

1. Introduction

- **Chapter 1 of textbook by John F Wakerly**
- **The materials in this chapter are not covered in the pre-recorded lectures.**
- **Students are required to do self-study for this chapter.**
- **Essential concepts will be discussed in Tutorial 1.**

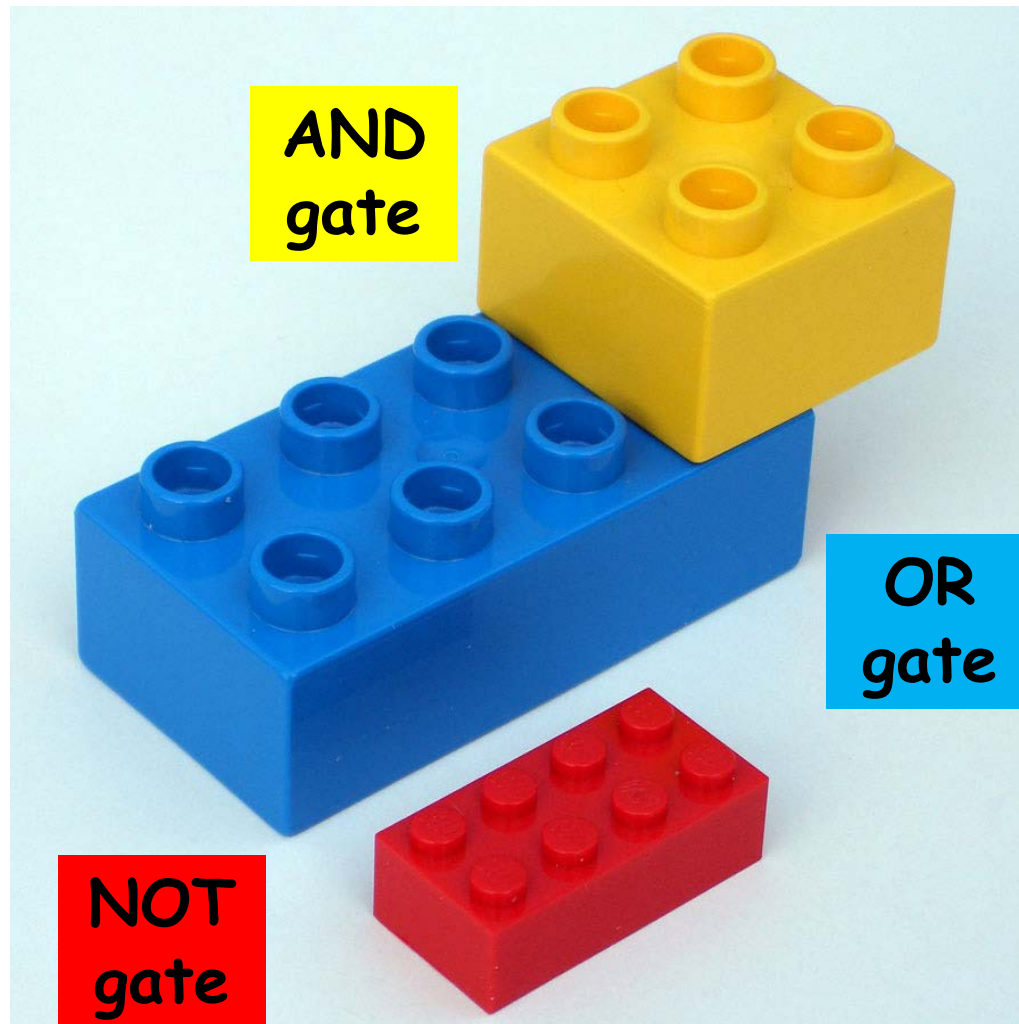
Quick links to concepts

1. [Analog versus Digital](#)
2. [Digital number systems](#)
3. [Electronic aspects and software aspects of digital design](#)
4. [Integrated logic circuits](#)
5. [Programmable logic devices](#)
6. [Serial and parallel data transfer](#)

About Digital Design

- **Digital Design is also known as Logic Design, or Digital Electronics.**
- **Why do you need to learn it?**
 - **it provides the fundamentals of designing modern digital gadgets and computer systems, including digital watches, smart phones, tablet PCs, laptops, digital cameras, remote controllers etc.**

Digital design is like playing with building blocks...



**You can create almost anything...
using the basic logic gates**



Limited only by your imagination!



A Successful Digital Designer

A successful digital designer should be competent in:

- Debugging (systematic approach – not by trial-and-error)**
- Business requirements & practices (documentation, specifications)**
- Risk taking (in making design decisions)**
- Communication (both directions: speak and listen)**

Analog versus Digital

- Analog quantities happen all around us, examples are
 - time, temperature, pressure, brightness of lights, loudness of sounds, etc.
- An analog quantity changes over a continuous range of values.
- Digital quantities are countable, examples are
 - the number of people in a lecture theatre
 - the number of letters in a word
 - the number of AUs you need to obtain in order to graduate

Analog versus Digital

Analog:
this was how people
adjusted the volume of
their speakers

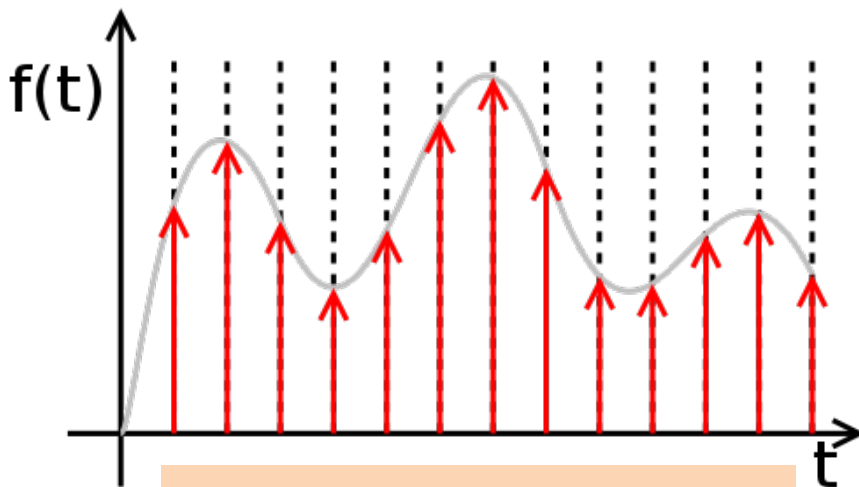


Digital:
this is how people
tend to adjust the
volume of their
speakers

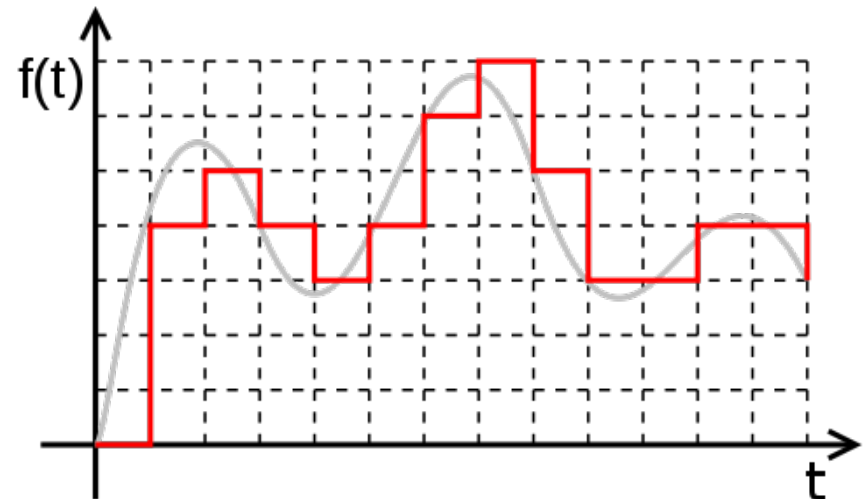


- A digital quantity changes in discrete steps.
- Analog quantities can be represented in digital format by using sampling and quantisation.
- Examples of analog quantities that have been digitised:
 - digital clock/watch (time is analog)
 - digital thermometer (temperature is analog)
 - digital camera (light intensity is analog)
 - digital audio/video recordings (light and sound intensities are analog)

- $f(t)$ is an analog signal continuously varying with time (faint curve)
- Sampling $f(t)$ at periodic intervals will generate the discrete time signal (**red arrows**)
- **Quantisation** of the discrete time signal will produce the digital signal (**red lines**)



**A Discrete-time
Signal**

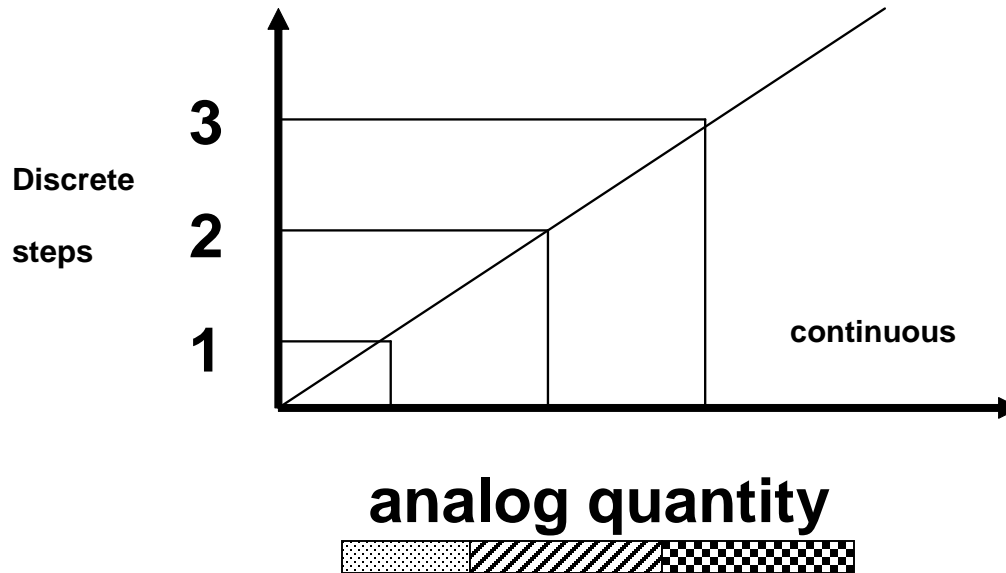


A Digital Signal

What we should be aware about Quantisation

- **A range of analog values is lumped together and assigned a representative digital value. For example, 0V to 0.8V is assigned 0, 2V to 5V is assigned 1**
- **A many-to-one mapping (using the above example, 2V is mapped to 1, similarly 3V, 3.8V, 5V are also mapped to 1)**
- **A finite amount of precision is lost in the process (1 can mean 2V, 1 can also mean 5V)**
- **Example on next page:**

digital quantity



All the values in the  range are quantised to 1
e.g. 0 – 3.499999

All the values in the  range are quantised to 2
e.g. 3.5 – 9.999999

All the values in the  range are quantised to 3
e.g. 10 – 15.999999

Advantages of Digital Techniques Over Analog Techniques

- **Easier to design**
- **Storage is easy**
- **Greater accuracy & precision**
- **Programmability**
- **Less susceptible to noise**
- **VLSI (very large scale integration) technology**
 - **high speed**
 - **low cost**
 - **small size**

Limitations of Digital Technique

- **The real world is mainly analog in nature, hence there is a need to**
 - **convert analog inputs to digital form**
 - **process the digital information**
 - **convert the digital result back to analog form**
- **The advantages of digital techniques usually outweigh the additional time, complexity and expenses involved in A(analog) to D(digital) and D to A conversions.**

You may like to view these:

[Digital and Analog Signals \(Austin Lutz\) - YouTube](#)

http://www.diffen.com/difference/Analog_vs_Digital

<http://www.cnet.com/news/digital-vs-analog-audio-which-sounds-better/#!>

Digital Number Systems

- Number systems commonly used in digital quantities are
 - decimal (base 10) 10 symbols: 0, 1, 2, 3, ..., 9
 - binary (base 2) 2 symbols: 0, 1
 - octal (base 8) 8 symbols: 0, 1, 2, 3, ..., 7
 - hexadecimal (base 16)
 - 16 symbols: 0, 1, 2, 3, ..., 9, A, B, C, D, E, F
- The decimal system is most commonly used in daily life because we have 10 fingers.

Position-value system

- A single digit cannot represent a large value, hence multiple digits are needed.
- In a position-value number system, the value of a digit depends on the position of the digit.

Example

- in the decimal number 123
 - 1: most significant digit (left most digit) – **MSD**
 - it carries a weight of “hundred”
 - 2: this digit carries a weight of “ten”
 - 3: least significant digit (right most digit) – **LSD**
 - it carries a weight of “one”

Position-value system

Example:

In the binary number **10**

1: most significant bit (left most digit) – **MSB**

- it carries a weight of “two”

0: least significant bit (right most digit) – **LSB**

- it carries a weight of “one”

You will learn more about numbers in the self-study topic 2a.

You may like to view these:

COUNTING SYSTEMS AND NUMERALS

Numbers' & Numeral systems' history and curiosities

Electronic aspects

- In digital circuits, the binary number system is preferred because only 2 symbols are needed
- Simpler electronic circuit design
- A **binary digit** (commonly known as **bit**) is either 0, or 1.
- 4 bits make a **nibble**, e.g. 1001
- 8 bits make a **byte**, e.g. 1100 0101
- In digital electronic circuits, the binary information is represented by **voltage** or **current**.

- **Examples:**

0 volt – 0.8 volt represent 0

2 volts – 5 volts represent 1

**For TTL
devices**

0 volt – 1.5 volts represent 0

3.5 volts – 5 volts represent 1

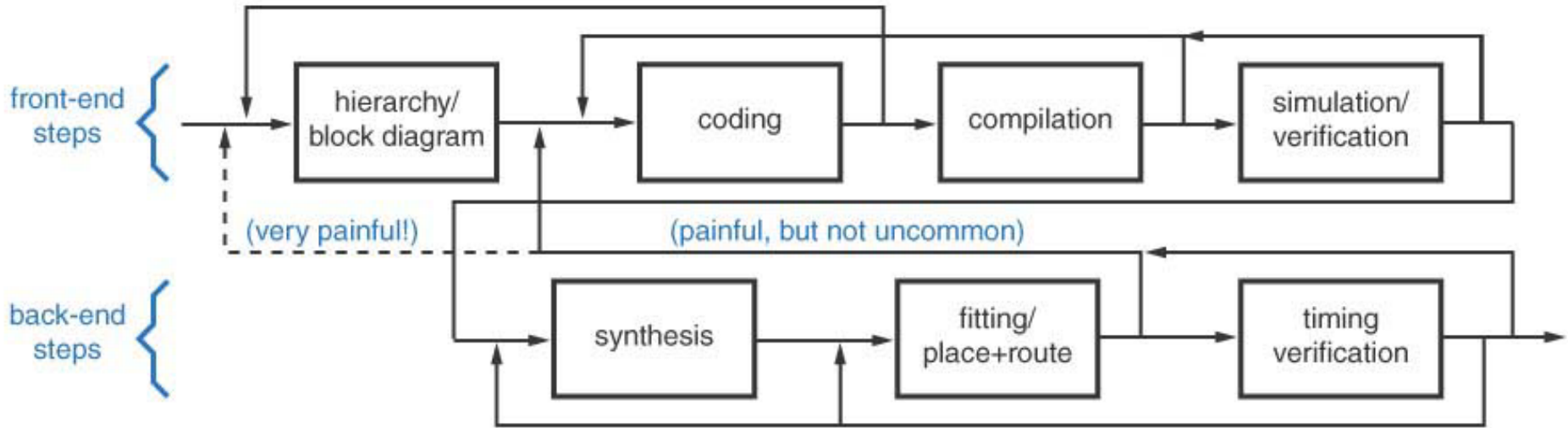
**For
CMOS
devices**

- **The exact voltage level (e.g. 0.1 or 0.5 volt) in Digital Logic is not as important compared to Analog Systems.**

Software aspects

- Modern digital design involves **computer-aided design (CAD)** software tools
- Schematic entry: use a software tool to draw circuit connections diagrams
- HDL: use **hardware description language** to describe the logic circuit (e.g. Verilog)
- Synthesizer: creates a circuit realisation based on the above inputs

- **Simulator: predicts the electrical and functional behaviour of a circuit without actually building it**
- **Test bench: a software environment to test the simulated circuit's functional and timing behaviour**
- **You will use some of these tools in the lab experiments**
- **See Fig. 1.19 on the next page.**



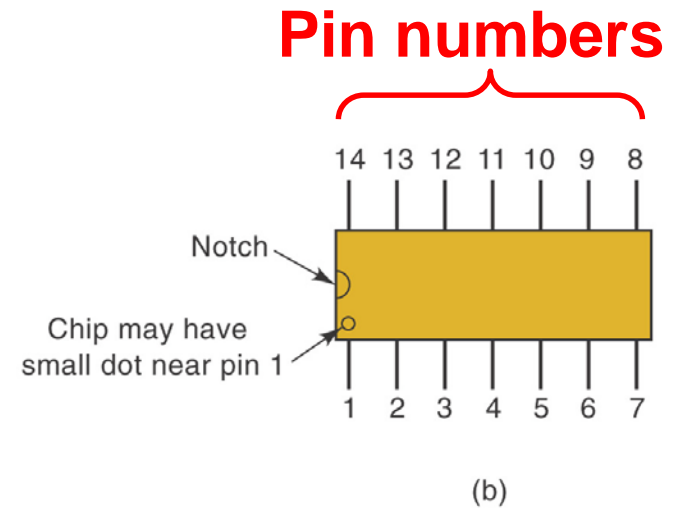
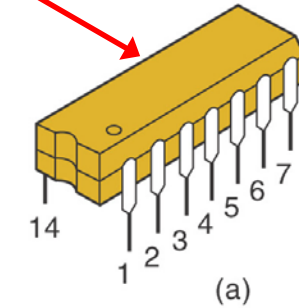
From *Digital Design: Principles and Practices*, Fourth Edition, John F. Wakerly, ISBN 0-13-186389-4.
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Fig. 1.19 HDL-based design flow

Integrated Logic Circuits

- Logic circuits are usually fabricated as **integrated circuits (ICs)** using various semiconductor technologies – see Fig. 4.29 on next page
- You will use some of these ICs in the lab experiments
- The circuit's logic can range from very simple to very complex

**Plastic or ceramic
protective casing**



Top view

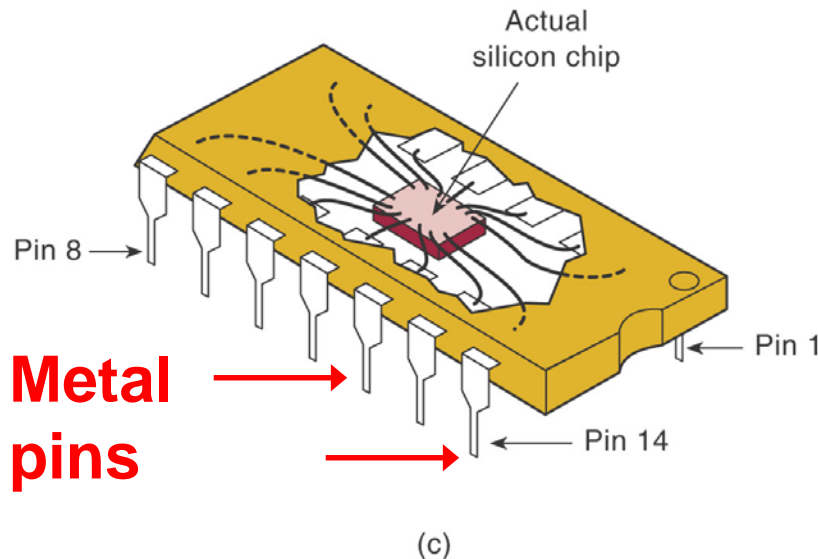


Figure 4.29: (Tocci 10th Ed) Dual-in-line Package

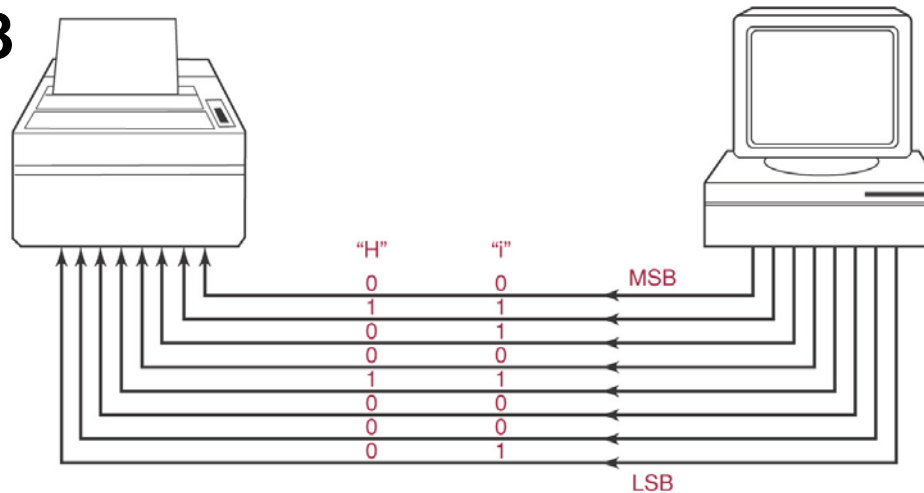
Programmable Logic Devices

- In some integrated circuits (ICs), the circuit's logic function can be changed, i.e. programmable
- This allows bugs to be fixed or circuit behaviour to be modified without physically replacing or rewiring the device
- An example is FPGA, field-programmable gate array
- You will be using it in the lab experiments

Digital Data transmission

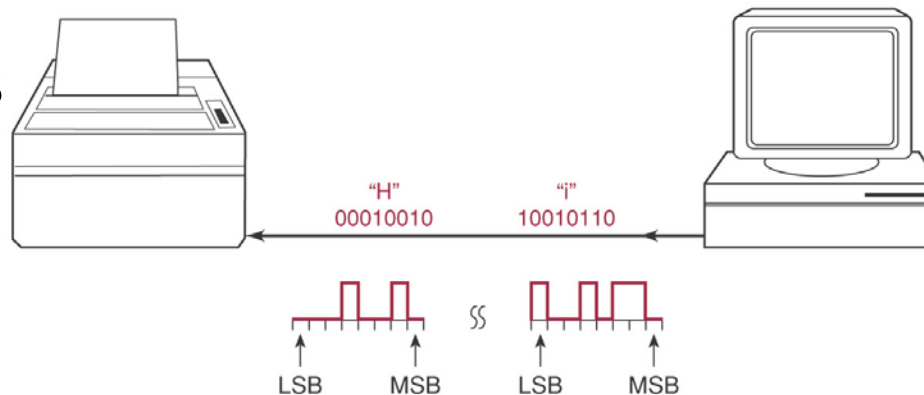
- **Serial versus Parallel**
- **Parallel**: think 4 checkout counters at the supermarket. 4 customers can be served at the same time.
- **Serial**: think 1 checkout counter at the supermarket. Only 1 customer can be served at any time.
- Trade off is **Simplicity/Cost** versus **Speed**
E.g. Fig. 1.10, Transmission of 8 bits of data.

Parallel: all 8 bits transmitted at the same time



Advantage:
High speed

Serial: 8 bits transmitted one bit at a time



Advantage:
Low cost

Figure 1.10 (Tocci 10th Ed) Parallel and Serial Transfer

Example:

- **1 serial line to transmit 8 bits, say at 1 bit per millisecond. Total time taken to transmit is 8 milliseconds. But 1 serial line costs only, say \$1 (low cost option).**
- **8 parallel lines can transmit all 8 bits simultaneously in one millisecond. But 8 lines may cost \$8 (high speed option).**
- **[Data Transfer Methods - YouTube](#)**

Further explorations (optional)

- How stuffs work - analog and digital
- http://en.wikipedia.org/wiki/Positional_notation
- How AMD makes microprocessors (youtube)
- Moore's law - Wikipedia, the free encyclopedia
- Lec-39 introduction to fpga - YouTube