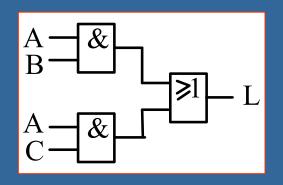
## 组合电路的门电路实现

例: 习题2.12 举重比赛 有3个裁判,一个是主 裁判A,另外两个是副 裁判B和C。运动员一次 举重是否成功, 由裁判 员各自按动他面前的按 钮决定, 只有两个以上 (其中必须有主裁判) 判定为成功,表示"成 功"的灯泡L才亮。试列 出真值表和逻辑表达式。

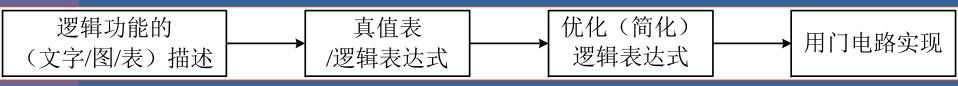
	-
	基
<b>"大"</b>	<b>イ</b> く

A	В	С	L
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

逻辑表达式:

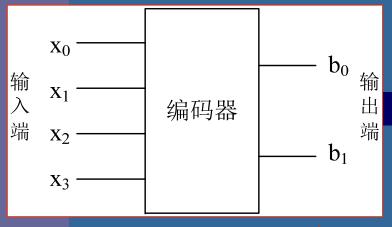


#### 用逻辑门设计组合电路的过程



# 例1 设计一个4线—2线编码器

## 框图



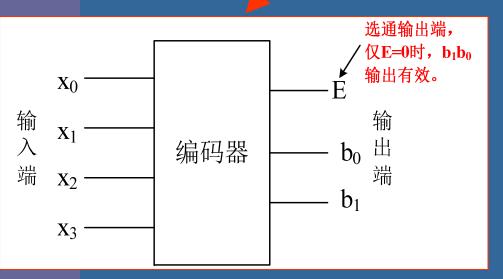
编码器(encoder)是将信号或数据进行编制、转换为可用以通讯、传输和存储的信号形式的器件或设备。

### 功能表

X3	<b>X</b> 2	$\mathbf{x}_1$	$\mathbf{x}_0$	$b_1$	$b_0$
0	0	0	1	0	0
0	0	1	0	0	1
0	1	0	0	1	0
1	0	0	0	1	1
	其	它		?	?

怎么办 ? 能为 任意**X**?

#### 改进框图

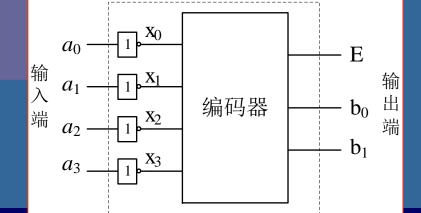


### 新的功能表

X3	<b>X</b> <sub>2</sub>	$\mathbf{x}_1$	<b>X</b> 0	Е	$b_1$	$b_0$
0	0	0	1	0	0	0
0	0	1	0	0	0	1
О	1	0	0	0	1	0
1	0	0	0	0	1	1
	其	它		1	X	X

E=1, b<sub>1</sub>b<sub>0</sub>输出无 意义(即无效)

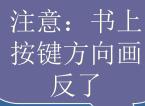
## 如果



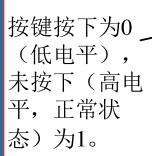
## 功能表

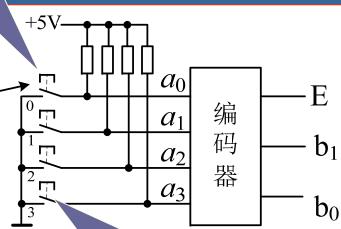
$a_3$	$a_2$	$a_1$	$a_0$	Е	$b_1$	$b_0$
1	1	1	0	0	0	0
1	1	0	1	0	0	1
1	0	1	1	0	1	0
Q	1	1	1	0	1	1
	其	它		1	X	X

输入低电平 有效



### 电路图

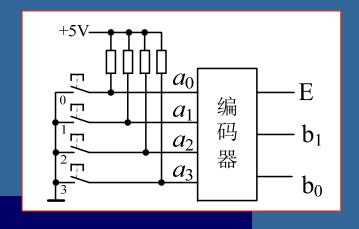




现在问题是:如何同时按下多个按键怎么办?

### 答案是采用优先级,即所谓的优先编码。

$a_3$	$a_2$	$a_1$	$a_0$	Ε	$b_1$	$b_0$
1	1	1	0	0	0	0
1	1	0	X	0	0	1
1	0	X	X	0	1	0
0	X	X	X	0	1	1
1	1	1	1	1_	X	X



优先编码, $a_3$  的权限最高, $a_0$ 的权限最低

X表示任意,即 无论是0还是1

## 若交换一下行的上下顺序

$a_3$	$a_2$	$a_1$	$a_0$	Е	$b_1$	$b_0$
1	1	1	1	1	X	X
0	X	X	X	0	1	1
1	0	X	X	0	1	0
1	1	0	X	0	0	1
11	1	1	0	0	0	0

这个就是教材 P89 表3-2-1 4 线—2线优先编 码器功能表

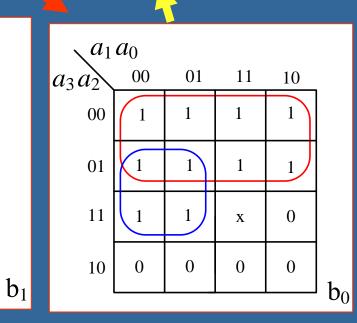
$a_3$	$a_2$	$a_1$	$a_0$	Е	$b_1$	$b_0$
1	1	1	1	1	X	X
0	X	X	X	0	1	1
1	0	X	X	0	1	0
1	1	0	X	0	0	1
1	1	1	0	0	0	0

$\setminus a_1 a_0$									
$a_3a_2$	00	01	11	10					
00	011	011	011	011					
01	011	011	011	011					
11	001	001	1xx	000					
10	010	010	010	010					

 $Eb_1b_0$ 

$\sqrt{a_1 a_0}$									
$a_2 a_2$	00	01	11	10					
00	0	0	0	0					
01	0	0	0	0					
11	0	0	1	0					
10	0	0	0	0					
·		-							

$\sqrt{a_1a_0}$								
$a_3a_2$	00	01	11	10				
00	1	1	1	1				
01	1	1	1	1				
11	0	0	Х	0				
10	1	1	1	1				



$$E = a_3 a_2 a_1 a_0$$

$$\mathbf{b}_1 = \overline{a}_3 + \overline{a}_2$$

$$\mathbf{b}_0 = \overline{a}_3 + a_2 \overline{a}_1$$

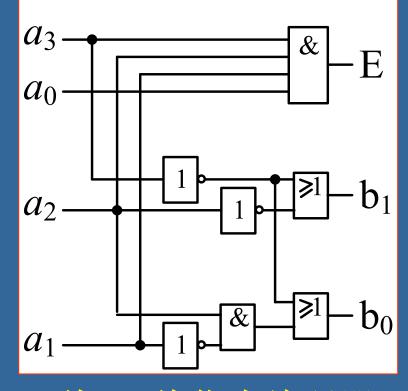
$$\mathbf{E} = a_3 a_2 a_1 a_0$$

# 逻辑表达式:

$$\mathbf{b}_1 = \overline{a}_3 + \overline{a}_2$$

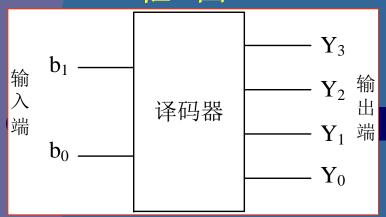
$$\mathbf{b}_0 = \overline{a}_3 + a_2 \overline{a}_1$$

# 逻辑电路图:



4线—2线优先编码器

# 例2 设计一个2线—4线译码器 框 图



## 真值表

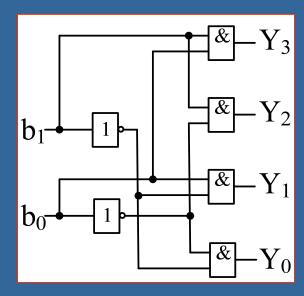
行号	$b_1$	$b_0$	$Y_3$	$Y_2$	$\mathbf{Y}_1$	$Y_0$
0		0	0	0	0	1
1	0		0	0	1	0
2	1	0	0	1	0	0
3	1	1	1	0	0	0

## 逻辑表达式

$$Y_3 = b_1 b_0 = m_3$$
  $Y_2 = b_1 b_0 = m_2$   
 $Y_1 = \overline{b}_1 b_0 = m_1$   $Y_0 = \overline{b}_1 \overline{b}_0 = m_0$ 

译码是编码的逆过程,在编码时,每一种二进制代码,都赋予了特定的含义,即都表示了一个确定的信号或者对象。把代码状态的特定含义"翻译"出来的过程叫做译码,实现译码操作的电路称为译码器。也就是说,译码器是可以将输入二进制代码的状态翻译成输出信号,以表示其原来含义的电路。

## 逻辑图

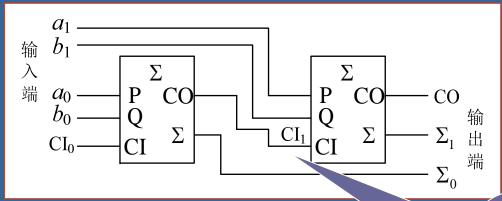


# 例3 设计一个2位并行加法器

框图



根据加法的运算性质,可以分解成两个1位加法器级联而成。



## 逻辑表达式

$$\Sigma_0 = a_0 \oplus b_0 \oplus \operatorname{CI}_0$$

$$\Sigma_1 = a_1 \oplus b_1 \oplus \operatorname{CI}_1$$

$$\operatorname{CI}_1 = a_0 b_0 + a_0 \operatorname{CI}_0 + b_0 \operatorname{CI}_0$$

$$\operatorname{CO} = a_1 b_1 + a_1 \operatorname{CI}_1 + b_1 \operatorname{CI}_1$$

但该电路有一个明显的缺点,即只有等CII产生后,才能有CO。对于多级电路来说,这样会大大地影响电路运行速度。

逻辑表达式 
$$\Sigma_0 = a_0 \oplus b_0 \oplus \operatorname{CI}_0$$
 
$$\Sigma_1 = a_1 \oplus b_1 \oplus \operatorname{CI}_1$$
 
$$\operatorname{CI}_1 = a_0 b_0 + a_0 \operatorname{CI}_0 + b_0 \operatorname{CI}_0$$
 
$$\operatorname{CO} = a_1 b_1 + a_1 \operatorname{CI}_1 + b_1 \operatorname{CI}_1$$

**\$** 

$$G_0 = a_0 b_0, P_0 = a_0 + b_0$$
  
 $G_1 = a_1 b_1, P_1 = a_1 + b_1$ 

则

$$CI_{1} = a_{0}b_{0} + a_{0}CI_{0} + b_{0}CI_{0} = a_{0}b_{0} + CI_{0}(a_{0} + b_{0})$$

$$= G_{0} + CI_{0}P_{0} = \overline{G_{0} + CI_{0}P_{0}}$$

$$= \overline{G_{0}(\overline{CI_{0}} + \overline{P_{0}}) = \overline{G_{0}}\overline{P_{0}} + \overline{G_{0}}\overline{CI_{0}}$$

$$\overrightarrow{G}_{0} \overrightarrow{P}_{0} = \overline{a_{0}b_{0}} \cdot (\overline{a_{0} + b_{0}}) = (\overline{a_{0}} + \overline{b_{0}}) \overline{a_{0}} \overline{b_{0}}$$

$$= \overline{a_{0}} + \overline{b} = \overline{P}_{0}$$

$$CI_1 = \overline{P}_0 + \overline{G}_0 \overline{CI}_0$$

$$CO = a_1b_1 + a_1CI_1 + b_1CI_1 = a_1b_1 + CI_1(a_1 + b_1)$$

$$= G_1 + CI_1P_1 = \overline{G_1 + CI_1P_1}$$

$$= \overline{\overline{G}_1}\overline{\overline{P}_1} + \overline{\overline{G}_1}\overline{\overline{CI}_1} = \overline{\overline{P}_1} + \overline{\overline{G}_1}\overline{\overline{CI}_1}$$

$$= \overline{P}_1 + \overline{G}_1 \overline{G}_0 (\overline{CI}_0 + \overline{P}_0)$$

$$= \overline{P}_1 + \overline{P}_0 \overline{G}_1 + \overline{G}_0 \overline{G}_1 \overline{CI}_0$$

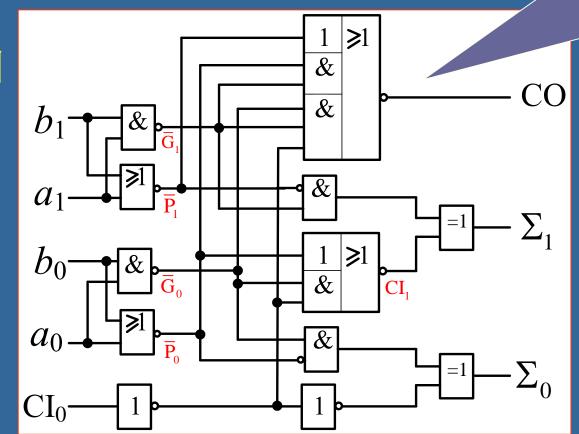
## 变换后的逻辑表达式

$$\Sigma_{0} = (P_{0} \cdot \overline{G}_{0}) \oplus CI_{0} \quad \Sigma_{1} = (P_{1} \cdot \overline{G}_{1}) \oplus CI_{1}$$

$$CI_{1} = \overline{P_{0}} + \overline{G}_{0} \overline{CI}_{0}$$

$$\mathbf{CO} = \overline{\mathbf{P}}_{1} + \overline{\mathbf{P}}_{0}\overline{\mathbf{G}}_{1} + \overline{\mathbf{G}}_{0}\overline{\mathbf{G}}_{1}\overline{\mathbf{CI}}_{0}$$

# 逻辑图

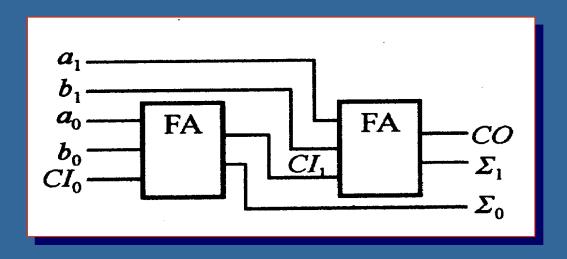


特点: CO由*a*<sub>0</sub> 、b<sub>0</sub>、a<sub>1</sub>、b<sub>1</sub> 和CI<sub>0</sub>直接产生,不需要 生,不需要 CI<sub>1</sub>,可提高 多级加法器的 运算速度。

## 常用组合逻辑模块

# 什么叫逻辑模块?

例:由1位全加器组成的2位加法器



### 逻辑模块化的设计思想

- 1、逻辑设计一般不宜从零开始,而是将现有模块组合修改从而产生新的电路。
  - 2、逻辑设计要有清晰的思路,即要非常了解各个模块的性能(本课程之重点就是如何组合各模块)。
  - 3、对于具体的模块,可不需过多考虑其内部电路, 重点要了解端子上的特性。

# 常用组合 逻辑模块

(教材P108 表3-3-8)

# 中规模集成电路 (MSI)

2 位二进制 74LS82					
全加器 4位二进制超前进位 74LS83,74HC283,CD	)4008B				
BCD 码 CD4560B					
4位 74LS85,74HC85,CD4	1063B				
数 值 8位 74LS521					
比较器 8位(OC输出) 74LS522	74LS522				
输出低电平有效 74LS147,74HC147,74	4HCT147				
优 先 10 线 - 4 线 输出高电平有效 CD40147B	<del></del>				
编码器 输出低电平有效 74LS148,74HC148					
8 线 - 3 线 三态输出低电平有效 74LS348					
同相输出 74LS151,74HC151,C	D4051B				
8 选 1 三态输出 74LS251,74HC251,74	4HCT251				
数 同相输出 74LS153,74HC153,C	D4052B				
据 双 4 选 1 三 态输出 74LS253,74HC253,74	4HCT253				
数据     双4选1     同相输出     74LS153,74HC153,CI       三态输出     74LS253,74HC253,74HC253,74HC253,74HC157	4НСТ157				
四 2 选 1 反相输出 74LS158,74HC158,74	4HCT158				
三态输出 74LS257,74HC257,74	4HCT257				
和出版电平有效 74LS154,74HC154,C	D4515B				
4线-16线 输出高电平有效 CD4514B					
3 线 - 8 线 输出低电平有效 74LS138,74HC138,74	4HCT138				
3 3 - 8 3     三					
双 2 线 - 4 线 输出低电平有效 74LS139,74HC139,74	4HCT139				
X Z 线 T 4 线					
译码器/ OC 输出低电平有效 74LS46,74LS47					
驱动器 BCD- 输出高电平有效 CD4055B					
七段码 OC 输出高电平有效 74LS49	<b></b>				
输出高电平有效,内部上拉输出 74LS48					
BCD- 输出低电平有效 74LS42,74HC42,74H	ICT42				
十进制 输出高电平有效,无驱动 CD4028B					
(4线-10线) 三态输出,无驱动 74LS537					

## 逻辑模块的详细应用资料

(数值比较器7485)

#### SN5485, SN54LS85, SN54S85 SN7485, SN74LS85, SN74S85 4-BIT MAGNITUDE COMPARATORS

	TYPICAL	TYPICAL
TYPE	POWER	DELAY
	DISSIPATION	(4-BIT WOFDS)
766	275 mW	23 rs
1.686	52 mW	24 rm
385	285 mile	11 cm

These four-bit magnitude comperators perform comparison of straight binary and straight BCD (6.4-2-1) codes. Three fully decoded decisions about two 4-bit words (A, R) are made and are externally available at three outputs. These devices are fully expandable to any number of bits without external gates. Words of greater length may be compared by connecting comparators in cascade. The A>0, A<0, and A=0 outputs of a stage handing less eignificant bits are connected to the corresponding  $A>R,\,A<\bar{H},\,and\,A=\bar{H}$  inputs of the next stage handling reare significant bits. The stage handling the least significant bits must have a high-level voltage applied to the A = 8 input. The cascading paths of the '85, 1585, and '585 are implemented with only a two-gate-level delay to reduce overall comparison times for long words. An alternore method of cascading which further reduces the comparison time is shown in the typical application data.



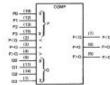
CHICALORS SMILESS. PE PACKAGE



#### PUNCTION TABLE

		UTS			INPUTS			OUTPUTS	
A3, 63	A2, 62	A1, 81	A0, 60	A > 8	$A \in \mathbb{R}$	A = 8	A > 8	A < 8	4-1
A3 > 93	X	X.	×	K-		×	H	L.	L
A3 < 93	E		×	X.		×	L.	W.	L
A3 = 83	82 5 82	×	*	X 2		*	H	L	L
A3 - 83	A2 × 82	10.	×	. X.		×	L	245	- 6
A3 - 82	A2 = 82	A1 > 81	×	×	. 1	×		1	. 1
A3 = 85	A2 = 82	A1 < 81	×	8	1.	×	t.	86	. 6
A2 + 03	A2 × 82	AT = 91	A0 > 80	X.:		×	H		36
23 - 23	82 - 92	A1 - 81	A0 < 80	R .		× :	6	94	L
83 - 83	82 - 82	A1 = 81	AG - 80	963	L	W	Н.	1	1.
A3 - 83	83 = 82	A1 = 85	AO + BD	100	84	4	- 6	94	14
A3 = 83	42 - 92	A1 - 81	AG - 80	K.		**	1.	L.	н
A3 = 83	42 = 82	A1 - 81	A0 = 80:	H	H			J.	
A2 - 93	AZ - B2	A1 - 81	A0 = 80	6	· L	4		H	1.4



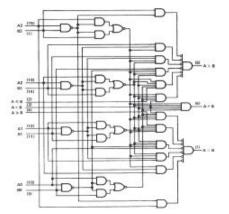


\*This symbol is in accordances with ANSI/IEEE Std \$1-1884 and IEC Publication 617-12. Pie numbers shown are for D. J. W. and W pschages.

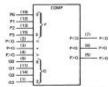
TEXAS INSTRUMENTS

SN5485, SN54LS85, SN54S85 SN7485, SN74LS85, SN74S85 4-BIT MAGNITUDE COMPARATORS

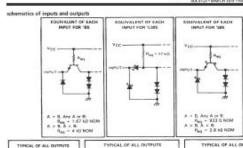
logic diagrams (positive logic)

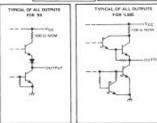


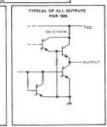
logic symbol<sup>†</sup>



SN5485, SN54LS85, SN54S85 SN7485, SN74LS85, SN74S85 4-BIT MAGNITUDE COMPARATORS







absolute maximum ratings over operating free-air temperature range lunless otherwise noted)

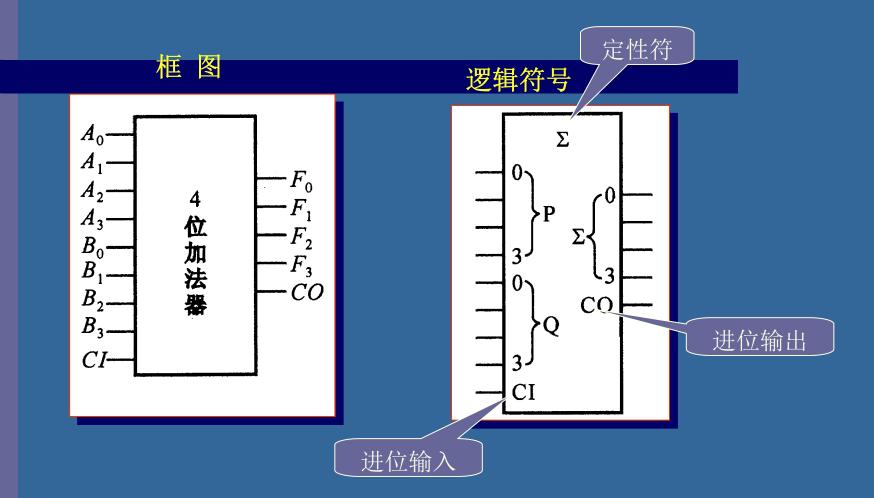
	5N54* SN545*	5954.5	9874° 98749°	8874.8	LINET
Supply voltage, Voc See Nate 11	7.	7	T	1.7	· Y
tont voltage	5.5	200	5.5	7	Y.
maremitter voltage tees Note 21	0.4		5.5		. Y
Operating free-se temperatury range	- 16	-86 to 125 -0		10.70	°°C
Discour tempetat es cabies	- 86 to 150 - 65 to 150		10.150	- PC	

NOTES: 1. Valuage values, except independent collage, and with respect to retrievels ground learness.

2. This is the voltage between two extracts of a multiple environ enjoy or present. This using applies to each A legat in proposition with its respective in practice of the 45 and 55 and

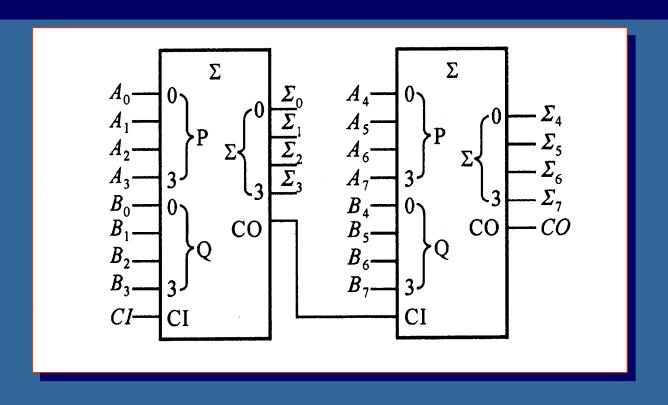


## 并行加法器



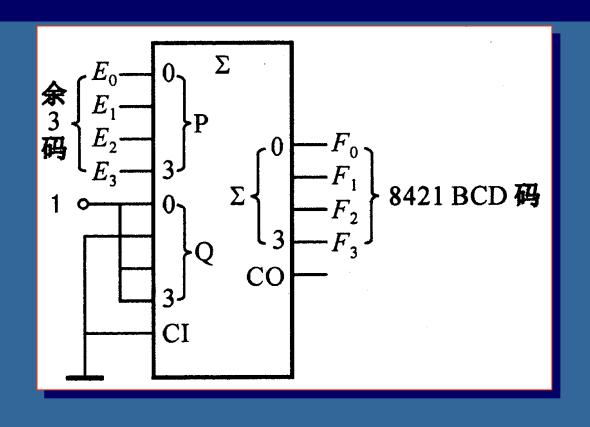
## 加法器的级联

# 四位加法器级连成八位加法器



# 加法器的应用 (1)

## 例 1位余3码到1位8421BCD码转换

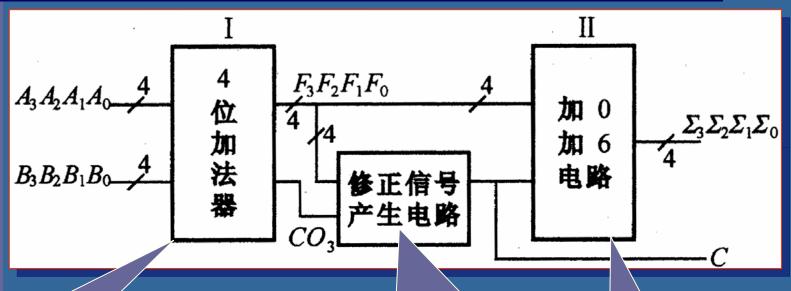


思考: 1位 8421BCD码 转换到1位 余3码如何 接?

# 加法器的应用(2)

## 补充例题 用4位加法器构成1位8421BCD码加法器

## 1位8421BCD码加法运算规则



加法器I: 进行

二进制加法:

F=A+B

修正信号产生电路: 判断是否要修正, 修正C=1

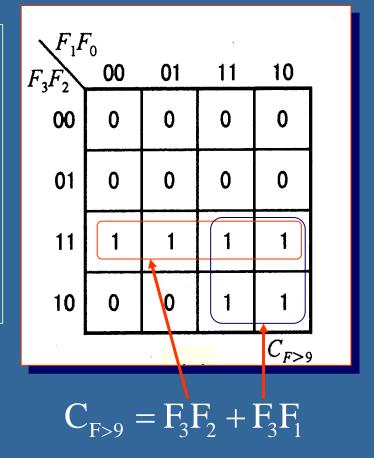
 $C = CO_3 + C_F > 9$ 

加法器II: 修正加6,不 修正加0。

# 加法器的应用 (2)

## 修正信号产生修正信号C的求解

和数大于9的卡诺图



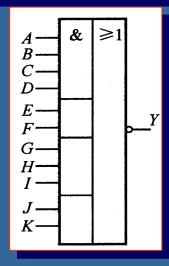
## 逻辑表达式

$$C = CO_3 + C_{F>9}$$
  
=  $CO_3 + F_3F_2 + F_3F_1$ 

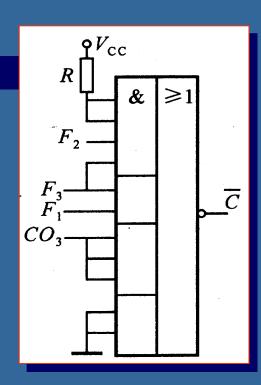
# 加法器的应用 (2)

修正信号产生电路的实现(用与或非门74S64)





$$C = CO_3 + F_3F_2 + F_3F_1$$



### 与、或门多余输入端的处理方法

- □与门: 悬空(CMOS与门除外)、接高电平、与有信号输入端并联。
- ■或门:接低电平、与有信号输入端并联。

# 加法器的应用 (2)

## 1位8421BCD码加法器

