

Hardware - Tutorial 3

Sequential Logic

Exercise 1: Adding numbers

Adding numbers in binary is quite similar to adding numbers in decimal. We add digits of the same column and a possible carry from the previous column. We obtain a result and a possible carry for the next column.

We want to design a circuit that is able to add 4 bits binary numbers together. Let us first design a circuit called a “Full adder” that adds 2 bits and a possible carry.

The circuit will have:

- 3 inputs (A, B and Ri) that respectively represents the 2 input bits and the input carry
- 2 outputs (S and R) that respectively represents the result and the output carry.

- 1) Write down the truth table of S and R.
- 2) Fill up two Karnaugh map with theses truth tables and extract the most simplified expression of S and R.
- 3) Draw the circuit diagram of the full adder.

Using 4 full adders, we want to design a 4-bits adder.

- 4) Draw the circuit diagram of the 4-bits adder. It must have a 1 bit input carry and a 1 bit output carry.

Exercise 2: Subtracting numbers

The same way a full adder adds bits, a full subtractor is a circuit that subtracts two bits (A and B) and a possible borrow (Ri). It generates the difference D and a possible output borrow R.

We want to design a full subtractor.

- 1) Write down the truth tables of D and R.
- 2) Fill up Karnaugh maps to find the most simplified expressions of these outputs.
- 3) Draw the circuit diagram of the full subtractor.

Using 4 full subtractors, we want to design a 4-bits subtractor.

- 4) Draw the circuit diagram of the 4-bits subtractor.

Exercise 3: Adder-Subtractor

1) Design a circuit with one output (S) and two inputs (E and C).

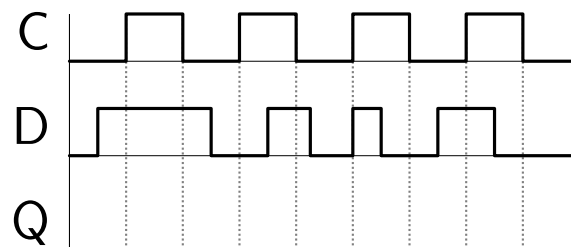
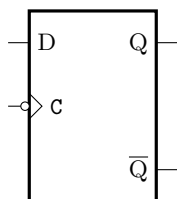
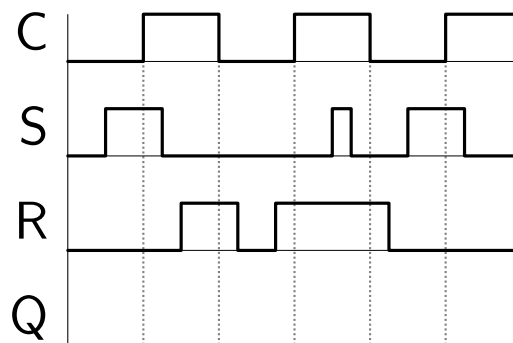
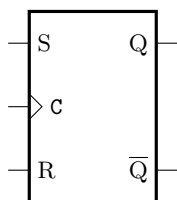
- If $C = 0$ then $S = E$
- If $C = 1$ then $S = \bar{E}$

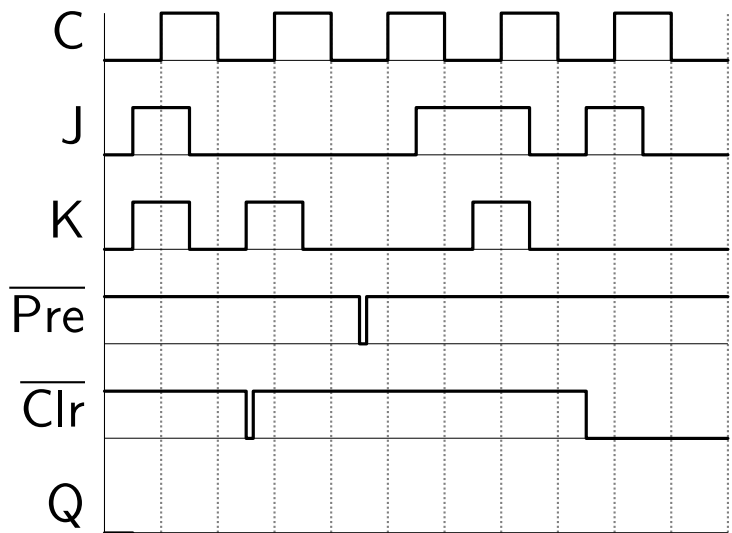
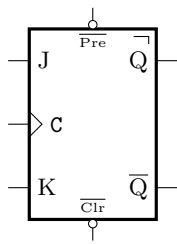
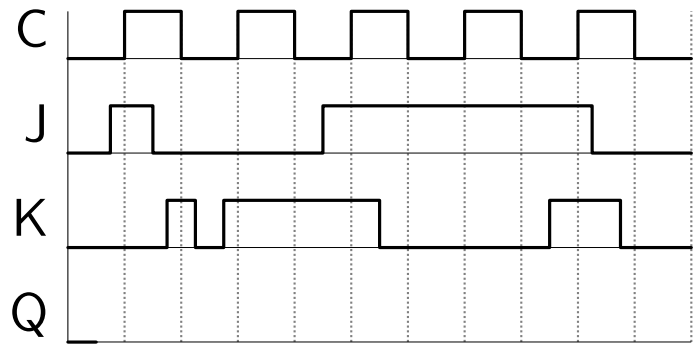
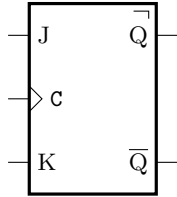
2) Using the circuit from the previous question and a 4-bits adder, design a 4-bits adder-subtractor that can either add two 4-bits numbers or subtracts them depending on a C input.

- If $C = 0$ then $S = A + B$
- If $C = 1$ then $S = A - B$

Exercise 4: Flip Flops

Complete the following timing diagrams for each flip flop. Beware of the synchronisation mode of each flipflop.





- Fill the related timing table
- Find the purpose of such a circuit

