



Iran University of Science & Technology  
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# Digital Logic Design

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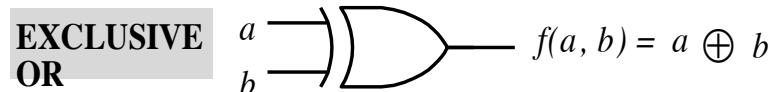
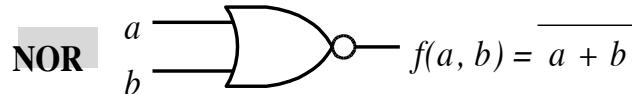
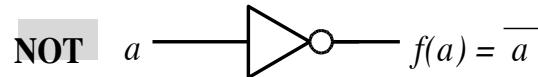
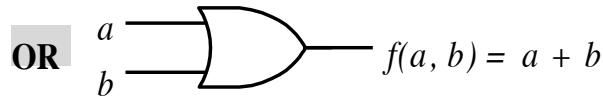
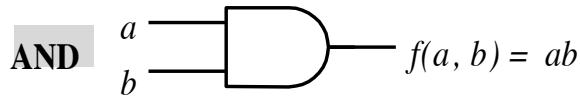
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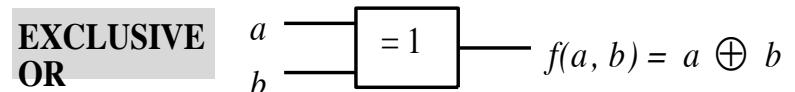
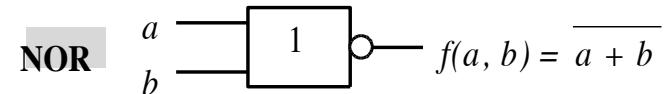
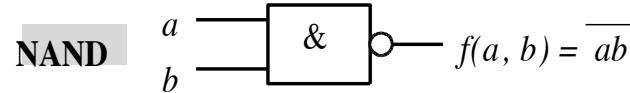
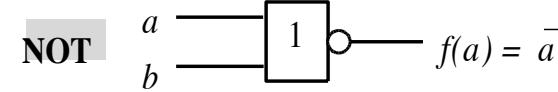
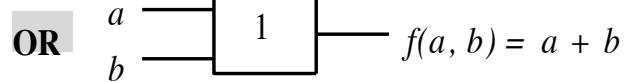
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# Electronic Logic Gates

- Logic gates



Symbol set 1



Symbol set 2

(ANSI/IEEE Standard 91-1984)

# Outline

- 
- Digital Circuit Analysis



# Digital circuit Analysis

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# Digital Circuit Analysis

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- **Digital Circuit Design:**
  - Word description of a function
    - ⇒ A set of switching equations
    - ⇒ Hardware realization (gates, programmable logic devices, etc.)
  
- **Digital Circuit Analysis:**
  - Hardware realization
    - ⇒ Switching expressions, truth tables, timing diagrams, etc.
  
- **Analysis is used**
  - To determine the **behavior** of the circuit
  - To verify the **correctness** of the circuit
  - To assist in **converting** the circuit to a different form

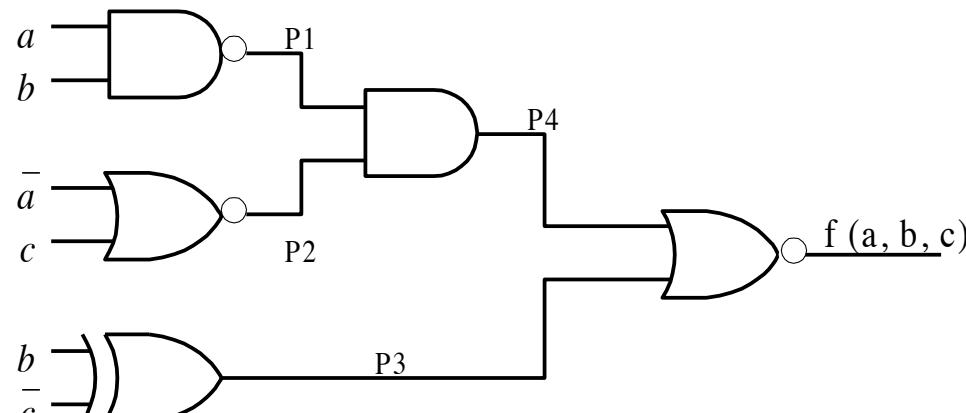
# Digital Circuit Analysis Methods

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- **Algebraic method**
  - Use switching algebra to derive a desired form
- **Truth table method**
  - Derive the truth table one gate at a time
- **Timing diagram**
  - Graphical representation of input and output signal relationships over the time dimension.
  - May show intermediate signals and propagation delays

# Sample 1:

- Find a simplified switching expression and logic network



(a)

# Sample 1: Switching Expression

- Write switching expression for each gate output:

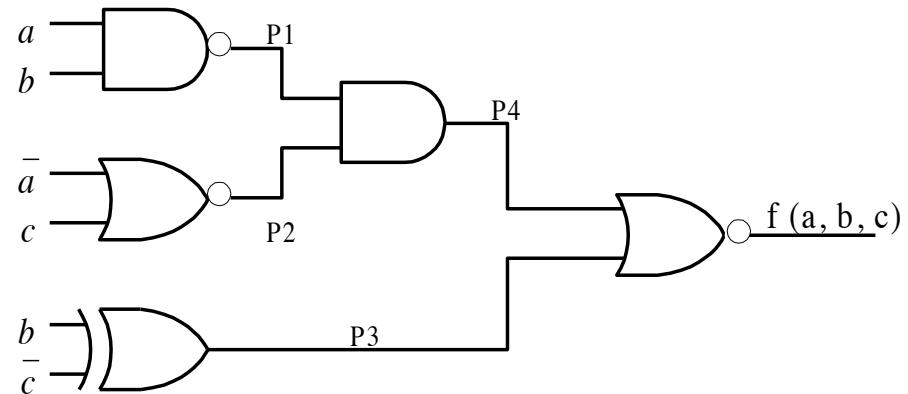
$$P_1 = \overline{ab},$$

$$P_2 = \overline{(\bar{a} + c)}$$

$$P_3 = b \oplus \bar{c},$$

$$P_4 = P_1 \cdot P_2 = \overline{ab} \cdot \overline{(\bar{a} + c)}$$

$$f(a, b, c) = \overline{P_3 + P_4} = \overline{(b \oplus \bar{c}) + \overline{ab} \cdot \overline{(\bar{a} + c)}}$$



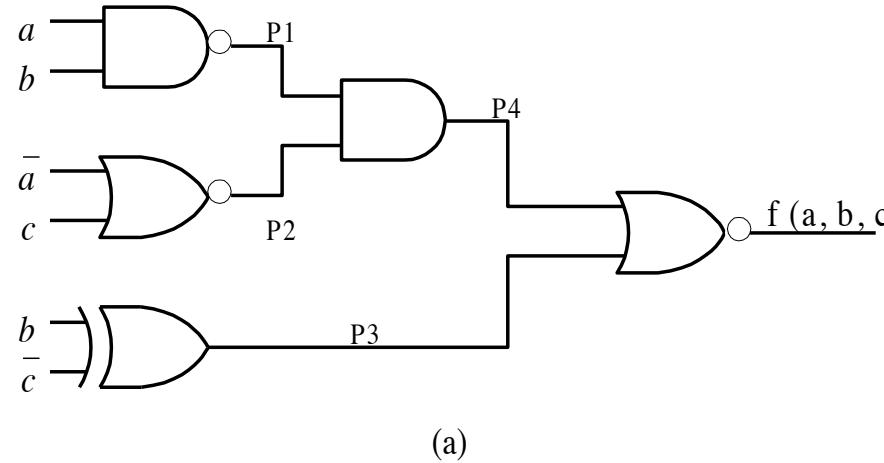
(a)

# Sample 1: Simplification

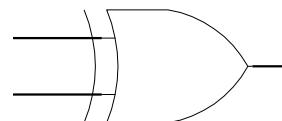
- Simplify the output function using switching algebra:

$$f(a,b,c) = \overline{P_3 + P_4} = \overline{(b \oplus \bar{c}) + \bar{a}b} \cdot \overline{(\bar{a} + c)}$$

$$\begin{aligned}\bar{f}(a,b,c) &= (b \oplus \bar{c}) + \bar{a}b \cdot \bar{a} + \bar{c} \\ &= bc + \bar{b}\bar{c} + \bar{a}b \cdot \bar{a} + \bar{c} \\ &= bc + \bar{b}\bar{c} + (\bar{a} + \bar{b})a\bar{c} \\ &= bc + \bar{b}\bar{c} + a\bar{b}\bar{c} \\ &= bc + \bar{b}\bar{c}\end{aligned}$$

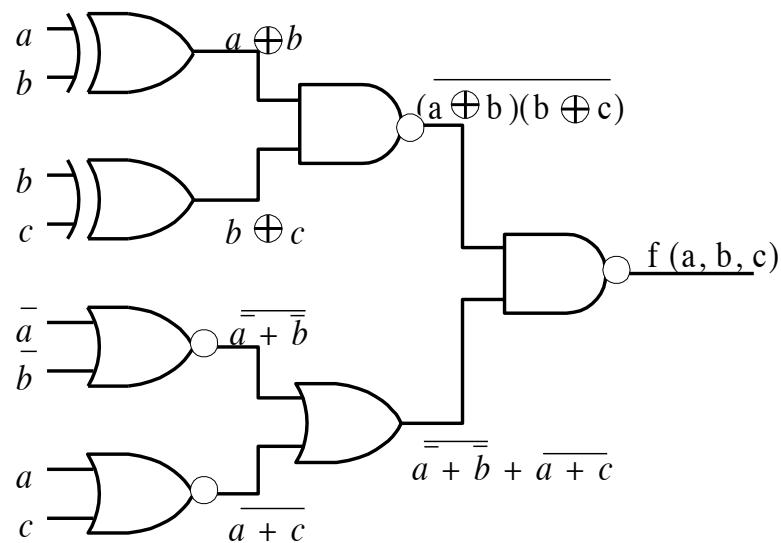


$$f(a,b,c) = \overline{(b \odot c)} = b \oplus c$$



# Sample 2

- Find a simplified switching expressions and logic network.



# Sample 2:

## Algebraic

- Write switching expression for each gate output:

$$\overline{(a \oplus b)(b \oplus c)} \cdot (\overline{\bar{a} + \bar{b}} + \overline{a + c})$$

$$\overline{(a \oplus b)(b \oplus c)} + \overline{\bar{a} + \bar{b}} + \overline{a + c}$$

$$(a \oplus b)(b \oplus c) + (\bar{a} + \bar{b})(a + c)$$

$$(ab + \bar{a}b)(b\bar{c} + \bar{b}c) + (\bar{a} + \bar{b})(a + c)$$

$$a\bar{b}b\bar{c} + a\bar{b}\bar{b}c + \bar{a}bb\bar{c} + \bar{a}b\bar{b}c + \bar{a}a + \bar{a}c + a\bar{b} + \bar{b}c$$

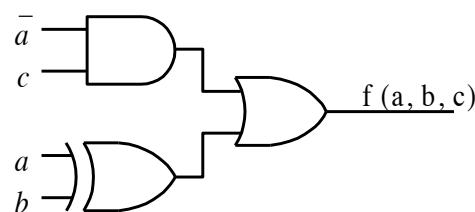
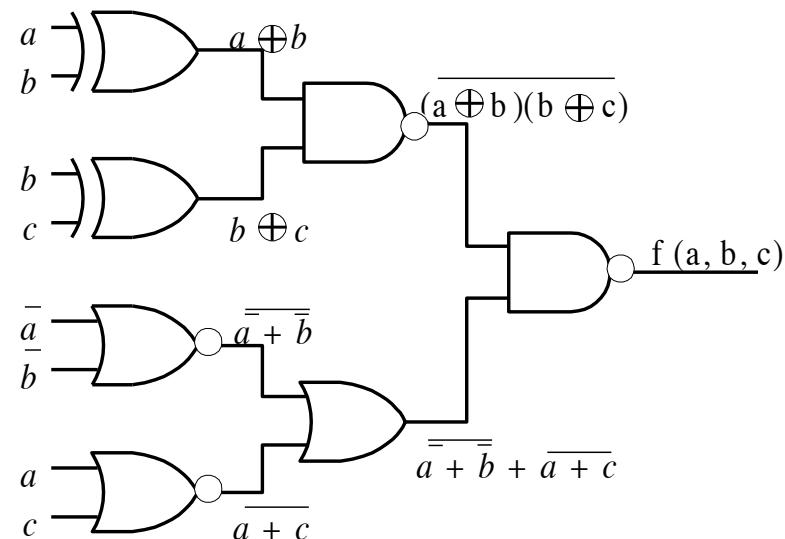
$$\textcircled{ab\bar{c}} + \bar{a}b\bar{c} + \bar{a}c + \textcircled{a\bar{b}} + \bar{b}c$$

$$\textcircled{\bar{a}b\bar{c}} + \bar{a}c + \bar{a}\bar{b} + \bar{b}c$$

$$\textcircled{\bar{a}b\bar{c}} + \bar{a}c + ab$$

$$\bar{a}b + \bar{a}c + a\bar{b}$$

$$\bar{a}c + a \oplus b$$



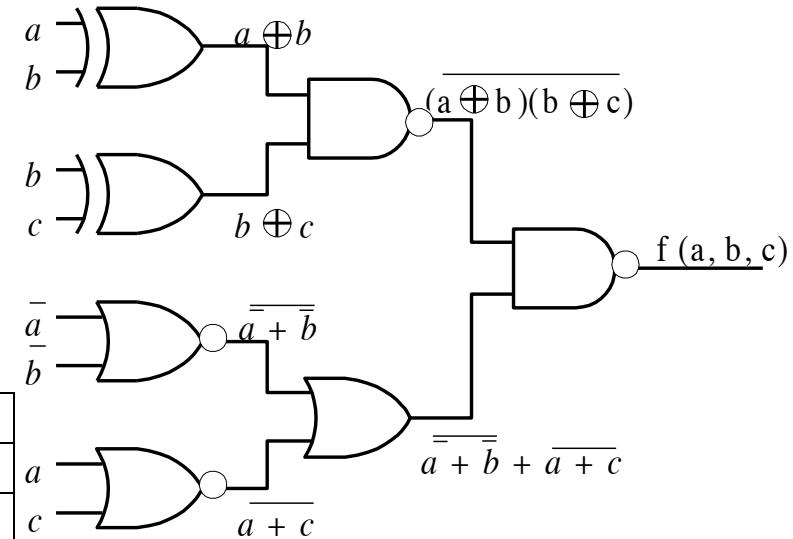
Simplified circuit

# Sample 2: Truth Table

- Find a simplified switching expressions and logic network.

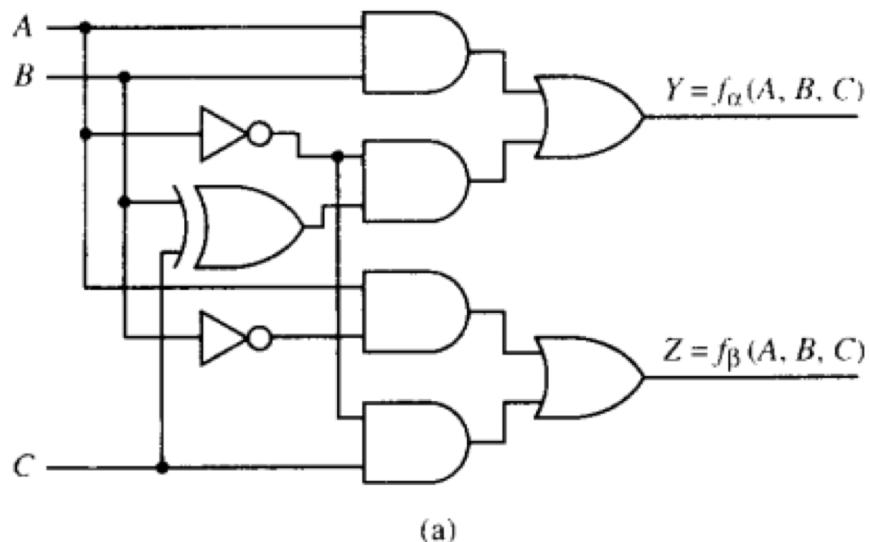
$$\bar{a}c + a \oplus b$$

$abc$	$\bar{a}c$	$a \oplus b$	$f(a, b, c)$
000	0	0	0
001	1	0	1
010	0	1	1
011	1	1	1
100	0	1	1
101	0	1	1
110	0	0	0
111	0	0	0



# Sample 3

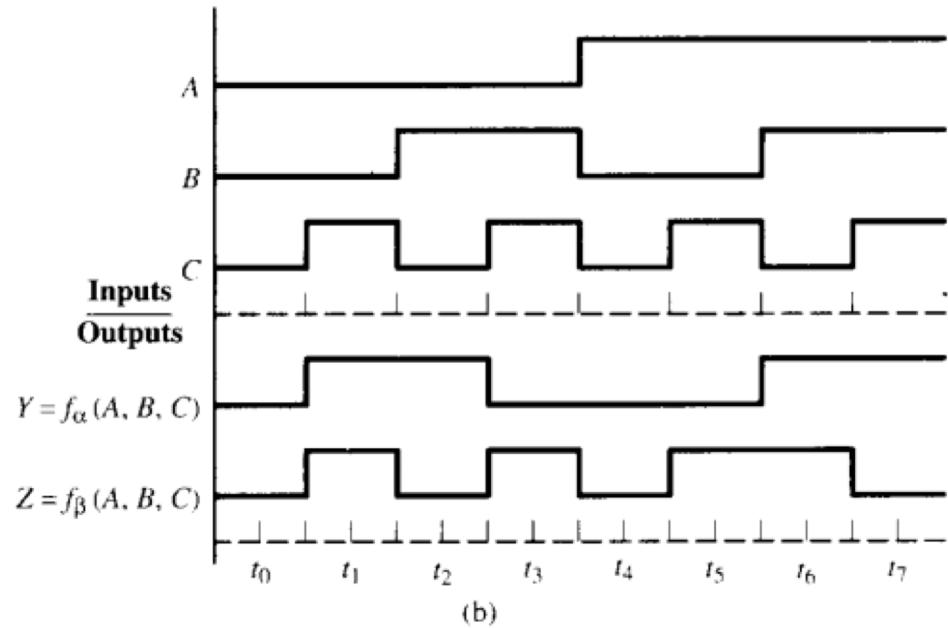
- Derivation of truth table from a timing diagram



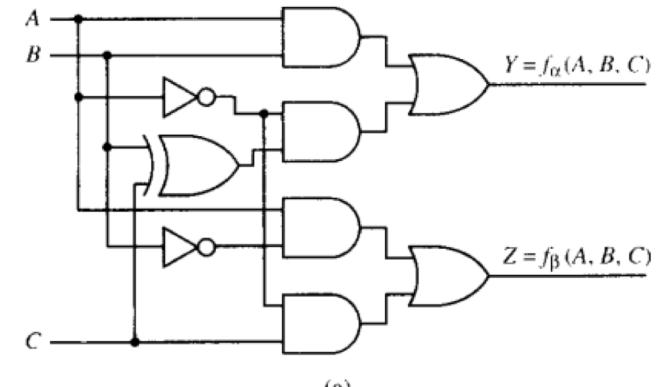
# Sample 3:

## Timing Diagram

- (b) timing diagram,
- (c) truth table



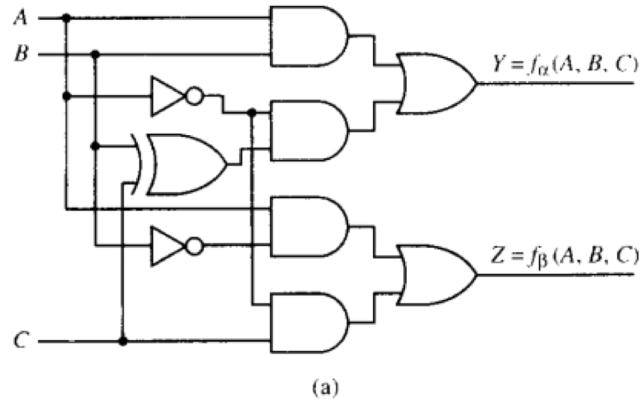
(b)



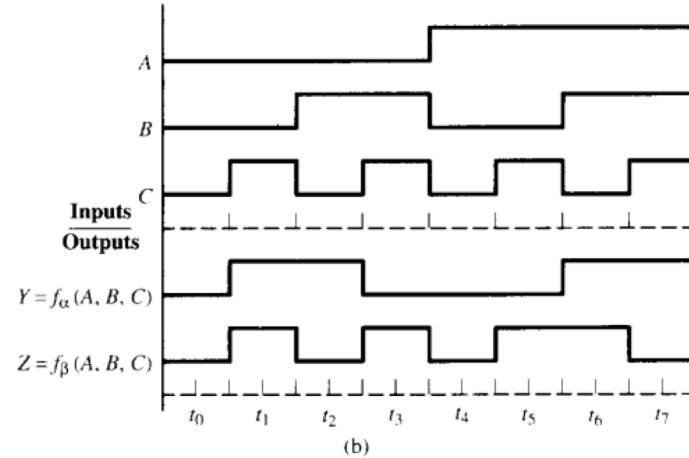
Time	Inputs $A\ B\ C$	Outputs	
		$f_\alpha(A, B, C)$	$f_\beta(A, B, C)$
$t_0$	0 0 0	0	0
$t_1$	0 0 1	1	1
$t_2$	0 1 0	1	0
$t_3$	0 1 1	0	1
$t_4$	1 0 0	0	0
$t_5$	1 0 1	0	1
$t_6$	1 1 0	1	1
$t_7$	1 1 1	1	0

(c)

# Sample 3: SOP, POS



(a)



(b)

Time	Inputs	Outputs	
		$f_\alpha(A, B, C)$	$f_\beta(A, B, C)$
$t_0$	0 0 0	0	0
$t_1$	0 0 1	1	1
$t_2$	0 1 0	1	0
$t_3$	0 1 1	0	1
$t_4$	1 0 0	0	0
$t_5$	1 0 1	0	1
$t_6$	1 1 0	1	1
$t_7$	1 1 1	1	0

(c)

$$\begin{aligned}
 f_\alpha(A, B, C) &= \sum m(1, 2, 6, 7) \\
 &= \bar{A}\bar{B}C + \bar{A}B\bar{C} + AB\bar{C} + ABC \\
 &= \bar{A}\bar{B}C + B\bar{C} + AB
 \end{aligned}$$

$$\begin{aligned}
 f_\beta(A, B, C) &= \sum m(1, 3, 5, 6) \\
 &= \bar{A}\bar{B}C + \bar{A}BC + A\bar{B}C + AB\bar{C} \\
 &= \bar{A}C + A\bar{B}C + AB\bar{C}
 \end{aligned}$$

# Important Characteristics

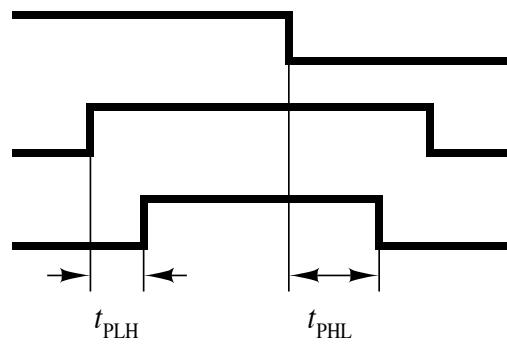
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- Logic function is important
- How about other characteristics?
  - Physical characteristics of a logic circuit to be considered:
    - Propagation delays
    - Gate fan-in and fan-out restrictions
    - Power consumption
    - Size and weight

# Propagation Delay

- Delay between the time of an input change and the corresponding output change.
- Typical two propagation delay parameters:
  - $t_{PLH}$  = propagation delay time, low-to-high-level output
  - $t_{PHL}$  = propagation delay time, high-to-low-level output
- Approximation:

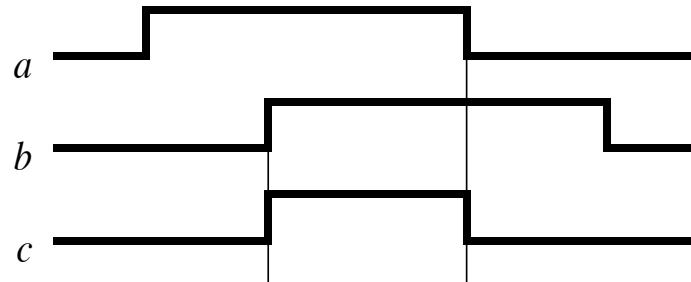
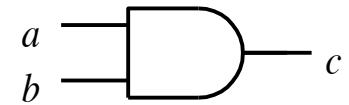
$$t_{PD} = \frac{t_{PLH} + t_{PHL}}{2}$$



# Sample 4:

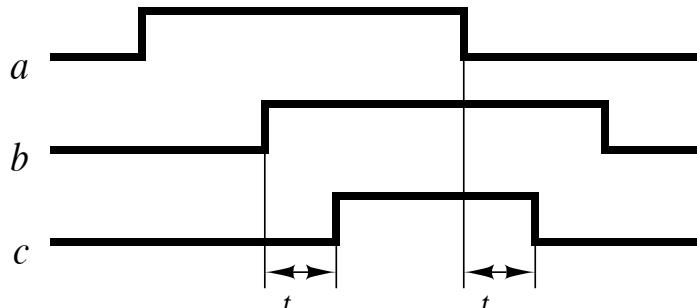
## Propagation Delay

- Propagation delay through a logic gate

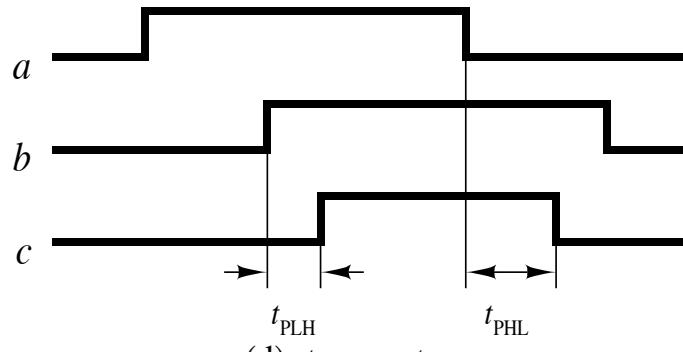


(a) Two-input AND gate

(b) Ideal (zero) delay



$$(c) \quad t_{PD} = t_{PLH} = t_{PHL}$$



$$(d) \quad t_{PLH} < t_{PHL}$$

# Power

- Power dissipation and propagation delays for several logic families

Logic Family	Propagation Delay $t_{PD}$ (ns)	Power Dissipation Per Gate (mW)	Technology
7400	10	10	Standard TTL
74H00	6	22	High-speed TTL
74L00	33	1	Low-power TTL
74LS00	9.5	2	Low-power Schottky TTL
74S00	3	19	Schottky TTL
74ALS00	3.5	1.3	Advanced low-power Schottky TTL
74AS00	3	8	Advanced Schottky TTL
74HC00	8	0.17	High-speed CMOS

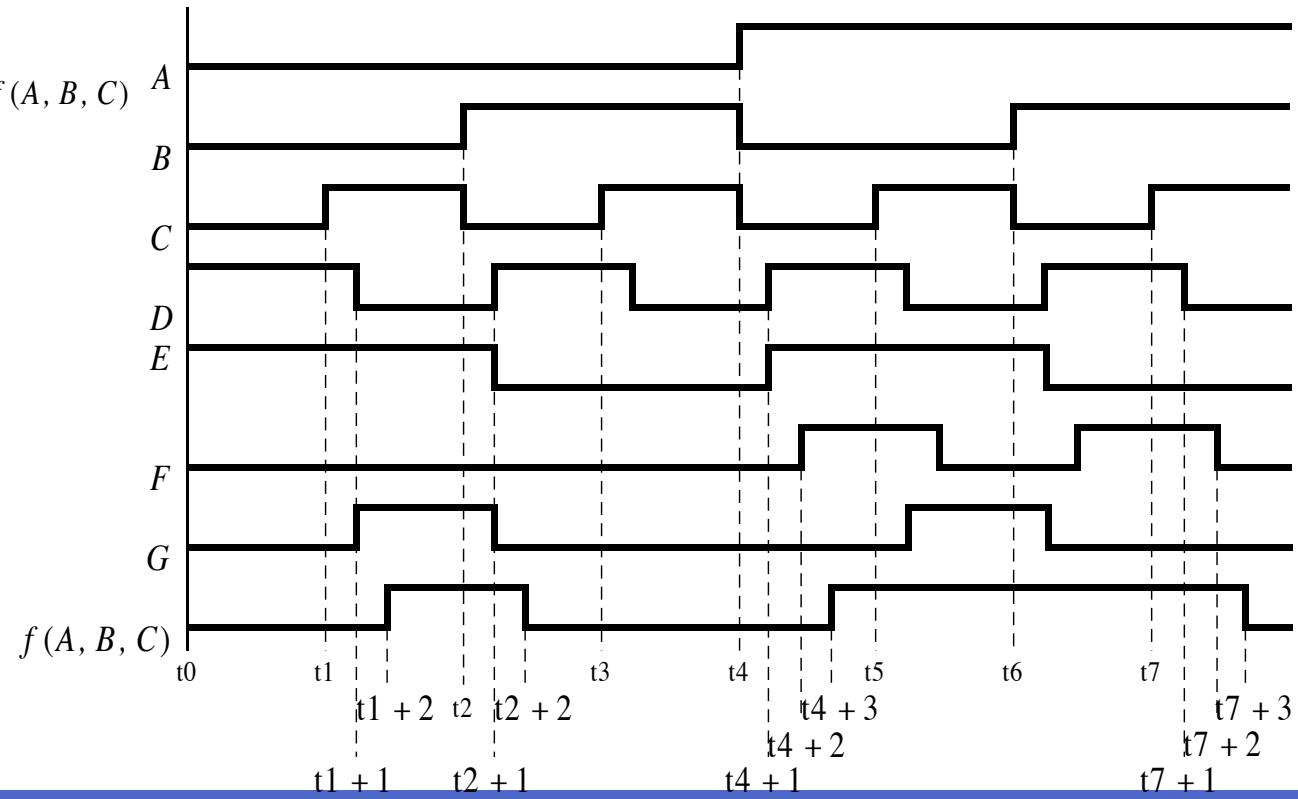
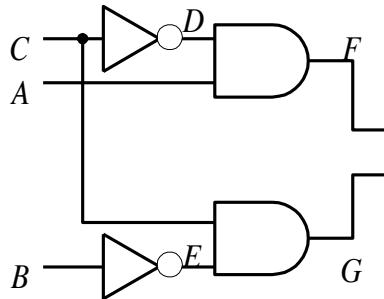
# Propagation Delay of 74LS

- Propagation delays of primitive 74LS series gates (Table 2.8)

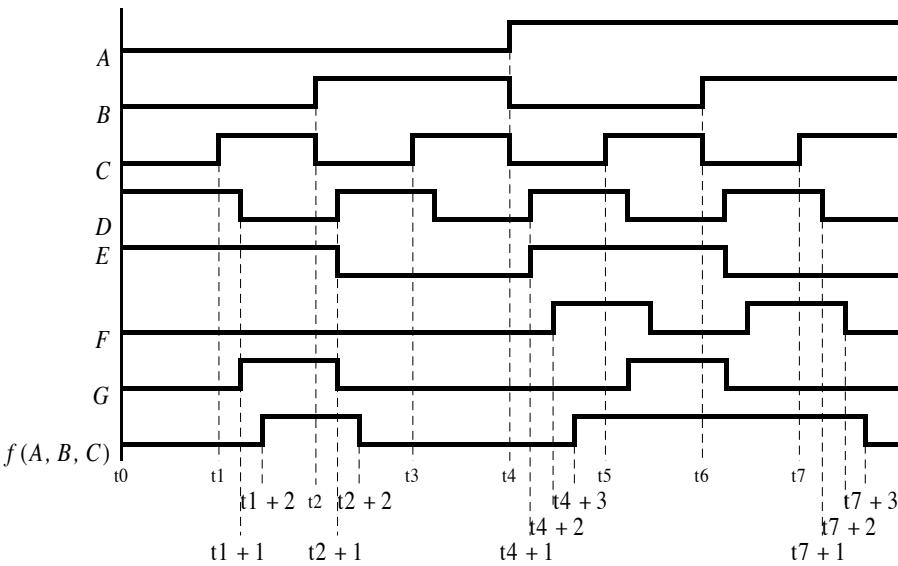
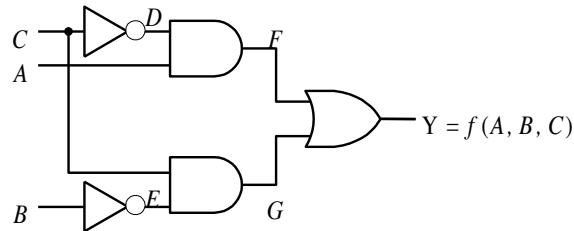
Chip	Function	$t_{PLH}$		$t_{PHL}$	
		Typical	Maximum	Typical	Maximum
74LS04	NOT	9	15	10	15
74LS00	NAND	9	15	10	15
74LS02	NOR	10	15	10	15
74LS08	AND	8	15	10	20
74LS32	OR	14	22	14	22

# Sample 5

- Find the truth table and minimum switching expression.



# Sample 5: Switching Expression



$ABC$	$f(A, B, C)$
0 0 0	0
0 0 1	1
0 1 0	0
0 1 1	0
1 0 0	1
1 0 1	1
1 1 0	1
1 1 1	0

$$\begin{aligned}
 f(A, B, C) &= \sum m(1, 4, 5, 6) \\
 &= \overline{A} \overline{B} C + A \overline{B} \overline{C} + A \overline{B} C + A B \overline{C} \\
 &= A \overline{C} + \overline{B} C
 \end{aligned}$$

# Digital Circuit Synthesis

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# Synthesis

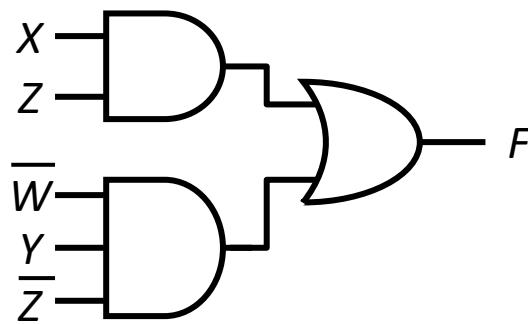
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- Realize a logic function using logic gates
- Techniques
  - AND-OR networks
  - NAND networks
  - OR-AND networks
  - NOR networks
  - Two-level circuits
  - AND-OR-inverter networks
  - Factoring

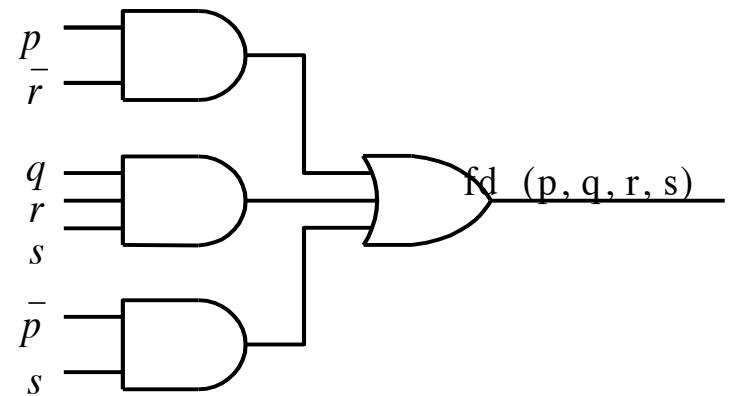
# AND-OR Network

- AND gates to form product terms
- An OR gate to form the sum of products
- Switching expression **must** be in SOP form.

$$F = XZ + \overline{W}Y\overline{Z}$$

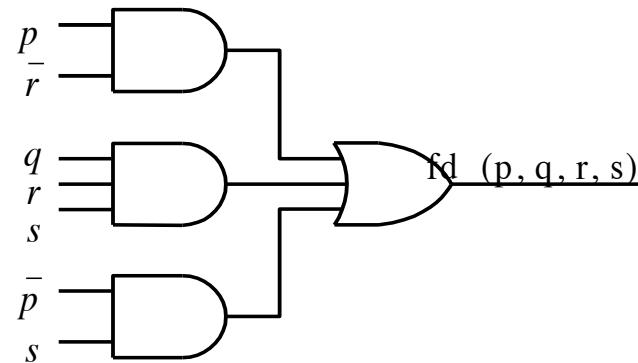


$$f_{\delta}(p, q, r, s) = p\bar{r} + qrs + \bar{p}s$$



# Sample 6

$$f_{\delta}(p, q, r, s) = p\bar{r} + qrs + \bar{p}s$$



$$f_{\delta}(p, q, r, s) = \overline{\overline{p}\bar{r} + qrs + \overline{p}s}$$

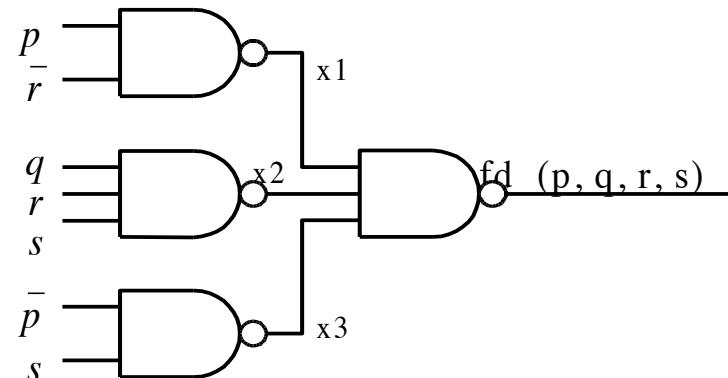
$$= \overline{p}\bar{r} \cdot \overline{qrs} \cdot \overline{\overline{p}s}$$

$$= x_1 \cdot x_2 \cdot x_3$$

$$x_1 = \overline{p}\bar{r},$$

$$x_2 = \overline{qrs},$$

$$x_3 = \overline{\overline{p}s}$$



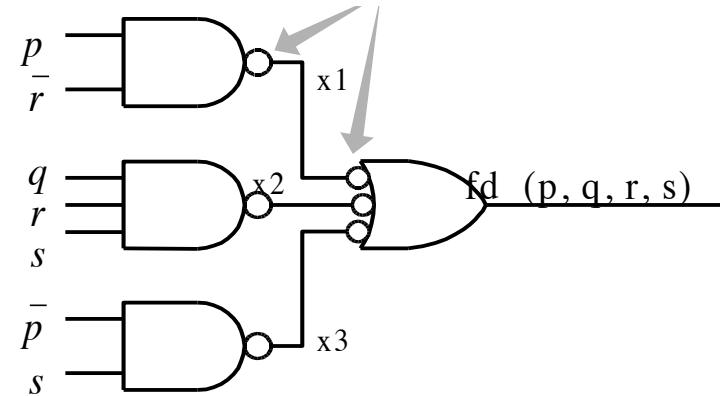
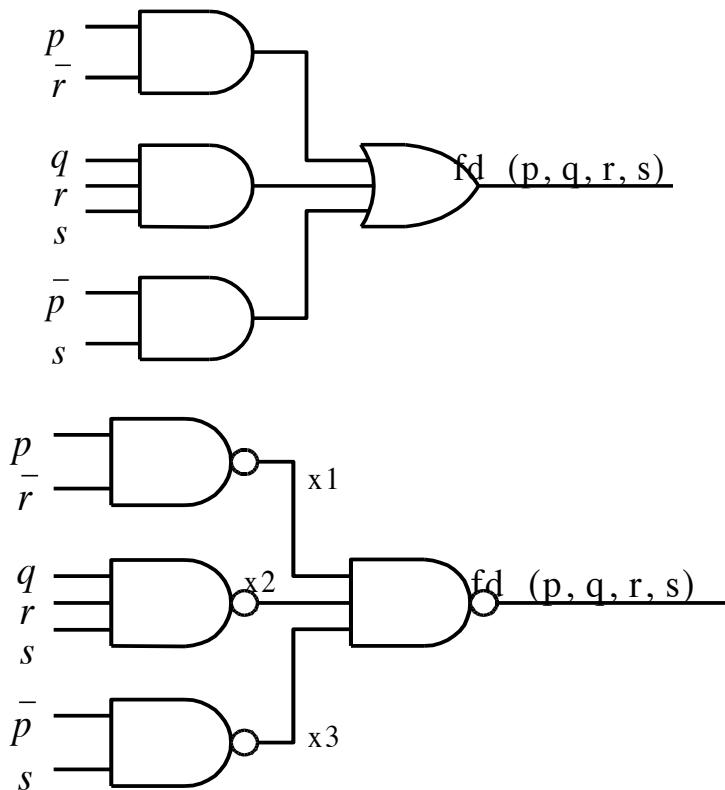
Easily conversion from AND-OR Network to NADN network

# Sample 6 ☺

$$f_\delta(p, q, r, s) = p\bar{r} + qrs + \bar{p}s$$

$$f_\delta(p, q, r, s) = \overline{x_1 \cdot x_2 \cdot x_3} \quad x_1 = \overline{p\bar{r}}, \quad x_2 = \overline{qrs}, \quad x_3 = \overline{\bar{p}s}$$

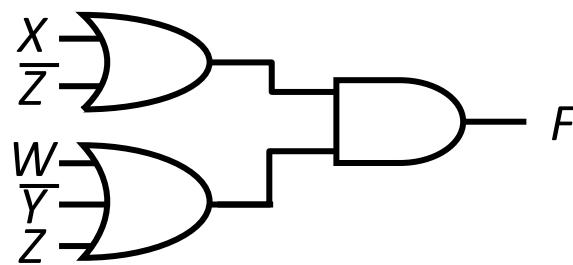
$$\begin{aligned} &= \overline{x_1} + \overline{x_2} + \overline{x_3} \\ &= \overline{\overline{p}\bar{r}} + \overline{\overline{qrs}} + \overline{\overline{\bar{p}s}} \end{aligned}$$



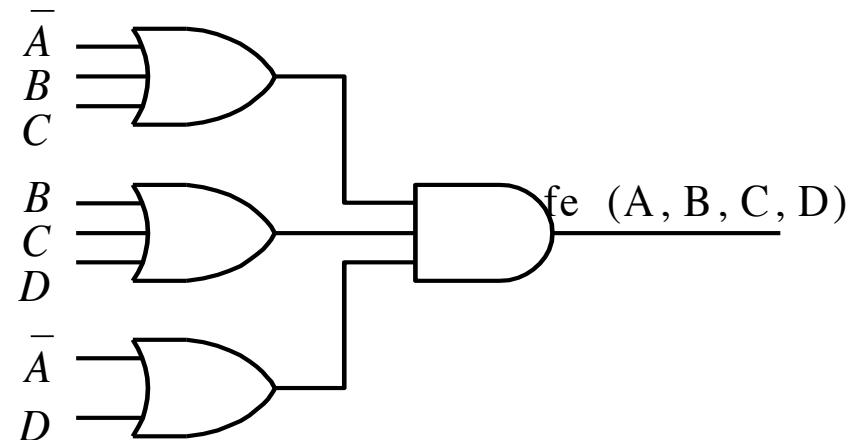
# OR-AND Network

- OR gates to form sum terms
- An AND gate to form the product of sums
- Switching expression must be in POS form.

$$F = (X + \bar{Z})(W + \bar{Y} + Z)$$



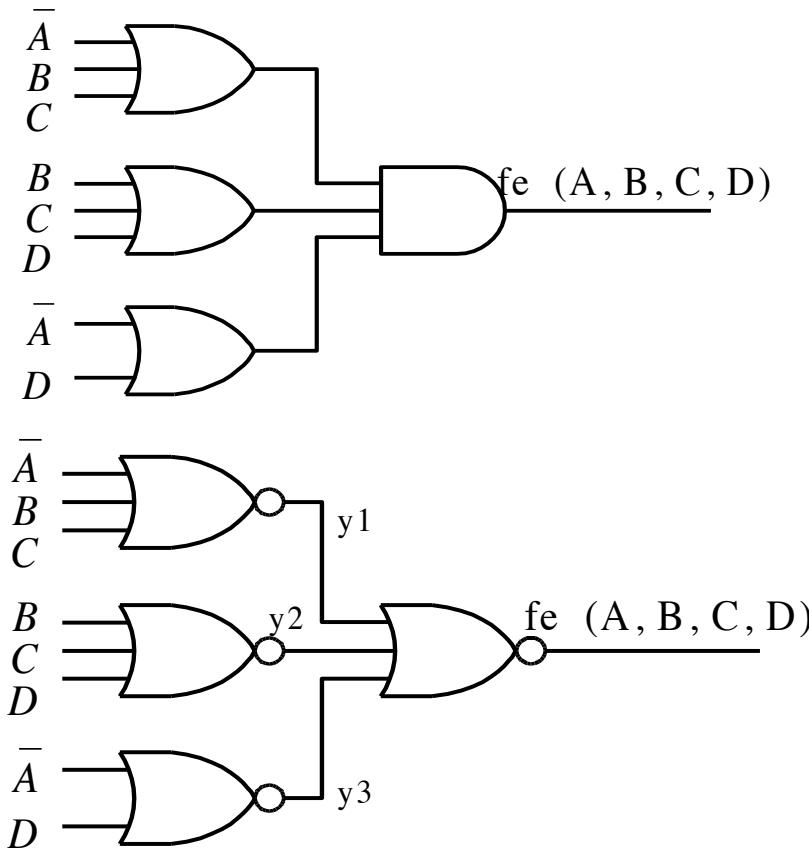
$$f_e(A, B, C, D) = (\bar{A} + B + C)(B + C + D)(\bar{A} + D)$$



# Sample 7

$$f_e(A, B, C, D) = (\bar{A} + B + C)(B + C + D)(\bar{A} + D)$$

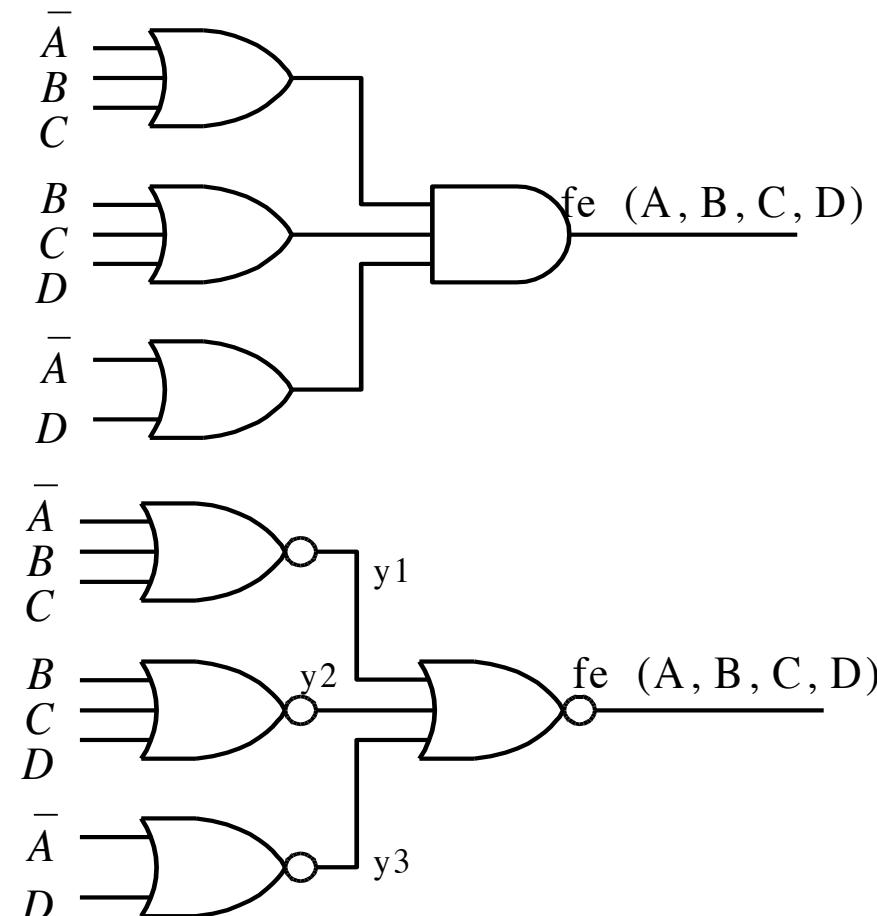
$$\begin{aligned} f_e(A, B, C, D) &= \overline{(\bar{A} + B + C)(B + C + D)(\bar{A} + D)} \\ &= \overline{\bar{A} + B + C} + \overline{B + C + D} + \overline{\bar{A} + D} \\ &= y_1 + y_2 + y_3 \\ y_1 &= \overline{\bar{A} + B + C}, \\ y_2 &= \overline{B + C + D}, \\ y_3 &= \overline{\bar{A} + D} \end{aligned}$$



Easily conversion from OR-AND Network to NOR network

# Sample 7 ☺

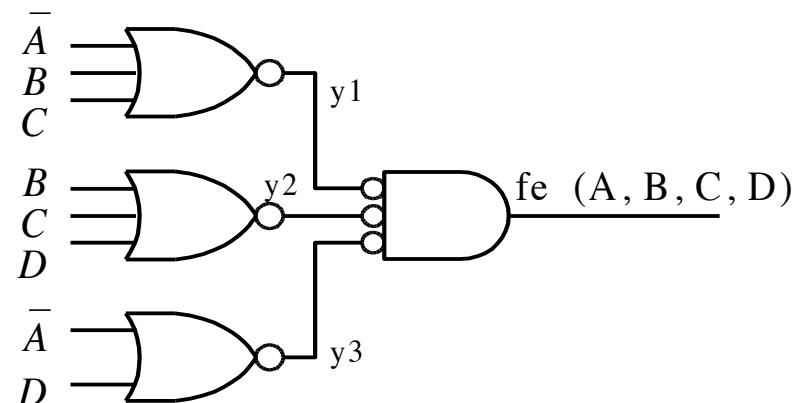
$$f_e(A, B, \bar{C}, D) = (\bar{A} + B + C)(B + C + D)(\bar{A} + D)$$



$$= \overline{y_1 + y_2 + y_3}$$

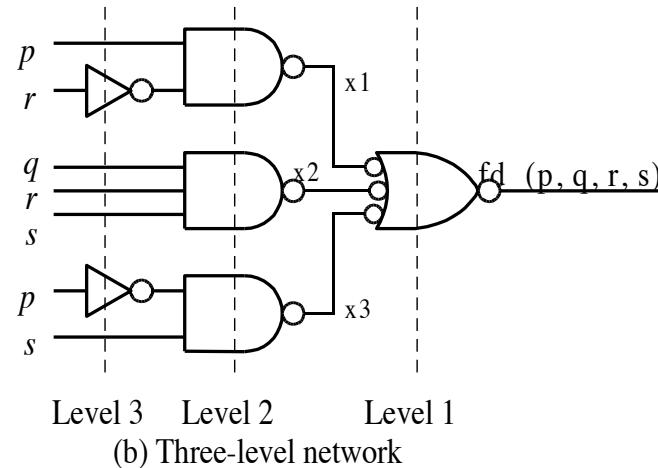
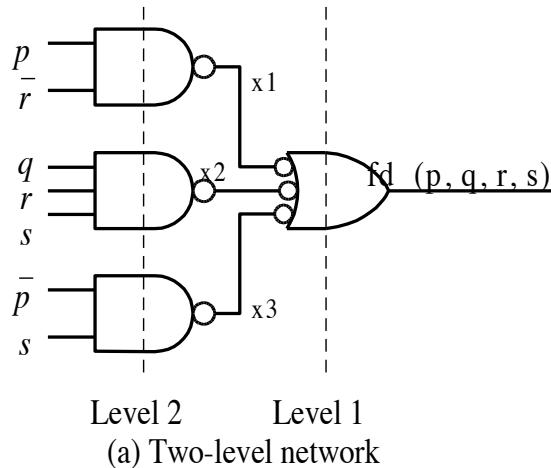
$$= \overline{y_1} \cdot \overline{y_2} \cdot \overline{y_3}$$

$$= \overline{\overline{\overline{A} + B + C}} \cdot \overline{\overline{\overline{B} + C + D}} \cdot \overline{\overline{\overline{A} + D}}$$



# Two-level Circuits

- Input signals pass through two levels of gates before reaching the output.



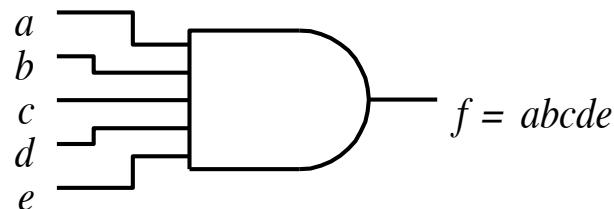
# Two-Level: Implementation Procedure

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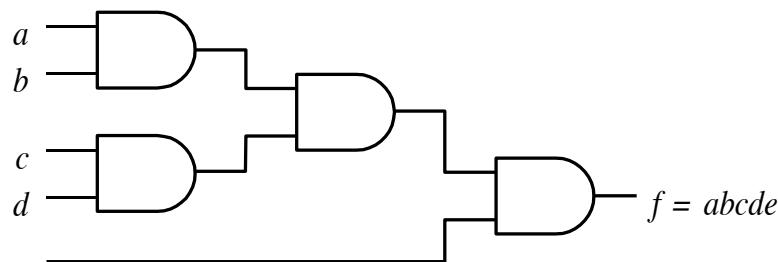
- Step 1. Express the function in minterm (maxterm) list form.
- Step 2. Write out the minterms (maxterms) in algebraic form.
- Step 3. Simplify the function in SOP (POS) form.
- Step 4. Transform the expression into the NAND (NOR) form.
- Step 5. Draw the NAND (NOR) logic diagram.

# Are Two-level Circuits Enough?

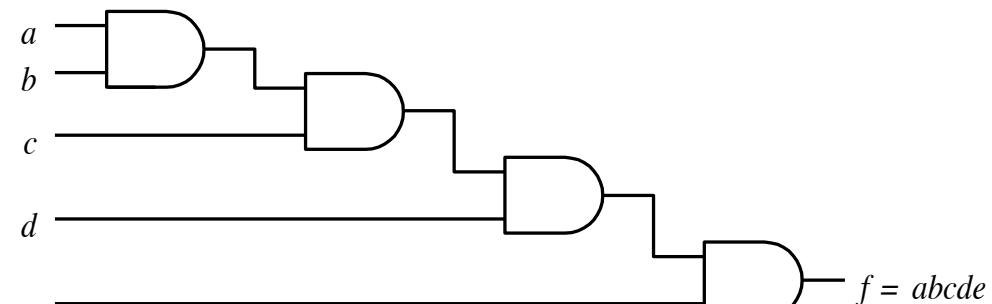
- Circuits with more than two levels are often needed
  - Fan-in constraints



(a) A single five-input AND gate



(b) Three-level network of two-input gates



(c) Four-level network of two-input gates.

# Sample 8

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- NAND implementation of  $f_{\phi}(X,Y,Z) = \Sigma m(0,3,4,5,7)$

# Sample 8: NAND

- NAND implementation of  $f_\phi(X,Y,Z) = \Sigma m(0,3,4,5,7)$

- $f_\phi(X,Y,Z) = \Sigma m(0,3,4,5,7)$

- $f_\phi(X,Y,Z) = m_0 + m_3 + m_4 + m_5 + m_7 \quad \bar{X}\bar{Y}\bar{Z} + \bar{X}YZ + X\bar{Y}\bar{Z} + X\bar{Y}Z + XYZ$

- Simplification

- NAND

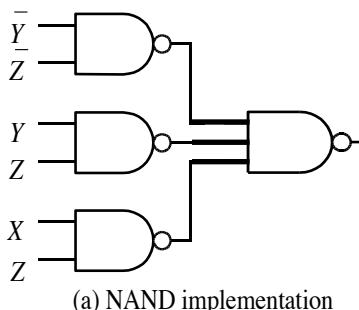
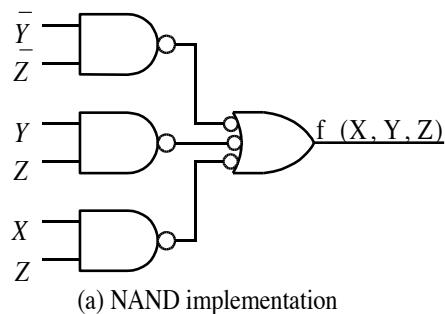
- Draw diagram

$$f_\phi(X,Y,Z) = \bar{Y}\bar{Z} + YZ + XZ$$

$$f_\phi(X,Y,Z) = \overline{\overline{Y}\overline{Z}} + \overline{Y\overline{Z}} + \overline{X\overline{Z}}$$

$$f_\phi(X,Y,Z) = \overline{\overline{Y}\overline{Z}} + YZ + XZ$$

$$f_\phi(X,Y,Z) = \overline{\overline{Y}\overline{Z}} \cdot \overline{Y\overline{Z}} \cdot \overline{X\overline{Z}}$$



# Sample 9

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- NOR implementation of  $f_\phi(X,Y,Z) = \Sigma m(0,3,4,5,7)$

# Sample 9: NOR

- NOR implementation of  $f_\phi(X,Y,Z) = \Sigma m(0,3,4,5,7)$

- $f_\phi(X,Y,Z) = \prod M(1,2,6)$

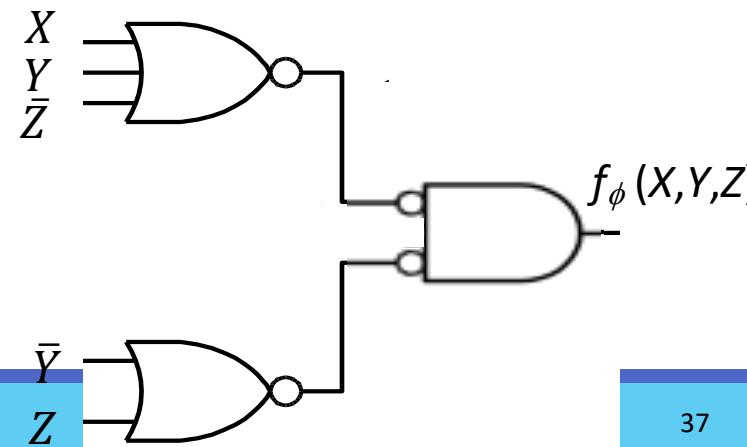
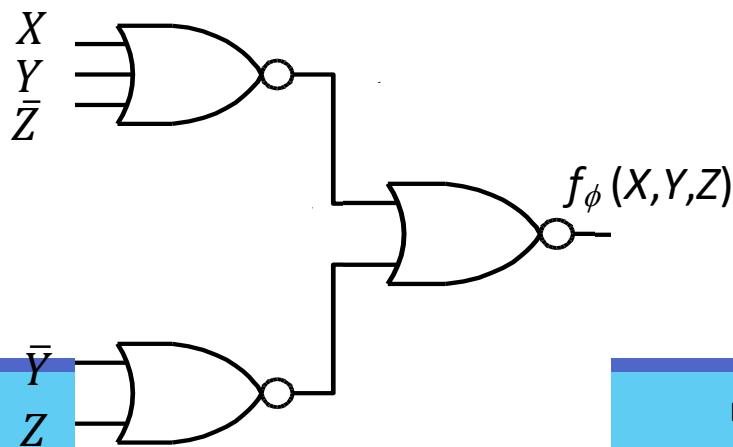
- $f_\phi(X,Y,Z) = M_1 \cdot M_2 \cdot M_6 = (X + Y + \bar{Z})(X + \bar{Y} + Z)(\bar{X} + \bar{Y} + Z)$

- Simplification  $= (X + Y + \bar{Z})(\bar{Y} + Z)$

- NAND

- Draw diagram

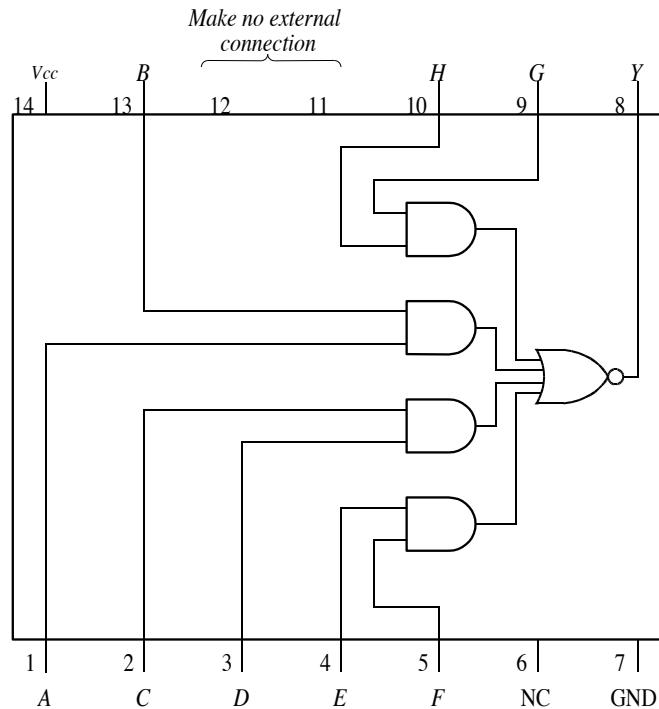
$$\begin{aligned}
 &= \overline{(X + Y + \bar{Z})} \cdot \overline{(\bar{Y} + Z)} \\
 &= \overline{((X + Y + \bar{Z})(\bar{Y} + Z))} \\
 &= \overline{(X + Y + \bar{Z})} + \overline{(\bar{Y} + Z)}
 \end{aligned}$$



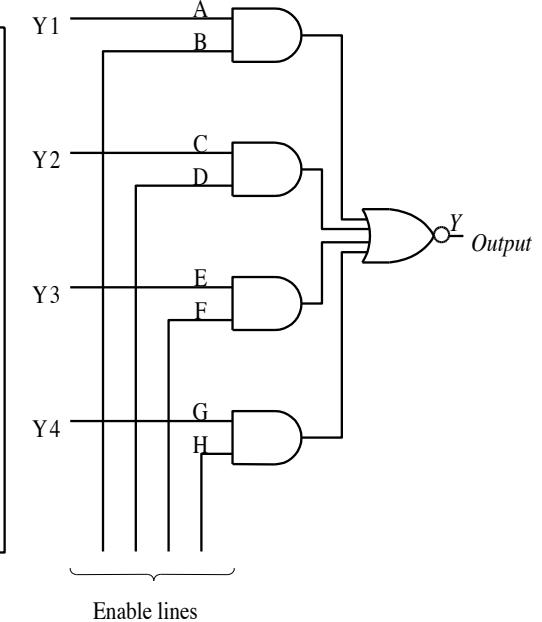
# AND-OR-Inverter Circuits

- A set of AND gates followed by a NOR gate.
- Used to readily realize two-level SOP circuits.
- 7454 circuit:

$$F = \overline{AB + CD + EF + GH}$$



(a) 7454 circuit package (top view)

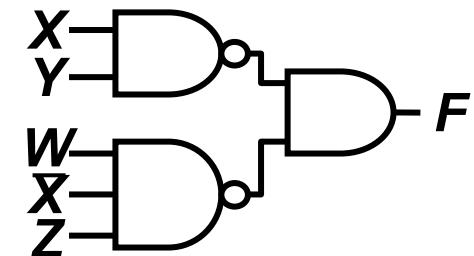
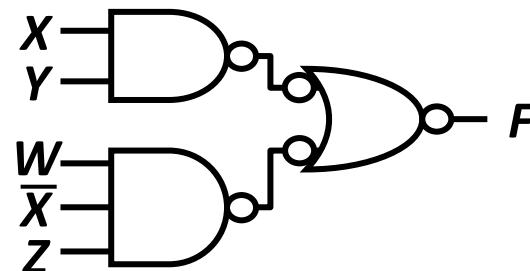
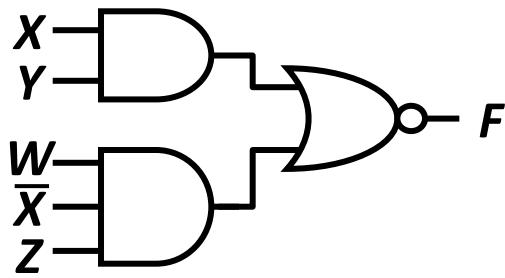


(b) 7454 used as a 4-to-1 multiplexer

# Sample 10

- A set of OR gates followed by a NAND gate.

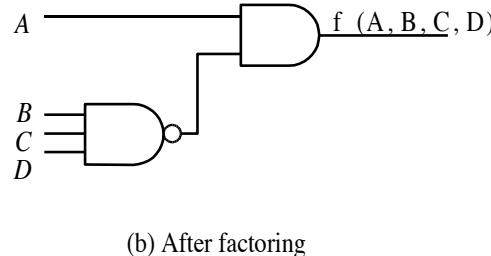
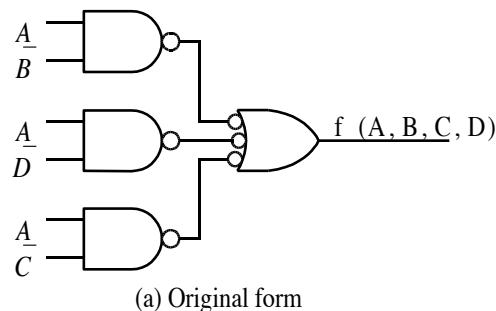
$$F = \overline{XY} + W\overline{\overline{X}Z}$$



# Factoring

- A technique to obtain higher-level forms of switching functions.
- Advantages
  - May need less hardware
  - May be used when there are fan-in constraints
- Disadvantage
  - More difficult to design
  - Slower

$$f(A, B, C, D) = A\bar{B} + A\bar{D} + A\bar{C} = A(\bar{B} + \bar{D} + \bar{C}) = A(\overline{BCD})$$



# Sample 11

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- $f(a,b,c,d) = \sum m(8,13)$  with only two-input AND and OR gates.

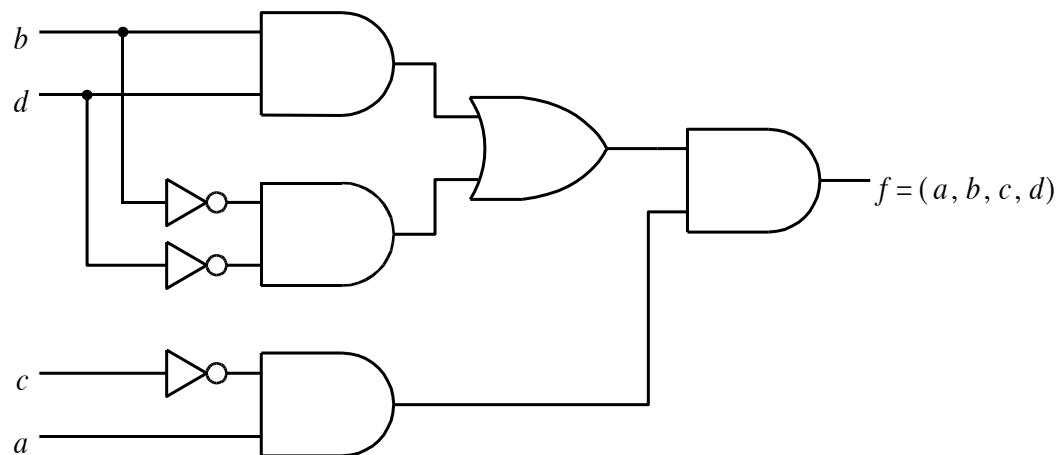
# Sample 11: AND-OR

$f(a,b,c,d) = \sum m(8,13)$  with only two-input AND and OR gates.

- Write the canonical SOP form:

$$f(a,b,c,d) = \sum m(8,13) = a\bar{b}\bar{c}\bar{d} + ab\bar{c}d$$

- Two four-input AND gates and one two-input OR gate are needed.
- Apply factoring:



$$f(a,b,c,d) = a\bar{b}\bar{c}\bar{d} + ab\bar{c}d = (a\bar{c})(bd + \bar{b}\bar{d})$$

# Sample 12

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- A burglar alarm with four control switches

# Sample 12: Burglar Alarm

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- A burglar alarm with four control switches
- Each control switch produces logic 1 when:
  - Switch *A*: Secret switch is closed
  - Switch *B*: Safe is in its normal position in the closet
  - Switch *C*: Clock is between 1000 and 1400 hours
  - Switch *D*: Closet door is closed.
- Write the equations of the control logic that produces logic 1 when
  - Safe is moved AND the secret switch is closed, OR
  - Closet is opened after banking hours, OR
  - Closet is opened with the secret switch open.

$$f(A, B, C, D) = AB + \overline{CD} + \overline{AD}$$

# Sample 13

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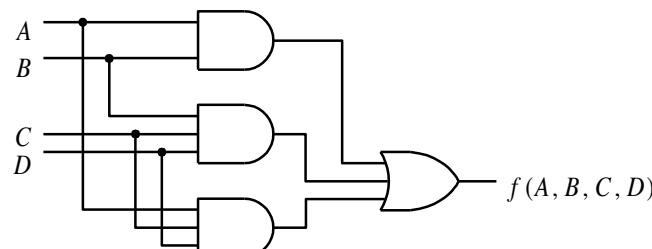
- Write a logic function for Doe family voter:
  - Input: John (Dad): A, Jane (Mom):B, Joe: C, Sue: D.
  - Output: Vote for either *hamburgers* (0) or *chicken* (1).
  - Condition:
    - Majority win.
    - Mom and Dad agree, they win.

# Sample 13: Doe Family Voter

A (John)	B (Jane)	C (Joe)	D (Sue)	F 1 = chicken
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	0
1	0	0	1	0
1	0	1	0	0
1	0	1	1	1
1	1	0	0	1
1	1	0	1	1
1	1	1	0	1
1	1	1	1	1

$$A, B, C, D) = \overline{A}BCD + A\overline{B}CD + A\overline{B}\overline{C}\overline{D} + AB\overline{C}\overline{D} + ABC\overline{D} + ABCD$$

$$\begin{aligned}
 &= \overline{A}BCD + A\overline{B}CD + AB \\
 &= AB + ACD + \overline{A}BCD \\
 &= AB + ACD + BCD
 \end{aligned}$$



# Sample 14

---

- Logic equations for a circuit that adds two binary numbers

# Sample 14: Specification

---

- Logic equations for a circuit that adds two **2-bit** binary numbers
- **Input:**  $(A_1 A_0)_2$  and  $(B_1 B_0)_2$
- **Output:** produces sum bits  $(S_1 S_0)_2$  and carry bit  $C_1$ ;

$$\begin{array}{r} A_1 A_0 \\ + B_1 B_0 \\ \hline C_1 S_1 S_0 \end{array}$$

# 2-bit Adder: Truth Table

A1	A0	B1	B0	C1	S1	S0
0	0	0	0	0	0	0
0	0	0	1	0	0	1
0	0	1	0	0	1	0
0	0	1	1	0	1	1
0	1	0	0	0	0	1
0	1	0	1	0	1	0
0	1	1	0	0	1	1
0	1	1	1	1	0	0
1	0	0	0	0	1	0
1	0	0	1	0	1	1
1	0	1	0	1	0	0
1	0	1	1	1	0	1
1	1	0	0	0	1	1
1	1	0	1	1	0	0
1	1	1	0	1	0	1
1	1	1	1	1	1	0

# 2-bit Adder: S0

A1	A0	B1	B0	C1	S1	S0
0	0	0	0	0	0	0
0	0	0	1	0	0	1
0	0	1	0	0	1	0
0	0	1	1	0	1	1
0	1	0	0	0	0	1
0	1	0	1	0	1	0
0	1	1	0	0	1	1
0	1	1	1	1	0	0
1	0	0	0	0	1	0
1	0	0	1	0	1	1
1	0	1	0	1	0	0
1	0	1	1	1	0	1
1	1	0	0	0	1	1
1	1	0	1	1	0	0
1	1	1	0	1	0	1
1	1	1	1	1	1	0

$$\begin{aligned}
 S_0 = & \overline{A_1} \overline{A_0} \overline{B_1} B_0 + \overline{A_1} \overline{A_0} B_1 B_0 + \overline{A_1} A_0 \overline{B_1} \overline{B_0} \\
 & + \overline{A_1} A_0 B_1 \overline{B_0} + A_1 \overline{A_0} \overline{B_1} B_0 + A_1 \overline{A_0} B_1 B_0 \\
 & + A_1 A_0 \overline{B_1} \overline{B_0} + A_1 A_0 B_1 \overline{B_0} \\
 = & A_0 \overline{B_0} + \overline{A_0} B_0
 \end{aligned}$$

# 2-bit Adder: S1

A1	A0	B1	B0	C1	S1	S0
0	0	0	0	0	0	0
0	0	0	1	0	0	1
0	0	1	0	0	1	0
0	0	1	1	0	1	1
0	1	0	0	0	0	1
0	1	0	1	0	1	0
0	1	1	0	0	1	1
0	1	1	1	1	0	0
1	0	0	0	0	1	0
1	0	0	1	0	1	1
1	0	1	0	1	0	0
1	0	1	1	1	0	1
1	1	0	0	0	1	1
1	1	0	1	1	0	0
1	1	1	0	1	0	1
1	1	1	1	1	1	0

$$S_1 = \overbrace{A_1 \bar{A}_0 B_1 \bar{B}_0}^{\text{Red}} + \overbrace{\bar{A}_1 \bar{A}_0 B_1 B_0}^{\text{Red}} + \overbrace{\bar{A}_1 A_0 \bar{B}_1 B_0}^{\text{Red}} \\ + \overbrace{A_1 A_0 B_1 \bar{B}_0}^{\text{Purple}} + \overbrace{A_1 \bar{A}_0 \bar{B}_1 \bar{B}_0}^{\text{Green}} + \overbrace{A_1 \bar{A}_0 \bar{B}_1 B_0}^{\text{Green}} \\ + \overbrace{A_1 A_0 \bar{B}_1 \bar{B}_0}^{\text{Green}} + A_1 A_0 B_1 B_0$$

$$\overbrace{\bar{A}_1 \bar{A}_0 B_1}^{\text{Red}} + \overbrace{\bar{A}_1 B_1 \bar{B}_0}^{\text{Purple}} + \overbrace{\bar{A}_1 A_0 \bar{B}_1 B_0}^{\text{Purple}} \\ + A_1 A_0 B_1 B_0 + \overbrace{A_1 \bar{B}_1 \bar{B}_0}^{\text{Green}} + \overbrace{A_1 \bar{A}_0 \bar{B}_1}^{\text{Green}}$$

# 2-bit Adder: C1

A1	A0	B1	B0	C1	S1	S0
0	0	0	0	0	0	0
0	0	0	1	0	0	1
0	0	1	0	0	1	0
0	0	1	1	0	1	1
0	1	0	0	0	0	1
0	1	0	1	0	1	0
0	1	1	0	0	1	1
0	1	1	1	1	0	0
1	0	0	0	0	1	0
1	0	0	1	0	1	1
1	0	1	0	1	0	0
1	0	1	1	1	0	1
1	1	0	0	0	1	1
1	1	0	1	1	0	0
1	1	1	0	1	0	1
1	1	1	1	1	1	0

$$C_1 = \overline{A}_1 A_0 B_1 B_0 + A_1 \overline{A}_0 B_1 \overline{B}_0 + A_1 \overline{A}_0 B_1 B_0 \\ + A_1 A_0 \overline{B}_1 B_0 + A_1 A_0 B_1 \overline{B}_0 + A_1 A_0 B_1 B_0$$

$$= \overline{A}_1 A_0 B_1 B_0 + A_1 A_0 \overline{B}_1 B_0 + A_0 B_0 A_1 B_1 + A_1 B_1 \\ = A_0 B_0 (\overline{A}_1 B_1 + A_1 \overline{B}_1 + A_1 B_1) + A_1 B_1 \\ = A_0 B_0 (B_1 + A_1 \overline{B}_1) + A_1 B_1 \\ = A_0 B_0 (B_1 + A_1) + A_1 B_1 \\ = A_0 B_0 B_1 + A_0 B_0 A_1 + A_1 B_1$$

# Sample 15

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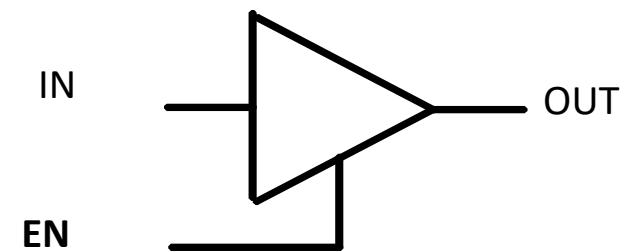
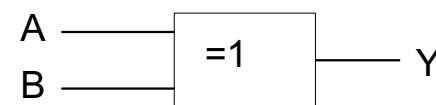
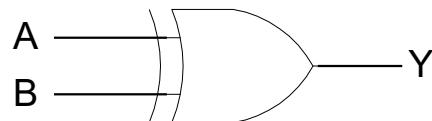
- Implement a XOR gate with 3-state buffers

# XOR & Tristate: Truth Table

- Implement a XOR gate with 3-state buffers

$a\ b$	$f_{XOR}(a, b) = a \oplus b$	$A\ B$	$Y$
0 0	0	L L	L
0 1	1	L H	H
1 0	1	H L	H
1 1	0	H H	L

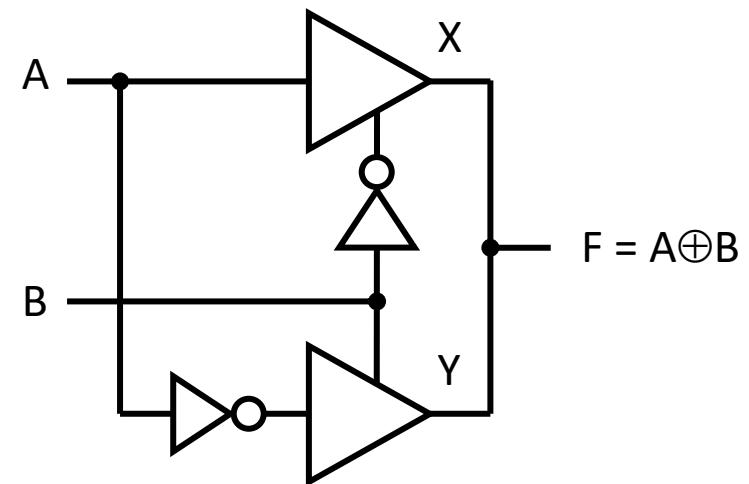
<b>EN</b>	<b>IN</b>	<b>OUT</b>
0	X	Hi-Z
1	0	0
1	1	1



# XOR & Tristate: Realization

- Implement a XOR gate with 3-state buffers

A	B	X	Y	F
0	0	0	Hi-Z	0
0	1	Hi-Z	1	1
1	0	1	Hi-Z	1
1	1	Hi-Z	0	0



# Sample 16

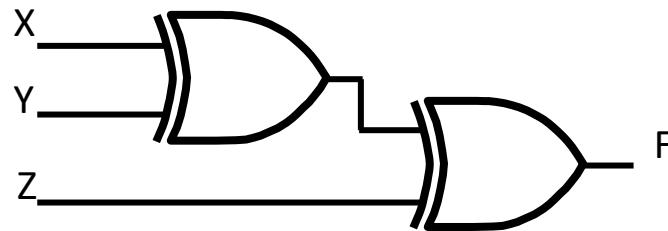
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- Implement an odd function with 2-input XOR
  - Input: X, Y, Z
  - Odd functions: Odd number of 1

# Odd Function: Realization

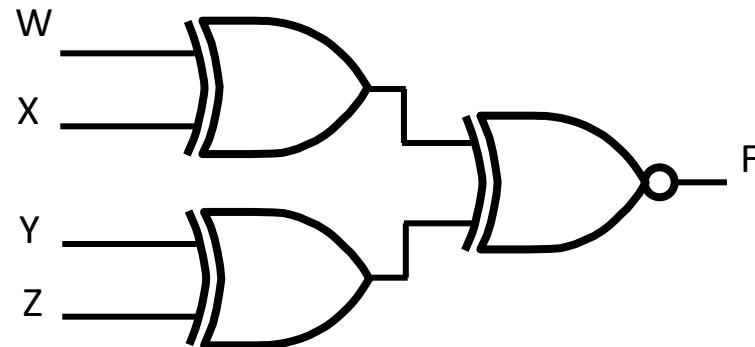
- Implement an odd function with 2-input XOR
  - Odd function: A XOR gate with more than 3 inputs

$$X \oplus Y \oplus Z = \overline{X} \overline{Y} Z + \overline{X} Y \overline{Z} + X \overline{Y} \overline{Z} + X Y Z$$



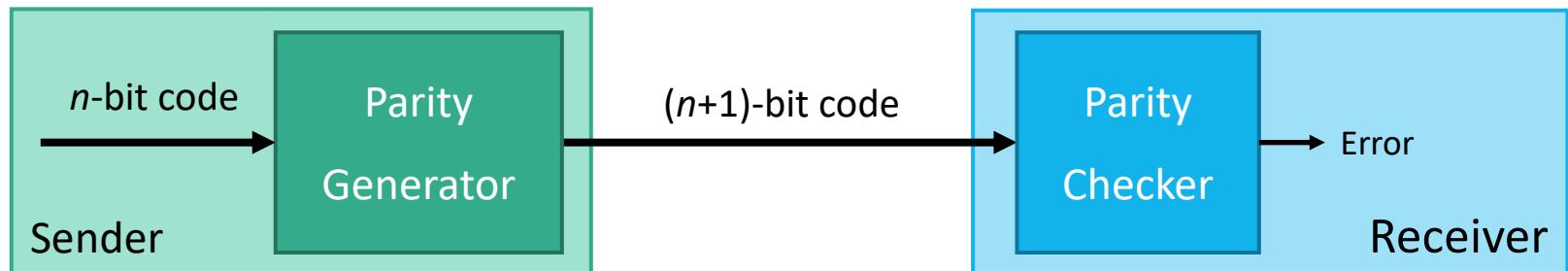
# Sample 17

- Implement an even function with 2-input XOR
  - Input: X, Y, Z, W
  - Even functions: even number of 1



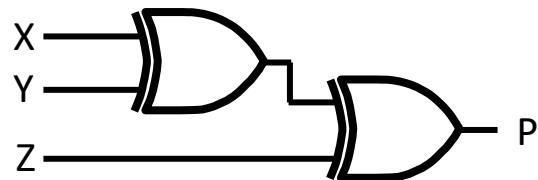
# Sample 18

- Design an even parity generator
- Design a parity checker
  - Input: X, Y, Z
  - Output: even parity, P



# Parity Generator

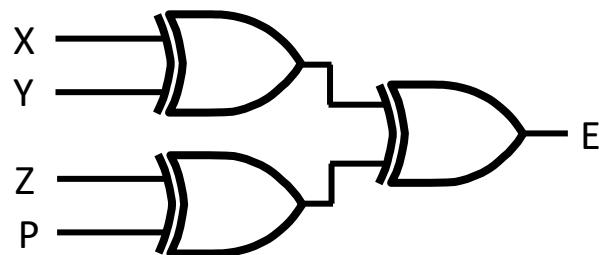
- Design an even parity generator
  - 4-bit final code must have even number of 1
  - 3-bit input code must have odd number of 1
  - $P = (X \oplus Y) \oplus Z$



# Parity Checker

- Design a parity checker

- 4-bit input must have even number of 1
- $E = (X \oplus Y) \oplus (Z \oplus P)$



# Thank You

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