

Digital Electronics and Logic Design Combinational Logic Analysis

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Code Converters

BCD-to-Binary Conversion

The binary numbers representing the weights of the BCD bits are summed to produce the total binary number.

Let's examine an 8-bit BCD code (one that represents a 2-digit decimal number) to understand the relationship between BCD and binary. For instance, you already know that the decimal number 87 can be expressed in BCD as

| 1000 | 0111 |
|------|------|
| 8 | 7 |

| | | Tens Digit | | | | Units Digit | | | | |
|------------------|-------|------------|-------|-------|-------|-------------|-------|-------|--|--|
| Weight: | 80 | 40 | 20 | 10 | 8 | 4 | 2 | 1 | | |
| Bit designation: | B_3 | B_2 | B_1 | B_0 | A_3 | A_2 | A_1 | A_0 | | |

| | | (MSB) Binary Representation | | | | | (LSB) | |
|---------|------------|-----------------------------|----|----|---|---|-------|---|
| BCD Bit | BCD Weight | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
| A_0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| A_1 | 2 | 0 | 0 | 0 | 0 | 0 | 1 | 0 |
| A_2 | 4 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| A_3 | 8 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |
| B_0 | 10 | 0 | 0 | 0 | 1 | 0 | 1 | 0 |
| B_1 | 20 | 0 | 0 | 1 | 0 | 1 | 0 | 0 |
| B_2 | 40 | 0 | 1 | 0 | 1 | 0 | 0 | 0 |
| B_3 | 80 | 1 | 0 | 1 | 0 | 0 | 0 | 0 |

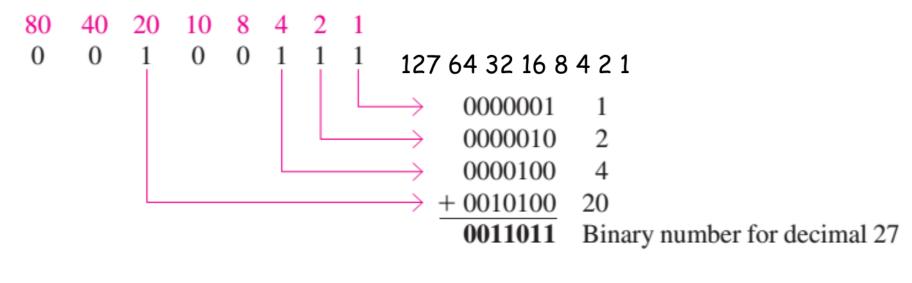
Binary representations of BCD bit weights.

EXAMPLE

Convert the BCD numbers 00100111 (decimal 27) binary.

Solution

Write the binary representations of the weights of all 1s appearing in the numbers, and then add them together.



16+ 8 +2+1 =27

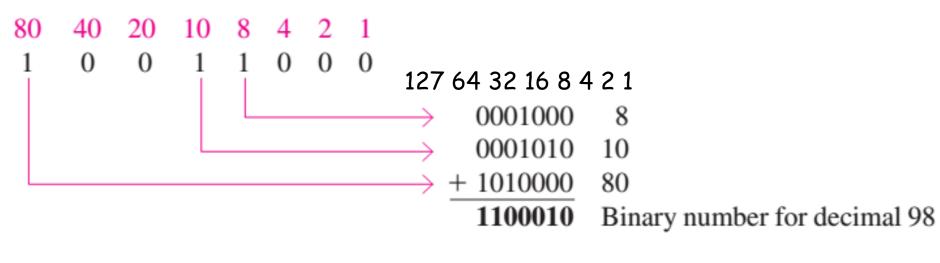


Convert the BCD numbers binary.

10011000 (decimal 98) to

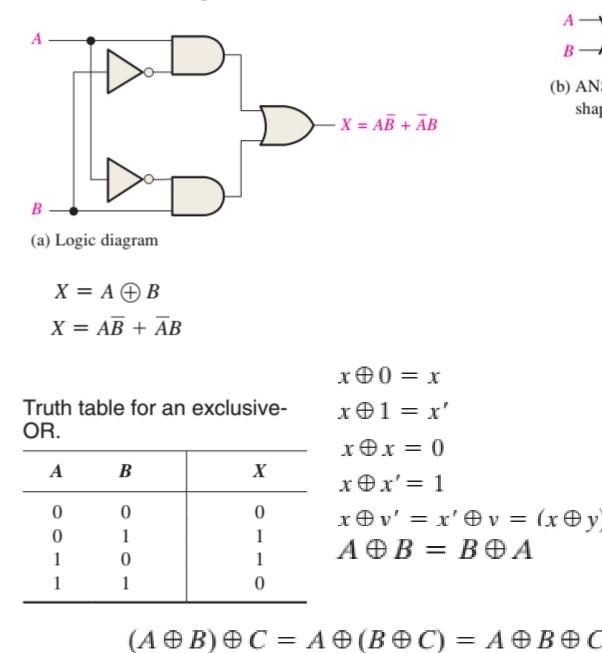
Solution

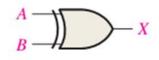
Write the binary representations of the weights of all 1s appearing in the numbers, and then add them together.

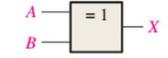


64+ 32 +2 =98

Exclusive-OR Logic







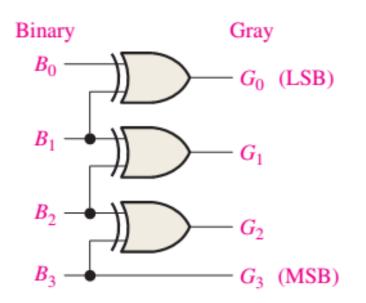
(b) ANSI distinctive shape symbol

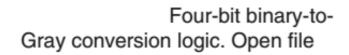
(c) ANSI rectangular outline symbol

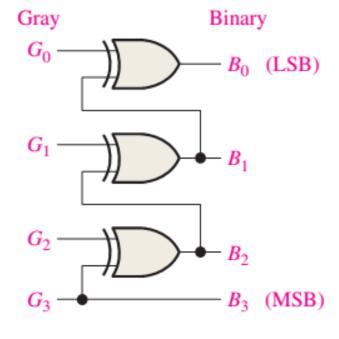
| _ | |
|----|--|
| ſ | $X \oplus 0 = X$. |
| | $X \oplus 1 = \overline{X}$. |
| | $X \oplus X = 0$ |
| | $X \oplus \overline{X} = 1$. |
| | $\overline{X} \oplus \overline{X} = 0$. |
| | $\overline{X} \oplus \overline{X} = X \oplus X$ |
| | $A \oplus AB = A\overline{B} +$ |
|)' | $A \oplus A\overline{B} = AB_{*}$ |
| | $A \oplus \overline{A}B = A + B_{*}$ |
| 7 | $(A \oplus B).(A \oplus C) = \overline{ABC} + A\overline{BC} + A\overline{BC}$ |
| | |

Binary-to-Gray and Gray-to-Binary Conversion

$$\begin{array}{c}
1\\
\downarrow\\
1\\
\downarrow\\
1\\
\end{array} + \begin{array}{c}
1\\
\downarrow\\
0\\
\end{array} + \begin{array}{c}
0\\
\downarrow\\
0\\
\end{array} + \begin{array}{c}
0\\
\downarrow\\
1\\
\end{array} + \begin{array}{c}
1\\
\downarrow\\
0\\
\end{array} \quad Gray \\
\downarrow\\
0\\
\end{array}$$
Binary







Four-bit Gray-tobinary conversion logic. Open file

The Half-Adder

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A half-adder adds two bits and produces a sum and an output carry.

Recall the basic rules for binary addition as stated in Chapter 2.

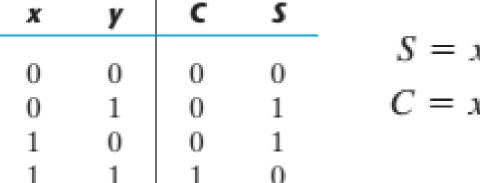
Half Adder

$$0 + 0 = 0$$

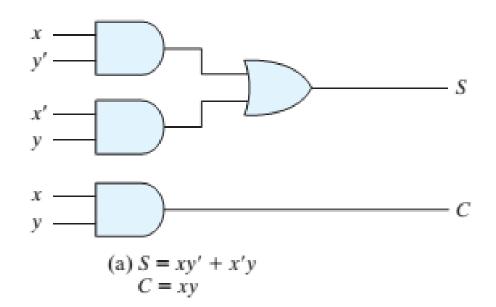
$$0 + 1 = 1$$

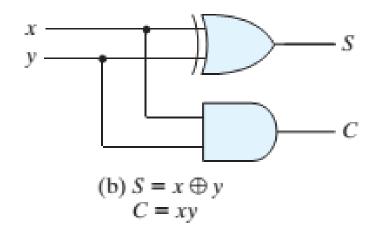
 $1 + 0 = 1$

1 + 1 = 10

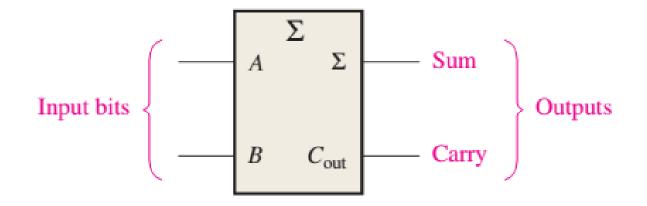


$$S = x'y + xy'$$
$$C = xy$$





A half-adder is represented by the logic symbol in Figure



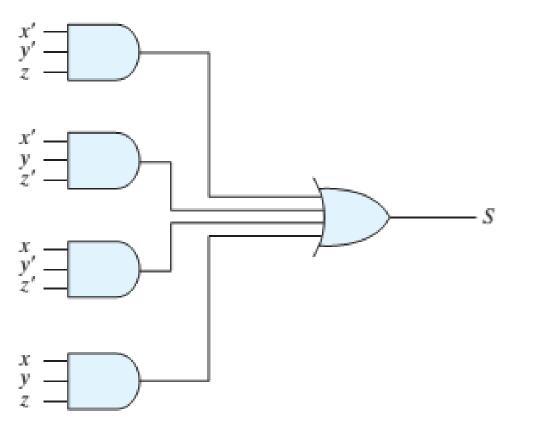
The Full-Adder

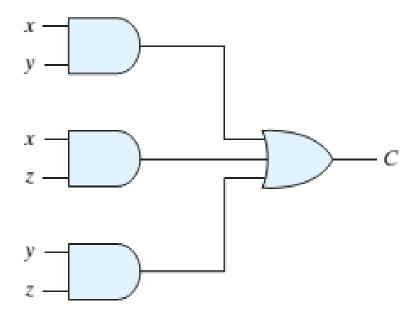
Full Adder

| FUIL AG | aaer | | | | | | | | |
|---------|-----------------------|---------|-----------------------|-----------------------|------------------------------|-----------------|--|-----------------------|------|
| x | y | z | c | 5 | Carr | ry bit fro | m right c | olumn | |
| 0 | 0 | 0 | 0 | 0 | \downarrow 1 | | | | |
| 0 | 0 | 1 | 0 | 1 | 11 | | | | |
| 0 | 1 | 0 | 0 | 1 | + 01 | | | | |
| 0 | 1 | 1 | 1 | 0 | 100 | | | | |
| 1 | 0 | 0 | 0 | 1 | S = x'y'z | ⊢ <i>r′</i> v = | $' \pm w$ | | ×117 |
| 1 | 0 | 1 | 1 | 0 | S = x'y'z + | - | | у <u>с</u> т | лу2 |
| 1 | 1 | 0 | 1 | 0 | C = xy + x | z + y | z | | |
| 1 | 1 | 1 | 1 | 1 | | - | | | |
| \ yz | | I | | у | $\searrow yz$ | | | у | |
| x | 00 | 01 | 11 | 10 | x 00 | 01 | 11 | 10 | |
| | m_0 | m_1 | <i>m</i> ₃ | <i>m</i> ₂ | m_0 | m_1 | <i>m</i> ₃ | <i>m</i> ₂ | |
| 0 | | 1 | | 1 | 0 | | 1 | | |
| ſ | <i>m</i> ₄ | m_5 | m ₇ | m ₆ | (m ₄ | m5 | mγ | <i>m</i> ₆ | |
| x { 1 | 1 | | 1 | | $x \left\{ 1 \right\}^{m_4}$ | 1 | 1 | 1 | |
| () | | | | _ | | <u> </u> | | | |
| | | | z | | | | z | | |
| (a | S = x | y'z + x | z'yz' + | xy'z' + x | vz (b) | C = xy | y + xz + xz + yz + yz + yz + yz + yz + y | - yz | |

A full-adder has an input carry while the half-adder does not.

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





Full Adder

| x | y | z | с | 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 |

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

$$= z'(xy' + x'y) + z(xy + x'y')$$

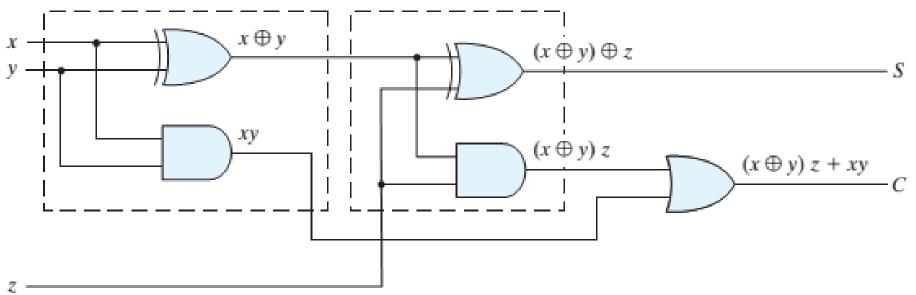
$$= z'(xy' + x'y) + z(xy' + x'y)'$$

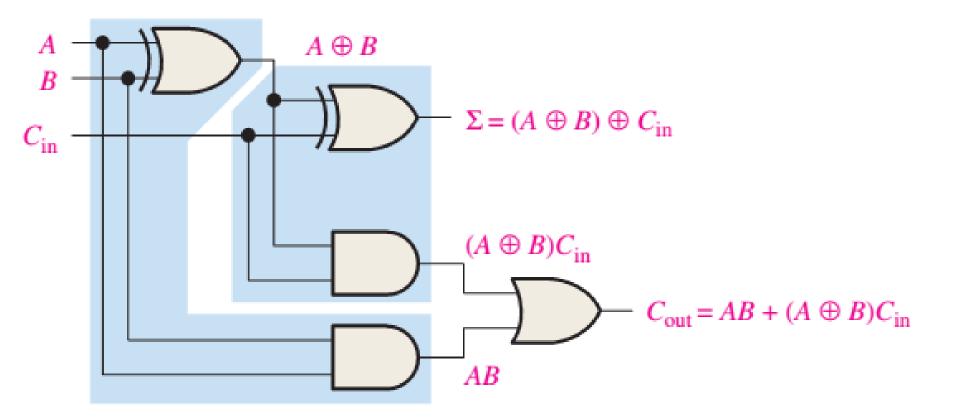
$$= z \oplus (x \oplus y)$$

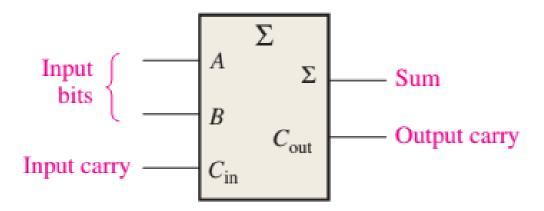
$$C = xy'z + x'yz + xy$$

$$= z(xy' + x'y) + xy$$

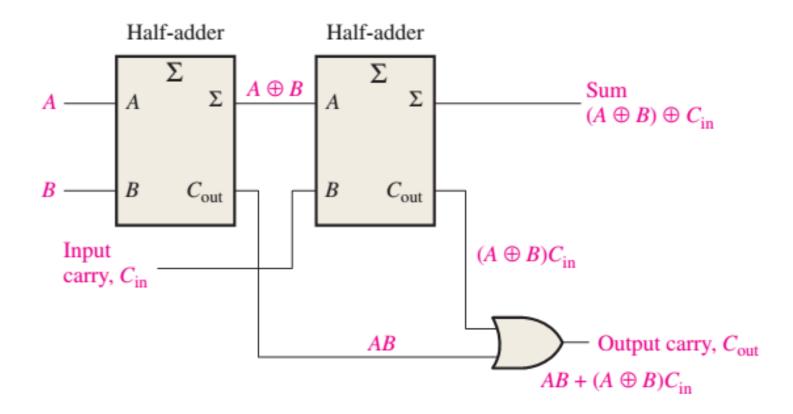
$$= z(x \oplus y) + xy$$

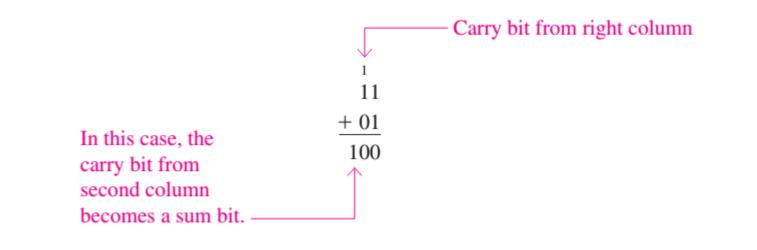


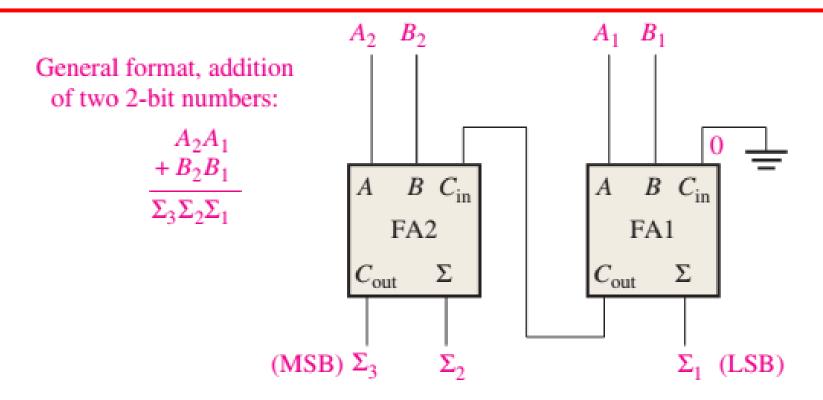




Logic symbol for a full-adder.

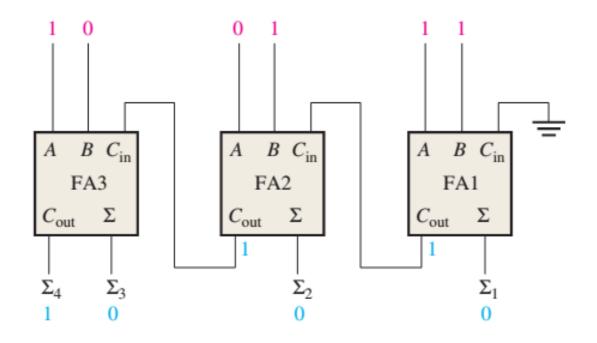




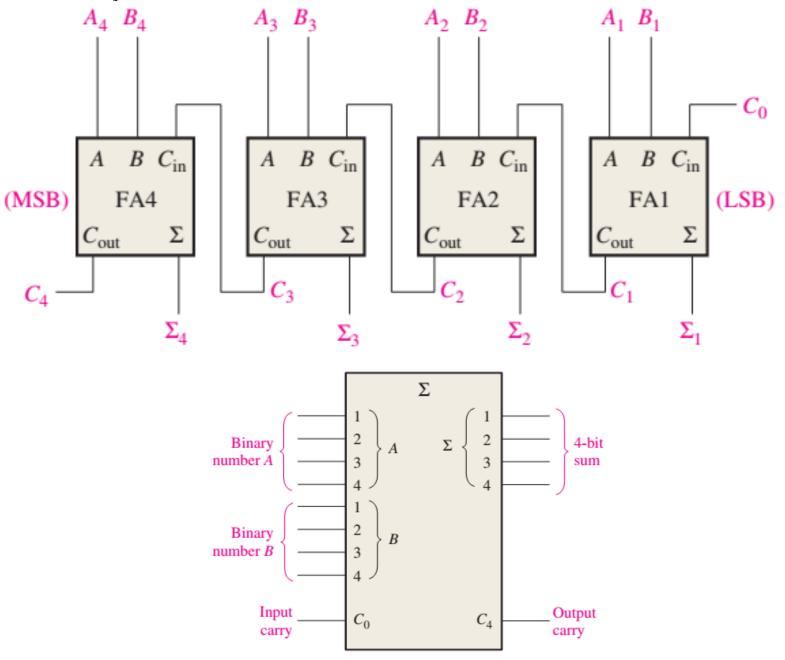


Block diagram of a basic 2-bit parallel adder using two full-adders.

Determine the sum generated by the 3-bit parallel adder in Figure and show the intermediate carries when the binary numbers 101 and 011 are being added.



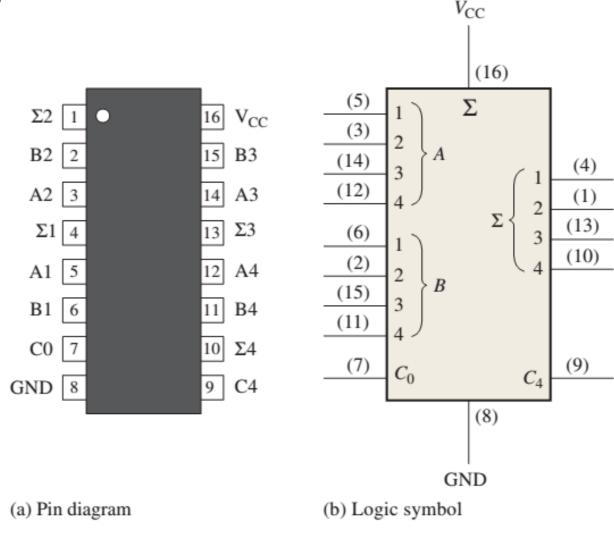
A 4-bit parallel adder.



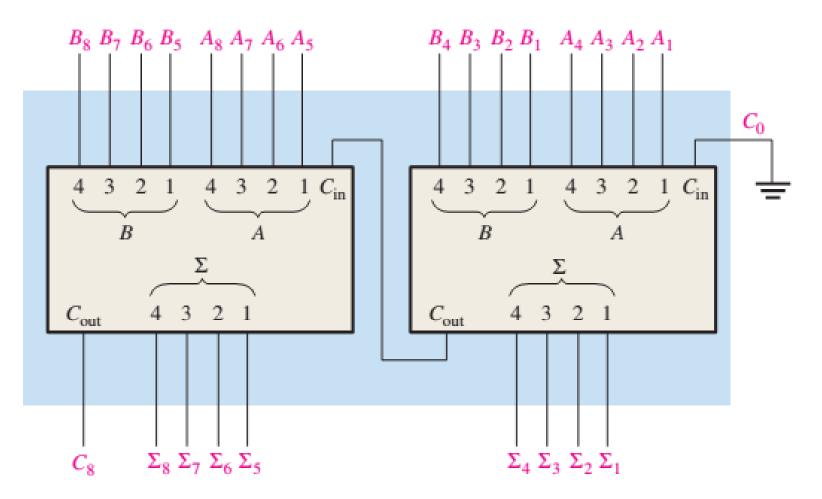
(b) Logic symbol

4-BIT PARALLEL ADDER

Fixed-Function Device The 74HC283 and the 74LS283 are 4-bit parallel adders with identical package pin configurations. The logic symbol and package pin configuration are shown in Figure Go to *ti.com* for data sheet information.

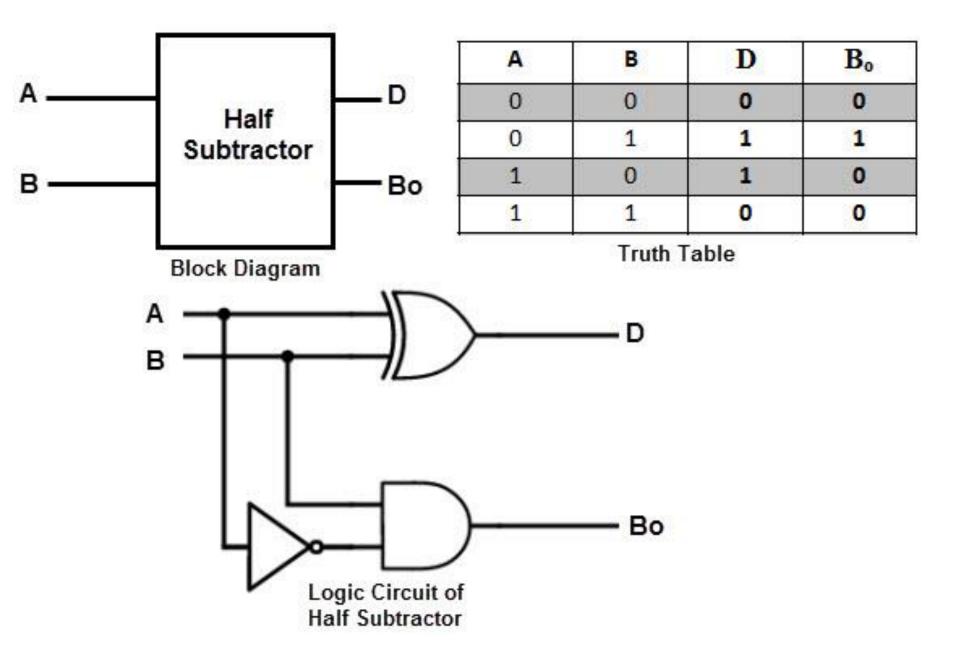


D The 74HC283/74LS283 4-bit parallel adder.



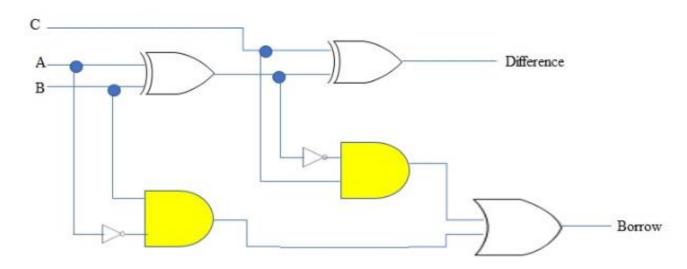
Cascading of two 4-bit adders to form an 8-bit adder.

Half Subtractor

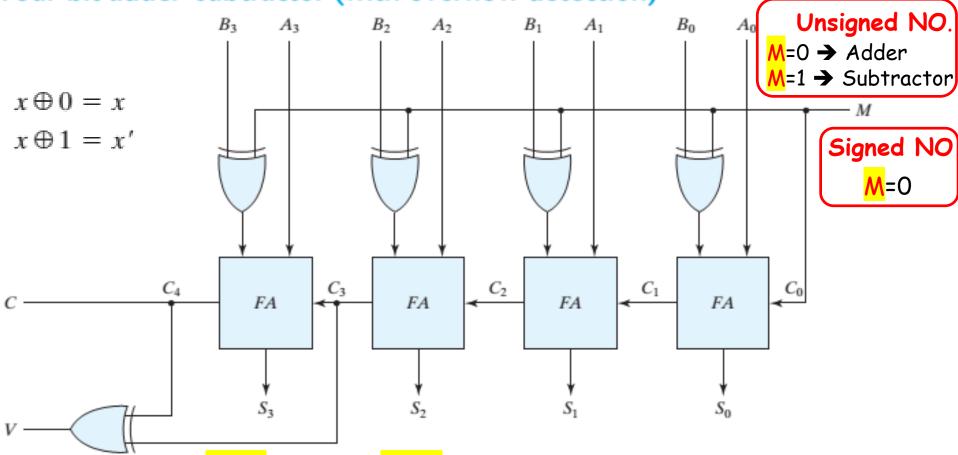


Full Subtractor:

| | INPUT | | | TPUT |
|---|-------|---|-------|--------|
| Α | В | С | DIFF. | BORROW |
| 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 |



Four-bit adder-subtractor (with overflow detection)

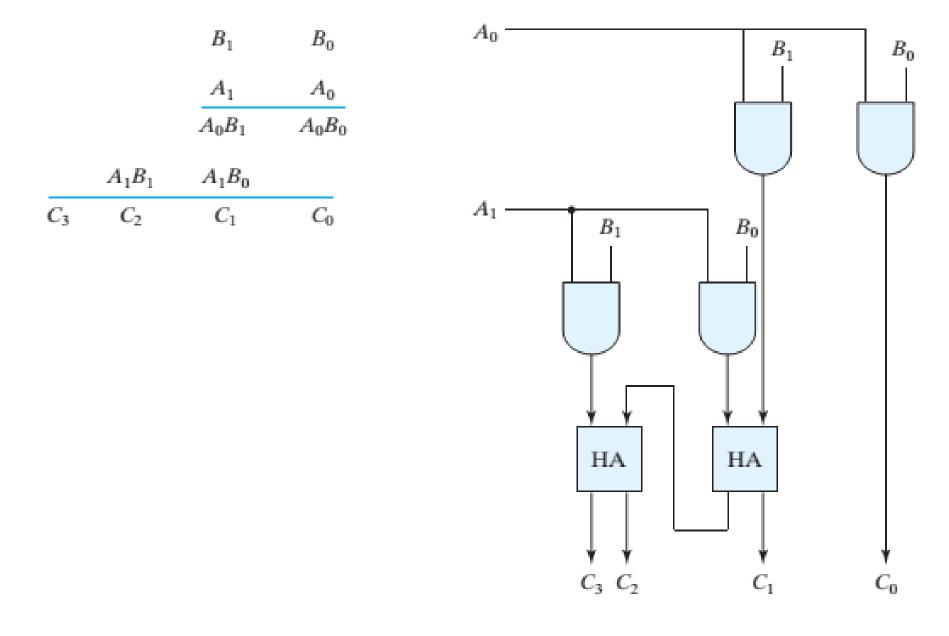


Unsigned NO. \rightarrow C bit detects a <u>carry</u> after addition or a borrow after subtraction. Signed NO. \rightarrow V bit detects an <u>overflow</u>.

If V = 0 after an addition or subtraction, then no overflow occurred and then n-bit result is correct.

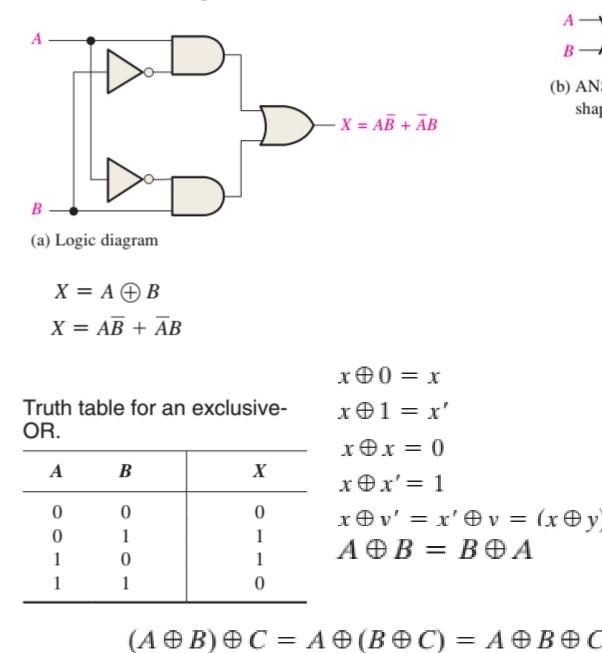
If V = 1, then the result of the operation contains n + 1 bits. but only the rightmost n bits of the number fit in the space available, so an overflow has occurred. The (n + 1) th bit is the actual sign and has been shifted out of position.

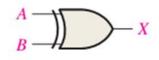
| | ary +127 to binary -128 |
|--|---|
| carries: $V=1$ C4 C3 0 1 | carries: 1 0 |
| +70 0 1000110 | -70 1 0111010 |
| +80 0 1010000 | -80 1 0110000 |
| +150 1 0010110 | -150 0 1101010 |
| | |
| -128 64 32 16 8 4 2 1 0 1 0 0 0 1 1 0 =+70 | -128 64 32 16 8 4 2 1 1 1 0 1 1 1 0 0 =-70 |
| -128 64 32 16 8 4 2 1 0 1 0 1 0 0 0 0 =+80 | -128 64 32 16 8 4 2 1 1 0 1 1 0 0 0 0 =-80 |
| C -256 128 64 32 16 8 4 2 1 0 1 0 0 1 0 1 1 0 +127 + 16 + 4 + 2 = +150 V=1 | C -256 128 64 32 16 8 4 2 1 1 0 1 1 0 1 0 1 0 -256 + 64 + 32 + 8 + 2 = -150 V=1 |

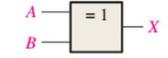


Two-bit by two-bit binary multiplier

Exclusive-OR Logic







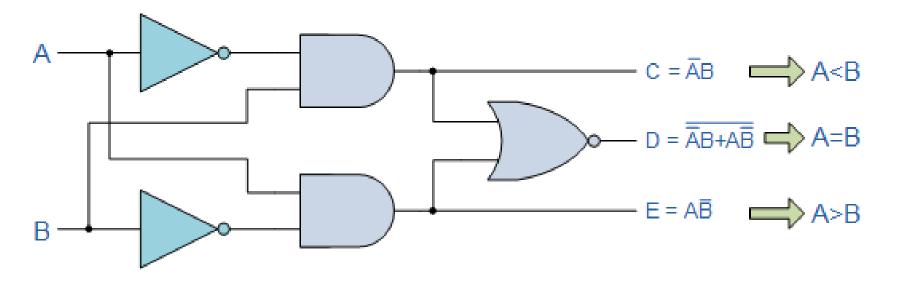
(b) ANSI distinctive shape symbol

(c) ANSI rectangular outline symbol

| _ | |
|----|--|
| ſ | $X \oplus 0 = X$. |
| | $X \oplus 1 = \overline{X}$. |
| | $X \oplus X = 0$ |
| | $X \oplus \overline{X} = 1$. |
| | $\overline{X} \oplus \overline{X} = 0$. |
| | $\overline{X} \oplus \overline{X} = X \oplus X$ |
| | $A \oplus AB = A\overline{B} +$ |
|)' | $A \oplus A\overline{B} = AB_{*}$ |
| | $A \oplus \overline{A}B = A + B_{*}$ |
| 7 | $(A \oplus B).(A \oplus C) = \overline{ABC} + A\overline{BC} + A\overline{BC}$ |
| | |

| Comparators |
|-------------|
|-------------|

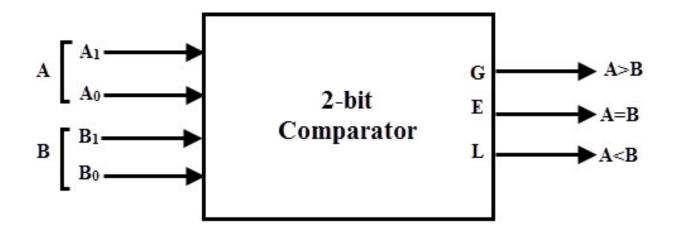
| Inp | uts | Outputs | | | | |
|-----|-----|---------|-------|-------|--|--|
| в | А | A > B | A = B | A < B | | |
| 0 | 0 | 0 | 1 | 0 | | |
| 0 | 1 | 1 | 0 | 0 | | |
| 1 | 0 | 0 | 0 | 1 | | |
| 1 | 1 | 0 | 1 | 0 | | |



2-Bit Comparator

A 2-bit comparator compares two binary numbers, each of two bits and produces their relation such as one number is equal or greater than or less than the other. The figure below shows the block diagram of a two-bit comparator which has four inputs and three outputs.

The first number A is designated as A = A1A0 and the second number is designated as B = B1B0. This comparator produces three outputs as G (G = 1 if A>B), E (E = 1, if A = B) and L (L = 1 if A<B).



The truth table of this comparator is shown below which depicting various input and output states.

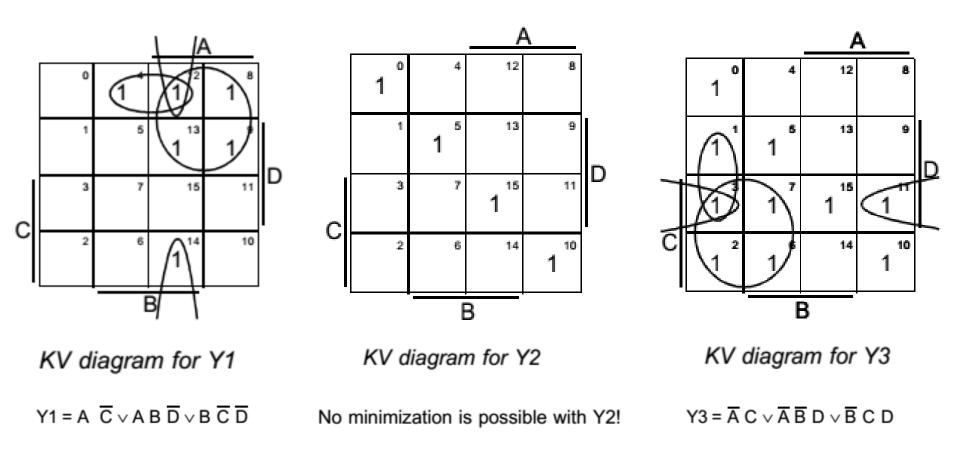
| | Inp | uts | | Outputs | | |
|-----|-------------------|-----|-------|---------|-------|----|
| Num | Number P Number Q | | P > Q | P = Q | P < Q | |
| Α | В | С | D | Y1 | Y2 | Y3 |
| 0 | 0 | 0 | 0 | 0 | 1 | 0 |
| 0 | 0 | 0 | 1 | 0 | 0 | 1 |
| 0 | 0 | 1 | 0 | 0 | 0 | 1 |
| 0 | 0 | 1 | 1 | 0 | 0 | 1 |
| 0 | 1 | 0 | 0 | 1 | 0 | 0 |
| 0 | 1 | 0 | 1 | 0 | 1 | 0 |
| 0 | 1 | 1 | 0 | 0 | 0 | 1 |
| 0 | 1 | 1 | 1 | 0 | 0 | 1 |
| 1 | 0 | 0 | 0 | 1 | 0 | 0 |
| 1 | 0 | 0 | 1 | 1 | 0 | 0 |
| 1 | 0 | 1 | 0 | 0 | 1 | 0 |
| 1 | 0 | 1 | 1 | 0 | 0 | 1 |
| 1 | 1 | 0 | 0 | 1 | 0 | 0 |
| 1 | 1 | 0 | 1 | 1 | 0 | 0 |
| 1 | 1 | 1 | 0 | 1 | 0 | 0 |
| 1 | 1 | 1 | 1 | 0 | 1 | 0 |

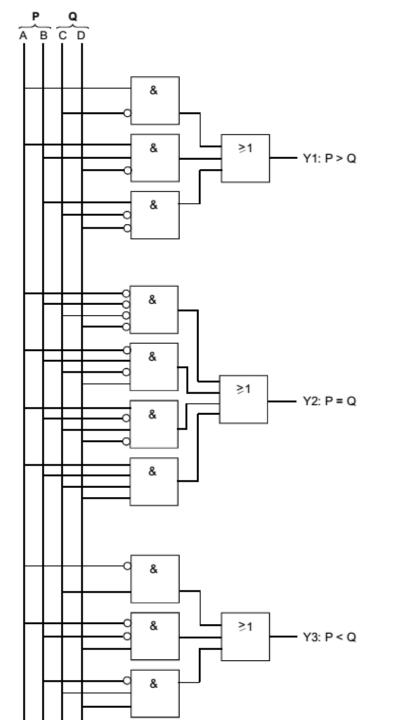
 $Y1 = \overline{A}B\overline{C}\overline{D} \lor A\overline{B}\overline{C}\overline{D} \lor A\overline{B}\overline{C}\overline{D} \lor AB\overline{C}\overline{D} \lor AB\overline{C}\overline{D} \lor AB\overline{C}\overline{D} \lor AB\overline{C}\overline{D}$

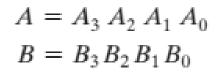
 $Y2 = \overline{A} \overline{B} \overline{C} \overline{D} \vee \overline{A} \overline{B} \overline{C} \overline{D} \vee A \overline{B} \overline{C} \overline{D} \vee A \overline{B} \overline{C} \overline{D}$

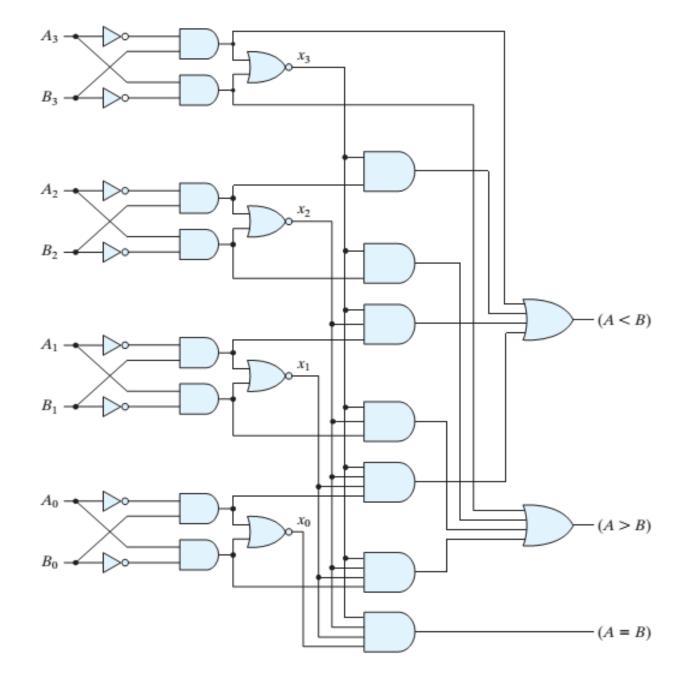
 $Y3 = \overline{A}\overline{B}\overline{C}D \vee \overline{A}\overline{B}C\overline{D} \vee \overline{A}\overline{B}CD \vee \overline{A}BCD \vee \overline{A}BC\overline{D} \vee \overline{A}BCD \vee A\overline{B}CD$

The k-map simplification for the above truth table is as follows.

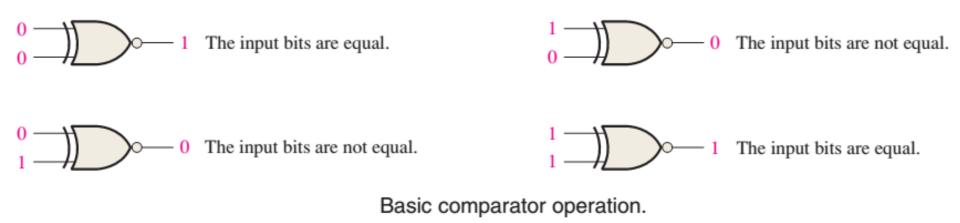


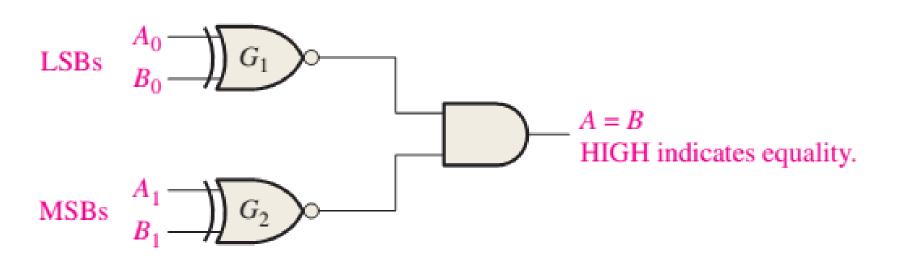






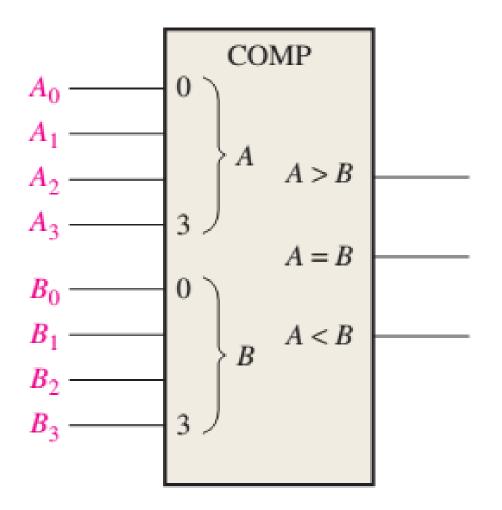
Four-bit magnitude comparator



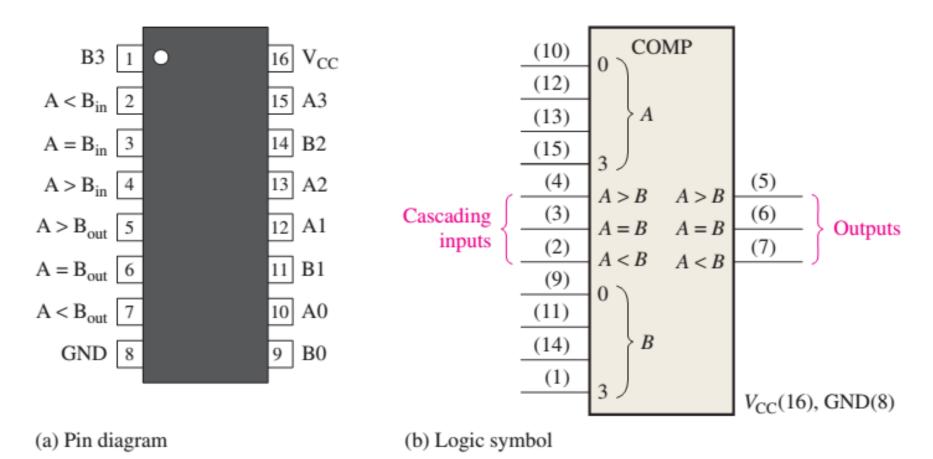


General format: Binary number $A \rightarrow A_1 A_0$ Binary number $B \rightarrow B_1 B_0$

Logic diagram for equality comparison of two 2-bit numbers.

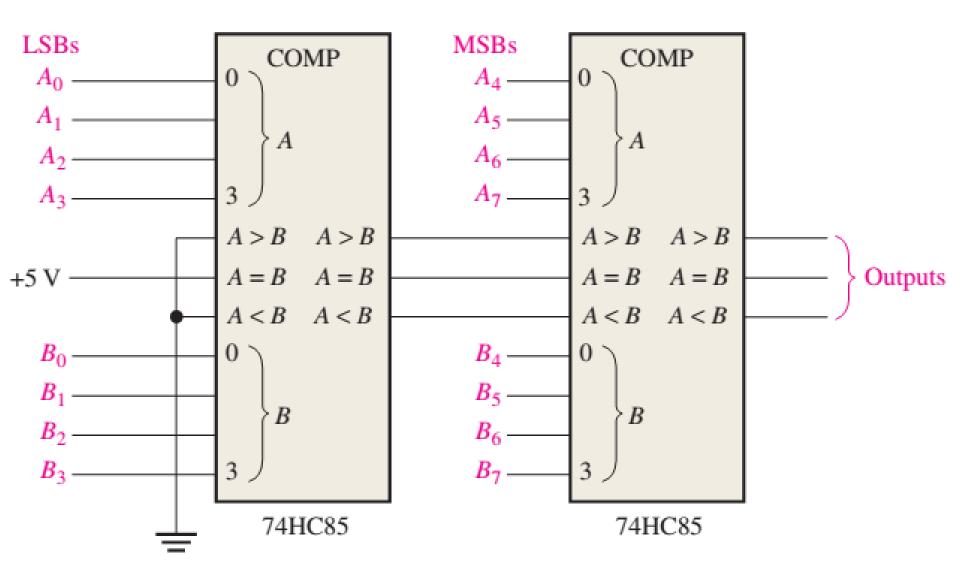


Logic symbol for a 4-bit comparator with inequality indication.



The 74HC85/74LS85 4-bit magnitude comparator.

Use 74HC85 comparators to compare the magnitudes of two 8-bit numbers. Show the comparators with proper interconnections.



An 8-bit magnitude comparator using two 74HC85s.

