

**Lecture 22 –
 Representations of Combinatorial Logic Circuits**

2004-10-20



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E-voting talk today →

At 4pm in 306 Soda SU Prof. David Dill will give a talk about important issues in electronic voting. This affects us all! Get there early...



Review...

- We use feedback to maintain state
- Register files used to build memories
- D-FlipFlops used for Register files
- Clocks usually tied to D-FlipFlop load
 - Setup and Hold times important
- Pipeline big-delay CL for faster clock
- Finite State Machines extremely useful
 - You'll see them again in 150, 152 & 164

Representations of CL Circuits...

- Truth Tables
- Logic Gates
- Boolean Algebra

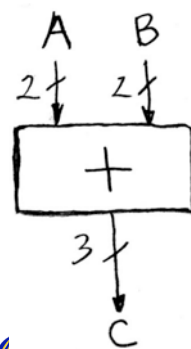
Truth Tables

a	b	c	d	y
0	0	0	0	F(0,0,0,0)
0	0	0	1	F(0,0,0,1)
0	0	1	0	F(0,0,1,0)
0	0	1	1	F(0,0,1,1)
0	1	0	0	F(0,1,0,0)
0	1	0	1	F(0,1,0,1)
0	1	1	0	F(0,1,1,0)
0	1	1	1	F(0,1,1,1)
1	0	0	0	F(1,0,0,0)
1	0	0	1	F(1,0,0,1)
1	0	1	0	F(1,0,1,0)
1	0	1	1	F(1,0,1,1)
1	1	0	0	F(1,1,0,0)
1	1	0	1	F(1,1,0,1)
1	1	1	0	F(1,1,1,0)
1	1	1	1	F(1,1,1,1)

TT Example #1: 1 iff one (not both) a,b=1

a	b	y
0	0	0
0	1	1
1	0	1
1	1	0

TT Example #2: 2-bit adder



A	B	C
$a_1 a_0$	$b_1 b_0$	$c_2 c_1 c_0$
00	00	000
00	01	001
00	10	010
00	11	011
01	00	001
01	01	010
01	10	011
01	11	100
10	00	010
10	01	011
10	10	100
10	11	101
11	00	011
11	01	100
11	10	101
11	11	110

How Many Rows?

TT Example #3: 32-bit unsigned adder

A	B	C
000 ... 0	000 ... 0	000 ... 00
000 ... 0	000 ... 1	000 ... 01
.	.	.
.	.	.
.	.	.
111 ... 1	111 ... 1	111 ... 10

How Many Rows?



TT Example #3: 3-input majority circuit

a	b	c	y
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



Logic Gates (1/2)

AND		<table border="1"> <thead> <tr><th>ab</th><th>c</th></tr> </thead> <tbody> <tr><td>00</td><td>0</td></tr> <tr><td>01</td><td>0</td></tr> <tr><td>10</td><td>0</td></tr> <tr><td>11</td><td>1</td></tr> </tbody> </table>	ab	c	00	0	01	0	10	0	11	1
ab	c											
00	0											
01	0											
10	0											
11	1											
OR		<table border="1"> <thead> <tr><th>ab</th><th>c</th></tr> </thead> <tbody> <tr><td>00</td><td>0</td></tr> <tr><td>01</td><td>1</td></tr> <tr><td>10</td><td>1</td></tr> <tr><td>11</td><td>1</td></tr> </tbody> </table>	ab	c	00	0	01	1	10	1	11	1
ab	c											
00	0											
01	1											
10	1											
11	1											
NOT		<table border="1"> <thead> <tr><th>a</th><th>b</th></tr> </thead> <tbody> <tr><td>0</td><td>1</td></tr> <tr><td>1</td><td>0</td></tr> </tbody> </table>	a	b	0	1	1	0				
a	b											
0	1											
1	0											



And vs. Or review – Dan’s mnemonic

AND Gate

Symbol	Definition															
	<table border="1"> <thead> <tr><th>A</th><th>B</th><th>C</th></tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td></tr> <tr><td>0</td><td>1</td><td>0</td></tr> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>1</td><td>1</td><td>1</td></tr> </tbody> </table>	A	B	C	0	0	0	0	1	0	1	0	0	1	1	1
A	B	C														
0	0	0														
0	1	0														
1	0	0														
1	1	1														



Logic Gates (2/2)

XOR		<table border="1"> <thead> <tr><th>ab</th><th>c</th></tr> </thead> <tbody> <tr><td>00</td><td>0</td></tr> <tr><td>01</td><td>1</td></tr> <tr><td>10</td><td>1</td></tr> <tr><td>11</td><td>0</td></tr> </tbody> </table>	ab	c	00	0	01	1	10	1	11	0
ab	c											
00	0											
01	1											
10	1											
11	0											
NAND		<table border="1"> <thead> <tr><th>ab</th><th>c</th></tr> </thead> <tbody> <tr><td>00</td><td>1</td></tr> <tr><td>01</td><td>1</td></tr> <tr><td>10</td><td>1</td></tr> <tr><td>11</td><td>0</td></tr> </tbody> </table>	ab	c	00	1	01	1	10	1	11	0
ab	c											
00	1											
01	1											
10	1											
11	0											
NOR		<table border="1"> <thead> <tr><th>ab</th><th>c</th></tr> </thead> <tbody> <tr><td>00</td><td>1</td></tr> <tr><td>01</td><td>0</td></tr> <tr><td>10</td><td>0</td></tr> <tr><td>11</td><td>0</td></tr> </tbody> </table>	ab	c	00	1	01	0	10	0	11	0
ab	c											
00	1											
01	0											
10	0											
11	0											



2-input gates extend to n-inputs

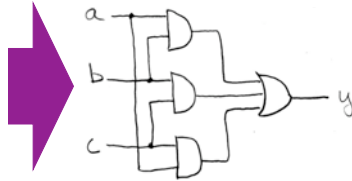
- N-input XOR is the only one which isn't so obvious
- It's simple: XOR is a 1 iff the # of 1s at its input is odd ⇒

a	b	c	y
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



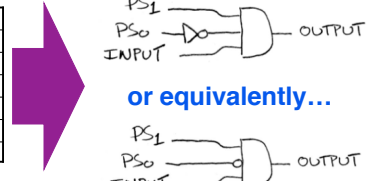
Truth Table \Rightarrow Gates (e.g., majority circ.)

a	b	c	y
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



Truth Table \Rightarrow Gates (e.g., FSM circ.)

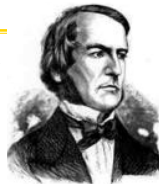
PS	Input	NS	Output
00	0	00	0
00	1	01	0
01	0	00	0
01	1	10	0
10	0	00	0
10	1	00	1



or equivalently...

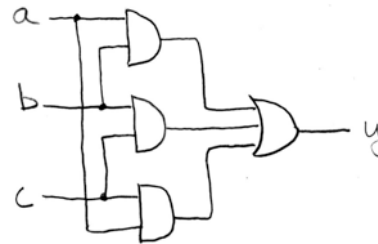
Boolean Algebra

- George Boole, 19th Century mathematician
- Developed a mathematical system (algebra) involving logic
 - later known as “Boolean Algebra”
- Primitive functions: AND, OR and NOT
- The power of BA is there's a one-to-one correspondence between circuits made up of AND, OR and NOT gates and equations in BA



+ means OR, \cdot means AND, \bar{x} means NOT

Boolean Algebra (e.g., for majority fun.)

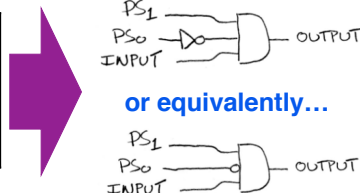


$$y = a \cdot b + a \cdot c + b \cdot c$$

$$y = ab + ac + bc$$

Boolean Algebra (e.g., for FSM)

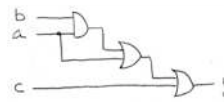
PS	Input	NS	Output
00	0	00	0
00	1	01	0
01	0	00	0
01	1	10	0
10	0	00	0
10	1	00	1



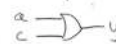
or equivalently...

$$y = PS_1 \cdot \overline{PS_0} \cdot INPUT$$

BA: Circuit & Algebraic Simplification



$$\begin{aligned}
 y &= ((ab) + a) + c \\
 &= ab + a + c \\
 &= a(b + 1) + c \\
 &= a(1) + c \\
 &= a + c
 \end{aligned}$$



original circuit
equation derived from original circuit
algebraic simplification
BA also great for circuit verification
Circ X = Circ Y?
use BA to prove!
simplified circuit

Laws of Boolean Algebra

$x \cdot \bar{x} = 0$	$x + \bar{x} = 1$	complementarity laws of 0's and 1's identities idempotent law commutativity associativity distribution uniting theorem DeMorgan's Law
$x \cdot 0 = 0$	$x + 1 = 1$	
$x \cdot 1 = x$	$x + 0 = x$	
$x \cdot x = x$	$x + x = x$	
$x \cdot y = y \cdot x$	$x + y = y + x$	
$(xy)z = x(yz)$	$(x + y) + z = x + (y + z)$	
$x(y + z) = xy + xz$	$x + yz = (x + y)(x + z)$	
$xy + x = x$	$(x + y)x = x$	
$\bar{x} \cdot \bar{y} = \overline{x + y}$	$\overline{(x + y)} = \bar{x} \cdot \bar{y}$	



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Boolean Algebraic Simplification Example

$$\begin{aligned}
 y &= ab + a + c \\
 &= a(b + 1) + c && \text{distribution, identity} \\
 &= a(1) + c && \text{law of 1's} \\
 &= a + c && \text{identity}
 \end{aligned}$$



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Canonical forms (1/2)

	abc	y	Sum-of-products (ORs of ANDs)
$\bar{a} \cdot \bar{b} \cdot \bar{c}$	000	1	
$\bar{a} \cdot \bar{b} \cdot c$	001	1	
	010	0	
	011	0	
$a \cdot \bar{b} \cdot \bar{c}$	100	1	
	101	0	
$a \cdot b \cdot \bar{c}$	110	1	
	111	0	

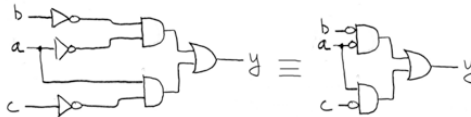


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Canonical forms (2/2)

$$\begin{aligned}
 y &= \bar{a}\bar{b}\bar{c} + \bar{a}\bar{b}c + \bar{a}b\bar{c} + a\bar{b}\bar{c} \\
 &= \bar{a}\bar{b}(\bar{c} + c) + a\bar{c}(\bar{b} + b) && \text{distribution} \\
 &= \bar{a}\bar{b}(1) + a\bar{c}(1) && \text{complementarity} \\
 &= \bar{a}\bar{b} + a\bar{c} && \text{identity}
 \end{aligned}$$



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Peer Instruction

- A. $(a+b) \cdot (\bar{a}+b) = b$
- B. N-input gates can be thought of cascaded 2-input gates. I.e., $(a \Delta bc \Delta d \Delta e) = a \Delta (bc \Delta (d \Delta e))$ where Δ is one of AND, OR, XOR, NAND
- C. You can use NOR(s) with clever wiring to simulate AND, OR, & NOT

ABC
1: FFF
2: FFT
3: FTF
4: FTT
5: TFF
6: TFT
7: TTF
8: TTT

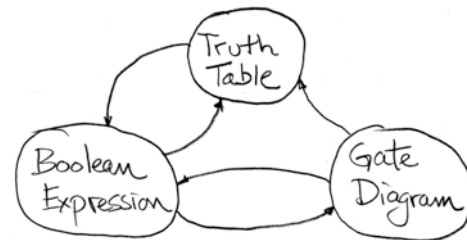


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"And In conclusion..."

- Use this table and techniques we learned to transform from 1 to another



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