

Review of Logic Circuits.

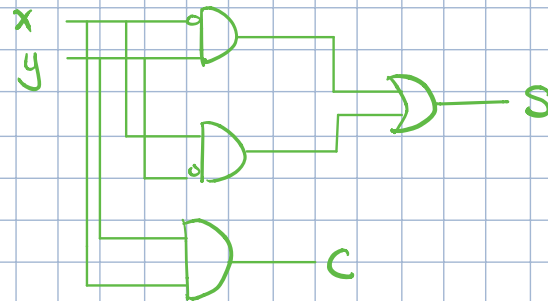
Truth Table: specifies the output value of a logic function for all valuations of its inputs.

eg. 2-bit adder. $CS = x + y$ "add"

x	y	CS
0	0	0
0	1	0
1	0	0
1	1	1

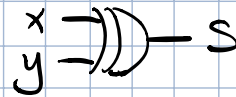
$$C = x \cdot y$$

$$S = \bar{x}y + x\bar{y}$$



Recall: the logic function $\bar{x}y + x\bar{y}$ is often useful, so it has its own symbol and name. "exclusive -OR". Thus,

$$S = \bar{x}y + x\bar{y} = x \oplus y$$



Example: 3 bit adder.

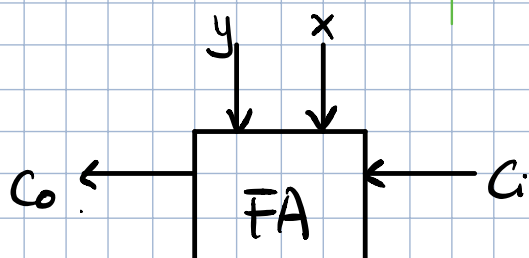
C _i	x	y	C _o	S
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

$$C_o = \bar{C}_i \bar{x}y + \bar{C}_i x\bar{y} + \bar{C}_i x\bar{y} + C_i xy$$

Combine. (over the first three terms)

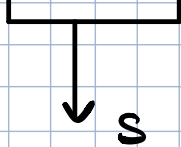
$$= xy + C_i y + C_i x$$

Combine. (over the last two terms)

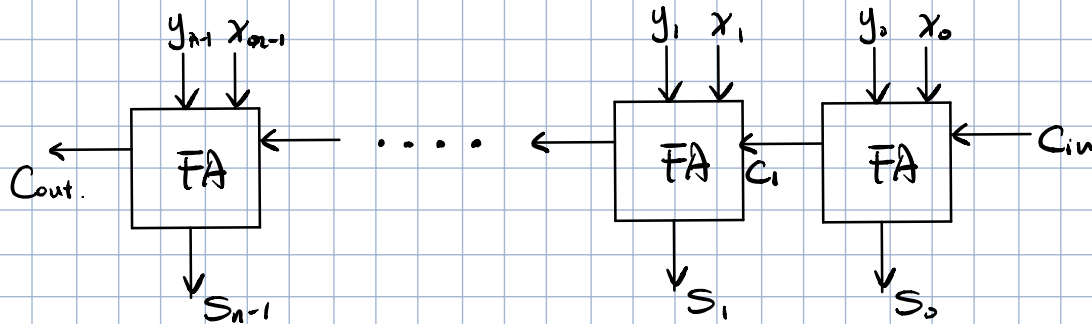


$$S = \bar{C}_i \bar{x}y + \bar{C}_i x\bar{y} + C_i \bar{x}\bar{y} + C_i xy$$

$$= C_i \oplus x \oplus y$$



Multibit Adder : $GS = X + Y + C_i$, $X = X_{n-1} \dots X_1 X_0$
 $Y = Y_{n-1} \dots Y_1 Y_0$



Example (Verilog Code)

```
module addern (Cin, X, Y, Cout, S);
```

```
parameter n=16;
```

```
input Cin
```

```
input [n-1:0] X, Y;
```

```
output Cout;
```

```
output [n-1:0] S;
```

```
assign { Cout, S } = X + Y + Cin;
```

```
endmodule.
```

{.....} concatenate operator

"+" means add.

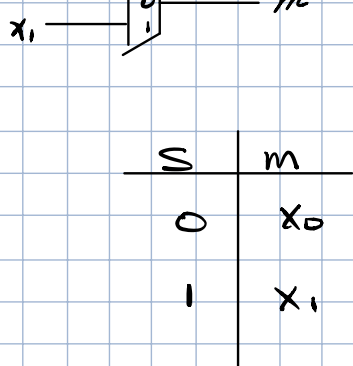
"|" means OR.

miscellaneous circuits.

multiplexer : choose an output from multiple inputs based on a select input (s)

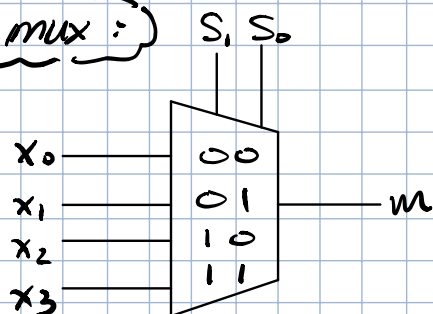


S	x0	x1	m
0	0	0	0
1	0	1	1



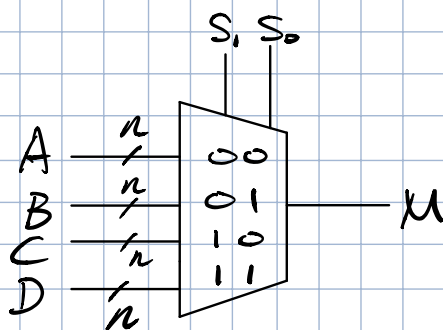
0	0	1	0	} x_0
0	1	0	1	
0	1	1	1	
1	0	0	0	} x_1
1	0	1	1	
1	1	0	0	
1	1	1	1	

(4-to-1 mux:)



$S_1 S_0$	m
00	x_0
01	x_1
10	x_2
11	x_3

(n-bit 4-to-1 mux:)



$S_1 S_0$	M
00	A
01	B
10	C
11	D

Verilog Code

```
module nbit-4to1 (A,B,C,D,S,M);
```

```
parameter n=16;
```

```
input [n-1:0] A,B,C,D;
```

```
input [1:0] S;
```

```
output [n-1:0] reg M;
```

```
always @ ( * )
```

```
begin.
```

```
if (S==0) M=A;
```

```
else if (S==1) M=B;
```

Required b/c

M is assigned a value in a always block.

```
else if (S==2) M=C;
```

```
else M=D;
```

```
end.
```

```
endmodule.
```

Storage Element

Latch