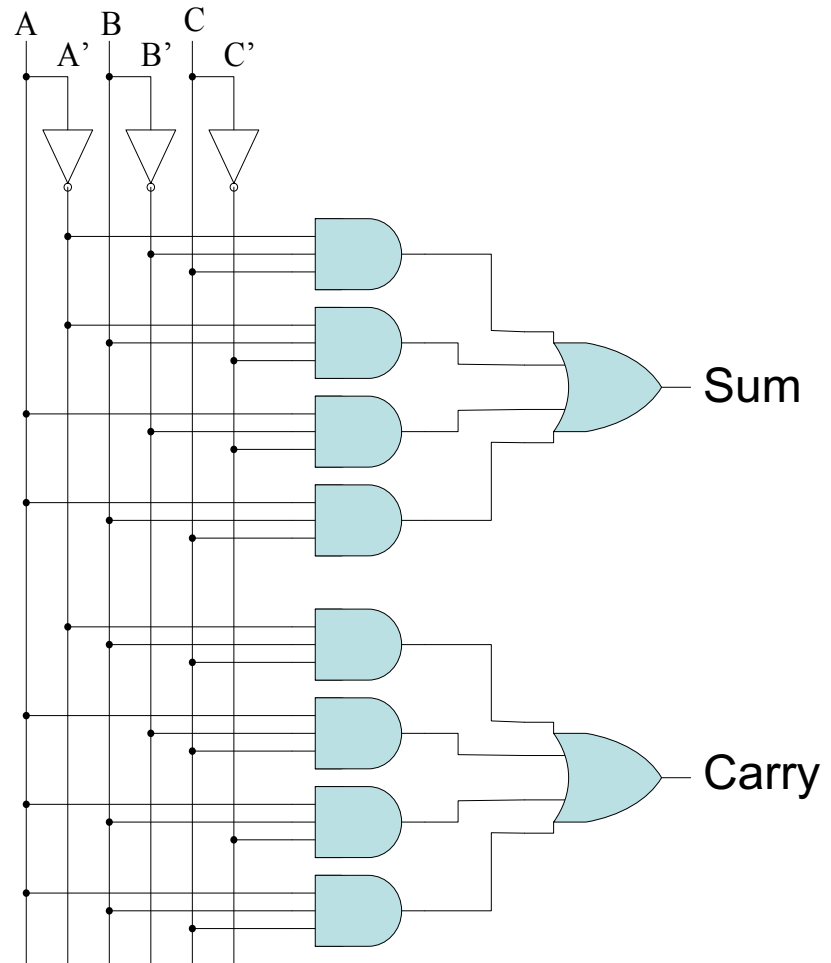
Full Adder



A	B	C	Sum	Carry
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

$$\begin{aligned}\text{Sum} &= A'B'C + A'BC' + AB'C' + ABC \\ &= \Sigma m(1, 2, 4, 7)\end{aligned}$$

$$\begin{aligned}\text{Carry} &= A'BC + AB'C + ABC' + ABC \\ &= \Sigma m(3, 5, 6, 7)\end{aligned}$$



Notice the circuit draw convention

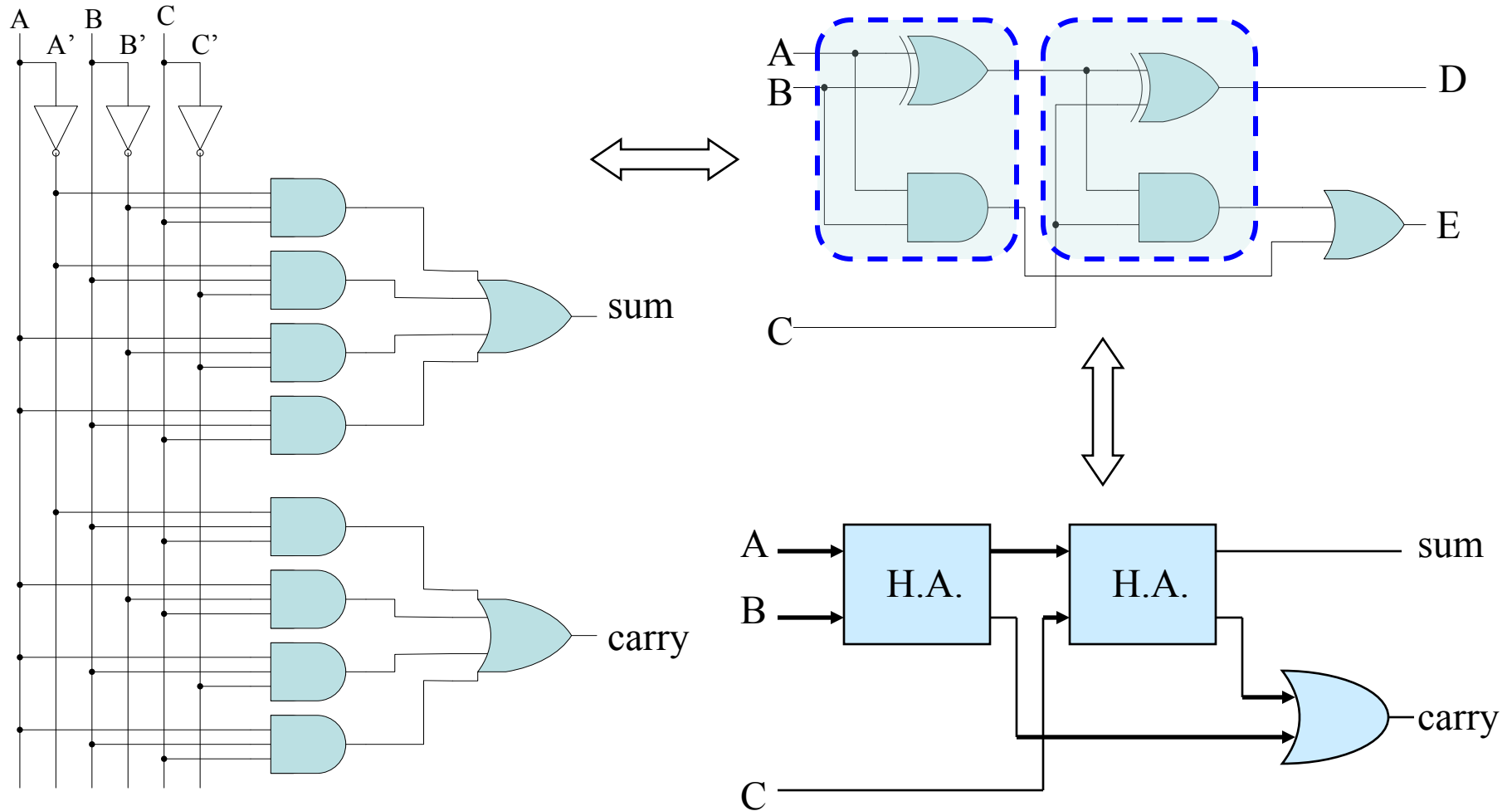
Application of XOR in Full Adder

- Full adder

$$\begin{aligned}\text{Sum} &= A'B'C + A'BC' + AB'C' + ABC \\ &= A'(B'C + BC') + A(B'C' + BC) \\ &= A'(B \oplus C) + A(B \oplus C)' && (\text{let } B \oplus C = D) \\ &= A'D + AD' \\ &= A \oplus D \\ &= A \oplus B \oplus C\end{aligned}$$

$$\begin{aligned}\text{Carry} &= A'BC + AB'C + ABC' + ABC \\ &= (A'B + AB')C + AB(C' + C) \\ &= (A \oplus B)C + AB\end{aligned}$$

Application of XOR in Full Adder



Multi-bit Number Addition

$$\begin{array}{r}
 \text{Carry: } 0\ 1\ 0\ 0\ \mathbf{0} \\
 \text{A: } \quad 0\ 1\ 0\ 0 = 4 \\
 +\ \text{B: } \quad 0\ 1\ 0\ 1 = 5 \\
 \hline
 \text{Sum: } \quad 1\ 0\ 0\ 1 = 9
 \end{array}$$

$$\begin{array}{r}
 \text{Carry: } 0\ 0\ 0\ 0\ \mathbf{0} \\
 \quad 0\ 1\ 1\ 0 = +6 \\
 + \quad 0\ 0\ 0\ 1 = +1 \\
 \hline
 \text{Sum: } \quad 0\ 1\ 1\ 1 = +7
 \end{array}$$

A carry bit is the carry output (C_{out}) from previous stage, it's also the carry input (C_{in}) to the present stage

$$\begin{array}{r}
 \text{Carry: } 1\ 1\ \mathbf{0\ 0\ 0} \\
 \text{A: } \quad 1\ 1\ 0\ 0 = 12 \\
 +\ \text{B: } \quad 1\ 1\ 0\ 1 = 13 \\
 \hline
 \text{Sum: } \mathbf{1}\ 1\ 0\ 0\ 1 = 25
 \end{array}$$

Without previous stage, carry should be always 0

Need one more bit to hold a number bigger than $2^n - 1 = 15$

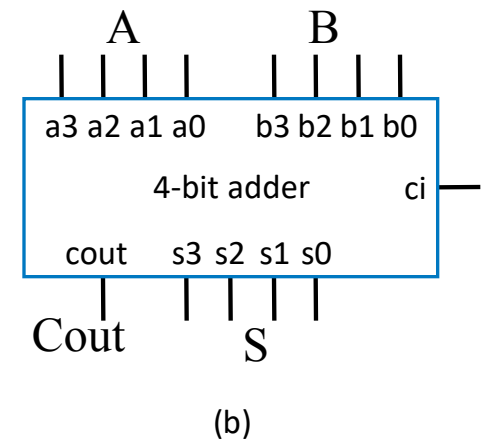
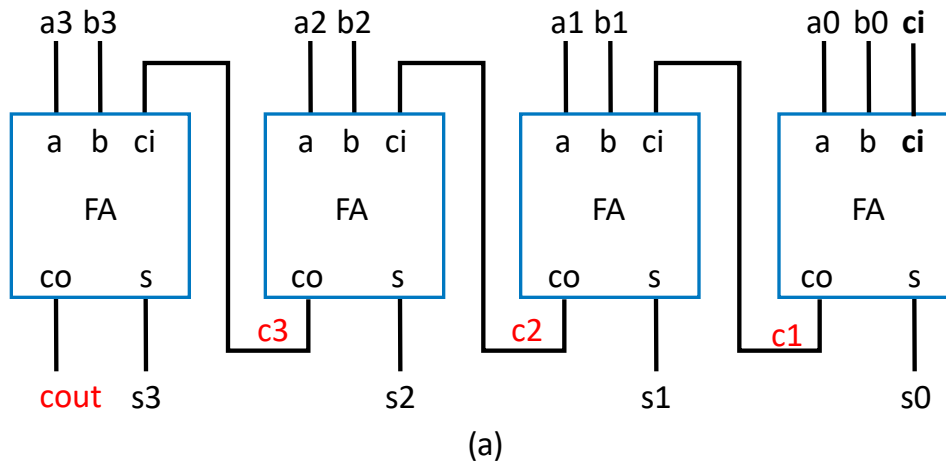
Operation may be performed by a full adder

Carry-Ripple Adder

- carry-ripple adder*

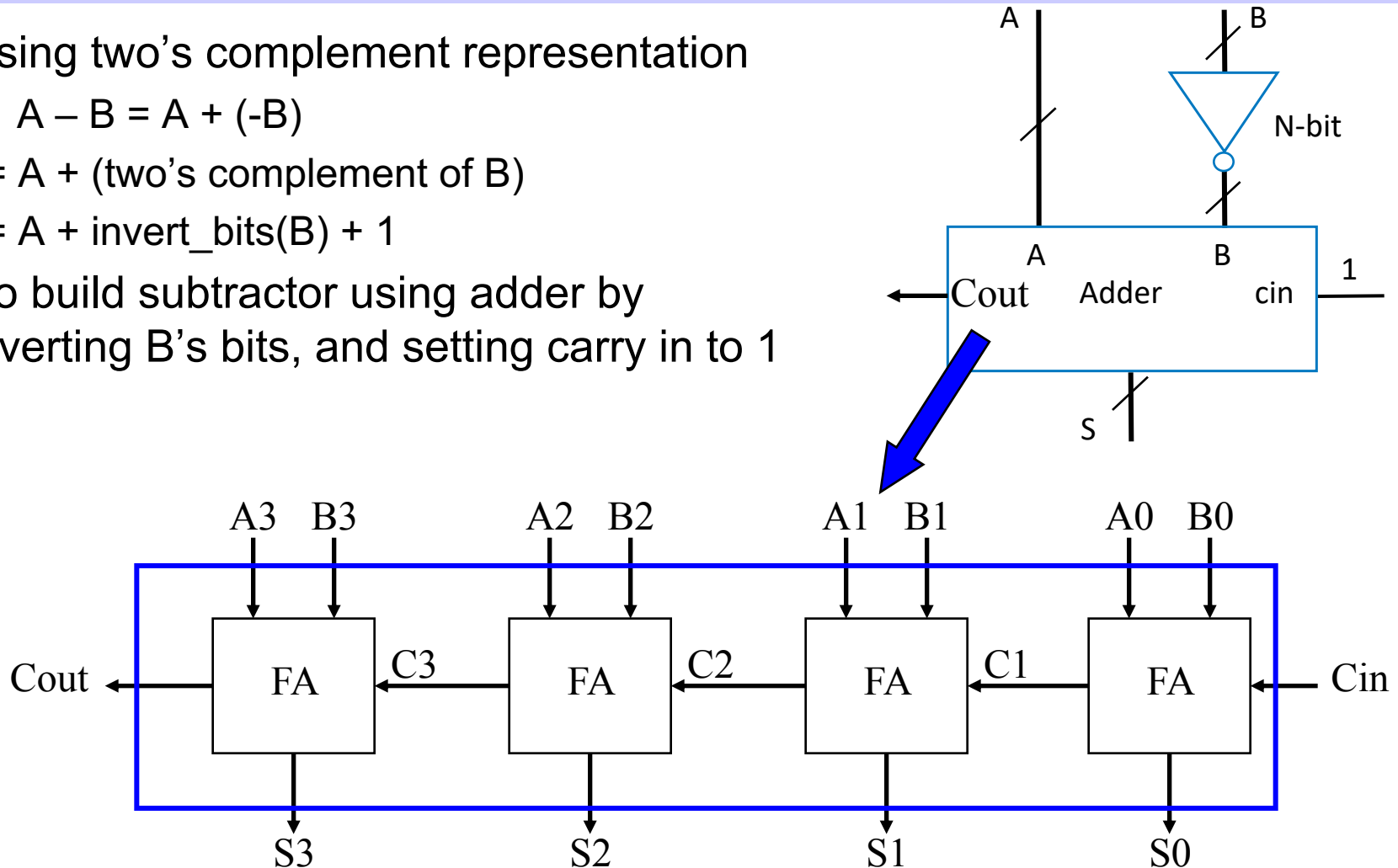
- 4-bit adder: Adds two 4-bit numbers, generates 5-bit output
 - 5-bit output can be considered 4-bit “sum” plus 1-bit “carry out”
- Can easily build any size adder

carries:	c3	c2	c1	cin	
B:	b3	b2	b1	b0	
A:	+	a3	a2	a1	a0
	<hr/>				
cout	s3	s2	s1	s0	



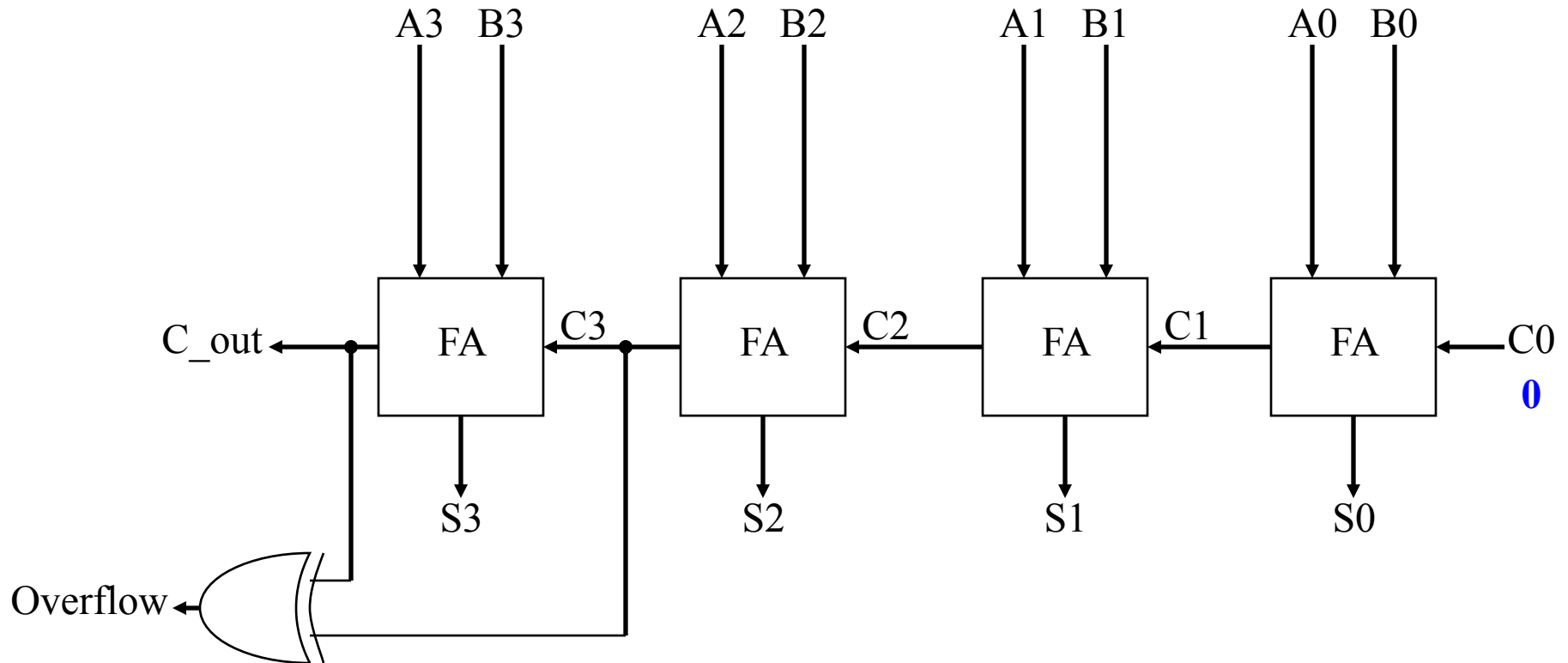
Two's Complement Subtractor

- Using two's complement representation
$$A - B = A + (-B)$$
$$= A + (\text{two's complement of } B)$$
$$= A + \text{invert_bits}(B) + 1$$
- So build subtractor using adder by inverting B's bits, and setting carry in to 1

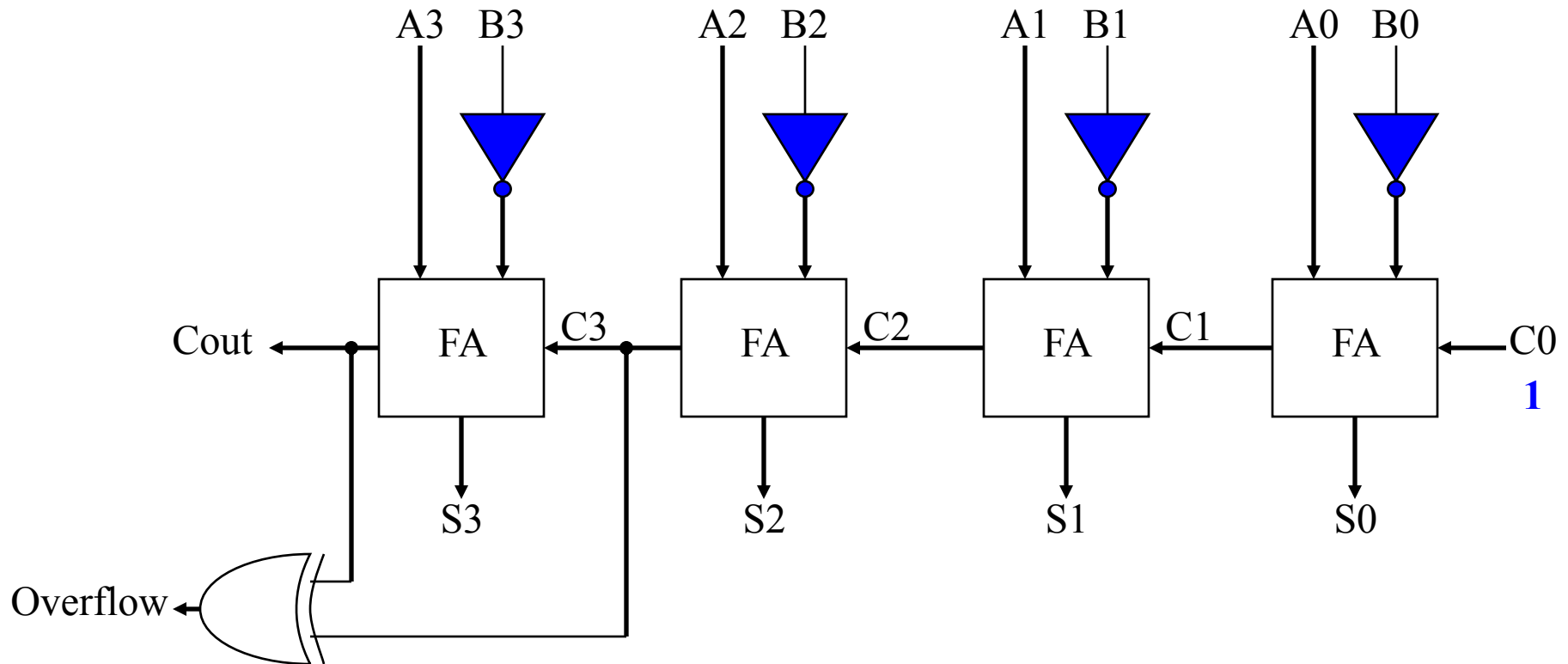


Or
Lookahead Adder

4-Bit 2's Complement Adder



4-Bit 2's Complement Subtractor



Arithmetic-Logic Unit: ALU

- **ALU**: Component that can perform any of various arithmetic (add, subtract, increment, etc.) and logic (AND, OR, etc.) operations, based on control inputs
- Key component in computer

TABLE 4.2 Desired calculator operations

Inputs			Operation	Sample output if A=00001111, B=00000101
x	y	z		
0	0	0	S = A + B	S=00010100
0	0	1	S = A - B	S=00001010
0	1	0	S = A + 1	S=00010000
0	1	1	S = A	S=00001111
1	0	0	S = A AND B (bitwise AND)	S=00000101
1	0	1	S = A OR B (bitwise OR)	S=00001111
1	1	0	S = A XOR B (bitwise XOR)	S=00001010
1	1	1	S = NOT A (bitwise complement)	S=11110000

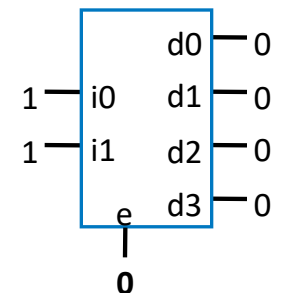
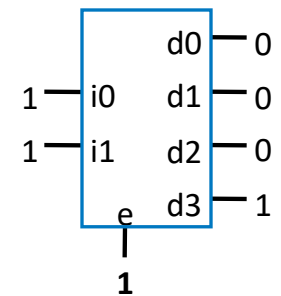
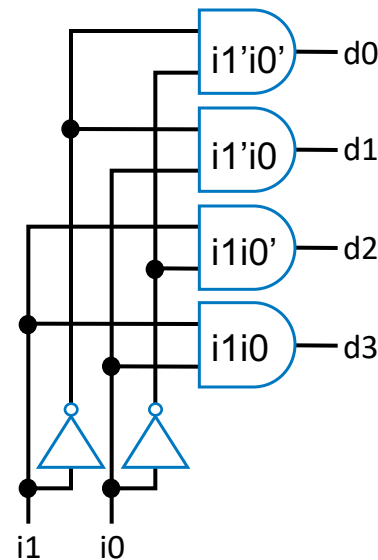
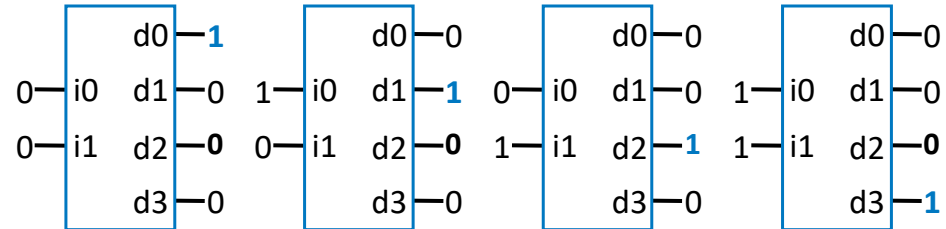
Encoder

- Each input is given a binary code

Inputs								Outputs		
D ₀	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	x	y	z
1	0	0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0	0	1
0	0	1	0	0	0	0	0	0	1	0
0	0	0	1	0	0	0	0	0	1	1
0	0	0	0	1	0	0	0	1	0	0
0	0	0	0	0	1	0	0	1	0	1
0	0	0	0	0	0	1	0	1	1	0
0	0	0	0	0	0	0	1	1	1	1

Decoder

- **Decoder:** Popular combinational logic building block, in addition to logic gates
 - Converts input binary number to one high output
- 2-input decoder: four possible input binary numbers
 - So has four outputs, one for each possible input binary number
- Internal design
 - AND gate for each output to detect input combination
- Decoder with enable e
 - Outputs all 0 if $e=0$
 - Regular behavior if $e=1$
- n -input decoder: 2^n outputs

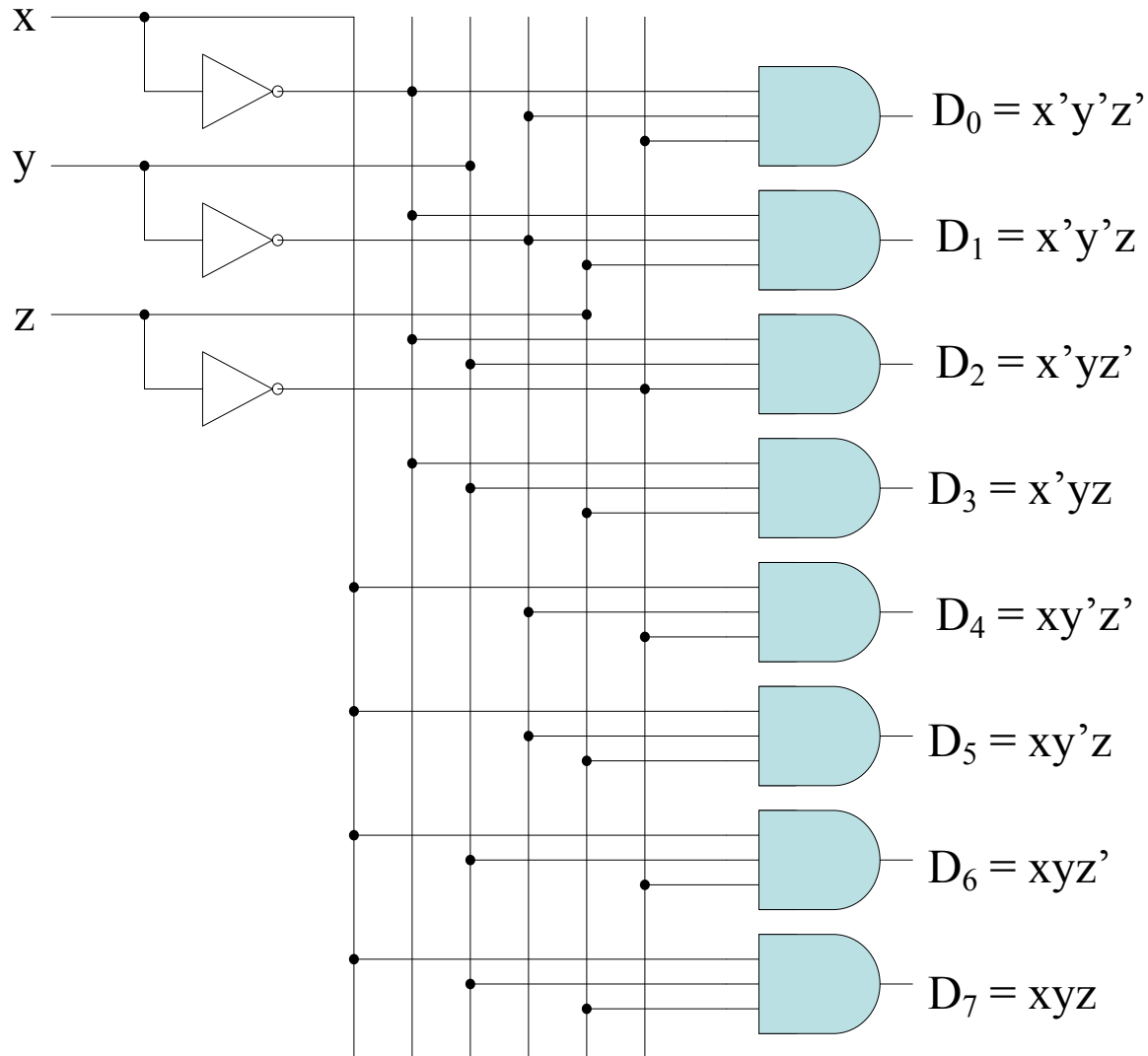


Decoder

- For any input combination, only one of the outputs is turned on

Inputs			Outputs							
x	y	z	D ₀	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇
0	0	0	1	0	0	0	0	0	0	0
0	0	1	0	1	0	0	0	0	0	0
0	1	0	0	0	1	0	0	0	0	0
0	1	1	0	0	0	1	0	0	0	0
1	0	0	0	0	0	0	1	0	0	0
1	0	1	0	0	0	0	0	1	0	0
1	1	0	0	0	0	0	0	0	1	0
1	1	1	0	0	0	0	0	0	0	1

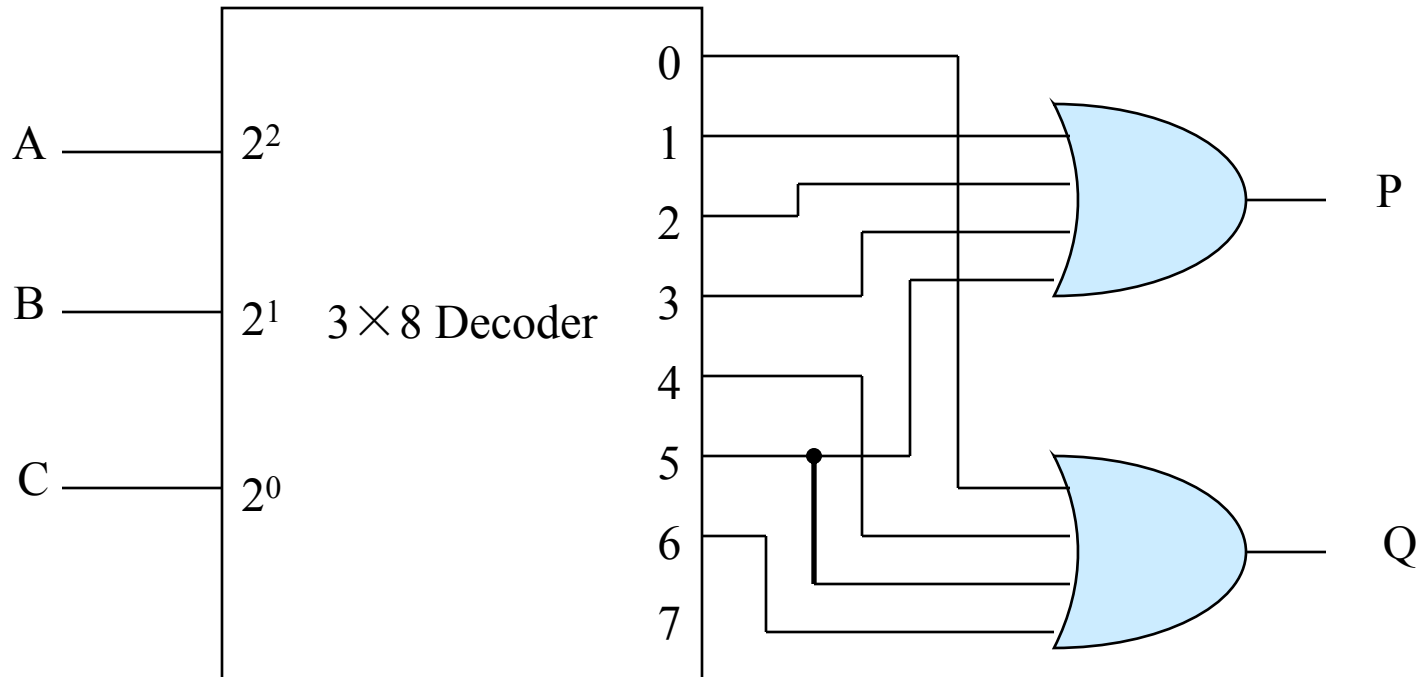
Gate-Level Implementation of 3×8 Decoder



**Minterm
Generator**

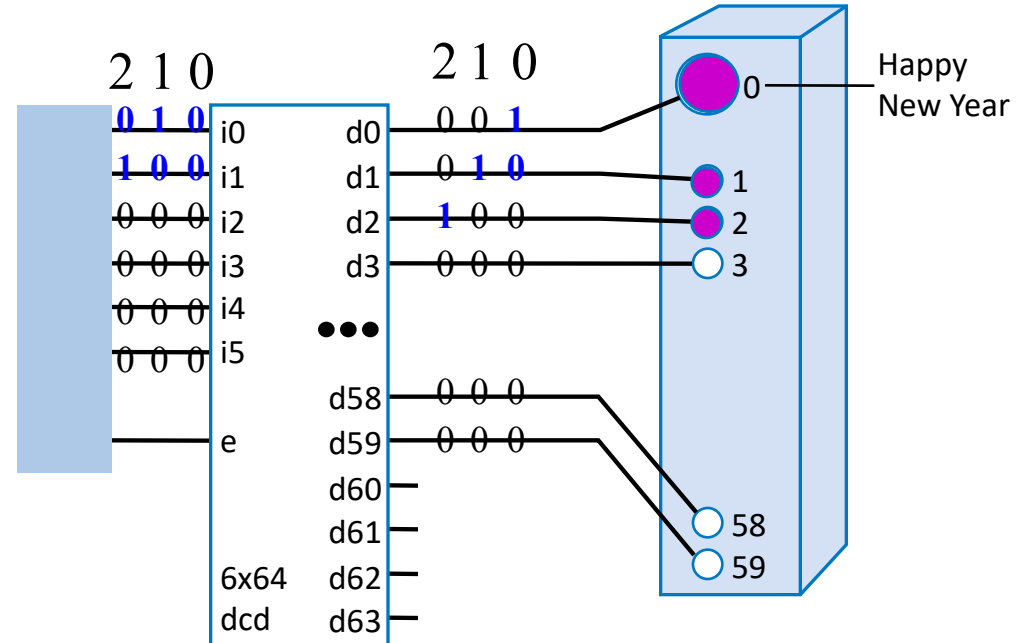
Implementation of Any Circuit with a Decoder

- $P(A, B, C) = \sum m(1, 2, 3, 5)$ and $Q(A, B, C) = \sum m(0, 4, 5, 6)$
- Since there are three inputs and total of 8 minterms, we can implement the circuits with a 3-to-8-line decoder



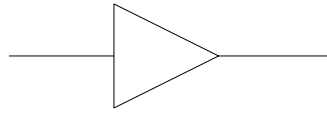
Decoder Example

- New Year's Eve Countdown Display
 - Microprocessor counts from 59 down to 0 in binary on 6-bit output
 - Want illuminate one of 60 lights for each binary number
 - Use 6x64 decoder
 - 4 outputs unused

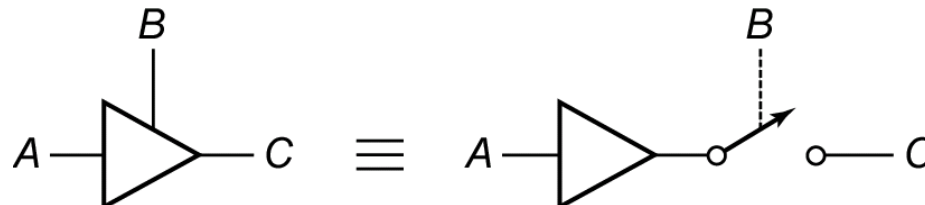


Buffer and Three State (Tri-state) Buffer

- A buffer is a one directional transmission logic device
 - somewhat like a NOT gate without complementing the binary value
 - amplify the driving capability of a signal
 - insert delay
 - Protect input from output

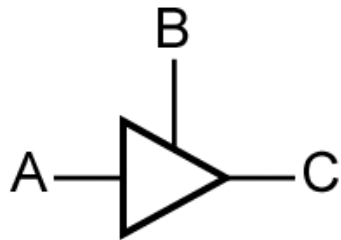


- A three state (Tri-state) buffer can have three different output values, controlled by an enable bit
 - 0 (off) when $B = 1$, $A = 0$;
 - 1 (on) when $B = 1$, $A = 1$;
 - Z (high impedance, no voltage) when $B = 0$, $A = x$;

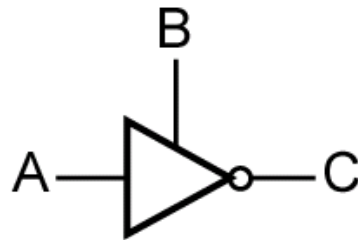


Tri-state Buffers

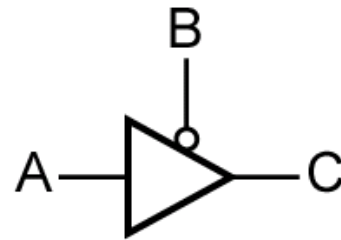
- Different types of tri-state buffers



B	A	C
0	0	Z
0	1	Z
1	0	0
1	1	1

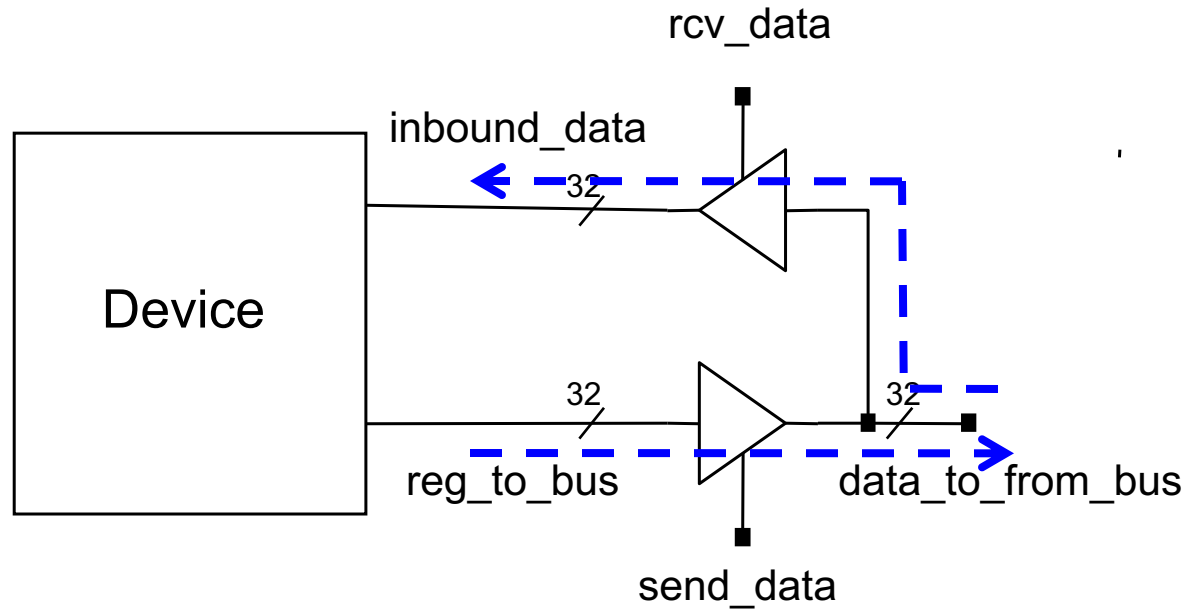


B	A	C
0	0	Z
0	1	Z
1	0	1
1	1	0



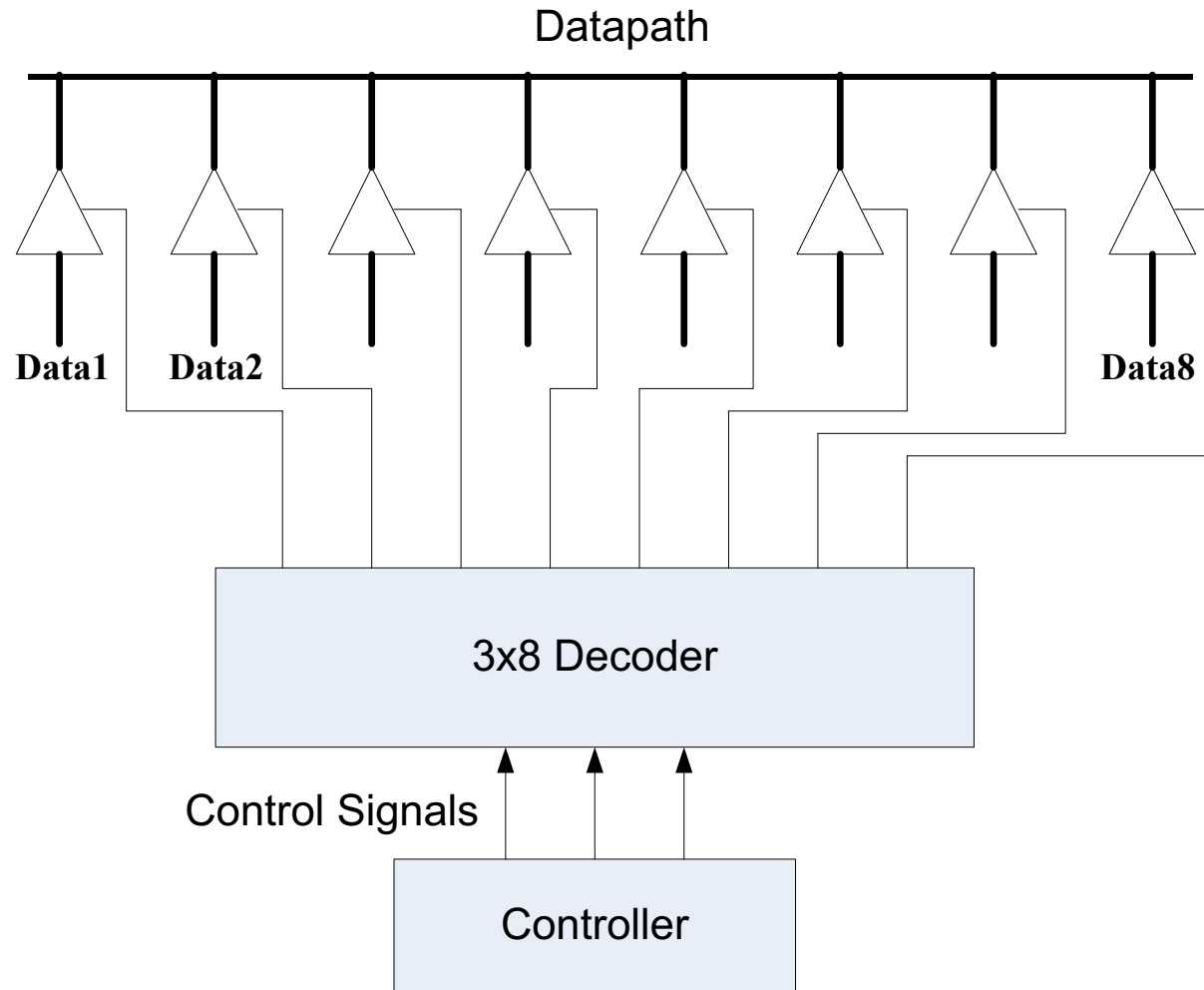
B	A	C
0	0	0
0	1	1
1	0	Z
1	1	Z

Tri-state Buffer Application – Bidirectional I/O Port



Applications of Decoders and Tri-state Buffers

- Based on the control signals, only one path will be connected



Alternative Implementation of Datapath Control

- Based on the control signals, only one path will be connected

