

UNIT 8

Combinational
Circuit Design and
Simulation Using
Gates



This chapter includes:

- 8.1 Review of Combinational Circuit Design
- 8.2 Design of Circuits with Limited Gate Fan-In
- 8.3 Gate Delays and Timing Diagrams
- 8.4 Hazards in Combinational Logic
- 8.5 Simulation and Testing of Logic Circuits



Learning Objectives

- 1. Draw a timing diagram for a combinational circuit with gate delays.
- 2. Define static 0- and 1-hazards and dynamic hazards. Given a combinational circuit, find all of the static 0- and 1-hazards. For each hazard, specify the order in which the gate outputs must switch in order for the hazard to actually produce a false output.
- 3. Given a switching function, realize it using a two-level circuit which is free of static and dynamic hazards (for single input variable changes).
- 4. Design a multiple-output NAND or NOR circuit using gates with limited fan-in.
- 5. Explain the operation of a logic simulator that uses four-valued logic.
- 6. Test and debug a logic circuit design using a simulator.

Review of Combinational Circuit Design

- The first step in combinational switching circuit design is to set up a truth table which specifies the output(s) as a function of the input variables.
- The next step is to derive simplified algebraic expressions for the output functions using Karnaugh maps, the Quine-McCluskey method, or a similar procedure. The resulting equations can then be simplified algebraically.
- The simplified algebraic expressions are then manipulated into the proper form, depending on the type of gates to be used in realizing the circuit.

Review of Combinational Circuit Design

- Minimum two-level AND-OR, NAND-NAND, OR-NAND, and NOR-OR circuits can be realized using the minimum sum of products as a starting point.
- Minimum two-level OR-AND, NOR-NOR, AND-NOR, and NAND-AND circuits can be realized using the minimum product of sums as a starting point.
- Design of multi-level, multiple-output NAND-gate circuits is most easily accomplished by first designing a circuit of AND and OR gates. The minimum SOP expression is found and factored in various ways until an economical circuit of the desired form can be found.

Review of Combinational Circuit Design

- Design of multi-level, multiple-output NORgate circuits is most easily accomplished by first designing a circuit of AND and OR gates.
- In this case, the minimum sum-of-products expressions for the *complements* of the output functions is found.
- ❖ After factoring these expressions to the desired form, they are then complemented to get expressions for the output functions, and the corresponding circuit of AND and OR gates is drawn.

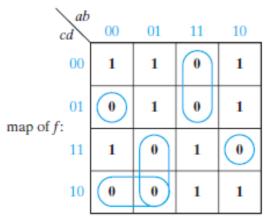
Introduction:

- In practical logic design problems, the maximum number of inputs on each gate (or the fan-in) is limited.
- If a two-level realization of a circuit requires more gate inputs than allowed, factoring the logic expression to obtain a multi-level realization is necessary.

Example 1:

Example

Realize $f(a, b, c, d) = \sum m(0, 3, 4, 5, 8, 9, 10, 14, 15)$ using three-input NOR gates.



f' = a'b'c'd + ab'cd + abc' + a'bc + a'cd'

Example 1 (continued):

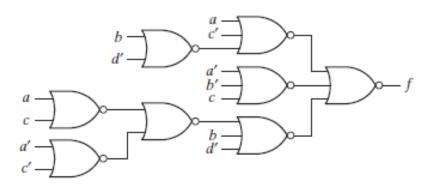
As can be seen from the preceding expression, a two-level realization requires two four-input gates and one five-input gate. The expression for f' is factored to reduce the maximum number of gate inputs to three and, then, it is complemented:

$$f' = b'd(a'c' + ac) + a'c(b + d') + abc'$$

$$f = [b + d' + (a + c)(a' + c')][a + c' + b'd][a' + b' + c]$$

The resulting NOR-gate circuit is shown in Figure 8-1.

FIGURE 8-1



- When designing multiple-output circuits with more than two levels, it is usually best to minimize each function separately.
- The resulting two-level expressions must then be factored to increase the number of levels.
- This factoring should be done in such a way as to introduce common terms wherever possible.

Example 2:

Example

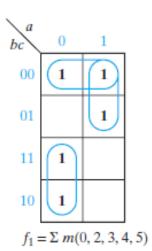
Realize the functions given in Figure 8-2, using only two-input NAND gates and inverters. If we minimize each function separately, the result is

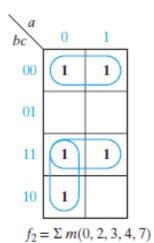
$$f_1 = b'c' + ab' + a'b$$

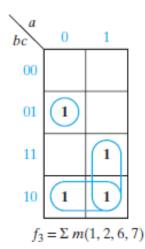
$$f_2 = b'c' + bc + a'b$$

$$f_3 = a'b'c + ab + bc'$$

FIGURE 8-2







Example 2 (continued):

Each function requires a three-input OR gate, so we will factor to reduce the number of gate inputs:

$$f_1 = b'(\underline{a + c'}) + \underline{a'b}$$

 $f_2 = b(a' + c) + b'c'$ or $f_2 = (b' + c)(b + c') + \underline{a'b}$
 $f_3 = a'b'c + b(a + c')$

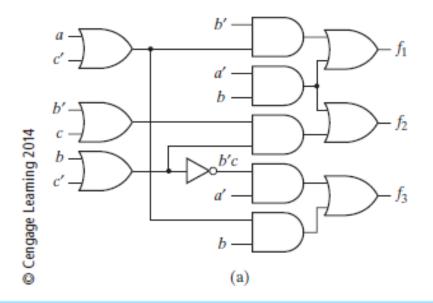
The second expression for f_2 has a term common to f_1 , so we will choose the second expression. We can eliminate the remaining three-input gate from f_3 by noting that

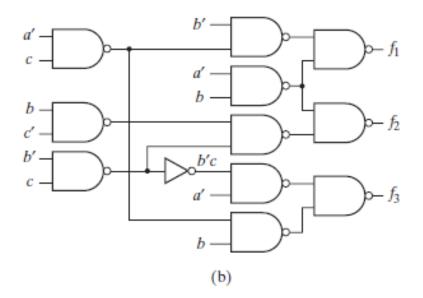
$$a'b'c = a'(b'c) = a'(b+c')'$$

Figure 8-3(a) shows the resulting circuit, using common terms a'b and a + c'. Because each output gate is an OR, the conversion to NAND gates, as shown in Figure 8-3(b), is straightforward.

Example 2 (continued):

FIGURE 8-3 Realization of Figure 8-2

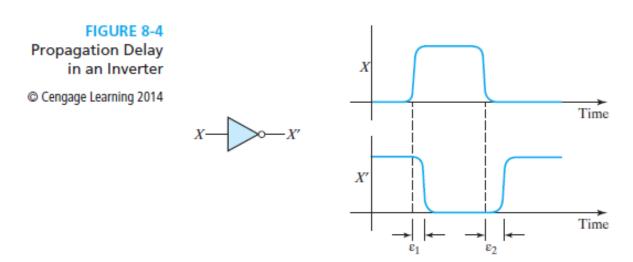




- ❖ When the input to a logic gate is changed, the output will not change instantaneously. The transistors or other switching elements within the gate take a finite time to react to a change in input, so that the change in the gate output is delayed with respect to the input change.
- * Timing diagrams are frequently used in the analysis of sequential circuits. These diagrams show various signals in the circuit as a function of time.

Propogation Delay for An Inverter:

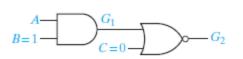
- Figure 8-4 shows possible input and output waveforms for an inverter.
- \star If the change in output is delayed by time, ϵ , with respect to the input, we say that this gate has a propagation delay of ϵ .
- In practice, the propagation delay for a 0 to 1 output change may be different than the delay for a 1 to 0 change.

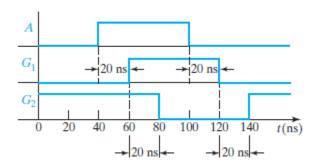


Timing Diagram for AND-NOR Circuit:

- Figure 8-5 shows the timing diagram for a circuit with two gates, assuming propagation delay of 20 ns.
- This timing diagram indicates what happens when gate inputs B and C are held at constant values 1 and 0 respectively, and input A is changed to 1 at t=40 ns and then changed back to 0 at t=100 ns.

FIGURE 8-5 Timing Diagram for AND-NOR Circuit

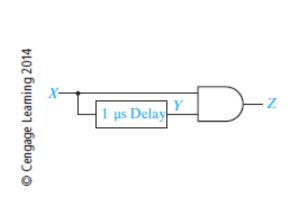


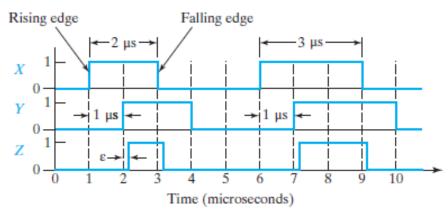


Timing Diagram for Circuit with Delay:

* Figure 8-6 shows a timing diagram for a circuit with an added delay element.

FIGURE 8-6 Timing Diagram for Circuit with Delay

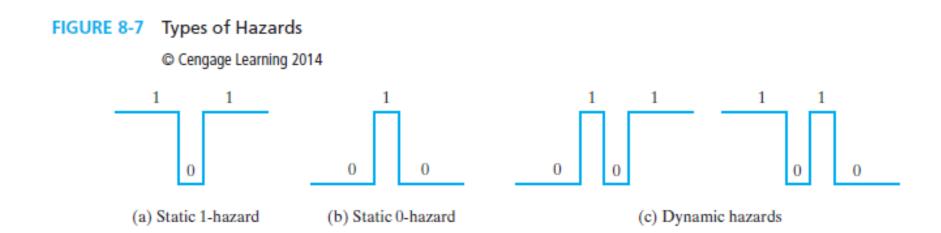




Hazards:

- Switching transients occur when different paths from input to output have different propagation delays.
- A circuit output may momentarily go to 0 when it should remain a constant 1, we say that the circuit has a static 1-hazard.
- If the output may momentarily go to 1 when it should remain a 0, we say that the circuit has a static 0hazard.
- ❖ If, when the output is supposed to change from 0 to 1 (or 1 to 0), the output may change three or more times, we say that the circuit has a dynamic hazard.
- See next slide for figure.

Types of Hazards:

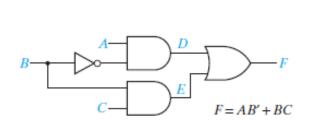


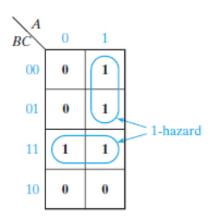
Detection of a 1-Hazard:

FIGURE 8-8

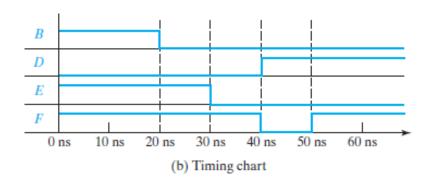
Detection of a 1-Hazard

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(a) Circuit with a static 1-hazard

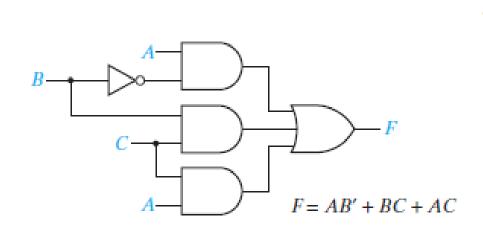


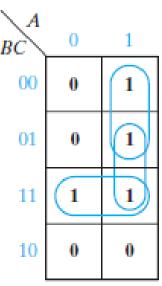
Procedure to Detect Hazards in a Two-Level AND-OR Circuit:

- 1. Write down the sum-of-products expression for the circuit.
- 2. Plot each term on the map and loop it.
- 3. If any two adjacent 1's are not covered by the same loop, a 1-hazard exists for the transition between the two 1's. For an n-variable map, this transition occurs when one variable changes and the other n-1 variables are held constant.

Circuit with Hazard Removed:

FIGURE 8-9 Circuit with Hazard Removed



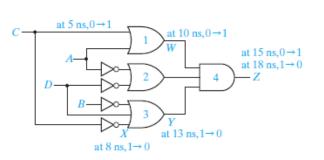


Detection of a Static-O Hazard:

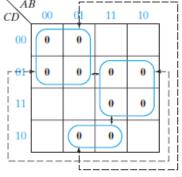
FIGURE 8-10

Detection of a Static 0-Hazard

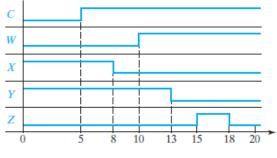
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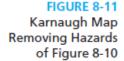
(a) Circuit with a static 0-hazard

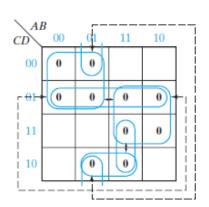


(b) Karnaugh map for circuit of (a)



(c) Timing diagram illustrating 0-hazard of (a)



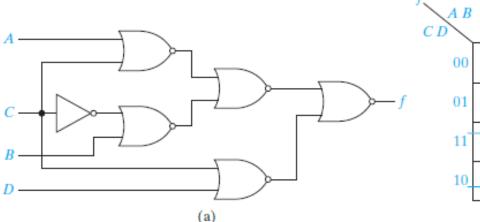


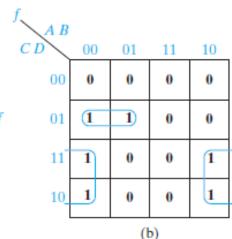
Hazard Example:

See pages 238-239 for explanation:

$$f = (A'C' + B'C)(C + D) = A'CC' + A'C'D + B'C$$







Procedure to Design a Circuit without Static and Dynamic Hazards:

- 1. Find a sum-of-products expression (F^t) for the output in which every pair of adjacent 1's is covered by a 1-term. (The sum of all prime implicants will always satisfy this condition.) A two-level AND-OR circuit based on this F^t will be free of 1-, 0-, and dynamic hazards.
- 2. If a different form of the circuit is desired, manipulate F^t to the desired form by simple factoring, DeMorgan's laws, etc. Treat each x_i and x'_i as independent variables to prevent introduction of hazards.

Hazards and Glitches for Changes in Multiple Inputs:

- The discussion of hazards and the possibility of resulting glitches in this section has assumed that only a single input can change at a time and that no other input will change until the circuit has stabilized.
- If more than one input can change at one time, then nearly all circuits will contain hazards, and they cannot be eliminated by modifying the circuit implementation.

Simulation and Verification of Logic Circuits:

- An important part of the logic design process is verifying that the final design is correct and debugging the design if necessary.
- Simulation on a computer is generally an easy, fast, and more economical way to verify a circuit's output.
- To use a computer program for simulating logic circuits, you must first specify the circuit components and connections; then, specify the circuit inputs; and, finally, observe the circuit outputs
- ❖ A typical simulator which runs on a personal computer uses switches or input boxes to specify the inputs and probes to read the logic outputs. Alternatively, the inputs and outputs may be specified as sequences of 0's and 1's or in the form of timing diagrams.

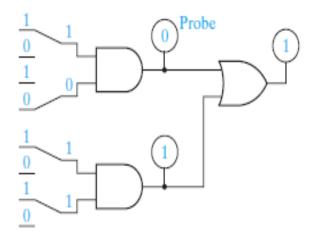
Simple Simulator for Combinational Logic:

- 1. The circuit inputs are applied to the first set of gates in the circuit, and the outputs of those gates are calculated.
- 2. The outputs of the gates that changed are fed into the next level of gate inputs. If the input to any gate has changed, then the output of that gate is calculated.
- 3. Step 2 is repeated until no more changes in gate inputs occur. The circuit is then in a steady-state condition, and the outputs may be read.
- 4. Steps 1 through 3 are repeated every time a circuit input changes.

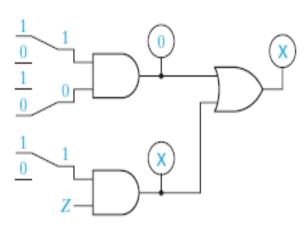
Typical Simulation Screens:

FIGURE 8-13

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(a) Simulation screen showing switches



(b) Simulation screen with missing gate input

AND and OR Functions for Four-Valued Simulation:

TABLE 8-1
AND and OR
Functions for
Four-Valued
Simulation

•	0	1	Х	Z
0	0	0	0	0
1	0	1	X	X
X	0	X	X	X
Z	0	X	X	Χ

+	0	1	Х	Z	
0	0	1	Х	Χ	
1	1	1	1	1	
Х	X	1	X	X	
Z	X	1	X	X	

Causes for Error in Simulation and Physical Building of Circuits:

If a circuit output is wrong for some set of input values, this may be due to several possible causes:

- Incorrect design
- Gates connected wrong
- Wrong input signals to the circuit

If the circuit is built in lab, other possible causes include

- Defective gates
- Defective connecting wires

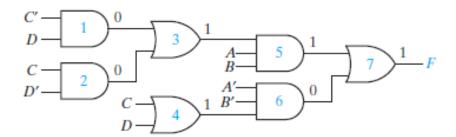
Example 3:

Example

The function F = AB(C'D + CD') + A'B'(C + D) is realized by the circuit of Figure 8-14:

FIGURE 8-14 Logic Circuit with Incorrect Output

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A student builds the circuit in a lab and finds that when A = B = C = D = 1, the output F has the wrong value, and that the gate outputs are as shown in Figure 8-14. The reason for the incorrect value of F can be determined as follows:

Example 3 (continued):

- 1. The output of gate 7(F) is wrong, but this wrong output is consistent with the inputs to gate 7, that is, 1 + 0 = 1. Therefore, one of the inputs to gate 7 must be wrong.
- 2. In order for gate 7 to have the correct output (F = 0), both inputs must be 0. Therefore, the output of gate 5 is wrong. However, the output of gate 5 is consistent with its inputs because 1 · 1 · 1 = 1. Therefore, one of the inputs to gate 5 must be wrong.
- 3. Either the output of gate 3 is wrong, or the A or B input to gate 5 is wrong. Because C'D + CD' = 0, the output of gate 3 is wrong.
- 4. The output of gate 3 is not consistent with the outputs of gates 1 and 2 because 0 + 0 ≠ 1. Therefore, either one of the inputs to gate 3 is connected wrong, gate 3 is defective, or one of the input connections to gate 3 is defective.

This example illustrates how to troubleshoot a logic circuit by starting at the output gate and working back until the wrong connection or defective gate is located.