# 0001 Introduction to Digital Logic

ENGR 3410 - Computer Architecture Fall 2010

#### Acknowledgements

- Patterson & Hennessy: Book & Lecture Notes
- Patterson's 1997 course notes (U.C. Berkeley CS 152, 1997)
- Tom Fountain 2000 course notes (Stanford EE182)
- Michael Wahl 2000 lecture notes (U. of Siegen CS 3339)
- Ben Dugan 2001 lecture notes (UW-CSE 378)
- Professor Scott Hauck lecture notes (UW EE 471)
- Mark L. Chang lecture notes for Digital Logic (NWU B01)
- Mark Chang's notes for ENGR 3410 (which these are, with some modifications by Mark Sheldon and Alex Morrow)

# Example: Car Electronics

• Door ajar light (driver door, passenger door):

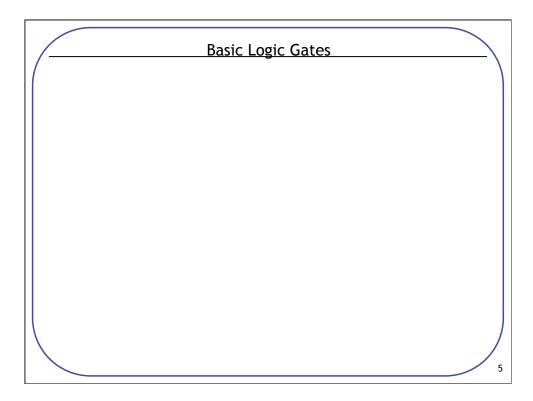
• High-beam indicator (lights, high beam selected):

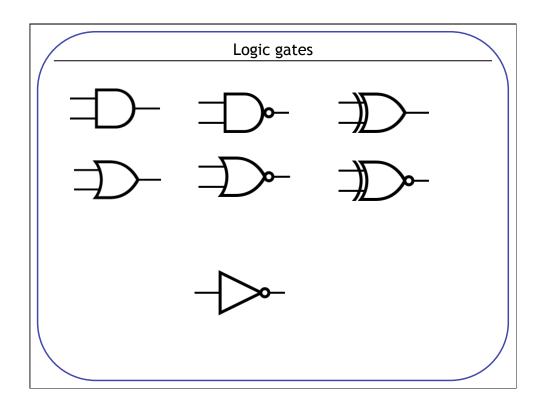
3

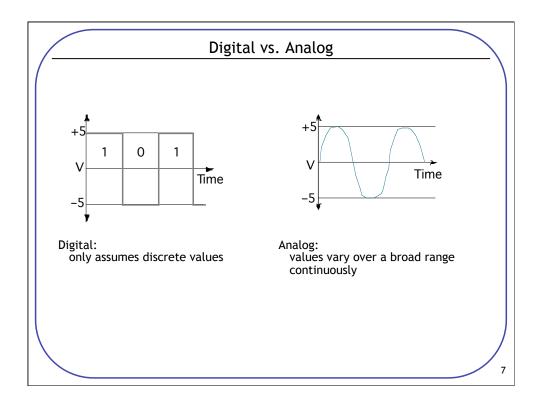
# Example: Car Electronics (cont.)

• Seat Belt Light (driver belt in):

• Seat Belt Light (driver belt in, passenger belt in, passenger present):



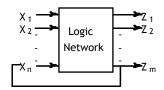




# Advantages of Digital Circuits

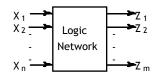
# Combinational vs. Sequential Logic

#### Sequential logic



Network implemented from logic gates. The presence of memory distinguishes *sequential* and *combinational* networks.

#### Combinational logic



No feedback among inputs and outputs. Outputs are a function of the inputs only.

9

#### **Truth Tables**

Algebra: variables, values, operations

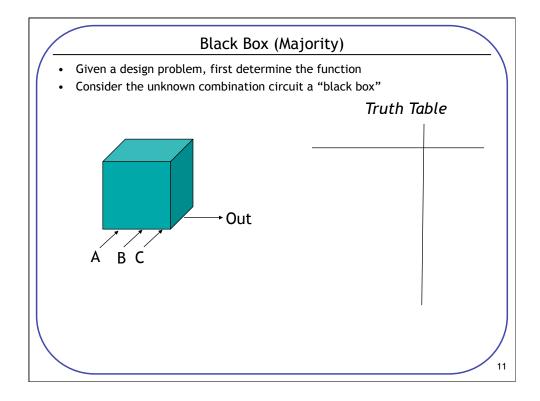
In Boolean algebra, the values are the symbols 0 and 1 If a logic statement is false, it has value 0 If a logic statement is true, it has value 1

Operations: AND, OR, NOT

Χ	Y	X AND '
0	0	0
0	1	0
1	0	0
1	1	1

Χ	NOT X
0	1
1	0

Χ	Y	X OR Y
0	0	0
0	1	1
1	0	1
1	1	1



# "Black Box" Design & Truth Tables

- Given an idea of a desired circuit, implement it
  - Example: Majority with inputs: A, B, C, output: Out

#### Boolean Formulae

#### Boolean Algebra

values: 0, 1 variables: A, B, C, . . . , X, Y, Z operations: NOT, AND, OR, . . .

NOT X is written as X X X AND Y is written as X & Y, X•Y, X Y X OR Y is written as X + Y

Deriving Boolean equations from truth tables:

АВ	Sum	Carry
0 0 0 1 1 0 1 1	0 1 1 0	0 0 0 1

Sum =  $\overline{A}B + A\overline{B}$ 

OR'd together *product* terms for each truth table row where the function is 1

if input variable is 0, it appears in complemented form; if 1, it appears uncomplemented

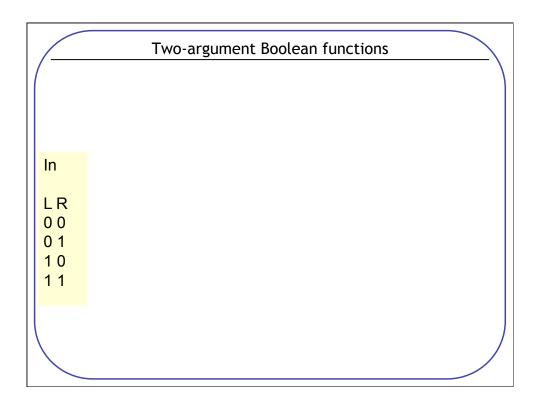
Carry = A B

# Boolean Algebra

#### Another example:

A B	Cin	Sum Cout	Sum = $\overline{A}\overline{B}\overline{C}$ in + $\overline{A}\overline{B}\overline{C}$ in + $\overline{A}\overline{B}\overline{C}$ in + $\overline{A}\overline{B}\overline{C}$ in + $\overline{A}\overline{B}\overline{C}$ in
0 0	0	0 0	
0 0	1	1 0	
0 1	0	1 0	
0 1	1	0 1	
1 0	0	1 0	
1 0	1	0 1	
1 1	0	0 1	

Cout =  $\overline{A}$  B Cin +  $\overline{A}$  B Cin +  $\overline{A}$  B Cin +  $\overline{A}$  B Cin



# Two-argument Boolean functions

# All possible two input logic gates

In Out

LR0123456789ABCDEF 0000000000011111111 010000111100001111 100011001100110011 11010101010101010101

#### Two-argument Boolean functions

#### In Out

LR0123456789ABCDEF 0000000000011111111 010000111100001111 100011001100110011 110101010101010101

0 ₩ W L < R ≠ ₩

# Two-argument Boolean functions

#### In Out

LR0123456789ABCDEF 000000000001111111 010000111100001111 100011001100110011 110101010101010101

#### Two-argument Boolean functions

anc

xnor nor or xor

nand

In Out

+

<mark>LR0</mark>123456789ABCDEF

<mark>000</mark>000000011111111

<mark>010</mark>000111100001111

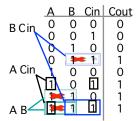
0 ₩ W L < R ≠ W W ≠ R < L > W 0

0 ₩ X L < R ≠ W W = R ≥ L ≤ W 1

# Boolean Algebra

Reducing the complexity of Boolean equations

Laws of Boolean algebra can be applied to full adder's carry out function to derive the following simplified expression:



Cout = A Cin + B Cin + A B

Verify equivalence with the original Carry Out truth table:

place a 1 in each truth table row where the product term is true

each product term in the above equation covers exactly two rows in the truth table; several rows are "covered" by more than one term

### Representations of Boolean Functions

• Boolean Function:  $F = \overline{X} + YZ$ 

Truth Table:

Circuit Diagram:

X	Y	Z	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	
			•

2

# Why Boolean Algebra/Logic Minimization?

Logic Minimization: reduce complexity of the gate level implementation

- reduce number of literals (gate inputs)
- reduce number of gates
- reduce number of levels of gates

fewer inputs implies faster gates in some technologies fan-ins (number of gate inputs) are limited in some technologies fewer levels of gates implies reduced signal propagation delays number of gates (or gate packages) influences manufacturing costs

#### Basic Boolean Identities:

$$X * \overline{X} =$$

2

# Basic Laws

Commutative Law:

$$X + Y = Y + X$$

$$XY = YX$$

Associative Law:

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

$$X(YZ)=(XY)Z$$

• Distributive Law:

$$X(Y+Z) = XY + XZ$$

$$X+YZ = (X+Y)(X+Z)$$

# **Boolean Manipulations**

• Boolean Function:  $F = XYZ + \overline{X}Y + XY\overline{Z}$ 

Truth Table:

Reduce Function:

X	Y	Z	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	

2

# **Advanced Laws**

$$X+XY =$$

$$XY + X\overline{Y} =$$

$$X + \overline{X}Y =$$

$$X(X+Y) =$$

$$(X+Y)(X+\overline{Y}) =$$

$$X(\overline{X}+Y) =$$

## Boolean Manipulations (cont.)

• Boolean Function:  $F = \overline{X}YZ + XZ$ 

Truth Table:

Reduce Function:

X	Y	Z	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	

2

# Boolean Manipulations (cont.)

• Boolean Function:  $F = (X+\overline{Y}+X\overline{Y})(XY+\overline{X}Z+YZ)$ 

Truth Table:

Reduce Function:

#### DeMorgan's Law

$$\frac{X \quad Y \quad \overline{X} \quad \overline{Y} \quad \overline{X+Y} \quad \overline{X+\overline{Y}}}{0 \quad 0 \quad 1 \quad 1} \\
0 \quad 1 \quad 1 \quad 0 \\
1 \quad 0 \quad 0 \quad 1 \\
1 \quad 1 \quad 0 \quad 0$$

$$\frac{X \quad Y \quad \overline{X} \quad \overline{Y}}{0 \quad 0 \quad 1 \quad 1} \\
0 \quad 1 \quad 1 \quad 0 \\
1 \quad 0 \quad 0 \quad 1 \\
1 \quad 1 \quad 0 \quad 0$$

DeMorgan's Law can be used to convert AND/OR expressions to OR/AND expressions

#### Example:

$$Z = \overline{A}BC + \overline{A}BC + \overline{A}BC + \overline{A}B\overline{C}$$
  
 $\overline{Z} = (A + B + \overline{C}) * (A + \overline{B} + \overline{C}) * (\overline{A} + B + \overline{C}) * (\overline{A} + \overline{B} + C)$ 

20

# DeMorgan's Law example

If 
$$F = (XY+Z)(\overline{Y}+\overline{X}Z)(X\overline{Y}+\overline{Z})$$
,

$$\overline{F} =$$

# NAND and NOR Gates

• NAND Gate: NOT(AND(A, B))

Χ	Y	X NAND Y
0	0	1
0	1	1
1	0	1
1	1	0

• NOR Gate: NOT(OR(A, B))

Χ	Y	X NOR Y
0	0	1
0	1	0
1	0	0
1	1	0

3

# NAND and NOR Gates

- NAND and NOR gates are universal
  - can implement all the basic gates (AND, OR, NOT)

NAND

NOR

NOT

AND

OR

# **Bubble Manipulation**

• Bubble Matching





• DeMorgan's Law



33

# **XOR and XNOR Gates**

• XOR Gate: Z=1 if X is different from Y

X	Y	Z
0	0	0
0	1	1
1	0	1
1	1	Λ

• XNOR Gate: Z=1 if X is the same as Y

# Boolean Equations to Circuit Diagrams

$$F = XYZ + \overline{X}Y + XY\overline{Z}$$

$$F = XY + X(WZ + W\overline{Z})$$