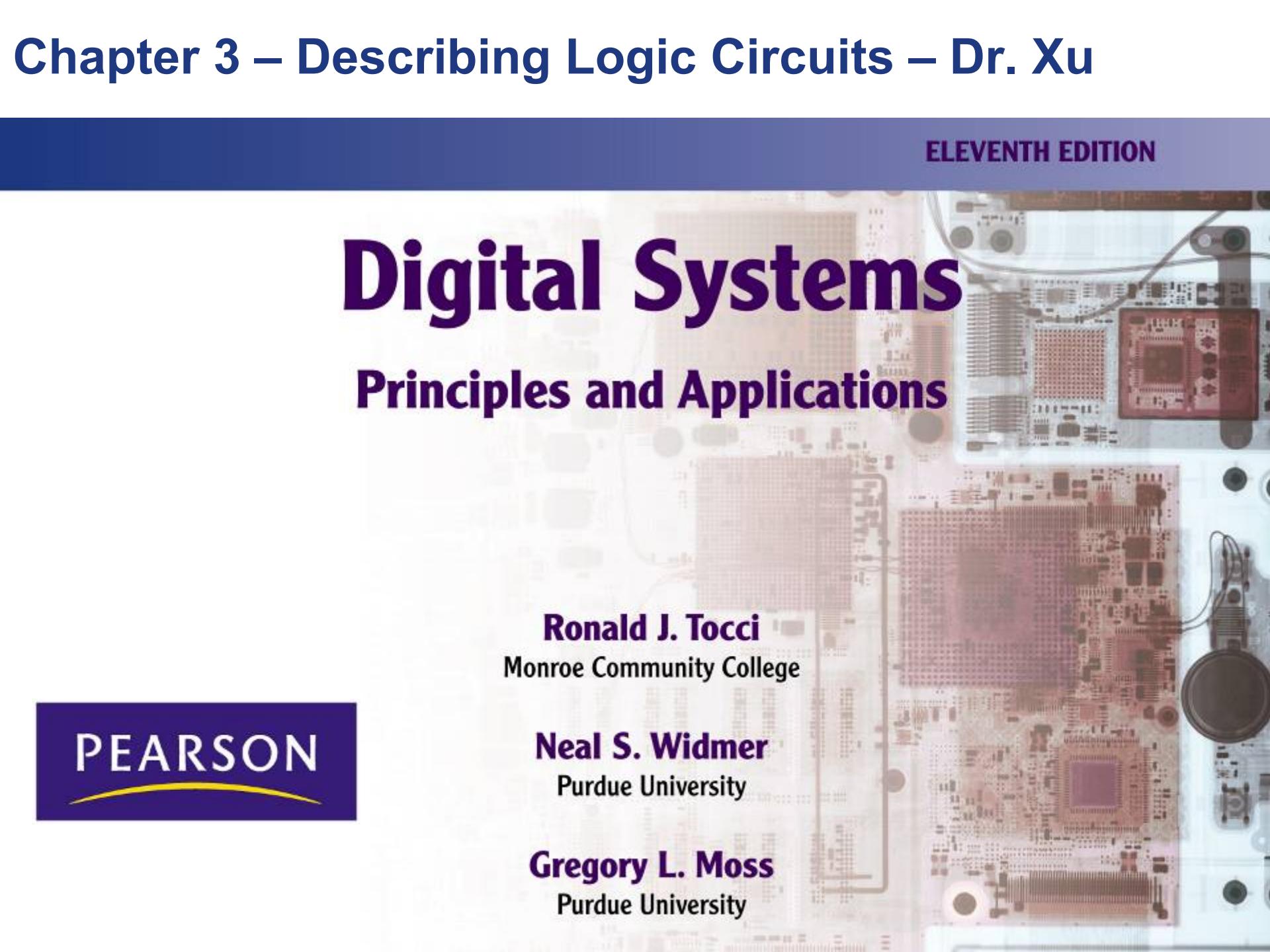


Digital Systems

Principles and Applications



Ronald J. Tocci

Monroe Community College

Neal S. Widmer

Purdue University

Gregory L. Moss

Purdue University

PEARSON

- *Selected areas covered in this chapter:*
 - Operation of truth tables for **AND**, **NAND**, **OR**, and **NOR** gates, and the **NOT** (INVERTER) circuit.
 - Boolean expression for logic gates.
 - DeMorgan's theorems to simplify logic expressions.
 - Universal gates (**NAND** or **NOR**) to implement a circuit represented by a Boolean expression.
 - Concepts of active-LOW & active-HIGH logic signals.
 - Describing and measuring propagation delay time.
 - Differences between an HDL and a computer programming language.

3-1 Boolean Constants and Variables

- Boolean algebra allows only two values—0 and 1.
 - **Logic 0** can be: *false, off, low, no, open switch.*
 - **Logic 1** can be: *true, on, high, yes, closed switch.*

Logic 0	Logic 1
False	True
Off	On
LOW	HIGH
No	Yes
Open switch	Closed switch

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- The three basic logic operations:
 - **OR, AND, and NOT.**

3-2 Truth Tables

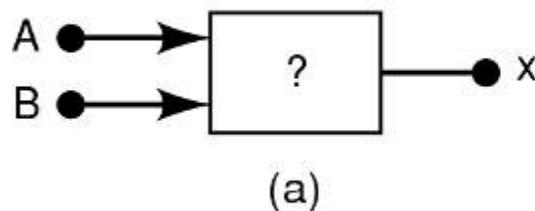
- A truth table describes the relationship between the input and output of a logic circuit.
- The number of entries corresponds to the number of inputs.
 - A 2-input table would have $2^2 = 4$ entries.
 - A 3-input table would have $2^3 = 8$ entries.

Examples of truth tables with 2, 3, and 4 inputs.

Output

Inputs

A	B	x
0	0	1
0	1	0
1	0	1
1	1	0



A	B	C	x
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1

(b)

A	B	C	D	x
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	1
0	1	0	0	1
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	0
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	1

(c)

3-3 OR Operation With OR Gates

សម្រាប់ Boolean

- The Boolean expression for the **OR** operation is:

$$X = A + B \quad \text{— Read as "X equals A OR B"}$$

The **+** sign does *not* stand for ordinary addition—it stands for the **OR** operation

- The **OR** operation is similar to addition, but when $A = 1$ and $B = 1$, the **OR** operation produces:

$$\underline{1 \text{ } \overset{\text{or}}{\circledplus} \text{ } 1 = 1} \text{ } \text{not } 1 + 1 = 2$$

In the Boolean expression $x = 1 + 1 + 1 = 1\dots$

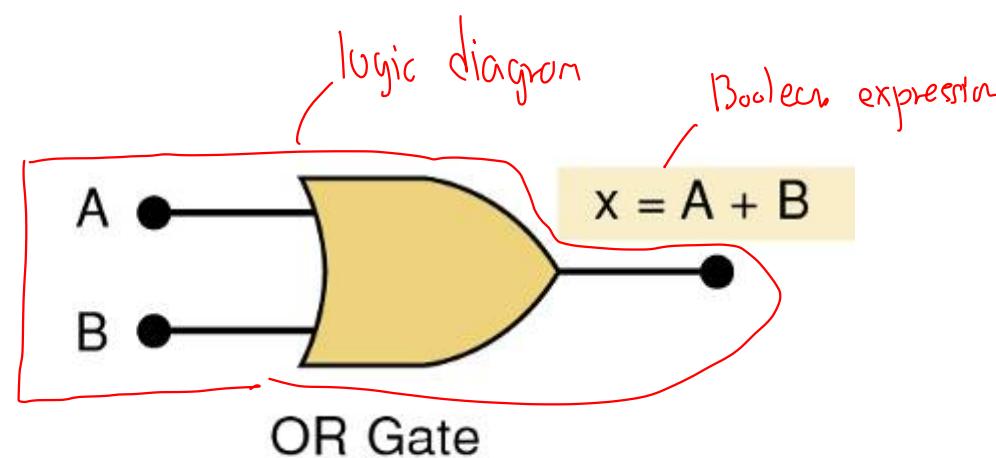
x is true (1) when A is true (1) **OR** B is true (1) **OR** C is true (1)

3-3 OR Operation With OR Gates

- An **OR gate** is a circuit with two or more inputs, whose output is equal to the **OR** combination of the inputs.

Truth table/circuit symbol for a two input OR gate.

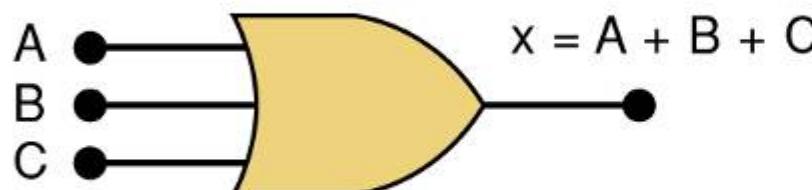
OR		<i>truth table</i>
A	B	$x = A + B$
0	0	0
0	1	1
1	0	1
1	1	1



3-3 OR Operation With OR Gates

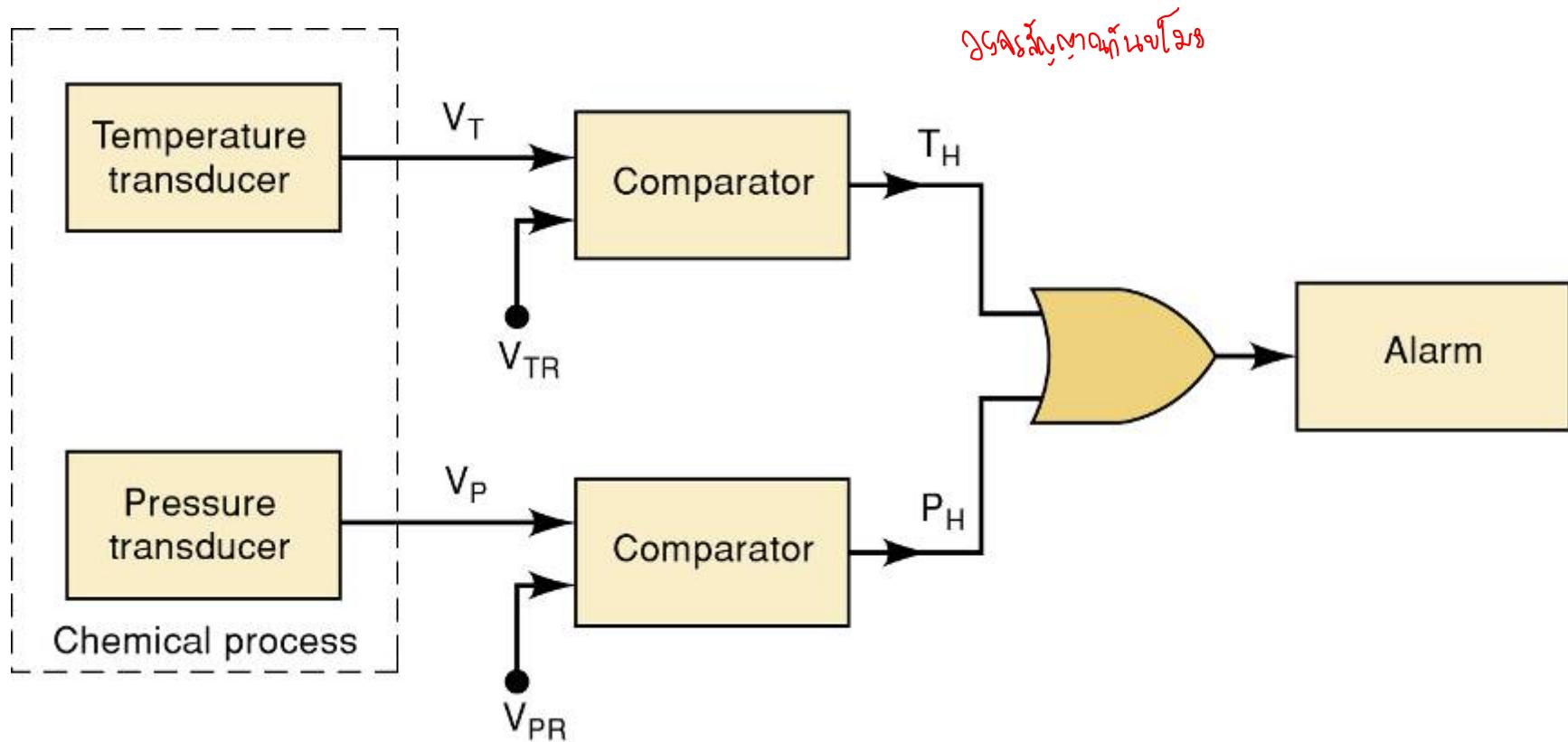
- An **OR gate** is a circuit with two or more inputs, whose output is equal to the **OR** combination of the inputs.

Truth table/circuit symbol for a three input OR gate.



A	B	C	$x = A + B + C$
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1

Example of the use of an OR gate in an alarm system.



3-4 AND Operations with AND gates

- The **AND** operation is similar to multiplication:

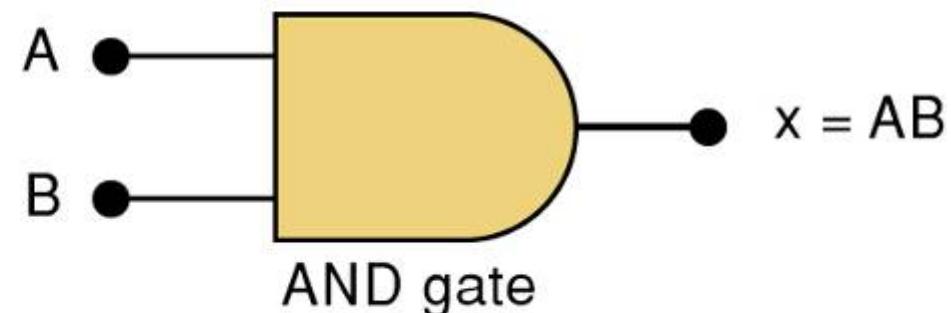
$X = A \bullet B \bullet C$ — Read as “**X** equals **A AND B AND C**”

The \bullet sign does *not* stand for ordinary multiplication—it stands for the **AND** operation.

x is true (1) when A AND B AND C are true (1)

AND

A	B	$x = A \cdot B$
0	0	0
0	1	0
1	0	0
1	1	1



Truth table

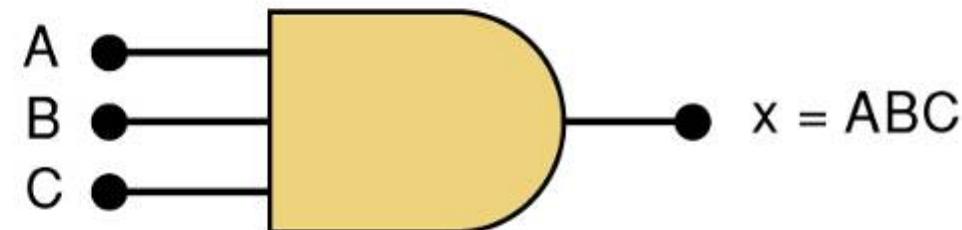
—

Gate symbol.

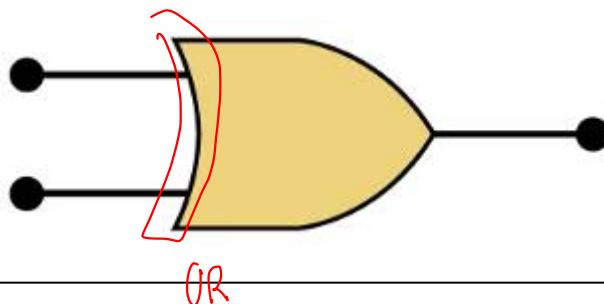
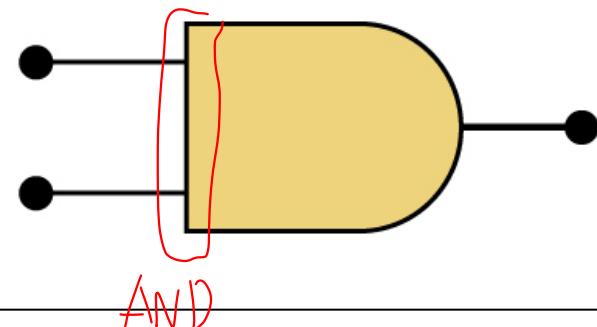
3-4 AND Operations with AND gates

Truth table/circuit symbol for a three input AND gate.

A	B	C	x = ABC
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1



The AND symbol on a logic-circuit diagram tells you output will go HIGH *only* when *all* inputs are HIGH.



The OR symbol means the output will go HIGH when *any* input is HIGH.

3-5 NOT Operation

- The Boolean expression for the **NOT** operation:

$$X = \overline{A}$$

The overbar represents the **NOT** operation.

$$A' = \overline{A}$$

Another indicator for inversion is the prime symbol (').

T
T 0 1 1 0

" X equals the *inverse* of A "

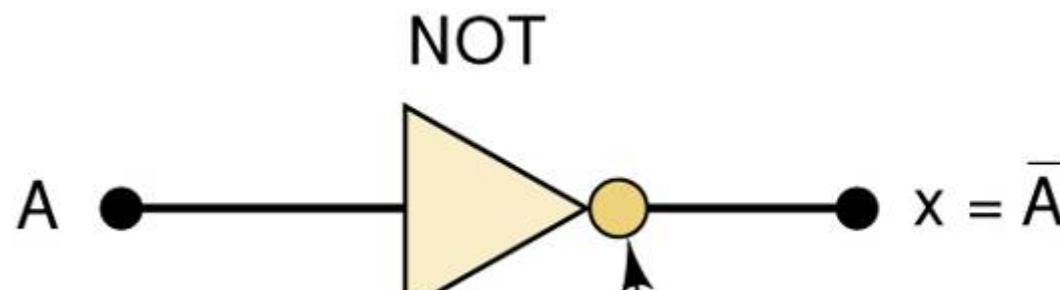
" X equals the *complement* of A "

NOT

A	$X = \overline{A}$
0	1
1	0

NOT Truth Table

A NOT circuit—commonly called an INVERTER.

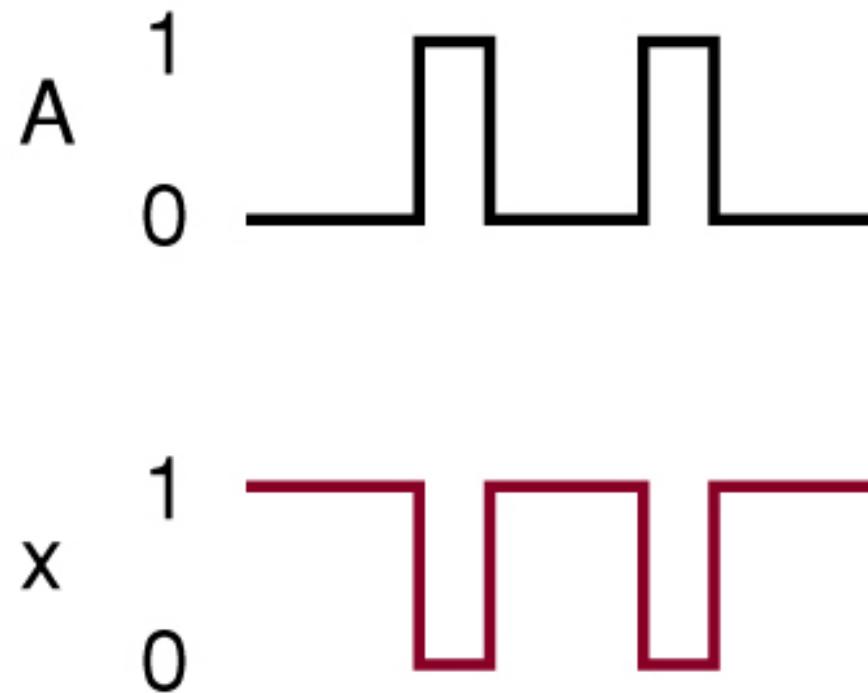


Presence of small circle always denotes inversion

This circuit **always** has only a single input, and the out-put logic level is always **opposite** to the logic level of this input.

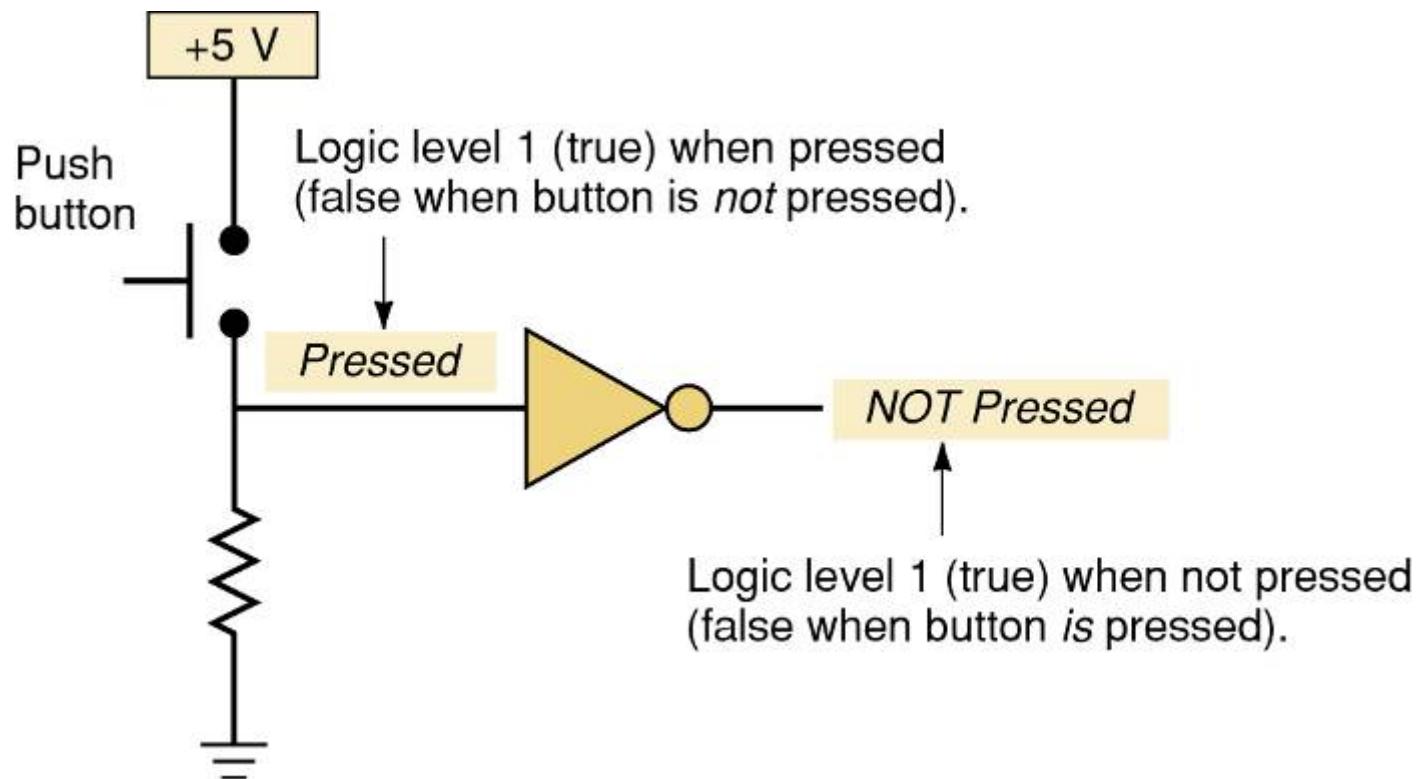
3-5 NOT Operation

The INVERTER inverts (*complements*) the input signal at all points on the waveform.



Whenever the input = 0, output = 1, and vice versa.

Typical application of the NOT gate.



This circuit provides an expression that is true when the button is not pressed.

Summarized rules for OR, AND and NOT

OR

$$0 + 0 = 0$$

$$0 + 1 = 1$$

$$1 + 0 = 1$$

$$1 + 1 = 1$$

AND

$$0 \cdot 0 = 0$$

$$0 \cdot 1 = 0$$

$$1 \cdot 0 = 0$$

$$1 \cdot 1 = 1$$

NOT

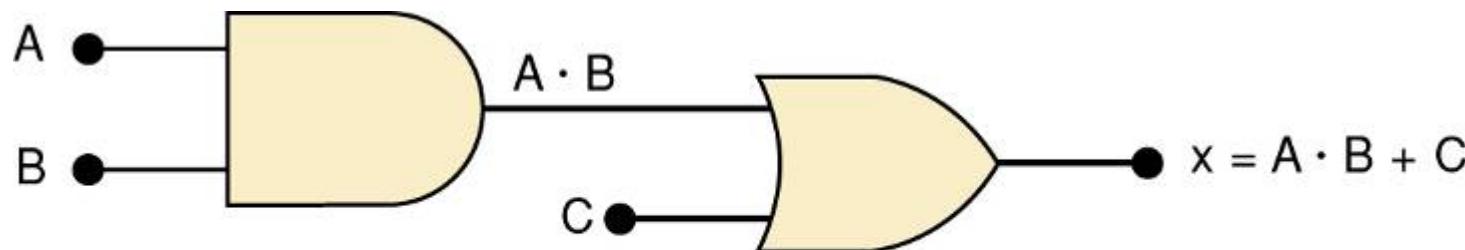
$$\bar{0} = 1$$

$$\bar{1} = 0$$

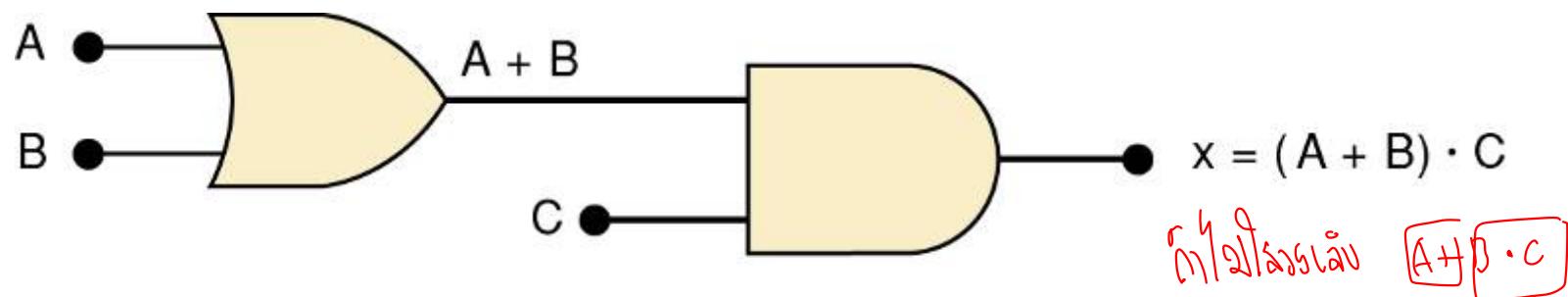
These three basic Boolean operations
can describe any logic circuit.

3-6 Describing Logic Circuits Algebraically

- If an expression contains both **AND** and **OR** gates, the **AND** operation will be performed first.

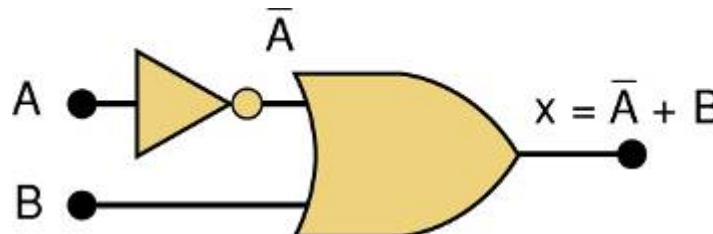


- Unless there is a parenthesis in the expression.

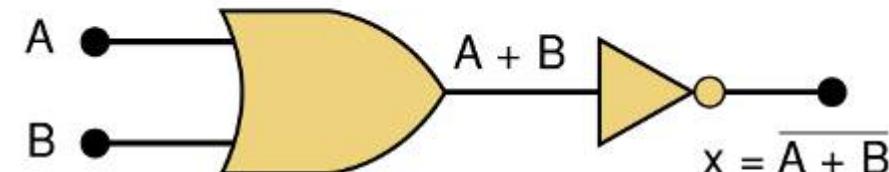


3-6 Describing Logic Circuits Algebraically

- Whenever an INVERTER is present, output is equivalent to input, with a bar over it.
 - Input A through an inverter equals \bar{A} .



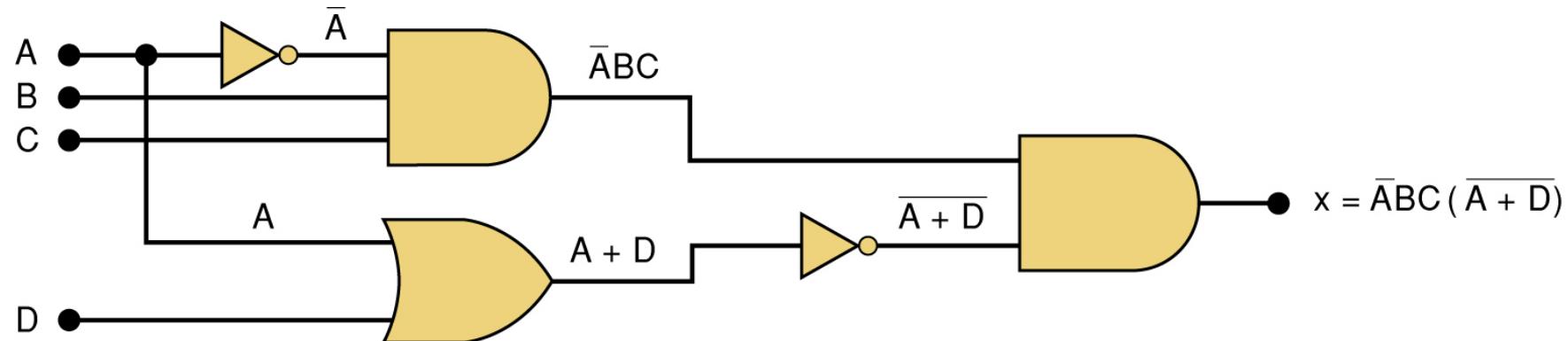
(a)



(b)

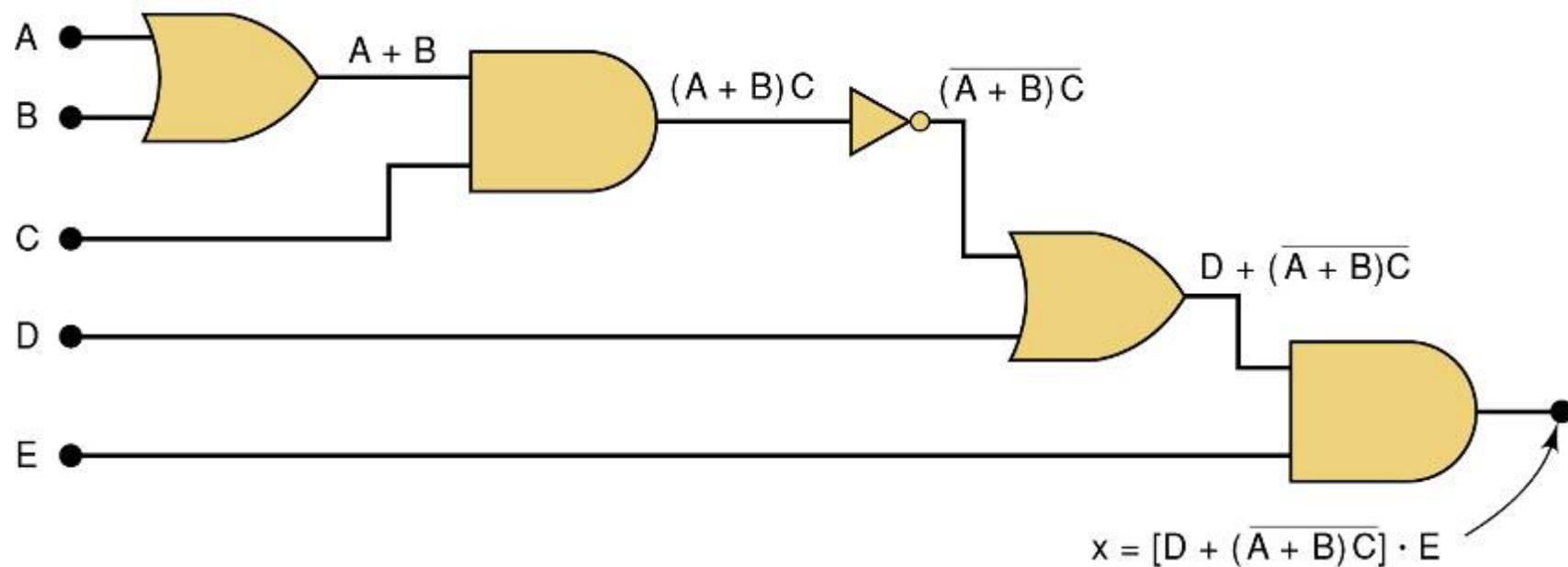
3-6 Describing Logic Circuits Algebraically

- Further examples...



3-6 Describing Logic Circuits Algebraically

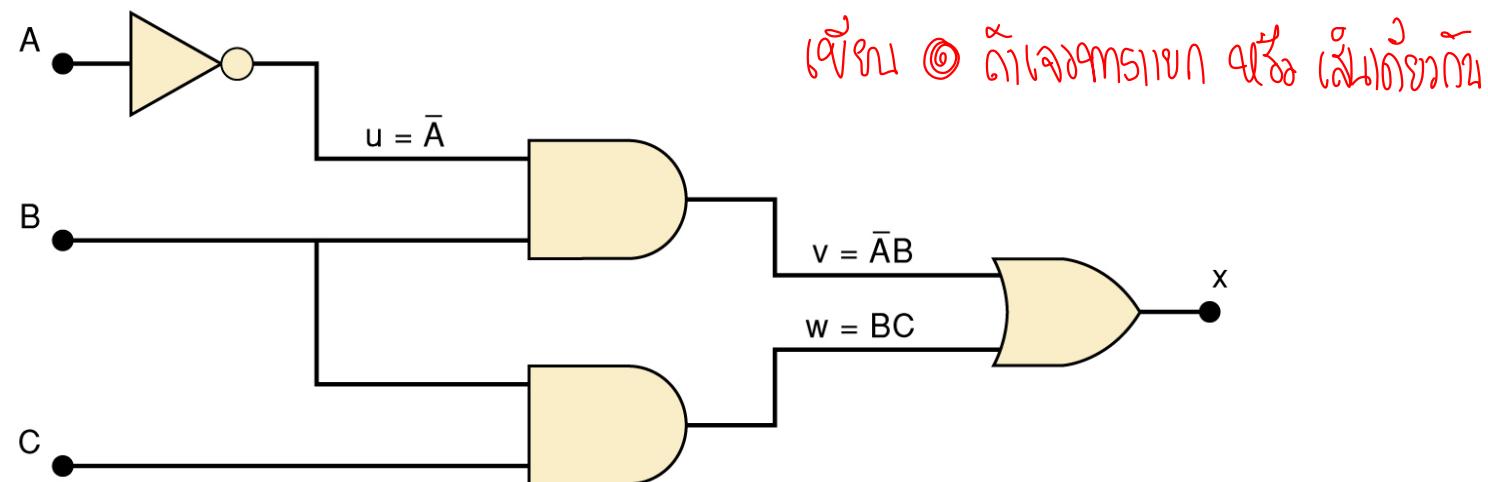
- Further examples...



- Rules for evaluating a Boolean expression:
 - Perform all inversions of single terms.
 - Perform all operations within parenthesis.
 - Perform **AND** operation before an **OR** operation unless parenthesis indicate otherwise.
 - If an expression has a bar over it, perform operations inside the expression, and then invert the result.

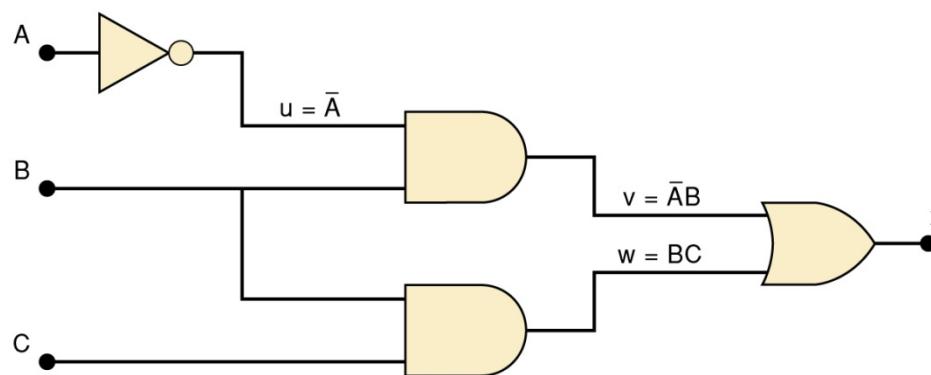
3-7 Evaluating Logic Circuit Outputs

- The best way to analyze a circuit made up of multiple logic gates is to use a truth table.
 - It allows you to analyze one gate or logic combination at a time.
 - It allows you to easily double-check your work.
 - When you are done, you have a table of tremendous benefit in troubleshooting the logic circuit.



3-7 Evaluating Logic Circuit Outputs

- The first step after listing all input combinations is to create a column in the truth table for each intermediate signal (node).

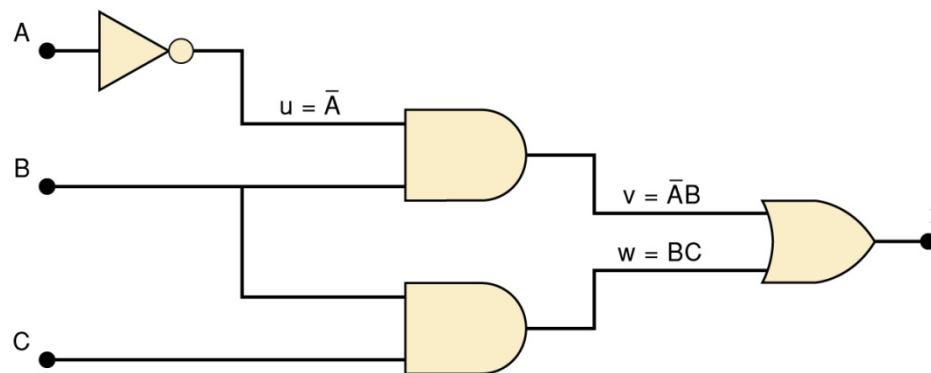


A	B	C	$u = \bar{A}$	$v = \bar{AB}$	$w = BC$	$X = v + w$
0	0	0	1			
0	0	1	1			
0	1	0	1			
0	1	1	1			
1	0	0	0			
1	0	1	0			
1	1	0	0			
1	1	1	0			

Node u has been filled as the complement of A

3-7 Evaluating Logic Circuit Outputs

- The next step is to fill in the values for column v .

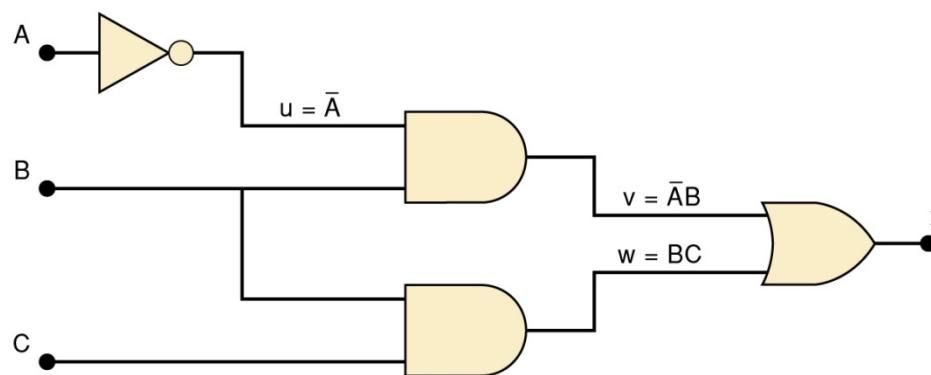


A	B	C	$u = \bar{A}$	$v = \bar{A}B$	$w = BC$	$x = v + w$
0	0	0	1	0		
0	0	1	1	0		
0	1	0	1	1		
0	1	1	1	1		
1	0	0	0	0		
1	0	1	0	0		
1	1	0	0	0		
1	1	1	0	0		

$v = AB$ — Node v should be HIGH
when A (node u) is HIGH **AND** B is HIGH

3-7 Evaluating Logic Circuit Outputs

- The third step is to predict the values at node w which is the logical product of BC .

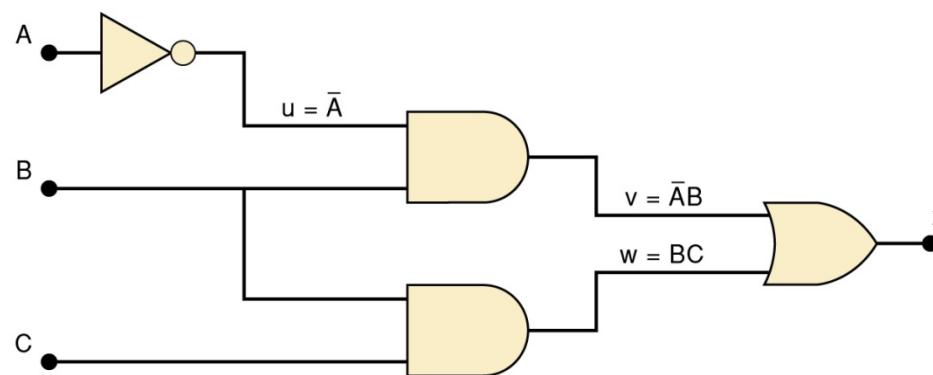


A	B	C	$u = \bar{A}$	$v = \bar{A}B$	$w = BC$	$x = v + w$
0	0	0	1	0	0	
0	0	1	1	0	0	
0	1	0	1	1	0	
0	1	1	1	1	1	
1	0	0	0	0	0	
1	0	1	0	0	0	
1	1	0	0	0	0	
1	1	1	0	0	1	

This column is HIGH whenever B is HIGH **AND** C is HIGH

3-7 Evaluating Logic Circuit Outputs

- The final step is to logically combine columns v and w to predict the output x .



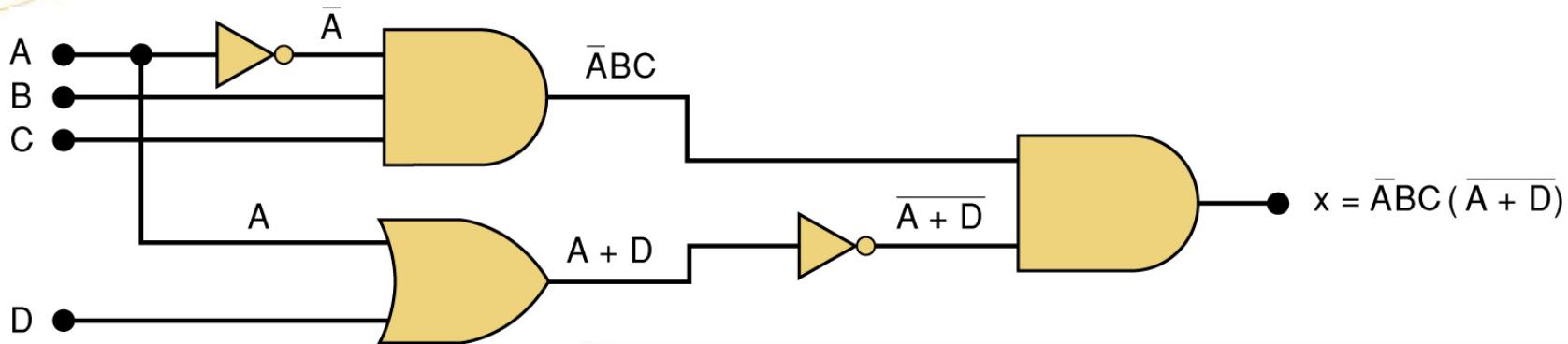
A	B	C	<u>$u = \bar{A}$</u>	<u>$v = \bar{A}B$</u>	<u>$w = BC$</u>	$x = v + w$
0	0	0	1	0	0	0
0	0	1	1	0	0	0
0	1	0	1	1	0	1
0	1	1	1	1	1	1
1	0	0	0	0	0	0
1	0	1	0	0	0	0
1	1	0	0	0	0	0
1	1	1	0	0	1	1

Since $x = v + w$, the x output will be HIGH when v **OR** w is HIGH

3-7 Evaluating Logic Circuit Outputs

- Output logic levels can be determined directly from a circuit diagram.
 - Output of each gate is noted until final output is found.
 - Technicians frequently use this method.

3-7 Evaluating Logic Circuit Outputs



**Table of logic state
at each node of the
circuit shown.**

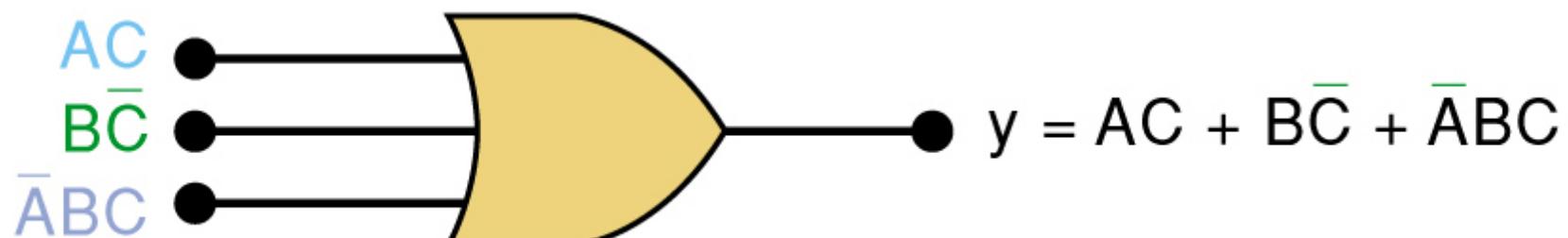
A	B	C	D	t = \bar{ABC}	u = A + D	v = $\bar{A} + D$	x = tv
0	0	0	0	0	0	1	0
0	0	0	1	0	1	0	0
0	0	1	0	0	0	1	0
0	0	1	1	0	1	0	0
0	1	0	0	0	0	1	0
0	1	0	1	0	1	0	0
0	1	1	0	1	0	1	1
0	1	1	1	1	1	0	0
1	0	0	0	0	1	0	0
1	0	0	1	0	1	0	0
1	0	1	0	0	1	0	0
1	1	0	0	0	1	0	0
1	1	0	1	0	1	0	0
1	1	1	0	0	1	0	0
1	1	1	1	0	1	0	0

3-8 Implementing Circuits From Boolean Expressions

- It is important to be able to draw a logic circuit from a Boolean expression.
 - The expression $X = A \cdot B \cdot C$, could be drawn as a three input **AND** gate.
 - A circuit defined by $X = A + \overline{B}$, would use a two-input **OR** gate with an INVERTER on one of the inputs.

3-8 Implementing Circuits From Boolean Expressions

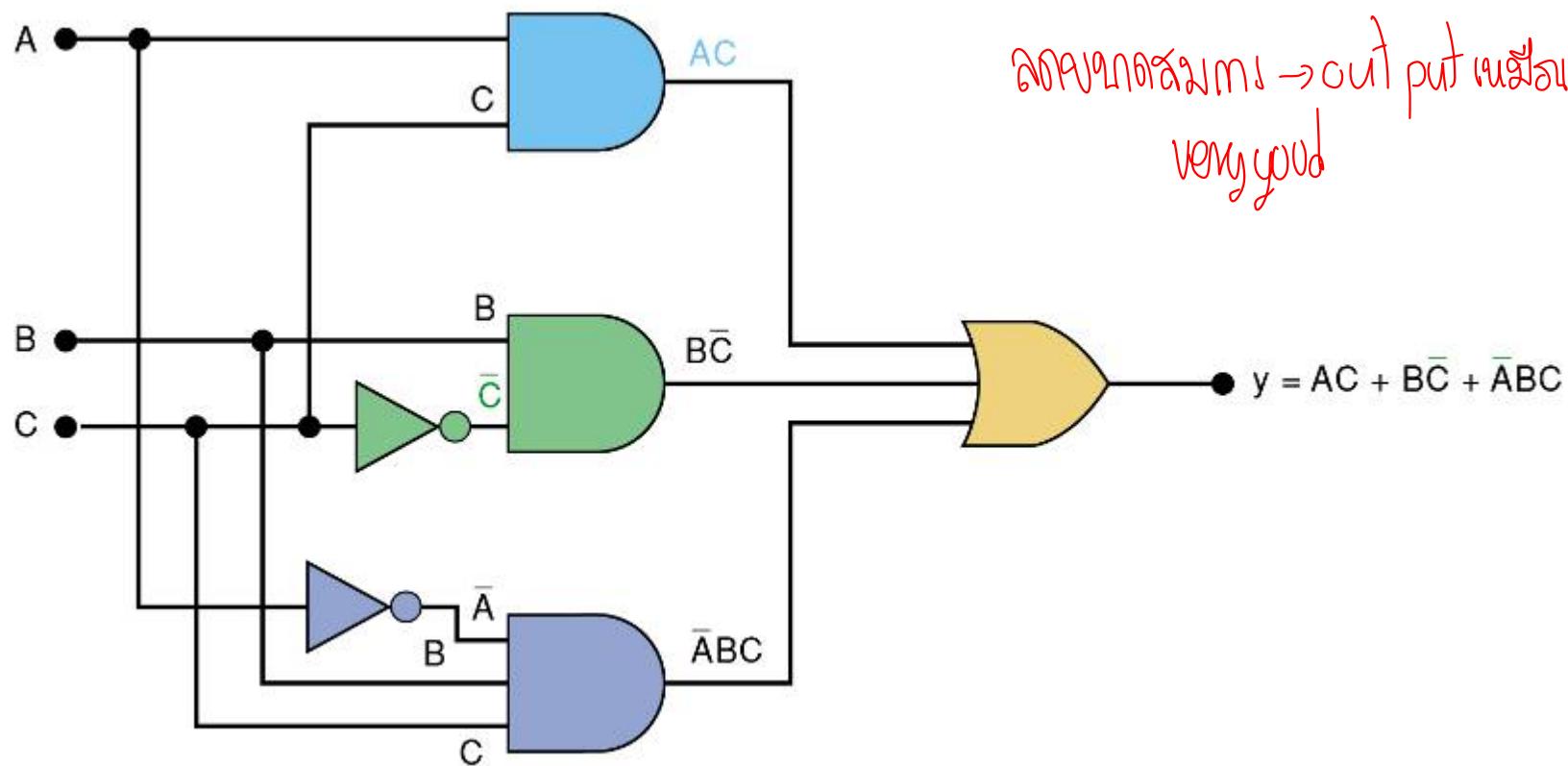
A circuit with output $y = AC + BC\bar{C} + \bar{A}\bar{B}C$ contains three terms which are **ORed** together.



...and requires a three-input **OR** gate.

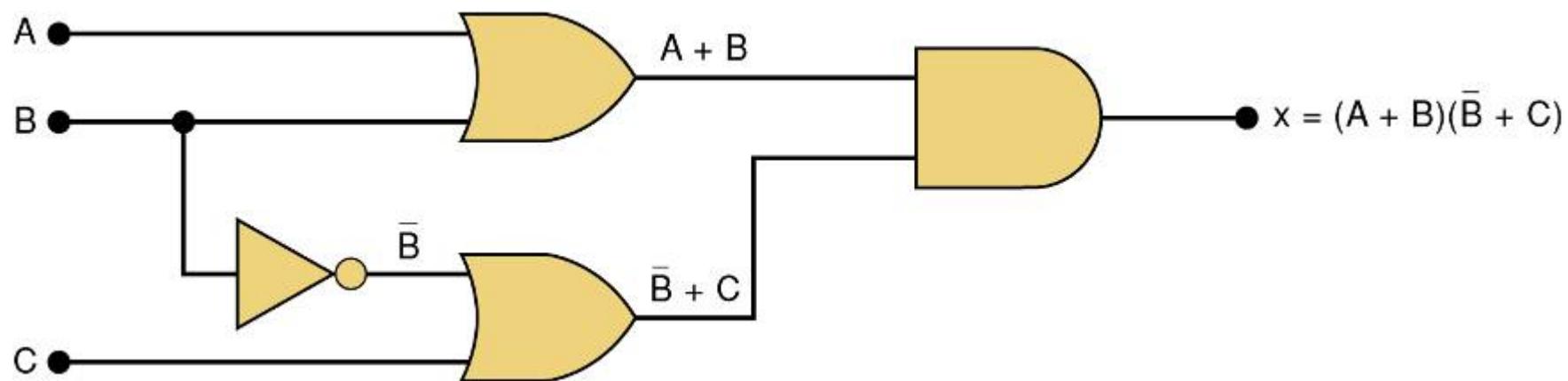
3-8 Implementing Circuits From Boolean Expressions

- Each **OR** gate input is an **AND** product term,
 - An **AND** gate with appropriate inputs can be used to generate each of these terms.



3-8 Implementing Circuits From Boolean Expressions

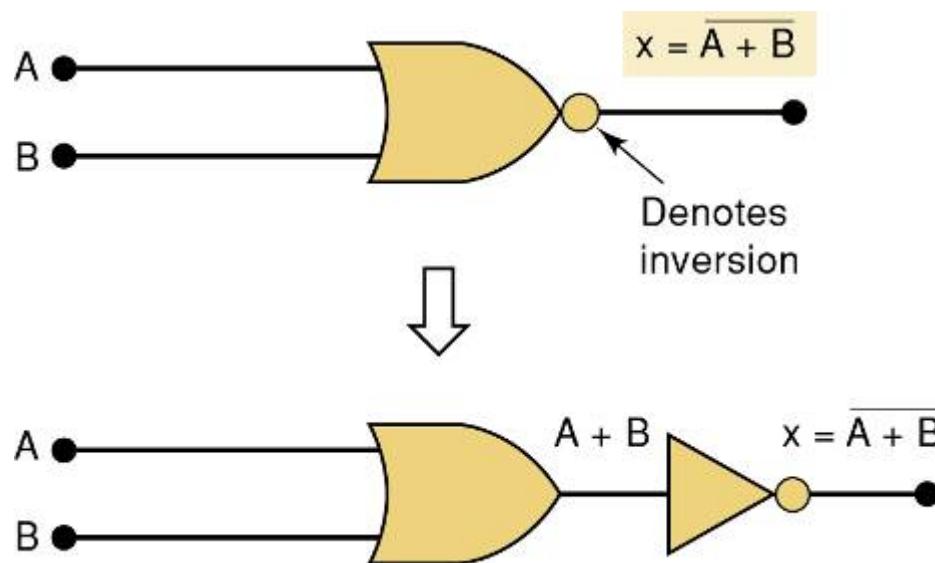
Circuit diagram to implement $x = (A + B)(\bar{B} + C)$



- Combine basic **AND**, **OR**, and **NOT** operations.
 - Simplifying the writing of Boolean expressions
- Output of **NAND** and **NOR** gates may be found by determining the output of an **AND** or **OR** gate, and inverting it.
 - The truth tables for **NOR** and **NAND** gates show the complement of truth tables for **OR** and **AND** gates.

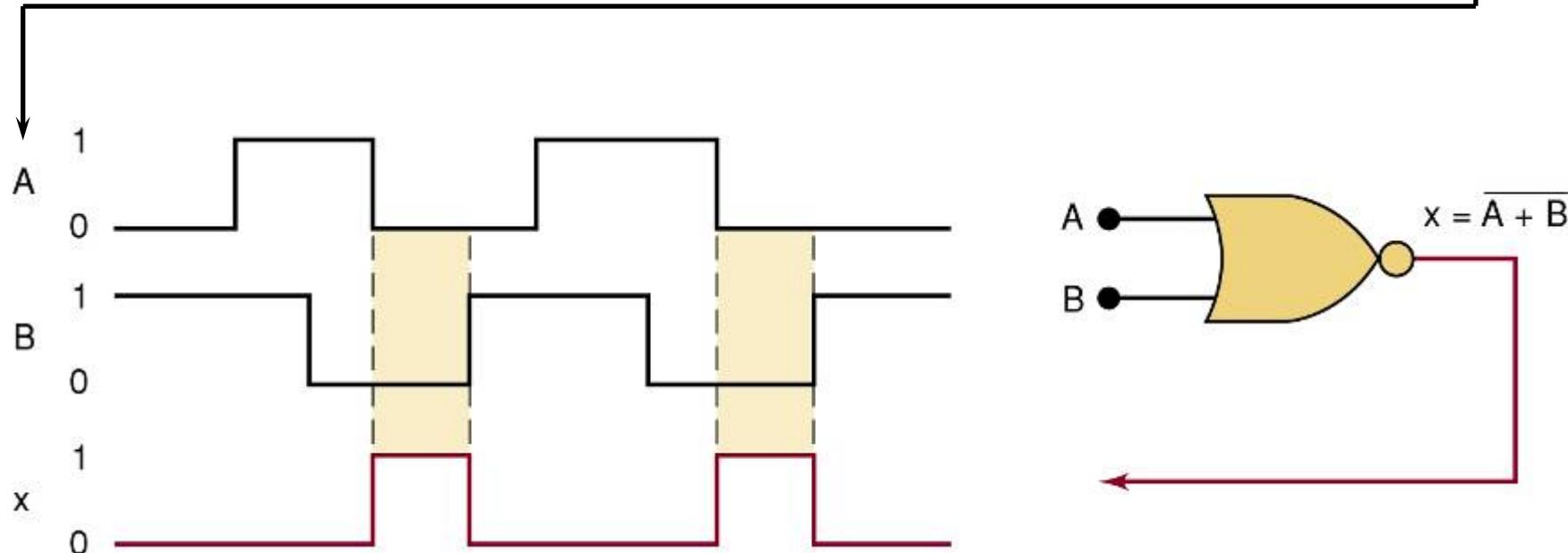
3-9 NOR Gates and NAND Gates

- The **NOR** gate is an inverted **OR** gate.
 - An inversion “bubble” is placed at the output of the **OR** gate, making the Boolean output expression $x = \overline{A + B}$



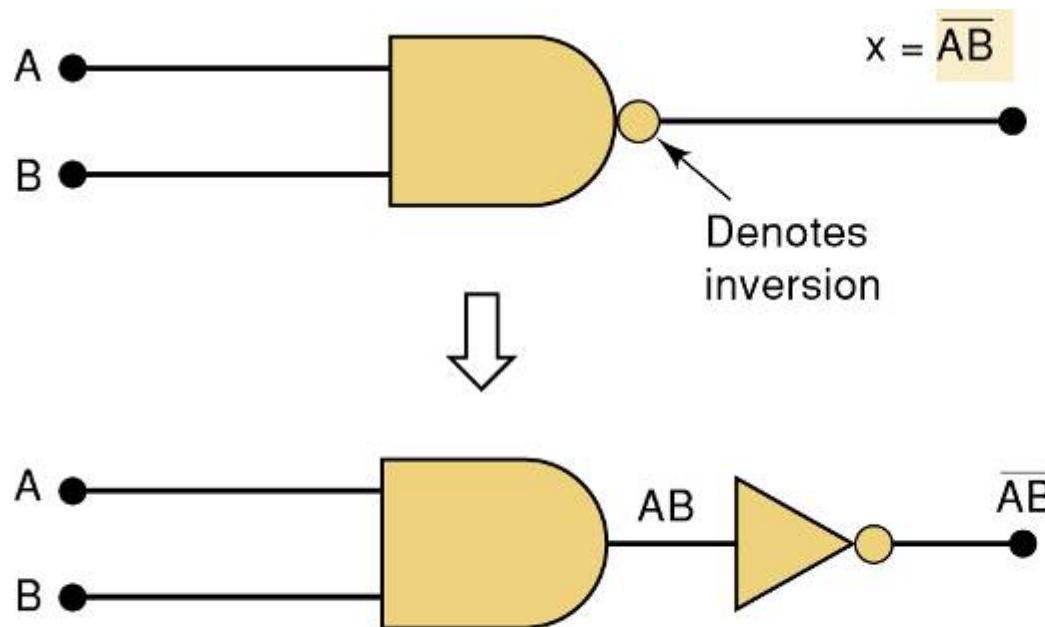
		OR	NOR
A	B	$A + B$	$\overline{A + B}$
0	0	0	1
0	1	1	0
1	0	1	0
1	1	1	0

Output waveform of a **NOR** gate for the input waveforms shown here.



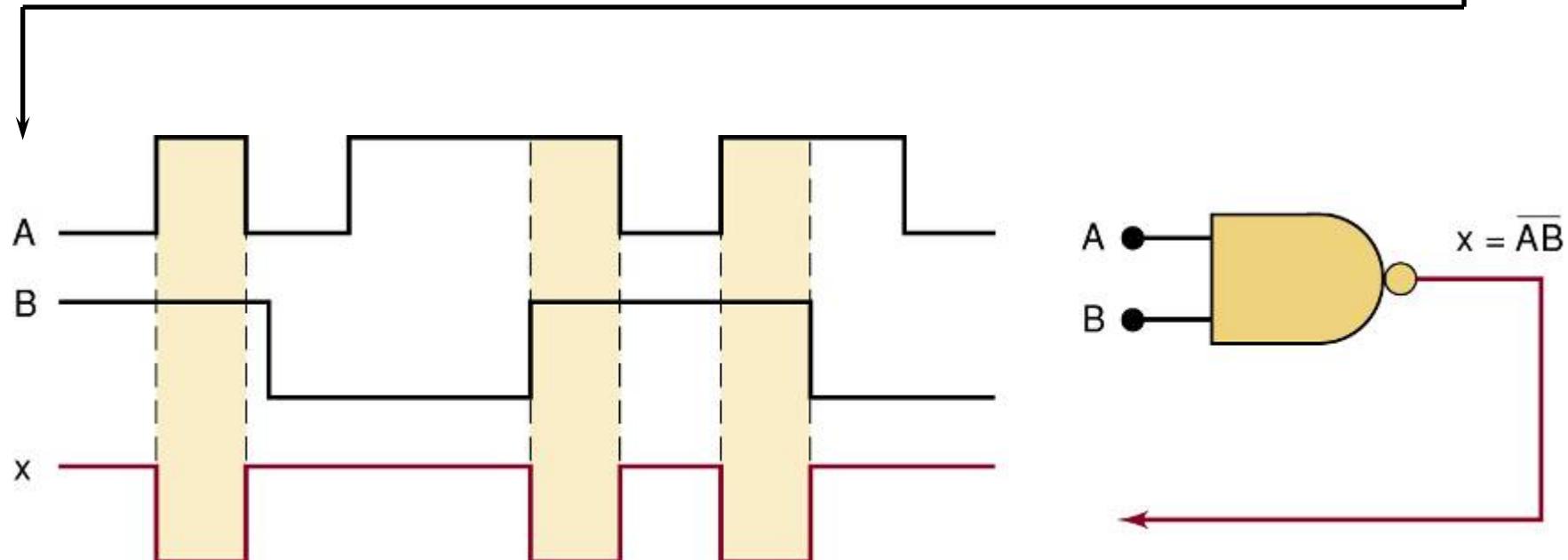
3-9 NOR Gates and NAND Gates

- The **NAND** gate is an inverted **AND** gate.
 - An inversion “bubble” is placed at the output of the **AND** gate, making the Boolean output expression $x = \overline{AB}$



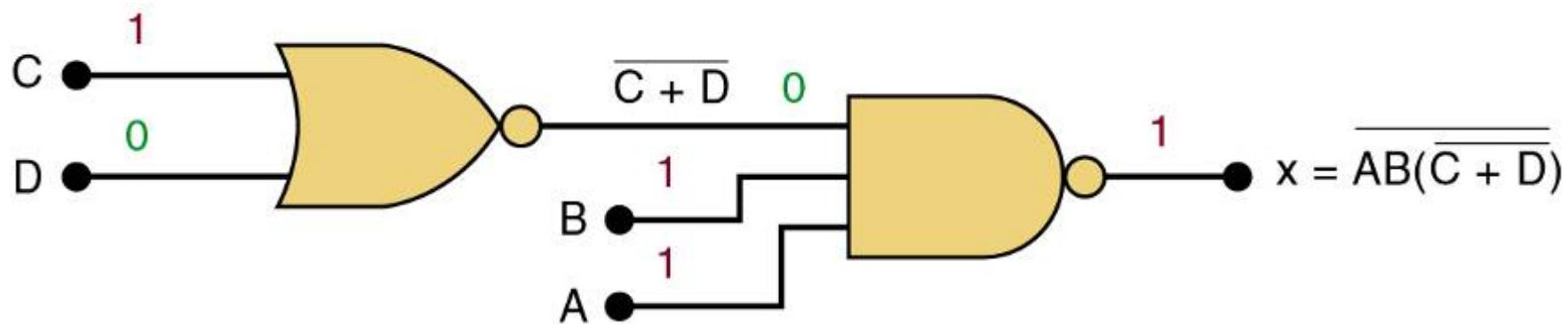
		AND	NAND
A	B	AB	\overline{AB}
0	0	0	1
0	1	0	1
1	0	0	1
1	1	1	0

Output waveform of a **NAND** gate for the input waveforms shown here. —



timing diagram , waveform

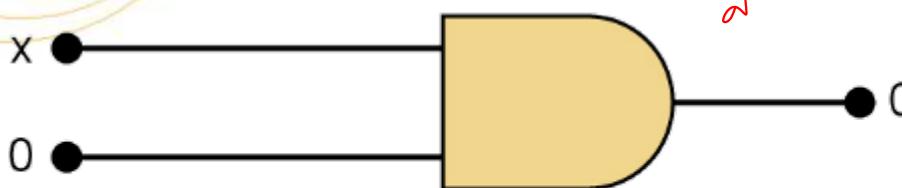
Logic circuit with the expression $x = \overline{AB} \cdot (\overline{C} + \overline{D})$
using only **NOR** and **NAND** gates.



3-10 Boolean Theorems

The theorems or laws that follow may represent an expression containing more than one variable.

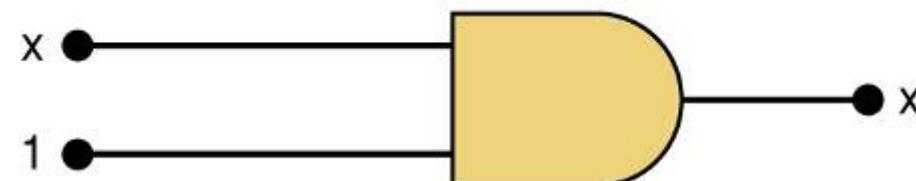
3-10 Boolean Theorems



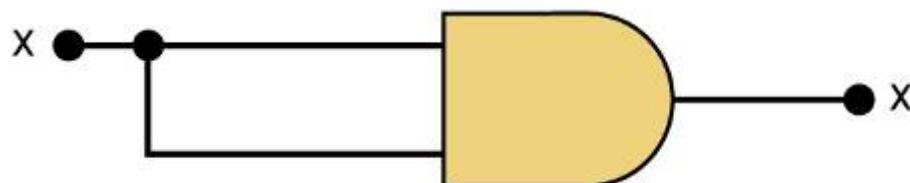
$$(1) \quad x \cdot 0 = 0$$

Theorem (1) states that if any variable is ANDed with 0, the result must be 0.

Theorem (2) is also obvious by comparison with ordinary multiplication.



$$(2) \quad x \cdot 1 = x$$

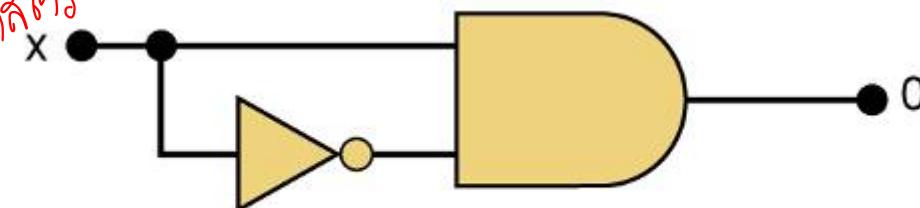


$$(3) \quad x \cdot x = x$$

Prove Theorem (3) by trying each case.
If $x = 0$, then $0 \cdot 0 = 0$
If $x = 1$, then $1 \cdot 1 = 1$
Thus, $x \cdot x = x$

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Theorem (4) can be proved in the same manner.



$$(4) \quad x \cdot \bar{x} = 0$$

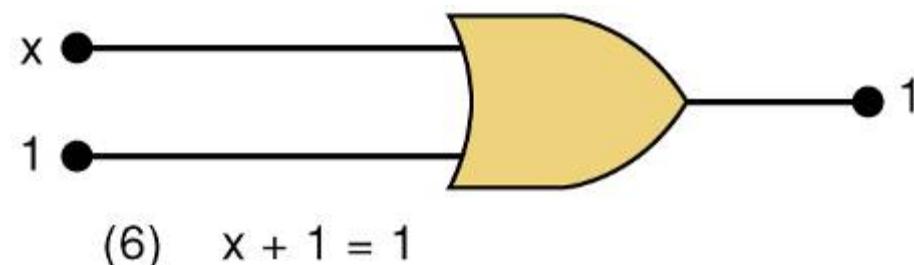
3-10 Boolean Theorems



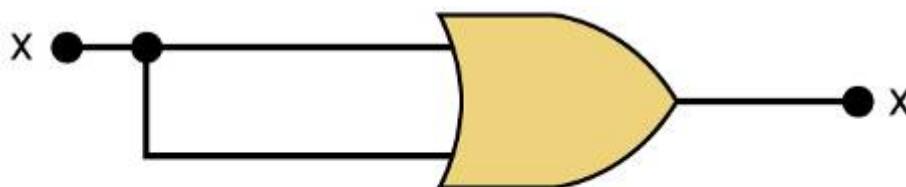
$$(5) \quad x + 0 = x$$

Theorem (5) is straightforward, as 0 added to anything does not affect value, either in regular addition or in OR addition.

Theorem (6) states that if any variable is ORed with 1, the result is always 1.
Check values: $0 + 1 = 1$ and $1 + 1 = 1$.



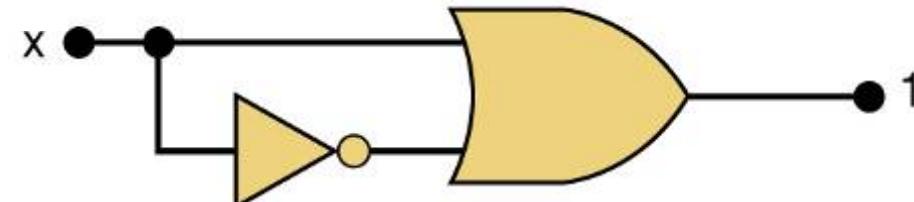
$$(6) \quad x + 1 = 1$$



$$(7) \quad x + x = x$$

Theorem (7) can be proved by checking for both values of x:
 $0 + 0 = 0$ and $1 + 1 = 1$.

Theorem (8) can be proved similarly.



$$(8) \quad x + \bar{x} = 1$$

Multivariable Theorems

Commutative laws

$$(9) \quad x + y = y + x$$

$$(10) \quad x \cdot y = y \cdot x$$

{ នីតិវិធី

Associative laws

$$(11) \quad x + (y + z) = (x + y) + z = x + y + z$$

$$(12) \quad x(yz) = (xy)z = xyz$$

នាមីតិវិធី នៅលើ operator
គ្រប់រាយ

Distributive law

$$(13a) \quad x(y + z) = xy + xz$$

(ជូនធនកេខ្លួយ)

$$(13b) \quad (w + x)(y + z) = wy + xy + wz + xz$$

Multivariable Theorems

Theorems (14) and (15) do not have counterparts in ordinary algebra. Each can be proved by trying all possible cases for x and y .

$$(14) \quad x + \underline{xy} = x$$

Analysis table & factoring
for Theorem (14)

$$(15a) \quad \underline{x} + xy = x + y \rightarrow \text{analyze truth table}$$

$$(15b) \quad \underline{x} + xy = x + y$$

$$x + xy = x(1 + y)$$

$$= x \cdot 1 \quad [\text{using theorem (6)}]$$

$$= x \quad [\text{using theorem (2)}]$$

x	y	xy	$x + xy$
0	0	0	0
0	1	0	0
1	0	0	1
1	1	1	1

3-11 DeMorgan's Theorems

- **DeMorgan's theorems** are extremely useful in simplifying expressions in which a product or sum of variables is inverted.

$$(16) \quad (\overline{x + y}) = \overline{x} \cdot \overline{y}$$

ການນັກເຈົ້າສຳເນົາ gate 9 ບໍລະກົດ

Theorem (16) says inverting the OR sum of two variables is the same as inverting each variable individually, then ANDing the inverted variables.

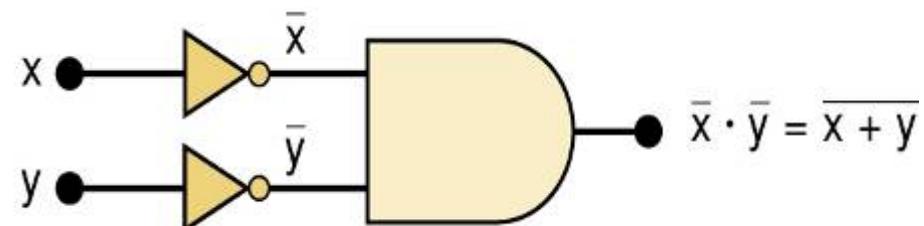
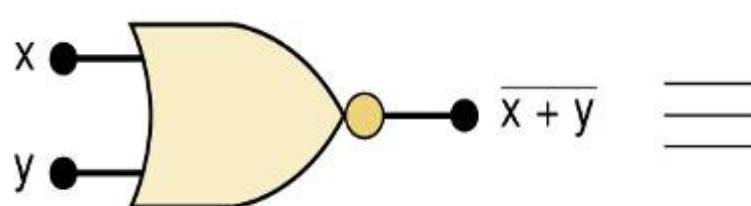
$$(17) \quad (\overline{x \cdot y}) = \overline{x} + \overline{y}$$

Theorem (17) says inverting the AND product of two variables is the same as inverting each variable individually and then ORing them.

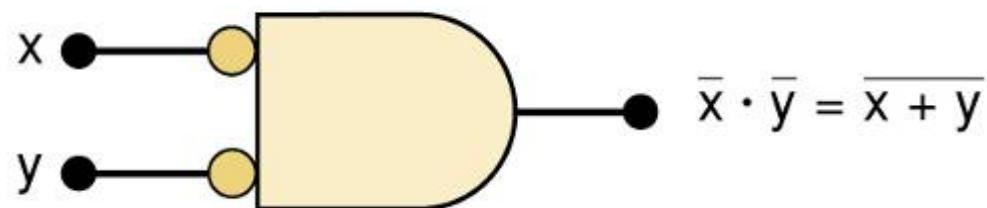
Each of DeMorgan's theorems can readily be proven by checking for all possible combinations of x and y .

Equivalent circuits implied by Theorem (16)

$$(16) \quad (\overline{x + y}) = \overline{\bar{x} \cdot \bar{y}}$$

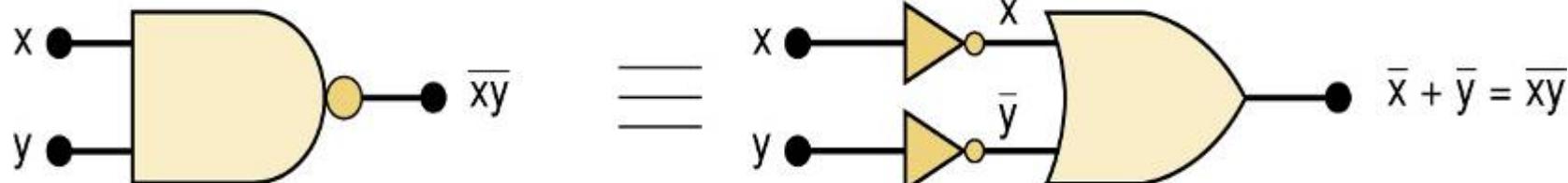


**The alternative symbol
for the NOR function.**

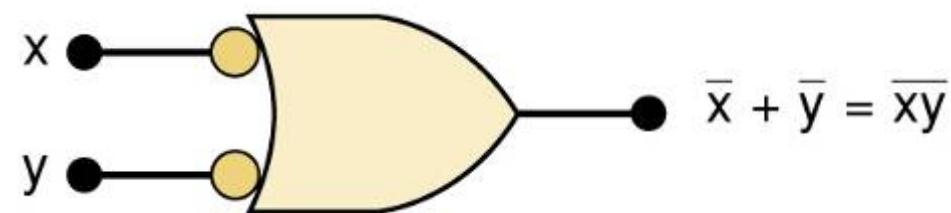


Equivalent circuits implied by Theorem (17)

$$(17) \quad (\overline{x \cdot y}) = \overline{x} + \overline{y}$$



**The alternative symbol
for the NAND function.**

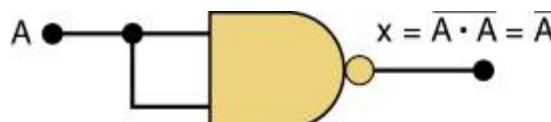


3-12 Universality of NAND and NOR Gates

- **NAND** or **NOR** gates can be used to create the three basic logic expressions.
 - **OR**, **AND**, and **INVERT**.
 - Provides flexibility—very useful in logic circuit design.

3-12 Universality of NAND and NOR Gates

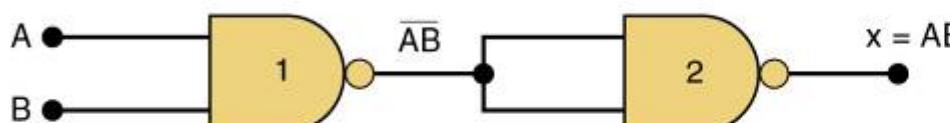
How combinations of NANDs or NORs are used to create the three logic functions.



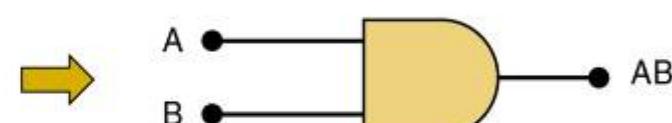
(a)



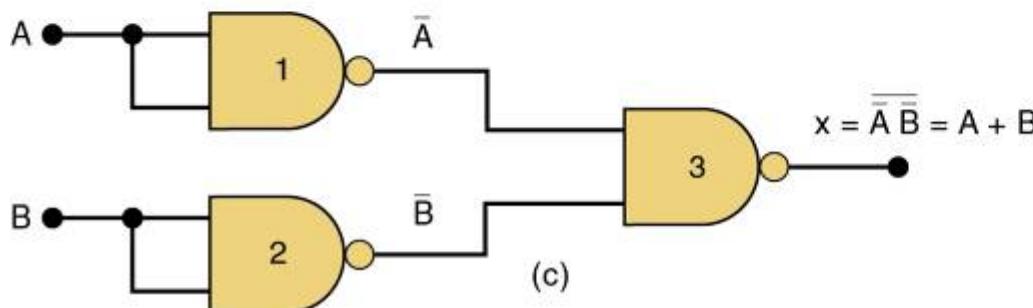
INVERTER



(b)



AND



(c)

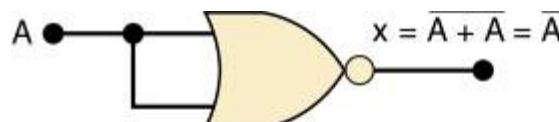


OR

It is possible, however, to implement any logic expression using only NAND gates and no other type of gate, as shown.

3-12 Universality of NAND and NOR Gates

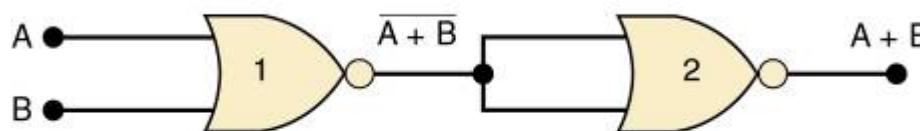
How combinations of NANDs or NORs are used to create the three logic functions.



(a)



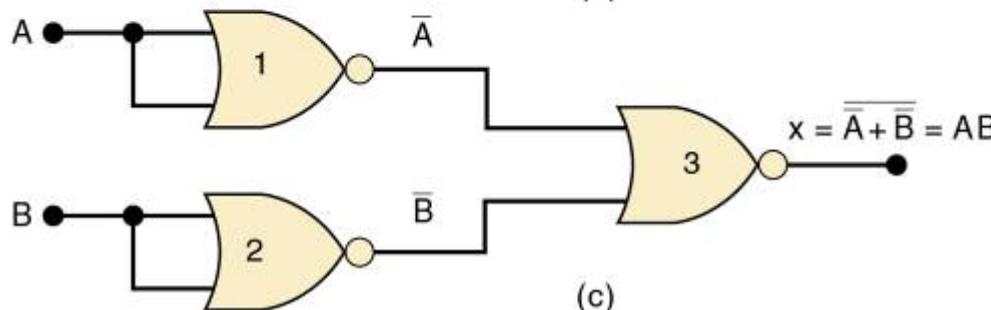
INVERTER



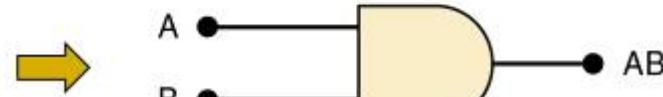
(b)



OR



(c)



AND

NOR gates can be arranged to implement any of the Boolean operations, as shown.

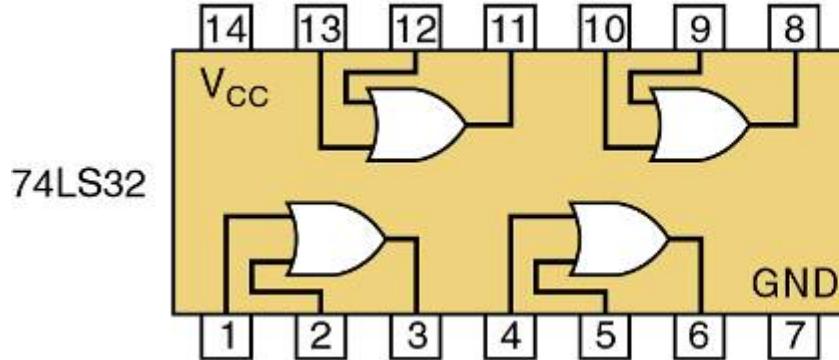
3-12 Universality of NAND and NOR Gates

A logic circuit to generate a signal x , that will go HIGH whenever conditions A and B exist simultaneously, or whenever conditions C and D exist simultaneously.

The logic expression will be $x = AB + CD$.

Each of the TTL ICs shown here will fulfill the function. Each IC is a *quad*, with *four* identical gates on one chip

5V



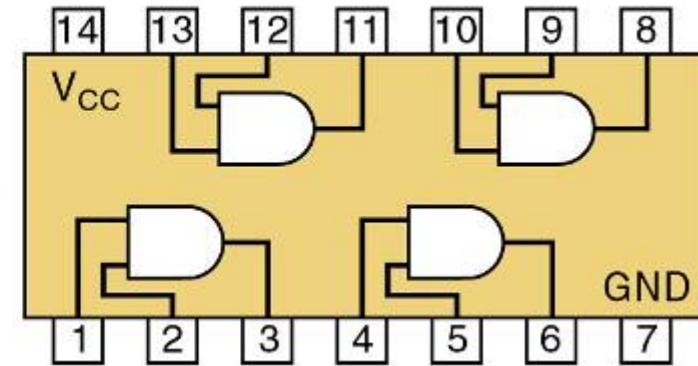
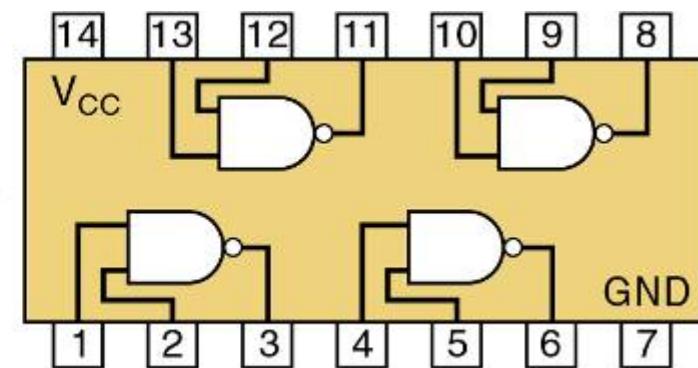
74LS32

74LS00

74LS08

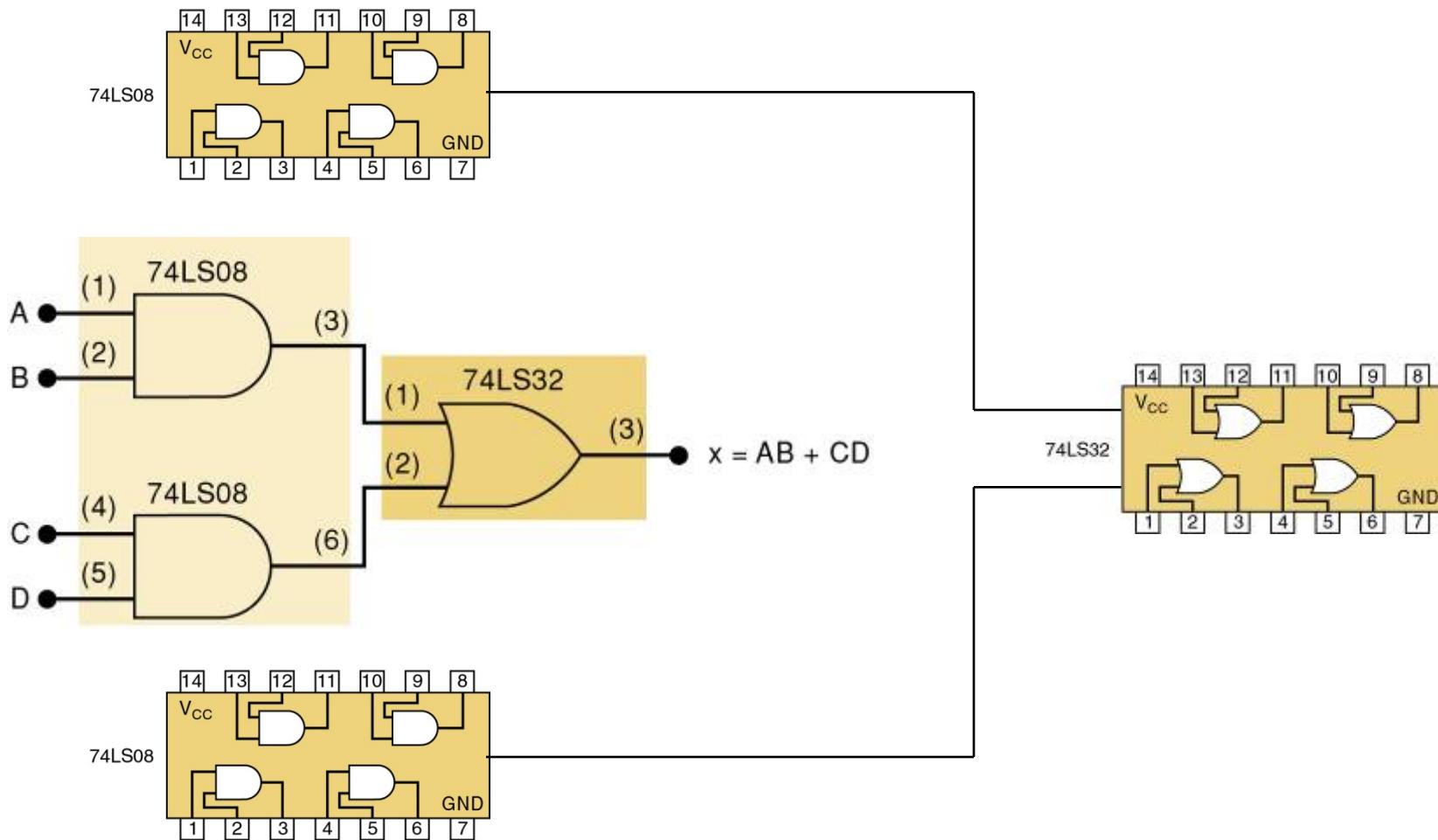
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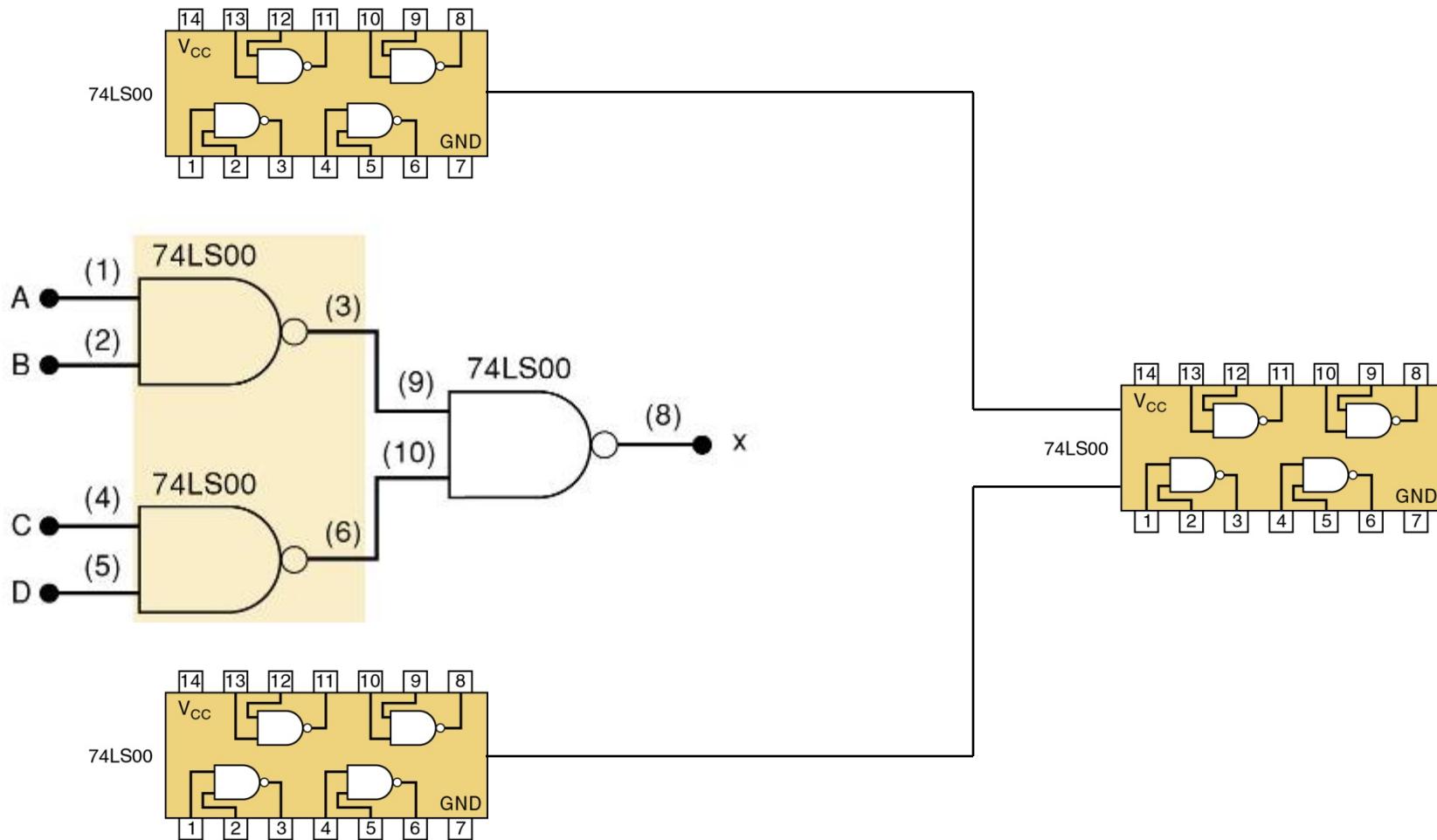


3-12 Universality of NAND and NOR Gates

Possible Implementations # 1



Possible Implementations #2



3-13 Alternate Logic-Gate Representations

- To convert a standard symbol to an alternate:
 - Invert each input and output in standard symbols.
 - Add an inversion bubble where there are none.
 - Remove bubbles where they exist.

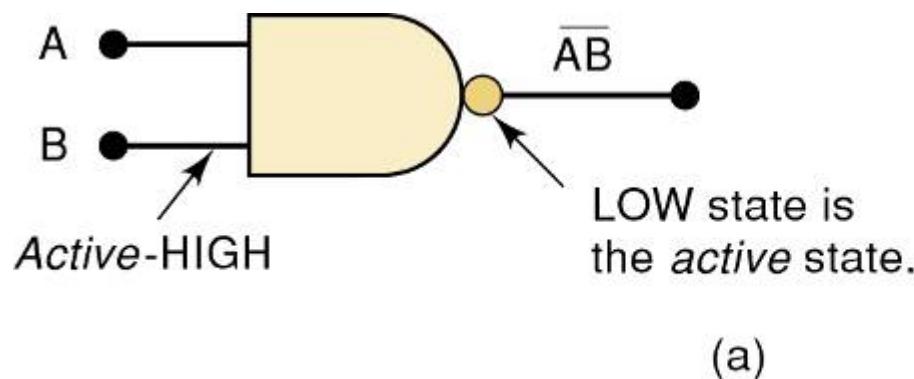


- Points regarding logic symbol equivalences:
 - The equivalences can be extended to gates with *any* number of inputs.
 - None of the standard symbols have bubbles on their inputs, and all the alternate symbols do.
 - Standard & alternate symbols for each gate represent the same physical circuit.
 - **NAND** and **NOR** gates are *inverting* gates.
 - Both the standard and the alternate symbols for each will have a bubble on *either* the input or the output.
 - **AND** and **OR** gates are *noninverting* gates.
 - The alternate symbols for each will have bubbles on *both* inputs and output.

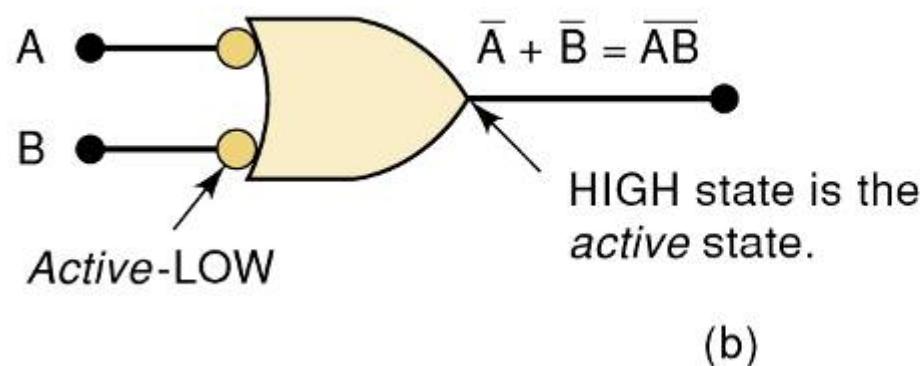
3-13 Alternate Logic-Gate Representations

- Active-HIGH – an input/output has *no* inversion bubble.
- Active-LOW – an input or output has an inversion bubble.

Interpretation of the two **NAND** gate symbols.

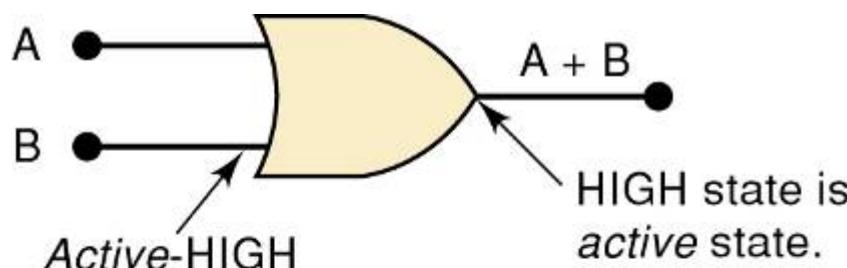


Output goes LOW only
when *all* inputs are HIGH.

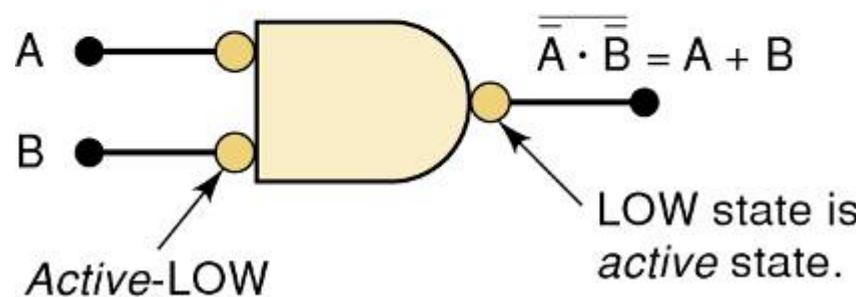


Output is HIGH when
any input is LOW.

Interpretation of the two **OR** gate symbols.



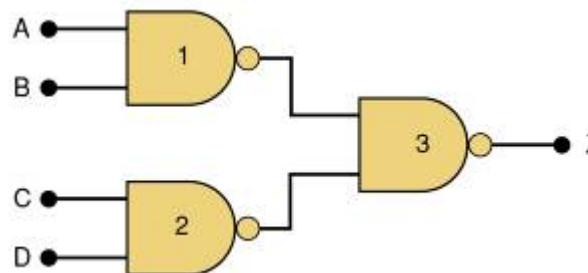
Output goes HIGH when *any* input is HIGH.



Output goes LOW only when *all* inputs are LOW.

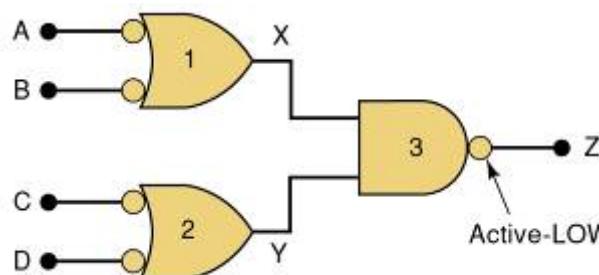
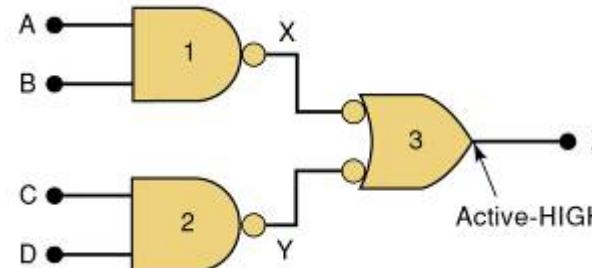
3-14 Which Gate Representation to Use

Proper use of alternate gate symbols in the circuit diagram can make circuit operation much clearer.



Original circuit using standard **NAND** symbols.

Equivalent representation where output Z is active-HIGH.



Equivalent representation where output Z is active-LOW.

A	B	C	D	Z
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	1
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	0
1	0	1	1	1
1	1	0	0	1
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1

3-14 Which Gate Representation to Use

- When a logic signal is in the *active* state (HIGH or LOW) it is said to be *asserted*.
- When a logic signal is in the *inactive* state (HIGH or LOW) it is said to be *unasserted*.

A bar over a signal
means asserted
(active) LOW.

\overline{RD}

Absence of a bar
means asserted
(active) HIGH

RD

3-14 Which Gate Representation to Use

- An output signal can have two active states, with an important function in the HIGH state, and another in the LOW state.
 - It is customary to label such signals so both active states are apparent.

A common example is the read/write signal.

RD/\overline{WR}

When this signal is HIGH, the read operation (RD) is performed; when it is LOW, the write operation (\overline{WR}) is performed.

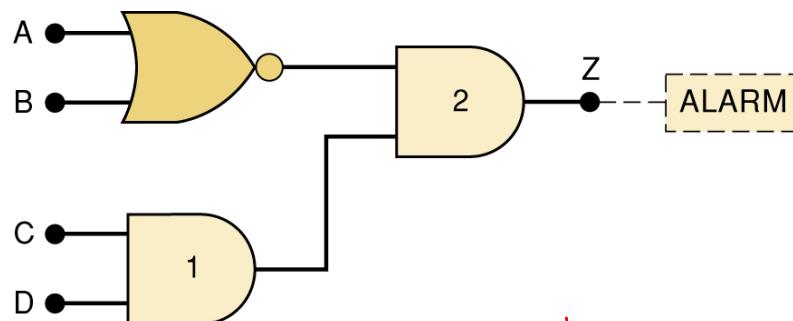
RD (LOW) WR (HIGH)

3-14 Which Gate Representation to Use

- When possible, choose gate symbols so bubble outputs are connected to bubble input.
 - Nonbubble outputs connected to nonbubble inputs.

3-14 Which Gate Representation to Use

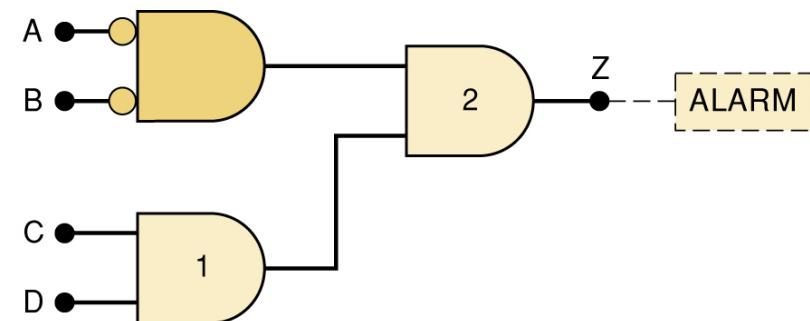
The logic circuit shown activates an alarm when output Z goes HIGH.



નોર ગેટ મળવું જરૂરી હતું

The **NOR** gate symbol should be changed to the alternate symbol with a nonbubble (active-HIGH) output to match the nonbubble input of AND gate 2.

Modify the circuit diagram so it represents the circuit operation more effectively.



The circuit now has nonbubble outputs connected to nonbubble inputs of gate 2.

3-15 Propogation Delay

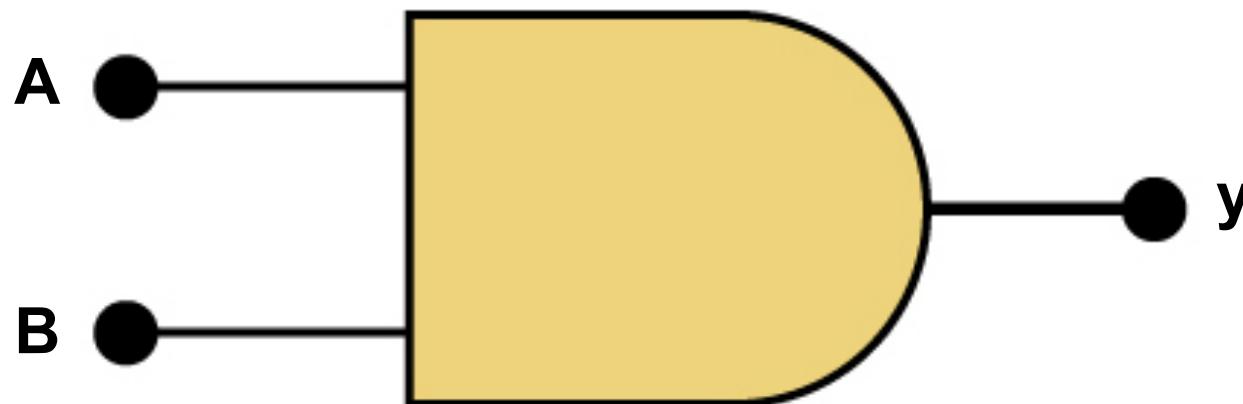
- Propagation delay is the time it takes for a system to produce output after it receives an input.
 - Speed of a logic circuit is related to propagation delay.
- Parts to implement logic circuits have a data sheet that states the value of propagation delay.
 - Used to assure that the circuit can operate fast enough for the application.

- **HDL – Hardware Description Languages** allow rigidly defined language to represent logic circuits.
 - **AHDL** – Altera Hardware Description Language.
 - Developed by Altera to configure Altera Programmable Logic Devices (PLDs).
 - Not intended to be used as a universal language for describing any logic circuit.
 - **VHDL** – Very High Speed Integrated circuit Hardware Description Language. *(ภาษาที่ใช้ในการเขียน hardware)*
 - Developed by U.S. Department of Defense (DoD).
 - Standardized by IEEE. *(แบบที่ใช้ในการเขียน software output เกี่ยวกับ hardware)*
 - Widely used to translate designs into bit patterns that program actual devices.

3-17 Description vs. Programming Languages

- It is important to distinguish between hardware description languages & programming languages
 - In both, a *language* is used to *program* a device.
- Computers operate by following a list of tasks, each of which must be done in sequential order.
 - Speed of operation is determined by how fast the computer can execute each instruction.
- A digital logic circuit is limited in speed only by how quickly the circuitry can change outputs in response to changes in the inputs.
 - It is monitoring all in-puts **concurrently** & responding to any changes.

Comparing operation of a computer and a logic circuit in performing the logical operation of $y = AB$.



The logic circuit is an **AND** gate. The output y will be HIGH within about 10 nanoseconds of the point when A and B are HIGH simultaneously.

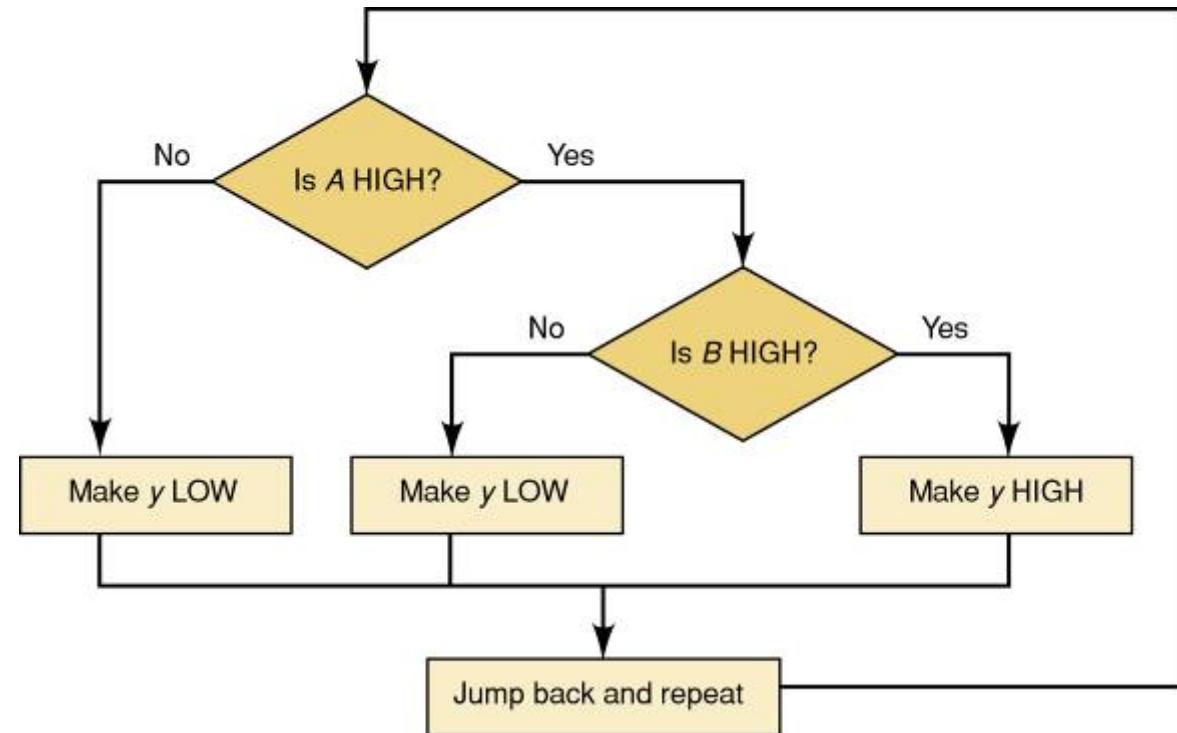
Within approximately 10 nanoseconds after either input goes LOW, the output y will be LOW.

Comparing operation of a computer and a logic circuit in performing the logical operation of $y = AB$.

The computer must run a program of instructions that makes decisions.

Each shape in the flowchart represents one instruction.

If each takes 20 ns, it will take a minimum of two or three instructions (40–60 ns) to respond to changes in the inputs.



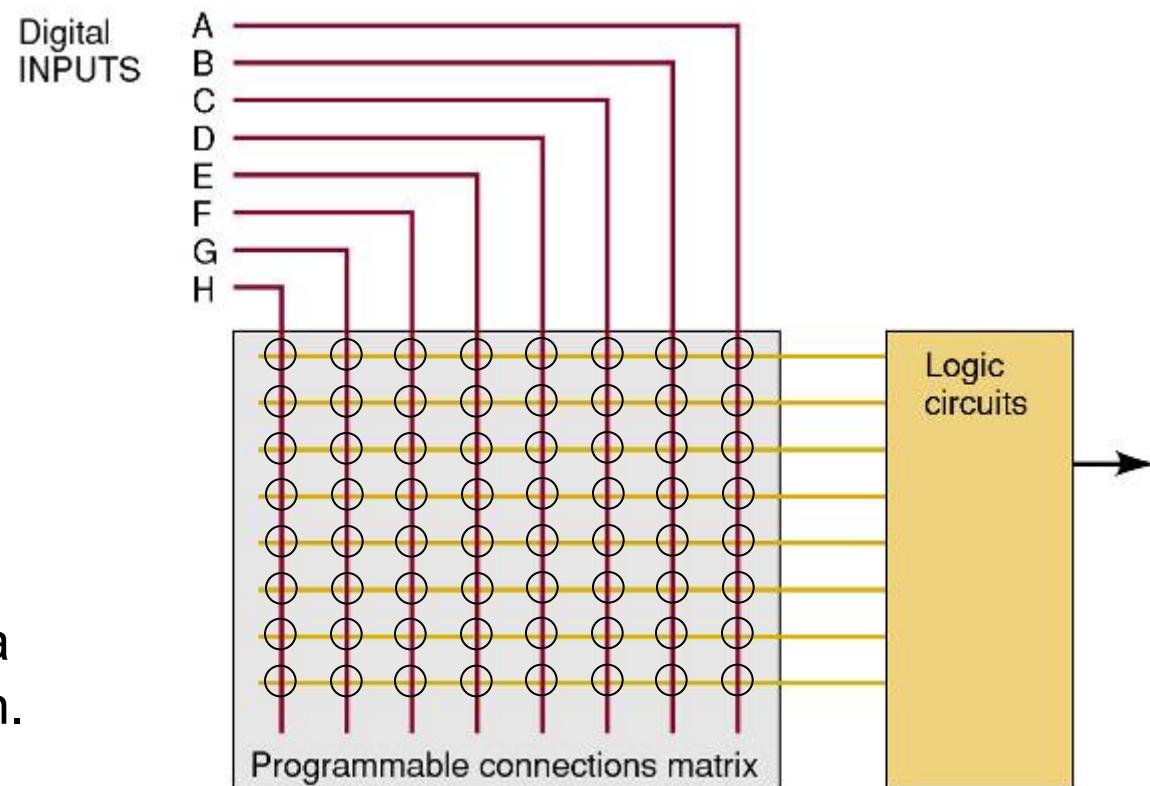
- Programmable Logic Devices (PLDs) are devices that can be configured in many ways to perform logic functions.
 - Internal connections are made electronically to program devices.

3-18 Implementing Logic Circuits With PLDs

PLDs are configured electronically & their internal circuits are “wired” together electronically to form a logic circuit.

This programmable wiring can be thought of as thousands of connections, either connected (1), or not connected (0).

Each intersection of a row (horizontal wire) & column (vertical wire) is a programmable connection.

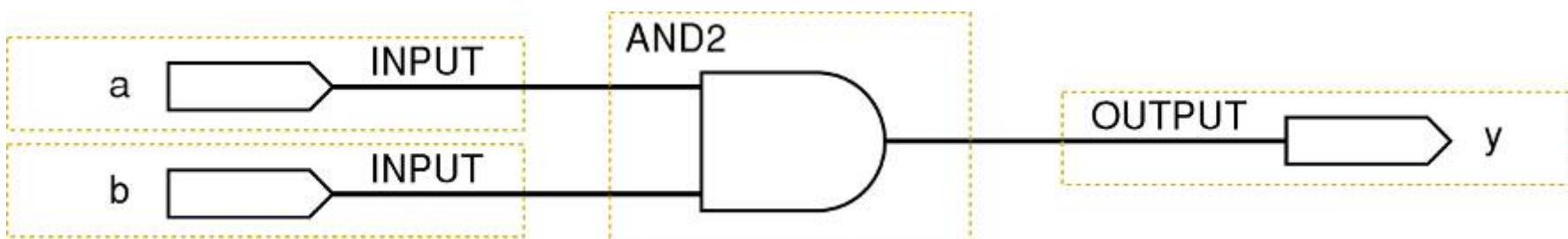


- The hardware description language defines the connections to be made.
 - It is loaded into the device after translation by a compiler.
- The higher-level hardware description language, makes programming the PLDs much easier than trying to use Boolean algebra, schematic drawings, or truth tables.

3-19 HDL Format and Syntax

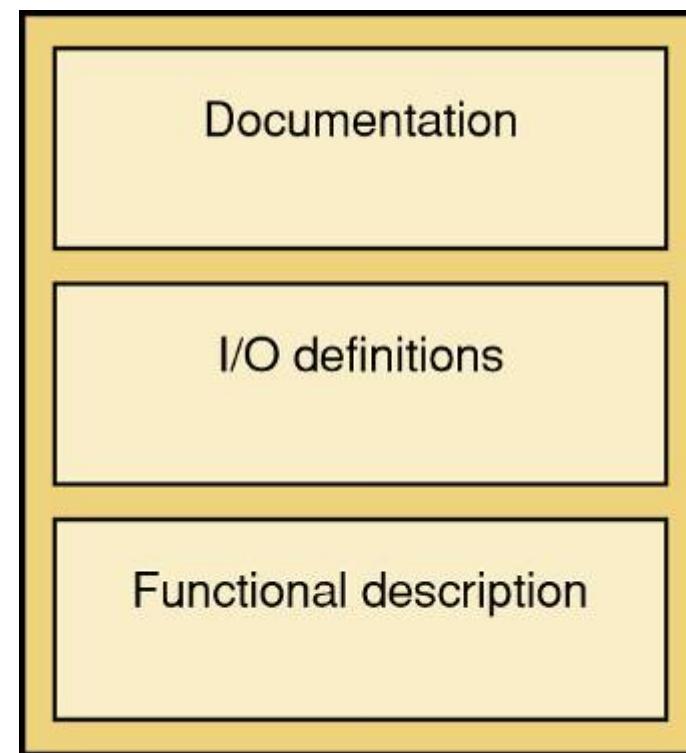
- Languages that are interpreted by computers must follows strict rules of **syntax**.
 - Syntax refers to the order of elements.

On the left side of the diagram is the set of inputs, and on the right is the set of outputs. The symbols in the middle define its operation.



- **Format** refers to a definition of inputs, outputs & how the output responds to the input (operation).

Format of HDL files.



- In a text-based language, the circuit described must be given a name.
 - The definition of the operation is contained in a set of statements that follow the input/output (I/O) definition.
- Inputs & outputs (*ports*) must be assigned names and defined according to the nature of the port.
 - The mode defines whether it is input, output, or both.
- The *type* refers to the number of bits and how those bits are grouped and interpreted.
 - A single bit input, can have only two values: 0 and 1.
 - A four-bit binary number can have any one of 16 different values (0000_2 - 1111_2).

- The keyword **SUBDESIGN** gives a name to the circuit block, which in this case is *and_gate*.
 - The name of the file must also be *and_gate.tdf*.

```
SUBDESIGN and_gate
(
    a, b      : INPUT;
    y         : OUTPUT
)
BEGIN
    y = a & b;
END;
```

In AHDL, input/output definition
is enclosed in parentheses.

Variables for inputs are separated
by commas & followed by :INPUT;

In AHDL, the single-bit type is
assumed unless the variable
is designated as multiple bits.

Single-output bit is declared
with the mode :OUTPUT;

- The keyword **SUBDESIGN** gives a name to the circuit block, which in this case is *and_gate*.
 - The name of the file must also be *and_gate.tdf*.

```
SUBDESIGN and_gate
(
    a, b      : INPUT;
    y         : OUTPUT;
)
BEGIN
    y = a & b;
END;
```

Statements describing operation of the AHDL circuit are contained in the logic section between the keywords BEGIN and END.

END must be followed by a semicolon.

Statements between BEGIN and END are evaluated constantly and concurrently.

The order in which they are listed makes no difference.

The basic Boolean operators.

&	AND
#	OR
!	NOT
\$	XOR

- The keyword **ENTITY** gives a name to the circuit block, which in this case is *and_gate*.
 - Variables named by the compiler should be lowercase.

```
ENTITY and_gate IS
PORT (    a, b      :IN BIT;
          y        :OUT BIT) ;
END and_gate;
ARCHITECTURE ckt OF and_gate IS
BEGIN
    y <= a AND b;
END ckt;
```

The keyword PORT tells the compiler that we are defining in-puts and outputs to this circuit block.

- The keyword **ENTITY** gives a name to the circuit block, which in this case is *and_gate*.
 - Variables named by the compiler should be lowercase.

```
ENTITY and_gate IS
PORT (    a, b      :IN BIT;
          y        :OUT BIT) ;
END and_gate;
ARCHITECTURE ckt OF and_gate IS
BEGIN
    y <= a AND b;
END ckt;
```

The BIT description tells the compiler that each variable in the list is a single bit.

- The keyword **ENTITY** gives a name to the circuit block, which in this case is *and_gate*.
 - Variables named by the compiler should be lowercase.

```
ENTITY and_gate IS
PORT (    a, b      :IN BIT;
          y        :OUT BIT) ;
END and_gate;
ARCHITECTURE ckt OF and_gate IS
BEGIN
    y <= a AND b;
END ckt;
```

The **ARCHITECTURE** declaration is used to describe the operation of everything inside the block.

Every **ENTITY** must have at least one **ARCHITECTURE** associated with it.

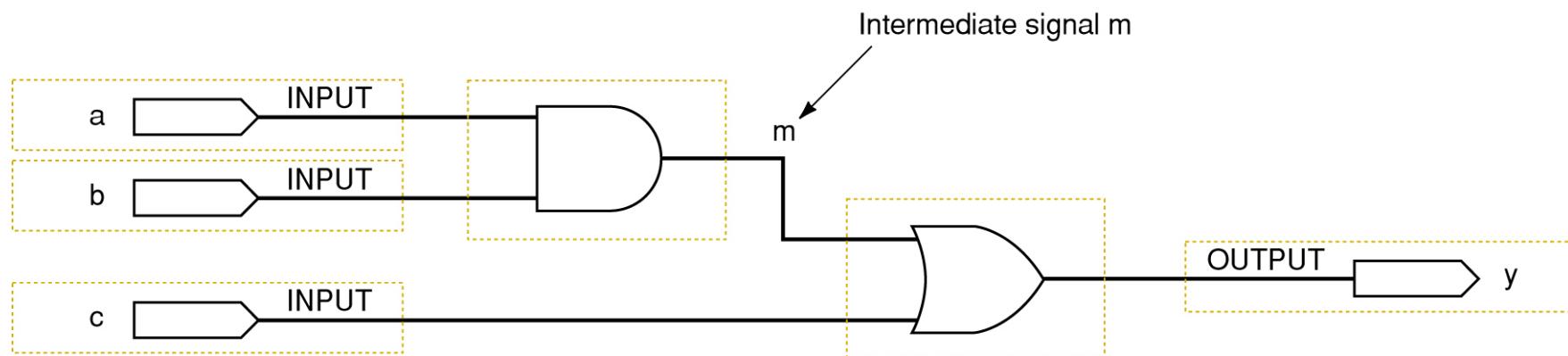
- The keyword **ENTITY** gives a name to the circuit block, which in this case is *and_gate*.
 - Variables named by the compiler should be lowercase.

```
ENTITY and_gate IS
PORT (    a, b      :IN BIT;
          y        :OUT BIT) ;
END and_gate;
ARCHITECTURE ckt OF and_gate IS
BEGIN
    y <= a AND b;
END ckt;
```

**Within the body
(between BEGIN and
END) is the description
of the block's operation.**

3-20 Intermediate Signals

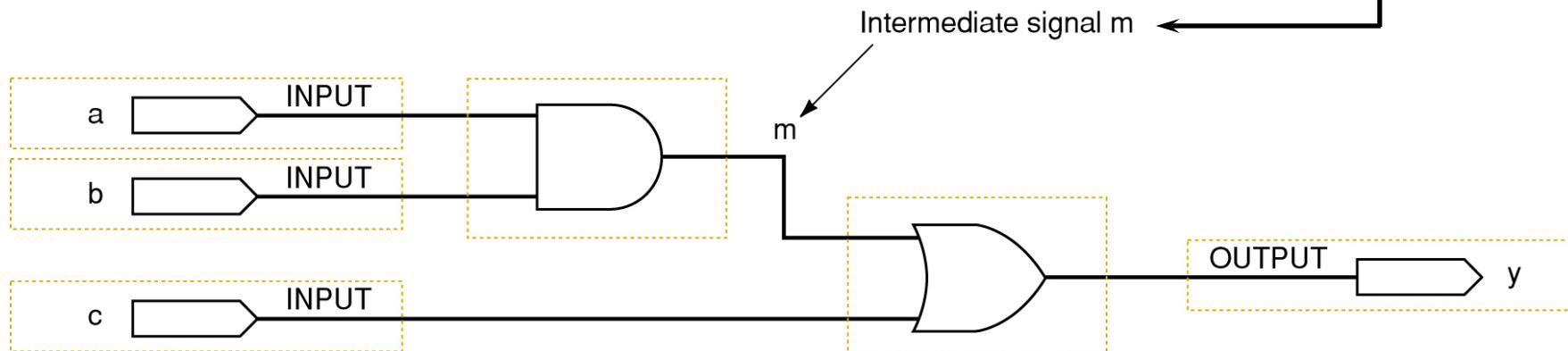
- In many designs, there is a need to define signal points “inside” the circuit block—called **buried nodes** or **local signals**.
 - Points in the circuit that may be useful as a reference point, that are not inputs or outputs.



- VHDL local signals:
 - Text after two dashes is for documentation only.
 - Keyword SIGNAL defines intermediate signal.
 - Keyword BIT designates the type of signal

3-20 Intermediate Signals - VHDL

```
1 -- Intermediate variables in VHDL (Figure 3-49)
2 -- Digital Systems 11th ed
3 -- NS Widmer
4 -- MAY 24, 2010
5
6 ENTITY fig3_51 IS
7 PORT( a, b, c :IN BIT;      -- define inputs to block
8       y        :OUT BIT);   -- define block output
9 END fig3_51;
10
11 ARCHITECTURE ckt OF fig3_51 IS
12
13   SIGNAL m :BIT;          -- name an intermediate signal
14
15 BEGIN
16   m <= a AND b;          -- generate buried product term
17   y <= m OR c;          -- generate sum on output
18 END ckt;
```

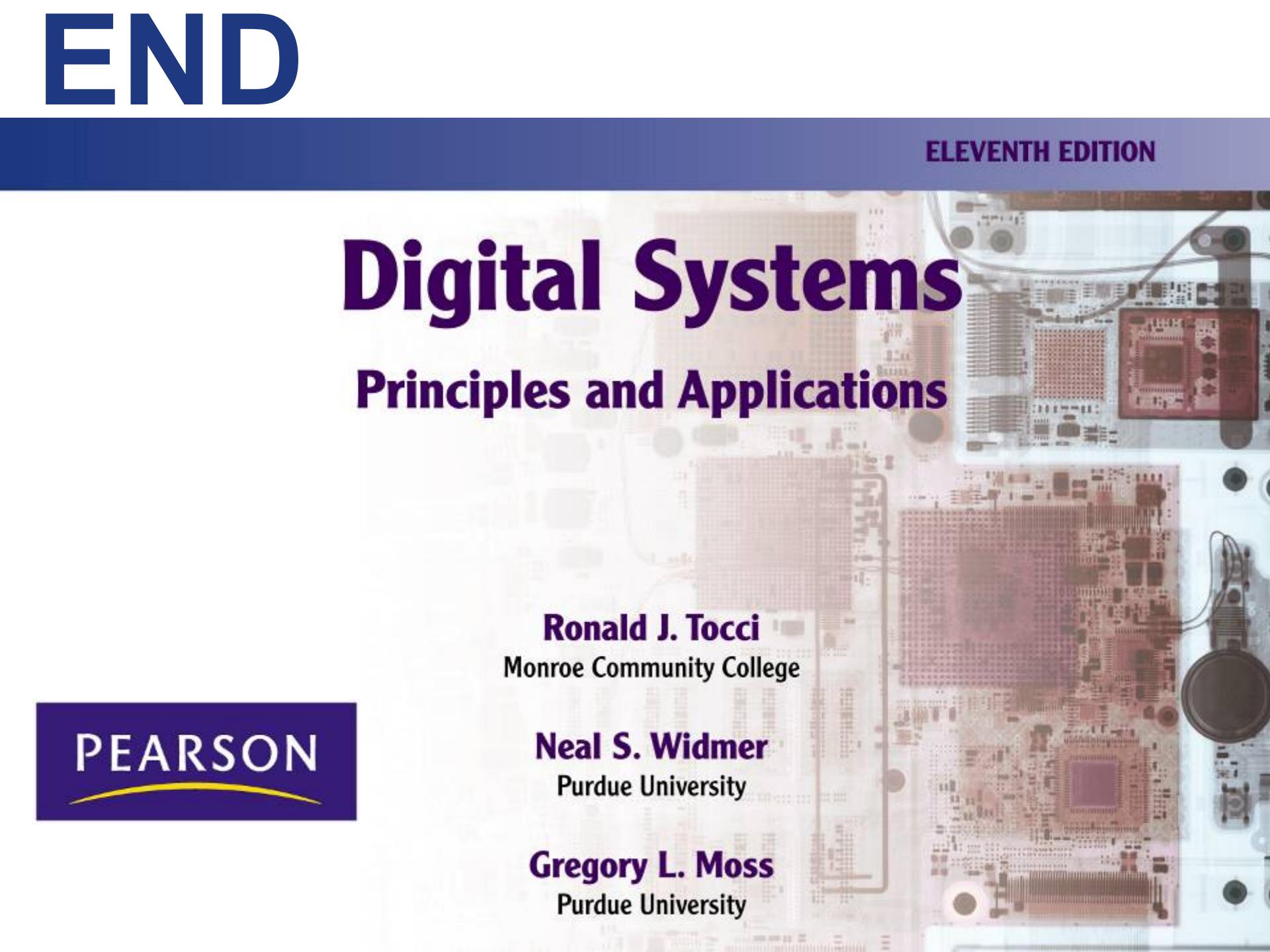


END

ELEVENTH EDITION

Digital Systems

Principles and Applications



Ronald J. Tocci

Monroe Community College

Neal S. Widmer

Purdue University

Gregory L. Moss

Purdue University

PEARSON