# EE-224: Digital Design Common Functions & Implementation

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**Professor** 

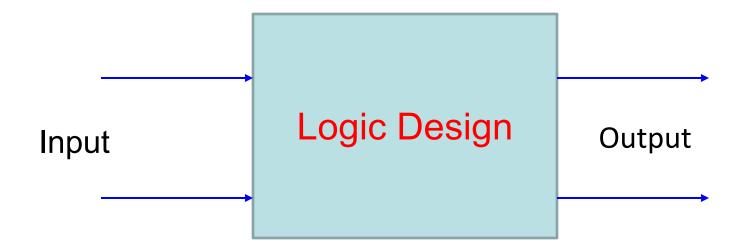
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# Digital System







# Digital Logic Design

- Express input output relationship using Truth table
- Generate the logical expression by disjunction (OR) of terms (conjunction of variables – AND) where system evaluates to true
- Replace all operators by the logic gates
- Replace logic gates by equivalent switching network (e.g., transistor level circuit)





# Specification: Logic Expression

#### **Truth Table**

XYZ	F
000	0
001	1
010	0
011	0
100	1
101	1
110	1
111	1

**Logic Expression** 

$$F = \overline{X}.\overline{Y}.Z + X.\overline{Y}.\overline{Z} + X.\overline{Y}.Z$$

$$+ X.\overline{Y}.Z + X.Y.Z$$

# Common Functions

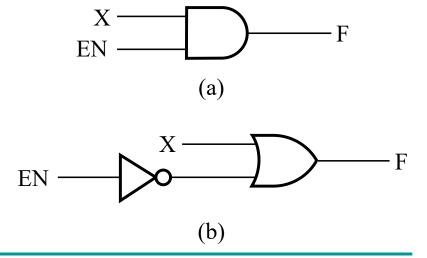




#### **Enabling Function**

- Enabling permits an input signal to pass through to an output
- Disabling blocks an input signal from passing through to an output, replacing it with a fixed value
- When disabled, 0 output
- When disabled, 1 output

EN	X	Y
0	0	0
0	1	0
1	0	0
1	1	1





## **Decoding Function**

- Decoding the
  - Conversion of *n*-bit input to *m*-bit output
  - Given  $n \le m \le 2^n$
- Circuits that perform decoding are called decoders
  - Called *n*-to-*m* line decoders, where  $m \leq 2^n$ , and
  - Generate 2<sup>n</sup> (or fewer) 1's in output for the n input variables





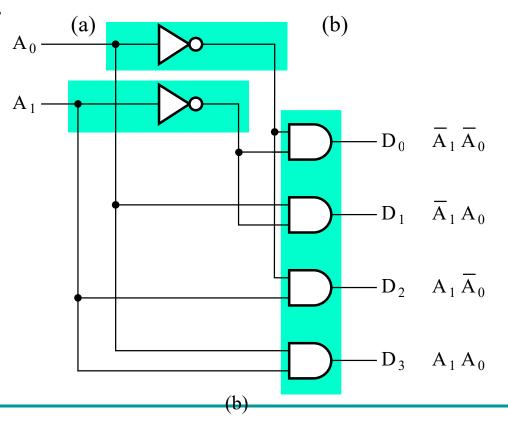
#### Decoder

• 1-to-2-Line Decoder

A	$\mathbf{D_0}$	$\mathbf{D}_1$	$D_0$	$\overline{\Delta}$
0	1	0	$\begin{array}{c c} & & & & \\ & & & & \\ & & & & \\ & & & & $	11
1	0	1	$A \longrightarrow D_1$	A

• 2-to-4-Line Decoder

$\mathbf{A}_1$	$\mathbf{A}_0$	$\mathbf{D}_0$	$\mathbf{D}_1$	$\mathbf{D}_2$	$\mathbf{D}_3$
0	0	1	0	0	0
0	1	0	1	0	0
1	0	0	0	1	0
1	1	0	0	0	1
(a)					





## **Encoding Function**

- Encoding the opposite of decoding
  - Conversion of m-bit input to n-bit output
- Circuits that perform encoding are called encoders
  - An encoder has 2<sup>n</sup> (or fewer) input lines and n output lines which generate the binary code corresponding to the input values
  - Typically, an encoder converts a code containing exactly one bit that is 1 to a binary code corres-ponding to the position in which the 1 appears.





#### Encoder

- A decimal-to-BCD encoder
  - Inputs: 10 bits corresponding to decimal digits 0 through 9,  $(D_0, ..., D_9)$
  - Outputs: 4 bits with BCD codes
  - Function: If input bit  $D_i$  is a 1, then the output  $(A_3, A_2, A_1, A_0)$  is the BCD code for i,
- The truth table could be formed, but alternatively, the equations for each of the four outputs can be obtained directly.





#### Encoder

 Input D<sub>i</sub> is a term in equation A<sub>i</sub> if bit A<sub>i</sub> is 1 in the binary value for i. 

Equations:

$$A_3 = D_8 + D_9$$
  
 $A_2 = D_4 + D_5 + D_6 + D_7$   
 $A_1 = D_2 + D_3 + D_6 + D_7$   
 $A_0 = D_1 + D_3 + D_5 + D_7 + D_9$ 



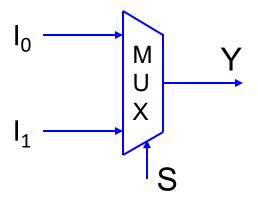
#### Selection Function

- Selecting of data or information is a critical function in digital systems and computers
- Circuits that perform selecting have:
  - A set of information inputs from which the selection is made
  - A single output
  - A set of control lines for making the selection
- Logic circuits that perform selecting are called multiplexers



#### Multiplexers

- A multiplexer selects one input line and transfers it to output
  - n control inputs ( $S_{n-1}$ , ...  $S_0$ ) called *selection* inputs
  - $m \le 2^n$  information inputs  $(I_2^n_{-1}, ... I_0)$
  - output Y





## 2-to-1-Line Multiplexer

- Since  $2 = 2^1$ , n = 1
- The single selection variable S has two values:

- Truth Table
- Symbolic equation:

$$Y = I_0 . \overline{S} + S . I_1$$

Logic expression

$$Y = \overline{S}.I_0.\overline{I}_1 + \overline{S}.I_0.I_1$$

$$+ S.\overline{l}_{0}.l_{1} + S.l_{0}.l_{1}$$

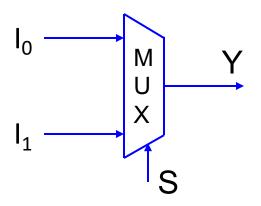
S	I <sub>o</sub>	l <sub>1</sub>	Υ
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

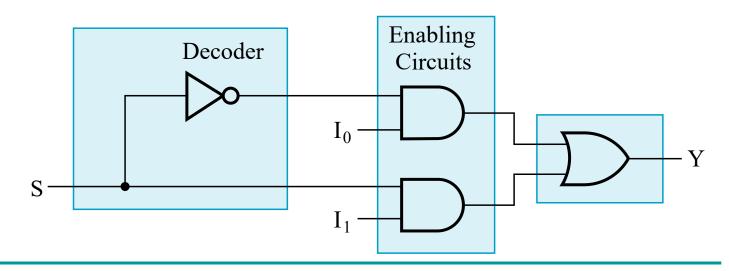


## 2-to-1-Line Multiplexer

- The single selection variable S has two values:
  - -S = 0 selects input  $I_0$
  - -S = 1 selects input  $I_1$
- The logic equation:

$$Y = I_0 \overline{S} + S.I_1$$







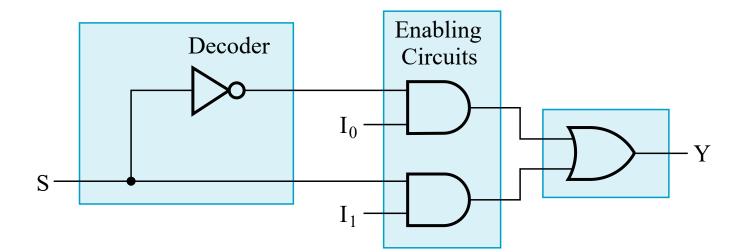
# Implementation





# **Using Logic Gates**

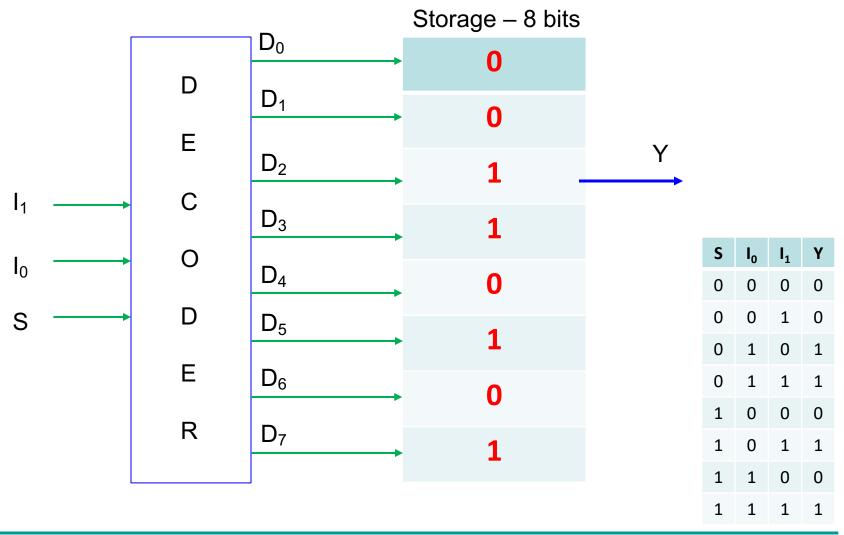
#### • 2x1 Multiplexer



Truth Table			ble
S	I <sub>o</sub>	l <sub>1</sub>	Y
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	0
1	1	1	1



#### Using Storage Elements





# Optimization



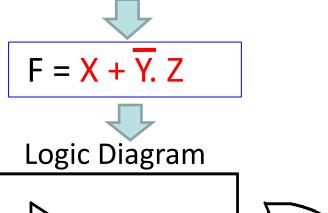


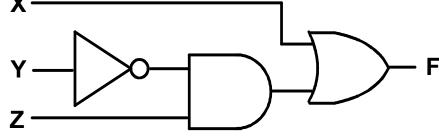
## Specification: Logic Function

#### **Truth Table**

XYZ	F
000	0
001	1
010	0
011	0
<b>1</b> 00	1
<b>1</b> 01	1
<b>1</b> 10	1
<b>1</b> 11	1

$$F = \overline{X}. \overline{Y}. Z + X. \overline{Y}. \overline{Z} + X. \overline{Y}. Z + X. \overline{Y}. Z + X. \overline{Y}. Z + X. \overline{Y}. Z$$







#### **Optimization Parameters**

- Area: # Switches (Gates)
- Performance (Delay): # Switches in series
- Power: # Switches
- Testability: Interconnect network
- Security
- Intelligence





# Thank You



