



Combinational Logic

Karnaugh maps

Building blocks: encoders, decoders, multiplexers



But first...

Recall: *sum of products*

logical sum (OR)

of products (AND)

of inputs or their complements (NOT).

| A | B | C | M |
|---|---|---|---|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 0 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 |

Construct with:

- 1 code detector per 1-valued output row
- 1 large OR of all code detector outputs

Is it minimal?

Gray Codes = reflected binary codes

Alternate binary encoding

designed for electromechanical switches and counting.

| 00 | 01 | 11 | 10 |
|----|----|----|----|
| 0 | 1 | 2 | 3 |

| 000 | 001 | 011 | 010 | 110 | 111 | 101 | 100 |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |

How many bits change when incrementing?

Karnaugh Maps: find (minimal) sums of products



| A | B | C | D | F(A, B, C, D) |
|---|---|---|---|---------------|
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 0 |
| 0 | 0 | 1 | 0 | 0 |
| 0 | 0 | 1 | 1 | 0 |
| 0 | 1 | 0 | 0 | 0 |
| 0 | 1 | 0 | 1 | 0 |
| 0 | 1 | 1 | 1 | 0 |
| 1 | 0 | 0 | 0 | 1 |
| 1 | 0 | 0 | 1 | 1 |
| 1 | 0 | 1 | 0 | 1 |
| 1 | 0 | 1 | 1 | 1 |
| 1 | 1 | 0 | 0 | 1 |
| 1 | 1 | 0 | 1 | 1 |
| 1 | 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 | 0 |

| | | CD | | | |
|----|----|-----------|----|----|----|
| | | gray code | | | |
| | | 00 | 01 | 11 | 10 |
| AB | 00 | 0 | 0 | 0 | 0 |
| | 01 | 0 | 0 | 0 | 1 |
| | 11 | 1 | 1 | 0 | 1 |
| | 10 | 1 | 1 | 1 | 1 |

1. Cover exactly the 1s by drawing a (minimum) number of maximally sized rectangles whose dimensions (in cells) are powers of 2. (They may overlap or wrap around!)
2. For each rectangle, make a *product* of the inputs (or complements) that are 1 for all cells in the rectangle. (*minterms*)
3. Take the *sum* of these products.

Karnaugh Maps and Wrapping

ex

Blocks of 1s in Karnaugh maps can wrap around sides and even 4 corners.

Give the minimal sum-of-products for the Karnaugh map to the left.

| | | CD | | | |
|----|----|----|----|----|----|
| | | 00 | 01 | 11 | 10 |
| AB | 00 | 1 | 0 | 0 | 1 |
| | 01 | 0 | 0 | 0 | 0 |
| | 11 | 1 | 0 | 0 | 1 |
| | 10 | 1 | 0 | 0 | 1 |

The grouping and ordering of variables in a Karnaugh map doesn't matter, but the **AB/CD** ordering is easier to read from a truth table.

Convince yourself that the **AC/DB** table is equivalent to the **AB/CD** table and has the same sum-of-products expression. In this particular AC/DB table, no wrapping is required for the rectangles!

| | | DB | | | |
|----|----|----|----|----|----|
| | | 00 | 01 | 11 | 10 |
| AC | 00 | 1 | | | |
| | 01 | 1 | | | |
| | 11 | 1 | 1 | | |
| | 10 | 1 | 1 | | |

Combinational Logic 5

Karnaugh Maps and Ambiguity

ex

The minimal sum-of-products expression for a Karnaugh map may not be unique.

Ambiguity is introduced when an arbitrary choice needs to be made.

An example of ambiguity is this Karnaugh map. Give four different minimal sum-of-product expressions for this map

| | | CD | | | |
|----|----|----|----|----|----|
| | | 00 | 01 | 11 | 10 |
| AB | 00 | 1 | 1 | 1 | 1 |
| | 01 | 1 | 1 | 0 | 1 |
| | 11 | 1 | 1 | 1 | 1 |
| | 10 | 0 | 0 | 0 | 0 |

Combinational Logic 6

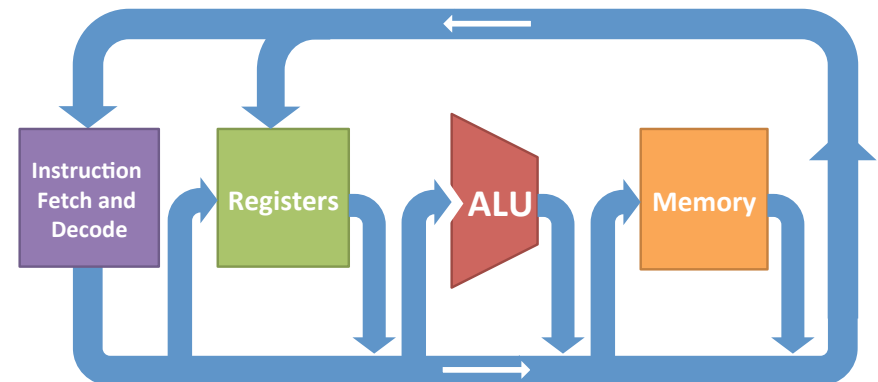
Voting again with Karnaugh Maps

ex

| A | B | C | M |
|---|---|---|---|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 0 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 |

Combinational Logic 7

Goal for next 2 weeks: Simple Processor



Combinational Logic 8

Toolbox: Building Blocks



Microarchitecture

Processor datapath

Instruction Decoder
Arithmetic Logic Unit Memory

Digital Logic

Adders
Multiplexers
Demultiplexers
Encoders
Decoders
Gates

Registers
Flip-Flops
Latches



Devices (transistors, etc.)

Decoders

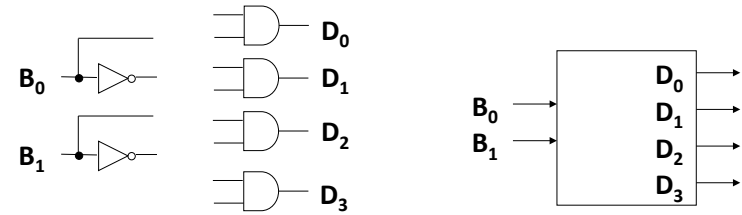


Decodes input number, asserts corresponding output.

n -bit input (an unsigned number)

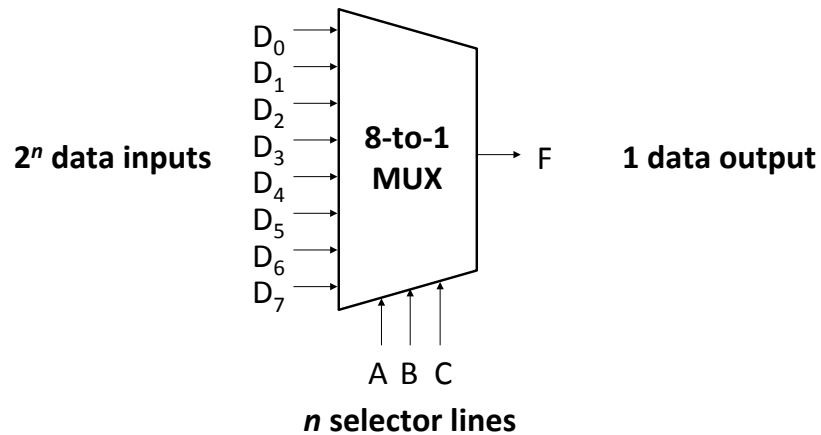
2^n outputs

Built with code detectors.



Multiplexers

Select one of several inputs as output.



Build a 2-to-1 MUX from gates

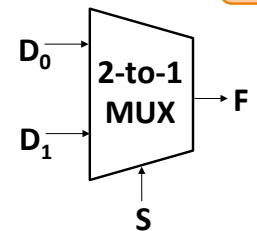


If $S=0$, then $F=D_0$.

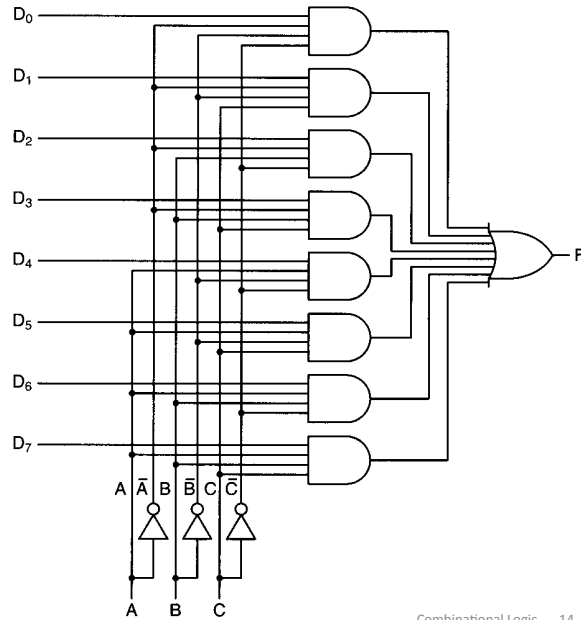
If $S=1$, then $F=D_1$.

1. Construct the truth table.

2. Build the circuit.



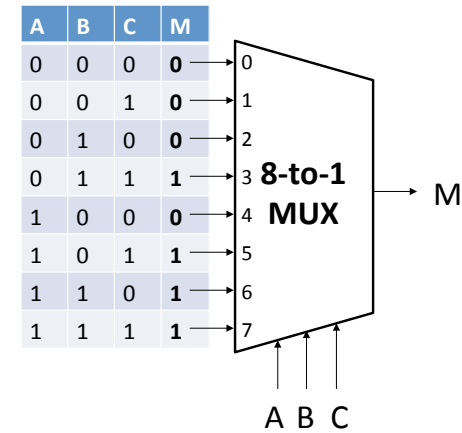
8-to-1 MUX



Costume idea: MUX OX

Combinational Logic 14

MUX + voltage source = truth table



Combinational Logic 15

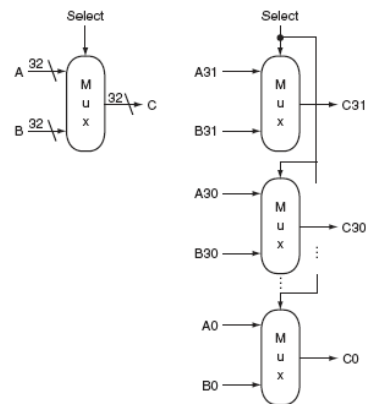
Buses and Logic Arrays

A bus is a collection of data lines treated as a single logical signal.

= fixed-width value

Array of logic elements applies same operation to each bit in a bus.

= bitwise operator



Combinational Logic 16