

# Breadboard logic

January 13th, 2020

# Outline

**Boolean logic and basic gates**

**Binary addition**

**Memory**

## Basic logic operation

- Two states **TRUE** and **FALSE** (also written as **1** and **0**)
- Boolean logic describes logical operations

• <b>NOT</b>	A	Y
	0	1
	1	0

• <b>AND</b>	A	B	Y
	0	0	0
	1	0	0
	0	1	0
	1	1	1

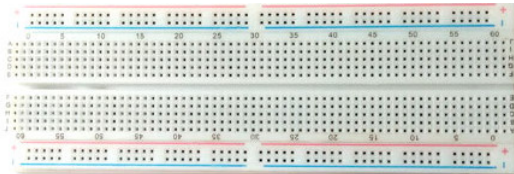
• <b>OR</b>	A	B	Y
	0	0	0
	1	0	1
	0	1	1
	1	1	1

- In electronics boolean states are represented by different voltage levels, e.g. **FALSE** = 0 V, **TRUE** = 5 V

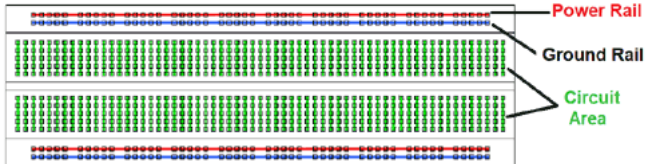
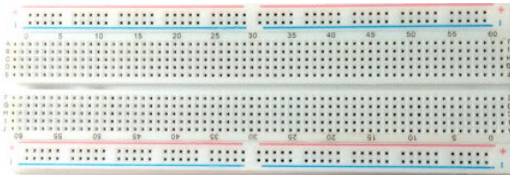
• <b>XOR</b>	A	B	Y
	0	0	0
	1	0	1
	0	1	1
	1	1	0

• <b>NAND</b>	A	B	Y
	0	0	1
	1	0	1
	0	1	1
	1	1	0

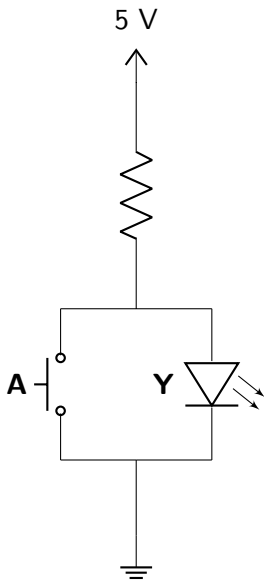
# Breadboard



# Breadboard

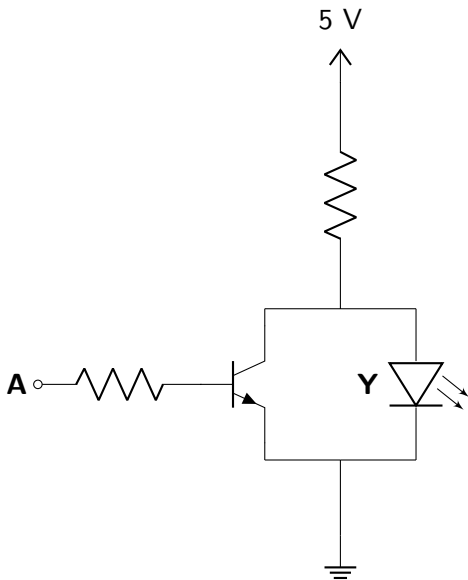


## NOT gate (inverter)



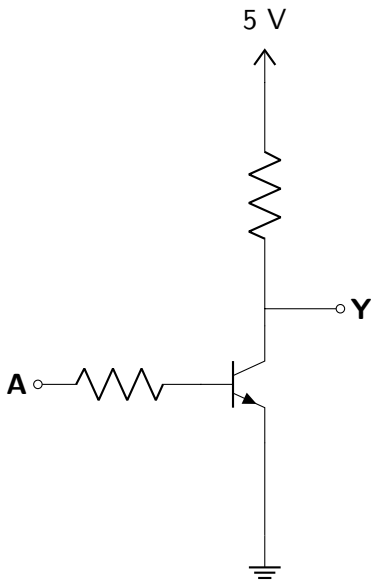
A	Y
0	1
1	0

## NOT gate (inverter)



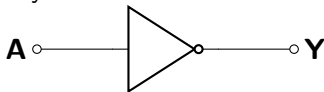
A	Y
0	1
1	0

## NOT gate (inverter)



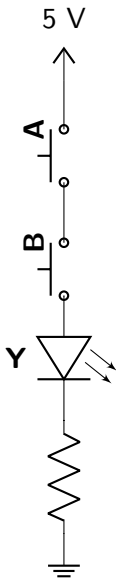
A	Y
0	1
1	0

Symbol:



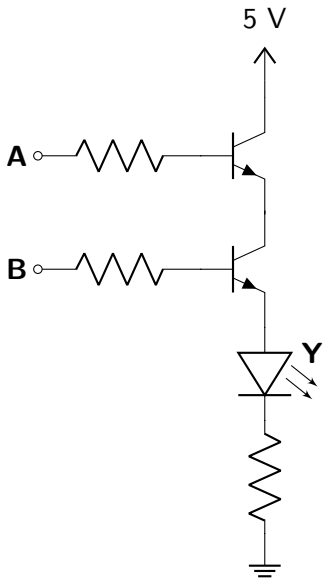


## AND gate



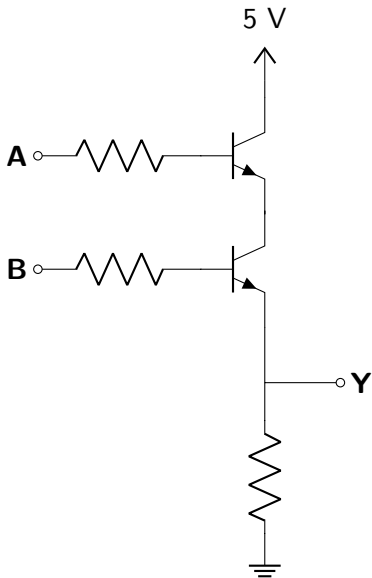
A	B	Y
0	0	0
1	0	0
0	1	0
1	1	1

## AND gate



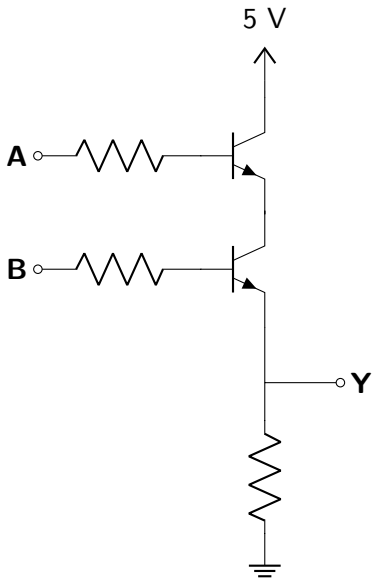
A	B	Y
0	0	0
1	0	0
0	1	0
1	1	1

## AND gate



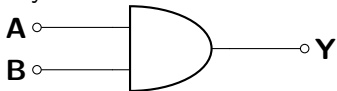
A	B	Y
0	0	0
1	0	0
0	1	0
1	1	1

## AND gate

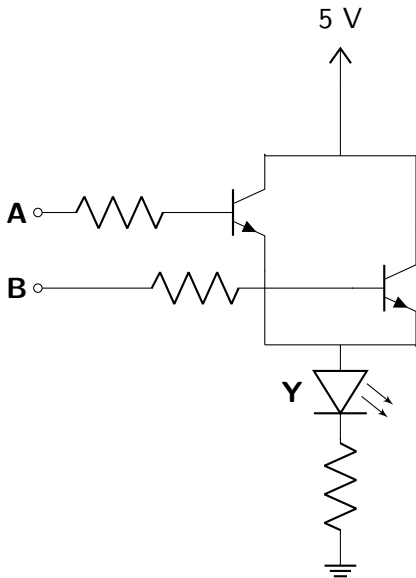


A	B	Y
0	0	0
1	0	0
0	1	0
1	1	1

Symbol:

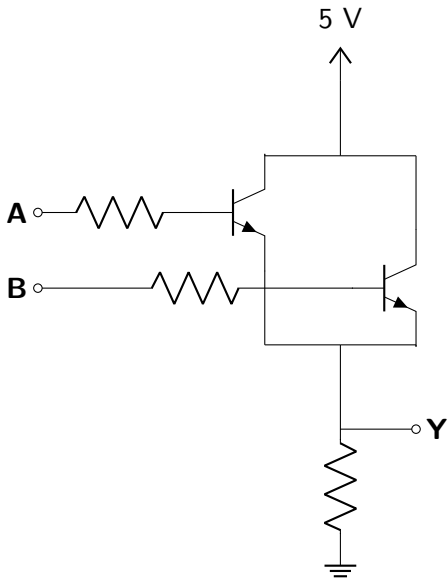


## OR gate



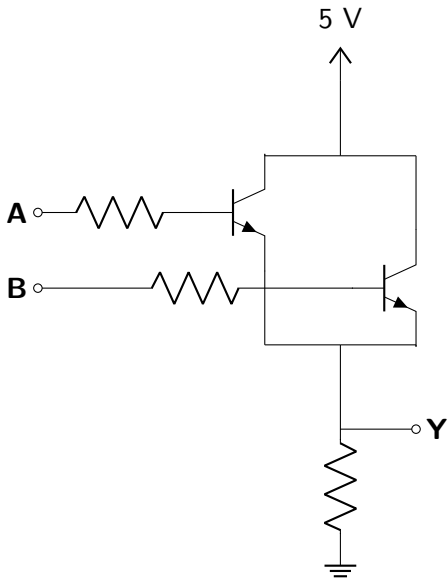
A	B	Y
0	0	0
1	0	1
0	1	1
1	1	1

## OR gate



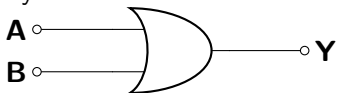
A	B	Y
0	0	0
1	0	1
0	1	1
1	1	1

## OR gate

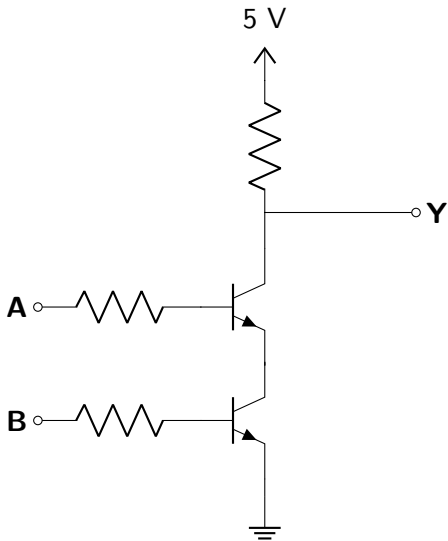


A	B	Y
0	0	0
1	0	1
0	1	1
1	1	1

Symbol:

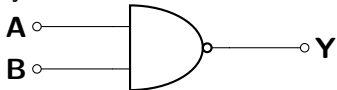


## NAND gate



A	B	Y
0	0	1
1	0	1
0	1	1
1	1	0

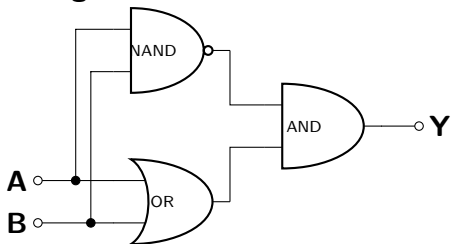
Symbol:





## Building some gates with other gates

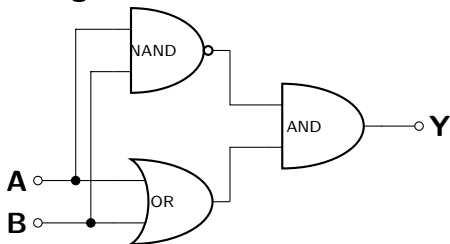
**XOR gate**



A	B	Y
0	0	0
1	0	1
0	1	1
1	1	0

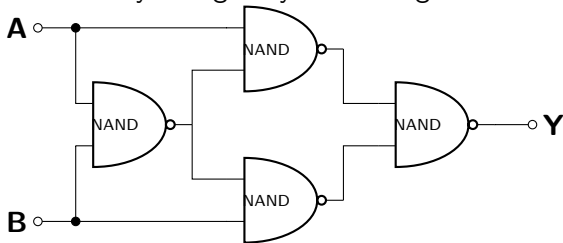
# Building some gates with other gates

## XOR gate



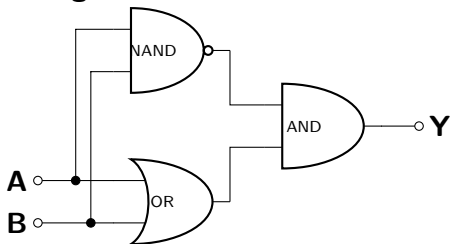
A	B	Y
0	0	0
1	0	1
0	1	1
1	1	0

Alternatively using only **NAND** gates:



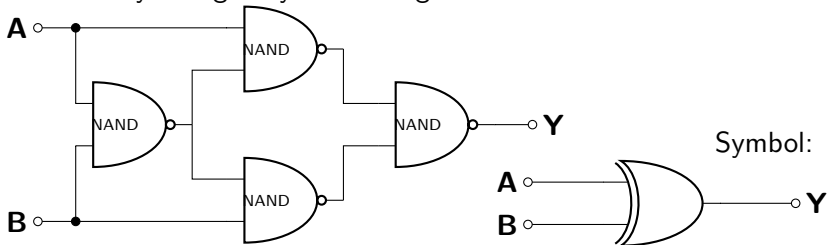
# Building some gates with other gates

## XOR gate



A	B	Y
0	0	0
1	0	1
0	1	1
1	1	0

Alternatively using only **NAND** gates:



# Binary addition

- Adding two 1-bit numbers:

A	B	Y
0	0	0
1	0	1
0	1	1
1	1	10

# Binary addition

- Adding two 1-bit numbers:

A	B	Y
0	0	0
1	0	1
0	1	1
1	1	10

← 2 bit output: **CARRY** and **SUM**

# Binary addition

- Adding two 1-bit numbers:

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

← 2 bit output: **CARRY** and **SUM**

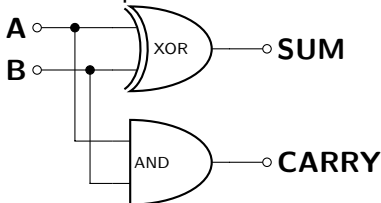
# Binary addition

- Adding two 1-bit numbers:

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

← 2 bit output: **CARRY** and **SUM**

- Can be implemented with one AND gate and one XOR gate:



## Full Adder

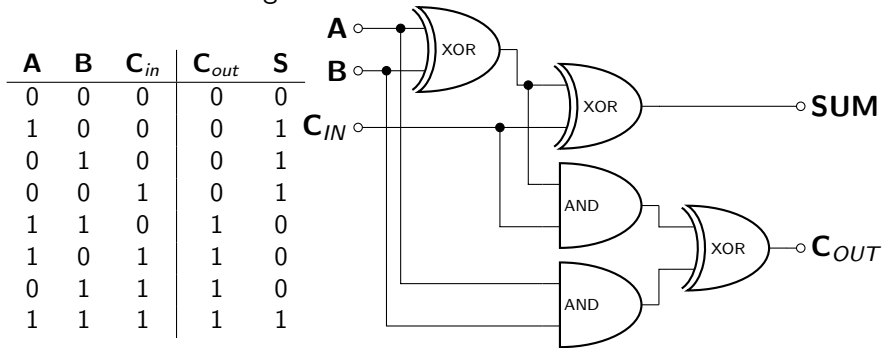
If we want to add N-bit numbers we have to account for the carry bit of lower-valued digits

<b>A</b>	<b>B</b>	<b>C<sub>in</sub></b>	<b>C<sub>out</sub></b>	<b>S</b>
0	0	0	0	0
1	0	0	0	1
0	1	0	0	1
0	0	1	0	1
1	1	0	1	0
1	0	1	1	0
0	1	1	1	0
1	1	1	1	1



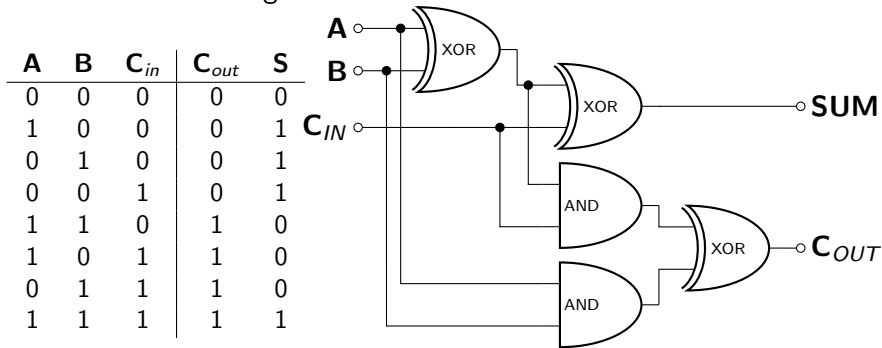
## Full Adder

If we want to add N-bit numbers we have to account for the carry bit of lower-valued digits

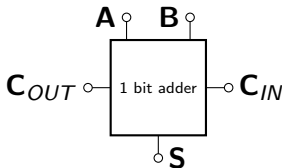


## Full Adder

If we want to add N-bit numbers we have to account for the carry bit of lower-valued digits



Symbol for full adder:



## Building a N-bit adder

- Adding two N-bit binary numbers:

<b>A:</b>	1	0	1	1
<b>B:</b>	1	1	1	0
<b>CARRY:</b>				0
<hr/>				
<b>SUM:</b>				

## Building a N-bit adder

- Adding two N-bit binary numbers:

<b>A:</b>	1	0	1	1
<b>B:</b>	1	1	1	0
<b>CARRY:</b>				0
<hr/>				
<b>SUM:</b>				1

## Building a N-bit adder

- Adding two N-bit binary numbers:

<b>A:</b>	1	0	1	1
<b>B:</b>	1	1	1	0
<b>CARRY:</b>			0	0
<hr/>				
<b>SUM:</b>				1

## Building a N-bit adder

- Adding two N-bit binary numbers:

<b>A:</b>	1	0	1	1
<b>B:</b>	1	1	1	0
<b>CARRY:</b>			0	0
<hr/>				
<b>SUM:</b>			0	1

## Building a N-bit adder

- Adding two N-bit binary numbers:

<b>A:</b>	1	0	1	1
<b>B:</b>	1	1	1	0
<b>CARRY:</b>		1	0	0
<hr/>				
<b>SUM:</b>		0	1	

## Building a N-bit adder

- Adding two N-bit binary numbers:

<b>A:</b>	1	0	1	1
<b>B:</b>	1	1	1	0
<b>CARRY:</b>		1	0	0
<hr/>				
<b>SUM:</b>		0	0	1



## Building a N-bit adder

- Adding two N-bit binary numbers:

<b>A:</b>	1	0	1	1
<b>B:</b>	1	1	1	0
<b>CARRY:</b>	1	1	0	0
<hr/>				
<b>SUM:</b>		0	0	1

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- Adding two N-bit binary numbers:

<b>A:</b>	1	0	1	1
<b>B:</b>	1	1	1	0
<b>CARRY:</b>	1	1	0	0
<hr/>				
<b>SUM:</b>	1	0	0	1

## Building a N-bit adder

- Adding two N-bit binary numbers:

<b>A:</b>	1	0	1	1	
<b>B:</b>	1	1	1	0	
<b>CARRY:</b>	1	1	1	0	0
<hr/>					
<b>SUM:</b>	1	0	0	1	

## Building a N-bit adder

- Adding two N-bit binary numbers:

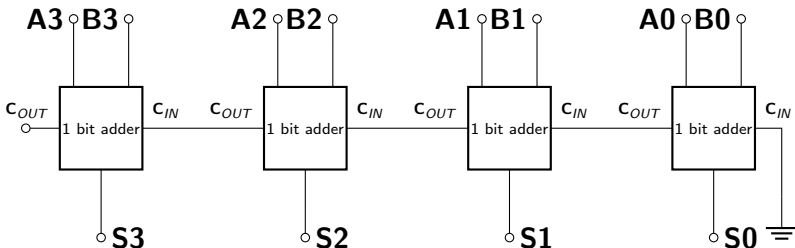
<b>A:</b>	1	0	1	1	
<b>B:</b>	1	1	1	0	
<b>CARRY:</b>	1	1	1	0	0
<hr/>					
<b>SUM:</b>	1	1	0	0	1

# Building a N-bit adder

- Adding two N-bit binary numbers:

<b>A:</b>	1	0	1	1	
<b>B:</b>	1	1	1	0	
<b>CARRY:</b>	1	1	1	0	0
<hr/>					
<b>SUM:</b>	1	1	0	0	1

- 4 bit **ripple carry** adder:

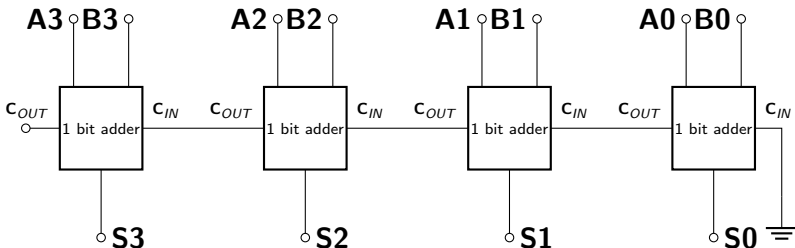


# Building a N-bit adder

- Adding two N-bit binary numbers:

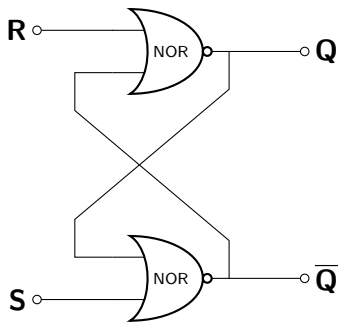
<b>A:</b>	1	0	1	1	
<b>B:</b>	1	1	1	0	
<b>CARRY:</b>	1	1	1	0	0
<hr/>					
<b>SUM:</b>	1	1	0	0	1

- 4 bit **ripple carry** adder:



- Note: propagation delay of full adders

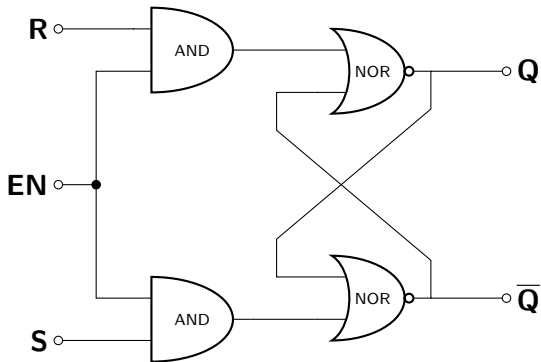
## S-R latch



S	R	Q	$\bar{Q}$	
0	0			LATCHED
1	0	1	0	
0	1	0	1	
1	1			UNDEFINED

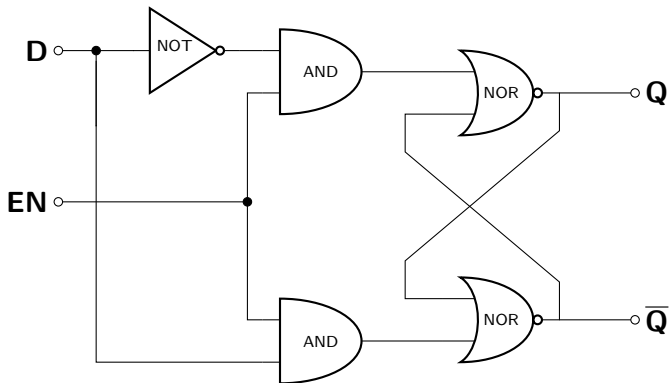
- Can be used to store 1 bit of information

## Gated latch





## D latch



# Building a N-bit shift register

content...