

**Digital Logic Design
Introduction**

EECE 256
Dr. Sidney Fels
Steven Oldridge

Introduction

- Introduction to Digital Design
 - or, how I learned to love 0 and 1
- Follow text somewhat closely but augment
- Use the LIP structure
 - 2 weeks on, 1 week off
- Office hours:
 - Tues and Thurs, 2:30-2:30pm
- Two instructors available
 - Sid Fels and Steve Oldridge
 - plus TAs

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Introduction

- Assignments handed out online
 - are expected to be completed
 - solutions provided shortly after assignment given out
 - not marked
- Quizzes during selected Friday tutorials and will be graded
- Grades:
 - Quizzes: 15%
 - Midterm: 25%
 - Final: 60%

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Overview of Topics

1. History of Digital Computing
 - why digital design is important
2. Digital Systems and Binary Numbers
 - how to represent and work with numbers
3. Boolean Algebra and Logic Gates
 - the basics functions with bits
4. Gate-level Minimization
 - how to make it simpler
5. Combinational Logic
 - let's make it more complex to do more

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Overview of Topics

5. Synchronous Sequential Logic Design
 - adding a memory element so the system has state
6. Registers and Counters
 - useful state machines
7. Memory and Programmable Logic
 - larger scale state representations
8. Design using Different Digital Components
 - bringing it all together
9. Some HDL approaches to Digital Design
 - we'll use some HDL throughout term so you have an introduction to it
 - you have Verilog simulator with your text too

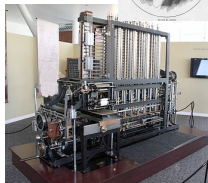
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Digital Systems and Binary Numbers

- First computing device, called Difference Engine by Charles Babbage (1822)
 - Mechanical with crank power
 - Used base 10 as its number system
 - Calculate mathematical tables



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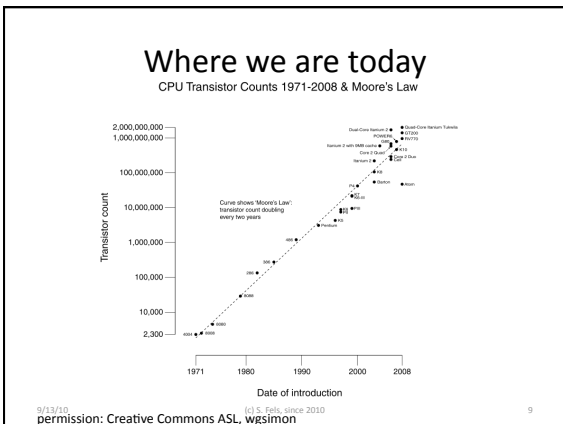
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Meanwhile, some theory developments...

- George Boole (1854)
 - demonstrates that logic is math
 - creates notion of Boolean Algebra
 - mathematics of binary numbers
- Claude Shannon (1937)
 - showed two-valued Boolean Algebra
 - called switching algebra
 - opened the door for digital design
- the foundations of our current computers
- and, the starting point of our course

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Where this course fits:

1. Problem statement
 - specifications, design requirements
2. Behaviour description
 - algorithms
 - flowcharts
 - state transition diagrams
3. Boolean logic and state
 - logic equations
 - digital circuit schematics
4. Hardware Implementation
 - TTL gates (AND, OR, NOT, XOR...)
 - Modules (counters, shift registers, ...)
 - Programmable logic

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First half

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Second half

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Where this course fits:

1. Problem statement
 - specifications, design requirements
2. Behaviour description
 - algorithms
 - flowcharts
 - state transition diagrams
3. Boolean logic and state -> HDL description
 - logic equations -> code
 - digital circuit schematics -> code
4. Hardware Implementation
 - TTL gates (AND, OR, NOT, XOR...)
 - Modules (counters, shift registers, ...)
 - Programmable logic
 - ASIC

} HDL helps here;
- programming language
* i.e., verilog, VHDL
- helps reduce error
- helps with complexity

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Let's begin...

- Questions

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