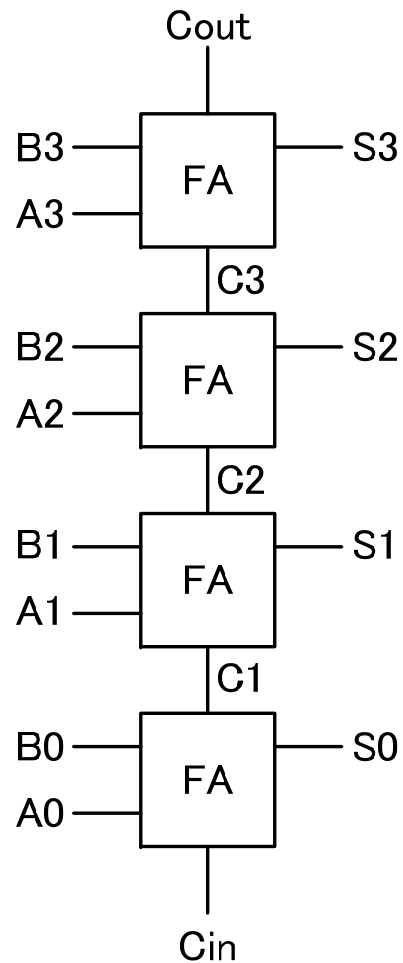


## 3.2 Combinational logic

Components of microprocessors

## 3.2.1 Adder and subtractor

# Ripple Carry Adder (RCA)



Truth table of full adder (FA)

A	B	Cin	Cout	S
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

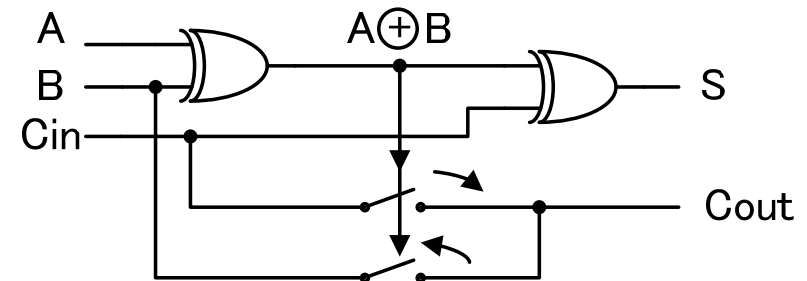
$\underbrace{\hspace{10em}}_{A+B+C_{in}}$

# Full Adder

Truth table

A	B	Cin	Cout	S
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

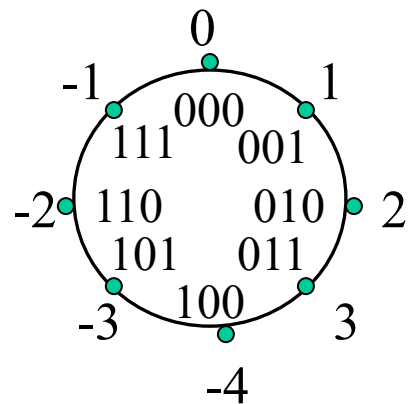
Logic



If (A xor B) Cout = Cin;  $A+B+Cin = \text{Odd number}$   
 else Cout = B;

# Subtractor

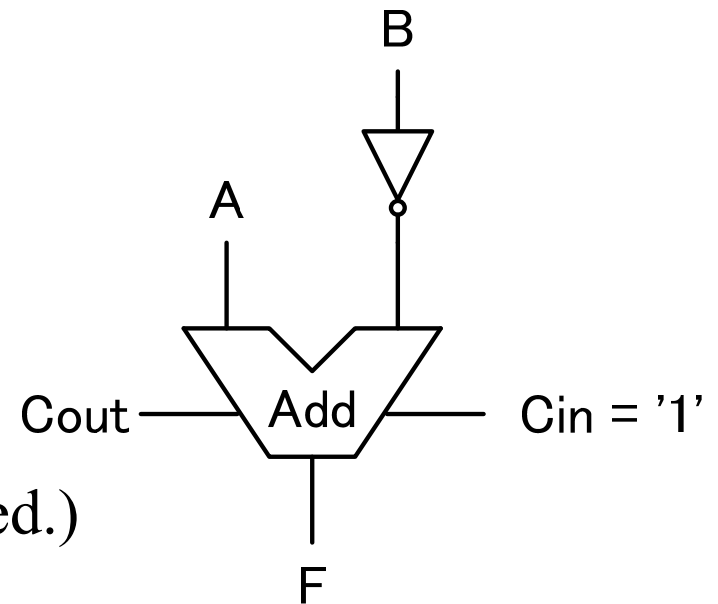
$$F = A - B = A + (-B)$$



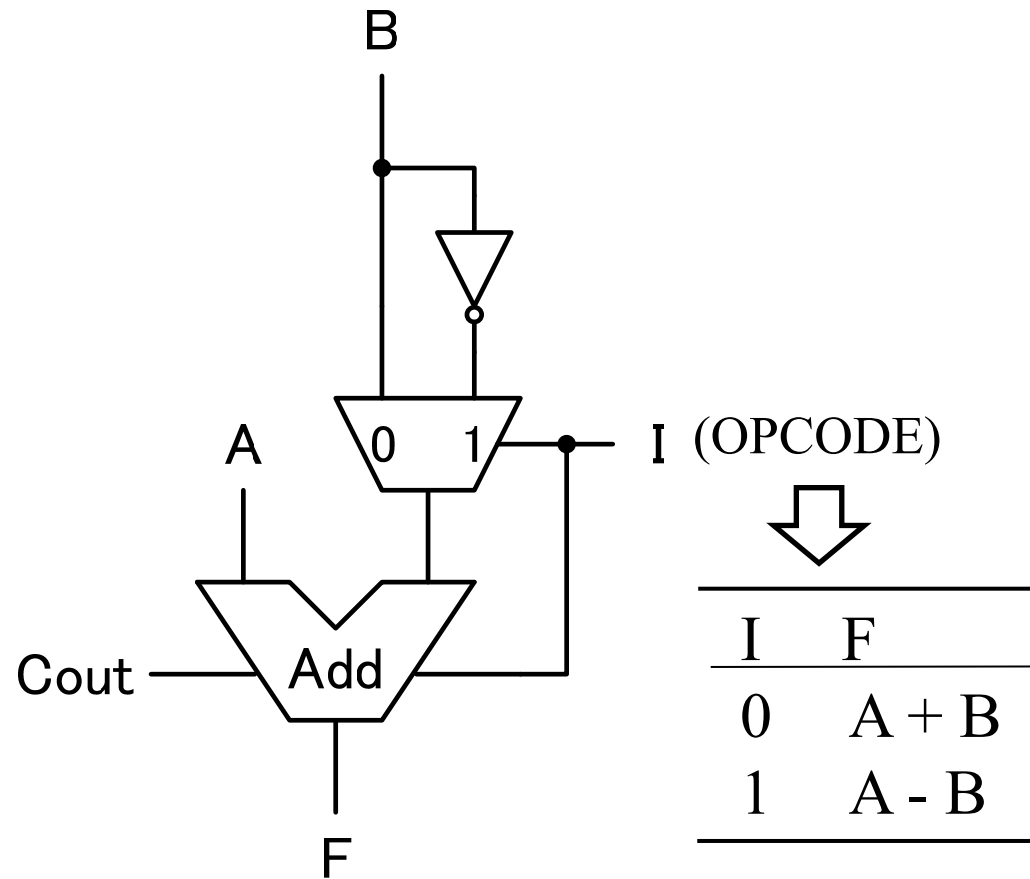
3bit two's complement

Complement on two

1. Bit-wise inversion
2. Addition of 1  
(A carry input is used.)

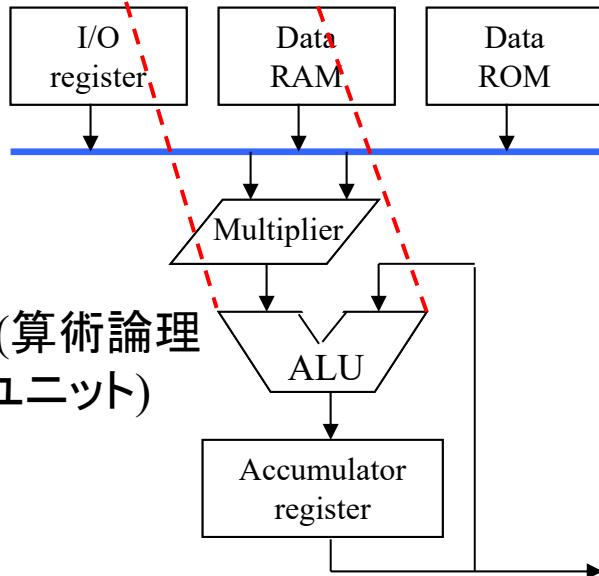
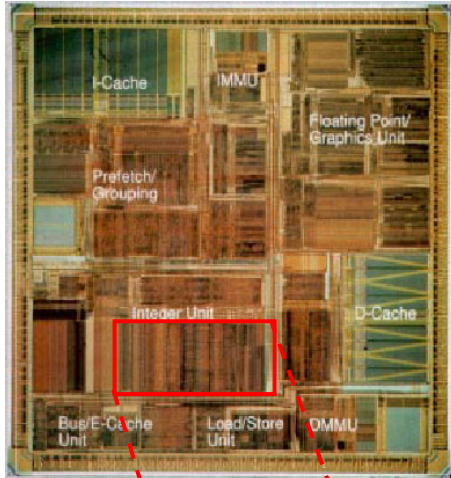


# Adder-subtractor

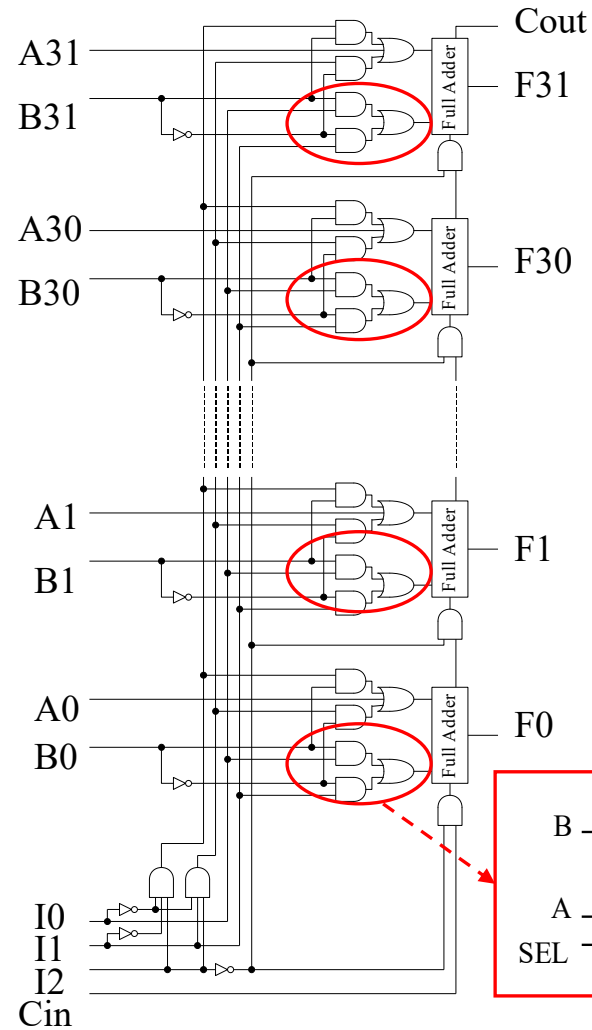


# Arithmetic logic unit (ALU)

SUN SPARC



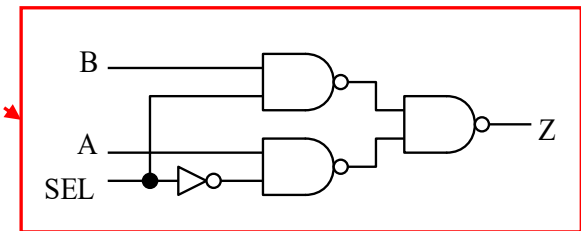
ALU (算術論理演算ユニット)



32bit ALU

Subtraction instruction

I0	1
I1	0
I2	0
Cin	1

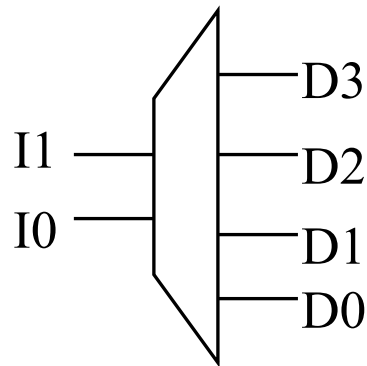


MUX

## 3.2.2 Decoder



# Function of binary decoder



A 1-of-N binary decoder asserts one of its n output bits for every integer input value. There are some types of decoder, for example, a BCD to decimal decoder, demultiplexer and code translators.

Truth table of 2 to 4 line decoder

I1	I0	Line	D3	D2	D1	D0
0	0	D0	0	0	0	1
0	1	D1	0	0	1	0
1	0	D2	0	1	0	0
1	1	D3	1	0	0	0

Disjunctive canonical form

$$\left\{ \begin{array}{l} D0 = \bar{I1} \cdot \bar{I0} \\ D1 = \bar{I1} \cdot I0 \\ D2 = I1 \cdot \bar{I0} \\ D3 = I1 \cdot I0 \end{array} \right.$$

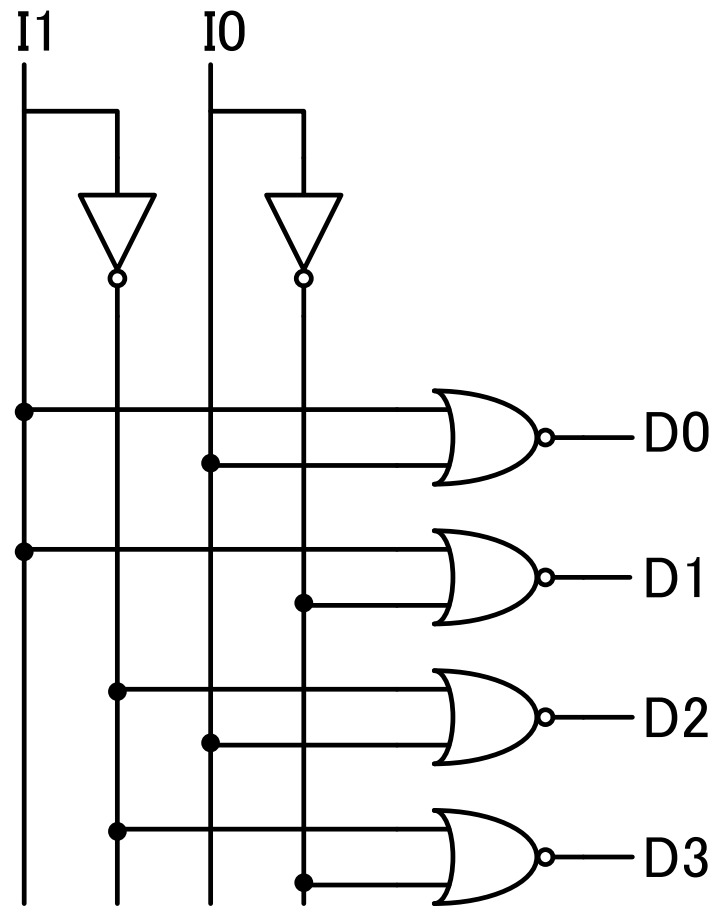
# Circuit of decoder

$$D0 = \bar{I1} \cdot \bar{I0} = \overline{I1 + I0}$$

$$D1 = \bar{I1} \cdot I0 = \overline{I1 + \bar{I0}}$$

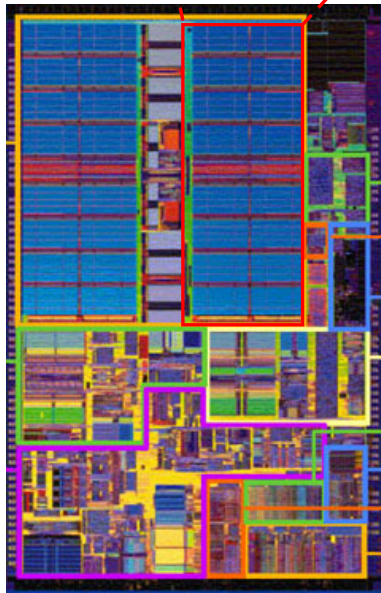
$$D2 = I1 \cdot \bar{I0} = \overline{\bar{I1} + I0}$$

$$D3 = I1 \cdot I0 = \overline{\bar{I1} + \bar{I0}}$$

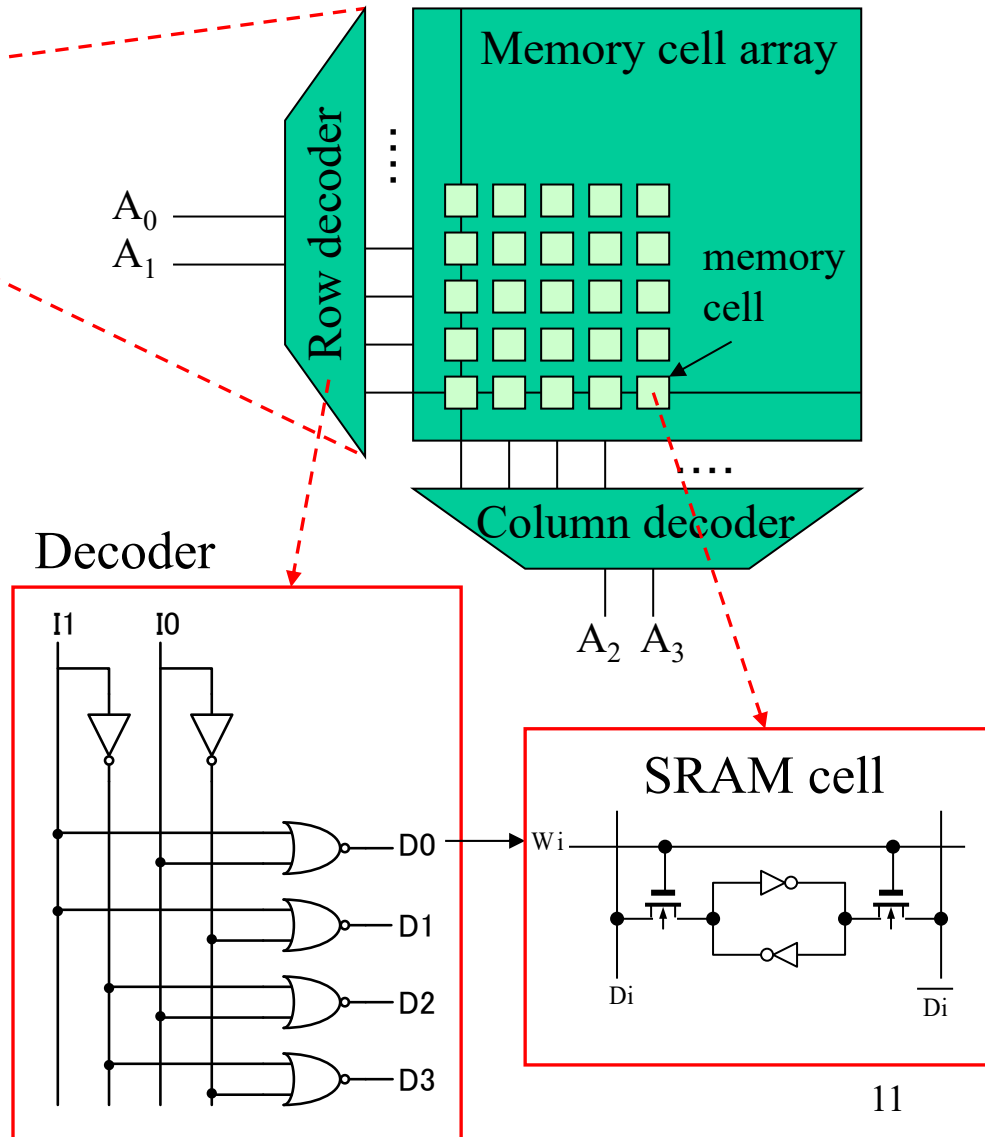


# Usage example of decoder

Cache  
Memory



Intel Mobile Pentium III



## 3.2.3 Shifter

# Uses of shifter

- Shift operation
  - Constant multiplication (= Shift and addition), floating-point arithmetic

$$\begin{aligned}\text{Example: } a * b &= a * (b_n \cdot 2^n + b_{n-1} \cdot 2^{n-1} + \dots + b_0 \cdot 2^0) \\ &= b_n \cdot (a \ll n) + b_{n-1} \cdot (a \ll n-1) + \dots + b_0 \cdot a\end{aligned}$$

- Circuit system
  - Barrel shifter (See next slide.)
  - Logarithmic shifter

Algorithms and circuits of other arithmetic operations (multiplication, division, discrimination, modulo) will be covered in the lectures of integrated circuit C and D.

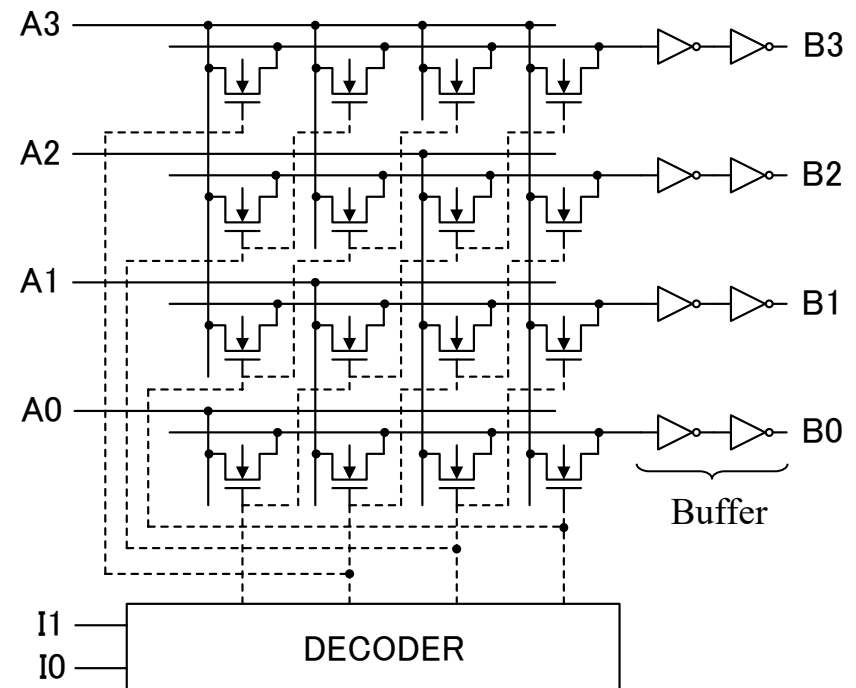
# Barrel shifter

Truth table of right shift operation

Sh3	Sh2	Sh1	Sh0	B3	B2	B1	B0
0	0	0	1	A3	A2	A1	A0
0	0	1	0	A3	A3	A2	A1
0	1	0	0	A3	A3	A3	A2
1	0	0	0	A3	A3	A3	A3

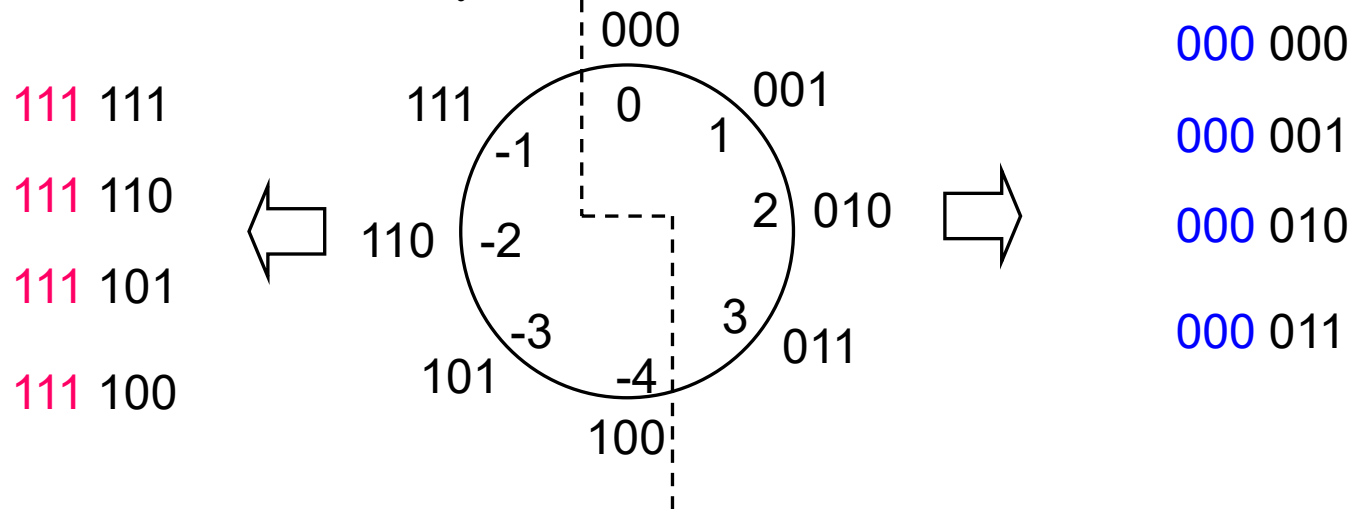
The blue A3 is a sign-extended value.

The n-ch MOSFET switch matrix  
(The p-ch MOSFET switch matrix is omitted.)



# Sign extension (符号拡張)

Inside the circle: Decimal  
Outside the circle: Binary



Extended 6bit complement  
(Negative number)

3bit complement

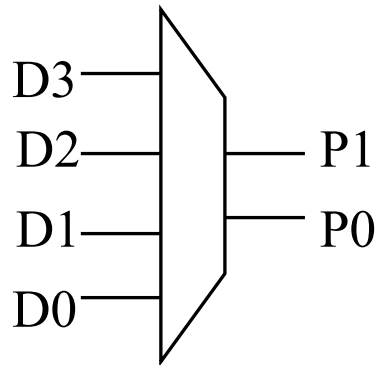
Extended 6bit complement  
(Positive number)

⇒ The value of MSB is added as the upper bits.

## 3.2.4 Encoder



# Function of encoder



If there are  $2n$  input lines, and at most only one of them will ever be high, the binary code of this 'hot' line is produced on the  $n$ -bit output lines.

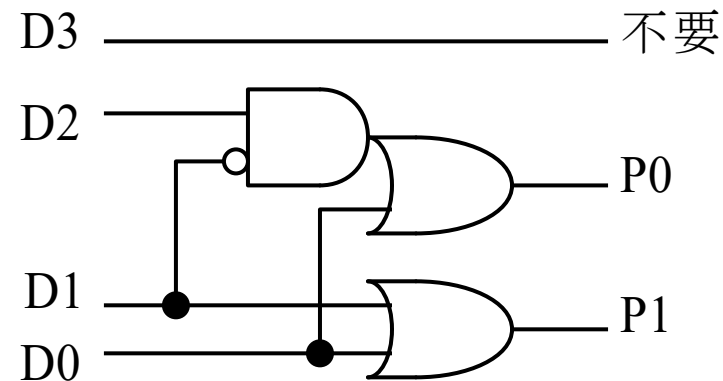
Truth table

D3	D2	D1	D0	P1	P0
0	0	0	0	(0	0 )
DC	DC	DC	1	1	1
DC	DC	1	0	1	0
DC	1	0	0	0	1
1	0	0	0	0	0

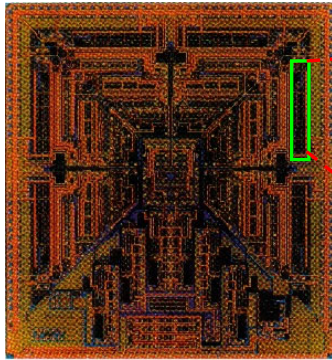
# Circuit of encoder

$$\begin{aligned} P1 &= D0 + \overline{D0} \cdot D1 \\ &= D0 \cdot (1 + D1) + \overline{D0} \cdot D1 \\ &= D0 + D0 \cdot D1 + \overline{D0} \cdot D1 \\ &= D0 + (D0 + \overline{D0}) \cdot D1 \\ &= D0 + D1 \end{aligned}$$

$$\begin{aligned} P0 &= D0 + \overline{D0} \cdot \overline{D1} \cdot D2 \\ &= D0 + \overline{D0} \cdot (\overline{D1} \cdot D2) \\ &= D0 \cdot (1 + \overline{D1} \cdot D2) + \overline{D0} \cdot (\overline{D1} \cdot D2) \\ &= D0 + (D0 + \overline{D0}) \cdot (\overline{D1} \cdot D2) \\ &= D0 + \overline{D1} \cdot D2 \end{aligned}$$



# Usage example of encoder



Lecroy 10GS/s ADC

Flash ADC

$$V_{ref} = 1V$$

$$V_{in} = 0V$$

$V_{in}$ (V)	Thermometer Code	Binary Code
$\sim -0.875$	1 1 1 1 1 1 1 1	(1) 0 0 0
$-0.875 \sim -0.625$	0 1 1 1 1 1 1 1	1 1 1
$-0.625 \sim -0.375$	0 0 1 1 1 1 1 1	1 1 0
$-0.375 \sim -0.125$	0 0 0 1 1 1 1 1	1 0 1
$-0.125 \sim 0.125$	0 0 0 0 1 1 1 1	1 0 0
$0.125 \sim 0.375$	0 0 0 0 0 1 1 1	0 1 1
$0.375 \sim 0.625$	0 0 0 0 0 0 1 1	0 1 0
$0.625 \sim 0.875$	0 0 0 0 0 0 0 1	0 0 1
$0.875 \sim$	0 0 0 0 0 0 0 0	0 0 0



Encode

