

## ESC201: Introduction to Electronics Module 6: Digital Circuits



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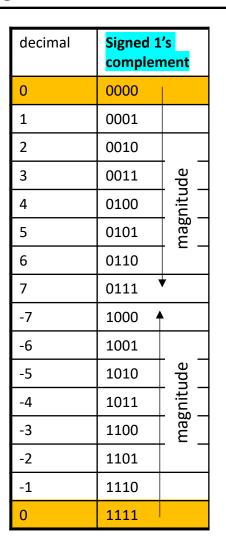
#### Representing Positive and Negative Numbers

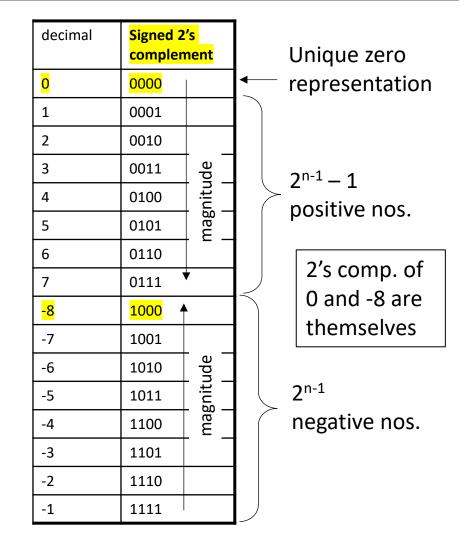
Extra bit needed to carry sign information "MSB" is often the sing bit

Sign bit = 0 represents non-negative nos.

Sign bit = 1 represents negative numbers

decimal	Signed Magnit	<mark>ude</mark>
0	0000	
1	0001	
2	0010	
3	0011	n n magnitude l l l
4	0100	ıgnit
5	0101	me
6	0110	
7	0111	7
-0	1000	
-1	1001	
-2	1010	_
-3	1011	itud
-4	1100	magnitude
-5	1101	_ E
-6	1110	
-7	1111	





## Arithmetic with 2's Complement

- The negative of a number A is represented by its 2's complement
  - Negative of the negative of the number is the number itself
- To evaluate **A B**, one can following the following algorithm
  - Find -B by taking 2' complement of B
  - Then **A B** = **A** + (-**B**) = **A** + (2's complement of **B**)

#### Example

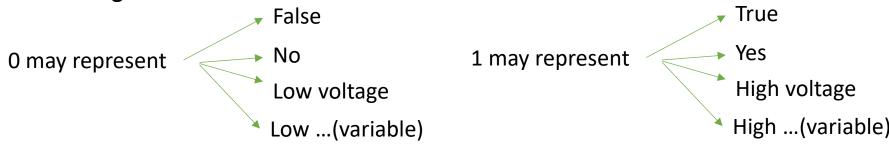
Adding or subtracting numbers with addition operation alone

To get a negative number, 2's complement of positive number is taken

## The Boolean Algebra

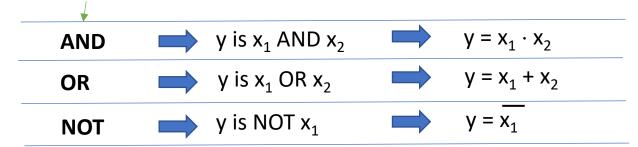
In the Boolean world, a variable can take just two values {0,1}

#### **Positive Logic:**



Negative Logic will be the inverse of the above, i.e., 0 being True and 1 being False

All interactions of Boolean variables can be represented by a combination of:



In the examples above, y  $\rightarrow$  response variable and  $x_1$  and  $x_2 \rightarrow$  independent variables

## More About Basic Operations

#### AND: $y = x_1 . x_2$

y is 1 if and only if both  $x_1$  and  $x_2$  are 1, otherwise 0

OR: 
$$y = x_1 + x_2$$

y is 1 if either  $x_1$  or  $x_2$  is 1. y is 0 if and only if both  $x_1$  and  $x_2$  are 0, otherwise 1

NOT: 
$$y = x$$

y is the inverse of x
If y is 0, x is 1; and If y is 1, x is 0

#### **Truth Table**

<b>X</b> <sub>1</sub>	$X_2$	у
0	0	0
0	1	0
1	0	0
1	1	1

## Some Basic Postulates

P1: $x + 0 = x$	P1: $x \cdot 1 = x$
commutativity P2: $x + y = y + x$	P2: $x \cdot y = y \cdot x$
distributivity P3: $x.(y+z) = x.y+x.z$	P3: $x+y.z = (x+y).(x+z)$ (please take note)
P4: $x + \bar{x} = 1$	P4: $x \cdot \bar{x} = 0$

## Some Basic Theorem

T1: $x + x = x$	T1: $x \cdot x = x$
T2: $x + 1 = 1$	T2: $x \cdot 0 = 0$
T3: $\overline{(x)} = x$	
T4: $x + (y+z) = (x+y)+z$	T4: $x \cdot (y.z) = (x.y).z$
(DeMorgan's theorem)	(DeMorgan's theorem)
T5: $\overline{(x+y)} = \overline{x} \cdot \overline{y}$	T5: $(x.y) = x + y$
T6: $x+x.y = x$	T6: $x.(x+y) = x$

## Proving Theorems

P1: 
$$x + 0 = x$$

$$P2: \quad x + y = y + x$$

P3: 
$$x.(y+z) = x.y+x.z$$

P4: 
$$x + x = 1$$

Prove T1: 
$$x + x = x$$
  
 $x + x = (x+x)$ . 1 (P1)  
 $= (x+x)$ .  $(x+x)$  (P4)  
 $= x + x$ .  $(P3)$   
 $= x + 0$  (P4)

= x (P1)

P1: 
$$x \cdot 1 = x$$

$$P2: x . y = y . x$$

P3: 
$$x+y.z = (x+y).(x+z)$$

$$P4: x \cdot x = 0$$

Prove T1: 
$$x \cdot x = x$$

$$x \cdot x = x \cdot x + 0 \text{ (P1)}$$

$$= x.x + x.x \quad (P4)$$

$$= x \cdot (x+x)$$
 (P3)

$$= x . 1 (P4)$$

$$= x (P1)$$

## Proving More Theorems

P1: 
$$x + 0 = x$$

P1: 
$$x \cdot 1 = x$$

$$P2: \quad x + y = y + x$$

P2: 
$$x \cdot y = y \cdot x$$

P3: 
$$x.(y+z) = x.y+x.z$$

P3: 
$$x+y.z = (x+y).(x+z)$$

P4: 
$$x + \bar{x} = 1$$

P4: 
$$x \cdot \bar{x} = 0$$

Prove : 
$$x + 1 = 1$$

$$x + x . y = x$$
 $= x . 1 + x . y$ 
 $= x . (1 + y)$ 
 $= x . 1$ 
 $= x$ 

$$+ x \cdot y = x$$

$$x + x \cdot y = x + y$$

$$= (x + \bar{x}). (x + y)$$

$$= 1. (x + y)$$

$$= x + y$$

$$= (x+x)+ x$$
$$= x + x$$

x + 1 = x + (x + x)

$$=1$$

#### **Exercise**

#### De Morgan's theorem

$$\overline{(x_1 + x_2 + x_3 + ...)} = \overline{x_1} . \overline{x_2} . \overline{x_3} ...$$

$$\overline{(x_1. x_2. x_3 ....)} = (\overline{x_1} + \overline{x_2} + \overline{x_3} + ....)$$
(B)

$$\overline{(\mathbf{x}_1, \mathbf{x}_2, \mathbf{x}_3, \dots)} = (\overline{\mathbf{x}_1} + \overline{\mathbf{x}_2} + \overline{\mathbf{x}_3} + \dots) \quad (B)$$

Prove this for both (A) and (B). You have to prove both forms P4 hold.

Start with only two variables  $x_1$  and  $x_2$ , then extend.

## Simplification of Boolean Expressions

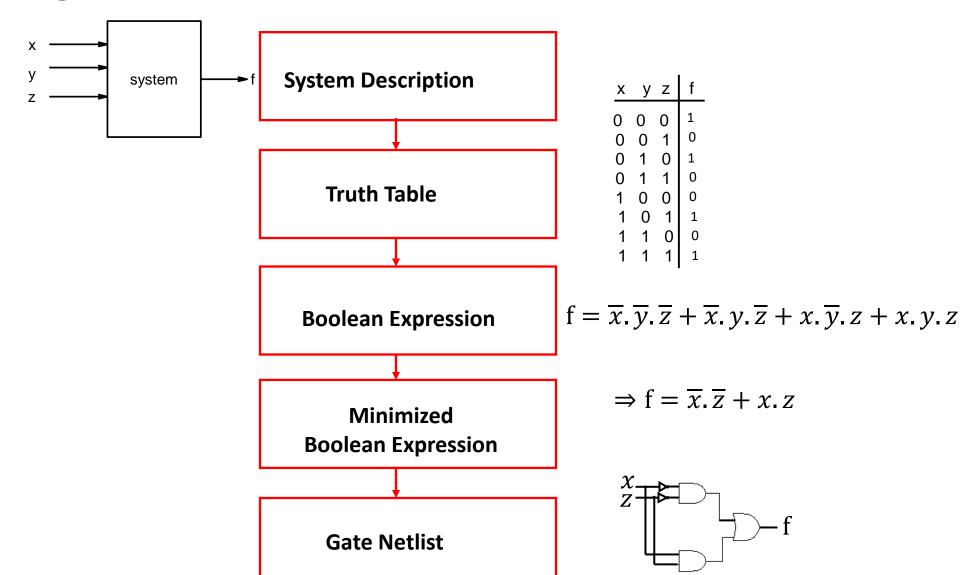
# De Morgan's Theorem $\overline{(x_1 + x_2 + x_3 + ....)} = \overline{x_1} . \overline{x_2} . \overline{x_3} .$ $\overline{(x_1. x_2. x_3.....)} = (\overline{x_1} + \overline{x_2} + \overline{x_3} + .....)$

$$(\overline{x_1}.x_2 + \overline{x_2}.x_3) = ?$$

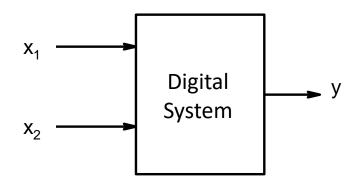
$$= (x_1 + \overline{x_2}) \cdot (x_2 + \overline{x_3})$$

$$= x_1 \cdot x_2 + x_1 \cdot \overline{x_3} + \overline{x_2} \cdot \overline{x_3}$$

## Design Flow



## Representation of a Digital System



Description in words

y = 1 when  $x_1$  is 0 and  $x_2$  is 1



#### Truth Table

Indicates when response y is 'true'

X <sub>1</sub>	$X_2$	У
0	0	0
0	1	1
1	0	0
1	1	0

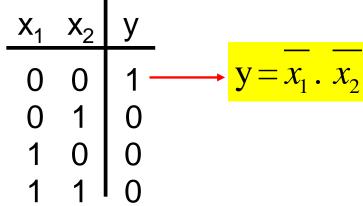


**Boolean expression** 

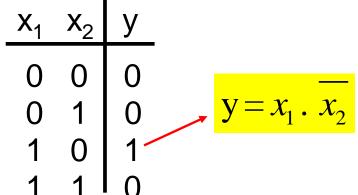
$$y = \overline{x_1} \cdot x_2$$

#### Boolean Function from Truth Tables

#### Example



#### Example



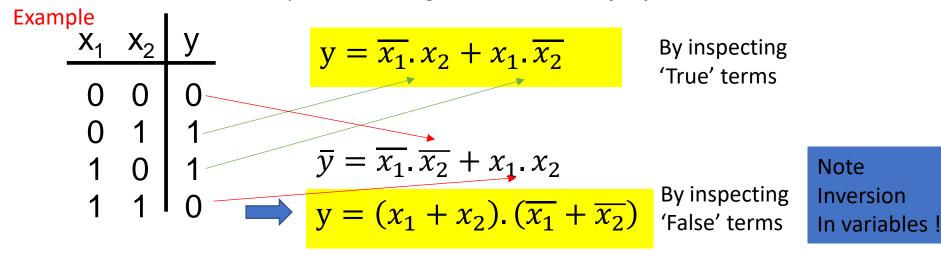
#### Example

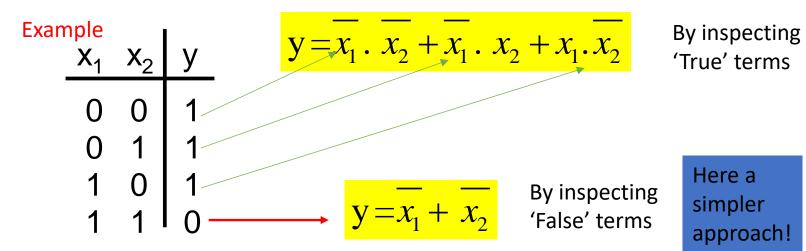
When more than one combination is 'true' combine them with OR operation

$$y = \overline{x_1} \cdot \overline{x_2} + x_1 \cdot x_2$$

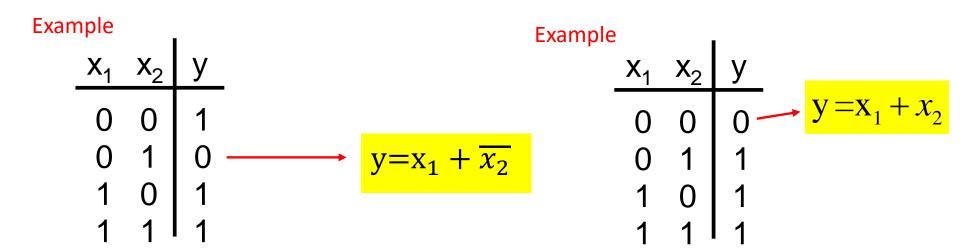
#### Both True and False Can be Useful

Instead of writing expressions as sum of terms that make **y equal to 1**, we can also write expressions using terms that make **y equal to 0** 

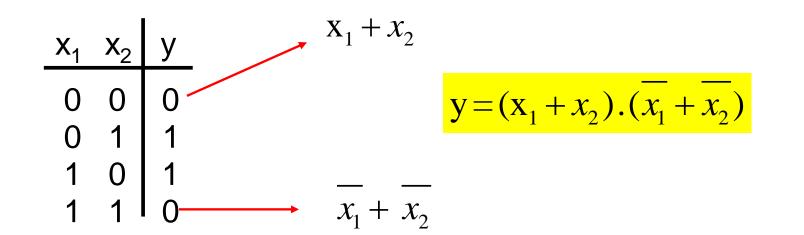




### Expression Derived From False Terms



#### Example



#### SoP Form With Min Terms for Two Inputs

A min term is a product (AND) that contains all the variables used in a function

The function is the sum (OR) of min terms for which output function is 'True'

MSB X	LSB Y	min term
0	0	<u>x</u> . y m0
0	1	x. <u>y</u> m1
1	0	x.y m2 x.y m3
1	1	l <sub>x.y m3</sub>

Example

$$f_2 = \sum (0, 2, 3) = ?$$
  $f_2 = \overline{x}.\overline{y} + x.\overline{y} + x.y$ 

## Min Terms for Three Inputs

$$f_2 = \sum (1, 4, 7) = ?$$



$$f_2 = \sum (1, 4, 7) = ?$$
  $f_2 = \overline{x} \cdot \overline{y} \cdot z + x \cdot \overline{y} \cdot \overline{z} + x \cdot y \cdot z$