

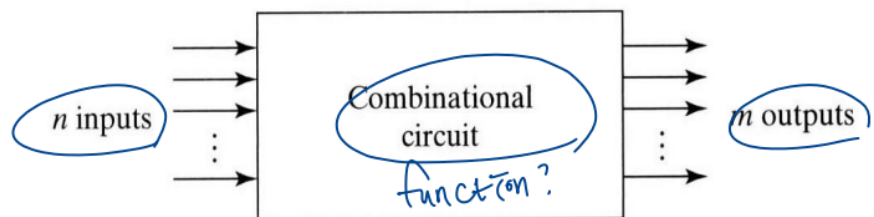


Ch.4 Combinational Logic - part A

Combinational Logics(조합 로직)

① Logic circuits(논리회로)

- Combinational circuit(조합회로) → $f(n) = m$
 - Output depends on the present inputs. → 함수와 유사하다고 생각하기
 - No feedback line and no storage element.



② Sequential circuit(순차회로) → ch.5

- Combinational circuit + Storage elements
- Output depends on present inputs as well as past inputs
 - 출력 값을 저장하고 있다가 입력 값으로 사용
 - the time sequence of inputs and internal states.



⇒ Basic circuit analysis(회로분석) and design(회로도)에 대해서 배울 것

- truth tables , boolean expressions describe functions.

①

②

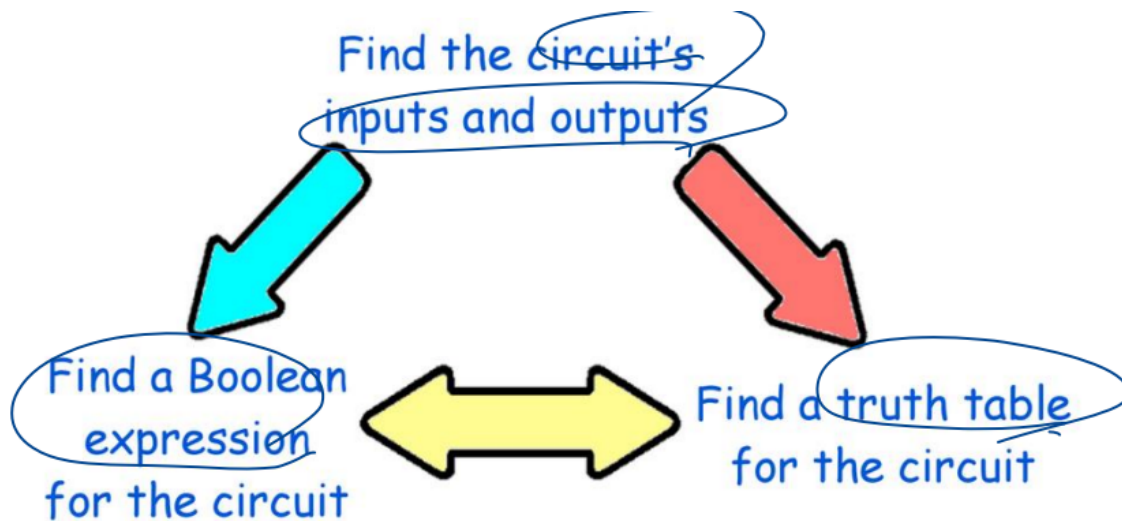
③

- expressions can be converted into h/w circuits
- boolean algebra, K-maps help simplify expressions and circuits.

회로 분석

Circuit analysis

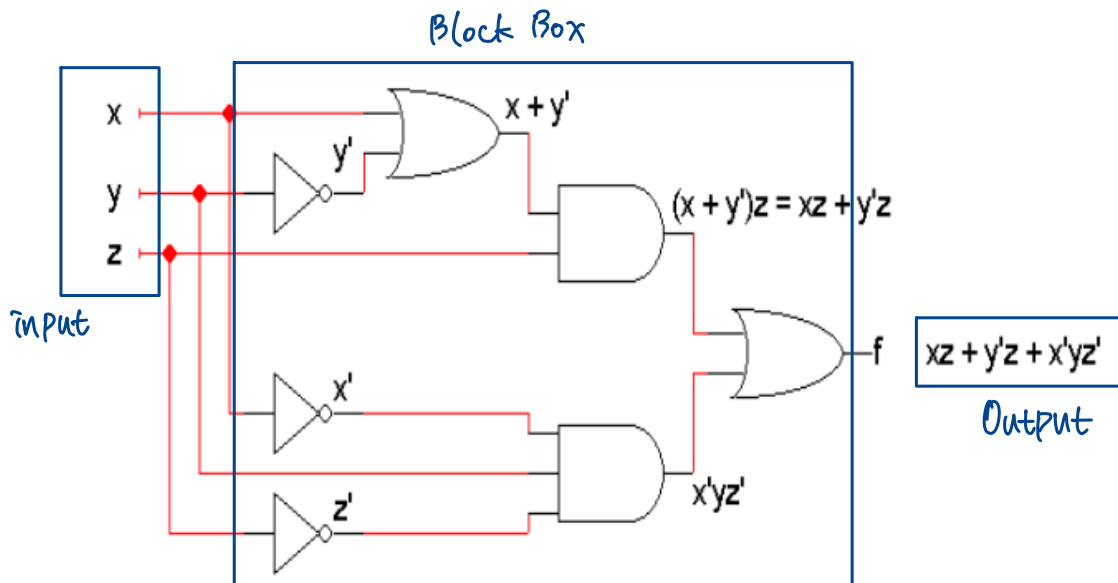
involves figuring out what some circuit does.



- 모든 회로는 function으로 compute되고 이 function은 boolean expression, 진리표로 표현 가능
 - 이 boolean expression, or truth table은 무엇임 ?? = circuit analysis ★

① boolean expression

1. 가장 먼저 전체 회로의 input, output 파악하기
2. gate의 input에 따른 각 individual gate의 output에 대한 expression 작성하기
 - a. input → output ⇒ simplification



② truth table

1. input, output의 개수 찾기
2. 가능한 모든 input 조합들을 나열하기 → 진리표 작성
 - a. n 개의 input → 2^n 개의 rows
3. 회로로 simulating 해서 input들에 대한 output 찾기 (by, hand..program..)

✎ boolean expression을 안다면 truth table 쉽게 만들 수 있음

function $f(x, y, z) = xz + y'z + x'yz'$, we can use that to fill in a table:

- We show intermediate columns for the terms xz , $y'z$ and $x'yz'$.
- Then, f is obtained by just OR'ing the intermediate columns.

x	y	z	xz	y'z	x'yz'	f
0	0	0	0	0	0	0
0	0	1	0	1	0	1
0	1	0	0	0	1	1
0	1	1	0	0	0	0
1	0	0	0	0	0	0
1	0	1	1	1	0	1
1	1	0	0	0	0	0
1	1	1	1	0	0	1

x	y	z	f
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

⇒ sum of minterms.

$$f(x, y, z) = \underline{x'y'z + x'yz' + xy'z + xyz}$$

$$= m_1 + m_2 + m_5 + m_7$$

- k-map으로 더 단순하게 만들기도 가능

Binary addition by hand


Half adder(반가산기)

- adding two bits
 - two binary numbers → carry 발생 가능


The initial carry in is implicitly 0

↓

	1	1	1	0		Carry in
		1	0	1	1	Augend
+		1	1	1	0	Addend
<hr/>						
	1	1	0	0	1	Sum



MSB



LSB

↓ 사람의 방식으로 hardware adder 제작

- **half adder** : adds two bits and produces a two bit result ⇒ **sum(right)** , **carry out(left)**

X	Y	C	S
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

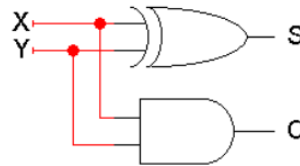
진리표

$$C = XY$$

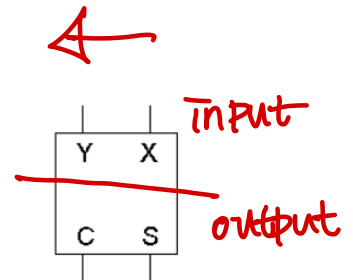
$$S = X'Y + XY'$$

$$= X \oplus Y$$

equation



circuit



block symbol

Full adder(전가산기)

- adding three bits
 - three binary numbers → **addend** **augend** 더하는 수, 더해지는 수, and carry in (right)
 - ↳ 오른쪽, 하위 비트에서 온 carry
- full adder equations
 - full adder circuit takes three bits of input, and produces a two-bit result(sum, carry out)
 - equations
 - XOR operations → simplify

X	Y	C _{in}	C _{out}	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

$$S = \Sigma m(1,2,4,7)$$

$$= X'Y'C_{in} + X'YC_{in}' + XY'C_{in}' + XYC_{in}$$

$$= X'(Y'C_{in} + YC_{in}') + X(Y'C_{in}' + YC_{in})$$

$$= X'(Y \oplus C_{in}) + X(Y \oplus C_{in})'$$

$$= X \oplus Y \oplus C_{in}$$

$$C_{out} = \Sigma m(3,5,6,7)$$

$$= X'YC_{in} + XY'C_{in} + XYC_{in}' + XYC_{in}$$

$$= (X'Y + XY')C_{in} + XY(C_{in}' + C_{in})$$

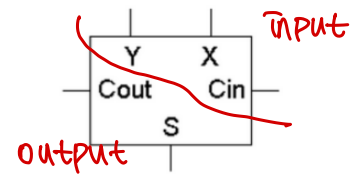
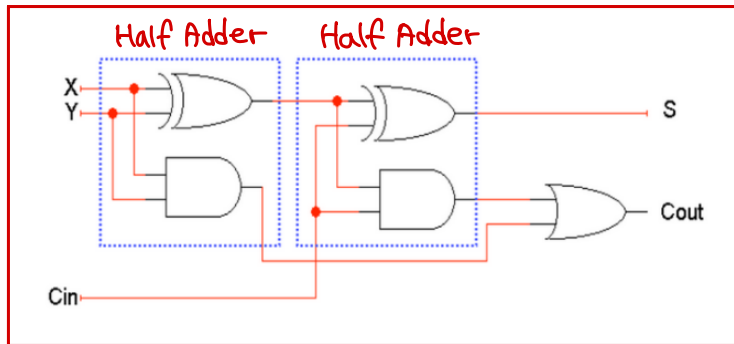
$$= (X \oplus Y)C_{in} + XY$$

- used algebra → k-maps 으로부터 XOR 하기는 쉽지 않음

- full adder circuit
 - 두 개의 half adder로 구성

$$S = X \oplus Y \oplus C_{in}$$

$$C_{out} = (X \oplus Y) C_{in} + XY$$

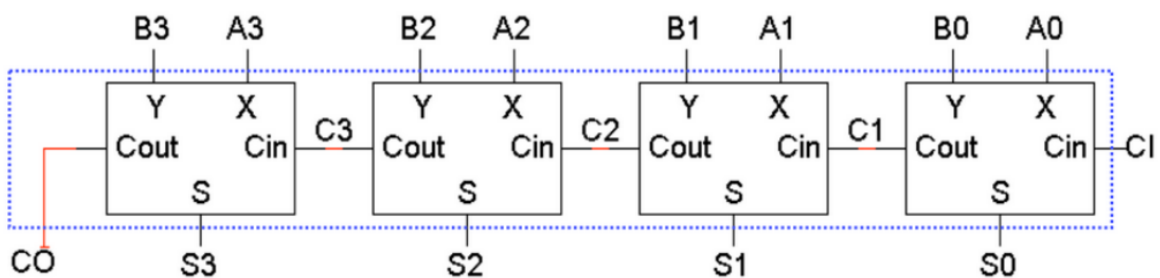
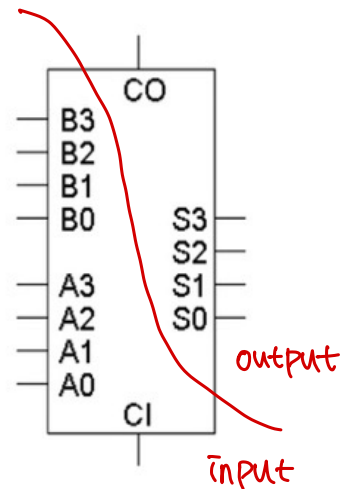


Full Adder

A 4-bit adder

4개의 full adder로 구현

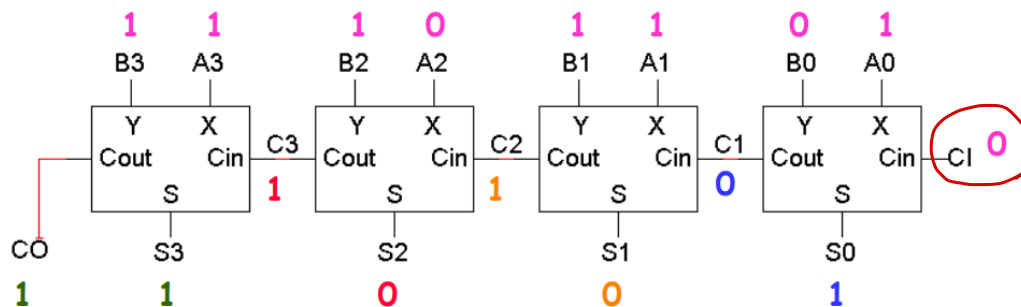
- input : 9개
 - A3, A2, A1, A0 / B3, B2, B1, B0 / CI(carry in)
- output : 5개
 - S3, S2, S1, S0 / CO(carry out)



→ hierarchical structure, 5개의 input에 대한 512개의 row를 가진 진리표

- example of 4-bit adder

Let's try our initial example: A=1011 (eleven), B=1110 (fourteen).



1. Fill in all the inputs, including CI=0
 2. The circuit produces C1 and S0 ($1 + 0 + 0 = 01$)
 3. Use C1 to find C2 and S1 ($1 + 1 + 0 = 10$)
 4. Use C2 to compute C3 and S2 ($0 + 1 + 1 = 10$)
 5. Use C3 to compute CO and S3 ($1 + 1 + 1 = 11$)
- The final answer is 11001 (twenty-five).

⇒ 4bit인데 결과값은 5bit → overflow !!

• Overflow

부호가 없는 덧셈에서 overflow ; carry out이 1이 될 때 일어남

즉, input bit 수와 최종 output bit 수가 다름 → 사용 x

• Hierarchical adder design

Q. 4bit 두 개를 더하면 항상 carry in이 0인데, CI input이 있는 이유는?

A.

ex) 8 bit adder → 4 bit 2개

1. 우리가 4bit adder를 여러 개 합쳐서 더 큰 adders를 만들 수 있기 때문이다.

(like, 4bit adder를 만들 때 full adder를 여러 개 합친 것처럼)

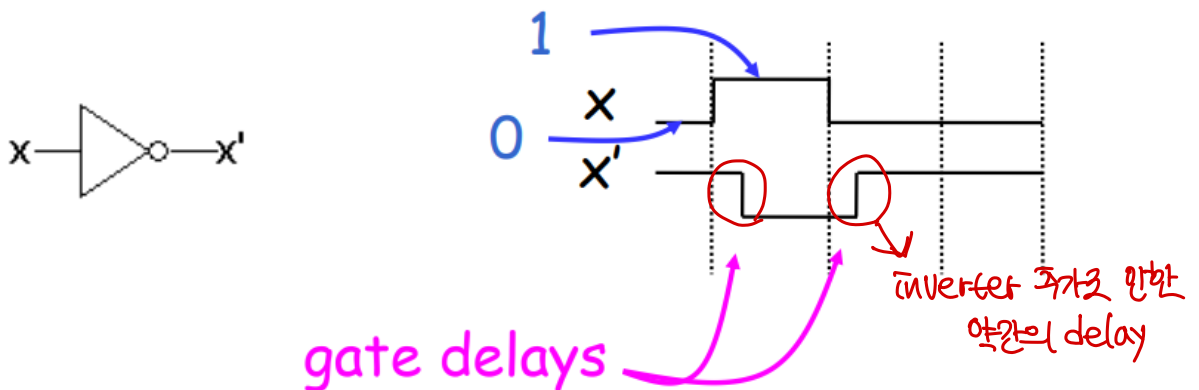
⇒ 이 때, ① symbol끼리 잘라 잘게 써줘야 함

② 주어진 회로의 역할에 맞게 연결할 것

2. plus, subtraction에 carry in이 쓰임

Gate delays

gate가 갖는 시간적인 지연

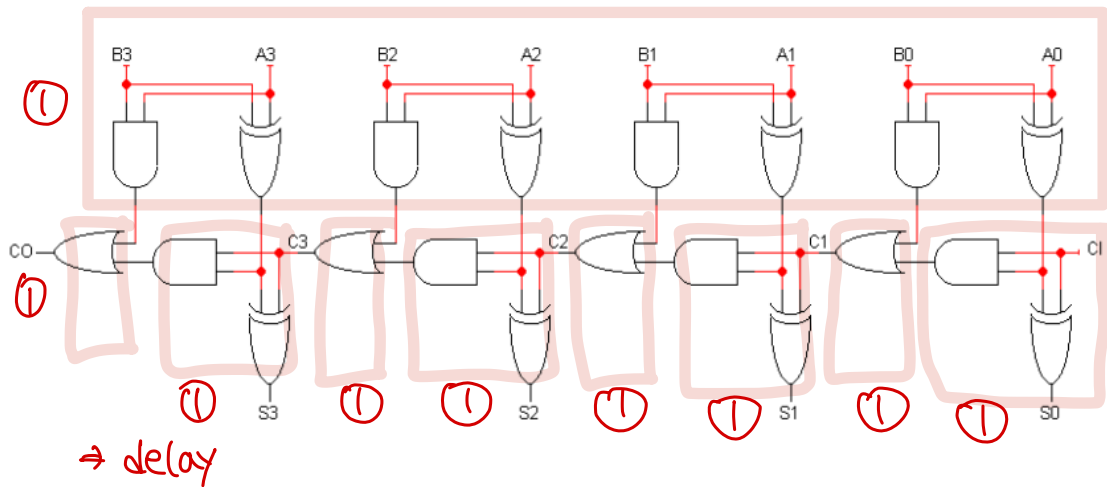


- 모든 gate는 input과 output 사이에 아주 짧은 fraction이 존재 \Rightarrow **gate delay**
 - θ delay or θ cycle 표현
- 실제로 gate delay를 계산하는 복잡한 방법이 있지만 우리 수업에서는 모두 동일한 지연 가정
- **timing diagram**으로 graphically하게 표현 가능

Ripple carry adder(RCA) : delay

- ripple carry adder
 - input A0, B0, C1 이 S3가 생성될 때까지 왼쪽으로 ripple 됨. ☆
 - ripple carry adders are slow
 - nbit ripple carry adder \rightarrow longest path has $2n + 1$ gates
- ex) 4 bit RCA $\rightarrow 2 \times 4 + 1 = 9$ gates

ex) 64 bit → 129 gates



↔ Algebraic carry out : a faster way to compute carry outs

Carry lookahead adders

- instead of waiting for the carry out from all the previous stage.
 - we could compute it directly with a two-level circuit ⇒ minimizing
- 가장 하위 carry out만 알면 다 구할 수 있음 → 모든 carry out은 SOP

1. define two functions

a. generate function

: produces 1 → position i에서 A_i and B_i가 모두 1일 때

$$g_i = A_i B_i$$

b. propagate function

: position i의 incoming carry가 있을 때, A_i or B_i가 1일 때

$$p_i = A_i \oplus B_i$$

A _i	B _i	C _i	C _{i+1}
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

Carry는
둘 중
하나면
생성됨
⇒ a + b

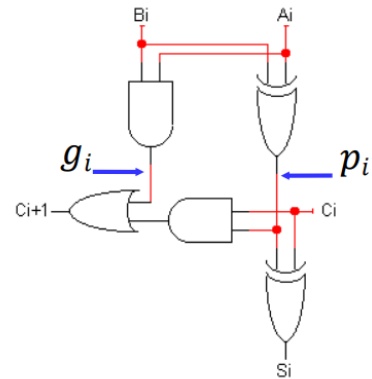
둘이 다르면
⇒ carry가 생김

2. carry out function

$$C_{i+1} = g_i + p_i C_i$$

↪ 이전 것

$$\begin{aligned}
 C_1 &= g_0 + p_0 C_0 \\
 C_2 &= g_1 + p_1 C_1 \\
 &= g_1 + p_1(g_0 + p_0 C_0) \\
 &= g_1 + p_1 g_0 + p_1 p_0 C_0 \\
 C_3 &= g_2 + p_2 C_2 \\
 &= g_2 + p_2(g_1 + p_1 g_0 + p_1 p_0 C_0) \\
 &= g_2 + p_2 g_1 + p_2 p_1 g_0 + p_2 p_1 p_0 C_0 \\
 C_4 &= g_3 + p_3 C_3 \\
 &= g_3 + p_3(g_2 + p_2 g_1 + p_2 p_1 g_0 + p_2 p_1 p_0 C_0) \\
 &= g_3 + p_3 g_2 + p_3 p_2 g_1 + p_3 p_2 p_1 g_0 + p_3 p_2 p_1 p_0 C_0
 \end{aligned}$$



• pros and cons

① by adding more h/w

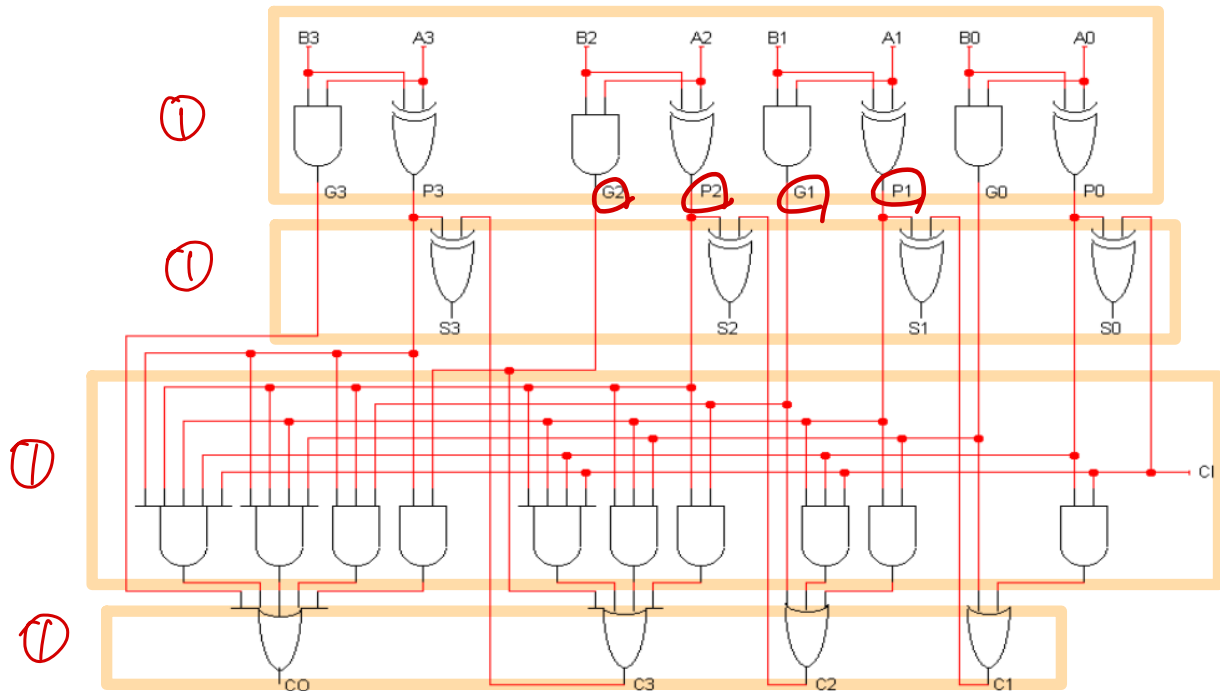
- 회로의 level을 줄일 수 있음
- speed up !

• ex) RCA : delay 9개 / CLA : delay 4개 (4비트에서)

◦ CLA와 RCA

- CLA :
 - delay가 logarithmically 하게 증가
 - 빠르지만 복잡함
- RCA :
 - delay가 linear하게 증가
 - 느리지만 간단함

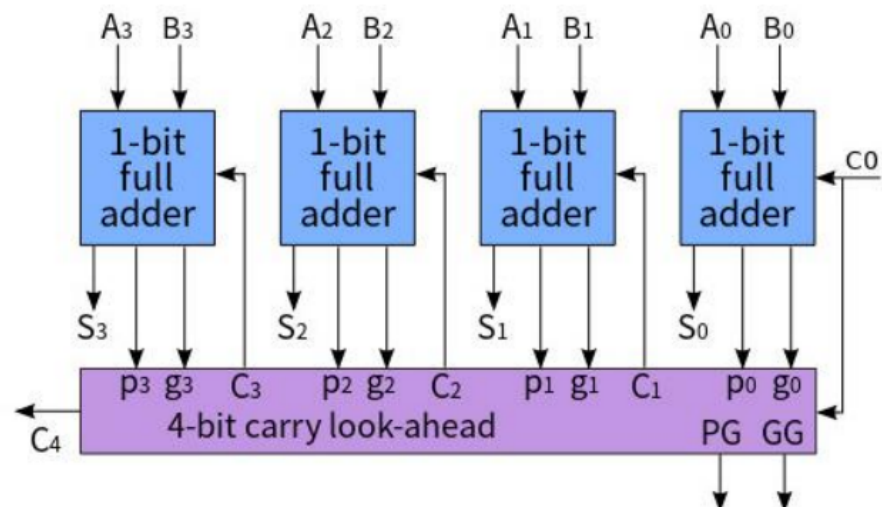
A 4-bit carry lookahead adder



⇒ 4 bit CLA is 4 gate delay

Group Propagation : $PG = P_0 P_1 P_2 P_3$

Group Generation : $GG = G_3 + G_2 P_3 + G_1 P_2 P_3 + G_0 P_1 P_2 P_3$



+) 16 bit CLA is 8 gate delay + maximal time

16 bit RCA is 33 gate delay

64 bit : CLA (128) / RCA (12974)