


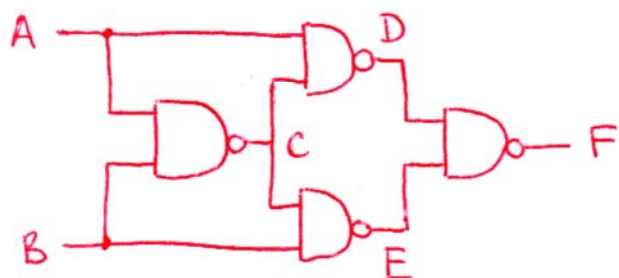
## XOR gate

A   $X = A \oplus B = \overline{A} \cdot B + A \cdot \overline{B}$

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

A circuit diagram for the XOR operation. It features two inputs, A and B. Input A is connected to the top input of the first AND gate and the top input of the second AND gate. Input B is connected to the bottom input of the first AND gate and the bottom input of the second AND gate. The first AND gate's output is labeled  $A \cdot \overline{B}$ . The second AND gate's output is labeled  $\overline{A} \cdot B$ . These two outputs are connected to the inputs of an OR gate. The final output of the OR gate is labeled  $A \cdot \overline{B} + \overline{A} \cdot B$ .

uses 5 gates (inverter Do  
costs same as AND, OR)



uses only 4 NAND gates  
(20% cost savings)

① de Morgan

②  $A + B \cdot C = (A + B)(A + C)$   
for any  $A, B, C$

$$C = \overline{A \cdot B}$$

$$D = \overline{A \cdot C} = \overline{A \cdot A \cdot B} = \overline{A + A \cdot B} = \overline{A + A \cdot B} = \overline{A + B}$$

$$E = \overline{B \cdot C} = \overline{B \cdot A \cdot B} = \overline{B + A \cdot B} = \overline{B + A} = \overline{B} + A$$

$$F = (\bar{A} + B)(\bar{B} + A)$$

$$= \overline{A \cdot B + B \cdot \overline{B} + A \cdot \overline{A} + B \cdot A} = \overline{A \cdot B} \cdot \overline{B \cdot \overline{B}} = \overline{A \cdot B} \cdot \overline{B \cdot 0} = \overline{A \cdot B} \cdot 1 = \overline{A \cdot B} = \overline{A} + \overline{B} = A \oplus B$$

1) assign symbols (bits) to inputs/outputs

- 2) obtain boolean fcn relating inputs/outputs either ②
  - a) by transforming a verbal description
  - b) from input/output truth table
- 3) [Optional] simplify to minimize # of gates
- 4) draw the schematic using (available) gates

E.g. stay Home if Tired but no Prelim or Sick

$$H = T \cdot \bar{P} + S$$

Q: what if just handed a truth table

T	P	S	H	minterms	maxterms
0	0	0	0		$T+P+S$
0	0	1	1	$\bar{T} \cdot \bar{P} \cdot S$	
0	1	0	0		$T+\bar{P}+S$
0	1	1	1	$\bar{T} \cdot P \cdot S$	
1	0	0	1	$T \cdot \bar{P} \cdot \bar{S}$	
1	0	1	1	$\bar{T} \cdot P \cdot \bar{S}$	
1	1	0	0		$\bar{T}+\bar{P}+S$
1	1	1	1	$T \cdot P \cdot S$	

minterms - "1"s in truth table for a unique comb. ("0" otherw.)

maxterms - "0"s for a unique comb. ("1" otherwise)

output = "1" if any of minterms is "1" =  $\sum_{\text{OR}} \text{minterms}$   
 = "sum of products"

$$H = \bar{T} \cdot \bar{P} \cdot S + \bar{T} \cdot P \cdot S + T \cdot \bar{P} \cdot \bar{S} + \bar{T} \cdot P \cdot \bar{S} + T \cdot P \cdot S$$

output = "0" if any of maxterms is "0" =  $\prod_{\text{AND}} \text{maxterms}$   
 = "product of sums"

$$H = (T+P+S)(T+\bar{P}+S)(\bar{T}+\bar{P}+S)$$

# Simplifying boolean expressions with Karnaugh maps (3)

Consider 2-input fcn

A	B	minterm
0	0	$\bar{A} \cdot \bar{B}$
0	1	$\bar{A} \cdot B$
1	0	$A \cdot \bar{B}$
1	1	$A \cdot B$

		B	
		0	1
A	0	$\bar{A} \cdot \bar{B}$	$\bar{A} \cdot B$
	1	$A \cdot \bar{B}$	$A \cdot B$

rearranged truth table  
a.k.a. Karnaugh map

$\bar{A} \cdot \bar{B}$	$\bar{A} \cdot B$
$A \cdot \bar{B}$	$A \cdot B$

$\Rightarrow \bar{A}$   
 $\Rightarrow B$

$\bar{A} \cdot \bar{B}$	$\bar{A} \cdot B$
$A \cdot \bar{B}$	$A \cdot B$

$\Rightarrow 1$

e.g. Karnaugh map  
for  $A \cdot B + A \cdot \bar{B} + \bar{A} \cdot B$

0	1
1	1

$\Rightarrow A + B$

3-input fcn  $X = f(A, B, C)$

		AB			
		00	01	11	10
C	0				
	1				

gray code

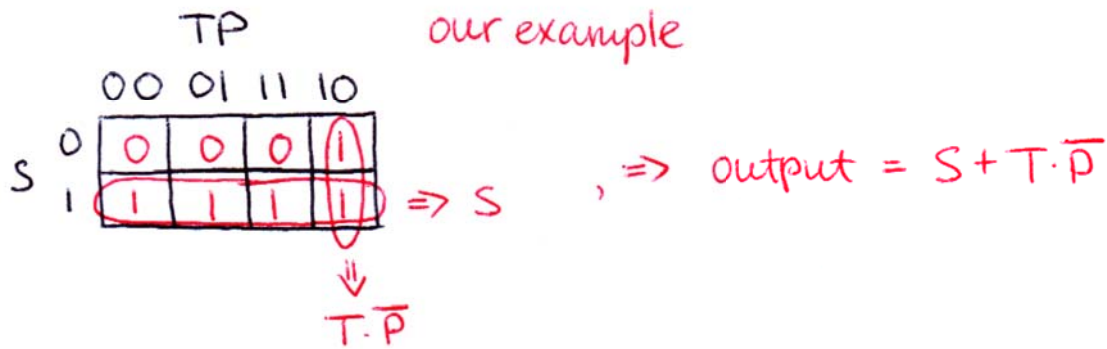
4-input fcn  $X = f(A, B, C, D)$

		AB			
		00	01	11	10
CD	00				
	01				
	11				
	10				

- Karnaugh maps can be used with up to 6 variable
- use computer if more inputs

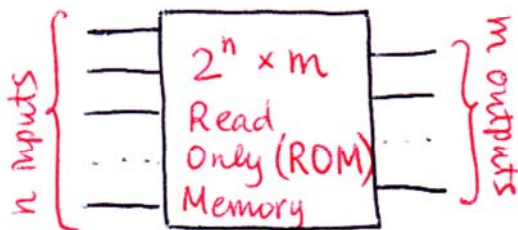


(4)



## Programmable logic devices (PLDs)

- used to implement complicated logic (both combinational & sequential)



- can generate arbitrary truth table of a given size by generating the needed minterms

- usually done by breaking the links, can be reversible or irreversible; stored in "memory"
- e.g. EPROM: erasable programmable ROM: uses charge on tiny caps to store info about the logic; non-volatile (preserved between power cycles); erasable by UV light
- Some PLD types:
  - PAL - programmable array logic one-time prog. (OTP), few 100 gates
  - CPLD - complex PLD;  $\leq 10$ 's of thousand gates
  - FPGA - field programmable gate arrays  $\leq$  millions of gates; ext. ROM more complex architecture than "sum of products"

see  
LTspice Exp. 8.2