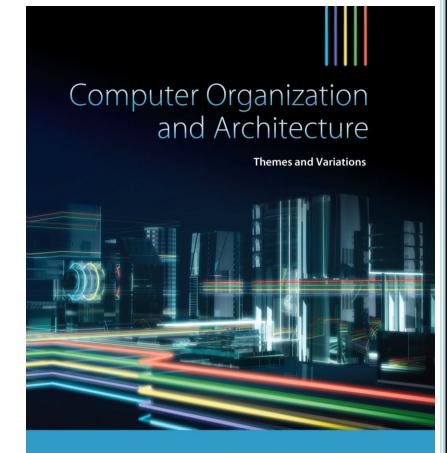
Part 5

CHAPTER 2

Computer Arithmetic and Digital Logic



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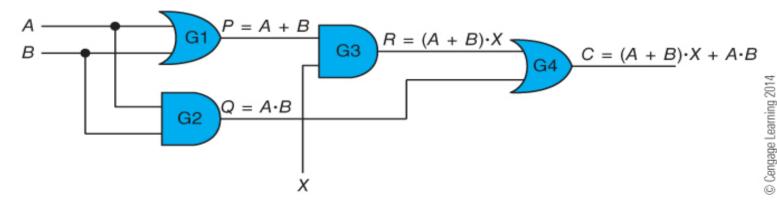


More Example of a Digital Circuit

- ☐ Figure 2.21 describes a circuit with
 - o four gates, labeled G1, G2, G3 and G4.
 - o three inputs A, B, and X, and
 - o an output C.
 - o It also has three intermediate logical values labeled P, Q, and R.
- ☐ We can treat a gate as a *processor* that operates on its inputs according to its logical function;
 - \circ For example, the inputs to gate **G3** are P and X, and its output is P · X.
 - o Because P = A + B, the output of **G3** is $(A + B) \cdot X$.
 - \circ Similarly, the output of gate **G4** is R + Q,
 - o Because $R = (A + B) \cdot X$ and $Q = A \cdot B$, the output of gate G4 is $(A + B) \cdot X + A \cdot B$.

FIGURE 2.21

A circuit with four gates

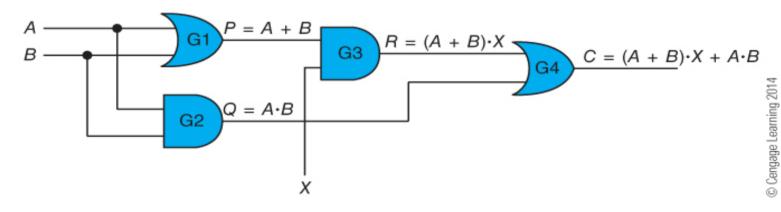


More Example of a Digital Circuit

- □ Table 2.12 gives the truth table for Figure 2.21.
- □ Note that the *output corresponds to the carry out of a 3-bit adder*.

Inputs			Intermediate Values			Output	
X	Α	В	P = A + B	$Q = A \cdot B$	$R = (A + B) \cdot X$	C = Q + R	
0	0	0	0	0	0	0	
0	0	1	1	0	0	0	
0	1	0	1	0	0	0	
0	1	1	1	1	0	1	
1	0	0	0	0	0	0	
1	0	1	1	0	1	1	
1	1	0	1	0	1	1	
1	1	1	1	1	1	1	

FIGURE 2.21 A circuit with four gates



The Half-Adder and Full-Adder

- ☐ Table 2.13 gives the truth table of a *half-adder* that adds bit A to bit B to get a sum and a carry

 A single-bit full-adder is a logical circuit that performs an addition operation on three one-bit binary digits
- ☐ Figure 2.22 shows the possible structure of a two-bit adder.
 - The sum bit is generated by **XOR**ing the two inputs.
 - The carry bit is generated by **AND**ing the two inputs.

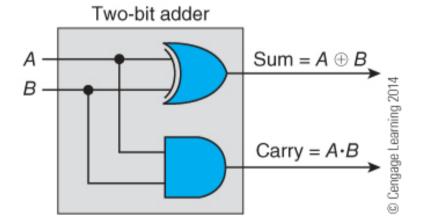
TABLE 2.13

FIGURE 2.22

The two-bit adder (the half adder)

Truth Table of a Half Adder

Α	В	Sum	C	
0	0	0	0	Cengage Learning 2014
0	1	1	0	amin
1	0	1	0	gele
1	1	0	1	Cenga
				0



- ☐ Figure 2.3 gives the possible circuit of a *one-bit full-adder*.
 - o Consists of *two half-adder* and a *one OR* gate

Sum =
$$(A \oplus B) \oplus \widehat{C_{jn}} \leftarrow C_{orr}$$

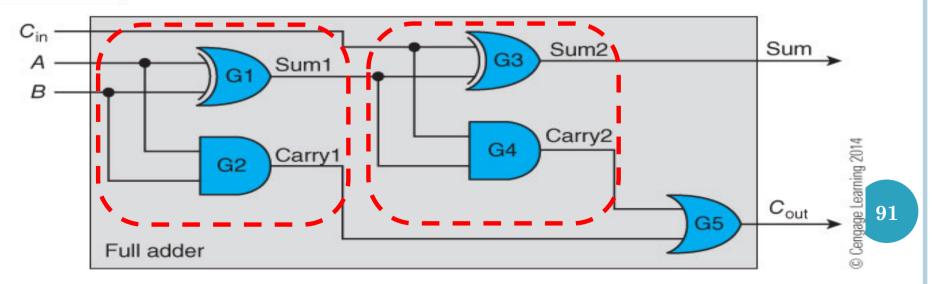
= $(A \cdot B + \overline{A} \cdot B) \cdot \overline{C_{in}} + (\overline{A} \cdot \overline{B} + \overline{A} \cdot B) \cdot C_{in}$

$$C_{\text{out}} = A \cdot B + (A \oplus B) \cdot C_{in}$$

A	В	$ m C_{in}$	Sum	$\mathbf{C}_{\mathbf{out}}$
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

FIGURE 2.23

The full adder



☐ Figure 2.3 gives an alternative circuit of a *one-bit full-adder*.

Sum =
$$(A \oplus B) \oplus C_{in}$$

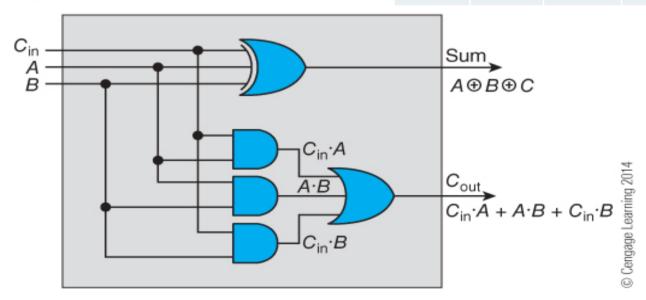
= $(A \cdot \overline{B} + \overline{A} \cdot B) \cdot \overline{C_{in}} + \overline{(A \cdot \overline{B} + \overline{A} \cdot B)} \cdot C_{in}$

$$C_{\text{out}} = C_{in} \cdot A + A \cdot B + C_{in} \cdot B$$

	A	В	$ m C_{in}$	Sum	$\mathbf{C}_{\mathbf{out}}$
	0	0	0	0	0
	0	0	1	1	0
	0	1	0	1	0
ĺ	0	1	1	0	1
	1	0	0	1	0
ĺ	1	0	1	0	1
	1	1	0	0	1
ĺ	1	1	1	1	1

FIGURE 2.24

Alternative full adder circuit



Sum =
$$(A \oplus B) \oplus C$$

= $(A \cdot \overline{B} + \overline{A} \cdot B) \cdot \overline{C} + (A \cdot \overline{B} + \overline{A} \cdot B) \cdot C$
Using De Morgan's law: $\overline{X + Y} = \overline{X} \cdot \overline{Y}$
= $(A \cdot \overline{B} + \overline{A} \cdot B) \cdot \overline{C} + ((\overline{A} \cdot \overline{B}) \cdot (\overline{A} \cdot B)) \cdot C$
Using De Morgan's law: $\overline{X \cdot Y} = \overline{X} + \overline{Y}$
= $(A \cdot \overline{B} + \overline{A} \cdot B) \cdot \overline{C} + ((\overline{A} + \overline{B}) \cdot (\overline{A} + \overline{B})) \cdot C$
Using property $\overline{A} = A$
= $(A \cdot \overline{B} + \overline{A} \cdot B) \cdot \overline{C} + ((\overline{A} + B) \cdot (A + \overline{B})) \cdot C$
Using Distributive law: $X \cdot (Y + Z) = X \cdot Y + X \cdot Z$
= $(A \cdot \overline{B} + \overline{A} \cdot B) \cdot \overline{C} + ((\overline{A} + B) \cdot A + (\overline{A} + B) \cdot \overline{B})) \cdot C$
Using Commutative law: $X \cdot (Y + Z) = X \cdot Y + X \cdot Z$
= $(\overline{C} \cdot (A \cdot \overline{B} + \overline{A} \cdot B) + (A \cdot (\overline{A} + B) + \overline{B} \cdot (\overline{A} + B)) \cdot C$
Using Distributive law: $X \cdot (Y + Z) = X \cdot Y + X \cdot Z$
= $(\overline{C} \cdot A \cdot \overline{B} + \overline{C} \cdot \overline{A} \cdot B) + ((O + A \cdot B) + (\overline{B} \cdot \overline{A} + \overline{B} \cdot B)) \cdot C$
Using property $\overline{X} \cdot X = 0$
= $(\overline{C} \cdot A \cdot \overline{B} + \overline{C} \cdot \overline{A} \cdot B) + ((O + A \cdot B) + (\overline{B} \cdot \overline{A} + 0)) \cdot C$
Using inversion property: $X + 0 = X$
= $(\overline{C} \cdot A \cdot \overline{B} + \overline{C} \cdot \overline{A} \cdot B) + (A \cdot B + \overline{B} \cdot \overline{A}) \cdot C$
Using Commutative law: $X \cdot (Y + Z) = X \cdot Y + X \cdot Z$
= $\overline{C} \cdot A \cdot \overline{B} + \overline{C} \cdot \overline{A} \cdot B + C \cdot A \cdot B + C \cdot \overline{B} \cdot \overline{A}$
Using Distributive law: $X \cdot (Y + Z) = X \cdot Y + X \cdot Z$
= $\overline{C} \cdot A \cdot \overline{B} + \overline{C} \cdot \overline{A} \cdot B + C \cdot A \cdot B + C \cdot \overline{B} \cdot \overline{A}$
Using Commutative law: $X \cdot (Y + Z) = X \cdot Y + X \cdot Z$
= $\overline{C} \cdot A \cdot \overline{B} + \overline{C} \cdot \overline{A} \cdot B + C \cdot A \cdot B + C \cdot \overline{B} \cdot \overline{A}$
Using Commutative law: $X \cdot (Y + Z) = X \cdot Y + X \cdot Z$
= $\overline{C} \cdot A \cdot \overline{B} + \overline{C} \cdot \overline{A} \cdot B + C \cdot A \cdot B + C \cdot \overline{B} \cdot \overline{A}$

A	В	\mathbf{C}	Sum
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

$$C_{\text{out}} = (A + B) \cdot C + A \cdot B$$

 $C_{\text{out}} = C \cdot A + A \cdot B + C \cdot B$

$$C_{\text{out}} = A .B + (A \oplus B).C$$

 $C_{\text{out}} = A .B + (A.\overline{B} + \overline{A}.B).C$

Using Distributive law

$$C_{\text{out}} = A.B + A.\overline{B}.C + \overline{A}.B.C$$

Using Distributive law

$$C_{\text{out}} = A \cdot (B + \overline{B} \cdot C) + \overline{A} \cdot B \cdot C$$

Using
$$X + \bar{X} \cdot Y = X + Y$$

$$C_{\text{out}} = A \cdot (B + C) + \overline{A} \cdot B \cdot C$$

Using Distributive law

$$C_{\text{out}} = A.B + A.C + \overline{A}.B.C$$

Using Distributive law

$$C_{\text{out}} = A.B + (A + \overline{A}.B).C$$

Using
$$X + \overline{X} \cdot Y = X + Y$$

$$C_{\text{out}} = A.B + (A+B).C$$

Using Distributive law

$$C_{out} = A.B + A.C + B.C$$

Using Commutative law

$$C_{out} = C \cdot A + A \cdot B + C \cdot B$$

Using Commutative law:

$$C_{out} = A \cdot C + B \cdot C + A \cdot B$$

Using Distributive law

$$C_{out} = (A + B) \cdot C + A \cdot B$$

From Figure 2.21 From Figure 2.24

From Figure 2.23

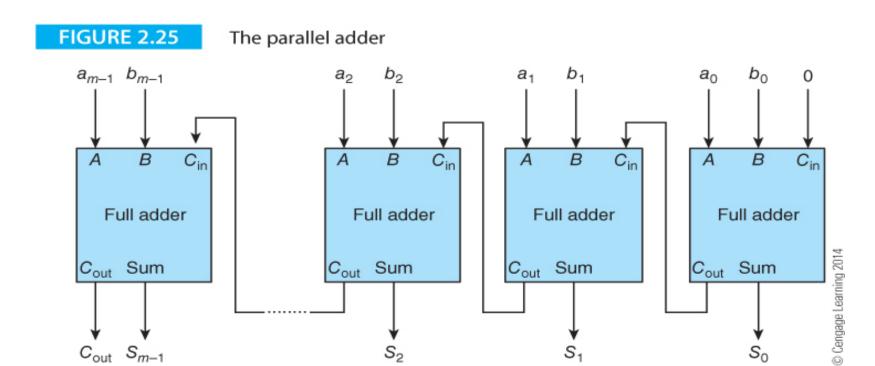
A	В	C	$\mathbf{C}_{\mathbf{out}}$
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

As in Figure 2.24

As in Figure 2.21

Full-Adder

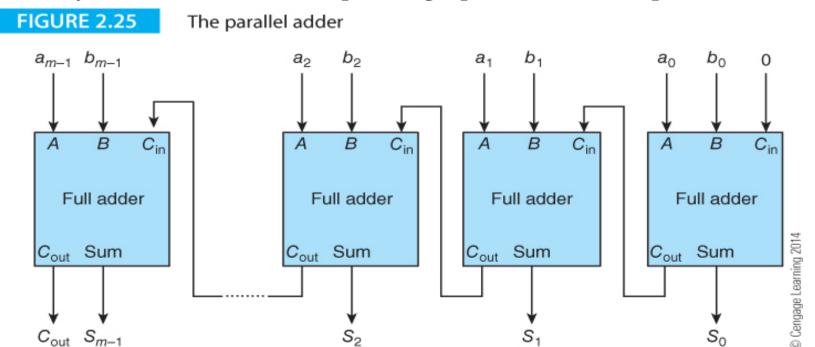
- \square We need m full-adder circuits to add two m-bit words in parallel as Figure 2.25 demonstrates.
- The m_i full-adder adds bit a_i to bit b_i , together with a carry-in from the stage on its right, to produce a sum_i and a carry-out to the stage on its left.



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Full-Adder

- ☐ This circuit is called a parallel-adder because all the bits of the two words to be added are presented to it at the same time.
- The circuit is <u>not truly</u> parallel because bit s_i cannot be correctly produced until the <u>carry-in</u> bit has been calculated by the <u>previous</u> stage.
- ☐ This is a *ripple through* adder because addition is not complete until the carry bit has *rippled* through the circuit.
- ☐ *True parallel-adders* use high-speed *look-ahead carry* circuits to produce all carry bits at once, hence speeding up the addition operation.



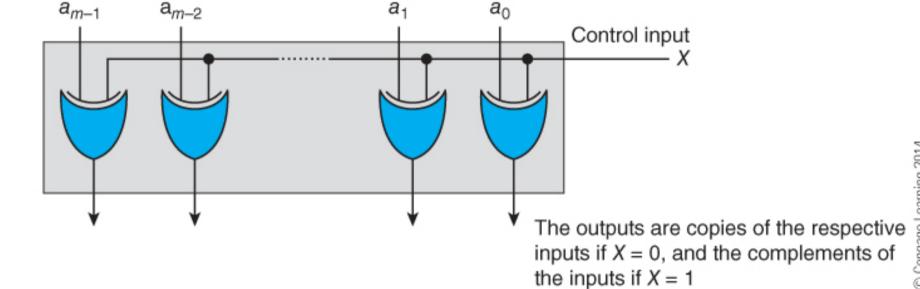
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Programmable Inverter

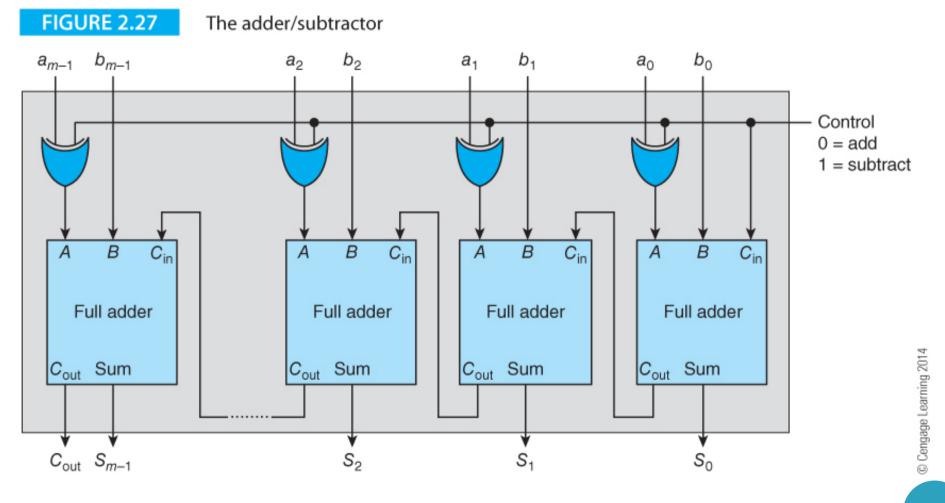
a	X	a ⊕ X
0	0	0
0	1	1
1	0	1
1	1	0

FIGURE 2.26

The programmable inverter



Full-Adder/Subtractor

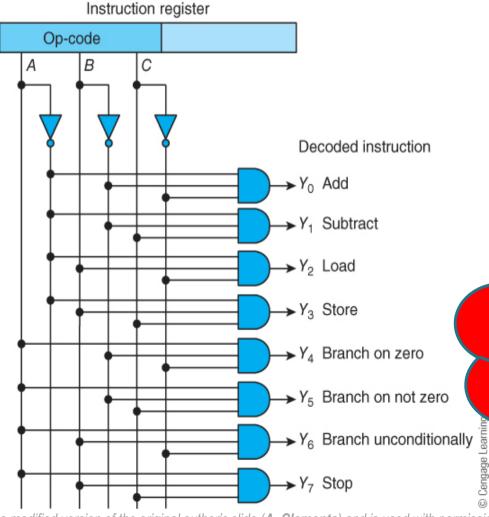


The Decoder

- ☐ Figure 2.29 has *three* inputs A, B, and C, and *eight* outputs Y0 to Y7.
- ☐ The *three* inverters generate the complements of the inputs A, B, and C.
- □ Each of the *eight AND* gates is connected to *three* of the six lines .
 - o each of the *three* variables appear in either its true or complemented form.

FIGURE 2.28

Application of a decoder



A *decoder* is combinational logic circuit that converts binary information from the n-bits coded input to a maximum of 2ⁿ unique outputs.

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The Decoder

TABLE 2.15 The Decoder

Inputs Outputs В C Yo Y1 Y2 YA Ys Y Y7 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0

Instruction register Op-code С В Decoded instruction Y₀ Add Y₁ Subtract Y₂ Load → Y₃ Store Y₄ Branch on zero → Y₅ Branch on not zero Y₆ Branch unconditionally \(\bar{\bar{\gamma}} \) → Y₇ Stop

Application of a decoder

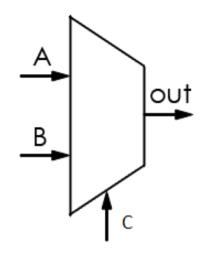
FIGURE 2.28

A **decoder** is combinational logic circuit that converts binary information from the n-bits coded input to a maximum of 2ⁿ unique outputs.

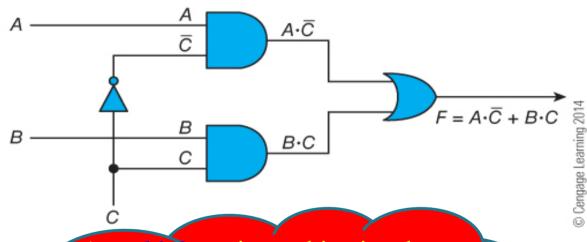
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The Multiplexer

- \Box When C = 0, the output is A
- \Box When C = 1, the output is B
- ☐ C works as a selector to select either A or B to go

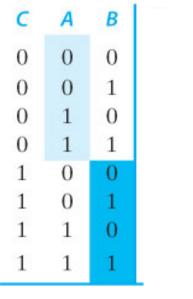


Alternative representation of the two-input multiplexer



A *multiplexer* is combinational logic circuit that has up to 2ⁿ binary input lines and n select lines, where the n select-lines are used to forward one of the input values to the output line.

Truth table



The Multiplexer

- \Box When C = 0, the output is A
- \Box When C = 1, the output is B
- □ C works as a selector to select either A or B to go

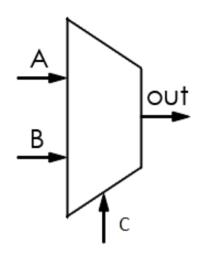
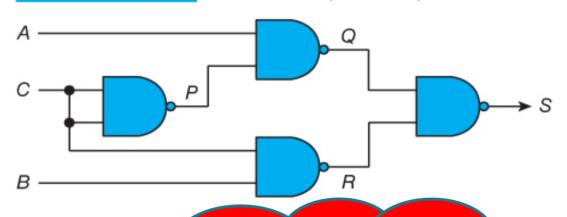


FIGURE 2.29

The two-input multiplexer and its truth table

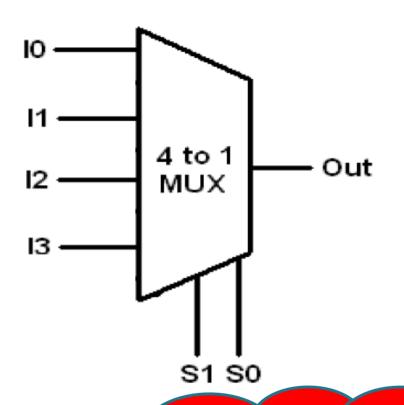


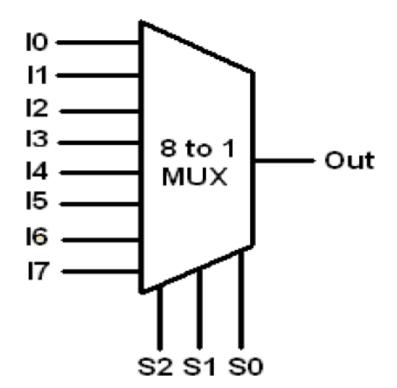
A multiplexer is combinational logic circuit that has up to 2ⁿ binary input lines and n select lines, where the n select-lines are used to forward one of the input values to the output line.

Truth table

Trutti table							
C	Α	В	P	Q	R	S	
0	0	0	1	1	1	0	
0	0	1	1	1	1	0	
0	1	0	1	0	1	1	
0	1	1	1	0	1	1	4
1	0	0	0	1	1	0	19 201
1	0	1	0	1	0	1	earnir
1	1	0	0	1	1	0	age L
1	1	1	0	1	0	1	© Cengage Learning 2014
							9

The Multiplexer





A multiplexer is combinational logic circuit that has up to 2ⁿ binary input lines and n select lines, where the n select-lines are used to forward one of the input values to the output line.

One Bit of an ALU

- ☐ This diagram describes one-bit of a primitive ALU that can perform five operations on bits A and B (XOR, AND, OR, NOT A and NOT B).
- ☐ The function to be performed is determined by the *three-bit control* signal F2,F1,F0.
- ☐ The five functions are generated by the five gates on the left.
- ☐ On the right, five AND gates are used to gate the selected function to an OR gate to produce the output.

