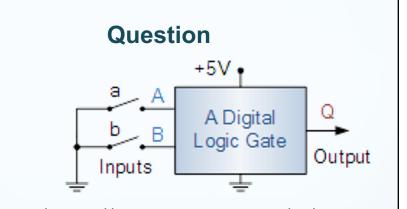
CS 2461: Lab 3 Pull-up (Pull-down) resistors Building combinational logic circuits

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Designing Circuit to switch between 0 and 1

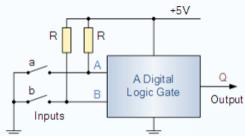
- Recall-inputs to binary are 0 or 1...
- How to set binary variables to 0 or 1 in your hardware circuits?
- Use a switch...each switch can be viewed as a binary variable (values are 0 or 1)
- We want to close switch and set input A=0
- We want to open switch and set input A=1



- The switches a and b represent two inputs to the device
- If switch a is 'closed' (on) then:
 - A is connected to ground and A=0
- IF switch b is closed then:
 - B connected to ground and B=0
- Question: What is value of A when switch a is open?
- Do you see a problem?

Solution? - Open to set A=1 - Close to set A=0 - Will this work?

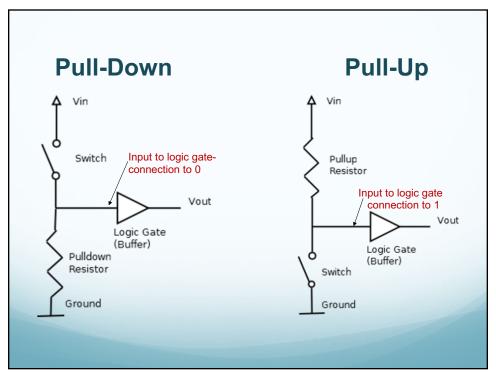




- The switches a and b represent two inputs to the device
- If switch a is 'closed' (on) then:
 - A is connected to ground and A=0
- IF switch a is open path to +5V:
 - A connected to +5V and A=1
- This resistor is called a pull-up resistor
 - When switch is open it pulls up value to 1

Pull-up (pull-down) resistor

- Why use pull-up resistor?
 - Suppose we have an IC or a Microcontroller Unit (MCU) with an input pin.
 - Say, we have no connection to the IC or (MCU), but the device still reads some value.
 - Do we know whether the input is high or low?
 - It's a phenomenon called floating
 - To prevent this unknown state, we use a pull-up (or pull-down) resistor.

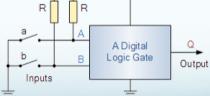


- Points to Note:
 - The value of pull up resistor is really high (order of 1k)
 - Pull-down attach to ground.
 - Pull up attach to voltage.
- When should you use a Pull-up vs. Pull-down?
 - Pull-up: when you want the 'default value' to be 1
 - Pull-down: when you want the 'default value' to be 0

- The value of the pull-up resistor needs to be chosen to satisfy two conditions:
 - When the button is pressed, the input pin is pulled low. The value of resistor R1 controls how much current you want to flow from VCC, through the button, and then to ground.
 - When the button is not pressed, the input pin is pulled high. The value of the pull-up resistor controls the voltage on the input pin.
- The material for Pull-up resistors was taken from:
 - https://learn.sparkfun.com/tutorials/pull-up-resistors

Using ON/OFF buttons for inputs

- Now that you know how to use pull-up/pull-down resistors....you can input a value of 0 or 1 using a "switch" in the form of an ON/OFF button
- The ON/OFF button is equivalent to the switch in the diagrams.



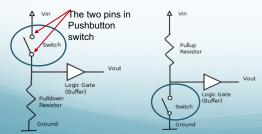
Using ON/OFF buttons: Example

- Question: Can you build a circuit with one button to input a 0 or a 1
 - Connect to the "lighting an LED" circuit you build in Lab1
 - LED should light up when we press the button (i.e., input=1)

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What's in your lab kit: Pushbutton Switch – toggle switch

- Push once to turn on (close)
- Push again to turn off (open)
- Need to place a pull-up or pulldown resistor IF you are using the switch to input a 0 or 1







Lab Exercise 1: Using pushbutton switches for Lab HW1

Work in two person groups...

Check your Lab HW1: circuit to implement

F= (A OR NOT B) AND (B OR NOT C)

Three inputs: A,B, C

Next, use three push-buttons to input the values A,B,C

i.e., instead of connecting the input to power (1) or ground (0), you connect it to the out of the switch

and switch outputs 1 or 1 depending on ON or OFF

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DIP Switch

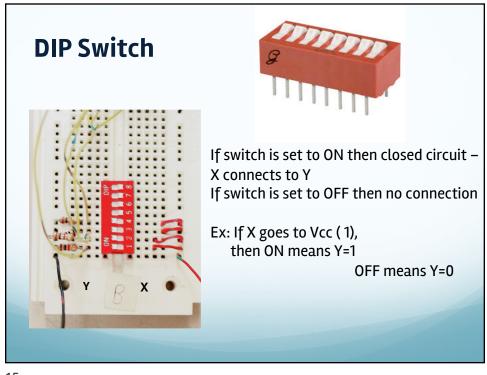


set of tiny switches in one package (housing)housing looks like a chip

Can set switch to ON or OFF

- They are toggle switches, i.e., they have two possible positions

 on (1) or off (0).
- Connect one side (inputs) to power bus (Vcc)
- Connect other side (output) to your circuit
- If ON then output = 1 (Vcc)
- OFF then output = 0 (ground)
- You can also swap things so that ON=0 and OFF=1
- IMPORTANT: You have to use pull-up (or pull-down) resistors!!



DIP Switch Example: Lighting the LED circuit

- Using a DIP switch to light LED
- Two inputs, and two LEDs
- Note use of Pull-up resistors (or pull-down resistors)
 - Very important...circuit won't work without these!

Lab Exercise 2: Using DIP switch for your Lab Homework 1

Lab HW1: build a circuit to compute:

S = (A OR NOT B) AND (B OR NOT C)

- Modify (i.e., by adding DIP switch component) your circuit so that the inputs A,B,C are set by a DIP switch.
- This is a relatively small modification to the circuit you just built using Pushbutton switches.

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Lab Homework 2

- Design and implement a circuit that tests if two 4-bit numbers A=(A₃ A₂ A₁ A₀) and B=(B₃ B₂ B₁ B₀) are equal.
- Use DIP switches to input your 4-bit number
- You can use any of the 7400 series integrated circuits
- 1. First design your logic functions and circuit using basic gates. Think about the solution on paper first.
- Next identify the 7400 ICs that contain the logic gates you need.
- 3. Finally, build your circuit

See BlackBoard assignment for full specs.