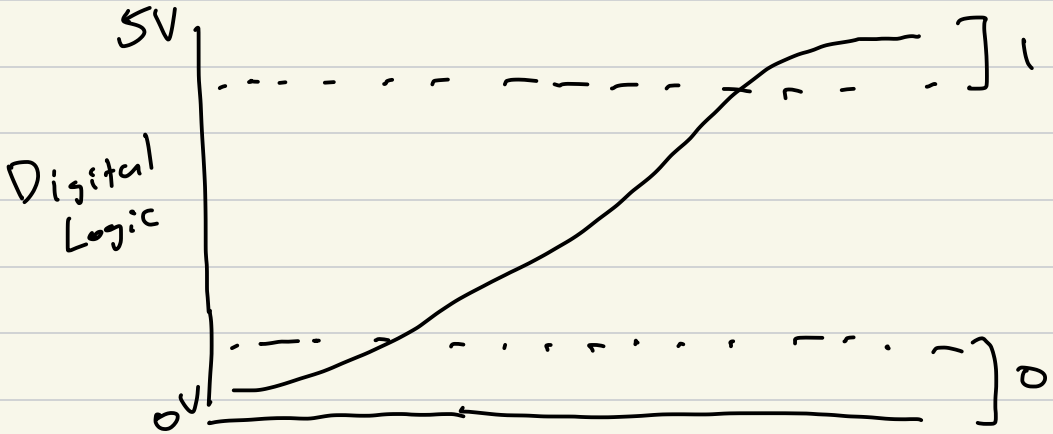


# CS 315-01 Lab Intro to Digital Design

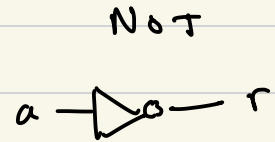
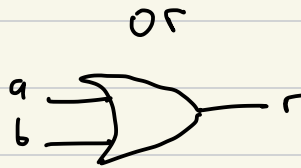
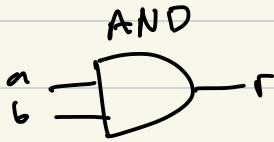
## Digital Design

Analog  $\rightarrow$  Digital



wires

devices  $\rightarrow$  gate



C code  $r = a \& b$

$r = a | b$

$r = \sim a$

Boolean Algebra  $r = a \cdot b$

$r = a + b$

$r = \bar{a}$

Logic  $r = a \wedge b$

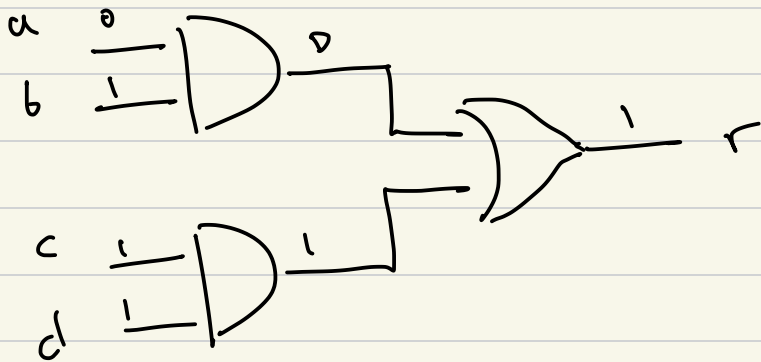
$r = a \vee b$

$r = \neg a$

a	b	r
0	0	0
0	1	0
1	0	0
1	1	1

a	b	r
0	0	0
0	1	1
1	0	1
1	1	1

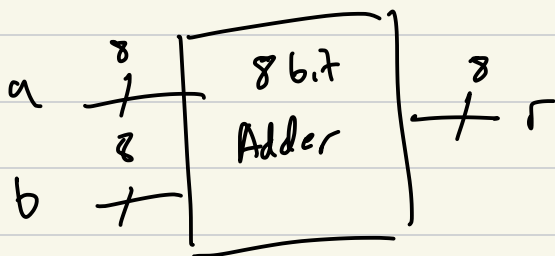
a	r
0	1
1	0



$$r = (a \cdot b) + (c \cdot d)$$

Abstraction

Goal



# Sum-of-products

sum of two 1-bit numbers

a	b	sum
0	0	0
0	1	1
1	0	1
1	1	0

$$\text{XOR sum} = a \oplus b$$

$$\text{sum} = (\bar{a} \cdot b) + (a \cdot \bar{b})$$

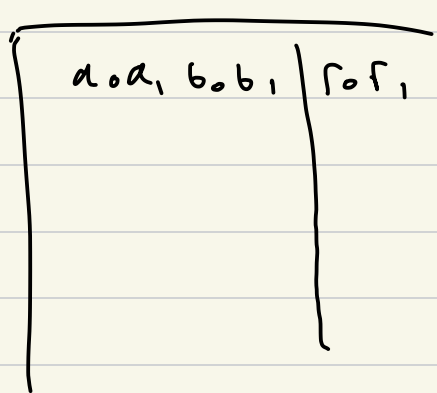
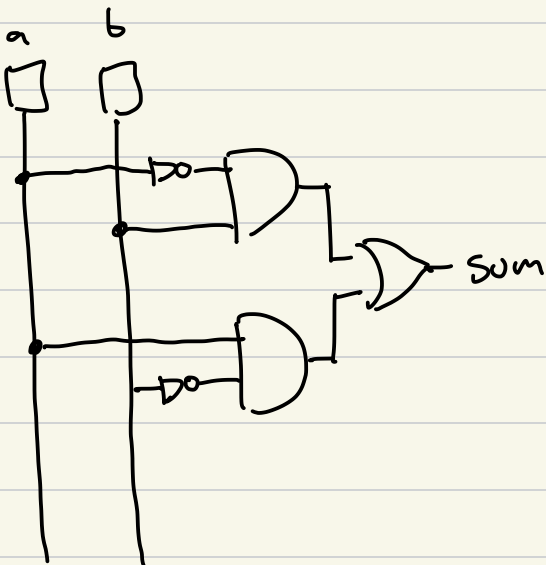
$\uparrow$  product term       $\uparrow$  sum

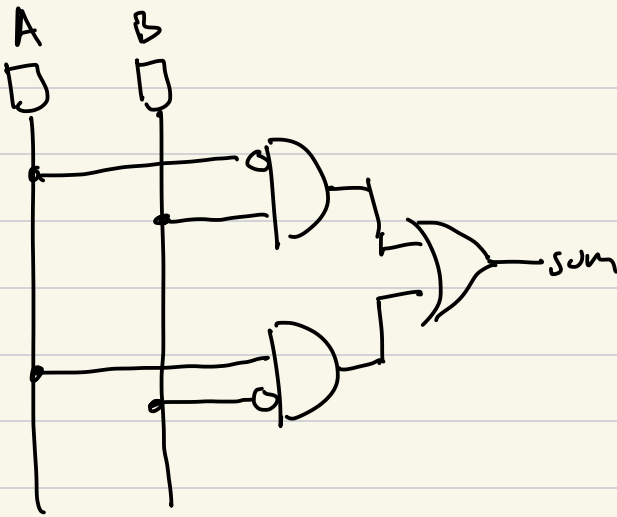
$$a=0 \quad b=1$$

$$\begin{aligned} \text{sum} &= (\bar{0} \cdot 1) + (0 \cdot \bar{1}) \\ &= (1 \cdot 1) + (0) \\ &= \boxed{1} \end{aligned}$$

$$\text{sum} = 0;$$

$$\text{sum} = (\bar{a} \cdot b) + (a \cdot \bar{b})$$



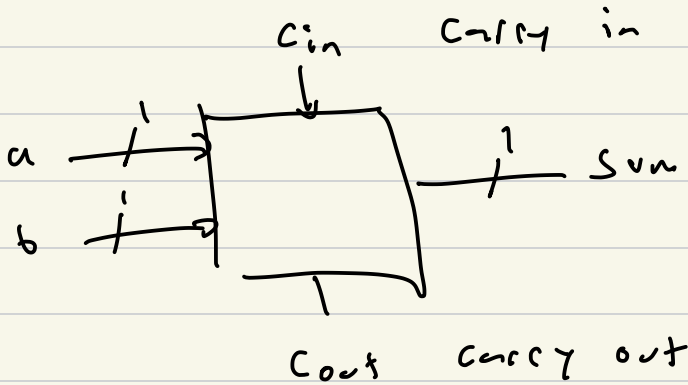


$a_1, a_0$	$b_1, b_0$	$f_1, f_0$
0 0	0 1	0 1
1 1	1 0	1 1

sum-of-products

- 1) build truth table
- 2) Identify row with output 1
- 3) Construct product terms for each row
  - a) don't invert if input is 1
  - b) invert if input is 0
- 4) sum (+) all product terms

# 1 bit full adder



$a$	$b$	$c_{in}$	$sum$	$c_{out}$
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

$$sum = (\bar{a} \cdot \bar{b} \cdot c_{in}) +$$