

# Computer Architecture

## Digital Circuits

<http://d3s.mff.cuni.cz/teaching/nswi143>



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faculty of mathematics and physics

# Digital computer

- **Two voltage levels of interest**
  - **High level**
    - Logical one (signal *high/true/asserted*)
  - **Low level**
    - Logical zero (signal *low/false/deasserted*)
  - Logical values are complementary and inverse of each other
    - Unlike the voltage levels representing logical ones and zeros



# Logic blocks

- **Combinational**

- **No internal state (no memory)**
- Output depends only on current input
- Represents logical functions

- **Sequential**

- **Has internal state (memory)**
- Output depends on input and internal state
- Captures sequence of steps



# Logic functions and truth tables

- **Logic function (also Boolean function)**
  - Output value is a function of input values
    - $f: \mathbf{B}^k \rightarrow \mathbf{B}$ , where  $\mathbf{B} = \{0, 1\}$  and  $k \in \mathbf{N}$  is arity
  - Truth table
    - Function defined by enumerating the output for each combination of inputs (a table  $2^k$  rows for  $k$  inputs)

Inputs		Output
$a$	$b$	$f(a, b)$
0	0	0
0	1	1
1	0	1
1	1	1



# Boolean algebra

- **Logic functions expressed as equations**
  - Variables hold values from  $\mathbf{B} = \{0, 1\}$
  - Basic operators – primitive logic functions
    - **Logical inversion (NOT):**  $\bar{x}$ ,  $\neg x$ ,  $!x$
    - **Logical product, conjunction (AND):**  $x \cdot y$ ,  $x \wedge y$ ,  $x \&\& y$
    - **Logical sum, disjunction (OR):**  $x + y$ ,  $x \vee y$ ,  $x || y$
  - Additional operators (16 for 2 variables)
    - NAND, NOR, XOR etc.



# Logic operators

Inputs <i>a</i> <i>b</i>		Basic operators			Universal operators	
		NOT <i>a</i>	<i>a</i> AND <i>b</i>	<i>a</i> OR <i>b</i>	<i>a</i> NAND <i>b</i>	<i>a</i> NOR <i>b</i>
		$\neg$	$\wedge$	$\vee$	$\uparrow$	$\downarrow$
0	0	1	0	0	1	1
0	1	1	0	1	1	0
1	0	0	0	1	1	0
1	1	0	1	1	0	0

Inputs <i>a</i> <i>b</i>		Other operators						
		<i>a</i> XOR <i>b</i>	<i>a</i> XNOR <i>b</i>					
		$\oplus$	$\leftrightarrow$	$\rightarrow$	$\leftarrow$	...	$\perp$	$\top$
0	0	0	1	1	1	...	0	1
0	1	1	0	1	0	...	0	1
1	0	1	0	0	1	...	0	1
1	1	0	1	1	1	...	0	1



# Boolean algebra laws

- **Idempotency:**  $a + a = a, a \cdot a = a$
- **Computativity:**  $a + b = b + a, a \cdot b = b \cdot a$
- **Associativity:**  $a + (b + c) = (a + b) + c, a \cdot (b \cdot c) = (a \cdot b) \cdot c$
- **Absorption:**  $a \cdot (a + b) = a, a + (a \cdot b) = a$
- **Distributivity:**  $a \cdot (b + c) = (a \cdot b) + (a \cdot c), a + (b \cdot c) = (a + b) \cdot (a + c)$
- **Neutrality of 0 and 1:**  $a + 0 = a, a \cdot 1 = a$
- **Aggressivity of 0 and 1:**  $a + 1 = 1, a \cdot 0 = 0$
- **Complementarity:**  $a + \neg a = 1, a \cdot \neg a = 0$
- **Absorption of negation:**  $a \cdot (\neg a + b) = a \cdot b, a + (\neg a \cdot b) = a + b$
- **De Morgan's laws:**  $\neg(a + b) = \neg a \cdot \neg b, \neg(a \cdot b) = \neg a + \neg b$
- **Double negation:**  $\neg(\neg a) = a$



# Intermezzo: CPU logical operations (1)

- Logic functions extended to operate on (finite) sequences of bits
  - Word = finite sequence of bits
  - Word length = number of bits in the sequence
  - Output of a logic operation  $a$  is function of input values
    - $f: (\mathbf{B}^n)^k \rightarrow \mathbf{B}^n$ , where  $\mathbf{B} = \{0, 1\}$ ,  $k \in \mathbf{N}$  is arity and  $n \in \mathbf{N}$  is word length





# Intermezzo: CPU logical operations (2)

- **(Bitwise) logical product/sum/inversion**
  - Operators  $\&$ ,  $|$ ,  $\sim$  etc. in C-like languages
  - Primitive logic function applied to individual bits of the input words, result stored to individual bits of the output word
  - Allow isolating (AND), zeroing (AND, NOR), setting (OR), inverting (XOR) selected bits, or inverting all bits (NOT), of the input word



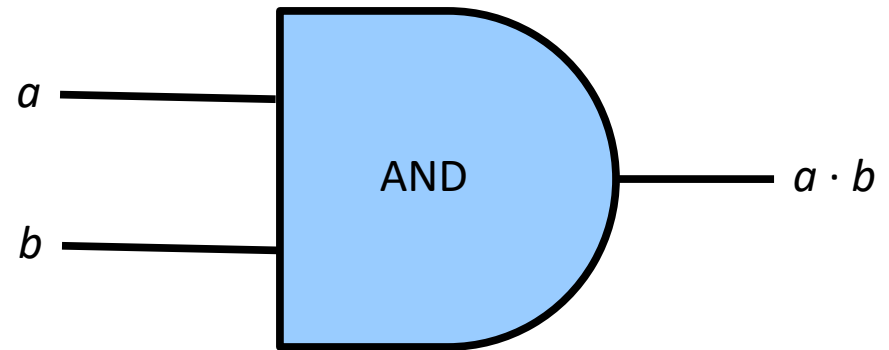
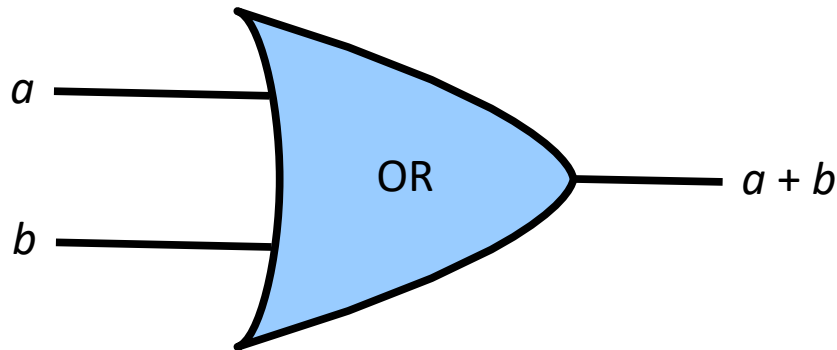
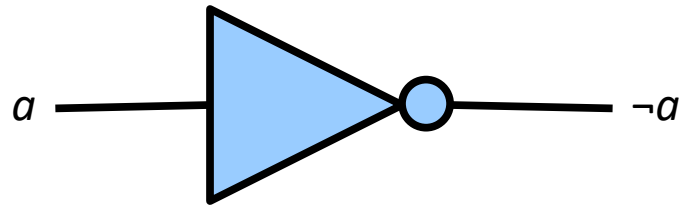
# Intermezzo: CPU logical operations (3)

- **Logical shifts (left and right)**
  - Operators `<<` and `>>` in C-like languages
  - Shifts bits in a words  $i$  positions to the left or right
    - “Vacated” bits are replaced with 0
  - For binary natural numbers
    - Shift by  $i$  bits to the left  $\rightarrow$  multiplying by  $2^i$
    - Shift by  $i$  bits to the right  $\rightarrow$  dividing by  $2^i$



# Logic gates (1)

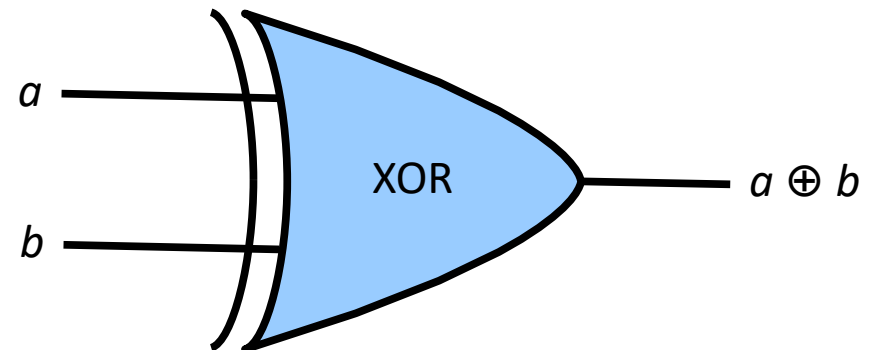
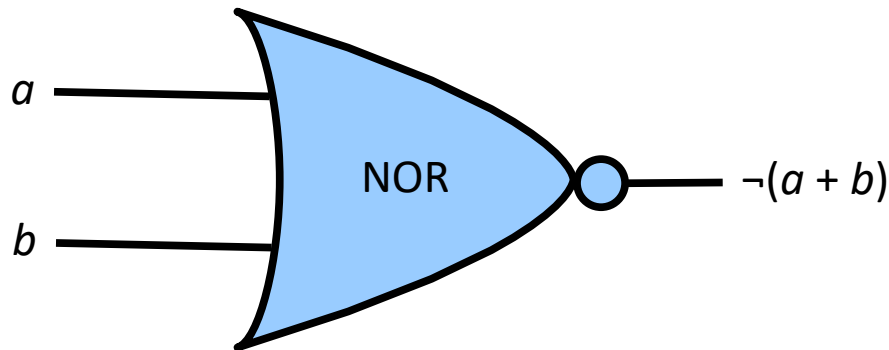
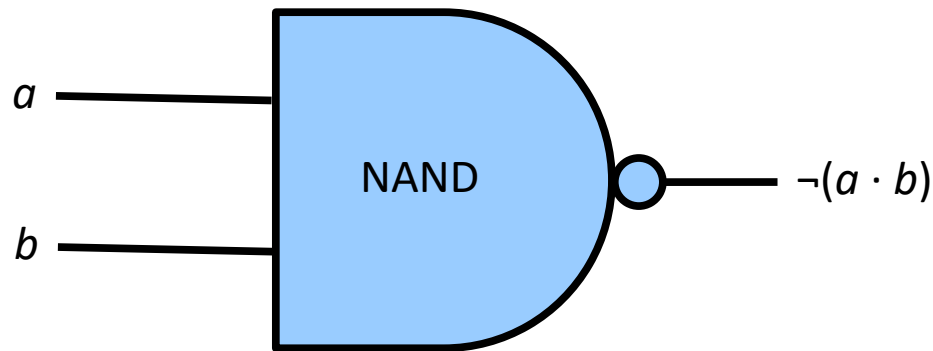
- **Physical implementation basic logic functions**
  - Basic gates: NOT, OR, AND



# Logic gates (2)

- **Physical implementation of logic operators**

- Inverting gates: NAND, NOR
- Less common gates: XOR



# Combinational logic circuits

- **Implementation of more complex logic functions**
  - Combines multiple logic operators
    - Logic signals correspond to variables
    - Logic gates correspond to primitive operators
  - Most commonly NAND or NOR gates
    - Sufficient for expressing any logic function
- **Logic block**
  - Abstracts away from internal structure of a circuit
  - Provides functional building blocks



# Logic blocks: binary (half) adder

- Adds two 1-bit numbers

- The simplest case

- **Input:**

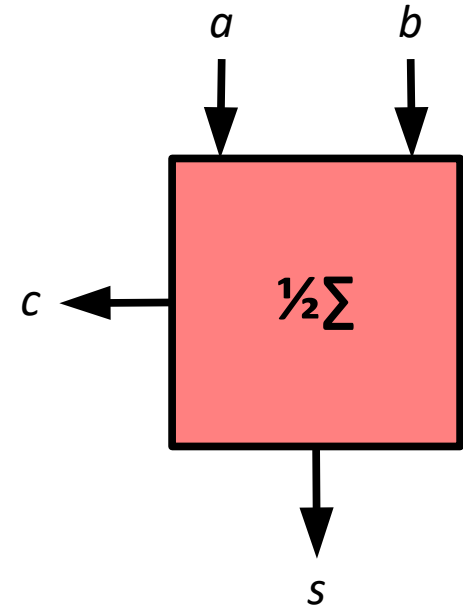
- operand  $a$
- operand  $b$

- **Output:**

- sum  $s$
- carry  $c$

- **Function:**

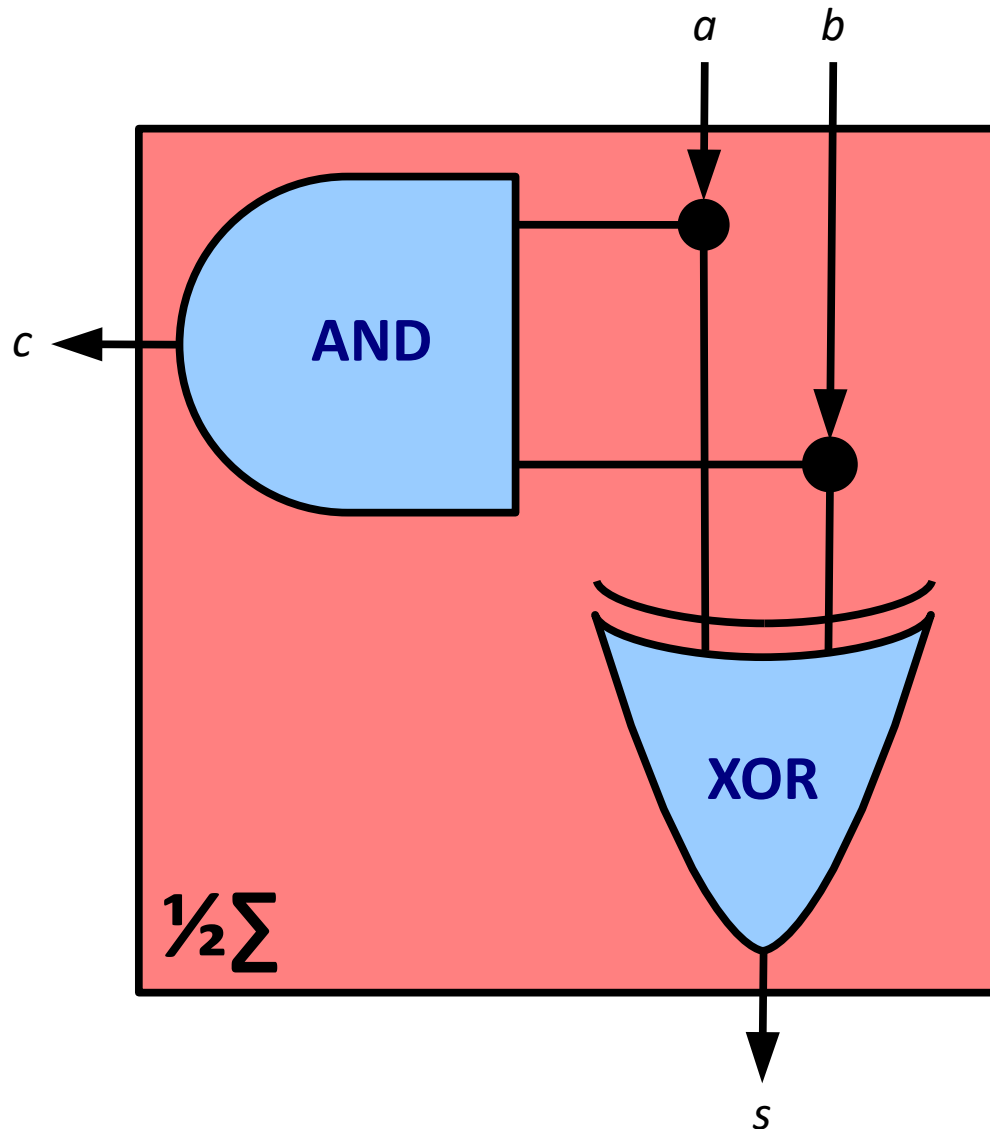
- $s = a \cdot \neg b + \neg a \cdot b = a \text{ XOR } b$
- $c = a \cdot b = a \text{ AND } b$



Inputs		Outputs	
$a$	$b$	$c$	$s$
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

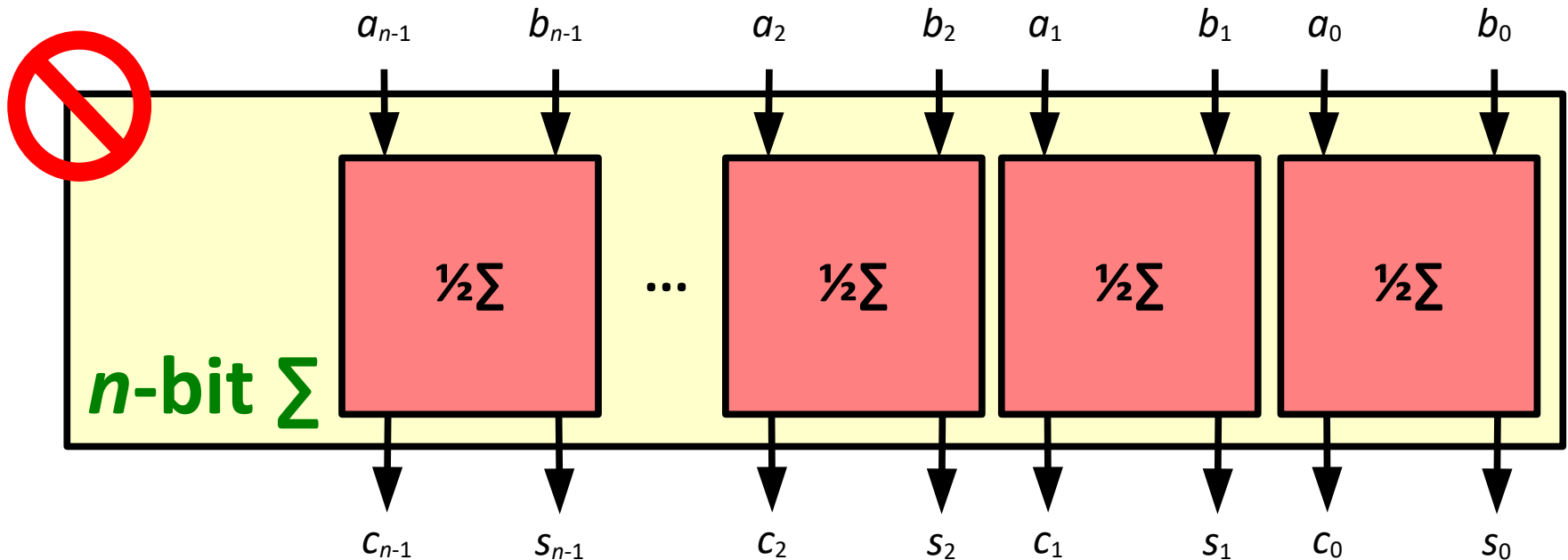


# Logic blocks: binary (half) adder (2)



# Logic blocks: binary adder (3)

- Adding  $n$ -bit numbers
  - Merge  $n$   $\frac{1}{2}$ -adders for individual bits?



- $\frac{1}{2}$ -adder cannot propagate carry from previous additions (not enough inputs)





# Logic blocks: binary adder (4)

- **Full adder**

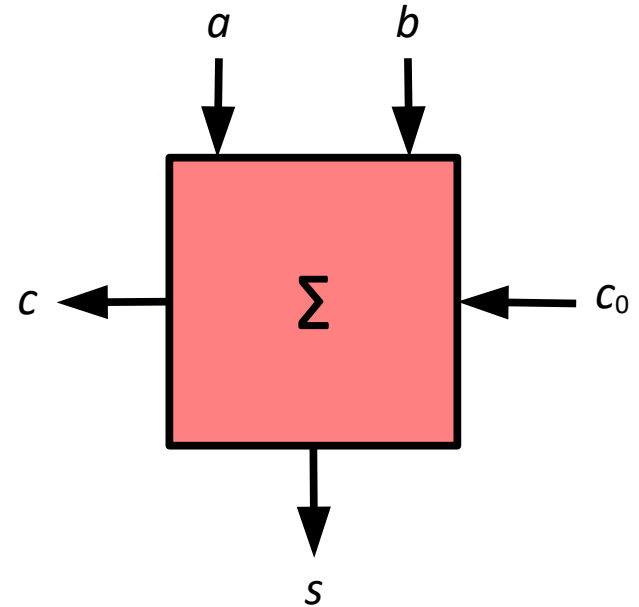
- Adds two 1-bit numbers taking into account carry from previous addition

- **Input:**

- operand  $a$
- operand  $b$
- carry  $c_0$

- **Output:**

- sum  $s$
- carry  $c$



# Logic blocks: binary adder (5)

- **Full adder**

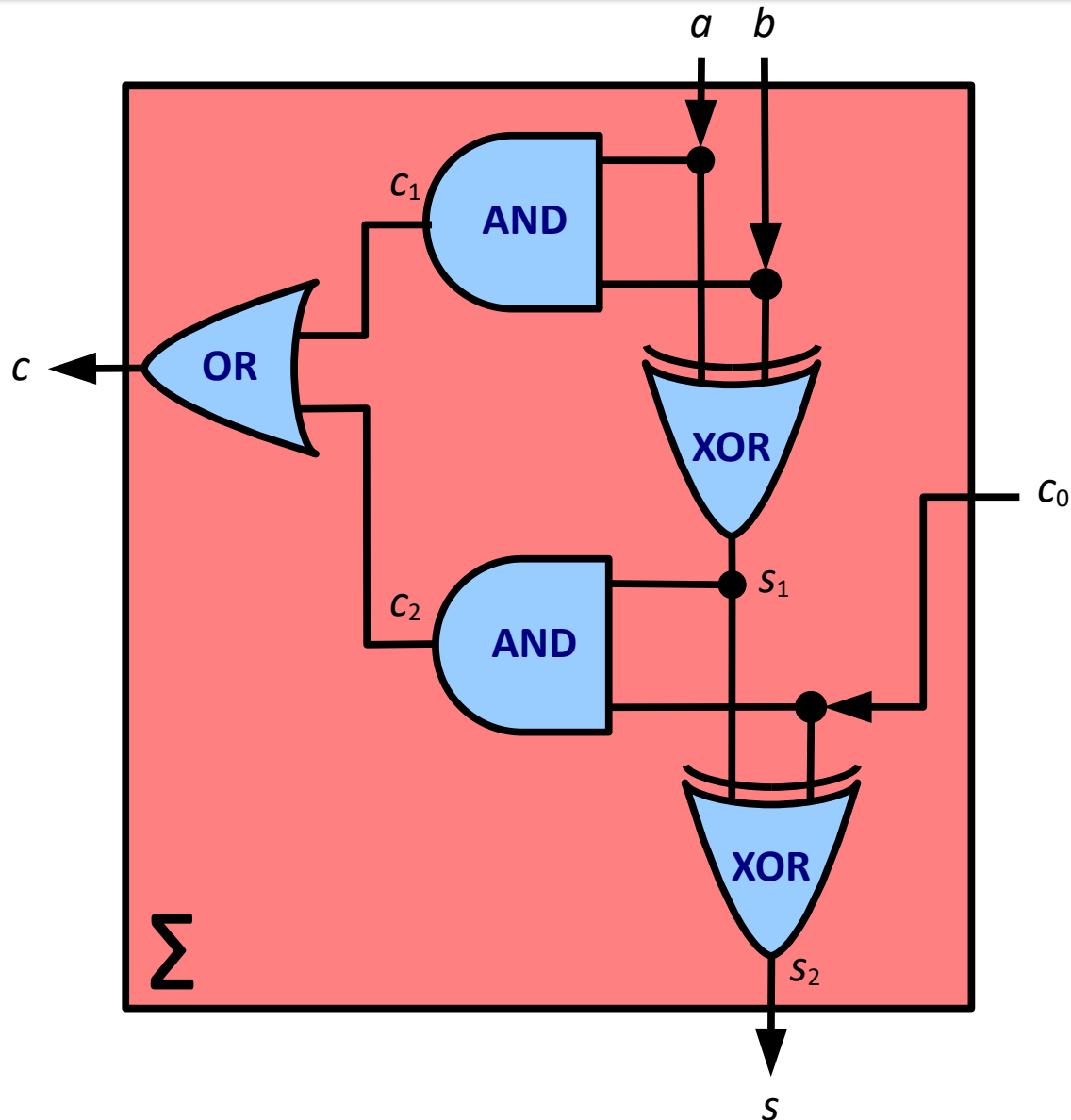
- Adds two 1-bit numbers taking into account carry from previous addition
- **Inputs:** operand ***a***, operand ***b***, carry ***c*<sub>0</sub>**
- **Outputs:** sum ***s***, carry ***c***

- $$s = \neg c_0 \cdot (a \cdot \neg b + \neg a \cdot b) + c_0 \cdot (a \cdot b + \neg a \cdot \neg b)$$
$$s = \dots$$
$$s = c_0 \text{ XOR } (a \text{ XOR } b)$$
- $$c = a \cdot b + c_0 \cdot (a \cdot \neg b + \neg a \cdot b)$$
$$c = (a \text{ AND } b) \text{ OR } (c_0 \text{ AND } (a \text{ XOR } b))$$

$c_0$	$a$	$b$	$c$	$s$
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 blocks: binary adder (6)

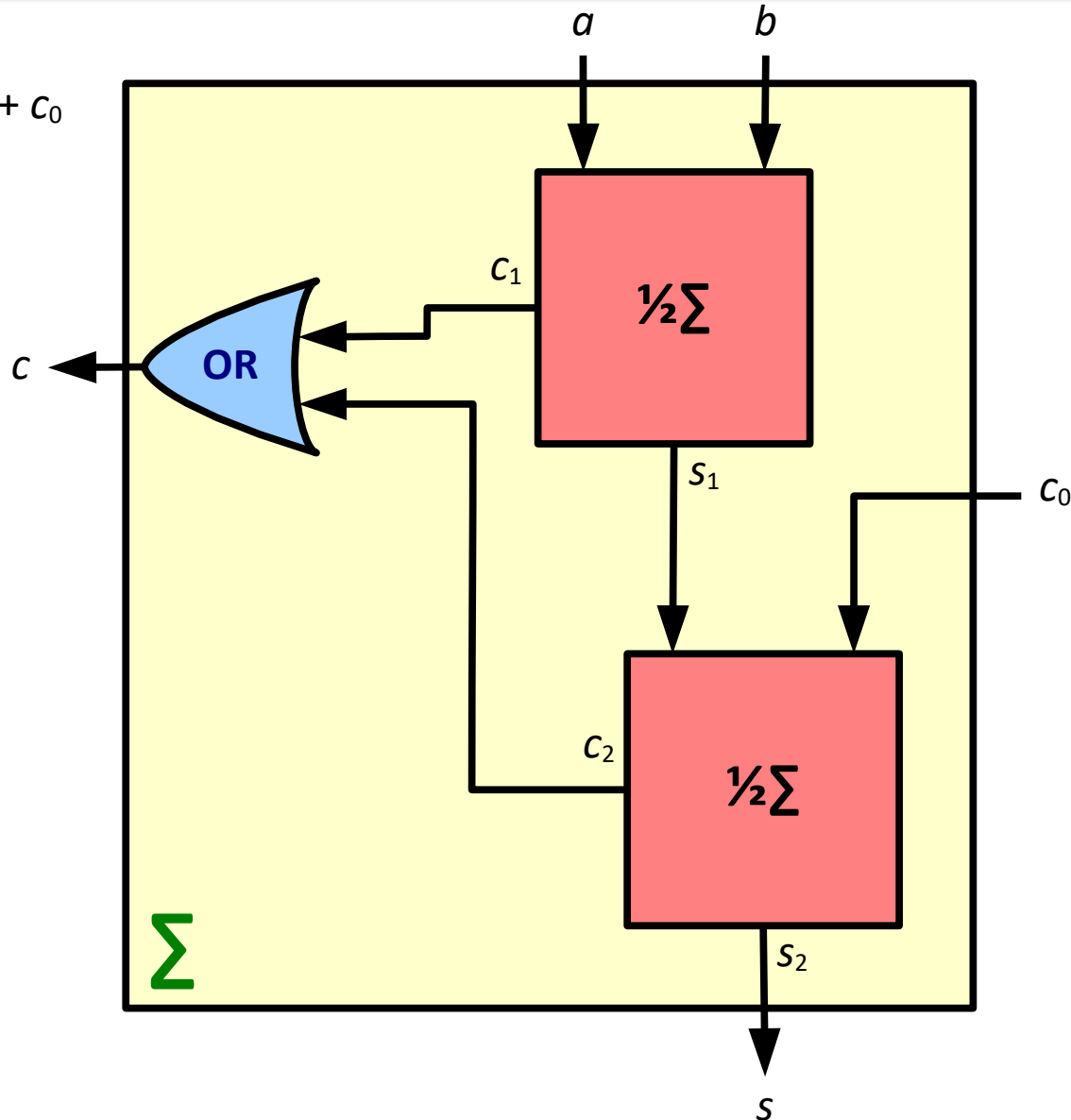


# Logic blocks: binary adder (7)

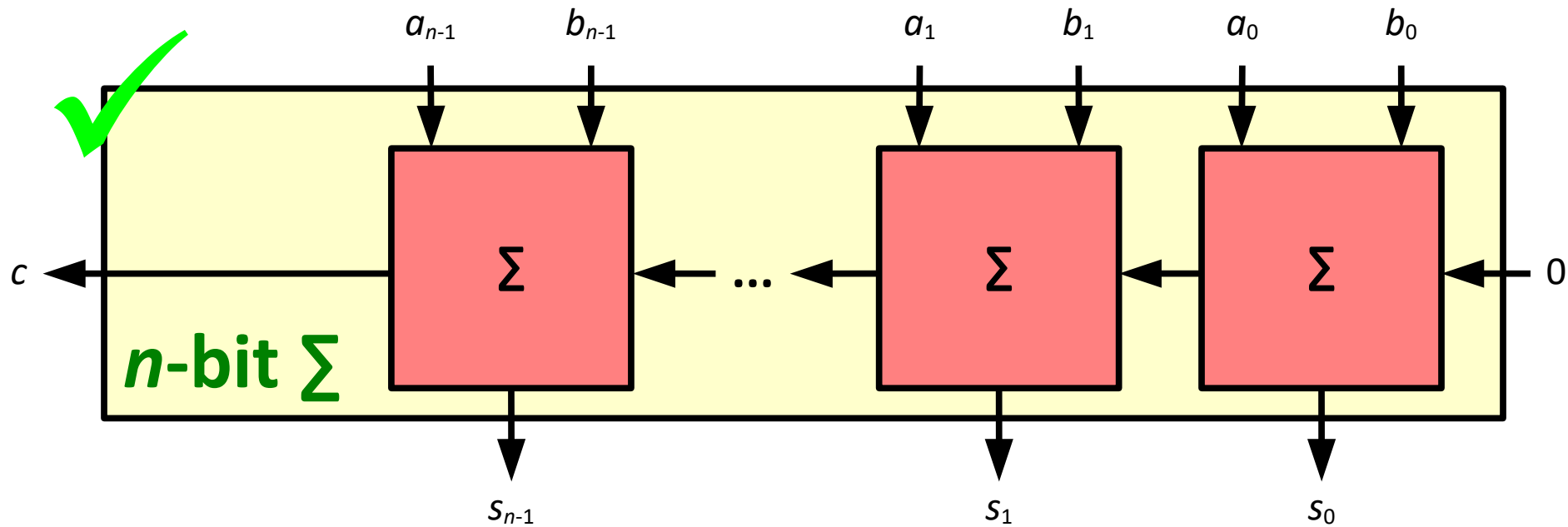


**Abstraction:**

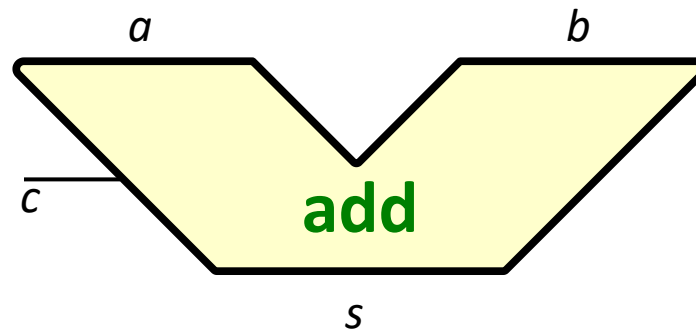
$$a + b + c_0 = (a + b) + c_0$$



# Logic blocks: binary adder (8)



Function block:



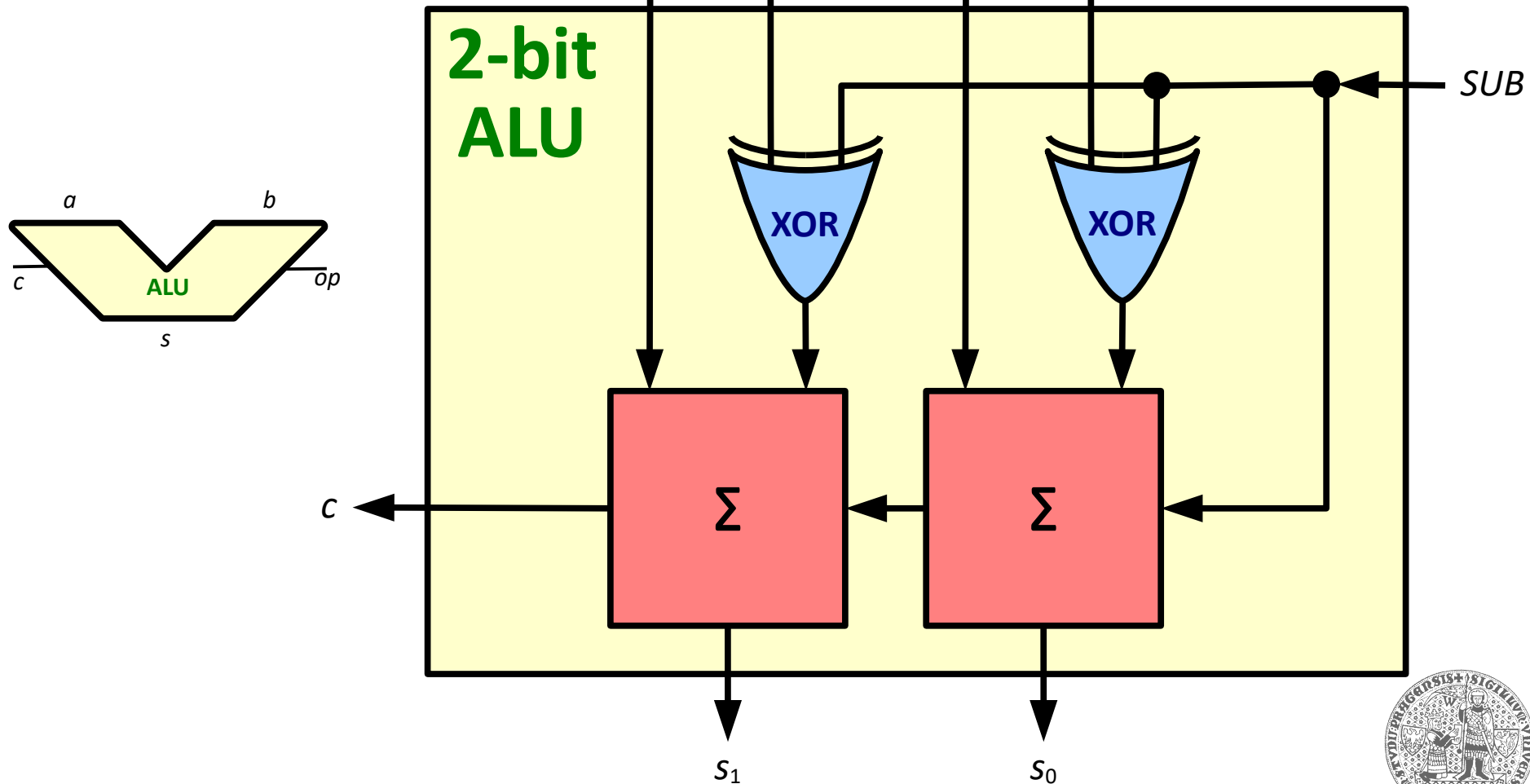
# Logic block for subtraction

- **Taking advantage of 2's complement**
  - Basic building block: adder
  - Use XOR gate as a controlled inverter
  - **Example:** 2-bit ALU supporting addition and subtraction
    - **Data input:** operand bits  $a_1a_0$ , operand bits  $b_1b_0$
    - **Control input:** signal **SUB** to determine operation
      - $SUB = 0 \rightarrow$  addition
      - $SUB = 1 \rightarrow$  subtraction
    - **Output:** sum/difference bits  $s_1s_0$ , carry  $c$



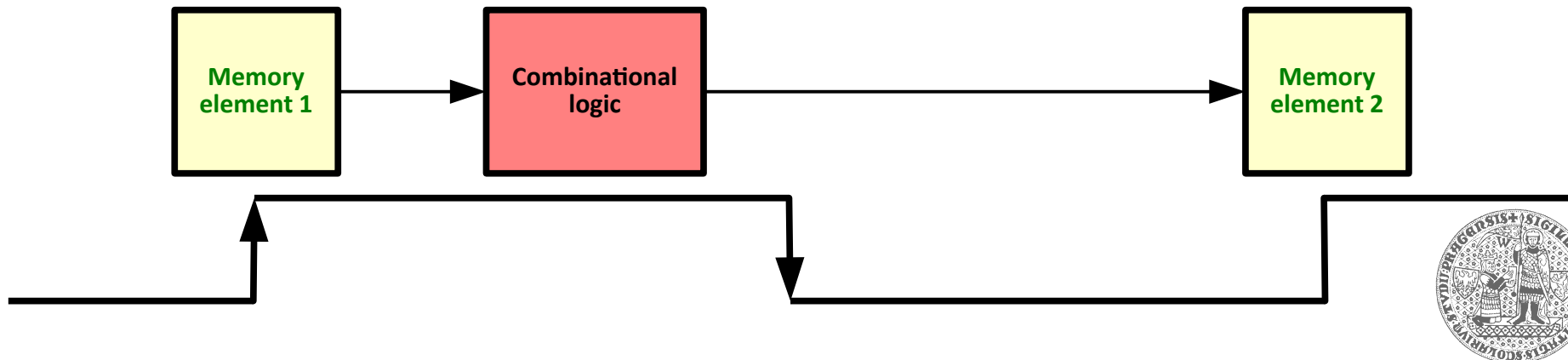
# 2-bit ALU for adding/subtracting

$SUB = 1$  inverts bits of the second operand and adds 1 (negates number)



# Sequential logic

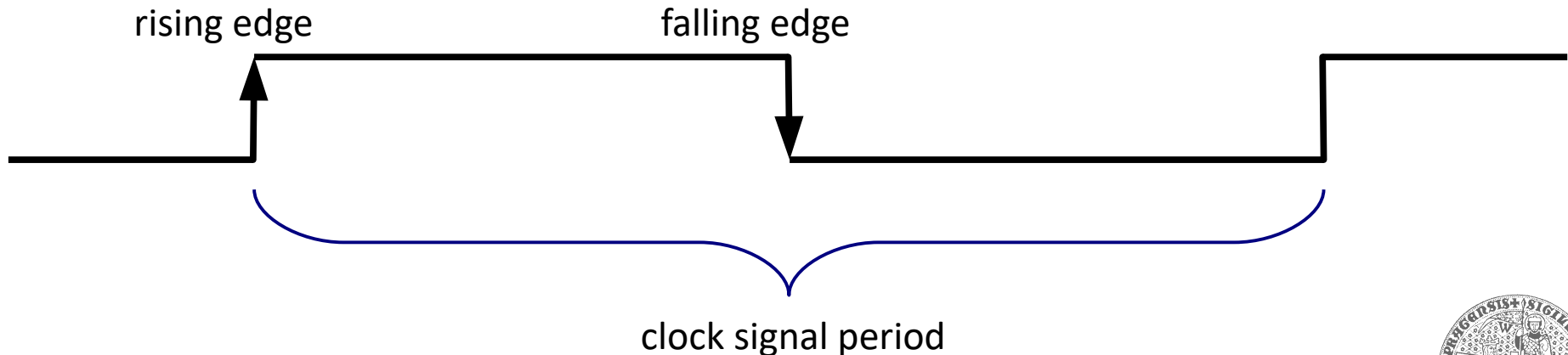
- **Combinational logic + memory elements**
  - Memory elements keep internal state
  - Inputs and the contents of memory (internal state) determines outputs and next internal state
    - Synchronous vs. asynchronous sequential circuits
      - Determines how and when state changes
      - Need to ensure stable inputs (inputs don't change)





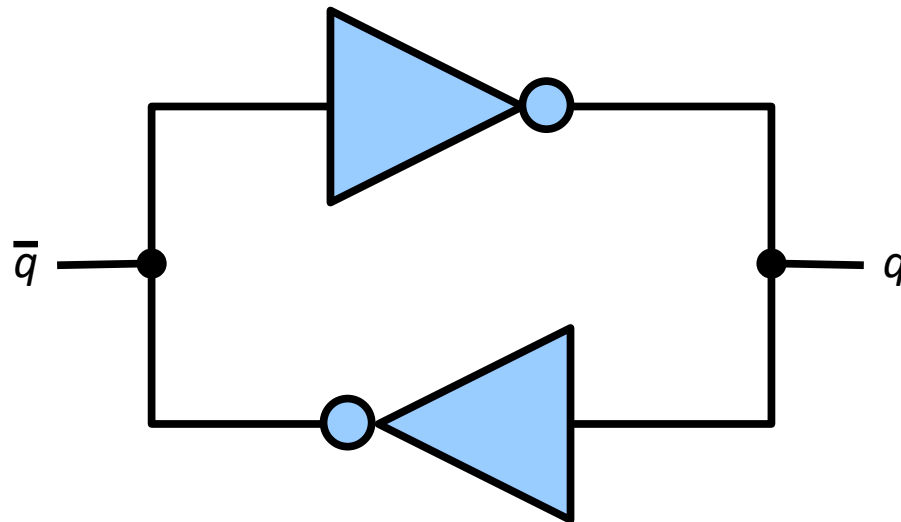
# Synchronous sequential circuits

- **Clock signal to synchronize state changes**
  - Change state during one clock cycle
    - Inputs of combinational logic does not change while it is being read
    - Writing of values from outputs to memory elements happens with rising/falling edge of the clock signal

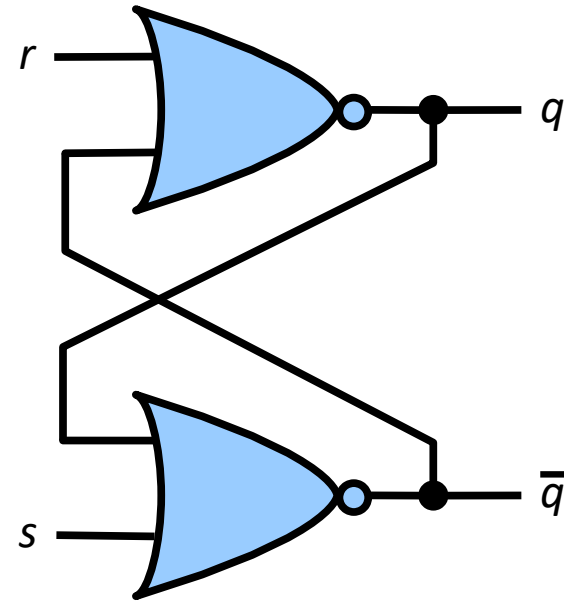
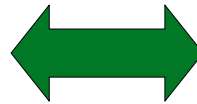
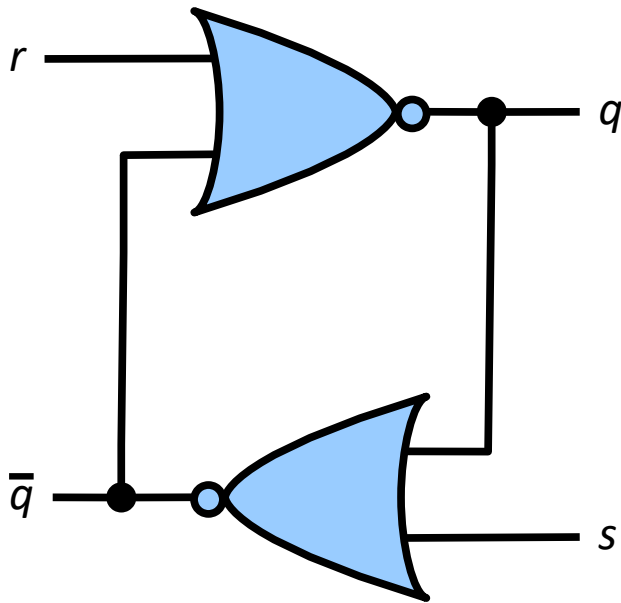


# Memory elements

- **Pair of inverters in a feedback loop**
  - Asynchronous circuit with two stable states
    - Allows “storing” 1 bit of information
    - Need to be able to control the state...
      - We need a gate that can pass the signal unchanged, but allows forcing an output value when required
  - Basic building block for memory elements



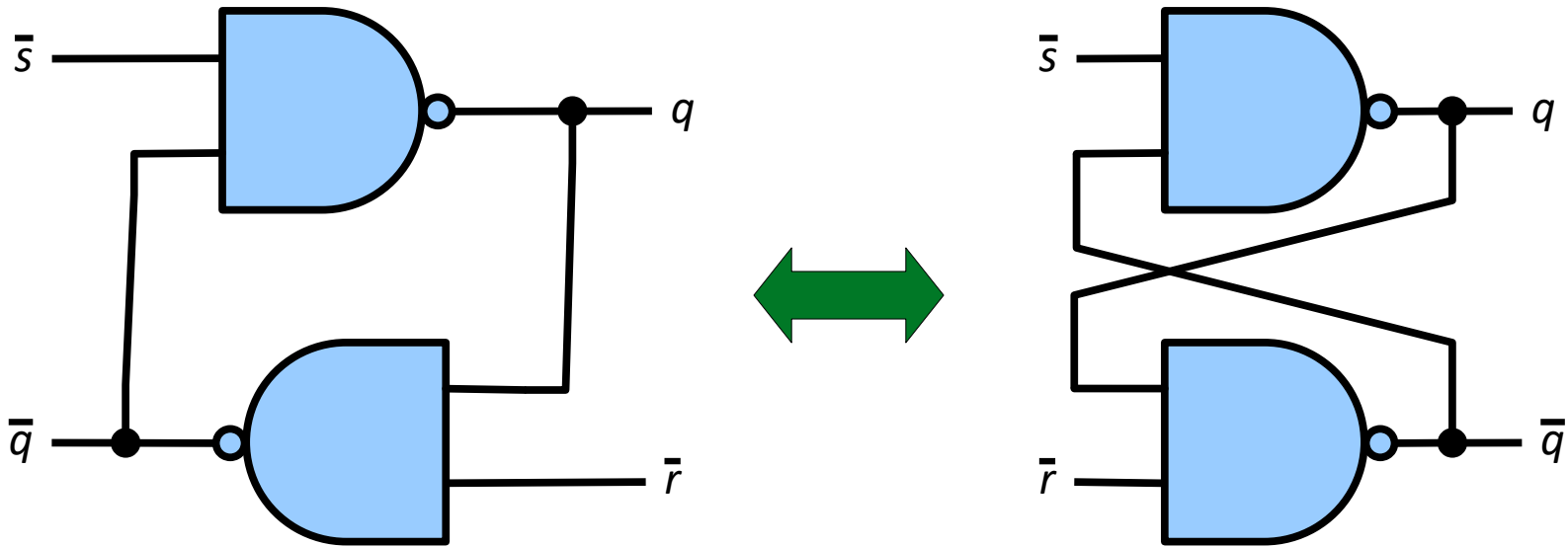
# Set-Reset (R-S) latch, NOR-based



Inputs		Outputs	
$r$	$s$	$q_n$	$\bar{q}_n$
0	0	$q_{n-1}$	$\neg q_{n-1}$
0	1	1	0
1	0	0	1
1	1	?	?



# Set-Reset (R-S) latch, NAND-based



Inputs		Outputs	
$\bar{r}$	$\bar{s}$	$q_n$	$\bar{q}_n$
0	0	?	?
0	1	0	1
1	0	1	0
1	1	$q_{n-1}$	$\neg q_{n-1}$



# Other flip-flops

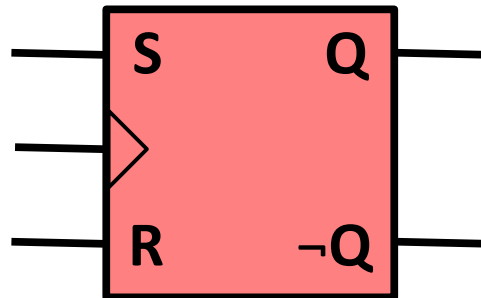
- **Derived from R-S**

- *Clocked R-S latch*

- Synchronous R-S latch variant
- Reacts to **R** or **S** signals while the clock signal is high

- *R-S master/slave (R-S flip-flop)*

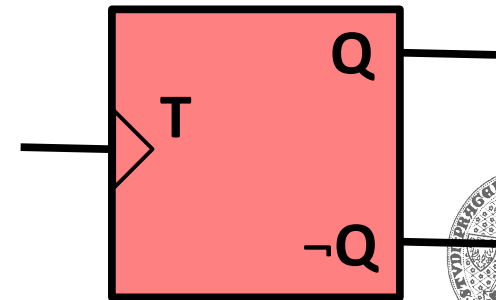
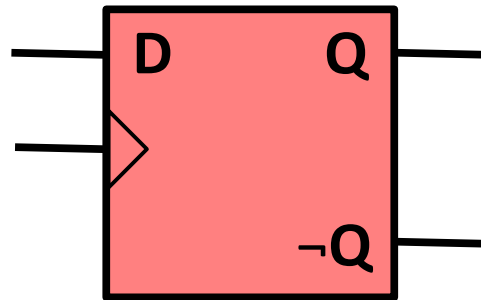
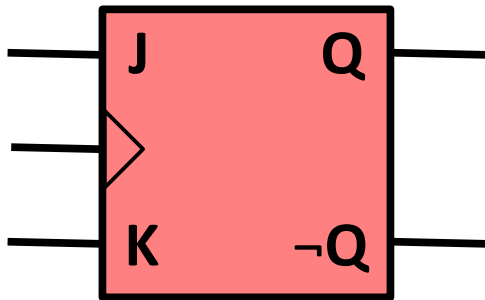
- Two clocked R-S latches (in series) with complementary clock signal
- Reacts to **R** or **S** signals only on rising/falling edge of the clock signal



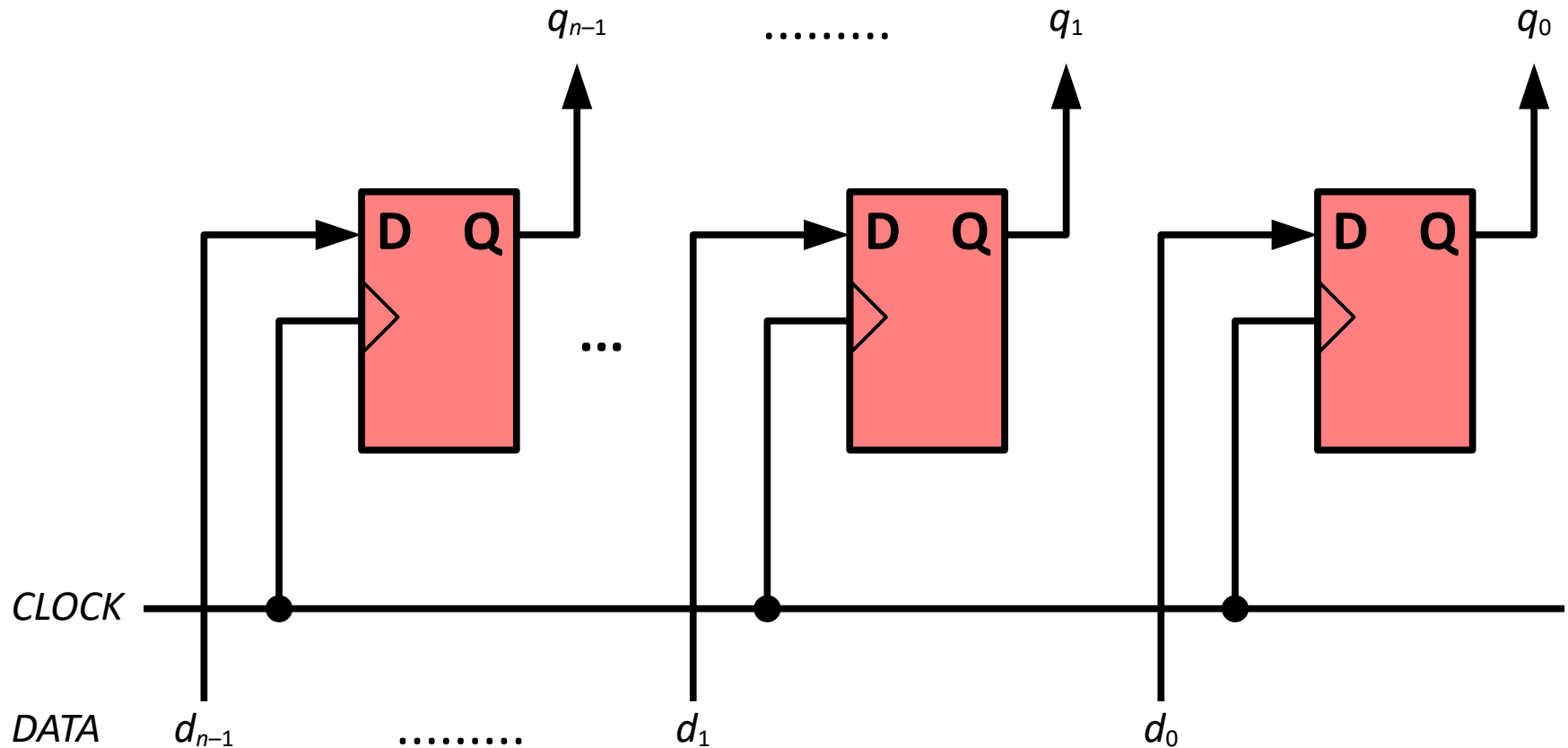
# Other flip-flops (2)

- Derived from R-S

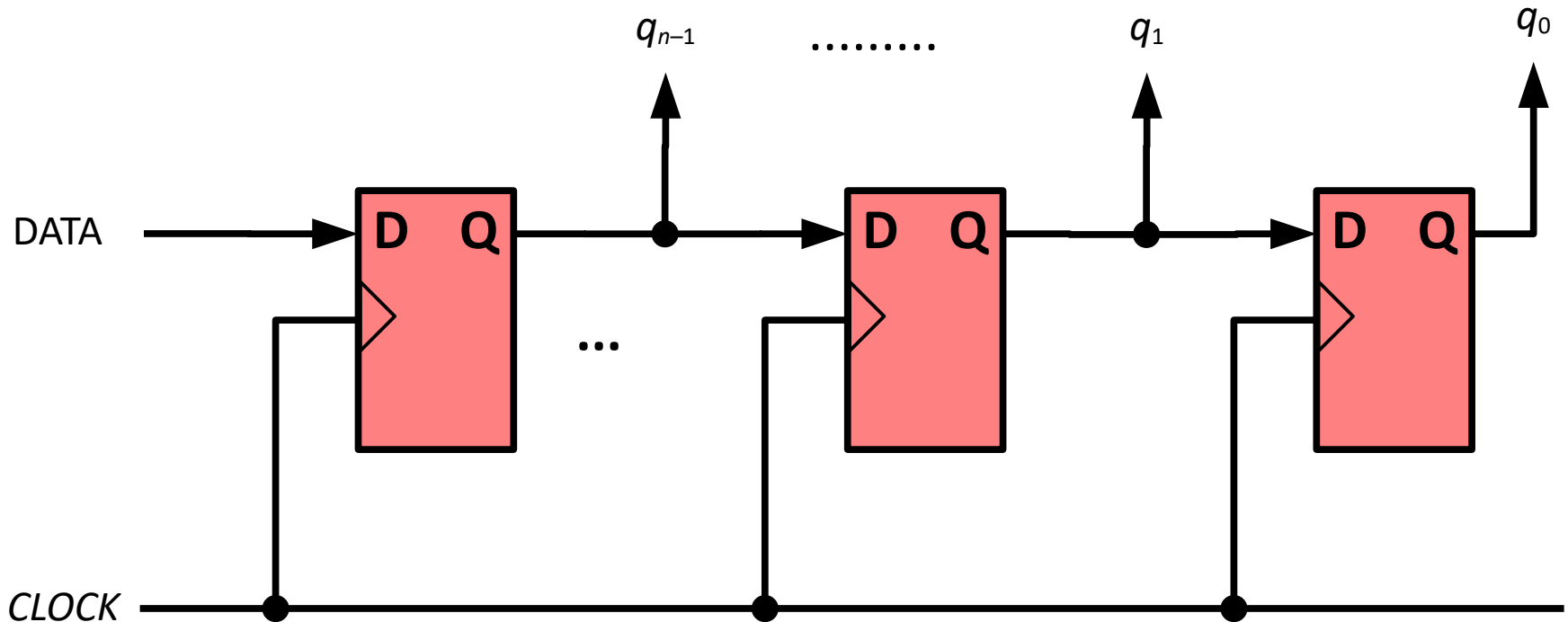
- *J-K master/slave (J-K flip-flop)*
  - Extends R-S ( $J = S$ ,  $K = R$ ), inverts state when  $J = K = 1$
- *Clocked D latch, D flip-flop*
  - Value determines by single input
- *T flip-flop*
  - Allows dividing clock signal frequency



# Data register made of flip-flops

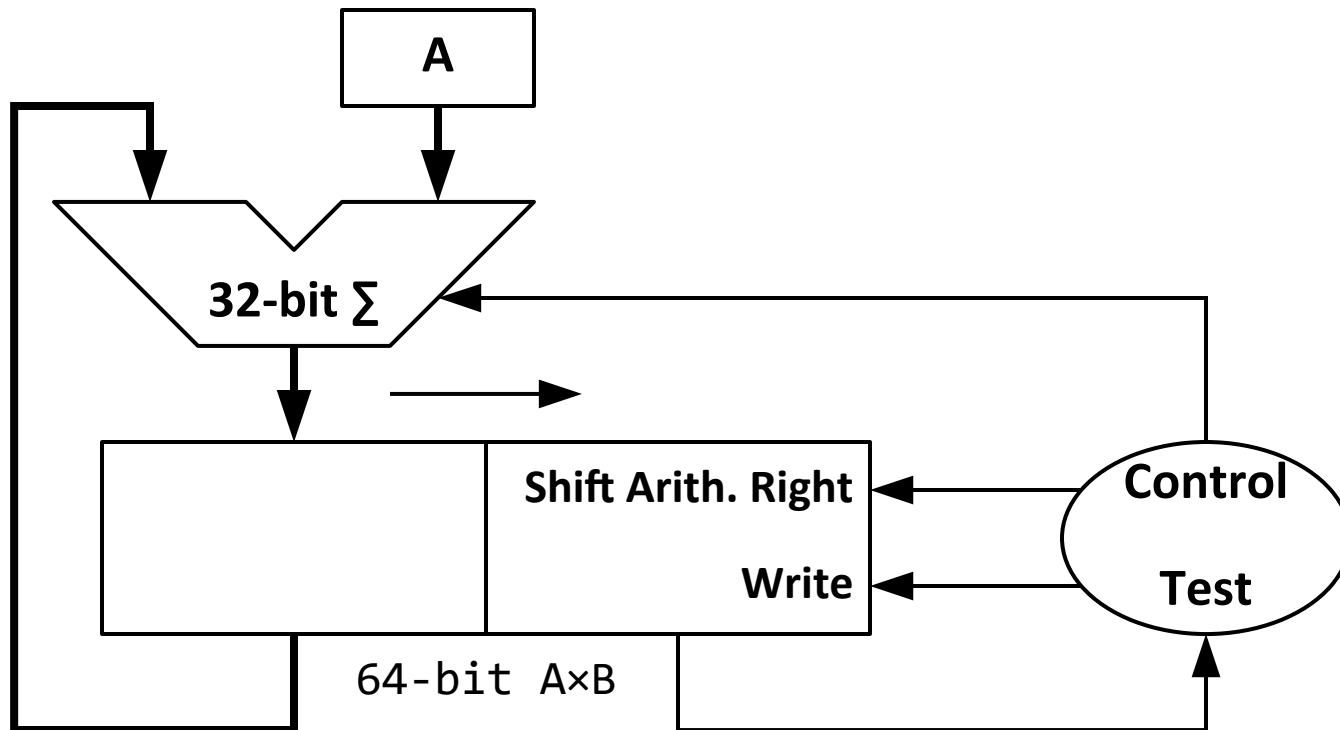


# Shift register made of flip-flops





# 32-bit sequential multiplier



# 32-bit sequential divider

