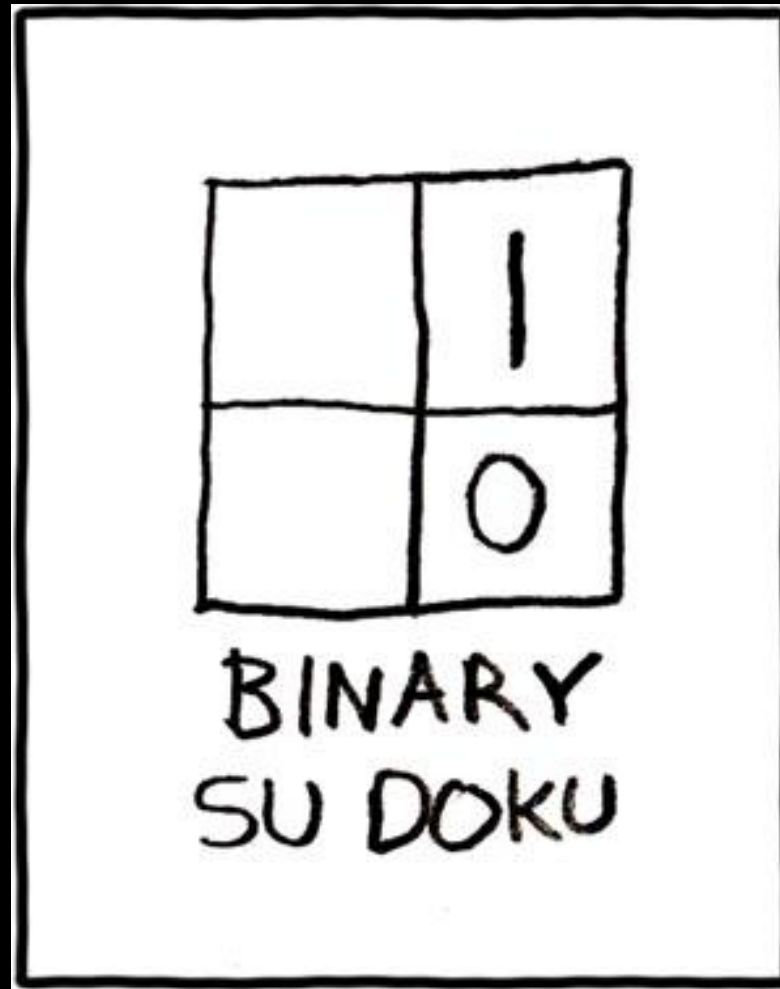


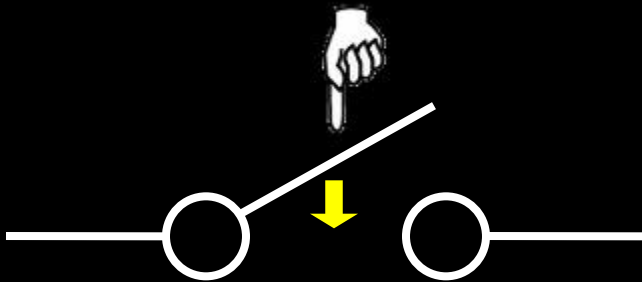
Gates and Logic



See: P&H Appendix C.2, C.3

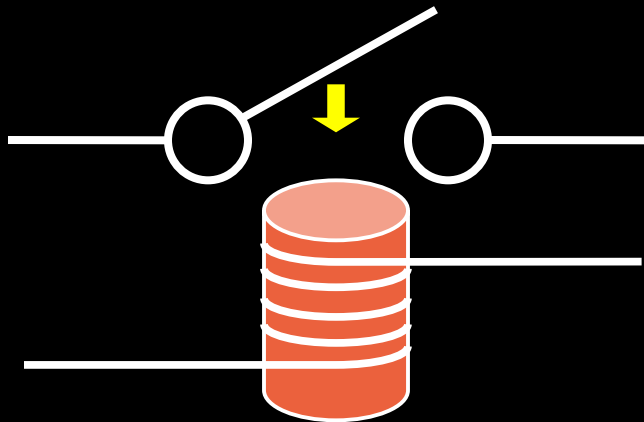


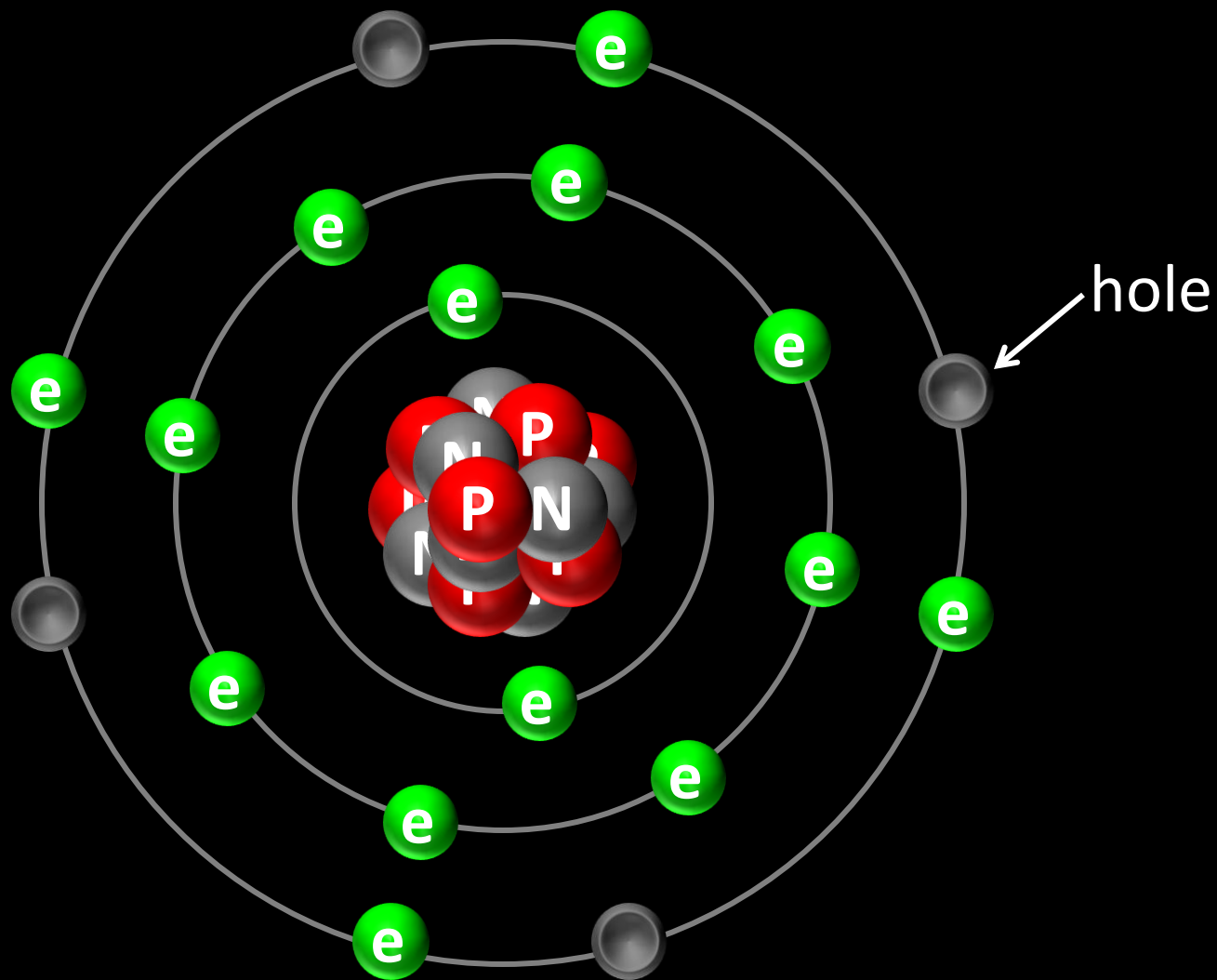
- Acts as a *conductor* or *insulator*
- Can be used to build amazing things...

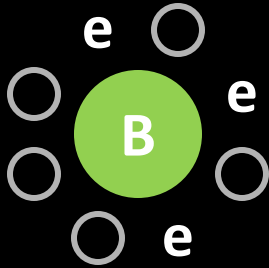




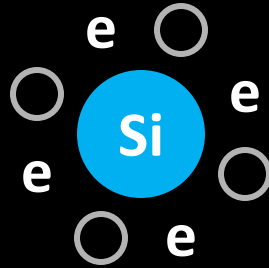
- One current controls another (larger) current
- **Static Power:**
 - Keeps consuming power when in the *ON* state
- **Dynamic Power:**
 - Jump in power consumption when switching



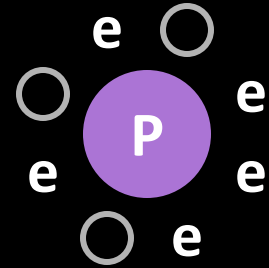




Boron

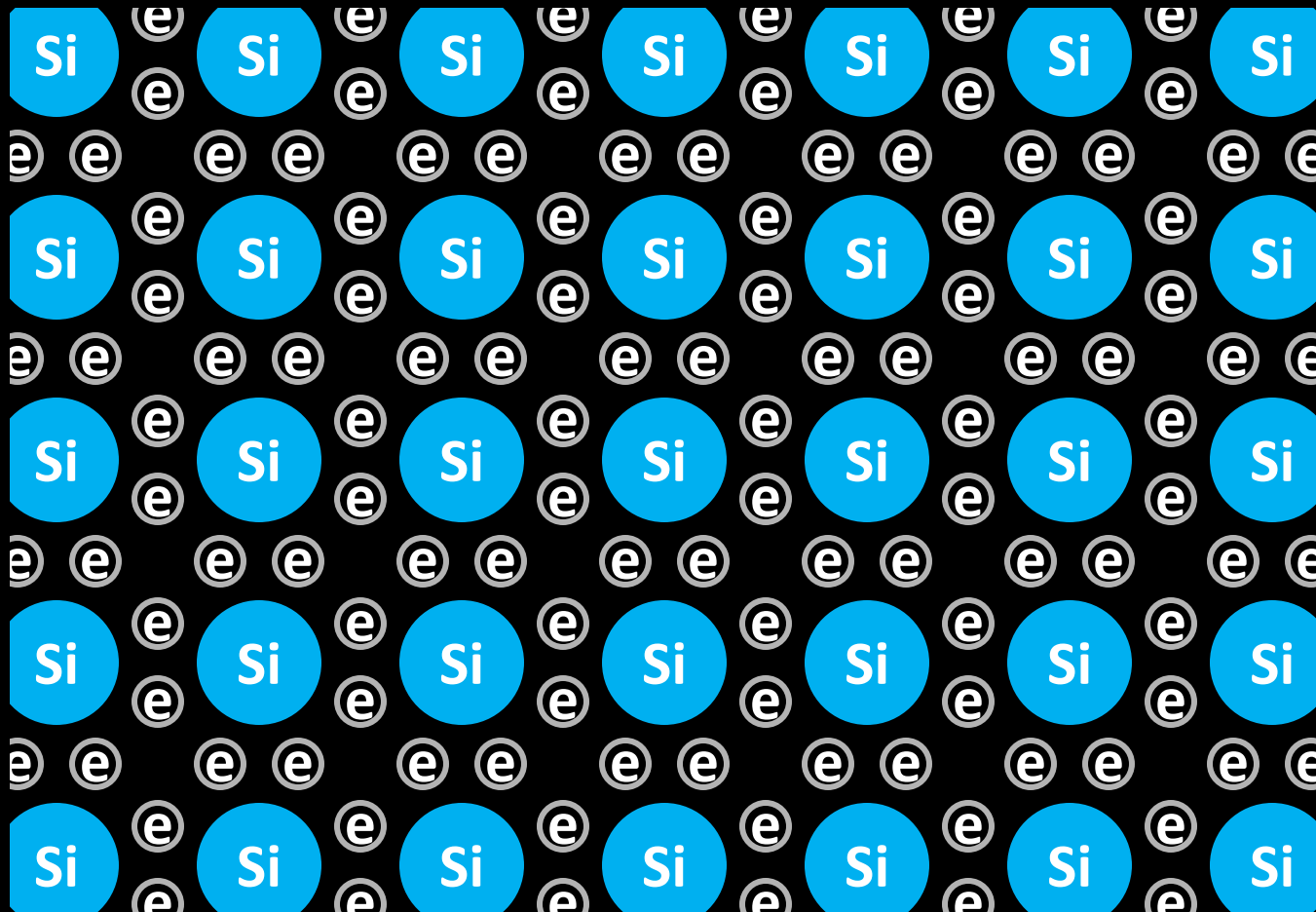


Silicon

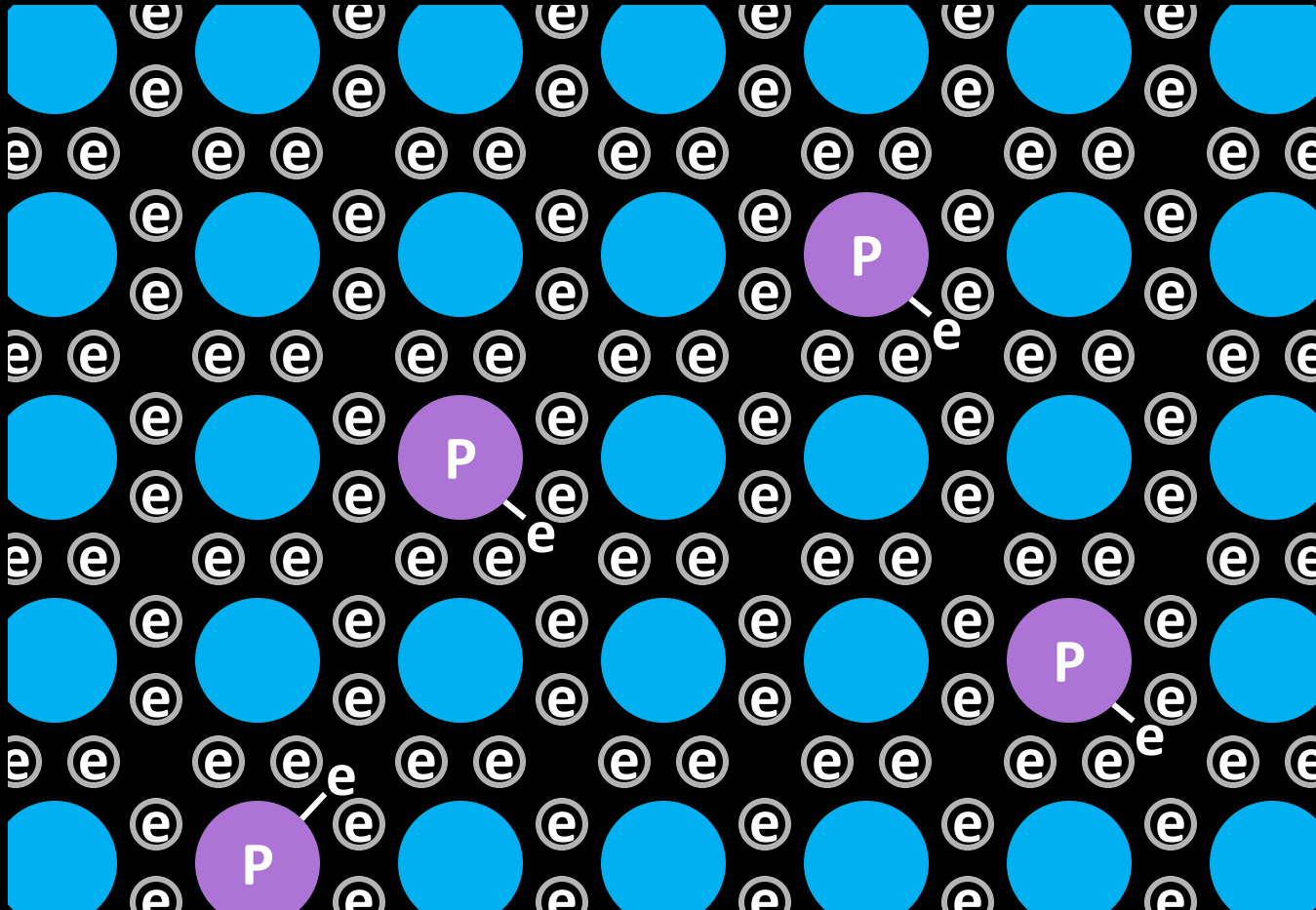


Phosphorus

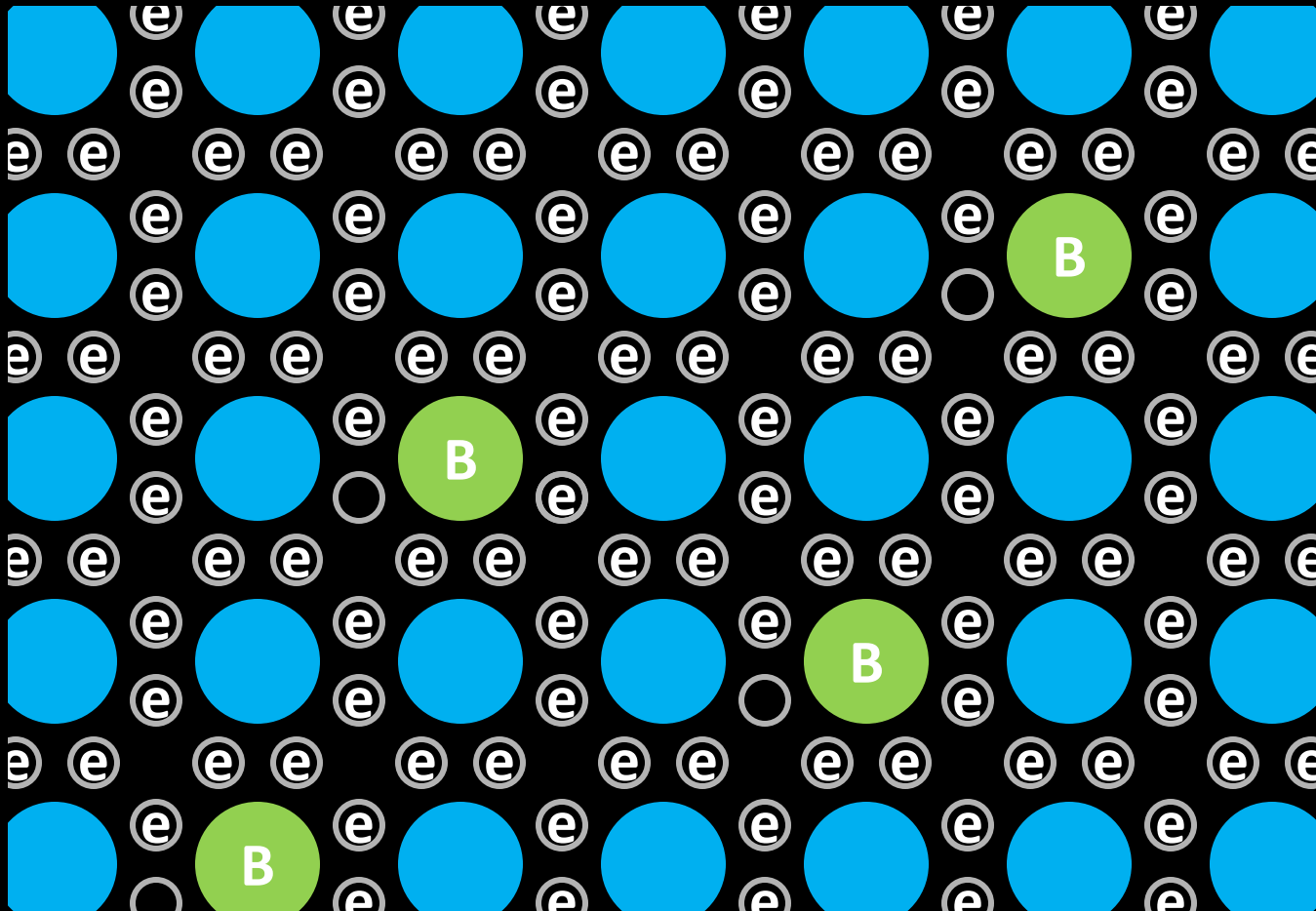
Silicon

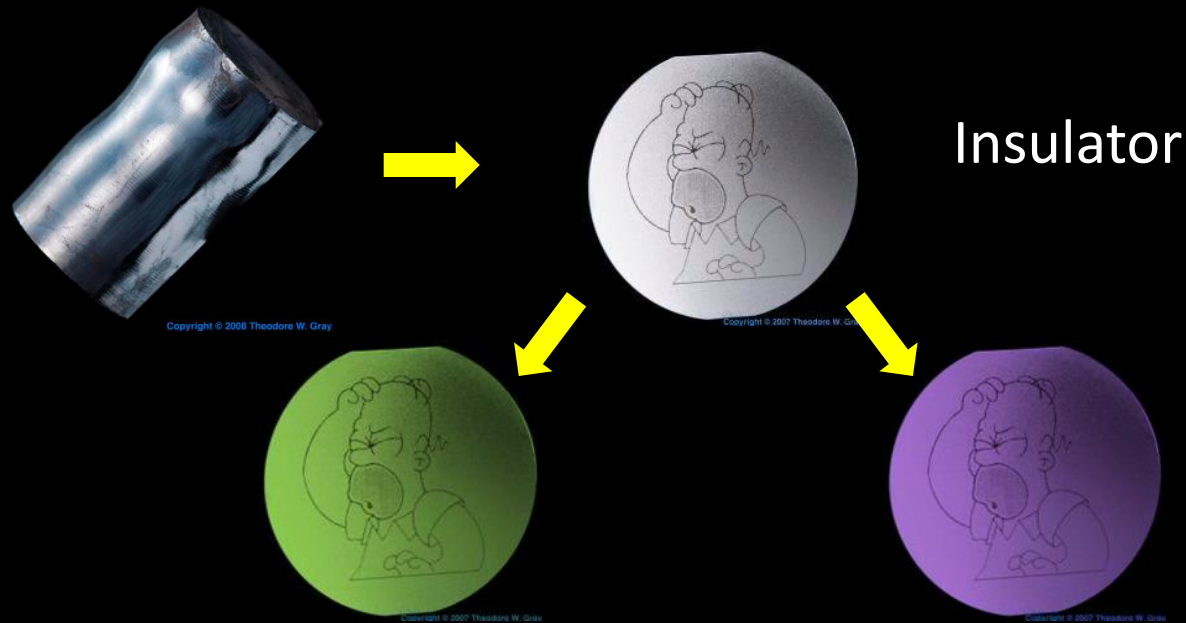


N-Type: Silicon + Phosphorus



P-Type: Silicon + Boron



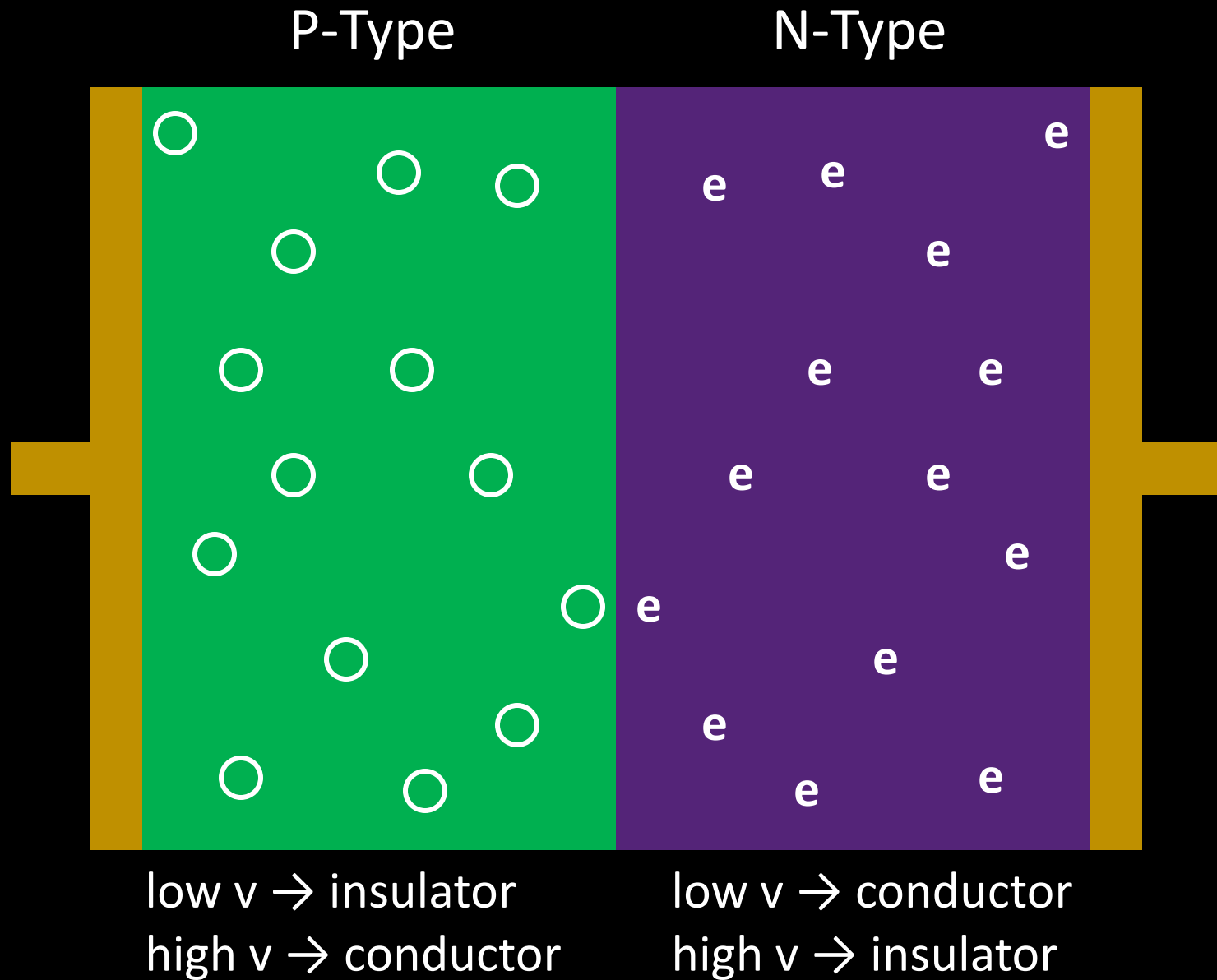


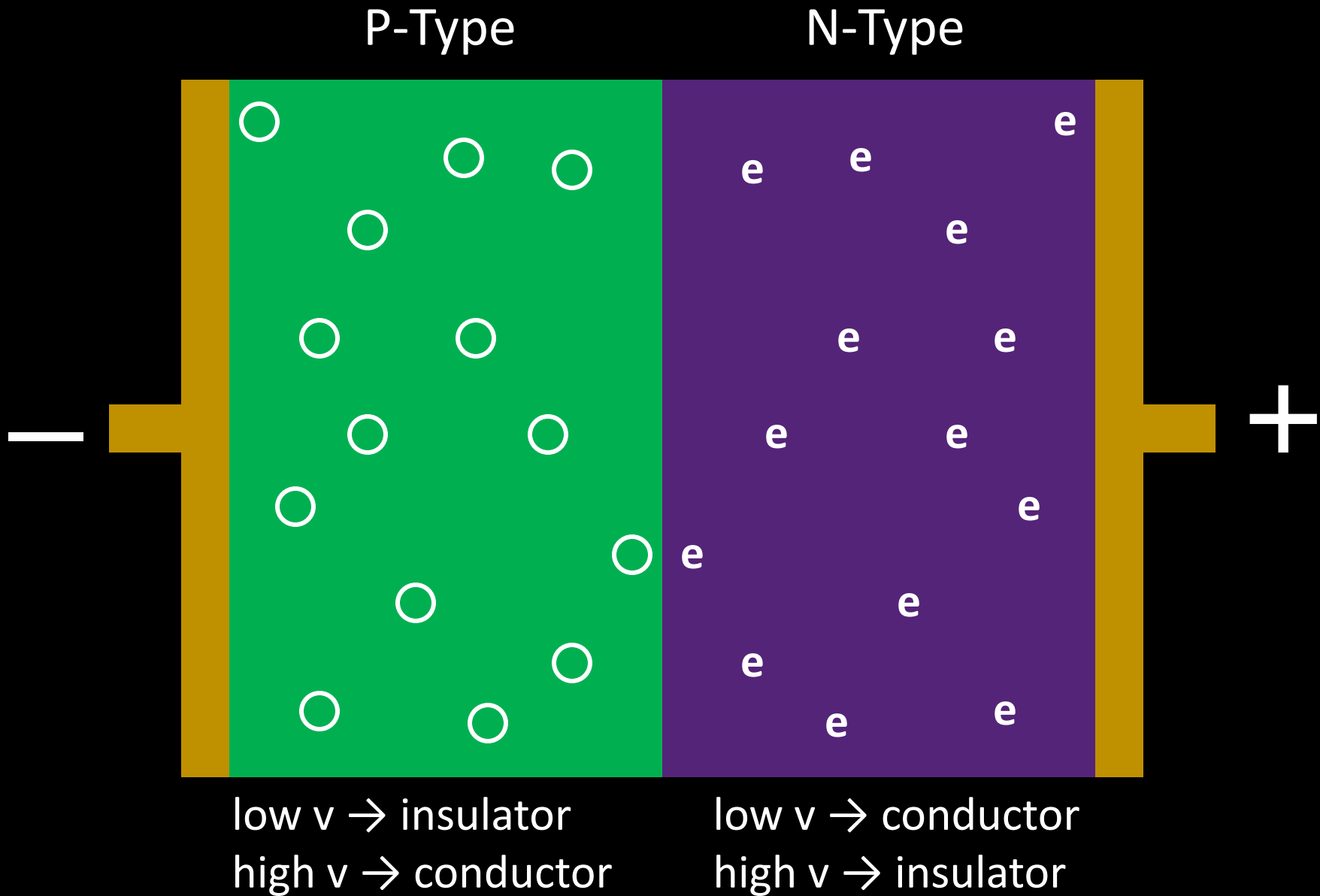
p-type (Si+Boron)
has mobile holes:

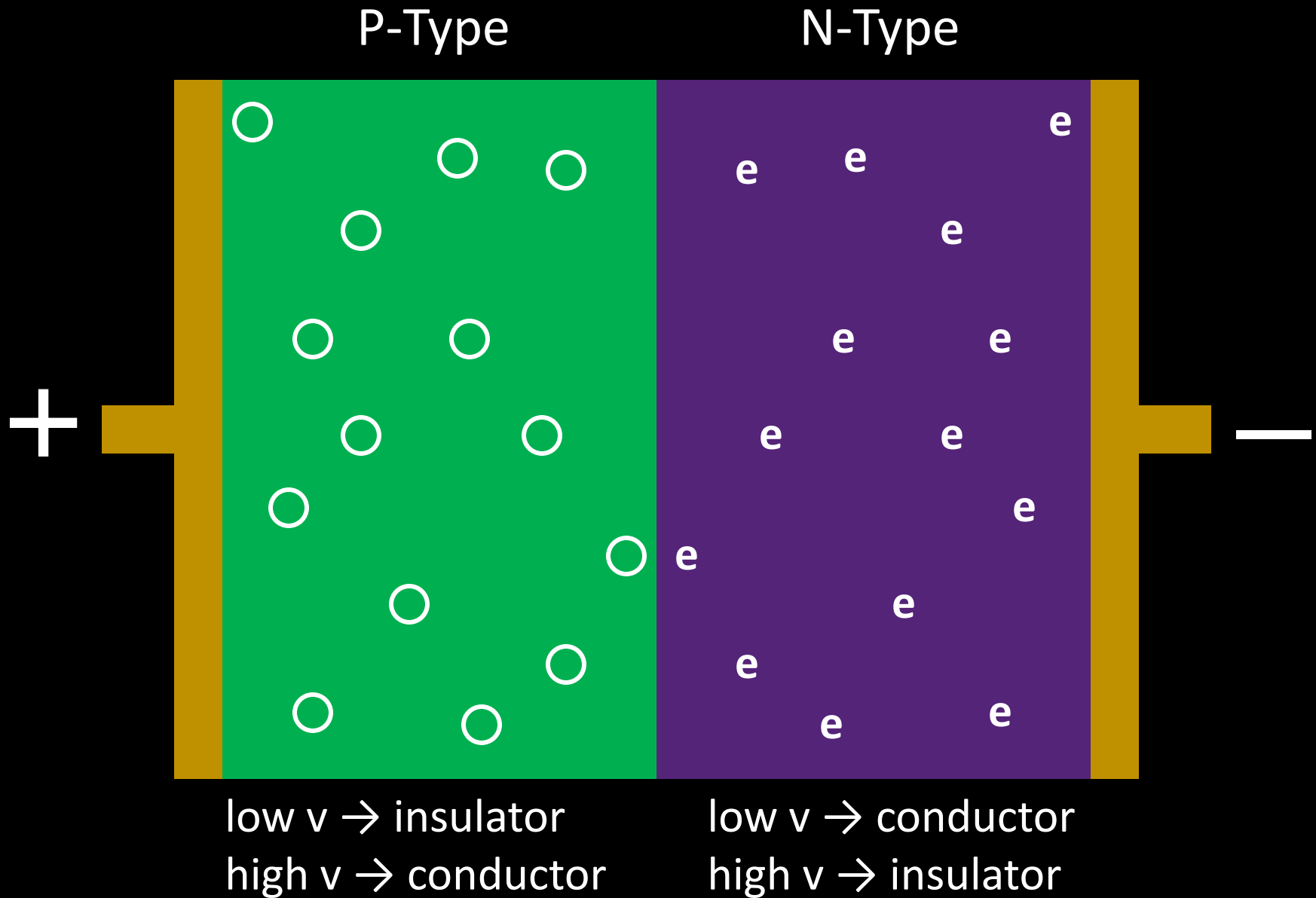
low voltage (depleted)
→ insulator
high voltage (mobile holes)
→ conductor

n-type (Si+Phosphorus)
has mobile electrons:

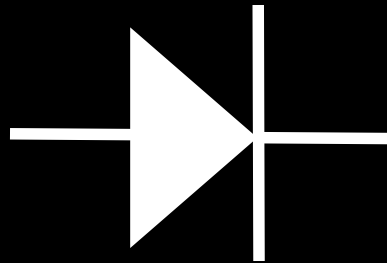
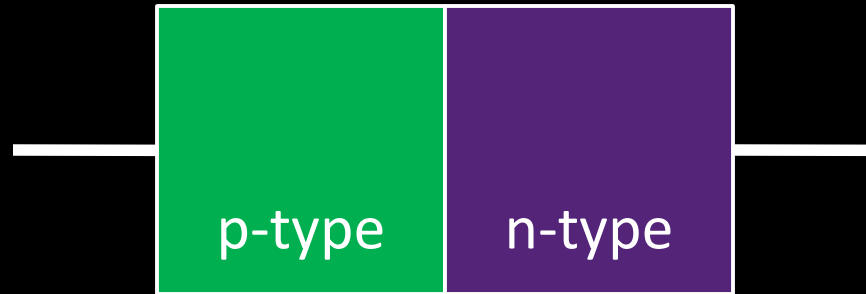
low voltage (mobile electrons)
→ conductor
high voltage (depleted)
→ insulator







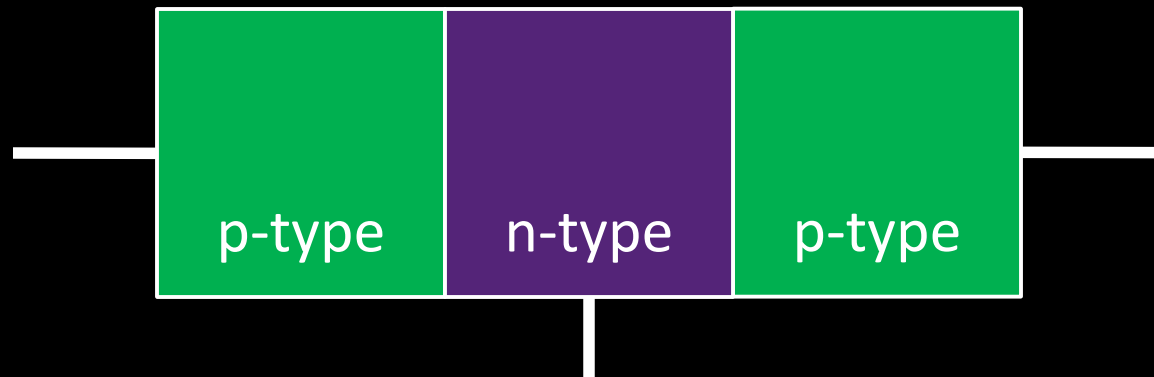
PN Junction “Diode”

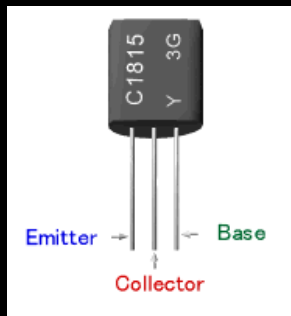


Conventions:

$v_{dd} = v_{cc} = +1.2v = +5v = hi$

$v_{ss} = v_{ee} = 0v = gnd$

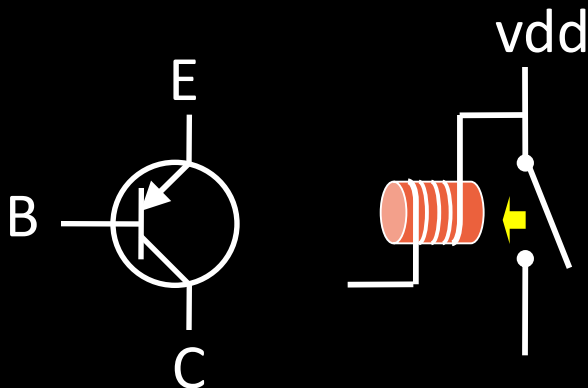
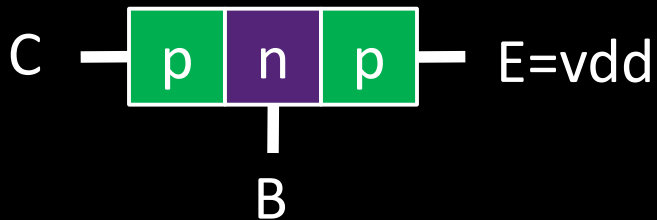




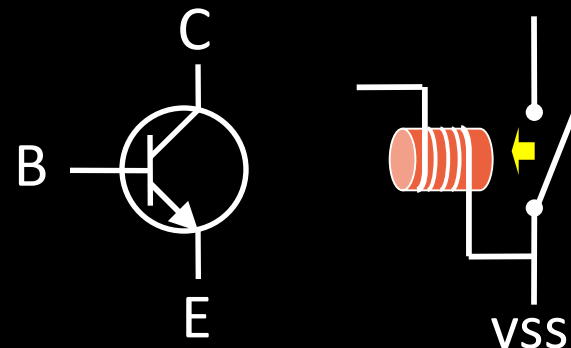
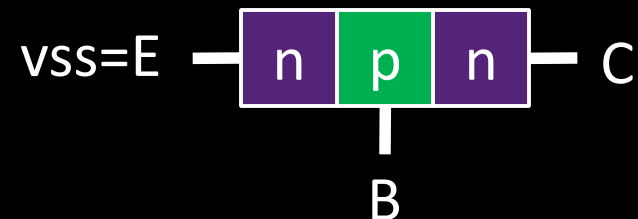
- Solid-state switch: The most amazing invention of the 1900s

Emitter = “input”, Base = “switch”, Collector = “output”

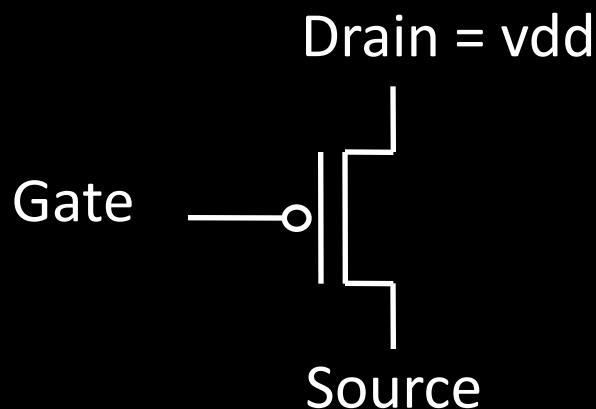
PNP Transistor



NPN Transistor

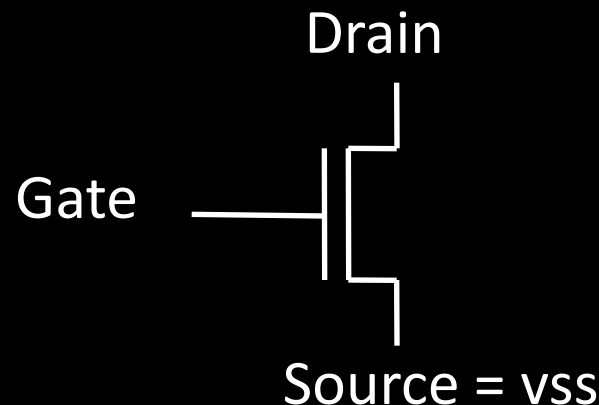


P-type FET

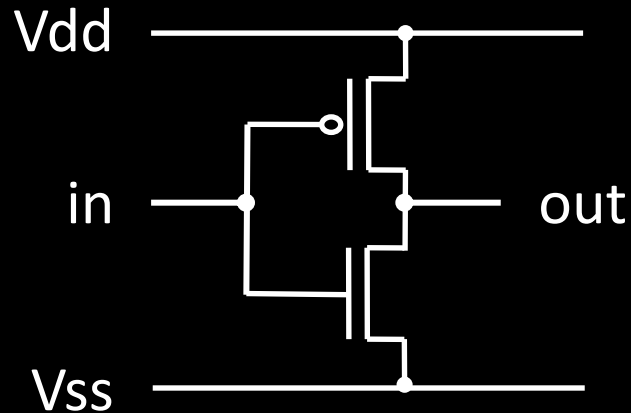


- Connect Source to Drain when Gate = lo
- Drain must be vdd, or connected to source of another P-type transistor

N-type FET

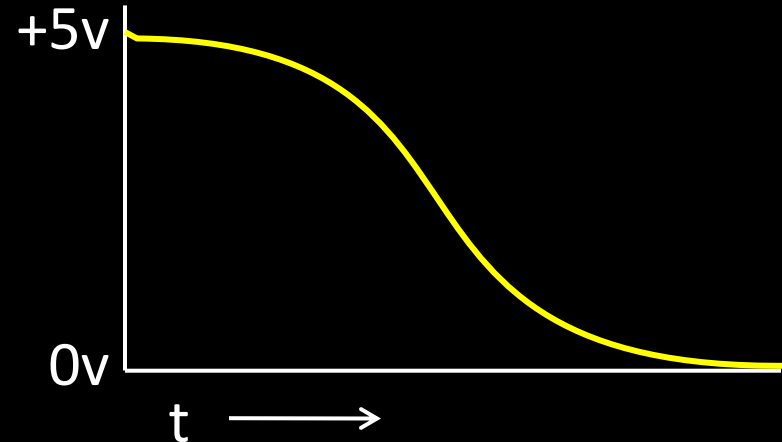


- Connect Source to Drain when Gate = hi
- Source must be vss, or connected to drain of another N-type transistor



In	Out

voltage



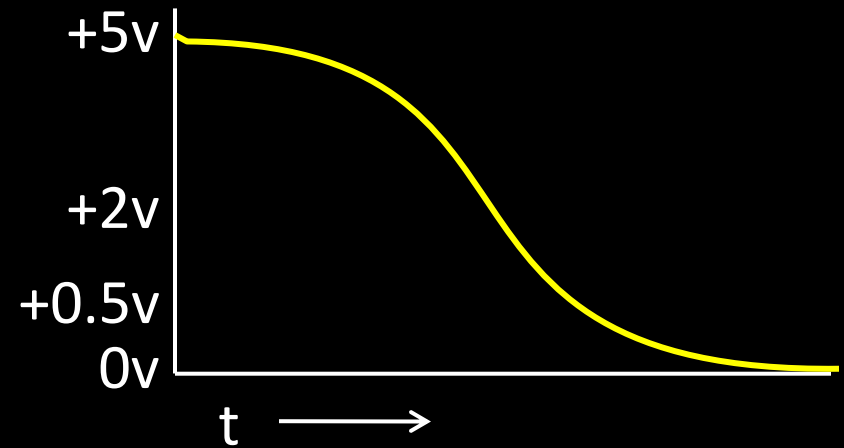
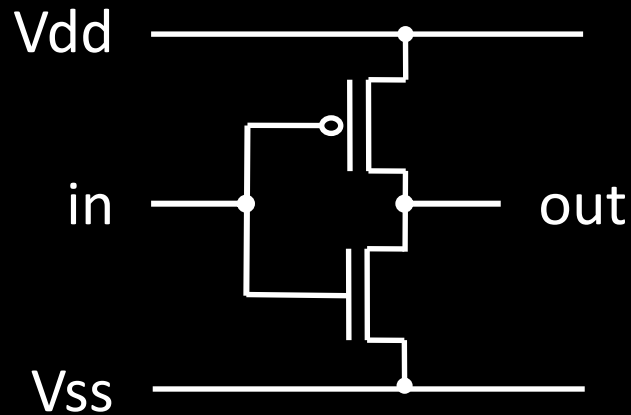
Gate delay

- transistor switching time
- voltage, propagation, fanout, temperature, ...

CMOS design

(complementary-symmetry metal–oxide–semiconductor)

- Power consumption = dynamic + leakage



In	Out
+5v	0v
0v	+5v

voltage

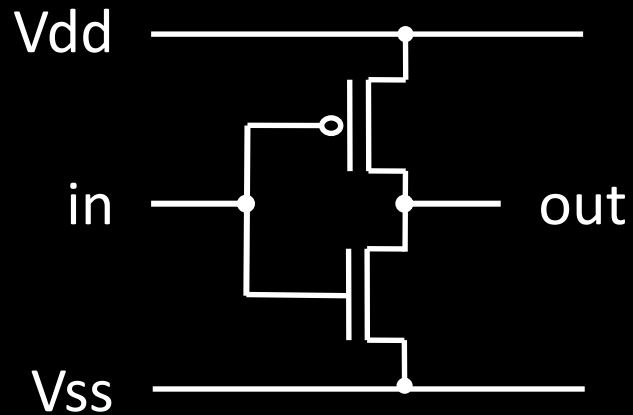
In	Out

truth table

Conventions:

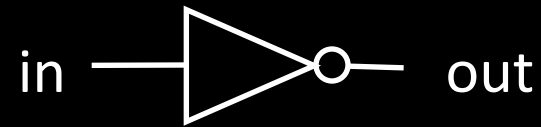
vdd = vcc = +1.2v = +5v = hi = true = 1

vss = vee = 0v = gnd = false = 0



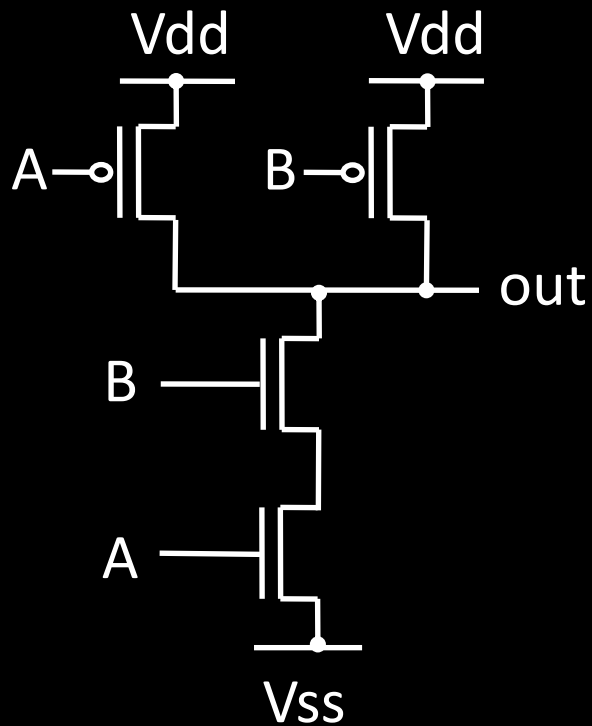
Function: NOT

- Symbol:



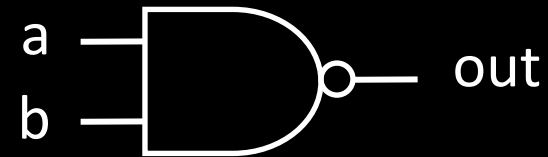
In	Out
0	1
1	0

Truth table

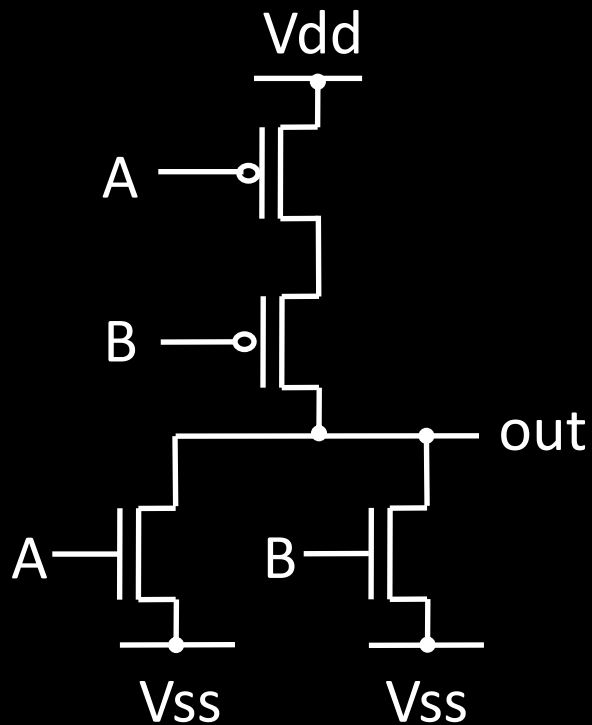


Function: NAND

- Symbol:

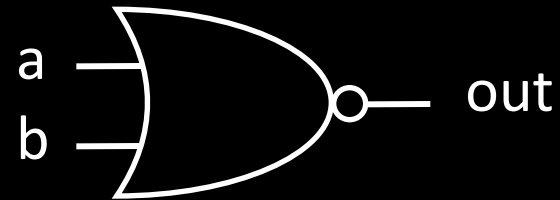


A	B	out
0	0	1
0	1	1
1	0	1
1	1	0

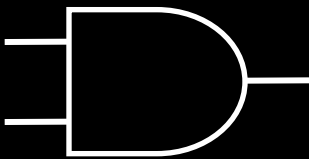


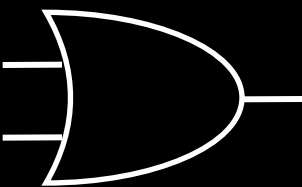
Function: NOR

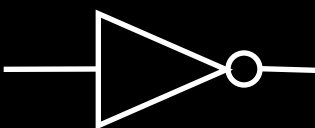
- Symbol:



A	B	out
0	0	1
0	1	0
1	0	0
1	1	0

- AND: 

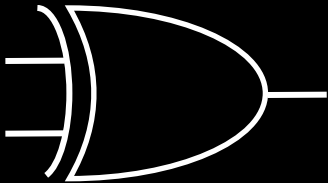
- OR: 

- NOT: 

NAND is universal (so is NOR)

- Can implement any function with just NAND gates
 - De Morgan's laws are helpful (pushing bubbles)
- useful for manufacturing

E.g.: XOR (A, B) = A or B but not both (“exclusive or”)



Proof: ?

Some notation:

- constants: true = 1, false = 0
- variables: a, b, out, ...
- operators:
 - $\text{AND}(a, b) = a b = a \& b = a \wedge b$
 - $\text{OR}(a, b) = a + b = a | b = a \vee b$
 - $\text{NOT}(a) = \bar{a} = !a = \neg a$

Identities useful for manipulating logic equations

— For optimization & ease of implementation

$$a + 0 = a$$

$$a + 1 = 1$$

$$a + \bar{a} = 1$$

$$a 0 = 0$$

$$a 1 = a$$

$$a \bar{a} = 0$$

$$\overline{(a + b)} = \bar{a} \bar{b}$$

$$\overline{(a b)} = \bar{a} + \bar{b}$$

$$a + a b = a$$

$$a(b+c) = ab + ac$$

$$\overline{a(b+c)} = \bar{a} + \overline{bc}$$

- functions: gates $\leftrightarrow$ truth tables $\leftrightarrow$ equations
- Example: $(a+b)(a+c) = a + bc$

a	b	c	a+b	a+c	LHS	bc	RHS
0	0	0	0	0	0	0	0
0	0	1	0	1	0	0	0
0	1	0	1	0	0	0	0
0	1	1	1	1	1	1	1
1	0	0	1	1	1	0	1
1	0	1	1	1	1	0	1
1	1	0	1	1	1	0	1
1	1	1	1	1	1	1	1

