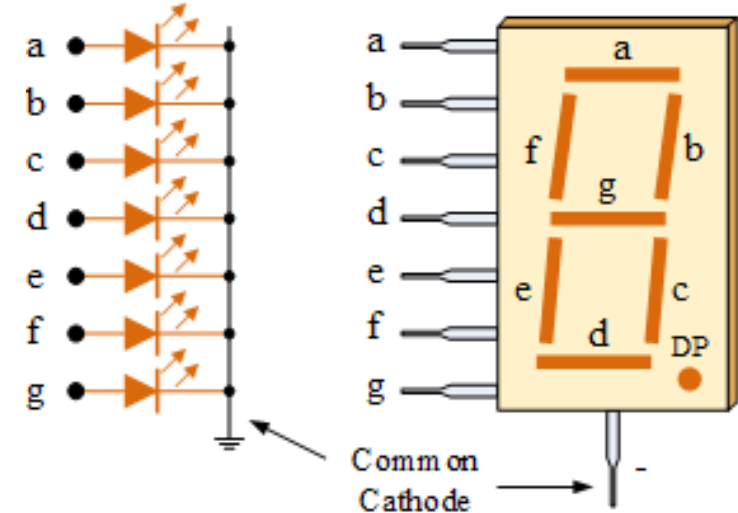


# Lecture 13 – Combinational logic circuits 2

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# 7-segment decoder

- Let us choose common cathode LED display to make the function
- Thus, we can make the truth-table
- Obviously, the BCD system only goes from 0 to 9, while we have 16 rows for 4 inputs
- In the other rows, we fill all the outputs as don't care, because we are sure that these are not going to be input anyway (trust the engineer before you)
- Thus, we have six don't care conditions



A	B	C	D	a	b	c	d	e	f	g
0	0	0	0	1	1	1	1	1	1	0
0	0	0	1	0	1	1	0	0	0	0
0	0	1	0	1	1	0	1	1	0	1
0	0	1	1	1	1	1	1	0	0	1
0	1	0	1	0	1	1	0	0	1	1
0	1	0	1	1	0	1	1	0	1	1
0	1	1	0	1	0	1	1	1	1	1
0	1	1	1	1	1	1	0	0	0	0
1	0	0	0	1	1	1	1	1	1	1
1	0	0	1	1	1	1	1	0	1	1

# 7-segment decoder

- Thus, the K-map for output  $a$  will look like this
- We have two clusters of 8:  $y$  and  $w$
- Two clusters of four:  $xz$  and  $x'z'$
- Thus, the logic function for  $a$  can be:

$$F_a = y + w + xz + x'z'$$

- Or we can have PoS as:
- One cluster of two:  $xy'z'$
- One min-term:  $w'x'y'z$
- Thus,

$$F_a = (x' + y + z)(w + x + y + z')$$

- This can be done for all the other outputs

$wx \backslash yz$		$y$			
		00	01	11	10
$w$	00	$m_0$ 1	$m_1$ 0	$m_3$ 1	$m_2$ 1
	01	$m_4$ 0	$m_5$ 1	$m_7$ 1	$m_6$ 1
	11	$m_{12}$ X	$m_{13}$ X	$m_{15}$ X	$m_{14}$ X
	10	$m_8$ 1	$m_9$ 1	$m_{11}$ X	$m_{10}$ X

# 7-segment decoder

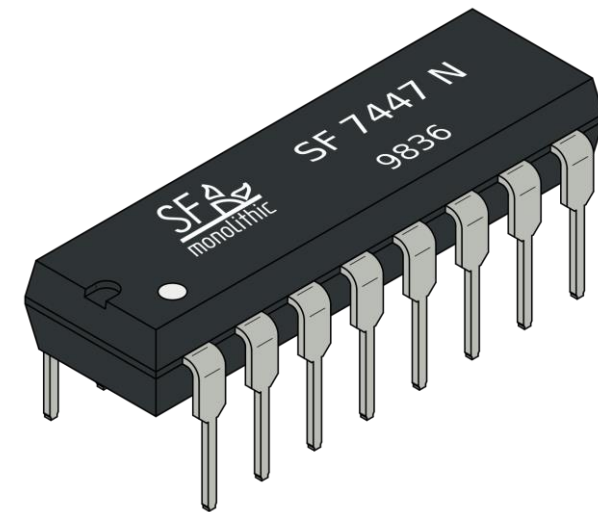
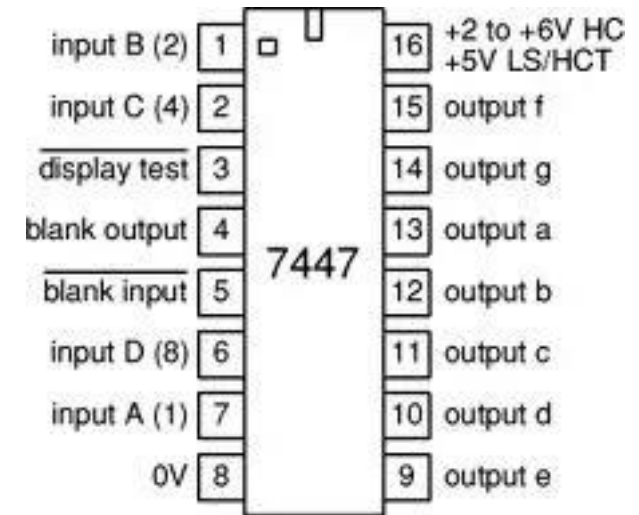
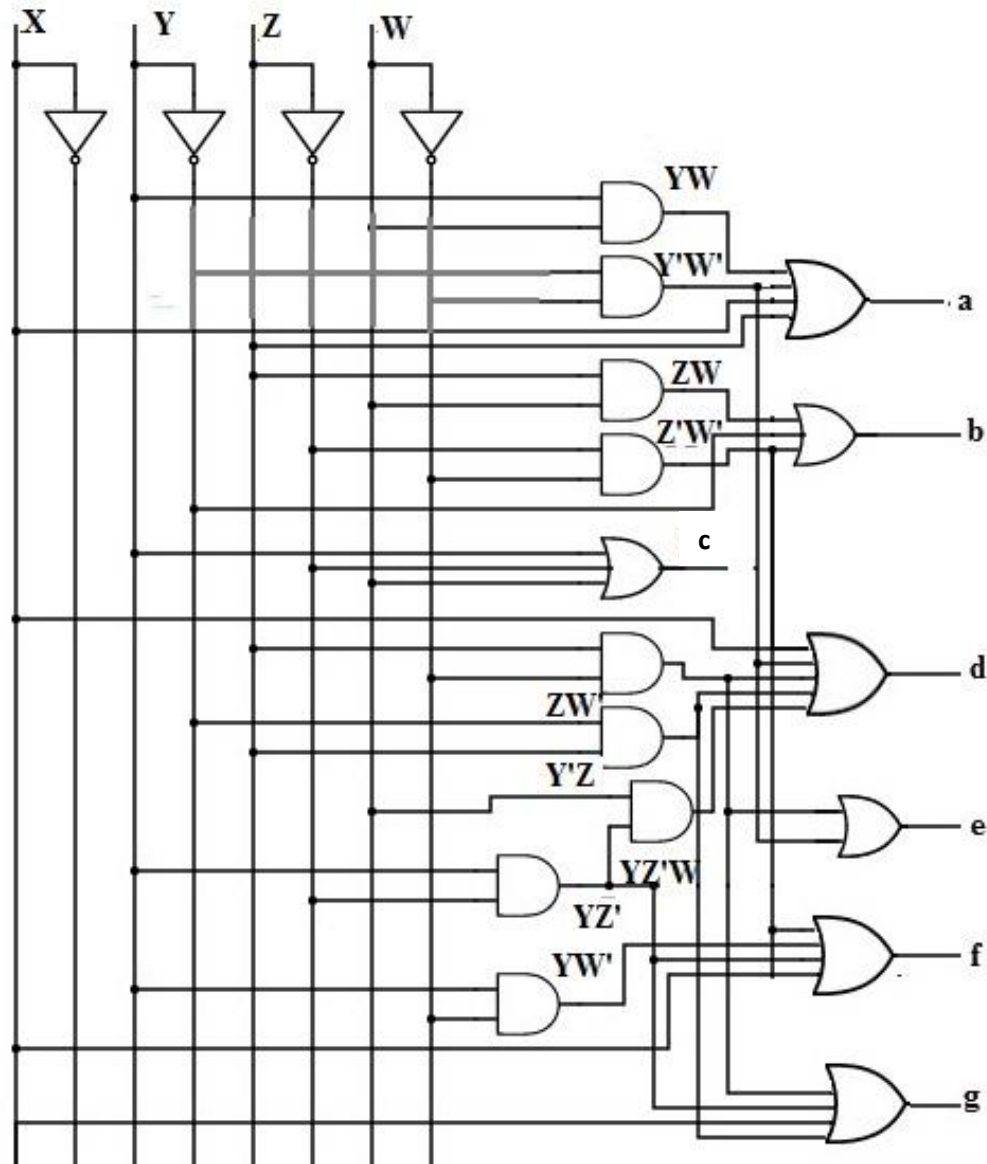
- Thus, the K-map for output  $c$  will look like this
- We have only one zero, so we go the PoS route
- The max term cluster of two is represented by  $yz'x'$
- In PoS form:

$$c = y' + z + x$$

$wx \backslash yz$		$y$			
		00	01	11	10
$w$	00	$m_0$ 1	$m_1$ 1	$m_3$ 1	$m_2$ 0
	01	$m_4$ 1	$m_5$ 1	$m_7$ 1	$m_6$ 1
	11	$m_{12}$ X	$m_{13}$ X	$m_{15}$ X	$m_{14}$ X
	10	$m_8$ 1	$m_9$ 1	$m_{11}$ X	$m_{10}$ X
		$z$			

$x$

# 7-segment decoder

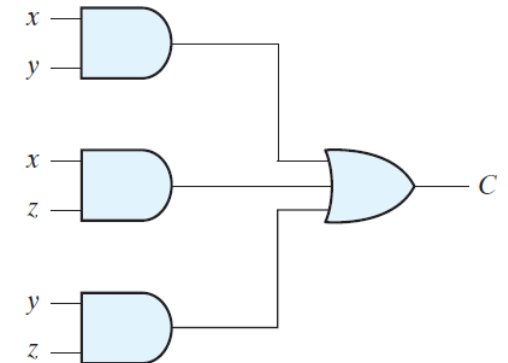
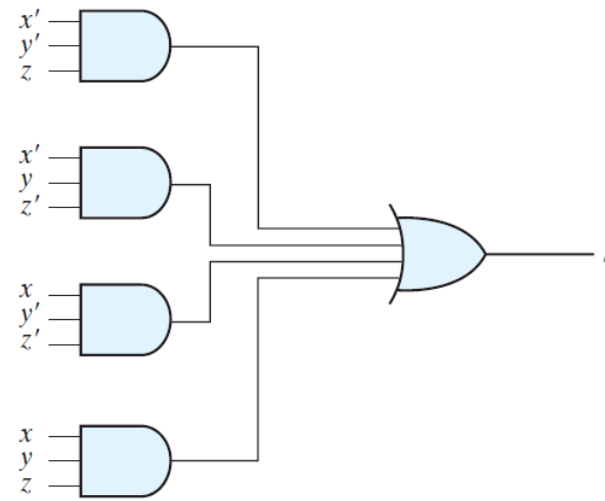
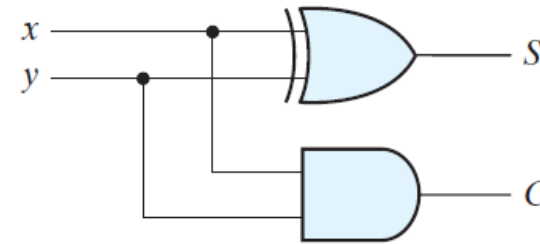




# *The Binary Adder*

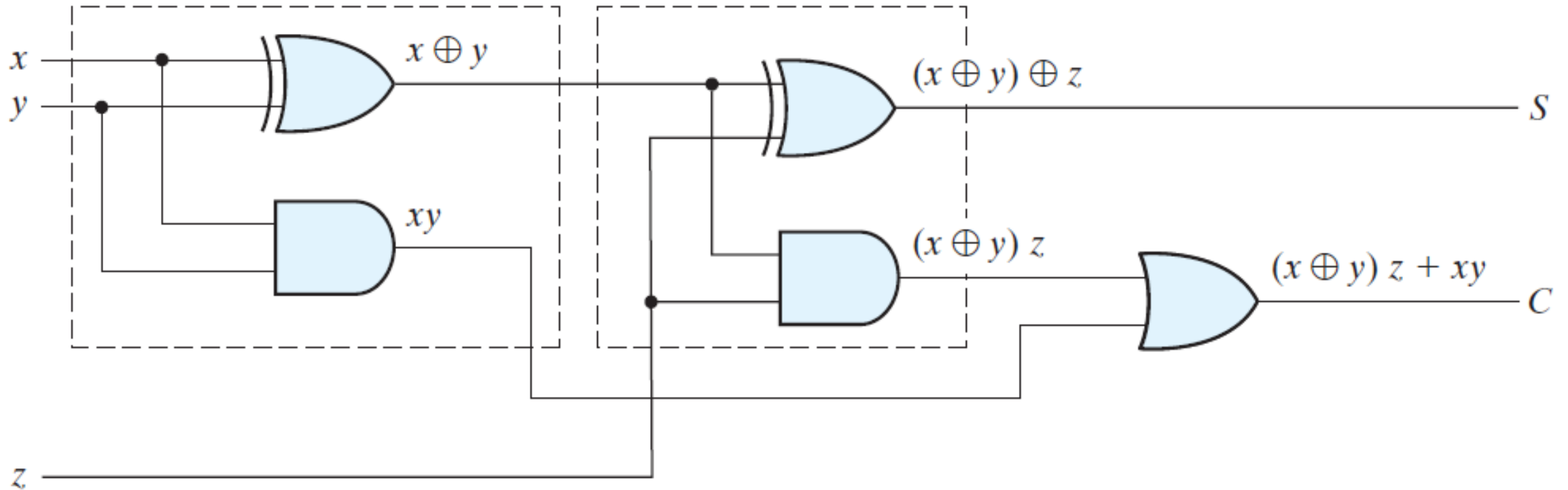
# Binary adder

- Digital computers perform a variety of information-processing tasks
- Among the functions encountered are the various arithmetic operations
- The most basic arithmetic operation is the addition of two binary digits
- A combinational circuit that performs the addition of two bits is called a *half adder*.
- One that performs the addition of three bits (two significant bits and a previous carry) is a *full adder*



# Binary adder

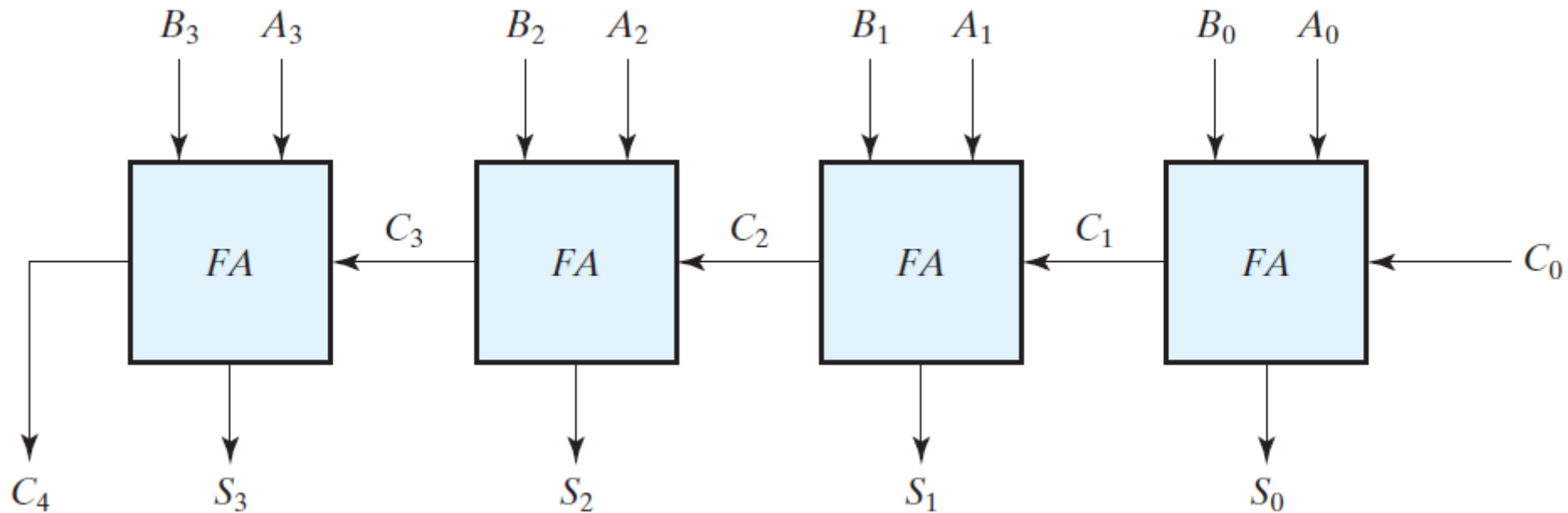
- We can use two half adders to create a full adder





# n-bit binary adder

- Addition of  $n$ -bit numbers requires a chain of  $n$  full adders or a chain of one-half adder and  $n-1$  full adders
- Consider a four bit adder. The augend bits of  $A$  and the addend bits of  $B$  are designated by subscript numbers from right to left, with subscript 0 denoting the least significant bit
- The carries are connected in a chain through the full adders. The input carry to the adder is  $C_0$ , and it ripples through the full adders to the output carry  $C_4$ .
- The  $S$  outputs generate the required sum bits



# n-bit binary adder

- Can we make this circuit through the normal route?
- Note that the classical method would require a truth table (and K-map) with  $2^9 = 512$  entries, since there are nine inputs to the circuit
- By using an iterative method of cascading a standard function, it is possible to obtain a simple and straightforward implementation

