# 01 Introduction to Digital Logic

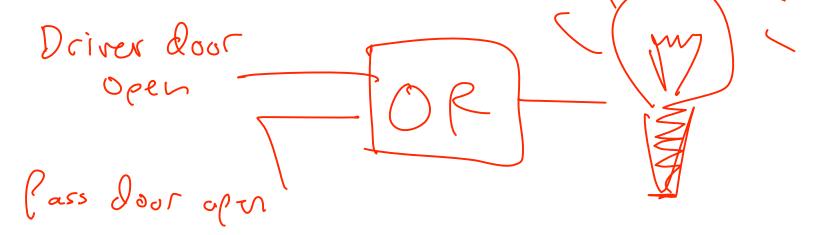
ENGR 3410 - Computer Architecture Mark L. Chang Fall 2007

### Acknowledgements

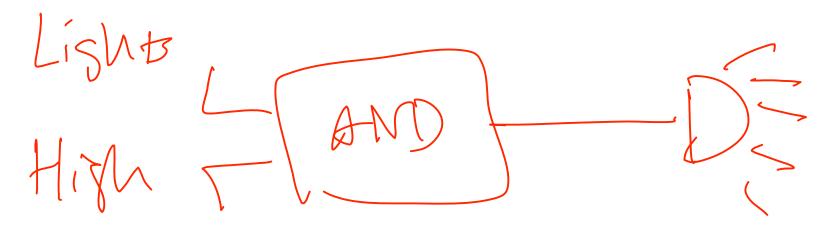
- Patterson & Hennessy: Book & Lecture Notes
- Patterson's 1997 course notes (U.C. Berkeley CS 152, 1997)
- Tom Fountain 2000 course notes (Stanford EE182)
- Michael Wahl 2000 lecture notes (U. of Siegen CS 3339)
- Ben Dugan 2001 lecture notes (UW-CSE 378)
- Professor Scott Hauck lecture notes (UW EE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

## Example: Car Electronics

Door ajar light (driver door, passenger door):

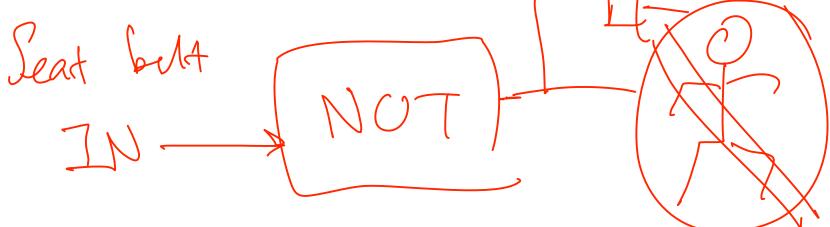


• High-beam indicator (lights, high beam selected):



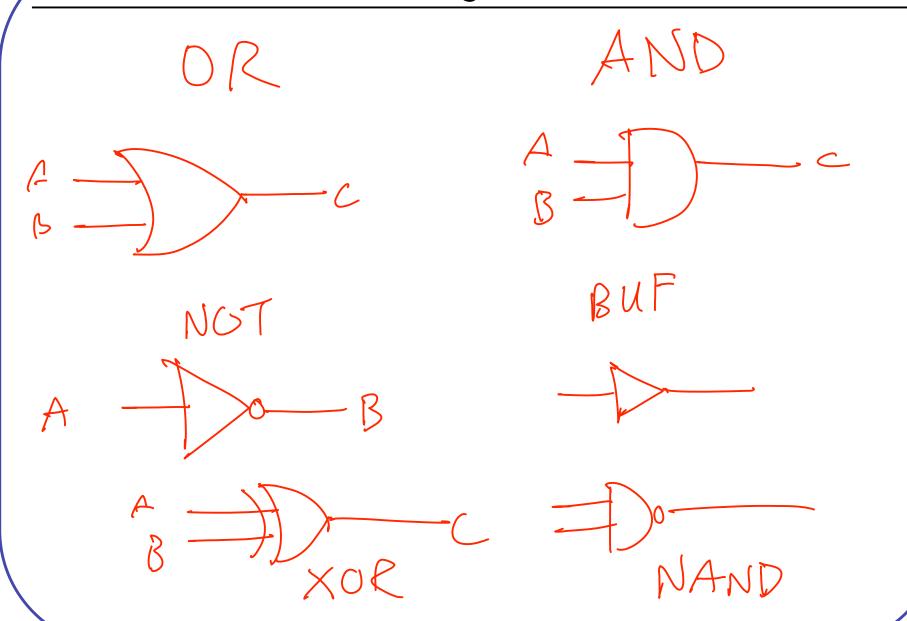
# Example: Car Electronics (cont.)

• Seat Belt Light (driver belt in):

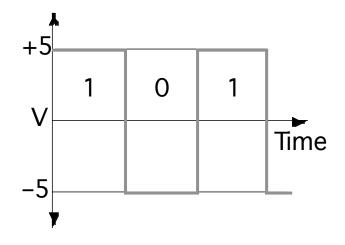


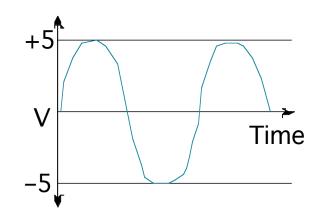
• Seat Belt Light (driver belt in, passenger belt in, passenger present):

# **Basic Logic Gates**



# Digital vs. Analog





Digital: only assumes discrete values

Analog: values vary over a broad range continuously

### Advantages of Digital Circuits

Robust to NOISE

No leakage effects for strage

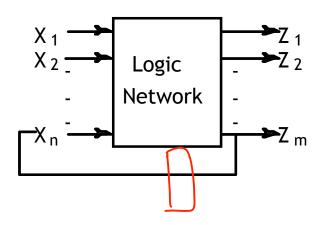
Abstaction applies to physical

media as well.

Societ to Simulate.

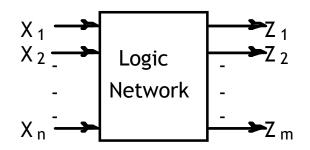
### Combinational vs. Sequential Logic

### Sequential logic



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

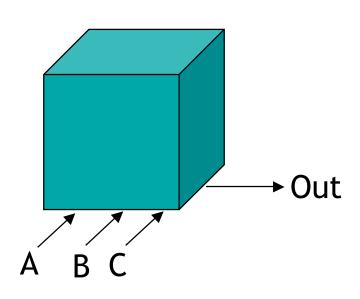
### Combinational logic



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

A	ß	<u>C</u>	Out
0	0	0	0
O	8	(	0
0	\	6	0
C	\	1	1
(	0	0	0
(	O	)	1
(	l	0	1
7	(	1	1

# "Black Box" Design & Truth Tables

• Given an idea of a desired circuit, implement it

- Example: Odd parity - inputs: A, B, C, output: Out

even	# of	Servos	
A B	<u></u>	OUT	_
0	J 0	G	_
0	١ ك	(	
0 1	0	1	
$O_{\lambda}$	ſ	0	
( 0	6	1	
( (	2 )	6	
(	10	0	
	(		

### **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

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

Χ	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:

	Α	В	Sym	Carry
•	0	0	0	0
	0	1	1	0
	1	0	1	0
	1	1	0	1

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

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

$$Carry = A B$$

# Boolean Algebra

### Another example:

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

### 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:

A B Cin Cout 0 0 0 0 0 0 1 0 0 1 0 0	Cout = A Cin + B Cin + A B
A Cin 0 0 0 0 0 1 1 1 1 A B 1 1 1 1 1	

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

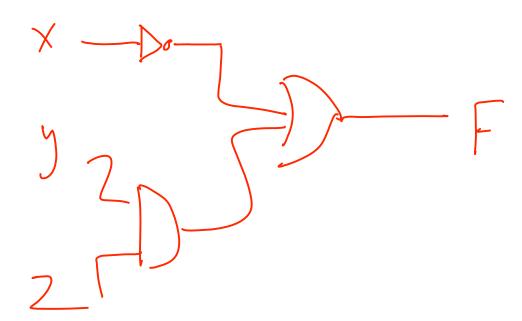
# Representations of Boolean Functions

• Boolean Function:  $F \neq X + YZ$ 

### Truth Table:

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	14

Circuit Diagram:



### Why Boolean Algebra/Logic Minimization?

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:

• 
$$X + 0 = X$$

$$\bullet X + X = X$$

• 
$$X + \overline{X} =$$

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

• 
$$\overline{\overline{X}} =$$

### **Basic Laws**

• Commutative Law:

$$X + Y = Y + X$$

$$XY = YX$$

Associative Law:

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

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

Distributive Law:

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

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

## **Boolean Manipulations**

• Boolean Function:  $F = XYZ + \overline{X}Y + XY\overline{Z}$ 

### 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 0 1 1 1 1 1

### Reduce Function:

### **Advanced Laws**

$$= X + XY = \times (1+y) : \times (1) = \times$$

$$= XY + X\overline{Y} = \chi(y\overline{ty}) = \chi(t) = X$$

$$X+\overline{X}Y=X+y \leq (x+\overline{x})(x+y)$$

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

## Boolean Manipulations (cont.)

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

### Truth Table:

Reduce Function:

$$F = Z(\overline{x}y + x)$$

$$= Z(x+y)$$

$$= X_2 + y_2$$

$$X$$

$$y$$

$$Z$$

$$= X_2 + y_2$$

### Boolean Manipulations (cont.)

• Boolean Function:  $F = (X + \overline{Y} + X\overline{Y})(XY + \overline{X}Z + YZ)$ 

Truth Table:

### 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:**

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

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

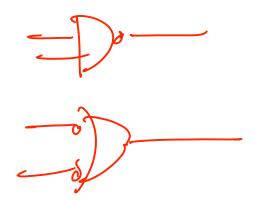
### DeMorgan's Law example

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

$$F = (\overline{x}y+2) + (\overline{y}+\overline{x}2) + (\overline{x}y+\overline{z})$$

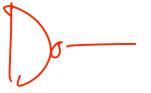
$$= (\overline{x}y)(\overline{z}) + (\overline{y})(\overline{x}2) + (\overline{x}5)(\overline{z})$$

$$= (\overline{x}+\overline{y})\overline{z} + y(\overline{x}+\overline{z}) + (\overline{x}+\overline{b})(z)$$



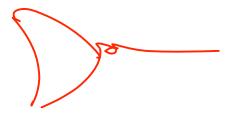
## NAND and NOR Gates

• 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 \	ľ
0	0	1	
0	1	0	
1	0	0	
1	1	0	

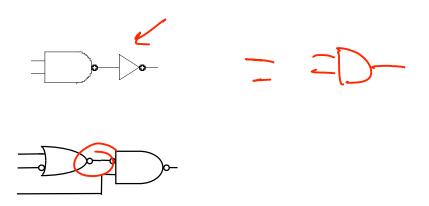
### NAND and NOR Gates

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

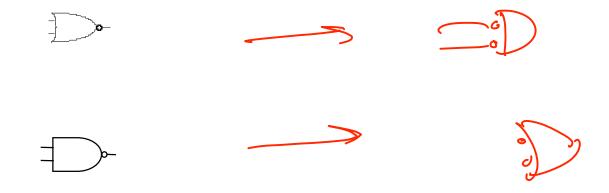
**NAND NOR** OR

# **Bubble Manipulation**

• Bubble Matching



DeMorgan's Law



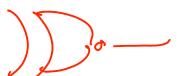
### **XOR and XNOR Gates**

• 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**

$$\blacksquare F = XYZ + \overline{X}Y + XY\overline{Z}$$

$$\blacksquare F = XY + X(WZ + W\overline{Z})$$

