Adder, Shifter, MUX, Parity Generator

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Adds two N-bit binary numbers

- 2-bit adder: adds two 2-bit numbers
- Can give output 3-bit result

-e.g.,
$$01 + 11 = 100 (1 + 3 = 4)$$

Half Adder

- Adds 2 bits
- Generates sum and carry

Step 1: Capture the function

Inputs		Outputs		
а	b	co	S	
0	0	0	0	
0	1	0	1	
1	0	0	1	
1	1	1	0	
		-		

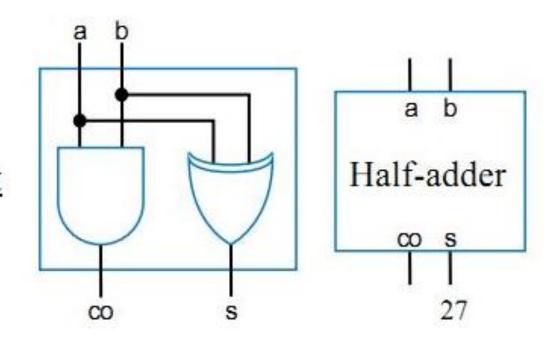
Step 2: Convert to equations

$$co = ab \leftarrow$$

 $s = a'b + ab'$ (same as $s = a \times b + ab'$) \leftarrow

Half Adder...

Step 3: Create the circuit



Half Adder Using CMOS Logic

Try Yourself

Full Adder

- Adds 3 bits
- Generates sum and carry

Step 1: Capture the function

Inputs			Outputs	
а	b	ci	co	S
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

Full Adder...

Step 2: Convert to equations

$$co = a'bc + ab'c + abc' + abc$$

 $co = a'bc + abc + abc' + abc' + abc$
 $co = (a'+a)bc + (b'+b)ac + (c'+c)ab$
 $co = bc + ac + ab$

$$S = \overline{A} \overline{B} C + \overline{A} \overline{B} \overline{C} + ABC + A\overline{B} \overline{C}$$

$$S = \overline{A} (\overline{B} C + B\overline{C}) + A(BC + \overline{B} \overline{C})$$

$$S = \overline{A} (\overline{B} C + B\overline{C}) + A(\overline{BC} + (\overline{B + C}))$$

$$S = \overline{A} (\overline{B} C + B\overline{C}) + A((\overline{B} + \overline{C}) + (\overline{B + C}))$$

$$S = \overline{A} (\overline{B} C + B\overline{C}) + A((\overline{B} + \overline{C})(B + C))$$

$$S = \overline{A} (\overline{B} C + B\overline{C}) + A((\overline{B} B + \overline{B} C + \overline{C} B + \overline{C} C)$$

$$S = \overline{A} (\overline{B} C + B\overline{C}) + A((\overline{B} C + B\overline{C}))$$

$$S = \overline{A} (\overline{B} C + B\overline{C}) + A((\overline{B} C + B\overline{C}))$$

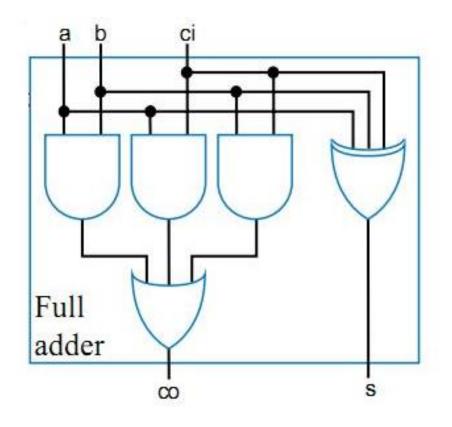
$$S = \overline{A} (\overline{B} C + B\overline{C}) + A((\overline{B} C + B\overline{C}))$$

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Full Adder...

Step 3: Create the circuit



Full Adder Using CMOS Logic...

Try Yourself



• In Binary Operation, shifting is a bitwise operation that shifts the operand 1 to n-1 places to the right or left.

Original Data	1	0	1	1
A.C				
After 2 bit shift	1	1	1	0



- Left Shift
- Right Shift
- n-bit shift = original data



4 bit left shift



• k-bit right shift = n-k bit left shift

1	0	1	1	
4-bit Input Data				
1	1	0	1	
1 bit right shift				
1	1	0	1	
	-			

3 bit left shift

4x4 Shifter

- Any general purpose n-bit shifter should be able to shift incoming data by up to (n – 1) place in a rightshift or left-shift direction.
- Further specifying that all shifts should be on an end-around basis, so that any bit shifted out at one end of a data word will be shifted in at the other end of the word, then the problem of right shift or left shift is greatly eased.
- The shifter must have:
 - input from a four line parallel data bus
 - four output lines for the shifted data
 - means of transferring input data to output lines with any shift from 0 to 3 bits



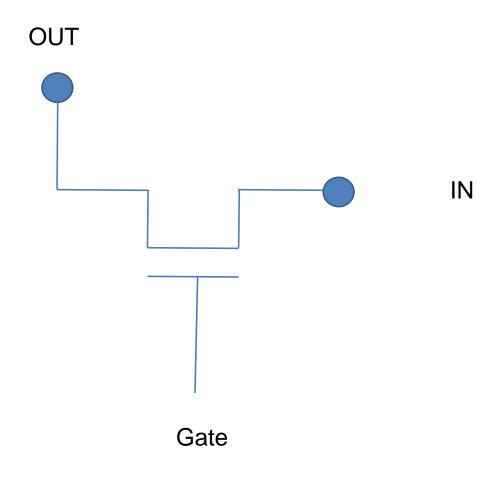
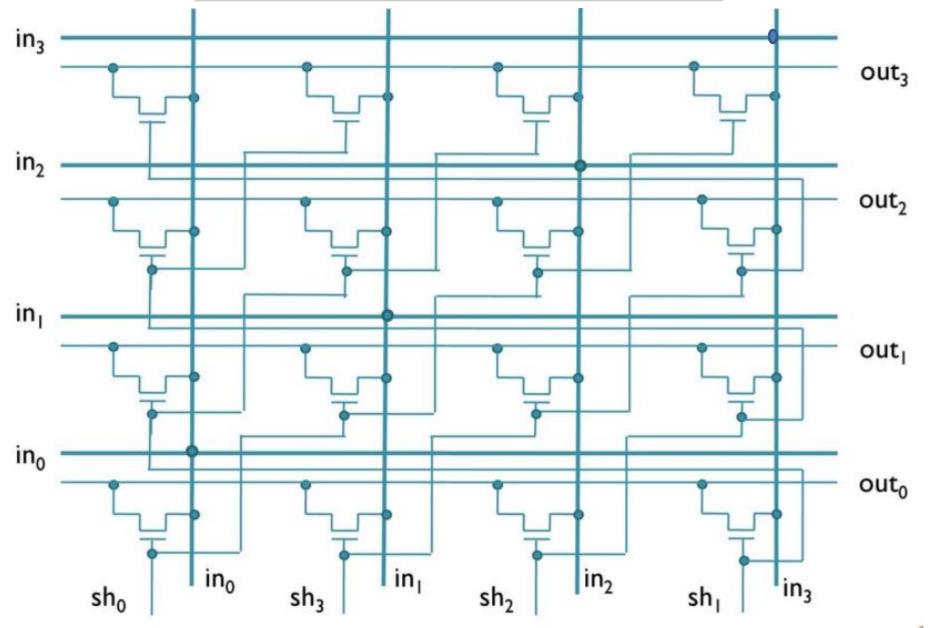
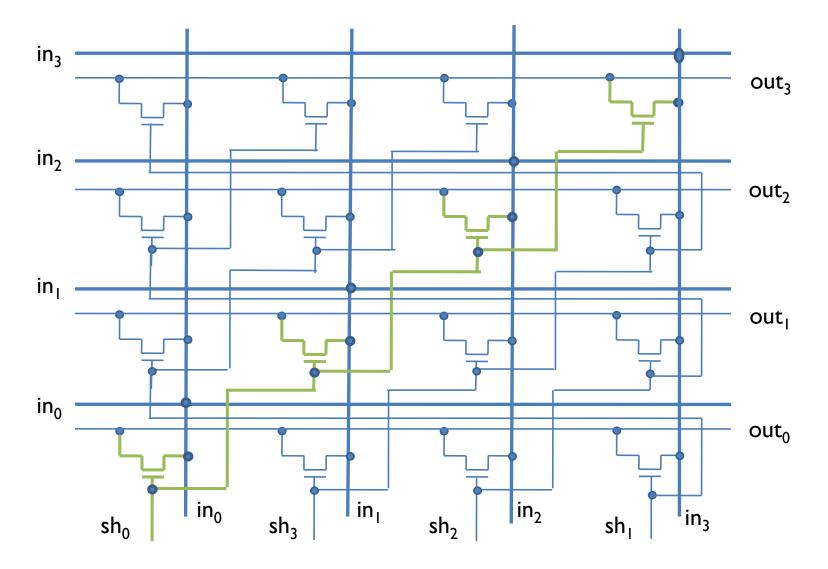


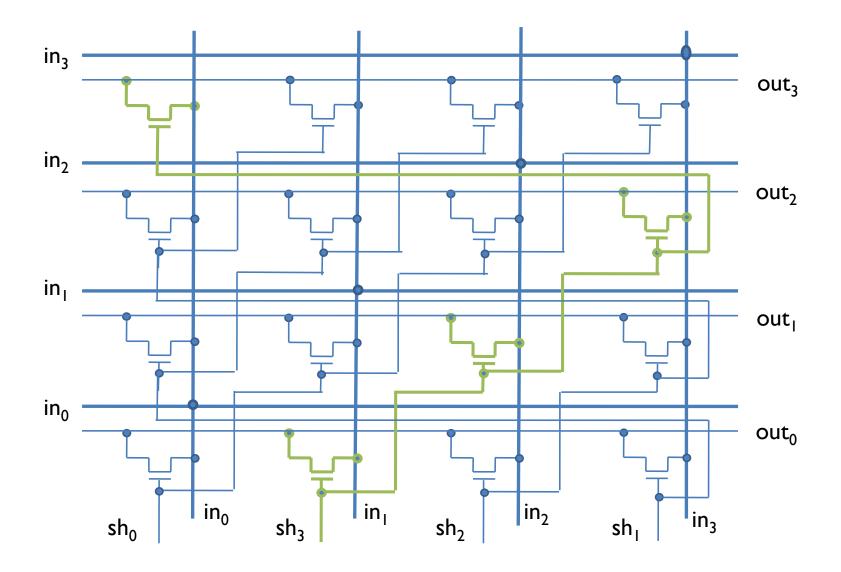
Figure: A switch

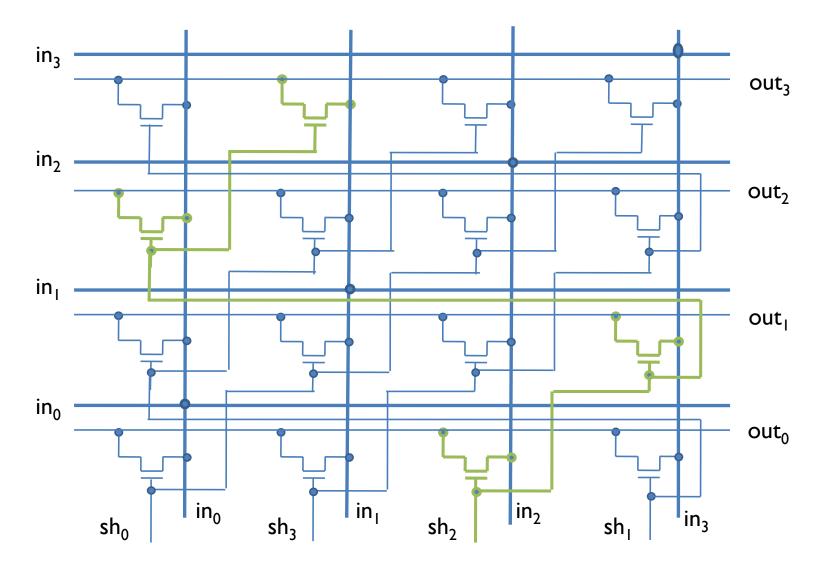
4x4 Crossbar Switch out₃ sw₁₃ sw₀₃ sw_{23} SW₃₃ out₂ sw_{12} sw_{02} sw₃₂ sw₂₂ out sw₀₁ sw_{31} SWII sw₂₁ out₀ sw_{00} sw_{10} sw_{20} sw₃₀ in in_2 in_0 in₃

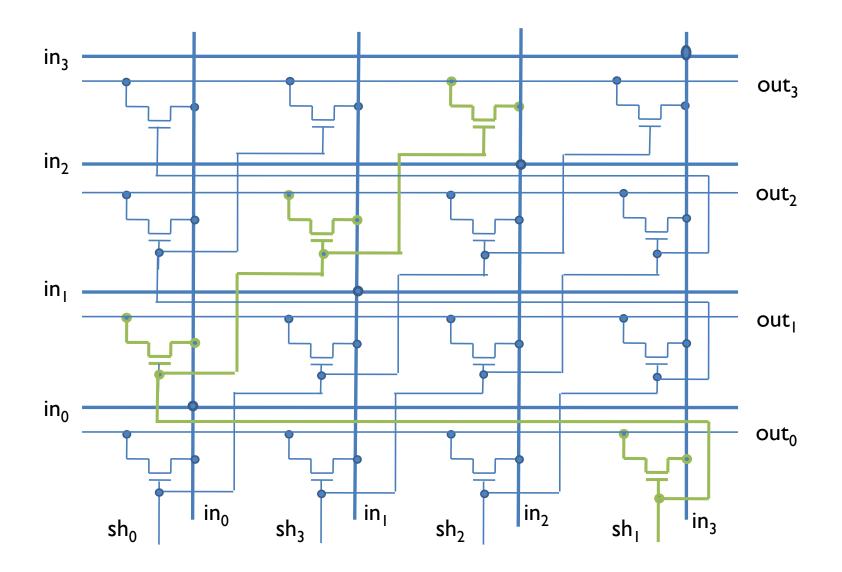
Fig.: 4x4 Crossbar Switch



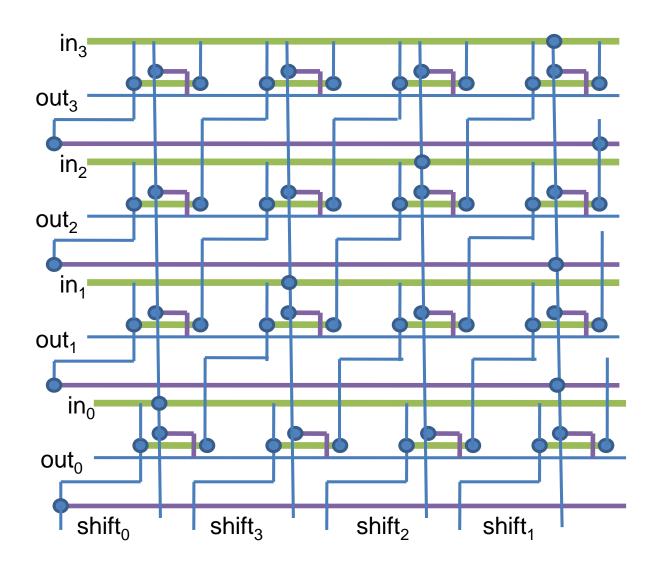








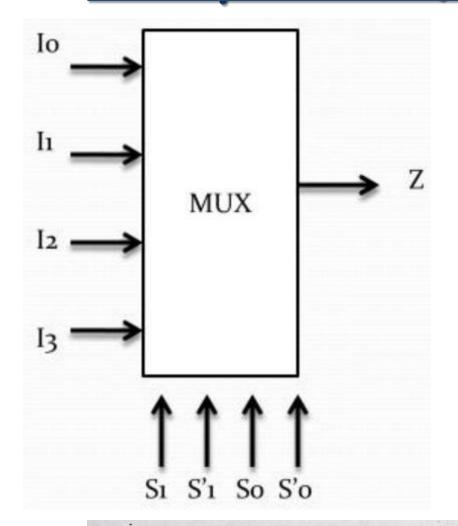
4x4 Barrel Shifter Stick Diagram



Applications

- Multiplication and Division
- Floating point arithmetic
- Alignment
- Microprocessor

Multiplexers (Data Selectors)



S ₁	So	Z
0	0	Io
0	1	I_1
1	0	I_2
1	1	I ₃

$$Z = I_0.\overline{S}_1.\overline{S}_0 + I_1.\overline{S}_1.S_0 + I_2.S_1.\overline{S}_0 + I_3.S_1.S_0$$

Fig: 4:1 MUX

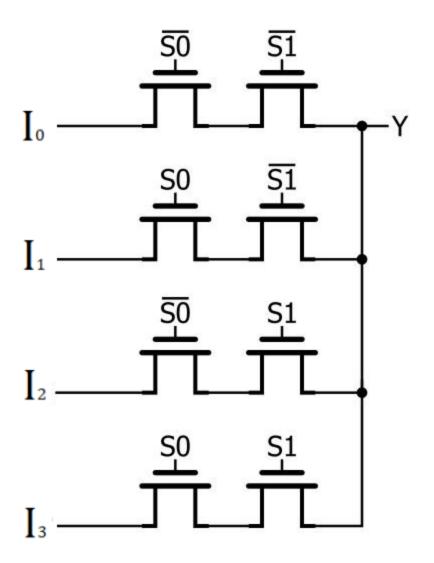
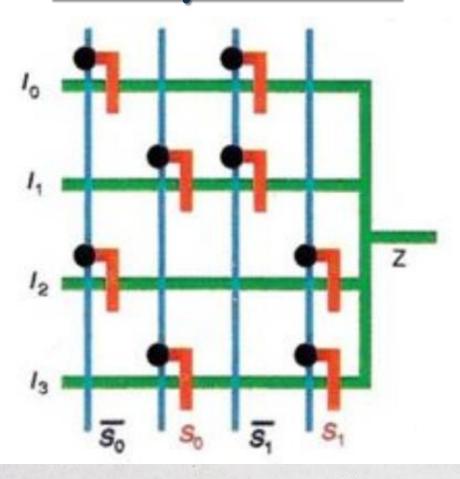


Fig: 4:1 MUX using NMOS Pass Transistor



$$Z = I_0.\overline{S}_1.\overline{S}_0 + I_1.\overline{S}_1.S_0 + I_2.S_1.\overline{S}_0 + I_3.S_1.S_0$$

Fig: Stick diagram for 4:1 MUX using NMOS Pass Transistor₂₅

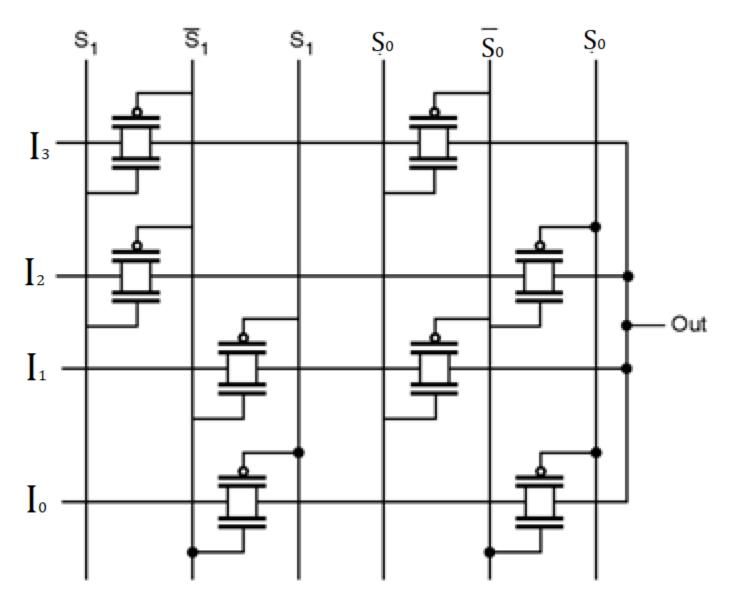


Fig: 4:1 MUX using CMOS Transmission/Pass Gate

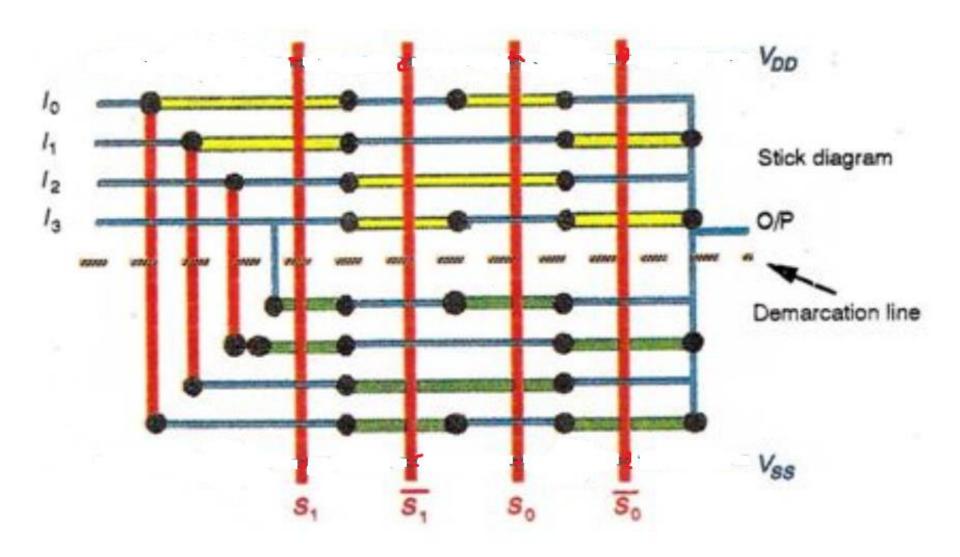
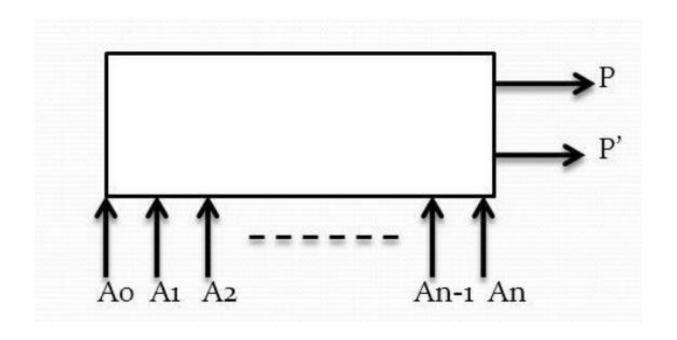


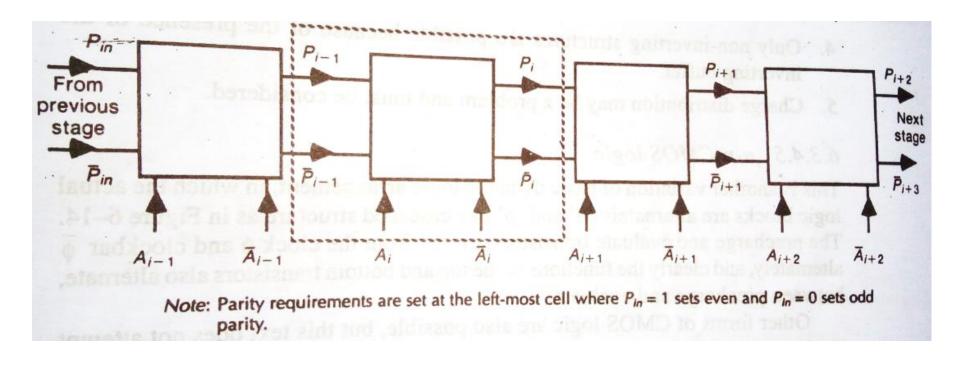
Fig: Stick diagram for 4:1 MUX using CMOS Pass Gate

• A circuit to be designed to indicate the **parity** of a binary number or word.



$$p = \begin{cases} 1 & Even number of 1's at input \\ 0 & Odd number of 1's at input \end{cases}$$

Fig: Parity Generator Basic Block Diagram



$$A_i = 1$$
 parity is changed, $P_i = \overline{P}_{i-1}$
 $A_i = 0$ parity is unchanged, $P_i = \overline{P}_{i-1}$

Fig: Parity Generator – Structured Design Approach

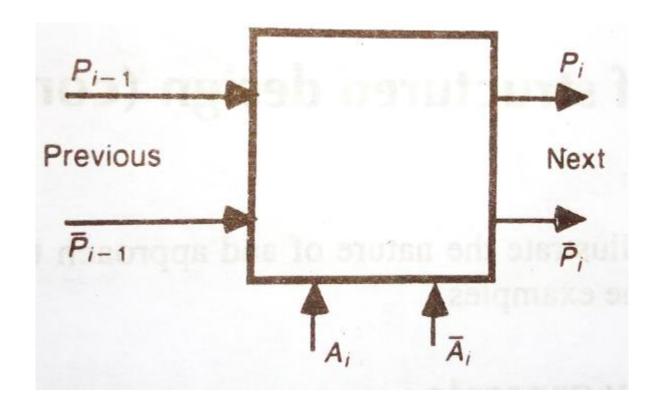


Fig: Parity Generator – Basic One Bit Cell

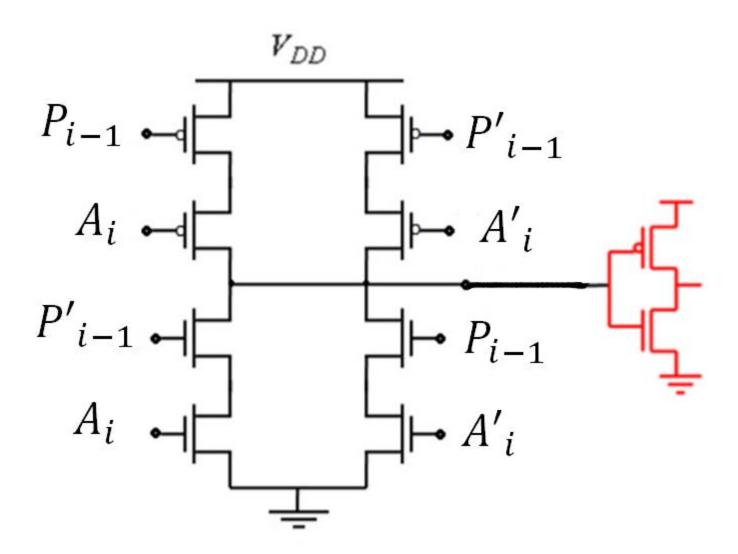
Truth Table of Parity Generator:

P_{i-1}	A	P_i
0	0	0
0	1	1
1	0	1
1	1	0

$$P_i = P'_{i-1}.A_i + P_{i-1}.A'_i$$

i.e.
$$P_i = P_{i-1} \oplus A$$

Parity Generator Circuit (CMOS):



Parity Generator Stick Diagram (CMOS):

Try This Home

Acknowledgement

- [1] http://bwrcs.eecs.berkeley.edu/Classes/ic541ca/ic541ca_f01/Notes/chapter6.pdf
- [2] https://slideplayer.com/slide/13382157/

Thanks