Lab 1 - Preparation

About the Lab Rooms

Rules about the labs:

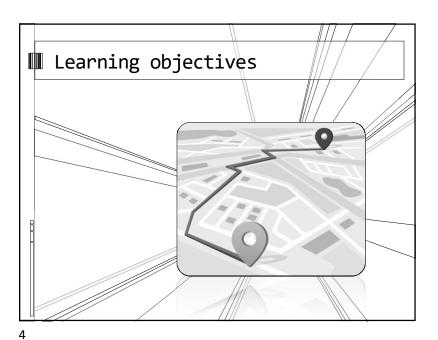
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- These labs are only open and available during your dedicated lab section.
- You must work in pairs for the labs, with the same partner.
- The lab station you pick during your first lab will be yours for the entire term. You are responsible for its upkeep and maintenance.
- No food or drinks permitted in the labs!
 - Please respect this to protect the lab equipment.
- A brief lab guide:
 - http://wwwug.eecg.toronto.edu/msl/handouts/labguide_DE1.html
 - Note: some parts apply mainly to engineering students.

Lab Room Assignments

- Labs take place in BA3145, BA3155 and BA3165
 - Lo101: Wednesdays 6-9pm.
 - Lo201: Mondays 6-9pm.
 - L5101: Thursdays 6-9pm.
- Tentative lab assignments (boundaries might change slightly, depending on last-minute additions or drops in the class):
 - Lo101 (Wednesdays 6pm-9pm):
 - BA3145: Last names Aarya Vatsa --> Hsieh
 - BA3155: Last names Hua --> Oyarekhua
 - BA3165: Last names Oyunbaatar --> Zhu
 - Lo2o2 (Mondays 6pm-9pm):
 - BA3145: Last names Afridi --> Jamalzadeh
 - BA₃₁₅₅: Last names Jeyakumar --> Sanon
 - BA₃₁₆₅: Last names Sarin --> Zulkefli
 - L5101 (Thursdays 6pm-9pm):
 - BA₃₁₄₅: Last names Acosta Hernandez --> Luo
 - BA₃₁₅₅: Last names Ma --> Zhu

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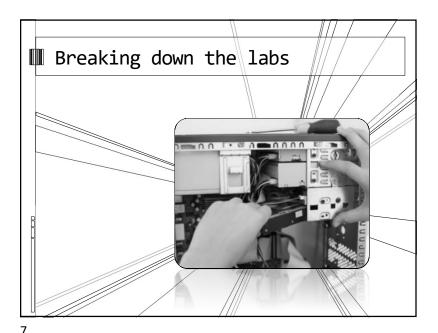
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Lab 1 Learning Objectives

- What are the labs about in general?
 - Creating demo-worthy designs.
- What is Lab 1 about?
 - Learn how to build logical circuits by using logic gates and implement these in hardware.
 - Produce truth tables for a given design (starting either from a given logic function or from a description of the design's behaviour).
 - Demonstrate familiarity with the graphic tool Logisim.

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Approach to Lab 1

• Experience is the best teacher.

Prepare a design.
 Implement your design.
 Debug the circuit.

□ Demo your design → In-La

■ The prelabs are the assignment you hand in before the beginning of the lab.

The demos are the testing of your design and knowledge during the lab session.

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Lab 1 breakdown

Mark breakdown:

□ Pre-lab: 1 mark

Part I: 1 mark

□ Part II: 1 mark

Part III: 1 mark

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■ Part I: Design the circuit for a multiplexer: F = XS + YS This is a common short-hand expression for the output wire F. In this case, the value for F is the

output of: $(X \land \neg S) \lor (Y \land S)$

Lab 1 prelab: Part 1

- Part I (cont'd):
 - Note that the following are all different ways of expressing the same thing:
 - $F = X\overline{S} + YS$
 - F = X*S'+Y*S
 - F = (X and (not S)) or (Y and S)
 - To demonstrate your knowledge, do the following:
 - Show the truth table for the three inputs X, Y & S and the output F.
 - Represent this logical expression in gates.
 - Show how you'd build this circuit using IC chips

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Using Lab Hardware

Lab Equipment

- You will only use the in-lab hardware for a couple of labs, to help you understand how it works and to get your hands dirty.
- Some of the equipment you'll see:
 - Breadboard
 - Wires
 - Gates (in chips)



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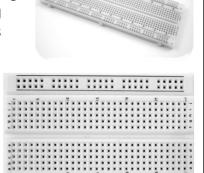
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Breadboard The standard v

 The standard working area for connecting digital components together.

 Red and blue horizontal rows at top are connected.

 Columns in middle sections are connected.

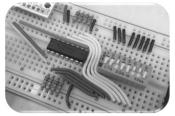


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Wires

- The TAs will teach you to:
 - Use wires to connect different components together.
 - Use pre-cut wires whenever possible.
 - Use wire strippers to strip the coating off the end of a wire.





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Gates

 IC chips will be supplied, which house the gates that you will use to create circuits.



VCC

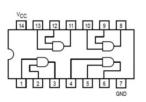
- Example: 74LSo4 (NOT)
 - Notch at one end helps determine alignment.
 - Usually a dot at pin #1.
 - V_{cc} and GND always have to be connected to the power source and the ground, respectively.

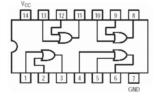
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Other Gates

■ 74LSo8 (AND)

■ 74LS32 (OR)





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Part 1 (final step)

- Implementing your design in Logisim!
 - For later labs, you'll design circuits using the AND, OR and NOT gates in Logisim's Gates toolkit.
 - For this lab, you'll be implementing your circuits using IC chips in the lab.
 - For Part 1 and Part 2, you'll be using the chips in the TTL toolkit to design your circuit.
 - You'll use the Gates in Part 3

Lab 1 prelab: Part 2

- Part II:
 - Given the function:

$$f = (a+b)' + cb'$$

- How would you implement this in gates?
- What is the minimal number of gates you need?
- Part III:
 - Implement these circuits in Logisim.
 - Test your designs (using Poke tool and test files)

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Warm Up Example

Design a circuit that implements the following logic function, using only 2-input AND and 2-input OR gates.

$$f = a*b + (c + b)$$

- Write down the truth table for this design.
 - Note: This expression is common shorthand for:

$$f = a AND b OR (c OR b)$$

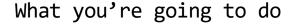
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Warm Up Example cont'd

■ Is there a cheaper implementation (i.e., with fewer gates)?

$$- f = a*b + (c + b)$$

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- 1. Determine the Boolean logic equation that you need to implement.
 - > Might require you to create a truth table first.
- 2. Convert this equation into an equivalent circuit of AND, OR and NOT gates (using order of operations when necessary).
- 3. Determine how many chips you'll need to implement all the gates for this circuit.
- 4. For each gate in your diagram, indicate the IC pin number for each input and output.

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Prelab vs Lab Demo

- Prelab exercises are due before 6pm on your lab day.
 - " Written/hand-drawn elements in PDF files.
 - Logisim circuits as *.circ files.
- TAs will ask to look at your Logisim designs, so have those ready to share with them.
 - Also be ready to share the hand-written elements in case a question arises about your design process.



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Pre-lab reports

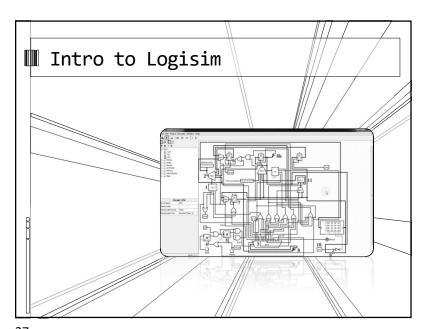
- The written report should include the following:
 - Lab number and title
 - Student info (last name, first name, student #)
 - Exercise parts
 - Each in its own clearly-labeled section.
 - Restate the question (summarized).
 - Provide the calculations (if applicable).
 - Illustrate the solution (including pin labels).
 - PLEASE BE NEAT.
- The Logisim files you submit should be named to reflect the lab number and part number.
 - e.q. lab1 part2.circ

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In-Lab Tasks

- The TAs will demonstrate how to plug the chips and wires into the breadboard, and how to connect the breadboard to the lights and switches on the side.
 - Don't be late to the first lab!!
- Helpful tips:
 - Remember to turn off the power supply when connecting/plugging in components in the breadboard.
 - Using some sort of colour convention for your wires can be helpful.
 - e.g. have all wires connected to the ground be one colour and use another colour for all Vcc wires.
 - Use the logic probe (provided in the lab kit) to test each connection when debugging!

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Things to note

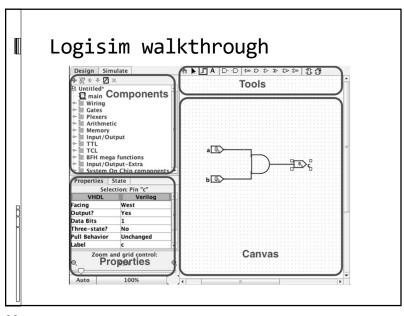
- This will be the easiest lab you do in the course.
- Whenever possible, use the tools and submit a printed pre-lab report.
- Try to come up with the smallest circuits possible.
 - How do you reduce a complex circuit?
 - For now, think back to boolean algebra axioms!
 - Simple reasoning helps as well ©

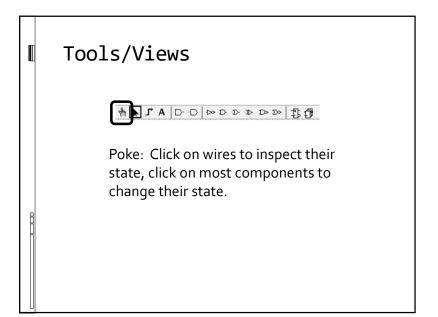
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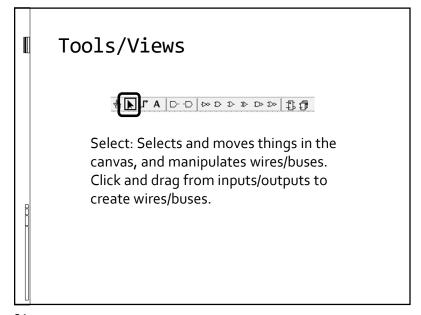
Logisim installation

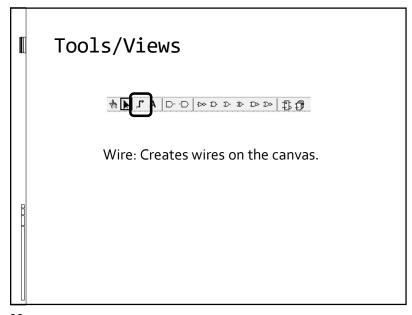
- Logisim is a powerful logic circuit simulation environment.
 - In this course, we will be using version 3.6.1
 - https://github.com/reds-heig/logisimevolution/releases/tag/v3.6.1
 - Just the jar file is needed.
- Note:
 - Make sure to use Logisim-Evolution downloaded at the above link. Do NOT use the original Logisim or any other variations or versions of it.
 - $\,{}^{_{\rm I\!\!\!\! D}}$ You will need Java 13 installed to launch this.

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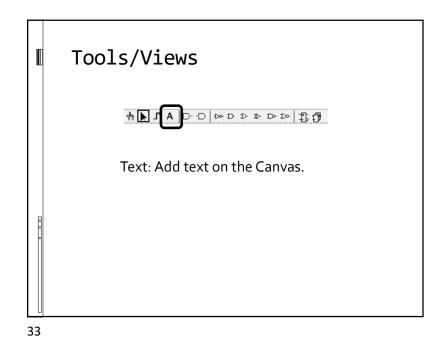








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Default Input/Output: default type of input and output for the circuits. You will be using them a lot throughout the course.

Logic gates: some commonly used logic gates that you can click and drop on the canvas to build your circuits.

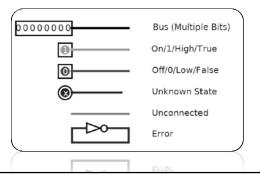
Canvas

Canvas is where you will be building your circuits by dropping components on the canvas and then connect them with wires.

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Wires

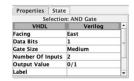
 Wires and buses can have many states. You can inspect the state of a wire/bus using poke in the toolbar.



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Properties

- If you click on a component on the canvas, you would be able to view and edit its properties.
- For example, this is the properties for an AND gate. You can change the number of input bits and number of inputs here. This will be useful in the future.



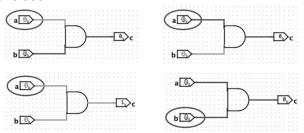
Components

- This contains all the circuits in this lab as well as all the built-in components.
- Double-click on each circuit to view it. To place a component from this list, select it, and then click somewhere in the canvas.
- You can add/delete a circuit using the green + sign and the red x sign on the top.

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Testing in Logisim

The easiest and most visual way of testing is using the Poke in the tool bar and click on the components to change the state. This will be very useful throughout the course so make sure you try this out.



Testing in Logisim

- Another way is through test vector files.
 (details can be found in the lab handout)
- Steps involved:
 - List the truth table for your circuit, the values for the inputs and the expected values for the outputs
 - 2. Logisim will be able to run the tests according to your truth table to test the functionality of your circuit.

After the lab reflect on

..how long it took you to implement even simple logic circuits on the breadboard.

- Can you imagine doing this for more complex circuits?!
 - □ Design tools like Logisim to the rescue! ©

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