

Digital circuit design notes

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¹The notes are from the following books [1, 2]. Not intended for distribution outside the class.

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Chapter 1

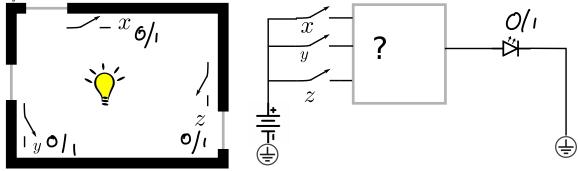
Boolean Algebra

1.1 Learning objectives

- 1. Representing digital circuits
- 2. Converting between different notations: Boolean expression, logic networks and switching circuits
- 3. Converting between different logic network specifications: truth table, minterm, maxterms, product of sums canonical form and sum of product canonical form.
- 4. Introduce truth tables as Behavioral Verilog

1.2 Motivating Problem

Example 1. Assume that a large room has three doors and that a switch near each door controls a light in the room. It has to be possible to turn the light on or off by changing the state of any one of the switches.



Basic Grates

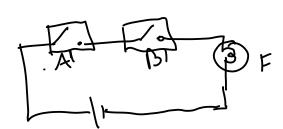
Elementry or the building blocks of digital circuts!



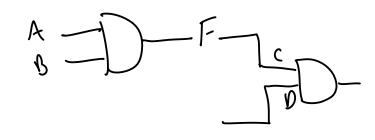


ANSI SYMBOL

Switching circuit



TRUTHTAB	LF:	AU	passubli	imputs
A B'	F	~ or	d corres	ponding
0 - 0 -	000-		·	



A = Clar in Williams 110

B = 11 on MWF 11-12

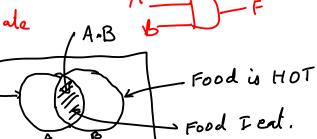
A AND B = F : ECE 275 class

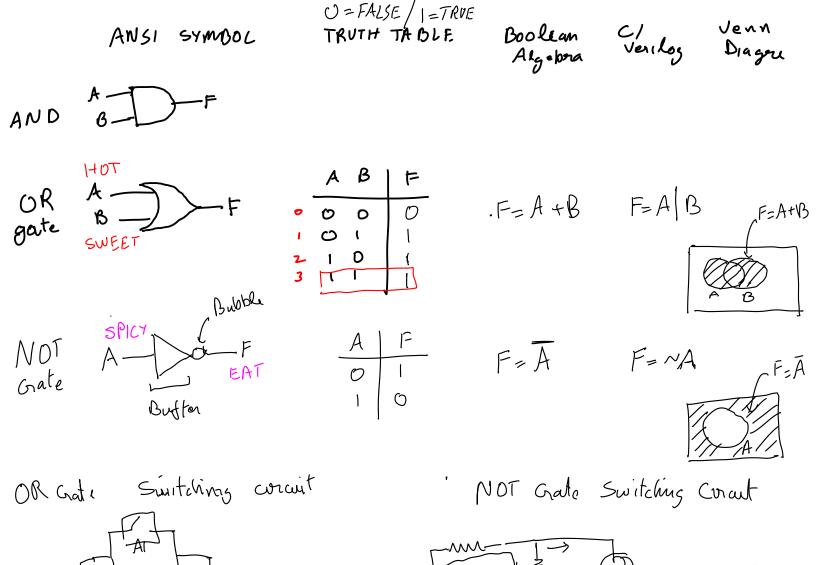
- () ANSI SYMBOL
- 2 TRUTH TABLE
- 3 Boolean Algebra notation
- 3 Boolean Algebra notation A.B=F (AND gale)

 (BYSTEM VERILOG/C bitwise AND gate

F-A&B
ANDgale

VENN DIAGRAM

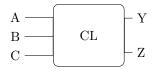




1.3 Basic Gates and notations summary

,			,	
	Venn diagram		x x $+$	x_1 x_1
	(ANSI) symbol	$x_1 = \underbrace{\int L(x_1, x_2)}_{x_2}$	$x_1 \xrightarrow{x_2} \underbrace{L(x_1, x_2)}$	x_1
	Switching circuit	Power I Light	Power Supply	Power Supply T X S Light
	Truth Table	$\begin{array}{c cc} x_1 & x_2 & x_1 \cdot x_2 \\ 0 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \\ 1 & 1 & 1 \end{array}$	$\begin{array}{c cccc} x_1 & x_2 & x_1 + x_2 \\ 0 & 0 & 0 \\ 0 & 1 & 1 \\ 1 & 0 & 1 \\ 1 & 1 & 1 \end{array}$	$\begin{array}{c c} x_1 & \overline{x_1} \\ \hline 0 & 1 \\ 1 & 0 \end{array}$
	Boolean expr.	$L = x_1 \cdot x_2 = x_1 x_2$	$L = x_1 + x_2$	$L=\bar{x}_1=x_1'$
	C/Verilog	AND Gate $L = x1 \& x2$	L = x1 x2	
	Name	AND Gate	OR Gate	NOT Gate

1.4 Digital circuits or networks

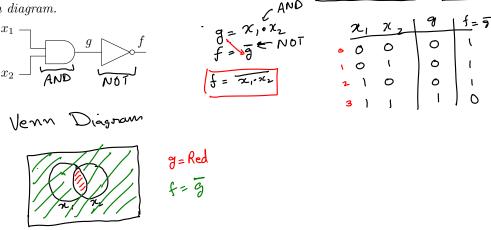


$$Y = F(A, B, C)$$
 $Z = G(A, B, C)$

1.5 Two input networks

Example 2. Convert the following (ANSI) network into a Boolean expression, a truth table and a Venn diagram.

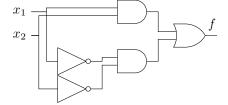
AND



Example 3. Convert the following Boolean expression into a (ANSI) network, a truth table and a Venn diagram:

$$f = \overline{x_1 + x_2}$$

Problem 1 (10 marks). Convert the following (ANSI) network into a Boolean expression, a truth table and a Venn diagram.

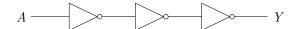


Example 4. Convert the following Boolean expression into a network, a truth table and a Venn diagram:

$$f = x_1 \bar{x}_2 + \bar{x}_1 x_2$$

Problem 2 (5 marks). Can two different circuits have the same truth table? Can two different truth tables have the same circuit? Consider the following two circuits for example

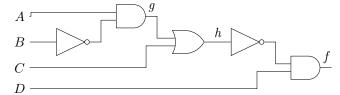
$$A \longrightarrow Y$$



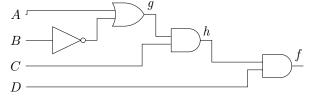
Remark 1. Truth tables and Venn diagrams define what the combinational circuit should do. Truth tables define output for every input. Boolean expression and networks define how to achieve the desired input output relationship.

1.6 Multi-input networks

Example 5. Convert the following (ANSI) network into a Boolean expression and a truth table.



Problem 3 (20 marks). Convert the following (ANSI) network into a Boolean expression and a



 $truth\ table.$

1.7 Minterms and Maxterms

1.7.1 Minterms

Minterm is a product involving all inputs (or complements) to a function. Every row of a truth table has a corresponding minterm. Minterm is true if and only if the corresponding row in the table is active.

Minterms defined as follows for each row of a two input truth table:

A	В	minterm	
			name
0	0	$ar{A}ar{B}$	m_0
0	1	$ar{A}B$	$m_0 \ m_1$
1	0	$Aar{B}$	m_2
1	1	AB	m_3

Consider a two input circuit whose output Y is given by the truth table:

A	В	Y	$\min term$	$\min term$
				name
0	0	0	$ar{A}ar{B}$	m_0
0	1	1	$ar{A}B$	m_1
1	0	0	$Aar{B}$	m_2
1	1	1	AB	m_3

then
$$Y = \bar{A}B + AB = m_1 + m_3 = \sum (1, 3)$$
.

This also gives the sum of products canonical form.

Example 6. What is the minterm m_{13} for a 4-input circuit with inputs x, y, z, w (ordered from MSB to LSB).

Problem 4 (5 marks). What is the minterm m_{23} for a 5-input circuit with inputs a, b, c, d, e (ordered from MSB to LSB).

Example 7. Convert the following 4-input truth table into sum of minterms and sum of products canonical form.

minterm	A	B	C	D	$\mid f \mid$
name					
m_0	0	0	0	0	0
m_1	0	0	0	1	1
m_2	0	0	1	0	0
m_3	0	0	1	1	0
m_4	0	1	0	0	0
m_5	0	1	0	1	1
m_6	0	1	1	0	0
m_7	0	1	1	1	0
m_8	1	0	0	0	0
m_9	1	0	0	1	0
m_{10}	1	0	1	0	0
m_{11}	1	0	1	1	0
m_{12}	1	1	0	0	0
m_{13}	1	1	0	1	1
m_{14}	1	1	1	0	0
m_{15}	1	1	1	1	0

Problem 5 (10 marks). Convert the following 4-input truth table into sum of minterms and sum of products canonical form.

minterm	A	В	C	D	f
name					
m_0	0	0	0	0	0
m_1	0	0	0	1	0
m_2	0	0	1	0	0
m_3	0	0	1	1	1
m_4	0	1	0	0	0
m_5	0	1	0	1	0
m_6	0	1	1	0	0
m_7	0	1	1	1	1
m_8	1	0	0	0	0
m_9	1	0	0	1	0
m_{10}	1	0	1	0	0
m_{11}	1	0	1	1	1
m_{12}	1	1	0	0	0
m_{13}	1	1	0	1	1
m_{14}	1	1	1	0	1
m_{15}	1	1	1	1	0

1.7.2 Maxterms

Maxterm is a sum involving all inputs (or complements) to a function. Every row of a truth table has a corresponding maxterm. Minterm is false if and only if the corresponding row in the table is active.

Maxterms are defined as follows for each row of a two input truth table:

A	В	maxterm	maxterm name
0	0	A + B	M_0
0	1	$A + \bar{B}$	M_1
1	0	$\bar{A} + B$	M_2
1	1	$\bar{A} + \bar{B}$	M_3

Consider a two input circuit whose output Y is given by the truth table:

A	В	Y	$\max term$	\max term
				name
0	0	0	A + B	M_0
0	1	1	$A + \bar{B}$	M_1
1	0	0	$\bar{A} + B$	M_2
1	1	1	$\bar{A} + \bar{B}$	M_3

then
$$Y = (A + B)(\bar{A} + B) = M_0 M_2$$
.

Writing a functional specification in terms of minterms is also called product of sums canonical form.

Example 8. Write the maxterm M_{11} for 4-input Boolean function with the ordered inputs A, B, C, D.

Example 9. Convert the following 4-input truth table into product of maxterns and product of sums canonical form.

maxterm	A	B	C	D	$\mid f \mid$
name					
M_0	0	0	0	0	0
M_1	0	0	0	1	0
M_2	0	0	1	0	0
M_3	0	0	1	1	1
M_4	0	1	0	0	0
M_5	0	1	0	1	0
M_6	0	1	1	0	0
M_7	0	1	1	1	1
M_8	1	0	0	0	0
M_9	1	0	0	1	0
M_{10}	1	0	1	0	0
M_{11}	1	0	1	1	1
M_{12}	1	1	0	0	0
M_{13}	1	1	0	1	1
M_{14}	1	1	1	0	1
M_{15}	1	1	1	1	0

Problem 6 (10 marks). Convert the following 4-input truth table into product of maxterms and products of sums canonical form.

maxterm	A	B	C	D	f
name					
$\overline{M_0}$	0	0	0	0	0
M_1	0	0	0	1	1
M_2	0	0	1	0	1
M_3	0	0	1	1	1
M_4	0	1	0	0	1
M_5	0	1	0	1	0
M_6	0	1	1	0	1
M_7	0	1	1	1	1
M_8	1	0	0	0	0
M_9	1	0	0	1	1
M_{10}	1	0	1	0	1
M_{11}	1	0	1	1	1
M_{12}	1	1	0	0	0
M_{13}	1	1	0	1	1
M_{14}	1	1	1	0	1
M_{15}	1	1	1	1	0

Example 10. Write the 3-input truth table for the function $f = m_2 + m_3 + m_7$.

Problem 7 (10 marks). Write the 3-input truth table for the function $f = M_4 M_5 M_7$.

Problem 8 (10 marks). Write the truth table for the function $f = \bar{A}B\bar{C} + AB\bar{C}$.

Bibliography

- [1] Sarah L Harris and David Harris. Digital design and computer architecture. Morgan Kaufmann, 2022.
- [2] Brown Stephen and Vranesic Zvonko. Fundamentals of digital Logic with Verilog design. McGraw Hill, 2022.