

Section 4  
Summer 2020  
Lecture 1  
TnF

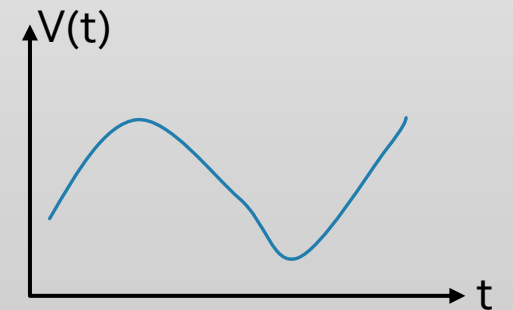
# CSE 231: Digital Logic Design

# Digital

- The term digital is associated with Digits. Most commonly with Binary digits.
- Common use of the term “Digital” includes, digital camera clock, digital clock, digital media and many more.
- It means, these products or services use Digital Technology.
- Digital technology is more efficient in terms of performance and quality with low cost.
- What gave Digital technology power over Analog technology is its:
  - data storing and its preciseness (ability to cancel noise and interference).
  - data transferring capacity. Digital data could be compressed and decompressed for transmission purpose. There are options for the error correction and the encryption. It also provides various transmission options such as serial and parallel.

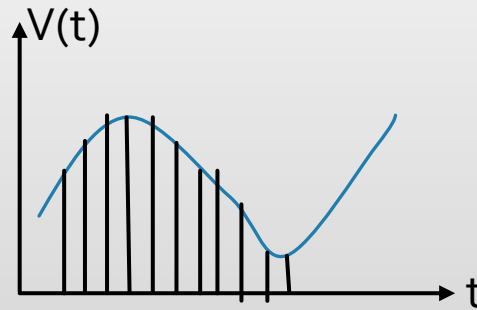
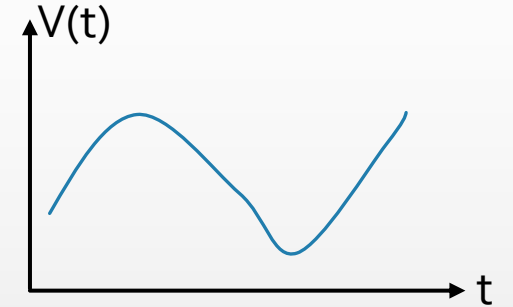
# Signal

- Signal is a variation in physical parameter. Such as: Speech variation & Temperature variation.
- Signal is a function that represents the variation of physical quantity with respect to any parameter.
- Signals need to be processed so that they could be interpreted and maybe stored. For example, a microphone take the speech signal of the speaker and amplifies it for the listeners.
- There are various types of signals.
- Now in this course we will be focusing on electrical signals.
- Electrical signal is a variation of an electrical quantity (voltage or current) as a function of time.
- A signal may vary continuously.
- In a continuous signal, at any instance of time, we will get a value of the processed parameter.



# Signal Cont.

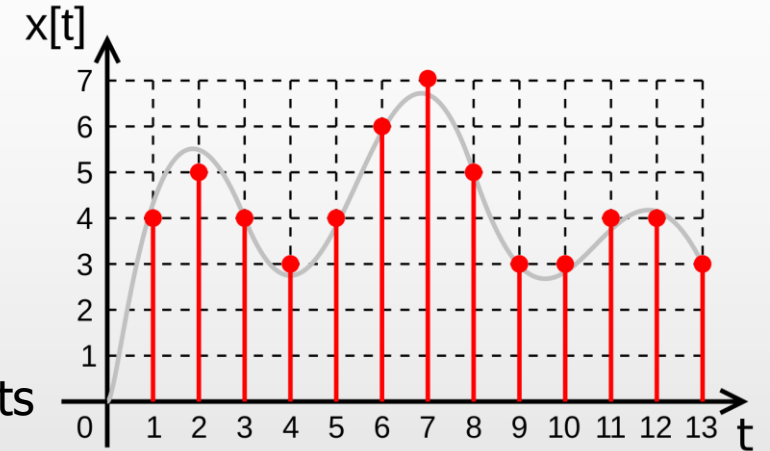
- The signal that takes any value at any & all instance of time is call analog signal within the specified range. Let's say we want to measure the voltage flowing through any system for next 5 minutes.
- But how can I record a signal all the time...
- So the solution is measuring the parameter at discrete time. These signals are known as analog signal.



- Whenever we want to record and retransmit or reproduce a signal, we discretize it.
- The accuracy of re-transmission or reproduction depends on the level of discretization.

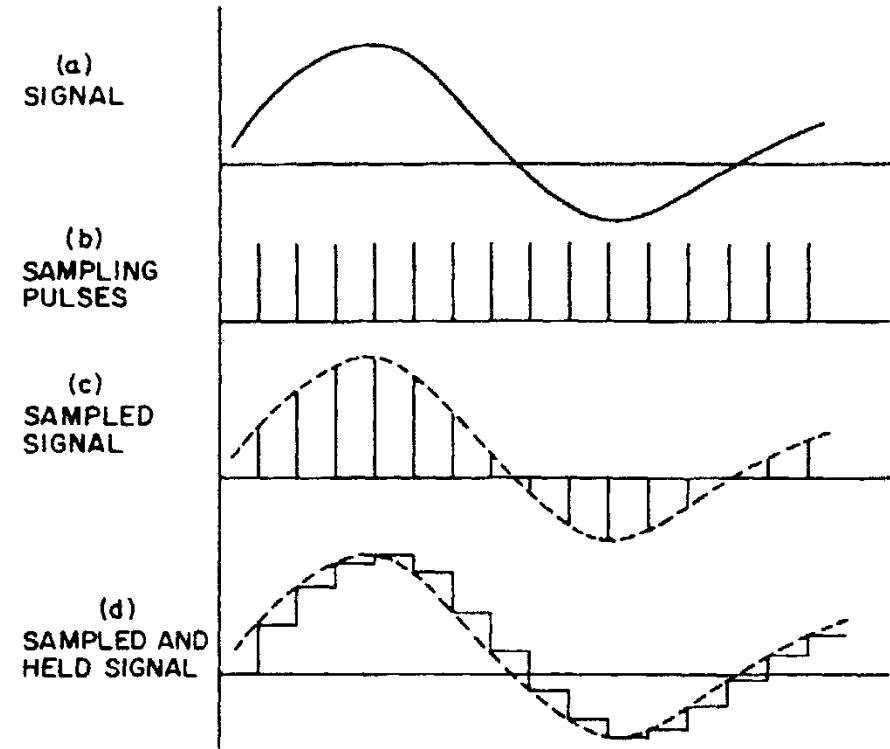
# Digital Signal

- Digital signals discretize both time and magnitude.
- Digital signals represent only finite number of discrete values.
- The signals in present day digital system uses Binary.
- Discrete elements of information are represented with group of binary codes in digital system.
- A digital system is a system that manipulates discrete elements of information represented internally in binary form.
- The discrete quantities of information either emerges from nature or the data being processed or may be quantized from a continuous process.
- The fundamental reason for commercial products being made with digital circuits is,, most digital devices are programmable.
- Digital system is an interconnection of digital modules. To understand the operation of each module, it is necessary to have the basic knowledge of digital circuits and logic functions.



# Sampling

- **Quantization**
  - Conversion from analog to discrete values
- Quantizing a signal
  - We sample it



Signal Sampling

# Number Systems

- We will look into four different number systems:
  - Binary: Base 2
  - Decimal : Base 10
  - Octal: Base 8
  - Hexadecimal : Base 16
- Positional number system
  - $101_2 = 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0$
  - $63_8 = 6 \times 8^1 + 3 \times 8^0$
  - $A1_{16} = 10 \times 16^1 + 1 \times 16^0$

# Binary

- Binary is base 2 and has 2, so we use only 2
- symbols: 0,1
- Binary numbers are built by concatenating a string of bits together. Example: 10101010
- Low Voltage = 0 High Voltage = 1
- Positional Notation: Binary Numbers
- $1011_{\text{bin}} = 1 * 2^3 + 0 * 2^2 + 1 * 2^1 + 1 * 2^0$
- $1011_{\text{bin}} = (1 * 8) + (0 * 4) + (1 * 2) + (1 * 1)$
- $1011_{\text{bin}} = 8 + 0 + 2 + 1 = 11_{\text{dec}}$



# Binary → hex/decimal/octal conversion

- Conversion from binary to octal/hex
  - Binary: 10011110001
  - Octal: 0010 | 011 | 110 | 001 =  $2361_8$
  - Hex: 0100 | 1111 | 0001 =  $4F1_{16}$
- Conversion from binary to decimal
  - $101_2 = 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 = 5_{10}$

# Decimal → binary/octal/hex conversion

## Binary

	<u>Quotient</u>	<u>Remainder</u>
$56 \div 2 =$	28	0
$28 \div 2 =$	14	0
$14 \div 2 =$	7	0
$7 \div 2 =$	3	1
$3 \div 2 =$	1	1
$1 \div 2 =$	0	1

## Octal

	<u>Quotient</u>	<u>Remainder</u>
$56 \div 8 =$	7	0
$7 \div 8 =$	0	7
$56_{10} = 111000_2$		
$56_{10} = 70_8$		

Octal & Hexadecimal to Decimal conversion:

$$63.4_8 = 6 \times 8^1 + 3 \times 8^0 + 4 \times 8^{-1} = 51.5_{10}$$

$$A1_{16} = 10 \times 16^1 + 1 \times 16^0 = 161_{10}$$

# Fraction conversion

Convert  $(0.6875)_{10}$  to binary.

	Integer		Fraction	Coefficient
$0.6875 \times 2 =$	1	+	0.3750	$a_{-1} = 1$
$0.3750 \times 2 =$	0	+	0.7500	$a_{-2} = 0$
$0.7500 \times 2 =$	1	+	0.5000	$a_{-3} = 1$
$0.5000 \times 2 =$	1	+	0.0000	$a_{-4} = 1$

Convert  $(0.513)_{10}$  to octal.

$$0.513 \times 8 = 4.104$$

$$0.104 \times 8 = 0.832$$

$$0.832 \times 8 = 6.656$$

$$0.656 \times 8 = 5.248$$

$$0.248 \times 8 = 1.984$$

$$0.984 \times 8 = 7.872$$

The answer, to seven significant figures, is obtained from the integer part of the products:

$$(0.513)_{10} = (0.406517 \dots)_8$$

# Numbers with different bases

<b>Decimal (base 10)</b>	<b>Binary (base 2)</b>	<b>Octal (base 8)</b>	<b>Hexadecimal (base 16)</b>
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

# Sign Number

- How do we write negative binary numbers?
- Historically: 3 approaches
  - Sign-and-magnitude
  - Ones-complement
  - Twos-complement
- For all 3, the most-significant bit (MSB) is the sign digit
  - 0  $\equiv$  positive
  - 1  $\equiv$  negative
- twos-complement is the important one
  - Simplifies arithmetic
  - Used almost universally

# Sign number (1's & 2's Complement)

- 1's Complement: 1's complement of a binary number is formed by changing 1's to 0's and 0's to 1's. The following are some numerical examples:  
The 1's complement of **1011000** is **0100111**.

- Negative number: Bitwise complement positive number

- $0011 \equiv 3_{10}$
- $1100 \equiv -3_{10}$

- Solves the arithmetic problem

Add		Invert, add, add carry		Invert and add	
4	0100	4	0100	- 4	1011
+ 3	+ 0011	- 3	+ 1100	+ 3	+ 0011
= 7	= 0111	= 1	1 0000	- 1	1110
		add carry:	+1		
			= 0001		

- 2's complement: 2's complement of binary is obtained by adding 1 to the 1's-complement value.
- Negative number: Bitwise complement **plus one**
  - $0011 \equiv 3_{10}$
  - $110**1** \equiv -3_{10}$

# Binary addition & subtraction

- Binary Addition:

$$\begin{array}{r}
 \phantom{0000}1 \leftarrow \text{(carry)} \\
 0 \phantom{0000} 0 \phantom{0000} 1 \phantom{0000} 1 \phantom{0000} 1 \\
 +0 \phantom{0000} 1 \phantom{0000} 0 \phantom{0000} 1 \phantom{0000} 1 \\
 \hline
 0 \phantom{0000} 1 \phantom{0000} 1 \phantom{0000} 10 \phantom{0000} 11
 \end{array}$$

Binary addition of 13 & 6:

$$\begin{array}{r}
 00000110 \\
 00001101 \\
 \hline
 00010011
 \end{array}$$

- Binary Subtraction:  
(carry)

$$\begin{array}{r}
 0 \phantom{0000} 0 \phantom{0000} 1 \phantom{0000} 1 \\
 \underline{0 \phantom{0000} 1 \phantom{0000} 0 \phantom{0000} 1} \\
 0 \phantom{0000} (1)1 \phantom{0000} 1 \phantom{0000} 0
 \end{array}$$

(Borrow)

Binary subtraction of 10 & 5:

$$\begin{array}{r}
 1 \ 0 \ 1 \ 0 \\
 (-) \ 1 \ 0 \ 1 \\
 \hline
 0 \ 1 \ 0 \ 1
 \end{array}$$

# Binary Subtraction: 1's & 2's

- 1's Complement Subtraction/ Diminished Radix Complement:

$X = 1010100$   
 $Y = 1000011$

---

0111100

+ 1010100

---

(1)0010000

+ 1

---

0010001

The diagram illustrates the 1's complement subtraction process. It shows the subtraction of  $Y = 1000011$  from  $X = 1010100$ . The first step is to find the 1's complement of  $Y$ , which is  $0111100$ . This is then added to  $X$ . The result is  $(1)0010000$ , where the  $(1)$  is a carry-out. This carry-out is then added to the least significant bit of the result, yielding the final result  $0010001$ . Blue arrows indicate the flow of the process, and a red arrow points to the carry-in of 1.

- 2's Complement Subtraction / Radix Complement:

$X = 1010100$   
 $Y = 1000011$

---

0111100

+ 1

---

0111101

+ 1010100

---

(1)0010001

Discard

The diagram illustrates the 2's complement subtraction process. It shows the subtraction of  $Y = 1000011$  from  $X = 1010100$ . The first step is to find the 2's complement of  $Y$ , which is  $0111101$ . This is then added to  $X$ . The result is  $(1)0010001$ , where the  $(1)$  is a carry-out. This carry-out is discarded, yielding the final result  $0010001$ . Blue arrows indicate the flow of the process, and a red arrow points to the carry-out labeled 'Discard'.



# BINARY CODES

- Any discrete element of information that is distinct among a group of quantities can be represented with a binary code (i.e., a pattern of 0's and 1's).
- An n-bit binary code is a group of n bits that assumes up to  $2^n$  distinct combinations of 1's and 0's, with each combination representing one element of the set that is being coded.

## Binary-Coded Decimal Code (BCD)

- Decimal values 0-9 is represented in 4-bit binary value as shown in the following table:
- Value higher than 9 is represented as 4-bit binary value of each digit:

$$(185)_{10} = (0001\ 1000\ 0101)_{BCD}$$

*Binary-Coded Decimal (BCD)*

Decimal Symbol	BCD Digit
0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111
8	1000
9	1001

# BCD Addition

- In BCD, the range is from 0000 to 1001.
- When the binary sum is greater than or equal to 1010, the result is an invalid BCD digit. The addition of 6 = (0110)<sub>2</sub> to the binary sum converts it to the correct digit and also produces a carry as required.

4	0100	4	0100	8	1000
+5	+0101	+8	+1000	+9	1001
9	1001	12	1100	17	10001
			+0110		+0110
			10010		10111

# Other Decimal Codes

*Four Different Binary Codes for the Decimal Digits*

<b>Decimal Digit</b>	<b>BCD 8421</b>	<b>2421</b>	<b>Excess-3</b>	<b>8, 4, -2, -1</b>
0	0000	0000	0011	0000
1	0001	0001	0100	0111
2	0010	0010	0101	0110
3	0011	0011	0110	0101
4	0100	0100	0111	0100
5	0101	1011	1000	1011
6	0110	1100	1001	1010
7	0111	1101	1010	1001
8	1000	1110	1011	1000
9	1001	1111	1100	1111
Unused bit combi- nations	1010	0101	0000	0001
	1011	0110	0001	0010
	1100	0111	0010	0011
	1101	1000	1101	1100
	1110	1001	1110	1101
	1111	1010	1111	1110

# Gray and BCD codes

- The Gray code is used in applications in which the normal sequence of binary numbers generated by the hardware may produce an error or ambiguity during the transition from one number to the next.
- A typical application of the Gray code is the representation of analog data by a continuous change in the angular position of a shaft.
- Keeping the left bit fixed, perform an operation in each pair of bits from left most bit.

<u>Decimal Symbols</u>	<u>Gray Code</u>
------------------------	------------------

0	0000
1	0001
2	0011
3	0010
4	0110
5	0111
6	0101
7	0100
8	1100
9	1101

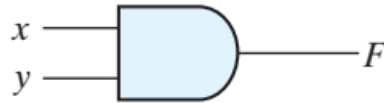
<u>Decimal Symbols</u>	<u>BCD Code</u>
------------------------	-----------------

0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111
8	1000
9	1001

# Digital Logic Gates

- Three divisions:
- Basic, Advance, Universal
- Basic:

AND



$$F = x \cdot y$$

$x$	$y$	$F$
0	0	0
0	1	0
1	0	0
1	1	1

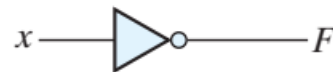
OR



$$F = x + y$$

$x$	$y$	$F$
0	0	0
0	1	1
1	0	1
1	1	1

Inverter



$$F = x'$$

$x$	$F$
0	1
1	0

# Digital Logic Gates

- Universal

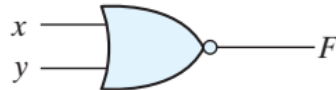
NAND



$$F = (xy)'$$

$x$	$y$	$F$
0	0	1
0	1	1
1	0	1
1	1	0

NOR



$$F = (x + y)'$$

$x$	$y$	$F$
0	0	1
0	1	0
1	0	0
1	1	0

- Advance

Exclusive-OR  
(XOR)



$$F = xy' + x'y$$
$$= x \oplus y$$

$x$	$y$	$F$
0	0	0
0	1	1
1	0	1
1	1	0

Exclusive-NOR  
or  
equivalence



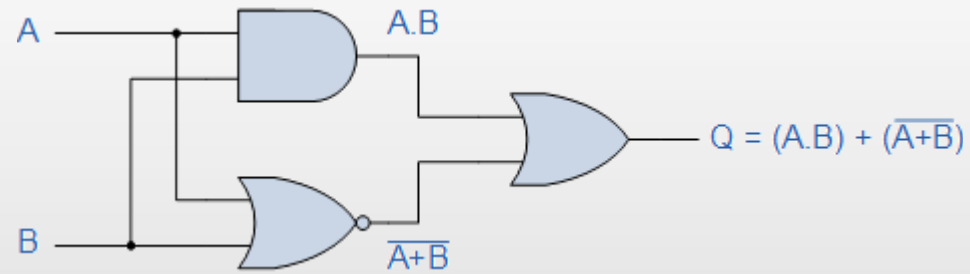
$$F = xy + x'y'$$
$$= (x \oplus y)'$$

$x$	$y$	$F$
0	0	1
0	1	0
1	0	0
1	1	1

# Combinational circuit example:

- Combinational circuit for the following Boolean function:

$$Q = (A.B) + (A+B)'$$



- Truth Table:

Inputs		Intermediates		Output
B	A	$A.B$	$\overline{A+B}$	Q
0	0	0	1	1
0	1	0	0	0
1	0	0	0	0
1	1	1	0	1