CSE370: Introduction to Digital Design

- Course staff
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- Course web
  - Make sure to subscribe to class mailing list

- Course text
  - Contemporary Logic Design, 2e, Katz/Borriello, Prentice-Hall

- Today’s agenda
  - Class administration and overview of course web
  - Course objectives and approach
  - A brief introduction to the course
Why are you here?

- **Obvious reasons**
  - this course is part of the CS/CompE requirements
  - it is the implementation basis for all modern computing devices
    - building large things from small components
      - computers = transistors + wires - it’s all in how they are interconnected
    - provide a model of how a computer works

- **More important reasons**
  - the inherent parallelism in hardware is your first exposure to parallel computation
  - it offers an interesting counterpoint to programming and is therefore useful in furthering our understanding of computation
What will we learn in CSE370?

- The language of logic design
  - Boolean algebra, logic minimization, state, timing, CAD tools

- The concept of state in digital systems
  - analogous to variables and program counters in software systems

- How to specify/simulate/compile/realize our designs
  - hardware description languages
  - tools to simulate the workings of our designs
  - logic compilers to synthesize the hardware blocks of our designs
  - mapping onto programmable hardware

- Contrast with programming
  - sequential and parallel implementations
  - specify algorithm as well as computing/storage resources it will use
What is logic design?

- What is design?
  - given a specification of a problem, come up with a way of solving it choosing appropriately from a collection of available components
  - while meeting some criteria for size, cost, power, beauty, elegance, etc.

- What is logic design?
  - determining the collection of digital logic components to perform a specified control and/or data manipulation and/or communication function and the interconnections between them
  - which logic components to choose? – there are many implementation technologies (e.g., off-the-shelf fixed-function components, programmable devices, transistors on a chip, etc.)
  - the design may need to be optimized and/or transformed to meet design constraints
Applications of logic design

- Conventional computer design
  - CPUs, busses, peripherals
- Networking and communications
  - phones, modems, routers
- Embedded products
  - in cars, toys, appliances, entertainment devices
- Scientific equipment
  - testing, sensing, reporting
What is digital hardware?

- Collection of devices that sense and/or control wires that carry a digital value (i.e., a physical quantity that can be interpreted as a logical “0” or “1”)
  - example: digital logic where voltage < 0.8v is a “0” and > 2.0v is a “1”
  - example: pair of transmission wires where a “0” or “1” is distinguished by which wire has a higher voltage (differential)
  - example: orientation of magnetization signifies a “0” or a “1”

- Primitive digital hardware devices
  - logic computation devices (sense “inputs” and drive “outputs”)
    - are two wires both “1” - make another be “1” (AND)
    - is at least one of two wires “1” - make another be “1” (OR)
    - is a wire “1” - then make another be “0” (NOT)
  - memory devices (store)
    - store a value
    - recall a previously stored value
What is happening now in digital design?

- Important trends in how industry does hardware design
  - larger and larger designs
  - shorter and shorter time to market
  - cheaper and cheaper products
  - design time often dominates cost

- Scale
  - pervasive use of computer-aided design tools over hand methods
  - multiple levels of design representation

- Time
  - emphasis on abstract design representations
  - programmable rather than fixed function components
  - automatic synthesis techniques
  - importance of sound design methodologies

- Cost
  - higher levels of integration
  - use of simulation to debug designs
  - simulate and verify before you build
CSE 370: concepts/skills/abilities

- Understanding the basics of logic design (concepts)
- Understanding sound design methodologies (concepts)
- Modern specification methods (concepts)
- Familiarity with a full set of CAD tools (skills)
- Realize digital designs in an implementation technology (skills)
- Appreciation for the differences and similarities (abilities) in hardware and software design

New ability: to accomplish the logic design task with the aid of computer-aided design tools and map a problem description into an implementation with programmable logic devices after validation via simulation and understanding of the advantages/disadvantages as compared to a software implementation
Representation of digital designs

- Physical devices (transistors)
- Switches
- Truth tables
- Boolean algebra
- Gates
- Waveforms
- Finite-state behavior
- Register-transfer behavior
- Processor architecture
- Concurrent abstract specifications

scope of CSE 370
Computation: abstract vs. implementation

- Up to now, computation has been a mental exercise (paper, programs)
- This class is about physically implementing computation using physical devices that use voltages to represent logical values
- Basic units of computation are:
  - representation: "0", "1" on a wire set of wires (e.g., for binary ints)
  - assignment: x = y
  - data operations: x + y – 5
  - control:
    - sequential statements: A; B; C;
    - conditionals: if x == 1 then y;
    - loops: for (i = 1; i == 10, i++) {...}
    - procedures: A; proc(...); B;
- We will study how each of these are implemented in hardware and composed into computational structures
Class components

- Combinational logic
  - output\(_t\) = F(input\(_t\))

- Sequential logic
  - output\(_t\) = F(output\(_{t-1}\), input\(_t\))
    - output dependent on history
    - concept of a time step (clock)

- Basic computer architecture
  - how a CPU executes instructions

- Tools to make our job easier/efficient
  - designs that work the first time
  - designs that are efficient and easy to change/maintain
Common combinational logic elements are called logic gates

- Buffer, NOT
- AND, NAND
- OR, NOR

easy to implement with CMOS transistors
Sequential logic

- Common sequential logic elements are called flip-flops
  - Flip-flops only change their output after a clocking event
Mixing combinational and sequential logic

- What does this very simple circuit do?
Combinational or sequential?

- assignment: \( x = y; \)
- data operations: \( x + y - 5 \)
- sequential statements: \( A; B; C; \)
- conditionals: \( \text{if } x == 1 \text{ then } y; \)
- loops: \( \text{for } (i = 1 ; i == 10, i++) \{ \ldots \} \)
- procedures/methods: \( A; \text{proc}(\ldots); B; \)
A quick combinational logic example

- Calendar subsystem: number of days in a month (to control watch display)
  - used in controlling the display of a wrist-watch LCD screen
  - inputs: month, leap year flag
  - outputs: number of days
Implementation in software

```c
integer number_of_days ( month, leap_year_flag) {
    switch (month) {
        case 1: return (31);
        case 2: if (leap_year_flag == 1) then return (29)
                      else return (28);
        case 3: return (31);
        ...
        case 12: return (31);
        default: return (0);
    }
}
```
Implementation as a combinational digital system

- **Encoding:**
  - how many bits for each input/output?
  - binary number for month
  - four wires for 28, 29, 30, and 31

- **Behavior:**
  - combinational
  - truth table specification

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Combinational example (cont’d)

- Truth-table to logic to switches to gates
  - \( d_{28} = \text{"1 when month}=0010 \text{ and leap}=0" \)
  - \( d_{28} = m_8' \cdot m_4' \cdot m_2 \cdot m_1' \cdot \text{leap}' \)
  - \( d_{31} = \text{"1 when month}=0001 \text{ or month}=0011 \text{ or ... month}=1100" \)
  - \( d_{31} = (m_8' \cdot m_4' \cdot m_2' \cdot m_1) + (m_8' \cdot m_4' \cdot m_2 \cdot m_1) + \ldots \)
    \( (m_8 \cdot m_4 \cdot m_2' \cdot m_1') \)
  - \( d_{31} = \text{can we simplify more?} \)

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Combinational example (cont’d)

- $d_{28} = m_8' \cdot m_4' \cdot m_2 \cdot m_1' \cdot \text{leap'}$
- $d_{29} = m_8' \cdot m_4' \cdot m_2 \cdot m_1' \cdot \text{leap}$
- $d_{30} = (m_8' \cdot m_4 \cdot m_2' \cdot m_1') + (m_8' \cdot m_4 \cdot m_2 \cdot m_1') + (m_8 \cdot m_4' \cdot m_2' \cdot m_1) + (m_8 \cdot m_4' \cdot m_2 \cdot m_1) = (m_8' \cdot m_4 \cdot m_1') + (m_8 \cdot m_4' \cdot m_1)$
- $d_{31} = (m_8' \cdot m_4' \cdot m_2' \cdot m_1) + (m_8' \cdot m_4' \cdot m_2 \cdot m_1) + (m_8' \cdot m_4 \cdot m_2' \cdot m_1) + (m_8' \cdot m_4 \cdot m_2 \cdot m_1) + (m_8 \cdot m_4' \cdot m_2' \cdot m_1') + (m_8 \cdot m_4' \cdot m_2 \cdot m_1') + (m_8 \cdot m_4 \cdot m_2' \cdot m_1') + (m_8 \cdot m_4 \cdot m_2 \cdot m_1')$
Design hierarchy

- System
  - Data-path
    - Code registers
    - Multiplexer
    - Comparator
  - Combinational logic
  - Register
  - Logic
  - Transistors
- Control
  - State registers
  - Combinational logic