

Index

- Access time, 292
- Active-high, 481
- Active-low, 481
- Active pull-up, 417
- Active region, 408
- Addend, 6
- Adder, 116
 - BCD, 161–63
 - binary, 154
 - decimal, 160
 - full, 119
 - half, 117
- Adder-subtractor, 156–57
- Addition, 6
 - parallel, 155–56, 473–75
 - serial, 269–71
- Address, 180, 290
- Adjacent squares, 74
- Algebraic manipulation, 46–47
- Algorithm, 164, 307
- Algorithmic state machine, 308–11
- Alphanumeric codes, 22
 - ASCII, 22–24
 - Baudot, 24
 - card code, 24
 - EBCDIC, 24
- AND, 29
- AND gate, 31, 59
- AND-invert, 88
- AND-NOR, 95
- AND-OR, 95
- AND-OR-INVERT, 95–96
- ANSI/IEEE standard, 479
- Array logic, 192
- Array of RAM chips, 296
- ASCII, 22–24
- ASM, 308
 - block, 210
 - chart, 309
- Associative law, 37
- Asynchronous, 202
- Asynchronous sequential circuit, 341
 - analysis, 343–46
 - design, 459–66
 - hazards, 380
 - with latches, 352–57
- Augend, 6
- Base of a number, 4
- Base of transistor, 406
- BCD, 18
 - BCD, adder, 161–63
 - BCD correction, 161
 - BCD counter, 274, 279, 442
 - BCD-to-seven-segment decoder, 150
 - Bidirectional shift register, 267–68, 462
- Bilateral switch, 431
- Binary, 2
 - Binary adder, 154
 - Binary arithmetic, 5–6
 - Binary cell, 294
 - Binary code, 17–25
 - alphanumeric, 22–25
 - decimal, 18
 - Binary coded decimal, 18
 - Binary counter, 247, 272–79
 - integrated circuit, 439, 460
 - with parallel load, 281–85
 - ripple, 272–73
 - synchronous, 277–79
- Binary logic, 28–30
 - definition, 29
- Binary multiplier, 330–33, 475
- Binary numbers, 4–9
 - conversion, 6–9
 - 1's complement, 11
 - signed, 14–15
 - 2's complement, 10
 - unsigned, 12
- Binary operator, 36
- Binary signal, 30–31
- Binary storage, 5
- Binary system, 1
- Binary variable, 29
- Bipolar transistor, 406
- Bit, 14
- Bit-time, 266
- Boolean algebra, 36
 - definition, 38–40
 - operator precedence, 43
 - postulates, 39–40
 - properties, 41
 - simplification, 47–48
 - theorems, 41
 - two-valued, 39–43
- Boolean function, 45
 - complement, 48
 - implementation, 46
 - simplification, 46–48, 72
 - truth table, 45
- Boolean function implementation, 46–48
 - with AND-OR-INVERT, 95, 97
 - with NAND, 88–91
 - with NOR, 91–93
 - with OR-AND-INVERT, 96–98

- product of sums, 84–86
- sum of product, 84
- Borrow, 122
- Breadboard, 436
- Buffer gate, 59
- Byte, 290
- Calculator, 3
- Canonical forms, 51
 - product of maxterms, 53
 - sum of minterms, 51
- Card code, 24–25
- Carry, 117
- Carry look-ahead, 158–59
- Carry propagation, 157
- Character, 22
- Characteristic table, 224–25
- Check bit, 301
- Check for zero, 330
- Chip, 296
- Clear, 205, 260
- Clocked flip-flop, 205
- Clocked sequential circuit, 218
- Clock pulse generator, 436, 471–72
- Clock pulses, 203, 205, 259
- Closed covering, 372
- Closure, 36
- CMOS, 63, 67, 427–29
 - logic circuits, 428
- Code conversion, 124–26
- Codes, 17
- Collector, 406
- Combinational circuit, 115
 - analysis, 126–30
 - design, 115–16,
- Combinational logic, 114
 - with decoder, 167–68
 - with multiplexer, 176–80
 - with PAL, 194–96
 - with PLA, 189–92
 - with PROM, 182–85
- Common control bloc, 488
- Commutative law, 37–38
- Comparator, 163
- Compatible states, 370
 - maximal, 371
- Complement, 10–12, 38
 - of a function, 48–49
 - subtraction with, 12
- Complementary MOS (*see* CMOS)
- Computer, 2–3
- Conditional box, 302
- Consensus theorem, 69
- Control design, 317–23
 - with decoder, 319–21
 - with multiplexers, 323–30
 - one flip-flop per state, 321–23
 - with PLA, 334–36
 - state table, 318
- Control logic, 307, 317–20
- Control unit, 1–3
- Counter, 247, 272–84, 459
 - BCD, 274–77, 279–81,
 - binary, 272–73, 277–79,
 - design, 247–51
- Johnson, 288
 - mod-N, 284
 - ripple, 272–77
 - self-correcting, 251
 - synchronous, 277–81
- CP (*see* clock pulses)
- Critical race, 348
- Cut off, 407
- Cycle, 350
- Data book, 437
- Data processor, 307, 316
- Data selector, 174
- DC current gain, 407
- Debounce circuit, 358–59
- Decade counter, 276
- Decimal adder, 160–63
- Decimal code, 18–20
- Decimal numbers, 4
 - BCD, 18
 - conversion to binary, 6–9
 - 9's complement, 10
 - 10's complement, 11
- Decision box, 309
- Decoder, 166–67
 - BCD-to-seven-segment, 150
 - with enable, 168
- Degenerate forms, 95
- Delay element, 342
- DeMorgan's theorem, 43, 48–49
- Demultiplexer, 168–69
- Dependency notation, 484–86
- Depletion mode, 425
- Design of combinational circuits, 115–16
 - adder, 116–21
 - code converter, 124–26
 - with decoder, 167–68
 - with multiplexer, 176–80
 - with PAL, 194–96
 - with PLA, 189–92
 - with PROM, 182–85
 - subtractor, 121–23
- Design of control logic, 317
 - ASM chart, 309–11
 - with decoder, 319–21
 - with multiplexers, 323–30
 - one flip-flop per state, 321–23
 - with PLA, 334–36
 - with state table, 318
- Design of counters, 247–49
- Design of sequential circuits, 236, 359
 - asynchronous, 359–66
 - with D flip-flops, 241–43
 - with JK flip-flops, 237–40
 - with unused states, 243–49
- D flip-flop, 207
 - edge-triggered, 214–16
- Digital computer, 1–4
- Digital gates, 31
- Digital integrated circuit, 63, 399
- Digital logic design, 307
- Digital logic families, 399
- Digital logic gates, 58–60
- Digital multiplexer, 173
- Digital system, 1–2
- Diode, 409
- Diode characteristic, 409
- Diode-transistor logic (*see* DTL)
- Direct clear, 217
- Discrete information, 1
- Distributive law, 37–38
- Don't-care condition, 98–100
- Drain, 424
- DTL, 410
 - basic gate, 411
 - modified gate, 411
- Duality, 41
- Dynamic hazard, 381
- Dynamic indicator, 216
- EBCDIC, 24
- ECL, 63, 422
 - basic gate, 422–24
- Edge-triggered flip-flop, 214–16
- EEPROM, 186
- Electronics, 399
- Emitter, 406
- Emitter-coupled logic (*see* ECL)
- Enable, 168, 482
- Encoder, 170
 - priority, 172
- End around carry, 13–14
- End carry, 12
- Enhancement mode, 425
- EPROM, 186
- Equivalence, 59
- Equivalent states, 230
- Error correcting code, 299
 - Hamming code, 299–301
- Error detection codes, 20, 302
- Essential hazard, 384
- Essential prime implicant, 80–81, 107
- Even function, 145
- Even parity, 20
- Excess-3 code, 18–19
- Excitation table, 233, 238
- Excitation variable, 342
- Exclusive-NOR, 59, 142
- Exclusive-OR, 59, 61, 142
 - functions, 142–44
- FA (*see* Full-adder)
- Fan-out, 64, 401
- Feedback loop, 342, 346
- Feedback shift register, 461
- FET, 424
- Field, 37
- Flip-flop, 204
 - basic circuit, 204
 - characteristic equation, 207
 - characteristic table, 224–25
 - clocked, 205
 - direct coupled, 204
 - direct inputs, 217
 - D type, 207
 - edge-triggered, 214
 - excitation table, 233–35
 - graphic symbols, 216–17, 489
 - IC, 218, 457
 - input functions, 222–24

- Flip-flop (*cont.*)
 - JK type, 208
 - master-slave, 211
 - RS type, 205–6
 - triggering, 210
 - T type, 210
- Flow chart, 308
- Flow table, 346, 374
 - merging of, 369–73
 - primitive, 346–360
- FPLA, 188
- Full-adder, 119–21
- Full-subtractor, 122–23
- Fundamental mode, 342
- Fuse map, 195–96
- Gate, 31
- Gated latch, 208, 258
- Giga, 290
- Gray code, 20
- Graphic symbols, 479
- Half-adder, 117–18
- Half-subtractor, 121–22
- Hamming code, 299–301
- Hardware algorithm, 308
- Hazards, 379
 - in combinational circuits, 380
 - dynamic, 381
 - essential, 384
 - in sequential circuits, 382
 - static, 381
- Hexadecimal numbers, 5, 9
 - conversion to binary, 9
- High-impedance state, 420
- Huntington postulates, 38
- IC, 62, 399
- IC flip-flop, 457
- IC logic families, 62, 399
 - characteristics, 64, 401–5
- IC RAM, 465
- IC timer, 471
- Identity element, 37
- IEEE standard, 479
- Implementation table, 177
- Implication, 57
- Implication table, 368
- Implied states, 368
- Incompletely specified function, 98
- Inhibition, 57
- Input device, 3
- Input equation, 222
- Input function, 222–24
- Integrated circuit, 62, 399
- Integrated circuit gates, 65, 438
- Inverse, 37
- Invert-AND, 88
- Inverter, 31, 59
- Invert-OR, 88
- JK flip-flop, 208, 225
 - characteristic table, 209, 224
 - excitation table, 234
 - master-slave, 213
- Johnson counter, 288–89
- Junction transistor, 400
- Karnaugh map, 72
- Kilo, 290
- Laboratory experiments, 436
- Large scale integration, 62
- Latch, 258, 352
 - D type, 208
 - SR, 204, 352–54
- LED, 436
- Levels of integration, 62
- Literal, 46
- Load control input, 259
- Logic breadboard, 436
- Logic diagram, 46
- Logic gates, 30, 58–59
- Logic operations, 56–57
- Logic polarity, 67
 - negative-logic, 67–68
 - positive-logic, 67–68
- Logic probe, 437
- Look-ahead carry, 158–59
- LSI, 63, 153
- Magnitude comparator, 163–65
- Majority logic, 448
- Map method, 72
 - alternate versions, 109
- Master clock, 203
- Master-slave flip-flop, 211–14
- Maximal compatible, 371–73
- Maxterm, 49–50
- Mealy model, 227–28
- Medium scale integration, 62, 152
- Mega, 290
- Memory:
 - access time, 292
 - cell, 294
 - dynamic, 293
 - graphic symbol, 496
 - integrated circuit, 460
 - internal construction, 293–96
 - random access, 289
 - read-only, 180
 - sequential access, 292
 - static, 293
 - volatile, 293
- Memory address, 290
- Memory enable, 295
- Memory decoding, 293–96
- Memory expansion, 296–98
- Memory read, 292
- Memory select, 294, 296
- Memory unit, 3, 290
 - example, 294–95
- Memory write, 291
- Merger diagram, 371
- Merging of flow table, 369–73
- Metal-oxide semiconductor (*see* MOS)
- Minterm, 49–50
- Minuend, 6
- Mode control, 268
- Mod-N counter, 284
- Moore model, 227–28
- MOS, 63, 424
 - basic gate, 424–26
- MOS transistor, 424
- MSI, 62, 257, 437
- MSI circuits, 152, 257
- MSI components:
 - adder, 155, 453
 - adder-subtractor, 156–57
 - BCD adder, 161–63
 - binary adder, 155–56
 - counter, 272–82, 439
 - decoder, 166–68, 449, 460
 - demultiplexer, 168–70
 - encoder, 170–75
 - Johnson counter, 288
 - look-ahead carry generator, 157–60
 - magnitude comparator, 163–65
 - multiplexer, 173–80, 452, 463
 - random-access memory, 289, 466
 - read-only memory, 180
 - register, 258–62
 - shift register, 264–68, 462, 468
- Multilevel NAND circuit, 130
- Multilevel NOR circuit, 138
- Multiplexer, 173–75
 - design with, 323–30
 - implementation with, 176–80
- Multiplier, 330–32, 475–77
- MUX (*see* Multiplexer)
- NAND, 57
- NAND-AND, 95
- NAND circuits, 89–91
 - analysis, 134
 - multilevel, 130
- NAND gate, 58
 - graphic symbol, 88
- Negative edge, 210
- Negation symbol, 483
- Negative logic, 67
 - graphic symbol, 68
- Next state, 206
- Next state equation, 219
- Noise margin, 64, 404–5
- Noncritical race, 348
- Nondegenerate forms, 94–95
- NOR, 57
- NOR circuits, 91–93
 - analysis, 140
 - multilevel, 138
- NOR gate, 58
 - graphic symbol, 88
- NOT, 29
- Number base conversion, 6–9
- Number systems, 4
- Octal number, 5, 9
 - conversion to binary, 9
 - conversion to decimal, 6–8
- Odd function, 61, 144
- One flip-flop per state, 321
- Open collector gate, 413
 - common bus, 416
 - wired logic, 415

- Operator precedence, 43
- OR, 29
- OR-AND, 95
- OR-AND-INVERT, 96–97
- OR gate, 31, 59
- OR-invert, 88
- OR-NAND, 95
- Oscilloscope, 437
- Output device, 3
- Overflow, 16

- PAL, 153–54**
- Parallel adder, 155, 473
 - with look-ahead carry, 160
- Parallel load, 259
- Parallel transfer, 266
- Parity bit, 20, 299
- Parity check, 147–48
- Parity generate, 146–47
- PLA, 153–54
- PLA program table, 189–90
- PLA control, 334–36
- PLD, 153
- Polarity indicator, 68, 484
- Positive edge, 210
- Positive logic, 67
- Postulate, 36
- Power dissipation, 64, 402–3
- Power supply, 461
- Present state, 206
- Prime implicant, 80, 101
 - essential, 80–81, 107
- Prime implicant table, 107
- Primitive flow table, 346, 360
- Priority encoder, 172–73
- Product of maxterms, 53
- Product of sums, 55
- Product term, 55
- Programmable array logic, 192
 - fuse map, 196
 - program table, 195
- Programmable logic array, 187
 - control logic, 334–36
 - field programmable, 187
 - program table, 188–89, 336
- Programmable logic device (PLD), 153
- Programmable ROM, 186
- PROM, 186
- PROM programmer, 186
- Propagation delay, 64, 403–4
- Pulse generator, 436
- Pulse transition, 210
- Pulse-triggered flip-flop, 490
- Pulser, 436

- Qualifying symbols, 482**
- Quine-McCluskey method, 101

- Race condition, 348–50**
 - critical, 348
 - noncritical, 348
- Race-free assignment, 374–79
- Radix, 4
- RAM, 289, 296

- Random access memory, 289
- Read, 290–92
- Read only memory, 180
 - combinational logic with, 182–85
 - truth table, 184
 - types, 185–86
- Rectangular shape symbols, 479
- Reduction of state table, 228–32, 366–69
- Register, 25, 258–61
 - with parallel load, 259
- Register operations, 368, 311–12
- Register transfer, 26
- Reset, 204
- Resistor-transistor logic (see RTL)
- Ring counter, 286, 461
 - switch tail, 288
- Ripple counter, 272–77
- ROM (see Read only memory)
- RS flip-flop, 205–6
- RTL, 409
 - basic gate, 410

- Saturation region, 407**
- Schottky transistor, 418
- Schottky TTL, 418–19
- Secondary variable, 342
- Self-correcting counter, 251
- Sequential circuit, 202, 341
 - analysis, 218–20, 343–46
 - asynchronous, 341
 - clocked, 203
 - design, 236–46, 359–66
 - hazards in, 380
 - synchronous, 202
- Sequential logic, 202
- Serial addition, 269–71
- Serial input, 264, 268
- Serial output, 264, 268
- Serial transfer, 265
- Set, 204
- Seven-segment display, 150, 450
- Shared row method, 378
- Shift register, 264, 461
 - bidirectional, 267–68
 - with feedback, 461
 - graphic symbol, 492–93
 - with parallel load, 267
- Sign bit, 14
- Signed binary numbers, 14
 - addition, 15–17
 - subtraction, 17
- Signed complement, 15
- Signed magnitude, 15
- Simplification, 84–87
- Small scale integration, 62
- Socket strip, 436
- Source, 424
- Speed-power product, 412
- SR latch, 352–54
 - implementation with, 357–58
- SSI, 62, 437
- Stable condition, 343, 350
- Standard forms, 55
- Standard graphic symbols, 479
 - adder, 480
 - coder, 481
 - counter, 494–95
 - decoder, 487
 - flip-flops, 489
 - gates, 480
 - memory, 496
 - multiplexer, 488
 - register, 491
 - shift-register, 492–93
- State, 202
- State assignment, 232–33, 347
 - race-free, 374–79
- State box, 309
- State diagram, 221–22
- State machine, 308
- State table, 220–21, 367
 - reduction, 228–32, 367–69
- Static hazard, 381
- Status condition, 307
- Steady state condition, 343
- Subtraction, 6
 - of signed numbers, 17
 - of unsigned numbers, 12
- Subtractor, 121, 156–57
- Subtrahend, 6
- Sum of minterms, 51
- Sum of products, 55
- Simplification, 84–86
- Switching circuit, 29
- Switch tail ring counter, 288
- Synchronous counter, 277
 - BCD, 279–81
 - binary, 277–79
 - with parallel load, 281–83
 - up-down, 279–80
- Synchronous sequential circuit, 202–27
 - analysis, 218–20
 - clocked, 203
 - design, 236–46
- Syndrome, 299

- Tabulation method, 101**
- T flip-flop, 210
- Three-state gate, 420–22
- Timer circuit, 471
- Timing sequence, 285, 315
- Timing signals, 286–87
- Timing diagram, 32
- Toggle, 218
- Toggle switch, 436
- Total state, 345
- Totem-pole gate, 416–18
- Transfer, 57
- Transmission gate, 430
- Transmission gate circuits, 430
 - D latch, 433
 - exclusive-OR, 431
 - multiplexer, 432
- Transistor, 406
 - characteristics, 406–7
 - circuit, 406–8
- Transistor-transistor logic (see TTL)
- Transition diagram, 375
- Transition table, 344, 363
- Trigger, 210

- Triggering of flip-flop, 210
- Tristate, 420
- Truth table, 29, 45, 128–29
- TTL, 63, 66, 412
 - 5400 series, 64
 - open collector, 413–16
 - Schottky, 66, 418–19
 - 7400 series, 64, 412
 - standard, 65, 412
 - three-state, 420–22
 - totem-pole, 416–18
- TTL data book, 437
- Two-level forms, 97
- Two-level Implementation, 86, 94–95
- Unidirectional shift register, 267
- Unipolar, 424
- Universal gate, 130–31, 138–39
- Unsigned binary numbers, 12
 - subtraction, 12
- Unstable condition, 351
- Unstable state, 365
- Unused states, 243, 250
- Up-down counter, 279–80
- Venn diagram, 44
- Veitch diagram, 72
- Very large scale integration, 63, 153
- VLSI, 63, 153
- Volatile memory, 293
- Waveform, 444
- Weighted code, 18–19
- Wired-AND, 94
- Wired-logic, 94, 415
- Wired-OR, 94
- Word, 180, 289
- Wordtime, 265–66
 - generation of, 285–86
- Write, 290–91
- XOR (*see* Exclusive-OR)