# **Sistemas Digitais I**

LESI - 2º ano

Unit 1 - Introduction

#### **João Miguel Fernandes**

www.di.uminho.pt/~jmf



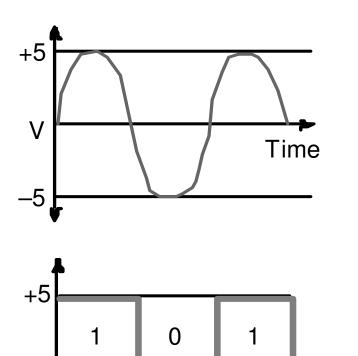
DEP. DE INFORMÁTICA
ESCOLA DE ENGENHARIA
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- Summary -

- Digital vs. Analog Systems
- Digital Abstraction
- Synchronous vs. Asynchronous Systems
- Gates
- Flip-flops
- Software tools
- Integrated Circuits
- PLDs
- Digital Design Levels

- Digital vs. Analog Systems (1) -

- A <u>system</u> is a set of related parts that actuate as a whole to achieve a given goal.
- A system has inputs and outputs and exhibits behaviour characterised by functions that translate inputs into outputs.
- Analog systems process time-varying signals that can take on any value across a continuous range of voltage, current, or ...
- The same applies to <u>digital systems</u>: the difference is that we pretend that they don't.



Time

#### - Gates -

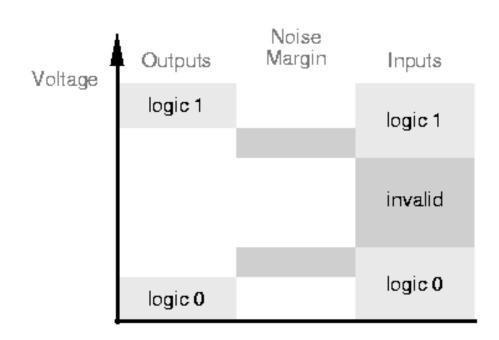
- Gates are the most basic digital devices.
- A <u>gate</u> has one or more inputs and produces an output that is a function of the current input values.
- A gate is a <u>combinational circuit</u>, because its output depends only on the current input combination.

- Digital vs. Analog Systems (2) -

- The critical advantage of digital systems is their ability to deal with electrical signals that have been degraded.
- Due to the discrete nature of the outputs, a slight variation in an input is still interpreted correctly.
- In analog circuits, a slight error at the input generates an error at the output.
- The simplest form of digital system is binary.
- A <u>binary signal</u> is modelled as taking on only two discrete values (0 or 1, LOW or HIGH, False or True).

- Digital Abstraction -

- Digital circuits deal with analog voltages and currents.
- The <u>digital abstraction</u> allows analog behaviour to be ignored in most cases, so circuits can be modelled as if they really process 0s and 1s.
- Association of a range of analog values with each logic value (0 and 1).
- The difference between the range boundaries is called <u>noise margin</u>.



- Synchronous vs. Asynchronous Systems -

- A <u>synchronous system</u> is one whose elements change their values at certain specified times.
- An <u>asynchronous system</u> has outputs that can change at any time.
- As an example, consider a digital alarm clock, which has the alarm set for 13:59.
- In a synchronous system, the outputs all change at the same time:  $(12:59 \rightarrow 13:00 \rightarrow 13:01 \rightarrow ...)$ .
- In an asynchronous system, outputs are not constrained to change simultaneously:  $(12:59 \rightarrow 13:59 \rightarrow 13:00 \rightarrow ...)$ .

- Flip-flops -

- A <u>flip-flop</u> is a device that store either a 0 or a 1.
- The <u>state</u> of a flip-flop is the value currently stored.
- The stored value can only be changed at certain times, regulated by a "clock" input.
- A digital circuit that contains flip-flops is called a <u>sequential circuit</u>.
- The output of a sequential circuit depend, at any time, not only in its current input but also on the past sequence of inputs that have been applied to it.
- A sequential circuit has <u>memory</u> of past events.

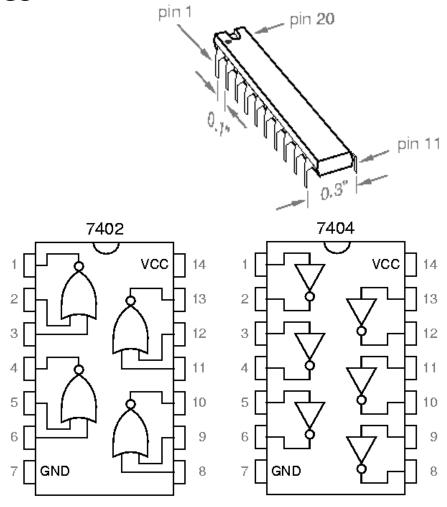
#### - Software Tools -

- Digital design need not involve any software tools.
- Software tools are nowadays an essential part of digital design.
- HDLs (<u>Hardware Description Languages</u>) and the corresponding simulation and synthesis tools are widely used.
- In a CAD (Computer-Aided Design) environment, the tools improve the productivity and help to correct errors and to predict behaviour.
  - Schematic entry;
  - HDLs compilers, simulators and synthesis tools;
  - Timing analysers;
  - Simulators
  - Test benches.

- Integrated Circuits (ICs) -
- An <u>IC</u> is a collection of gates fabricated on a single silicon chip.
- ICs are classified by their size:
  - SSI (small scale integration): 1 to 20 gates
    - ANDs, ORs, NOTs.
  - MSI (medium scale integration): 20 to 200 gates
    - decoder, register, counter.
  - LSI (large scale integration): 200 to 200.000 gates
    - small memories, PLDs.
  - VLSI (very large scale integration): > 1.000.000 transistors
    - microprocessors, memories.
- The Pentium 4 has 42.000.000 transistors!!!

- SSI ICs -

- Dual in-line pin (DIP) packages.
- A <u>pin diagram</u> shows the assignment of device signals to package pins.
- Nowadays, SSI ICs are used as "glue" to tie together larger components in complex systems.
- SSI ICs have been largely supplanted by PLDs (Programmable Logic Devices).

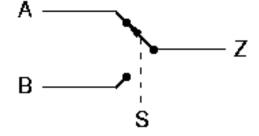


- Programmable Logic Devices (PLDs) -

- Some ICs can have their logic function "programmed" into them after they are manufactured.
- Most of them can even be <u>re</u>programmed, which allows bugs to be corrected without replacing or rewiring the device.
- PLD (PLA or PAL): two-level structure of AND and OR gates with user-programmable connections.
- CPLDs (Complex PLDs) and FPGAs (Field Programmable Gate Arrays) were devised to accommodate larger systems.
- HDLs and the respective tools allow a design to be compiled, synthesised, and downloaded into a device in a short time.
- This permits <u>rapid prototyping</u> to be a reality.

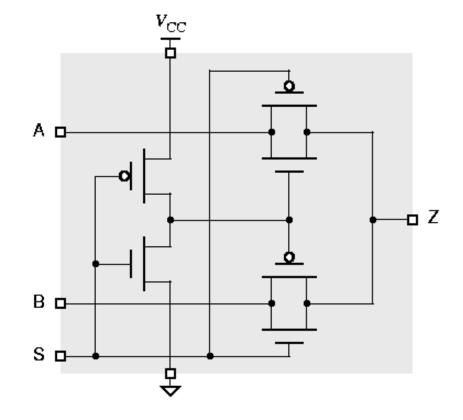
- Digital Design Levels (1) -

- Digital design can be carried out at several different levels of representation and abstraction.
- Although one may practice design at a particular level, sometimes he needs to go up and down to understand what is going on.
- The lowest level is device physics and IC manufacturing processes. [not covered by this course]
- The transistor level is the next one. [not covered by this course]
- To explain this and the next levels, consider a multiplexer, with 2 input bits (A, B), 1 control bit (S), and 1 output bit (Z).



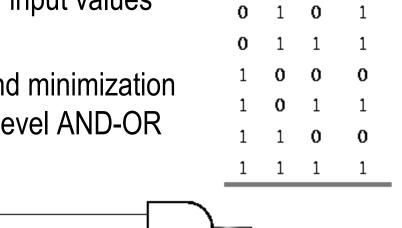
- Digital Design Levels (2) -

- For some functions it is advantageous to optimise them by designing at the transistor level.
- The multiplexer can be designed in CMOS technology using transistor circuit structures.
- Using this approach, the multiplexer can be built with just 6 transistors.



- Digital Design Levels (3) -

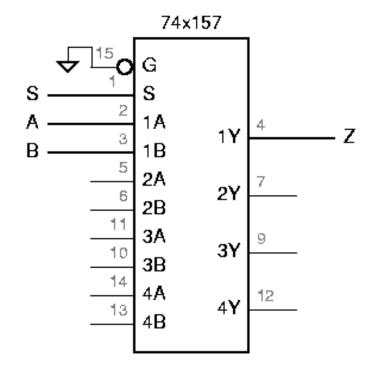
- In traditional logic design, a truth table is used to describe the multiplexer's logic function.
- A <u>truth table</u> lists all possible combinations of input values and the corresponding output values.
- Once a truth table exists, Boolean algebra and minimization algorithms are used to derive an "optimal" 2-level AND-OR equation.
- For the multiplexer: Z = S'.A + S.B
- This equation can be converted into a gate level logic diagram.



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- Digital Design Levels (4) -

- For commonly used functions, most digital technologies provide predefined building blocks.
- The 74x157 is an MSI chip that performs multiplexing on 2 4-bit inputs.
- The figure shows the <u>block level</u> diagram for the 74x157 chip.
- The numbers in colour are pin numbers of a 16-pin DIP package containing the device.



- Digital Design Levels (5) -

- HDLs, like VHDL, can be used to specify the multiplexer's function at the algorithmic level.
- The entity specifies the inputs and outputs of the circuit.
- The architecture defines the multiplexer behaviour.
- A synthesis tool can process this behavioural description and produce a circuit in a given target technology.

```
library IEEE;
use IEEE.std_logic_1164.all;
entity Vchaplmux is
    port ( A, B, S: in STD_LOGIC;
        Z: out STD_LOGIC );
end Vchaplmux;

architecture Vchaplmux_arch of Vchaplmux is begin
    Z <= A when S = '0' else B;
end Vchaplmux_arch;</pre>
```