



**BIRZEIT UNIVERSITY**

**ANSWER BOOKLET**

Student: <u>Digital</u> <del>3</del> Number <u>5</u>
Course: Department: ..... Number: .....
Division: ..... Instructor: .....
Date: ..... Day Month Year

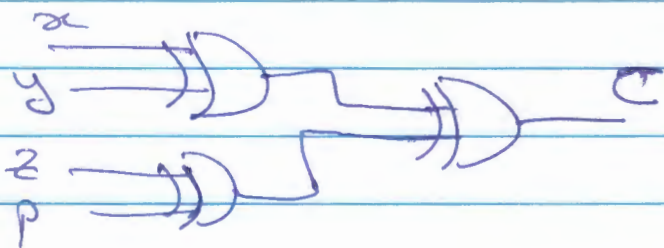
**For Instructor's Use**

Question	Grade
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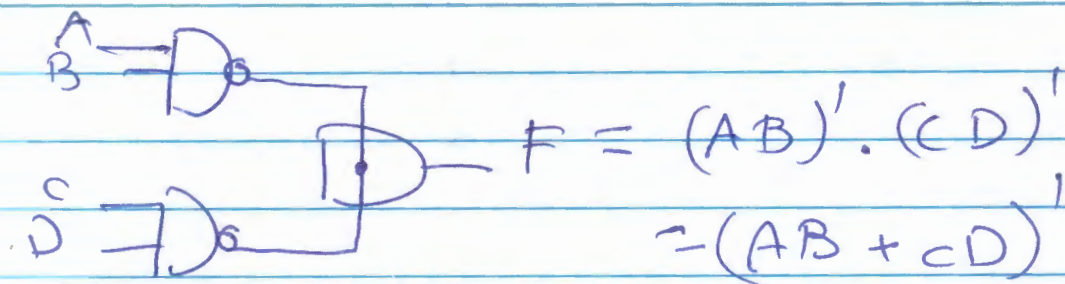
\* error checker C will be used to indicate error

<u>four bit received</u>				<u>Parity error check</u>
x	y	z	P	C
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	0
0	1	0	0	1
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	1
1	0	0	1	0
1	0	1	0	0
1	0	1	1	1
1	1	0	0	0
1	1	0	1	1
1	1	1	0	1
1	1	1	1	0

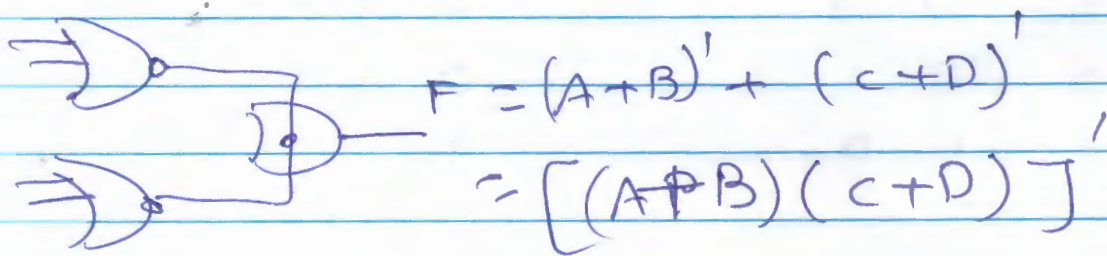
$$\Rightarrow C = x \oplus y \oplus z \oplus P$$



⊕ wired logic: Some nand or nor gates (but not all), allow the possibility of a wire connection between the outputs of two gates to provide a specific logic function.



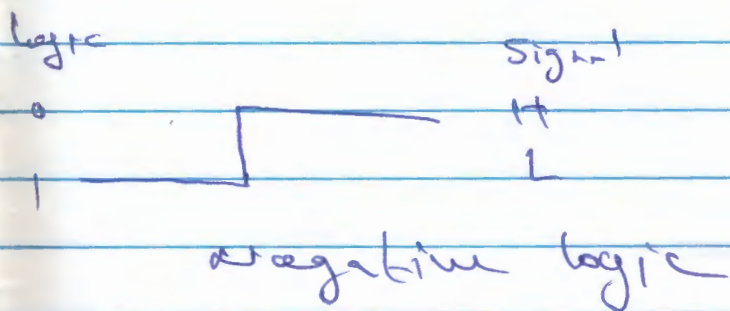
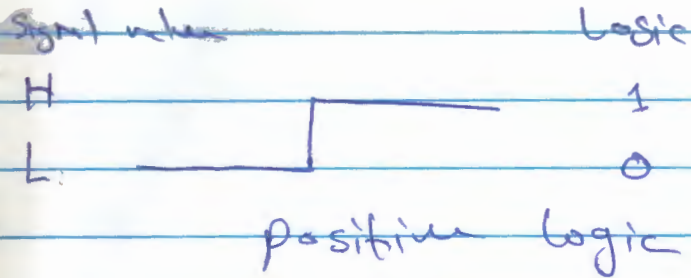
wired and logic



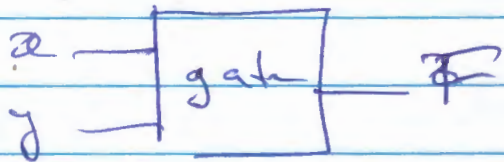
wired-or-function

⊗ from chapter 2

⊗ Positive and negative Logic



Ex:



x	y	F
L	L	L
L	H	L
H	L	L
H	H	H

⇒ Positive logic

⇒ AND gate

$x \cdot y = F$

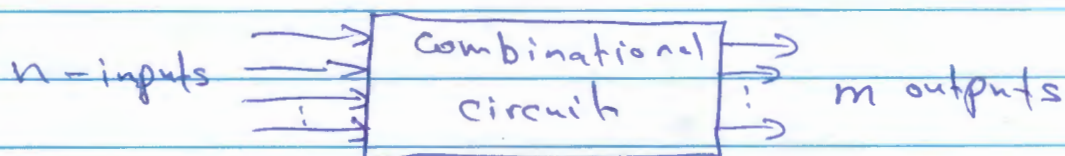
if negative logic ⇒ OR





## @ CHAPTER 4 "Combinational Logic"

- combinational vs sequential
- combinational circuit performs an operation that can be specified logically by a set of Boolean functions.
- sequential circuits employ storage elements in addition to logic gates, and storage elements contain outputs related to previous inputs



- in combinational circuit there is no feedback paths or memory elements.

### \* (⊕) Analysis Procedure \*

Ex Design a circuit that will convert the BCP code to an excess-3 code

#### Solution

- number of inputs = 4 (we use 4 digits)  
⇒ number of combinations =  $2^4 = 16$  inputs  
let inputs are A, B, C, D
- number of outputs = 4  
let outputs are w, x, y, z

Inputs (BCD)

outputs (excess-3)

A	B	C	D	w	x	y	z
0	0	0	0	0	0	1	1
0	0	0	1	0	1	0	0
0	0	1	0	0	1	0	1
0	0	1	1	0	1	1	0
0	1	0	0	0	1	1	1
0	1	0	1	1	0	0	0
0	1	1	0	1	0	0	1
0	1	1	1	1	0	1	0
1	0	0	0	1	0	1	1
1	0	0	1	1	1	0	0
1	0	1	0	x	x	x	x
1	0	1	1	x	x	x	x
1	1	0	0	x	x	x	x
1	1	0	1	x	x	x	x
1	1	1	0	x	x	x	x
1	1	1	1	x	x	x	x

AB \ CD	00	01	11	10
00				
01		1	1	1
11	x	x	x	x
10	1	1	x	x

$$w = A + BC + BD$$

AB \ CD	00	01	11	10
00		1	1	1
01	1			
11	x	x	x	x
10		1	x	x

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

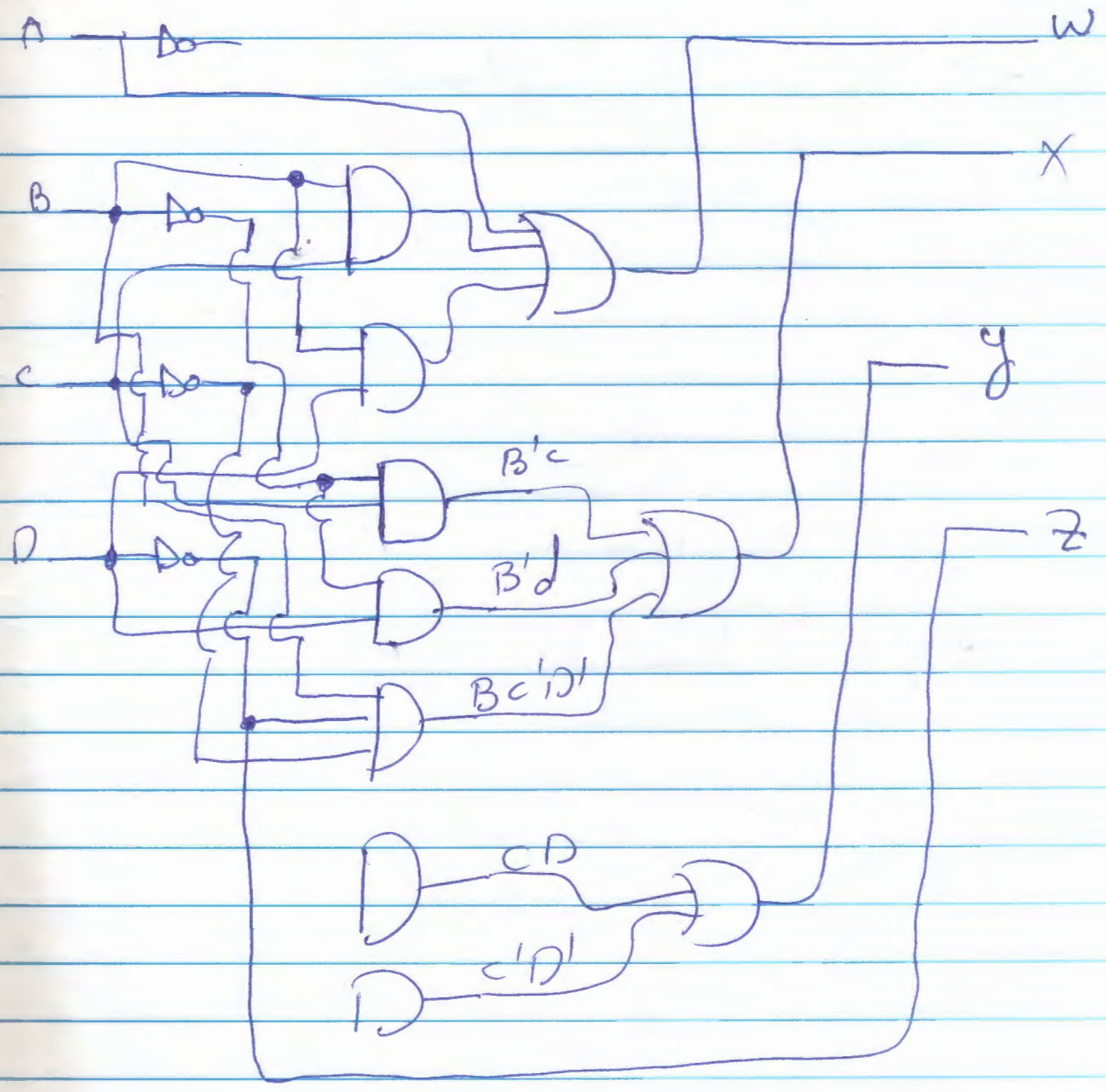


AB \ CD	00	01	11	10
00	1		1	
01	1		1	
11	x	x	x	x
10	1		x	x

AB \ CD	00	01	11	10
00	1			1
01	1			1
11	x	x	x	x
10	1		x	x

$$y = cD + c'D'$$

$$z = D'$$



⊛ note: try to manipulate the function to obtain multiple output system

e.g  
 $B = D'$

$$y = cD + c'D' = cD + (c+D)'$$

$$x = B'(c+D) + B(c+D)'$$

$$w = A + B(c+D)$$

⇒ easier to implement.



### ⊕ Binary Adder - Subtractor

- two half adders can be employed to implement a full adder

### ⊕ Half adder

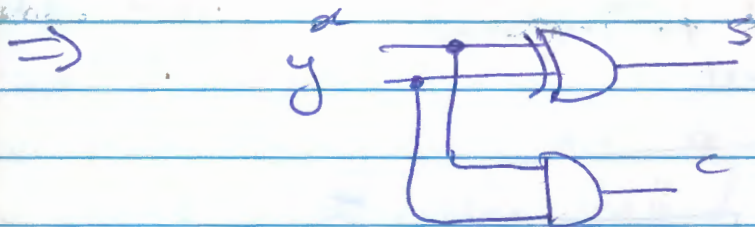
- 2 inputs (x, y), and 2 outputs (s, c)

x	y	s	c
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

$$\Rightarrow s = x'y + yx'$$

$$c = xy$$

$$\Rightarrow s = x \oplus y \quad c = xy$$



### ⊕ Full adder

- 3 inputs (x, y, z) and 2 outputs (s, c)

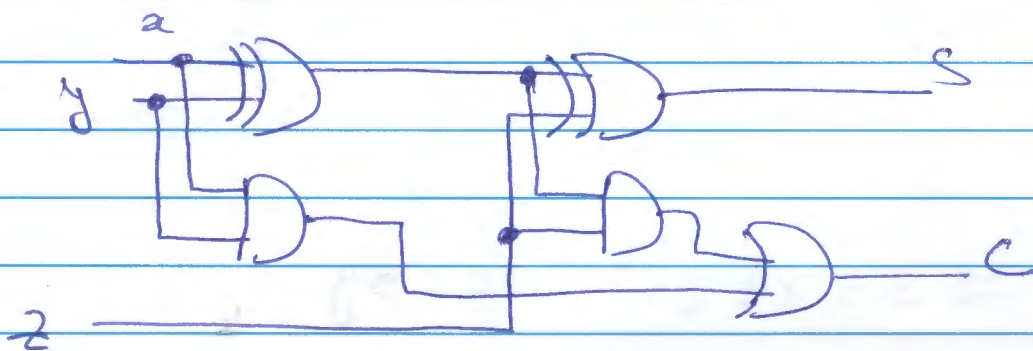
x	y	z	s	c
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

$x \backslash y \backslash z$	00	01	11	10
0	0	1		1
1	1		1	

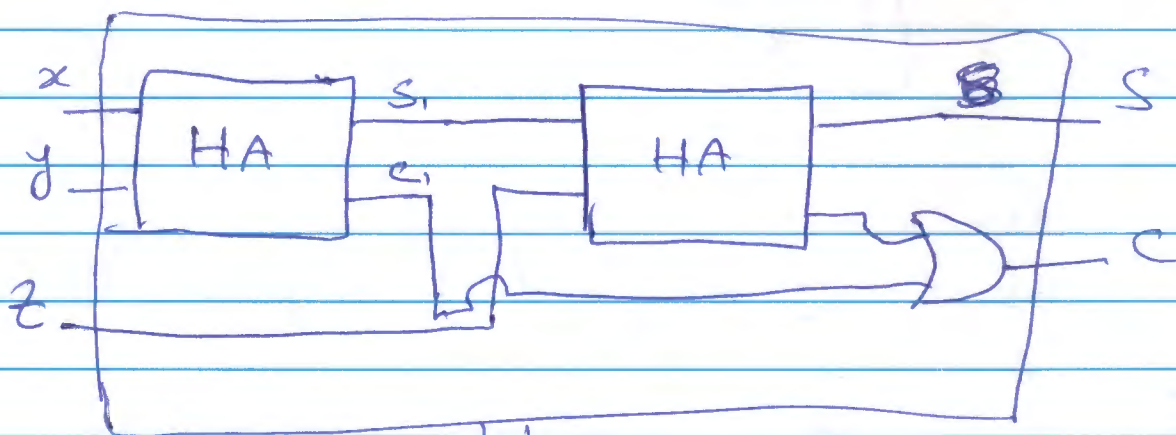
$$\begin{aligned}
 s &= x'y'z + x'yz' \\
 &\quad + xy'z' + xyz \\
 &= x \oplus y \oplus z
 \end{aligned}$$

$x \backslash y \backslash z$	00	01	11	10
0			1	
1		1	1	1

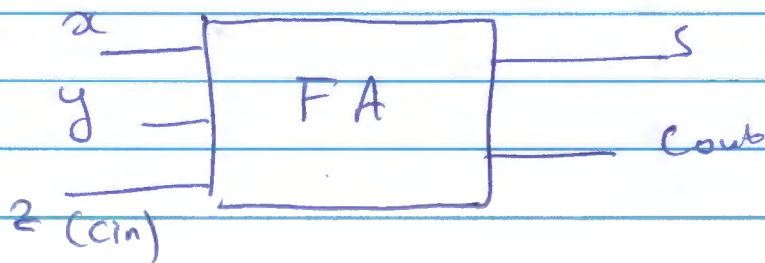
$$\begin{aligned}
 s &= xy + xz + yz \\
 &= xy + xy'z + x'yz \\
 &= xy + z(x \oplus y)
 \end{aligned}$$



(2 half adders to implement a full adder)



full adder

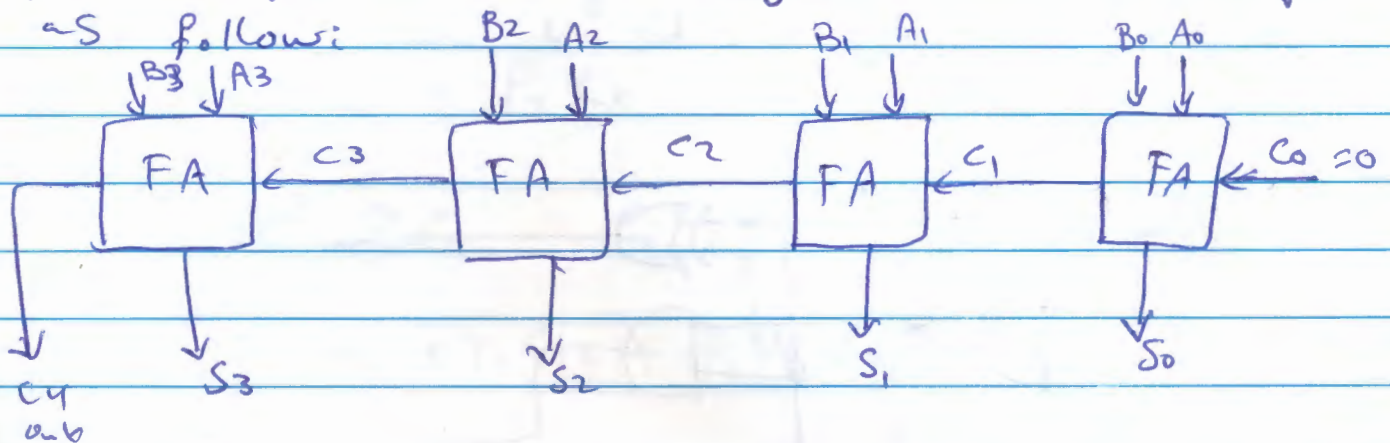




## ⊗ Binary adder

- A binary adder is a digital circuit that produces the arithmetic sum of two binary numbers.
- ~~for~~  $n$ -bit binary adder can be implemented by using  $n$  - full adders ~~in series~~ connected in cascade.
- for example 4 bit binary adder can be implemented

as follows:



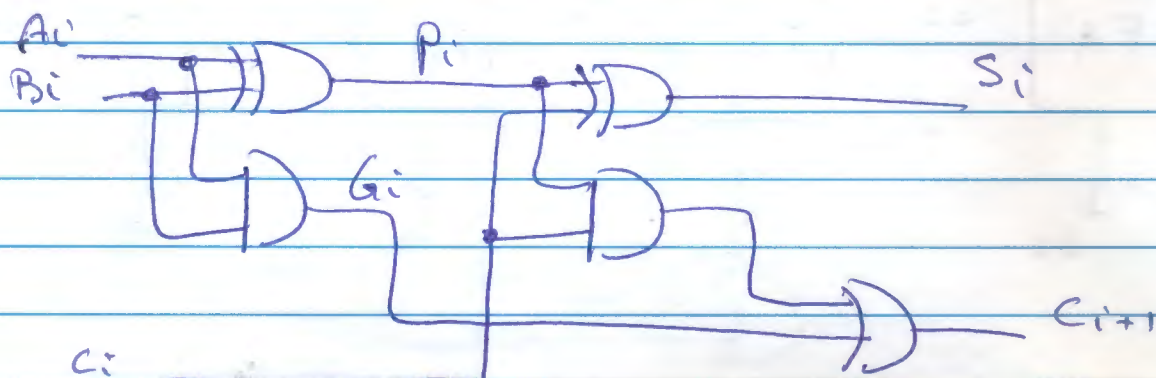
- note that the design of this circuit by the classical method would require a truth table with  $2^9 = 512$  entries, since there are 9 inputs to the circuit.
- By using an iterative method of cascading a standard function, it is possible to obtain a simple and straightforward implementation.

## ⊗ Carry Propagation

- time delay for each gate  $\Rightarrow$  propagation delay
- The longest propagation delay time in an adder is the time it takes the carry to propagate through the full adders.



- Consider  $S_3$  in the previous circuit, inputs  $A_3$  and  $B_3$  are available as soon as input signals are applied to the adder. However, input carry  $C_3$  doesn't settle to its final value until  $C_2$  is available from the previous stage. Similarly,  $C_2$  has to wait for  $C_1$  and so on.



- $P_i$  and  $G_i$  are common to all full adders and depend only on the values of  $A$  and  $B$ .
- $C_i$  to propagate to  $C_{i+1}$  need to propagate by 2 gate levels  $\Rightarrow$  for  $C_0$  to propagate to  $C_n$ , there are  $2 \times n = 2n$  gate levels, for  $n$  bit adder  $\rightarrow 2n$  gate levels.

⊗ Carry lookahead

$$P_i = A_i \oplus B_i$$

(Carry Propagate)

$$G_i = A_i \cdot B_i$$

(Carry generate)

⊗  $S_i = P_i \oplus C_i$

$$C_{i+1} = G_i + P_i C_i$$

Now write the boolean functions for the carry outputs of each stage and substitute for each  $c_i$  its value from the previous equations:

$$c_0 = \text{input carry } C$$

$$c_1 = G_0 + P_0 c_0$$

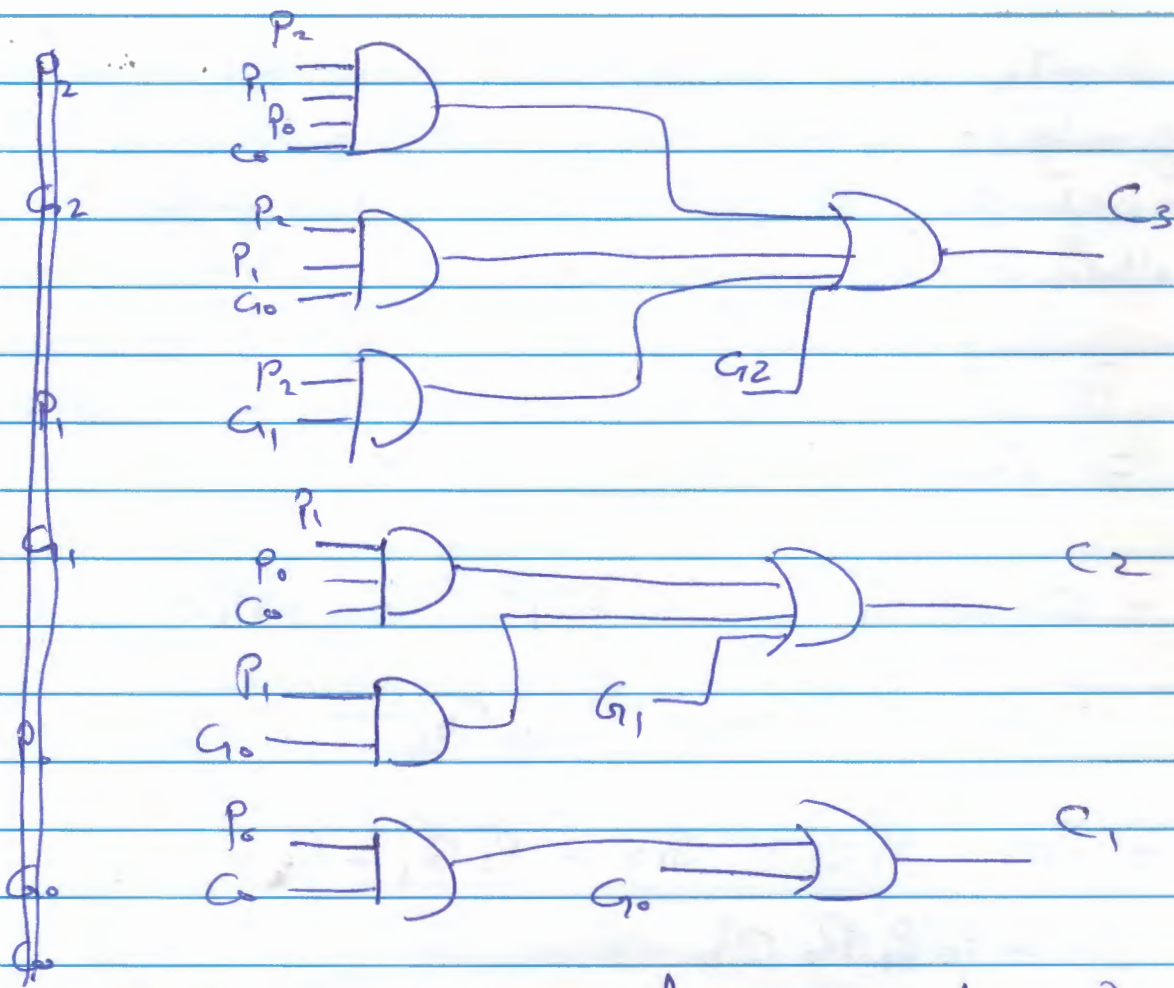
$$\begin{aligned} c_2 &= G_1 + P_1 c_1 = G_1 + P_1 (G_0 + P_0 c_0) \\ &= G_1 + P_1 G_0 + P_1 P_0 c_0 \end{aligned}$$

$$\begin{aligned} c_3 &= G_2 + P_2 c_2 = G_2 + P_2 G_1 + P_2 P_1 G_0 \\ &\quad + P_2 P_1 P_0 c_0 \end{aligned}$$

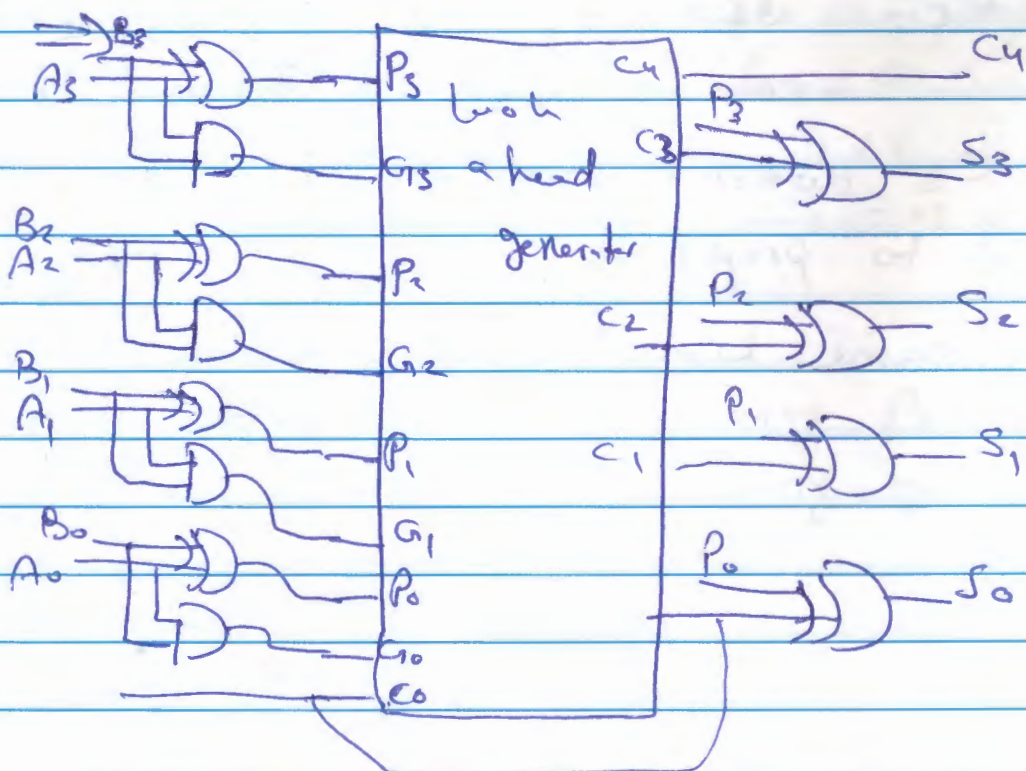
⊗ now we expressed  $c_1$ ,  $c_2$ , and  $c_3$  in terms of  $G_i$ ,  $P_i$ , and  $c_0$   $\Rightarrow$  that means in terms of inputs  $A$ ,  $B$ , and  $c_0$ .

$\Rightarrow c_3$  doesn't have to wait for  $c_2$  and  $c_1$  to propagate,  $c_3$  is propagated at the same time as  $c_1$  and  $c_2$ .





( Carry Lookahead Generator ).



( 4 bit Adder with carry lookahead ).



# ⊛ Binary subtractor

⊛  $A - B = A + 2s \text{ Complement of } B$

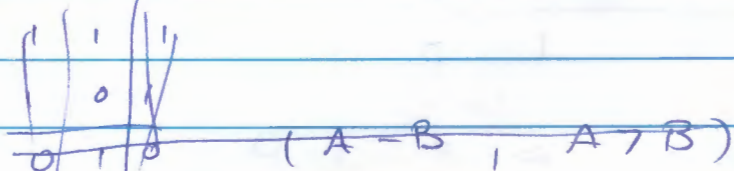
- 2s complement of B is 1s complement of B + 1

⇒  $A - B$  becomes A plus 1s complement of B, plus 1.

- for unsigned number the result is  $A - B$  if  $A \geq B$  or the 2s complement of  $B - A$  if  $A < B$ .

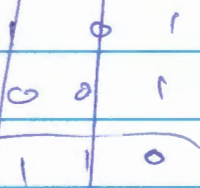
~~A + 2s complement of B~~

eg  $1111 - 101$



but  $101 - 1111$

101001



2s comp  $001 + 1 = 010$  ✓

ex  $A = 0111$        $B = 0101$

$\Rightarrow A - B = A + 2s \text{ comp of } B$

$$\begin{array}{r} \Rightarrow \quad 0111 \\ + \quad 1011 \\ \hline \textcircled{\times} 0010 \end{array} \quad (A-B) \checkmark$$

if  $A = 0101$        $B = 0111$

$\Rightarrow A - B = A + 2s \text{ complement of } B$

$$\begin{array}{r} 0101 \\ + 1011 \\ \hline 1100 \end{array}$$

$\Rightarrow 2s \text{ comp} = 0010 \quad (\checkmark)$

— for signed numbers, the result is  $A - B$ , provided that there is no overflow.