

# **SYST 27198**

## **CPU Architecture and Assembly**

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Sheridan Institute of Technologies and  
Advanced Learning

Winter 2017

# Acknowledgement

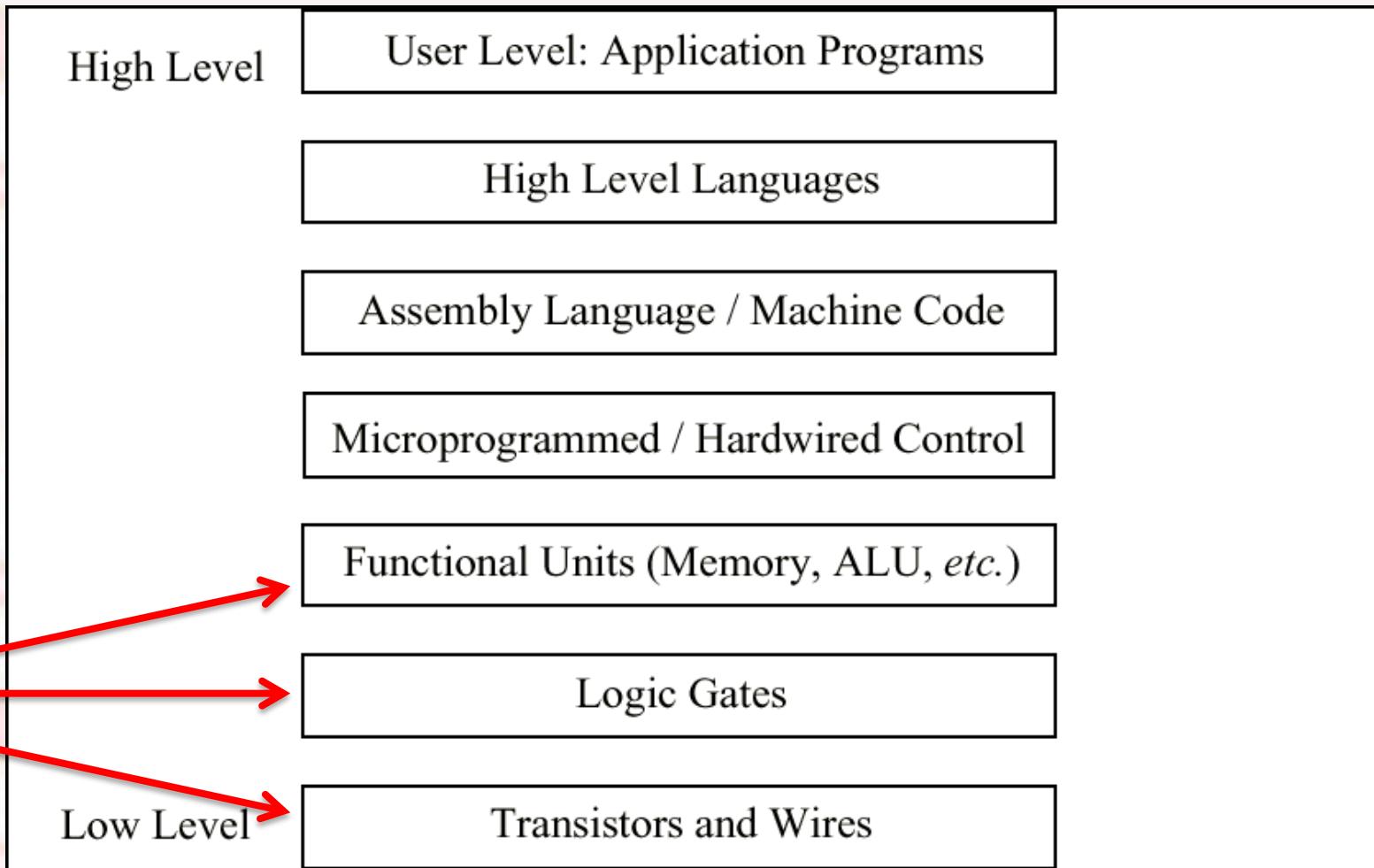
This notes is based on Professor Victor Ralevich's course Notes of  
**“Structured Computer Organization”**

Updated by Rachel Jiang  
**Jan. 2017**

# **Chapter Four**

## **Digital Logic**

# Digital Logic

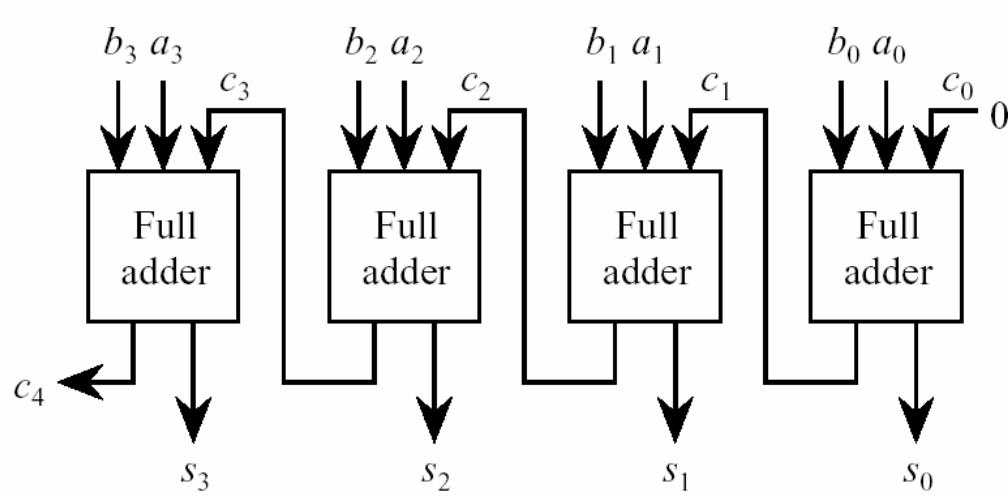


# Topics

- The Combinational Logic Unit (CLU)
- The truth tables and Boolean algebra
- Logical gates and their symbols
- Transistor gates
- The majority function
- Positive vs. negative logic
- Digital components
  - (MUX, DEMUX, Decoder, Priority encoder, PLA)
- half-adder, full adder, and Shifters
- Ripple-carry addition
- Simplification of Boolean expressions

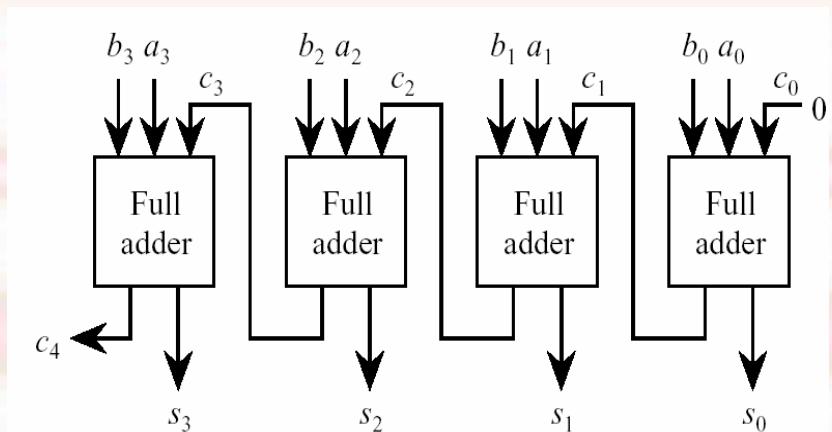
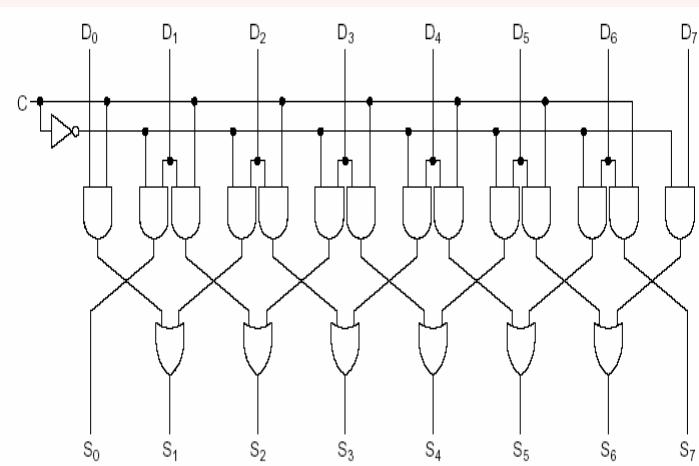
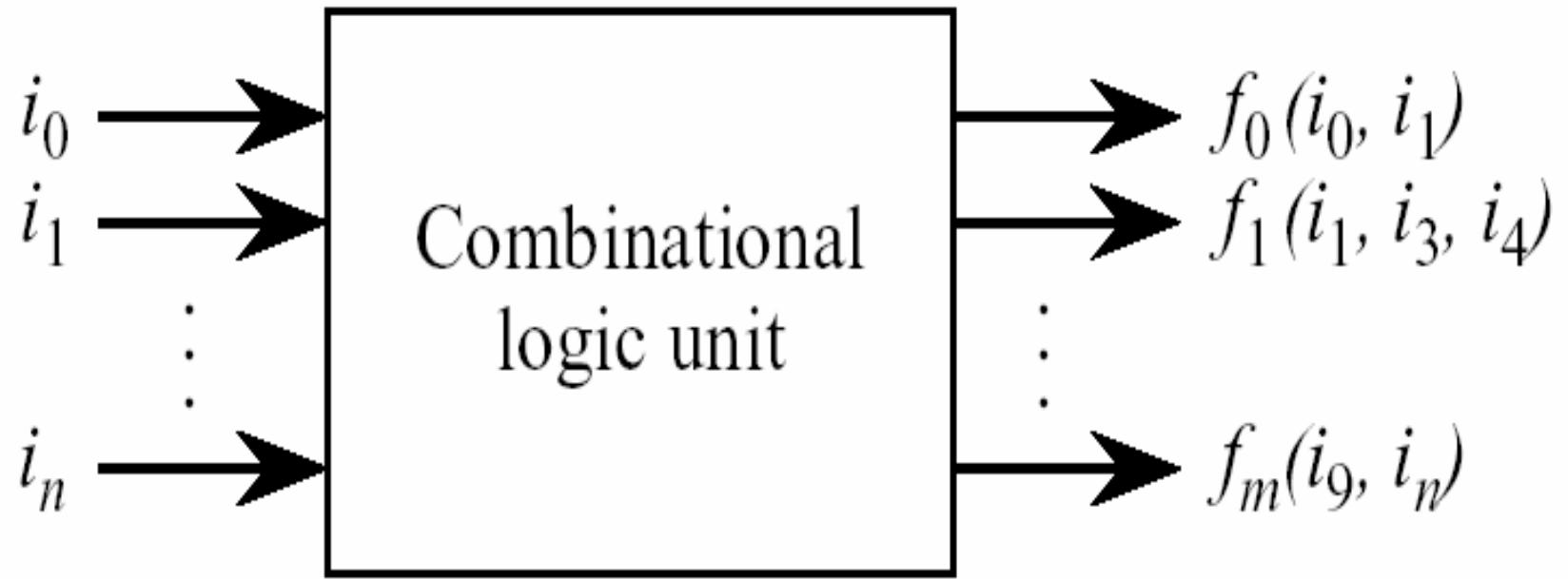
# Combinational logic

- translates a set of **inputs** into a set of **outputs** according to one or more **mapping functions**.
  - (e.g. an adder)

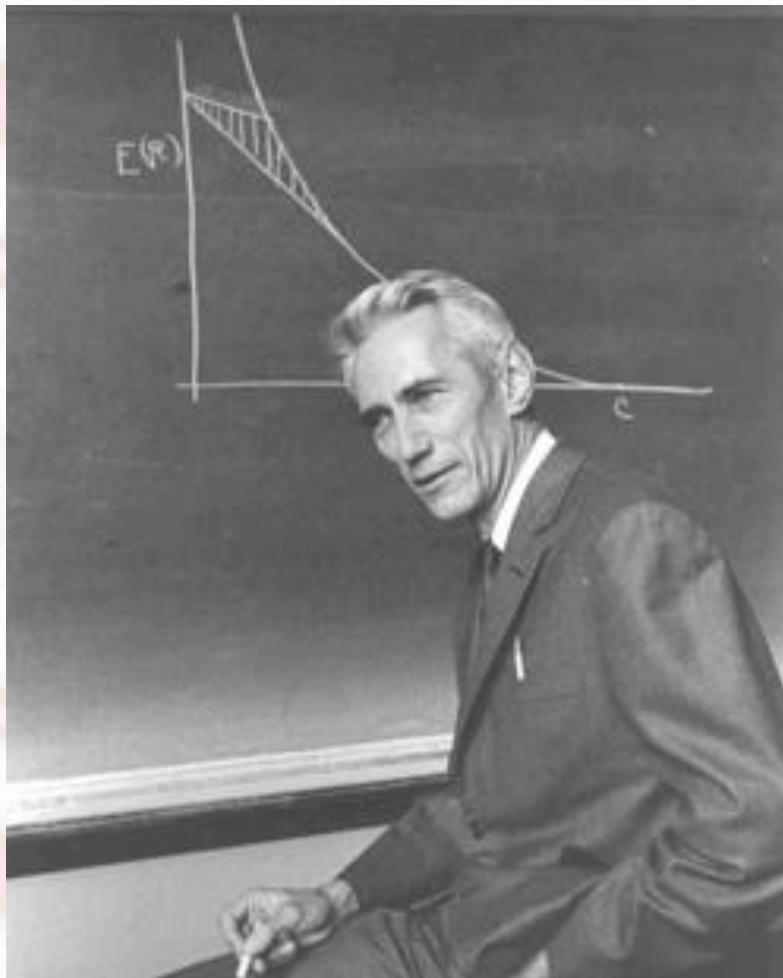


# The Combinational Logic Unit (CLU)

- a digital logic circuit in which **logical decisions** (**output**) are made based only on combinations of the **inputs**.
- Inputs and outputs
  - normally have two distinct (binary) values: high and low, 1 and 0, 0 and 1, or 5 V and 0 V.
- The **outputs** are
  - strictly functions of the inputs, and
  - updated immediately after the inputs change.
- A set of inputs  $i_0 - i_n$  are presented to the CLU
  - produces a set of outputs according to functions  $f_0 - f_m$ .

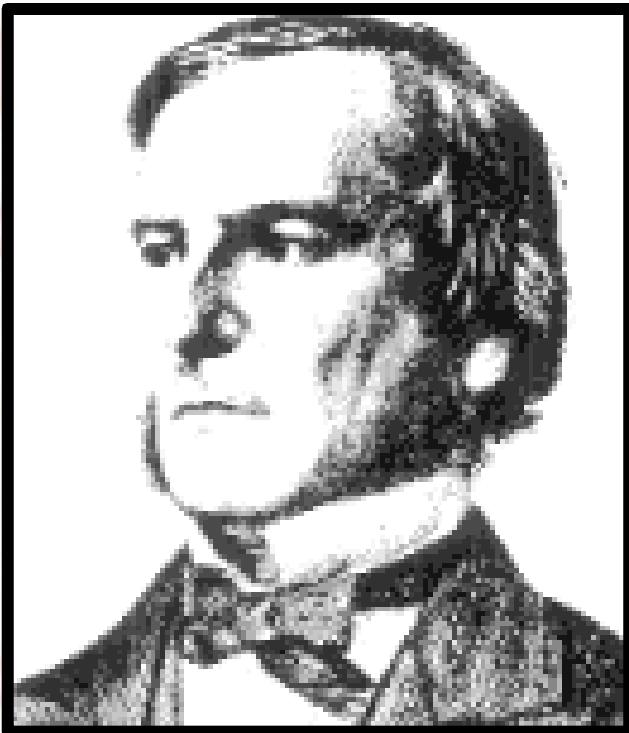


# 1937



Claude Shannon publishes *A Symbolic Analysis of Relays and Switching Circuits*, where he shows that Boole's algebra may be used in electrical systems.

# 1854

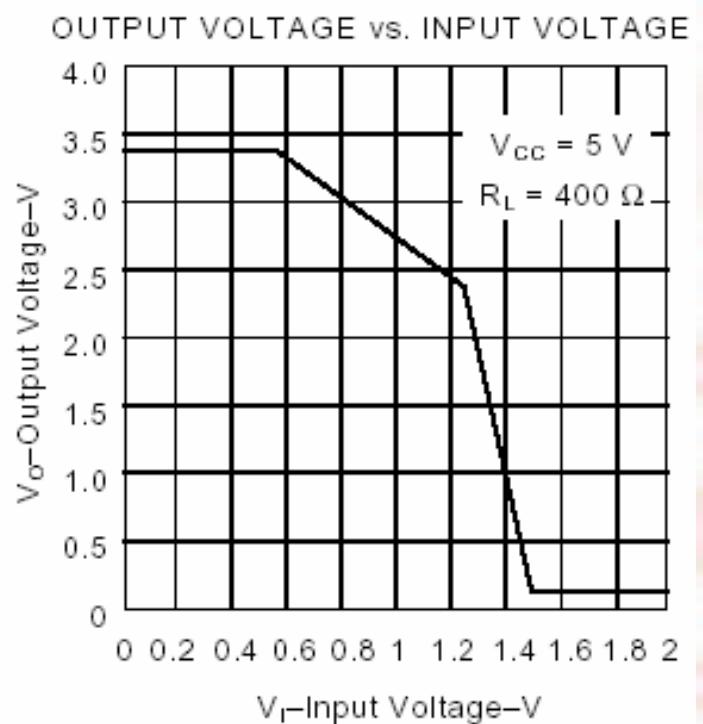
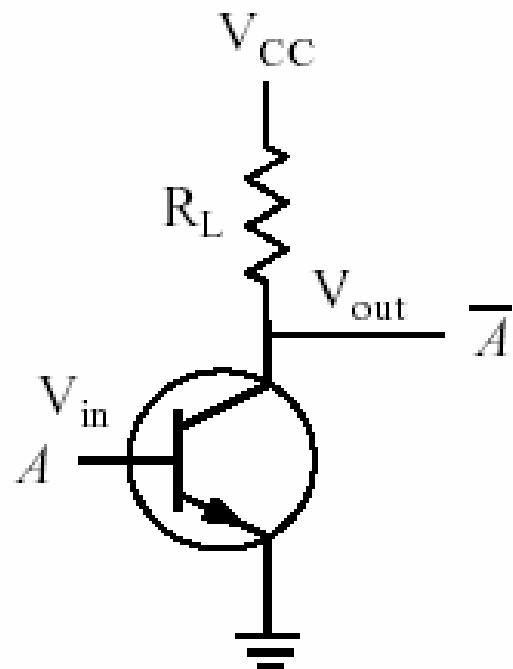
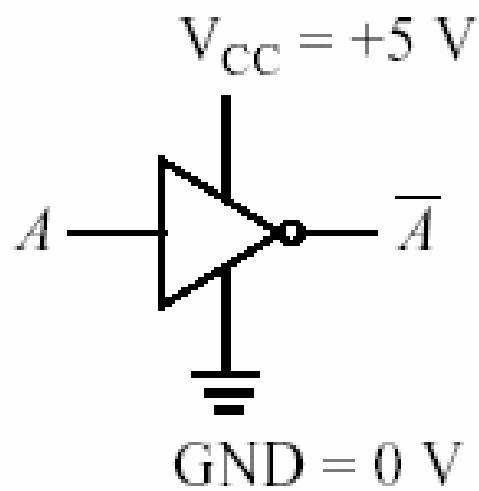


**Gorge Boole (UK)** creates the algebra that bears his name today (boolean).

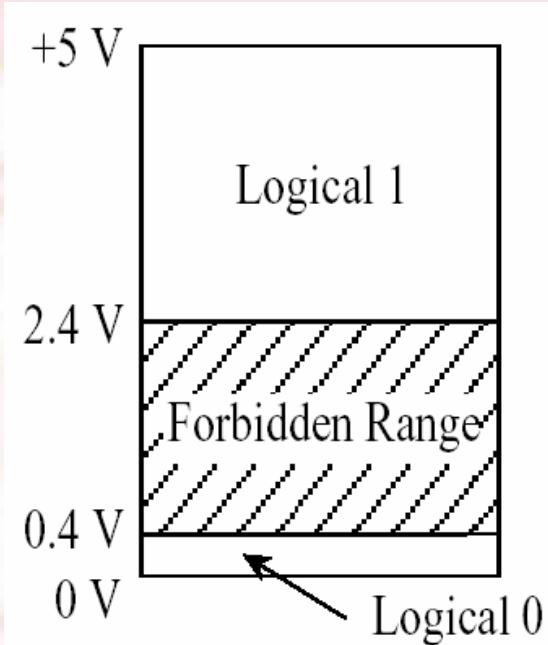
<b>AND</b>	TRUE	FALSE
TRUE	TRUE	FALSE
FALSE	FALSE	FALSE

<b>OR</b>	TRUE	FALSE
TRUE	TRUE	TRUE
FALSE	TRUE	FALSE

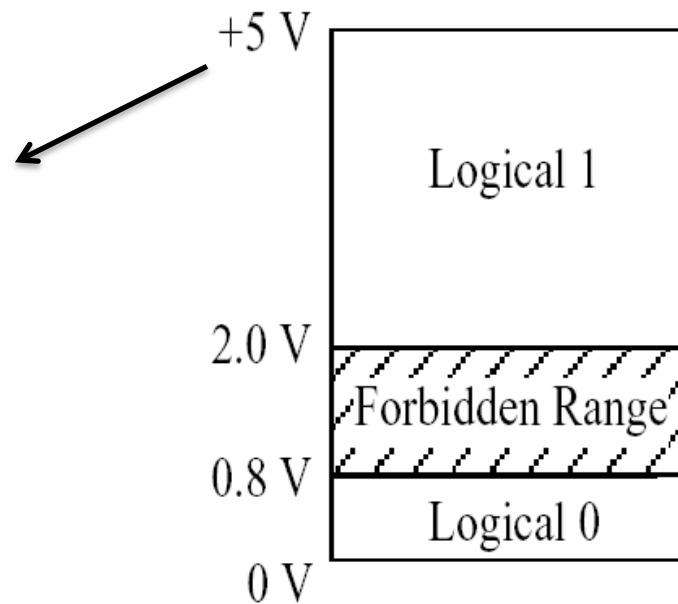
# Transistor Operation of Inverter



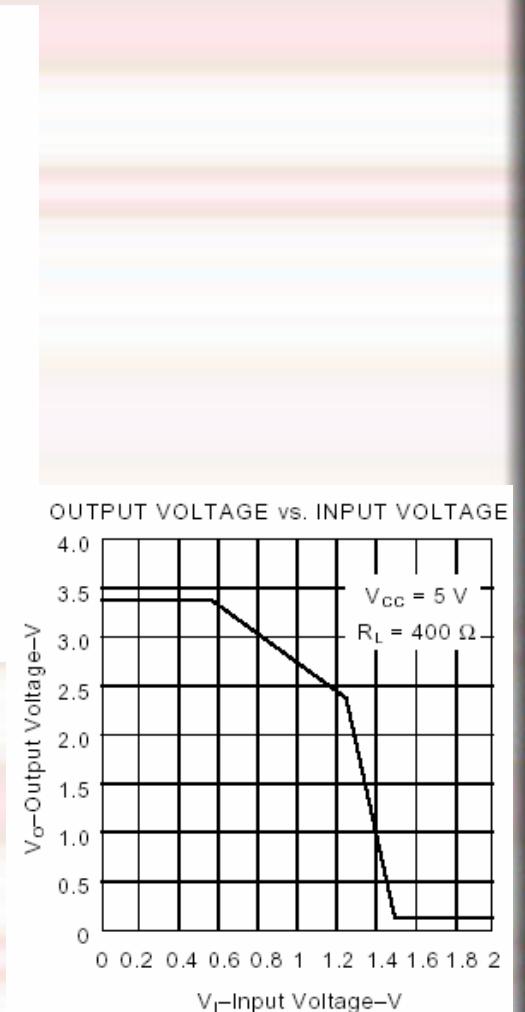
# Assignments of 0 and 1 to Voltages

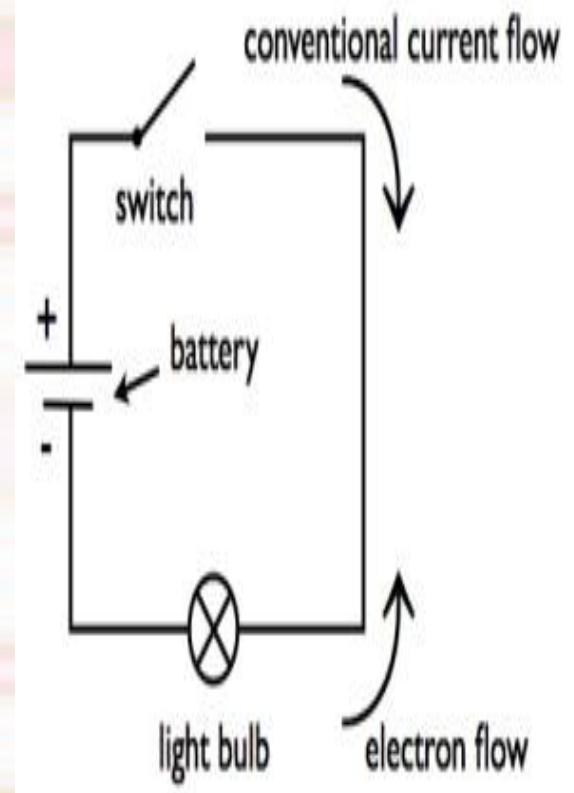
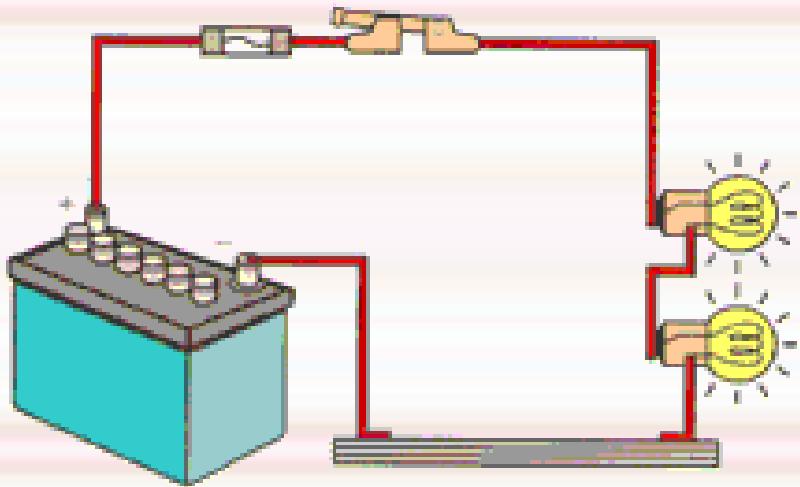


(At the output)

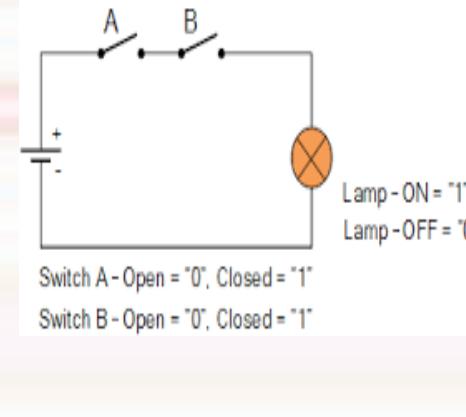
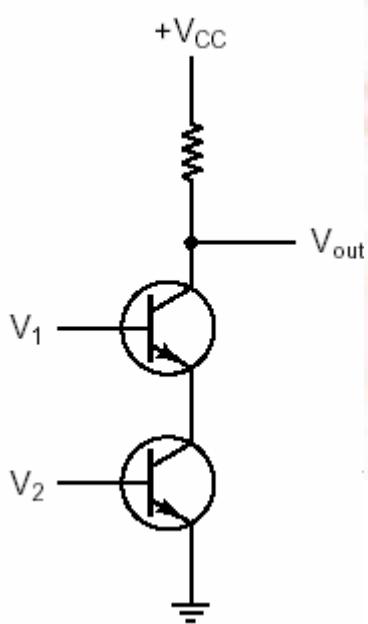


(At the input)

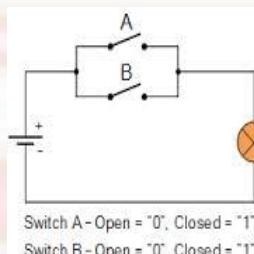
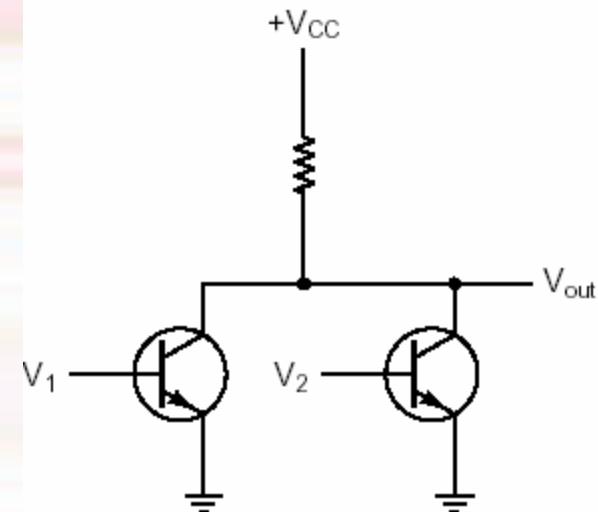
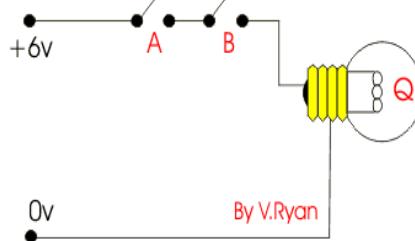




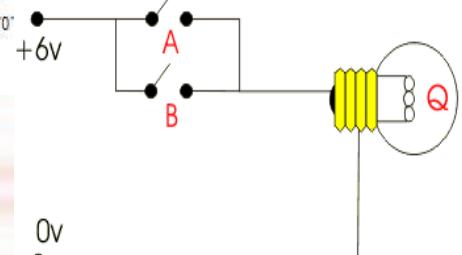
# Transistor AND and OR Gates



AND GATE

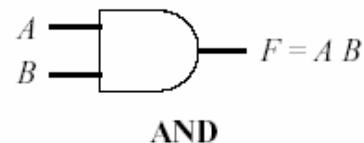


OR GATE

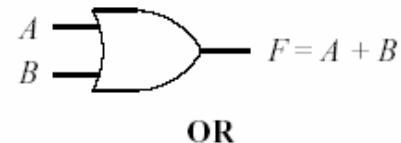


# Logical Gates and their Symbols

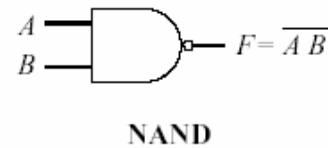
A	B	F
0	0	0
0	1	0
1	0	0
1	1	1



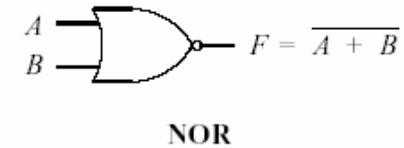
A	B	F
0	0	0
0	1	1
1	0	1
1	1	1



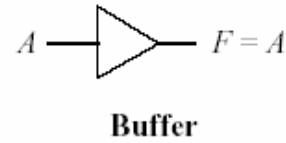
A	B	F
0	0	1
0	1	1
1	0	1
1	1	0



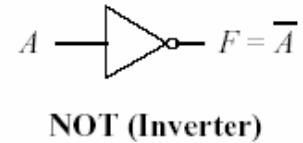
A	B	F
0	0	1
0	1	0
1	0	0
1	1	0



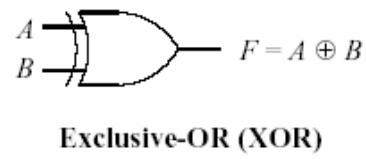
A	F
0	0
1	1



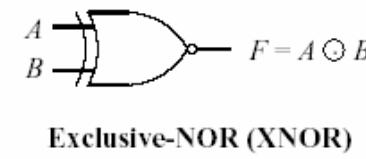
A	F
0	1
1	0



A	B	F
0	0	0
0	1	1
1	0	1
1	1	0



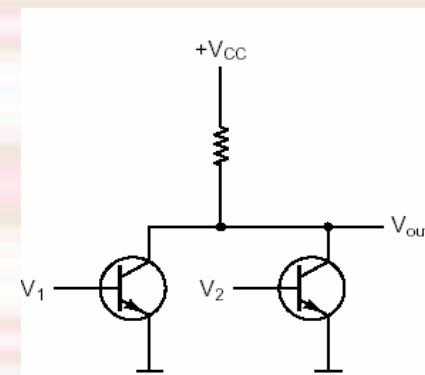
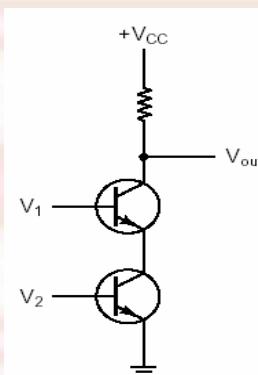
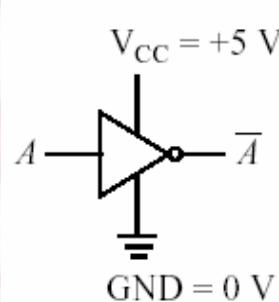
A	B	F
0	0	1
0	1	0
1	0	0
1	1	1



# A Truth Table

- Developed in 1854 by George Boole.

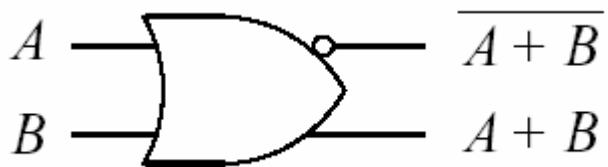
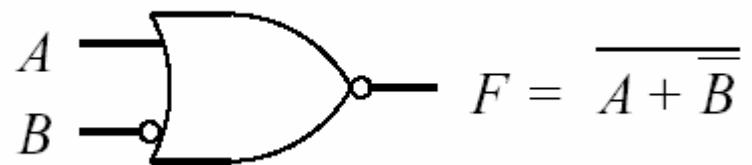
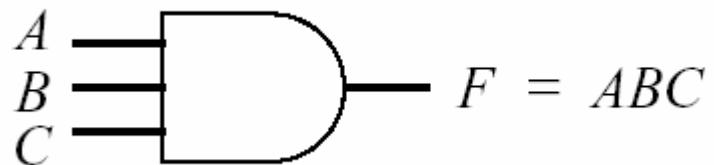
Inputs		Outputs							
<i>A</i>	<i>B</i>	$\bar{A}$	$\bar{B}$	AND	NAND	OR	NOR	XOR	XNOR
0	0	1	1	0	1	0	1	0	1
0	1	1	0	0	1	1	0	1	0
1	0	0	1	0	1	1	0	1	0
1	1	0	0	1	0	1	0	0	1



# Properties of Boolean Algebra

Name	AND form	OR form
Identity law	$1A = A$	$0 + A = A$
Null law	$0A = 0$	$1 + A = 1$
Idempotent law	$AA = A$	$A + A = A$
Inverse law	$A\bar{A} = 0$	$A + \bar{A} = 1$
Commutative law	$AB = BA$	$A + B = B + A$
Associative law	$(AB)C = A(BC)$	$(A + B) + C = A + (B + C)$
Distributive law	$A + BC = (A + B)(A + C)$	$A(B + C) = AB + AC$
Absorption law	$A(A + B) = A$	$A + AB = A$
De Morgan's law	$\bar{AB} = \bar{A} + \bar{B}$	$\bar{A + B} = \bar{A}\bar{B}$

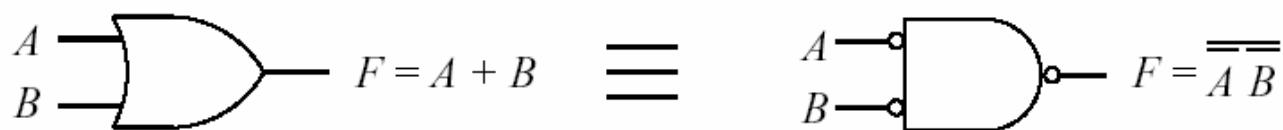
# Variations of Logical Gates Symbols



# DeMorgan's Laws

$A$	$B$	$\overline{A \cdot B} = \overline{A} + \overline{B}$	$\overline{A + B} = \overline{\overline{A} \cdot \overline{B}}$
0	0	1	1
0	1	1	0
1	0	1	0
1	1	0	0

DeMorgan's theorem:  $A + B = \overline{\overline{A} + \overline{B}} = \overline{\overline{A} \cdot \overline{B}}$



# Sum-of-Products Form

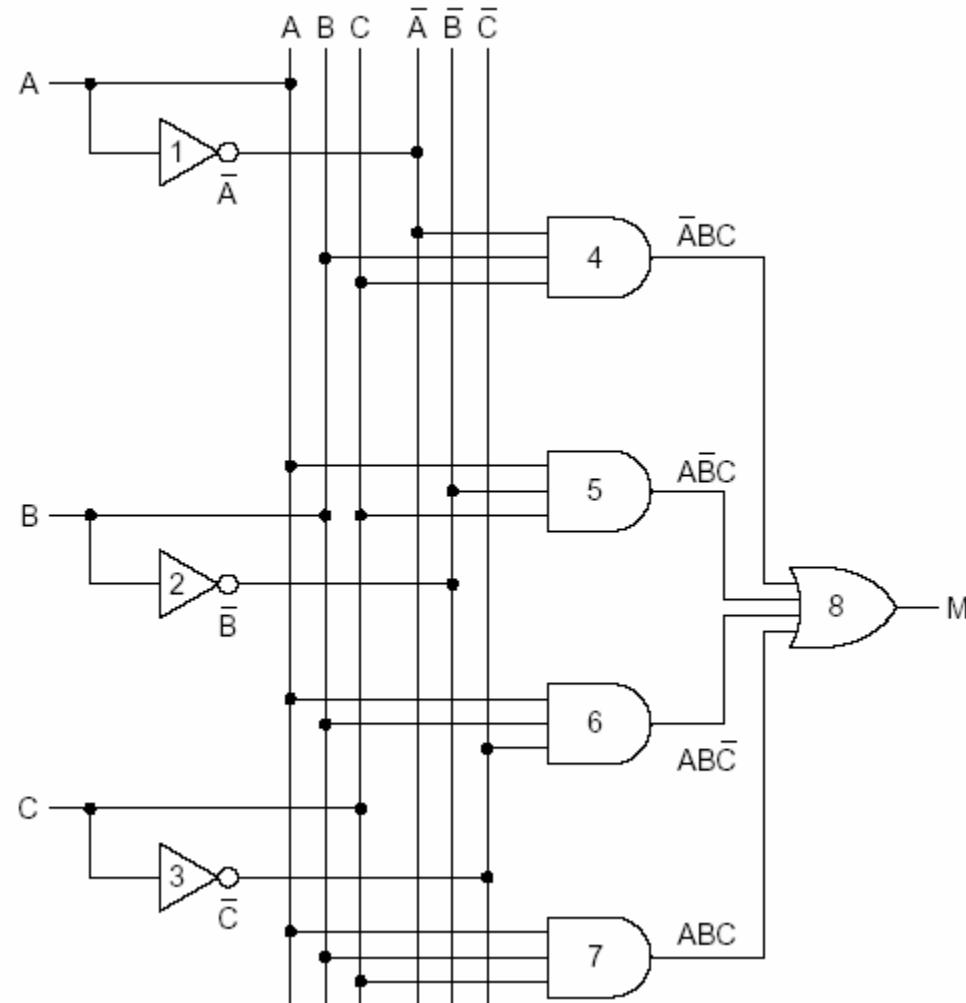
# The Majority Function

- The sum-of-products (SOP) form for the 3-input majority function:

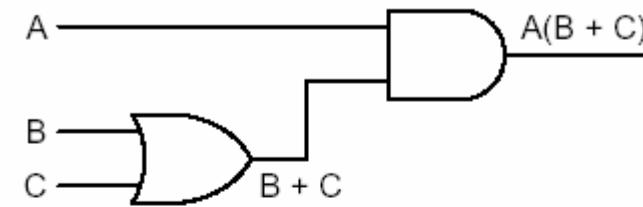
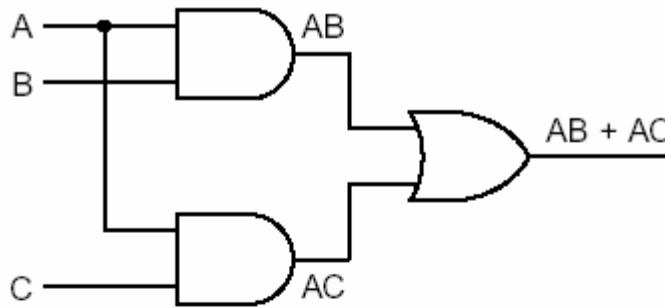
$$M = \overline{A}\overline{B}C + A\overline{B}\overline{C} + A\overline{B}C + ABC = m_3 + m_5 + m_6 + m_7 = \sum(3, 5, 6, 7)$$

Mindterm index	A	B	C	M
0	0	0	0	0
1	0	0	1	0
2	0	1	0	0
3	0	1	1	1
4	1	0	0	0
5	1	0	1	1
6	1	1	0	1
7	1	1	1	1

# A circuit for the majority function



# Example of Two Equivalent Circuits



A	B	C	AB	AC	AB + AC
0	0	0	0	0	0
0	0	1	0	0	0
0	1	0	0	0	0
0	1	1	0	0	0
1	0	0	0	0	0
1	0	1	0	1	1
1	1	0	1	0	1
1	1	1	1	1	1

A	B	C	A	B + C	A(B + C)
0	0	0	0	0	0
0	0	1	0	1	0
0	1	0	0	1	0
0	1	1	0	1	0
1	0	0	1	0	0
1	0	1	1	1	1
1	1	0	1	1	1
1	1	1	1	1	1

Distributive law

# Positive vs. Negative Logic

- Positive logic: 1 - high voltage; 0 - low voltage.
- Negative logic: 0 - high voltage; 1 - low voltage.

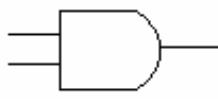
## [Gate Logic: Positive vs. Negative Logic](#)

Normal Convention: Positive Logic/Active High  
Low Voltage = 0; High Voltage = 1

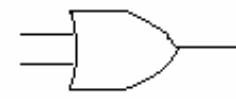
Alternative Convention sometimes used: Negative Logic/Active Low



Voltage Truth Table



Positive Logic



Negative Logic

A	B	F
low	low	low
low	high	low
high	low	low
high	high	high

Behavior in terms  
of Electrical Levels

A	B	F
0	0	0
0	1	0
1	0	0
1	1	1

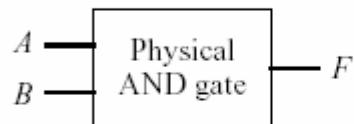
A	B	F
1	1	1
1	0	1
0	1	1
0	0	0

Two Alternative Interpretations  
Positive Logic AND  
Negative Logic OR

# Positive vs. Negative Logic (Cont.)

Voltage Levels

A	B	F
low	low	low
low	high	low
high	low	low
high	high	high



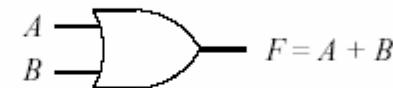
Positive Logic Levels

A	B	F
0	0	0
0	1	0
1	0	0
1	1	1



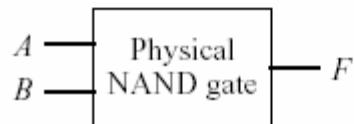
Negative Logic Levels

A	B	F
1	1	1
1	0	1
0	1	1
0	0	0



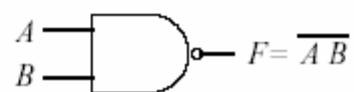
Voltage Levels

A	B	F
low	low	high
low	high	high
high	low	high
high	high	low



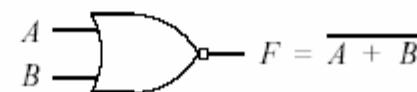
Positive Logic Levels

A	B	F
0	0	1
0	1	1
1	0	1
1	1	0



Negative Logic Levels

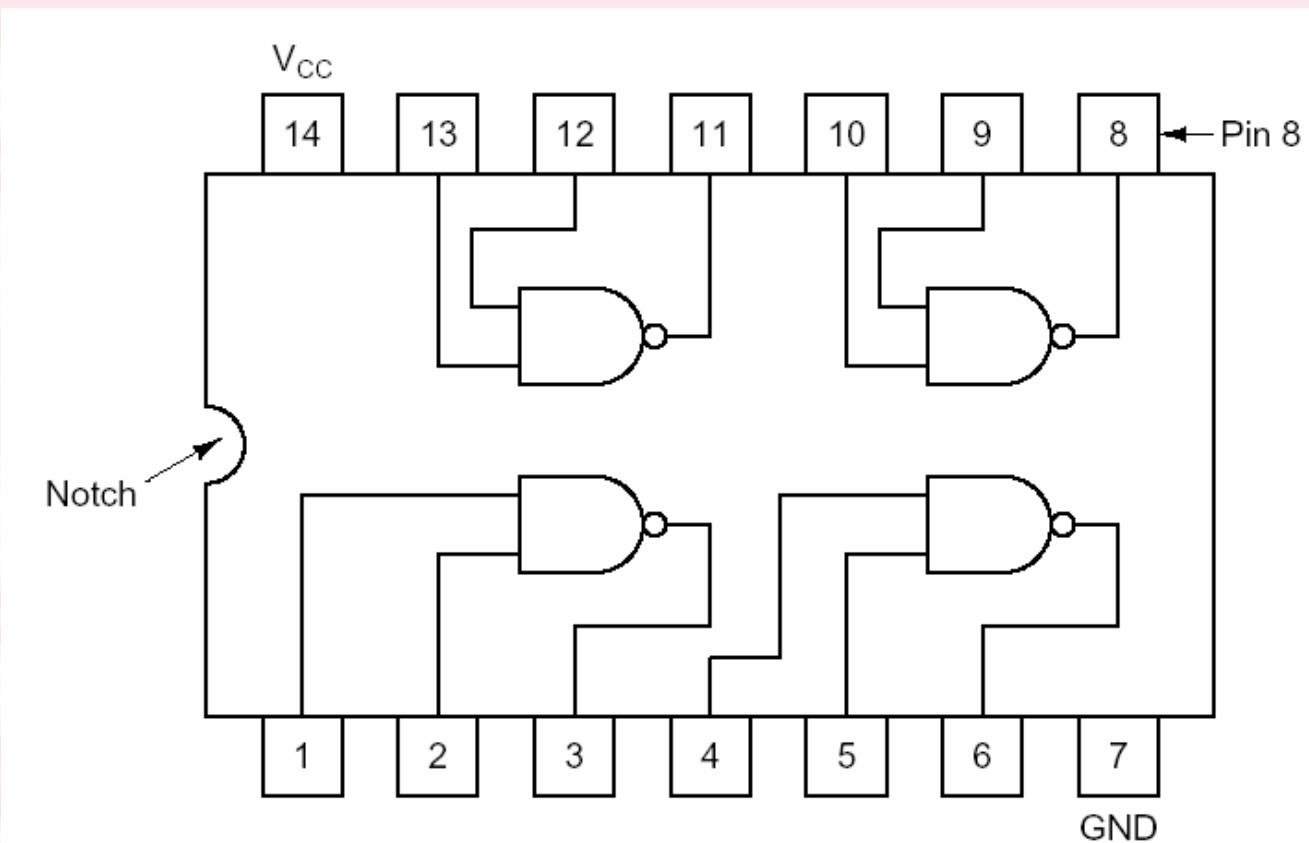
A	B	F
1	1	0
1	0	0
0	1	0
0	0	1



# Digital Components

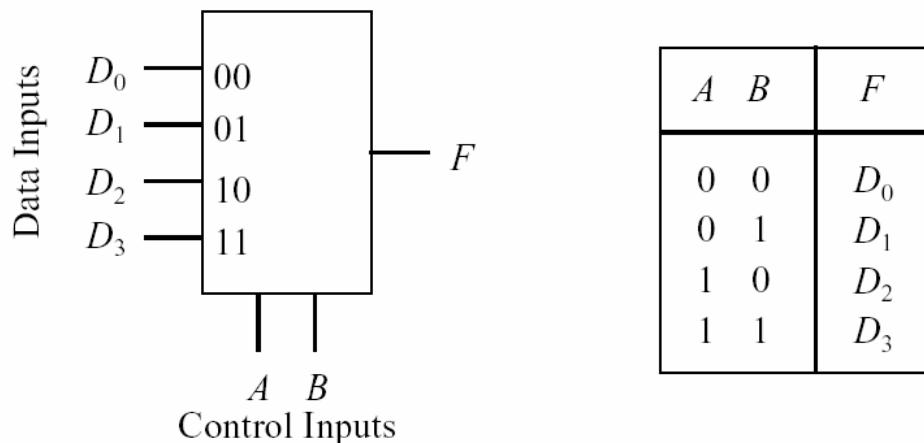
- High-level digital circuit designs are
  - normally created using collections of logic gates referred to as components, rather than using individual logic gates.
- Levels of integration (numbers of gates) in an integrated circuit (IC)
  - can roughly be considered as:
    - Small scale (**SSI**): 10-100 gates.
    - Medium scale (**MSI**): 100 to 1000 gates.
    - Large scale (**LSI**): 1000-10,000 logic gates.
    - Very large scale (**VLSI**): 10,000-upward logic gates.

# SSI Chip Containing Four Gates



# Multiplexer (MUX)

- A multiplexer (MUX) is
  - a circuit that connects  $2^n$  data inputs, to a single data output, using  $n$  control inputs to create that output.



$$F = \overline{A} \overline{B} D_0 + \overline{A} B D_1 + A \overline{B} D_2 + A B D_3$$

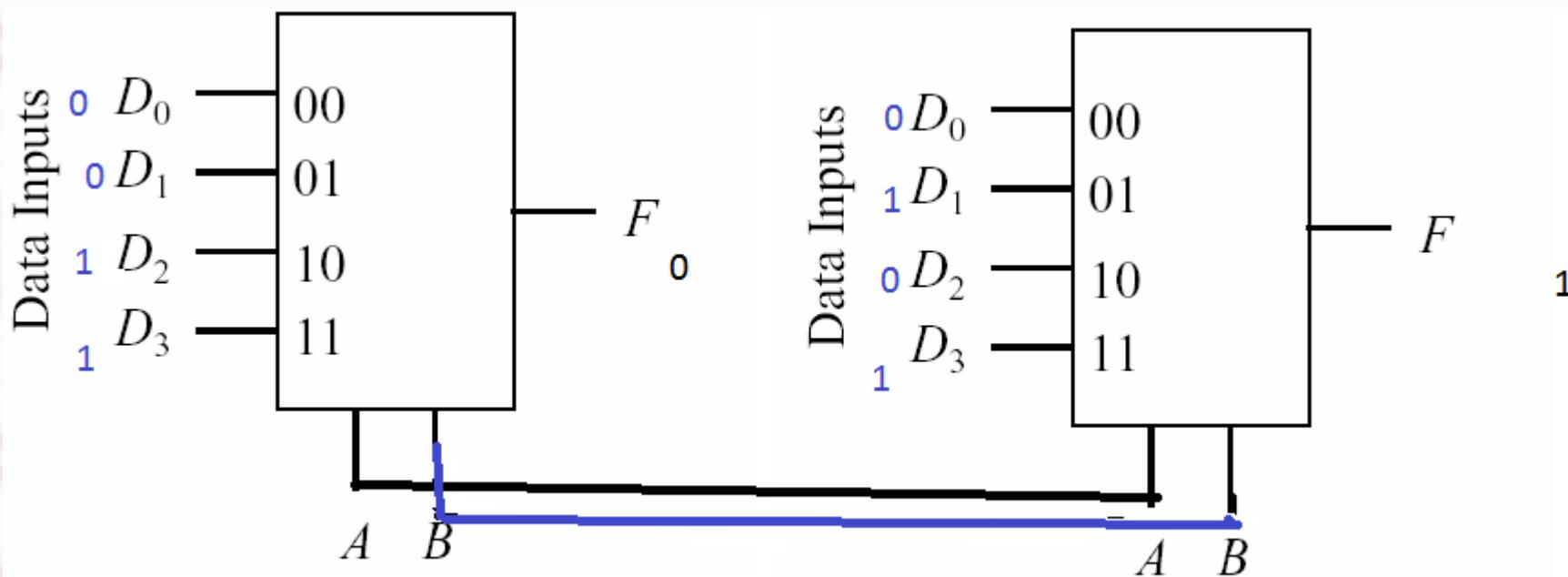
- Block diagram and truth table for a 4-to-1 MUX

# Multiplexer (MUX)

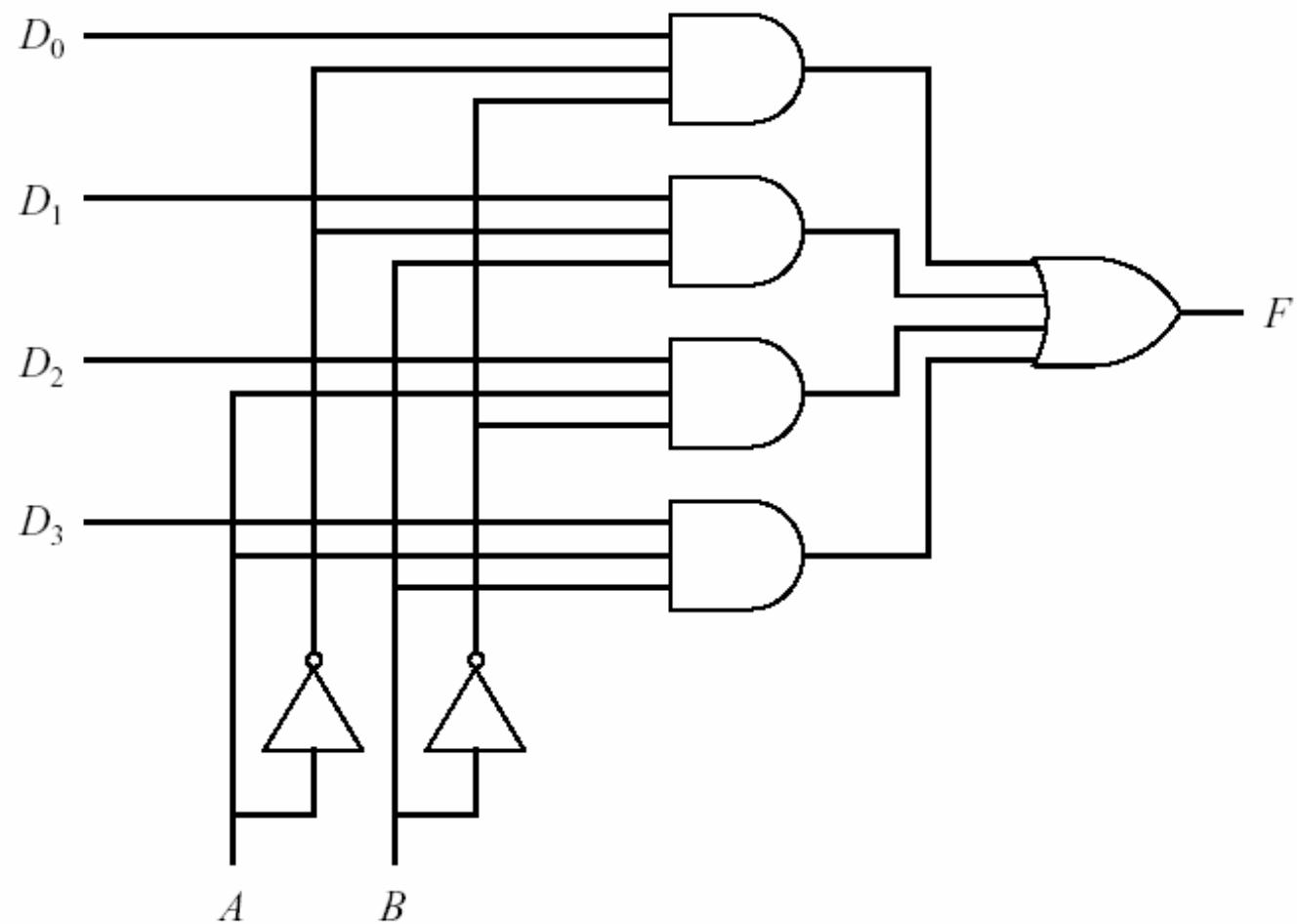
- **Multiplexer** routes its one of  $2^n$  inputs, **signal**, to a **single output** to depending on the values of  $n$  control lines.
- **Example**
  - Use two 4-to-1 MUXes to implement the following functions:

A	B	$F_0$	$F_1$
0	0	0	0
0	1	0	1
1	0	1	0
1	1	1	1

# MUX Example Solution

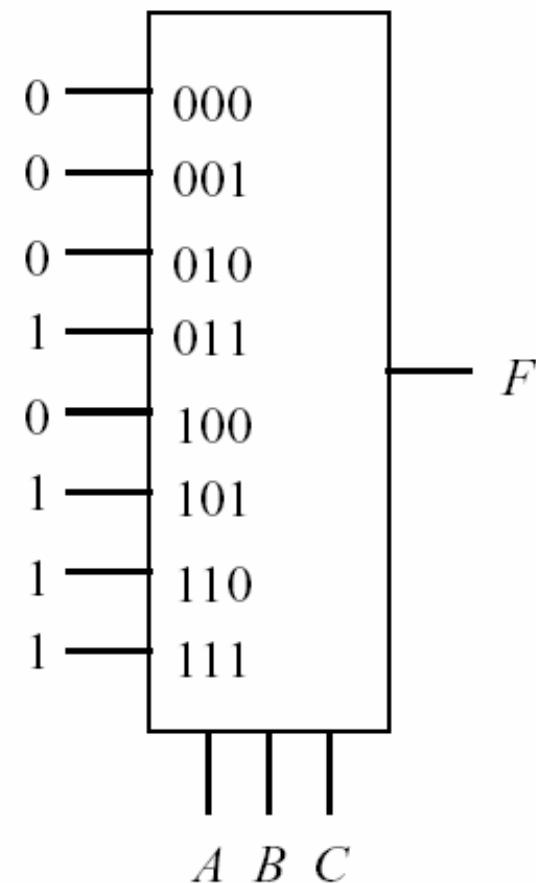


# An AND-OR circuit that implements a 4-to-1 MUX



# MUX Implementation of Majority Function

$A$	$B$	$C$	$M$
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

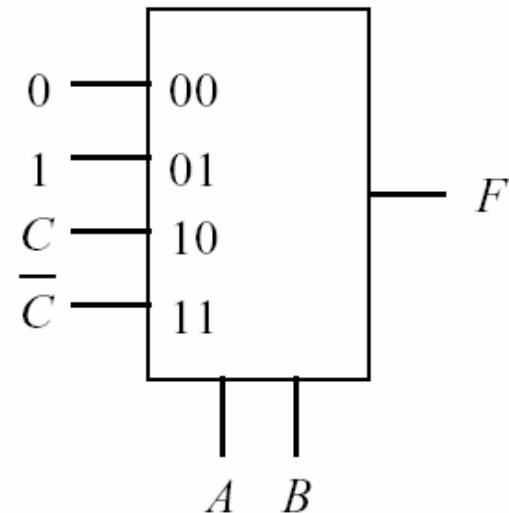
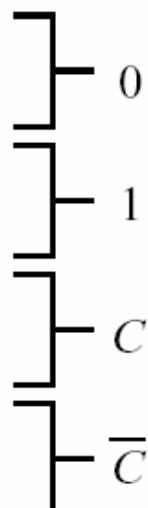


# 4-to-1 MUX

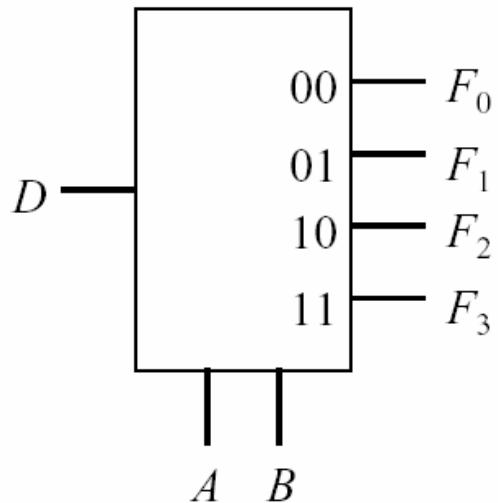
## Implements 3-Variable Function

- Generality of multiplexers simplifies the design process, and their modularity simplifies the implementation.

A	B	C	F
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	0



# Demultiplexer (DEMUX)

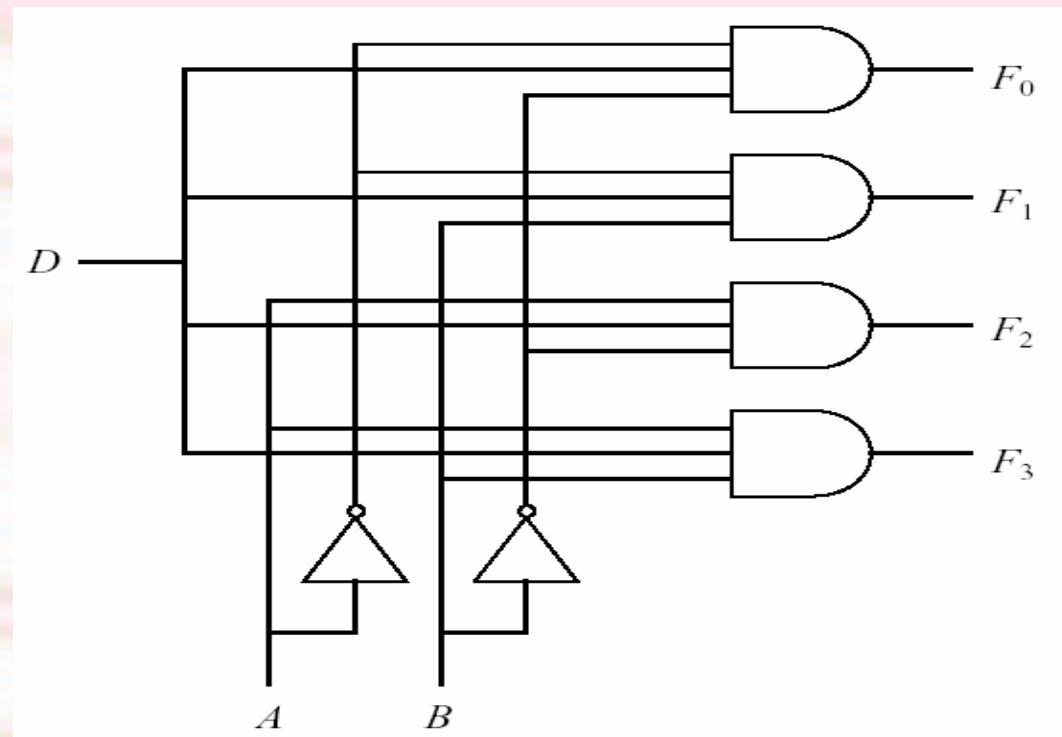


$$\begin{array}{ll} F_0 = D \bar{A} \bar{B} & F_2 = D A \bar{B} \\ F_1 = D \bar{A} B & F_3 = D A B \end{array}$$

$D$	$A$	$B$	$F_0$	$F_1$	$F_2$	$F_3$
0	0	0	0	0	0	0
0	0	1	0	0	0	0
0	1	0	0	0	0	0
0	1	1	0	0	0	0
1	0	0	1	0	0	0
1	0	1	0	1	0	0
1	1	0	0	0	1	0
1	1	1	0	0	0	1

**Demultiplexer** is the inverse multiplexer, which **routes its single input signal to one of  $2^n$  outputs**, depending on the values of  $n$  control lines.

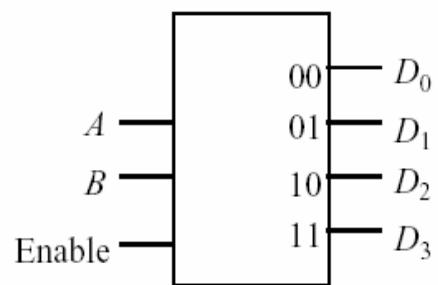
# Gate Level Implementation of DEMUX



- DEMUX-es are used to send data from a single source to one or number of destinations.

# Decoder

- is a circuit that takes an  $n$ -bit number input to select one of the  $2^n$  output lines.



		Enable = 1			
$A$	$B$	$D_0$	$D_1$	$D_2$	$D_3$
0	0	1	0	0	0
0	1	0	1	0	0
1	0	0	0	1	0
1	1	0	0	0	1

		Enable = 0			
$A$	$B$	$D_0$	$D_1$	$D_2$	$D_3$
0	0	0	0	0	0
0	1	0	0	0	0
1	0	0	0	0	0
1	1	0	0	0	0

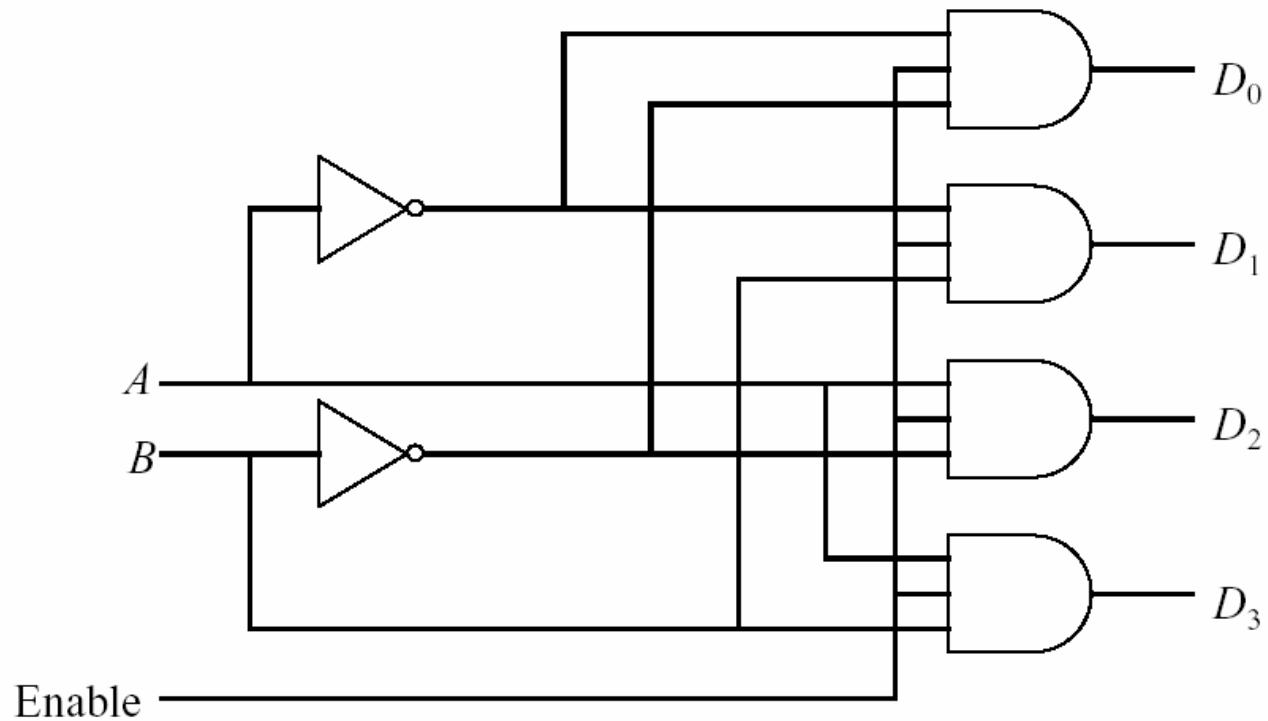
$$D_0 = \overline{A} \overline{B}$$

$$D_1 = \overline{A} B$$

$$D_2 = A \overline{B}$$

$$D_3 = A B$$

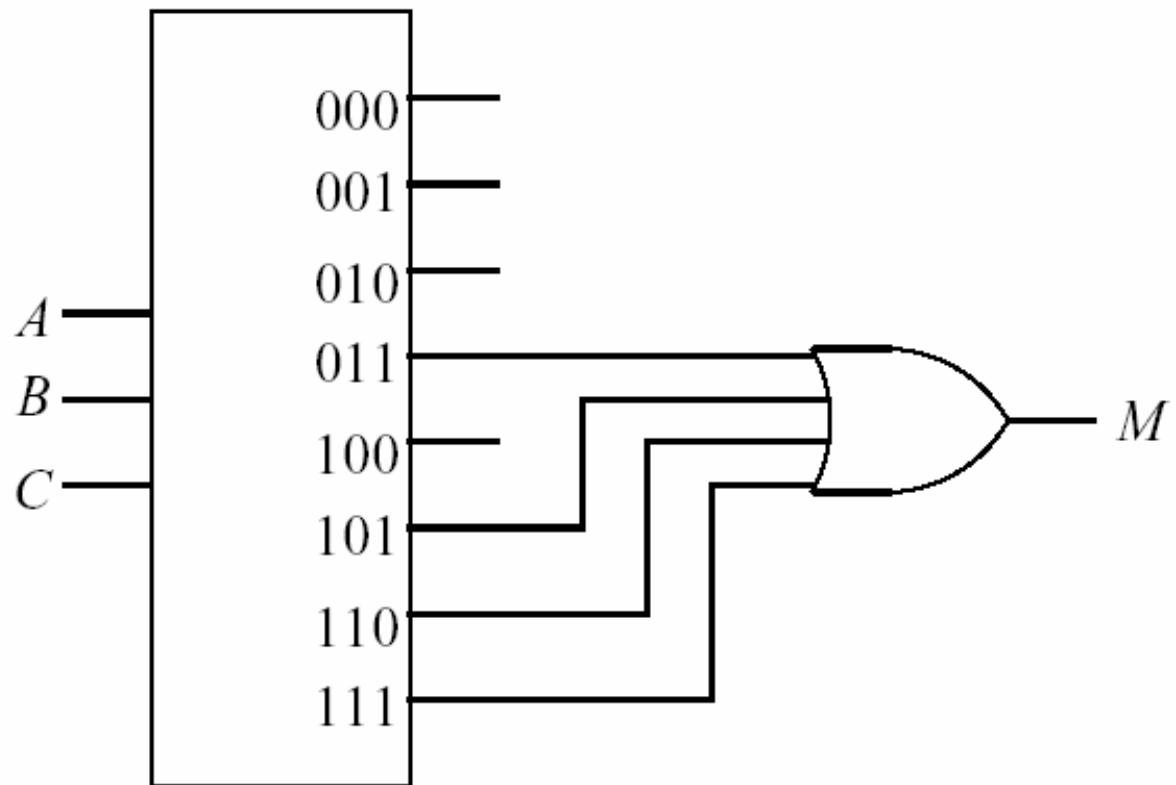
Block diagram and truth table for a 2-to-4 decoder



Gate-level implementation of a 2-to-4 decoder

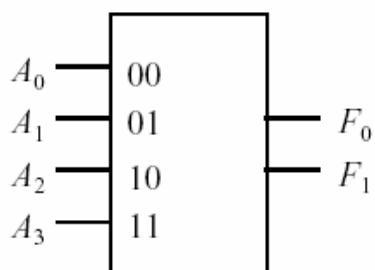
- Decoders are used in translating memory addresses into physical locations, or
- implement Boolean functions.

# A 3-to-8 Decoder Implementation of Majority Function



# Priority Encoder

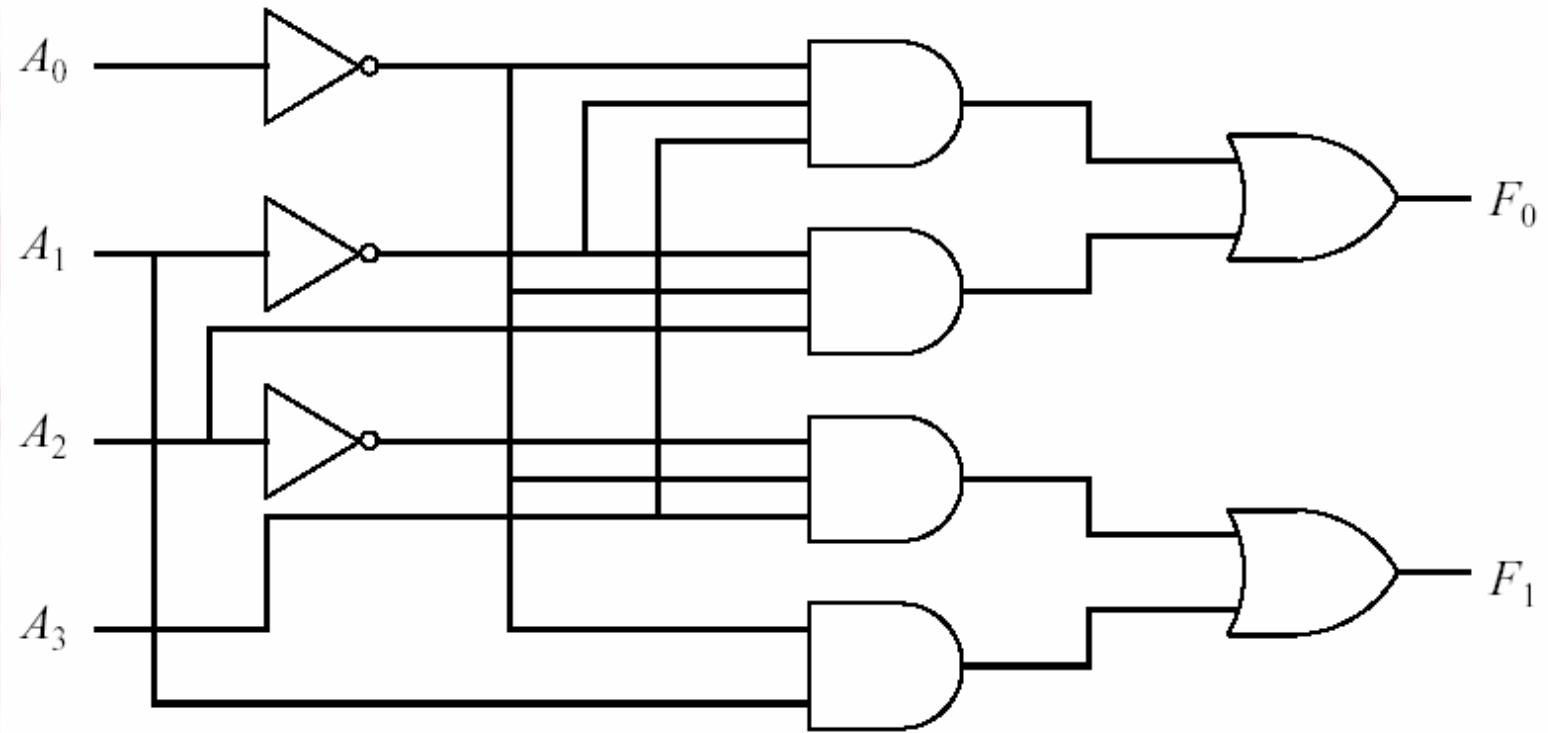
- Can be thought of as the converse of a decoder.
- imposes an order on the inputs.
- $A_i$  has a higher priority than  $A_{i+1}$



$$F_0 = \overline{A_0} \overline{A_1} A_3 + \overline{A_0} A_1 \overline{A_2}$$
$$F_1 = \overline{A_0} A_2 A_3 + A_0 \overline{A_1}$$

$A_0$	$A_1$	$A_2$	$A_3$	$F_0$	$F_1$
0	0	0	0	0	0
0	0	0	1	1	1
0	0	1	0	1	0
0	0	1	1	1	0
0	1	0	0	0	1
0	1	0	1	0	1
0	1	1	0	0	1
0	1	1	1	0	1
1	0	0	0	0	0
1	0	0	1	0	0
1	0	1	0	0	0
1	0	1	1	0	0
1	1	0	0	0	0
1	1	0	1	0	0
1	1	1	0	0	0
1	1	1	1	0	0

- Block diagram and truth table for a 4-to-2 priority encoder



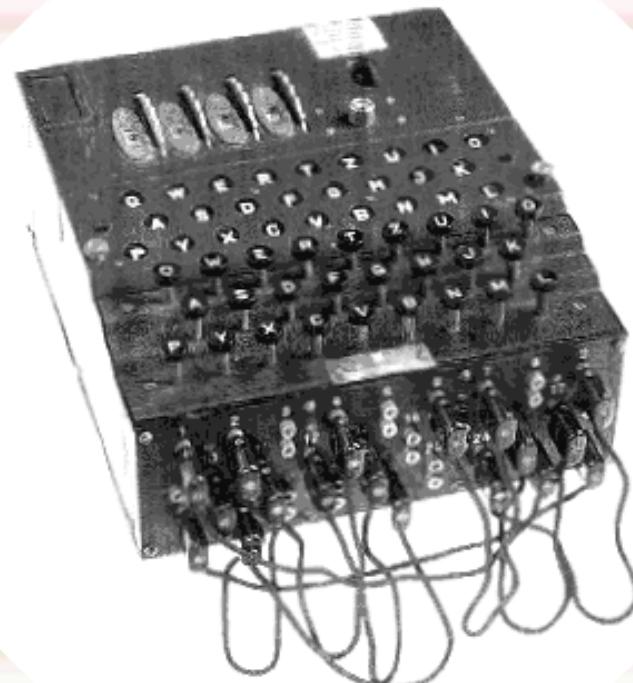
- Logic diagram for a 4-to-2 priority encoder

- Priority encoders

- are used for arbitrating among a number of devices that compete for the same resource, as when a number of users simultaneously attempt to log on to a computer system.

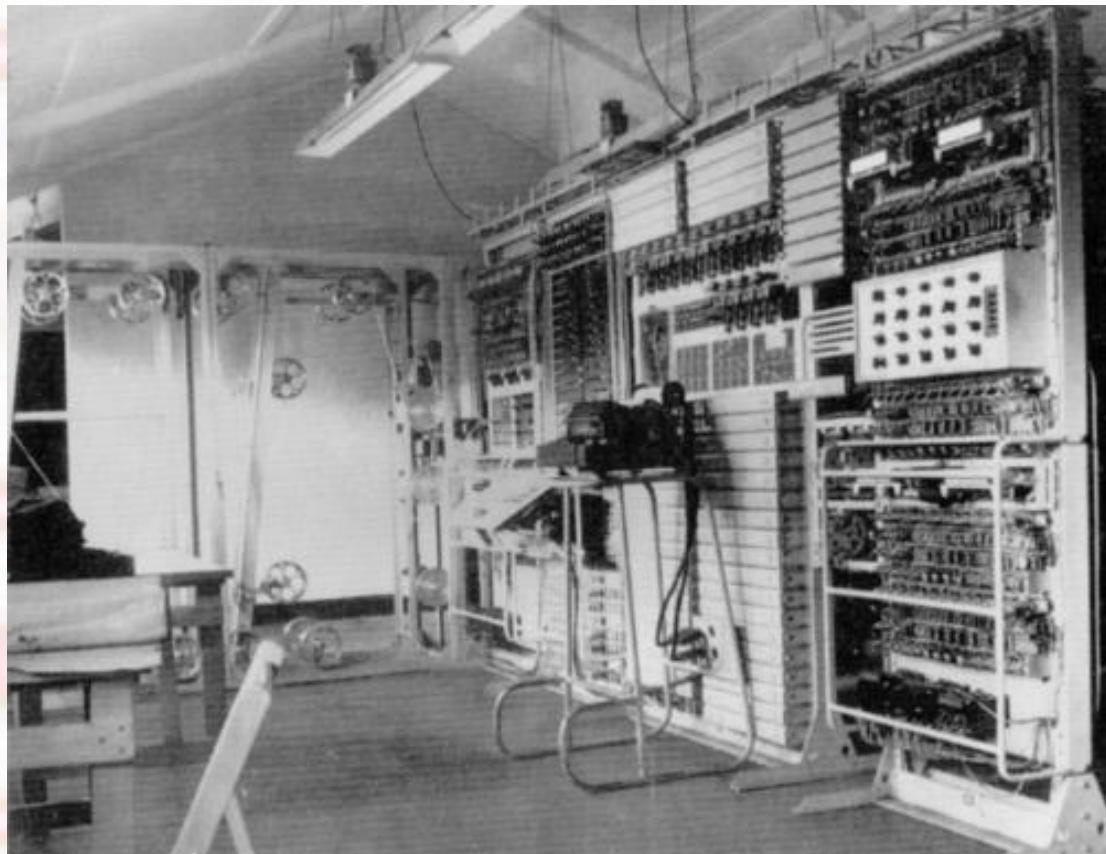
# 1939-1945

During WWII, Germany used the Enigma machine to encode its transmissions.



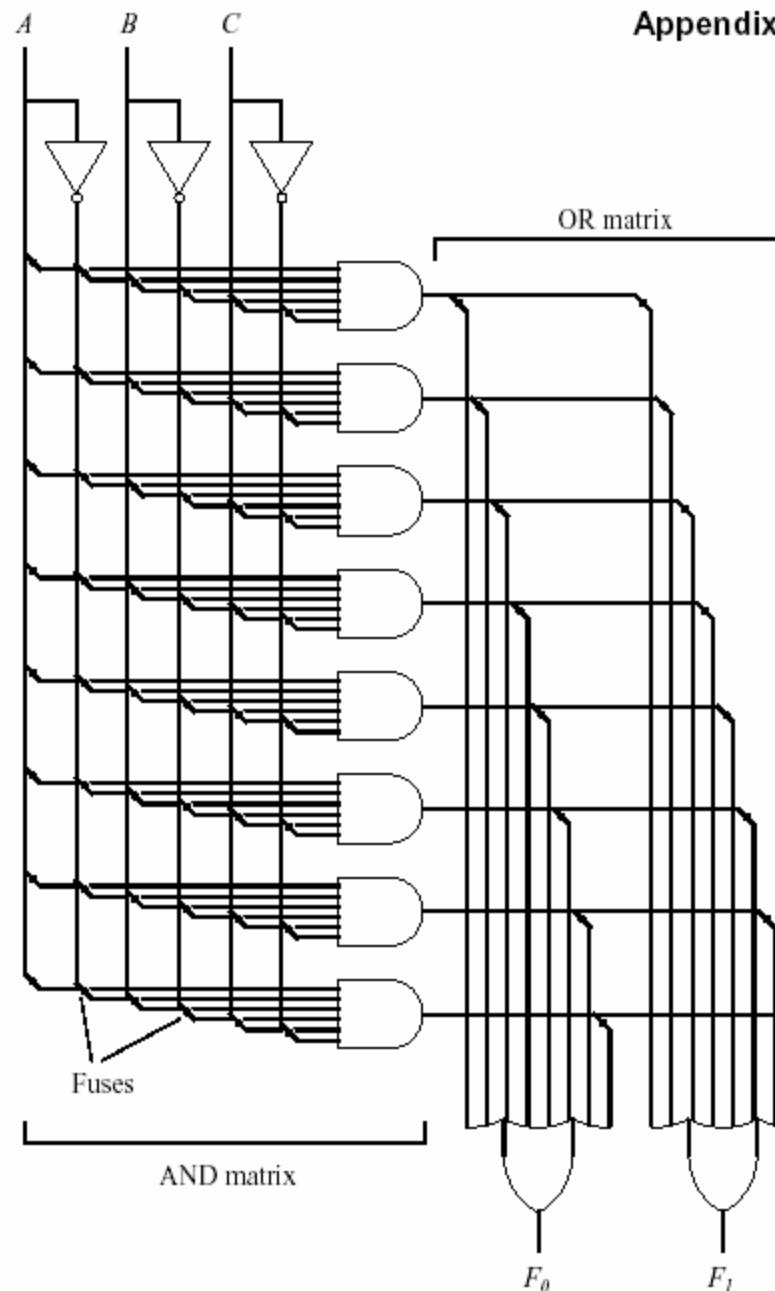
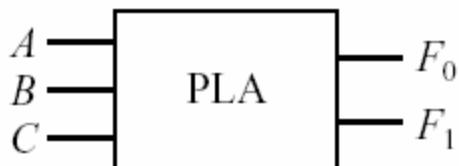
# 1943

A team of the British Code and Cipher School builds a machine to decode the messages. It was called **Colossus**.



# Programmable Logic Array

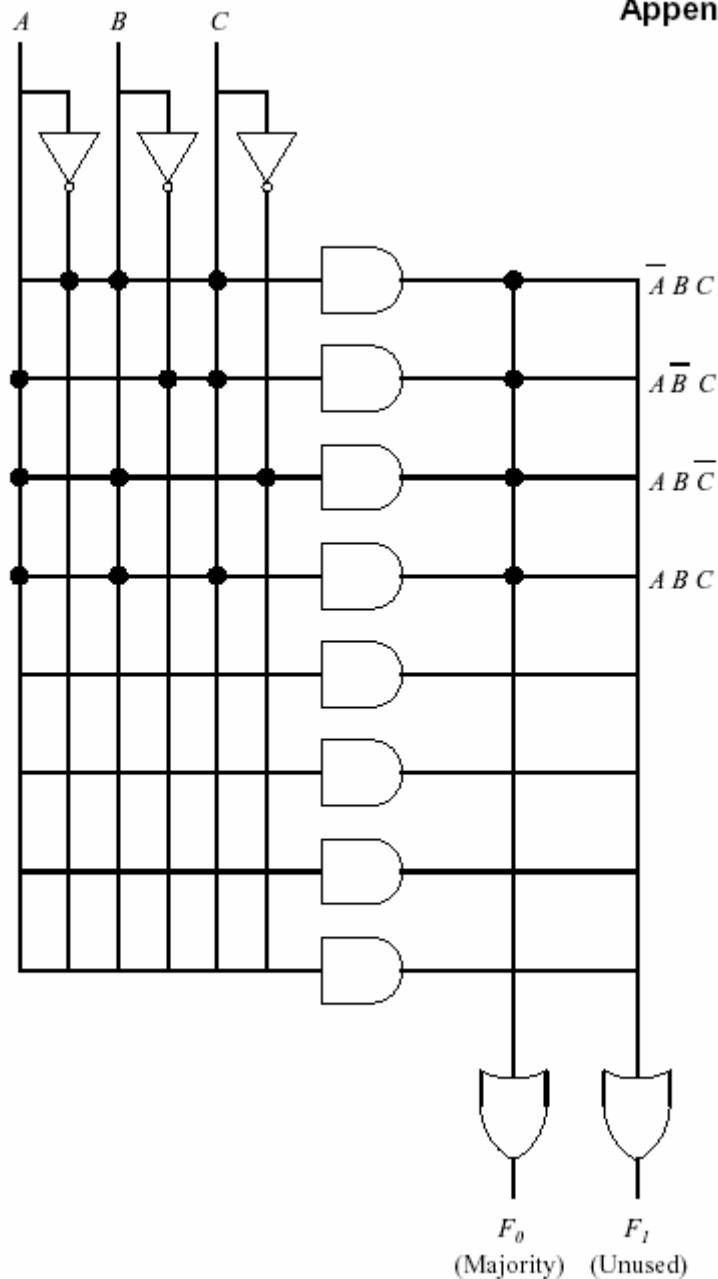
- A PLA is a customizable AND matrix followed by a customizable OR matrix.
- Black box view of PLA:



## ■ Simplified Representation of PLA Implementation of Majority Function

- A programmable fuse is placed at each cross point in the AND and OR matrices.
- The matrices are customized for specific functions by disabling fuses.
- If fuse is disabled at an input to an AND gate, the gate behaves as if input is tied to a 1.
- A disabled input to an OR gate in a PLA behaves as if the input is tied to a 0.

## Appendix

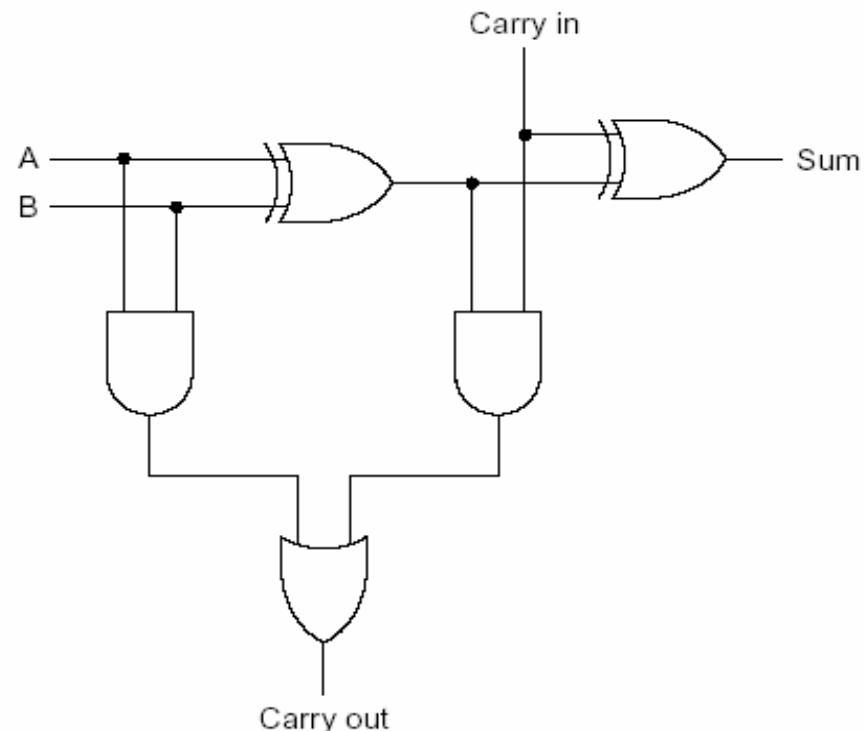


# Full Adder

$$C_{i+1} = A_i \cdot B_i + A_i \cdot C_i + B_i \cdot C_i$$

$$S_i = A_i \oplus B_i \oplus C_i$$

A	B	Carry in	Sum	Carry out
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1



Truth table for a full adder

A circuit for a full adder

# Ripple - Cary Addition

Carry In	→	0	0	0	0	1	1	1	1
Operand A	→	0	0	1	1	0	0	1	1
Operand B	→	+ 0	+ 1	+ 0	+ 1	+ 0	+ 1	+ 0	+ 1
		—	—	—	—	—	—	—	—
		0 0	0 1	0 1	1 0	0 1	1 0	1 0	1 1
↑↑		Carry	Sum						
Out									

Example:

Carry	1	0	0	0
Operand A	0	1	0	0
Operand B	+ 0	1	1	0
Sum	—	1	0	1

$$C_{i+1} = A_i \cdot B_i + A_i \cdot C_i + B_i \cdot C_i$$
$$S_i = A_i \oplus B_i \oplus C_i$$

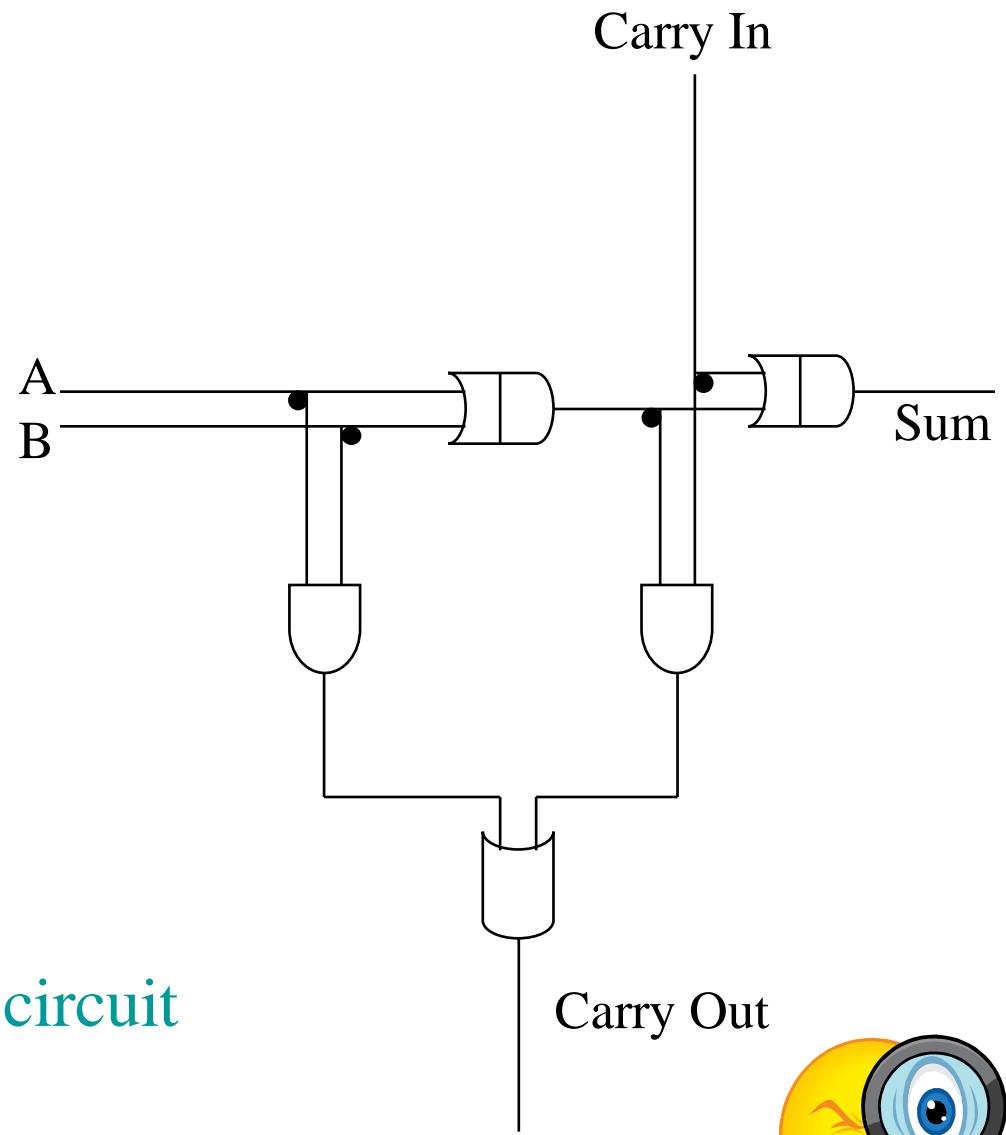
Example of addition for two unsigned binary numbers

# Full Adder

Truth Table

A	B	Carry In	Carry Out	First Digit(sum)
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

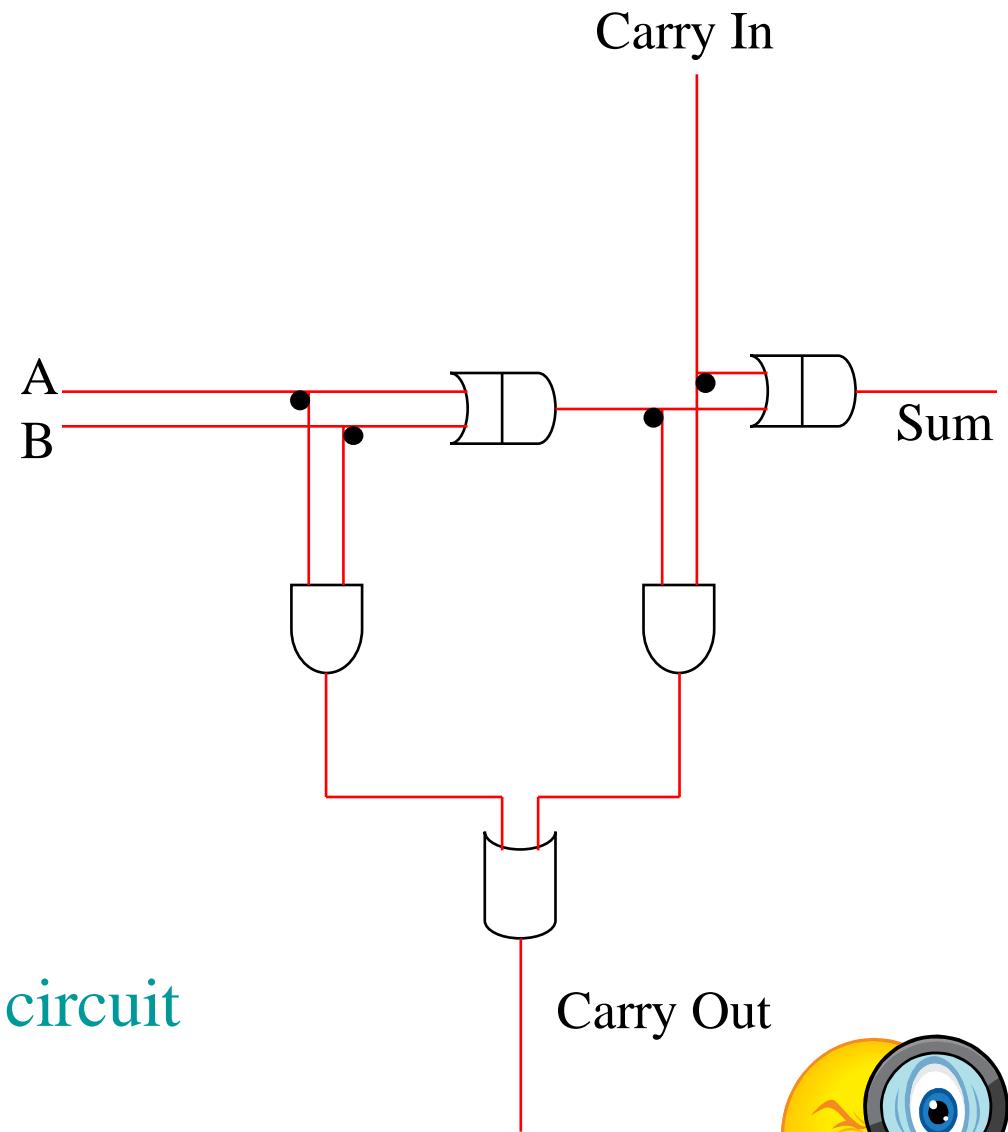
You should confirm that this circuit gives the required results



# Full Adder

Truth Table

A	B	Carry In	Carry Out	First Digit(sum)
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



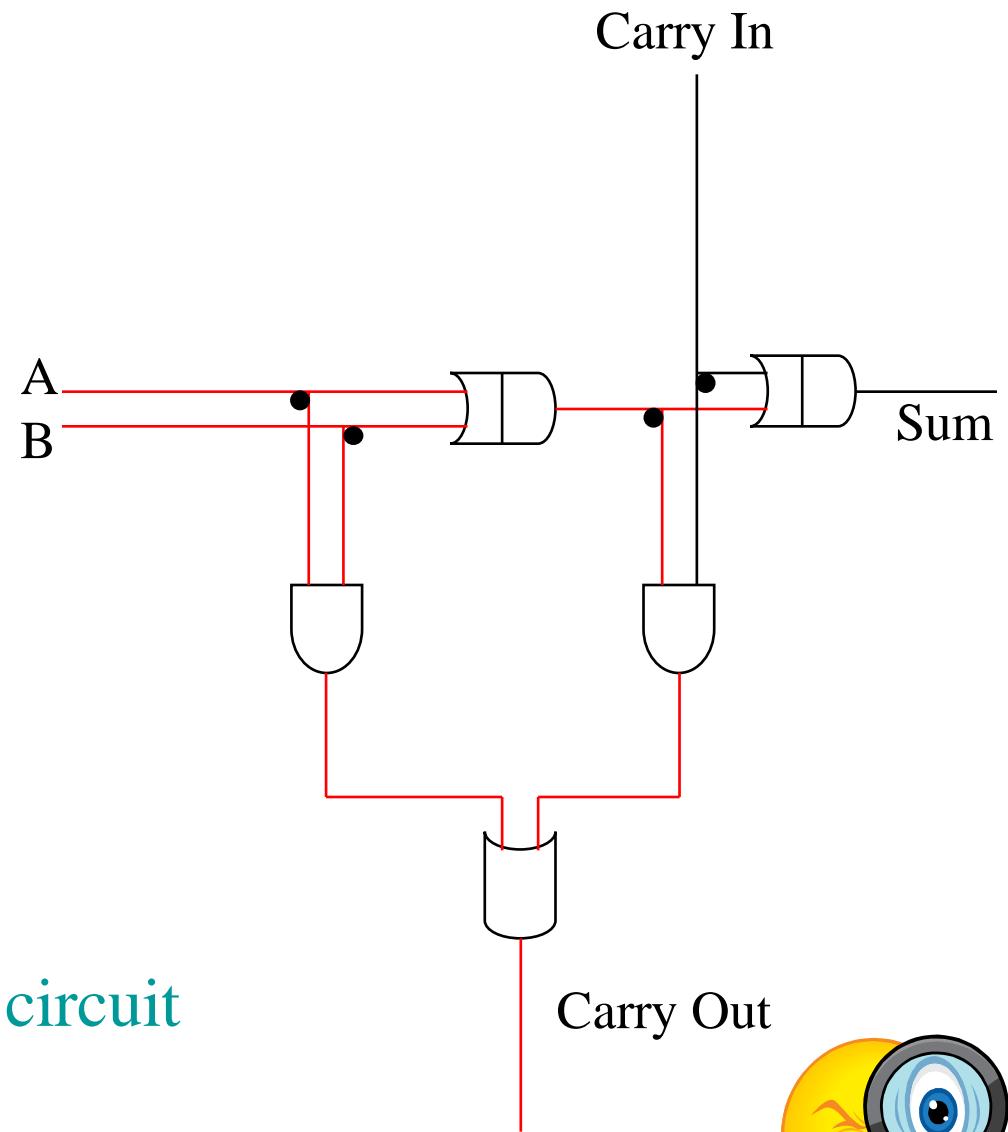
You should confirm that this circuit gives the required results



# Full Adder

Truth Table

A	B	Carry In	Carry Out	First Digit(sum)
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



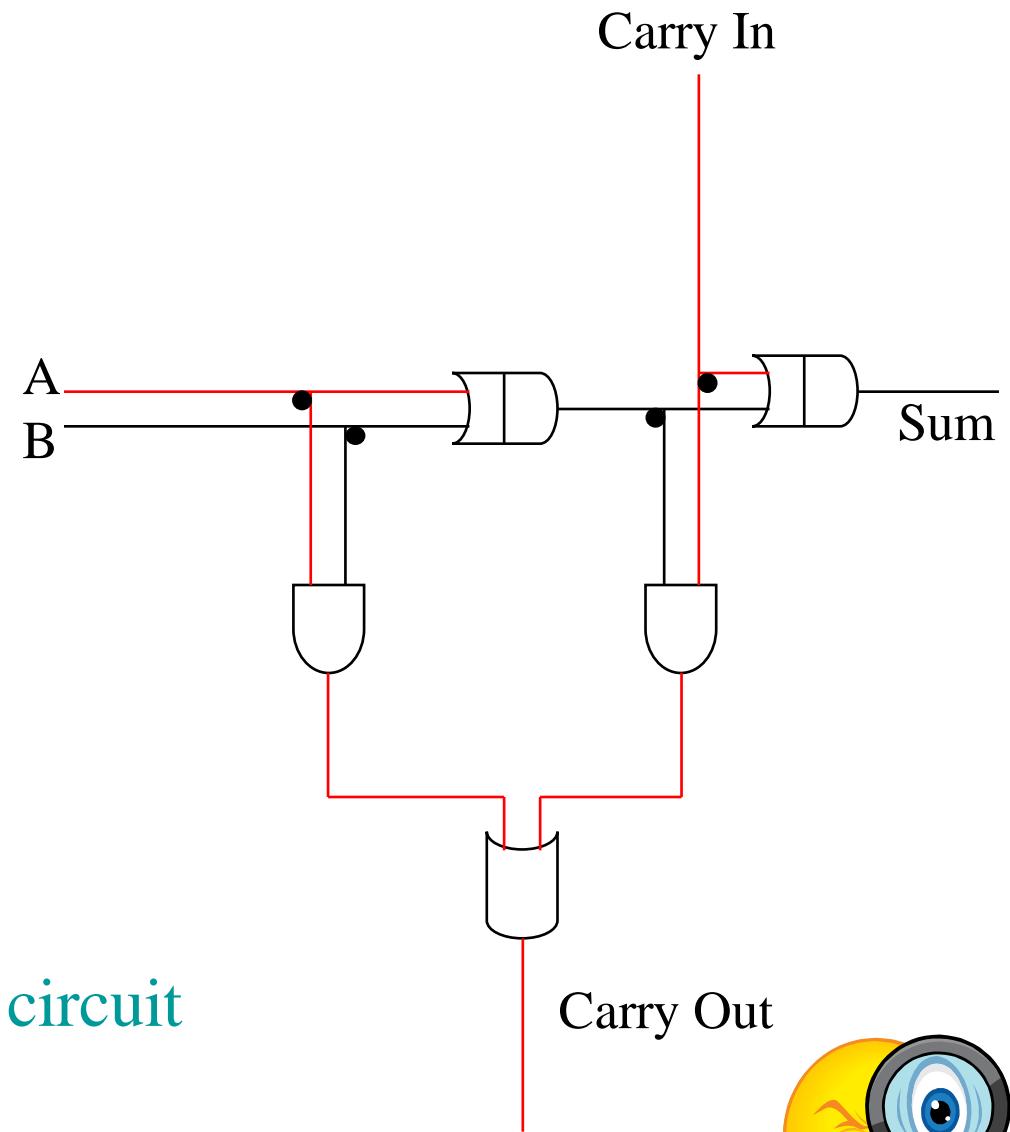
You should confirm that this circuit gives the required results



# Full Adder

Truth Table

A	B	Carry In	Carry Out	First Digit(sum)
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



You should confirm that this circuit gives the required results

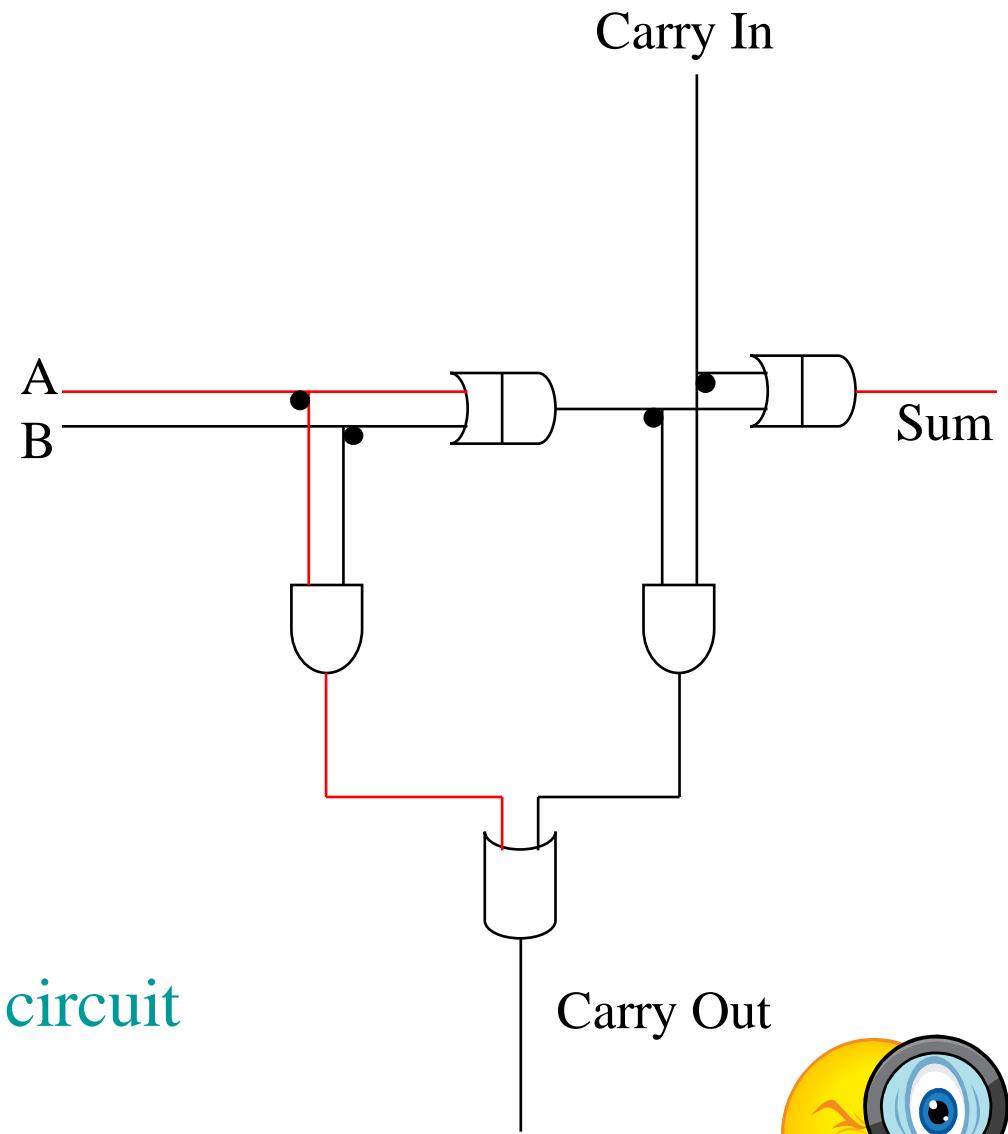


# Full Adder

Truth Table

A	B	Carry In	Carry Out	First Digit(sum)
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

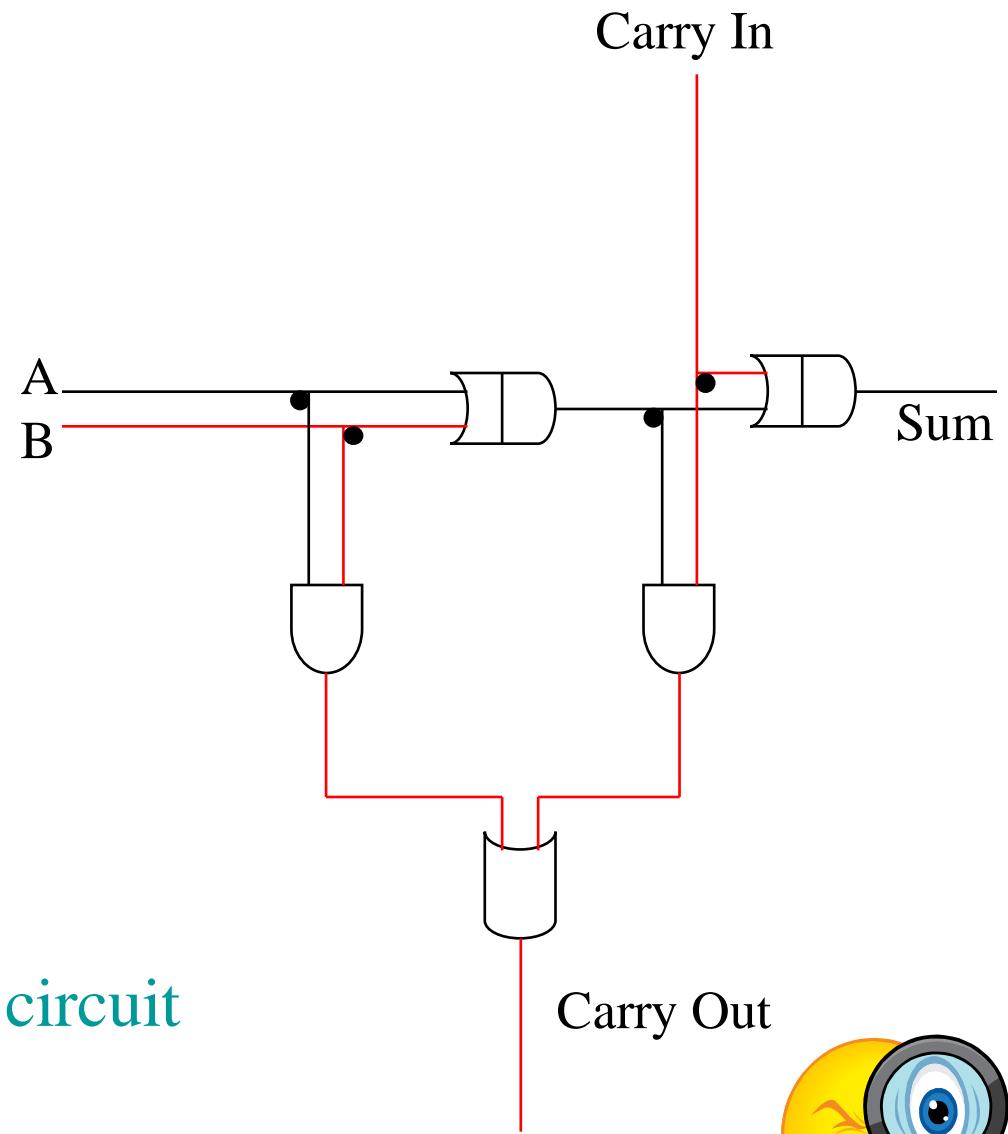
You should confirm that this circuit gives the required results



# Full Adder

Truth Table

A	B	Carry In	Carry Out	First Digit(sum)
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



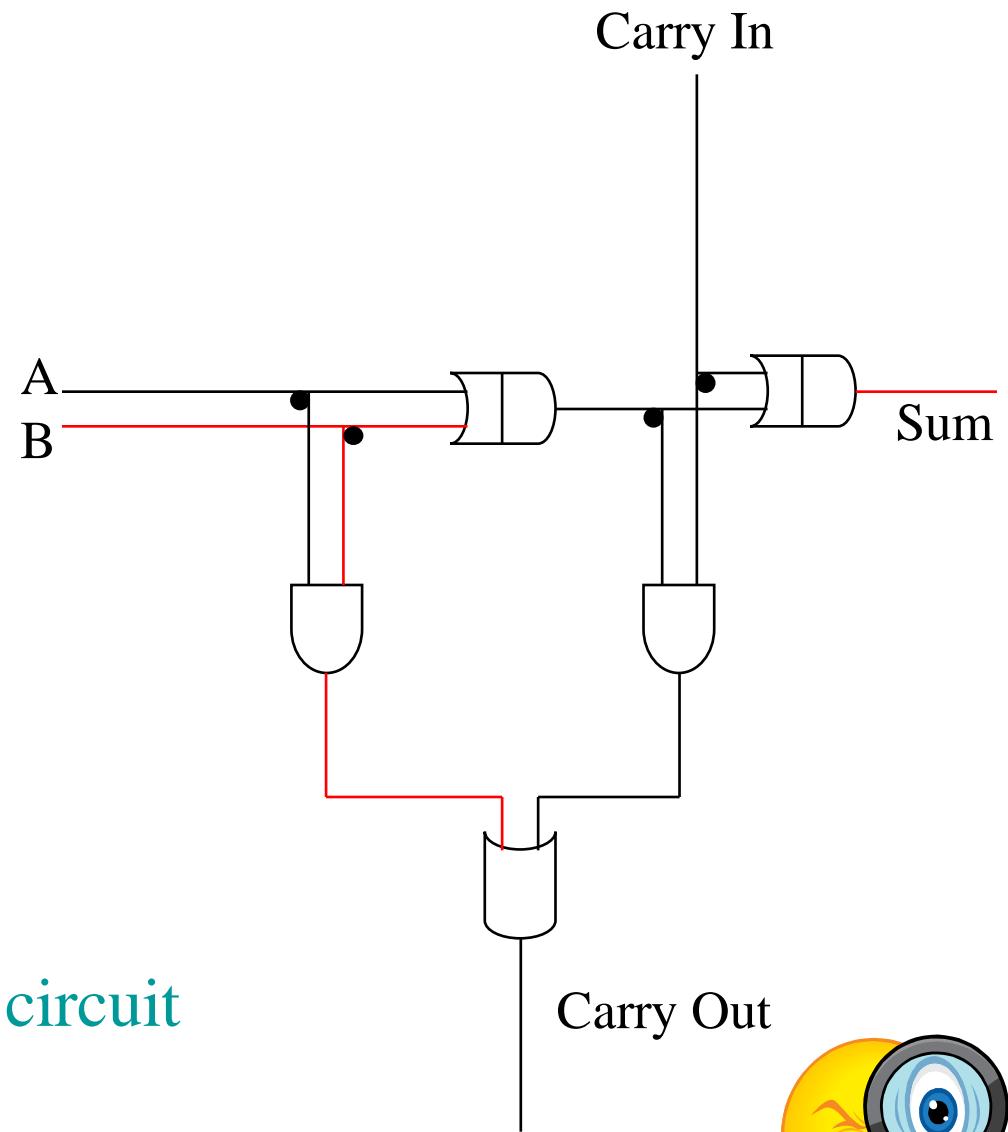
You should confirm that this circuit gives the required results



# Full Adder

Truth Table

A	B	Carry In	Carry Out	First Digit(sum)
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



You should confirm that this circuit gives the required results

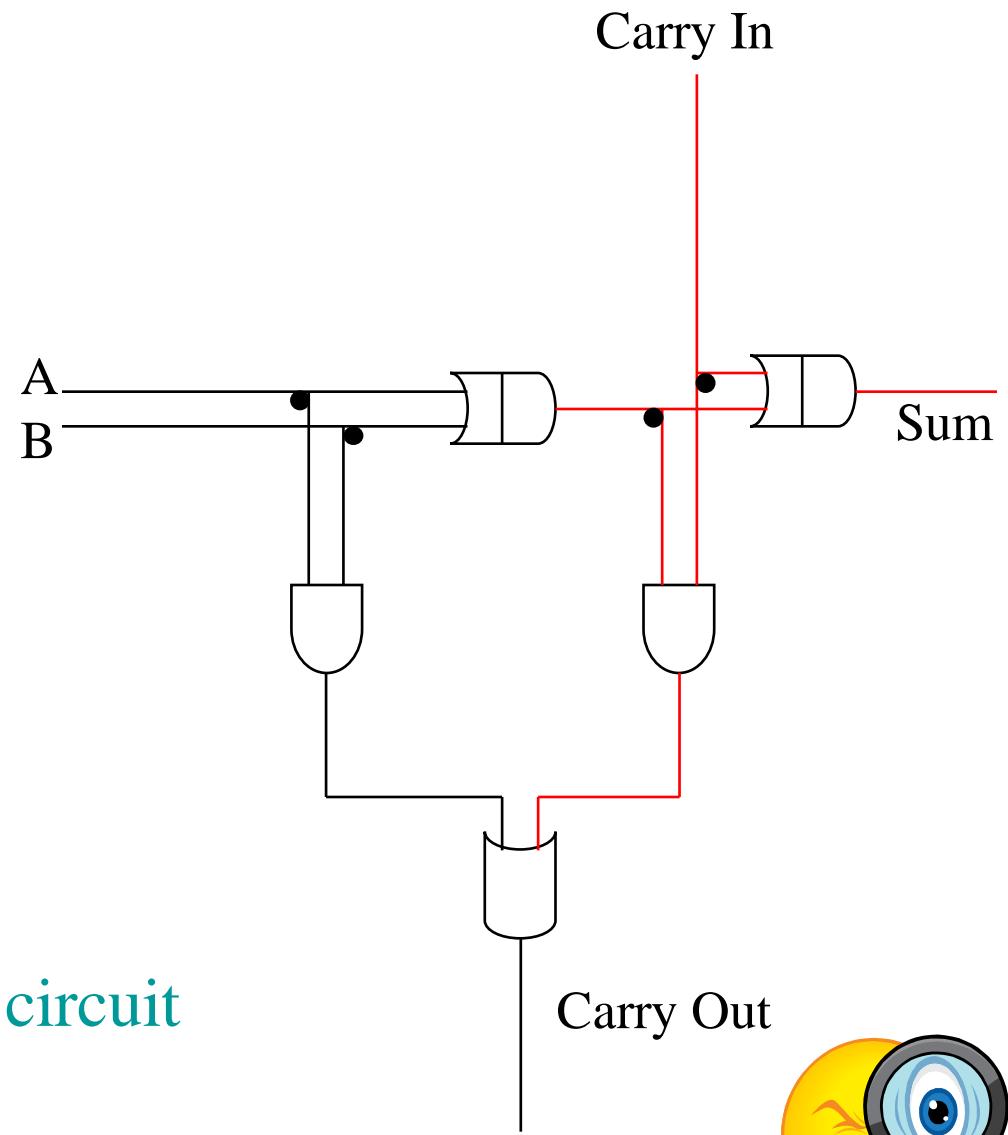


# Full Adder

Truth Table

A	B	Carry In	Carry Out	First Digit(sum)
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

You should confirm that this circuit gives the required results

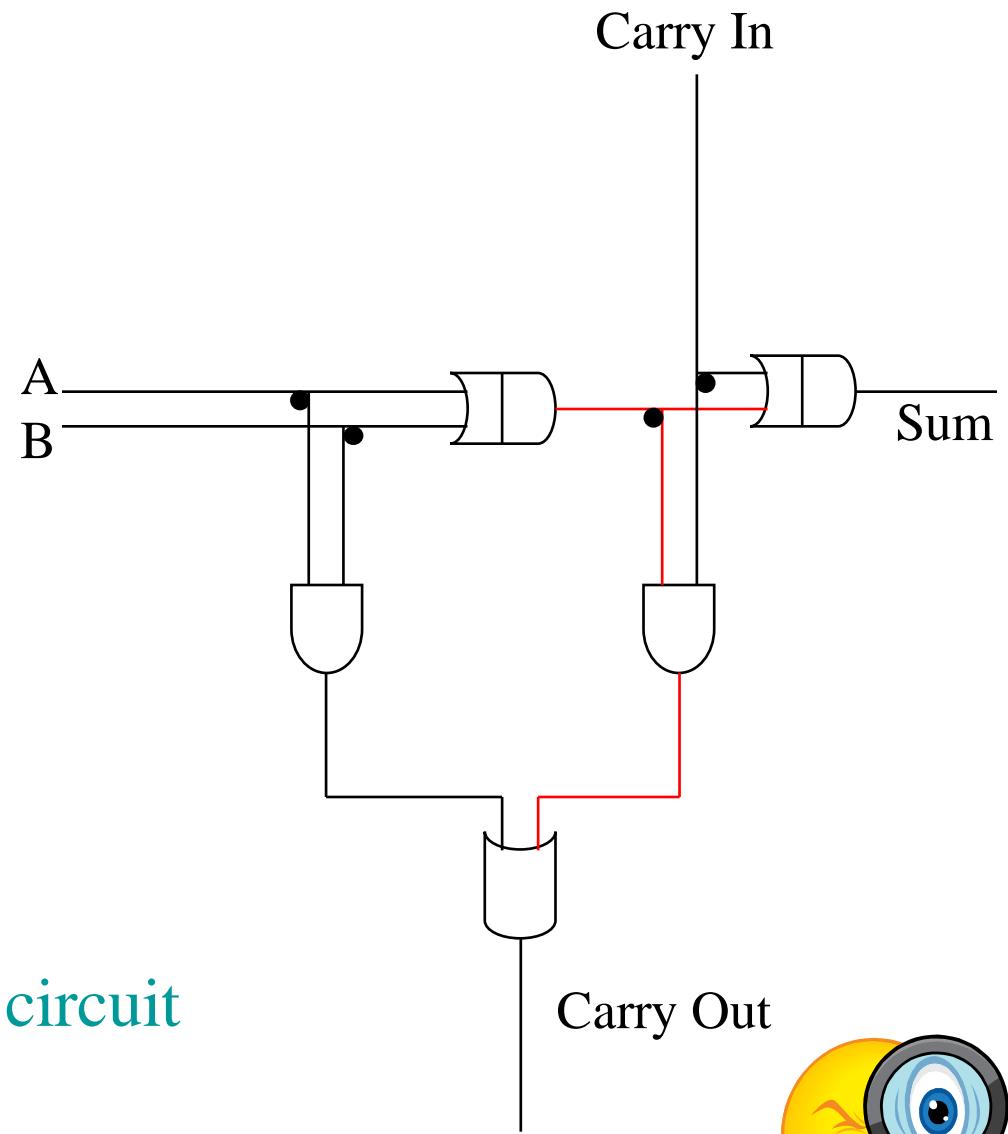


# Full Adder

Truth Table

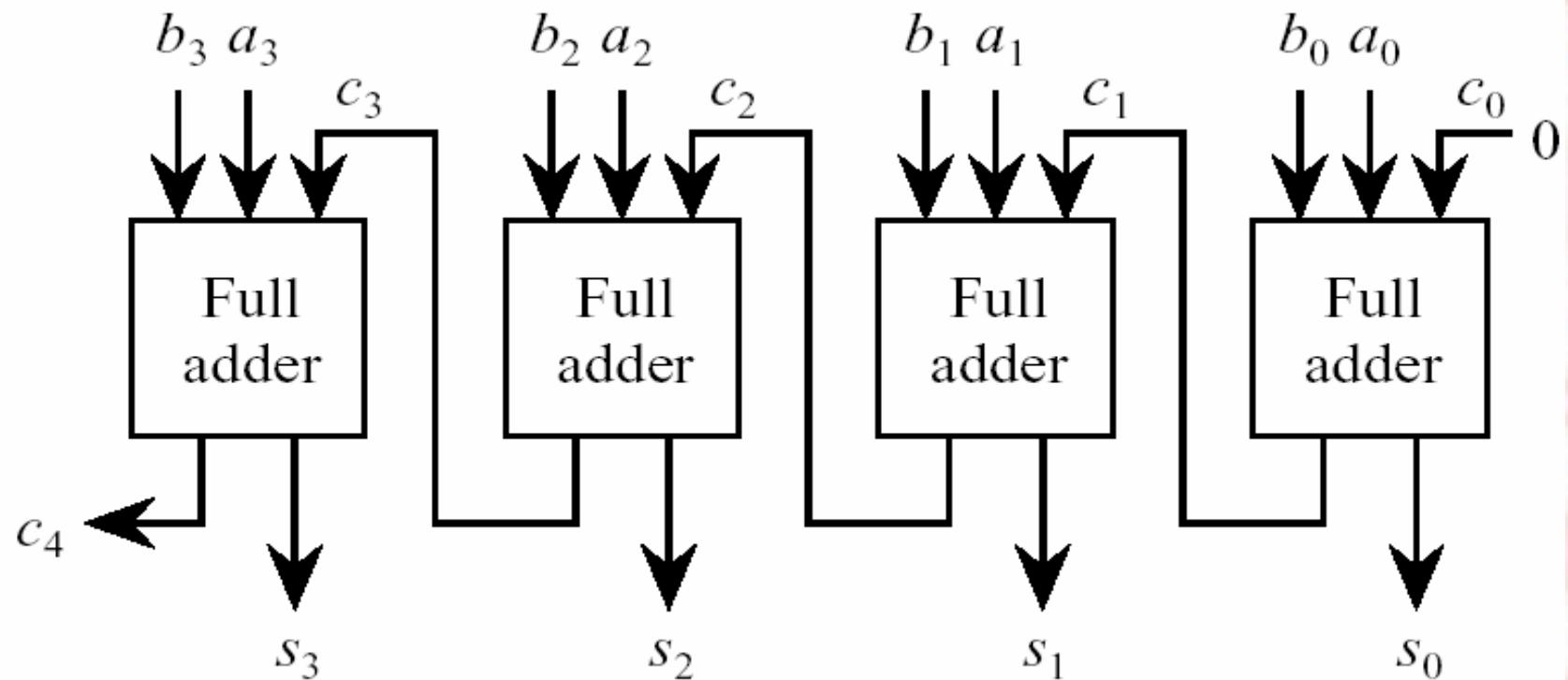
A	B	Carry In	Carry Out	First Digit(sum)
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

You should confirm that this circuit gives the required results

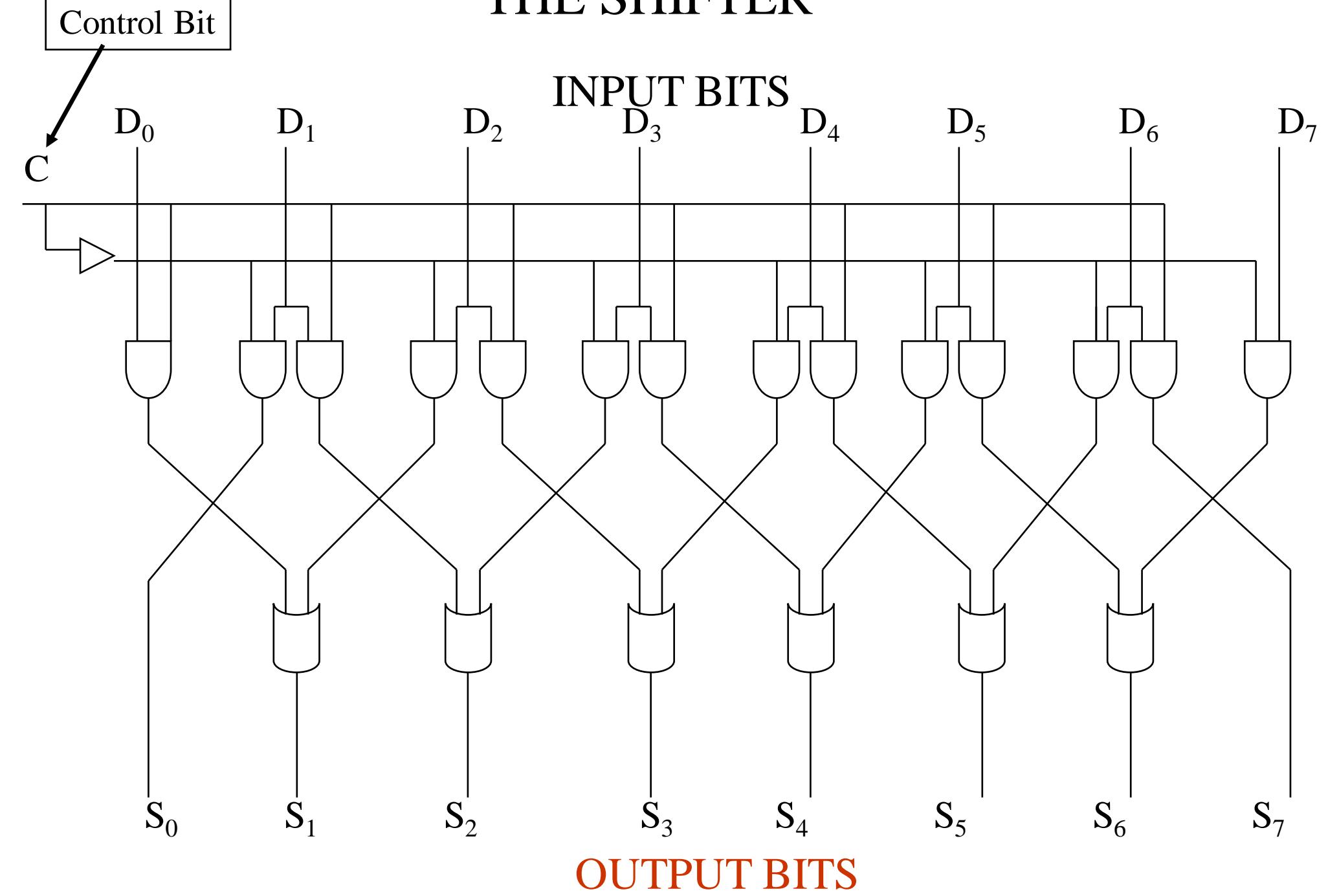


# Four-Bit Ripple-Carry Adder

- Four full adders connected in a ripple-carry chain form a four-bit ripple-carry adder.

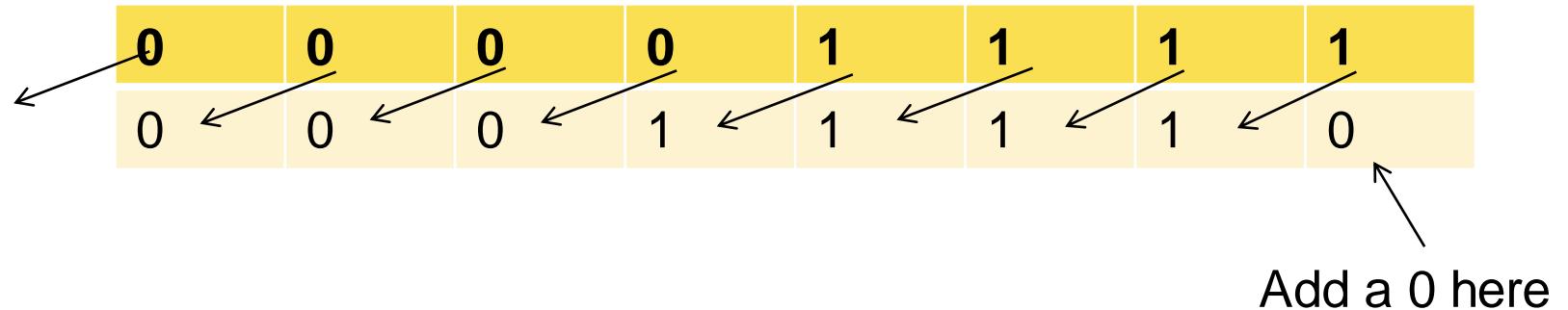


# THE SHIFTER



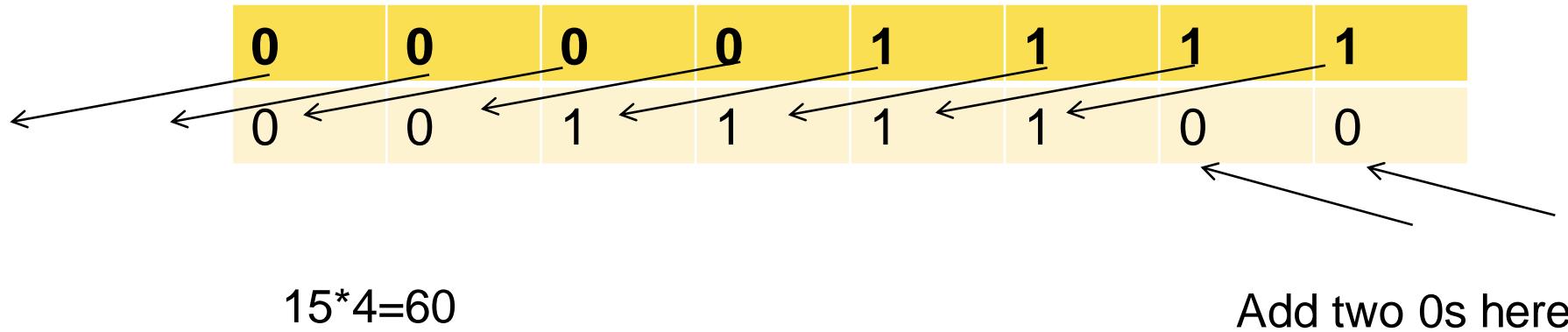
# THE SHIFTER Example

Shift 1 bit  
to the left



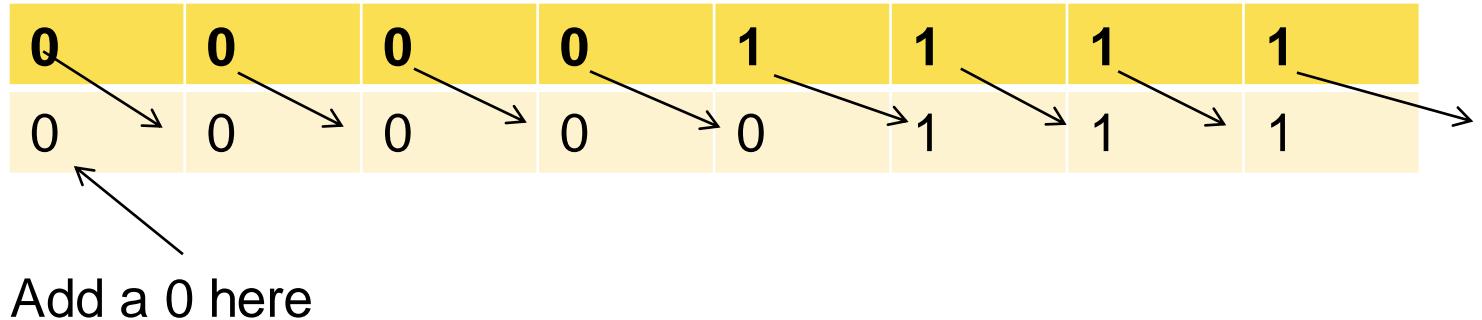
Shift 2 bits  
to the left

$$15 * 2 = 30$$



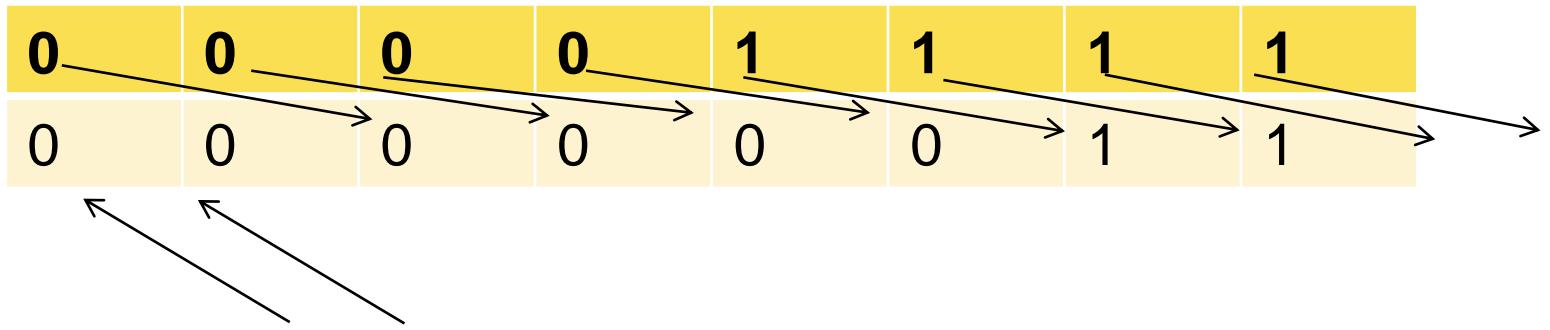
# THE SHIFTER Example

Shift 1 bit  
to the right



Shift 2 bits  
to the right

$$15/2=7$$



Add two 0s here

$$15/4=3$$

# Shift left example

- $146 * 64$ 
  - 00000000 1001 0010 \* 0100 0000 =
  - 00100100 10000000 (9344)
- Now let shift 146 left 6 bits:
  - 00000000 1001 0010 shift left 6 bits =
  - 00100100 10000000 (9344)
- You can see using shift to multiply the power of 2's is much faster

# Shift right example

- 146/64
  - 00000000 1001 0010 / 0100 0000 =
  - 00000000 00000010(2)
- Now let shift 146 right 6 bits:
  - 00000000 1001 0010 shift right 6 bits =
  - 00000000 00000010 (2)
- You can see using shift to divide the power of 2's is much faster

# Shifter (An example)

We will now use the above ‘shifter circuits’ with an example:

In the following example:      **The red lines are: 0**

**The black lines are: 1**

# Shifter (An example)

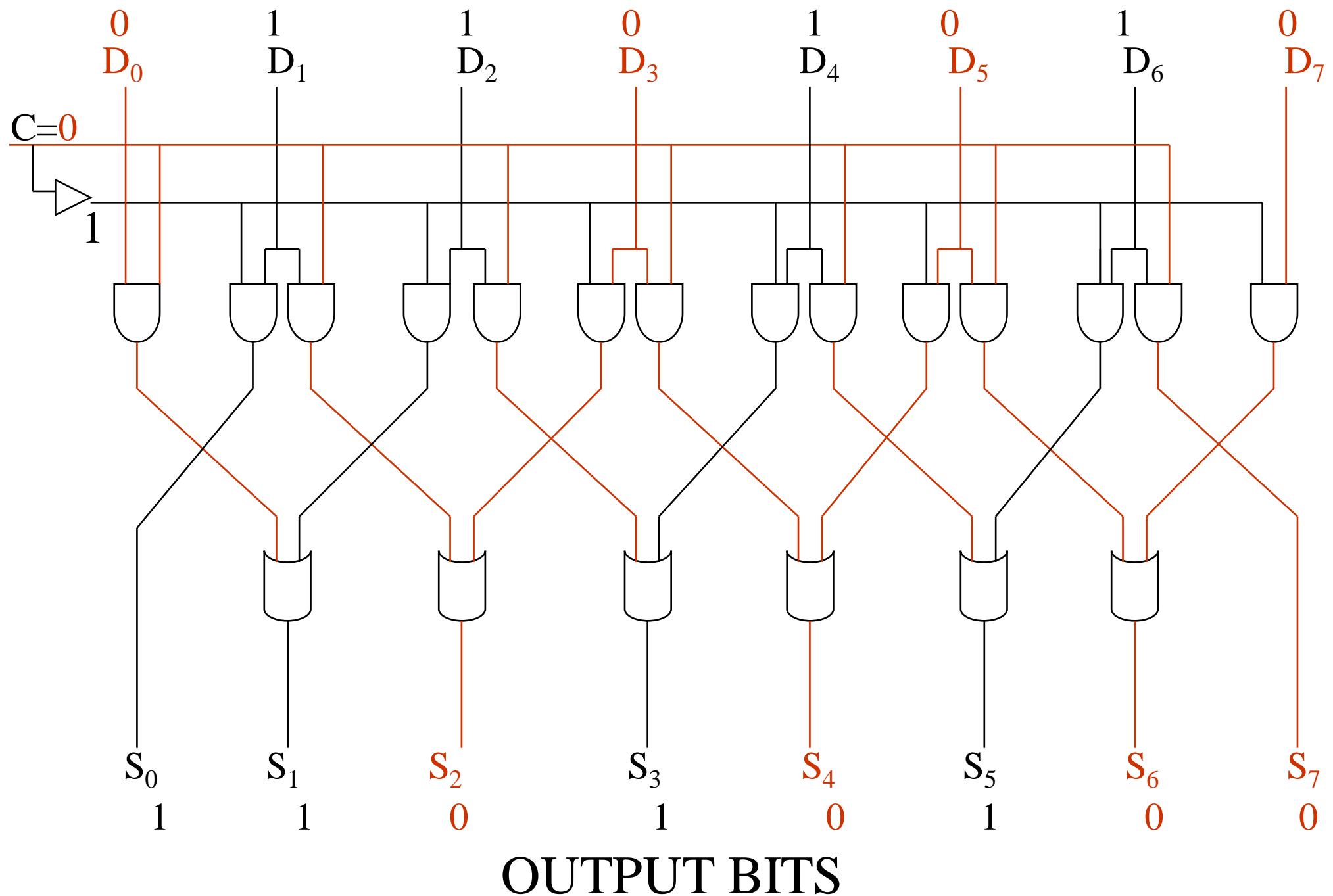
We will now use the above ‘shifter circuits’ with an example:

In the following example:      **The red lines are: 0**

**The black lines are: 1**

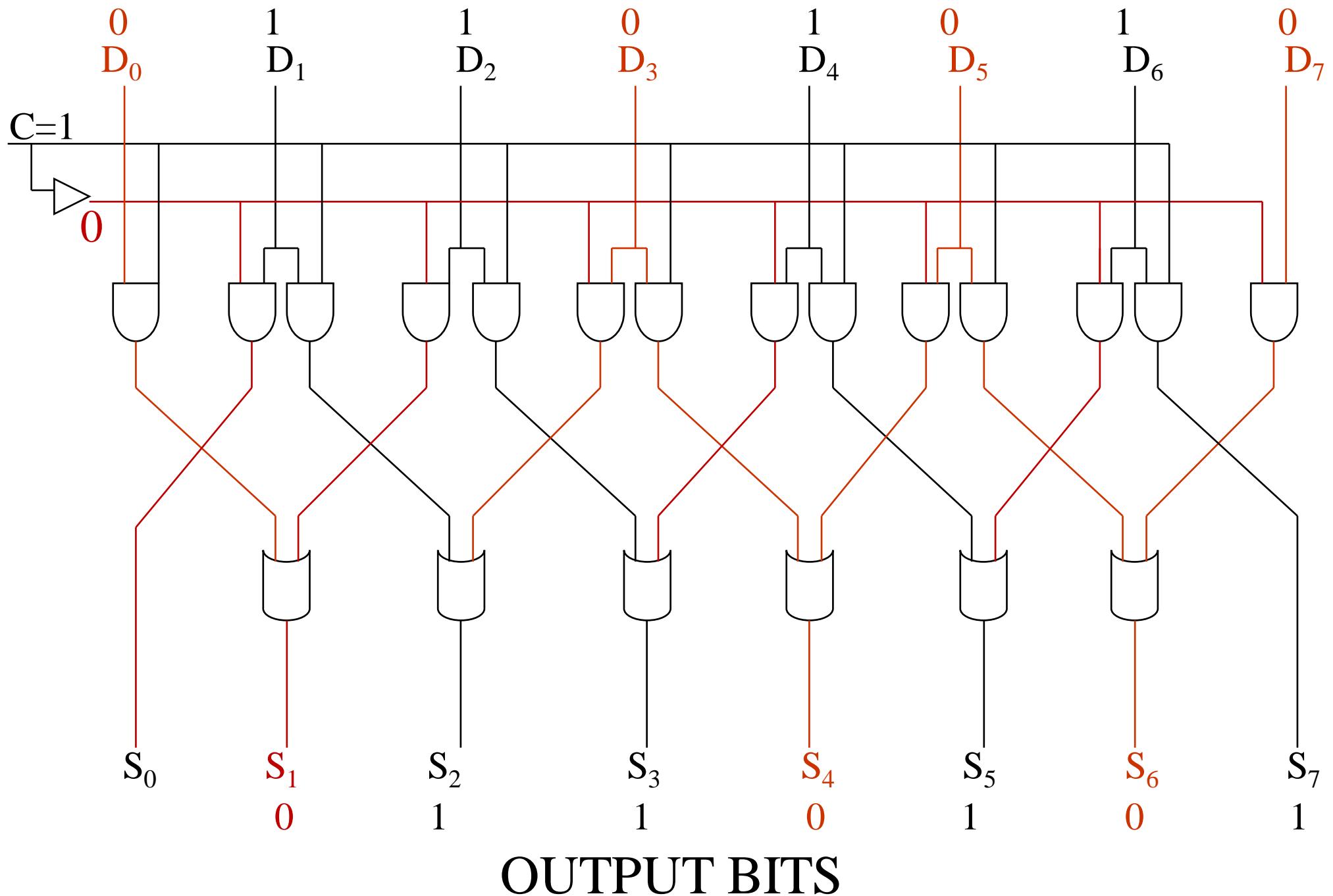
# INPUT BITS

Shift left 1 bit



Shift right 1 bit

# INPUT BITS



# Shifter

In the above example we used one control bit to determine if the ‘shifter’ was to shift left or right.

We need two control bits to determine whether the shifter should:

- shift left
- shift right
- don’t shift

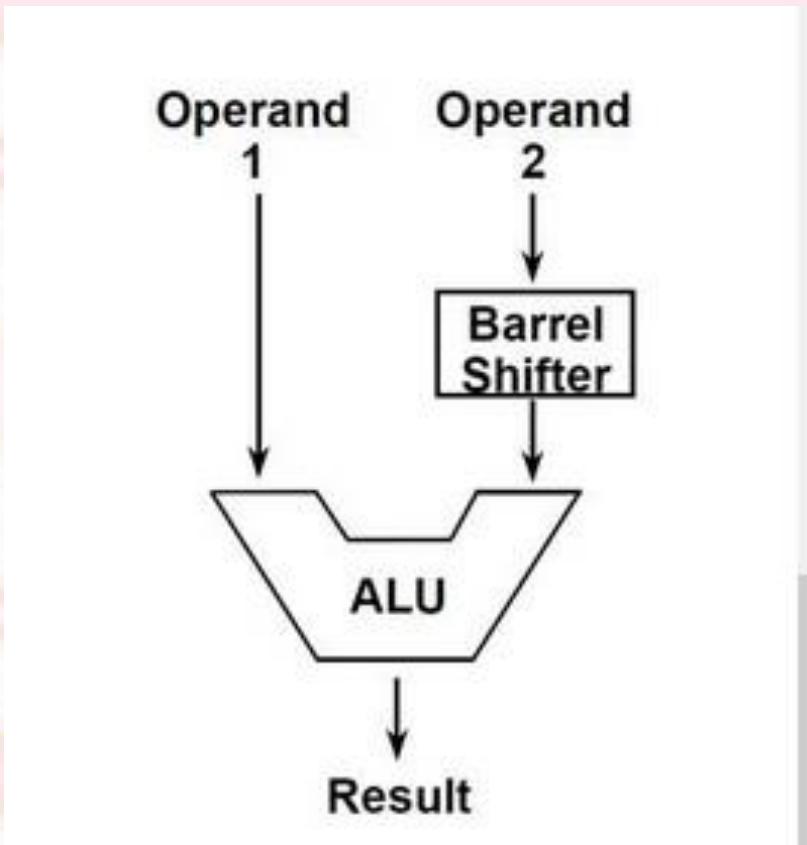
# Shifter Exercise

In the above example the control C was \_\_\_\_\_  
and the shifter shifted the bits to the \_\_\_\_\_

What is the control bit to shift in the other direction? \_\_\_\_\_

In the previous example what would the OUTPUT BITS be if the INPUT BITS are: 0 0 1 1 0 1 0 1 and the control bit is 0?

# ARM Block Diagram

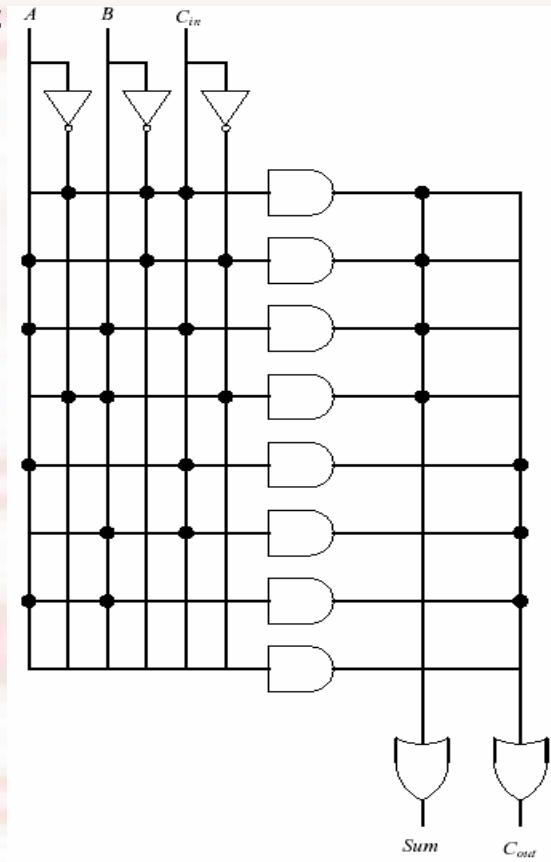


# Inclass Exercise

- Draw a 2-bit Full-Adder using AND, XOR, and OR logic gates
- Draw a 2-bit Shifter using AND, OR, and NOT logic gates

# PLA realization of a Full Adder

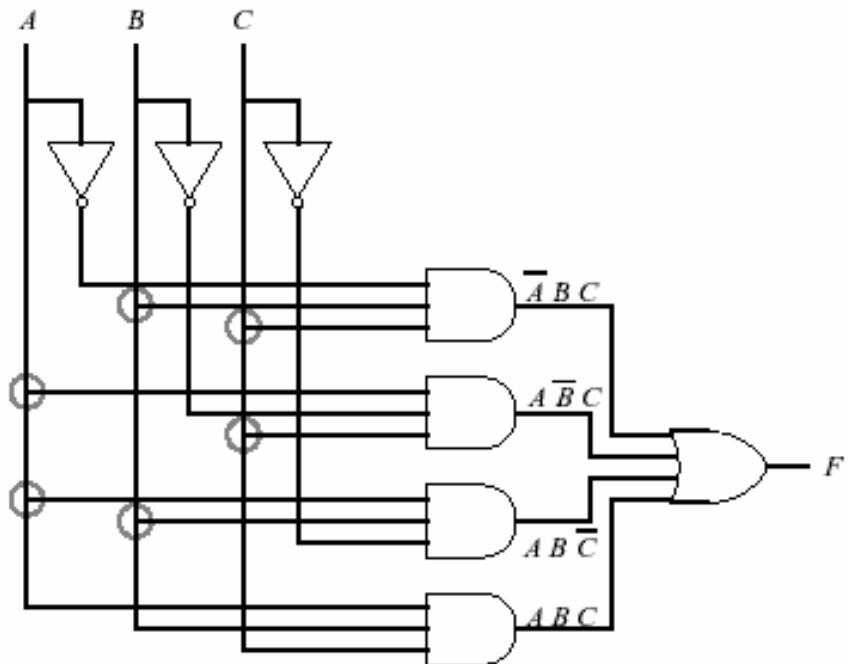
- An approach to designing a full adder is to use a PLA.
- CAD tools for VLSI favor use of PLAs over random logic or MUXes because of



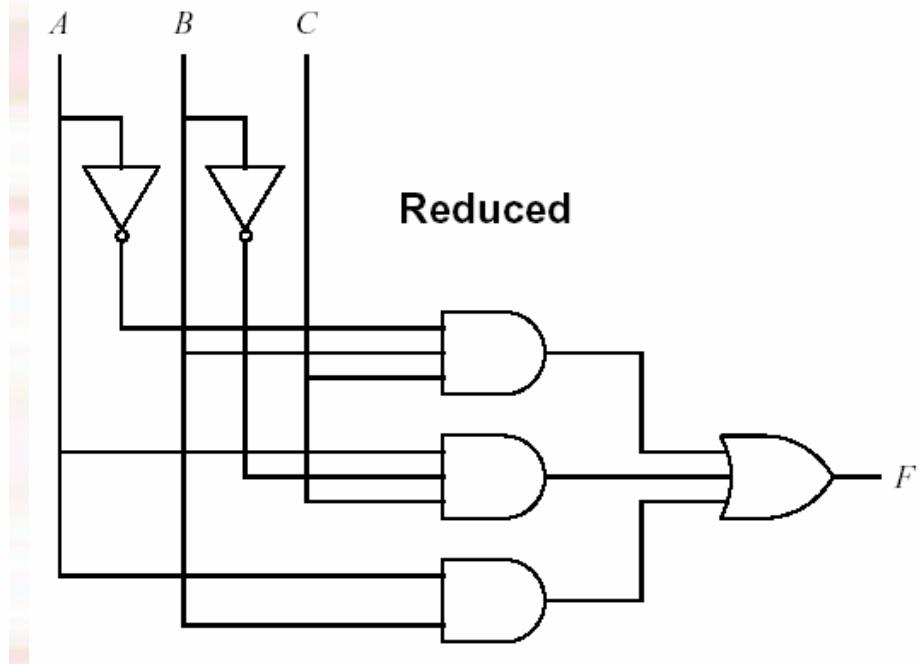
# Simplification of Boolean Expressions

- It is usually possible to simplify the canonical SOP (sum of products) or POS (product of sums) forms.
- A smaller Boolean equation generally translates to a lower gate count in the target circuit.

# Reduced Majority Function Circuit



Unreduced



Reduced

- Can the function be further reduced?

# The Algebraic Method

$$F = \overline{A}BC + A\overline{B}C + A\overline{B}\overline{C} + ABC$$

$$F = \overline{A}BC + A\overline{B}C + AB(\overline{C} + C) \quad \text{Distributive Property}$$

$$F = \overline{A}BC + A\overline{B}C + AB(1) \quad \text{Complement Property}$$

$$F = \overline{A}BC + A\overline{B}C + AB \quad \text{Identity Property}$$

$$F = \overline{A}BC + A\overline{B}C + AB + ABC \quad \text{Idempotence}$$

$$F = \overline{A}BC + AC(\overline{B} + B) + AB \quad \text{Identity Property}$$

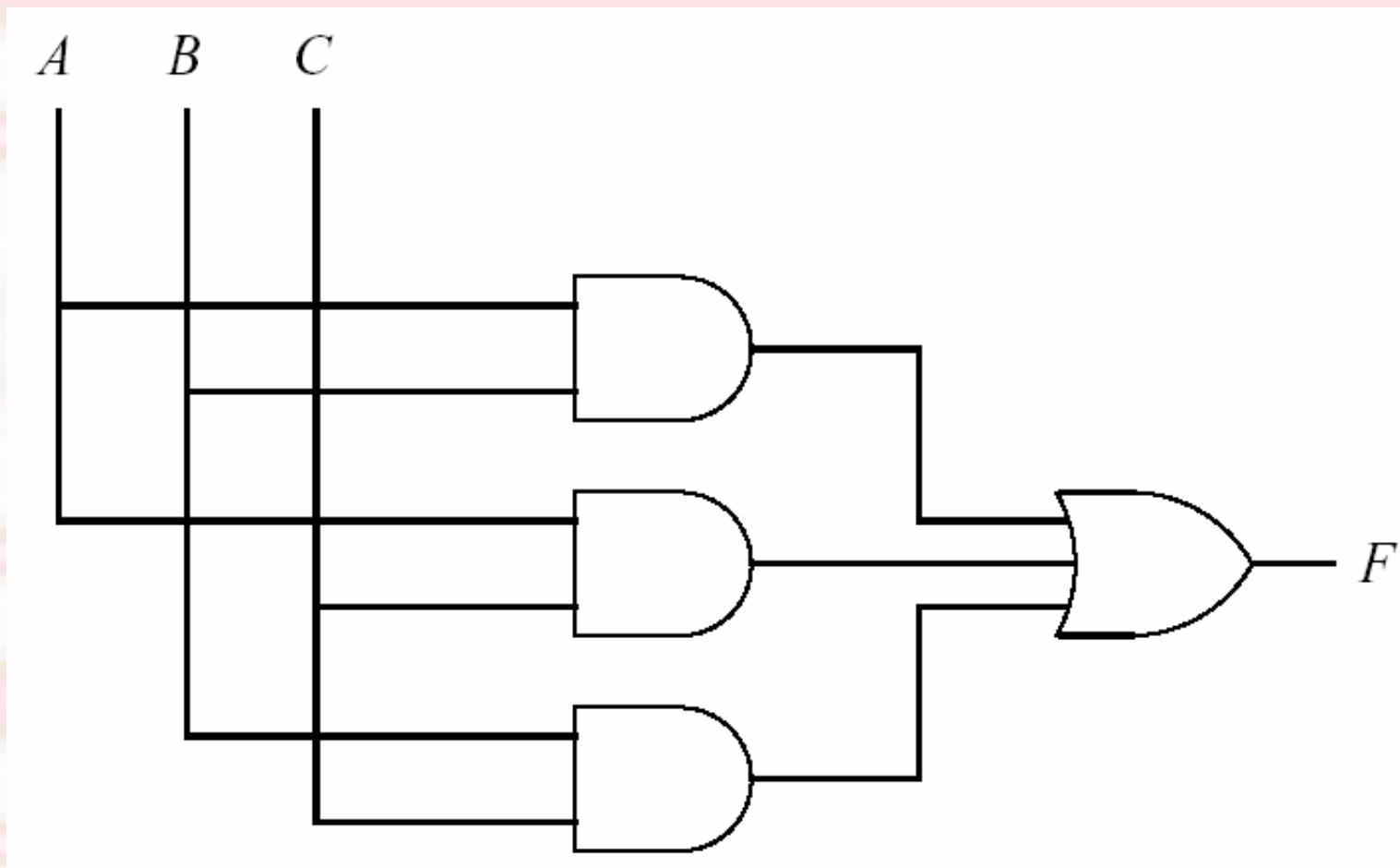
$$F = \overline{A}BC + AC + AB \quad \text{Complement and Identity}$$

$$F = \overline{A}BC + AC + AB + ABC \quad \text{Idempotence}$$

$$F = BC(\overline{A} + A) + AC + AB \quad \text{Distributive}$$

$$F = BC + AC + AB \quad \text{Complement and Identity}$$

- This majority circuit is functionally equivalent to the previous **majority circuit**, but this one is in its minimal two-level form:



# Questions?

- ???