# Welcome to ENEE244-010x Digital Logic Design 

Instructor: Dana Dachman-Soled
UTFs:

- Hannah Tsai (0101)
- Andrew Morin (0102)
- Steve Ge (0103)
- Bryan Zhao (0104)
- Frank Pogoda (0105)
- Anjana Shenoy (0106)


## Administrative Stuff

- How to reach me:
- Email: danadach@ece.umd.edu
- Office: AVW 3407
- Grading:
- Homework: 10\%, Small quizzes: 5\%,

2 midterms: 50\%, Final exam (cumulative): 35\%.

- For detailed information see syllabus. Feel free to contact me with any questions.
- **Fill out survey on Canvas


## What is this course about?

- Given a Boolean function $f:\{0,1\}^{n} \rightarrow\{0,1\}$, design a circuit computing $f$.
- Given only a truth table for $f$

| $x_{1}$ | $x_{2}$ | $x_{3}$ | $f\left(x_{1}, x_{2}, x_{3}\right)$ |
| :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 1 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 0 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 |  |

## What is this course about?

- Given a Boolean function $f:\{0,1\}^{n} \rightarrow\{0,1\}$, design a circuit computing $f$.
- Given only a truth table for $f$
- Study techniques for finding the minimal circuit computing $f$
- Understand the design of basic circuit components
- Adders, comparators, decoders, encoders, multiplexers


## What is this course about?

- Previous topics were all examples of combinational networks.
- Output depends only on the inputs at that instant.
- Sequential networks
- Output depends on the state of memory
- Flip-flops-basic logic element of sequential networks
- Synchronous sequential networks—behavior determined by a clock signal


## List of Topics

- Number systems
- Boolean algebra
- Combinational networks
- Design
- Analysis
- Synchronous sequential networks
- Design
- Analysis


## Introduction

## Digital vs. Analog

- Two general ways to represent information
- Digital: information is denoted by a finite sequence of digits. This form is discrete.
- Analog: a continuum is used to denote the information.
- Examples:
- Digital vs. analog watch (range of angular displacement)
- MP3 vs. casette tape (quantities of magnetism stored on surface of tape)


## Digital vs. Analog

| Digital | Analog |
| :--- | :--- |
| Any degree of precision is <br> possible by using more digits. | Measure to read information, <br> precision is the number of <br> digits obtained. Limitation on <br> precision. |
| Can copy without degradation. <br> e.g. digital recording. | Copying causes degradation. <br> e.g. analog tape. |
| Groups of numbers can be <br> compressed by finding <br> patterns. Easy to manipulate. | Harder to compress and <br> manipulate. |

## Digital Computers

- The electrical values (i.e. voltages) of signals in a circuit are treated as integers (0 and 1)
- Alternative is analog, where electrical values are treated as real numbers.
- Usually assume only use two voltages: high and low (square wave).
- Signal at high voltage: "1", "true", "set", "asserted"
- Signal at low voltage: "0", "false", "unset", "deasserted"
- This will be our level of abstraction for most of the topics covered in this class.


## Representing Data Digitally

## Positional Number Systems

- The decimal number system:

$$
-932.86=9 \times 10^{2}+3 \times 10^{1}+2 \times 10^{0}+8 \times 10^{-1}+6 \times
$$

- In general, can consider base $r$ representation

$$
\begin{aligned}
& -N=d_{n-1} d_{n-2} \cdots d_{1} d_{0} \cdot d_{-1} \cdots d_{-m} \\
& \quad=d_{n-1} \times r^{n-1}+d_{n-1} \times r^{n-2}+\cdots+d_{0} \times r^{0}+d_{-1} \times \\
& r^{-1}+\cdots+d_{-m} \times r^{-m}
\end{aligned}
$$

- We will be mainly concerned with the binary number system.
- Two digit symbols: 0,1
- A digit is referred to as a bit


## Positional Number Systems

- Binary, Decimal, Hexadecimal
- Hexadecimal:
- Base 16 ( $r=16$ )
- Digit symbols: 0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F


## Basic Arithmetic OperationsExamples

- Addition:

$$
101100011+100110010
$$

- Subtraction:

$$
101100011 \text { - } 100110010
$$

- Multiplication:

$$
1011 \times 1001
$$

- Division:
100100/1100


## Switching Bases

## Algorithmic techniques

- There are many ways to convert bases, e.g., can eyeball it.
- Outline two algorithmic approaches to converting bases.
- Can both be straightfowardly implemented on a computer.


## Polynomial method of number conversion

- Convert from base $r_{1}$ to base $r_{2}$
- Express number as polynomial in base $r_{1}$

$$
-N=d_{2} \times r_{1}^{2}+d_{1} \times r_{1}^{1}+d_{0} \times r_{1}^{0}
$$

- Switch each digit symbol $d_{i}$ to its base $r_{2}$ representation and each base symbol $r_{1}$ to its base $r_{2}$ representation.
- Evaluate the polynomial in base $r_{2}$.


## Polynomial Method of Number Conversion

- Example: convert from hexadecimal to decimal
- Hexadecimal number: A78E

$$
\begin{aligned}
- & A 78 E=A \times\left(10_{(16)}\right)^{3}+7 \times\left(10_{(16)}\right)^{2}+8 \times \\
& \left(10_{(16)}\right)^{1}+E \times\left(10_{(16)}\right)^{0} \\
- & A 78 E=(10) \times(16)^{3}+(7) \times(16)^{2}+(8) \times \\
& (16)^{1}+(14) \times(16)^{0} \\
- & A 78 E=42894
\end{aligned}
$$

