

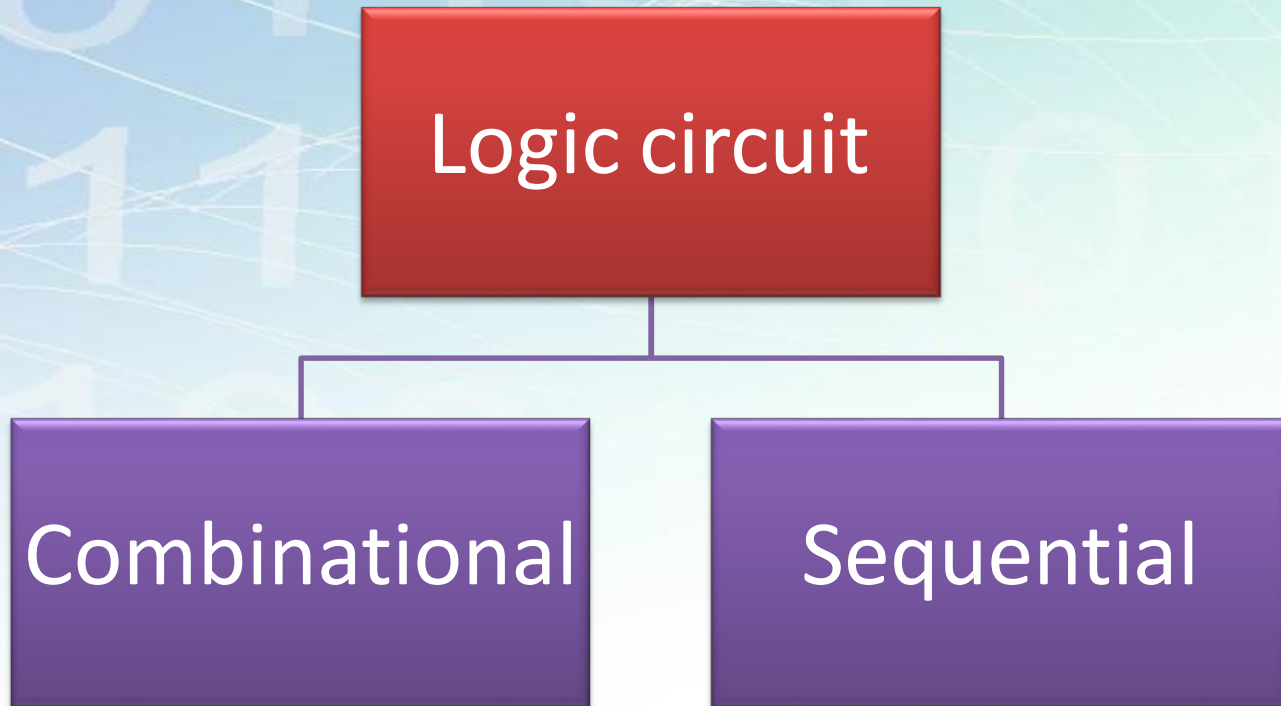
ITI1100 Section Z

Digital Systems I

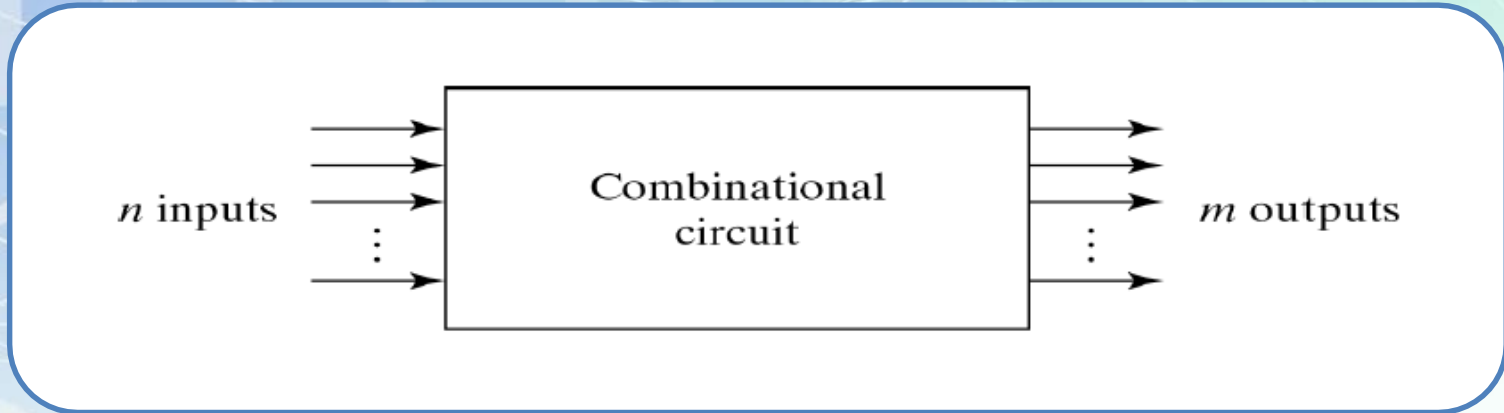
Chapter 4: Combinational Logic (1)

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Logic Circuits



Combinational Logic Circuits



- Outputs logical functions of inputs
- New outputs appear shortly after changed inputs (propagation delay)
- No feedback loops
- No clock.

Design Procedure

Determine number of required inputs and outputs



Derive truth table



Obtain simplified Boolean functions



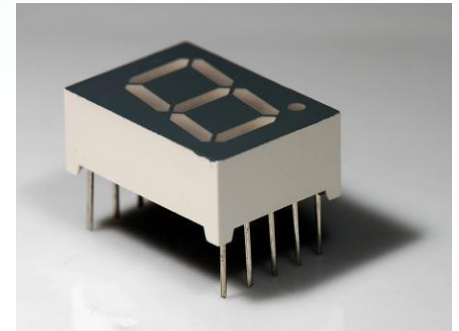
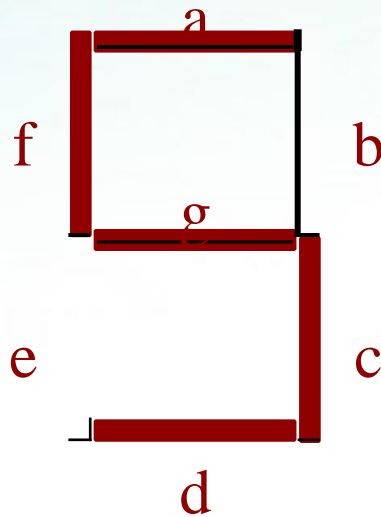
Draw logic diagram and verify correctness (manually or by simulation)

Combinational Circuit Examples

BCD to Seven Segment Decoder

- **Binary Coded Decimal (BCD)** uses **4 bits** to represent decimal digits **0 - 9**
- **Decoder** is used to **display BCD** numbers using **seven illuminated segments LED**

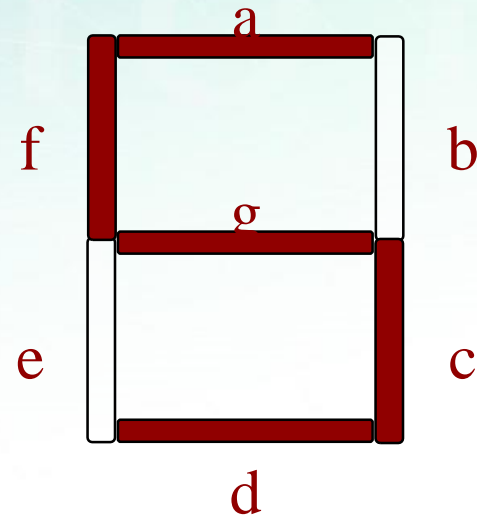
0	0	0	0	0
1	0	0	0	1
2	0	0	1	0
.
7	0	1	1	1
8	1	0	0	0
9	1	0	0	1



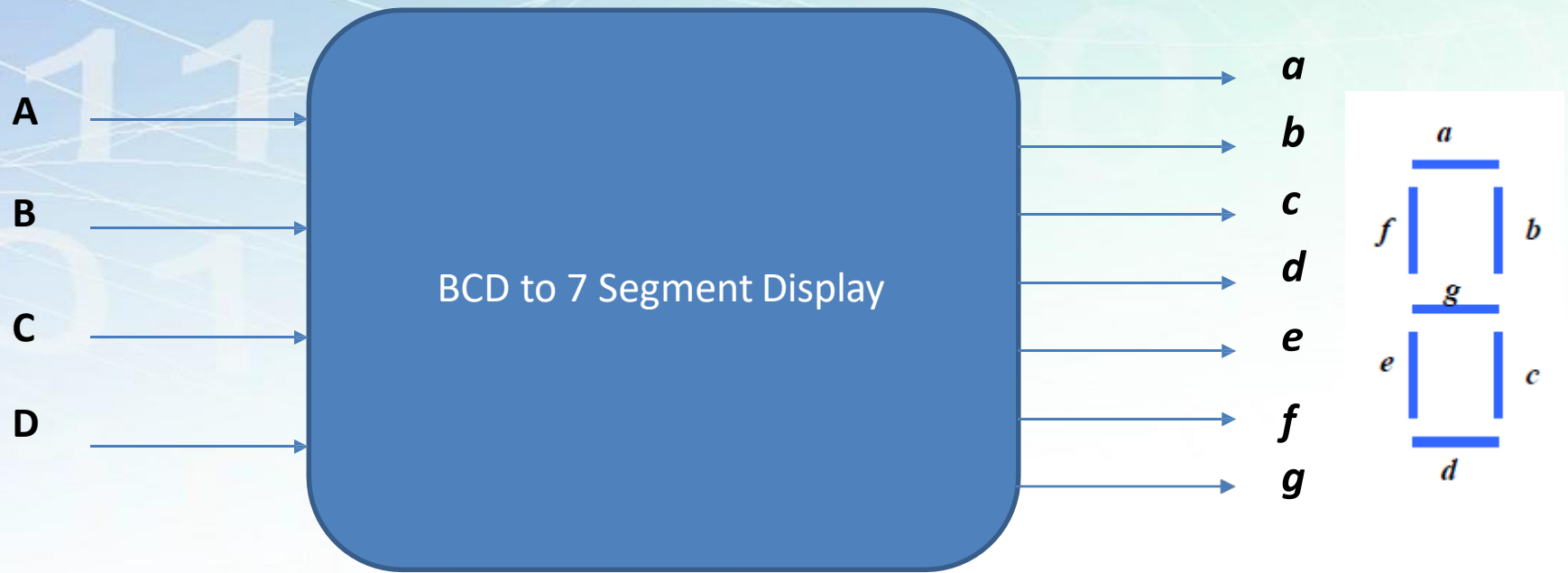
BCD to Seven Segment Decoder (cont'd)

- The **segments** that should be **illuminated** for **each digit**

0	a,b,c,d,e,f
1	b,c
2	a,b,d,e,g
3	a,b,c,d,g
4	b,c,f,g
5	a,c,d,f,g
6	a,c,d,e,f,g
7	a,b,c
8	a,b,c,d,e,f,g
9	a,b,c,d,f,g



BCD to Seven Segment Decoder (cont'd)



BCD to Seven Segment Decoder (cont'd)

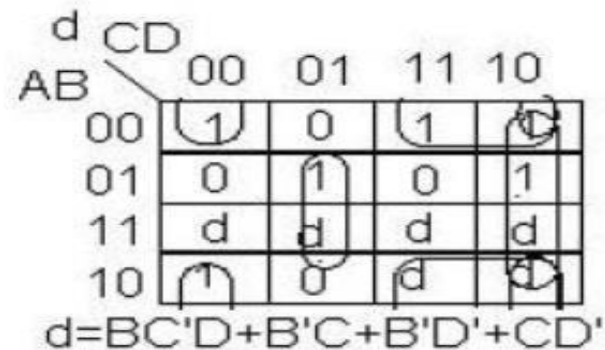
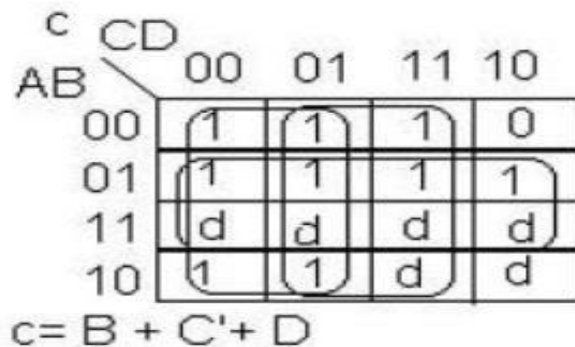
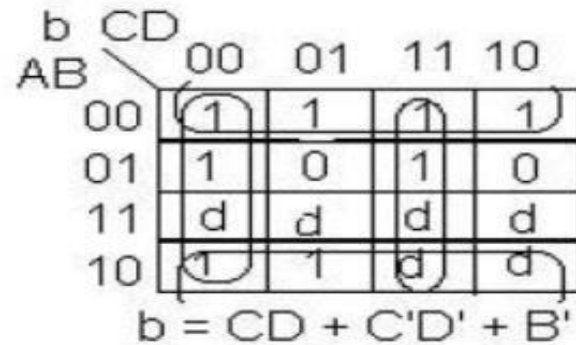
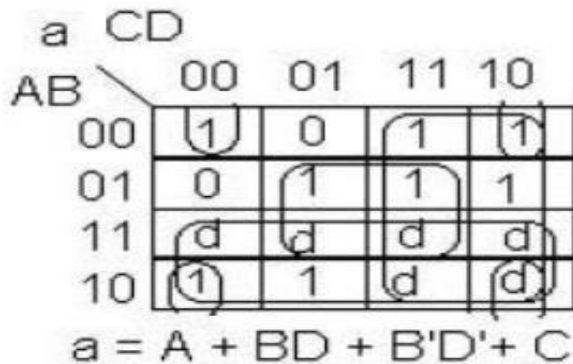
Truth Table

A	B	C	D	a	b	c	d	e	f	g
0	0	0	0	1	1	1	1	1	1	0
0	0	0	1	0	1	1	0	0	0	0
0	0	1	0	1	1	0	1	1	0	1
0	0	1	1	1	1	1	1	0	0	1
0	1	0	0	0	1	1	0	0	1	1
0	1	0	1	1	0	1	1	0	1	1
0	1	1	0	1	0	1	1	1	1	1
0	1	1	1	1	1	1	0	0	0	0
1	0	0	0	1	1	1	1	1	1	1
1	0	0	1	1	1	1	1	0	1	1
1	0	1	0	X	X	X	X	X	X	X
1	0	1	1	X	X	X	X	X	X	X
1	1	0	0	X	X	X	X	X	X	X
1	1	0	1	X	X	X	X	X	X	X
1	1	1	0	X	X	X	X	X	X	X
1	1	1	1	X	X	X	X	X	X	X

Don't care terms

BCD to Seven Segment Decoder (cont'd)

Simplification with K-map



- Note: $d = x$
- Do k-maps for e, f, and g

BCD to Excess-3 Code Converter

- A circuit that translates **BCD binary code** to **Excess-3 code**
- **Excess-3 code: BCD code + 3**
- BCD inputs **1010 to 1111** are **don't care** terms

Truth Table

Decimal Digit	Input BCD				Output Excess-3			
	A	B	C	D	W	X	Y	Z
0	0	0	0	0	0	0	1	1
1	0	0	0	1	0	1	0	0
2	0	0	1	0	0	1	0	1
3	0	0	1	1	0	1	1	0
4	0	1	0	0	0	1	1	1
5	0	1	0	1	1	0	0	0
6	0	1	1	0	1	0	0	1
7	0	1	1	1	1	0	1	0
8	1	0	0	0	1	0	1	1
9	1	0	0	1	1	1	0	0

BCD to Excess-3 Code Converter (cont'd)

Simplification with K-map

AB		CD		C	
		00	01	11	10
A	00	1			1
	01	1			1
	11	X	X	X	X
	10	1		X	X

D
 $z = D'$

AB		CD		C	
		00	01	11	10
A	00	1		1	
	01	1		1	
	11	X	X	X	X
	10	1		X	X

D
 $y = CD + C'D'$

AB		CD		C	
		00	01	11	10
A	00		1	1	1
	01	1			
	11	X	X	X	X
	10		1	X	X

D
 $X = B'C + B'D + BC'D'$

AB		CD		C	
		00	01	11	10
A	00				
	01		1	1	1
	11	X	X	X	X
	10	1	1	X	X

D
 $w = A + BC + BD$

BCD to Excess-3 Code Converter (cont'd)

- **Two-level AND-OR implementation** for the circuit can be obtained directly from the **Boolean expression derived from the K-maps**
- **Further manipulation** can be done on the function to **allow use of common gates for multiple-output circuits**
- There are several possibilities for the implementation. The following shows the **implementation with 3 levels of gates**

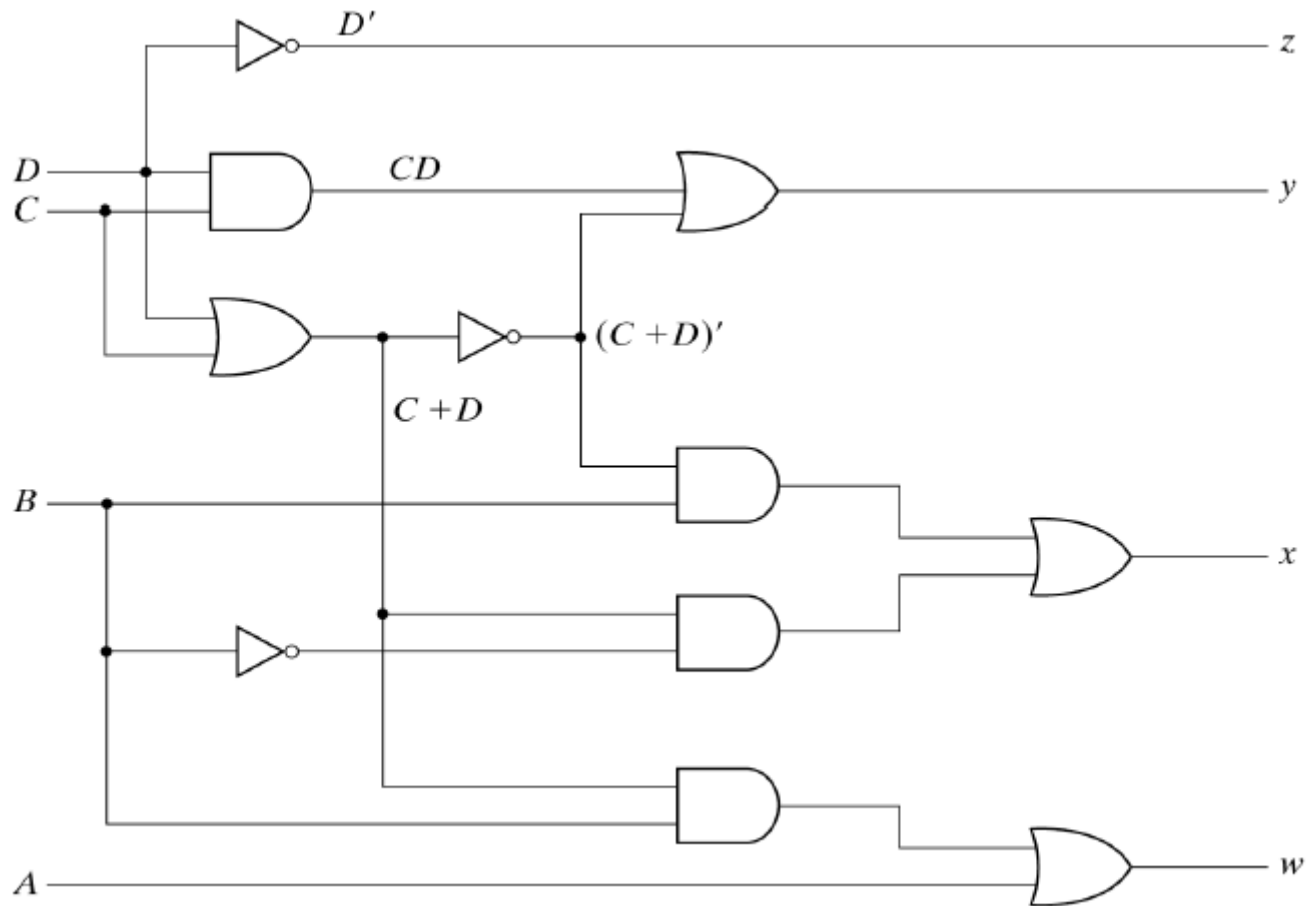
$$W = A + BC + BD = A + B(C + D)$$

$$\begin{aligned} X &= B'C + B'D + BC'D' = B'(C + D) + BC'D' \\ &= B'(C + D) + B(C + D)' \end{aligned}$$

$$Y = CD + C'D' = CD + (C + D)'$$

$$Z = D'$$

BCD to Excess-3 Code Converter (cont'd)



The 3-level logic circuit requires fewer gates

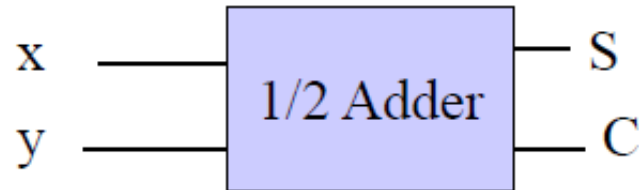
Binary Adders and Subtractors

Half Adder

- The **half-adder** accepts **two binary digits on its inputs** and produces **two binary digits on its outputs: a sum bit and a carry bit**

Truth Table

<u>x</u>	<u>y</u>	<u>C</u>	<u>S</u>
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

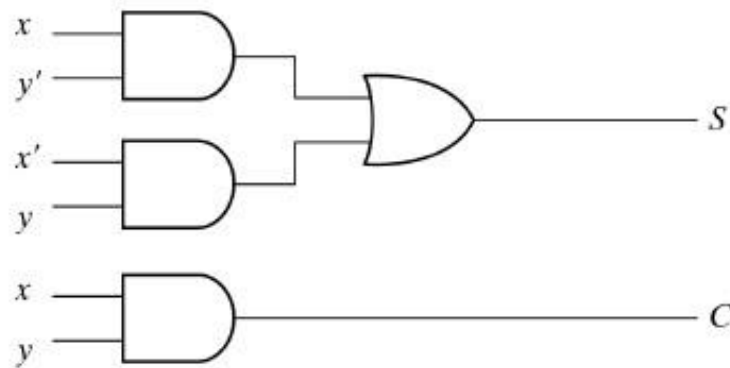


Some of products

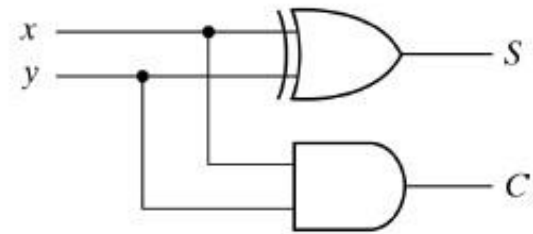
$$S = x'y + xy'$$

$$C = xy$$

Half Adder (cont'd)



(a) $S = xy' + x'y$
 $C = xy$

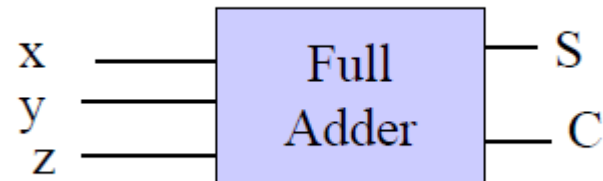


(b) $S = x \oplus y$
 $C = xy$

Full Adder

- The **Full-adder** accepts **two input bits and an input carry** and generates a **sum output and an output carry**
- **Basic difference** between a full and a half adder is that the **full adder** accepts an input carry

Truth Table				
x	y	z	C	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



Full Adder (cont'd)

Simplification with K-map

		yz		y	
		00	01	11	10
x	0		1		1
	1	1		1	

z

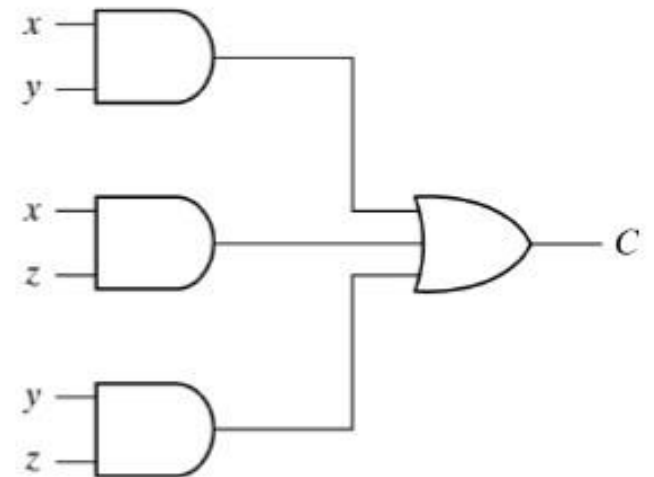
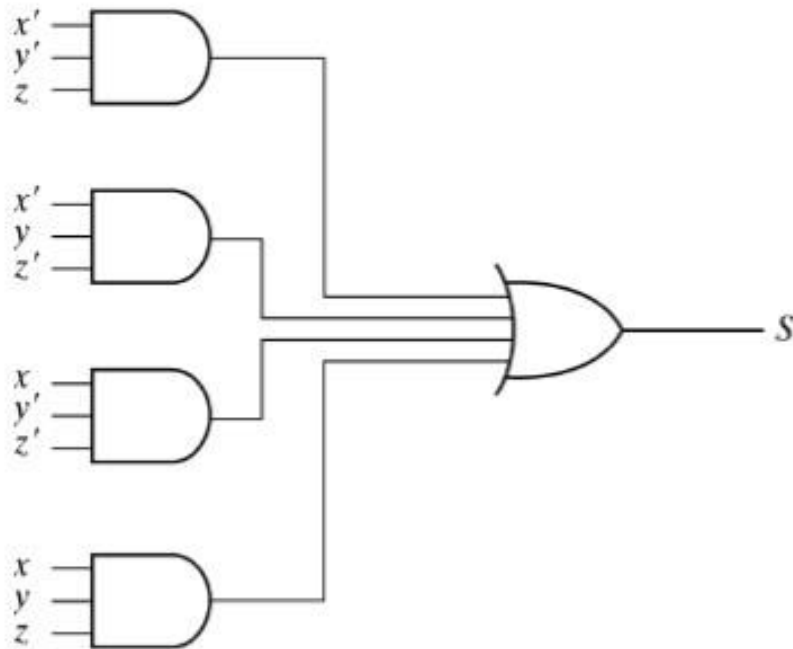
$$S = x'y'z + x'yz' + xy'z' + xyz$$

		yz		y	
		00	01	11	10
x	0			1	
	1		1	1	1

z

$$C = xy + xz + yz$$

Full Adder (cont'd)



Full-Adder

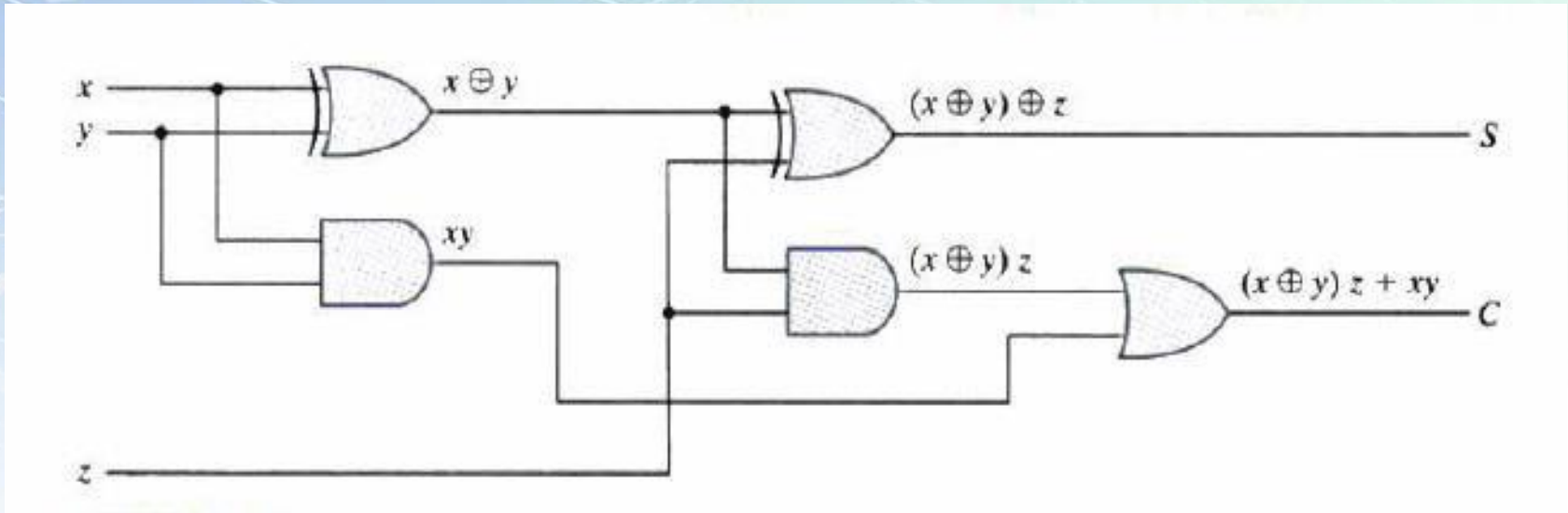
Truth Table

X	Y	Z	C _o	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

$$\begin{aligned}
 C_o &= X'YZ + XY'Z + XYZ' + XYZ \\
 &= Z[X'Y + XY'] + XY[Z' + Z] \\
 &= Z[X \oplus Y] + XY \cdot 1 \\
 &= Z(X \oplus Y) + XY
 \end{aligned}$$

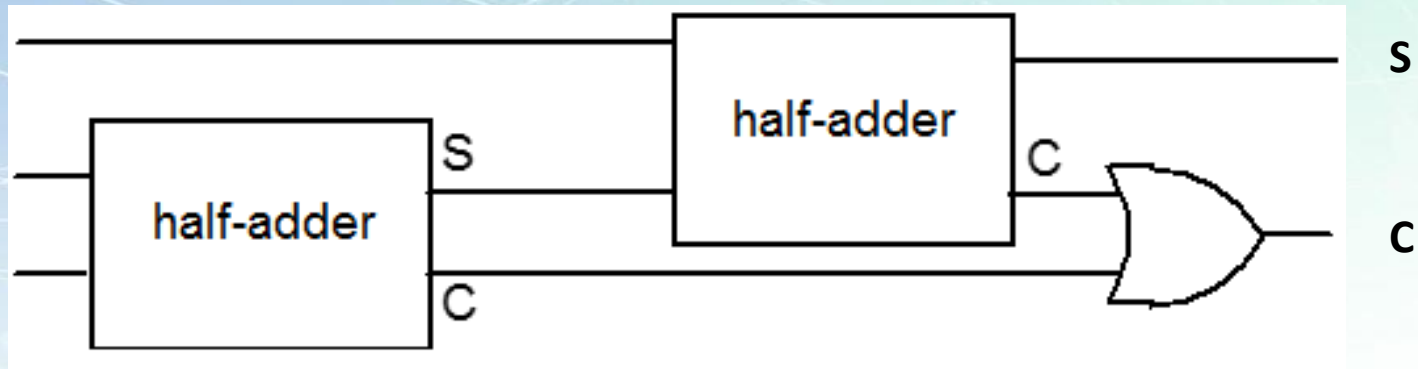
$$\begin{aligned}
 S &= X'Y'Z + X'YZ' + XY'Z' + XYZ \\
 &= X'[Y'Z + YZ'] + X[Y'Z' + YZ] \\
 &= X'[Y \oplus Z] + X[Y \oplus Z]' \\
 &= X' \cdot X + X \cdot X' \\
 &= X \oplus X \\
 &= X \oplus Y \oplus Z
 \end{aligned}$$

Full Adder (cont'd)



The 3-level logic circuit with XOR gates

Full Adder (cont'd)



**A full adder can be made from two half adders
plus an OR gate**