

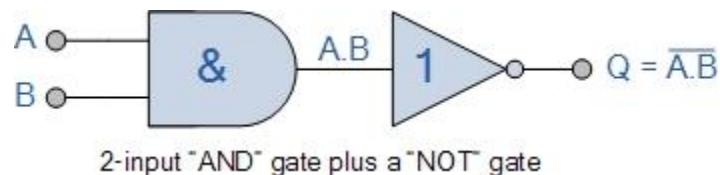


Logic NAND Gate Tutorial

The Logic NAND Gate is a combination of a digital logic AND gate and a NOT gate connected together in series

The NAND (Not – AND) gate has an output that is normally at logic level “1” and only goes “LOW” to logic level “0” when **ALL** of its inputs are at logic level “1”. The **Logic NAND Gate** is the reverse or “*Complementary*” form of the AND gate we have seen previously.

Logic NAND Gate Equivalence



The logic or Boolean expression given for a logic NAND gate is that

for *Logical Addition*, which is the opposite to the AND gate, and which it performs on the *complements* of the inputs. The Boolean expression for a logic NAND gate is denoted by a single dot or full stop symbol, (.) with a line or *Overline*, () over the expression to signify the NOT or logical negation of the NAND gate giving us the Boolean expression

of: $A \cdot B = Q$.

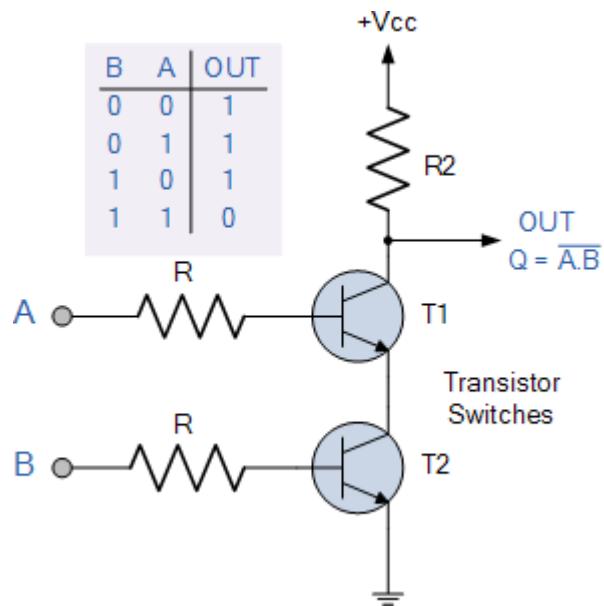
Then we can define the operation of a 2-input digital logic NAND gate as being:

“If both A and B are true, then Q is NOT true”

Transistor NAND Gate

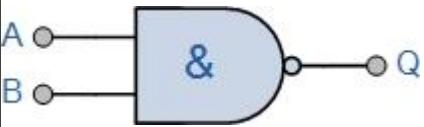
A simple 2-input logic NAND gate can be constructed using RTL Resistor-transistor switches connected together as shown below with

the inputs connected directly to the transistor bases. Either transistor must be cut-off “OFF” for an output at Q.



Logic NAND Gates are available using digital circuits to produce the desired logical function and is given a symbol whose shape is that of a standard AND gate with a circle, sometimes called an “inversion bubble” at its output to represent the NOT gate symbol with the logical operation of the NAND gate given as.

The Digital Logic “NAND” Gate 2-input Logic NAND Gate

Symbol	Truth Table												
 2-input NAND Gate	<table border="1"> <thead> <tr> <th>B</th><th>A</th><th>Q</th></tr> </thead> <tbody> <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> </tbody> </table>	B	A	Q	0	0	1	0	1	1	1	0	1
B	A	Q											
0	0	1											
0	1	1											
1	0	1											