

UF's EEL3701:
Digital Logic &
Computer
Systems by
Eric Schwartz

EEL3701: Digital Logic & Computer Systems

Menu

- Three classes of digital machines
- Stages of digital design
- Logic Design
- Circuit Design

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1

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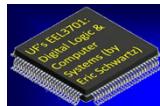
Classes of Digital Machines

- Three Classes of Digital Machines
 - >Combinational Circuits / Logic Circuits
 - >Sequential Logic
 - Algorithmic State Machines (ASM)
 - >Microcomputers/Microprocessors
 - Von-Neumann/Atanasoff Digital Computer Model

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2

•2



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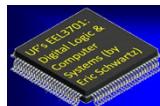
Combinatorial and Sequential Logic

- Combinational Logic
 - > Machines that have zero memory
 - > Boolean Algebra & K-Maps
 - > Design of “glue” parts in larger digital applications
- Sequential Logic
 - > Finite Memory circuits
 - > Feedback & the concept of the **state** of a machine

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3

•3



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Algorithmic State Machines

- Algorithmic State Machines (ASM or FSM)
 - > A **modern** approach to sequential logic design
 - > Has a **programming flavor**, while allowing increased design complexity
- Microcomputers/Microprocessors
 - > Partially infinite memory
 - > General-purpose digital machines
 - > Architecture of a microprocessor
 - > Examples:
 - Raspberry Pi *Pico* (EEL3923)
 - STMicroelectronic *STM32L496xx* (EEL4924)
 - Microchip/Atmel *ATXMEGA128A1U* (EEL4744)
 - Historic: *68HC11/12, 8051, TMS320F28335* (TI DSC)
 - **G-CPU**

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4

•4

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Model of Combinational Digital Machines

$X = [x_1, x_2, \dots, x_n]^T$

$Y = [y_1, y_2, \dots, y_m]^T$

$Y = F(X) = [f_1(X), f_2(X), \dots, f_m(X)]^T$

Each output y_i can be computed if the inputs x_j are known.

$y_i(t) = f_m(X(t))$ {We often omit the (t) notation.}

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5

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Model of Sequential Digital Machines

X

Y

Q

Q^+

$Comb. Logic Network$

$Memory$

Each Q is called a **state** ≡ a summary of the past or historical behavior.

$Y = F(Q, X)$ There are m equations or m scalar functions.

$Q^+ = G(Q, X)$ There are k equations or k scalar functions.

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6

•6

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EEL3701: Digital Logic & Computer Systems Algorithmic State Machine (ASM) Design

Example: Add 1 to the number I am thinking of?

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7

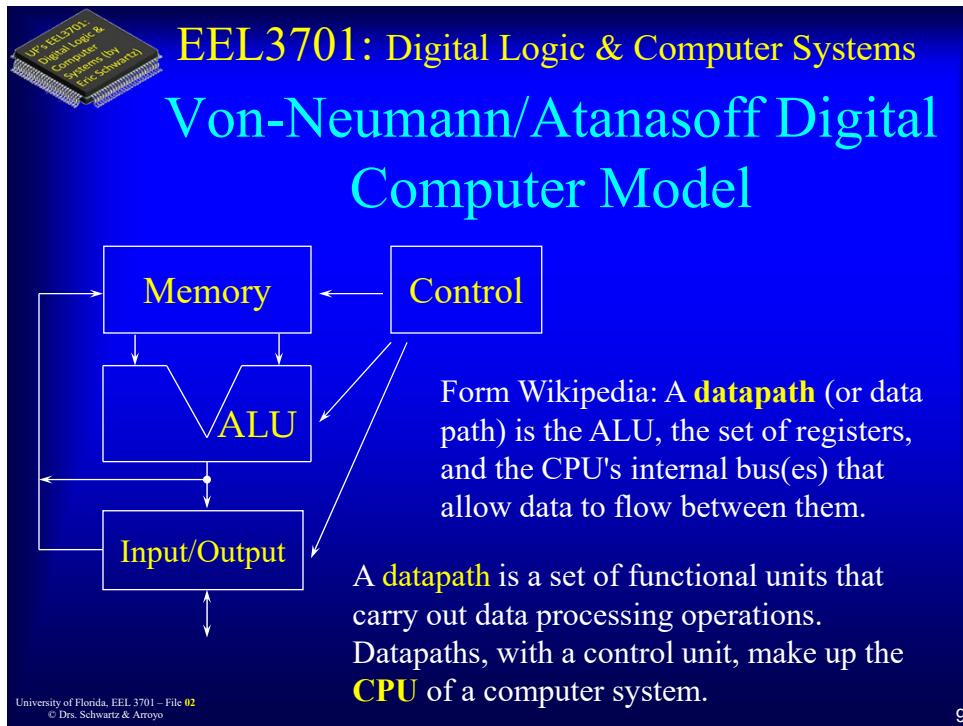
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EEL3701: Digital Logic & Computer Systems Algorithmic State Machine (ASM) Design

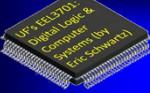
- The “modern model” for designing state machines
 - > It is about $0x37$ (55_{10}) years old (created in mid-1970's)
- Has a programming flavor
- ASM does not introduce a new class of machines

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8



•10



EEL3701: Digital Logic & Computer Systems Stages in the Design of Digital Systems

- Example: Designing a digital computer involves specifying the number of bits per word, size of memory, buses, etc.

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11

•11



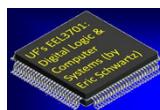
EEL3701: Digital Logic & Computer Systems Logic Design

- **Logic Design:** How to interconnect the basic logic building blocks to perform specific functions
- Example: In building an arithmetic logic unit (ALU), you need to specify the logic gates and flip-flops that will give the unit the capability to manipulate n-bit binary numbers

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12

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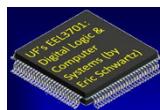
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Circuit Design

- **Circuit Design:** How to interconnect specific components, e.g., ICs, resistors, switches, LEDs, etc.
- *The lectures of this course deal primarily with logic design.*
- *The laboratory deals with logic circuit design, circuit constructions and debugging, and implementation.*

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13



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The End!

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14

•13