

# Combinational Logic Circuits



## Lecture-17

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# Combinational Logic

## Overview of previous lecture

- What is a Combinational Circuit.
- How is it different from Sequential Circuit.
- What is the analysis procedure for a Combinational Circuit.
- What is the design procedure for a Combinational Circuit.

# Binary Adder

- The simple binary addition consists of four possible elementary operations:

$$0 + 0 = 0$$

$$0 + 1 = 1$$

$$1 + 0 = 1$$

$1 + 1 = 10$  (The higher significant bit of this result is called a *carry*).

When the augend and addend numbers contain more significant digits, the carry obtained from the addition of two bits is added to the next higher order pair of significant bits.

- 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*.
- A *binary adder-subtractor* is a combinational circuit that performs the arithmetic operations of addition and subtraction with binary numbers.

## ➤ Half Adder

From the verbal explanation of a half adder, we find that this circuit needs two binary inputs and two binary outputs. The input variables designate the augend and addend bits; the output variables produce the sum and carry. We assign symbols  $x$  and  $y$  to the two inputs and  $S$  (for sum) and  $C$  (for carry) to the outputs.

- The truth table for the half adder is listed below.
- The  $C$  output is 1 only when both inputs are 1.
- The  $S$  output represents the least significant bit of the sum.

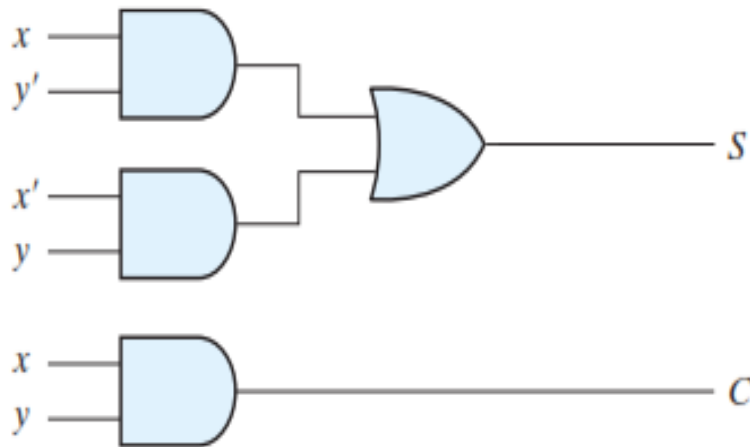
### *Half Adder*

$x$	$y$	$C$	$S$
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

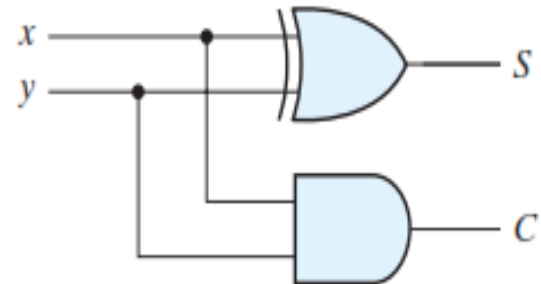
The simplified Boolean functions for the two outputs can be obtained directly from the truth table. The simplified sum-of-products expressions are

$$S = x'y + xy'$$

$$C = xy$$



(a)  $S = xy' + x'y$   
 $C = xy$



(b)  $S = x \oplus y$   
 $C = xy$

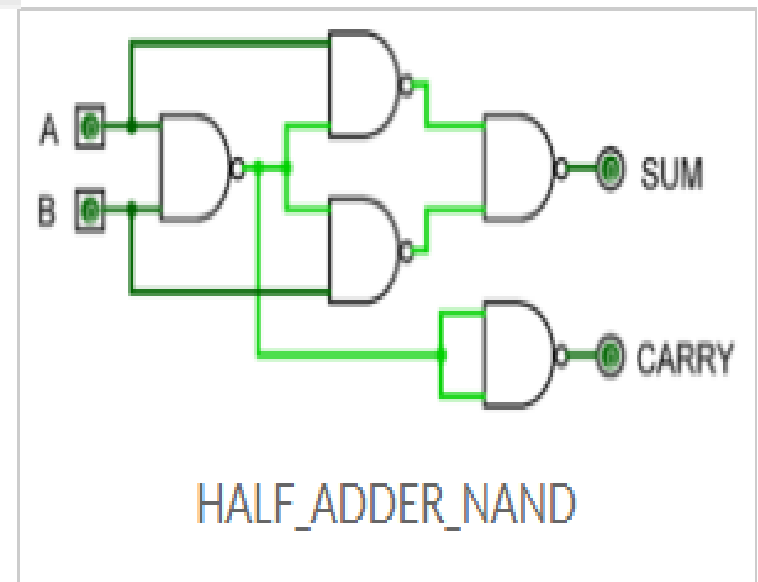
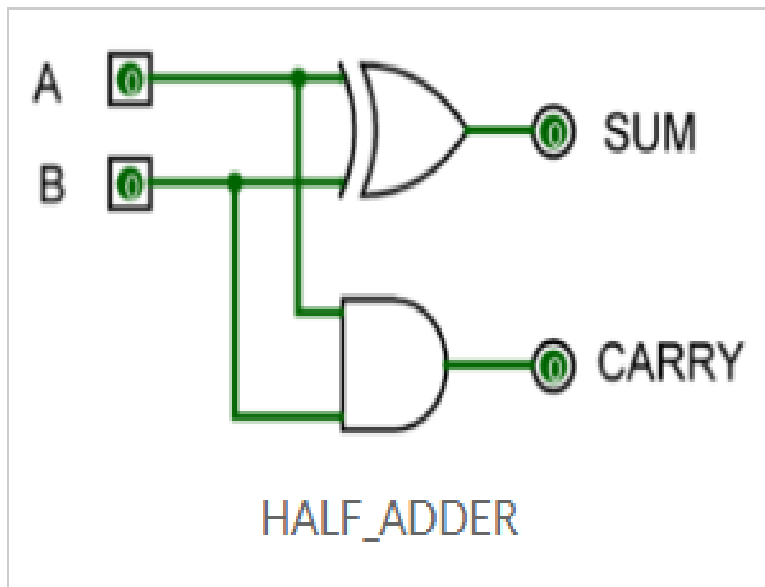
**Implementation of half adder**



## Implement HALF ADDER using NAND GATES

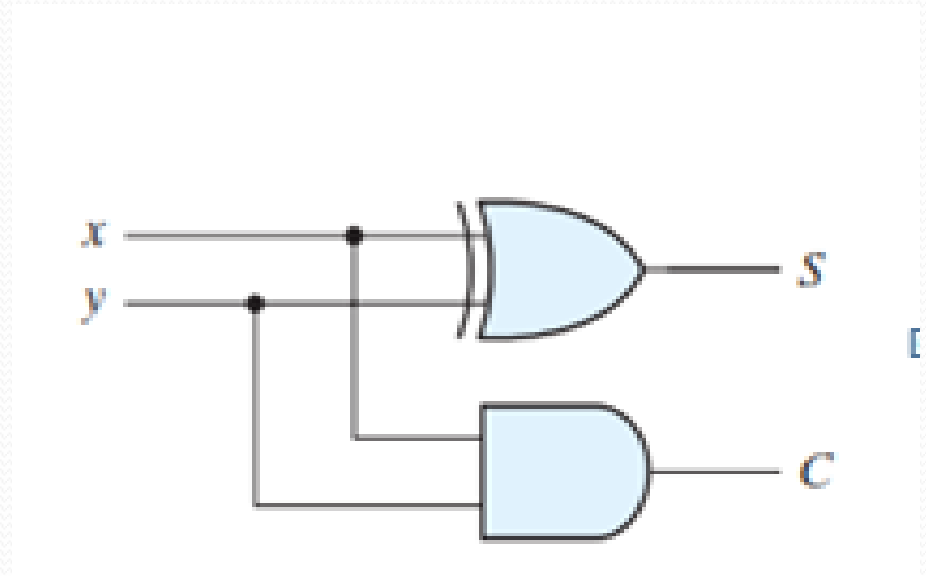
$$S = A \oplus B$$

$$C = AB$$



- HDL for Half Adder

```
module half_adder ( output S, C, input x, y);  
xor (S, x, y);  
and (C, x, y);  
endmodule
```



# Full Adder

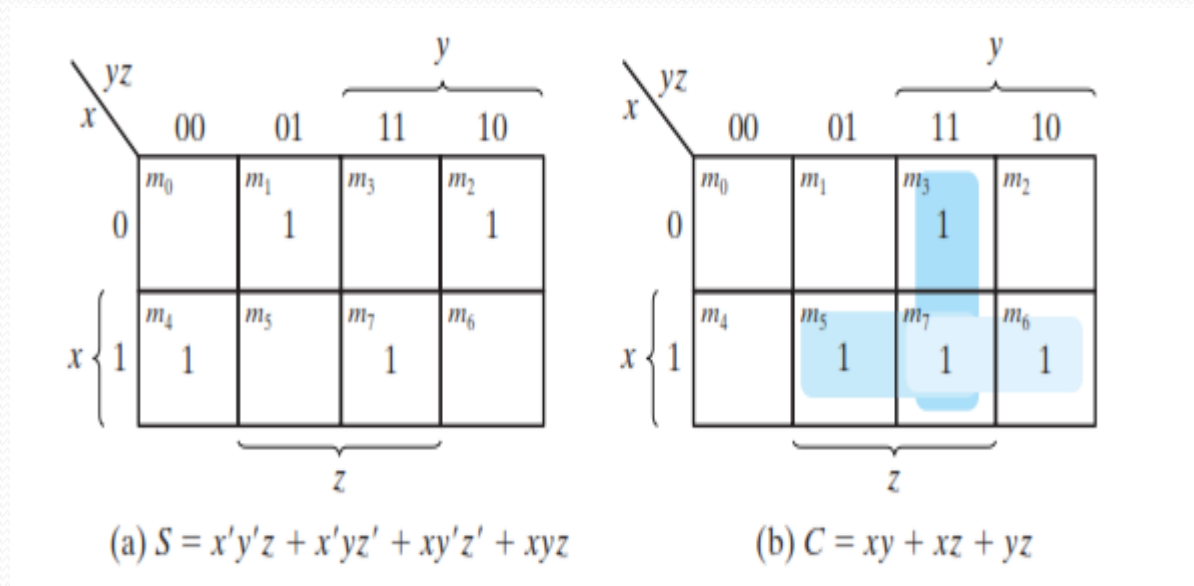
- A full adder is a combinational circuit that forms the arithmetic sum of three bits. It consists of three inputs and two outputs. Two of the input variables, denoted by  $x$  and  $y$ , represent the two significant bits to be added. The third input,  $z$ , represents the carry from the previous lower significant position.
- The two outputs are designated by the symbols  $S$  for sum and  $C$  for carry. The binary variable  $S$  gives the value of the least significant bit of the sum. The binary variable  $C$  gives the output carry formed by adding the input carry and the bits of the words.

The truth table of the full adder is listed below.

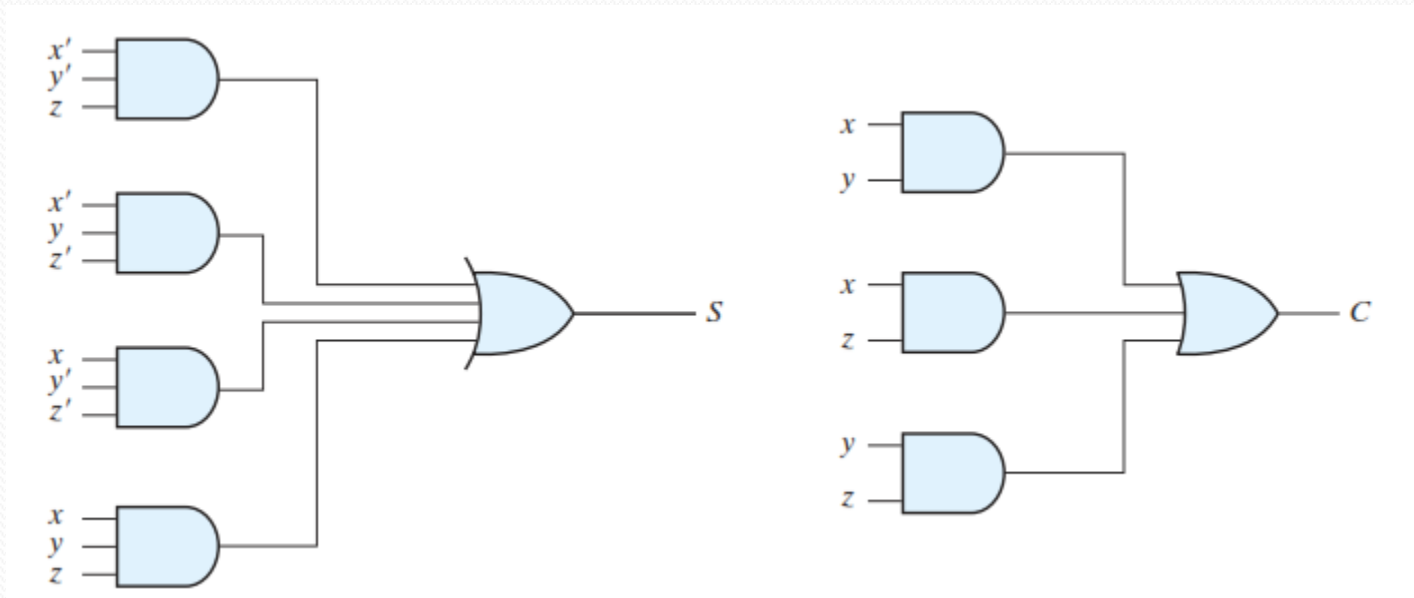
*Full Adder*

<b><i>x</i></b>	<b><i>y</i></b>	<b><i>z</i></b>	<b><i>C</i></b>	<b><i>S</i></b>
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

## K-Maps for full adder

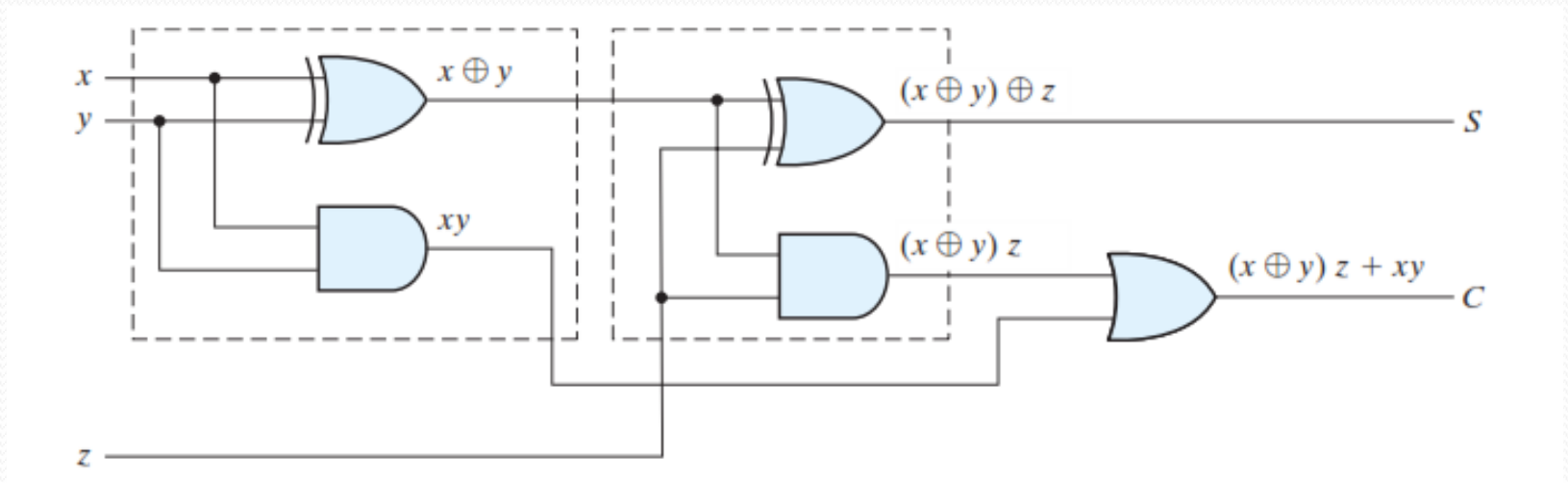


The logic diagram for the full adder implemented in sum-of-products form.



**Implementation of full adder in sum-of-products form**

It can also be implemented with two half adders and one OR gate,



The  $S$  output from the second half adder is the exclusive-OR of  $z$  and the output of the first half adder, giving ➡

$$\begin{aligned}
 S &= z \oplus (x \oplus y) \\
 &= z'(xy' + x'y) + z(xy' + x'y)' \\
 &= z'(xy' + x'y) + z(xy + x'y') \\
 &= xy'z' + x'yz' + xyz + x'y'z
 \end{aligned}$$

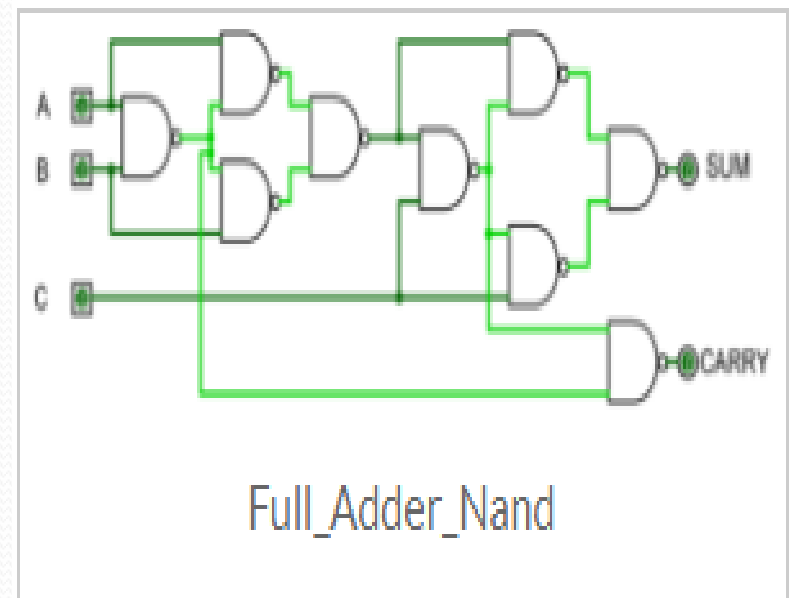
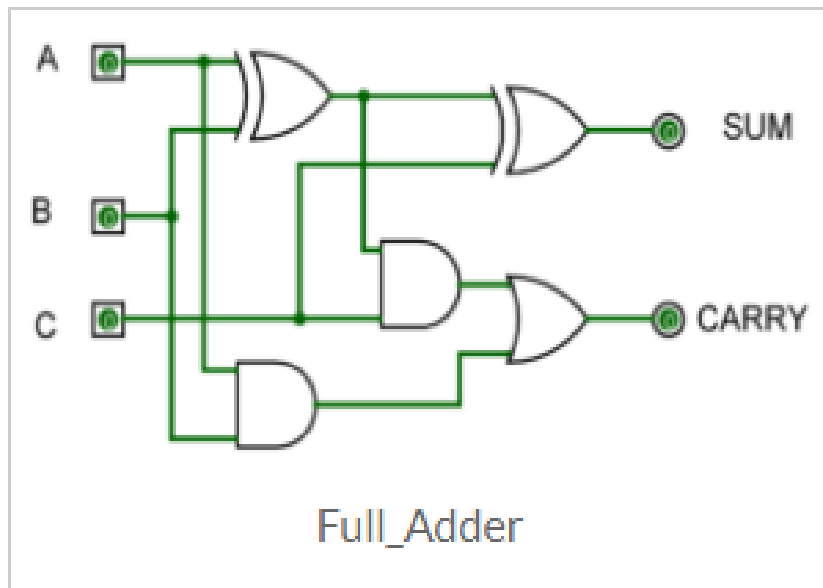
The carry output is

$$C = z(xy' + x'y) + xy = xy'z + x'yz + xy$$

# Realize Full ADDER using NAND gates only

$$\text{Sum} = A \oplus B \oplus C$$

$$\text{Carry} = A.B + (A \oplus B).C$$





- HDL for Full Adder

```
// Description of full adder
```

```
// module full_adder (S, C, x, y, z);
```

```
// output S, C;
```

```
// input x, y, z;
```

```
module full_adder ( output S, C, input x, y, z);
```

```
wire S1, C1, C2;
```

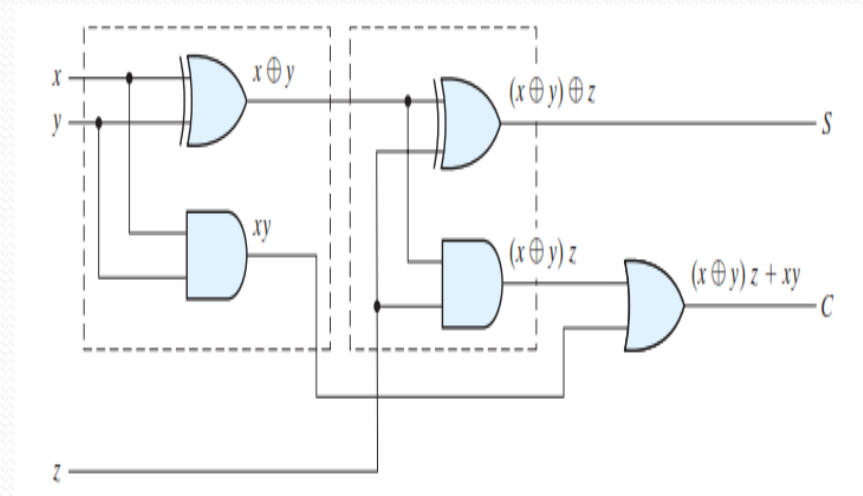
```
// Instantiate half adders
```

```
half_adder HA1 (S1, C1, x, y);
```

```
half_adder HA2 (S, C2, S1, z);
```

```
or G1 (C, C2, C1);
```

```
endmodule
```



# Binary adder

- This is also called **Ripple Carry Adder**, because of the construction with full adders are connected in cascade.

<i>Subscript i:</i>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>	
Input carry	0	1	1	0	$C_i$
Augend	1	0	1	1	$A_i$
Addend	0	0	1	1	$B_i$
Sum	1	1	1	0	$S_i$
Output carry	0	0	1	1	$C_{i+1}$

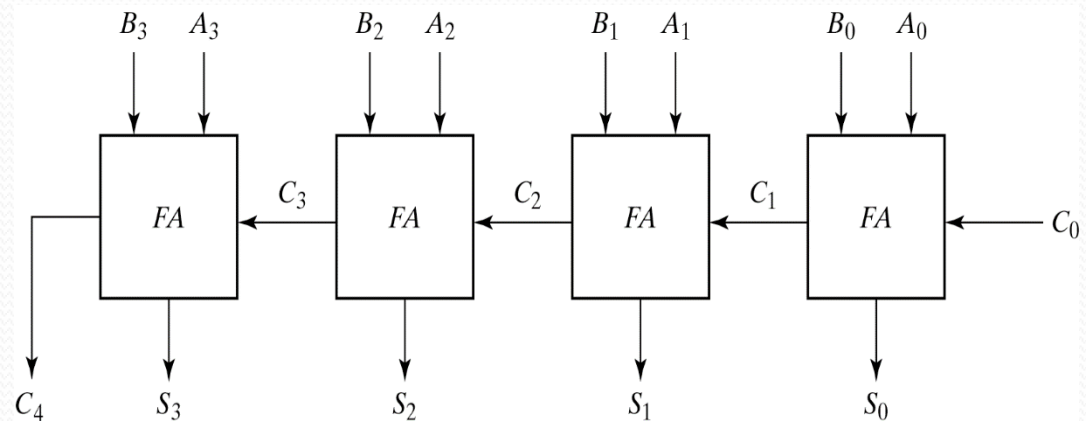


Fig. 4-9 4-Bit Adder

# HDL for Ripple Carry Adder

```
module ripple_carry_4_bit_adder ( output [3: 0] Sum, output C4,  
input [3: 0] A, B,  
input Co);  
wire C1, C2, C3;  
// Intermediate carries  
// Instantiate chain of full adders  
full_adder FA0 (Sum[0], C1, A[0], B[0], Co),  
             FA1 (Sum[1], C2, A[1], B[1], C1),  
             FA2 (Sum[2], C3, A[2], B[2], C2),  
             FA3 (Sum[3], C4, A[3], B[3], C3);  
endmodule
```

# Carry Propagation

- It causes an unstable factor on carry bit, and produces a longest propagation delay.
- The signal from  $C_i$  to the output carry  $C_{i+1}$ , propagates through an AND and OR gates, so, for an  $n$ -bit RCA, there are  $2n$  gate levels for the carry to propagate from input to output.

# Carry Propagation

- Because the propagation delay will affect the output signals on different time, so the signals are given enough time to get the precise and stable outputs.
- The most widely used technique employs the principle of carry look-ahead to improve the speed of the algorithm.

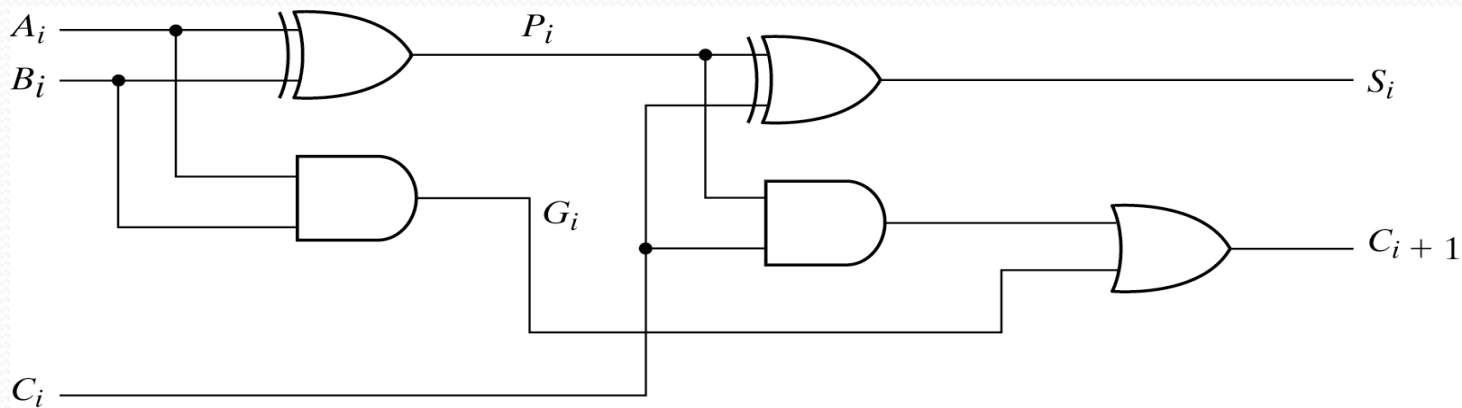


Fig. 4-10 Full Adder with P and G Shown

# Boolean functions

$$P_i = A_i \oplus B_i \quad \text{steady state value}$$

$$G_i = A_i B_i \quad \text{steady state value}$$

Output sum and carry

$$S_i = P_i \oplus C_i$$

$$C_{i+1} = G_i + P_i C_i$$

$G_i$  : carry generate                       $P_i$  : carry propagate

$C_0$  = input carry

$$C_1 = G_0 + P_0 C_0$$

$$C_2 = G_1 + P_1 C_1 = G_1 + P_1 G_0 + P_1 P_0 C_0$$

$$C_3 = G_2 + P_2 C_2 = G_2 + P_2 G_1 + P_2 P_1 G_0 + P_2 P_1 P_0 C_0$$

➤  $C_3$  does not have to wait for  $C_2$  and  $C_1$  to propagate.

# Logic diagram of carry look-ahead generator

- $C_3$  is propagated at the same time as  $C_2$  and  $C_1$ .

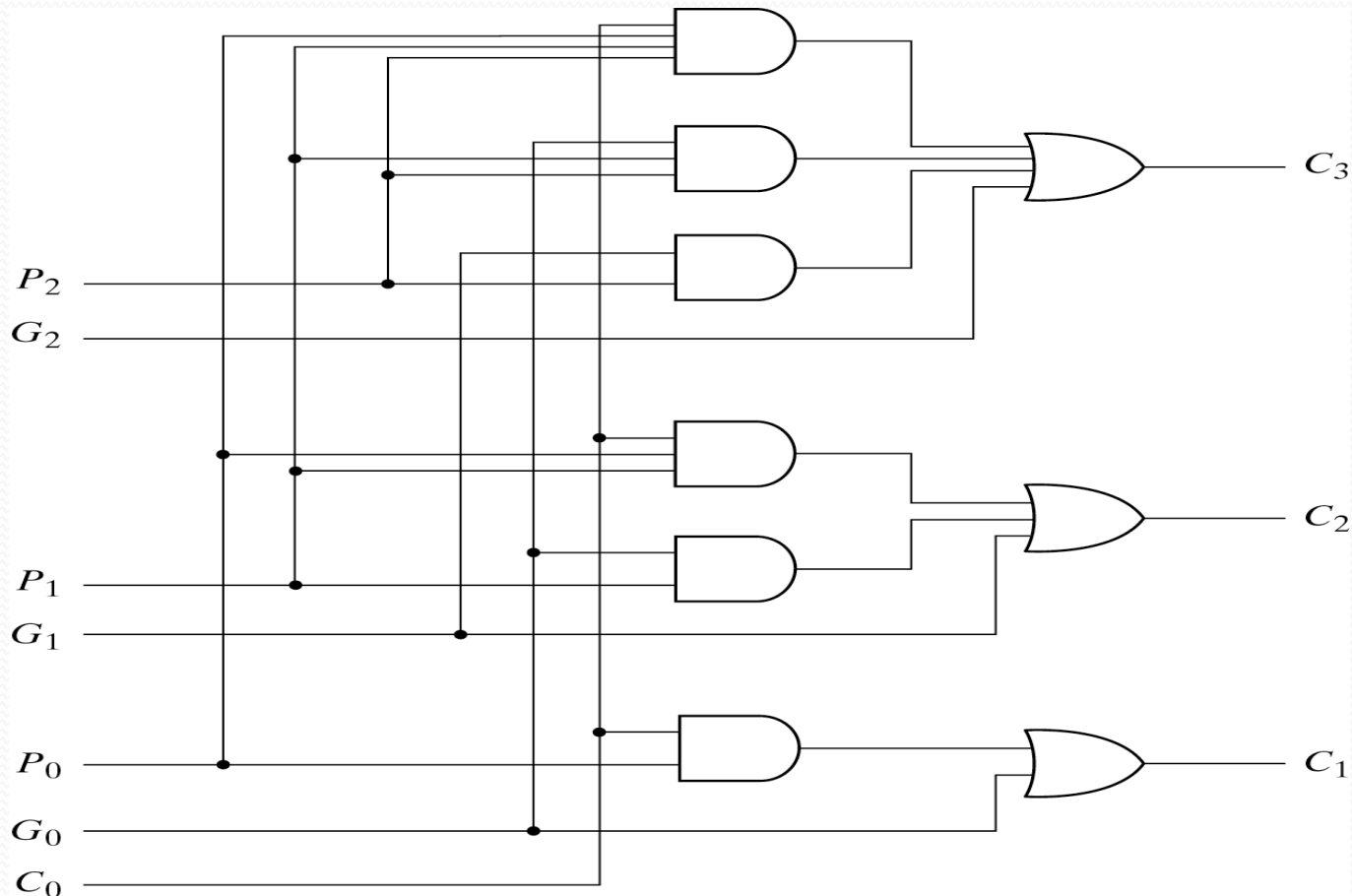


Fig. 4-11 Logic Diagram of Carry Lookahead Generator

# 4-bit adder with Carry Look ahead

- Delay time of n-bit CLAA = XOR + (AND + OR) + XOR

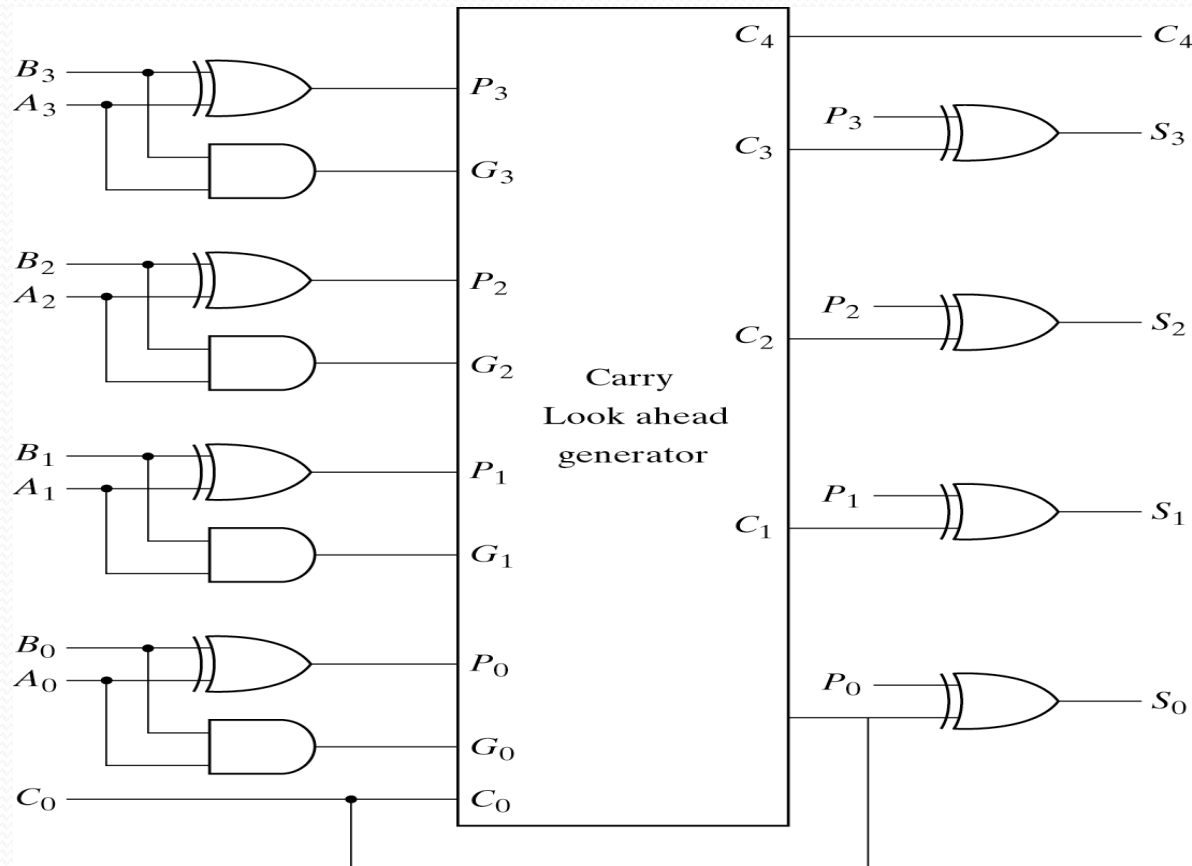


Fig. 4-12 4-Bit Adder with Carry Lookahead



THANK YOU