

# **CS M51A**

## **Logic Design of Digital Systems**

### **Winter 2021**

Some slides borrowed and modified from:

M.D. Ercegovic, T. Lang and J. Moreno, Introduction to Digital Systems.

# Standard Combinational Modules

- Decoder
- Encoder
- Multiplexer
- Demultiplexer
- Adder

# TWO'S COMPLEMENT ARITHMETIC UNIT

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INPUTS:  $\underline{x} = (x_{n-1}, \dots, x_0), \quad x_j \in \{0, 1\}$   
 $\underline{y} = (y_{n-1}, \dots, y_0), \quad y_j \in \{0, 1\}$   
 $c_{in} \in \{0, 1\}$   
 $F = (f_2, f_1, f_0)$

OUTPUTS:  $\underline{z} = (z_{n-1}, \dots, z_0), \quad z_j \in \{0, 1\}$   
 $c_{out}, sgn, zero, ovf \in \{0, 1\}$

FUNCTIONS:

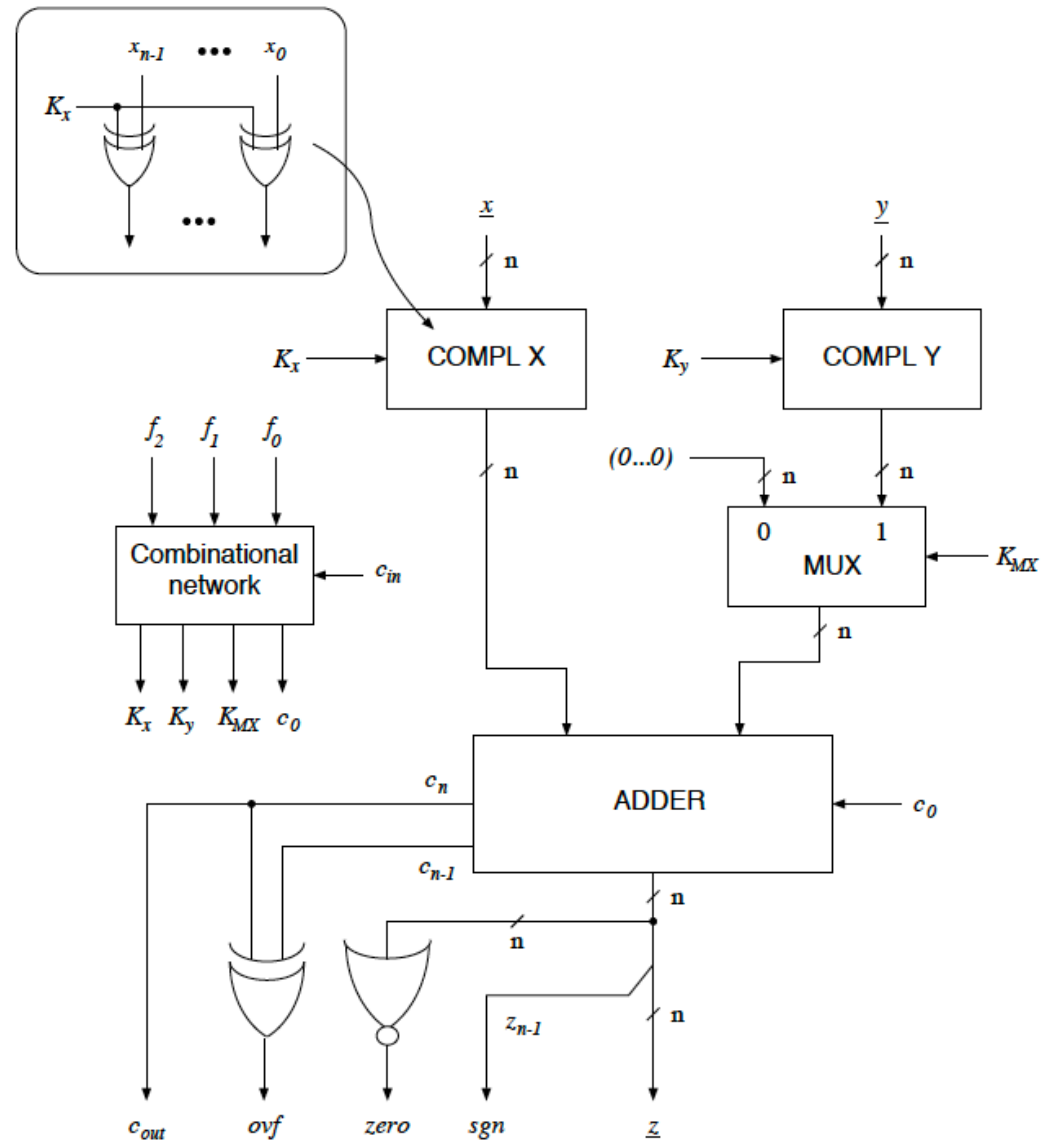
$F$	Operation		
001	ADD	add	$z = x + y$
011	SUB	subtract	$z = x - y$
101	ADDC	add with carry	$z = x + y + c_{in}$
110	CS	change sign	$z = -x$
010	INC	increment	$z = x + 1$

$sgn = 1$  if  $z < 0$ , 0 otherwise (the sign)

$zero = 1$  if  $z = 0$ , 0 otherwise

$ovf = 1$  if  $z$  overflows, 0 otherwise

# TWO'S COMPLEMENT ARITHMETIC UNIT



# CONTROL OF TWO'S-COMPLEMENT ARITHMETIC OPERATIONS

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- OPERATION IDENTIFIED BY BIT-VECTOR  $F = (f_2, f_1, f_0)$

Operation	Op-code		Control Signals		
	$f_2 f_1 f_0$	$\underline{z}$	$K_x$	$K_y$	$K_{MX}$
ADD	001	$\text{ADD}(\underline{x}, \underline{y}, 0)$	0	0	1
SUB	011	$\text{ADD}(\underline{x}, \underline{y}', 1)$	0	1	1
ADDC	101	$\text{ADD}(\underline{x}, \underline{y}, c_{\text{in}})$	0	0	1
CS	110	$\text{ADD}(\underline{x}', \underline{0}, 1)$	1	d.c.	0
INC	010	$\text{ADD}(\underline{x}, \underline{0}, 1)$	0	d.c.	0

- CONTROL SIGNALS:

$$K_x = f_2 f_1$$

$$K_y = f_1$$

$$K_{MX} = f_0$$

# ALU MODULES AND NETWORKS

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- *ARITHMETIC-LOGIC UNIT*

module realizing set of arithmetic and logic functions

## TYPICAL EXAMPLE OF ALU

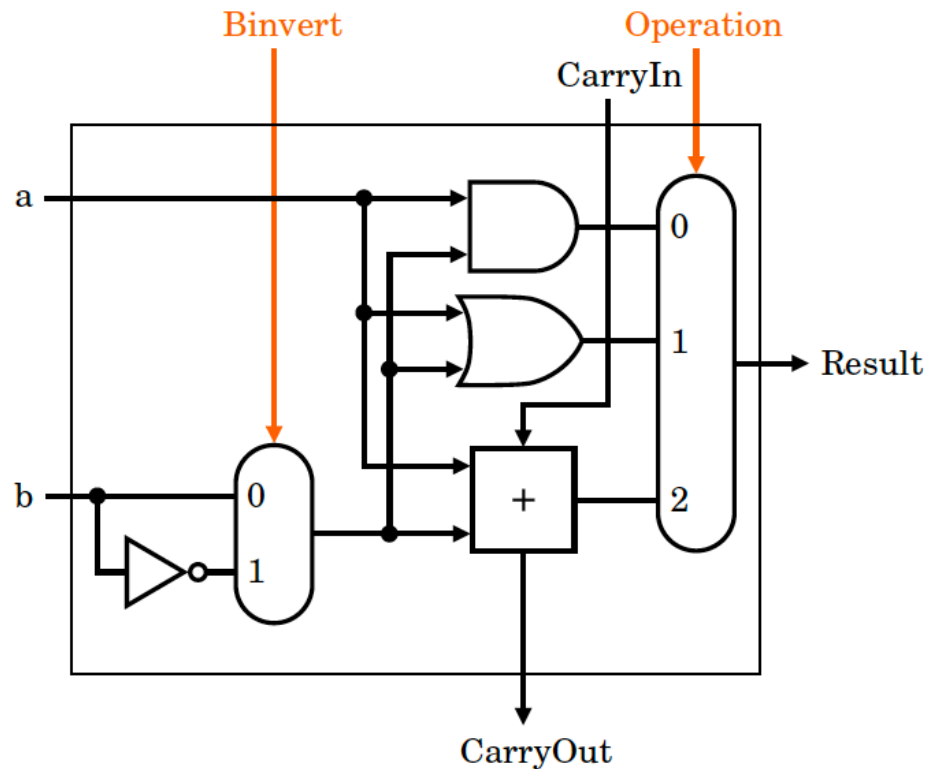
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Control ( $S$ )	Function
ZERO	$z = 0$
ADD	$z = (x + y + c_{\text{in}})$
SUB	$z = (x + y' + c_{\text{in}})$
EXSUB	$z = (x' + y + c_{\text{in}})$
AND	$\underline{z} = \underline{x} \cdot \underline{y}$
OR	$\underline{z} = \underline{x} \mathbf{+} \underline{y}$
XOR	$\underline{z} = \underline{x} \oplus \underline{y}$
ONE	$\underline{z} = 1111$

# Clicker Question



# ALU

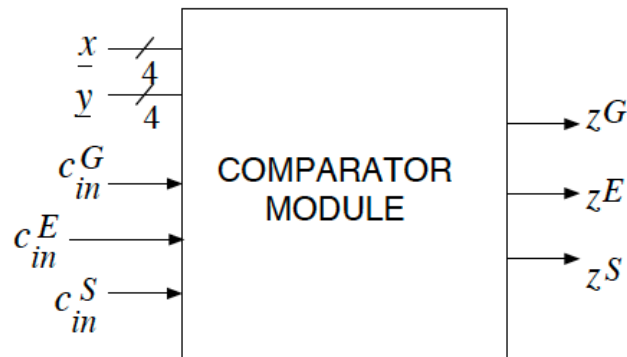


For  $a = 0$ ,  $b = 0$ ,  $\text{CarryIn} = 1$ ,  $\text{Operation} = 01$ ,  $\text{Binvert} = 1$ ,

- a  $\text{CarryOut} = 0, \text{Result} = 0$
- b  $\text{CarryOut} = 0, \text{Result} = 1$
- c  $\text{CarryOut} = 1, \text{Result} = 0$
- d  $\text{CarryOut} = 1, \text{Result} = 1$
- e None of the above

# COMPARATOR MODULES

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- HIGH-LEVEL DESCRIPTION OF AN  $n$ -BIT COMPARATOR:

INPUTS:  $\underline{x} = (x_{n-1}, \dots, x_0), \quad x_j \in \{0, 1\}$

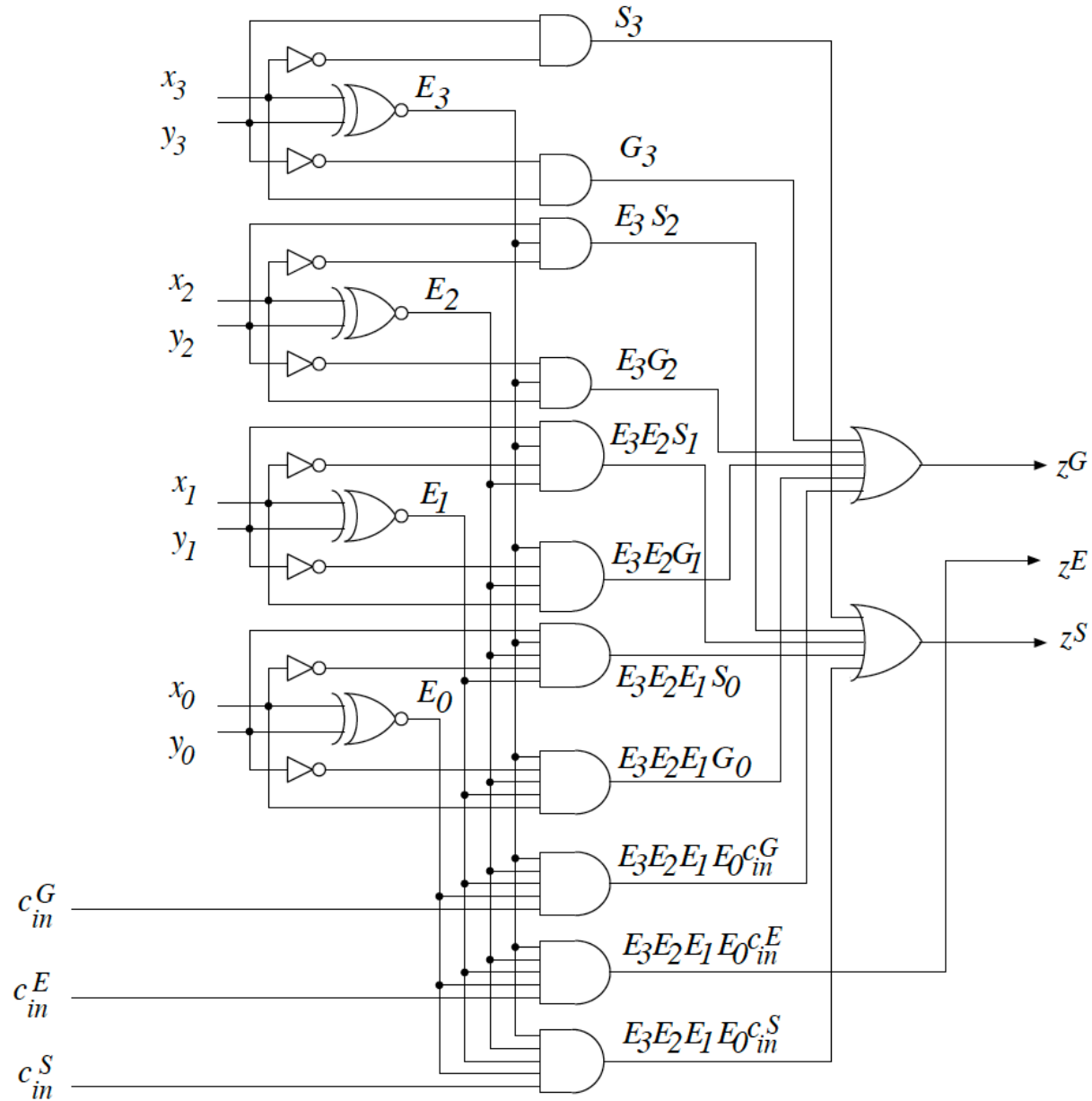
$\underline{y} = (y_{n-1}, \dots, y_0), \quad y_j \in \{0, 1\}$

$c_{in} \in \{G, E, S\}$

OUTPUT:  $z \in \{G, E, S\}$

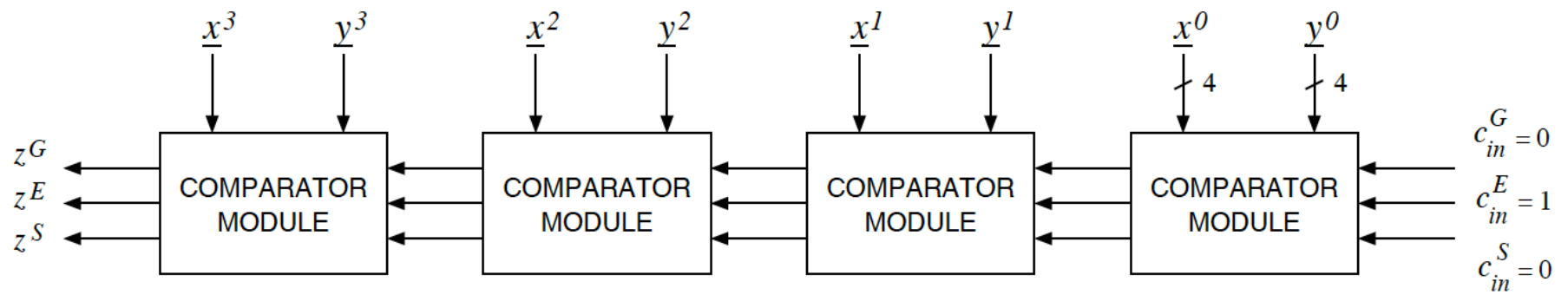
FUNCTION: 
$$z = \begin{cases} G & \text{if } (x > y) \text{ or } (x = y \text{ and } c_{in} = G) \\ E & \text{if } (x = y) \text{ and } (c_{in} = E) \\ S & \text{if } (x < y) \text{ or } (x = y \text{ and } c_{in} = S) \end{cases}$$

# Implementation



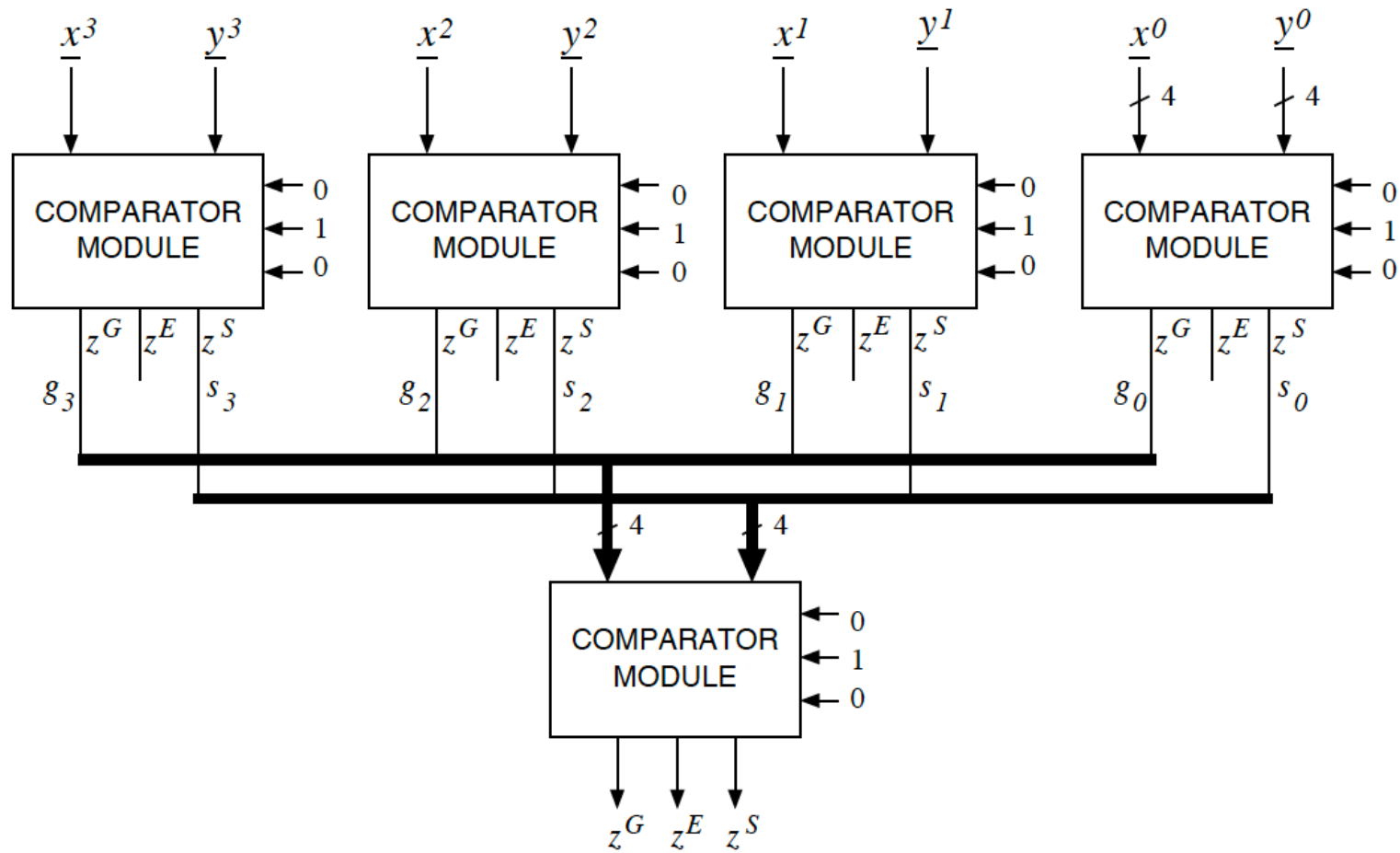
# ITERATIVE COMPARATOR NETWORK

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# TREE COMPARATOR NETWORK

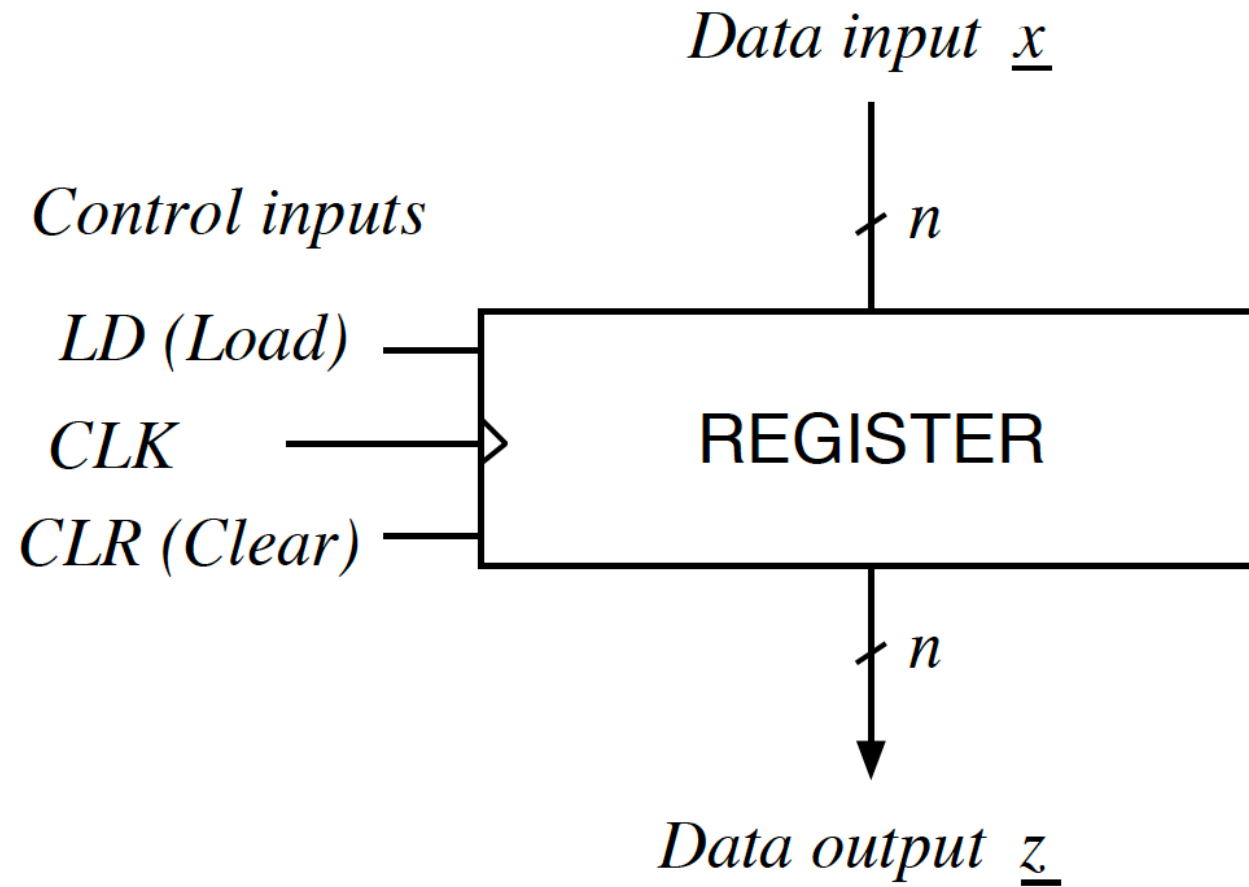
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# Standard Sequential Modules

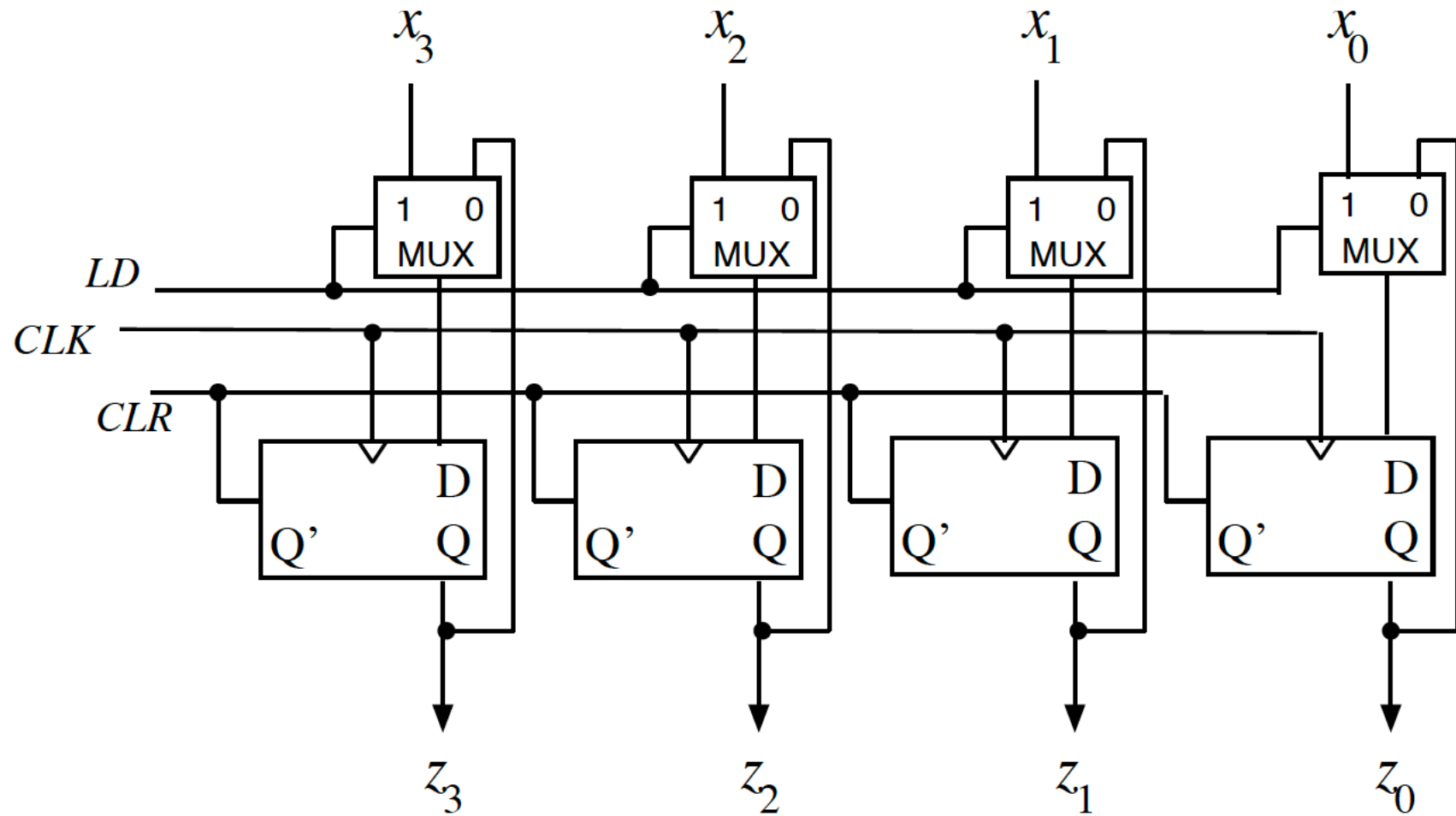
## REGISTERS

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## IMPLEMENTATION OF 4-BIT REGISTER

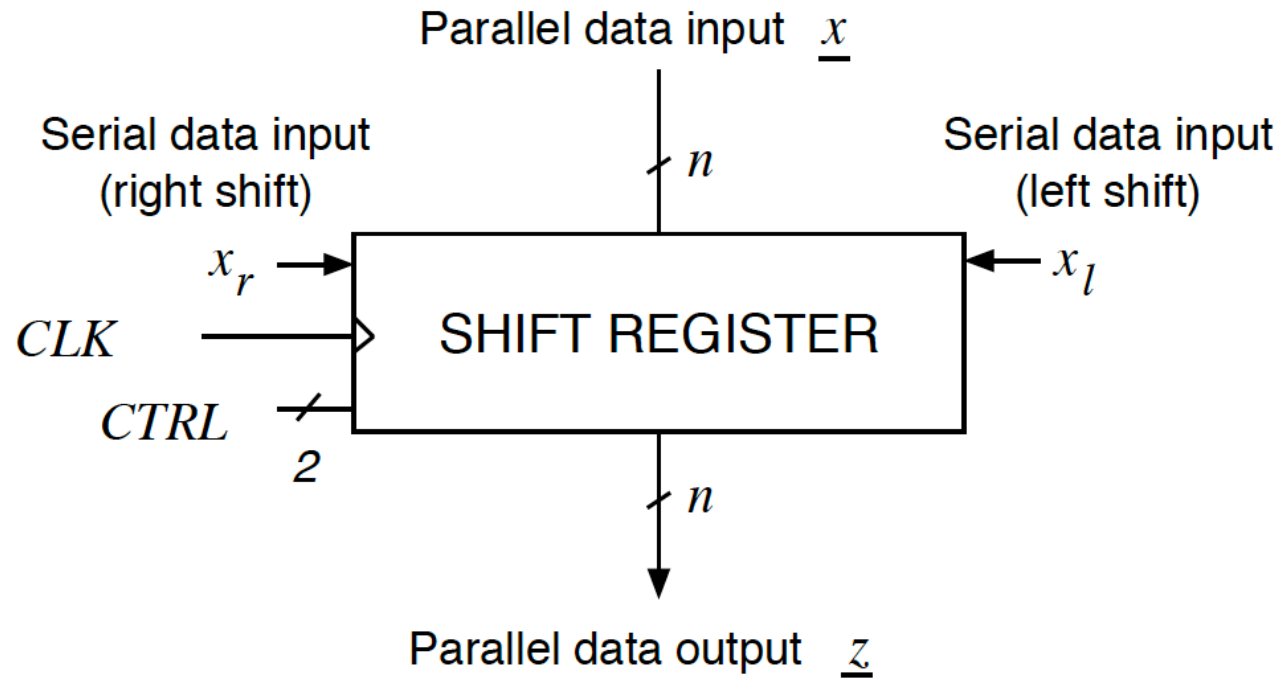
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# SHIFT REGISTERS

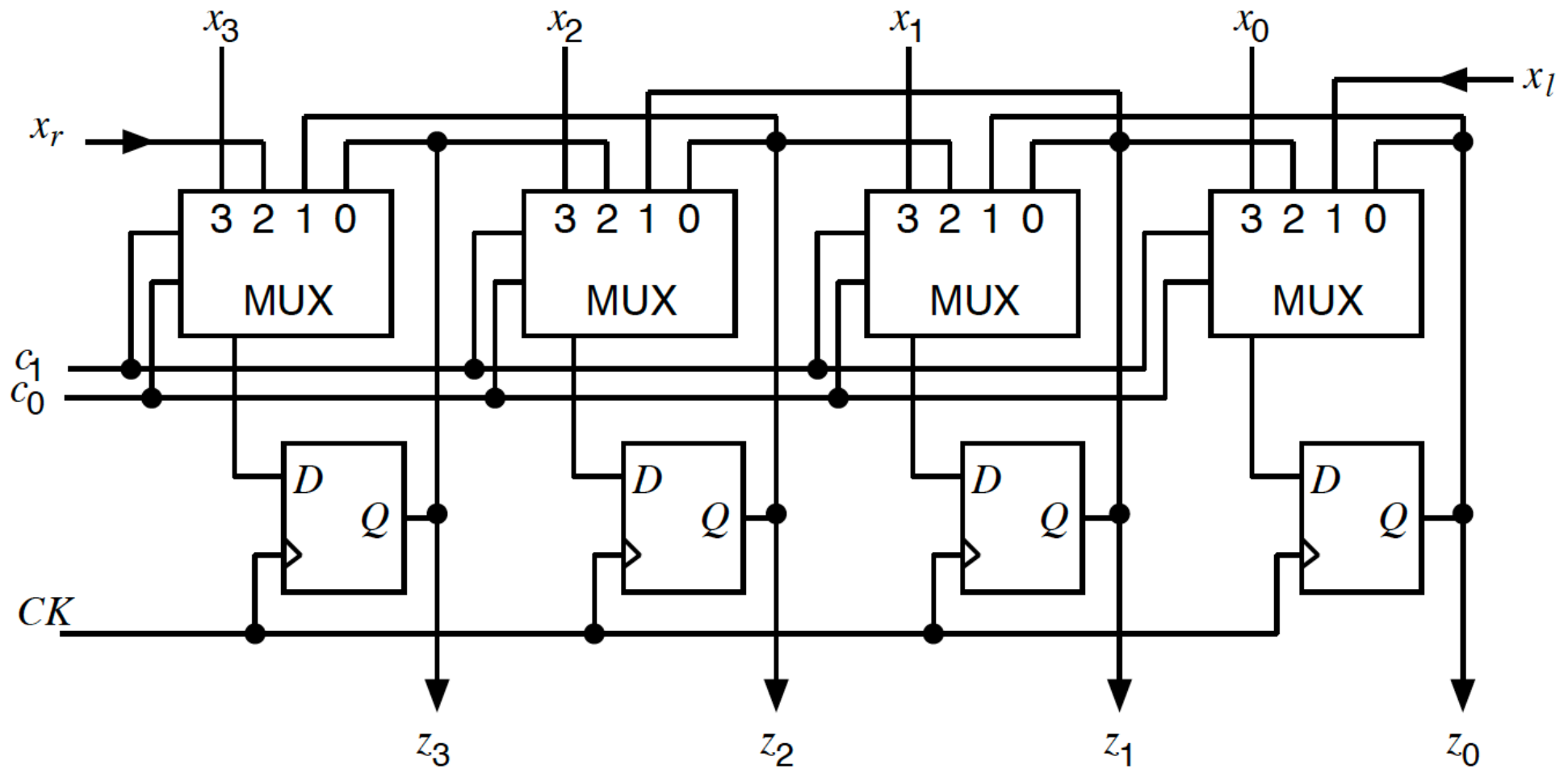
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$$\underline{s}(t+1) = \begin{cases} \underline{s}(t) & \text{if } CTRL = NONE \\ \underline{x}(t) & \text{if } CTRL = LOAD \\ (s_{n-2}, \dots, s_0, x_l) & \text{if } CTRL = LEFT \\ (x_r, s_{n-1}, \dots, s_1) & \text{if } CTRL = RIGHT \end{cases}$$

$$\underline{z} = \underline{s}$$

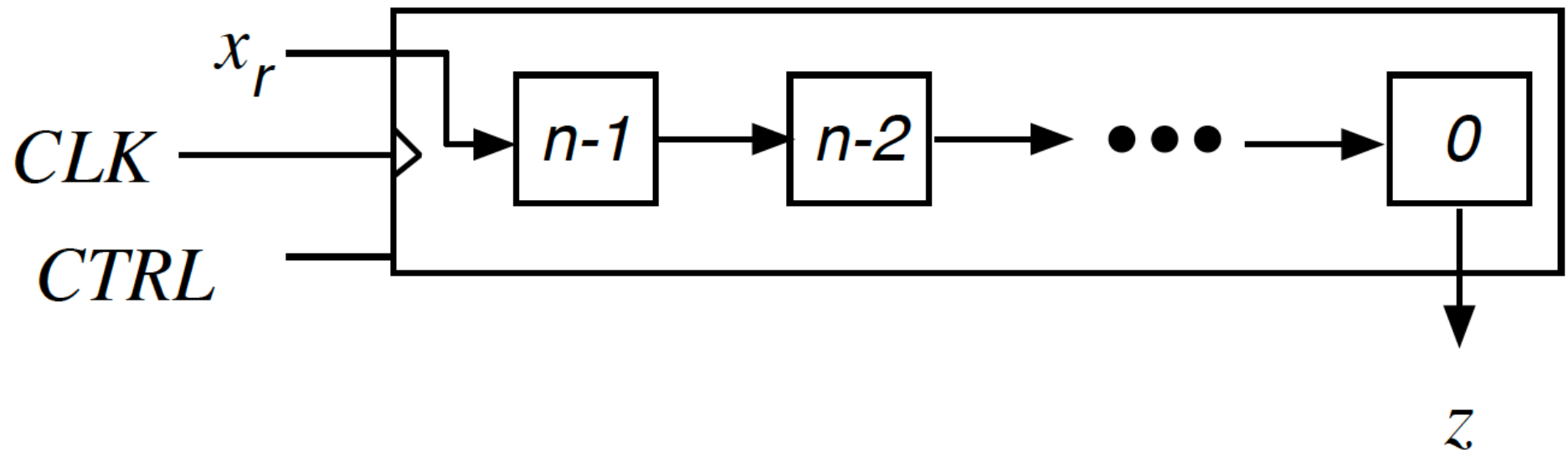
# 4-BIT BIDIRECTIONAL SHIFT-REGISTER



# SERIAL-IN/SERIAL-OUT UNIDIRECTIONAL SHIFT REGISTER

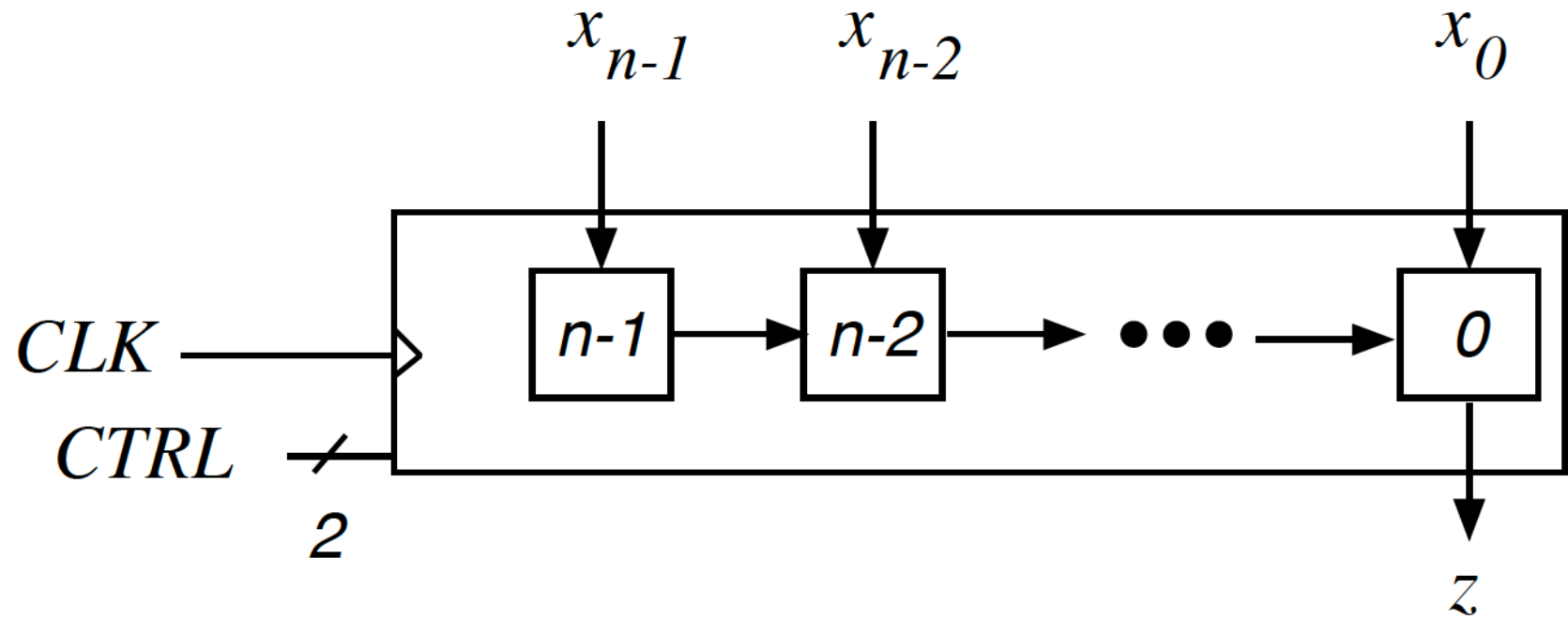
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$$z(t) = x(t - n)$$



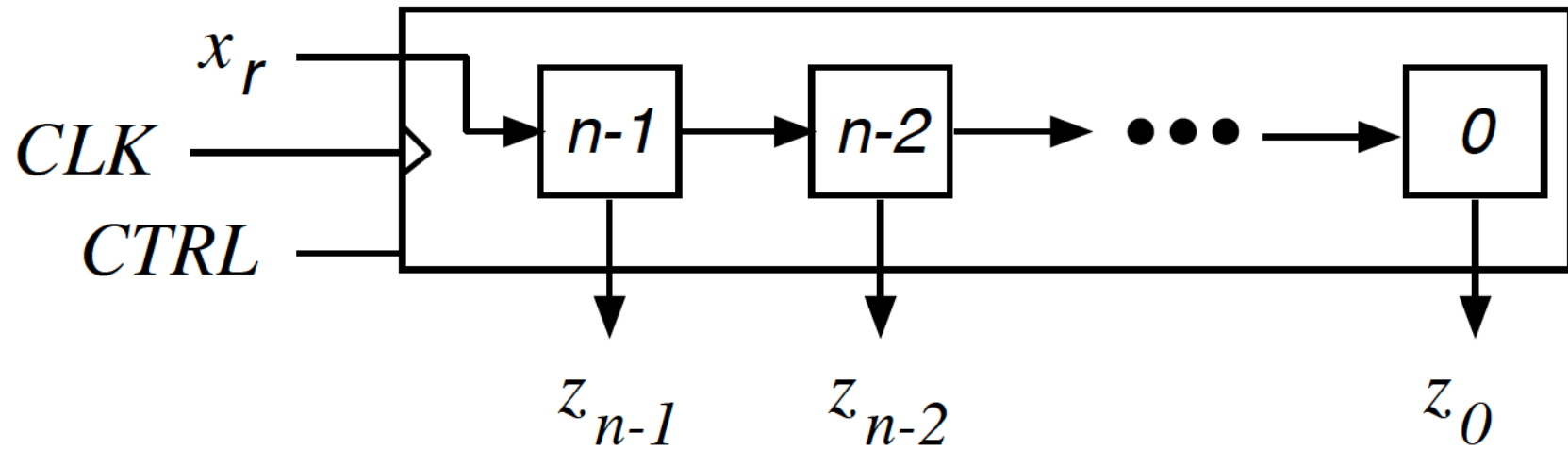
# PARALLEL-IN/SERIAL-OUT UNIDIRECTIONAL SHIFT REGISTER

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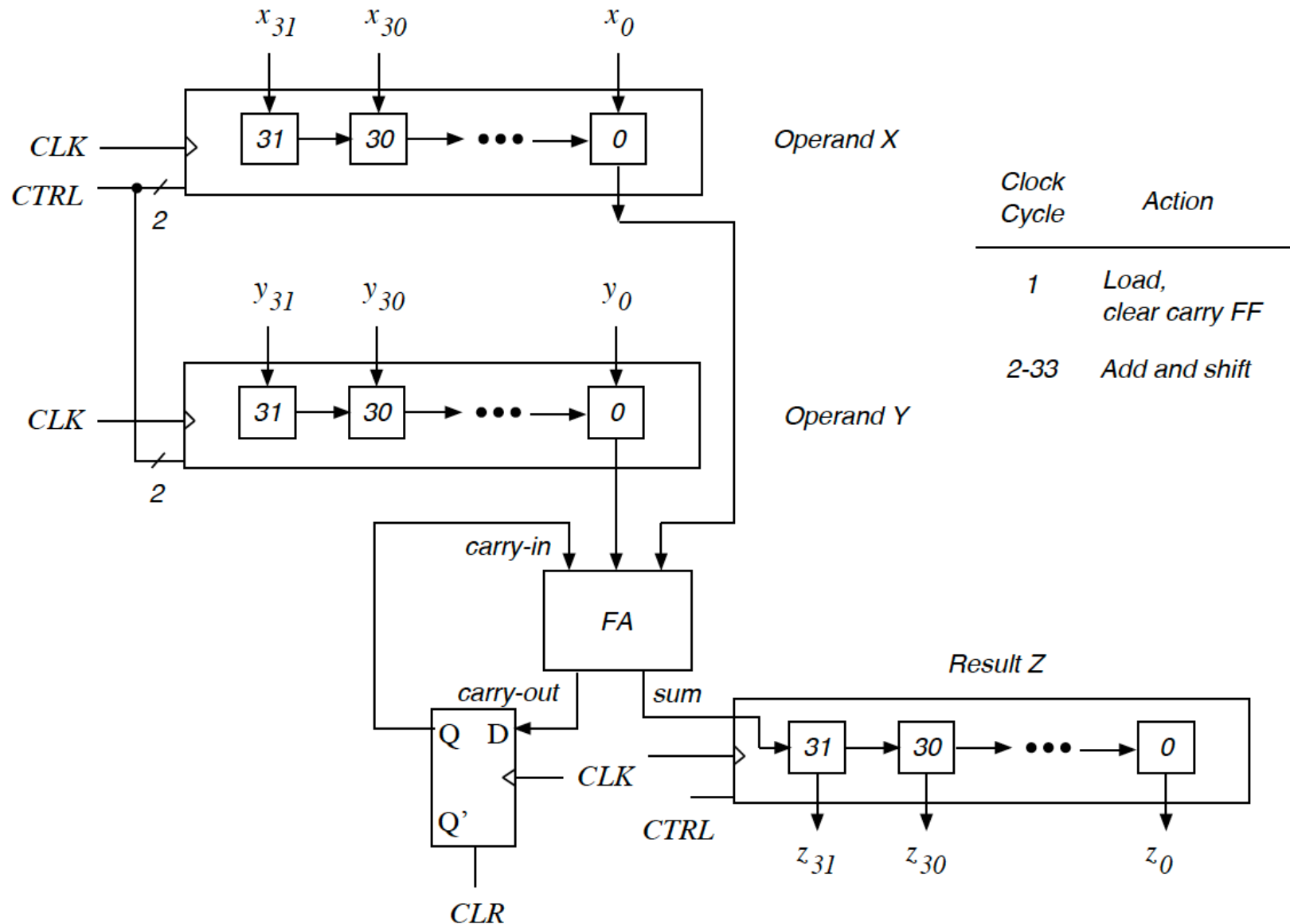


## SERIAL-IN/PARALLEL-OUT UNIDIRECTIONAL SHIFT REGISTER

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# Example: Serial Adder



$$z(t) = \begin{cases} 1 & \text{if } \underline{s}(t) = 01101110 \text{ and } x(t) = 1 \\ 0 & \text{otherwise} \end{cases}$$

