



COMP110: Principles of Computing

4: Logic and memory

Worksheet 4

Due **next Friday!**





Logic gates

▶ Works with two values: True and FALSE

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- ► 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

NOT A is TRUE if and only if A is FALSE

NOT A is TRUE if and only if A is FALSE

Α	пот А
False	TRUE
TRUE	False

NOT A is True if and only if A is False

Α	пот А
FALSE	TRUE
TRUE	False



A AND B is True
if and only if
both A and B are True

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Α	В	A and B
False	False	False
False	TRUE	False
True	False	False
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What is the value of

A AND $(B \cap C)$

when

A = TRUE

B = FALSE

 $C = \mathsf{TRUE}$



What is the value of

(NOT A) AND (B OR C)

when

A = TRUE

B = FALSE

 $C = \mathsf{TRUE}$

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

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

What is the value of

A or not A

What is the value of

A AND NOT A

What is the value of

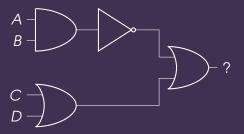
A or A

What is the value of

A and A

1

What expression is equivalent to this circuit?



Operation	Python	C family	Mathematic	cs
not A	not a	! a	$\neg A$ or \overline{A}	<u> </u>

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A or B	a or b	a b	$A \lor B$

Other operators can be expressed by combining these

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Α	В	A and B	
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True	False	TRUE	
True	TRUE	False	



Socrative FALCOMPED

How can $A \times B$ be written using the operations AND, OR, NOT?

BOOLEAN HAIR LOGIC AND OR XOR

Toothpaste For Dinner.com

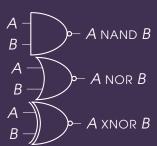
NAND , NOR , XNOR are the **negations** of AND , OR , XOR

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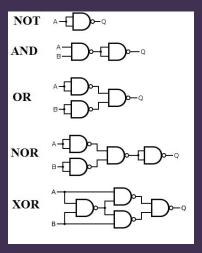
A NAND B = NOT (A AND B)A NOR B = NOT (A OR B)A XNOR B = NOT (A XOR B)

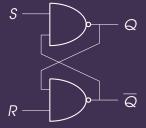
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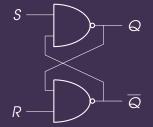
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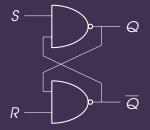
Any logic gate can be constructed from NAND gates



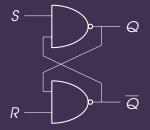




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- Put a few billion of these together (along with some control circuitry) and you've got memory!

 All arithmetic and logic operations, as well as memory, can be built from NAND gates

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- So an entire computer can be built just from NAND gates!

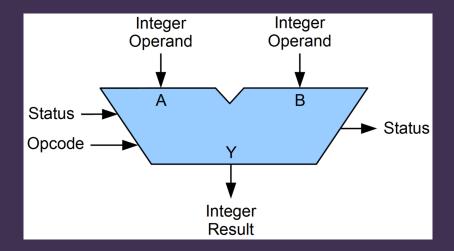
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- ► Play the game: http://nandgame.com
- NAND gate circuits are Turing complete
- ► The same is true of NOR gates







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 - ► Operand words A, B
 - Opcode
 - ▶ Status bits

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- ► Inputs:
 - Operand words A, B
 - Opcode
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 - Result word Y
 - ▶ Status bits
- Opcode specifies how Y is calculated based on A and B

Typically include:

Add with carry

- Add with carry
- Subtract with borrow

- Add with carry
- Subtract with borrow
- ▶ Negate (2's complement)

- Add with carry
- Subtract with borrow
- Negate (2's complement)
- ► Increment, decrement

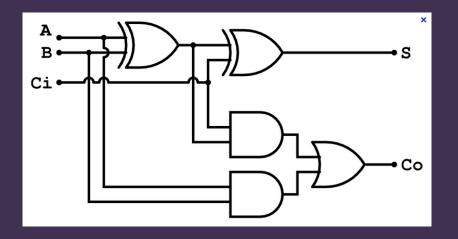
- Add with carry
- Subtract with borrow
- Negate (2's complement)
- Increment, decrement
- ▶ Bitwise AND, OR, NOT, ...

- Add with carry
- Subtract with borrow
- Negate (2's complement)
- Increment, decrement
- ▶ Bitwise AND, OR, NOT, ...
- ► Bit shifts

Adding 3 bits

Α	В	C	A+B+C
0	0	0	00
0	0	-1	01
0	1	0	01
0	1	1	10
1	0	0	01
1	0	1	10
1	1	0	10
1	1	1	11

1-bit adder



How does the 1-bit adder work?

Exercise:

- ▶ Write down the boolean expressions for S and Co
- Draw a truth table for these
- Compare the truth table to the addition table on a previous slide

n-bit adder

