

**The Truth,  
the Whole Truth  
and  
Nothing But the Truth**

~~O|~~

**Designing circuits to implement  
digital logic**

# Review of Objectives

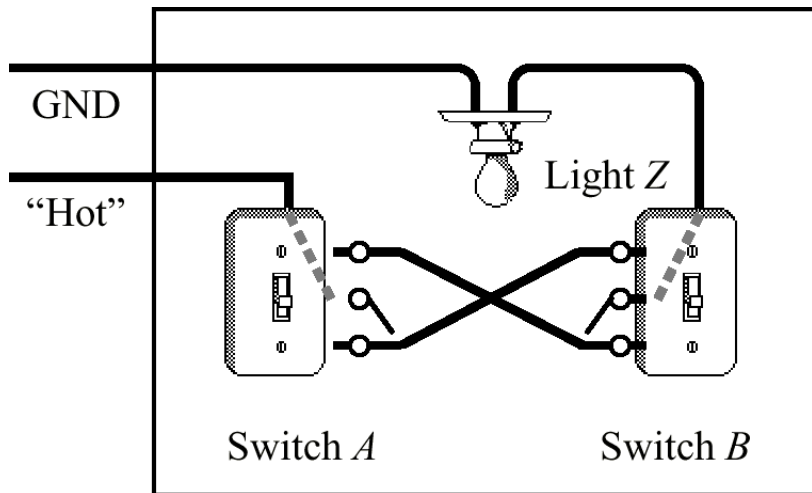
After this lecture, you should be able to.....

- **Compile a truth table for all possible functions of two binary variables**
- **Associate these logic functions with their schematic symbols**
  - **AND, OR, NOT, BUFFER**
  - **NAND, NOR, XOR, XNOR**
- **Draw simple electronic circuits that implement**
  - **NOT, NAND and NOR gates**
- **Define the following terms**
  - **Logic Threshold**
  - **Buffer**

# Truth Tables

- Developed in 1854 by George Boole
- further developed by Claude Shannon (Bell Labs)
- Outputs are computed for all possible input combinations (how many input combinations are there?)

Consider a room with two light switches. How must they work<sup>†</sup>?



Inputs		Output
<i>A</i>	<i>B</i>	<i>Z</i>
0	0	0
0	1	1
1	0	1
1	1	0

<sup>†</sup>This breaks the electrical wiring code - Do you know why?

Can you identify this logic function, mentioned in the previous lecture?

NB how number of odd and even inputs *A*, *B* effect output *Z*.

# Alternate Assignments of Outputs to Switch Settings

- Logically identical truth table to the original (see previous slide), if the switches are configured up-side down.

Inputs		Output
<i>A</i>	<i>B</i>	<i>Z</i>
0	0	1
0	1	0
1	0	0
1	1	1

# Truth Tables Showing All Possible Functions of Two Binary Variables

Inputs		Outputs							
<i>A</i>	<i>B</i>	<i>False</i>	<i>AND</i>	$\overline{AB}$	<i>A</i>	$\overline{AB}$	<i>B</i>	<i>XOR</i>	<i>OR</i>
0	0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	1	1	1	1
1	0	0	0	1	1	0	0	1	1
1	1	0	1	0	1	0	1	0	1

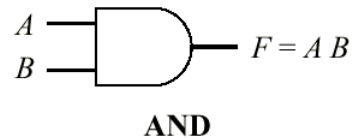
Inputs		Outputs							
<i>A</i>	<i>B</i>	<i>NOR</i>	<i>XNOR</i>	$\overline{B}$	$A + \overline{B}$	$\overline{A}$	$\overline{A} + B$	<i>NAND</i>	<i>True</i>
0	0	1	1	1	1	1	1	1	1
0	1	0	0	0	0	1	1	1	1
1	0	0	0	1	1	0	0	1	1
1	1	0	1	0	1	0	1	0	1

- The more frequently used functions have names: **AND, XOR, OR, NOR, XNOR, and NAND.** (Always use upper case spelling.)

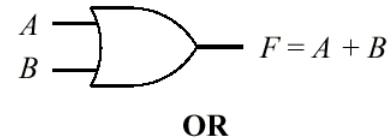
# Logic Gates and Their Symbols

Logic symbols  
for AND, OR,  
buffer, and  
NOT Boolean  
functions

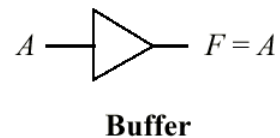
A	B	F
0	0	0
0	1	0
1	0	0
1	1	1



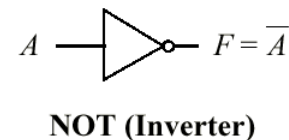
A	B	F
0	0	0
0	1	1
1	0	1
1	1	1



A	F
0	0
1	1



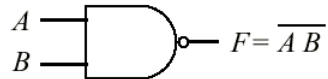
A	F
0	1
1	0



- Note the use of the “inversion bubble” mentioned in prior lecture.
- (Be careful about the “nose” of the gate when drawing AND vs. OR.)

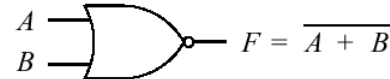
# Logic symbols for NAND, NOR, XOR, and XNOR Boolean functions

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



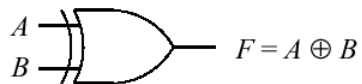
NAND

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



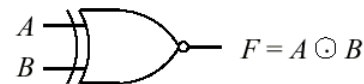
NOR

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



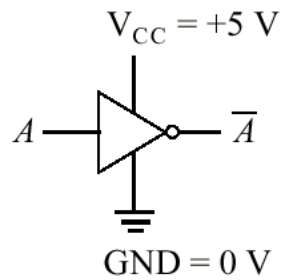
Exclusive-OR (XOR)

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

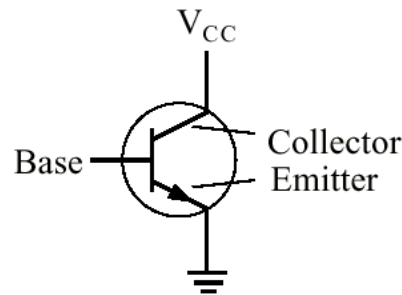


Exclusive-NOR (XNOR)

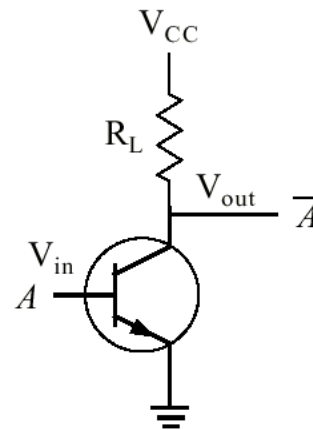
# Transistor Level Inverter Revisited



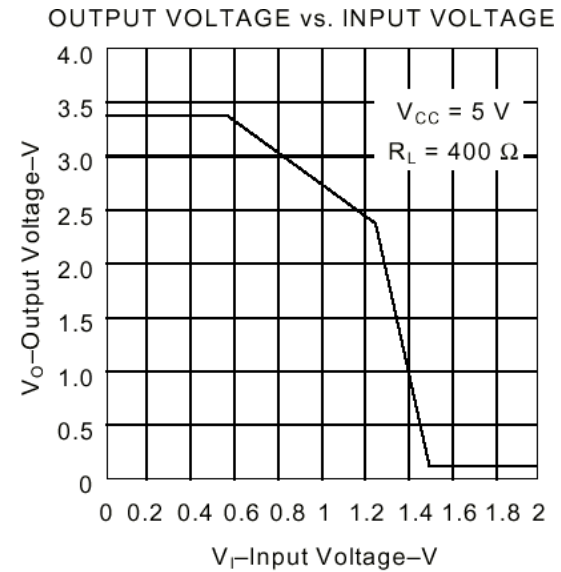
(a)



(b)



(c)



(d)

**Power  
Terminals**

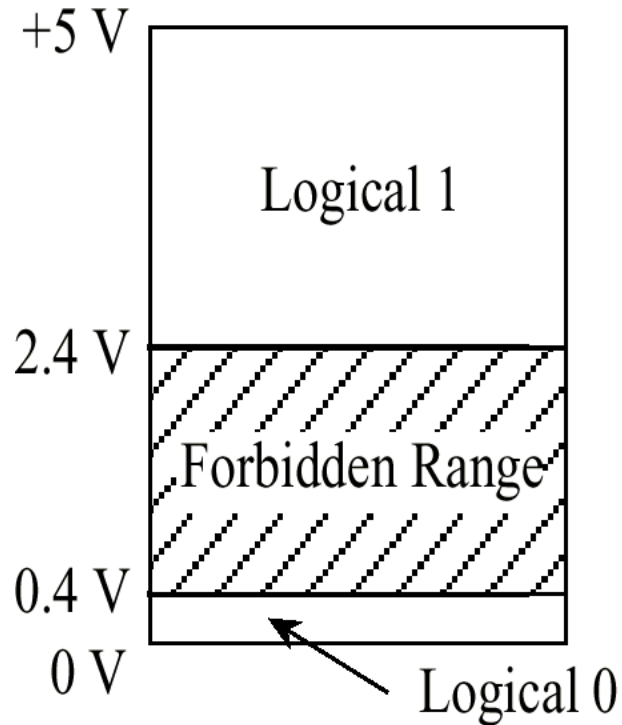
**Transistor  
Symbol**

**A Transistor Used  
as an Inverter**

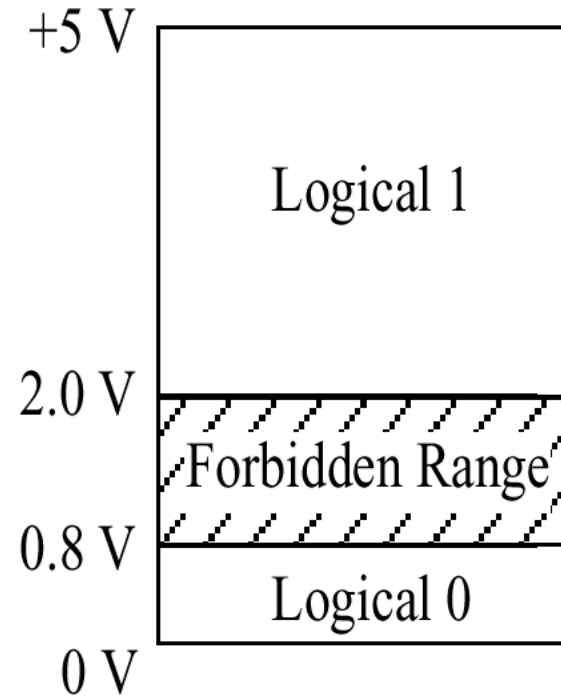
**Inverter Transfer  
Function**



# Examples of Logic Thresholds at gate output (a) and gate input (b)



(a)



(b)

# Why Use Buffers?

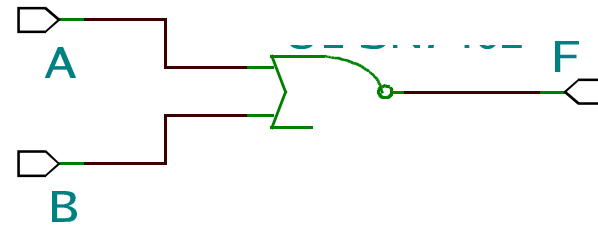
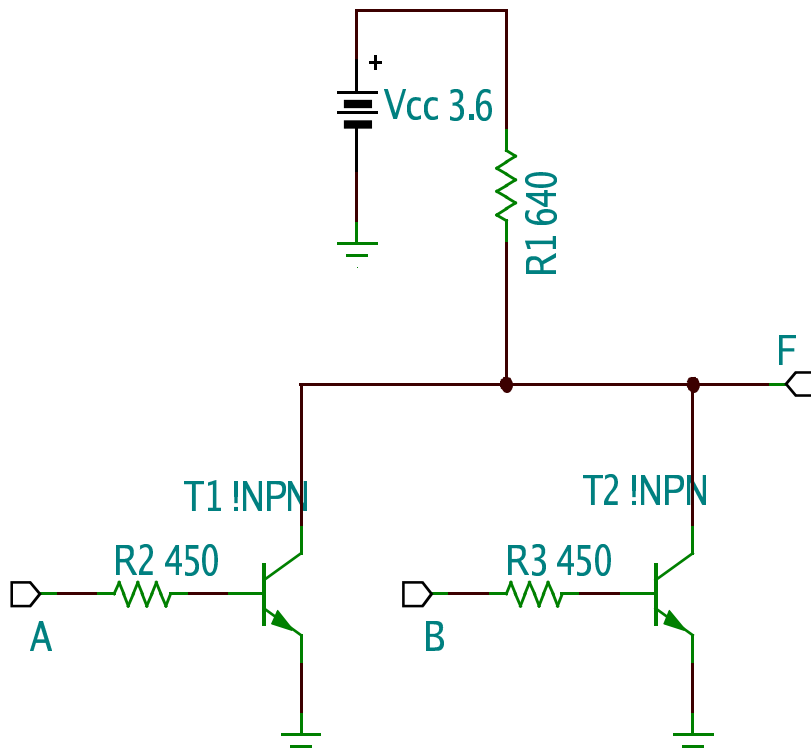
- **Logic gate input and outputs can only source or sink a given amount of current.**
- **The limit to how much current a device can source or sink determines the number of inputs that can be attached to a logic gate's output. This is called the gate's FANOUT.**
- **If necessary a buffer can be used to drive heavier loadings than the original fanout rating of a single gate.**

# Technology Progression

- Logic circuits examined so far use bipolar junction transistors and resistors: It's an old technology called RTL (resistor-transistor logic).
- RTL was superseded with another technology called **NMOS** (n-type metal-oxide semiconductor) and then by **CMOS** (complementary metal oxide semiconductor).
- CMOS technology offers
  - **Smaller on-chip geometries**
  - **Tiny steady-state supply currents**

# Moving Toward CMOS Gates #1

- Resistor-Transistor Logic

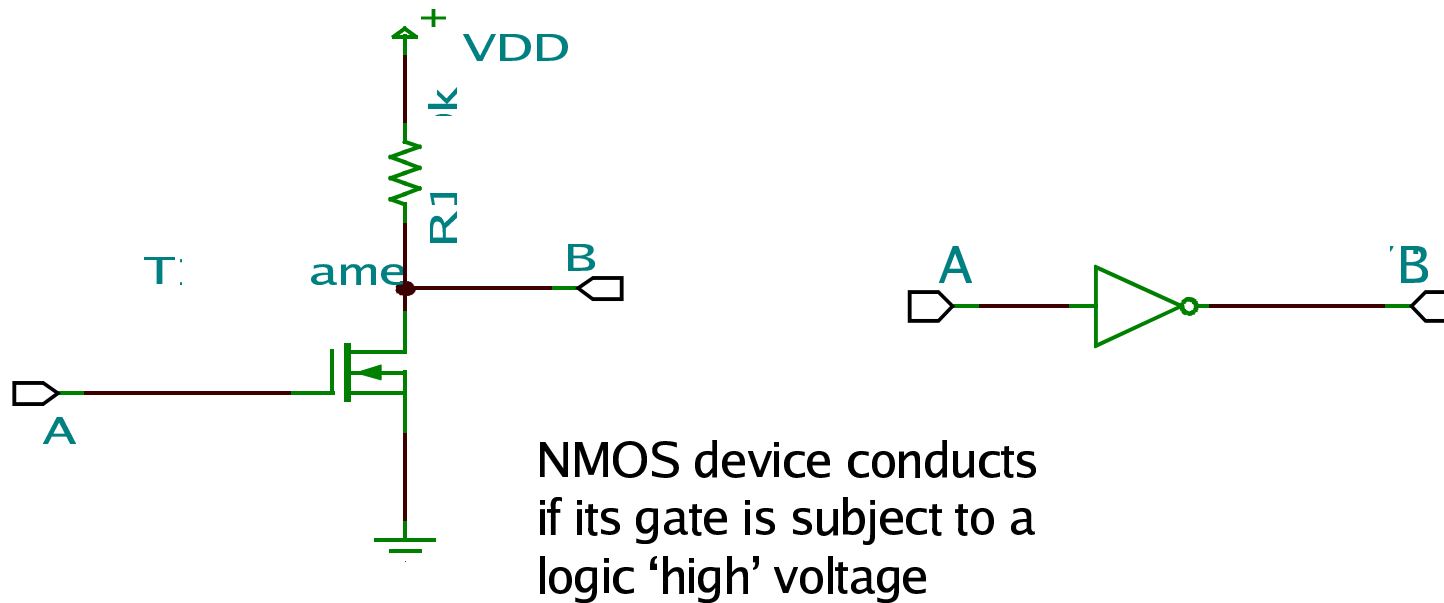


If a logic 'high' voltage is applied to an input the transistor turns on.

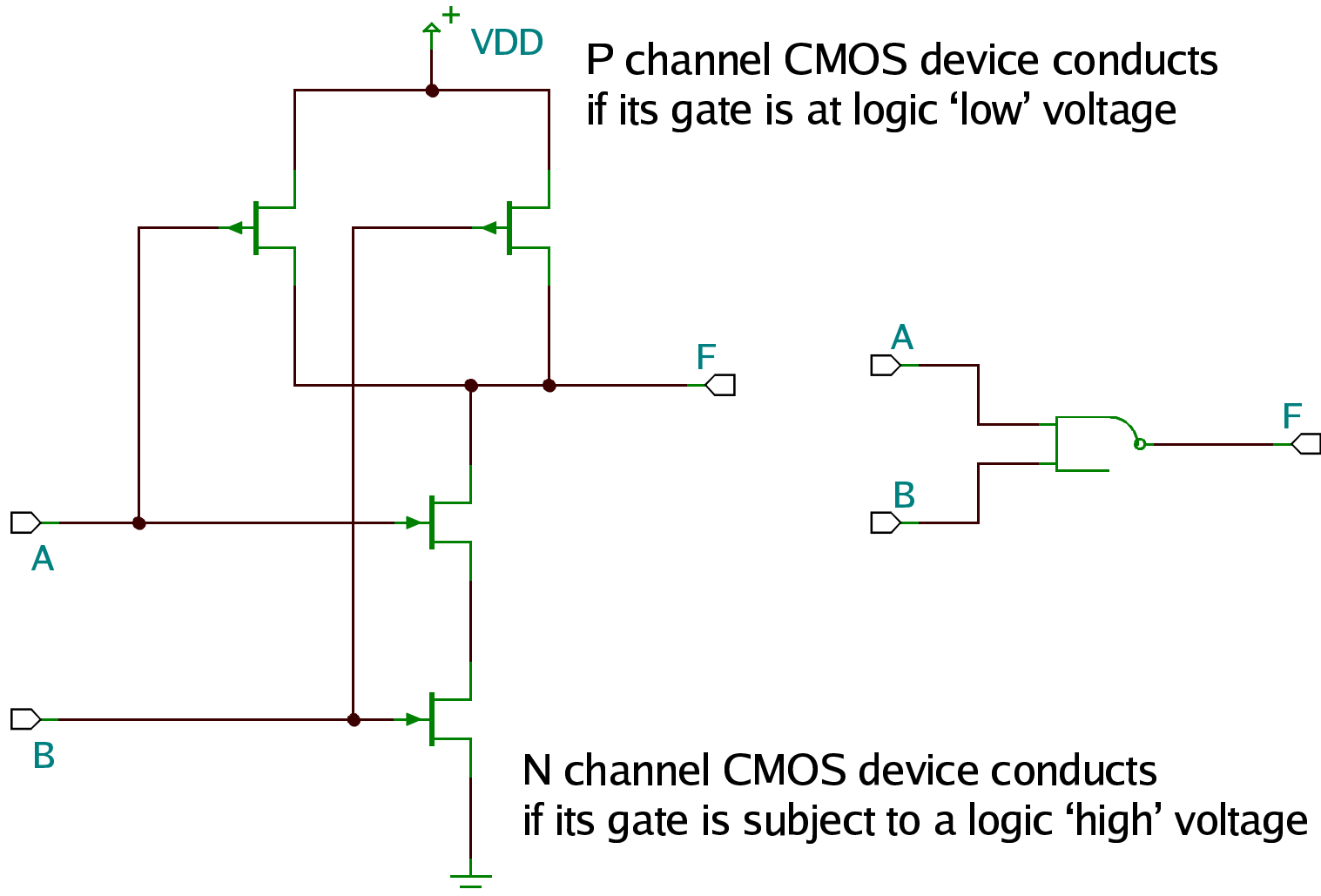
A small base current makes the transistor act as if a switch has been closed between its collector and emitter pins.

# Moving Toward CMOS Gates #2

- **NMOS (a step in the transition to CMOS)**



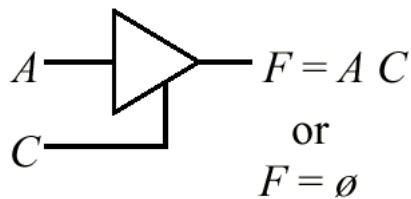
# Moving Toward CMOS Gates #3



# Tri-State Buffers

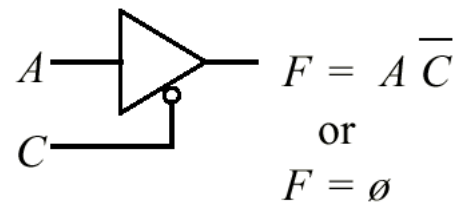
- Outputs can be 0, 1, or “electrically disconnected.”

$C$	$A$	$F$
0	0	$\emptyset$
0	1	$\emptyset$
1	0	0
1	1	1



**Tri-state buffer**

$C$	$A$	$F$
0	0	0
0	1	1
1	0	$\emptyset$
1	1	$\emptyset$



**Tri-state buffer, inverted control**

# *Objectives Again*

- **Compiled a truth table showing all 16 i.e.  $2^{2n}$  possible combinations of  $n = 2$  logic outputs**
- **Associated the following logic functions and symbols**
  - **AND, OR, NOT, BUFFER**
  - **NAND, NOR, XOR, XNOR**
- **Drew simple circuits that implement**
  - **NOT, NAND and NOR gates**
- **Defined terms logic threshold, buffer**



# Next time

- Review rules of Boolean algebra
- Investigate two combinational logic forms:
  - Sum of Product : SOP
  - Product of Sum : POS
- Distinguish between positive and negative logic
- Review a datasheet for a SSI logic IC

SSI : small scale integrated circuit