CS 226: Digital Logic Design Lecture 1: An Introduction

Ashutosh Trivedi



Department of Computer Science and **Engineering**, Indian Institute of Technology Bombay.

Ashutosh Trivedi - 1 of 13

Logistics

– Instructor:

- Ashutosh Trivedi (trivedi@cse)
- Friendly TAs:
 - Vivek Agarwal (vivekcse@cse)
 - Divyan Bansal (Divyambansal93@gmail)
 - Nishit Bhandari (nishitb@cse)
 - Mohit Gupta (mohit12071994@gmail)
 - Nilesh Kulkarni (nileshsatishkulkarni@gmail)
 - Srikanti Praneeth (svpraneethnaidu@cse)
 - Devdeep Ujjal Ray (devdeep@cse)
 - Darsh Shah (darshs@cse)

– Course Web-page:

http://www.cse.iitb.ac.in/~trivedi/courses/cs226.html

– Piazza:

https://piazza.com/iitb.ac.in/autumn2015/cs226/home

– Lectures:

- Tuesday (6:35 pm 8:00 pm)
- Friday (6:35 pm 8:00 pm)
- Labs:
 - TBA Wednesday/Thursday (2:00 pm 5:00 pm)
- Office hours:
 - Friday (2:00am–3:00am)
- Venue
 - Lectures: SMA 206 (Class Room IC 4)
 - Labs: TBA
 - Office hours: SIA 108, 1st floor, 'A' Block, KReSIT building

Textbook:

- *M. Morris Mano and Michael Ciletti*. Digital Design. Low priced paperback edition published by Pearson Education.
- Stephen Brown and Zvonko Vranesic. Digital Logic with VHDL Design.
 McGraw Hill Education. Indian Edition.
- Douglas L. Perry. VHDL: Programming by Example. McGraw-Hill.

Textbook:

- *M. Morris Mano and Michael Ciletti*. Digital Design. Low priced paperback edition published by Pearson Education.
- Stephen Brown and Zvonko Vranesic. Digital Logic with VHDL Design.
 McGraw Hill Education. Indian Edition.
- Douglas L. Perry. VHDL: Programming by Example. McGraw-Hill.

Grading:

- End-Semester Exam: 50 %
- Mid-Semester Exam: 30 %
- Surprise Quizzes + Class Participation: 20%

Textbook:

- *M. Morris Mano and Michael Ciletti*. Digital Design. Low priced paperback edition published by Pearson Education.
- Stephen Brown and Zvonko Vranesic. Digital Logic with VHDL Design.
 McGraw Hill Education. Indian Edition.
- Douglas L. Perry. VHDL: Programming by Example. McGraw-Hill.

Grading:

- End-Semester Exam: 50 %
- Mid-Semester Exam: 30 %
- Surprise Quizzes + Class Participation: 20%
- Zero tolerance (FR/DAC) for dishonest means like copying solutions from others and cheating.

Digital Logic Design: Motivation

Discussion

- Computer Science and Engineering Difference?
- Digital Logic Design what does it mean?
- What do you think this course is about?
- What really are computers? and how to they work?

Discussion

- Computer Science and Engineering Difference?
- Digital Logic Design what does it mean?
- What do you think this course is about?
- What really are computers? and how to they work?

Definition of a Computer

An electronic device which is capable of

- 1. receiving information (data) in a particular form and
- 2. of performing a sequence of operations in accordance with a predetermined but variable set of procedural instructions (program)
- 3. to produce a result in the form of information or signals.

Discussion

- Computer Science and Engineering Difference?
- Digital Logic Design what does it mean?
- What do you think this course is about?
- What really are computers? and how to they work?

Definition of a Computer

An electronic device which is capable of

- 1. receiving information (data) in a particular form and
- 2. of performing a sequence of operations in accordance with a predetermined but variable set of procedural instructions (program)
- 3. to produce a result in the form of information or signals.

What is the most simple model of general computer (computation)?

CS Definition: Computers are Automata!

What is an Automaton?

CS Definition: Computers are Automata!

What is an Automaton?

Dictionary Definition of an Automaton

noun (plural automata)

- 1. A moving mechanical device made in imitation of a human being.
- 2. A machine that performs a function according to a predetermined set of coded instructions.

CS Definition: Computers are Automata!

What is an Automaton?

Dictionary Definition of an Automaton

noun (plural automata)

- 1. A moving mechanical device made in imitation of a human being.
- 2. A machine that performs a function according to a predetermined set of coded instructions.





Introduction

Finite instruction machine with finite memory (Finite State Automata)





Finite instruction machine with unbounded memory (Turing machine)

tape \rightarrow





Finite State Automata





- Introduced first by two neuro-psychologists Warren S. McCullough and Walter Pitts in 1943 as a model for human brain!
- Finite automata can naturally model microprocessors and even software programs working on variables with bounded domain
- Capture so-called regular sets of sequences that occur in many different fields (logic, algebra, regEx)
- Nice theoretical properties
- Applications in digital circuit/protocol verification, compilers, pattern recognition, etc.

Turing Machine







- Introduced by Alan Turing as a simple model capable of expressing any imaginable computation
- Turing machines are widely accepted as a synonyms for algorithmic computability (Church-Turing thesis)
- Using these conceptual machines Turing showed that first-order logic validity problem ¹ is non-computable.
- I.e. there exists some problems for which you can never write a program no matter how hard you try!

¹(Entscheidungsproblem—one of the most famous problem of 20th century posed by David Hilbert) Ashutosh Trivedi - 10 of 13

Turing Machine: Turing Machine by Mike Davey

Blocks needed to design a digital computer



Ingredients:

- 1. A way to distinguish between 0's and 1's (called Binary digits)
- 2. A way to store information (Memory)
- 3. A way to encode Finite state instructions (Boolean functions)

- Vacuum Tubes (Diode) by Westinghouse Electric Corporation.
- ENIAC the first computer made using Vacuum tubes
- Transistors by Veritasium.
- Semi-conductors Turing Machine