

# CS221: Logic Design

## Instructors:

Dr. Ahmed Shalaby <http://bu.edu.eg/staff/ahmedshalaby14#>

Dr. Fatma Sakr

# Digital Fundamentals

## CHAPTER 6 Functions of Combinational Logic

# Combinational Logic - Basic Adders

## 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

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

Inputs		Outputs	
A	B	C <sub>out</sub>	Σ
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

# Combinational Logic - Basic Adders

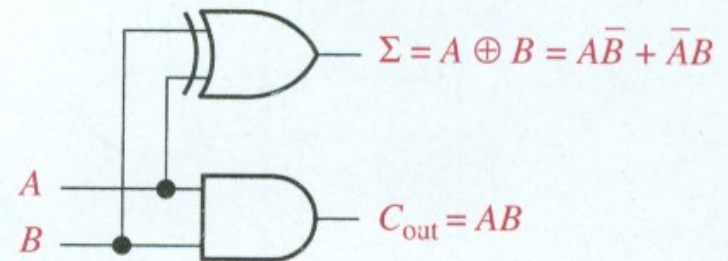
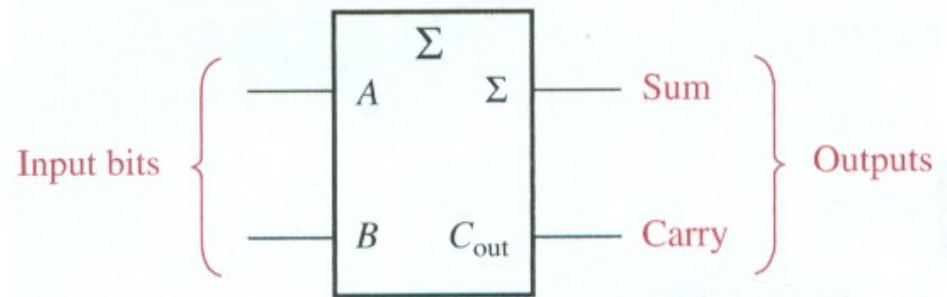
## Half-Adder

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).

$A$	$B$	$C_{out}$	$\Sigma$
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

$\Sigma$  = sum  
 $C_{out}$  = output carry  
 $A$  and  $B$  = input variables (operands)

Half-Adder Truth Table



# Combinational Logic - Basic Adders

## Full-Adder

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

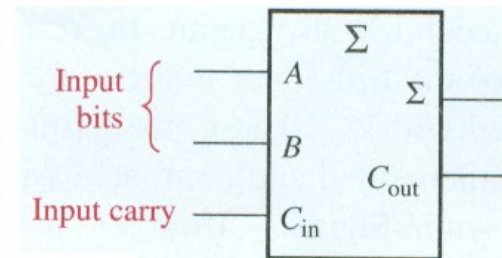
$A$	$B$	$C_{in}$	$C_{out}$	$\Sigma$
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

$C_{in}$  = input carry, sometimes designated as  $CI$

$C_{out}$  = output carry, sometimes designated as  $CO$

$\Sigma$  = sum

$A$  and  $B$  = input variables (operands)



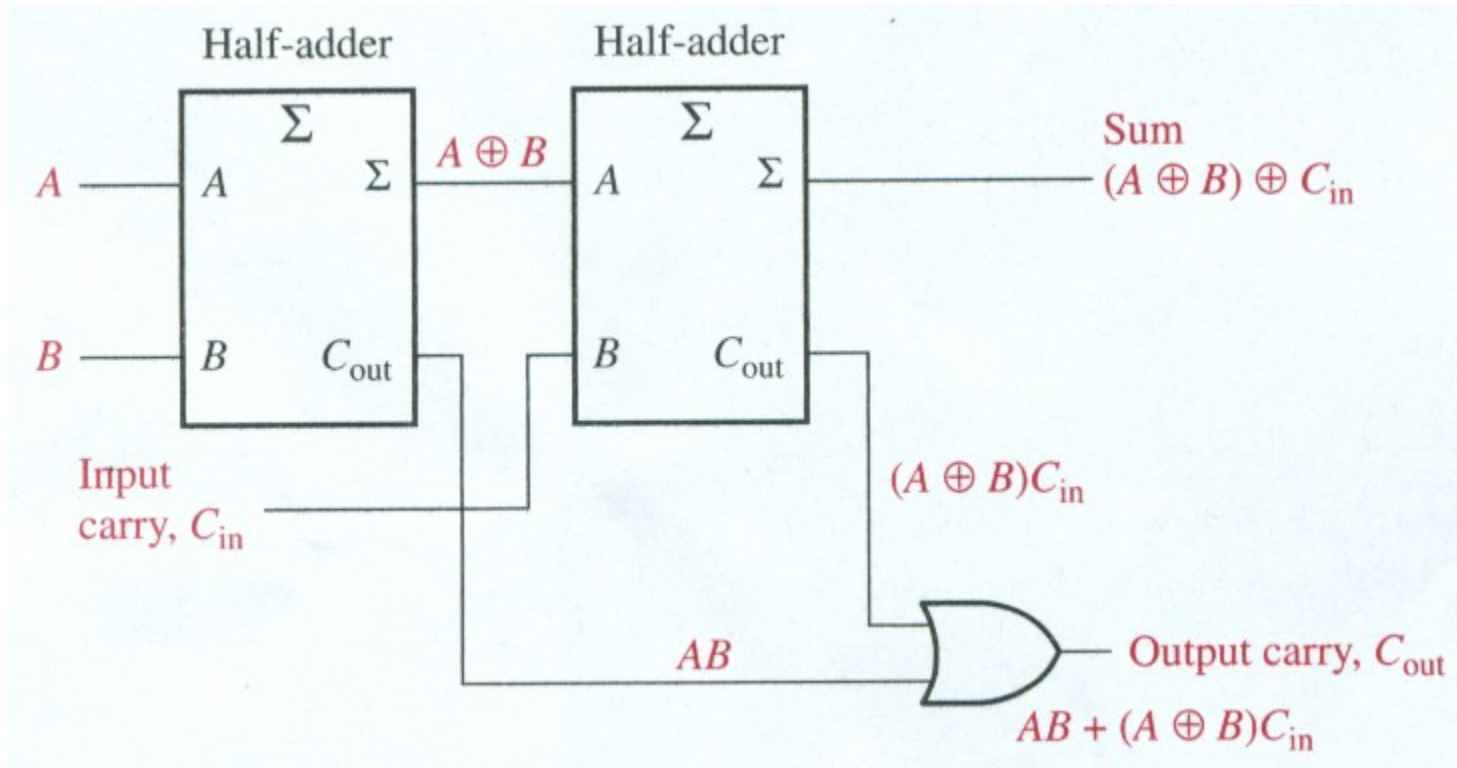
$$\Sigma = (A \oplus B) \oplus C_{in}$$

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

# Combinational Logic - Basic Adders

## Full-Adder

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

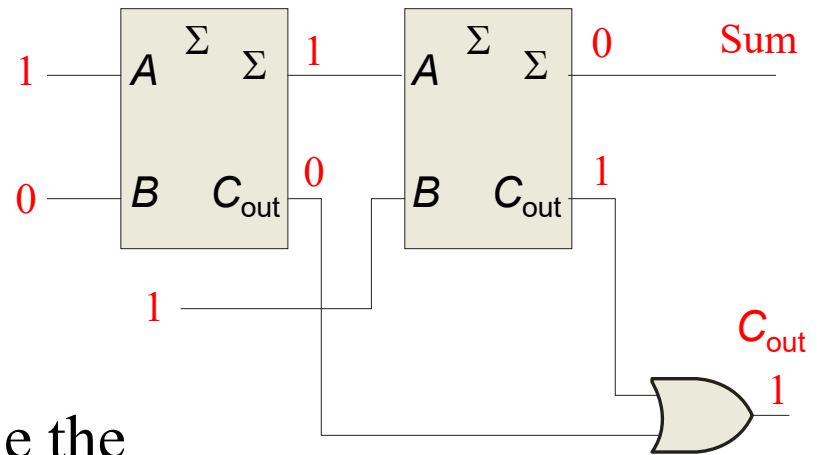


# Combinational Logic - Basic Adders

## Full-Adder

### Example

For the given inputs, determine the intermediate and final outputs of the full adder.



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

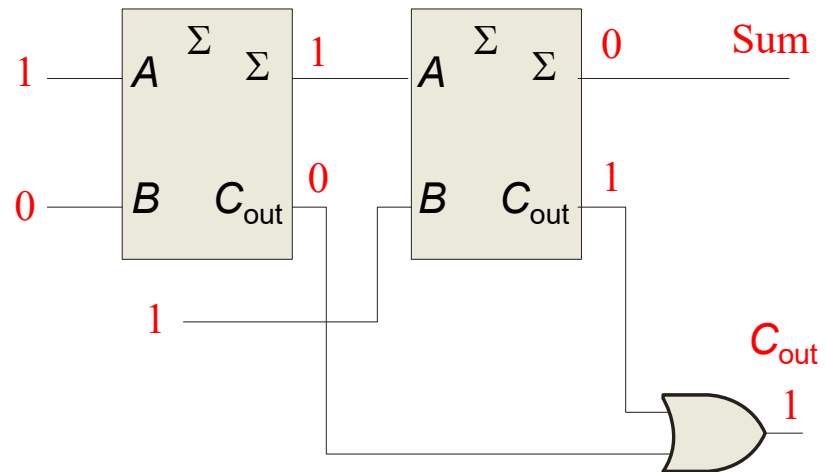
The second half-adder has inputs of 1 and 1; therefore the **Sum = 0** and the **Carry out = 1**.

# Combinational Logic - Basic Adders

## Full-Adder

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

Inputs			Outputs	
A	B	C <sub>in</sub>	C <sub>out</sub>	Σ
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

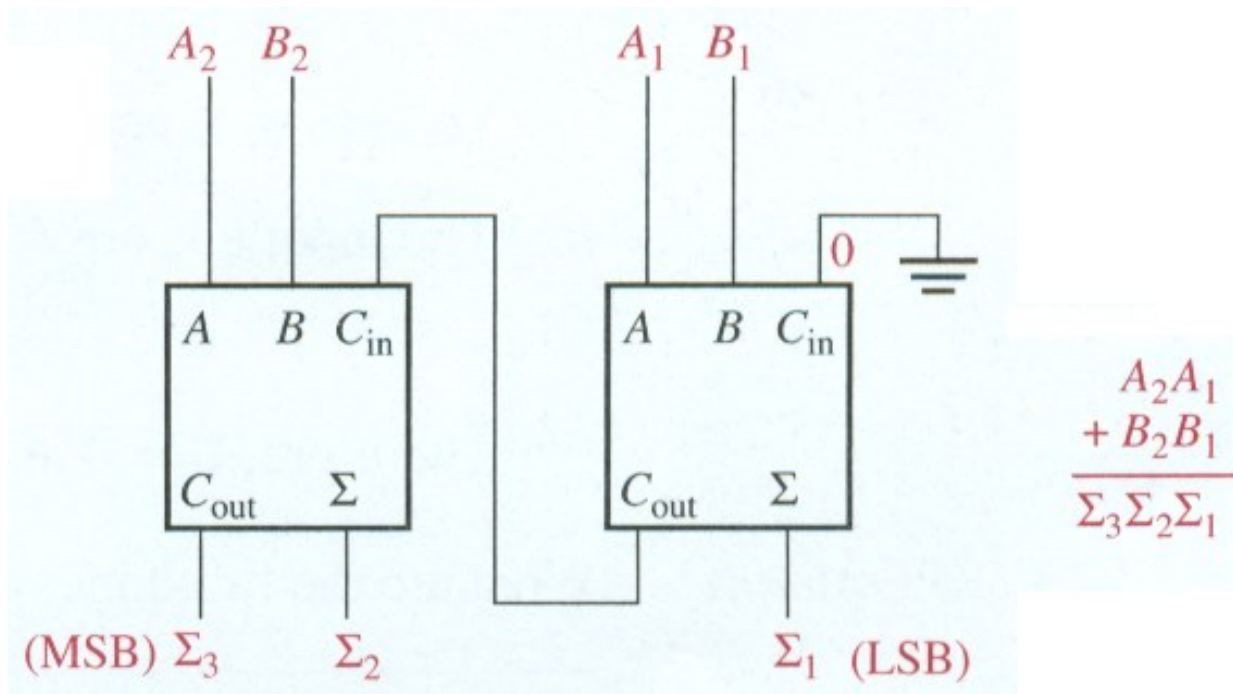




# Combinational Logic - Parallel Binary Adders

## Parallel Adders

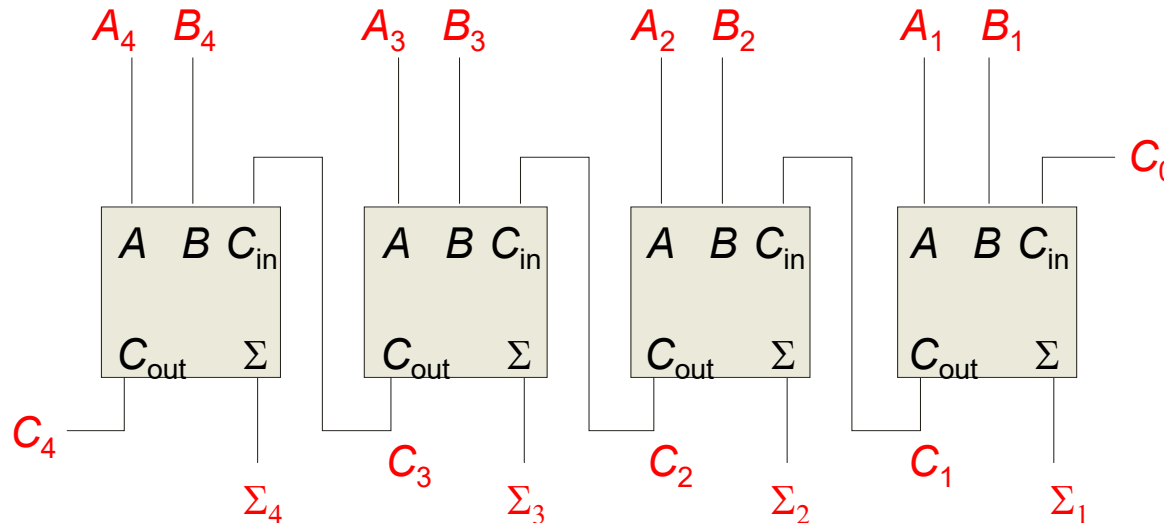
Full adders are combined into **parallel adders** that can add binary numbers with **multiple bits**. A 2-bit adder is shown.



# 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.

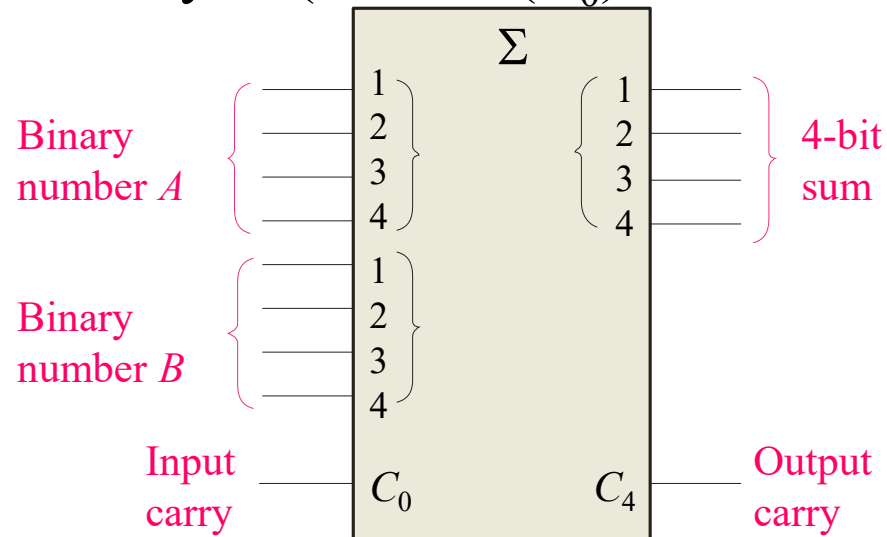


The output carry ( $C_4$ ) is not ready until it propagates through all of the full adders. This is called **ripple carry**, delaying the addition process.

# 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  $C_4$ )

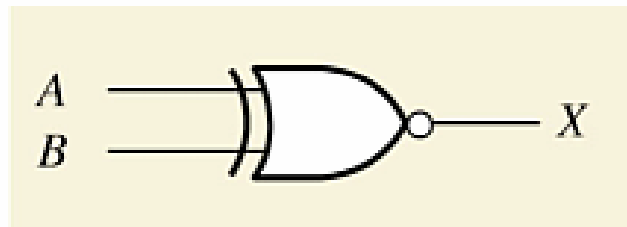


The **74LS283** is an example. It features *look-ahead carry*, which **adds logic to minimize the output carry delay**. For the 74LS283, the maximum delay to the output carry is 17 ns.

# Combinational Logic - Comparators

## 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**.



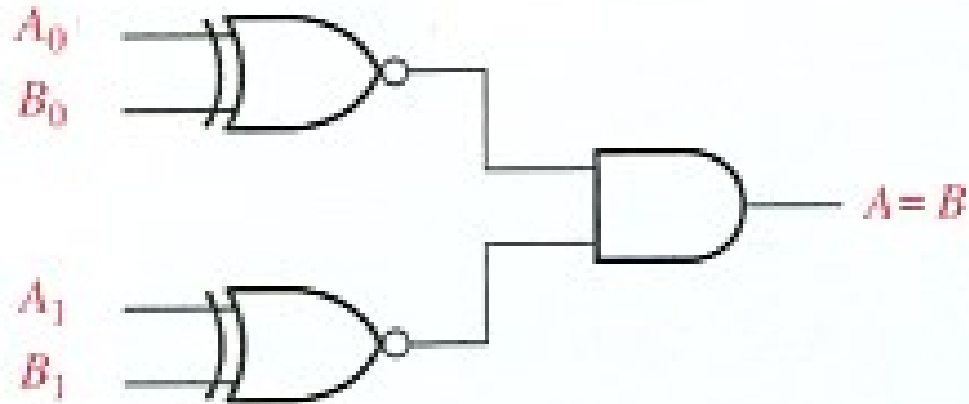
A	B	X
0	0	1
0	1	0
1	0	0
1	1	1

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

# Combinational Logic - Comparators

## Comparators

### 2-bit Comparator



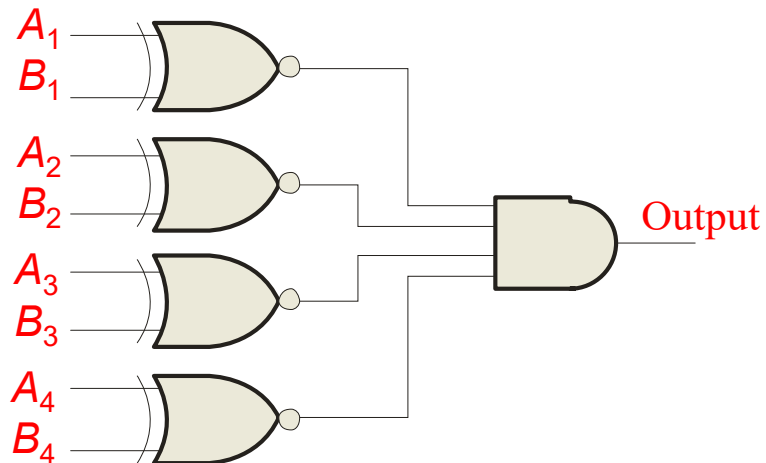
The output is 1 when  $A_0 = B_0$  AND  $A_1 = B_1$

# Combinational Logic - Comparators

## Comparators

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

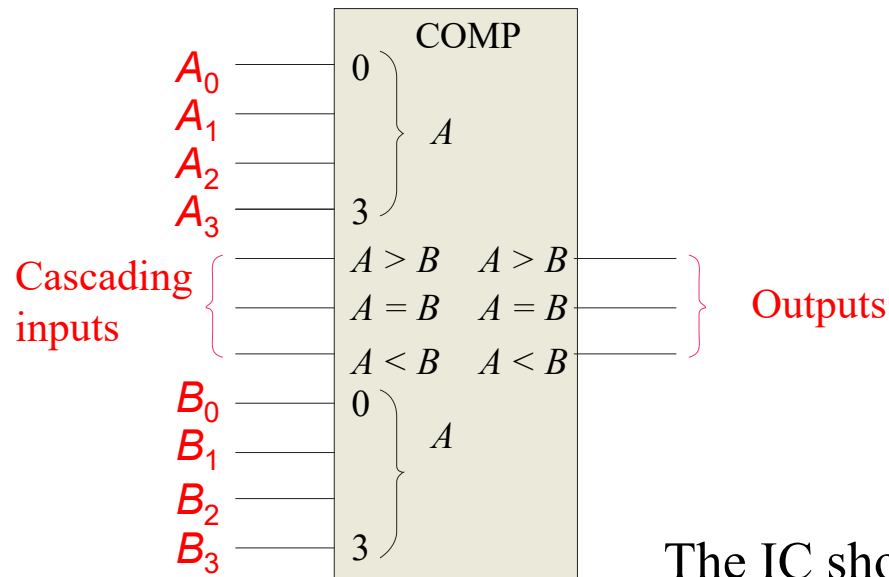
**Solution** AND the outputs of four XNOR gates.



# Combinational Logic - Comparators

## 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.



The IC shown is the 4-bit **74LS85**.



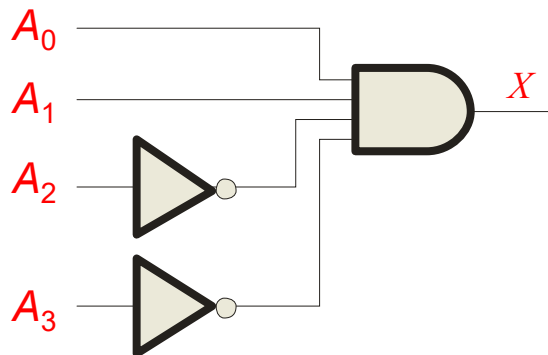


# Combinational Logic - Decoders

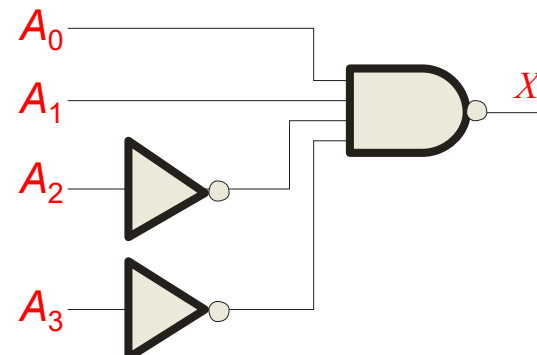
## Decoders

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

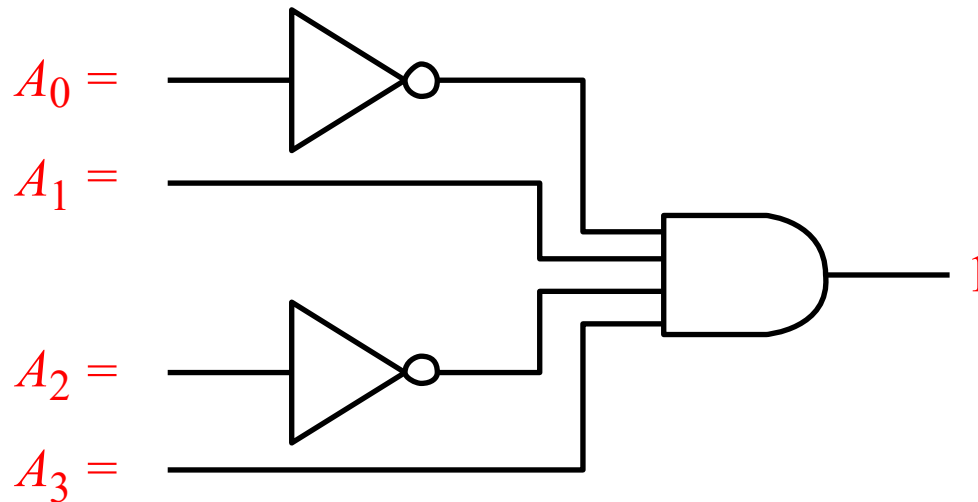


Active LOW decoder for 0011

# QUIZ

## Question

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

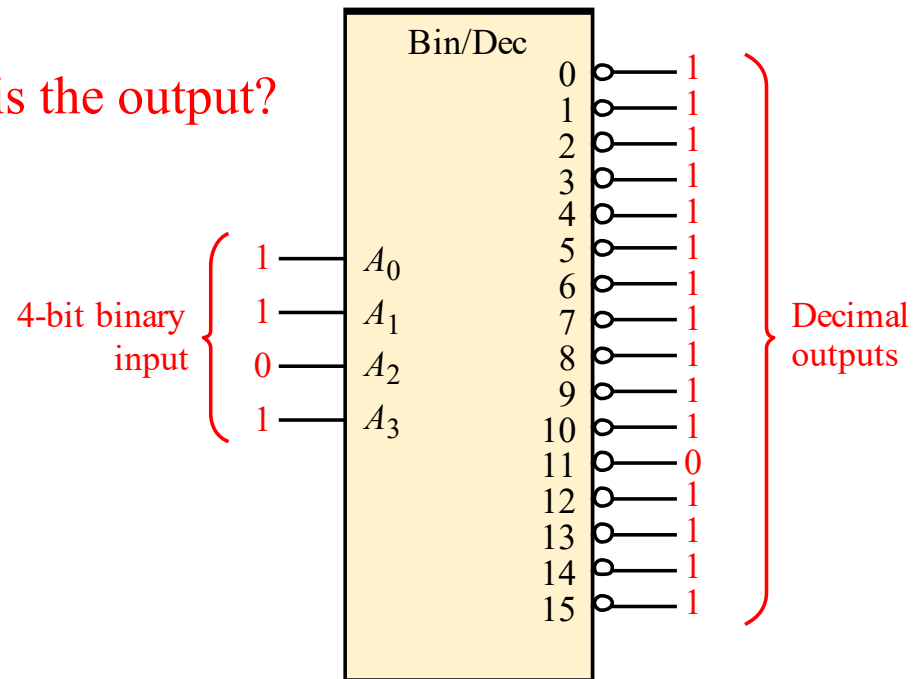


# Combinational Logic - Decoders

## Decoders

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.

For the input shown, what is the output?



# Combinational Logic - Decoders

## Decoders

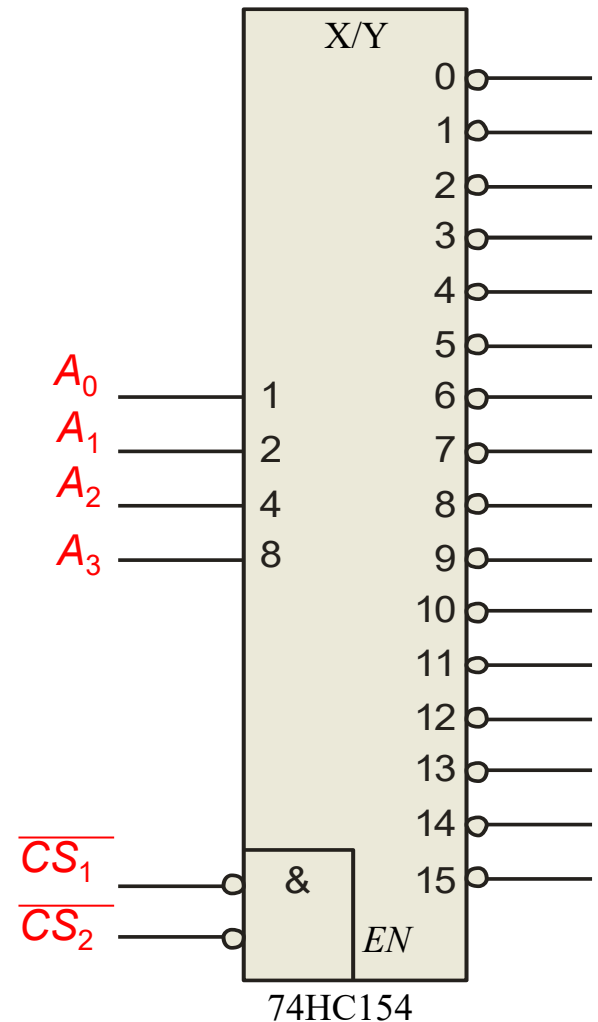
BINARY INPUTS				DECODING FUNCTION	OUTPUTS															
$A_3$	$A_2$	$A_1$	$A_0$		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	0	0	0	$\overline{A_3}\overline{A_2}\overline{A_1}\overline{A_0}$	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0	0	0	1	$\overline{A_3}\overline{A_2}\overline{A_1}A_0$	1	0	1	1	1	1	1	1	1	1	1	1	1	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	$\overline{A_3}\overline{A_2}A_1A_0$	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	$\overline{A_3}A_2A_1\overline{A_0}$	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1
0	1	1	1	$\overline{A_3}A_2A_1A_0$	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	$A_3\overline{A_2}\overline{A_1}A_0$	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1
1	0	1	0	$A_3\overline{A_2}A_1\overline{A_0}$	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1
1	0	1	1	$A_3\overline{A_2}A_1A_0$	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1
1	1	0	0	$A_3A_2\overline{A_1}\overline{A_0}$	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1
1	1	0	1	$A_3A_2\overline{A_1}A_0$	1	1	1	1	1	1	1	1	1	1	1	1	0	1	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	0	1	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

# Combinational Logic - Decoders

## 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.

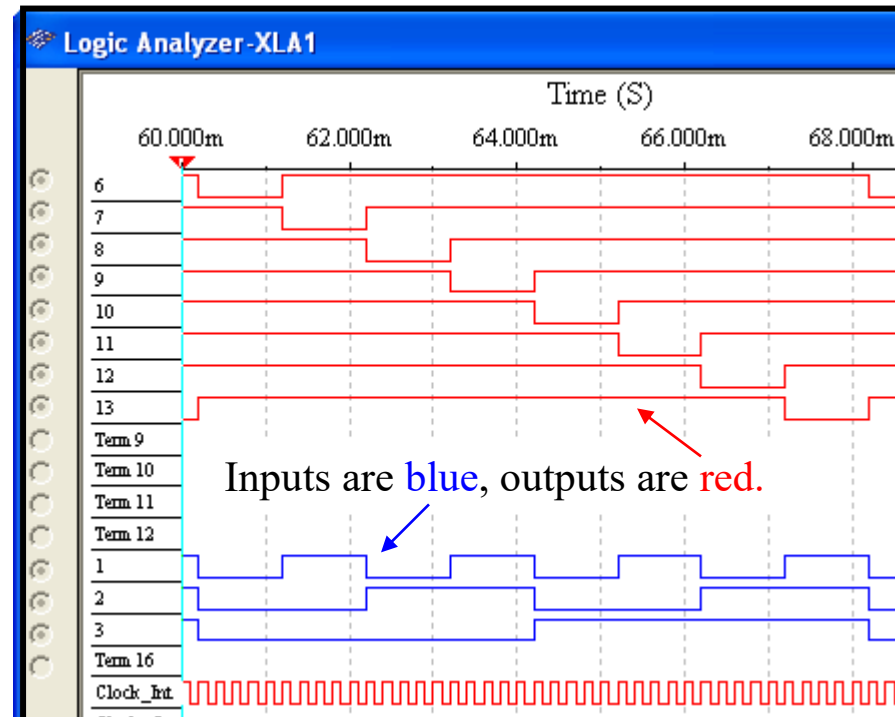
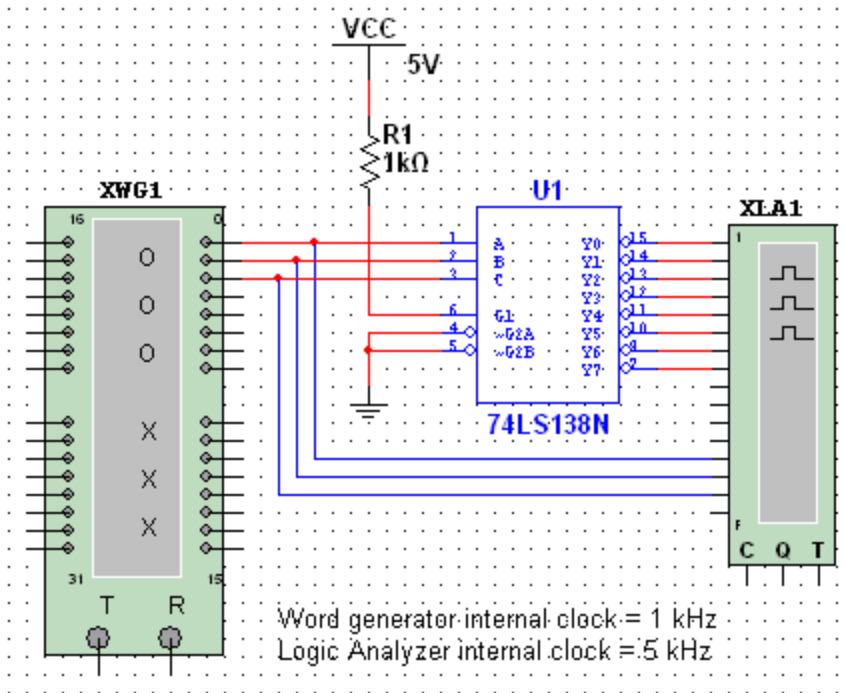


# Combinational Logic - Decoders

## 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.

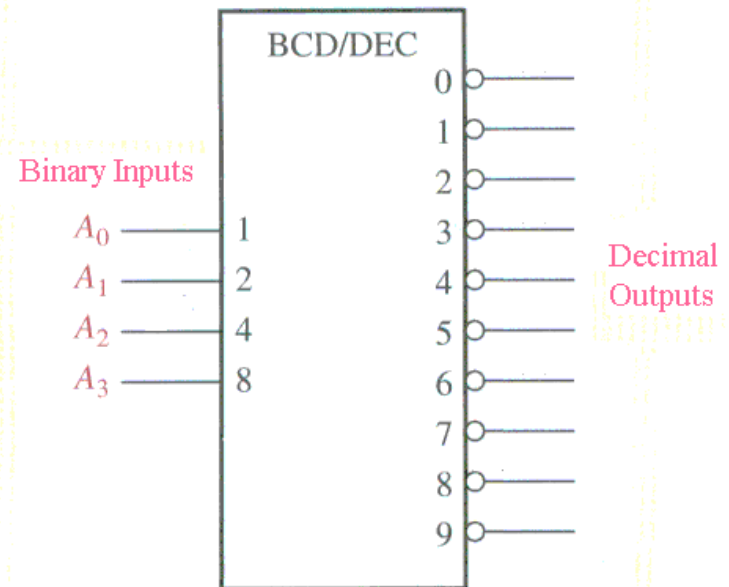


# Combinational Logic - Decoders

## Decoders

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

DECIMAL DIGIT	BCD CODE				DECODING FUNCTION
	$A_3$	$A_2$	$A_1$	$A_0$	
0	0	0	0	0	$\overline{A_3}\overline{A_2}\overline{A_1}\overline{A_0}$
1	0	0	0	1	$\overline{A_3}\overline{A_2}\overline{A_1}A_0$
2	0	0	1	0	$\overline{A_3}\overline{A_2}A_1\overline{A_0}$
3	0	0	1	1	$\overline{A_3}\overline{A_2}A_1A_0$
4	0	1	0	0	$\overline{A_3}A_2\overline{A_1}\overline{A_0}$
5	0	1	0	1	$\overline{A_3}A_2\overline{A_1}A_0$
6	0	1	1	0	$\overline{A_3}A_2A_1\overline{A_0}$
7	0	1	1	1	$\overline{A_3}A_2A_1A_0$
8	1	0	0	0	$A_3\overline{A_2}\overline{A_1}\overline{A_0}$
9	1	0	0	1	$A_3\overline{A_2}\overline{A_1}A_0$

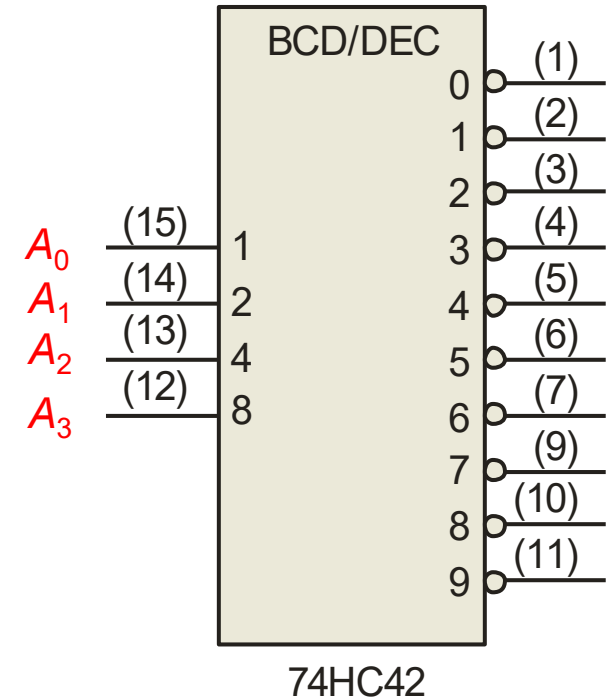


# Combinational Logic - Decoders

## Decoders

### Example

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.**

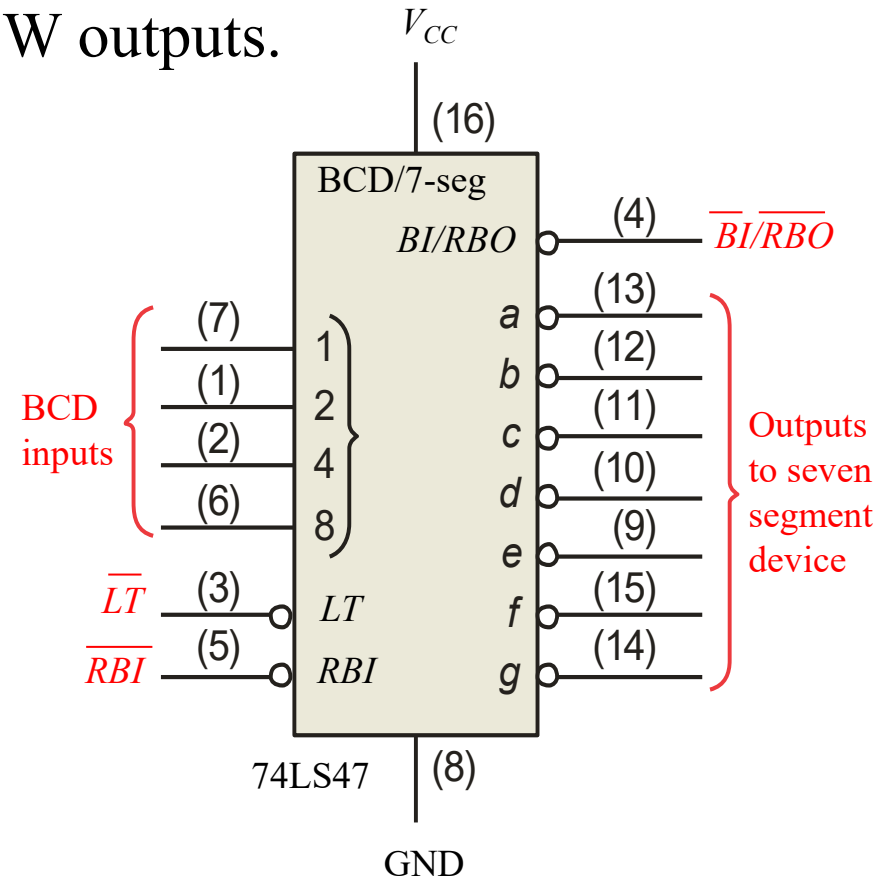


# Combinational Logic - Decoders

## BCD Decoder/Driver

Another useful decoder is the **74LS47**. This is a **BCD-to-seven segment display** with active LOW outputs.

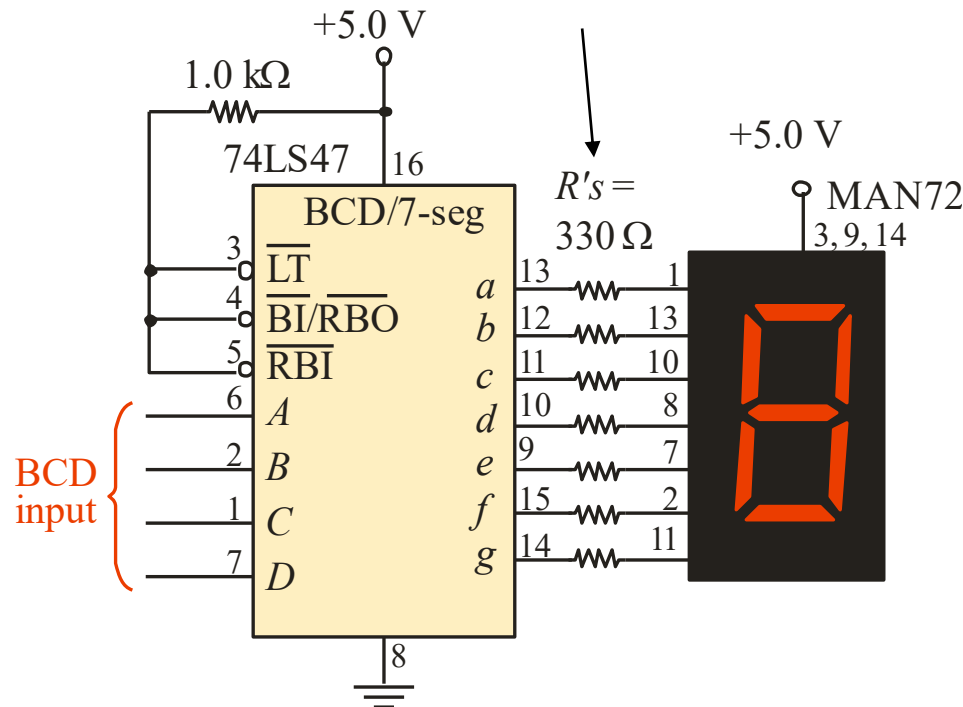
The *a-g* outputs are designed for much higher current than most devices (**hence the word driver in the name**).



# Combinational Logic - Decoders

## 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.**



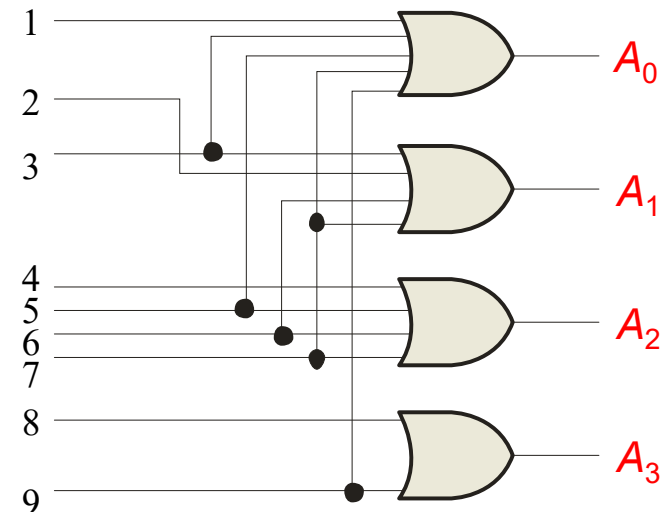
# Combinational Logic - Encoders

## 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.



# Combinational Logic - Encoders

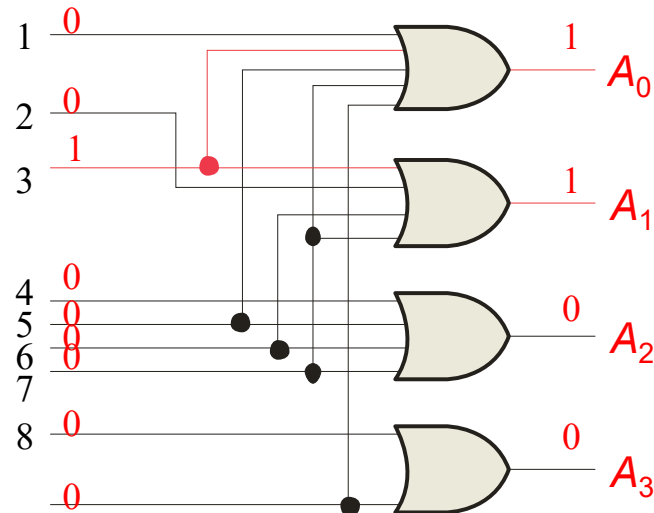
## Encoders

### Example

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

### Solution

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



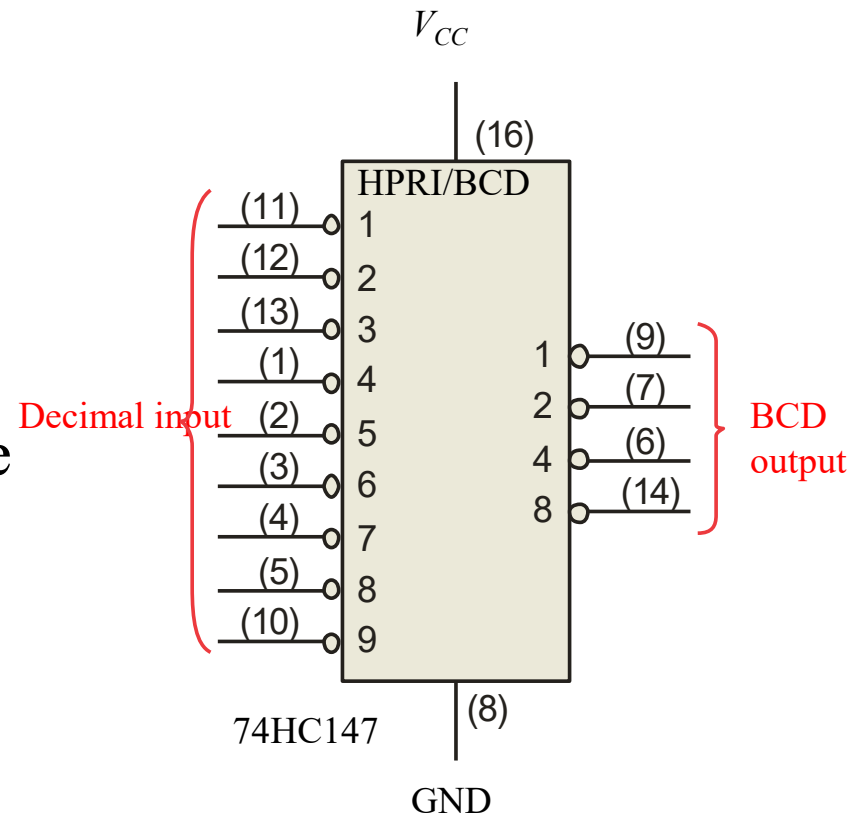
# Combinational Logic - Encoders

## Encoders

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

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

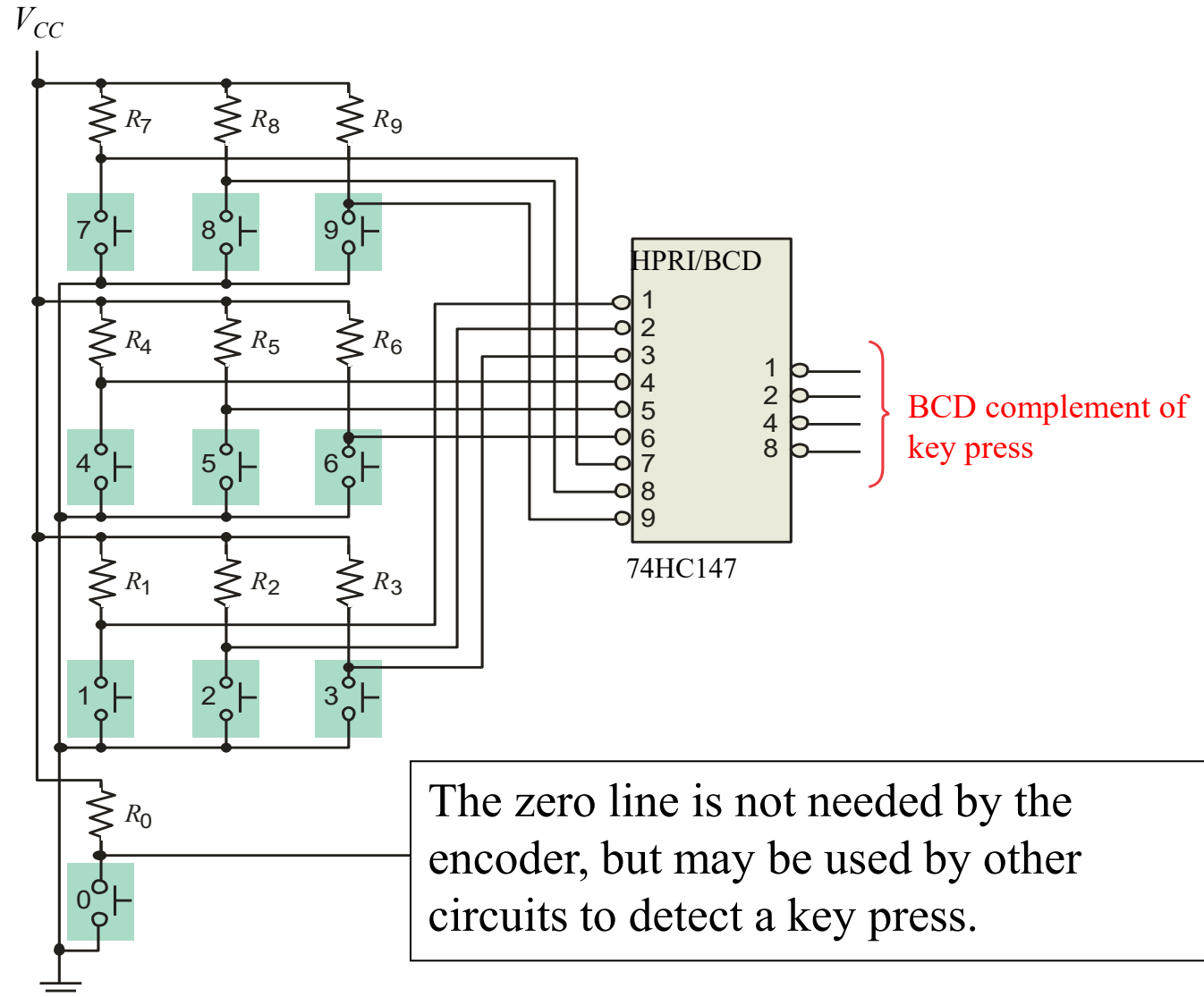
This means that if more than one input is active, the one with the highest order decimal digit will be active.



# Combinational Logic - Encoders

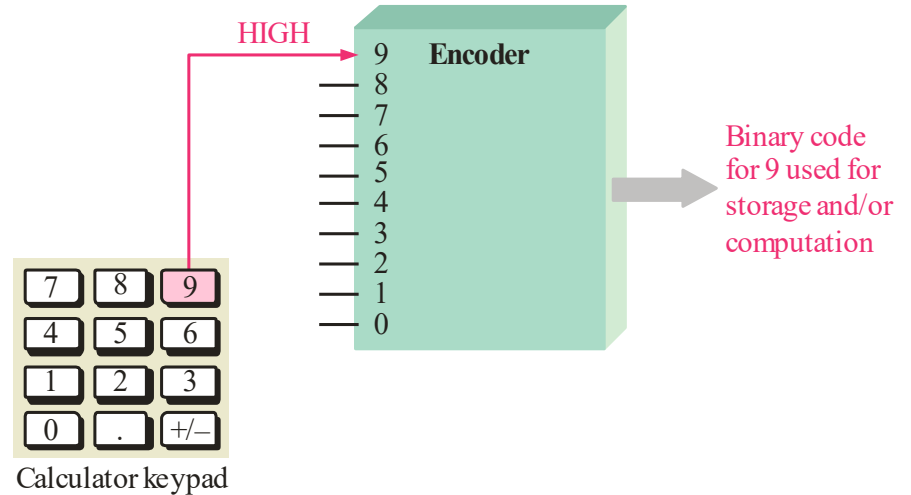
## Encoders

### Keyboard encoder

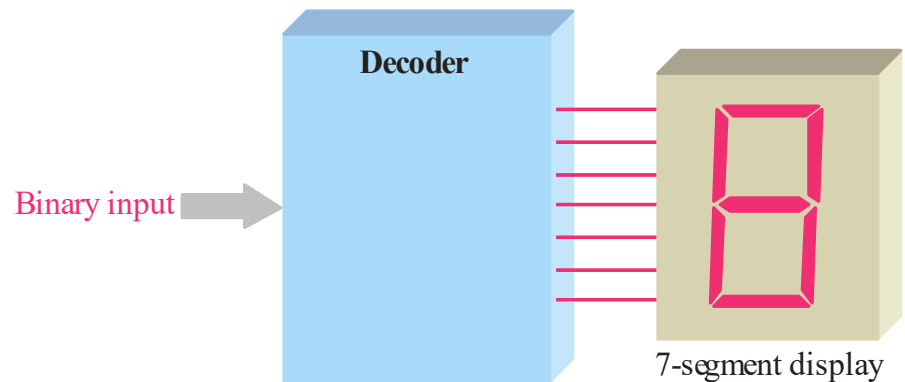


# Combinational Logic - Decoder/Encoders

## Keypad Encoder



## Seven Segment Decoder



# Combinational Logic – Code Converter

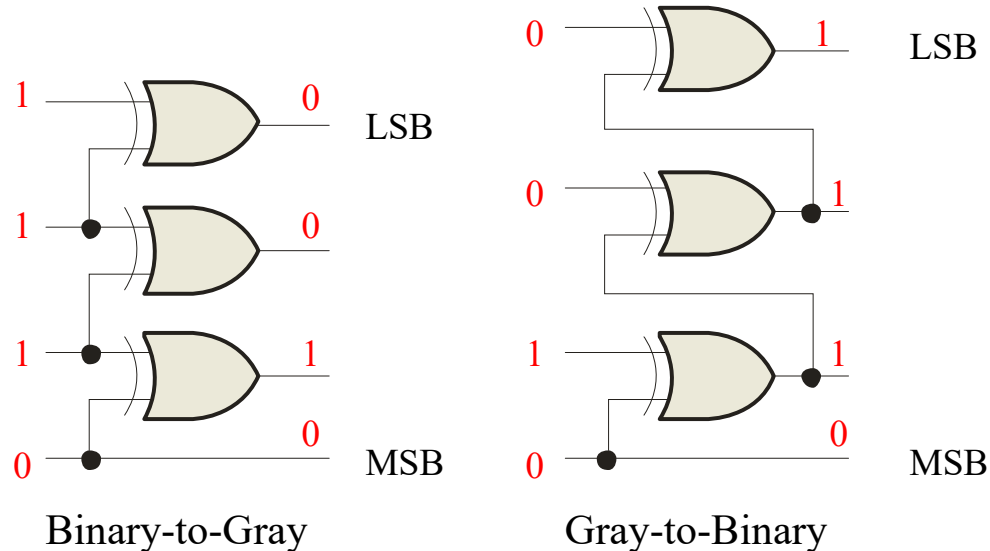
## Code Converters

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.

### Example

Show the conversion of binary 0111 to Gray and back.

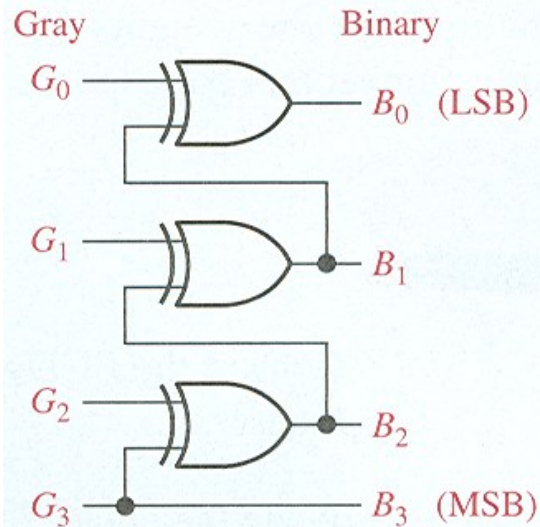
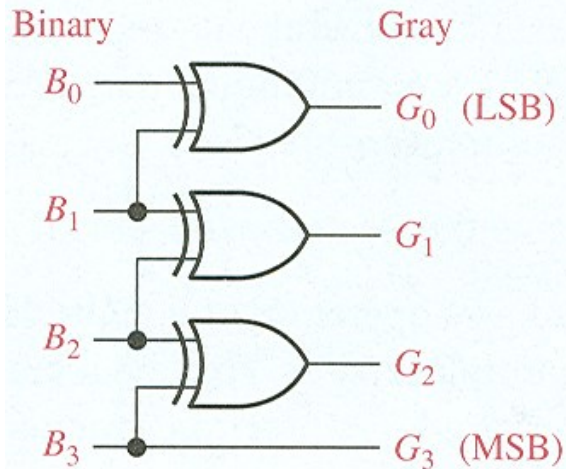
### Solution





# Combinational Logic – Code Converter

## Code converters



BINARY	GRAY CODE
0000	0000
0001	0001
0010	0011
0011	0010
0100	0110
0101	0111
0110	0101
0111	0100
1000	1100
1001	1101
1010	1111
1011	1110
1100	1010
1101	1011
1110	1001
1111	1000

# Combinational Logic – Multiplexer

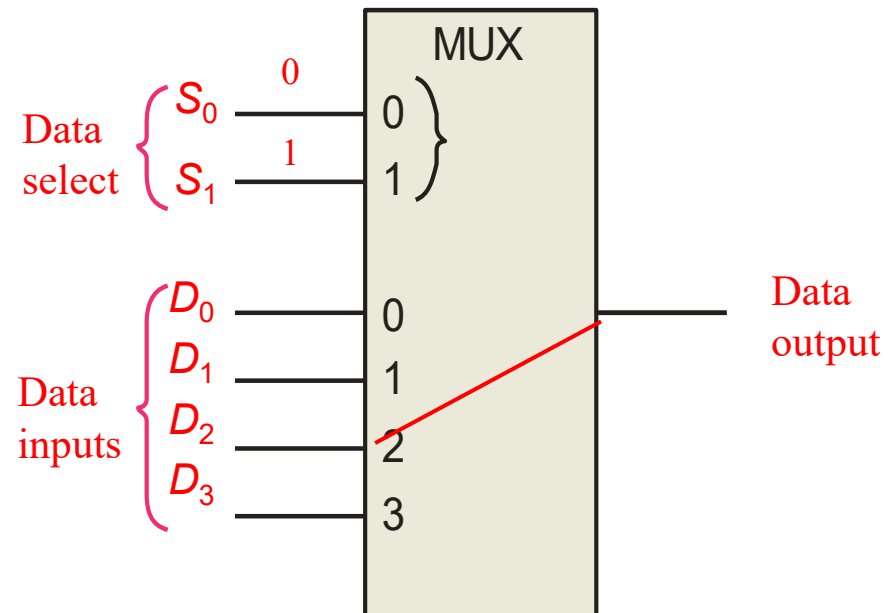
## Multiplexers

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.

## Question

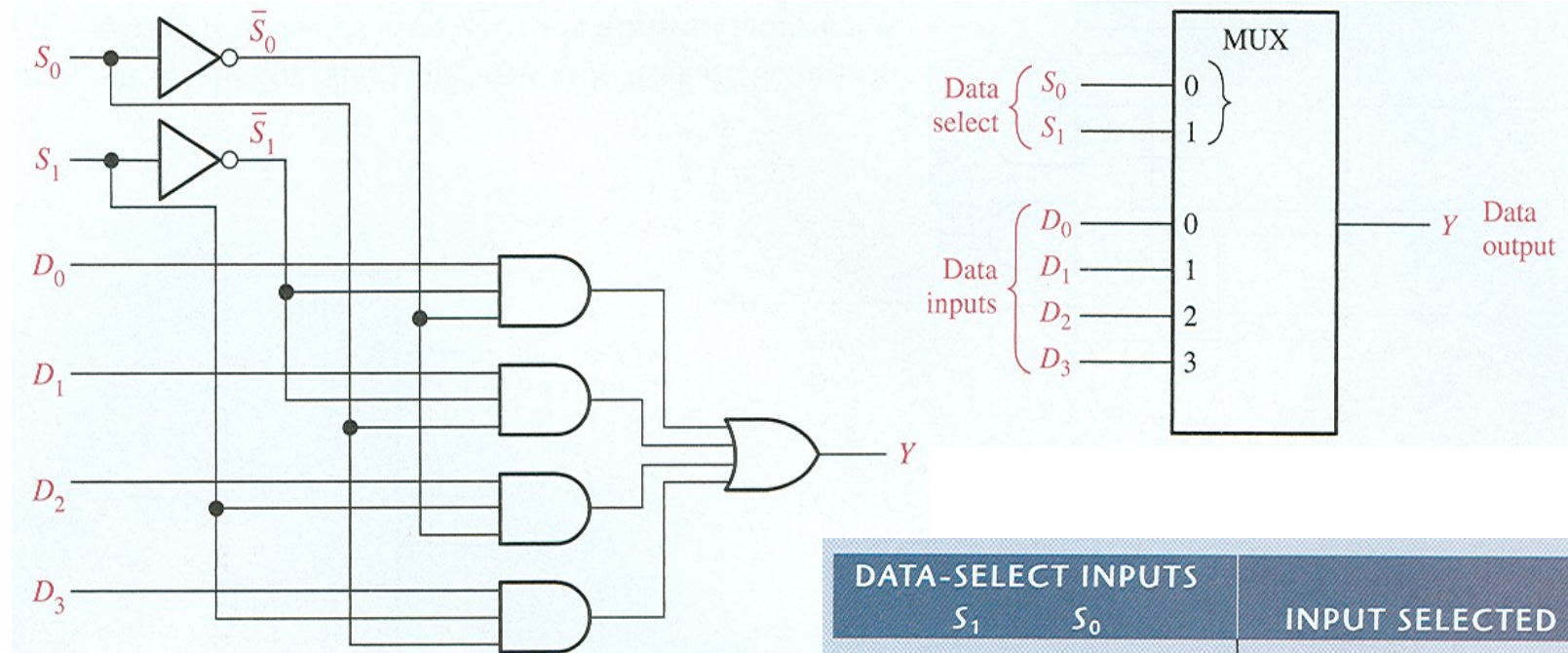
Which data line is selected if  $S_1S_0 = 10$ ?

$D_2$



# Combinational Logic – Multiplexer

## Multiplexers



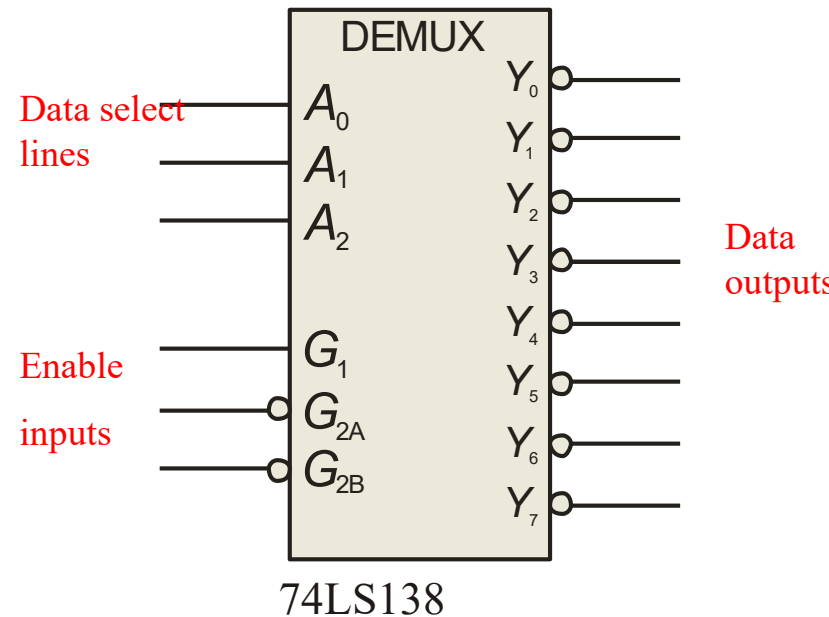
DATA-SELECT INPUTS		INPUT SELECTED
$S_1$	$S_0$	
0	0	$D_0$
0	1	$D_1$
1	0	$D_2$
1	1	$D_3$

# Combinational Logic – Multiplexer

## Demultiplexers

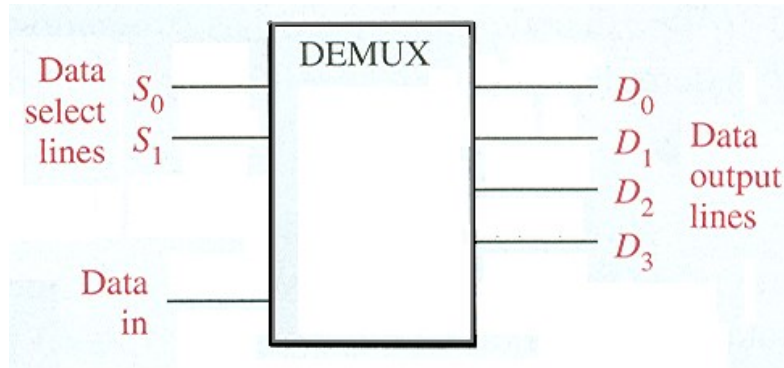
A demultiplexer (DEMUX) performs the opposite function from a MUX. It switches data from one input line to two or more data lines depending on the select inputs.

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...

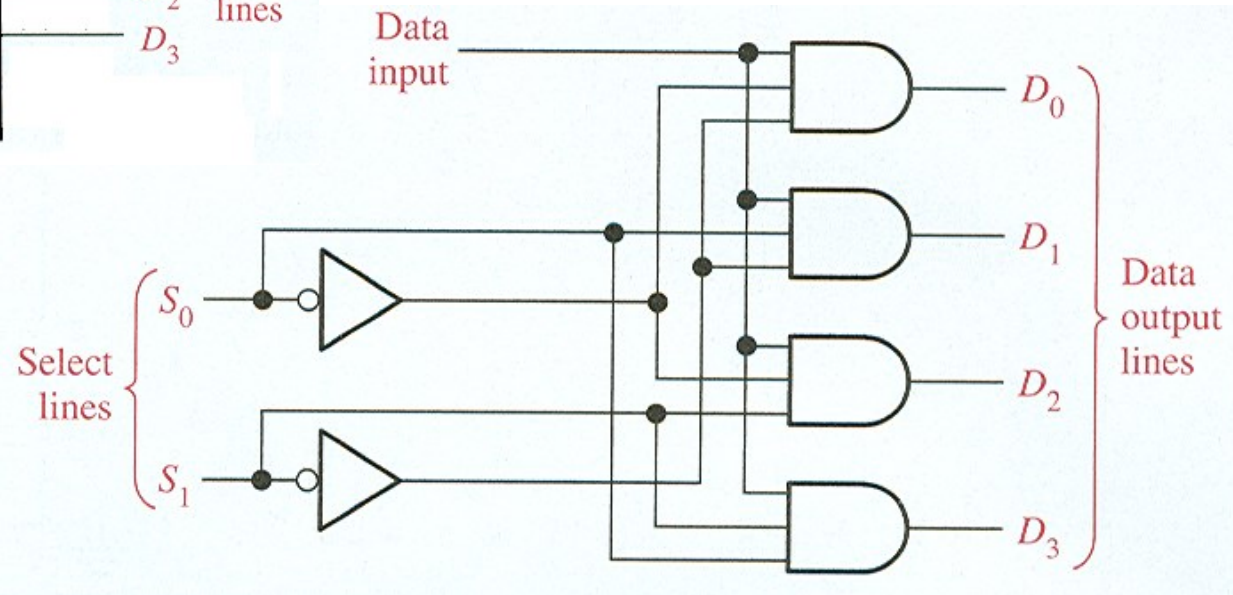


# Combinational Logic – DeMultiplexer

## Demultiplexers



DATA-SELECT INPUTS		OUTPUT SELECTED
$S_1$	$S_0$	
0	0	$D_0$
0	1	$D_1$
1	0	$D_2$
1	1	$D_3$



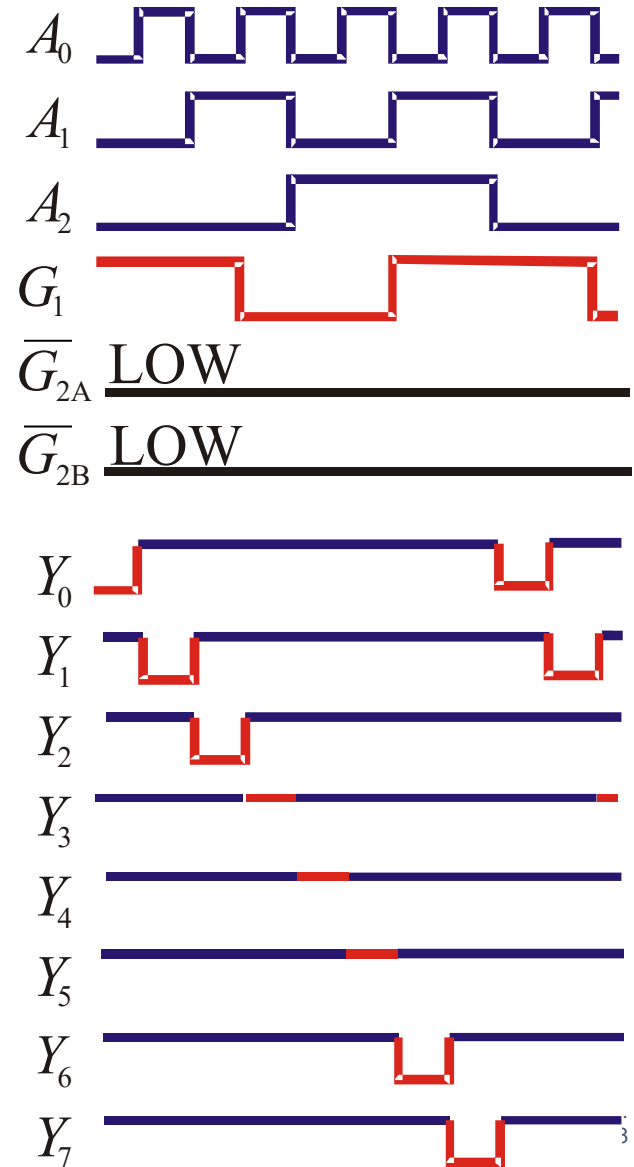
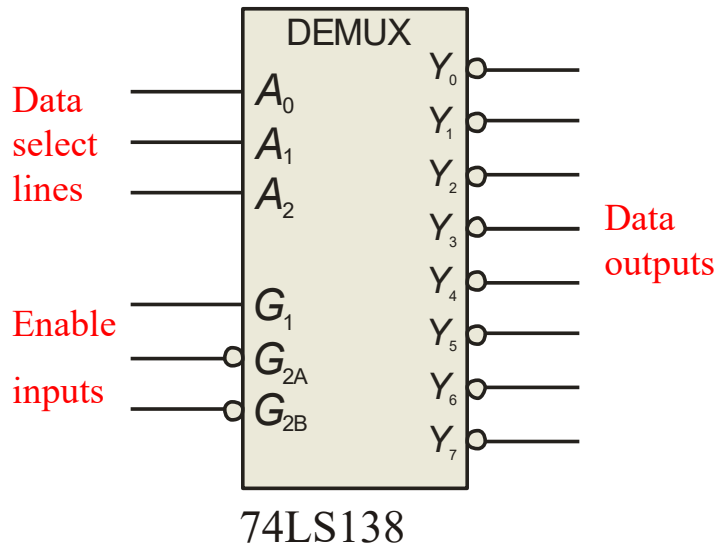
# Combinational Logic – DeMultiplexer

## Demultiplexers

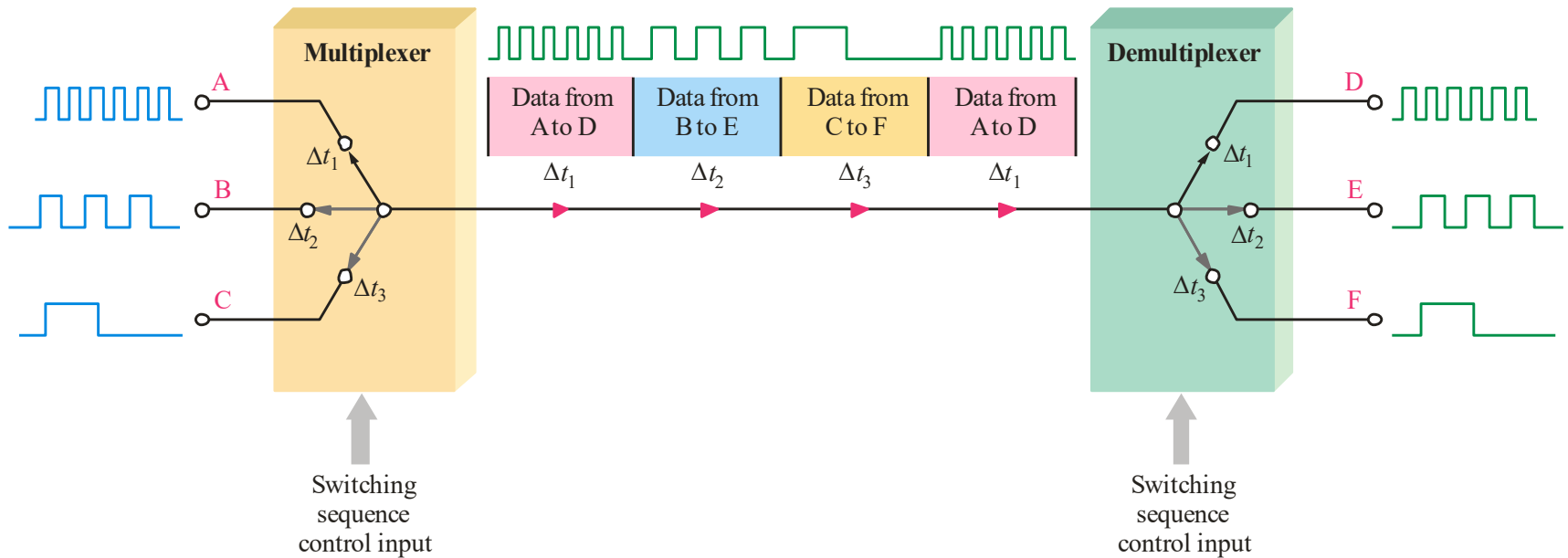
**Example** Determine the outputs, given the inputs shown.

## Solution

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



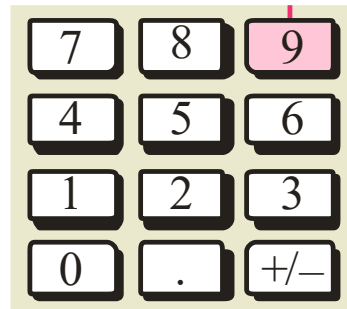
# Combinational Logic – Multiplexer/DeMultiplexer



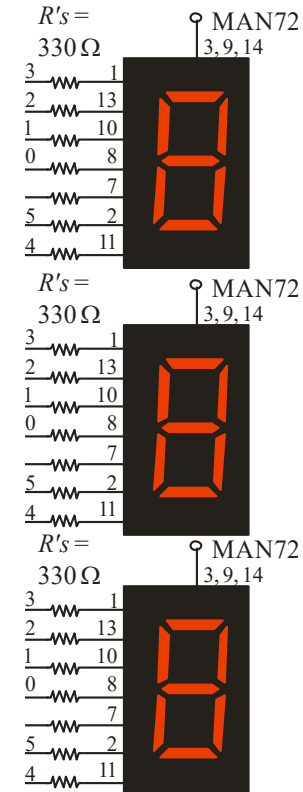
# QUIZ

## Question

Connect a keypad to three seven-segment displays



Calculator keypad

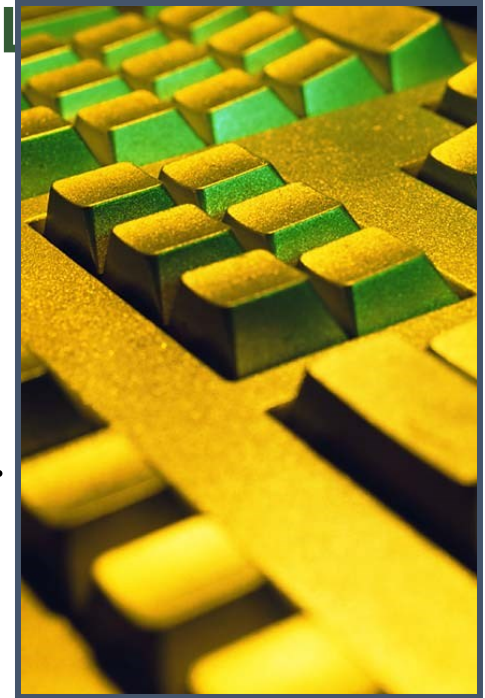




# Functions of Combinational Logic

## 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.

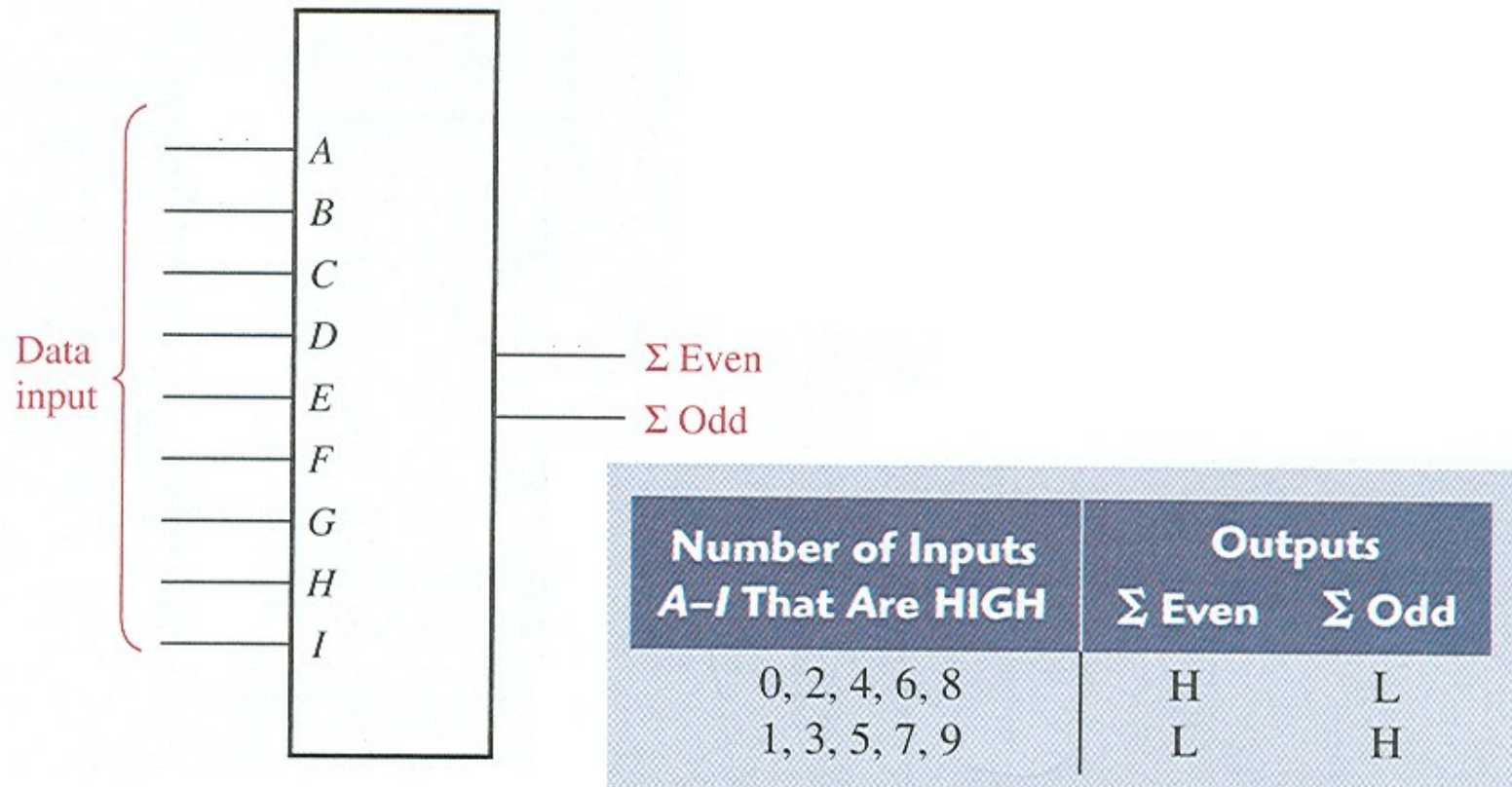


**Example** The ASCII letter S is 1010011. Show the parity bit for the letter S with odd and even parity.

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

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## 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 even parity, the parity bit is taken from the odd parity output. To generate odd parity, the output is taken from the even parity output.

