

COMP110: Principles of Computing

4: Logic and memory

Learning outcomes

- ▶ **Distinguish** the basic types of logic gate
- ▶ **Use** logic gates to build simple circuits
- ▶ **Explain** how computer memory works

Logic gates



Boolean logic

Boolean logic

- ▶ Works with two values: TRUE and FALSE

Boolean logic

- ▶ Works with two values: TRUE and FALSE
- ▶ Foundation of the **digital computer**: represented in circuits as **on** and **off**

Boolean logic

- ▶ Works with two values: TRUE and FALSE
- ▶ Foundation of the **digital computer**: represented in circuits as **on** and **off**
- ▶ Representing as 1 and 0 leads to **binary notation**

Boolean logic

- ▶ Works with two values: TRUE and FALSE
- ▶ Foundation of the **digital computer**: represented in circuits as **on** and **off**
- ▶ Representing as 1 and 0 leads to **binary notation**
- ▶ One boolean value = one **bit** of information

Boolean logic

- ▶ Works with two values: TRUE and FALSE
- ▶ Foundation of the **digital computer**: represented in circuits as **on** and **off**
- ▶ Representing as 1 and 0 leads to **binary notation**
- ▶ One boolean value = one **bit** of information
- ▶ Programmers use boolean logic for conditions in **if** and **while** statements

Simulating logic circuits

`http://logic.ly/demo/`

Not

Not

NOT A is TRUE
if and only if
 A is FALSE

Not

NOT A is TRUE
if and only if
 A is FALSE

A	NOT A
FALSE	TRUE
TRUE	FALSE

Not

NOT A is TRUE
if and only if
 A is FALSE

A	NOT A
FALSE	TRUE
TRUE	FALSE



And

And

A AND B is TRUE
if and only if
both A **and** B are TRUE

And

A AND B is TRUE
if and only if
both A **and** B are TRUE

A	B	A AND B
FALSE	FALSE	FALSE
FALSE	TRUE	FALSE
TRUE	FALSE	FALSE
TRUE	TRUE	TRUE

And

A AND B is TRUE
if and only if
both A **and** B are TRUE

A	B	A AND B
FALSE	FALSE	FALSE
FALSE	TRUE	FALSE
TRUE	FALSE	FALSE
TRUE	TRUE	TRUE



Or

Or

A OR B is TRUE
if and only if
either A **or** B , **or both**, are TRUE

Or

A OR B is TRUE
if and only if
either A **or** B , **or both**, are TRUE

A	B	A AND B
FALSE	FALSE	FALSE
FALSE	TRUE	TRUE
TRUE	FALSE	TRUE
TRUE	TRUE	TRUE

Or

A OR B is TRUE
if and only if
either A **or** B , **or both**, are TRUE

A	B	A AND B
FALSE	FALSE	FALSE
FALSE	TRUE	TRUE
TRUE	FALSE	TRUE
TRUE	TRUE	TRUE



Socratic FALCOMPED

What is the value of

$A \text{ AND } (B \text{ OR } C)$

when

$A = \text{TRUE}$

$B = \text{FALSE}$

$C = \text{TRUE}$

?

Socratic FALCOMPED

What is the value of

$(\text{NOT } A) \text{ AND } (B \text{ OR } C)$

when

$A = \text{TRUE}$

$B = \text{FALSE}$

$C = \text{TRUE}$

?

Socratic FALCOMPED

For what values of A, B, C, D is

$$A \text{ AND NOT } B \text{ AND NOT } (C \text{ OR } D) = \text{TRUE}$$

?

Socratic FALCOMPED

What is the value of

A OR NOT A

?

Socratic FALCOMPED

What is the value of

$A \text{ AND NOT } A$

?

Socratic FALCOMPED

What is the value of

$A \circ A$

?

Socratic FALCOMPED

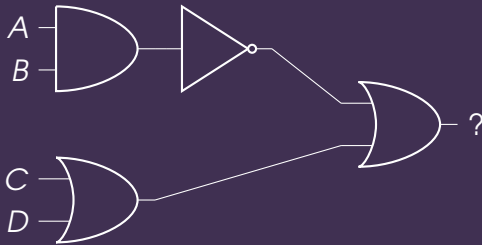
What is the value of

$A \text{ AND } A$

?

Socratic FALCOMPED

What expression is equivalent to this circuit?



Writing logical operations

Writing logical operations

Operation	Python	C family	Mathematics
NOT A	<code>not</code> a	!a	$\neg A$ or \bar{A}

Writing logical operations

Operation	Python	C family	Mathematics
NOT A A AND B	<code>not</code> a a <code>and</code> b	$!a$ $a \ \&\& \ b$	$\neg A$ or \overline{A} $A \wedge B$

Writing logical operations

Operation	Python	C family	Mathematics
NOT A	<code>not</code> a	<code>!a</code>	$\neg A$ or \overline{A}
A AND B	a <code>and</code> b	$a \ \&\& \ b$	$A \wedge B$
A OR B	a <code>or</code> b	$a \ \ b$	$A \vee B$

Writing logical operations

Operation	Python	C family	Mathematics
NOT A	<code>not</code> a	<code>!a</code>	$\neg A$ or \overline{A}
A AND B	a <code>and</code> b	$a \ \&\& \ b$	$A \wedge B$
A OR B	a <code>or</code> b	$a \ \ b$	$A \vee B$

Other operators can be expressed by combining these

De Morgan's Laws

De Morgan's Laws

$$\text{NOT } (A \text{ OR } B) = (\text{NOT } A) \text{ AND } (\text{NOT } B)$$

De Morgan's Laws

$$\text{NOT } (A \text{ OR } B) = (\text{NOT } A) \text{ AND } (\text{NOT } B)$$

$$\text{NOT } (A \text{ AND } B) = (\text{NOT } A) \text{ OR } (\text{NOT } B)$$

Exclusive Or

Exclusive Or

$A \text{ XOR } B$ is TRUE
if and only if
either A **or** B , **but not both**, are TRUE

Exclusive Or

$A \text{ XOR } B$ is TRUE
if and only if
either A **or** B , **but not both**, are TRUE

A	B	$A \text{ AND } B$
FALSE	FALSE	FALSE
FALSE	TRUE	TRUE
TRUE	FALSE	TRUE
TRUE	TRUE	FALSE

Exclusive Or

$A \text{ XOR } B$ is TRUE
if and only if
either A **or** B , **but not both**, are TRUE

A	B	$A \text{ AND } B$
FALSE	FALSE	FALSE
FALSE	TRUE	TRUE
TRUE	FALSE	TRUE
TRUE	TRUE	FALSE



Socratic FALCOMPED

How can $A \text{ XOR } B$ be written using the operations
AND , OR , NOT ?

Negative gates

Negative gates

NAND , NOR , XNOR
are the **negations** of
AND , OR , XOR

Negative gates

NAND , NOR , XNOR
are the **negations** of
AND , OR , XOR

$$A \text{ NAND } B = \text{NOT } (A \text{ AND } B)$$

$$A \text{ NOR } B = \text{NOT } (A \text{ OR } B)$$

$$A \text{ XNOR } B = \text{NOT } (A \text{ XOR } B)$$

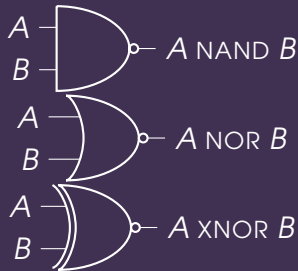
Negative gates

NAND , NOR , XNOR
are the **negations** of
AND , OR , XOR

$$A \text{ NAND } B = \text{NOT } (A \text{ AND } B)$$

$$A \text{ NOR } B = \text{NOT } (A \text{ OR } B)$$

$$A \text{ XNOR } B = \text{NOT } (A \text{ XOR } B)$$



Binary notation



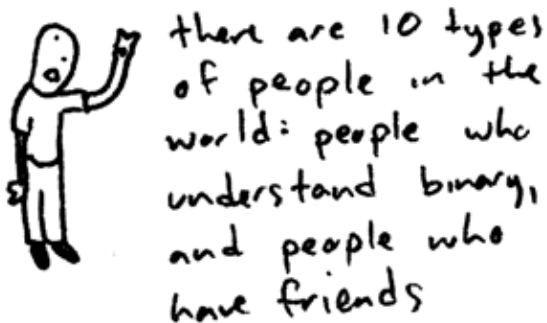


Image credit: <http://www.toothpastefordinner.com>

How we write numbers

How we write numbers

- ▶ We write numbers in **base 10**

How we write numbers

- ▶ We write numbers in **base 10**
- ▶ We have 10 **digits**: $0, 1, 2, \dots, 8, 9$

How we write numbers

- ▶ We write numbers in **base 10**
- ▶ We have 10 **digits**: $0, 1, 2, \dots, 8, 9$
- ▶ When we write 6397, we mean:

How we write numbers

- ▶ We write numbers in **base 10**
- ▶ We have 10 **digits**: $0, 1, 2, \dots, 8, 9$
- ▶ When we write 6397, we mean:
 - ▶ Six thousand, three hundred and ninety seven

How we write numbers

- ▶ We write numbers in **base 10**
- ▶ We have 10 **digits**: $0, 1, 2, \dots, 8, 9$
- ▶ When we write 6397, we mean:
 - ▶ Six thousand, three hundred and ninety seven
 - ▶ (Six thousands) and (three hundreds) and (nine tens) and (seven)

How we write numbers

- ▶ We write numbers in **base 10**
- ▶ We have 10 **digits**: 0, 1, 2, ..., 8, 9
- ▶ When we write 6397, we mean:
 - ▶ Six thousand, three hundred and ninety seven
 - ▶ (Six thousands) and (three hundreds) and (nine tens) and (seven)
 - ▶ $(6 \times 1000) + (3 \times 100) + (9 \times 10) + (7)$

How we write numbers

- ▶ We write numbers in **base 10**
- ▶ We have 10 **digits**: $0, 1, 2, \dots, 8, 9$
- ▶ When we write 6397, we mean:
 - ▶ Six thousand, three hundred and ninety seven
 - ▶ (Six thousands) and (three hundreds) and (nine tens) and (seven)
 - ▶ $(6 \times 1000) + (3 \times 100) + (9 \times 10) + (7)$
 - ▶ $(6 \times 10^3) + (3 \times 10^2) + (9 \times 10^1) + (7 \times 10^0)$

Binary

Binary

- ▶ Binary notation works the same, but is **base 2** instead of **base 10**

Binary

- ▶ Binary notation works the same, but is **base 2** instead of **base 10**
- ▶ We have 2 **digits**: 0, 1

Binary

- ▶ Binary notation works the same, but is **base 2** instead of **base 10**
- ▶ We have 2 **digits**: 0, 1
- ▶ When we write 10001011 in binary, we mean:

Binary

- ▶ Binary notation works the same, but is **base 2** instead of **base 10**
- ▶ We have 2 **digits**: 0, 1
- ▶ When we write 10001011 in binary, we mean:
$$(1 \times 2^7) + (0 \times 2^6) + (0 \times 2^5) + (0 \times 2^4) \\ + (1 \times 2^3) + (0 \times 2^2) + (1 \times 2^1) + (1 \times 2^0)$$

Binary

- ▶ Binary notation works the same, but is **base 2** instead of **base 10**
- ▶ We have 2 **digits**: 0, 1
- ▶ When we write 10001011 in binary, we mean:
$$(1 \times 2^7) + (0 \times 2^6) + (0 \times 2^5) + (0 \times 2^4)$$
$$+ (1 \times 2^3) + (0 \times 2^2) + (1 \times 2^1) + (1 \times 2^0)$$
$$= 2^7 + 2^3 + 2^1 + 2^0$$

Binary

- ▶ Binary notation works the same, but is **base 2** instead of **base 10**
- ▶ We have 2 **digits**: 0, 1
- ▶ When we write 10001011 in binary, we mean:
$$(1 \times 2^7) + (0 \times 2^6) + (0 \times 2^5) + (0 \times 2^4)$$
$$+ (1 \times 2^3) + (0 \times 2^2) + (1 \times 2^1) + (1 \times 2^0)$$
$$= 2^7 + 2^3 + 2^1 + 2^0$$
$$= 128 + 8 + 2 + 1 \text{ (base 10)}$$

Binary

- ▶ Binary notation works the same, but is **base 2** instead of **base 10**
- ▶ We have 2 **digits**: 0, 1
- ▶ When we write 10001011 in binary, we mean:
$$\begin{aligned}& (1 \times 2^7) + (0 \times 2^6) + (0 \times 2^5) + (0 \times 2^4) \\& + (1 \times 2^3) + (0 \times 2^2) + (1 \times 2^1) + (1 \times 2^0) \\& = 2^7 + 2^3 + 2^1 + 2^0 \\& = 128 + 8 + 2 + 1 \text{ (base 10)} \\& = 139 \text{ (base 10)}\end{aligned}$$

Bits, bytes and words

Bits, bytes and words

- ▶ A **bit** is a binary digit

Bits, bytes and words

- ▶ A **bit** is a binary digit
 - ▶ Can store a 0 or 1 (i.e. a boolean value)

Bits, bytes and words

- ▶ A **bit** is a binary digit
 - ▶ Can store a 0 or 1 (i.e. a boolean value)
- ▶ A **byte** is 8 **bits**

Bits, bytes and words

- ▶ A **bit** is a binary digit
 - ▶ Can store a 0 or 1 (i.e. a boolean value)
- ▶ A **byte** is 8 **bits**
 - ▶ Can store a number between 0 and 255 in binary

Bits, bytes and words

- ▶ A **bit** is a binary digit
 - ▶ Can store a 0 or 1 (i.e. a boolean value)
- ▶ A **byte** is 8 **bits**
 - ▶ Can store a number between 0 and 255 in binary
- ▶ A **word** is the number of bits that the CPU works with at once

Bits, bytes and words

- ▶ A **bit** is a binary digit
 - ▶ Can store a 0 or 1 (i.e. a boolean value)
- ▶ A **byte** is 8 **bits**
 - ▶ Can store a number between 0 and 255 in binary
- ▶ A **word** is the number of bits that the CPU works with at once
 - ▶ 32-bit CPU: 32 bits = 1 word

Bits, bytes and words

- ▶ A **bit** is a binary digit
 - ▶ Can store a 0 or 1 (i.e. a boolean value)
- ▶ A **byte** is 8 **bits**
 - ▶ Can store a number between 0 and 255 in binary
- ▶ A **word** is the number of bits that the CPU works with at once
 - ▶ 32-bit CPU: 32 bits = 1 word
 - ▶ 64-bit CPU: 64 bits = 1 word

Bits, bytes and words

- ▶ A **bit** is a binary digit
 - ▶ Can store a 0 or 1 (i.e. a boolean value)
- ▶ A **byte** is 8 **bits**
 - ▶ Can store a number between 0 and 255 in binary
- ▶ A **word** is the number of bits that the CPU works with at once
 - ▶ 32-bit CPU: 32 bits = 1 word
 - ▶ 64-bit CPU: 64 bits = 1 word
- ▶ An n -bit word can store a number between 0 and $2^n - 1$

Bits, bytes and words

- ▶ A **bit** is a binary digit
 - ▶ Can store a 0 or 1 (i.e. a boolean value)
- ▶ A **byte** is 8 **bits**
 - ▶ Can store a number between 0 and 255 in binary
- ▶ A **word** is the number of bits that the CPU works with at once
 - ▶ 32-bit CPU: 32 bits = 1 word
 - ▶ 64-bit CPU: 64 bits = 1 word
- ▶ An n -bit word can store a number between 0 and $2^n - 1$
 - ▶ $2^{16} - 1 = 65,535$

Bits, bytes and words

- ▶ A **bit** is a binary digit
 - ▶ Can store a 0 or 1 (i.e. a boolean value)
- ▶ A **byte** is 8 **bits**
 - ▶ Can store a number between 0 and 255 in binary
- ▶ A **word** is the number of bits that the CPU works with at once
 - ▶ 32-bit CPU: 32 bits = 1 word
 - ▶ 64-bit CPU: 64 bits = 1 word
- ▶ An n -bit word can store a number between 0 and $2^n - 1$
 - ▶ $2^{16} - 1 = 65,535$
 - ▶ $2^{32} - 1 = 4,294,967,295$

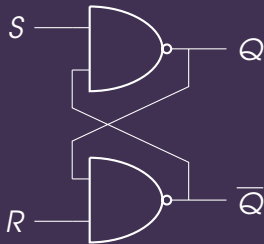
Bits, bytes and words

- ▶ A **bit** is a binary digit
 - ▶ Can store a 0 or 1 (i.e. a boolean value)
- ▶ A **byte** is 8 **bits**
 - ▶ Can store a number between 0 and 255 in binary
- ▶ A **word** is the number of bits that the CPU works with at once
 - ▶ 32-bit CPU: 32 bits = 1 word
 - ▶ 64-bit CPU: 64 bits = 1 word
- ▶ An n -bit word can store a number between 0 and $2^n - 1$
 - ▶ $2^{16} - 1 = 65,535$
 - ▶ $2^{32} - 1 = 4,294,967,295$
 - ▶ $2^{64} - 1 = 18,446,744,073,709,551,615$

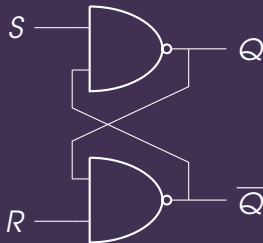
Computer memory



What does this circuit do?

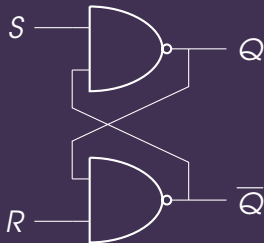


What does this circuit do?



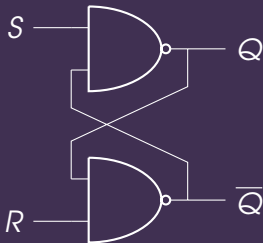
- This is called a **NAND latch**

What does this circuit do?



- ▶ This is called a **NAND latch**
- ▶ It “remembers” a single boolean value

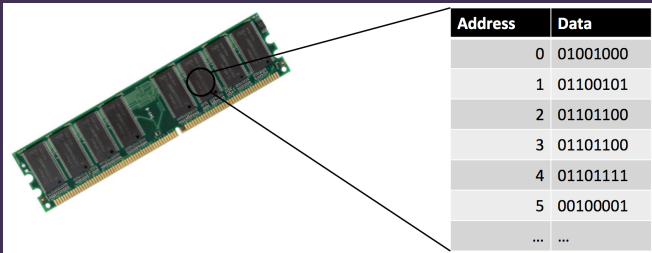
What does this circuit do?



- ▶ This is called a **NAND latch**
- ▶ It “remembers” a single boolean value
- ▶ Put a few billion of these together (along with some control circuitry) and you’ve got **memory!**

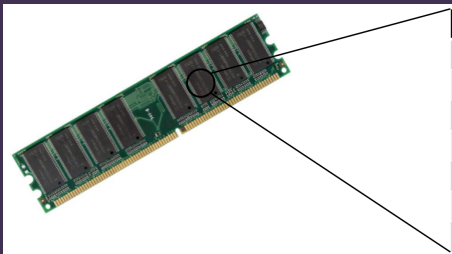
Memory

Memory



- ▶ Memory works like a set of **boxes**

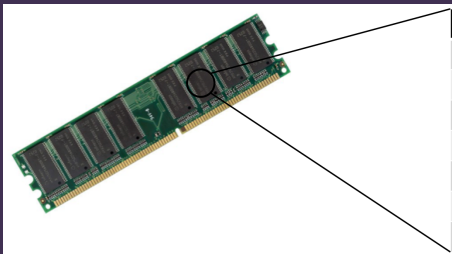
Memory



Address	Data
0	01001000
1	01100101
2	01101100
3	01101100
4	01101111
5	00100001
...	...

- ▶ Memory works like a set of **boxes**
- ▶ Each box has a number, its **address**

Memory



Address	Data
0	01001000
1	01100101
2	01101100
3	01101100
4	01101111
5	00100001
...	...

- ▶ Memory works like a set of **boxes**
- ▶ Each box has a number, its **address**
- ▶ Each box contains a **byte** (8 bits)

Data representation

Data representation

- ▶ Memory stores **sequences of numbers**

Data representation

- ▶ Memory stores **sequences of numbers**
- ▶ Therefore, any data stored by a computer must be represented as a sequence of numbers

Data representation

- ▶ Memory stores **sequences of numbers**
- ▶ Therefore, any data stored by a computer must be represented as a sequence of numbers
 - ▶ Text: sequence of ASCII (or Unicode etc) character codes

Data representation

- ▶ Memory stores **sequences of numbers**
- ▶ Therefore, any data stored by a computer must be represented as a sequence of numbers
 - ▶ Text: sequence of ASCII (or Unicode etc) character codes
 - ▶ Image: sequence of pixel colour values

Data representation

- ▶ Memory stores **sequences of numbers**
- ▶ Therefore, any data stored by a computer must be represented as a sequence of numbers
 - ▶ Text: sequence of ASCII (or Unicode etc) character codes
 - ▶ Image: sequence of pixel colour values
 - ▶ 3D model: sequence of vertex coordinates

Data representation

- ▶ Memory stores **sequences of numbers**
- ▶ Therefore, any data stored by a computer must be represented as a sequence of numbers
 - ▶ Text: sequence of ASCII (or Unicode etc) character codes
 - ▶ Image: sequence of pixel colour values
 - ▶ 3D model: sequence of vertex coordinates
 - ▶ Audio: sequence of displacements

Data representation

- ▶ Memory stores **sequences of numbers**
- ▶ Therefore, any data stored by a computer must be represented as a sequence of numbers
 - ▶ Text: sequence of ASCII (or Unicode etc) character codes
 - ▶ Image: sequence of pixel colour values
 - ▶ 3D model: sequence of vertex coordinates
 - ▶ Audio: sequence of displacements
 - ▶ Executable: sequence of machine code operations

Worksheet B

