

# Module 3

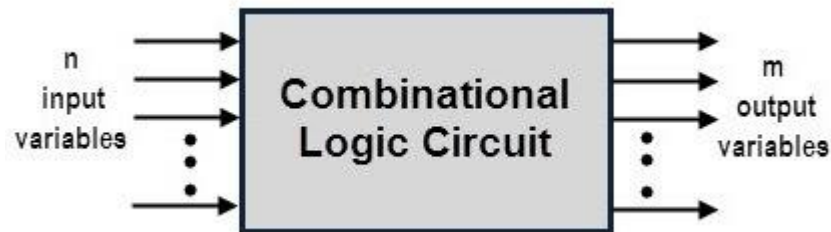
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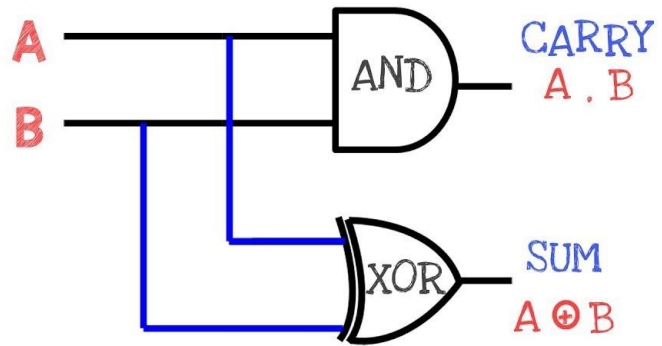
VIT University

# Combinational Circuits

- Outputs at any time is a function of only present inputs



## Half Adder



Input		Output	
A	B	Sum	Carry
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

```
assign sum=a^b;  
assign carry=a&b;
```

```
module ha_beh(sum,carry, a,b);  
input a,b;  
output reg sum,carry;  
always@(a or b)  
begin  
sum = a ^ b;  
carry = a&b;  
end  
endmodule
```

```
module ha_beh1(sum,carry,a,b);  
input a,b;  
output reg sum,carry;  
always@(a or b)  
  case ({a, b})  
    2'b00: begin sum = 0; carry = 0; end  
    2'b01: begin sum = 1; carry = 0; end  
    2'b10: begin sum = 1; carry = 0; end  
    2'b11: begin sum = 0; carry = 1; end  
  
  endcase  
endmodule
```

```
module ha_beh2( A, B, S, C);  
  input wire A, B;  
  output reg S, C;
```

```
always @(A or B )  
begin
```

```
  if(A==0 && B==0)
```

```
    begin
```

```
      S=0;
```

```
      C=0;
```

```
    end
```

```
    else if(A==0 && B==1)
```

```
      begin
```

```
        S=1;
```

```
        C=0;
```

```
      end
```

```
    else if(A==1 && B==0 )
```

```
      begin
```

```
        S=1;
```

```
        C=0;
```

```
      end
```

```
    else if(A==1 && B==1)
```

```
      begin
```

```
        S=0;
```

```
        C=1;
```

```
      end
```

```
    end
```

```
endmodule
```

\*\*\*\*\*

## Test Bench- Half adder

\*\*\*\*\*

```
module ha_tb;
reg a,b;
wire s,c;
halfadder_gate dut(.sum(s),.carry(c),.a(a),.b(b));
initial begin
$monitor(s,c,a,b);
a=1'b0;
b=1'b0;
#100;
a=1'b0;
b=1'b1;
#100;
a=1'b1;
b=1'b0;
#100;
a=1'b1;
b=1'b1;
#100;
end
endmodule
```

\$monitor- We use this function to monitor the value of signals in our testbench and display a message whenever one of these signals changes state.

# Full adder

A	B	Cin	Sum	Cout
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

assign sum=a^b^c;

assign carry=a&b|b&c|c&a;



For S:

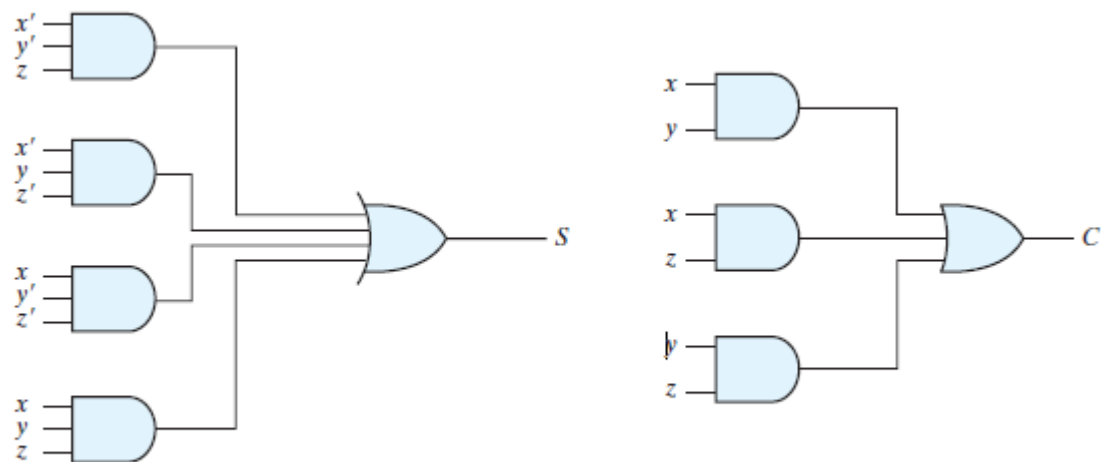
		$BC_{in}$			
$A$	$\overline{A}$	$\overline{B}\overline{C}_{in}$	$\overline{B}C_{in}$	$B\overline{C}_{in}$	$BC_{in}$
	$A$				
	$\overline{A}$		1		1
	$A$	1		1	

$$S = A \oplus B \oplus C_{in}$$

For  $C_{in}$ :

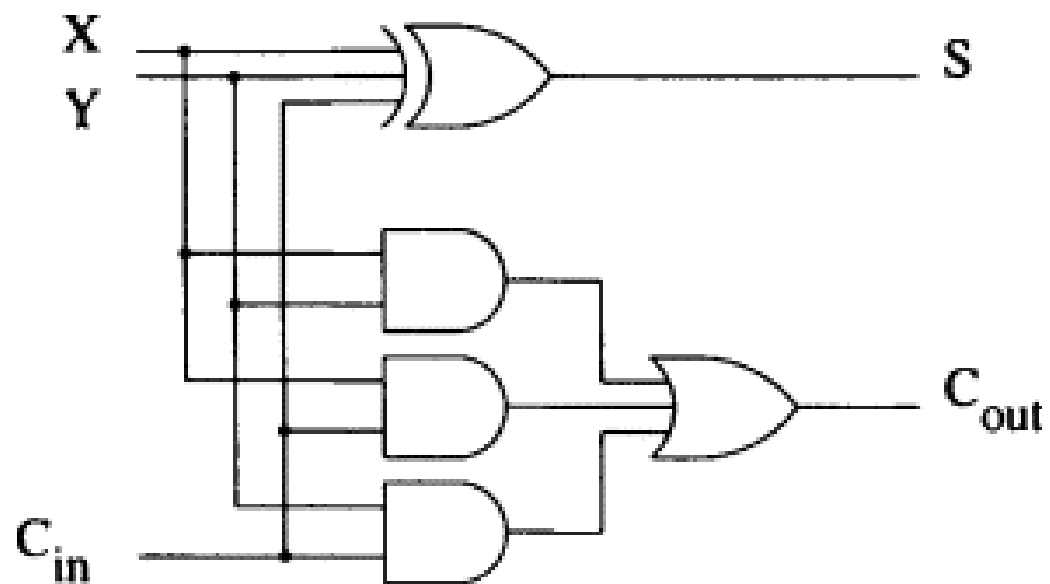
		$BC_{in}$			
$A$	$\overline{A}$	$\overline{B}\overline{C}_{in}$	$\overline{B}C_{in}$	$B\overline{C}_{in}$	$BC_{in}$
	$A$				
	$\overline{A}$			1	
	$A$		1	1	1

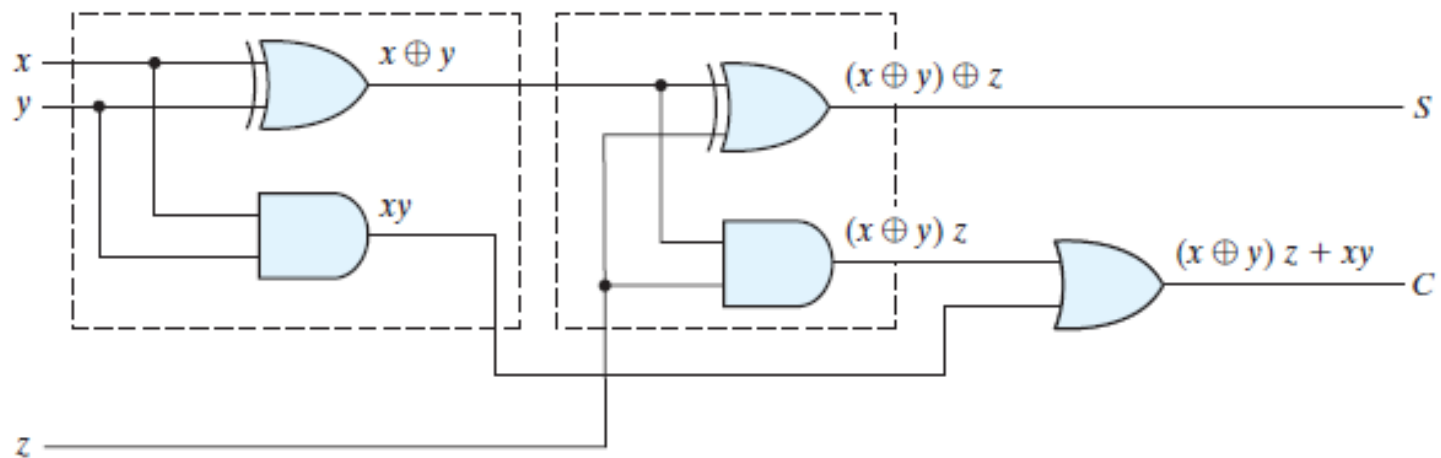
$$C_{out} = AB + BC_{in} + C_{in}A$$



**FIGURE 4.7**

Implementation of full adder in sum-of-products form



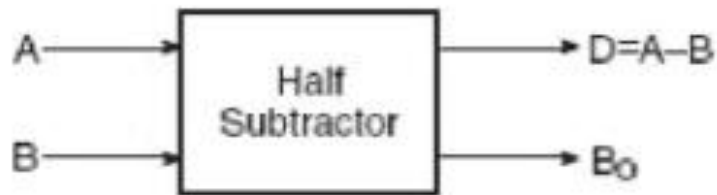


**FIGURE 4.8**

Implementation of full adder with two half adders and an OR gate

$$D = \overline{A}.B + A.\overline{B}$$

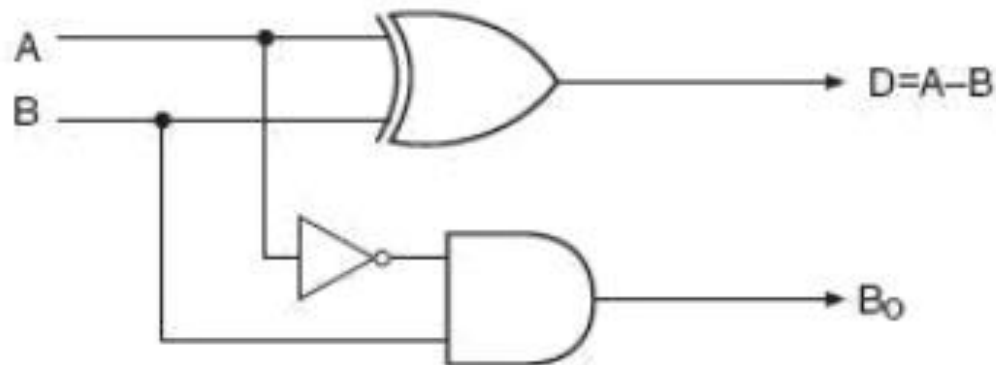
$$B_o = \overline{A}.B$$



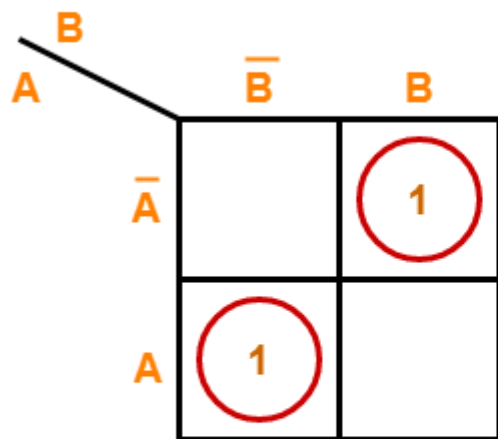
A	B	D	B <sub>o</sub>
0	0	0	0
0	1	1	1
1	0	1	0
1	1	0	0

Half Subtractor

assign diff=a^b;  
assign borrow=(~a)&b;

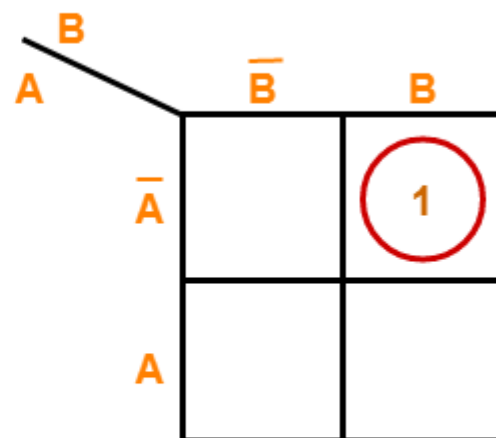


For D:



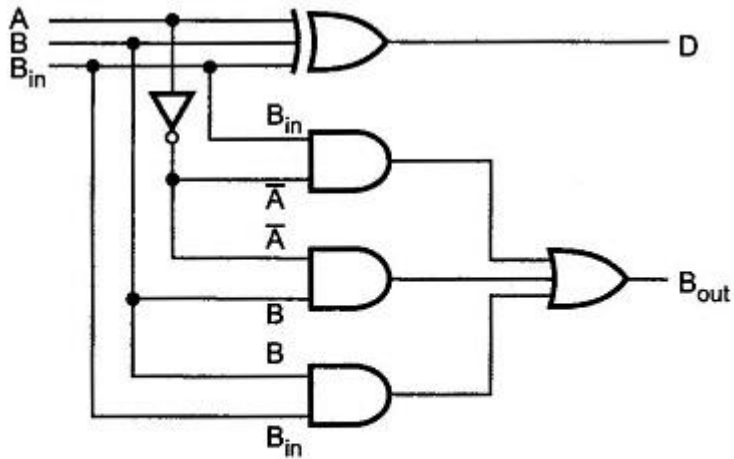
$$D = A \oplus B$$

For b:



$$b = \bar{A}.B$$

K Maps



```

assign diff=a^b^c;
assign borrow=(~a)&b|(~a)&c|b&c;

```

Fig. 3.23 Implementation of full-subtractor

INPUT			OUTPUT	
A	B	Bin	D	Bout
0	0	0	0	0
0	0	1	1	1
0	1	0	1	1
0	1	1	0	1
1	0	0	1	0
1	0	1	0	0
1	1	0	0	0
1	1	1	1	1

For D:

		$B B_{in}$ $\bar{B} \bar{B}_{in}$ $\bar{B} B_{in}$ $B B_{in}$ $B \bar{B}_{in}$			
A	$\bar{A}$		1		1
	A	1		1	

$$D = A \oplus B \oplus B_{in}$$

For  $B_{in}$ :

		$B B_{in}$ $\bar{B} \bar{B}_{in}$ $\bar{B} B_{in}$ $B B_{in}$ $B \bar{B}_{in}$			
A	$\bar{A}$		1	1	1
	A			1	

$$B_{out} = \bar{A} B + (\bar{A} + B) B_{in}$$

- *decoder* is a combinational circuit that converts binary information from  $n$  input lines to a maximum of  $2^n$  unique output lines.
- The decoders presented here are called  $n$  -to- $m$  -line decoders, where  $m \leq 2^n$ . Their
- BCD-to-seven-segment decoder.



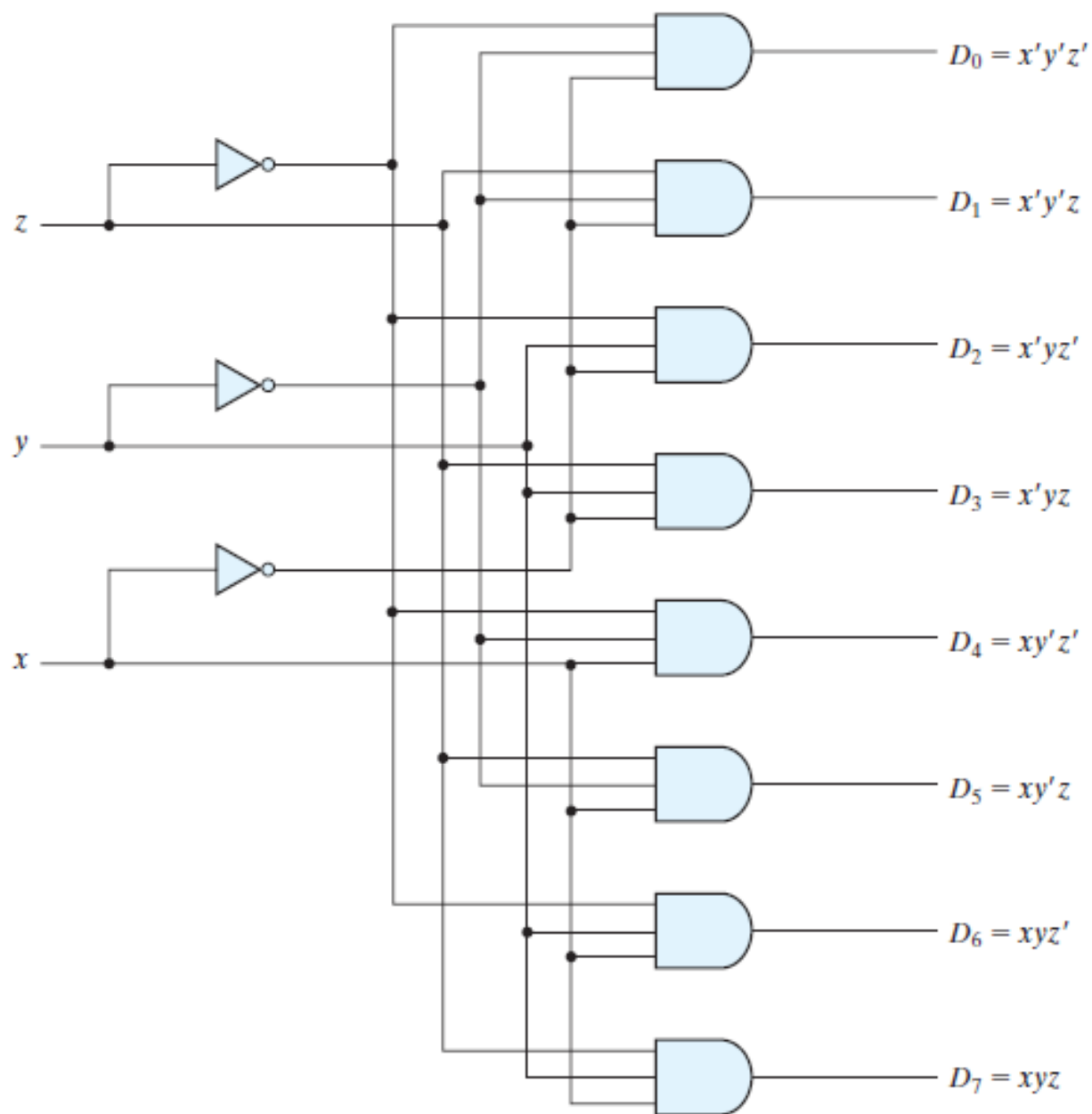
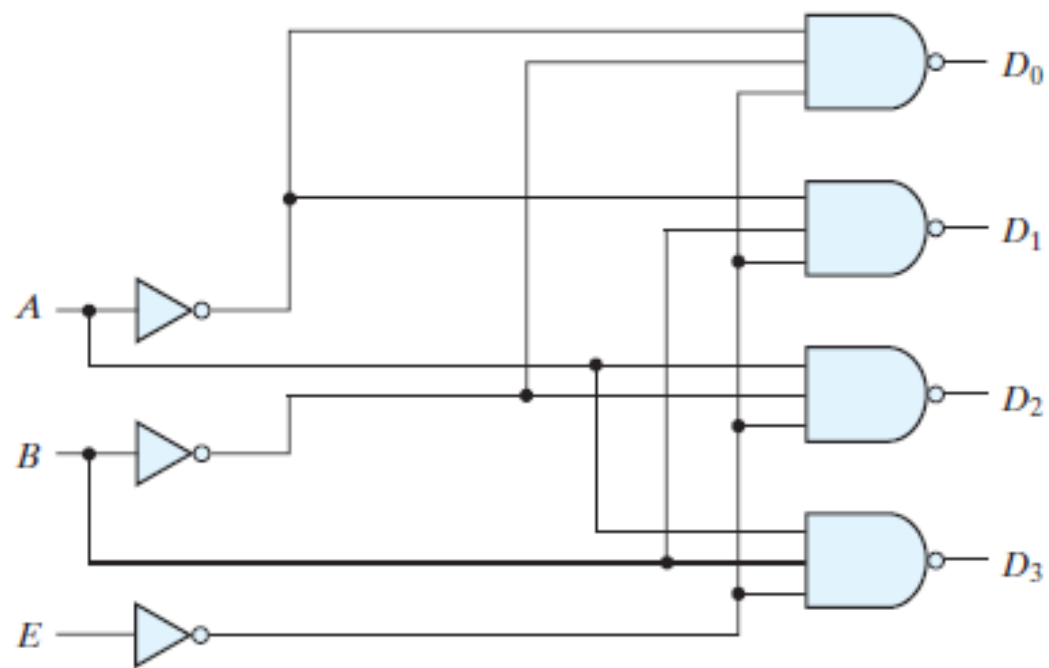


FIGURE 4.18

**Table 4.6***Truth Table of a Three-to-Eight-Line Decoder*

Inputs			Outputs							
<i>x</i>	<i>y</i>	<i>z</i>	<i>D</i> <sub>0</sub>	<i>D</i> <sub>1</sub>	<i>D</i> <sub>2</sub>	<i>D</i> <sub>3</sub>	<i>D</i> <sub>4</sub>	<i>D</i> <sub>5</sub>	<i>D</i> <sub>6</sub>	<i>D</i> <sub>7</sub>
0	0	0	1	0	0	0	0	0	0	0
0	0	1	0	1	0	0	0	0	0	0
0	1	0	0	0	1	0	0	0	0	0
0	1	1	0	0	0	1	0	0	0	0
1	0	0	0	0	0	0	1	0	0	0
1	0	1	0	0	0	0	0	1	0	0
1	1	0	0	0	0	0	0	0	1	0
1	1	1	0	0	0	0	0	0	0	1



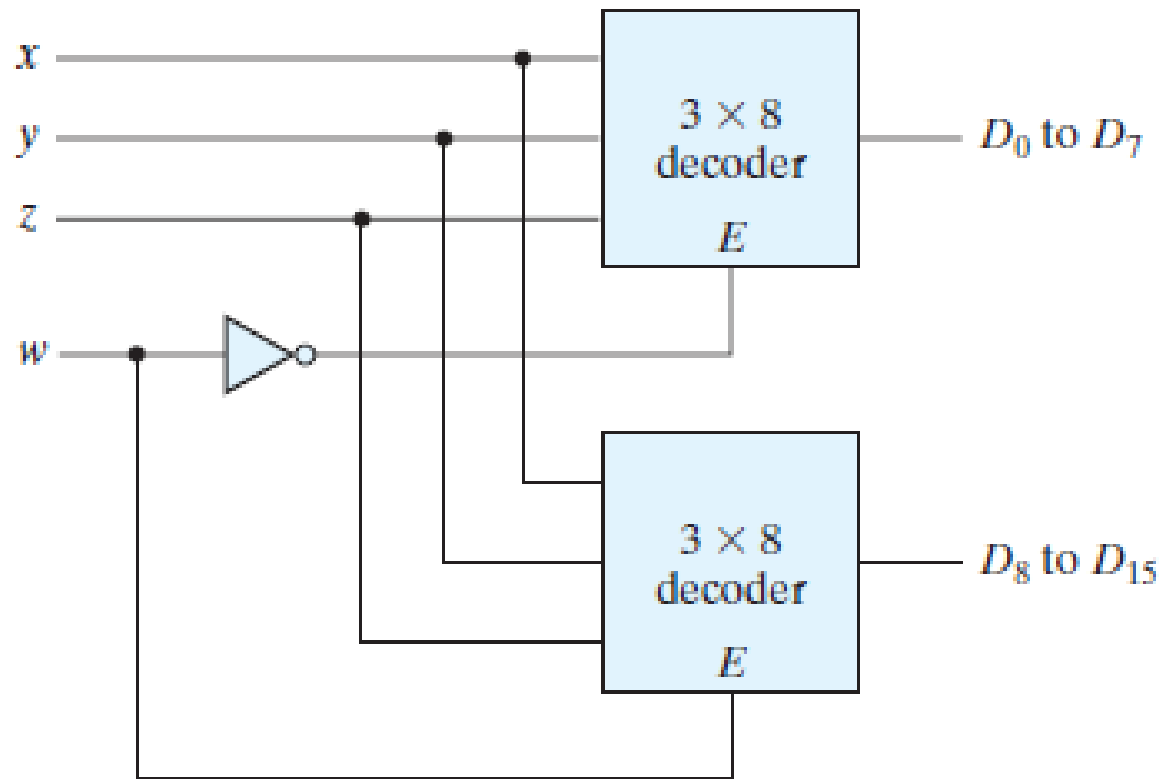
(a) Logic diagram

$E$	$A$	$B$	$D_0$	$D_1$	$D_2$	$D_3$
1	$X$	$X$	1	1	1	1
0	0	0	0	1	1	1
0	0	1	1	0	1	1
0	1	0	1	1	0	1
0	1	1	1	1	1	1

(b) Truth table

# A decoder with enable input can function as a *demultiplexer*

- a circuit that receives information from a single line and directs it to one of  $2^n$  possible output lines.
- function as a one-to-four-line demultiplexer when  $E$  is taken as a data input line and  $A$  and  $B$  are taken as the selection inputs.

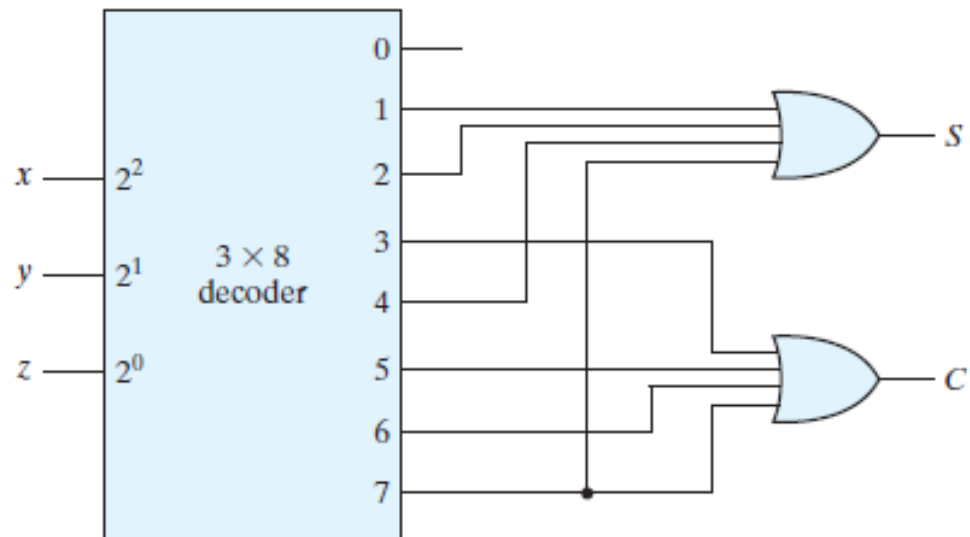


**FIGURE 4.20**

$4 \times 16$  decoder constructed with two  $3 \times 8$  decoders

# Combinational Logic Implementation

- $S(x, y, z) = (1, 2, 4, 7)$
- $C(x, y, z) = (3, 5, 6, 7)$



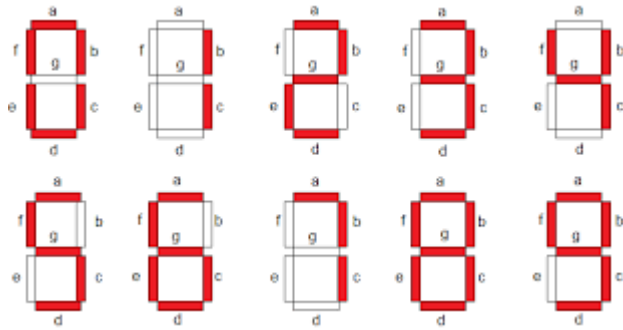
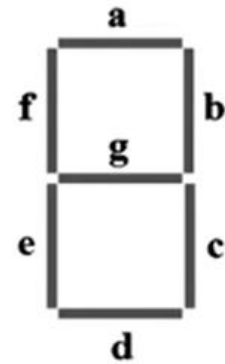
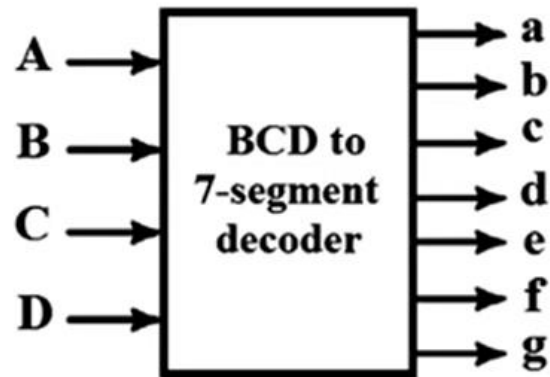
**FIGURE 4.21**

Implementation of a full adder with a decoder

# Application

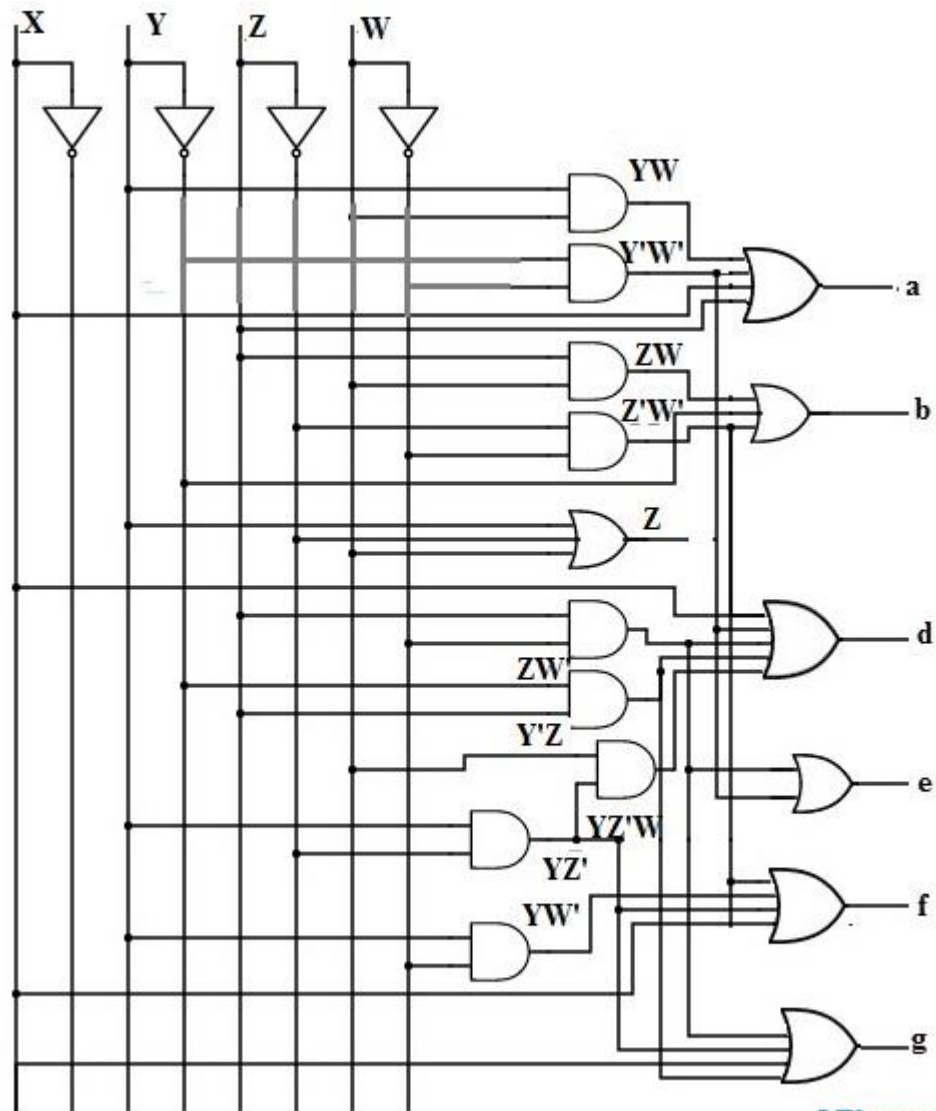
- BCD to 7 segment decoder
- Address Decoder in Computer memory
- Instruction decoder in Control Unit

# BCD to 7-segment decoder



A	B	C	D	a	b	c	d	e	f	g
0	0	0	0	1	1	1	1	1	1	0
0	0	0	1	0	1	1	0	0	0	0
0	0	1	0	1	1	0	1	1	0	1
0	0	1	1	1	1	1	1	0	0	1
0	1	0	0	0	1	1	0	0	1	1
0	1	0	1	1	0	1	1	0	1	1
0	1	1	0	1	0	1	1	1	1	1
0	1	1	1	1	1	1	0	0	0	0
1	0	0	0	1	1	1	1	1	1	1
1	0	0	1	1	1	1	1	0	1	1





# Encoders

**Table 4.7**

*Truth Table of an Octal-to-Binary Encoder*

Inputs								Outputs		
$D_0$	$D_1$	$D_2$	$D_3$	$D_4$	$D_5$	$D_6$	$D_7$	$x$	$y$	$z$
1	0	0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0	0	1
0	0	1	0	0	0	0	0	0	1	0
0	0	0	1	0	0	0	0	0	1	1
0	0	0	0	1	0	0	0	1	0	0
0	0	0	0	0	1	0	0	1	0	1
0	0	0	0	0	0	1	0	1	1	0
0	0	0	0	0	0	0	1	1	1	1

$$z = D_1 + D_3 + D_5 + D_7$$

$$y = D_2 + D_3 + D_6 + D_7$$

$$x = D_4 + D_5 + D_6 + D_7$$

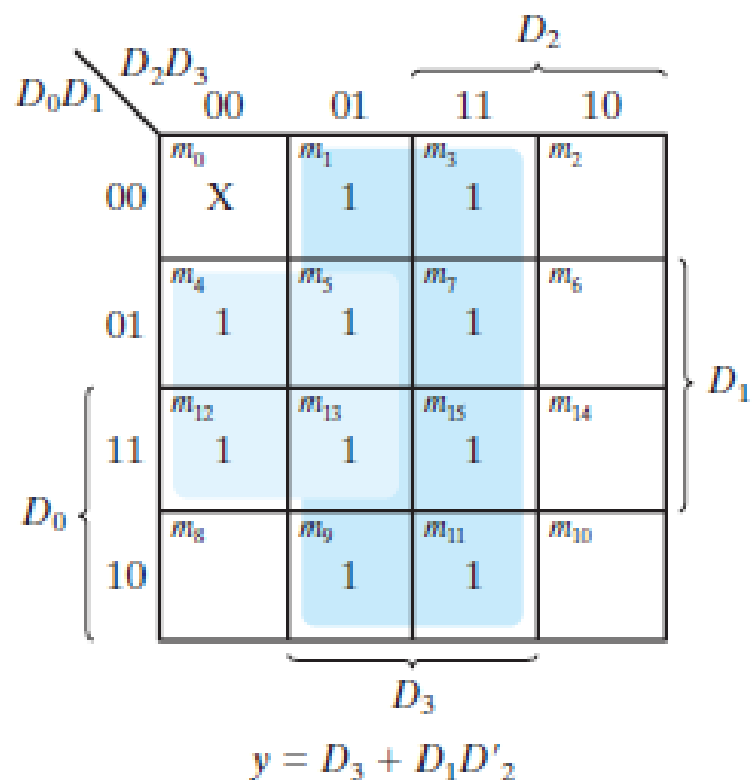
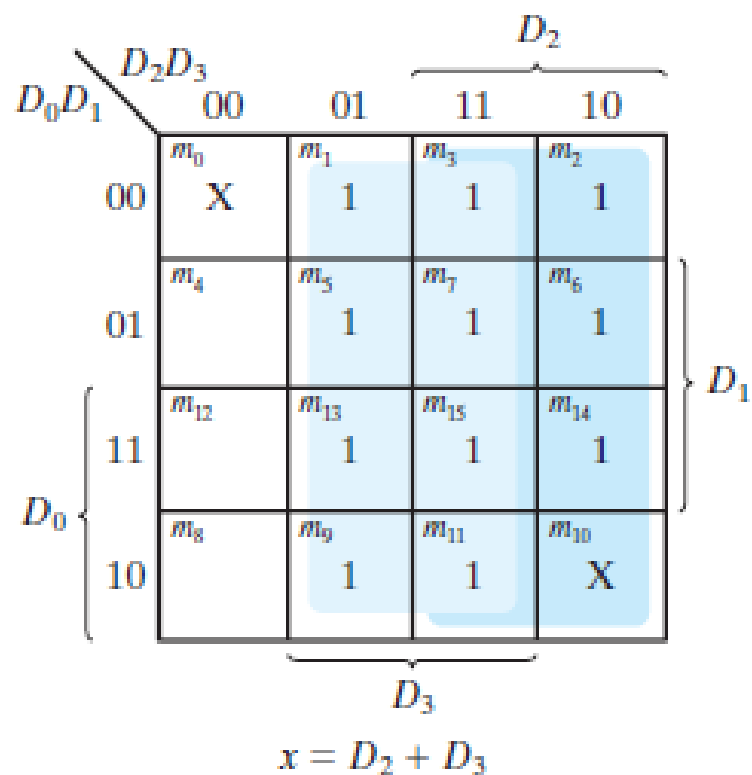
- if  $D_3$  and  $D_6$  are 1- What happens?
- What happens when all ips are zeroes?

## Priority Encoder

**Table 4.8**

*Truth Table of a Priority Encoder*

Inputs				Outputs		
$D_0$	$D_1$	$D_2$	$D_3$	$x$	$y$	$V$
0	0	0	0	X	X	0
1	0	0	0	0	0	1
X	1	0	0	0	1	1
X	X	1	0	1	0	1
X	X	X	1	1	1	1

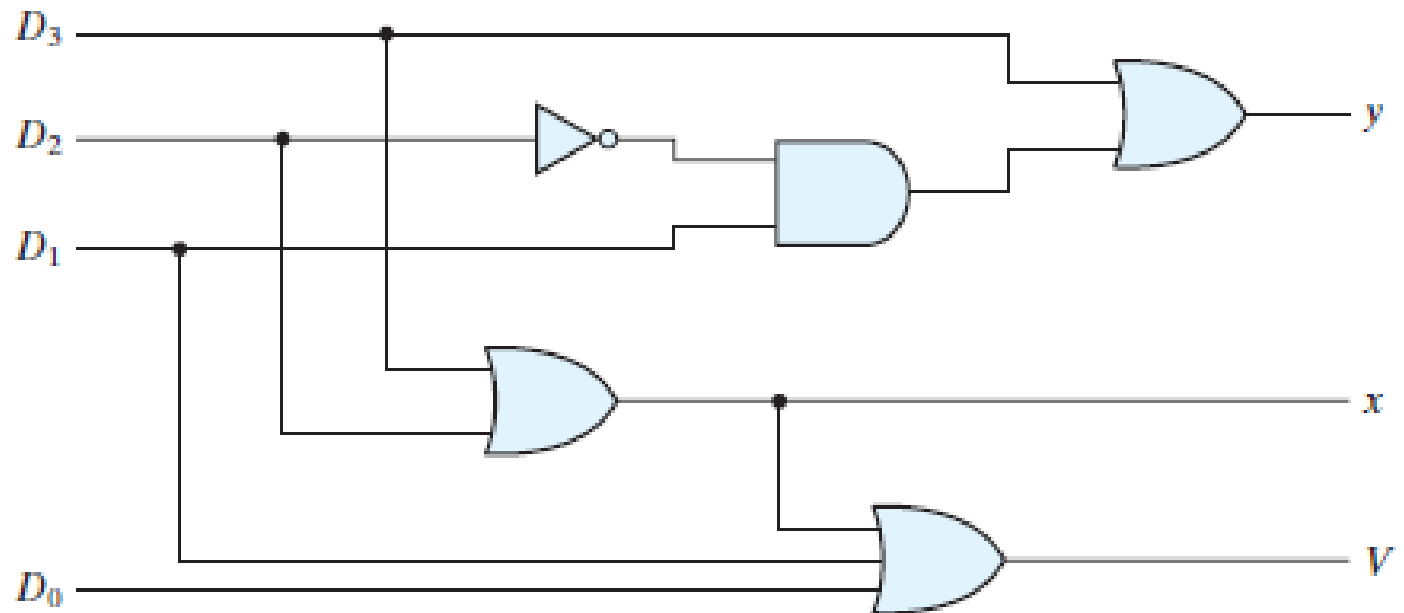


**FIGURE 4.22**  
Maps for a priority encoder

$$x = D_2 + D_3$$

$$y = D_3 + D_1 D_2'$$

$$V = D_0 + D_1 + D_2 + D_3$$

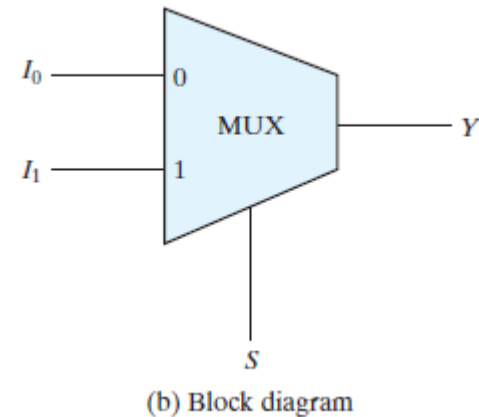
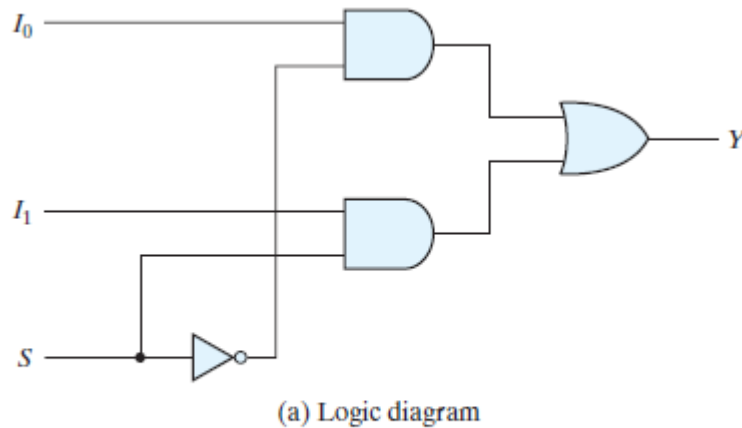


**FIGURE 4.23**

Four-input priority encoder

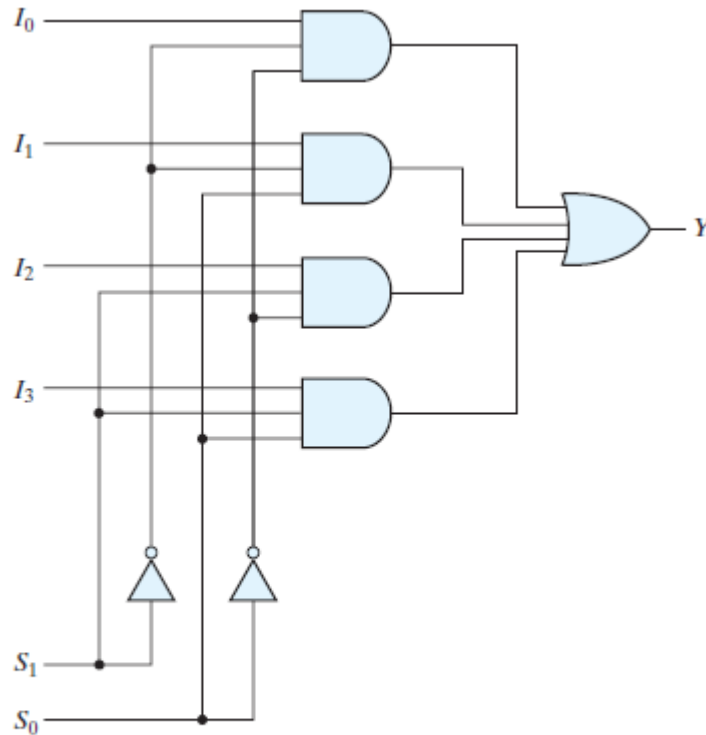
# Multiplexers

- $2n$  input lines and  $n$  selection lines



**FIGURE 4.24**  
Two-to-one-line multiplexer

A multiplexer is also called a *data selector*, since it selects one of many inputs and steers the binary information to the output line



(a) Logic diagram

$S_1$	$S_0$	$Y$
0	0	$I_0$
0	1	$I_1$
1	0	$I_2$
1	1	$I_3$

(b) Function table

**FIGURE 4.25**

Four-to-one-line multiplexer

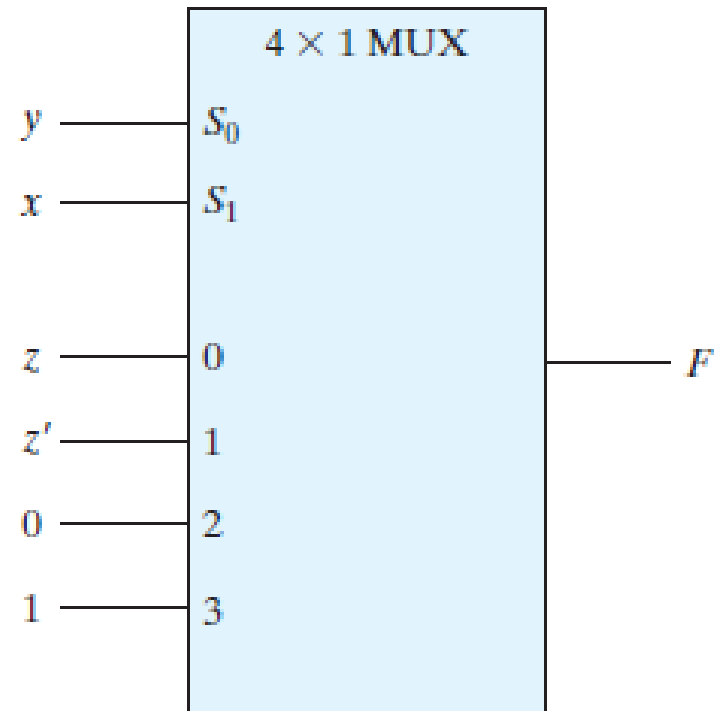


# Boolean function Implementation using Mux

- $F(x, y, z) = (1, 2, 6, 7)$

$x$	$y$	$z$	$F$	
0	0	0	0	$F = z$
0	0	1	1	
0	1	0	1	$F = z'$
0	1	1	0	
1	0	0	0	$F = 0$
1	0	1	0	
1	1	0	1	$F = 1$
1	1	1	1	

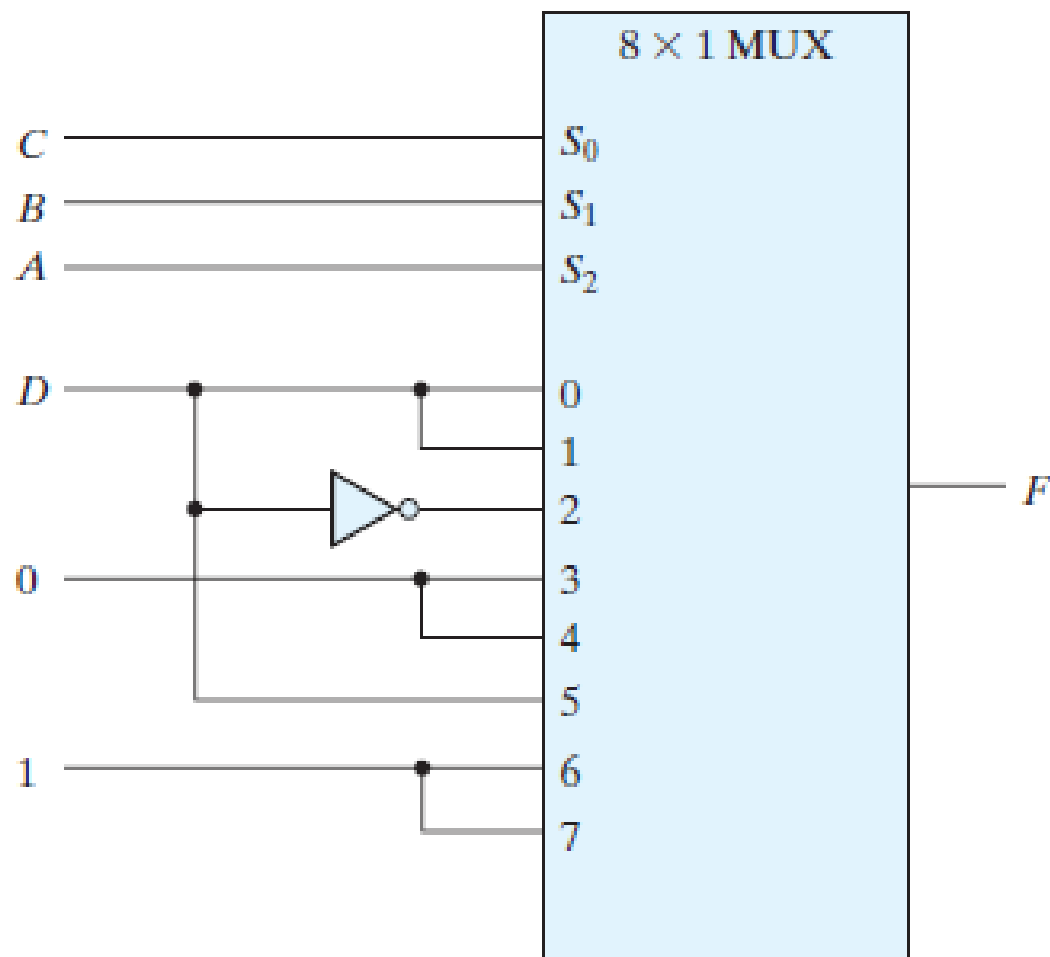
(a) Truth table



(b) Multiplexer implementation

$$F(A, B, C, D) = (1, 3, 4, 11, 12, 13, 14, 15)$$

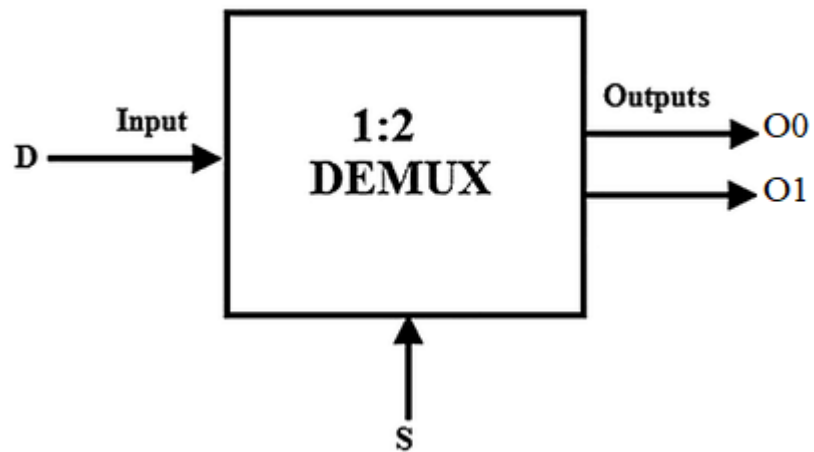
<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>F</i>	
0	0	0	0	0	$F = D$
0	0	0	1	1	
0	0	1	0	0	$F = D$
0	0	1	1	1	
0	1	0	0	1	$F = D'$
0	1	0	1	0	
0	1	1	0	0	$F = 0$
0	1	1	1	0	
1	0	0	0	0	$F = 0$
1	0	0	1	0	
1	0	1	0	0	$F = D$
1	0	1	1	1	
1	1	0	0	1	$F = 1$
1	1	0	1	1	
1	1	1	0	1	$F = 1$
1	1	1	1	1	



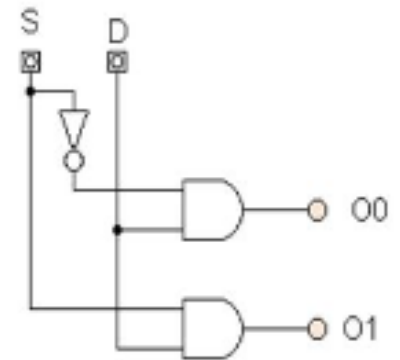
**FIGURE 4.28**

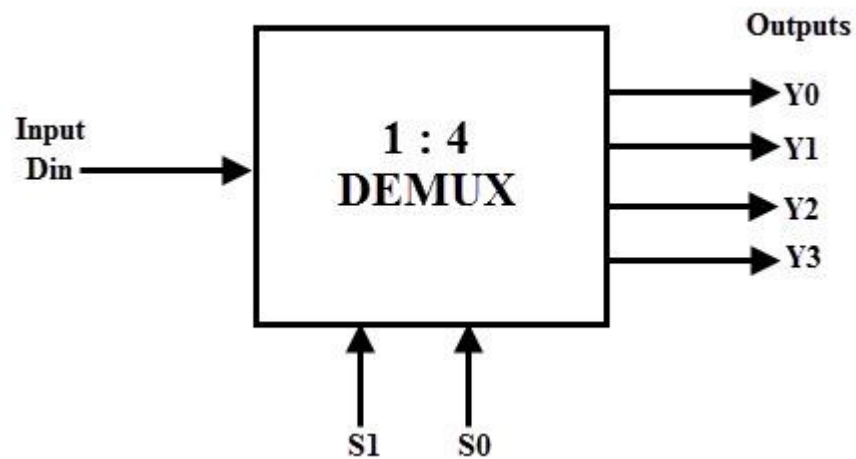
Implementing a four-input function with a multiplexer

# Demultiplexer

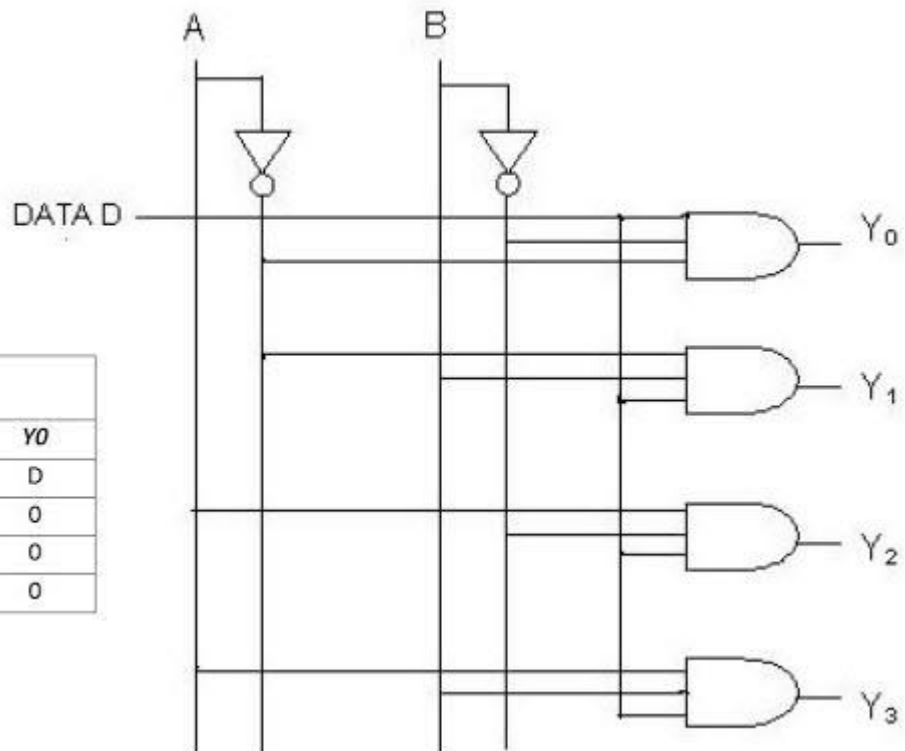


S	D	O <sub>1</sub>	O <sub>0</sub>
0	0	0	0
0	1	0	1
1	0	0	0
1	1	1	0





Data Input	Select input		Outputs			
	$S_1$	$S_0$	$Y_3$	$Y_2$	$Y_1$	$Y_0$
$D$	0	0	0	0	0	$D$
$D$	0	1	0	0	$D$	0
$D$	1	0	0	$D$	0	0
$D$	1	1	$D$	0	0	0



# DEMULTIPLEXERS

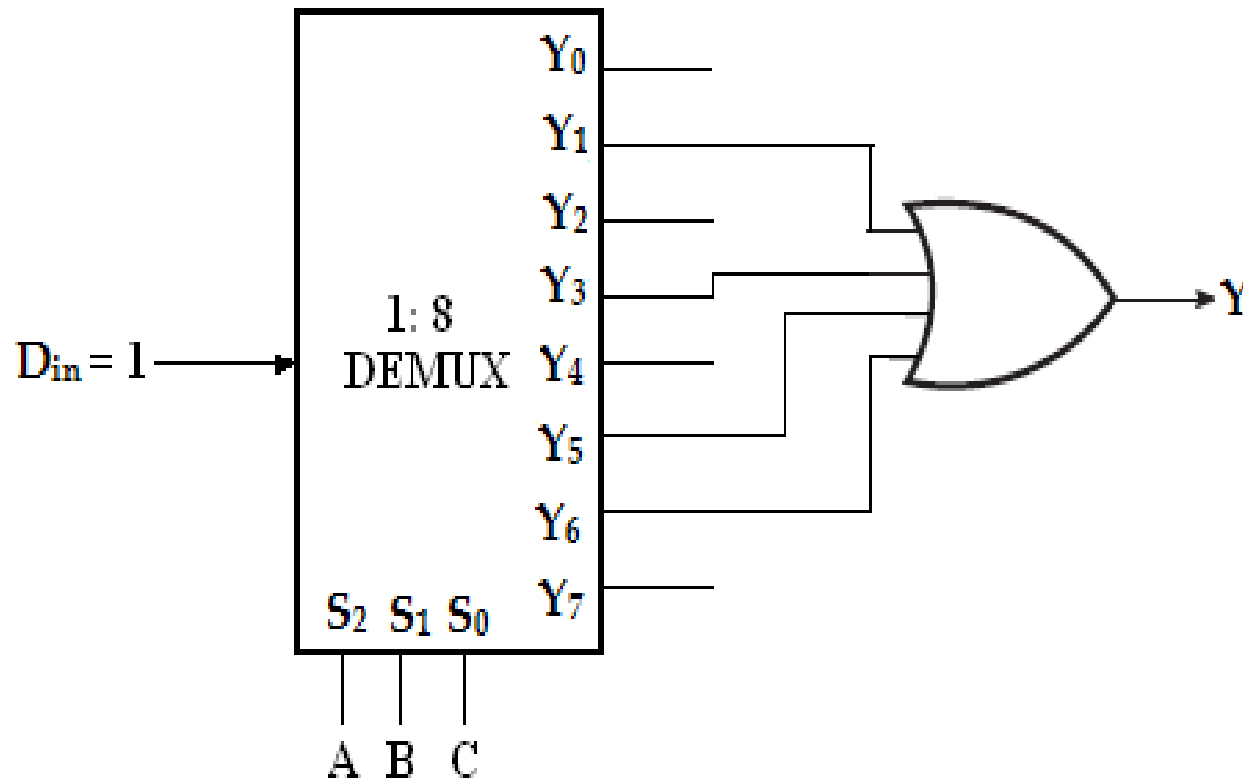
## IMPLEMENTATION OF BOOLEAN EXPRESSION USING DEMUX

**Example1:** Implement the following boolean function using 1:8 Demux.  $F(A, B, C) = \sum m(1, 3, 5, 6)$ .

Inputs			Outputs
A	B	C	Y
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	0

# DEMULTIPLEXERS

## IMPLEMENTATION OF BOOLEAN EXPRESSION USING DEMUX



# DEMULTIPLEXERS

## IMPLEMENTATION OF BOOLEAN EXPRESSION USING DEMUX

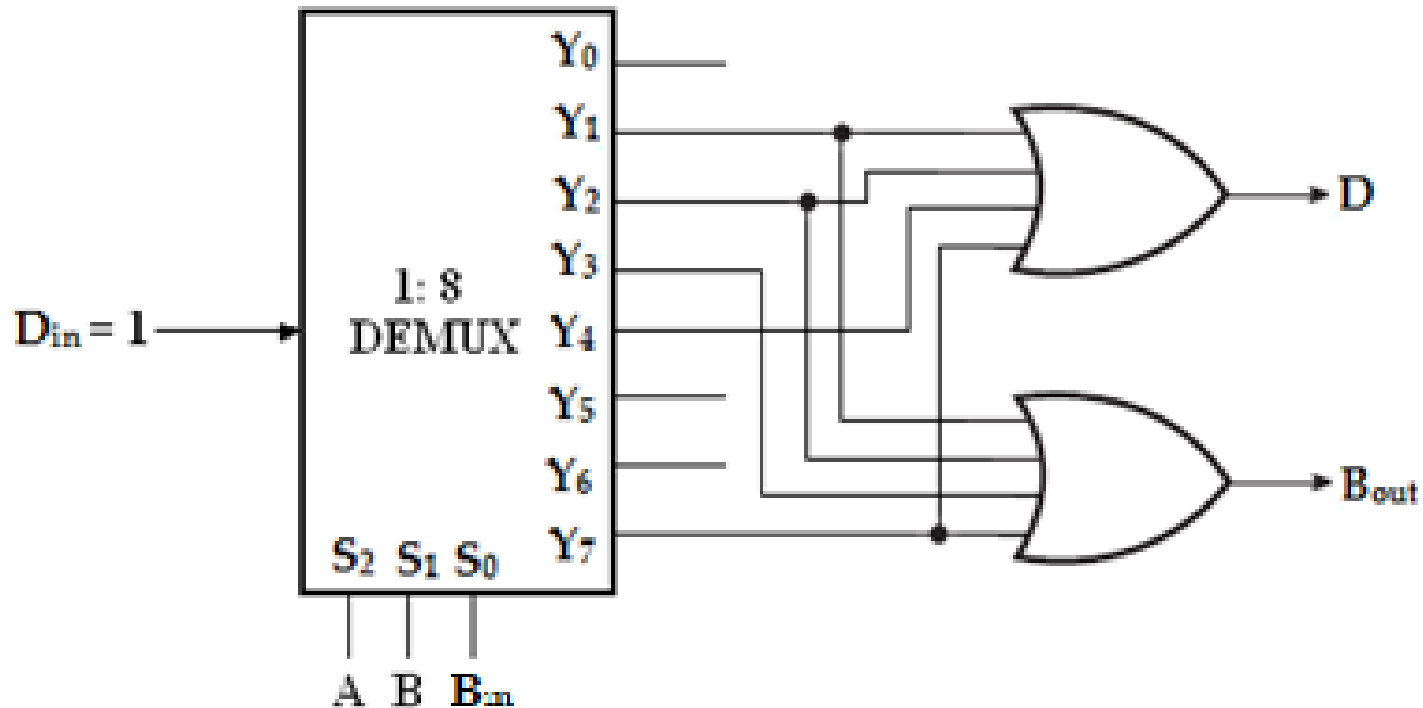
Example2: Implement full subtractor using demux

Inputs			Outputs	
A	B	B <sub>in</sub>	Difference(D)	Borrow(B <sub>out</sub> )
0	0	0	0	0
0	0	1	1	1
0	1	0	1	1
0	1	1	0	1
1	0	0	1	0
1	0	1	0	0
1	1	0	0	0
1	1	1	1	1



# DEMULTIPLEXERS

## IMPLEMENTATION OF BOOLEAN EXPRESSION USING DEMUX



Full Subtractor using 1:8 demux

# Parity Generator and Checker

- Even and odd parity
- Even parity generator

3-bit message			Even parity bit generator (P)
A	B	C	Y
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

### K-Map For 3-Bit Even Parity Generator

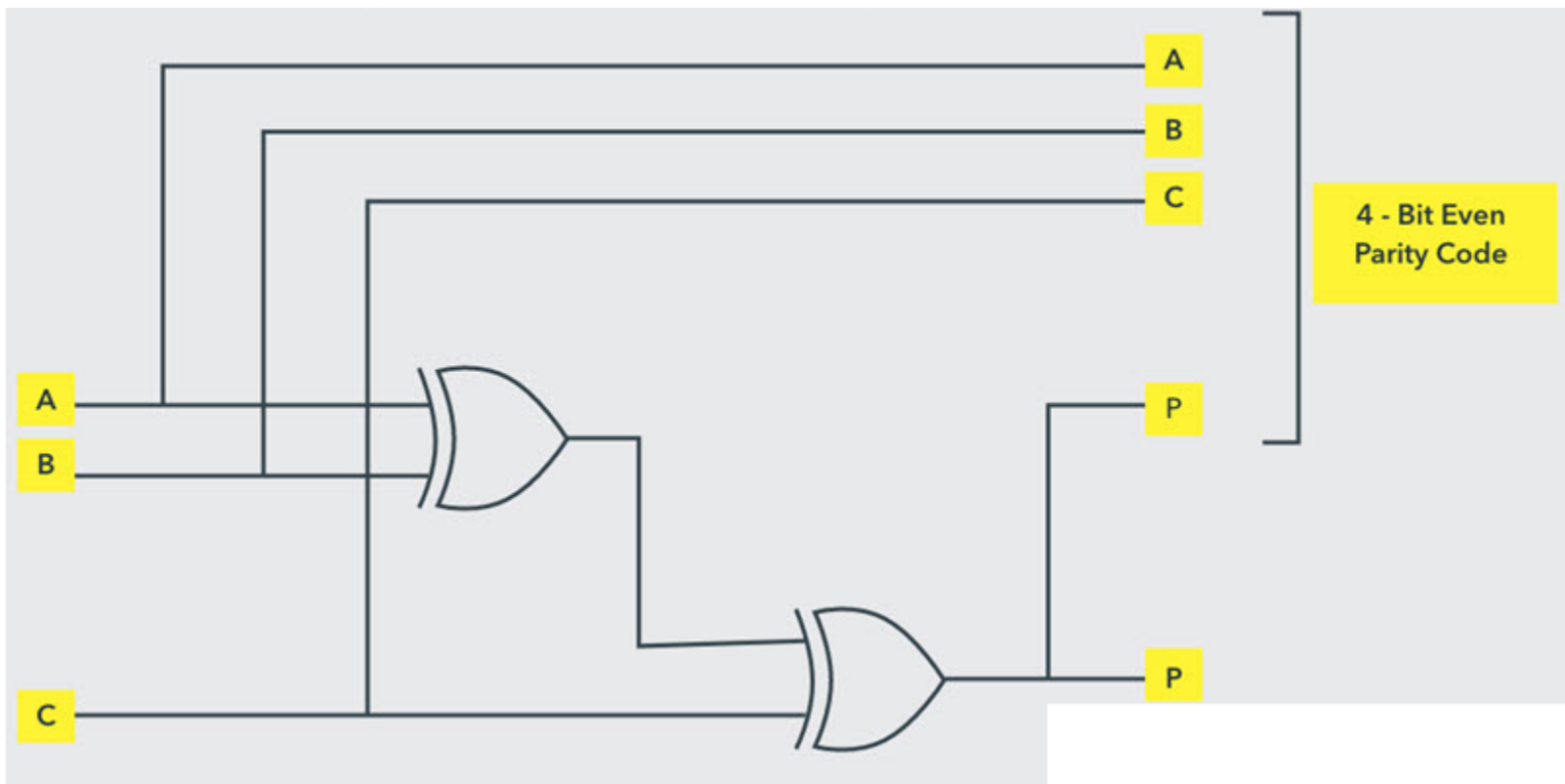
		BC			
		00	01	11	10
A	0	0	1	0	1
	1	1	0	1	0

$$P = \bar{A} \bar{B} C + \bar{A} B \bar{C} + A \bar{B} \bar{C} + A B C$$

$$= \bar{A} (\bar{B} C + B \bar{C}) + A (\bar{B} \bar{C} + B C)$$

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

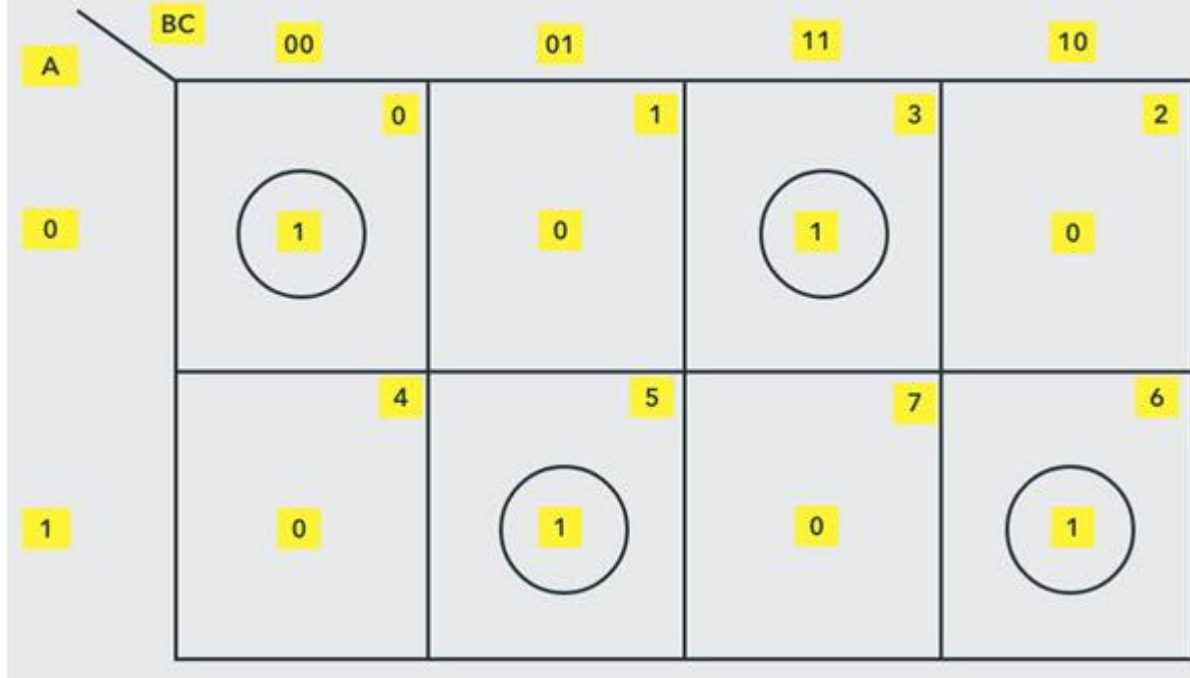
$$P = A \oplus B \oplus C$$



- Odd parity generator

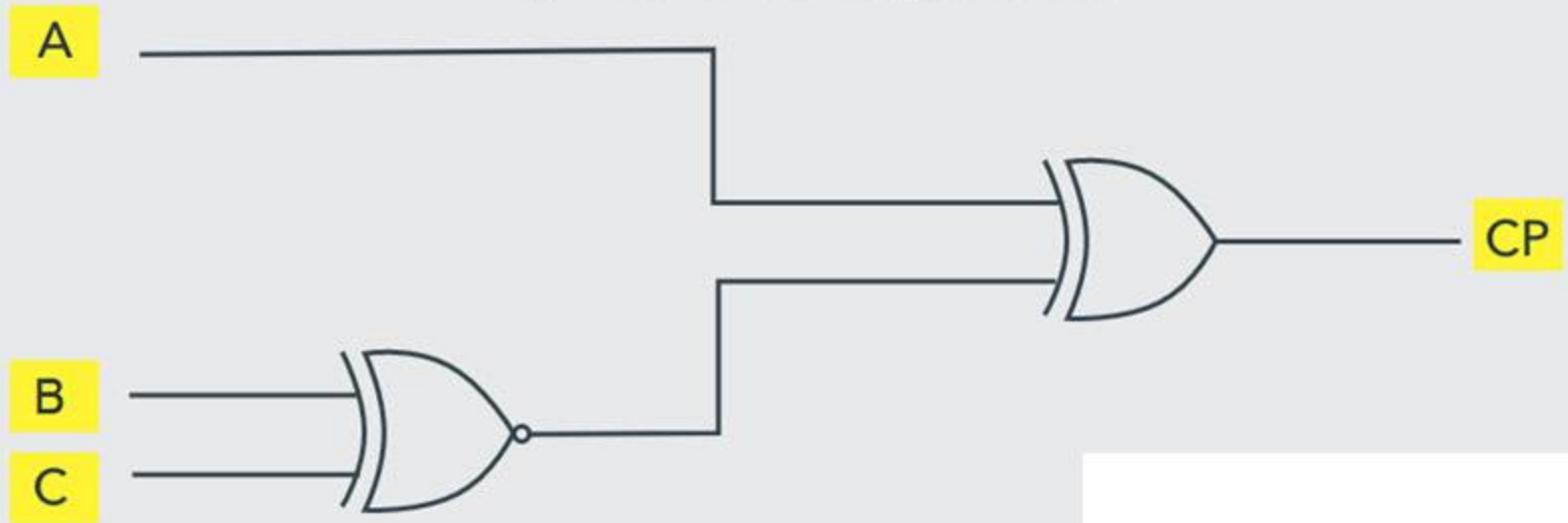
3-bit message			Odd parity bit generator (P)
A	B	C	Y
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	0

# K-Map For 3-Bit Odd Parity Generator



$$P = A \oplus (B \oplus \overline{C})$$

### Odd Parity Generator Logic Circuit



# Even parity checker

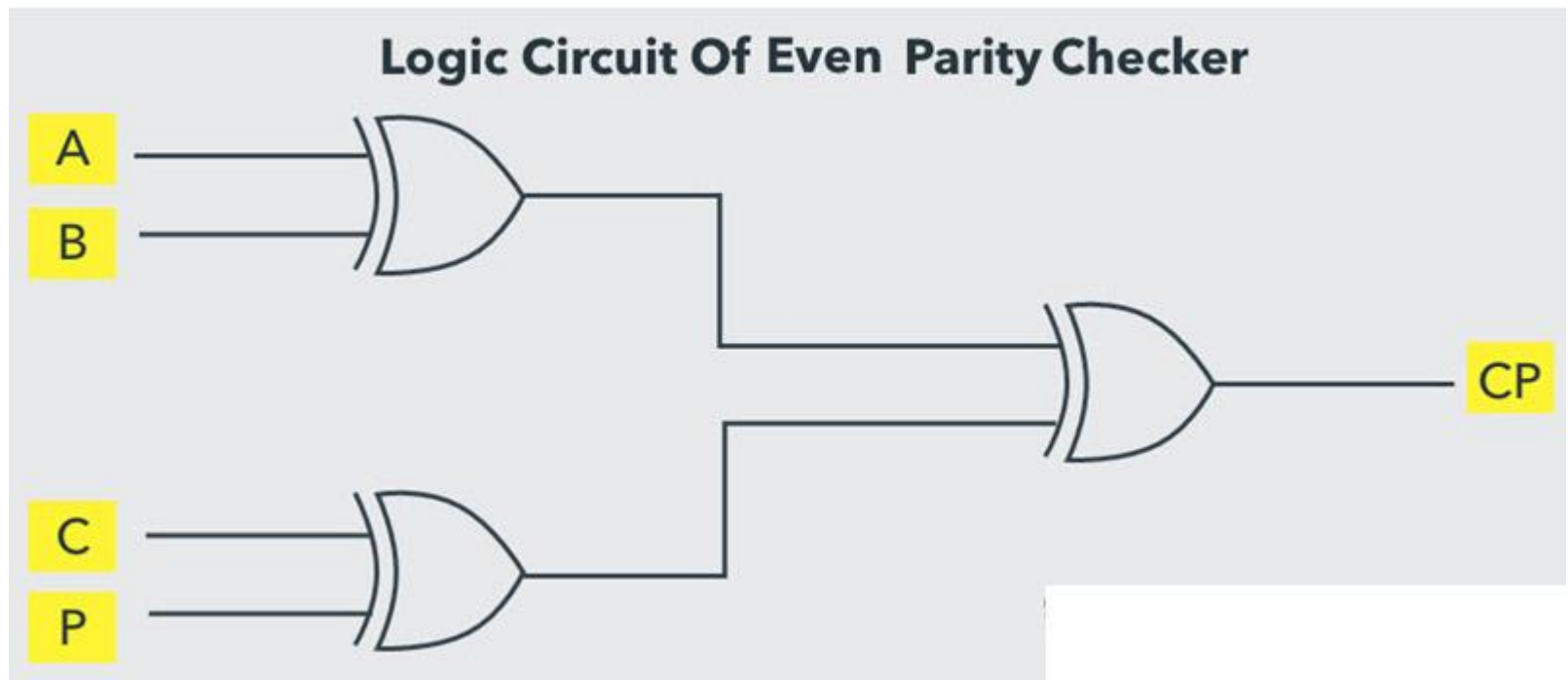
4-bit received message				Parity error check $C_p$
A	B	C	P	
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	0
0	1	0	0	1
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	1
1	0	0	1	0
1	0	1	0	0
1	0	1	1	1
1	1	0	0	0
1	1	0	1	1
1	1	1	0	1
1	1	1	1	0



### K-Map For Even Parity Checker

cp		00	01	11	10
AB	00	0 0	1 1	3 0	2 1
	01	4 1	5 0	7 1	6 0
	11	12 0	13 1	15 0	14 1
	10	8 1	9 0	11 1	10 0

$$\begin{aligned}
 PEC &= \overline{A} \overline{B} (\overline{C} P + C \overline{P}) + \overline{A} B (\overline{C} \overline{P} + C P) + A B (\overline{C} P + C \overline{P}) + A \overline{B} (\overline{C} \overline{P} + C P) \\
 &= \overline{A} \overline{B} (C \oplus P) + \overline{A} B (\overline{C \oplus P}) + A B (C \oplus P) + A \overline{B} (\overline{C \oplus P}) \\
 &= (\overline{A} \overline{B} + A B) (C \oplus P) + (\overline{A} B + A \overline{B}) (\overline{C \oplus P}) \\
 &= (A \oplus B) \oplus (C \oplus P)
 \end{aligned}$$



# Odd parity checker

4-bit received message				Parity error check $C_p$
A	B	C	P	
0	0	0	0	1
0	0	0	1	0
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	0
1	0	0	0	0
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	1

CP		00	01	11	10
AB	00	0 1	1 0	3 1	2 0
	01	4 0	5 1	7 0	6 1
	11	12 1	13 0	15 1	14 0
	10	8 0	9 1	11 0	10 1

$$PEC = (A \text{ Ex-NOR } B) \text{ Ex-NOR } (C \text{ Ex-NOR } P)$$

## Logic Circuit Of Odd Parity Checker

