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**CNIT 176** 

Lab 06

10/5/2022

## **Combinatorial Circuits**

| Α | В | С | (A'B'+C) |
|---|---|---|----------|
| 0 | 0 | 0 | 0        |
| 0 | 0 | 1 | 0        |
| 0 | 1 | 0 | 1        |
| 0 | 1 | 1 | 0        |
| 1 | 0 | 0 | 1        |
| 1 | 0 | 1 | 0        |
| 1 | 1 | 0 | 1        |
| 1 | 1 | 1 | 0        |

Figure 1: Truth table for (A'B' + C)

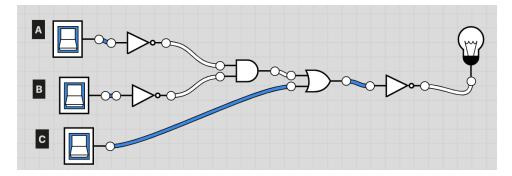


Figure 2: (A'B'+C) gate

Summary: In general, the gate is only true when C is true while either A or B are true, or both A & B are true.

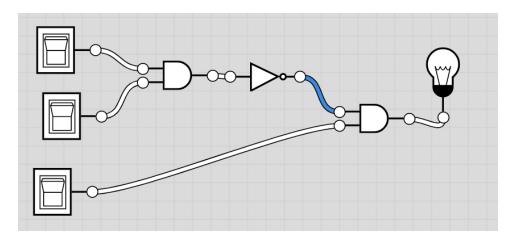


Figure 3: Combinatorial circuit 2

| A | В | С | Υ |
|---|---|---|---|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 1 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 0 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 0 |
| 1 | 1 | 1 | 0 |

Figure 4: Truth table for combinatorial circuit 2

Compared to the first combinatorial circuit, this circuit is true only when C is true and either A or B are true. The circuit is **not true** when A and B are both true but **is true** when they are both false (while C is on).

## **Sequential Circuits**

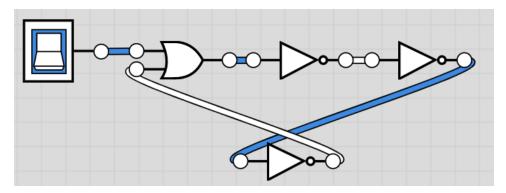


Figure 5: Ring oscillator

| Previous Output | Current Output |
|-----------------|----------------|
| 0               | 1              |
| 1               | 0              |

Figure 6: Ring oscillator state table

The output of the last NOT gate is blinking at a rate of approx. 6 oscillations/second. I found this by slowing down a screen recording of the oscillator running and counting the number of times the output of the last NOT gate oscillates in the span of 1 second.

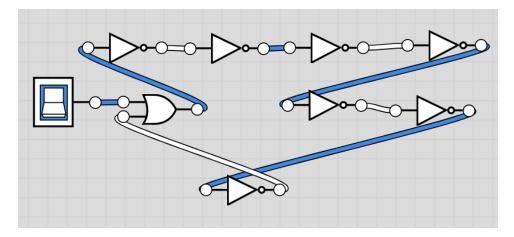


Figure 7: Longerring oscillator

Using the same screen recording method that I used for figure 5, I observed the oscillation rate of the final NOT gate was 5 oscillations/second. I used 7 NOT gates in this example, 4 more than the initial ring oscillator. From these results, I can infer that an increased number of gates correlates with a lower clock speed, and vice versa.

#### **SR Flip Flop**

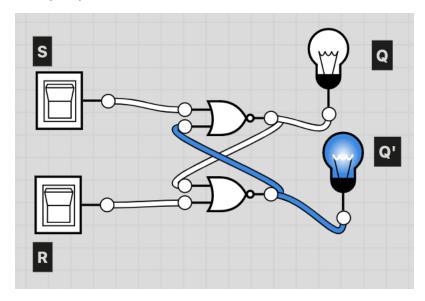


Figure 8: SR Flip Flop

| S | R | Previous Q | Current Q | Current Q' |
|---|---|------------|-----------|------------|
| 1 | 0 | 1          | 1         | 0          |
| 1 | 1 | 1          | 0         | 0          |
| 0 | 1 | 0          | 1         | 0          |
| 1 | 1 | 0          | 0         | 0          |
| 0 | 0 | 0          | 0         | 1          |

Figure 9: SR Flip Flop state table

# SR Flip Flop with DeMorgan's Law

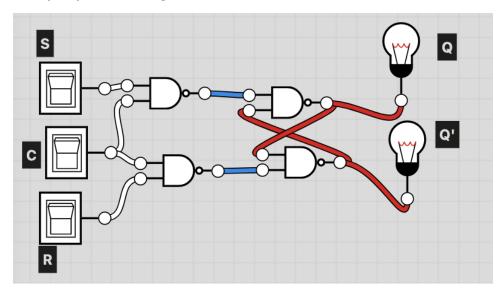


Figure 10: SR Flip Flop using DeMorgan's law

## The XNOR Gate

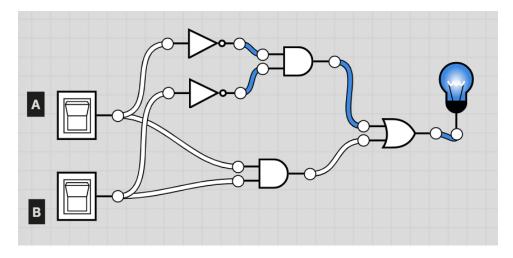


Figure 11: XNOR circuit with ANDs, ORs, NOTs only

## **Additional Circuit Practice**

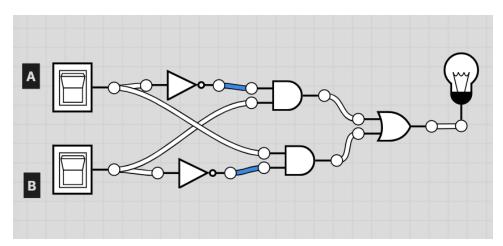


Figure 12: (A'\*B)+(A\*B')=A+B gate

| Α | В | (A'*B)+(A*B')=A+B |
|---|---|-------------------|
| 0 | 0 | 0                 |
| 1 | 0 | 1                 |
| 1 | 1 | 0                 |
| 0 | 1 | 1                 |

Figure 12: State table for (A'\*B)+(A\*B')=A+B

This gate has a similar truth table to the XOR gate where it is true when either A or B are true, but false when both or neither A or B are true. In terms of design, I would say this gate is an expanded version of the XOR gate using only AND, NOR, and NOT gates.