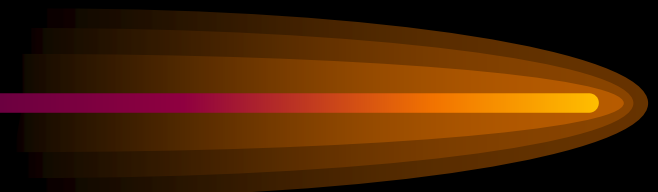


Digital Logic Review

- Gates
- Combinational Logic
- Sequential Logic
- Abstraction (sub-circuits)



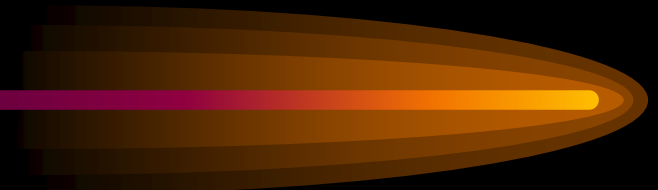
Gates

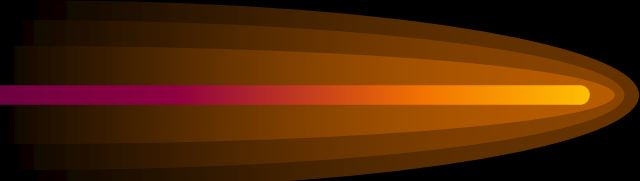
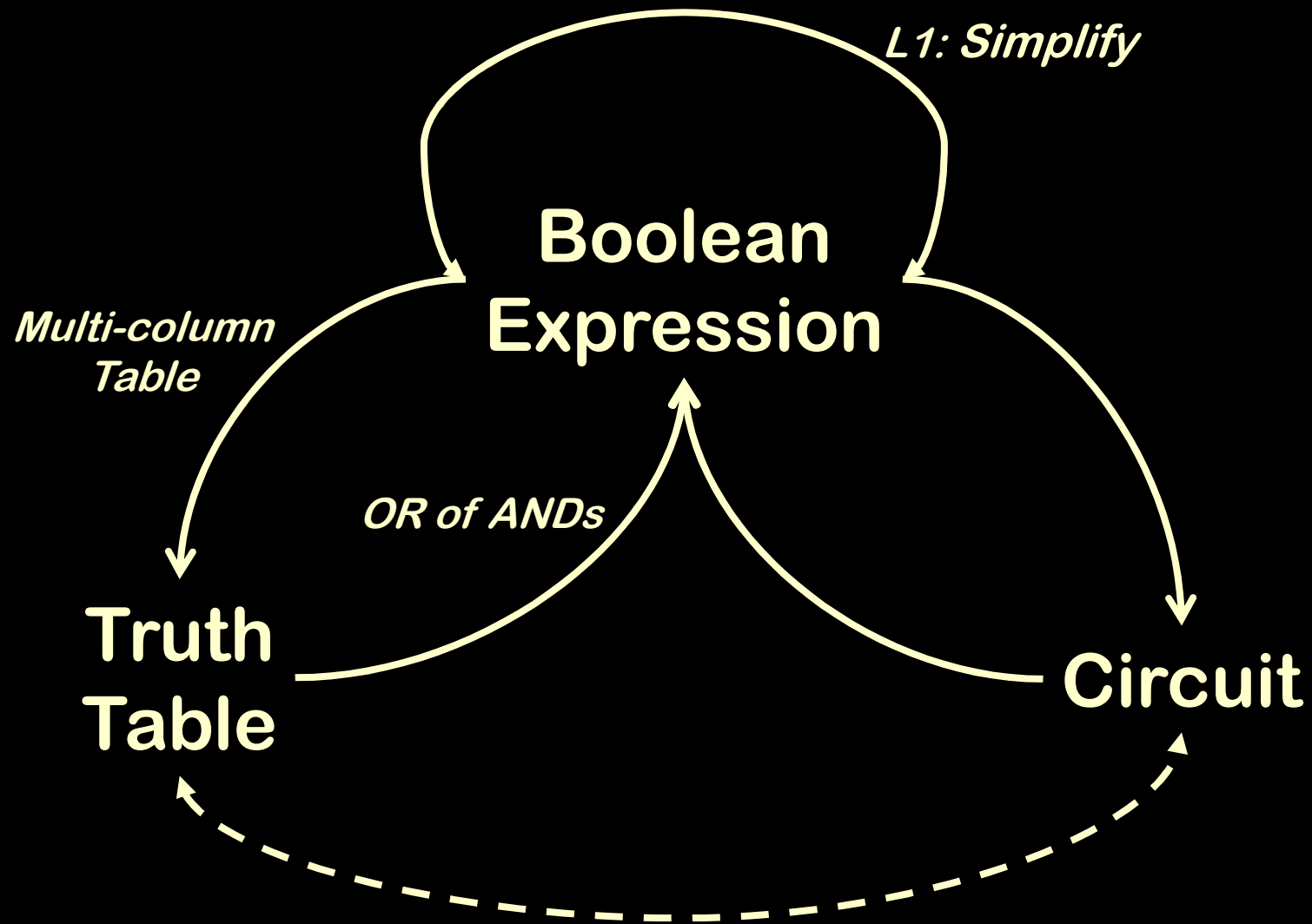
- Circuit symbol
- Truth Table
- Boolean Expression
- AND
- OR
- NOT
- XOR
- NAND
- NOR



Sequential Logic

- Circuits, Truth-Tables, Boolean Expressions
- Abstraction
 - Simplifying
 - Replicating
 - Example: Adders
 - Half adder vs. full adder
 - "Chaining" adders for n-bit adders

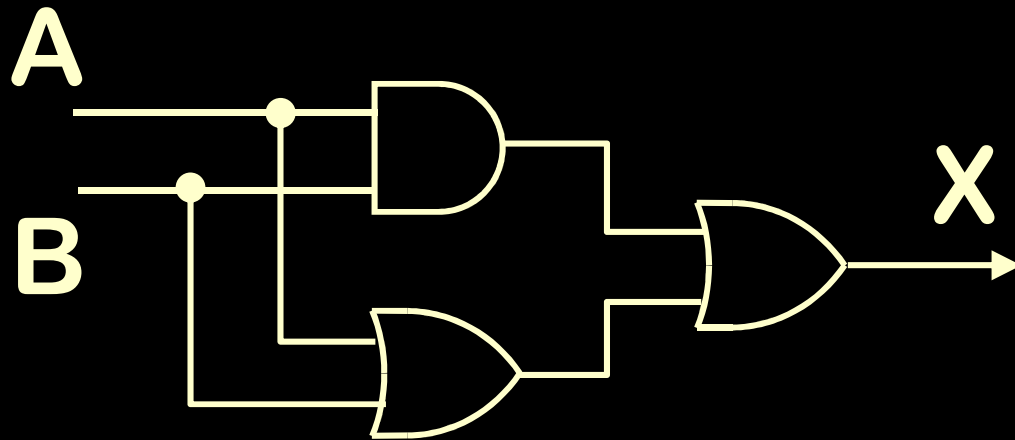


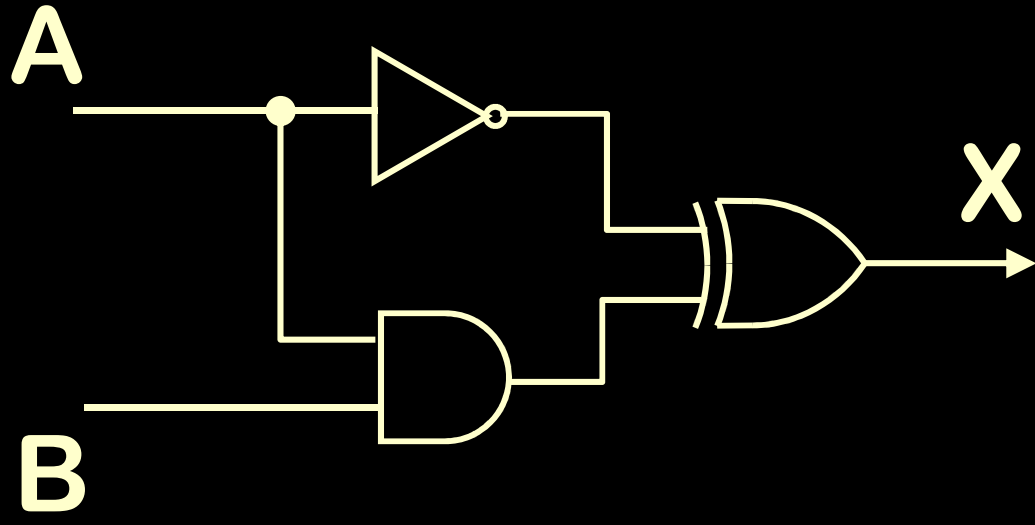


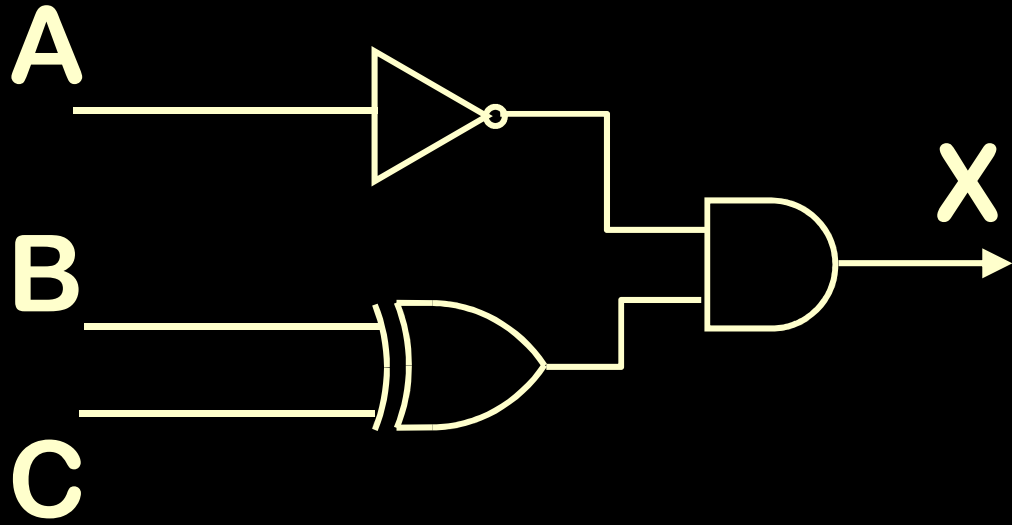
$(AB+C)D$

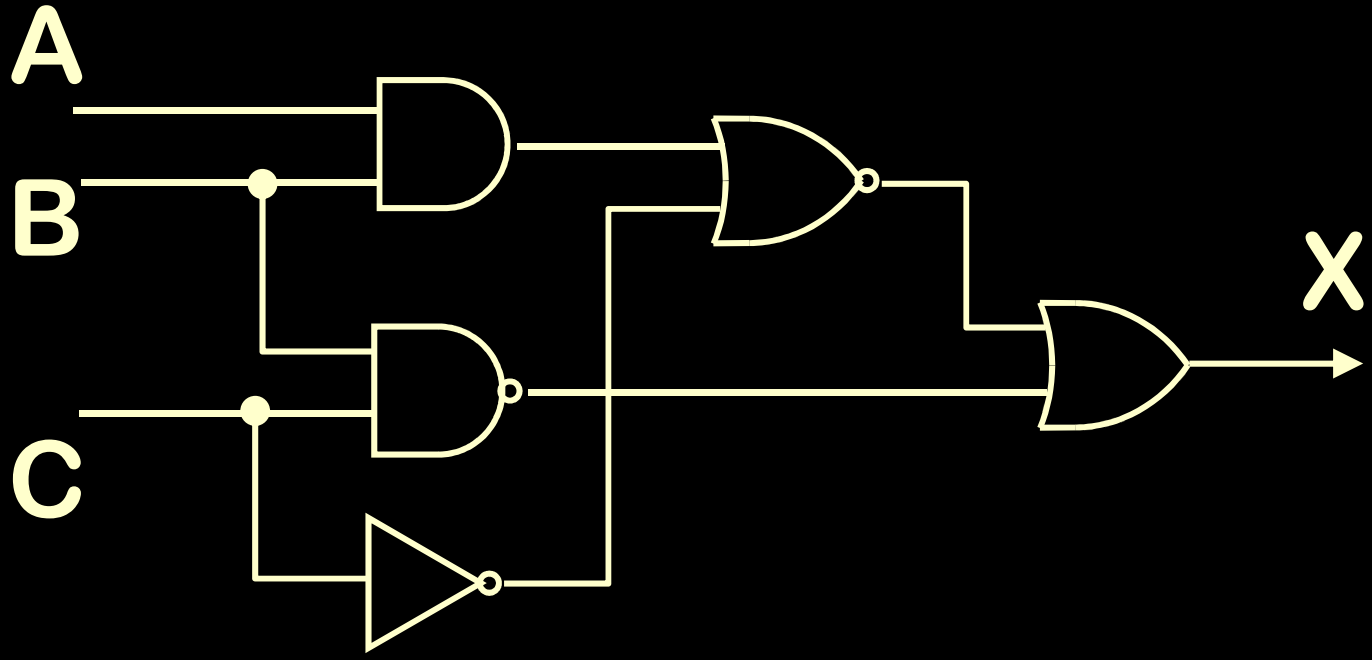
$$A'B + (B+C)'$$

$(AB)' + (CD)'$









Or of Ands

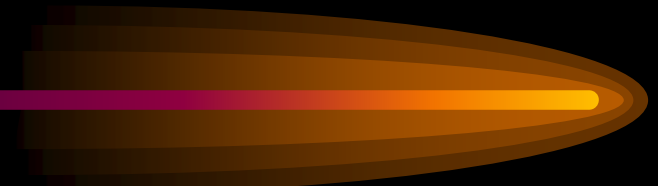
A	B	\oplus
0	0	0
0	1	1
1	0	1
1	1	0

$$A \oplus B = A'B + AB'$$

$A'B$

AB'

1. Find all the 1's
2. Write an AND expression for each input, input'
3. OR them together



$$A'B'C' + A'BC + AB'C + ABC'$$

A	B	C	X
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	0

A'B'C'

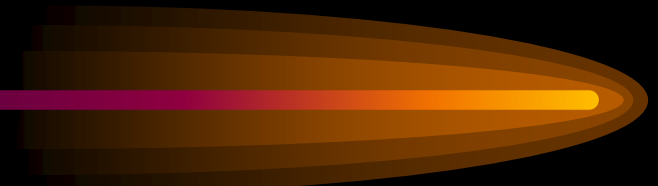
A'BC

AB'C

ABC'

Write a Boolean expression for X in terms of A, B, and C.

Hint: Or of Ands...



Properties of Boolean Algebra

AND

$$A(1) = A$$

$$AB = BA$$

$$(AB)C = A(BC)$$

$$A(B+C) = AB + AC$$

$$AA' = 0$$

$$(AB)' = A' + B'$$

OR

$$A+0 = A$$

$$A+B = B+A$$

$$(A+B)+C = A+(B+C)$$

$$A+BC = (A+B)(A+C)$$

$$A+A' = 1$$

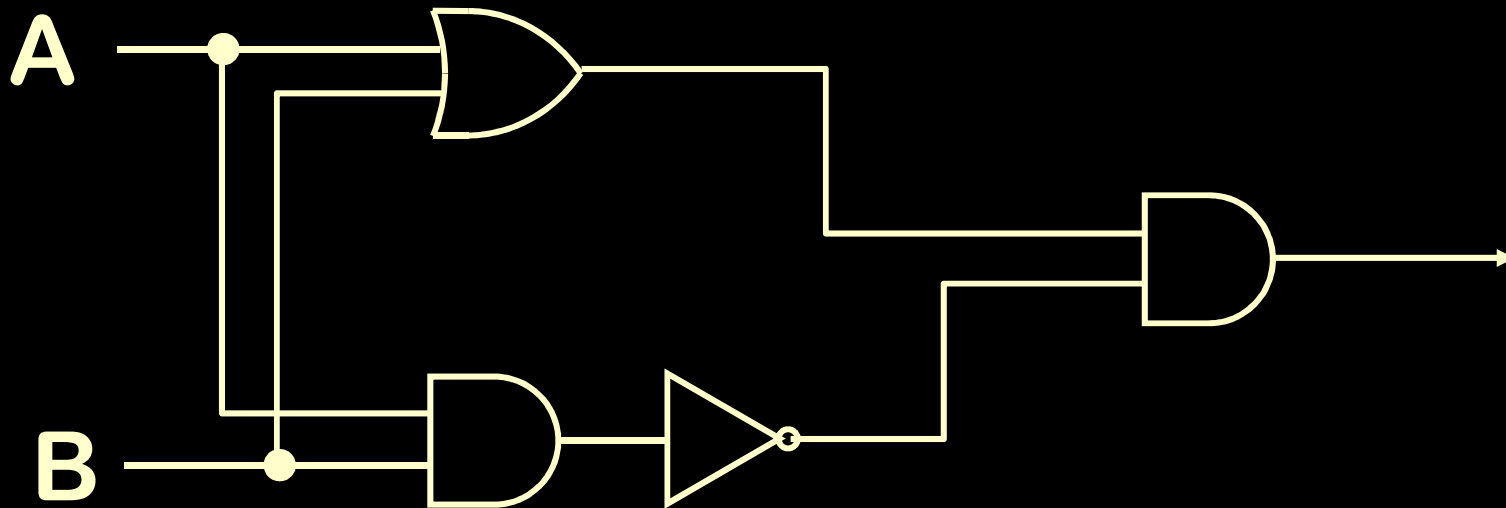
$$(A+B)' = A'B'$$

Properties of Boolean Algebra

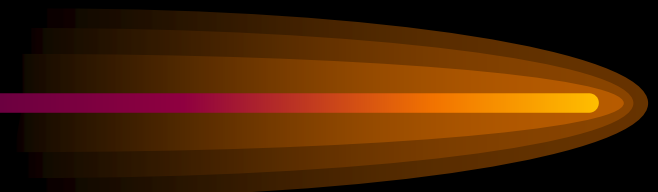
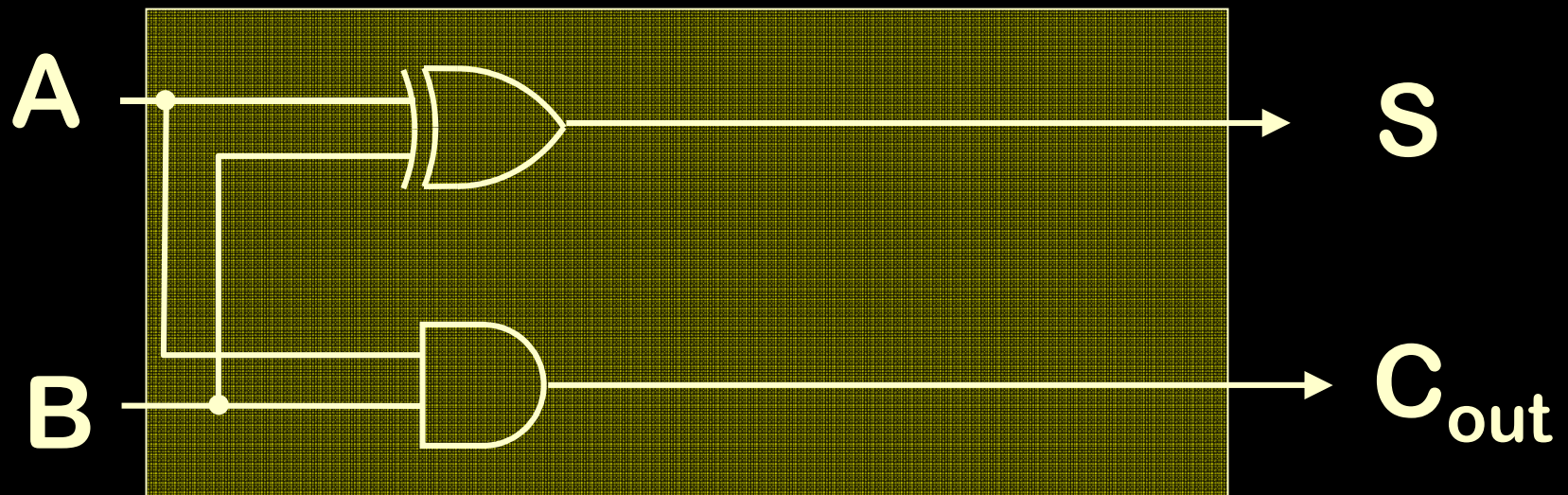
$$A \oplus B = AB' + A'B$$
$$(A \oplus B)' = AB + A'B'$$

Is this an XOR?

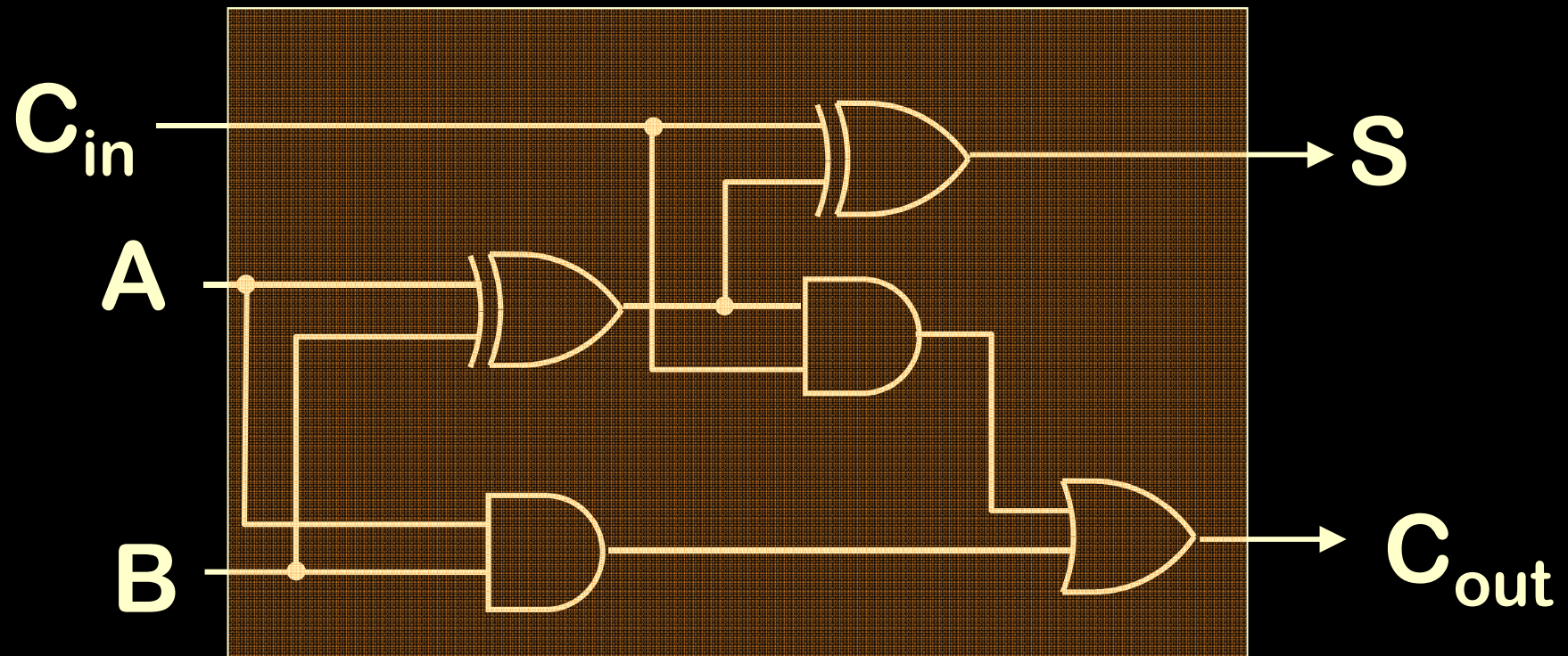
$$(A+B)(AB)'$$

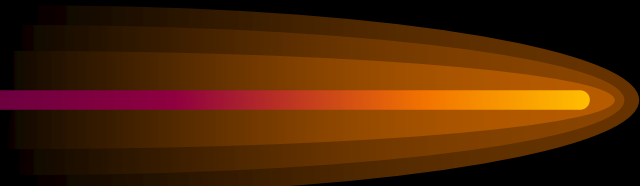
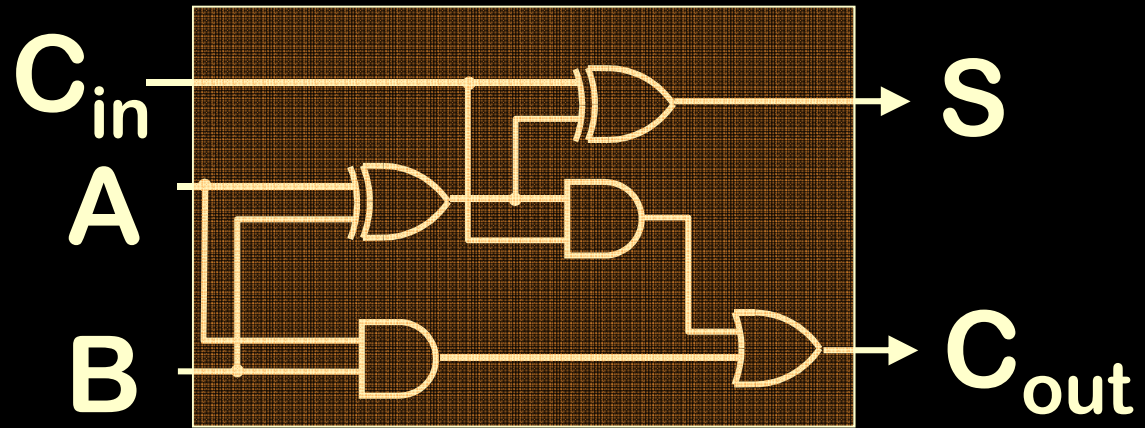
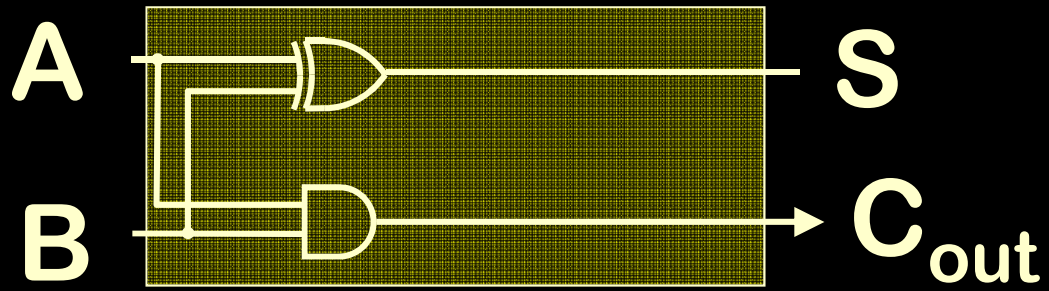


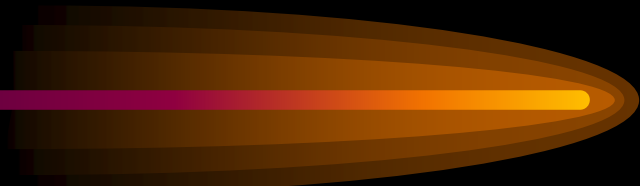
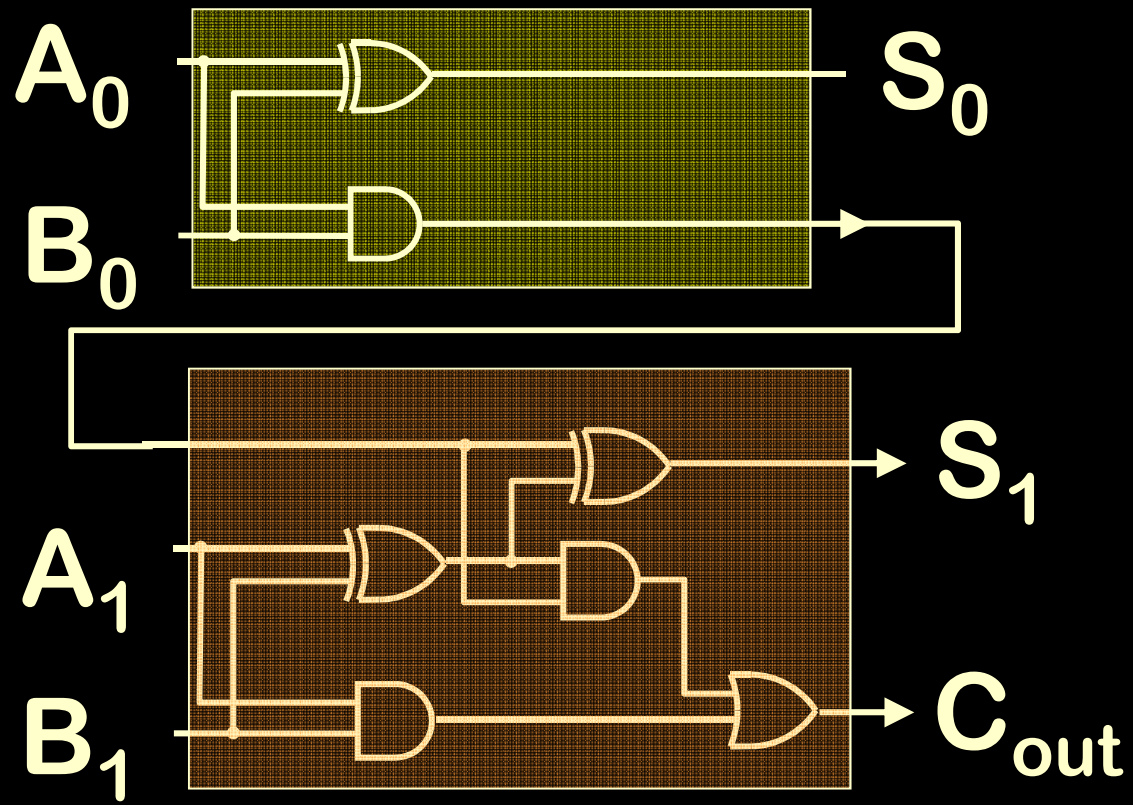
Half Adder

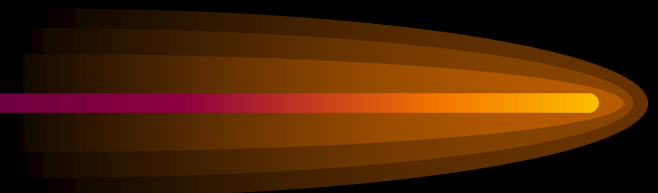
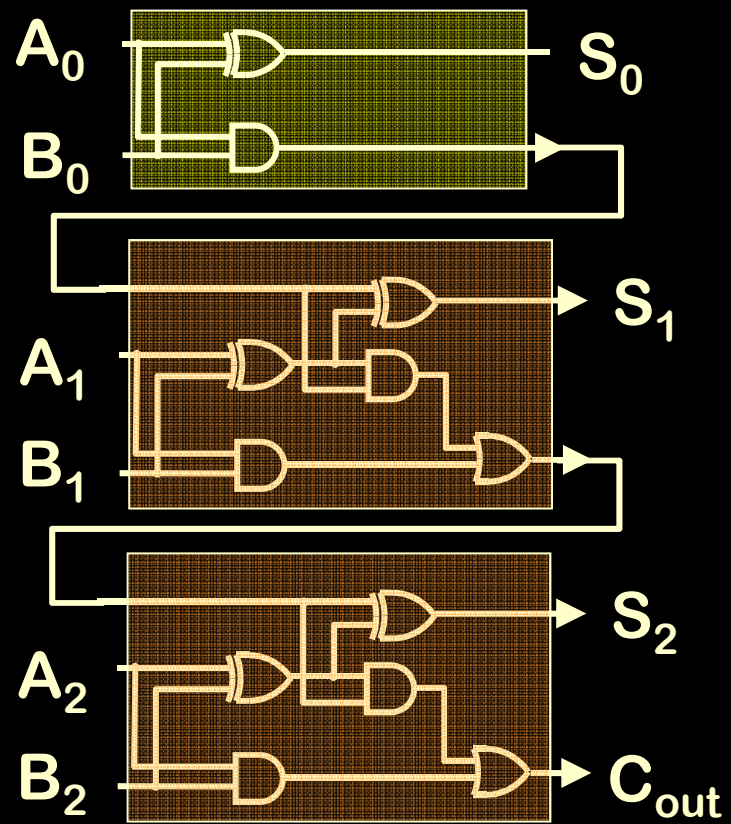


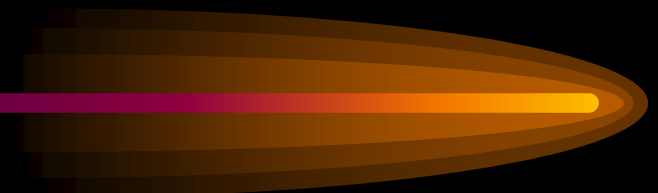
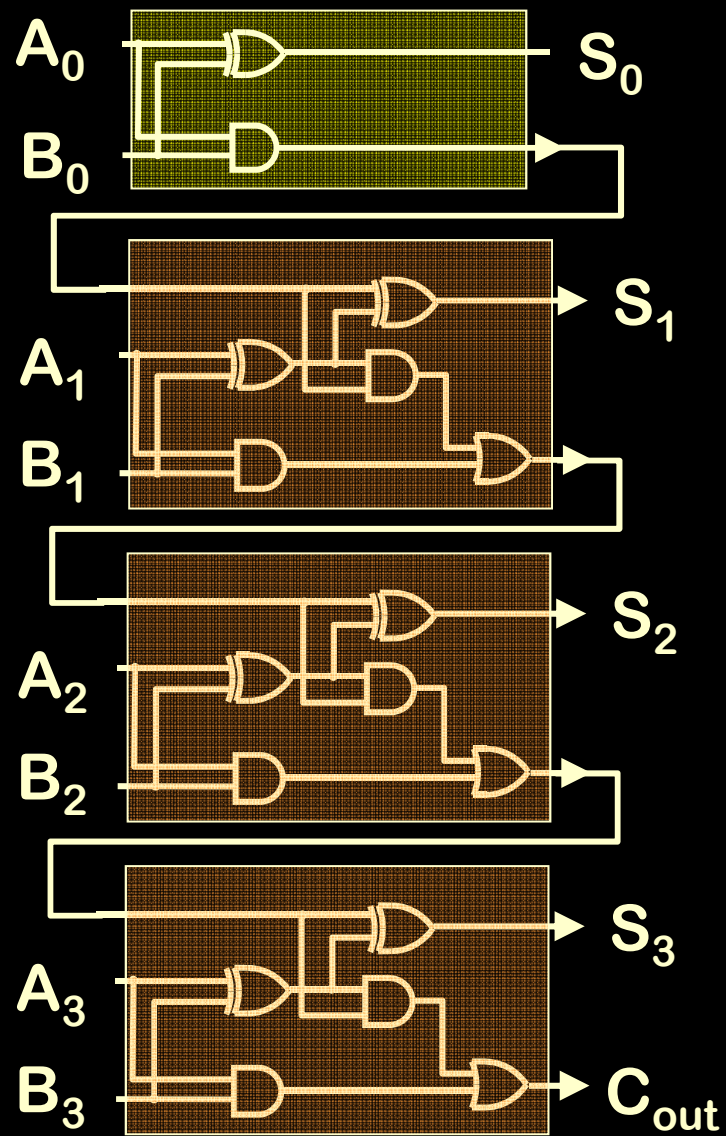
Full Adder











16 Functions of 2 Inputs

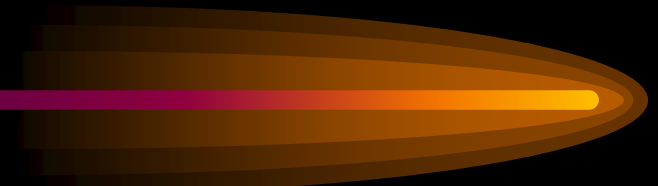
AB	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
00	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
01	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1
10	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1
11	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1

0 A B B' A' 1

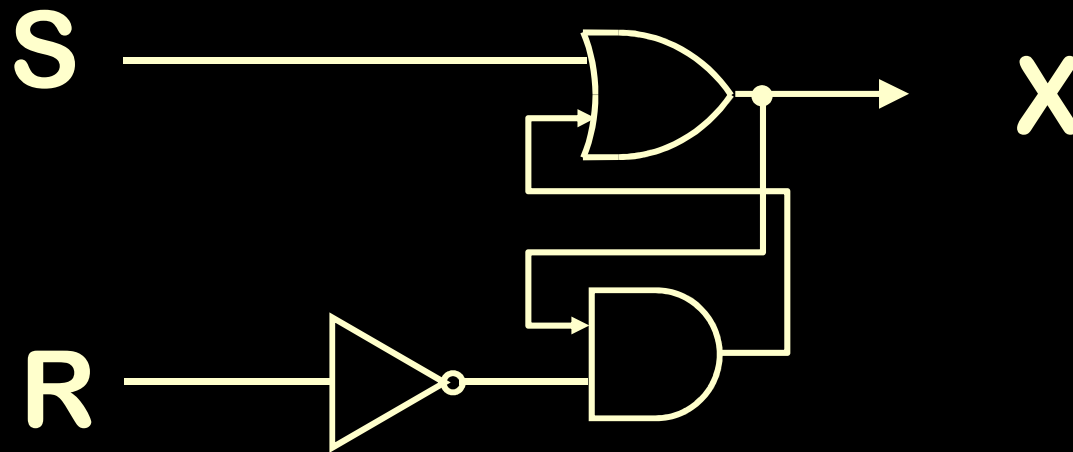
AND XOR OR NOR EQ NAND

Sequential Logic

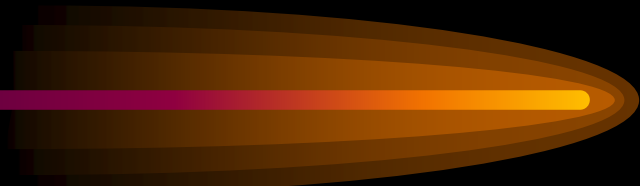
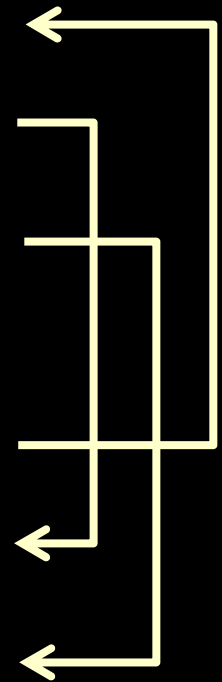
- Truth Table **with state**
- State Diagram
- Summary Table
- Abstraction
 - Change behavior with sequential logic in front and/or behind
- L1: Gate delays, oscillation



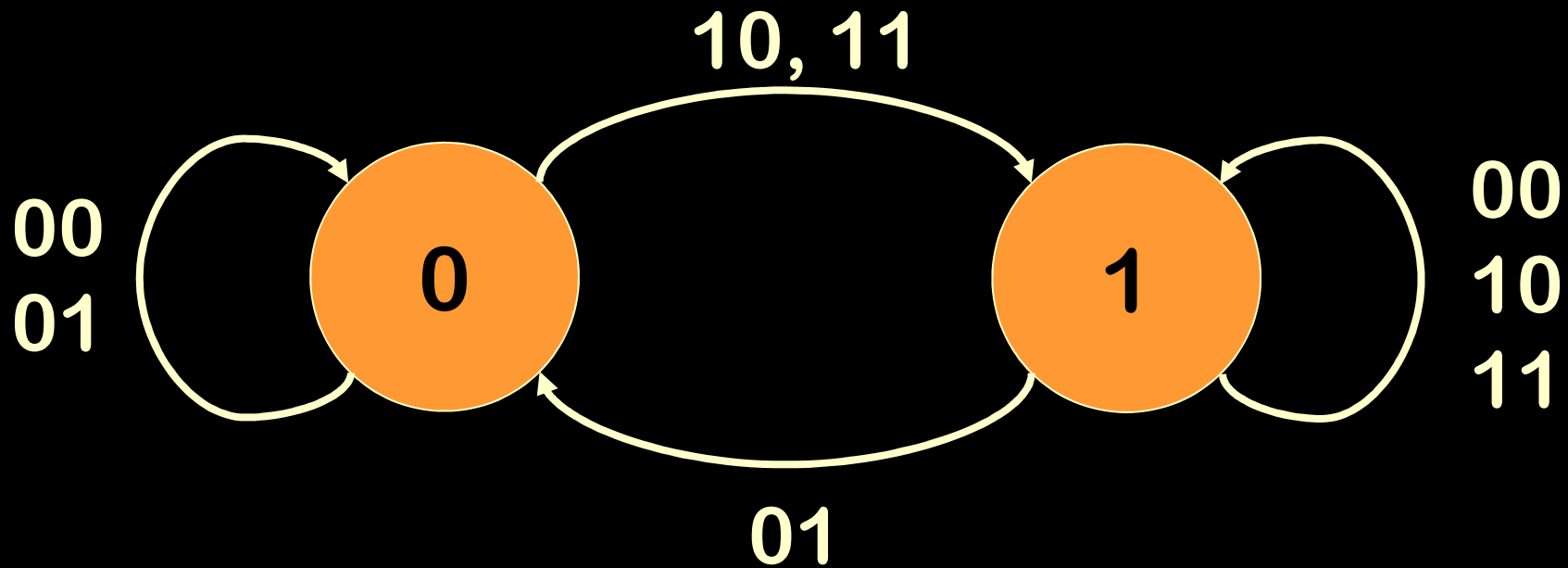
Set-Reset Flip-Flop



State	S	R	X (new state)
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	1



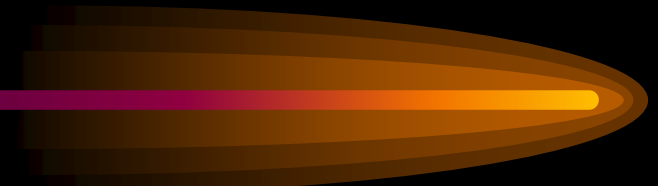
State Diagram



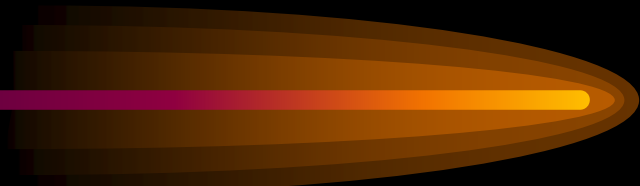
00 – unchanged

01 – set to 0

10, 11 – set to 1

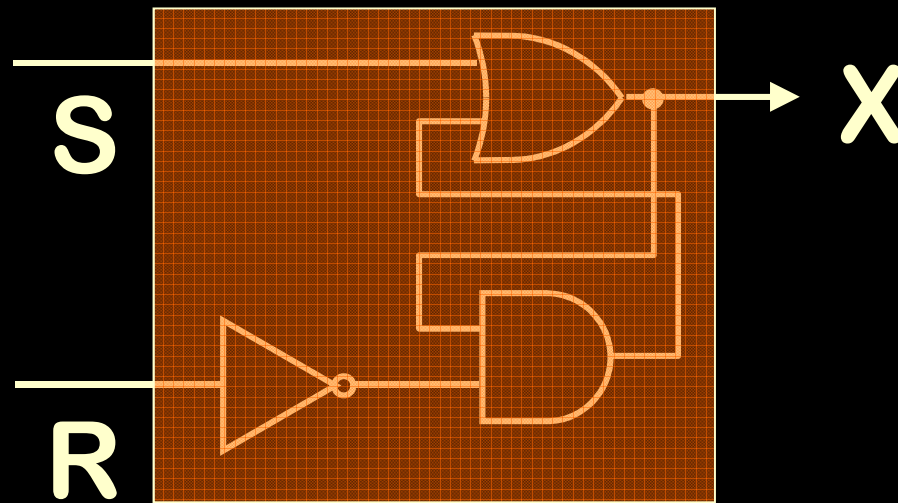


State	S	R	X (new state)
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1



Changing FF Behavior

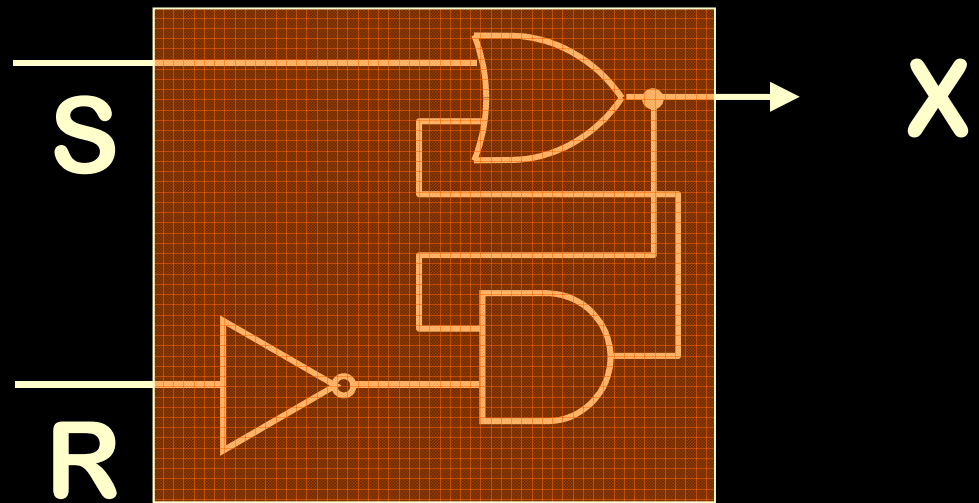
	<u>D</u>	<u>C</u>	<u>S</u>	<u>R</u>
D	0	0		
	0	1		
	1	0		
C	1	1		



<u>S</u>	<u>R</u>	
0	0	Stays the same
0	1	Resets to 0
1	0	Sets to 1
1	1	Undefined

One Bit Clocked Memory

	<u>D</u>	<u>C</u>	<u>S</u>	<u>R</u>
D	0	0	0	0
	0	1	0	1
	1	0	0	0
C	1	1	1	0



$$S = DC$$

$$R = D'C$$

<u>S</u>	<u>R</u>
----------	----------

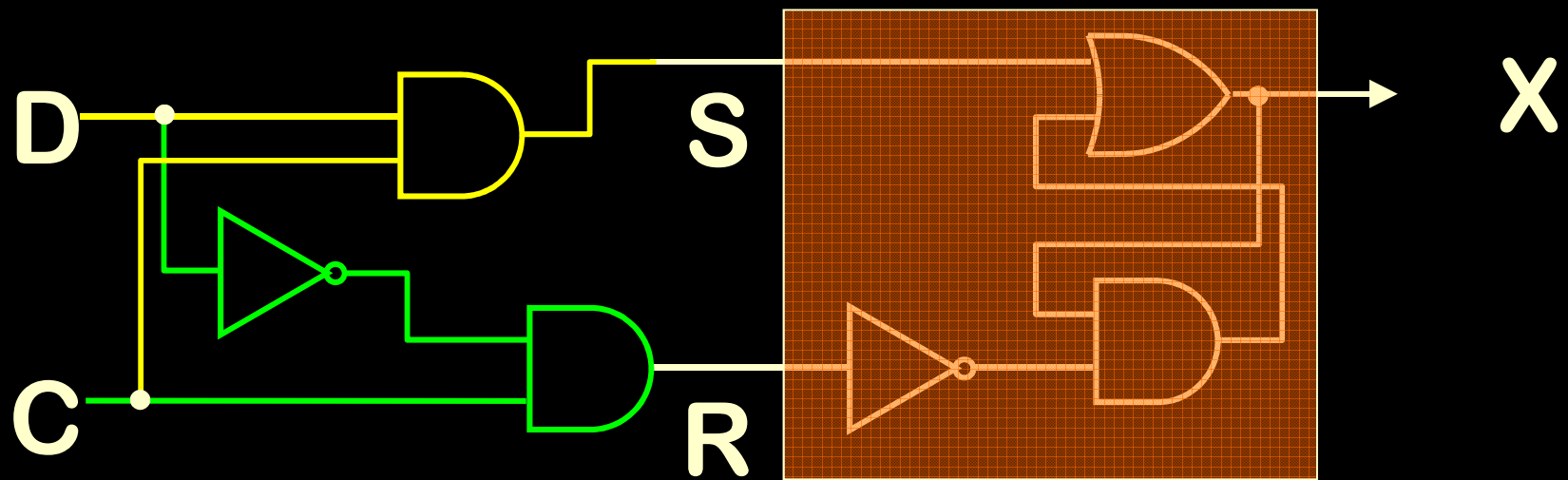
0	0	Stays the same
---	---	----------------

0	1	Resets to 0
---	---	-------------

1	0	Sets to 1
---	---	-----------

1	1	Undefined
---	---	-----------

One Bit Clocked Memory



$$S = DC$$

$$R = D'C$$

<u>S</u>	<u>R</u>	
----------	----------	--

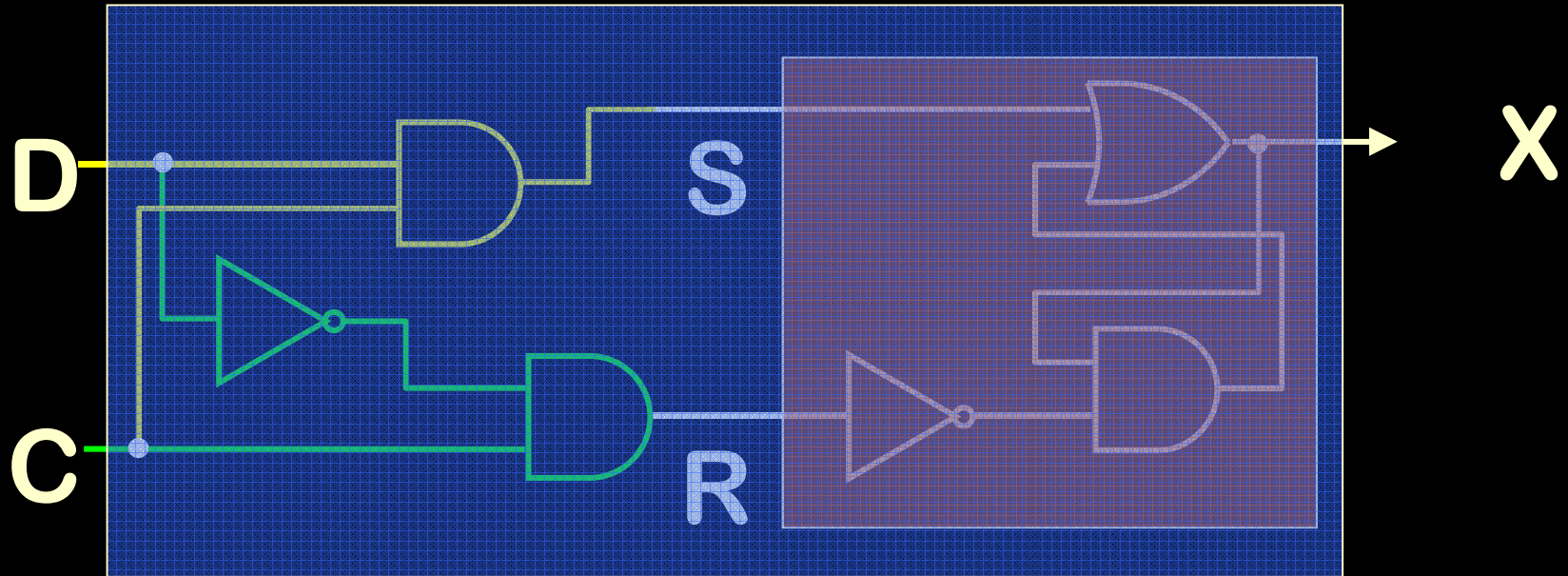
0	0	Stays the same
---	---	----------------

0	1	Resets to 0
---	---	-------------

1	0	Sets to 1
---	---	-----------

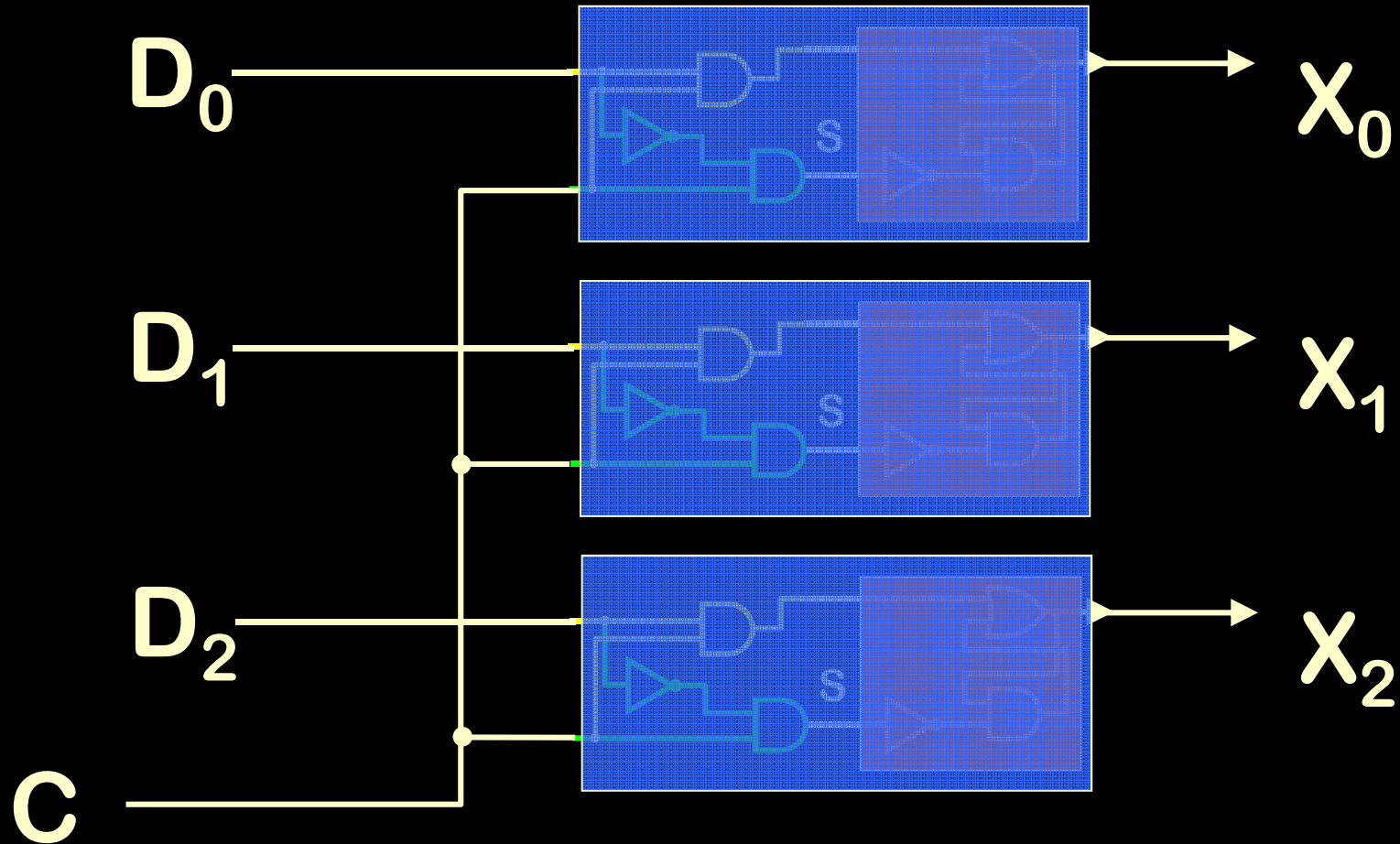
1	1	Undefined
---	---	-----------

One Bit Clocked Memory

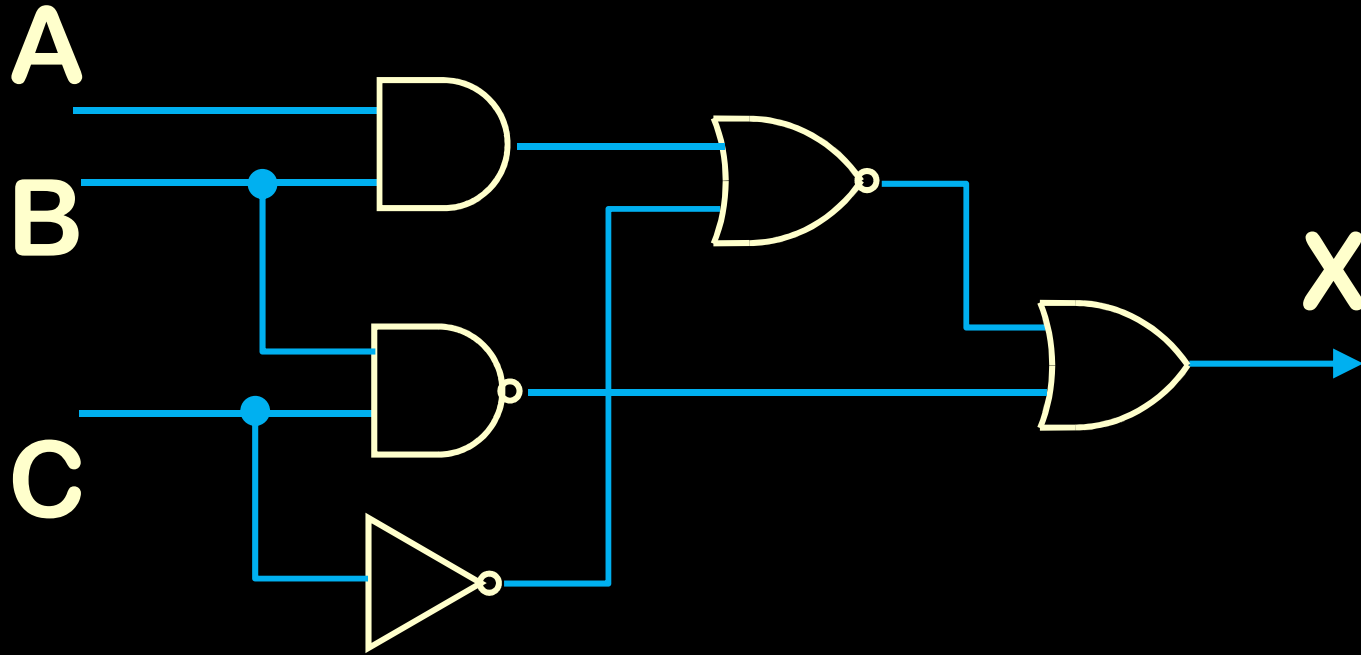


<u>D</u>	<u>C</u>	
0	0	Stays the same
0	1	Sets to 0
1	0	Stays the same
1	1	Sets to 1

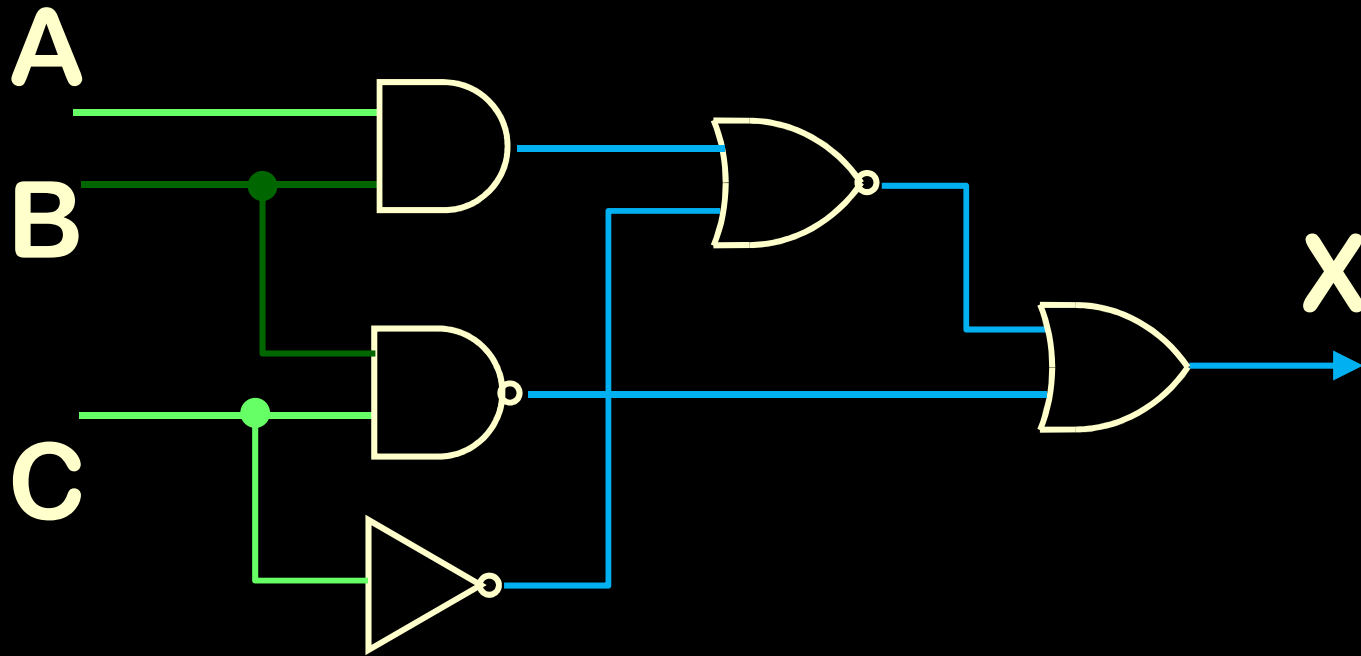
3 Bit Memory



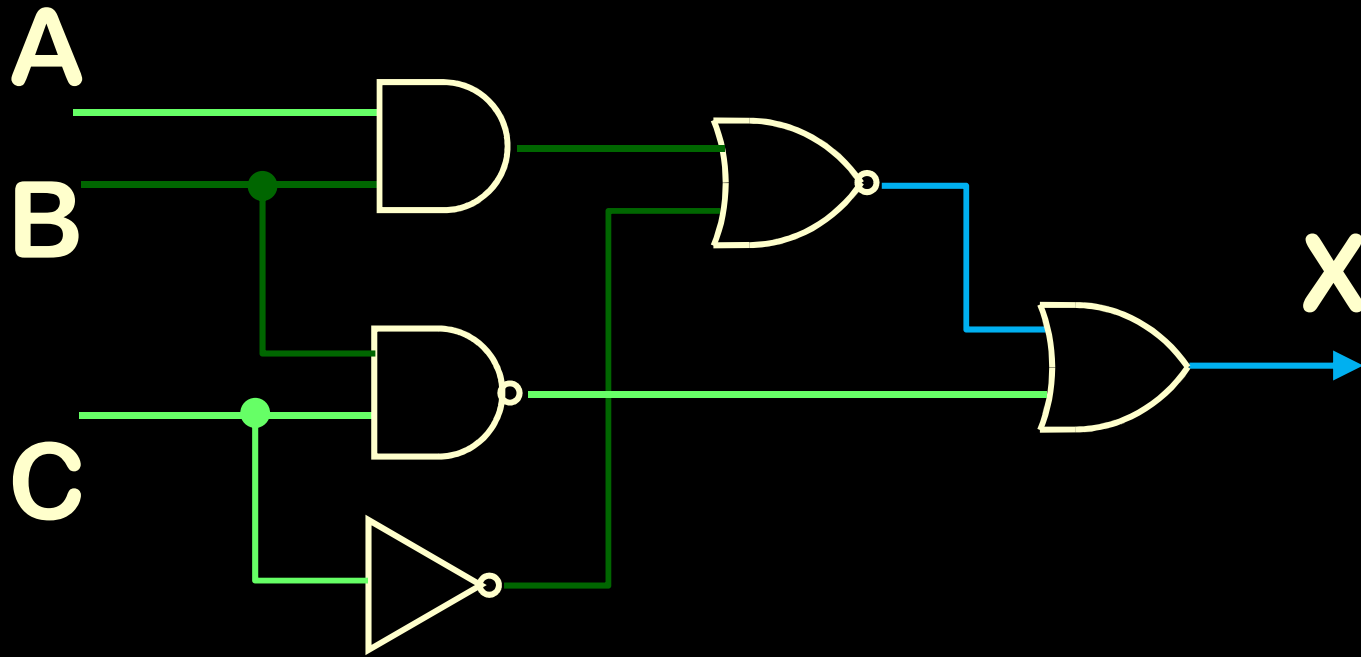
Gate Delays



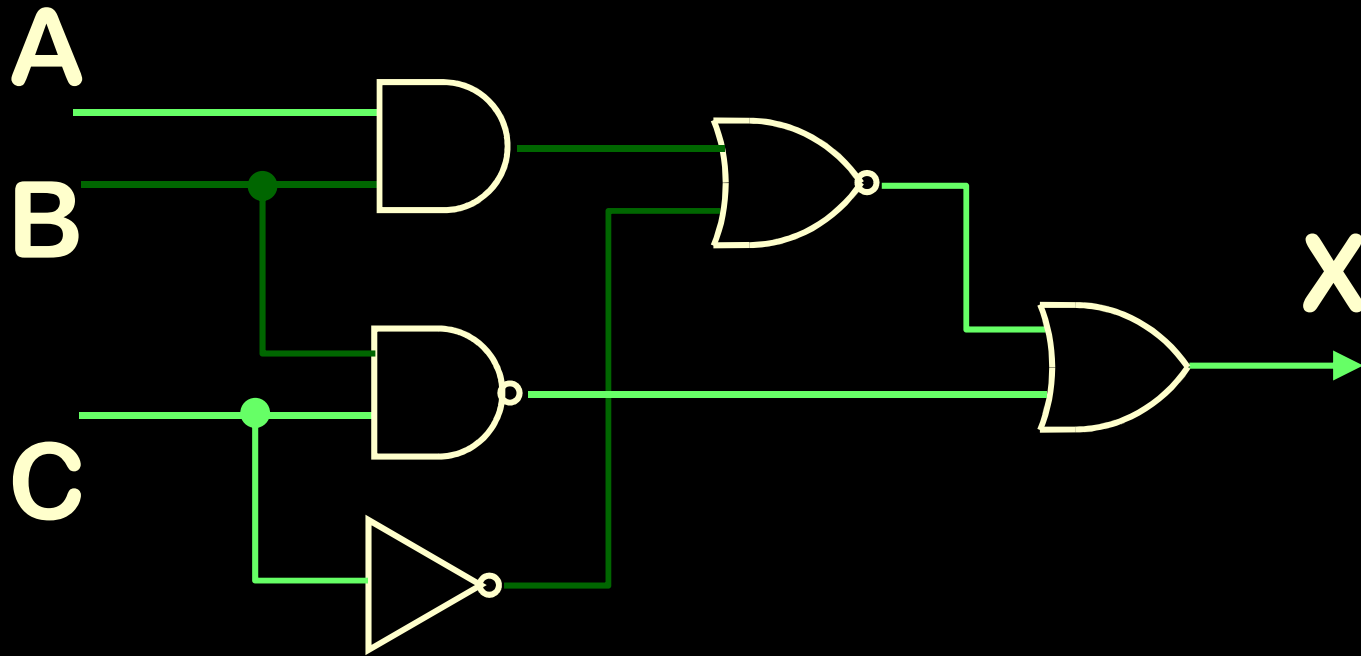
Gate Delays



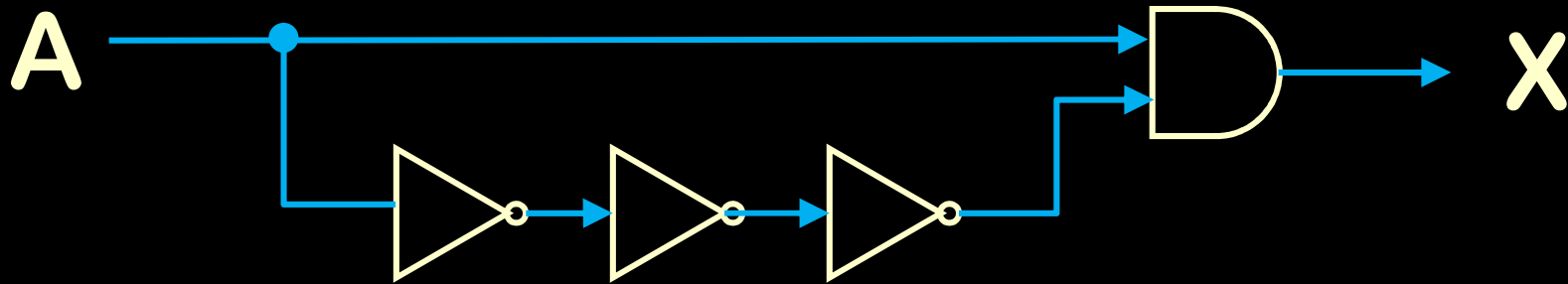
Gate Delays



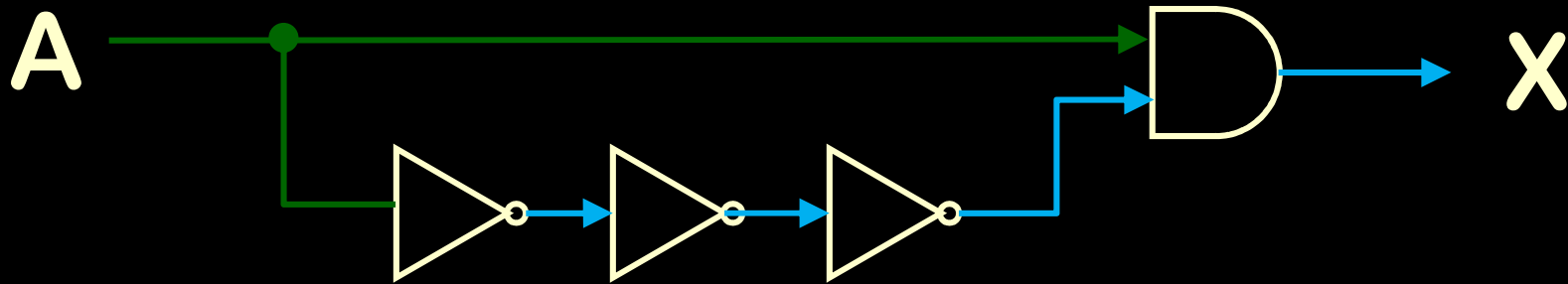
Gate Delays



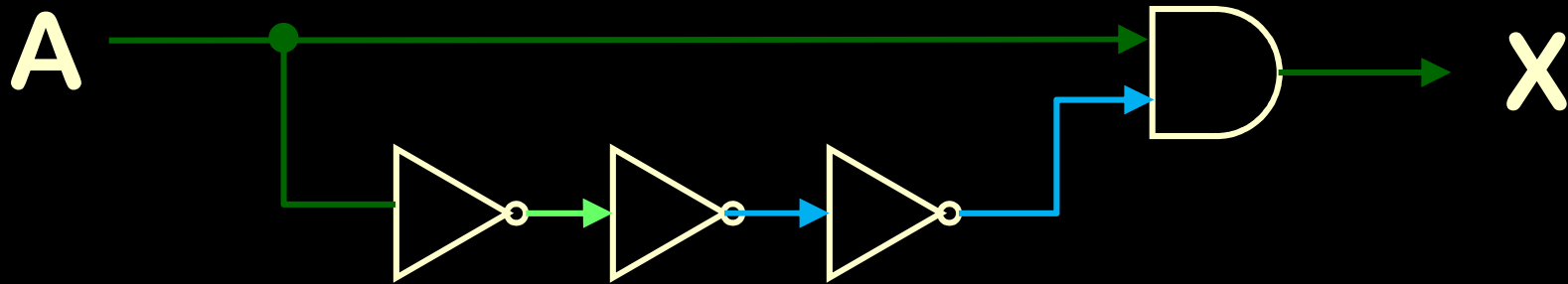
Toggle



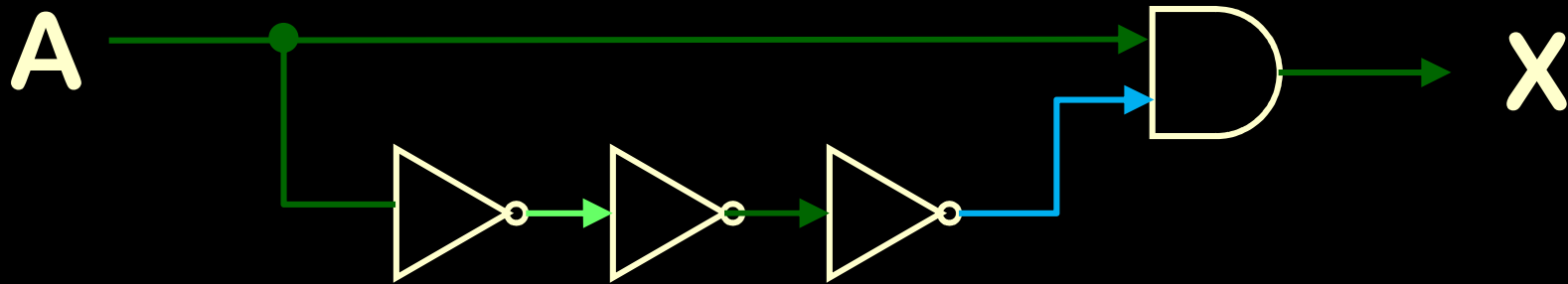
Toggle



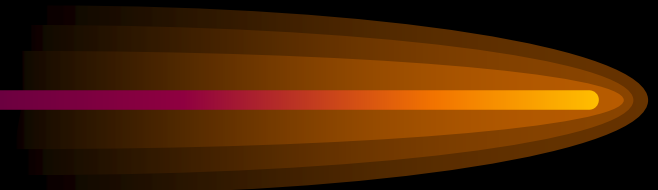
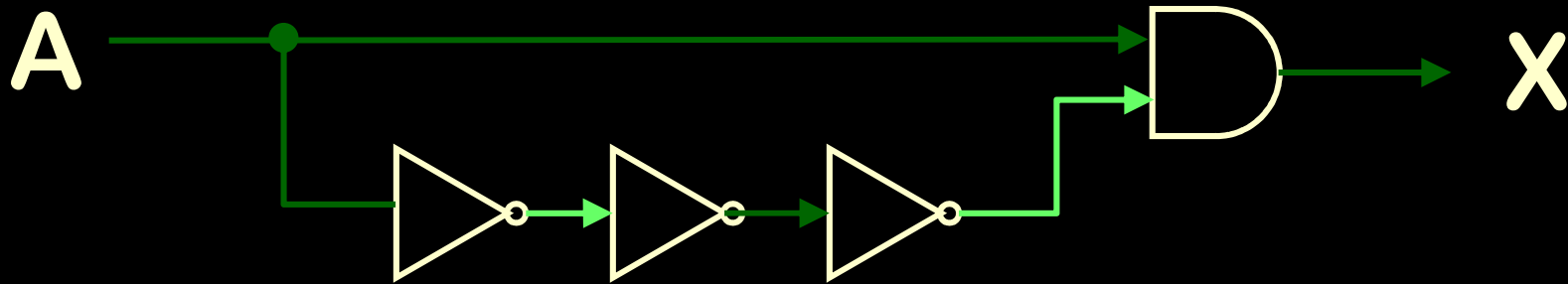
Toggle



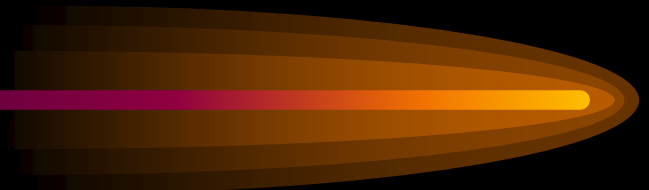
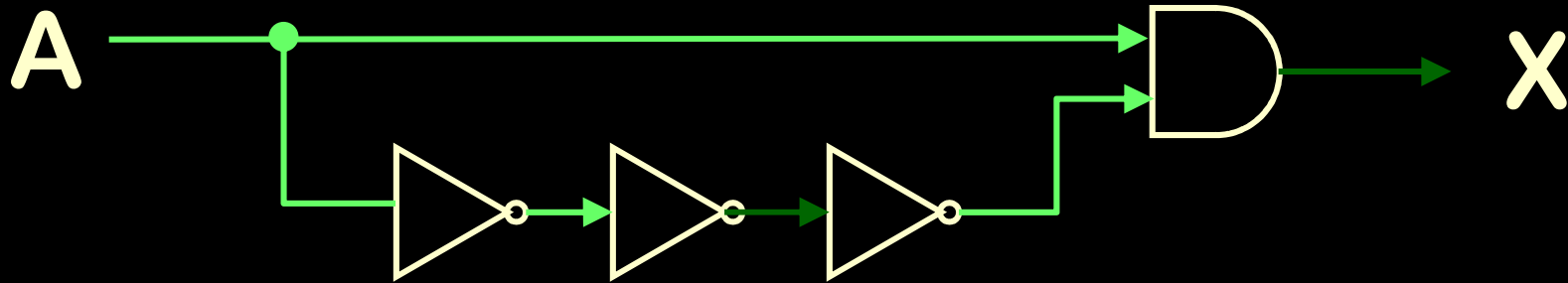
Toggle



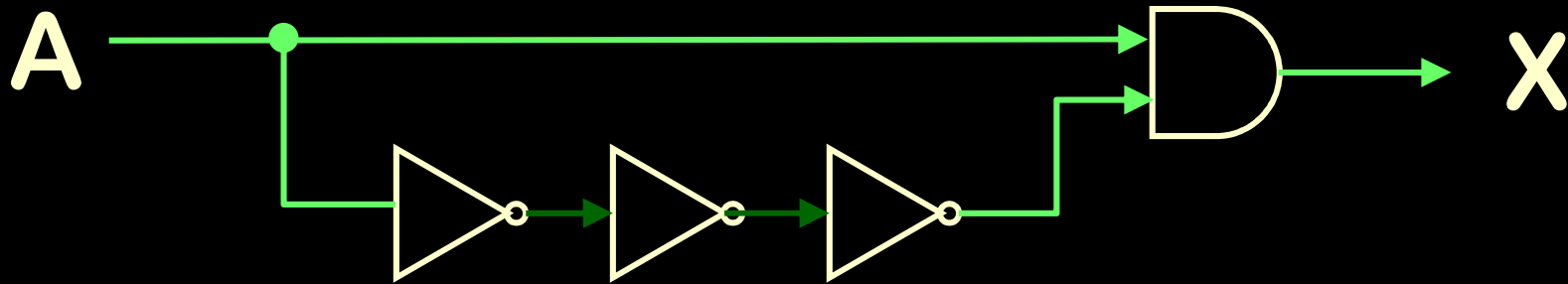
Toggle



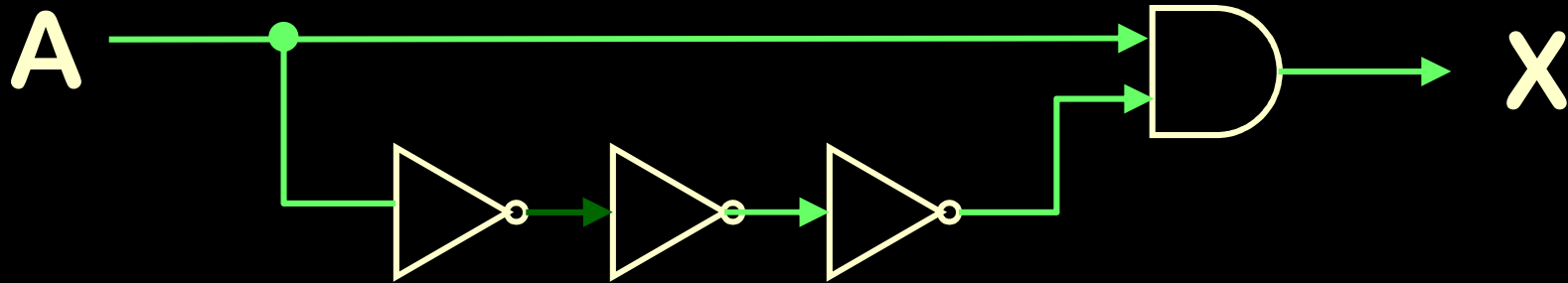
Toggle



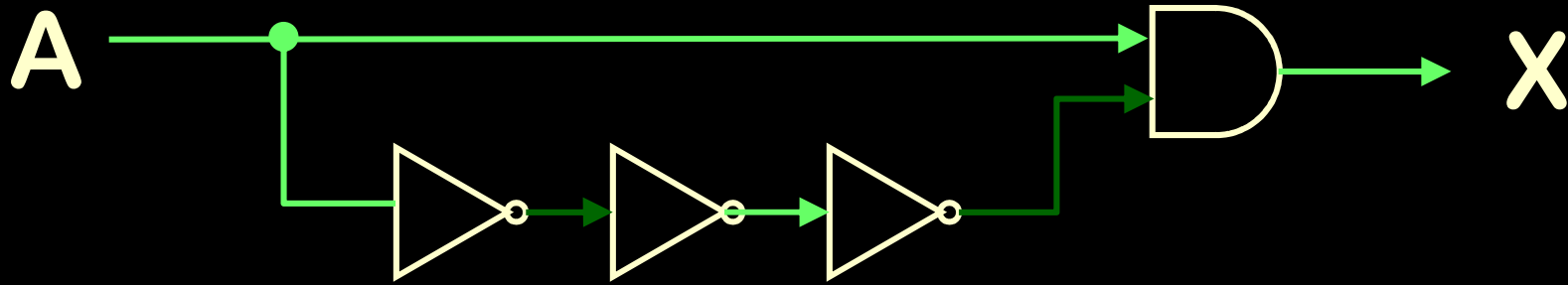
Toggle



Toggle



Toggle



Toggle

