

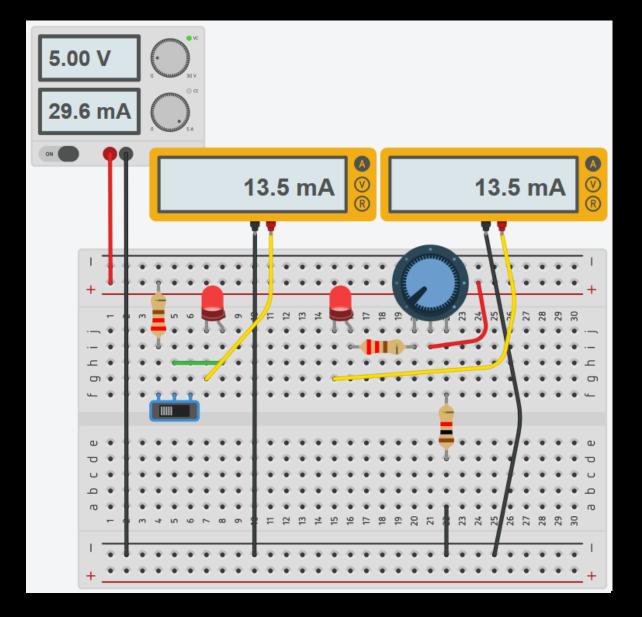
## STEAM CLOWNTM PRODUCTIONS

# INTRODUCTION TO DIGITAL DESIGN CONCEPTS



#### DIGITAL VS. ARALOG

- Go to Tinkercad and Build the following Circuit...
  - What is the difference between the 2 LEDs
- As pair/share teams of 2-3 discuss what other systems are Analog and what are Digital
  - 1981 TV vs 2018 TV
  - Radio vs MP3





#### OVERVIEW & INTRODUCTION

"Digital Design Underpins the creation of the myriad of imaginative digital devices that surround us"

-- William I. Fletcher

The very basic digital design can be defined as the science of organizing arrays of simple switches into what is called a discrete system that performs transformations on two-level-(binary) information in a meaningful and predictable way





#### STEAM CLOWNTM PRODUCTIONS



Attribution-NonCommercial-ShareAlike 3.0 Unported (CC BY-NC-SA 3.0)

#### SEE APPENDIX A, FOR LICENSING & ATTRIBUTION INFORMATION

by-nc-sa-3.0

https://creativecommons.org/licenses/by-nc-sa/3.0/

https://creativecommons.org/faq/#what-does-some-rights-reserved-mean



#### REW WORDS...

- Underpins
- Myriad
- Discrete Systems
- Transformations
- Predictable

- Periodic
- Quantization



#### **PIONEERS**

- George Boole (1854)
- Claude Shannon (1938)

"Seldom will you find a field of study as vast as that of digital design" – William I. Fletcher



#### ARALOG VS DIGITAL

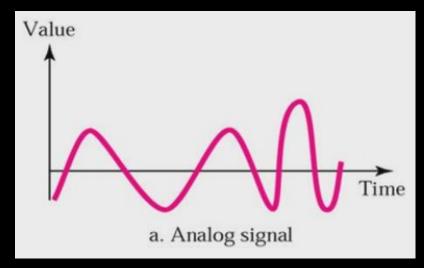


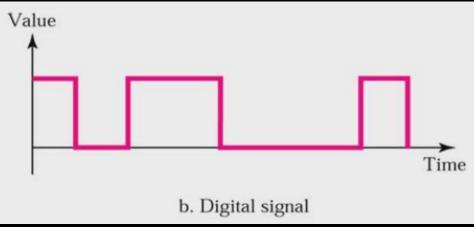
video

- Analog
  - Refers to something that is continuous
  - Is a set of specific points of data and all possible points in between
  - Is a continuous wave form that changes smoothly over time



- Refers to something that is discrete
- Specific points of data with no other points in between
- A digital signal is discrete. It can have only a limited number of defined values. Typically 1 and 0







#### 5 MIN OF INDIVIDUAL REASEARCH

- Click on this Spark Fun <u>Analog vs Digital</u> link
  - https://learn.sparkfun.com/tutorials/analog-vs-digital
- Be ready to discuss:
  - Analog signals have infinite possibilities
  - Digital signals are discrete or finite
  - Examples of Analog and Digital signals or systems
  - Explain the 1 line of video data graphic
  - Explain the Analog Schematic
  - Explain the Digital Schematic



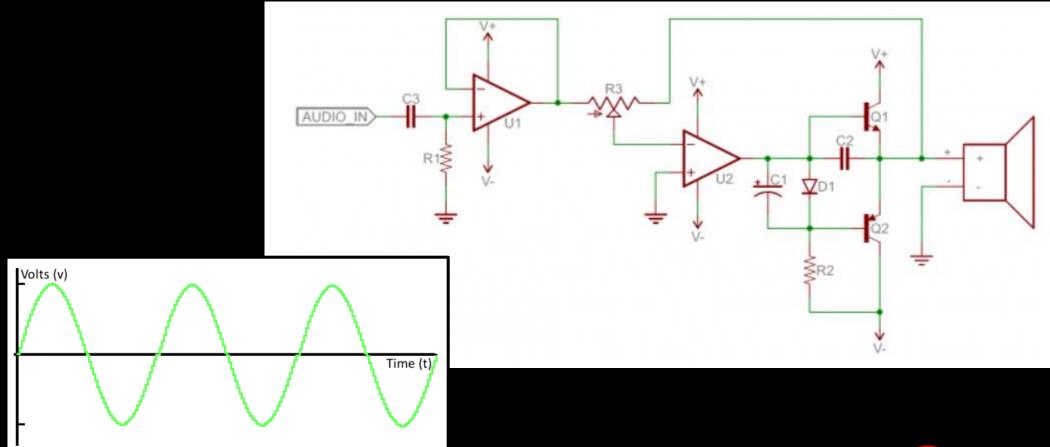
#### ARALOG AND DIGITAL DATA

- Data can be analog or digital
- Human voice is an example of analog data.
  - When somebody speaks, a continuous wave is created in the air. This can be captured by a microphone and converted to an analog signal





## ARALOG





#### ANALOG AND DIGITAL DATA (CONT.)

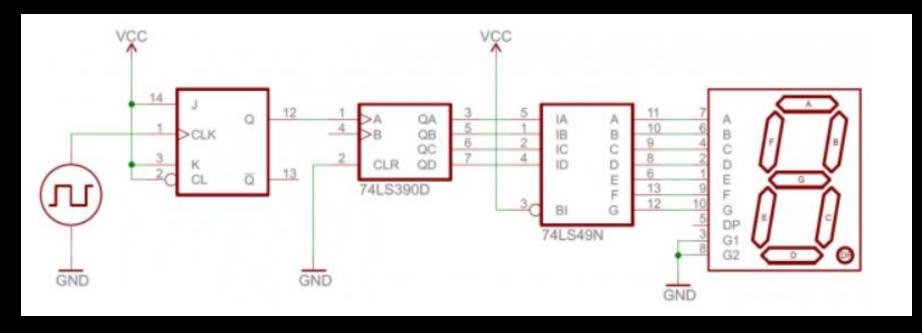
- An example of digital data is data stored in the memory of computer in the form of 0s and 1s
- It is usually converted to a digital signal when it is transferred from one position to another inside or outside the computer

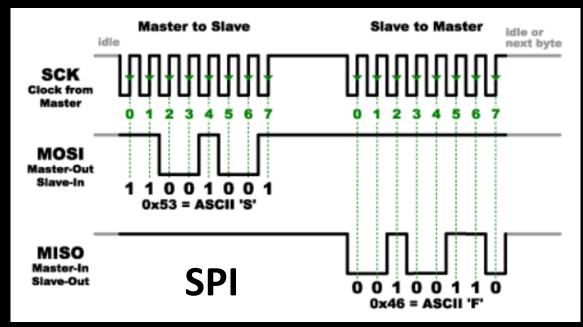






#### DIGITAL

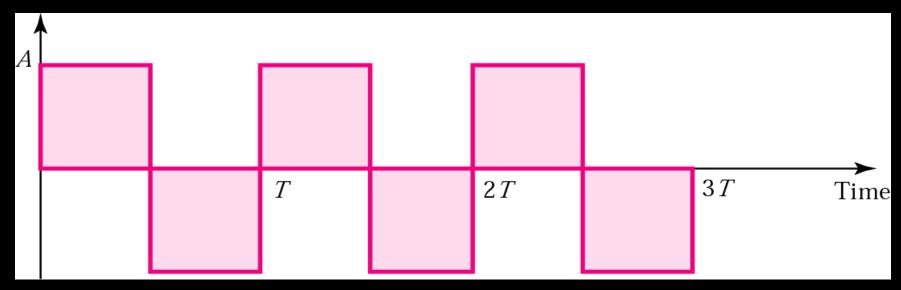






#### PERIODIC SIGNALS

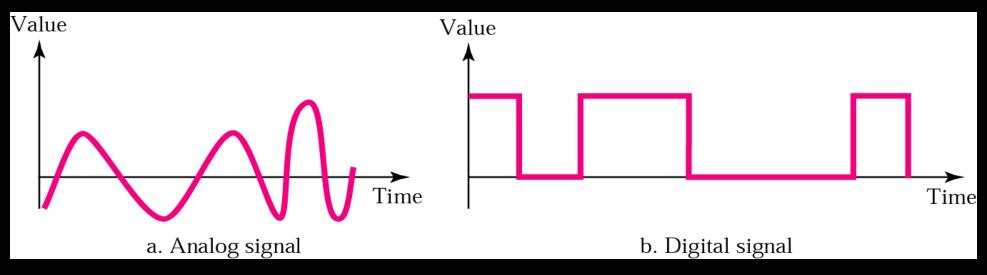
- A signal is a periodic signal if it completes a pattern within a measurable time frame, called period, and repeats that pattern over identical subsequent periods
- The completion of one full pattern is called a cycle
- A period is defined as the amount of time (in seconds) required to complete one cycle





#### APERIODIC SIGNALS

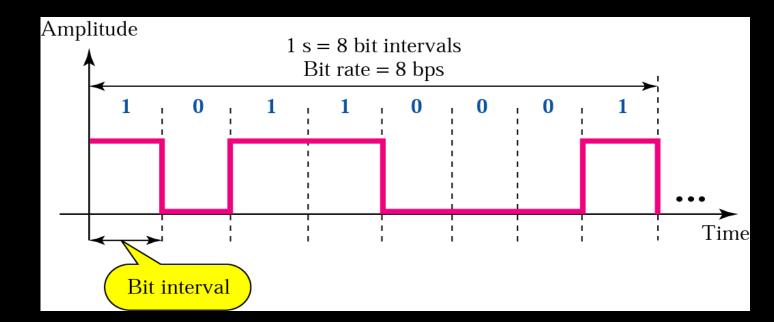
- An aperiodic, or nonperiodic, signal changes constantly without exhibiting a pattern or cycle that repeats over time
- It has been proved by a Fourier transform that any aperiodic signal can be decomposed into an infinite number of periodic signals





#### DIGITAL SIGNALS

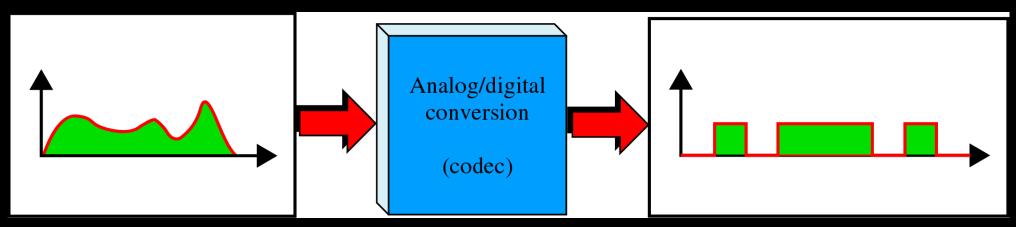
- Most digital signals are aperiodic and period or frequency is not appropriate
- Bit interval (instead of period) and bit rate (instead of frequency) are used to describe digital signals
- The bit interval is the time required to send one single bit. The bit rate is the number of bit intervals per second (bits per second: bps)





#### ANALOG-TO-DIGITAL CONVERSION

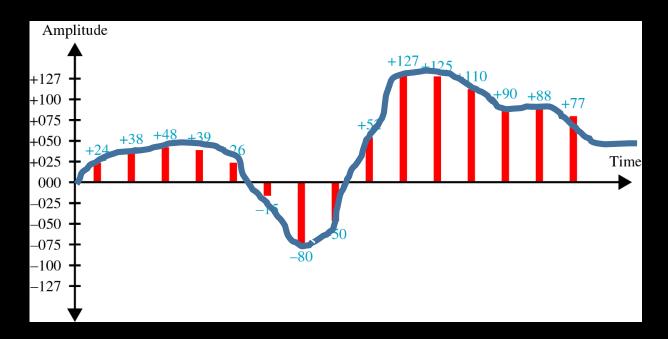
- In ADC, we are representing the information contained in continuous wave form as a series of digital pulses
- The problem is how to translate information from an infinite number of values to a discrete number of values without sacrificing sense or quality
- A well-known of ADC technique is called pulse code modulation (PCM)



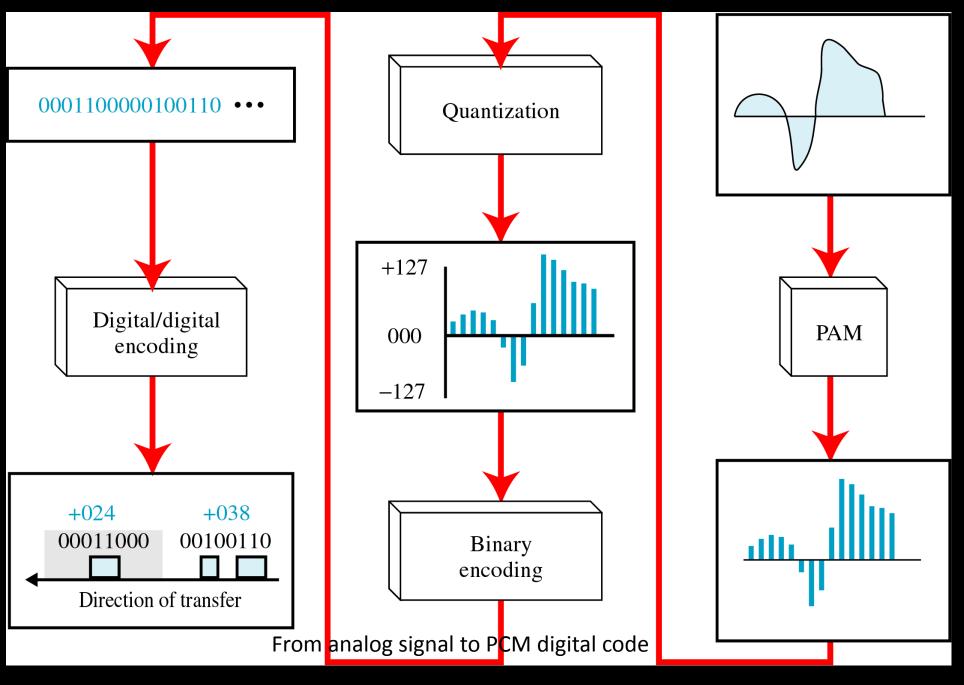


#### PULSE CODE MODULATION (PCM)

- PCM modifies the pulses created by PAM to create a completely digital signal
- To do so, PCM first quantizes the PAM pulses.
  Quantization is a method of assigning integral values in a specific range to sampled instances



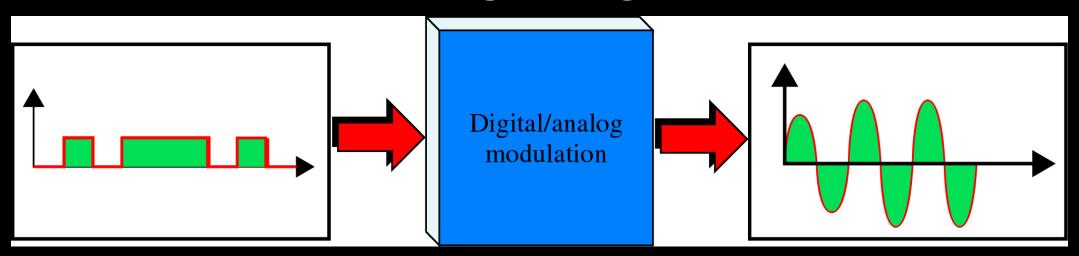






#### DIGITAL-TO-ANALOG CONVERSION

 Digital-to-analog conversion or digital-to-analog modulation is the process of changing one of the characteristics of an analog signal based on the information in a digital signal (0s and 1s)







#### STEAM CLOWNTM PRODUCTIONS

# REFERENCESLDES







#### STEAM CLOWNTM PRODUCTIONS

# APPERDIX



#### APPENDIX A: LICENSE & ATTRIBUTION

- This interpretation is primarily the Intellectual Property of Jim Burnham, Top STEAM Clown, at STEAMClown.org
- This presentation and content is distributed under the Creative Commons License CC-by-nc-sa-3.0
- My best attempt to properly attribute, or reference any other sources or work I have used are listed in Appendix B



#### **Under the following terms:**

**Attribution** — You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.



**NonCommercial** — You may not use the material for commercial purposes.



**ShareAlike** — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original.

**No additional restrictions** — You may not apply legal terms or <u>technological measures</u> that legally restrict others from doing anything the license permits.



#### APPENDIX B: ATTRIBUTION FOR SOURCES USED

- SparkFun Analog vs Digital tutorial
- An Engineering Approach To Digital Design William I.
  Fletcher
- <u>Digital Design (3rd Edition)</u> Pratik Chauhan
- COMPLETE DIGITAL DESIGN A Comprehensive Guide to Digital Electronics and Computer System Architecture Mark Balch

