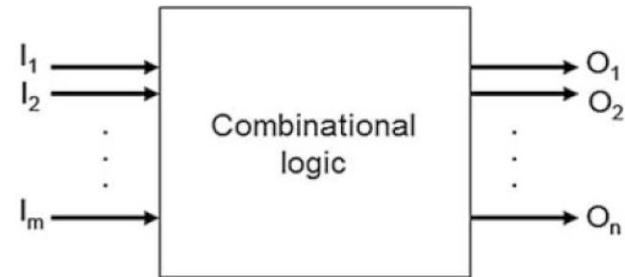


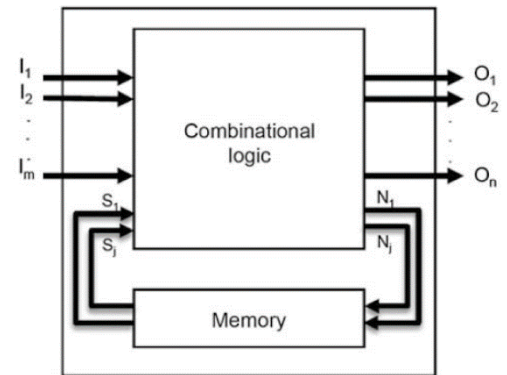
CEG3155: DGD 1

Review**Combinational Logic**

- Outputs depend only on the present inputs, i.e. no memory elements.
- Examples:
 - Multiplexers, demultiplexers, encoders, and decoders.
 - Adders, subtractors, multipliers, shifters, comparators, and ALUs.

**Sequential Logic**

- Outputs depend not only on the present inputs but also on past inputs.
- A memory element is used to store the state of the previous inputs.
- Sequential circuits are usually designed using a Finite State Machine (FSM).
- Examples:
 - Flip-flops, and counters.

**IEEE 1164 Standard**

- A technical standard published by the IEEE in 1993. (https://perso.telecom-paristech.fr/guilley/ENS/20171205/TP/tp_syn/doc/IEEE_VHDL_1164-1993.pdf)
- It describes the logic values to be used in Electronic Design Automation (EDA) tools.
- Defines the following primary data types:

Character	Value
'U'	Uninitialized
'X'	Strong unknown value
'0'	Strong zero
'1'	Strong one
'Z'	High impedance
'W'	Weak unknown
'L'	Weak zero
'H'	Weak one
'_'	Don't care

- In VHDL, this standard is embodied in the std_logic_1164 package.

Questions

Question 1

Consider the function $f(x_1, x_2, x_3) = m(2, 3, 4, 6, 7)$, use the truth table below to identify the Sum-of-Products (SoP) and Product-of-Sums (PoS).

	x_1	x_2	x_3	Minterms	Maxterms	$f(x_1, x_2, x_3)$
0	0	0	0	$m_0 = \overline{x_1} \overline{x_2} \overline{x_3}$	$M_0 = x_1 + x_2 + x_3$	0
1	0	0	1	$m_1 = \overline{x_1} \overline{x_2} x_3$	$M_1 = x_1 + x_2 + \overline{x_3}$	0
2	0	1	0	$m_2 = \overline{x_1} x_2 \overline{x_3}$	$M_2 = x_1 + \overline{x_2} + x_3$	1
3	0	1	1	$m_3 = \overline{x_1} x_2 x_3$	$M_3 = x_1 + \overline{x_2} + \overline{x_3}$	1
4	1	0	0	$m_4 = x_1 \overline{x_2} \overline{x_3}$	$M_4 = \overline{x_1} + x_2 + x_3$	1
5	1	0	1	$m_5 = x_1 \overline{x_2} x_3$	$M_5 = \overline{x_1} + x_2 + \overline{x_3}$	0
6	1	1	0	$m_6 = x_1 x_2 \overline{x_3}$	$M_6 = \overline{x_1} + \overline{x_2} + x_3$	1
7	1	1	1	$m_7 = x_1 x_2 x_3$	$M_7 = \overline{x_1} + \overline{x_2} + \overline{x_3}$	1

Identify the SoP, and PoS terms, and prove that $f(x_1, x_2, x_3)$ can be expressed by SoP or PoS.

Solution

Sum-of-products:

$$f(x_1, x_2, x_3) = m(2, 3, 4, 6, 7) = m_2 + m_3 + m_4 + m_6 + m_7$$

$$f(x_1, x_2, x_3) = \overline{x_1} x_2 \overline{x_3} + \overline{x_1} x_2 x_3 + x_1 \overline{x_2} \overline{x_3} + x_1 \overline{x_2} x_3 + x_1 x_2 \overline{x_3}$$

Product-of-sums:

$$f(x_1, x_2, x_3) = \prod (M_2, M_3, M_4, M_6, M_7) = M_2 M_3 M_4 M_6 M_7$$

$$f(x_1, x_2, x_3) = (x_1 + \overline{x_2} + x_3)(x_1 + \overline{x_2} + \overline{x_3})(\overline{x_1} + x_2 + x_3)(\overline{x_1} + \overline{x_2} + x_3)(\overline{x_1} + \overline{x_2} + \overline{x_3})$$

Question 2

Use algebraic manipulation to show that for three input variables x_1, x_2, x_3 :

$$\sum m(1, 2, 3, 4, 5, 6, 7) = x_1 + x_2 + x_3$$

Solution

$$\sum m(1, 2, 3, 4, 5, 6, 7) = m_1 + m_2 + m_3 + m_4 + m_5 + m_6 + m_7$$

$$\sum m(1, 2, 3, 4, 5, 6, 7) = m_1 + m_2 + m_3 + m_4 + m_5 + m_6 + m_7$$

$$\sum m(1, 2, 3, 4, 5, 6, 7) = \overline{x_1} \overline{x_2} x_3 + \overline{x_1} x_2 \overline{x_3} + \overline{x_1} x_2 x_3 + x_1 \overline{x_2} \overline{x_3} + x_1 \overline{x_2} x_3$$

$$+ x_1 x_2 \overline{x_3} + x_1 x_2 x_3$$

$$\sum m(1, 2, 3, 4, 5, 6, 7)$$

$$= \overline{x_1} (\overline{x_2} x_3 + x_2 \overline{x_3} + x_2 x_3) + x_1 (\overline{x_2} \overline{x_3} + \overline{x_2} x_3 + x_2 \overline{x_3} + x_2 x_3)$$

$$\sum m(1, 2, 3, 4, 5, 6, 7) = \overline{x_1} (\overline{x_2} x_3 + x_2) + x_1$$

$$\begin{aligned} \sum m(1, 2, 3, 4, 5, 6, 7) &= x1 + \overline{x1} (\overline{x2} x3 + x2 + x2x3) \\ \sum m(1, 2, 3, 4, 5, 6, 7) &= x1 + \overline{x1} (x2 + x3) \\ \sum m(1, 2, 3, 4, 5, 6, 7) &= x1 + \overline{x1} x2 + \overline{x1} x3 \\ \text{Using Absorption rule } (A + AB &= A), \text{ we write } x1 = x1 + x1x2 \\ \sum m(1, 2, 3, 4, 5, 6, 7) &= x1 + x1 x2 + \overline{x1} x2 + \overline{x1} x3 \\ \sum m(1, 2, 3, 4, 5, 6, 7) &= x1 + x2 + \overline{x1} x3 \\ \sum m(1, 2, 3, 4, 5, 6, 7) &= x1 + x1 x3 + x2 + \overline{x1} x3 \\ \sum m(1, 2, 3, 4, 5, 6, 7) &= x1 + x2 + x3 \end{aligned}$$

Question 3

Perform the following operations in binary, where numbers are signed and represented in 2's complement form. Then, get the corresponding decimal number.

- a) 00000110 + 00001101
- b) 11111010 – 11110011
- c) 1100 + 1010

Solution

a)

$$\begin{array}{r} 00000110 \\ +00001101 \\ \hline 00010011 \end{array}$$

b)

$$\begin{array}{r} 11111010 \\ -11110011 \\ \hline 11111010 \\ +00001101 \\ \hline 1\ 00000111 \end{array}$$

Discard the left most bit, no overflow

c)

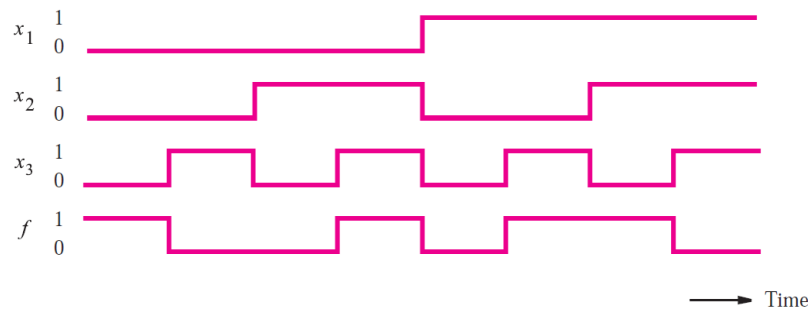
$$\begin{array}{r} 1100 \\ +1010 \\ \hline 1\ 0010 \\ \text{Overflow} \end{array}$$

In general, overflow happens if the size of the data type cannot accommodate the result with the following conditions:

- *If both operands are positive and the result is negative.*
- *If both operands are negative and the result is positive.*

Question 4

For the timing diagram in the Figure, synthesize the function $f(x_1, x_2, x_3)$ in the simplest sum-of-products form.



Solution

x_1	x_2	x_3	f
0	0	0	1
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	0

Using minterms, we get:

$$f(x_1, x_2, x_3) = m(0, 3, 5, 6) = \overline{x_1} \overline{x_2} \overline{x_3} + \overline{x_1} x_2 x_3 + x_1 \overline{x_2} x_3 + x_1 x_2 \overline{x_3}$$

Question 5

Draw the circuit described by the following VHDL code.

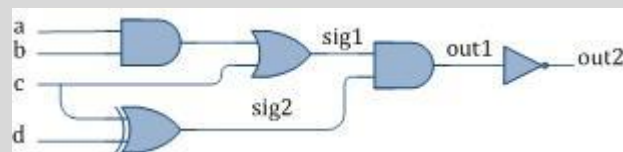
```

architecture SomeCode of SomeEntity is
    signal sig1, sig2, out1: std_logic;
begin

    out2 <= not out1;
    sig2 <= (c xor d);
    out1 <= (sig1 and sig2);
    sig1 <= (a and b) or c;

end SomeCode;

```

Solution**Question 6**

Write VHDL code to implement the function $f(x_1, x_2, x_3) = m(0, 1, 3, 4, 5, 6)$.

Solution

Perform simplification using Karnaugh map:

$$f(x_1, x_2, x_3) = m(0, 1, 3, 4, 5, 6) = \overline{x_1} + \overline{x_2}$$

```

question6.vhd
1  library ieee;
2  use ieee_std_1164.all;
3
4  entity question6 is
5  port(
6      x1, x2, x3: in std_logic;
7      f: out std_logic
8  );
9  end question6;
10
11  architecture q6 of question6 is
12  begin
13      f <= (not x1) or (not x2);
14  end q6;

```

Question 7

Design 1-bit full adder in VHDL:

- Show timing diagrams of the sum and carry-out bits for all possible values of inputs.
- Show structural implementation of it.

Solution

a) Full-adder

$$S = \bar{A}\bar{B}C_{IN} + \bar{A}B\bar{C}_{IN} + A\bar{B}\bar{C}_{IN} + ABC_{IN}$$

$$C_{OUT} = BC_{IN} + AC_{IN} + AB$$

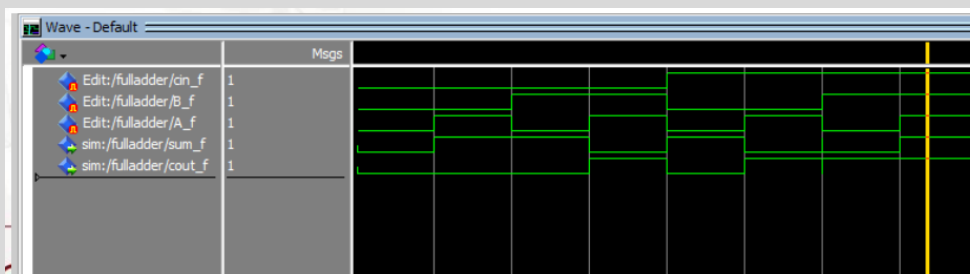
$$S = A \oplus [B \oplus C_{IN}]$$

Input bit for number A	Input bit for number B	Carry bit input C_{IN}	Sum bit output S	Carry bit output C_{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

```

1  library ieee;
2  use ieee.std_logic_1164.all;
3
4  entity fulladder is
5      port(
6          A_f, B_f, cin_f : in std_logic;
7          sum_f, cout_f    : out std_logic
8      );
9  end fulladder;
10
11 architecture fulladder_behav of fulladder is
12 begin
13     sum_f <= (A_f xor B_f) xor cin_f;
14     cout_f <= (A_f and B_f) or (A_f and cin_f) or (B_f and cin_f);
15
16 end fulladder_behav;
17

```



b) Structural design of a full-adder using two half-adders:

```

halfadder.vhd
1  library ieee;
2  use ieee.std_logic_1164.all;
3
4  entity halfadder is
5  port(
6      A, B      : in std_logic;
7      sum, cout  : out std_logic
8  );
9  end halfadder;
10
11 architecture halfadder_behav of halfadder is
12 begin
13     sum <= A xor B;
14     cout <= A and B;
15 end halfadder_behav;
16

```

```

fulladder.vhd
1  library ieee;
2  use ieee_std_1164.all;
3
4  entity fulladder is
5  port(
6      A_f, B_f, cin_f: in std_logic;
7      sum_f, cout_f: out std_logic
8  );
9  end fulladder;
10
11 architecture fulladder_struct of fulladder is
12     signal sum, cout1, cout2: std_logic;
13
14     component halfadder is
15     port(
16         A, B: in std_logic;
17         sum, cout: out std_logic
18     );
19     end component;
20     begin
21         H1: halfadder port map(A->A_f, B->B_f, sum, cout1);
22         H2: halfadder port map(A->sum, B->cout1, sum_f, cout2);
23
24         cout_f <= cout1 or cout2;
25     end fulladder_struct;

```

