# CHW 261: Logic Design

#### Instructors:

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### **Digital Fundamentals**

### CHAPTER 6 Functions of Combinational Logic

Half-Adder

#### **Simple Binary Addition**

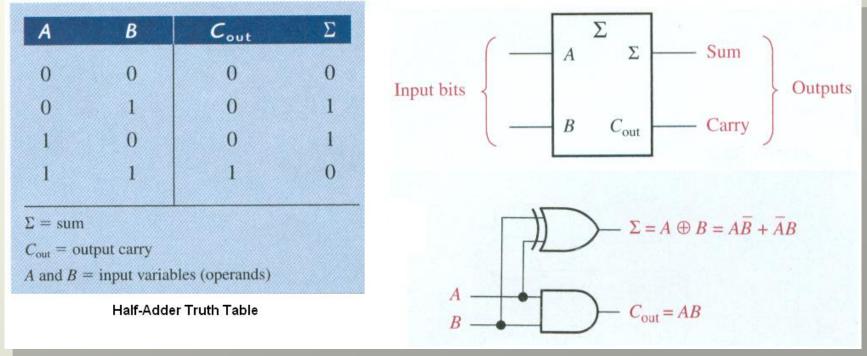
- **0 + 0 = 0** Zero plus zero equals zero
- 0 + 1 = 1 Zero plus one equals one
- 1 + 0 = 1 One plus zero equals one

Outputs
$C_{\rm out}$ $\Sigma$
0 0
0 1
0 1
1 0

1 + 1 = 10 One plus one equals zero with a carry of one

Half-Adder

Basic rules of binary addition are performed by a **half adder**, which has two binary inputs (*A* and *B*) and two binary outputs (Carry out and Sum).



Full-Adder

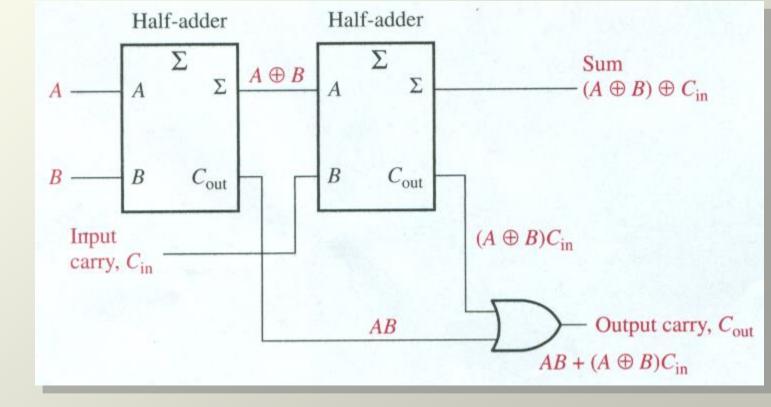
By contrast, a **full adder** has three binary inputs (A, B, and Carry in) and two binary outputs (Carry out and Sum).

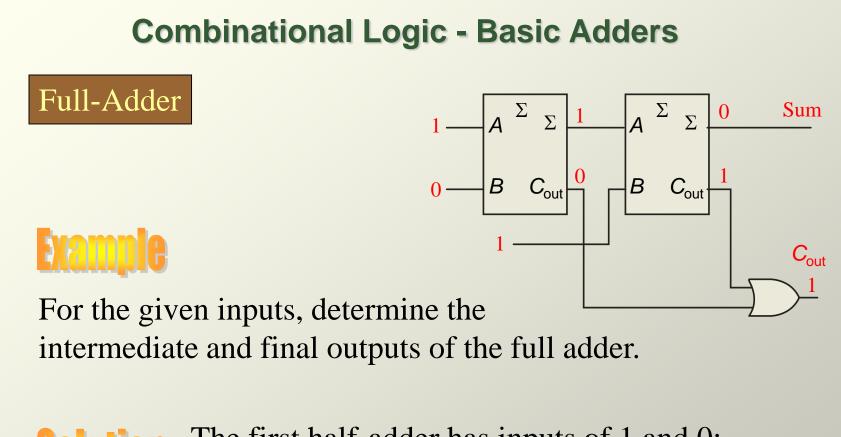
A	В	$C_{in}$	Cout	Σ		
0	0	0	0	0		Σ
0	0	1	0	1	Input $\int A$	Σ
0	- 1	0	0	1	bits $B$	
0	1	1	1	0	Input carry C	Cout
1	0	0	0	1	Input carry $-C_{in}$	1.1
1	0	1	1	0		
1	1	0	1	0	$\Sigma = (A \oplus B) \oplus C_{\rm in}$	n
1	1	1	1	1	$C_{\text{out}} = AB + (A \oplus$	$B)C_{ii}$
		1 etimes designate metimes design		1		

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Full-Adder

#### A full-adder can be constructed from two half adders as shown:



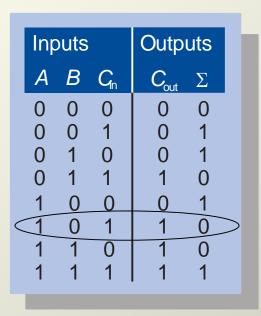


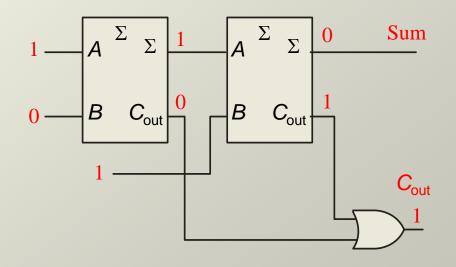
The first half-adder has inputs of 1 and 0; therefore the Sum =1 and the Carry out = 0.

The second half-adder has inputs of 1 and 1; therefore the Sum = 0 and the Carry out = 1.

Full-Adder

Notice that the result from the previous example can be read directly on the truth table for a full adder.

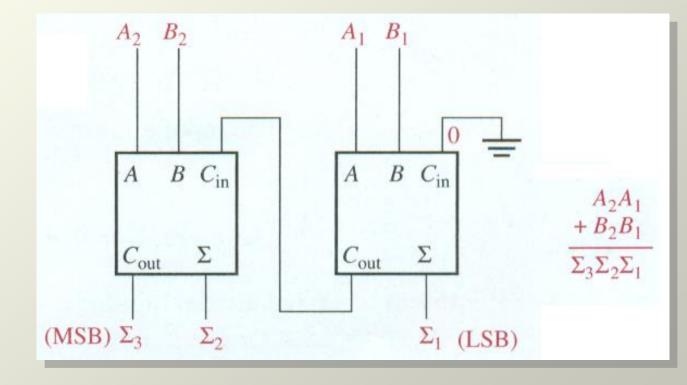




#### **Combinational Logic - Parallel Binary Adders**

#### Parallel Adders

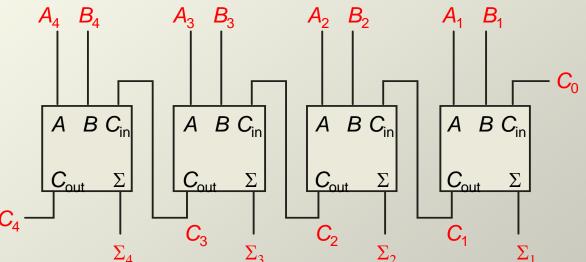
Full adders are combined into parallel adders that can add binary numbers with multiple bits. A 2-bit adder is shown.



#### **Combinational Logic - Parallel Binary Adders**

Parallel Adders

Full adders are combined into parallel adders that can add binary numbers with multiple bits. A 4-bit adder is shown.

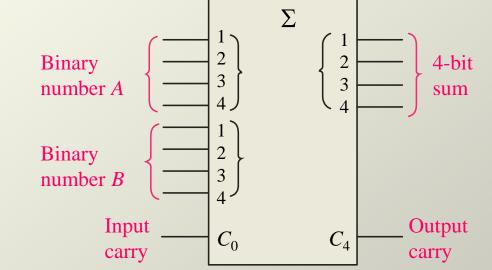


The output carry  $(C_4)$  is not ready until it propagates through all of the full adders. This is called *ripple carry*, delaying the addition process.

#### **Combinational Logic - Parallel Binary Adders**

Parallel Adders

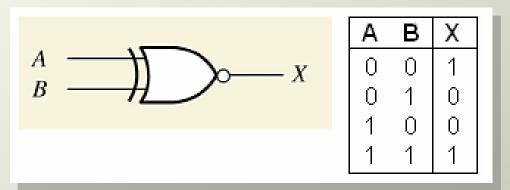
The logic symbol for a 4-bit parallel adder is shown. This 4-bit adder includes a carry in (labeled ( $C_0$ ) and a Carry out (labeled  $C_4$ )



The 74LS283 is an example. It features *look-ahead carry*, which adds logic to minimize the output carry delay. For the 74LS283, the maximum delay to the output carry is 17 ns.

Comparators

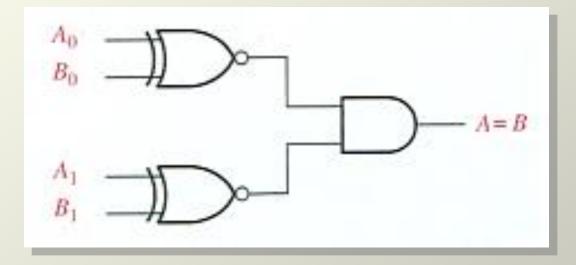
The function of a comparator is to compare the magnitudes of two binary numbers to determine the relationship between them. In the simplest form, a comparator can test for equality using XNOR gates.



#### The output is 1 when the inputs are equal

Comparators

#### 2-bit Comparator

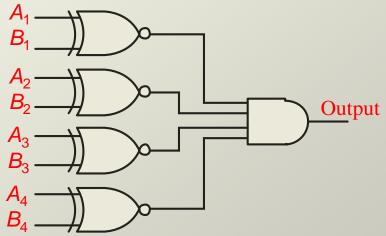


The output is 1 when  $A_0 = B_0 AND A_1 = B_1$ 

Comparators

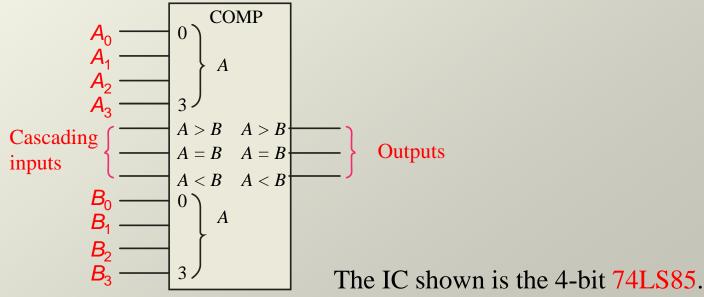
How could you test two 4-bit numbers for equality?

AND the outputs of four XNOR gates.



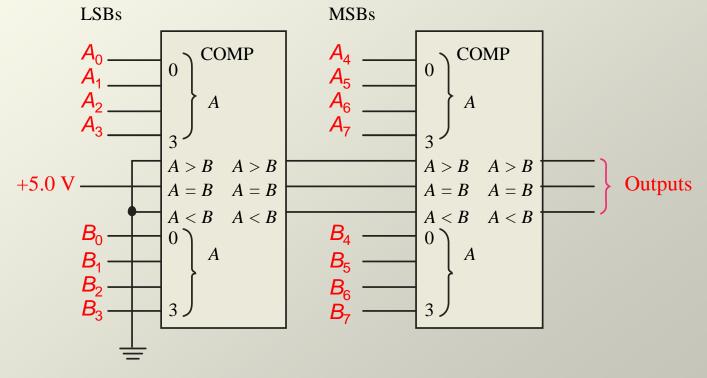
Comparators

IC comparators provide outputs to indicate which of the numbers is larger or if they are equal. The bits are numbered starting at 0, rather than 1 as in the case of adders. Cascading inputs are provided to expand the comparator to larger numbers.



Comparators

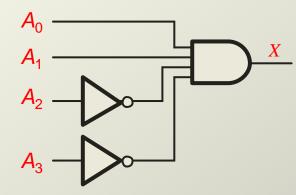
IC comparators can be expanded using the cascading inputs as shown. The lowest order comparator has a HIGH on the A = B.



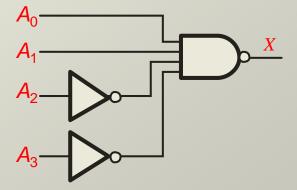
#### Decoders

A **decoder** is a logic circuit that detects the presence of a specific combination of bits at its input. Two simple decoders that detect the presence of the binary code 0011 are shown.

The first has an active HIGH output; the second has an active LOW output.



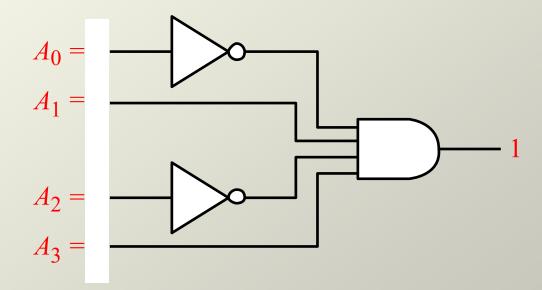
Active HIGH decoder for 0011



Active LOW decoder for 0011

# QUIZ

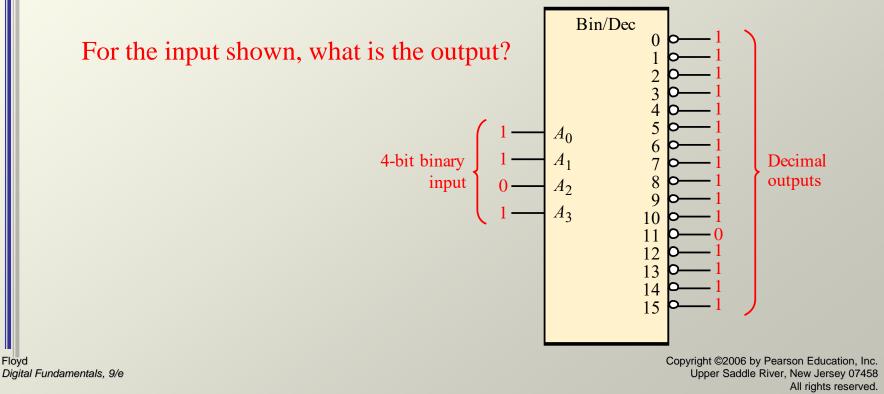
Assume the output of the decoder shown is a logic 1. What are the inputs to the decoder?



#### Decoders

Floyd

IC decoders have multiple outputs to decode any combination of inputs. For example the binary-to-decimal decoder shown here has 16 outputs – one for each combination of binary inputs.



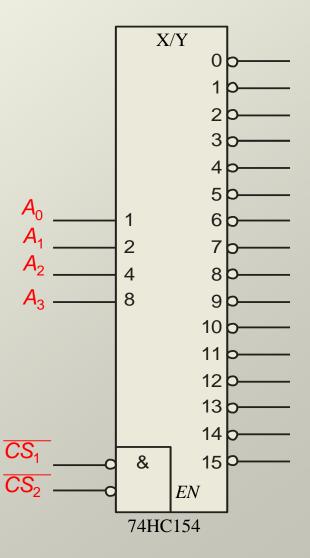
#### Decoders

BIN	IARY	INPU	JTS	DECODING	OUTPUTS															
A <sub>3</sub>	A <sub>2</sub>	<i>A</i> <sub>1</sub>	A <sub>0</sub>	FUNCTION	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	0	0	0	$\overline{A}_3\overline{A}_2\overline{A}_1\overline{A}_0$	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0	0	0	1	$\overline{A}_3\overline{A}_2\overline{A}_1A_0$	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0	0	1	0	$\overline{A}_{3}\overline{A}_{2}A_{1}\overline{A}_{0}$	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1
0	0	1	1	$\overline{A}_3\overline{A}_2A_1A_0$	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1
0	1	0	0	$\overline{A}_{3}A_{2}\overline{A}_{1}\overline{A}_{0}$	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1
0	1	0	1	$\overline{A}_{3}A_{2}\overline{A}_{1}A_{0}$	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1
0	1	1	0	$\overline{A}_{3}A_{2}A_{1}\overline{A}_{0}$	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1
0	1	1	1	$\overline{A}_{3}A_{2}A_{1}A_{0}$	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1
1	0	0	0	$A_3\overline{A}_2\overline{A}_1\overline{A}_0$	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1
1	0	0	1	$A_3\overline{A}_2\overline{A}_1A_0$	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1
1	0	1	0	$A_3\overline{A}_2A_1\overline{A}_0$	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1
1	0	1	1	$A_3\overline{A}_2A_1A_0$	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1
1	1	0	0	$A_3 A_2 \overline{A}_1 \overline{A}_0$	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1
1	1	0	1	$A_3A_2\overline{A}_1A_0$	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1
1	1	1	0	$A_3A_2A_1\overline{A}_0$	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1
1	1	1	1	$A_3A_2A_1A_0$	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0

#### Decoders

A specific integrated circuit decoder is the 74HC154 (shown as a 4-to-16 decoder).

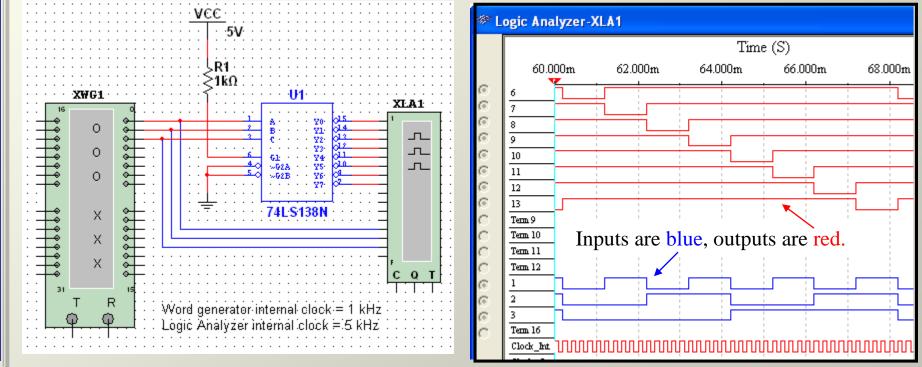
It includes two active LOW chip select lines which must be at the active level to enable the outputs.



Decoders

The 74LS138 is a 3-to-8 decoder with three chip select inputs (two active LOW, one active HIGH).

In this Multisim circuit, the word generator (XWG1) is set up as an up counter. The logic analyzer (XLA1) compares the input and outputs of the decoder.



Decoders

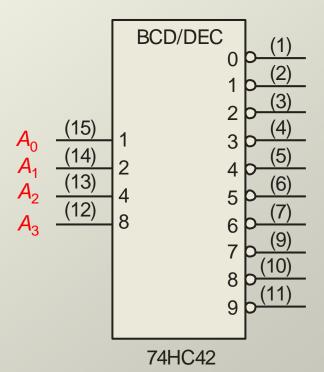
BCD-to-decimal decoders accept a binary coded decimal input and activate one of ten possible decimal digit indications.

DECIMAL		BCD	CODI		DECODING		aan naar	GARAAAA	
DIGIT	<i>A</i> <sub>3</sub>	A <sub>2</sub>	<i>A</i> <sub>1</sub>	A <sub>0</sub>	FUNCTION		BCD/DEC		
0	0	0	0	0	$\overline{A}_3\overline{A}_2\overline{A}_1\overline{A}_0$			0 P 1 P	
1	0	0	0	1	$\overline{A}_{3}\overline{A}_{2}\overline{A}_{1}A_{0}$	Binary Inputs		2 p	
2	0	0	1	0	$\overline{A}_3\overline{A}_2A_1\overline{A}_0$			3 0	Deci
3	0	0	1	1	$\overline{A}_3\overline{A}_2A_1A_0$	$A_1$ — — — — — — — — — — — — — — — — — — —	-	4 p 5 p	Outp
4	0	1	0	0	$\overline{A}_{3}A_{2}\overline{A}_{1}\overline{A}_{0}$	$A_2$ — $A_3$ — $A_3$ — $A_3$		6 p	
5	0	1	0	1	$\overline{A}_{3}A_{2}\overline{A}_{1}A_{0}$			7 þ	
6	0	1	1	0	$\overline{A}_{3}A_{2}A_{1}\overline{A}_{0}$			8 þ	
7	0	1	1	1	$\overline{A}_{3}A_{2}A_{1}A_{0}$			9 P	の目的
8	1	0	0	0	$A_3\overline{A}_2\overline{A}_1\overline{A}_0$			in and the second se	
9	1	0	0	1	$A_3\overline{A}_2\overline{A}_1A_0$				





Assume the inputs to the 74HC42 decoder are the sequence 0101, 0110, 0011, and 0010. Describe the output.



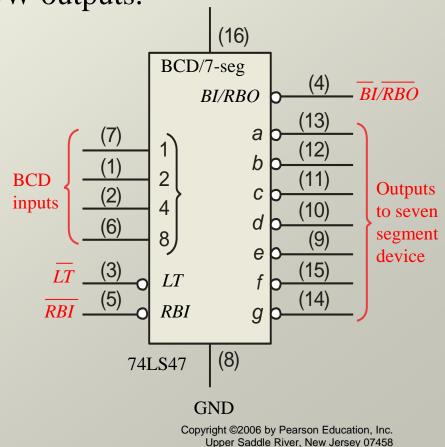
## **Solution**

# All lines are HIGH except for one active output, which is LOW. The active outputs are 5, 6, 3, and 2 in that order.

#### BCD Decoder/Driver

Another useful decoder is the 74LS47. This is a BCD-to-seven segment display with active LOW outputs.  $V_{cc}$ 

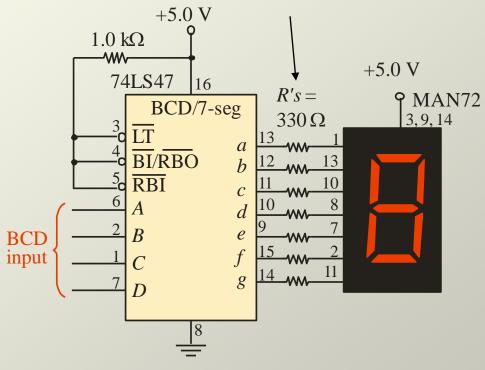
The *a*-*g* outputs are designed for much higher current than most devices (hence the word driver in the name).



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#### BCD Decoder/Driver

Here the 7447A is an connected to an LED seven segment display. Notice the current limiting resistors, required to prevent overdriving the LED display.

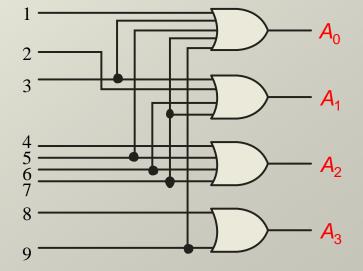


#### Encoders

An encoder accepts an active logic level on one of its inputs and converts it to a coded output, such as BCD or binary.

The decimal to BCD is an encoder with an input for each of the ten decimal digits and four outputs that represent the BCD code for the active digit. The basic logic diagram is shown.

There is no zero input because the outputs are all LOW when the input is zero.

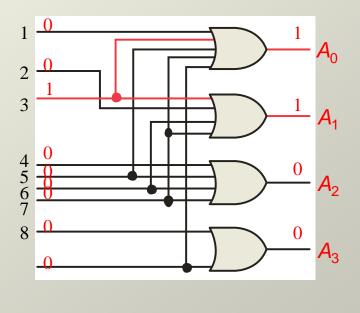


#### Encoders



Show how the decimal-to-BCD encoder converts the decimal number 3 into a BCD 0011.

The top two OR gates have ones as indicated with the red lines. Thus the output is 0111.

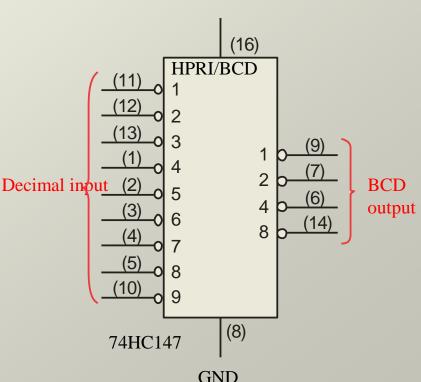


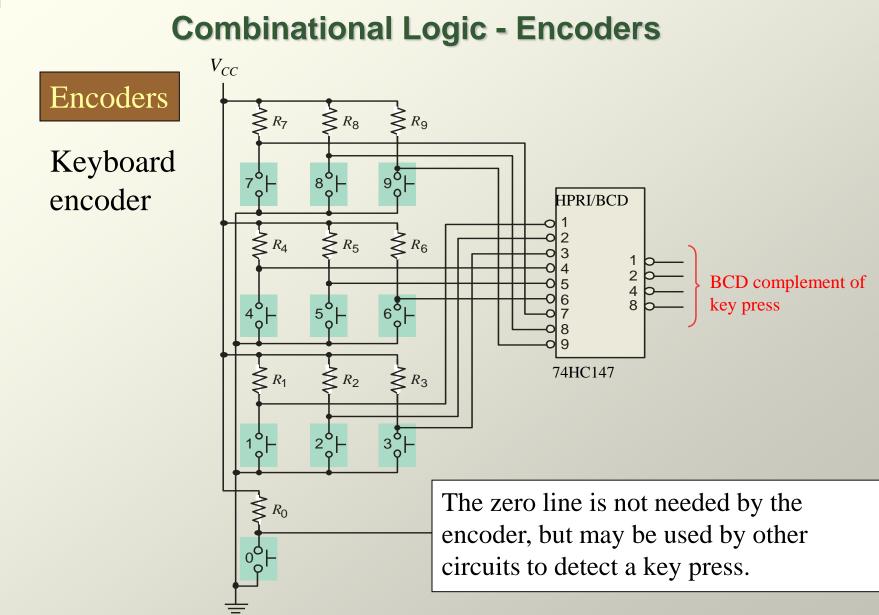
#### Encoders

The 74HC147 is an example of an IC encoder. It is has ten active-LOW inputs and converts the active input to an active-LOW BCD output.  $V_{cc}$ 

This device is offers additional flexibility in that it is a **priority** encoder.

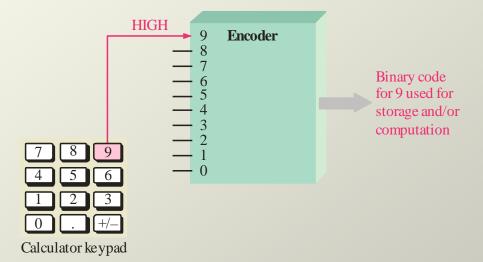
This means that if more than one input is active, the one with the highest order decimal digit will be active.



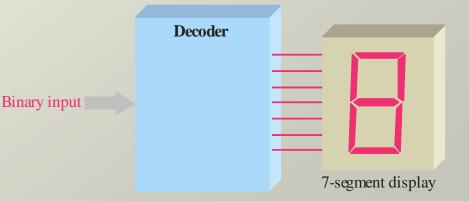


#### **Combinational Logic - Decoder/Encoders**

#### Keypad Encoder



#### Seven Segment Decoder



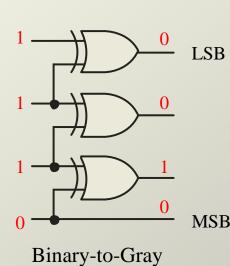
#### **Combinational Logic – Code Converter**

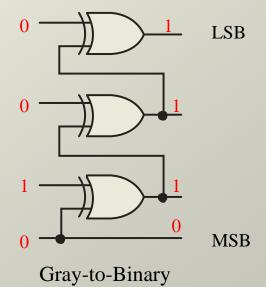
#### Code Converters

There are various code converters that change one code to another. Two examples are the four bit binary-to-Gray converter and the Gray-to-binary converter.

Show the conversion of binary 0111 to Gray and back.

Solution





Floyd Digital Fundamentals, 9/e

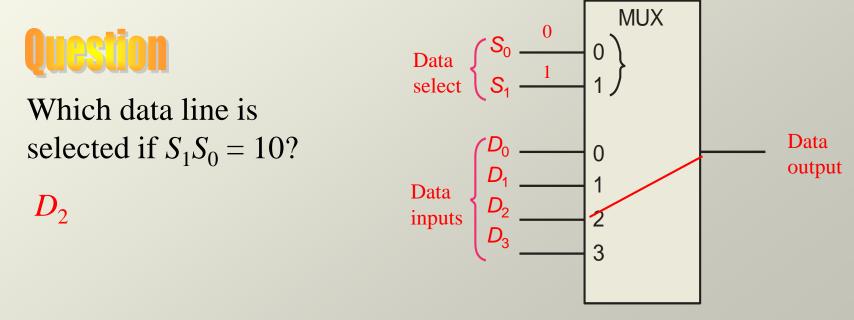
#### **Combinational Logic – Code Converter**

Code converters		BINARY	GRAY CODE
		0000	0000
		0001	0001
Binary Gray		0010	0011
$B_0 \longrightarrow G_0$ (LSB)		0011	0010
		0100	0110
$B_1 \longrightarrow G_1$		0101	0111
	Gray Binary	0110	0101
$B_2 \longrightarrow G_2$	C IT	0111	0100
	$B_0$ (LSB)	1000	1100
$B_3 \longrightarrow G_3 (MSB)$		1001	1101
	$G_1 \longrightarrow B_1$	1010	1111
		1011	1110
		1100	1010
	$G_2 \longrightarrow B_2$	1101	1011
	$G_3 \longrightarrow B_3 (MSB)$	1110	1001
		1111	1000

#### **Combinational Logic – Multiplexer**

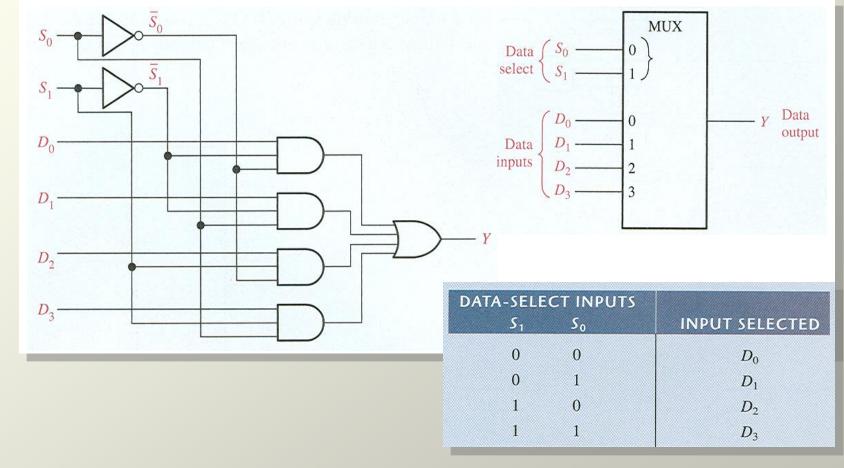
#### Multiplexers

A multiplexer (MUX) selects one data line from two or more input lines and routes data from the selected line to the output. The particular data line that is selected is determined by the select inputs.



#### **Combinational Logic – Multiplexer**

Multiplexers

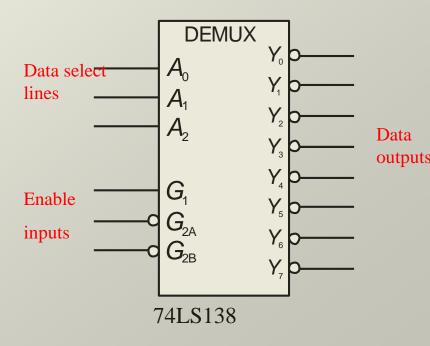


#### **Combinational Logic – Multiplexer**

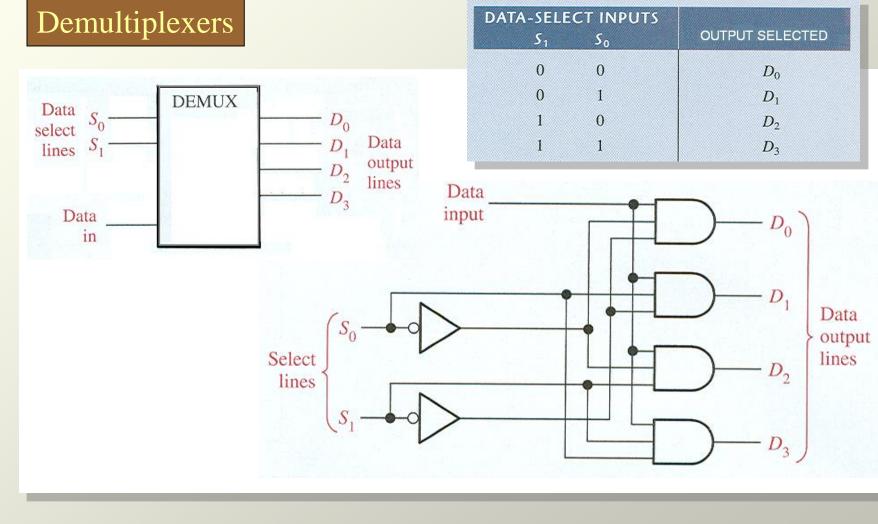
#### Demultiplexers

A demultiplexer (DEMUX) performs the opposite function from a MUX. It switches data from one input line to two or more data lines depending on the select inputs.

The 74LS138 was introduced previously as a decoder but can also serve as a DEMUX. When connected as a DEMUX, data is applied to one of the enable inputs, and routed to the selected output line depending on the select variables. Note that the outputs are active-LOW as illustrated in the following example...



### Combinational Logic – DeMultiplexer



#### **Combinational Logic – DeMultiplexer**

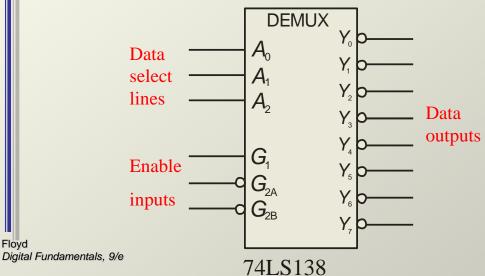
#### Demultiplexers

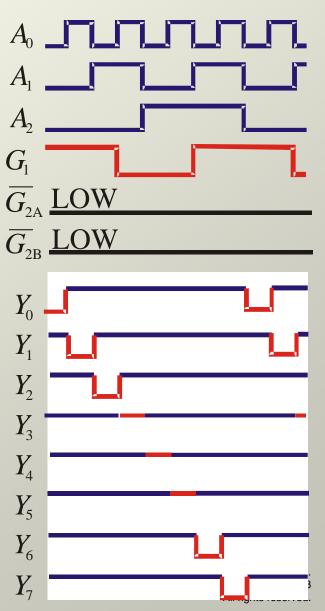


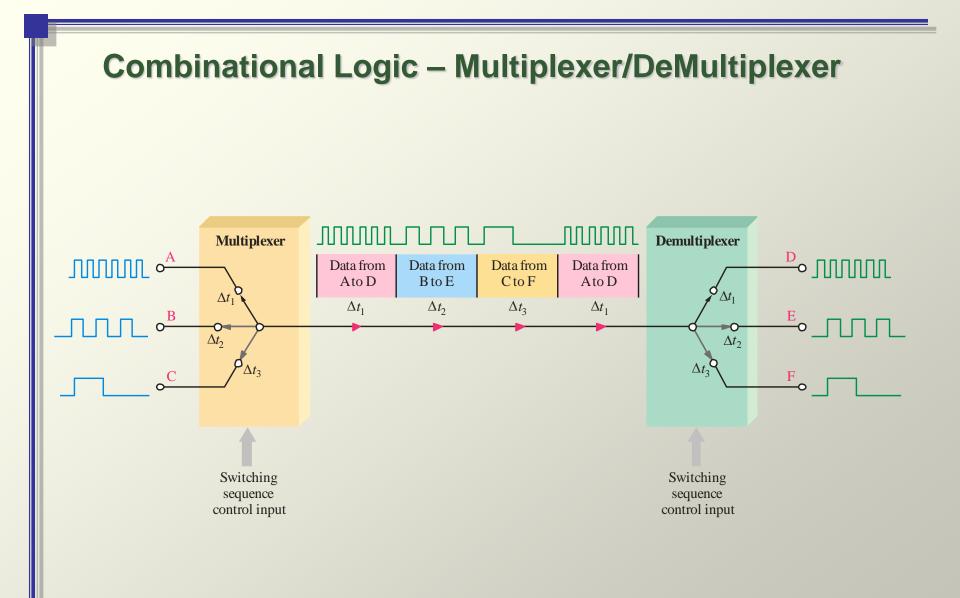
Determine the outputs, given the inputs shown.

Floyd

The output logic is opposite to the input because of the active-LOW convention. (Red shows the selected line).



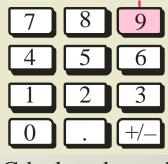




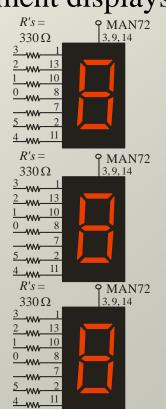
# QUIZ



Connect a keypad to three seven-segment displays



Calculator keypad



#### Functions of Combinational I

#### Parity Generators/Checkers

Parity is an error detection method that uses an extra bit appended to a group of bits to force them to be either odd or even. In even parity, the total number of ones is even; in odd parity the total number of ones is odd.





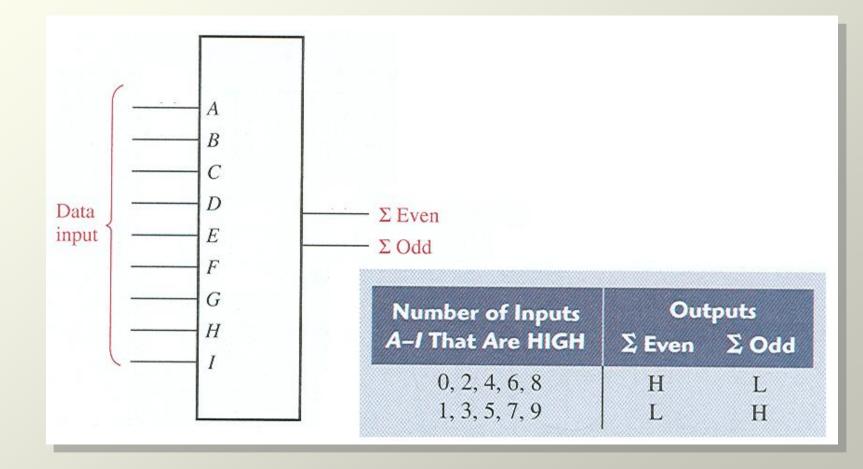
The ASCII letter S is 1010011. Show the parity bit for the letter S with odd and even parity.

### Solution

S with odd parity = 11010011S with even parity = 01010011

#### **Functions of Combinational Logic**

#### Parity Generators/Checkers



#### **Functions of Combinational Logic**

#### Parity Generators/Checkers

The 74LS280 can be used to generate a parity bit or to check an incoming data stream for even or odd parity.

*Checker:* The 74LS280 can test codes with up to 9 bits. The even output will normally be HIGH if the data lines have even parity; otherwise it will be LOW. Likewise, the odd output will normally be HIGH if the data lines have odd parity; otherwise it will be LOW.

*Generator:* To generate <u>even</u> parity, the parity bit is taken from the <u>odd</u> parity output. To generate <u>odd</u> parity, the output is taken from the <u>even</u> parity output.

