SWE223: Digital Electronics
Fall 2015

Lecture 1+2

Tanjila Farah

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Textbooks

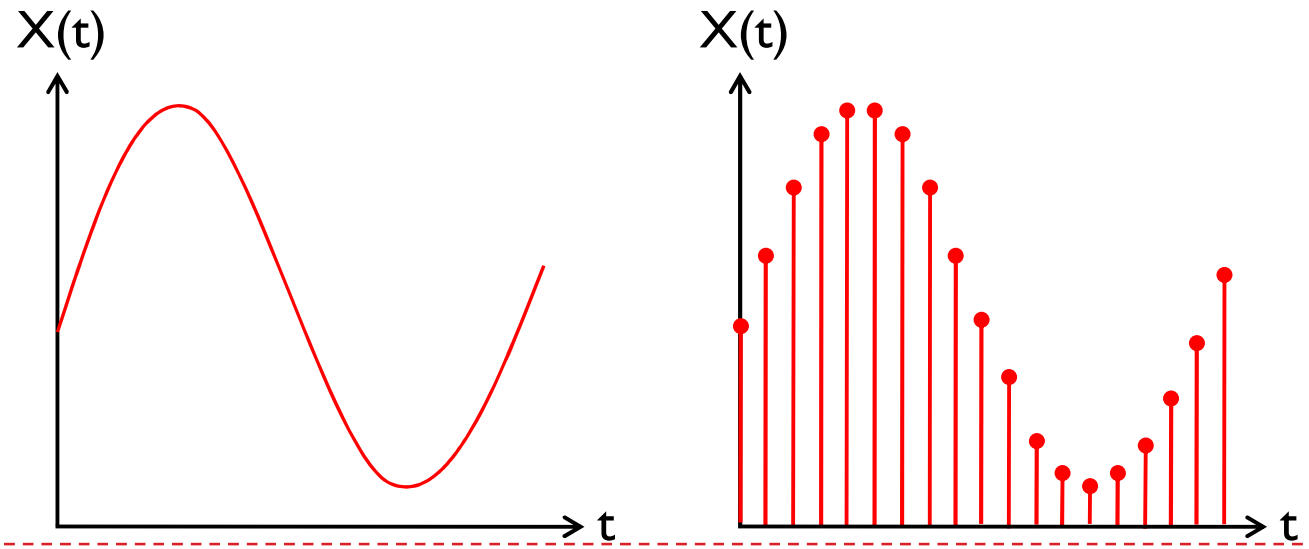
- Mano and Kime, "Logic & Computer Design Fundamentals", Prentice Hall.

Digital Electronics
is also known as
Digital Logic Design

Digital

Analog and Digital Signal

- Analog system
  - The physical quantities or signals may vary continuously over a specified range.
- Digital system
  - The physical quantities or signals can assume only discrete values.
  - Greater accuracy

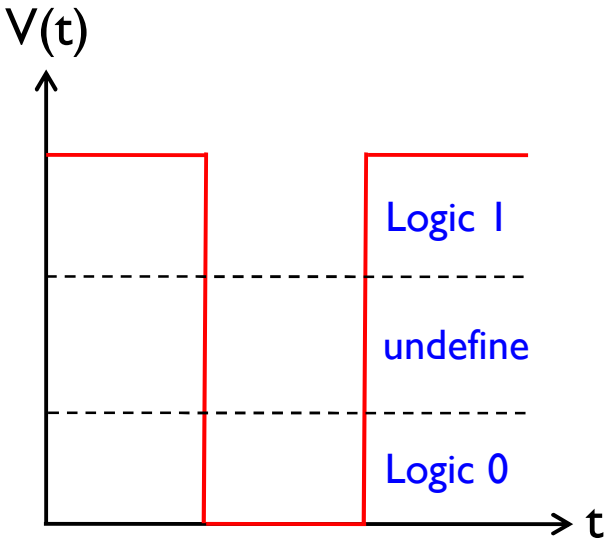


Analog signal

Digital signal

Binary Digital Signal

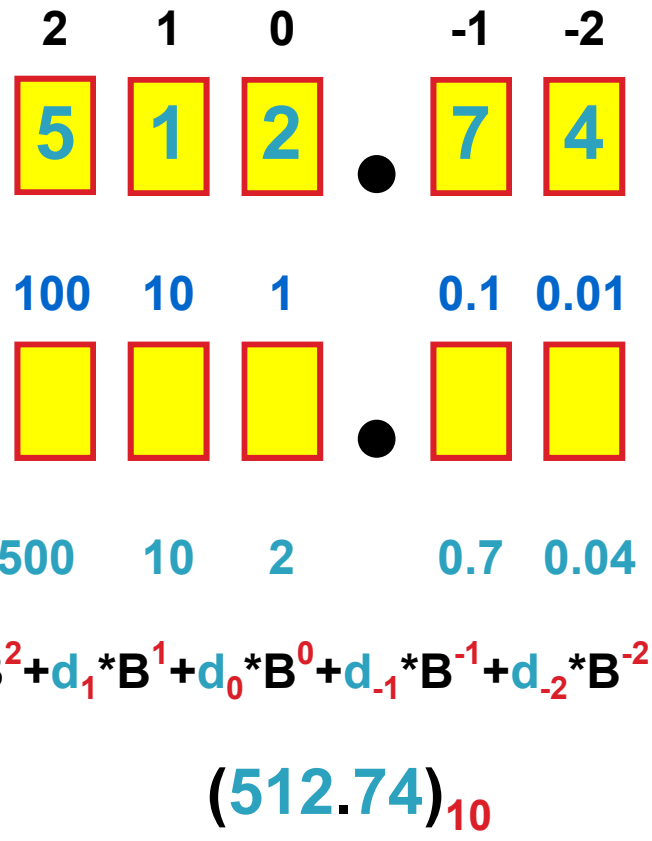
- An information variable represented by physical quantity.
- For digital systems, the variable takes on discrete values.
  - Two level, or binary values are the most prevalent values.
- Binary values are represented abstractly by:
  - Digits 0 and 1
  - Words (symbols) False (F) and True (T)
  - Words (symbols) Low (L) and High (H)
  - And words On and Off
- Binary values are represented by values or ranges of values of physical quantities.



Binary digital signal

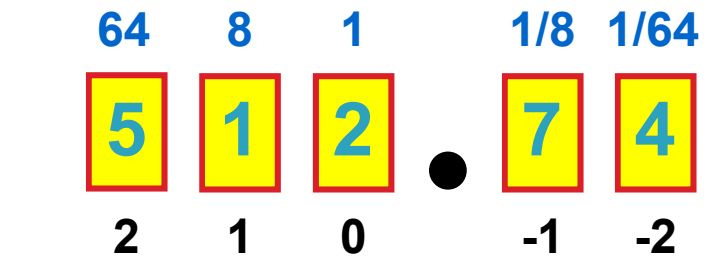
Decimal Number System

- Base (also called radix) = 10
  - 10 digits { 0, 1, 2, 3, 4, 5, 6, 7, 8, 9 }
- Digit Position
  - Integer & fraction
- Digit Weight
  - Weight = (*Base*) ^{Position}
- Magnitude
  - Sum of "*Digit* x *Weight*"
- Formal Notation



Octal Number System

- Base = 8
  - 8 digits { 0, 1, 2, 3, 4, 5, 6, 7 }
- Weights
  - Weight = (*Base*) ^{Position}
- Magnitude
  - Sum of "*Digit* x *Weight*"
- Formal Notation



$5_2 * 8^2 + 1 * 8^1 + 2 * 8^0 + 7 * 8^{-1} + 4 * 8^{-}$

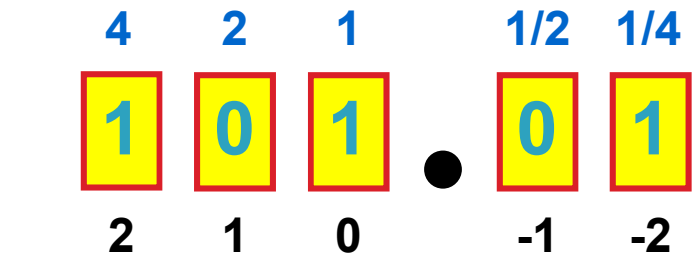
$= (330.9375)_{10}$

$(512.74)_8$

Binary Number System

- Base = 2
  - 2 digits { 0, 1 }, called *b*inary dig*its* or "*bits*"
- Weights
  - Weight = (*Base*) ^{Position}
- Magnitude
  - Sum of "*Bit* x *Weight*"
- Formal Notation
- Groups of bits 4 bits = *Nibble*

  8 bits = *Byte*



$$1_2 *2^2+0 *2^1+1 *2^0+0 *2^{-1}+1 *2^{-2}$$

$$=(5.25)_{10}$$

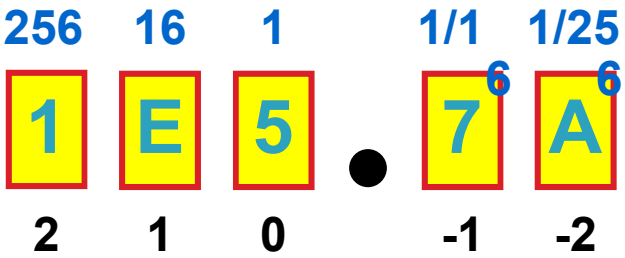
$$(101.01)_2$$

1 0 1 1

1 1 0 0 0 1 0 1

Hexadecimal Number System

- Base = 16
  - 16 digits { 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F }
- Weights
  - Weight = (*Base*) ^{Position}
- Magnitude
  - Sum of "*Digit* x *Weight*"
- Formal Notation



$1 * 16^{2} + 14 * 16^{1} + 5 * 16^{0} + 7 * 16^{-1} + 10 * 16^{-2}$

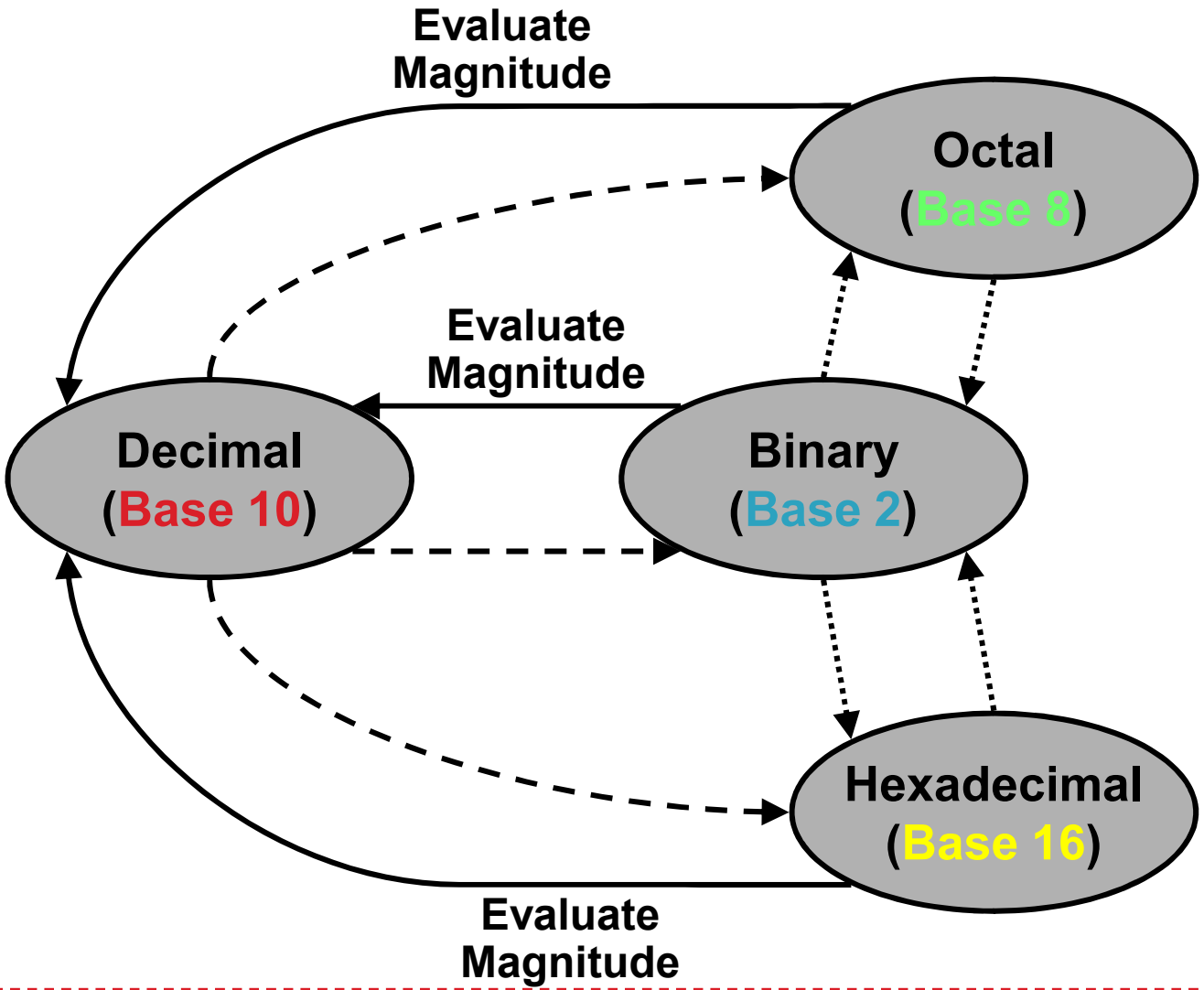
$= (485.4765625)_{10}$

$(1E5.7A)_{16}$

Decimal, Binary, Octal and Hexadecimal

Decimal	Binary	Octal	Hex
00	0000	00	0
01	0001	01	1
02	0010	02	2
03	0011	03	3
04	0100	04	4
05	0101	05	5
06	0110	06	6
07	0111	07	7
08	1000	10	8
09	1001	11	9
10	1010	12	A
11	1011	13	B
12	1100	14	C
13	1101	15	D
14	1110	16	E
15	1111	17	F

Number Base Conversions



Logic Design

Binary Logic

- Definition of Binary Logic
  - Binary logic consists of binary variables and a set of logical operations.
  - The variables are designated by letters of the alphabet, such as *A*, *B*, *C*, *x*, *y*, *z*, etc, with each variable having two and only two distinct possible values: 1 and 0,
  - Three basic logical operations: AND, OR, and NOT.

1. AND: This operation is represented by a dot or by the absence of an operator. For example, $x \cdot y = z$ or $xy = z$ is read "x AND y is equal to z," The logical operation AND is interpreted to mean that $z = 1$ if only $x = 1$ and $y = 1$; otherwise $z = 0$. (Remember that x, y, and z are binary variables and can be equal either to 1 or 0, and nothing else.)
2. OR: This operation is represented by a plus sign. For example, $x + y = z$ is read "x OR y is equal to z," meaning that $z = 1$ if $x = 1$ or $y = 1$ or if both $x = 1$ and $y = 1$. If both $x = 0$ and $y = 0$, then $z = 0$.
3. NOT: This operation is represented by a prime (sometimes by an overbar). For example, x' = z (or $\bar{x} = z$) is read "not x is equal to z," meaning that z is what z is not. In other words, if $x = 1$, then $z = 0$, but if $x = 0$, then $z = 1$, The NOT operation is also referred to as the complement operation, since it changes a 1 to 0 and a 0 to 1.

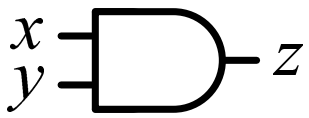
Binary Logic: Basic gates

- Truth Tables, Boolean Expressions, and Logic Gates

AND

x	*y*	*z*
0	0	0
0	1	0
1	0	0
1	1	1

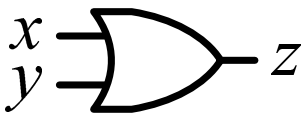
z = x • y = x y



OR

x	*y*	*z*
0	0	0
0	1	1
1	0	1
1	1	1

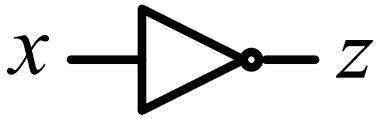
z = x + y



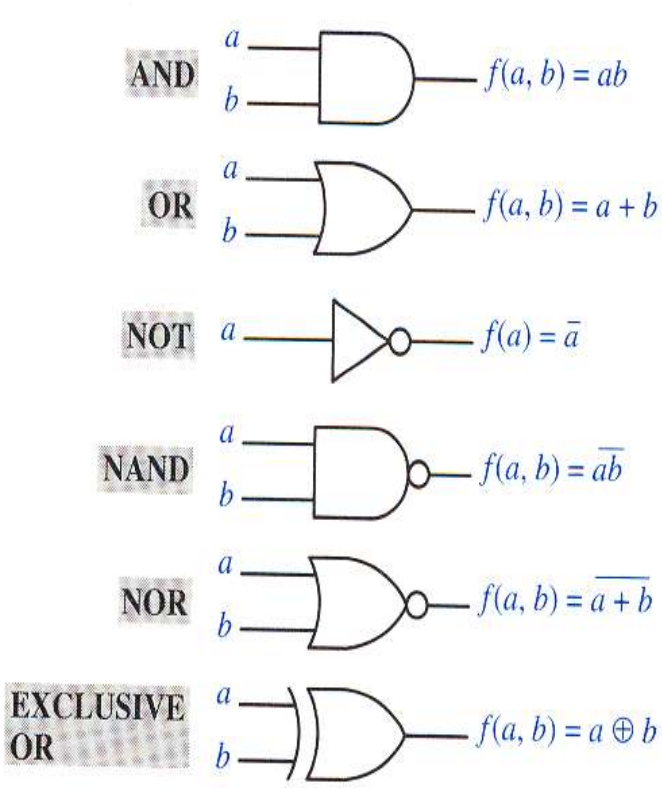
NOT

x	*z*
0	1
1	0

z = $\overline{x}$ = x'

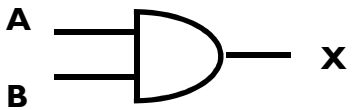
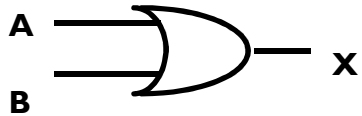
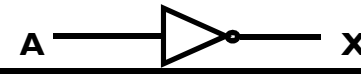
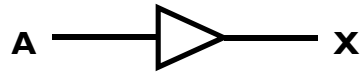
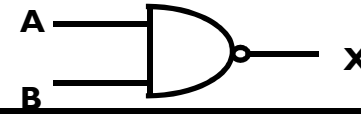
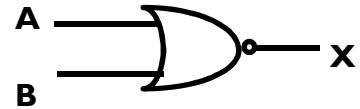
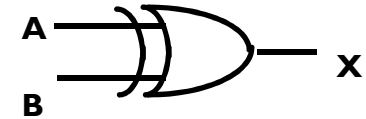
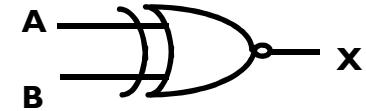


Logic Gates & Symbols



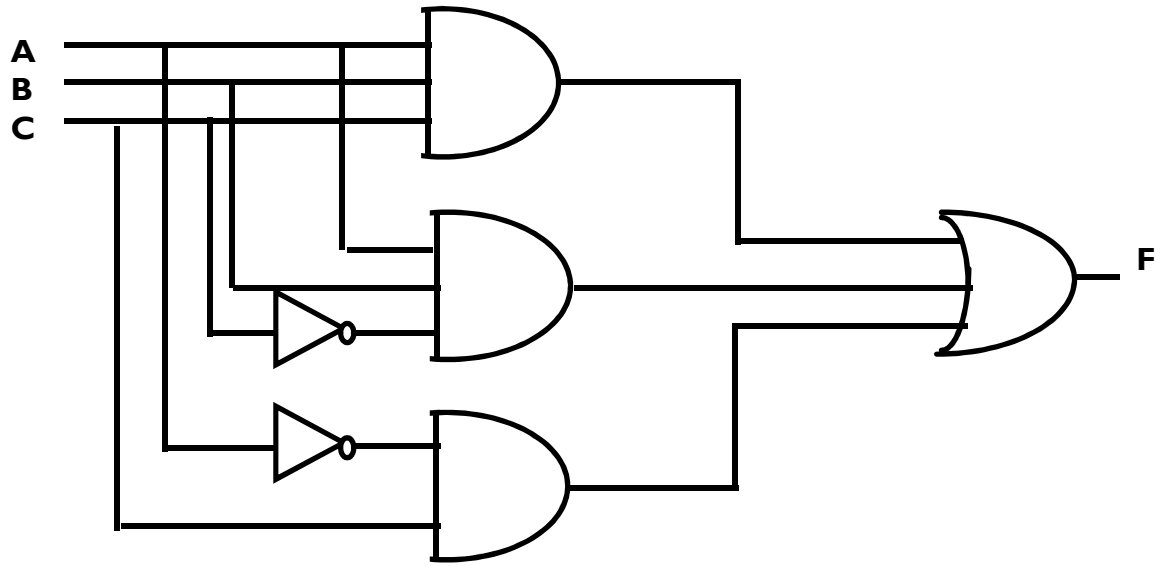
Symbol set 1

COMBINATIONAL GATES

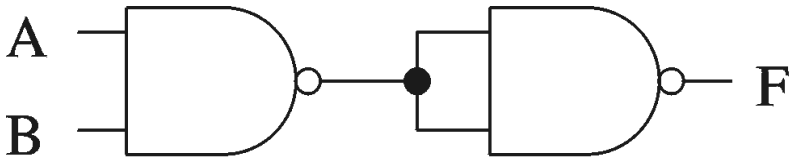
Name	Symbol	Function	Truth Table
AND		X = A • B or X = AB	A B X 0 0 0 0 1 0 1 0 0 1 1 1
OR		X = A + B	A B X 0 0 0 0 1 1 1 0 1 1 1 1
I		X = A'	A X 0 1 1 0
Buffer		X = A	A X 0 0 1 1
NAND		X = (AB)'	A B X 0 0 1 0 1 1 1 0 1 1 1 0
NOR		X = (A + B)'	A B X 0 0 1 0 1 0 1 0 0 1 1 0
XOR Exclusive OR		X = A ⊕ B or X = A'B + AB'	A B X 0 0 0 0 1 1 1 0 1 1 1 0
XNOR Exclusive NOR or Equivalence		X = (A ⊕ B)' or X = A'B'+ AB	A B X 0 0 1 0 1 0 1 0 0 1 1 1

Building circuit with logic gates

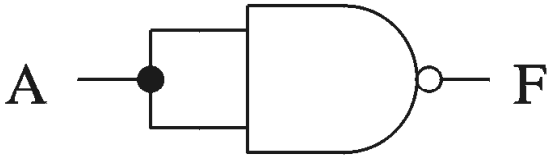
- **F = ABC + ABC' + A'C**



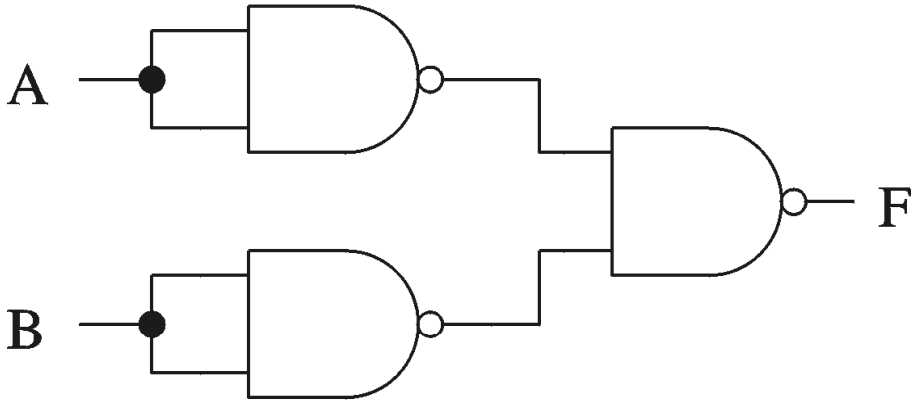
Universal gate: NAND



AND gate

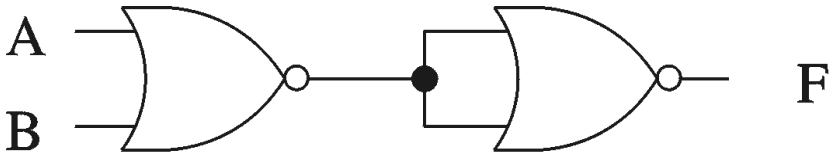


NOT gate

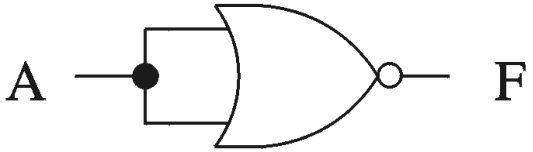


OR gate

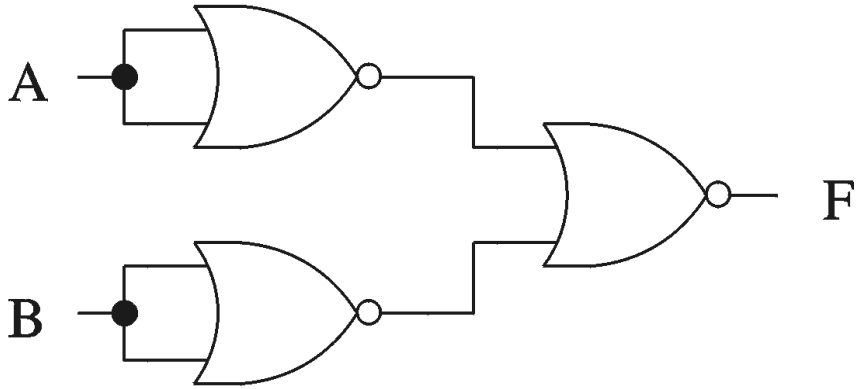
Universal gate: NOR



OR gate



NOT gate



AND gate