

# CS140 Lecture 03:

## The Machinery of Computation:

### Combinational Logic

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Some slides credit Aaron Stevens

# Overview/Questions

- What did we do last time?
- Can we relate this circuit stuff to something we know something about?
- How can we combine these elements to do more complicated tasks?
- By combining several gates, we create logic-computing circuits.
- Logic-computing circuits can do binary number addition.

# What did we talk about last time?

- Circuits control the flow of electricity.
- Gates are simple logical systems.

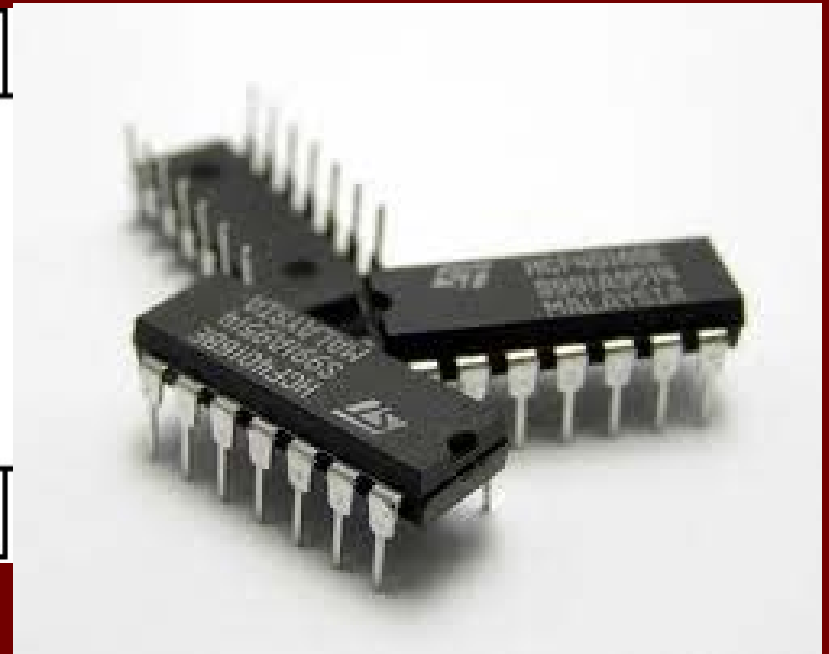
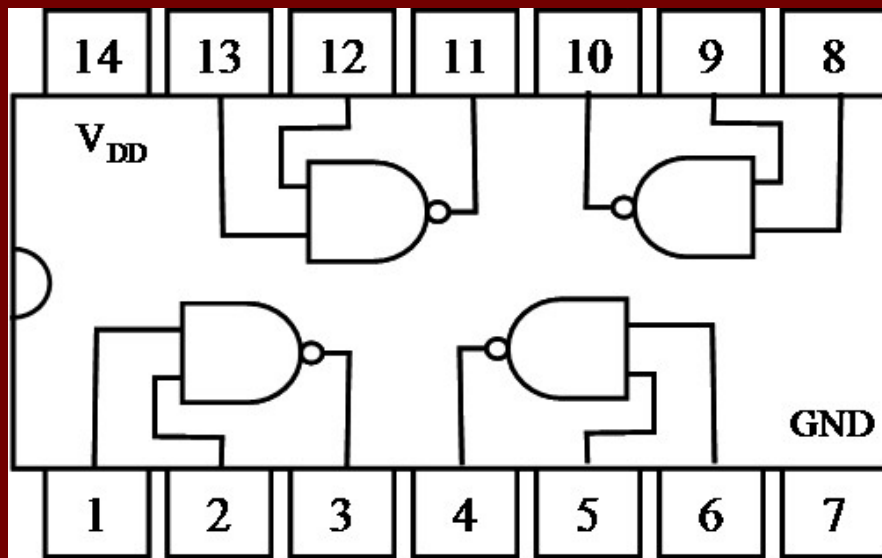
# Integrated Circuits

**Integrated circuit** (also called a *chip*)

A piece of silicon on which multiple (many) gates have been embedded.

Silicon pieces are mounted on a plastic or ceramic package with pins along the edges that can be soldered onto circuit boards or inserted into appropriate sockets

# Integrated Circuits



# Central Processor Units

The most important integrated circuit in any computer is the **Central Processing Unit**, or CPU.

- The Intel *Duo Core 2* ® processor has more than 1.9 billion ( $1.9 * 10^9$ ) gate transistors on one chip.

The CPU combines many gates, to enable a small number of instructions. Examples:

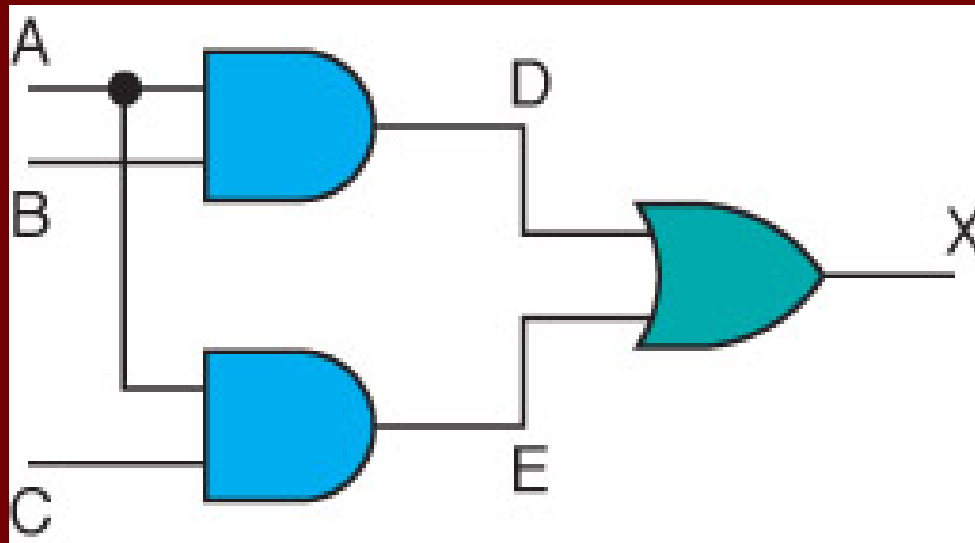
- Add/subtract 2 binary inputs
- Load a value from memory
- Store a value into memory



# Combinational Circuits

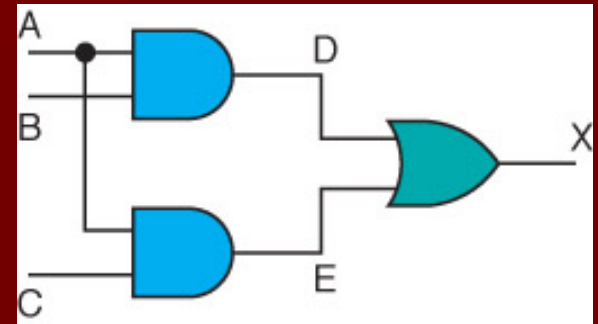
Combines some basic gates (AND, OR, XOR, NOT) into a more complex circuit.

- Outputs from one circuit flow into the inputs of another circuit.
- The **input values** explicitly determine the output values.



# Combinational Circuits

Three inputs require eight rows to describe all possible input combinations ( $2^3 = 8$ ):



A	B	C	D	E	X
0	0	0	0	0	0
0	0	1	0	0	0
0	1	0	0	0	0
0	1	1	0	0	0
1	0	0	0	0	0
1	0	1	0	1	1
1	1	0	1	0	1
1	1	1	1	1	1

This same circuit using a Boolean expression is  $(AB + AC)$

# Recall Binary Number Addition

Adding two 1-bit numbers together produces

- A sum bit
- A carry bit

**Binary addition**

	0	0	0	0	0	0	0	1	Binary	Decimal
	0	0	0	0	0	0	0	1	00000001	1
+	0	0	0	0	0	0	0	1	00000001	1
	0	0	0	0	0	0	1	0	00000010	2

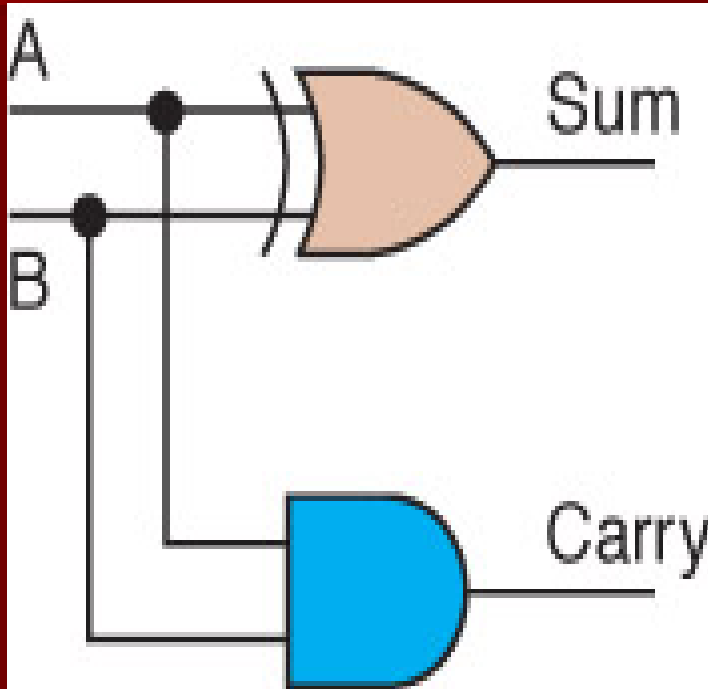
# Binary Number Addition

Look closely at the values for **Sum** and **Carry**...

A	B	Sum	Carry
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

*Do they look like any of the gates we've seen?*

# A Circuit for Binary Addition



$$\text{Sum} = A \text{ XOR } B$$

$$\text{Carry} = A \text{ AND } B$$

A	B	Sum	Carry
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

*This circuit is called a **half-adder**.*

*(It doesn't take a carry-in.)*

# Full Adder Circuit

The **full adder** takes 3 inputs:

– A, B, and a **carry-in** value

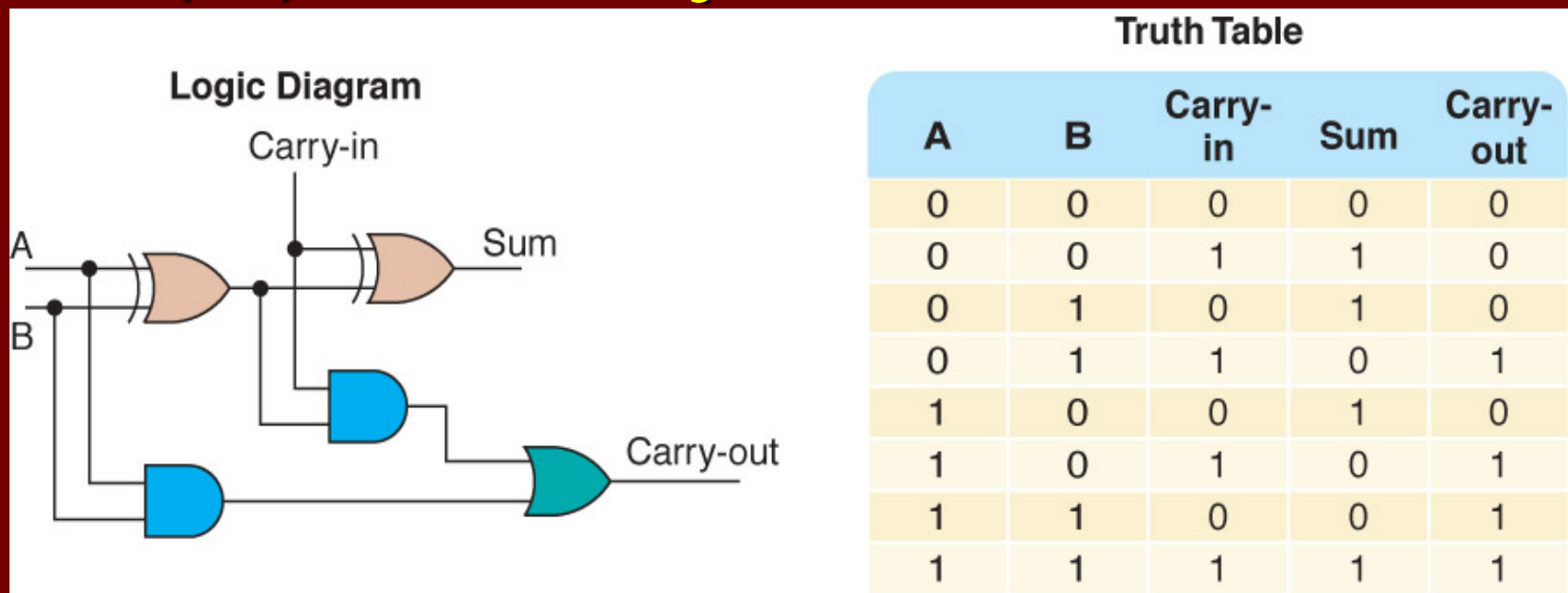


Figure 4.10 A full adder

# Recall Binary Number Addition

Adding two 1-bit numbers together produces

- A sum bit
- A carry bit

**Binary addition**

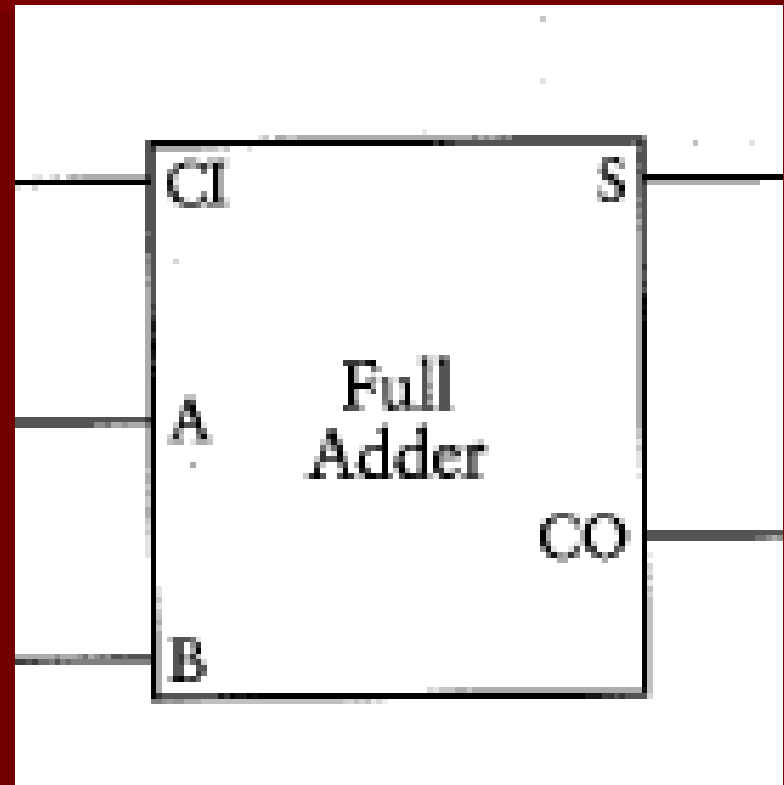
	0	0	0	0	0	0	0	1	Binary	Decimal
	0	0	0	0	0	0	0	1	00000001	1
+	0	0	0	0	0	0	0	1	00000001	1
	0	0	0	0	0	0	1	0	00000010	2

# The Full Adder

Here is the Full Adder, with its internal details hidden (an abstraction).

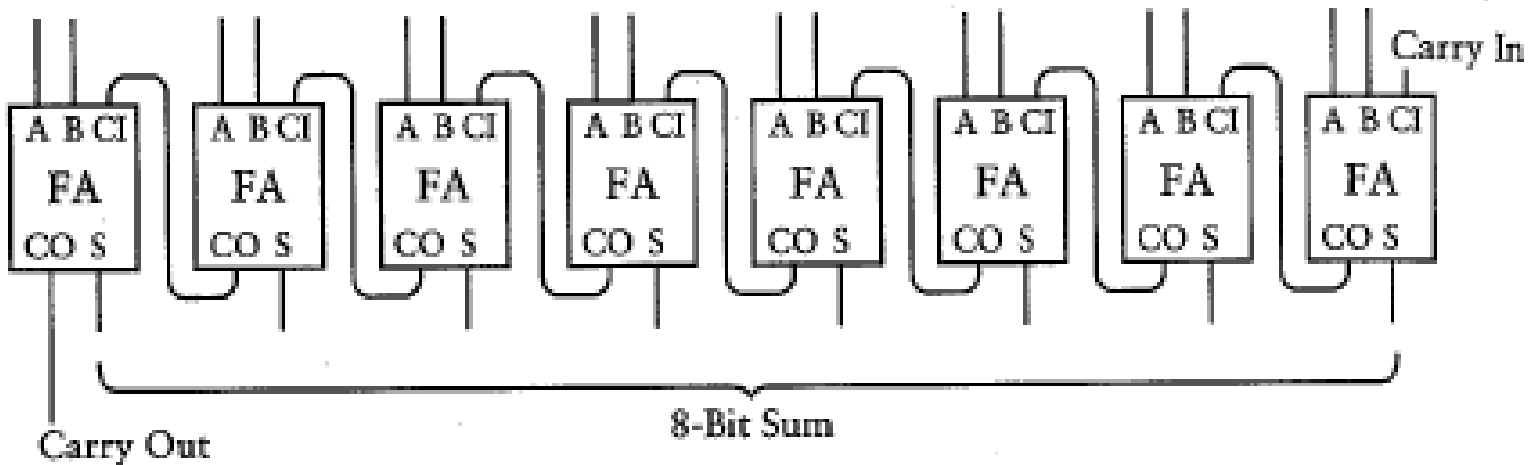
What matters now are:

- inputs are A, B, and CI.
- outputs are S and CO



# An 8-bit Adder

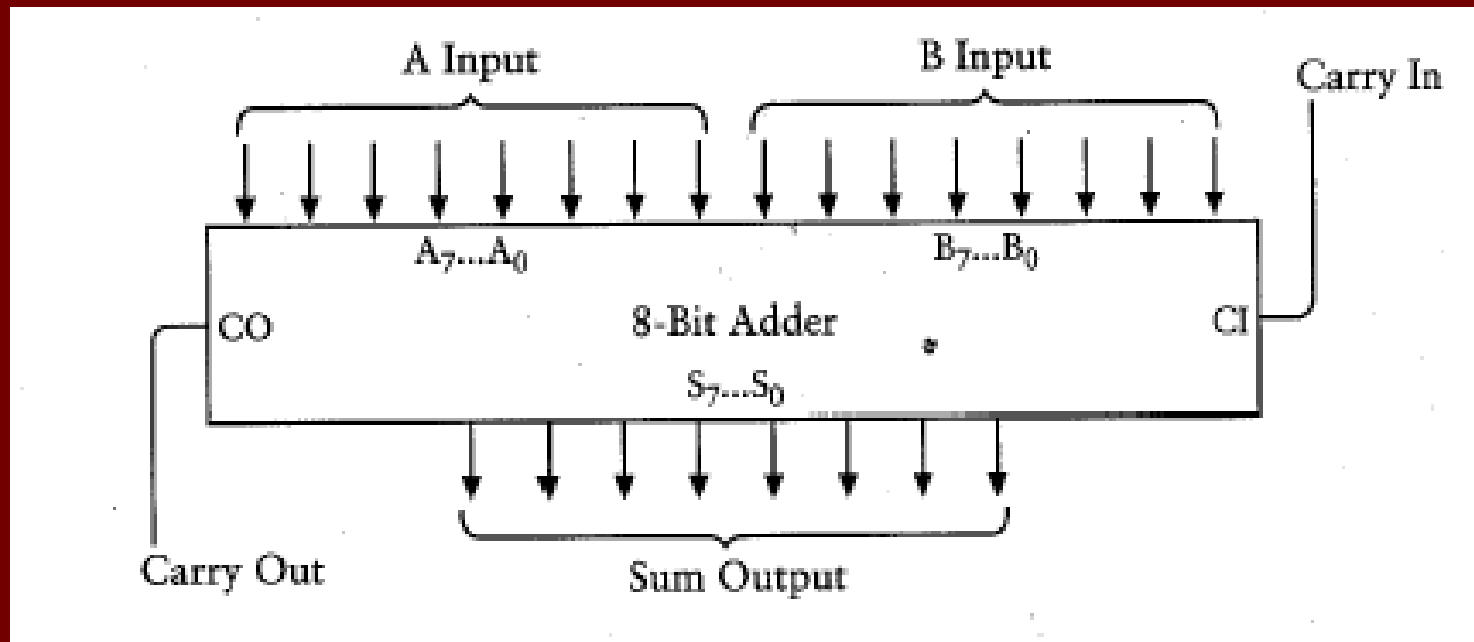
To add two 8-bit numbers together, we need an 8-bit adder:



Notice how the carry out from one bit's adder becomes the carry-in to the next adder.

# An 8-bit Adder

We can abstract away the 1-bit adders,  
And summarize with this diagram:



Notice the inputs and outputs.

# Output from the Adder

The adder produces 2 outputs:

- Sum (multi-bit), Carry Out (1-bit)

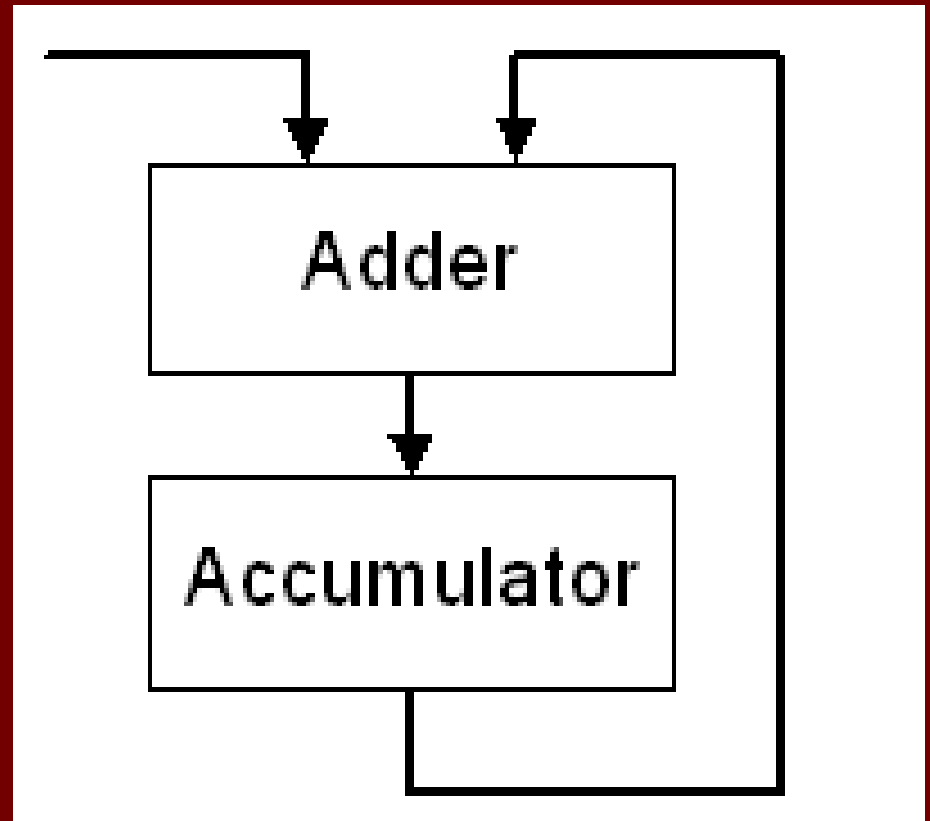
*Where does the output go from here?*

## Accumulator

A circuit connected to an adder, which stores the adder's result.

# Putting it Together

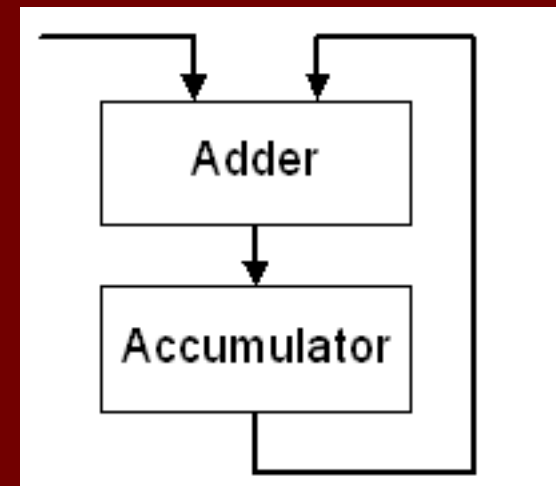
The accumulator is a memory circuit, and is wired as both an output from the adder and an input back into the adder.



# Accumulator Example

Suppose we want to add 3 numbers:

- 1) Clear the accumulator (set to all 0s)
- 2) Load the first input into the adder
- 3) Compute the sum of accumulator + input
- 4) Result flows back into accumulator
- 5) Go to step 2 with next input



# Input to the Adder

The adder takes inputs

- A, B are two binary numbers
- (Carry-in should be 0)
  - Our nand2tetris adder will be slightly different

*How do we feed numbers into the adder?*

## Random Access Memory

A large memory unit which stores data before/after processing.

# What about Subtraction?

## 2s complement

Recall that binary subtraction is accomplished by adding the 2s complement of a number.

## Inverter

A circuit built using NOT gates, which inverts all bits – turning 1s into 0s and 0s into 1s.

- The inverter creates a 1s complement of its input.
- Adding 1 to this gives a 2s complement number, suitable for doing subtraction.
- (How could we add 1 to the inverted number?)

# What about Subtraction?

## In nand2tetris world:

Note that  $x - y = -(-x + y)$

Since we don't need to store intermediate results, this can be done in 1's complement:

- Flip the bits of  $x$  (this computes  $-x$  in 1's complement)
- Add  $y$
- Flip the bits of the result

# From Adding Machine...

What we've got is an machine that can do **addition/subtraction in circuitry**.

It can read data from memory, and write data back to memory.

We haven't dealt with how to:

- Specify from which address memory to read.
- Specify which operation to perform (add/subtract).
- Specify to which address to write.



# Take-Away Points

- Combination gates
- Half-Adder
- Full Adder
- Adder
- Inverter
- Accumulator