

# Laboratory 6

## Basic Digital Circuits

### Exclusive OR (XOR)

$$F = AB' + A'B = A \oplus B$$

<u>A</u>	<u>B</u>	<u>F</u>
0	0	0
0	1	1
1	0	1
1	1	0

Available on IC as a gate, useful for comparison problems



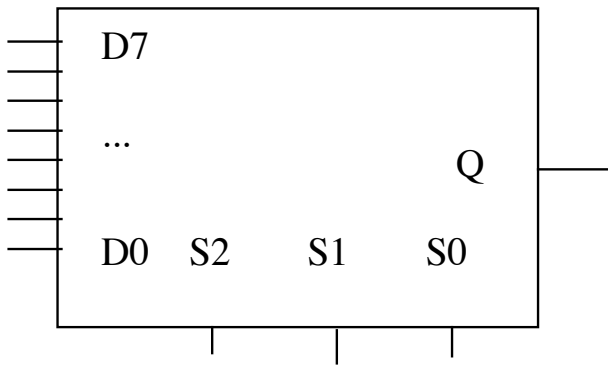
**Example:** Even parity  $F = A \oplus B \oplus C$

<u>A</u>	<u>B</u>	<u>C</u>	<u>F</u>
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

## Multiplexer

- n select lines
- $2^n$  input lines
- 1 output

One of the possible  $2^n$  inputs is chosen by the n select lines, and gated through to the output of a multiplexer.

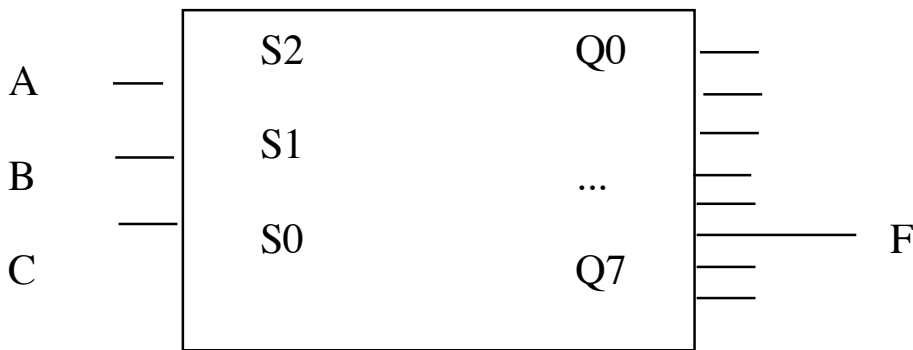


S2	S1	S0	Q
0	0	0	D0
0	0	1	D1
0	1	0	D2
0	1	1	D3
1	0	0	D4
1	0	1	D5
1	1	0	D6
1	1	1	D7

Multiplexers are usually used for **selection**, but can also act as code detectors.

## Decoder

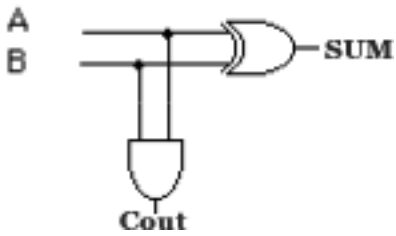
- n input/select lines
- $2^n$  outputs
- only one of the outputs is active at any given time, based on the value of the n select lines.



<u>S2</u>	<u>S1</u>	<u>S0</u>	<u>Q0</u>	<u>Q1</u>	<u>Q2</u>	<u>Q3</u>	<u>Q4</u>	<u>Q5</u>	<u>Q6</u>	<u>Q7</u>
0	0	0	1	0	0	0	0	0	0	0
0	0	1	0	1	0	0	0	0	0	0
0	1	0	0	0	1	0	0	0	0	0
0	1	1	0	0	0	1	0	0	0	0
1	0	0	0	0	0	0	1	0	0	0
1	0	1	0	0	0	0	0	1	0	0
1	1	0	0	0	0	0	0	0	1	0
1	1	1	0	0	0	0	0	0	0	1

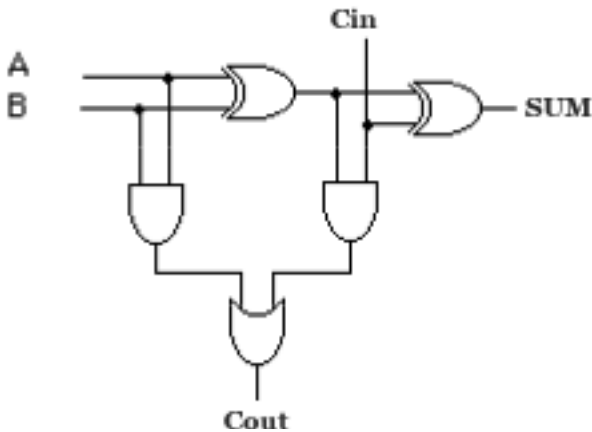
Decoders may also be used as code detectors

**Half-Adder** — adds two one-bit values



A	B	Sum	Cout
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

**Full Adder** — incorporates a carry-in



A	B	Cin	Sum	Cout
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

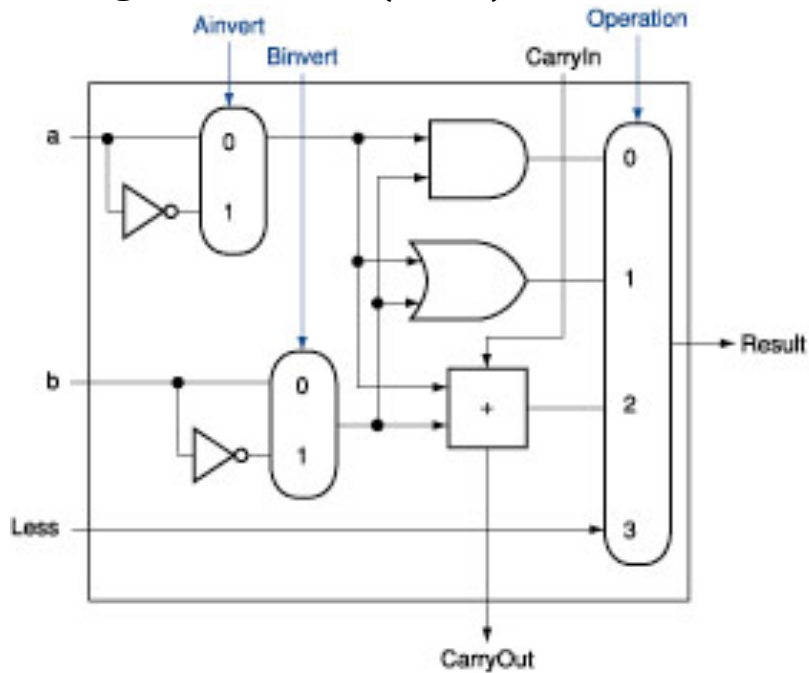
$$\text{Sum} = A \oplus B \oplus \text{Cin}$$

$$\text{Cout} = AB + (A \oplus B)\text{Cin}$$

n-bit adder = n 1-bit adders

Carry-out of each adder = Carry-in of the adder for next two most significant bits being added

# Arithmetic Logic Unit (ALU)



<b>Ainvert</b>	<b>Binvert</b>	<b>Cin</b>	<b>Op1</b>	<b>Op0</b>	<b>Result</b>
0	0	X	0	0	a AND b
0	0	X	0	1	a OR b
0	0	X	1	0	a + b (add)
0	1	1	1	0	a - b
0	1	1	1	1	Set on Less Than

**addition** (a + b)                      **subtraction** (invert b,  $c_{in} = 1$ , a + b)

**AND** gate (a AND b)                      **OR** gate (a OR b)

**NOR** (invert a, invert b, a AND b)

**SLT** (invert b,  $c_{in} = 1$ , so that a - b is performed by the adder; sign bit and overflow bit used to set Less bit which goes to LSB of result)

    if a < b

        LSB of result = '1', other result bits = '0'

    else

        all bits of result = 0

