



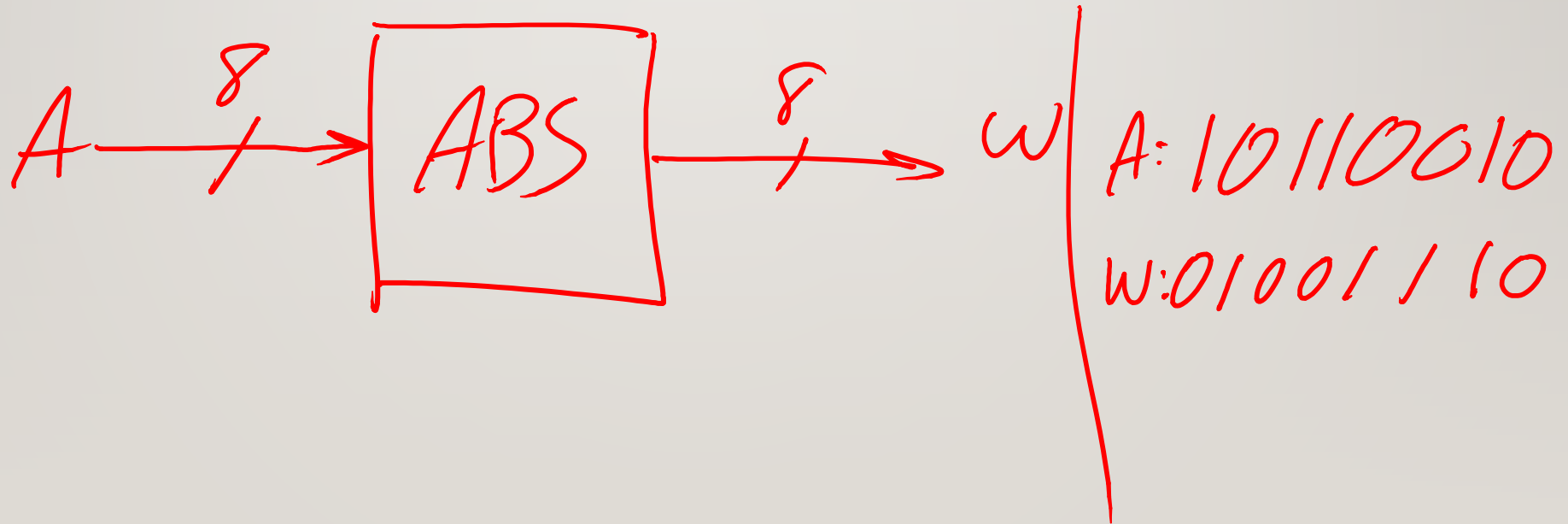
# Digital Logic Design

## Lecture 1

**Dr. Navabi**

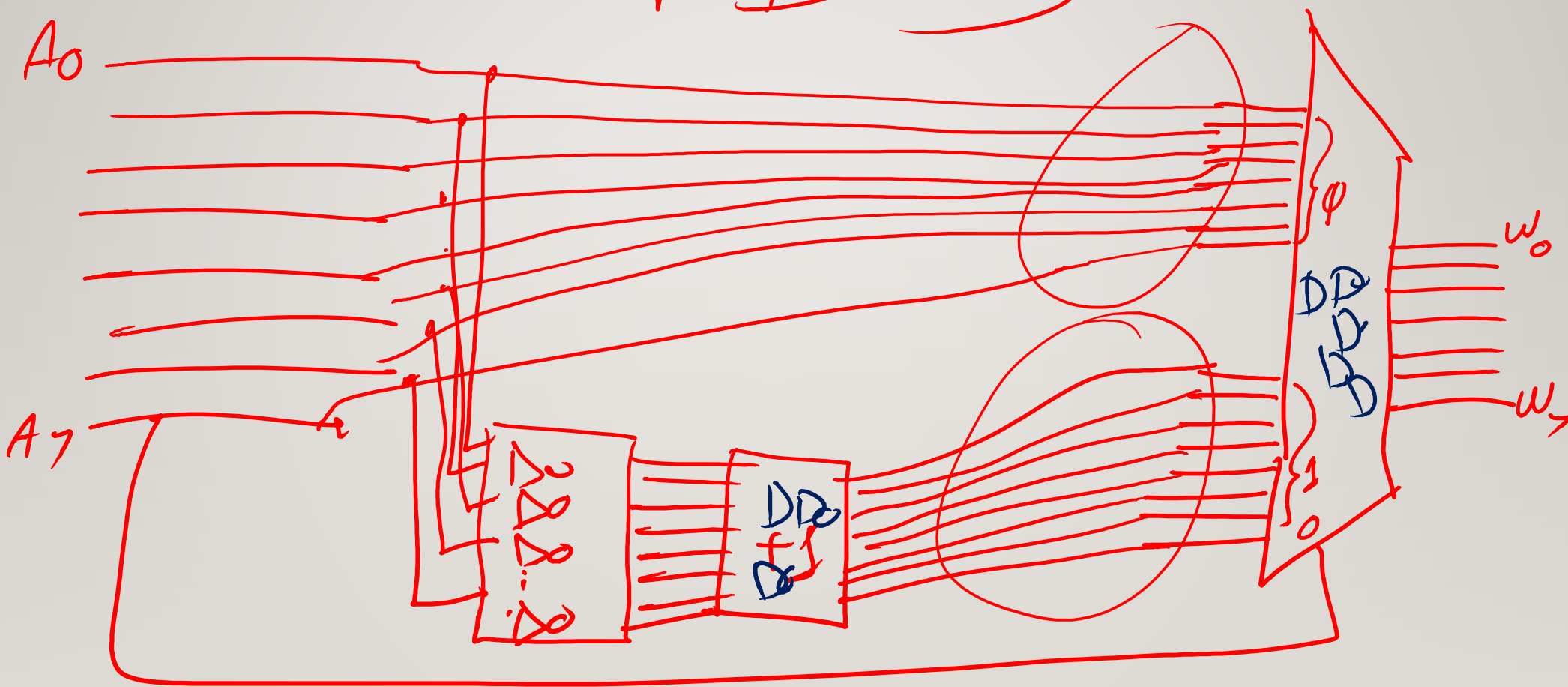
# 2 Lectures RTL

## Register Transfer Level



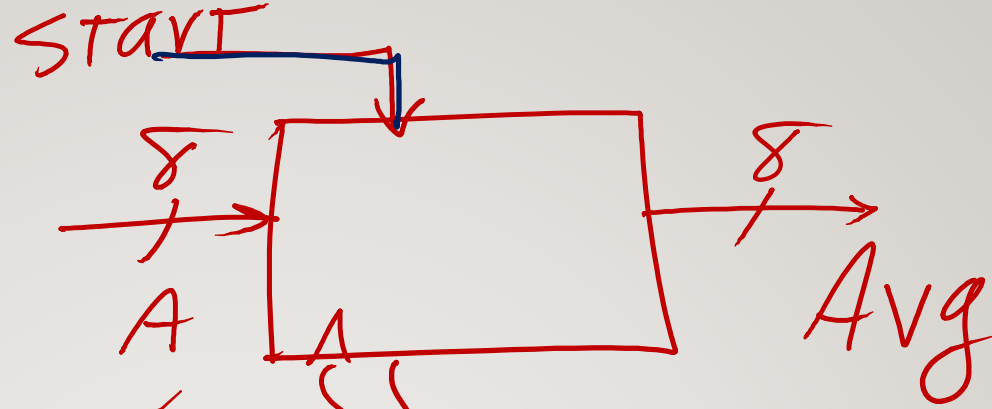
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# ABS

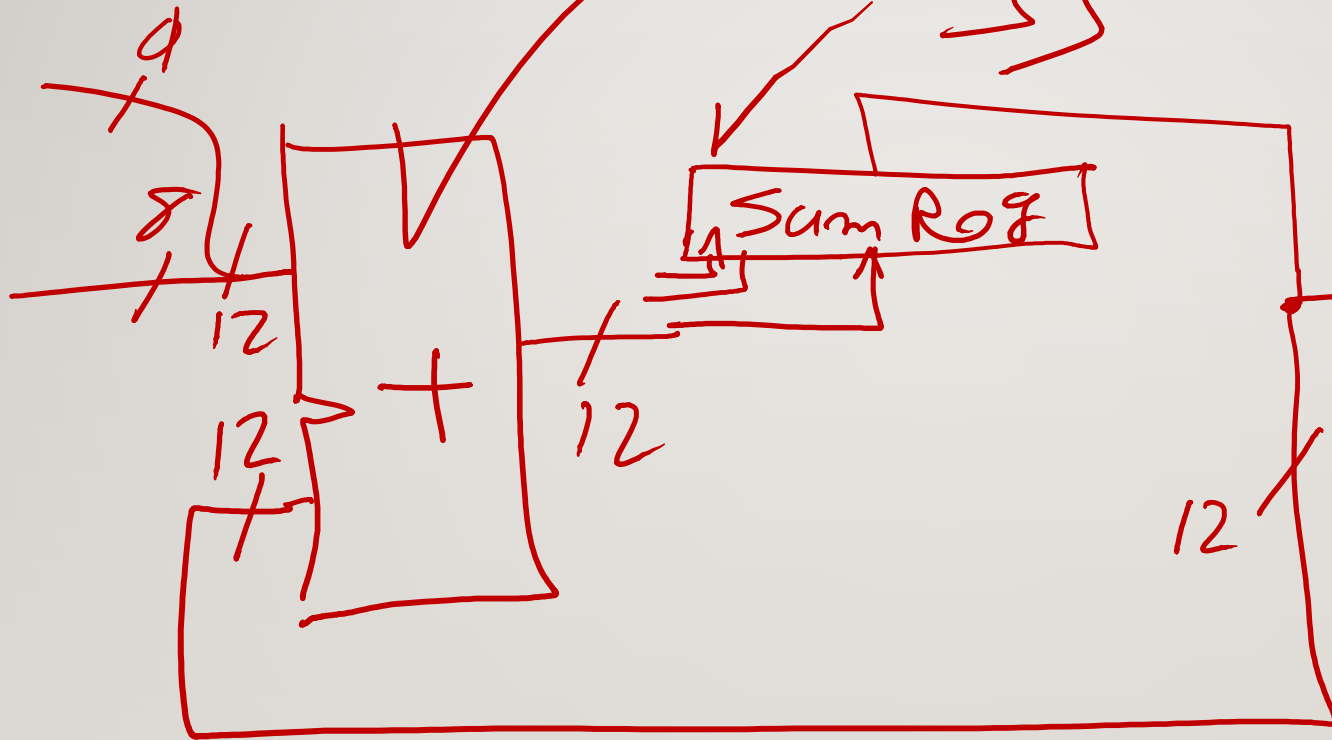


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RTL



A

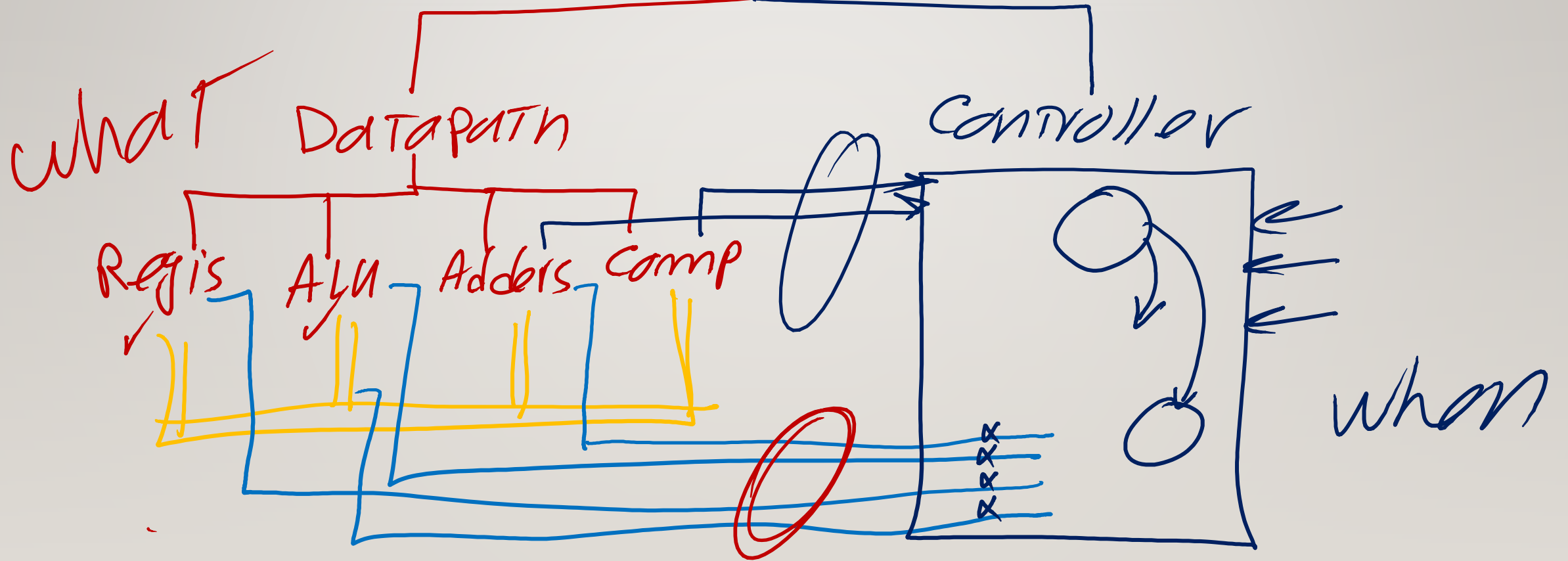


0100  
0010  
0001



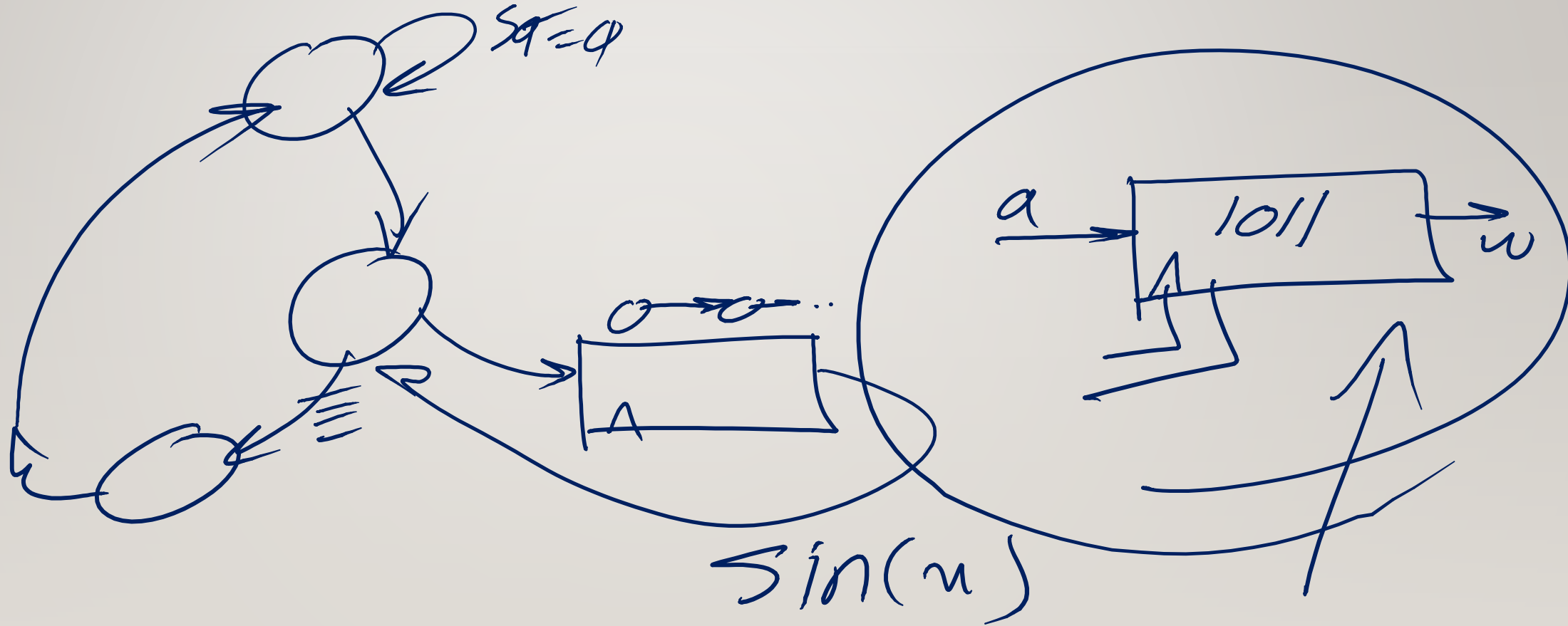
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# RTL Design



6

# Controller



7

\* Gates

\* RTL Comp

Adder

Max

DCD

Comp

ALU

Inc

⋮

\* Seq RTL

Reg

CNTR

ShiftReg

⋮

\* BUSSING

STATE Machines

FSM

MULTIPLE S.M.

8

\* RTL Comp.

\* RTL Method.

\* INTER-RTL Comm.

\* WRAPPERS



# 9 GATES

$$\begin{array}{c} a \\ b \end{array} \rightarrow \text{AND} \rightarrow w = a \& b;$$

```

module myand(input a, b, output w);
and #(3,5) u1 (w, b, a);
endmodule → assign #(3,5) w = a & b;

```

$$w = a \& b \mid c \& d$$

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a	b	w
0	0	1
0	1	1
1	0	1
1	1	0

nand (w, a, b, e);

A & B

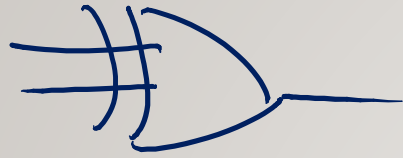
nand #(4) (w, a, b, e, d);

nand #(3,5) (w, a, b);

assign #(3,5) w = ~(a & b);

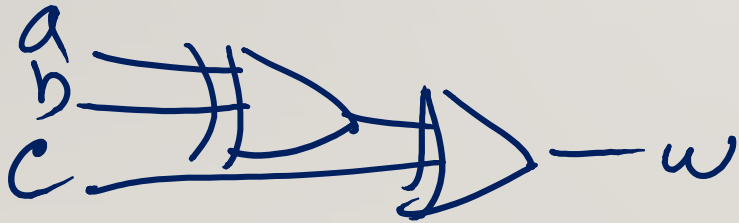
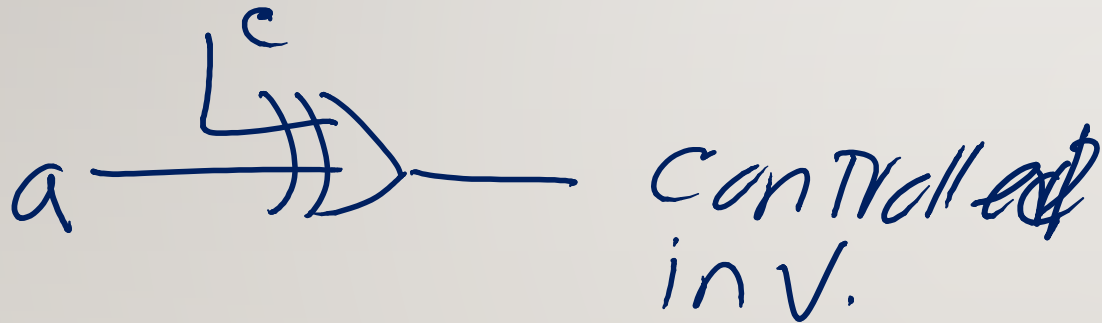
$w = \sim(a \& b \& c \& d)$

||



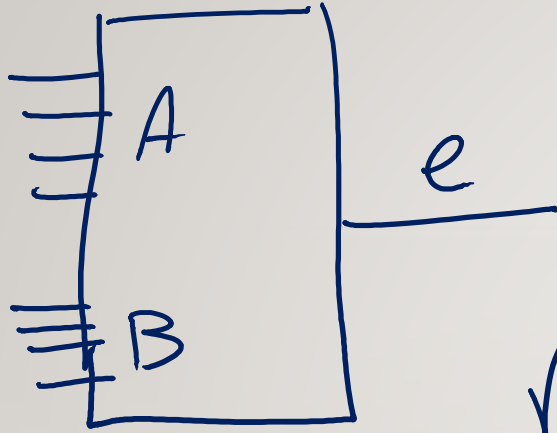
a	b	w
0	0	0
0	1	1
1	0	1
1	1	0

Two arrows point from the right side of the table to the 'w' column.



```
xor (w, a, b, c);  
assign w = a ^ b;
```

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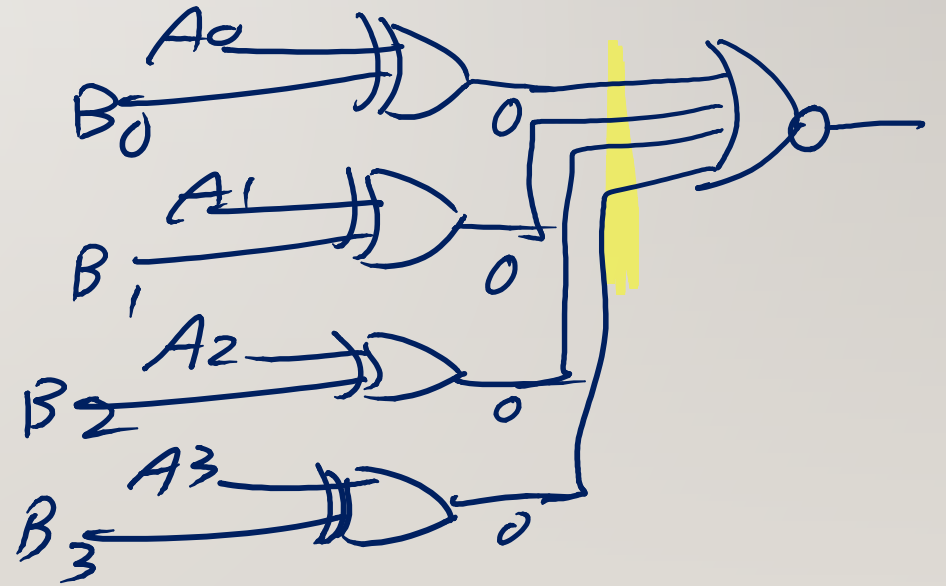


reduction

assign e =  $\sim | (A \hat{=} B)$

& VECTOR

Bitwise



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```
module SimpleComp(  
    input [3:0] A, B,  
    output e);  
    assign e = ~|(A^B);  
endmodule
```

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Codes (Lecture 1B)

Binary (Int, frac, signed)

BCD

Gray

ASCII

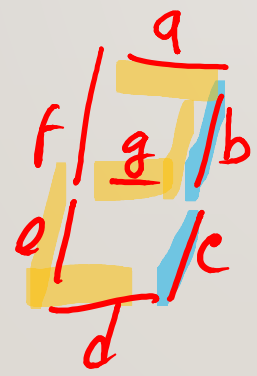
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# BCD: Binary Coded Decimal

508 (831) 555 (5)

0101

00001000 1000 0011 0001 0101 0101 0101 0101



	a	b	c	d	e	f	g
0:	1	1	1	1	1	0	0
1:	0	1	1	0	0	0	0
2:	1	1	0	1	1	0	0
3:	1	1	1	1	0	0	0
4:	0	1	1	0	0	0	1
5:	1	0	1	1	0	0	0
6:	1	0	1	1	0	0	1
7:	1	1	1	0	0	0	0
8:	1	1	1	1	1	0	1
9:	1	1	1	1	0	1	1



- 0000: 0
- 0001: 1
- 0010: 2
- 0011: 3
- 0100: 4
- 0101: 5
- 0110: 6
- 0111: 7
- 1000: 8
- 1001: 9

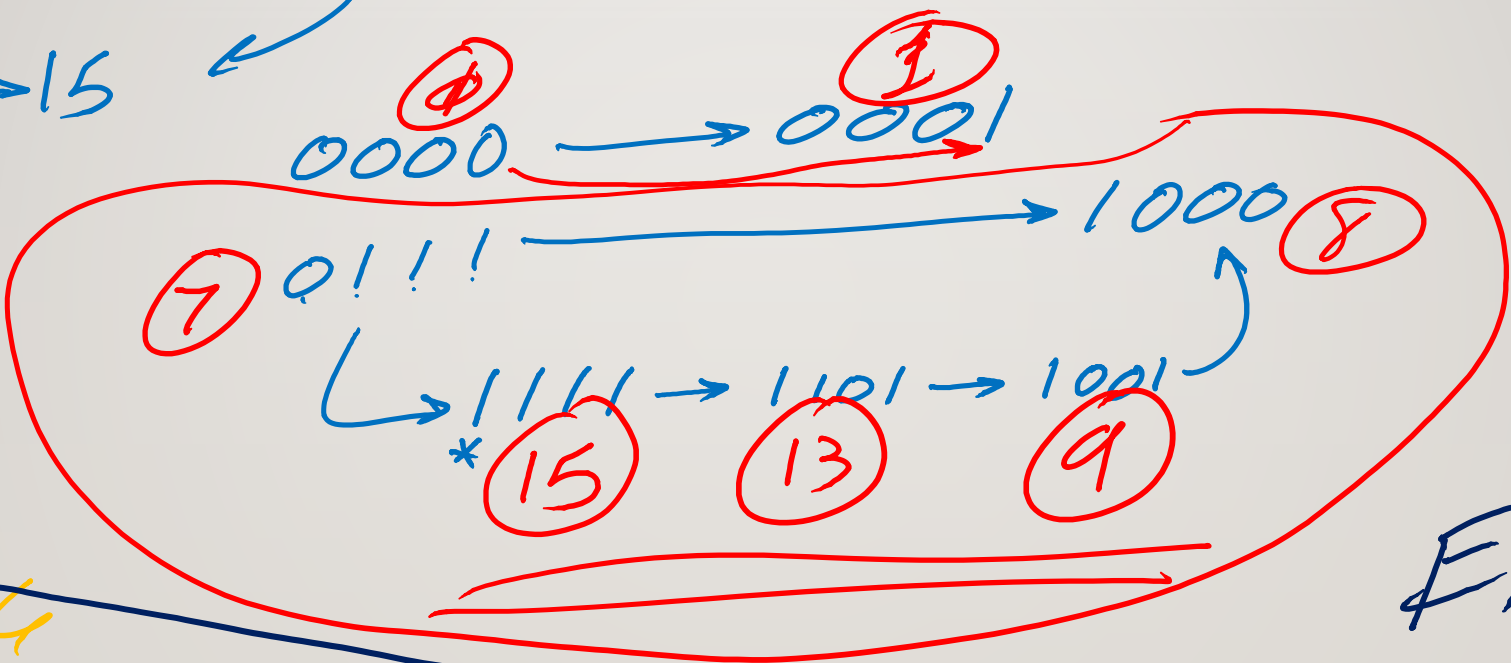
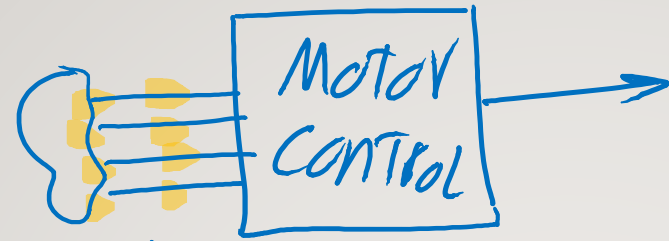
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*G<sub>max</sub>*

0 → 15

0	0000	:	0
1	0001	:	1
2	0011	:	2
3	0010	:	3
4	0110	:	4
5	0111	:	5
6	0101	:	6
7	0100	:	7
8	1100	:	8
9	1101	:	9
10	1110	:	10
11	1111	:	11
12	1010	:	12
13	1011	:	13
14	1001	:	14
15	1000	:	15

4



EXCESS-3



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# ASCII, extended

ü, ñ, ..

MSB (6)  
LSB (0)

00000000 10000000

	000	001	010	011	100	101	110	111
0000	Null		SP			P		P
0001			,	0	a	q	A	
0010				1	b	r		
0011				2	c	s		
0100				3	d	t		
0101				4	e	u		
0110				5	f	v		
0111	BEL			6	g	w		
1000				7	h	x		
1001				8	i	y		Z
1010				9	j	z		
1011								
1100								
1101								
1110								
1111							DEL	

0100000  
 Control 2  
 Control 3  
 Control 5

0111111