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**Logic Map**

A — AND — Output  
B

**AND GATE**

A	B	A AND B

Tim Kuipers

0:01 / 1:47

CC

Marriage Logic Map of "SHE" is always "RIGHT"

28,308 views • Sep 10, 2020



723



DISLIKE



SHARE



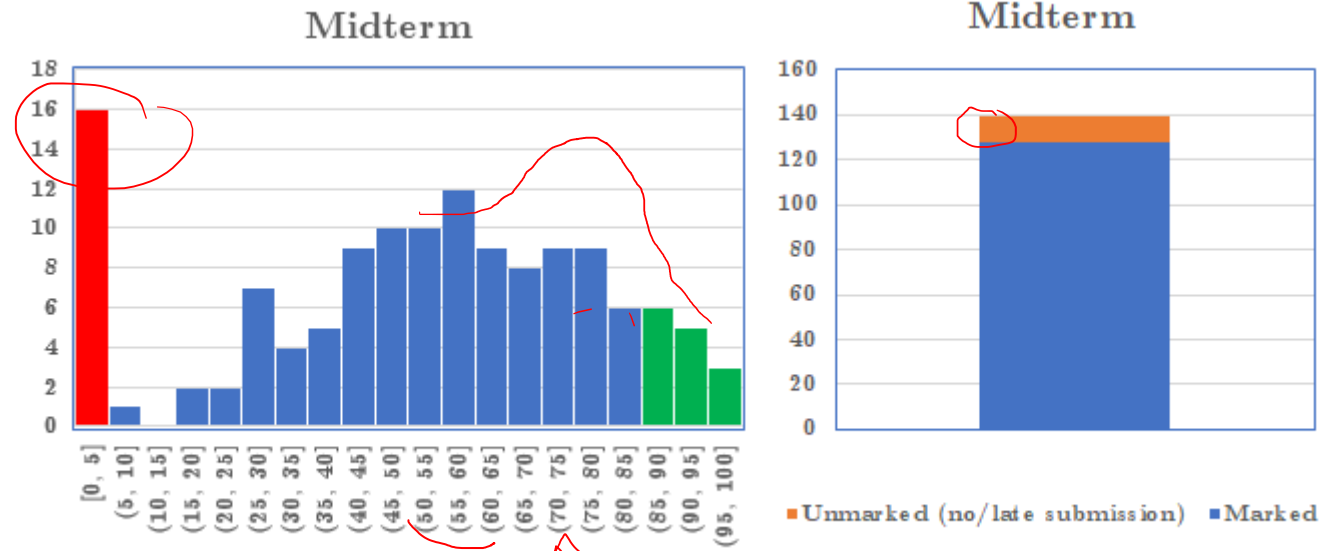
DOWNLOAD



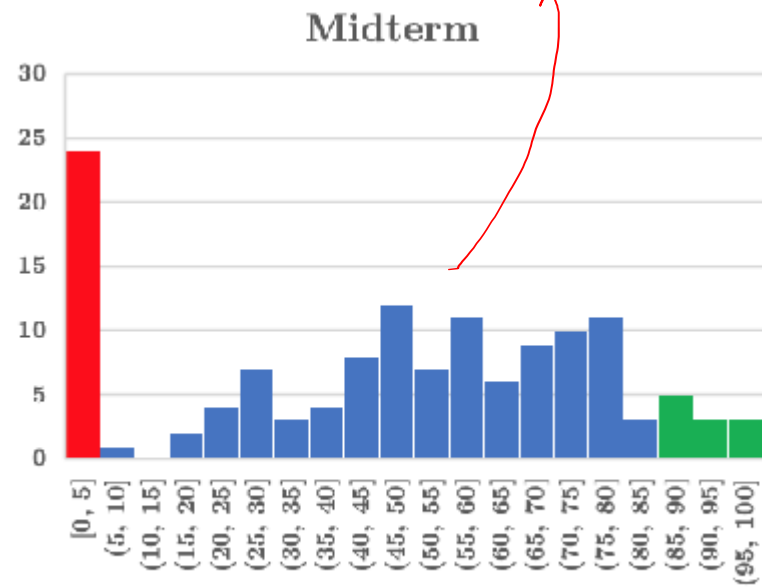
SAVE

...

After



Before





# Midterm Exam

More Time  
Totally Agree  
Sorry!

Because of Class Duration  
Will Double or More in Final Exam

# Midterm Exam

Difficult

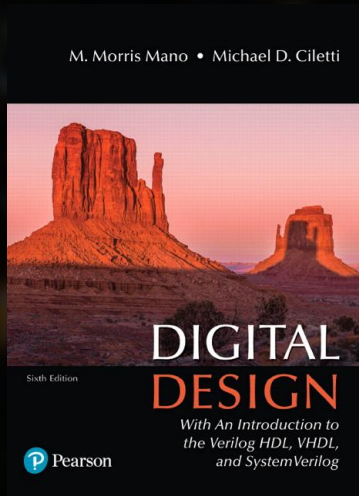
Topics not or Little Covered

→ Not Agree

→ Study More!

Lectures (Slides + Talk)

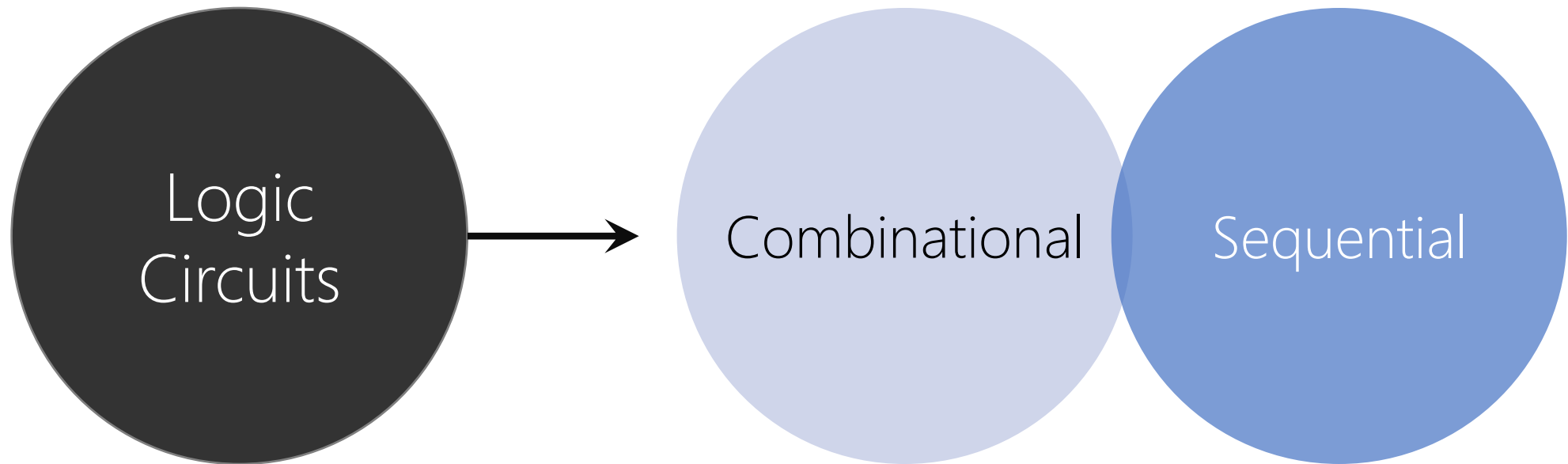
Next Session



# Chapter 4

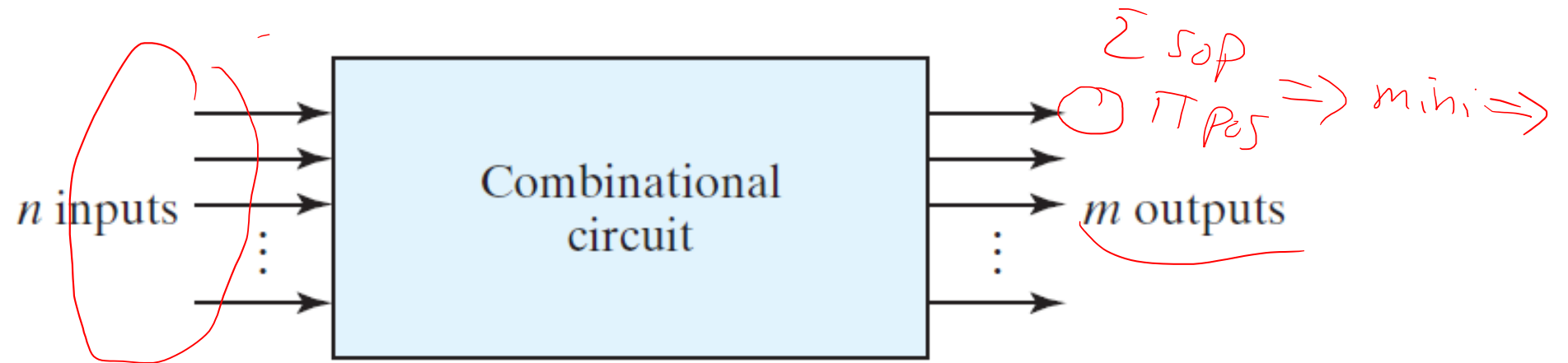
## Combinational Logic







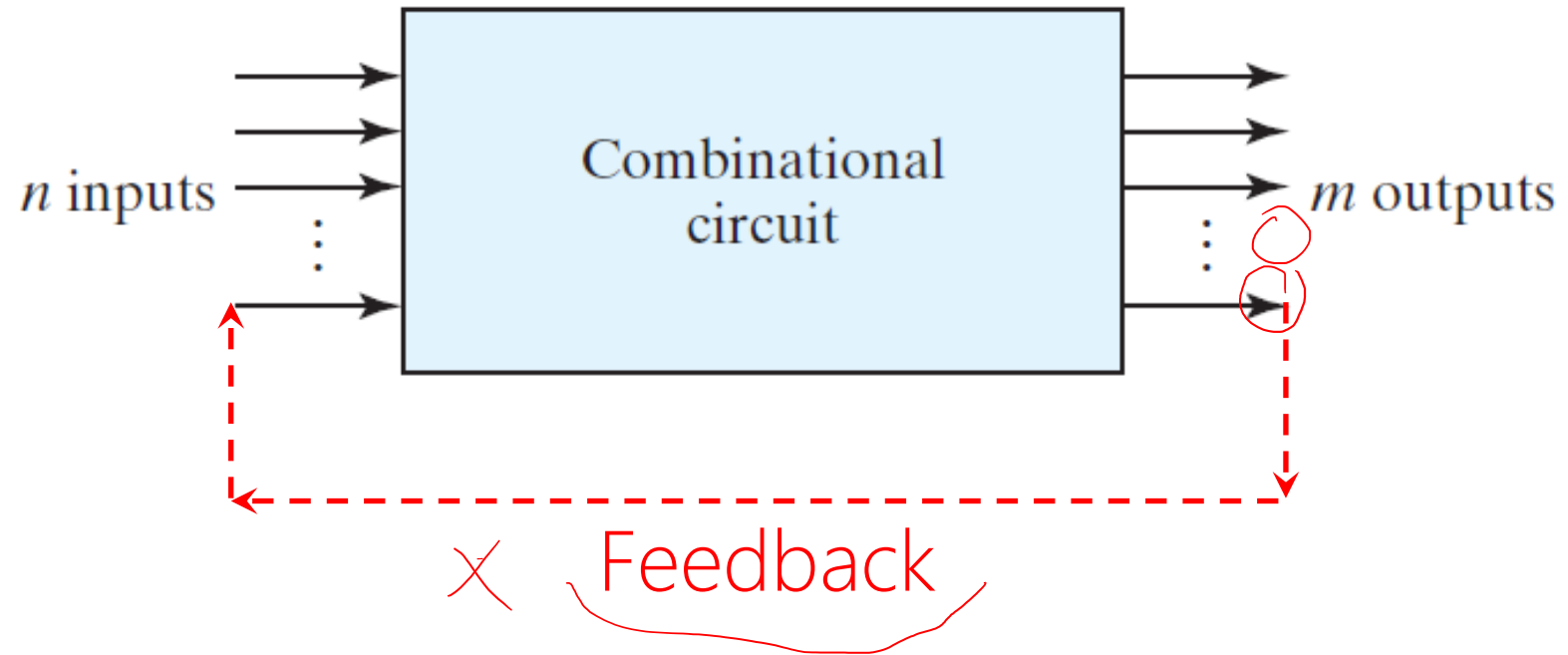
## Chapter 4 Combinational Logic



**FIGURE 4.1**

Block diagram of combinational circuit

## Sequential Logic



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# Combinational Logic

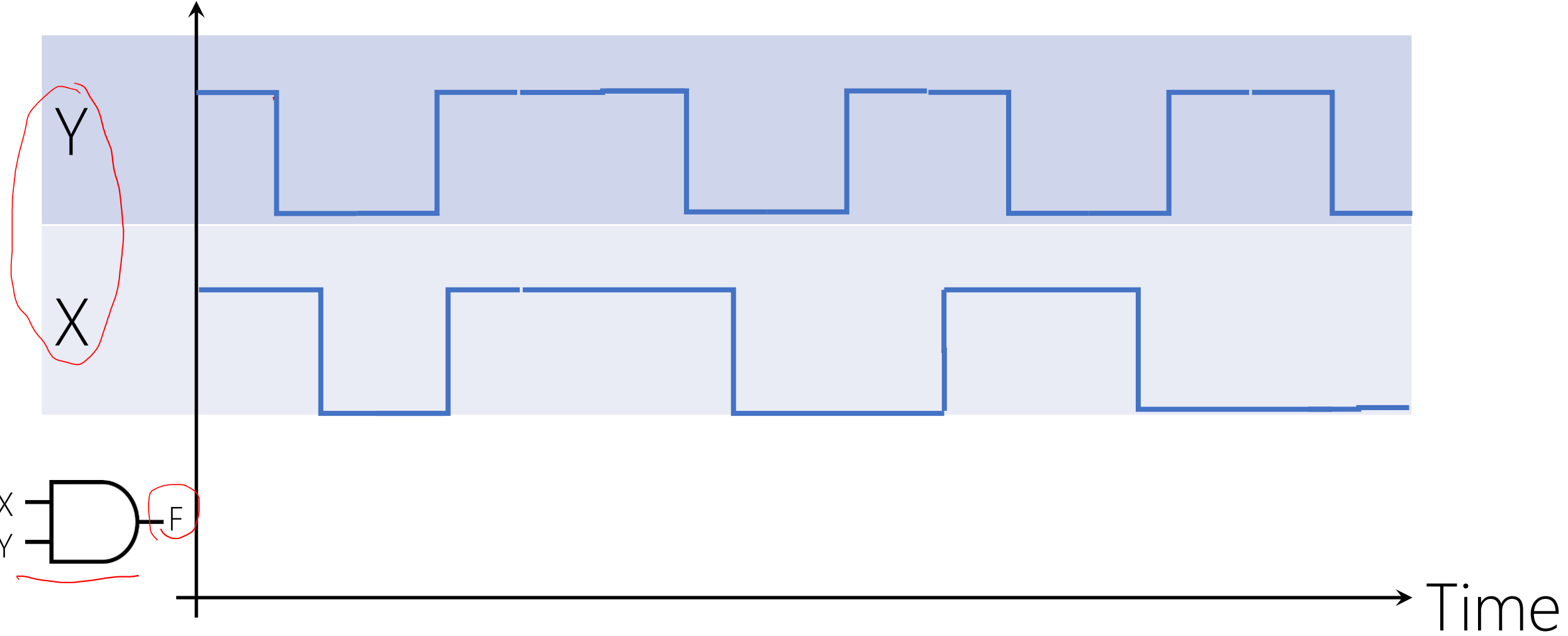
aka. Combinational Circuit

---

Combination of logic gates on the present inputs → the outputs *at any time!*

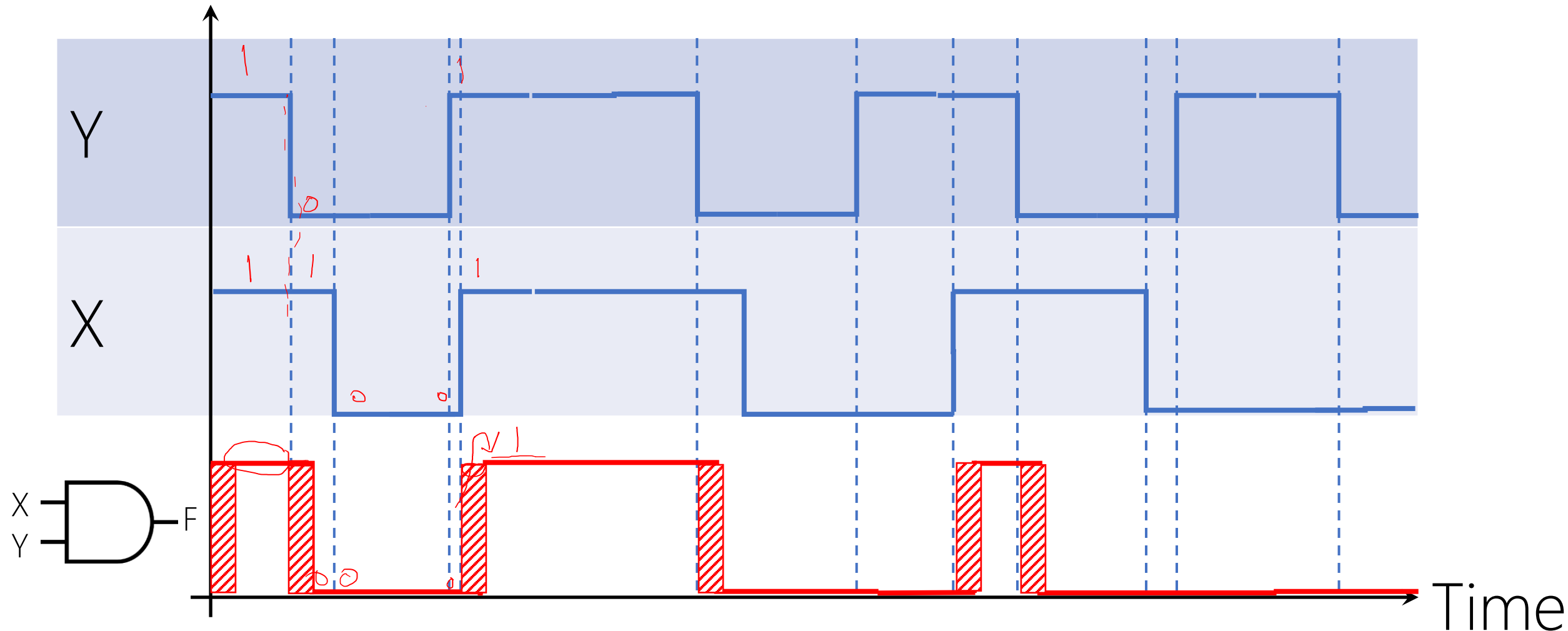
A combinational circuit performs an operation that can be specified logically by a set of Boolean functions.

Voltage



Time

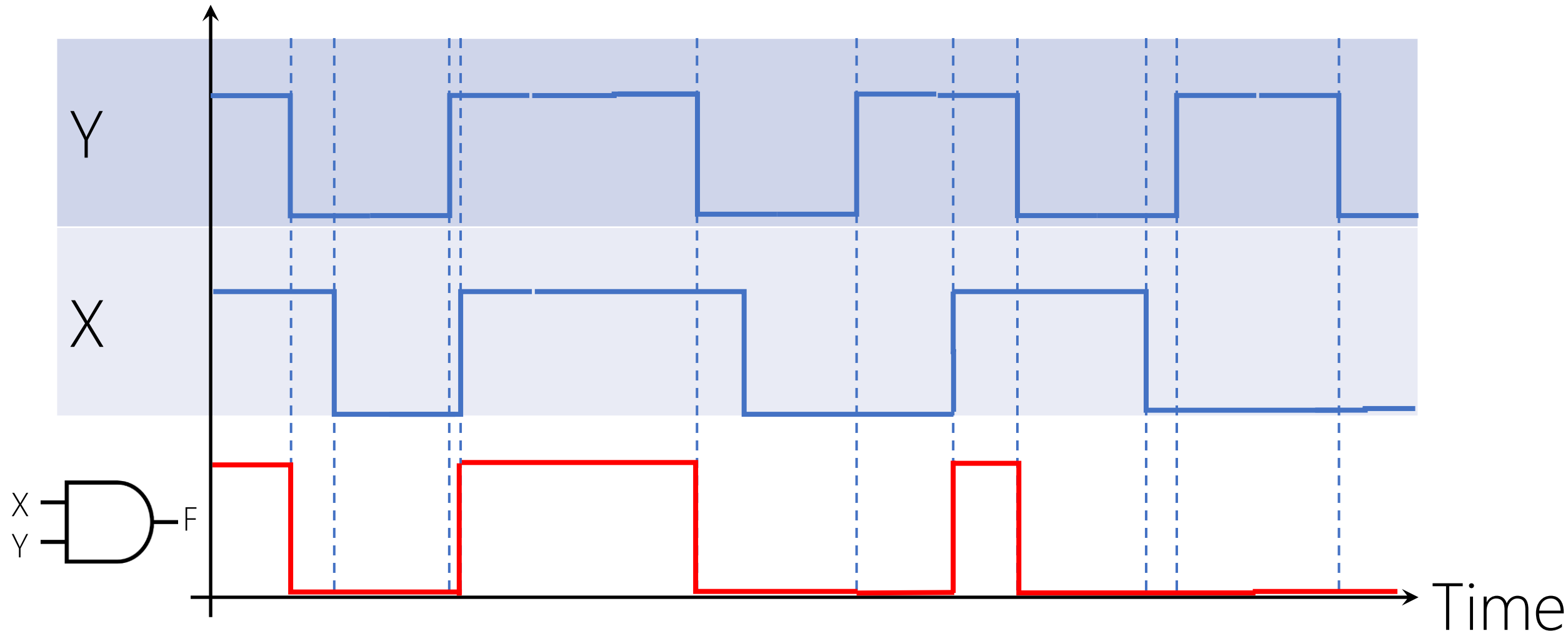
Voltage



Propagation Delay (Gate Delay)  $\approx \Delta t$

[https://en.wikipedia.org/wiki/Propagation\\_delay#Electronics](https://en.wikipedia.org/wiki/Propagation_delay#Electronics)

Voltage



Propagation Delay (Gate Delay)  $\approx \Delta t \approx 0$

[https://en.wikipedia.org/wiki/Propagation\\_delay#Electronics](https://en.wikipedia.org/wiki/Propagation_delay#Electronics)

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# What we've done so far

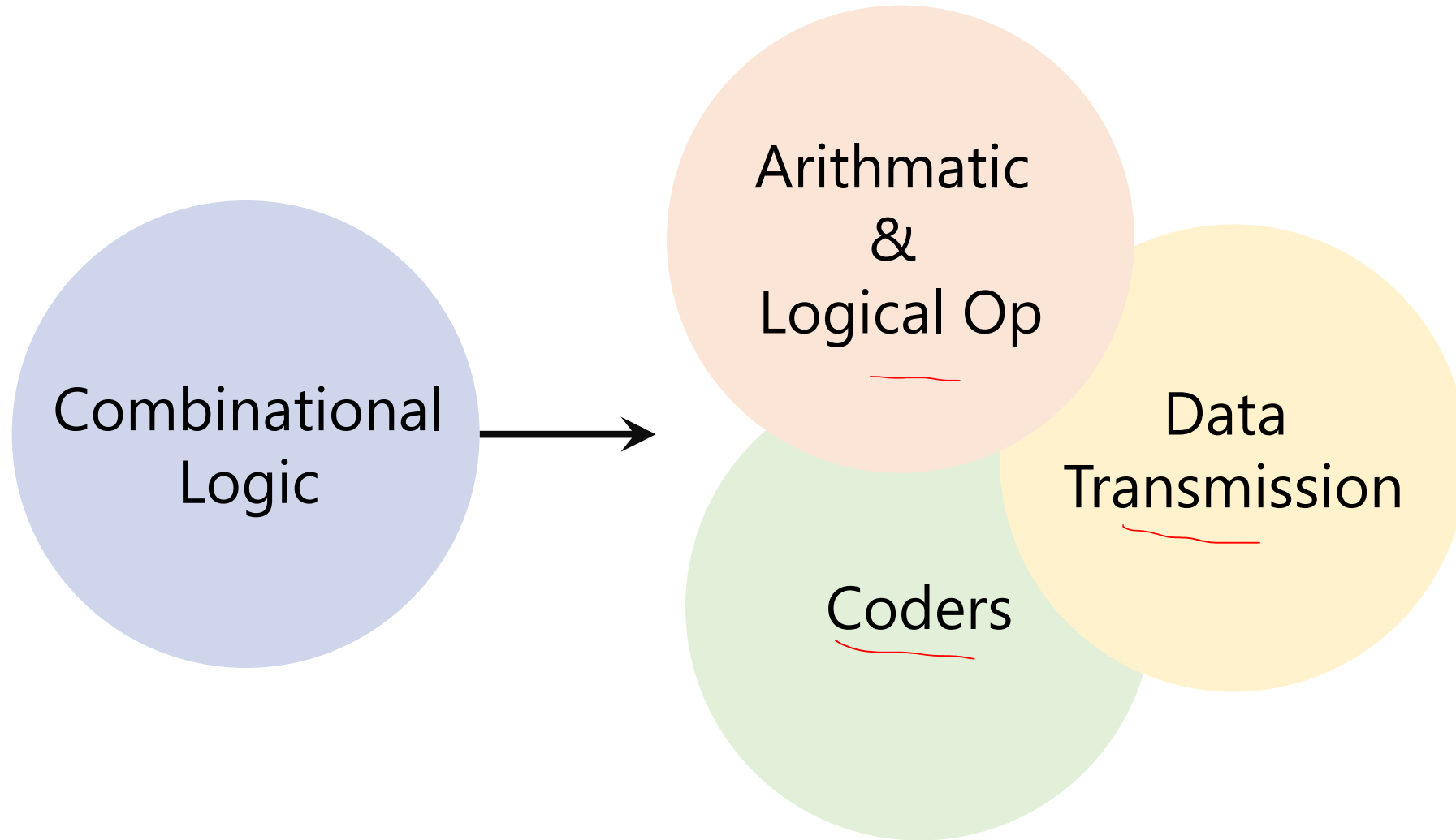
Combinational Logic aka. Combinational Circuit

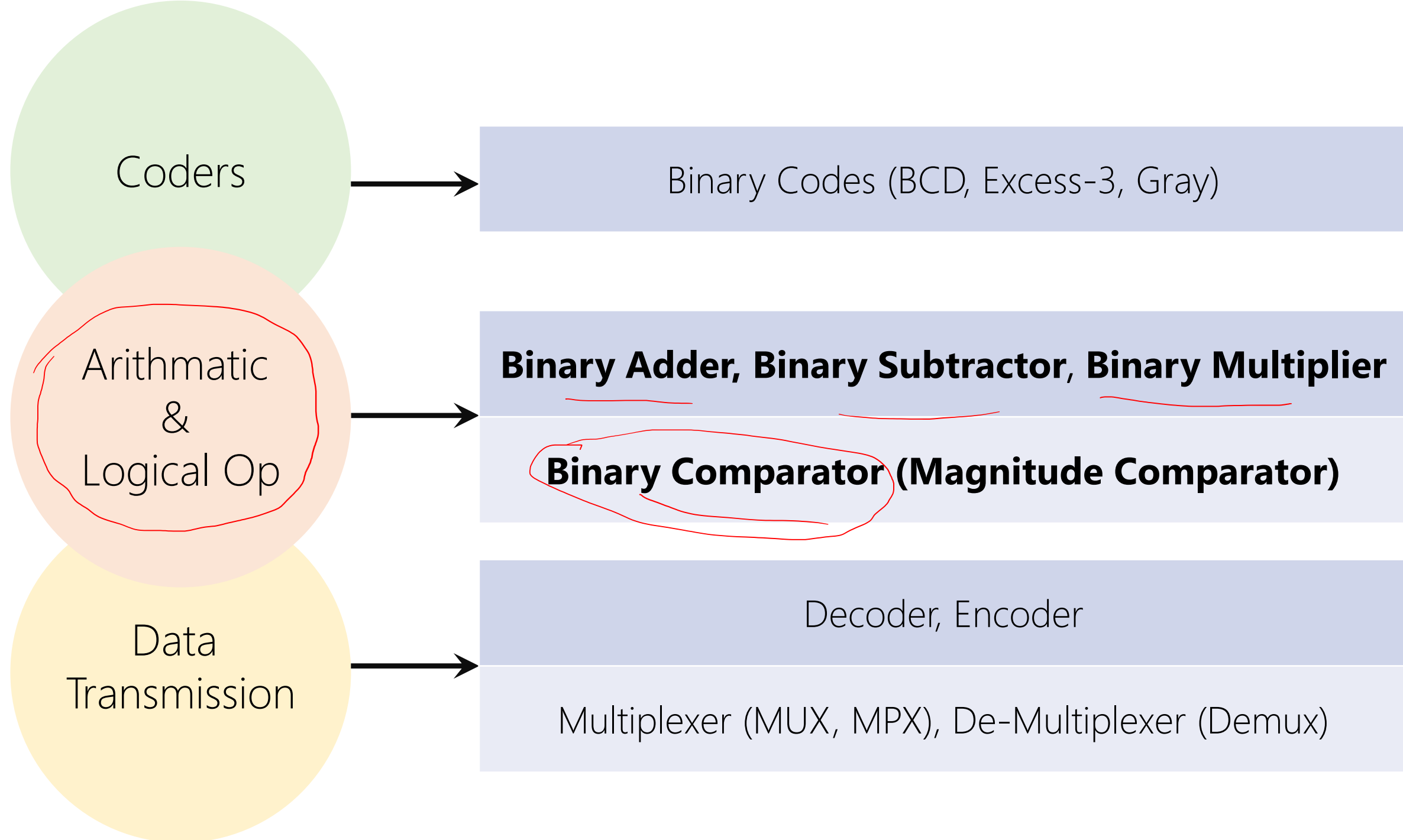
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Design a combinational logic circuit:

1. Truth Table (Inputs, Outputs)
2. Output Boolean Functions (SoP:  $\sum m$  | PoS:  $\prod M$ )
3. Minimization
  - Algebraically | K-Map | Quine-McCluskey
4. Logic Diagram | Circuit

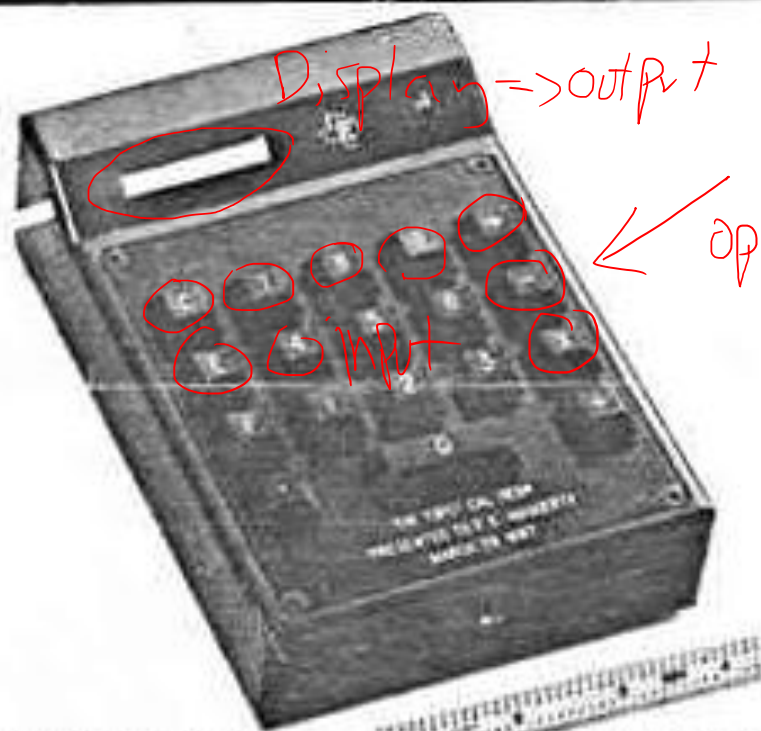




# THE INTERNATIONAL Calculator Collector

Spring 1993

Issue No. 1



## Company Profile:



Who can forget the "Bowmar Brain" series of calculators from the early '70s?

Bowmar was the first American company that made and sold their own line of portable electronic machines.

The story starts around 1970 when Bowmar, then a manufacturer of Light Emitting Diodes (LEDs), tried to sell their numeric display product to Japanese manufacturers for use in their electronic products.

Bowmar wasn't too successful. The Japanese were using a fluorescent style display that was cheaper and had a few design features the manufacturers liked better.

So, president Ed White, a consummate entrepreneur, and his staff came up with an even better idea — make the whole electronic calculator themselves.

Up to now, most of the so-called "portable" calculators



Jack

like Cal Tech circa 1967

Photo Courtesy Texas Instruments

## The Beginning

If you're past your mid-30s, you probably remember your first simple hand-held calculator costing over \$50 (in early 1970's dollars). Depending how much older you are, your first could have been upwards to \$400. And we're just talking the basic four functions here — addition, subtraction, multiplication, and division. Percentage and memory features were extra (if they were even available at that point in time)

Decimal Computer

---

# Calculator

→ Decimal Interface (External)  
Binary Calculation (Internal)

---

Decimal vs. Binary Systems





4.9

An ABCD-to-seven-segment decoder is a combinational circuit that converts a decimal digit in BCD to an appropriate code for the selection of segments in an indicator used to display the decimal digit in a familiar form. The seven outputs of the decoder ( $a, b, c, d, e, f, g$ ) select the corresponding segments in the display, as shown in Fig. P4.9(a). The numeric display chosen to represent the decimal digit is shown in Fig. P4.9(b). Using a truth table and Karnaugh maps, design the BCD-to-seven-segment decoder using a minimum number of gates. The six invalid combinations should result in a blank display. (HDL—see Problem 4.51.)

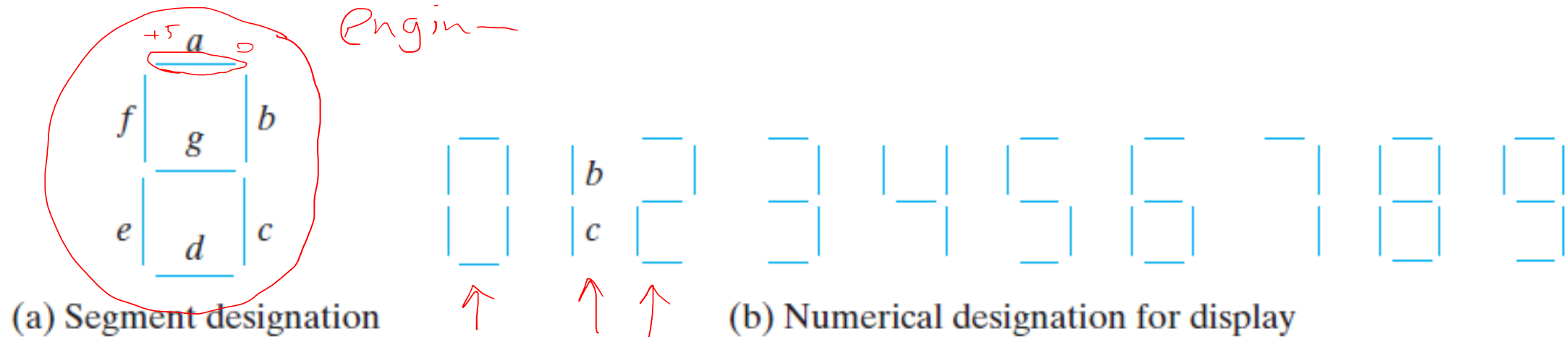


FIGURE P4.9

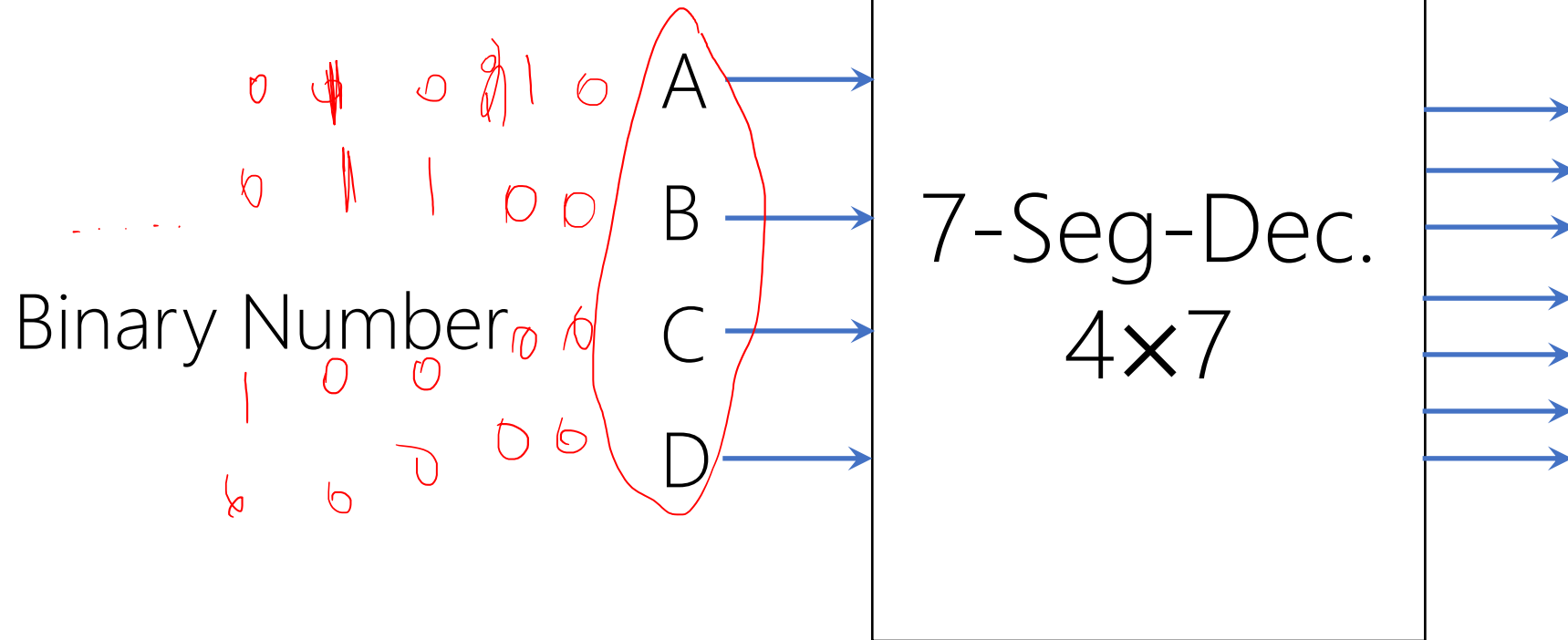
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# Combinational Logic

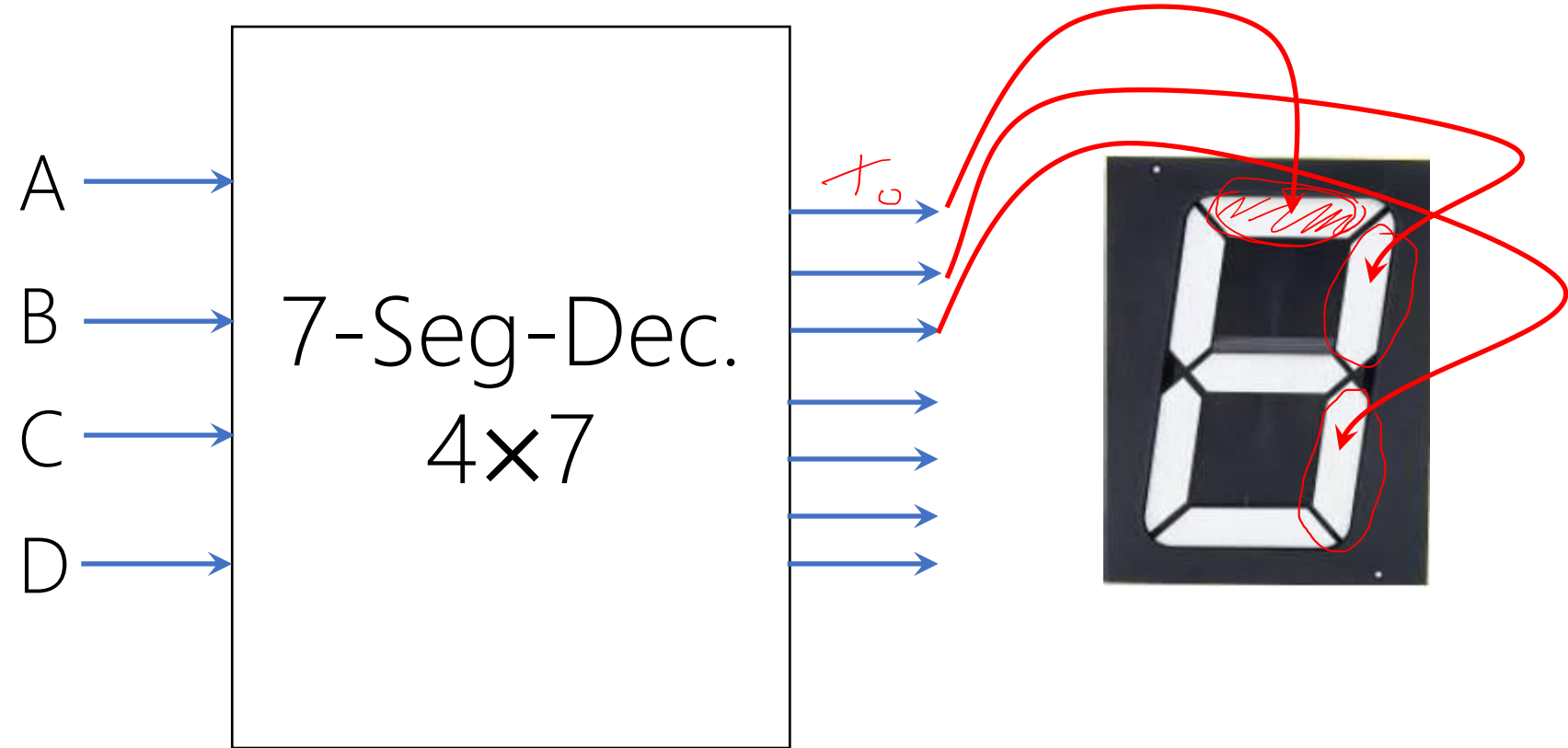
## Display Decoder

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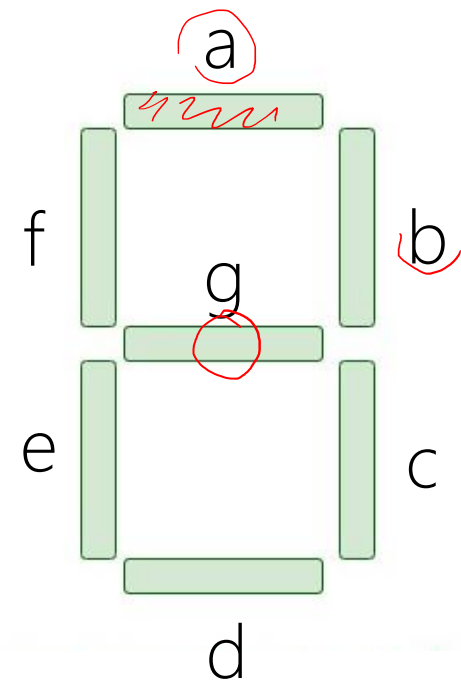
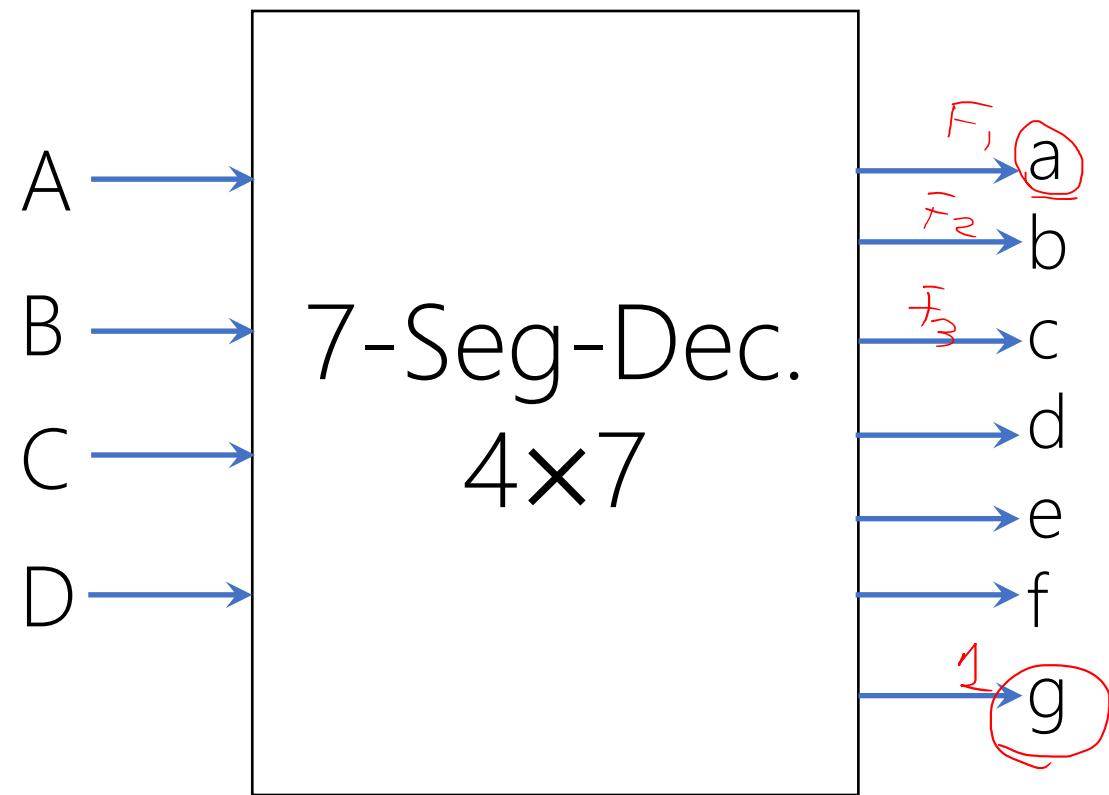




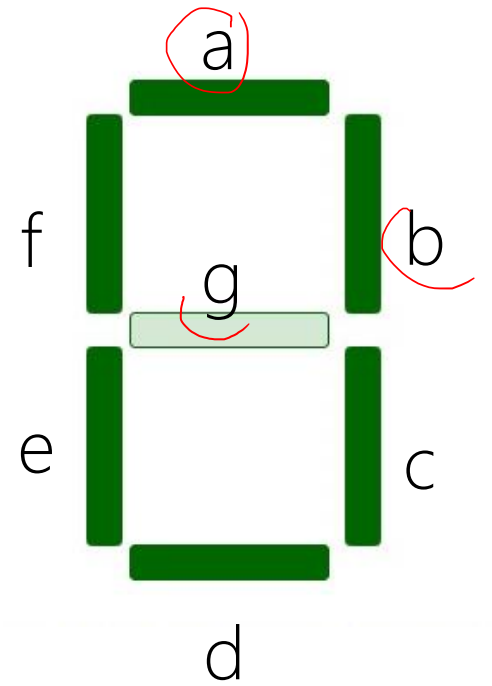
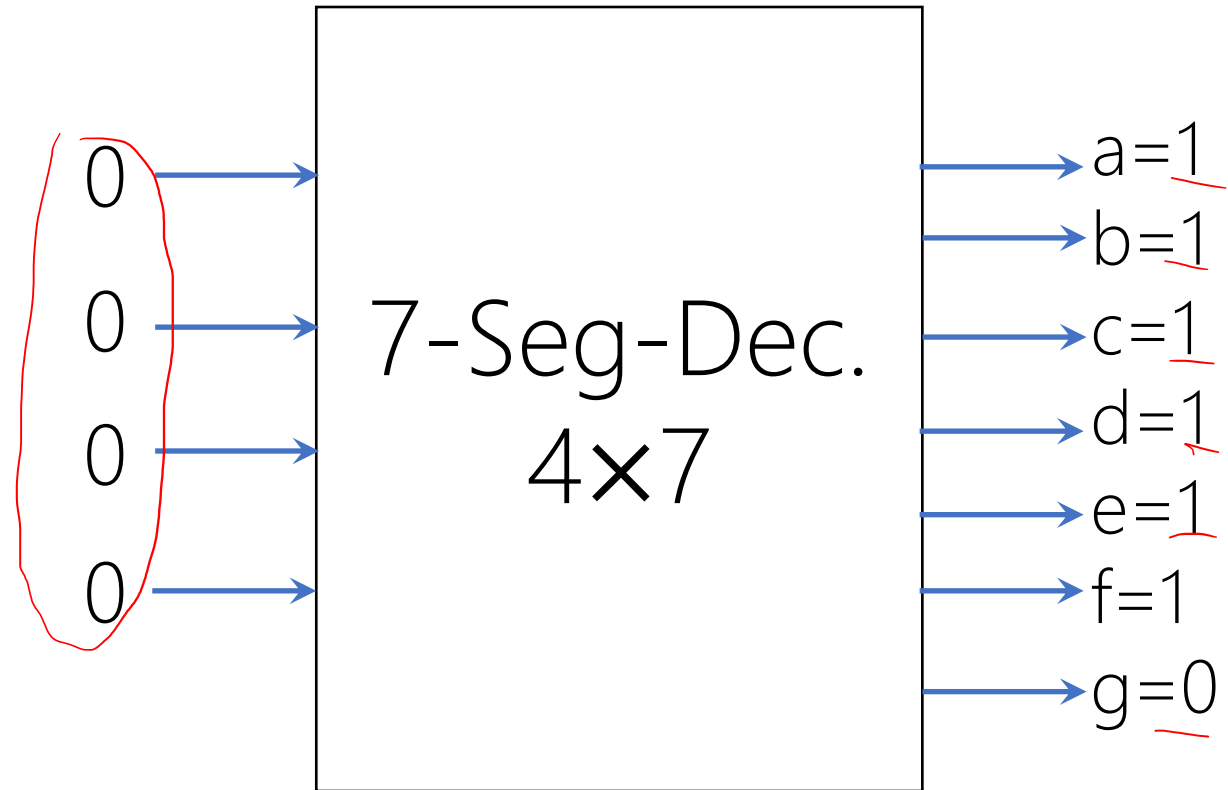
Binary Number



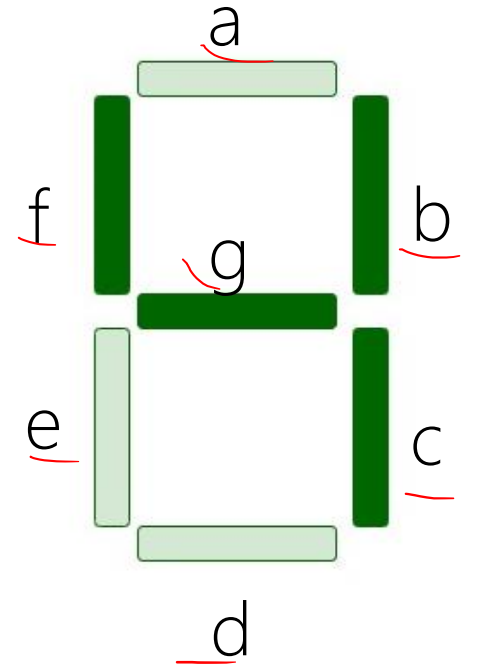
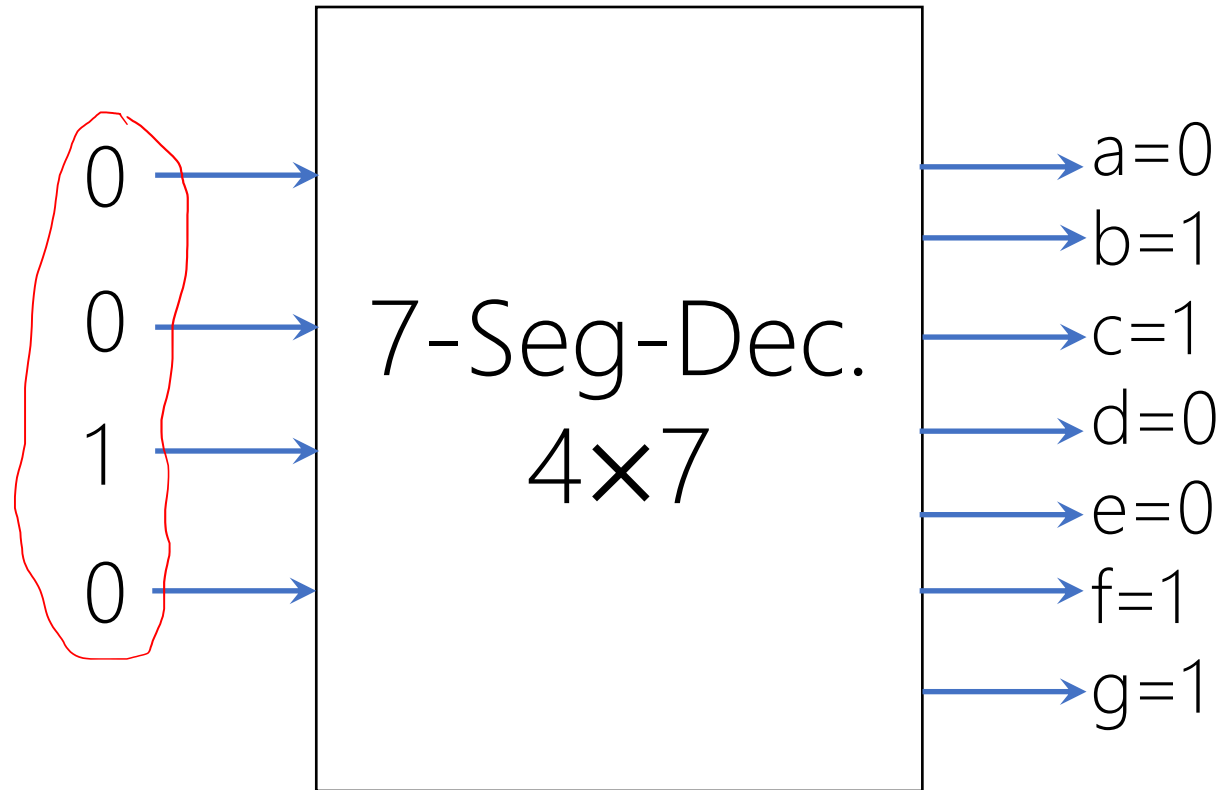
Binary Number



Binary Number

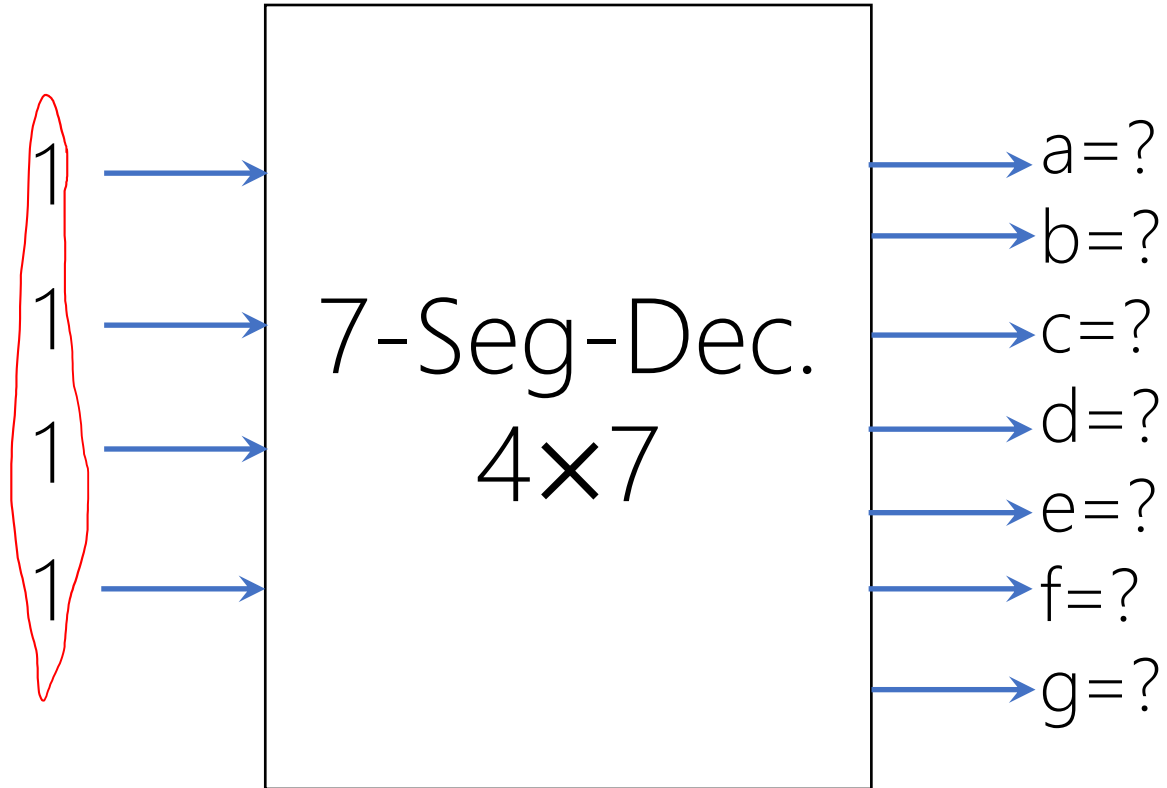


Binary Number

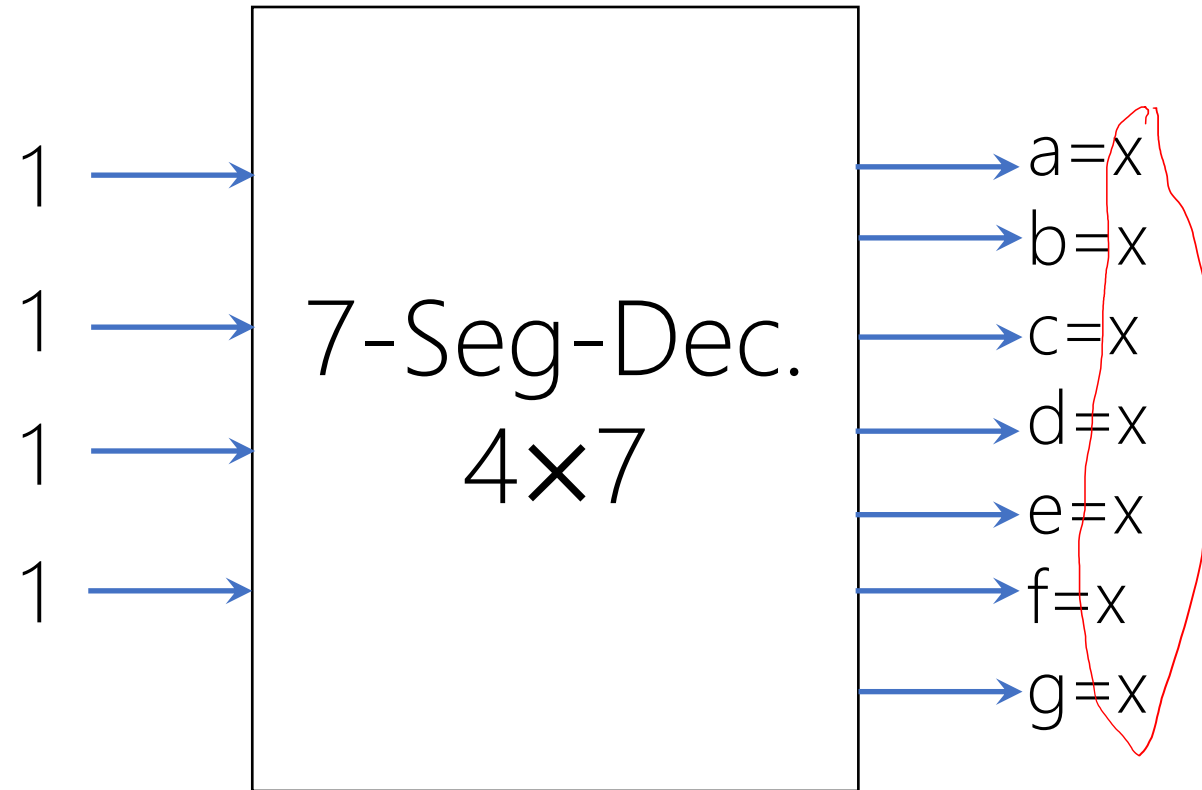


Binary Number

15  
101



Binary Number



From 10 to 15, don't care conditions!



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# Truth Table

## Display Decoder

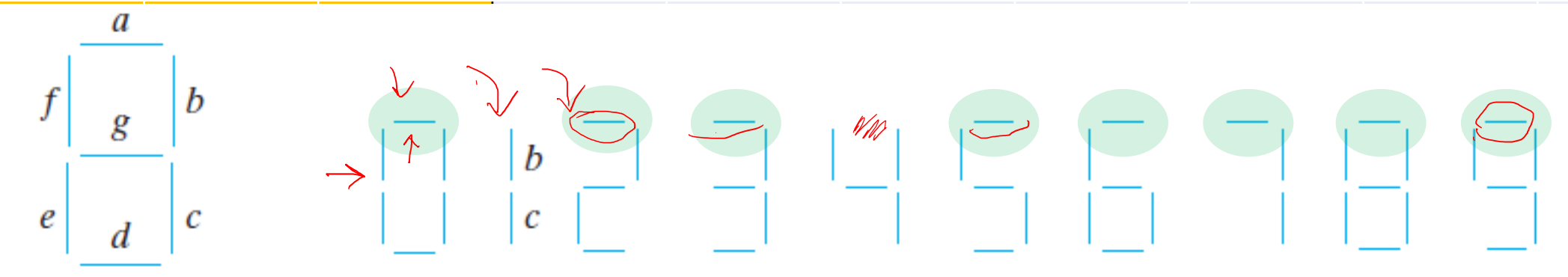
---

D	C	B	A	a	b	c	d	e	f	g
0	0	0	0							
0	0	0	1							
0	0	1	0							
0	0	1	1							
0	1	0	0							
0	1	0	1							
0	1	1	0							
0	1	1	1							
1	0	0	0							
1	0	0	1							
1	0	1	0	→	x	x	x	x	x	x
1	0	1	1	→	x	x	x	x	x	x
1	1	0	0	→	x	x	x	x	x	x
1	1	0	1	→	x	x	x	x	x	x
1	1	1	0	→	x	x	x	x	x	x
1	1	1	1	→	x	x	x	x	x	x

D	C	B	A	a	b	c	d	e	f	g
0	0	0	0	1						
0	0	0	1	0						
0	0	1	0	1						
0	0	1	1	1						
0	1	0	0	0						
0	1	0	1	1						
0	1	1	0	1						
0	1	1	1	1						
1	0	0	0	1						
1	0	0	1	1						
1	0	1	0	x	x	x	x	x	x	x
1										x
1										x
1										x
1										x
1	1	1	1	x	x	x	x	x	x	x

$a = \sum_{BOP} (0, 2, 3, 5, 6, 7, 8, 9) \Rightarrow$

$a_{POS} = \prod (1, 4)$



D	C	B	A	a	<u>b</u>	c	d	e	f	g
0	0	0	0	1	<u>1</u>					
0	0	0	1	0	<u>1</u>					
0	0	1	0	1	1					
0	0	1	1	1	1					
0	1	0	0	0	1					
0	1	0	1	1	0					
0	1	1	0	1	0					
0	1	1	1	1	1					
1	0	0	0	1	1					
1	0	0	1	1	1					
1	0	1	0	x	x	x	x	x	x	x
1										x
1										x
1										x
1										x
1	1	1	1	x	x	x	x	x	x	x

$$b_{SOP} = \sum (0, 1, 2, 3, 4, 7, 8, 9) + d(10, 11, 12, 13)$$

$$b_{POS} = \overline{TIM}(5, 6) + D(10, 11, 15)$$

D	C	B	A	a	b	c	d	e	f	g
0	0	0	0	1	1	1	1	1	1	0
0	0	0	1	0	1	1	0	0	0	0
0	0	1	0	1	1	0	1	1	0	1
0	0	1	1	1	1	1	1	0	0	1
0	1	0	0	0	1	1	0	0	1	1
0	1	0	1	1	0	1	1	0	1	1
0	1	1	0	1	0	1	1	1	1	1
0	1	1	1	1	1	1	0	0	0	0
1	0	0	0	1	1	1	1	1	1	1
1	0	0	1	1	1	1	1	0	1	1
1	0	1	0	x	x	x	x	x	x	x
1	<div> </div>									x
1										x
1										x
1										x
1	1	1	1	x	x	x	x	x	x	x

---

# Boolean Functions ☹️

## Display Decoder

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---

# ? × ?-Variable K-Map

## Display Decoder

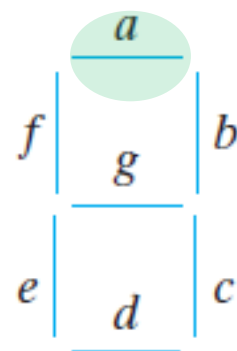
---



D	C	B	A	a
0	0	0	0	1
0	0	0	1	0
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	×
1	0	1	1	×
1	1	0	0	×
1	1	0	1	×
1	1	1	0	×
1	1	1	1	×

		BA			
		00	01	11	10
DC	00	1	0	1	1
	01	0	1	1	1
	11	×	×	×	×
	10	1	1	×	×

$$\underline{a}_{\text{sop}} = ?$$



D	C	B	A	a
0	0	0	0	1
0	0	0	1	0
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	<del>x</del>
1	0	1	1	<del>x</del>
1	1	0	0	<del>x</del>
1	1	0	1	<del>x</del>
1	1	1	0	<del>x</del>
1	1	1	1	<del>x</del>

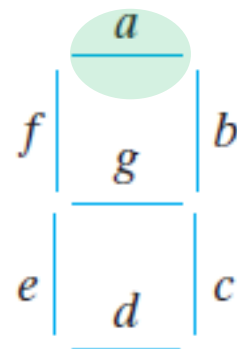
Karnaugh map for variable  $a$  with inputs  $D, C, B, A$ . The map shows the following values:

DC \ BA	00	01	11	10
00	1	0	1	1
01	0	1	1	1
11	<del>x</del>	<del>x</del>	<del>x</del>	<del>x</del>
10	1	1	<del>x</del>	<del>x</del>

Handwritten annotations include red circles around groups of 1s, red 'x' marks for don't-care conditions, and a red arrow pointing to the cell (01, 10). The map is labeled with  $BA$  and  $DC$  on the axes.

$$a_{\text{sop}} = \underline{B} + \underline{\cancel{DC'}} + \cancel{D'CA} + \cancel{D'C'A'}$$

$\underline{D}$

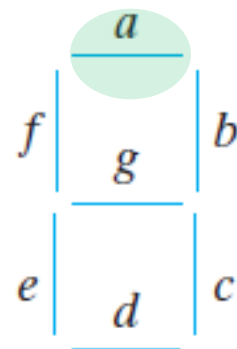


$$\underline{C'A'}$$

D	C	B	A	a
0	0	0	0	1
0	0	0	1	0
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	×
1	0	1	1	×
1	1	0	0	×
1	1	0	1	×
1	1	1	0	×
1	1	1	1	×

		BA			
		00	01	11	10
DC	00	1	0	1	1
	01	0	1	1	1
	11	×	×	×	×
	10	1	1	×	×

$$a_{\text{sop}} = B + D + CA + C'A'$$

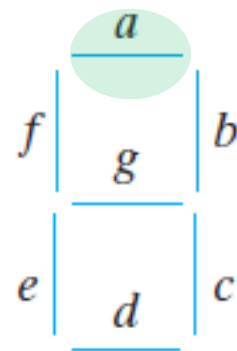


D	C	B	A	a
0	0	0	0	1
0	0	0	1	0
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	×
1	0	1	1	×
1	1	0	0	×
1	1	0	1	×
1	1	1	0	×
1	1	1	1	×

		BA			
		00	01	11	10
DC	00	1	0	1	1
	01	0	1	1	<u>1</u>
	11	×	×	×	×
	10	1	1	×	×

$$a_{\text{pos}} = (\underline{CB'A'} + \underline{D'C'B'A'})'$$

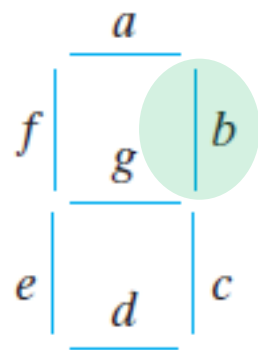
$$= (C' + B + A)(D + C + B + A')$$



D	C	B	A	<u>b</u>
0	0	0	0	1
0	0	0	1	1
0	0	1	0	1
0	0	1	1	1
0	1	0	0	1
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	$\times$
1	0	1	1	$\times$
1	1	0	0	$\times$
1	1	0	1	$\times$
1	1	1	0	$\times$
1	1	1	1	$\times$

		BA			
		00	01	11	10
DC	00	<u>1</u>	1	1	1
	01	<u>1</u>	0	0	1
	11	$\times$	$\times$	$\times$	$\times$
	10	1	1	$\times$	$\times$

$$b_{\text{pos}} = (CA)' = \underline{C'} + A'$$

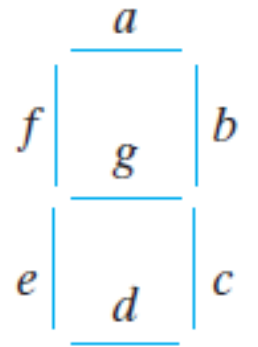


---

# 7 × 4-Variable K-Map

## Display Decoder

---



At Home!

$\boxed{4} \Rightarrow 0100$

$\boxed{+}$

$\Rightarrow$   
 $0100$   
 $0101$

$\boxed{5} \Rightarrow 0101$

$\rightarrow$  Display

# Binary Adder

---

Design a logic circuit that  
adds two binary digits (bit).

---



---

Range of inputs:  
2 bits

$X \in \{0, 1\}$   
 $Y \in \{0, 1\}^T$

---

---

Input binary variables:  
X and Y

---

$$\begin{array}{cccc}
 0 & 0 & 1 & 1 \\
 0 & 1 & 0 & 1 \\
 \hline
 C=0 & 0 & 1 & 0
 \end{array}$$


---

Range of outputs?

---

	0	0	1	1
+	0	1	0	1
	0	1	1	C=1 0

	0	0	1	1
+	0	1	0	1
	<div>C=0</div> 0	<div>C=0</div> 1	<div>C=0</div> 1	<div>C=1</div> 0

$$\begin{array}{r} X \\ + Y \\ \hline C \quad S \end{array}$$

*Handwritten red annotations:*  
A red underline is drawn under the letter 'C'.  
A red underline is drawn under the letter 'S'.  
A red squiggle is drawn to the right of the letter 'S'.

---

Output binary variables:  
Carry and Sum

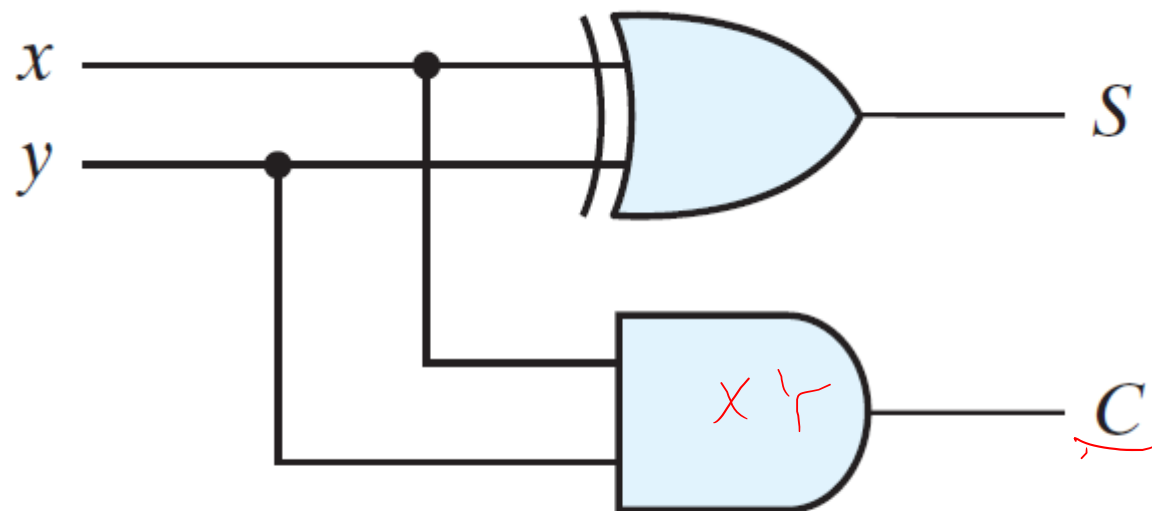
$\overline{F_1}$   $F_2$

---

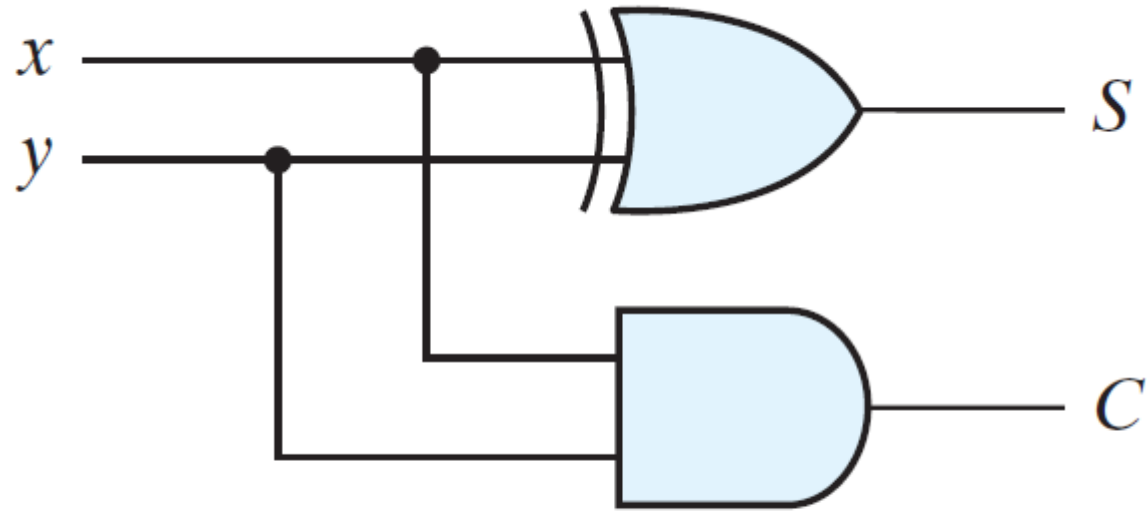
<u>Y</u>	<u>X</u>	$F_2 = C(Y, X) = YX$	$F_1 = S(Y, X) = Y'X + YX'$
0	0	<u>0</u>	<u>0</u> $(X \oplus Y)$
0	1	<u>0</u>	<u>1</u> $m_1$
1	0	<u>0</u>	<u>1</u> $m_2$
1	1	<u>1</u> $m_3$	<u>0</u>



$$x + y \Rightarrow x \oplus y$$

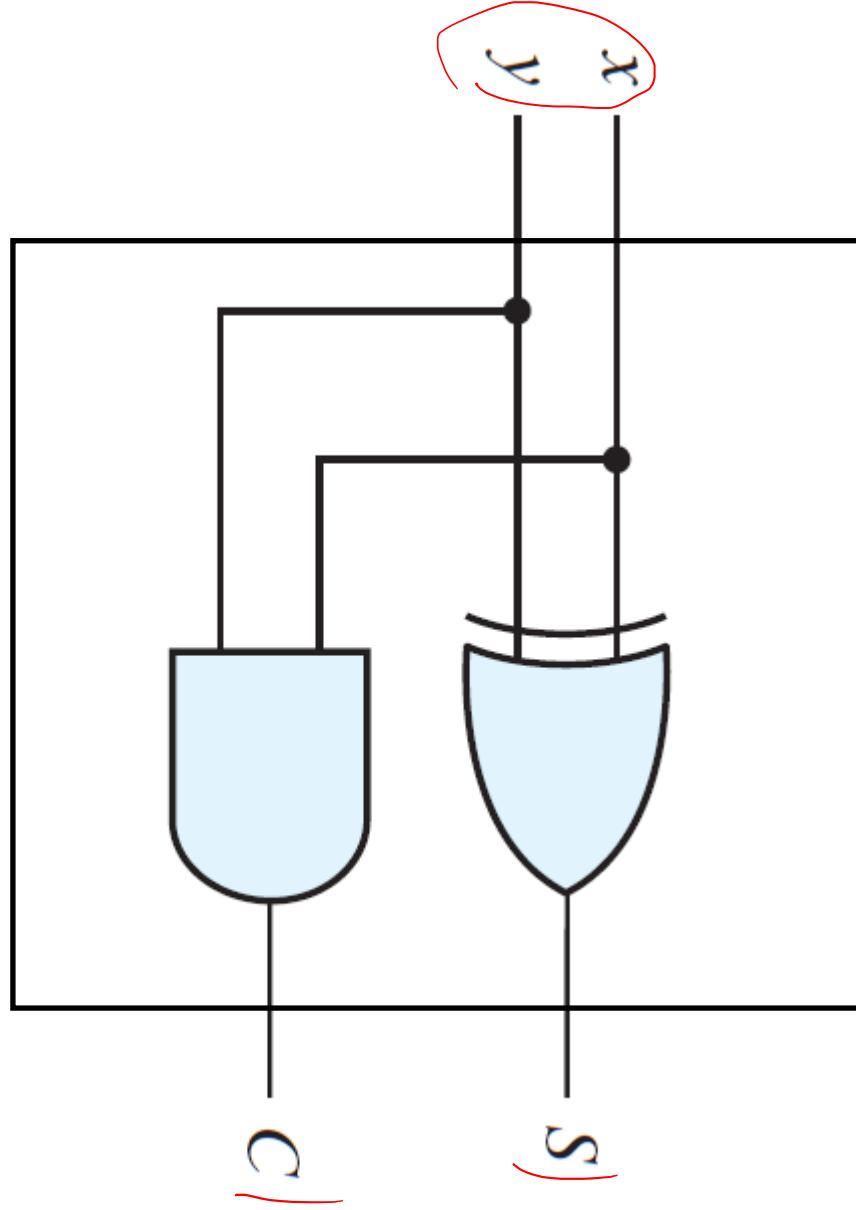


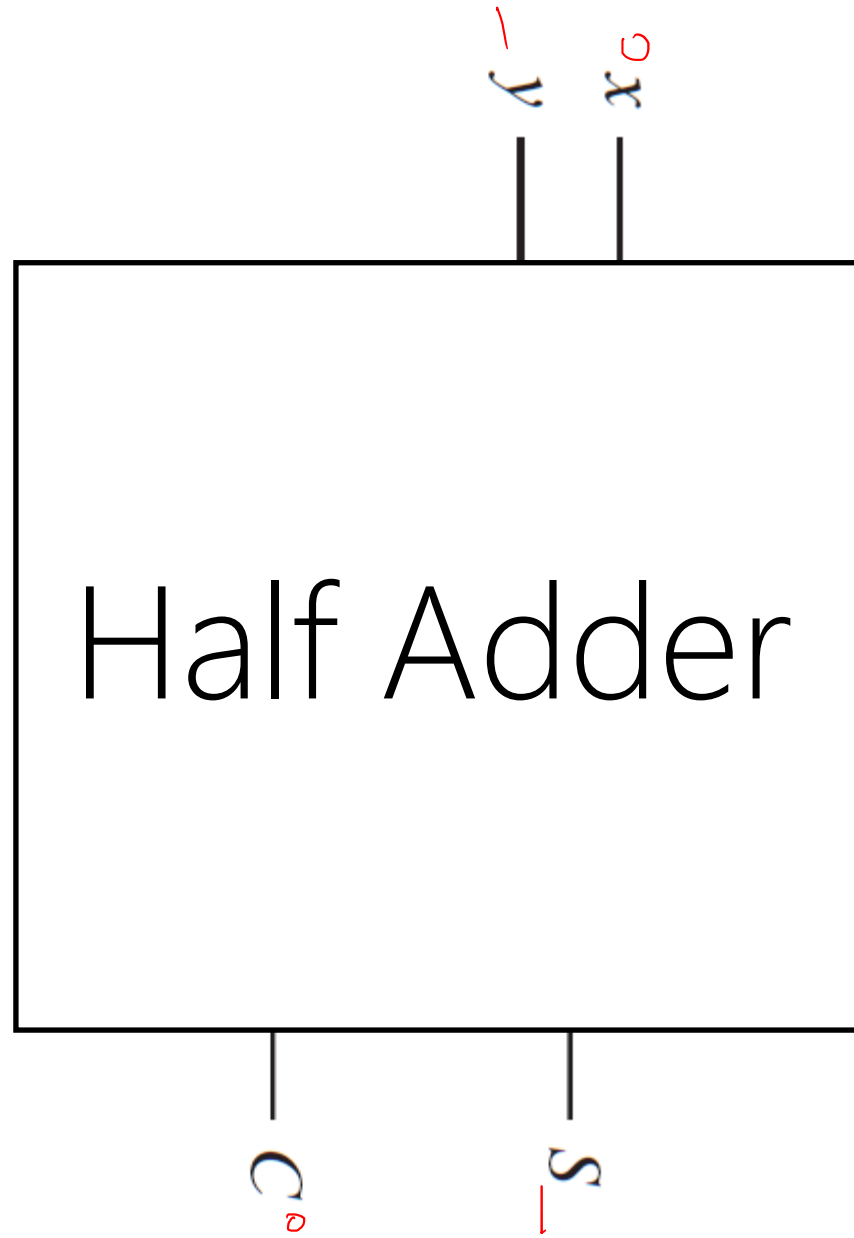
$$S = x \oplus y$$
$$C = xy$$



$$S = x \oplus y$$
$$C = xy$$

Half Adder: Just 2 bits:  $X+Y$





$$\begin{array}{r} 0100 \\ + 0101 \\ \hline \end{array}$$

---

Design a logic circuit that  
adds two binary numbers!

---

$x_2 x_1$     0 0    0 0    0 0    0 1    0 1    ...  
 $y_2 y_1$     0 1    1 0    1 1    0 0    0 1    ...

---

Range of inputs:  
 2 binary numbers in range  
 $[00, 11]_2$

---

---

Input binary variables:

$$X = X_2 X_1 \text{ and } Y = Y_2 Y_1$$

---

$$\begin{array}{r}
 00 \\
 00 \\
 \hline
 00
 \end{array}
 +
 \begin{array}{r}
 11 \\
 11 \\
 \hline
 (110)
 \end{array}$$


---

Range of outputs?

---



16

	00	00	00	...	11
+	00	01	10	...	11
	<u>C=0</u> 00	<u>C=0</u> 01	<u>C=0</u> 10		<u>C=1</u> 10

$$\begin{array}{r}
 X_2 X_1 \\
 + \quad Y_2 Y_1 \\
 \hline
 \text{C} \quad S_2 S_1
 \end{array}$$

---

Range of outputs?  
Carry,  $S_2$ ,  $S_1$

---

$Y_2$	$Y_1$	$X_2$	$X_1$	$C(Y_1, Y_2, X_2, X_1)$	$S_2(Y_1, Y_2, X_2, X_1)$	$S_1(Y_1, Y_2, X_2, X_1)$
0	0	0	0	0	0	$\text{SoP} = 0$
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	<u>1</u>	0	0
1	0	0	0	0	1	0
1	0	0	1	0	1	1
1	0	1	0	<u>1</u>	0	0
1	0	1	1	<u>1</u>	0	1
1	1	0	0	0	1	1
1	1	0	1	<u>1</u>	0	0
1	1	1	0	<u>1</u>	0	1
1	1	1	1	<u>1</u>	1	0

$Y_2$	$Y_1$	$X_2$	$X_1$	$C(Y_1, Y_2, X_2, X_1)$	$S_2(Y_1, Y_2, X_2, X_1)$	$S_1(Y_1, Y_2, X_2, X_1)$
0	0	0	0	0	0	0
0	0	0	1	0	0	1
0	0	1	0	0	0	0
0	0	1	1	0	0	1
0	1	0	0	0	0	1
0	1	0	1	0	0	0
0	1	1	0	0	0	1
0	1	1	1	0	0	0
1	0	0	0	0	1	1
1	0	0	1	0	1	0
1	0	1	0	1	1	0
1	0	1	1	1	1	1
1	1	0	0	0	1	1
1	1	0	1	1	1	0
1	1	1	0	1	1	1
1	1	1	1	1	1	0

Wait a sec!

Can we re-use the half adder?

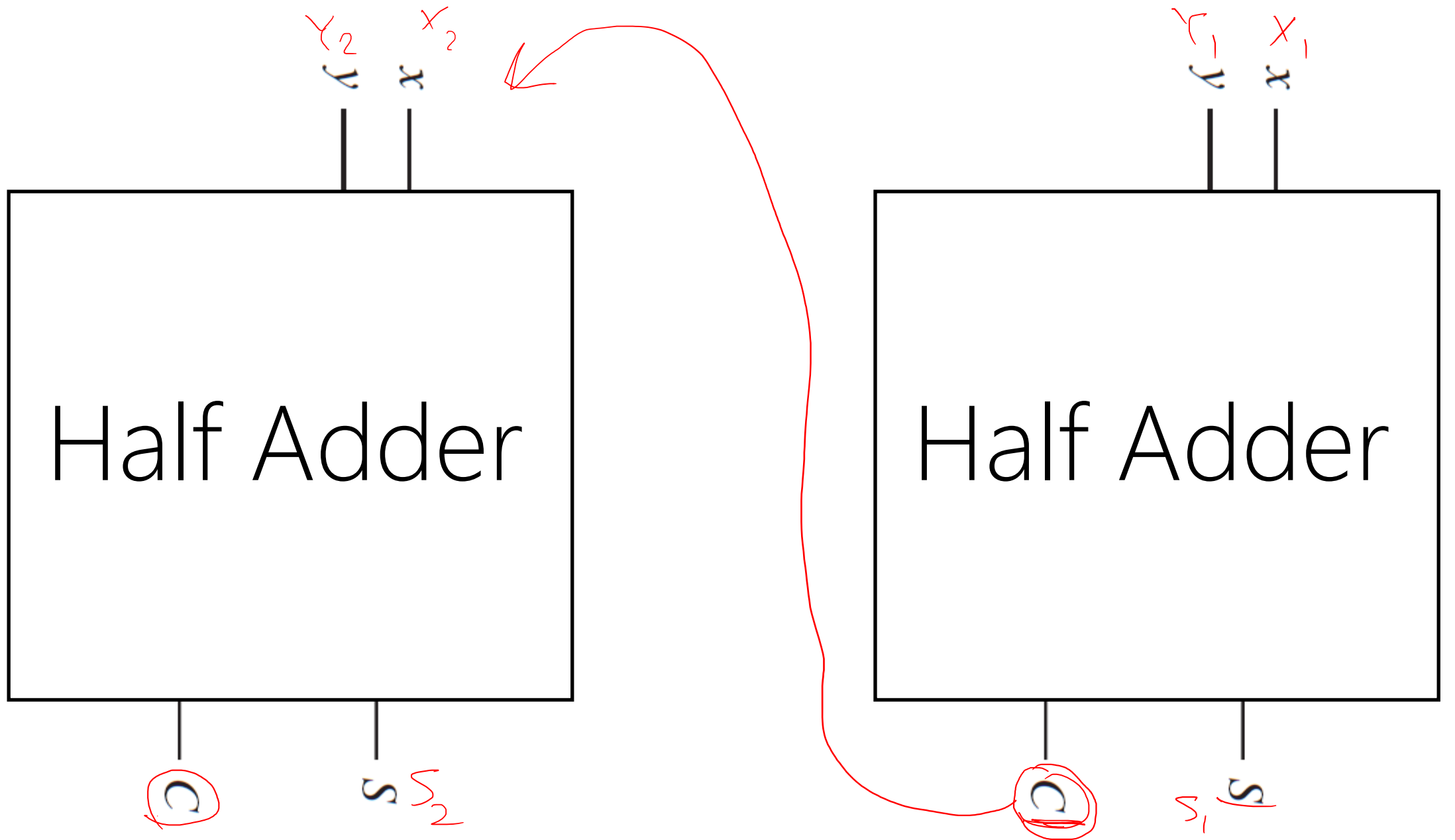
Half adder for adding 2 bits.  
How about having 2 half adders for adding 2 × 2 bits?

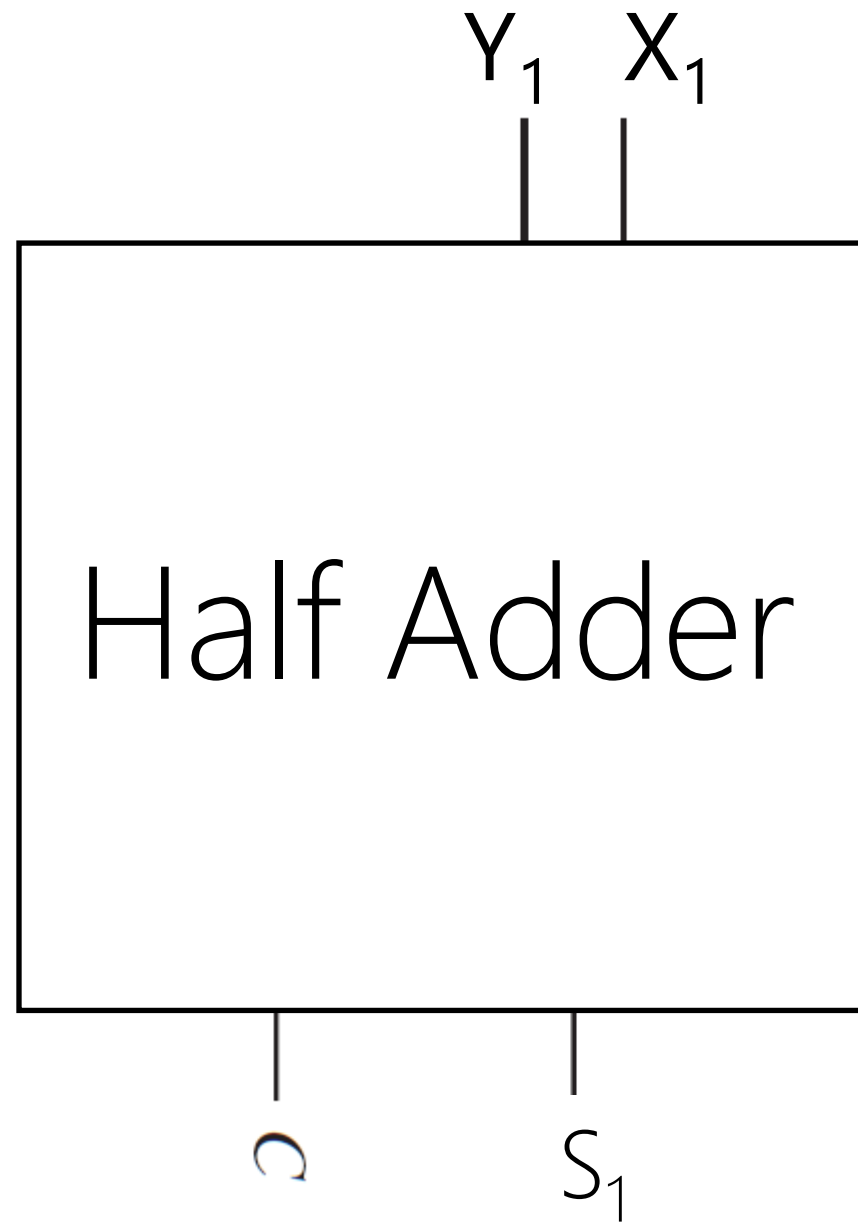
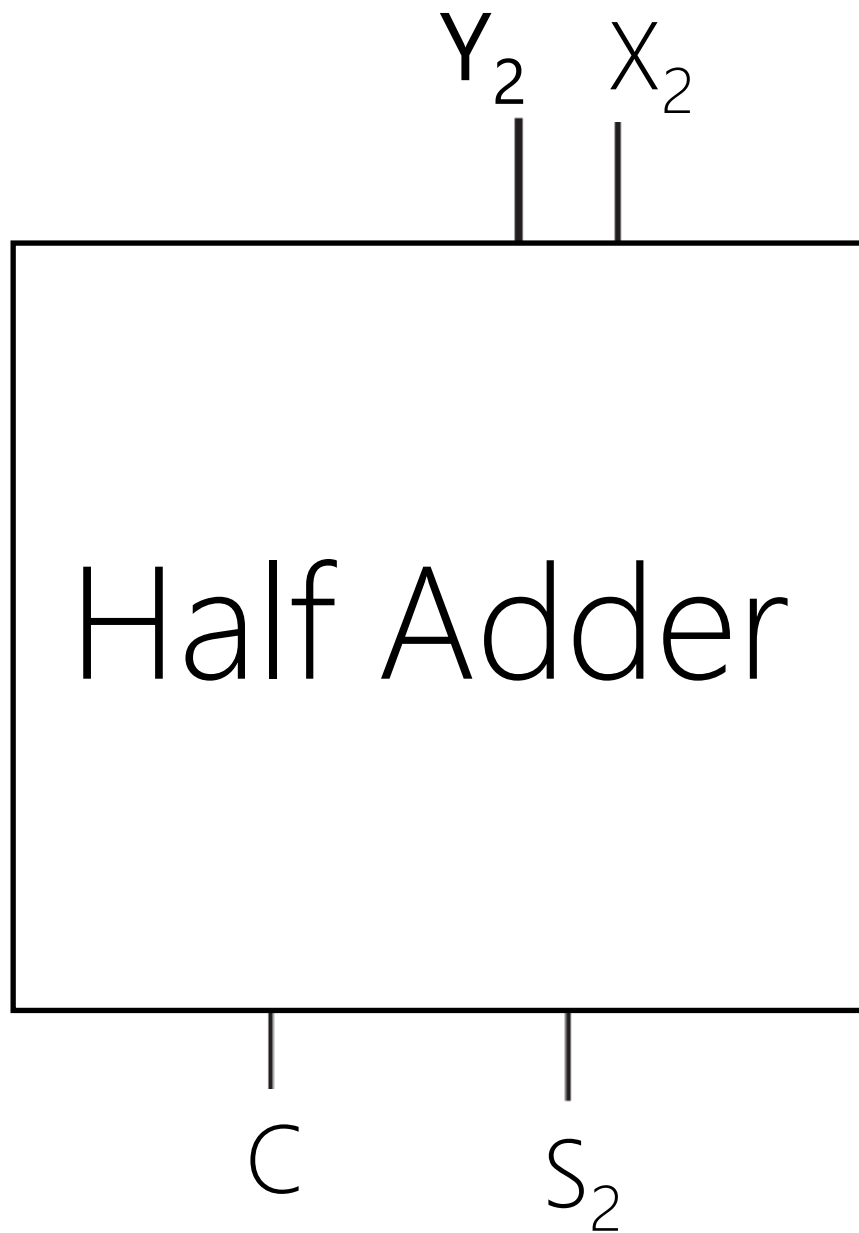
half-c

half add

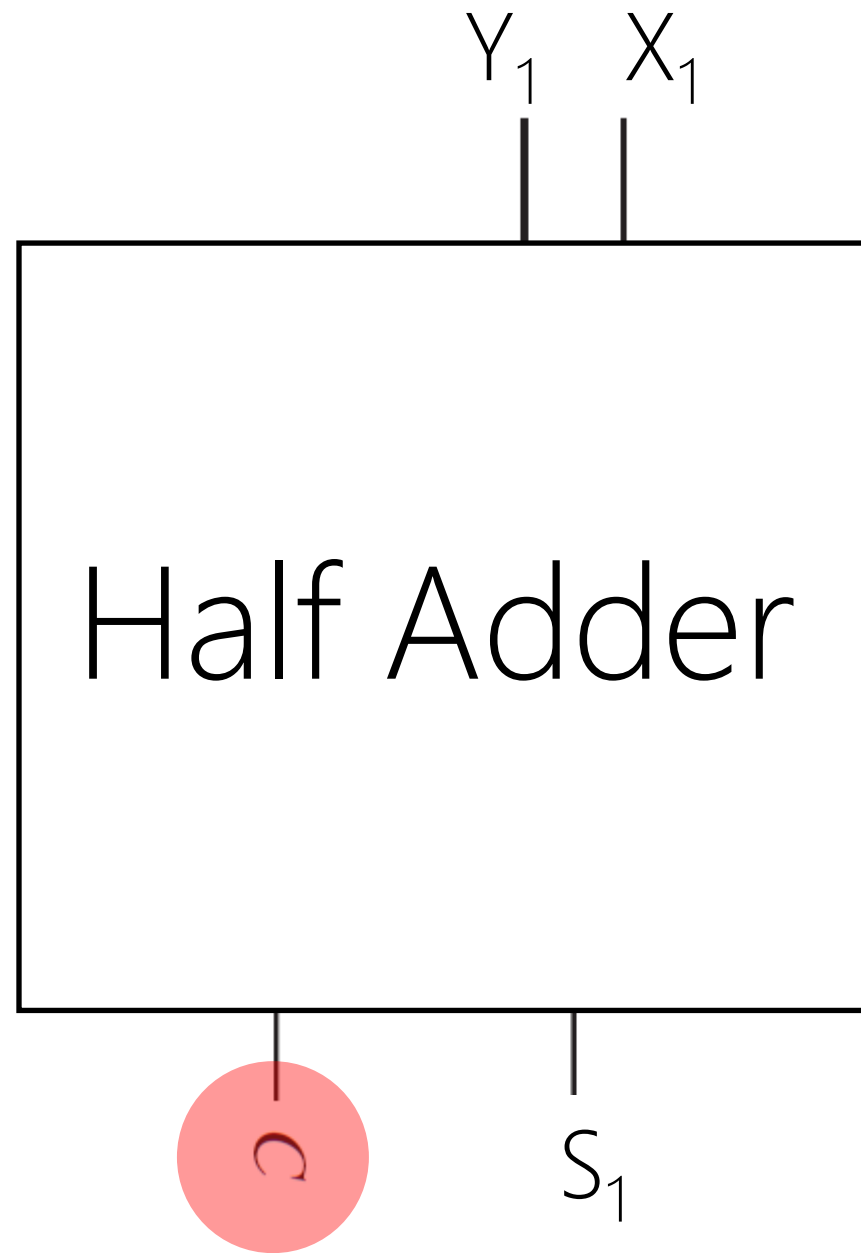
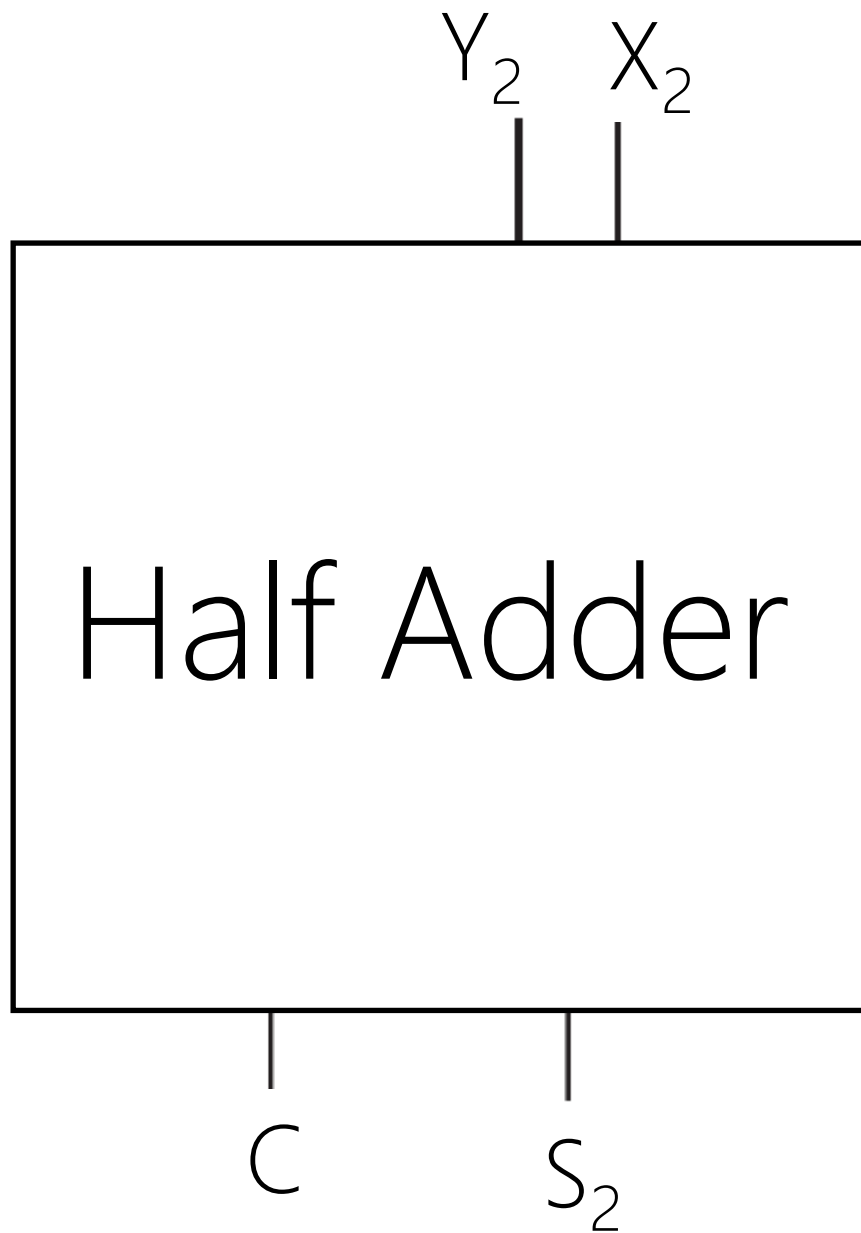
$$\begin{array}{r} X_2 X_1 \\ + Y_2 Y_1 \\ \hline \text{C} S_2 S_1 \end{array}$$

C









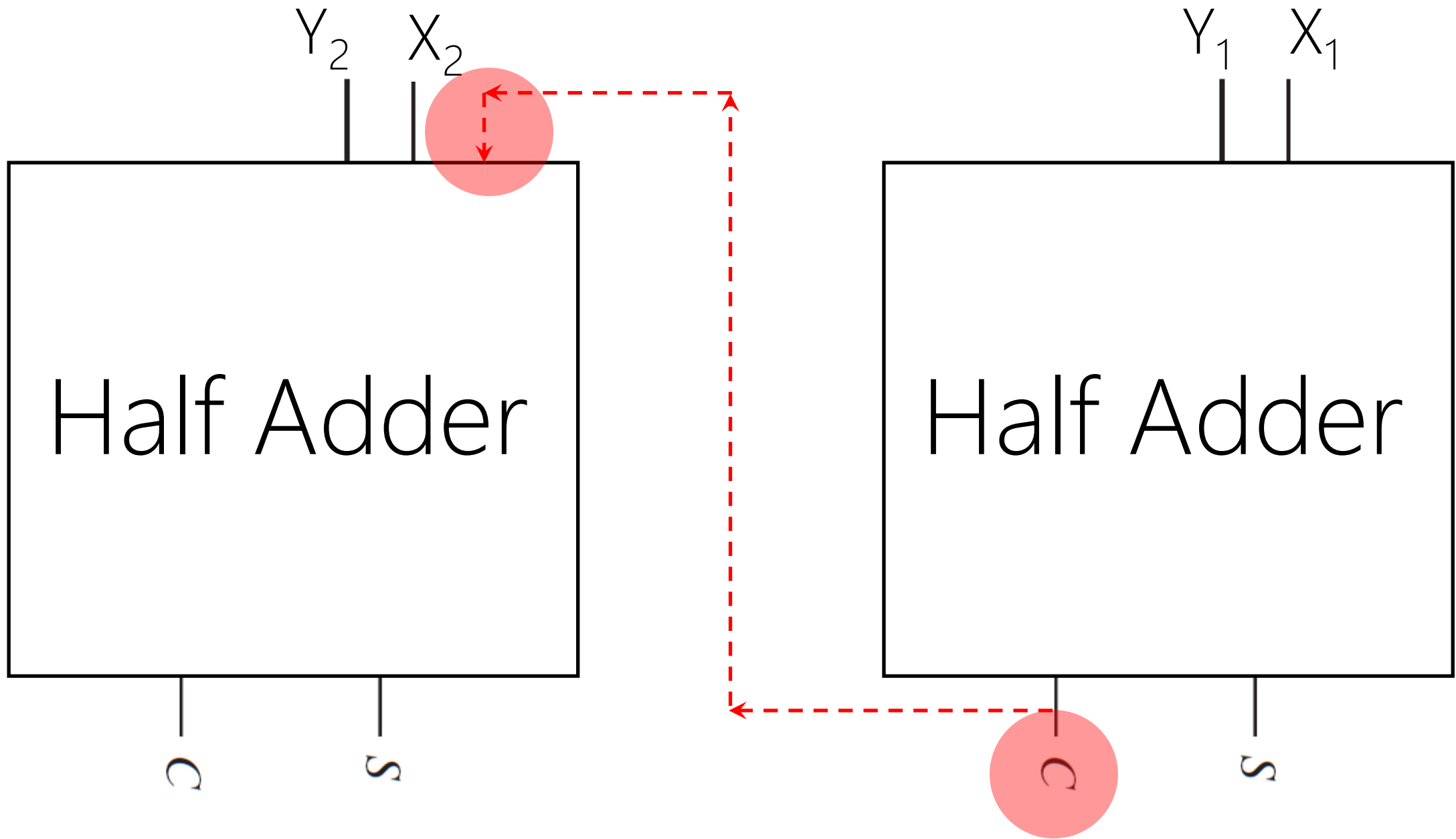
C=1

0 1

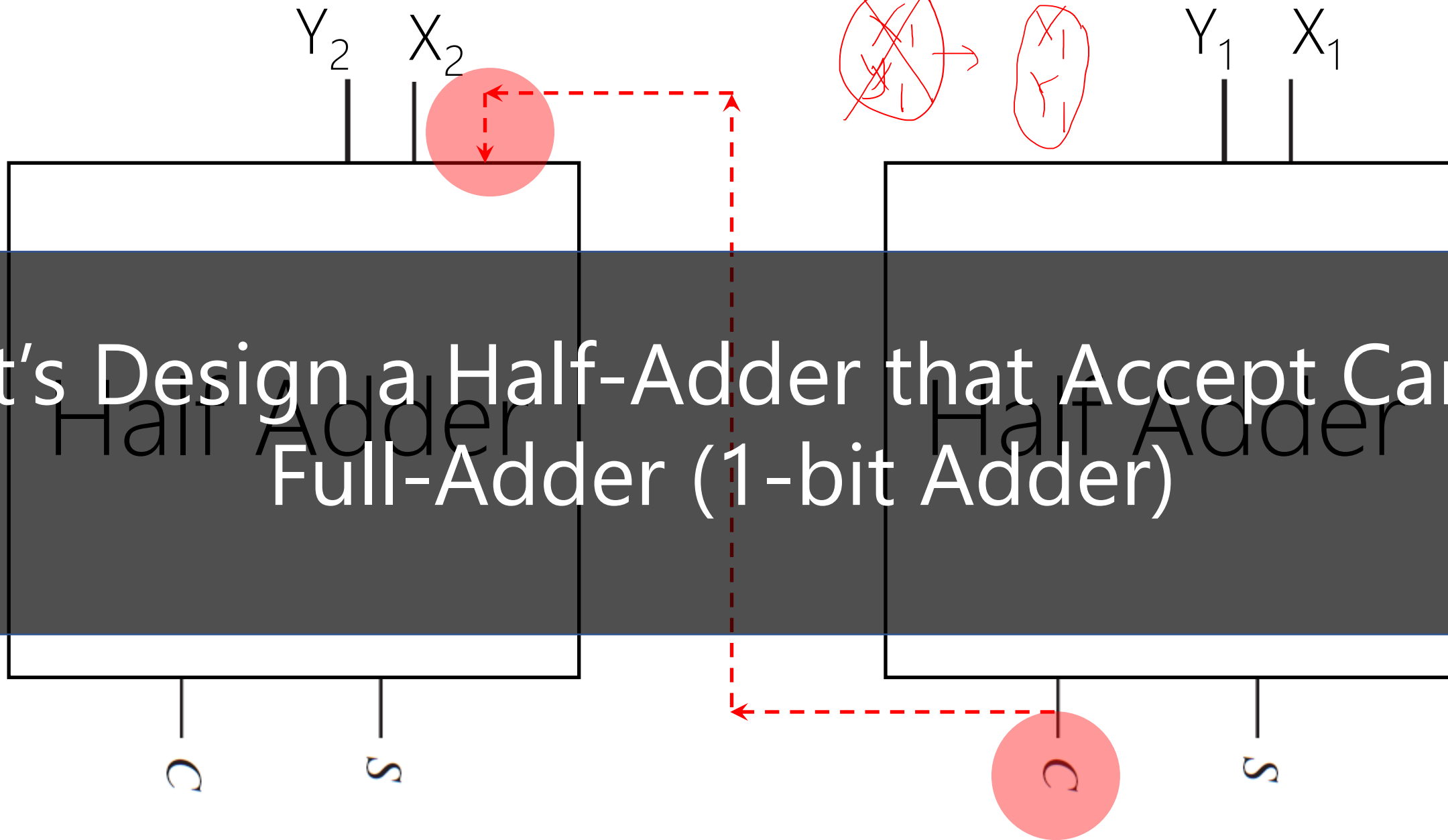
+ 0 1

---

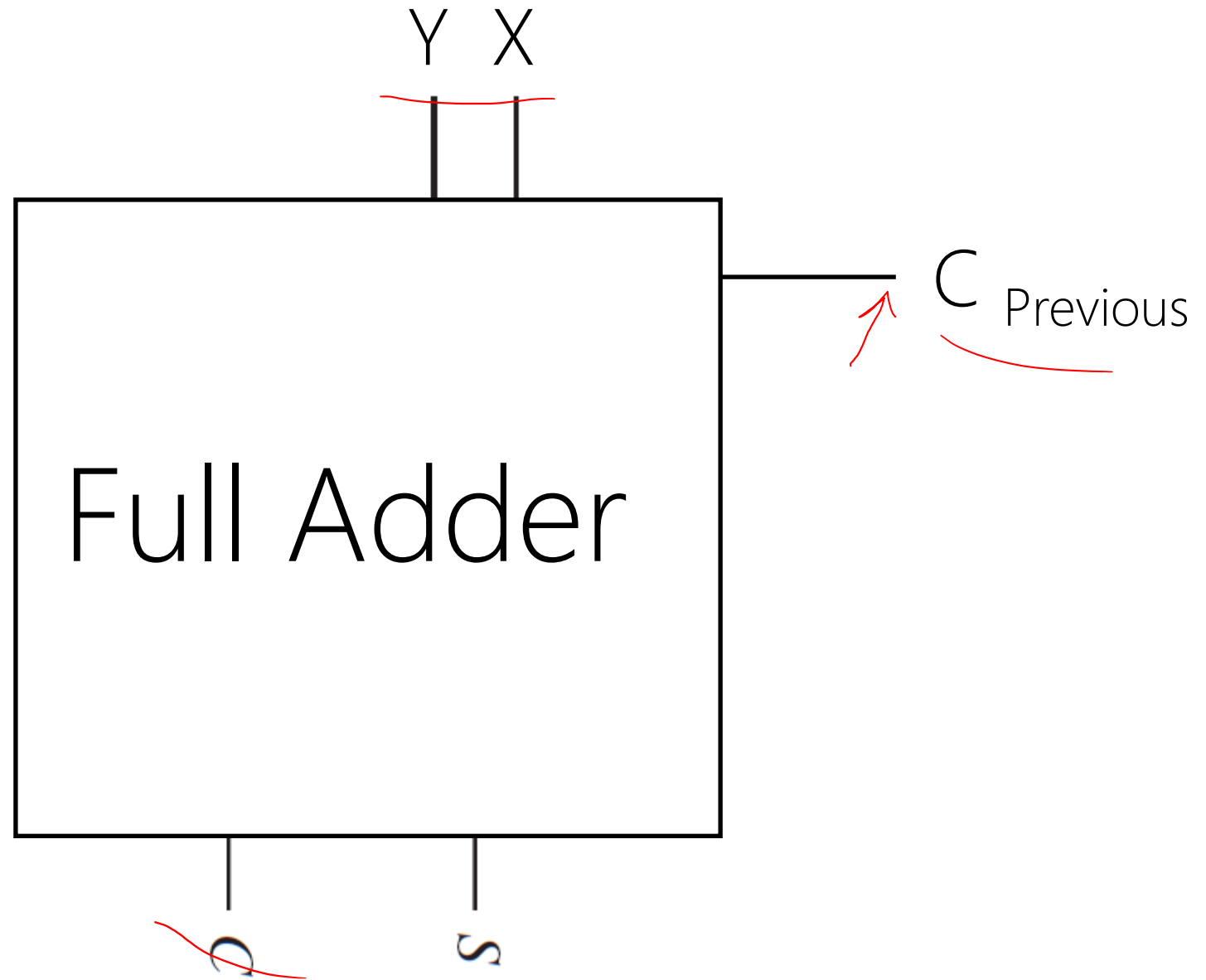
C=0 1 0



Let's Design a Half-Adder that Accept Carry  
Full-Adder (1-bit Adder)



$$\begin{array}{r} C_p \\ X \\ Y \\ + \\ \hline C \\ S \end{array}$$



---

Design a logic circuit that adds two binary digits (bit) and a carry bit.

---

$C_p$	$Y$	$X$	$C = \sum m(3, 5, 6, 7)$	$S = \sum m(1, 2, 4, 7)$
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



$$S = \sum m(\underline{1,2,4,7})$$

		YX			
		00	01	11	10
$C_p$	0	0 $m_0$	1 $m_1$	0 $m_3$	1 $m_2$
	1	1 $m_4$	0 $m_5$	1 $m_7$	0 $m_6$

$$C = \sum m(3,5,6,7)$$

		YX			
		00	01	11	10
$C_p$	0	0 $m_0$	0 $m_1$	1 $m_3$	0 $m_2$
	1	0 $m_4$	1 $m_5$	1 $m_7$	1 $m_6$

$$S = \sum m(1, 2, 4, 7)$$

		YX			
		00	01	11	10
$C_p$	0	0 $m_0$	1 $m_1$	0 $m_3$	1 $m_2$
	1	1 $m_4$	0 $m_5$	1 $m_7$	0 $m_6$

$$S = \underbrace{C'_p Y'X + C'_p YX'}_{\text{red underline}} + C_p Y'X' + C_p YX$$

$$S = \sum m(1, 2, 4, 7)$$

		YX			
		00	01	11	10
$C_p$	0	0 $m_0$	1 $m_1$	0 $m_3$	1 $m_2$
	1	1 $m_4$	0 $m_5$	1 $m_7$	0 $m_6$

$$\begin{aligned}
 S &= C_p' Y' X + C_p' Y X' + C_p Y' X' + C_p Y X \\
 &= C_p' (Y' X + Y X') + C_p (Y' X' + Y X)
 \end{aligned}$$


$$S = \sum m(1, 2, 4, 7)$$

		YX			
		00	01	11	10
$C_p$	0	0 $m_0$	1 $m_1$	0 $m_3$	1 $m_2$
	1	1 $m_4$	0 $m_5$	1 $m_7$	0 $m_6$

$$\begin{aligned}
 S &= C'_p Y'X + C'_p YX' + C_p Y'X' + C_p YX \\
 &= C'_p (Y'X + YX') + C_p (Y'X' + YX) \\
 &= C'_p (X \oplus Y) + C_p (Y'X' + YX)
 \end{aligned}$$

$$S = \sum m(1, 2, 4, 7)$$

		YX			
		00	01	11	10
$C_p$	0	0 $m_0$	1 $m_1$	0 $m_3$	1 $m_2$
	1	1 $m_4$	0 $m_5$	1 $m_7$	0 $m_6$

$$\begin{aligned}
 S &= C'_p Y'X + C'_p YX' + C_p Y'X' + C_p YX \\
 &= C'_p (Y'X + YX') + C_p (Y'X' + YX) \\
 &= C'_p (X \oplus Y) + C_p (Y'X' + YX) \\
 &= C'_p (X \oplus Y) + C_p (X \odot Y)
 \end{aligned}$$


$$S = \sum m(1, 2, 4, 7)$$

		YX			
		00	01	11	10
$C_p$	0	0 $m_0$	1 $m_1$	0 $m_3$	1 $m_2$
	1	1 $m_4$	0 $m_5$	1 $m_7$	0 $m_6$

$$\begin{aligned}
 S &= C'_p Y'X + C'_p YX' + C_p Y'X' + C_p YX \\
 &= C'_p (Y'X + YX') + C_p (Y'X' + YX) \\
 &= C'_p (X \oplus Y) + C_p (Y'X' + YX) \\
 &= C'_p (X \oplus Y) + C_p (X \odot Y) \\
 &= C'_p (X \oplus Y) + C_p (X \oplus Y)'
 \end{aligned}$$

$$\begin{aligned}
 (X \oplus Y)' &= (Y'X + YX')' \\
 &= (Y'X)'(YX')' \\
 &= (Y + X')(Y' + X) \\
 &= YY' + YX + X'Y' + X'X \\
 &= 0 + YX + X'Y' + 0 \\
 &= YX + X'Y' \\
 &= Y \odot X
 \end{aligned}$$

$$S = \sum m(1, 2, 4, 7)$$

		YX			
		00	01	11	10
$C_p$	0	0 $m_0$	1 $m_1$	0 $m_3$	1 $m_2$
	1	1 $m_4$	0 $m_5$	1 $m_7$	0 $m_6$

$$\begin{aligned}
 S &= C'_p Y'X + C'_p YX' + C_p Y'X' + C_p YX \\
 &= C'_p (Y'X + YX') + C_p (Y'X' + YX) \\
 &= C'_p (X \oplus Y) + C_p (Y'X' + YX) \\
 &= C'_p (X \oplus Y) + C_p (X \odot Y) \\
 &= C'_p (X \oplus Y) + C_p (X \oplus Y)' \\
 &= C'_p \alpha + C_p \alpha'
 \end{aligned}$$

$$S = \sum m(1, 2, 4, 7)$$

		YX			
		00	01	11	10
$C_p$	0	0 $m_0$	1 $m_1$	0 $m_3$	1 $m_2$
	1	1 $m_4$	0 $m_5$	1 $m_7$	0 $m_6$

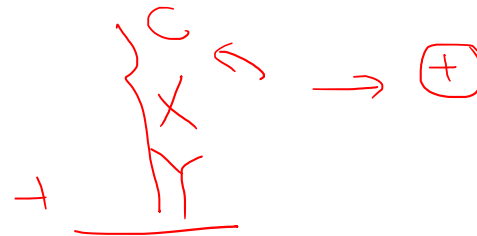
$$\begin{aligned}
 S &= C'_p Y'X + C'_p YX' + C_p Y'X' + C_p YX \\
 &= C'_p (Y'X + YX') + C_p (Y'X' + YX) \\
 &= C'_p (X \oplus Y) + C_p (Y'X' + YX) \\
 &= C'_p (X \oplus Y) + C_p (X \odot Y) \\
 &= C'_p (X \oplus Y) + C_p (X \oplus Y)' \\
 &= C'_p \alpha + C_p \alpha' \\
 &= C_p \oplus \alpha
 \end{aligned}$$



$$S = \sum m(1, 2, 4, 7)$$

		YX			
		00	01	11	10
$C_p$	0	0 $m_0$	1 $m_1$	0 $m_3$	1 $m_2$
	1	1 $m_4$	0 $m_5$	1 $m_7$	0 $m_6$

$$\begin{aligned}
 S &= C'_p Y'X + C'_p YX' + C_p Y'X' + C_p YX \\
 &= C'_p (Y'X + YX') + C_p (Y'X' + YX) \\
 &= C'_p (X \oplus Y) + C_p (Y'X' + YX) \\
 &= C'_p (X \oplus Y) + C_p (X \odot Y) \\
 &= C'_p (X \oplus Y) + C_p (X \oplus Y)' \\
 &= C'_p \alpha + C_p \alpha' \\
 &= C_p \oplus \alpha \\
 &= C_p \oplus (X \oplus Y)
 \end{aligned}$$



$$\begin{aligned}
 S &= \sum m(1,2,4,7) \\
 &= C_p \oplus (X \oplus Y)
 \end{aligned}$$

*(Handwritten red annotations: a horizontal line under the expression  $C_p \oplus (X \oplus Y)$  with arrows pointing to the  $\oplus$  symbols and the parentheses.)*

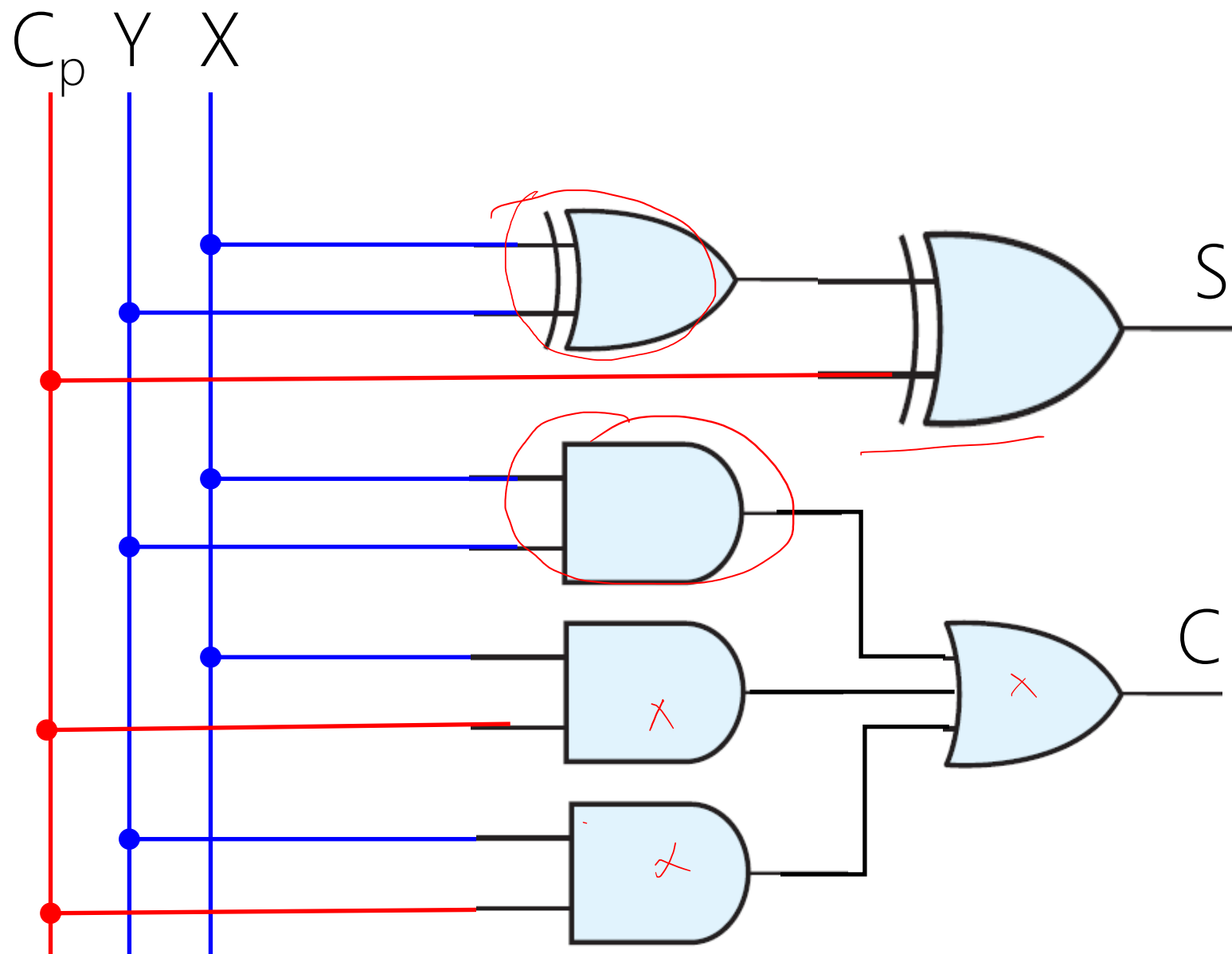
		YX			
		00	01	11	10
$C_p$	0	0 $m_0$	1 $m_1$	0 $m_3$	1 $m_2$
	1	1 $m_4$	0 $m_5$	1 $m_7$	0 $m_6$

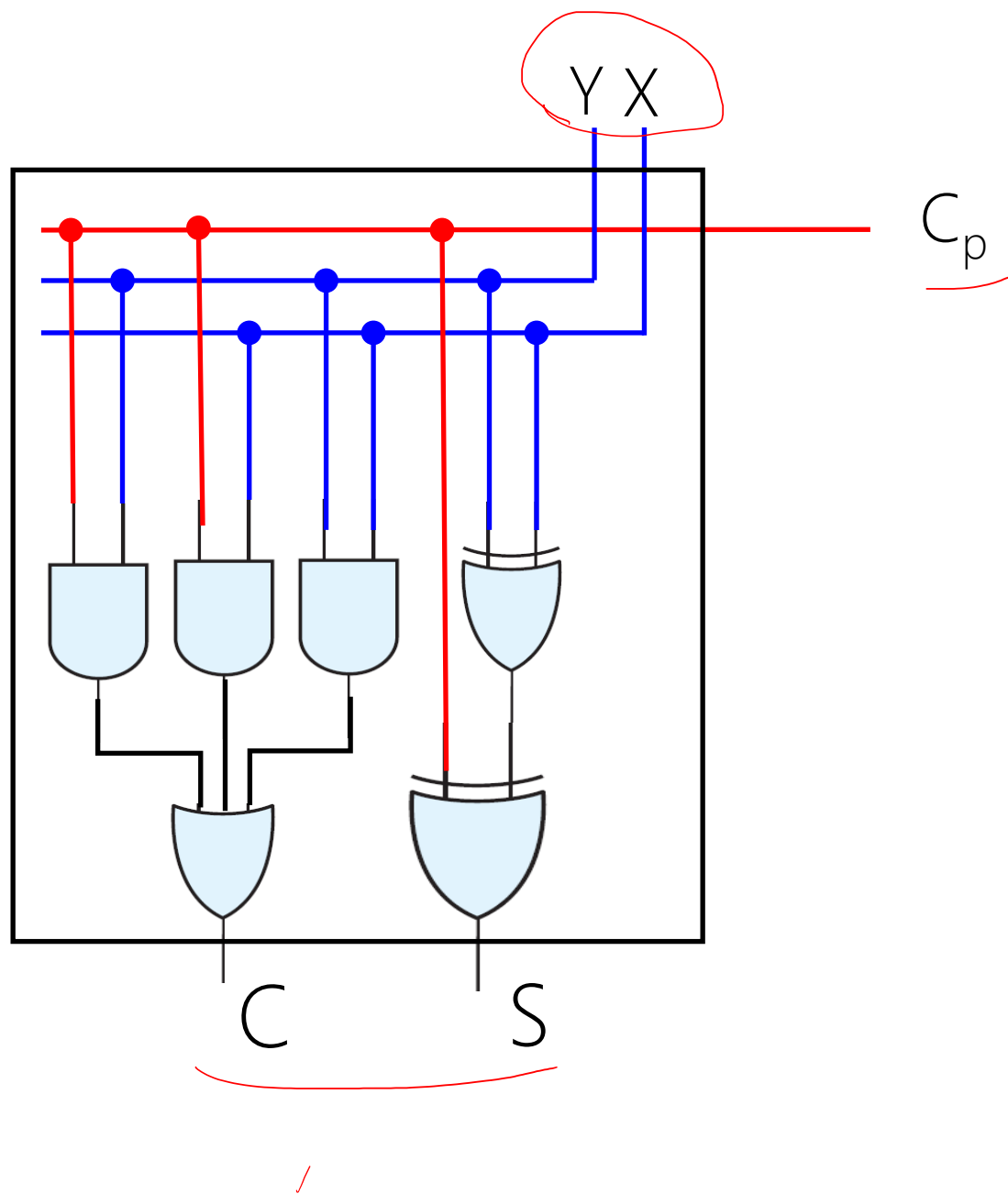
$\oplus$  is associative, we can drop ( ). But let's keep them!

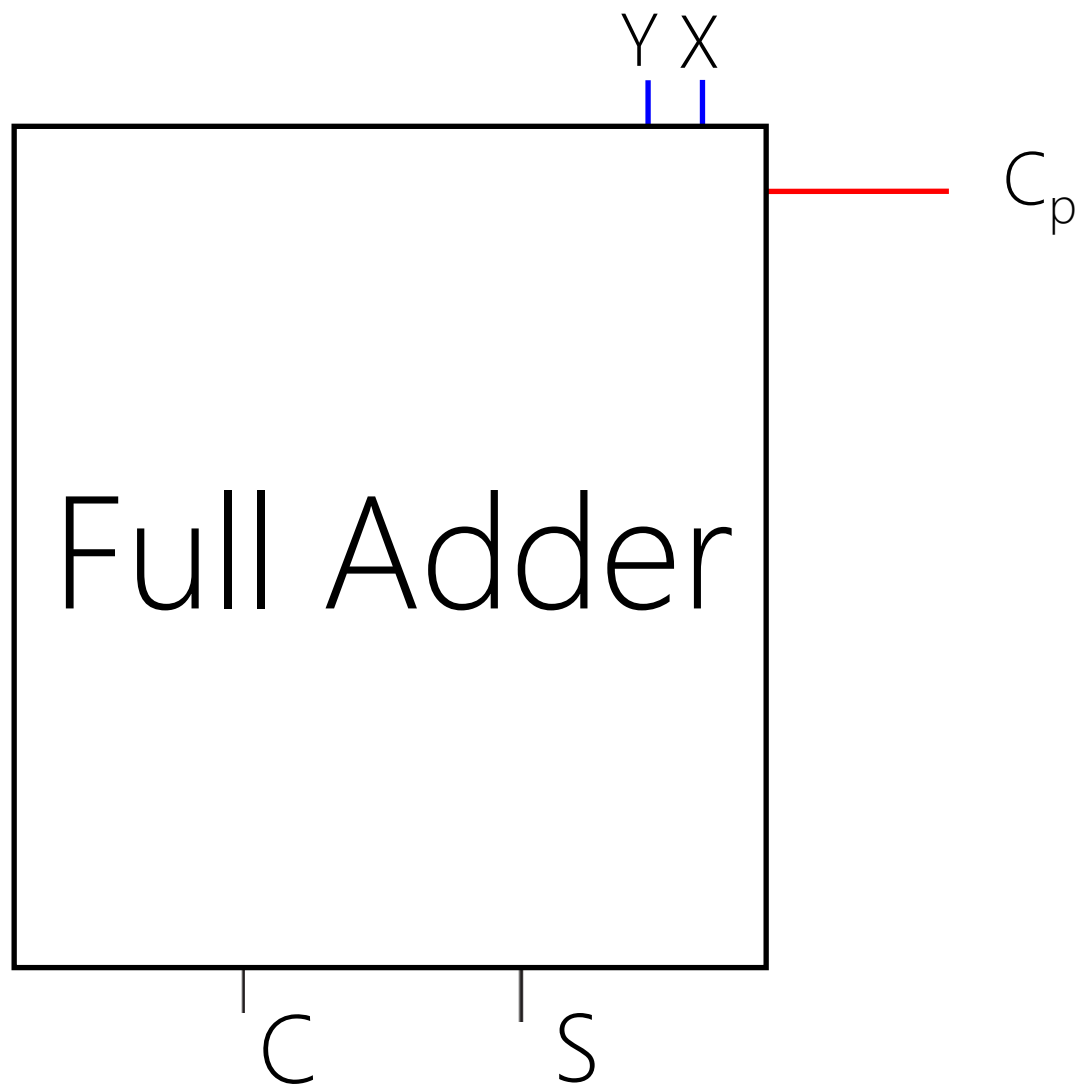
$$C = \sum m(3, 5, 6, 7)$$

		YX			
		00	01	11	10
$C_p$	0	0 $m_0$	0 $m_1$	1 $m_3$	0 $m_2$
	1	0 $m_4$	1 $m_5$	1 $m_7$	1 $m_6$

$$= YX + C_p X + C_p Y$$



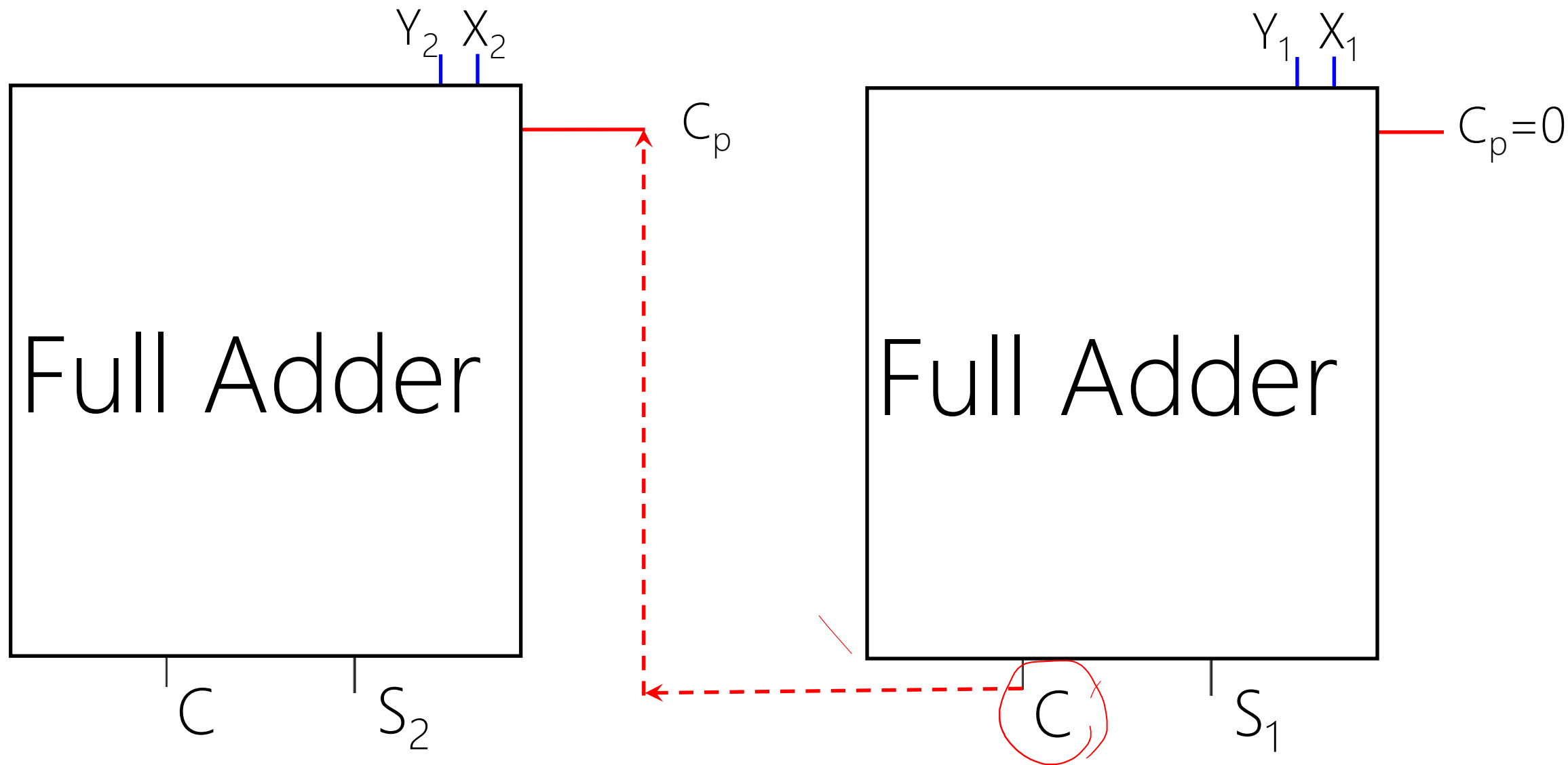




$$\begin{array}{r}
 X_2 X_1 \\
 + Y_2 Y_1 \\
 \hline
 C S_2 S_1
 \end{array}$$



$$\begin{array}{r}
 \overset{A_2}{\underbrace{C}} \overset{A_1}{\underbrace{0}} \\
 X_2 X_1 \\
 + Y_2 Y_1 \\
 \hline
 C S_2 S_1
 \end{array}$$





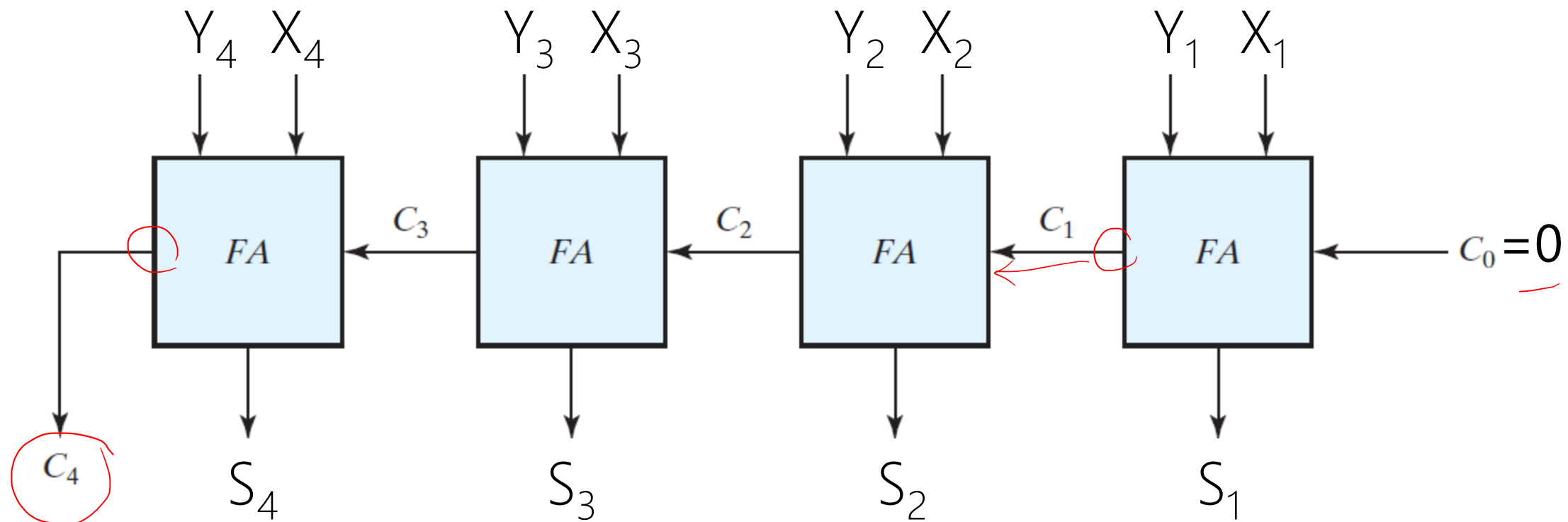
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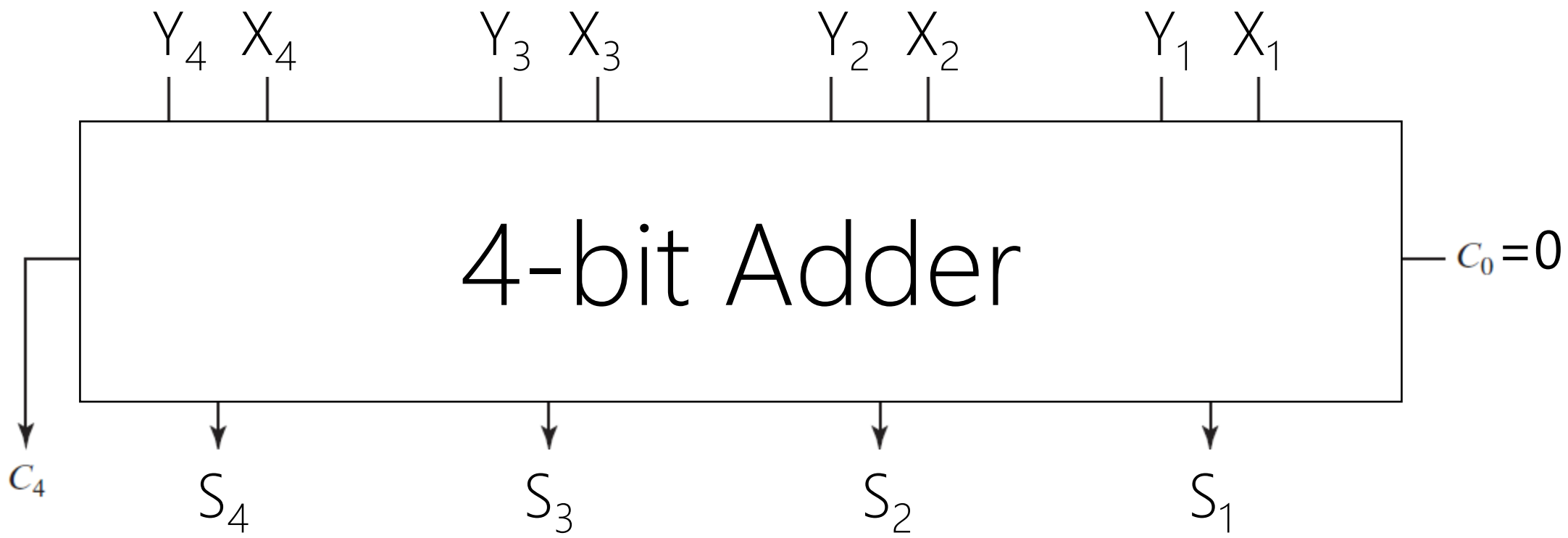
Design a logic circuit that  
adds two binary numbers!

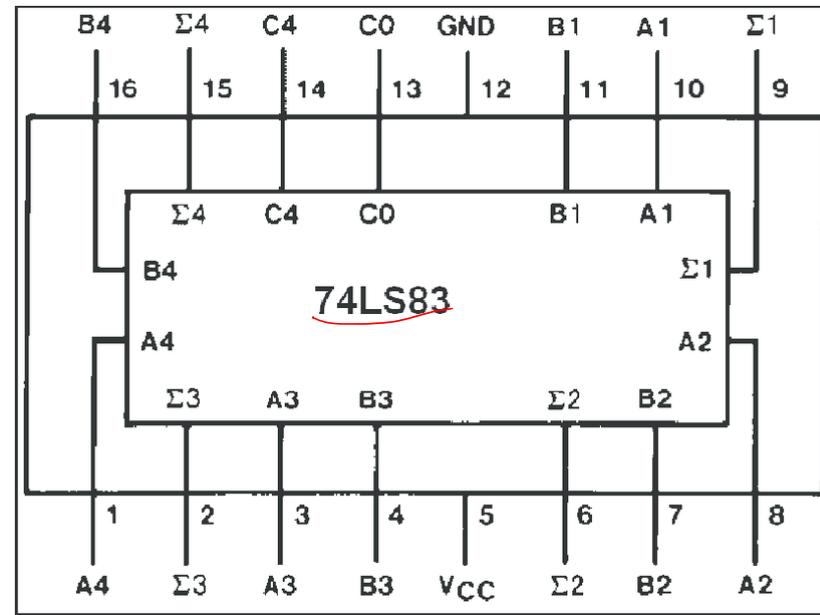
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$$\begin{array}{r}
 \begin{array}{c}
 \text{C}_3 \text{C}_2 \text{C}_1 \text{C}_0 \\
 \text{X}_4 \text{X}_3 \text{X}_2 \text{X}_1 \\
 \text{Y}_4 \text{Y}_3 \text{Y}_2 \text{Y}_1 \\
 \hline
 \text{S}_4 \text{S}_3 \text{S}_2 \text{S}_1
 \end{array} \\
 + \\
 \begin{array}{c}
 \text{C}_4
 \end{array}
 \end{array}$$

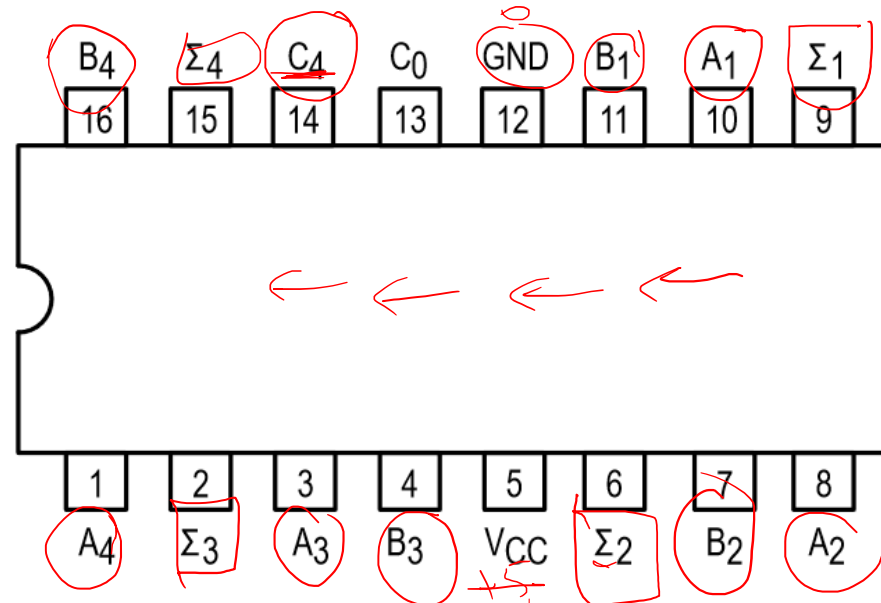
A dashed arc connects the  $\text{C}_0$  bit of the first operand to the  $\text{C}_4$  bit of the second operand, indicating a carry propagation. Red arrows point from  $\text{C}_3$  to  $\text{C}_2$  and from  $\text{C}_2$  to  $\text{C}_1$ .







74LS83 pinout



Vcc

A<sub>1</sub>–A<sub>4</sub>

B<sub>1</sub>–B<sub>4</sub>

C<sub>0</sub>

Σ<sub>1</sub>–Σ<sub>4</sub>

C<sub>4</sub>

5.5V max, 5V Typical

Operand A Inputs

Operand B Inputs

Carry Input

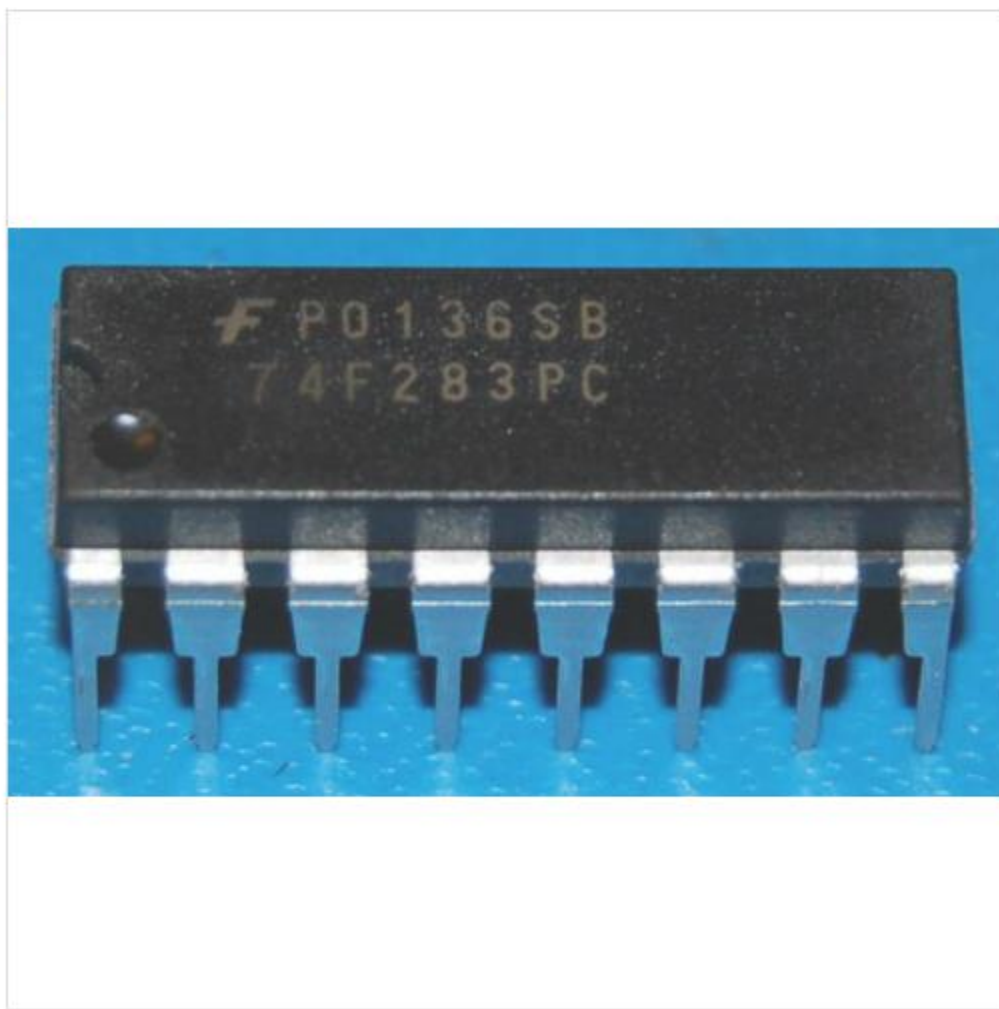
Sum Outputs (Note b)

Carry Output (Note b)

eBay > Business & Industrial > Electrical Equipment & Supplies > Other Electrical Equipment & Supplies

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# More on Full-Adder

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