

Combinatorial Logic

CS 64: Computer Organization and Design Logic
Lecture #13
Winter 2019

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Administrative

- Lab #6
 - Due by **Monday**

Any Questions From Last Lecture?

Any Questions About the Labs?

5 Minute Pop Quiz!

- Given the following K-Map for binary function **F**:

| <i>B</i> \ <i>AC</i> | 00 | 01 | 11 | 10 |
|----------------------|----|----|----|----|
| 0 | 1 | | | 1 |
| 1 | 1 | 1 | 1 | |

- Group properly and write the optimized function **F**
- draw the circuit

5 Minute Pop Quiz!

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|----------------------|----|----|----|----|
| 0 | 1 | | | 1 |
| 1 | 1 | 1 | 1 | |

The K-Map is annotated with red dashed boxes and arrows. A horizontal dashed box with arrows at both ends encloses the cells (0,00), (0,10), (1,00), and (1,01). A vertical dashed box encloses the cells (0,00) and (1,00). Another vertical dashed box encloses the cells (1,01) and (1,11).

- a) Group properly and write the optimized function **F**

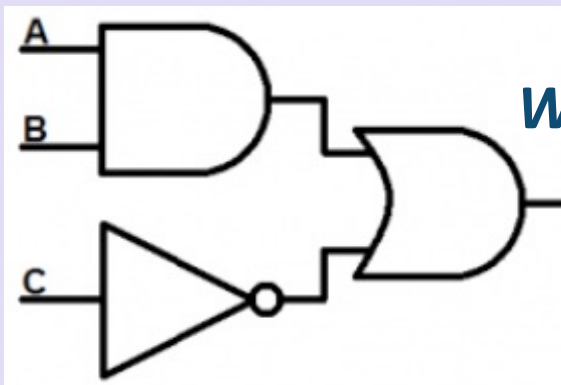
$$F = !B!C + BC + !A!C$$

- b) draw the circuit

See black board

Combinatorial Logic Designs

- When you *combine* multiple logic blocks together to form a more complex logic function/circuit



What is the output?

$$A.B + \overline{C}$$

What is its truth table?

| A | B | C | F |
|---|---|---|---|
| 0 | 0 | 0 | 1 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 1 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 |

What is its K-Map?

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

Combinatorial Logic

- Combines multiple logic blocks
- The output is a function **only** of the present inputs
- There is no memory of past “states”
 - That is, the output changes *as soon as* any of the inputs change

Popular Combinatorial Logic Example: The Multiplexer

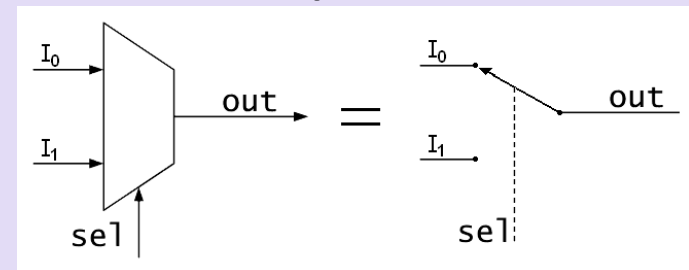
- A logical selector:
 - Select either input A or input B to be the output

```
// if s = 0, output is a
// if s = 1, output is b
int mux(int a, int b, int s)
{
    if (!s) return a;
    else return b;
}
```

Multiplexer

(Mux for short)

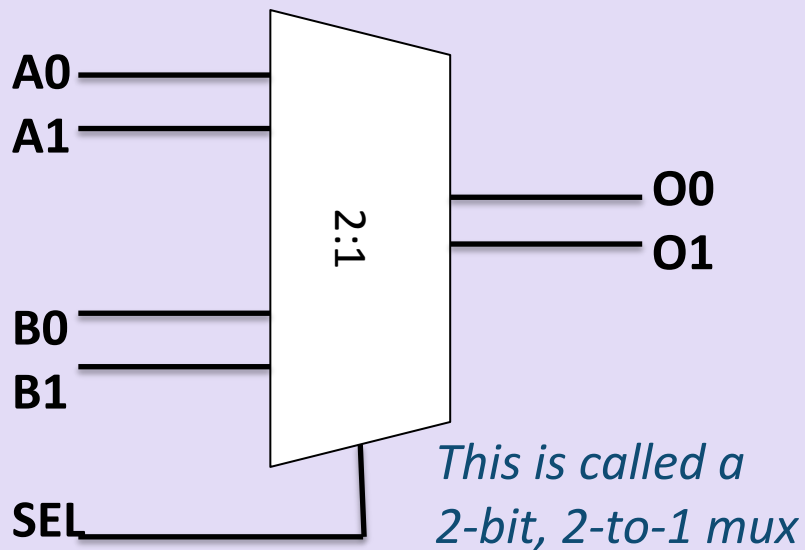
- Typically has 3 *groups of* inputs and 1 output
 - IN: 2 data , 1 select
 - OUT: 1 data



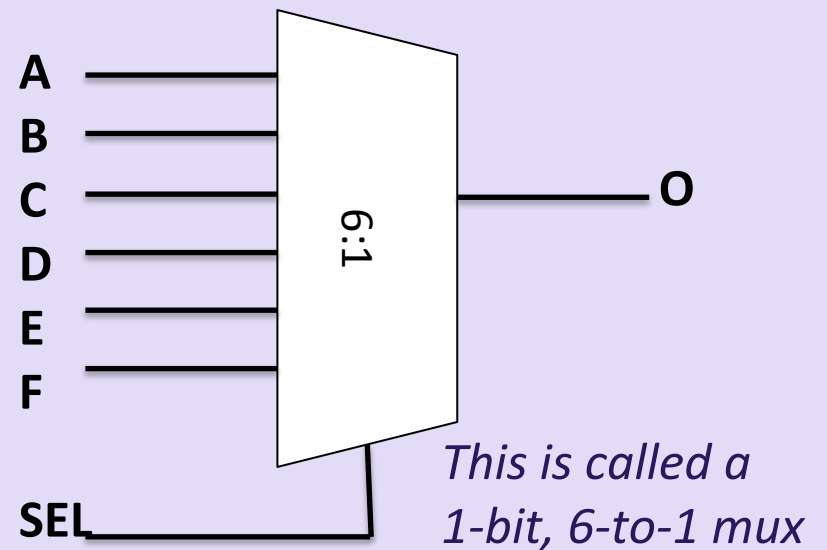
- 1 of the input data lines gets selected to become the output, based on the 3rd (select) input
 - If “Sel” = 0, then I_0 gets to be the output
 - If “Sel” = 1, then I_1 gets to be the output
- The opposite of a Mux is called a **Demultiplexer** (or **Demux**)

Mux Configurations

Muxes can have I/O that are multiple bits

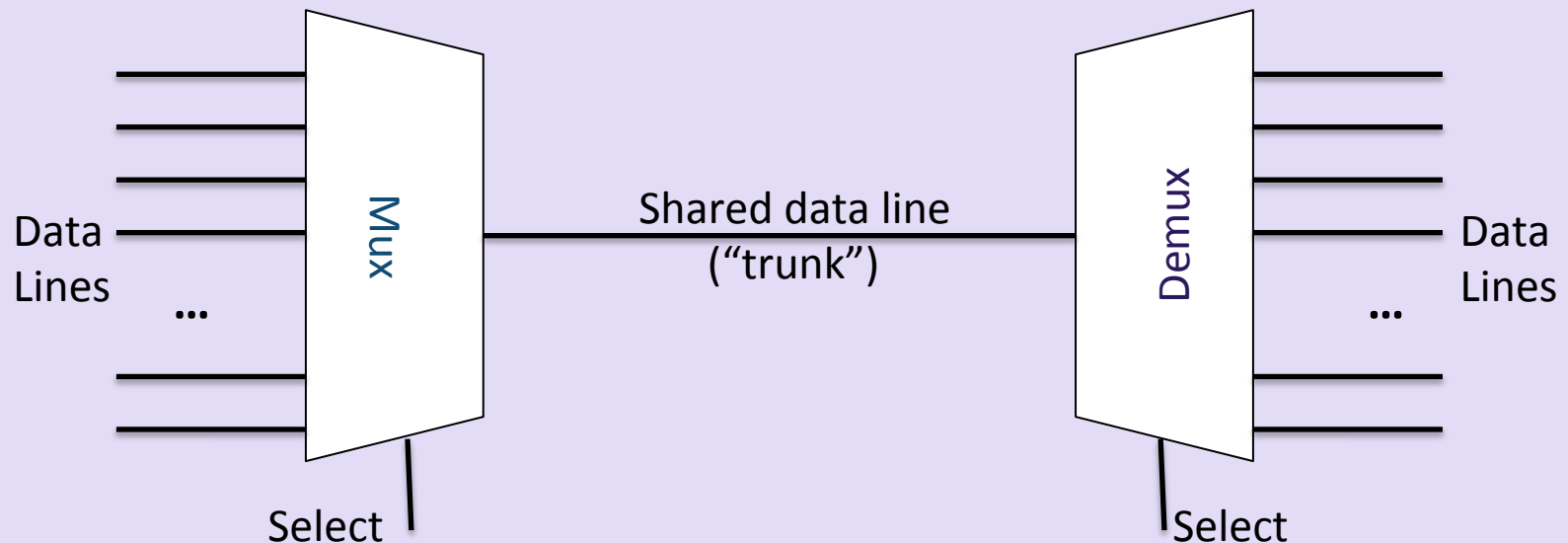


Or they can have more than two data inputs



The Use of Multiplexers

- Makes it possible for several signals (variables) to share one resource
 - Very commonly used in data communication lines



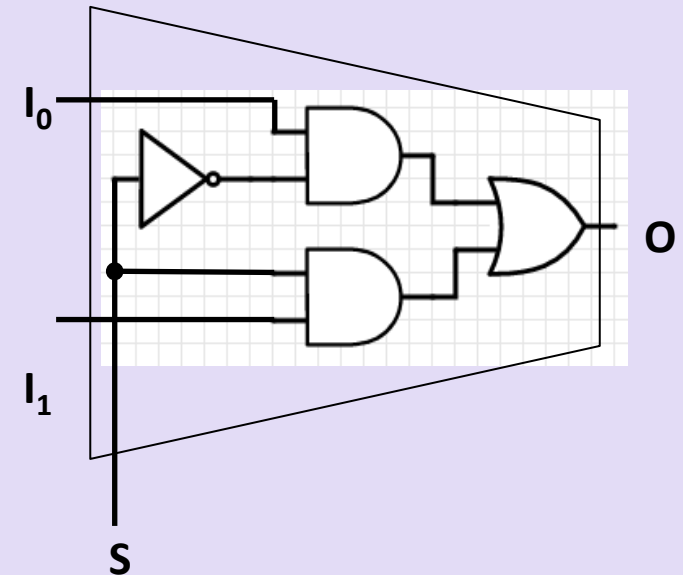
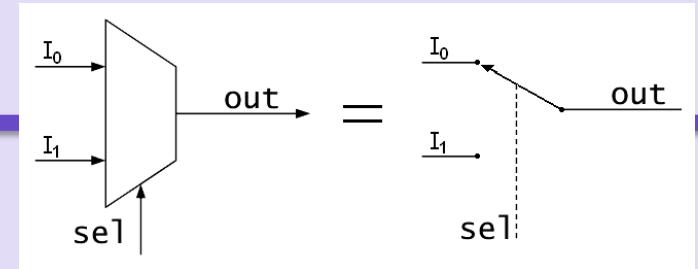
Mux Truth Table and Logic Circuit

1-bit Mux

| I_0 | I_1 | S | O |
|-------|-------|-----|-----|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 |

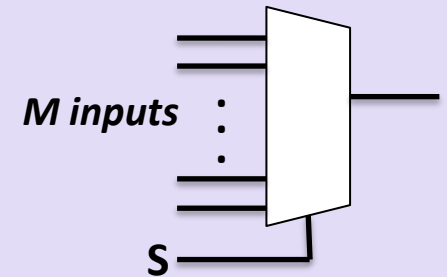
| S | $I_0 I_1$ | | | |
|-----|-----------|----|----|----|
| | 00 | 01 | 11 | 10 |
| 0 | | | 1 | 1 |
| 1 | | 1 | 1 | |

$$O = S \cdot I_1 + S' \cdot I_0$$



• = lines are physically connected

Selection Lines in Muxes



- General mux description: **N-bit, M-to-1**
- Where: N = how “wide” the input is (# of input bits, min. 1)
 M = how many inputs to the mux (min. 2)
- The “select” input (S) has to be able to select **1 out of M inputs**
 - So, if $M = 2$, S should be at least 1 bit (*S = 0 for one line, S = 1 for the other*)
 - But if $M = 3$, S should be at least **2 bits** (*why?*)
 - If $M = 4$, S should be ??? (**ANS:** at least 2 bits)
 - If $M = 5$, S should be ??? (**ANS:** at least 3 bits)

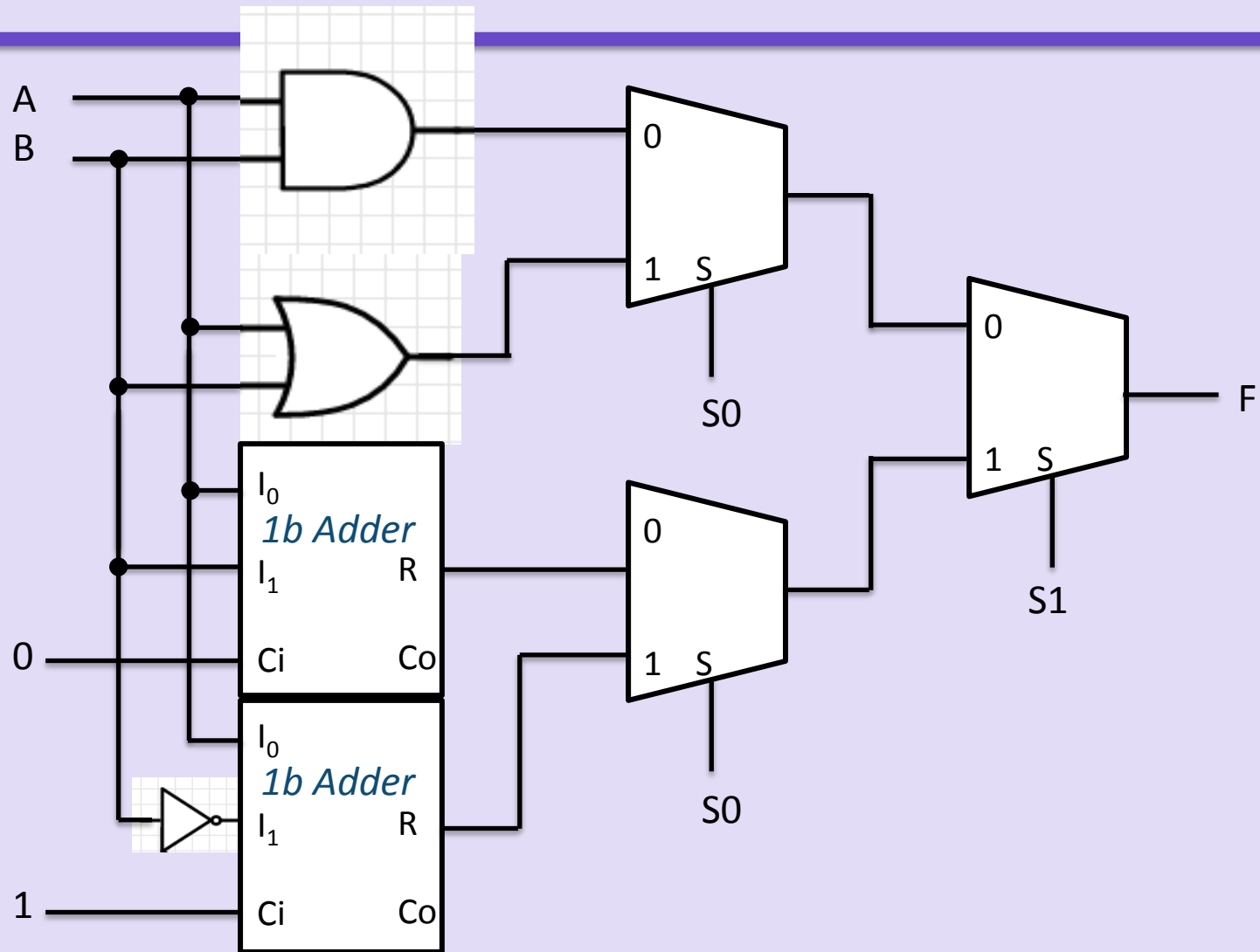
Combining Muxes Together

Can I do a **4:1** mux from 2:1 muxes?

Generally, you can do **$2^n:1$** muxes from 2:1 muxes.

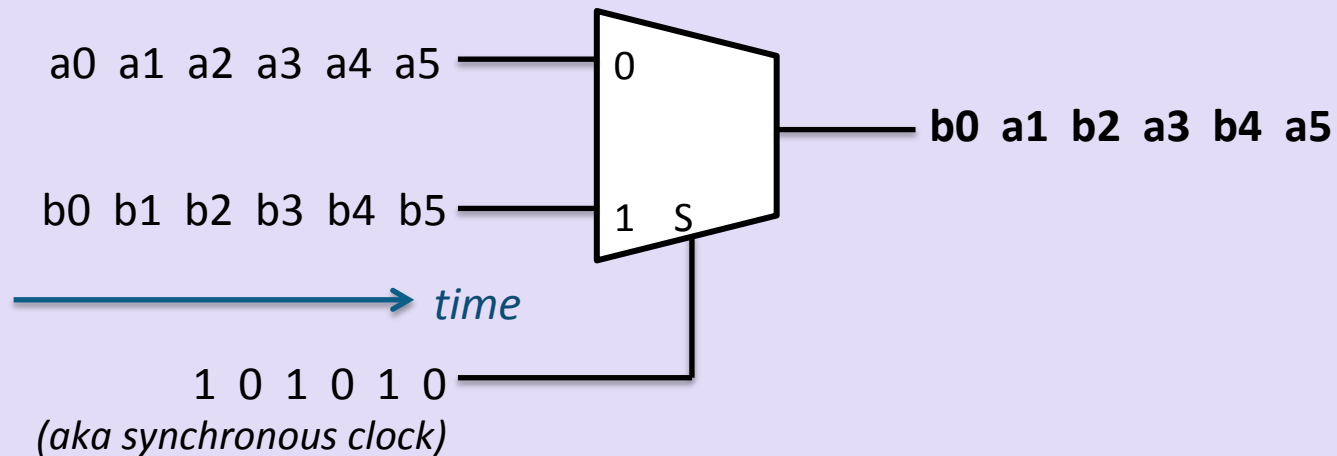
What Does This Circuit Do?

Class Ex.



What Does This Circuit Do?

Complete the time-axis diagram...



| | | | | | | |
|----------------|----|----|----|----|----|----|
| Input 0 | a0 | a1 | a2 | a3 | a4 | a5 |
| Input 1 | b0 | b1 | b2 | b3 | b4 | b5 |
| Select | 1 | 0 | 1 | 0 | 1 | 0 |
| Output | b0 | a1 | b2 | a3 | b4 | a5 |

→ time

logic.ly File Edit View Tools Simulate Help

Input Controls

- Toggle Switch
- Push Button
- Clock
- High Constant
- Low Constant

Output Controls

- Light Bulb
- Digit

Logic Gates

- Buffer
- NOT Gate
- AND Gate
- NAND Gate
- OR Gate
- NOR Gate
- XOR Gate
- XNOR Gate

Simulation of Combinatorial Logic

- Go to:
<https://logic.ly/demo/>

IN-CLASS DEMONSTRATION

2/21/19

Matni, CS64, Wi19

19

YOUR TO-DOs

- Lab 6!

</LECTURE>