

# Logic gates

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## ◆ Last lecture

- Boolean algebra
  - ↳ Axioms
  - ↳ Useful laws and theorems
  - ↳ Simplifying Boolean expressions

## ◆ Today's lecture

- Logic gates and truth tables
- Implementing logic functions
- CMOS switches

# Logic gates and truth tables

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◆ AND  $X \cdot Y$   $XY$



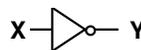
X	Y	Z
0	0	0
0	1	0
1	0	0
1	1	1

◆ OR  $X + Y$



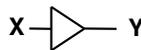
X	Y	Z
0	0	0
0	1	1
1	0	1
1	1	1

◆ NOT  $\bar{X}$   $X'$



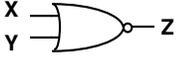
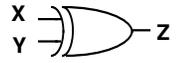
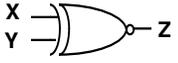
X	Y
0	1
1	0

◆ Buffer  $X$



X	Y
0	0
1	1

## Logic gates and truth tables (con't)

◆ NAND	$\overline{X \cdot Y}$ $\overline{XY}$		<table border="1"> <thead> <tr><th>X</th><th>Y</th><th>Z</th></tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>1</td></tr> <tr><td>0</td><td>1</td><td>1</td></tr> <tr><td>1</td><td>0</td><td>1</td></tr> <tr><td>1</td><td>1</td><td>0</td></tr> </tbody> </table>	X	Y	Z	0	0	1	0	1	1	1	0	1	1	1	0
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0	1	1																
1	0	1																
1	1	0																
◆ NOR	$\overline{X + Y}$		<table border="1"> <thead> <tr><th>X</th><th>Y</th><th>Z</th></tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>1</td></tr> <tr><td>0</td><td>1</td><td>0</td></tr> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>1</td><td>1</td><td>0</td></tr> </tbody> </table>	X	Y	Z	0	0	1	0	1	0	1	0	0	1	1	0
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◆ XOR	$X \oplus Y$		<table border="1"> <thead> <tr><th>X</th><th>Y</th><th>Z</th></tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td></tr> <tr><td>0</td><td>1</td><td>1</td></tr> <tr><td>1</td><td>0</td><td>1</td></tr> <tr><td>1</td><td>1</td><td>0</td></tr> </tbody> </table>	X	Y	Z	0	0	0	0	1	1	1	0	1	1	1	0
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1	1	1																

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3

## Definitions

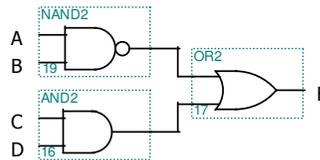
- ◆ Schematic: A drawing of interconnected gates
- ◆ Net: Wires at the same voltage (electrically connected)
- ◆ Netlist: A list of all the devices and connections in a schematic
- ◆ Fan-in: The # of inputs to a gate
- ◆ Fan-out: The # of loads the gate drives

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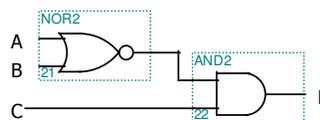
4

## Mapping Boolean expressions to logic gates

◆ Example:  $F = (A \cdot B)' + C \cdot D$



◆ Example:  $F = C \cdot (A + B)'$



## Example: A binary full adder

◆ 1-bit binary adder

- Inputs: A, B, Carry-in
- Outputs: Sum, Carry-out



A	B	Cin	S	Cout
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

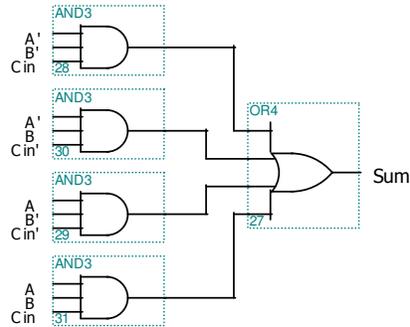
$$\text{Sum} = A'B'Cin + A'BCin' + AB'Cin' + ABCin$$

$$\text{Cout} = A'BCin + AB'Cin + ABCin' + ABCin$$

## Full adder: Sum

Before Boolean minimization

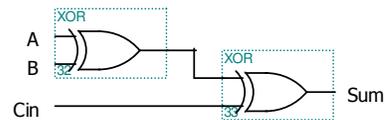
$$\text{Sum} = A'B' \text{Cin} + A'BCin' + AB' \text{Cin}' + ABCin$$



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After Boolean minimization

$$\text{Sum} = (A \oplus B) \oplus \text{Cin}$$

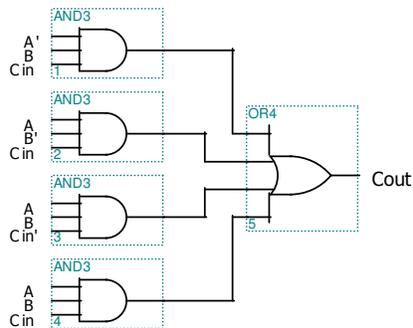


7

## Full adder: Carry-out

Before Boolean minimization

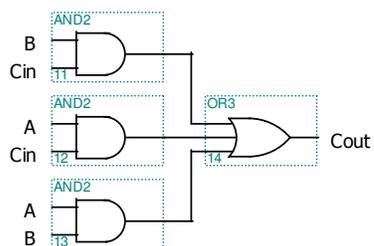
$$\text{Cout} = A'BCin + AB' \text{Cin} + ABCin' + ABCin$$



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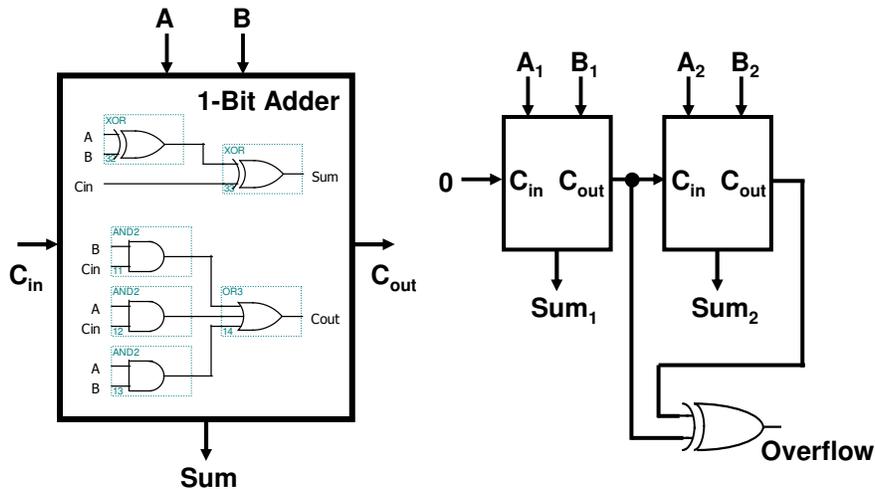
After Boolean minimization

$$\text{Cout} = BCin + ACin + AB$$



8

## Preview: A 2-bit ripple-carry adder



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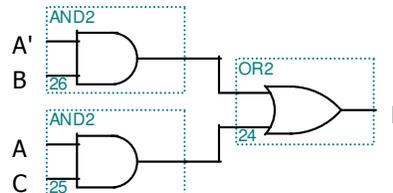
9

## Mapping truth tables to logic gates

- ◆ Given a truth table
  - Write the Boolean expression
  - Minimize the Boolean expression
  - Draw as gates

A	B	C	F
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

$$\begin{aligned}
 F &= A'BC' + A'BC + AB'C + ABC \\
 &= A'B(C' + C) + AC(B' + B) \\
 &= A'B + AC
 \end{aligned}$$



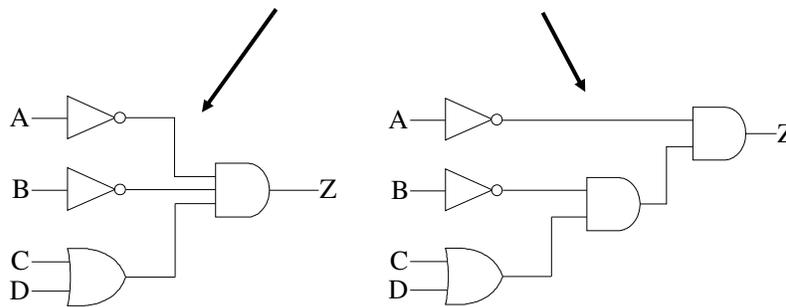
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10

## Many possible mappings

- ◆ Many ways to map expressions to gates

- Example:  $Z = A \cdot B \cdot (C + D) = A \cdot B \cdot (C + D)$



## What is the optimal gate realization?

- ◆ We use the axioms and theorems of Boolean algebra to “optimize” our designs

- ◆ Design goals vary

- Reduce the number of inputs?
- Reduce the number of gates?
- Reduce number of gate levels?

- ◆ How do we explore the tradeoffs?

- CAD tools
- Logic minimization: Reduce number of gates and complexity
- Logic optimization: Maximize speed and/or minimize power

## Minimal set

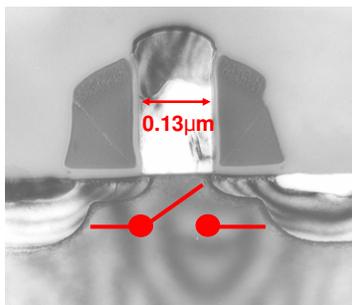
- ◆ We can implement any logic function from NOT, NOR, and NAND
  - Example:  $(X \text{ and } Y) = \text{not } (X \text{ nand } Y)$
- ◆ In fact, we can do it with only NOR or only NAND
  - NOT is just NAND or NOR with two identical inputs

X	Y	X nor Y	X	Y	X nand Y
0	0	1	0	0	1
1	1	0	1	1	0

- NAND and NOR are duals: Can implement one from the other
  - ⚡  $X \text{ nand } Y = \text{not } ((\text{not } X) \text{ nor } (\text{not } Y))$
  - ⚡  $X \text{ nor } Y = \text{not } ((\text{not } X) \text{ nand } (\text{not } Y))$

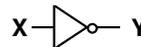
## Most digital logic is CMOS

- ◆ CMOS technology
  - Complementary Metal-Oxide Semiconductor
  - Transistors act as voltage-controlled switches

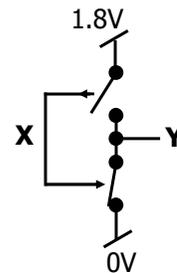
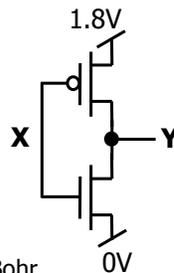


Mark Bohr  
Intel

0V ≡ Logic 0  
1.8V ≡ Logic 1



X	Y
0V	1.8V
1.8V	0V



## Multi-input logic gates

- ◆ CMOS logic gates are inverting
  - Get NAND, NOR, NOT
  - Don't get AND, OR, Buffer

