

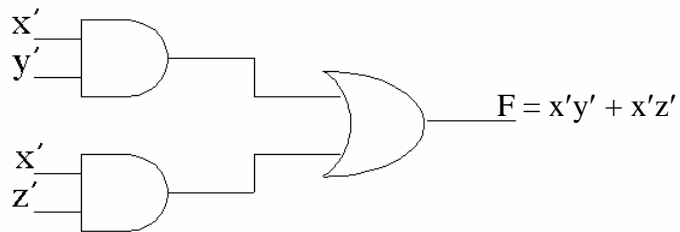
# ECE-223, Solutions for Assignment #4

Chapter 4, Digital Design, M. Mano, 3<sup>rd</sup> Edition

4.4) Design a combinational circuit with three inputs and one output. The output is 1 when the binary value of the inputs is less than 3. The output is 0 otherwise.

| x | y | z | F |
|---|---|---|---|
| 0 | 0 | 0 | 1 |
| 0 | 0 | 1 | 1 |
| 0 | 1 | 0 | 1 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 0 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 0 |
| 1 | 1 | 1 | 0 |

|      | y  |    |    |    |
|------|----|----|----|----|
| x\yz | 00 | 01 | 11 | 10 |
| 0    | 1  | 1  |    | 1  |
| 1    |    |    |    |    |



4.5) Design a combinational circuit with three inputs, x, y, and z, and three outputs, A, B, and C.

When the binary input is 0, 1, 2, or 3, the binary output is one greater than the input.

When the binary input is 4, 5, 6, or 7, the binary output is one less than the input.

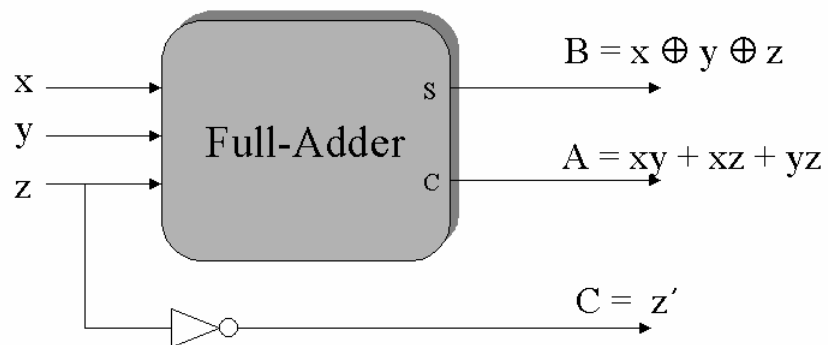
| x | y | z | A | B | C |
|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 1 |
| 0 | 0 | 1 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 | 1 | 1 |
| 0 | 1 | 1 | 1 | 0 | 0 |
| 1 | 0 | 0 | 0 | 1 | 1 |
| 1 | 0 | 1 | 1 | 0 | 0 |
| 1 | 1 | 0 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 | 1 | 0 |

|      | y  |    |    |    |
|------|----|----|----|----|
| x\yz | 00 | 01 | 11 | 10 |
| 0    |    |    | 1  |    |
| 1    |    | 1  | 1  | 1  |

$$A = xy + xz + yz$$

|      | y  |    |    |    |
|------|----|----|----|----|
| x\yz | 00 | 01 | 11 | 10 |
| 0    |    | 1  |    | 1  |
| 1    | 1  |    | 1  |    |

$$B = x \oplus y \oplus z \quad C = z'$$



4.8) Design a code converter that converts a decimal digit from "8 4 -2 -1" code to BCD  
 (See Table 1-5, Digital Design, M. Mano, pp.20)

|   | 8 | 4 | -2 | -1 | 8 | 4 | 2 | 1 |
|---|---|---|----|----|---|---|---|---|
|   | A | B | C  | D  | w | x | y | z |
| 0 | 0 | 0 | 0  | 0  | 0 | 0 | 0 | 0 |
| 1 | 0 | 1 | 1  | 1  | 0 | 0 | 0 | 1 |
| 2 | 0 | 1 | 1  | 0  | 0 | 0 | 1 | 0 |
| 3 | 0 | 1 | 0  | 1  | 0 | 0 | 1 | 1 |
| 4 | 0 | 1 | 0  | 0  | 0 | 1 | 0 | 0 |
| 5 | 1 | 0 | 1  | 1  | 0 | 1 | 0 | 1 |
| 6 | 1 | 0 | 1  | 0  | 0 | 1 | 1 | 0 |
| 7 | 1 | 0 | 0  | 1  | 0 | 1 | 1 | 1 |
| 8 | 1 | 0 | 0  | 0  | 1 | 0 | 0 | 0 |
| 9 | 1 | 1 | 1  | 1  | 1 | 0 | 0 | 1 |

|      |    | ← C → |    |    |
|------|----|-------|----|----|
| ABCD | 00 | 01    | 11 | 10 |
| 00   |    | X     | X  | X  |
| 01   |    |       |    |    |
| 11   | X  | X     | 1  | X  |
| 10   | 1  |       |    |    |

A ↑

$$w = AB + AC'D'$$

← C →

| ABCD | 00 | 01 | 11 | 10 |
|------|----|----|----|----|
| 00   |    | X  | X  | X  |
| 01   | 1  |    |    |    |
| 11   | X  | X  |    | X  |
| 10   |    | 1  | 1  | 1  |

↑ A ↓

$$x = B'C + B'D + BC'D'$$

← C →

| ABCD | 00 | 01 | 11 | 10 |
|------|----|----|----|----|
| 00   |    | X  | X  | X  |
| 01   |    | 1  |    | 1  |
| 11   | X  | X  |    | X  |
| 10   |    | 1  |    | 1  |

↑ A ↓

$$y = C'D + CD'$$

and  $z = D$

4.27) A combination circuit is specified by the following three Boolean functions:

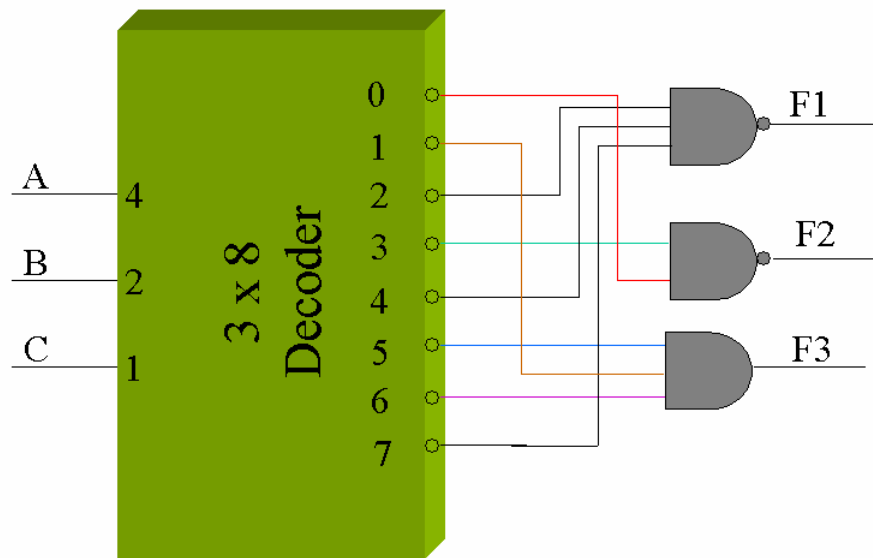
$$F_1(A, B, C) = \sum (2, 4, 7)$$

$$F_2(A, B, C) = \sum (0, 3)$$

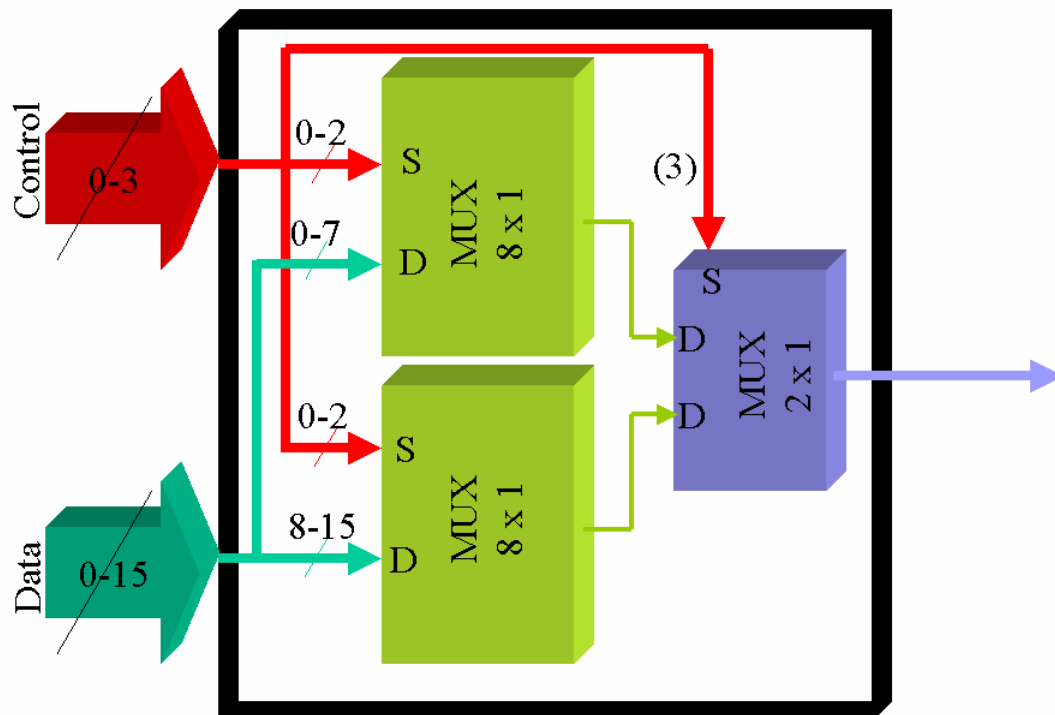
$$F_3(A, B, C) = \sum (0, 2, 3, 4, 7)$$

Implement the circuit with a decoder construction with NAND gates (similar to Fig. 4-19) and NAND or AND gates connected to the decoder outputs. Use block diagram for the decoder.

Minimize the number of inputs in the external gates.



4.31) Construct a 16 x 1 multiplexer with two 8 x 1 and one 2 x 1 multiplexers. Use block diagrams.



4.40) Write an HDL dataflow description of a 4-bit adder subtractor of unsigned numbers. Use the conditional operator. (?)

```
Library IEEE;
```

```
Use ieee.std_logic_1164.all;
```

```
Use ieee.std_logic_arith.all;
```

```
use ieee.std_logic_signed.all;
```

```
ENTITY add_sub IS
```

```
    PORT ( A, B : IN  std_logic_VECTOR (3 DOWNTO 0); -- 4-bit Data
```

```
          M  : IN  std_logic;                       -- M = 0 ADD ; M =1 SUB
```

```
          S  : OUT std_logic_vector ( 3 DOWNTO 0); -- sum or difference
```

```
          C  : OUT std_logic);                       -- Carry / Borrow
```

```
END add_sub; -- end of entity
```

```
ARCHITECTURE dataflow OF add_sub IS
```

```
    SIGNAL BM : std_logic_VECTOR (3 DOWNTO 0);
```

```
    signal sum : std_logic_VECTOR ( 4 downto 0);
```

```
Begin
```

```
    BM <= NOT B;
```

```
    SUM <= ('0'&A) + ('0'&B) WHEN M = '0' ELSE ('0'&A)+('0'&BM)+"0001";
```

```
    S <= SUM (3 downto 0 );
```

```
    C <= SUM (4);
```

```
End dataflow;
```

4.41) Repeat problem 4-40 using behavioral modeling.

Library IEEE;

Use ieee.std\_logic\_1164.all;

Use ieee.std\_logic\_arith.all;

use ieee.std\_logic\_signed.all;

ENTITY add\_sub IS

```
    PORT ( A, B : IN  std_logic_VECTOR (3 DOWNTO 0); -- 4-bit Data
          M  : IN  std_logic;                       -- M = 0 ADD ; M =1 SUB
          S  : OUT std_logic_vector ( 3 DOWNTO 0);  -- sum or difference
          C  : OUT std_logic);                     -- Carry / Borrow
```

END add\_sub; -- end of entity

ARCHITECTURE behavioral OF add\_sub IS

Begin

```
    process (A,B,M)
        variable BM : std_logic_VECTOR (3 DOWNTO 0);
        variable sum : std_logic_VECTOR ( 4 downto 0);
```

begin

```
    BM := not(B) ;
    if M = '0' then
        sum := A + B;
    else
        sum := ('0'&A)+('0'&BM)+"0001";
    end if;
```

```
S <= sum ( 3 downto 0 );
```

```
C <= sum (4);
```

```
end process;
```

```
End behavioral;
```