

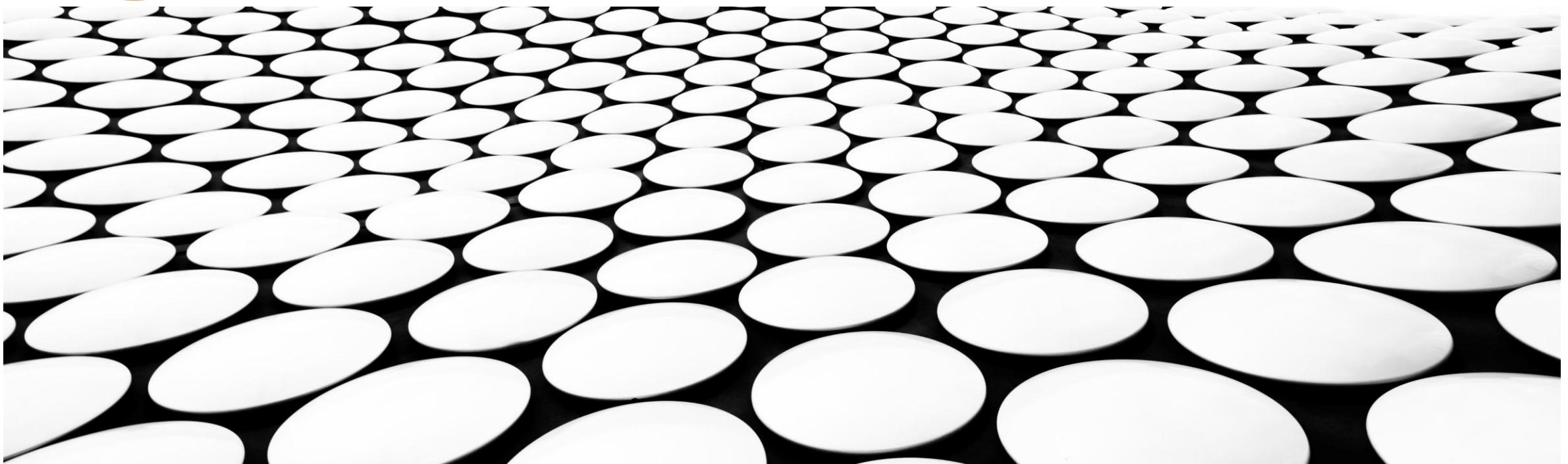
CS5102: FOUNDATIONS OF COMPUTER SYSTEMS

TOPIC-3: BASICS OF LOGIC GATE

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LOGIC GATES

- Perform logic functions:
 - inversion (NOT), AND, OR, NAND, NOR, etc.
- Single-input:
 - NOT gate, buffer
- Two-input:
 - AND, OR, XOR, NAND, NOR, XNOR
- Multiple-input

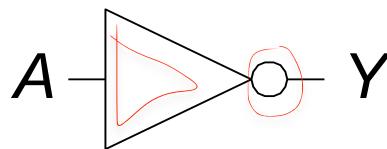
0 1
1 0



SINGLE-INPUT LOGIC GATES



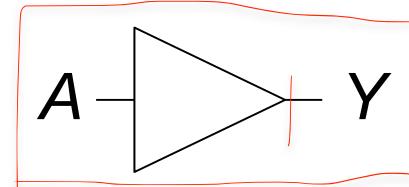
NOT



$$Y = \overline{A}$$

A	Y
0	1
1	0

BUF



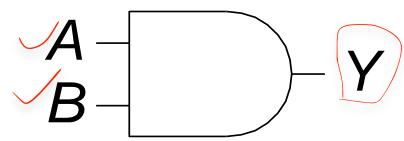
$$Y = A$$

A	Y
0	0
1	1

TWO-INPUT LOGIC GATES

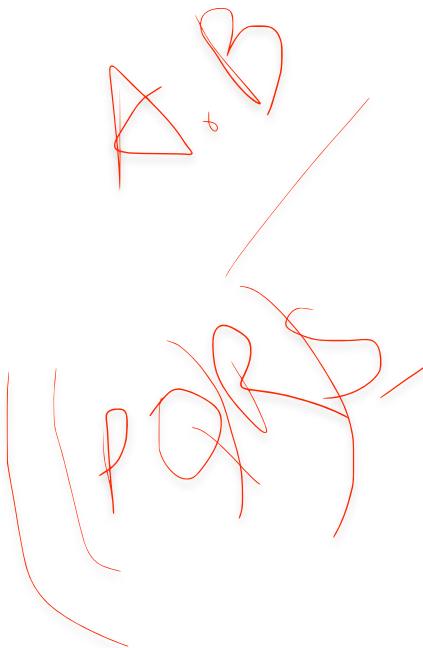


AND

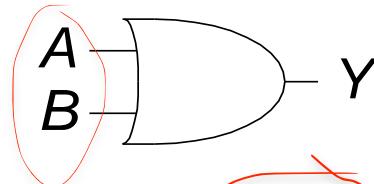


$$Y = AB$$

A	B	Y
0	0	0
0	1	0
1	0	0
1	1	1

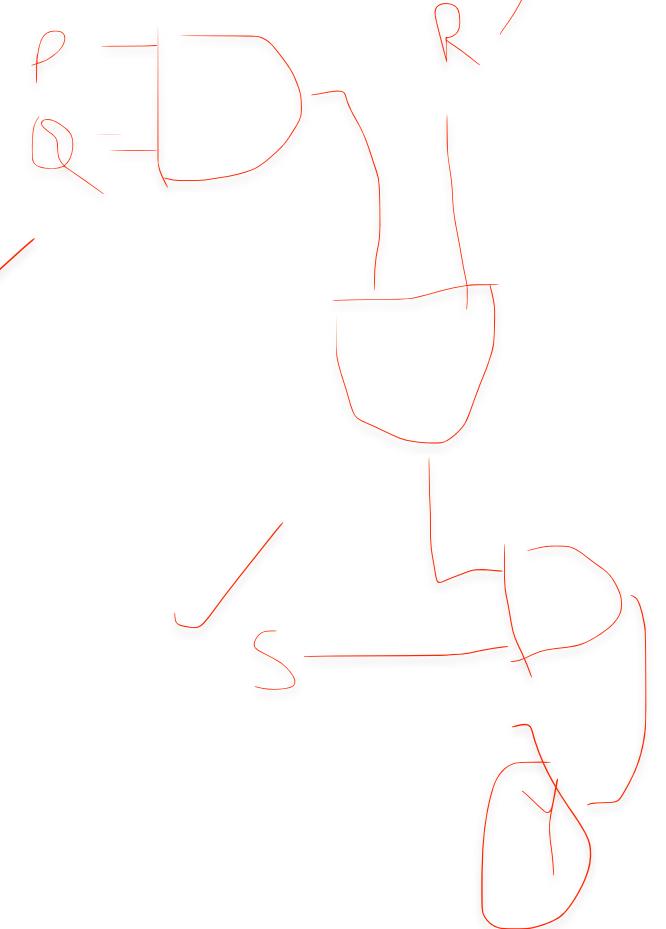


OR

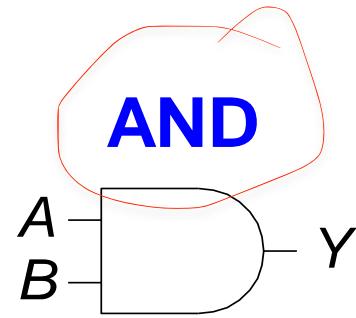


$$Y = A + B$$

A	B	Y
0	0	0
0	1	1
1	0	1
1	1	1

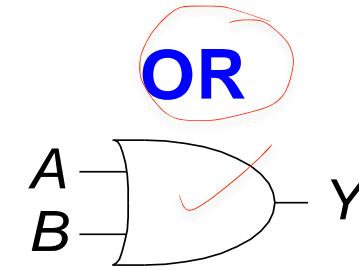


TWO-INPUT LOGIC GATES



$$Y = AB$$

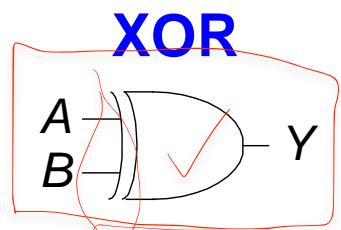
A	B	Y
0	0	0 ✓
0	1	0 ✓
1	0	0 ✓
1	1	1 ✓



$$Y = A + B$$

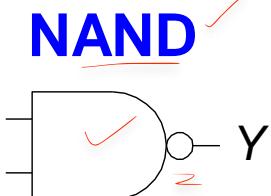
A	B	Y
0	0	0 ✓
0	1	1 ✓
1	0	1 ✓
1	1	1 ✓

MORE TWO-INPUT LOGIC GATES



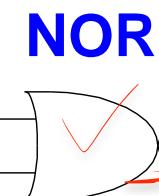
$$Y = A \oplus B$$

A	B	Y
0	0	0
0	1	1
1	0	1
1	1	0



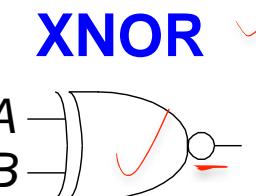
$$Y = \overline{AB}$$

A	B	Y
0	0	1
0	1	1
1	0	1
1	1	0



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

A	B	Y
0	0	1
0	1	0
1	0	0
1	1	0



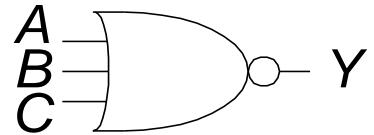
$$Y = \overline{A \oplus B}$$

A	B	Y
0	0	1
0	1	0
1	0	0
1	1	1

MULTIPLE-INPUT LOGIC GATES



NOR3



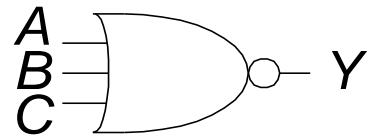
$$Y = \overline{A+B+C}$$

A	B	C	Y
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

MULTIPLE-INPUT LOGIC GATES



NOR3

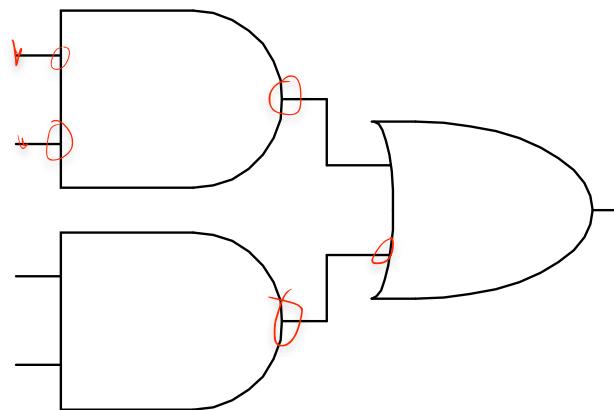


$$Y = \overline{A+B+C}$$

A	B	C	Y
0	0	0	1 ✓
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	0

RULES OF COMBINATIONAL COMPOSITION

- Every circuit element is itself combinational ✓
- Every node of the circuit is either designated as an input to the circuit or connects to exactly one output terminal of a circuit element
- The circuit contains no cyclic paths: every path through the circuit visits each circuit node at most once
- Example:



SOME DEFINITIONS

➤ Complement: variable with a bar over it

$$\bar{A}, \bar{B}, \bar{C}$$

➤ Literal: variable or its complement

$$(\bar{A}, A, \bar{B}, B, \bar{C}, C)$$

➤ Implicant: product of literals

$$AB\bar{C}, \bar{A}C, BC$$

➤ Minterm: product that includes all input variables

$$\checkmark \underline{ABC}, \underline{A}\bar{\underline{B}}\bar{\underline{C}}, \underline{ABC}$$

$$\checkmark \underline{ADC}$$

➤ Maxterm: sum that includes all input variables

$$(A+\underline{B}+C), (\bar{A}+\underline{B}+\bar{C}), (\bar{A}+B+C)$$



SUM-OF-PRODUCTS (SOP) FORM

- All Boolean equations can be written in SOP form
- Each row in a truth table has a *minterm* ✓
- A minterm is a product (AND) of literals
- Each minterm is TRUE for that row (and only that row)
- The function is formed by ORing the minterms for which the output is TRUE
- Thus, a sum (OR) of products (AND terms)

A	B	Y	minterm
0	0	0	$\bar{A} \bar{B}$
0	1	1✓	$\bar{A} B$
1	0	0	$A \bar{B}$
1	1	1✓	$A B$

$$Y = F(A, B) =$$

SUM-OF-PRODUCTS (SOP) FORM

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A	B	Y	minterm
0	0	0	$\bar{A} \bar{B}$
0	1	1	$\bar{A} B$
1	0	0	$A \bar{B}$
1	1	1	$A B$

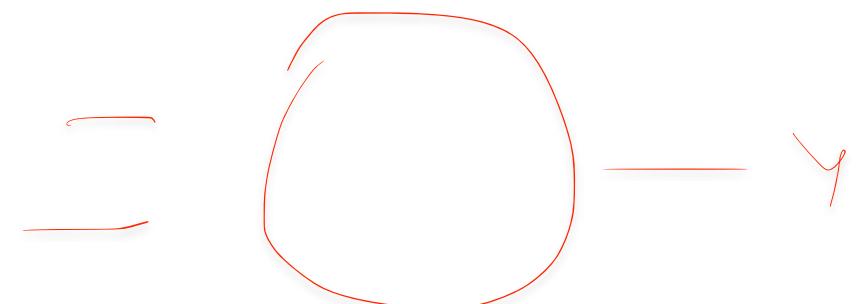
$$Y = F(A, B) =$$

SUM-OF-PRODUCTS (SOP) FORM

- All Boolean equations can be written in SOP form
- Each row in a truth table has a *minterm*
- A minterm is a product (AND) of literals
- Each minterm is TRUE for that row (and only that row)
- The function is formed by ORing the minterms for which the output is TRUE
- Thus, a sum (OR) of products (AND terms)

A	B	Y	minterm
0	0	0	$\bar{A} \bar{B}$
0	1	1	$\bar{A} B$
1	0	0	$A \bar{B}$
1	1	1	$A B$

$$Y = F(A, B) = \underline{\bar{A}}\underline{B} + \underline{A}\underline{\bar{B}}$$



PRODUCT-OF-SUM (POS) FORM

- All Boolean equations can be written in POS form
- Each row in a truth table has a *maxterm* ✓
- A maxterm is a sum (OR) of literals
- Each maxterm is FALSE for that row (and only that row)
- The function is formed by ANDing the maxterms for which the output is FALSE
- Thus, a product (AND) of sums (OR terms)

A	B	Y	maxterm
0	0	0 ✓	$A + B$
0	1 ✓	1	$A + \bar{B}$
1	0	0	$\bar{A} + B$
1	1	1	$\bar{A} + \bar{B}$

$$Y = F(A, B) = (A + B)(\bar{A} + B)$$

BOOLEAN EQUATIONS EXAMPLE

- You are going to the cafeteria for lunch and you won't eat corndogs (C)
- You won't eat lunch (\bar{E})
- If it's not open (\bar{O}) or
- If they only serve corndogs (C)
- Write a truth table for determining if you will eat lunch (E).

O	C	E
0	0	
0	1	
1	0	
1	1	

BOOLEAN EQUATIONS EXAMPLE

- You are going to the cafeteria for lunch
 - You won't eat lunch (\bar{E})
 - If it's not open (\bar{O}) or
 - If they only serve corndogs (C)
- Write a truth table for determining if you will eat lunch (E).

O	C	E
0	0	0
0	1	0
1	0	1
1	1	0

SOP & POS FORM

➤ SOP – sum-of-products

O	C	E	minterm
0	0		$\overline{O} \overline{C}$
0	1		$\overline{O} C$
1	0		$O \overline{C}$
1	1		$O C$

➤ POS – product-of-sums

O	C	Y	maxterm
0	0		$O + C$
0	1		$O + \overline{C}$
1	0		$\overline{O} + C$
1	1		$\overline{O} + \overline{C}$

SOP & POS FORM

- SOP – sum-of-products

O	C	E	minterm
0	0	0	$\overline{O} \overline{C}$
0	1	0	$\overline{O} C$
1	0	1	$O \overline{C}$
1	1	0	$O C$

$$Y = O \overline{C}$$

- POS – product-of-sums

O	C	E	maxterm
0	0	0	$O + C$
0	1	0	$O + \overline{C}$
1	0	1	$\overline{O} + C$
1	1	0	$\overline{O} + \overline{C}$

$$Y = (O + C)(O + \overline{C})(\overline{O} + C)$$



BOOLEAN ALGEBRA

- Set of axioms and theorems to simplify Boolean equations
- Like regular algebra, but in some cases simpler because variables can have only two values (1 or 0)
- Axioms and theorems obey the principles of duality:
 - ANDs and ORs interchanged, 0's and 1's interchanged

BOOLEAN AXIOMS

Axiom	Dual	Name
A1 $B = 0$ if $B \neq 1$	A1' $B = 1$ if $B \neq 0$	Binary field
A2 $\bar{0} = 1$	A2' $\bar{1} = 0$	NOT
A3 $0 \bullet 0 = 0$	A3' $1 + 1 = 1$	AND/OR
A4 $1 \bullet 1 = 1$	A4' $0 + 0 = 0$	AND/OR
A5 $0 \bullet 1 = 1 \bullet 0 = 0$	A5' $1 + 0 = 0 + 1 = 1$	AND/OR

Theorem	Dual	Name
T1 $B \bullet 1 = B$	T1' $B + 0 = B$	Identity
T2 $B \bullet 0 = 0$	T2' $B + 1 = 1$	Null Element
T3 $B \bullet B = B$	T3' $B + B = B$	Idempotency
T4	$\bar{\bar{B}} = B$	Involution
T5 $B \bullet \bar{B} = 0$	T5' $B + \bar{B} = 1$	Complements

T1: IDENTITY THEOREM

$$\triangleright B \bullet 1 =$$

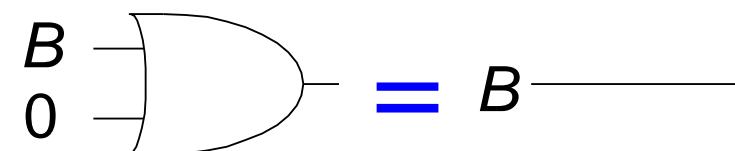
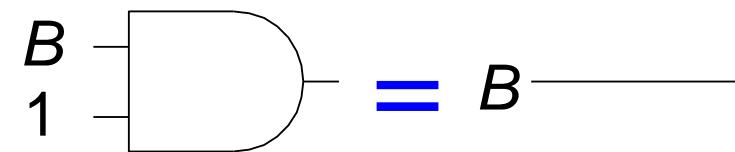
$$\triangleright B + 0 =$$



T1: IDENTITY THEOREM

$$\triangleright B \cdot 1 = B$$

$$\triangleright B + 0 = B$$



T2: NULL ELEMENT THEOREM

$$\triangleright \mathbf{B} \bullet 0 =$$

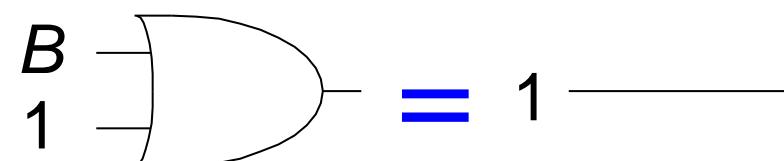
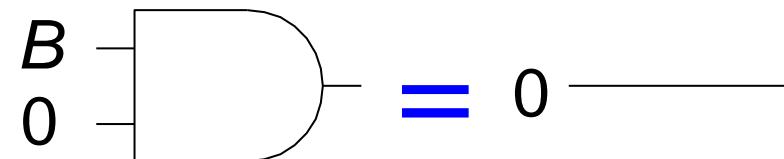
$$\triangleright \mathbf{B} + 1 =$$



T2: NULL ELEMENT THEOREM

$$\triangleright B \cdot 0 = 0$$

$$\triangleright B + 1 = 1$$





T3: IDEMPOTENCY THEOREM

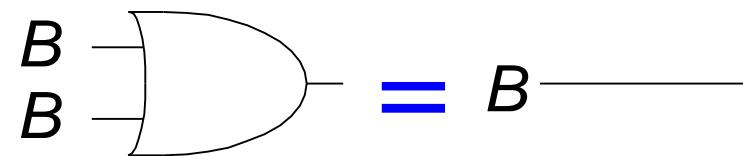
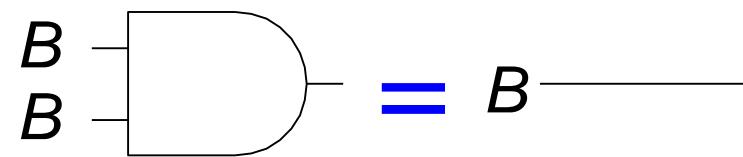
$$\triangleright B \cdot B =$$

$$\triangleright B + B =$$

T3: IDEMPOTENCY THEOREM

$$\triangleright B \cdot B = B$$

$$\triangleright B + B = B$$



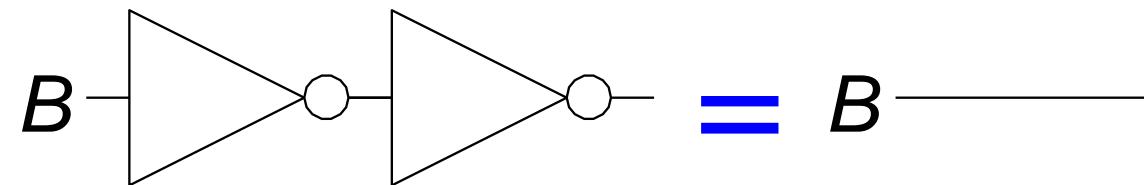
T4: IDENTITY THEOREM

$$\triangleright \overline{\overline{B}} =$$



T4: IDENTITY THEOREM

$$\triangleright \overline{\overline{B}} = B$$





T5: COMPLEMENT THEOREM

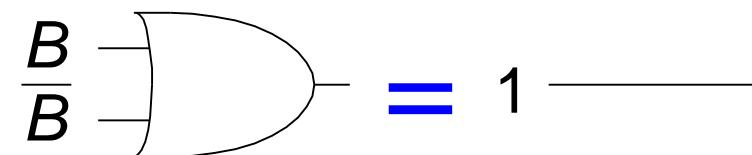
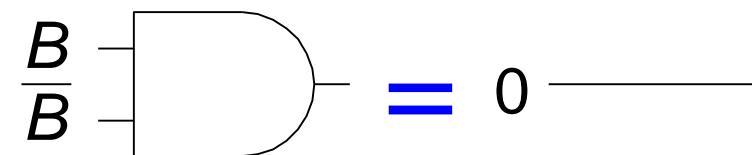
$$\triangleright B \cdot \overline{B} =$$

$$\triangleright B + \overline{B} =$$

T5: COMPLEMENT THEOREM

$$\triangleright B \cdot \overline{B} = 0$$

$$\triangleright B + \overline{B} = 1$$





BOOLEAN THEOREMS: SUMMARY

Theorem		Dual	Name
T1	$B \cdot 1 = B$	$T1'$	$B + 0 = B$
T2	$B \cdot 0 = 0$	$T2'$	$B + 1 = 1$
T3	$B \cdot B = B$	$T3'$	$B + B = B$
T4		$\bar{\bar{B}} = B$	Involution
T5	$B \cdot \bar{B} = 0$	$T5'$	$B + \bar{B} = 1$
			Complements



BOOLEAN THEOREMS OF SEVERAL VARIABLES

Theorem	Dual	Name
T6 $B * C = C * B$	T6' $B + C = C + B$	Commutativity
T7 $(B * C) * D = B * (C * D)$	T7' $(B + C) + D = B + (C + D)$	Associativity
T8 $(B * C) + B * D = B * (C + D)$	T8' $(B + C) * (B + D) = B + (C * D)$	Distributivity
T9 $B * (B + C) = B$	T9' $B + (B * C) = B$	Covering
T10 $(B * C) + (B * \bar{C}) = B$	T10' $(B + C) * (B + \bar{C}) = B$	Combining
T11 $(B * C) + (\bar{B} * D) + (C * D)$ $= B * C + \bar{B} * D$	T11' $(B + C) * (\bar{B} + D) * (C + D)$ $= (B + C) * (\bar{B} + D)$	Consensus
T12 $B_0 * B_1 * B_2 ...$ $= (\bar{B}_0 + \bar{B}_1 + \bar{B}_2 ...)$	T12' $B_0 + B_1 + B_2 ...$ $= (\bar{B}_0 * \bar{B}_1 * \bar{B}_2)$	De Morgan's Theorem

SIMPLIFYING BOOLEAN EXPRESSIONS: EXAMPLE 1



$$Y = \bar{A}B + AB$$

SIMPLIFYING BOOLEAN EXPRESSIONS: EXAMPLE 1



$$\begin{aligned} Y &= \bar{A}B + AB \\ &= B(\bar{A} + A) \quad \text{T8} \\ &= B(1) \quad \text{T5'} \\ &= B \quad \text{T1} \end{aligned}$$

SIMPLIFYING BOOLEAN EXPRESSIONS: EXAMPLE 2

$$Y = A(AB + ABC)$$



SIMPLIFYING BOOLEAN EXPRESSIONS: EXAMPLE 2



$$Y = A(AB + ABC)$$

$$= A(AB(1 + C)) \quad \text{T8}$$

$$= A(AB(1)) \quad \text{T2'}$$

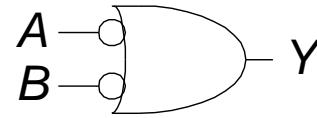
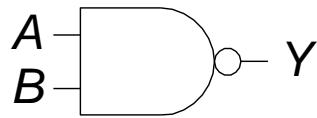
$$= A(AB) \quad \text{T1}$$

$$= (AA)B \quad \text{T7}$$

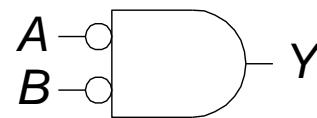
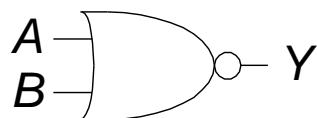
$$= AB \quad \text{T3}$$

DEMORGAN'S THEOREM

$$Y = \overline{AB} = \overline{A} + \overline{B}$$



$$Y = \overline{A + B} = \overline{A} \bullet \overline{B}$$



BUBBLE PUSHING

- Pushing bubbles backward (from the output) or forward (from the inputs) changes the body of the gate from AND to OR or vice versa.
- Pushing a bubble from the output back to the inputs puts bubbles on all gate inputs.

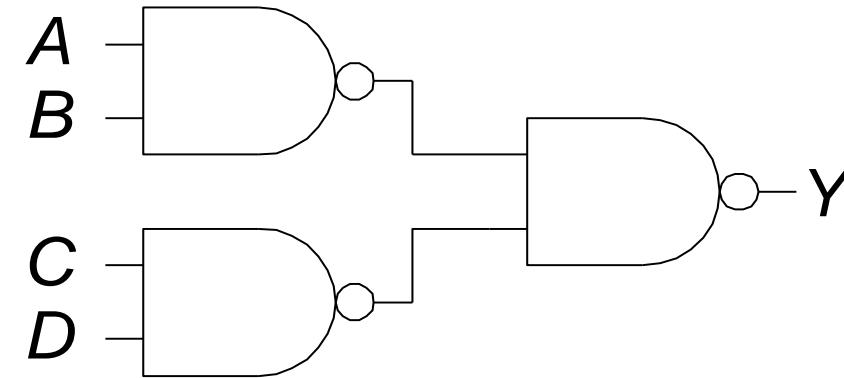


- Pushing bubbles on *all* gate inputs forward toward the output puts a bubble on the output and changes the gate body.



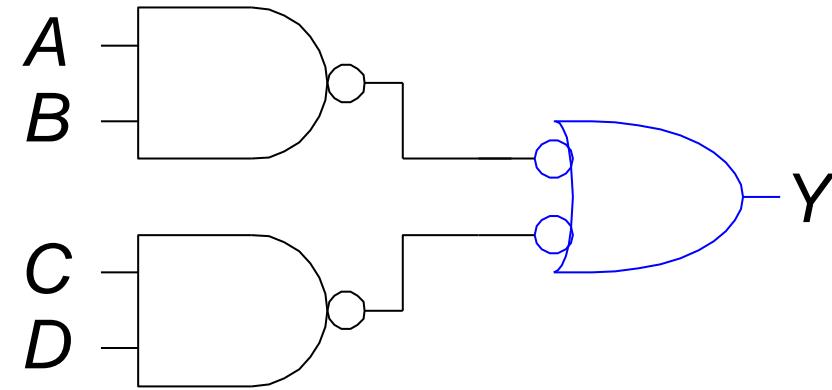
BUBBLE PUSHING

➤ What is the Boolean expression for this circuit?



BUBBLE PUSHING

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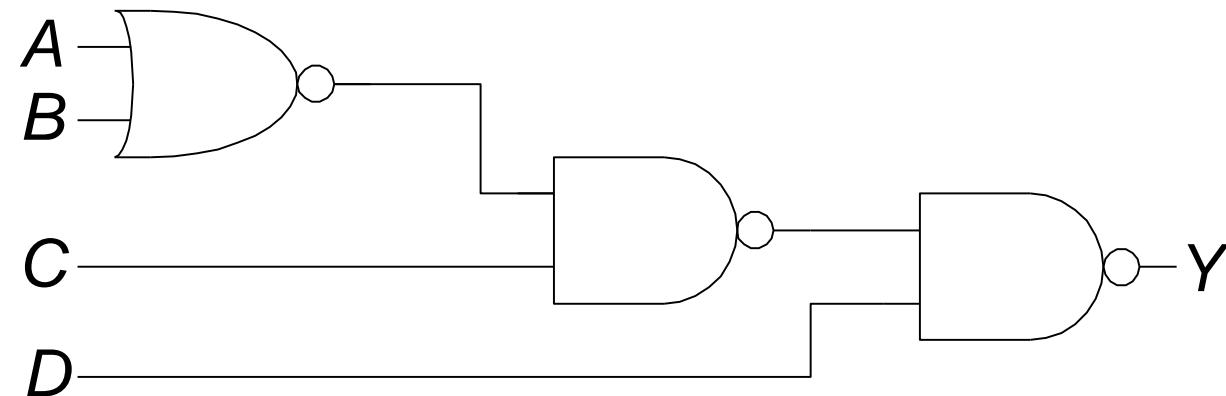


$$Y = AB + CD$$

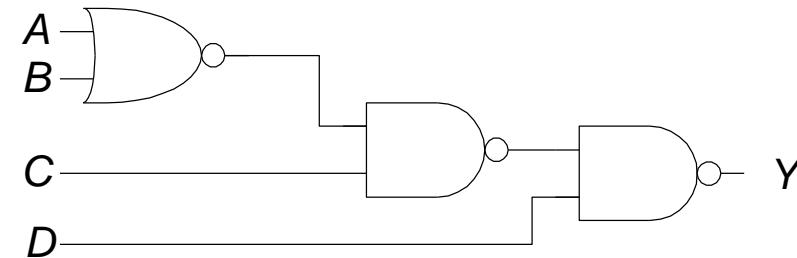


BUBBLE PUSHING RULES

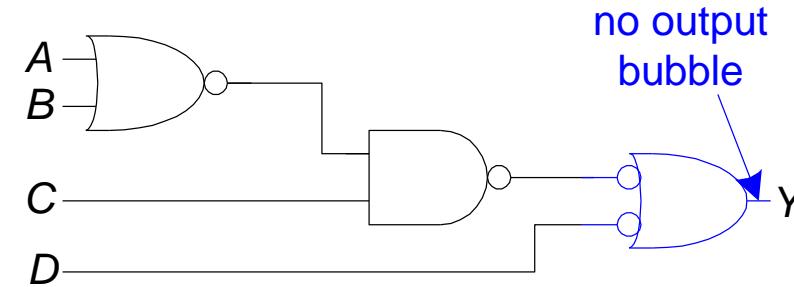
- Begin at the output of the circuit and work toward the inputs.
- Push any bubbles on the final output back toward the inputs.
- Draw each gate in a form so that bubbles cancel.



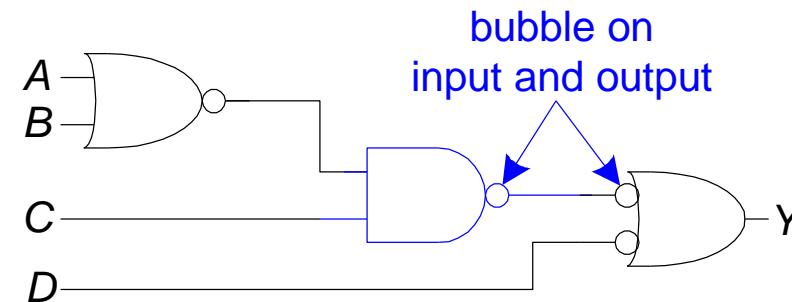
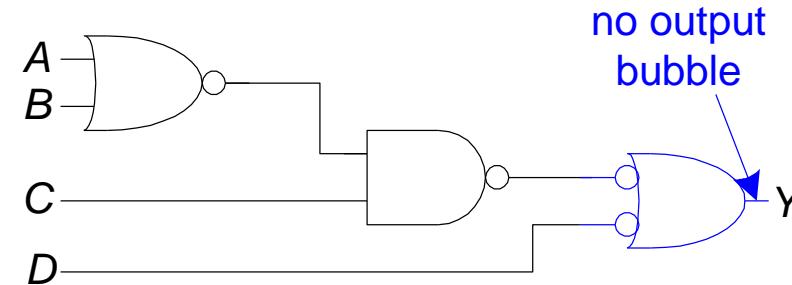
BUBBLE PUSHING EXAMPLE



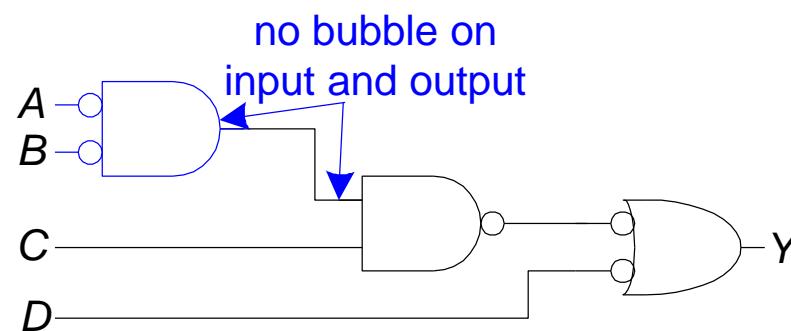
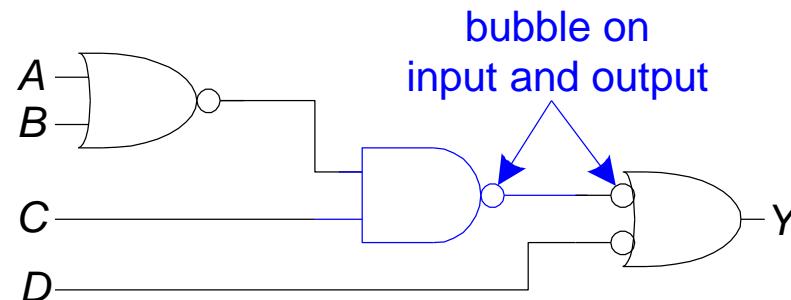
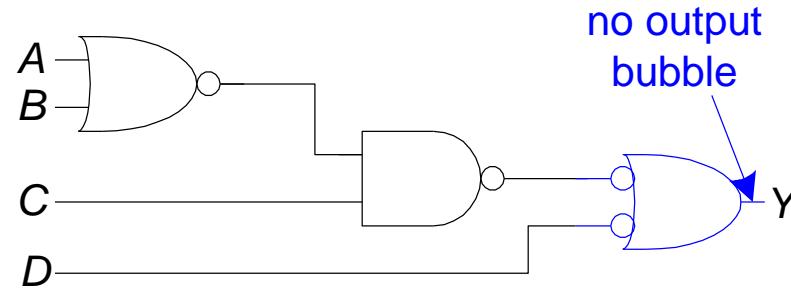
BUBBLE PUSHING EXAMPLE



BUBBLE PUSHING EXAMPLE



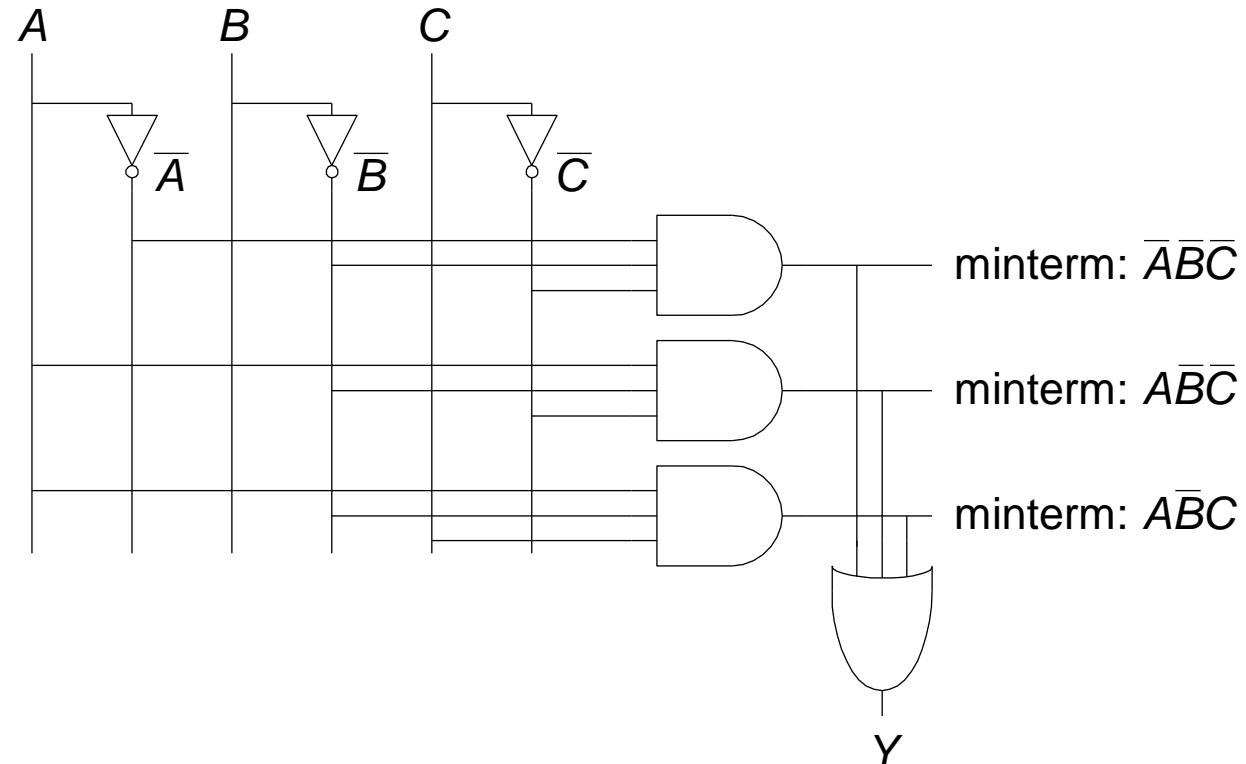
BUBBLE PUSHING EXAMPLE

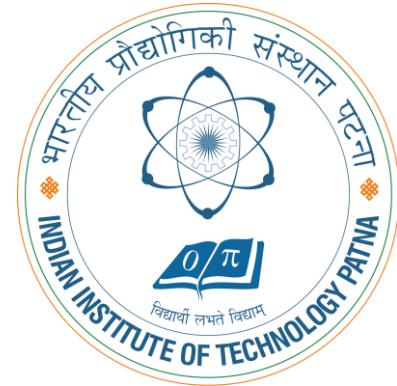


$$Y = \overline{A}\overline{B}C + \overline{D}$$

FROM LOGIC TO GATES

- Two-level logic: ANDs followed by ORs
- Example: $Y = \bar{A}\bar{B}\bar{C} + A\bar{B}\bar{C} + A\bar{B}C$





THANK YOU!