C5 315-02 Lab Intr. to Digital Design
Digital Design
Analog $\rightarrow$ Digital

wires
devices $\rightarrow$ gates

$c_{0}^{c} d e r=a \& b$
bodice $r=a \cdot b$
algebra


Not $a-$ DoL

$$
r=a \mid 6
$$

$$
r=\sim a
$$

$$
r=a+b
$$

$$
r=\bar{a}
$$

Logic $r=a \wedge b$
$r=a \vee b$
$r=7 a$

| $a$ | $b$ | $r$ |
| :--- | :--- | :--- |
| 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
som of tu. 1-bit numbers


$$
\begin{aligned}
& a=0=1 \\
& \begin{aligned}
\text { sum } & =(\overline{0} \cdot 1)+(0.7) \\
& =(1 \cdot 1)+(0) \\
& =(1 \cdot 1) \\
& =1
\end{aligned}
\end{aligned}
$$

product term

$$
\text { sum }=0
$$




Sum-of-products

1) build truth table
2) Identify rows with output 1
3) Construct product (.) terms for cachrow
a) don't invert if input is 1
b) invert if input is 0
4) sum $(t)$ all product terms

1 bit full adder



