

VE270 Lecture 1

Digitization: From **Analog** to **Digital**.

Signed Binary Numbers

Representation of Negative Numbers

1. Sign and Magnitude

MSB, or the left most digit is the signed bit, $0 \rightarrow$ positive, $1 \rightarrow$ negative.

2. 1's complement representation of $-N$

Negation of every bit of N .

$(3)_{10} = (0011)_2$, then $(-3)_{10} = (1100)_2$.

3. 2's complement representation of $-N$

Negation of every bit of N , then plus 1.

$(3)_{10} = (0011)_2$, then $(-3)_{10} = (1100)_2 + (1)_2 = (1101)_2$.

Signed 2's complement Number

If there are n digits, the range is from -2^{n-1} to $2^{n-1} - 1$.

Overflow

If an n -bit 2's complement number is greater than $2^{n-1} - 1$ or less than -2^{n-1} , we say there is an overflow.

- a, b with sign bits same but result's sign bit is not the same **is overflow**.
- a, b with different sign bit **can't overflow**.

Trick

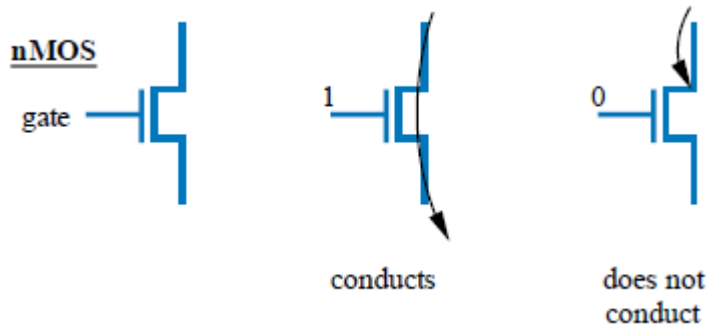
- Addition with **signed 2's complement number** should only in these situations:
 - a, b are all positive.
 - a, b are positive and negative.

So if a, b are all negative **will certainly cause a overflow**.

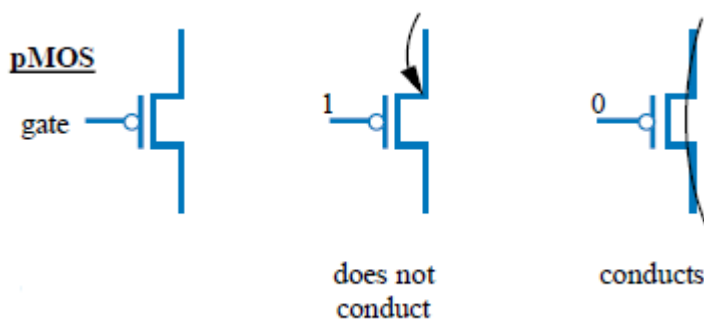
VE270 Lecture 2

CMOS Transistor

- nMOS:

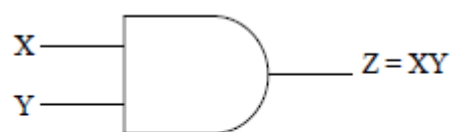
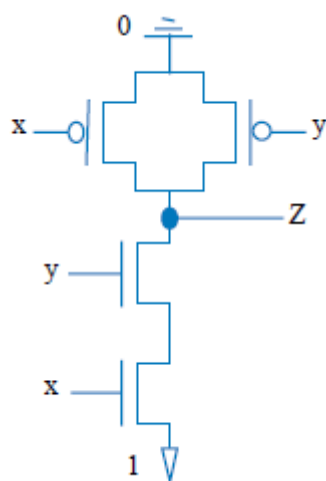


- pMOS:



AND Logic

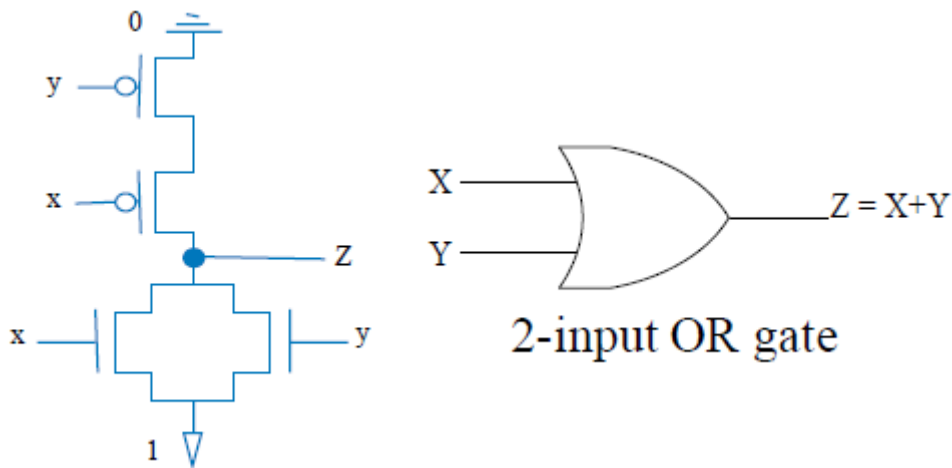
$Z = X \cdot Y$ and X, Y, Z are all **variables** with \cdot as **AND operator**.



2-input AND gate

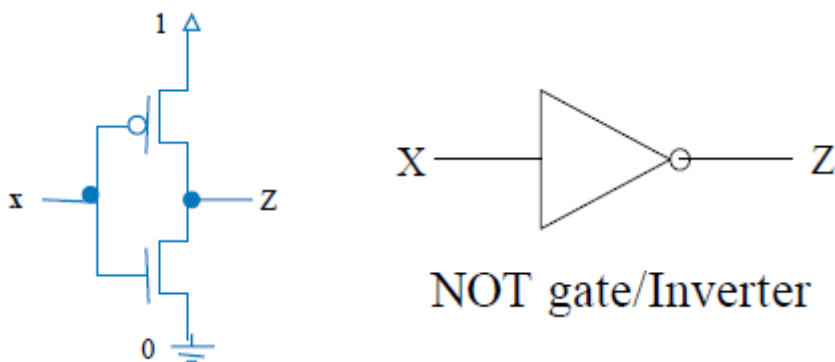
OR Logic

$Z = X + Y$ and $Z = 1$ if either $X = 1$ or $Y = 1$, or both; with $+$ as **OR operator**.

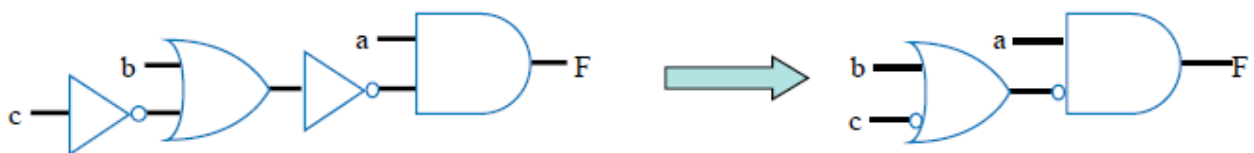


NOT Logic

$Z = X'$ or $Z = \overline{X}$ means $Z = 1 - X$ with Z and X either 0 or 1.



Logic Gates Convert



(We can omit **NOT**'s triangle with only a little circle on the diagram.)

Priority of Logic Operations

NOT > AND > OR

From Logic Equation to Logic Circuit

Variables + Constant binary values + Logic operators → Logic Equation

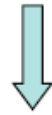


Signals +

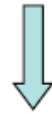


Power Supplies

+



Logic gates →

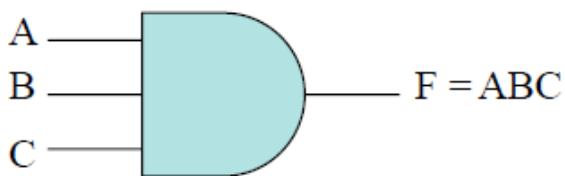


Logic Circuit

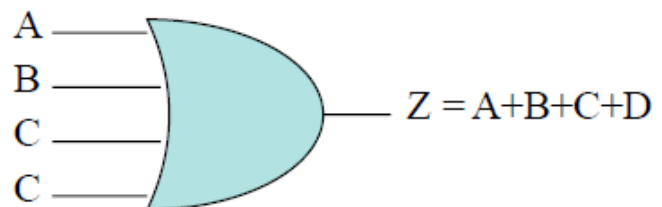
Timing Diagram

Show the response to change on a signal in voltage levels with time.

Gates with Multiple Inputs

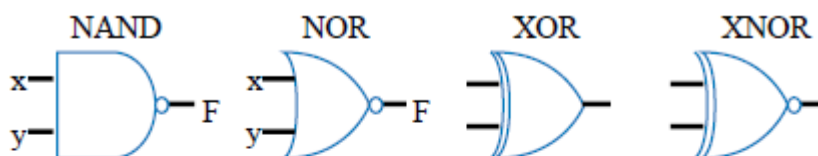


3-input AND gate



4-input OR gate

More Gates



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

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

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

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

VE270 Lecture 3

Boolean Algebra & Optimization

Boolean Algebra Terminology

Example: $F(a, b, c) = a'bc + abc' + ab + c$

- **Variable:** Represents a value (0, 1)
 - Three variables: a, b, c
- **Literal:** Appearance of a variable, in true or complemented form (true form: a ; complemented form: a')
 - Nine literals: $a', b, c, a, b, c', a, b, c$
- **Product term:** AND of literals
 - Four product terms: $a'bc, abc', ab, c$ ($c = c \cdot 1$)
- **Sum term:** OR of literals
 - No sum terms
(in $F = (a + b + c) \cdot d, a + b + c$ is sum term)
- **Sum of products:** Equation written as OR of product terms only
 - $F(a, b, c) = a'bc + abc' + ab + c$ is a sum of product form
 - $F(a, b, c, d) = (a + b) \cdot c + d$ is not

Basic Theorems of Boolean Algebra

Theorem1

$x + 0 = x$ and $x \cdot 0 = 0$.

x OR 0 is x , x AND 0 is 0.

Theorem2

$x + x' = 1$ and $x \cdot x' = 0$.

x OR $\neg x$ is 1, x AND $\neg x$ is 0.

Theorem3

$x + x = x$ and $x \cdot x = x$.

x OR x is only x , since $x = x$; x AND x is only x , since $x = x$.

Theorem4

$$x + 1 = 1 \text{ and } x \cdot 1 = x.$$

$$x \text{ OR } 1 \text{ is } 1, x \text{ AND } 1 \text{ is } x.$$

Involution

$$(x')' = x, \text{ since } \neg(\neg x) = x.$$

Commutative

$$x + y = y + x \text{ and } x \cdot y = y \cdot x.$$

$$x \text{ OR } y \text{ is } y \text{ OR } x, x \text{ AND } y \text{ is } y \text{ AND } x.$$

Associative

$$x + (y + z) = (x + y) + z \text{ and } x \cdot (y \cdot z) = (x \cdot y) \cdot z.$$

$$x \text{ OR } (y \text{ OR } z) = x \text{ OR } y \text{ OR } z = (x \text{ OR } y) \text{ OR } z,$$

$$x \text{ AND } (y \text{ AND } z) = (x \text{ AND } y) \text{ AND } z = x \text{ AND } y \text{ AND } z.$$

Distributive

$$x \cdot (y + z) = x \cdot y + x \cdot z \text{ and } x + y \cdot z = (x + y) \cdot (x + z).$$

$$x \cdot (y + z) = x \cdot y + x \cdot z,$$

$$\begin{aligned} x + y \cdot z &= x \cdot 1 + y \cdot z = x \cdot (1 + y) + y \cdot z \\ &= x + x \cdot y + y \cdot z = x \cdot x + (x + z) \cdot y \\ &= x \cdot (x + z) + (x + z) \cdot y = (x + y) \cdot (x + z) \end{aligned}$$

Absorption

$$x + x \cdot y = x \text{ and } x \cdot (x + y) = x.$$

$$x + x \cdot y = x \cdot (1 + y') + x \cdot y = x + x \cdot (y + y') = x + x = x,$$

$$x \cdot (x + y) = x + x \cdot y = x.$$

Theorem5

$$x \cdot y + x \cdot y' = x \text{ and } (x + y) \cdot (x + y') = x.$$

$$x \cdot y + x \cdot y' = x \cdot (y + y') = x,$$

$$(x + y) \cdot (x + y') = x + y \cdot y' + x \cdot y + x \cdot y' = x.$$

Theorem 6

$$x + x' \cdot y = x + y \text{ and } x \cdot (x' + y) = x \cdot y.$$

$$x + x' \cdot y = x \cdot (1 + y) + x' \cdot y = x + (x' + x) \cdot y = x + y,$$

$$x \cdot (x' + y) = x \cdot y + 0 = x \cdot y.$$

Application of Basic Theorems

- $(a + b) \cdot (c + b) \cdot (d' + b) \cdot (a \cdot c \cdot d' + e)$
 $= (a \cdot c \cdot d' + b) \cdot (a \cdot c \cdot d' + e)$
 $= (a \cdot c \cdot d' + b \cdot e)$
- $w \cdot x' \cdot y' + w \cdot x \cdot z' + w \cdot x' \cdot y \cdot z'$
 $= w \cdot x' \cdot (y' + y \cdot z') + w \cdot x \cdot z'$
 $= w \cdot x' \cdot (y' + z') + w \cdot x \cdot z'$
 $= w \cdot z' + w \cdot x' \cdot y'$

De Morgan's Law

$$(x + y)' = x' \cdot y'$$

$$(x \cdot y)' = x' + y'$$

Consensus Theorem

$$x \cdot y + x' \cdot z + y \cdot z = x \cdot y + x' \cdot z$$

$$\begin{aligned} & x \cdot y + x' \cdot z + y \cdot z \\ &= x \cdot y + x' \cdot z + (x + x') \cdot y \cdot z \\ &= x \cdot y + x' \cdot z + x \cdot y \cdot z + x' \cdot y \cdot z \\ &= x \cdot y \cdot (1 + z) + x' \cdot z \cdot (1 + y) \\ &= x \cdot y + x' \cdot z \end{aligned}$$

$$\underbrace{a'b' + ac + bc'}_{\text{consensus}} + b'c + ab = a'b' + ac + bc'$$

XOR Properties

Theorem1

$$x \oplus 0 = x, x \oplus 1 = x'$$

Theorem2

$$x \oplus x = 0, x \oplus x' = 1$$

Theorem3

$$x \oplus y' = x' \oplus y = (x \oplus y)'$$

Commutative

$$x \oplus y = y \oplus x$$

Associative

$$(x \oplus y) \oplus z = x \oplus (y \oplus z) = x \oplus y \oplus z$$

Boolean Representation: Minterm and Maxterm

Minterm

A product of n literals in which each literal appears exactly once in either true or complemented form, but not both.

Represented by m_i .

Maxterm

A sum of n literals in which each literal appears exactly once in either true or complemented form, but not both.

Represented by M_i .

Subscription Example

			Minterms		Maxterms	
x	y	z	Term	Designation	Term	Designation
0	0	0	$x'y'z'$	m_0	$x+y+z$	M_0
0	0	1	$x'y'z$	m_1	$x+y+z'$	M_1
0	1	0	$x'yz'$	m_2	$x+y'+z$	M_2
0	1	1	$x'yz$	m_3	$x+y'+z'$	M_3
1	0	0	$xy'z'$	m_4	$x'+y+z$	M_4
1	0	1	$xy'z$	m_5	$x'+y+z'$	M_5
1	1	0	xyz'	m_6	$x'+y'+z$	M_6
1	1	1	xyz	m_7	$x'+y'+z'$	M_7

From Truth Table to Minterm Expression

x	y	z	F
con1	con2	con3	result
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	0
1	1	1	0

Result would happen if con1 is **false** AND con2 is **false** AND con3 is **true**, $x'y'z$

Result would happen if con1 is **false** AND con2 is **true** AND con3 is **true**, $x'yz$

Result would happen if con1 is **true** AND con2 is **false** AND con3 is **false**, $xy'z'$

Result would happen if con1 is **true** AND con2 is **false** AND con3 is **true**, $xy'z$

Result would be true if any of these four conditions is true, implies OR logic, This relationship is expressed by:
 $F = x'y'z + x'yz + xy'z' + xy'z$

- A Boolean Equation can be derived from a truth table and expressed as a sum-of-minterms (standard-sum-of-products).
- Each minterm corresponds to a 1 in the truth table in the sum-of-minterms expression.
- $F = x'y'z + x'yz + xy'z' + xy'z = m_1 + m_3 + m_4 + m_5 = \sum m(1, 3, 4, 5)$

Minterms and Maxterms Conversion

Complement of Minterm is corresponding Maxterm

$$m_i = M_i$$

$$\text{e.g.: } m_0 = x'y'z', m'_0 = (x'y'z')' = x + y + z = M_0$$

Conversion between Standard Forms

The term numbers **missing from one form** will be the term number **used in the other form**.

$$\text{e.g.: if all the terms are indexed by } 0 \sim 7, \text{ then } F = \sum m(1, 2, 4, 7) = \prod M(0, 3, 5, 6).$$

another example:	Truth Table				Sum-of-minterms	Product-of-maxterms
	x	y	z	F1	$F1 = x'y'z + xy'z' + xy'z$ $xyz' + xyz$	$F1 = (x+y+z) \cdot (x+y'+z) \cdot$ $(x+y'+z')$
	0	0	0	0		
	0	0	1	1		
	0	1	0	0	$F1 = m_1 + m_4 + m_5 + m_6 + m_7$	$F1 = M_0 \cdot M_2 \cdot M_3$
	0	1	1	0		
	1	0	0	1	$F1 = \sum (1, 4, 5, 6, 7)$	$F1 = \prod (0, 2, 3)$
	1	0	1	1		
	1	1	0	1		
	1	1	1	1		

Incompletely Specified Functions

In a circuit, some input conditions may never happen, then the output is not completely specified.

The corresponding output is set as "x", meaning **don't care**.

The **don't care** output could be either 0 or 1.

$F = \sum m(1, 3, 4) + \sum d(2, 5):$	x	y	z	F
	0	0	0	0
	0	0	1	1
	0	1	0	X
	0	1	1	1
	1	0	0	1
	1	0	1	X
	1	1	0	0
	1	1	1	0

Simplified Forms

The minterm and maxterm forms can be further simplified:

- contain less number of terms.
- have less literals.

