### **ECE380 Digital Logic**

Introduction to Logic Circuits:

Design Examples

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# **Design examples**

- Logic circuits provide a solution to a problem
- Some may be complex and difficult to design
- Regardless of the complexity, the same basic design issues must be addressed
  - 1. Specify the desired behavior of the circuit
  - 2. Synthesize and implement the circuit
  - 3. Test and verify the circuit

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#### Three-way light control

- Assume a room has three doors and a switch by each door controls a single light in the room.
  - Let x, y, and z denote the state of the switches
  - Assume the light is off if all switches are open
  - Closing any switch turns the light on. Closing another switch will have to turn the light off.
  - Light is on if any one switch is closed and off if two (or no) switches are closed.
  - Light is on if all three switches are closed

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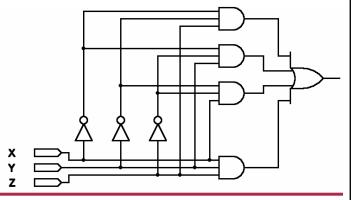
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# Three-way light control

Х	У	Z	f
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

$$f(x,y,z)=m_1+m_2+m_4+m_7$$
  
 $f(x,y,z)=x'y'z+x'yz'+xy'z'+xyz$ 

This is the simplest sum-of-products form.



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#### **Multiplexer circuit**

- In computer systems it is often necessary to choose data from exactly one of a number of sources
  - Design a circuit that has an output (f) that is exactly the same as one of two data inputs (x,y) based on the value of a control input (s)
    - If s=0 then f=x
    - If s=1 then f=y
  - The function f is really a function of three variables (s,x,y)
  - Describe the function in a three variable truth table

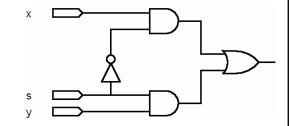
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# **Multiplexer circuit**

S	Х	У	f
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1
1			

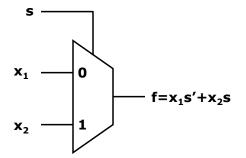
 $f(s,x,y)=m_2+m_3+m_5+m_7$  f(s,x,y)=s'xy'+s'xy+sx'y+sxy f(s,x,y)=s'x(y'+y)+sy(x'+x)f(s,x,y)=s'x+sy



convenient to put control signal on left

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## **Multiplexer circuit**



s	$f(s,x_1,x_2)$
0	<i>X</i> <sub>1</sub>
1	<i>X</i> <sub>2</sub>

**Graphical symbol** 

**Compact truth table** 

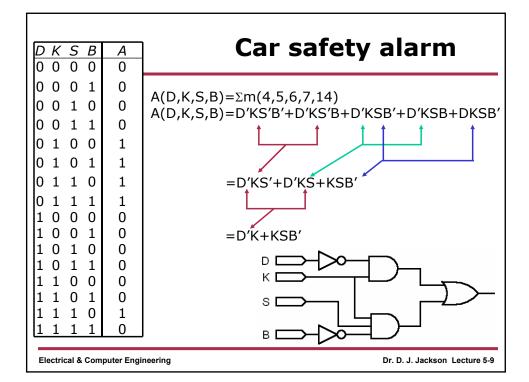
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# Car safety alarm

- Design a car safety alarm considering four inputs
  - Door closed (D)
  - Key in (K)
  - Seat pressure (S)
  - Seat belt closed (B)
- The alarm (A) should sound if
  - The key is in and the door is not closed, or
  - The door is closed and the key is in and the driver is in the seat and the seat belt is not closed

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#### **Adder circuit**

- Design a circuit that adds two input bits together (x,y) and produces two output bits (s and c)
  - S: sum bit
    - x=0, y=0 => s=0
    - x=0, y=1 => s=1
    - x=1, y=0 => s=1
    - x=1, y=1 => s=0
  - C: carry bit
    - x=0, y=0 => c=0
    - x=0, y=1 => c=0
    - x=1, y=0 => c=0
    - x=1, y=1 => c=1

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## **Majority circuit**

- Design a circuit with three inputs (x,y,z)
  whose output (f) is 1 only if a majority of the
  inputs are 1
  - Construct a truth table
  - Write a standard sum-of-products expression for f
  - Draw a circuit diagram for the sum-of-products expression
  - Minimize the function using algebraic manipulation
    - During your minimization you can use any Boolean theorem, but leave the result in sum-of-products form (generate a minimum sum-of-products expression)
  - Draw the minimized circuit

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