CSCI 2020 Computer Architecture

Basic binary math and logic
Binary numbers operate in base 2, where the only digits are `0` and `1`. They are fundamental in digital systems, logic design, and computing.
1. **Binary Arithmetic: Addition:** Binary addition is similar to decimal addition, with the rules:
2. **Binary Subtraction**: **two's complement(invert bits add 1)** of what is subtracting, add what is being taken from and discard carry
Logical Operations:
- **AND (`A * B`)**: Outputs `1` only if both inputs are `1`
- **OR (`A + B`)**: Outputs `1` if at least one input is `1`.
- **XOR (`A ⊕ B`)**: Outputs `1` if the inputs are different.
- **NOT (¬`A`)**: Inverts the input.
- **NAND (`¬(A * B)`)**: Outputs `1` unless **both inputs** are `1`.
- **NOR (`¬(A + B)`)**: Outputs `1` only if **both inputs** are `0`.
- **XNOR (`¬(A ⊕ B)`)**: Outputs `1` if the **inputs are the same**.
- **Implication (`A → B`)**: Outputs `1` unless `A = 1` and `B = 0`.

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- **Equivalence (`A ↔ B`)**: Outputs `1` if **A and B are equal**.
Equivalent to XNOR.
Total bit Combinations = 2^n
Dec → Hex | Divide by 16, use remainders as hex digits. | 156 (dec) | 9C (hex)
Hex → Dec | Multiply digits by 16^n, sum the results. | 1A3 (hex) | 419 (dec)
Bin → Dec | Multiply bits by 2^n, sum the results. | 1101 (bin) | 13 (dec)
Dec → Oct | Divide by 8, use remainders as octal digits. | 125 (dec) | 175 (oct)
Bin → Oct | Group binary into 3 bits, convert each group to octal. | 110101 (bin) | 65 (oct)
Sign Representation MSB(the front of bit): `0` (positive), `1` (negative) Negative: Invert and add 1 | | **Arithmetic** | Complex | Simplified (no separate subtraction) | | **Range (4-bit)** | (signed Magnitude(\(-7 \) to \(+7 \) | (two's complement)\(-8 \) to \(+7 \) |

Combinational Logic

Combinational logic
Definition
- **Combinational Circuit**: Output depends only on current inputs; no memory.
- **Sequential Circuit**: Output depends on current inputs and past states (memory)
Key Differences
Feature	Combinational Circuit	Sequential Circuit
Output Dependency	Current inputs only	Current inputs + past states
Memory	No memory	Has memory (e.g., flip-flops)
Feedback	No feedback loop	Includes feedback loop
Clock Signal	Not required	Requires a clock signal
Time Dependency	Outputs appear immediately	Outputs depend on clock cycles
Examples
- **Combinational Circuit**:

Combinational Logic (cont)

- Half Adder: Adds two inputs, outputs Sum = \(A XOR B), Carry = \(A AND B).
- **Sequential Circuit**:
- D Flip-Flop: Stores 1 bit of data; updates on clock edge.
Applications
- **Combinational Circuits**:
- Adders, multiplexers, encoders, decoders.
- **Sequential Circuits**:
- Counters, shift registers, memory units.
Summary
- **Combinational Circuits**:
- Simple, stateless, used for logical operations.
- **Sequential Circuits**:
- Complex, state-based, used for time-sensitive or memory-based tasks.
For AND(also minterm) gates
- **Identity**: AND-ing anything with `1` keeps it the same.
- **Null**: AND-ing anything with `0` makes it `0`.
- **Commutative**: Changing the order of inputs doesn't matter.
- **Associative**: Grouping inputs in any way doesn't matter.
-**Minterm** = $A \cdot \bar{B} \cdot C \cdot \bar{D}$

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Combinational Logic (cont)

- **sum of products**: Y=(A·B¯·C·D)-+(A¯·B·C·D¯)+(A·B·C¯·D¯)

For OR(maxterm) gate

- **Identity**: \(A + 0 = A \)
- **Null**: \(A + 1 = 1 \)
- **Commutative**: \(A + B = B + A \)
- **Associative**: \(A + (B + C) = (A + B) + C \)
- **Idempotent**: \(A + A = A \)
- **Distributive**:
- Over AND: \(A + (B AND C) = (A + B) AND (A + C) \)
- Over OR: (A + (B + C) = (A + B) + C)

-- **Maxterm** = (A¯+B+C¯+D)

- **Product of sums**: Y=(A¯+B+C-¯+D)·(A+B¯+C+D¯)·(A¯+B¯+-C¯+D)

Prority Encoder

Definition:

A Priority Encoder is a combinational circuit that encodes the position of the highest-priority active input into a binary output.

Key Features:

- **Inputs**: \(2^n \) input lines; only one active at a time is expected.
- **Outputs**: \(n \) output lines representing the binary code of the highest-priority input.

Combinational Logic (cont)

- **Priority**: Higher-order inputs have precedence over lower--order inputs.
- **Enable Output**: Indicates if any input is active (optional).

Logic Expressions (4-to-2 Priority Encoder):

- Y_1 = D_3 + D_2
- Y_0 = D_3 +{D_2}¯ * D_1
- Enable Output (E = D_3 + D_2 + D_1 + D_0

Applications:

1. **Interrupt Handling**: Assigns priority to multiple interrupt signals in processors.
2. **Data Compression**: Encodes multiple inputs into fewer bits.
3. **Memory Decoding**: Selects the highest-priority address or resource.

Advantages:

- Handles multiple inputs with priority logic.
- Compresses input size efficiently.

Limitations:

- Requires additional handling if multiple inputs have the same priority.
- Extra circuitry needed for "no active input" conditions.

Causes of Delay in Circuit State Change (Low to High)

Definition:

Combinational Logic (cont)

Delays occur when a circuit element transitions from `0` (low) to `1` (high) due to physical and electrical factors.

Key Causes of Delay

1. **Propagation Delay**:
- Time taken for a signal to propagate through a circuit element.
- Affects overall circuit speed.
2. **Gate Capacitance**:
- Time required to charge or discharge the transistor's gate capacitance.
3. **Load Capacitance**:
- Higher load capacitance slows the charging/discharging process.
4. **Resistance of Interconnects**:
- Higher resistance in wires increases \(RC \) delay.
5. **Signal Rise Time**:
- Time taken for the signal to rise from 10% to 90% of its final value.
6. **Threshold Voltage**:
- Higher voltage thresholds cause slower transitions.
7. **Noise and Signal Integrity**:
- Crosstalk, interference, or power fluctuations can distort signals.
8. **Power Supply Voltage**:
- Lower voltages reduce drive strength, increasing delay.
9. **Temperature Effects**:

Combinational Logic (cont)

- High temperatures slow down transistor switching.

10. **Manufacturing Variations**:
- Fabrication inconsistencies can result in slower components.
11. **Clock Synchronization**:
- Skew or jitter in clock signals causes timing delays in sequential circuits.
12. **Parasitic Elements**:
- Unintended resistance, capacitance, or inductance contributes to delay.

Summary:

Delays result from intrinsic (e.g., propagation, capacitance) and external factors (e.g., noise, temperature). Optimizing design and materials can mitigate these delays.

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- **Minterm** = $A \cdot B^{-} \cdot C \cdot D^{-}$
- **sum of products**: $Y=(A \cdot B^{-} \cdot C \cdot D)+(A^{-} \cdot B \cdot C \cdot D^{-})+(A \cdot B \cdot C^{-} \cdot D^{-})$

For OR(maxterm) gate

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Combinational Logic (cont)

-- **Maxterm** = $(A^{-}+B+C^{-}+D)$

- **Product of sums**: $Y=(A^{-}+B+C^{-}+D) \cdot (A+B^{-}+C+D^{-}) \cdot (A^{-}+B^{-}+C^{-}+D)$

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Sequential Logic

State Table for A, B, Clock and XOR gate what is Q?

To determine the contents of the output register Q, we'll use a **state table** that describes the relationship between the inputs A, B, the clock, and the XNOR gate, along with the resulting Q.

XNOR Gate Logic

- The output of an XNOR gate is A↔B (logical equivalence):
- $A \oplus B = 0$: $\overline{(A \oplus B)} = 1$(when A = B)
- $A \oplus B = 1$ $\overline{(A \oplus B)} = 0$: (when A≠B)

The output Q of the register will update on every clock edge based on the XNOR output.

State Table

Assume:
- Inputs A and B are parallel inputs (change at each clock cycle).
- Register Q is updated at every **positive clock edge** with the XNOR output.

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