The basics of logic design: Combinational logic

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April 21, 2022

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Announcements

Class session plan

- 4/21, 4/26: Diving deeper: Digital logic. (CS:APP Chapter 4.2) (Recommended reading: Patterson & Hennessy, Computer organization and design, appendix on "The Basics of Logic Design." Available online via Rutgers Libraries)
- 4/28: Survey of advanced topics in computer architecture.

Combinational vs. sequential logic

Combinational logic

- No internal state nor memory
- Output depends entirely on input
- Examples: NOT, AND, NAND, OR, NOR, XOR, XNOR gates, decoders, multiplexers.

Sequential logic

- Has internal state (memory)
- Output depends on the inputs and also internal state
- Examples: latches, flip-flops, Mealy and Moore machines, registers, pipelines, SRAMs.

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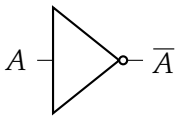
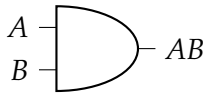
NOT gate



A	$\overline{A}$
0	1
1	0

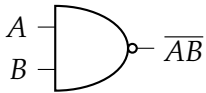
Table: Truth table for NOT gate

AND gate, NAND gate



A	B	AB
0	0	0
0	1	0
1	0	0
1	1	1

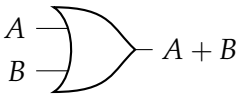
Table: Truth table for AND gate



A	B	$\overline{AB}$
0	0	1
0	1	1
1	0	1
1	1	0

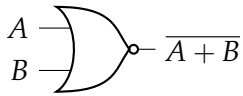
Table: Truth table for NAND gate

OR gate, NOR gate



A	B	$A+B$
0	0	0
0	1	1
1	0	1
1	1	1

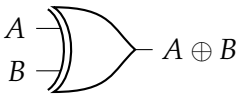
Table: Truth table for OR gate



A	B	$\overline{A+B}$
0	0	1
0	1	0
1	0	0
1	1	0

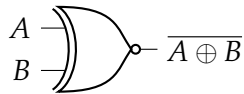
Table: Truth table for NOR gate

XOR gate, XNOR gate



A	B	$A \oplus B$
0	0	0
0	1	1
1	0	1
1	1	0

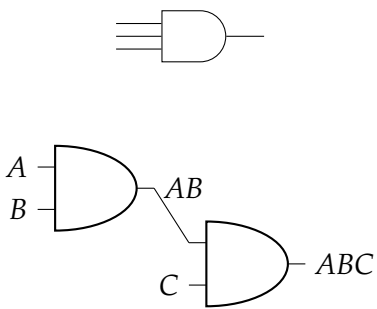
Table: Truth table for XOR gate



A	B	$\overline{A \oplus B}$
0	0	1
0	1	0
1	0	0
1	1	1

Table: Truth table for XNOR gate

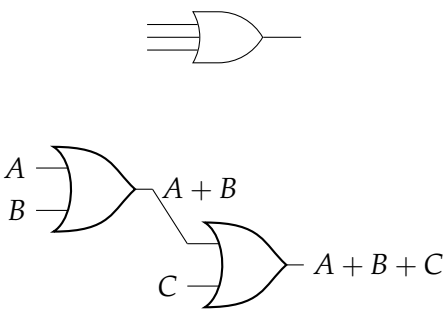
More-than-2-input AND gate



A	B	C	ABC
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1

Table: Truth table for three-input AND gate

More-than-2-input OR gate



A	B	C	$A+B+C$
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1

Table: Truth table for three-input OR gate

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The set of logic gates {NOT, AND, OR} is universal

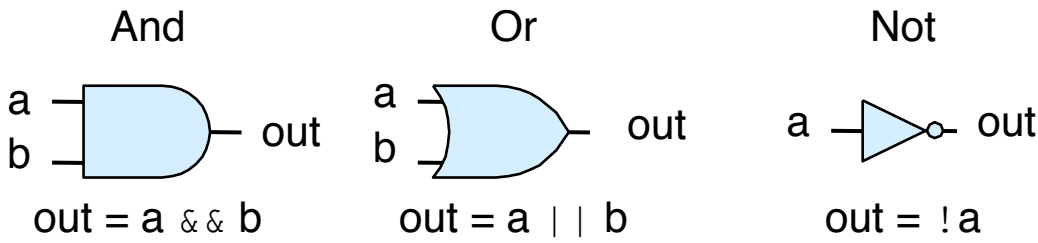


Figure: Source: CS:APP

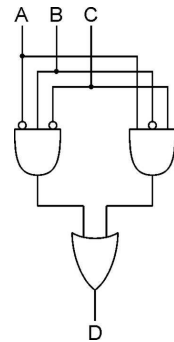
The set of logic gates {NOT, AND, OR} is universal

- Any truth table can be expressed as sum of products form.
- Write each row with output 1 as a product (minterm).
- Sum the products (minterm).
- Forms a disjunctive normal form (DNF).
- $D = \overline{A}B\overline{C} + A\overline{B}C$
- Always only needs NOT, AND, OR gates.

Logical Completeness

Can implement ANY truth table with AND, OR, NOT.

A	B	C	D
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	0



. AND combinations that yield a "1" in the truth table.

2. OR the results of the AND gates.

Sum of products
OR of AND clauses

The set of logic gates {NOT, AND, OR} is universal

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- Always only needs NOT, AND, OR gates.

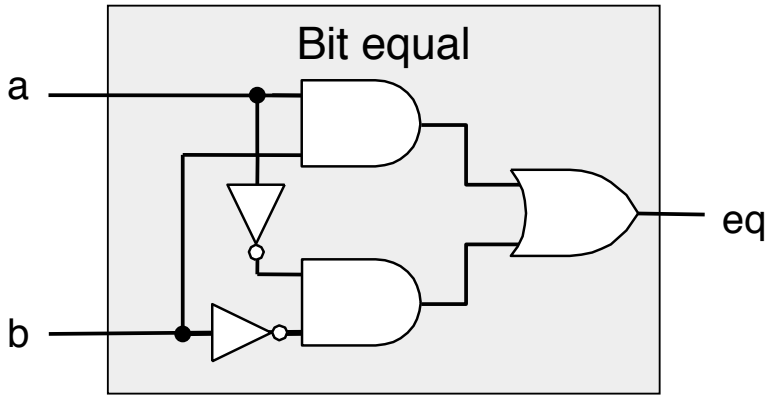
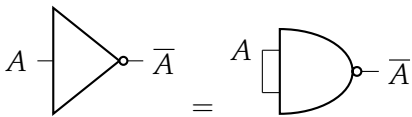


Figure: Source: CS:APP

The NAND gate is universal

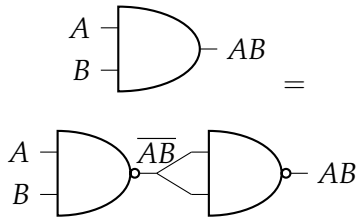
NOT gate as a single NAND gate



A	$\overline{A}$	AA	$\overline{AA}$
0	1	0	1
1	0	1	0

Table: $\overline{A} = \overline{AA}$

AND gate as two NAND gates



A	B	AB	$\overline{AB}$	$\overline{\overline{AB}}$
0	0	0	1	0
0	1	0	1	0
1	0	0	1	0
1	1	1	0	1

Table: $AB = \overline{\overline{AB}}$

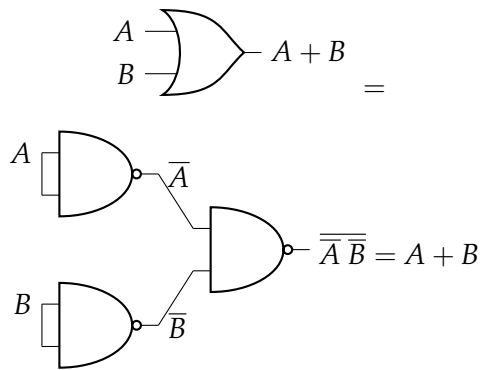
The NAND gate is universal

De Morgan's Law

A	B	$\overline{A}$	$\overline{B}$	$\overline{A}\,\overline{B}$	$A+B$	$\overline{A+B}$
0	0	1	1	1	0	1
0	1	1	0	0	1	0
1	0	0	1	0	1	0
1	1	0	0	0	1	0

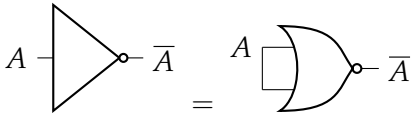
Table: $\overline{A}\,\overline{B} = \overline{A+B}$

OR gate as three NAND gates



The NOR gate is universal

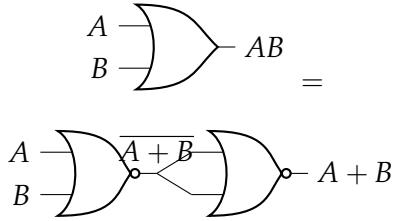
NOT gate as a single NOR gate



A	$\overline{A}$	$A+A$	$\overline{A+A}$
0	1	0	1
1	0	1	0

Table: $\overline{A} = \overline{A+A}$

OR gate as two NOR gates



A	B	$A+B$	$\overline{A+B}$	$\overline{\overline{A+B}}$
0	0	0	1	0
0	1	1	0	1
1	0	1	0	1
1	1	1	0	1

Table: $A+B = \overline{\overline{A+B}}$

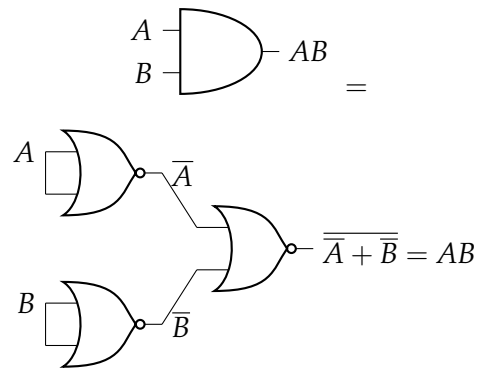
The NOR gate is universal

De Morgan's Law

A	B	$\overline{A}$	$\overline{B}$	$\overline{A}+\overline{B}$	AB	$\overline{AB}$
0	0	1	1	1	0	1
0	1	1	0	1	0	1
1	0	0	1	1	0	1
1	1	0	0	0	1	0

Table: $\overline{A}+\overline{B}=\overline{AB}$

AND gate as three NOR gates



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Decoders

Takes n-bit input, uses it as an index to enable exactly one of 2^n outputs

Internal design of 1:2 decoder

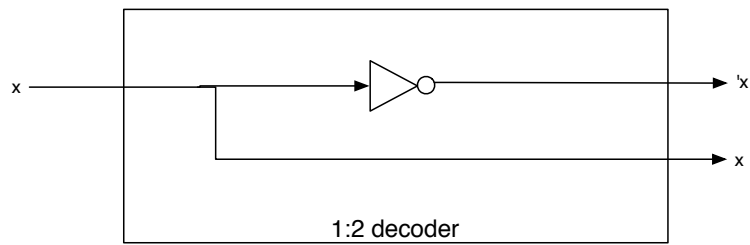


Figure: Source: Mano & Kime

Decoders

Hierarchical design of decoder (2:4 decoder)

Takes n-bit input, uses it as an index to enable exactly one of 2^n outputs

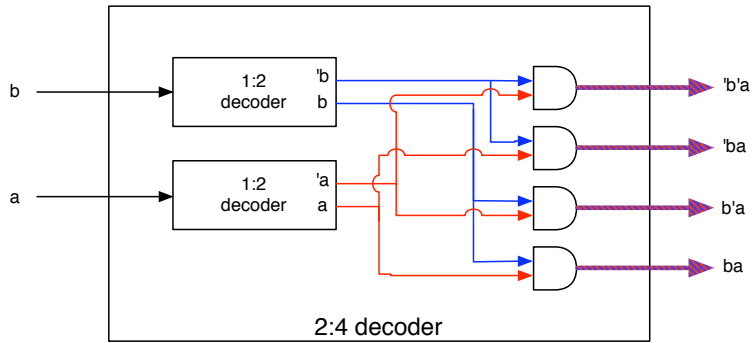


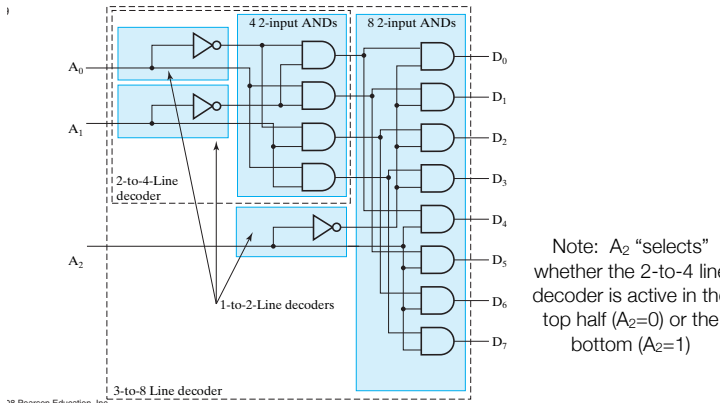
Figure: Source: Mano & Kime

Decoders

Takes n-bit input, uses it as an index to enable exactly one of 2^n outputs

Decoder (3:8)

Hierarchical design: use small decoders to build bigger decoder



Note: A_2 "selects" whether the 2-to-4 line decoder is active in the top half (A_2=0) or the bottom (A_2=1)

Figure: Source: Mano & Kime

Multiplexers

Using n-bit selector input, select among one of 2^n choices

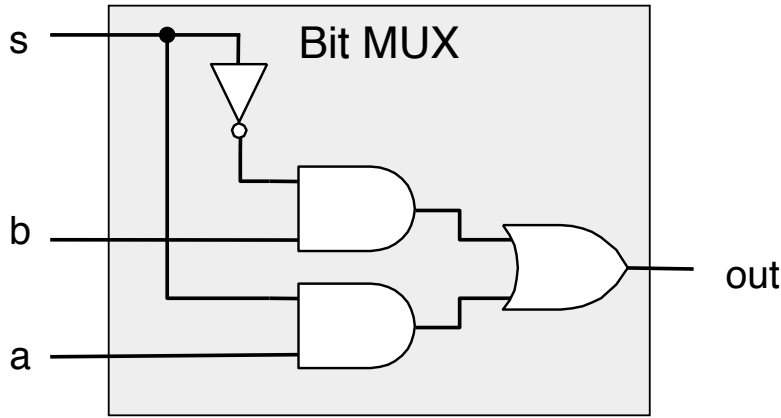


Figure: Source: CS:APP

Multiplexers

Using n-bit selector input, select among one of 2^n choices

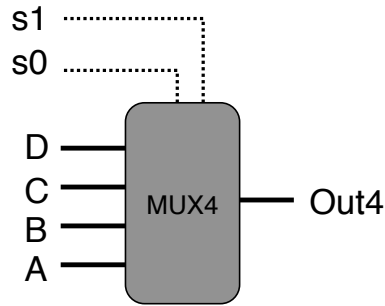


Figure: Source: CS:APP

Multiplexers

Using n-bit selector input, select among one of 2^n choices

Internal mux organization

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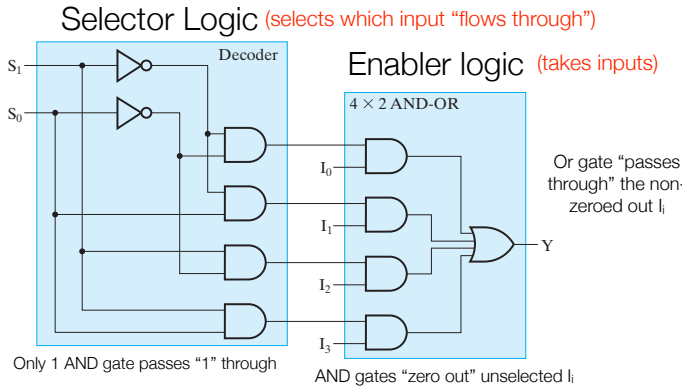

Figure: Source: Mano & Kime

Putting all combinational logic together: Seven-segment display