

# The Digital Abstraction

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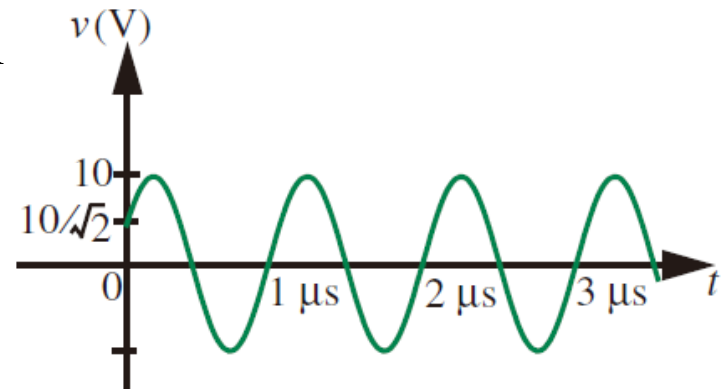
# CAPT

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# Signal Representation

- One of the motivations for building circuits is to **process information or energy**.
- iPod, iPad, and iPhone are examples of commonplace electronic systems for processing **information**. Power supplies are example of electronic circuits that process **energy**.
- Either the **information or the energy**, is represented in the circuit by an **electrical signal**, namely a **current  $i(t)$**  or a **voltage  $v(t)$** , and **circuit networks** are used to process these signals.
- An analog Signal: a 1-MHz sinusoidal signal with amplitude 10 V and a phase offset of  $\pi/4$

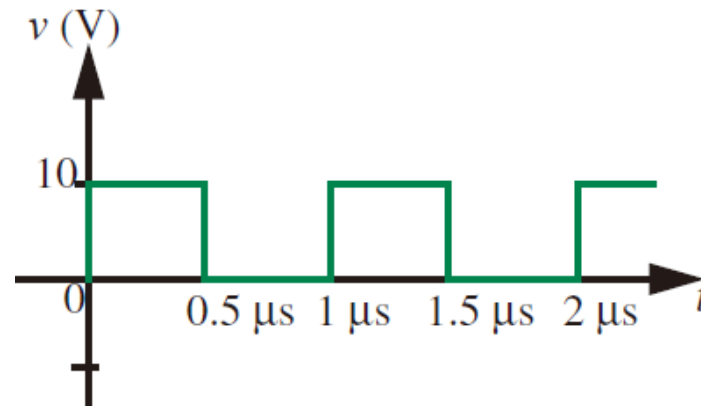
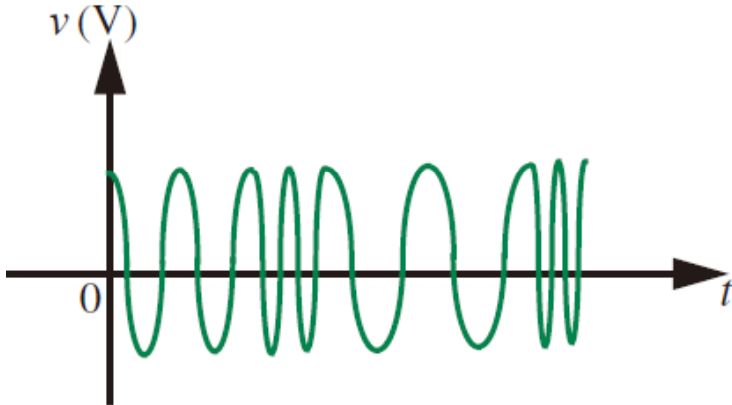
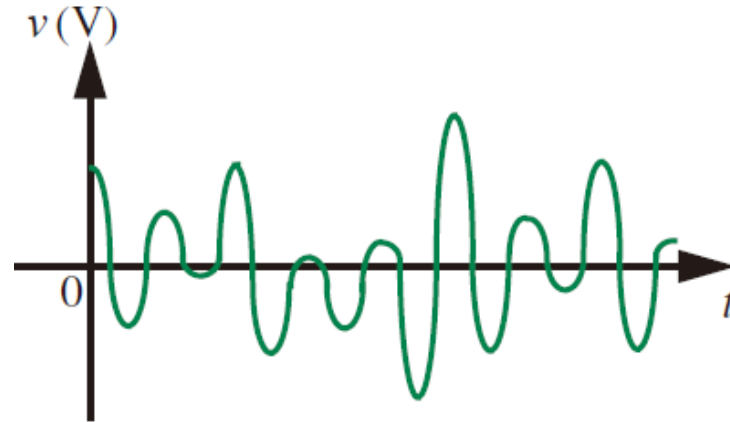
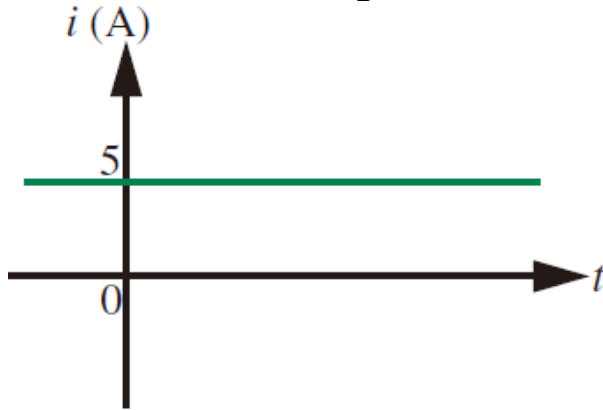


$$(a) v = 10 \sin\left(2\pi \times 10^6 t + \frac{\pi}{4}\right)$$

# Analog Signals



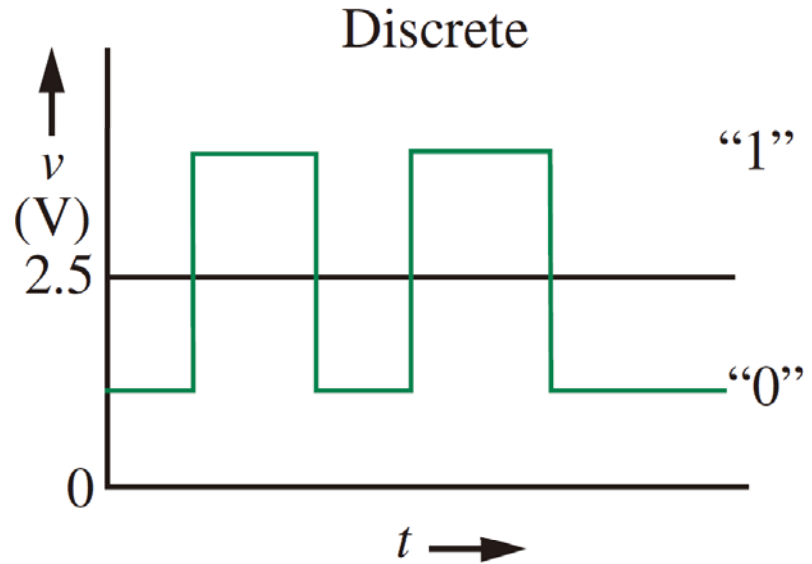
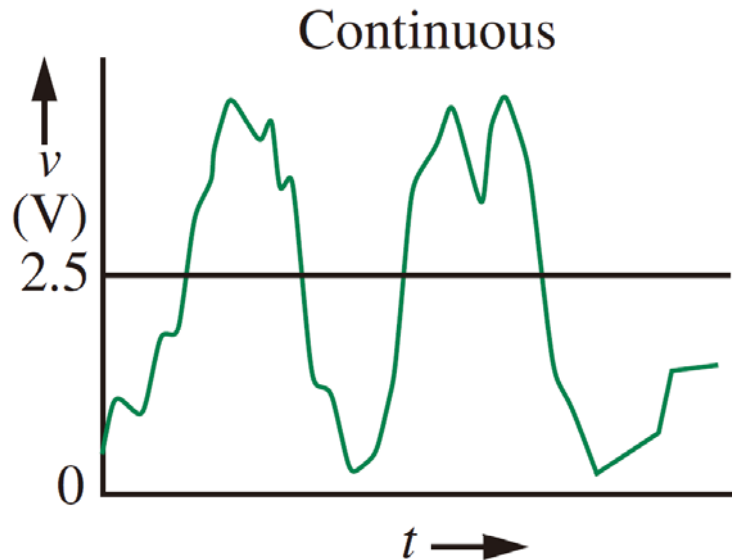
- A 5-A DC signal.
- A signal carrying information in its amplitude.
- A signal carrying information in its frequency.
- A 1-MHz square wave signal with a 5-V offset





# The Digital Abstraction

- Digital abstraction is *the signal value discretization*.
- Continuous Signal



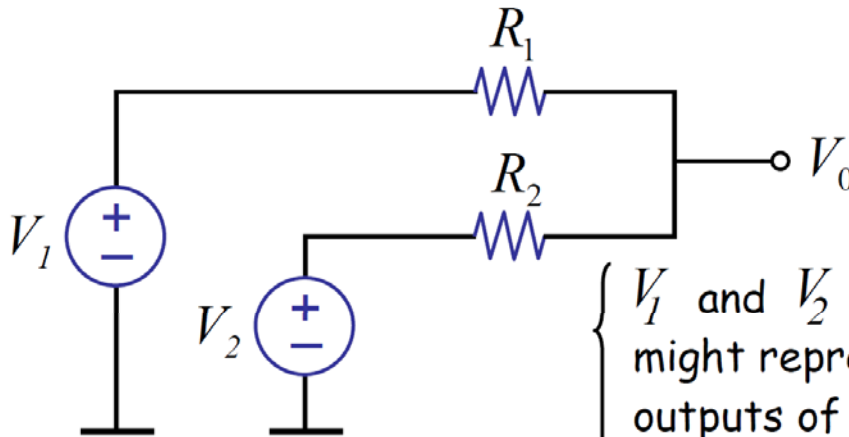
- Discrete Signal (or Digital Signal)
- Interestingly, we will see shortly that the tools learned in the previous three chapters are sufficient to analyze simple digital circuits.



# Why digital Signal?

- Here is a signal averager (an analog signal processing circuit).

Analog signal processing



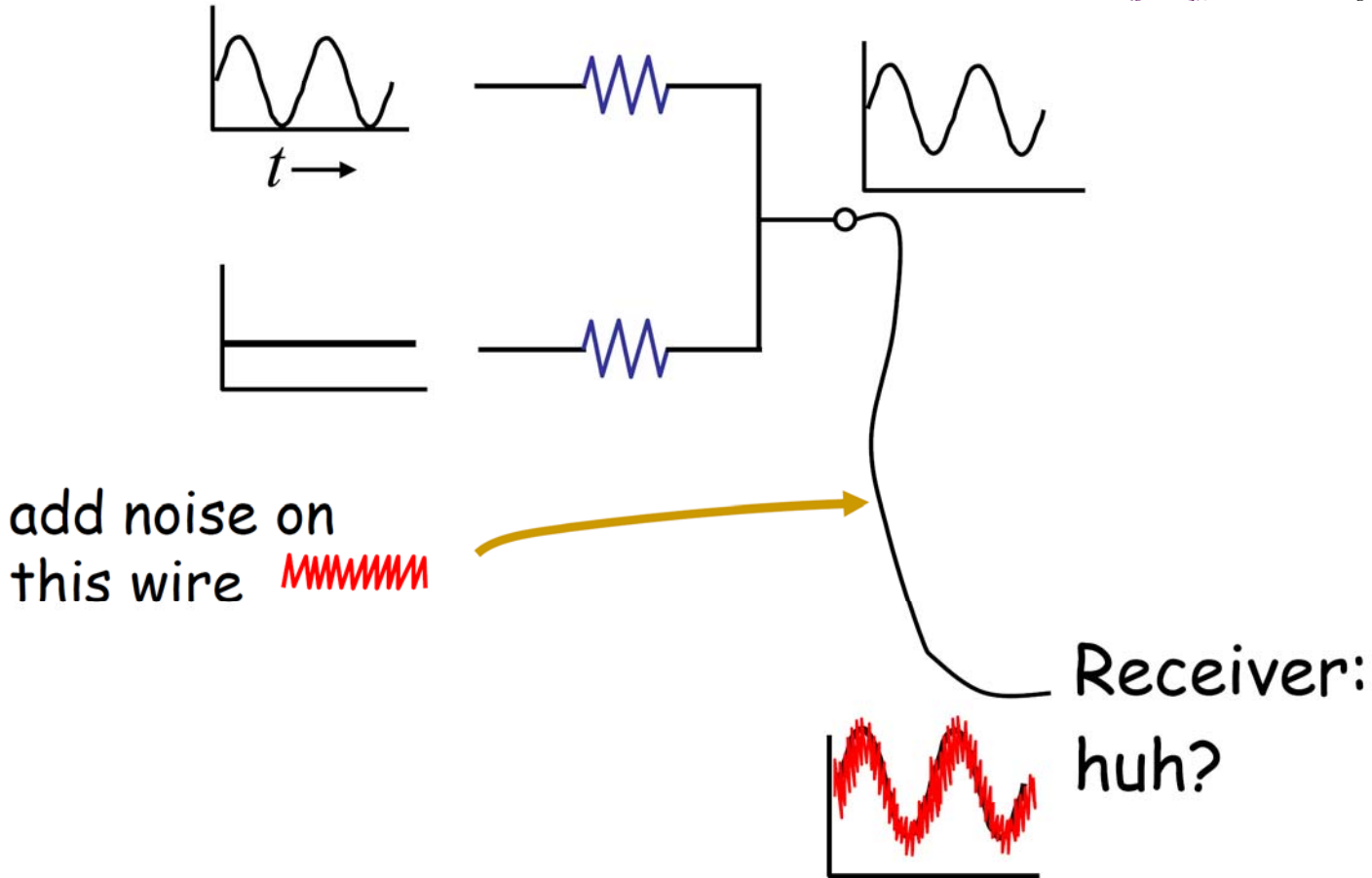
$\left\{ \begin{array}{l} V_1 \text{ and } V_2 \\ \text{might represent the} \\ \text{outputs of two} \\ \text{sensors, for example.} \end{array} \right.$

$$V_0 = \frac{R_2}{R_1 + R_2} V_1 + \frac{R_1}{R_1 + R_2} V_2$$

If  $R_1 = R_2$ ,  $V_0 = \frac{V_1 + V_2}{2}$

This is an *Averager* Circuit.

# Noise Problem



Noise hampers our ability to distinguish between small differences in value, for example, between 3.1V and 3.2V.



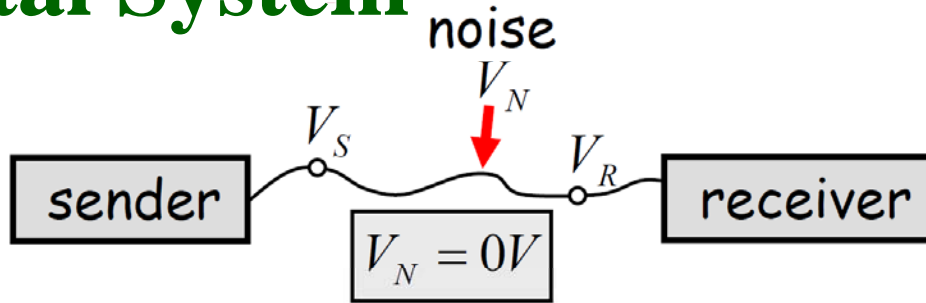
# Value Discretization

- Let's restrict values to be one of following two values.

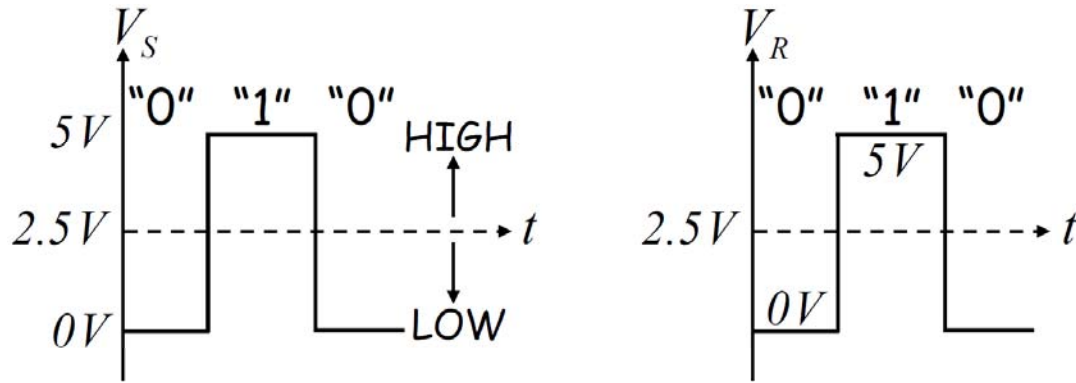
<i>High</i>	<i>Low</i>
5V	0V
<i>True</i>	<i>False</i>
<b>1</b>	<b>0</b>

- This is just like two digits 0 and 1
- (Remember, numbers larger than 1 can be represented using multiple binary digits and coding, much like using multiple decimal digits to represent numbers greater than 9. E.g., the binary number 101 has decimal value 5.)
- Why is this discretization useful?*

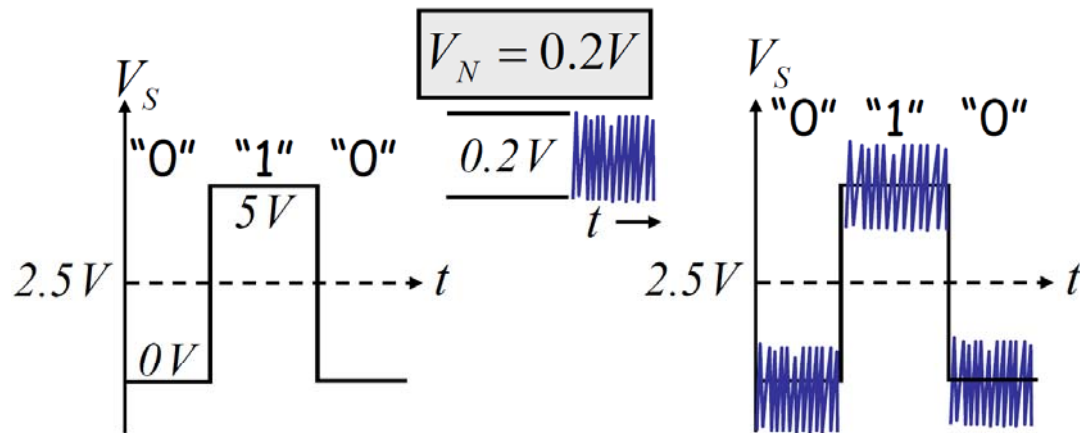
# Digital System



Without noise



With noise





# Digital System



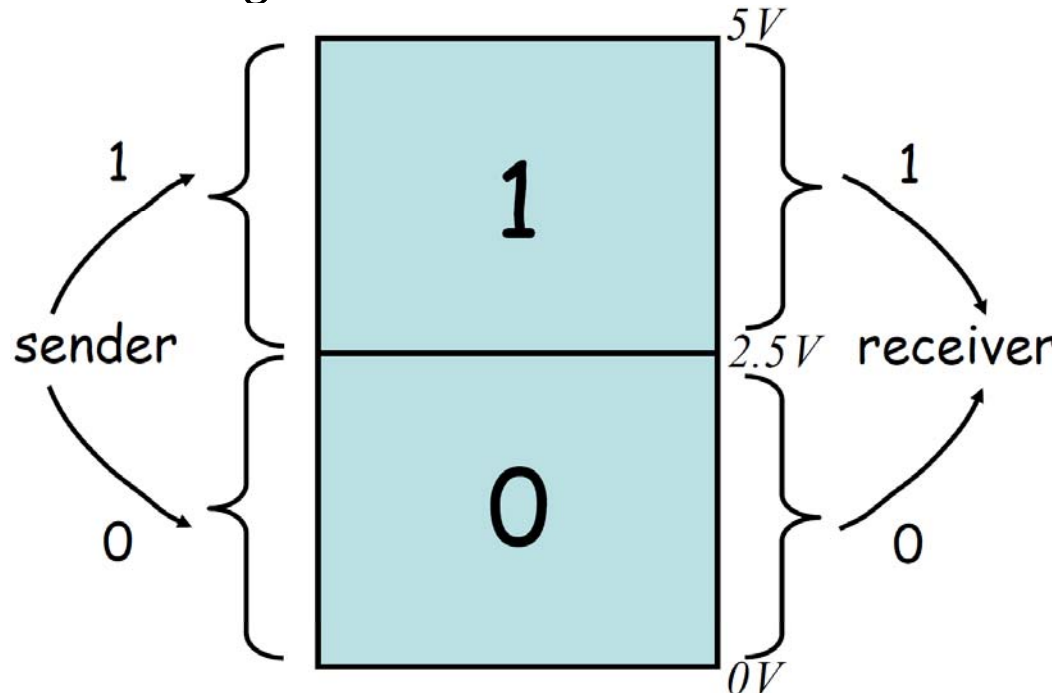
- Better noise immunity

Lots of "noise margin "

**Logic value for "1" :**  $2.5\text{ V} \leq V \leq 5\text{ V}$  **noise margin**  $5\text{V}$  to  $2.5\text{V} = 2.5\text{V}$ .

**Logic value for "0" :**  $0\text{ V} \leq V < 2.5\text{ V}$  **noise margin**  $0\text{V}$  to  $2.5\text{V} = 2.5\text{V}$ .

- $2.5\text{V}$  is called the **voltage threshold**.



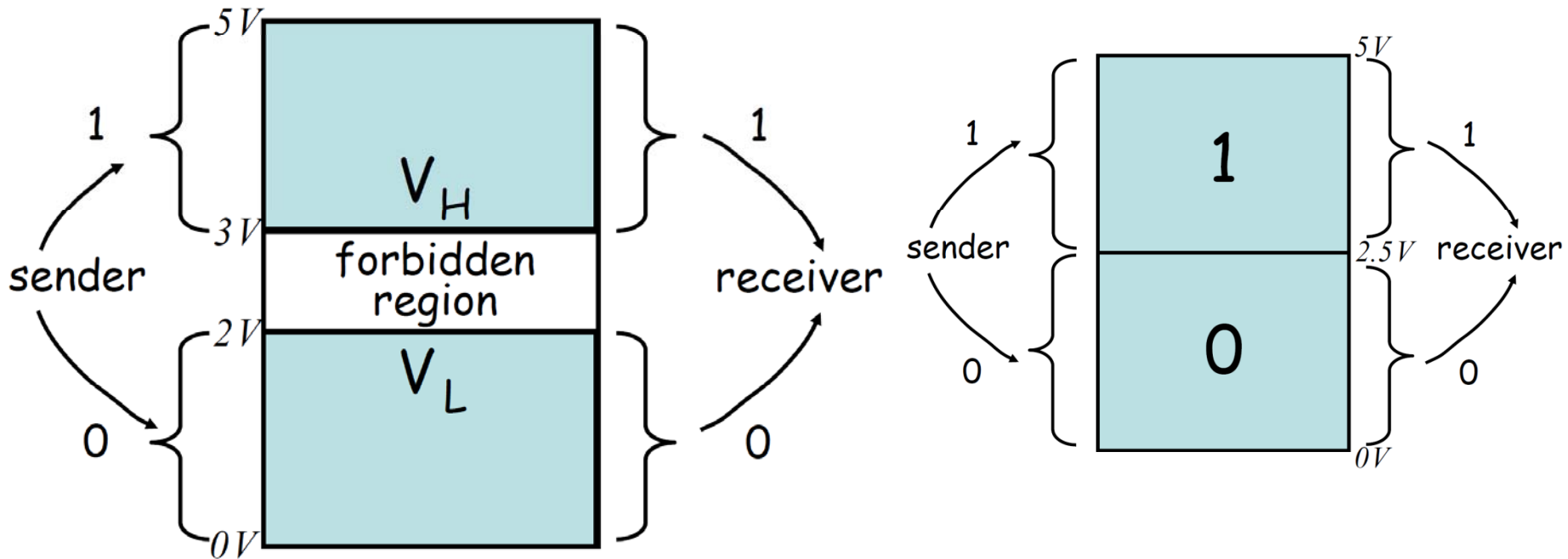
# Issue with Voltage threshold 2.5V



- What if the receiver receive a 2.5 V signal? How to interpret this signal? 0 or 1?
- How about create a "forbidden region" to overcome this problem?

*logic value* for "1" :  $V_H \equiv 3\text{ V} \leq V \leq 5\text{ V}$

*logic value* for "0" :  $0\text{ V} \leq V \leq 2\text{ V} \equiv V_L$



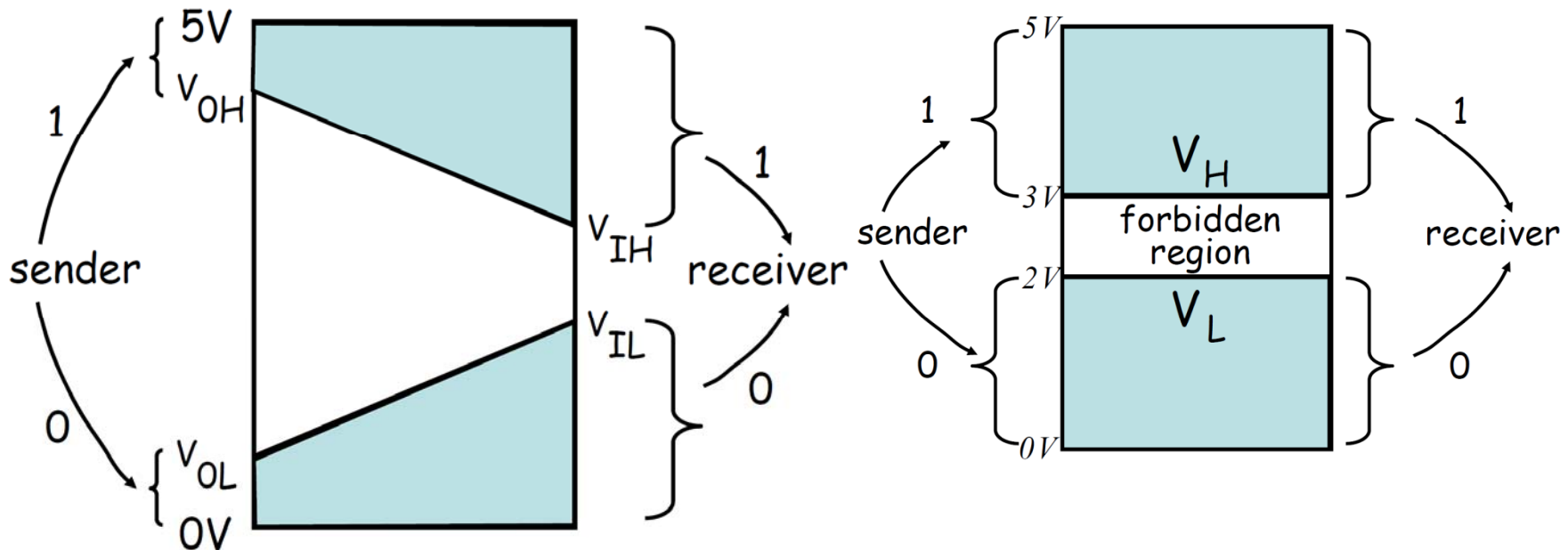
# Noise Margin



- If the sender sent  $V_H = 3V$  as logic "1", then where's the noise margin?
- How to resolve this zero noise-margin issue?
- Hold the sender to tougher standards!

"1" for sender:  $V_{OH} \equiv 4V \leq V \leq 5V$  for receiver:  $V_{IH} \equiv 3V \leq V \leq 5V$

"0" for sender:  $0V \leq V \leq 1V \equiv V_{OL}$  for receiver:  $0V \leq V \leq 2V \equiv V_{IL}$

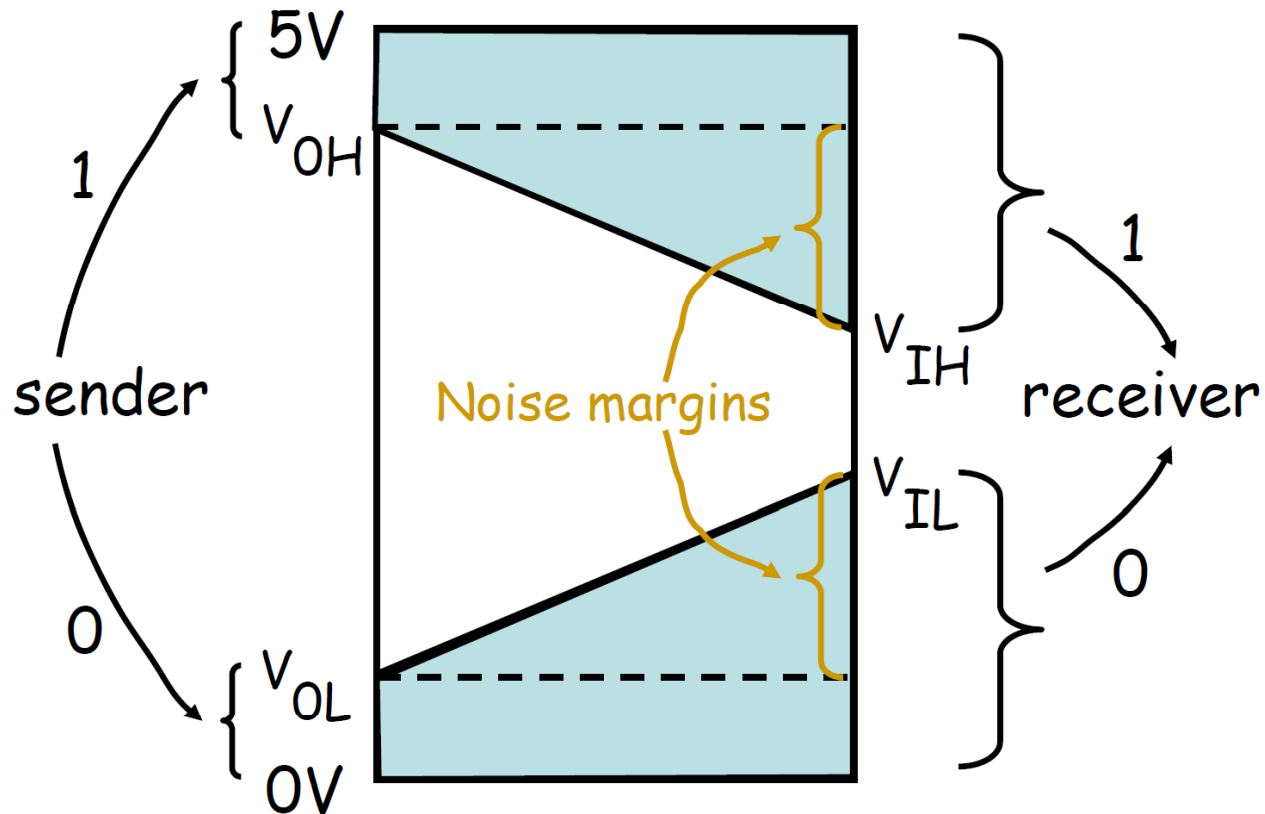


# The Noise Margin



"1" noise margin:  $NM_1 = V_{OH} - V_{IH}$

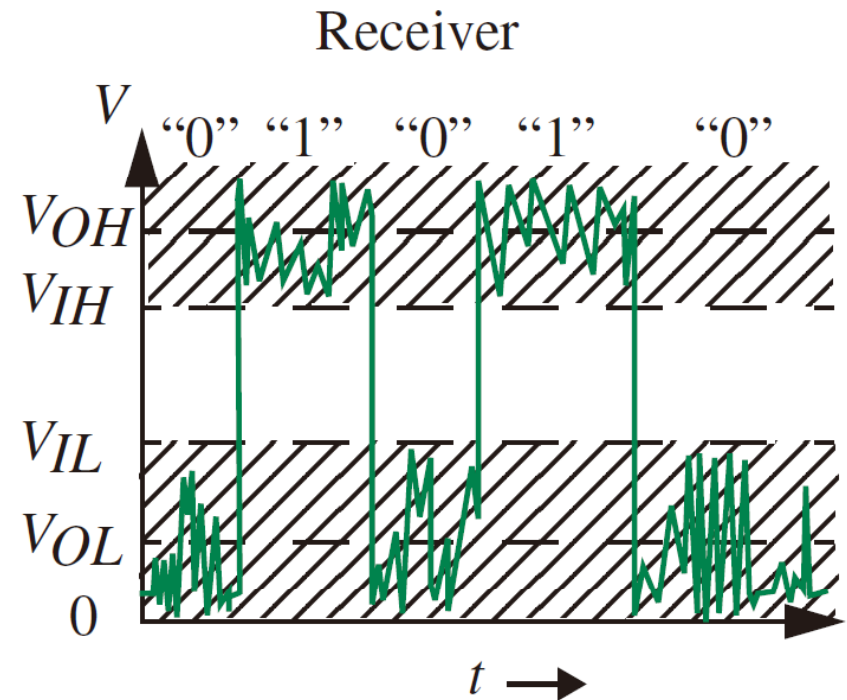
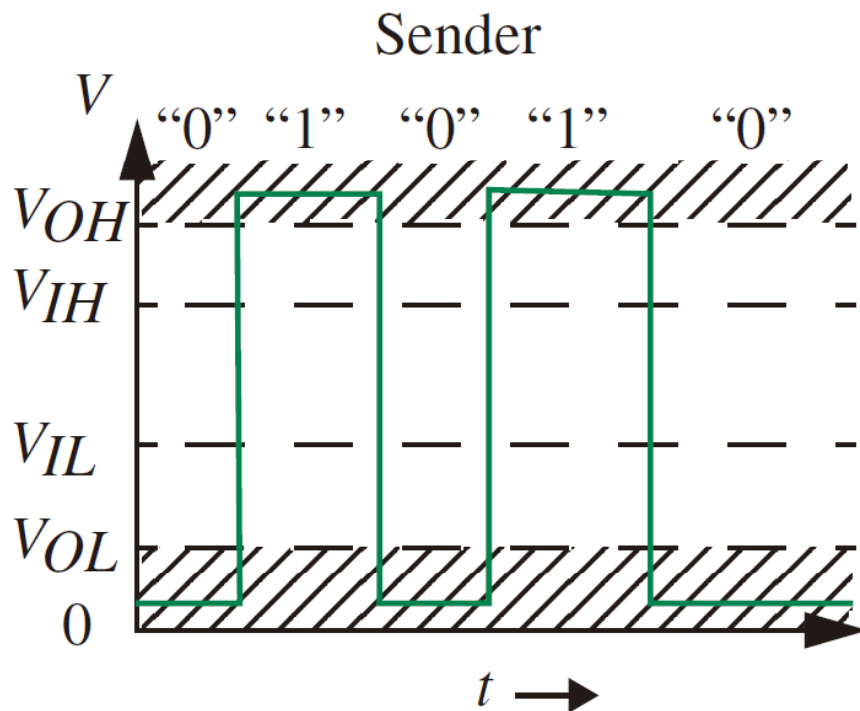
"0" noise margin:  $NM_0 = V_{IL} - V_{OL}$



# The Static Discipline



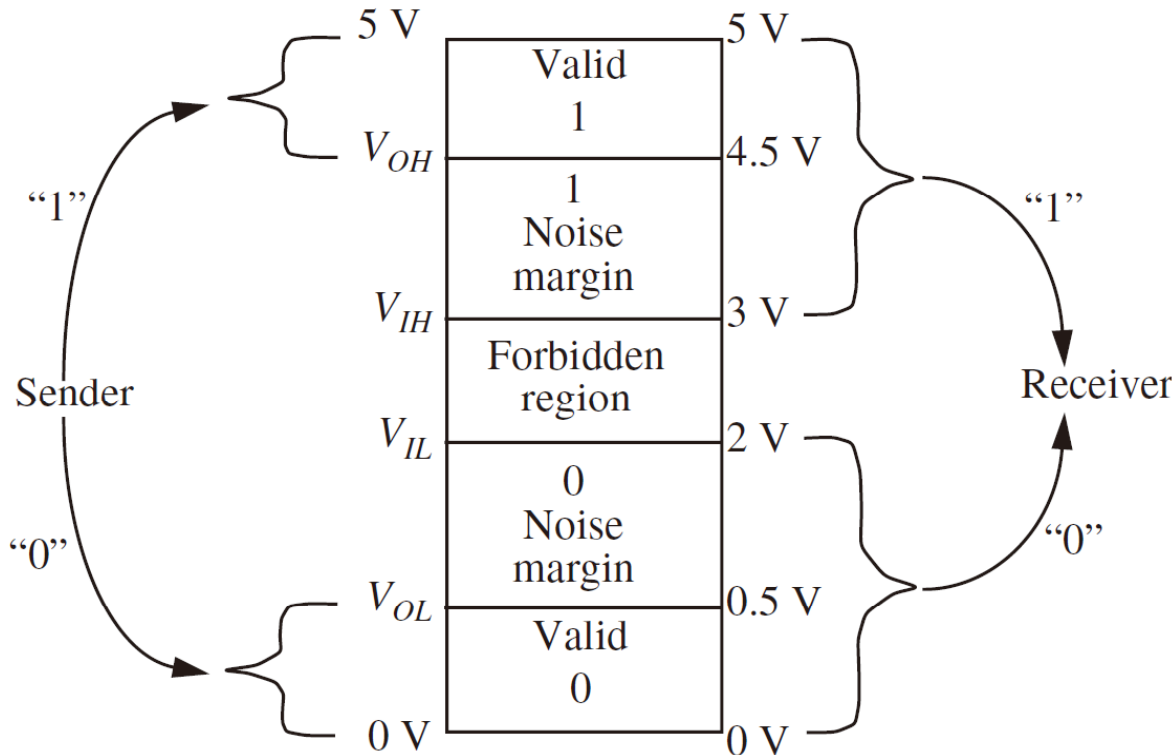
- Digital systems follow static discipline: if inputs to the digital system meet valid input thresholds, then the system guarantees its outputs will meet valid output thresholds.



# The Static discipline



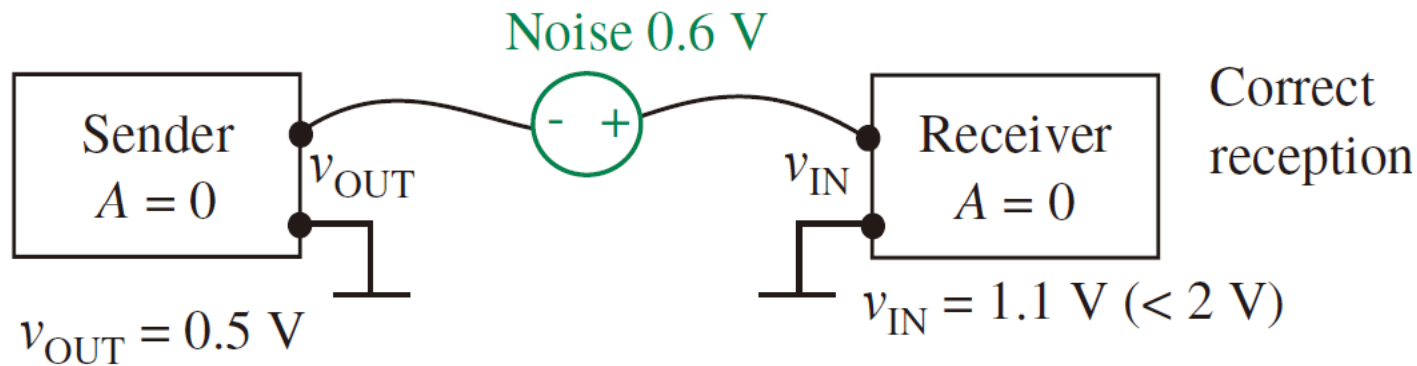
- The static discipline is a specification for digital devices.
- The static discipline requires devices to interpret correctly voltages that fall within the input thresholds ( $V_{IL}$  and  $V_{IH}$ ).
- As long as valid inputs are provided to the devices, the discipline also requires the devices to produce valid output voltages that satisfy the output thresholds ( $V_{OL}$  and  $V_{OH}$ ).



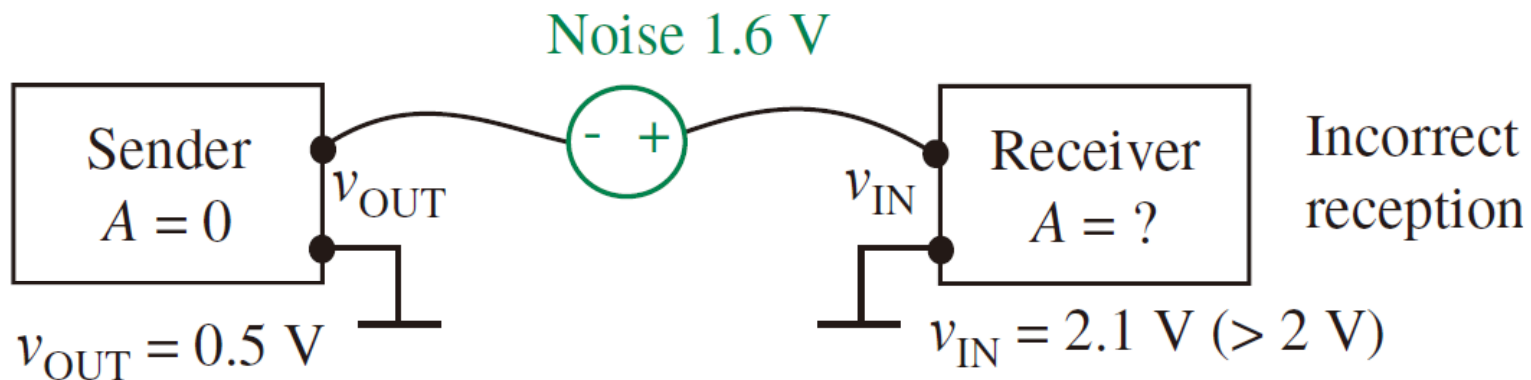
# Noise Margin



- The sender sends a 0 by placing  $v_{OUT} = 0.5 \text{ V}$  on the wire. The receiver is able to interpret the value as a 0 because the received value is within the low input voltage threshold of 2 V.



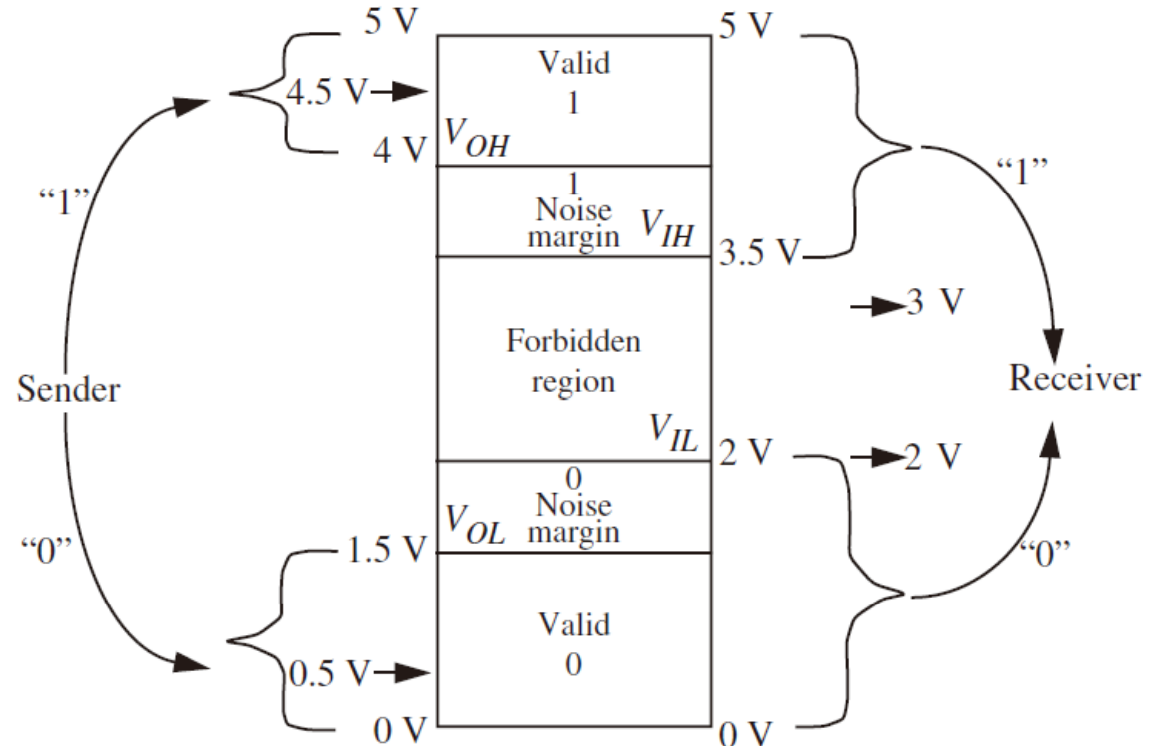
- The receiver is unable to interpret the signal correctly because the noise level of 1.6 V is higher than the noise margin of 1.5 V.



# Example



- Disco's static discipline:  $V_{IL} = 2\text{ V}$ ,  $V_{IH} = 3.5\text{ V}$ ,  $V_{OL} = 1.5\text{ V}$  and  $V_{OH} = 4\text{ V}$ .
- Yehaa adders can interpret all signals between  $0\text{ V}$  and  $2\text{ V}$  at their inputs as a logical 0, and all signals between  $3\text{ V}$  and  $5\text{ V}$  as a logical 1.
- For a logical 0, their adders produce a voltage level of  $0.5\text{ V}$  at their outputs. For logical 1, their adders produce the voltage level of  $4.5\text{ V}$ .
- Yehaa's adders satisfy Disco's static discipline

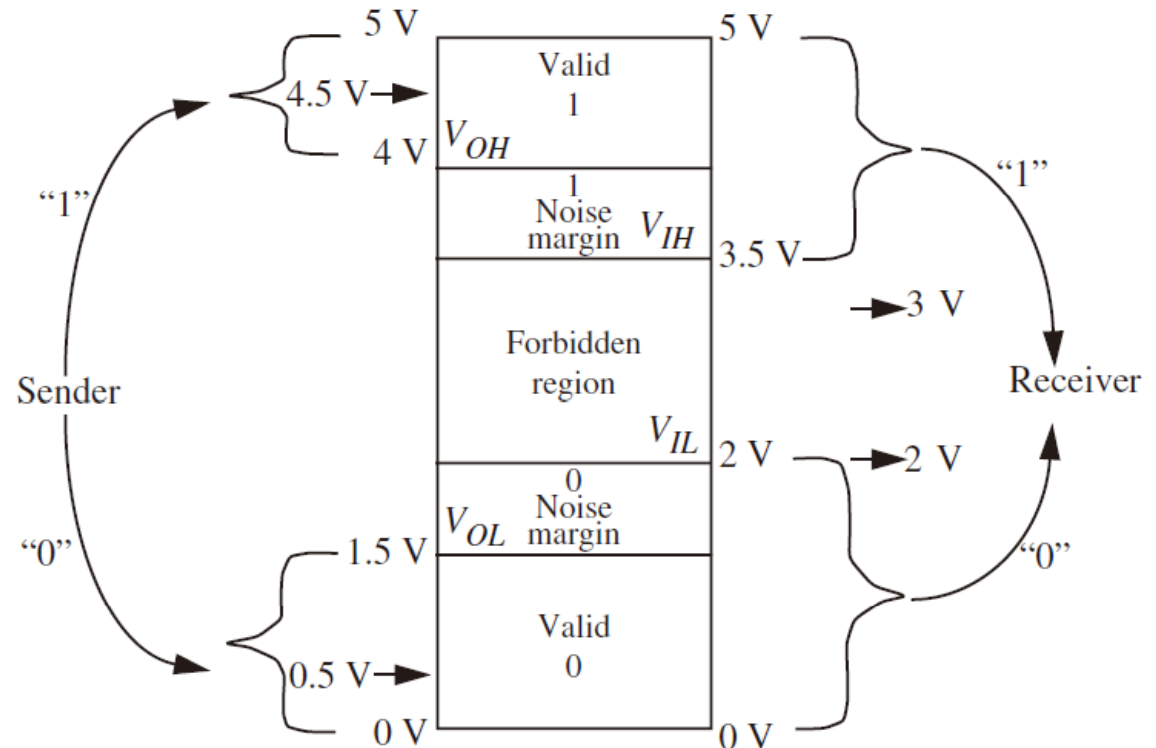




# Example



- Disco's static discipline:  $V_{IL} = 2\text{ V}$ ,  $V_{IH} = 3.5\text{ V}$ ,  $V_{OL} = 1.5\text{ V}$  and  $V_{OH} = 4\text{ V}$ .
- Yikes's adders can interpret all signals between  $0\text{ V}$  and  $1.2\text{ V}$  at their inputs as a logical 0, and all signals between  $4\text{ V}$  and  $5\text{ V}$  as a logical 1.
- For a logical 0, their adders produce a voltage level of  $1.7\text{ V}$  at their outputs. For logical 1, their adders produce the voltage level of  $4.5\text{ V}$ .
- Yikes's adders DO NOT satisfy Disco's static discipline.



# Processing digital signals



Truth table representation:

X	Y	Z
0	0	0
0	1	0
1	0	0
1	1	1

- Recall, we have only two values.

- Map naturally to logic: T, F.

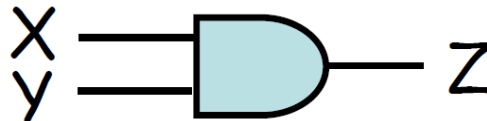
- Can also represent numbers: 1, 0.

- An Example- Boolean Logic: AND gate

- The statement     If **X** is true and **Y** is true  
                          Then **Z** is true else **Z** is false.

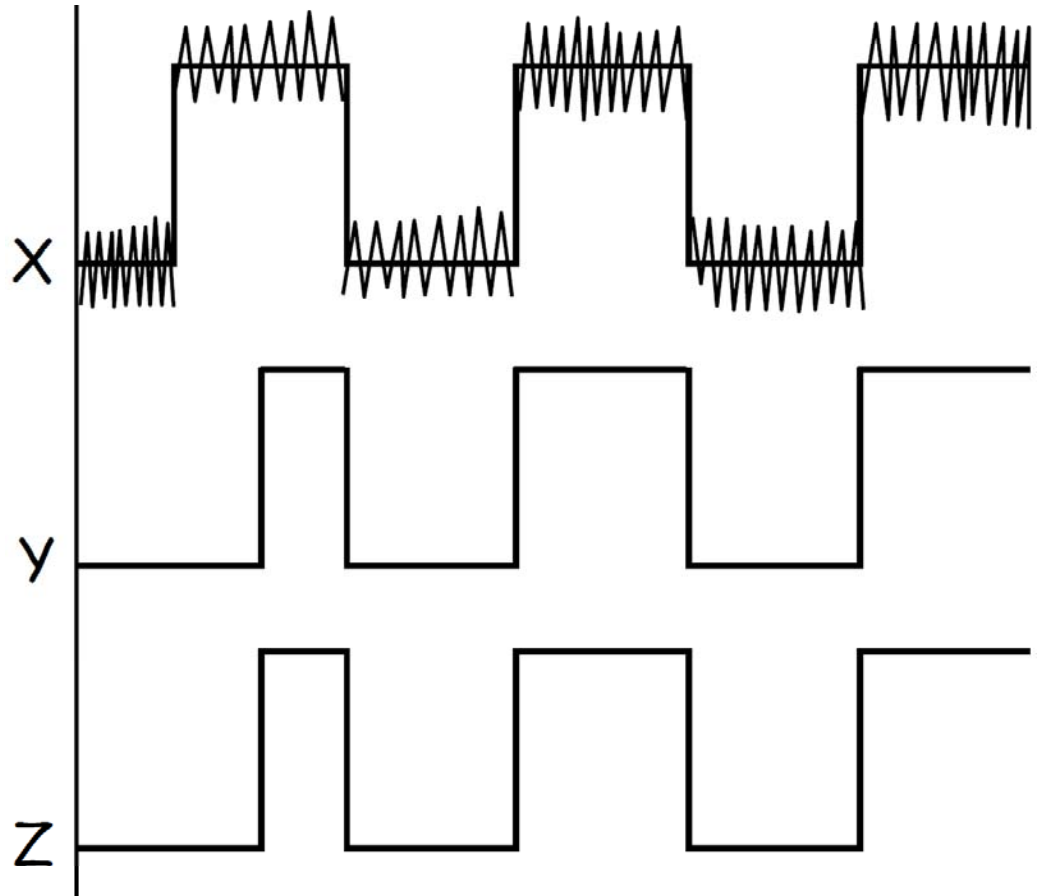
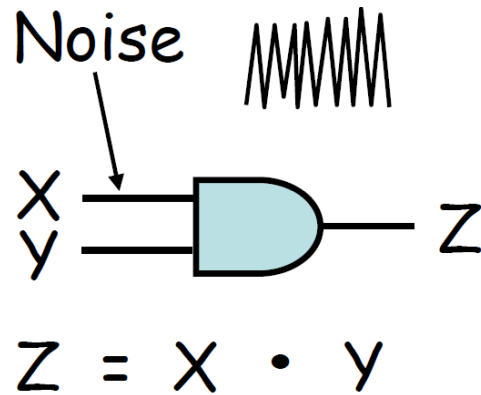
- Boolean Eq.    $\Rightarrow Z = X \text{ AND } Y$   
                   $Z = X \cdot Y$   
                  Boolean equation  
                  X, Y, Z  
                  are digital signals  
                  "0" , "1"

- AND Gate



- Truth Table Representation

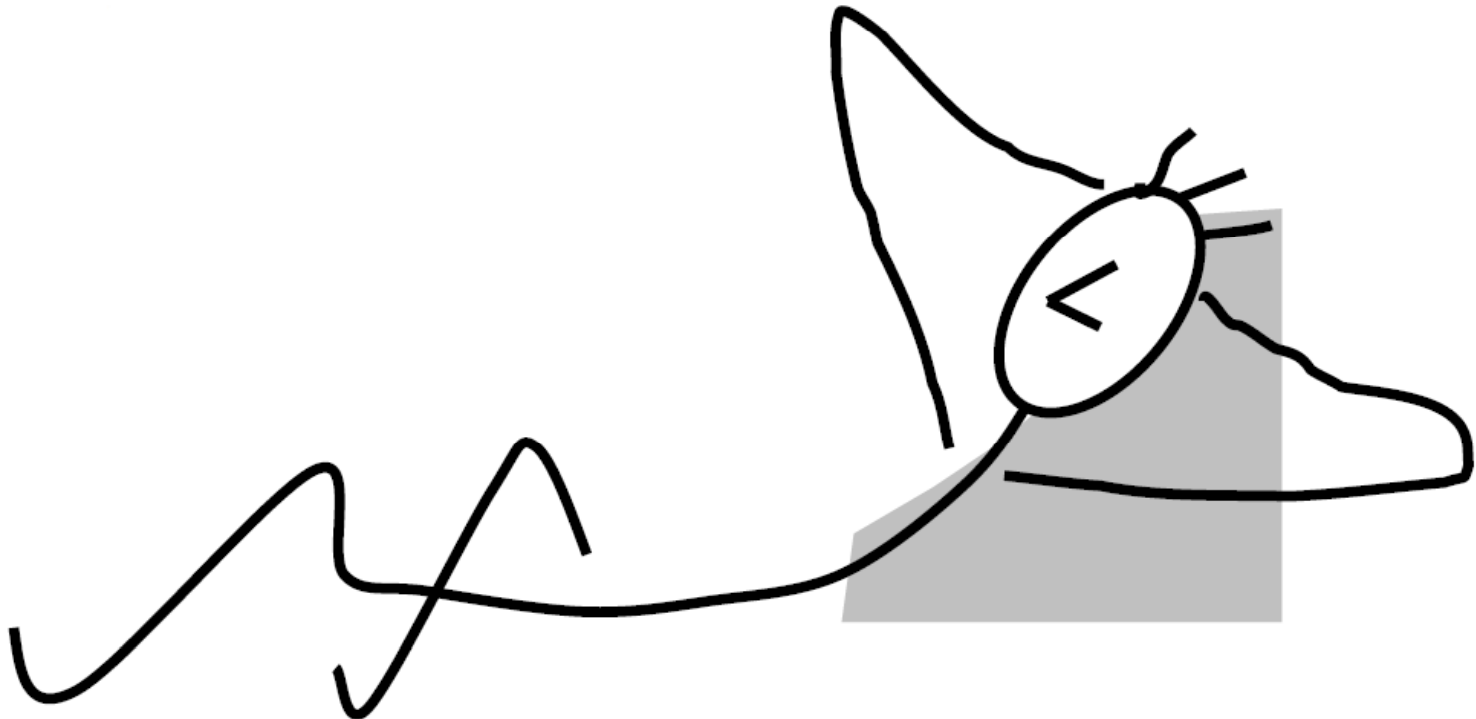
# Noise Immunity





# Combinational gate abstraction

- Adheres to static discipline.
- Outputs are a function of inputs alone.
- Digital logic designers do not have to care about what is inside a gate.

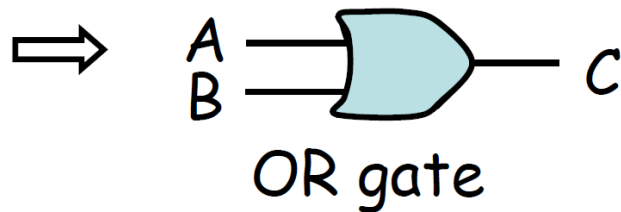




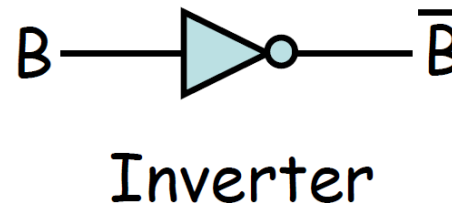
# More Gates

- An OR gate.  
If (A is true) OR (B is true)  
then C is true  
else C is false

$\Rightarrow C = A + B$  Boolean equation  
OR



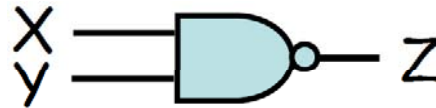
- NOT gate (or called Inverter)



# Digital Circuits



- An NAND gate.

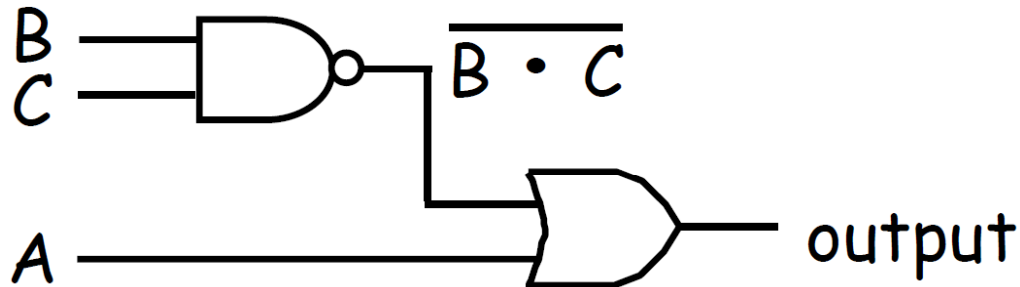


NAND

$$Z = \overline{X \cdot Y}$$

- Digital Circuits

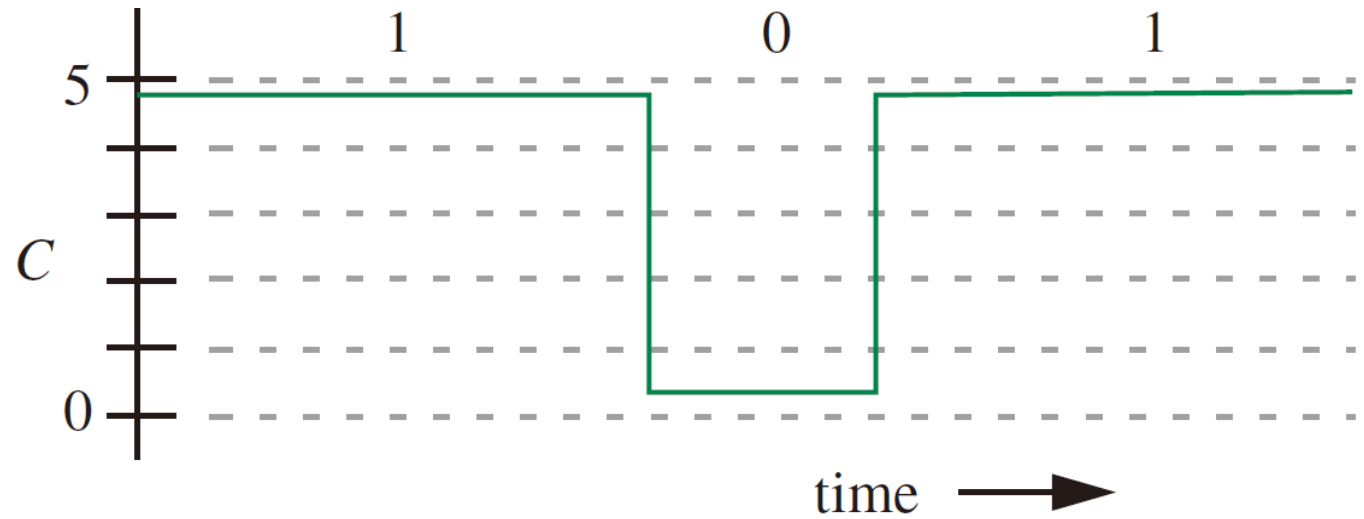
Implement:  $\text{output} = A + \overline{B \cdot C}$





# What if we receive the following?

- What if we receive the following signal?

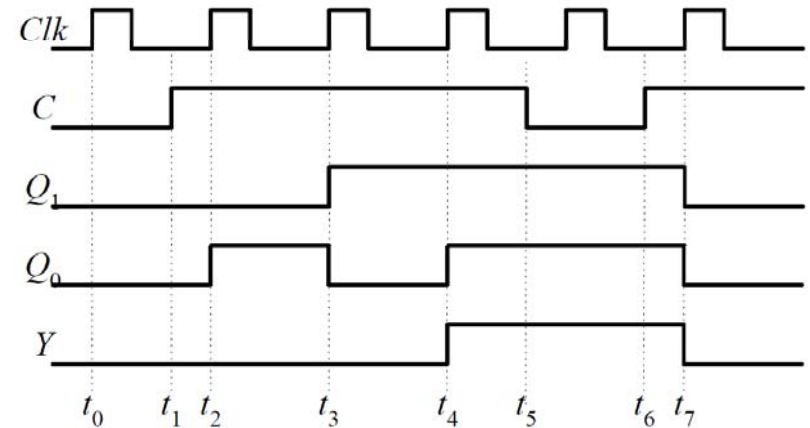
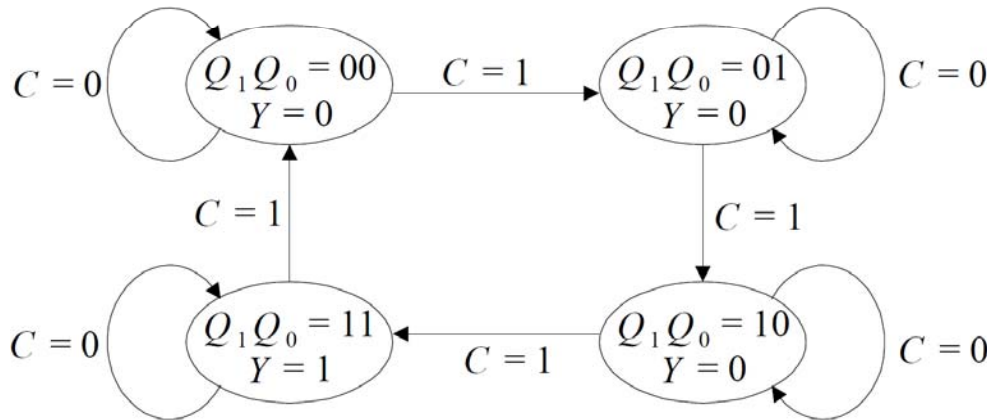


- Is C 11011?
- May be C is 11110011111. May be .....
- How to make sure we get (or interpret) the correct signal send by the sender?

# Clocked Digital Systems



- **Lumped circuit abstraction** that is fundamental to electrical engineering is based on lumping or *discretizing matter*.
- **Digital systems** use the digital abstraction, which is based on *discretizing signal values*.
- **Clocked digital systems** are based on *discretizing both signals and time*.



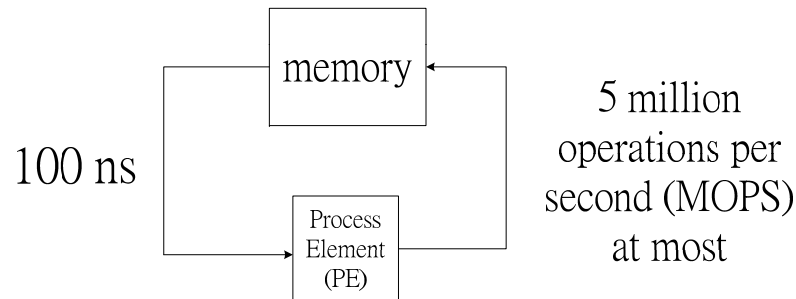




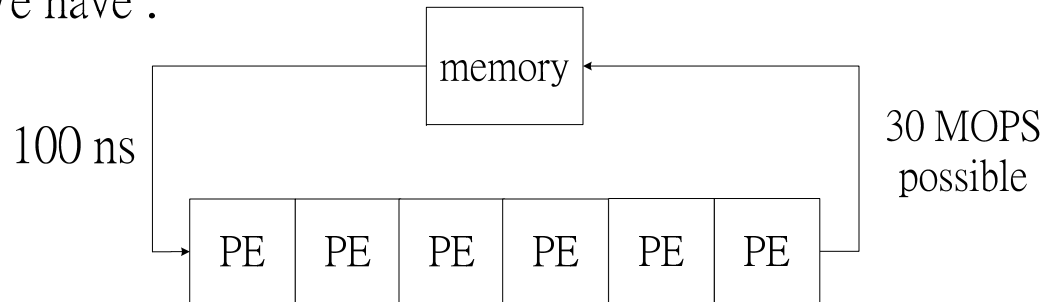
# Digital Systolic Arrays

- *Digital systolic arrays* are based on *discretizing signals, time and space*.
- Systolic system works like an automobile assembly line.

Instead of :



We have :



The systolic array



# Conclusions

- Digital signal is to discretize signal value

High and Low

True or False

0 and 1

- Static discipline

$V_{OH}$ ,  $V_{IH}$ ,  $V_{OL}$  and  $V_{IL}$

- Noise Margin

$NM_1$  and  $NM_0$

- Clocked digital systems and Digital systolic arrays

# My PC Hardware monitor



- Winbond W83627DHG hardware monitor
- Voltage sensor 0            1.32 Volts [0xA5] (CPU VCORE)
- Voltage sensor 1            12.04 Volts [0xD8] (+12V)
- Voltage sensor 2            3.23 Volts [0xCA] (AVCC)
- Voltage sensor 3            3.23 Volts [0xCA] (+3.3V)
- Voltage sensor 5            5.14 Volts [0xD6] (+5V)
- Note that the voltage for CPU core is much less than voltage for PC mother board. Why?