



# Gates and Circuits



# Chapter Goals

- Identify the basic gates and describe the behavior of each
- Describe how gates are implemented using transistors
- Combine basic gates into circuits
- Describe the behavior of a gate or circuit using Boolean expressions, truth tables, and logic diagrams



# Computers and Electricity

## Gate

A device that performs a basic operation on electrical signals

## Circuits

Gates combined to perform more complicated tasks



# Computers and Electricity

*How do we describe the behavior of gates and circuits?*

## Boolean expressions

Uses Boolean algebra, a mathematical notation for expressing two-valued logic

## Logic diagrams

A graphical representation of a circuit; each gate has its own symbol

## Truth tables

A table showing all possible input value and the associated output values



# Gates

Six types of gates

- **NOT**
- **AND**
- **OR**
- **XOR**
- **NAND**
- **NOR**

Typically, logic diagrams are black and white with gates distinguished only by their shape

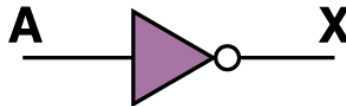
# NOT Gate

A NOT gate accepts one input signal (0 or 1) and returns the opposite signal as output

**Boolean Expression**

$$X = A'$$

**Logic Diagram Symbol**



**Truth Table**

A	X
0	1
1	0

# AND Gate

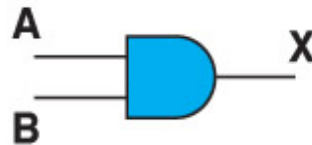
An AND gate accepts two input signals

If both are 1, the output is 1; otherwise, the output is 0

**Boolean Expression**

$$X = A \cdot B$$

**Logic Diagram Symbol**



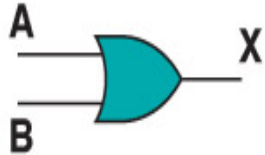
**Truth Table**

A	B	X
0	0	0
0	1	0
1	0	0
1	1	1

# OR Gate

An OR gate accepts two input signals

If both are 0, the output is 0; otherwise, the output is 1

Boolean Expression	Logic Diagram Symbol	Truth Table															
$X = A + B$		<table><tr><th>A</th><th>B</th><th>X</th></tr><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>1</td></tr></table>	A	B	X	0	0	0	0	1	1	1	0	1	1	1	1
A	B	X															
0	0	0															
0	1	1															
1	0	1															
1	1	1															



# XOR Gate

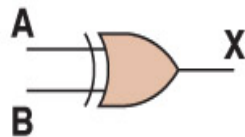
An XOR gate accepts two input signals

If both are the same, the output is 0; otherwise, the output is 1

Boolean Expression

$$X = A \oplus B$$

Logic Diagram Symbol



Truth Table

A	B	X
0	0	0
0	1	1
1	0	1
1	1	0



# XOR Gate

Note the difference between the XOR gate and the OR gate; they differ only in one input situation

When both input signals are 1, the OR gate produces a 1 and the XOR produces a 0

XOR is called the *exclusive OR*

# NAND Gate

The NAND gate accepts two input signals

If both are 1, the output is 0; otherwise, the output is 1

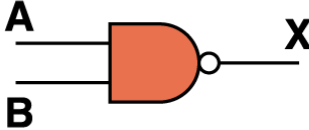
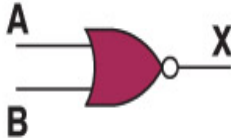
Boolean Expression	Logic Diagram Symbol	Truth Table															
$X = (A \cdot B)'$		<table><tr><th>A</th><th>B</th><th>X</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	A	B	X	0	0	1	0	1	1	1	0	1	1	1	0
A	B	X															
0	0	1															
0	1	1															
1	0	1															
1	1	0															

Figure 4.5 Various representations of a NAND gate

# NOR Gate

The NOR gate accepts two input signals

If both are 0, the output is 1; otherwise, the output is 0

Boolean Expression	Logic Diagram Symbol	Truth Table															
$X = (A + B)'$		<table><tr><th>A</th><th>B</th><th>X</th></tr><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></table>	A	B	X	0	0	1	0	1	0	1	0	0	1	1	0
A	B	X															
0	0	1															
0	1	0															
1	0	0															
1	1	0															



# Review of Gate Processing

A **NOT** gate **inverts** its single input

An **AND** gate produces **1** if **both** input values are **1**

An **OR** gate produces **0** if **both** input values are **0**

An **XOR** gate produces **0** if input values are the **same**

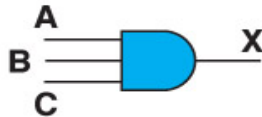
A **NAND** gate produces **0** if **both** inputs are **1**

A **NOR** gate produces a **1** if both inputs are **0**

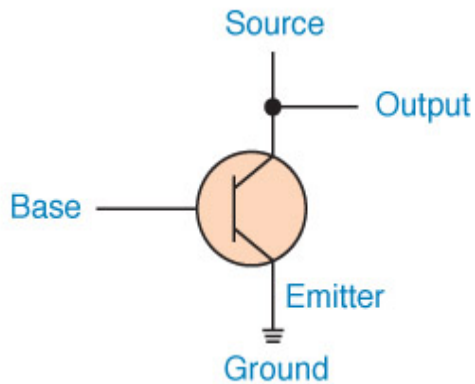
# Gates with More Inputs

Gates can be designed to accept three or more input values

A three-input **AND** gate, for example, produces an output of **1** only if all input values are **1**

Boolean Expression	Logic Diagram Symbol	Truth Table																																				
$X = A \cdot B \cdot C$		<table><tr><th>A</th><th>B</th><th>C</th><th>X</th></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>0</td><td>1</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td></tr></table>	A	B	C	X	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
A	B	C	X																																			
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																																			

# Constructing Gates



A transistor has three terminals

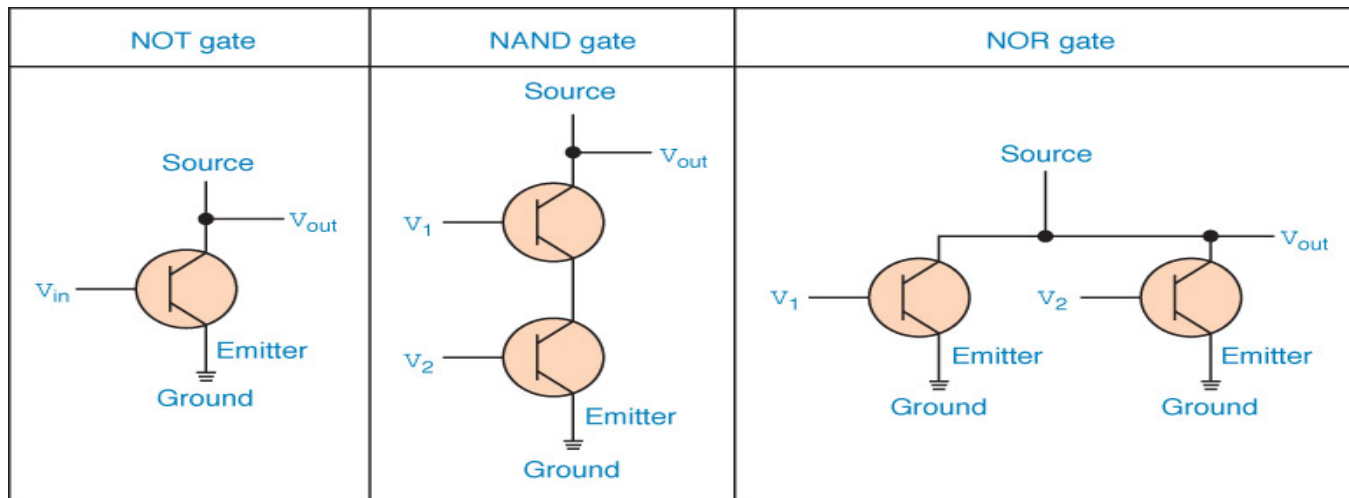
- A source
- A base
- An emitter, typically connected to a ground wire

If the electrical signal is grounded, it is allowed to flow through an alternative route to the ground (literally) where it can do no harm

**Figure 4.8** The connections of a transistor

# Constructing Gates

The easiest gates to create are the **NOT**, **NAND**, and **NOR** gates







# Circuits

## Combinational circuit

The input values explicitly determine the output

## Sequential circuit

The output is a function of the input values and the existing state of the circuit

We describe the circuit operations using

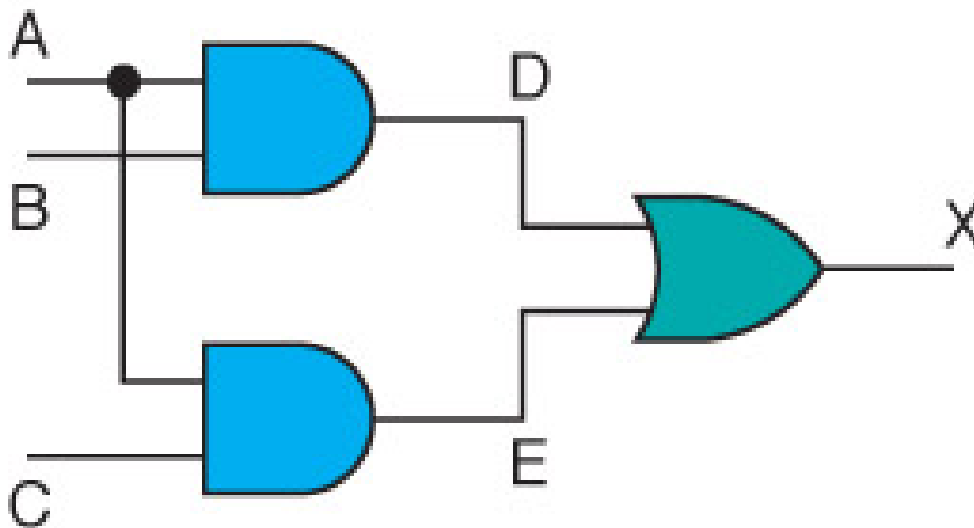
- Boolean expressions

- Logic diagrams

- Truth tables

# Combinational Circuits

Gates are combined into circuits by using the output of one gate as the input for another



# Combinational Circuits

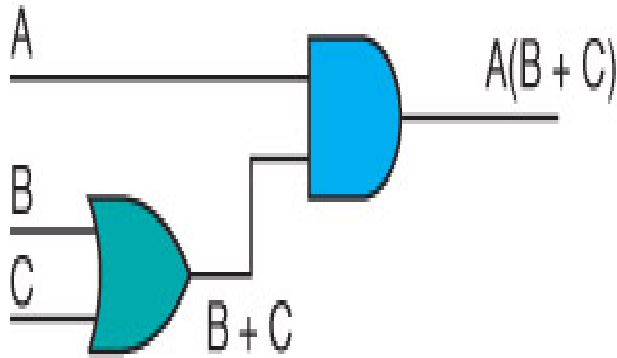
A	B	C	D	E	X
0	0	0	0	0	0
0	0	1	0	0	0
0	1	0	0	0	0
0	1	1	0	0	0
1	0	0	0	0	0
1	0	1	0	1	1
1	1	0	1	0	1
1	1	1	1	1	1

Three inputs require eight rows to describe all possible input combinations

This same circuit using a Boolean expression is  $(AB + AC)$

# Combinational Circuits

Consider the following Boolean expression  $A(B + C)$



A	B	C	$B + C$	$A(B + C)$
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	1	0
1	0	0	0	0
1	0	1	1	1
1	1	0	1	1
1	1	1	1	1



# Combinational Circuits

## Circuit equivalence

Two circuits that produce the same output for identical input

Boolean algebra allows us to apply provable mathematical principles to help design circuits

$A(B + C) = AB + BC$  (distributive law) so circuits must be equivalent

# Properties of Boolean Algebra

Property	AND	OR
Commutative	$AB = BA$	$A + B = B + A$
Associative	$(AB)C = A(BC)$	$(A + B) + C = A + (B + C)$
Distributive	$A(B + C) = (AB) + (AC)$	$A + (BC) = (A + B)(A + C)$
Identity	$A1 = A$	$A + 0 = A$
Complement	$A(A') = 0$	$A + (A') = 1$
DeMorgan's law	$(AB)' = A' \text{ OR } B'$	$(A + B)' = A'B'$



# Adders

At the digital logic level, addition is performed in binary

Addition operations are carried out by special circuits called, appropriately, **adders**



# Adders

## Half adder

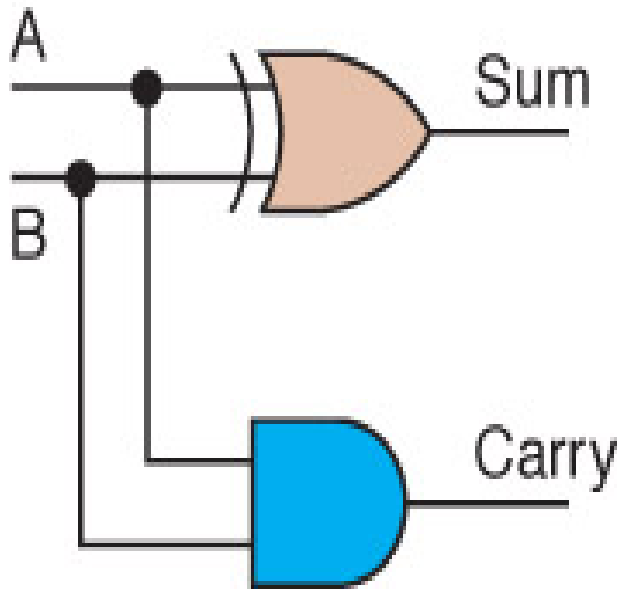
A circuit that computes the sum of two bits and produces the correct carry bit

A	B	Sum	Carry
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

Truth table



# Adders



Circuit diagram  
representing  
a half adder

Boolean expressions

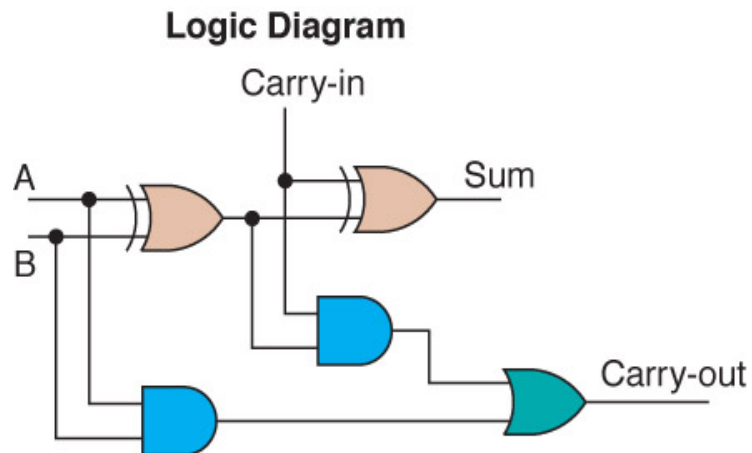
$$\text{sum} = A \oplus B$$

$$\text{carry} = AB$$

# Adders

## Full adder

A circuit that takes the carry-in value into account



**Truth Table**

A	B	Carry-in	Sum	Carry-out
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

**Figure 4.10** A full adder

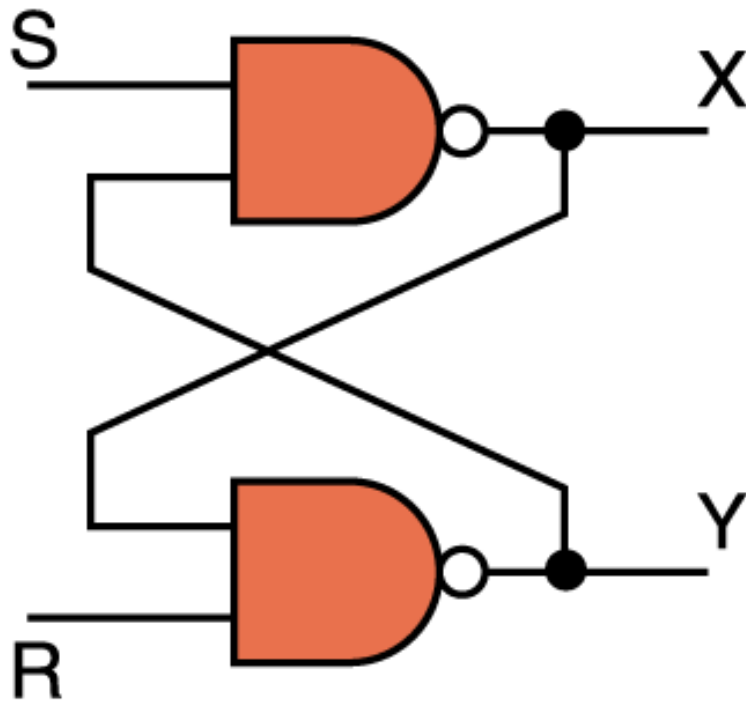


# Circuits as Memory

Digital circuits can be used to store information

These circuits form a **sequential circuit**, because the output of the circuit is also used as input to the circuit

# Circuits as Memory

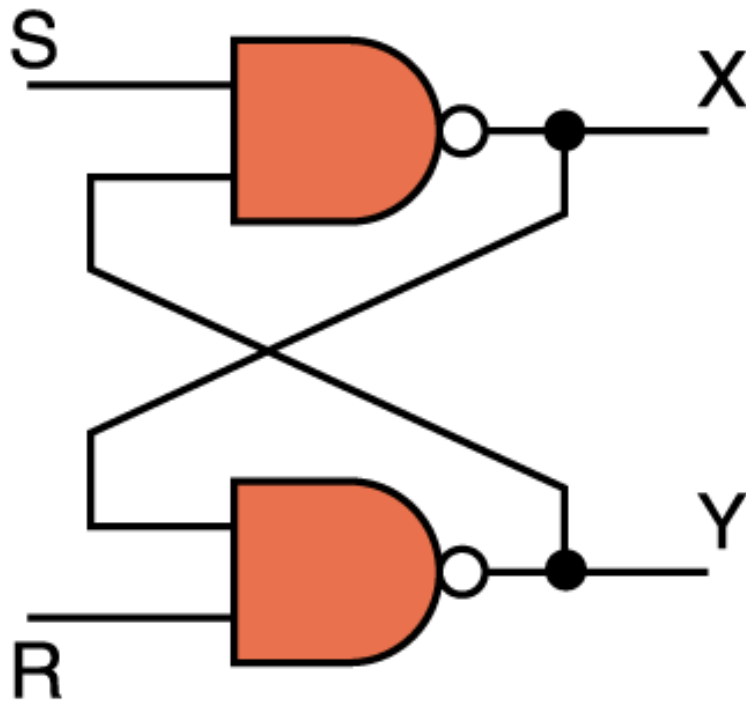


An S-R latch stores a single binary digit (1 or 0)

There are several ways an S-R latch circuit can be designed using various kinds of gates

Figure 4.12 An S-R latch

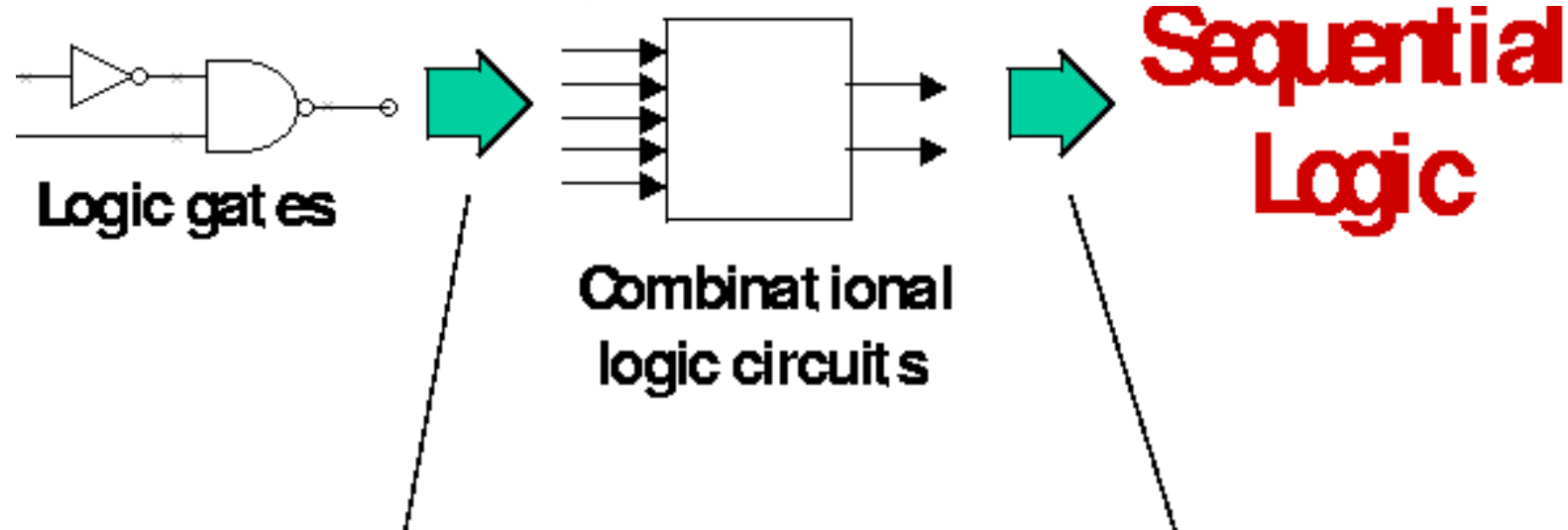
# Circuits as Memory



The value of X at any point in time is considered to be the current state of the circuit

Therefore, if X is 1, the circuit is storing a 1; if X is 0, the circuit is storing a 0

Figure 4.12 An S-R latch



**Acyclic connections**

**Composable blocks**

**Design:**

- ◆ truth tables
- ◆ sum-of-products
- ◆ simplification
- ◆ muxes, ROMs, PLAs

**Storage & state**

**Dynamic discipline**

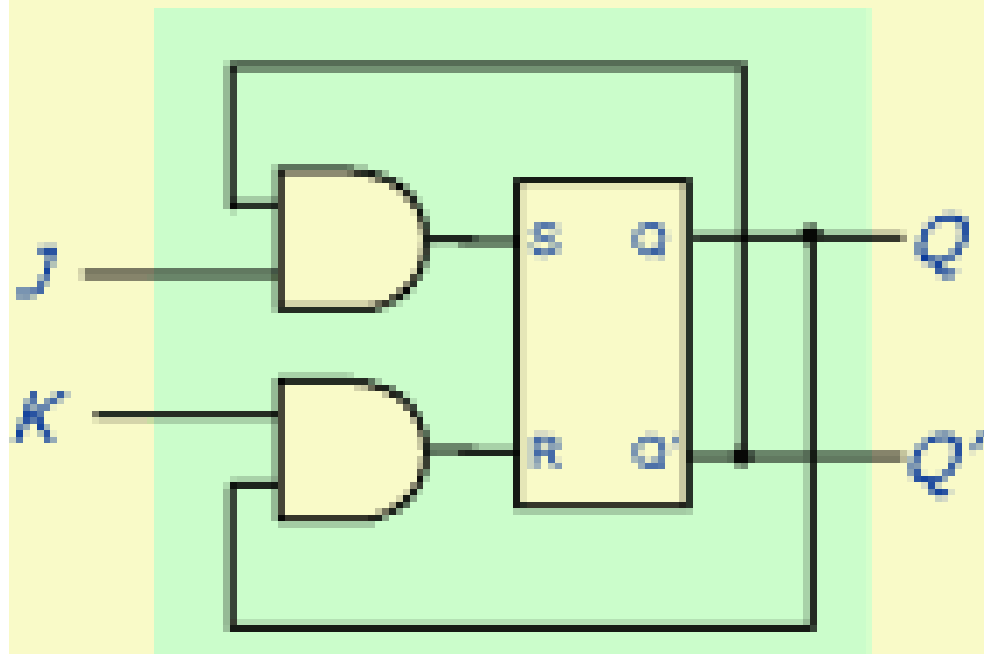
**Finite-state machines**

**Metastability**

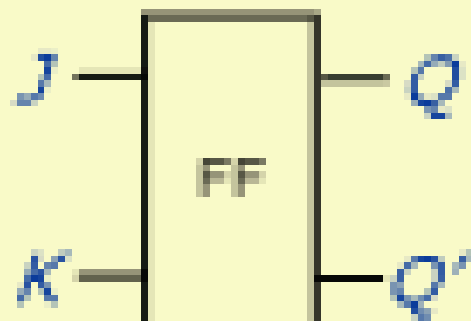
**Throughput & latency**

**Pipelining**

# The JK Flip-Flop



$J(t)$	$K(t)$	$Q(t)$	$Q(t+2\Delta)$
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	0



$$Q(t+2\Delta) = Q(t)K'(t) + Q'(t)J(t)$$



# Integrated Circuits

**Integrated circuit** (also called a *chip*)

A piece of silicon on which multiple gates have been embedded

Silicon pieces are mounted on a plastic or ceramic package with pins along the edges that can be soldered onto circuit boards or inserted into appropriate sockets



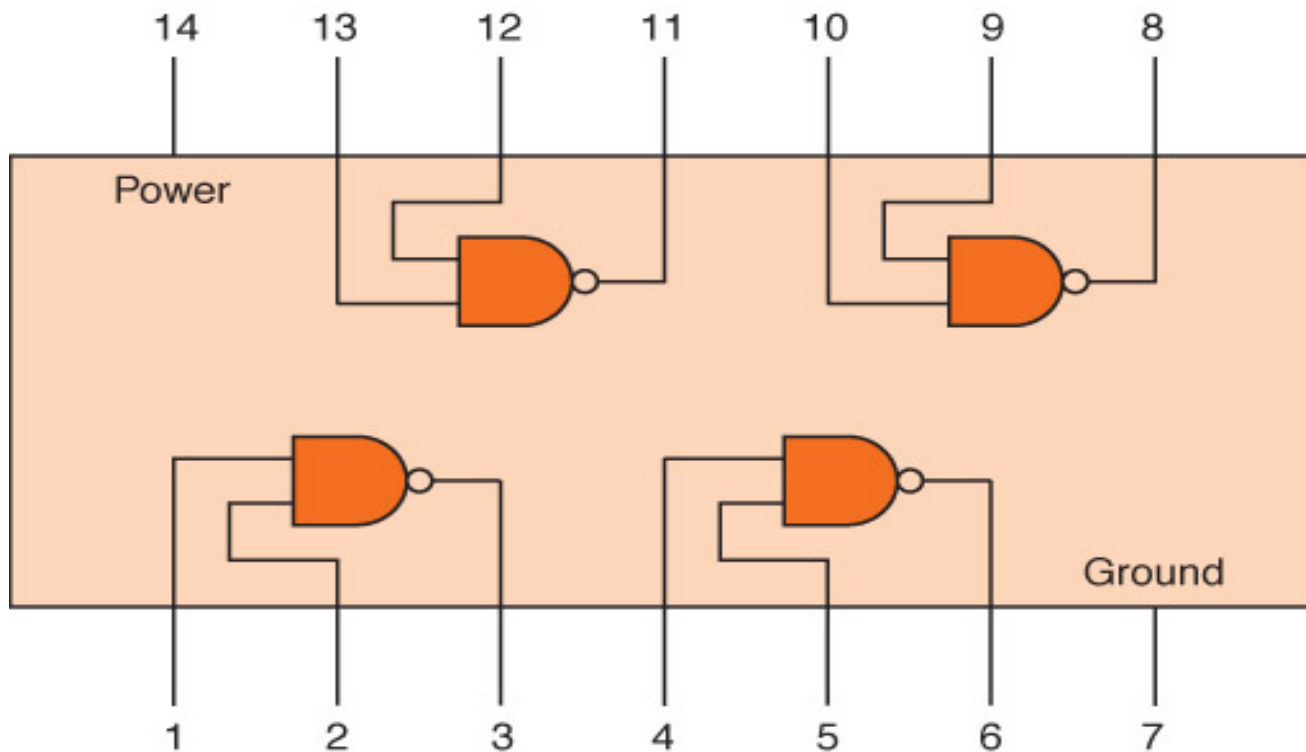


# Integrated Circuits

Integrated circuits (IC) are classified by the number of gates contained in them

Abbreviation	Name	Number of Gates
SSI	Small-Scale Integration	1 to 10
MSI	Medium-Scale Integration	10 to 100
LSI	Large-Scale Integration	100 to 100,000
VLSI	Very-Large-Scale Integration	more than 100,000

# Integrated Circuits



**Figure 4.13** An SSI chip contains independent NAND gates

A microscopic view of a CPU chip, showing intricate circuitry and components.

# CPU Chips

The most important integrated circuit in any computer is the **Central Processing Unit**, or CPU

Each CPU chip has a large number of pins through which essentially all communication in a computer system occurs