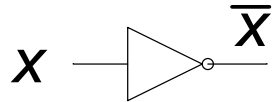


# Boolean Algebra

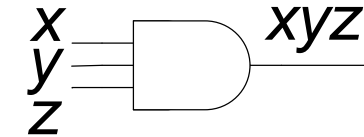
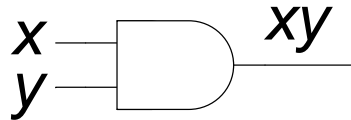
## Logic Gates

# Basic logic gates

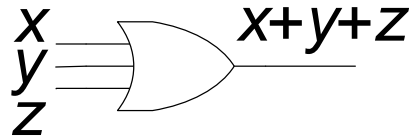
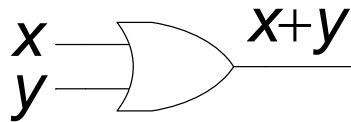
- Not



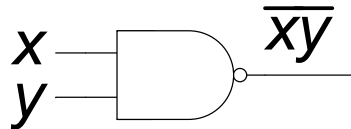
- And



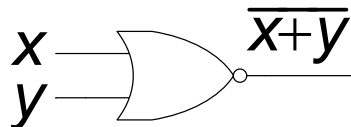
- Or



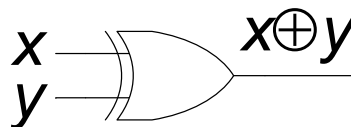
- Nand



- Nor



- Xor



# The AND gate



(a) Circuit symbol

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

(b) Truth table

$$C = A \cdot B$$

(c) Boolean expression

# The OR gate



(a) Circuit symbol

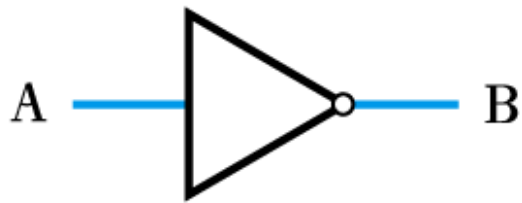
A	B	C
0	0	0
0	1	1
1	0	1
1	1	1

(b) Truth table

$$C = A + B$$

(c) Boolean expression

# The NOT gate (or inverter)



(a) Circuit symbol

A	B
0	1
1	0

(b) Truth table

$$B = \bar{A}$$

(c) Boolean expression

# A logic buffer gate



(a) Circuit symbol

A	B
0	0
1	1

(b) Truth table

$$B = A$$

(c) Boolean expression

# The NAND gate



(a) Circuit symbol

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

(b) Truth table

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

(c) Boolean expression

# The NOR gate



(a) Circuit symbol

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

(b) Truth table

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

(c) Boolean expression



# The Exclusive OR gate



(a) Circuit symbol

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

(b) Truth table

$$C = A \oplus B$$

(c) Boolean expression

# The Exclusive NOR gate



(a) Circuit symbol

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

(b) Truth table

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

(c) Boolean expression

# Boolean Algebra

- **Boolean Constants**
  - these are '0' (false) and '1' (true)
- **Boolean Variables**
  - variables that can only take the values '0' or '1'
- **Boolean Functions**
  - each of the logic functions (such as AND, OR and NOT) are represented by symbols as described above
- **Boolean Theorems**
  - a set of **identities** and **laws** – see text for details

# Boolean laws

$$AB = BA$$

$$A + B = B + A$$

$$A(B + C) = AB + AC$$

$$A + BC = (A + B)(A + C)$$

$$A(BC) = (AB)C$$

$$A + (B + C) = (A + B) + C$$

$$A + AB = A$$

$$A(A + B) = A$$

$$\overline{A + B} = \overline{A} \bullet \overline{B}$$

$$\overline{A \bullet B} = \overline{A} + \overline{B}$$

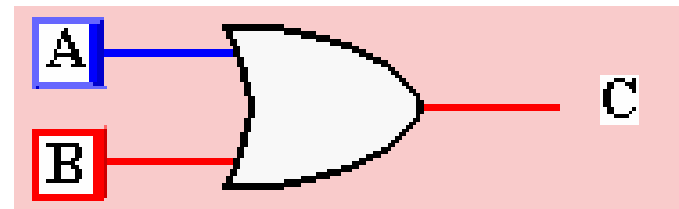
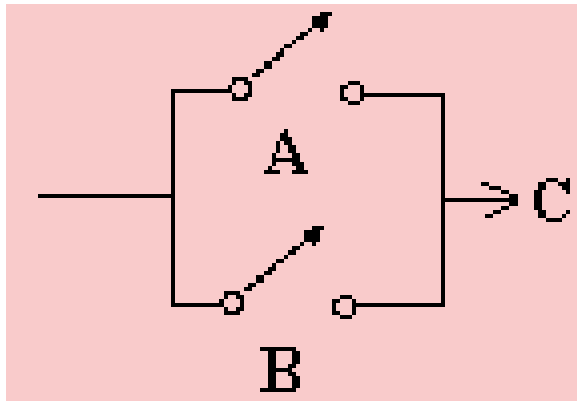
$$A + \overline{A}B = A + B$$

$$A(\overline{A} + B) = AB$$

# OR Gate

❖ Current flows if either switch is closed

– Logic notation  $A + B = C$

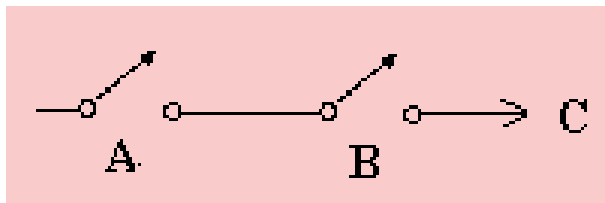
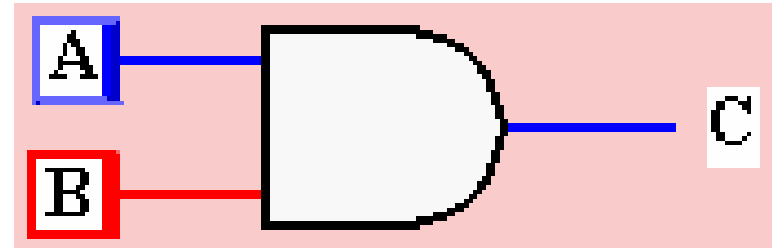


A	B	C
0	0	0
0	1	1
1	0	1
1	1	1

# AND Gate

❖ In order for current to flow, both switches must be closed

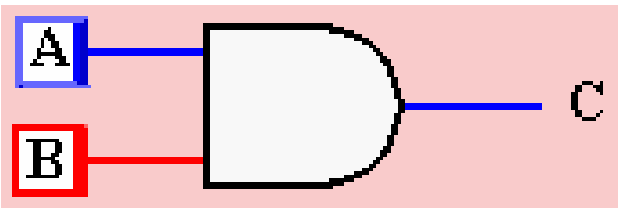
- Logic notation  $A \bullet B = C$   
(Sometimes  $AB = C$ )



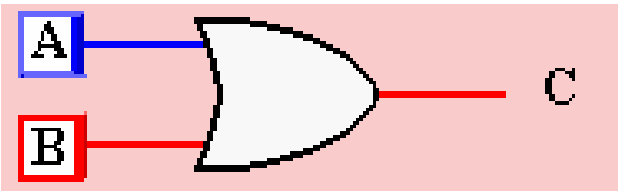
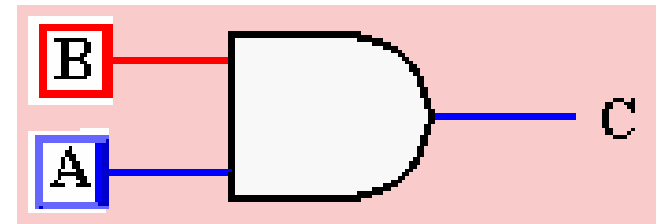
A	B	C
0	0	0
0	1	0
1	0	0
1	1	1

# Properties of AND and OR

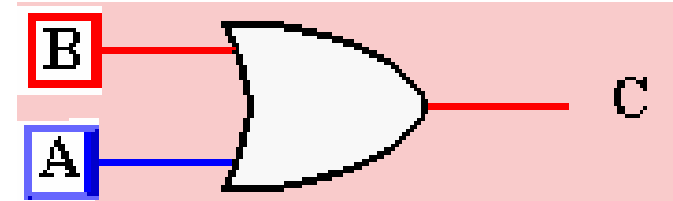
- Commutation
  - $A + B = B + A$
  - $A \cdot B = B \cdot A$



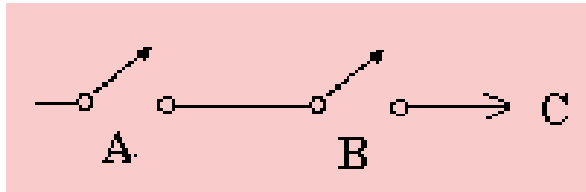
Same as



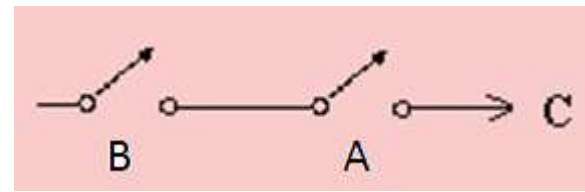
Same as



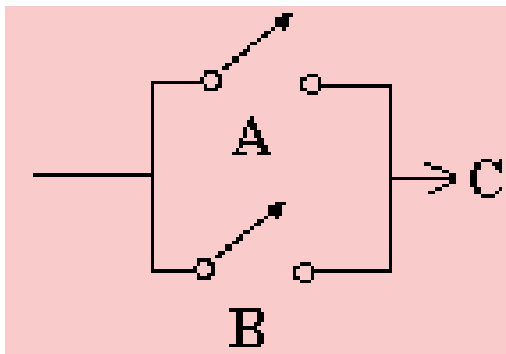
# Commutation Circuit



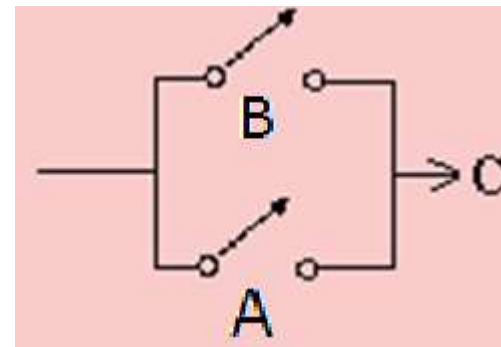
$A \cdot B$



$B \cdot A$



$A + B$



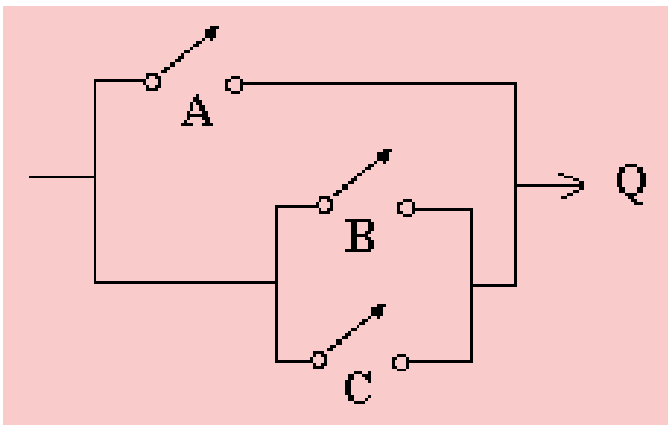
$B + A$



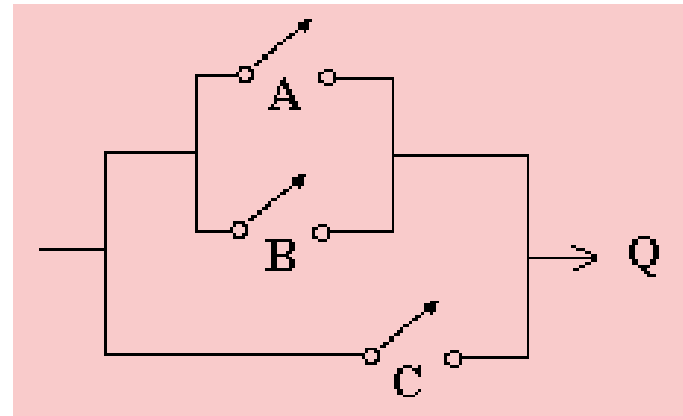
# Properties of AND and OR

- Associative Property

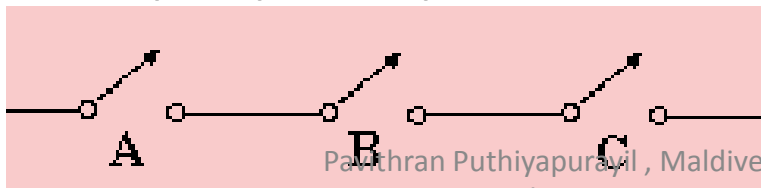
$$\diamond A + (B + C) = (A + B) + C$$



=

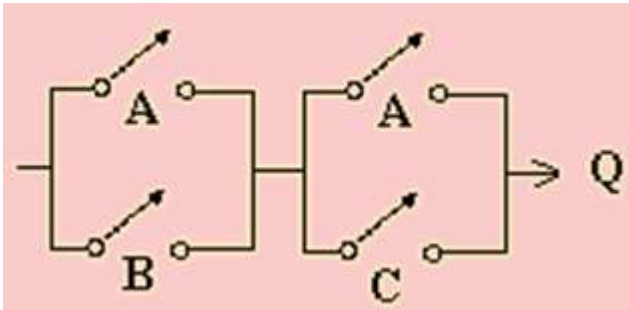


$$\diamond A \cdot (B \cdot C) = (A \cdot B) \cdot C$$



# Distributive Property

$$(A + B) \cdot (A + C)$$



A	B	C	Q
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1

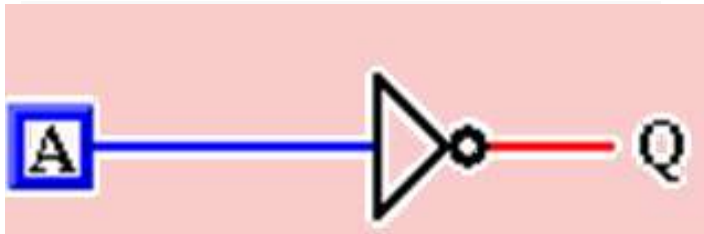
# Binary Addition

A	B	S	C(arry)
0	0	0	0
1	0	1	0
0	1	1	0
1	1	0	1

Notice that the **carry** results are the same as AND

$$C = A \cdot B$$

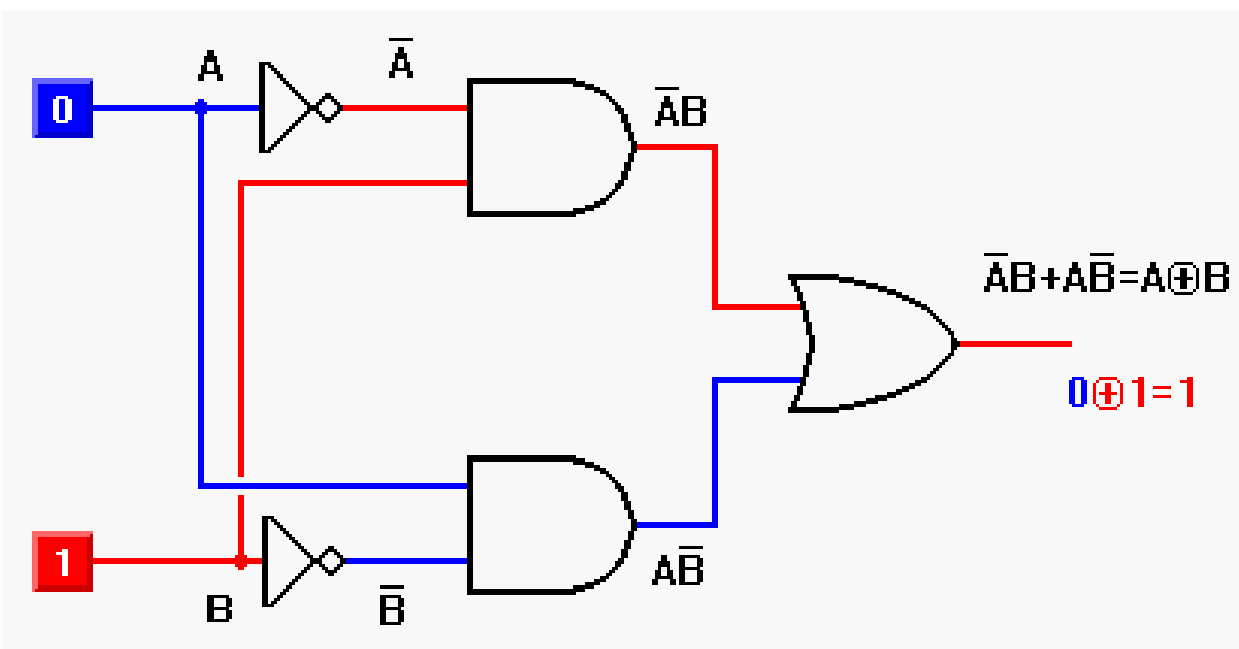
# Inversion (NOT)



Logic:  $Q = \bar{A}$

A	Q
0	1
1	0

# Circuit for XOR

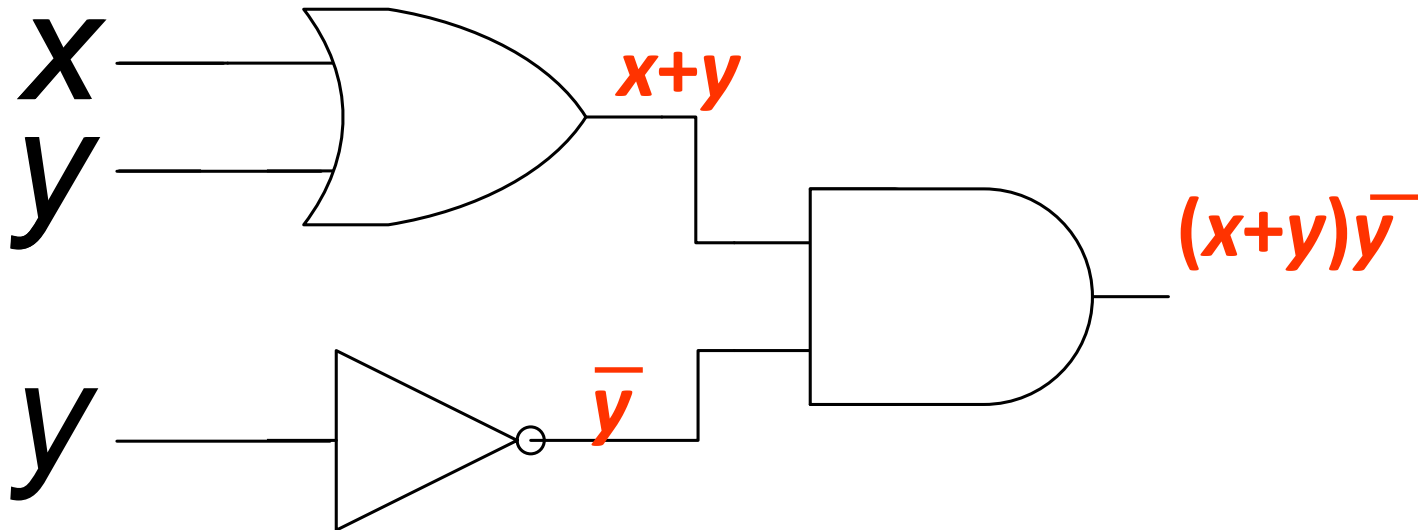


$$A \oplus B = \bar{A} \cdot B + A \cdot \bar{B}$$

Accumulating our results: Binary addition is the result of XOR plus AND

# Converting between circuits and equations

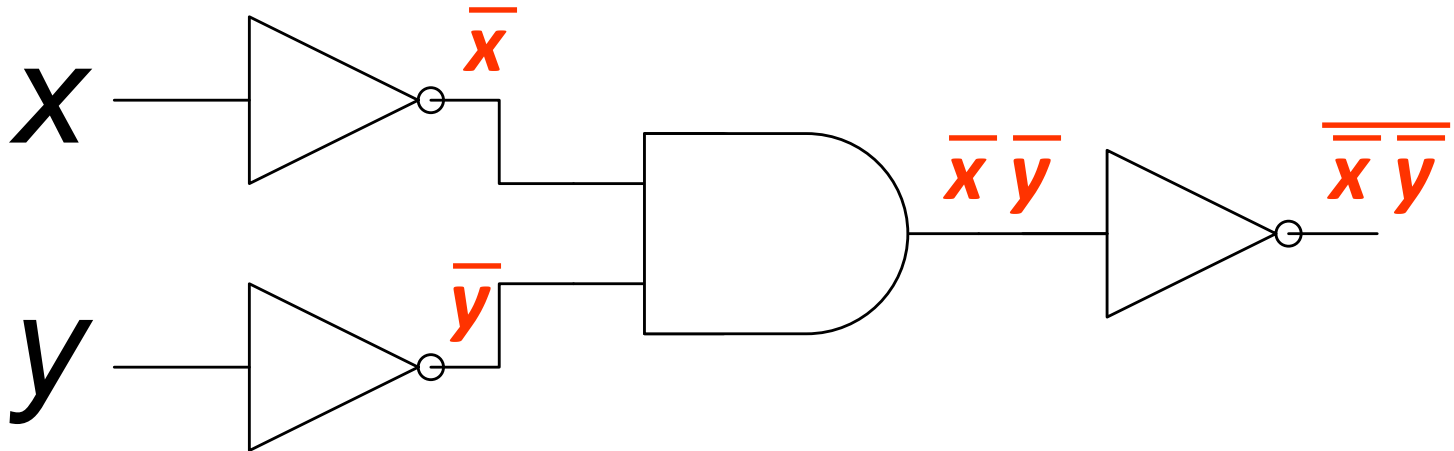
- Find the output of the following circuit



- Answer:  $(x+y)\bar{y}$

# Converting between circuits and equations

- Find the output of the following circuit



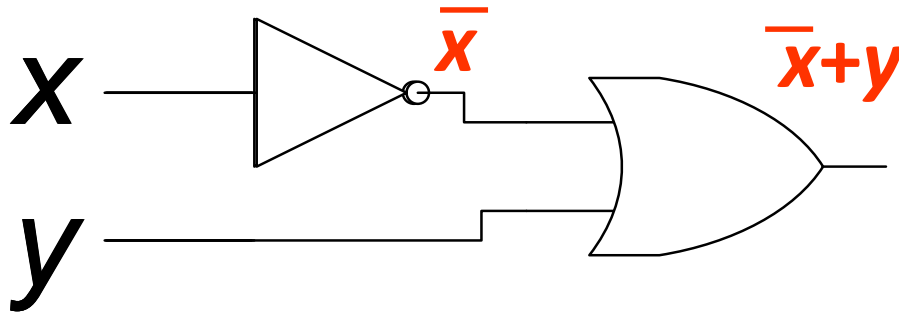
- Answer:  $\overline{\overline{xy}}$

4/30/2018 — Or  $\neg(\neg x \wedge \neg y) \equiv x \vee y$  Prithran Puthiyapurayil, Maldives National University

# Converting between circuits and equations

- Write the circuits for the following Boolean algebraic expressions

a)  $\bar{x}+y$

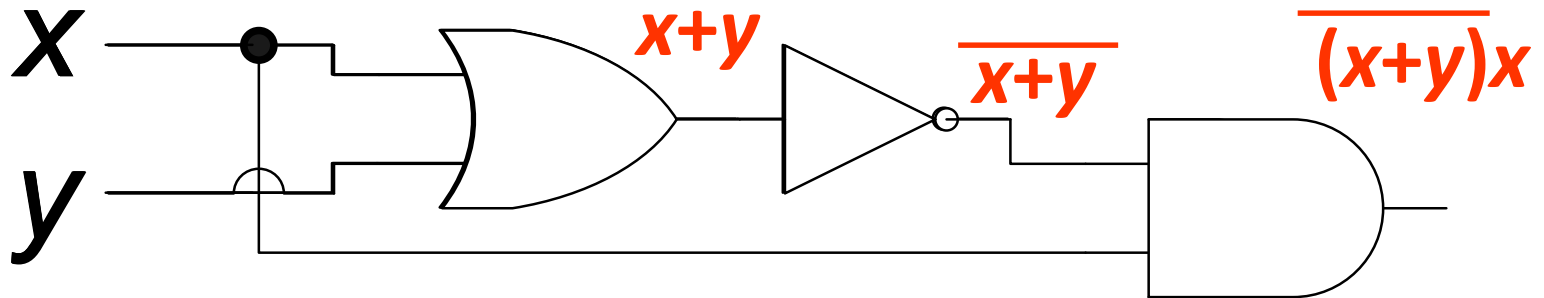




# Converting between circuits and equations

- Write the circuits for the following Boolean algebraic expressions

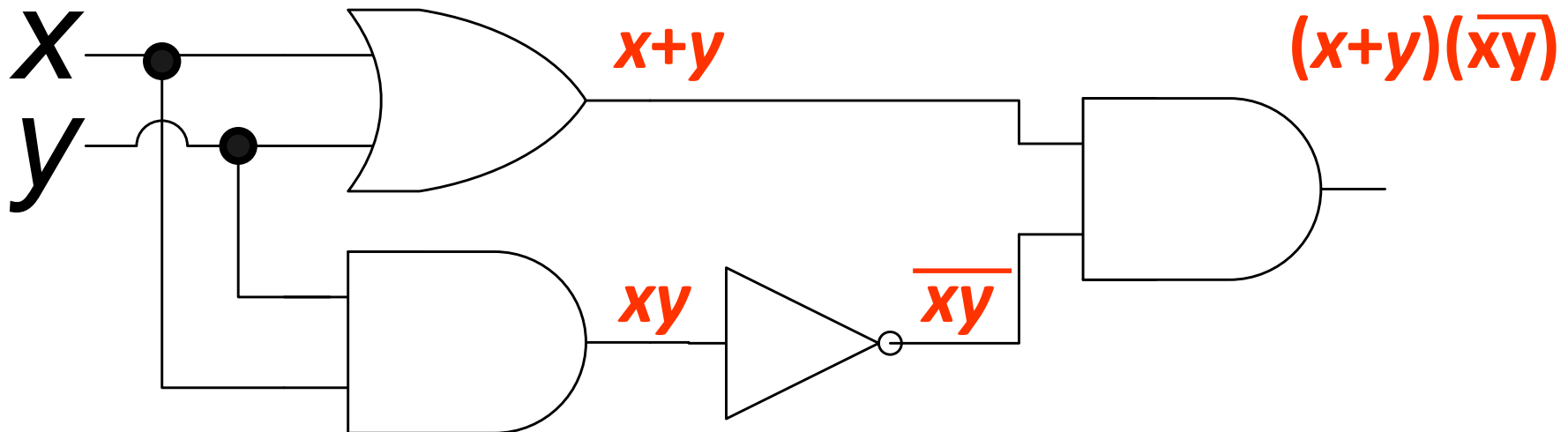
b)  $\overline{(x+y)}x$



# Writing xor using and/or/not

- $p \oplus q \equiv (p \vee q) \wedge \neg(p \wedge q)$
- $x \oplus y \equiv (x + y)(xy)'$

x	y	$x \oplus y$
1	1	0
1	0	1
0	1	1
0	0	0



# Converting decimal numbers to binary

- $53 = 32 + 16 + 4 + 1$   
 $= 2^5 + 2^4 + 2^2 + 2^0$   
 $= 1*2^5 + 1*2^4 + 0*2^3 + 1*2^2 + 0*2^1 + 1*2^0$   
 $= 110101$  in binary  
 $= 00110101$  as a full byte in binary
- $211 = 128 + 64 + 16 + 2 + 1$   
 $= 2^7 + 2^6 + 2^4 + 2^1 + 2^0$   
 $= 1*2^7 + 1*2^6 + 0*2^5 + 1*2^4 + 0*2^3 + 0*2^2 +$   
 $1*2^1 + 1*2^0$   
 $= 11010011$  in binary

# Converting binary numbers to decimal

- What is 10011010 in decimal?

$$\begin{aligned}10011010 &= 1*2^7 + 0*2^6 + 0*2^5 + 1*2^4 + 1*2^3 + \\ &\quad 0*2^2 + 1*2^1 + 0*2^0 \\ &= 2^7 + 2^4 + 2^3 + 2^1 \\ &= 128 + 16 + 8 + 2 \\ &= 154\end{aligned}$$

- What is 00101001 in decimal?

$$\begin{aligned}00101001 &= 0*2^7 + 0*2^6 + 1*2^5 + 0*2^4 + 1*2^3 + \\ &\quad 0*2^2 + 0*2^1 + 1*2^0 \\ &= 2^5 + 2^3 + 2^0 \\ &= 32 + 8 + 1 \\ &= 41\end{aligned}$$

# A note on binary numbers

- In this slide set we are only dealing with non-negative numbers
- The book (section 1.5) talks about two's-complement binary numbers
  - Positive (and zero) two's-complement binary numbers is what was presented here
  - We won't be getting into negative two's-complement numbers

# How to add binary numbers

- Consider adding two 1-bit binary numbers  $x$  and  $y$ 
  - $0+0 = 0$
  - $0+1 = 1$
  - $1+0 = 1$
  - $1+1 = 10$

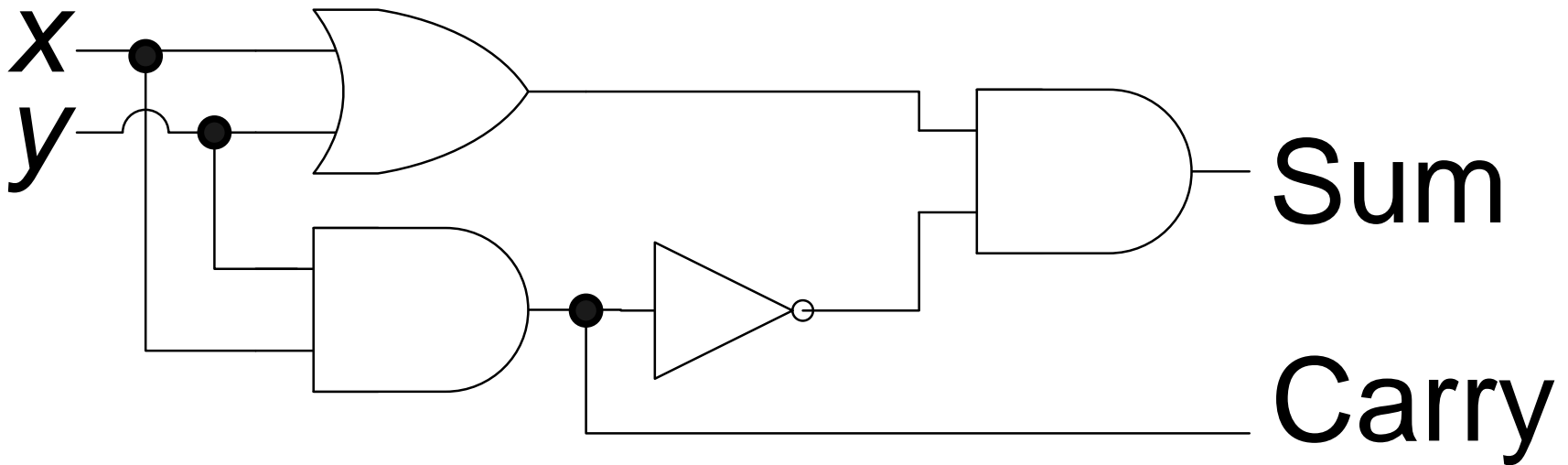
$x$	$y$	Carry	Sum
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

- Carry is  $x$  AND  $y$
- Sum is  $x$  XOR  $y$
- The circuit to compute this is called a half-adder

# The half-adder

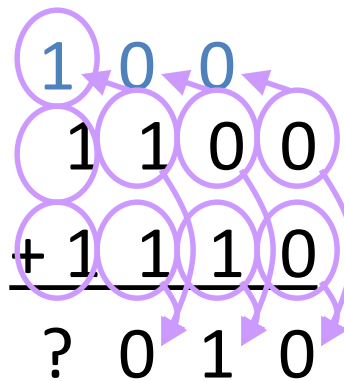
- Sum =  $x \text{ XOR } y$
- Carry =  $x \text{ AND } y$

$x$	$y$	Carry	Sum
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0



# Using half adders

- We can then use a half-adder to compute the sum of two Boolean numbers





# How to fix this

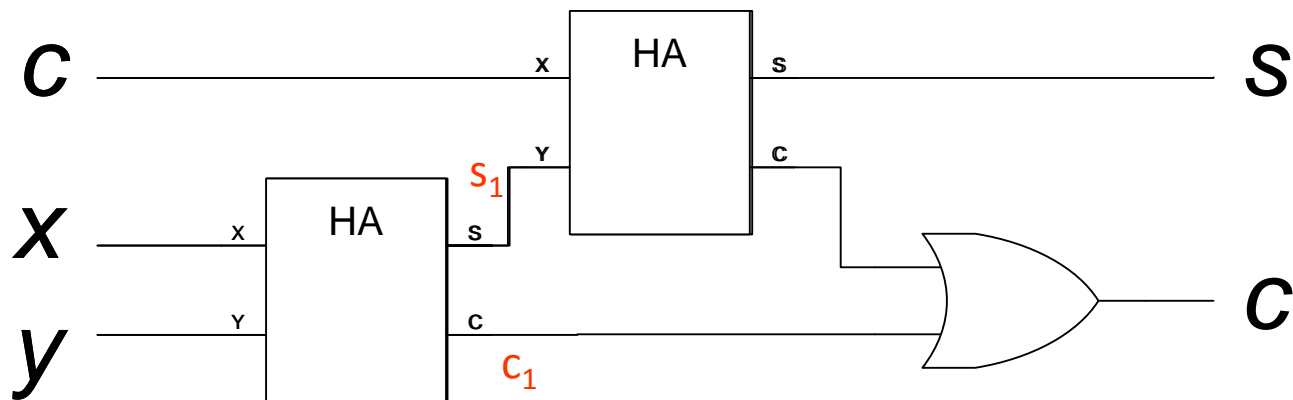
- We need to create an adder that can take a carry bit as an additional input
  - Inputs:  $x$ ,  $y$ , carry in
  - Outputs: sum, carry out
- This is called a full adder
  - Will add  $x$  and  $y$  with a half-adder
  - Will add the sum of that to the carry in
- What about the carry out?
  - It's 1 if either (or both):
    - $x+y = 10$
    - $x+y = 01$  and carry in = 1

$x$	$y$	$c$	carry	sum
1	1	1	1	1
1	1	0	1	0
1	0	1	1	0
1	0	0	0	1
0	1	1	1	0
0	1	0	0	1
0	0	1	0	1
0	0	0	0	0

# The full adder

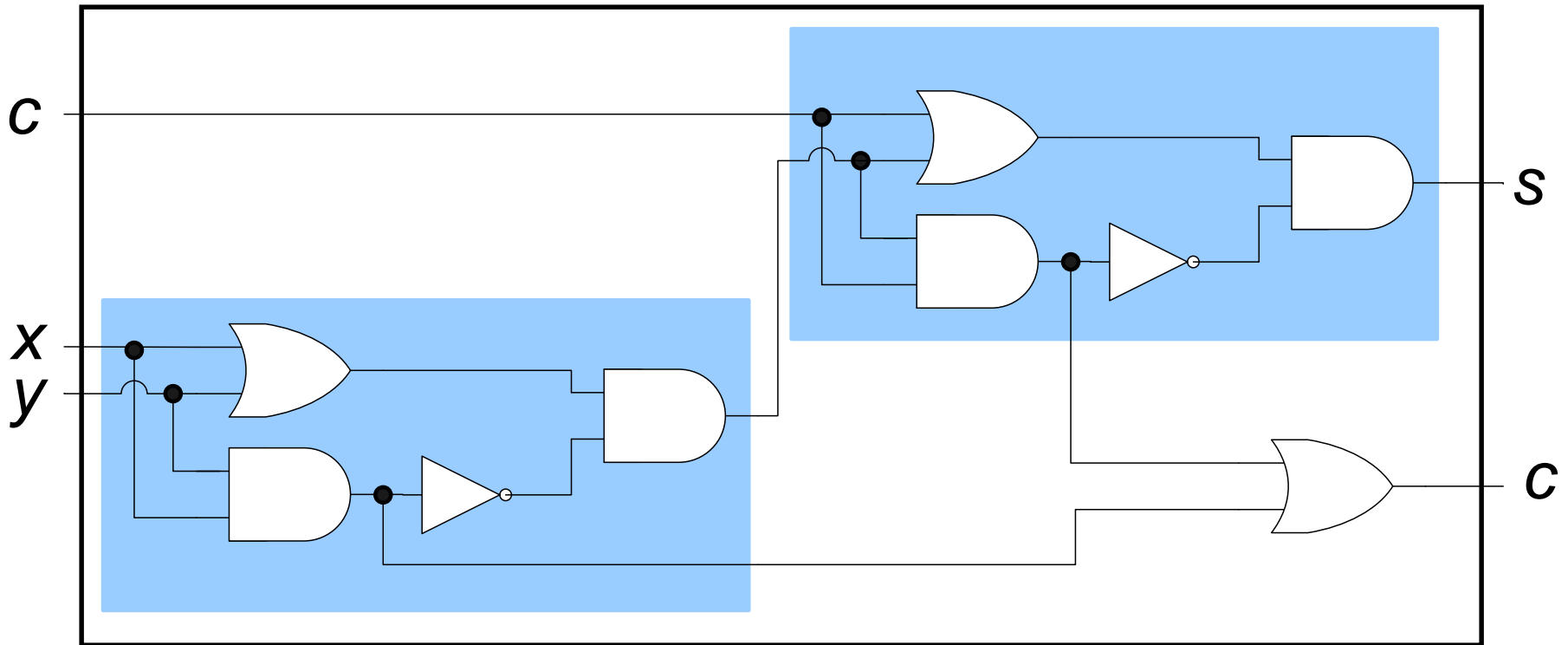
- The “HA” boxes are half-adders

$x$	$y$	$c$	$s_1$	$c_1$	carry	sum
1	1	1	0	1	1	1
1	1	0	0	1	1	0
1	0	1	1	0	1	0
1	0	0	1	0	0	1
0	1	1	1	0	1	0
0	1	0	1	0	0	1
0	0	1	0	0	0	1
0	0	0	0	0	0	0



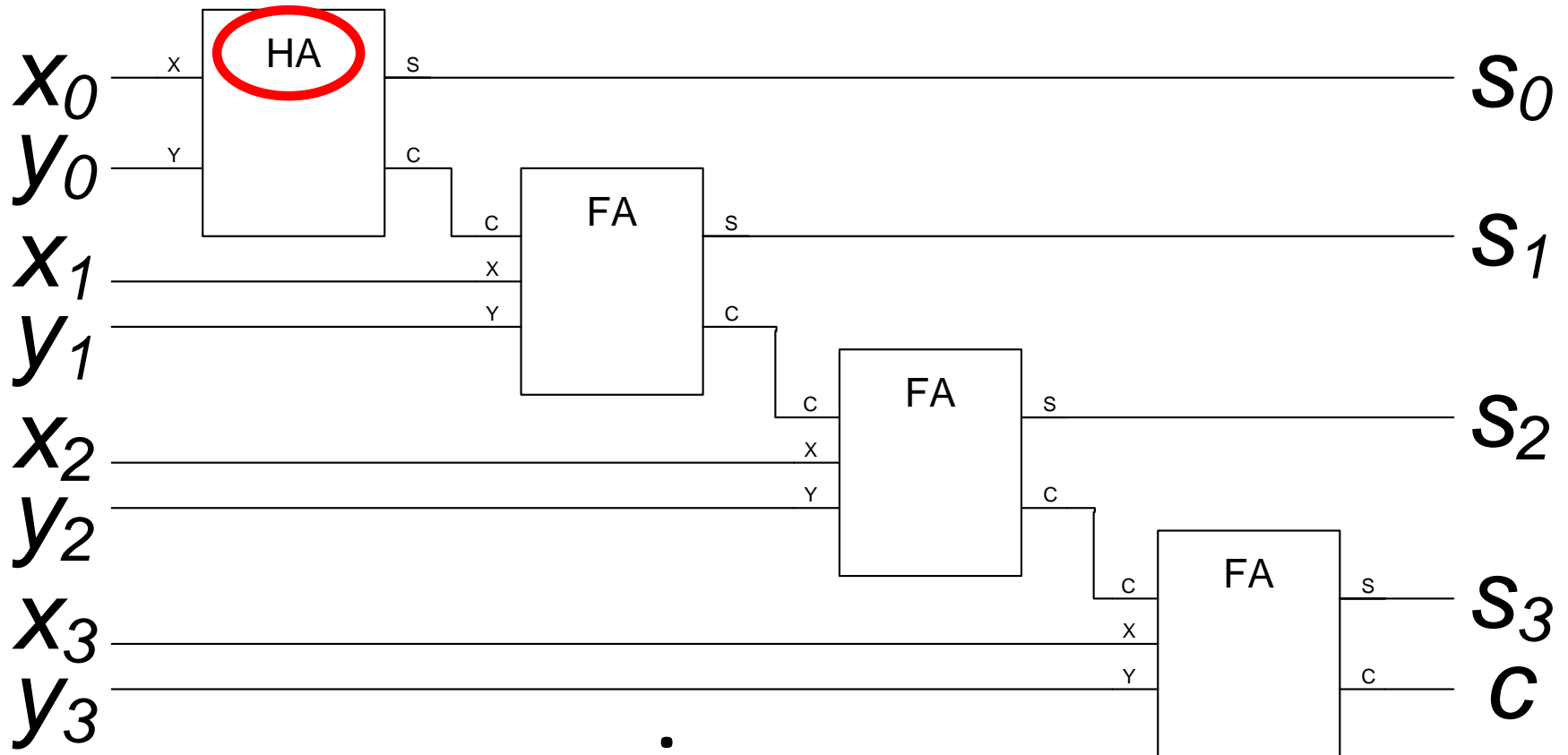
# The full adder

- The full circuitry of the full adder



# Adding bigger binary numbers

- Just chain full adders together



# Adding bigger binary numbers

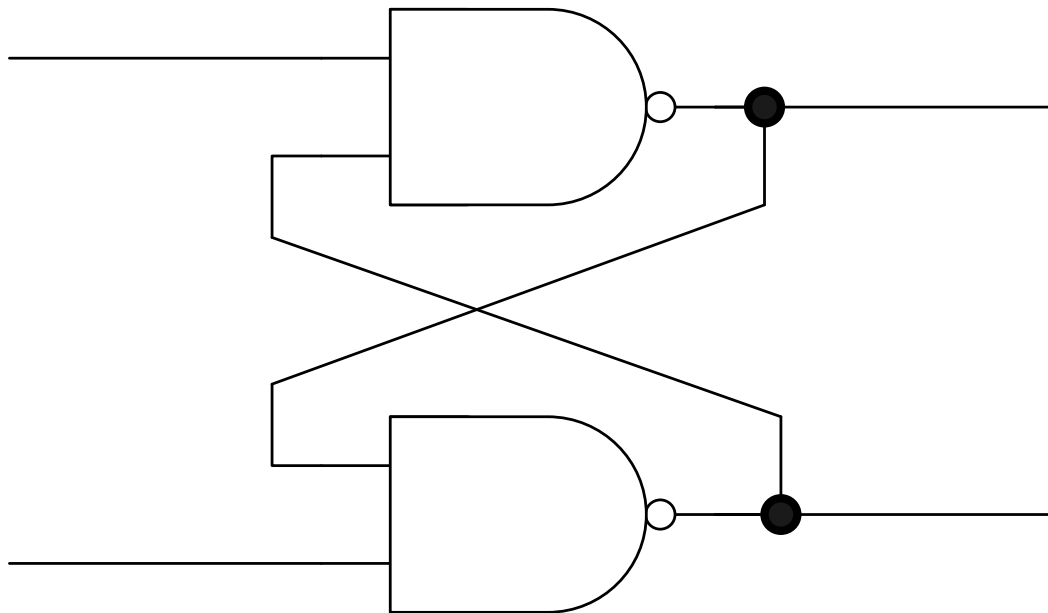
- A half adder has 4 logic gates
- A full adder has two half adders plus a OR gate
  - Total of 9 logic gates
- To add  $n$  bit binary numbers, you need 1 HA and  $n-1$  FAs
- To add 32 bit binary numbers, you need 1 HA and 31 FAs
  - Total of  $4+9*31 = 283$  logic gates
- To add 64 bit binary numbers, you need 1 HA and 63 FAs
  - Total of  $4+9*63 = 571$  logic gates

# More about logic gates

- To implement a logic gate in hardware, you use a transistor
- Transistors are all enclosed in an “IC”, or integrated circuit
- The current Intel Pentium IV processors have 55 million transistors!

# Flip-flops

- Consider the following circuit:



- What does it do?

# Memory

- A flip-flop holds a single bit of memory
  - The bit “flip-flops” between the two NAND gates
- In reality, flip-flops are a bit more complicated
  - Have 5 (or so) logic gates (transistors) per flip-flop
- Consider a 1 Gb memory chip
  - 1 Gb = 8,589,934,592 bits of memory
  - That’s about 43 million transistors!
- In reality, those transistors are split into 9 ICs of about 5 million transistors each





Table 1.5.3

# Hexadecimal

- A numerical range from 0-15
  - Where A is 10, B is 11, ... and F is 15
- Often written with a '0x' prefix
- So 0x10 is 10 hex, or 16
  - 0x100 is 100 hex, or 256
- Binary numbers easily translate:

Decimal	Hexadecimal	4-Bit Binary Equivalent
0	0	0000
1	1	0001
2	2	0010
3	3	0011
4	4	0100
5	5	0101
6	6	0110
7	7	0111
8	8	1000
9	9	1001
10	A	1010
11	B	1011
12	C	1100
13	D	1101
14	E	1110
15	F	1111