

# DDCO

## UNIT - 1

CLASS NOTES

feedback/corrections: vibha@pesu.pes.edu

Vibha Masti



# introduction

Course instructor: Dr. Reetinder Sidhu , reetindersidhu @pes.edu

- knowledge of hardware essential for efficient software

## Moore's Law

- ~30 years ago, supercomputers needed liquid nitrogen
- Every ~18 months, no. of transistors per chip area doubles
- Transistor speed  $2^x$ , power consumption  $\sqrt{2}^x$ .
- Moore's Law is now slowing down
- Therefore, to improve performance, deeper knowledge of hardware needed for good software
- Targeted hardware accelerators developed
- Google has TensorFlow & Tensor Processing Unit accelerators

# BOOLEAN FUNCTIONS

## Mathematical Functions

- Example: parabola
- Domain & range set of real numbers
- Can be specified on Cartesian plane
- Specify function as a box

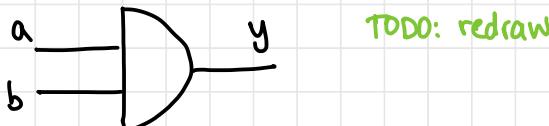
$$\xrightarrow{x} \boxed{f(x) = x^2} \xrightarrow{x^2}$$

## Boolean Functions

- Example: AND function/gate
- Domain & range:  $\{0, 1\}$
- Specify function using truth table

a	b	y
0	0	0
0	1	0
1	0	0
1	1	1

- Specify as logic gate (black box)



# BASIC FUNCTIONS / LOGIC GATES

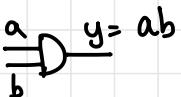
1) BUFFER



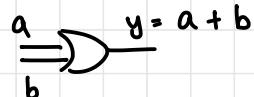
2) NOT



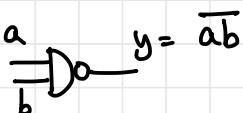
3) AND



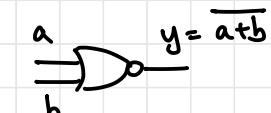
4) OR



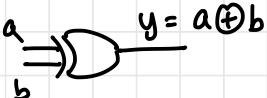
5) NAND



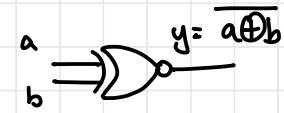
6) NOR



7) XOR



8) XNOR



- Number of rows for a n-input TT =  $2^n$
- How many different 1-input boolean functions can exist? (2<sup>2<sup>1</sup></sup>)

## Layers of Abstraction

- Logic minimisation: truth table
- Logic design level: component in logic circuit
- CMOS VLSI design: transistor level circuit diagram with digital switches (on or off)
- VLSI layout level (silicon, metal)
- VLSI fabrication level - chip (microprocessor)

## Boolean Algebra & Identities

### Logic circuits

- Multiple logic gates
- O/P of one gate connected to I/P of another
- Represent Boolean functions
- Look at Perfect Induction

### Boolean Formulas

- Boolean constants (0 and 1) are Boolean formulas
- Boolean variables (like  $x$ ) are Boolean formulas
- If  $P$  &  $Q$  are Boolean formulas,

Precedence

1.  $\bar{P}$
2.  $P \cdot Q$
3.  $P + Q$

Boolean formulas

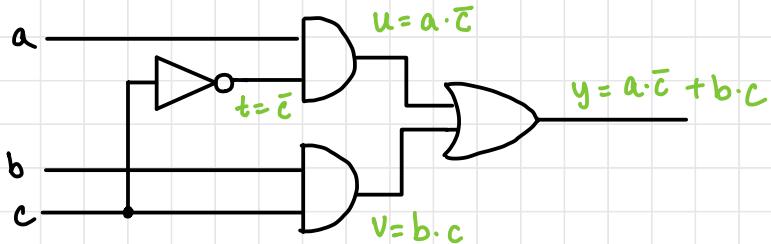
Q: How is  $((a \cdot \bar{c}) + (b \cdot c))$  a Boolean formula?

1.  $a, b$  &  $c$  are Boolean formulas
2.  $\bar{c}$  is a Boolean formula
3.  $a \cdot \bar{c}$  and  $b \cdot c$  are Boolean formulas
4.  $a \cdot \bar{c} + b \cdot c$  is a Boolean formula

### Boolean Formulas & Logic Circuits

1. Constants & variables are inputs to logic gates
2.  $\cdot$  operator means AND
3.  $+$  operator means OR
4.  $\bar{-}$  operator means NOT

Q: Convert  $((a \cdot \bar{c}) + (b \cdot c))$  to a logic circuit



## COMBINATIONAL LOGIC CIRCUITS

- Circuits that can be represented by Boolean formulas
- Unlike sequential logic circuits (with feedback)

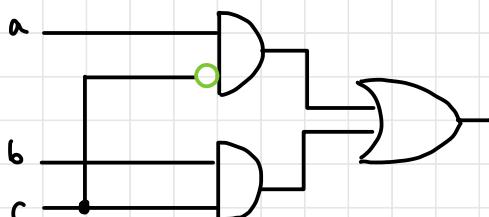
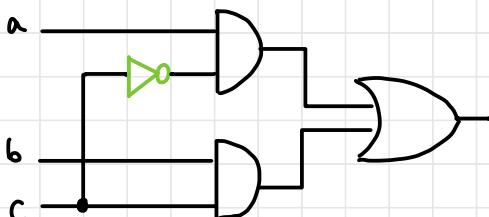
\* HDL (hardware descriptive language) not in this course.

## BOOLEAN ALGEBRA & IDENTITIES

- Boolean functions can be represented as truth tables, combinational logic circuits and Boolean formulas
- Multiple Boolean functions & CLCs for Boolean formula

### Note-Bubbles

- NOT gates can be replaced with a bubble



# Boolean Algebra

1. Set:  $\{0, 1\}$
2. Operations: AND, OR, NOT
3. Identity element: ( $0 - \text{OR}$ ,  $1 - \text{AND}$ )
4. Laws: commutative, associative, distributive

## Boolean Identities

### 1. Commutative

$$\begin{aligned} a \cdot b &= b \cdot a \\ a + b &= b + a \end{aligned} \quad \text{dual}$$

### 2. Associative

$$\begin{aligned} (a \cdot b) \cdot c &= a \cdot (b \cdot c) \\ (a + b) + c &= a + (b + c) \end{aligned} \quad \text{dual}$$

### 3. Distributive

$$\begin{aligned} a \cdot (b + c) &= a \cdot b + a \cdot c \\ a + (b \cdot c) &= (a + b) \cdot (a + c) \end{aligned} \quad \text{dual}$$

### 4. De Morgan's

$$\begin{aligned} \overline{(a+b)} &= \overline{a} \cdot \overline{b} \\ \overline{(a \cdot b)} &= \overline{a} + \overline{b} \end{aligned} \quad \text{dual}$$

### 5. Idempotency

$$a \cdot a = a$$

$$a + a = a$$

## 6. Identity

$$a \cdot 1 = a$$

$$a + 0 = a$$

## 7. Boundedness

$$a \cdot 0 = 0$$

$$a + 1 = 1$$

## 8. Complement

$$a \cdot \bar{a} = 0$$

$$a + \bar{a} = 1$$

## 9. Absorption

$$a + a \cdot b = a$$

$$a \cdot (a + b) = a$$

## 10. Involution

$$\bar{\bar{a}} = a$$

## 11. Useful Identity

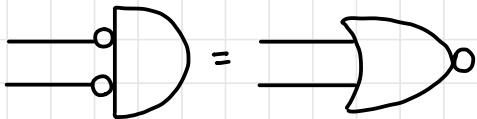
$$a + \bar{a} \cdot b = a + b = (a + \bar{a}) \cdot (a + b) = a + b$$

$$a \cdot (\bar{a} + b) = a \cdot b \Rightarrow a \cdot \bar{a} + a \cdot b = a \cdot b$$

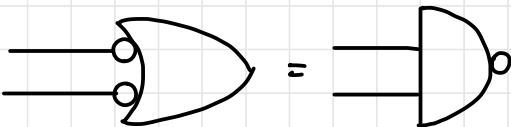
## MULTIPLE INPUTS

- Due to associativity,  $a+b+c$  &  $a \cdot b \cdot c$  require no brackets and the order does not matter.
- Using DeMorgan's Laws

$$\overline{a \cdot b} = \overline{a} + \overline{b}$$



$$\overline{a} + \overline{b} = \overline{a \cdot b}$$



## logic minimization by K-MAPS

- construct Boolean formula / CLC using truth table
- using smallest two-level sum of Products formula

## TERMINOLOGY

- Literal — Bool variable / complement (eg:  $\bar{c}$ )
- Product — AND of two or more literals (eg:  $a \bar{b} c$ )
- Minterm — product involving all inputs to Boolean function (such that minterm product = 1)

a	b	c	minterm	name	lowercase m
0	0	0	$\bar{a}\bar{b}\bar{c}$	$m_0$	names of the minterms
0	0	1	$\bar{a}\bar{b}c$	$m_1$	
0	1	0	$\bar{a}b\bar{c}$	$m_2$	
0	1	1	$\bar{a}bc$	$m_3$	
1	0	0	$a\bar{b}\bar{c}$	$m_4$	
1	0	1	$a\bar{b}c$	$m_5$	
1	1	0	$ab\bar{c}$	$m_6$	
1	1	1	$abc$	$m_7$	

- **sum** — OR of two or more literals  
(eg:  $a + \bar{b} + c$ )
- **Maxterm** — sum involving all inputs to Boolean function (such that maxterm sum = 0 )

a	b	c	maxterm	name	uppercase M
0	0	0	$a + b + c$	$M_0$	names of maxterms
0	0	1	$a + b + \bar{c}$	$M_1$	
0	1	0	$a + \bar{b} + c$	$M_2$	
0	1	1	$a + \bar{b} + \bar{c}$	$M_3$	
1	0	0	$\bar{a} + b + c$	$M_4$	
1	0	1	$\bar{a} + b + \bar{c}$	$M_5$	
1	1	0	$\bar{a} + \bar{b} + c$	$M_6$	
1	1	1	$\bar{a} + \bar{b} + \bar{c}$	$M_7$	

## Sum of Products

- sum of all minterms corresponding to a 1 output

- eg:

a	b	c	y	minterm	name
0	0	0	0	$\bar{a}\bar{b}\bar{c}$	$m_0$
0	0	1	0	$\bar{a}\bar{b}c$	$m_1$
0	1	0	0	$\bar{a}b\bar{c}$	$m_2$
0	1	1	1	$\bar{a}bc$	$m_3$
1	0	0	1	$a\bar{b}\bar{c}$	$m_4$
1	0	1	0	$a\bar{b}c$	$m_5$
1	1	0	1	$ab\bar{c}$	$m_6$
1	1	1	1	$abc$	$m_7$

- SOP form Boolean formula:

$$y = \bar{a}\bar{b}c + a\bar{b}\bar{c} + ab\bar{c} + abc$$

$$y = m_3 + m_4 + m_6 + m_7$$

- sigma ( $\Sigma$ ) notation

$$y = \Sigma(m_3, m_4, m_6, m_7)$$

$$y = \Sigma(3, 4, 6, 7)$$

- Boolean function f

$$y = f(a, b, c) = \Sigma(m_3, m_4, m_6, m_7)$$

- Can use 4 3-input AND gates and 1 4-input OR gate to construct CLC

## Product of sums

- product of all maxterms corresponding to a 0 output

- eg:

a	b	c	y	maxterm	name
0	0	0	0	$a + b + c$	$M_0$
0	0	1	0	$a + b + \bar{c}$	$M_1$
0	1	0	0	$a + \bar{b} + c$	$M_2$
0	1	1	1	$a + \bar{b} + \bar{c}$	$M_3$
1	0	0	1	$\bar{a} + b + c$	$M_4$
1	0	1	0	$\bar{a} + b + \bar{c}$	$M_5$
1	1	0	1	$\bar{a} + \bar{b} + c$	$M_6$
1	1	1	1	$\bar{a} + \bar{b} + \bar{c}$	$M_7$

- POS from Boolean formula

$$y = (a+b+c) \cdot (a+b+\bar{c}) \cdot (a+\bar{b}+c) \cdot (\bar{a}+b+\bar{c})$$

$$y = M_0 M_1 M_2 M_5$$

- Pi ( $\Pi$ ) notation

$$y = \Pi(M_0, M_1, M_2, M_5)$$

$$y = \Pi(0, 1, 2, 5)$$

- Boolean function f

$$y = f(a, b, c) = \Pi(0, 1, 2, 5)$$

## Logic Minimisation Using Identities

- Consider  $y = \bar{a}bc + a\bar{b}\bar{c} + ab\bar{c} + abc$
- Minimise using identities

$$\begin{aligned}
 y &= \bar{a}bc + a\bar{b}\bar{c} + ab\bar{c} + abc \\
 &= bc(a + \bar{a}) + a\bar{c}(b + \bar{b}) \\
 &= bc + a\bar{c}
 \end{aligned}$$

Q: Prove that  $ab + bc + a\bar{c} = bc + a\bar{c}$

$$\begin{aligned}
 ab + bc + a\bar{c} \\
 &= ab(c + \bar{c}) + bc + a\bar{c} \\
 &= abc + ab\bar{c} + bc + a\bar{c} \\
 &= bc(a + 1) + a\bar{c}(b + 1) \\
 &= bc + a\bar{c}
 \end{aligned}$$

$$\begin{aligned}
 &= ab + \bar{a}bc + a\bar{b}\bar{c} \\
 &= a(b + \bar{b}\bar{c}) + \bar{a}bc \\
 &= a(b + \bar{c}) + \bar{a}bc \\
 &= ab + a\bar{c} + \bar{a}bc \\
 &= b(a + \bar{a}c) + a\bar{c} \\
 &= b(a + c) + a\bar{c} \\
 &= bc + a\bar{c} + ab
 \end{aligned}$$

Q: Minimise  $(a+b+c)(a+b+\bar{c})(a+\bar{b}+c)(\bar{a}+b+\bar{c})$

$$\begin{aligned}
 &[(a+b) + (a+b)\bar{c} + (a+b)c] (a+\bar{b}+c)(\bar{a}+b+\bar{c}) \\
 &= (a+b) (\cancel{a} + \cancel{b} + ab + a\bar{c} + \bar{b}a + \bar{b}b + \bar{b}\bar{c} + \bar{c}a + cb + 0) \\
 &= (a+b) (ab + a\bar{c} + \bar{a}\bar{b} + \bar{b}\bar{c} + (\bar{a} + bc)) \\
 &= ab + a\bar{c} + a\bar{b}\bar{c} + abc + ab + a\bar{b}c + \bar{a}bc + bc \\
 &= ab(1+c) + a\bar{c}(1+\bar{b}) + ab\bar{c} + bc(1+\bar{a}) \\
 &= ab + a\bar{c} + bc + ab\bar{c} \\
 &= ab + a\bar{c} + bc \\
 &= abc + ab\bar{c} + a\bar{c} + bc \\
 &= bc + a\bar{c}
 \end{aligned}$$

## K-Maps

- Named after Maurice Karnaugh
- Minterms that differ in one literal must be adjacent

### IMPLICANTS

- K-Map area composed of squares containing 1s
- Area is square/rectangular (wraparound allowed)
- No. of squares in area is power of 2
- Each implicant  $\rightarrow$  product of literals

### Prime Implicants

- Implicant with largest no. of squares obeying the rules

### Essential prime Implicant

- Prime implicant containing square not in any other prime implicant

- K map method: includes all prime implicants such that each 1 square is covered and formula is minimal.
- For this TT

a	b	c	y	minterm
0	0	0	0	$\bar{a}\bar{b}\bar{c}$ 0
0	0	1	0	$\bar{a}\bar{b}c$ 1
0	1	0	0	$\bar{a}bc$ 2
0	1	1	1	$\bar{a}bc$ 3
1	0	0	1	$a\bar{b}\bar{c}$ 4
1	0	1	0	$a\bar{b}c$ 5
1	1	0	1	$a\bar{b}c$ 6
1	1	1	1	$abc$ 7

		bc	00	01	11	10
		a	0	0	1	0
0	0	0	$0\bar{a}\bar{b}\bar{c}$	$1\bar{a}bc$	$3\bar{a}bc$	$2\bar{a}b\bar{c}$
	1	1	$4a\bar{b}\bar{c}$	$5a\bar{b}c$	$7abc$	$6a\bar{b}c$

## Example 1

- 1 Prime implicants — green
- 2 Essential — blue
- 3 Required — red

Map 1 (a, bc)

a \ bc	00	01	11	10
0	0 0	0 1	1 3	0 2
1	1 4	0 5	1 7	1 6

Map 2 (a, bc)

a \ bc	00	01	11	10
0	0 0	0 1	1 3	0 2
1	1 4	0 5	1 7	1 6

Map 3 (ā, b̄c)

a \ bc	00	01	11	b̄c
0	0 0	0 1	1 3	0 2
1	1 4	0 5	1 7	1 6

(3 & 4 only covered by these 2)

SOP:  $a\bar{c} + b\bar{c}$  (unchanging terms)

## Example 2

Map 1 (a, bc)

a \ bc	00	01	11	10
0	0 0	1 1	1 3	0 2
1	1 4	1 5	1 7	1 6

Map 2 (a, bc)

a \ bc	00	01	11	10
0	0 0	1 1	1 3	0 2
1	1 4	1 5	1 7	1 6

$a$	$b\bar{c}$	$\bar{b}c$	$bc$	$b\bar{c}$
$\bar{a}$	0	1	1	0
$a$	1	1	1	1

(1,3 & 4,6)

$$SOP: C + a = f(a,b,c)$$

### Example 3

$a$	$b\bar{c}$	00	01	11	10
0	0	0	1	0	1
1	0	1	1	1	1

$a$	$b\bar{c}$	00	01	11	10
0	0	0	1	0	1
1	0	1	1	1	1

$a$	$\bar{b}\bar{c}$	$\bar{b}c$	$bc$	$b\bar{c}$
$\bar{a}$	0	1	0	1
$a$	0	1	1	1

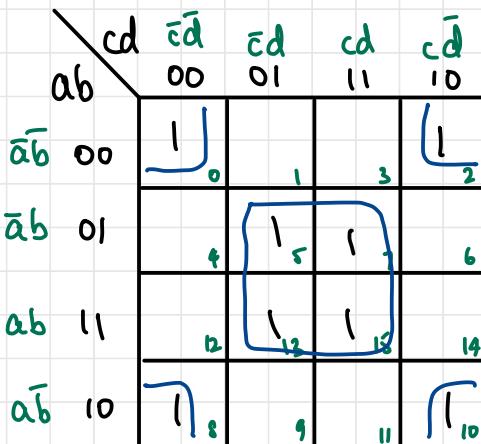
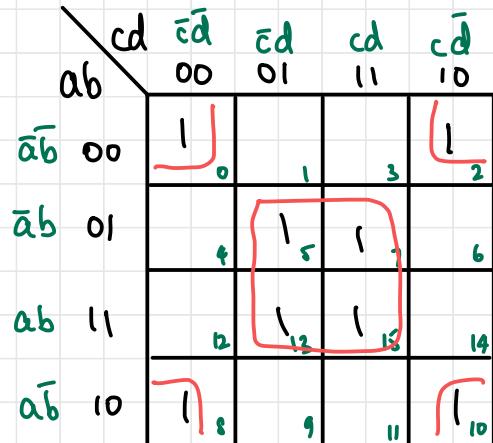
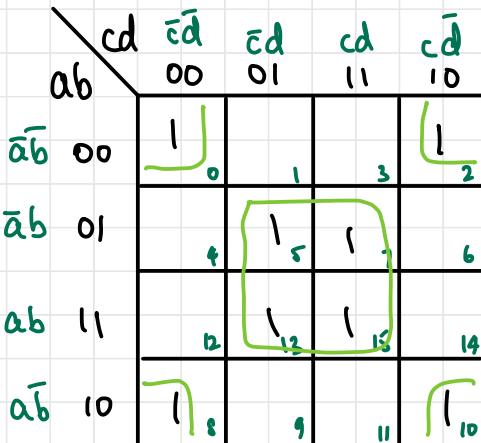
$a$	$\bar{b}\bar{c}$	$\bar{b}c$	$bc$	$b\bar{c}$
$\bar{a}$	0	1	0	1
$a$	0	1	1	1

$$SOP = \bar{b}\bar{c} + \bar{b}c + ca$$

(no unique solution)

$$SOP = \bar{b}\bar{c} + b\bar{c} + ba$$

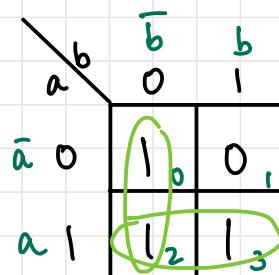
## Example 4



$$SOP = db + \bar{d}\bar{b}$$

## Example 5

a	b	y
0	0	1
0	1	0
1	0	1
1	1	1



$$SOP = \bar{b} + a$$

## DON'T CARES

- If we know for a fact that certain input combinations cannot occur in a logic gate, we place a don't care
- The logic circuit will never receive that input combination, so we don't care if it's a 0 or a 1

Example 6      green - required ( $?=X$ )

		bc	00	01	11	10
		a	0	1	0	0
			0	0	3	2
0	1		1	1	X	1
1	0		9	5	7	6

Do for both 0 and 1

		bc	$\bar{b}\bar{c}$	$\bar{b}c$	$b\bar{c}$	$bc$
		a	00	01	11	10
			0	1	0	0
0	1		1	1	0	0
1	0		1	1	0	0

		bc	$\bar{b}\bar{c}$	$\bar{b}c$	$b\bar{c}$	$bc$
		a	00	01	11	10
			0	1	0	0
0	1		1	1	1	1
1	0		1	1	1	1

$$SOP = y = \bar{b} + \bar{c}a$$

$$SOP = y = \bar{b} + a$$

- Whichever results in a smaller Boolean formula is used

## Example 7

$$f(a,b,c,d) = \Sigma(m_3, m_4, m_5, m_7, m_9, m_{13}, m_{14}, m_{15})$$

ab \ cd	cd	$\bar{c}d$	$\bar{c}d$	cd	cd
ab	00	00	01	11	10
$\bar{a}b$	00	0	0	1	1
$\bar{a}b$	01	1	1	1	0
ab	11	0	1	1	1
$a\bar{b}$	10	0	1	0	0

$$y = \bar{c}\bar{a}b + cd\bar{a} + abc + \bar{c}da$$

## Example 8

$$f(a,b,c,d) = \Sigma(0, 1, 2, 6, 8, 9, 10)$$

ab \ cd	cd	$\bar{c}d$	$\bar{c}d$	cd	cd
ab	00	00	01	11	10
$\bar{a}b$	00	1	1	0	0
$\bar{a}b$	01	0	0	0	1
ab	11	0	0	0	0
$a\bar{b}$	10	1	1	0	1

$$y = \bar{c}\bar{b} + \bar{a}cd + \bar{b}cd$$

### Example 9

$$f(a,b,c,d) = \Sigma(0, 2, 3, 5, 7, 8, 9, 10, 11, 13, 15)$$

ab\cd	cd 00	cd 01	cd 11	cd 10
ab 00	1 <sub>0</sub>	1 <sub>1</sub>	1 <sub>2</sub>	1 <sub>2</sub>
ab 01	4	1 <sub>5</sub>	1 <sub>7</sub>	6
ab 11	12	1 <sub>13</sub>	1 <sub>15</sub>	14
ab 10	1 <sub>8</sub>	1 <sub>9</sub>	1 <sub>11</sub>	1 <sub>10</sub>

$$y = bd + \bar{b}c + ab + \bar{a}\bar{b}$$

not the only solution

### Example 10

$$f(a,b,c,d) = \Sigma(1, 3, 10) + \Sigma_d(0, 2, 8, 12)$$

ab\cd	cd 00	cd 01	cd 11	cd 10
ab 00	X <sub>0</sub>	1 <sub>1</sub>	1 <sub>2</sub>	X <sub>2</sub>
ab 01	0 <sub>4</sub>	0 <sub>5</sub>	0 <sub>7</sub>	0 <sub>6</sub>
ab 11	X <sub>12</sub>	0 <sub>13</sub>	0 <sub>15</sub>	0 <sub>14</sub>
ab 10	X <sub>8</sub>	0 <sub>9</sub>	0 <sub>11</sub>	1 <sub>10</sub>

don't care

$$y = \bar{d}\bar{b} + \bar{a}\bar{b}$$

## Example 11

$$f(w, x, y, z) = \Sigma(1, 3, 7, 11, 15) + \Sigma_d(0, 2, 5)$$

	yz	$\bar{y}z$	$\bar{y}z$	yz	yz
wx	00	00	01	11	10
$\bar{w}\bar{x}$	00	X <sub>0</sub>	1 <sub>1</sub>	1 <sub>2</sub>	X <sub>2</sub>
$\bar{w}x$	01	4	X <sub>5</sub>	1 <sub>7</sub>	6
wx	11	12	13	15	14
w $\bar{x}$	10	8	9	11	10

$$SOP = \bar{w}\bar{x} + yz$$

# BINARY NUMBERS

1) Unsigned      2) Signed      ] representation

## UNSIGNED

$$\begin{array}{r} 5 - \\ 4 - \end{array} \quad \begin{array}{r} 101 \\ 100 \end{array}$$

$$m = \sum_{i=0}^{n-1} x_i \times 2^i$$

$n = \text{no. of digits}$   
 $x_i = \text{digit}$

## SIGNED

MSB indicates sign

MSB 1  $\rightarrow$  -ve  
 MSB 0  $\rightarrow$  +ve

## Represent Positive Nos.

$$\begin{array}{rcl} +5 & \rightarrow & 0101 \\ +6 & \rightarrow & 0110 \end{array}$$

## Represent Negative Nos. (three ways)

### 1. Simple Sign Magnitude

$$\begin{array}{rcl} +5 & \rightarrow & 0101 \\ -5 & \rightarrow & 1101 \end{array}$$

## 2. 1's complement

$$+5 \rightarrow 0101$$

1's complement  $\rightarrow 1010$  ↓ invert all 0's and 1's

$$-5 \rightarrow 1010$$

problem: +0 and -0 are different

$$\begin{array}{l} +0 \rightarrow 0000 \\ -0 \rightarrow 1111 \end{array}$$

## 3. 2's Complement

- we do not use sign magnitude or 1's complement forms
- 1's comp + 1

$$\begin{array}{l} +5 \rightarrow 0101 \\ 1's \text{ comp} \rightarrow 1010 \\ -5 \rightarrow 1011 \rightarrow 2's \text{ complement} \end{array}$$

- advantage: 0 is universal

$$\begin{array}{l} +0 \rightarrow 0000 \\ 1's \text{ comp} \rightarrow 1111 \\ -0 \rightarrow 0000 \text{ (Overflow)} \end{array}$$

- 2's complement of 2's complement is the original no.
- used in comps

- Eg:  $+5 \rightarrow 0101$   
 $\downarrow 2\text{'s complement}$
- $-5 \rightarrow 1011$   
 $\downarrow 2\text{'s complement}$
- $+5 \rightarrow 0101$

Intuition :

$$\begin{aligned}-5 &\rightarrow 1011 \\ -4 &\rightarrow 1100\end{aligned}\quad \text{+1}$$

$\therefore$  can add 2's comp to tve no. for subtraction

- for an n-bit signed no.,  $2^{n-1}$  nos for 0 & tve,  
 $2^{n-1}$  for -ve

0000	0	1000	-8
0001	1	1001	-7
0010	2	1010	-6
0011	3	1011	-5
0100	4	1100	-4
0101	5	1101	-3
0110	6	1110	-2
0111	7	1111	-1

# adding and subtracting binary numbers

## ADDITION

- binary addition

$$5 + 3$$

$$\begin{array}{r} 1 \ 1 \ 1 \\ 0 \ 1 \ 0 \ 1 \\ + \ 0 \ 0 \ 1 \ 1 \\ \hline 1 \ 0 \ 0 \ 0 \end{array} = 8$$

## SUBTRACTION

- to do  $a - b$  do  $a + (-b)$  or  $a + 2^s$  complement of  $b$
- note: signed vs unsigned addition

$$\bullet \quad 3 - 5 = -5 + 3$$

$$\begin{array}{r} 1 \ 0 \ 1 \ 1 \\ + \ 0 \ 0 \ 1 \ 1 \\ \hline 1 \ 1 \ 1 \ 0 \end{array} \rightarrow \text{find } 2^s \text{ comp}$$

$$0001 + 1 = 0010$$

$$\therefore \text{res} = -2$$

## Example 12

- 7      11 or -5
- Add 0111 and 1011 deal with overflow
    - ↪ signed
    - ↪ unsigned

unsigned

$$\begin{array}{r}
 \begin{array}{|c|c|c|c|} \hline
 & 1 & 1 & 1 \\ \hline
 0 & | & | & | \\ \hline
 + & 1 & 0 & 1 \\ \hline
 \hline
 0 & 0 & 0 & 10 \\ \hline
 \end{array}
 = 2
 \end{array}$$

overflow 18

signed

$$\begin{array}{r}
 \begin{array}{|c|c|c|c|} \hline
 & 1 & 1 & 1 \\ \hline
 0 & | & | & | \\ \hline
 + & 1 & 0 & 1 \\ \hline
 \hline
 0 & 0 & 0 & 10 \\ \hline
 \end{array}
 = 2
 \end{array}$$

no overflow?

There are 2 4-bit no.s whose 2's complement does not reverse the sign

1. 0000 → 0

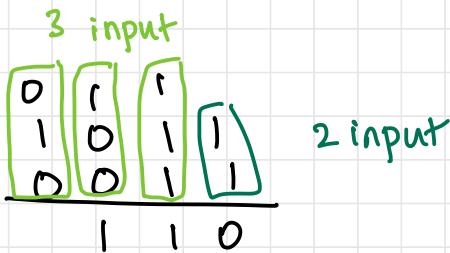
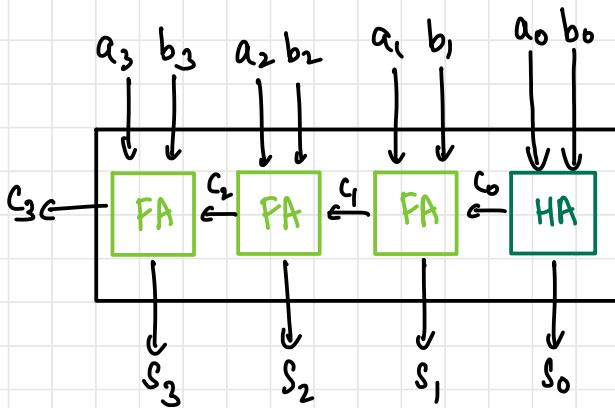
2's comp: 1111 + 1 = 0000

2. 1000 → -8

2's comp: 0111 + 1 → 1000 → -8

# LOGIC CIRCUITS FOR ADDITION

structure of logic circuits



- LSB: 2-input adder — half adder (HA)
- all other bits: 3-input adder — full adder (FA)

## HALF ADDER

### Truth Table

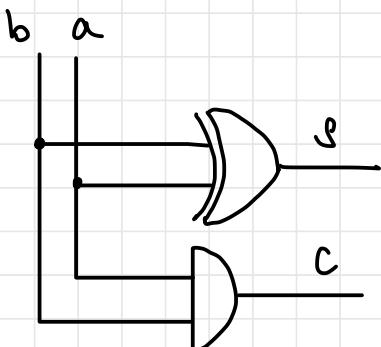
inputs		outputs	
a	b	s	c
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

- SOP formulas (minterms)

$$S = \bar{a}b + a\bar{b} \quad (\text{XOR function})$$

$$S = a \oplus b$$

$$C = ab \quad (\text{AND function})$$



## FULL ADDER

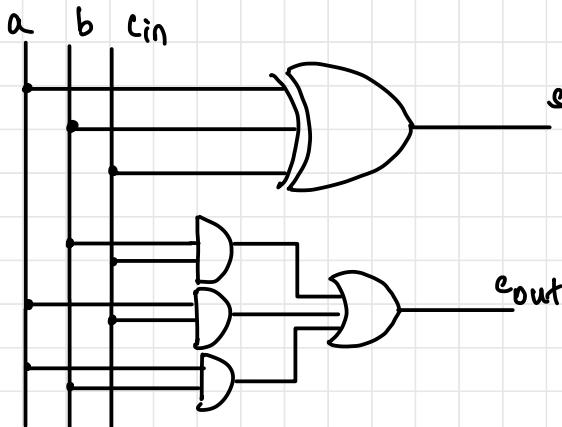
a	b	c	s	Cout
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1

- SOP formulas

$$s = \bar{a}\bar{b}c + \bar{a}b\bar{c} + a\bar{b}\bar{c} + abc$$

$$s = a \oplus b \oplus c$$

$$\begin{aligned} c_{\text{out}} &= \bar{a}bc + \bar{a}\bar{b}c + ab\bar{c} + abc \\ &= bc(a+\bar{a}) + ac(b+\bar{b}) + ab(c+\bar{c}) \\ c_{\text{out}} &= ab + bc + ac \end{aligned}$$



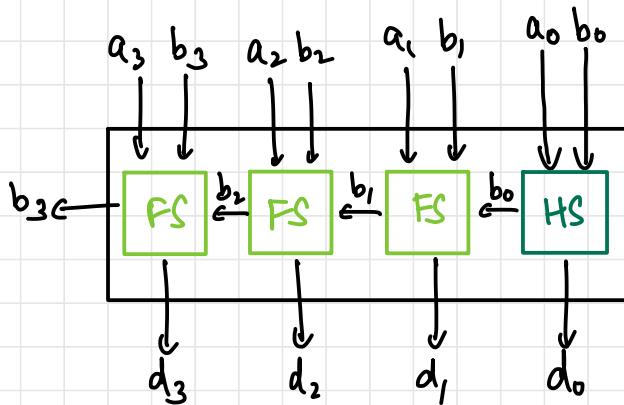
## Example 13 — HW

Perform binary subtraction (not addition) and draw logic circuits

$$\begin{array}{r} 0 \quad 1 \\ \times 1001 \\ - 0011 \\ \hline 0110 \end{array}$$

$$\begin{array}{r} 9 \\ - 3 \\ \hline 6 \end{array}$$

$$\begin{array}{r} 1 \quad 1 \\ 1001 \\ - 0011 \\ \hline 0110 \end{array}$$



$$6 - 3 = 3$$

$$\begin{array}{r} 1 \quad 1 \\ 0110 \\ - 0011 \\ \hline 0011 \end{array}$$

$$5 - 2 = 3$$

$$\begin{array}{r} 1 \\ 0101 \\ - 0010 \\ \hline 0011 \end{array}$$

$$a - b_{in} - b$$

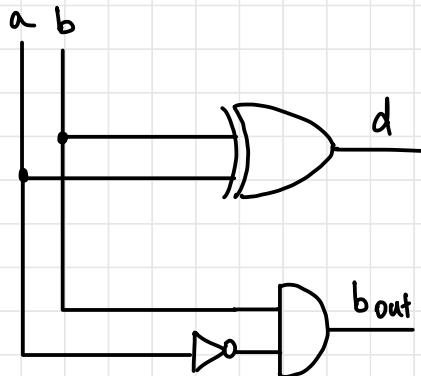
## HALF SUBTRACTOR

a	b	d	b <sub>out</sub>
0	0	0	0
0	1	1	1
1	0	1	0
1	1	0	0

SOP Formulas

$$d = \bar{a}b + a\bar{b} = a \oplus b$$

$$b_{out} = \bar{a}b$$



## FULL SUBTRACTOR

$$\begin{aligned}
 & a - b - b_{\text{bin}} \longrightarrow \\
 & = -1 (+2) \\
 & = 1
 \end{aligned}$$

$$\begin{aligned}
 & a - b - b_{\text{bin}} \longrightarrow \\
 & = -1 (+2) \\
 & = 1
 \end{aligned}$$

$a$	$b$	$c - \text{bin}$	$d$	$b_{\text{out}}$
0	0	0	0	0
0	0	1	1	1
0	1	0	1	1
0	1	1	0	1
1	0	0	1	0
1	0	1	0	0
1	1	0	0	0
1	1	1	1	1

$$a - b_{\text{bin}} - b$$

if  $a < b + b_{\text{bin}}$

2 is added to current digit

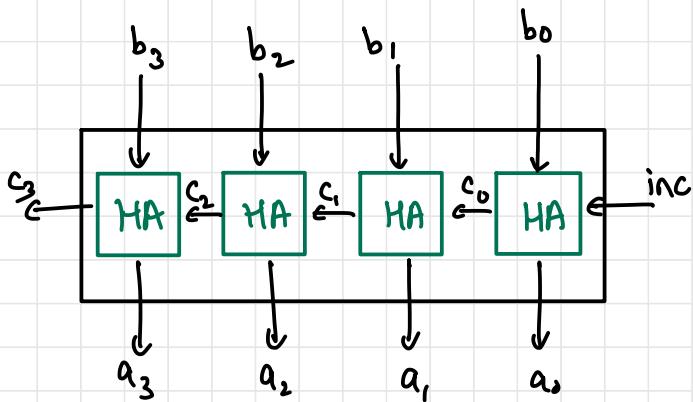
$$d = a \oplus b \oplus c$$

$$\begin{aligned}
 b_{\text{out}} &= \bar{a}\bar{b}c + \bar{a}b\bar{c} + \bar{a}bc + abc \\
 &= bc(a+\bar{a}) + \bar{a}b(c+\bar{c}) + \bar{a}c(b+\bar{b})
 \end{aligned}$$

$$b_{\text{out}} = bc + \bar{a}b + \bar{a}c$$

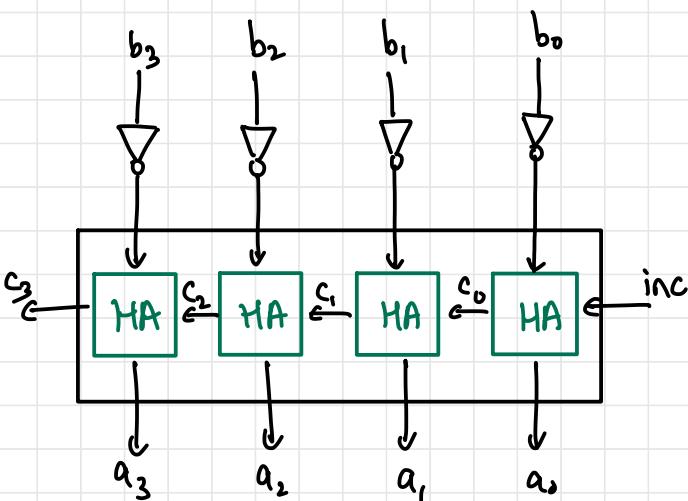
## INCREMENT LOGIC CIRCUIT

- $b + 1$

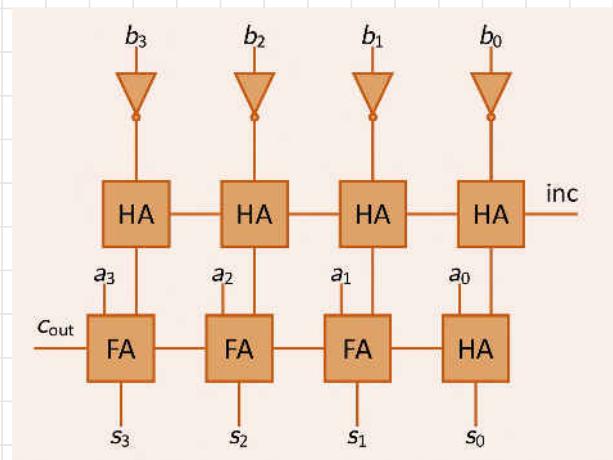
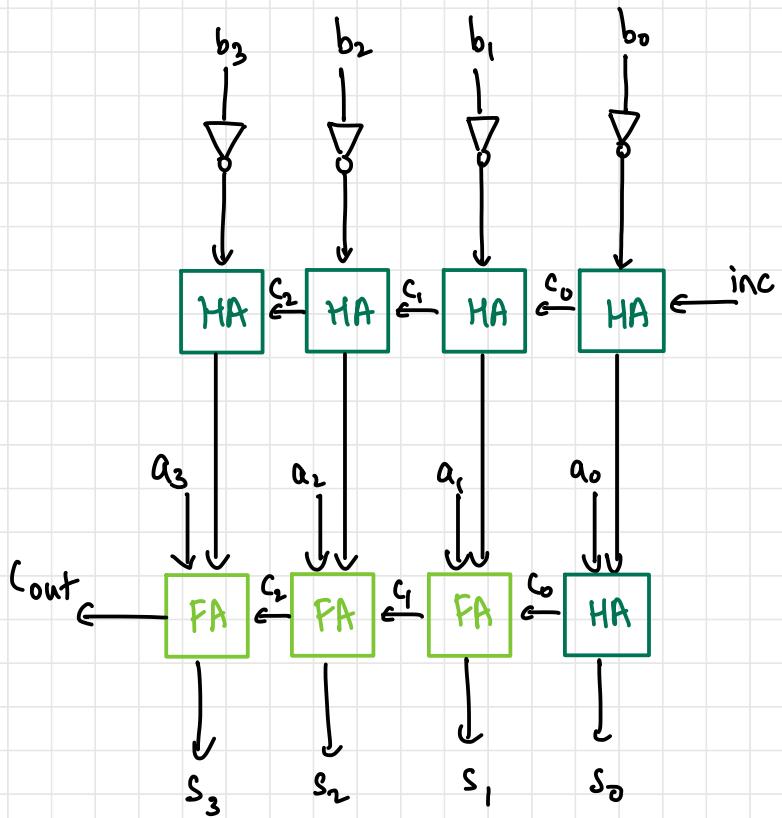


## TWO'S COMPLEMENT

- $b$  inverted +1



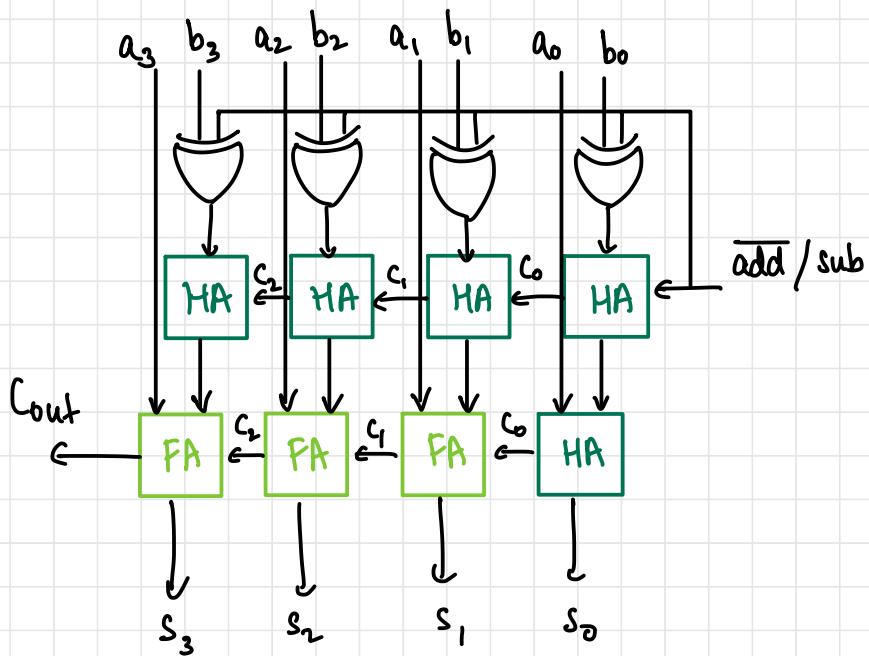
## TWO'S COMPLEMENT SUBTRACTOR



## TWO'S COMPLEMENT ADDER / SUBTRACTOR

XOR as Controlled Inverter

inv	a	y
0	0	0
0	1	1
1	0	1
1	1	0



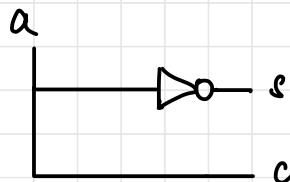
# INCREMENTOR WITHOUT INC INPUT

first incrementor

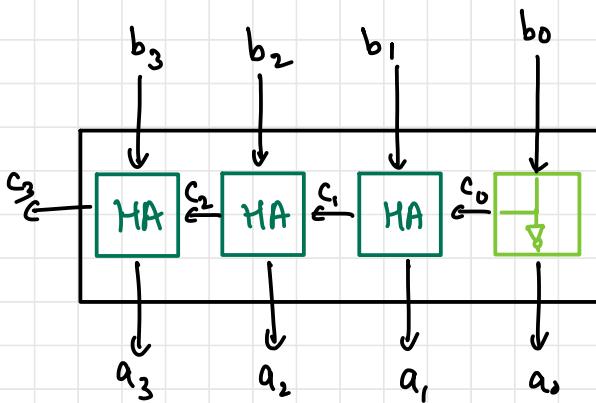
a	s	c
0	1	0
1	0	1

$$s = \overline{a}$$

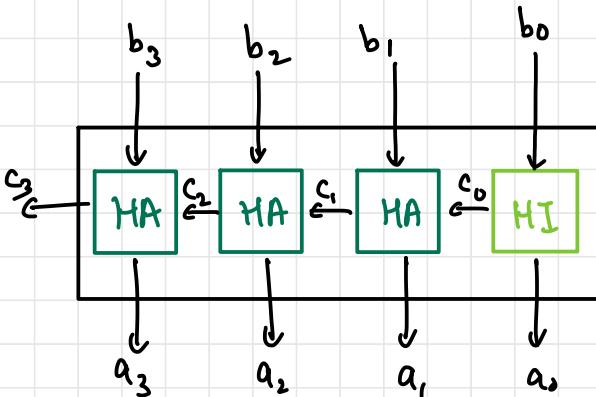
$$c = a$$



half incrementor  
HA



(OR)



# DECREMENTOR

$$\cdot b - 1 = b + (-1)$$

## TWO'S COMPLEMENT DECREMENTOR

$$\cdot -1 = (1111)$$

$$\begin{array}{r} \begin{array}{c} 1 \\ | \\ 0110 \end{array} \\ + \begin{array}{c} 1 \\ | \\ 1111 \end{array} \\ \hline \begin{array}{c} 1 \\ | \\ 0101 \end{array} \end{array} \quad \begin{array}{c} 6 \\ +(-1) \\ \hline 5 \end{array}$$

$$\begin{array}{r} \begin{array}{c} 1 \\ | \\ 0110 \end{array} \\ - \begin{array}{c} 1 \\ | \\ 0001 \end{array} \\ \hline \begin{array}{c} 1 \\ | \\ 0101 \end{array} \end{array} \quad \begin{array}{c} 6 \\ -(1) \\ \hline 5 \end{array}$$

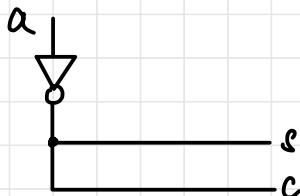
no overflow

## Half 2's Complement Decrementor

a	s	c
0	1	1
1	0	0

$$s = \overline{a}$$

$$c = \overline{\overline{a}}$$

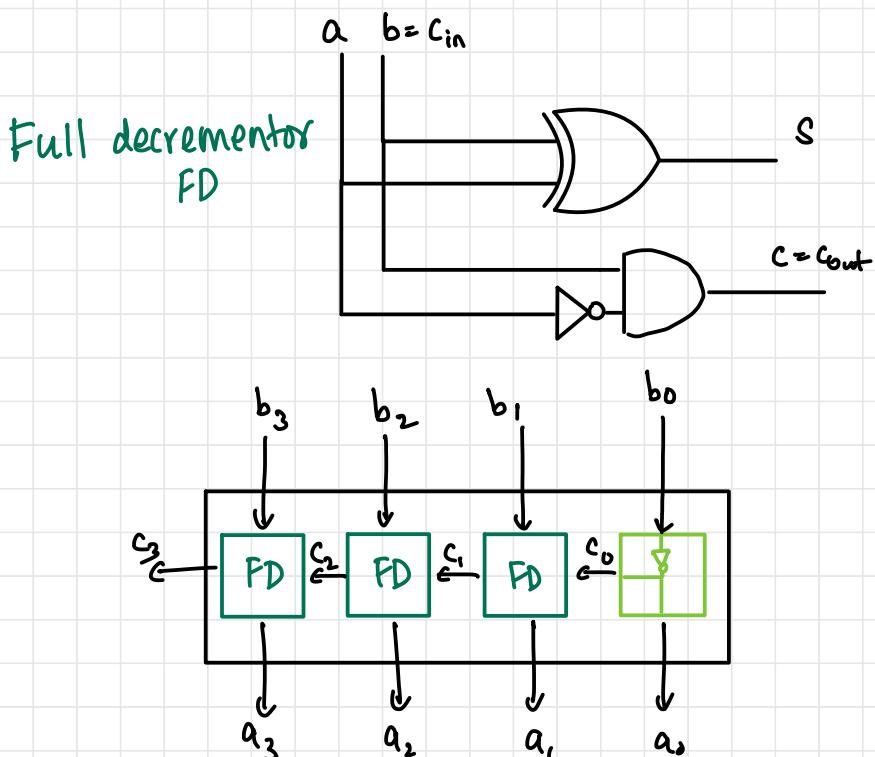


## Full 2's Complement Decrementor

$a$	$Cin = b$	$S$	$Cont$
0	0	0	0
0	1	1	1
1	0	1	0
1	1	0	0

$$S = \bar{a}b + a\bar{b} \quad (\text{XOR})$$

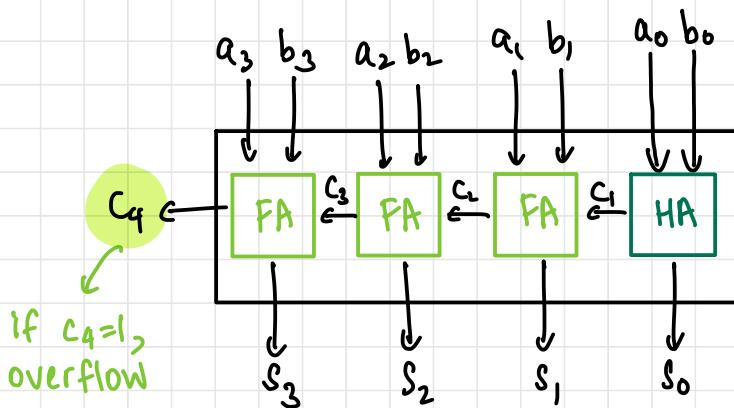
$$C = \bar{a}b$$



## Overflow

- Logic circuits have fixed bit widths
- Eg: 64 bit processor
- if result of an operation does not fit within the bit width

## SIMPLE ADDITION



## TWO'S COMPLEMENT ADDITION

- three cases

### Case I - no overflow

one +ve, one -ve  
a +ve, b -ve

#### case i

$$|a| > |b|$$

result: +ve

#### case ii

$$|b| > |a|$$

result: -ve

#### case iii

$$|a| = |b|$$

result: 0

### Case II - overflow occurs

both +ve

→ MSB is 1 ( $c_{msb} \neq 0$ ) ← should not happen  
in 2's comp +ve

→  $c_{msb}$  is 1 and  $c_{msb+1}$  is 0

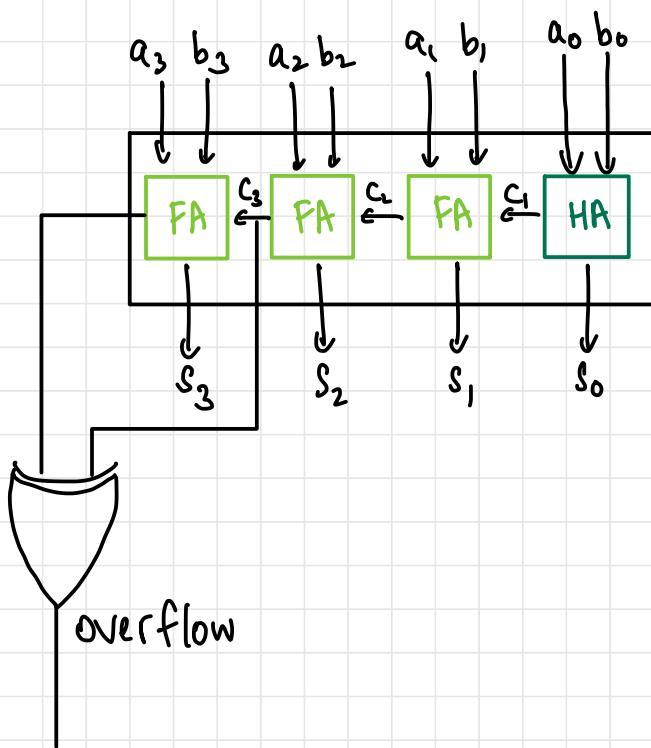
### Case III - overflow occurs

both -ve

→ msb is 0 ( $c_{msb} = 0$ )

→  $c_{msb}$  is 0 and  $c_{msb+1}$  is 1

$$\text{Overflow} = c_{msb} (+) c_{msb+1}$$



## Question

Design combinational circuit for 3 I/P & 1 O/P.  
The O/P is 1 when the binary value of the input  
is less than 3. The O/P is 0 otherwise

a	b	c	y
0	0	0	1
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	0

$$y = \bar{a}\bar{b}\bar{c} + \bar{a}\bar{b}c + \bar{a}b\bar{c}$$

$$\begin{aligned} y &= \bar{a}\bar{b} + \bar{a}b\bar{c} + \bar{a}\bar{b}\bar{c} \\ &= \bar{a}\bar{b} + \bar{a}c \end{aligned}$$

$$y = \bar{a}\bar{b} + \bar{a}c$$

## Question

Design combinational circuit for 3 I/P & 1 O/P.  
The O/P is 1 when the binary value of the input  
is even. The O/P is 0 otherwise

a	b	c	y
0	0	0	1
0	0	1	0
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	0

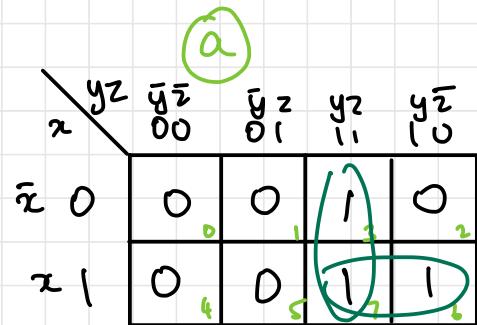
a	bc	00	01	11	10
0	1	0	0	1	1
1	1	0	0	1	1

$$y = \bar{c}$$

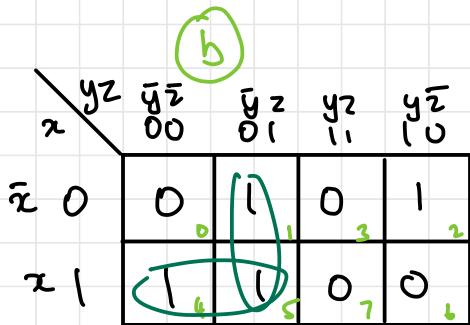
## Question

Design combinational circuit for 3 I/P  $x, y, z$  and 3 O/P's  $a, b, c$ . When I/P is  $0, 1, 2$  or  $3$ , O/P is one greater than I/P. When I/P is  $4, 5, 6$  or  $7$ , O/P is 2 less than I/P.

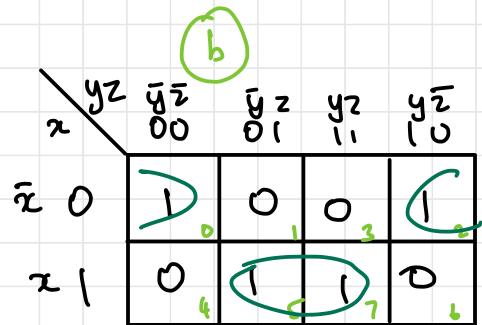
$x$	$y$	$z$	$a$	$b$	$c$
0	0	0	0	0	1
0	0	1	0	1	0
0	1	0	0	1	1
0	1	1	1	0	0
1	0	0	0	1	0
1	0	1	0	1	1
1	1	0	1	0	0
1	1	1	1	0	1



$$a = yz + xy$$



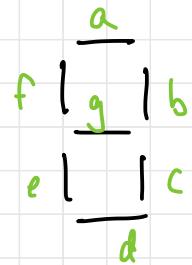
$$b = \bar{x}y\bar{z} + \bar{y}z + x\bar{y}$$



$$c = xz + \bar{x}\bar{z}$$

## Question

Logic circuit for 7-segment display



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	0	1	0	1	1	0	0	0	0	1
0	0	1	0	1	1	0	1	1	0	1	2
0	0	1	1	1	1	1	1	0	0	1	3
0	1	0	0	0	1	1	0	0	1	1	4
0	1	0	1	1	0	1	1	0	1	1	5
0	1	1	0	1	0	1	1	1	1	1	6
0	1	1	1	1	1	1	1	0	0	0	7
1	0	0	0	1	1	1	1	1	1	1	8
1	0	0	1	1	1	1	1	0	1	1	9