

CSE 260M / ESE 260

Intro. To Digital Logic & Computer Design

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&
Michael Hall

5W+H

(Questions welcome at any time)

Who?

- Us: Bill Siever & Michael Hall
 - Bill: Teaching Prof. In CSE
 - Michael: Lecturer in CSE/ESE

Who?

- You?
 - Mix of Computer Engineering, Electrical Engineering, and C.S. Majors
 - Many in Dual Degree program
- Prerequisites: Intro. To Computer Science (Programming)
- Other related courses? 1302? 3601? 3602?

What?

- Digital Logic!
 - Digital: Usually about binary-based systems
 - Q: Why binary?
- Computer Design
 - Focus on Architecture: How Digital Logic is Used for a Modern Computer

When?

- Class (now): Tues/Thurs 2:30-3:50
- Instructor & TA Office Hours: TBD

Where?

- Hillman 60 (ish)
(May be different on future Tuesdays — TBD)

Why?

- Digital logic is critical to
 - All of computing
 - Recent advances in A.I./M.L.
 - Understanding system-level behavior of computers

Why?

- Deep understanding benefits:
 - Design at all levels (hardware, software/API)
 - Debugging
- Integration of knowledge
 - Bring together lots of classes / topics

How?

- Overview of Syllabus / Schedule / Webpage
- <https://wustl.instructure.com/courses/154176>

How?

- **Summary:**
 - **For credit:** Exams, Homework, Studios, Studio Lead duties, Prep work summaries
 - **For prep:** Lectures/discussion, Prep work (reading, videos, etc.)

Tools / Resources

- Website vs. Canvas
- Canvas, Gradescope, Github
- Forum: Piazza

Challenges

- Significant change in content from some prior years
 - Still being refined — you will be a part of continued refinement
- There will be some challenges & problems
 - That's common in engineering
 - We'll focus on helping you learn the critical concepts despite setbacks

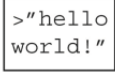
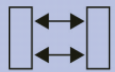
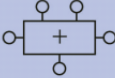
Chapter 1 Sections

1. The Game Plan
2. Managing Complexity
3. Digital Abstraction
4. Number Systems
5. Logic Gates

Course

But
Architecture
before Micro

focus of this course

Application Software		programs
Operating Systems		device drivers
Architecture		instructions registers
Micro-architecture		datapaths controllers
Logic		adders memories
Digital Circuits		AND gates NOT gates
Analog Circuits		amplifiers filters
Devices		transistors diodes
Physics		electrons

Abstraction

- Digital discipline
 - Discrete values
 - Moreover, *binary* (0/1; false/true; Off/On; 0v/3v; No/Yes; ...)
 - Smallest unit of information: a binary digit. Also-know-as a *Bit*
- (Mostly) Starting at gate level

Goals Today

- Review / Learn (Unsigned) Binary Representations
- Learn Binary Addition
- Review Binary Operations
 - Consider Machines for Binary Operations

Counting

Decimal
0
1
2
3
4
5
6
7
8
9
10

Counting

Decimal
00
01
02
03
04
05
06
07
08
09
10

Counting

Decimal	Binary
00	
01	
02	
03	
04	
05	
06	
07	
08	
09	
10	

Counting

Decimal	Binary
00	0
01	
02	
03	
04	
05	
06	
07	
08	
09	
10	

Counting

Decimal	Binary
00	0
01	1
02	
03	
04	
05	
06	
07	
08	
09	
10	

Counting

Decimal	Binary
00	0
01	1
02	?
03	
04	
05	
06	
07	
08	
09	
10	

Counting

Decimal	Binary
00	00
01	01
02	10
03	
04	
05	
06	
07	
08	
09	
10	

Counting

Decimal	Binary
00	0000
01	0001
02	0010
03	
04	
05	
06	
07	
08	
09	
10	

Counting

Decimal	Binary
00	0000
01	0001
02	0010
03	0011
04	
05	
06	
07	
08	
09	
10	

Counting

Decimal	Binary
00	0000
01	0001
02	0010
03	0011
04	0100
05	
06	
07	
08	
09	
10	

Counting

Decimal	Binary
00	0000
01	0001
02	0010
03	0011
04	0100
05	0101
06	
07	
08	
09	
10	

Counting

Decimal	Binary
00	0000
01	0001
02	0010
03	0011
04	0100
05	0101
06	0110
07	
08	
09	
10	

Counting

Decimal	Binary
00	0000
01	0001
02	0010
03	0011
04	0100
05	0101
06	0110
07	0111
08	
09	
10	

Counting

Decimal	Binary
00	0000
01	0001
02	0010
03	0011
04	0100
05	0101
06	0110
07	0111
08	1000
09	
10	

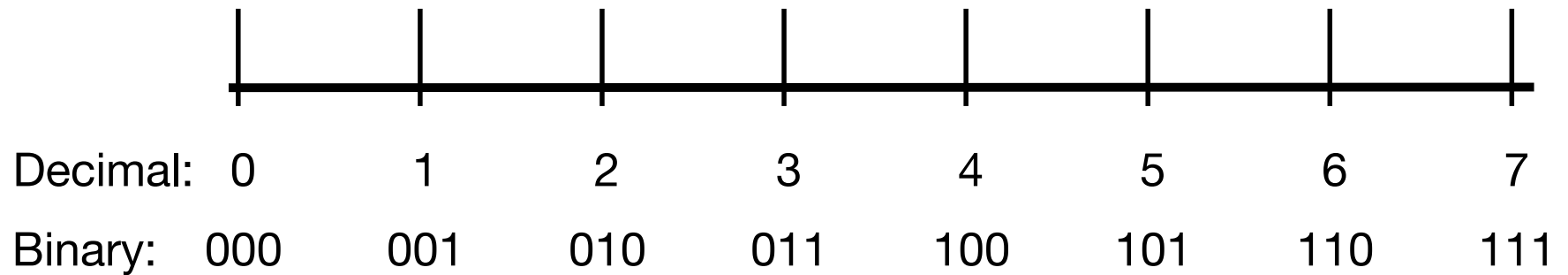
Counting

Decimal	Binary
00	0000
01	0001
02	0010
03	0011
04	0100
05	0101
06	0110
07	0111
08	1000
09	1001
10	

Counting

Decimal	Binary
00	0000
01	0001
02	0010
03	0011
04	0100
05	0101
06	0110
07	0111
08	1000
09	1001
10	1010

Binary Basics: Number Line



Conversions

Place Value: Base 10

Example: 123

Digits	1	2	3
Place Value	100	10	1
Place Value In terms of Base	10^2	10^1	10^0
Expansion	1×10^2	$+2 \times 10^1$	$+3 \times 10^0$

Place Value: Base 2

Example: 110_2 (or 3'b110)

Digits	1	1	0
Place Value (<i>Decimal</i>)	4	2	1
Place Value In terms of Base	2^2	2^1	2^0
Expansion	1×2^2	$+1 \times 2^1$	$+0 \times 2^0$

Easy Conversion: Binary to Decimal

Place Value (Decimal)	128	64	32	16	8	4	2	1
Place Value In terms of Base	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0

**Problem: What is the decimal value of
5'b10011**

Place Value (Decimal)	128	64	32	16	8	4	2	1
Place Value In terms of Base	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0

Easy Conversion: Decimal to Binary

Greedy Algorithm Approach: Right to Left

1. Start with value n
2. Find the exponent, k , of the *largest* power of 2 that is *smaller* than n .
(i.e., first power of 2 that can be subtracted without going negative)
3. For k down to 0:
 1. If $2^k \leq n$
 1. Write down a 1 (and move right)
 2. $n = n - 2^k$
 2. Else
 1. Write down a 0 (and move right)

Example: Convert 27 to binary (With the greedy approach)

- First power of 2 less than 27

- 16 (2^4)

- $n = 27 - 16 = 11$

- $n = 11 - 8 = 3$

- $n = 3 - 2 = 1$

- $n = 1 - 1 = 0$

Place Value	128	64	32	16	8	4	2	1
Place Value	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
Result				1	1	0	1	1

Arithmetic

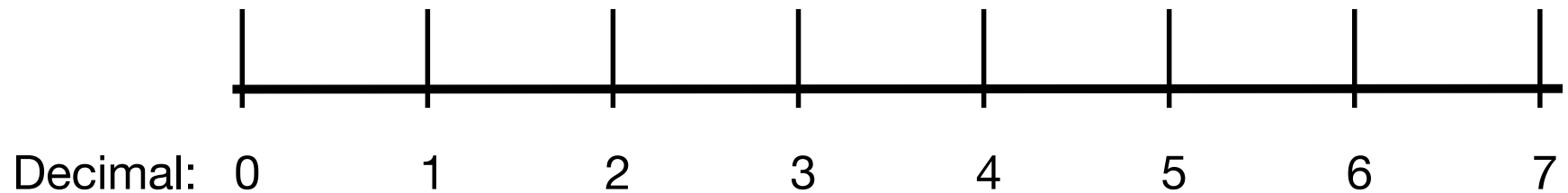
Decimal Addition

+	1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10	11
2	3	4	5	6	7	8	9	10	11	12
3	4	5	6	7	8	9	10	11	12	13
4	5	6	7	8	9	10	11	12	13	14
5	6	7	8	9	10	11	12	13	14	15
6	7	8	9	10	11	12	13	14	15	16
7	8	9	10	11	12	13	14	15	16	17
8	9	10	11	12	13	14	15	16	17	18
9	10	11	12	13	14	15	16	17	18	19
10	11	12	13	14	15	16	17	18	19	20

Decimal Addition: Bunch of Rules

Rules just “encode” moving right on the number line

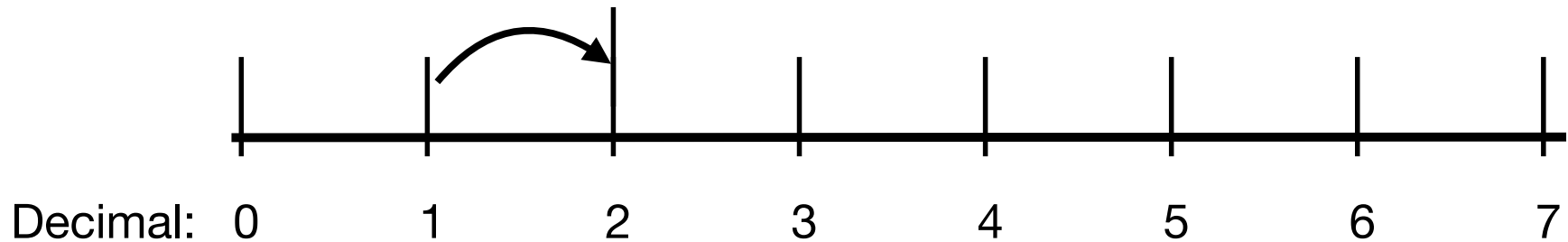
Ex: $1+2$



Decimal Addition: Bunch of Rules

Rules just “encode” moving right on the number line

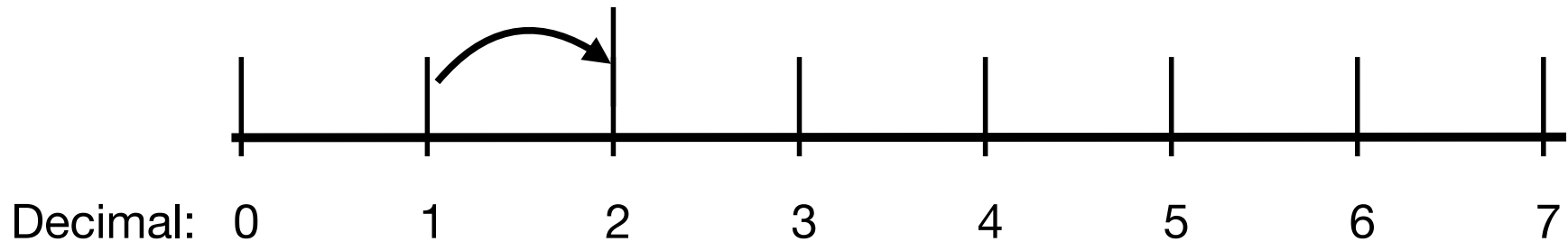
Ex: $1+2$



Decimal Addition: Bunch of Rules

Rules just “encode” moving right on the number line

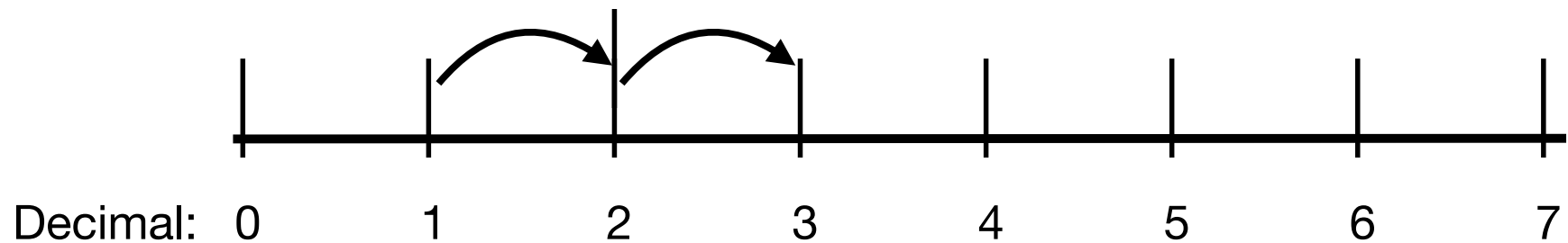
Ex: $1+2$



Decimal Addition: Bunch of Rules

Rules just “encode” moving right on the number line

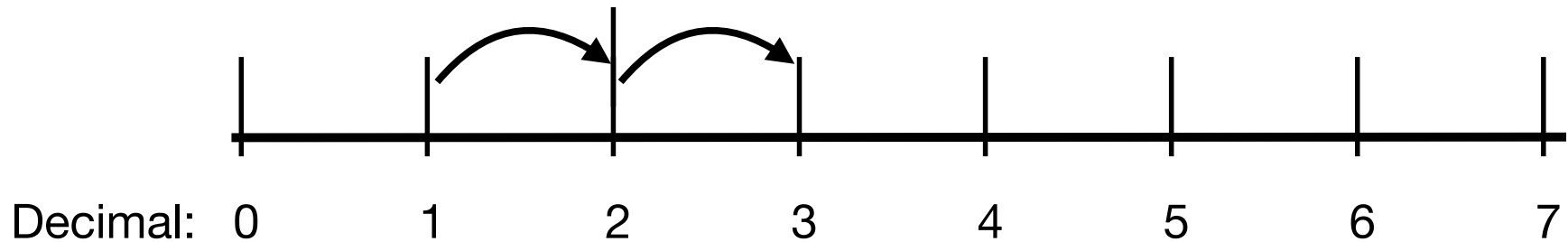
Ex: $1+2$



Decimal Addition: Bunch of Rules

Rules just “encode” moving right on the number line

Ex: $1+2$



Binary Addition Rules

- Condensed
 - No ones: $0+0+0 = 00$
 - One one: $0+0+1 = 01$
 - Two Ones: $0+1+1 = 10$
 - Three Ones: $1+1+1 = 11$

Binary Addition Rules: Fully Elaborated

0+ 0+ 0	=	00
0+ 0+ 1	=	01
0+ 1+ 0	=	01
0+ 1+ 1	=	10
1+ 0+ 0	=	01
1+ 0+ 1	=	10
1+ 1+ 0	=	10
1+ 1+ 1	=	11

Problem

- Add $4'b1010 + 4'b0011$

Review: Operations on Booleans

Review: Boolean Logic Operations

LOGIC OPERATION	COMMON PROG. LANG. SYMBOLS	FIRST-ORDER LOGIC	DIGITAL LOGIC
And	&&, and	$\wedge$	* (multiplication)
Or	, or	$\vee$	+
Not / Negation	!, not	$\neg$	/ (also line over)

Gates: Conceptual Machines for Boolean Ops

LOGIC OPERATION	COMMON PROG. LANG. SYMBOLS	FIRST-ORDER LOGIC	DIGITAL LOGIC	GATE
And	&&, and	$\wedge$	$*$ (multiplication)	See here
Or	, or	$\vee$	$+$	See here
Not / Negation	!, not	$\neg$	$/$ (also line over)	See here

Gates: Machines for Boolean Ops

(A look at “Computer Engineering for Babies”)

For Thursday

- Read Chapter 1: 1.1-1.5
 - Complete the questions (Canvas) before 11am (not officially due)
 - Future prep work questions are 11:59pm on Mondays
 - Reading is almost all of Chapters 1-7. Can work ahead!

Homework #1 Posted!
Dropbox available on Thursday (28th)
Due next Wednesday (September. 3rd)