

ASSIGNMENT

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Course Name Logic Design

Programme B.Tech

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Declaration Sheet					
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Course Code	CSC203A				
Course Title	Logic Design				
Course Date		to			
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Declaration

The assignment submitted herewith is a result of my own investigations and that I have conformed to the guidelines against plagiarism as laid out in the Student Handbook. All sections of the text and results, which have been obtained from other sources, are fully referenced. I understand that cheating and plagiarism constitute a breach of University regulations and will be dealt with accordingly.

Signature of the Student			Date	
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Solution to Question No. 1 Part A:

A 1.1 Introduction:

Computers and essentially any digital logic can be thought of a really dumb machine which is really good at following instructions, the downside of being *dumb* is that, first of all the data is composed of bits, which can be either 1, or 0, that's only two states, and also that this dumb machine can only add, but is really good at it, subtraction can also be thought of as addition, where we are adding a number to another negative number, here we use complements to represent negative numbers.

I would like to think of complements as *rotation* of numbers, it's essentially rotation in its core, suppose we would like to represent -n in 10's complement and assuming we deal with only 1 digit, it will be like counting from the end n times, $9, 8, 7, \ldots, n^{th}$. This seems intuitive and a very clever way to subtract without knowing the actual knowledge of negative numbers, Clever Humans, Dumb Computers, beautiful combination. Let's go by this quote,

"There is a race between mankind and the universe. Mankind is trying to build bigger, better, faster and more foolproof machines. The universe is trying to build bigger, better, and faster fools. So far the universe is winning

- Albert Einstein"

A 1.2 Arithmetic subtraction using BCD and Excess-3 codes:

To illustrate and compare the two forms of codes in terms of subtraction we will try to perform

$$323 - 414 = -091$$

Arithmetic subtraction using BCD

It can also be written as 323 + (-414), so we convert -414 into its 9's complement which is 999 - 414 = 585, this number is then converted to BCD and then added to 323 in BCD

 $\begin{array}{cccc} 0011 & 0010 & 0011 \\ 0101 & 1000 & 0101 \end{array}$

1000 1010 1000

The Binary Code 1010 is not a valid BCD, so we add 0110 to it to get,

1000 1010 1000 0110 0001 1001 0000 1000

Now the answer obtained is in BCD, or decimal 908 which is 9's complemented, and since we did not observe any end - arround - carry the result obtained is negative

Hence 323 - 414 = -91, which was the required answer.

Using the 9's complement in such a way seems more *human* than a *machine*, let's look at a better way, using 1's complement, which a machine can do quite easily, we'll convert 414 into it's BCD 1's complement and add it to BCD 323

```
0011 0010 0011
1011 1110 1011
1110 0000 1110
0001
1111 0000 1110
```

Since there was no end-around-carry we know for sure that our answer is negative, now we do 1's complement of our result and those individual groups that had a carry are added 1010 to them others are added with 0000, any carries found henceforth are dropped.

```
1111 0000 1110 0000 1111 0001 \leftarrow 1's complemented 0000 1010 0000 0000 1001 0001
```

The result obtained is in BCD, converted to Decimal is 91 and since we know its negative the final answer is -91, which was our desired result.

Arithmetic subtraction using Excess-3

Taking the same example, we convert our decimal into Excess-3 code, the operands are converted to their respective XS-3 code. 414 in XS-3 Code is complemented using 9's complement since it's a negative number and then they are added.

```
0110 0101 0110
1000 1011 1000
1110 0000 1110
0001 1110
```

Now we invert the bit's,

1111 is not a valid XS-3 code, so we add 0110 to it, so our final result becomes 0000 1001 0001, which is 91 and since there was no end - around - carry the number is negative, hence -91

A 1.3 Conclusion:

Excess-3 Code is self-complementing, if we compare the procedure used for BCD and XS-3, there is that less extra steps, i.e. the number in BCD should be 9's complemented from decimal and then converted back to BCD, which in XS-3, the 9's complement is same as the 1's complement, i.e. changing 0s to 1s and vice-versa, which makes it easier to perform the calculation.

Another conclusion drawn is that the number systems which are weighted codes, if the sum of the weights is equal to 9, they are self-complementing, in XS-3 the sum of weights is , 8+4-2-1=9, similarly in 2421 the sum of weights is, 2+4+2+1=9.

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Solution to Question No. 1 Part B:

B 1.1 Write the truth table for the combination circuit described above:

S	H	С	Т	х
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	1
0	1	1	1	0
1	0	0	0	1
1	0	0	1	1
1	0	1	0	1
1	0	1	1	0
1	1	0	0	1
1	1	0	1	0
1	1	1	0	0
1	1	1	1	0

B 1.2 Express the behavior of the circuit in the canonical Sum of Product (SoP) form

$$X = \bar{S}HC\bar{T} + S\bar{H}\bar{C}\bar{T} + S\bar{H}\bar{C}T + S\bar{H}C\bar{T} + SH\bar{C}\bar{T}$$

$$X = \sum (6, 8, 9, 10, 12)$$

B 1.3 Reduce the above SoP expression to the minimized form using K-Map: Without using Don't Care:

CTSH

Reduced form:

$$X = \bar{S}HC\bar{T} + S\bar{H}\bar{C} + S\bar{H}\bar{T} + S\bar{C}\bar{T}$$

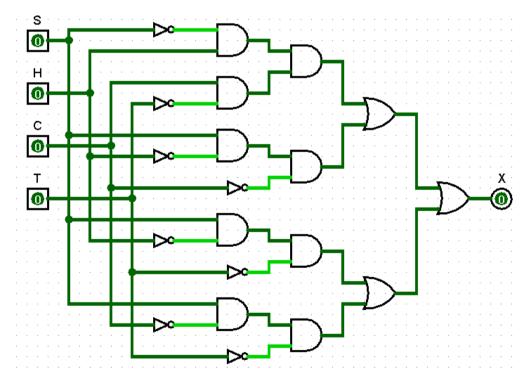


Figure B1.1 Circuit for B1

Using Don't Care:

Truth Table:

S	H	С	T	Х
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	1
0	1	1	1	Х
1	0	0	0	1
1	0	0	1	1
1	0	1	0	1
1	0	1	1	Х
1	1	0	0	1
1	1	0	1	Х
1	1	1	0	Х
1	1	1	1	Х

$$X = \sum m(6, 8, 9, 10, 12) + \sum \phi(7, 11, 13, 14, 15)$$

$$CT$$

$$00 \quad 01 \quad 11 \quad 10$$

$$00 \quad 0 \quad 0 \quad 0$$

$$01 \quad 0 \quad 0 \quad X \quad 1$$

$$SH$$

$$11 \quad 1 \quad X \quad X \quad X$$

$$10 \quad 1 \quad 1 \quad X \quad 1$$

Reduced form:

$$X = S + CH$$

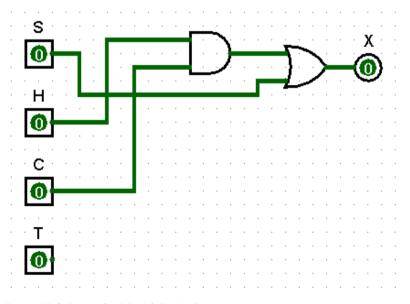


Figure B1.2 Circuit for B1 with Don't Care

Solution to Question No. 2 Part B:

Data:

Here A = 2, B = 3, C = 4, D = 5,

Given Minimum Credits = 6

B 2.1 Write the truth table for the combination circuit described above:

A	В	С	D	F
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	Х
0	1	0	0	0
0	1	0	1	Х
0	1	1	0	Х
0	1	1	1	Х
1	0	0	0	0
1	0	0	1	Х
1	0	1	0	1
1	0	1	1	Х
1	1	0	0	0
1	1	0	1	Х
1	1	1	0	Х
1	1	1	1	Х

B 2.2 Derive the minimized Product of Sum (PoS) expression using K-Map:

опр. сс		CD				
		00	01	11	10	
AB	00	0	0	X	0	
	01	0	X	X	X	
	11	0	X	X	X	
	10	0	X	X	1	

Reduced form:

$$F = (A) \cdot (C)$$

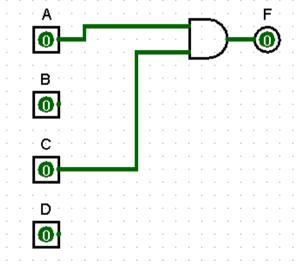


Figure B1.3 Circuit for B2

B 2.3 Analyze the importance of don't care condition in the process of minimization:

The don't care terms are important enough to be taken into consideration since it helps in reducing the expression even further by helping in grouping the terms together. Don't care is defined as those inputs for which the designer does not care, and the output for them is arbitrary.

The way it works is that each of these don't care conditions can be represent 2 values, (0 or 1), assuming that a function has k' don't care conditions or k' don't care bits, there can be k' distinct functions, each of the k' bit gives k' as k' don't care conditions or k' don't care bits, there can be k' distinct functions, each of the k' bit gives k' as k' and increases exponentially, now since there are so many combinations that can be used to obtain the minimal expression, thereby it decreases the number of inputs for the circuit making implementation faster.

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