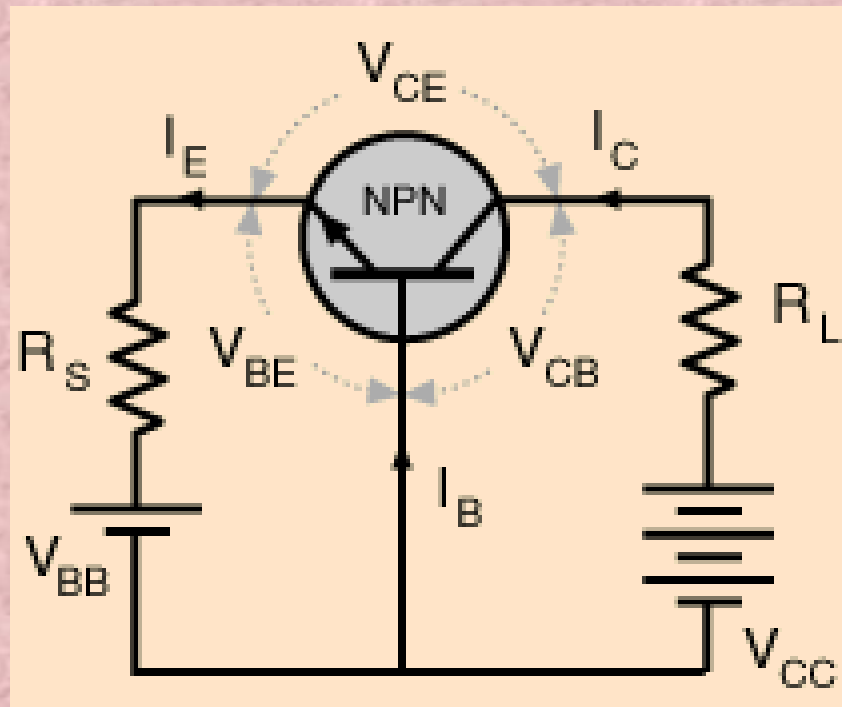


Logic Gates

- A logic gate is a small transistor circuit, basically a type of amplifier, which is implemented in different forms within an integrated circuit. Each type of gate has one or more (most often two) inputs and one output.
- The principle of operation is that the circuit operates on just two voltage levels, called logic 0 and logic 1. When either of these voltage levels is applied to the inputs, the output of the gate responds by assuming a 1 or a 0 level, depending on the particular logic of the gate. The logic rules for each type of gate can be described in different ways, by a written description of the action, by a truth table, or by a Boolean algebra statement.
- Boolean statements use letters from the beginning of the alphabet, such as A, B, C etc. to indicate inputs, and letters from the second half of the alphabet, very commonly X or Y and sometimes Q or P to label an output. The letters have no meaning in themselves, other than just to label the various points in the circuit. The letters are then linked by a symbol indicating the logical action of the gate.

Transistors as Switches

- V_{BB} voltage controls whether the transistor conducts in a common base configuration.



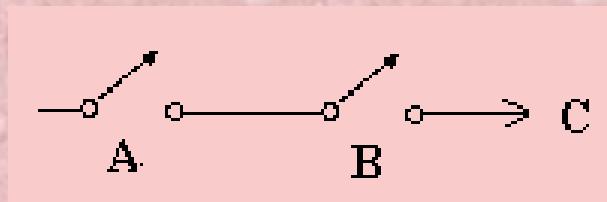
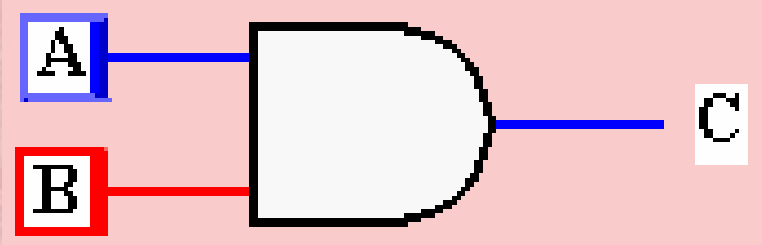
- Logic circuits can be built using transistors

Boolean Algebra

AND

❖ In order for current to flow, both switches must be closed

⌘ Logic notation $A \cdot B = C$
(Sometimes $AB = C$)

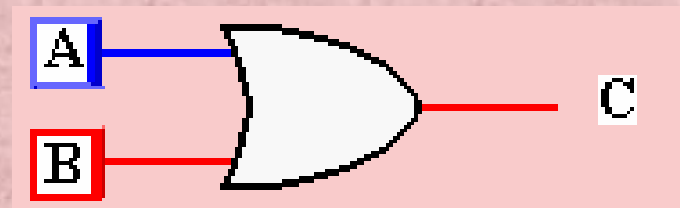
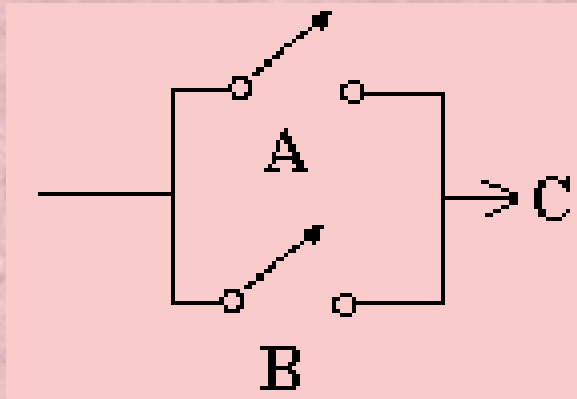


| A | B | C |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

OR

❖ Current flows if either switch is closed

⌘ Logic notation $A + B = C$



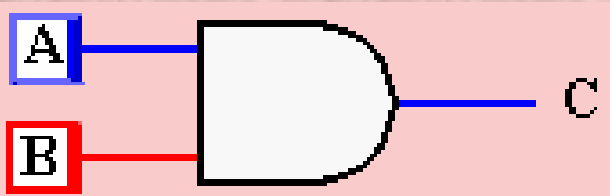
| A | B | C |
|---|---|---|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

Properties of AND and OR

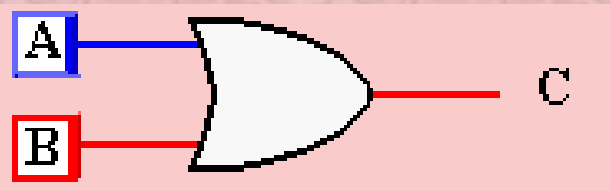
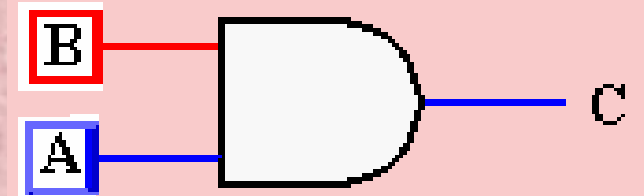
➤ Commutation

- $A + B = B + A$

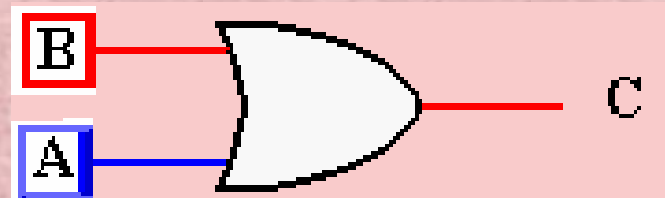
- $A \cdot B = B \cdot A$



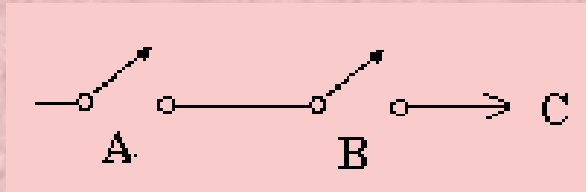
Same as



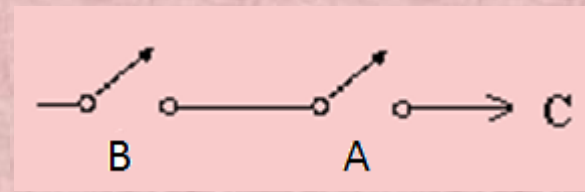
Same as



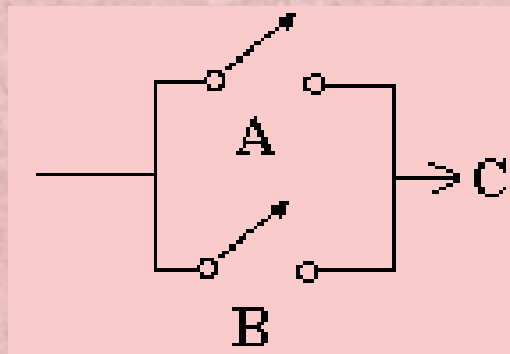
Commutation Circuit



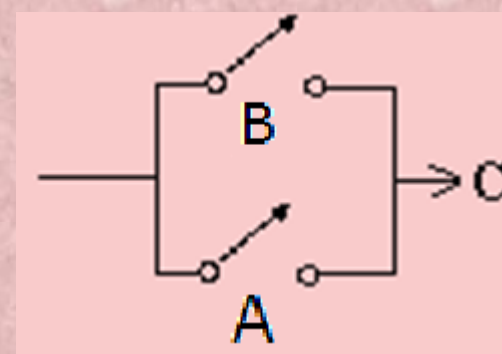
$A \cdot B$



$B \cdot A$



$A + B$

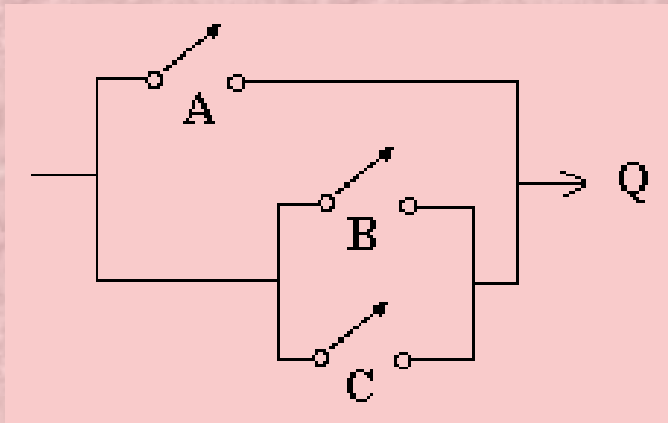


$B + A$

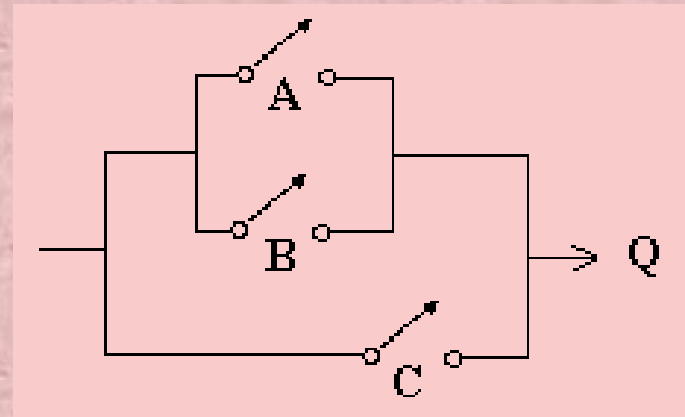
Properties of AND and OR

➤ Associative Property

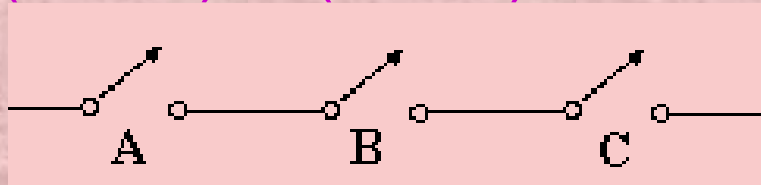
$$\diamond A + (B + C) = (A + B) + C$$



=



$$\diamond A \cdot (B \cdot C) = (A \cdot B) \cdot C$$

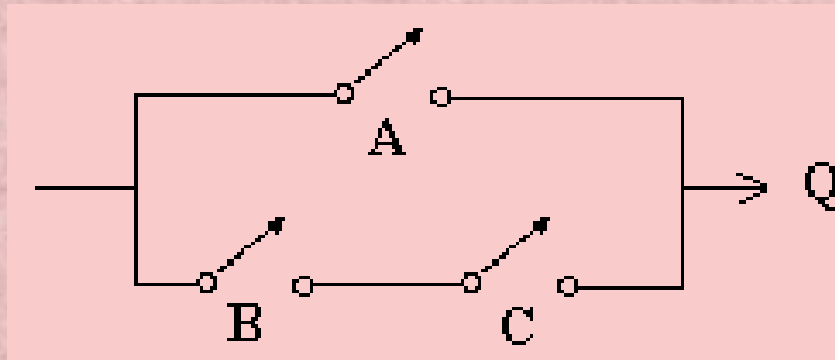


Properties of AND and OR

Distributive Property

$$A + B \cdot C = (A + B) \cdot (A + C)$$

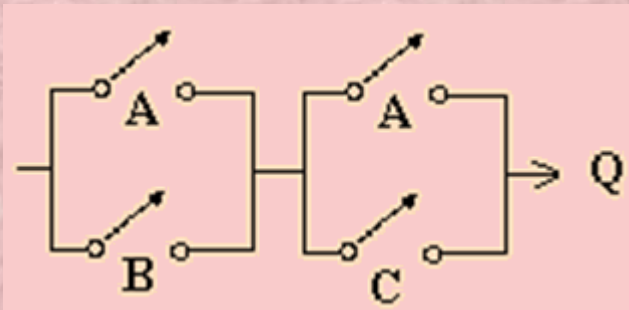
$$A + B \cdot C$$



| A | B | C | Q |
|---|---|---|---|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 |

Distributive Property

$$(A + B) \cdot (A + C)$$



| A | B | C | Q |
|---|---|---|---|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 |

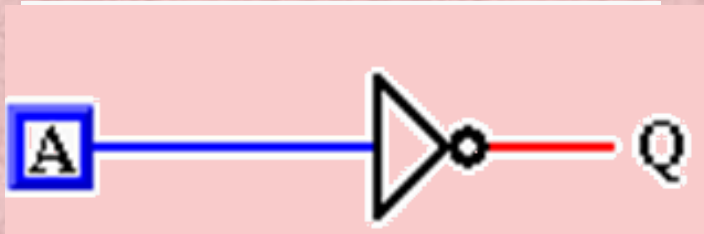
Binary Addition

| A | B | S | C(array) |
|---|---|---|----------|
| 0 | 0 | 0 | 0 |
| 1 | 0 | 1 | 0 |
| 0 | 1 | 1 | 0 |
| 1 | 1 | 0 | 1 |

Notice that the **carry** results are the same as AND

$$C = A \cdot B$$

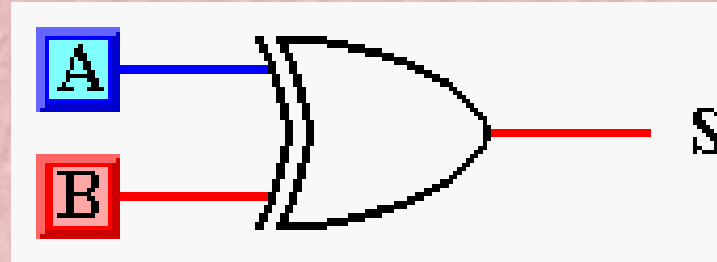
Inversion (NOT)



Logic: $Q = \overline{A}$

| A | Q |
|---|---|
| 0 | 1 |
| 1 | 0 |

Exclusive OR (XOR)



Either A or B, but not both

This is sometimes called the **inequality detector**, because the result will be 0 when the inputs are the same and 1 when they are different.

The truth table is the same as for S on Binary Addition. $S = A \oplus B$

| A | B | S |
|---|---|---|
| 0 | 0 | 0 |
| 1 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 1 | 0 |

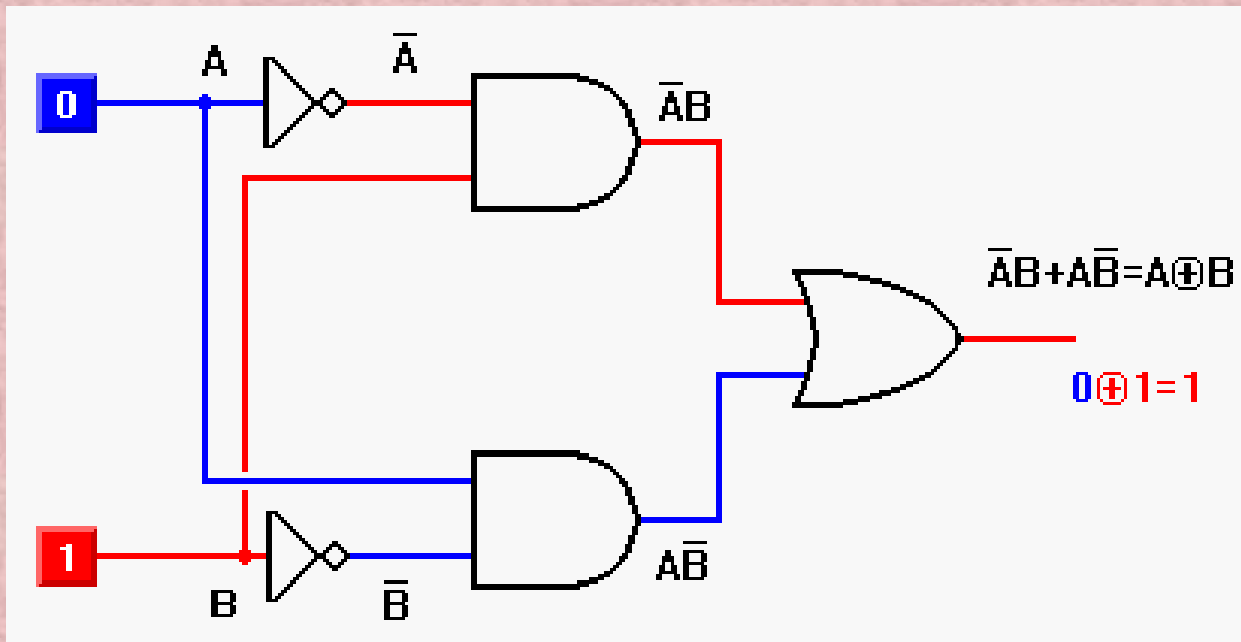
Getting the XOR

Two ways of getting $S = 1$

$$A \cdot \overline{B} \text{ or } \overline{A} \cdot B$$

| A | B | S |
|---|---|---|
| 0 | 0 | 0 |
| 1 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 1 | 0 |

Circuit for XOR



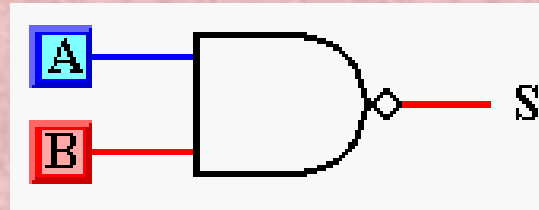
$$A \oplus B = \bar{A} \cdot B + A \cdot \bar{B}$$

Accumulating our results: Binary addition is the result of XOR plus AND

Counting in Binary

| | | | | | |
|----|------|----|-------|----|-------|
| 1 | 1 | 11 | 1011 | 21 | 10101 |
| 2 | 10 | 12 | 1100 | 22 | 10110 |
| 3 | 11 | 13 | 1101 | 23 | 10111 |
| 4 | 100 | 14 | 1110 | 24 | 11000 |
| 5 | 101 | 15 | 1111 | 25 | 11001 |
| 6 | 110 | 16 | 10000 | 26 | 11010 |
| 7 | 111 | 17 | 10001 | 27 | 11011 |
| 8 | 1000 | 18 | 10010 | 28 | 11100 |
| 9 | 1001 | 19 | 10011 | 29 | 11101 |
| 10 | 1010 | 20 | 10100 | 30 | 11110 |

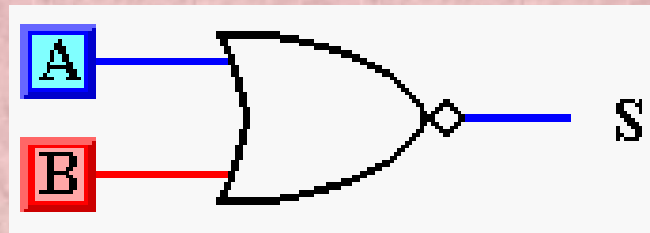
NAND (NOT AND)



$$Q = \overline{A \cdot B}$$

| A | B | Q |
|---|---|---|
| 0 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

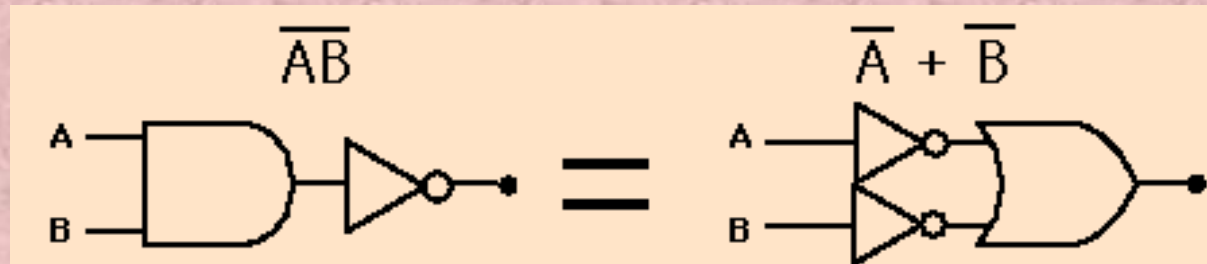
NOR (NOT OR)



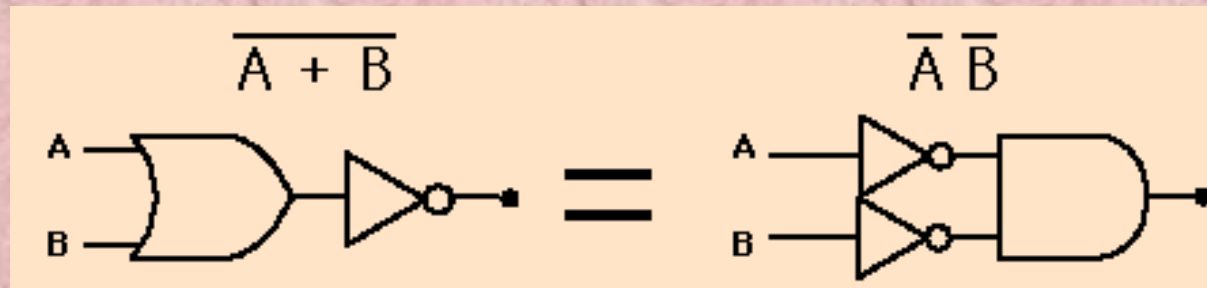
$$Q = \overline{A + B}$$

| A | B | Q |
|---|---|---|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 0 |

DeMorgan's Theorem



A NAND gate is equivalent to an inversion followed by an OR



A NOR gate is equivalent to an inversion followed by and AND

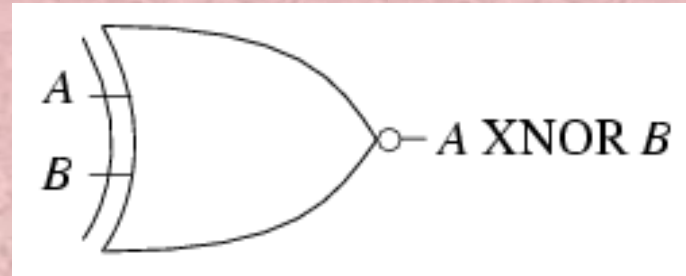
DeMorgan Truth Table

| A | B | \overline{AB} | $\overline{A} + \overline{B}$ | $\overline{A + B}$ | $\overline{A}\overline{B}$ |
|----------|----------|-----------------|-------------------------------|--------------------|----------------------------|
| 0 | 0 | 1 | 1 | 1 | 1 |
| 0 | 1 | 1 | 1 | 0 | 0 |
| 1 | 0 | 1 | 1 | 0 | 0 |
| 1 | 1 | 0 | 0 | 0 | 0 |

NAND

NOR

Exclusive NOR








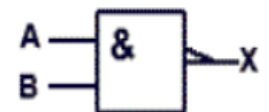



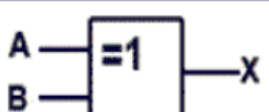

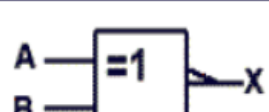


$$Q = \overline{A \oplus B}$$

Equality Detector

| <i>A</i> | <i>B</i> | <i>Q</i> |
|----------|----------|----------|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

Summary

| Summary for all 2-input gates | | | | | | | |
|-------------------------------|---|---------------------|------|----|-----|-----|------|
| Inputs | | Output of each gate | | | | | |
| A | B | AND | NAND | OR | NOR | XOR | XNOR |
| 0 | 0 | 0 | 1 | 0 | 1 | 0 | 1 |
| 0 | 1 | 0 | 1 | 1 | 0 | 1 | 0 |
| 1 | 0 | 0 | 1 | 1 | 0 | 1 | 0 |
| 1 | 1 | 1 | 0 | 1 | 0 | 0 | 1 |

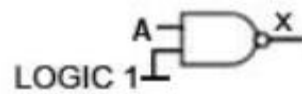
| ANSI Symbol | IEC Symbol | Description | Boolean Expression |
|---|---|---|-----------------------------|
|  |  | The AND gate output is at logic 1 when, and only when all its inputs are at logic 1, otherwise the output is at logic 0. | $X = A \cdot B$ |
|  |  | The OR gate output is at logic 1 when one or more of its inputs are at logic 1. If all the inputs are at logic 0, the output is at logic 0. | $X = A + B$ |
|  |  | The NAND Gate output is at logic 0 when, and only when all its inputs are at logic 1, otherwise the output is at logic 1. | $X = \overline{A \cdot B}$ |
|  |  | The NOR gate output is at logic 0 when one or more of its inputs are at logic 1. If all the inputs are at logic 0, the output is at logic 1. | $X = \overline{A + B}$ |
|  |  | The XOR gate output is at logic 1 when one and ONLY ONE of its inputs is at logic 1. Otherwise the output is logic 0. | $X = A \oplus B$ |
|  |  | The XNOR gate output is at logic 0 when one and ONLY ONE of its inputs is at logic 1. Otherwise the output is logic 1. (It is similar to the XOR gate, but its output is inverted). | $X = \overline{A \oplus B}$ |
|  |  | The NOT gate output is at logic 0 when its only input is at logic 1, and at logic 1 when its only input is at logic 0. For this reason it is often called an INVERTER. | $X = \overline{A}$ |

a.



| A | B | X |
|---|---|---|
| 0 | 0 | 1 |
| 1 | 1 | 0 |

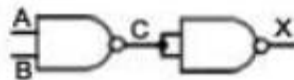
b.



NOT

| A | B | X |
|---|---|---|
| 0 | 1 | 1 |
| 0 | 1 | 1 |
| 1 | 1 | 0 |
| 1 | 1 | 0 |

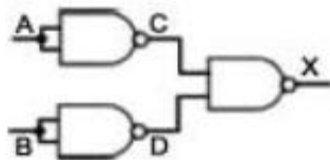
c.



AND

| A | B | C | X |
|---|---|---|---|
| 0 | 0 | 1 | 0 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 1 |

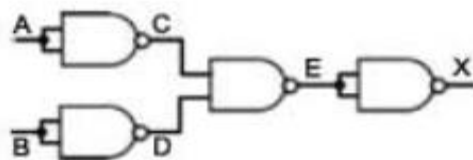
d.



OR

| A | B | C | D | X |
|---|---|---|---|---|
| 0 | 0 | 1 | 1 | 0 |
| 0 | 1 | 1 | 0 | 1 |
| 1 | 0 | 0 | 1 | 1 |
| 1 | 1 | 0 | 0 | 1 |

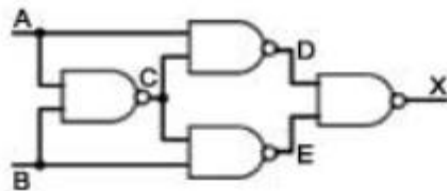
e.



NOR

| A | B | C | D | E | X |
|---|---|---|---|---|---|
| 0 | 0 | 1 | 1 | 0 | 1 |
| 0 | 1 | 1 | 0 | 1 | 0 |
| 1 | 0 | 0 | 1 | 1 | 0 |
| 1 | 1 | 0 | 0 | 1 | 0 |

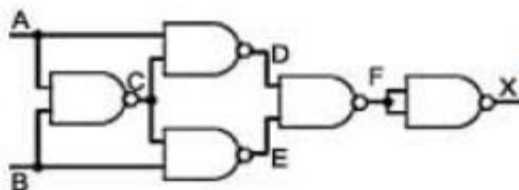
f.



XOR

| A | B | C | D | E | X |
|---|---|---|---|---|---|
| 0 | 0 | 1 | 1 | 1 | 0 |
| 0 | 1 | 1 | 1 | 0 | 1 |
| 1 | 0 | 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 | 1 | 0 |

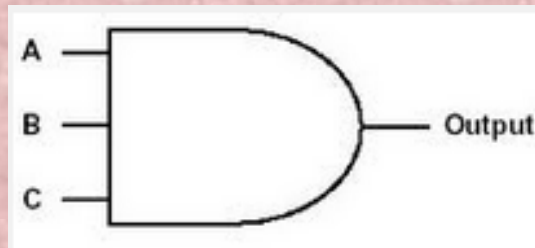
g.



XNOR

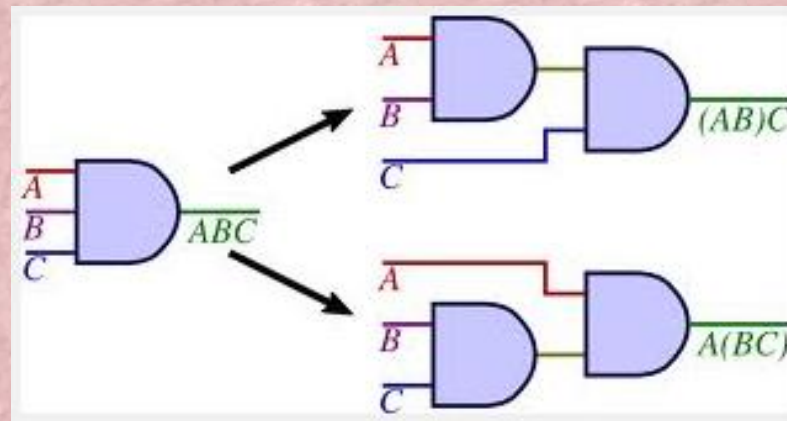
| A | B | C | D | E | F | X |
|---|---|---|---|---|---|---|
| 0 | 0 | 1 | 1 | 1 | 0 | 1 |
| 0 | 1 | 1 | 1 | 0 | 1 | 0 |
| 1 | 0 | 1 | 0 | 1 | 1 | 0 |
| 1 | 1 | 0 | 1 | 1 | 0 | 1 |

Multi-input Gates

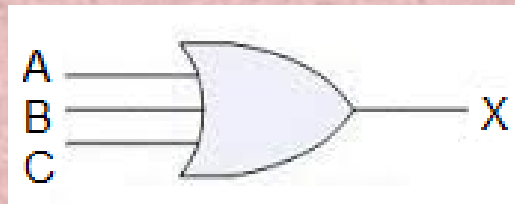


3 Input AND gate

| A | B | C | A.B.C |
|---|---|---|-------|
| 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 |



Three input OR



| A | B | C | $X = A+B+C$ |
|---|---|---|-------------|
| 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 |

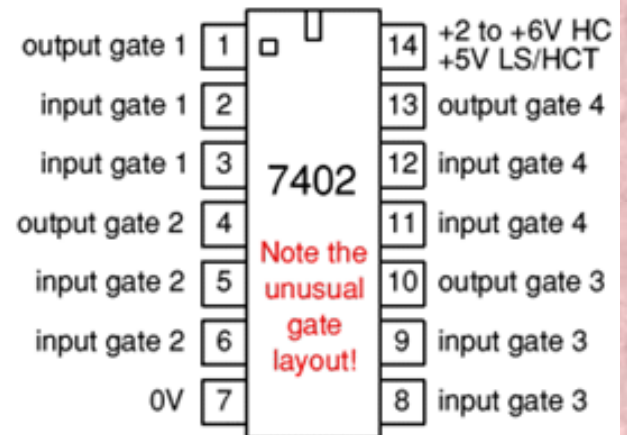
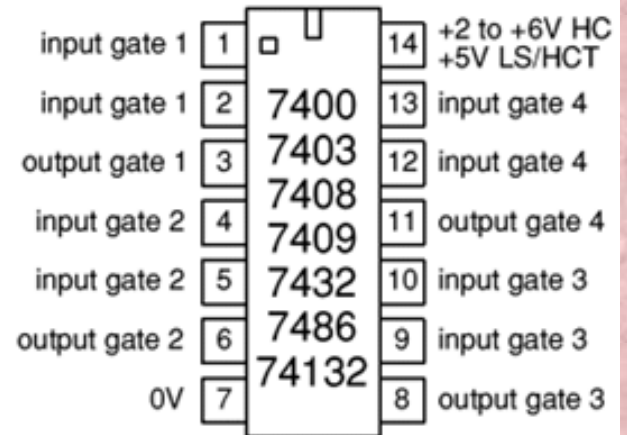
Logic Gate ICs

Quad 2-input gates

- 7400 quad 2-input NAND
- 7403 quad 2-input NAND with open collector outputs
- 7408 quad 2-input AND
- 7409 quad 2-input AND with open collector outputs
- 7432 quad 2-input OR
- 7486 quad 2-input EX-OR
- 74132 quad 2-input NAND with Schmitt trigger inputs

The 74132 has [Schmitt trigger](#) inputs to provide good noise immunity. They are ideal for slowly changing or noisy signals.

- 7402 quad 2-input NOR
Note the unusual gate layout.



Example 7400

IC 7400 Quad NAND Gate

