

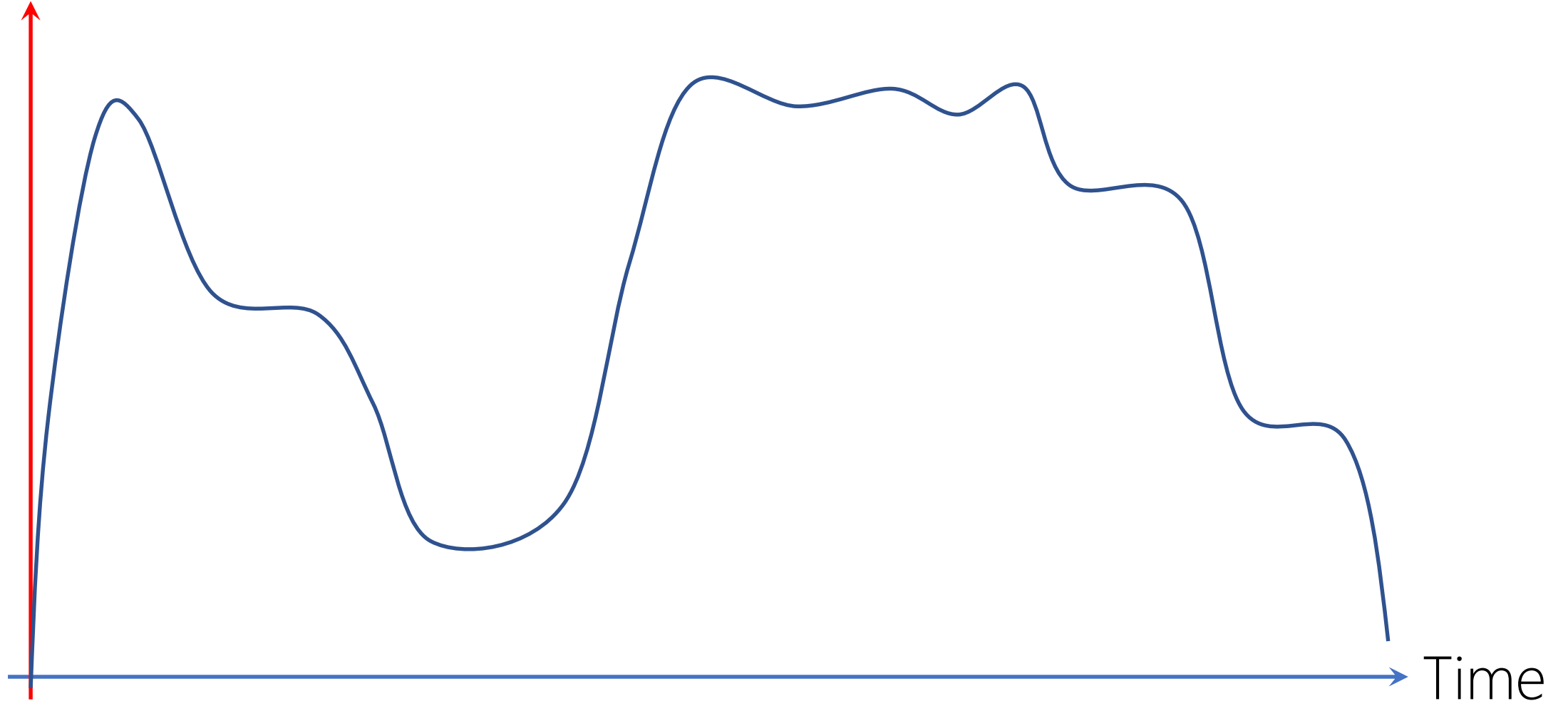
---

# ANALOG SYSTEMS

Continuous

---

Voltage



Time

---

# DIGITAL SYSTEMS

Discrete

---

---

# ELECTRICITY NUMBER SYSTEM

---

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BASE-?

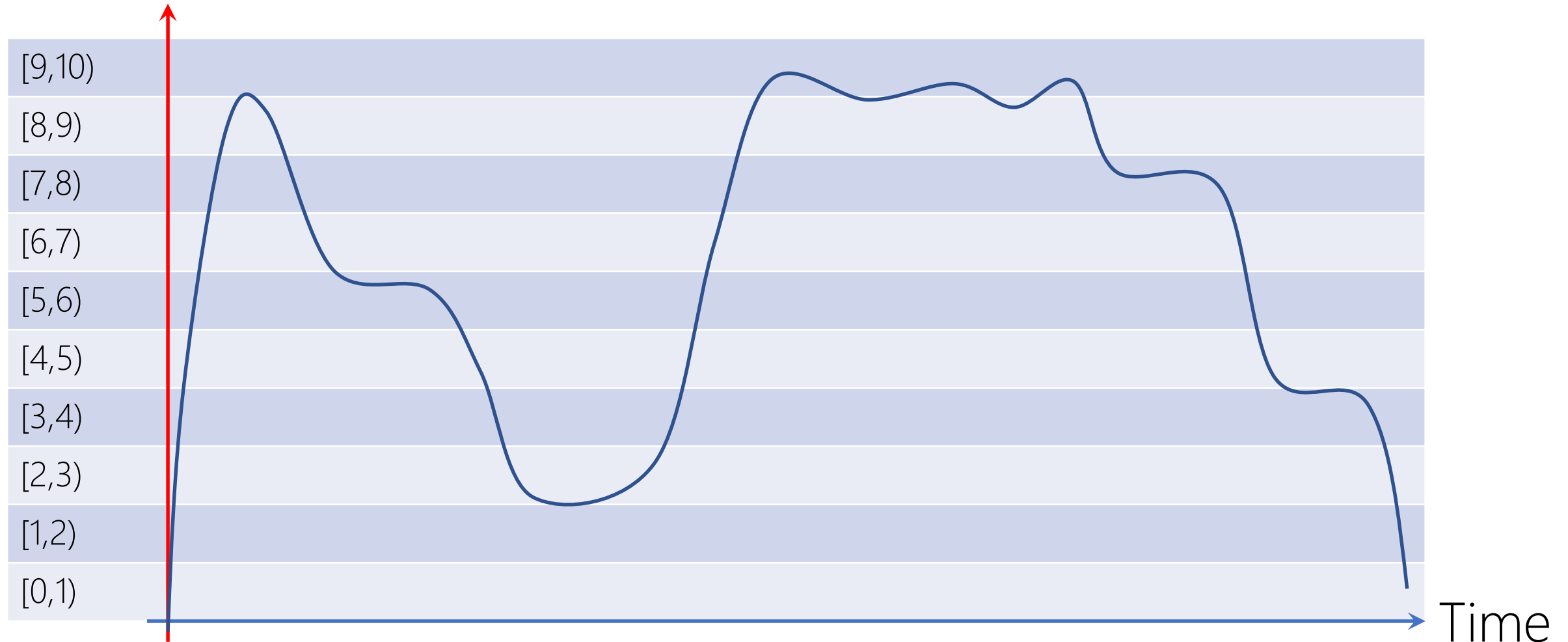
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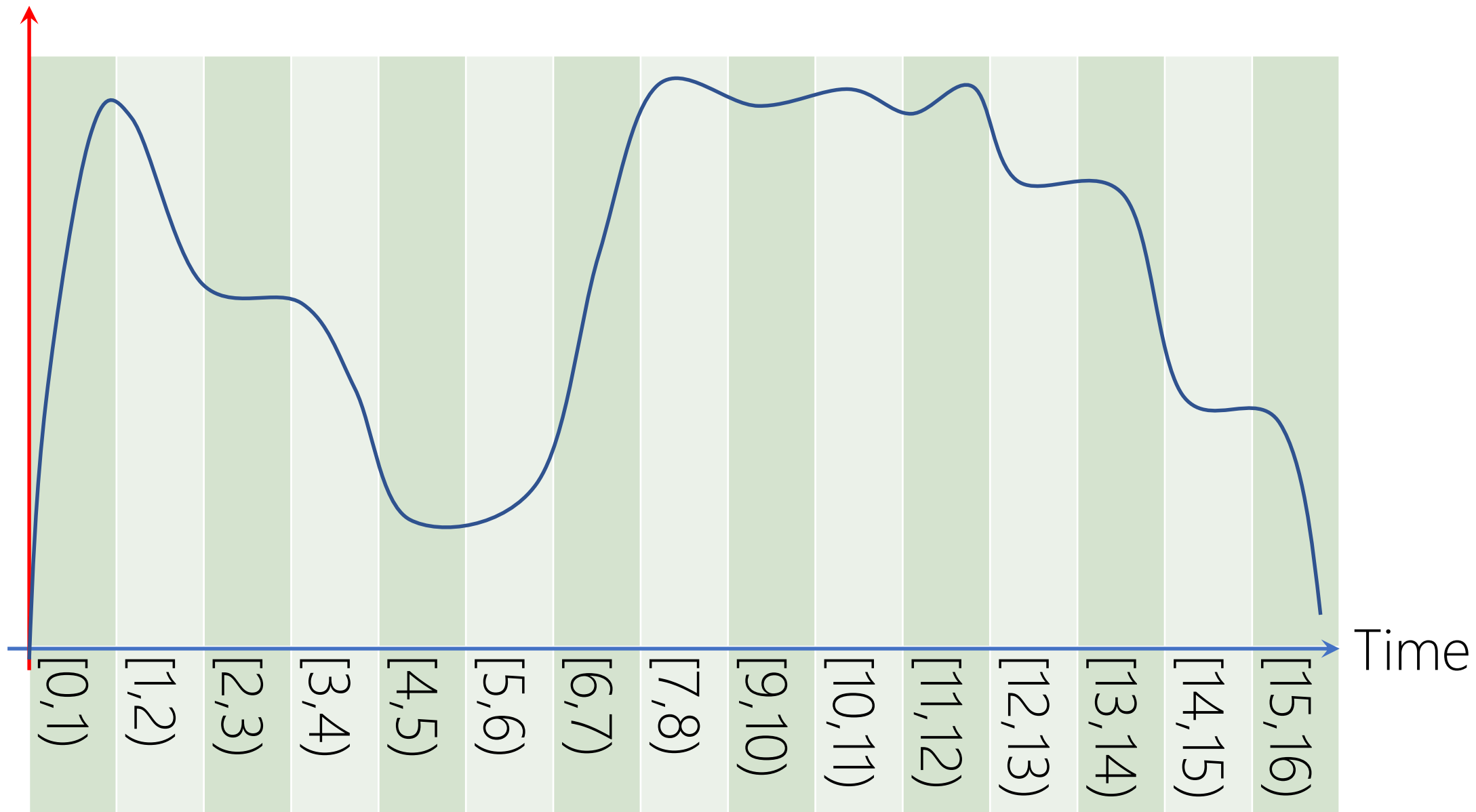
BASE-10

---

# Voltage

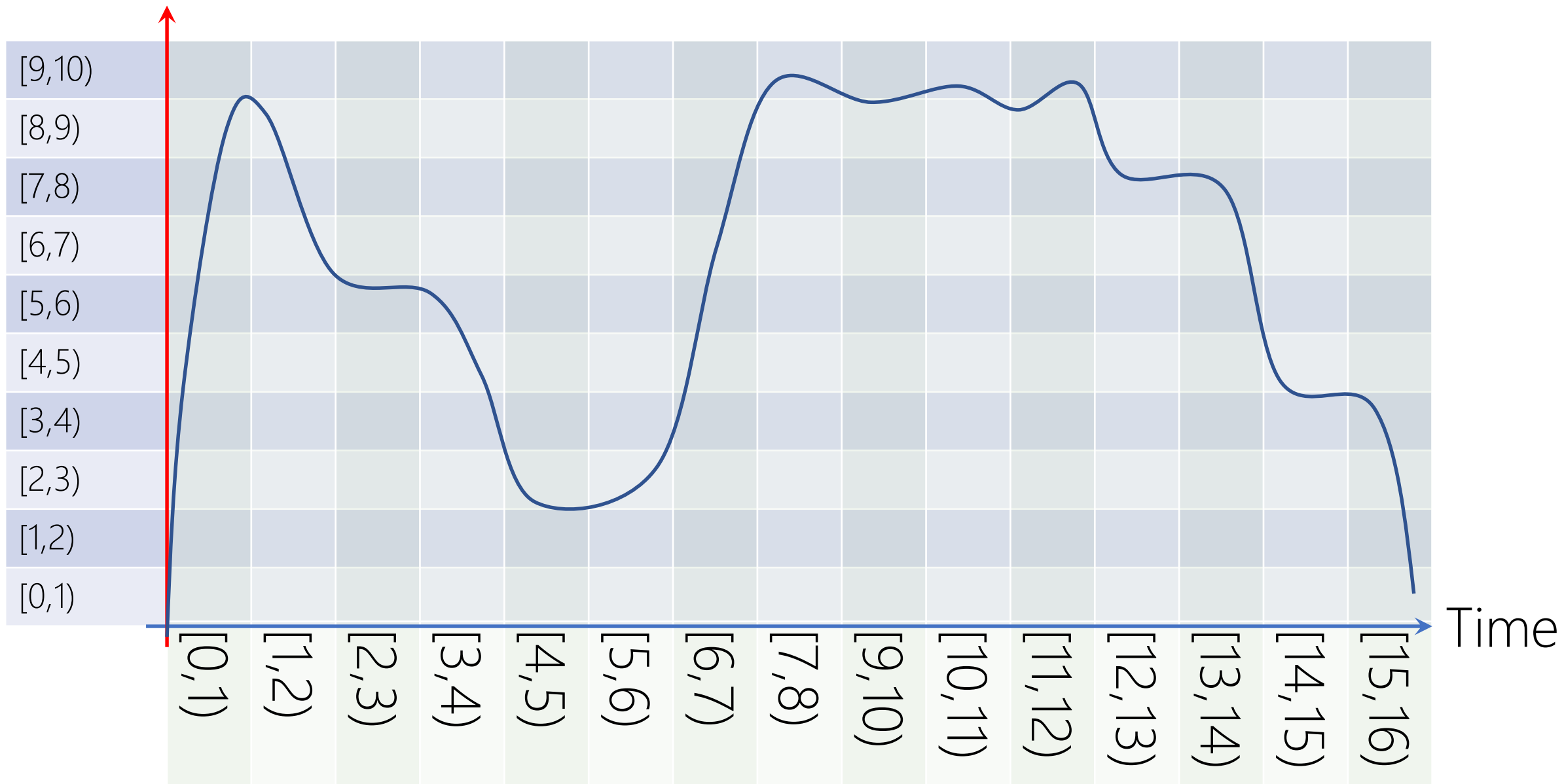


Voltage

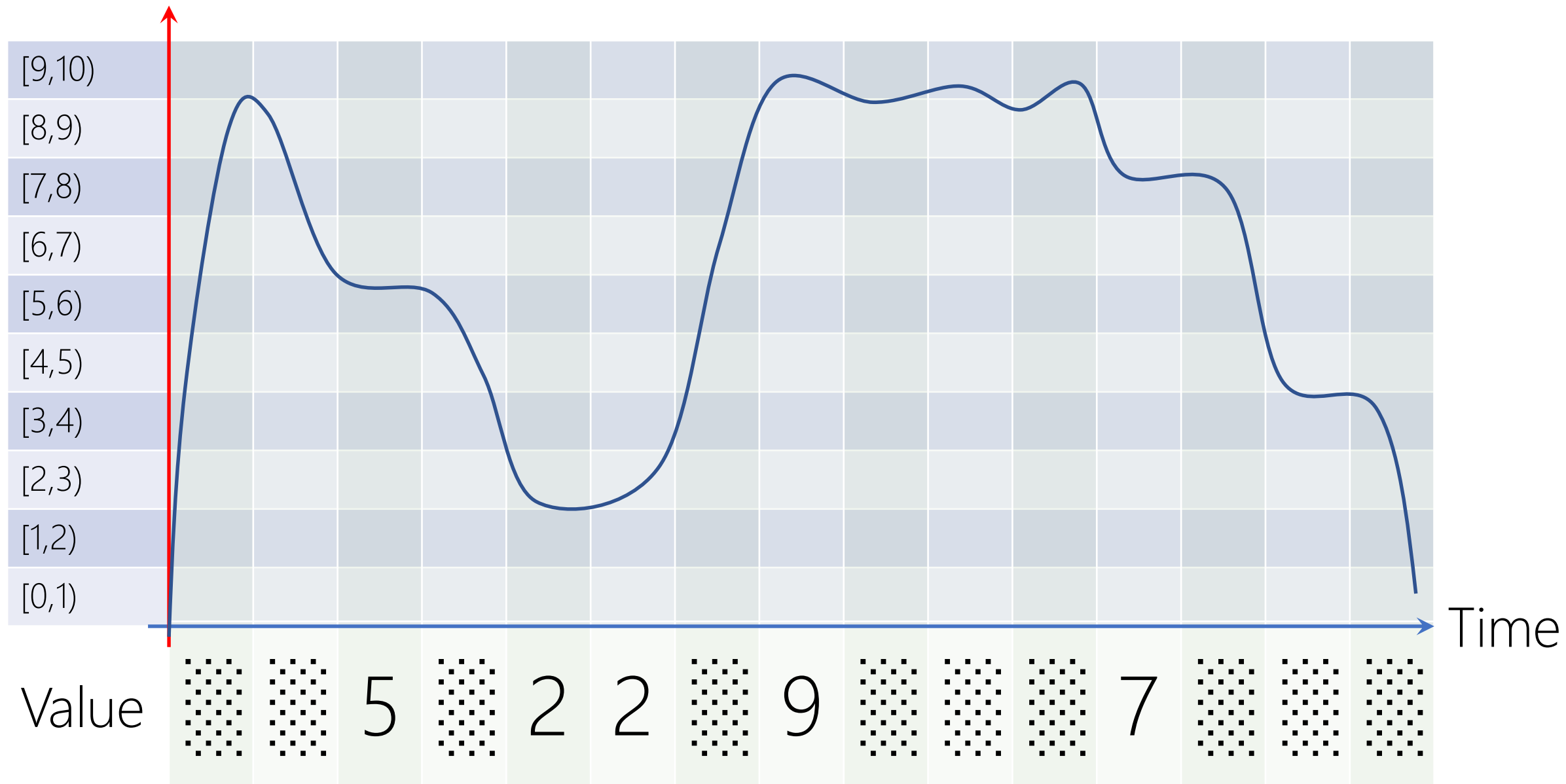




Voltage



Voltage

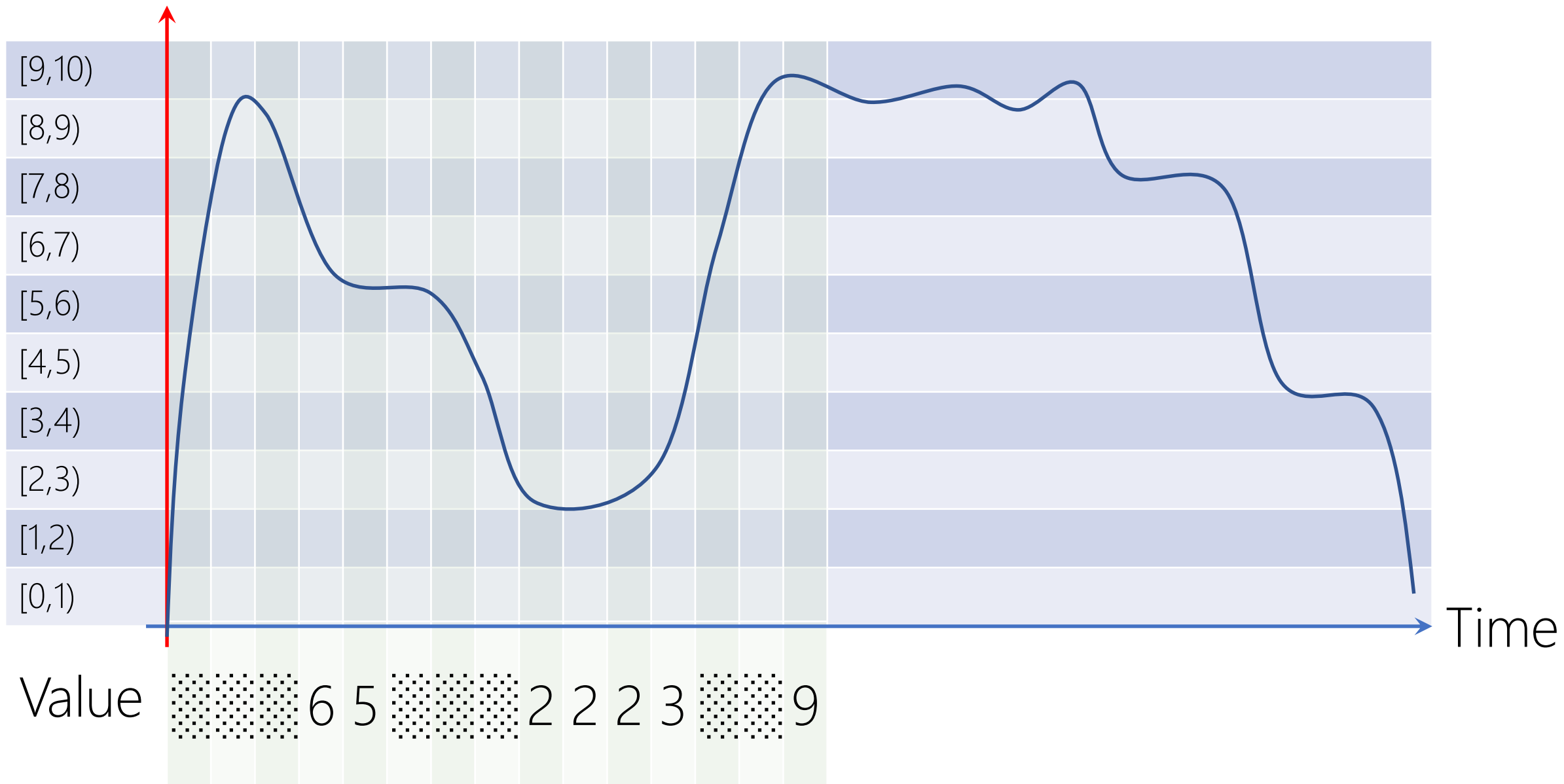


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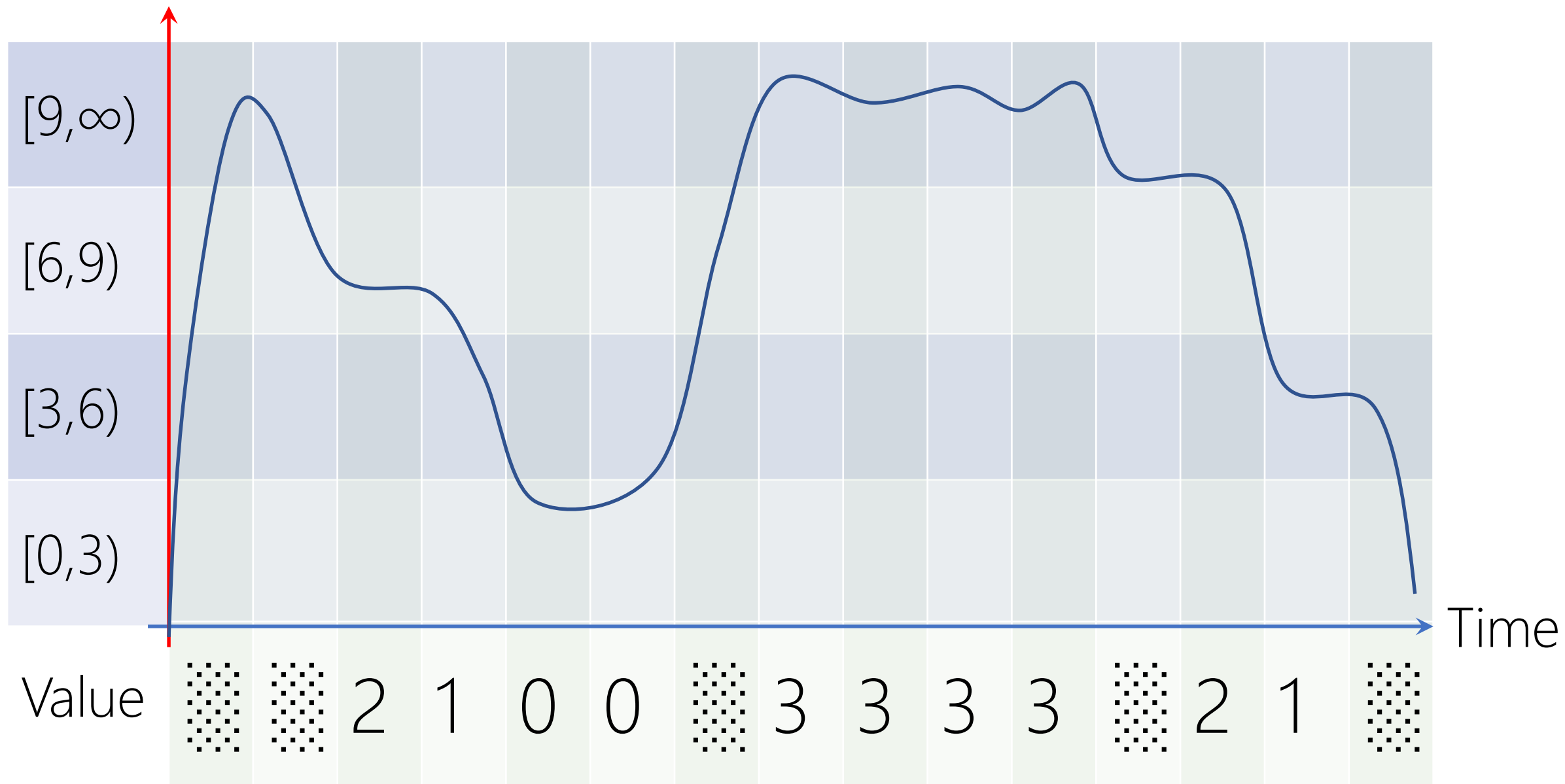
# GRANULARITY

---

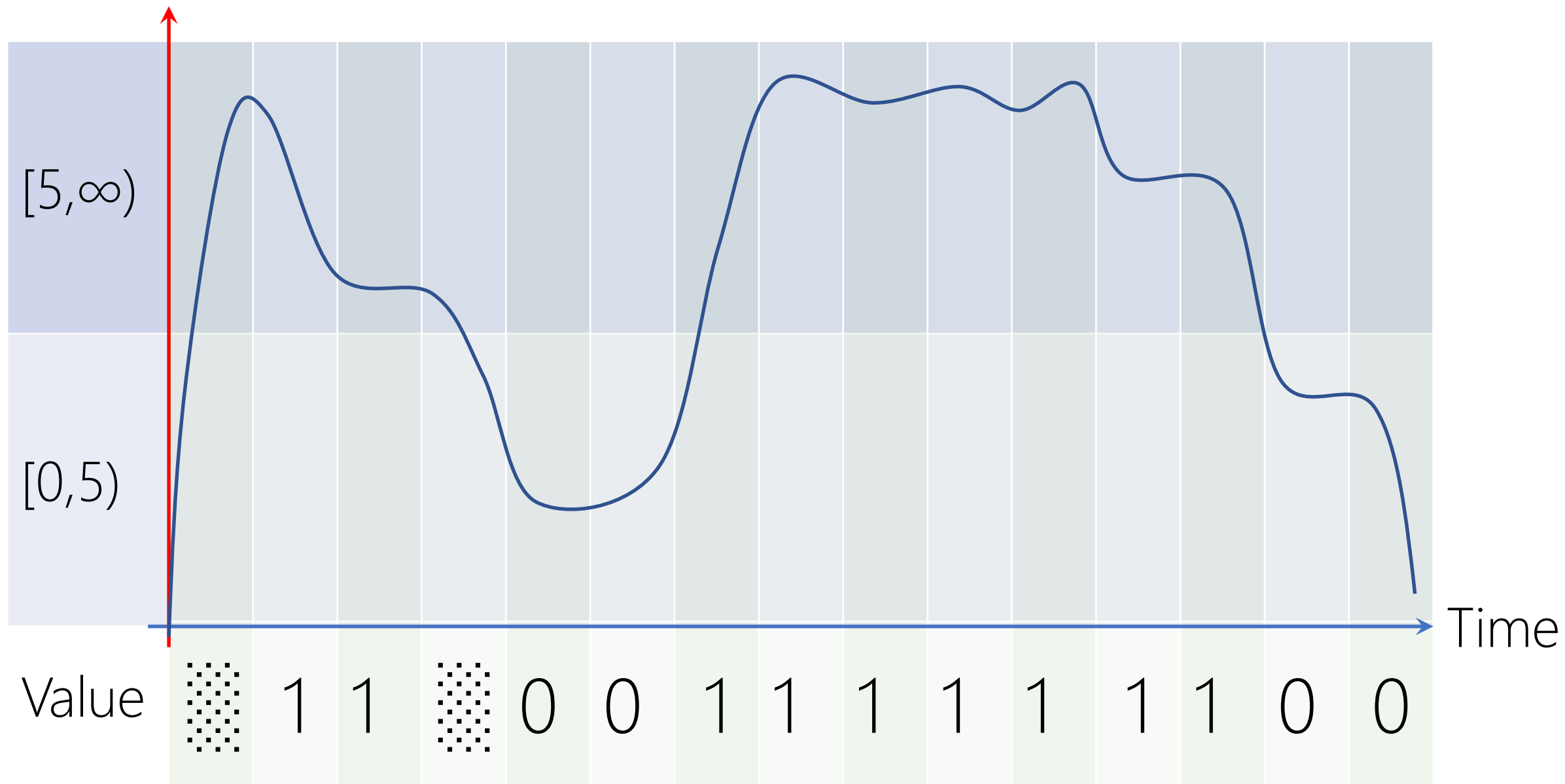
Voltage



Voltage



Voltage



---

# RELIABILITY

Robust to Noise

---

Fundamentally Hardware | Engineering Problem

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# TERNARY COMPUTER

[https://en.wikipedia.org/wiki/Ternary\\_computer](https://en.wikipedia.org/wiki/Ternary_computer)

---

Balanced Trinary  $\{-1,0,1\}$

Entirely from *Wood!*

Thomas Fowler 1840

More History and Etymology → <https://en.wikipedia.org/wiki/Computer>



---

# DECIMAL COMPUTER

[https://en.wikipedia.org/wiki/Decimal\\_computer](https://en.wikipedia.org/wiki/Decimal_computer)

---

They are not actually base-10! We'll cover them later.

---

TRUE VS. FALSE

---



George Boole (/bu:l/)

Mathematician

Philosopher

Logician

The Laws of Thought (1854)

Boolean Algebra!

# Claude Elwood Shannon

Mathematician  
Electrical Engineer  
Cryptographer

M.Sc. Thesis (1937)

A Symbolic Analysis of Relay and Switching Circuits

## Switching Algebra!



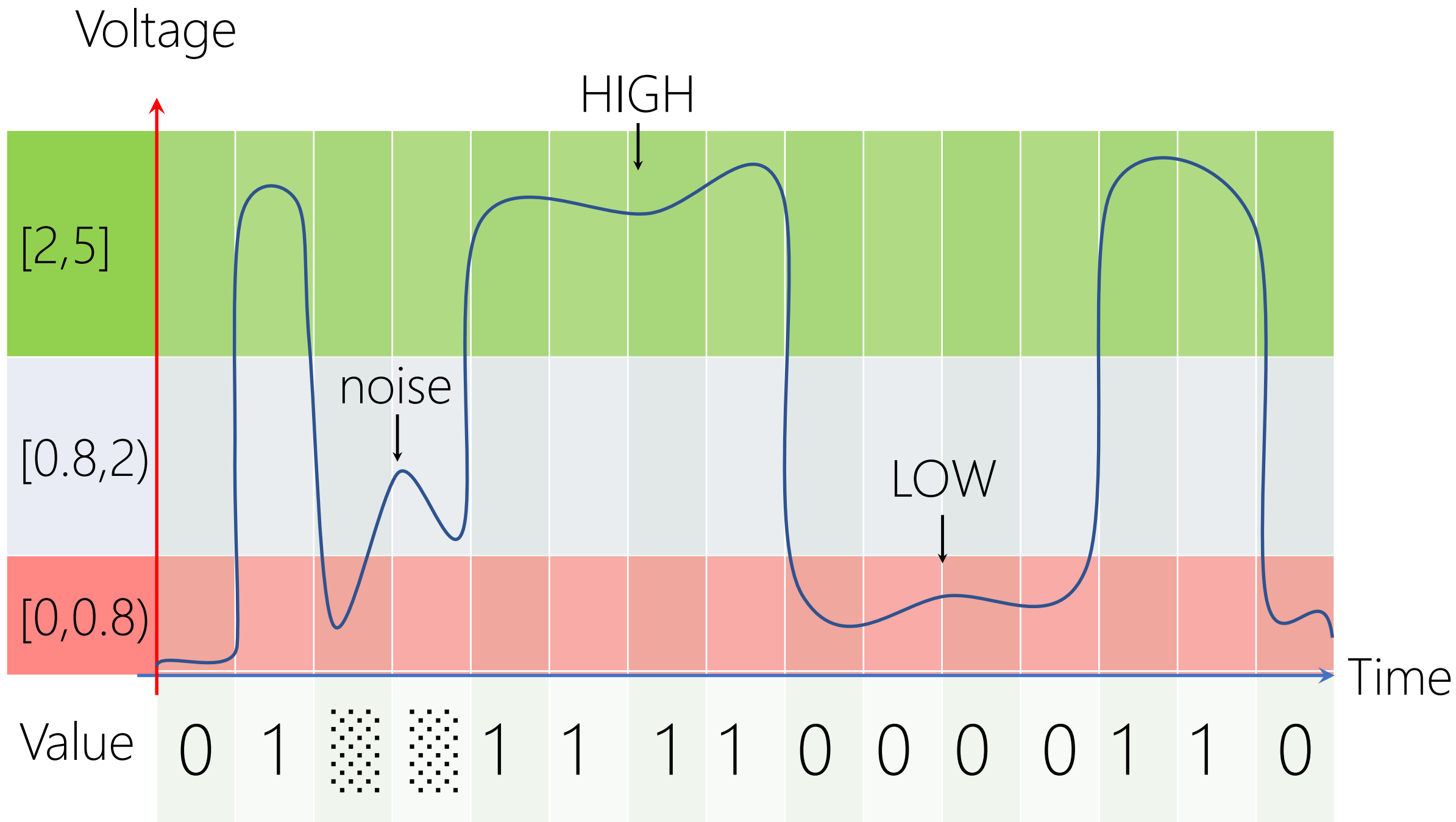
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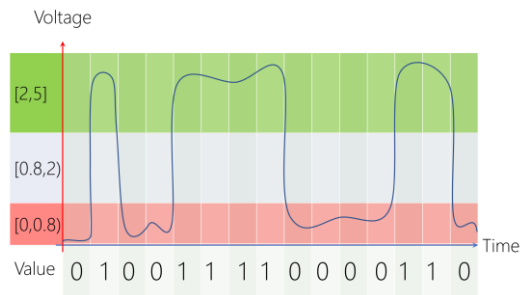
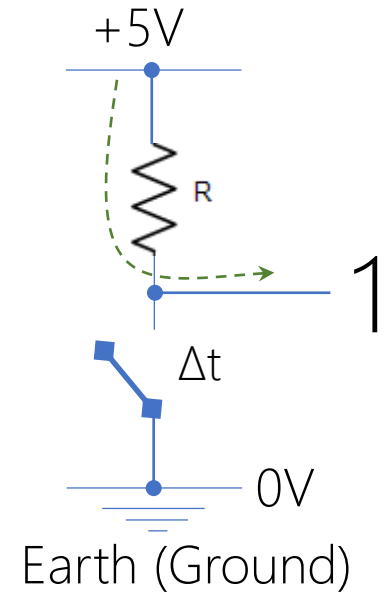
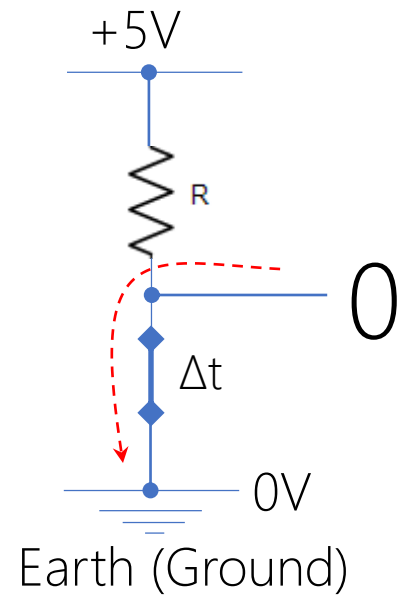
# BINARY COMPUTER

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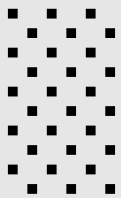
+5V	1
+2V	
+0.8V 0V	0

POSITIVE  
LOGIC

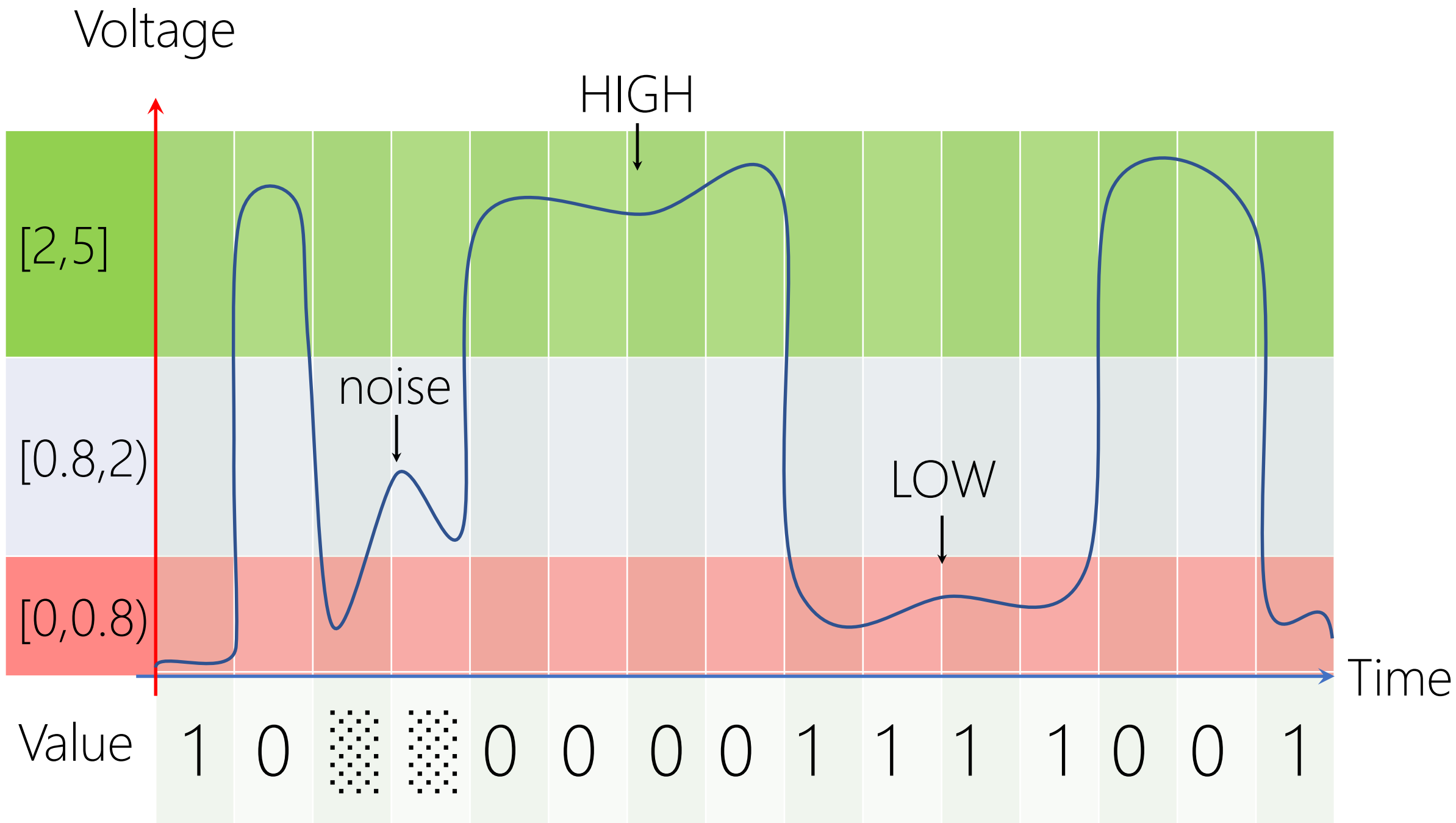


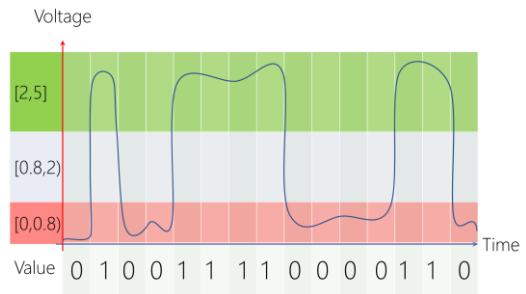
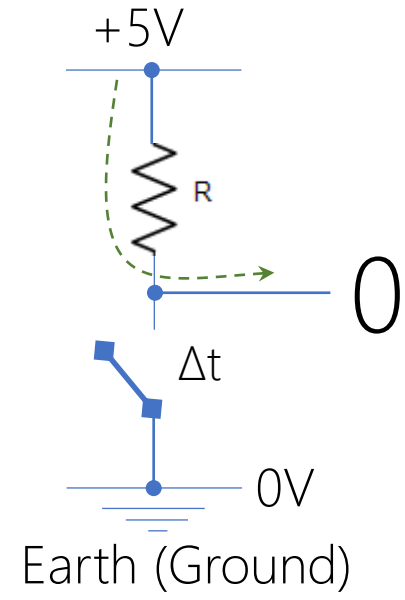
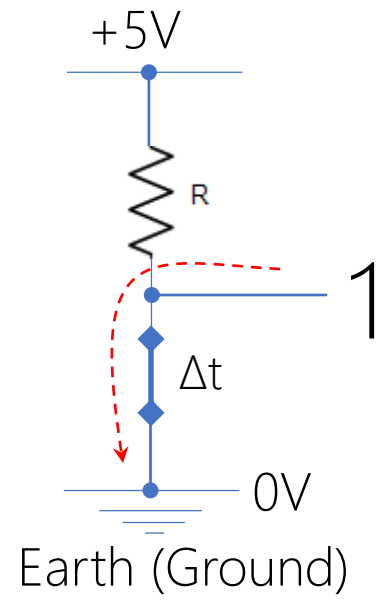




+5V	0
+2V	
+0.8V 0V	1

# NEGATIVE LOGIC





---

# DESIGN COMPUTER

Positive Logic  
Button-Up Approach

---

---

# DESIGN COMPUTER

Positive Logic  
Button-Up Approach

---

Finding simpler, but equivalent, computers reduces the overall cost!  
Rely primarily on mathematical methods in Boolean algebra!

---

# BUILD COMPUTER

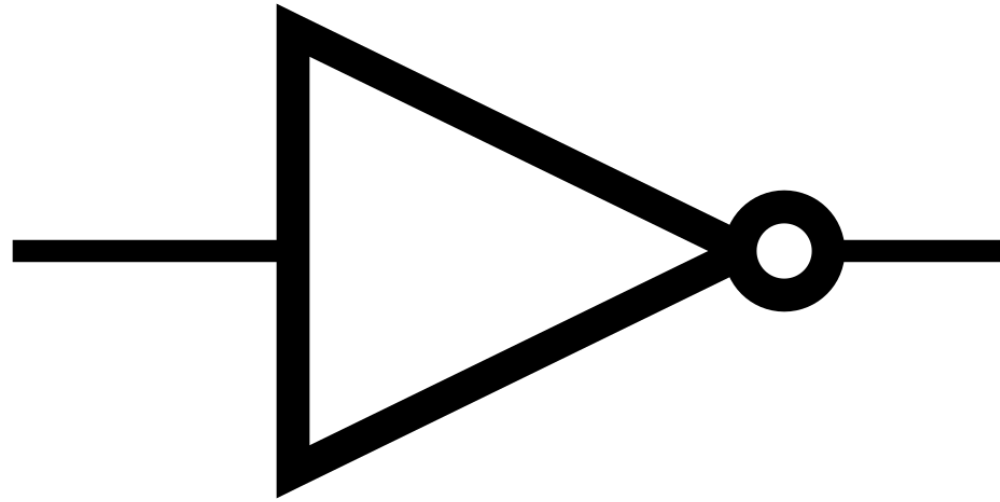
Electrical and Computer Engineering

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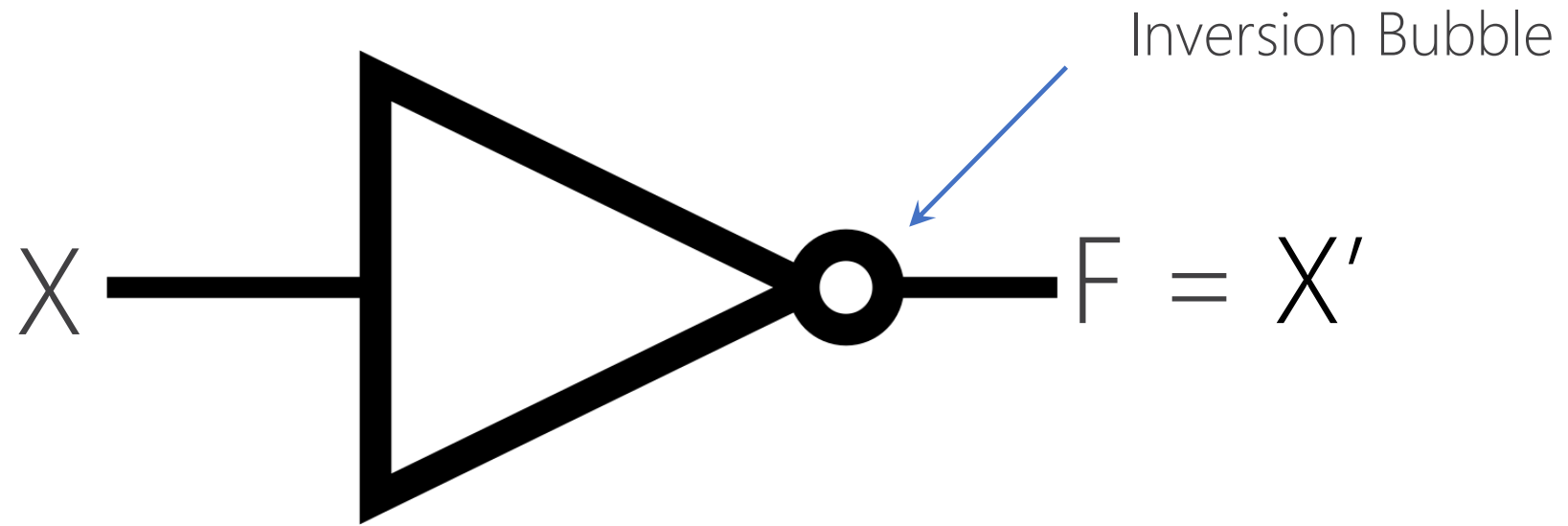
---

# LOGIC GATES

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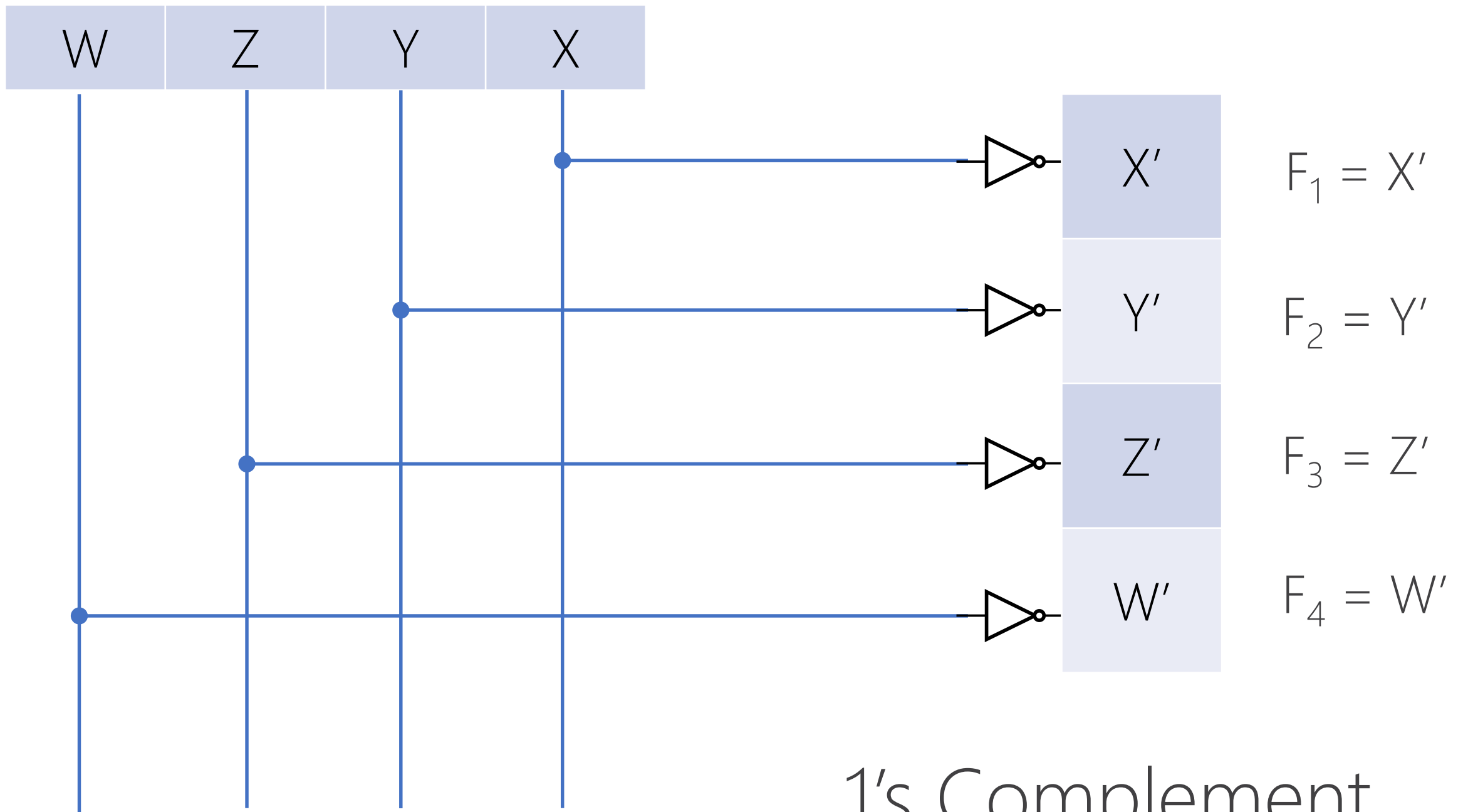


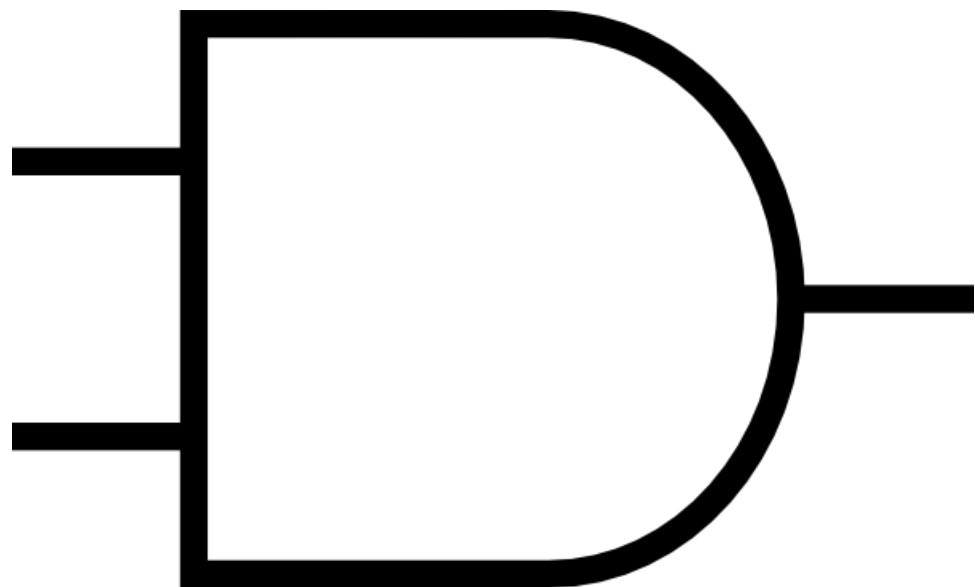


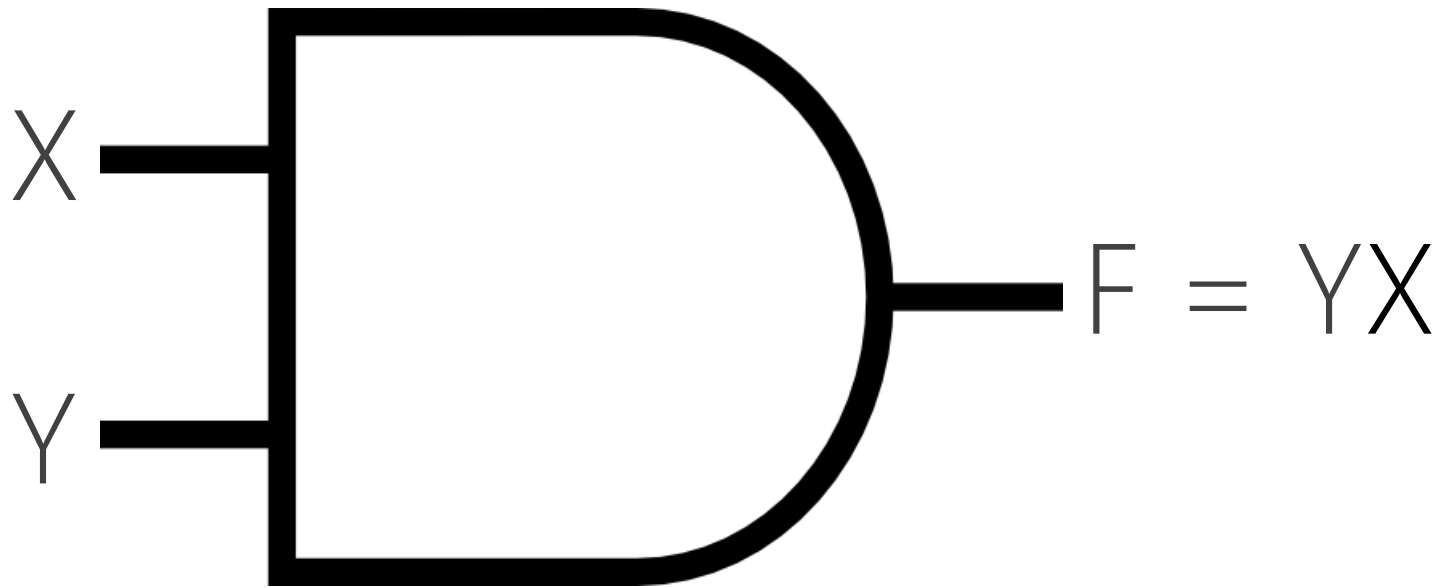


Boolean Expression/Function:  $F = X'$

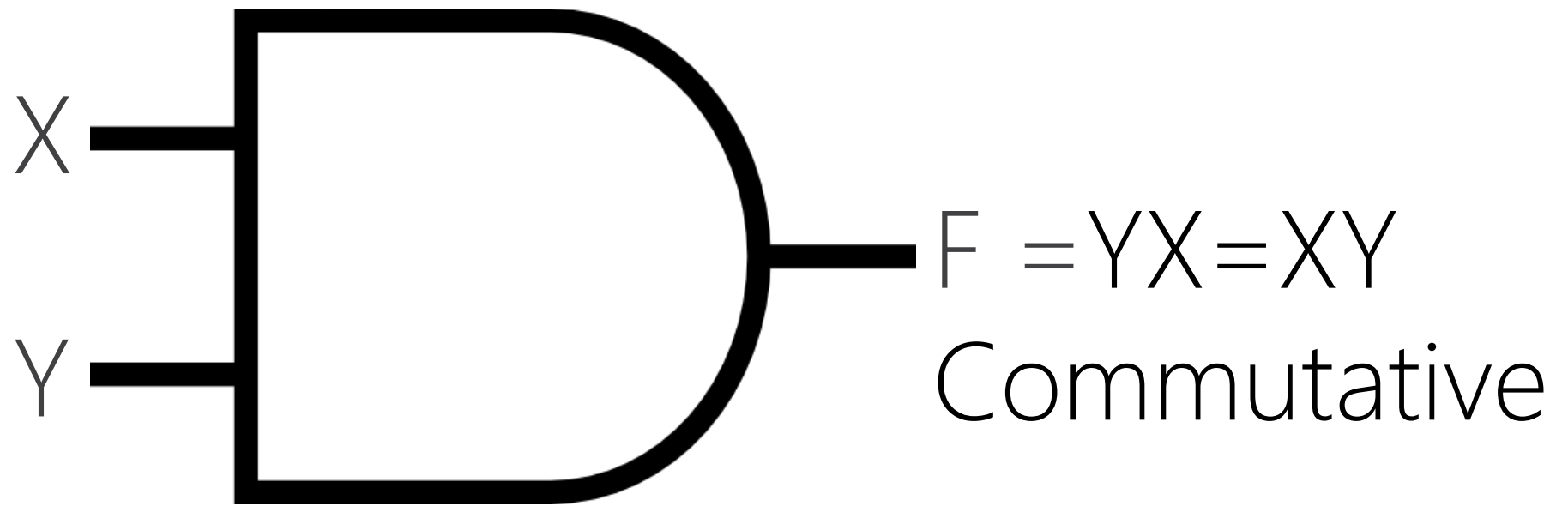
> *inverse of  $X$  gives  $F$*  <



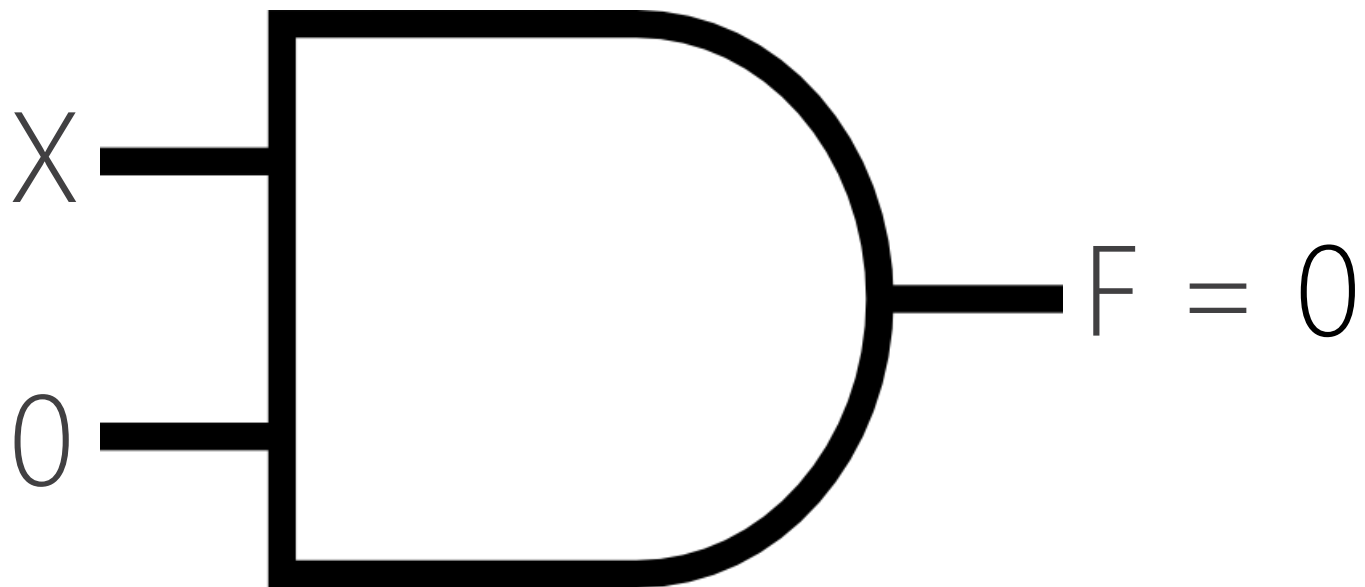




Y	X	X AND Y	$Y \cdot X$	$Y * X$
0	0		0	
0	1		0	
1	0		0	
1	1		1	

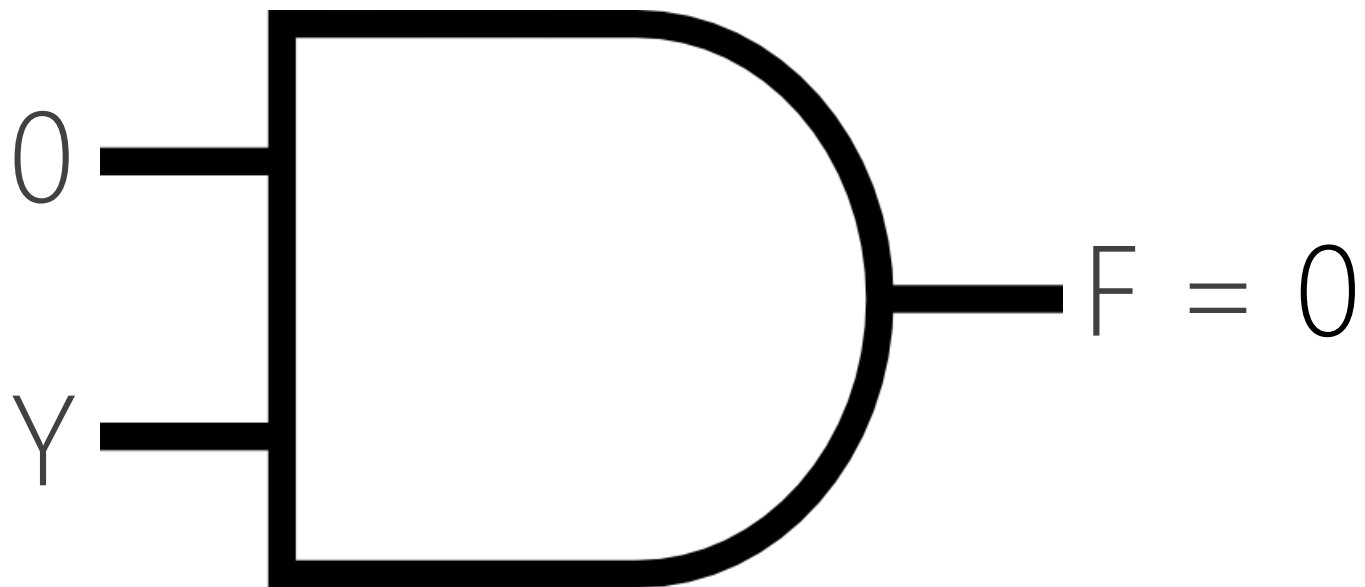


X	Y	Y AND X	$X \cdot Y$	$X * Y$
0	0		0	
0	1		0	
1	0		0	
1	1		1	



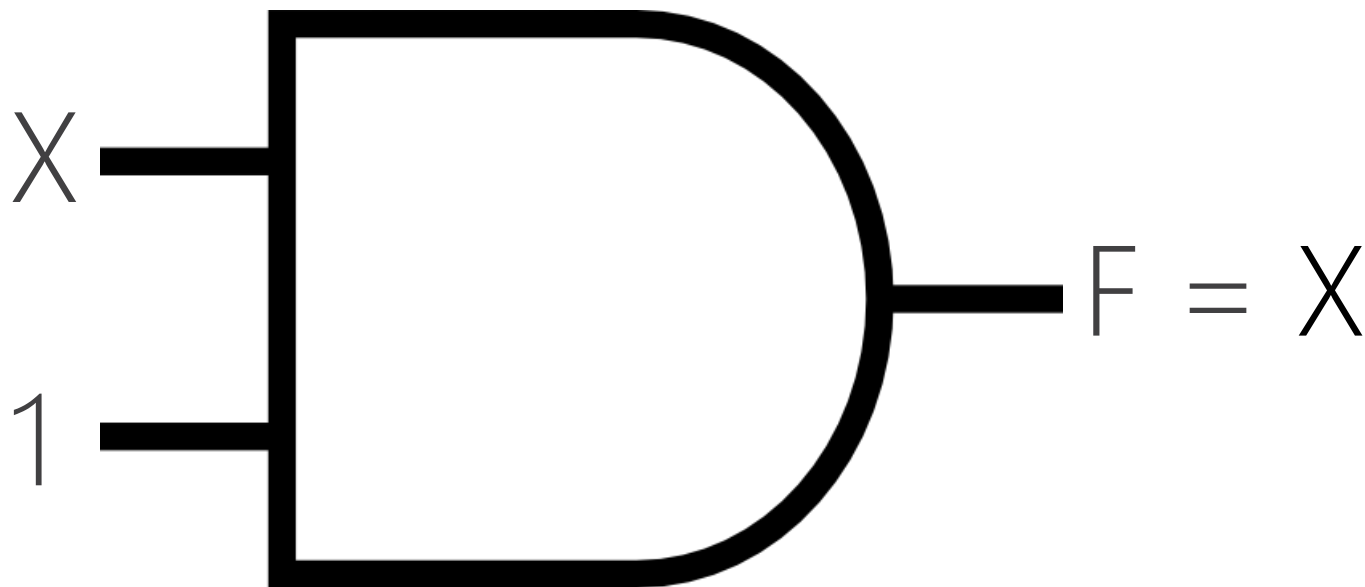
$$F = X0 = 0$$

Y	X	YX
0	1	0
0	0	0



Y	X	YX
0	0	0
1	0	0

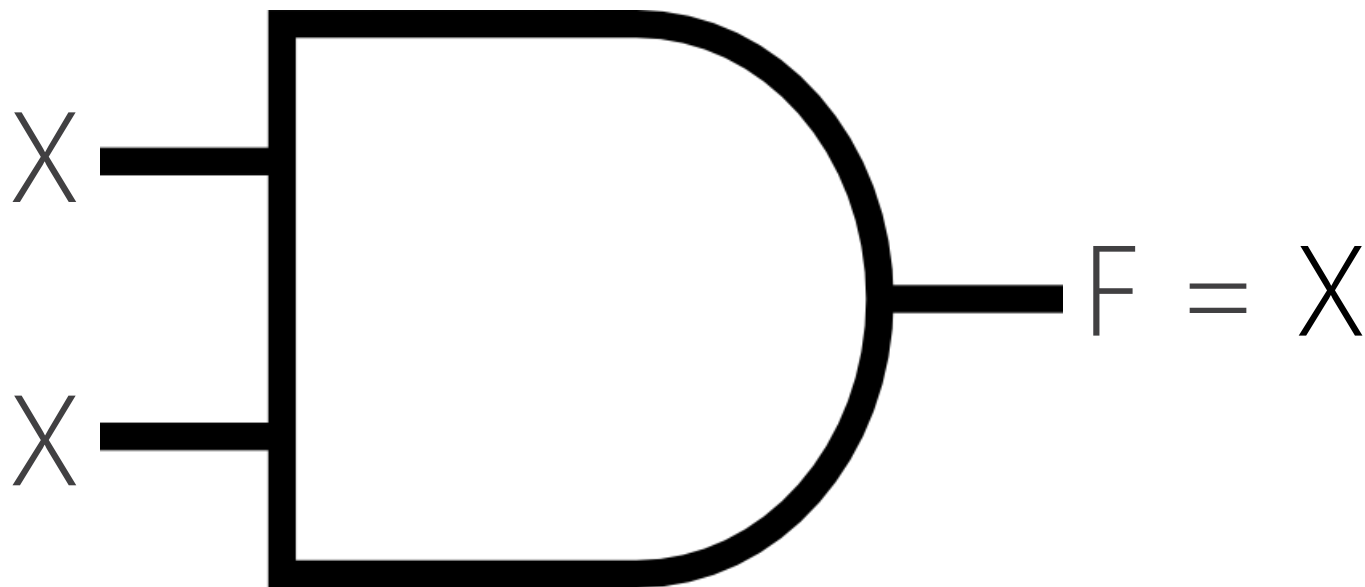
$$F = 0Y = 0$$



Y	X	YX
1	0	0
1	1	1

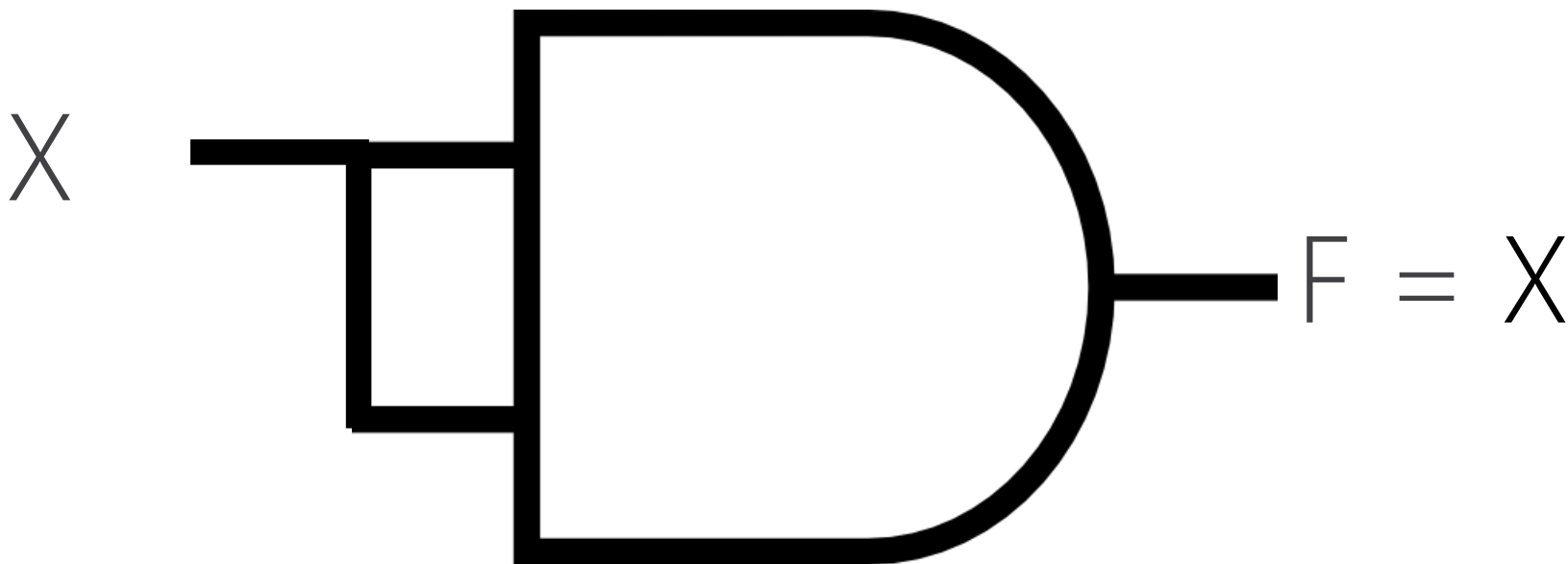
$$F = X1 = 1111X1111 = X$$





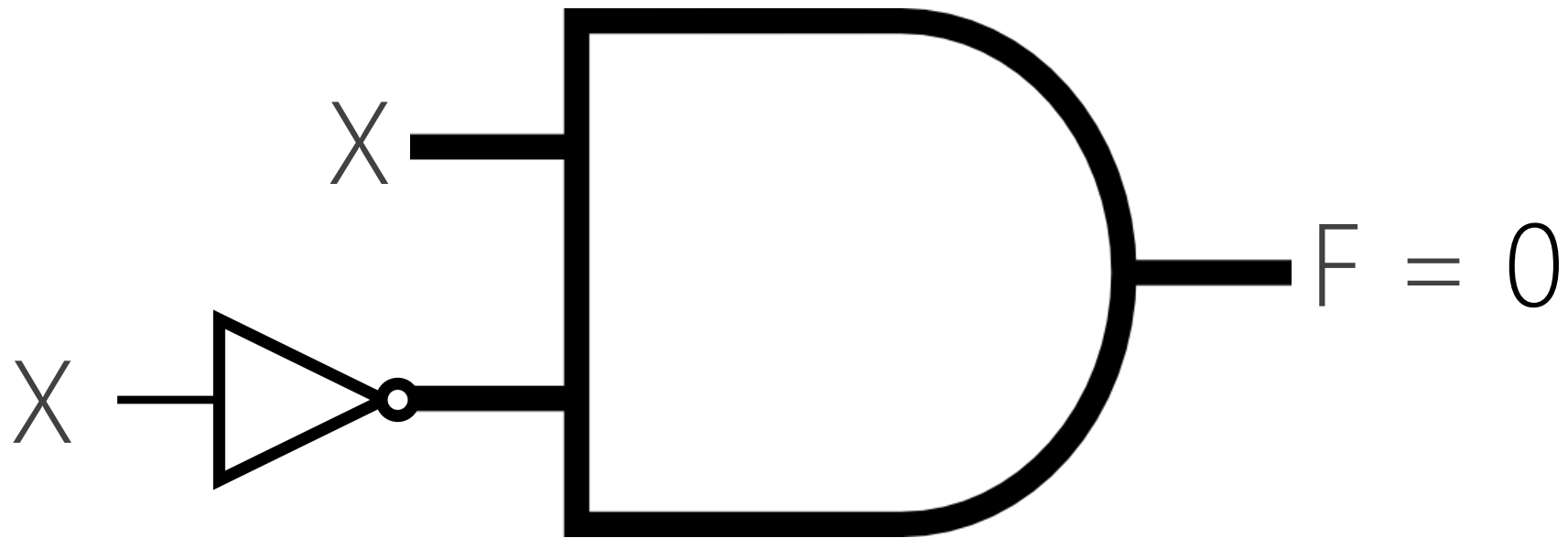
X	X	XX
0	0	0
1	1	1

$$F = XX = X$$



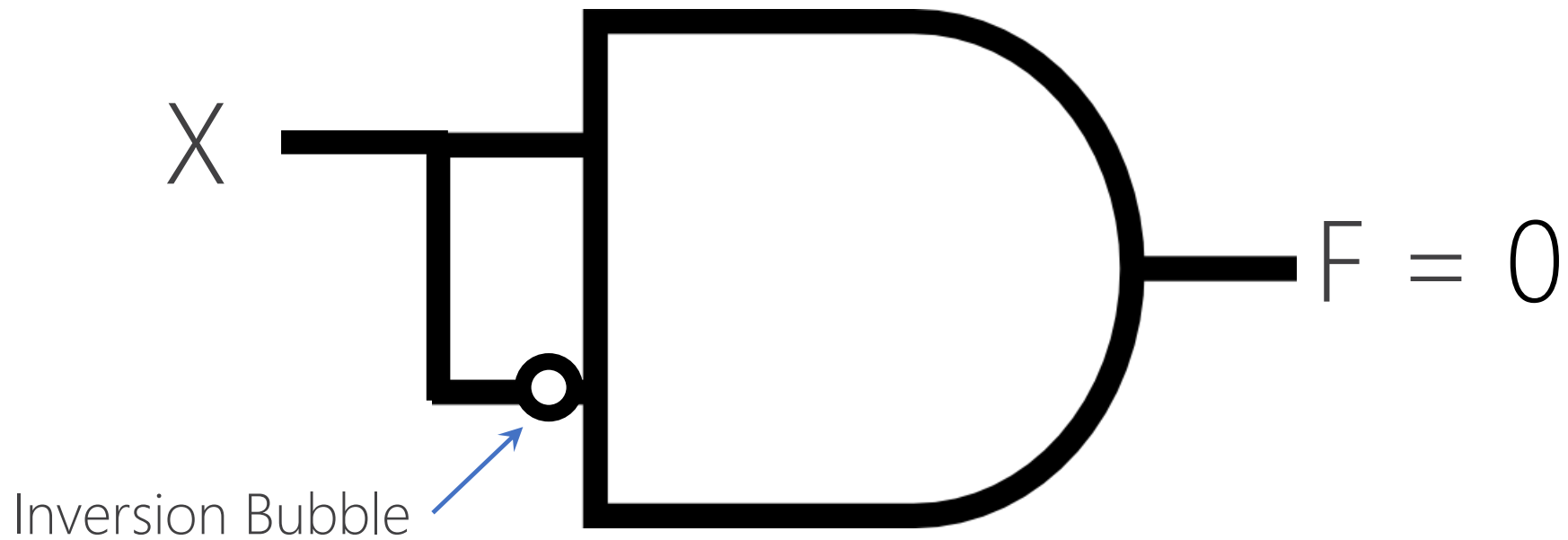
$X$	$X$	$XX$
0	0	0
1	1	1

$$F = XXX = X$$



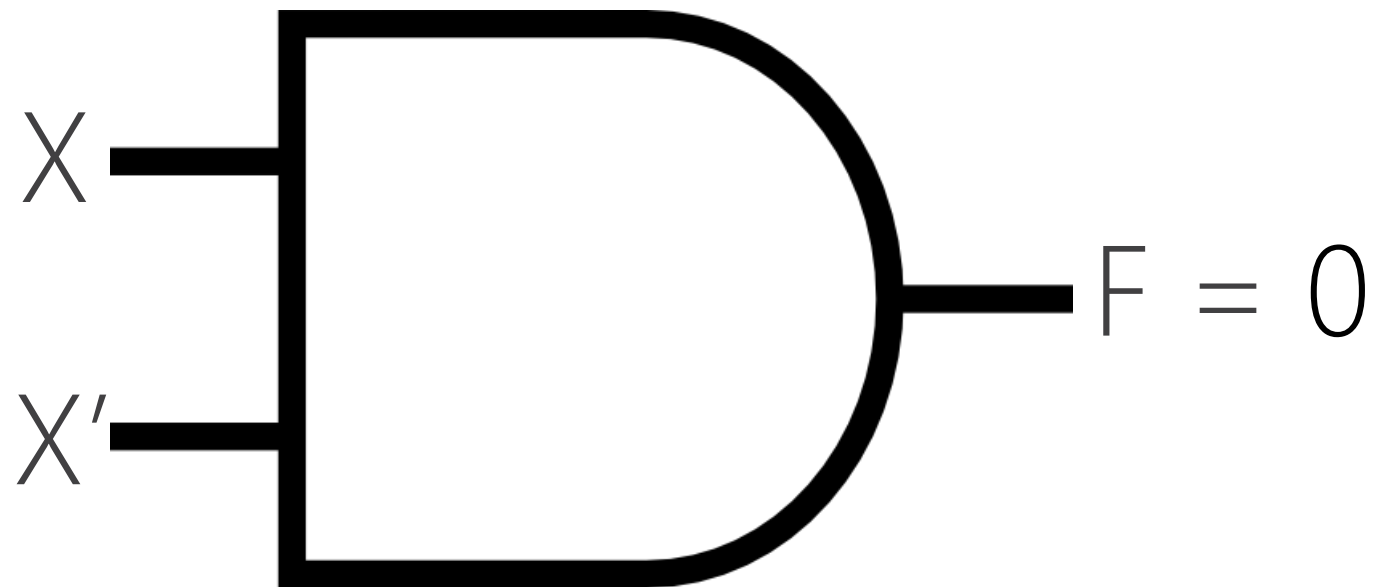
$X'$	$X$	$X'X$
1	0	0
0	1	0

$$F = XX' = 0$$



$X'$	$X$	$X'X$
1	0	0
0	1	0

$$F = XX' = 0$$



$X'$	$X$	$X'X$
1	0	0
0	1	0

$$F = XX' = 0$$

---

3-INPUT AND

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