

# CS/COE 0447

Implementing Logic:  
Teaching the Machine  
to “think”

wilkie (with content borrowed from:  
Jarrett Billingsley  
Dr. Bruce Childers)

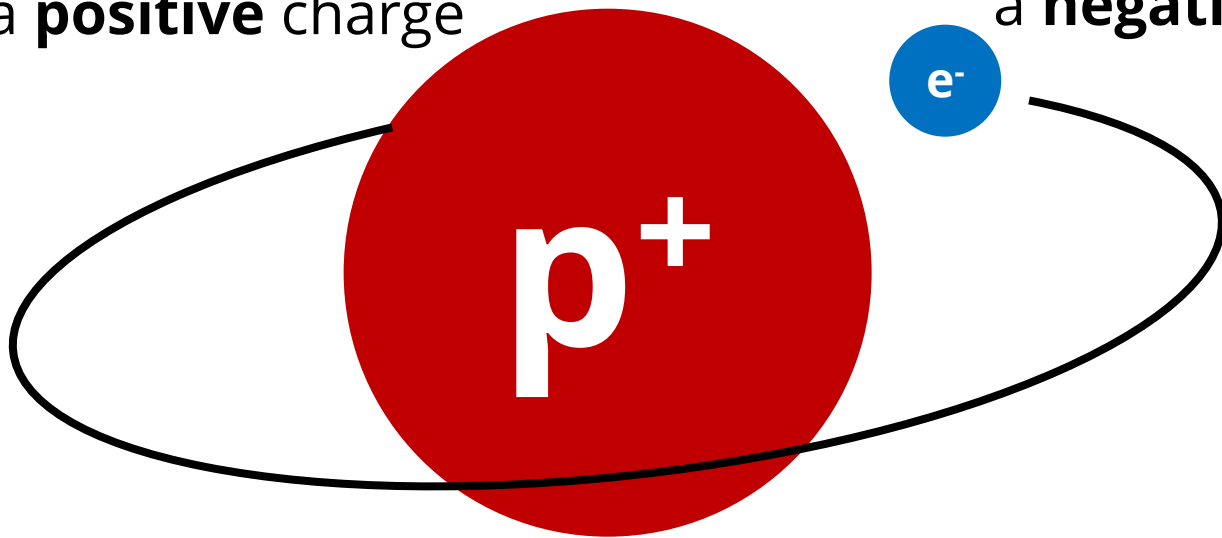
# What's electricity?

(for fun section)

# In your orbit

here's a proton. it has  
a **positive** charge

here's an electron. it has  
a **negative** charge

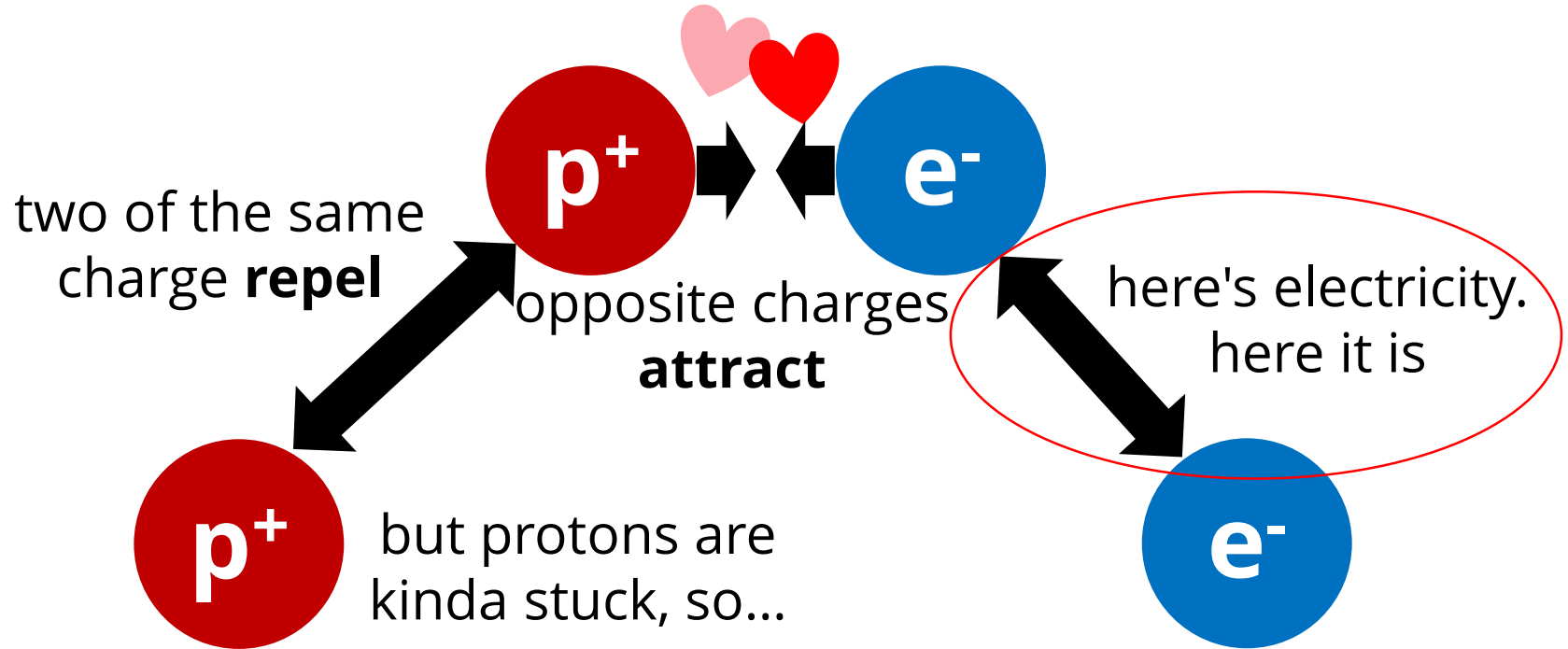


it kinda  
goes  
around  
the proton  
in an orbit\*

protons sit still while electrons can move around

*\*narrator: that was not true.*

# Opposites attract...

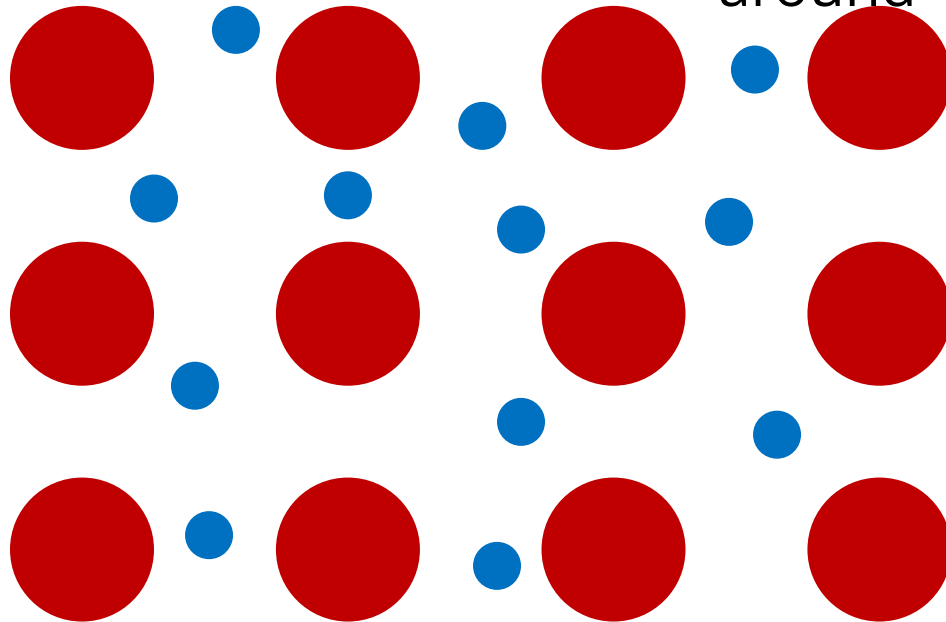


# Lots of fish electrons in the sea

here's a solid piece of metal

the atoms are in a fixed structure

but *some* of the electrons are free to move  
around

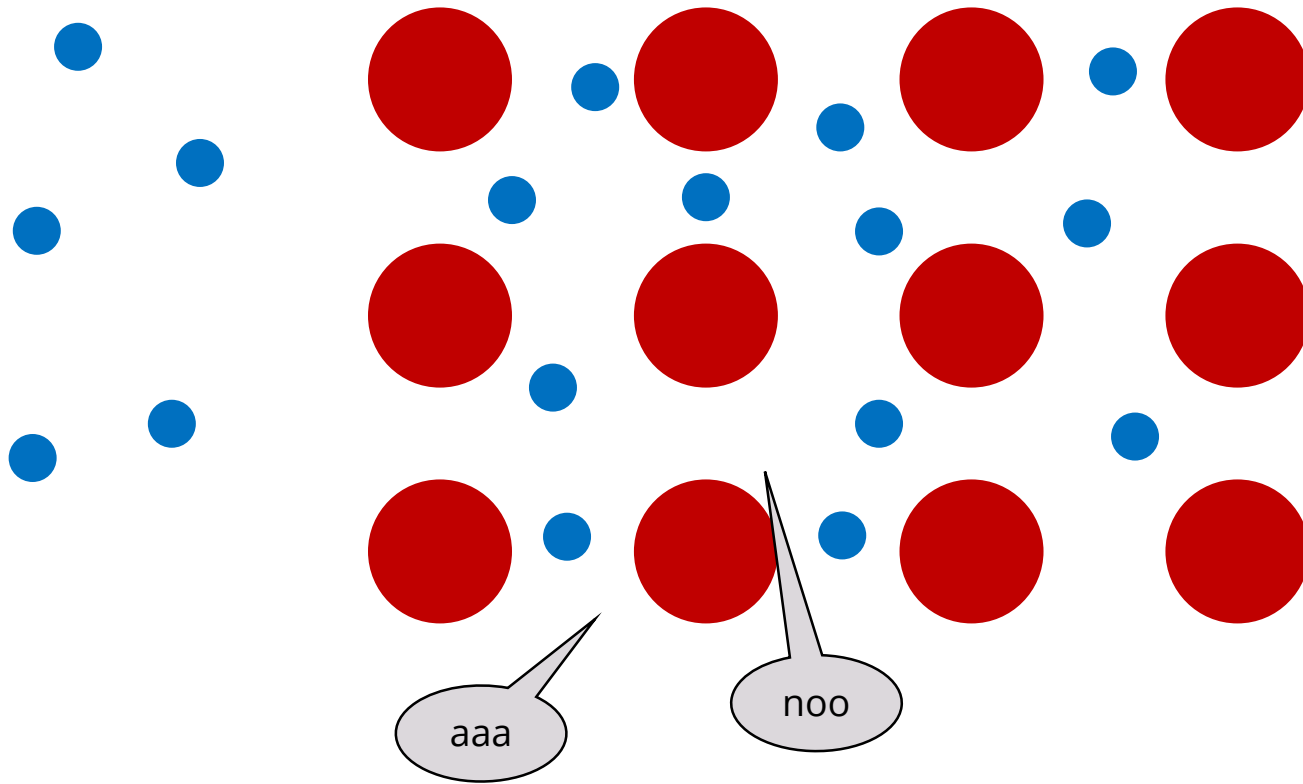


right now, the charges are  
**balanced:** same number of  
positive and negative

let's knock it out of whack

# Two moles is company, three's a crowd

let's shove more electrons in



packing more electrons in leads to two things:

1. this metal is now **negatively charged**
2. the electrons are now **closer together** meaning they're **less happy**

# Carousel of unhappiness

if we shove some down a wire

wire

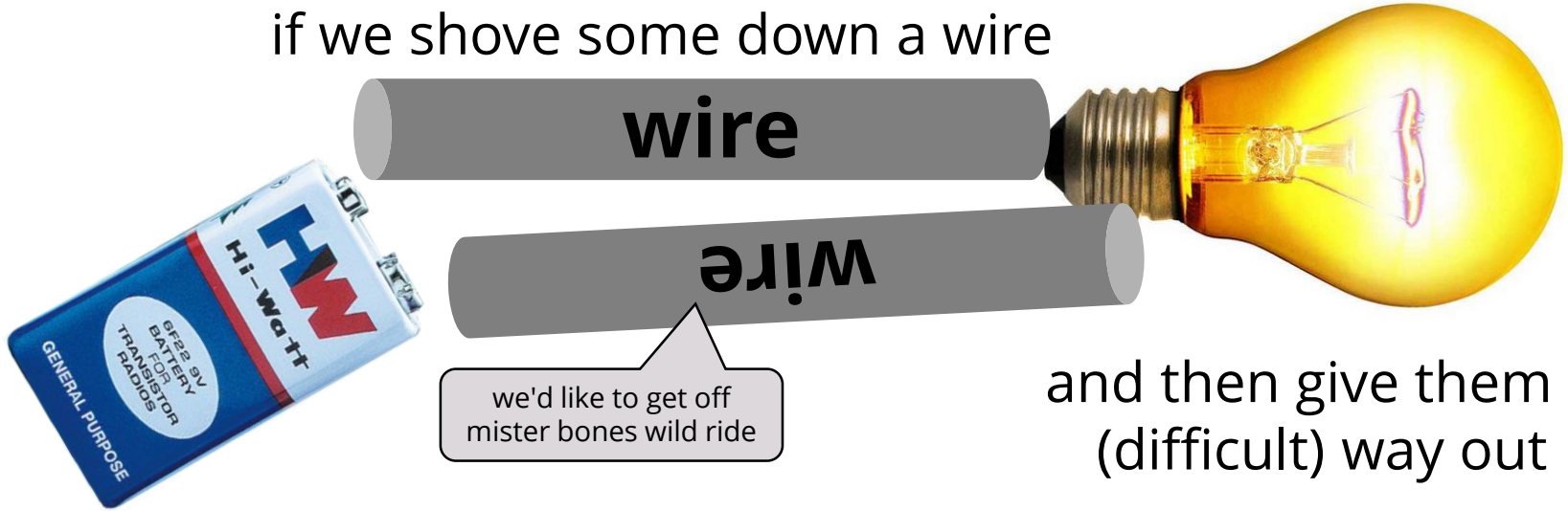
wire

we'd like to get off  
mister bones wild ride

and then give them a  
(difficult) way out

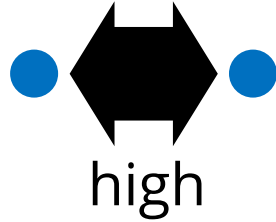
and then have something which  
will **squeeze them back together**  
again

well now you have electricity



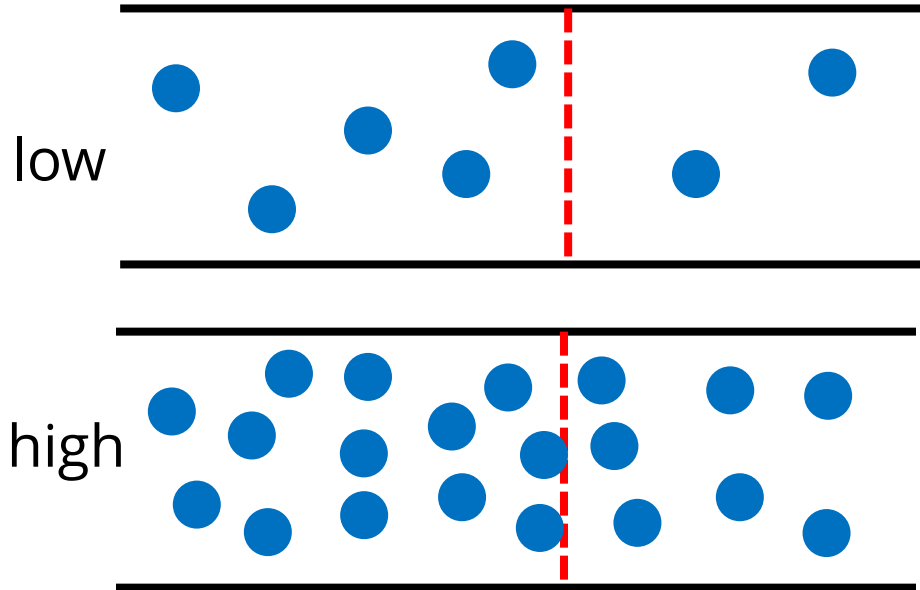
# Watch em go

**voltage** measures  
electron  
unhappiness



**and that's electricity**

**current** measures how  
many electrons per  
second are moving past a  
point



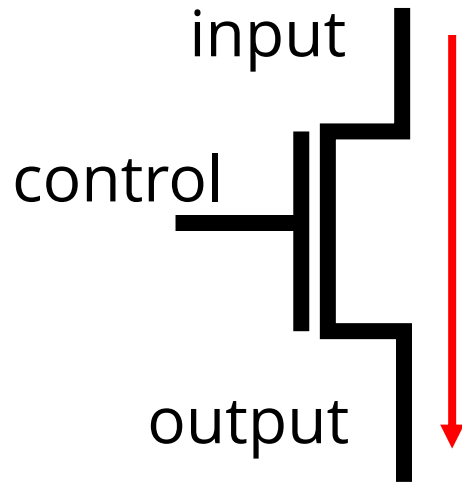


# Logic Basics

Transistors n'at

# Transistors

- A transistor is like a little valve, or switch
- The input, output, and control are all single bits
- The bits are represented as voltages (maybe 3.3V = **1**, 0V = **0**)

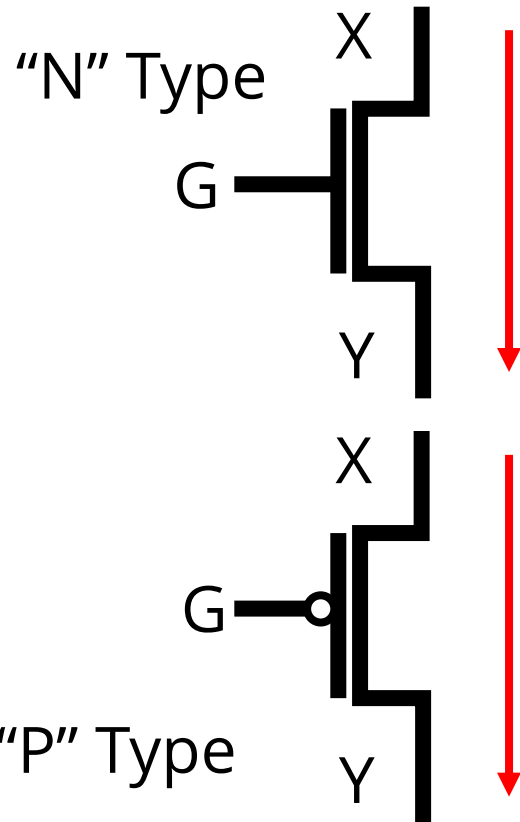


now just put 3 billion  
of them together! who  
said EE was hard?

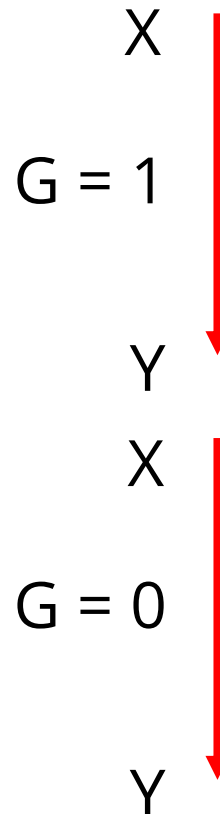
it connects its input to its  
output if control is a **1**

# Two Types of MOS Transistor

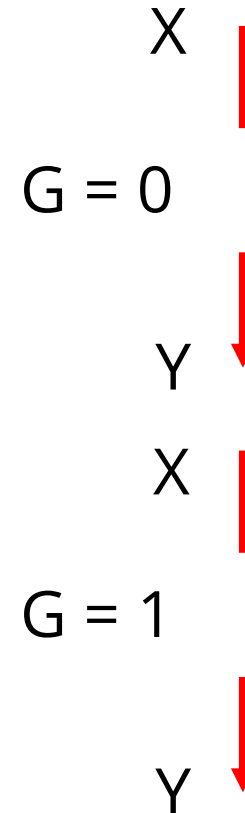
- Metal Oxide Semiconductor transistors come in two varieties:



ON



OFF

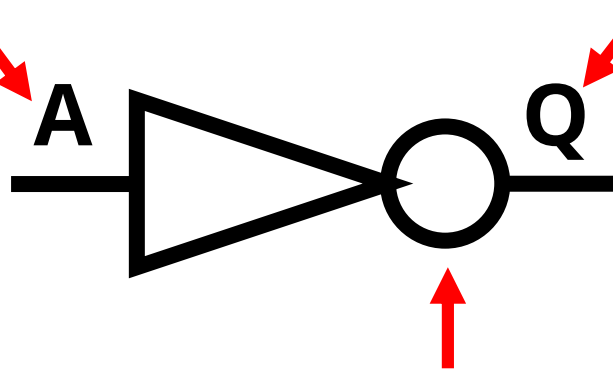


# Gates

- We can combine transistors in interesting ways to make **gates**
- A **gate** implements one of the basic **boolean logic** functions
- Let's start with the simplest: the **NOT gate**

A is the input

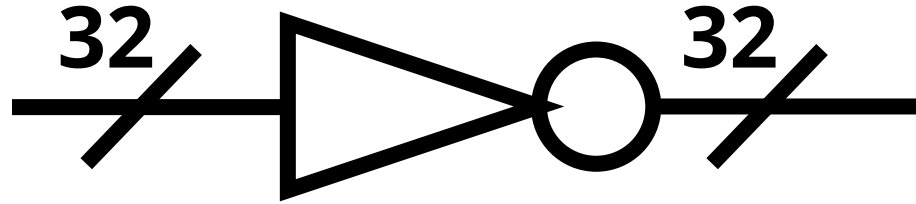
Q is the output



this little bubble  
means "invert"


# Time to bundle up

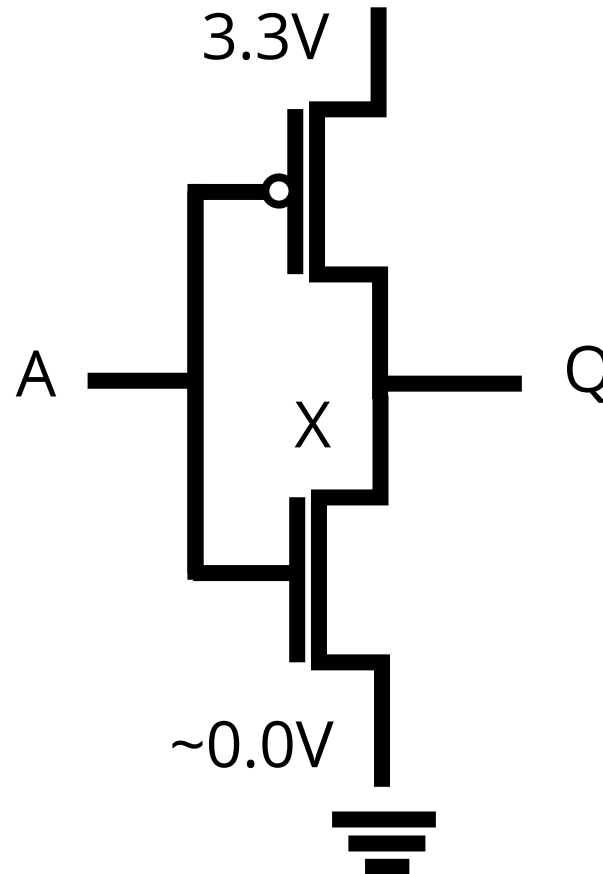
- If we want to, say, NOT a 32-bit value, we can draw it like:



- It's a lot nicer than drawing 32 wires with 32 NOT gates
- Logisim calls these **wire bundles**
  - It doesn't draw the slashes and numbers though...

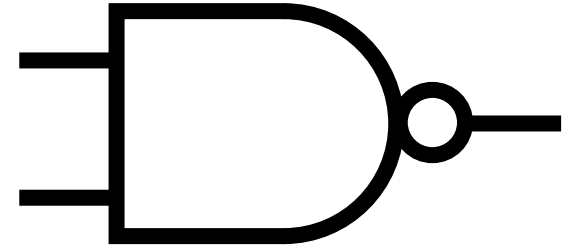
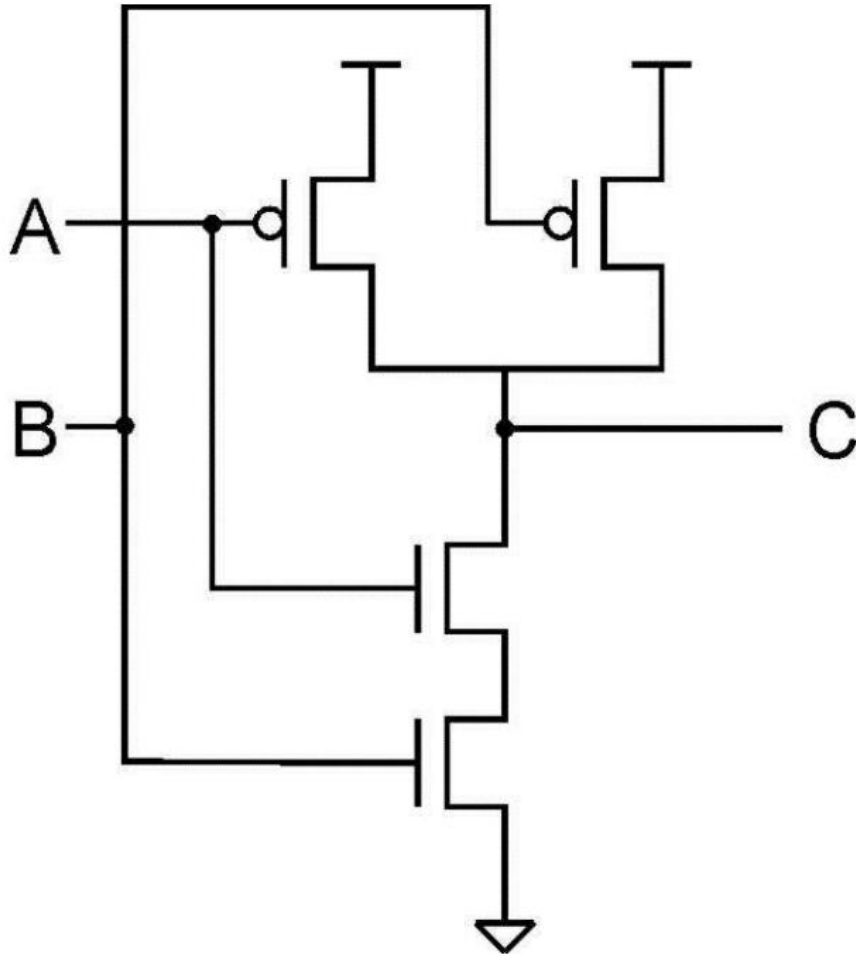
# NOT (With MOS Transistors)

- AKA an “Inverter”
- Input value “A” manipulates transistors and output “Q”
- Voltage goes to ground (  ) unless it goes to Q
- “high” voltage == “1”



A	Q
0	1
1	0

# NAND (MOS)

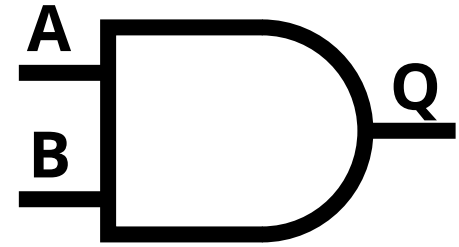
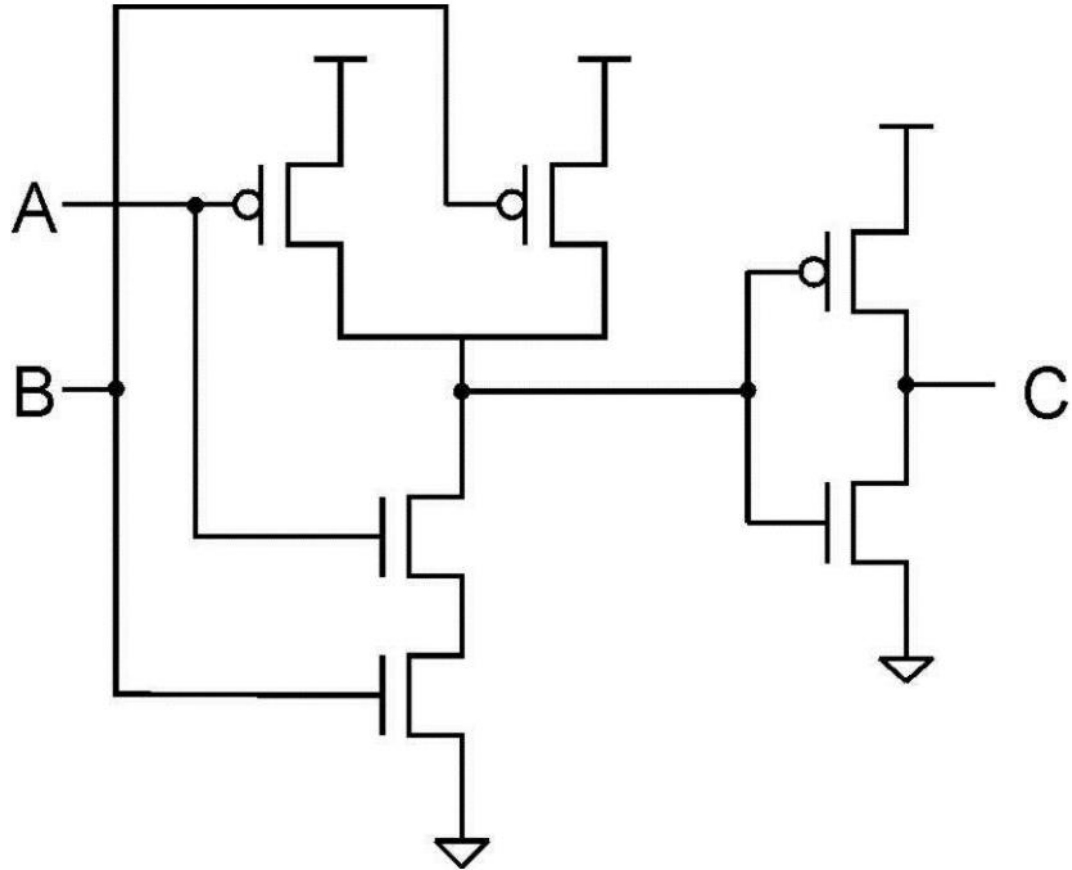


NAND gate

A	B	Q
0	0	1
0	1	1
1	0	1
1	1	0

$\overline{AB}$

# AND (MOS)



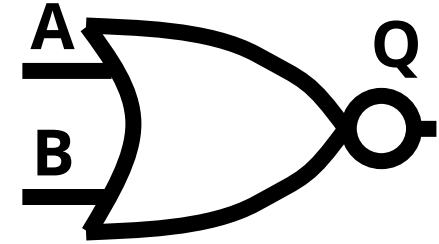
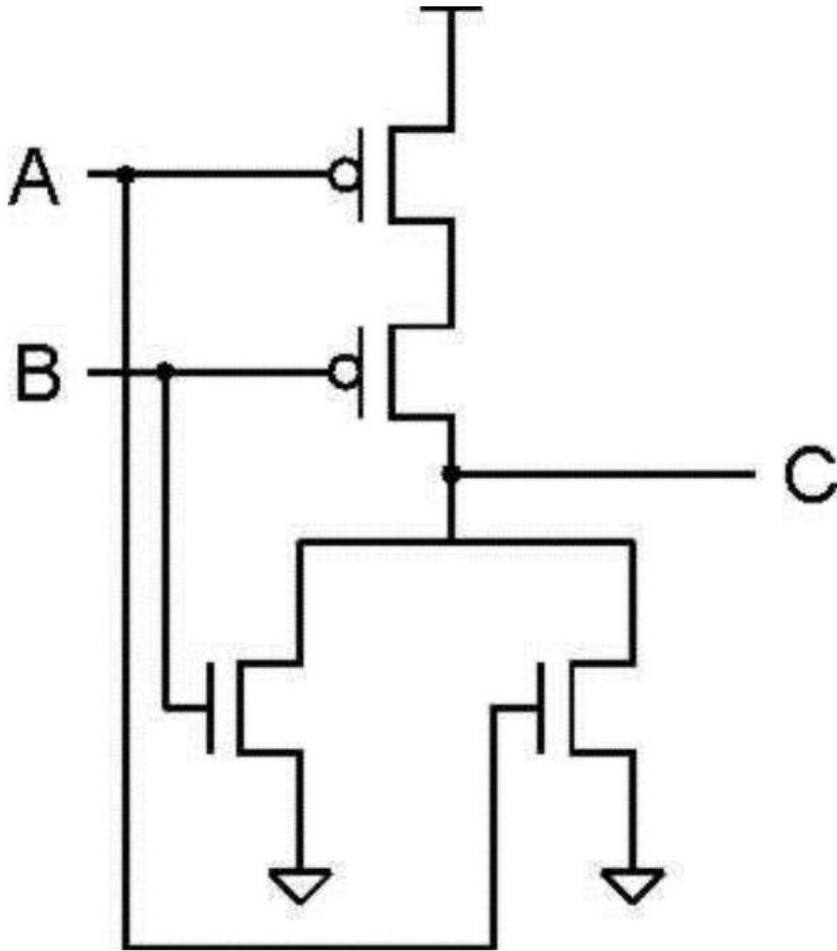
AND gate

A	B	Q
0	0	0
0	1	0
1	0	0
1	1	1

AB



# NOR (MOS)

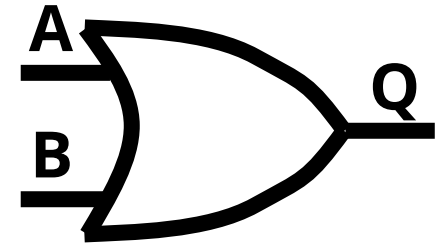
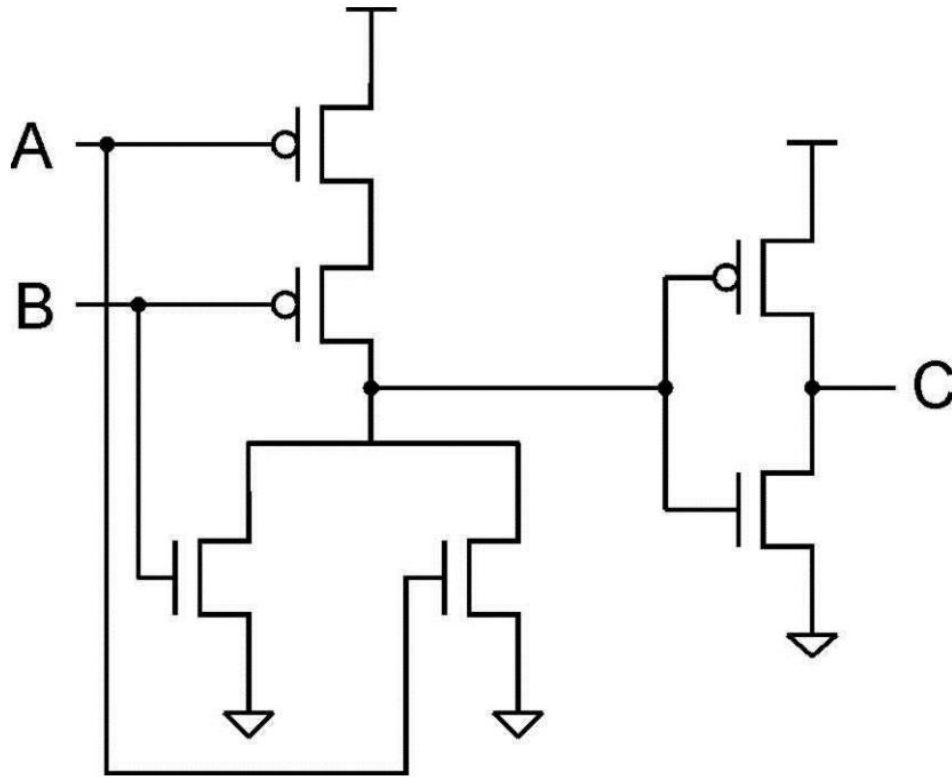


NOR gate

A	B	Q
0	0	1
0	1	0
1	0	0
1	1	0

$$\overline{A+B}$$

# OR (MOS)



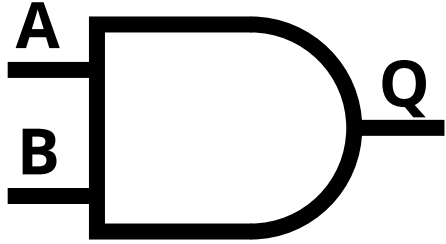
OR gate

A	B	Q
0	0	0
0	1	1
1	0	1
1	1	1

$$A+B$$

# AND, OR, and... XOR?

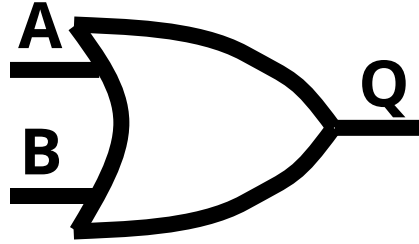
- we know about AND and OR, but what's XOR?



AND gate

A	B	Q
0	0	0
0	1	0
1	0	0
1	1	1

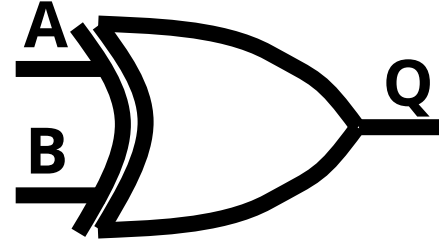
$AB$



OR gate

A	B	Q
0	0	0
0	1	1
1	0	1
1	1	1

$A+B$

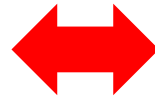


XOR gate

A	B	Q
0	0	0
0	1	1
1	0	1
1	1	0

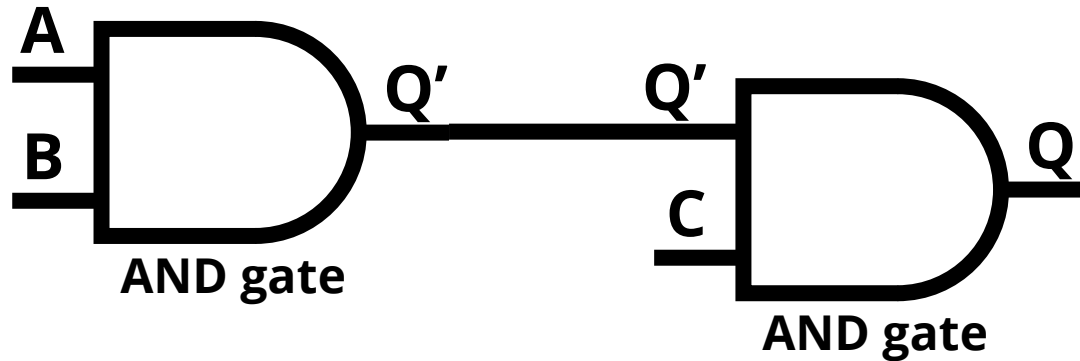
$A \times B$

eXclusive **OR**  
means "one or  
the other, but  
NOT BOTH."



# AND (multiple inputs)

- If you have more than 2 inputs... you can just concatenate:



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

# AND and/or OR

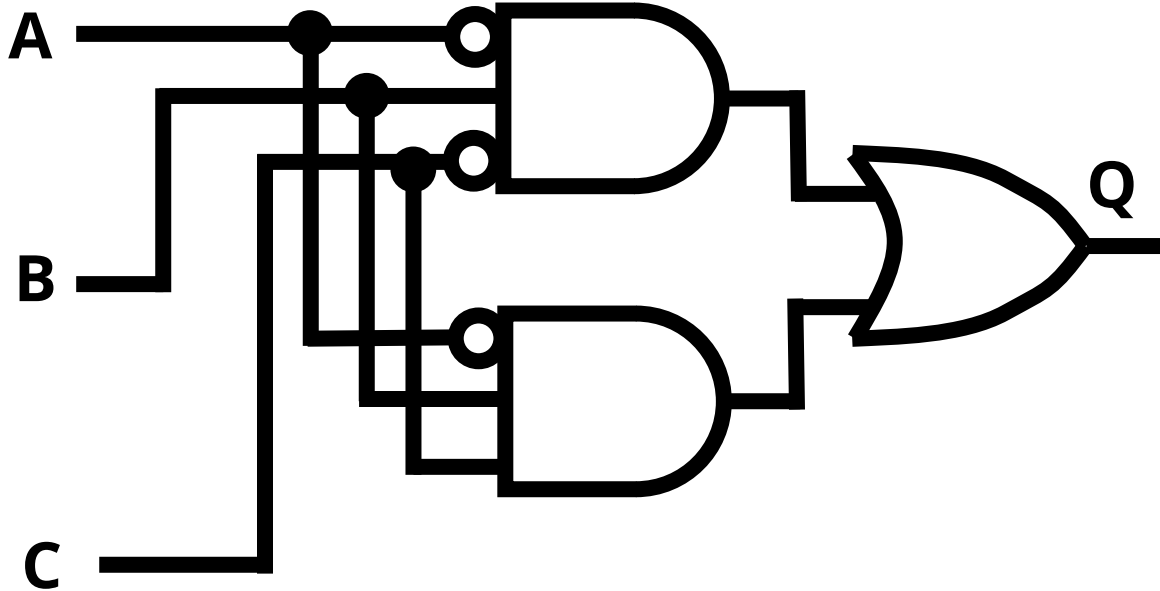
- Combining logic is just a matter of combining logic gates:
- Look at when Q is "1"
- OR each of those by the AND of each term:

$$\overline{A}B\overline{C} + \overline{A}BC$$

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

# AND and/or OR

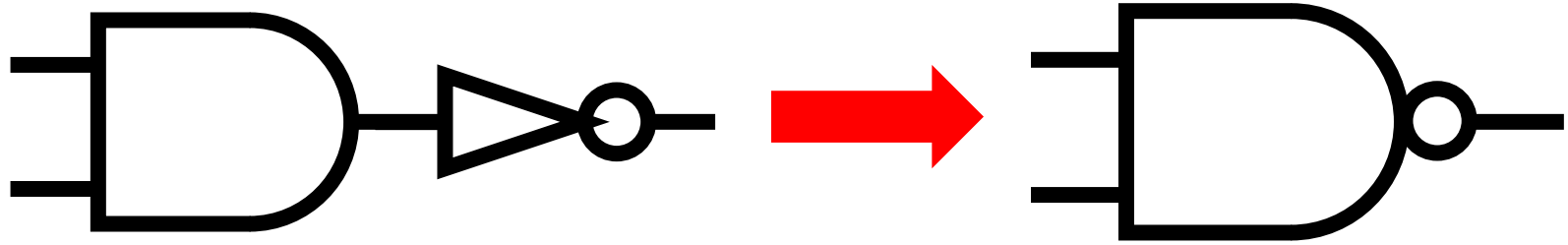
$$\bar{A}B\bar{C} + \bar{A}BC$$



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

## If you give an electrical engineer a NAND gate...

- Sum up: If a NOT gate is after an AND gate, you get a NAND gate:



- This kind of gate has a cool property: it's **universal**
  - In other words, you can build **an entire computer** with NANDs (or NORs)
  - Think how to build a NOT from a NAND (Then build an AND, etc)
- But this isn't how real circuits are designed, at least not anymore
- Digital logic courses use them cause **NAND gate chips are cheap**
- But in Logisim, we have infinite gates for free :D
- **Use the kind of gate you need for the situation at hand**