# 01 Introduction to Digital Logic

ENGR 3410 - Computer Architecture Mark L. Chang Fall 2008

#### 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

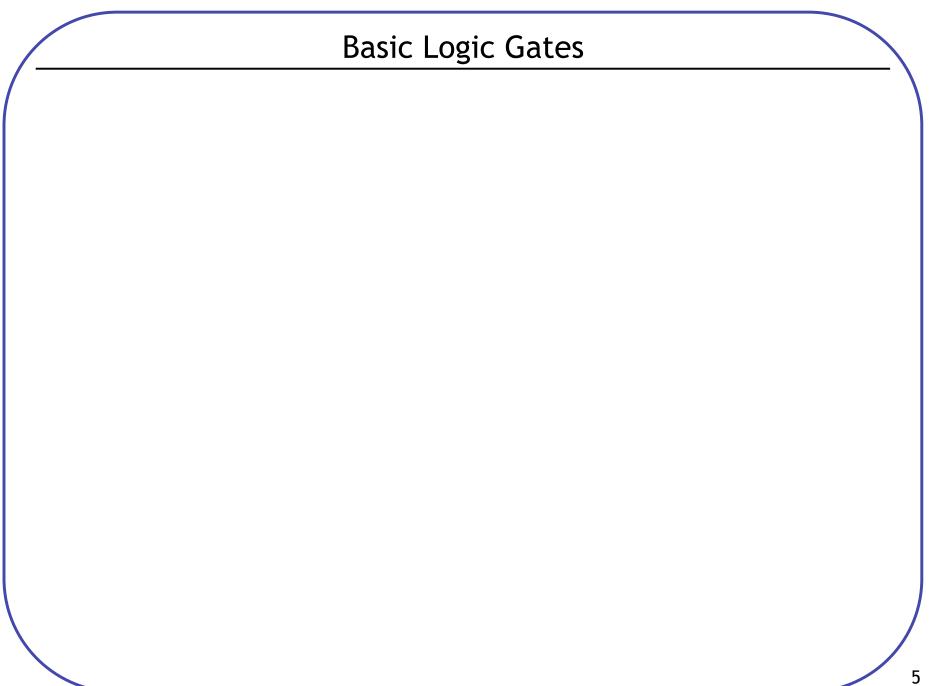
• Door ajar light (driver door, passenger door):

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

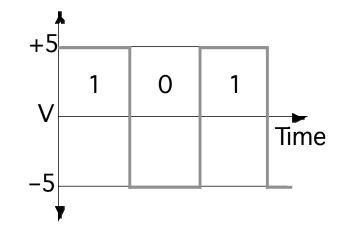
## Example: Car Electronics (cont.)

• Seat Belt Light (driver belt in):

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



## Digital vs. Analog



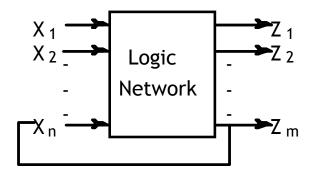
+5 V Time

Digital: only assumes discrete values Analog: values vary over a broad range continuously

# Advantages of Digital Circuits

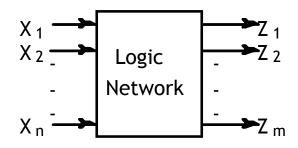
#### Combinational vs. Sequential Logic

#### Sequential logic

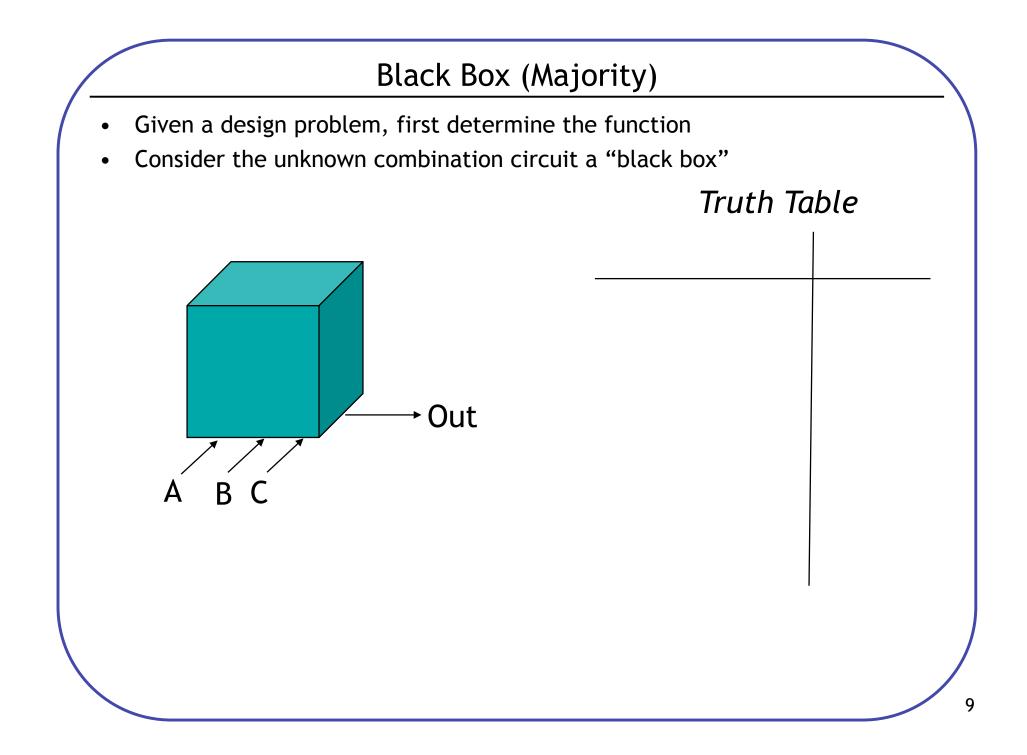


Network implemented from logic gates. The presence of feedback distinguishes between *sequential* and *combinational* networks.

#### Combinational logic

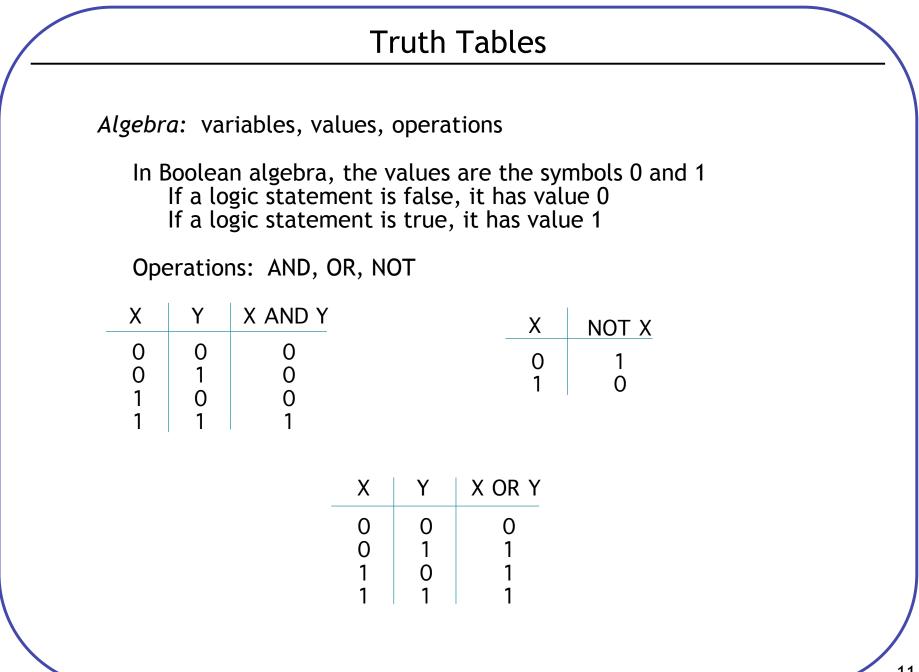


No feedback among inputs and outputs. Outputs are a function of the inputs only.



## "Black Box" Design & Truth Tables

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

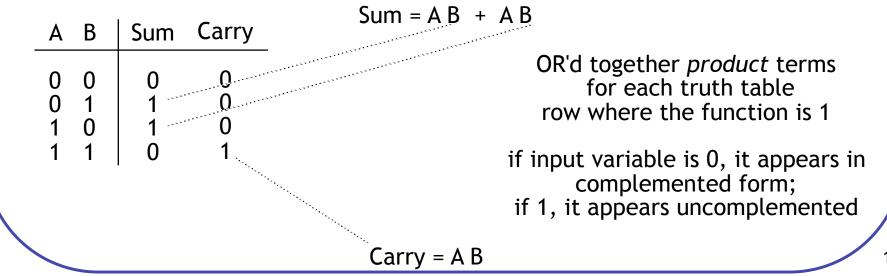


#### **Boolean Equations**

Boolean Algebra values: 0, 1 variables: A, B, C, . . ., X, Y, Z operations: NOT, AND, OR, . . .

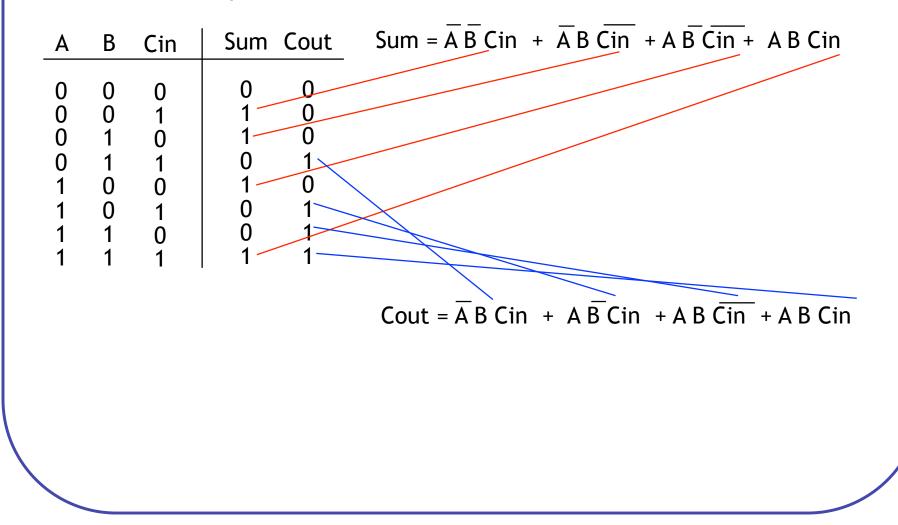
NOT X is written as  $\overline{X}$ X AND Y is written as X & Y, or sometimes X Y X OR Y is written as X + Y

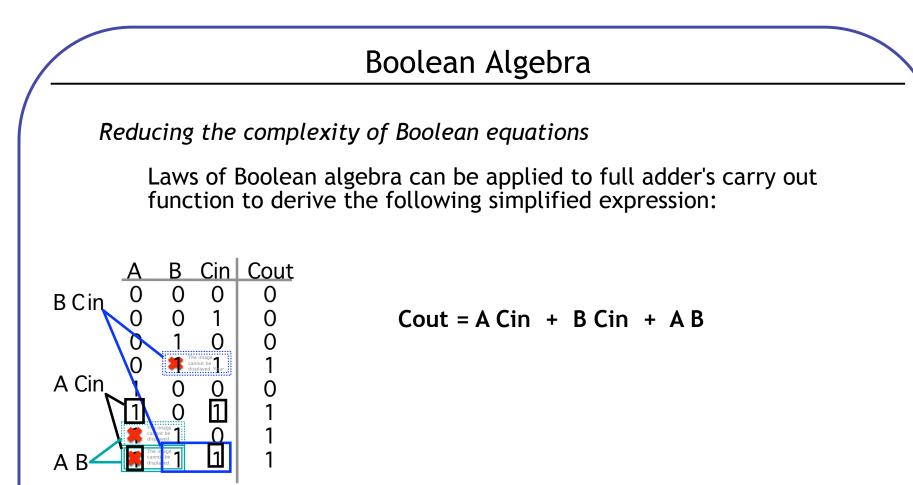
Deriving Boolean equations from truth tables:



#### Boolean Algebra

Another example:

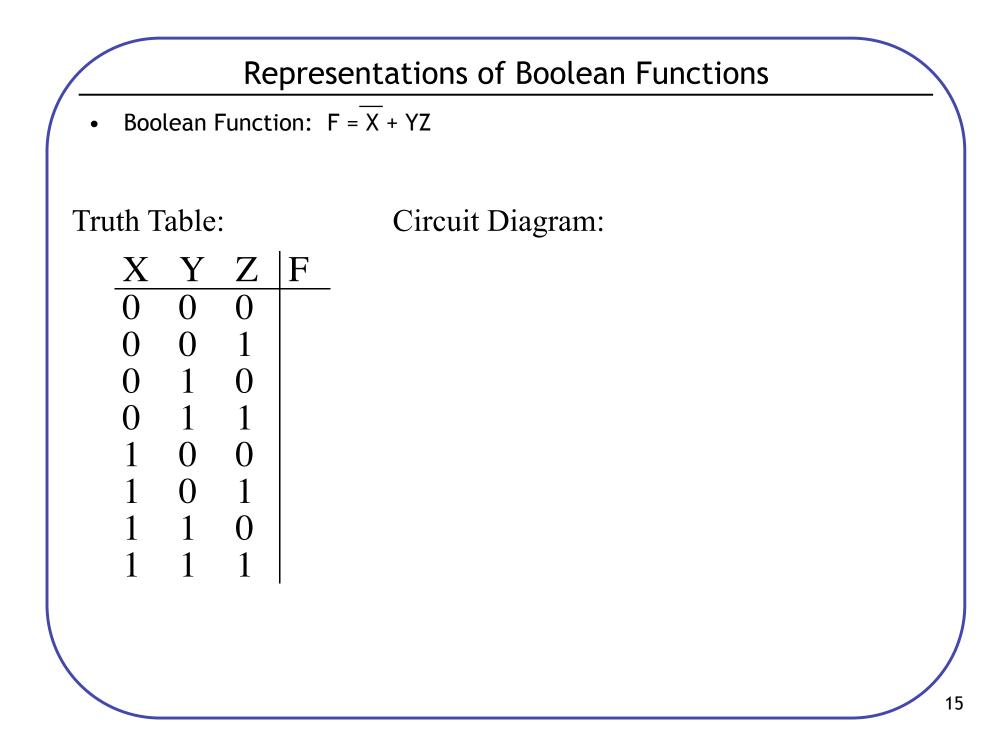




Verify equivalence with the original Carry Out truth table:

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

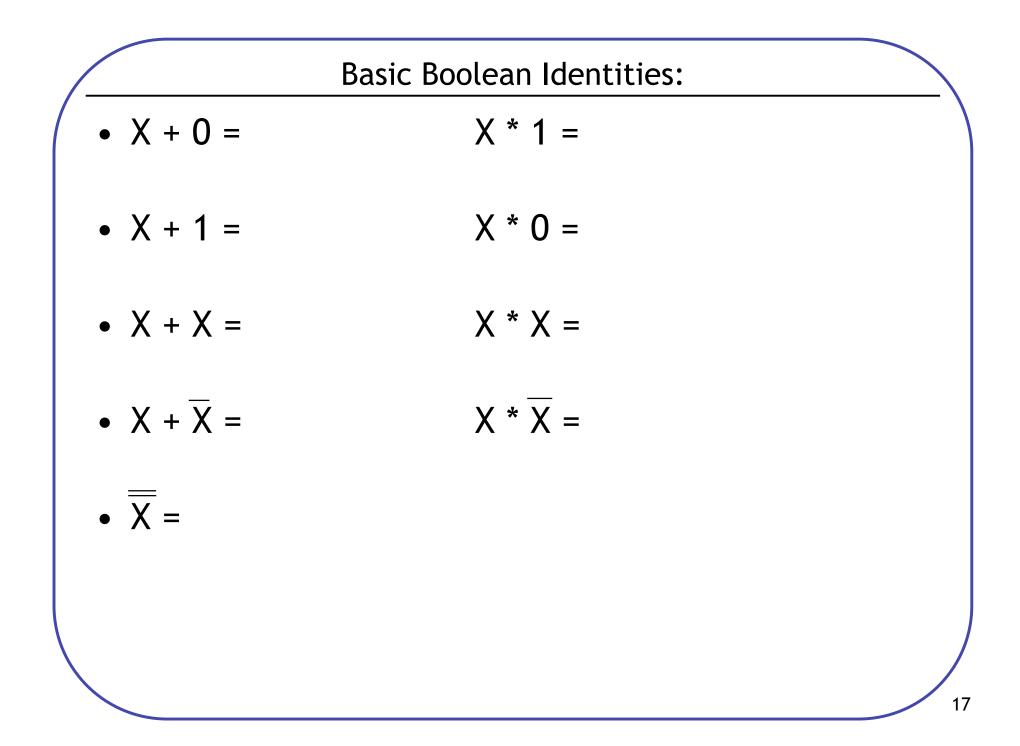


#### Why Boolean Algebra/Logic Minimization?

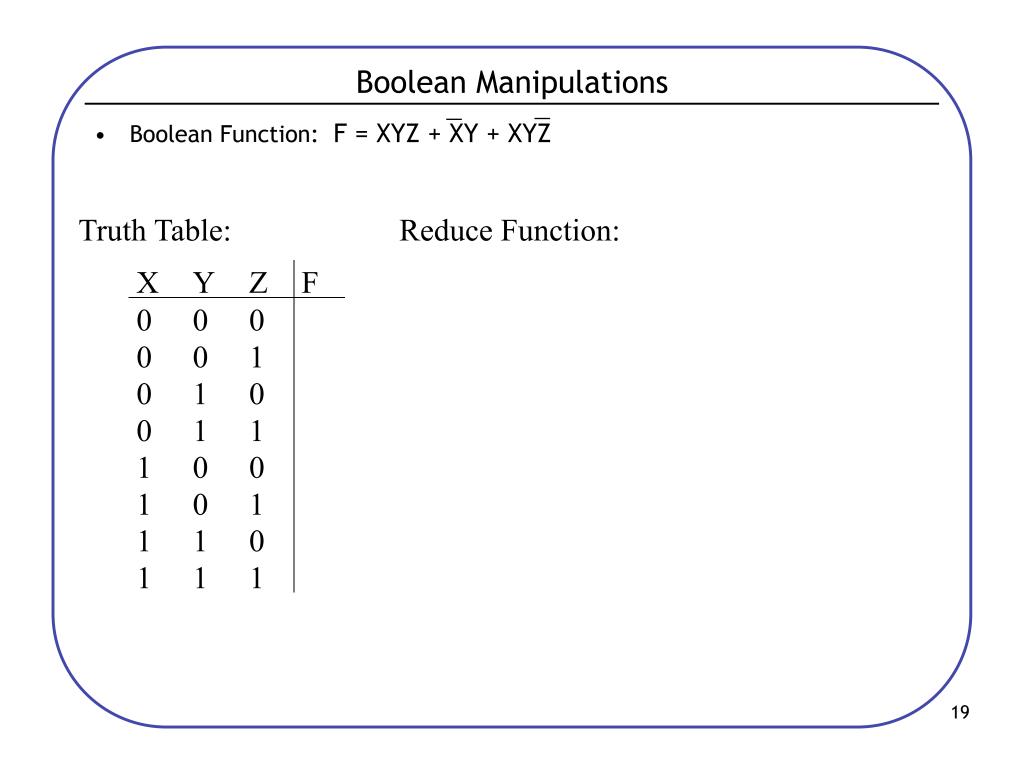
Logic Minimization: reduce complexity of the gate level implementation

- 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

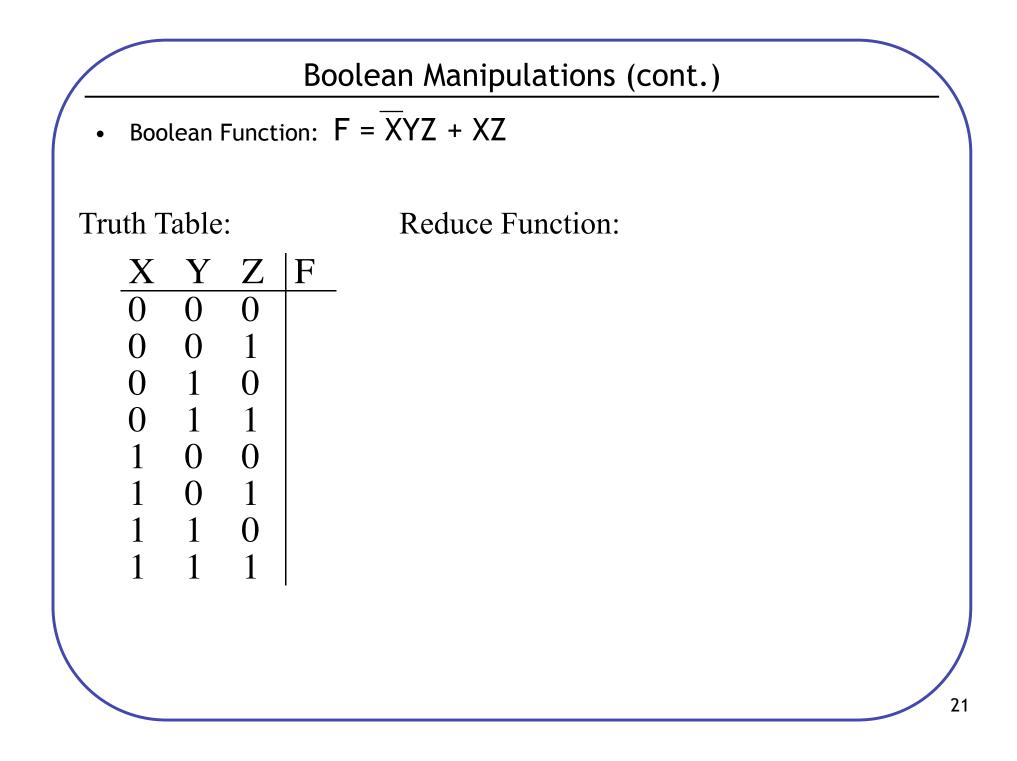


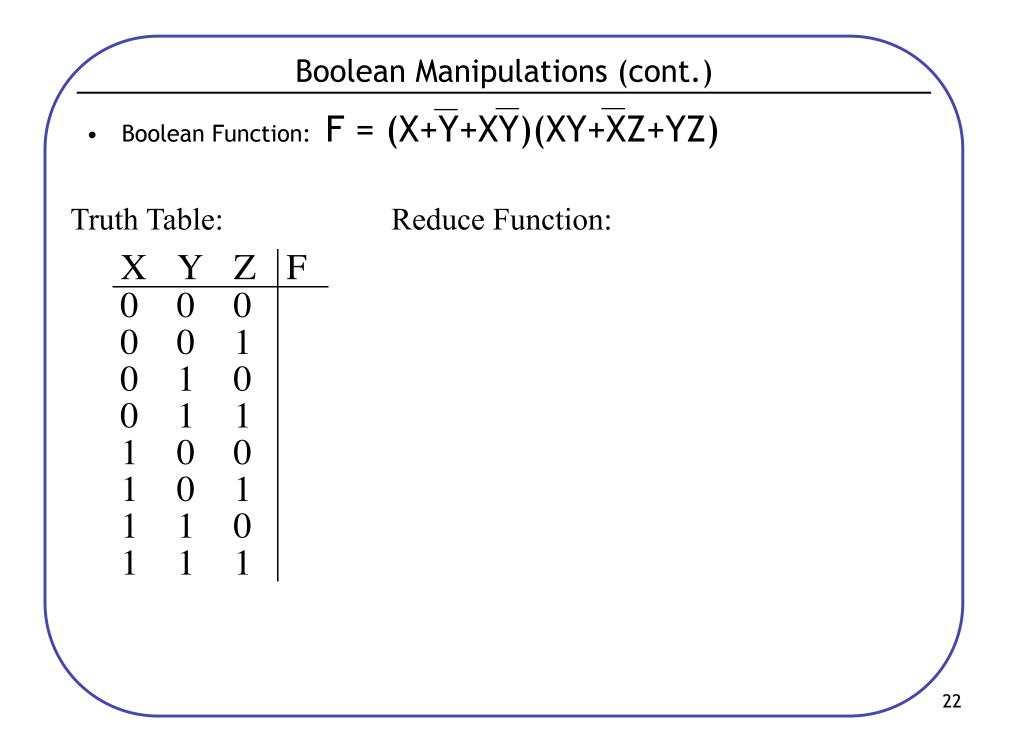
	Basic Laws	
Commutative Law: X + Y = Y + X	XY = YX	
Associative Law: X+(Y+Z) = (X+Y)+Z	X(YZ)=(XY)Z	
Distributive Law: X(Y+Z) = XY + XZ	X+YZ = (X+Y)(X+Z)	

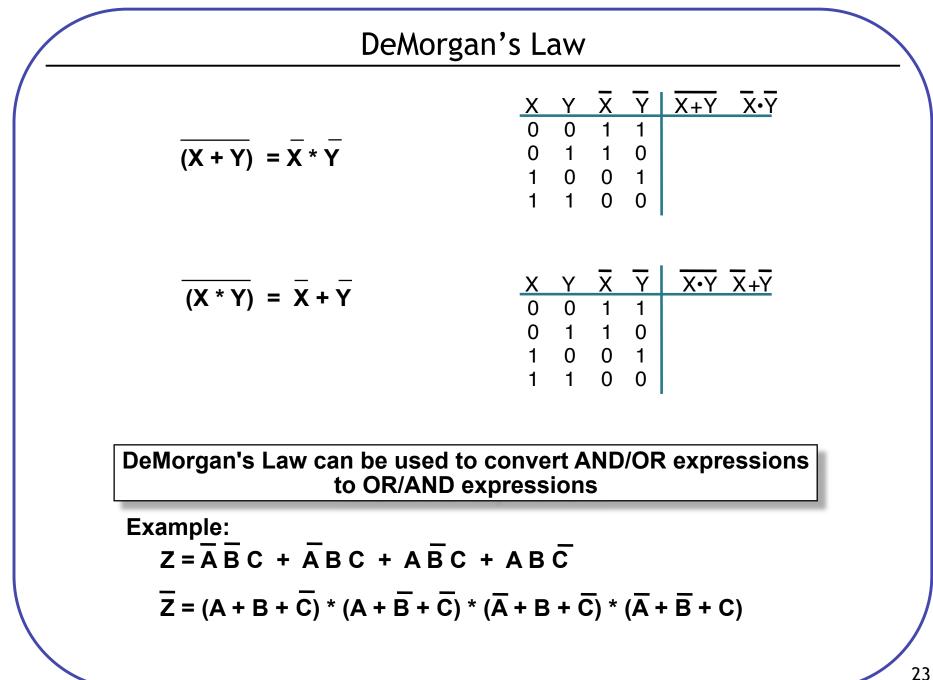


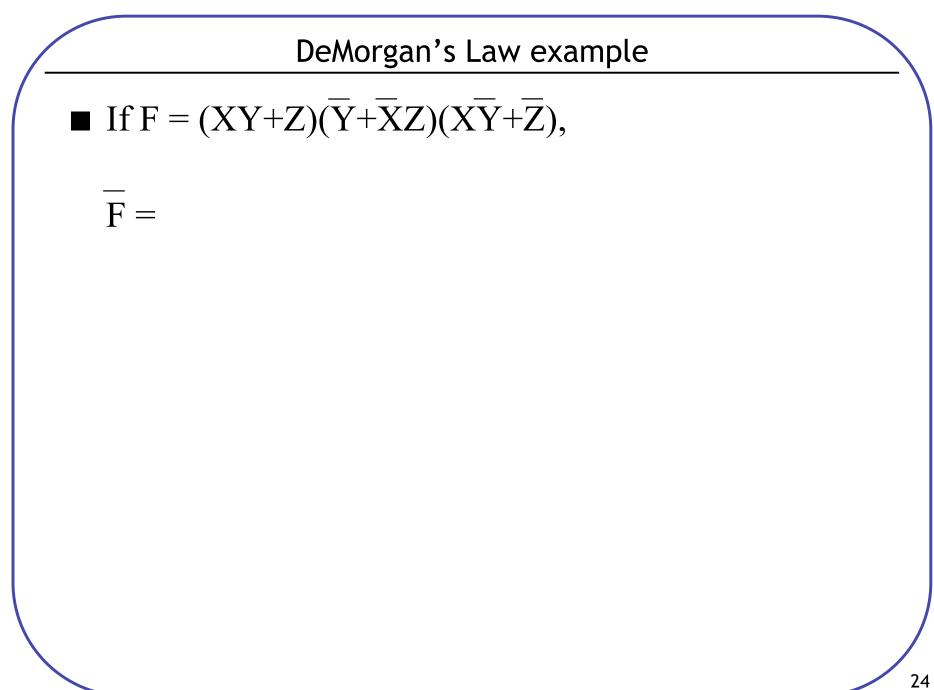
#### Advanced Laws

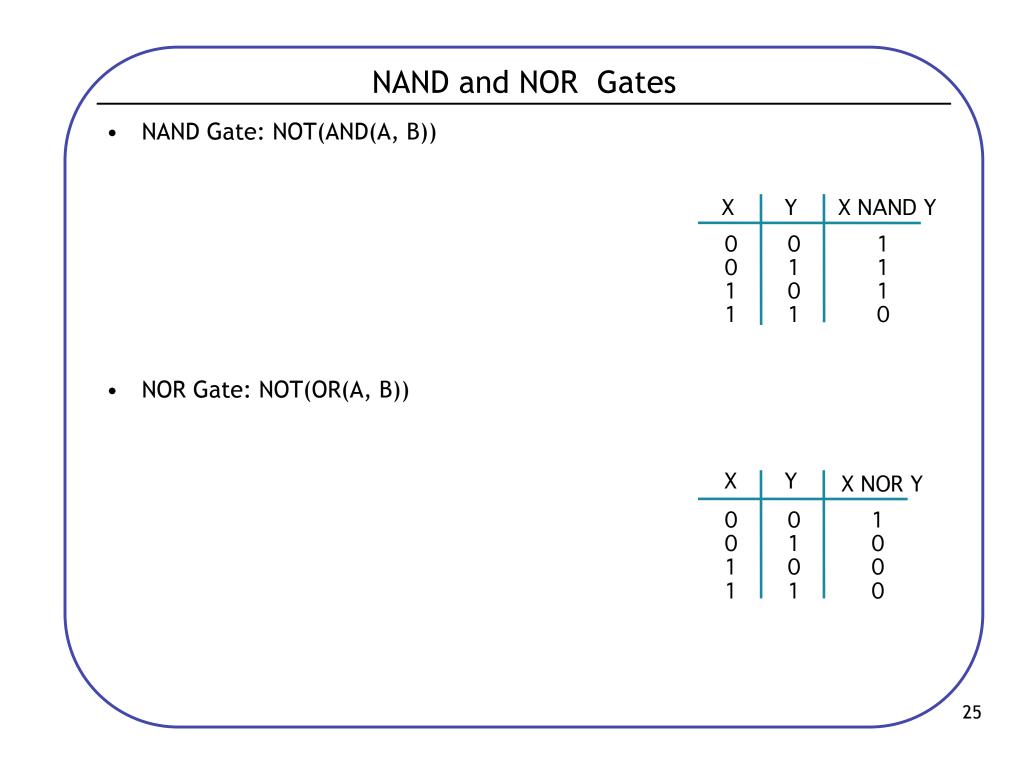
- X + XY =  $XY + X\overline{Y} =$
- X+XY =
- $\blacksquare X(X+Y) =$
- $\blacksquare (X+Y)(X+\overline{Y}) =$
- $\blacksquare X(\overline{X}+Y) =$











#### NAND and NOR Gates

NOR

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



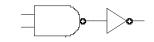
#### NOT

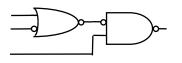
AND

OR

# **Bubble Manipulation**

• Bubble Matching





• DeMorgan's Law





