

1-2 Logic Gates

Binary information is represented in digital computers by physical quantities called *signals*. Electrical signals such as voltages exist throughout the computer in either one of two recognizable states. The two states represent a binary variable that can be equal to 1 or 0. For example, a particular digital computer may employ a signal of 3 volts to represent binary 1 and 0.5 volt to represent binary 0. The input terminals of digital circuits accept binary signals of 3 and 0.5 volts and the circuits respond at the output terminals with signals of 3 and 0.5 volts to represent binary input and output corresponding to 1 and 0, respectively.

gates

Binary logic deals with binary variables and with operations that assume a logical meaning. It is used to describe, in algebraic or tabular form, the manipulation and processing of binary information. The manipulation of binary information is done by logic circuits called *gates*. Gates are blocks of hardware that produce signals of binary 1 or 0 when input logic requirements are satisfied. A variety of logic gates are commonly used in digital computer systems. Each gate has a distinct graphic symbol and its operation can be described by means of an algebraic expression. The input–output relationship of the binary variables for each gate can be represented in tabular form by a *truth table*. The basic logic gates are AND and inclusive OR with multiple inputs and NOT with a single input. Each gate with more than one input is sensitive to either logic 0 or logic 1 input at any one of its inputs, generating the output according to its function. For example, a multi-input AND gate is sensitive to logic 0 on any one of its inputs, irrespective of any values at other inputs.

The names, graphic symbols, algebraic functions, and truth tables of eight logic gates are listed in Fig. 1-2, with applicable sensitivity input values. Each gate has one or two binary input variables designated by A and B and one binary output variable designated by x . The AND gate produces the AND logic function: that is, the output is 1 if input A and input B are both equal to 1; otherwise, the output is 0. These conditions are also specified in the truth table for the AND gate. The table shows that output x is 1 only when both input A and input B are 1. The algebraic operation symbol of the AND function is the same as the multiplication symbol of ordinary arithmetic. We can either use a dot between the variables or concatenate the variables without an operation symbol between them. **AND gates may have more than two inputs, and by definition, the output is 1 if and only if all inputs are 1.**

OR

The OR gate produces the inclusive-OR function; that is, the output is 1 if input A or input B or both inputs are 1; otherwise, the output is 0. The algebraic symbol of the OR function is $+$, similar to arithmetic addition. OR gates may have more than two inputs, and by definition, the output is 1 if any input is 1.

inverter

The inverter circuit inverts the logic sense of a binary signal. It produces the NOT, or complement, function. The algebraic symbol used for the logic complement is **either a prime or a bar over the variable symbol**. In this book we use a prime for the logic complement of a binary variable, while a bar over the letter is reserved for designating a complement microoperation as defined in Chap. 4.

The small circle in the output of the graphic symbol of an inverter designates a logic complement. A triangle symbol by itself designates a buffer circuit. A

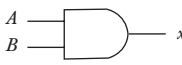
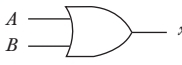
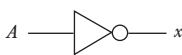
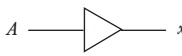
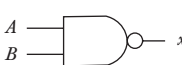
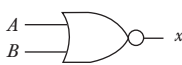
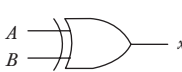
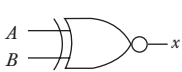
Name	Graphic symbol	Algebraic function	Truth table	Input sensitivity															
AND		$x = A \cdot B$ or $x = AB$	<table><tr><th>A</th><th>B</th><th>x</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	A	B	x	0	0	0	0	1	0	1	0	0	1	1	1	0
A	B	x																	
0	0	0																	
0	1	0																	
1	0	0																	
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OR		$x = A + B$	<table><tr><th>A</th><th>B</th><th>x</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	A	B	x	0	0	0	0	1	1	1	0	1	1	1	1	1
A	B	x																	
0	0	0																	
0	1	1																	
1	0	1																	
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Inverter		$x = A'$	<table><tr><th>A</th><th>x</th></tr><tr><td>0</td><td>1</td></tr><tr><td>1</td><td>0</td></tr></table>	A	x	0	1	1	0	Not Applicable									
A	x																		
0	1																		
1	0																		
Buffer		$x = A$	<table><tr><th>A</th><th>x</th></tr><tr><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td></tr></table>	A	x	0	0	1	1	Not Applicable									
A	x																		
0	0																		
1	1																		
NAND		$x = (AB)'$	<table><tr><th>A</th><th>B</th><th>x</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	A	B	x	0	0	1	0	1	1	1	0	1	1	1	0	0
A	B	x																	
0	0	1																	
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1	0	1																	
1	1	0																	
NOR		$x = (A + B)'$	<table><tr><th>A</th><th>B</th><th>x</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	A	B	x	0	0	1	0	1	0	1	0	0	1	1	0	1
A	B	x																	
0	0	1																	
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1	0	0																	
1	1	0																	
Exclusive-OR (XOR)		$x = A \oplus B$ or $x = A'B + AB'$	<table><tr><th>A</th><th>B</th><th>x</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	A	B	x	0	0	0	0	1	1	1	0	1	1	1	0	Not Applicable
A	B	x																	
0	0	0																	
0	1	1																	
1	0	1																	
1	1	0																	
Exclusive-NOR or equivalence		$x = (A \oplus B)'$ or $x = A'B + AB'$	<table><tr><th>A</th><th>B</th><th>x</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	A	B	x	0	0	1	0	1	0	1	0	0	1	1	1	Not Applicable
A	B	x																	
0	0	1																	
0	1	0																	
1	0	0																	
1	1	1																	

Figure 1-2 Digital logic gates with applicable input sensitivity values.

buffer does not produce any particular logic function since the binary value of the output is the same as the binary value of the input. **This circuit is used merely for power amplification.** For example, a buffer that uses 3 volts for binary 1 will produce an output of 3 volts when its input is 3 volts. However, the amount of electrical power needed at the input of the buffer is much less than the power produced at the output of the buffer. **The main purpose of the buffer is to drive other gates that require a large amount of power.**

NAND

The NAND function is the complement of the AND function, as indicated by the graphic symbol, which consists of an AND graphic symbol followed by a small circle. The designation NAND is derived from the abbreviation of NOT-AND. The NOR gate is the complement of the OR gate and uses an OR graphic symbol followed by a small circle. Both NAND and NOR gates may have more than two inputs, and the output is always the complement of the AND or OR function, respectively.

NOR

exclusive-OR

The exclusive-OR gate has a graphic symbol similar to the OR gate except for the additional curved line on the input side. **The output of this gate is 1 if any input is 1 but excludes the combination when both inputs are 1.** The exclusive-OR function has its own algebraic symbol or can be expressed in terms of AND, OR, and complement operations as shown in Fig. 1-2. The exclusive-NOR is the complement of the exclusive-OR, as indicated by the small circle in the graphic symbol. The output of this gate is 1 only if both inputs are equal to 1 or both inputs are equal to 0. **A more fitting name for the exclusive-OR operation would be an odd function; that is, its output is 1 if an odd number of inputs are 1. Thus in a three-input exclusive-OR (odd) function, the output is 1 if only one input is 1 or if all three inputs are 1.** The exclusive-OR and exclusive-NOR gates are commonly available with two inputs, and only seldom are they found with three or more inputs.

1-3 Boolean Algebra

A Boolean algebra is an algebra (set, operations, elements) consisting of a set B with ≥ 2 elements, together with three operations—the AND operation \cdot (Boolean product), the OR operation $+$ (Boolean sum), and the NOT operation $'$ (complement)—defined on the set, such that for any element a, b, c, \dots of set B , $a \cdot b$, $a + b$, and a' are in B . Consider the four-element Boolean algebra $B_4 = (\{0, x, y, 1\}; \cdot, +, ';$ 0, 1). The AND, OR, and NOT operations are described by the following tables:

\cdot	0	x	y	1
0	0	0	0	0
x	0	x	0	x
y	0	0	y	y
1	0	x	y	1



$+$	0	x	y	1
0	0	x	y	1
x	x	x	1	1
y	y	1	y	1
1	1	1	1	1

$'$	
0	1
x	y
y	x
1	0

Consider the two-element Boolean algebra $B_2 = (\{0, 1\}; \cdot, +, ' ; 0, 1)$. The three operations. (AND), + (OR), ' (NOT) are defined as follows:

\cdot	0	1
0	0	0
1	0	1

$+$	0	1
0	0	1
1	1	1

$'$	
0	1
1	0

The two-element Boolean algebra B_2 among all other B_i , where $i > 2$, defined as switching algebra, is the most useful. Switching algebra consists of two elements represented by 1 and 0 as the largest number and the smallest number respectively.

Boolean function

*Boolean algebra is a **switching algebra** that deals with binary variables and logic operations. The variables are designated by letters such as A, B, x , and y . The three basic logic operations are AND, OR, and complement. A Boolean function can be expressed algebraically with binary variables, the logic operation symbols, parentheses, and equal sign. For a given value of the variables, the Boolean function can be either 1 or 0. Consider, for example, the Boolean function

$$F = x + y'z$$

truth table

The function F is equal to 1 if x is 1 or if both y' and z are equal to 1; F is equal to 0 otherwise. But saying that $y' = 1$ is equivalent to saying that $y = 0$ since y' is the complement of y . Therefore, we may say that F is equal to 1 if $x = 1$ or if $yz = 01$. The relationship between a function and its binary variables can be represented in a truth table. To represent a function in a truth table we need a list of the 2^n combinations of the n binary variables. As shown in Fig. 1-3(a), there are eight possible distinct combinations for assigning bits to the three variables x, y , and z . The function F is equal to 1 for those combinations where $x = 1$ or $yz = 01$; it is equal to 0 for all other combinations.

logic diagram

A Boolean function can be transformed from an algebraic expression into a logic diagram composed of AND, OR, and inverter gates. The logic diagram for F is shown in Fig. 1-3(b). There is an inverter for input y to generate its

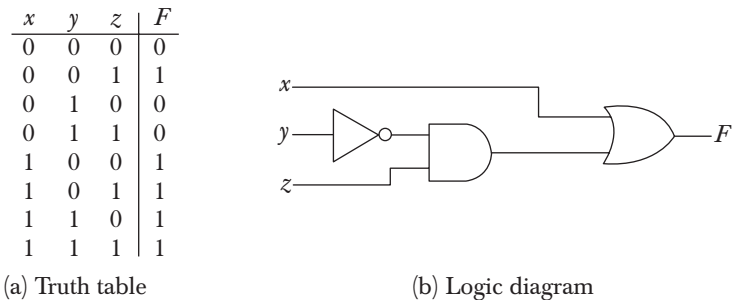


Figure 1-3 Truth table and logic diagram for $F = x + y'z$.

*Two Element

complement y' . There is an AND gate for the term $y'z$, and an OR gate is used to combine the two terms. In a logic diagram, the variables of the function are taken to be the inputs of the circuit, and the variable symbol of the function is taken as the output of the circuit.

The purpose of Boolean algebra is to facilitate the analysis and design of digital circuits. It provides a convenient tool to:

1. Express in algebraic form a truth table relationship between binary variables.
2. Express in algebraic form the input–output relationship of logic diagrams.
3. Find simpler circuits for the same function.

A Boolean function specified by a truth table can be expressed algebraically in many different ways. **Two ways of forming Boolean expressions are canonical and non-canonical forms.** Canonical forms express all binary variables in every product (AND) or sum (OR) term of the Boolean function. To determine the canonical sum-of-products form for a Boolean function $F(A, B, C) = A'B + C' + ABC$, which is in non-canonical form, the following steps are used:

$$\begin{aligned} F &= A'B + C' + ABC \\ &= A'B(C + C') + (A + A')(B + B')C' + ABC, \end{aligned}$$

where $x + x' = 1$ is a basic identity of Boolean algebra

$$\begin{aligned} &= A'BC + A'BC' + ABC' + AB'C' + A'BC' + A'B'C' + ABC \\ &= A'BC + A'BC' + ABC' + AB'C' + A'B'C' + ABC \end{aligned}$$

By manipulating a Boolean expression according to Boolean algebra rules, one may obtain a simpler expression that will require fewer gates. To see how this is done, we must first study the manipulative capabilities of Boolean algebra.

Table 1-1 lists the most basic identities of Boolean algebra. All the identities in the table can be proven by means of truth tables. The first eight identities show the basic relationship between a single variable and itself, or in

TABLE 1-1 Basic Identities of Boolean Algebra

(1) $x + 0 = x$	(2) $x \cdot 0 = 0$
(3) $x + 1 = 1$	(4) $x \cdot 1 = x$
(5) $x + x = x$	(6) $x \cdot x = x$
(7) $x + x' = 1$	(8) $x \cdot x' = 0$
(9) $x + y = y + x$	(10) $xy = yx$
(11) $x + (y + z) = (x + y) + z$	(12) $x(yz) = (xy)z$
(13) $x(y + z) = xy + xz$	(14) $x + yz = (x + y)(x + z)$
(15) $(x + y)' = x'y'$	(16) $(xy)' = x' + y'$
(17) $(x')' = x$	