


EEL3701: Digital Logic & Computer Systems
Menu

- Introduction to Logic Design
- Informal Intro to Boolean Algebra
 - > Propositions
 - > Operators
 - > Truth Tables



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Introduction to Logic Design

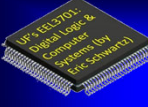
- Let's logically analyze a simple paragraph:

When I forget my umbrella and it rains, I get wet. I also get wet when I stick my foot in the bathtub when it has already been filled.

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Logically Analyzing a Paragraph

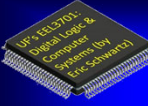
When I forget my umbrella and it rains, I get wet. I also get wet when I stick my foot in the bathtub when it has already been filled.

OUTPUT:

- The “output” of this paragraph is **“getting wet”**
- I get wet under either of two specified conditions
 - > It rains and I forget my umbrella
 - > The bathtub is filled and I stick my foot in it

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Logically Analyzing a Paragraph

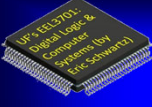
When I forget my umbrella and it rains, I get wet. I also get wet when I stick my foot in the bathtub when it has already been filled.

INPUT:

- Each condition is made of of two “inputs”
 - > It rains and I forget my umbrella
 - It rains
 - Forget umbrella
 - > The bathtub is filled and I stick my foot in it
 - Bathtub filled
 - Put foot in it

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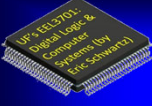
Signal Abbreviations

When I forget my umbrella and it rains, I get wet. I also get wet when I stick my foot in the bathtub when it has already been filled.

- Let's abbreviate the inputs and outputs
 - > Output:
 - Wet
 - > Inputs:
 - Rain (it rains)
 - NoUm (forget umbrella)
 - Fill (bathtub filled)
 - FootIn (put foot in it)

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Writing an Equation

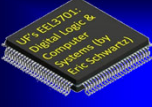
When I forget my umbrella and it rains, I get wet. I also get wet when I stick my foot in the bathtub when it has already been filled.

- Write an “equation” for the paragraph

$$\text{Wet} = (\text{Rain AND NoUm}) \text{ OR } (\text{Fill AND FootIn})$$

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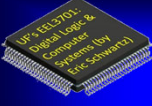
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Logical Values

- Every logical variable (e.g., Rain, NoUm, ..., Wet) has two possible values
 - > True
 - > False
- The logical abbreviations are:
 - > True: T or 1
 - > False: F or 0

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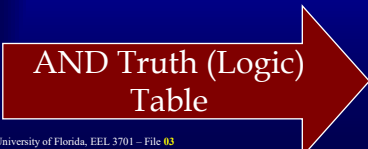


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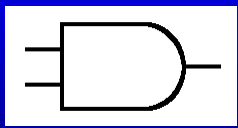
Logical AND Function

- The symbol for a logical AND operation is often one of the symbols used for multiplication: \times , $*$, \bullet , \wedge , or no symbol
 - > $Z = A \times B$
 - > $Z = A * B$
 - > $Z = A \bullet B$
 - > $Z = A \wedge B$
 - > $Z = AB$

A	B	Z=AB
F	F	F
F	T	F
T	F	F
T	T	T



AND Truth (Logic) Table



Graphical AND Symbol

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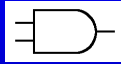
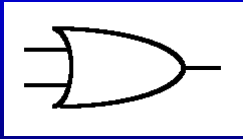
Logical OR Function

- The symbol for a logical OR operation is often the '+' sign or sometimes '∨',
 - $Z = A + B$
 - $Z = A \vee B$

A	B	Z=A+B
F	F	F
F	T	T
T	F	T
T	T	T

OR Truth (Logic) Table

AND

Graphical OR Symbol

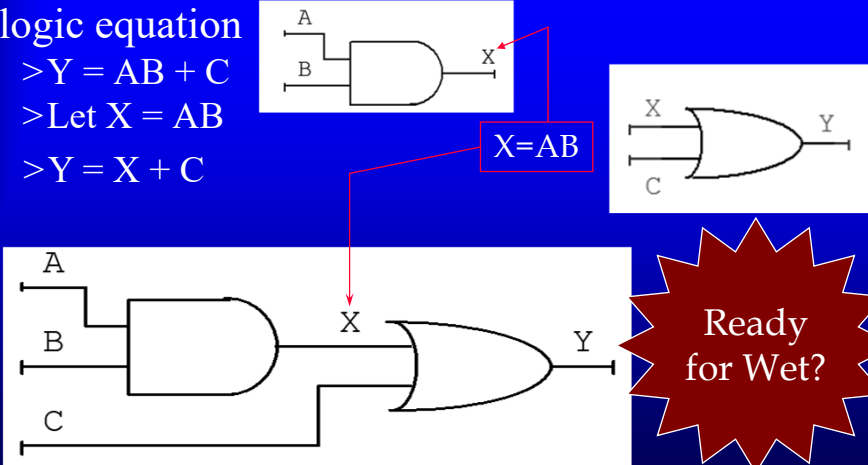
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Logic Circuit

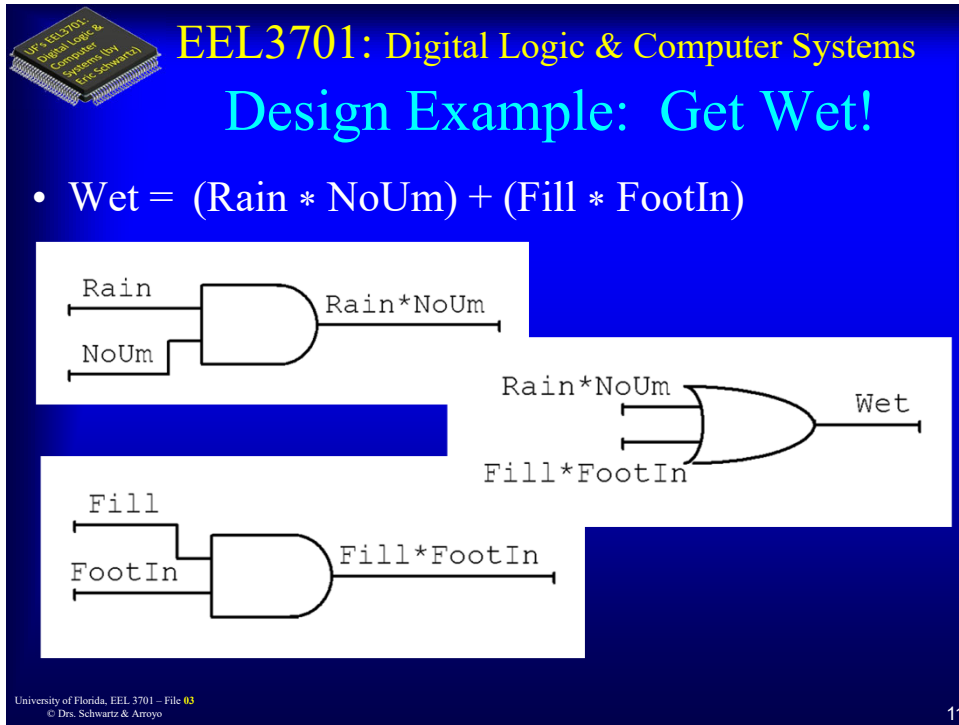
- Logic circuit is easily constructed from the logic equation
 - $Y = AB + C$
 - Let $X = AB$
 - $Y = X + C$



Ready for Wet?

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Design Example: Get Wet!

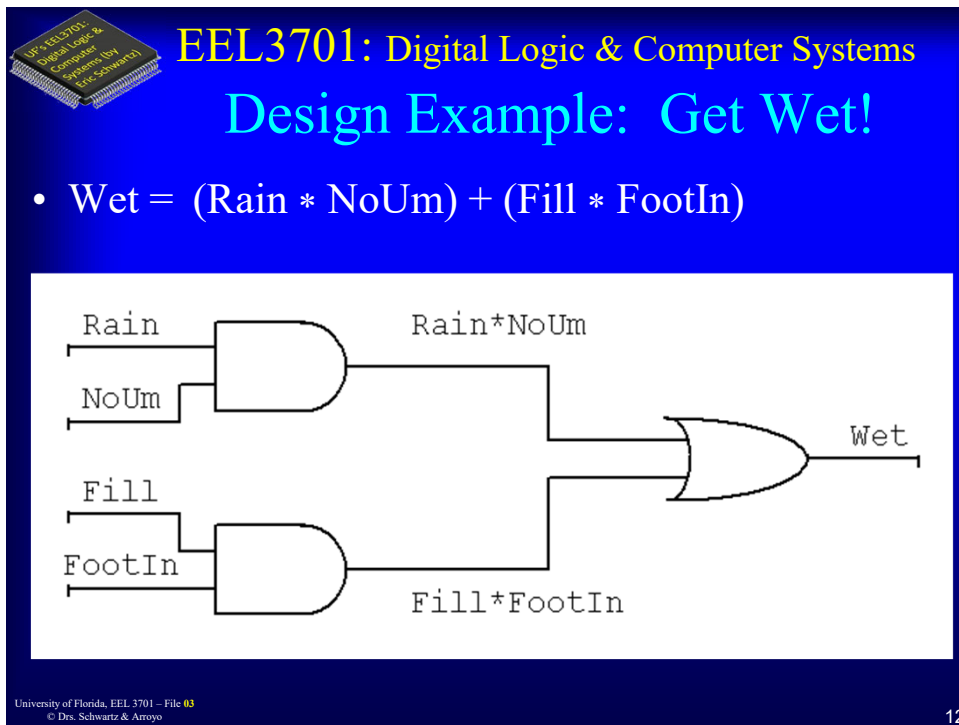
- $Wet = (Rain * NoUm) + (Fill * FootIn)$

The diagram shows the implementation of the logic equation. It features two AND gates and one OR gate. The top AND gate has inputs 'Rain' and 'NoUm', with output 'Rain*NoUm'. The bottom AND gate has inputs 'Fill' and 'FootIn', with output 'Fill*FootIn'. The OR gate has two inputs, 'Rain*NoUm' and 'Fill*FootIn', and an output 'Wet'.

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Design Example: Get Wet!

- $Wet = (Rain * NoUm) + (Fill * FootIn)$

The diagram shows the implementation of the logic equation. It features two AND gates and one OR gate. The top AND gate has inputs 'Rain' and 'NoUm', with output 'Rain*NoUm'. The bottom AND gate has inputs 'Fill' and 'FootIn', with output 'Fill*FootIn'. The OR gate has two inputs, 'Rain*NoUm' and 'Fill*FootIn', and an output 'Wet'.

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Logical Level Shift Function

- The symbol for an **INVERTER** operation (also called a **NOT** operator) is one of the following:
 - > $Y = /A$
 - > $Y = \overline{A}$
 - > $Y = A'$
 - > $Y = \sim A$

NOT Truth (Logic) Table

A	Y=/A
F	T
T	F

or

Graphical **NOT** Symbol

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Design Example: Stay Dry!

- We can write a whole new paragraph based on the equation **Dry = /Wet**

OLD: When I forget my umbrella and it rains, I get wet. I also get wet when I stick my foot in the bathtub when it has already been filled.

NEW: I stay dry if I do not get wet!


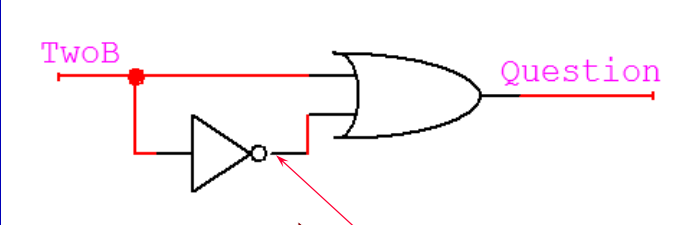
Wet(H) Dry(H)

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Last Logical Example

- What is the equation for the below circuit?



Hint \rightarrow /TwoB

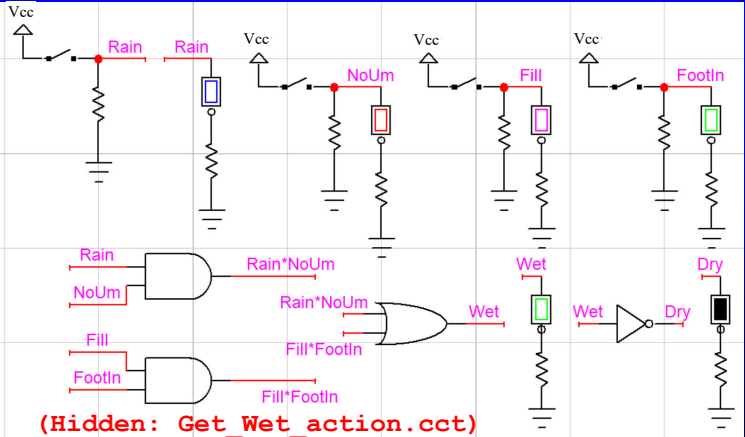
TwoB + /TwoB; that is the Question!!!

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Getting Wet with I/O

- See live simulation with LogicWorks using with inputs and outputs (switches and LEDs)



(Hidden: Get_Wet_action.cct)

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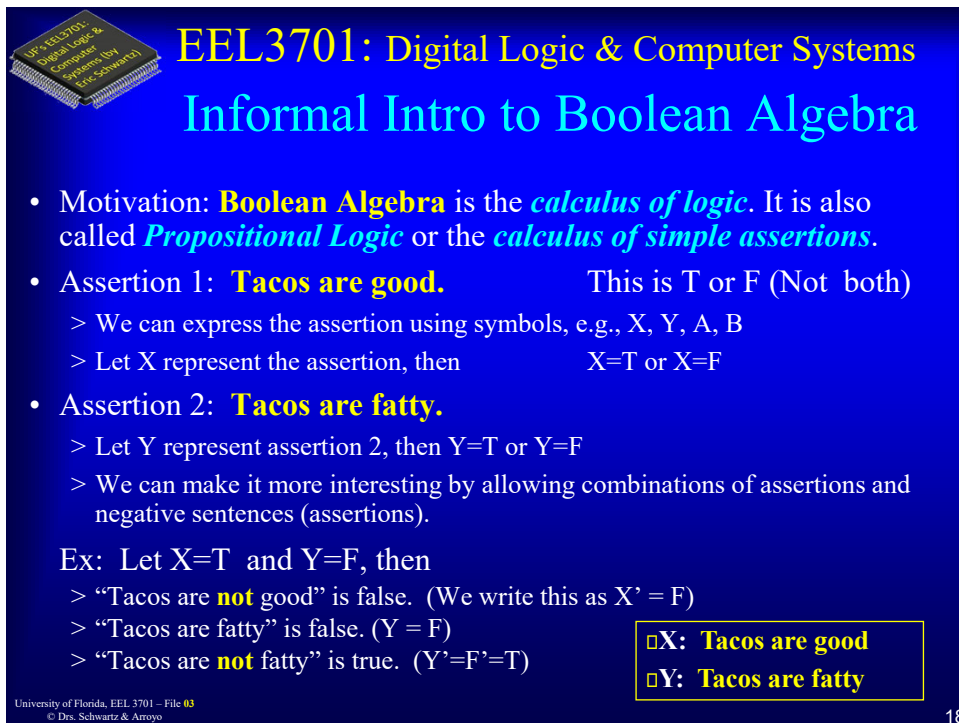


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Intro to Logic Design Summary

- Learned to convert a problem statement into a logic equation
- Learned the basic components of a digital circuit: AND, OR, NOT
- Learned to construct a digital circuit from a logic equation
- Learned a little Shakespeare

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Informal Intro to Boolean Algebra

- Motivation: **Boolean Algebra** is the *calculus of logic*. It is also called *Propositional Logic* or the *calculus of simple assertions*.
- Assertion 1: **Tacos are good.** This is T or F (Not both)
 - > We can express the assertion using symbols, e.g., X, Y, A, B
 - > Let X represent the assertion, then $X=T$ or $X=F$
- Assertion 2: **Tacos are fatty.**
 - > Let Y represent assertion 2, then $Y=T$ or $Y=F$
 - > We can make it more interesting by allowing combinations of assertions and negative sentences (assertions).

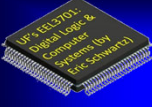
Ex: Let $X=T$ and $Y=F$, then

- > “Tacos are **not** good” is false. (We write this as $X' = F$)
- > “Tacos are fatty” is false. ($Y = F$)
- > “Tacos are **not** fatty” is true. ($Y'=F'=T$)

$\square X$: Tacos are good
 $\square Y$: Tacos are fatty

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Informal Intro to Boolean Algebra

- Assertion 3: Z: Tacos are cheap. (let $X=T, Y=F, Z=T$)

Now what does it mean to say:

X and Z (also written as $X * Z$)	T or F ?	<input type="checkbox"/> X: Tacos are good
X or Z (also written as $X + Z$)	T or F ?	<input type="checkbox"/> Y: Tacos are fatty
X and Y (also written as $X * Y$)	T or F ?	<input type="checkbox"/> Z: Tacos are cheap
X or Y (also written as $X + Y$)	T or F ?	

The combining of assertions using **AND** is called a **conjunction**, written as $XY, X*Y, X\wedge Y$ or $X\cdot Y$, and it is T iff both assertions are T, else it is F.

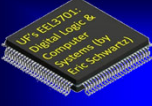
The combining of assertions using **OR** is called a **disjunction**, written as $X\vee Y$ or $X+Y$, and it is F iff both assertions are F, else it is T.

The combining of assertions using **EOR (XOR)** is called an **exclusive disjunction (exclusive or)**, written as $X\oplus Y$ or $X:+:Y$, and it is false iff both assertions are either both F or both T, else it is true.

The combining of assertions using **EQUIV** is called an **exclusive conjunction (equivalence)**, written as $X\otimes Y$ or $X:*:Y$, and it is true iff both assertions are either both F or both are T, else it is false. (This is the complement of the exclusive-OR.)

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Activation-Level Notation and Truth Tables

To make the notation easier we assign symbols as follows:

$\{T,F\} = \{1,0\}$ (= **{H,L}** for positive logic)

or

$\{T,F\} = \{1,0\}$ (= **{L,H}** for “n” logic)

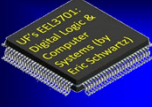
Since X, Y or Z can only be $\{T,F\}$, we could represent all possibilities exhaustively in a table, called a **Truth Table**

Ex: Represent $X*Y$ and $X+Y$ and $X\oplus Y$ in a Truth Table

X	Y	$X*Y$	$X+Y$	$X\oplus Y$		X	Y	$X*Y$	$X+Y$	$X\oplus Y$
F	F	F	F	F		0	0	0	0	0
F	T	F	T	T		0	1	0	1	1
T	F	F	T	T		1	0	0	1	1
T	T	T	T	F		1	1	1	1	0

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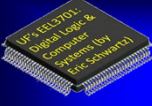
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History of Boolean Algebra

- Boolean Algebra is so named in honor of **George Boole** who developed the notation in his Ph.D. dissertation in 1847.
 - > **Claude Shannon** applied it to switching networks in 1939.
- Boolean Algebra is the basic mathematics required for the study of the design of digital systems — also called switching networks.
- A switching device is (usually) a two state (binary) device.
 - > We represent the two states of these devices by the symbols {0,1} or {F,T} or {L,H}.
 - > It is convenient to use the symbols {0,1} as though they were binary numbers, but they are strictly symbols!

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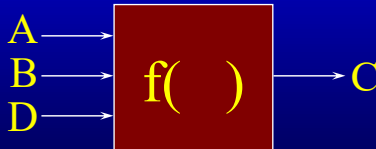
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Boolean Algebra Notation

- A Boolean variable, usually an uppercase letter, e.g., A, B, X, Y is a variable that can have one and only one state, mainly 0 or 1 (F,T). These variables represent the inputs and outputs of digital devices.
- A Boolean variable may be a function of other Boolean variables, e.g., $C = AB+D \Rightarrow C = f(A,B,D)$.

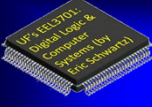


```

    graph LR
      A --> f["f( )"]
      B --> f
      D --> f
      f --> C
    
```

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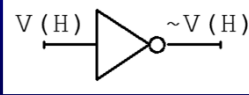
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Inverter, Not, Level Shifter

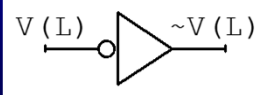
- The most basic Boolean operations (the basic operations) include: AND, OR, and NOT (complement) .

Definition of NOT:
 The complement of a Boolean variable V , written as $\sim V$ (or \bar{V} or $/V$ or V'), is defined as:
 $\sim V=0$ if $V=1$ or $\sim V=1$ if $V=0$

> The electronic device that performs the logical complement operation is called LEVEL SHIFTER (or an INVERTER)



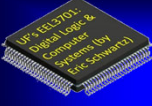
OR



$V(\bullet)$	$\sim V(\bullet)$
F	T
T	F

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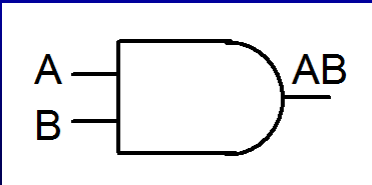
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Informal Intro to Boolean Algebra

- The second most basic Boolean operation is AND.

Definition of AND:
 The AND of Boolean variables $\{A,B\}$, written as $A*B$, $A\bullet B$, $A\wedge B$ or AB , is defined as:
 $AB=1$ iff $A=1$ and $B=1$ else $AB=0$

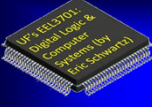
> The electronic device that performs the logical AND operation is called an AND gate.



A	B	AB
F	F	F
F	T	F
T	F	F
T	T	T

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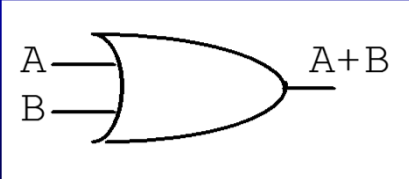
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Informal Intro to Boolean Algebra

- The third most basic Boolean operation is OR.

Definition of OR:
 The OR of Boolean variables {A,B}, written as $A+B$ or $A \vee B$, is defined as:
 $A+B=0$ iff $A=0$ and $B=0$ else $A+B=1$

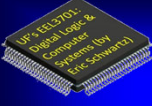
> The electronic device that performs the logical OR operation is called an OR gate.



A	B	A+B
F	F	F
F	T	T
T	F	T
T	T	T

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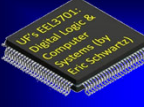
The Mathematics of Logic Design - Boolean Algebra

- Boolean expressions are formed with the basic operations of AND, OR, and NOT being applied to one or more constants or variables.
 - >Parentheses are added as needed to specify the order in which operations are performed
 - >In the absence of parentheses we use the following hierarchy

Priority	Operation	Comments
First	NOT	Individual Variables
Second	AND	
Third	OR	
Last	NOT	On entire expressions

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The Mathematics of Logic Design -
Boolean Algebra

Definitions:

- **TERMS:** The objects of the universe of discourse, e.g., the constants [0,1], variables, and functions.
- **LITERAL:** A variable or its complement
 >Ex: Let $Z = ABC + AB' + A'BC' + B'C'$. Then this equation has 4 variables (A, B, C, Z) and 11 literals.
- **EQUIVALENCE:** Two Boolean expressions are equivalent iff they have the same values for every possible combination of the variables. Since a Truth Table is an exhaustive (complete) tabulation of the input variables, identical columns imply equivalent (equal) expressions.
- **OBSERVATION:** Each literal in a Boolean expression corresponds to a logic gate input/output.

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The End!

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