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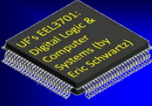
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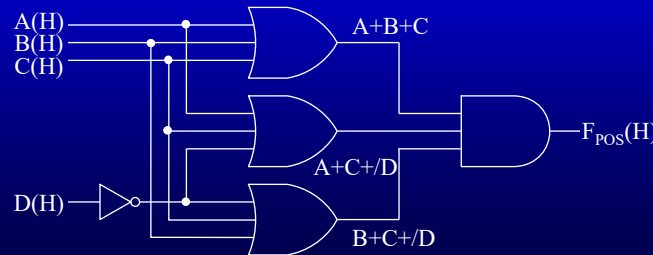
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Digital Design Techniques

[Example] Synthesize the following function.

A	B	C	D	F
0	0	0	0	0
0	0	0	1	0
0	0	1	0	1
0	0	1	1	1
0	1	0	0	1
0	1	0	1	0
0	1	1	0	1
0	1	1	1	1
1	0	0	0	1
1	0	0	1	0
1	0	1	0	1
1	0	1	1	1
1	1	0	0	1
1	1	0	1	1
1	1	1	0	1
1	1	1	1	1

$$F_{\text{POS}} = (A+B+C) \cdot (A+C+\overline{D}) \cdot (B+C+\overline{D})$$



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1. Realization using K-Maps

You can obtain 2-level logic using K-Maps.

CD

AB	00	01	11	10
00	0	0	1	1
01	1	0	1	1
11	1	1	1	1
10	1	0	1	1

$\therefore F_{\text{K-Map-MSOP}} = AB + A/D + B/D + C$

$\therefore F_{\text{K-Map-MPOS}} = (A+B+C)(A+C+D)(B+C+D)$

See circuit of the previous page

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2. Realization using MUXes

From the K-Map or Truth table (or equation):

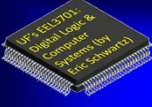
- when $CD = 00$, $F = A + B$
- when $CD = 01$, $F = A \cdot B$
- when $CD = 10$, $F = 1$
- when $CD = 11$, $F = 1$

A	B	C	D	F
0	0	0	0	0
0	0	0	1	0
0	0	1	0	1
0	0	1	1	1
0	1	0	0	1
0	1	0	1	0
0	1	1	0	1
0	1	1	1	1
1	0	0	0	1
1	0	0	1	0
1	0	1	0	1
1	0	1	1	1
1	1	0	0	1
1	1	0	1	1
1	1	1	0	1
1	1	1	1	1

$F = AB + AD' + BD' + C$

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Realization with PLDs or CPLDs:

3. PLA's or PAL's (or CPLDs)

Realization using PLA

$$F_{\text{MIN}} = AB + A/D + B/D + C$$

Realization using PAL

$$F_{\text{MIN}} = AB + A/D + B/D + C$$

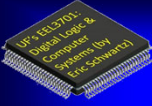
(Or see Lam Fig 6.14)

See Figures on next 2 pages

(Or see Lam Fig 6.16)

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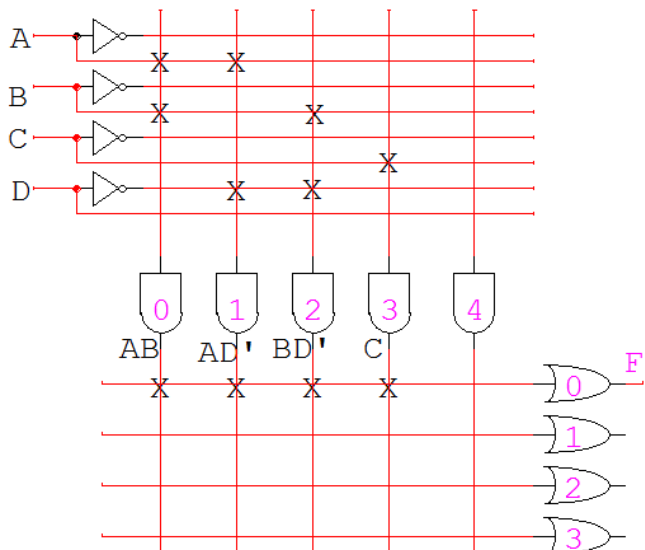
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3 a) PLA Realization

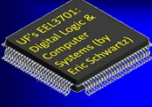
PLA Realization

$$F = AB + A/D + B/D + C$$



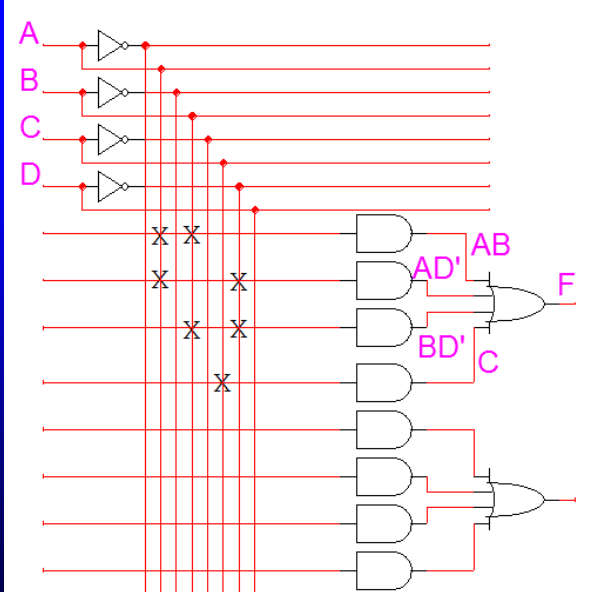
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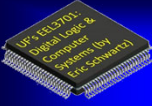
3 b) PAL Realization

PAL Realization

$$F = AB + A/D + B/D + C$$


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4. Realization using ROM or EPROM or EEPROM (or RAM)

Design using 2716, a 2K x 8 EPROM

- Constraints (to make it realistic): Suppose we are already using 75% of the EPROM, that is, from addresses $0_{10} \sim 1535_{10}$ (1K+512 bytes)

$$000\ 0000\ 0000 \quad 0_{10} = 000_{16}$$

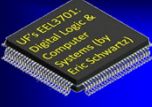
$$101\ 1111\ 1111 \quad 1535_{10} = 5FF_{16} = \$5FF$$

$$\therefore \$600 - \$7FF \text{ (upper 512 bytes) are not used.}$$
- We just need to find a 16 byte contiguous block to accommodate F, such that the address lines become ABCD in the Truth Table.

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4. Realization using ROM or EPROM or EEPROM (or RAM)

□ Conceptually, a 2716 (2K x 8) 8 data lines

$$2048 = 2^{11} = 8 \times 256 = 2^3 \times 2^8$$

(1) Since F is Boolean we only need 1 data line. (Dealer's Choice!)

(2) We need a contiguous 16-byte block, and we have the upper 512 bytes available, that is, block addresses, 110 and 111.

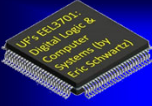
256	0	Address of 1 st byte of 0 th 256-byte block is 000 0000 0000. Address of last byte of 0 th 256-byte block is 000 1111 1111. Address of 1 st byte of 1 st 256-byte block is 001 0000 0000. Address of last byte of 1 st 256-byte block is 001 1111 1111.
256	256	
...	512	
256	2K	

Do you see the pattern?

1st 3 bits are: 000 0th block
001 1st block
...
111 last block.

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4. Realization using ROM or EPROM or EEPROM (or RAM)

□ Further since $16 \times 32 = 256 \times 2 = 512$ we have our choice of 32 places we can use.

Example:

Let's use \$600~\$60F

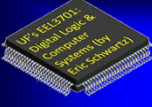
Let's use D₀.

Ans: Store D₀ as shown in ROM addresses 600₁₆~60F₁₆

							A	B	C	D		F
A ₁₀	A ₉	A ₈	A ₇	A ₆	A ₅	A ₄	A ₃	A ₂	A ₁	A ₀	D ₇₋₁	D ₀
1	1	0	0	0	0	0	0	0	0	0	X's	0
1	1	0					0	0	0	1		0
1	1	0					0	0	1	0		1
1	1	0					0	0	1	1		1
1	1	0					0	1	0	0		1
1	1	0					0	1	0	1		0
1	1	0					0	1	1	0		1
1	1	0					0	1	1	1		1
1	1	0					1	0	0	0		1
1	1	0					1	0	0	1		0
↓	↓	↓				
1	1	0					1	1	1	0		1
1	1	0	0	0	0	0	1	1	1	1	X's	1

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5. Realization using VHDL

```

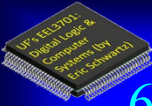
library ieee;
use ieee.std_logic_1164.all;
entity REALIZE_VHDL is port(
    A,B,C,D: in std_logic;
    Y:      out std_logic);
end REALIZE_VHDL;

architecture behavior of REALIZE_VHDL is
begin
    --  $Y = AB + A/D + B/D + C$ 
    Y <= (A and B) or (A and not D) or
        (B and not D) or C;
end behavior;

```

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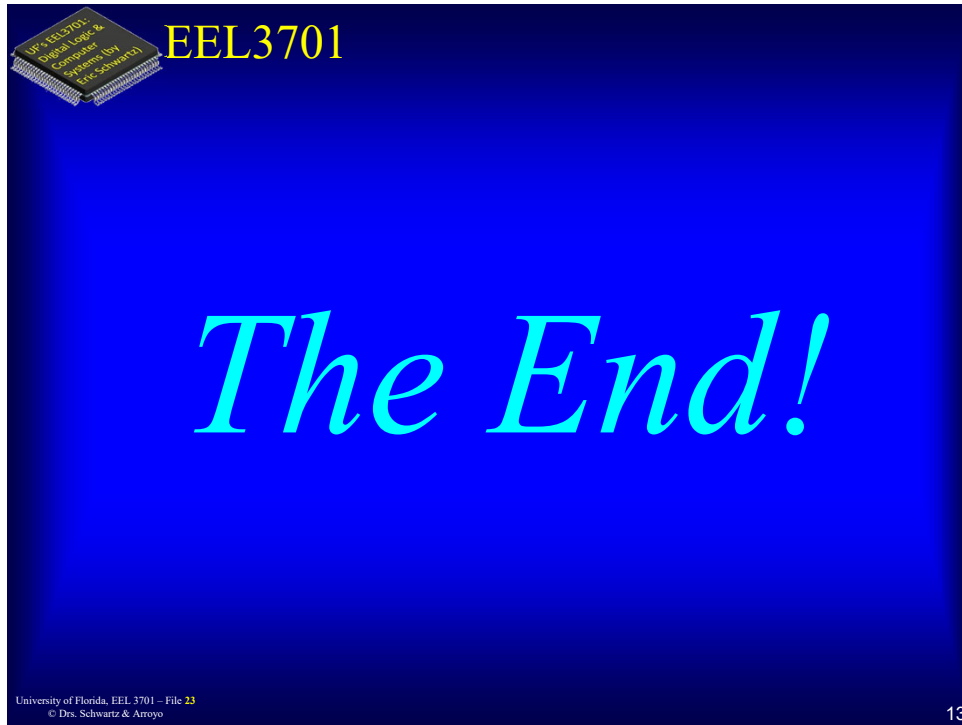
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6. Realization using Microprocessor/ Microcontroller

- This is what we will be discussing during the rest of the semester!

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