


EEL3701: Digital Logic & Computer Systems

Menu

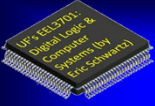
- Three classes of digital machines
- Stages of digital design
- Logic Design
- Circuit Design



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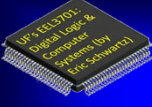
Classes of Digital Machines

- 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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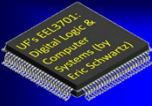
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Combinatorial and Sequential Logic

- 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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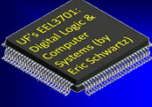
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Algorithmic State Machines

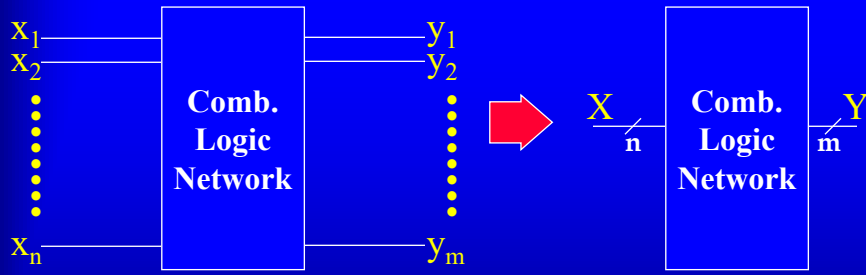
- Algorithmic State Machines (ASM or FSM)
 - > A *modern* approach to sequential logic design
 - > Has a *programming flavor*, while allowing increased design complexity
- Microcomputers/Microprocessors
 - > Partially infinite memory
 - > General-purpose digital machines
 - > Architecture of a microprocessor
 - > 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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Model of **Combinational** Digital Machines



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

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

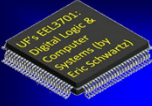
$$Y = F(X) = [f_1(X), f_2(X), \dots, f_m(X)]^T$$

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

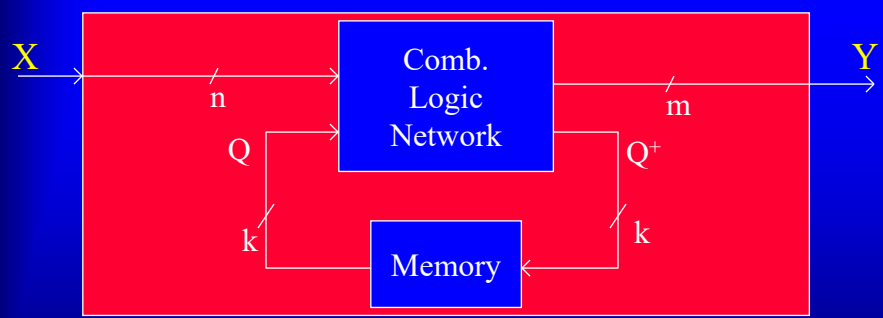
$$y_i(t) = f_m(X(t)) \quad \{\text{We often omit the } (t) \text{ notation.}\}$$

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Model of **Sequential** Digital Machines



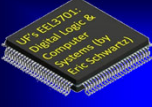
Each Q is called a **state** \equiv a summary of the past or historical behavior.

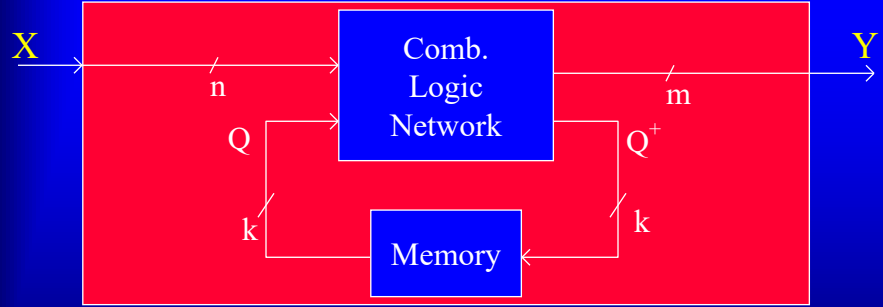
$$Y = F(Q, X) \quad \text{There are } m \text{ equations or } m \text{ scalar functions.}$$

$$Q^+ = G(Q, X) \quad \text{There are } k \text{ equations or } k \text{ scalar functions.}$$

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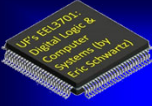
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Algorithmic State Machine (ASM) Design



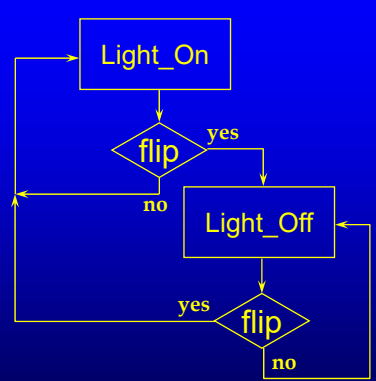
Example: Add 1 to the number I am thinking of?

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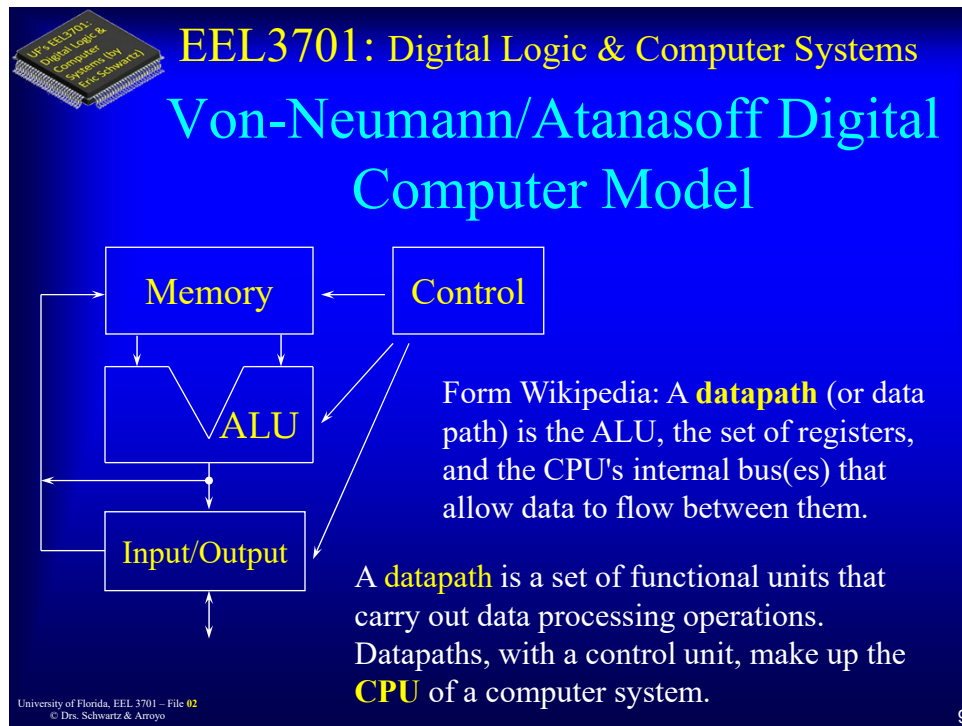
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Algorithmic State Machine (ASM) Design

- The “modern model” for designing state machines
 - > It is about 0x37 (55₁₀) years old (created in mid-1970's)
- Has a programming flavor
- ASM does not introduce a new class of machines



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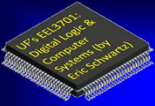
Stages in the Design of Digital Systems

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

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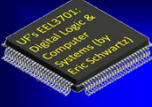
Logic Design

- **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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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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The End!

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