CSE 260 Digital Logic Design

Text Books:

Core Texts:

□ Digital Logic And Computer Design, Morris Mano

Reference material:

□ Digital Design Principles and Practices, John F. Wakerly

CSE 260 Digital Logic Design

Number System & Calculations

Objective

- Distinguish between analog and digital system
- Understand the advantage and limitation of digital system
- Understand the meaning of digital logic

Analog vs. Digital

 Analog data can vary over a continuous range of values. Example: speedometer

 Digital quantities can take on only discrete values (0 and 1, high and low).
 Example: Digital Computer, Decimal Digits, Alphabets

Digital System

- A digital system is a combination of devices designed to manipulate physical quantities or information that are represented in digital form.
- "A discreet information processing system"
- Signals: Discreet information

Digital Technology

Advantage

- Greater accuracy or precision
- Easier to design (generality)
- Easier information storage
- Programmability (instructions)
- Speed
- Economical

Limitation

The real world is mainly analog

How to Overcome

- Convert the real world analog input data into digital one
- Process this digital data
- Then again convert into analog form

Digital logic

 Design logic is a term used to denote the design and analysis of digital system

 Digital logic is concerned with the interconnection among digital components and modules

 Digital logic design is engineering and engineering means problem solving

Number systems and codes

Digital Systems are built from circuits that process binary digits. BUT very few real-life problems are based on binary numbers.

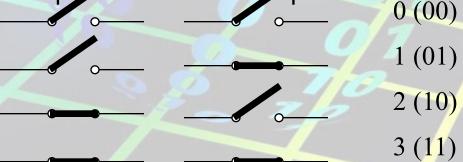
SO a digital system designer must establish some correspondence between the binary digits processed by digital circuits and real-life numbers, events and conditions.

Information representation

- Human decisions tends to be binary i.e. Yes or No
- Elementary storage units inside computer are electronic switches.
 Each switch holds one of two states: on (1) or off (0).



- We use a bit (binary digit), 0 or 1, to represent the state.
- Storage units can be grouped together to cater for larger range of numbers. Example 2 switches to represent 4 values.



Information representation

- In general, N bits can represent 2^N different values.
- For *M* values, \[\log 2*M* \] bits are needed.

```
1 bit \rightarrow represents up to 2 values (0 or 1)
2 bits \rightarrow rep. up to 4 values (00, 01, 10 or 11)
3 bits \rightarrow rep. up to 8 values (000, 001, 010. ..., 110, 111)
4 bits \rightarrow rep. up to 16 values (0000, 0001, 0010, ..., 1111)
```

```
32 values → requires 5 bits
64 values → requires 6 bits
1024 values → requires 10 bits
40 values → requires 6 bits
100 values → requires 7 bits
```

Positional Notations

- Decimal number system, symbols = { 0, 1, 2, 3, ..., 9 }
- Position is important
- Example: $(7594)_{10} = (7x10^3) + (5x10^2) + (9x10^1) + (4x10^0)$
- In general, $(a_n a_{n-1} ... a_0)_{10} = (a_n \times 10^n) + (a_{n-1} \times 10^{n-1}) + ... + (a_0 \times 10^0)$
- $(2.75)_{10} = (2 \times 10^{0}) + (7 \times 10^{-1}) + (5 \times 10^{-2})$
- In general, $(a_n a_{n-1} ... a_0 ... f_1 f_2 ... f_m)_{10} = (a_n x 10^n) + (a_{n-1} x 10^{n-1}) + ... + (a_0 x 10^0) + (f_1 x 10^{-1}) + (f_2 x 10^{-2}) + ... + (f_m x 10^{-m})$

Other Number Systems

- Binary (base 2): weights in powers-of-2. Binary digits (bits): 0,1.
- Octal (base 8): weights in powers-of-8.
 Octal digits: 0,1,2,3,4,5,6,7
- Hexadecimal (base 16): weights in powers-of-16. Hexadecimal digits: 0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F

Note: when base is r, coefficient values range from 0 to r-1.

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Binary	Octal	Decimal	Hexadecimal
0000	0	0	0
0001	1	1	1
0010	2	2	2
0011	3	3	3
0100	4	4	4
0101	5	5	5
0110	6	6	6
0111	7	7	7
1000	10	8	8
1001	11	9	9
1010	12	10	Α
1011	13	11	В
1100	14	12	С
1101	15	13	D
1110	16	14	E
1111	17	15	F

Base-R to Decimal Conversion

```
***Formula= \( \square \text{digit * source_base position} \)
\blacksquare (1101.101)_2 = 1 \times 2^3 + 1 \times 2^2 + 1 \times 2^0 + 1 \times 2^{-1} + 1 \times 2^{-3}
          = 8 + 4 + 1 + 0.5 + 0.125
                          = (13.625)_{10}
-(572.6)_8 = 5 \times 8^2 + 7 \times 8^1 + 2 \times 8^0 + 6 \times 8^{-1}
 320 + 56 + 2 + 0.75 = (378.75)_{10}
=(2A.8)_{16} = 2 \times 16^{1} + 10 \times 16^{0} + 8 \times 16^{-1}
 32 + 10 + 0.5 = (42.5)_{10}
(341.24)_5 = 3 \times 5^2 + 4 \times 5^1 + 1 \times 5^0 + 2 \times 5^{-1} + 4 \times 5^{-2}
```

 $= 75 + 20 + 1 + 0.4 + 0.16 = (96.56)_{10}$

Decimal to Base-R Conversion

- Decimal to base-R
 - Whole numbers: repeated division-by-R
 - Fractions: repeated multiplication-by-R

Repeated Division-by-2 Method

To convert a whole number to binary, use successive division by 2 until the quotient is 0. The remainders form the answer, with the first remainder as the least significant bit (LSB) and the last as the most significant bit (MSB).

$$(43)_{10} = (101011)_2$$

```
2 43
2 21 rem 1 ← LSB
2 10 rem 1
2 5 rem 0
2 2 rem 1
2 1 rem 0
0 rem 1 ← MSB
```

Repeated Multiplication-by-2 Method

To convert decimal fractions to binary, repeated multiplication by 2 is used, until the fractional product is 0 (or until the desired number of decimal places). The carried digits, or carries, produce the answer, with the first carry as the MSB, and the last as the LSB.

 $(0.3125)_{10} = (.0101)_2$

- Inna	ULAK	
7	Carry	1
$0.3125 \times 2 = 0.625$	0	←MSB
$0.625 \times 2 = 1.25$		
$0.25 \times 2 = 0.50$	0	
$0.5 \times 2 = 1.00$	1 //	←LSB

Note: difference between conversion of integer and fraction

Integer

- Division by base of target no. system
- Remainders are accumulated
- By division we obtain LSB to MSB

Fraction

- Multiplication by base of target no. system
- Integers are accumulated
- By multiplication we obtain MSB to LSB

Binary-Octal/Hexadecimal Conversion

- Binary → Octal: Partition in groups of 3 $(10,111,011,011,011,110)_2 = (2731.56)_8$
- Octal Binary: reverse (2731 56) = (10 111 011 001 . 101 110)₂
- Binary → Hexadecimal: Partition in groups of 4
 (101 1101 1001 . 1011 1000)₂ = (5D9.B8)₁₆
- Hexadec mal \rightarrow Binary: reverse (5D9.B8)₁₆ = (101 1101 1001 . 1011 1000)₂

Binary-Octal/Hexadecimal Conversion

•
$$(1100100.10)_2 = (144.4)_8$$

= $(64.8)_{16}$

Exercise:

```
(1)Try converting this to (10110001101011.111100000110)<sub>2</sub> a)octal b) hexadecimal
```

- (2) Try converting these to binary
 - a) (673.124)₈
 - b) (306.D)₁₆

Answers:

- (1) a) (26153.7406)₈
 - (1) b) (2C6B.F06)₁₆
 - (2) a) (110 111 011 . 001 010 100)₂
 - (2) b) (0011 0000 0110 . 1101)₂

Binary operations: Addition: Addition Rules w/Carries

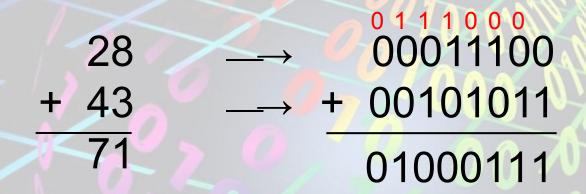
For 2 bit

- 0 + 0 = 0 0 (0 with a 0 carry)
- 0 + 1 = 0 1 (1 with a 0 carry)
- 1 + 0 = 0 1 (1 with a 0 carry)
- 1 + 1 = 10 (0 with a 1 carry)

For 3 bit

- 0+0+0 = 0 0 (0 WITH 0 CARRY)
- 0+0+1 = 0 1 (1 WITH 0 CARRY)
- 0+1+1 = 1 0 (0 WITH 1 CARRY)
- 1+1+1 = 1 1 (1 WITH 1 CARRY)

Adding Binary Numbers



Exercise

3(a) Add (101101)₂ with (100111)₂

Solution

• 3(a) (1010100)₂

Working:

Augend: 101101

Addend: +100111

Sum: 1010100

Addition of base-r

Example:

$$(34)_5 + (41)_5 + (24)_5$$

 $(204)_{5}$

Exercise

- Try:
 - 2 (a) $(FF)_{16}$ + $(F1)_{16}$ 2 (b) $(66)_7$ + $(55)_7$

Solution

- 2(a) (1F0) 16
- 2(b) (154)₇

Binary Multiplication

- The multiplication of two binary numbers can be carried out in the same manner as the decimal multiplication.
- Unlike decimal multiplication, only two values are generated as the outcome of multiplying the multiplication bit by 0 or 1 in the binary multiplication. These values are either 0 or 1.
- The binary multiplication can also be considered as repeated binary addition. Therefore, the binary multiplication is performed in conjunction with the binary addition operation.

Exercise

6 (a) Multiply 1011 with 101

Multiplicand Multiplier

Partial Products

Product

1011

× 101

1011

0000 -

<u>1011 - -</u>

110111

Multiplication with base-r

```
2A3C xB7
```

127A4 1D094

4-00-4

1E30E4

Working

This completes the 7*2A3C = 127A4 partial product.

$$B*C = 11*12 = 132 = (write 4, carry 8)$$

$$B*3+8 = 11*3+8 = 41 = (write 9, carry 2)$$

$$B*A+2 = 11*10+2 = 112 = (write 0, carry 7)$$

$$B*2+7 = 11*2+7 = 29 = 1D$$

This completes the B[0]*2A3C = 1D094[0] partial product, where I'm noting the [0] digits to remind us this is in the 16s column.

Adding the partial products: 127A4 + 1D0940

$$4+0 = 4$$

$$A+4 = E$$

$$7+9 = 16 = 0x10$$
 (write 0, carry 1)

$$2+0+1=3$$

$$1 + D = E$$

Exercise

7 (a) Multiply (34)5 with (42)5

7 (b) Multiply (25)9 with (36)9

Solution

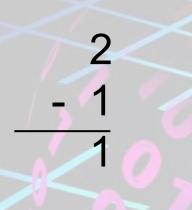
7 (a) (3133)₅

7 (b) (1033)9

Binary operations: Subtraction Rules w/Carries

- For 2 bit
 - 0 0 = 0.0 (0 with a 0 carry)
 - 1 1 = 0.0 (0 with a 0 carry)
 - 1 0 = 0.1 (1 with a 0 carry)
 - $\bullet 0 1 = ? (???)$

Subtracting Binary Numbers:



$$\begin{array}{c} \stackrel{2}{\longrightarrow} \stackrel{0}{\longrightarrow} 0 \\ \stackrel{1}{\longrightarrow} 0 \\ \stackrel{2}{\longrightarrow} - 0 \\ 1 \\ 0 \\ 1 \\ 0 \\ 1 \\ \end{array}$$

Exercise

5(b) Subtract (100111)₂ from (101101)₂

Solution

5 (b) (000110)₂

Working:

5(b)Subtraction

Minuend: 101101

Subtrahend: -100111

Difference: 000110

Subtraction of Base-r

(4 A 6)₁₆ -(1 B 3)₁₆ (2 F 3)₁₆ 4 6 (54)₆ - (35)₆ (15)₆

Exercise

$$4 (a) (71)_{8} - (56)_{8}$$

$$4(b) (21)_3 - (12)_3$$

Solution

- 4 a) (13)₈
- 4 b) $(2)_3$