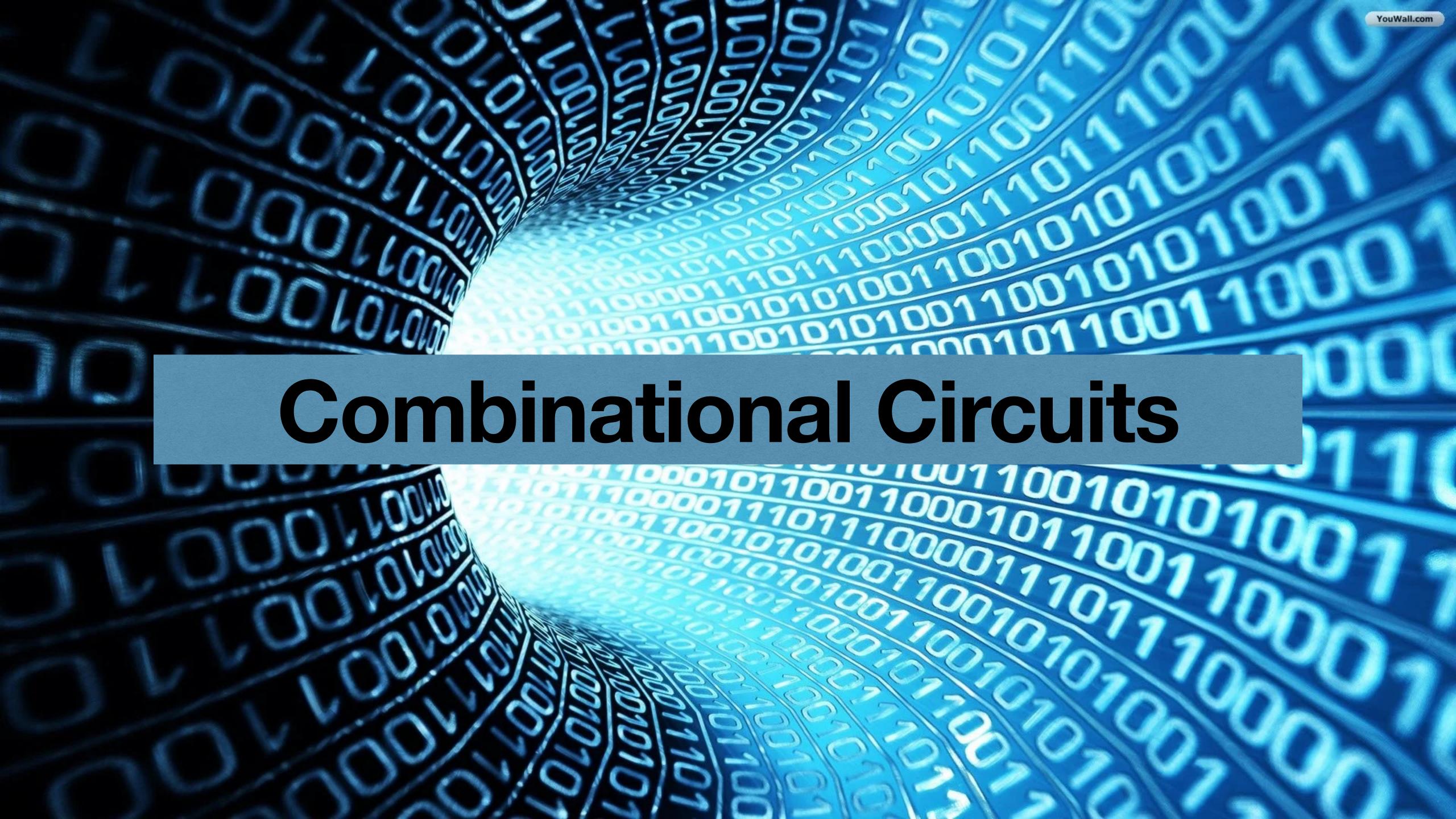
# Digital Logic Design + Computer Architecture

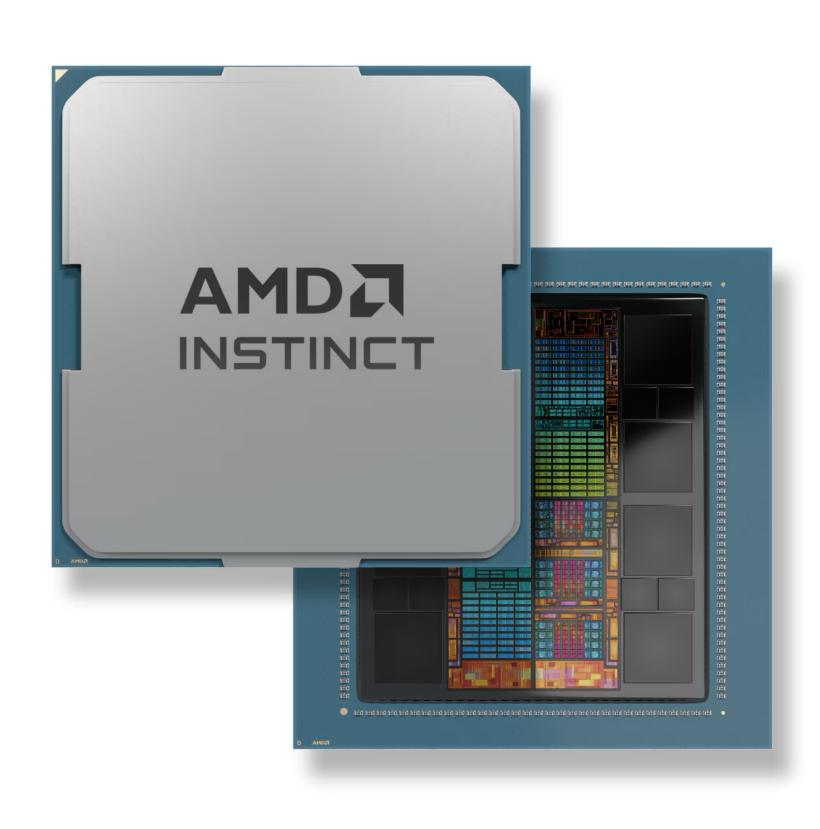
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#### Do You Want to Design Some Day?



#### Design with Gates

- Logic gates: perform logical operations on input signals
- **Positive (negative) logic polarity**: constant 1 (0) denotes a high voltage and constant 0 a low (high) voltage
- Combinational circuits: No memorization
- Synchronous sequential circuits: have memory; driven by a clock that produces a train of equally spaced pulses
- Propagation delay: time to propagate a signal through a gate
- **Asynchronous circuits**: are almost free-running and do not depend on a initiation and completion signals

### Exclusive-OR (XOR) and XNOR

**Exclusive-OR**: modulo-2 addition, i.e.,  $A \oplus B = 1$  if either A or B is 1, but not both.

Commutativity:  $A \oplus B = B \oplus A$ 

Associativity:  $(A \oplus B) \oplus C = A \oplus (B \oplus C) = A \oplus B \oplus C$ 

Distributivity:  $(AB) \oplus (AC) = A(B \oplus C)$ 

If 
$$A \oplus B = C$$
, then
$$A \oplus C = B$$

$$B \oplus C = A$$

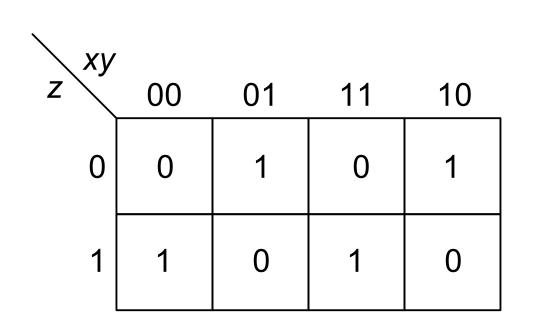
$$A \oplus B \oplus C = 0$$

Exclusive-OR of an even (odd) number of elements, whose value is 1, is 0 (1)

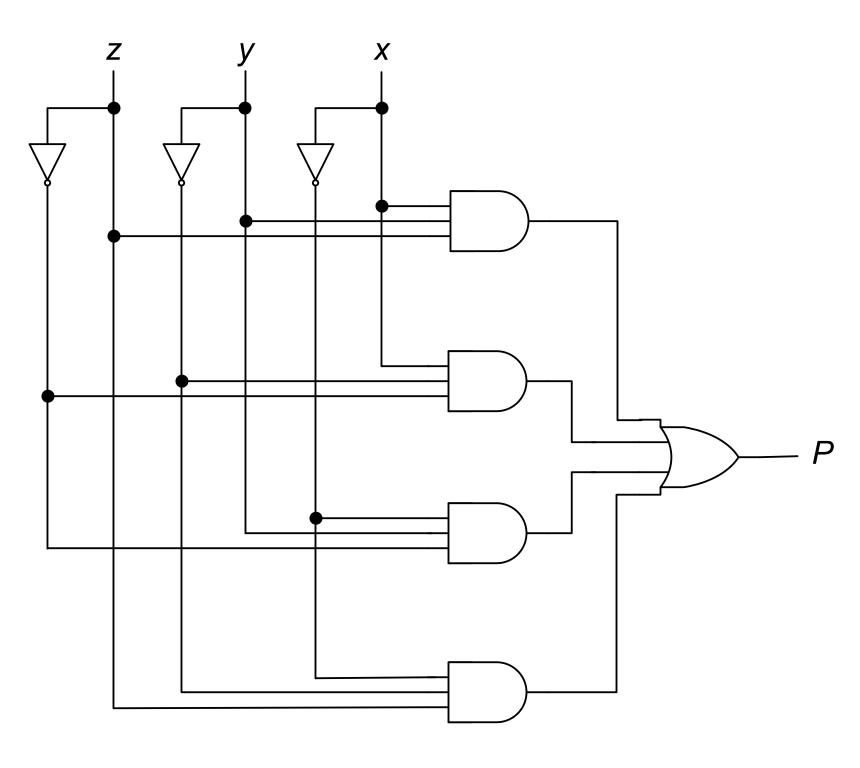
**XNOR**: Complement of XOR

#### Combinational Circuits: Parity-bit Generator

Parity-bit generator: produces output value 1 if and only if an odd number of its inputs have value 1



(a) Map.



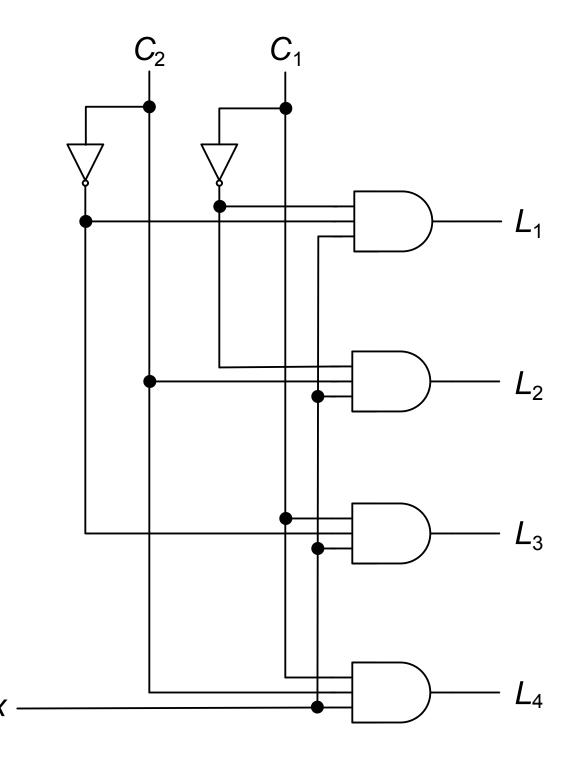
(b) Implementation.

$$P = x'y'z + x'yz' + xy'z' + xyz = x. + y + z$$

#### Combinational Circuits: Serial to Parallel

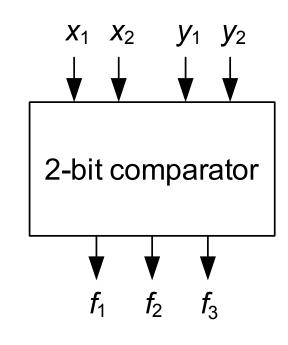
**Serial-to-parallel converter**: distributes a sequence of binary digits on a serial input to a set of different outputs, as specified by external control signals

Control		Output lines				Logic equations
$C_1$	$C_2$	$L_1$	$L_2$	$L_3$	$L_4$	
0	0	x	0	0	0	$L_1 = xC_1'C_2'$
0	1	0	x	0	0	$L_2 = xC_1'C_2$
1	0	0	0	x	0	$L_3 = xC_1C_2'$
1	1	0	0	0	$\boldsymbol{x}$	$L_4 = xC_1C_2$



**n-bit comparator**: compares the magnitude of two numbers X and Y, and has three outputs  $f_1, f_2$ , and  $f_3$ 

- $f_1 = 1 \text{ iff } X > Y$
- $f_2 = 1 \text{ iff } X = Y$
- $f_3 = 1 \text{ iff } X < Y$



(a) Block diagram.

$$f_1 = ?$$

$$f_2 = ?$$

$$f_3 = ?$$

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<i>X</i> -	1 X <sub>2</sub> ↓	<i>y</i> ₁ ↓	<i>y</i> <sub>2</sub> ↓
2-b	it cor	npar	ator
	<b>▼</b>	$F_2$	3

(a) Block diagram.

$X_1X_2$						
<i>y</i> <sub>1</sub> <i>y</i> <sub>2</sub>	00	01	11	10		
00	2	1	1	1		
01	3	2	1	1		
11	3	3	2	3		
10	3	3	1	2		

(b) Map for  $f_1$ ,  $f_2$ , and  $f_3$ .

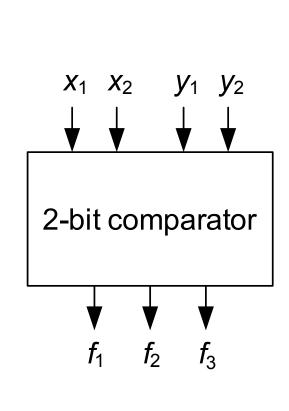
$$f_1 = ?$$

$$f_2 = ?$$

$$f_3 = ?$$

**n-bit comparator**: compares the magnitude of two numbers X and Y, and has three outputs  $f_1, f_2$ , and  $f_3$ 

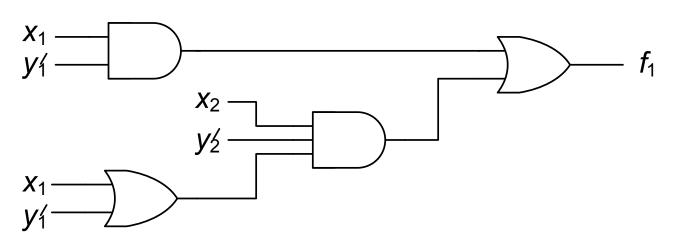
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(b) Map for  $f_1$ ,  $f_2$ , and  $f_3$ .



(c) Circuit for  $f_1$ .

$$f_1 = x_1 x_2 y_2' + x_2 y_1' y_2' + x_1 y_1'$$
  
=  $(x_1 + y_1')x_2 y_2' + x_1 y_1'$ 

$$f_2 = x_1 'x_2 'y_1 'y_2 ' + x_1 'x_2 y_1 'y_2 + x_1 x_2 'y_1 y_2 ' + x_1 x_2 y_1 y_2$$

$$= x_1 'y_1 '(x_2 'y_2 ' + x_2 y_2) + x_1 y_1 (x_2 'y_2 ' + x_2 y_2)$$

$$= (x_1 'y_1 ' + x_1 y_1)(x_2 'y_2 ' + x_2 y_2)$$

$$f_3 = x_2 'y_1y_2 + x_1 'x_2 'y_2 + x_1 'y_1$$
  
=  $x_2 'y_2(y_1 + x_1 ') + x_1 'y_1$ 

Four-bit comparator: 8 inputs (four for A, four for B, and three outputs A > B, A < B and A = B

$$x_i = A_i B_i + A_i' B_i'$$
  $i = 0, 1, 2, 3$ 

$$(A = B) = x_3 x_2 x_1 x_0$$

$$(A > B) = A_3 B_3' + x_3 A_2 B_2' + x_3 x_2 A_1 B_1' + x_3 x_2 x_1 A_0 B_0'$$

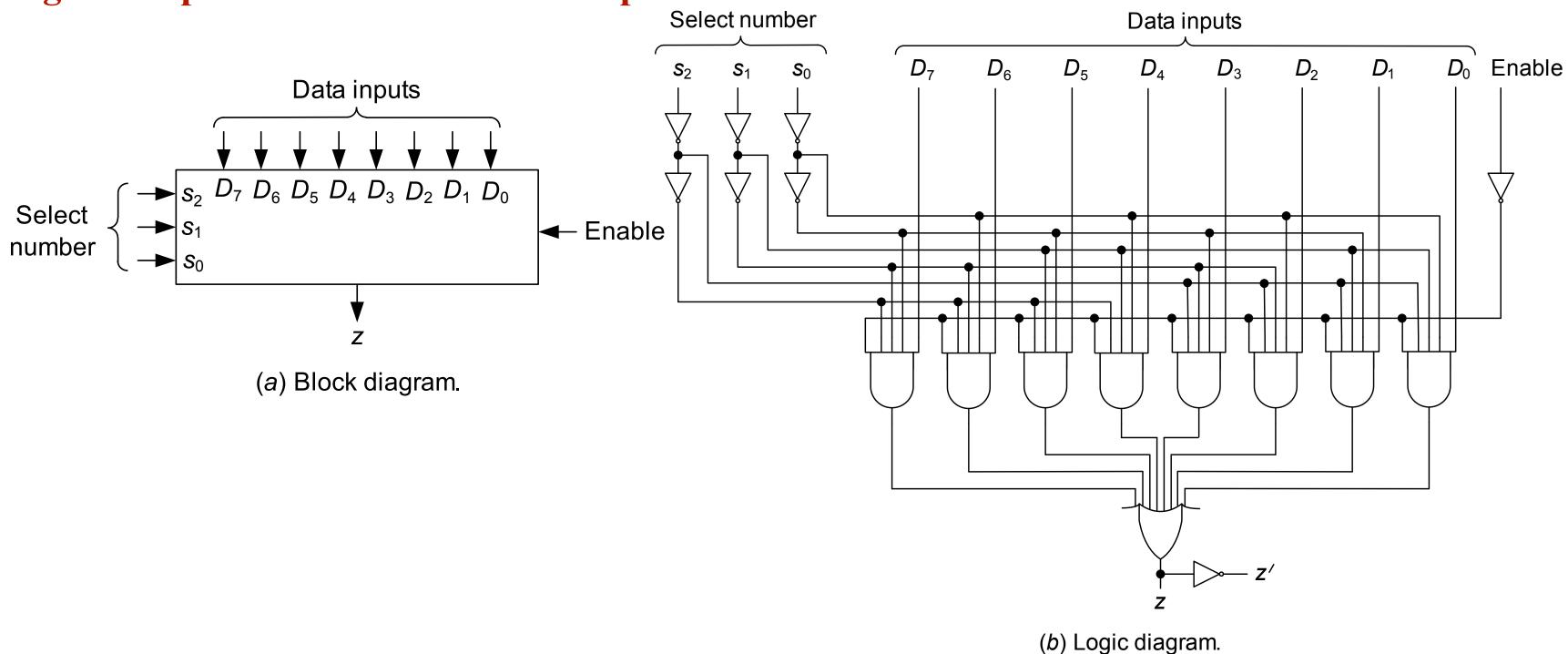
$$(A < B) = A_3' B_3 + x_3 A_2' B_2 + x_3 x_2 A_1' B_1 + x_3 x_2 x_1 A_0' B_0$$

#### Combinational Circuits: Multiplexers

Multiplexer: electronic switch that connects one of *n* inputs to the output

Data selector: application of multiplexer

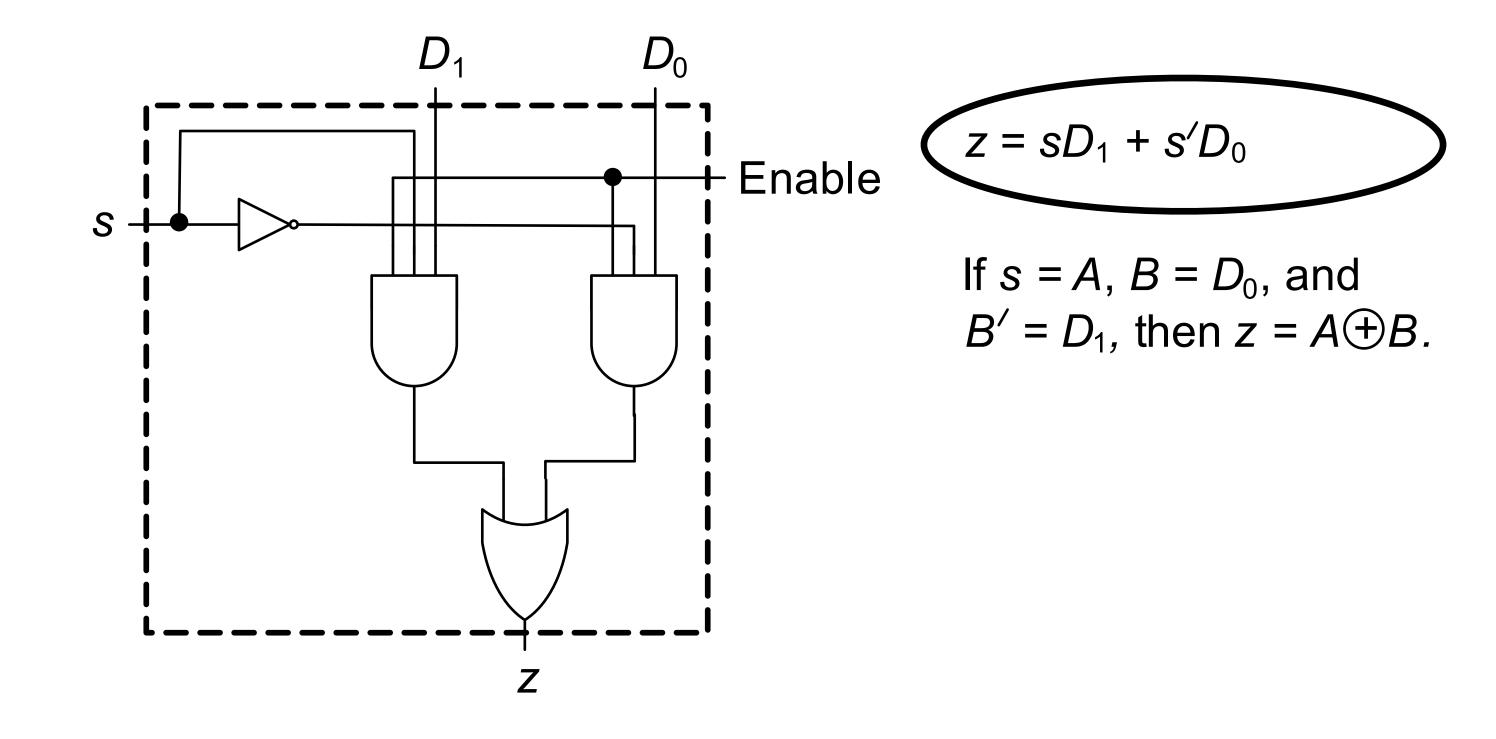
- n data input lines,  $D_0, D_1, ..., D_{n-1}$
- m select digit inputs  $s_0, s_1, ..., s_{m-1}$
- 1 output
- Can you design a simple data selectors with 2 input data lines?



### Combinational Circuits: Multiplexers

Data selectors: can implement arbitrary switching functions

Example: implementing two-variable functions



## Implementing Switching Function with Mux

To implement an *n*-variable function: a data selector with n-1 select inputs and  $2^{n-1}$  data inputs

#### Implementing three-variable functions:

$$z = s_2 \dot{s}_1 \dot{D}_0 + s_2 \dot{s}_1 D_1 + s_2 s_1 \dot{D}_2 + s_2 s_1 D_3$$

Example: 
$$s_1 = A$$
,  $s_2 = B$ ,  $D_0 = C$ ,  $D_1 = 1$ ,  $D_2 = 0$ ,  $D_3 = C$ '
$$z = A'B'C + AB' + ABC'$$

$$= AC' + B'C$$

**General case**: Assign *n*-1 variables to the select inputs and last variable and constants 0 and 1 to the data inputs such that desired function results