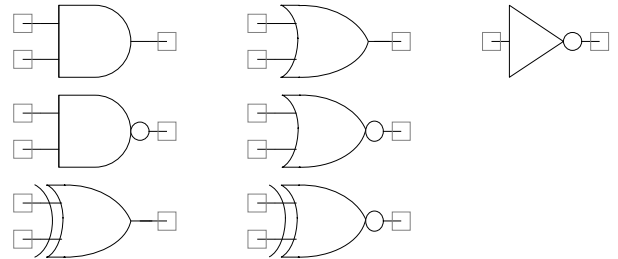


Digital Logic Gates

1.0

Features

- Industry-standard logic gates
- Configurable number of inputs up to 8
- Optional array of gates



General Description

Logic gates provide basic boolean operations. The output of a logic gate is a boolean combinatorial function of the inputs. There are seven basic logic gates: AND, OR, Inverter (NOT), NAND, NOR, XOR, and XNOR.

When to Use a Logic Gate

Use logic gates when you want to perform basic logical operations. You can perform more complex operations with various combinations of the basic logic gates.

Input/Output Connections

This section describes the various input and output connections for the Logic Gates. An asterisk (*) in the list of I/Os indicates that the I/O may be hidden on the symbol under the conditions listed in the description of that I/O.

Input 1

Every logic gate has at least one digital input

Input 2

All logic gates, except the Inverter (NOT), have a second digital input.

Inputs 3 - 8 *

All logic gates, except the Inverter (NOT), can be configured to have up to eight input terminals.

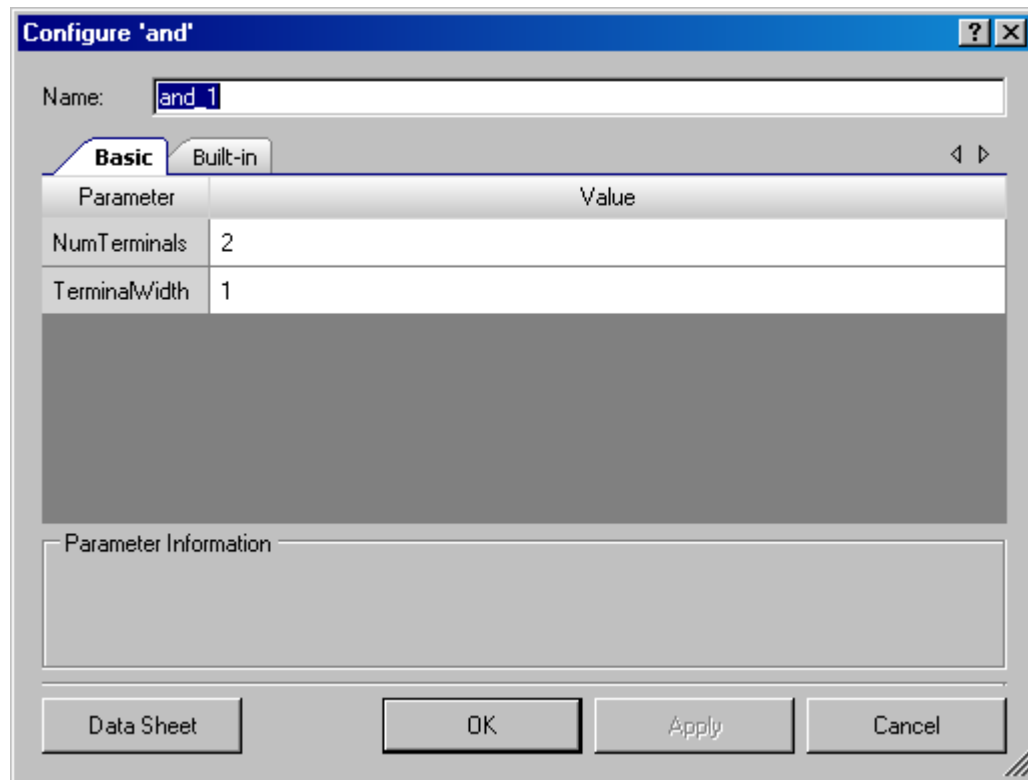
Output

All logic gates have one output.

Component Parameters

Drag a logic gate onto your design and double-click it to open the **Configure** dialog.

Figure 1. Configure AND Dialog



Logic gates provide the following parameters:

NumTerminals

For all logic gates, except Inverter (NOT), this parameter determines the number of input terminals. The minimum is **2** (default) and the maximum is **8**. The Inverter (NOT) gate does not have this parameter.

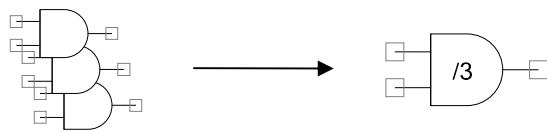
TerminalWidth

This parameter determines the array width of the input and output terminals (default is **1**).

You can create an array of the logic gate, which may be useful when a logic function is performed across buses of inputs and a bus of outputs. It defines the number of wires in the buses that can be attached to the same number of discrete logic gates in parallel.

Figure 2 is a conceptual example of an AND gate with 2 inputs and an array width of 3. In practice, only a single AND gate would be shown with 2 inputs and 1 output, each of which would connect to a bus with a width of 3 wires.

Figure 2. Array Conceptual Example



Resources

All digital logic gates are converted to a sum of products and placed into a Universal Digital Block (UDB) programmable logic. This process results in digital logic gates being automatically optimized and placed into the PSoC device. Resource use depends on the specific logic created and cannot be determined before project compilation in PSoC Creator.

Functional Description

This section describes each of the logic gates separately. The gate logic descriptions use the following convention to describe logic levels:

- True = 1 = high logic level
- False = 0 = low logic level

AND Gate

The AND gate performs logical multiplication in the same way as the logical AND operator. It has two or more inputs and one output. As shown in [Table 1](#), the output is true when all inputs are true. Otherwise, the output is false.

Table 1. AND Truth Table

| Input 1 | Input 2 | Output |
|---------|---------|--------|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

OR Gate

The OR gate performs logical addition in the same way as the logical inclusive OR operator. It has two or more inputs and one output. As shown in [Table 2](#) the output is true if the inputs are true. If all inputs are false then the output is false.

Table 2. OR Truth Table

| Input 1 | Input 2 | Output |
|---------|---------|--------|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

Inverter (NOT) Gate

The Inverter, also called a NOT gate, performs the basic logic function called inversion. In other words, this gate changes one logic level (true/false) to the opposite logic level. The NOT gate has only one input and one output. As shown in [Table 3](#), the output is false when the input is true and vice-versa.

Table 3. Inverter (NOT) Truth Table

| Input | Output |
|-------|--------|
| 1 | 0 |
| 0 | 1 |

NAND Gate

The NAND gate operates as an AND gate followed by a NOT gate. It acts in the manner of the logical operation AND followed by negation. It has two or more inputs and one output. As shown in [Table 4](#), the output is false if all inputs are true. Otherwise, the output is true.

Table 4. NAND Truth Table

| Input 1 | Input 2 | Output |
|---------|---------|--------|
| 0 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

NOR Gate

The NOR gate operates as an OR gate followed by a NOT gate. It has two or more inputs and one output. As shown in [Table 5](#), the output is true if all inputs are false. Otherwise, the output is false.

Table 5. NOR Truth Table

| Input 1 | Input 2 | Output |
|---------|---------|--------|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 0 |

XOR Gate

The XOR (exclusive-OR) gate is useful as a parity generator. It has two or more inputs and one output. As shown in [Table 6](#), the output is true when there are an odd number of true inputs. Otherwise, the output is false.

Table 6. XOR Truth Table

| Input 1 | Input 2 | Input 3 | Output |
|---------|---------|---------|--------|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 1 |
| 0 | 1 | 0 | 1 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 0 |
| 1 | 1 | 1 | 1 |

XNOR gate

The XNOR (exclusive-NOR) gate operates as an XOR gate followed by a NOT gate. It has two or more inputs and one output. As shown in [Table 7](#), the output is true when there is an even number of true inputs. Otherwise, the output is false.

Table 7. XNOR Truth Table

| Input 1 | Input 2 | Input 3 | Output |
|---------|---------|---------|--------|
| 0 | 0 | 0 | 1 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 0 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 0 |

Component Changes

This section lists the major changes in the component from the previous version.

| Version | Description of Changes | Reason for Changes / Impact |
|---------|-----------------------------------|---------------------------------|
| 1.0.c | Minor datasheet edits and updates | |
| 1.0.b | Minor datasheet edits and updates | |
| 1.0.a | Updated datasheet. | XNOR truth table was incorrect. |

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