

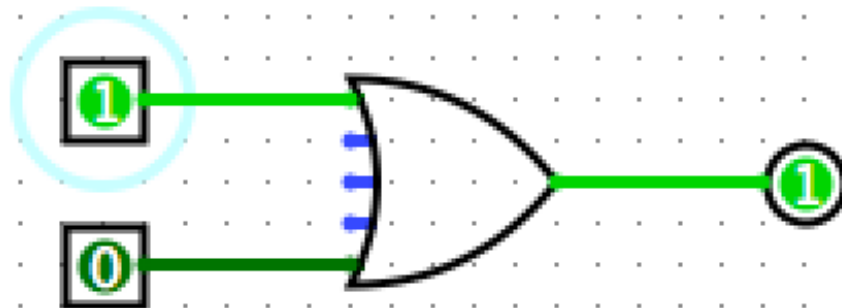
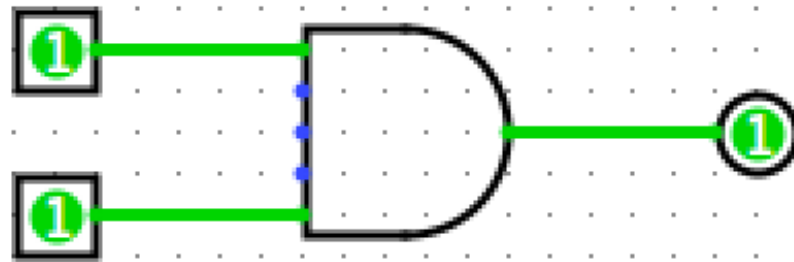
# **Combinational Logic**

**Pat Hanrahan**

**CS448H: Agile Hardware Design  
Winter 2017**

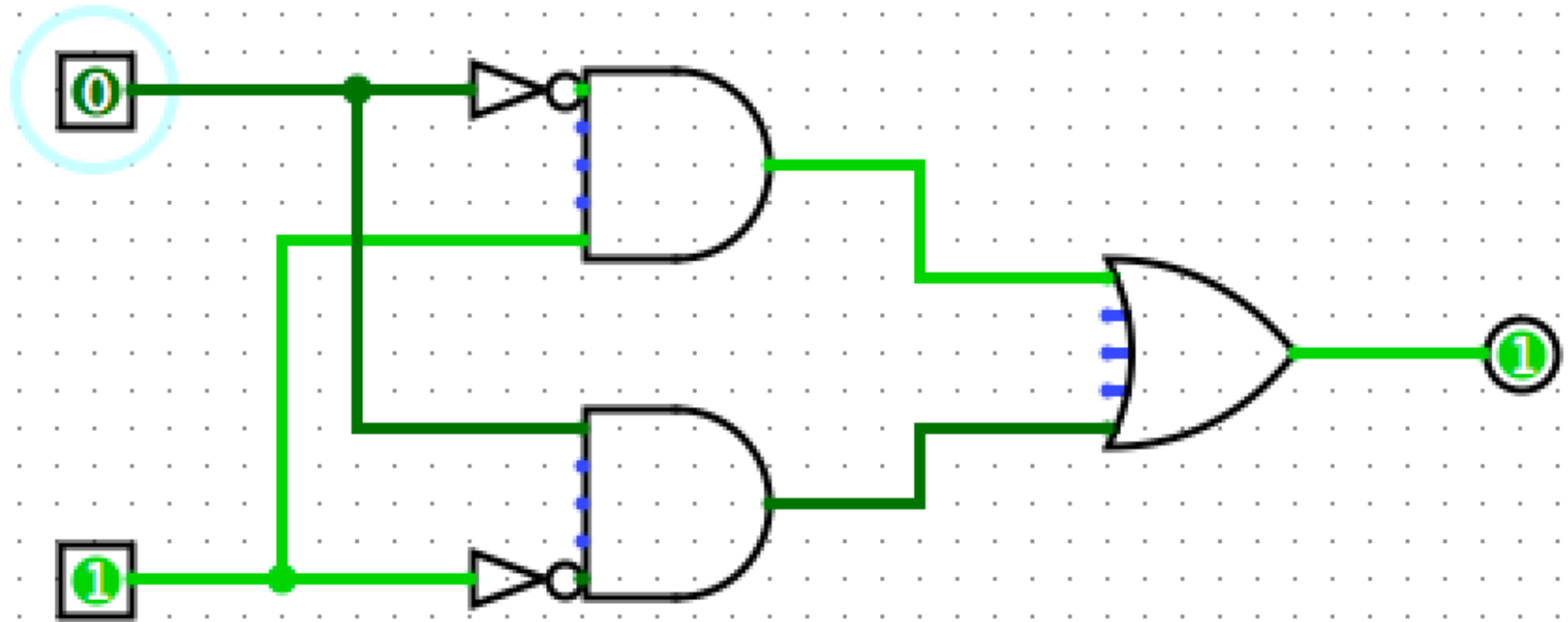
**logisim**

Logic.circ



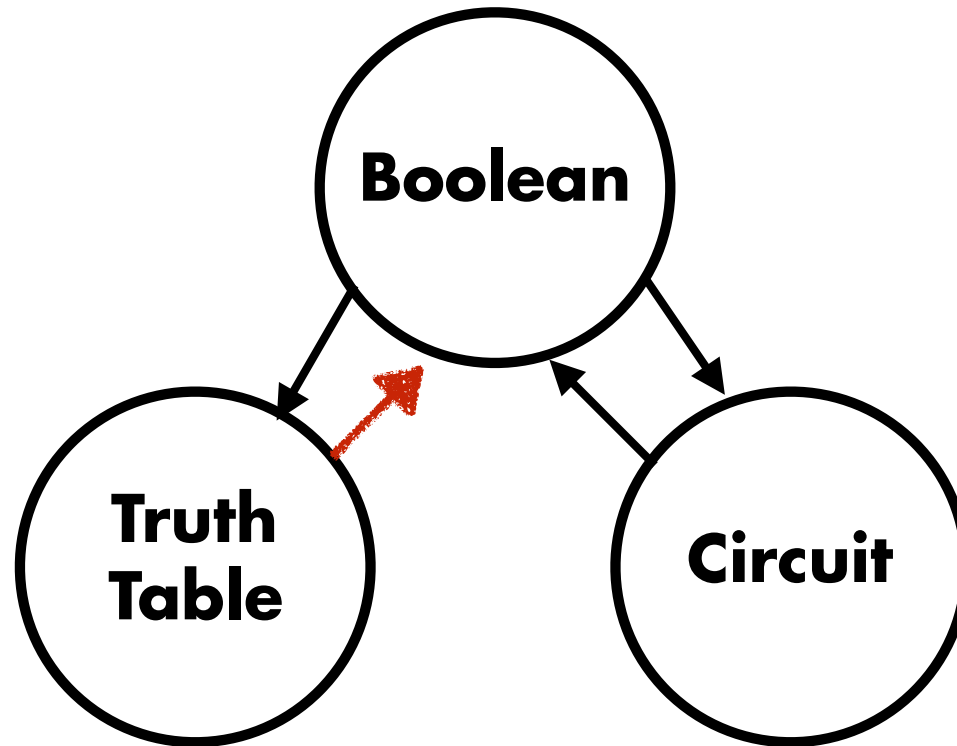
Logisim

Xor.circ



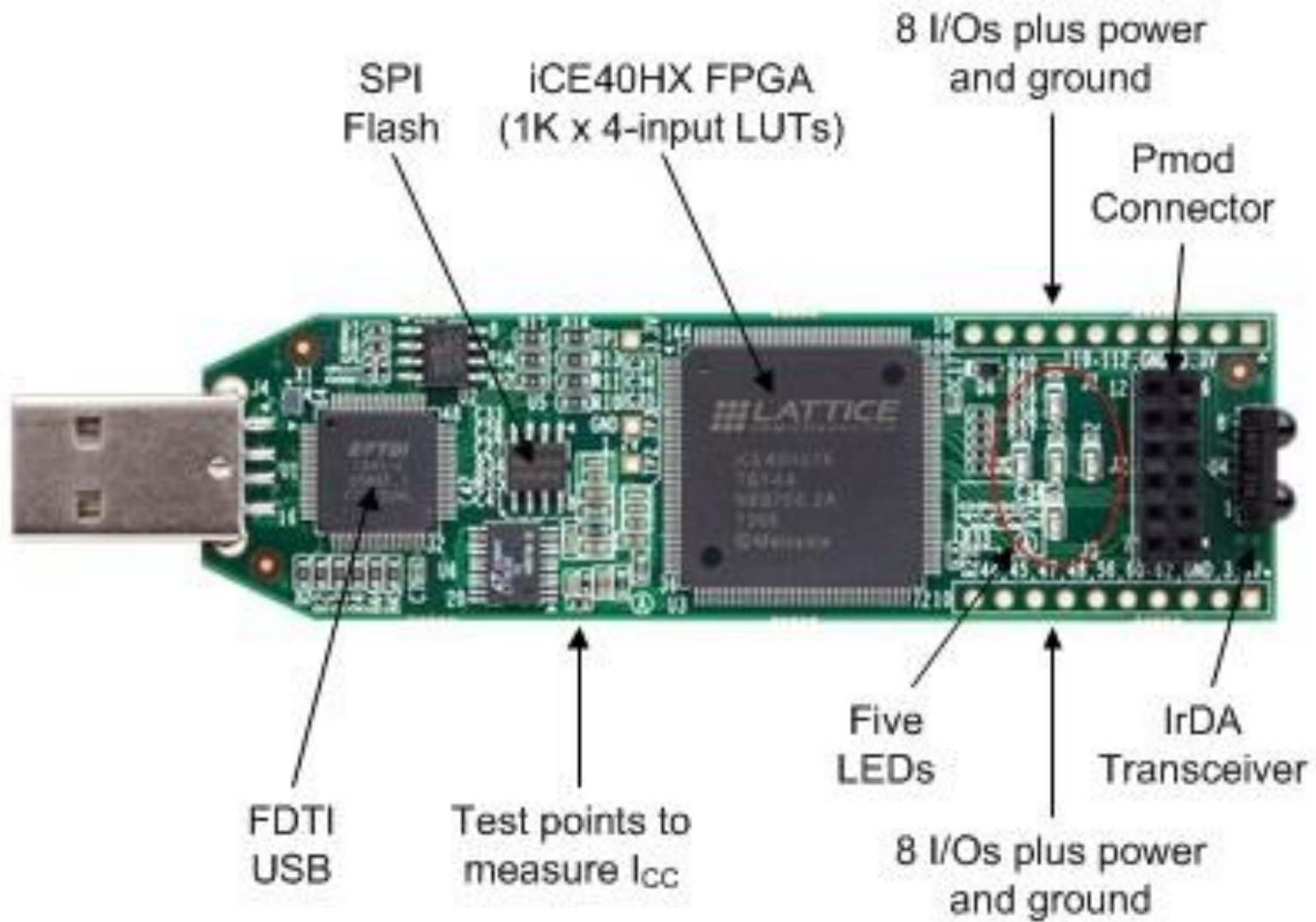
Logisim

# Three Representations



→ Unique

→ Many formulas (minimum gates, sum of products)



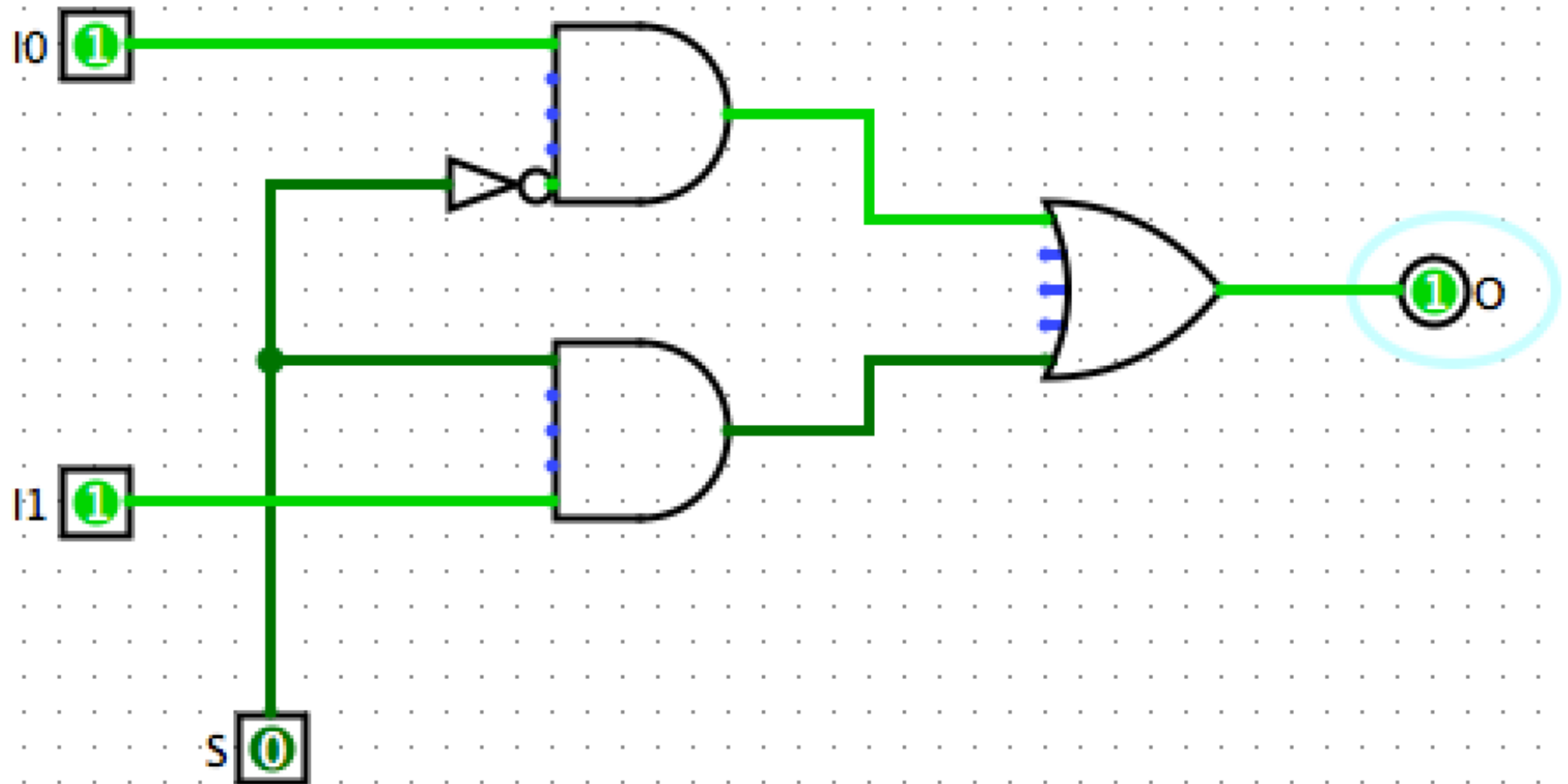
## **IceStick**

**and2.v**

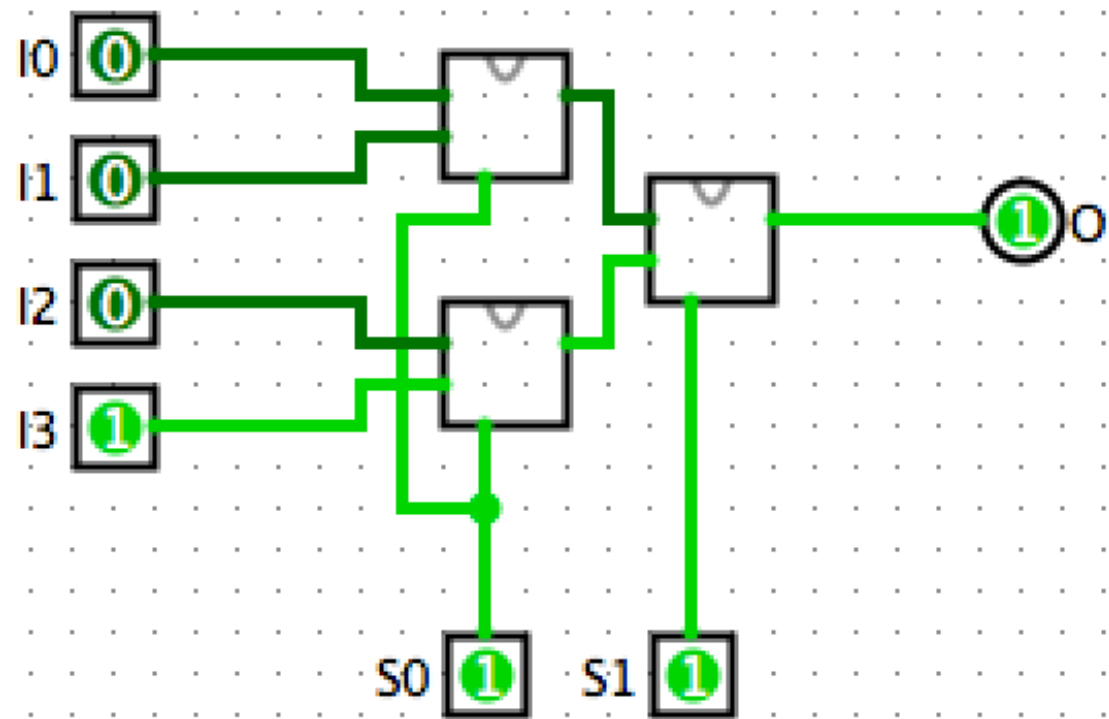
**xor2.v**



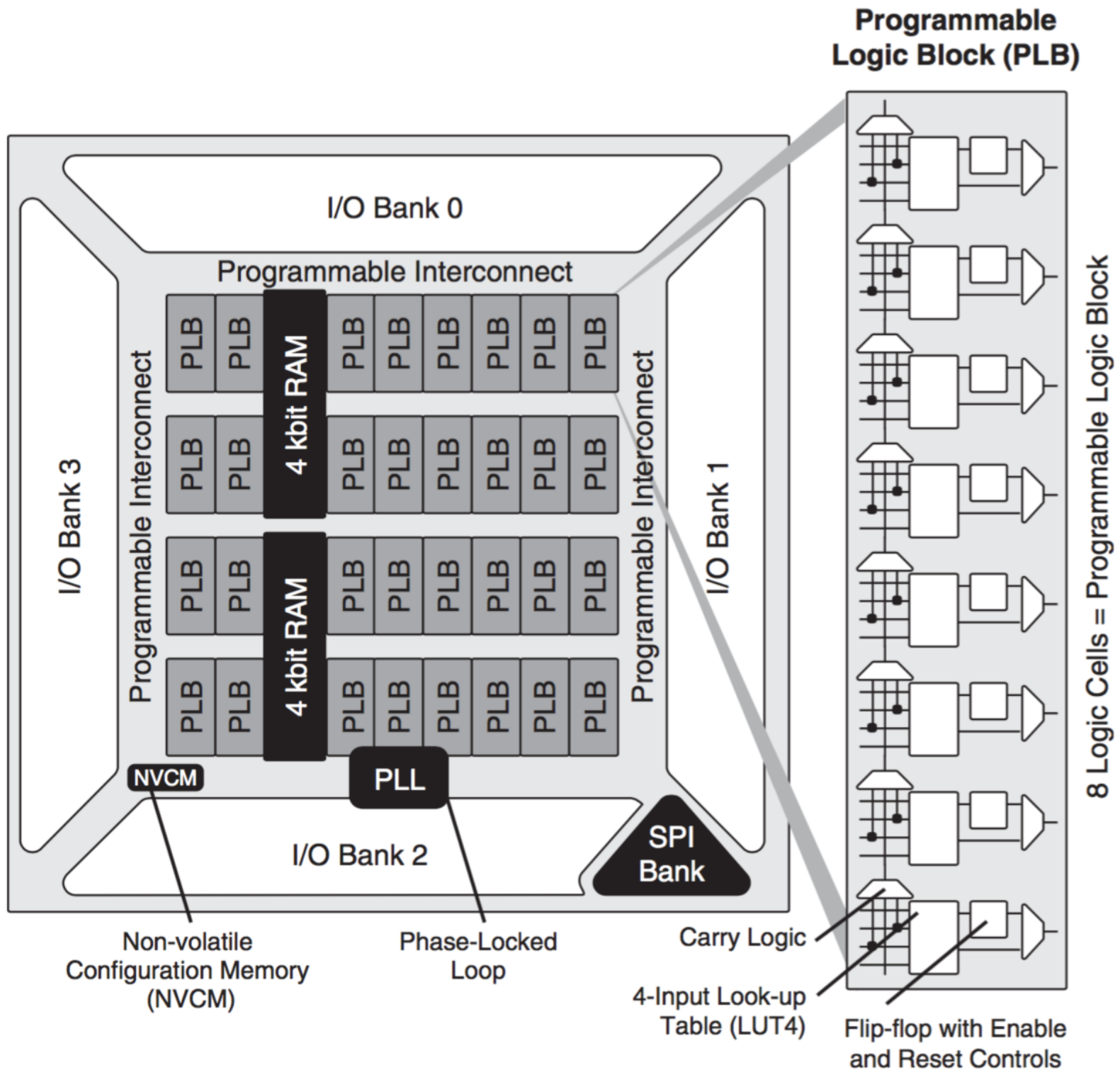
Xor2 -> Mux2



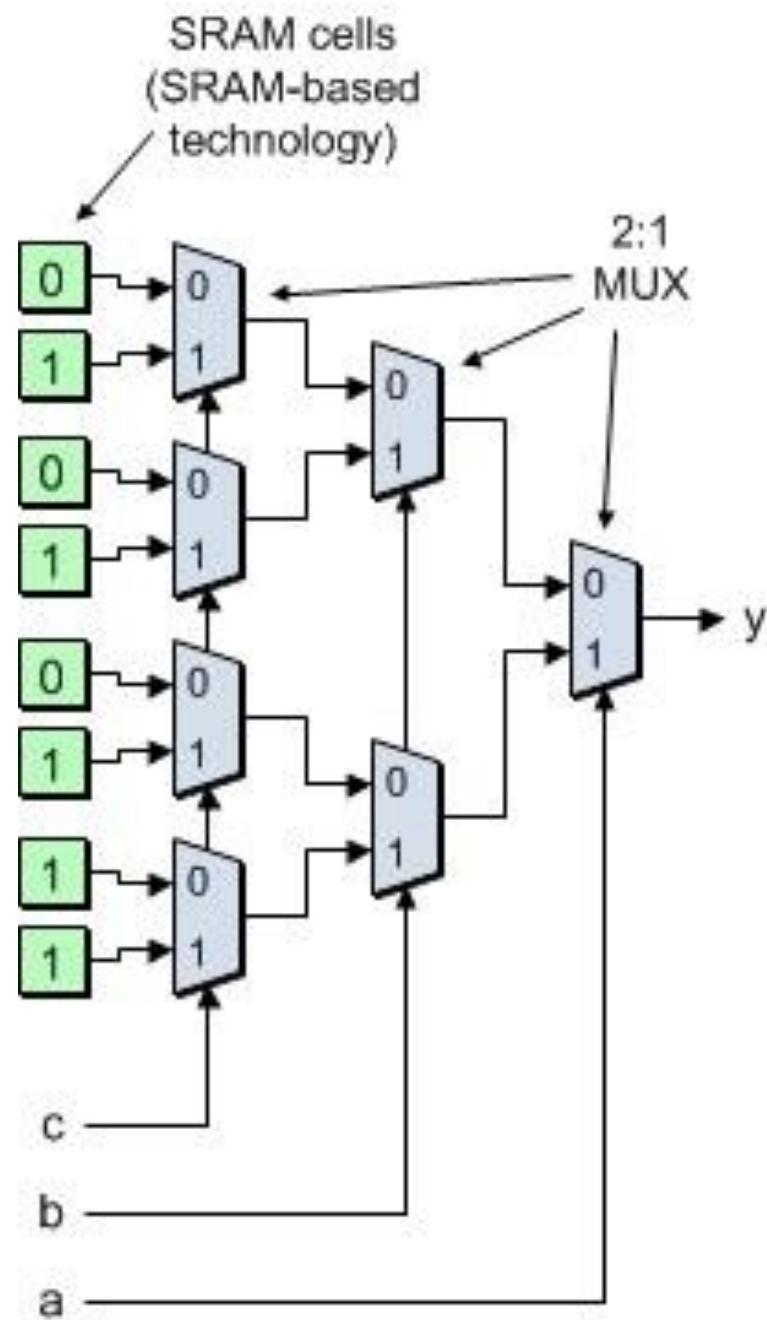
# Mux4

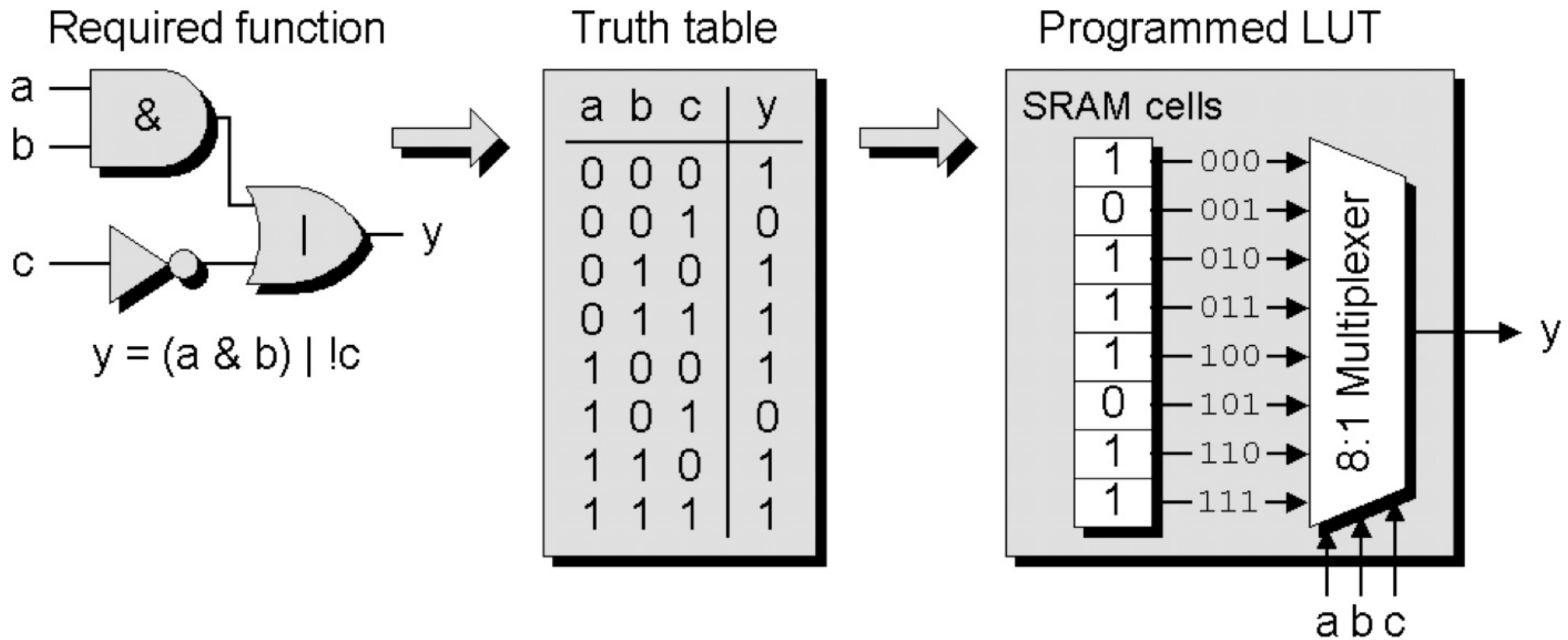


**ice40**









**LUT4 has 16 entries**

**lut4.v**  
**and2.v, or2.v, xor2.v**



```
// Represent functions as bit patterns
```

```
// see lut.py
```

```
I0 = 0b1010101010101010
```

```
I1 = 0x1100110011001100
```

```
I2 = 0x1111000011110000
```

```
I3 = 0x1111111100000000
```

```
AND4 = I0 & I1 & I2 & I3
```

```
XOR4 = I0 ^ I1 ^ I2 ^ I3
```

```
MUX2 = (~I2&I0)|(I2&I1)
```

# **Combinational Functions**

**Logic**

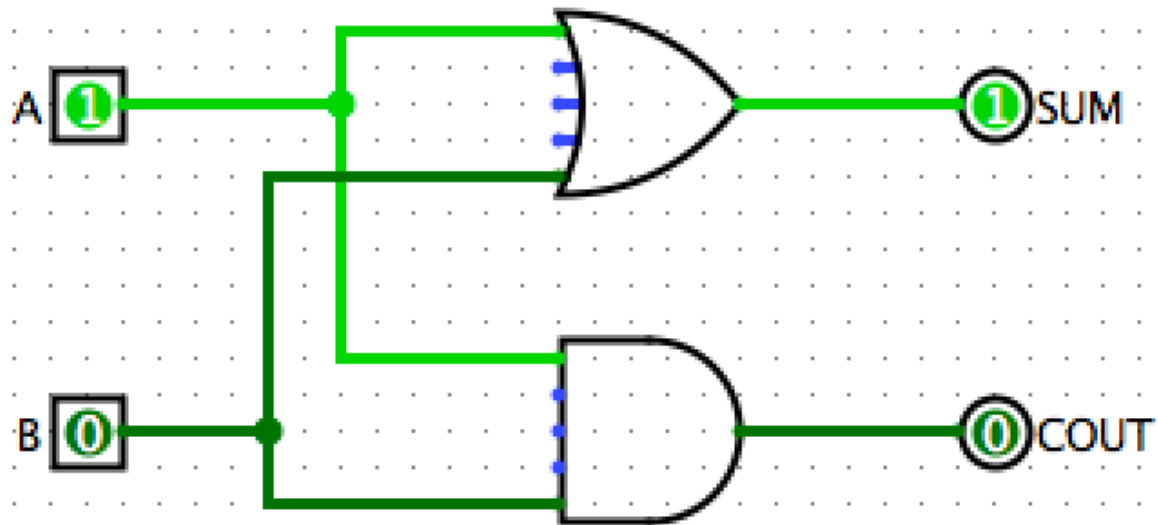
**Arithmetic**

**Comparisons**

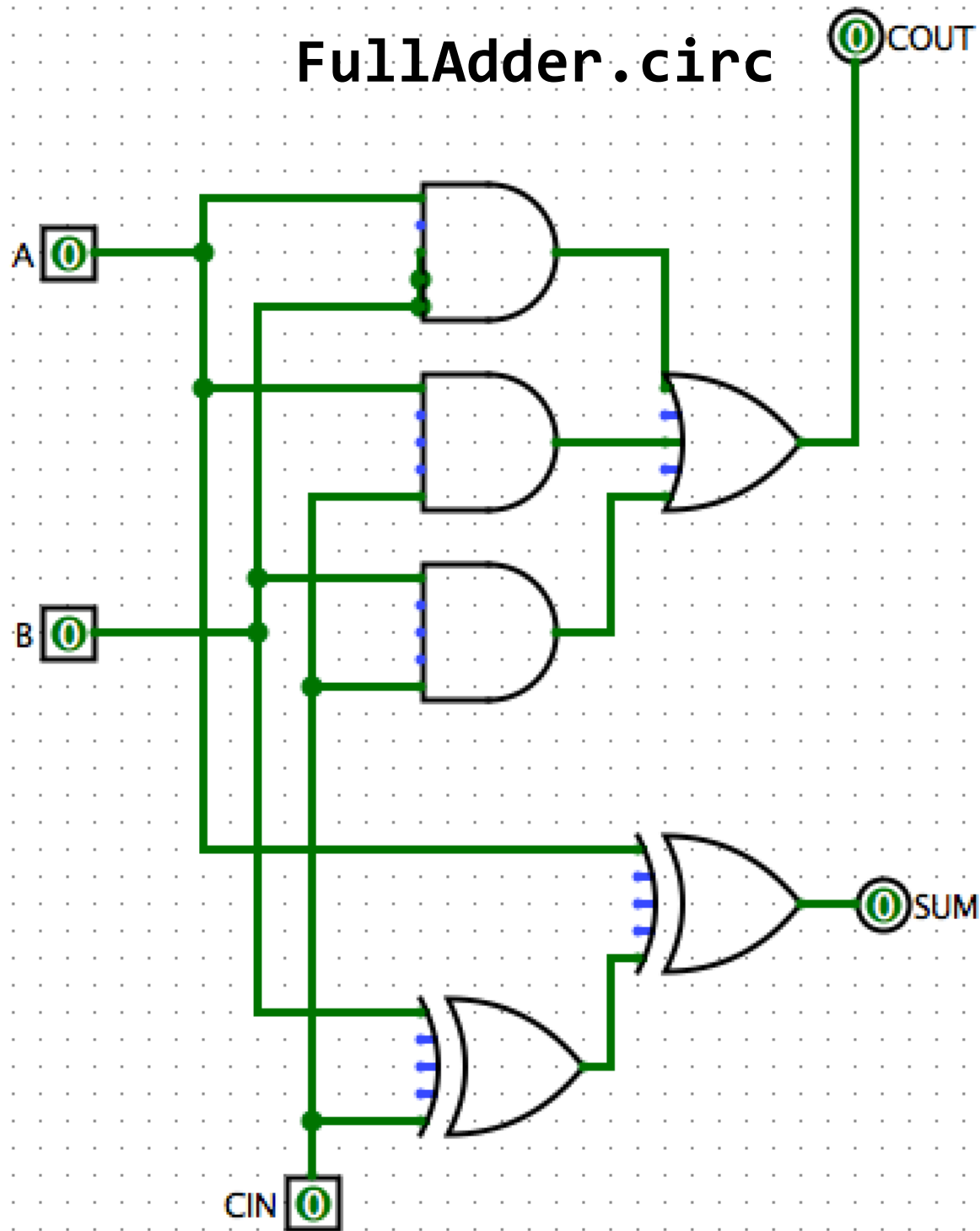
**Multiplexers**

**Decoders and Encoders**

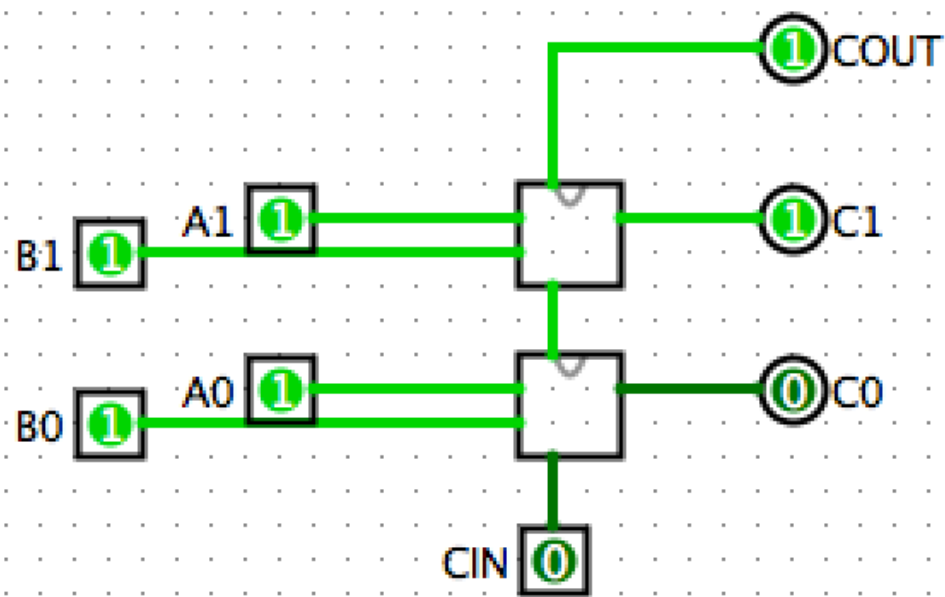
# HalfAdder.circ



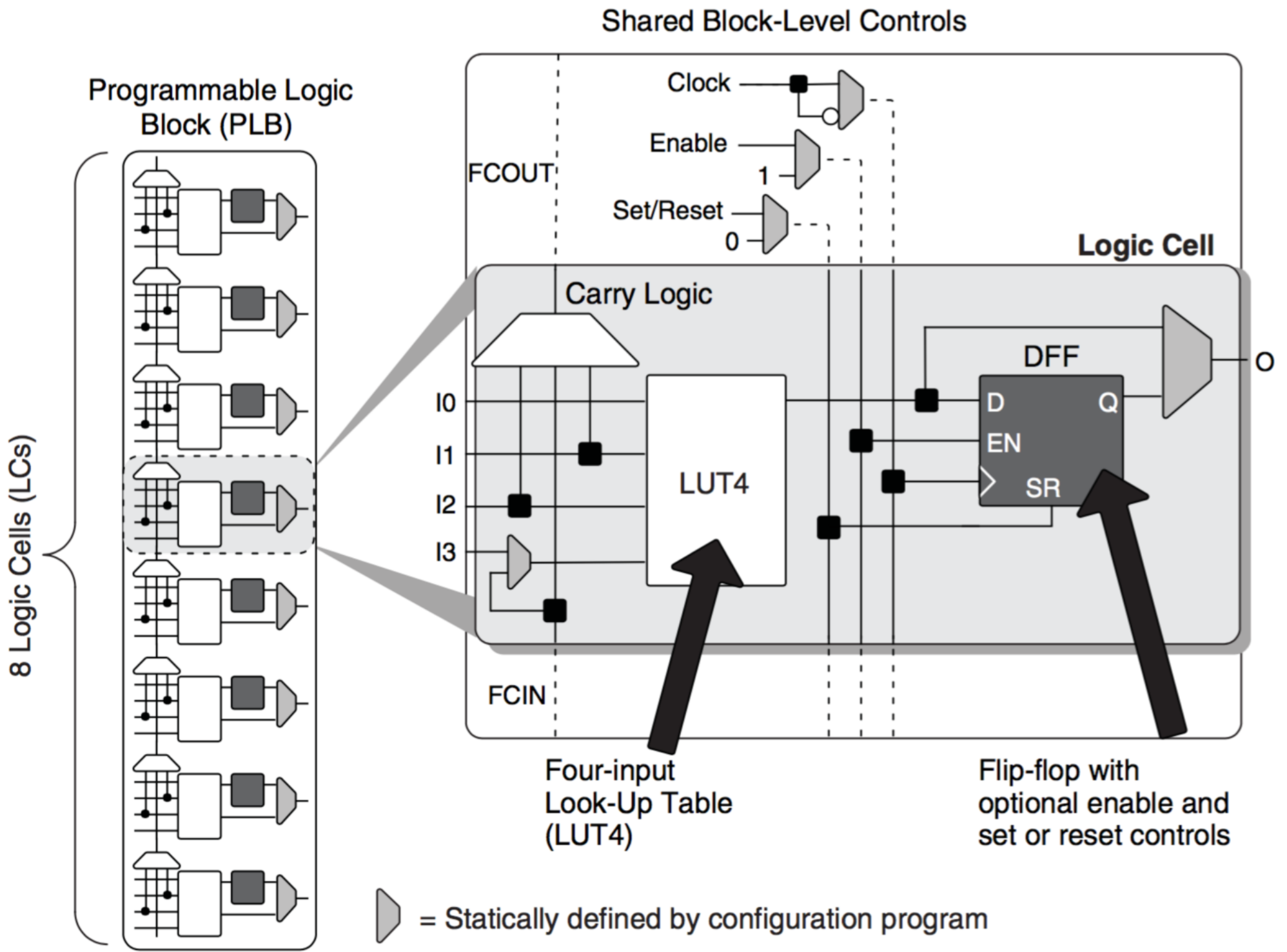
# FullAdder.circ



## Add2.circ



**fa.v, add4.v**



**iceadd4.v**



# **Rules of Comb. Logic**

**Combinational logic is an expression involving logic gates**

- 1. All gates should have valid inputs**
- 2. No cycles**

**2 inverters - 2 valid states**

**3 inverters - oscillate?**



# SR Flip Flop

