Digital Logic and Minecraft Implementation

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May 21, 2025

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Basic Concepts of Digital Logic

- Digital logic uses binary system (0 and 1)
- 0 represents low voltage (Low)
- 1 represents high voltage (High)
- These states can be implemented through circuits

Basic Logic Gates

- AND Gate: Output is 1 only when both inputs are 1
- OR Gate: Output is 1 when any input is 1
- NOT Gate: Output is opposite of input
- NAND Gate: AND Gate output inverted
- NOR Gate: OR Gate output inverted

Logic Gate Truth Tables

AND Gate

Input A	Input B	Output
0	0	0
0	1	0
1	0	0
1	1	1

Logic Gate Truth Tables

OR Gate

Input A	Input B	Output
0	0	0
0	1	1
1	0	1
1	1	1

Logic Gate Truth Tables

NOT Gate

Input	Output
0	1
1	0

Redstone System in Minecraft

- Redstone Dust: Transmits signals
- Redstone Torch: Generates signals
- Redstone Repeater: Delays and amplifies signals
- Redstone Comparator: Compares signal strengths

Logic Gate Implementation in Minecraft

Basic Logic Gates

- NOT Gate: Using redstone torch
- AND Gate: Using two redstone torches in series
- OR Gate: Using two redstone torches in parallel

Note

In Minecraft, the on/off state of redstone torches is opposite to the logic gate input/output

Practical Applications in Minecraft

- Automatic Door Systems
- Trap Mechanisms
- Automatic Farms
- Item Sorting Systems

Thank You

Thank you for listening!