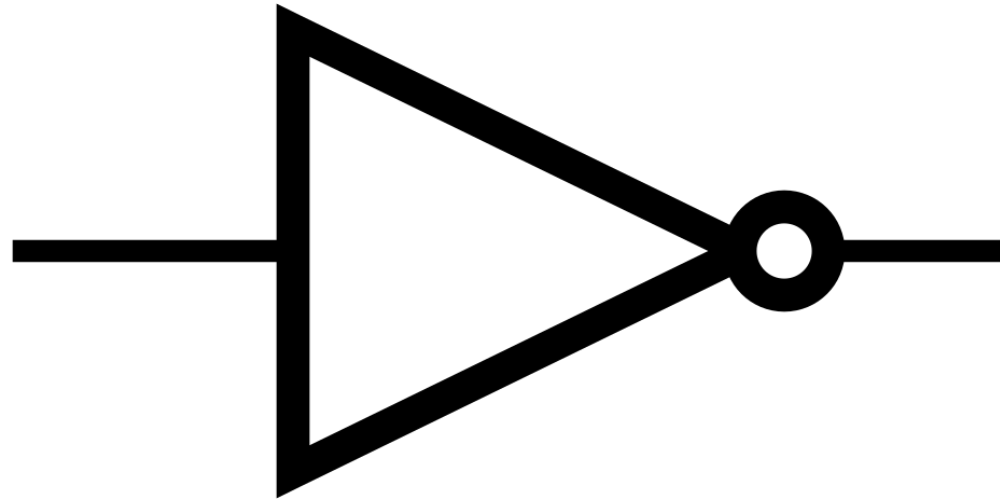

DIGITAL SYSTEMS

Discrete

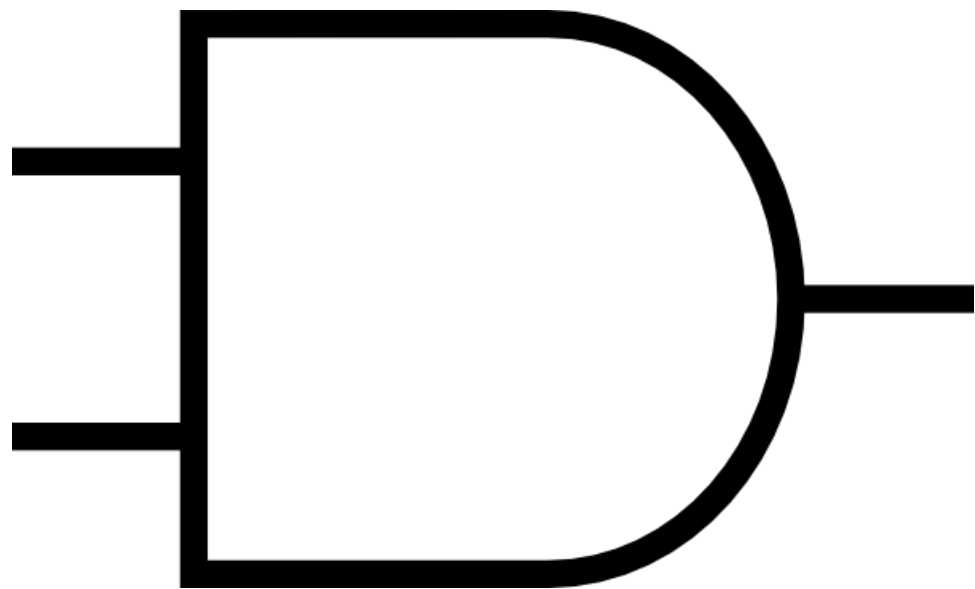
DESIGN COMPUTER

Positive Logic
Button-Up Approach

LOGIC GATES



NOT



AND

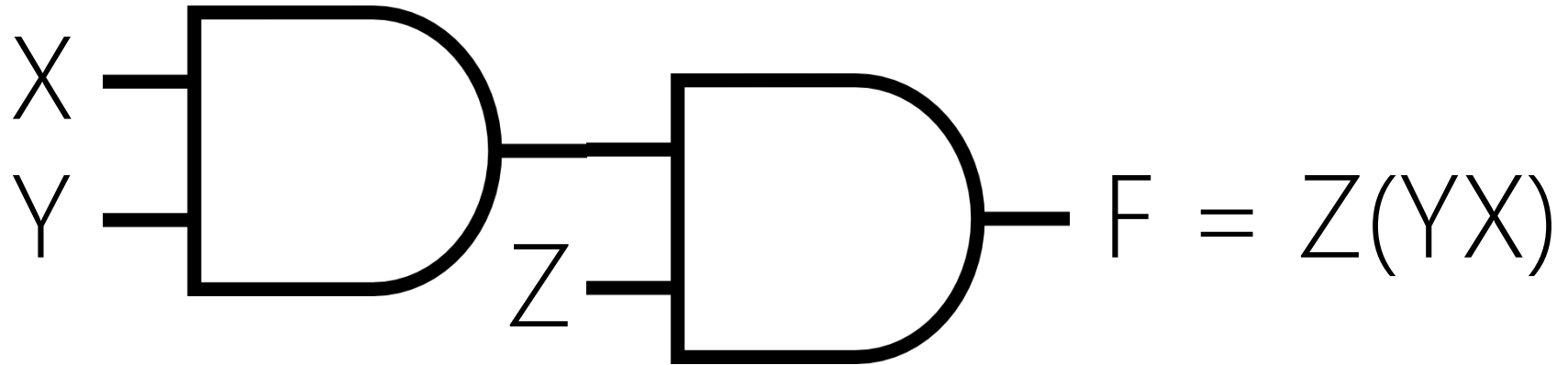
DESIGN

System design is to construct structure at *logical level* that:

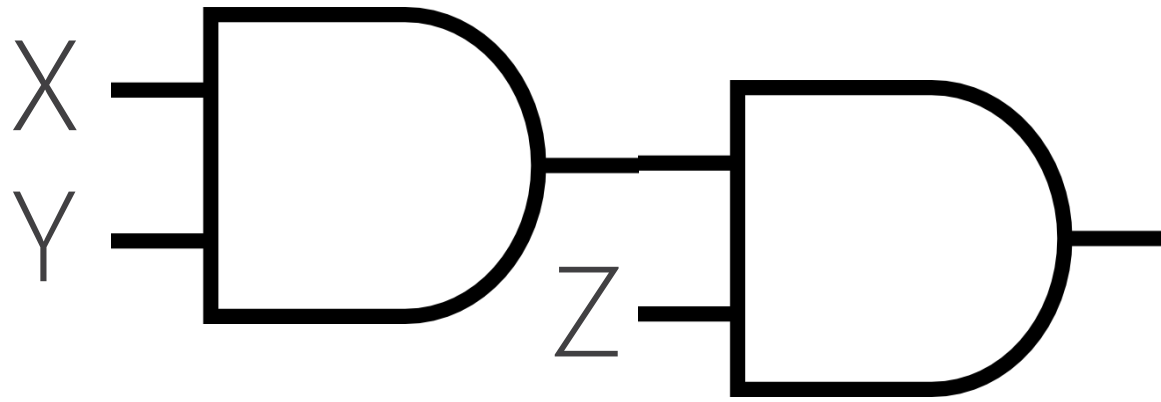
- Effective (true): provides a desired functionality
- Efficient (fast)
- Optimum Cost

3-INPUT AND

Z	Y	X	ZYX
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1



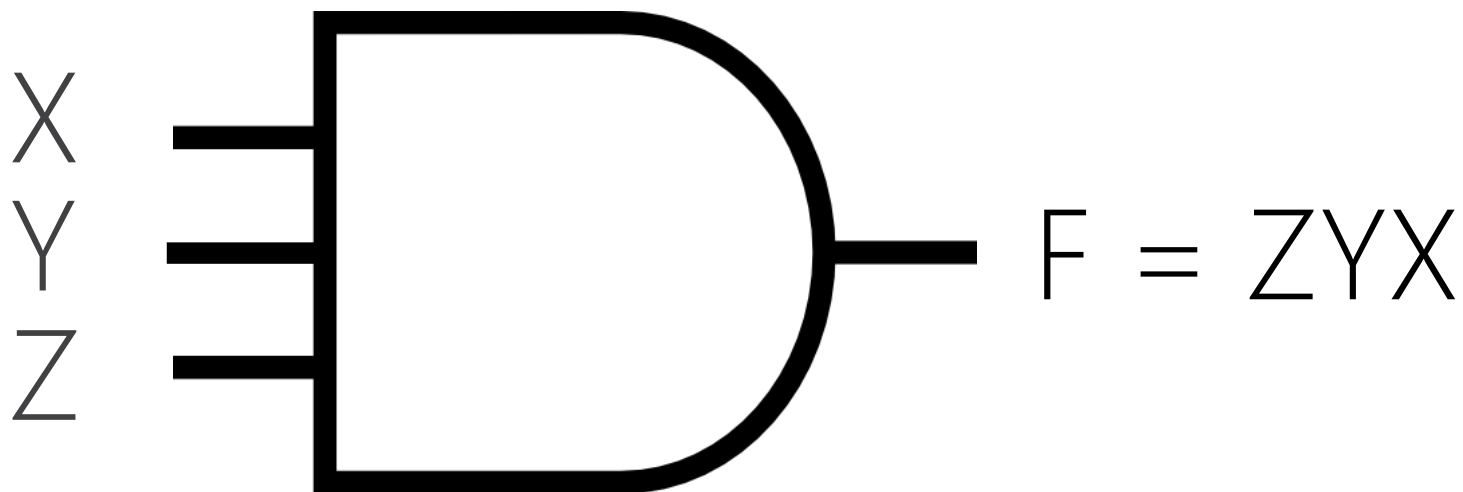
Z	Y	X	Z(YX)
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1



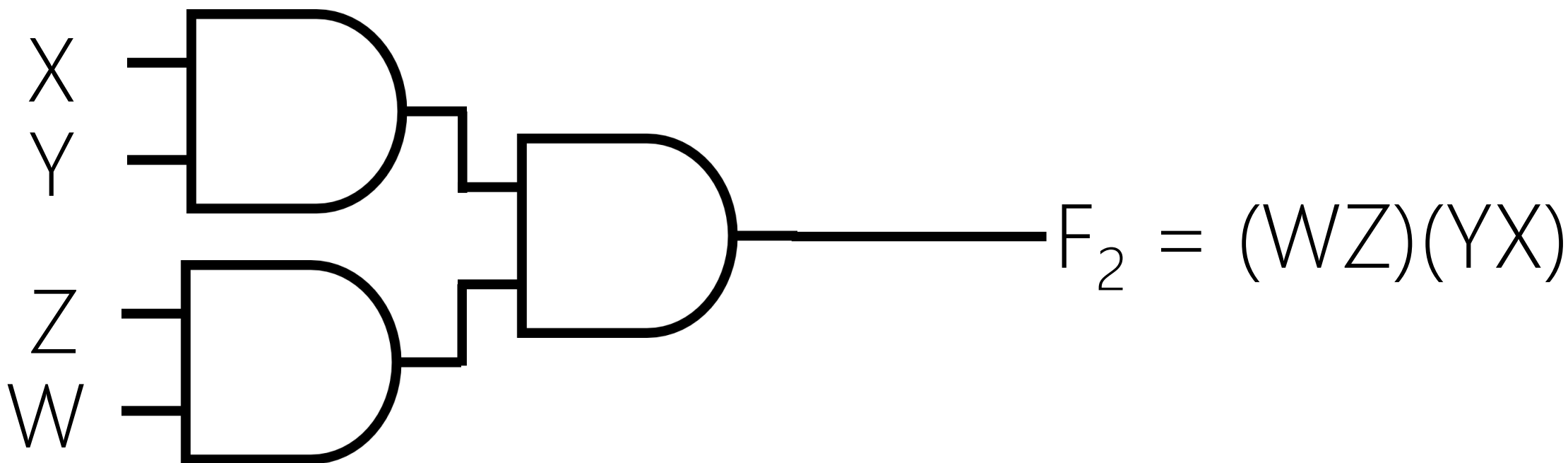
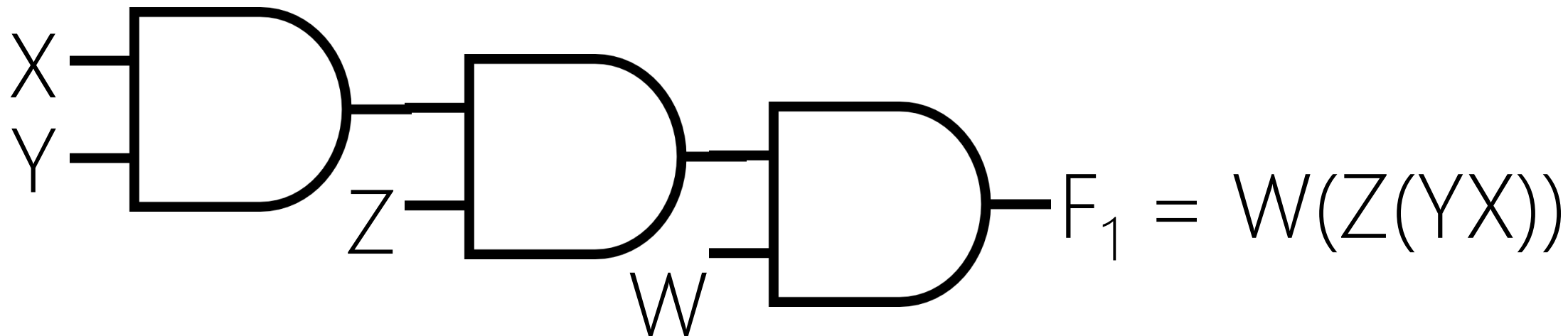
$$F = Z(YX) = Z(XY) = (ZX)Y = (XZ)Y = XZY$$

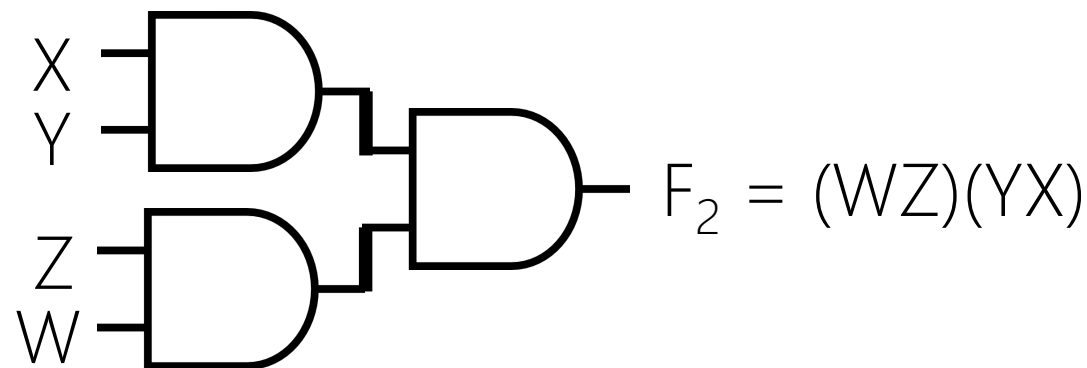
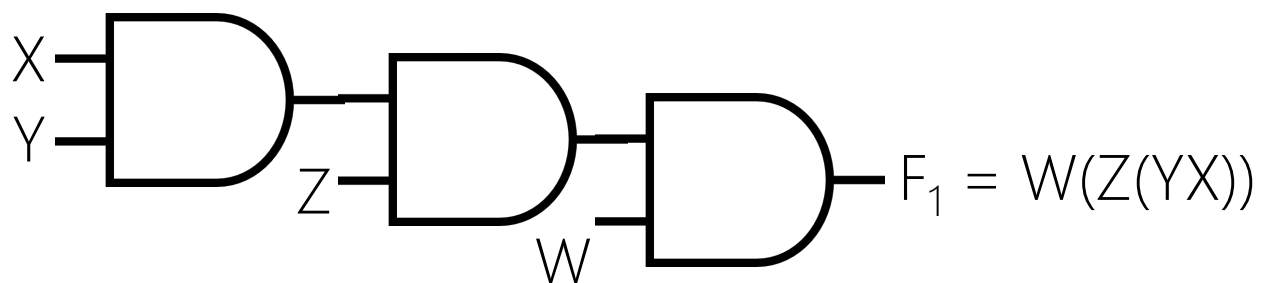
Associative

Z	Y	X	Z(YX)	Z(XY)	(ZX)Y	XZY
0	0	0	0	0	0	0
0	0	1	0	0	0	0
0	1	0	0	0	0	0
0	1	1	0	0	0	0
1	0	0	0	0	0	0
1	0	1	0	0	0	0
1	1	0	0	0	0	0
1	1	1	1	1	1	1

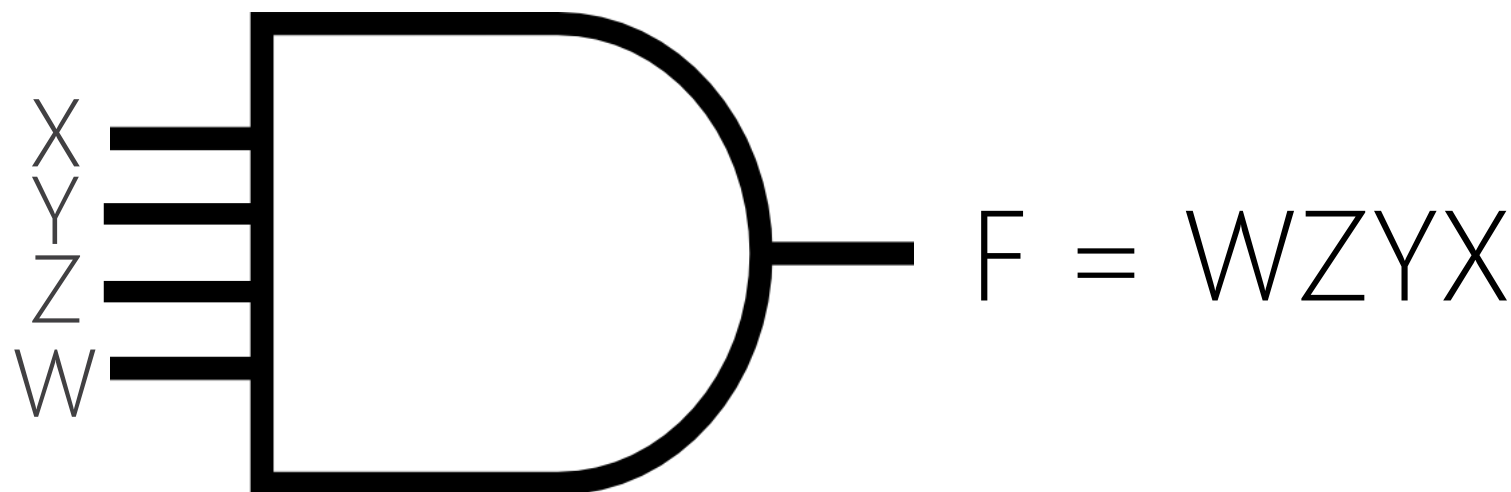
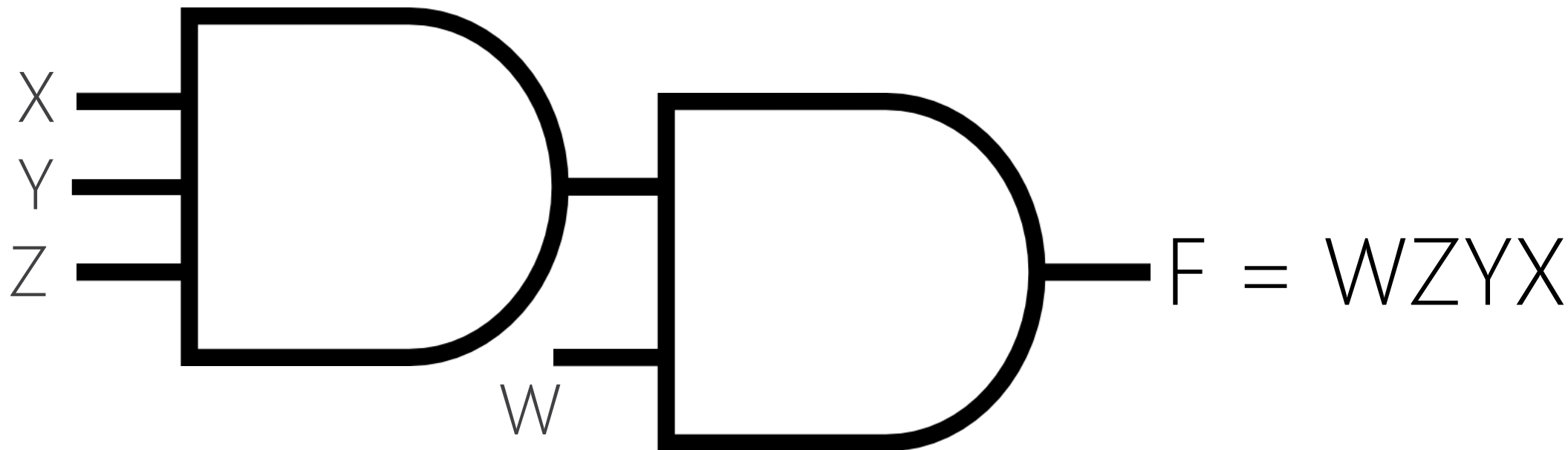


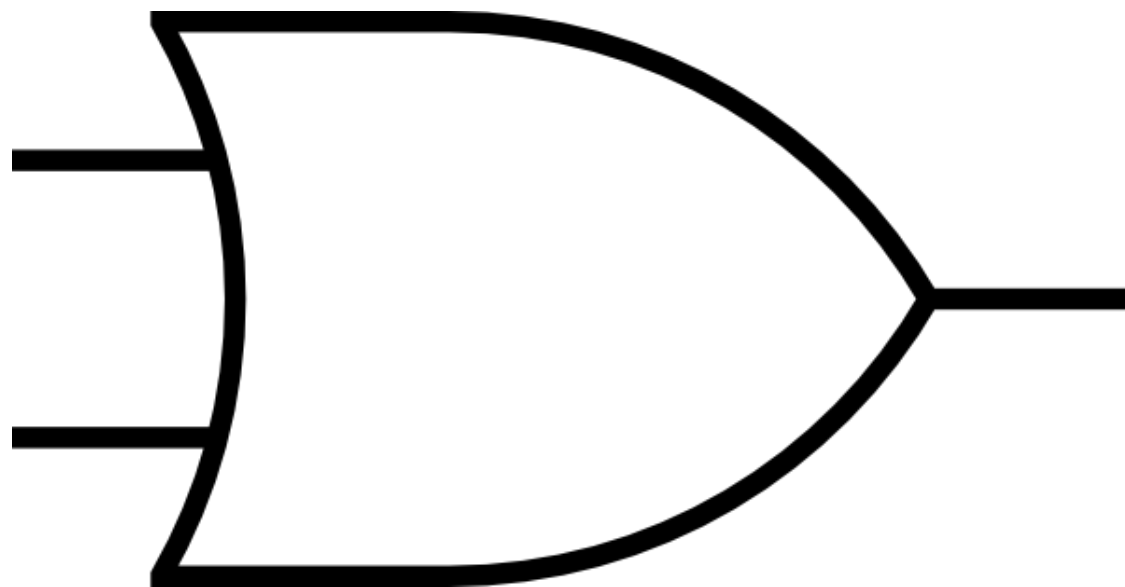
Z	Y	X	ZYX
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1



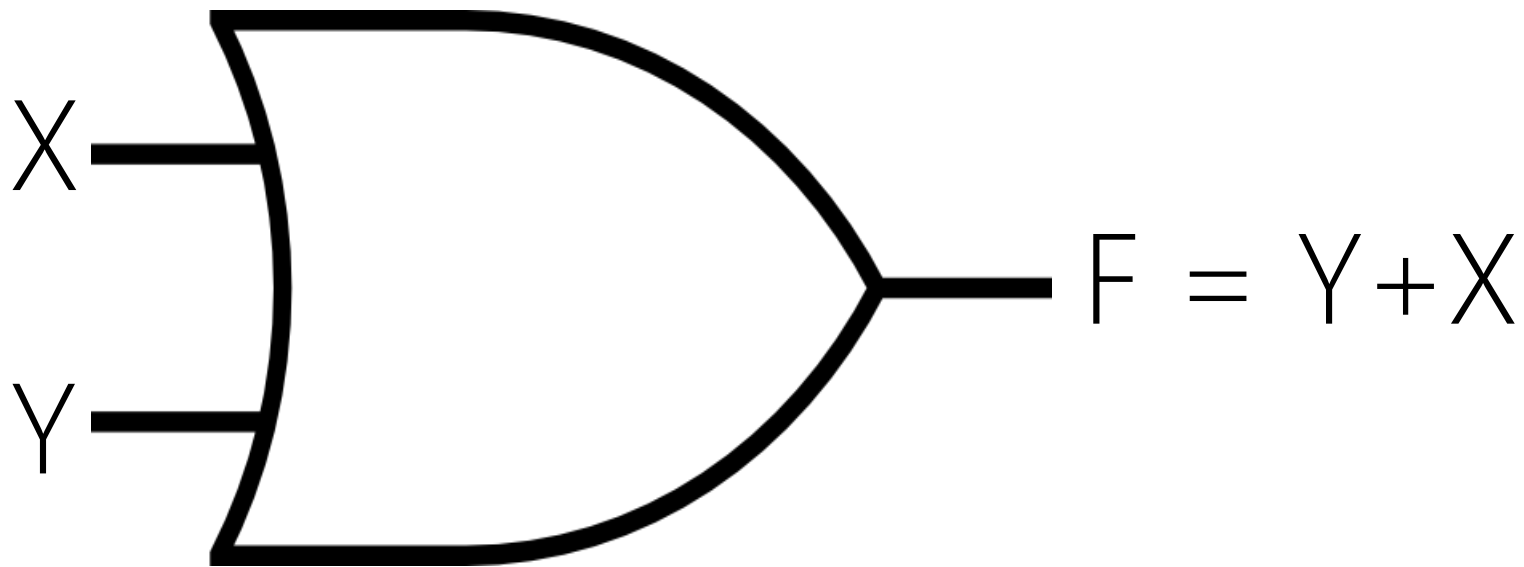


$F = WZYX$	F_1	F_2
Effective (True)	Yes	Yes
Efficient (Fast)	Hmm, 3 levels, No!	Yes! 2 levels
Min. Cost	3 gates, Yes	3 gates, Yes

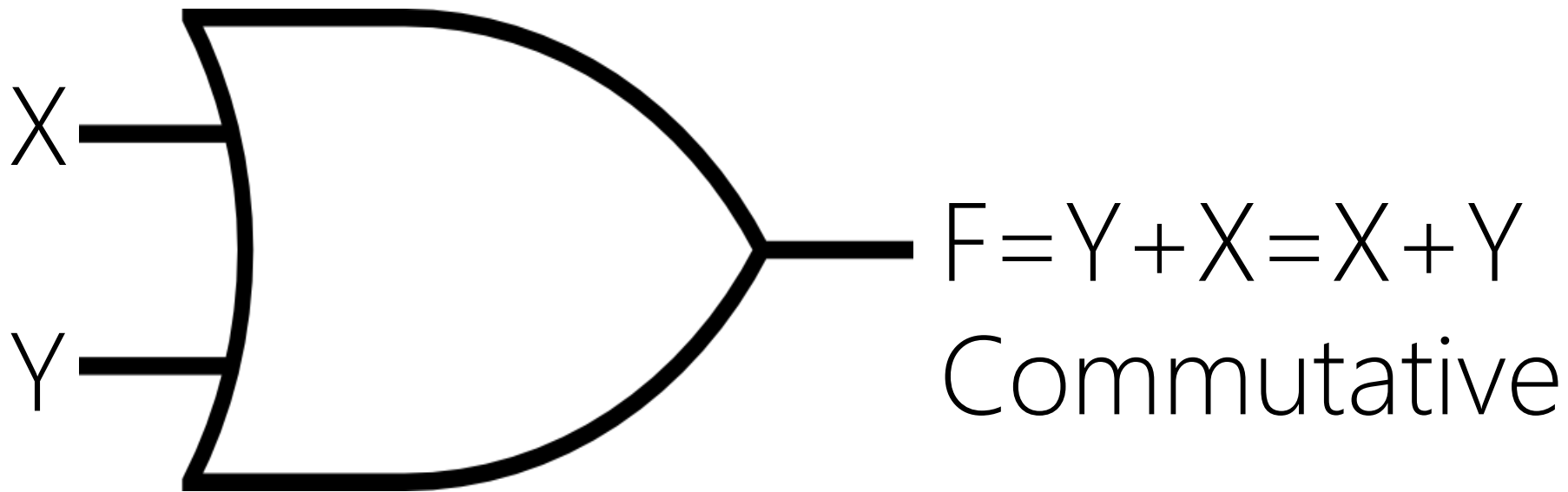




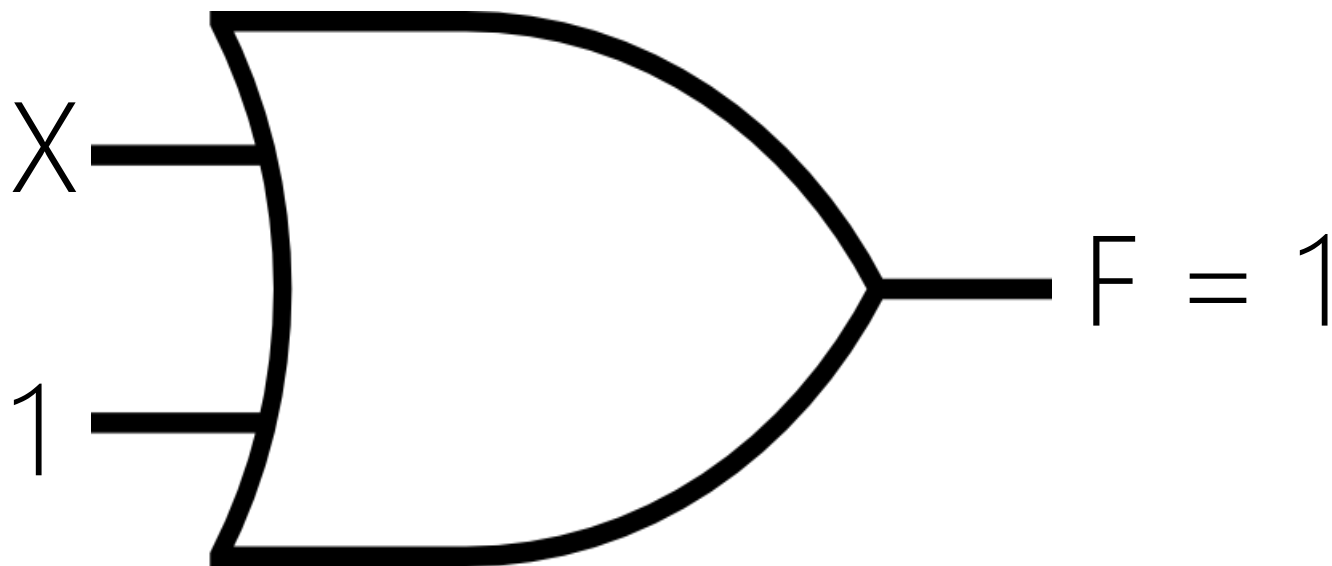
OR



Y	X	Y OR X	$Y+X$
0	0	0	0
0	1	1	1
1	0	1	1
1	1	1	1

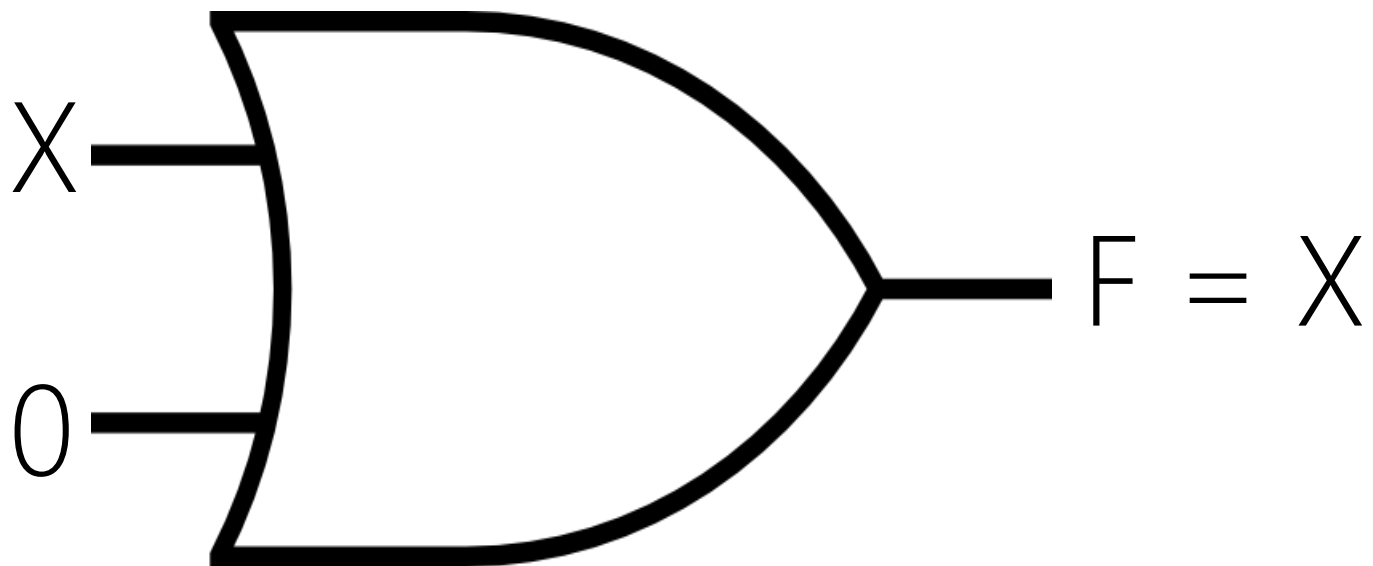


X	Y	$X \text{ OR } Y$	$X + Y$
0	0	0	
0	1	1	
1	0	1	
1	1	1	



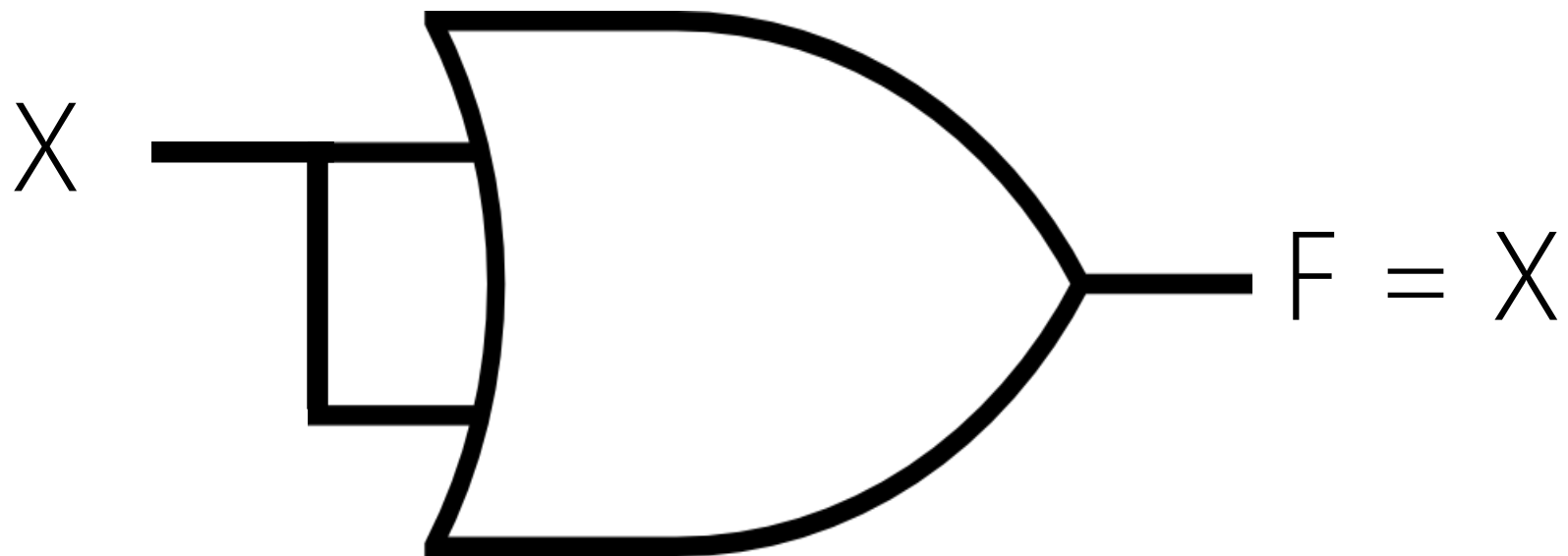
$$F = X + 1 = 1$$

Y	X	Y+X
1	0	1
1	1	1



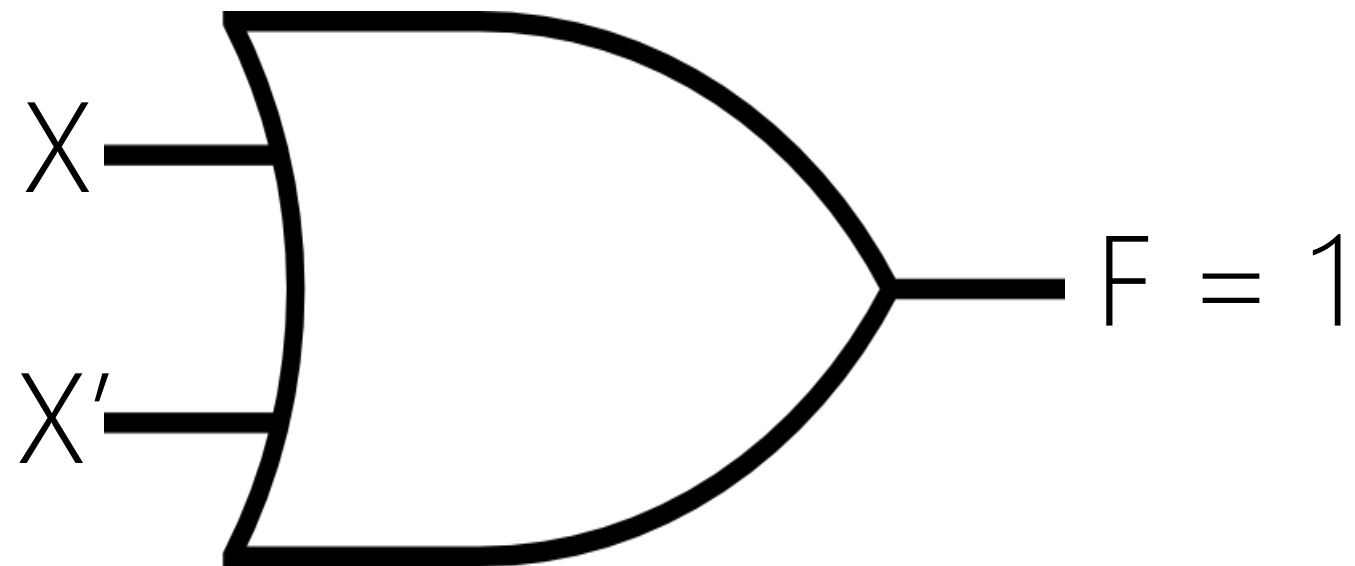
$$F = X + 0 = X$$

Y	X	Y+X
0	0	0
0	1	1



X	X	X+X
0	0	0
1	1	1

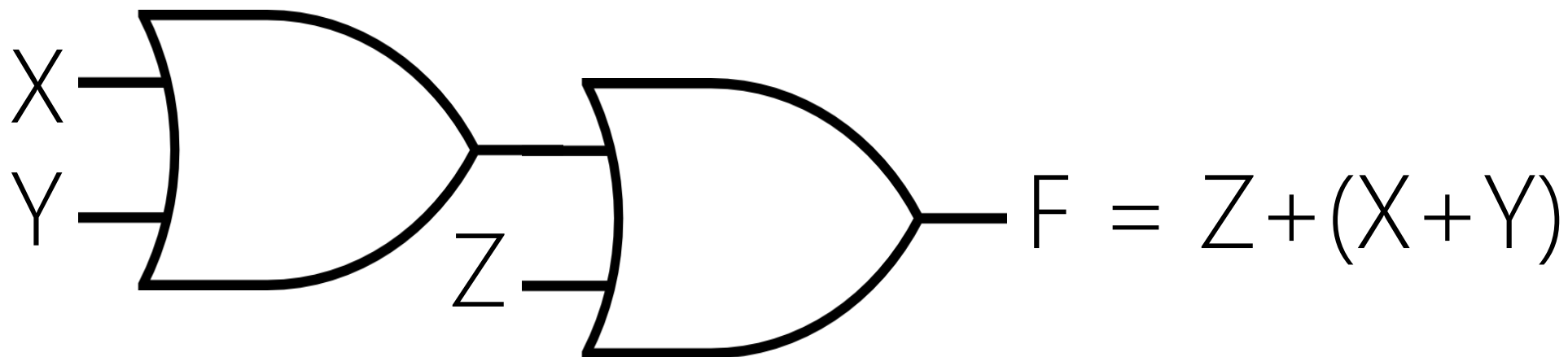
$$F = X + X = X$$



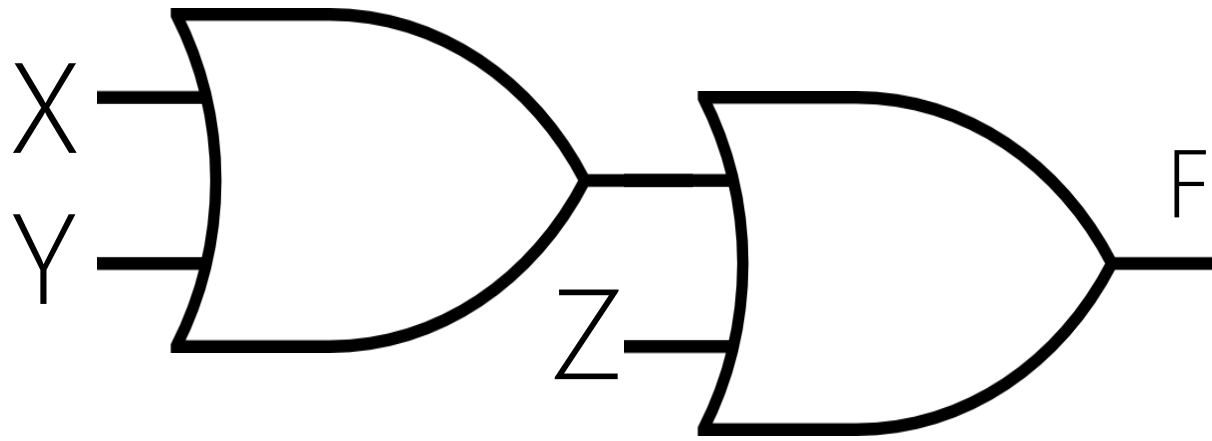
$$F = X + X' = 1$$

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

3-INPUT OR



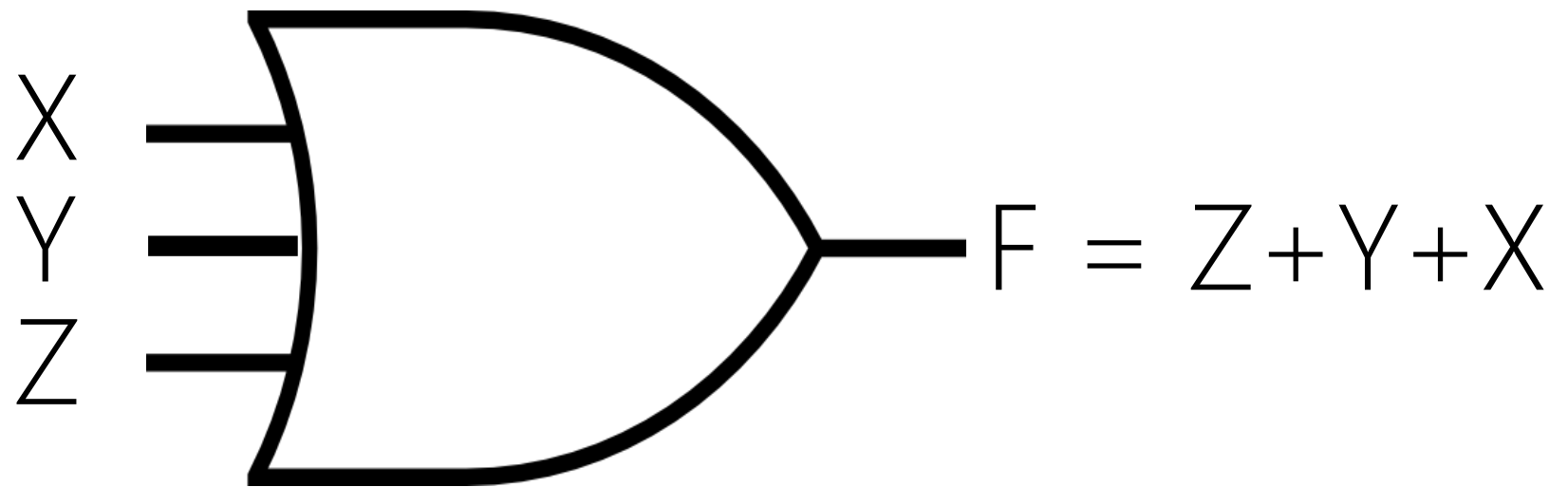
Z	Y	X	$Z + (X + Y)$
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1



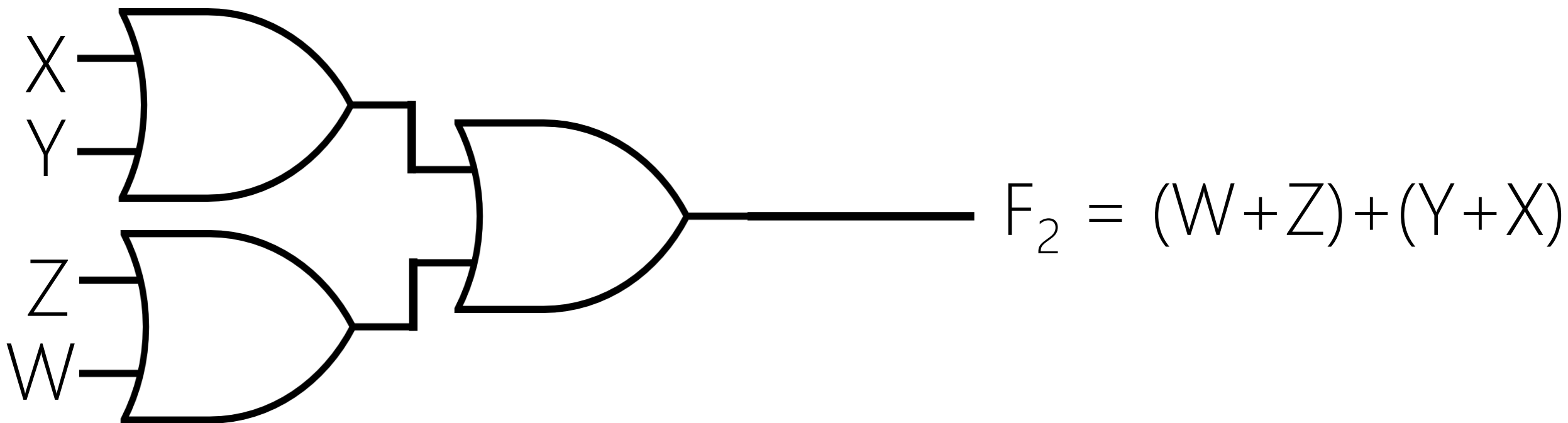
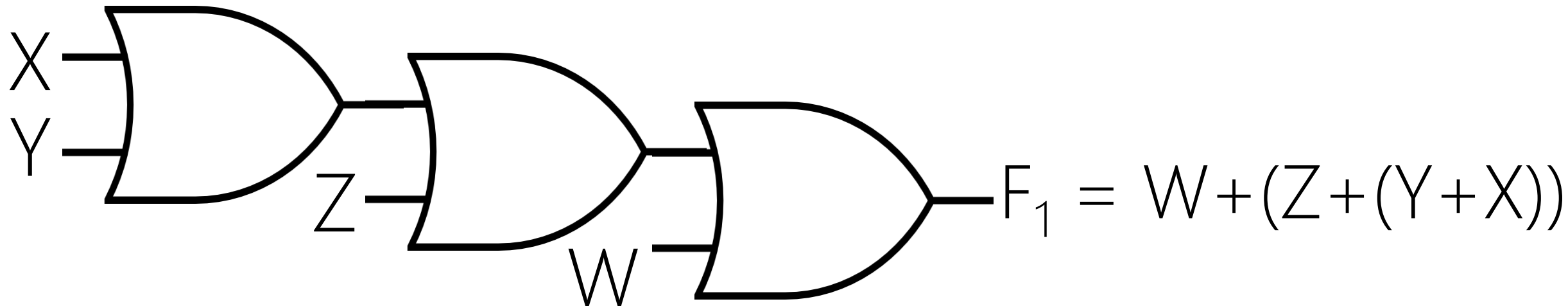
$$F = Z + (Y + X) = Z + (X + Y) = (Z + X) + Y \\ = Z + Y + X$$

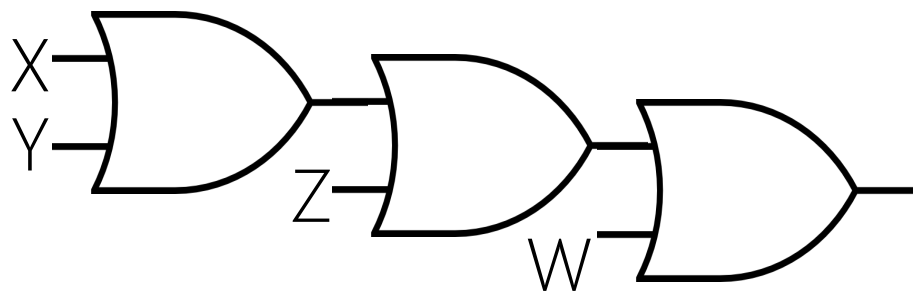
Associative

Z	Y	X	$Z + (Y + X)$	$Z + (X + Y)$	$(Z + X) + Y$	ZXY
0	0	0	0	0	0	0
0	0	1	1	1	1	0
0	1	0	1	1	1	0
0	1	1	1	1	1	0
1	0	0	1	1	1	0
1	0	1	1	1	1	0
1	1	0	1	1	1	0
1	1	1	1	1	1	0

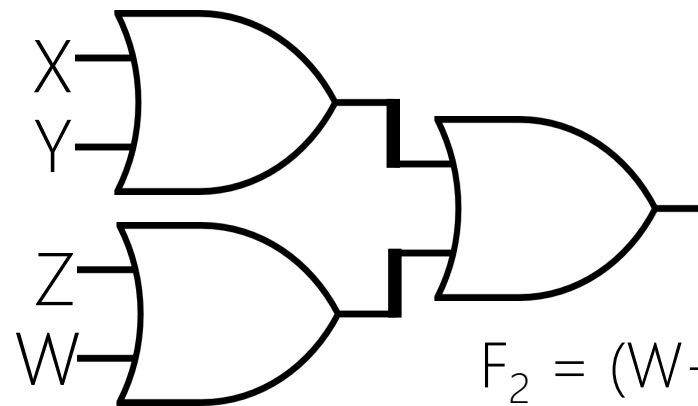


Z	Y	X	$Z+(Y+X)$	$Z+(X+Y)$	$(Z+X)+Y$	ZXY
0	0	0	0			
0	0	1	1			
0	1	0	1			
0	1	1	1			
1	0	0	1			
1	0	1	1			
1	1	0	1			
1	1	1	1			





$$F_1 = W + (Z + (Y + X))$$



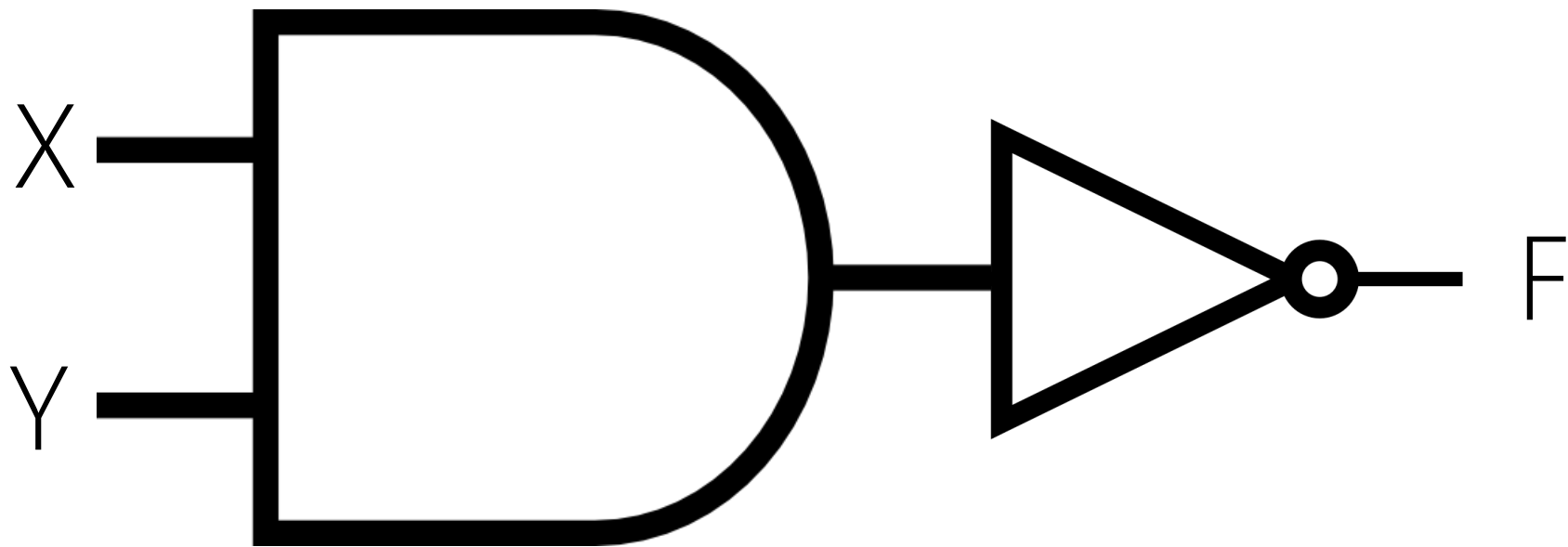
$$F_2 = (W + Z) + (Y + X)$$

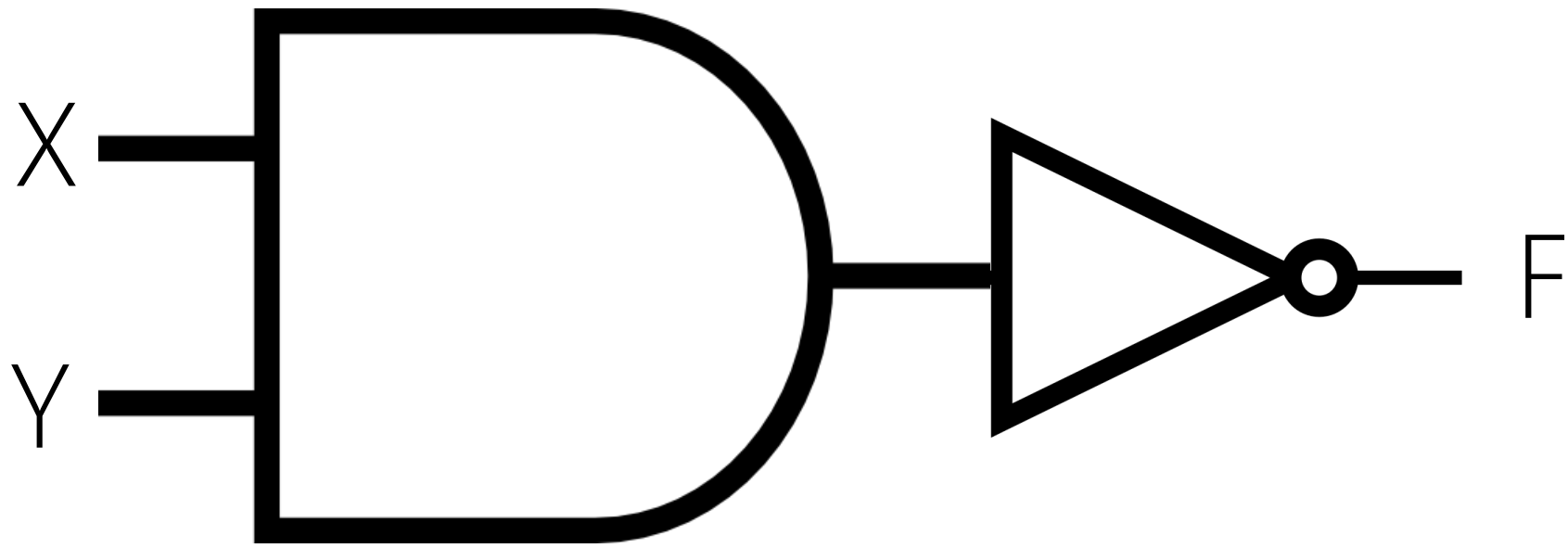
$F = W + Z + Y + X$	F_1	F_2
Effective (True)	Yes	Yes
Efficient (Fast)	Hmm, 3 levels, No!	Yes! 2 levels
Min. Cost	3 gates, Yes	3 gates, Yes

ANALYSIS I

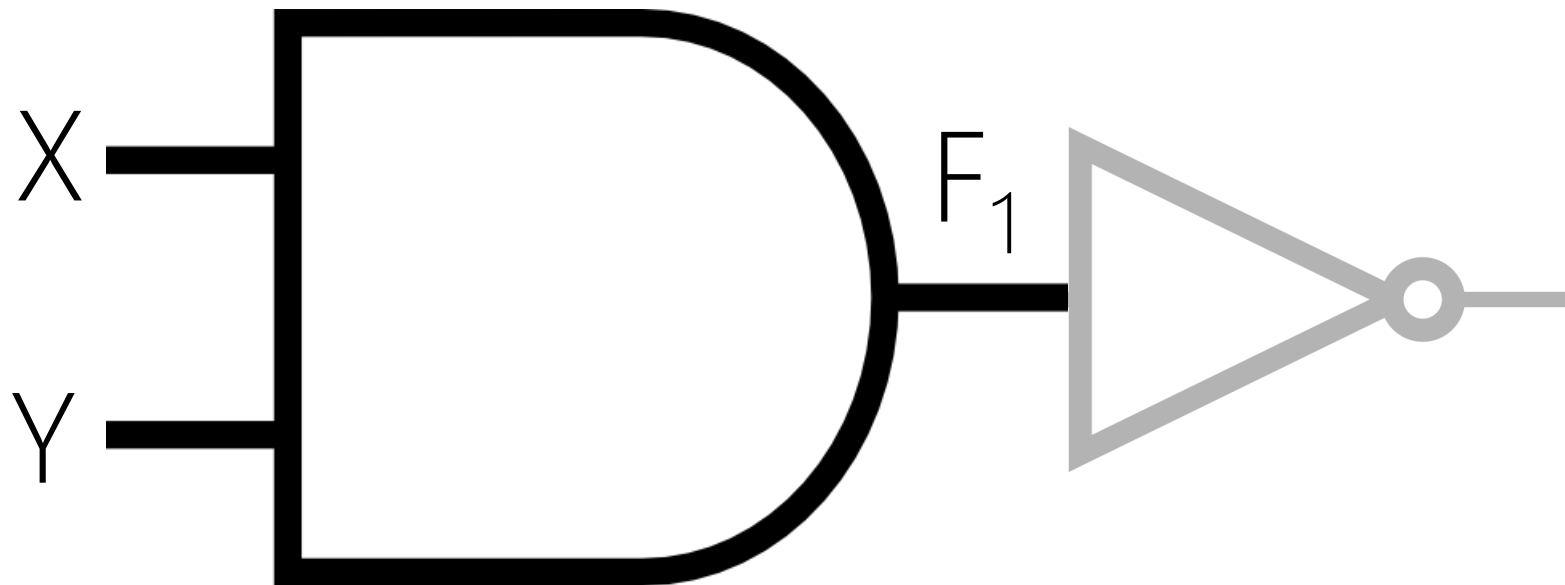
System analysis is given the structure of a system, find its functionality.

Determine the functionality exhibited by a structure.

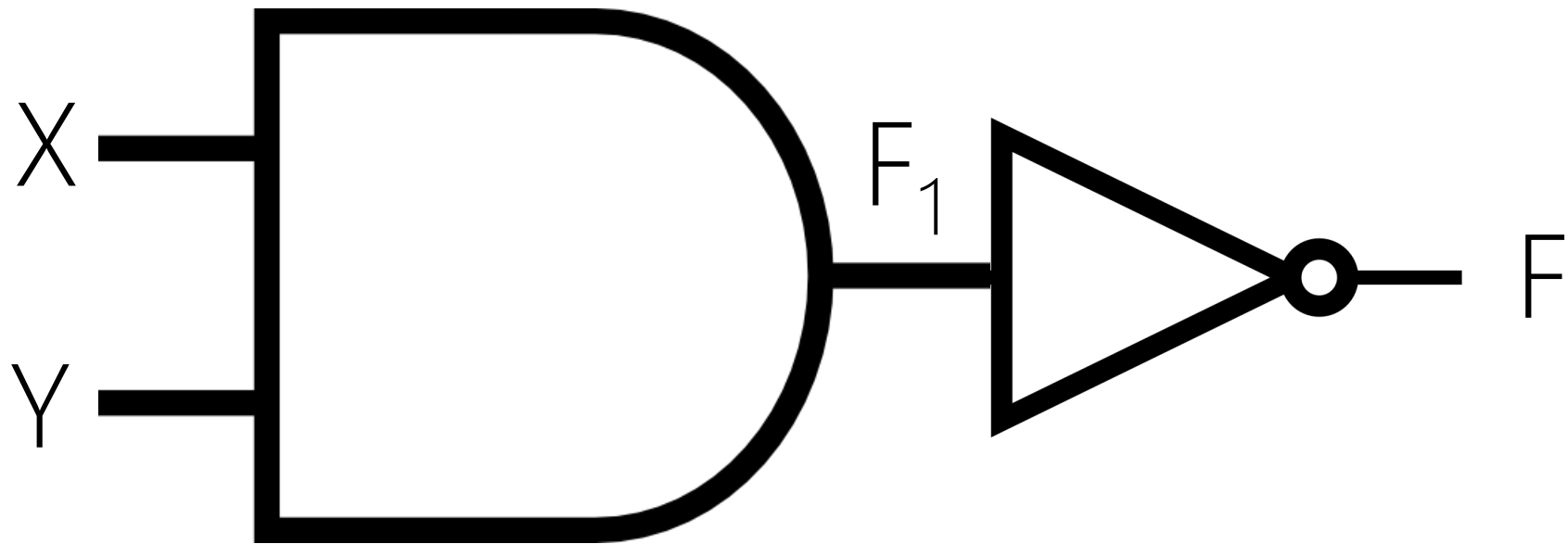




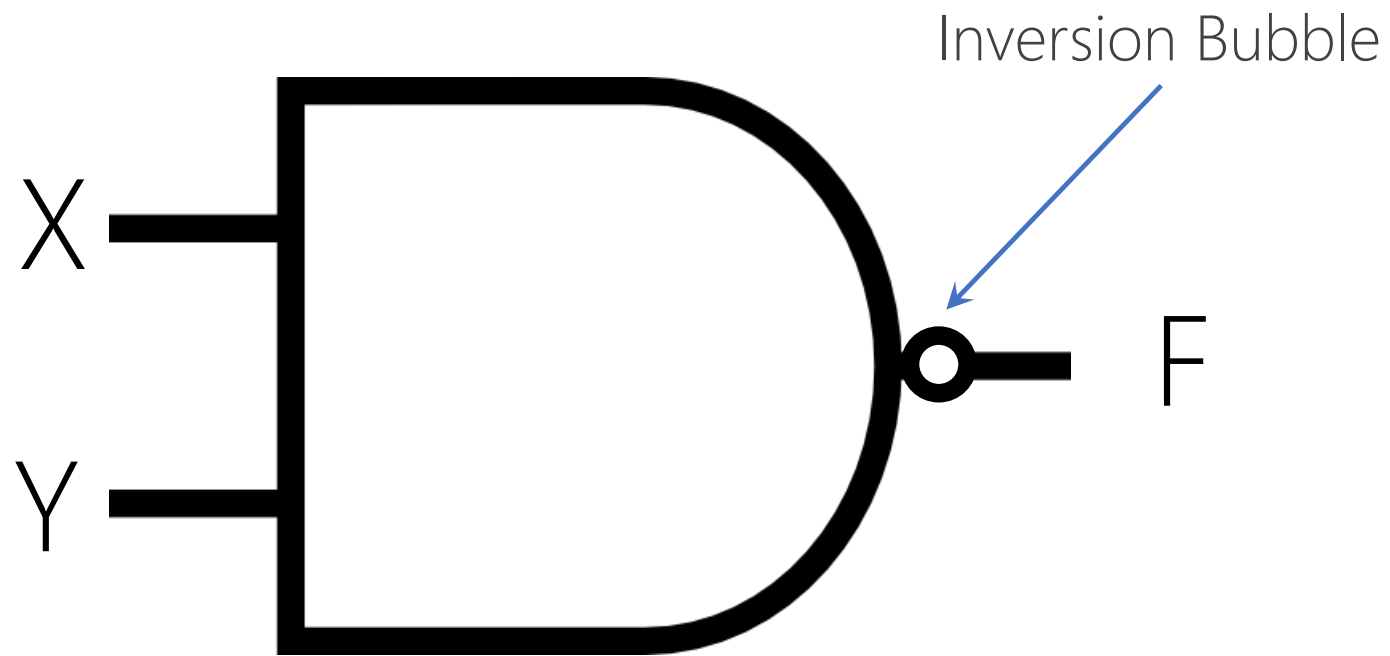
Y	X	F = ?
0	0	?
0	1	?
1	0	?
1	1	?



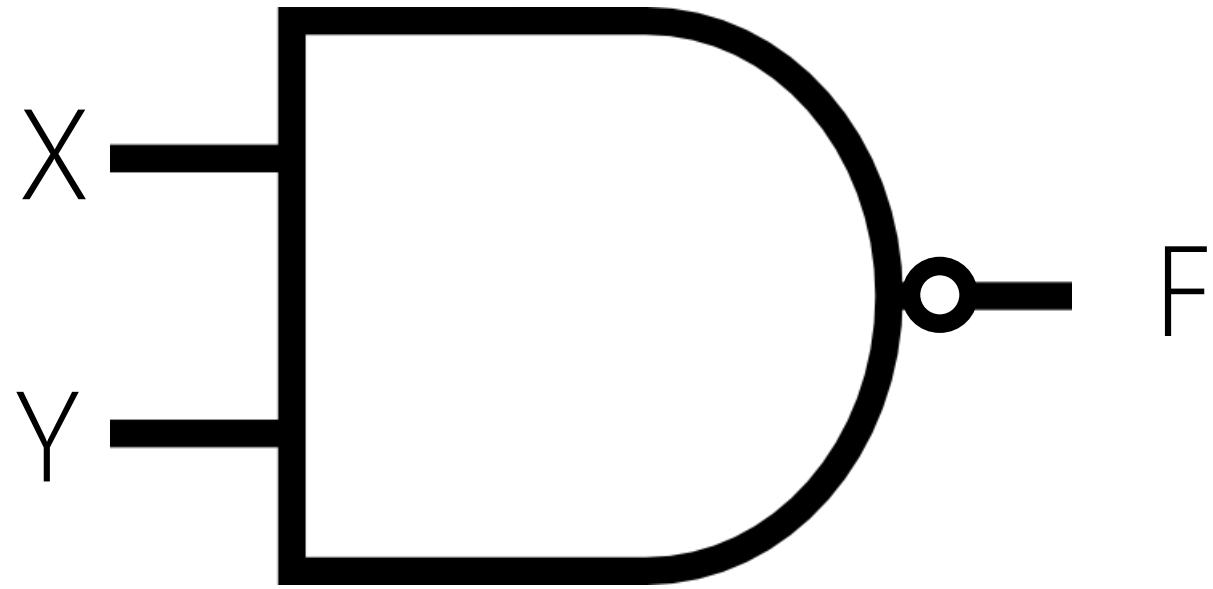
Y	X	$F_1 = YX$
0	0	0
0	1	0
1	0	0
1	1	1



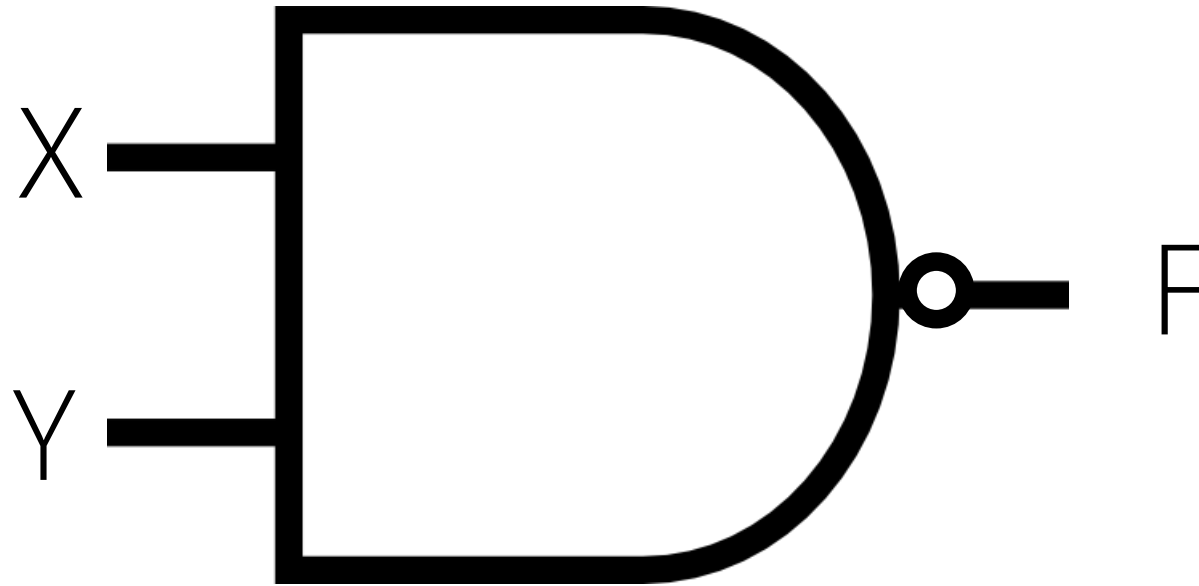
Y	X	$F_1 = YX$	$F = (YX)'$
0	0	0	1
0	1	0	1
1	0	0	1
1	1	1	0



NAND (Not – AND)

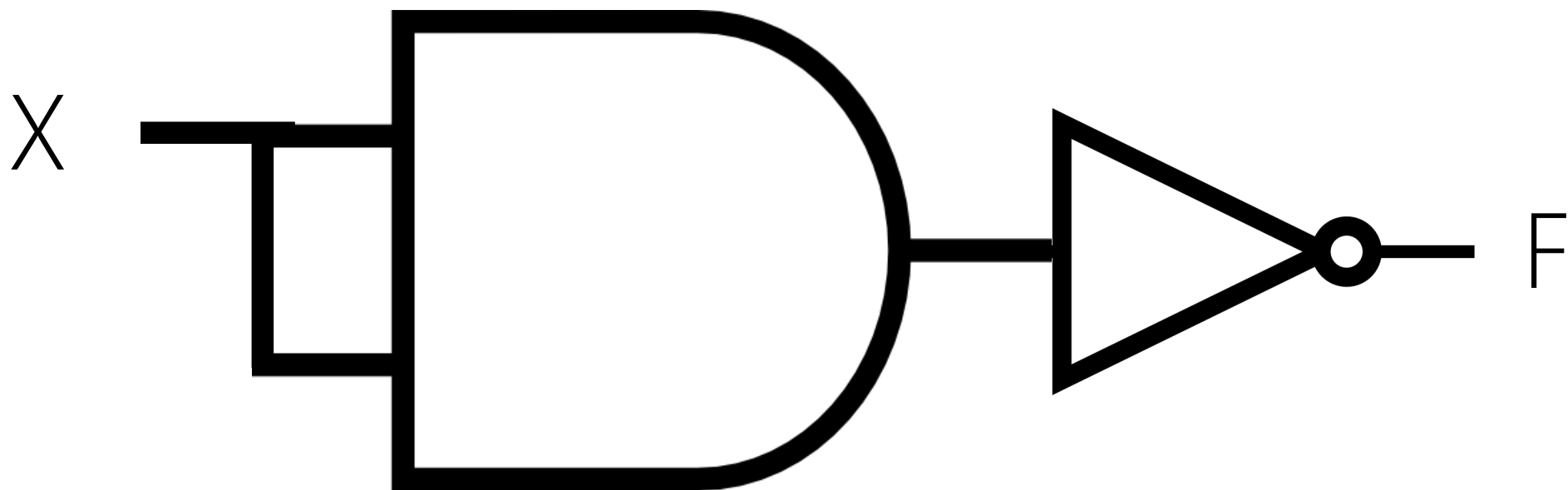


Y	X	$F = (YX)'$	$F = Y \uparrow X$
0	0	1	
0	1	1	
1	0	1	
1	1	0	

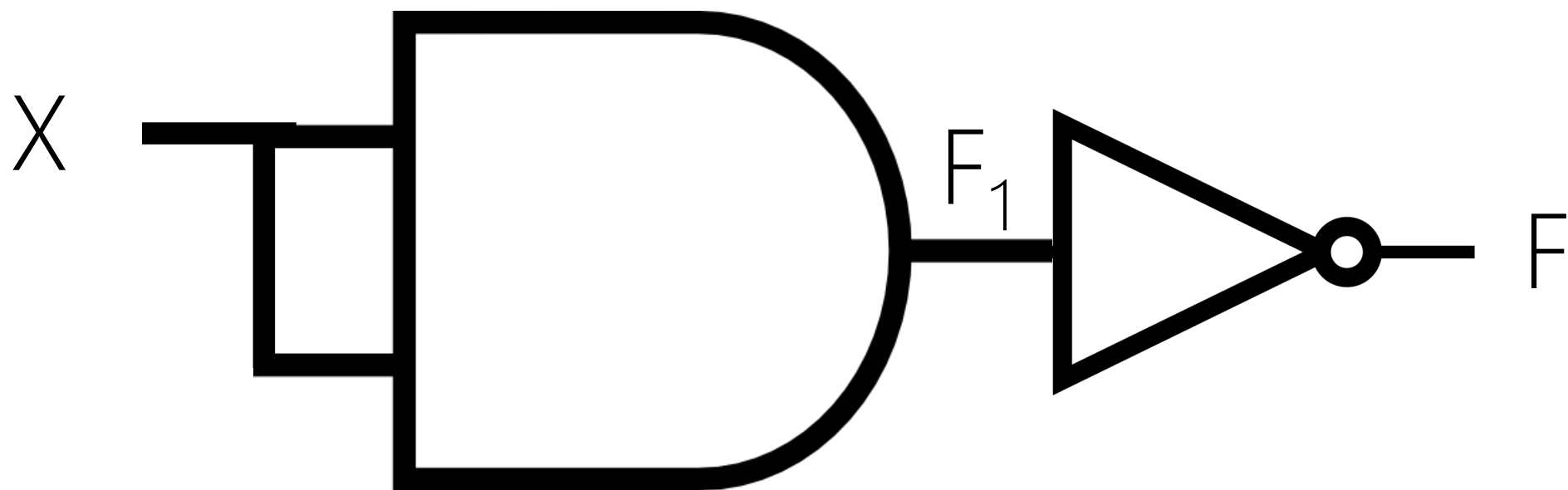


$$F = (YX)' = (XY)' = Y \uparrow X = X \uparrow Y$$

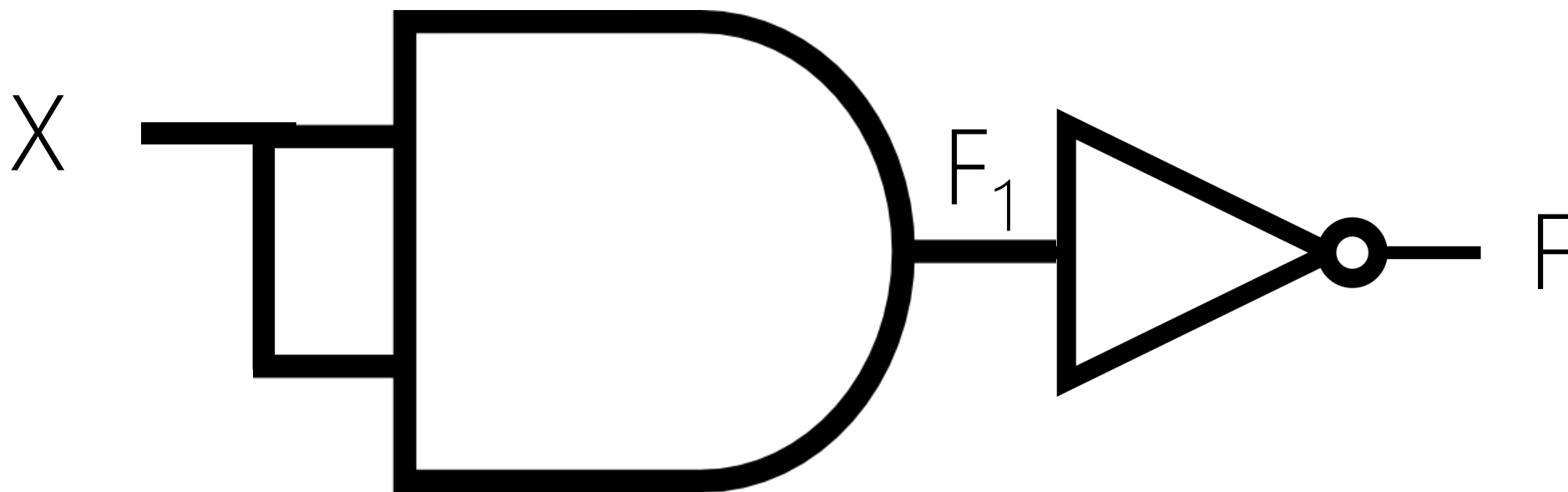
Commutative



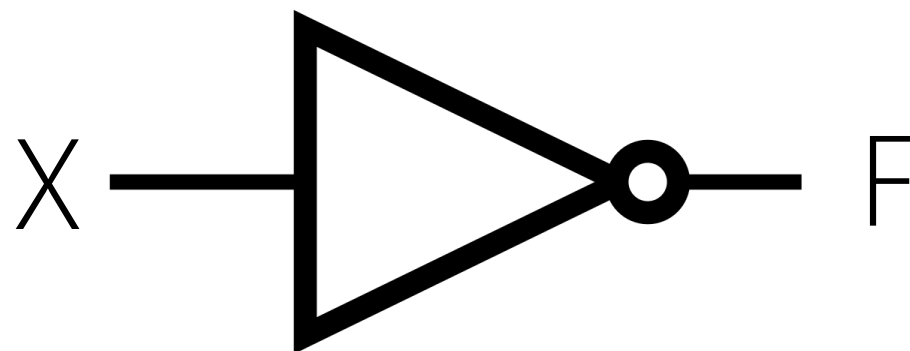
X	F = ?
0	
1	



X	$F_1 = XX$	$F = ?$
0	0	
1	1	



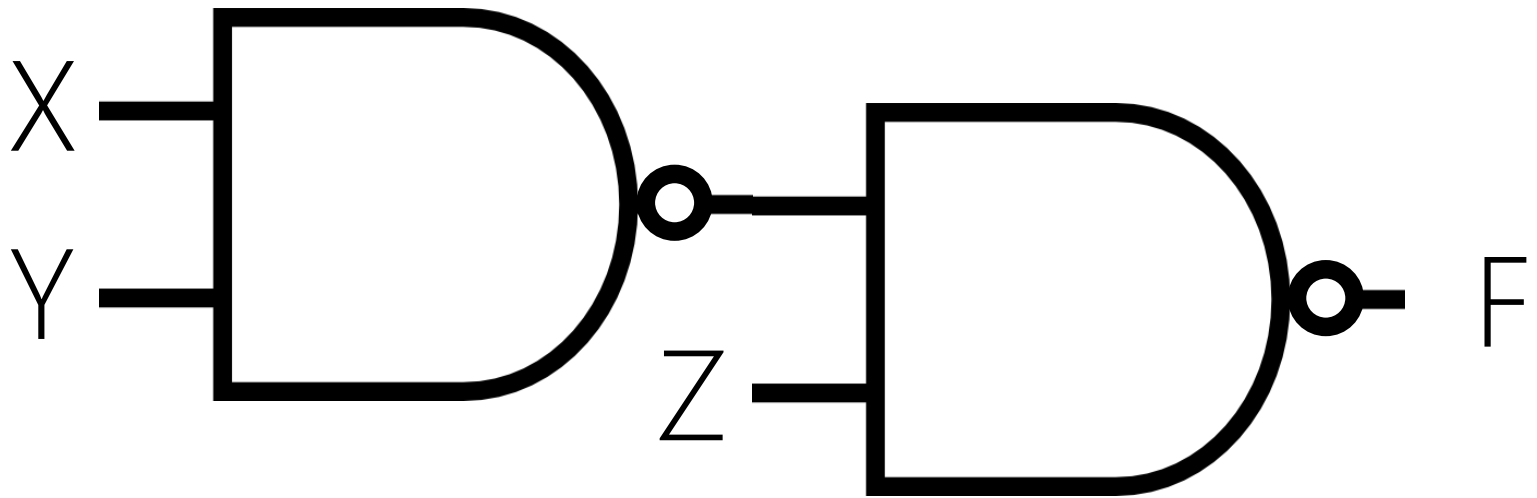
X	$F_1 = XX$	$F = (XX)'$
0	0	1
1	1	0



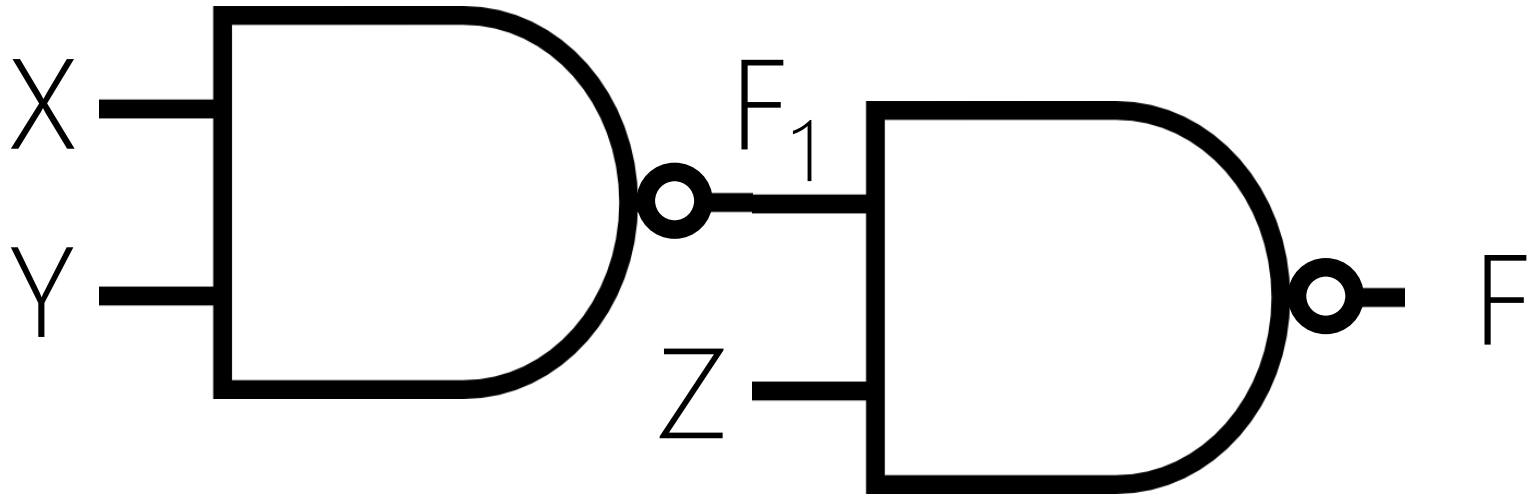
X	$F = (XX)' = X \uparrow X = X'$
0	1
1	0

3-INPUT NAND

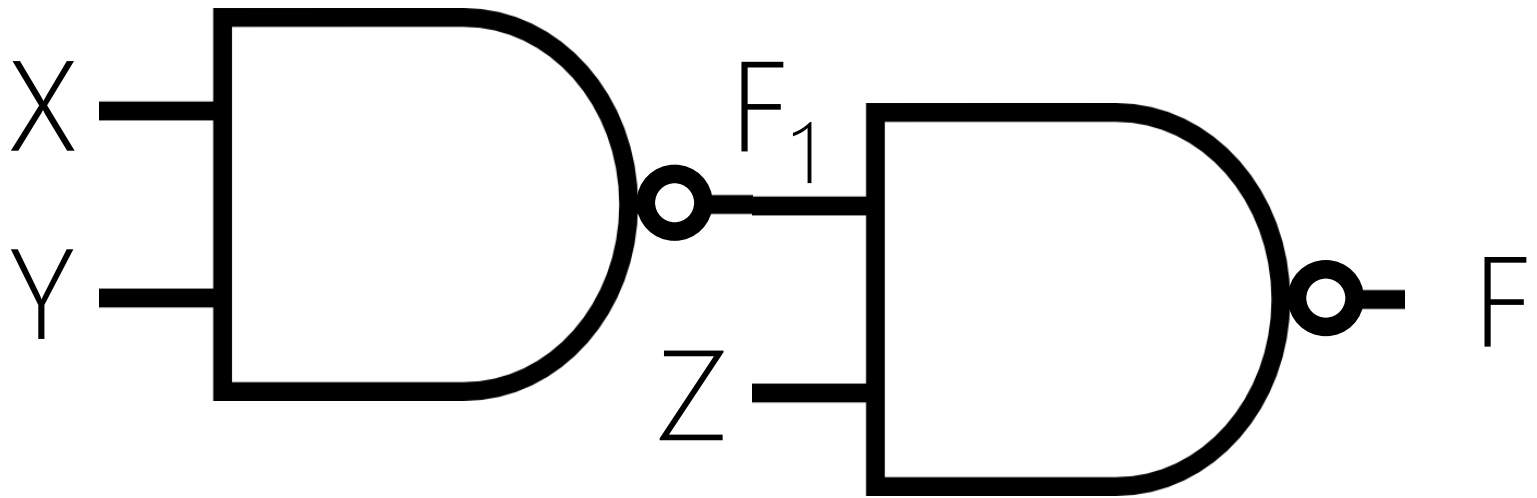
Z	Y	X	$F=(ZYX)'$
0	0	0	1
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	0



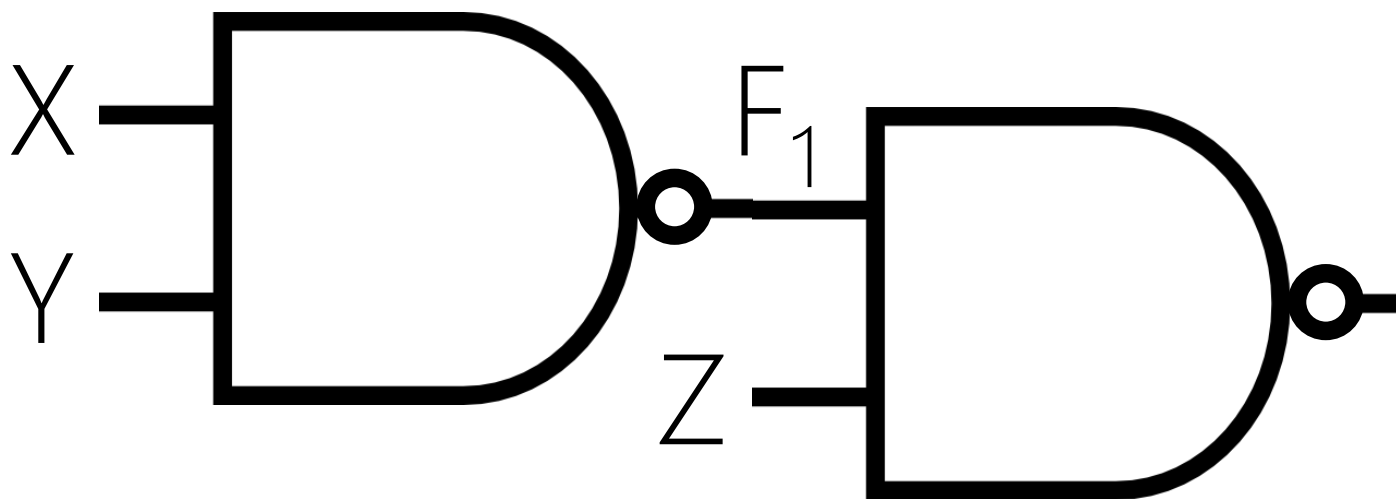
Z	Y	X	F = ?
0	0	0	
0	0	1	
0	1	0	
0	1	1	
1	0	0	
1	0	1	
1	1	0	
1	1	1	



Z	Y	X	$F_1 = (YX)'$	$F = ?$
0	0	0	1	
0	0	1	1	
0	1	0	1	
0	1	1	0	
1	0	0	1	
1	0	1	1	
1	1	0	1	
1	1	1	0	



Z	Y	X	$F_1 = (YX)'$	$F = (ZF_1)' = (Z(YX))'$
0	0	0	1	1
0	0	1	1	1
0	1	0	1	1
0	1	1	0	1
1	0	0	1	0
1	0	1	1	0
1	1	0	1	0
1	1	1	0	1

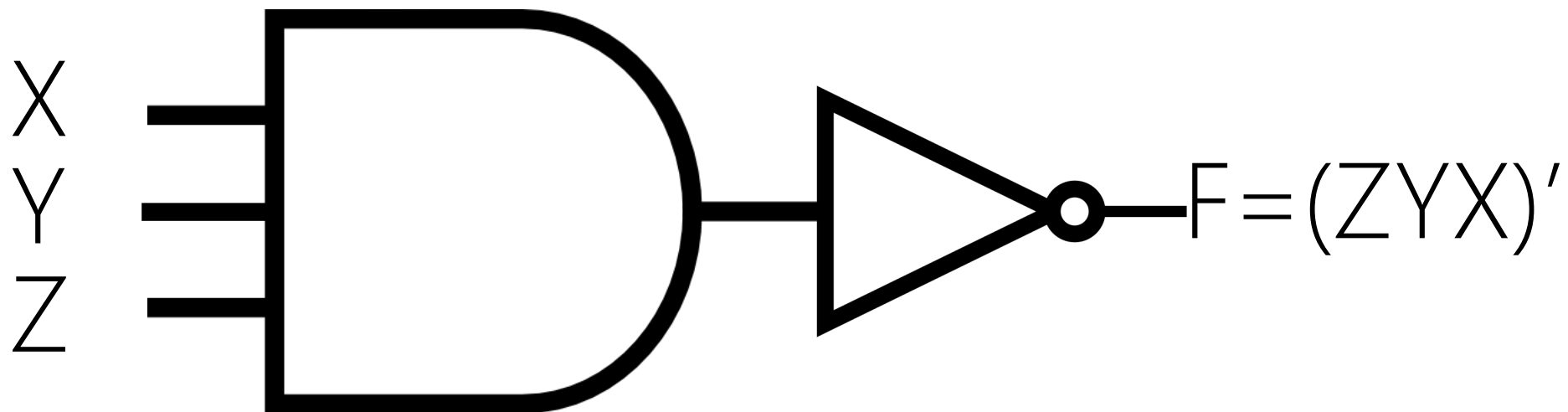


$$F = (Z(YX)')'$$

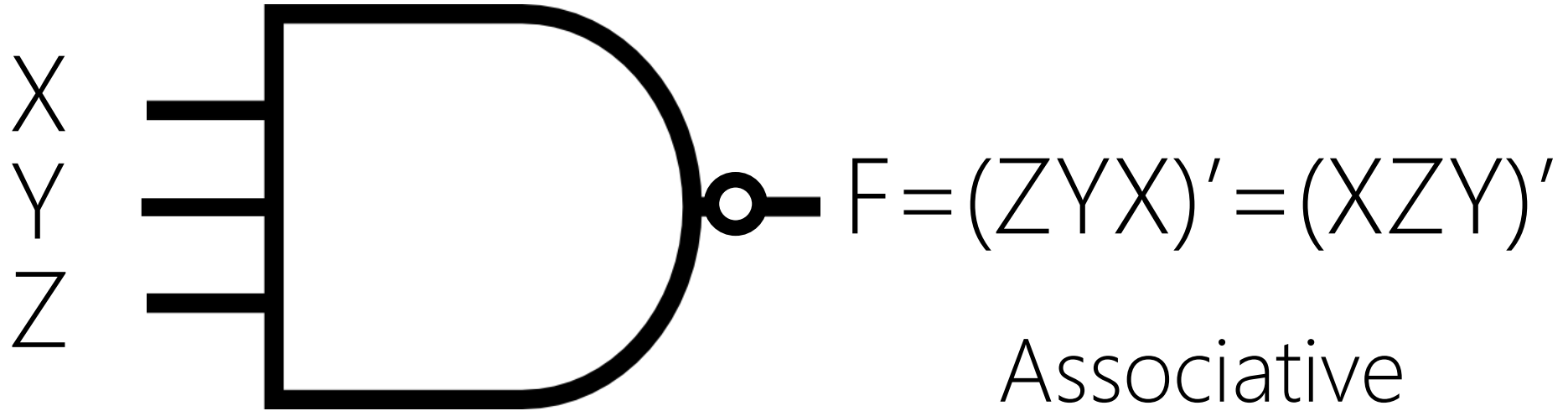
$$\neq (Z Y X)'$$

Z	Y	X	$F_1 = (YX)'$	$F = (ZF_1)' = (Z(YX)')'$	$F = (Z Y X)'$
0	0	0	1	1	1
0	0	1	1	1	1
0	1	0	1	1	1
0	1	1	0	1	1
1	0	0	1	0	1
1	0	1	1	0	1
1	1	0	1	0	1
1	1	1	0	1	0

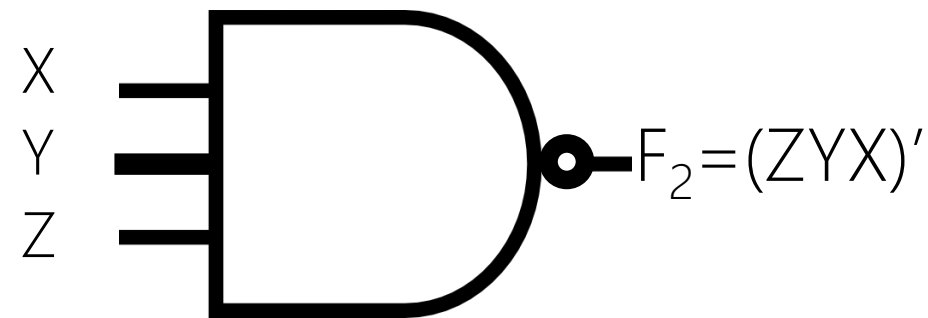
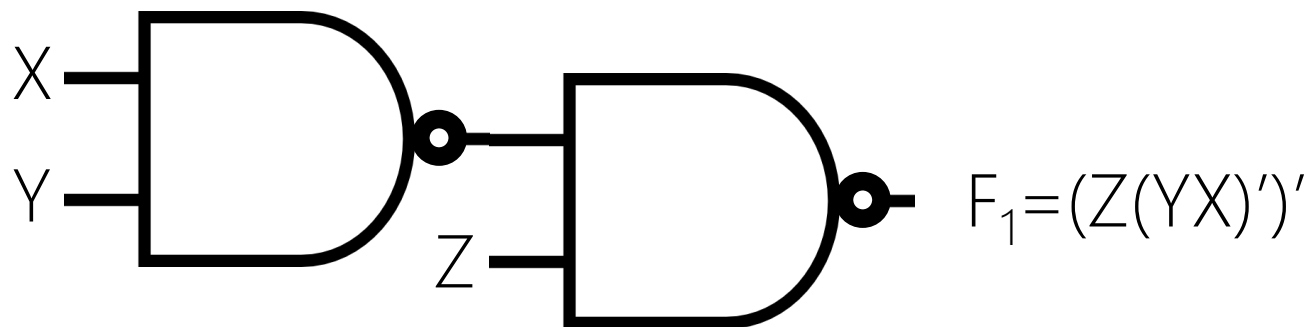
NOT (3-INPUT AND)



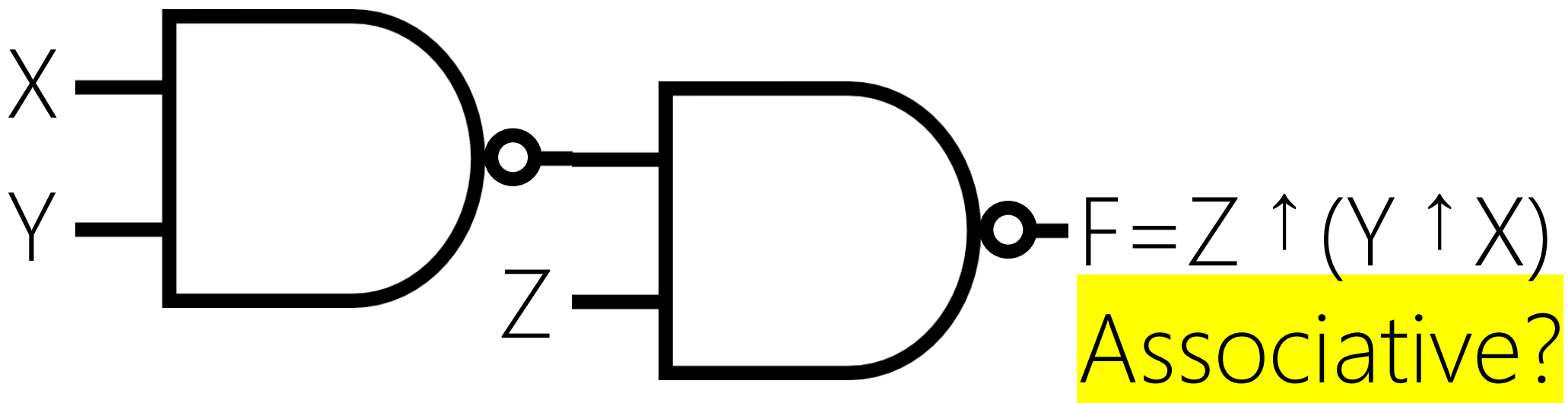
Z	Y	X	$F = (ZYX)'$	$F = (ZYX)'$
0	0	0	1	1
0	0	1	1	1
0	1	0	1	1
0	1	1	1	1
1	0	0	1	1
1	0	1	1	1
1	1	0	1	1
1	1	1	0	0



Z	Y	X	$F = (ZYX)'$	$F = (ZYX)'$
0	0	0	1	1
0	0	1	1	1
0	1	0	1	1
0	1	1	1	1
1	0	0	1	1
1	0	1	1	1
1	1	0	1	1
1	1	1	0	0



$F = (ZYX)'$	F_1	F_2
Effective (True)	No!	Yes
Efficient (Fast)	⊗	⊗
Min. Cost	⊗	⊗

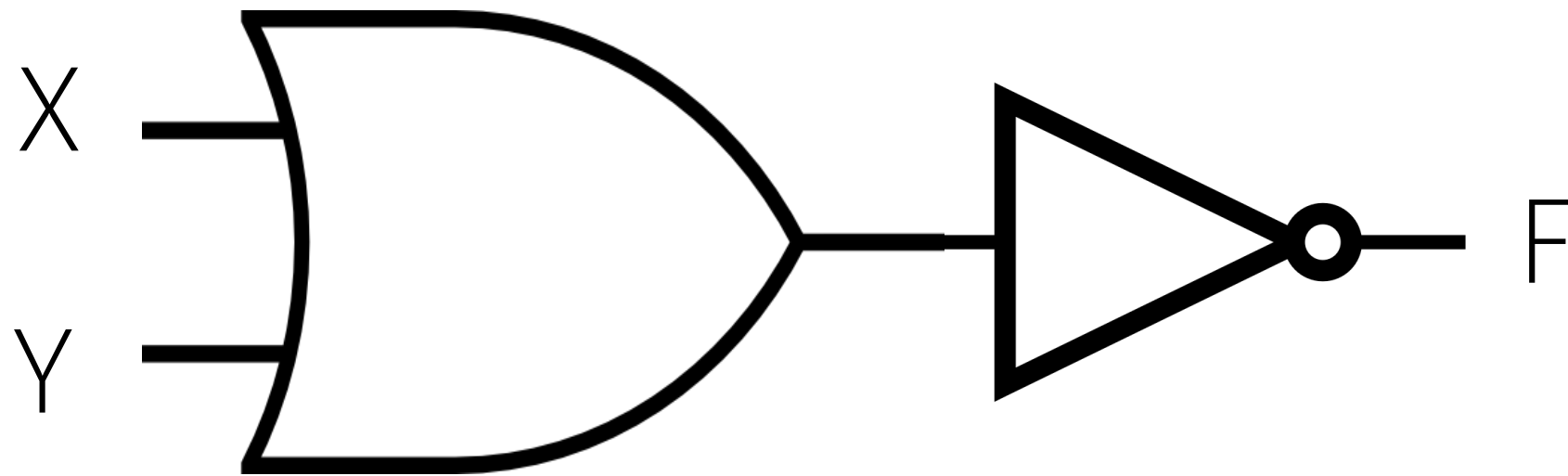


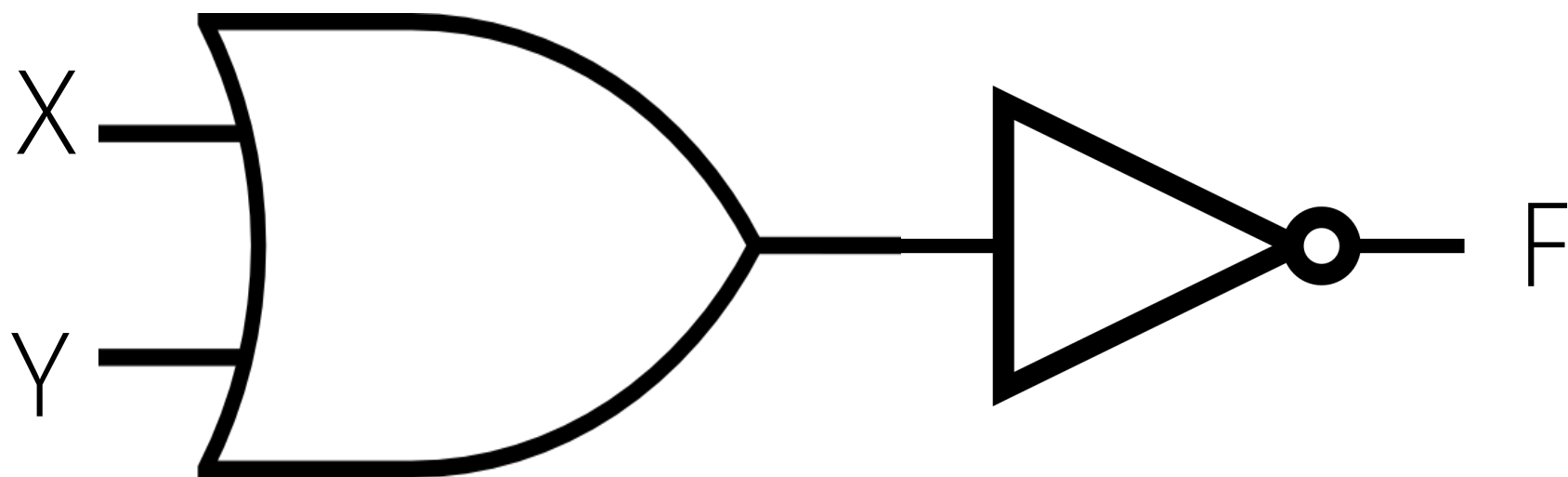
Z	Y	X	$F = (Z(YX))' = Z \uparrow (Y \uparrow X)$
0	0	0	1
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1

ANALYSIS II

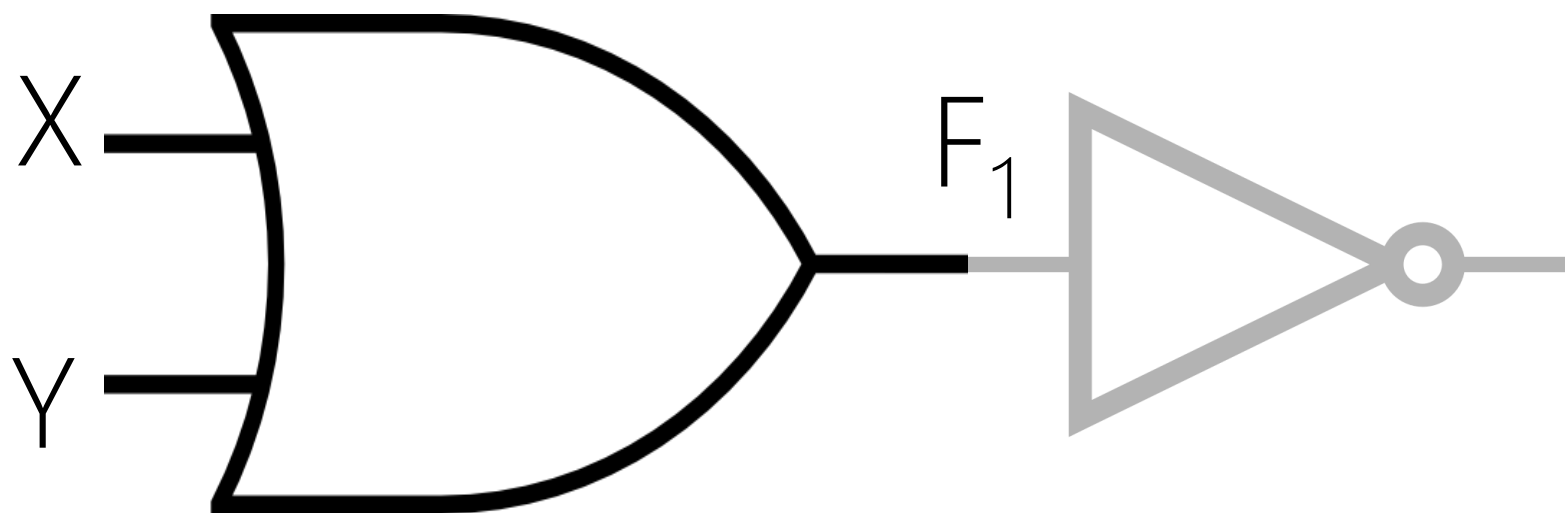
System analysis is given the structure of a system, find its functionality.

Determine the functionality exhibited by a structure.

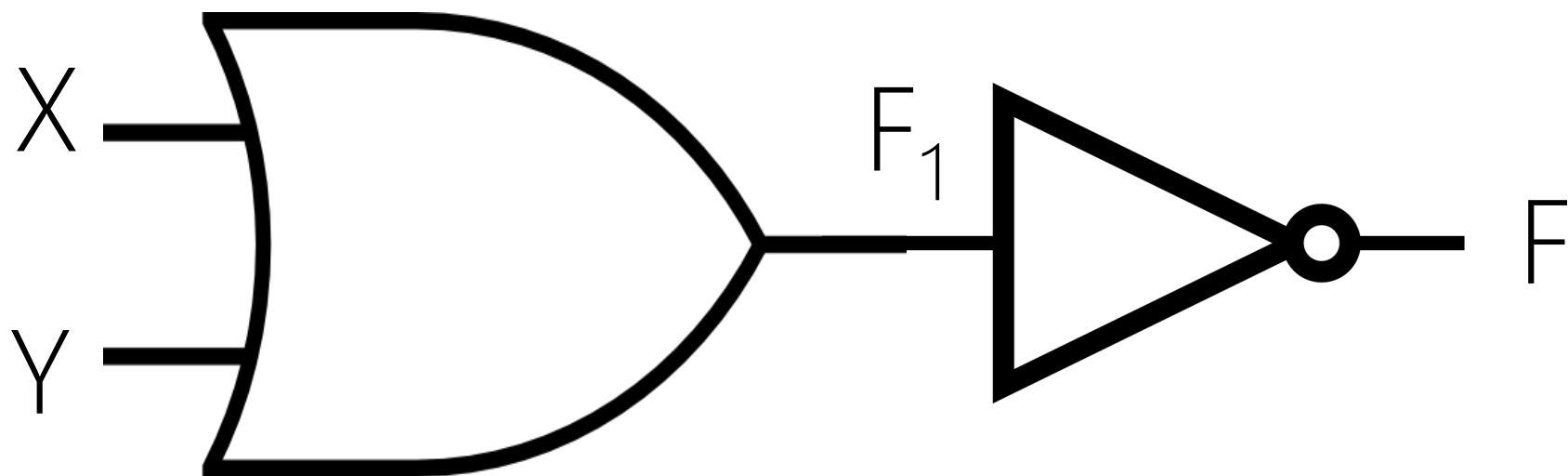




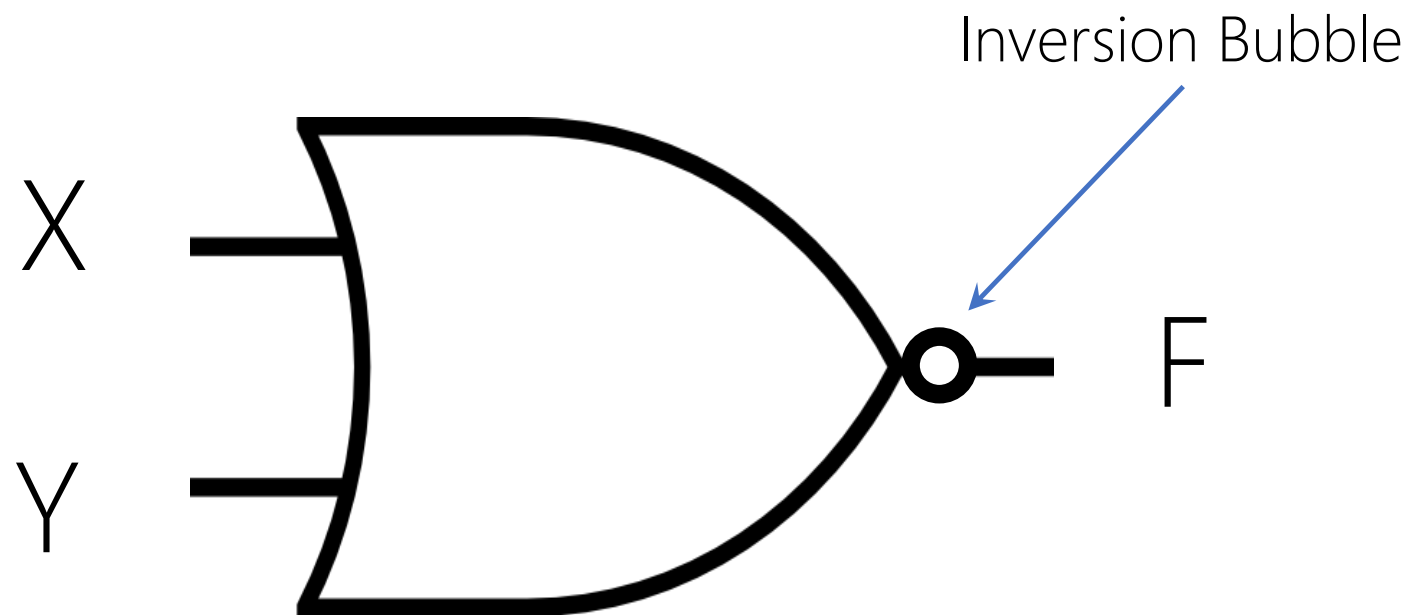
Y	X	F = ?
0	0	?
0	1	?
1	0	?
1	1	?



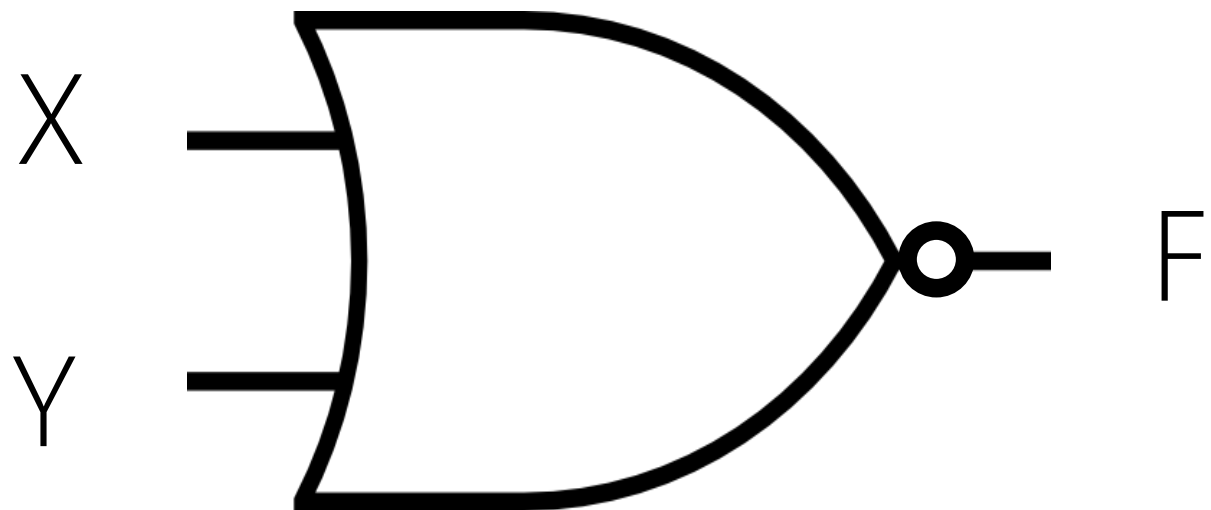
Y	X	$F_1 = Y + X$
0	0	0
0	1	1
1	0	1
1	1	1



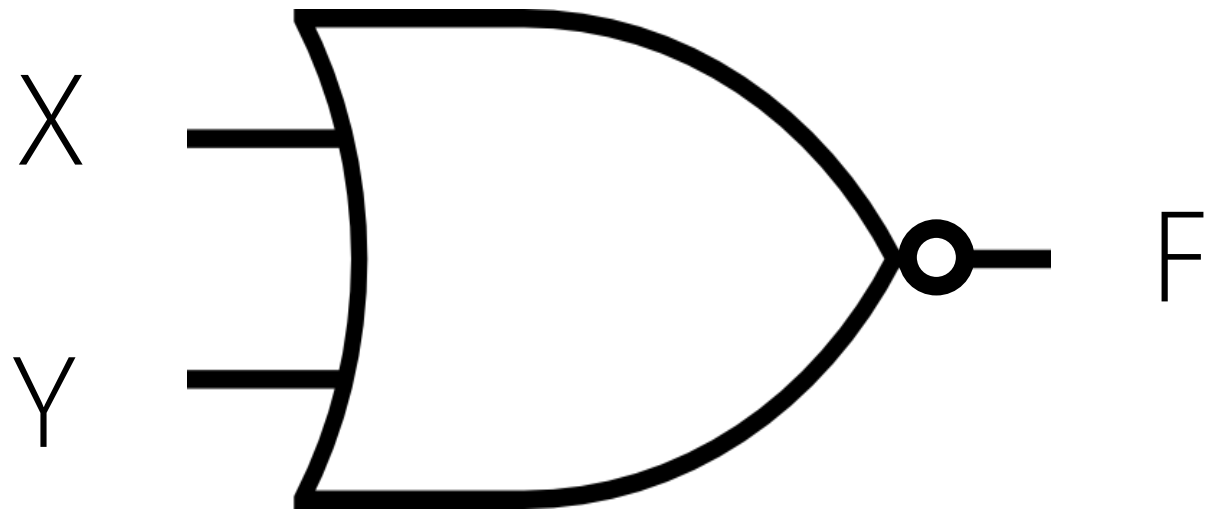
Y	X	$F_1 = Y + X$	$F = (Y + X)'$
0	0	0	1
0	1	1	0
1	0	1	0
1	1	1	0



NOR (Not – OR)

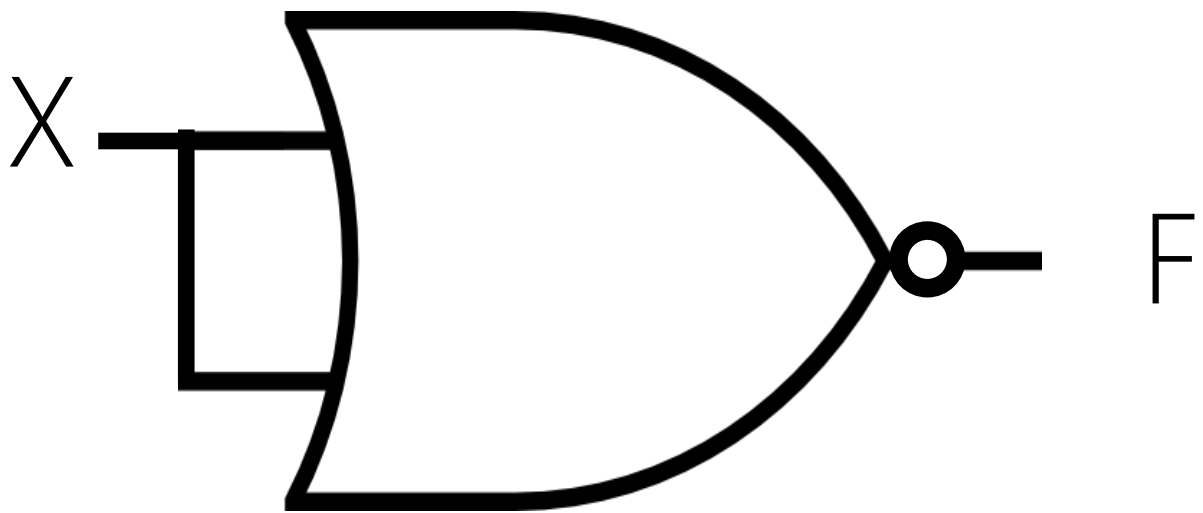


Y	X	$F = (Y + X)'$	$F = Y \downarrow X$
0	0	1	
0	1	0	
1	0	0	
1	1	0	

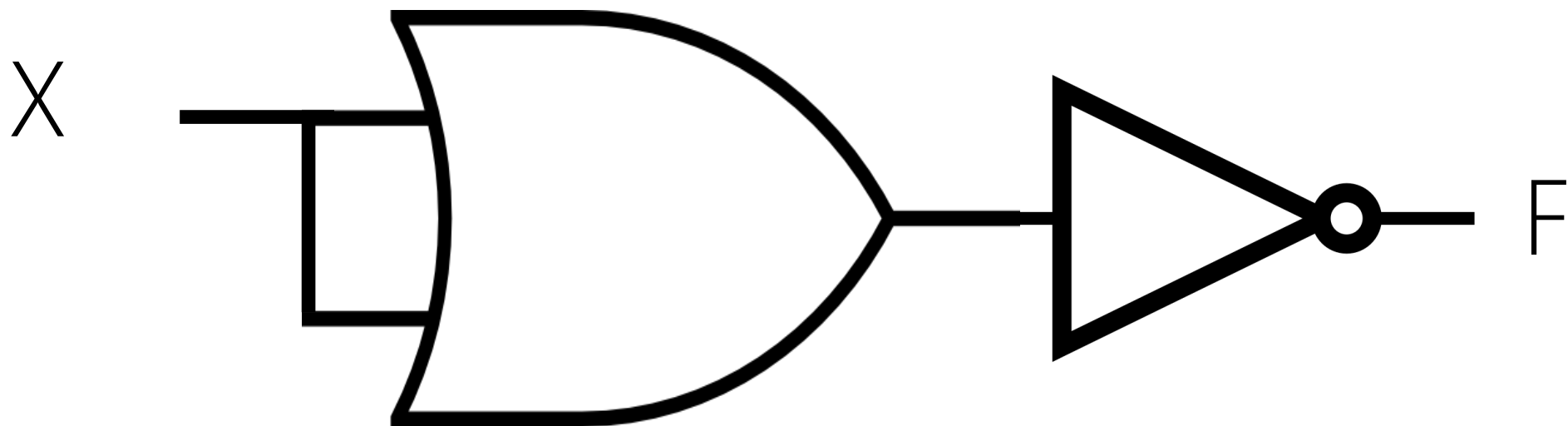


$$F = (Y + X)' = (X + Y)' = Y \downarrow X = X \downarrow Y$$

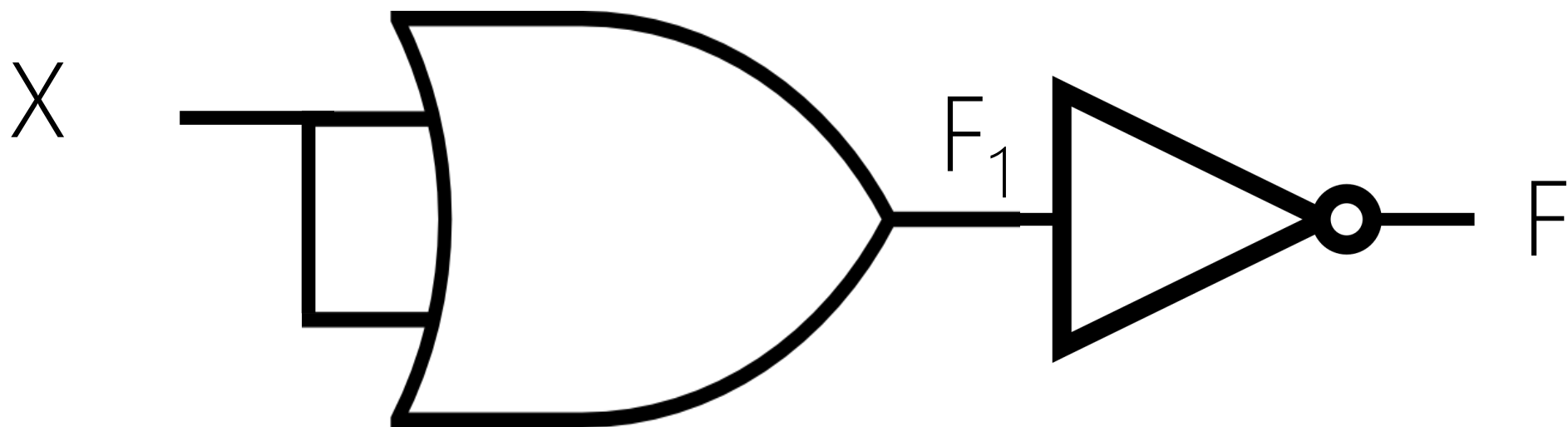
Commutative



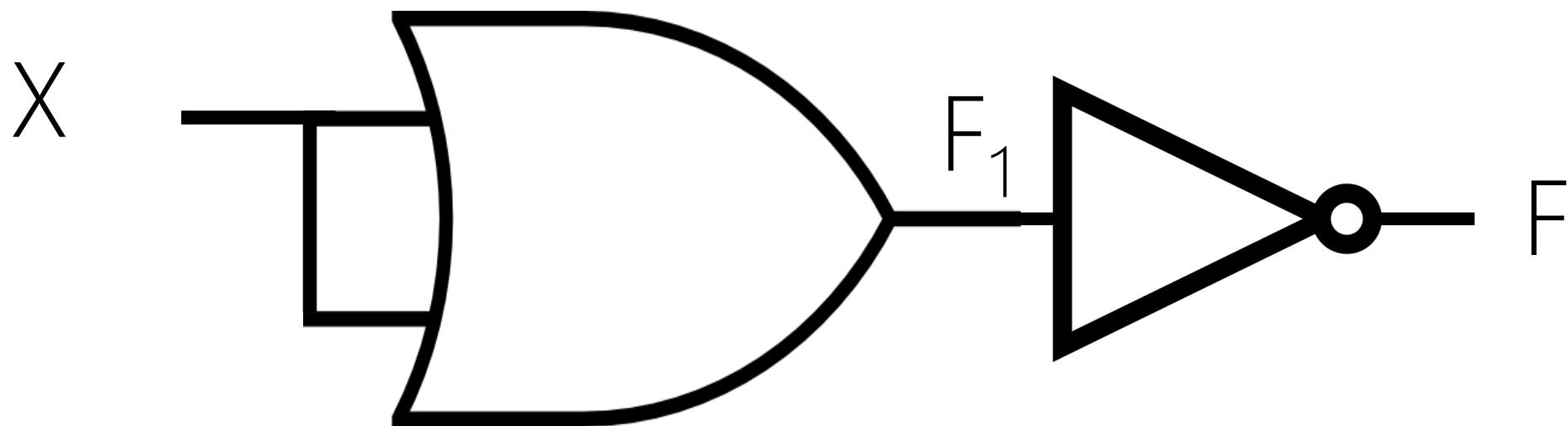
$F = ?$



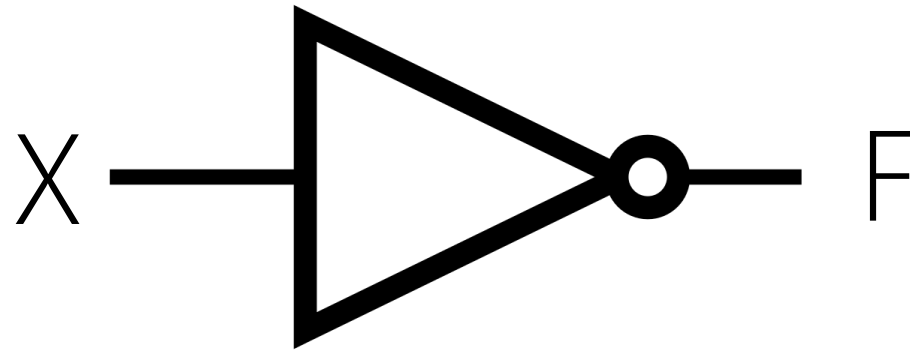
X	F = ?
0	
1	



X	$F_1 = X + X$	$F = ?$
0	0	
1	1	



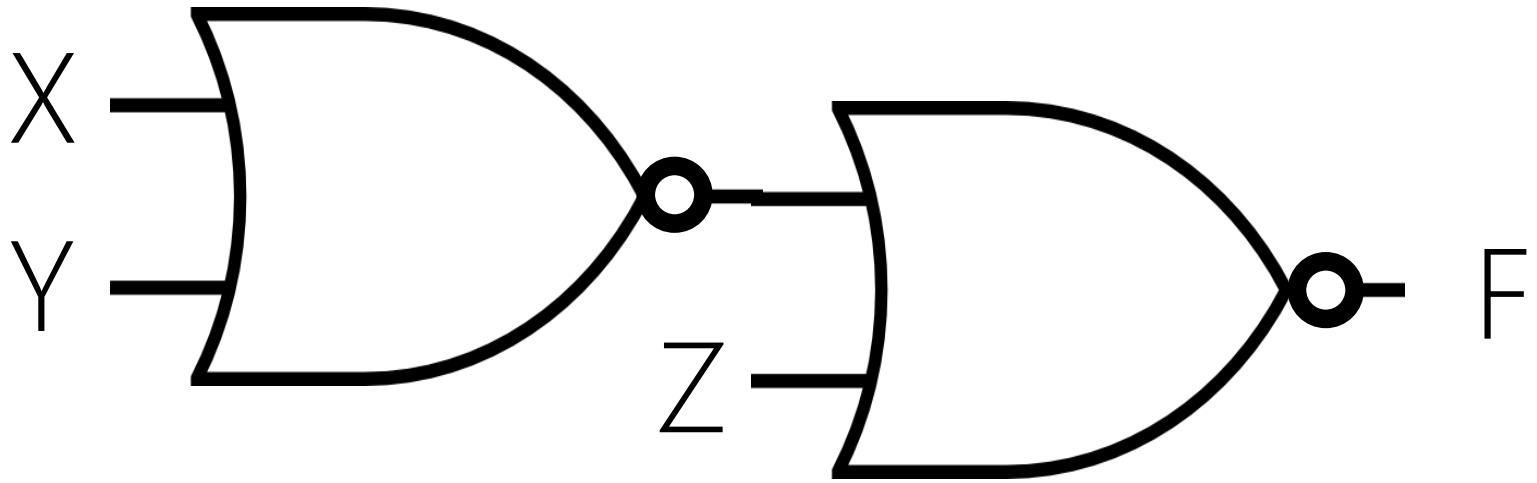
X	$F_1 = X + X$	$F = (X + X)'$
0	0	1
1	1	0



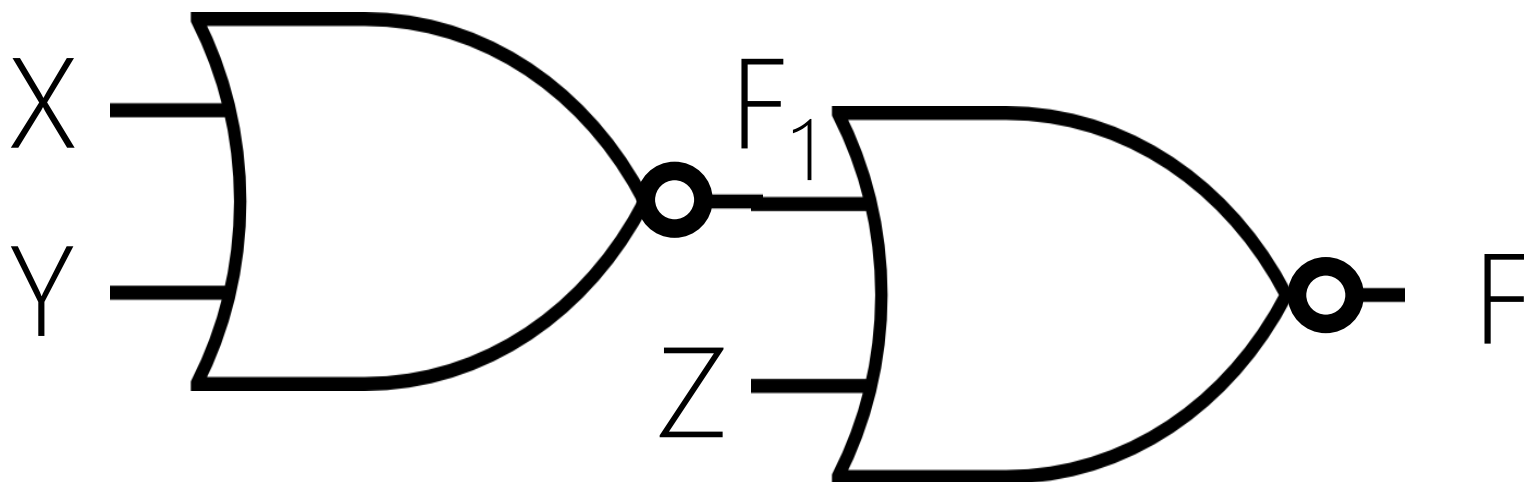
X	$F = (X+X)' = X \downarrow X = X'$
0	1
1	0

3-INPUT NOR

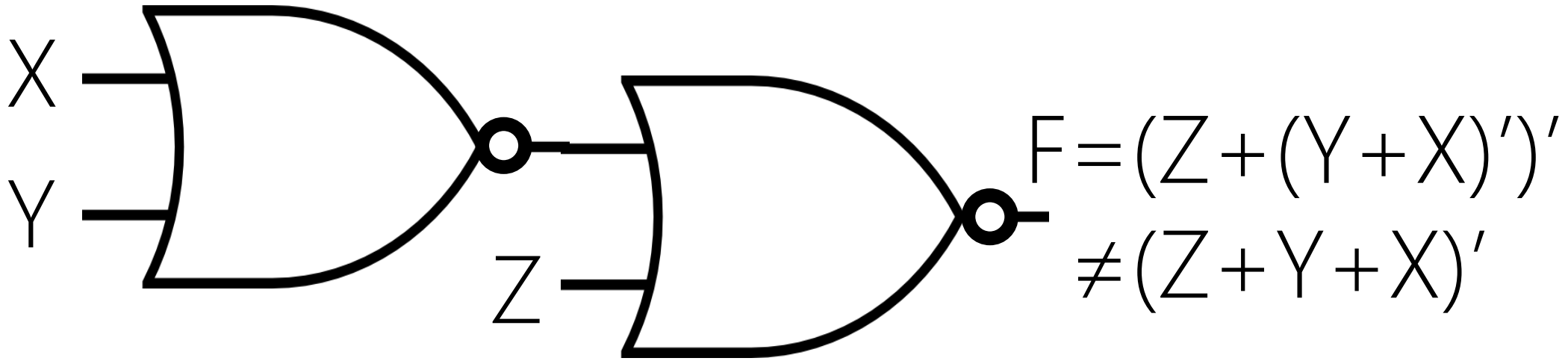
Z	Y	X	$F=(Z+Y+X)'$
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	0



Z	Y	X	F = ?
0	0	0	
0	0	1	
0	1	0	
0	1	1	
1	0	0	
1	0	1	
1	1	0	
1	1	1	

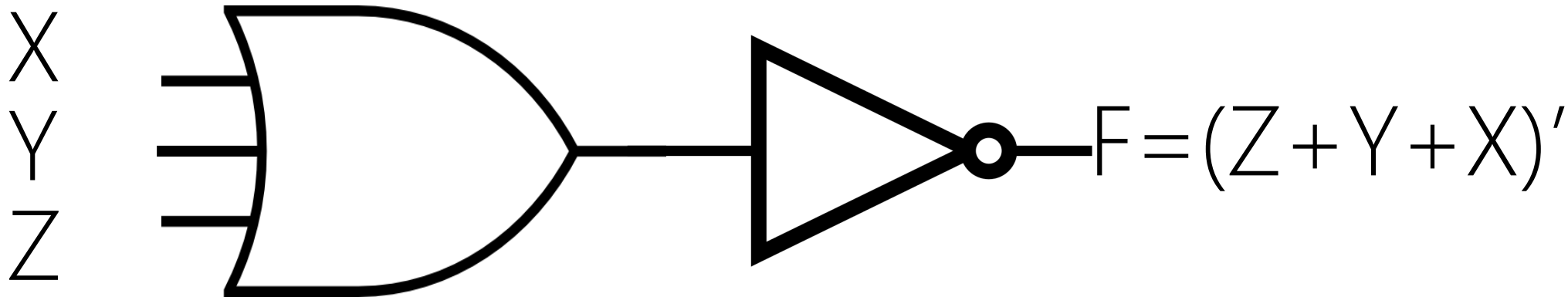


Z	Y	X	$F_1 = (Y+X)'$	$F = (Z+F_1)' = (Z+(Y+X)')'$
0	0	0	1	0
0	0	1	0	1
0	1	0	0	1
0	1	1	0	1
1	0	0	1	0
1	0	1	0	0
1	1	0	0	0
1	1	1	0	0



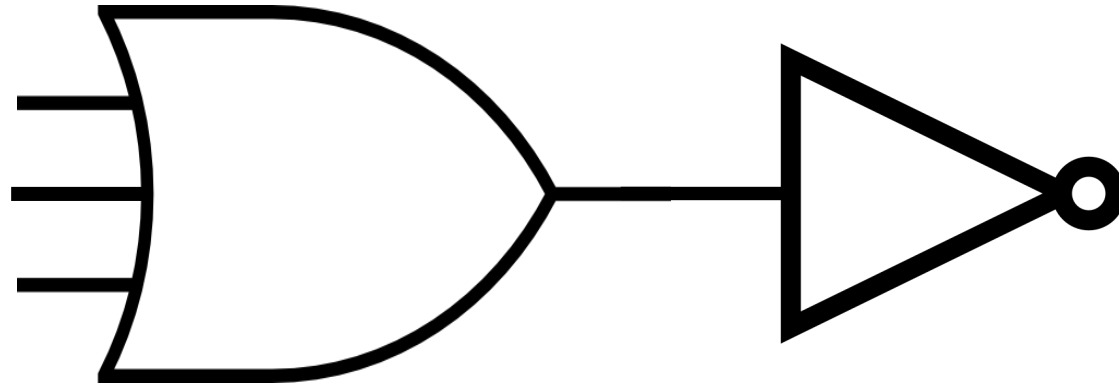
Z	Y	X	$F = (Z + F_1)' = (Z + (Y + X)')'$	$F = (Z + Y + X)'$
0	0	0	0	1
0	0	1	1	0
0	1	0	1	0
0	1	1	1	0
1	0	0	0	0
1	0	1	0	0
1	1	0	0	0
1	1	1	0	0

NOT (3-INPUT OR)



Z	Y	X	$F = (Z + Y + X)'$	$F = (Z + Y + X)'$
0	0	0	1	1
0	0	1	0	0
0	1	0	0	0
0	1	1	0	0
1	0	0	0	0
1	0	1	0	0
1	1	0	0	0
1	1	1	0	0

X
Y
Z

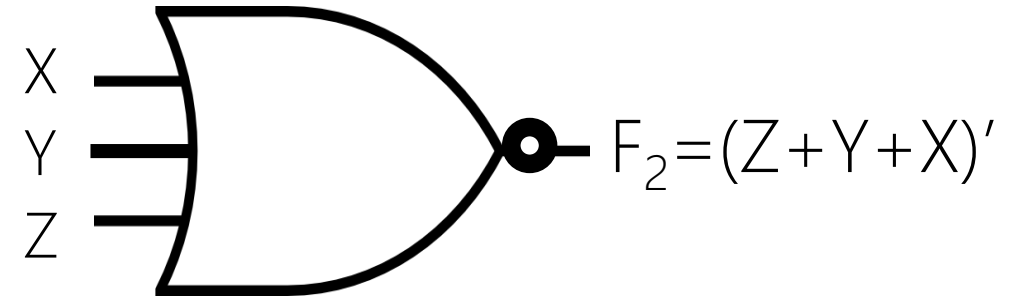
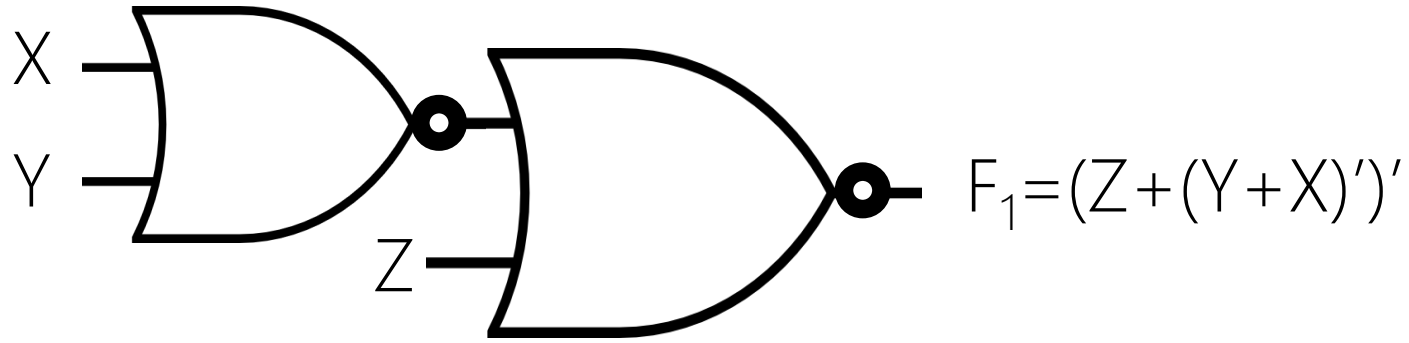


$$F = (Z + Y + X)'$$

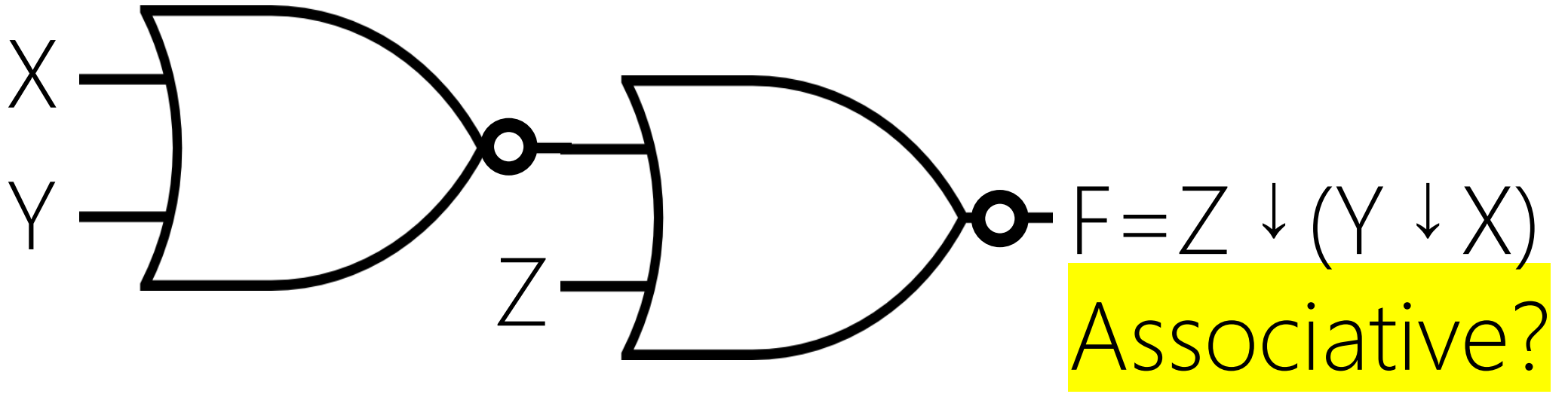
$$F = (X + Y + Z)'$$

Associative

Z	Y	X	$F = (Z + Y + X)'$	$F = (Z + Y + X)'$
0	0	0	1	1
0	0	1	1	1
0	1	0	1	1
0	1	1	1	1
1	0	0	1	1
1	0	1	1	1
1	1	0	1	1
1	1	1	0	0



$F = (Z + Y + X)'$	F_1	F_2
Effective (True)	No!	Yes
Efficient (Fast)	⊗	⊗
Min. Cost	⊗	⊗



Z	Y	X	$F = (Z(YX)')' = Z \downarrow (Y \downarrow X)$
0	0	0	1
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1

RECAP

GATE	WHEN F=1
NOT	The input is 0
AND	All the inputs are 1
OR	At least one input is 1
NAND	At least one input is 0
NOR	All the inputs are 0