

- ❖ **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.

PLANE OR  
BUS

# CSE 369: Introduction to Digital Design

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- ❖ 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

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- ❖ 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

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- ❖ 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

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- ❖ 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

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- ❖ 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

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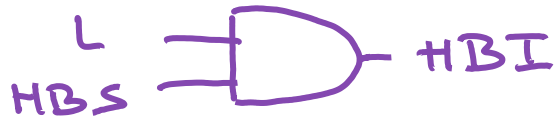
- ❖ Door Ajar (DriverDoorOpen, PassDoorOpen):

$$DA = DDO \text{ OR } PDO$$



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

$$HBI = L \text{ AND } HBS$$



# Example: Car Electronics (cont.)

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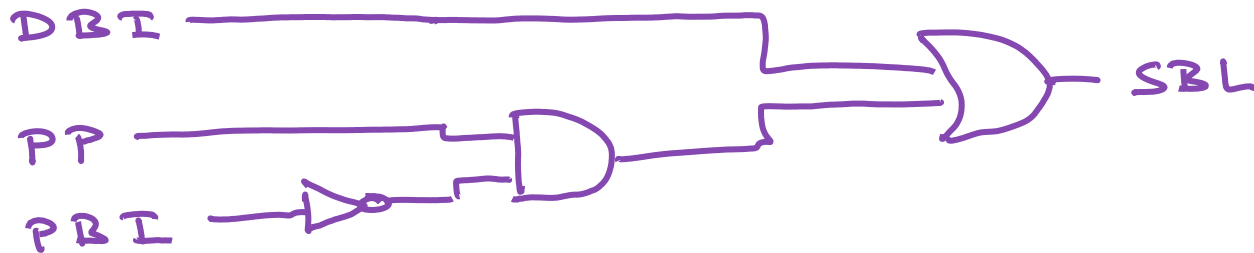
- ❖ Seat Belt Light (driver belt in):

$$SBL = \underline{\text{NOT}} \text{ DBI}$$



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

$$SBL = \text{NOT DBI OR } (PP \text{ AND NOT PBI})$$

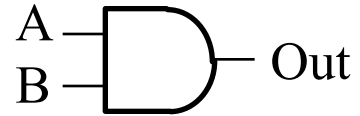




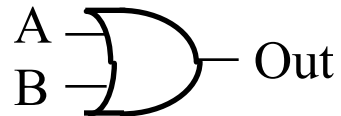
# Basic Logic Gates

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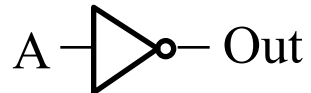
- ❖ AND: If A and B are True, then Out is True



- ❖ OR: If A or B is True, or both, then Out is True



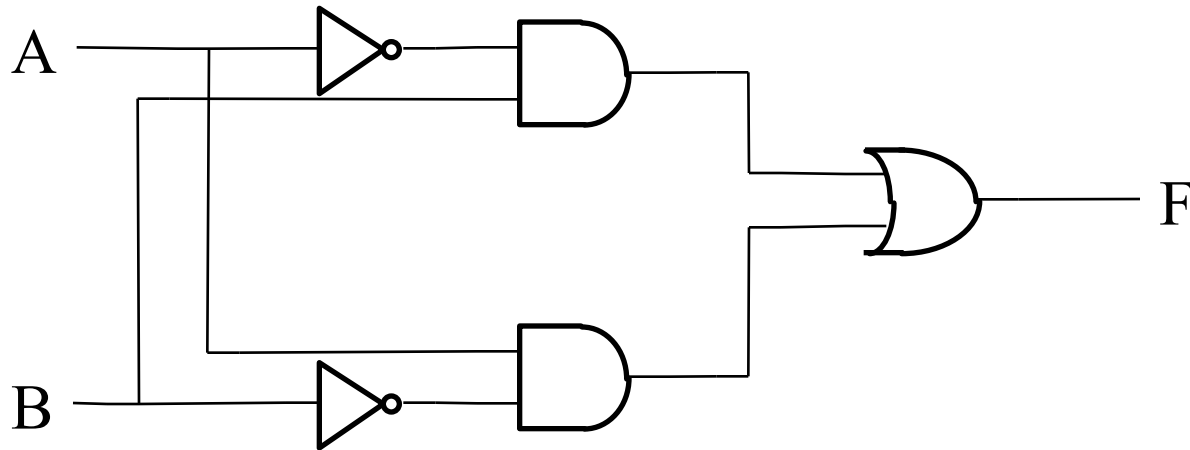
- ❖ Inverter (NOT): If A is False, then Out is True



# Review Problem 2

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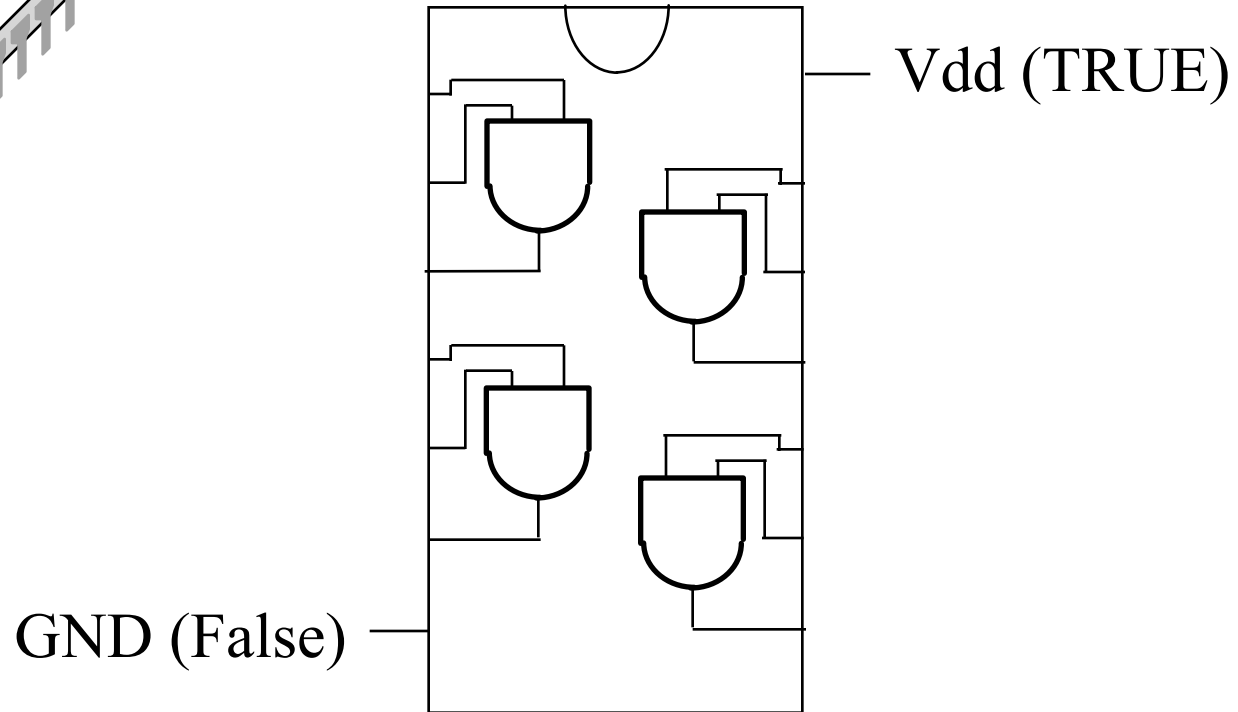
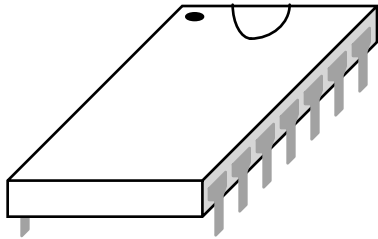
❖ What does the following circuit do?



$$F = (\text{NOT } A \text{ AND } B) \text{ OR } (\text{NOT } B \text{ AND } A)$$

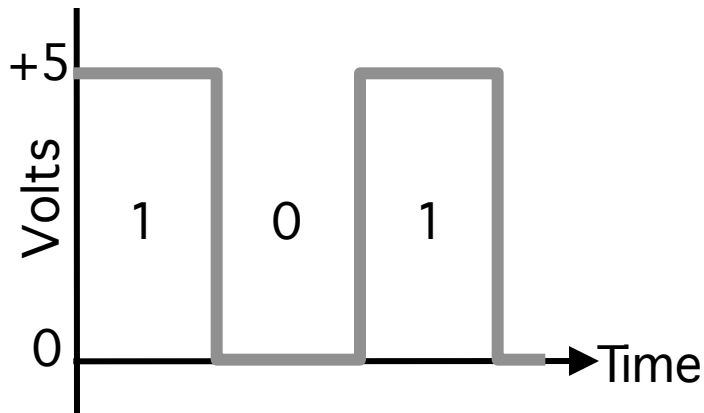
# TTL Logic

## TRANSISTOR TRANSISTOR LOGIC



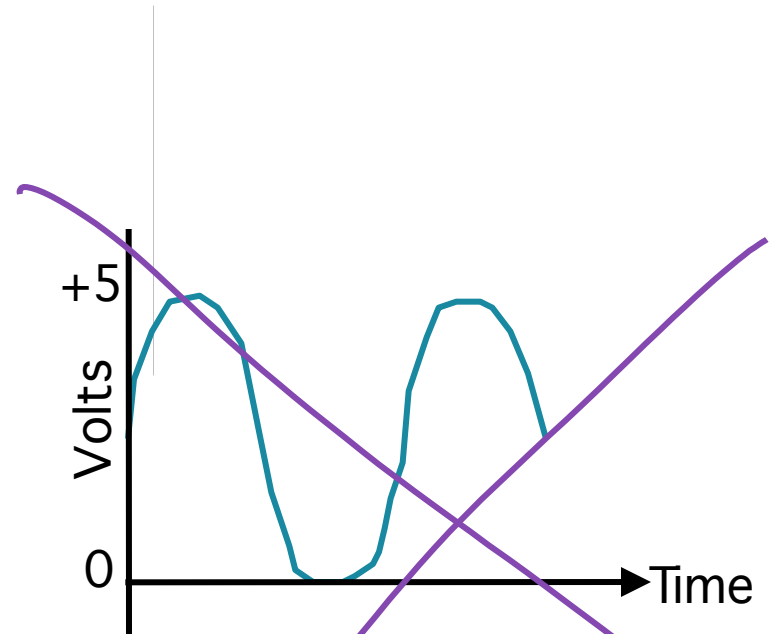
# Digital vs. Analog

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**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

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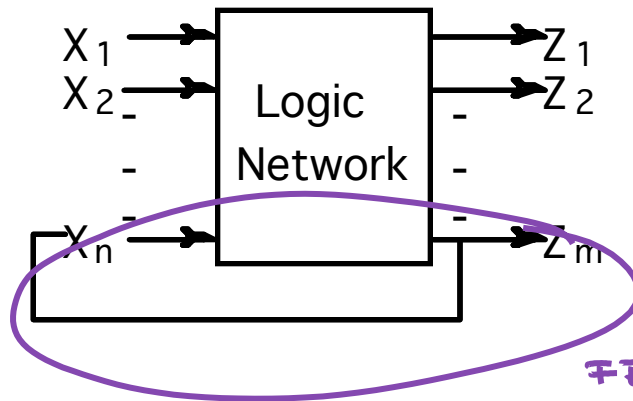
- ❖ Analog systems: slight error in input yields large error in output
- ❖ Digital systems more accurate and reliable
  - ❖ Readily available as self-contained, easy to cascade building blocks
- ❖ Computers use digital circuits internally
- ❖ Interface circuits (i.e., sensors & actuators) often analog

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

# Combinational vs. Sequential Logic

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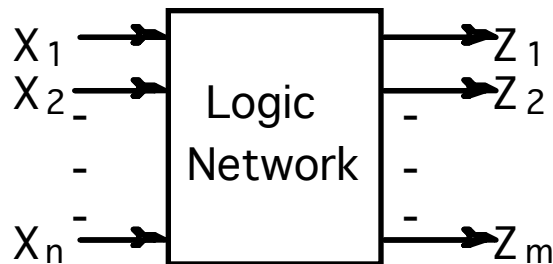
## *Sequential logic*



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

FEEDBACK PATH

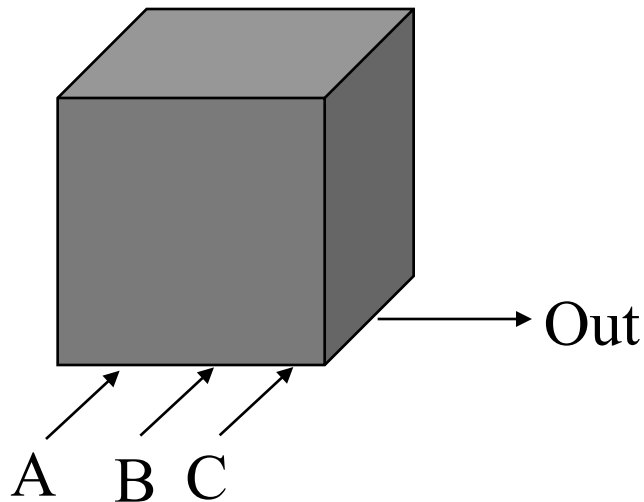
## *Combinational logic*



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*

A	B	C	OUT
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 Elements and truth tables

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**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

X	Y	X AND Y
0	0	0
0	1	0
1	0	0
1	1	1

X	NOT X
0	1
1	0

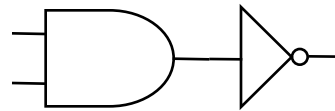
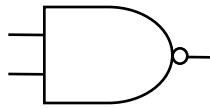
X	Y	X OR Y
0	0	0
0	1	1
1	0	1
1	1	1



# NAND and NOR Gates

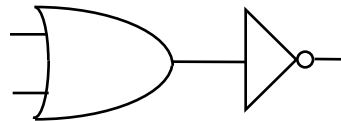
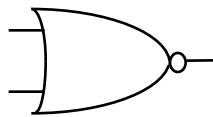
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## ■ NAND Gate: NOT(AND(A, B))



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

## ■ NOR Gate: NOT(OR(A, B))

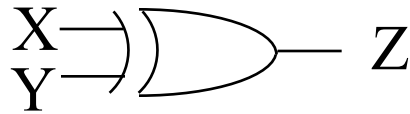


X	Y	X NOR Y
0	0	1
0	1	0
1	0	0
1	1	0

# XOR and XNOR Gates

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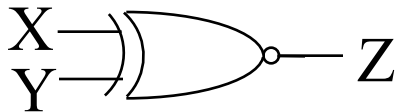
- XOR Gate:  $Z=1$  if  $X$  is different from  $Y$



$$X \oplus Y$$

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

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



$$\overline{X \oplus Y}$$

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

# Boolean Equations

## Boolean Algebra

values: 0, 1

variables: A, B, C, . . . , X, Y, Z

operations: NOT, AND, OR, . . .

NOT X is written as  $\bar{X}$

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:*

A	B	Carry	Sum
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

Carry =  $AB$

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 =  $A\bar{B} + \bar{A}B = A \oplus B$

# Review Problem 3

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

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

A	B	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



NOT EQUAL

# Boolean Algebra/Logic Minimization

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

**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:

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$$X + 0 = X$$

$$X * 1 = X$$

$$X + 1 = 1$$

$$X * 0 = 0$$

$$X + X = X$$

$$X * X = X$$

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

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

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

# Basic Laws

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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)

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■  $X + XY = x(1 + y) = x$

■  $XY + X\bar{Y} = x(y + \bar{y}) = x$

■  $X + \bar{X}Y = x(1 + y) + \bar{x}y = x + (x + \bar{x})y = x + y$

■  $X(X + Y) = x$

■  $(X + Y)(X + \bar{Y}) = x$

■  $X(\bar{X} + Y) = x y$



# Boolean Manipulations (cont.)

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

Truth Table:

X	Y	Z	F
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	0
1	1	1	1

Reduce Function:

$$= (\bar{x}y + x)z \quad \text{DIST}$$

$$= (x + y)z \quad \text{ABS.}$$

$$= xz + yz \quad \text{DIST.}$$

BOTH OK

# DeMorgan's Law

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

X	Y	$\bar{X}$	$\bar{Y}$	$\overline{X+Y}$	$\bar{X} \cdot \bar{Y}$
0	0	1	1		
0	1	1	0		
1	0	0	1		
1	1	0	0		

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

X	Y	$\bar{X}$	$\bar{Y}$	$\overline{X \cdot Y}$	$\bar{X} + \bar{Y}$
0	0	1	1		
0	1	1	0		
1	0	0	1		
1	1	0	0		

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

Example:

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

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

# DeMorgan's Law example

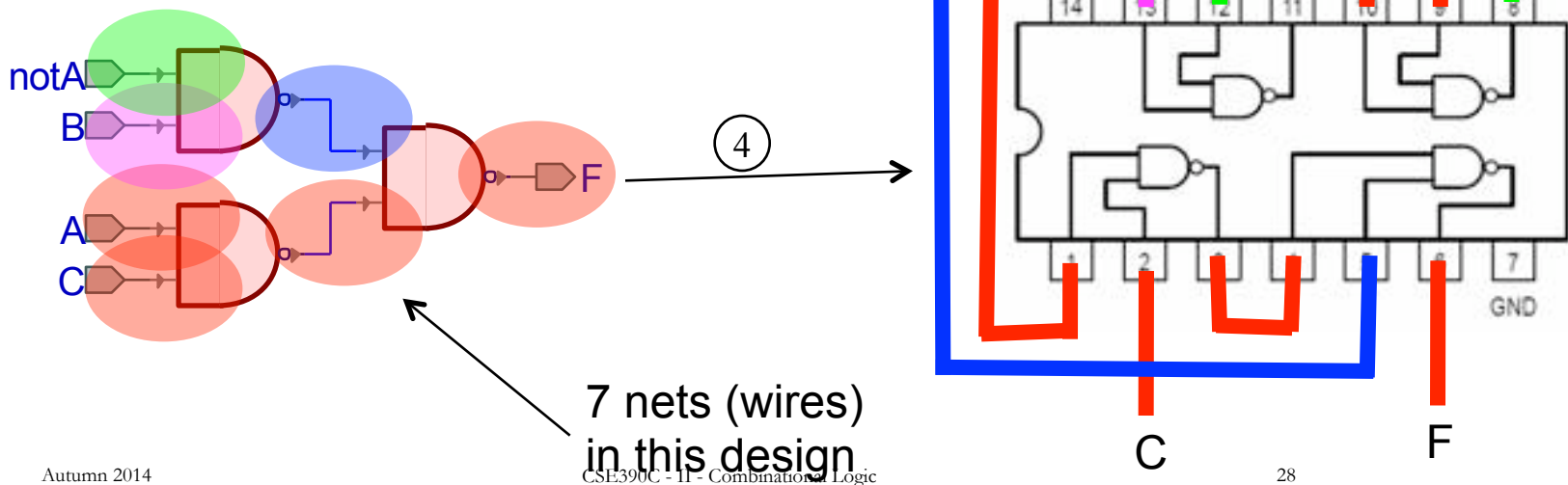
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■ If  $F = (XY + Z)(\bar{Y} + \bar{X}Z)(X\bar{Y} + \bar{Z})$ ,

$$\begin{aligned}\bar{F} &= \overline{(XY + Z)(\bar{Y} + \bar{X}Z)(X\bar{Y} + \bar{Z})} \\ &= (\bar{x} + \bar{y})\bar{z} + y(x + \bar{z}) + (\bar{x} + y)z\end{aligned}$$

# 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

