

ECE 274 Digital Logic – Fall 2009

Basic Logic Gates

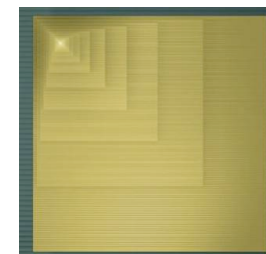
Digital Design 2.1 – 2.6



Digital Design

Chapter 2: Combinational Logic Design

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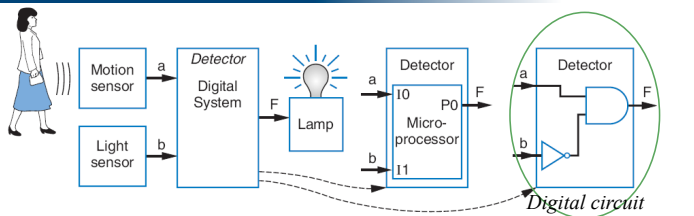
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2

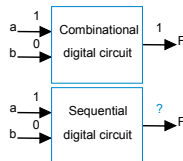
Digital Logic – Combinational Logic

2.1

Introduction



- Let's learn to design digital circuits
- We'll start with a simple form of circuit:
 - **Combinational circuit**
 - A digital circuit whose outputs depend solely on the present combination of the circuit inputs' values



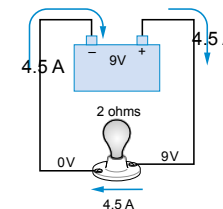
3

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2.2

Switches

- Electronic switches are the basis of binary digital circuits
 - Electrical terminology
 - **Voltage:** Difference in electric potential between two points
 - Analogous to water pressure
 - **Current:** Flow of charged particles
 - Analogous to water flow
 - **Resistance:** Tendency of wire to resist current flow
 - Analogous to water pipe diameter
 - $V = I * R$ (Ohm's Law)

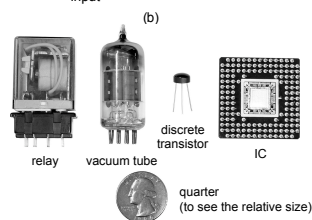
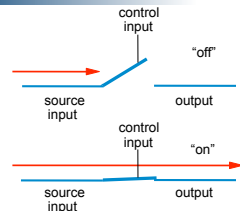


4

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Switches

- A switch has three parts
 - Source input, and output
 - Current wants to flow from source input to output
 - Control input
 - Voltage that controls whether that current can flow
- The amazing shrinking switch
 - 1930s: Relays
 - 1940s: Vacuum tubes
 - 1950s: Discrete transistor
 - 1960s: Integrated circuits (ICs)
 - Initially just a few transistors on IC
 - Then tens, hundreds, thousands...

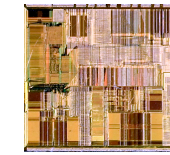
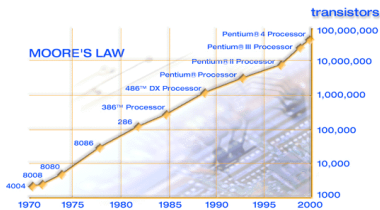


5

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Moore's Law

- IC capacity doubling about every 18 months for several decades
 - Known as "Moore's Law" after Gordon Moore, co-founder of Intel
 - Predicted in 1965 predicted that components per IC would double roughly every year or so
 - Today's ICs hold *billions* of transistors
 - The first Pentium processor (early 1990s) needed only 3 million



An Intel Pentium processor IC having millions of transistors

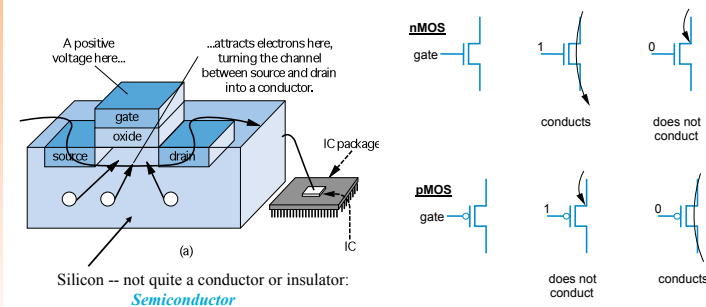
6

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CMOS Transistor

2.3

- CMOS transistor
 - Basic switch in modern ICs



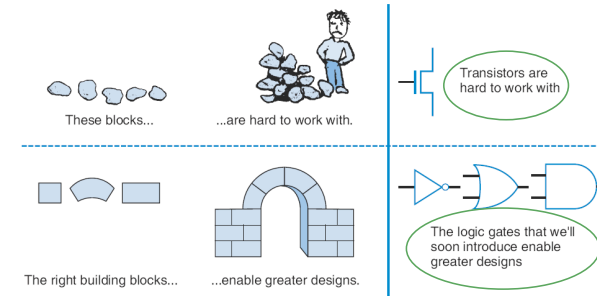
7

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Boolean Logic Gates - Building Blocks for Digital Circuits

2.4

- "Logic gates" are better digital circuit building blocks than switches (transistors)
 - Why?...



8

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Boolean Algebra and its Relation to Digital Circuits

- To understand the benefits of “logic gates” vs. switches, we should first understand Boolean algebra
- “Traditional” algebra
 - Variable represent real numbers
 - Operators operate on variables, return real numbers
- Boolean Algebra**
 - Variables represent 0 or 1 only
 - Operators return 0 or 1 only
 - Basic operators
 - AND: $a \text{ AND } b$ returns 1 only when both $a=1$ and $b=1$
 - OR: $a \text{ OR } b$ returns 1 if either (or both) $a=1$ or $b=1$
 - NOT: $\text{NOT } a$ returns the opposite of a (1 if $a=0$, 0 if $a=1$)

a	b	AND
0	0	0
0	1	0
1	0	0
1	1	1

a	b	OR
0	0	0
0	1	1
1	0	1
1	1	1

a	NOT
0	1
1	0

9

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Boolean Algebra and its Relation to Digital Circuits

- Developed mid-1800’s by George Boole to formalize human thought
 - Ex: “I’ll go to lunch if Mary goes OR John goes, AND Sally does not go.”
 - Let F represent my going to lunch (1 means I go, 0 I don’t go)
 - Likewise, m for Mary going, j for John, and s for Sally
 - Then $F = (m \text{ OR } j) \text{ AND NOT}(s)$
 - Nice features
 - Formally evaluate
 - $m=1, j=0, s=1 \rightarrow F = (1 \text{ OR } 0) \text{ AND NOT}(1) = 1 \text{ AND } 0 = 0$
 - Formally transform
 - $F = (m \text{ and NOT}(s)) \text{ OR } (j \text{ and NOT}(s))$
 - Looks different, but same function
 - We’ll show transformation techniques soon

a	b	AND
0	0	0
0	1	0
1	0	0
1	1	1

a	b	OR
0	0	0
0	1	1
1	0	1
1	1	1

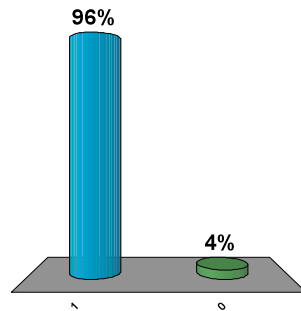
a	NOT
0	1
1	0

10

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Evaluating Boolean Equations

- Evaluate the Boolean equation: $F = (a \text{ AND } b) \text{ OR } (c \text{ AND } d)$, where $a=1, b=1, c=1, d=0$. What is the value of F ?
 - 1
 - 0

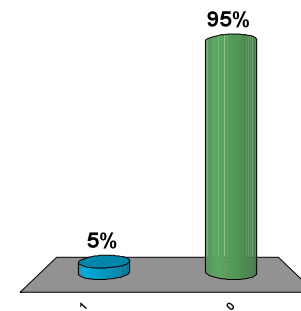


11

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Evaluating Boolean Equations

- Evaluate the Boolean equation: $F = (a \text{ AND } b) \text{ OR } (c \text{ AND } d)$, where $a=0, b=1, c=0, d=1$. What is the value of F ?
 - 1
 - 0



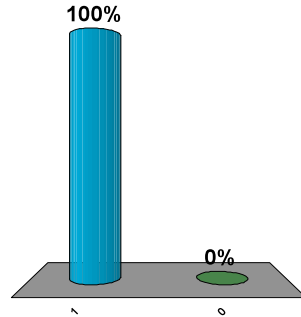
12

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Evaluating Boolean Equations

- Evaluate the Boolean equation: $F = (a \text{ AND } b) \text{ OR } (c \text{ AND } d)$, where $a=1, b=1, c=1, d=1$. What is the value of F?

- 1
- 0



13

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Relating Boolean Algebra to Digital Design

Boolean algebra (mid-1800s) → Boole's intent: formalize human thought

Switches (1930s) → For telephone switching and other electronic uses

Shannon (1938) → Showed application of Boolean algebra to design of switch-based circuits

Digital design

Transistor circuit

Symbol

NOT: $x \rightarrow \neg x = F$

OR: $x, y \rightarrow x \vee y = F$

AND: $x, y \rightarrow x \wedge y = F$

Truth table

x	y	F
0	1	1
1	0	0

x	y	F
0	0	0
0	1	1
1	0	1
1	1	1

x	y	F
0	0	0
0	1	0
1	0	0
1	1	1

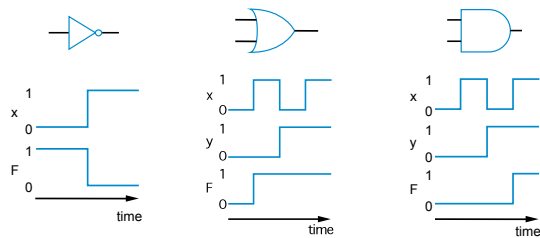
Note: These OR/AND implementations are inefficient; we'll show why, and show better ones later.

- Implement Boolean operators using transistors
 - Call those implementations **logic gates**.
 - Let's us build circuits by doing math** -- powerful concept

14

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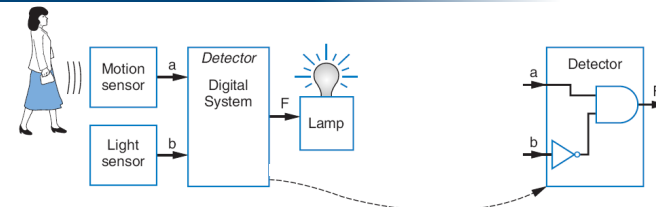
NOT/OR/AND Logic Gate Timing Diagrams



15

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Building Circuits Using Gates

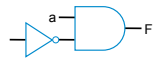


- Motion-in-dark Detector
 - Turn on lamp ($F=1$) when motion sensed ($a=1$) and no light ($b=0$)
 - $F = a \text{ AND } \text{NOT}(b)$
 - Build using logic gates, AND and NOT, as shown
 - We just built our first digital circuit!**

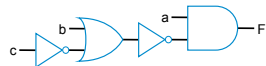
16

Which circuit corresponds to the Boolean Equation:
 $F = a \text{ AND NOT}(b \text{ OR NOT}(c))$

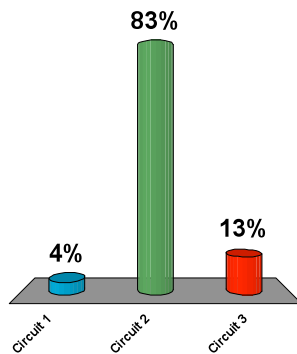
1. Circuit 1



2. Circuit 2



3. Circuit 3



17

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Example: Seat Belt Warning Light System

o Design circuit for warning light

o Sensors

- o $s=1$: seat belt fastened
- o $k=1$: key inserted
- o $p=1$: person in seat



o Capture Boolean equation

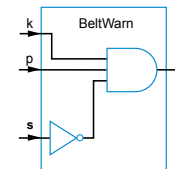
- o person in seat, and seat belt not fastened, and key inserted

$$w = p \text{ AND NOT}(s) \text{ AND } k$$

o Convert equation to circuit

o Notice

- o Boolean algebra enables easy capture as equation and conversion to circuit
 - o How design with switches?
 - o Of course, logic gates are built from switches, but we think at level of logic gates, not switches



18

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Boolean Algebra

2.5

o By defining logic gates based on Boolean algebra, we can use algebraic methods to manipulate circuits

o Start with notation: Writing a AND b, a OR b, and NOT(a) is cumbersome

o Use symbols: $a * b$, $a + b$, and a' (*in fact, $a * b$ can be just ab*)

o Original: $w = (p \text{ AND NOT}(s) \text{ AND } k) \text{ OR } t$

o New: $w = ps'k + t$

- o Spoken as "w equals p and s prime and k, or t"
- o Or even just "w equals p s prime k, or t"
- o s' known as "complement of s"

o While symbols come from regular algebra, *don't* say "times" or "plus"

19

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Boolean Algebra Operator Precedence

Boolean algebra precedence, highest precedence first.

Symbol	Name	Description
()	Parentheses	Evaluate expressions nested in parentheses first
'	NOT	Evaluate from left to right
*	AND	Evaluate from left to right
+	OR	Evaluate from left to right

o Evaluate the following Boolean equations, assuming $a=1$, $b=1$, $c=0$, $d=1$.

o $F = ab + c$.

o Answer: first evaluate ab using the shorthand notation for $*$, then OR with c , resulting in $F = (1*1) + 0 = 1 + 0 = 1$

o $F = ab'$.

o Answer: we first evaluate b' because NOT has precedence over AND, resulting in $F = 1 * (1') = 1 * (0) = 1 * 0 = 0$.

o $F = (ac)'$.

o Answer: we first evaluate what is inside the parentheses, then we NOT the result, yielding $(1*0)' = (0)' = 0' = 1$.

20

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Boolean Algebra Terminology

- Example equation: $F(a,b,c) = a'bc + abc' + ab + c$
- **Variable**
 - Represents a value (0 or 1)
 - Three variables: a, b, and c
- **Literal**
 - Appearance of a variable, in true or complemented form
 - Nine literals: a' , b, c, a, b, c' , a, b, and c
- **Product term**
 - Product of literals
 - Four product terms: $a'bc$, abc' , ab , c
- **Sum-of-products**
 - Equation written as OR of product terms only
 - Above equation is in sum-of-products form. "F = (a+b)c + d" is not.

21

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Boolean Algebra Properties

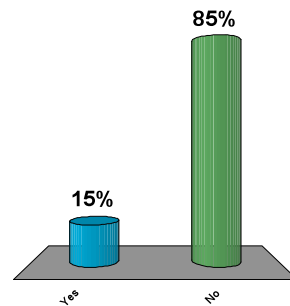
- Commutative
 - $a + b = b + a$
 - $a * b = b * a$
- Distributive
 - $a * (b + c) = a * b + a * c$
 - $a + (b * c) = (a + b) * (a + c)$
 - (this one is tricky!)
- Associative
 - $(a + b) + c = a + (b + c)$
 - $(a * b) * c = a * (b * c)$
- Identity
 - $0 + a = a + 0 = a$
 - $1 * a = a * 1 = a$
- Complement
 - $a + a' = 1$
 - $a * a' = 0$
- To prove, just evaluate all possibilities
- Example: Show $x + x'z$ equivalent to $x + z$.
 - Second distributive property
 - Replace $x+x'z$ by $(x+x')(x+z)$.
 - Complement property
 - Replace $(x+x')$ by 1,
 - Identity property
 - replace $1*(x+z)$ by $x+z$.

22

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Boolean Algebra

- Can $xx' + xy(x'+y')$ ever evaluate to 1?
 1. Yes
 2. No

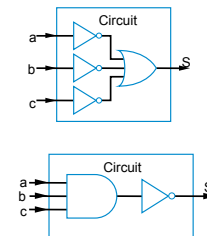


23

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Boolean Algebra Properties

- Null elements
 - $a + 1 = 1$
 - $a * 0 = 0$
- Idempotent Law
 - $a + a = a$
 - $a * a = a$
- Involution Law
 - $(a')' = a$
- DeMorgan's Law
 - $(a + b)' = a'b'$
 - $(ab)' = a' + b'$
 - Very useful!
- To prove, just evaluate all possibilities
- Aircraft lavatory sign example
 - Three lavatories, each with sensor (a, b, c), equals 1 if door locked
 - Light "Available" sign (S) if any lavatory available
- Equation and circuit
 - $S = a' + b' + c'$
- Transform
 - $(abc)' = a' + b' + c'$ (by DeMorgan's Law)
 - $S = (abc)'$
- New equation and circuit
 - Both are equivalent



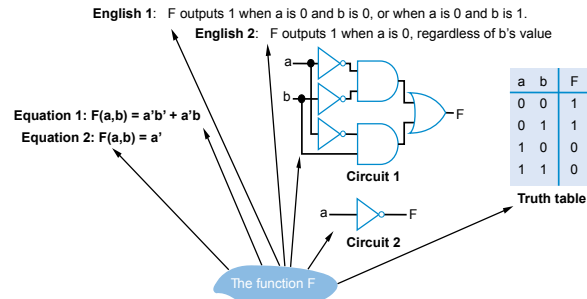
24

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Representations of Boolean Functions

2.6

- A function can be represented in different ways
 - Here are seven representations of the same function using four different methods: English, Equation, Circuit, and Truth Table



25

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Truth Table Representation of Boolean Functions

- Define value of F for each possible combination of input values
 - 2-input function: 4 rows
 - 3-input function: 8 rows
 - 4-input function: 16 rows

a	b	F
0	0	0
0	1	0
1	0	0
1	1	1

(a)

a	b	c	F
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1

(b)

a	b	c	d	F
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	0
1	0	0	0	0
1	0	0	1	0
1	0	1	0	0
1	0	1	1	0
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	1

(c)

- Q: Use truth table to define function $F(a,b,c)$ that is 1 when abc is 5 or greater in binary

a	b	c	F
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

26

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Converting among Representations

- Can convert from any representation to any other
- Common conversions
 - Equation to circuit (we did this earlier)
 - Truth table to equation (which we can convert to circuit)
 - Easy -- just OR each input term that should output 1
 - Equation to truth table
 - Easy -- just evaluate equation for each input combination (row)
 - Creating intermediate columns helps

Q: Convert to equation

a	b	c	F
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

$F = ab'c + abc' + abc$

27

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Standard Representation: Truth Table

- How can we determine if two functions are the same?
 - Is $f = c'(hp + hp' + h')$ the same as $g = hc' + h'pc'$?
 - Use algebraic methods
 - But if we failed, does that prove *not* equal? No.
- Solution: Convert to truth tables
 - Only ONE truth table representation of a given function
 - Standard representation -- for given function, only one version in standard form exists

$f = c'(hp + hp' + h')$
 $f = c'(h(p + p') + h')$
 $f = c'(h + h')$
 $f = c'$
 So...are they equal?

Q: Determine if $F=ab+a'$ is same function as $F=a'b'+a'b+ab$, by converting each to truth table first

F = ab + a'			F = a'b' + a'b + ab		
a	b	F	a	b	F
0	0	1	0	0	1
0	1	1	1	1	1
1	0	0	1	0	0
1	1	1	1	1	1

Same

- But, truth tables too big for numerous inputs

28

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Canonical Form -- Sum of Minterms

- Use standard form of equation instead
 - Known as **canonical form – sum of minterms**
 - Minterm**: product term with every function variable appearing exactly once, in true or complemented form
 - Just multiply-out equation until sum of product terms
 - Then expand each term until all terms are minterms

Q: Determine if $F(a,b)=ab+a'$ is same function as $F(a,b)=a'b'+a'b+ab$, by converting first equation to canonical form (second already in canonical form)

- $F = ab+a'$ (already sum of products)
- $F = ab + a'(b+b')$ (expanding term)
- $F = ab + a'b + a'b'$ (SAME -- same three terms as other equation)

29

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Multiple-Output Example: BCD to 7-Segment Converter

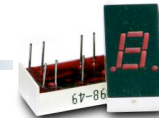
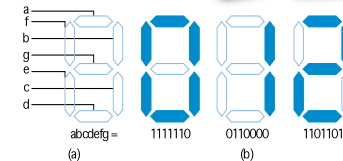


TABLE 2-4 4-bit binary number to seven-segment display truth table

w	x	y	z	a	b	c	d	e	f	g
0	0	0	0	1	1	1	1	1	1	0
0	0	0	1	0	1	1	0	0	0	0
0	0	1	0	1	1	0	1	1	0	1
0	0	1	1	1	1	1	1	0	0	1
0	1	0	0	0	1	1	0	0	1	1
0	1	0	1	1	0	1	1	0	1	1
0	1	1	0	1	0	1	1	1	1	1
0	1	1	1	1	1	1	0	0	0	0
1	0	0	0	1	1	1	1	1	1	1
1	0	0	1	1	1	1	1	0	1	1
1	0	1	0	0	0	0	0	0	0	0
1	0	1	1	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0	0	0
1	1	0	1	0	0	0	0	0	0	0
1	1	1	0	0	0	0	0	0	0	0
1	1	1	1	0	0	0	0	0	0	0



$$a = w'x'y'z' + w'x'yz' + w'xy'z + w'xyz + w'xy'z' + w'xyz' + wx'y'z' + wx'y'z$$

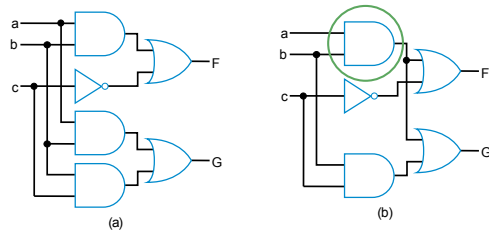
$$b = w'x'y'z' + w'x'y'z + w'x'yz' + w'x'yz + w'xy'z' + w'xy'z + wx'y'z' + wx'y'z$$

30

Digital Logic – Combinational Logic

Multiple-Output Circuits

- Many circuits have more than one output
- Can give each a separate circuit, or can share gates
- Ex: $F = ab + c'$, $G = ab + bc$



Option 1: Separate circuits

Option 2: Shared gates

31

Digital Logic – Combinational Logic

In Class Exercise

- Convert the following Boolean equations to a digital circuit, sharing gates wherever possible.

- $F(a,b,c) = abc + a'b'c + bc'$

- $G(a,b) = ab + a'b'$

32

Digital Logic – Combinational Logic

Some Circuit Drawing Conventions

