

ECE 2020 Lecture 1: Digital logic signals

Instructor: Samuel Talkington

August 22, 2024

Logistics

- Office hours starting next week TR/F 11:30am-1:00pm, Van Leer C248
- **Course survey:** fill out to let me know your feedback on...
 - Lecture style preferences
 - Content delivery
 - Homework flexibility preferences
- First homework assignment posted (just to get a taste).
 - (1) Want you to have a peaceful labor day
 - (2) Want your feedback early, so I can make this course more fun and helpful.
 - (3) If the workload is too high, **please communicate this**, don't suffer in silence.

Agenda

- Manipulating digital signals with Boolean logic
- Rules for Boolean operations
- Converting digital signals to different forms:
 - Truth tables
 - Boolean algebraic form
 - Gate-level schematics
 - Switching logic
- Understanding switching operations



A few words

My goals this semester:

- I want to **learn from you**.
- I want to give you some interest in Electrical Engineering.
- I want everyone to succeed.
- I want everyone to feel welcome and comfortable.

How to succeed

Here's how to succeed in this course:

- This is an introductory course. **There is no assumed knowledge in this course.**
If you don't understand something, **stop me.**
- Come to office hours so that we can learn from each other (**starts next week!**).
- Use Piazza freely. There are no stupid questions.

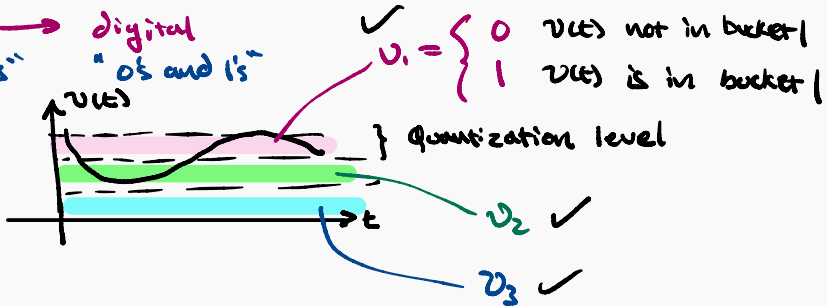
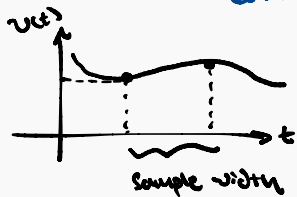
Recap

A digital signal, or **binary**, **logic**, or **Boolean** signal X is a variable that can take the values **one** or **zero** depending on whether some other thing is **true** or **false**, i.e.:

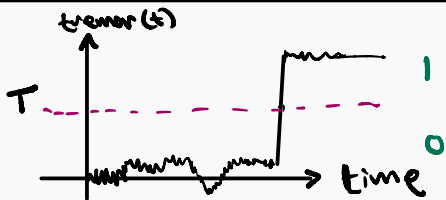
$$X = \begin{cases} 1 & \text{if some thing is true} \\ 0 & \text{if some thing is false.} \end{cases} \quad (1)$$

Digital signal

Transforming analog \rightarrow digital
"Continuous" "0's and 1's"



Earthquake Detection



$$z = \begin{cases} 1 & \text{if } \text{trunc} > T \\ 0 & \text{otherwise} \end{cases}$$

Logic gates = Building blocks

What are logic gates?

Logic gates are **the basic building blocks of digital circuits**. They allow you to encode **human decision-making** in an electrical circuit.

Logic gates let us **avoid thinking about electricity**, and instead focus on the **problem we want to solve**.

NOT

X	$Z = \bar{X}$
0	1
1	0



Table 1: NOT gates: “swap please!”

Logic gates

AND

Input Output

X	Y	$Z = X \cdot Y$
0	0	0
0	1	0
1	0	0
1	1	1

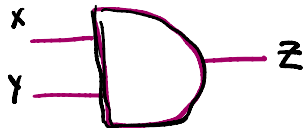


Table 2: AND gates: “gotta have it all!”

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

$$N_{\text{inputs}} = 2^{N_{\text{signals}}}$$

OR

X	Y	$Z = X + Y$
0	0	0
0	1	1
1	0	1
1	1	1

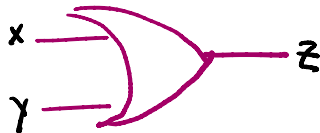


Table 3: OR gates: “either is fine!”

XOR

X	Y	$Z = X \oplus Y$
0	0	0
0	1	1
1	0	1
1	1	0



Table 4: XOR: “one or the other, please!”

Boolean algebra

What is Boolean Algebra?

Boolean algebra is a set of **mathematical rules** for manipulating digital signals.

It is useful for:

- (1) Simplifying gate-level logic circuits
- (2) Understanding how a system behaves
- (3) Creating new inputs or outputs to other systems

Order of operations

The **order of operations** for Boolean Algebra is *almost* the same as normal algebra:

- (1) Parentheses
- (2) NOT
- (3) AND
- (4) OR

Boolean identities

The Boolean identities are a series of laws that describe how to manipulate digital signals. We will go through them now.

1.) Identity $\underbrace{X + 0 = X}_{\text{"Identity"}}, \underbrace{X \cdot 1 = X}_{\text{"Identity"}}$

2.) $X + X = X, \quad X \cdot X = X$ "Idempotence"

3.) Complement

$$X + \bar{X} = 1 \quad X \cdot \bar{X} = 0$$

4.) Involution "nots cancel" $\overline{\bar{X}} = X$

5.) Commutative: $X + Y = Y + X, \quad XY = YX$

6.) Associative: $X + (Y + Z) = (X + Y) + Z$
 $X(YZ) = (XY)Z$

7.) Distributive: $X(Y + Z) = XY + XZ$

8.) Absorption: $X + XY = X, \quad X(X + Y) = X$

9.) Simplification: $X + \bar{X}Y = X + Y$

10.) De Morgan's Theorem:

$$\overline{X + Y} = \bar{X} \cdot \bar{Y}$$

$$\Leftrightarrow \overline{X \cdot Y} = \bar{X} + \bar{Y}$$

Examples

Example 1

Let's consider a friendly logic function:

$$F(A, B, C) = C + \overbrace{(\underbrace{\overline{C}B}_{=0} + \underbrace{B\overline{A}}_0)}^{=0} = 1$$

What is the value of

$$F(\overset{A}{1}, \overset{B}{0}, \overset{C}{1}) = \dots?$$

Draw the logic gate circuit.

$$F(A, B, C) = C + (\overline{C}B + B\overline{A})$$

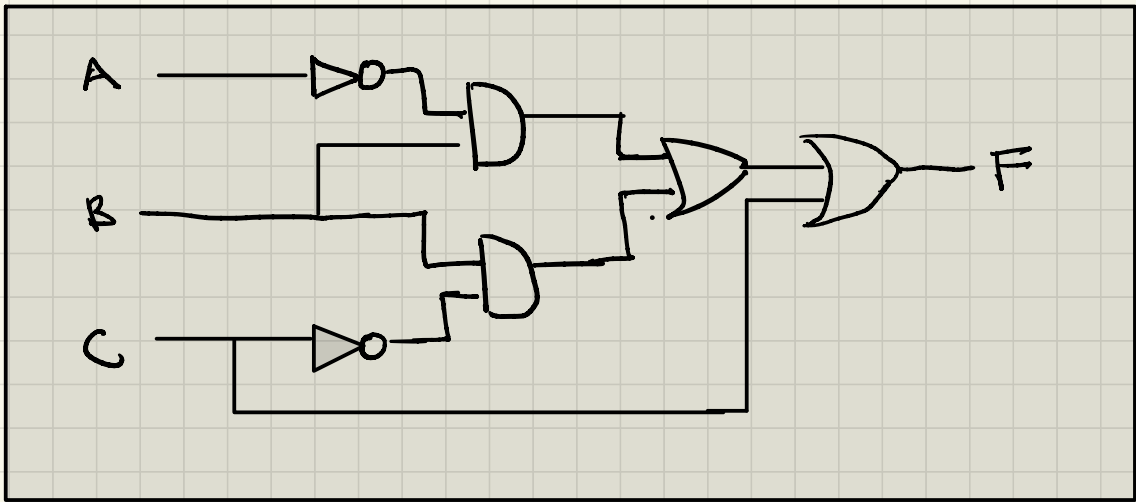
$$F(1, 0, 1) = 1 + (\underbrace{1 \cdot 0}_{=0} + \underbrace{0 \cdot 1}_{=0})$$

$$= 1.$$

\therefore

$$F(1, 0, 1) = 1$$

Gate-Level Schematic



Example 2

Let's consider a slightly less friendly logic function:

$$F(A, B, C, D) = A \cdot \overline{(B + \overline{C} \cdot D)} + \overline{A} \cdot \overline{(\overline{B} + C)}.$$

What is the value of

$$F(1, 0, 0, 1) = \dots?$$

Draw the logic gate circuit.

Examples

Example 2

Let's consider a slightly less friendly logic function:

$$F(A, B, C, D) = A \cdot \overline{(B + \overline{C} \cdot D)} + \overline{A} \cdot \overline{(B + C)}.$$

Handwritten annotations: A green bracket under A with a green '1' below it. A green bracket under $\overline{C} \cdot D$ with a green '0+1=1' below it. A red bracket under $\overline{A} \cdot \overline{(B + C)}$ with a red '=0' below it. A green '0' is written above the \overline{A} term.

What is the value of

$$F(1, 0, 0, 1) = \underline{0}?$$

Handwritten annotations: A green bracket under the inputs 0, 0, 1 with a green '0' above it. A green '0' is written above the first 0. A red underline is under the result 0.

Draw the logic gate circuit.

$$0 \cdot x = 0!$$

$$F(A,B,C,D) = A \cdot (B + \overline{C} \cdot D) + \overline{A} \cdot (\overline{B} + C)$$

Q: What is $F(1,0,0,1) = ?$

$$F(1,0,0,1) = 1 \cdot (0 + \underbrace{\overline{0}}_{=1} \cdot 1) + \underbrace{\overline{1}}_{=0} \cdot (\underbrace{\overline{0}}_{=0} + 0)$$

$$= 1 \cdot \overline{1} + 0$$

$$= 0$$

\therefore

$$F(1,0,0,1) = 0$$

Gate-Level Schematic

