

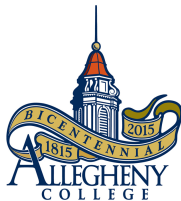
# *CS200 - Computer Organization*

## Logic Design

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# Basic Terminologies

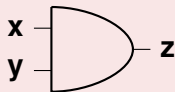
- Transistor: A device that can be used to design gates.
- Gate: A device that is used to do a basic operation on bit(s).
- Circuits: A combination of one or more gates designed to perform a more complicated task.
- Integrated circuit: (also called a chip) A piece of silicon on which many gates have been embedded using chip fabrication.



# Fundamental Gates

- Digital logic has the following fundamental gates:
  - AND
  - OR
  - NOT
  - NAND
  - NOR
  - XOR

# AND Gate

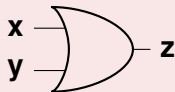


$$z = x \wedge y$$

**Table 1:** Truth table for AND Gate

<b>x</b>	<b>y</b>	<b>z</b>
0	0	0
0	1	0
1	0	0
1	1	1

# OR Gate

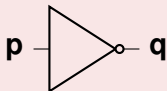


$$z = x \vee y$$

**Table 2:** Truth table for OR Gate

<b>x</b>	<b>y</b>	<b>z</b>
0	0	0
0	1	1
1	0	1
1	1	1

# NOT Gate



$$q = \neg p$$

**Table 3:** Truth table for NOT Gate

<b>p</b>	<b>q</b>
0	1
1	0

- Exercise: Develop a circuit for the following expressions:

1  $z = (a \wedge \neg b) \vee (p \wedge \neg q)$

2  $z = (\neg a \vee b) \wedge (\neg p \vee q)$

# Use Case

- If it is raining and (assuming you have both an umbrella and a raincoat) then "get ready to leave"
- If it is raining and (assuming you have either an umbrella or a raincoat but not both) then "avoid getting wet"
- If it is raining and (assuming you don't have neither an umbrella nor a raincoat but not both) then "avoid getting wet"
- If it is not raining then "go out and have fun"



# Use Case

```
if (first && (second && third)){  
    printf("get ready to leave\n");  
}  
else if (first && (second||third)){  
    printf("avoid getting wet!\n");  
}  
else if (first && !(second||third)){  
    printf("stay home\n");  
}  
else if (!first){  
    printf("no rain , have fun!\n");  
}
```

**Full gates.c code is in the GitHub repo.**

# Practice Exercise

**Convert gates.c program into a digital circuit.**

# Next class

- More discussion on NAND, NOR, and XOR gates...

# Reading Assignment

- Principles of Computer Hardware by **Alan Clements**:  
Chapter 02 - 2.1 to 2.3;

Do you have any questions from this class discussion?