

Real Time Systems Design

Lecture (9): Introduction to digital systems

Dr. Rasha Thabit

Department of Computer Techniques Engineering

E-Lectures for Third Level
Real-Time systems design

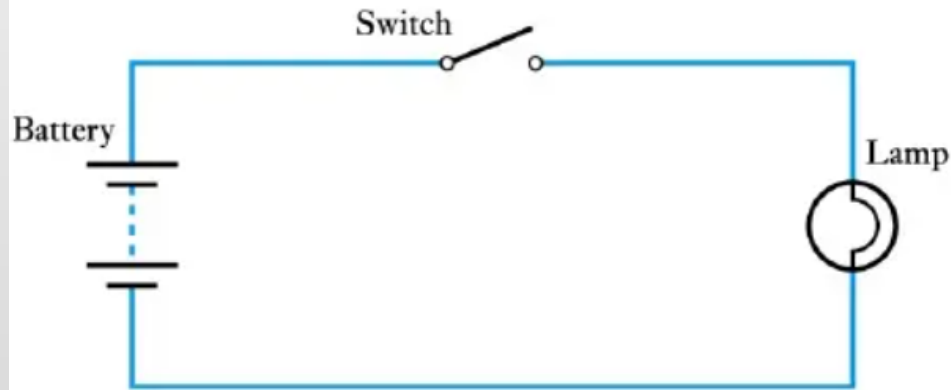
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Introduction

- Digital systems are concerned with digital signals
- Digital signals can take many forms
- Here we will concentrate on **binary signals** since these are the most common form of digital signals
 - can be used individually
 - perhaps to represent a single binary quantity or the state of a single switch
 - can be used in combination
 - to represent more complex quantities

Binary quantities and variables

- A **binary quantity** is one that can take only 2 states



A simple binary arrangement

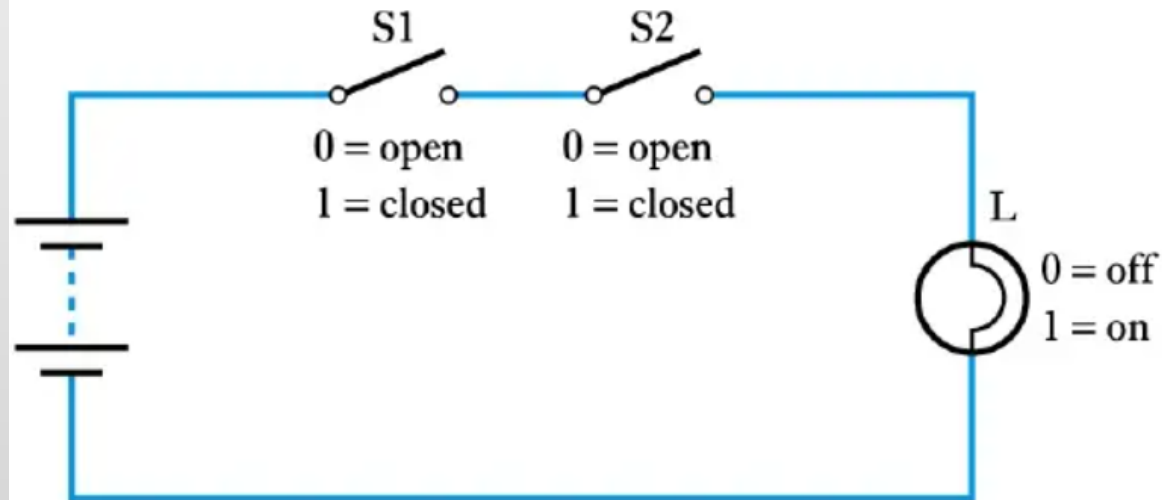
| S | L |
|--------|-----|
| OPEN | OFF |
| CLOSED | ON |

| S | L |
|---|---|
| 0 | 0 |
| 1 | 1 |

A truth table

Binary quantities and variables

- A binary arrangement with two switches in series



(a) Circuit

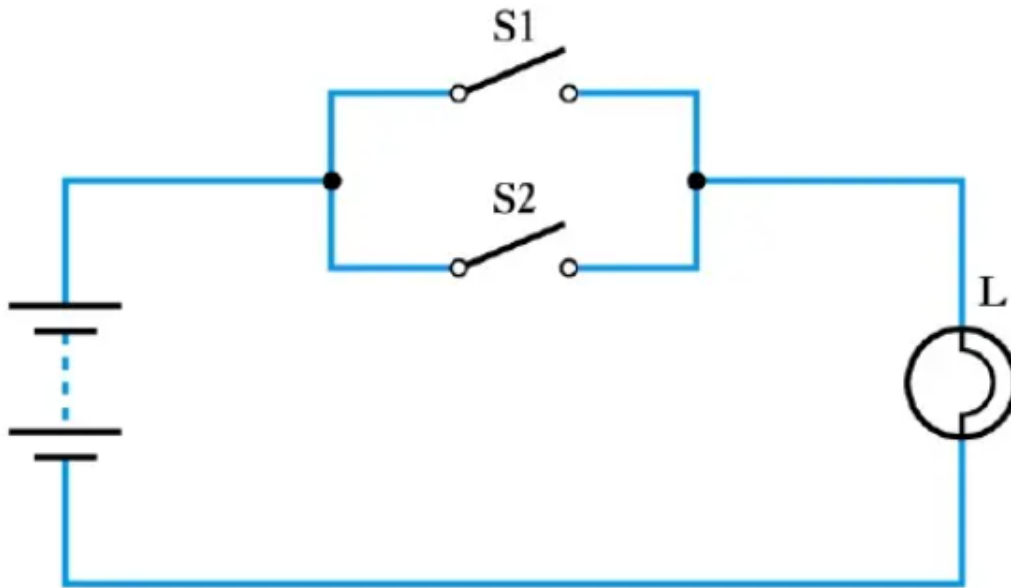
| S1 | S2 | L |
|----|----|---|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

(b) Truth table

$$L = S1 \text{ AND } S2$$

Binary quantities and variables

- A binary arrangement with two switches in parallel



(a) Circuit

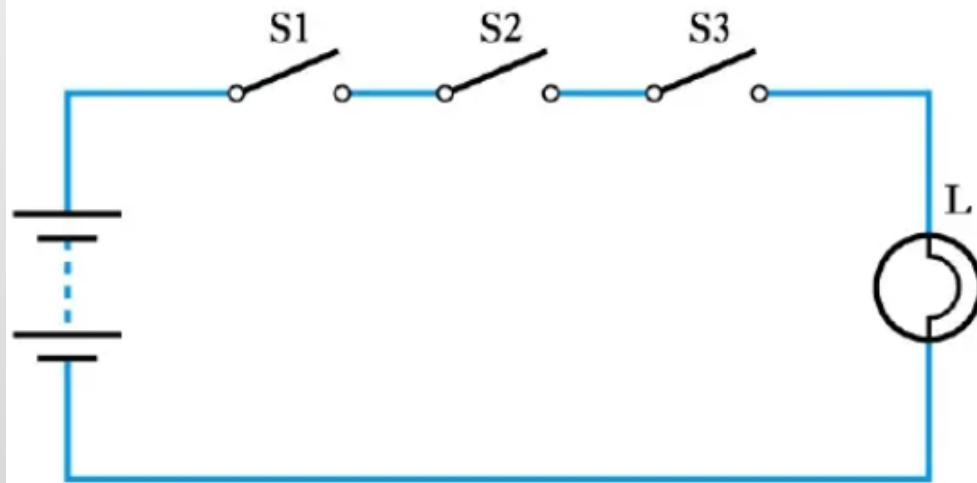
| S1 | S2 | L |
|----|----|---|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

(b) Truth table

$$L = S1 \text{ OR } S2$$

Binary quantities and variables

- Three switches in series

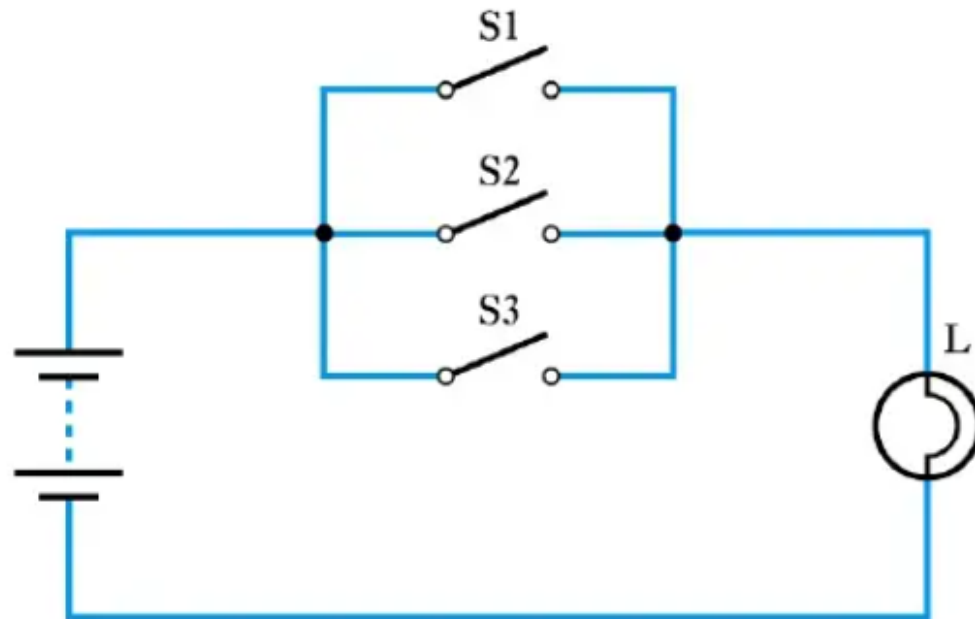


| S1 | S2 | S3 | L |
|----|----|----|---|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 0 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 0 |
| 1 | 1 | 1 | 1 |

$$L = S1 \text{ AND } S2 \text{ AND } S3$$

Binary quantities and variables

- Three switches in parallel

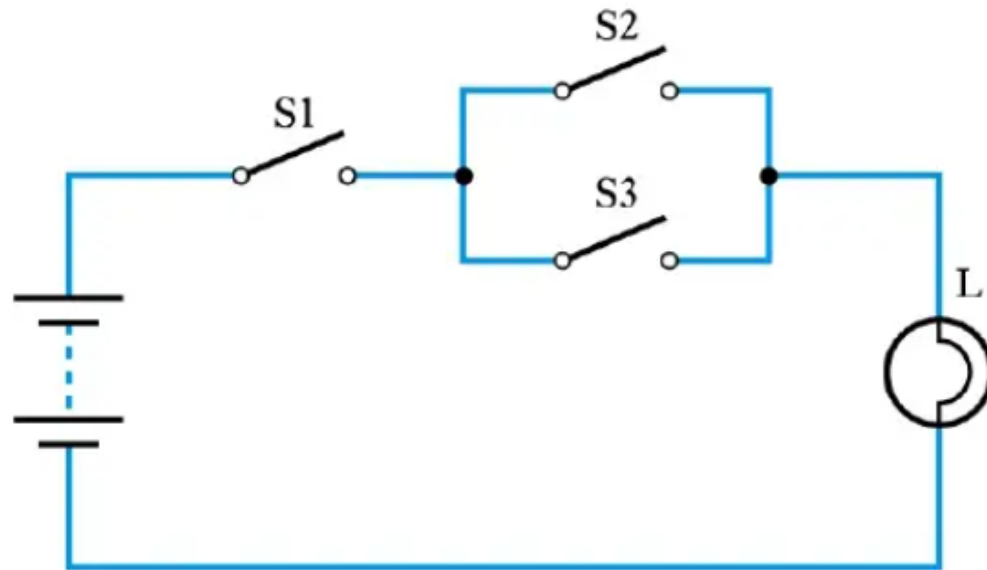


| S1 | S2 | S3 | L |
|----|----|----|---|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 1 |
| 0 | 1 | 0 | 1 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 |

$$L = S1 \text{ OR } S2 \text{ OR } S3$$

Binary quantities and variables

- A series/parallel arrangement

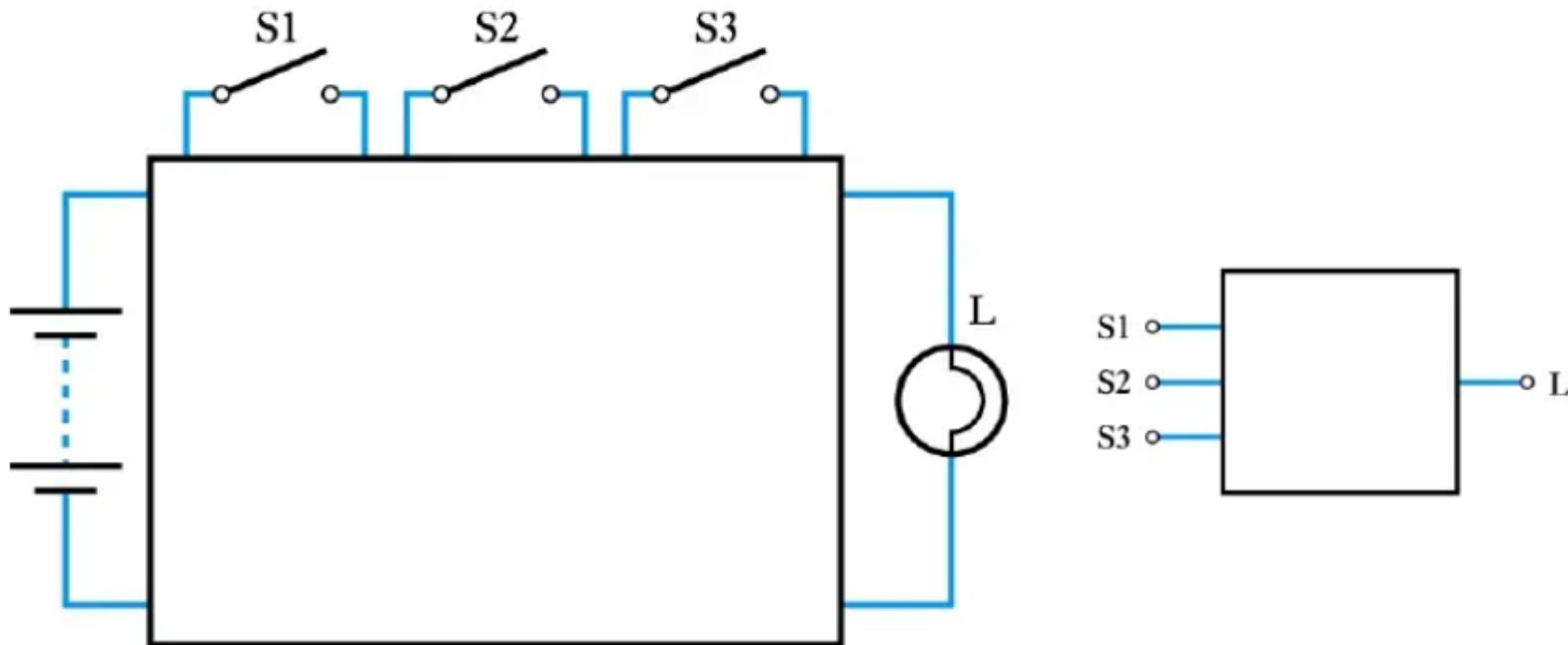


| S1 | S2 | S3 | L |
|----|----|----|---|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 0 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 |

$$L = S1 \text{ AND } (S2 \text{ OR } S3)$$

Binary quantities and variables

- Representing an unknown network



Logic gates

- The building blocks used to create digital circuits are **logic gates**
- There are three elementary logic gates and a range of other simple gates
- Each gate has its own **logic symbol** which allows complex functions to be represented by a logic diagram
- The function of each gate can be represented by a **truth table** or using **Boolean notation**

▪ The AND gate



(a) Circuit symbol

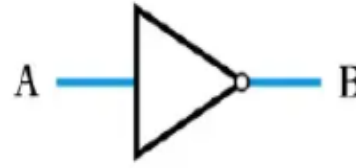
| A | B | C |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

(b) Truth table

$$C = A \cdot B$$

(c) Boolean expression

▪ The NOT gate (or inverter)



(a) Circuit symbol

| A | B |
|---|---|
| 0 | 1 |
| 1 | 0 |

(b) Truth table

$$B = \bar{A}$$

(c) Boolean expression

▪ The OR gate



(a) Circuit symbol

| A | B | C |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

(b) Truth table

$$C = A + B$$

(c) Boolean expression

▪ A logic buffer gate



(a) Circuit symbol

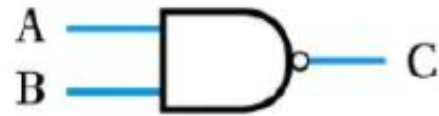
| A | B |
|---|---|
| 0 | 0 |
| 1 | 1 |

(b) Truth table

$$B = A$$

(c) Boolean expression

▪ The NAND gate



(a) Circuit symbol

| A | B | C |
|---|---|---|
| 0 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

(b) Truth table

$$C = \overline{A \cdot B}$$

(c) Boolean expression

▪ The NOR gate



(a) Circuit symbol

| A | B | C |
|---|---|---|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 0 |

(b) Truth table

$$C = \overline{A + B}$$

(c) Boolean expression

Summary

- ✓ Introduction to digital systems
- ✓ Different binary circuits arrangement
- ✓ Different logic gates