

Digital Electronics and Systems
19ECE204

Name : J. Rithika Sri

Roll No : CB.EN.04CSE19025

Date : 08.09.2020

Home Assignment - 1

- 1) The lecture by Prof Anant Agarwal of MIT is about the impact of noise in digital signal.

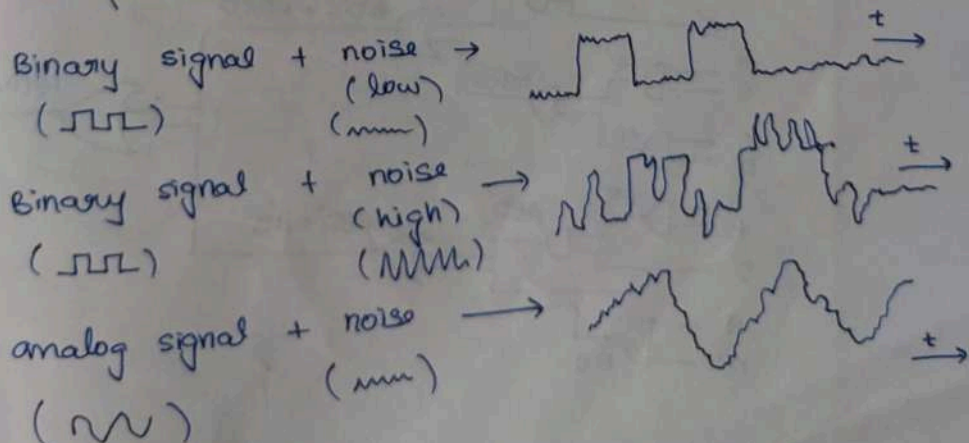
Digital signals are signals used to represent data as a sequence of discrete values at a given time.

↳ analog signals have continuous range of values

↳ binary signals have two possible values - '0' and '1'.

Impact of Noise :

Noise signals are unwanted interference that degrades a communication signal. It can interfere with both analog and binary. However, very large amount of noise is necessary to affect the binary signal. Since analog signal represent an infinite range of values, the noise signal causes the fluctuation in the message communicated.



Referred to → wikipedia and Precision digital

2)

(a)

$$F(A, B, C, D)$$

$$F(A, B, C, D, E) = A'B'C'D' + A'B'C'D + A'B'CD' + A'B'D'E + AB'CD + ABD'E' + ABD'E + AB'CDE$$

$$= A'C'D'(B+B') + AB'CD(1+E) + ABD'(E+E') + A'B'CD' + A'B'D'E$$

$$= A'C'D' + AB'CD + ABD' + A'B'CD' + A'B'D'E$$

$$= A'D'(C' + AB') + AB'CD + ABD' + A'B'D'E$$

$$= A'D'C' + A'D'B' + AB'CD + ABD' + A'B'D'E$$

$$= A'D'C' + A'D'B' + AB'CD + ABD'$$

$$= A'D'C' + D'(AB + A'B') + AB'CD$$

$$= A'D'C' + ABD' + A'B'D' + AB'CD$$

(b)

$$F(A, B, C, D, E) = A'B'C'D'E + A'B'C'D'E' + A'BC'D'E + A'BC'D'E' + A'B'CD'E + A'B'CD'E' + AB'CDE + AB'CDE' + ABCD'E' + ABC'D'E' + ~~AB'CDE~~ ABCD'E + ABC'D'E$$

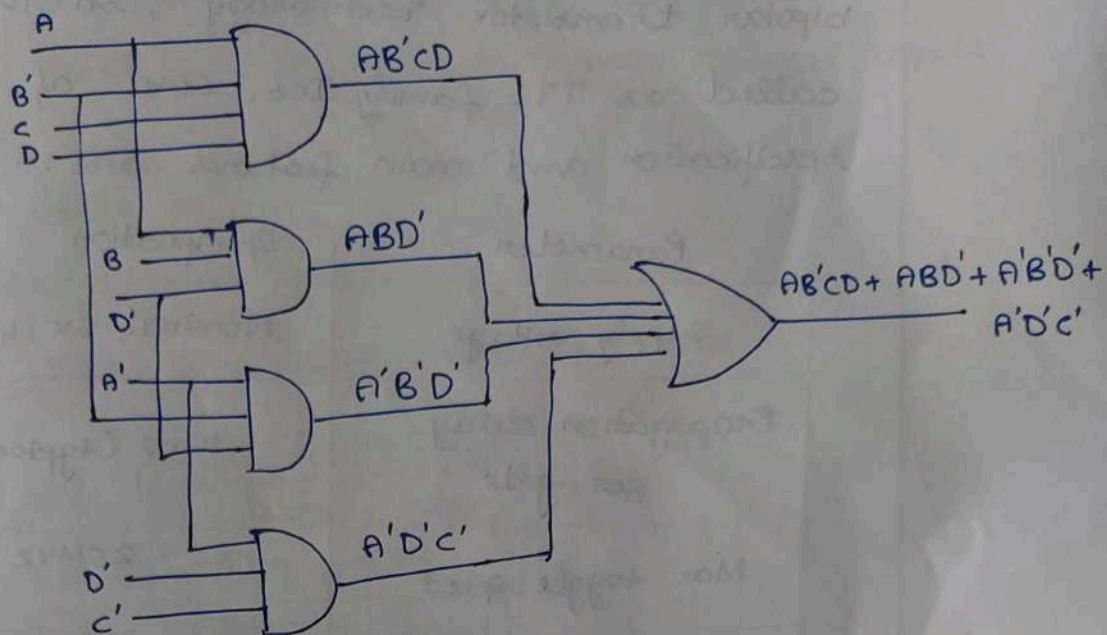
$$= 00001 + 00000 + \overset{01001}{\cancel{00101}} + 01000 + 00101 + 00100 + 10111 + 10110 + 11100 + 11000 + 11101 + 11001$$

$$= 1 + 0 + 9 + 8 + 5 + 4 + 23 + 22 + 28 + 24 + 29 + 25$$

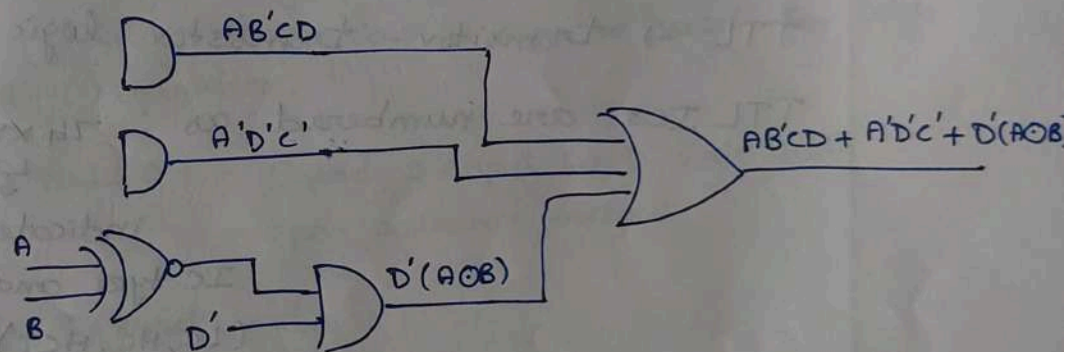
$$\text{Minterms: } m_1, m_0, m_9, m_8, m_5, m_4, m_{23}, m_{22}, m_{28}, m_{24}, m_{29}, m_{25}$$

(b)
(c)

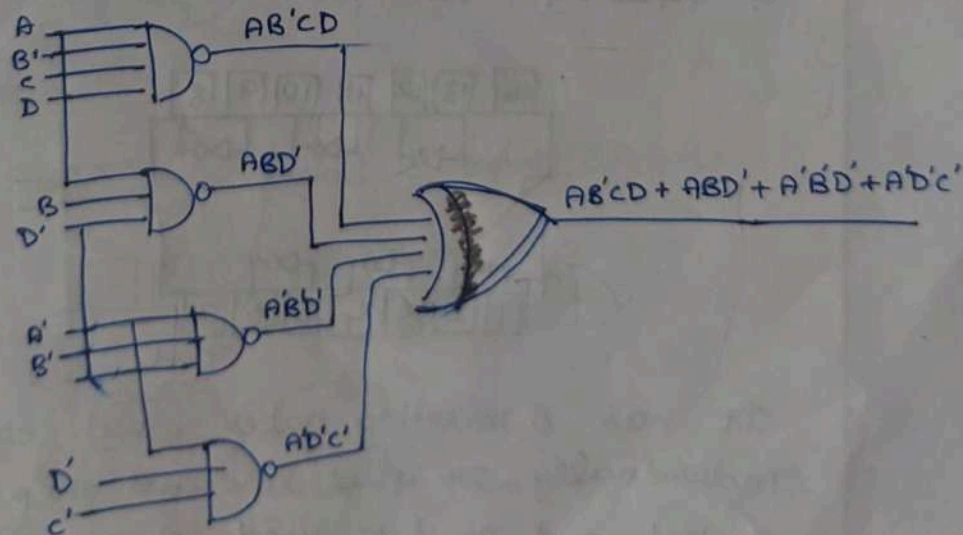
2 Level realization of $F(A,B,C,D,E)$:



(d) Simplification using XOR/XNOR:



(e) simplification using NAND:



- 3) The 74 series ICs are fabricated by using bipolar transistor technology, so they are called as TTL family ICs. Some of its specification and main features are:

Parameter	Specification
Supply voltage	Nominal 5V (4.25-5.25)
Propagation delay per gate	10 ns (typically)
Max toggle speed	25 MHz
Power consumption per gate	10 mW

TTL \rightarrow Transistor - Transistor logic

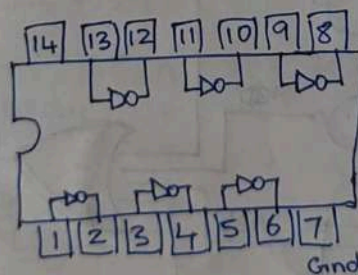
TTL ICs are numbered as: 74XX00



indicates the
IC type and specification
(LC, HC, HCT)

(a) NOT Gate:

\Rightarrow 74LS04 - hex NOT



It has 6 inverting gates which can be used individually. It is a low cost chip available in market and so it is used when application cost is low.

Applications: Servers, memory units, networking, PCs and notebooks.

Other TTL ICs for NOT :

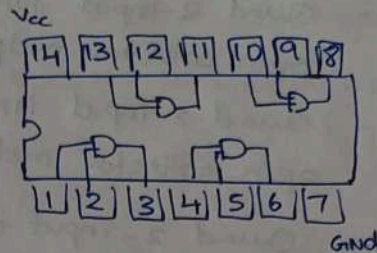
⇒ 74LS05 - hex NOT with open collector outputs

⇒ 74LS14 - hex NOT with Schmitt Trigger inputs

(b) AND Gate :

Quad 2-input gates :

⇒ 74LS08 - Quad 2-input AND gate



It has four AND gates in the chip. The gates in the chip are designed by Schottky transistors to make switching delay less. So this can be used for high speed AND operation.

⇒ 74LS09 - Quad 2-input AND Gate with open collector output

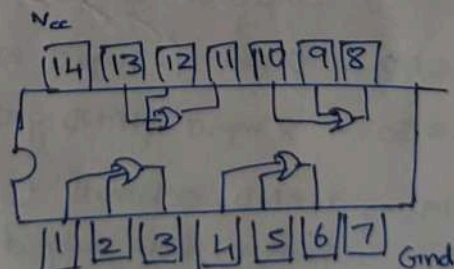
Triple 3-input gates :

⇒ 74LS11 - Triple 3 input AND

⇒ 74LS15 - Triple-3 input AND gate, open collector outputs

(c) OR Gate :

⇒ 74LS32 - Quad 2-input OR gate

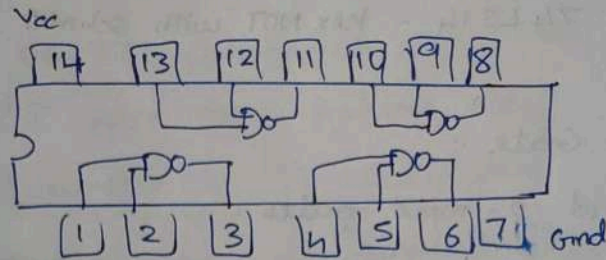


It has four OR gates.

Application : Oscillator circuits, encoder and decoder, multiplexer and de-multiplexer.

(d) NAND Gate:

⇒ 74LS00 - Quad 2-input NAND gate



⇒ 74LS01 - Quad 2-input NAND gate, open collector output

⇒ 74LS03 - Quad 2-input NAND gate with open collector output

⇒ 74LS132 - Quad 2-input NAND gate with Schmitt trigger inputs

⇒ 74LS26 - Quad 2-input NAND gate, OC (15V)

⇒ 74LS28 - Quad 2-input NAND gate with OC (15V)

⇒ 74LS38 - Quad 2-input NAND gate, open collector outputs

⇒ 74LS10 - triple 3-input NAND

⇒ 74LS12 - triple 3-input NAND with open collector outputs

⇒ 74LS13 - Dual 4-input NAND Schmitt triggers

⇒ 74LS20 - dual 4-input NAND

⇒ 74LS22 - Dual 4-input NAND gate, open collector outputs

⇒ 74LS40 - Dual 4-input NAND gate

⇒ 74LS30 - 8 input NAND gate

⇒ 74LS19 - NAND Schmitt trigger, totem pole output

⇒ 74LS39 - 4x two input NAND, open collector

P.T.O. →

Referred to : electronichub.org, electronics-tutorials.ws

(e)

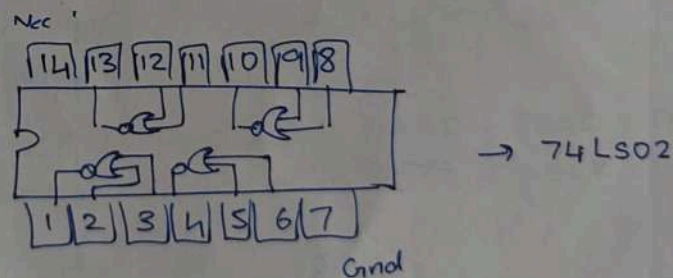
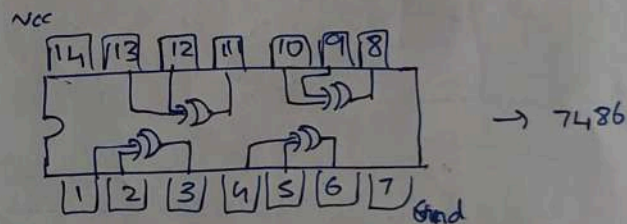
NOR Gate:

- ⇒ 74LS02 - Quad 2-input NOR
- ⇒ 74LS37, 74LS32, 74LS28 - Quad 2-input NOR
- ⇒ 74LS33 - Quad 2-input NOR, open collector output
- ⇒ 74LS38 - Quad 2-input NOR, open collector outputs
- ⇒ 74LS27 - triple 3-input NOR
- ⇒ 74LS23 - 2 x four input NOR with strobe
- ⇒ 74LS25 - 2 x four input NOR with strobe

(f)

XOR Gate:

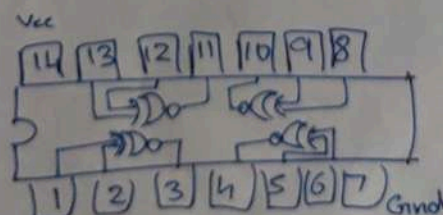
- ⇒ 7486 - Quad 2-input XOR gate
- ⇒ 741686 - single 2 input XOR gate
- ⇒ 74135 - Quad exclusive - or
- ⇒ 74136 - Quad 2-input XOR with open collector gate
- ⇒ 74386 - Quad 2-input XOR



(e)

XNOR Gate:

- ⇒ 7486, 74266 - Quad 2-input XNOR gate with open collector output



- ⇒ 74266 - Quad 2-input XNOR gate

4)

(i) $F(a,b,c,d,e) = \prod M(0,2,4,5,10,11,13,15)$

cd \ ab	00	01	11	10
00	m ₀	m ₁	m ₃	m ₂
01	m ₄	m ₅	m ₇	m ₆
11	m ₁₂	m ₁₃	m ₁₅	m ₁₄
10	m ₈	m ₉	m ₁₁	m ₁₀

PI - (m₀, m₂), (m₂, m₁₀),
(m₀, m₄), (m₄, m₅), (m₅, m₁₃),
(m₁₃, m₁₅), (m₁₅, m₁₁),
(m₁₁, m₁₀)

EPI - ~~(m₀, m₂)~~, ~~(m₄, m₅)~~,
~~(m₁₃, m₁₅)~~, ~~(m₁₁, m₁₀)~~
None

~~Pr = 0~~

(ii) $G(x_1, x_2, x_3, x_4) = \sum m(0,1,2,3,4,10,12,14)$

x ₃ x ₄ \ x ₁ x ₂	00	01	11	10
00	m ₀	m ₁	m ₃	m ₂
01	m ₄	m ₅	m ₇	m ₆
11	m ₁₂	m ₁₃	m ₁₅	m ₁₄
10	m ₈	m ₉	m ₁₁	m ₁₀

PI - (m₀, m₁, m₃, m₂),
(m₀, m₄), (m₄, m₁₂),
(m₁₄, m₁₀), (m₁₄, m₁₂),
(m₁₀, m₂)

EPI - (m₀, m₁, m₃, m₂),
(m₄, m₁₂), (m₁₄, m₁₀)

(iii) $H(a,b,c,d) = \prod M(0,1,3,5,7,8,10)$

cd \ ab	00	01	11	10
00	m ₀	m ₁	m ₃	m ₂
01	m ₄	m ₅	m ₇	m ₆
11	m ₁₂	m ₁₃	m ₁₅	m ₁₄
10	m ₈	m ₉	m ₁₁	m ₁₀

PI - (m₁, m₃, m₅, m₇), (m₀, m₁),
(m₀, m₈), (m₈, m₁₀)

EPI - (m₁, m₃, m₅, m₇),
~~(m₀, m₁)~~, (m₈, m₁₀)

(iv)

$$K(x_1, x_2, x_3, x_4) = \sum m(0, 1, 2, 3, 5, 8, 9, 10, 11, 12)$$

$x_3x_4 \backslash x_1x_2$	00	01	11	10
00	m_0 1	m_1 1	m_3 1	m_2 1
01	m_4	m_5 1	m_7	m_6
11	m_{12} 1	m_{13}	m_{15}	m_{14}
10	m_8 1	m_9 1	m_{11} 1	m_{10} 1

P.I - $(m_0, m_1, m_3, m_2, m_8, m_9, m_{11}, m_{10}), (m_{12}, m_8), (m_1, m_5),$

EP.I - $(m_0, m_1, m_3, m_2, m_8, m_9, m_{11}, m_{10}), (m_{12}, m_8),$
 $(m_1, m_5).$

5)

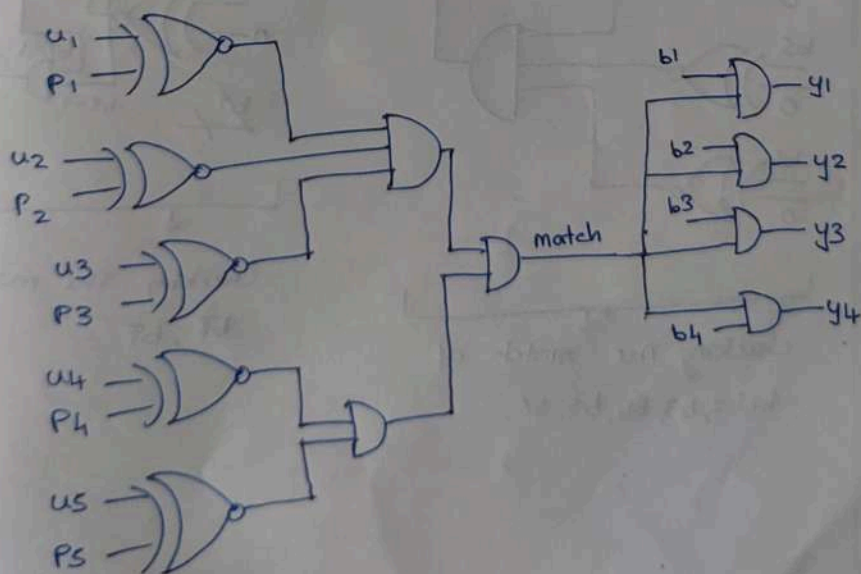
(a) 4 bit input (b_1, b_2, b_3, b_4) is sent to output (y_1, y_2, y_3, y_4) only if the entered password is same as P_1, P_2, P_3, P_4, P_5 .

User entered password - u_1, u_2, u_3, u_4, u_5

Hint:

- passwords can be matched using XNOR gates
- only if passwords match, $b_1b_2b_3b_4$ is sent to $y_1y_2y_3y_4$.

Logic circuit:



(b)

→ To check if The 8 bit ASCII input corresponds to The letters - 'a', 'b' or 'c'.

'a' - 01100001 (97)

'b' - 01100010 (98)

'c' - 01100011 (99)

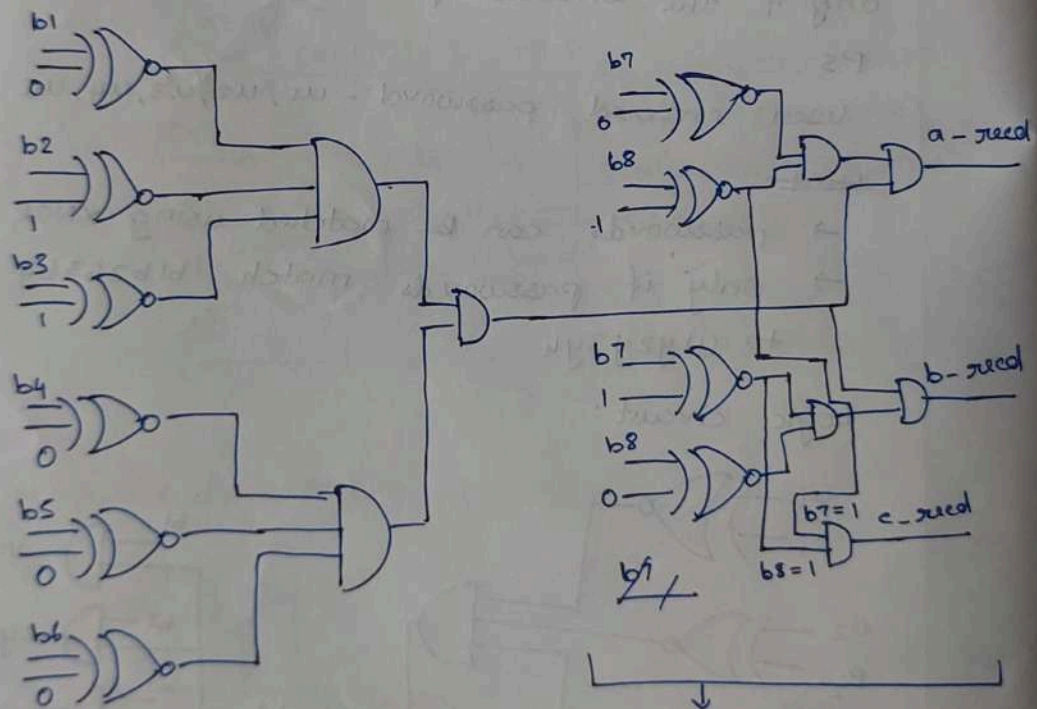
↳ The last two bits are changing - b7, b8

↳ The first six bits are same - b1, b2, b3, b4, b5, b6

→ so only after The first 6 bits are matched we proceed to check b7, b8 for 'a', 'b', 'c'

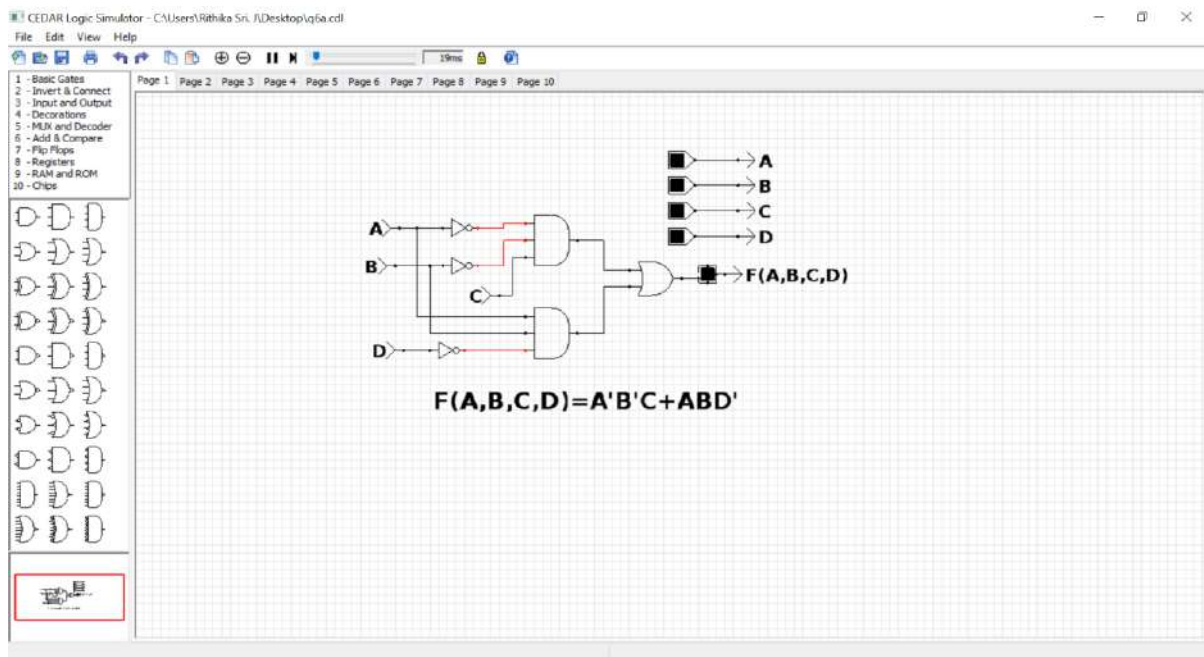
b7 b8	Letter
01	a
10	b
11	c

b1	b2	b3	b4	b5	b6
0	1	1	0	0	0



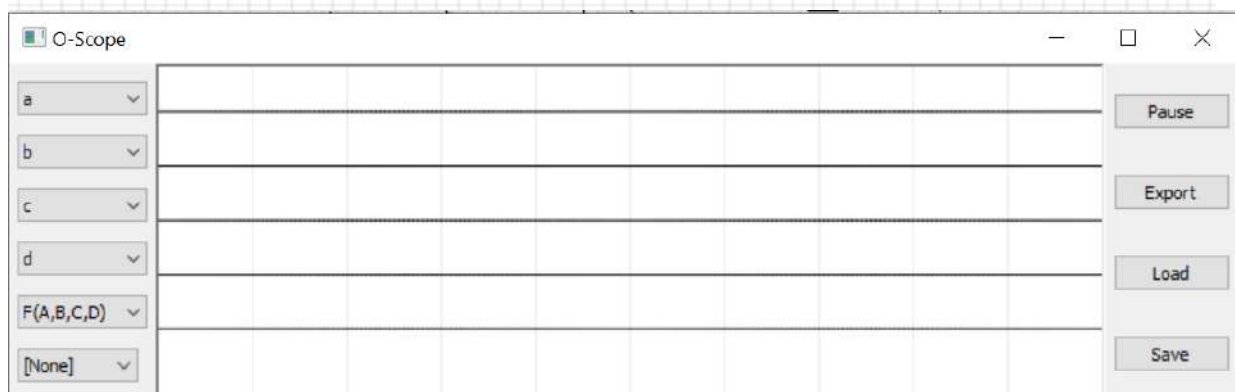
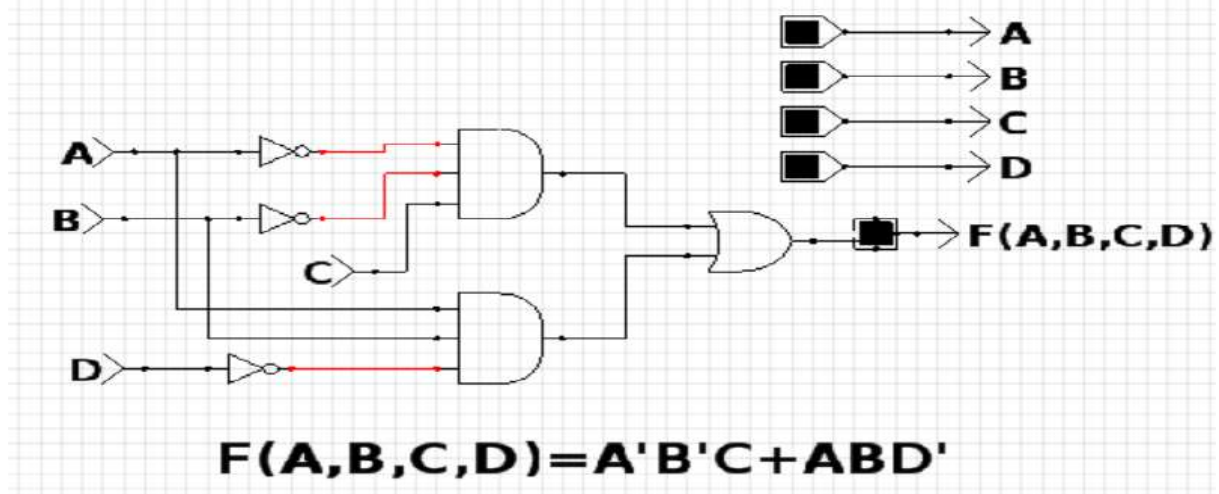
6)

(a) $F(A,B,C,D) = A'B'C + ABD'$

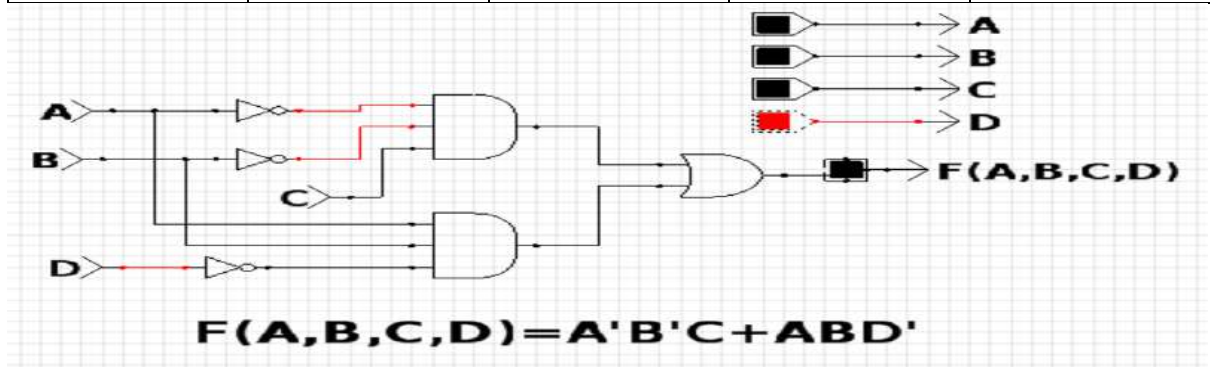


TRUTH TABLE:

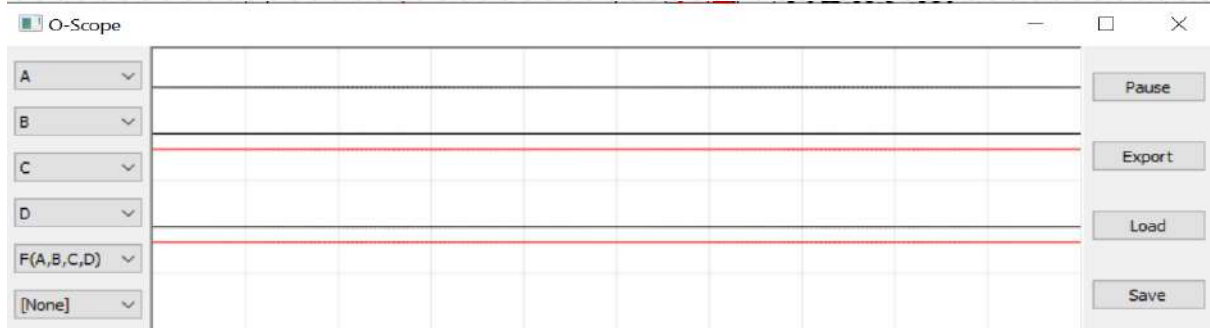
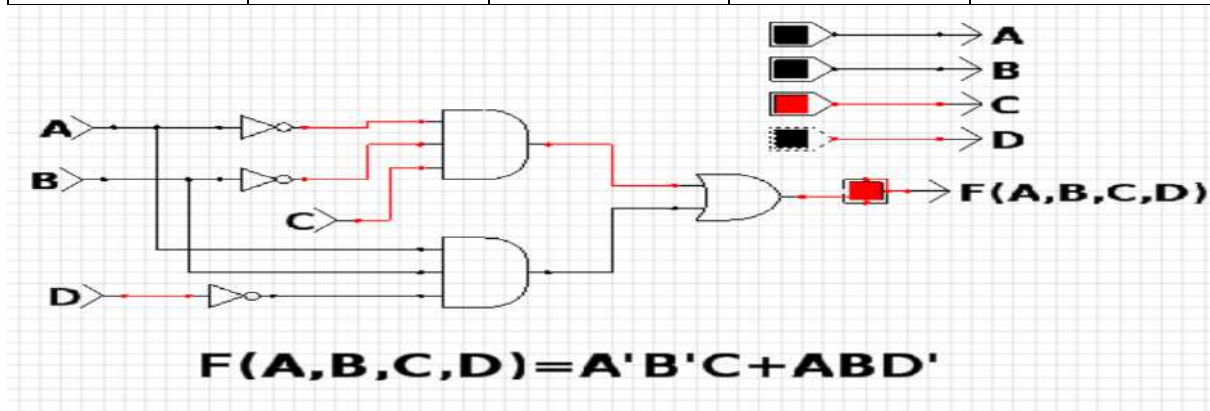
A	B	C	D	F
0	0	0	0	0



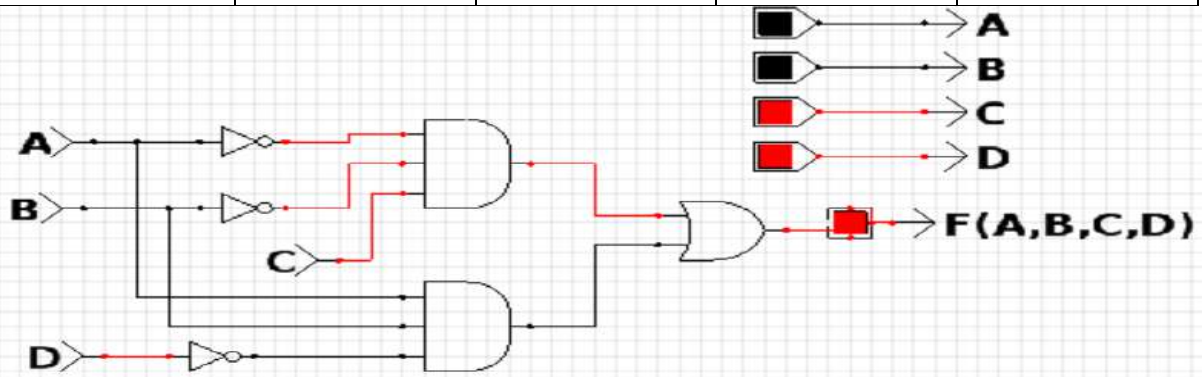
A	B	C	D	F
0	0	0	1	0



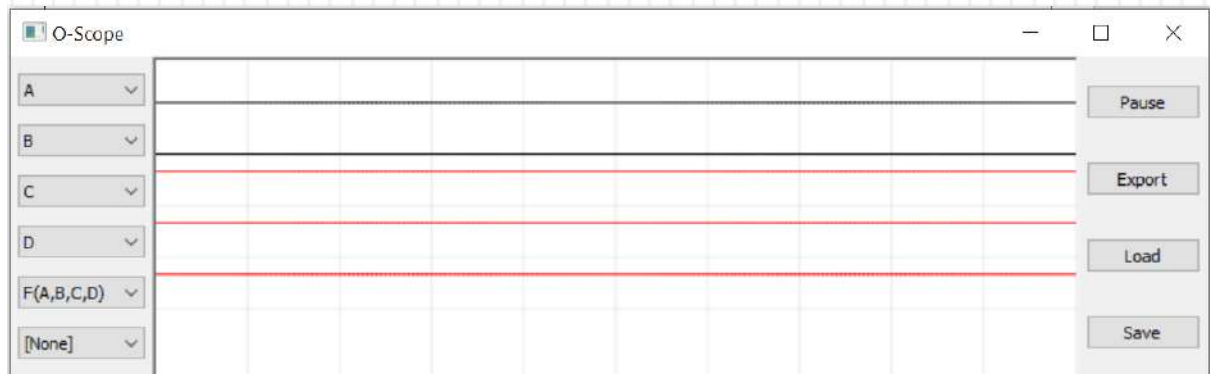
A	B	C	D	F
0	0	1	0	1



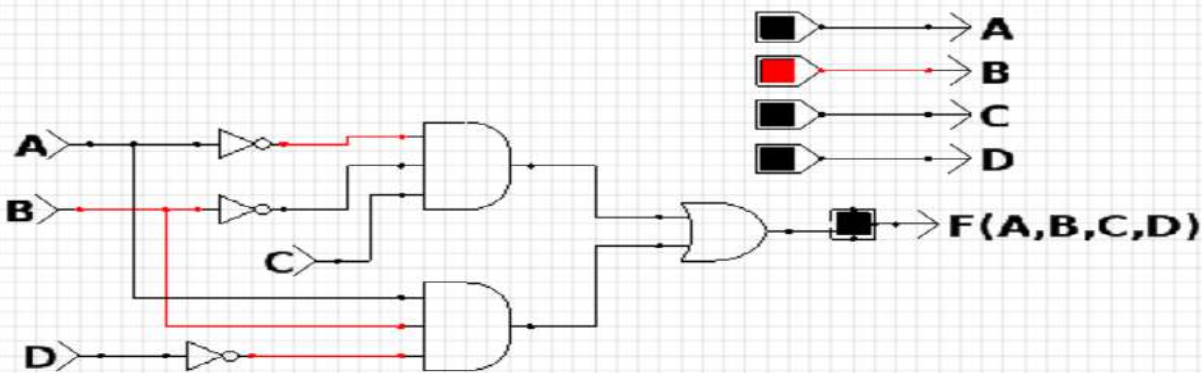
A	B	C	D	F
0	0	1	1	1



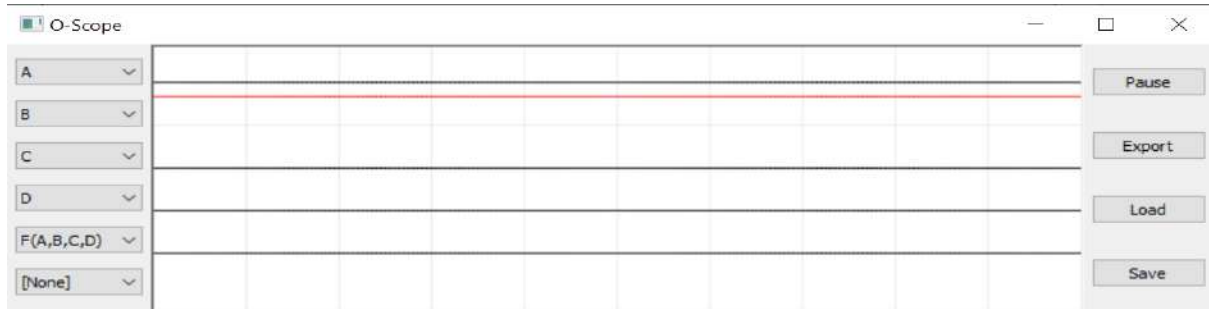
$$F(A,B,C,D) = A'B'C + ABD'$$



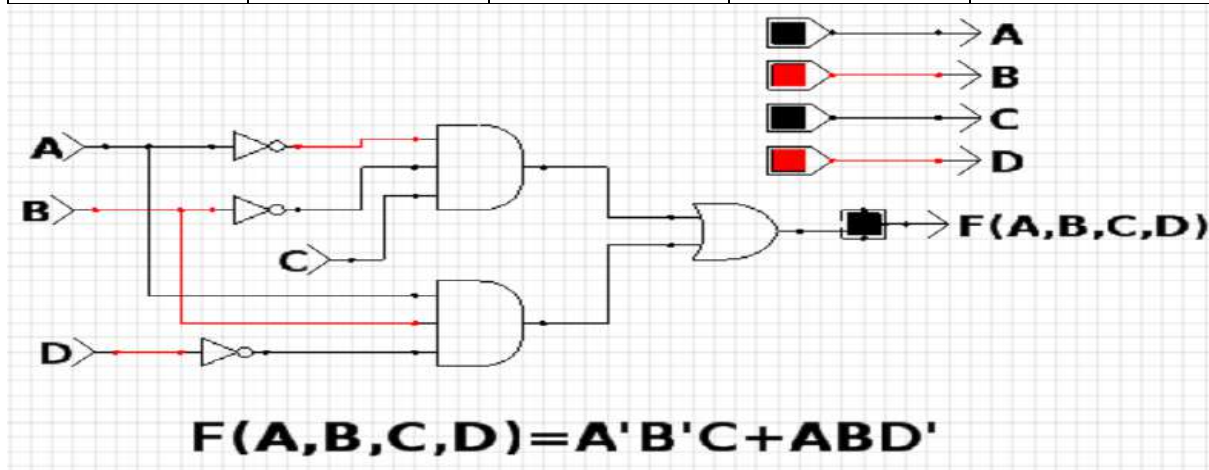
A	B	C	D	F
0	1	0	0	0



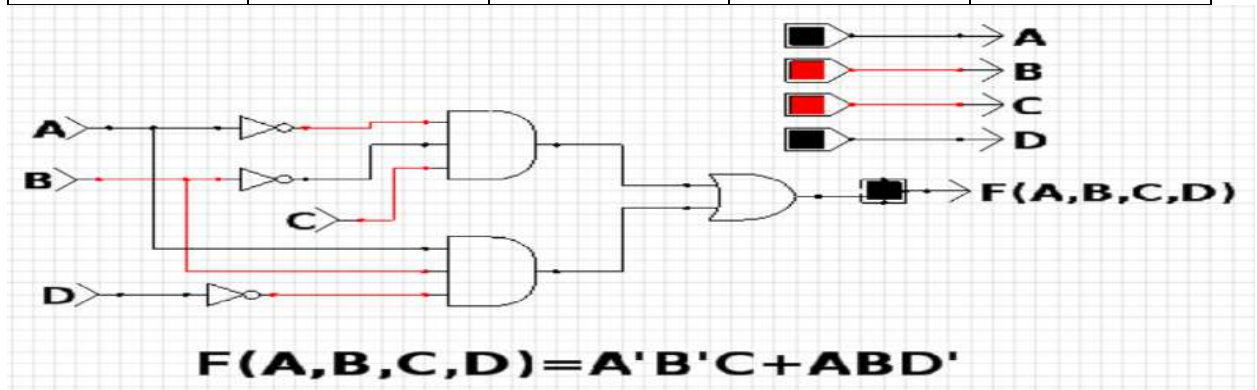
$$F(A,B,C,D) = A'B'C + ABD'$$

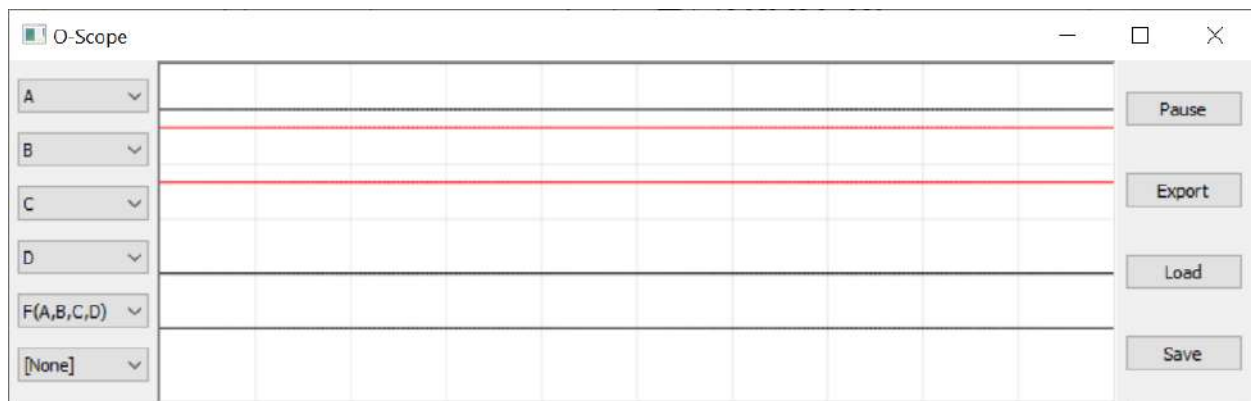


A	B	C	D	F
0	1	0	1	0

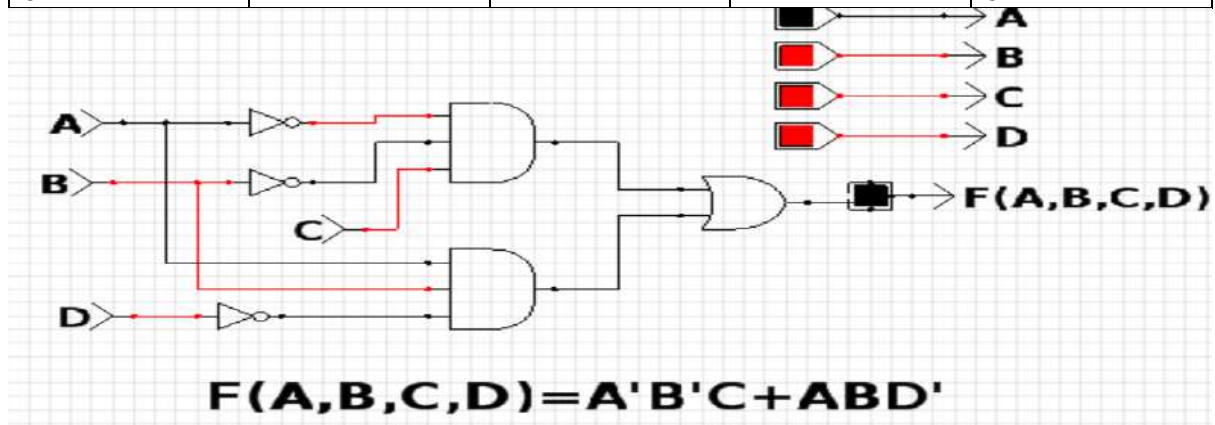


A	B	C	D	F
0	1	1	0	0

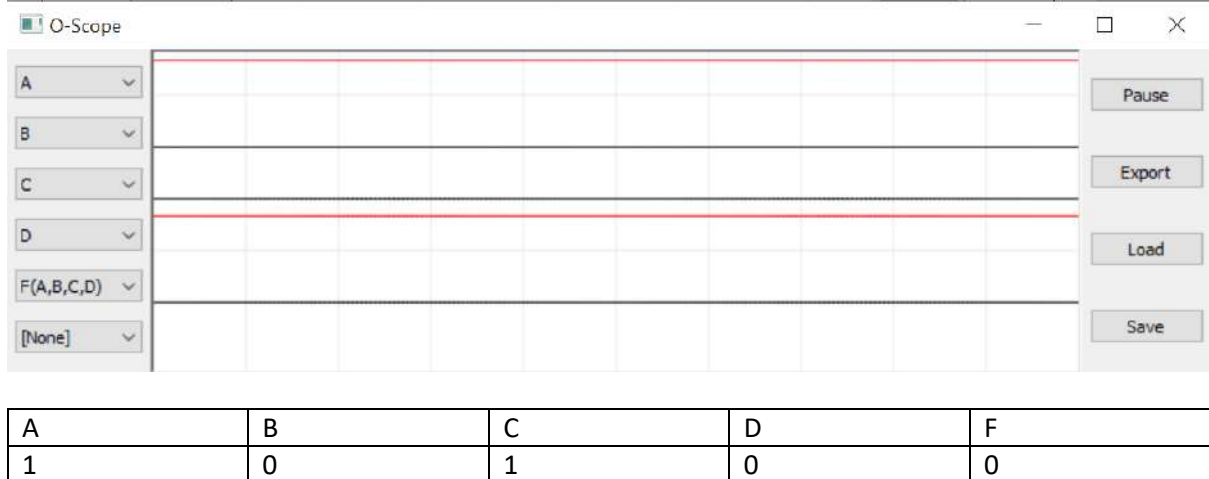
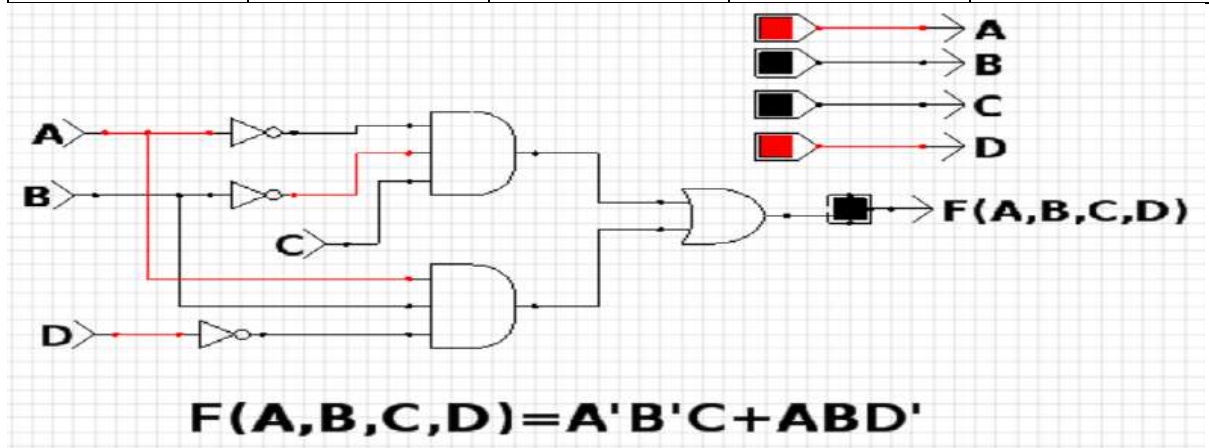
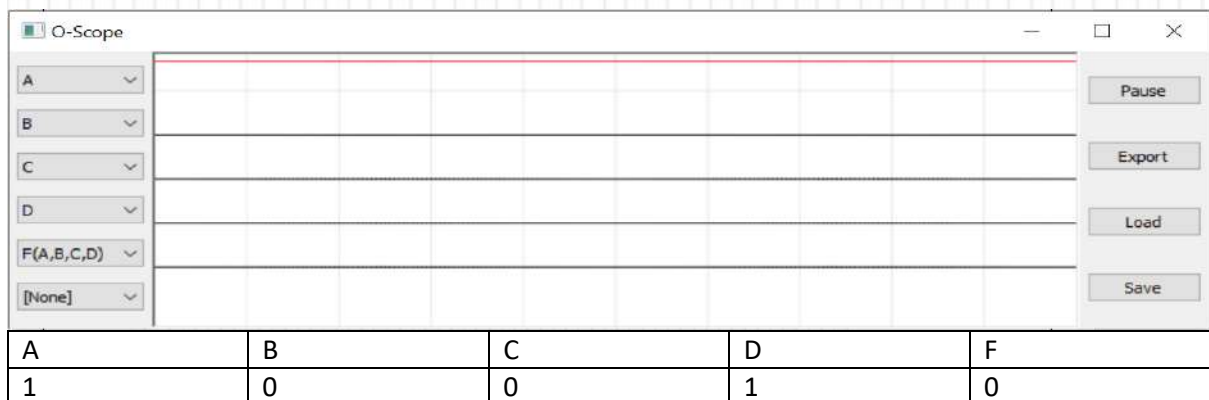
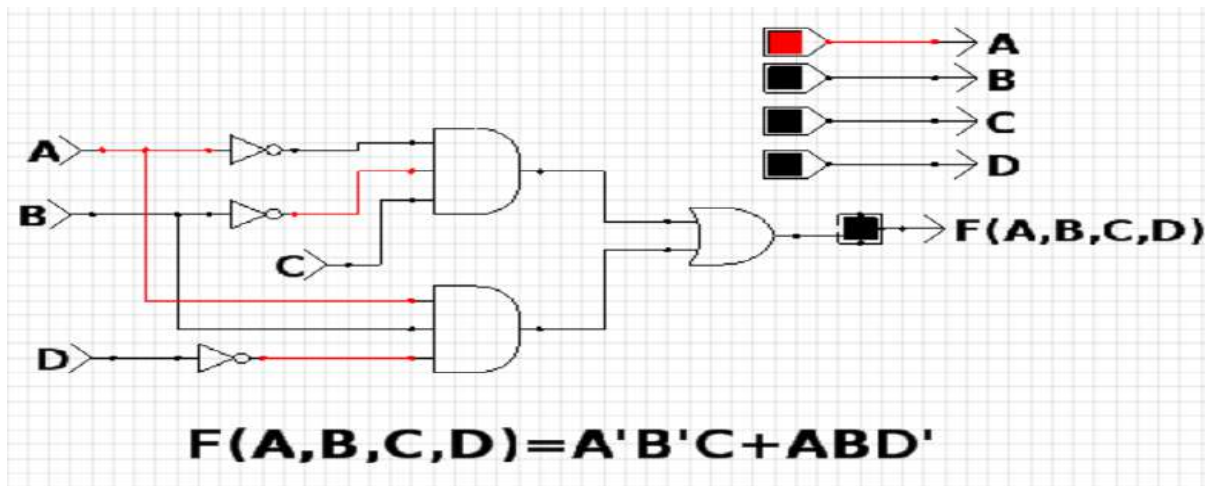


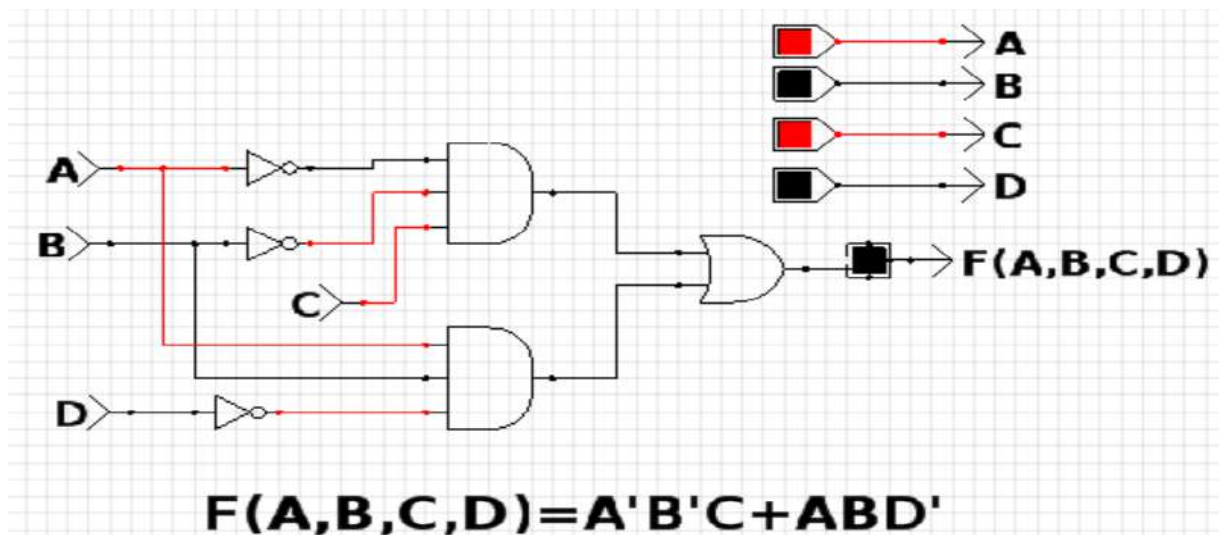


A	B	C	D	F
0	1	1	1	0

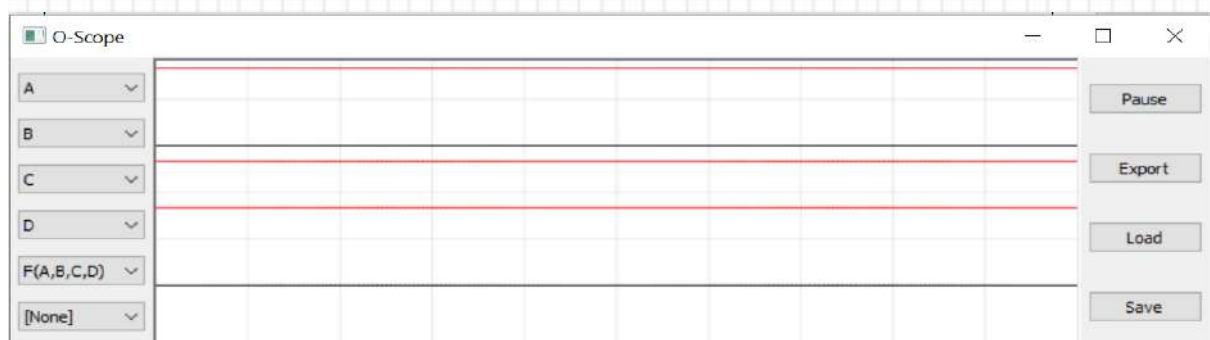
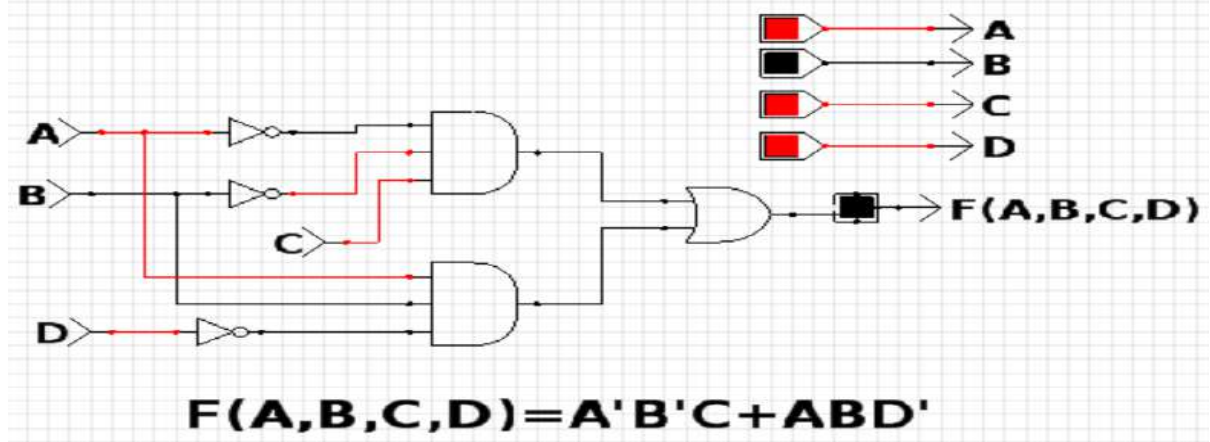


A	B	C	D	F
1	0	0	0	0

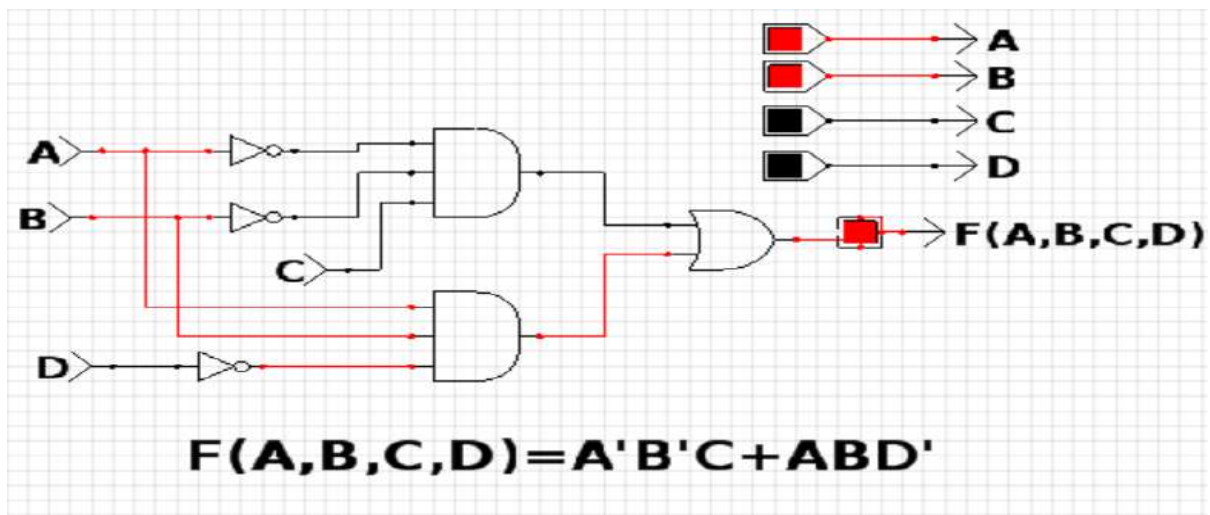




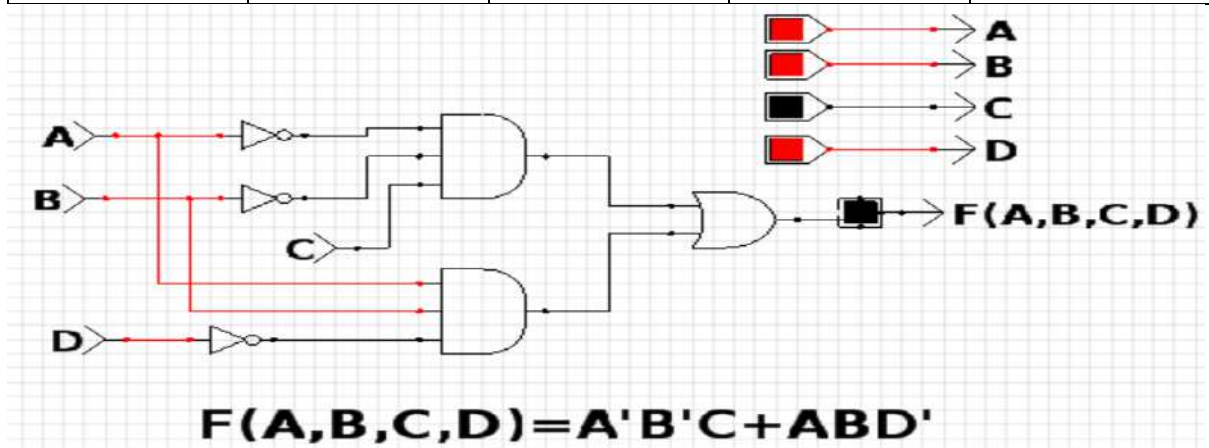
A	B	C	D	F
1	0	1	1	0



A	B	C	D	F
1	1	0	0	1

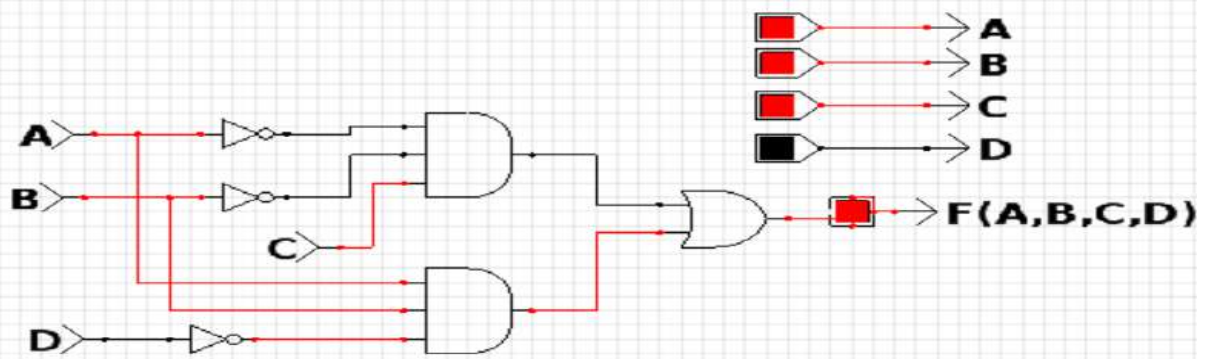


A	B	C	D	F
1	1	0	1	0

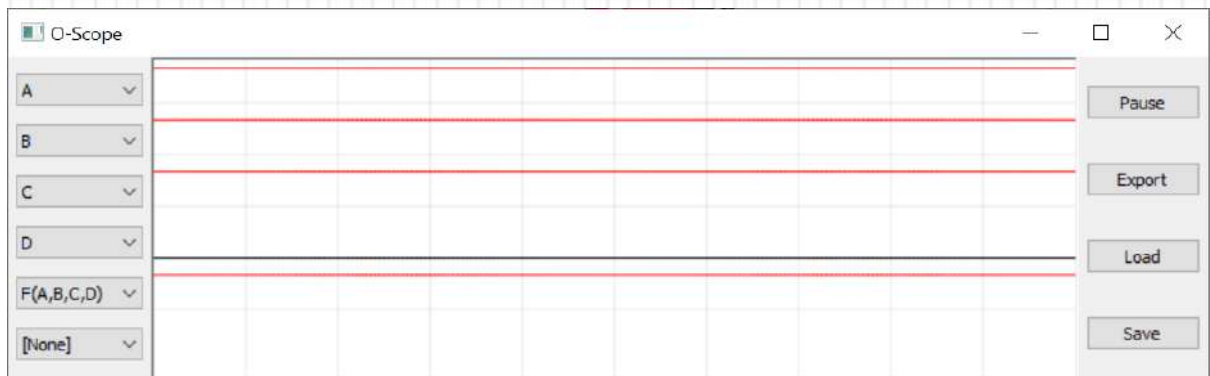


A	B	C	D	F
---	---	---	---	---

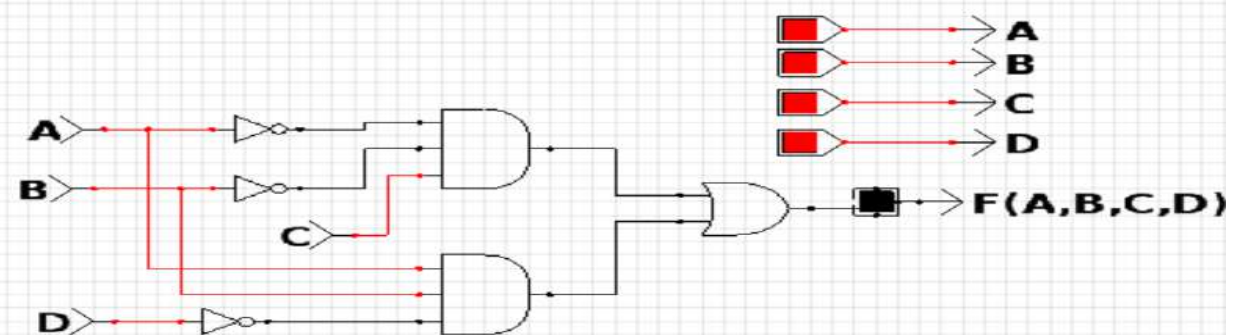
1	1	1	0	1
---	---	---	---	---



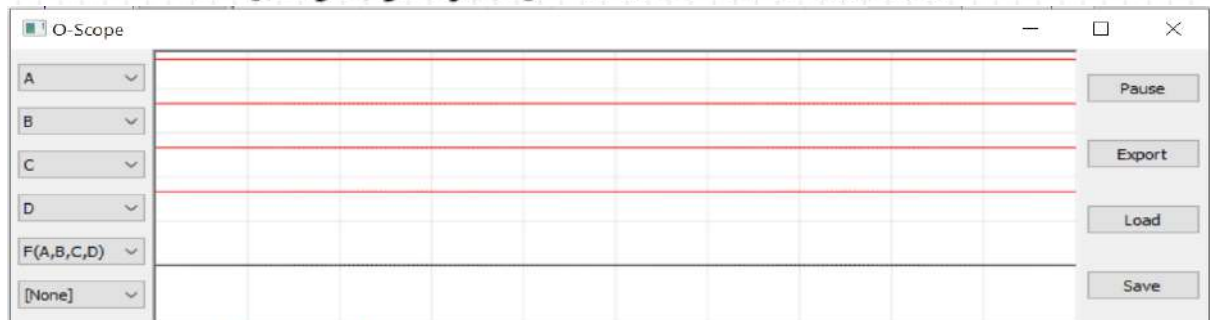
$$F(A,B,C,D) = A'B'C + ABD'$$



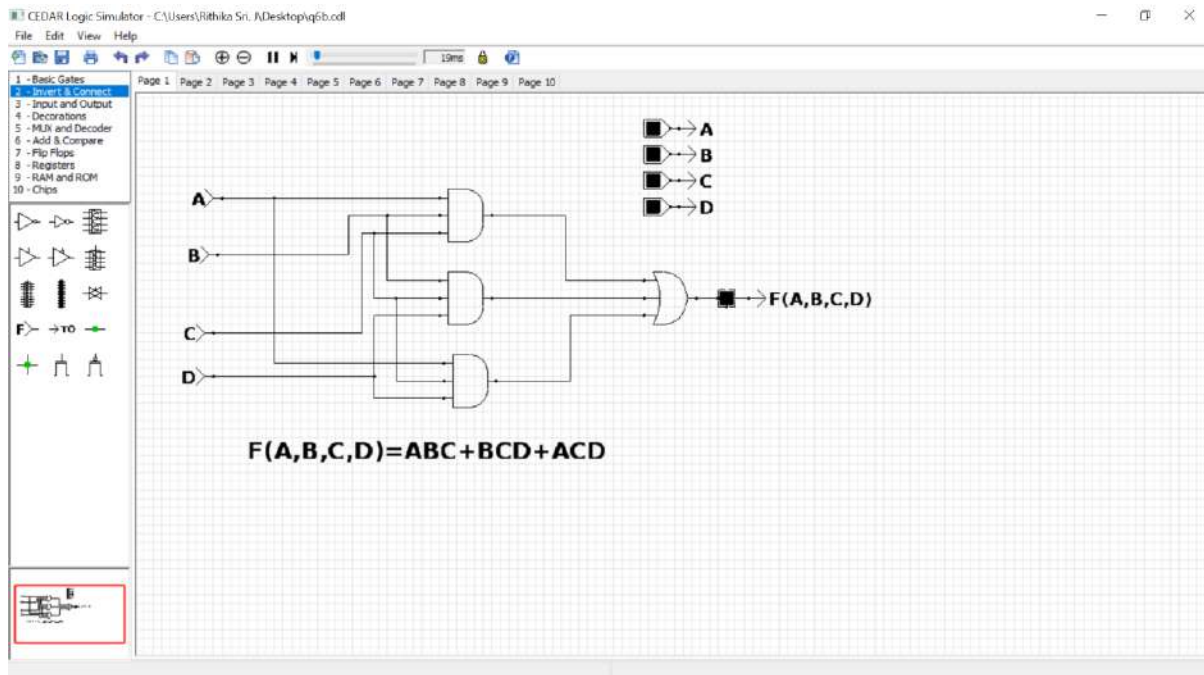
A	B	C	D	F
1	1	1	1	0



$$F(A,B,C,D) = A'B'C + ABD'$$

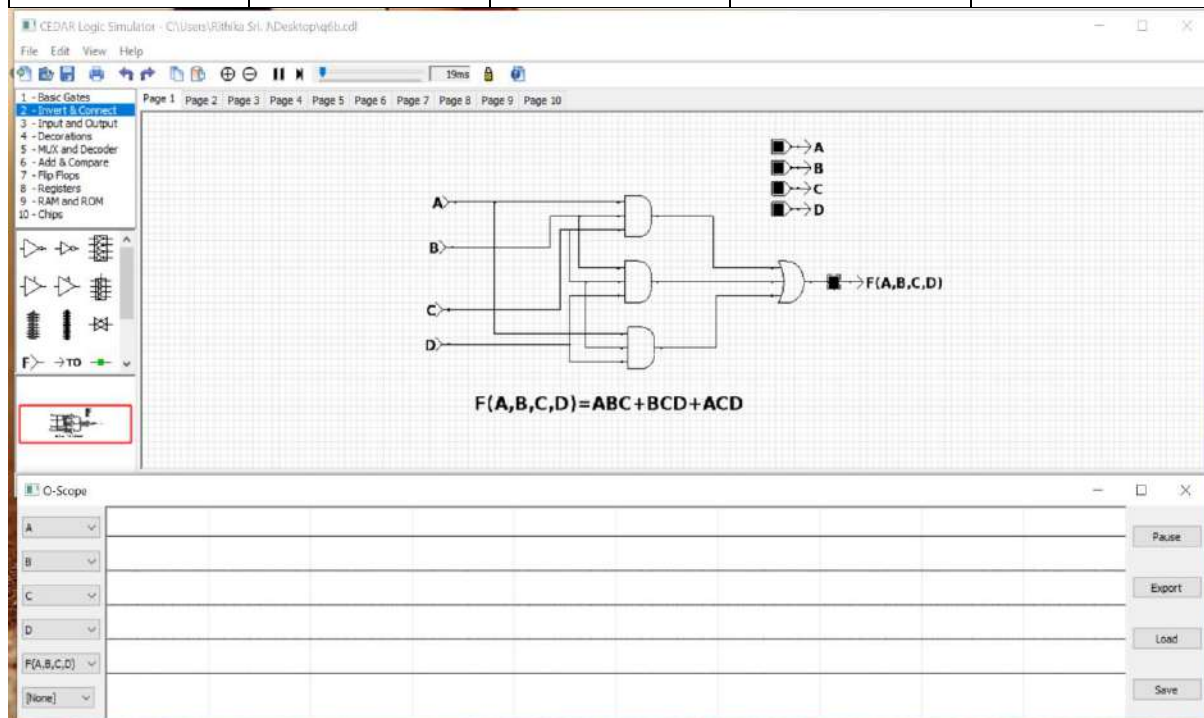


(b) $F(A,B,C,D) = ABC + BCD + ACD$



TRUTH TABLE:

A	B	C	D	F
0	0	0	0	0

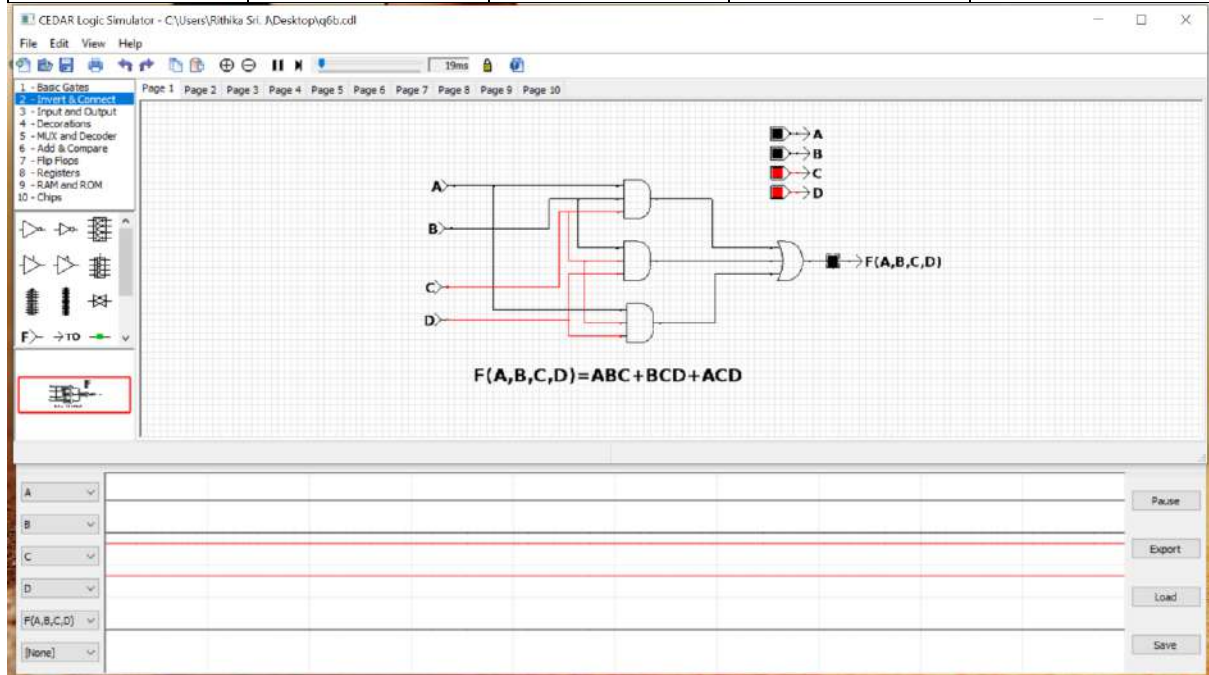


The screenshot shows the CEDAR Logic Simulator interface. The main workspace displays a logic circuit for the function $F(A,B,C,D) = ABC + BCD + ACD$. The circuit consists of three 3-input AND gates and one 3-input OR gate. The inputs A, B, C, and D are connected to the AND gates. The output of the OR gate is F(A,B,C,D). The simulator window includes a menu bar (File, Edit, View, Help), a toolbar, and a sidebar with a component library. The main workspace displays the circuit diagram and the function equation. Below the workspace is a truth table with columns for inputs A, B, C, D and the output F(A,B,C,D). The truth table is currently empty, and the output column is highlighted in red.

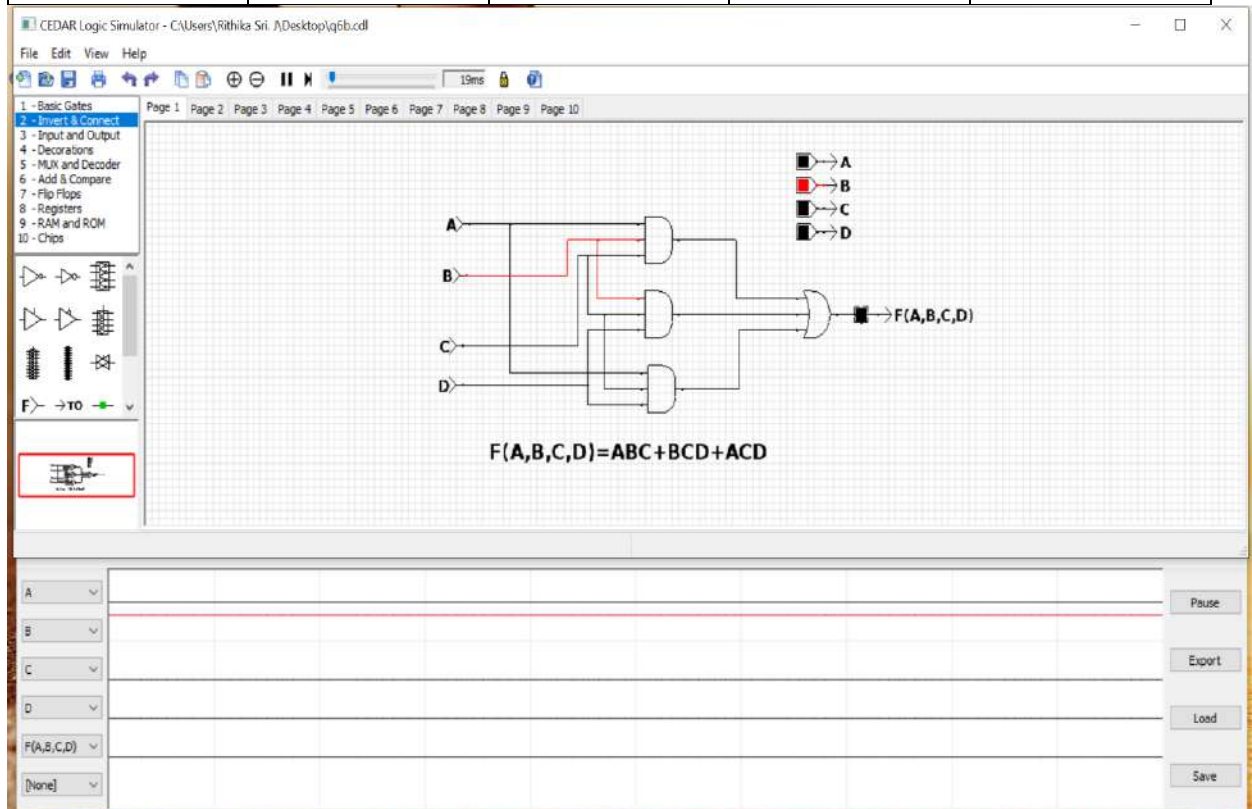
The screenshot shows the CEDAR Logic Simulator interface. The main workspace displays a logic circuit for the function $F(A,B,C,D) = ABC + BCD + ACD$. The circuit consists of three 3-input AND gates and one 4-input OR gate. The inputs are A, B, C, and D. The output is F(A,B,C,D). The simulator window includes a menu bar (File, Edit, View, Help), a toolbar with various logic symbols, and a project browser on the left. The truth table at the bottom shows the output F(A,B,C,D) for all combinations of inputs A, B, C, and D.

A	B	C	D	F(A,B,C,D)
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	0
1	0	0	1	0
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	1
1	1	1	0	1
1	1	1	1	1

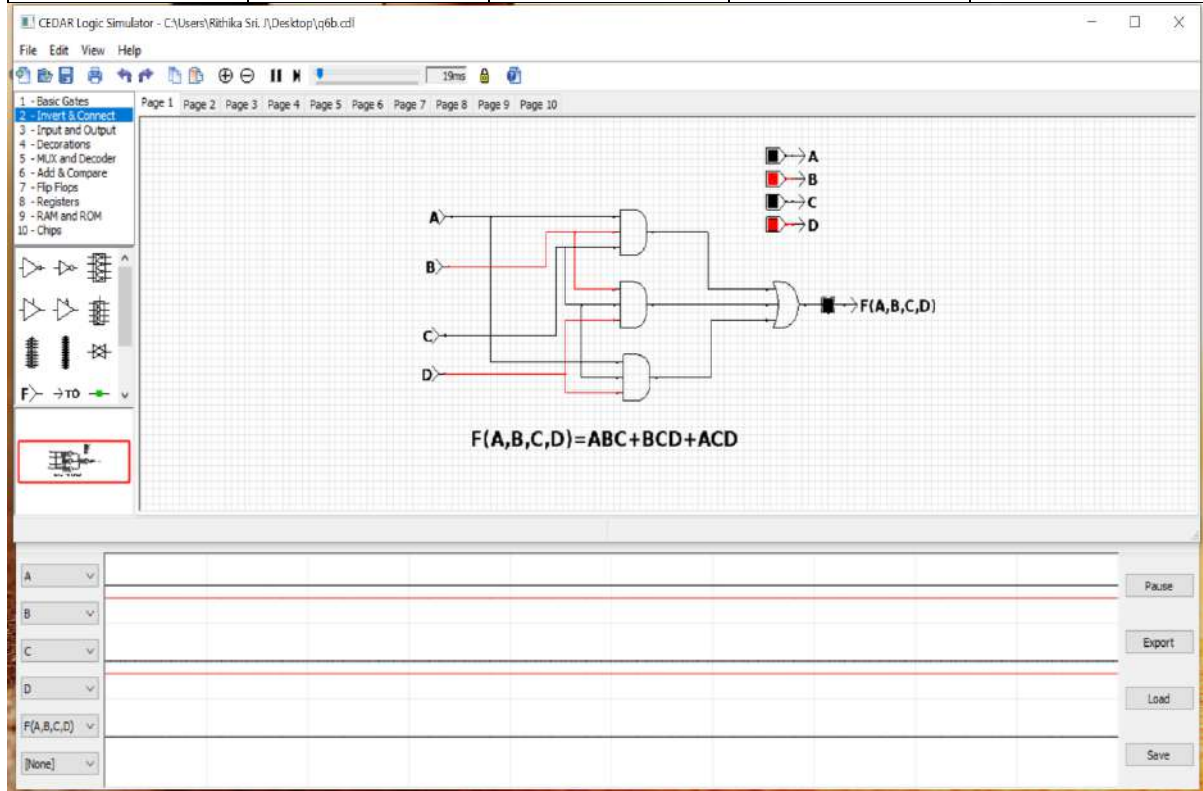
A	B	C	D	F
0	0	1	1	0



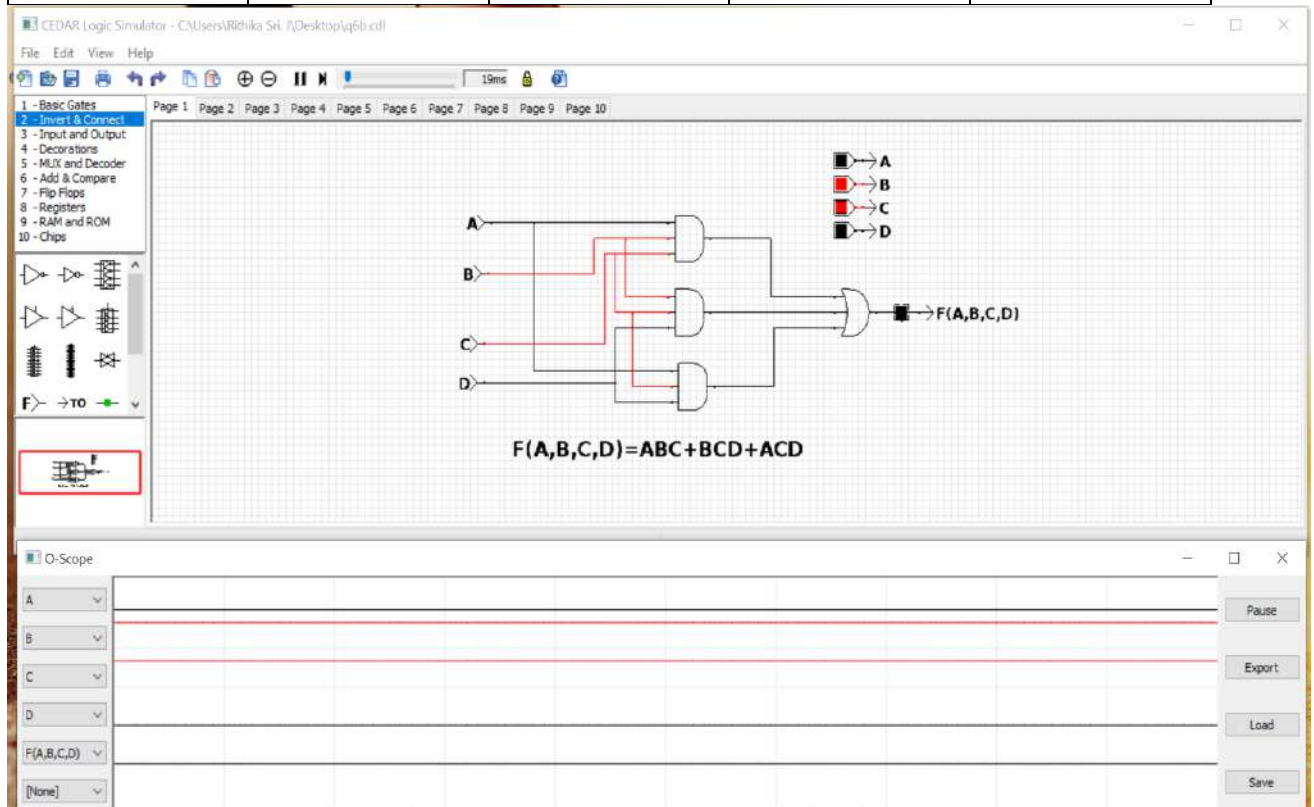
A	B	C	D	F
0	1	0	0	0



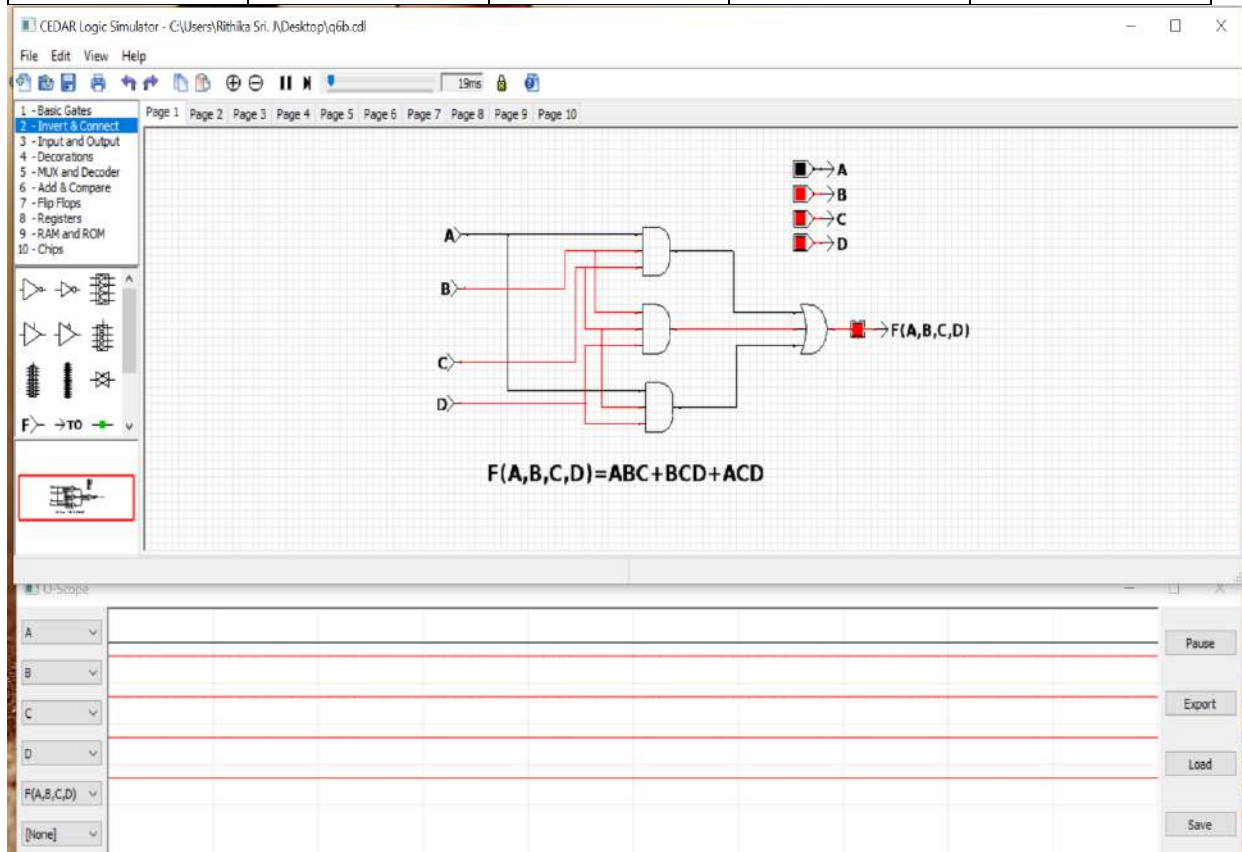
A	B	C	D	F
0	1	0	1	0



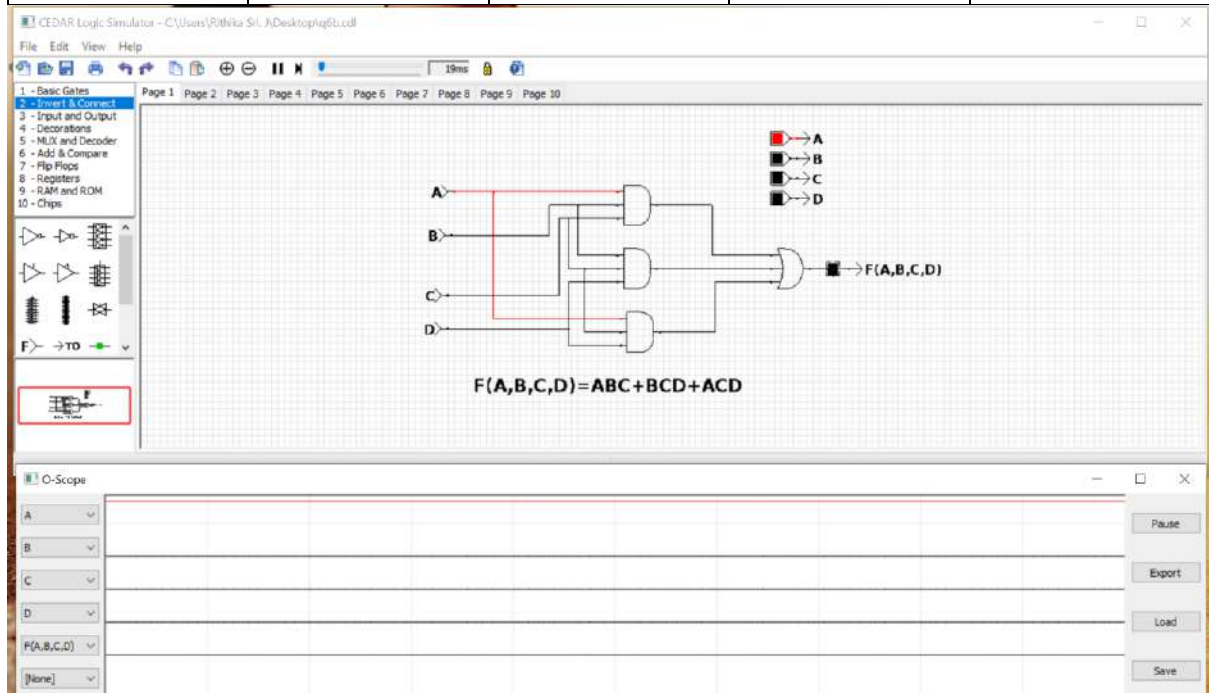
A	B	C	D	F
0	1	1	0	0



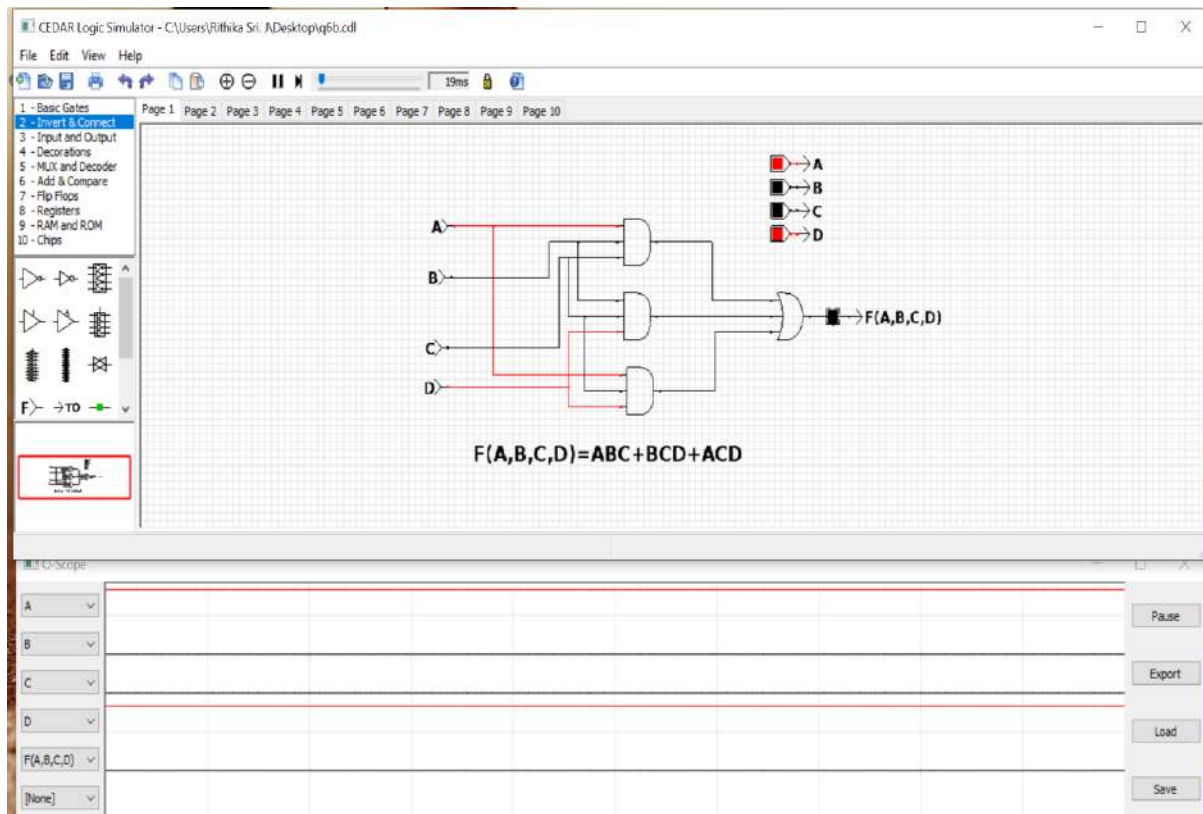
A	B	C	D	F
0	1	1	1	1



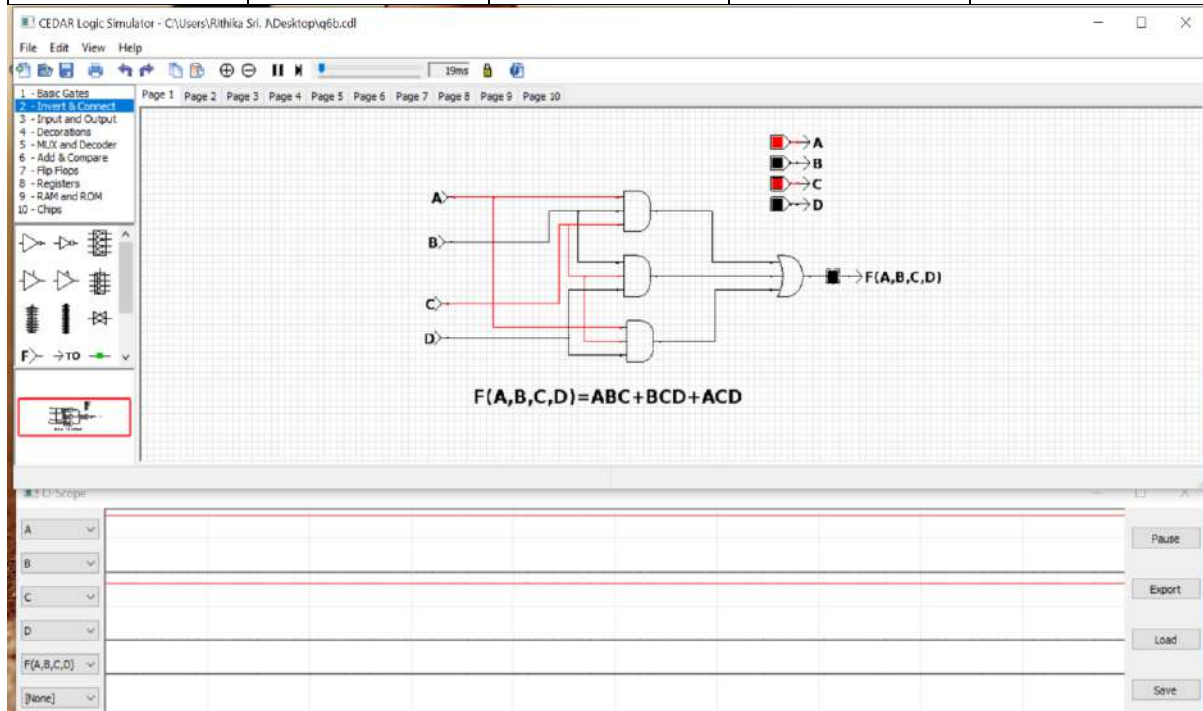
A	B	C	D	F
1	0	0	0	0



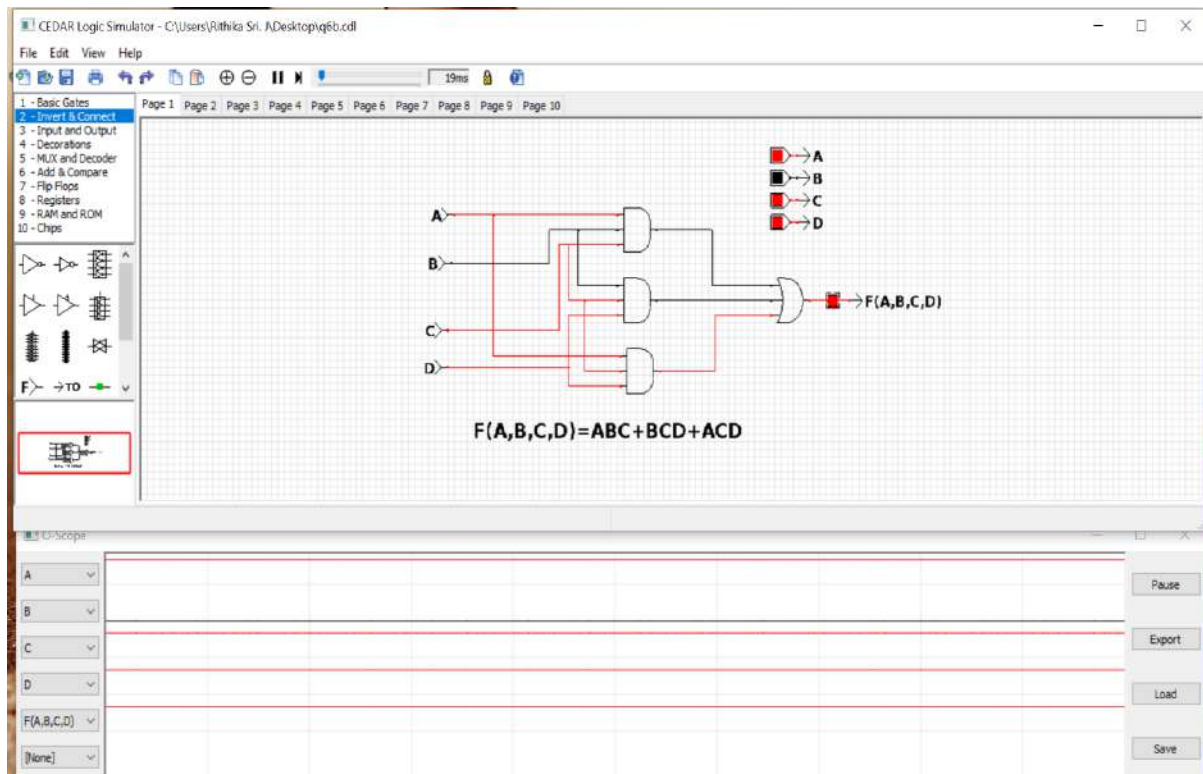
A	B	C	D	F
1	0	0	1	0



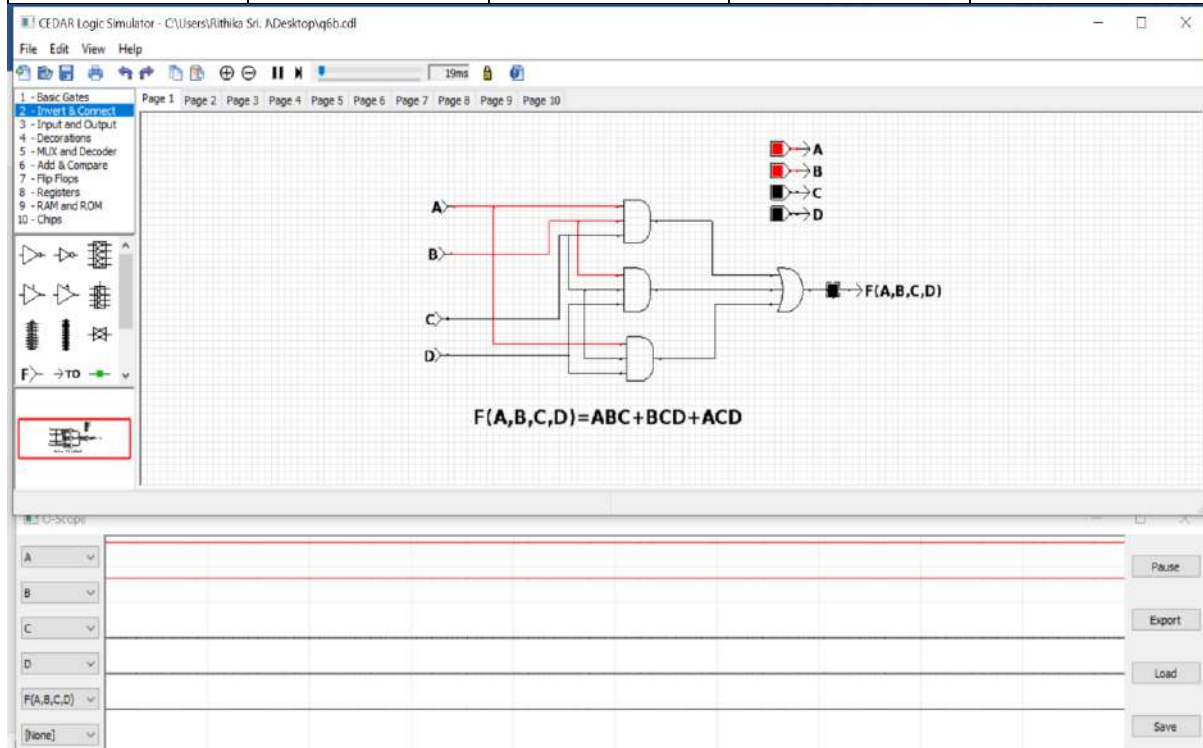
A	B	C	D	F
1	0	1	0	0



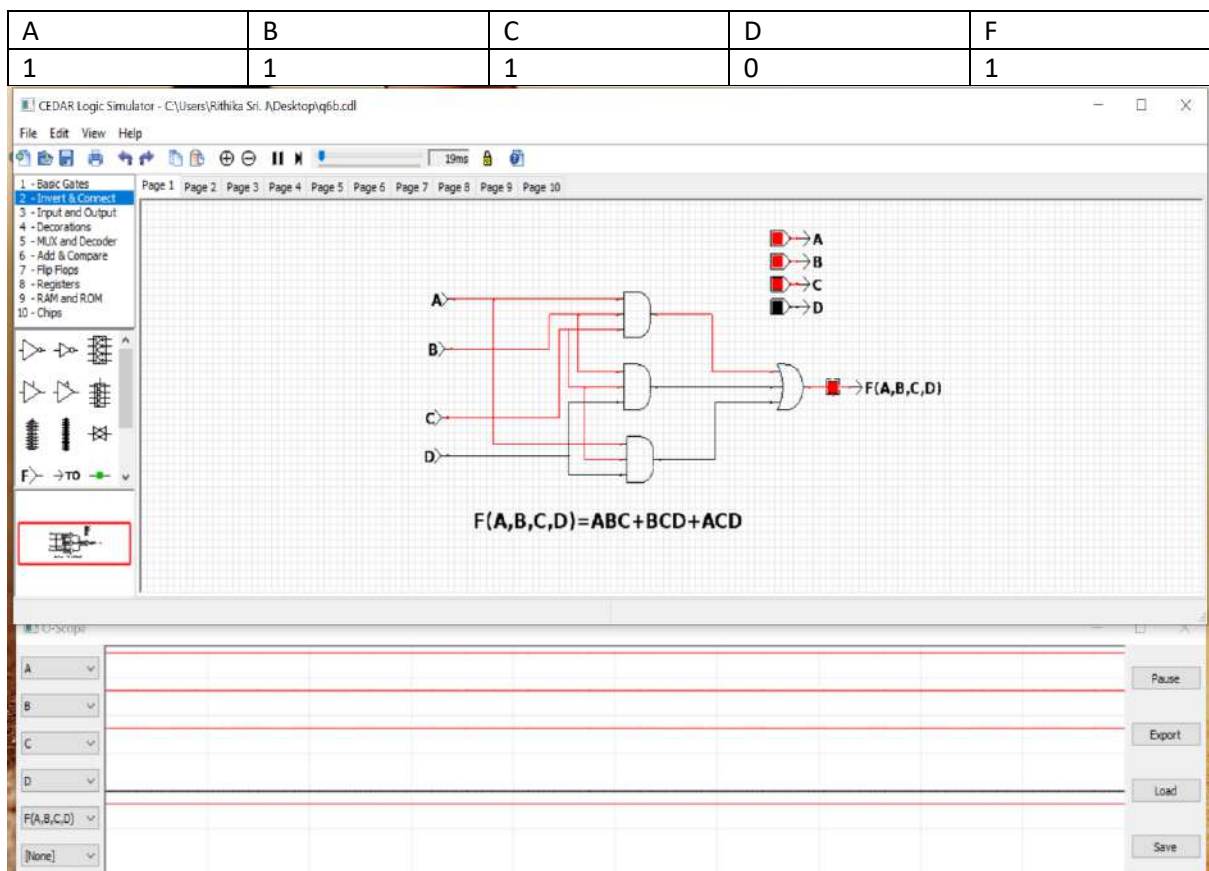
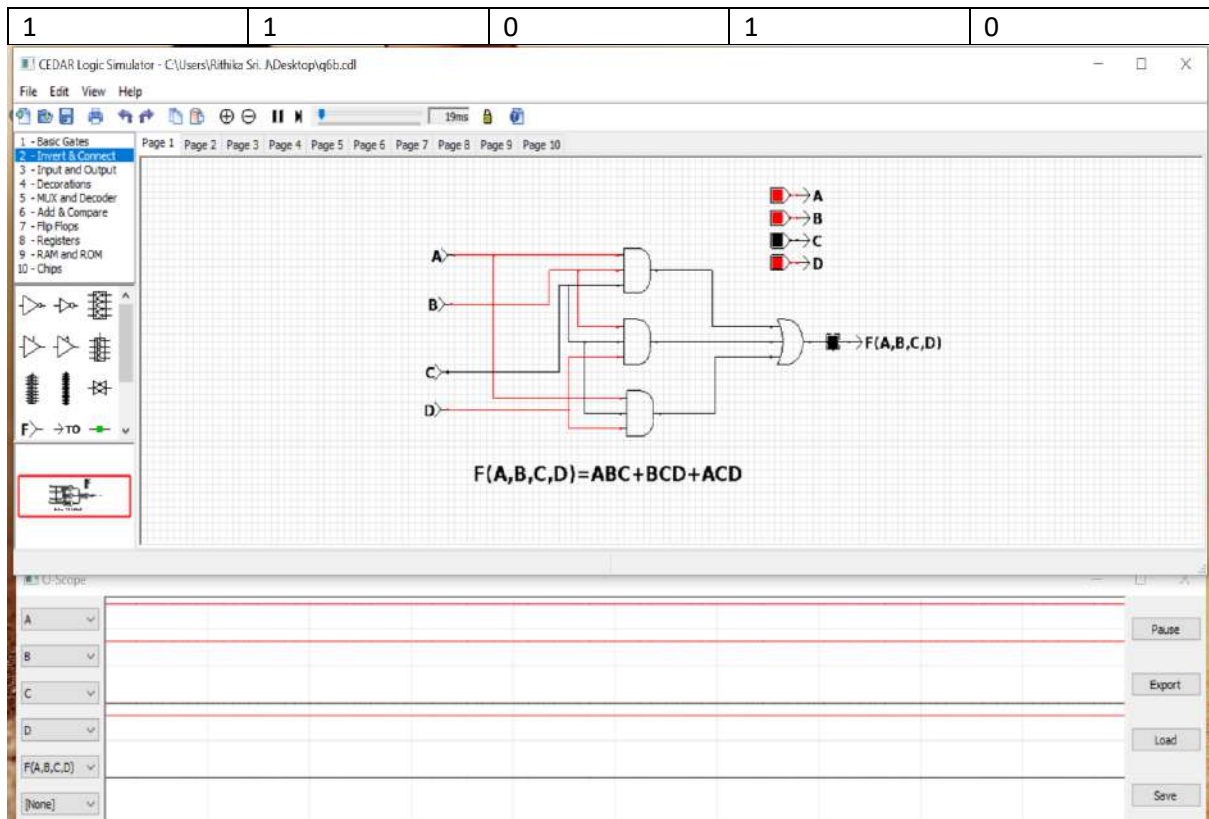
A	B	C	D	F
1	0	1	1	1



A	B	C	D	F
1	1	0	0	0



A	B	C	D	F
---	---	---	---	---



A	B	C	D	F
1	1	1	1	1

CEDAR Logic Simulator - C:\Users\Rohita S.L.N\Desktop\lg6b.cdl

File Edit View Help

1 - Basic Gates
2 - Input and Connect
3 - Input and Output
4 - Decorations
5 - MUX and Decoder
6 - Add & Compare
7 - Flip Flops
8 - Registers
9 - RAM and ROM
10 - Chips

Page 1 Page 2 Page 3 Page 4 Page 5 Page 6 Page 7 Page 8 Page 9 Page 10

19ms

A
B
C
D

F(A,B,C,D)

$$F(A,B,C,D) = ABC + BCD + ACD$$

O-Scope

A
B
C
D
F(A,B,C,D)
[None]

Pause
Export
Load
Save

7)

$$F = \sum m(0, 1, 5, 8, 9)$$

4-bit input variables $\rightarrow a, b, c, d$

don't cares $\rightarrow d(10, 11, 12, 13, 14)$

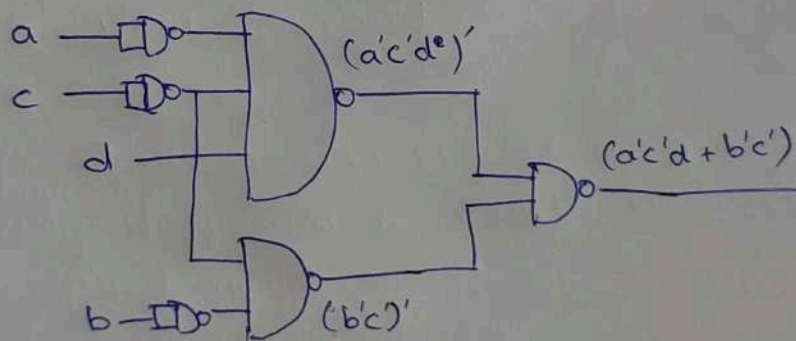
But using don't cares changes the output of the function.

ab \ cd	00	01	11	10
00	1	1		
01		1		
11				
10	1	1		

$$\therefore \text{SOP} : \bar{a}\bar{c}d + \bar{b}\bar{c}$$

$$\text{POS} : (a+c+\bar{d}) \cdot (b+c)$$

NAND Realization:



8)

4 bit input variables $\rightarrow a, b, c, d$

From The Question,

LED ON $\rightarrow m_1, m_3, m_5, m_7, m_9$ (odd no.s) $\rightarrow m_{10}, m_{11}, m_{12}, m_{13}, m_{14}, m_{15}$ (no.s > 9)LED OFF $\rightarrow m_0, m_2, m_4, m_6, m_8$

$$\therefore F(a, b, c, d) = \sum m(1, 3, 5, 7, 9, 10, 11, 12, 13, 14, 15)$$

Step 1:

m_1	0001
m_3	0011
m_5	0101
m_7	1001
m_{10}	1010
m_{12}	1100
m_9	0111
m_{11}	1011
m_{13}	1101
m_{14}	1110
m_{15}	1111

Step 2:

1, 3	00-1	✓
1, 5	0-01	✓
1, 9	-001	✓
3, 7	0-11	✓
3, 11	-011	✓
5, 7	01-1	✓
5, 13	-101	✓
9, 11	10-1	✓
9, 13	1-01	✓
10, 11	101-	✓
10, 14	1-10	✓
12, 13	110-	✓
12, 14	11-0	✓
7, 15	-111	✓
11, 15	1-11	✓
13, 15	11-1	✓
14, 15	111-	✓

Step 3:

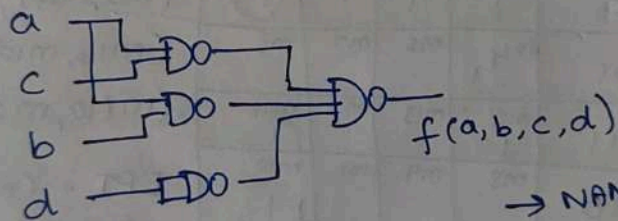
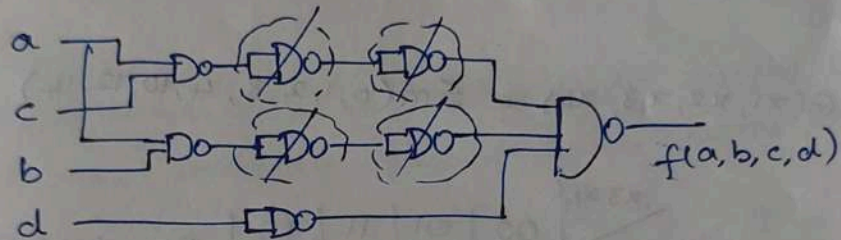
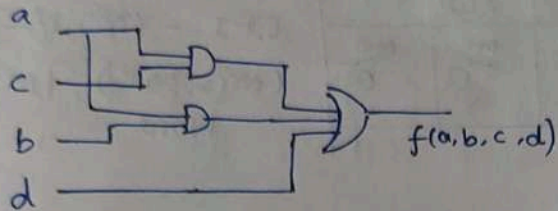
1, 3, 5, 7	0--1	✓
1, 3, 9, 11	0-0-1	✓
1, 5, 9, 13	--01	✓
3, 7, 11, 15	--11	✓
5, 7, 13, 15	-1-1	✓
9, 11, 13, 15	1--1	✓
10, 11, 14, 15	1-1-	✓
12, 13, 14, 15	11--	✓

Step 4:
P.I

1, 3, 5, 7, 9, 11, 13, 15	---1	d
1, 3, 5, 7, 9, 11, 13, 15	1-1-	ac
10, 11, 14, 15	11--	ab
12, 13, 14, 15		

PI	m1	m3	m5	m7	m9	m10	m11	m12	m13	m14	m15
1, 3, 5, 7, 9, 11, 13, 15	*	*	*	*	*		*		*		*
10, 11, 14, 15						*	*			*	*
12, 13, 14, 15								*	*	*	*

$$F(a, b, c, d) = d + ac + ab$$

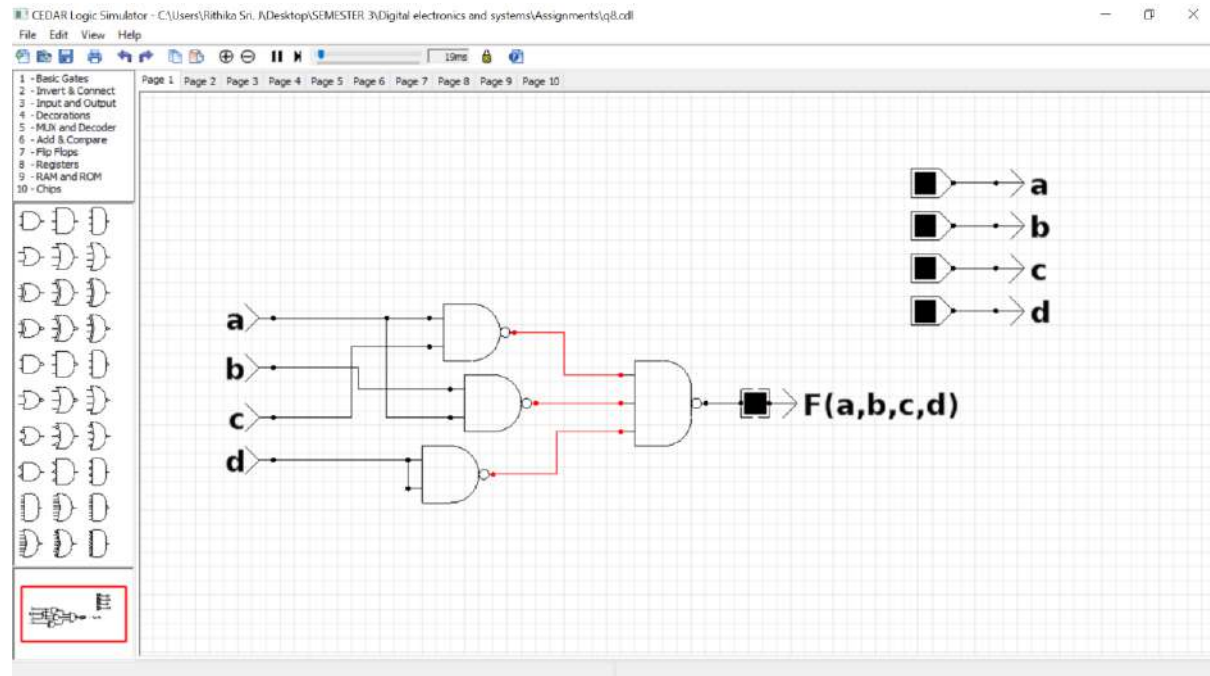


→ NAND-NAND network

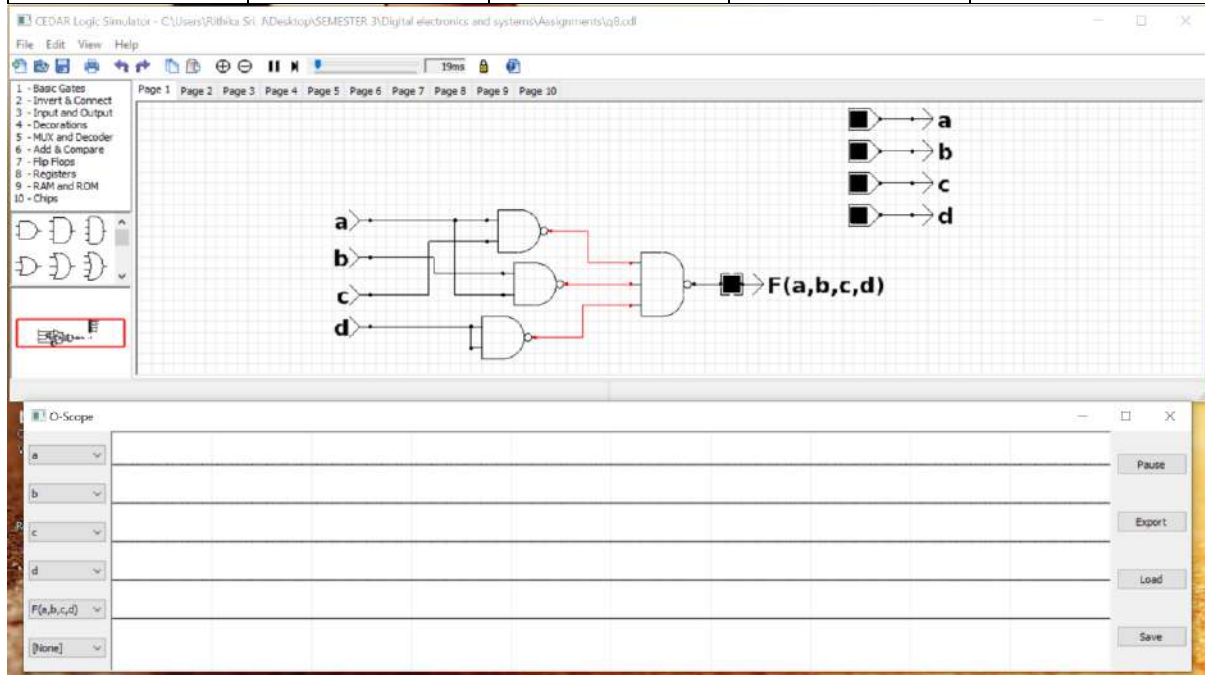
8)

$$F(a,b,c,d) = d+ac+ab$$

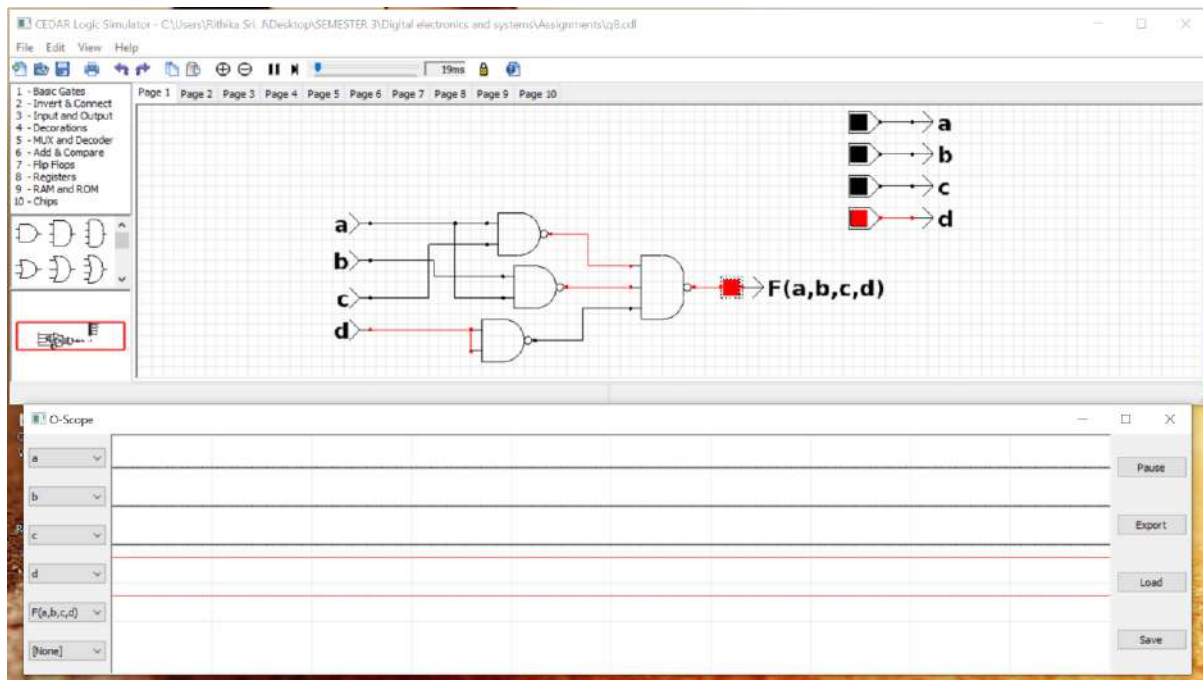
NAND-NAND network:



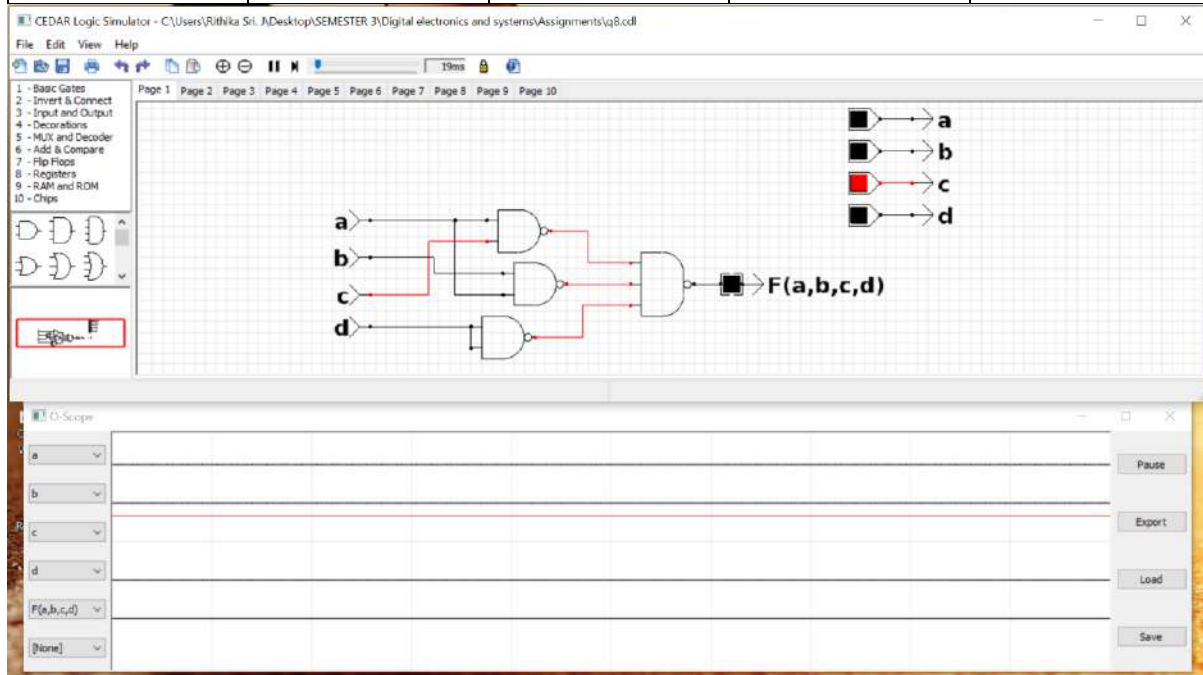
A	B	C	D	F
0	0	0	0	0



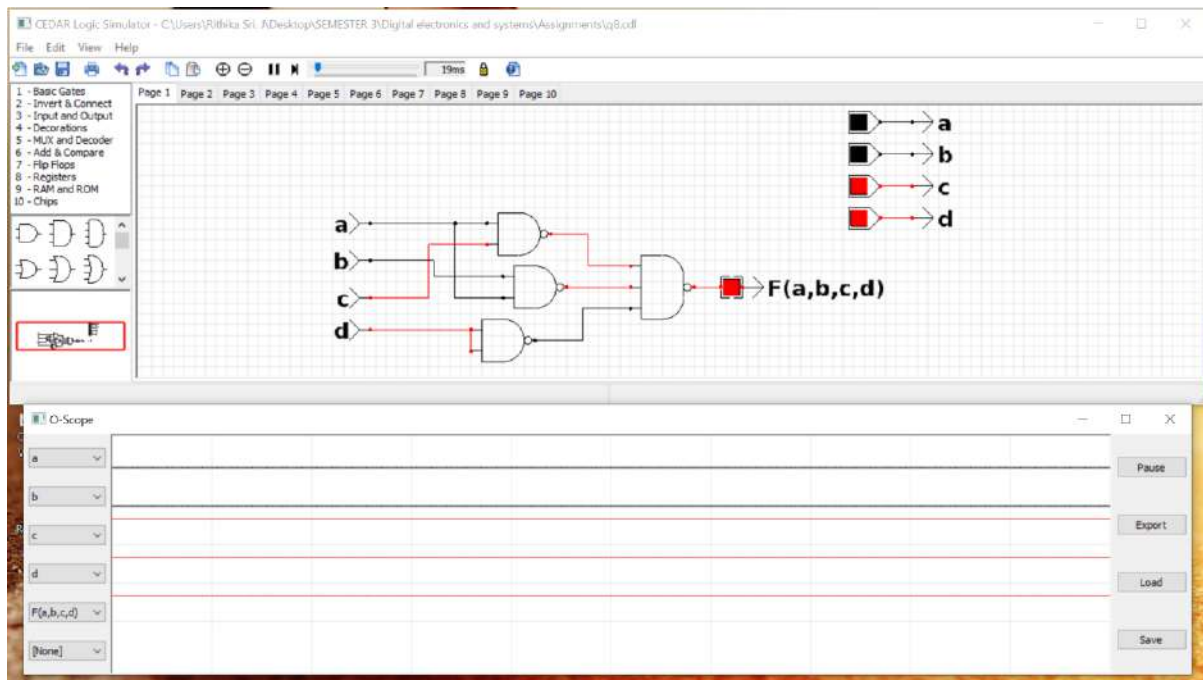
A	B	C	D	F
0	0	0	1	1



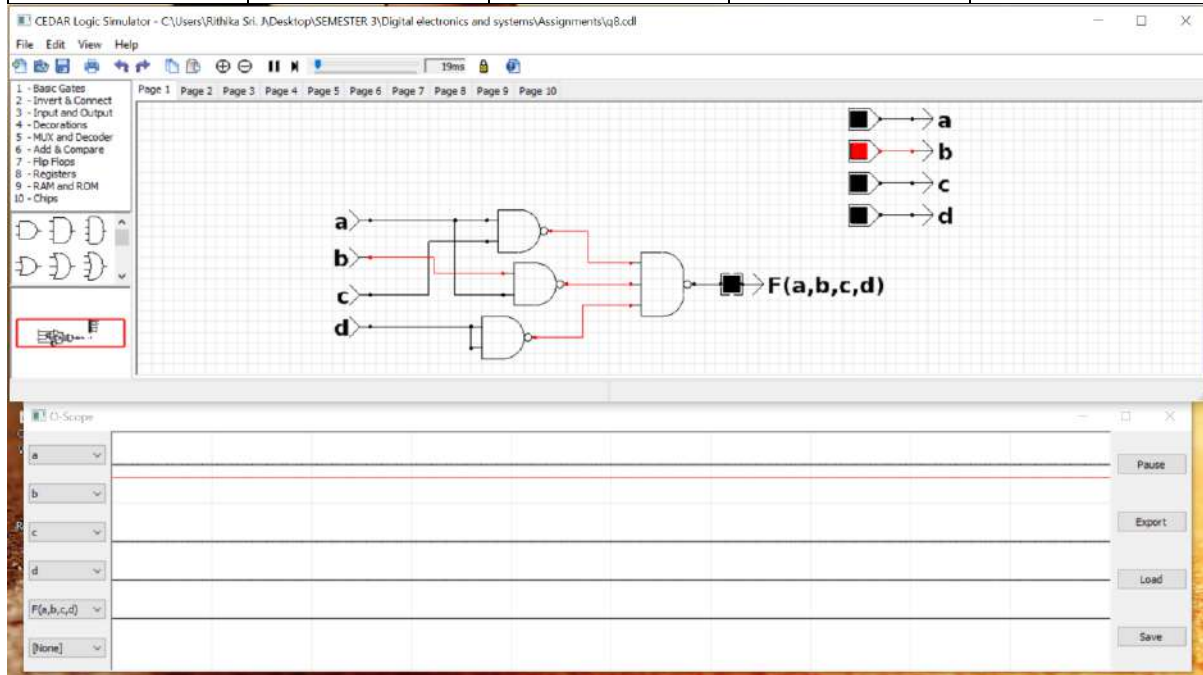
A	B	C	D	F
0	0	1	0	0



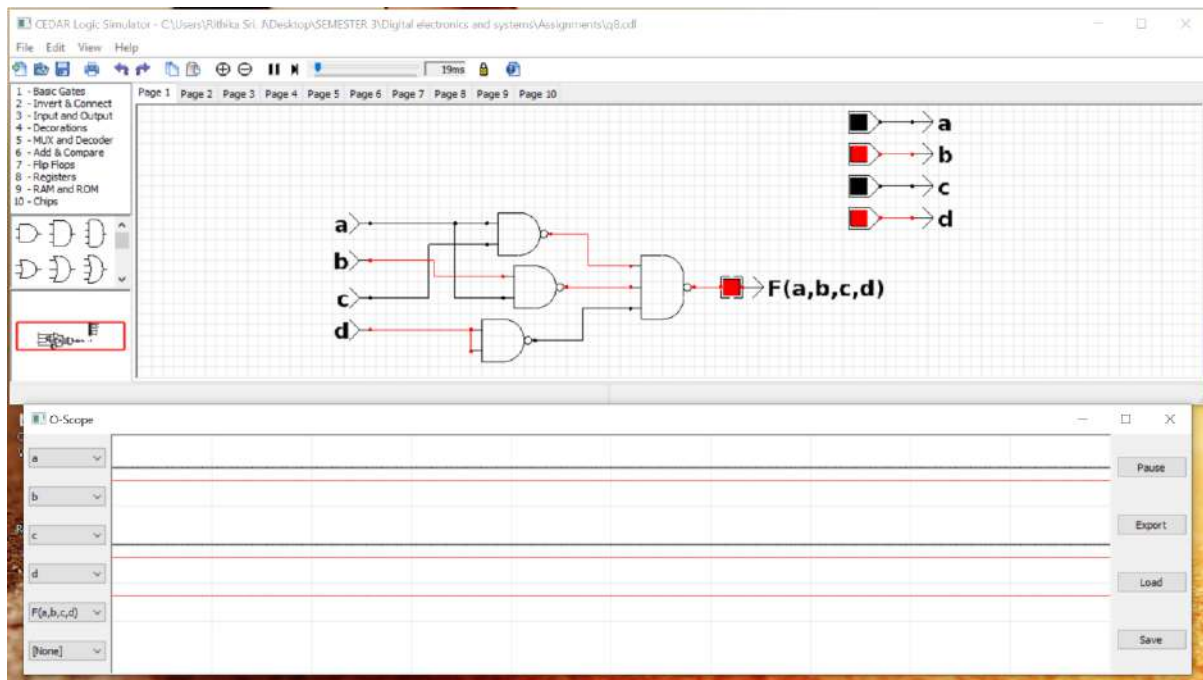
A	B	C	D	F
0	0	1	1	1



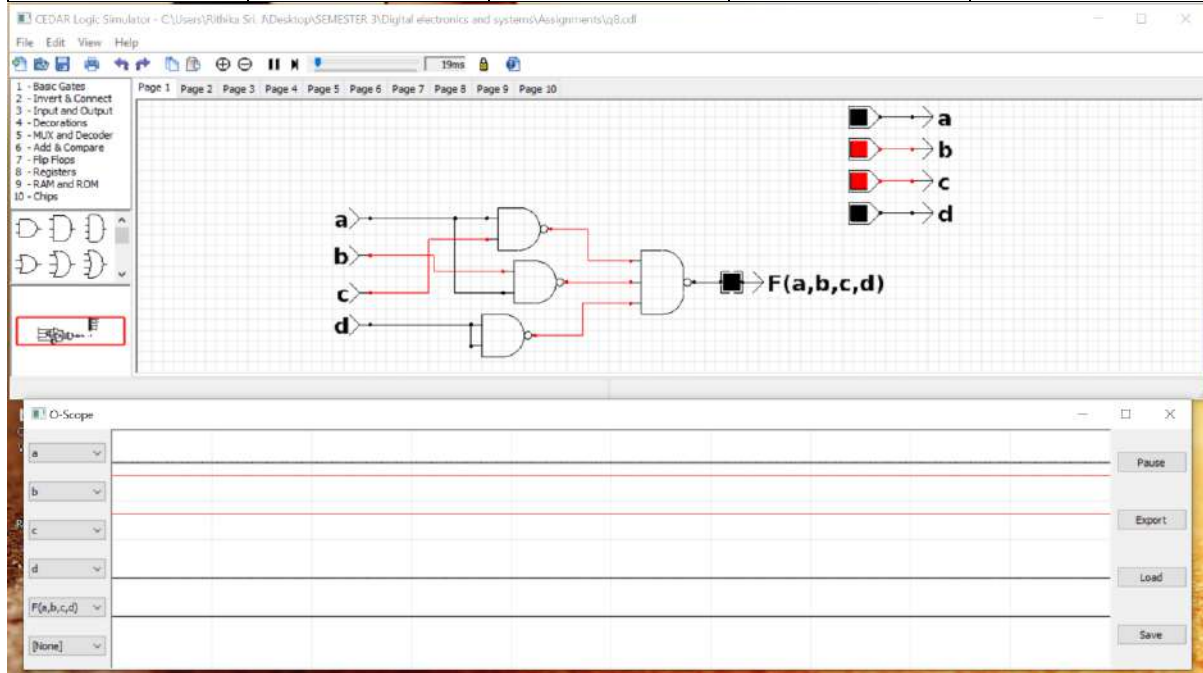
A	B	C	D	F
0	1	0	0	0



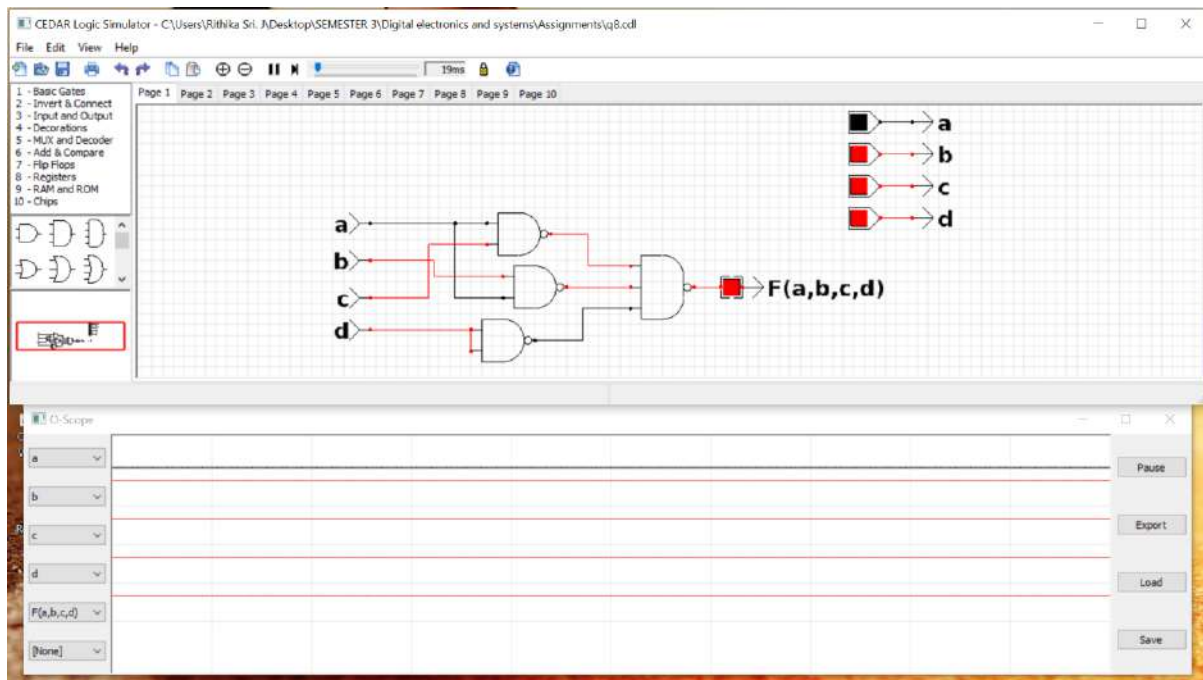
A	B	C	D	F
0	1	0	1	1



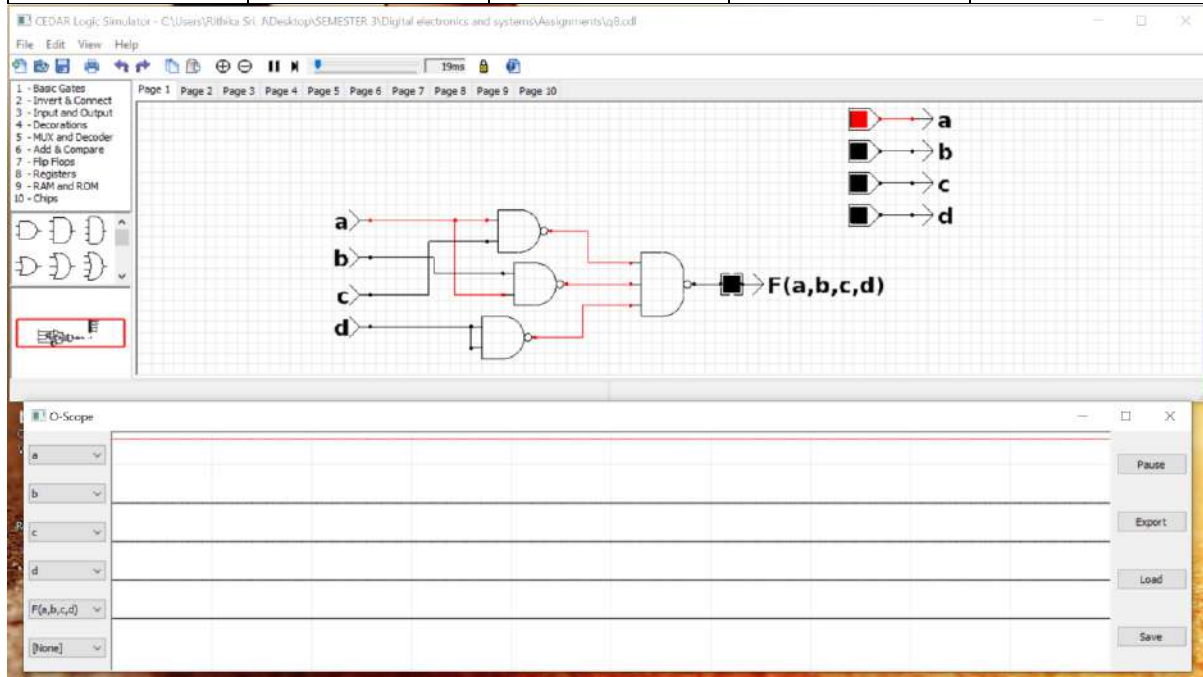
A	B	C	D	F
0	1	1	0	0



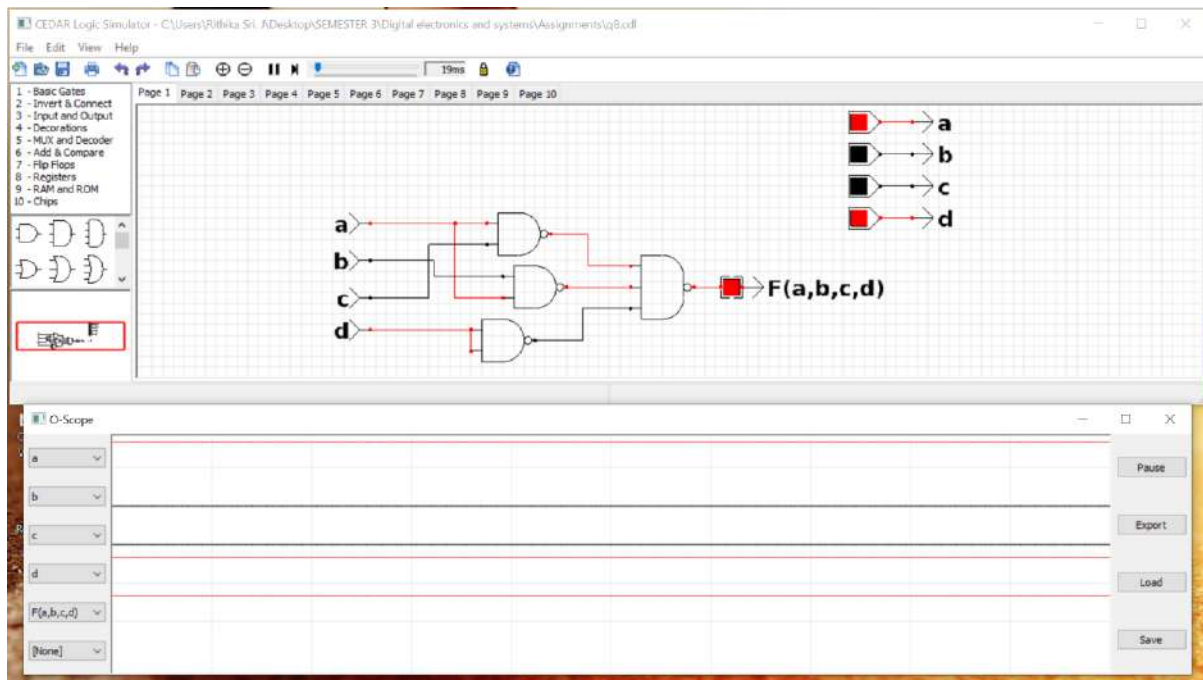
A	B	C	D	F
0	1	1	1	1



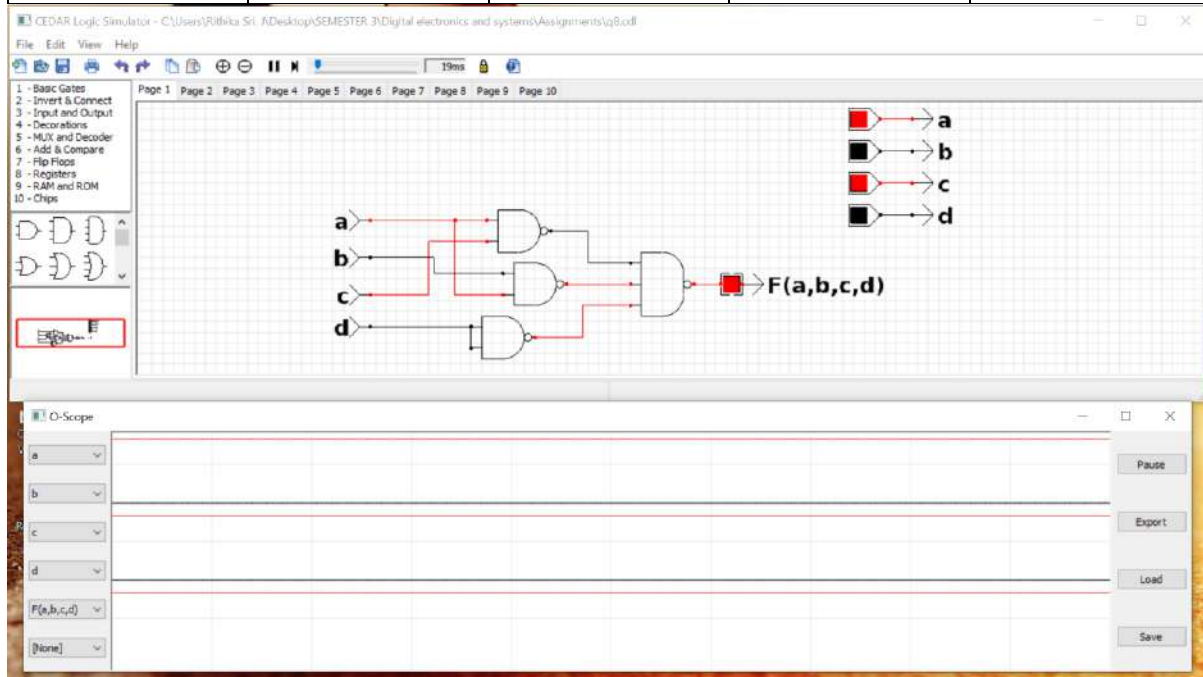
A	B	C	D	F
1	0	0	0	0



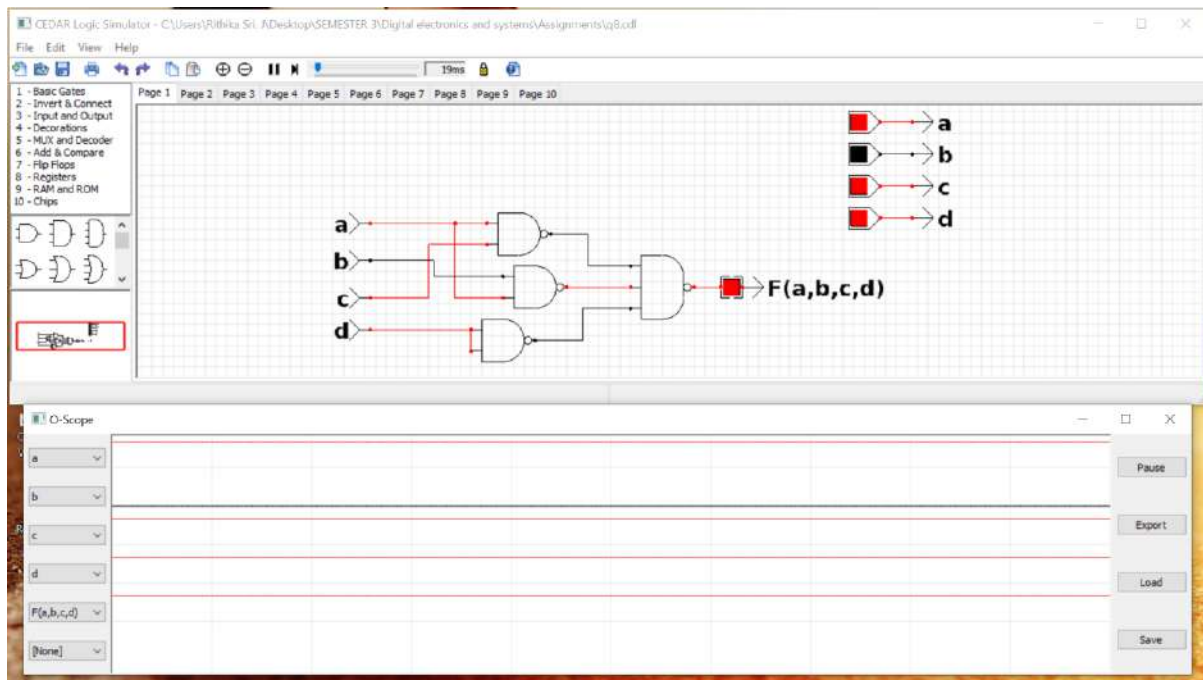
A	B	C	D	F
1	0	0	1	1



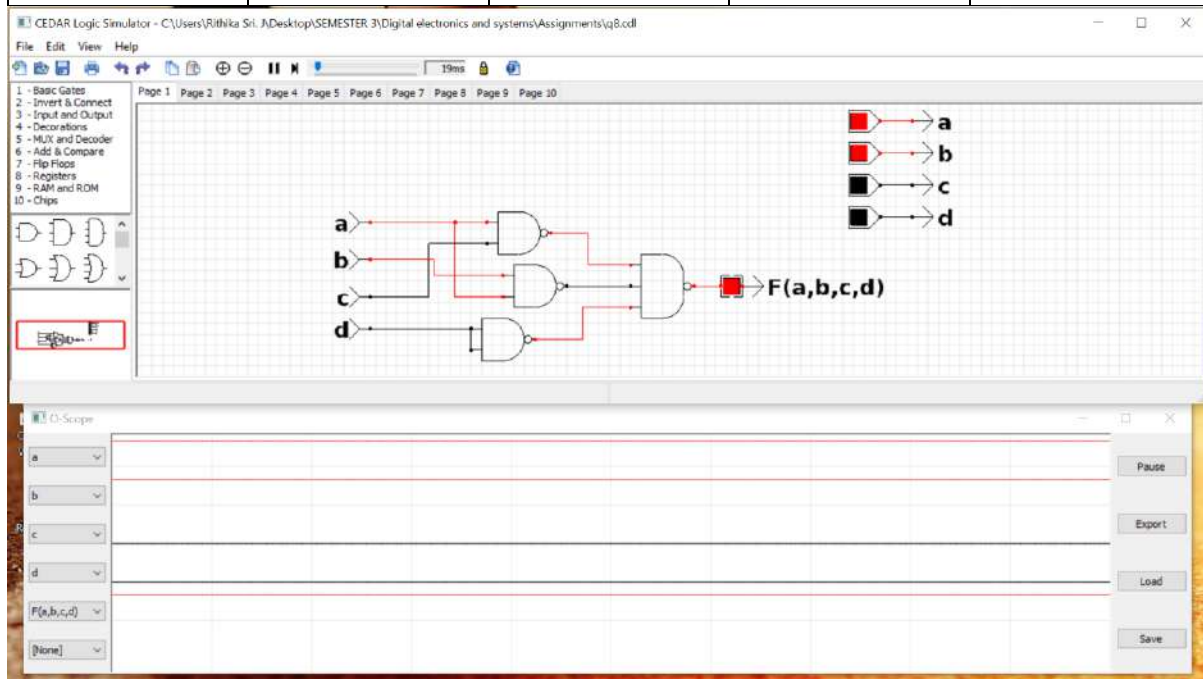
A	B	C	D	F
1	0	1	0	1



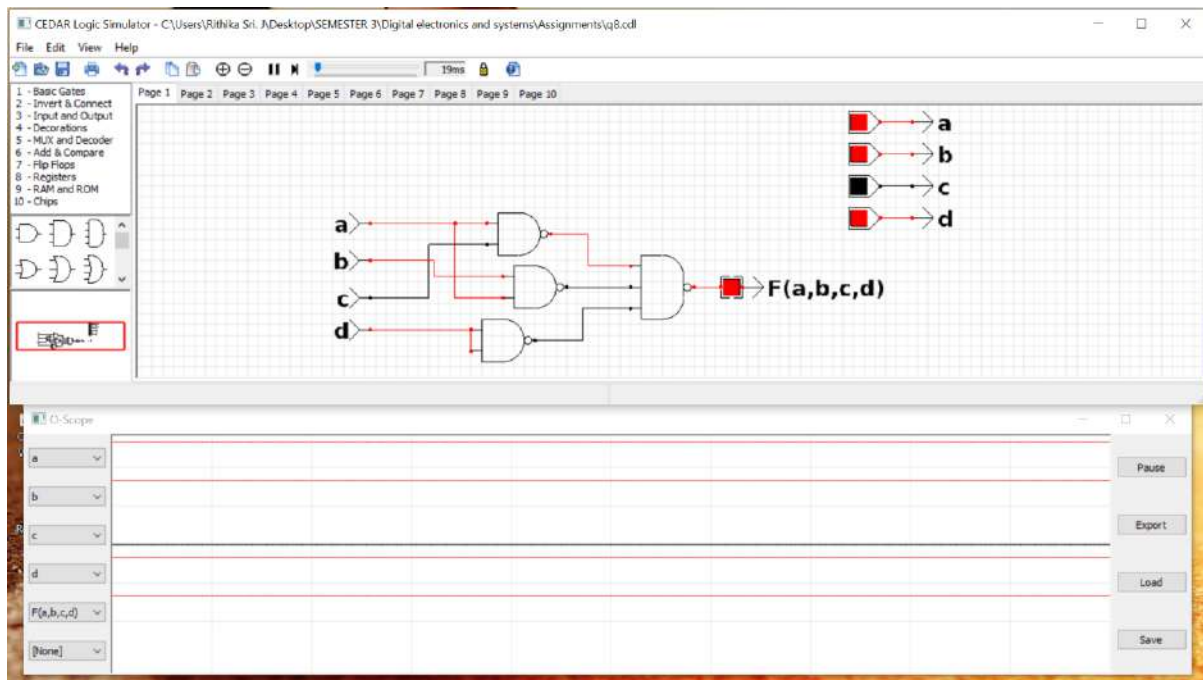
A	B	C	D	F
1	0	1	1	1



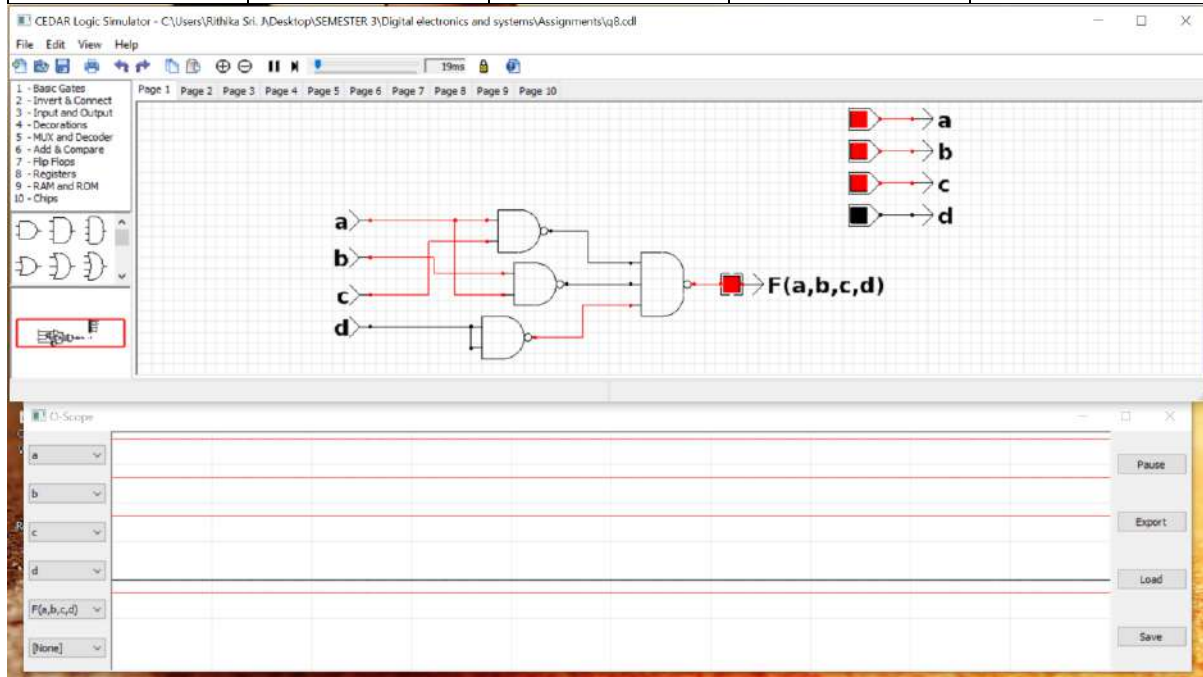
A	B	C	D	F
1	1	0	0	1



A	B	C	D	F
1	1	0	1	1



A	B	C	D	F
1	1	1	0	1



A	B	C	D	F
1	1	1	1	1

