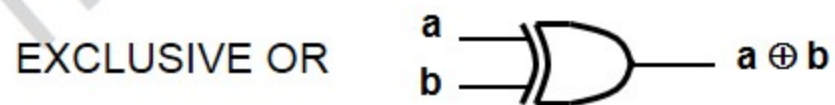
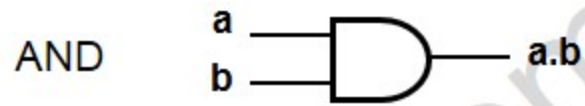


# Digital (logic) Elements: Gates

- ❖ Digital devices or gates have one or more inputs and produce an output that is a function of the current input value(s).
- ❖ All inputs and outputs are binary and can only take the values 0 or 1
- ❖ A gate is called a combinational circuit because the output only depends on the current input combination.
- ❖ Digital circuits are created by using a number of connected gates such as the output of a gate is connected to the input of one or more gates in such a way to achieve specific outputs for input values.
- ❖ Digital or logic design is concerned with the design of such circuits.

# Logic Gates

## ■ Gate Symbols



# Truth Tables

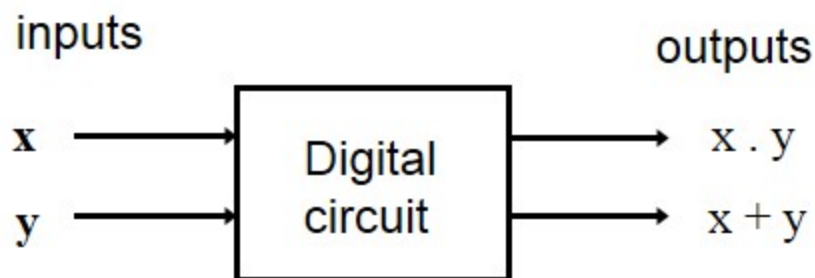
- Provides a **listing** of every possible combination of values of binary inputs to a digital circuit and the corresponding outputs.

INPUTS	OUTPUTS
...	...
...	...

- Example (2 inputs, 2 outputs):

inputs **Truth table** outputs

x	y	$x \cdot y$	$x + y$
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	1



# Basic Concepts

- Simple gates

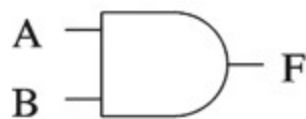
- **AND**
- **OR**
- **NOT**

- Functionality can be expressed by a truth table

- **A truth table lists output for each possible input combination**

- Other methods

- **Logic expressions**
- **Logic diagrams**



AND gate

A	B	F
0	0	0
0	1	0
1	0	0
1	1	1



OR gate

A	B	F
0	0	0
0	1	1
1	0	1
1	1	1



NOT gate

A	F
0	1
1	0

Logic symbol

Truth table

# Basic Concepts (cont'd)

- **Additional useful gates**

- **NAND**
- **NOR**
- **XOR**

- **NAND = AND + NOT**

- **NOR = OR + NOT**

- **XOR implements exclusive-OR function**

- **NAND and NOR gates require only 2 transistors**

- **AND and OR need 3 transistors!**



NAND gate

A	B	F
0	0	1
0	1	1
1	0	1
1	1	0



NOR gate

A	B	F
0	0	1
0	1	0
1	0	0
1	1	0



XOR gate

A	B	F
0	0	0
0	1	1
1	0	1
1	1	0

Logic symbol

Truth table

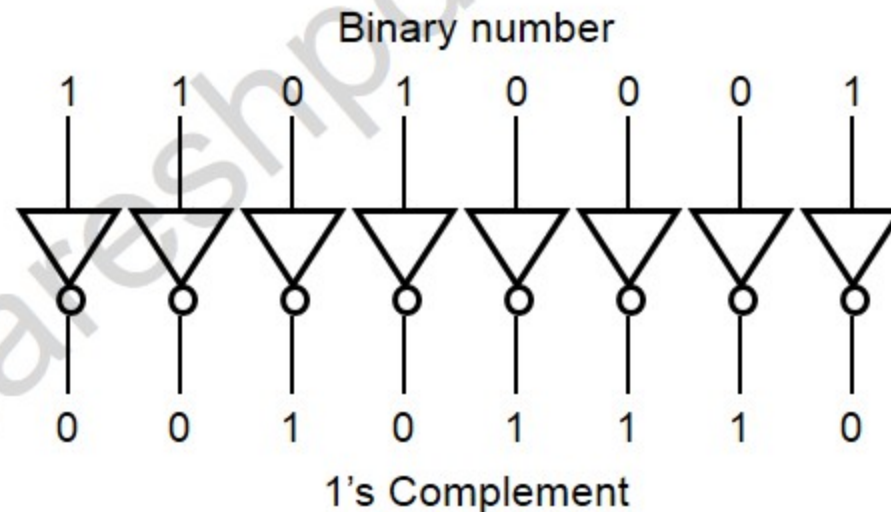
# Logic Gates: The Inverter

- The **Inverter**



A	A'
0	1
1	0

- Application of the inverter: complement.



# Logic Gates: The AND Gate

- The **AND** Gate



A	B	A . B
0	0	0
0	1	0
1	0	0
1	1	1

# Logic Gates: The OR Gate

- The **OR** Gate



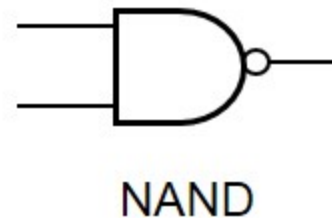
A	B	A + B
0	0	0
0	1	1
1	0	1
1	1	1

# Logic Gates: The NAND Gate

- The **NAND** Gate



A	B	$(A.B)'$
0	0	1
0	1	1
1	0	1
1	1	0

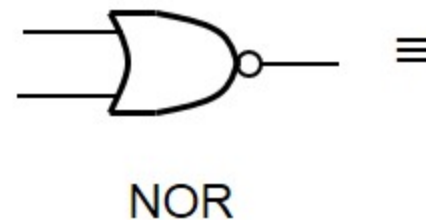


# Logic Gates: The NOR Gate

- The **NOR** Gate



A	B	$(A+B)'$
0	0	1
0	1	0
1	0	0
1	1	0



# Logic Gates: The XOR Gate

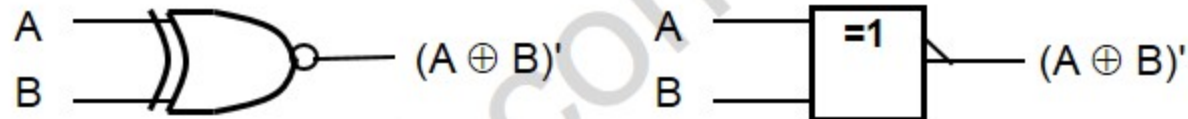
- The **XOR** Gate



A	B	$A \oplus B$
0	0	0
0	1	1
1	0	1
1	1	0

# Logic Gates: The XNOR Gate

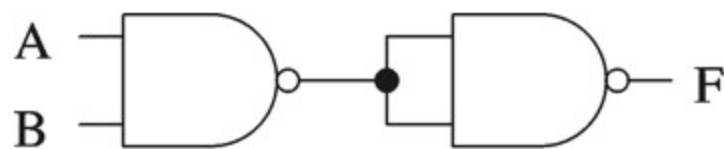
- The **XNOR** Gate



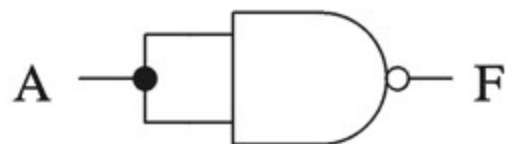
A	B	$(A \oplus B)'$
0	0	1
0	1	0
1	0	0
1	1	1

# Basic Concepts (cont'd)

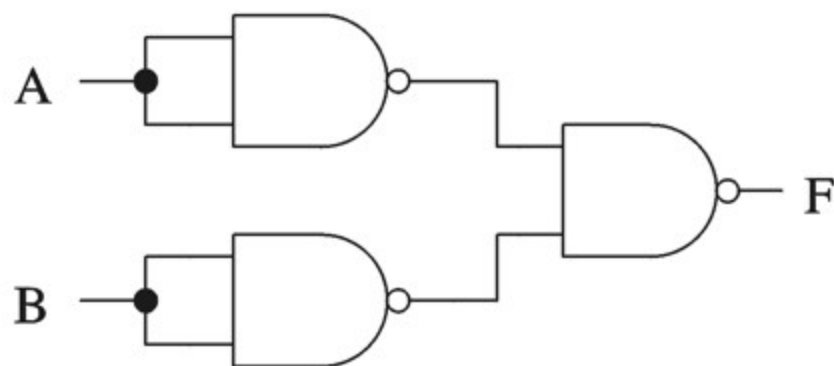
## ● Proving NAND gate is universal



AND gate



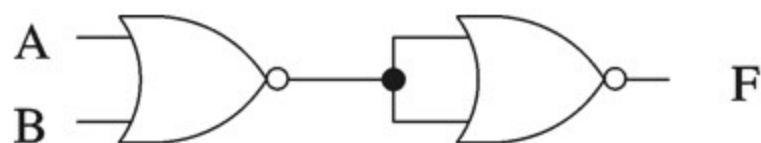
NOT gate



OR gate

# Basic Concepts (cont'd)

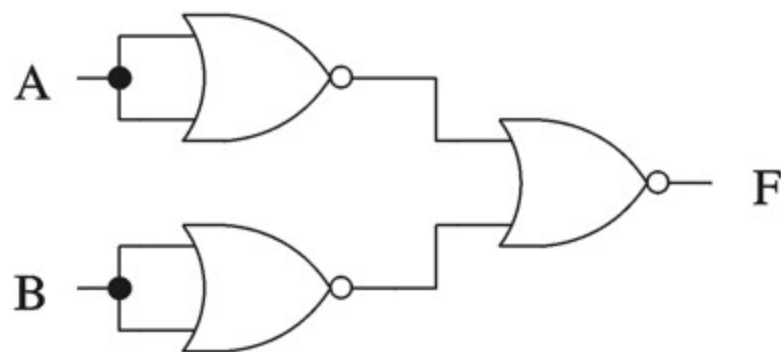
- Proving NOR gate is universal



OR gate



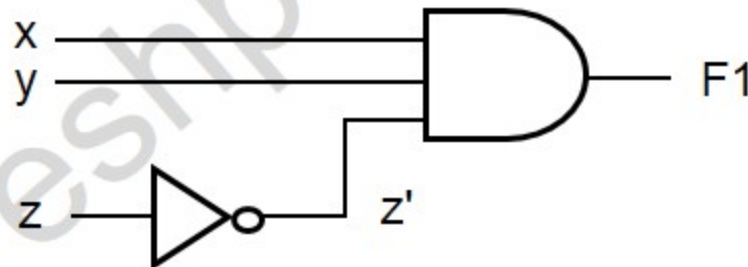
NOT gate



AND gate

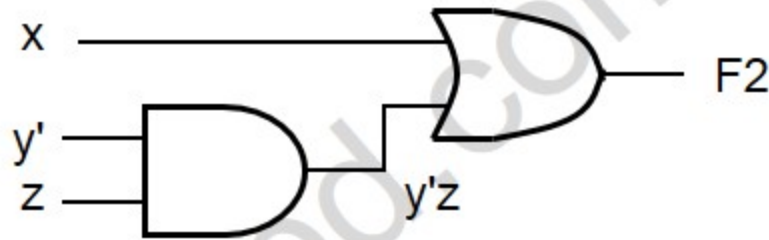
# Drawing Logic Circuit

- When a Boolean expression is provided, we can easily draw the logic circuit.
- Examples:
  - (i)  $F1 = xyz'$  (note the use of a 3-input AND gate)

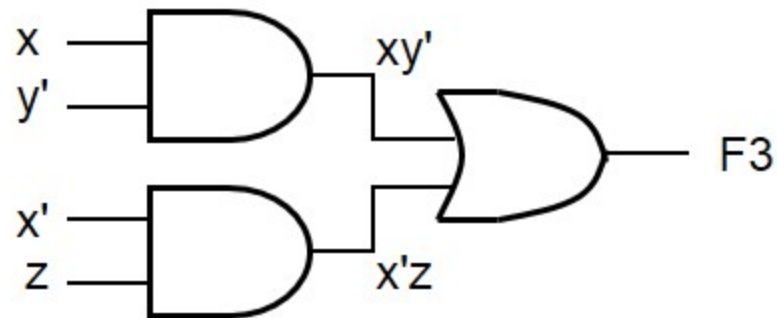


# Drawing Logic Circuit

(ii)  $F2 = x + y'z$  (can assume that variables and their complements are available)

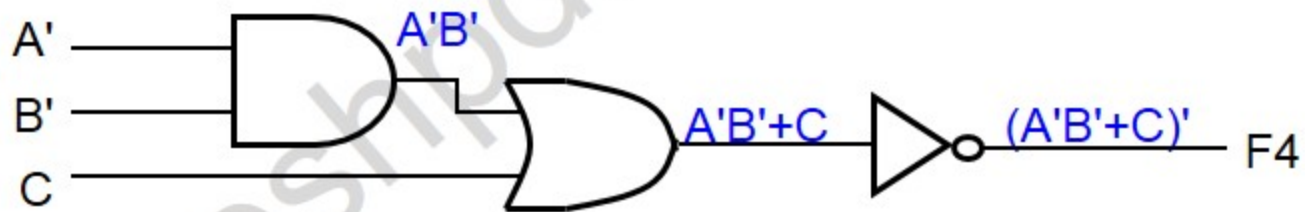


(iii)  $F3 = xy' + x'z$



# Analysing Logic Circuit

- When a logic circuit is provided, we can analyse the circuit to obtain the logic expression.
- Example: What is the Boolean expression of F4?



$$F4 = (A'B'+C)' = (A+B).C'$$

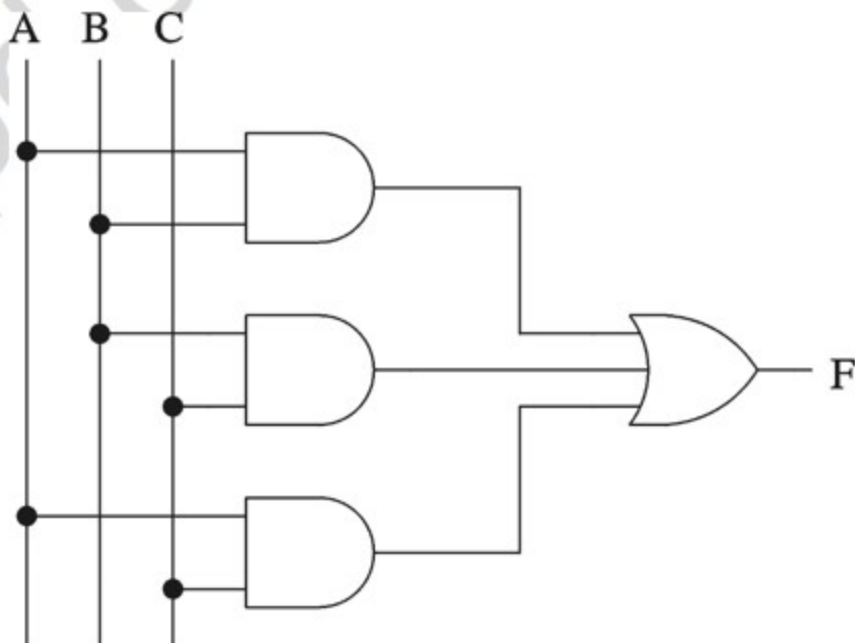
# Logic Functions (cont'd)

3-input majority function

A	B	C	F
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

● Logical expression form

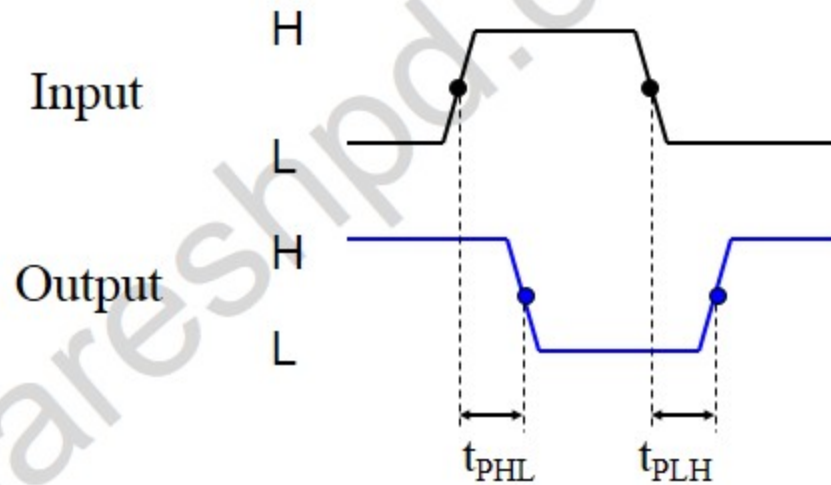
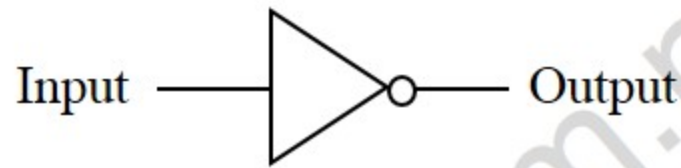
$$F = A B + B C + A C$$



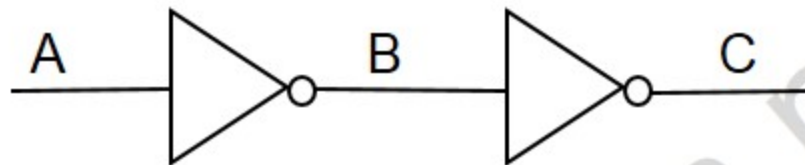
# Propagation Delay

- Every logic gate experiences some delay (though very small) in propagating signals forward.
- This delay is called **Gate (Propagation) Delay**.
- Formally, it is the average transition time taken for the output signal of the gate to change in response to changes in the input signals.
- Three different propagation delay times associated with a logic gate:
  - ❖  $t_{PHL}$ : output changing from the High level to Low level
  - ❖  $t_{PLH}$ : output changing from the Low level to High level
  - ❖  $t_{PD} = (t_{PLH} + t_{PHL})/2$  (average propagation delay)

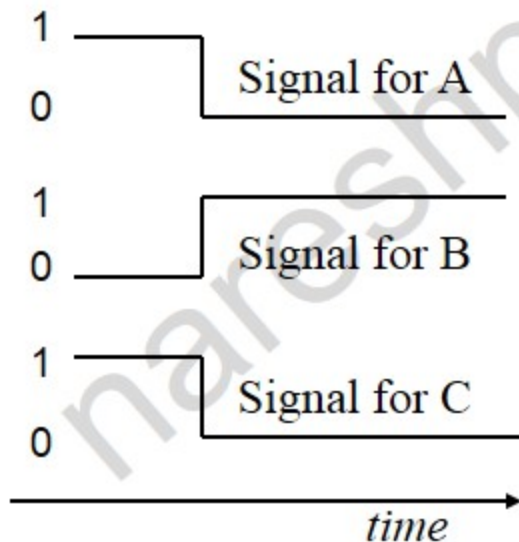
# Propagation Delay



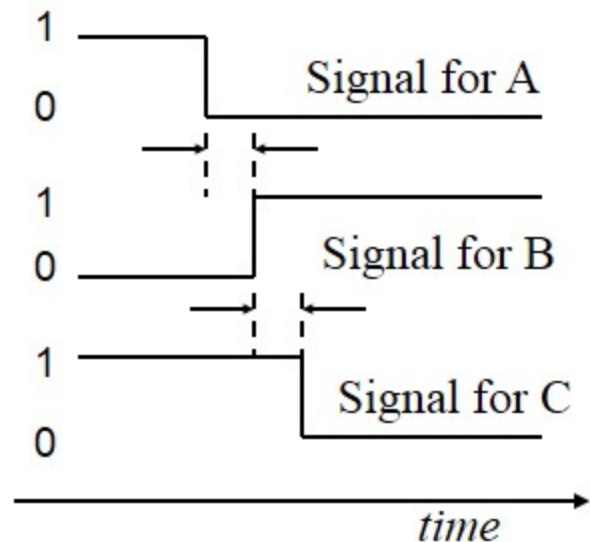
# Propagation Delay



- Ideally, no delay:



- In reality, output signals normally lag behind input signals:

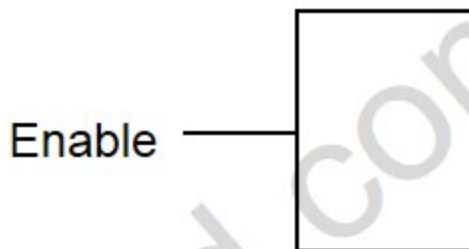


# Positive & Negative Logic

- In logic gates, usually:
  - ❖ H (high voltage, 5V) = 1
  - ❖ L (low voltage, 0V) = 0
- This convention – **positive logic**.
- However, the reverse convention, **negative logic** possible:
  - ❖ H (high voltage) = 0
  - ❖ L (low voltage) = 1
- Depending on convention, same gate may denote different Boolean function.

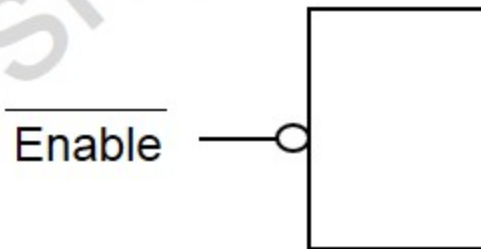
# Positive & Negative Logic

Positive logic:



Active High:  
0: Disabled  
1: Enabled

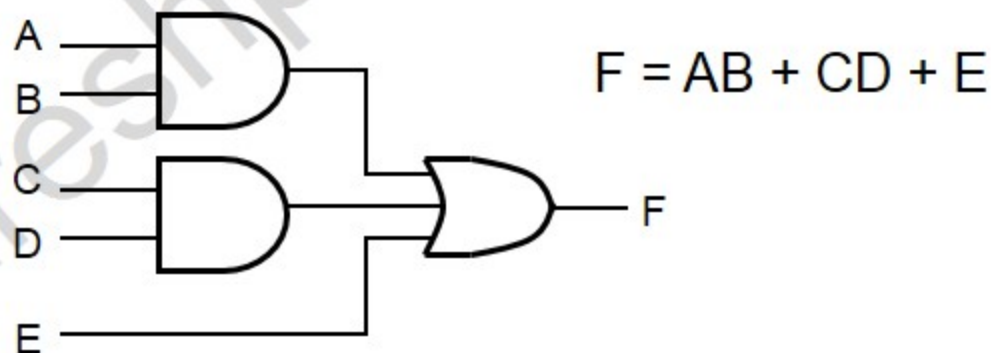
Negative logic:



Active Low:  
0: Enabled  
1: Disabled

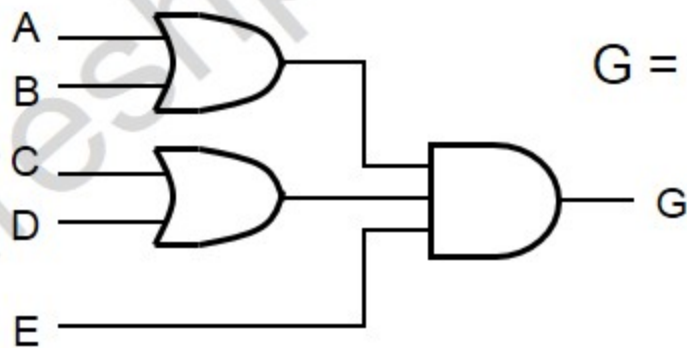
# Implementation of SOP Expressions

- Sum-of-Products expressions can be implemented using:
  - ❖ 2-level AND-OR logic circuits
  - ❖ 2-level NAND logic circuits
- AND-OR logic circuit



# Implementation of POS Expressions

- Product-of-Sums expressions can be implemented using:
  - ❖ 2-level OR-AND logic circuits
  - ❖ 2-level NOR logic circuits
- OR-AND logic circuit



$$G = (A+B).(C+D).E$$

# Minterm And Maxterm

- If a product term of SOP expressions contains every variable of that function either in true or complement form then it is defined as a **Minterm or standard product**.
- This **Minterm** will be true only for one combination of input values of the variable.
- Maxterm is a term of POS expression which contains all the variables of the function in true or complement form.
- The Maxterm has value 0 (false), for only one combination of input values.

# Boolean Algebra

- ❖ Boolean algebra is an algebra for the manipulation of objects that can take on only two values, typically true and false
- ❖ It returns to its inventor, the famous mathematician and logician George Boole
- ❖ **Boolean variable:** it is a variable that can take only two values : 0 (false) or 1 (true)
  - ✧ Example:  $x, y, z, \dots$  Where, for instance, “ $x$ ” could be 0 or 1
- ❖ **Boolean expressions:** Combination of Boolean variables and operators (AND, OR, NOT, ...)
  - ✧ Example:  $x \text{ AND } y, x \text{ OR } y, \dots$
- ❖ **Boolean function:** typically has one or more input values and yields a result, based on these input values, in the range  $\{0,1\}$ 
  - ✧ Example:  $F(x, y, z) = (x \text{ AND } y) \text{ OR } z$

# Boolean Algebra...

- ❖ Frequently, a Boolean expression is not in its simplest form
- ❖ Recall from algebra the expression  $2x + 6x$  can be simplified to  $8x$
- ❖ Boolean expressions can also be simplified
- ❖ We need new identities, or laws, that apply to Boolean algebra instead of regular algebra
- ❖ These laws are grouped in the following table

# Boolean Algebra...

Identity Name	AND Form	OR Form
Identity Law	$1x = x$	$0+x = x$
Null (or Dominance) Law	$0x = 0$	$1+x = 1$
Idempotent Law	$xx = x$	$x+x = x$
Inverse Law	$x\bar{x} = 0$	$x+\bar{x} = 1$
Commutative Law	$xy = yx$	$x+y = y+x$
Associative Law	$(xy)z = x(yz)$	$(x+y)+z = x+(y+z)$
Distributive Law	$x+yz = (x+y)(x+z)$	$x(y+z) = xy+xz$
Absorption Law	$x(x+y) = x$	$x+xy = x$
DeMorgan's Law	$(\overline{xy}) = \bar{x}+\bar{y}$	$(\overline{x+y}) = \bar{x}\bar{y}$
Double Complement Law	$\overline{\bar{x}} = x$	

## Basic Identities of Boolean Algebra

# Simplification of Boolean Expression

- ❖ Algebraic Simplification
- ❖ Karnaugh Maps
- ❖ Quine McCluskey Method

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# Simplification of Boolean Expression

❖ **Example 1:** Simplify the function  $F(x,y,z) = xyz + xyz + xz$

$$\begin{aligned}\diamond F(x,y,z) &= xyz + xyz + xz \\ &= xyz + xz && \text{(idempotent)} \\ &= xz(y + 1) && \text{(Distributive)} \\ &= xz(1) && \text{(Null)} \\ &= xz && \text{(Identity)}\end{aligned}$$

❖ The simplest form for  $F(x,y,z)$  is  $F(x,y,z) = xz$

# Simplification of Boolean Expression

❖ **Example 2:** Simplify the function  $F(x,y,z) = \bar{x}yz + \bar{x}y\bar{z} + xz$

$$\begin{aligned}\diamond F(x,y,z) &= \bar{x}yz + \bar{x}y\bar{z} + xz \\ &= \bar{x}y(z + \bar{z}) + xz && \text{(Distributive)} \\ &= \bar{x}y(1) + xz && \text{(Inverse)} \\ &= \bar{x}y + xz && \text{(Identity)}\end{aligned}$$

❖ The simplest form for  $F(x,y,z)$  is  $F(x,y,z) = \bar{x}y + xz$

# Karnaugh Maps



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