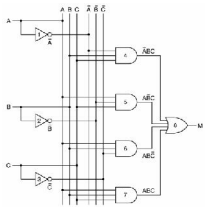
Luento 3

Tietokoneen rakenne

Digital logic



Stallings: Appendix B

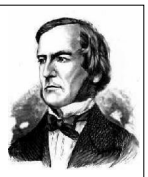
- Boolean Algebra
- Combinational Circuits
- Simplification
- Sequential Circuits

Tietokoneen rakenne

Boolean Algebra

Boolean Algebra

- **George Boole**
  - ideas 1854
- **Claude Shannon**
  - apply to circuit design, 1938
  - "father of information theory"



Topics:

- **Describe digital circuitry function**
  - programming language?
- **Optimise given circuitry**
  - use algebra (Boolean algebra) to manipulate (Boolean) expressions into simpler expressions

(piirisuunnittelu)

Boolean Algebra

- **Variables: A, B, C**
- **Values: TRUE (1), FALSE (0)**
- **Basic logical operations:**
  - binary: AND (·) $A \bullet B = AB$ ja, tulo,
    OR (+) $B + C$ tai, yhteenlasku,
  - unary: NOT (¯) $\overline{A}$ ei negaatio
- **Composite operations, equations**
  - precedence: NOT, AND, OR
  - parenthesis

$$D = A + \overline{B} \bullet C = A + ((\overline{B})C)$$

Boolean Algebra

- **Other operations**
  - NAND
  - NOR

$$A \text{ NAND } B = \text{NOT } (A \text{ AND } B) = \overline{AB}$$

$$A \text{ NOR } B = \text{NOT } (A \text{ OR } B) = \overline{A + B}$$

- **Truth tables**
  - What is the result of the operation?

Boolean Operators

P	Q	NOT P	P AND Q	P OR Q	P XOR Q	P NAND Q	P NOR Q
0	0	1	0	0	0	1	1
0	1	1	0	1	1	1	0
1	0	0	0	1	1	1	0
1	1	0	1	1	0	0	0

(Sta06 Table B.1)

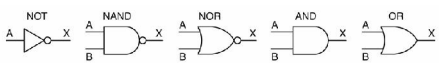
Postulates and Identities

- **How can I manipulate expressions?**
  - Simple set of rules?

Basic Postulates		
A • B = B • A	A + B = B + A	Commutative Laws
A • (B + C) = (A • B) + (A • C)	A + (B • C) = (A + B) • (A + C)	Distributive Laws
1 • A = A	0 + A = A	Identity Elements
A • $\overline{A}$ = 0	A + $\overline{A}$ = 1	Inverse Elements
Other Identities		
0 • A = 0	1 + A = 1	
A • A = A	A + A = A	
A • (B • C) = (A • B) • C	A + (B + C) = (A + B) + C	Associative Laws
$\overline{A \ B} = \overline{A} + \overline{B}$	$\overline{A + B} = \overline{A} \ \overline{B}$	DeMorgan's Theorem

(Sta06 Table B.2)

Gates (veräjät / portit)



- **Implement basic Boolean algebra operations**
- **Fundamental building blocks**
  - 1 or 3 inputs, 1 output
- **Combine to build more complex circuits**
  - memory, adder, multiplier, ... yhteenlaskupiiri, kertolaskupiiri
- **Gate delay**
  - change inputs, after gate delay new output available
  - 1 ns? 10 ns? 0.1 ns?

(extra material)

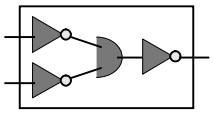
Sta06 Fig B.1

Functionally Complete Set

funktionaalisesti täydellinen joukko

- **Can build all basic gates (AND, OR, NOT) from a smaller set of gates**
  - With AND, NOT
  - With OR, NOT
  - With NAND alone
  - With NOR alone

$$A + B = \overline{\overline{A} \bullet \overline{B}}$$



OR

Sta06 Fig B.2, B.3

Combinational Circuits

yhdistelmäpiirit

- **Interconnected set of gates**
  - m inputs, n outputs
  - change inputs, wait for gate delays, new outputs
- **Each output**
  - depends on combination of input signals
  - can be expressed as Boolean function of inputs
- **Function can be described in three ways**
  - with Boolean equations (one equation for each output)
  - with truth table
  - with graphical symbols for gates and wires

Describing the Circuit

- **Boolean equations**

$$F = \overline{A}B\overline{C} + \overline{A}BC + AB\overline{C}$$

- **Truth table**

<---------- inputs ---------->			<- output ->
A	B	C	F
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	0

(Sta06 Table B.3)

- **Graphical symbols** Sta06 Fig B.4

Tietokoneen rakenne

Simplification

Piirin yksinkertaistaminen

Simplify Presentation (and Implementation)

- **Boolean equations** Sta06 Table B.3, Sta06 Fig B.4
  - Sum of products form (SOP)

$$F = \overline{A}B\overline{C} + \overline{A}BC + AB\overline{C}$$

  - Product of sums form (POS)

$$F = (A+B+C) \bullet (A+B+\overline{C}) \bullet (\overline{A}+B+C) \bullet (\overline{A}+B+\overline{C}) \bullet (\overline{A}+\overline{B}+\overline{C})$$

Boolean algebra

Sta06 Fig B.5

- Which presentation is better?
  - Fewer gates? Smaller area on chip?
  - Smaller circuit delay? Faster?

Algebraic Simplification

- **Circuits become too large to handle?**
- **Use basic identities to simplify Boolean expressions**

$$F = \overline{A}B\overline{C} + \overline{A}BC + AB\overline{C}$$
$$= \overline{A}B + B\overline{C} = B(\overline{A} + \overline{C})$$

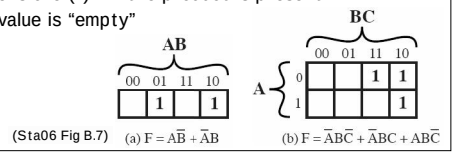
Sta06 Fig B.4 → Sta06 Fig B.6

- **May be difficult to do**
- **How to do it automatically?**
- **Build a program to do it "best"?**

$$f = \bar{a}\bar{b}cd + \bar{a}bcd + a\bar{b}cd + abcd$$
$$+ abc\bar{d} + ab\bar{c}d + \bar{a}bc\bar{d} + a\bar{b}c\bar{d}$$

Karnaugh Map

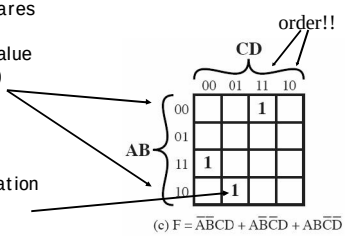
- **Represent Boolean function (i.e., circuit) truth table in another way**
  - Use canonical form: each term has each variable once
  - Use SOP presentation
- **Karnaugh map squares**
  - Each square is one product (input value combination)
  - Value is one (1) iff the product is present
    o/w value is "empty"



(Sta06 Fig B.7) (a) $F = A\overline{B} + \overline{A}B$ (b) $F = \overline{A}B\overline{C} + \overline{A}BC + AB\overline{C}$

Karnaugh Map

- Adjacent squares differ only in one input value (wrap around)
- Square for input combination $A\overline{B}\overline{C}D = 1001$

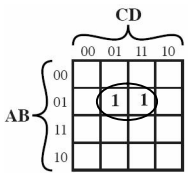


(c) $F = \overline{A}B\overline{C}D + A\overline{B}\overline{C}D + AB\overline{C}\overline{D}$

(Sta06 Fig B.7)

Karnaugh Map Simplification

- **If adjacent squares have value 1, input values differ only in one variable**
- **Value of that variable is irrelevant (when all other input variables are fixed for those squares)**



- **Can ignore that variable for those expressions**
  - ... + $\overline{A}B\overline{C}D + \overline{A}BCD$ + ... ignore C ... + $\overline{A}BD$ + ...

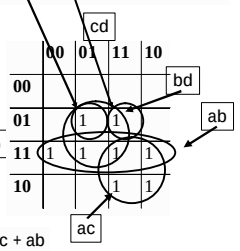
Using Karnaugh Maps to Minimize Boolean Functions (8)

Original function

$$f = \bar{a}\bar{b}cd + \bar{a}bcd + a\bar{b}cd + abcd$$
$$+ abc\bar{d} + ab\bar{c}d + \bar{a}bc\bar{d} + a\bar{b}c\bar{d}$$

Canonical form (already OK)

Karnaugh Map



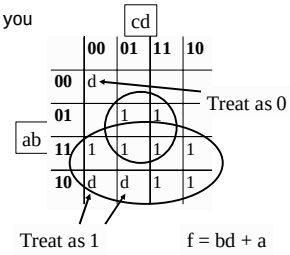
Find smallest number of circles, each with largest number (2^i) of 1's
- can wrap-around

Select parameter combinations corresponding to the circles

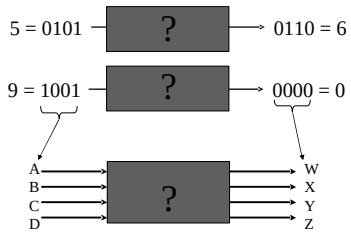
Get reduced function f = bd + ac + ab

Impossible Input Variable Combinations

- **What if some input combinations can never occur?**
  - Mark them "don't care", "d"
  - treat them as 0 or 1, whichever is best for you
  - more room to optimize



Example: Circuit to add 1 (mod 10) to 4-bit BCD decimal number (3)



- **Truth table?**
- **Karnaugh maps for W, X, Y and Z?**

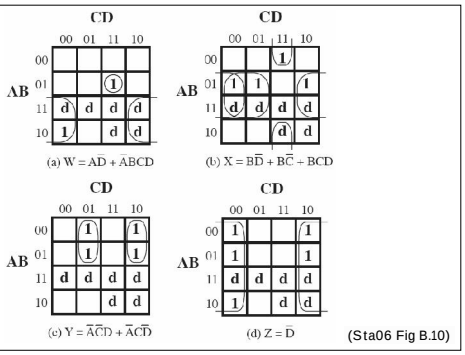
Example cont.: Truth Table

Truth Table for the One-Digit Packed Decimal Incrementer

Number	Input A	B	C	D	Number	Output W	X	Y	Z
0	0	0	0	0	1	0	0	0	1
1	0	0	0	1	2	0	0	1	0
2	0	0	1	0	3	0	0	1	1
3	0	0	1	1	4	0	1	0	0
4	0	1	0	0	5	0	1	0	1
5	0	1	0	1	6	0	1	1	0
6	0	1	1	0	7	0	1	1	1
7	0	1	1	1	8	1	0	0	0
8	1	0	0	0	9	1	0	0	1
9	1	0	0	1	0	0	0	0	0
Don't care condition	1	0	1	0		d	d	d	d
	1	0	1	1		d	d	d	d
	1	1	0	0		d	d	d	d
	1	1	0	1		d	d	d	d
	1	1	1	0		d	d	d	d
	1	1	1	1		d	d	d	d

(Sta06 Table B.4)

Example cont: Karnaugh Map



(Sta06 Fig B.10)

Other Methods to simplify Boolean expressions

- **Why?**
  - Karnaugh maps become complex with 6 input variables
- **Quine-McKluskey method**
  - Tabular method
  - Automatically suitable for programming
- **Luque Method**
  - Based on dividing circle in different ways
  - Can be fractally expanded to infinitely many variables
- **Interesting, but not part of this course**
- **Details skipped**

Tietokoneen rakenne

Basic Combinatorial Circuits

Building blocks for more complex circuits

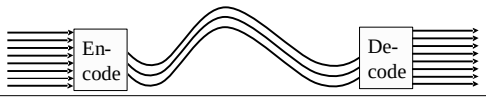
- Multiplexer
- Encoders/decoder
- Read-Only-Memory
- Adder

Multiplexers

- **Select one of many possible inputs to output**
  - black box Sta06 Fig B.12
  - truth table Sta06 Table B.7
  - implementation Sta06 Fig B.13
- **Each input/output "line" can be many parallel lines**
  - select one of three 16 bit values
    - $C_{0..15}$, $IR_{0..15}$, $ALU_{0..15}$
  - simple extension to one line selection Sta06 Fig B.14
    - lots of wires, plenty of gates …

Encoders/Decoders

- **Only one of many Encoder input or Decoder output lines can be 1**
- **Encode that line number as output**
  - hopefully less pins (wires) needed this way
  - optimise for space, not for time
  - Example: Sta06 Fig B.15
    - encode 8 input wires with 3 output pins
    - route 3 wires around the board
    - decode 3 wires back to 8 wires at target



Read-Only-Memory (ROM) (5)

- **Given input values, get output value**
  - Like multiplexer, but with fixed data
- **Consider input as address, output as contents of memory location**
- **Example**
  - Truth tables for a ROM Sta06 Table B.8
    - 64 bit ROM
    - 16 words, each 4 bits wide

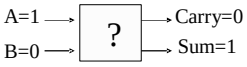
Mem (7) = 4

Mem (11) = 14

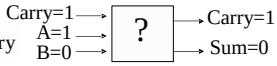
  - Implementation with decoder & or gates Sta06 Fig B.20

Adders

1-bit adder



1-bit adder with carry



Implementation Sta06 Table B.9, Fig B.22

Build a 4-bit adder from four 1-bit adders Sta06 Fig B.21

Tietokoneen rakenne

Sequential Circuits

sarjalliset piirit

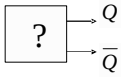
- Flip-Flop
- S-R Latch
- Registers
- Counters

Sequential Circuit (sarjallinen piiri)

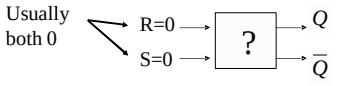
- **Circuit has (modifiable) internal state**
  - remembers its previous state
- **Output of circuit depends (also) on internal state**
  - not only from current inputs
  - output = f_o(input, state)
  - new state = f_s(input, state)
- **Circuits needed for**
  - processor control
  - registers
  - memory

Flip-Flop (kiikku)

- **2 states for Q (0 or 1, true or false)**
- **2 outputs**
  - complement values
  - both always available on different pins
- **Need to be able to change the state (Q)**

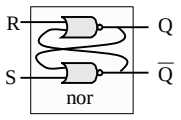


S-R Flip-Flop or S-R Latch



S = "SET" = "Write 1" = "set S=1 for a short time"
R = "RESET" = "Write 0" = "set R=1 for a short time"

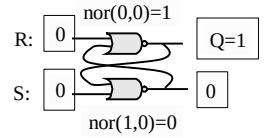
nor (0, 0) = 1
nor (0, 1) = 0
nor (1, 0) = 0
nor (1, 1) = 0



S-R Latch Stable States (4)

- **1 bit memory (value = value of Q)**
- **bi-stable, when R=S=0**
  - Q=0?
  - Q=1?

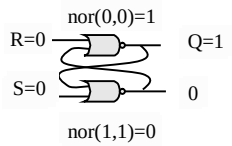
nor (0, 0) = 1
nor (0, 1) = 0
nor (1, 0) = 0
nor (1, 1) = 0



- output = f_o(input, state),
- state = f_s(input, state)

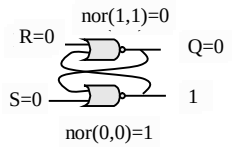
S-R Latch Set (=1) and Reset (=0) (17)

Write 1: S= $0 \rightarrow 1 \rightarrow 0$



Write 0: R= $0 \rightarrow 1 \rightarrow 0$

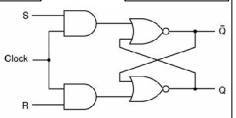
nor (0, 0) = 1
nor (0, 1) = 0
nor (1, 0) = 0
nor (1, 1) = 0



Clocked Flip-Flops

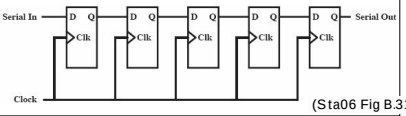
- **State change can happen only when clock is 1**
  - more control on state changes
- **Clocked S-R Flip-Flop** Sta06 Fig B.26
- **D Flip-Flop** Sta06 Fig B.27
  - only one input D
    - § D = 1 and CLOCK ž write 1
    - § D = 0 and CLOCK ž write 0
- **J-K Flip-Flop** Sta06 Fig B.28
  - Toggle Q when J=K=1

Sta06 Fig B.29



Registers

- **Parallel registers** Sta06 Fig B.30
  - read/write
  - CPU user registers
  - additional internal registers
- **Shift Registers**
  - shifts data 1 bit to the right
  - serial to parallel?
  - ALU ops?
  - rotate?

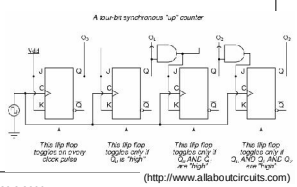


(Sta06 Fig B.31)

Counters

- **Add 1 to stored counter value**
- **Counter**
  - parallel register plus increment circuits
- **Ripple counter** (aalto, viive)
  - asynchronous
  - increment least significant bit, and handle "carry" bit as far as needed
- **Synchronous counter**
  - modify all counter flip-flops simultaneously
  - faster, more complex, more expensive

Sta06 Fig B.32



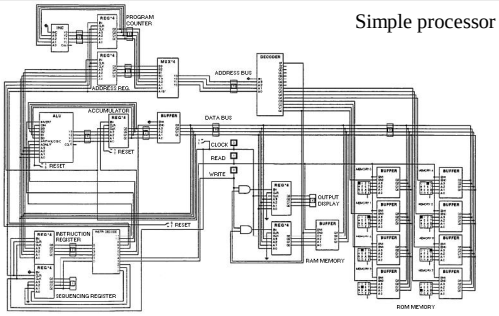
(http://www.allaboutcircuits.com)

Summary

- **Boolean Algebra ž Gates ž Circuits**
  - can implement all with NANDs or NORs
  - simplify circuits:
    - Karnaugh, (Quine-McKluskey, Luque, …)
- **Components for CPU design**
  - ROM, adder
  - multiplexer, encoder/decoder
  - flip-flop, register, shift register, counter

-- End of Appendix B: Digital Logic --

Simple processor



http://www.gamezero.com/team-0/articles/math_magic/micro/stage4.html

Kertauskysymyksiä

- **DeMorganin laki?**
- **Miten boolen funktio minimoidaan Karnaugh kartan avulla?**
- **Mitä eroa sarjallisessa piirissä on verrattuna "normaaliin" kombinatoriseen piiriin?**
- **Miten S-R kiikku toimii?**