# inst.eecs.berkeley.edu/~cs61c UC Berkeley CS61C : Machine Structures

#### Lecture 25 – Representations of Combinational Logic Circuits



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#### Android Brain on Robots! $\Rightarrow$

"Half the weight of some robots is

due to on-board computers and the batteries needed to power them. This lightweight robot uses an Android phone as the brain, with the phone's gyroscope and camera as sensors, with cloud help!" Romotive.com





www.technologyreview.com/business/38953/page1/

CS61C L25 Representations of Combinational Logic Circuits (1)

#### **Review**

- State elements are used to:
  - Build memories
  - Control the flow of information between other state elements and combinational logic
- D-flip-flops used to build registers
- Clocks tell us when D-flip-flops change
  - Setup and Hold times important
- We pipeline long-delay CL for faster clock
- Finite State Machines extremely useful
  - Represent states and transitions

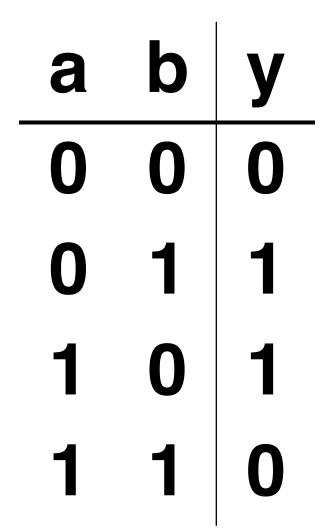


#### **Truth Tables**

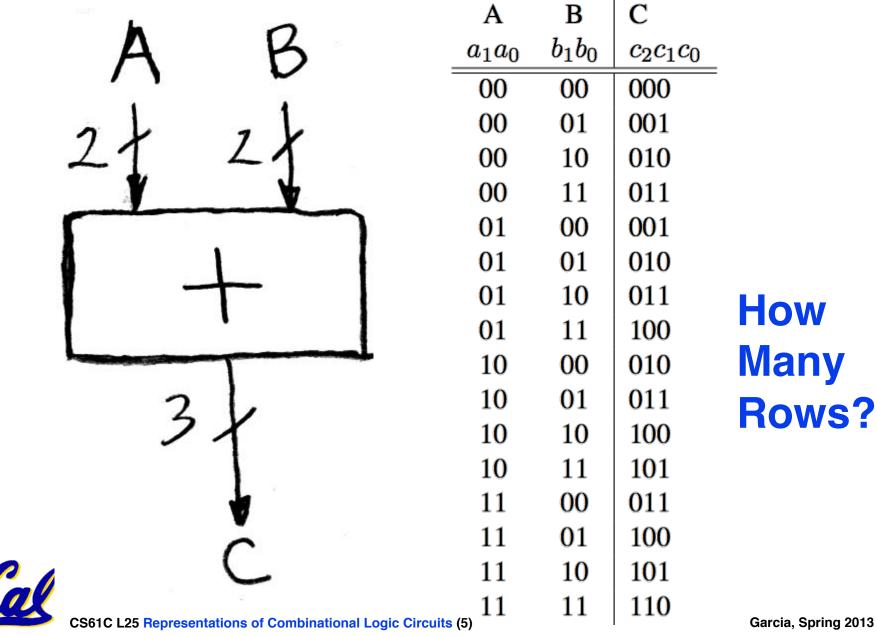
			a	b	с	d	у
			0	0	0	0	F(0,0,0,0)
			0	0	0	1	F(0,0,0,1)
			0	0	1	0	F(0,0,1,0)
		y y	0	0	1	1	F(0,0,1,1)
a	->		0	1	0	0	F(0,1,0,0)
1			0	1	0	1	F(0,1,0,1)
D	1		0	1	1	0	F(0,1,1,0)
C			0	1	1	1	F(0,1,1,1)
			1	0	0	0	F(1,0,0,0)
$\alpha -$	→ (		1	0	0	1	F(1,0,0,1)
			1	0	1	0	F(1,0,1,0)
			1	0	1	1	F(1,0,1,1)
How many Fs (4-input devices)					0	0	F(1,1,0,0)
					0	1	F(1,1,0,1)
	@ Radio Shack?			1	1	0	F(1,1,1,0)
al				1	1	1	F(1,1,1,1)



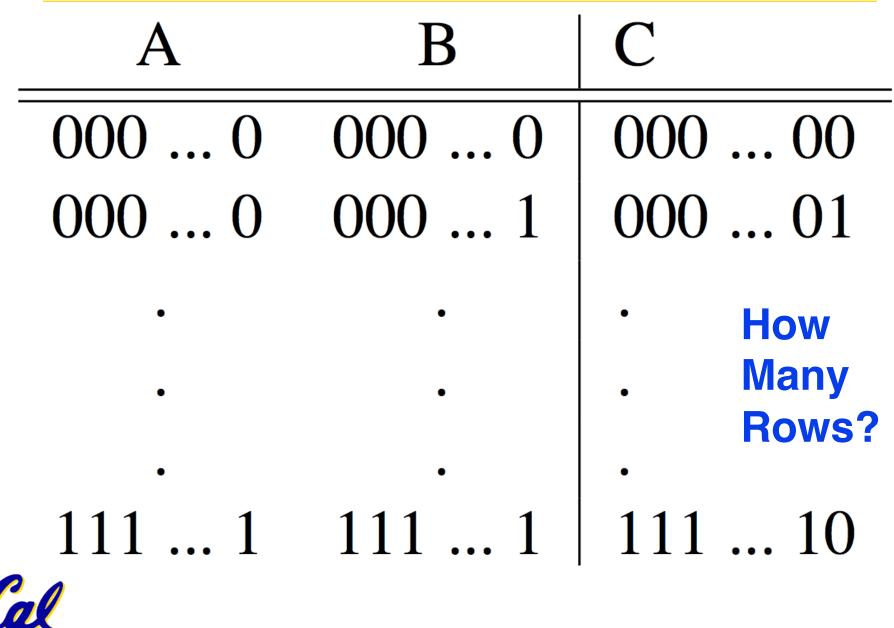
## TT Example #1: 1 iff one (not both) a,b=1



#### **TT Example #2: 2-bit adder**



#### TT Example #3: 32-bit unsigned adder



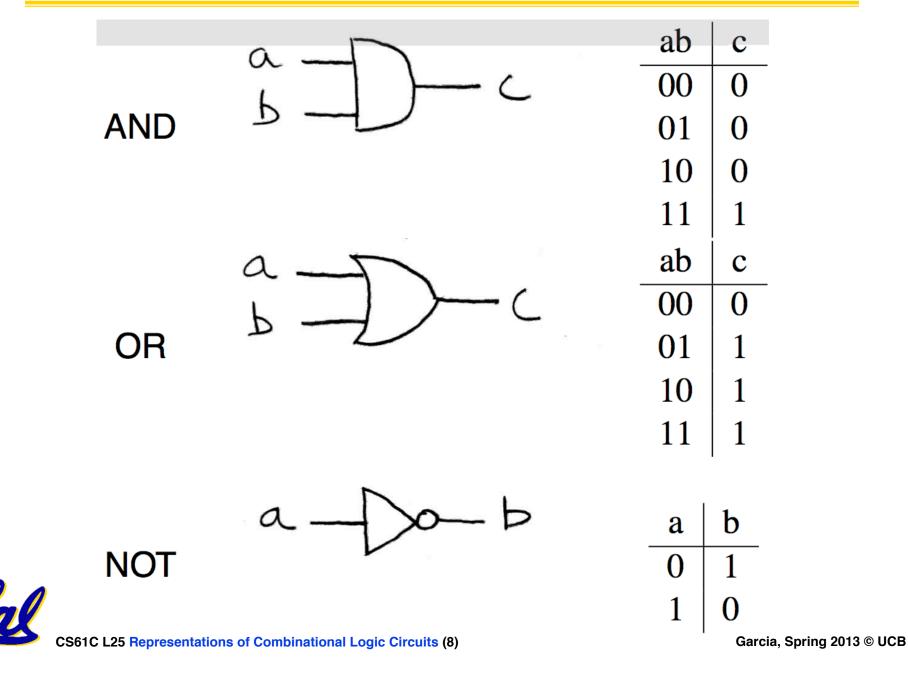
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#### **TT Example #4: 3-input majority circuit**

a	b	C	У
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)

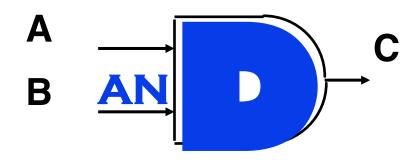


#### And vs. Or review – Dan's mnemonic

# **AND Gate**



#### Definition

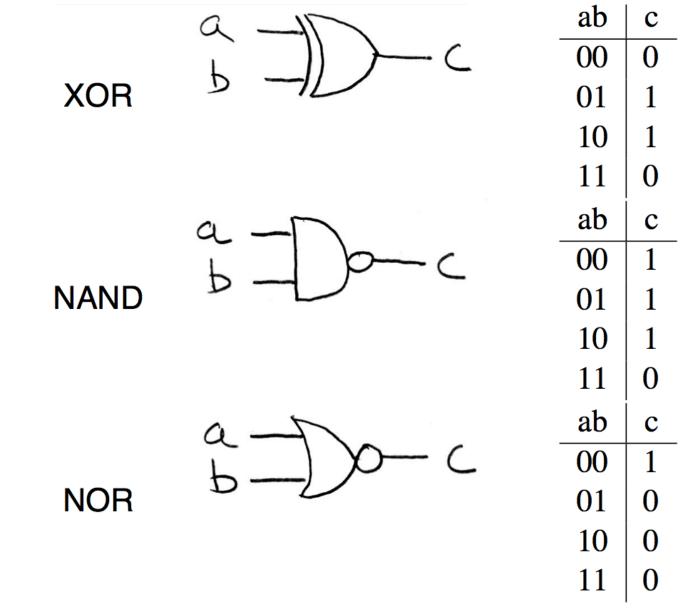


A	B	С
0	0	0
0	1	0
1	0	0
1	1	1



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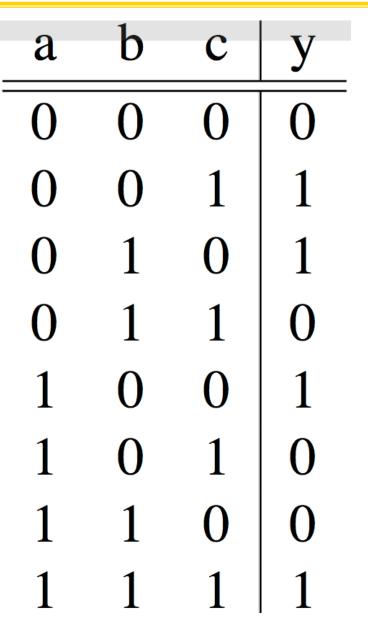
Logic Gates (2/2)



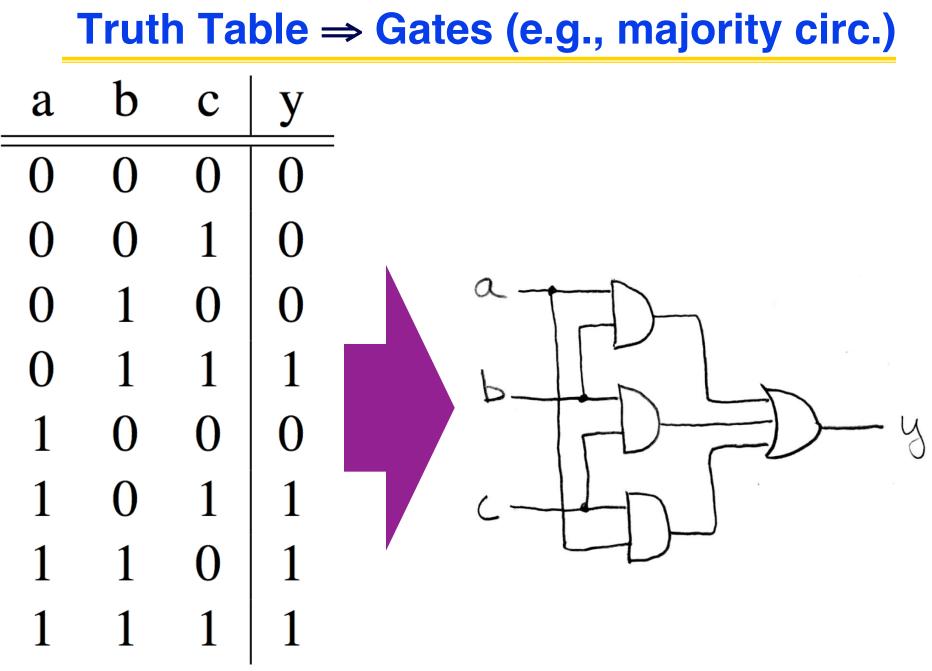
CS61C L25 Representations of Combinational Logic Circuits (10)

# 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 ⇒



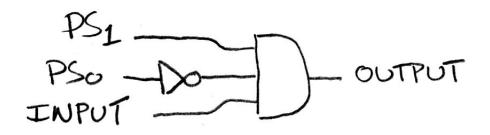




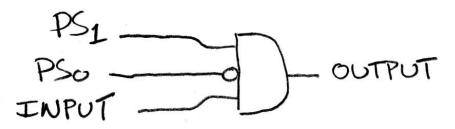


#### Truth Table ⇒ Gates (e.g., FSM circ.)

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...





# Administrivia

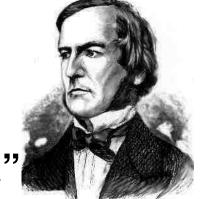
# • How many hours on project 2?

- a) 0-10
- b) 10-20
- c) 30-40
- d) 50-60
- e) 60-70



**Boolean Algebra** 

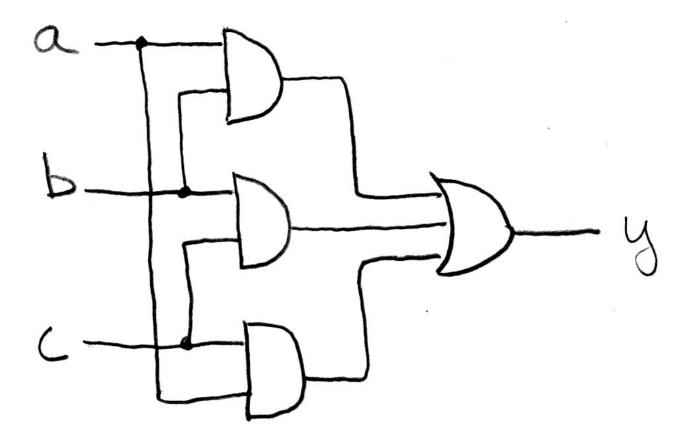
- George Boole, 19<sup>th</sup> Century mathematician
- Developed a mathematical system (algebra) involving logic



- 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



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



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

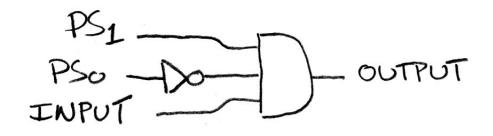
y = ab + ac + bc



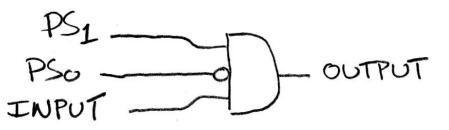
# **Boolean Algebra (e.g., for FSM)**

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...

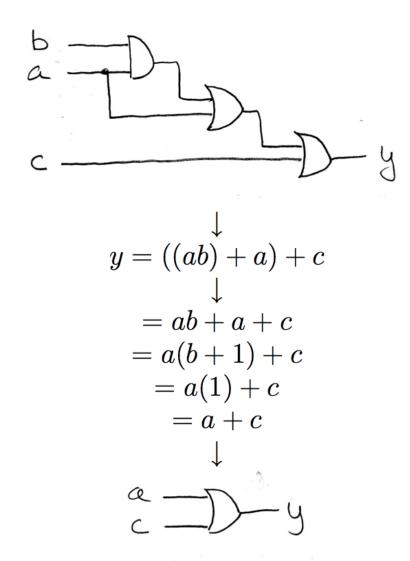


# $y = PS_1 \cdot \overline{PS_0} \cdot INPUT$



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# **BA: Circuit & Algebraic Simplification**



original circuit

equation derived from original circuit

algebraic simplification

BA also great for circuit <u>verification</u> Circ X = Circ Y? use BA to prove!

simplified circuit



#### Laws of Boolean Algebra

$x \cdot \overline{x} = 0$	$x + \overline{x} = 1$
$x \cdot 0 = 0$	x + 1 = 1
$x \cdot 1 = x$	x + 0 = x
$x \cdot x = x$	$x + x = x \qquad \qquad \checkmark$
$x \cdot y = y \cdot x$	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
$\overline{x}y + x = x + y$	$(\overline{x} + y)x = xy$
$\overline{x \cdot y} = \overline{x} + \overline{y}$	$\overline{x+y} = \overline{x} \cdot \overline{y}$

complementarity laws of 0's and 1's identities idempotent law commutativity associativity distribution uniting theorem uniting theorem v.2 DeMorgan's Law

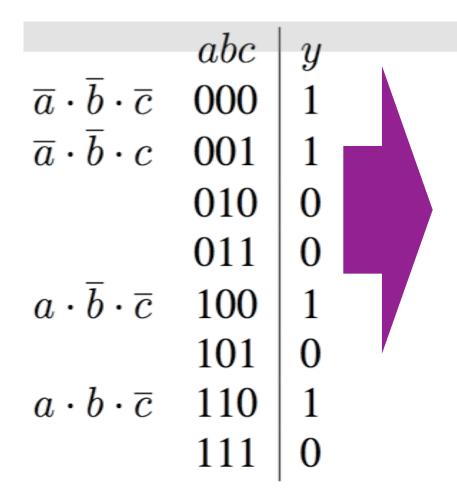


#### **Boolean Algebraic Simplification Example**

$$y = ab + a + c$$
  
=  $a(b+1) + c$  distribution, identity  
=  $a(1) + c$  law of 1's  
=  $a + c$  identity



# **Canonical forms (1/2)**



#### Sum-of-products (ORs of ANDs)



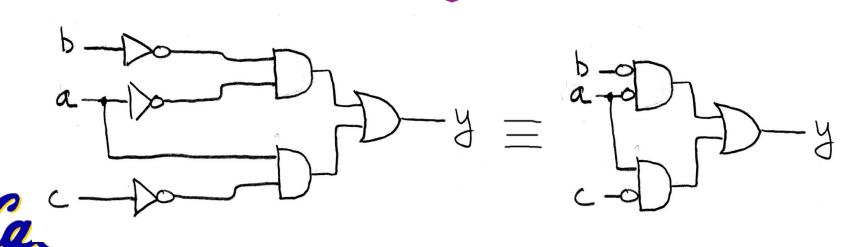
# **Canonical forms (2/2)**

$$y = \overline{a}\overline{b}\overline{c} + \overline{a}\overline{b}c + a\overline{b}\overline{c} + ab\overline{c}$$
  

$$= \overline{a}\overline{b}(\overline{c} + c) + a\overline{c}(\overline{b} + b) \quad distribution$$
  

$$= \overline{a}\overline{b}(1) + a\overline{c}(1) \quad complementarity$$
  

$$= \overline{a}\overline{b} + a\overline{c} \quad identity$$



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

123 ननन FFT **a**: **b**: FTF **b**: FTT TFF **C**: **d** : ͲϝͲ **d** : ͲͲϝ TTT **e**:

USOIC L25 Representations of Combinational Logic Circuits (23)

# **Peer Instruction Answer**

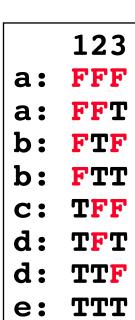
- 1)  $(a+b)\cdot(\overline{a+b}) = a\overline{a}+ab+b\overline{a}+bb = 0+b(a+\overline{a})+b = b+b = b TRUE$
- 2) (next slide)
- 3) You can use NOR(s) with clever wiring to simulate AND, OR, & NOT.

 $NOR(a,a) = \overline{a+a} = \overline{aa} = \overline{a}$ 

Using this NOT, can we make a NOR an OR? An And?

1) 
$$(a+b) \cdot (\overline{a}+b) = b$$

- 2) 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  $\Delta$  is one of AND, OR, XOR, NAND
- 3) You can use NOR(s) with clever wiring to simulate AND, OR, & NOT



USOIC L25 Representations of Combinational Logic Circuits (24)

# **Peer Instruction Answer (B)**

2) 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  $\Delta$  is one of AND, OR, XOR, NAND...FALSE

Let's confirm!

CORRECT 3-input				CORRECT				
XYZ	AND	OR	XOR	NAND	YZ	AND	OR	
000	0	0	0	1	00	0	0	
001	0	1	1	1	01	0	1	
010	0	1	1	1	10	0	1	İ
011	0	1	0	1	11	1	1	
100	0	1	1	1				-
101	0	1	0	1				
110	0	1	0	1				
111	1	1	1	0				



2-input

1 1

XOR | NAND

"And In conclusion..."

- Pipeline big-delay CL for faster clock
- Finite State Machines extremely useful
  - You'll see them again in 150, 152 & 164
- Use this table and techniques we learned to transform from 1 to another

