### Review Problem 0

- \* As you wait for class to start, answer the following question:
  - \* Bob has \$500, but owes \$300 to Shirley in CA, who's going to kill him if he doesn't pay off the money in person in a week. Plane tickets to CA cost \$175, while bus tickets cost \$75. Based on this, finish off the following statement:

❖ If Bob buys a \_\_\_\_\_ ticket then Bob won't be killed.

### CSE 369: Introduction to Digital Design

- Professor Georg Seelig, CSE 228 (gseelig@uw.edu)
  - \* Office Hours: email w/schedule for a slot
- \* Book: Brown & Vranesic Fundamentals of Digital Logic with Verilog Design (3<sup>rd</sup> Edition)
- \* TAs:
  - Bin Yu (by23@uw.edu)
  - Yashin Chen (yashinc@uw.edu)
- \* Lab Hours: check website

### Grading

- \* 70% Labs
- \* 10% Quizzes
- \* 20% Final Exam
- \* Late penalties for uploading lab materials:
  - **♦** <24 hours: -10%
  - **♦** <48 hours: -30%
  - **♦** <72 hours: -60%
  - ❖ >72 hours: not accepted

### Joint Work Policy

- \* Labs will be done alone
- Students may not collaborate on labs/projects, nor between groups on the specifics of homeworks.

#### **\*** OK:

- Studying together for exams
- Discussing lectures or readings
- Talking about general approaches
- Help in debugging, tools peculiarities, etc.

#### \* Not OK:

- Developing a lab together
- Violation of these rules is grounds for failing the class

### Class & Lab Meetings

#### \* Labs:

- \* Each student assigned a lab kit, can work where-ever.
- \* In addition to the official sections, TAs will have some blocks of office hours to help with labs, etc.
- \* Signups for lab demos will be posted shortly.
- ❖ Quiz: Tue, Feb 2 and Tue, Feb 23 in class
- ❖ Final: Mon, March 14, 10:30-11:20

### Motivation

\* Readings: 1-1.4, 2-2.4

- Electronics an increasing part of our lives
  - Computers & the Internet
  - Car electronics
  - \* Robots
  - Electrical Appliances
  - Cellphones
  - Portable Electronics
- Class covers digital logic design & implementation

## Example: Car Electronics

Door Ajar (DriverDoorOpen, PassDoorOpen):

High-beam indicator (lights, high beam selected):

## Example: Car Electronics (cont.)

Seat Belt Light (driver belt in):

Seat Belt Light (driver belt in, passenger belt in, passenger present):

### Basic Logic Gates

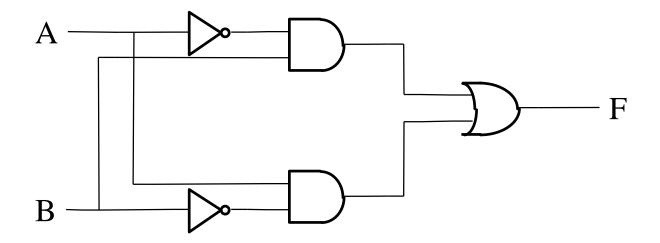
\* AND: If A and B are True, then Out is True

\* OR: If A or B is True, or both, then Out is True

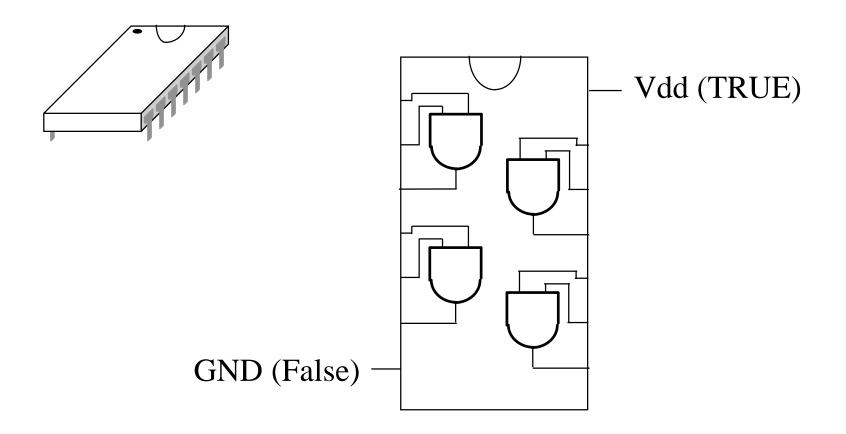
❖ Inverter (NOT): If A is False, then Out is True
 △ → Out

### Review Problem 2

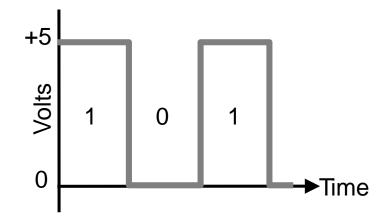
\* What does the following circuit do?



# TTL Logic

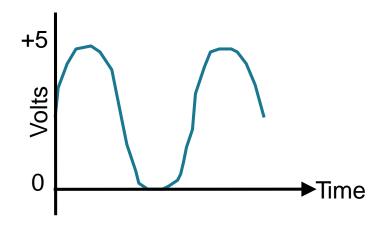


## Digital vs. Analog



Digital: only assumes discrete values

Binary/Boolean (2 values) yes, on, 5 volts, high, TRUE, "1" no, off, 0 volts, low, FALSE, "0"



Analog: values vary over a broad range continuously

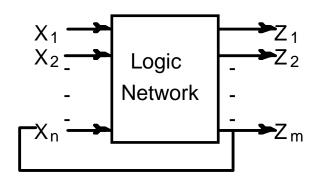
## Advantages of Digital Circuits

- Analog systems: slight error in input yields large error in output
- Digital systems more accurate and reliable
  - Readily available as self-contained, easy to cascade building blocks
- \* Computers use digital circuits internally
- Interface circuits (i.e., sensors & actuators) often analog

This course is about logic design, not system design (processor architecture), not circuit design (transistor level)

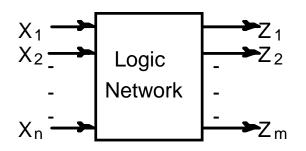
## Combinational vs. Sequential Logic

#### Sequential logic



Network implemented from logic gates. The presence of feedback distinguishes between sequential and combinational networks.

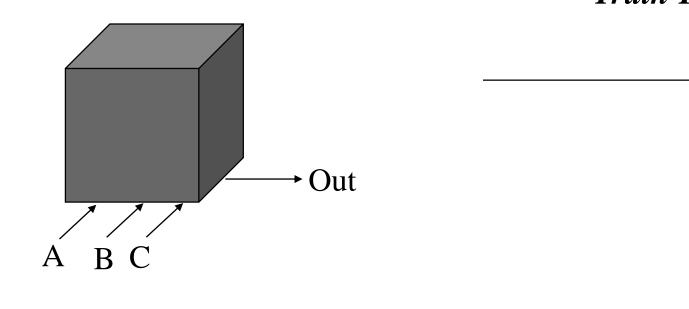
#### Combinational logic



No feedback among inputs and outputs. Outputs are a function of the inputs only.

## Black Box (Majority)

- Given a design problem, first determine the function
- ❖ Consider the unknown combination circuit a "black box"
  Truth Table



### Boolean Elements and truth tables

Algebra: variables, values, operations

In Boolean algebra, the values are the symbols 0 and 1 If a logic statement is false, it has value 0 If a logic statement is true, it has value 1

Operations: AND, OR, NOT

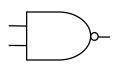
Χ	Y	X AND Y
0	0	
0	1	
1	0	
1	1	

Χ	NOT X
0 1	

Χ	Y	X OR Y
0	0	
0	1	
1	0	
1	1	

### NAND and NOR Gates

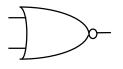
■ NAND Gate: NOT(AND(A, B))

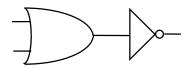




X	Y	X NAND Y
0	0	1
0	1	1
1	0	1
1	1	0

■ NOR Gate: NOT(OR(A, B))





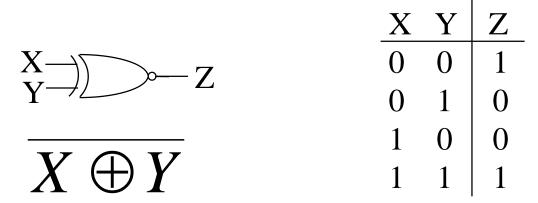
X	Y	X NOR Y
0	0	1
0	1	0
1	0	0
1	1	0

### XOR and XNOR Gates

■ XOR Gate: Z=1 if X is different from Y

$$X \to X$$
 $Y \to X$ 
 $X \to Y$ 
 $Y \to$ 

■ XNOR Gate: Z=1 if X is the same as Y



### **Boolean Equations**

#### Boolean Algebra

values: 0, 1

variables: A, B, C, ..., X, Y, Z operations: NOT, AND, OR, ...

NOT X is written as X X AND Y is written as X \* Y, or sometimes X Y or X & Y X OR Y is written as X + Y

#### Deriving Boolean equations from truth tables:

_ <b>A</b>	В	Carry	Sum
0	0	0	0
0	1	0	1><
1	0	0	1
1	1	1	0

OR'd together *product* terms for each truth table row where the function is 1

if input variable is 0, it appears in complemented form; if 1, it appears uncomplemented

Sum =

### Review Problem 3

■ Does the following Boolean equation implement the function given in the truth table?

$$MyCout' = (A*B)+(A*Cin)+(A*B*Cin)$$

Α	В	Cin	Cout
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

### Boolean Algebra/Logic Minimization

$$\bar{A}BC_{in} + A\bar{B}C_{in} + AB\overline{C_{in}} + ABC_{in}$$
 vs.  $AB + AC_{in} + BC_{in}$ 

Logic Minimization: reduce complexity of the gate level implementation

- reduce number of literals (gate inputs)
- reduce number of gates
- reduce number of levels of gates

fewer inputs implies faster gates in some technologies
fan-ins (number of gate inputs) are limited in some technologies
fewer levels of gates implies reduced signal propagation delays
number of gates (or gate packages) influences manufacturing costs

### Basic Boolean Identities:

$$X + 0 = X$$

$$X * 1 = X$$

$$X + 1 = 1$$

$$X * 0 = 0$$

$$X + X = X$$

$$X * X = X$$

$$X + \overline{X} = 1$$

$$X * \overline{X} = 0$$

$$\overline{\overline{X}} = X$$

### **Basic Laws**

#### Commutative Law:

$$X + Y = Y + X$$

$$XY = YX$$

#### **Associative Law:**

$$X+(Y+Z) = (X+Y)+Z$$

$$X(YZ)=(XY)Z$$

#### Distributive Law:

$$X(Y+Z) = XY + XZ$$

$$X+YZ = (X+Y)(X+Z)$$

### Advanced Laws (Absorbtion)

- X+XY =
- XY + XY =
- $\blacksquare X + \overline{X}Y =$
- $\blacksquare$  X(X+Y) =
- $\blacksquare$   $(X+Y)(X+\overline{Y}) =$
- $\blacksquare X(\overline{X}+Y) =$

### Boolean Manipulations (cont.)

■ Boolean Function:  $F = \overline{X}YZ + XZ$ 

Truth Table:

**Reduce Function:** 

X	Y	Z	F
0	0	0	
0	0	1	
0	1	0	
0	1	1	
1	0	0	
1	0	1	
1	1	0	
1	1	1	

### DeMorgan's Law

$$\overline{(X + Y)} = \overline{X} * \overline{Y}$$

$$\overline{(X * Y)} = \overline{X} + \overline{Y}$$

# DeMorgan's Law can be used to convert AND/OR expressions to OR/AND expressions

#### **Example:**

$$Z = \overline{A} \overline{B} C + \overline{A} B C + A \overline{B} C + A B \overline{C}$$

$$\overline{Z} = (A + B + \overline{C}) * (A + \overline{B} + \overline{C}) * (\overline{A} + B + \overline{C}) * (\overline{A} + \overline{B} + C)$$

## DeMorgan's Law example

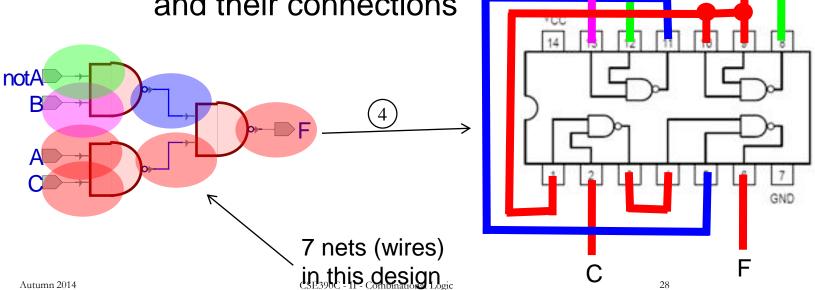
■ If 
$$F = (XY+Z)(\overline{Y}+\overline{X}Z)(X\overline{Y}+\overline{Z})$$
,

$$\overline{F} =$$

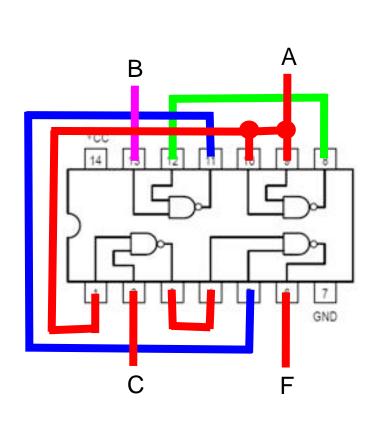
## Mapping truth tables to logic gates

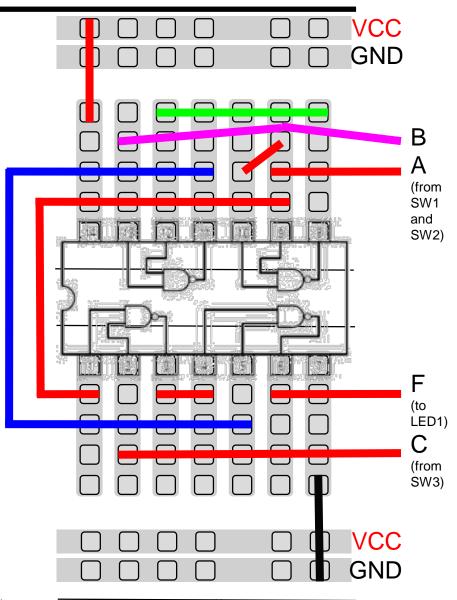
- Given a truth table:
  - Write the Boolean expression
  - Minimize the Boolean expression
  - Draw as gates
  - Map to available gates

Determine number of packages
 and their connections



## Breadboarding circuits





Autumn 2014