



21.06.20 13:45

CSCI 150

Introduction to Digital and Computer System Design

Lecture 3: Combinational Logic Design VI



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2020 Summer Semester (S2)

Overview

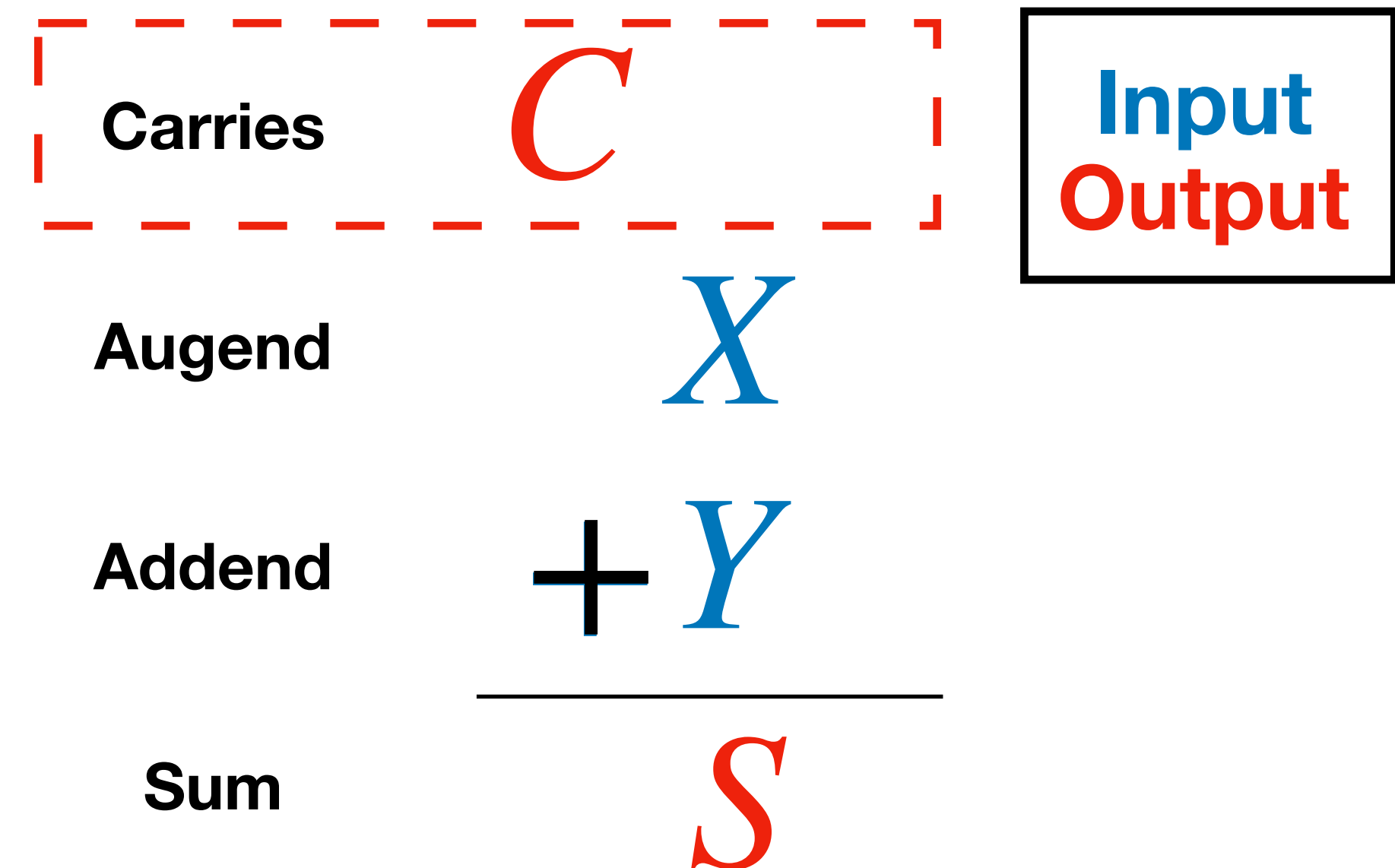
- Focus: Arithmetic Functional Blocks
- Architecture: Combinatory Logical Circuits
- Textbook v4: Ch4 4.3, 4.7; v5: Ch2 2.9, Ch3 3.10
- Core Ideas:
 1. Subtraction I
 2. VHDL

Review

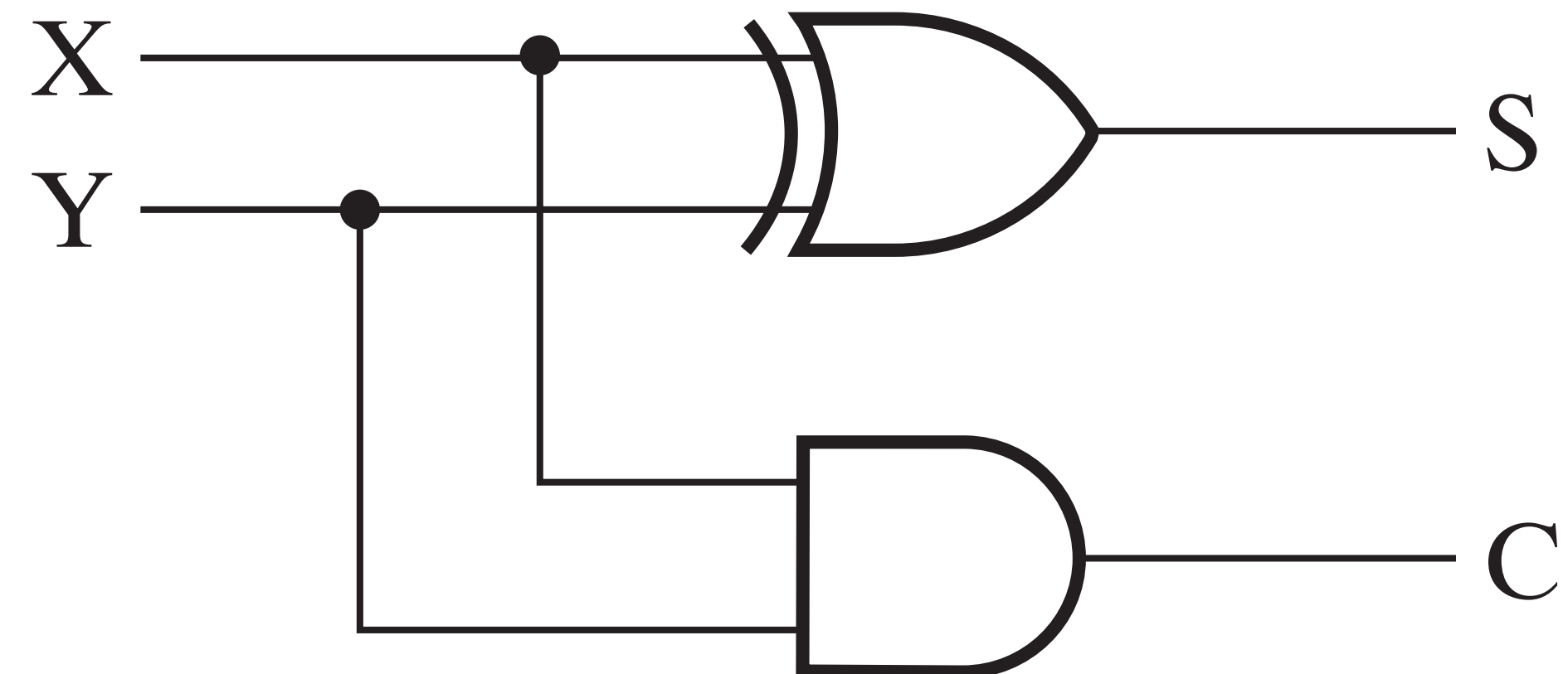
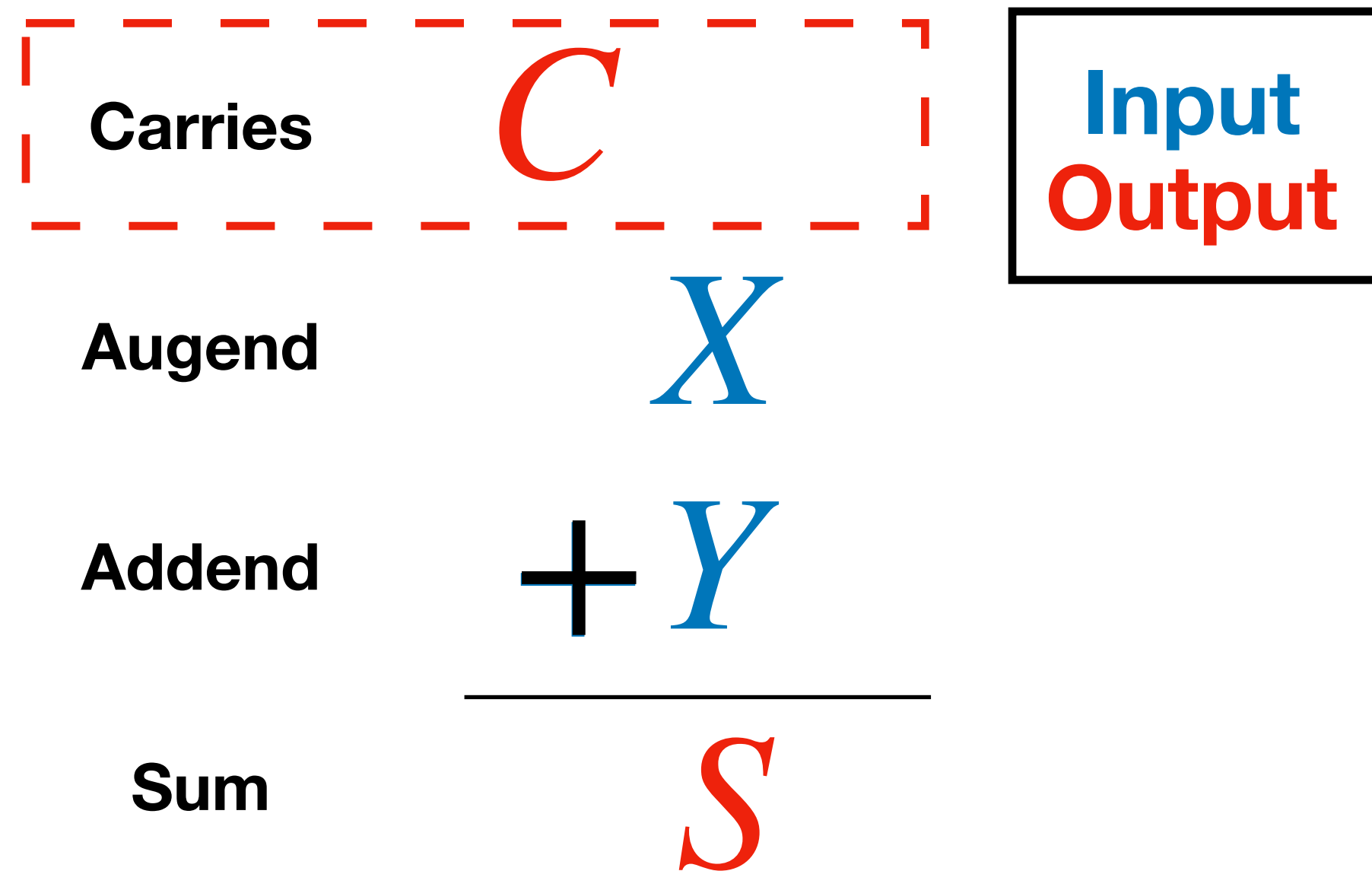
Unsigned Binary Adder

1-bit Half Adder

- Half adder
input X , Y
output S , C

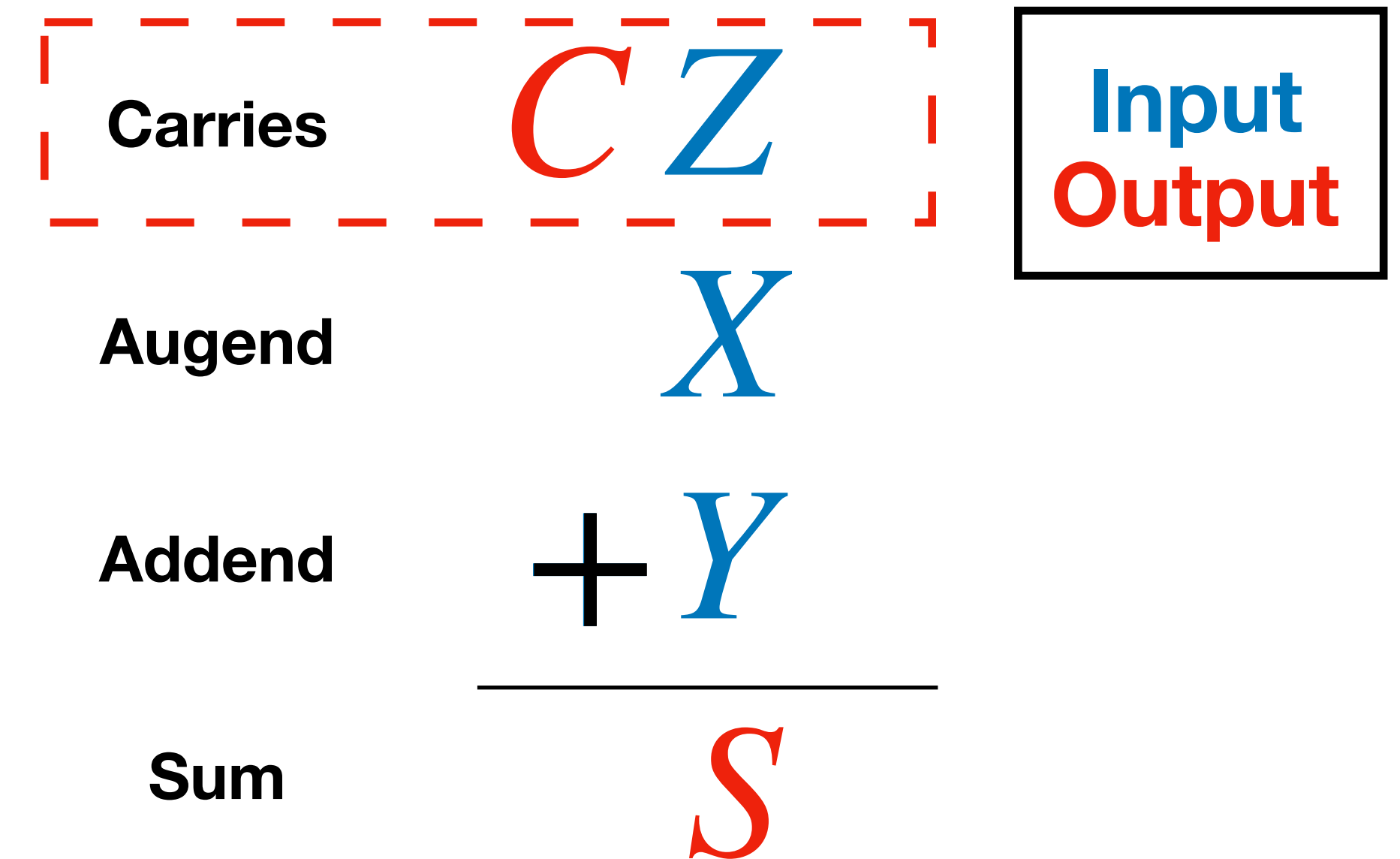
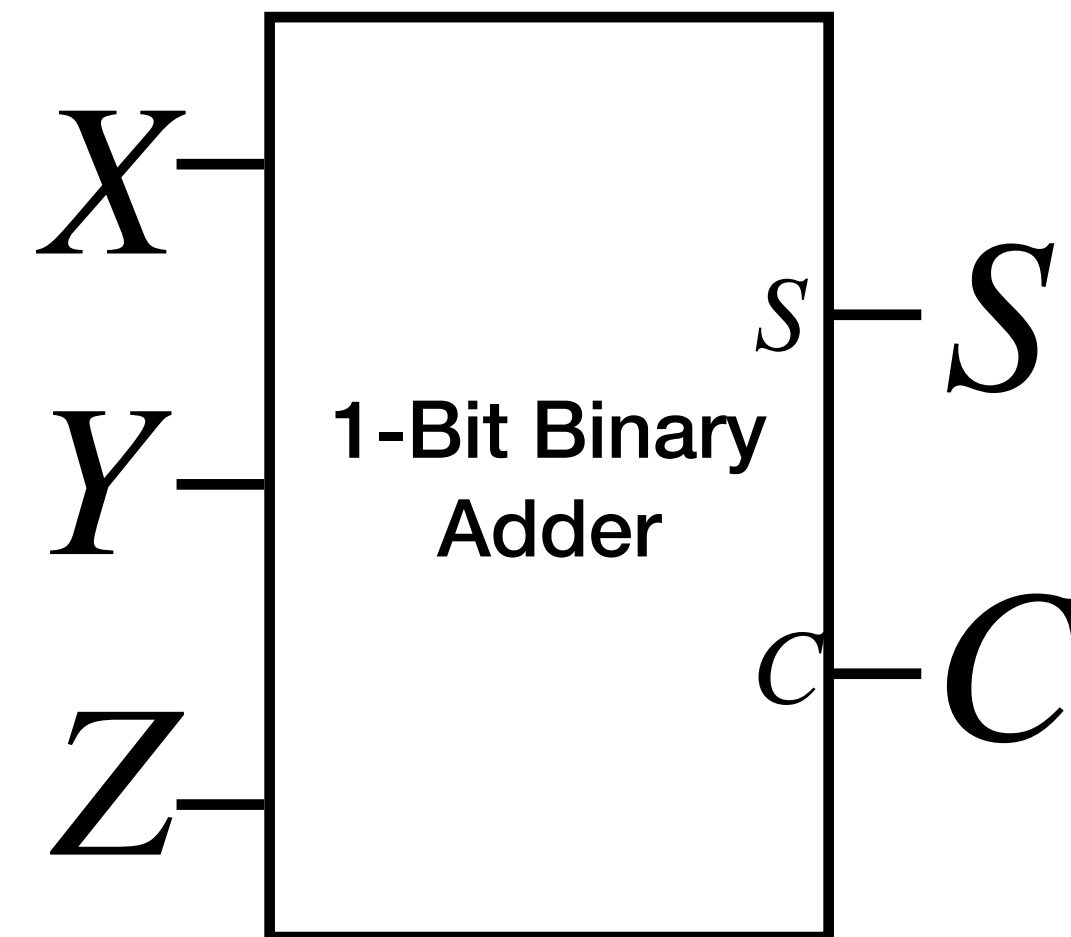


1-bit Half Adder



1-bit Full Addder

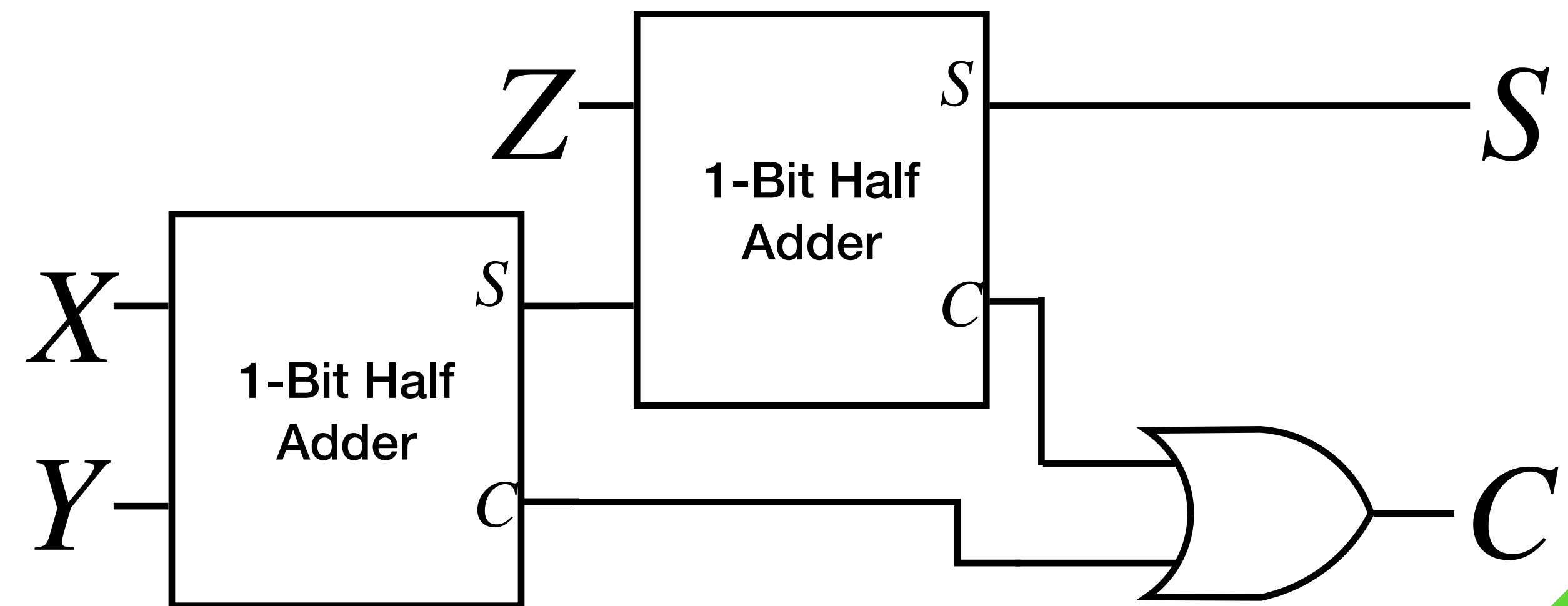
- Full addder
input X , Y , Z ;
output S , C



1-bit Full Adder

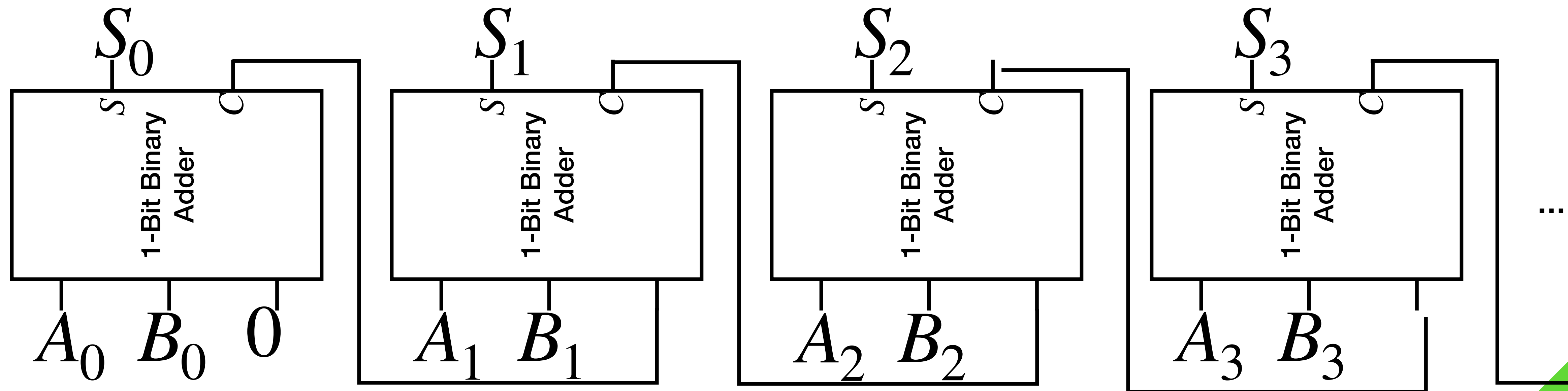
- Half adder1
input X, Y
output S', C'
- Full adder
input X, Y, Z ;
output S, C
- Half adder2
input S', Z
output S, C''

$$C = C' + C''$$



n-bit Full Adder

- Ripple Carry Adder



Unsigned Binary Subtraction I

Unsigned Binary Subtraction

- Input: Minuend and Subtrahend
Previous borrow
- Output: Last borrow, difference

| | |
|------------|---------------|
| Borrows | 0 |
| Minuend | 10110 |
| Subtrahend | <u>−10011</u> |
| Difference | |

Unsigned Binary Subtraction

- Input: Minuend and Subtrahend
Previous borrow
- Output: Last borrow, difference

| | | |
|------------|---------|-------------------------------|
| Borrows | 000110 | <div> Input Output </div> |
| Minuend | 10110 | |
| Subtrahend | – 10011 | |
| Difference | 00011 | |

This method works when the Minuend is greater than the Subtrahend!

Unsigned Binary Subtraction

$$X > Y, F = X - Y$$

- We learned to perform subtraction, by subtracting the smaller number from the greater number

Unsigned Binary Subtraction

- Input: Minuend and Subtrahend
Previous borrow
- Output: Last borrow, difference

| | | |
|------------|---------|-------------------------------|
| Borrows | 000110 | <div> Input Output </div> |
| Minuend | 10110 | |
| Subtrahend | – 10011 | |
| Difference | 00011 | |

Unsigned 1-bit Binary Subtraction

- Input: Minuend X and Subtrahend Y
Previous borrow Z
- Output: Last borrow B , difference D

| | | |
|----------------|-----|-----|
| | B | Z |
| Borrows | 1 | 0 |
| Minuend X | | 0 |
| Subtrahend Y | − | 1 |
| Difference D | | 1 |

| |
|--------|
| Input |
| Output |

Unsigned 1-bit Binary Subtraction

- Input: Minuend X and Subtrahend Y
Previous borrow Z
- Output: Last borrow B , difference D

Borrows

Minuend X

Subtrahend Y

Difference D

B

Z

10

0

-1

1

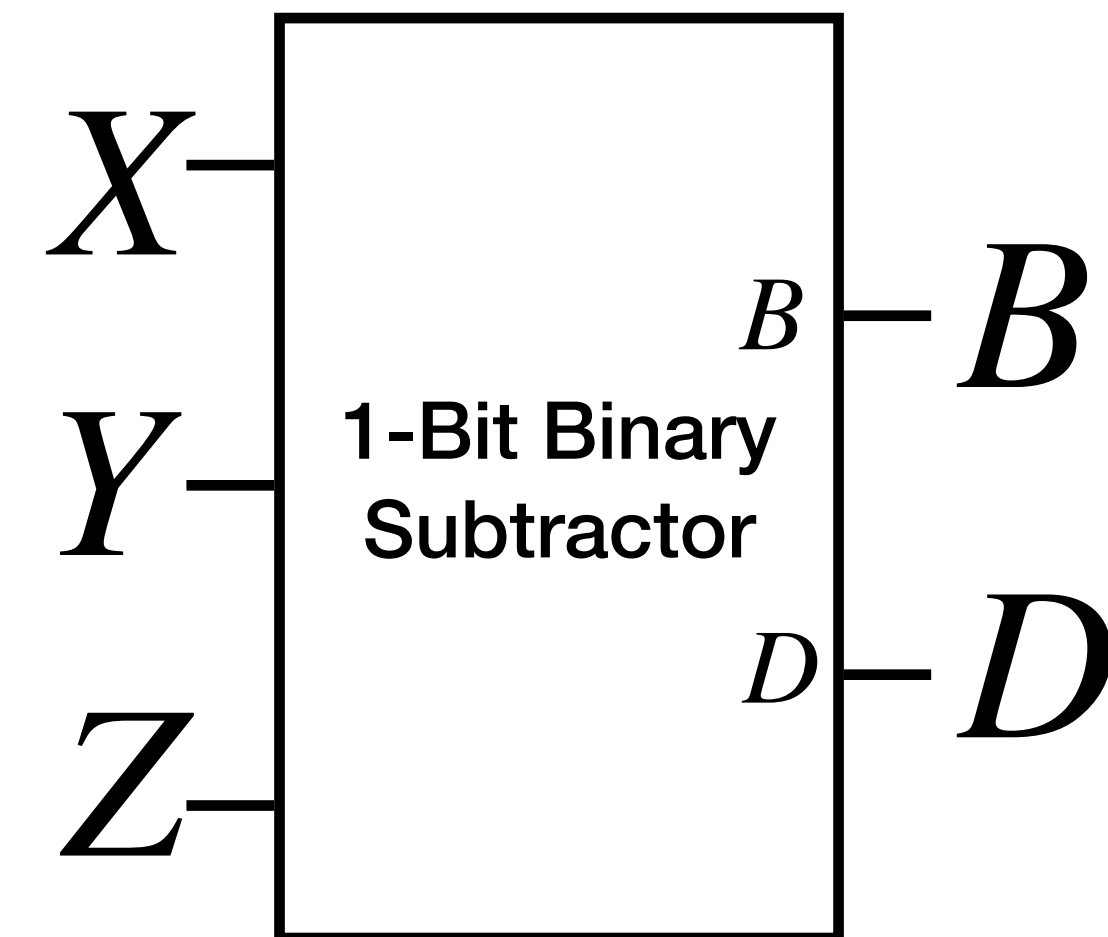
Input

Output

| X | Y | Z | B | D |
|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 1 | 1 |
| 0 | 1 | 0 | 1 | 1 |
| 0 | 1 | 1 | 1 | 0 |
| 1 | 0 | 0 | 0 | 1 |
| 1 | 0 | 1 | 0 | 0 |
| 1 | 1 | 0 | 0 | 0 |
| 1 | 1 | 1 | 1 | 1 |

Unsigned 1-bit Binary Subtraction

- Implementation using 3-to-8 Decoder
 - $B = \Sigma m(1,2,3,7)$
 - $D = \Sigma m(1,2,4,7)$



Unsigned Binary Subtraction

Technology

- 1 bit Unsigned Subtractor

- Input: Minuend and Subtrahend
Previous borrow
- Output: Last borrow, difference

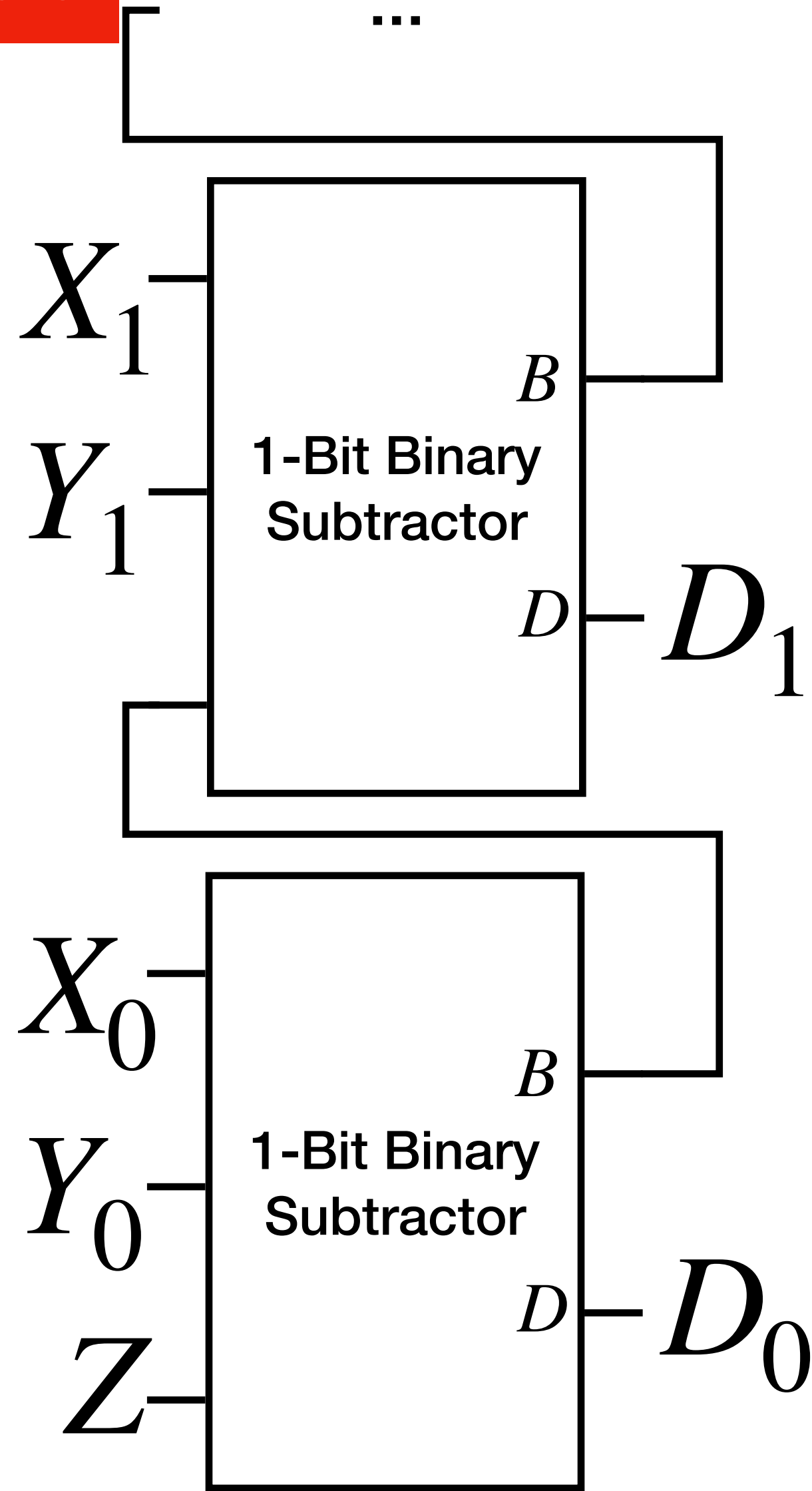
The diagram illustrates a 6-bit ripple-carry subtractor circuit. The inputs are Minuend X (10110) and Subtrahend Y (10011). The resulting Difference D is 00011. The Borrows B are 00011, and the final borrow Z is 0. A box on the right indicates the Input (blue) and Output (red) colors.

Unsigned Binary Subtraction

Technology

- 1 bit Unsigned Subtractor

P1
Subtraction



| | | | | | | |
|------------------------|----------|---|----------|---|---|---|
| | <i>B</i> | | <i>Z</i> | | | |
| Borrows | 0 | 0 | 0 | 1 | 1 | 0 |
| Minuend $X_{0:n-1}$ | 1 | 0 | 1 | 1 | 0 | |
| Subtrahend $Y_{0:n-1}$ | | 1 | 0 | 0 | 1 | 1 |
| Difference $D_{0:n-1}$ | 0 | 0 | 0 | 1 | 1 | |

Input
Output

Concept

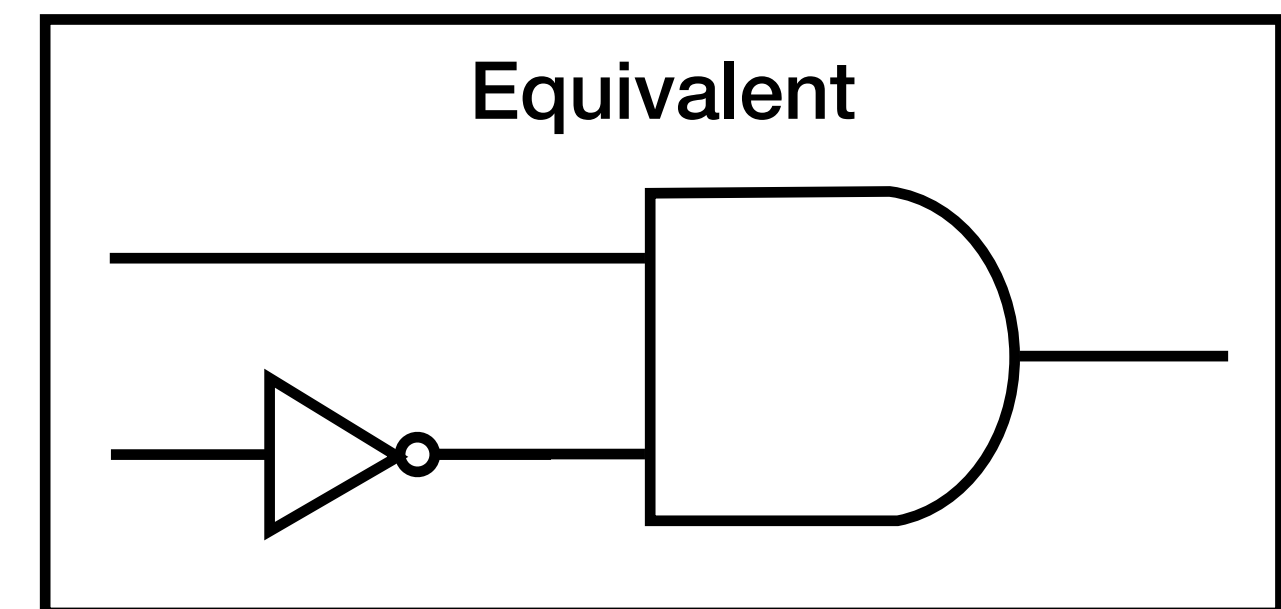
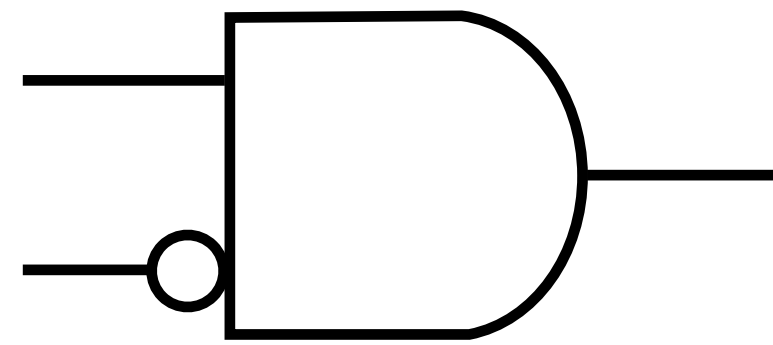
Hardware Description Language

VHDL (VHSIC-HDL): Very High Speed Integrated
Circuit Hardware Description Language

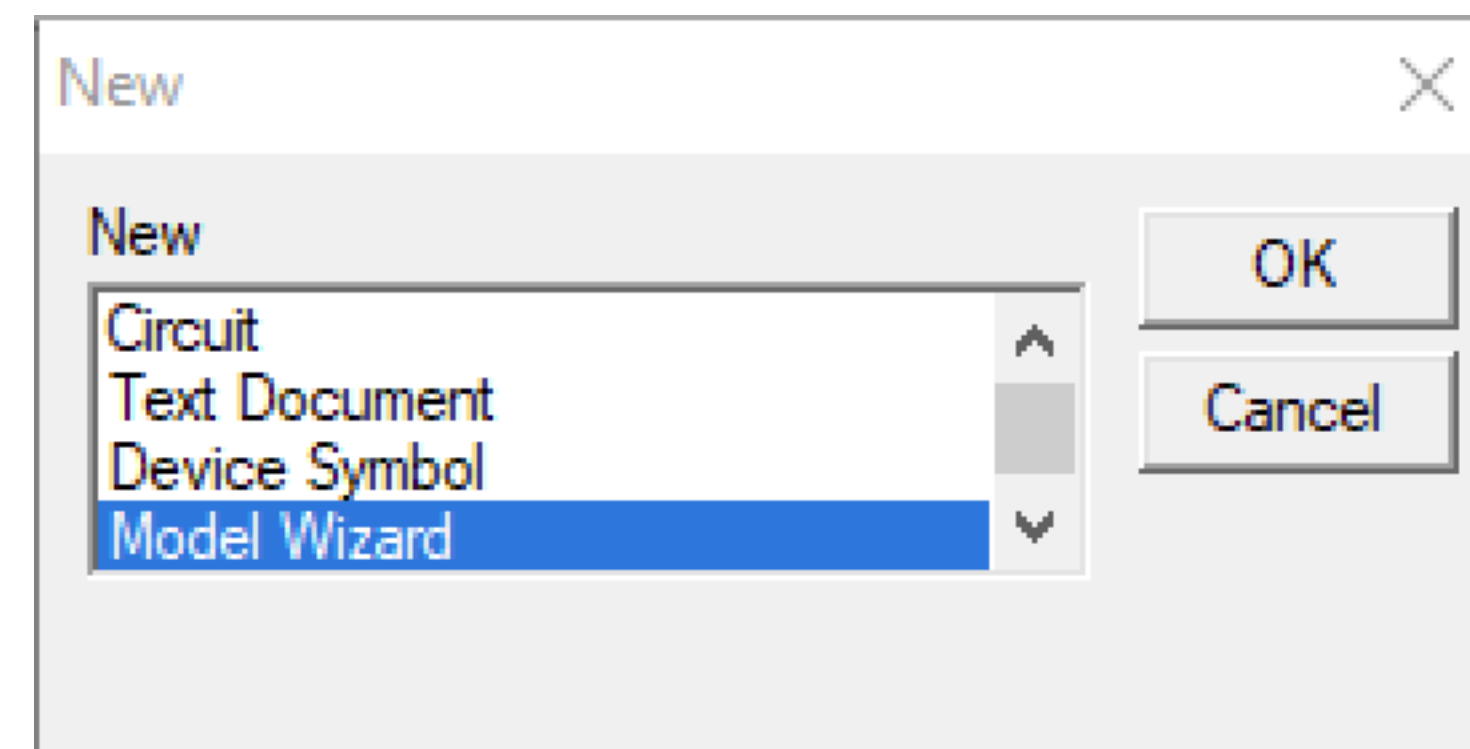
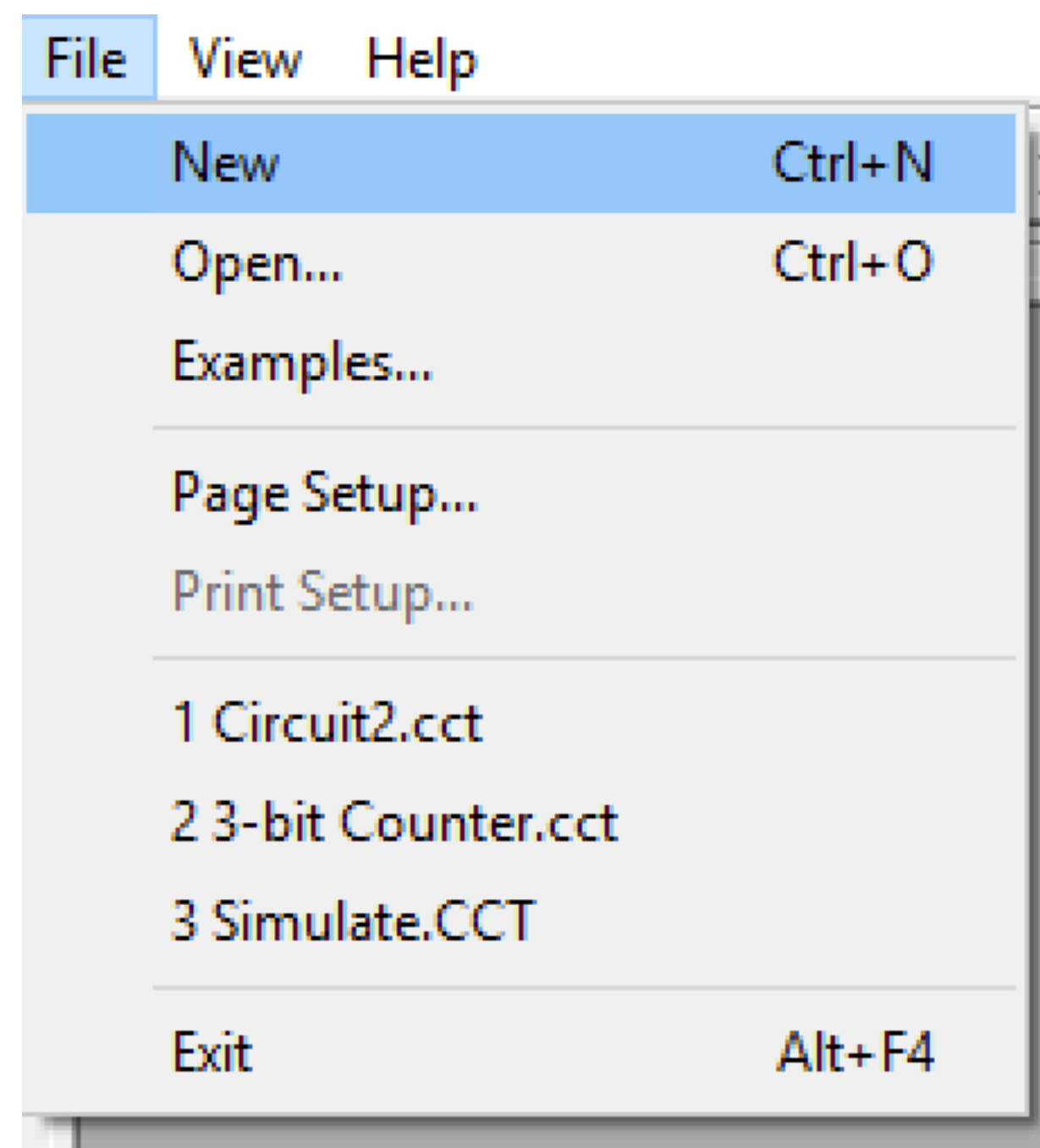
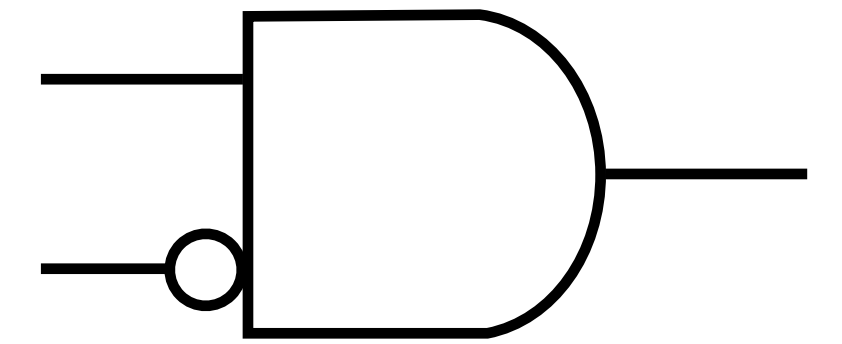
What is HDL

- Designing complex circuits using logic circuit diagrams is inefficient
- Hardware Description Language
 - Like programming language, describes hardware structures and behaviours
 - More efficient
 - Common languages
 - Verilog
 - VHDL

Creating a AND1INV model

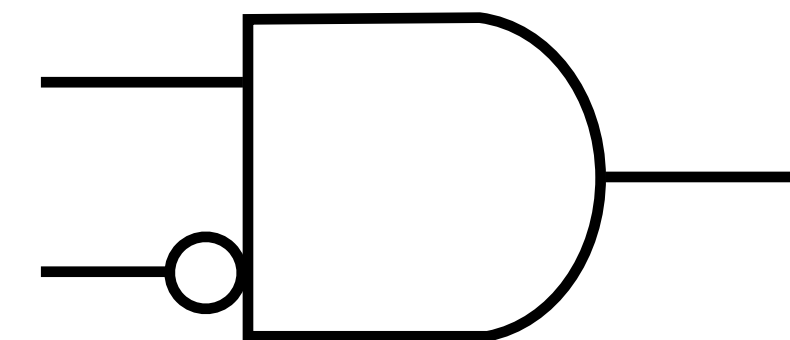


Creating a AND1INV model



1. Go to the File menu, select New command. Select Model Wizard and click OK

Creating a AND1INV model



Simulation Model Wizard

Source

☒ Create a new, empty model

This selection will allow you to define the port interface and will generate a shell for the model in the selected format.

☐ Select an existing file

☐ None

Use this setting to create a symbol alone, with no model attached. You can use it just for schematic drawing purposes or attach a model later.

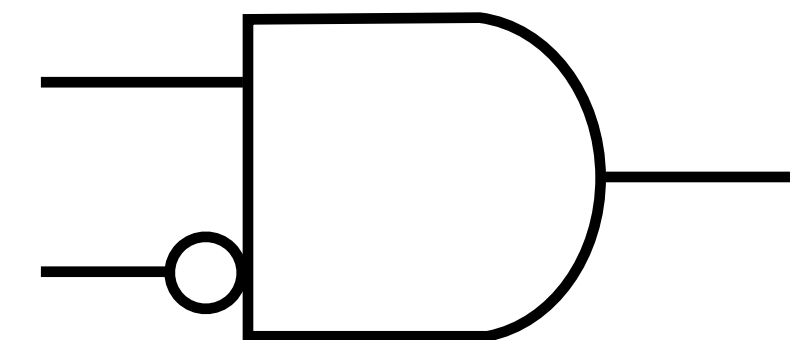
Destination

☐ Open the new model as an independent design

☒ Create a new symbol with the specified model attached

☐ Attach the new model to the selected device symbol

Creating a AND1INV model



Simulation Model Wizard

Source

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Model Info

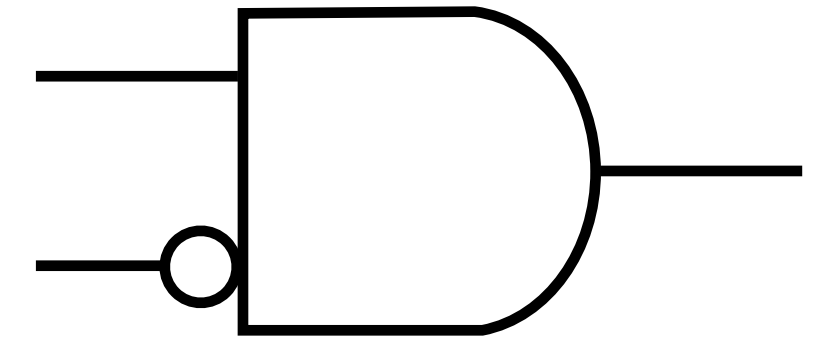
Select the desired model type

| |
|--------------------|
| Structural Circuit |
| VHDL |

Create a VHDL language file which can be used to describe the function of this device.

Enter a name for the new model

Creating a AND1INV model



- This is where you define all inputs and outputs
- Input: POS
- Input: NEG
- Output: Out1

Model Port Interface

Use the controls at right to add pins to the interface list. NOTE: If you are attaching this model to an existing device symbol, the interface list must exactly match the pins on the symbol.

| Name | Func | Left | Right |
|------|------|------|-------|
|------|------|------|-------|

Function

☒ Input
☐ Output
☐ Bidirectional

Name

<< Add Single Bit

Vector

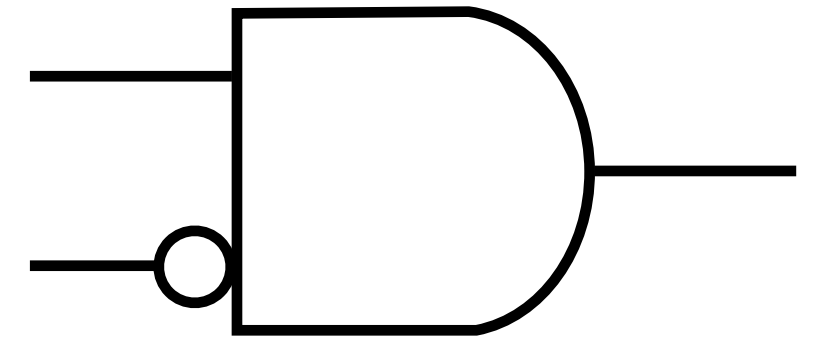
Left Bit Number
Right Bit Number

<< Add Vector

>> Remove

Drag and drop to re-order items in the list

Creating a AND1INV model



- This is where you define all inputs and outputs
- Input: POS
- Input: NEG
- Output: Out1

Model Port Interface

Use the controls at right to add pins to the interface list. NOTE: If you are attaching this model to an existing device symbol, the interface list must exactly match the pins on the symbol.

| Name | Func | Left | Right |
|------|------|------|-------|
| POS | In | | |
| NEG | In | | |
| Out1 | Out | | |

Drag and drop to re-order items in the list

Function

☒ Input
☐ Output
☐ Bidirectional

Name

<< Add Single Bit

Vector

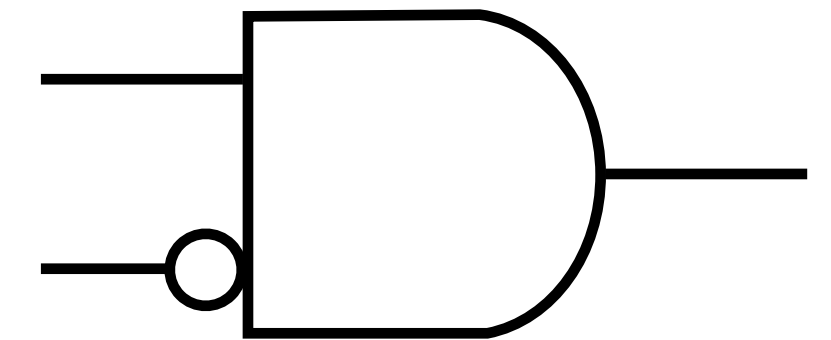
Left Bit Number

Right Bit Number

<< Add Vector

>> Remove

Creating a AND1INV model



Pin Locations ×

You can now specify where on the symbol you would like the pins to be placed. To move pins, just drag and drop between the boxes representing the left, top, right and bottom of the symbol.

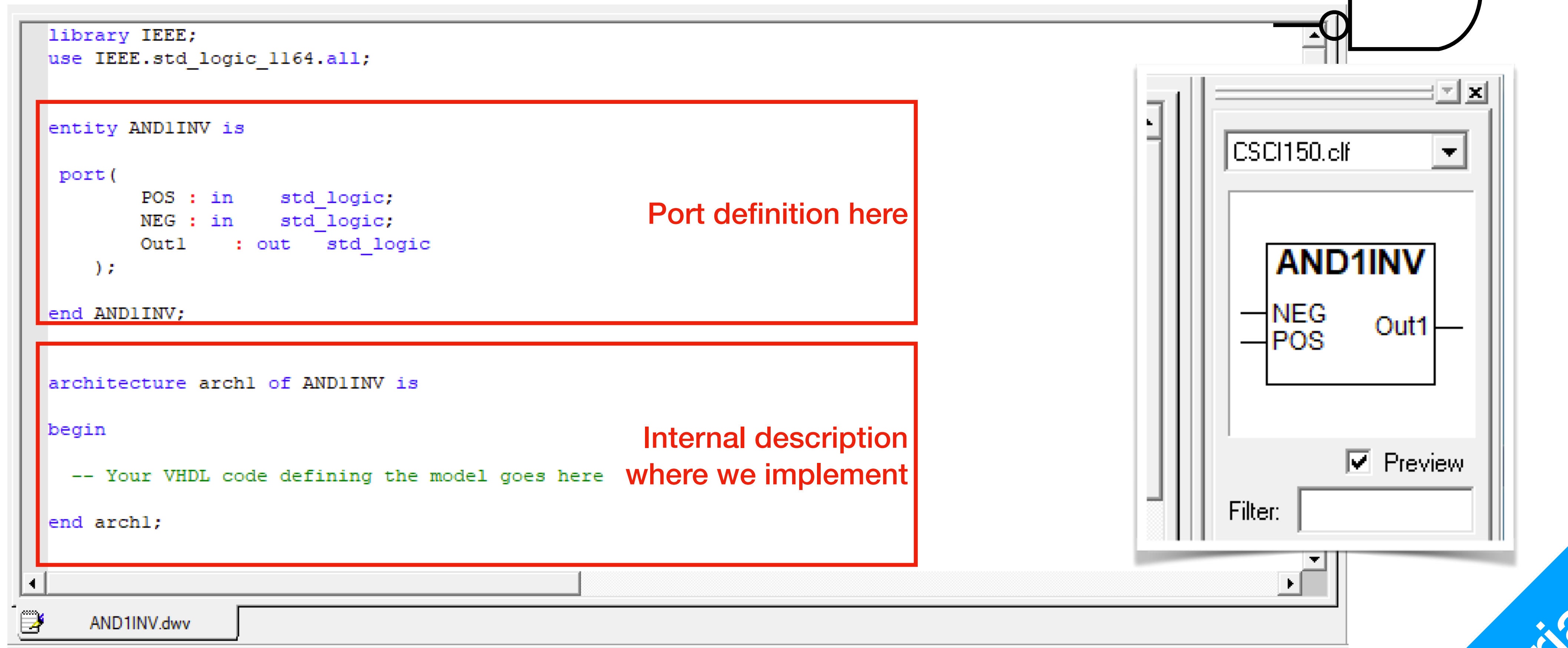
| Left pins | Top pins (left to right) | Right pins |
|------------|-----------------------------|------------|
| NEG POS | | Out1 |
| | | |
| | | |
| | | |

Bottom pins
(left to right)

Symbol Label

AND1INV

Creating a AND1INV model



```
library IEEE;
use IEEE.std_logic_1164.all;

entity AND1INV is
    port(
        POS : in    std_logic;
        NEG : in    std_logic;
        Out1 : out   std_logic
    );
end AND1INV;

architecture arch1 of AND1INV is
begin
    -- Your VHDL code defining the model goes here
end arch1;
```

Port definition here

Internal description where we implement

CSCI150.clf

AND1INV

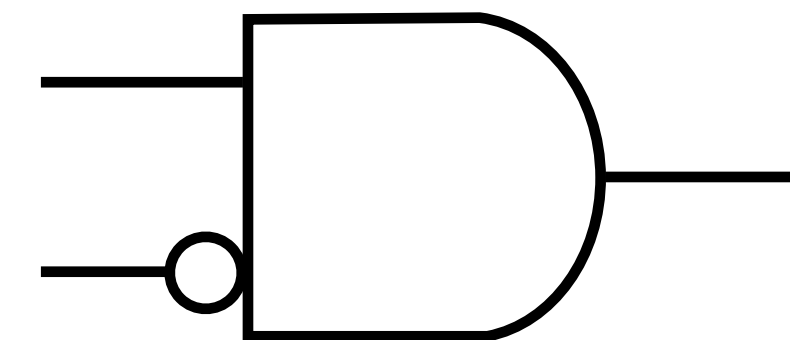
NEG POS Out1

☒ Preview

Filter:

AND1INV.dvw

Creating a AND1INV model



```
library IEEE;
use IEEE.std_logic_1164.all;

entity AND1INV is
    port(
        POS : in    std_logic;
        NEG : in    std_logic;
        Out1 : out   std_logic
    );
end AND1INV;
```

```
architecture arch1 of AND1INV is
begin
    OUT1 <= POS AND NOT NEG AFTER 1NS;
end arch1;
```

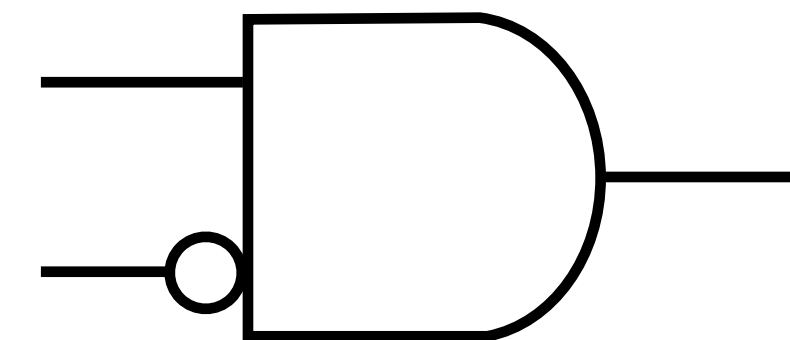
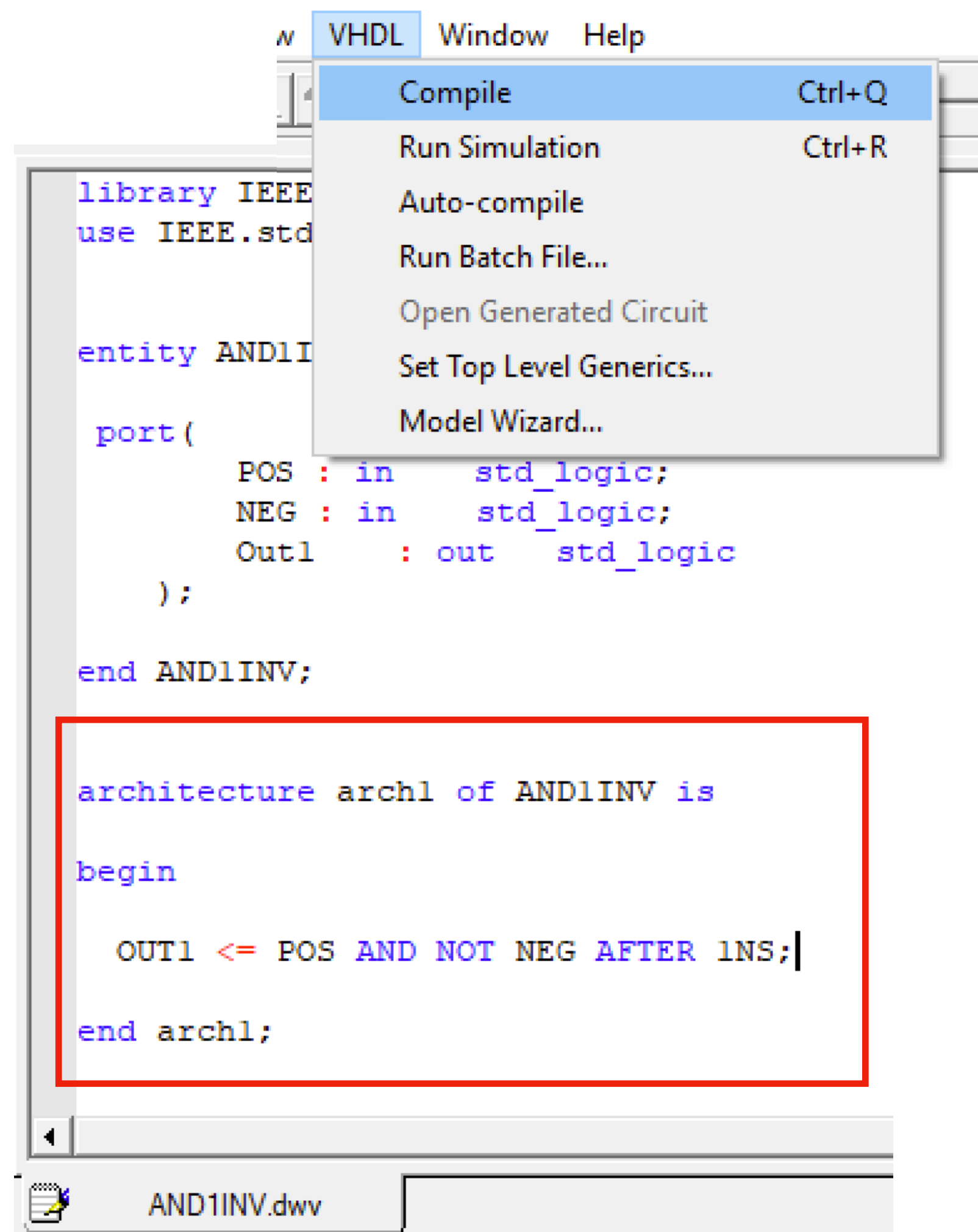
OUT1 <= POS **AND NOT** NEG **AFTER** 1NS;

↑
Transferring

↙ ↘
Boolean
Operators

↙ ↘
Things do not happen
simultaneously

Creating a AND1INV model



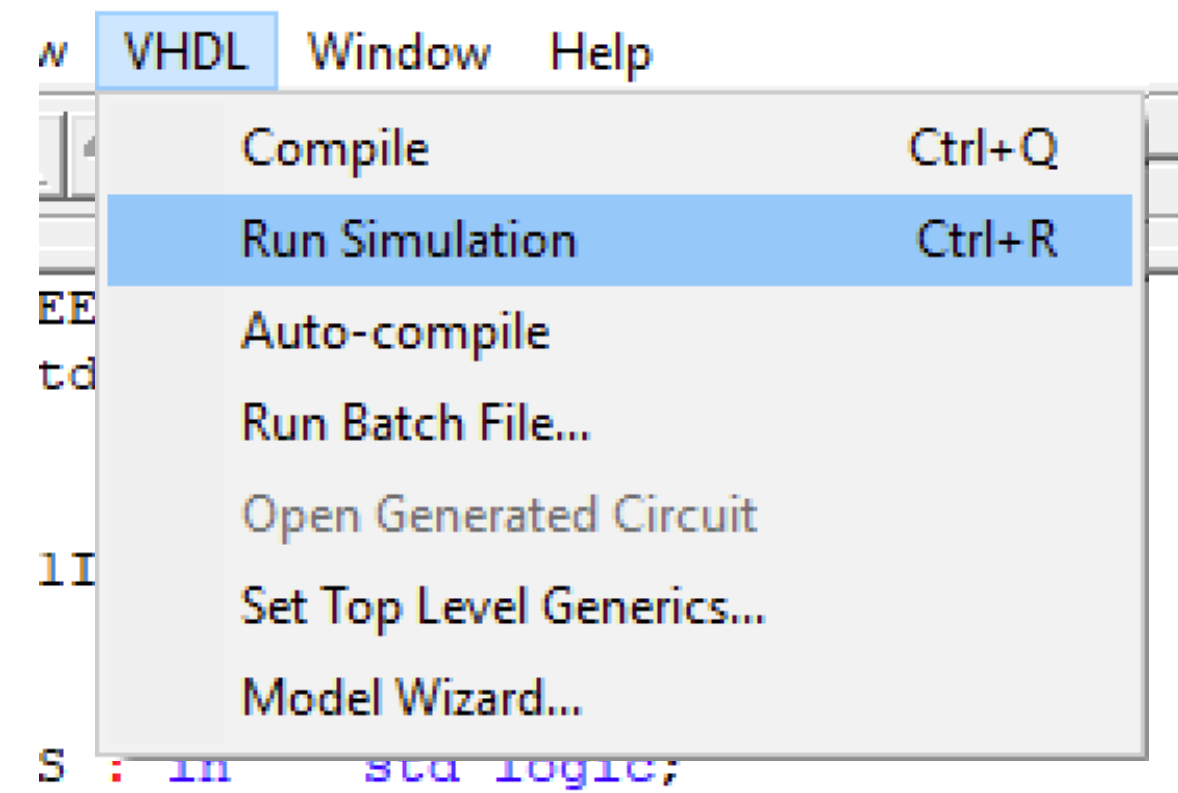
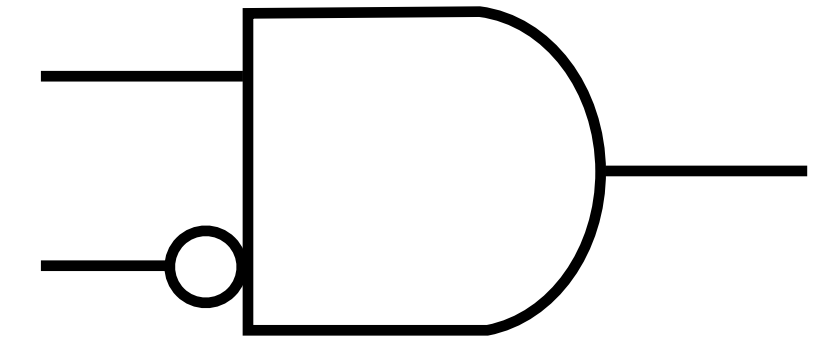
OUT1 <= POS **AND NOT** NEG **AFTER** 1NS;

↑
Transferring

↙ ↘
Boolean
Operators

↙ ↘
Things do not happen
simultaneously

Run Simulation



I/O Page

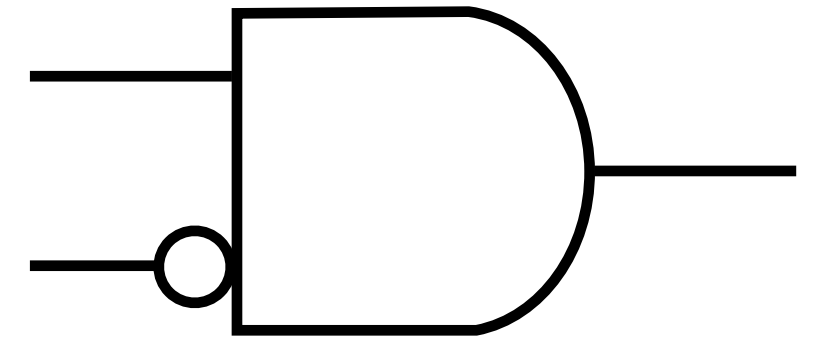
Run

Run Simulation

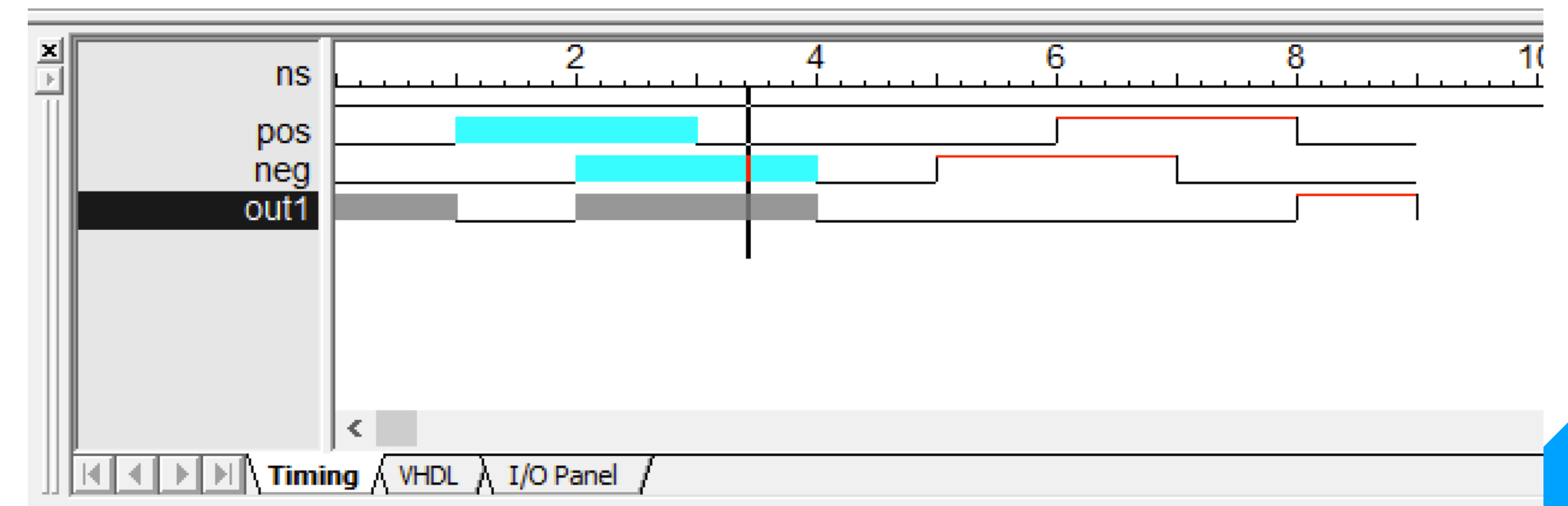
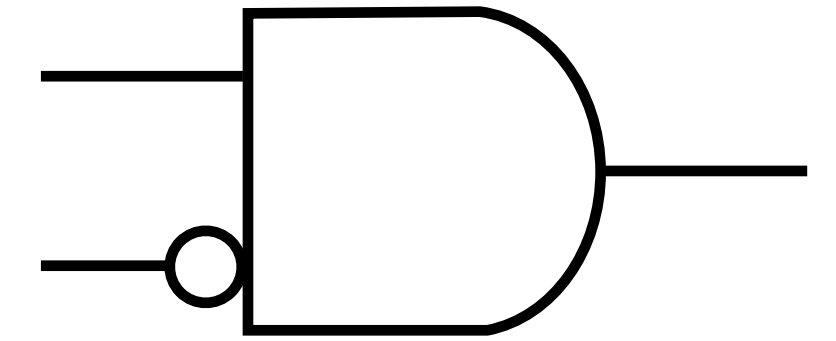
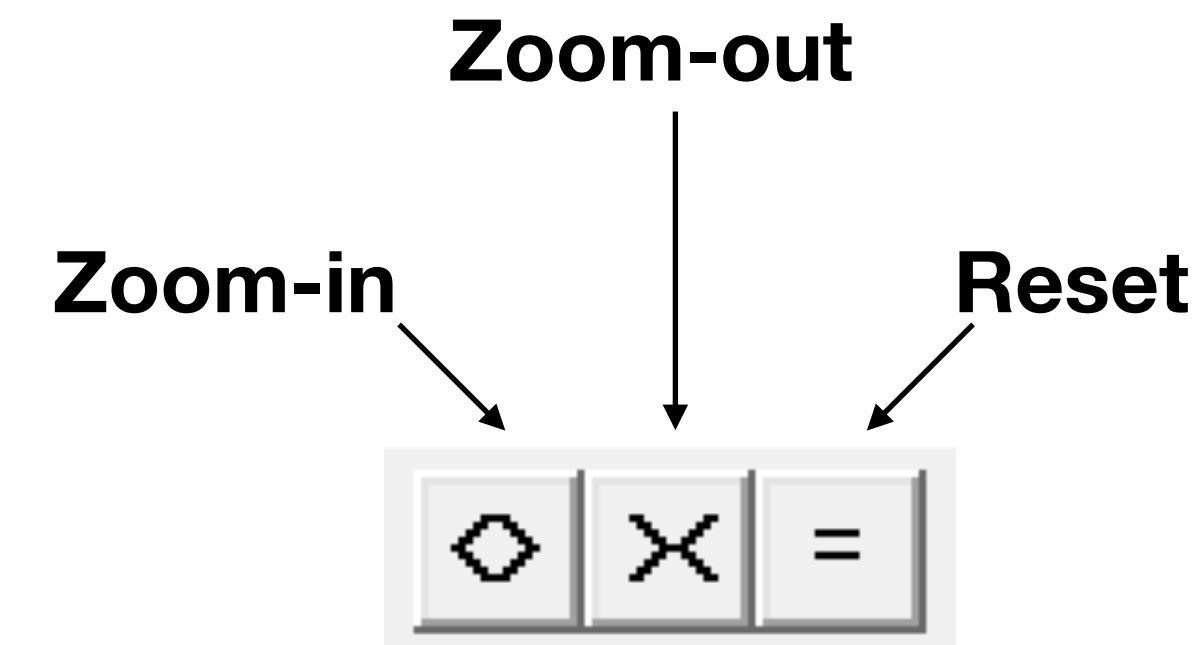
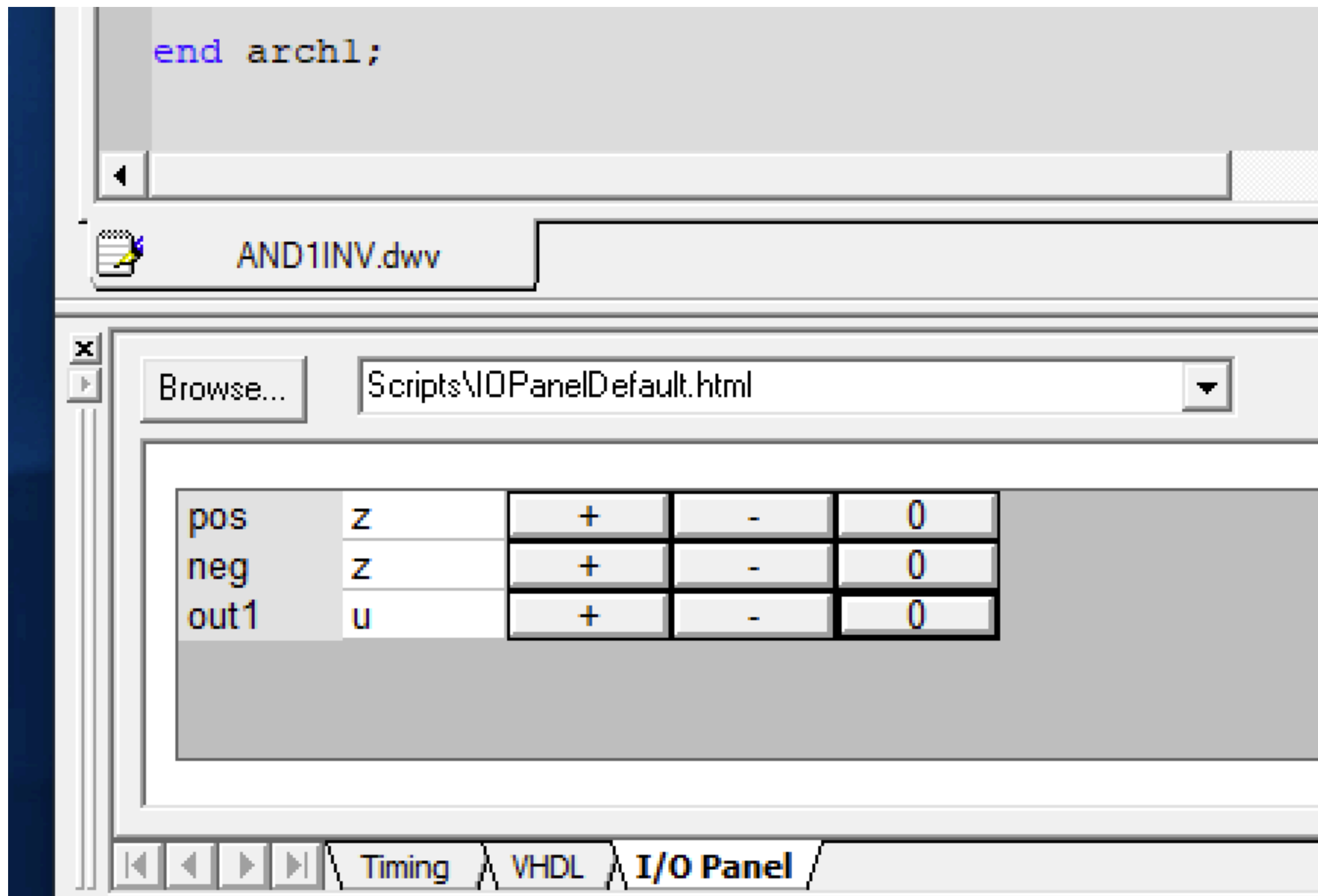
increase value (0 -> 1) decrease value (1 -> 0)

value fixing: 0

| | | | | |
|------|---|---|---|---|
| pos | z | + | - | 0 |
| neg | z | + | - | 0 |
| out1 | u | + | - | 0 |

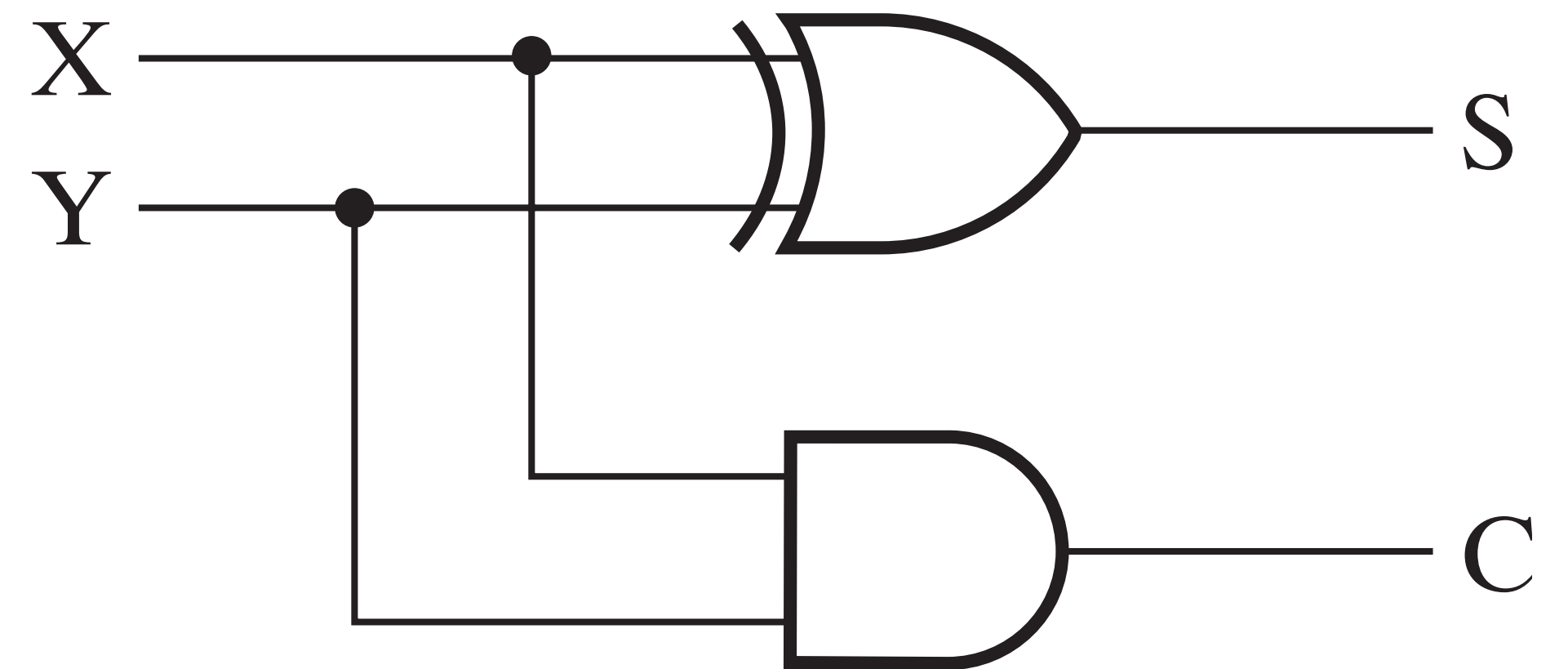


Run Simulation



Exe1: 1-bit Half Adder

- Create a new component in VHDL called `HalfAdder1`
- Input: X, Y
- Output: S, C
- Don't use `AFTER`



Exe1: 1-bit Half Adder

architecture arch1 of HalfAdder is

begin

S <= X XOR Y;

C <= X AND Y;

end arch1;

