

**BA2 DSD Résumé**

Logical operators: conjunction "and", disjunction "or", exclusive or (logic exclusion)

n inputs	→ 2 <sup>n</sup> combinations	A	B	A · B	A + B	"xor"	= $\bar{A} \cdot B + A \cdot \bar{B}$	A ⊕ B = $(\neg A \wedge B) \vee (\neg B \wedge A)$
"not"	A	0	0	0	0	0	$\bar{A}$	$\Delta A \oplus (B \cdot C) \neq (A \oplus B) \cdot (A \oplus C)$
A → A	1	0	0	0	1	1	$A \cdot \bar{A} = 0$	$A + \bar{A} = 1$
1	0	0	1	0	1	1	$A \cdot (B+C) = (A \cdot B) + (A \cdot C)$	$A + (B \cdot C) = (A+B) \cdot (A+C)$
0	1	1	1	1	0	1	$A \cdot (B \oplus C) = (A \cdot B) \oplus (A \cdot C)$	$A \oplus (B \otimes C) = (A \oplus B) \otimes (A \oplus C)$

first  $\rightarrow (\cdot) \cdot \oplus +$  last ANSI IEC

Analog: range of values  
Digital: two values (1, 0)  
 $O \cdot F$  1.T

Result = 1: minterms  
Result = 0: maxterms  
 $f$ : positive edge,  $\bar{f}$ : negative edge

Properties:

- $A \cdot A = A$     $A + A = A$     $A \oplus A = 0$     $A \cdot 0 = 0$     $A \cdot 1 = A$     $A + 0 = A$     $A + 1 = 1$     $A \oplus 0 = A$     $A \oplus 1 = \bar{A}$
- $A \cdot (A+B) = A$     $A + (AB) = A$     $A \cdot \bar{A} = 0$     $A + \bar{A} = 1$     $A \oplus \bar{A} = 1$     $\bar{A} = A$
- $A \cdot (B+C) = (A \cdot B) + (A \cdot C)$     $A + (B \cdot C) = (A+B) \cdot (A+C)$
- $\Delta A \oplus (B \cdot C) \neq (A \oplus B) \cdot (A \oplus C)$

NAND:  $\overline{A \cdot B} = \overline{\bar{A}} + \overline{\bar{B}}$

NOR:  $\overline{A + B} = \overline{\bar{A}} \cdot \overline{\bar{B}}$

Karnaugh groups:

$2^m$  minterms/maxterms → m variables don't care (Symmetry) (E)  
Var E is don't care when  $2^{m-1}$  minterms/maxterms where E=1 and  $2^{m-1}$  where E=0  
Var. E influences when all  $2^m$  minterms/maxterms are where E=1 or where E=0

Circuits:

- SR-Latch, D-Latch, D-Flip-Flop
- Data 0 Store 0 Clock 0

Operations:

- dec → B=7
- 768<sub>10</sub> → 11011100<sub>2</sub>, carry Adder + 2145<sub>10</sub> → 100000010101<sub>2</sub>, borrow Subtract - 112<sub>10</sub> → 10101010<sub>2</sub>, Mult. x 1101<sub>2</sub> → 01010101<sub>2</sub>, overflow / underflow / negative result / overflow

Div.: 1011<sub>2</sub> / 101<sub>2</sub> → 1011<sub>2</sub>, input=3 bits, output=4 bits, Mult. x 1101<sub>2</sub> → 01010101<sub>2</sub>, negative result, overflow

Representations:

- Nibble: 4 bits, byte: 8 bits, MSB...LSB, encoding: thermometer: 00011111<sub>2</sub>, one-hot: 00100000<sub>2</sub>, 5 decimal: 0, decimal: 00000001<sub>2</sub>, binary [0,  $2^k - 1$ ]
- Sign & Magnitude: 00b+0, invert 00b+0, add 2 numbers -MSB 00b+0, one's comp. 11b+0, two's comp. 1011b+5, excess N 01b+N, Fixed point 11.01, 3,25
- CMOS: Complementary metal oxide Semiconductor

FSM: code table to binary State → Code, transition table TT, maps current outputs + inputs to new outputs, output IRL

CT + TT: Medvedev + OT: Moore, + to output logic: Mealy

encoding n states:  $\lceil \log_2(n) \rceil$  bits, unused codes: ghost states, POR: power-on-reset directly to memory (asynchronous), From each state POR + C Reset State (synchronous, inside transition logic)

None Ideal behavior: TTL: transistor to transistor logic, Hazards: gates have delay ⇒ don't work, D signal must be stable during t<sub>setup</sub> → Metastability or 1/0 either 0 or 1, and t<sub>hold</sub>, floating gate transistor

Programmable Logic: ASIC: Application Specific Integrated Circuit, PAL: Programmable Array Logic, OTP: one-time programmable, GAL: Generic Array Logic

CPLD: Complex Programmable Logic Device, IOB: Input Output Block, FPGA: Field Programmable Gate Array, LUT: Look up Table, P&R software → bit-file, RAM: random access memory, SOC: System on chip

VHDL: case-insensitive, comments --, Entity: black-box, Architecture: functionality, std\_logic: a bit, std\_logic\_vector(n-1 DOWNTO 0): n bits vector, bit value E '0' '1' 'U' 'X' '-' undefined, SIGNAL: wire, fixed signal separate sequential logic, unknown (short circuit), don't care

RTL: register transfer level: from combinational logic - connect with wires, Gates: AND NAND OR NOR NOT XOR XNOR, Sensitivity: signals on the right of <= sensitivity list (should put all), HDL-synthesizer → gates implementation

Multiplexer:  $Q = b \cdot c + a \cdot \bar{c}$

Shift-Register:  $c \rightarrow \boxed{D \cdot \bar{Q}} \rightarrow \boxed{Q}$

**CONSTANT**:  $\text{constant} : \text{value}$

# VHDL

```

library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;

entity entity_name is
    generic(k: unsigned;
            L: std_logic := '0'); -- default MSB      LSB
    port(clock, reset: in std_logic;           -- (n-1) downto 0
          Y: out std_logic_vector(0 to 7)); -- 0      to (n-1)
                                         LSB      MSB
end entity_name;

architecture arch_name of entity_name is
    -- Declaration
    type state is (IDLE, UPDATE, DONE); -- local to arch
    -- hex X"EF", bin: "11101111", macro: (4 =>'0', others =>'1')
    signal s_Y_data: std_logic_vector(7 downto 0) := "00000000"; -- default value
    signal s_A, s_B, s_C: std_logic;
    signal s_D, s_E: unsigned(5 downto 0);
    constant c_PI: std_logic := '1';

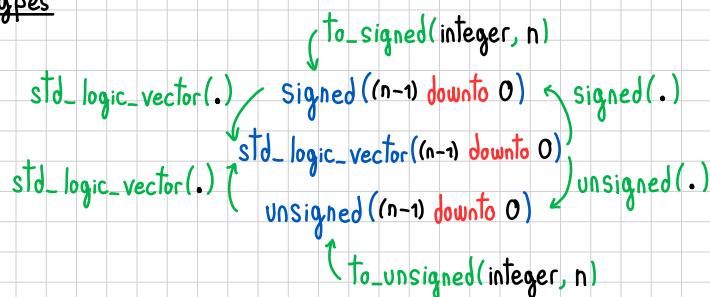
    component component_entity is
        generic(c0: integer;
                P: std_logic_vector(2 downto 0));
        port(A, B: in std_logic;
              Y: out std_logic);
    end component;

```

## Help

Decimal	Bin	Hex
0	0000	0
1	0001	1
2	0010	2
3	0011	3
4	0100	4
5	0101	5
6	0110	6
7	0111	7
8	1000	8
9	1001	9
10	1010	A
11	1011	B
12	1100	C
13	1101	D
14	1110	E
15	1111	F

## Types



```

begin
    -- Description (don't read from output!)
    -- Implicit process
    Y <= (s_Y_data(0) or (s_Y_data(2) and (not s_Y_data(3)))) & s_Y_data(6 downto 0);
    s_B <= c_PI when s_Y_data(5)='1' else '-' when s_Y_data(6)=L else '0';
    with s_Y_data(4) select s_D <= -- puts value in s_D
        to_unsigned(0,6) when s_Y_data(0), -- tests data[4]=data[0]
        to_unsigned(1,6) when s_Y_data(2),
        to_unsigned(2,6) when others;
    -- Explicit process (latest assign matters/don't assign both in implicit and explicit)
    p-process_name: process(reset, clock, s_Y_data(1)) is
        begin
            -- D-FlipFlop
            -- Async reset
            if reset='1' then s_A <= '0'; -- reset value
            elsif rising_edge(clock) then s_A <= s_B, -- Falling-edge(clock)
            end if;
            -- Sync reset
            if rising_edge(clock) then
                if reset='1' then s_A <= '0';
                else s_A <= s_B xor s_A; -- Allowed read and write to signal
                end if;
            end if;
            case s_Y_data(1) is
                when s_Y_data(0) => -- can use if/else here
                    s_E <= to_unsigned(0,6),
                    s_A <= '0',
                when s_Y_data(2) => s_E <= to_unsigned(1,6);
                when others => s_E <= k;
            end case;
        end process p-process_name;
    pm-do. component_entity
        generic map(O=>g,
                    P=>"001");
        port map(A=>s_A, B=>s_B, Y=>s_C);
    end arch_name;

```

