

SYLLABUS¹

1. Information about the Program

1.1 Higher education institution	Politehnica University of Timișoara
1.2 Faculty ² / Department ³	Automation and Computers/ Computers
1.3 Chair	-
1.4 Domain of study	Computers and Information Technology
1.5 Study level	Bachelor
1.6 Study programme / Qualification	Computers / engineer

2. Information about the Course

2.1 Course	Digital Logic						
2.2 Lecturer	Conf. dr. ing. Doru Todinca						
2.3 Academic staff for seminars/labs	Conf. dr. ing. Doru Todinca						
2.4 Study year	1	2.5 Semester	2	2.6 Assessment type	E	2.7 Course type	Mandatory

3. Total time estimated (hours/ semester of didactical activities)

3.1 Hours / week	4	of which:	3.2 lecture hours	2	3.3 seminar/lab hours	2
3.4 Total curriculum hours	56	of which:	3.5 lecture hours	28	3.6 seminar/lab hours	28
Time distribution						hours
Study using manuals, support materials, bibliography and notes						20
Supplementary documentation in library, speciality electronic platforms and on site						20
Supplementary preparation for seminars/labs, homeworks, reviews, portofolios and essays						21
Tutoring activities						7
Exams						3
Other						
3.7 Total - hours of individual study						61
3.8 Total - hours per semester						66
a. Credits						5

4. Prerequisites (if appropriate)

4.1 curriculum	<ul style="list-style-type: none"> Algebra, Computer programming
4.2 competencies	<ul style="list-style-type: none"> Operarea cu fundamente științifice, ingineresti și ale informaticii

5. Conditions (if appropriate)

5.1 for lectures	<ul style="list-style-type: none"> Big classroom. Materials: laptop, whiteboard, projector
5.2 for seminars/labs	<ul style="list-style-type: none"> 15-20 PCs, OMNeT++ and VHDL, whiteboard

1 Formularul corespunde Fișei Disciplinei promovată prin OMECTS 5703/18.12.2011 (Anexa3);
 2 Se înscrie numele facultății care gestionează programul de studiu căruia îi aparține disciplina;
 3 Se înscrie numele departamentului căruia i-a fost încredințată susținerea disciplinei și de care aparține titularul cursului;

6. Specific competencies acquired

Professional competencies ⁴	<ul style="list-style-type: none"> • Operarea cu fundamente științifice, ingineresti și ale informaticii • Proiectarea componentelor hardware, software și de comunicații • Soluționarea problemelor folosind instrumentele științei și ingineriei calculatoarelor • Îmbunătățirea performanțelor sistemelor hardware, software și de comunicații
Transversal competencies	<ul style="list-style-type: none"> • Comportarea onorabilă, responsabilă, etică, în spiritul legii pentru a asigura rezolvarea problemei • Identificarea, descrierea și derularea proceselor din managementul proiectelor, cu preluarea diferitelor roluri în echipă și descrierea clară și concisă, verbal și în scris, în limba română și într-o limbă de circulație internațională, a domeniului de activitate • Demonstarea spiritului de inițiativă și acțiune pentru actualizarea cunoștințelor profesionale, economice și de cultură organizațională

7. Objectives of the course (issued from the list of the competencies acquired)

7.1 Aim	<ul style="list-style-type: none"> • To acquire basic notions about boolean algebra, combinational and sequential circuits and their design
7.2 Specific objectives	<ul style="list-style-type: none"> • To be familiar with boolean algebra axioms and theorems. To design combinational circuits using different minimization techniques. To understand sequential logic. To be able to design counters, registers and, in general, sequential state machines.

8. Content

8.1 Lecture	Hours	Instruction methods
1 Introduction 1.1. Number representation. 1.2. Signals.	2	Slide-based presentations, discussions, examples.
2 Boolean algebra 2.1. Logic functions. Truth tables 2.2. Axioms and theorems of boolean algebra. De Morgan's laws.	4	
3. Combinational circuits. 3.1 Using truth tables for boolean functions representation. 3.2 Combinational circuits minimizations. Karnaugh maps. 3.3. Don't care input combinations 3.4. Timing hazards. Static and dynamic hazards.	4	
4. Basic notions of VHDL 4.1. Entities and architecture. 4.2. Notions of structural modeling in VHDL.	4	
5. Combinational circuits design 5.1. Designing decoders and encoders.	4	

⁴ Aspectul competențelor profesionale va fi tratat cf. Metodologiei OMECTS 5703/18.12.2011. Se vor prelua competențele care sunt precizate în Registrul Național al Calificărilor din Învățământul Superior RNCIS (http://www.rncis.ro/portal/page?_pageid=117,70218&_dad=portal&_schema=PORTAL) pentru domeniul de studiu de la pct. 1.4 și programul de studii de la pct. 1.6 din această fișă.

5.2. Designing multiplexers and demultiplexers 5.3. Comparators. 5.4. Binary adders, subtracters and ALUs		
6. Basics of sequential logic design 6.1. Latches and flip-flops. The S-R latch 6.2 S-R latch with enable. The D latch 6.3. Edge triggered D flip-flop 6.4. Master-slave flip-flops. J-K master slave flip-flop. T flip-flop	4	
7 State machines 7.1. State machine structure. Output logic Mealy and Moore state machines. 7.2. State machines design. Characteristic equations 7.3. Analysis of state machines with D flip-flops 7.4. Analysis of state machine with J-K flip-flops 7.5. State minimization. Counters and shift registers 7.6 Designing state machines using state diagrams. 7.7 Designing state machines using transition lists	6	
References		
<ol style="list-style-type: none"> 1. J. F. Wakerly. Digital Design: Principles and Practices (4th Edition). Prentice Hall, 2005 2. P. Eles, K Kuchcinski, Z. Peng: <i>System Synthesis with VHDL</i>, Kluwer Academic, 1997. 3. W. Stallings, <i>Data and Computer Communications</i>, Eight Edition, Pearson Prentice Hall, 2007 		
8.2 Seminar/lab	Hours	Instruction methods
1. Number representation. Exercises	2	Short presentation, discussions, implementation
2. Logical gates. Truth tables. Boolean equations	4	
3. VHDL simulations of simple circuits	4	
4. Combinational logic. Design and simulation of combinational circuits	6	
5. VHDL simulation of latches and flip-flops.	6	
6. Design and simulation of sequential logic (counters, shift registers, state machines).	6	
References		
<ol style="list-style-type: none"> 1. J. F. Wakerly. Digital Design: Principles and Practices (4th Edition). Prentice Hall, 2005 2. P. Eles, K Kuchcinski, Z. Peng: <i>System Synthesis with VHDL</i>, Kluwer Academic, 1997. 3. P. Ashenden, <i>The VHDL Cookbook</i>, 2011 		

9. Correlation between the course content and the requirements of the specialists in the field and the expectations of the main employers

- Digital logic is the fundament of students' future knowledge in hardware desing.

10. Assessment

Activity type	10.1 Assessment criteria	10.2 Assessment methods	10.3 Weight in final mark
10.4 Lecture	Answers to questions related to the content of the lectures	Written exam	50%
10.5 Seminar /labs	Solving the problems given during the labs	Describing the proposed solution, answering questions	20%
	Homeworks (assignments)	Describing the proposed solution, answering questions	20%
	Presence	Presence monitoring	10%
10.6 Minimal performance standards (minimal specific knowledge required for passing the exam, the means to assess mastering the specific knowledge)			
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11. International compatibility

- 1 Carnegie Mellon University. Structure and Design of Digital Systems, ECE 18-240
2. University of Michigan, Logic Circuit Synthesis and Optimization, EECS 478
3. University of California Berkeley. Components and Design Techniques for Digital Systems, CS 150

Date

Signature of the course instructor

Signatures of the academic staff for seminars/labs

Conf. dr. ing. Doru Todinca

Conf. dr. ing. Doru Todinca

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Date of approval in the Department

Signature of the Department Director

Prof. dr. Ing. Vladimir Ioan CREȚU

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