

*01*

*Introduction to Digital Logic*

ENGR 3410 - Computer Architecture

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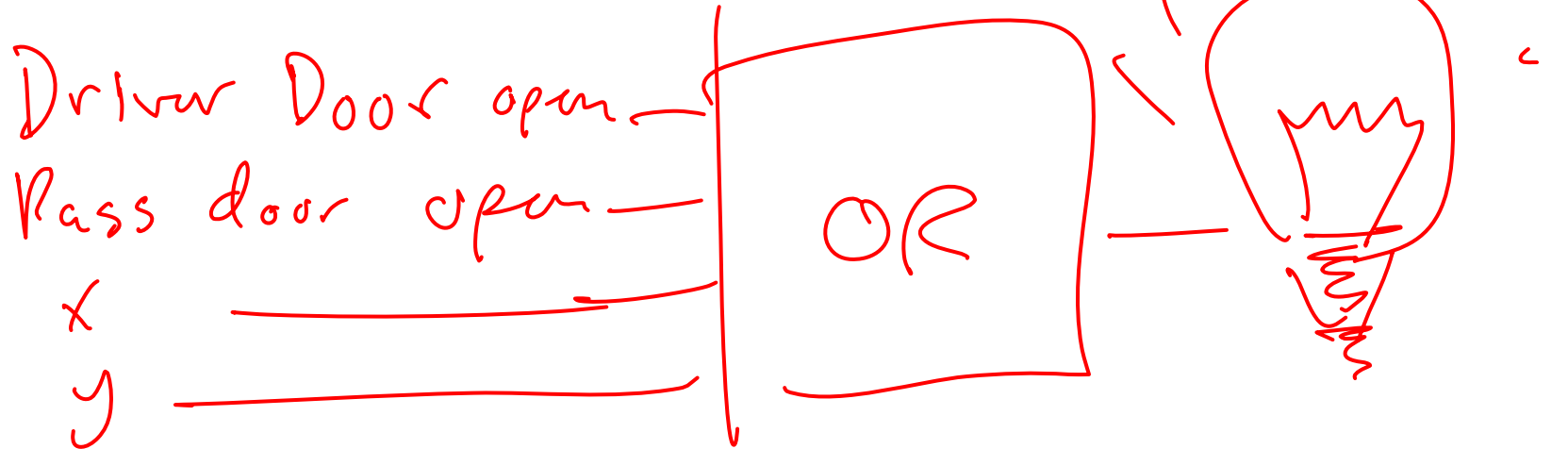
# Acknowledgements

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- Patterson & Hennessy: Book & Lecture Notes
- Patterson's 1997 course notes (U.C. Berkeley CS 152, 1997)
- Tom Fountain 2000 course notes (Stanford EE182)
- Michael Wahl 2000 lecture notes (U. of Siegen CS 3339)
- Ben Dugan 2001 lecture notes (UW-CSE 378)
- Professor Scott Hauck lecture notes (UW EE 471)
- Mark L. Chang lecture notes for Digital Logic (NWU B01)

# Example: Car Electronics

- Door ajar light (driver door, passenger door):

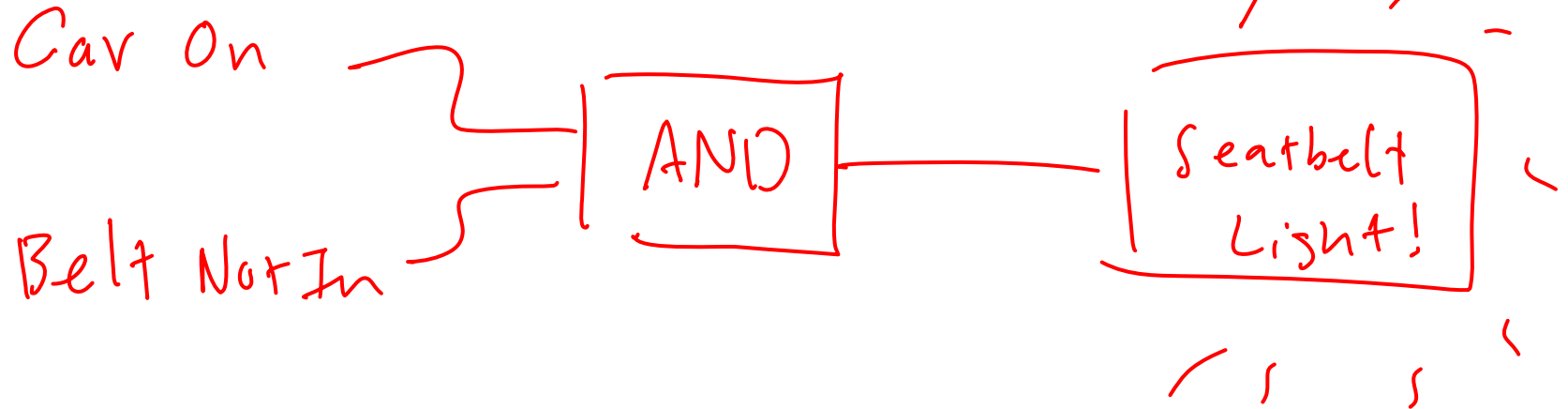


- High-beam indicator (lights, high beam selected):

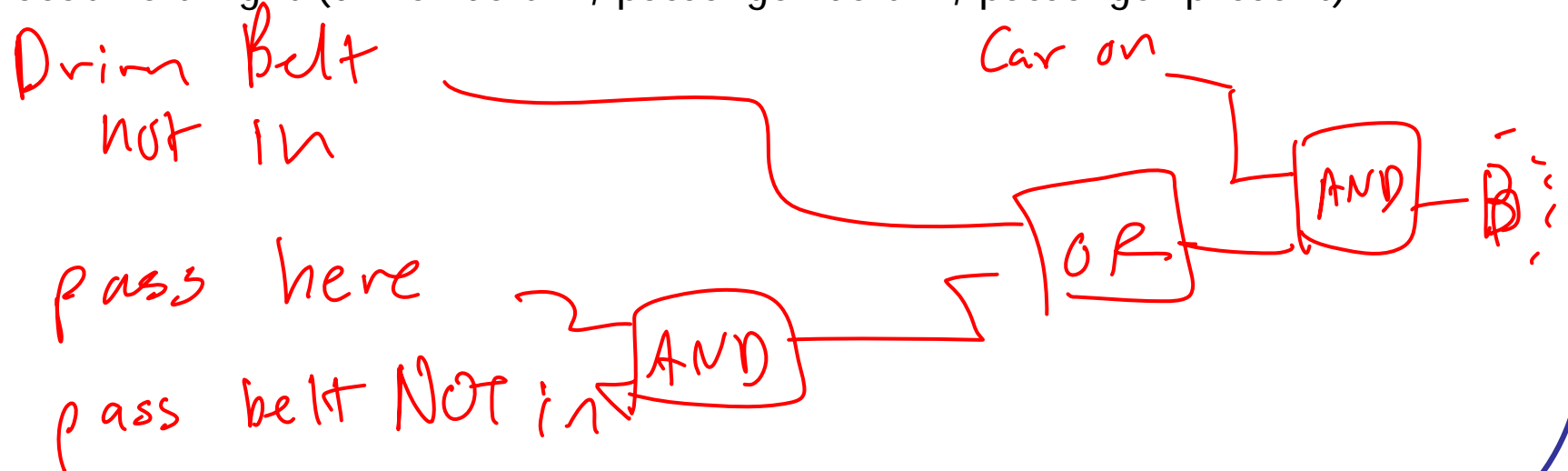


## Example: Car Electronics (cont.)

- Seat Belt Light (driver belt in):



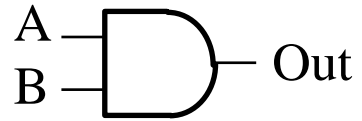
- Seat Belt Light (driver belt in, passenger belt in, passenger present):



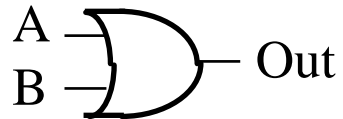
# Basic Logic Gates

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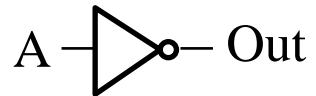
- AND: If A and B are True, then Out is True



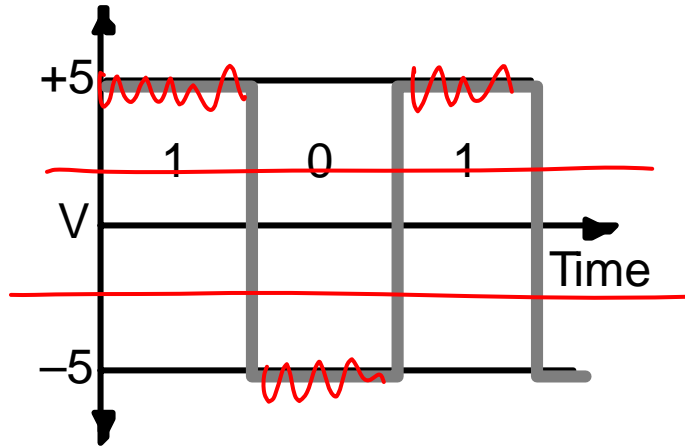
- OR: If A or B is True, or both, then Out is True



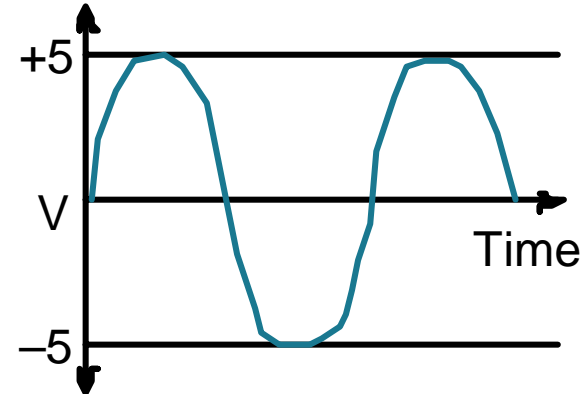
- Inverter (NOT): If A is False, then Out is True



# Digital vs. Analog



Digital:  
only assumes discrete values



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

# Binary/Boolean Logic

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- *Two discrete values:*  
yes, on, 5 volts, TRUE, "1"  
no, off, 0 volts, FALSE, "0"
- *Advantage of binary systems:*  
rigorous mathematical foundation based on logic

IF the garage door is open  
AND the car is running  
THEN the car can be backed out of the garage

*both the door must  
be open and the car  
running before I can  
back out*

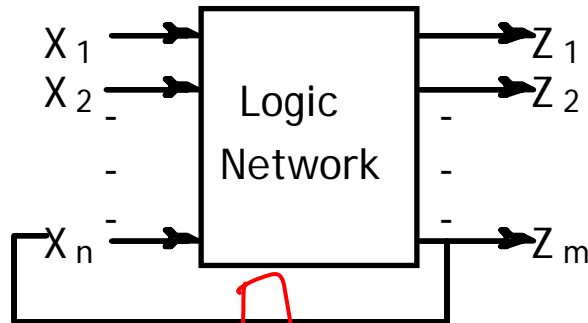
IF passenger is in the car  
AND passenger belt is in  
AND driver belt is in  
THEN we can turn off the fasten seat belt light

*the three preconditions must be true to imply the conclusion*



# Combinational vs. Sequential Logic

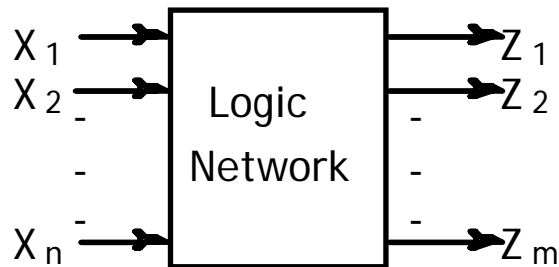
## *Sequential logic*



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

clock

## *Combinational logic*

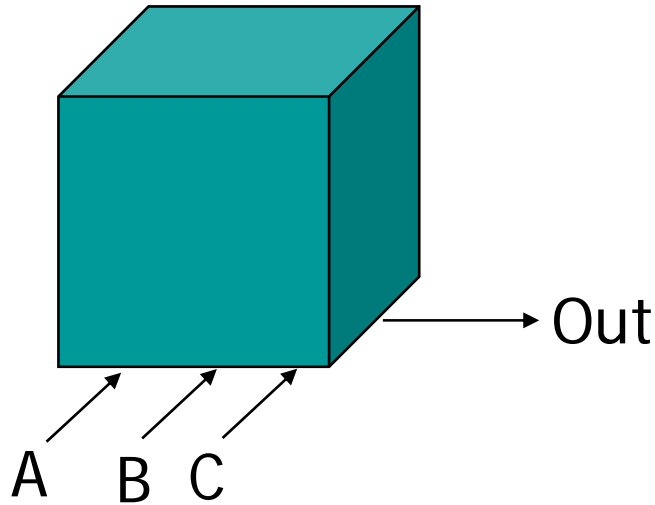


No feedback among inputs and outputs.  
Outputs are a function of the inputs only.

# Black Box (Majority)

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

If > 2/3 are true, false.

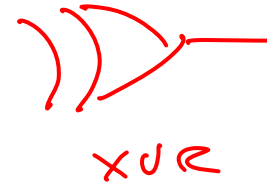


Truth Table

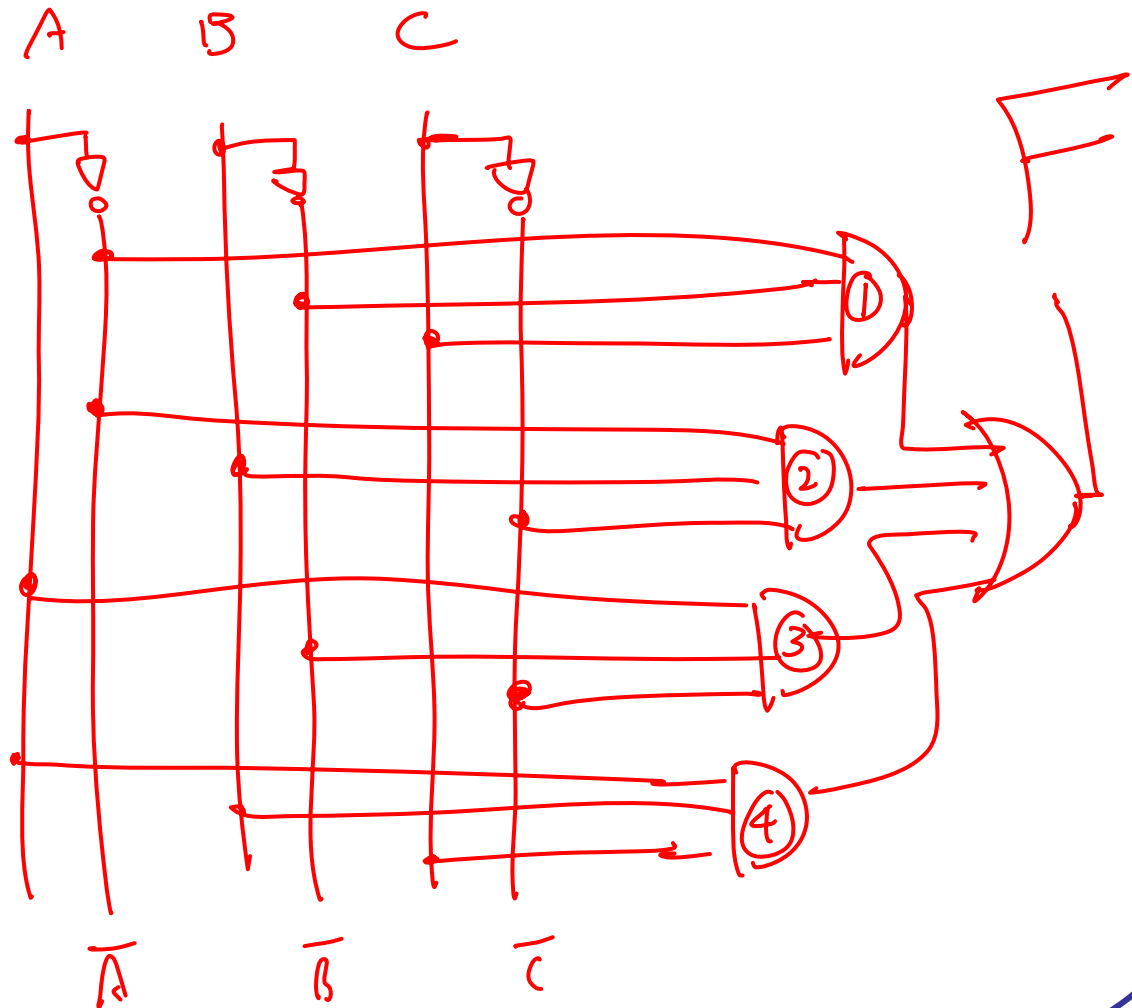
A	B	C	Out	m
0	0	0	0	1
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	0

# "Black Box" Design & Truth Tables

- Given an idea of a desired circuit, implement it
  - Example: Odd parity - inputs: A, B, C, output: Out



A	B	C	F
0	0	0	0
0	0	1	1 (1)
0	1	0	1 (2)
0	1	1	0
1	0	0	1 (3)
1	0	1	0
1	1	0	0
1	1	1	1 (4)



# 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

# Boolean Equations

## Boolean Algebra

values: 0, 1

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

operations: NOT, AND, OR, . . .

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

X AND Y is written as X & Y, or sometimes X Y ←

X OR Y is written as X + Y

Deriving Boolean equations from truth tables:

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

$$\text{Sum} = \overline{A} B + A \overline{B}$$

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

$$\text{Carry} = A B$$

# Boolean Algebra

*Another example:*

A	B	Cin	Sum	Cout	Sum = $\bar{A} \bar{B} \text{Cin}$ + $\bar{A} B \bar{\text{Cin}}$ + $A \bar{B} \bar{\text{Cin}}$ + $A B \text{Cin}$
0	0	0	0	0	
0	0	1	1	0	
0	1	0	1	0	
0	1	1	0	1	
1	0	0	1	0	
1	0	1	0	1	
1	1	0	0	1	
1	1	1	1	1	

$$\text{Cout} = \bar{A} B \text{Cin} + A \bar{B} \text{Cin} + A B \bar{\text{Cin}} + A B \text{Cin}$$

# Boolean Algebra

## Reducing the complexity of Boolean equations

Laws of Boolean algebra can be applied to full adder's carry out function to derive the following simplified expression:

$Cout = A Cin + B Cin + A B$

	A	B	Cin	Cout
B Cin	0	0	0	0
	0	0	1	0
	0	1	0	0
	0	1	1	1
A Cin	1	0	0	0
	1	0	1	1
	1	1	0	1
A B	1	1	1	1

A	B	Cout
0	0	0
0	1	1
1	0	1
1	1	0

Carry

Verify equivalence with the original Carry Out truth table:

place a 1 in each truth table row where the product term is true

each product term in the above equation covers exactly two rows in the truth table; several rows are "covered" by more than one term

# Representations of Boolean Functions

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

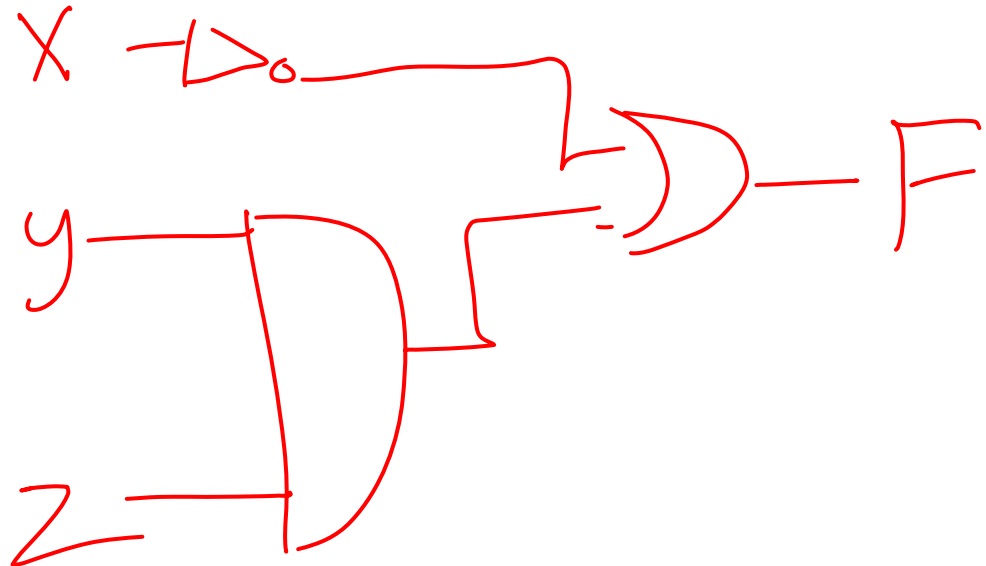
$$F = \overline{X} + YZ$$

Truth Table:

Circuit Diagram:

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

*Handwritten annotations:* A vertical box on the left side of the table encloses the first four rows (X=0). A horizontal box encloses the last two columns (Y and Z) for the last two rows (X=1). A red arrow points from the label 'YZ' at the bottom to the bottom-right cell of the table (1,1,1). The output column 'F' has handwritten '1's for the first four rows and '0's for the last four rows.





# Why Boolean Algebra/Logic Minimization?

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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:

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

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

# Boolean Manipulations

- Boolean Function:  $F = XYZ + \bar{X}Y + XY\bar{Z}$

Truth Table:

X	Y	Z	F
0	0	0	0
0	0	1	0
$\bar{x}y$	0	1	0
	0	1	1
	1	0	0
	1	0	0
$xy\bar{z}$	1	1	0
	1	1	1
$xyz$			

Reduce Function:

$$\begin{aligned} F &= XYZ + XY\bar{Z} + \bar{X}Y \\ &= XY(Z + \bar{Z}) + \bar{X}Y \\ &= XY + \bar{X}Y \\ &= Y(X + \bar{X}) \\ &= Y \end{aligned}$$

## Advanced Laws

■  $X + XY = X$

■  $XY + X\bar{Y} = X$

■  $X + \bar{X}Y = X + Y$

■  $X(X + Y) = Xx + Xy = x + xy = X$

■  $(X + Y)(X + \bar{Y}) = X(x + \bar{y}) + y(x + \bar{y}) = \cancel{xx} + \cancel{xy} + xy + \cancel{y\bar{y}}$

■  $X(\bar{X} + Y) =$

$\rightarrow X\bar{X} + Xy = 0 + xy$

$= xy$

$= \frac{x(y + \bar{y})}{x + x + 0} = X$

# 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

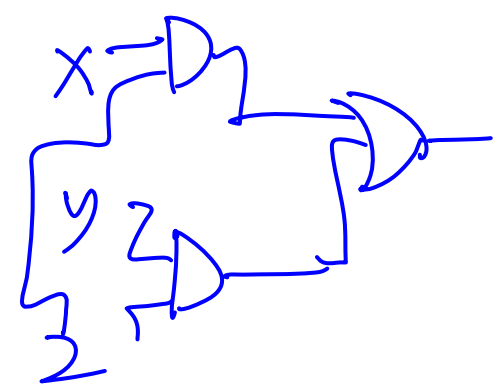
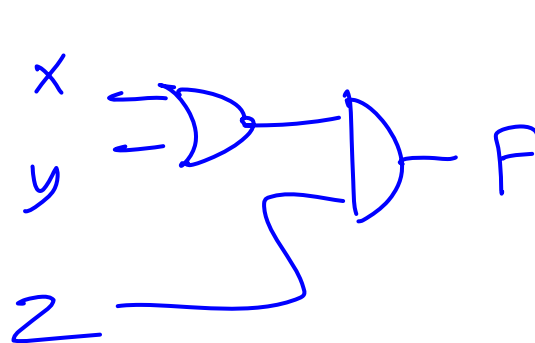
$xz$

Reduce Function:

$$F = \bar{X}YZ + XZ$$

$$= Z(\bar{X}Y + X)$$

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



## Boolean Manipulations (cont.)

- Boolean Function:  $F = (X + \bar{Y} + X\bar{Y})(XY + \bar{X}Z + YZ)$   
 $\bar{Y}(1+X) + X = X + \bar{Y}$

Truth Table:

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

Reduce Function:

$$\begin{aligned}
 F &= (X + \bar{Y})(XY + \bar{X}Z + YZ) \\
 &= XXY + X\bar{X}Z + XYZ + X\bar{Y}\bar{Y} + \bar{X}\bar{Y}Z + Y\bar{Y}Z \\
 &= XY + XYZ + \bar{X}\bar{Y}Z \\
 &= XY(1+Z) + \bar{X}\bar{Y}Z \\
 &= \boxed{XY + \bar{X}\bar{Y}Z}
 \end{aligned}$$

$$\overline{XY} \neq \bar{X}\bar{Y}$$

# DeMorgan's Law



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

*NOR*

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

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

*NAND*

X	Y	$\bar{X}$	$\bar{Y}$	$\bar{X} \cdot \bar{Y}$	$\bar{X} + \bar{Y}$
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:**

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

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



## DeMorgan's Law example

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

$$\bar{F} = \overline{(XY+Z)(\bar{Y}+\bar{X}Z)(X\bar{Y}+\bar{Z})}$$

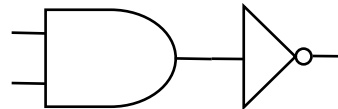
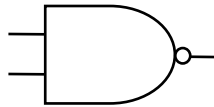
$$= \overline{(XY+Z)} + \overline{(\bar{Y}+\bar{X}Z)} + \overline{(X\bar{Y}+\bar{Z})}$$

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

$$= (\bar{X}+\bar{Y})(\bar{Z}) + Y(X+\bar{Z}) + (\bar{X}+Y)Z$$

# NAND and NOR Gates

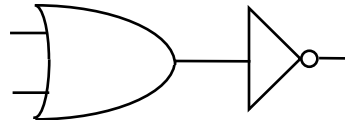
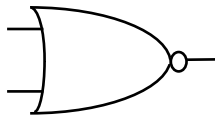
- NAND Gate: NOT(AND(A, B))



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

# NAND and NOR Gates

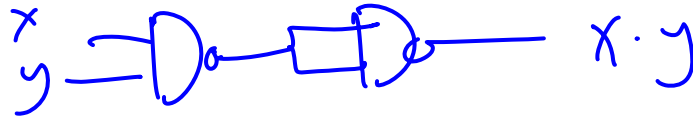
- NAND and NOR gates are universal
  - can implement all the basic gates (AND, OR, NOT)

## NAND

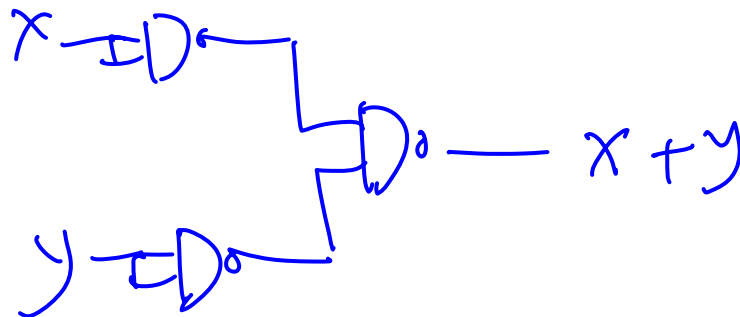
NOT



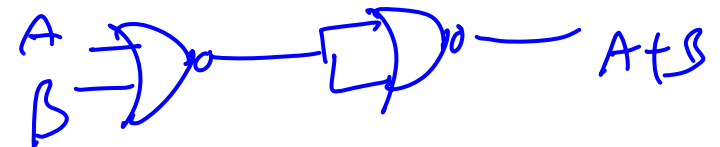
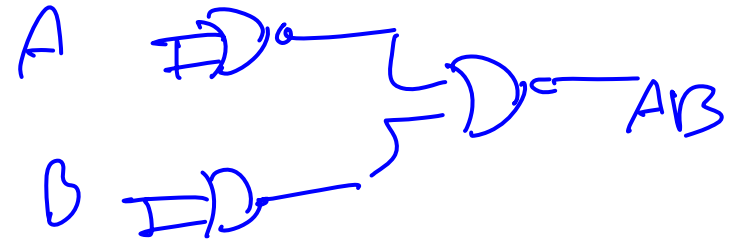
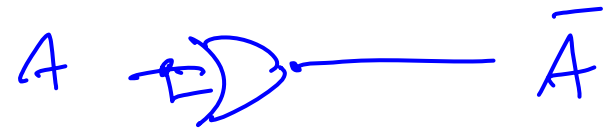
AND



OR

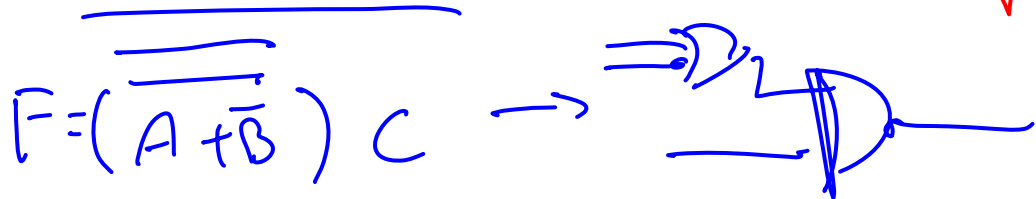
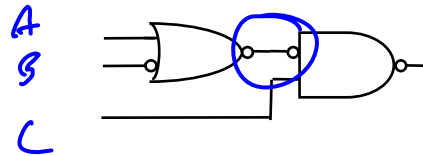
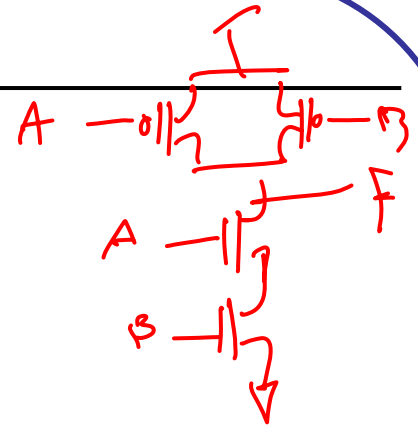
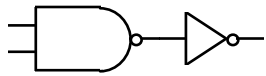


## NOR

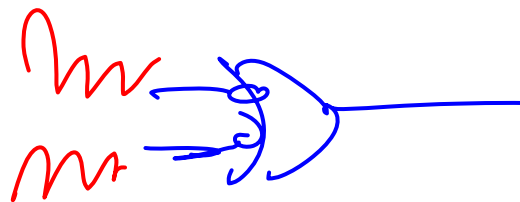
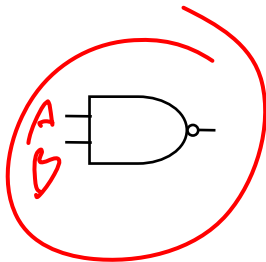
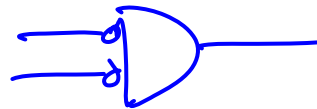


# Bubble Manipulation

- Bubble Matching

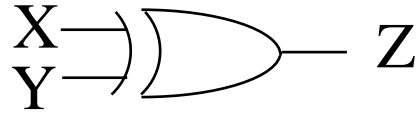


- DeMorgan's Law



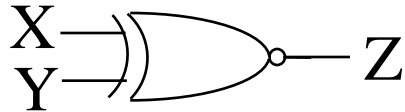
## XOR and XNOR Gates

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



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  $Y$



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

## Boolean Equations to Circuit Diagrams

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- $F = XYZ + \bar{X}Y + XY\bar{Z}$

- $F = XY + X(WZ + W\bar{Z})$