# EIE2050 Digital Logic and Systems

Professor Qijun Zhang

Office: Room 404, Research A Building

- Basic adders
- Parallel adders
- Comparators
- Decoders
- Encoders
- Code converters

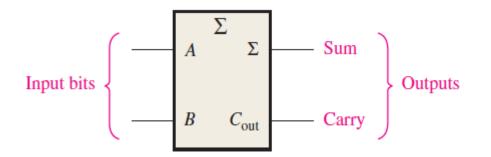
Reading material: Chapter 6 of Textbook:

Textbook: Digital Fundamentals (global edition, 11<sup>th</sup> edition), by Thomas Floyd, Pearson 2015.

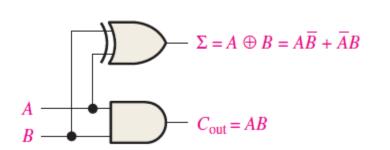
The examples used in the lecture are based on the textbook.

- Basic Adders
  - Half Adder
  - Full Adder

- Basic Adders
  - Half Adder



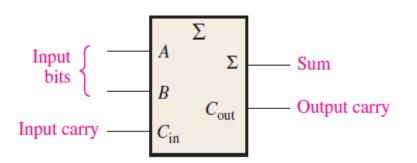
A	В	$C_{ m out}$	Σ
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0



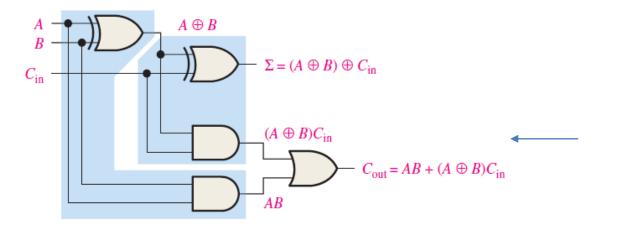
$$C_{\text{out}} = AB$$

$$\Sigma = A \oplus B$$

- Basic Adders
  - Full Adder



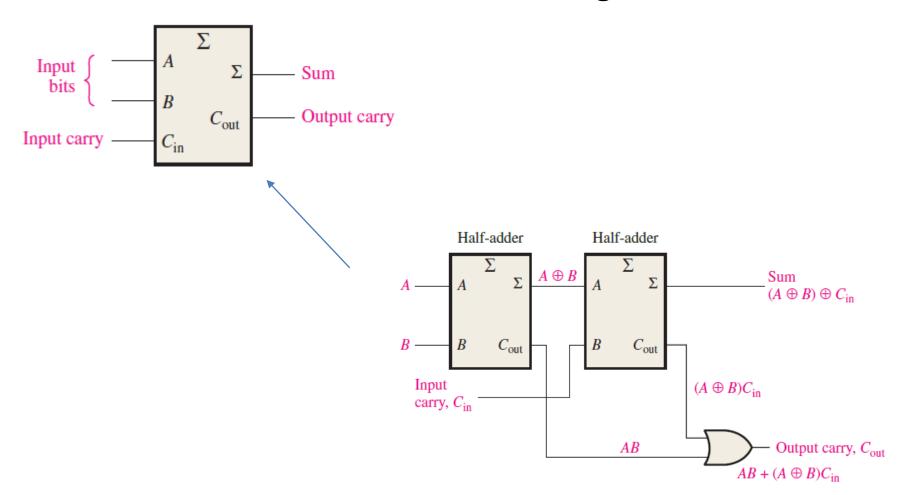
A	В	$C_{\rm in}$	Cout	Σ
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1



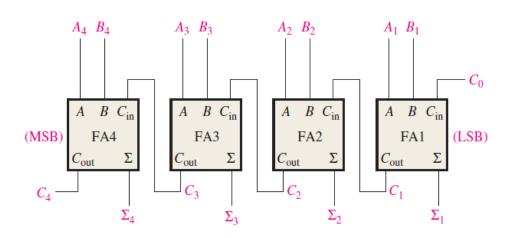
$$C_{\text{out}} = AB + (A \oplus B)C_{\text{in}}$$

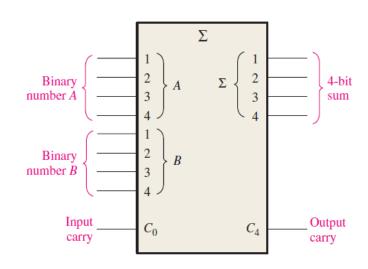
$$\Sigma = (A \oplus B) \oplus C_{\rm in}$$

- Basic Adders
  - Full Adder: constructed using 2 half adders:



Parallel Adders:

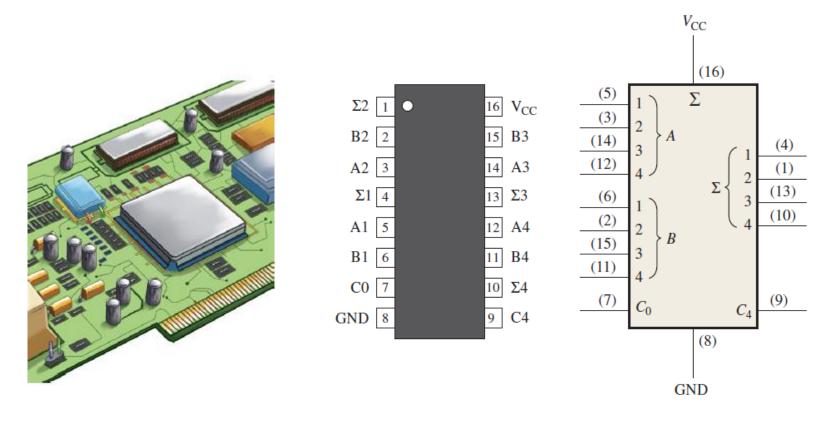




A 4-bit parallel adder

logic symbol

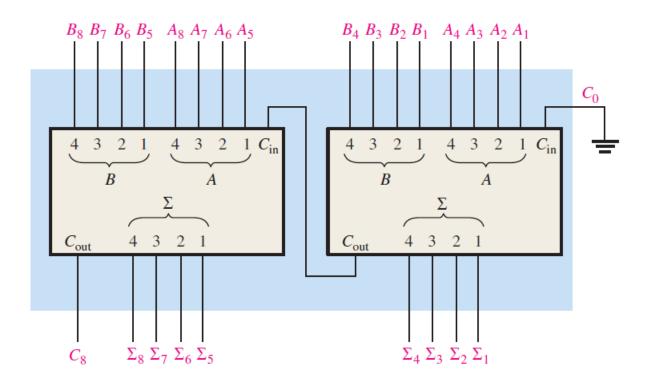
4-bit Parallel Adders: 74HC283, 74LS283



Pin diagram

logic symbol

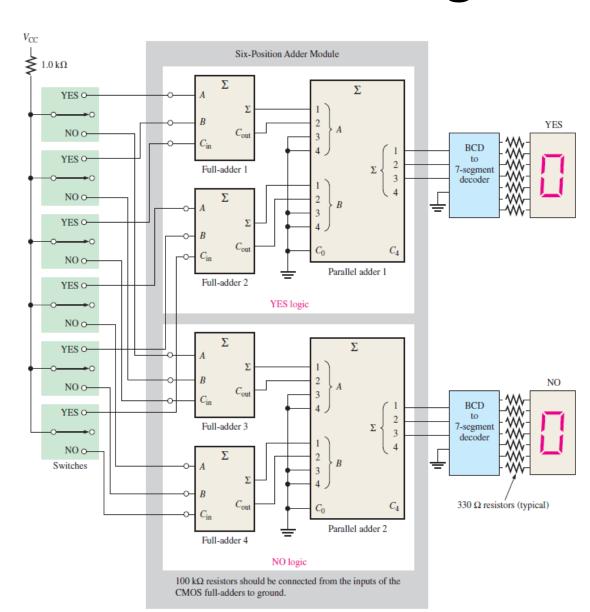
Adder expansion:



Cascading two 4-bit adders into a 8-bit adder

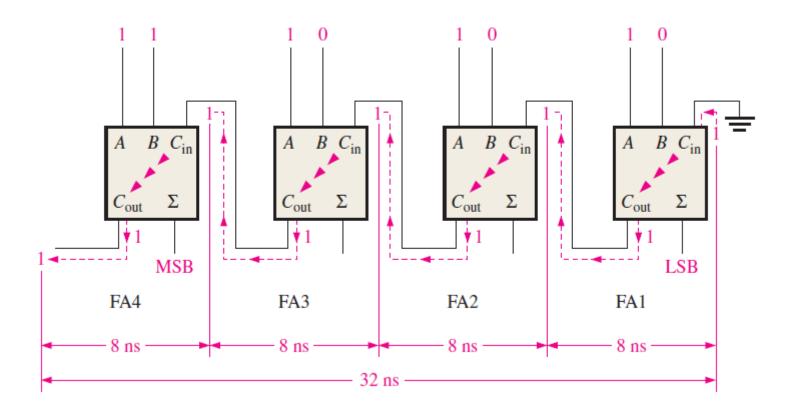
Application Example:

a voting system using adders



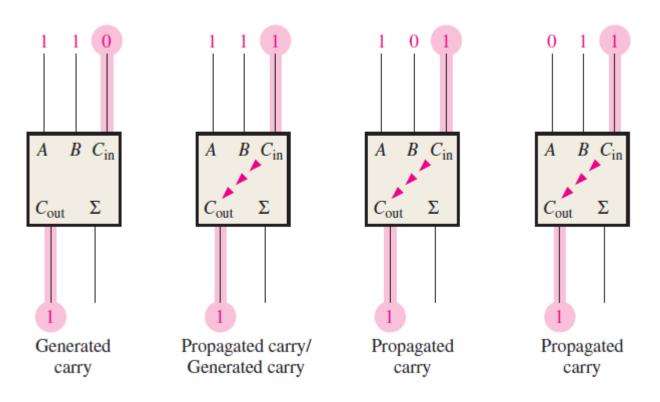
- Parallel Adders:
  - Ripple carry
  - Look-ahead carry
  - Combination of ripple carry and look-ahead carry adder

Parallel Adders: Ripple Carry:



a 4-bit parallel ripple carry adder showing worst-case carry propagation

Parallel Adders - Look-Ahead Carry:

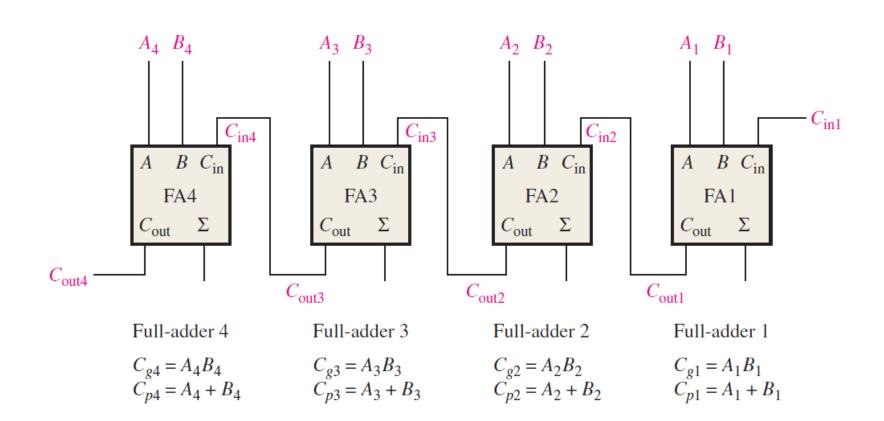


 $C_{in}$  - input carry

 $C_p$  - propagated carry

 $C_g$  - generated carry

Parallel Adders - Look-Ahead Carry:



Parallel Adders - Look-Ahead Carry:

#### Full-adder 1:

$$C_{\text{out1}} = C_{g1} + C_{p1}C_{\text{in1}}$$

#### Full-adder 2:

$$\begin{split} C_{\text{in2}} &= C_{\text{out1}} \\ C_{\text{out2}} &= C_{g2} + C_{p2}C_{\text{in2}} = C_{g2} + C_{p2}C_{\text{out1}} = C_{g2} + C_{p2}(C_{g1} + C_{p1}C_{\text{in1}}) \\ &= C_{g2} + C_{p2}C_{g1} + C_{p2}C_{p1}C_{\text{in1}} \end{split}$$

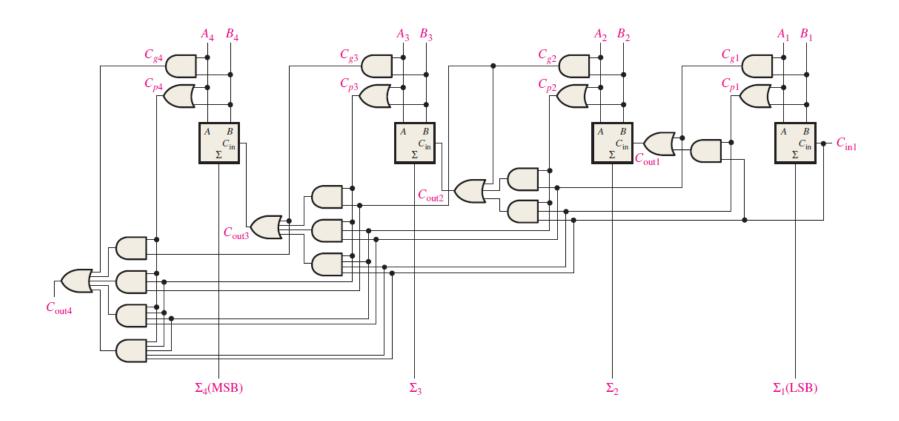
#### Full-adder 3:

$$\begin{split} C_{\text{in3}} &= C_{\text{out2}} \\ C_{\text{out3}} &= C_{g3} + C_{p3}C_{\text{in3}} = C_{g3} + C_{p3}C_{\text{out2}} = C_{g3} + C_{p3}(C_{g2} + C_{p2}C_{g1} + C_{p2}C_{p1}C_{\text{in1}}) \\ &= C_{g3} + C_{p3}C_{g2} + C_{p3}C_{p2}C_{g1} + C_{p3}C_{p2}C_{p1}C_{\text{in1}} \end{split}$$

#### Full-adder 4:

$$\begin{split} C_{\text{in4}} &= C_{\text{out3}} \\ C_{\text{out4}} &= C_{g4} + C_{p4}C_{\text{in4}} = C_{g4} + C_{p4}C_{\text{out3}} \\ &= C_{g4} + C_{p4}(C_{g3} + C_{p3}C_{g2} + C_{p3}C_{p2}C_{g1} + C_{p3}C_{p2}C_{p1}C_{\text{in1}}) \\ &= C_{g4} + C_{p4}C_{g3} + C_{p4}C_{p3}C_{g2} + C_{p4}C_{p3}C_{p2}C_{g1} + C_{p4}C_{p3}C_{p2}C_{p1}C_{\text{in1}} \end{split}$$

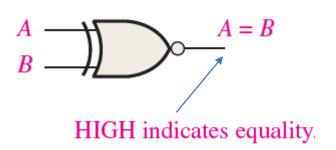
Parallel Adders - Look-Ahead Carry:

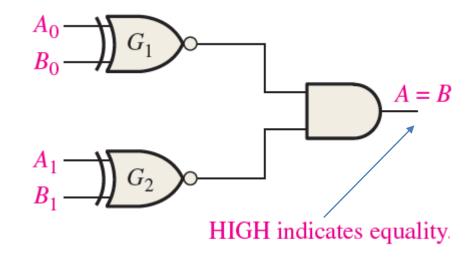


Logic diagram for a 4-stage look-ahead carry adder

- Comparators:
  - Equality
  - Inequality

Comparators - Equality:

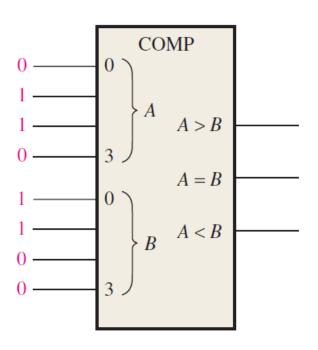




1-bit equality comparator

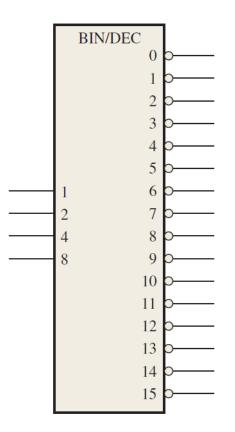
2-bit equality comparator

Comparators - Inequality:



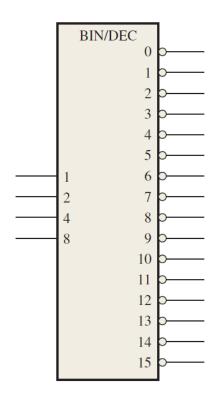
By comparing the highest (or the next highest...) bits of A and B, we can distinguish between A > B and A < B.

Decoders

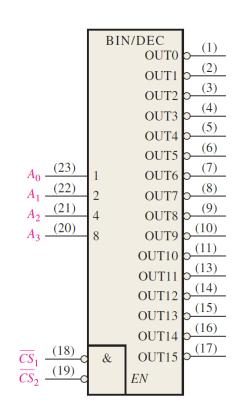


A 4-bit binary decoder

#### binary decoder

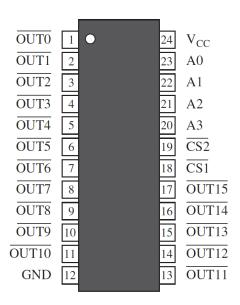


#### 74HC154 binary decoder



 $CS_1$ : chip select  $CS_2$ : chip select

EN: enable

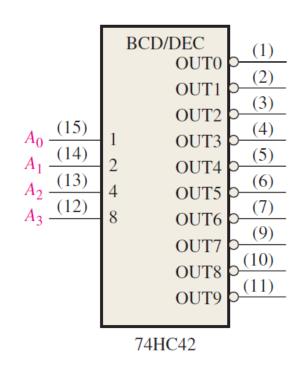


#### Example:

If  $A_3A_2A_1A_0=0000$  and  $\overline{CS}_1\overline{CS}_0=00$  then value at the output pins will be:

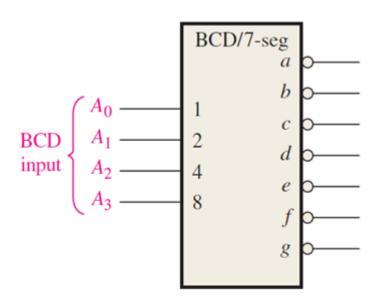
 $\overline{OUT}_{15}\overline{OUT}_{14}..\overline{OUT}_{1}\overline{OUT}_{0} = 1111111111111111$ 

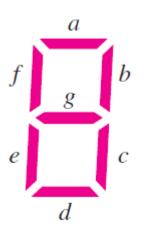
Decoders



BCD to Decimal decoder (shown here is a 74 series decoder)

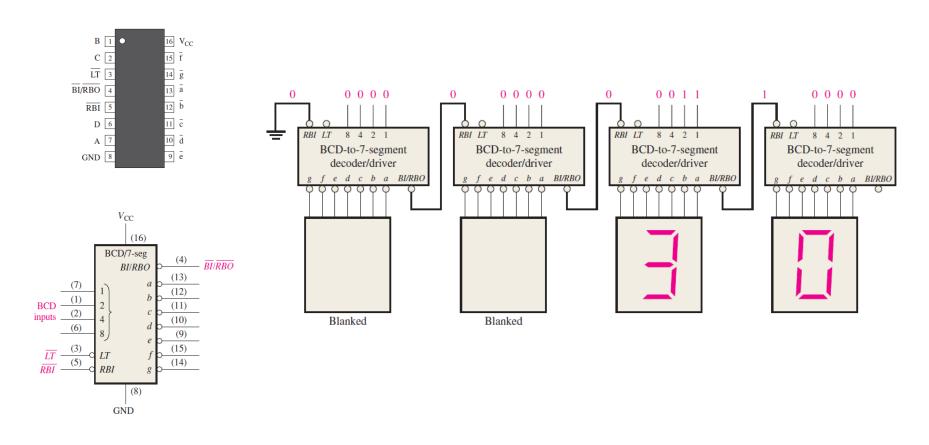
Decoders





BCD to 7-segment decoder

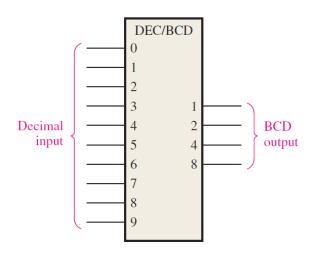
Decoders – BCD to 7 segment decoder (74HC47)



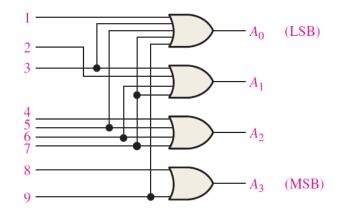
LT: lamp test

RBI: ripple blanking input (useful for zero suppression)
RBO: ripple blanking output (useful for zero suppression)

• Encoders: Decimal to BCD encoder



	BCD Code				
<b>Decimal Digit</b>	$A_3$	$A_2$	$A_1$	$A_0$	
0	0	0	0	0	
1	0	0	0	1	
2	0	0	1	0	
3	0	0	1	1	
4	0	1	0	0	
5	0	1	0	1	
6	0	1	1	0	
7	0	1	1	1	
8	1	0	0	0	
9	1	0	0	1	

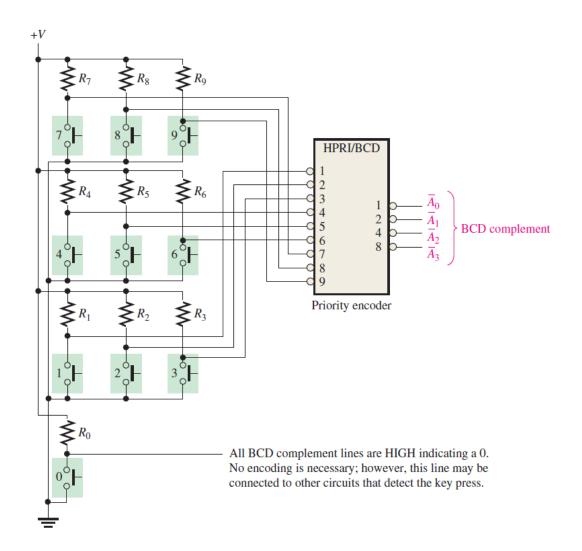


$$A_0 = 1 + 3 + 5 + 7 + 9$$

$$- A_1 = 2 + 3 + 6 + 7$$

$$A_2 = 4 + 5 + 6 + 7$$

Encoders: Decimal to BCD



Code Converters: BCD to Binary

Example:

Decimal 87

BCD 1000 0111

Binary: 1010111

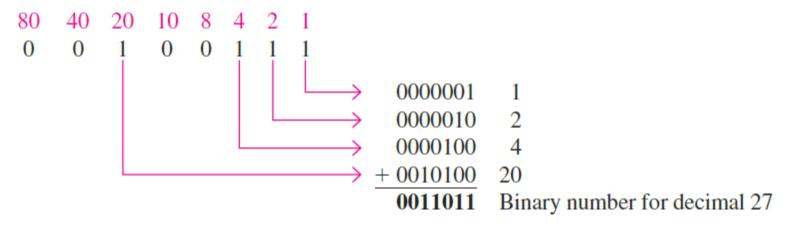
Binary representations of BCD bit weights.

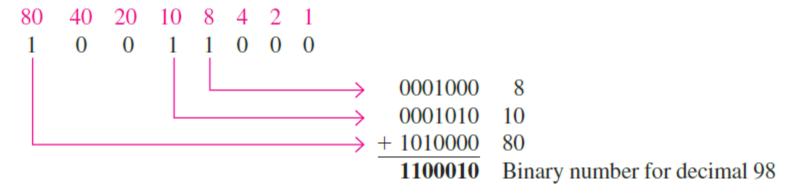
		(MSB)		Binary	Repres	entation	ı	(LSB)
BCD Bit	BCD Weight	64	32	16	8	4	2	1
$A_0$	1	0	0	0	0	0	0	1
$A_1$	2	0	0	0	0	0	1	0
$A_2$	4	0	0	0	0	1	0	0
$A_3$	8	0	0	0	1	0	0	0
$B_0$	10	0	0	0	1	0	1	0
$B_1$	20	0	0	1	0	1	0	0
$B_2$	40	0	1	0	1	0	0	0
$B_3$	80	1	0	1	0	0	0	0

Convert the BCD numbers 00100111 (decimal 27) and 10011000 (decimal 98) to binary.

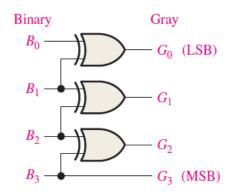
#### Solution

Write the binary representations of the weights of all 1s appearing in the numbers, and then add them together.

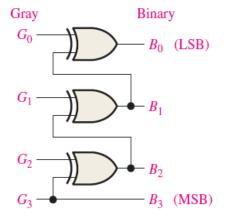




#### Code Converters:



Binary to Gray

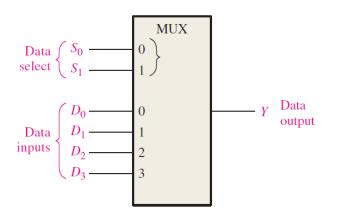


**Gray to Binary** 

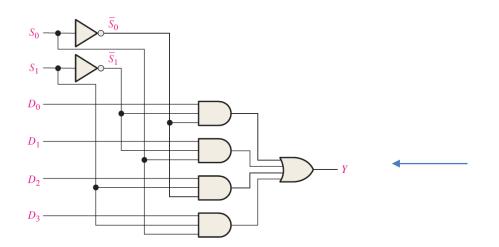
#### Four-bit Gray code.

Decimal	Binary	Gray Code
0	0000	0000
1	0001	0001
2	0010	0011
3	0011	0010
4	0100	0110
5	0101	0111
6	0110	0101
7	0111	0100
8	1000	1100
9	1001	1101
10	1010	1111
11	1011	1110
12	1100	1010
13	1101	1011
14	1110	1001
15	1111	1000

Multiplexers (data selectors)



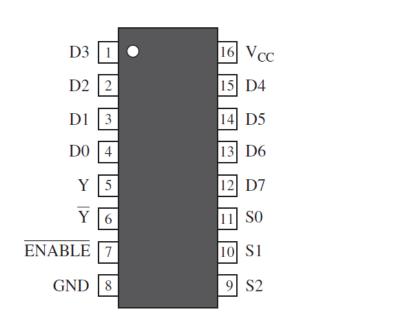
Data-Select Inputs		
$S_1$	$S_0$	Input Selected
0	0	$D_0$
0	1	$D_1$
1	0	$D_2$
1	1	$D_3$

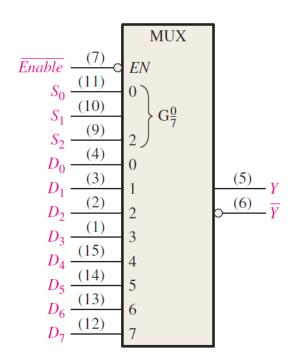




$$Y = D_0 \overline{S}_1 \overline{S}_0 + D_1 \overline{S}_1 S_0 + D_2 S_1 \overline{S}_0 + D_3 S_1 S_0$$

Multiplexers (data selectors)

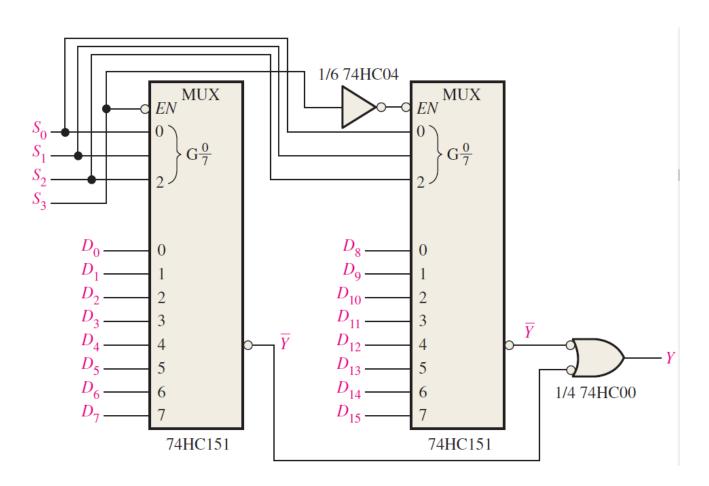




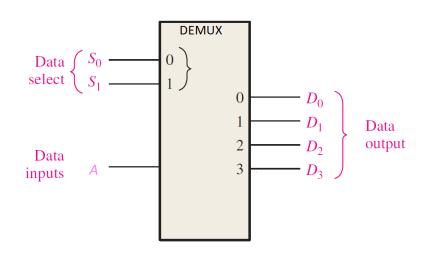
The 74HC151 eight-input data selector/multiplexer.

Multiplexers (data selectors):

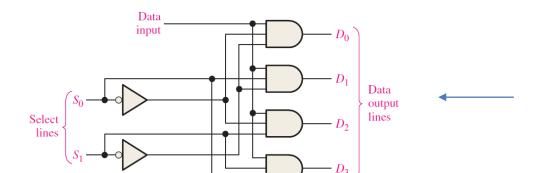
a 16-input multiplexer



#### Demultiplexers



<b>Data-Select Inputs</b>		Output Coloated	
$S_1$	$S_0$	Output Selected	
0	0	$D_0$	
0	1	$D_1$	
1	0	$D_2$	
1	1	$D_3$	



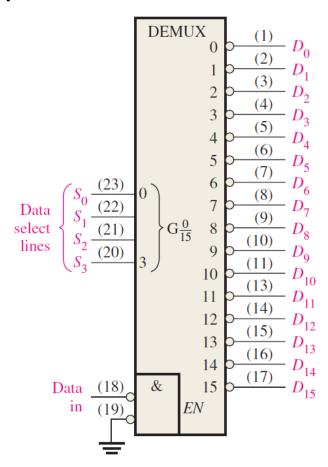
$$D_0 = A\bar{S}_1\bar{S}_0$$

$$D_1 = A\overline{S}_1 S_0$$

$$D_2 = AS_1\overline{S}_0$$

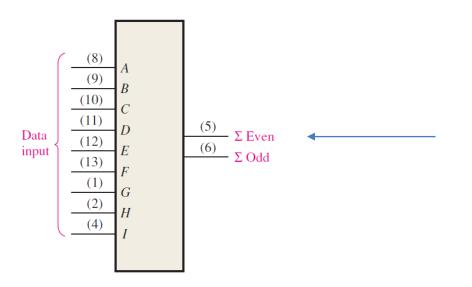
$$D_3 = AS_1S_0$$

Demultiplexers

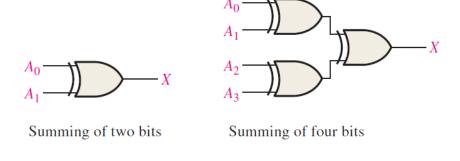


This decoder (74HC154) can be used as a demultiplexer

Parity Generators/Checkers



This can be used as a parity checker, or as a parity generator. For example, when used as an even parity generator, the output  $\Sigma$  Odd is the parity bit to be appended to the input data



X will be high if the number of 1's is odd