

# Lab Work 2 (Part 2)

## Adders and Comparators

One of the most useful combinational logic circuit is an adder. It is the core component of any Arithmetic Unit - used in binary multipliers and even floating-point arithmetic units. Meanwhile, a comparator is useful as a decision making circuitry - it usually compares the magnitude of two binary values.

### Half-Adder

A half-adder sums two 1-bit values and provides two 1-bit values (sum and carry).

| Half-Adder |                            | Truth Table  |          |   |           |          |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|------------|----------------------------|--|----------|---|-----------|----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Symbol     | Outputs                    |  |          |   |           |          |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|            | <b>Sum</b><br><b>Carry</b> | <b>TABLE 6-1</b><br>Half-adder truth table. <table border="1"> <thead> <tr> <th>A</th> <th>B</th> <th><math>C_{out}</math></th> <th><math>\Sigma</math></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> <td>0</td> </tr> </tbody> </table> $\Sigma$ = sum<br>$C_{out}$ = output carry<br>A and B = input variables (operands) | A        | B | $C_{out}$ | $\Sigma$ | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 1 | 1 | 0 |
| A          | B                          | $C_{out}$  | $\Sigma$ |   |           |          |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0          | 0                          | 0  | 0        |   |           |          |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0          | 1                          | 0  | 1        |   |           |          |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 1          | 0                          | 0  | 1        |   |           |          |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 1          | 1                          | 1  | 0        |   |           |          |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |

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### Full-Adder

A full-adder sums three 1-bit values and provides two 1-bit values (sum and carry).

| Full-Adder |                                   | Truth Table   |           |          |          |           |          |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|------------|-----------------------------------|---|-----------|----------|----------|-----------|----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Symbol     | Outputs                           |   |           |          |          |           |          |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|            | <b>Sum</b><br><b>Output carry</b> | <b>TABLE 6-2</b><br>Full-adder truth table. <table border="1"> <thead> <tr> <th>A</th> <th>B</th> <th><math>C_{in}</math></th> <th><math>C_{out}</math></th> <th><math>\Sigma</math></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>0</td> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> <td>0</td> <td>1</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> <td>1</td> <td>0</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> <td>1</td> <td>0</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> <td>1</td> <td>0</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table> $C_{in}$ = input carry, sometimes designated as $CI$<br>$C_{out}$ = output carry, sometimes designated as $CO$<br>$\Sigma$ = sum<br>A and B = input variables (operands) | A         | B        | $C_{in}$ | $C_{out}$ | $\Sigma$ | 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 |
| A          | B                                 | $C_{in}$  | $C_{out}$ | $\Sigma$ |          |           |          |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 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        |          |           |          |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |

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# Comparator

There are three possible output bits of a comparator (depending on application requirement): equality (==), less than (<) and greater than (>).

| Comparator Output | Description  |
|-------------------|--|
| EQ (==)           | Output is at logic HI when the first value is exactly the same as the second value |
| LT (<)            | Output is at logic HI when the first value is less than the second value           |
| GT (>)            | Output is at logic HI when the first value is greater than the second value        |

Truth Table for a 1-bit Comparator:

| A | B | EQ | LT | GT |
|---|---|----|----|----|
| 0 | 0 | 1  | 0  | 0  |
| 0 | 1 | 0  | 1  | 0  |
| 1 | 0 | 0  | 0  | 1  |
| 1 | 1 | 1  | 0  | 0  |

**Note:** A 2-bit comparator cannot be built by simply cascading two 1-bit logic circuits.

## Things To Do

**THING 1** Build a 1-bit half-adder circuit and verify.

**THING 2** Build a 1-bit full-adder circuit using  $2 \times 1$ -bit half-adders. Verify. *Trivia: What is the least number of ICs (of 2-input logic gates) needed to implement this?*

**THING 3** (Optional?) Build a 2-bit adder and verify.

**THING 4** (Optional?) Construct a truth table for 1-bit subtractor. Build the circuit and verify.

**THING 5** (Optional?) Build a 4-bit ripple carry adder and verify.

**THING 6** (Optional?) Build a 4-bit carry look ahead (CLA) adder and verify.

**THING 7** Construct a truth table for 2-bit comparator (3 outputs). Get the Boolean expression for each output. Build the circuit and verify.

**THING 8** (Optional?) Build a 4-bit comparator (3 outputs) and verify.

ask your instructor for more...

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Last update: **2020/09/13 18:58**