



UNIVERSITÀ
DEGLI STUDI DI TRIESTE



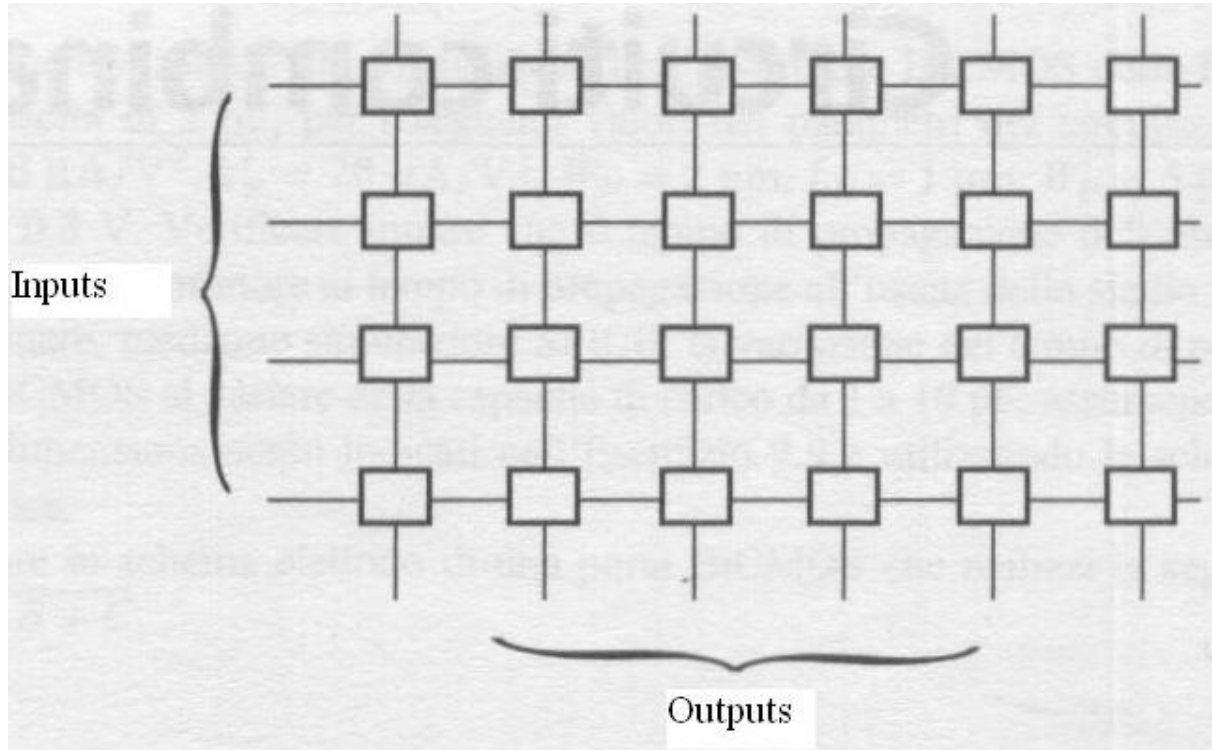
Circuiti combinatori

A.Carini – Elettronica digitale

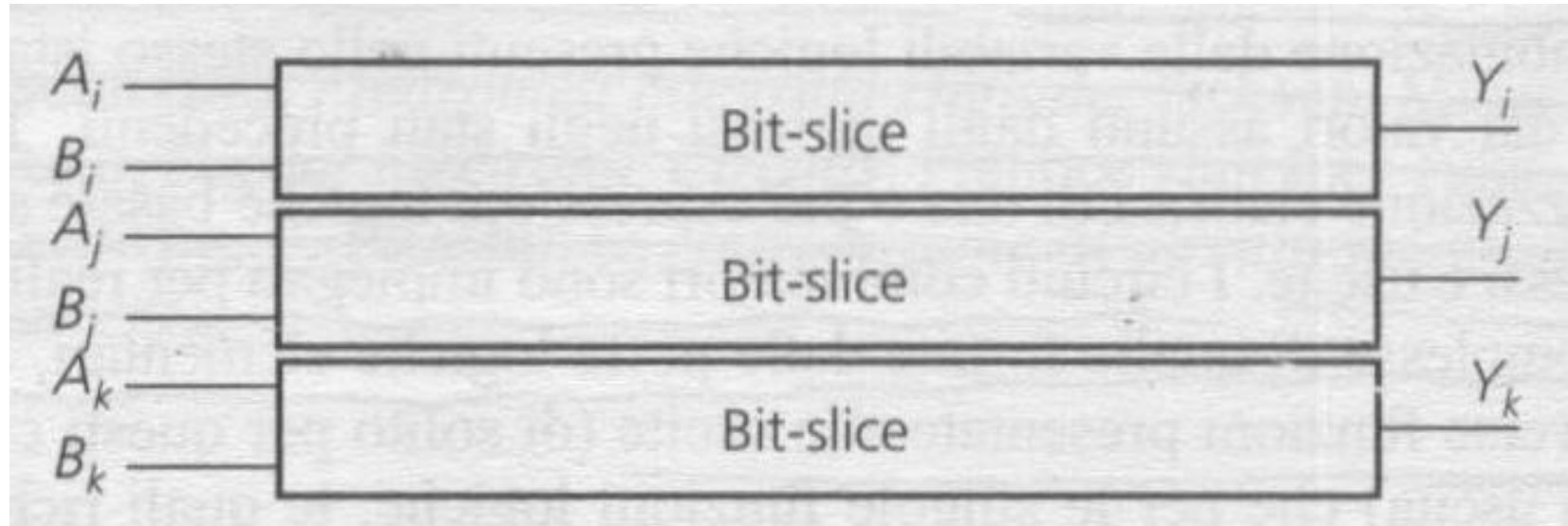
I circuiti combinatori

- Svolgono le funzioni di:
 - Operazioni numeriche tra i dati
 - Indirizzamento e selezione dei dati
 - Circuiti codificatori e decodificatori
 - Circuiti multiplexer e demultiplexer
 - Realizzazione di funzioni logiche generiche
 - Unità logiche
 - Reti logiche programmabili

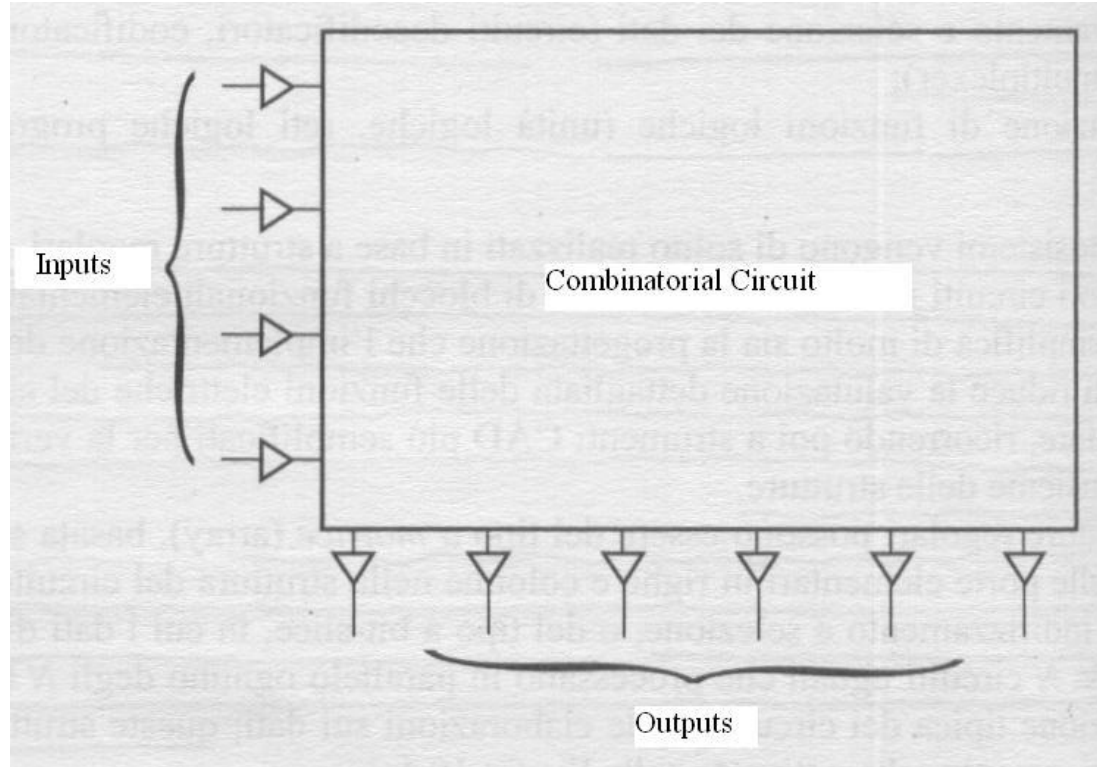
Struttura a matrice



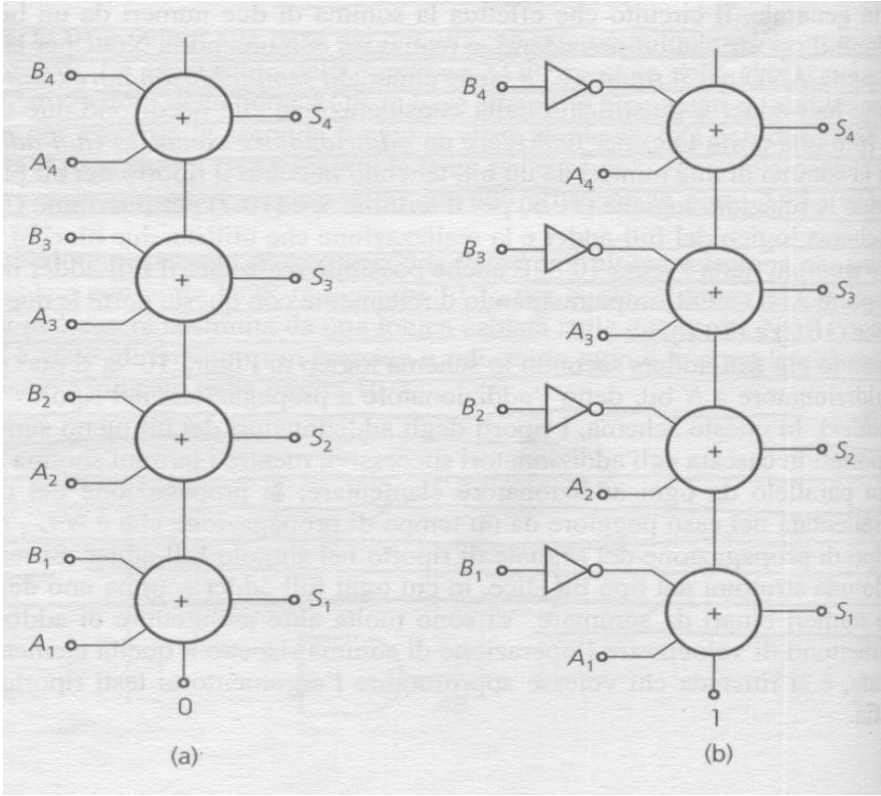
Struttura a Bit-slice



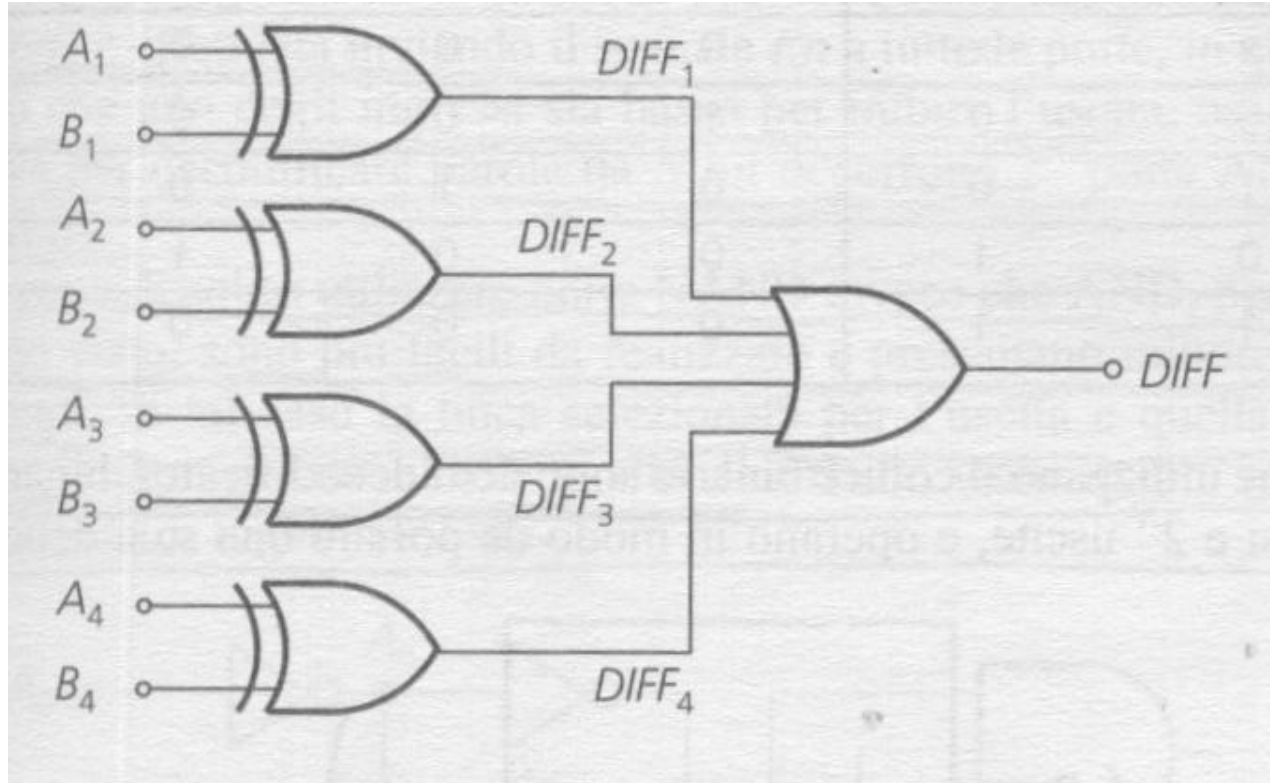
Stadi di ingresso e di uscita



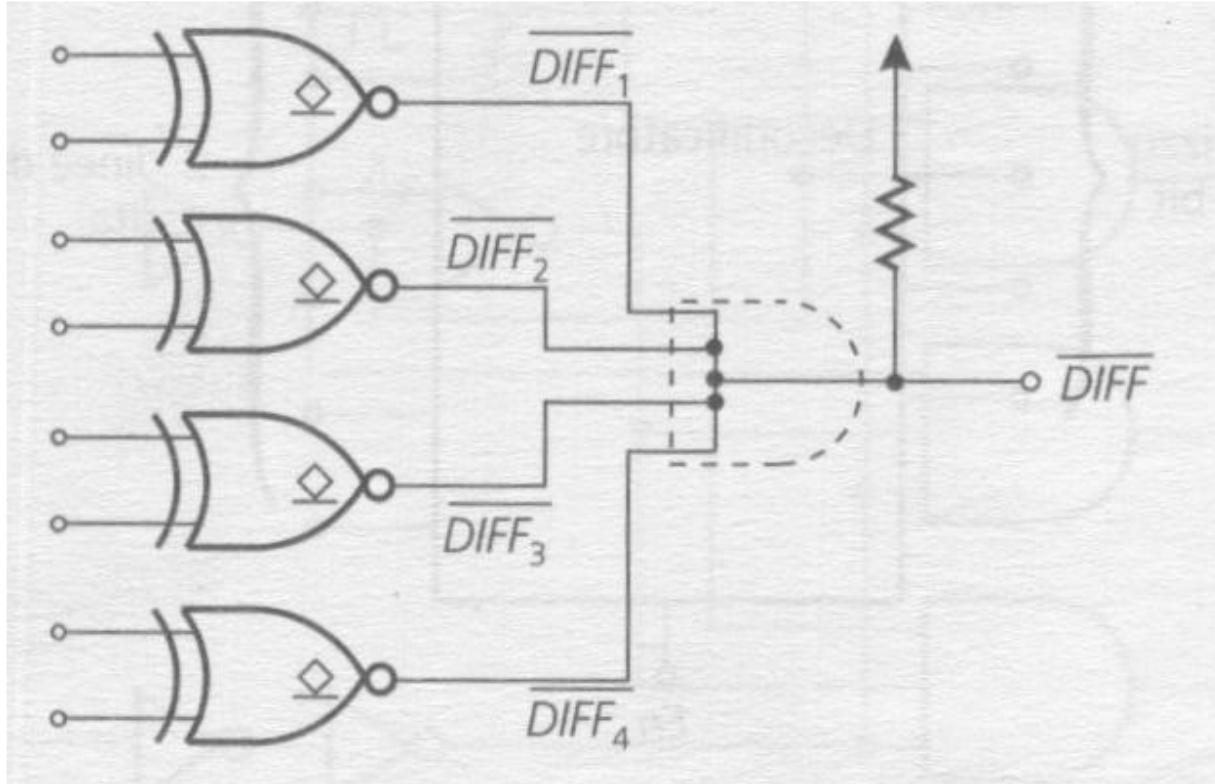
Circuiti sommatore e sottrattori



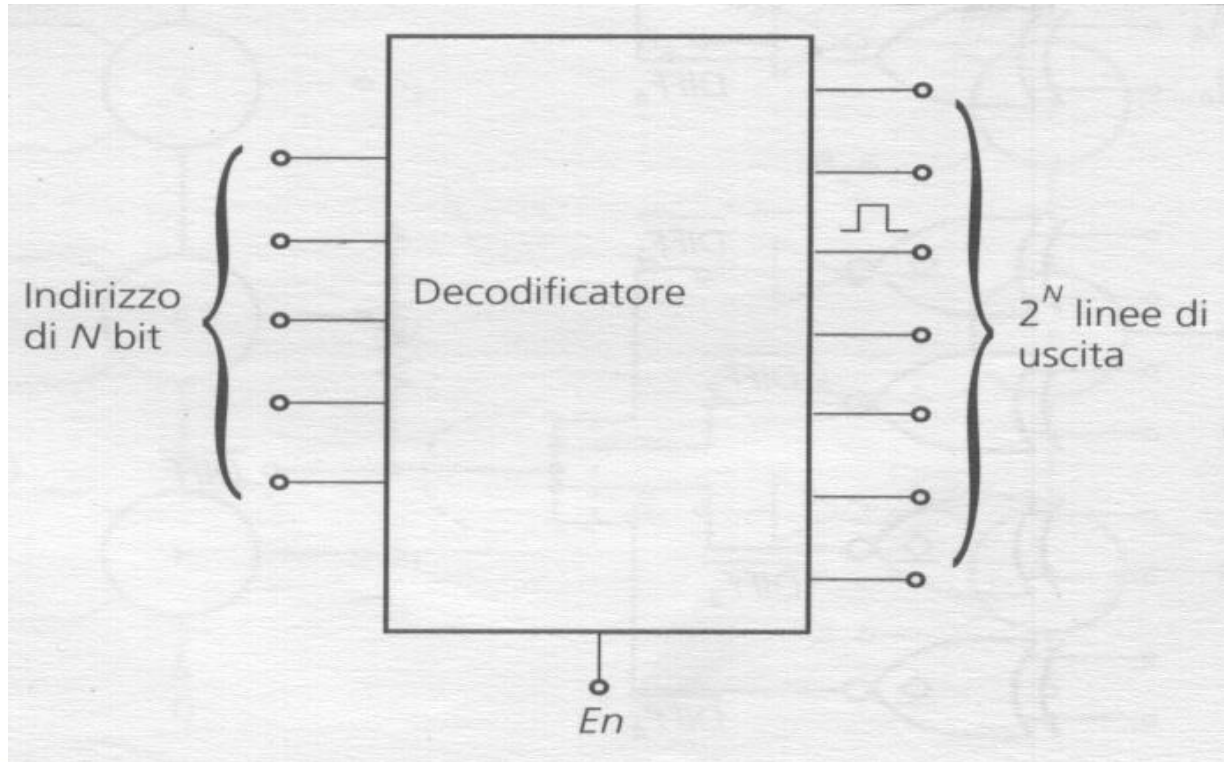
Circuiti comparatori



Circuiti comparatori



Circuiti decodificatori

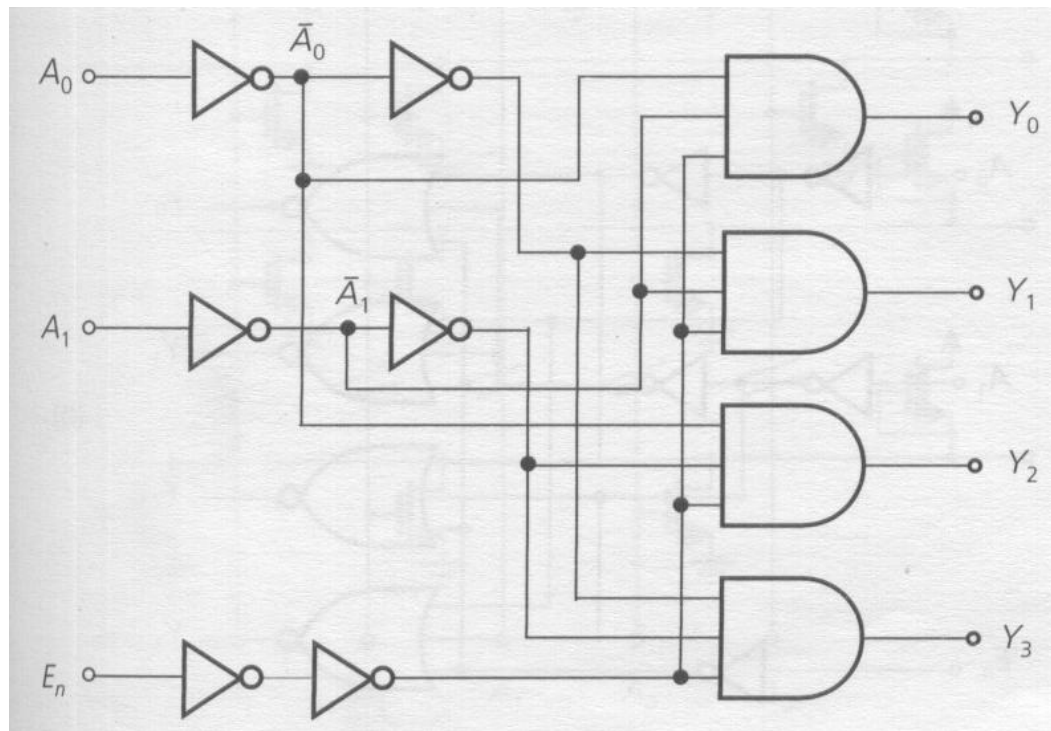


Circuiti decodificatori

Tabella 10.1 Tabella della verità per un decodificatore da 2 bit.

| Ingressi | | | Uscite | | | |
|----------|-------|-------|--------|-------|-------|-------|
| En | A_0 | A_1 | Y_0 | Y_1 | Y_2 | Y_3 |
| 0 | x | x | 0 | 0 | 0 | 0 |
| 1 | 0 | 0 | 1 | 0 | 0 | 0 |
| 1 | 1 | 0 | 0 | 1 | 0 | 0 |
| 1 | 0 | 1 | 0 | 0 | 1 | 0 |
| 1 | 1 | 1 | 0 | 0 | 0 | 1 |

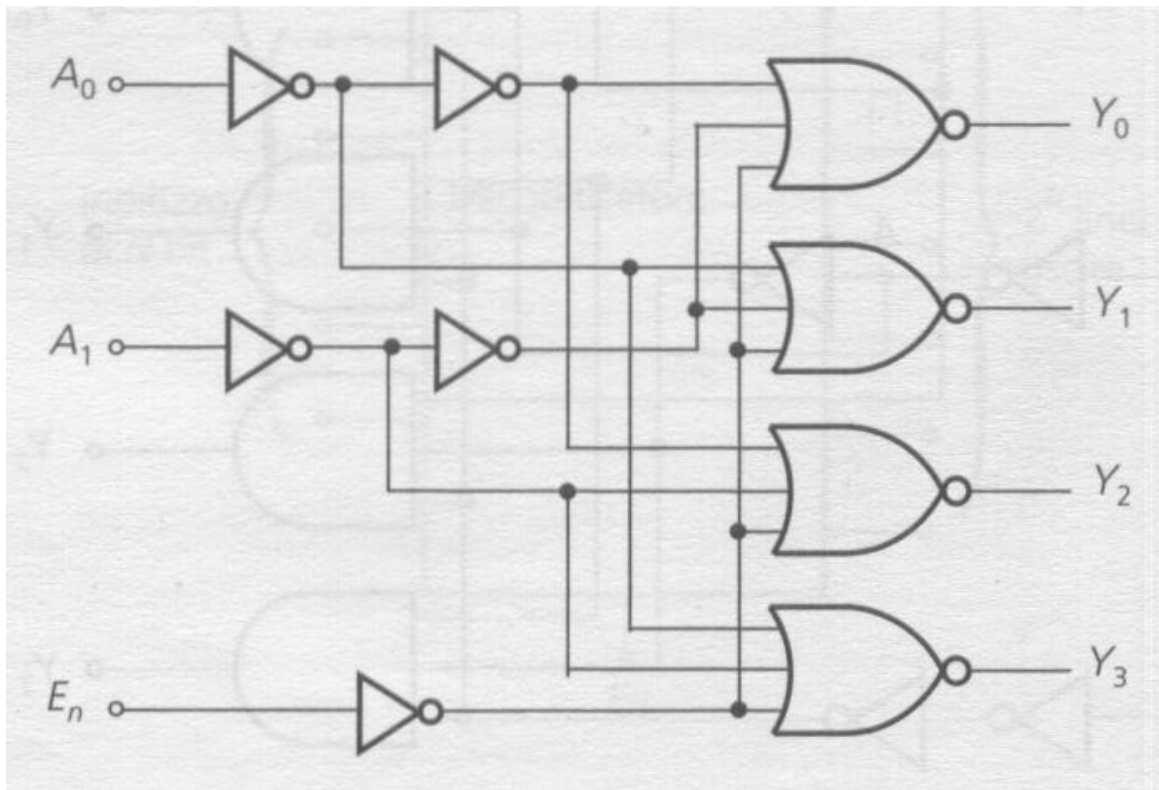
Circuiti decodificatori



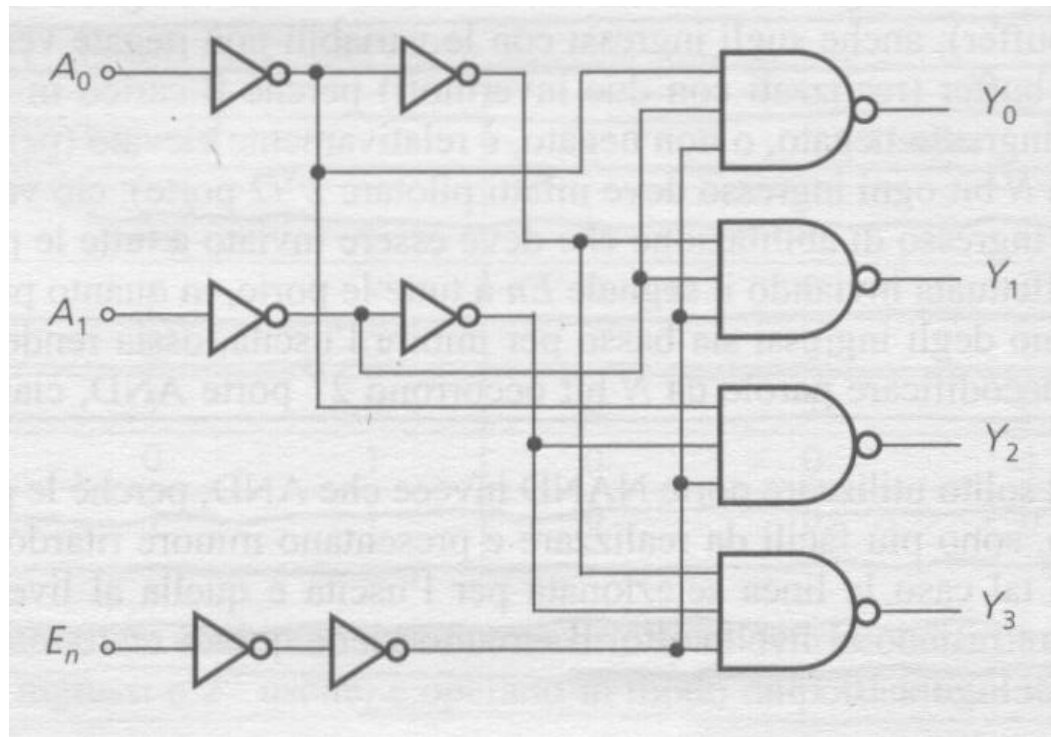
Circuiti decodificatori

$$\begin{aligned} Y_0 &= \overline{A_0} \cdot \overline{A_1} = \overline{A_0 + A_1} \\ Y_1 &= A_0 \cdot \overline{A_1} = \overline{\overline{A_0} + A_1} \\ Y_2 &= \overline{A_0} \cdot A_1 = \overline{A_0 + \overline{A_1}} \\ Y_3 &= A_0 \cdot A_1 = \overline{\overline{A_0} + \overline{A_1}} \end{aligned}$$

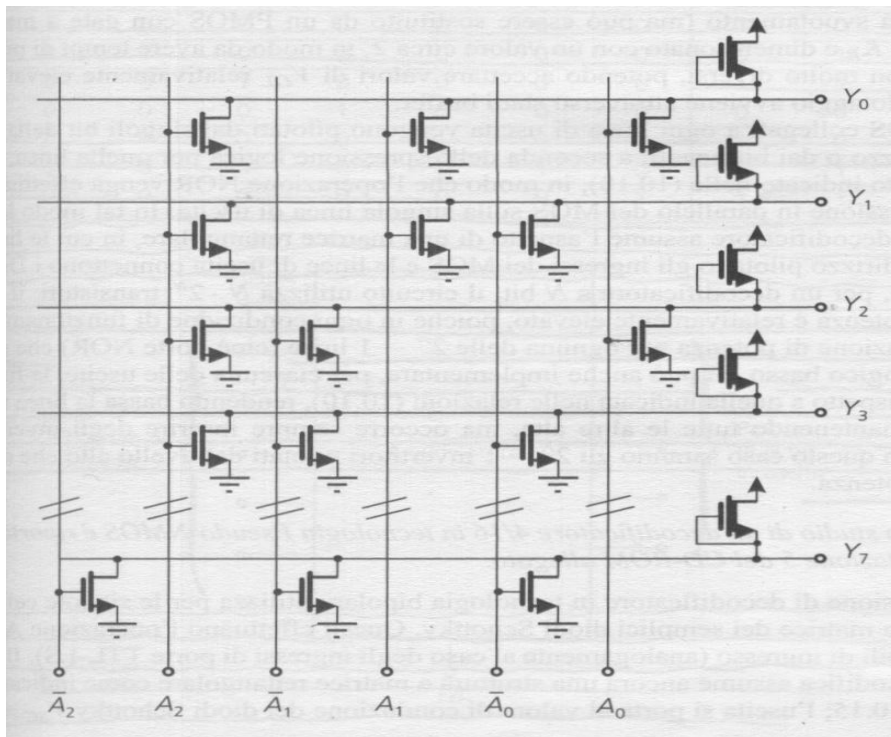
Circuiti decodificatori



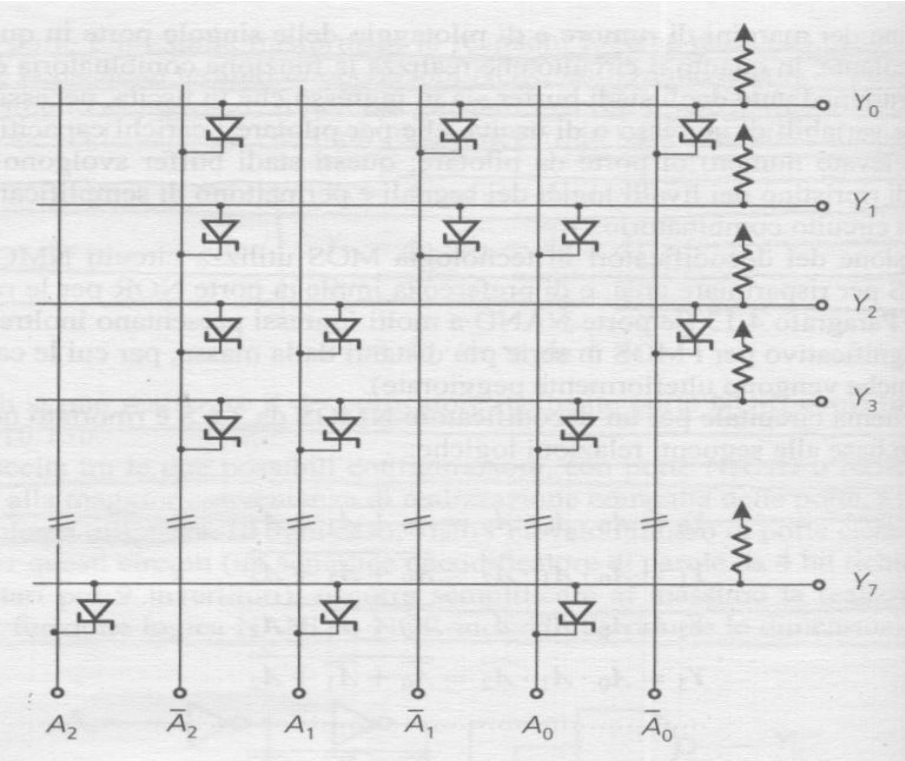
Circuiti decodificatori



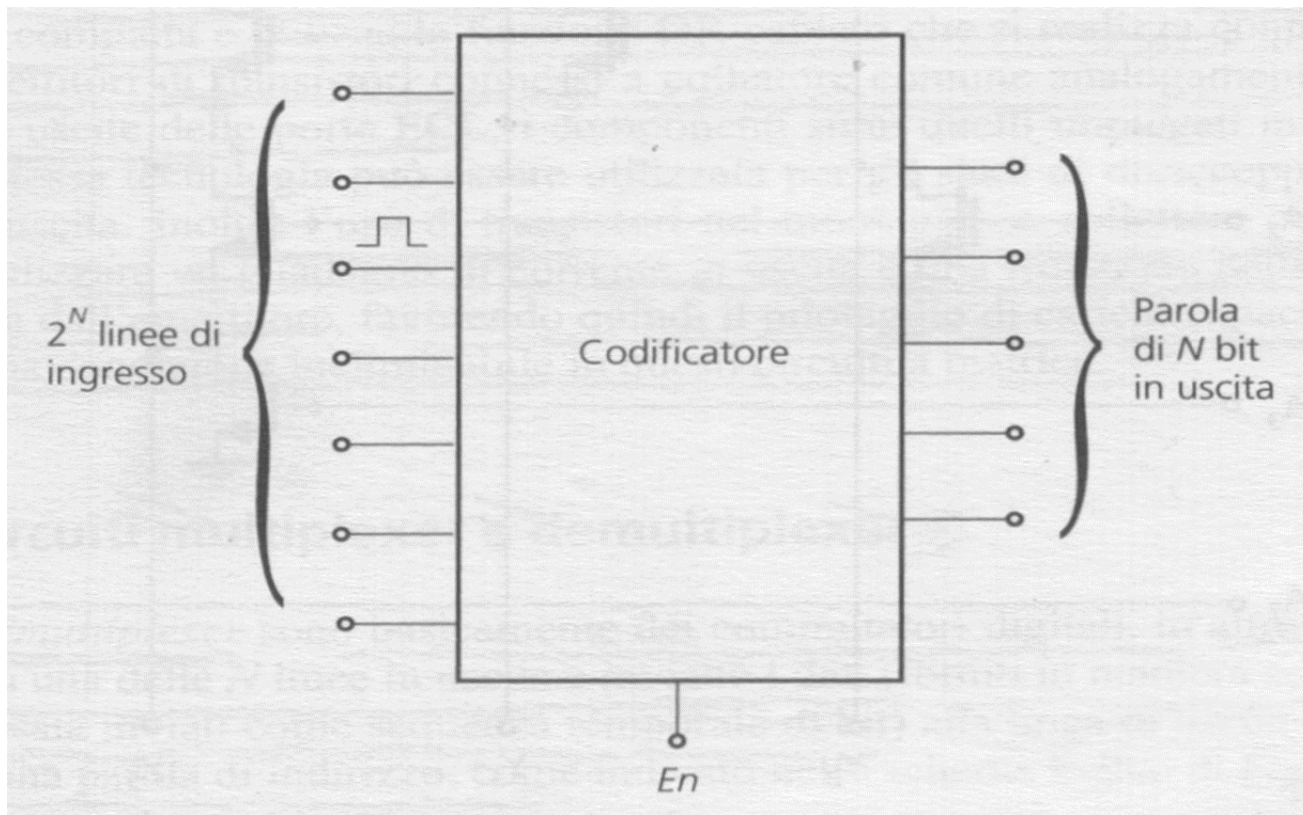
Circuiti decodificatori



Circuiti decodificatori



Circuiti codificatori



Circuiti codificatori

Tabella 10.2 Tabella della verità per il codificatore 8-3.

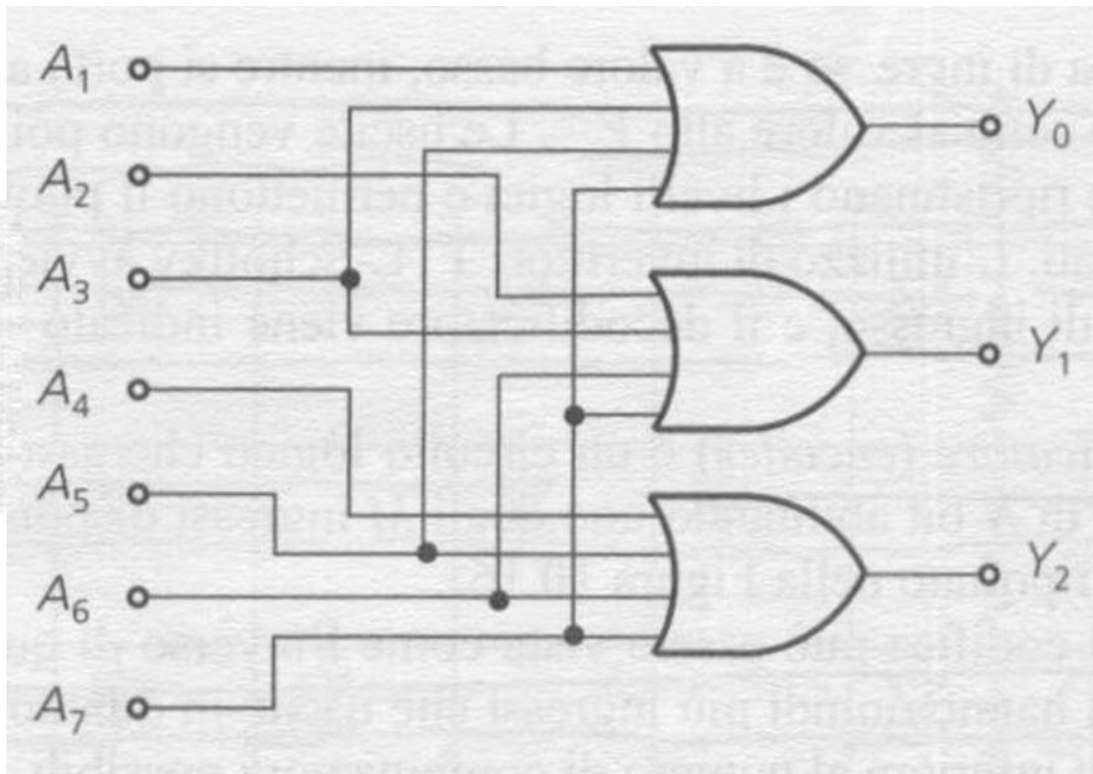
| Ingressi | | | | | | | | Uscite | | |
|----------|-------|-------|-------|-------|-------|-------|-------|--------|-------|-------|
| A_0 | A_1 | A_2 | A_3 | A_4 | A_5 | A_6 | A_7 | Y_0 | Y_1 | Y_2 |
| 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 |
| 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 0 |
| 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 |
| 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 1 |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 1 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 |

Circuiti codificatori

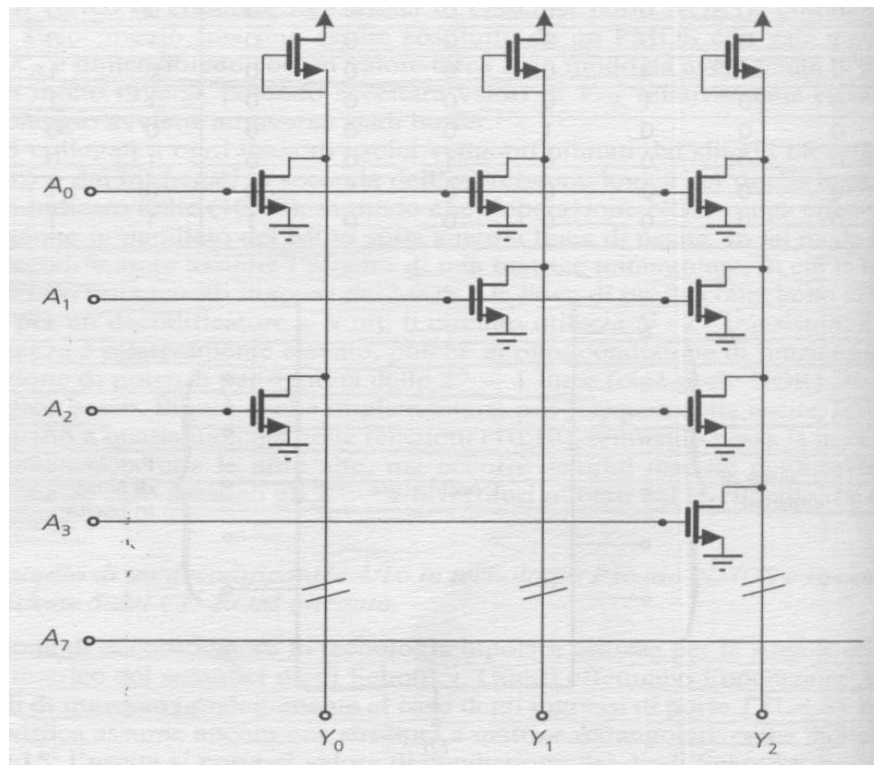
$$Y_0 = A_1 + A_3 + A_5 + A_7$$

$$Y_1 = A_2 + A_3 + A_6 + A_7$$

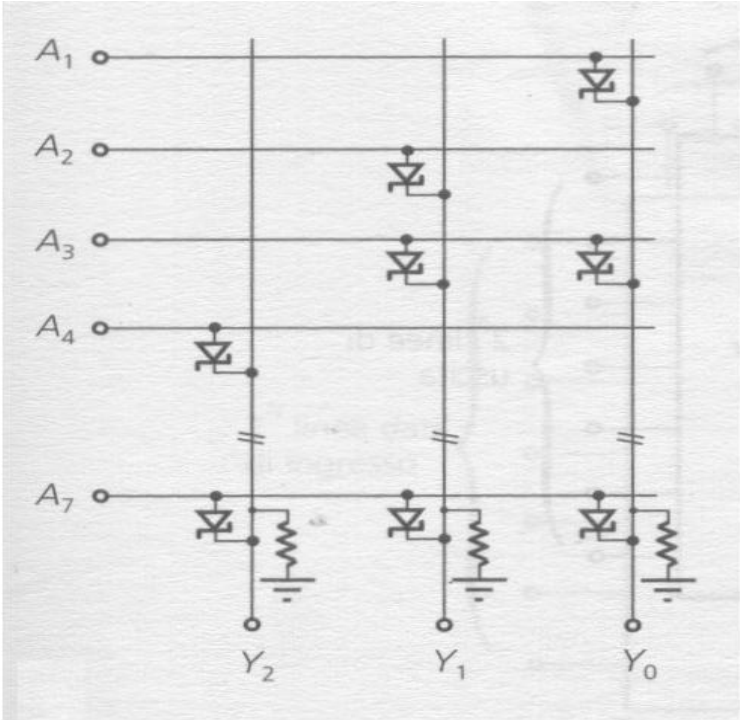
$$Y_2 = A_4 + A_5 + A_6 + A_7$$



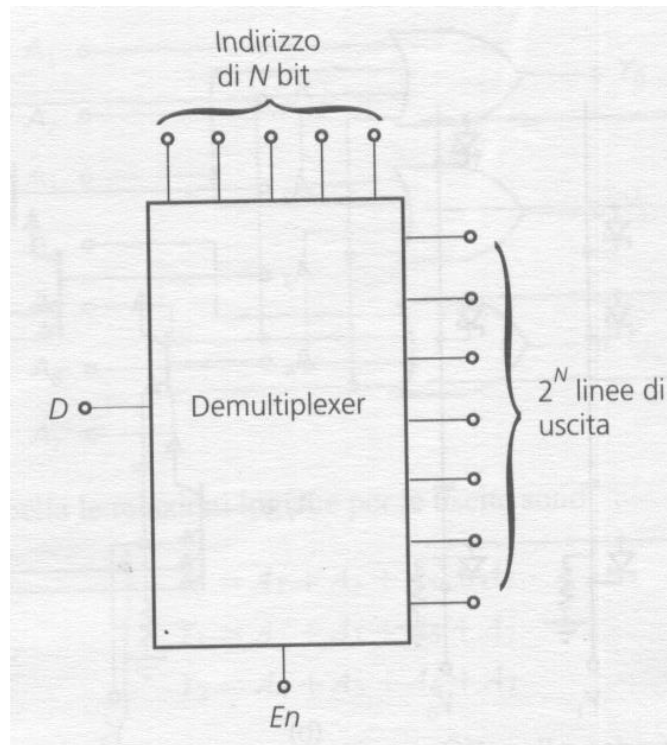
Circuiti codificatori



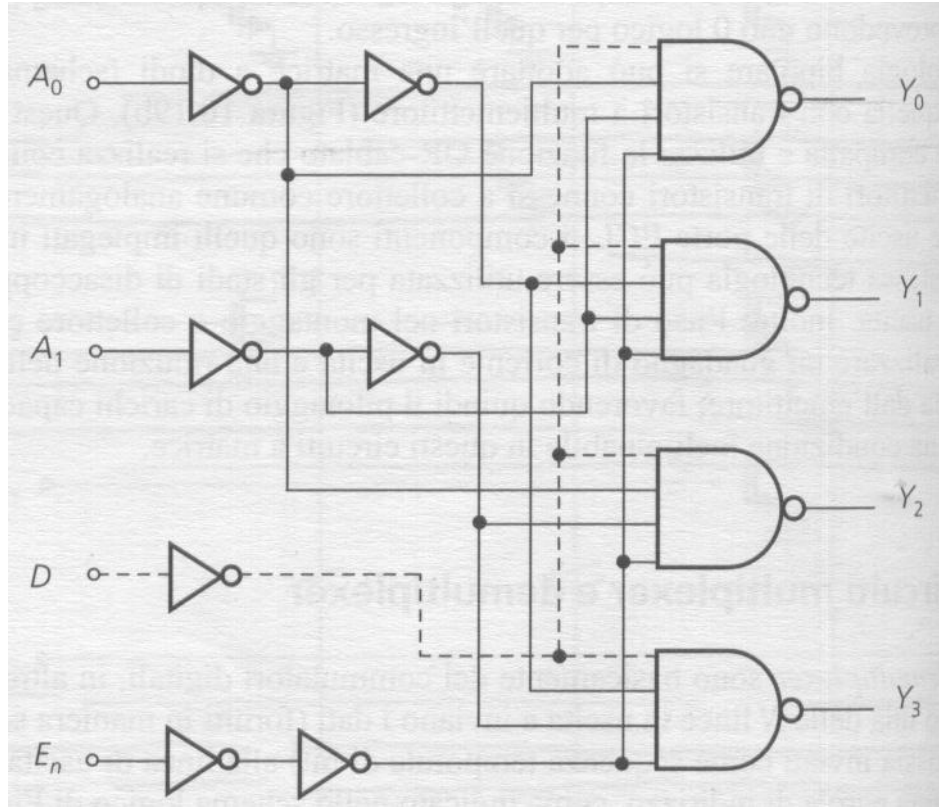
Circuiti codificatori



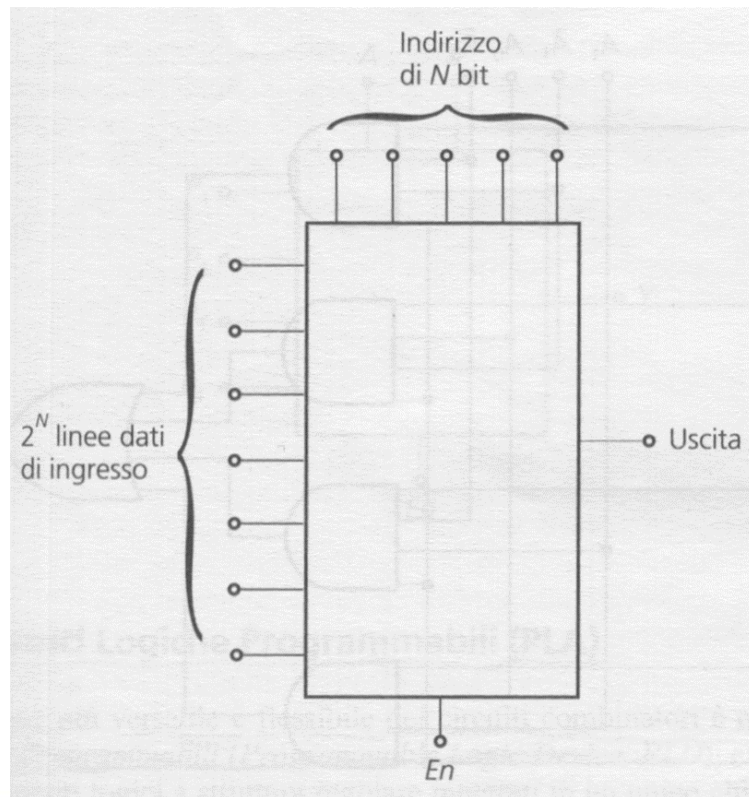
Circuiti demultiplexer



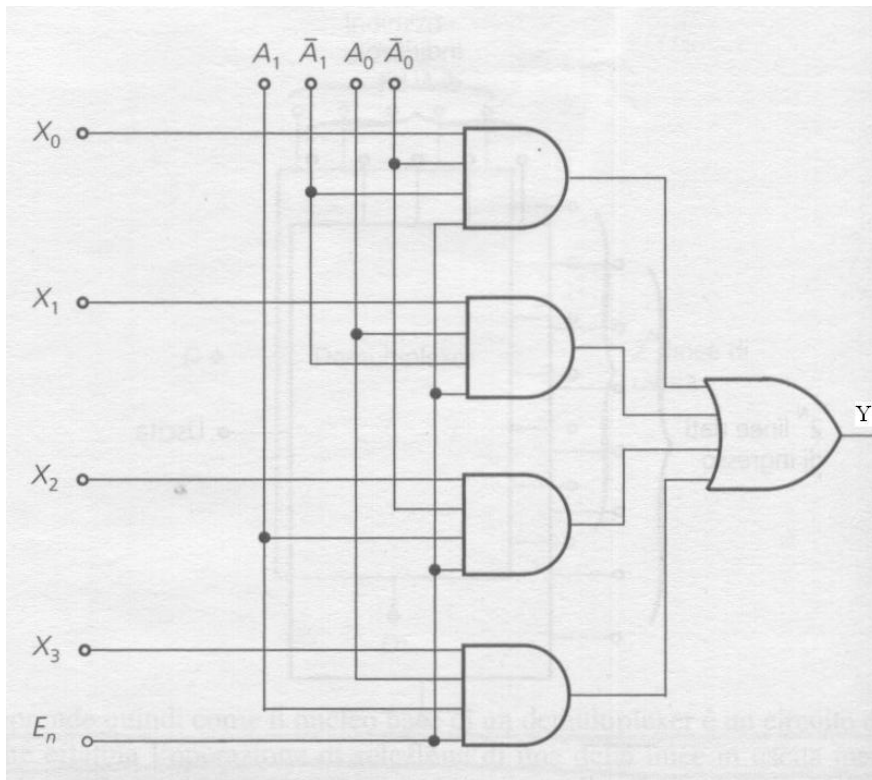
Circuiti demultiplexer



Circuiti multiplexer



Circuiti multiplexer

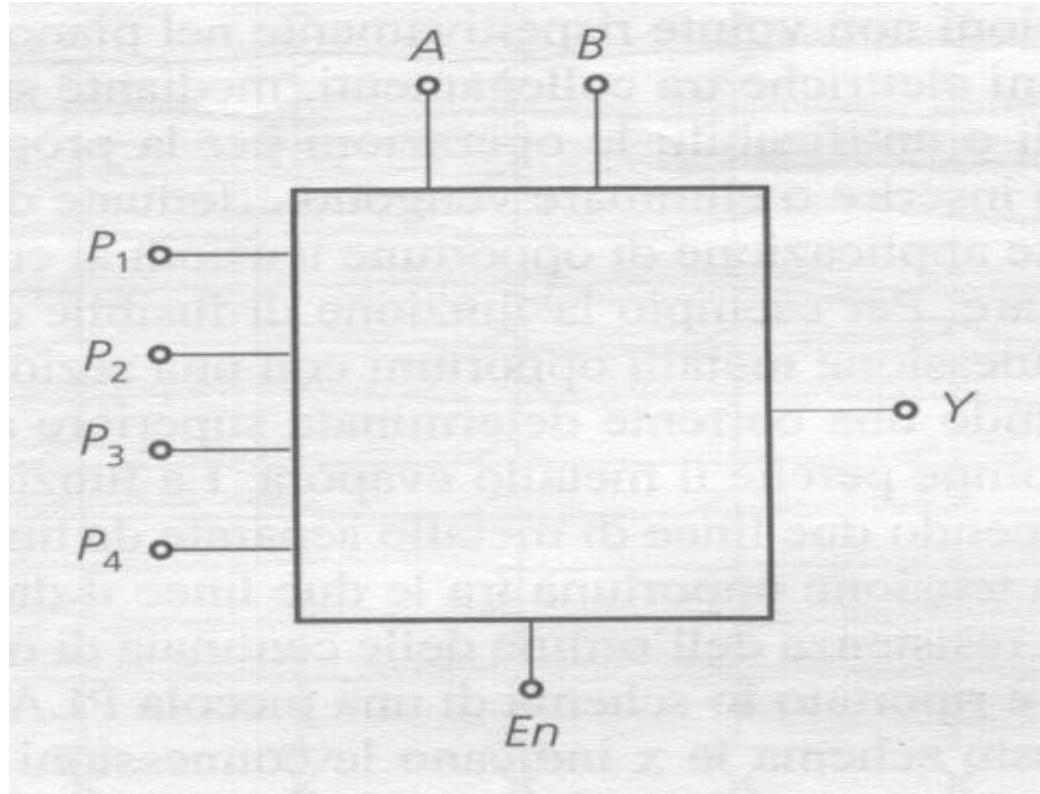


Unità logica booleana

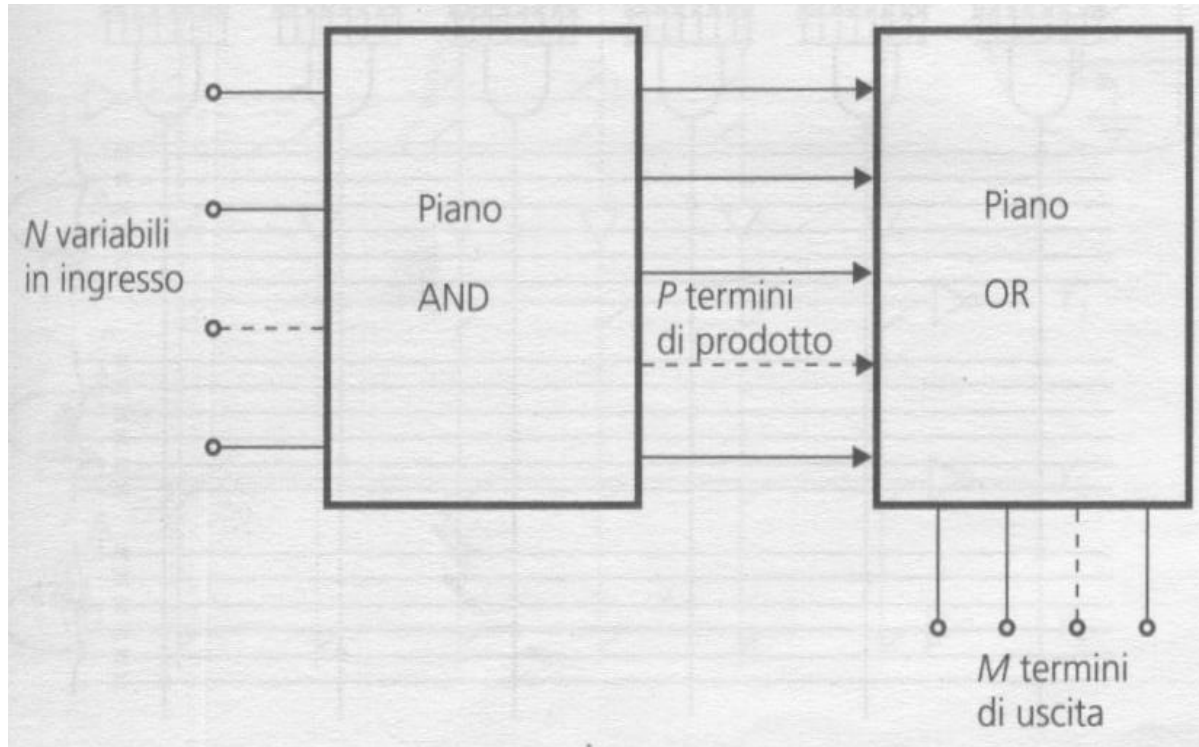
Tabella 10.3 Funzioni logiche implementabili nell'Unità Logica Booleana.

| Y | P_1 | P_2 | P_3 | P_4 |
|-----------------|-------|-------|-------|-------|
| OR (A, B) | 1 | 1 | 1 | 0 |
| NOR (A, B) | 0 | 0 | 0 | 1 |
| AND (A, B) | 1 | 0 | 0 | 0 |
| NAND (A, B) | 0 | 1 | 1 | 1 |
| XOR (A, B) | 0 | 1 | 1 | 0 |
| XNOR (A, B) | 1 | 0 | 0 | 1 |

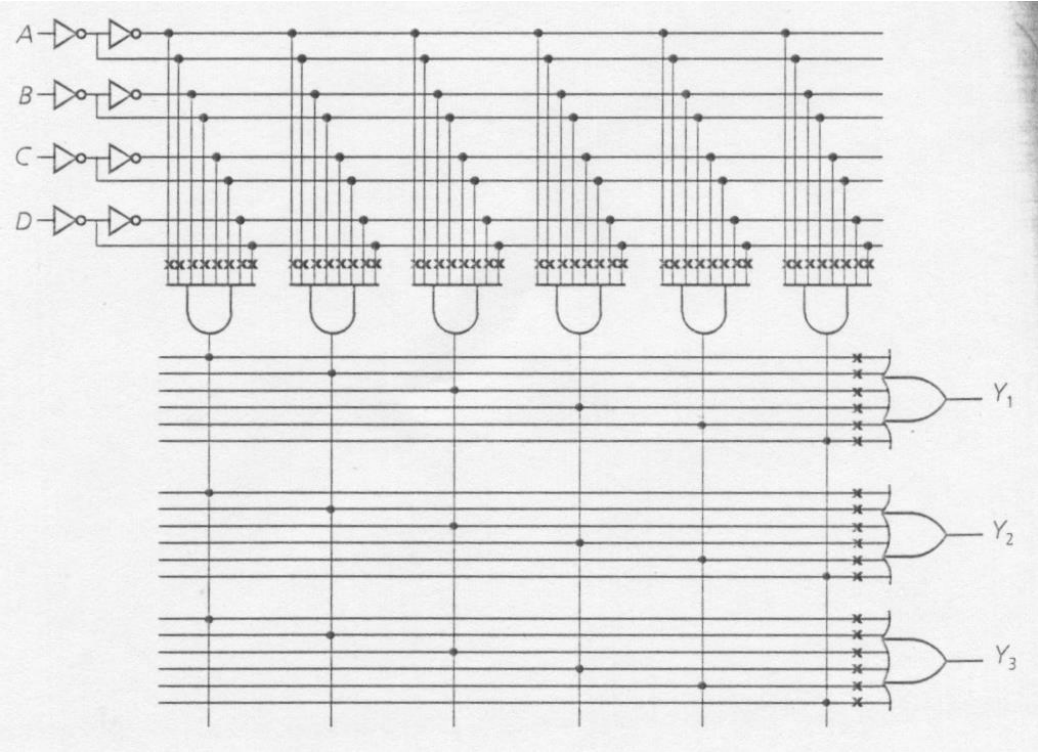
Unità logica booleana



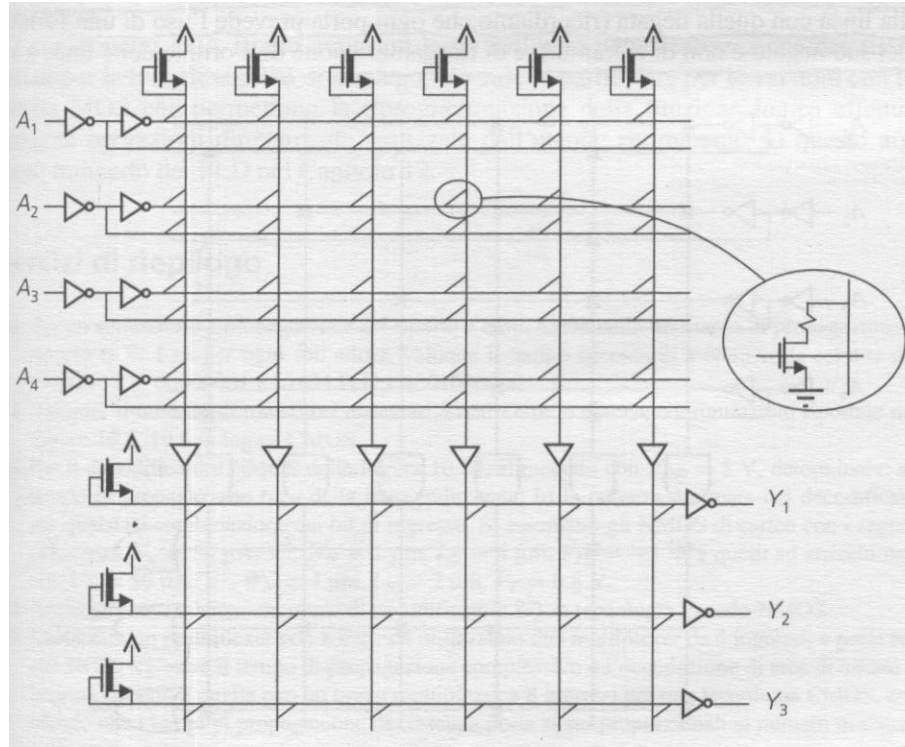
Programmable logic array (PLA)



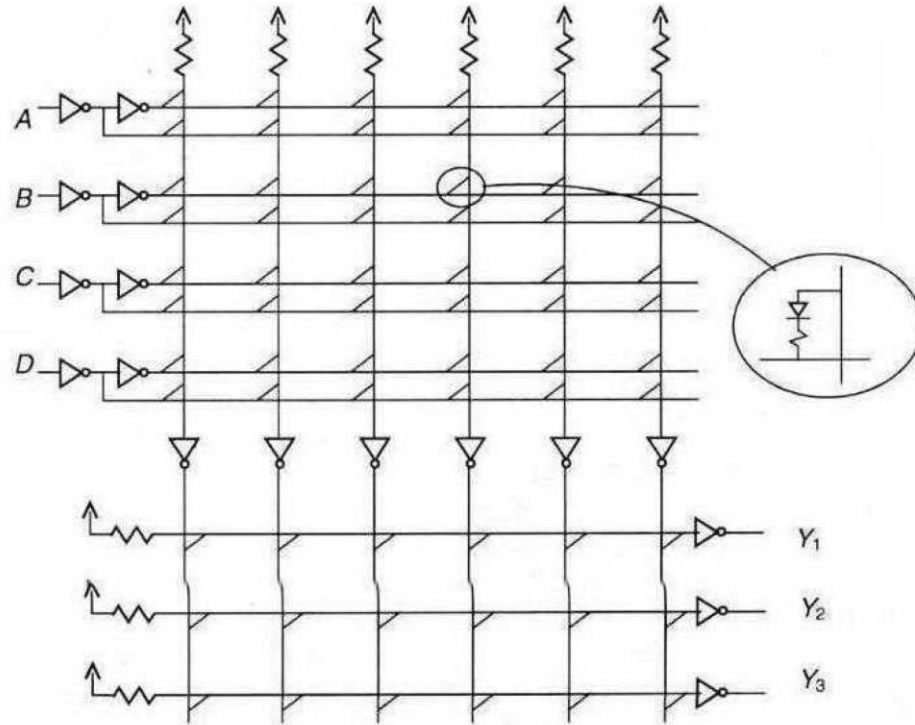
Programmable logic array (PLA)



Programmable logic array (PLA)



Programmable logic array (PLA)



Vedere:

- Paolo Spirito, “Elettronica Digitale”, Ed. McGraw-Hill
 - Cap. 10.09-10.10

Circuiti sequenziali

- I circuiti sequenziali sono circuiti logici le cui uscite dipendono dagli ingressi presenti in quel momento e dalla storia passata degli stessi ingressi, ovvero dalla *sequenza* degli eventi logici che si sono succeduti in ingresso.

Circuiti sequenziali

