

NOR gate using Resistor - Transistor Logic (RTL)

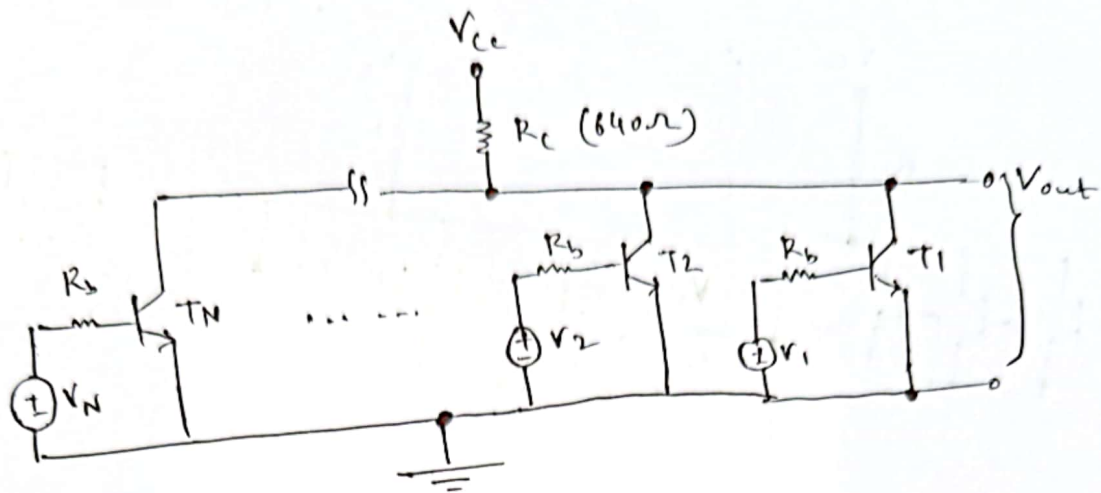


Fig: An N-input RTL NOR gate

- For N input NOR gate N number of transistors (T_1, T_2, \dots, T_N) are required
- Emitters of ~~each~~^{all} transistors are connected to a common ground
- Collectors are connected to supply voltage (V_{cc}) through a common collector resistor (R_c).
- V_i ($i=1, 2, \dots, N$) represent the input logic level applied to the bases of the transistors through resistors R_b .

$$V_i = \begin{cases} V_L & ; \text{Logic Low} \\ V_H & ; \text{Logic High} \end{cases}$$

V_L → should be low enough for the corresponding transistor to be in cut-off

V_H → should be high enough to ~~make~~ drive the corresponding transistor to saturation

NOR gate using RTL

$$\text{Let, } R_c = 640 \Omega$$

$$R_b = 450 \Omega$$

$$V_{cc} = 3V$$

$$V_{BE}(\text{cut-in}) = 0.65V$$

$$V_{BE}(\text{sat}) = 0.75V$$

$$V_{CE}(\text{sat}) = 0.2V$$

$$\beta = 50$$

$$\sigma = 0.85$$

$$\sigma = \frac{I_c}{\beta I_B}$$

Apart from ~~T₁~~ input to T_1 , all other input signals are at voltages which ensure that the corresponding transistor is cut-off

Input-output characteristics will be drawn w.r.t. V_o & input to T_1 (V_i)

→ $V_i \rightarrow \text{Low}$

$$V_i < 0.65V$$

∴ T_1 cut-off

$$\therefore V_o = V_{cc} = 3V \text{ (HIGH)}$$

→ When, $V_i > 0.65V \rightarrow T_1$ will enter active region

→ As V_i is increased further at some point V_i will be sufficient to take T_1 to saturation.

→ After attaining saturation,

$$V_o = V_{CE}(\text{sat}) = 0.2V$$

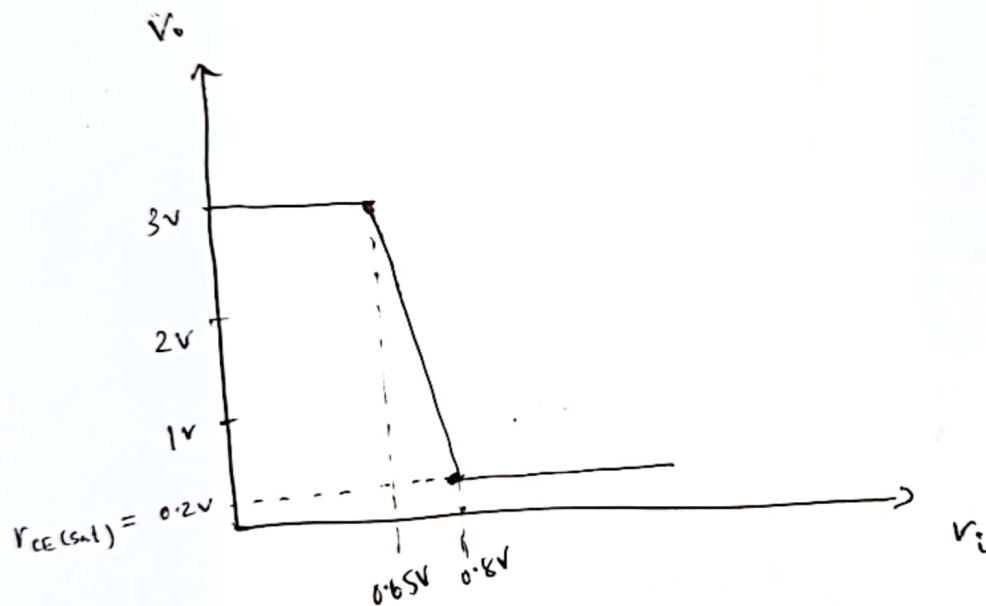
$$\therefore I_c = \frac{V_{cc} - V_{CE}(\text{sat})}{R_c} = \frac{3 - 0.2}{640} = 4.4 \text{ mA}$$

$$\therefore I_B = \frac{I_c}{\beta \sigma} = \frac{4.4 \text{ mA}}{(50)(0.85)} \approx 0.1 \text{ mA}$$

Applying KVL at the i/v side of T_1 ,

$$\begin{aligned}V_i &= I_B R_b + V_{BE}(\text{sat}) \\&= (0.1\text{m})(450) + 0.75 \\&\approx 0.8\text{ V}\end{aligned}$$

Thus, when $V_i \geq 0.8\text{ V}$, T_1 will saturate



$$V_{IL}(\text{max}) = 0.65\text{ V}$$

$$V_{IH}(\text{min}) = 0.8\text{ V}$$

$$V_{OL}(\text{max}) = 0.2\text{ V}$$

$$V_{OH}(\text{min}) = 3\text{ V}$$

The Direct Coupled Transistor - Logic (DCTL) gate

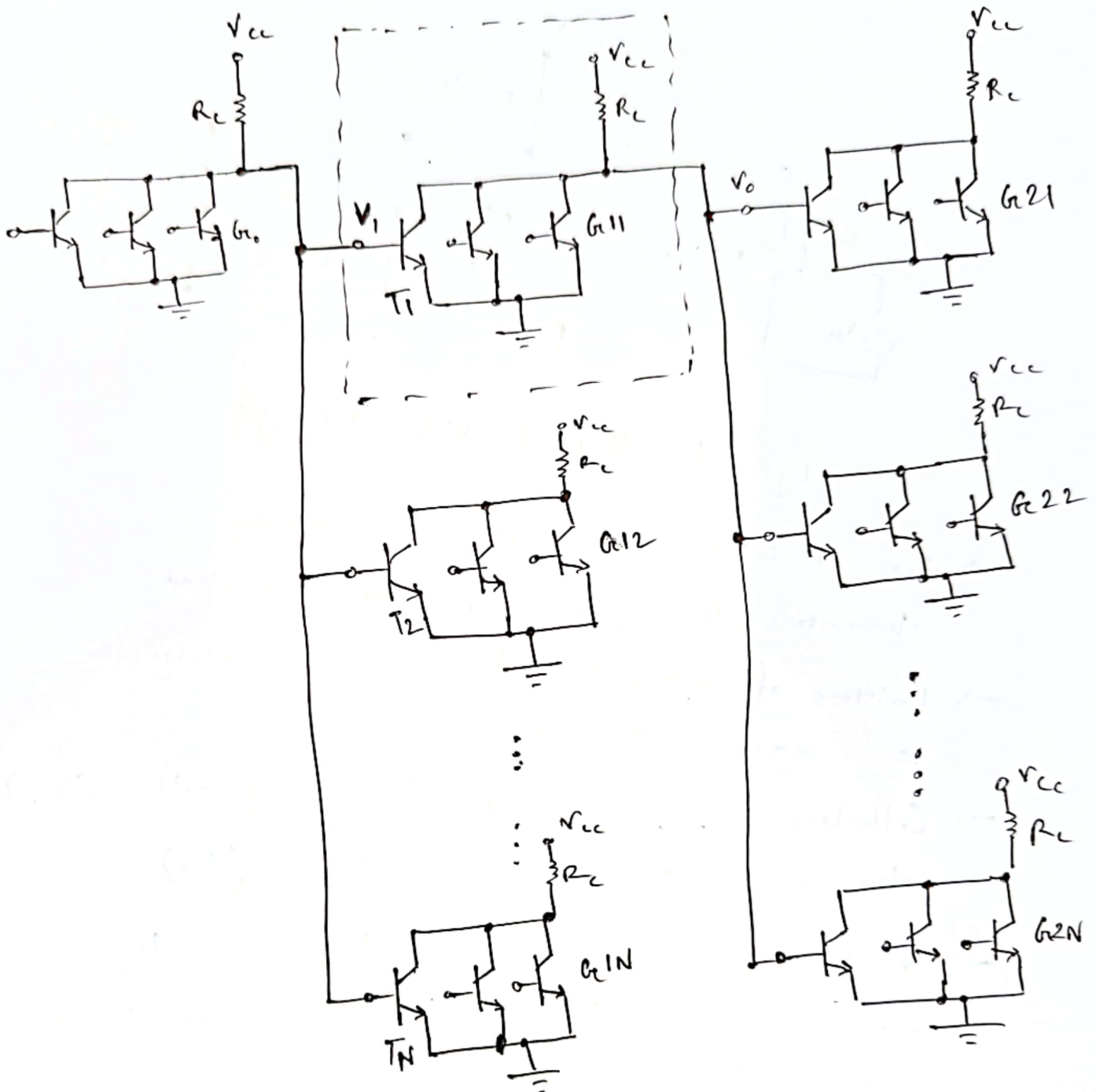


Fig: DCTL NOR gate with fan-out of N

→ economically constructed by omitting the base resistors R_b used in RTL gates

→ NOR, NAND referred to as universal gates

In a sophisticated switching system, each of the inputs to the NOR gate can be derived from the outputs of other similar NOR gates.

→ Let us assume,

fan-out of G_0 is N .

So, output of G_0 will be providing a signal to one input of N other gates $G_{11}, G_{12}, \dots, G_{1N}$.

→ Similarly,

fan-out of gate G_{11} is N .

So, output of gate G_{11} will provide a signal to one input of N other gates $G_{21}, G_{22}, \dots, G_{2N}$.

→ Other input terminal will get signal from other sources.

→ If all inputs to gate G_0 is Low, then the output of G_0 is supposed to be ~~to~~ HIGH that is supposed to drive T_1, T_2, \dots, T_N to saturation.

Let, $V_{BE(sat)} = V_0 = 0.75V$

$\therefore V_i = 0.75V$ [As output voltage at G_0 is $0.75V$]

→ Current through $R_c = \frac{V_{cc} - V_0}{R_c} = \frac{V_{cc} - 0.75}{R_c}$

↳ This is the total current supplied from V_{cc} to drive T_1, T_2, \dots, T_N to saturation.

→ Each base current at T_1, T_2, \dots, T_N :

$$I_B = \frac{(V_{CC} - 0.75)}{NR_c}$$

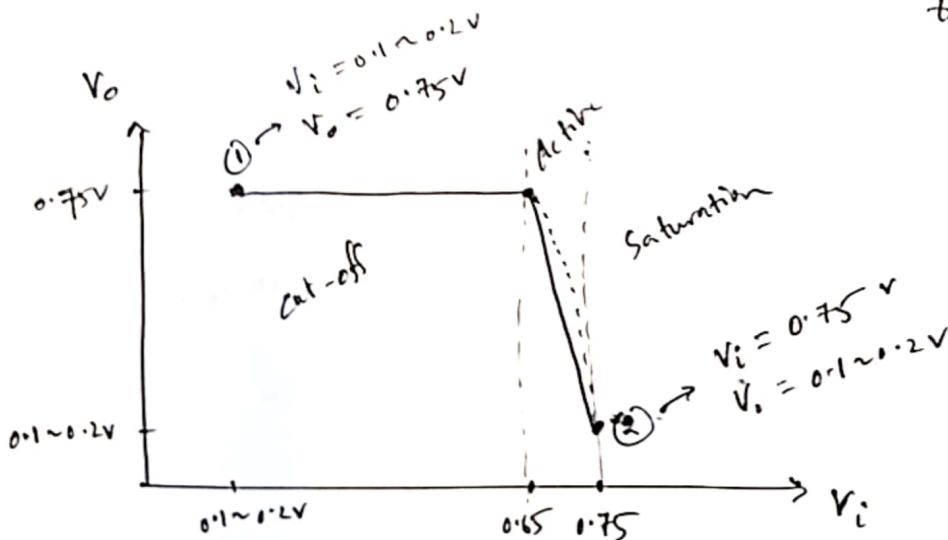
→ for all,

$$V_i = 0.75 \text{ V (HIGH)}$$

$$V_o = V_{CE} = V_{CE(\text{sat})} = 0.1 \sim 0.2 \text{ V (LOW)}$$

Input - Output Characteristics of DCTL

Plotting V_o of gate all as a function of input voltage V_i applied to one of the transistors in the gate. [assuming other transistors in the gate are cut-off]



Cut-in voltage = 0.65 V

$0.65 \text{ V} < V_o < 0.75 \text{ V} \rightarrow$ Transistor in Active mode

In active region, $I_c \approx I_E$

I_E related to base-emitter voltage by diode eqn

$$I_c \approx I_E \approx I_{E0} e^{V_{BE}/V_T}$$
$$\approx I_{E0} e^{V_i/V_T}$$

$$V_T = \frac{KT}{q}$$

$$V_o = V_{cc} - R_c I_c = V_{cc} - R_c I_{E0} e^{V_i/V_T}$$

Current Hogging in DCTL gates

→ Transistors of similar manufacture are generally quite similar in performance, but not precisely identical

→ When output of G_{EO} is at logic '1',
 T_1, T_2, \dots, T_N are supposed to be driven to saturation

Let,

at saturation V_{BE} of T_1 is 0.74 V ;

V_{BE} of T_2 is 0.76 V

V_{BE} of T_N is 0.75 V

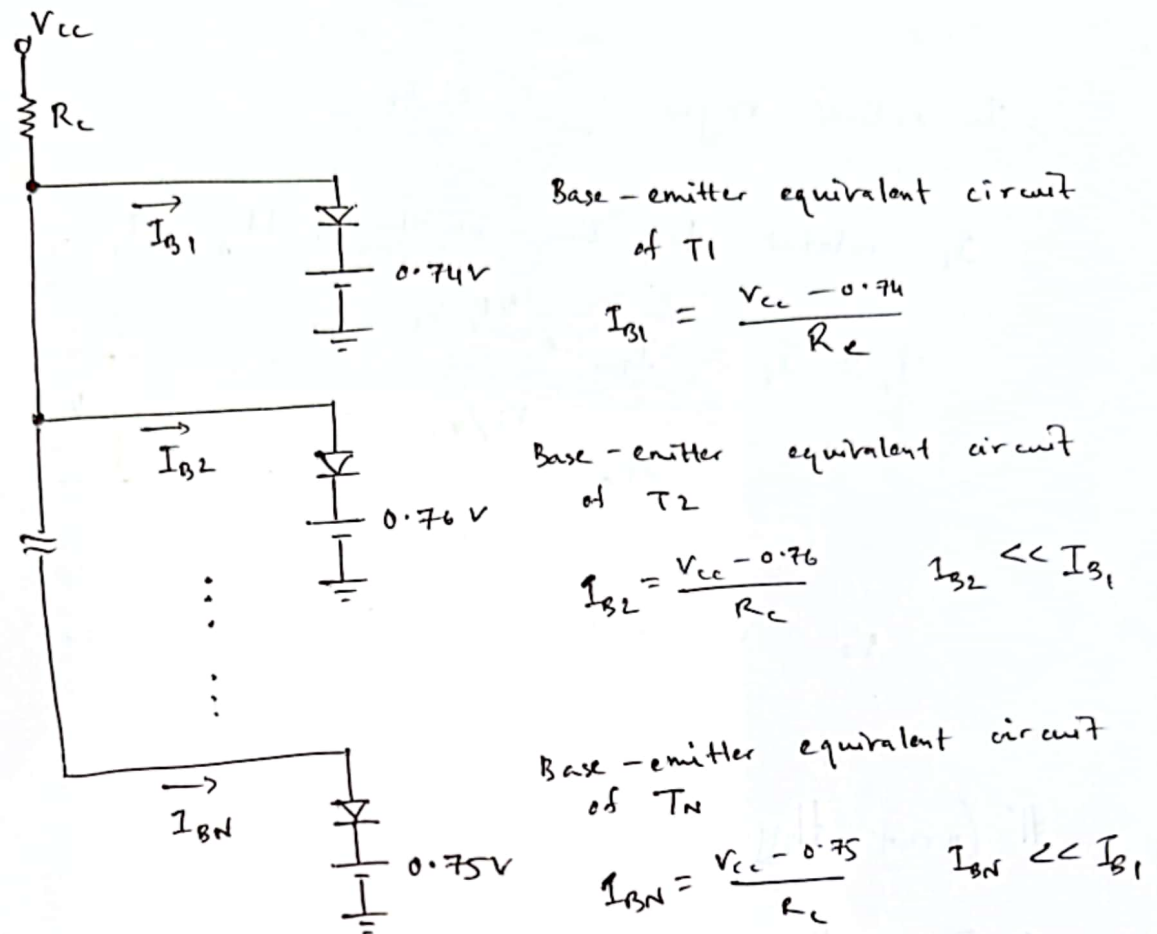


Fig: Equivalent Circuit to illustrate current hogging in DCTL

- According to this figure, T_1 will draw (hog) more current from V_{cc} through R_c as its required V_{SE} (0.74V) is ~~less than~~ to reach saturation is less than other transistors.
- Thus, other transistors might starve for sufficient base current to attain saturation. This phenomenon is known as current hogging.
- Due to current hogging, DCTL gates are not commonly used.

Diode Transistor Logic (DTL) Gate

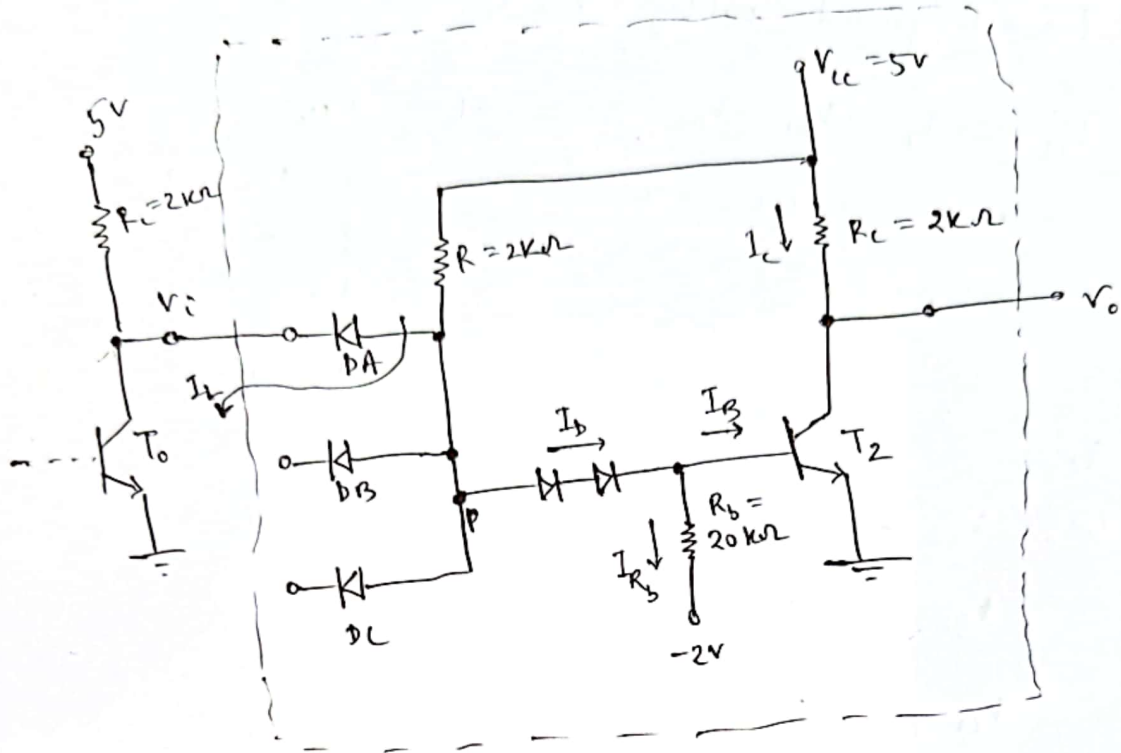


Fig: NAND Gate using DTL

Here,

T_0 → output transistor of driving gate
 output ~~from~~ T_0 is serving as input along D_A

Case 1:

Let,

T_0 is at logic level '0'

T_0 is in saturation

Thus, $V_i = V_{CE(sat), T_0} = 0.2 \text{ V [Low]}$

Voltage at point P,

$$\begin{aligned} V_P &= V_{CE(sat), T_0} + V_{BA} \\ &= 0.2 + 0.75 \\ &= 0.95 \text{ V} \end{aligned}$$

It is considered that current in D_A is sufficient to produce a voltage drop of 0.75 V

The base-to-ground voltage of T_2 is;

$$\begin{aligned}V_{BE} &= V_P - V_{D1} - V_{D2} \\&= 0.95 - 0.65 - 0.65 \\&= -0.35 \text{ V}\end{aligned}$$

Here,
 $V_{D1} = V_{D2} = 0.65 \text{ V}$
it is assumed
that current in $D1$
& $D2$ is very small

for T_2 ,

$$\text{let, } V_{BE}(\text{cut-in}) = 0.65 \text{ V}$$

$$V_{BE}(\text{sat}) = 0.75 \text{ V}$$

$$V_{CE}(\text{sat}) = 0.2 \text{ V}$$

$$\therefore V_{BE} < V_{BE}(\text{cut-in}) = 0.65 \text{ V}$$

$\therefore T_2$ is cut-off

Diode current I_D flows through R_b only.

$$I_{R_b} = I_D = \frac{V_{BE} + 2}{R_b} = \frac{-0.35 + 2}{20 \text{ K}} = 0.08 \text{ mA}$$

At this stage,

~~$$V_o = V_{CE}(\text{sat}, T_2)$$~~

$$V_o = V_{CC} = 5 \text{ V (HIGH)}$$

Similarly, when all inputs are at logic level '0',
 V_o remains at logic level '1'.

Case 2:

Let,

all inputs are at logic level '1' (High = 5V)

→ DA, DB, DC will be disconnected from circuit

→ Current will flow from V_{cc} through R, then through D_1, D_2 and into the base of T_2

→ Here, T_2 will be saturated

$$V_{BE} = V_{BE(sat, T_2)} = 0.75V$$

→ Current through R_B

$$I_{R_B} \approx \frac{V_{BE} + 2}{20K} \approx \frac{0.75 + 2}{20K} \approx 0.14mA$$

→ Voltage at point P;

$$\begin{aligned} V_P &= V_{D1} + V_{D2} + V_{BE} \\ &= 0.75 + 0.75 + 0.75 \\ &= 2.25V \end{aligned}$$

It is assumed that current in D_1 & D_2 is sufficiently large to result in a voltage drop of 0.75V across the diodes

→ Diode current I_D ,

$$\begin{aligned} I_D = I_R &= \frac{V_{cc} - V_P}{R} = \frac{5 - 2.25}{20K} \\ &\approx 1.4mA \end{aligned}$$

→ Base current of T_2 ,

$$I_B = I_D - I_{R_B} = 1.4 \text{ mA} - 0.14 \text{ mA} \\ \approx 1.26 \text{ mA}$$

→ The collector current of T_2 ,

$$I_C = \frac{V_{CC} - V_{CE(\text{sat}, T_2)}}{R_C} = \frac{5 - 0.2}{2 \text{ k}} \\ = 2.4 \text{ mA}$$

Choice of R_B & V_{BB}

↳ Value of R_B & V_{BB} needs to be chosen keeping a trade-off into consideration

Let, all inputs of the gate are HIGH &
 T_2 is saturated.

If any one of the i/p to the gate becomes LOW, then V_P will fall to 0.95 V . However, $V_{BE(\text{sat}, T_2)}$ will not drop from 0.75 V instantly.

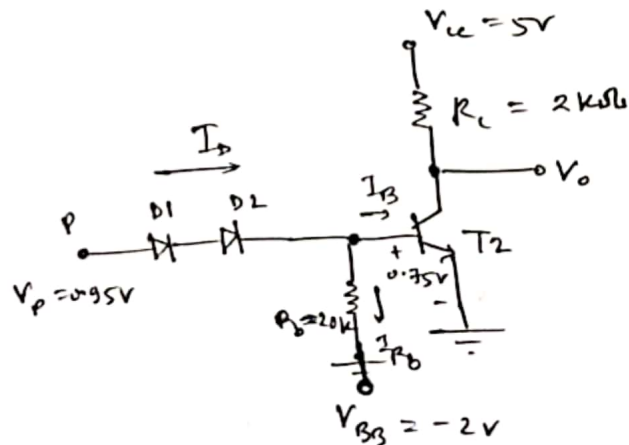


Fig: Equivalent Circuit of the DTL NAND gate at the instant that V_P is decreased to 0.95 V

→ Voltage drop across $D1$ & $D2$ is $(0.95 - 0.75) = 0.2V$
which is not sufficient to forward bias

$D1$ & $D2$

Thus, $I_D = 0 \rightarrow I_B = 0$

→ $V_{BE}(sat, T_2) = 0.75V$ doesn't drop to '0' instantly
as there is charge storage mechanism in
the transistor

This stored charge leaves through R_b

Thus, V_{BB} is set to $-2V$ to increase
the rate of discharge

A trade-off
need to
be considered
between
these two
points while
choosing
values of R_b
& V_{BB}

→ To quickly cut-off T_2 , R_b should be
small & V_{BB} should be very negative

→ When it is necessary to turn on T_2
again, it is required that majority of
the current flows through base of T_2 .
Thus, R_b should be large & V_{BB} should
be positive so that ~~less~~ current flows
through R_b & majority of the
current flows through base of T_2 .

→ Typical values of $R_b \rightarrow 5$ to $30 k\Omega$

$V_{BB} \rightarrow 0$ to $-5V$

Fan-Out

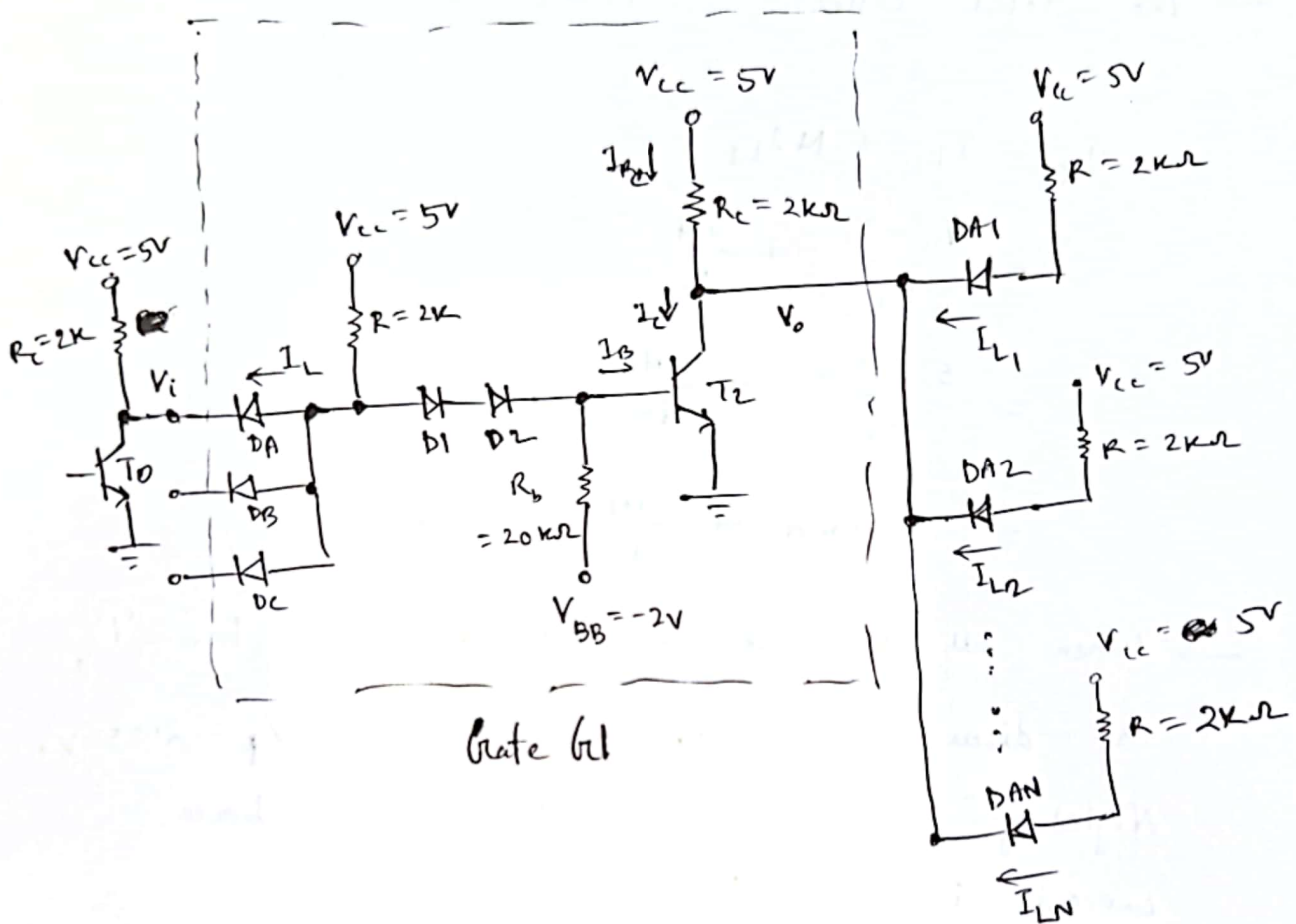


fig: A DTL Gate with Fan-Out

→ Gate G1 is driving N other similar gates

→ Let, all inputs of gate G1 are at logic '1' (High)

Thus, T_2 is saturated

$$V_o = V_{CE(sat, T_2)} = 0.2V$$

→ Current through each of the N loading gates

$$I_{L1} = I_{L2} = \dots = I_{LN} \approx \frac{V_{CC} - V_{DA1} - V_D}{R} \approx \frac{5 - 0.75 - 0.2}{R}$$

$$\approx \frac{4}{R}$$

→ The total collector current in T_2 is

$$\begin{aligned} I_C &= I_{R_c} + N I_{L1} \\ &= \frac{V_{CC} - V_o}{R_c} + \frac{4N}{R} \\ &= \frac{5 - 0.2}{2k} + \frac{4N}{R} \\ &= 2.4 \text{ mA} + \frac{4N}{R} \quad \dots \text{--- (1)} \end{aligned}$$

→ When all inputs of $G1$ are at logic '1', as discussed in previous section $V_p = 2.25 \text{ V}$. Neglecting the current in R_b , the base current in T_2 is

$$I_B \approx I_D = \frac{V_{CC} - V_p}{R} = \frac{5 - 2.25}{R} = \frac{2.75}{R} \quad \dots \text{--- (2)}$$

→ Since, T_2 is in saturation,

$$I_C = \sigma \beta I_B \quad \dots \text{--- (3)}$$

→ From (1), (2), (3);

$$\sigma \beta I_B = 2.4 \text{ mA} + \frac{4N}{R}$$

$$\Rightarrow \sigma \beta \frac{2.75}{R} = 2.4 \text{ mA} + \frac{4N}{R}$$

$$\therefore N \approx 0.7 \sigma \beta - (0.6 \text{ mA}) \times R$$

$$I_f, \beta = 50, \sigma = 0.85 \quad \& \quad R = 2k\Omega$$

$$N = (0.7) \times 50 \times 0.85 - (0.6m) \times (2k)$$

$$= 28.55$$

$$\approx 28$$

Note:

The scenario considered in this example is the heaviest loading condition of gate G1. Here, o/p of G1 is Low. So, T2 is saturated. T2 sinks the current flowing through the i/p terminals of the ~~same~~ succeeding gates.

Maximum current is sunk by T2 when only one input of the succeeding gates are at logic '0' and rest of the inputs are either at logic '1' or 'Floating'.