

## AND Gate

- An AND gate has two or more inputs but only one output.
- The output assumes the logic 1, only when each one of its inputs is at logic 1.
- The output assumes the logic 0 even if one of its inputs is at logic 0.
- The logic symbol & truth table are shown in below figure.
- Notation:-  $C = A \cdot B$



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

## OR Gate

- An OR gate has two or more inputs but only one output.
- The output assumes the logic 0, only when each one of its inputs is at logic 0.
- The output assumes the logic 1 even if one of its inputs is at logic 1.
- The logic symbol & truth table are shown in below figure.
- Notation:-  $C = A + B$



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

## NOT Gate

- A NOT gate (also called an *inverter*) has only one input & one output.
- It is a device whose output is always the complement of its input.
- The output assumes the logic 1, when its input is at logic 0.
- The output assumes the logic 0, when its input is at logic 1.
- The logic symbol & truth table are shown in below figure.
- Notation:-  $C = \bar{A}$



A	C
0	1
1	0

## NAND Gate (Universal Gate)

- NAND means NOT AND, i.e. the AND output is NOTed.
- The output assumes the logic 0, only when each one of its inputs is at logic 1.

- The output assumes the logic 1 even if one of its inputs is at logic 0.
- The logic symbol & truth table are shown in below figure.
- Notation:-  $C = \overline{A \cdot B}$



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

## NOR Gate (Universal Gate)

- NOR means NOT OR, i.e. the OR output is NOTed.
- The output assumes the logic 1, only when each one of its inputs is at logic 0.
- The output assumes the logic 0 even if one of its inputs is at logic 1.
- The logic symbol & truth table are shown in below figure.
- Notation:-  $C = \overline{A + B}$



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

## EX-OR Gate

- An X-OR gate has two or more inputs but only one output.
- The output assumes the logic 1 when one and only one of its inputs assumes a logic 1.
- Under the conditions when both the inputs assume the logic 0, or when both the inputs assume the logic 1, the output assumes a logic 0.
- Since, an X-OR gate produces an output 1 only when the inputs are not equal, it is called an *anti-coincidence gate* or *inequality detector*.
- The logic symbol & truth table are shown in below figure.
- Notation:-  $C = A \oplus B$



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

## EX-NOR Gate

- An X-NOR gate has two or more inputs but only one output.
- The output assumes the logic 0 when one and only one of its inputs assumes a logic 0.
- Under the conditions when both the inputs assume the logic 1, or when both the inputs assume the logic 1, the output assumes a logic 0.

- Since, an X-NOR gate produces an output 1 only when the inputs are equal, it is called a *coincidence gate* or *equality detector*.
- The logic symbol & truth table are shown in below figure.
- Notation:-  $C = A \odot B$



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

## Basic Gates as Universal Gates

- **Implementation of NOT, AND & OR gates using NAND gate only**

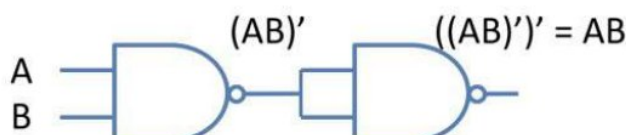
### 1. NOT using NAND gate

- A NAND gate can also be used as an inverter by tying all its input terminals together and applying the signal to be inverted to the common terminal.



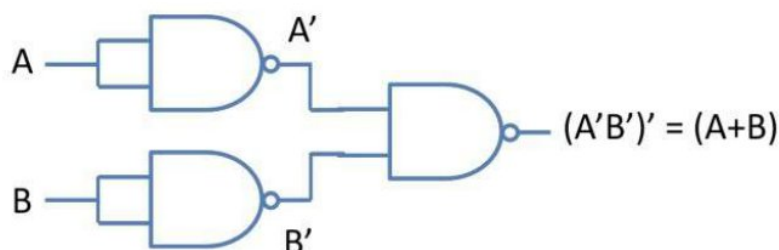
### 2. AND using NAND gate

- NAND means NOT AND, i.e. the AND output is NOTed.
- So, a NAND gate is combination of an AND gate and a NOT gate.



### 3. OR using NAND gate

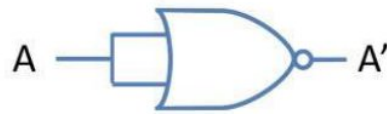
- By inverting inputs in NAND gate, a OR gate is constructed via De Morgan's theorem.
- $\overline{\overline{A} \overline{B}} = \overline{\overline{A}} + \overline{\overline{B}} = A + B$



- **Implementation of NOT, AND & OR gates using NOR gate only**

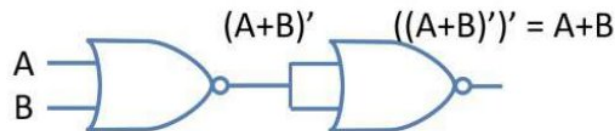
### 1. NOT using NOR gate

- A NOR gate can also be used as an inverter by tying all its input terminals together and applying the signal to be inverted to the common terminal.



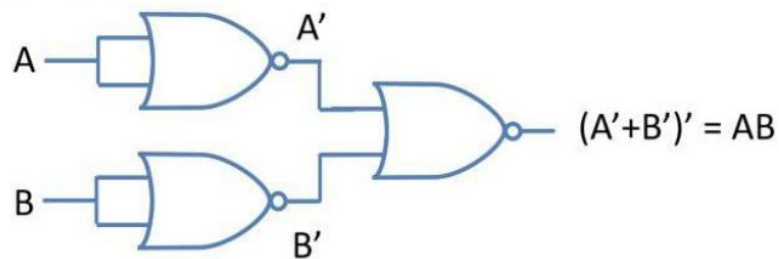
## 2. OR using NOR gate

- NOR means NOT OR, i.e. the OR output is NOTed.
- So, a NOR gate is combination of an OR gate and a NOT gate.



## 3. AND using NOR gate

- By inverting inputs in NOR gate, a AND gate is constructed via De Morgan's theorem.
- $\overline{\overline{A} + \overline{B}} = \overline{\overline{A}} \cdot \overline{\overline{B}} = A \cdot B$



## Boolean Algebra Laws

- AND laws
  1.  $A \cdot 0 = 0$  (Null Law)
  2.  $A \cdot 1 = A$  (Identity Law)
  3.  $A \cdot A = A$
  4.  $A \cdot \overline{A} = 0$
- OR laws
  1.  $A + 0 = A$  (Null Law)
  2.  $A + 1 = 1$  (Identity Law)
  3.  $A + A = A$
  4.  $A + \overline{A} = 1$
- Commutative laws
  1.  $A + B = B + A$
  2.  $A \cdot B = B \cdot A$
- Associative laws
  1.  $(A + B) + C = A + (B + C)$
  2.  $(A \cdot B) \cdot C = A \cdot (B \cdot C)$
- Distributive laws
  1.  $A(B + C) = AB + AC$
  2.  $A + BC = (A + B)(A + C)$



- Redundant Literal Rule
  1.  $A + \bar{A}B = A + B$
  2.  $A(\bar{A} + B) = AB$
- Idempotence laws
  1.  $A \cdot A = A$
  2.  $A + A = A$
- Absorption laws
  1.  $A + AB = A$
  2.  $A(A + B) = A$

## De Morgan's Theorem

1. Law 1 :  $\overline{A + B + C} = \bar{A} \bar{B} \bar{C}$ 
  - This law states that the complement of a sum of variables is equal to the product of their individual complements.

A	B	C	A+B+C	(A+B+C)'	A'	B'	C'	A'B'C'
0	0	0	0	1	1	1	1	1
0	0	1	1	0	1	1	0	0
0	1	0	1	0	1	0	1	0
0	1	1	1	0	1	0	0	0
1	0	0	1	0	0	1	1	0
1	0	1	1	0	0	1	0	0
1	1	0	1	0	0	0	1	0
1	1	1	1	0	0	0	0	0

- Hence, Law 1 is proved from the above truth table.

2. Law 2 :  $\overline{A B C} = \bar{A} + \bar{B} + \bar{C}$ 
  - This law states that the complement of a product of variables is equal to the sum of their individual complements.

A	B	C	A B C	(A B C)'	A'	B'	C'	A'+B'+C'
0	0	0	0	1	1	1	1	1
0	0	1	0	1	1	1	0	1
0	1	0	0	1	1	0	1	1
0	1	1	0	1	1	0	0	1
1	0	0	0	1	0	1	1	1
1	0	1	0	1	0	1	0	1
1	1	0	0	1	0	0	1	1
1	1	1	1	0	0	0	0	0

Hence, Law 2 is proved from the above truth table.

## Reduction of Boolean Expression

1.  $f = A[B + \bar{C}(\overline{AB + AC})]$   
 $= A[B + \bar{C}(\bar{A}\bar{B} \cdot \bar{A}\bar{C})]$  (De Morgan's Theorem)  
 $= A[B + \bar{C}(\bar{A} + \bar{B})(\bar{A} + \bar{C})]$  (De Morgan's Theorem)  
 $= A[B + \bar{C}(\bar{A}\bar{A} + \bar{A}\bar{C} + \bar{B}\bar{A} + \bar{B}\bar{C})]$  (Distributive Law)  
 $= A[B + \bar{C}(\bar{A} + \bar{A}\bar{C} + \bar{A}\bar{B} + \bar{B}\bar{C})]$  ( $A' \cdot A' = A'$ )  
 $= A(B + \bar{C}\bar{A} + \bar{C}\bar{A}\bar{C} + \bar{C}\bar{A}\bar{B} + \bar{C}\bar{B}\bar{C})$  (Distributive Law)  
 $= A(B + \bar{A}\bar{C} + 0 + \bar{A}\bar{B}\bar{C} + 0)$  ( $C \cdot C' = 0$ )  
 $= AB + A\bar{A}\bar{C} + A\bar{A}\bar{B}\bar{C}$   
 $= AB$  ( $A \cdot A' = 0$ )
  
2.  $f = A + B[AC + (B + \bar{C})D]$   
 $= A + B[AC + BD + \bar{C}D]$  (Distributive Law)  
 $= A + BAC + BBD + B\bar{C}D$  (Distributive Law)  
 $= A + ABC + BD + B\bar{C}D$  ( $B \cdot B = B$ )  
 $= A(1 + BC) + BD(1 + \bar{C})$   
 $= A \cdot 1 + BD \cdot 1$  ( $1 + A = A$ )  
 $= A + BD$

## Common Number Systems

- There are mainly four number systems which are used in digital electronics platform.
  1. **Decimal number system**
    - The decimal number system contains ten unique symbols 0, 1, 2, 3, 4, 5, 6, 7, 8, 9.
    - The base or radix is 10.
    - 9's and 10's complements are possible for any decimal number.
  
  2. **Binary number system**
    - The binary number system contains two unique symbols 0, 1.
    - The base or radix is 2.
    - 1's and 2's complements are possible for any binary number.
  
  3. **Octal number system**
    - The octal number system contains eight unique symbols 0, 1, 2, 3, 4, 5, 6, 7.
    - The base or radix is 8.
    - 7's and 8's complements are possible for any octal number.
  
  4. **Hexadecimal number system**
    - The hexadecimal number system contains sixteen unique symbols 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F.
    - The base or radix is 16.
    - 15's and 16's complements are possible for any hexadecimal number.