

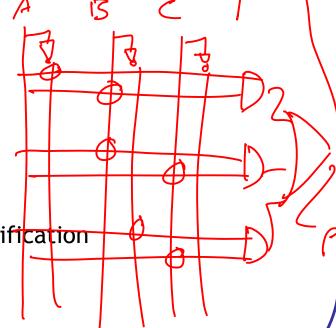
### Combinational Logic Design Process



- Understand the Problem
  - what is the circuit supposed to do?
  - write down inputs (data, control) and outputs
  - draw block diagram or other picture



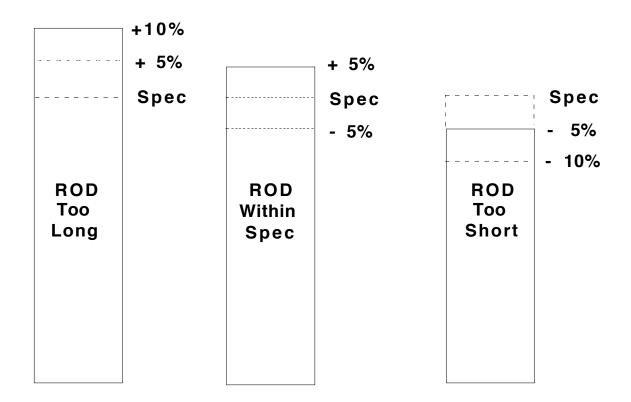
- Formulate the Problem in terms of a truth table or other suitable design representation
  - truth table, Boolean algebra, etc.
- Choose Implementation Target
  - PAL, PLA, Mux, Decoder, Discrete Gates
- Follow Implementation Procedure
  - K-maps, Boolean algebra, algorithmic simplification



### Process Line Control Example

- Statement of the Problem
  - Rods of varying length (+/-10%) travel on conveyor belt
  - Mechanical arm pushes rods within spec (+/-5%) to one side
  - Second arm pushes rods too long to other side
  - Rods too short stay on belt
  - 3 light barriers (light source + photocell) as sensors
  - Design combinational logic to activate the arms
- Understanding the Problem
  - Inputs are three sensors, outputs are two arm control signals
  - Assume sensor reads "1" when tripped, "0" otherwise
  - Call sensors A, B, C
- Draw a picture!

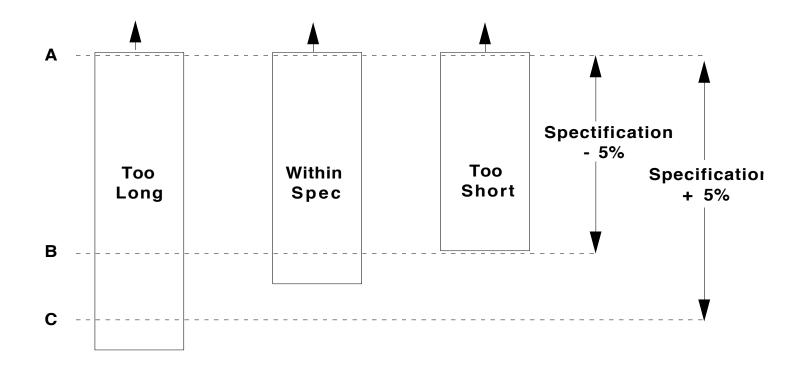
### Process Line Control Example (cont.)



Where to place the light sensors A, B, and C to distinguish among the three cases?

Assume that A detects the leading edge of the rod on the conveyor

### Process Line Control Example (cont.)

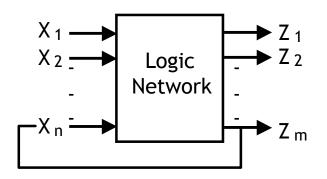


A to B distance place apart at specification - 5%

A to C distance placed apart at specification +5%

# Process Line Control Example (cont.)

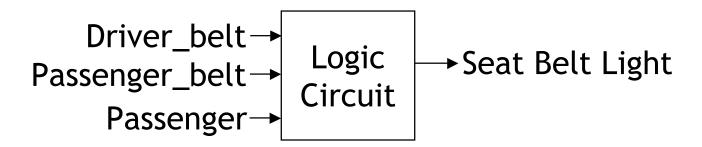
### Combinational vs. Sequential Logic



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

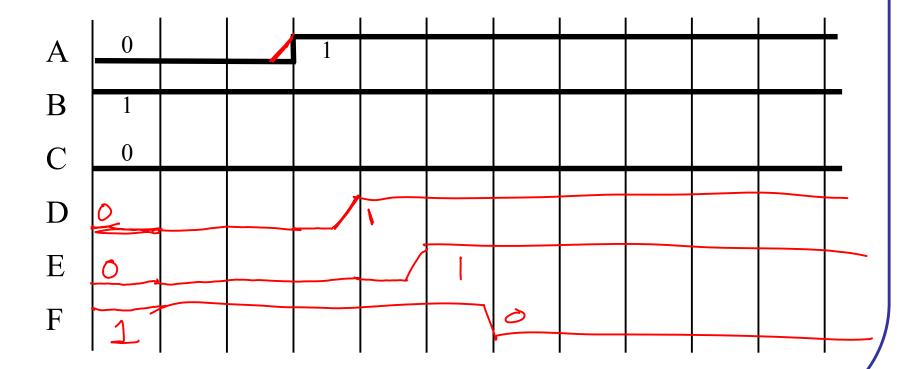
### Combinational logic

no feedback among inputs and outputs outputs are a pure function of the inputs e.g., seat belt light: (Dbelt, Pbelt, Passenger) mapped into (Light)

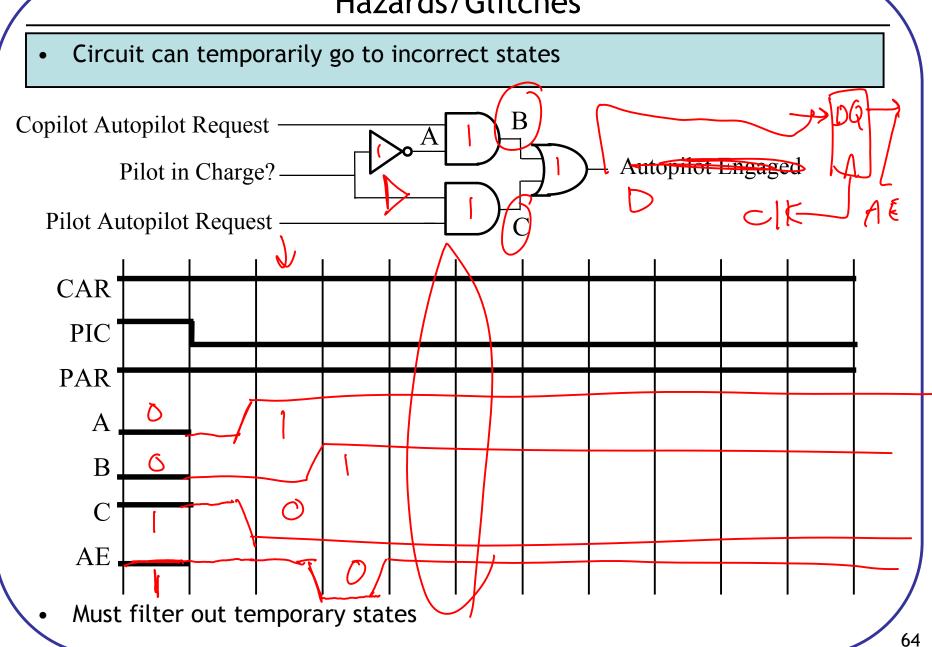


# Circuit Timing Behavior

• Simple model: gates react after fixed delay



### Hazards/Glitches



## Safe Sequential Circuits

- Clocked elements on feedback, perhaps outputs
  - Clock signal synchronizes operation
  - Clocked elements hide glitches/hazards

