CS1026 – Digital Logic Design Episode 2 -

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Today's Overview

- 1 Rules of the game
- 2 About the labs
- 3 Subject Content

When and where things happen?

- Lectures and Tutorials
 - As on timetable
- Labs once a week
 - Starting on 2nd week
 - Continual Individual Assessment!
 - 1 You check labs set a week beforehand
 - 2 Simulate/build and document
 - 3 Show and explain findings to a TA
 - 4 E-Mail me *PDF* by 23:59 on Friday



Submission by E-Mail

PDF only to sheehas1@scss.tcd.ie (Me)

- Put Module Code (CS1026) in Subject
- Student Code somewhere in PDF docs
- Make sure you attach PDF! ;-)

Late Submissions

- Not possible
- Awarded 0 marks



About groups

- Labs and tutorials split into groups
 - Maximise contact time
- Groups (Surnames)
 - 1 A F
 - 2 G M
 - 3 N Z
- Play Fair Keep to your groups
 - Times at: bitbucket.com/sheehas1/DLD/timetable.pdf

Keeping in Touch

Course run by 3 people

- Lecturer
 - Shane Sheehan
 - sheehas1@scss.tcd.ie
- TA
 - Derek



Gaining Marks

- Marks split between Exam and Coursework
- Labs make up coursework mark
 - 0–3 Marks awarded by TA for showing at lab
 - 0–3 Marks awarded by me for PDF docs
 - Product of marks taken as %
 - 1 Mark added for "Wow factor"
- Average (mean) taken over term

Example

- Good Student: $\frac{2 \times 3 + 1}{100}\% = 70\%$ (First Class)
- Silly Student: $\frac{3\times0+0}{100}\% = 0\%$ (Epic Fail)



Rules of the game About the labs Subject Content References

Marking Scheme

For 0 marks

Easy - Don't turn up/submit

For 1 mark

Attempted but student has poor understanding

For 2 marks

Attempted and student has some understanding

For 3 marks

Completed and student has full understanding



Wow Factor



- Based on PDF submitted
- Shows exemplary understanding
 - Even if you made mistakes
 - Hint: Write your working!



Rules of the game About the labs Subject Content References

What we expect in the docs

A PDF one-pager containing:

- The answers
- All of your working and explanation
- 3 Diagrams/description of solution

A note about diagrams

- Please embed in PDF
- Use a CAD tool (e.g. Logisim)
 - i.e. No scans unless you *can* draw!
 - It's quicker/more fun!



But what about attendance?

- Turn up for marks!
 - and so you know what to do! ;-)
- No class registers
 - You take responsibility!

Feedback

Rules of the game

CSV at: bitbucket.com/sheehas1/DLD/feedback.csv

- Updated Weekly
- Displays only Student No.

TAs will also give you tips

- They look for marks
- React to these
 - For full marks in docs



Can I skip Labs, resubmit Labs, etc.

NO, NEIN, etc. *

- * with exceptions
 - e.g. Illness, Deadline Conflicts, etc.

Remember

- The TA will give you tips in Lab
- React to these for full marks in doc

Themes

Rules of the game

- 1 Boolean Algebra, Functions, and Minimisation
- 2 Analysing Combinational Logic Circuits
- 3 Introduction to Feedback Circuits
- 4 Sequential Circuit Design
- 5 Finite State Machine Optimisation
- Verilog Hardware Description Language (Verilog)
- VHDL Hardware Description Language (VHDL)
- 8 Commercial Digital Integrated Circuits



Rules of the game About the labs Subject Content References

Extra course material

- No recommended book for course
 - A reference section details Papers, Book Chapters, etc.
 - Not compulsory but could help
- All content found in slides, tutorials, etc.
 - Tutorial and lab problems similar to exam

Wikipedia health warning

- An excellent resource to get basics
- BUT it can go off on tangents!



That's it (for now)

Thanks.. Any Questions?

You can ask later at:

sheehas1@scss.tcd.ie

Useful links

- Notes/Slides: bitbucket.com/sheehas1/dld
- LinkedIn: www.linkedin.com/in/shane-sheehan-1ab534b9



References (Homework) I

Useful references will usually go here!

