12.02.20 07:14

CSCI 150
Introduction to Digital and Computer System Design
Lecture 3: Combinational Logic Design IV

Jetic Gū

2020 Winter Semester (S1)

Overview

- Focus: Logic Functions
- Architecture: Combinatory Logical Circuits
- Textbook v4: Ch3 3.6, 3.7; v5: Ch3 3.6, 3.7
- Core Ideas:
    1. Encoder
    2. Multiplexer

P0
Review

Systematic Design Procedures

1. **Specification**: Write a specification for the circuit

2. **Formulation**: Derive relationship between inputs and outputs of the system e.g. using truth table or Boolean expressions

3. **Optimisation**: Apply optimisation, minimise the number of logic gates and literals required

4. **Technology Mapping**: Transform design to new diagram using available implementation technology

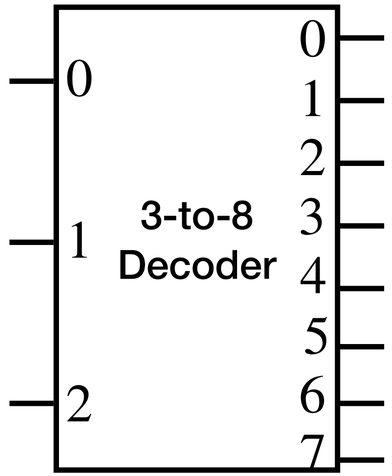
5. **Verification**: Verify the correctness of the final design in meeting the specifications

Review

P0
Review

Functional Components

- Value-Fixing, Transferring, Inverting, Enabler
- Decoder
  - Input: $A_0 A_1 \ldots A_{n-1}$
  - Output: $D_0 D_1 \ldots D_{2^n-1}$, $D_i = m_i$



Review

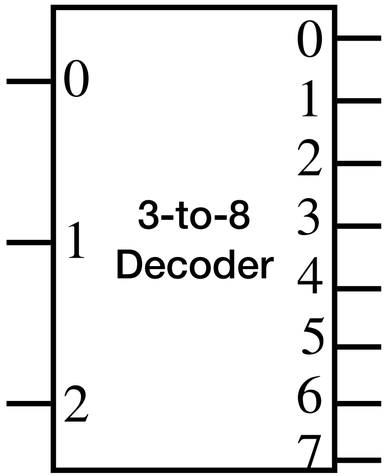
Encoder

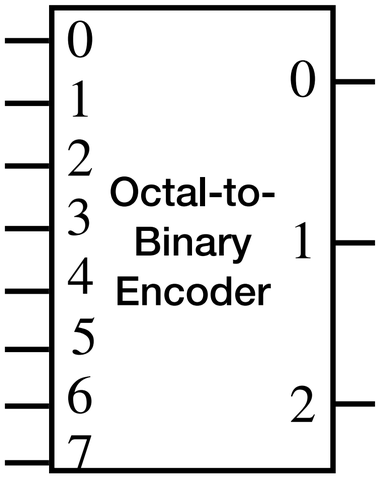
Wait, didn’t we just covered this?
Oh, that’s decoder

Summary

Encoder

- Inverse operation of a decoder
- 2^n inputs, only one is giving positive input[1]
- n outputs



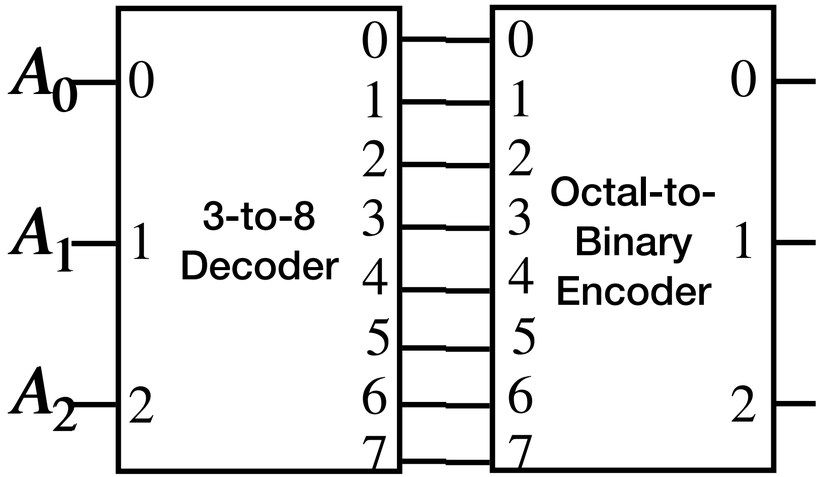


Concept

1. In reality, could be less

Encoder

- Inverse operation of a decoder
- 2^n inputs, only one is giving positive input[1]
- n outputs



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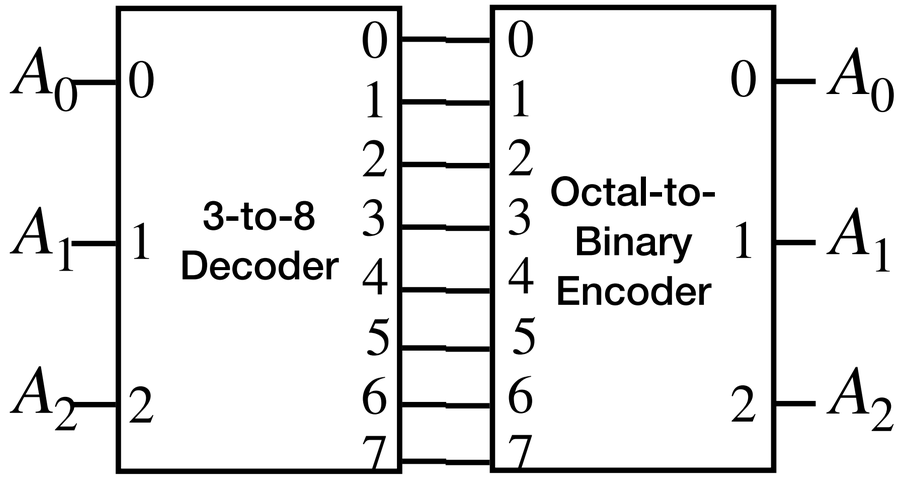
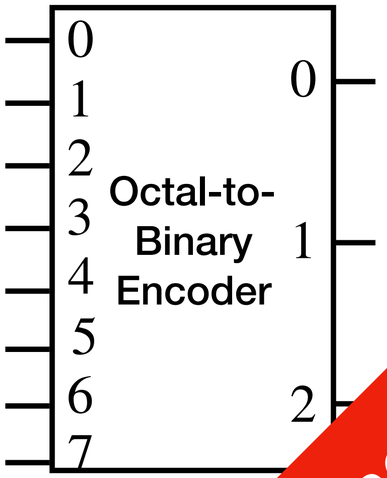


Concept

1. In reality, could be less

Encoder

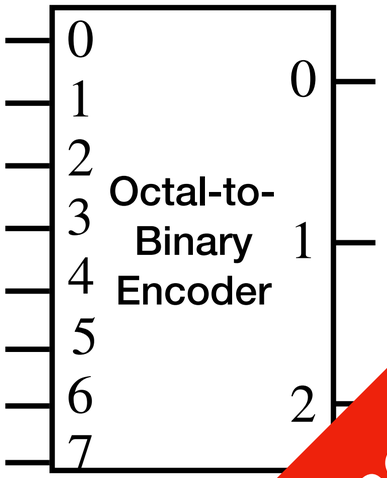
D_7	D_6	D_5	D_4	D_3	D_2	D_1	D_0	A_2	A_1	A_0
							1	0	0	0
						1		0	0	1
					1			0	1	0
				1				0	1	1
			1					1	0	0
		1						1	0	1
	1							1	1	0
1								1	1	1



Encoder

D_7	D_6	D_5	D_4	D_3	D_2	D_1	D_0	A_2	A_1	A_0
							1	0	0	0
						1		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

$$A_0 = D_1 + D_3 + D_5 + D_7$$
$$A_1 = D_2 + D_3 + D_6 + D_7$$
$$A_2 = D_4 + D_5 + D_6 + D_7$$

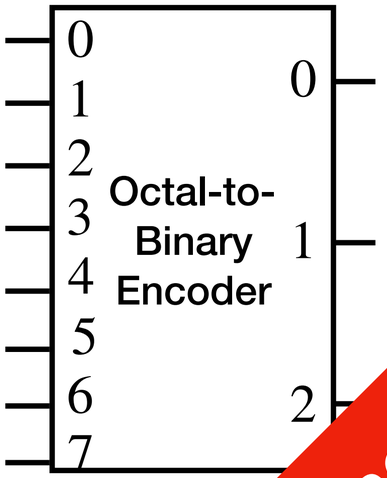


Concept

Encoder

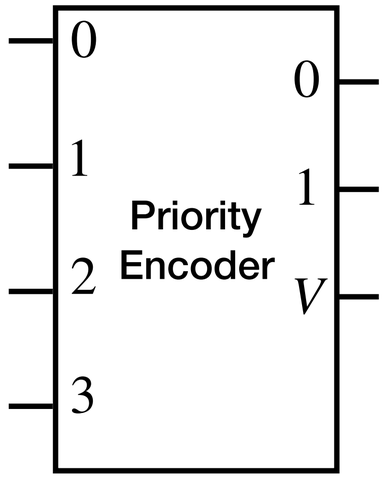
$$A_0 = D_1 + D_3 + D_5 + D_7$$
$$A_1 = D_2 + D_3 + D_6 + D_7$$
$$A_2 = D_4 + D_5 + D_6 + D_7$$

- What happens if the inputs are all 0s?
- What happens if the inputs include multiple 1s?



Priority Encoder

- Additional Validity Output V
  - Indicating whether the input is valid (contains 1)
- Priority
  - Ignores $D_{<i}$ if $D_i = 1$

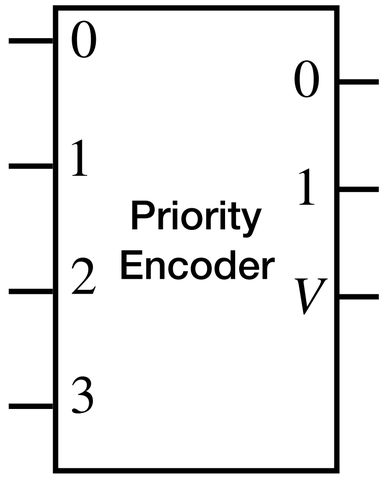


Concept

P1
Encoder

Priority Encoder

D_3	D_2	D_1	D_0	A_1	A_0	V
0	0	0	0	X	X	0
0	0	0	1	0	0	1
0	0	1	X	0	1	1
0	1	X	X	1	0	1
1	X	X	X	1	1	1

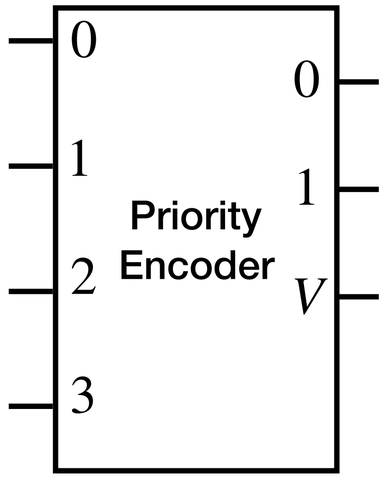


Concept

P1
Encoder

Priority Encoder

D_3	D_2	D_1	D_0	A_1	A_0	V
0	0	0	0	X	X	**0**
0	0	0	**1**	0	0	1
0	0	**1**	X	0	1	1
0	**1**	X	X	1	0	1
1	X	X	X	1	1	1

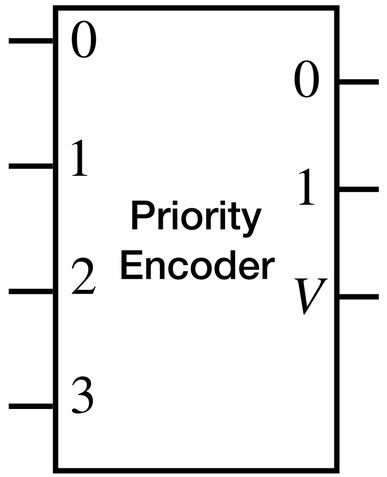


Concept

P1
Encoder

Priority Encoder

D_3	D_2	D_1	D_0	A_1	A_0	V
0	0	0	0	X	X	**0**
0	0	0	**1**	0	0	1
0	0	**1**	**X**	0	1	1
0	**1**	**X**	**X**	1	0	1
1	**X**	**X**	**X**	1	1	1

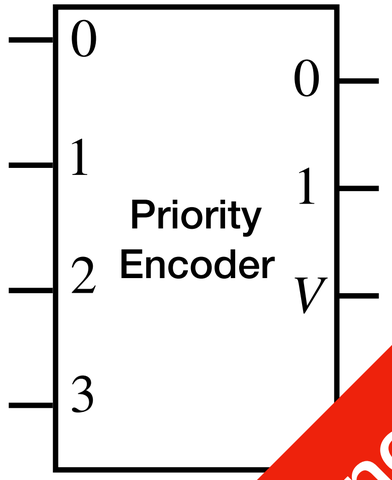


Concept

P1
Encoder

Priority Encoder

D_3	D_2	D_1	D_0	A_1	A_0	V
0	0	0	0	0	0	0
0	0	0	**1**	0	0	1
0	0	**1**	X	0	1	1
0	**1**	X	X	1	0	1
1	X	X	X	1	1	1



Concept

Priority Encoder

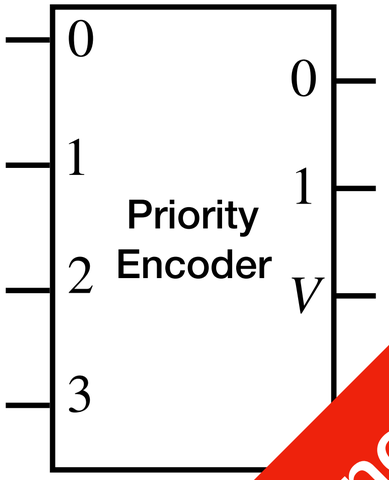
D_3	D_2	D_1	D_0	A_1	A_0	V
0	0	0	0	0	0	0
0	0	0	**1**	0	0	1
0	0	**1**	X	0	1	1
0	**1**	X	X	1	0	1
1	X	X	X	1	1	1

$$V = D_3 + D_2 + D_1 + D_0$$

$$A_1 = D_3 + \overline{D_3}D_2 = D_2 + D_3$$

$$A_0 = \overline{D_3}\,\overline{D_2}D_1 + D_3$$

$$= \overline{D_2}D_1 + D_3$$



Multiplexer

Switch Modes

Summary

Multiplexer

- Multiple n-variable input vectors
- Single n-variable output vector
- Switches: which input vectors to output

Concept

Multiplexer

- Multiple n-variable input vectors
- Single n-variable output vector
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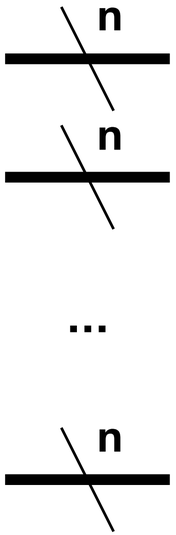

Concept

Multiplexer

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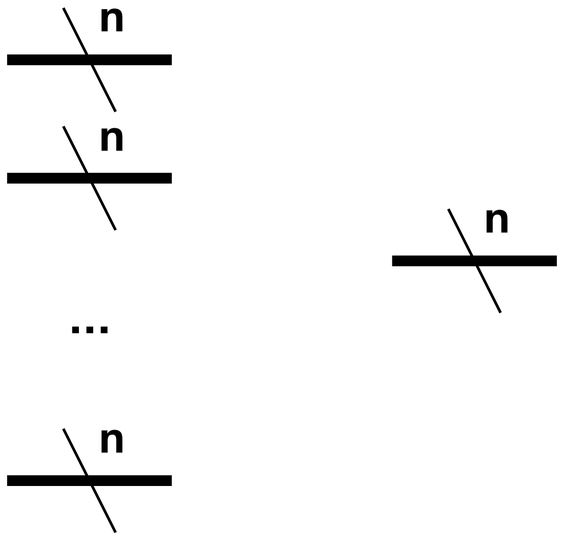

Concept

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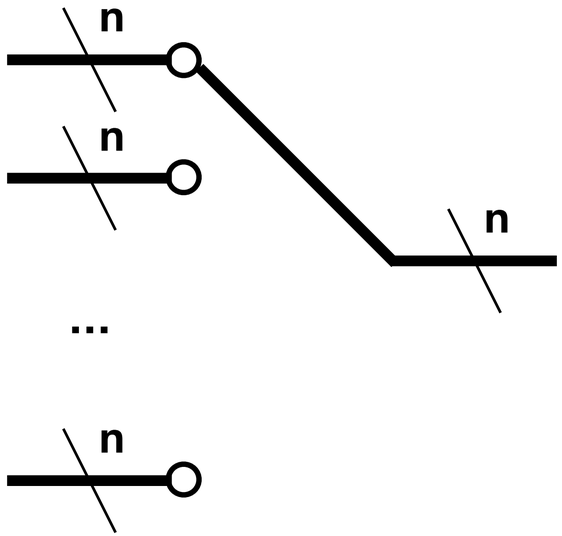

Concept

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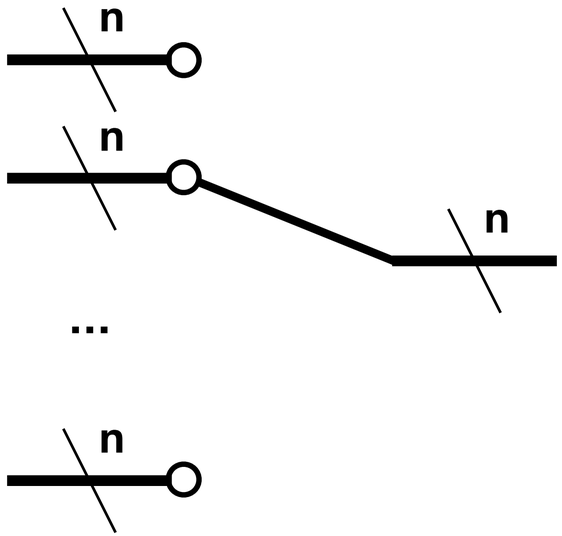

Concept

Multiplexer

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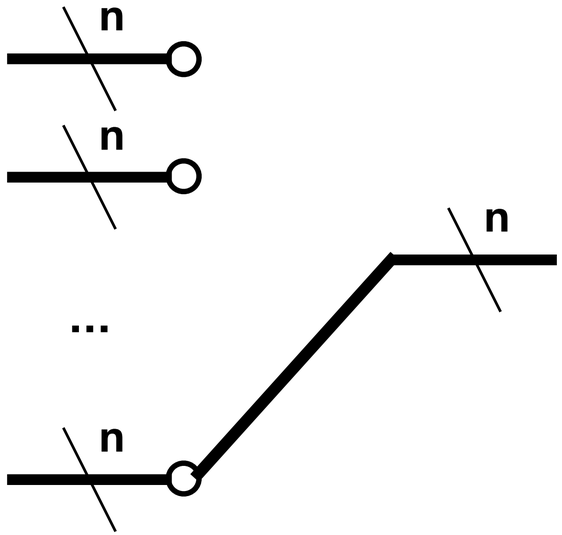
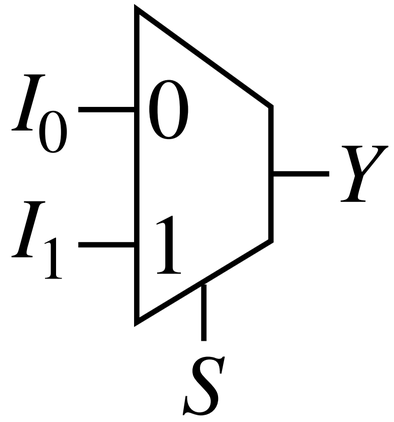


Concept

Single-Bit 2-to-1 Multiplexer

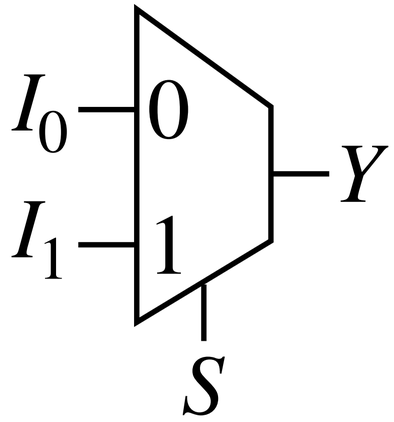
- 2 single-bit inputs
- 1 single-bit output
- 1-bit switch



Concept

Single-Bit 2-to-1 Multiplexer

S	I_0	I_1	Y
0	0	X	0
0	1	X	1
1	X	0	0
1	X	0	1

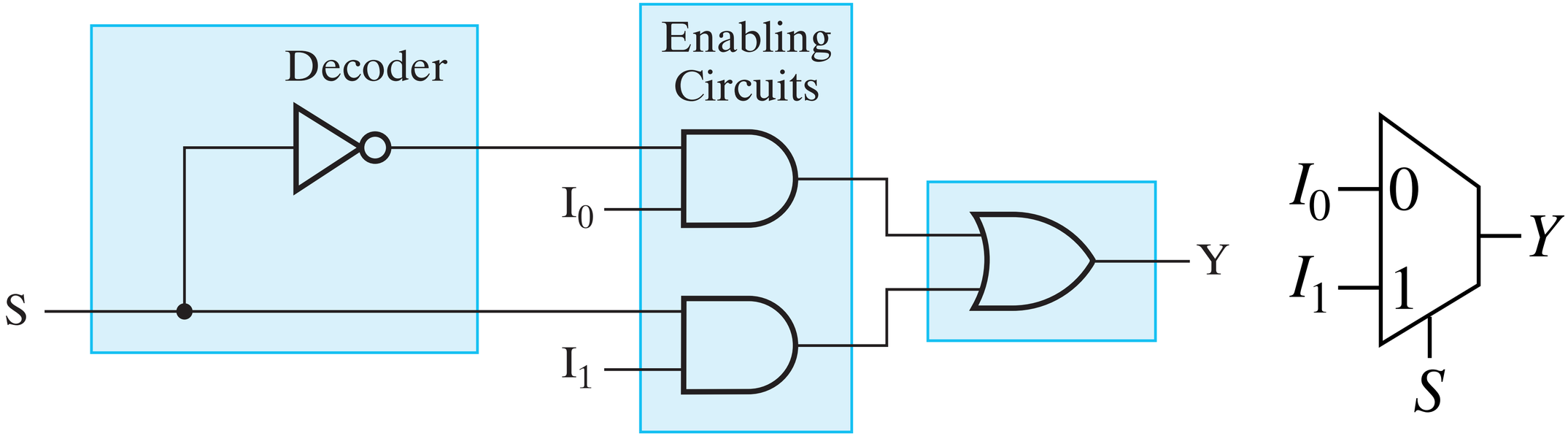


Concept

P2
Multiplexer

Single-Bit 2-to-1 Multiplexer

Technology
- 1 x 1-to-2 Decoder
- 2 x 1-bit Enabler
- 1 x 2-input OR Gate

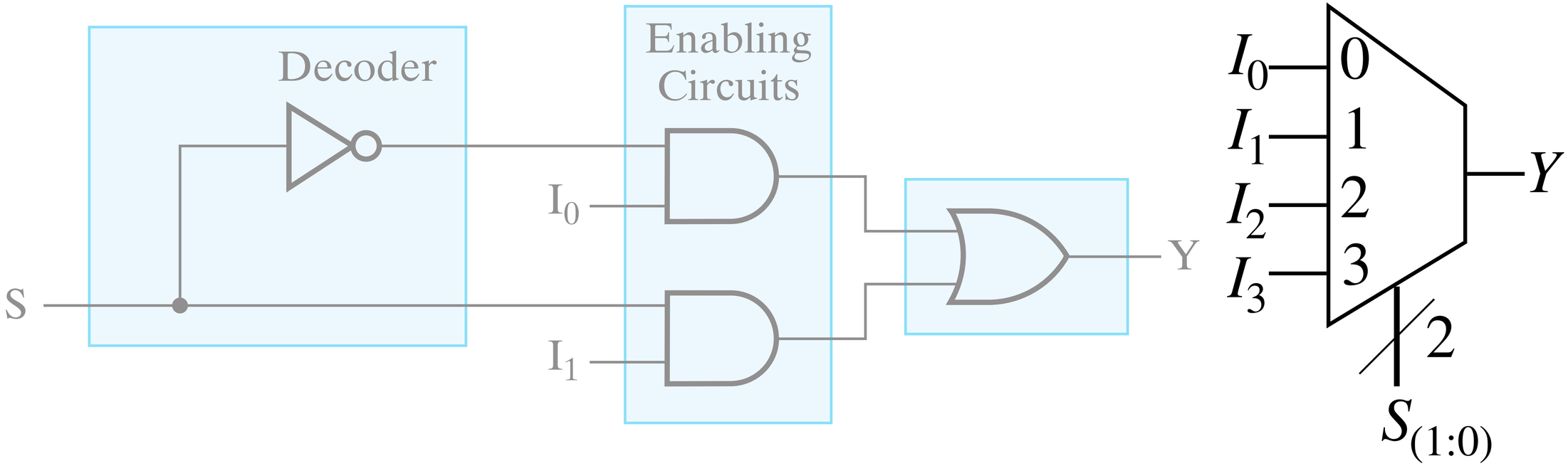


Concept

P2
Multiplexer

Single-Bit 4-to-1 Multiplexer

Technology
- 1 x 2-to-4 Decoder
- 4 x 1-bit Enabler
- 1 x 4-input OR Gate



Concept

P2
Multiplexer

Single-Bit 4-to-1 Multiplexer

Technology
- 1 x 2-to-4 Decoder
- 4 x 1-bit Enabler
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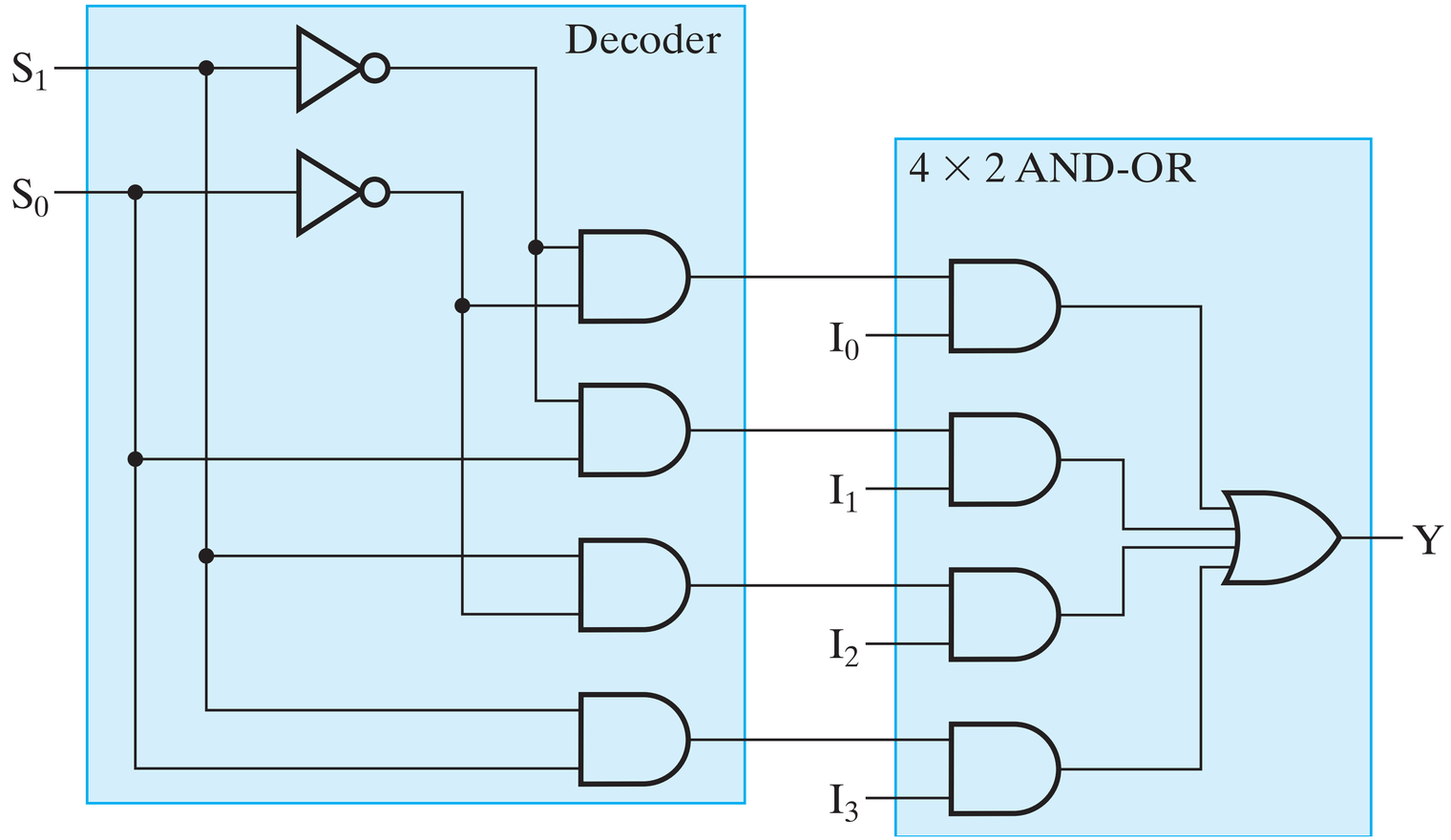
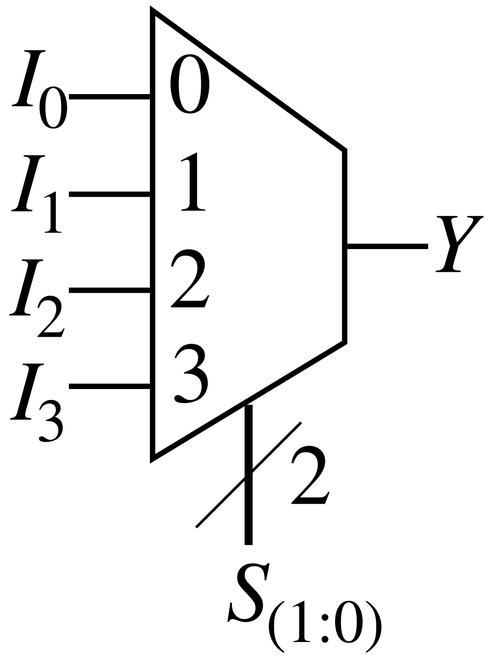




Concept

P3
LogicWorks

Circuit Drawing Time!

It’s OK, this is the last time…
Sorta…

Summary

P3
LogicWorks

Last Circuit Drawing Practice

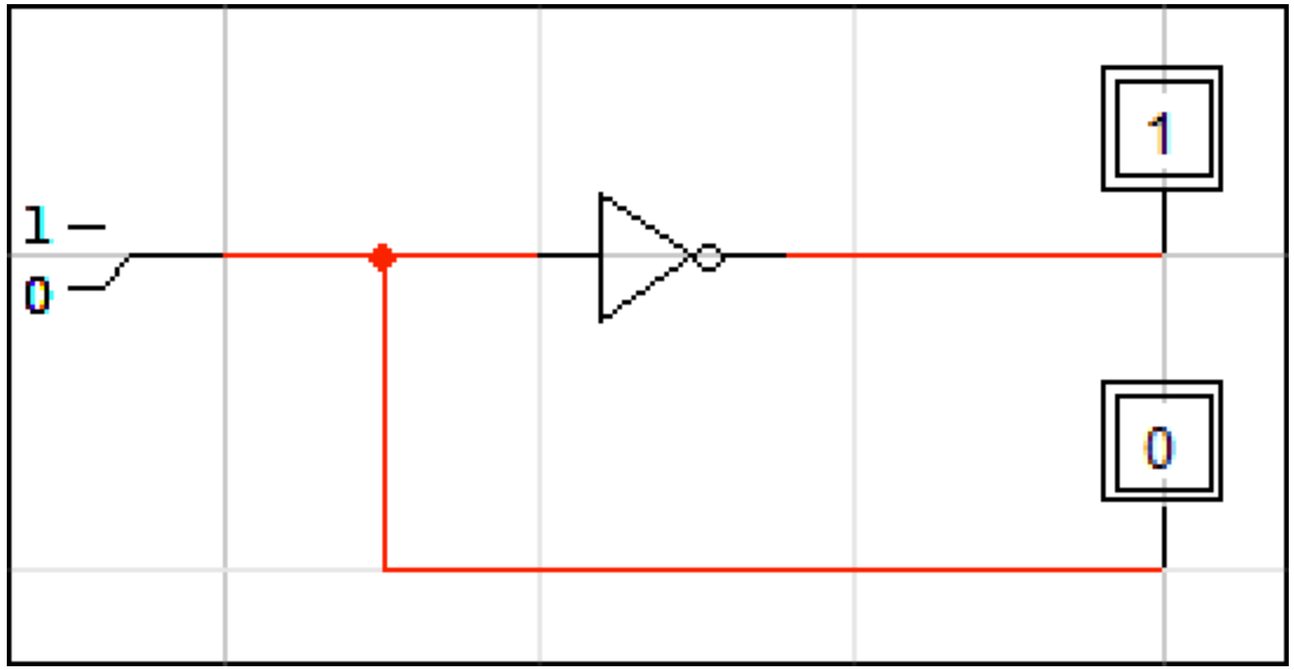
1. Sub-circuit
2. Implementing 2-to-4 Decoder using drawing tools
3. Implementing 3-to-8 Decoder using 2-to-4 Decoders
4. Implementing Octal-to-Binary Priority Encoder using drawing tools[1]
5. Implementing Multiplexer using drawing tools[1]

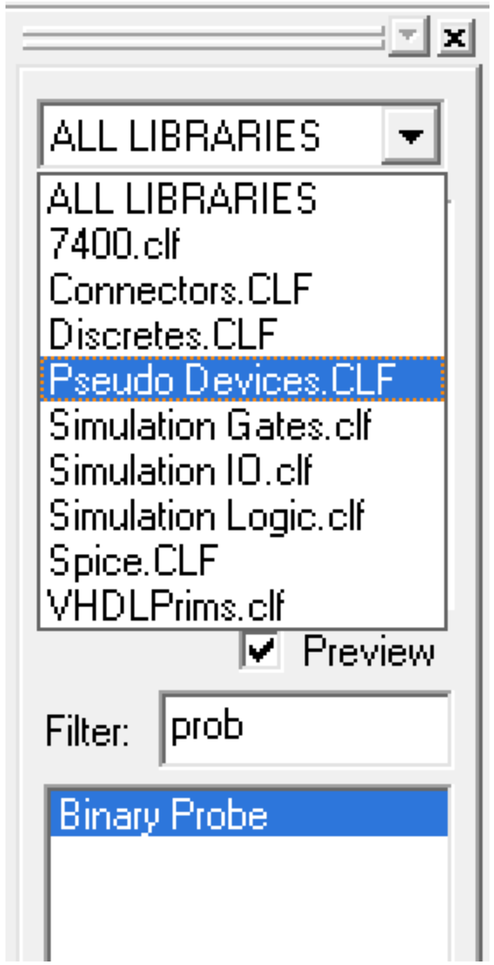
Concept

1. You will be reusing these designs in later lectures and assignments

P3
LogicWorks

Sub-circuit

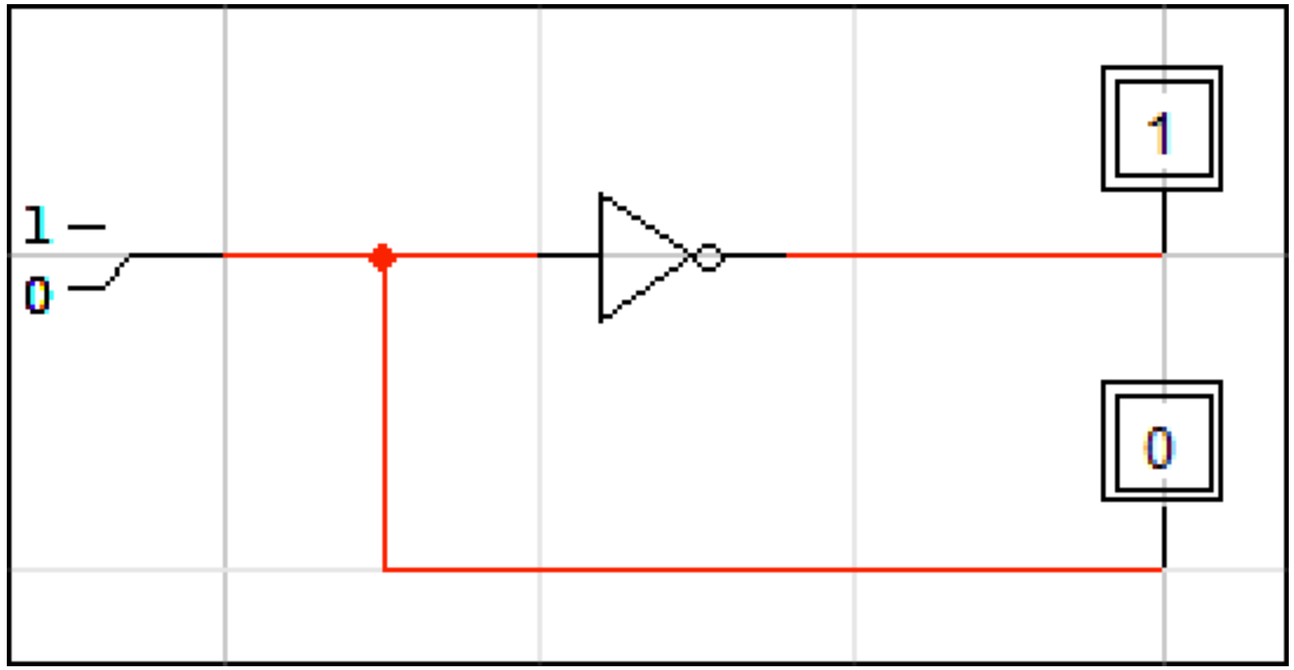


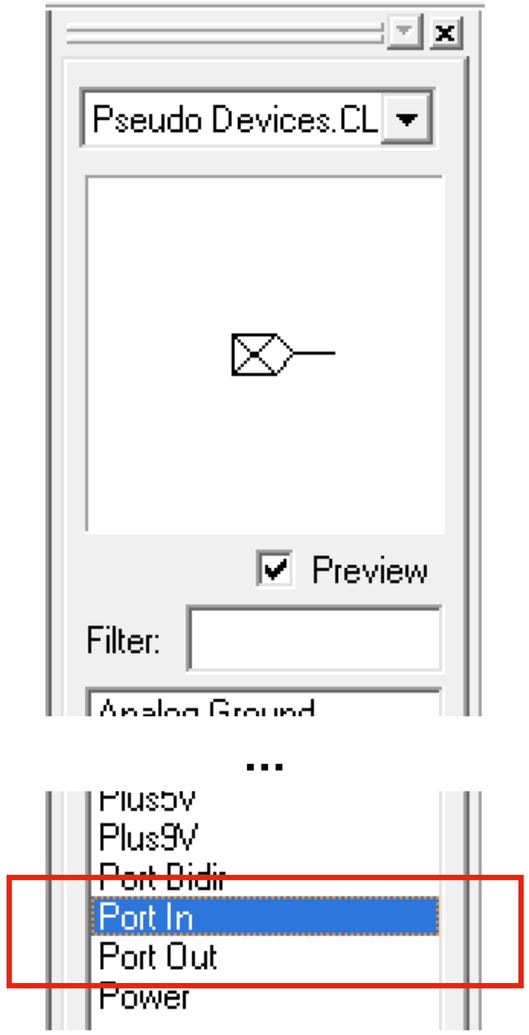


1. Implement an enabler, then select the `Pseudo Devices` library

Technical

Sub-circuit

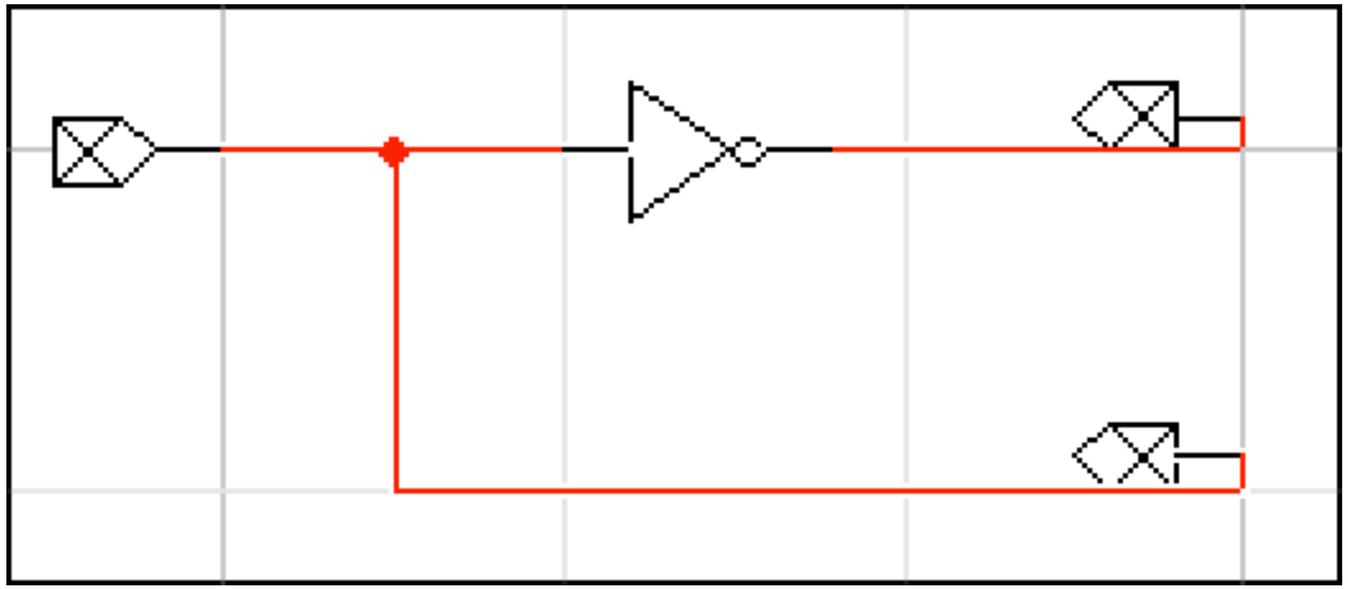


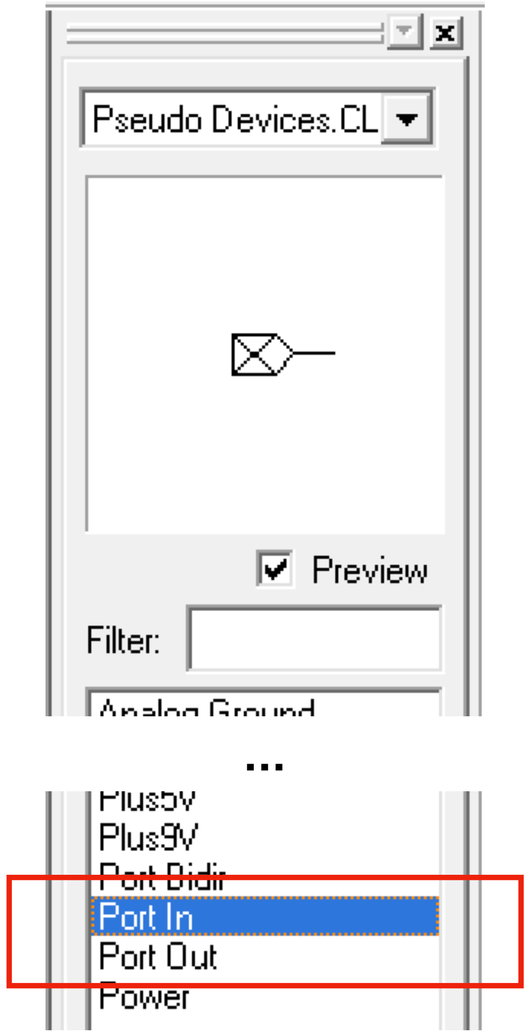


2. **Replace the switch with `Port In`, replace the probs with `Port Out`**

P3
LogicWorks

Sub-circuit





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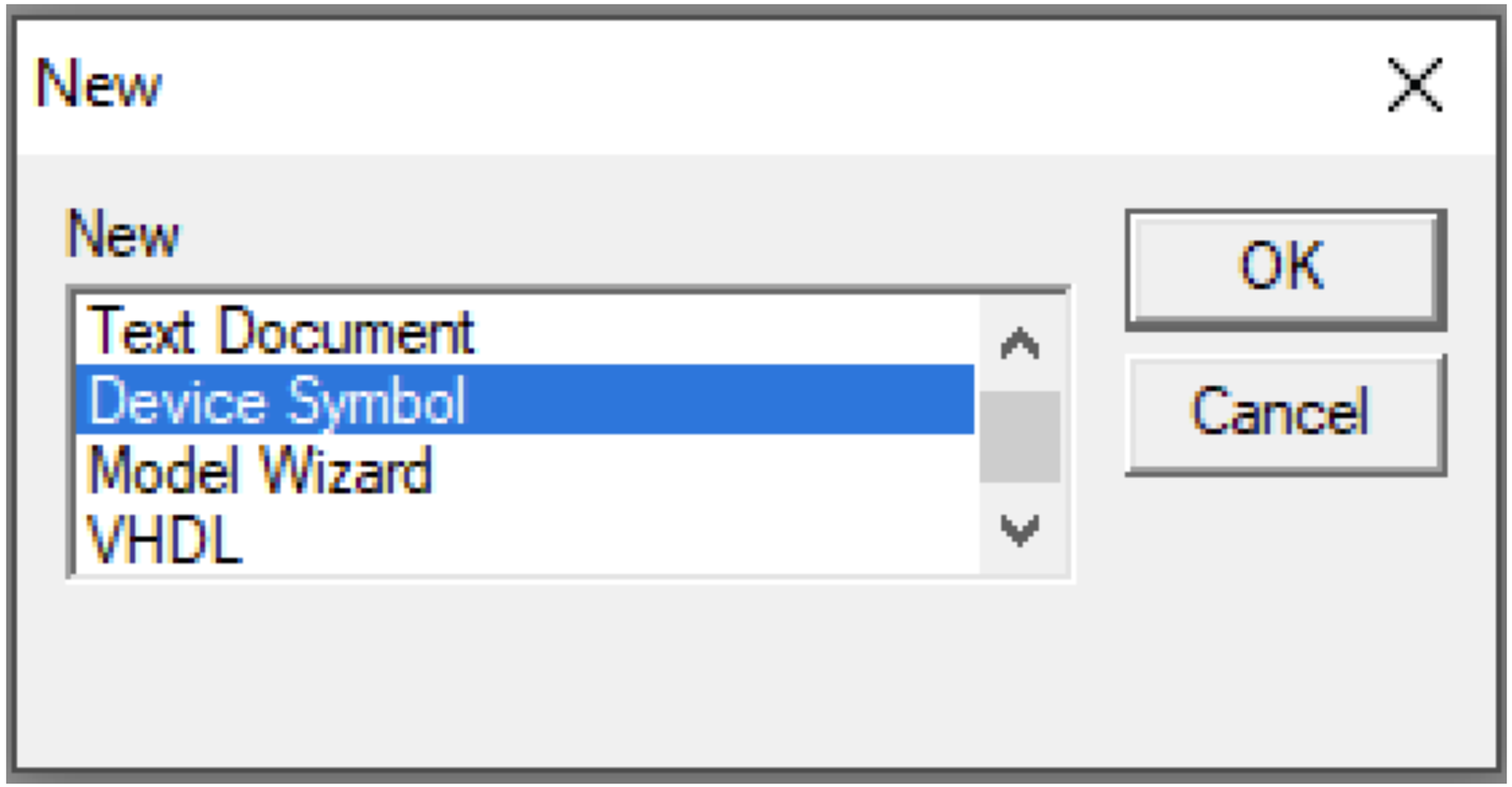
Technical

P3
LogicWorks

Sub-circuit

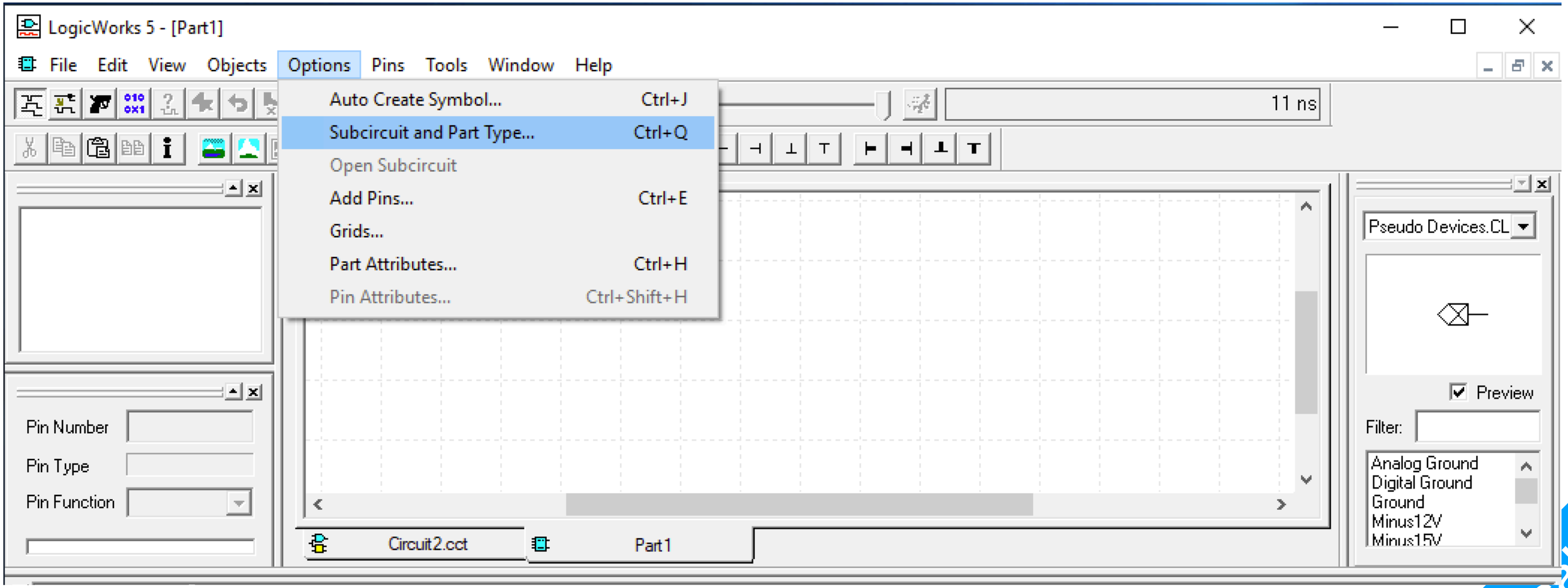


3. File-New-Device Symbol

Technical

P3
LogicWorks

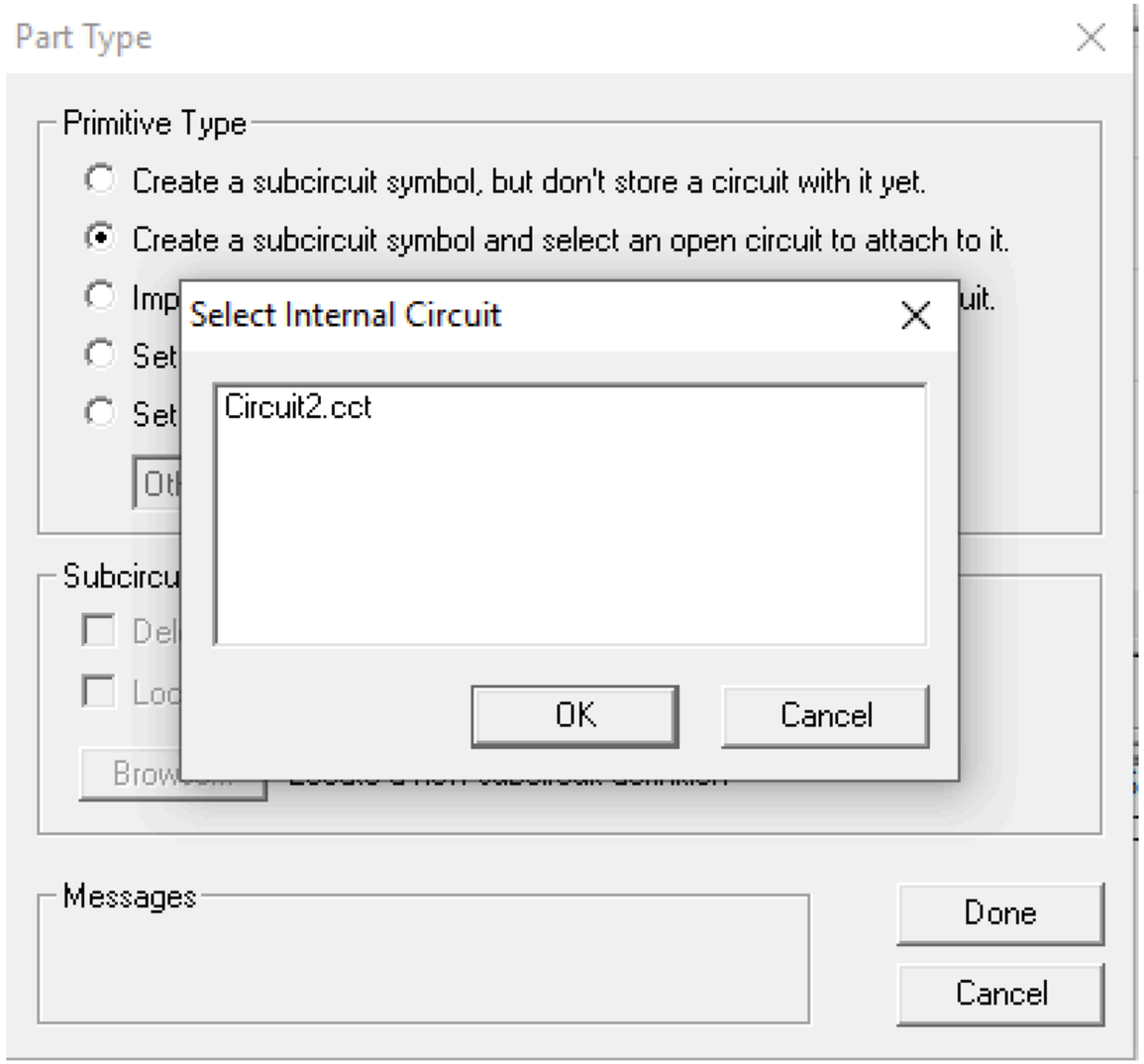
Sub-circuit



4. **With the** `Circuit.cct` **open and** `Part1` **open, go to** `Options` **—** `Subcircuit and Part Type`

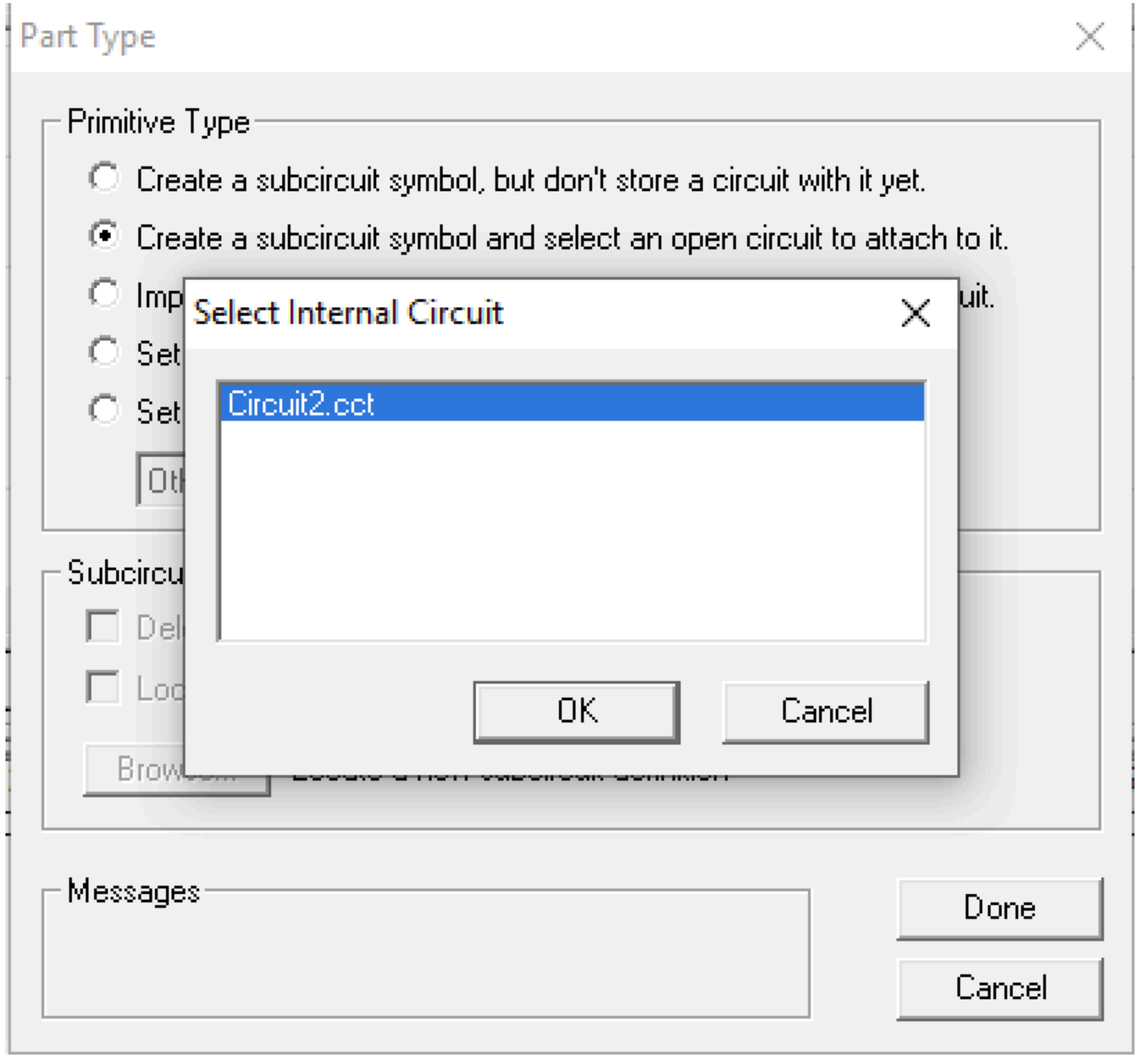
Technical

Sub-circuit



5. **Select** `Create a subcircuit symbol and select an open circuit to attach to it`

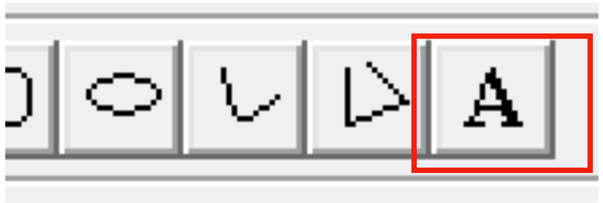
Sub-circuit



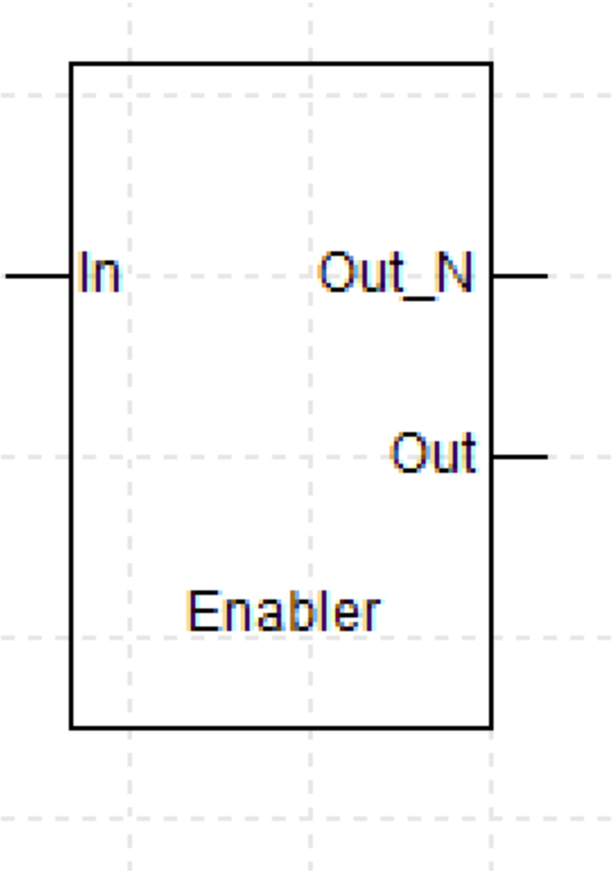
6. **Select** `Circuit.cct`

Sub-circuit

Use these pins only!



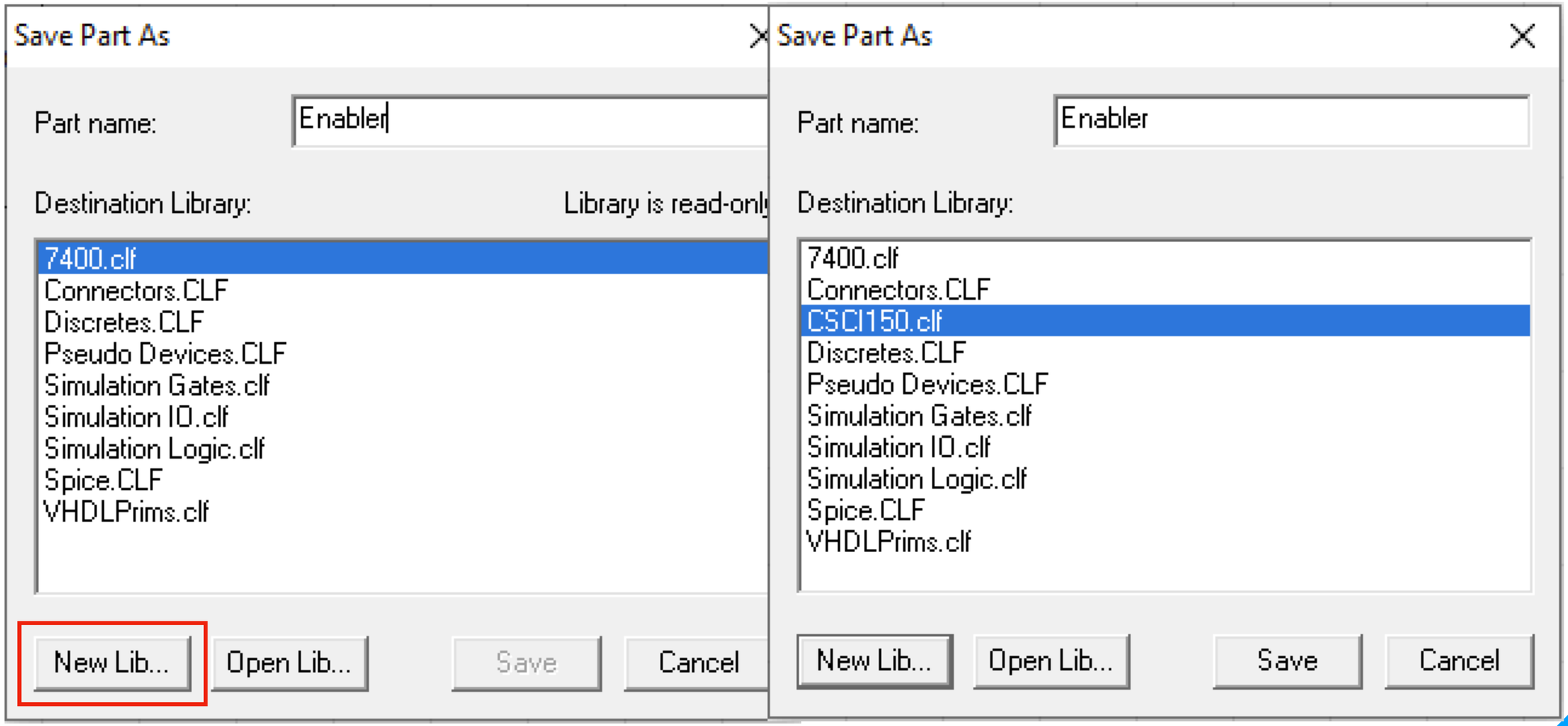
Add a text description



7. Draw a rectangle and add the THIN pins

P3
LogicWorks

Sub-circuit

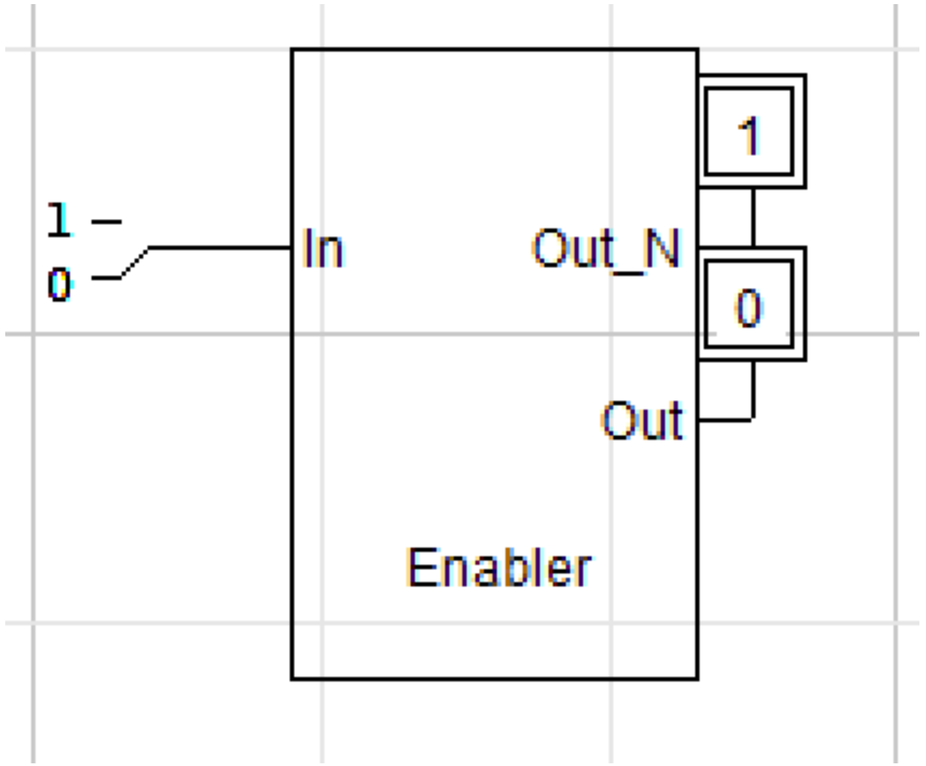


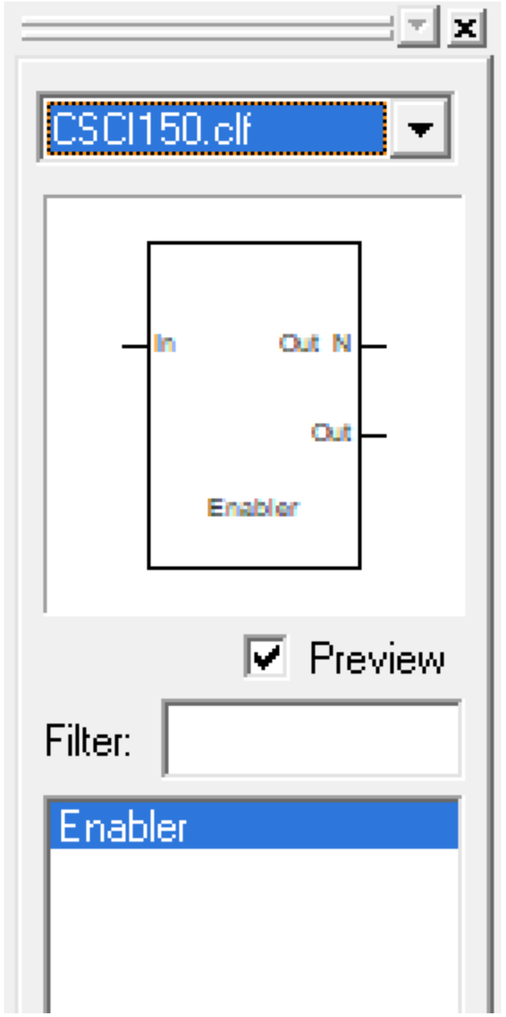
8. Save the part in a new library, e.g. CSCI150

Technical

P3
LogicWorks

Sub-circuit





9. Now you are a much happier person

Technical

P3
LogicWorks

Last Circuit Drawing Practice

1. Sub-circuit
2. Implementing 2-to-4 Decoder using drawing tools
3. Implementing 3-to-8 Decoder using 2-to-4 Decoders
4. Implementing Octal-to-Binary Priority Encoder using drawing tools[1]
5. Implementing Multiplexer using drawing tools[1]

Concept

1. You will be reusing these designs in later lectures and assignments