From transistors to arithmetic

Let's build a computer together



Steve Wetzel

https://wetzel.dev/reference/transistors/

Goals

- Explain binary, transistors, and NAND gates
- Physically build a NAND gate from transistors
- Digitally build an adder from NANDs
- Show a physical adder

What is a transistor?

- A transistor is an electronic switch
- Cell of all electronics
- The iPhone 11 has 8.5 billion transistors.
 - more transistors than there are people on Earth

Binary

- Decimal has 10 digits (0, 1, 2, 3, 4, 5, 6, 7, 8, 9)
- Binary has 2 digits (0, 1)
- Count until you run out of digits, then increment next digit and reset current



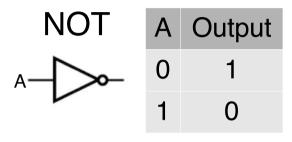
Binary

| 00 | 0000000 | 08 | 00001000 |
|----|----------|----|----------|
| 01 | 00000001 | 09 | 00001001 |
| 02 | 0000010 | 10 | 00001010 |
| 03 | 00000011 | 11 | 00001011 |
| 04 | 00000100 | 12 | 00001100 |
| 05 | 00000101 | 13 | 00001101 |
| 06 | 00000110 | 14 | 00001110 |
| 07 | 00000111 | 15 | 00001111 |

Adding

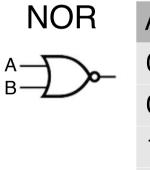
| 1 | 111 |
|-----|----------|
| 28 | 00011100 |
| +14 | +0001110 |
| 42 | 00101010 |

Logic Gates



| NAND | Α | В | Output |
|-------|---|---|--------|
| A Do- | 0 | 0 | 1 |
| | 0 | 1 | 1 |
| | 1 | 0 | 1 |
| | 1 | 1 | 0 |

| OR | Α | В | Output |
|-----|---|---|--------|
| A—— | 0 | 0 | 0 |
| В | 0 | 1 | 1 |
| | 1 | 0 | 1 |
| | 1 | 1 | 1 |



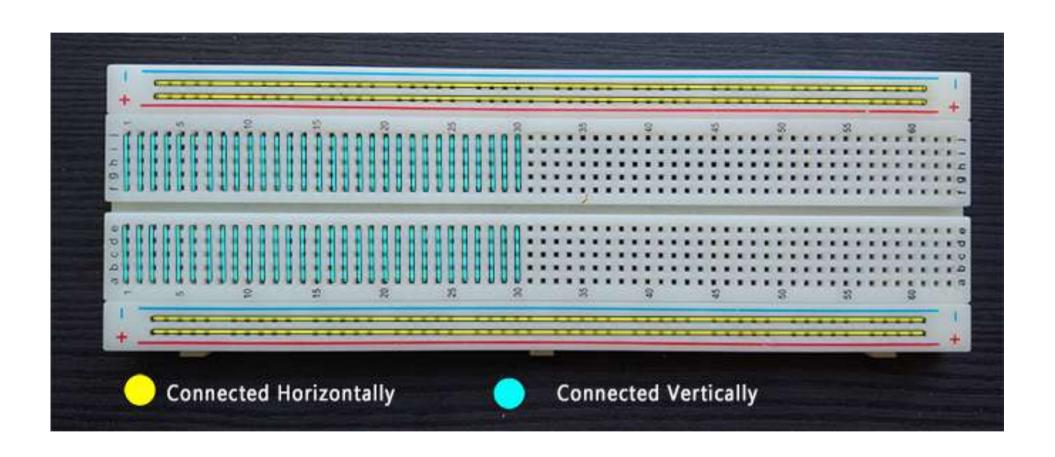
| Α | В | Output |
|---|---|--------|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 0 |

| XOR | |
|-----|--|
| A D | |

| Α | В | Output |
|---|---|--------|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

Components

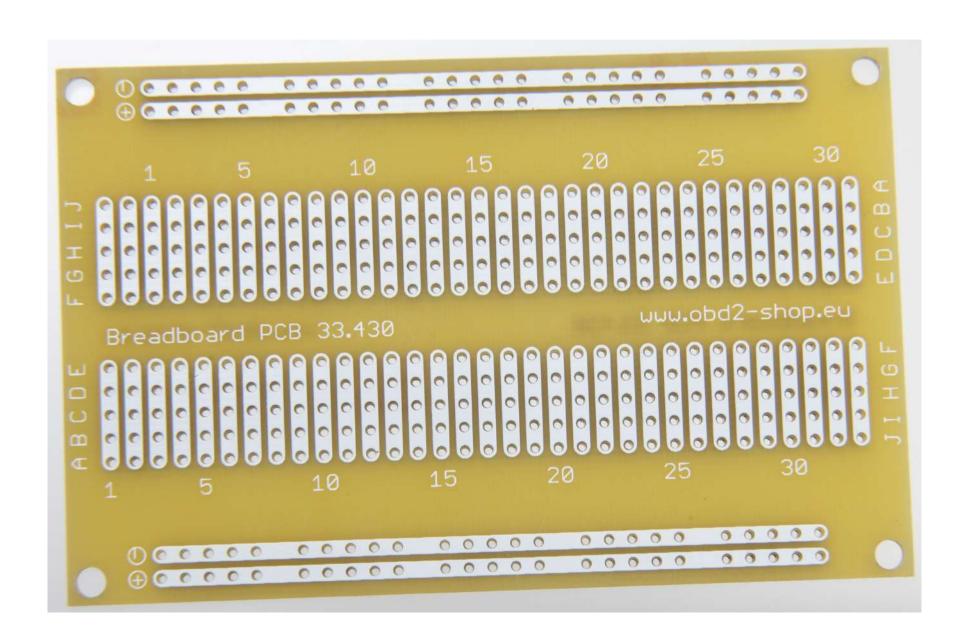
Breadboard



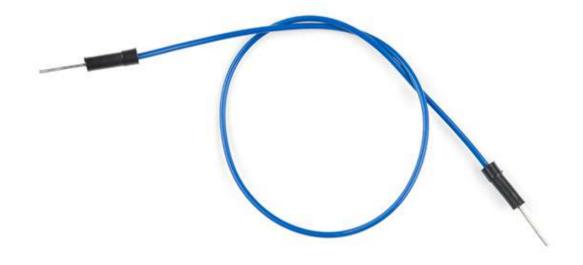
Breadboard



Breadboard



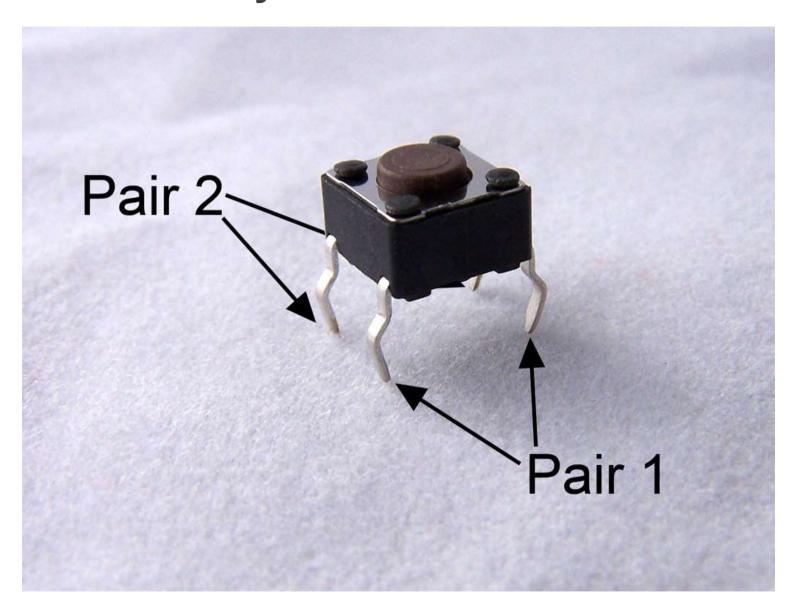
Jumper Wire



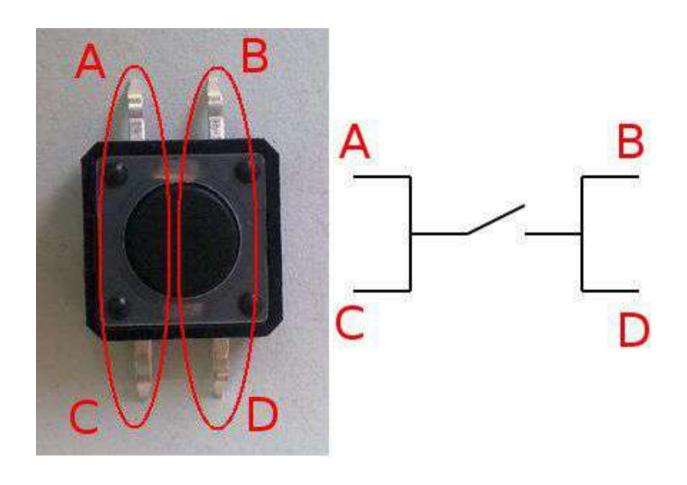
Resistors



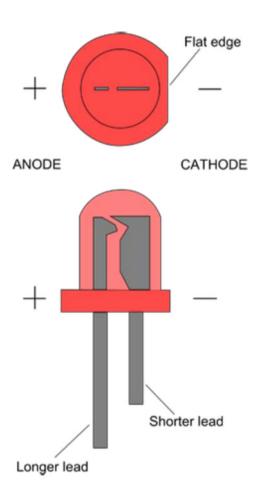
Momentary Push Button Switch



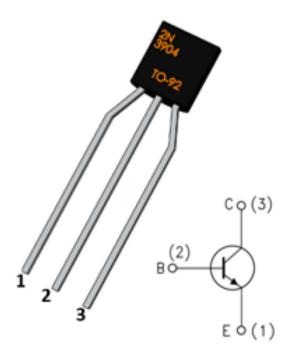
Momentary Push Button Switch



Light Emitting Diode



Transistors



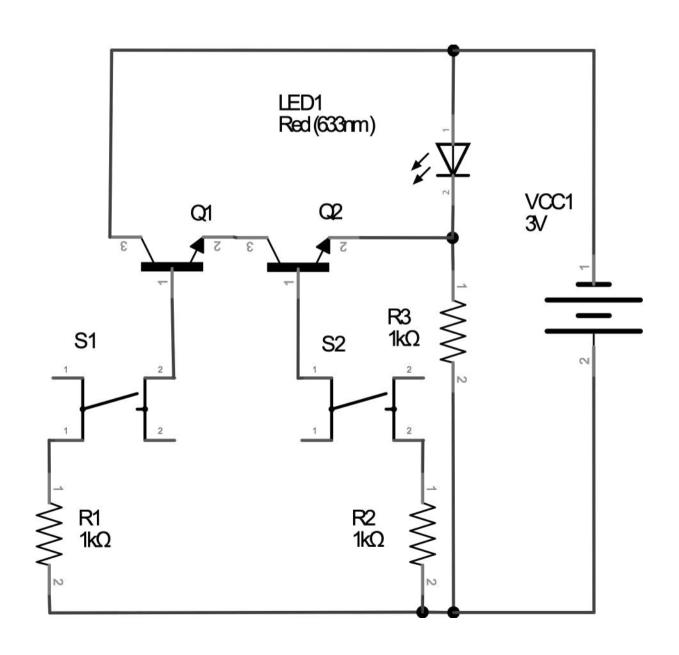
| 2N3904 | | |
|--------|-----------|--|
| 1 | Emitter | |
| 2 | Base | |
| 3 | Collector | |

Assembly

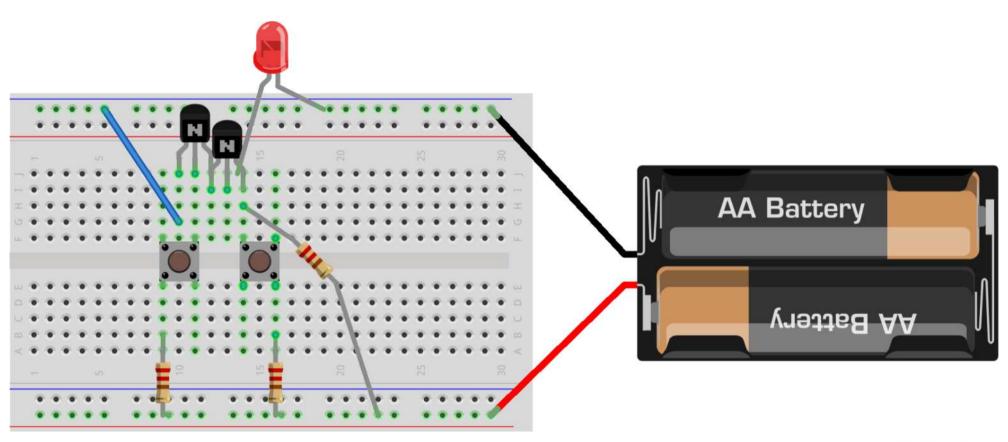
Pro Tips

- Don't put batteries in until end
- Push the components in firmly
- You can bend the pins a bit to make things fit
- Other spots in same row will work
 - But it's easier to follow number

NAND Circuit

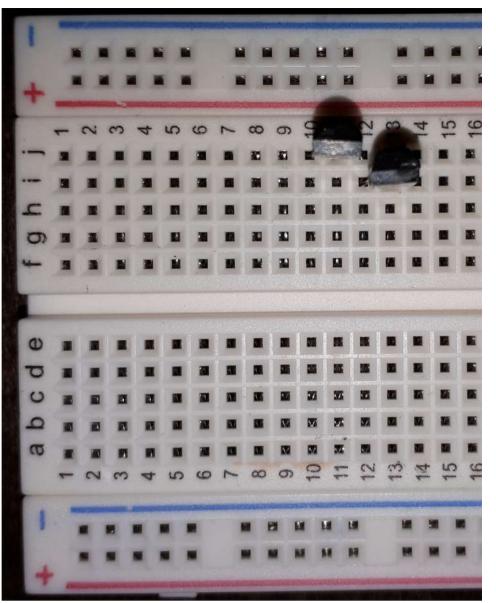


NAND Circuit



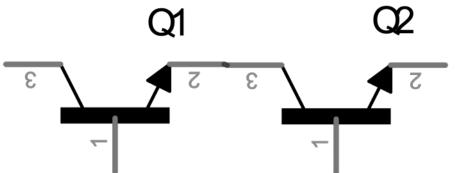
fritzing

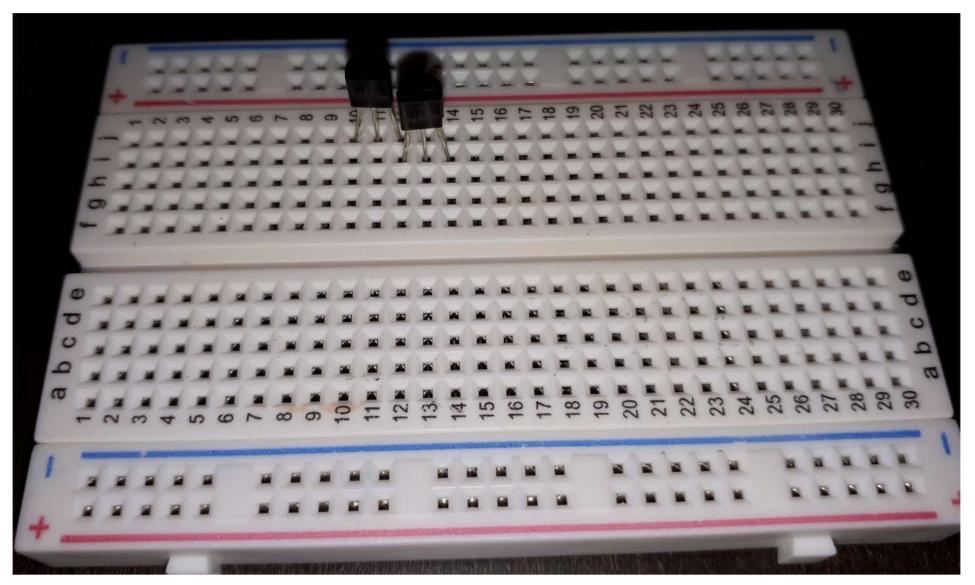
4 5 9 7 8 6 9 7 7 7 7 7 7 0





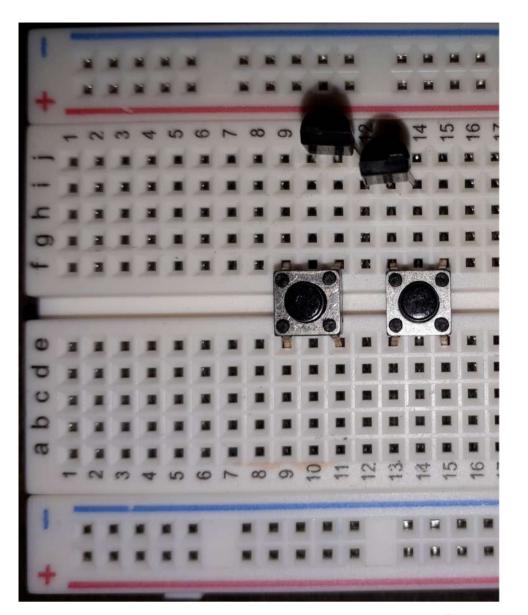
T2: i12, i13, i14

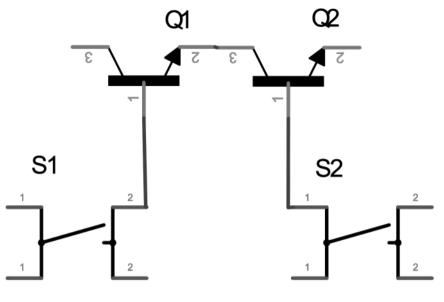




T1: j10, j11, j12

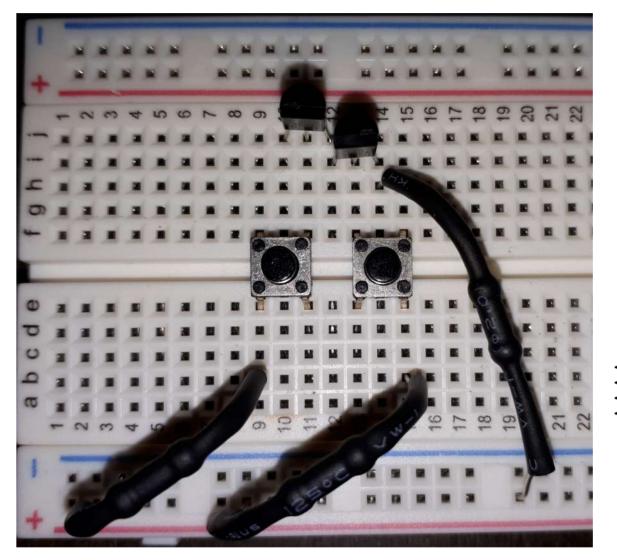
T2: i12, i13, i14

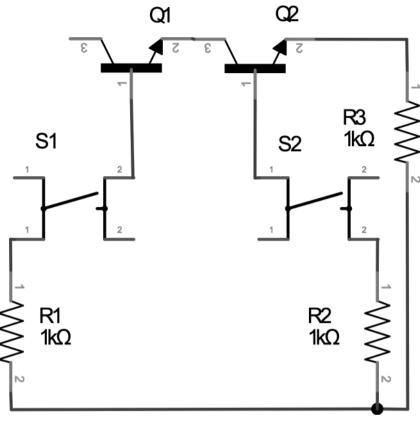




B1: e9, f9, e11, f11

B2: e13, f13, e15, f15

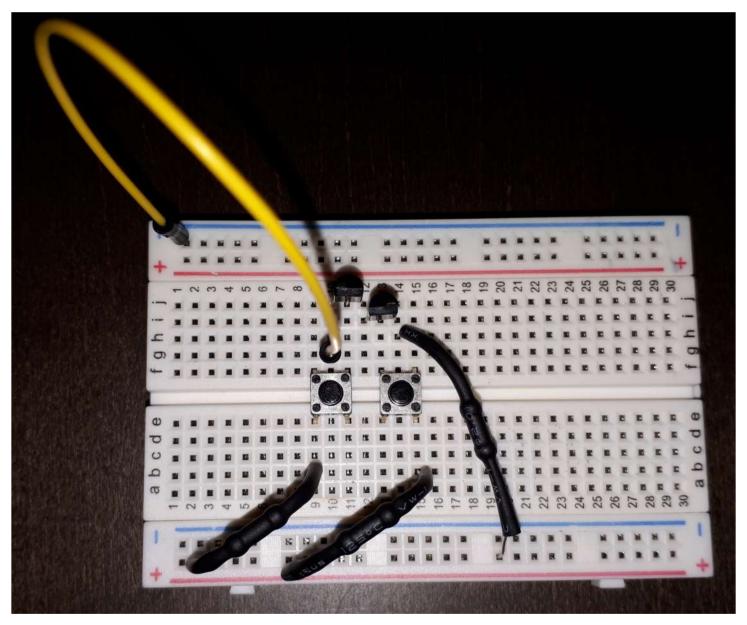




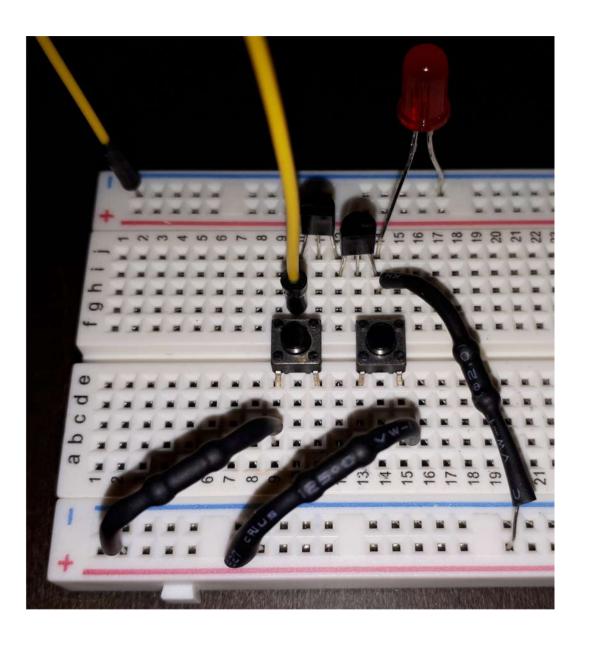
R1: b9

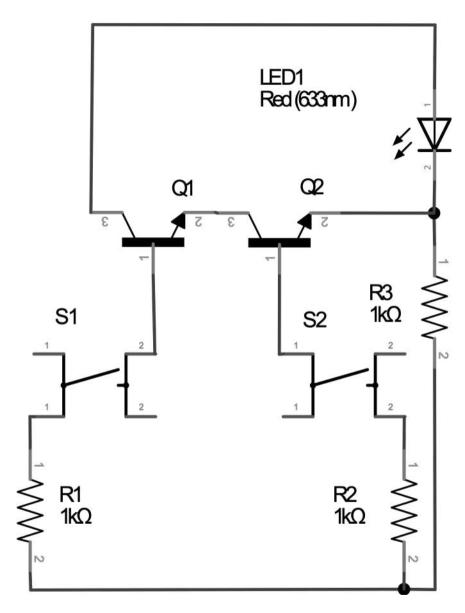
R2: b15

R3: h14

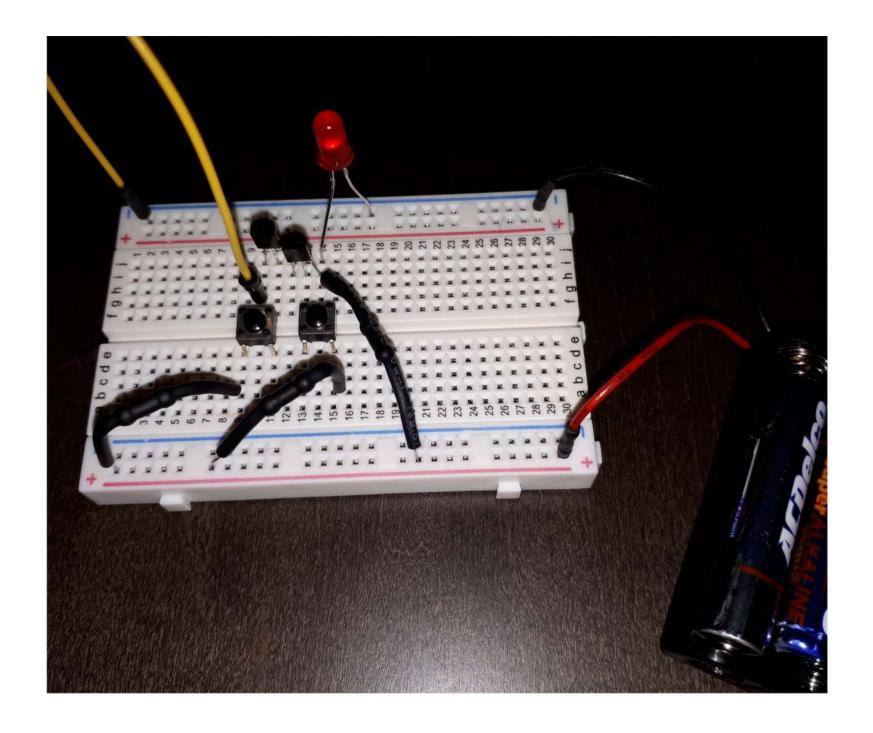


J1: g10

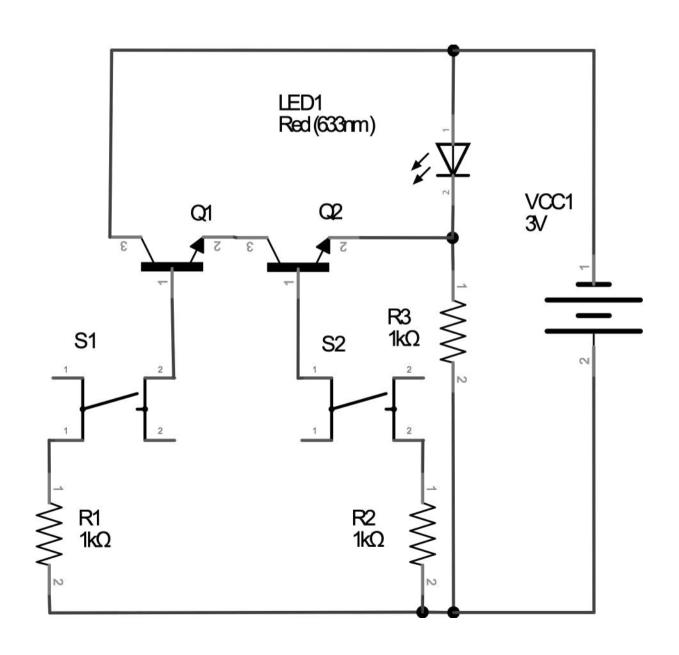




L1: j14 (longer round pin)



NAND Circuit



nandgame.com

https://circuitverse.org/users/10938/projects/31604

