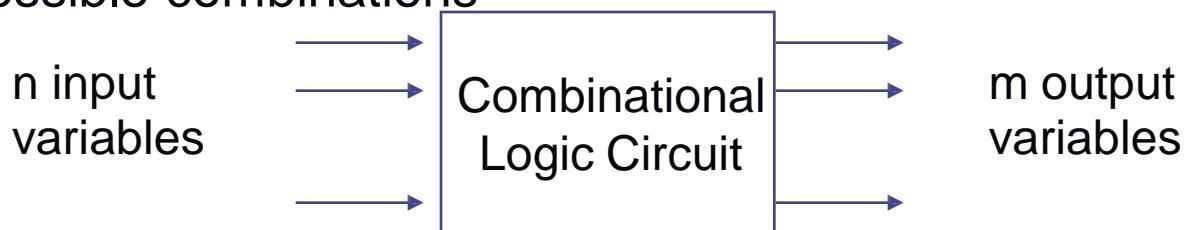


Combinational Circuits

Combinational Circuits



- A combinational
 - n circuits of input values
 - 2 possible combinations



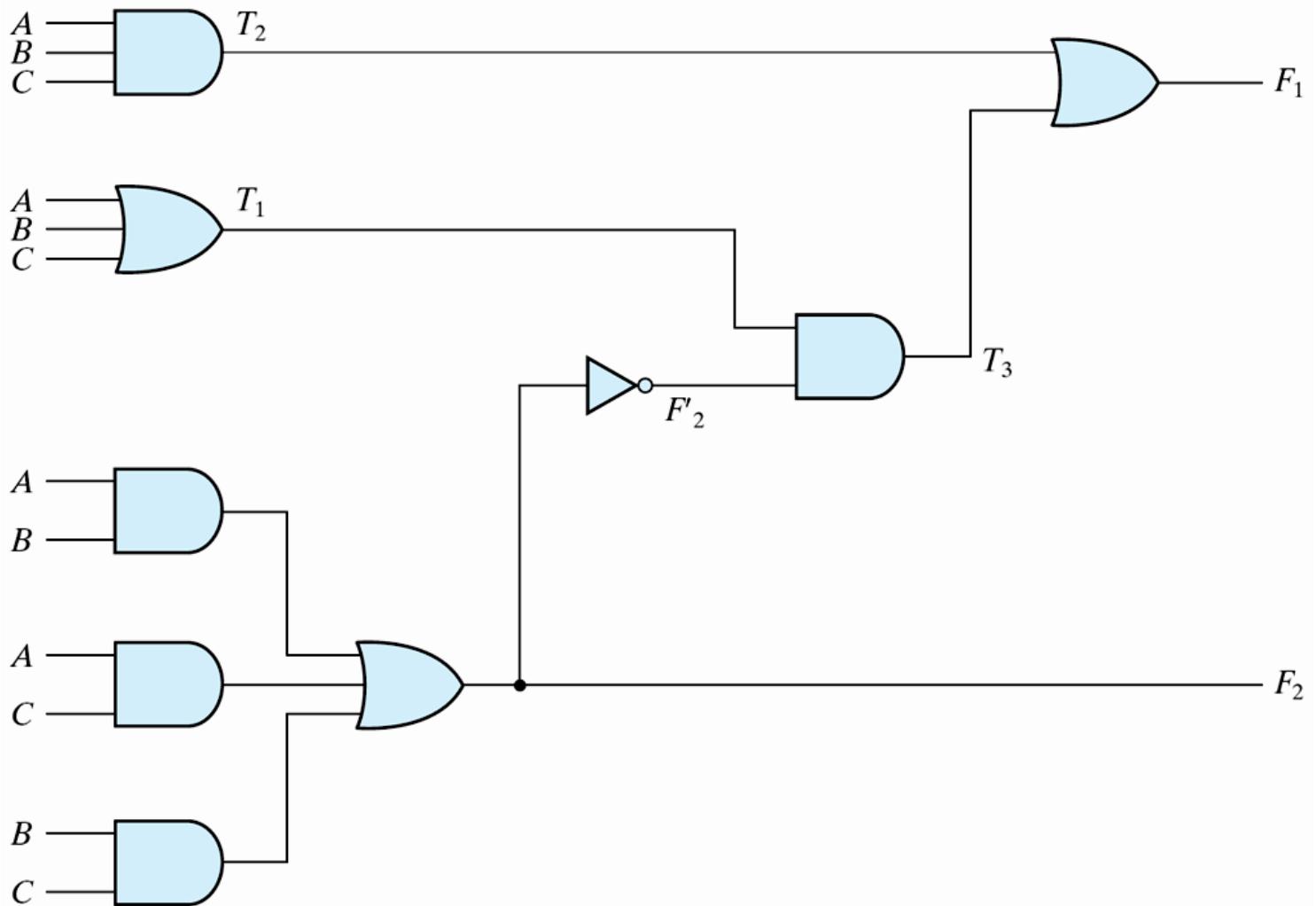
- Specific functions
 - Adders, subtractors, comparators, decoders, encoders, and multiplexers
 - MSI circuits or standard cells

Analysis Procedure

- ◆ Step 1: Label all gate outputs that are a function of input variables with arbitrary symbols – but with meaningful names. Determine the Boolean functions for each gate output.
- ◆ Step 2: Label the gates that are a function of input variables and previously labeled gates with other arbitrary symbols. Find the Boolean functions for these gates.
- ◆ Step 3: Repeat the process outlined in step 2 until the outputs of the circuit are obtained.
- ◆ Step 4: By repeated substitution of previously defined functions, obtain the output Boolean functions in terms of input variables.

Analysis Procedure Example

- ◆ A straight-forward procedure



Analysis Procedure Example

◆ Step 1:

- $F_2 = AB+AC+BC$
- $T_1 = A+B+C$
- $T_2 = ABC$

◆ Step 2:

- $T_3 = F_2'T_1$

◆ Step 3:

- $F_1 = T_3 + T_2$

◆ Step 4:

- $$\begin{aligned}F_1 &= T_3 + T_2 = F_2'T_1 + ABC \\&= (AB+AC+BC)'(A+B+C) + ABC \\&= (A'+B')(A'+C')(B'+C')(A+B+C) + ABC \\&= (A'+B'C')(AB' + AC' + BC' + B'C) + ABC \\&= A'BC' + A'B'C + AB'C' + ABC\end{aligned}$$

Truth Table

Table 4.1

Truth Table for the Logic Diagram of Fig. 4.2

A	B	C	F_2	F'_2	T_1	T_2	T_3	F_1
0	0	0	0	1	0	0	0	0
0	0	1	0	1	1	0	1	1
0	1	0	0	1	1	0	1	1
0	1	1	1	0	1	0	0	0
1	0	0	0	1	1	0	1	1
1	0	1	1	0	1	0	0	0
1	1	0	1	0	1	0	0	0
1	1	1	1	0	1	1	0	1

Decoder

◆ An n -to- m decoder

- a binary code of n bits = 2^n distinct information
 - n input variables; up to 2^n output lines
 - only one output can be active (high) at any time

Table 4.6

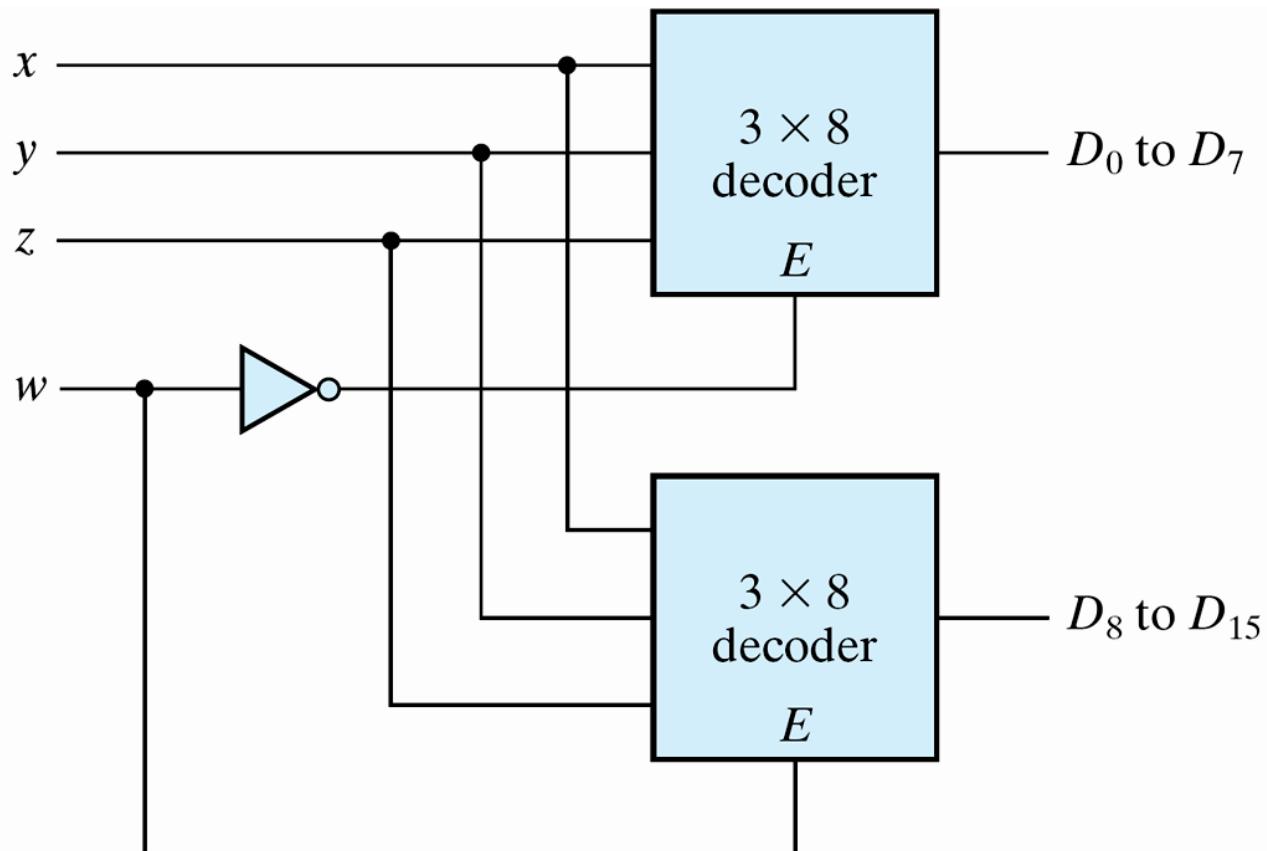
Truth Table of a Three-to-Eight-Line Decoder

4x16 Decoder

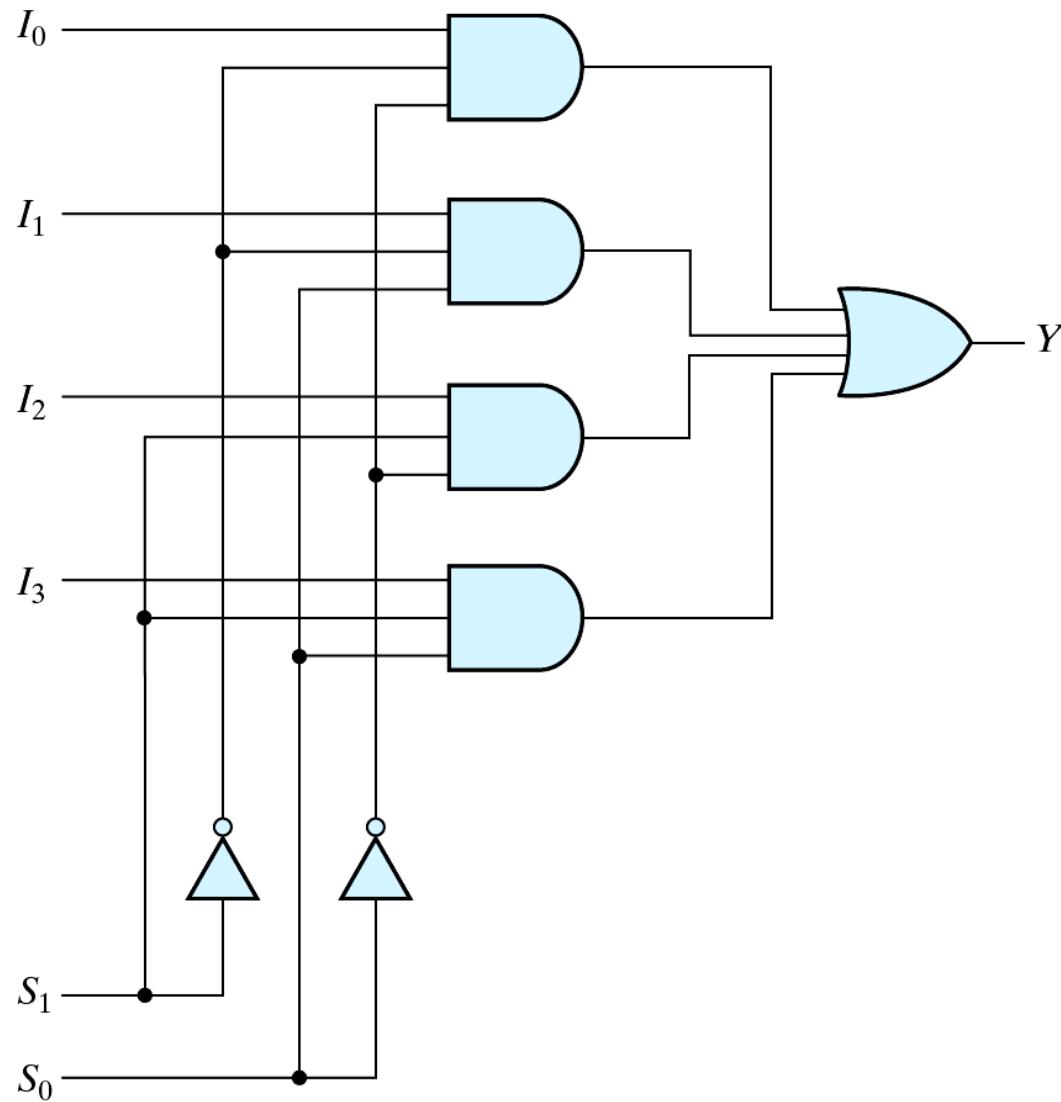
◆ Expansion

- two 3-to-8 decoder: a 4-to-16 decoder

4 × 16 decoder
constructed with two
3 × 8 decoders



4-to-1-Line Multiplexer



(a) Logic diagram

S_1	S_0	Y
0	0	I_0
0	1	I_1
1	0	I_2
1	1	I_3

(b) Function table