

# Logică digitală

-Curs 1-  
INTRODUCERE  
Oana Boncalo  
B522

# Bine ati venit la cursul de LD!

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## **Personal didactic:**

Curs: Oana Boncalo

Laborator: Sergiu Nimara, Alexandru Amaricai,  
Marian Ionascu, Cristian Vasiliu, Bogdan Mihailescu

## **Orar:**

Curs: vineri 10-12

Laborator: luni: 8-10, 10-12: Alexandru;

miercuri: 8-10, 10-12, 12-14: Oana;

joi: 8-10, 10-12: Bogdan;

12-14, 14-16: Sergiu;

vineri: 12-14, 14-16, 16-18: Marian;

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# De ce sunteti aici?

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## ☐ Motive evidente

- Curs obligatoriu
  - Necesar pentru toata ramura de HW/embedded
  - Notiuni care vizeaza toate dispozitivele moderne
    - ☐ Constructia componentelor complexe din componente mai simple
    - ☐ O alta perspectiva a ceea ce este un calculator
-

# De ce sunteti aici?

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- Motivele cele mai importante:
    - Conceptul de paralelism inherent pe care il prezinta HW-ul;  
prima expunere la ceea ce inseamna calcul paralel
    - Oferă o paradigma complementara design-ului si proiectarii software;  
folositor pentru a intelege ce conceptul de computatie
-

# Ce veti invata la acest curs?

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- ❑ Limbaje si concepte pentru proiectarea HW
    - Algebra booleana, minimizari logice, stare, timp, tool-uri CAD
    - Conceptul de stare in sistemele digitale
    - Analogie cu variabile si programe din SW
  - ❑ Specificarea/compilarea/simularea design-urilor
  - ❑ Analogie cu design-ul SW
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# Ce veti invata la acest curs?

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- ☐ Limbaje si concepte pentru proiectarea HW
  - ☐ Specificarea/compilarea/simularea design-urilor
    - Limbaje de descriere HW
    - Tool-uri de simulare pentru verificare
    - Copilatoare logice pentru sinteza blocurilor HW din design-ul nostru
    - Mapare
  - ☐ Analogie cu design-ul SW
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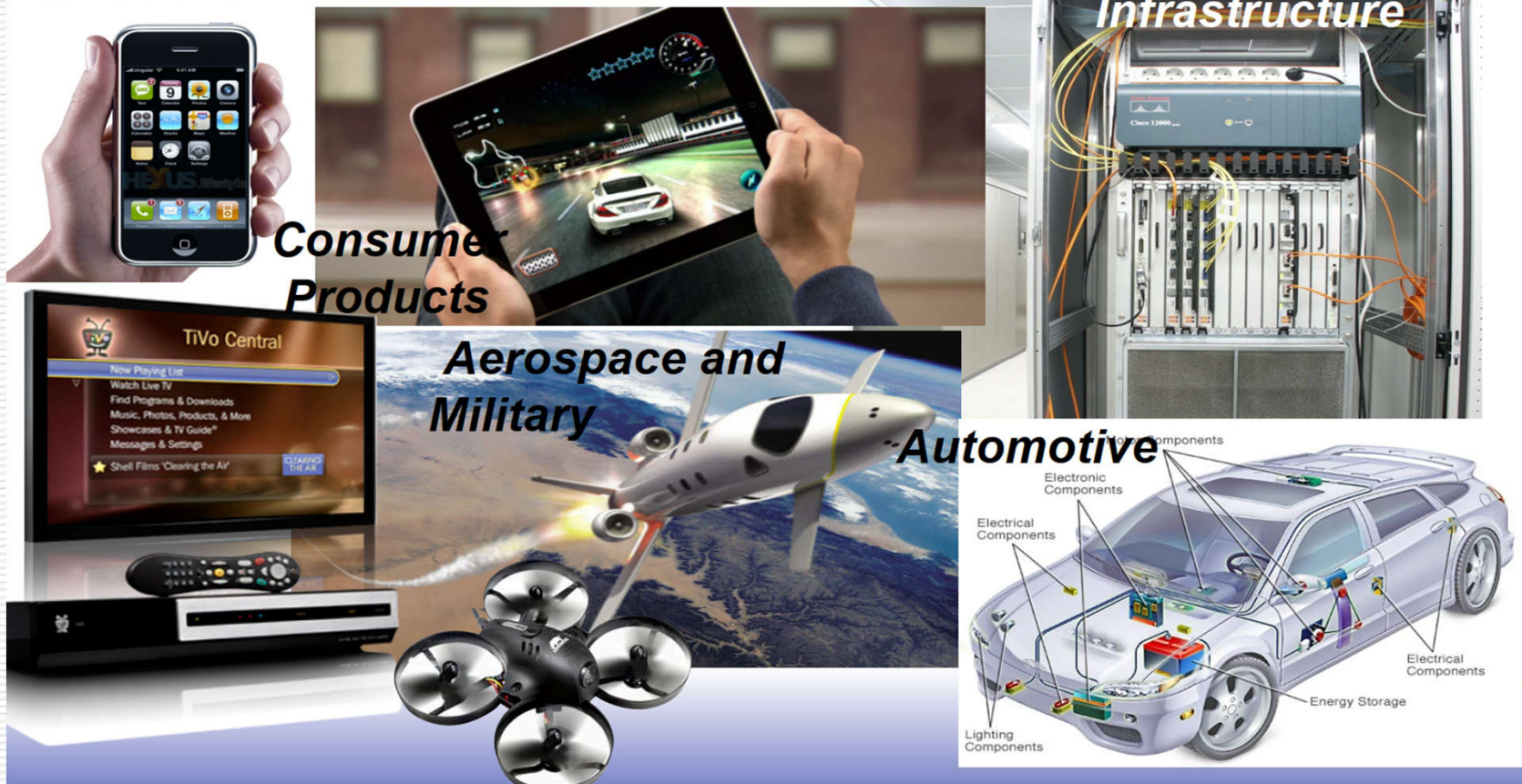
# Ce veti invata la acest curs?

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- ☐ Limbaje si concepte pentru proiectarea HW
  - ☐ Specificarea/compilarea/simularea design-urilor
  - ☐ Analogie cu design-ul SW
    - Amandoua mapeaza probleme bine intelese/specificate pe dispozitive
    - Amandoua trebuie sa functioneze corect...pretul platit pentru matematici discrete
-

# Aplicatii ale design-ului digital

## *Electronics all around us*



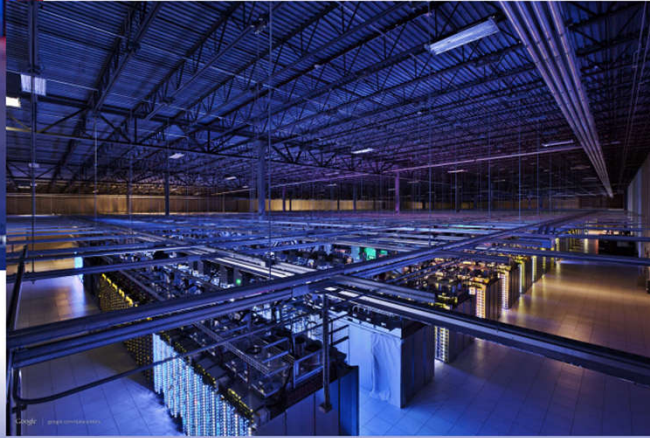
Src: Berkley, EECS 151/251A Spring 2021



# Aplicatii ale design-ului digital

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*And then plenty more ...*



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Src: Berkley, EECS 151/251A Spring 2021

# O scurta incursiune istorica

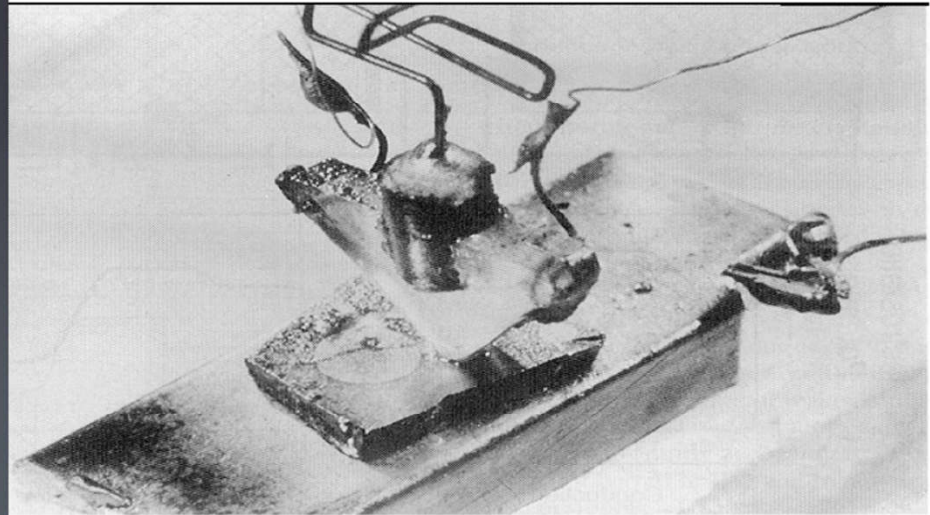
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- 1850: George Boole inventeaza algebra Booleana
  - Mapare propozitii logica in simboluri
  - Permite manipularea propoz.logice folosind instrumente matematice
- 1938: Claude Shannon face legatura intre algebra bool si dispozitive fizice (switch-uri/comutatoare)
  - Teza de master
- 1945: John von Neumann dezvolta primul program salvat in memorie
  - Tuburi vidate (un pas important de la relee electromagnetice)
- 1946: ENIAC—primul calculator electronic
  - 18,000 tuburi vidate
  - Cateva sute de inmultiri pe minut
- 1947: Shockley, Brittain, and Bardeen inventeaza tranzistorul
  - Permite integrarea mai multor dispozitive pe acelasi cip
  - Poarta catre electronica moderna

# De unde a inceput totul ...

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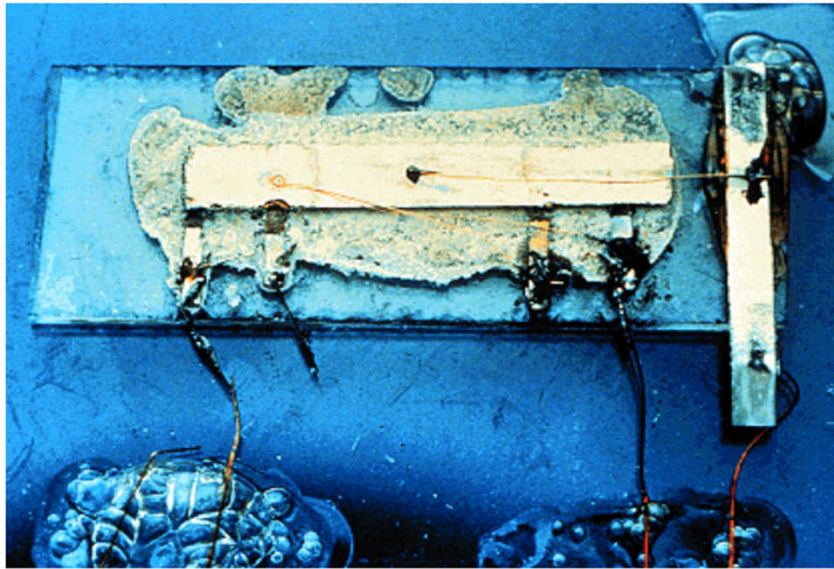
## *The Transistor Revolution*



First transistor  
Bell Labs, Dec 1947

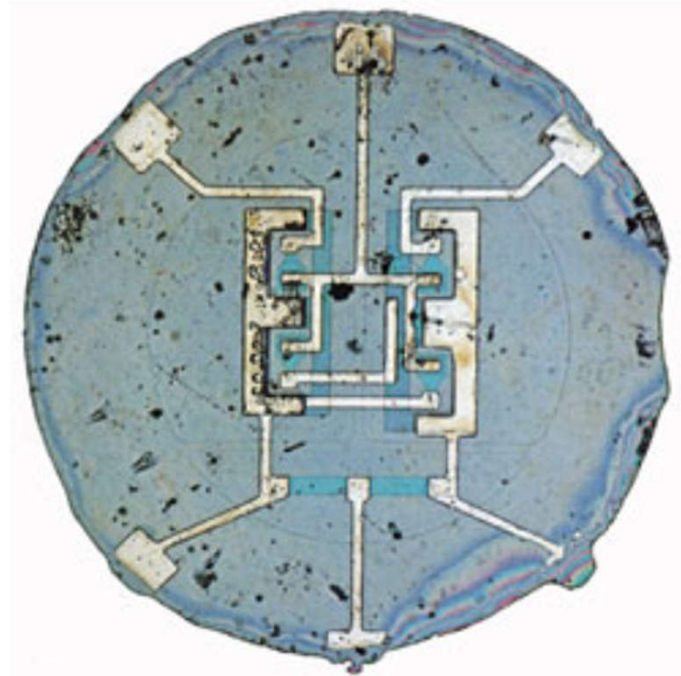
# Primul circuit integrat ...

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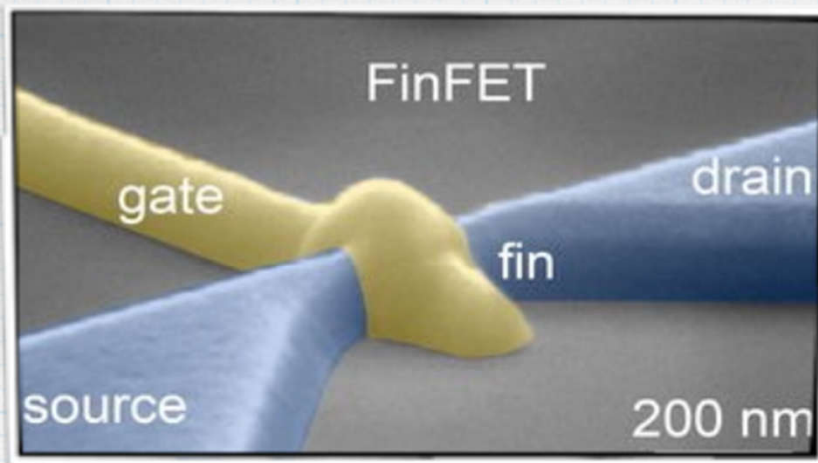
*Jack Kilby, Texas Instruments*

*Bob Noyce, Fairchild*



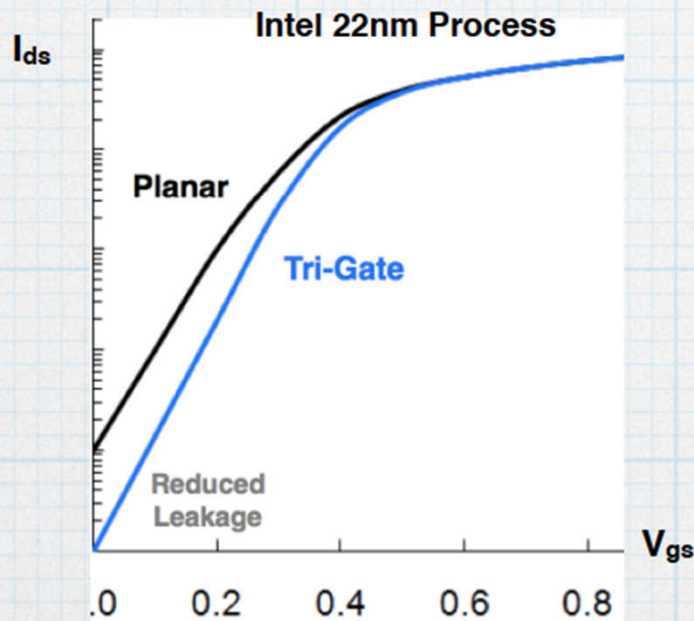


# Latest Modern Process



Transistor channel is a raised fin.

Gate controls channel from sides and top.



(12) **United States Patent**  
Hu et al. Filed: Oct. 23, 2000

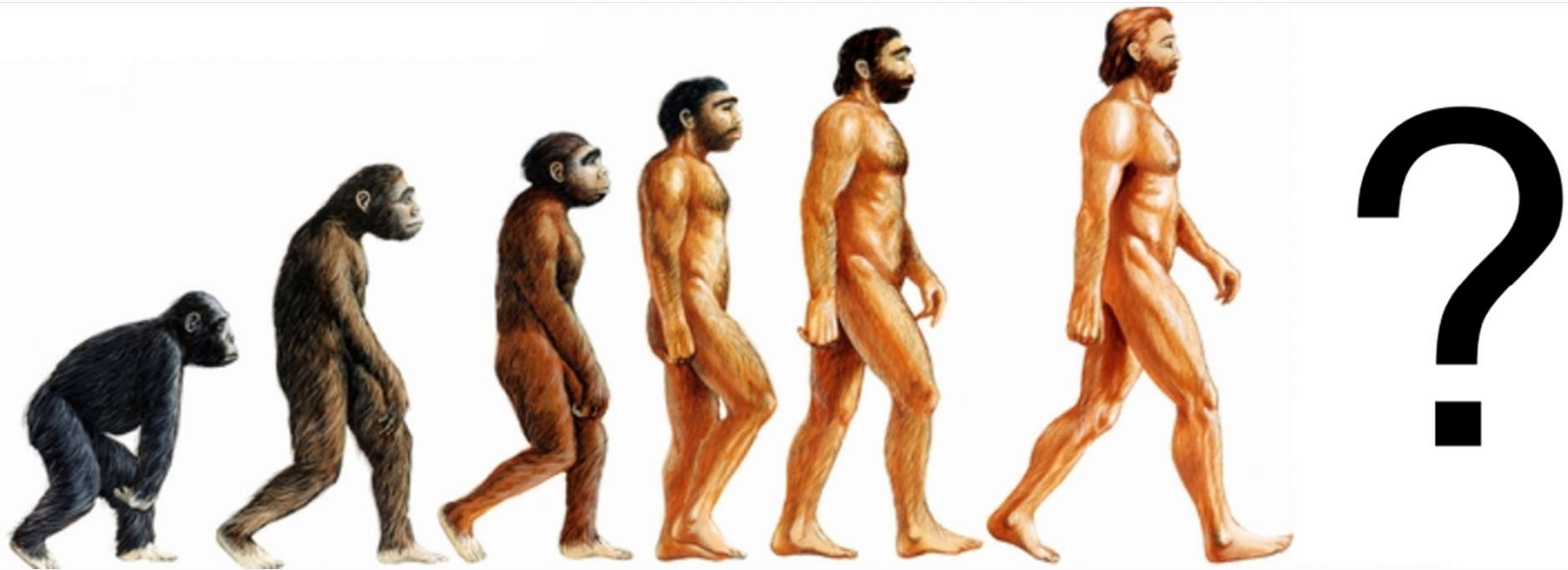
(54) **FINFET TRANSISTOR STRUCTURES HAVING A DOUBLE GATE CHANNEL EXTENDING VERTICALLY FROM A SUBSTRATE AND METHODS OF MANUFACTURE**

(75) Inventors: **Chenming Hu**, Alamo; **Tsu-Jae King**, Fremont; **Vivek Subramanian**, Redwood City; **Leland Chang**, Berkeley; **Xuejue Huang**; **Yang-Kyu Choi**, both of Albany; **Jakub Tadeusz Kedzierski**, Hayward; **Nick Lindert**, Berkeley; **Jeffrey Bokor**, Oakland, all of CA (US); **Wen-Chin Lee**, Beaverton, OR (US)

Our World  
in DataOur World  
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in DataOur World  
in Data

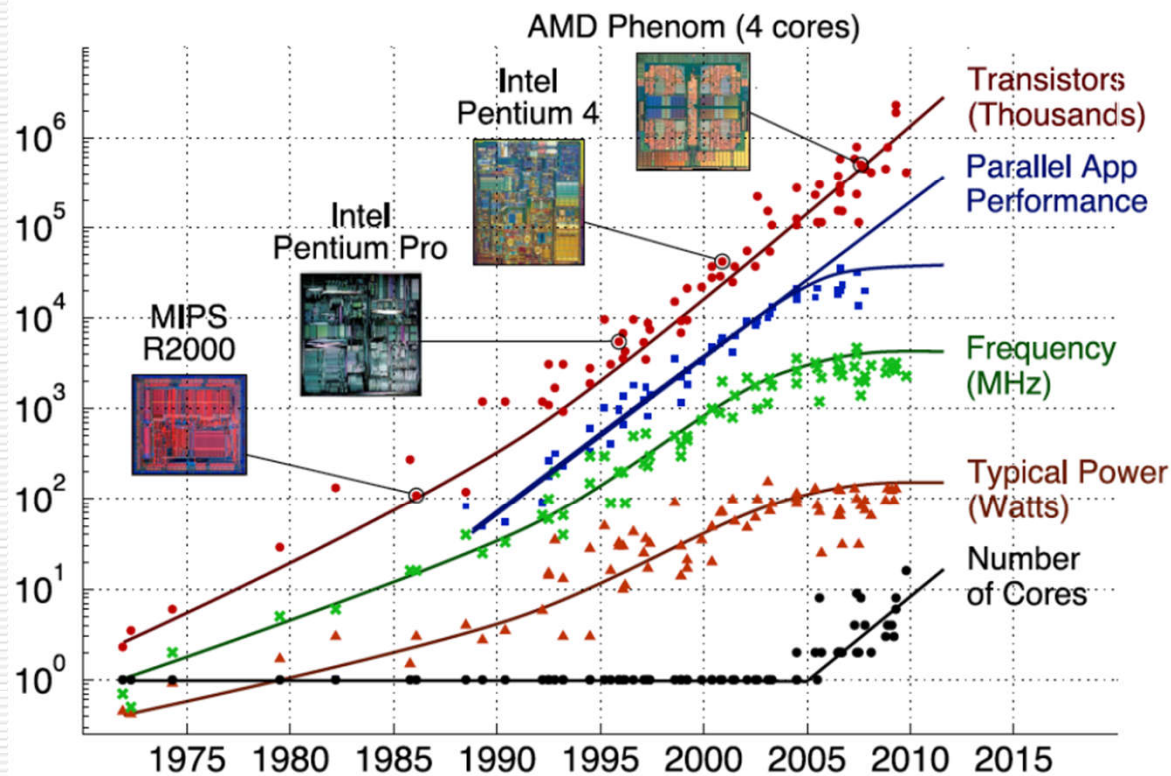
Power becomes the key constraint

- For humans, Moore's Law scaling of the brain has ended a long time ago
- Number of neurons and their firing rate did not change significantly
  - ▶ Remarkable advancement of civilization via **specialization**





## Power and Performance Trends

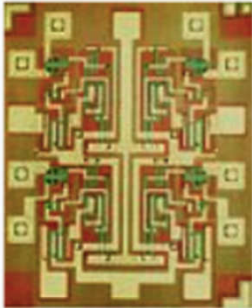


Data partially collected by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond

*For reasons of power efficiency, performance scaling now comes from multiple cores and “accelerators”, not from higher clock frequency.*



## Semiconductor manufacturing processes



10 $\mu\text{m}$	– 1971
6 $\mu\text{m}$	– 1974
3 $\mu\text{m}$	– 1977
1.5 $\mu\text{m}$	– 1982
1 $\mu\text{m}$	– 1985
800 nm	– 1989
600 nm	– 1994
350 nm	– 1995
250 nm	– 1997
180 nm	– 1999
130 nm	– 2001
90 nm	– 2004
65 nm	– 2006
45 nm	– 2008
32 nm	– 2010
22 nm	– 2012
14 nm	– 2014
10 nm	– 2017
7 nm	– 2018
5 nm	– ~2020

# State of the Art

## ► 7nm

As of September 2018, mass production of 7 nm devices has begun. The first mainstream 7 nm mobile processor intended for mass market use, the [Apple A12 Bionic](#), was released at their September 2018 event. Although [Huawei](#) announced its own 7 nm processor before the Apple A12 Bionic, the Kirin 980 on August 31, 2018, the [Apple A12 Bionic](#) was released for public, mass market use to consumers before the Kirin 980. Both chips are manufactured by [TSMC](#). AMD is currently working on their "Rome" workstation processors, which are based on the 7 nanometer node and feature up to 64 cores.

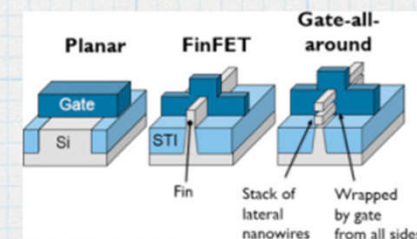
## ► 5nm

The 5 nm node was once assumed by some experts to be the end of [Moore's law](#). Transistors smaller than 7 nm will experience [quantum tunnelling](#) through the gate oxide layer. Due to the costs involved in development, 5 nm is predicted to take longer to reach market than the two years estimated by Moore's law. Beyond 7 nm, it was initially claimed that major technological advances would have to be made to produce chips at this small scale. In particular, it is believed that 5 nm may usher in the successor to the [FinFET](#), such as a [gate-all-around](#) architecture.

Although Intel has not yet revealed any specific plans to manufacturers or retailers, their 2009 roadmap projected an end-user release by approximately 2020. In early 2017, [Samsung](#) announced production of a 4 nm node by 2020 as part of its revised roadmap. On January 26th 2018, [TSMC](#) announced production of a 5 nm node by 2020 on its new fab 18. In October 2018, TSMC disclosed plans to start risk production of 5 nm devices in April 2019.

## ► 3.5nm

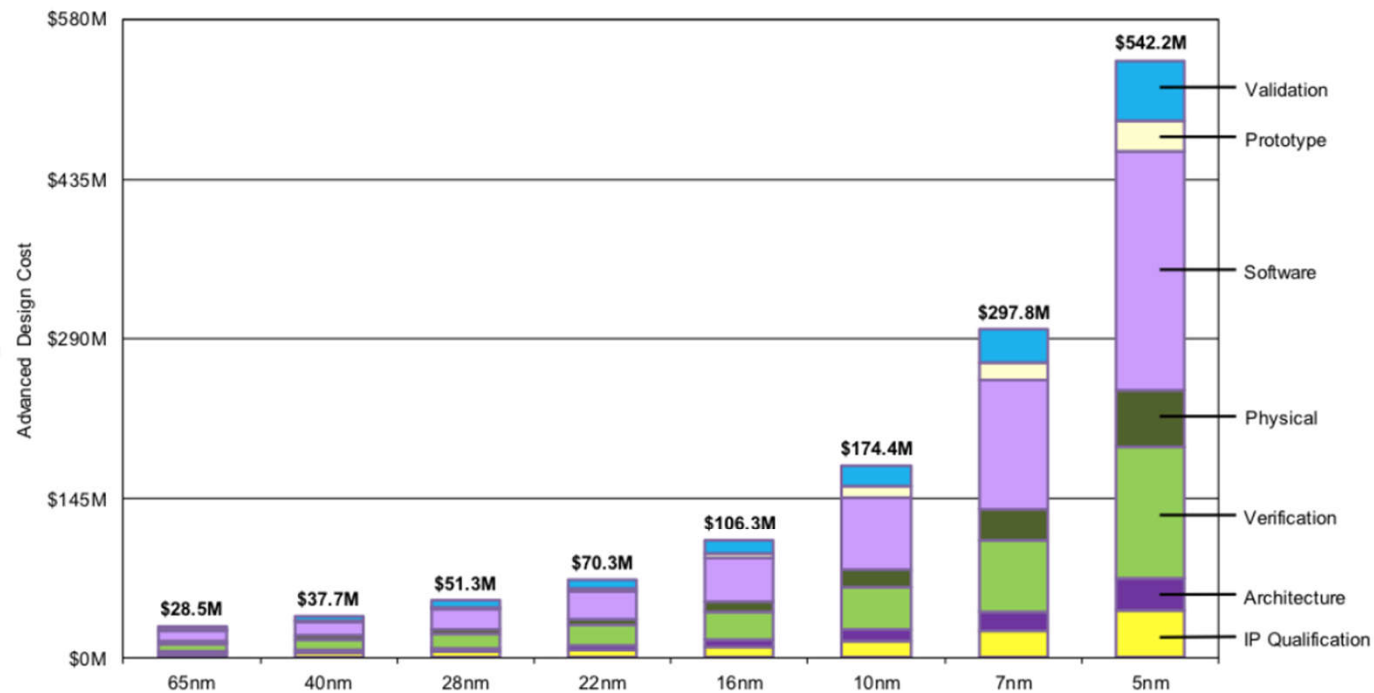
3.5 nm is a name for the first node beyond 5 nm. In 2018, [IMEC](#) and [Cadence](#) had taped out 3 nm test chips. Also, [Samsung](#) announced that they plan to use Gate-All-Around technology to produce 3 nm FETs in 2021.



\* From Wikipedia

14/16→7 costul ≈ s-a dublat  
7→5 costul ≈ s-a dublat

### Cost Of Developing New Products



- These are non-recurring (NRE) costs, need to be amortized over the lifetime of a product

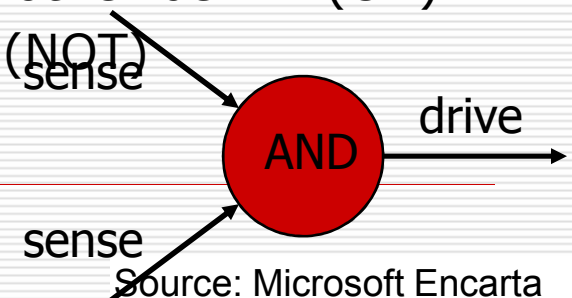
# What is logic design?

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- What is design?
    - Given a specification of a problem, come up with a way of solving it choosing appropriately from a collection of available components
    - While meeting some criteria for size, cost, power, beauty, elegance, etc.
  - What is logic design?
    - Determining the collection of digital logic components to perform a specified control and/or data manipulation and/or communication function and the interconnections between them
    - Which logic components to choose? – there are many implementation technologies (e.g., off-the-shelf fixed-function components, programmable devices, transistors on a chip, etc.)
    - The design may need to be optimized and/or transformed to meet design constraints
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# What is digital hardware?

- Collection of devices that sense and/or control wires carrying a digital value (i.e., a physical quantity interpreted as a "0" or "1")
  - e.g., digital logic where voltage  $< 0.8\text{v}$  is a "0" and  $> 2.0\text{v}$  is a "1"
  - e.g., pair of transmission wires where a "0" or "1" is distinguished by which wire has a higher voltage (differential)
  - e.g., orientation of magnetization signifies a "0" or a "1"
- Primitive digital hardware devices
  - Logic computation devices (sense and drive)
    - two wires both "1" - make another be "1" (AND)
    - at least one of two wires "1" - make another be "1" (OR)
    - a wire "1" - then make another be "0" (NOT)
  - Memory devices (store)
    - store a value
    - recall a value previously stored



Source: Microsoft Encarta

# Prezentare curs

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## **Curs 1. Introducere în Design-ul Digital**

Reprezentarea unui design; Niveluri de abstractizare; Procesul aferent unui design; Programe CAD

## **Curs 2-3. Tipuri de date și reprezentarea lor în sistemele de calcul**

Sisteme de numerație pozitionale; Sisteme de numerație: binar, octal, hexazecimal; Reprezentarea numerelor binare în sistemele de calcul; Reprezentarea numerelor de virgulă flotantă; Coduri binare pentru numere zecimale

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# Prezentare curs

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## **Curs 4-5. Algebra Booleană și logica digitală**

Axiomele și teoremele algebrei booleene; Funcții booleene; Forma canonică; Forma standard; Porți logice; Aspecte legate de implementarea portilor logice;

## **Curs 6-7. Simplificarea funcțiilor booleene**

Metoda hărților Karnaugh; Metoda tabulară Quine McCluskey; Sinteza funcțiilor folosind biblioteci standard de porți; Hazardul în design-ul digital;

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# Prezentare curs

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## **Curs 8-9. Circuite combinaționale**

Sumatoare; Multiplexoare; Demultiplexoare;  
Magistrale; Unități logice: Unitate Aritmetică-logică;  
Circuite combinaționale mai complexe;

## **Curs 10-12. Circuite secvențiale**

Clasificarea circuitelor secvențiale; Elemente de memorare asincrone: tabelul caracteristic, tabelul excitațiilor, și ecuația de stare; Elemente de memorare sincrone: tabelul caracteristic, tabelul excitațiilor, și ecuația de stare; Analiza circuitelor secvențiale; Sinteza circuitelor secvențiale;

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# Prezentare curs

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## **Curs 13. Componente pentru memorare**

Registre; Numărătoare; Pila de registre; Stiva

## **Curs 14. Automate cu Stari Finite**

Diagrame ASM; Sinteza circuitelor secvențiale folosind diagrame ASM;

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# Textbooks & resources

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- ❑ <https://sites.google.com/site/logicdigitala/home/couse>
- ❑ John F. Wakerly „Digital Design: Principles and Practices“, 3rd Edition, Prentice Hall, 2000
- ❑ Daniel D. Gajski „Principles of Digital Design“, Prentice Hall, 1997
- ❑ <http://store.digilentinc.com/>
- ❑ <http://www.testbench.in/>;

# Lucrări laborator

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**Lucrarea 1.** FOLOSIREA CAD-  
URILOR XILINX ISE

**Lucrarea 2.** IMPLEMENTAREA UNUI  
CIRCUIT ÎN DISPOZITIVE FPGA

**Lucrarea 3.** IMPLEMENTAREA  
CIRCUITELOR COMBINAȚIONALE ÎN  
LIMBAJUL VERILOG HDL

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# Lucrări laborator

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- ❑ **Lucrarea 4.** MINIMIZAREA FUNCȚIILOR LOGICE.
  - ❑ **Lucrarea 5-6.** IMPLEMENTAREA DECODIFICATORULUI PENTRU AFIȘAJUL CU 7 SEGMENTE .
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# Lucrări laborator

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- ❑ **Lucrarea 7.** IMPLEMENTAREA CIRCUITELOR DE DEPLASARE BARREL SHIFTER .
  - ❑ **Lucrarea 8-9.** CIRCUITE SECVENȚIALE .
  - ❑ **Lucrarea 10-11.** AUTOMATE CU STARI FINITE.
-

# O prima concluzie

## Logica digitala este despre:

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- ❑ **Introduction to digital integrated circuit and system engineering**
  - Key concepts needed to be a good digital designer
  - Discover your own creativity!
- ❑ **Learn models that allow reasoning about design**
  - Manage design complexity through abstraction and understanding of tools
  - Allow analysis and optimization of the circuit's performance, power, cost, etc.
- ❑ **Learn how to make sure your circuit and system works**
  - *Do you want your block to be the one that screws up a 1 billion transistor chip?*

*Digital design is not a spectator sport!  
Learn by doing.*

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# Notare

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- 60 % Examen:

- Întrebări de punctuale
- Aplicații – problem solving

- 40 % Activitate pe parcurs:

- 2-4 Quiz-uri
- realizarea sarcinilor de laborator – 2,3,...  
lucrari neanuntate + Grad realizare  
sarcini laborator - validate prin interviu

- **Nota in cazul nepregatirii  
materialelor cerute pt lab respectiv  
este 0!!!!**

# Copiat/Plagiat/Cheating policy

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- ☐ Daca predai munca sau parti din munca altcuiva esti vinovat de fraudă. Acest lucru se aplica la orice material de laborator, examen, cerinta predata, etc.
  - ☐ Esti vinovat daca ajuti pe cineva sa triseze!
  - ☐ E OK sa colaborezi si sa schimbi idei!
  - ☐ Nu postati materiale predate/solutii public!
  - ☐ La laborator problemele de copiat si colaborare prost inteleasa pot primi puncte NEGATIVE!
  - ☐ La examen – picat cu referat in vederea exmatricularii!
  - ☐ Toate cazurile sa aleg cu referat la decanat!
-