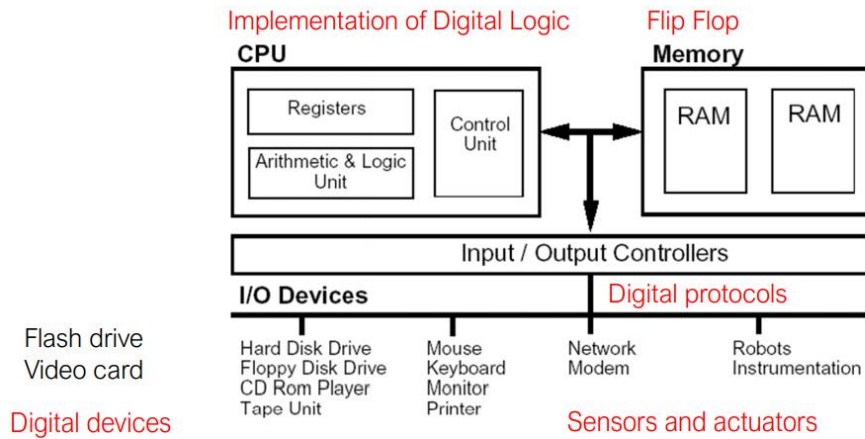


1. 计算机结构

Computer Architecture



Analog circuits in each of them

SUSTech - SDM242 Analog Circuit System Design

2. 二进制计算

BINARY NUMBER OPERATION

❖ Addition

Decimal	Binary
7	0111
+ 5	+ 0101
<hr/> 12	<hr/> 1100

❖ Multiplication

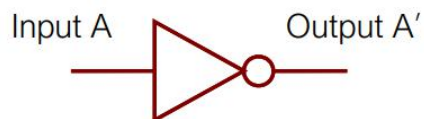
Decimal	Binary
7	0111
× 5	× 0101
<hr/> 35	<hr/> 0111
	0111
	<hr/> 100011

- ❖ Binary digit: 0 and 1 can be represented by logic (True or False)
 - 0 is equivalent to False
 - 1 is equivalent to True
- ❖ Use Boolean Algebra (which operates on {T,F}) to manipulate the binary digit operation

3. 七种逻辑门

- Inverter (Not) – 1 input, 1 output
- AND – 2 or more inputs, 1 output
- NAND – 2 or more inputs, 1 output
- OR – 2 or more inputs, 1 output
- NOR – 2 or more inputs, 1 output
- XOR – 2 or more inputs, 1 output
- XNOR – 2 or more inputs, 1 output

3.1 Not



Input A	Output A'
0	1
1	0

3.2 And (二进制的乘法)

❖ AND gate: Output = $A \cdot B$



A	B	Output
0	0	0
0	1	0
1	0	0
1	1	1

3.3 Or (二进制的加法)

❖ OR gate: Output = $A + B$



A	B	Output
0	0	0
0	1	1
1	0	1
1	1	1

3.4 Nand

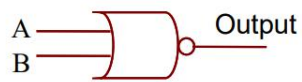
❖ NAND gate: Output = $\overline{A \cdot B}$



A	B	Output
0	0	1
0	1	1
1	0	1
1	1	0

3.5 Nor

❖ NOR gate: Output = $\overline{A + B}$



A	B	Output
0	0	1
0	1	0
1	0	0
1	1	0

3.6 Xor

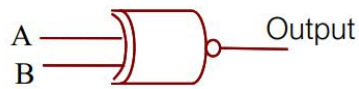
❖ XOR gate: Output = $A \oplus B$



A	B	Output
0	0	0
0	1	1
1	0	1
1	1	0

3.7 Xnor

❖ XNOR gate: Output = $\overline{A \oplus B}$



A	B	Output
0	0	1
0	1	0
1	0	0
1	1	1

4. 布尔运算规则

LAW OF BOOLEAN ALGEBRA

- $0 + X = X$
- $1 + X = 1$
- $X' + X = 1$
- $0 \cdot X = 0$
- $1 \cdot X = X$
- $X \cdot X = X$
- $X \cdot X' = 0$
- $(X')' = X$
- $X + Y = Y + X$
- $X \cdot Y = Y \cdot X$
- $X + (Y \cdot Z) = (X + Y) \cdot Z$ (Associativity)
- $X \cdot (Y \cdot Z) = (X \cdot Y) \cdot Z$ (Associativity)
- $X \cdot (Y + Z) = X \cdot Y + X \cdot Z$ (Distributivity)
- $X + X \cdot Z = X$
- $X \cdot (X + Y) = X$
- $(X + Y) \cdot (X + Z) = X + Y \cdot Z$
- $X' + XY = X' + Y$
- $(XY)' + (YZ)' + (XZ)' = (XY)' + (XZ)'$
- $(X + Y)' = X' \cdot Y'$
- $(XY)' = X' + Y'$

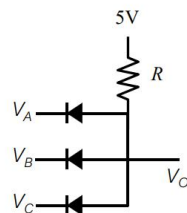
(DeMorgan's Law)

5. 模拟电路实现 AND

LOGIC GATE CONSTRUCTION



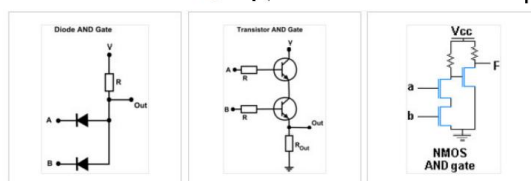
❖ AND gate



Input/Output Table

V_A	V_B	V_C	V_O
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1

1 =
0 =



AND gate using diodes

AND gate using transistors

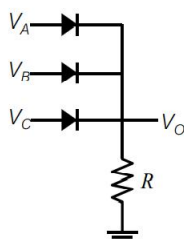
NMOS AND gate

6. 模拟电路实现 OR

LOGIC GATE CONSTRUCTION



❖ OR gate

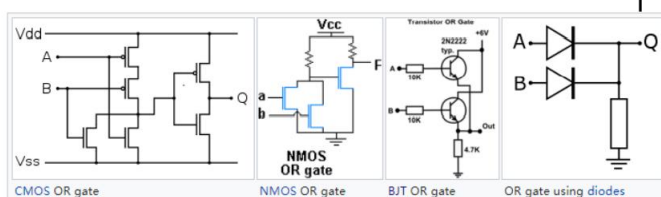


Input/Output Table

V_A	V_B	V_C	V_O
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1

1 = 5V

0 = 0V



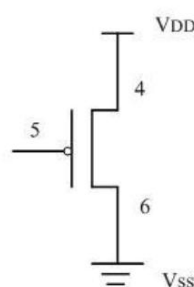
1.NMOS 实现或门:

1、MOS 管

MOS 管又分为两种类型：N 型和 P 型。如下图所示：



N型MOS管



P型MOS管

以 N 型管为例，2 端为控制端，称为“栅极”；3 端通常接地，称为“源极”；源极电压记作 V_{ss} ，1 端接正电压，称为“漏极”，漏极电压记作 V_{DD} 。要使 1 端与 3 端导通，栅极 2 上要加高电平。

对 P 型管，栅极、源极、漏极分别为 5 端、4 端、6 端。要使 4 端与 6 端导通，栅极 5 要加低电平。

如果 AB 都为低电平，那么右方 NMOS 管会因为电压差导通，经过唯一一个电阻的压降之后，输出为低电平。如果 AB 中任意一个为高电平，那么左方就会导通一条通路，经过唯一一个电阻的压降之后，右方的 NMOS 管的 V_{gs} 就是 $0-0=0$ ，不导通，从而输出端的电平就是高电平。

2.三极管实现或门：当 AB 都为低电平，Q 输出为低电平，当 AB 中任意一个或两个为高电平，Q 输出为低电平。（此处可以用较小电流触发）

3.二极管实现或门：当 AB 都为低电平，Q 输出为低电平，当 AB 中任意一个或两个为高电

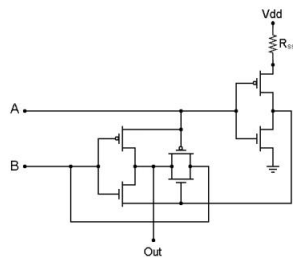
平，Q 输出为低电平。

7. 模拟电路实现 XOR

LOGIC GATE CONSTRUCTION



❖ XOR gate



Input/Output Table

A	B	Output
0	0	0
0	1	1
1	0	1
1	1	0

1 = 5V

0 = 0V

8. 门的记号

❖ Binary digit: 0 and 1 can be represented by logic (True or False)

- 0 is equivalent to False
- 1 is equivalent to True

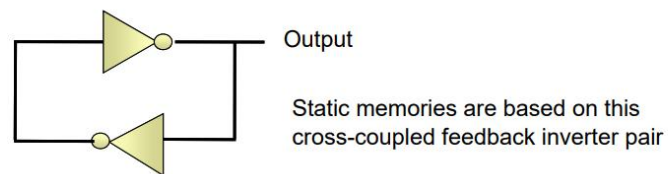


9. 存储

FLIP-FLOP

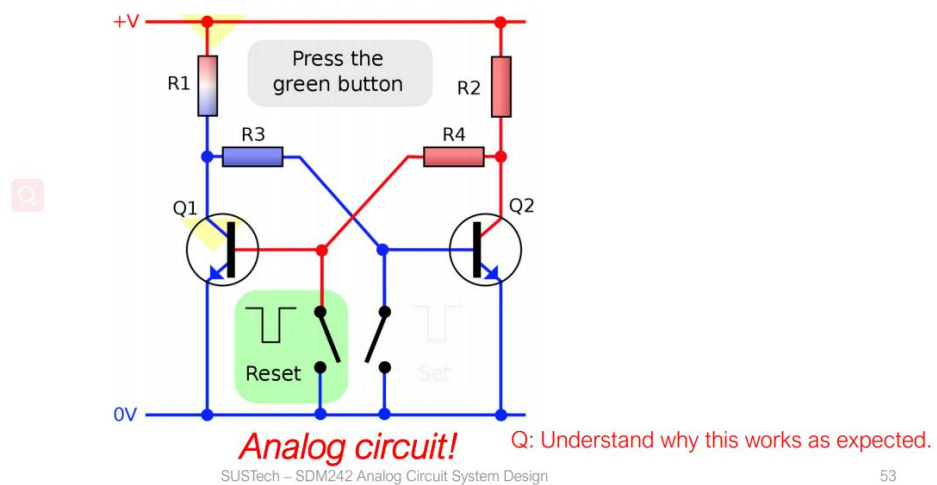


- ❖ When we set the output of a flip-flop to 0, it should stay at 0, and if we set the output to 1, it should stay at 1
- ❖ It can be achieved by having two inverters cross connect to each other
- ❖ It is also called memory operation by feedback



- ❖ How to set the value?

Flip Flop Implementation



此为双稳态电路，没有外来信号时，三极管始终保持原来的截止或饱和状态不变，当有外来信号触发时，原来截止的变为饱和状态并保持不变，原来饱和的变为截止状态也保持不变。

当 Q1 三极管关闭时，Q2 三极管会被开启并保持稳定。