

# CENG 3420

# Computer Organization & Design



## Lecture 05: Logic Basis

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## 1 Numeral System

## 2 Logic Gates (Optional)



# Numeral System



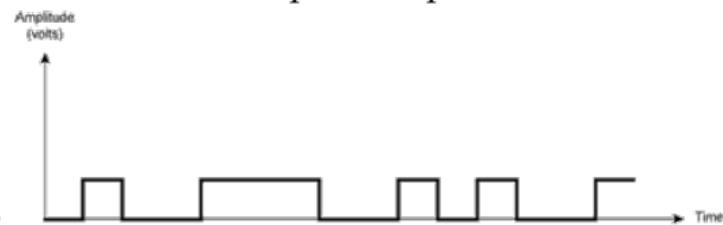
## Analog Signal

- Vary in a smooth way over time
- Analog data are continuous valued
  - Example: audio, video



## Digital Signal

- Maintains a constant level then changes to another constant level (generally operate in one of the two states)
- Digital data are discrete valued
  - Example: computer data



# Number Systems



- An ordered set of symbols, called digits, with relations defined for addition, subtraction, multiplication, and division
- **Radix or base** of the number system is the total number of digits allowed in the number system
- Commonly used numeral systems

System Name	Decimal	Binary	Octal	Hexadecimal
Radix	10	2	8	16
First seventeen positive integers	0	0	0	0
	1	1	1	1
	2	10	2	2
	3	11	3	3
	4	100	4	4
	5	101	5	5
	6	110	6	6
	7	111	7	7
	8	1000	10	8
	9	1001	11	9
	10	1010	12	A
	11	1011	13	B
	12	1100	14	C
	13	1101	15	D
	14	1110	16	E
	15	1111	17	F
	16	10000	20	10

## Example

- In the 2009 film Avatar, Na'vi race employs an octal numeral system.



# Conversion from Decimal Integer



- Step 1: Divide the decimal number by the radix (number base)
- Step 2: Save the remainder (first remainder is the least significant digit)
- Repeat steps 1 and 2 until the quotient is zero
- Result is in reverse order of remainders



- EX1: Convert  $36_8$  to binary value
- EX2: Convert  $36_{10}$  to binary value

# Unsigned Binary Representation



Hex	Binary	Decimal
0x00000000	0...0000	0
0x00000001	0...0001	1
0x00000002	0...0010	2
0x00000003	0...0011	3
0x00000004	0...0100	4
0x00000005	0...0101	5
0x00000006	0...0110	6
0x00000007	0...0111	7
0x00000008	0...1000	8
0x00000009	0...1001	9
	...	
0xFFFFFFF0	1...1100	$2^{32} - 4$
0xFFFFFFF1	1...1101	$2^{32} - 3$
0xFFFFFFF2	1...1110	$2^{32} - 2$
0xFFFFFFFF	1...1111	$2^{32} - 1$

$2^{31}$   $2^{30}$   $2^{29}$  ...  $2^3$   $2^2$   $2^1$   $2^0$  bit weight

31 30 29 ... 3 2 1 0 bit position

1 1 1 ... 1 1 1 1 bit



1 0 0 0 ... 0 0 0 0 - 1



$2^{32} - 1$

# Signed Binary Representation



2'sc binary	decimal
1000	-8
1001	-7
1010	-6
1011	-5
1100	-4
1101	-3
1110	-2
1111	-1
0000	0
0001	1
0010	2
0011	3
0100	4
0101	5
0110	6
0111	7

$-2^3 =$

$-(2^3 - 1) =$

$2^3 - 1 =$

complement all the bits

and add a 1

complement all the bits

0101

1011

and add a 1

0110

1010

complement all the bits



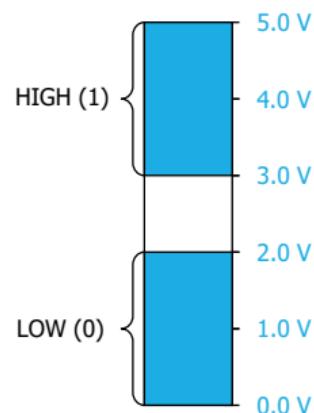
- For an n-bit signed binary numeral system, what's the largest positive number and the smallest negative number?

# Digital Signal Representation



- Active HIGH
  - High voltage means On
- Active LOW
  - Low voltage means Off

Logic 0	Logic 1
False	True
Off	On
LOW	HIGH
No	Yes
Open switch	Closed switch



# Addition & Subtraction



- Just like in grade school (carry/borrow 1s)

$$\begin{array}{r} 0111 \\ + 0110 \\ \hline \end{array} \quad \begin{array}{r} 0111 \\ - 0110 \\ \hline \end{array} \quad \begin{array}{r} 0110 \\ - 0101 \\ \hline \end{array}$$

- Two's complement operations are easy: do subtraction by negating and then adding

$$\begin{array}{r} 0111 \\ - 0110 \\ \hline \end{array} \quad \begin{array}{r} 0111 \\ + 1010 \\ \hline \end{array}$$

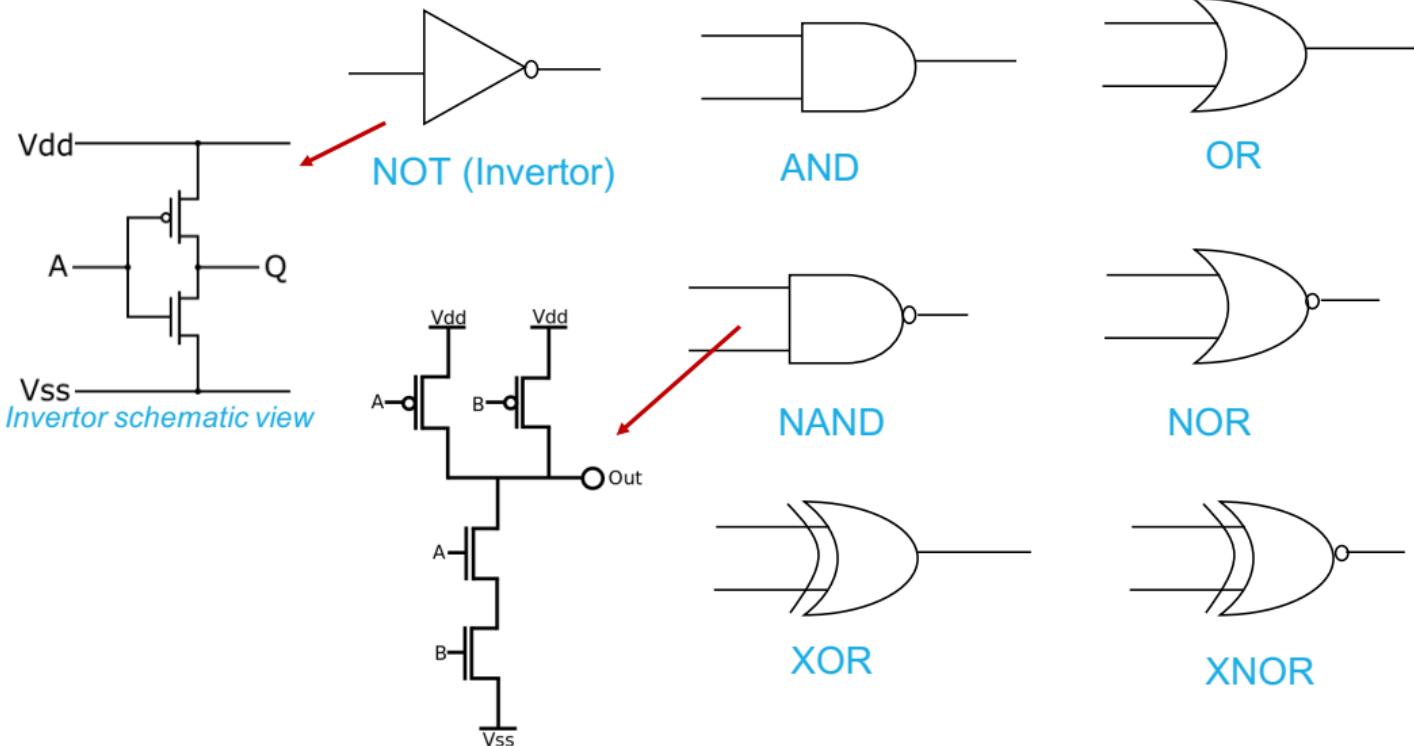
- Overflow (result too large for finite computer word). E.g., adding two n-bit numbers does not yield an n-bit number

$$\begin{array}{r} 0111 \\ + 0001 \\ \hline \end{array}$$



# Logic Gates (Optional)

# Logic Gates



- What is the schematic view of an AND gate?

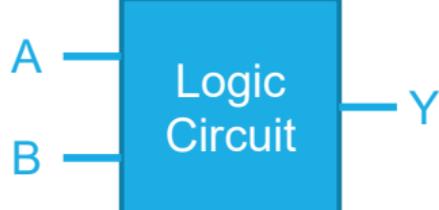


- Please draw NOR gate schematic view

# Truth Table



- A means for describing how a logic circuit's output depends on the logic levels present at the circuit's inputs
- The number of input combinations will equal  $2^N$  for an N-input truth table



Inputs		Output
A	B	Y
0	0	0
0	1	0
1	0	0
1	1	1



- Determine the true table of a three-input AND gate