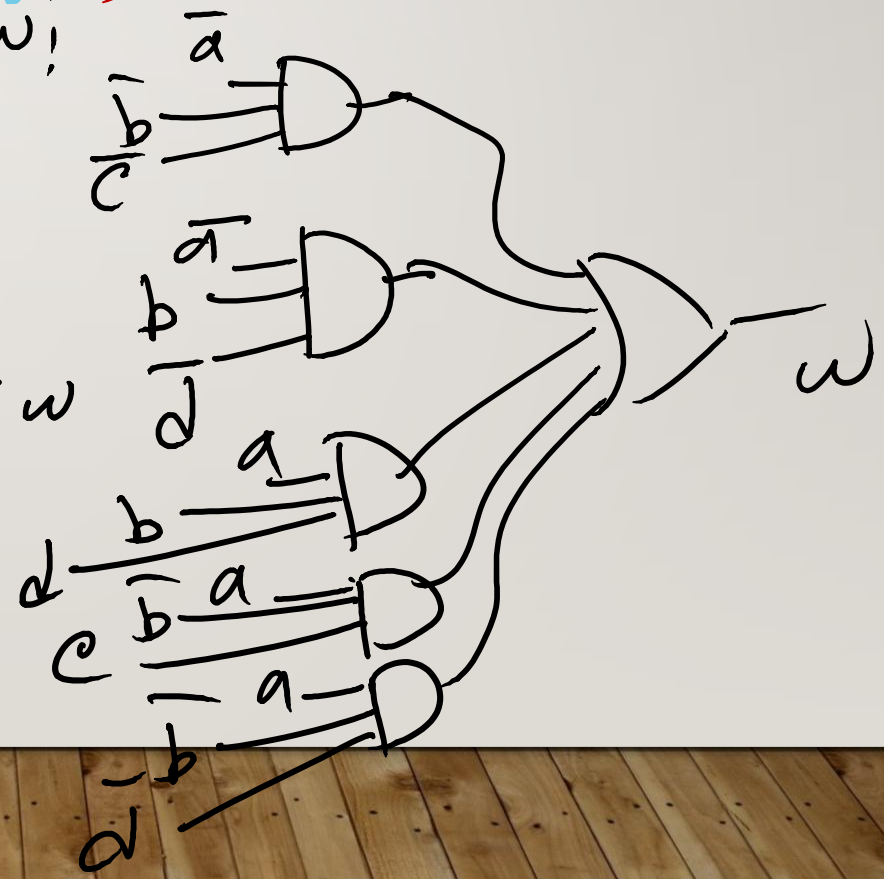
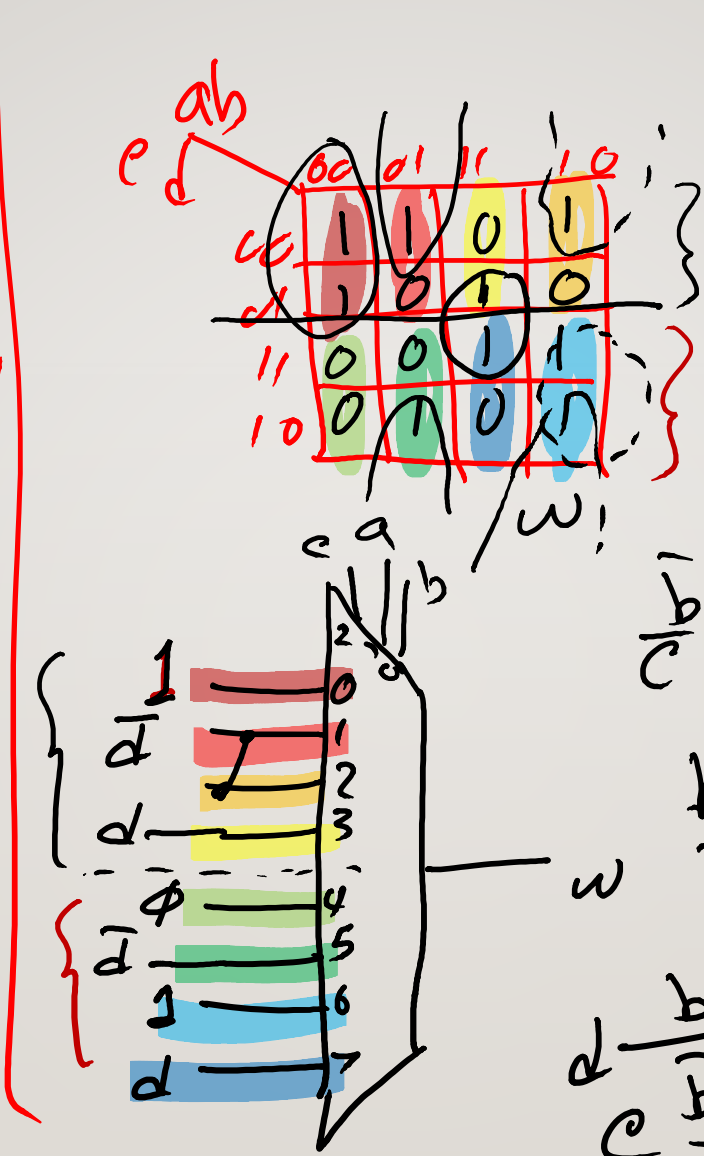
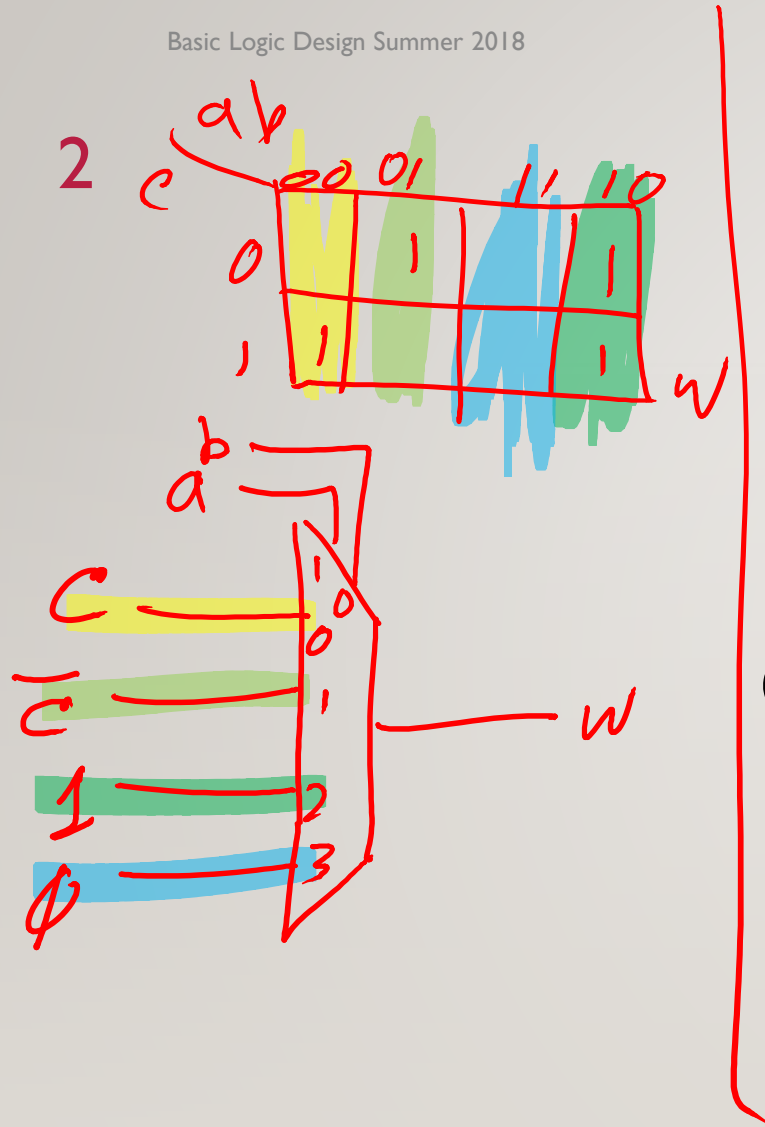




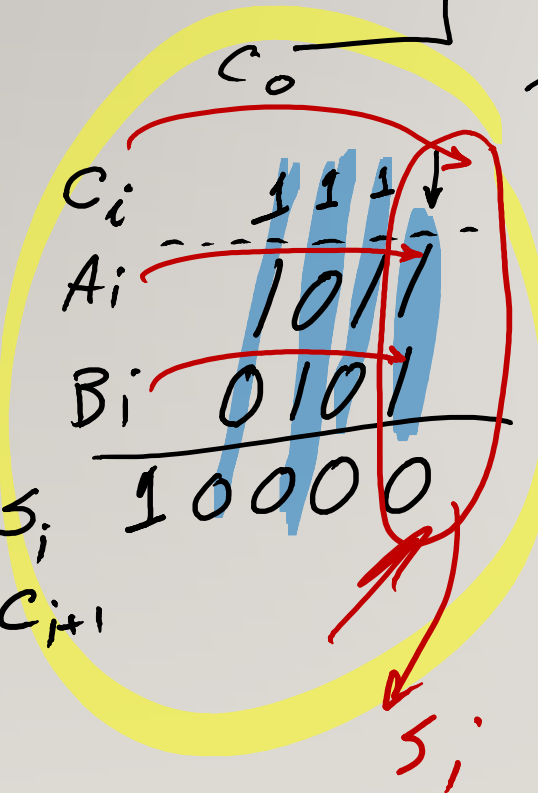
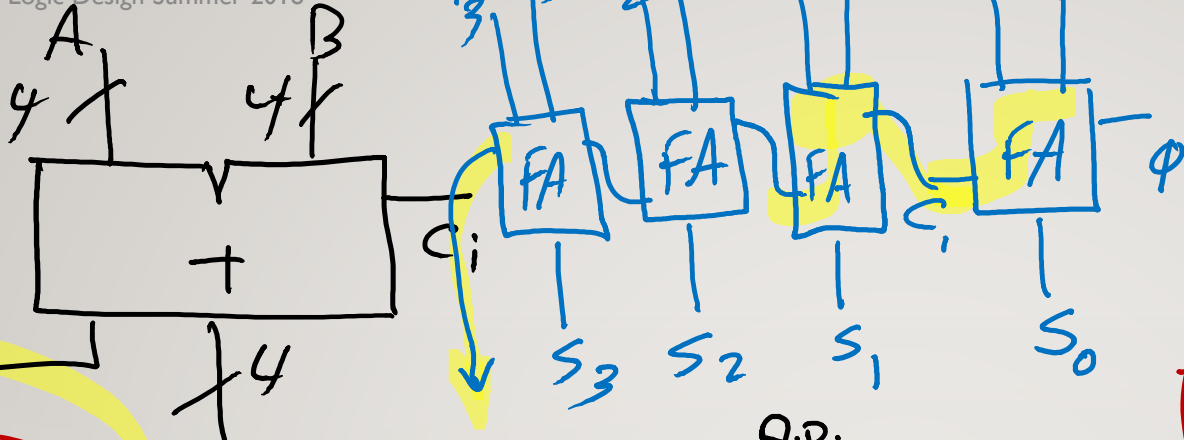
# Digital Logic Design

## Lecture 6

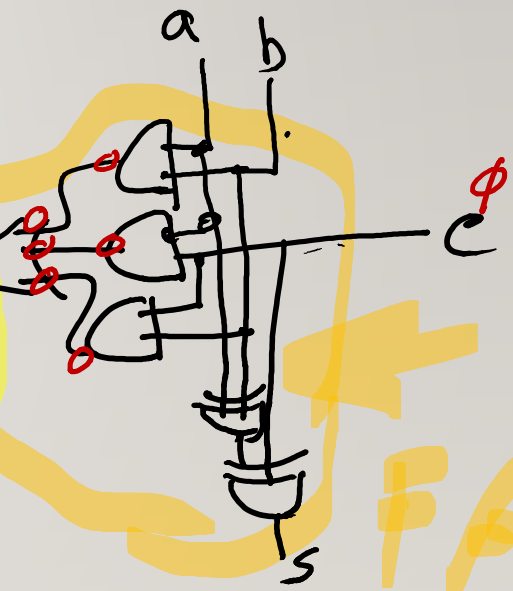
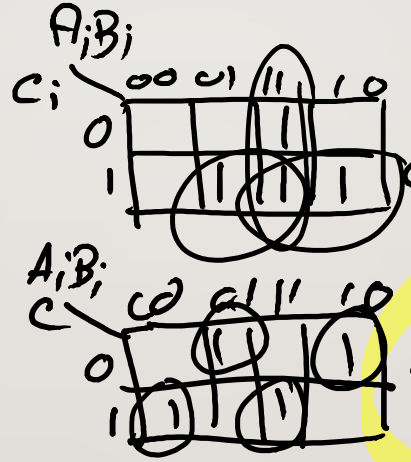
**Dr. Navabi**



3



$C_i, A_i, B_i$	$C_0, S_i$
0 0 0	0 0
0 0 1	0 1
0 1 0	0 1
0 1 1	1 0
1 0 0	1 0
1 0 1	1 0
1 1 0	1 0
1 1 1	1 1

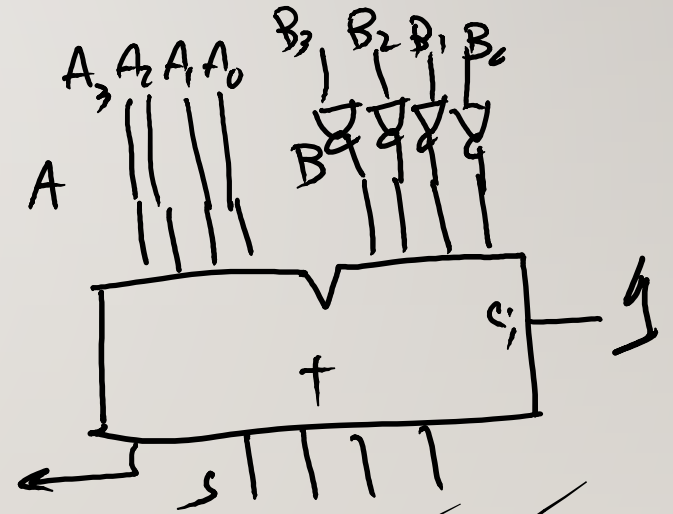
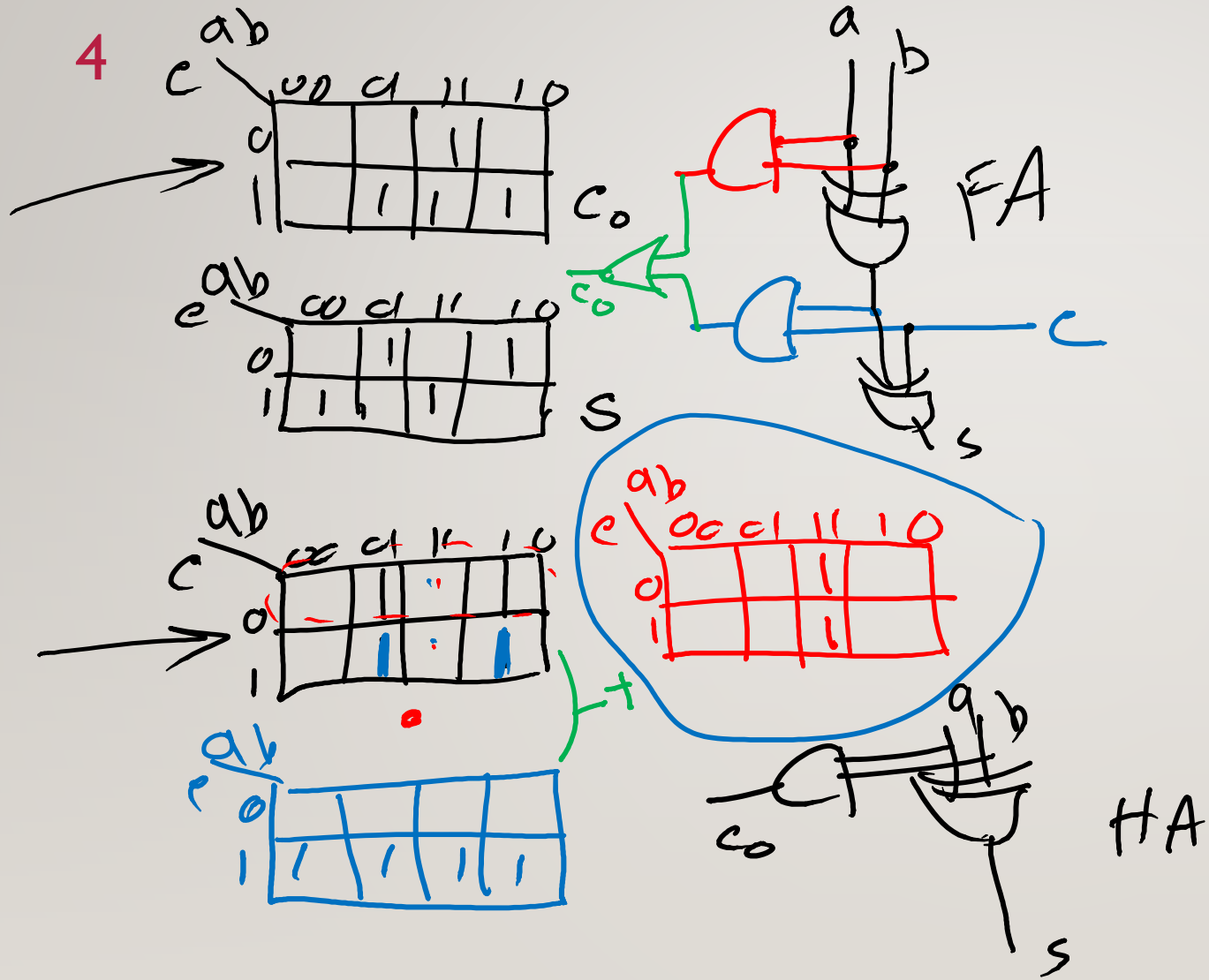


$c = C_i$   
 $a = A_i$   
 $b = B_i$   
 $s = S_i$   
 $c_0 = C_{i+1}$

$$\bar{a}(\bar{b}\bar{c} + b\bar{c}) + a(b\bar{c} + \bar{b}c) = a \oplus b \oplus c$$

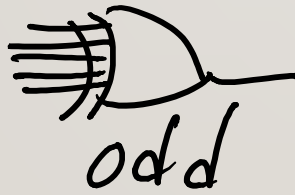
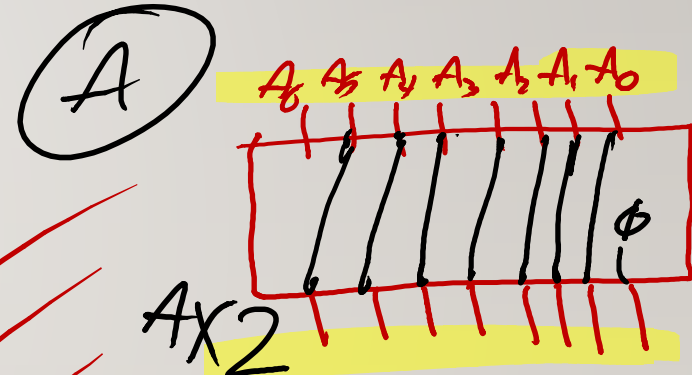
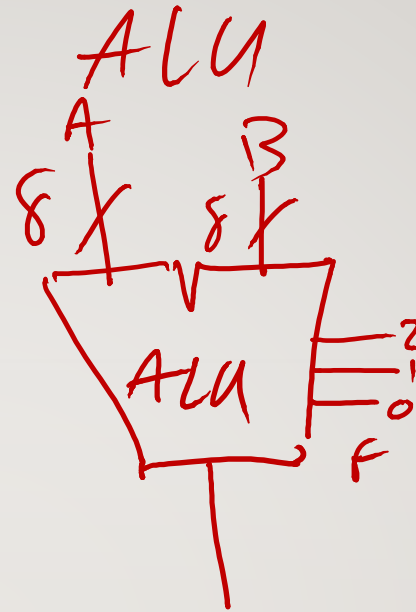
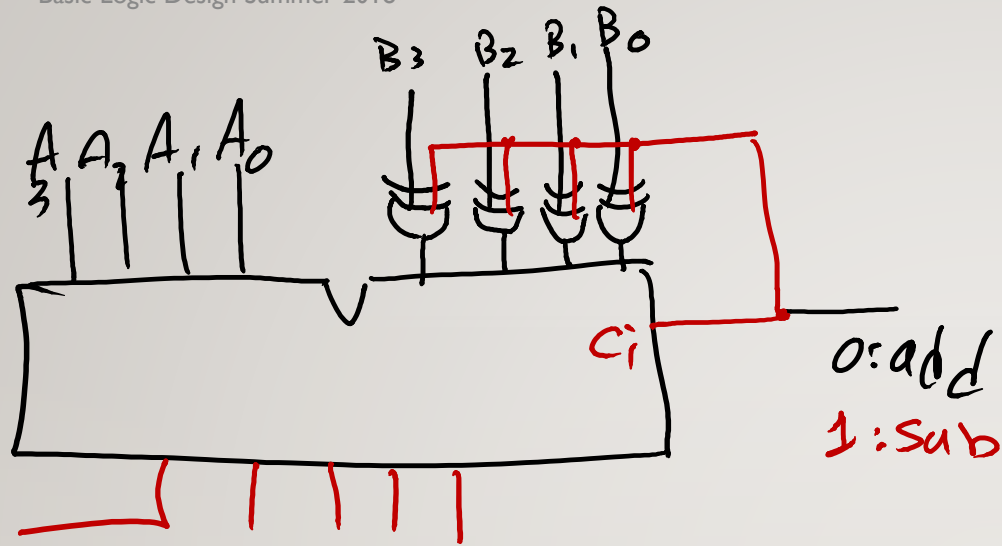
$S_i$  RCA

4



$$A - B = A + (\overline{B} + 1)$$

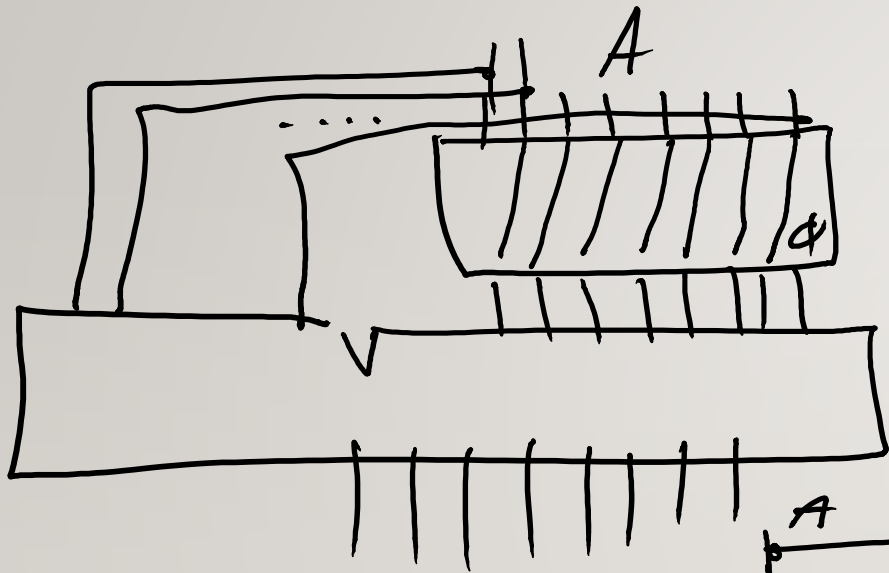
5



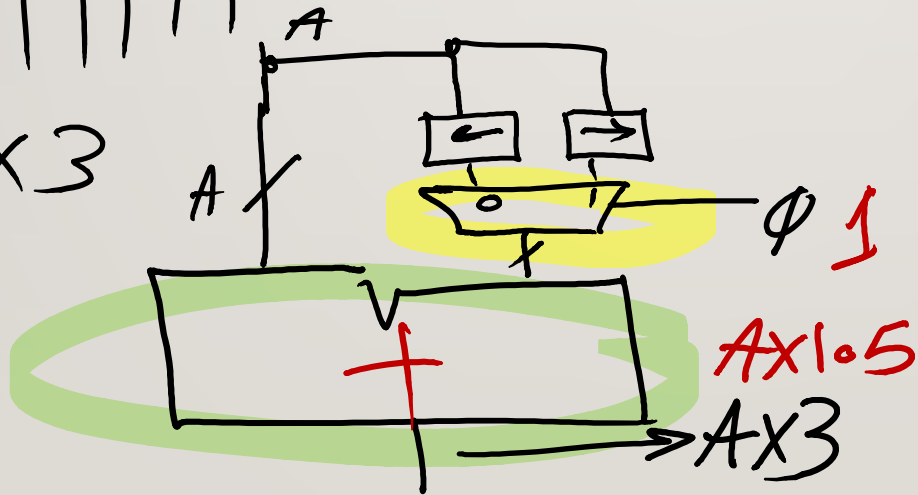
F	
0	A+B ✓
1	A-B ✓
2	A&B ✓
3	A B ✓
4	A
5	Ax2
6	A÷2
7	-

Arithmetic Logic Unit

6



$A \times 3$



$A \times 1.5$   
 $A \times 3$

module add8

```

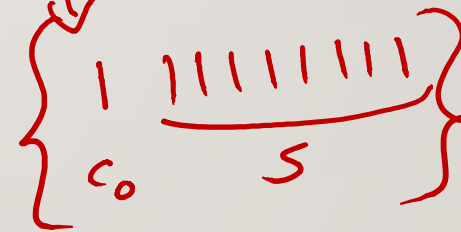
(input [7:0] A, B,
 input ci, output co,
 output [7:0] S);

```

```

assign {co, S} = A + B + ci;
endmodule

```



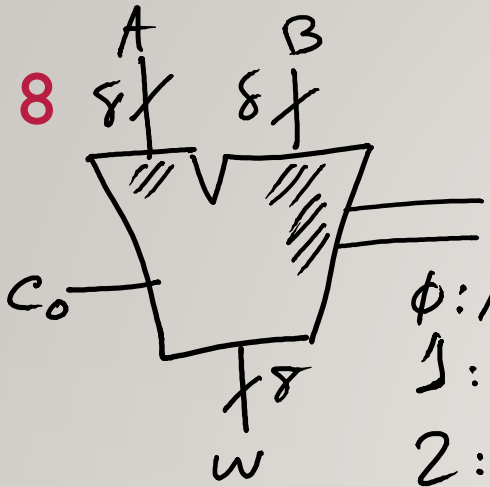
7

```
module FA(input a,b,c  
output regco,s);
```

```
assign {co,s} = a+b+c;  
endmodule
```

```
assign s = a ⊕ b ⊕ c;  
assign co = a & b | a & c | b & c;
```

```
always @(a,b,c) begin  
    {co,s} = a+b+c;  
    o  
    o  
    o  
end
```



- 0:  $A + B$
- 1:  $A + 0.5B$
- 2:  $\text{Max}(A; B)$
- 3:  $A \& B$

1) Input Rule \*  
include all signals being read on the always sensitivity list

2) OUTPUT RULE  
indiscriminately set all outputs to the inactive values at the beginning of the always

```
module ALU8 (input [7:0] A, B, input [1:0] F,
            output reg co, output [7:0] reg w);
```

```
always @ (A, B, F) begin
```

```
co = 1'b0; w = 8'b0;
```

```
case (F)
```

```
2'b00: {co, w} = A + B;
```

```
2'b01: {co, w} = A + 0.5B
```

```
2'b10: if (A > B) w = A; else w = B;
```

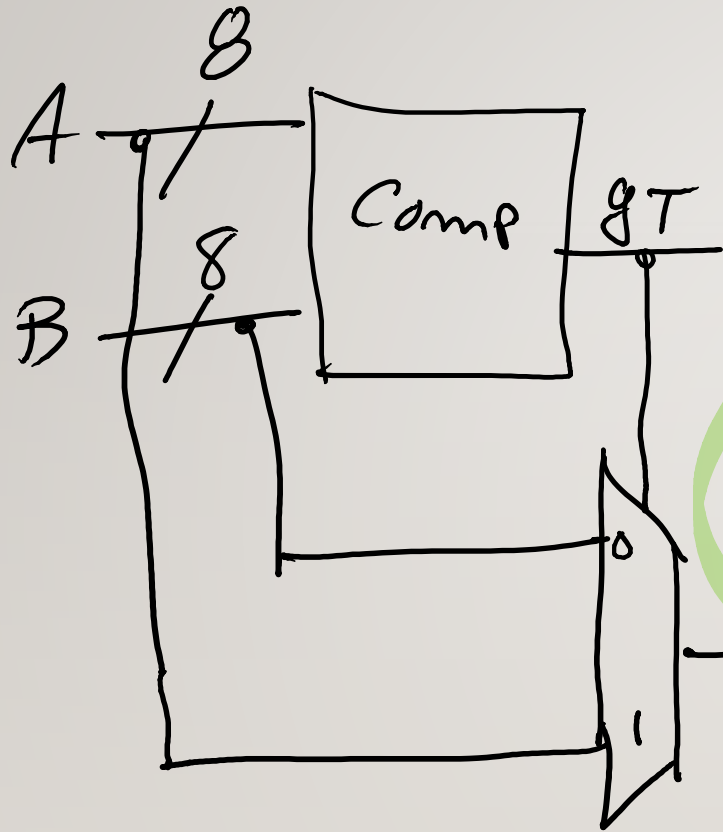
```
2'b11: w = A & B;
```

```
default: w = 8'b0;
```

```
endcase
end
endmodule.
```



9



max

