



ECE-332:437

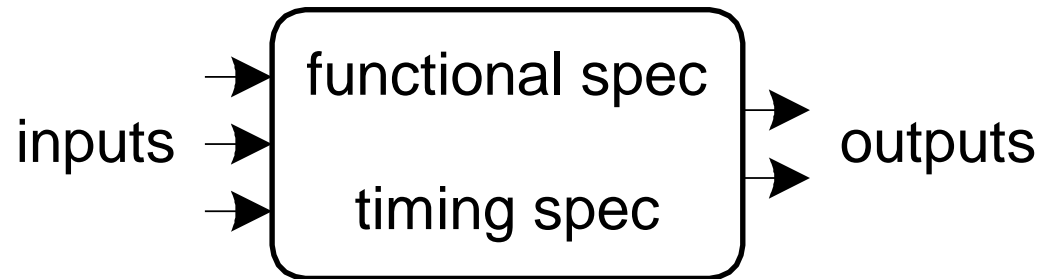
DIGITAL SYSTEMS DESIGN (DSD)

Fall 2016 – Lecture 4 - Recap

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Types of Logic Circuits

- Combinational Logic
 - Memoryless
 - Outputs determined by current values of inputs
- Sequential Logic
 - Has memory
 - Outputs determined by previous and current values of inputs

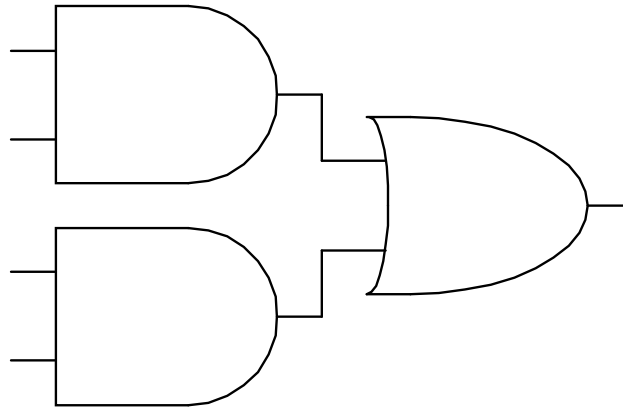


Combinational Logic Principles

- Outputs depend only on the inputs
- Rotary Channel Selector in an old fashioned TV
- Analysis starts with a logic diagram with a formal description to Truth Table and Logic Expression
- Synthesis – Starts with the Logic Expression back to Logic Diagram – Done by CAD Tools

Rules of Combinational Composition

- Every circuit element is itself combinational
- Every node of the circuit is either designated as an input to the circuit or connects to exactly one output terminal of a circuit element
- The circuit contains no cyclic paths: every path through the circuit visits each circuit node at most once
- Example:

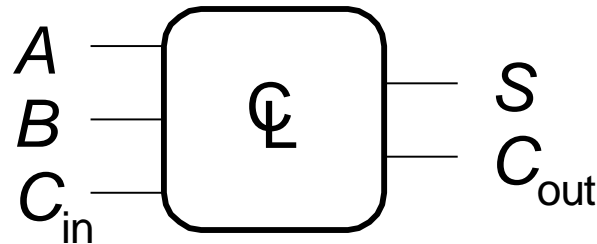


Boolean Equations

- Functional specification of outputs in terms of inputs
- Example:

$$S = F(A, B, C_{in})$$

$$C_{out} = F(A, B, C_{in})$$



$$S = A \oplus B \oplus C_{in}$$
$$C_{out} = AB + AC_{in} + BC_{in}$$

Some Definitions

- Complement: variable with a bar over it
 $\bar{A}, \bar{B}, \bar{C}$
- Literal: variable or its complement
 $A, \bar{A}, B, \bar{B}, C, \bar{C}$
- Implicant: product of literals
 $ABC, \bar{A}C, BC$
- Minterm: product that includes all input variables
 $ABC, \bar{A}\bar{B}\bar{C}, ABC$
- Maxterm: sum that includes all input variables
 $(A+\bar{B}+C), (\bar{A}+\bar{B}+\bar{C}), (\bar{A}+B+C)$

Simplification of switching functions

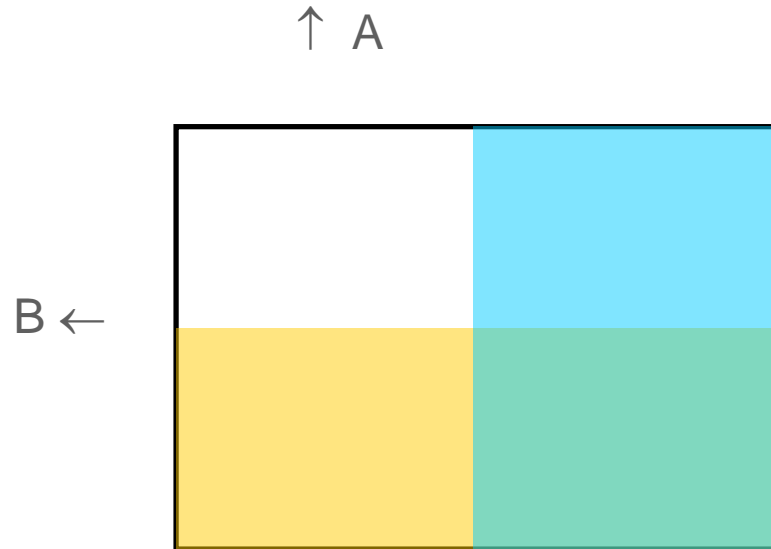
- Simplify – why?
 - Switching functions map to switching circuits
 - Simpler function \rightarrow simpler circuit
 - Reduce hardware complexity
 - Reduce size and increase speed by reducing number of gates
- Simplify – how?
 - Using the postulates
 - K-map

Simplification of switching functions

- Simplify – what?
 - SOP/POS form has products/sums and literals
 - **Literal: each appearance of a variable or its complement**
 - Minimize number of sums/products
 - Reduces total gate count
 - Minimize number of variables in each sum/product
 - Reduces number of inputs to each gate
 - PLDs have fixed # of inputs; only the number of terms need to be minimized there

Karnaugh maps

- Might start with rectangles initially and get the same result



- Each square of the K-map is 1 row of the TT

Karnaugh maps

- One to one correspondence between K-map squares and maxterms

	A
B	

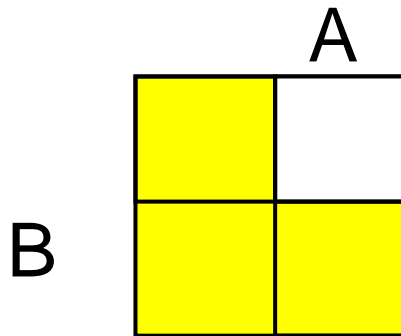
$$A+B \rightarrow M_0 = \bar{m}_0 = \overline{\bar{A}\bar{B}}$$

	A
B	

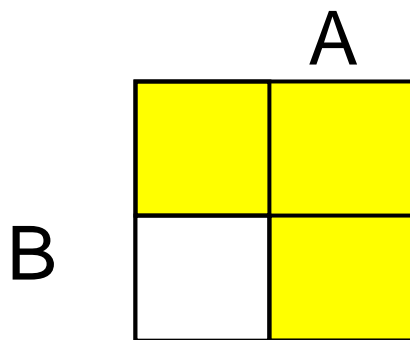
$$\bar{A}+\bar{B} \rightarrow M_3 = \bar{m}_3 = \overline{AB}$$

Karnaugh maps

- One to one correspondence between K-map squares and maxterms



$$\bar{A}+B \rightarrow M_2 = \bar{m}_2 = \overline{\bar{A}B}$$



$$A+\bar{B} \rightarrow M_1 = \bar{m}_1 = \overline{A\bar{B}}$$

- There are 16 cells in a 4-variable (w, x, y, z) K-map.

