

## 5 MSI LSI

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5.1

5.2 2 가

5.3 10 가

5.4

5.5 Decoder

5.6 Multiplexer

5.7 ROM

5.8 PLA

5.9

# MSI & PLD

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- ❑ MSI (Medium Scale Integrate Circuit)

- ◆ gate
- ◆ adder, subtractor, comparator, decoder, encoder, multiplexer, demultiplexer, ROM, PLA

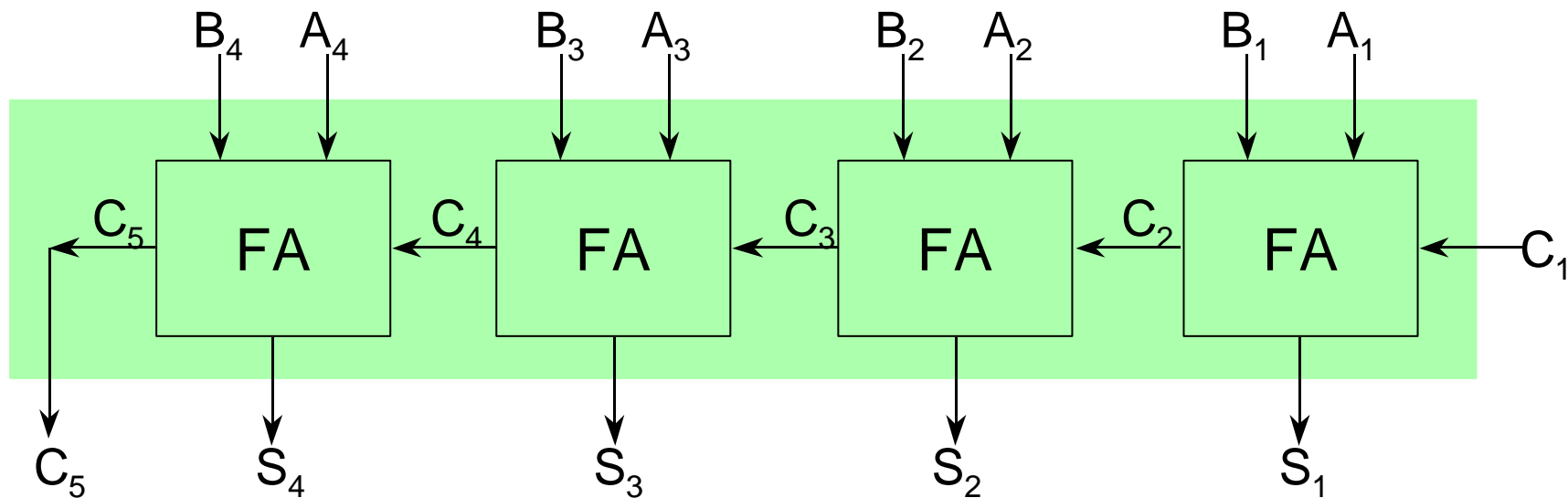
- ❑ PLD (programmable logic device)

- ◆ 가 fuse( ) array IC
- ◆ AND - OR array sum of product
- ◆ fuse가 , fuse
- ◆ PLD AND-OR array fuse PROM, PLA, PAL

# Binary Parallel Adder(Binary Ripple Carry Adder)

- 4-bit binary parallel adder

$$\begin{array}{r} B_4 B_3 B_2 B_1 \\ + A_4 A_3 A_2 A_1 \\ \hline S_4 S_3 S_2 S_1 \\ C_5 C_4 C_3 C_2 C_1 \end{array} \quad \begin{array}{r} 1011 \\ + 1001 \\ \hline 10100 \end{array}$$

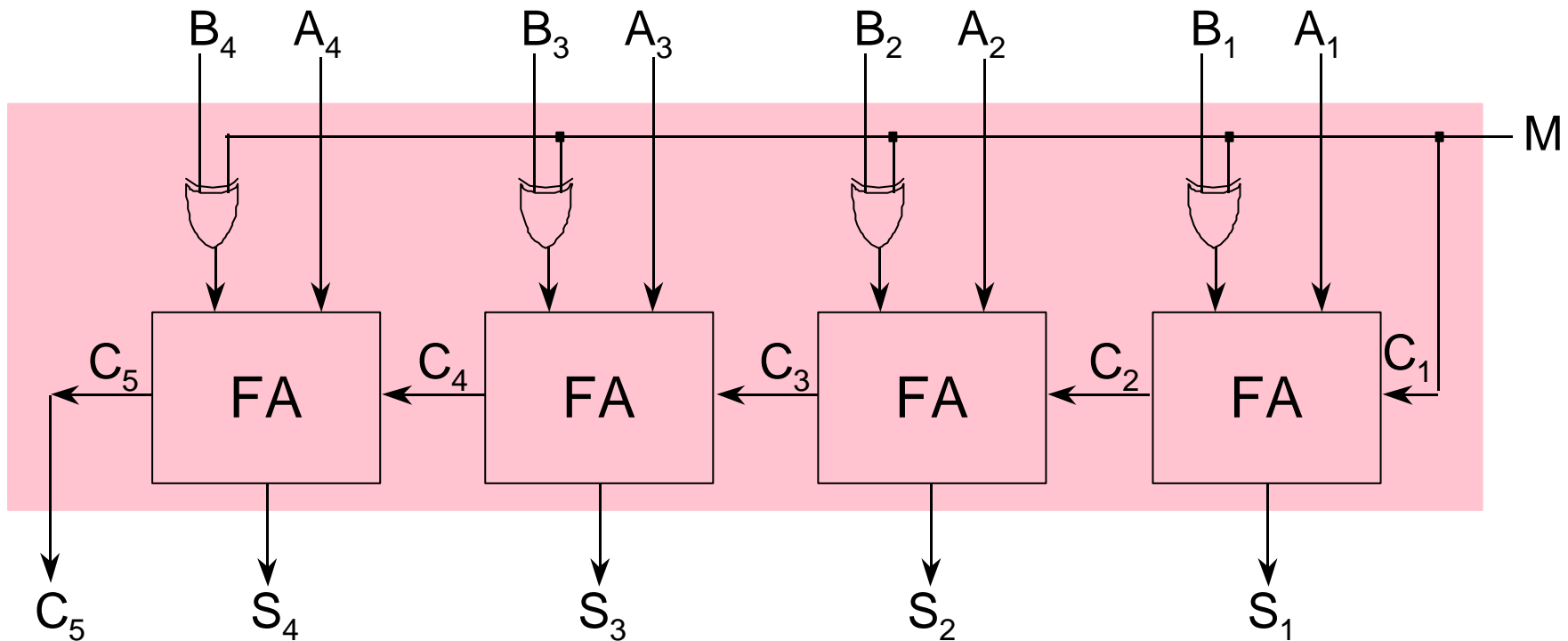


# Binary Adder-Subtractor

□ 4-bit binary adder-subtractor

◆ If  $M=0$ , then  $A+B$

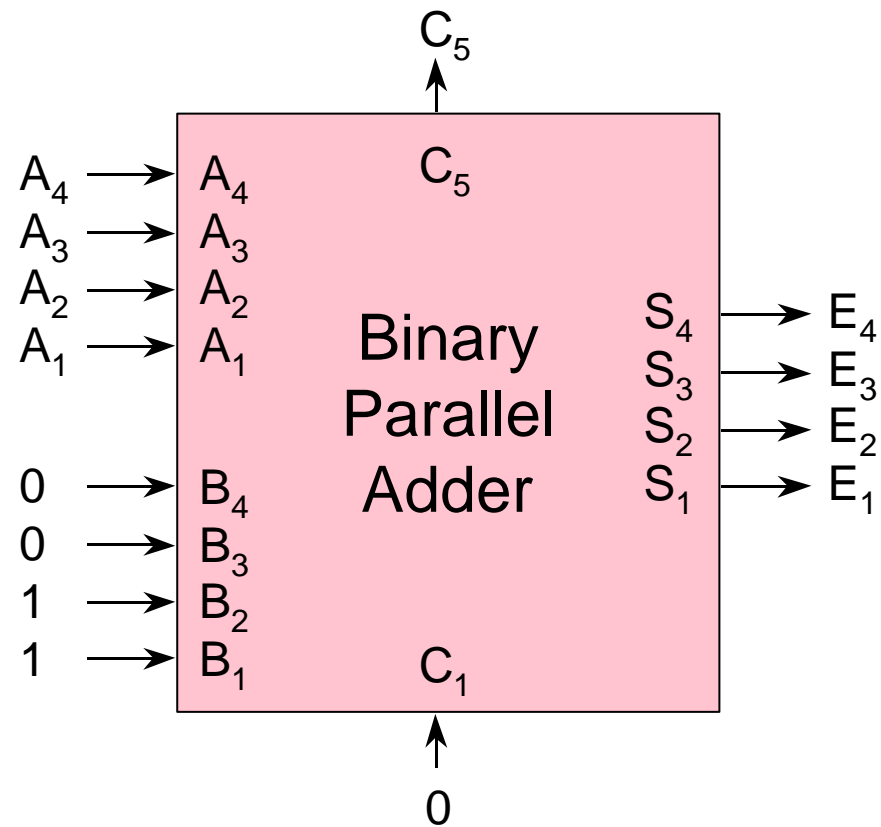
◆ If  $M=1$ , then  $A+(B \oplus 1) + 1 = A+(B \oplus 2) = A - B$



# MSI

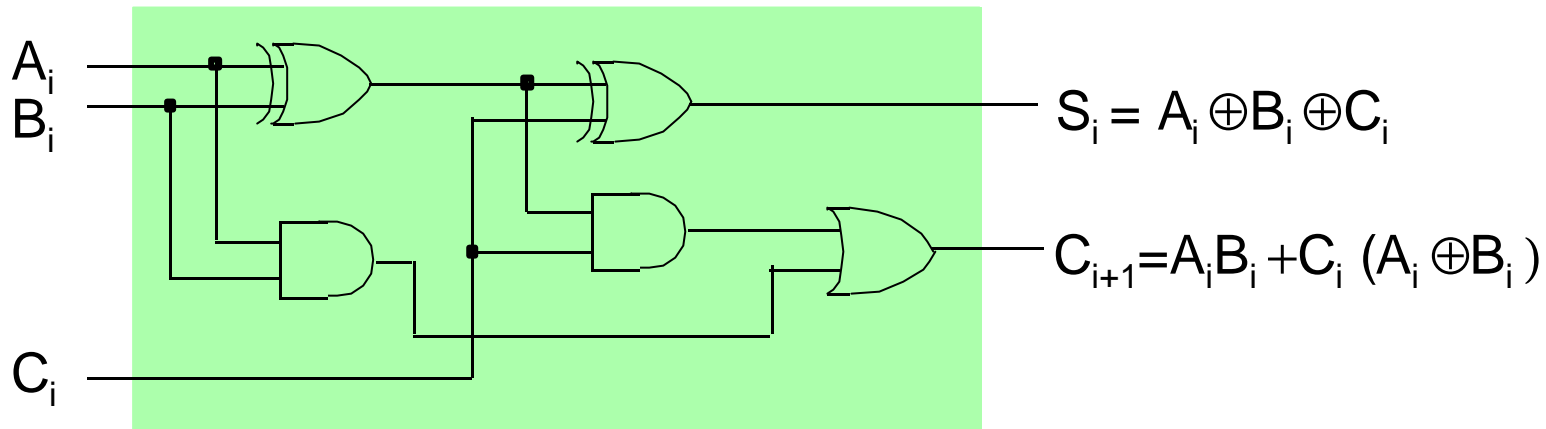
## □ BCD to Excess-3 code converter

$$\begin{array}{ccc} \blacklozenge & A_4A_3A_2A_1 + 0011 & = E_4E_3E_2E_1 \\ & \text{(BCD)} & \text{(Excess-3)} \end{array}$$



# Carry Propagation

- n bit      가      가      가
- 가



- $P_i$      $G_i$

◆  $P_i = A_i \oplus B_i$ ,  $G_i = A_i B_i$        $S_i = P_i \oplus C_i$ ,  $C_{i+1} = G_i + P_i C_i$

◆  $C_2 = G_1 + P_1 C_1$

$C_3 = G_2 + P_2 C_2 = G_2 + P_2 (G_1 + P_1 C_1) = G_2 + P_2 G_1 + P_2 P_1 C_1$

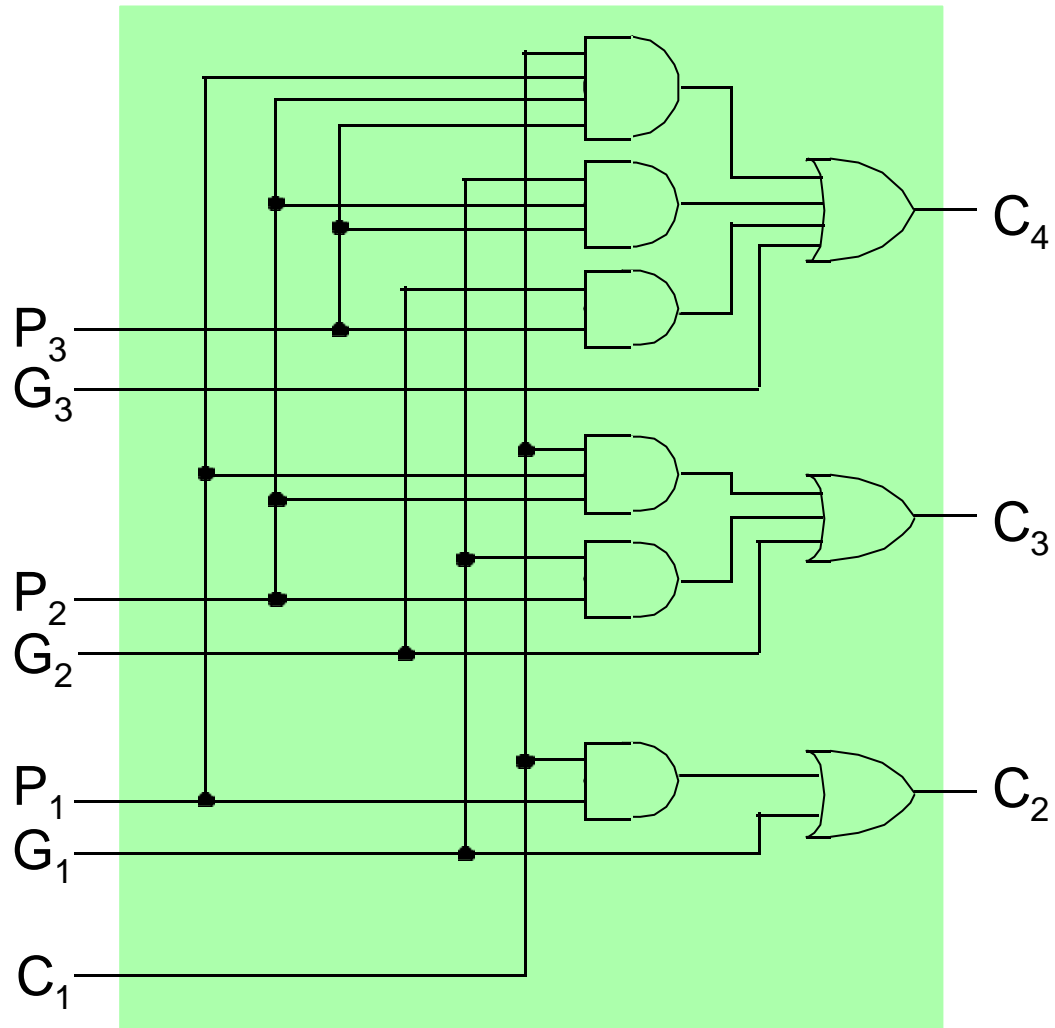
$C_4 = G_3 + P_3 C_3 = G_3 + P_3 (G_2 + P_2 G_1 + P_2 P_1 C_1) = G_3 + P_3 G_2 + P_3 P_2 G_1 + P_3 P_2 P_1 C_1$

◆  $C_i$      $C_{i-1}$       가      ,  $S_2, S_3, S_4$

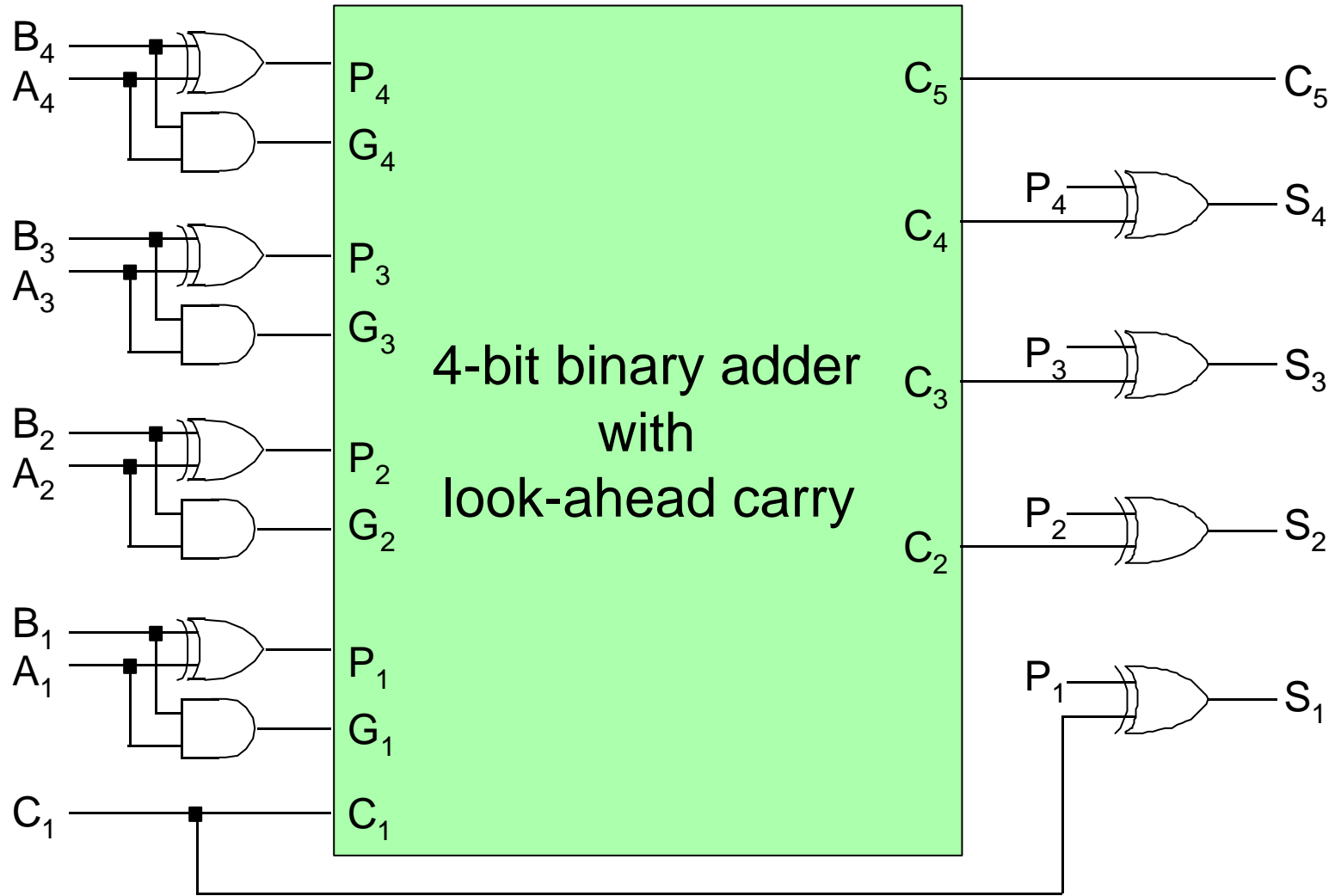
# Look-Ahead Carry Generator

□  $C_{i+1}$

$C_i$



# 4-bit Binary Adder with Look-Ahead Carry





# BCD Adder

◆ (0+0) BCD (9+9+1)

						BCD				
	K	Z <sub>8</sub>	Z <sub>4</sub>	Z <sub>2</sub>	Z <sub>1</sub>	C	S <sub>8</sub>	S <sub>4</sub>	S <sub>2</sub>	S <sub>1</sub>
0	0	0	0	0	0	0	0	0	0	0
1	0	0	0	0	1	0	0	0	0	1
2	0	0	0	1	0	0	0	0	1	0
3	0	0	0	1	1	0	0	0	1	1
4	0	0	1	0	0	0	0	1	0	0
5	0	0	1	0	1	0	0	1	0	1
6	0	0	1	1	0	0	0	1	1	0
7	0	0	1	1	1	0	0	1	1	1
8	0	1	0	0	0	0	1	0	0	0
9	0	1	0	0	1	0	1	0	0	1

						BCD				
	K	Z <sub>8</sub>	Z <sub>4</sub>	Z <sub>2</sub>	Z <sub>1</sub>	C	S <sub>8</sub>	S <sub>4</sub>	S <sub>2</sub>	S <sub>1</sub>
10	0	1	0	1	0	1	0	0	0	0
11	0	1	0	1	1	1	0	0	0	1
12	0	1	1	0	0	1	0	0	1	0
13	0	1	1	0	1	1	0	0	1	1
14	0	1	1	1	0	1	0	1	0	0
15	0	1	1	1	1	1	0	1	0	1
16	1	0	0	0	0	1	0	1	1	0
17	1	0	0	0	1	1	0	1	1	1
18	1	0	0	1	0	1	1	0	0	0
19	1	0	0	1	1	1	1	0	0	1

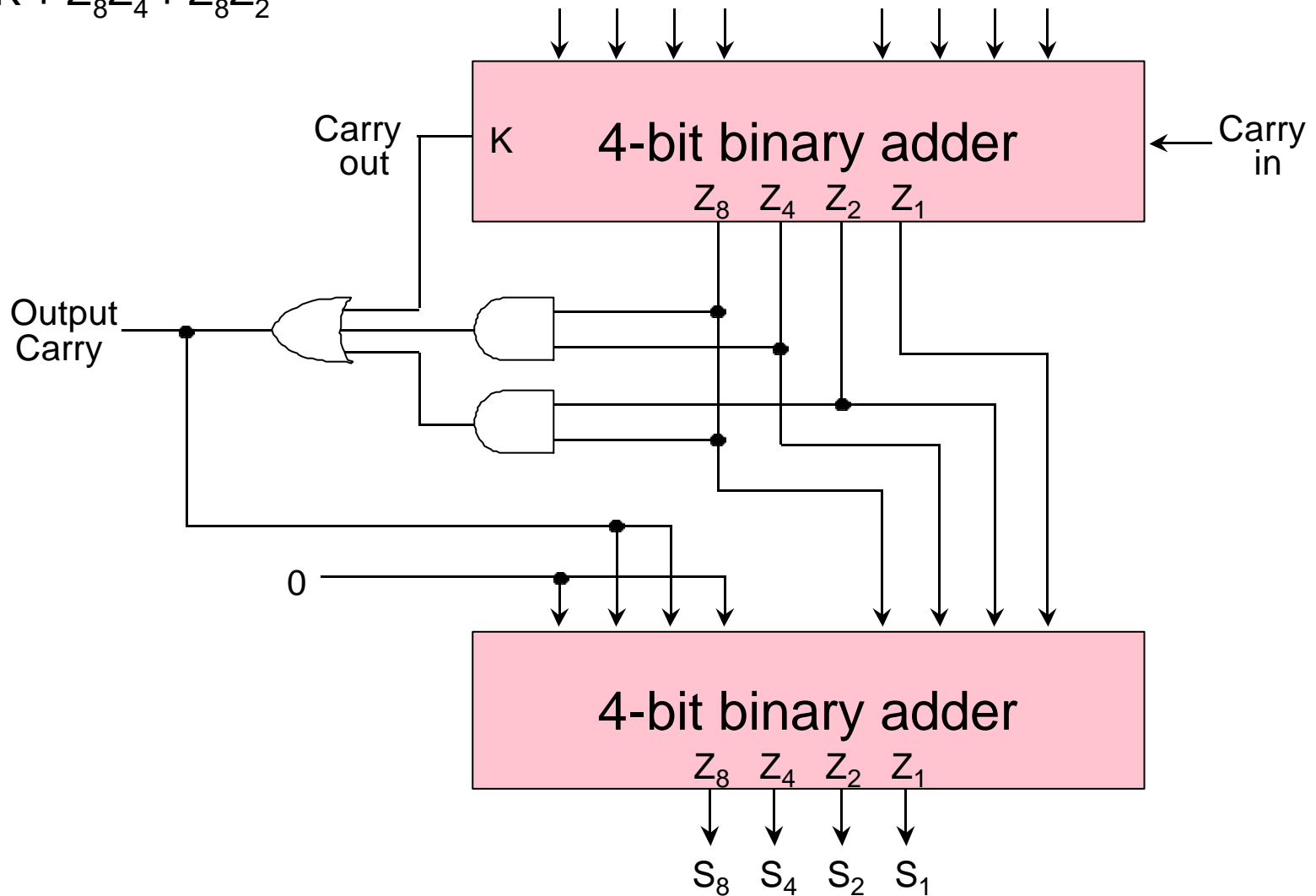
◆ 0 9 : = BCD

◆ 10 19 : + 0110 = BCD

$$K=1 \quad Z_8 Z_4 = 11 \quad Z_8 Z_2 = 11$$

# BCD Adder

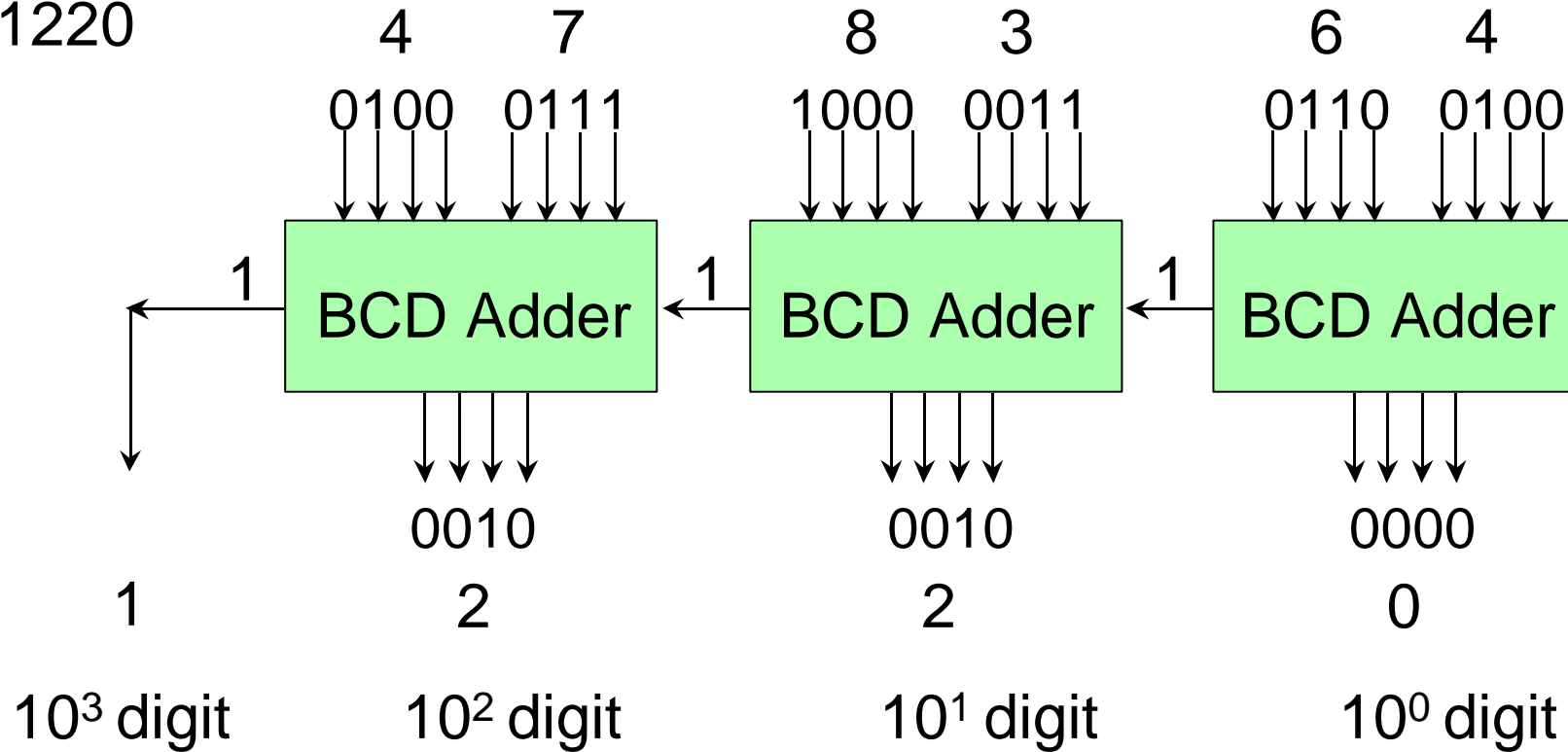
$$C = K + Z_8Z_4 + Z_8Z_2$$



# BCD Adder

$$\begin{array}{r} 486 \\ + 734 \\ \hline \end{array}$$

1220

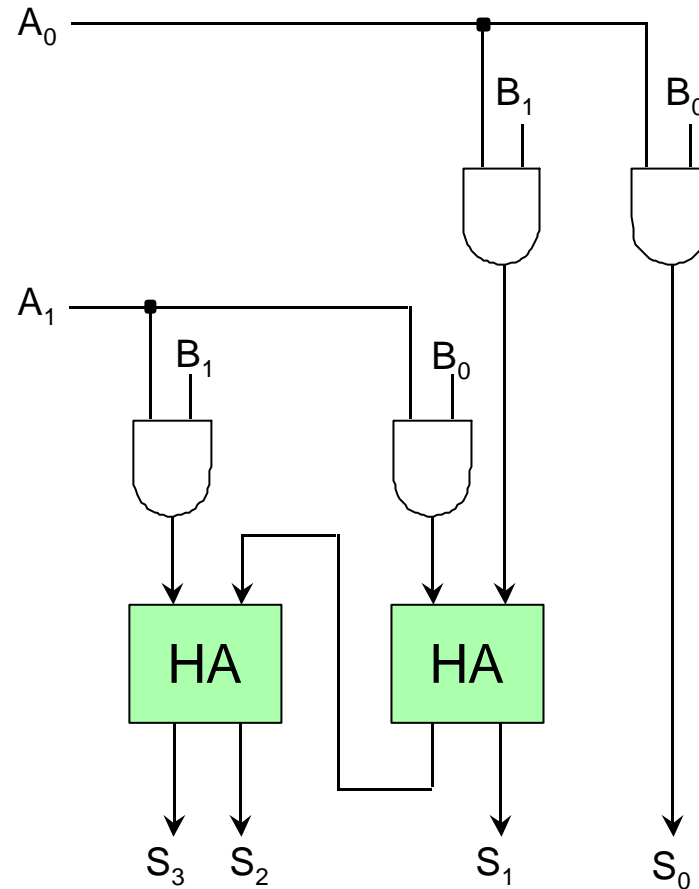


# Binary Multiplier Design (2bitx2bit)

□  $B_1B_0 \times A_1A_0$

		$B_1$	$B_0$	
	$X$	$A_1$	$A_0$	
		$A_0B_1$	$A_0B_0$	
	$A_1B_1$	$A_1B_0$		
$S_3$	$S_2$	$S_1$	$S_0$	

	1	0	
$X$	1	1	
	1	0	
	1	0	
	1	1	0

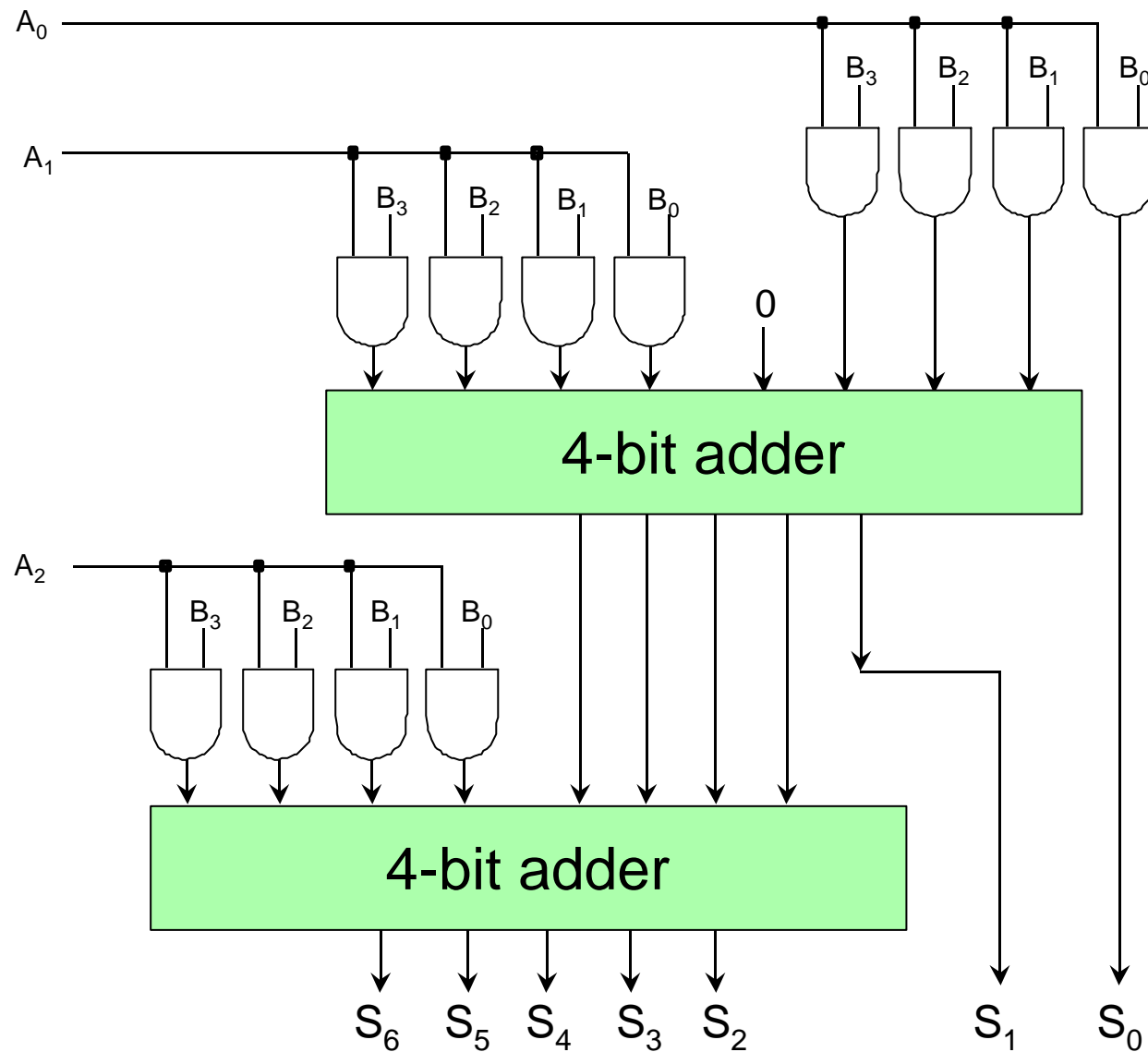


# Binary Multiplier Design (4bitx3bit)

$$\square B_3B_2B_1B_0 \times A_2A_1A_0$$

			$B_3$	$B_2$	$B_1$	$B_0$
		$X$	$A_2$	$A_1$	$A_0$	
			$A_0B_3$	$A_0B_2$	$A_0B_1$	$A_0B_0$
		$A_1B_3$	$A_1B_2$	$A_1B_1$	$A_1B_0$	
	$A_2B_3$	$A_2B_2$	$A_2B_1$	$A_2B_0$		
$S_6$	$S_5$	$S_4$	$S_3$	$S_2$	$S_1$	$S_0$

# 4bitx3bit Multiplier



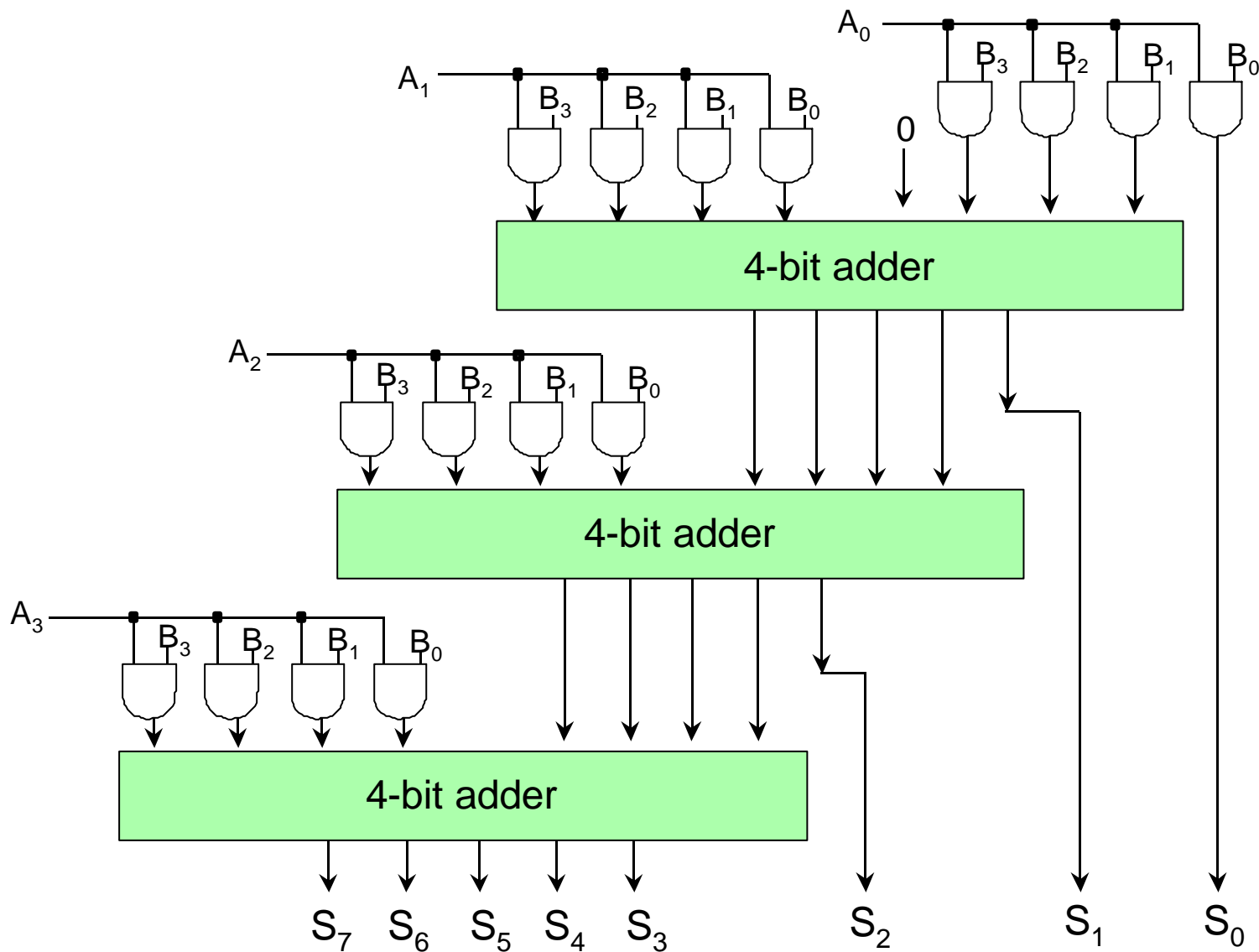
# Binary Multiplier Design (4bitx4bit)

□  $B_3B_2B_1B_0 \times A_3A_2A_1A_0$

				$B_3$	$B_2$	$B_1$	$B_0$
			$X$	$A_3$	$A_2$	$A_1$	$A_0$
				$A_0B_3$	$A_0B_2$	$A_0B_1$	$A_0B_0$
			$A_1B_3$	$A_1B_2$	$A_1B_1$	$A_1B_0$	
		$A_2B_3$	$A_2B_2$	$A_2B_1$	$A_2B_0$		
	$A_3B_3$	$A_3B_2$	$A_3B_1$	$A_3B_0$			
$S_7$	$S_6$	$S_5$	$S_4$	$S_3$	$S_2$	$S_1$	$S_0$

- K bit x M bit
  - ◆ (K x M) AND gate
  - ◆ (M-1) K-bit adder
  - ◆ (K+M) bit

# 4bitx4bit Multiplier

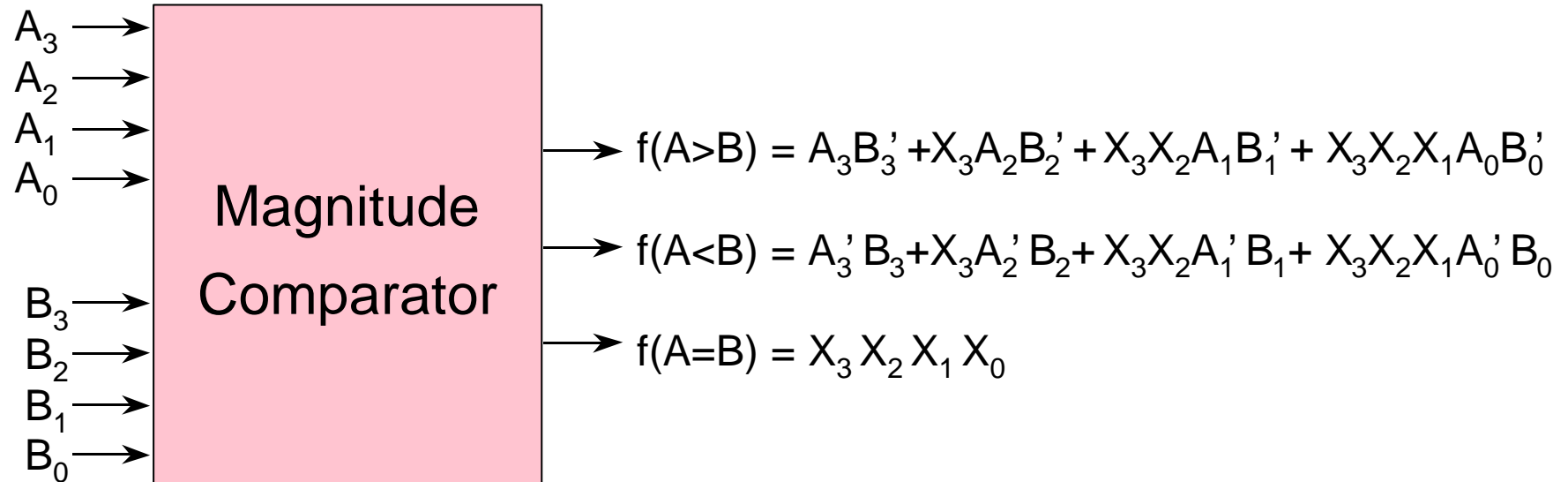




# Magnitude Comparator

□  $A = A_3 A_2 A_1 A_0$      $B = B_3 B_2 B_1 B_0$

$$X_i = A_i \oplus B_i$$



□  $A > B$

A :	1XXX	1XX	1X	1
B :	0XXX	0XX	0X	0
	$A_3 B_3'$	$X_3 A_2 B_2'$	$X_3 X_2 A_1 B_1'$	$X_3 X_2 X_1 A_0 B_0'$

# Magnitude Comparator

