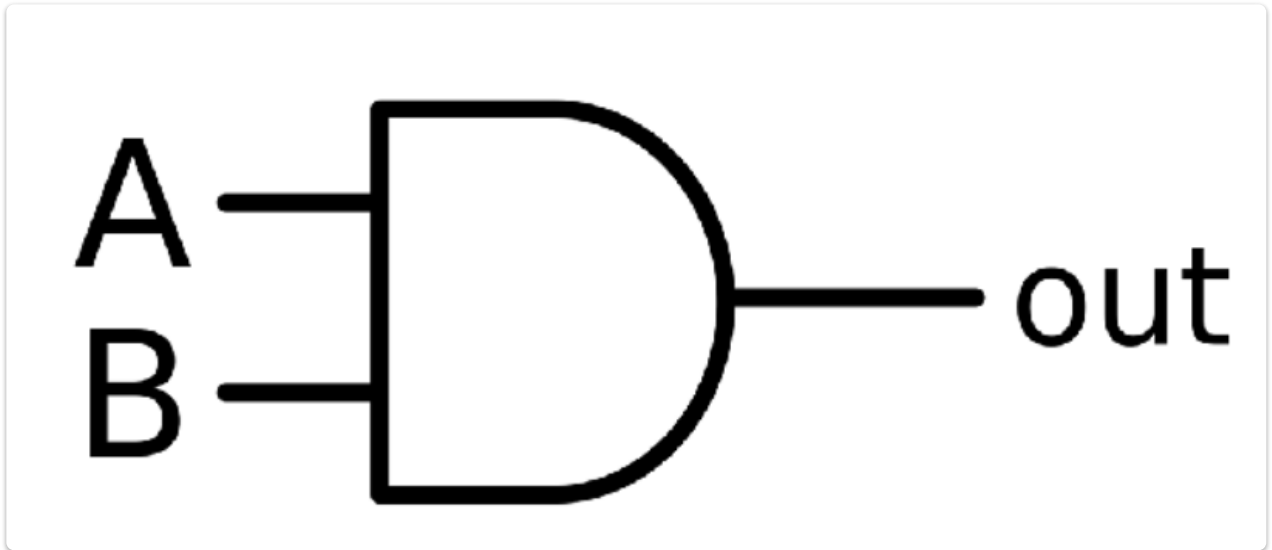


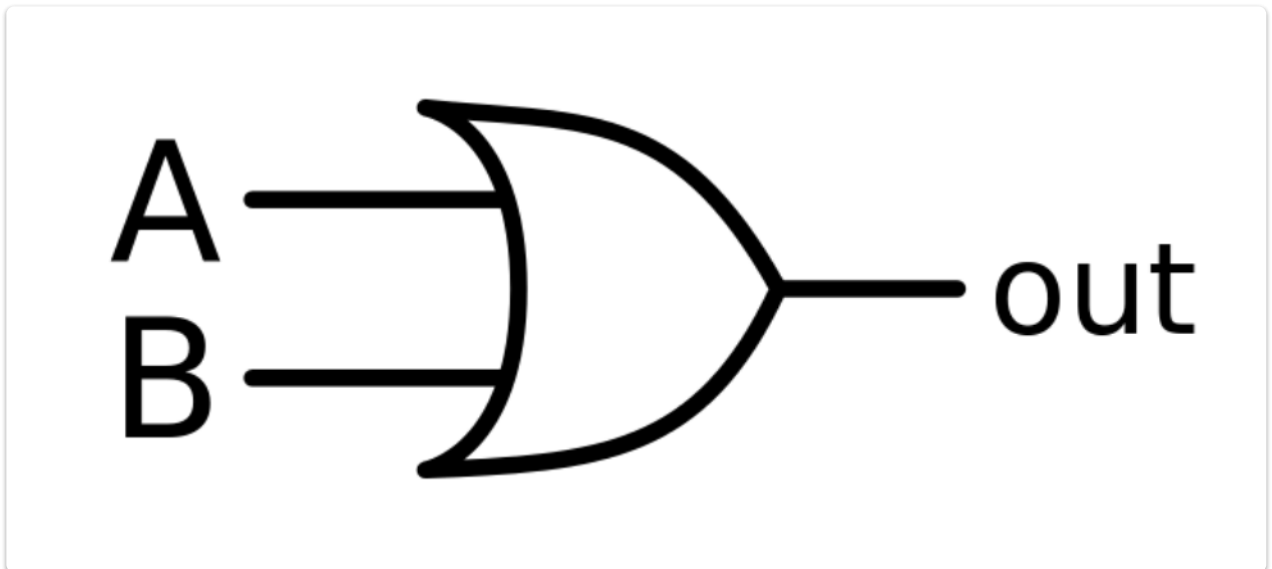
# Logic Gates

- And



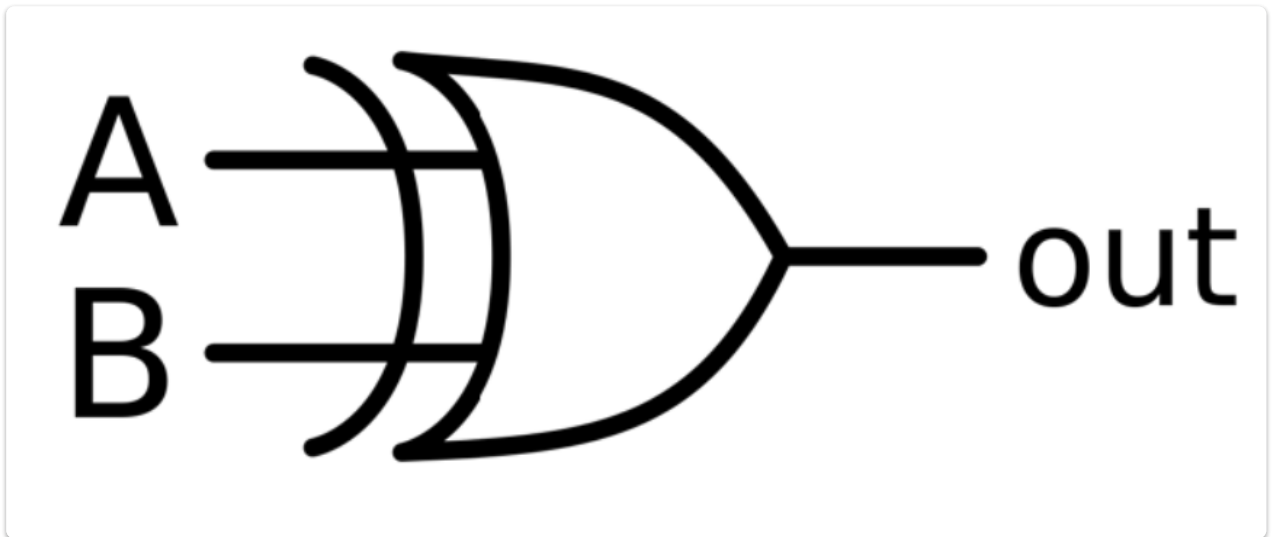
consider the shape as a "D"

- OR

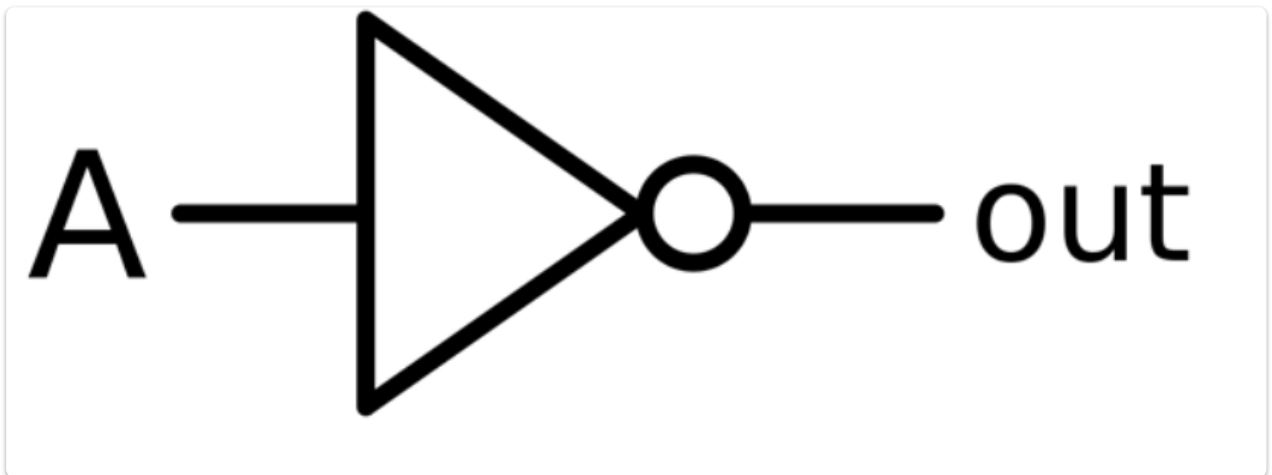


consider the lhs shape as the half of "O"

- XOR exclusive or

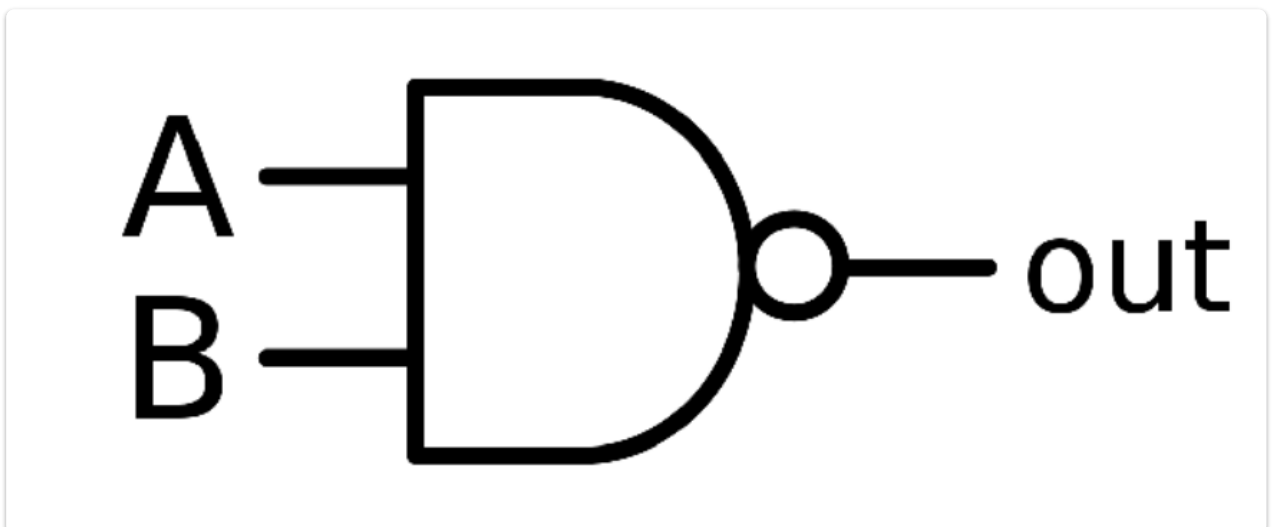


- NOT

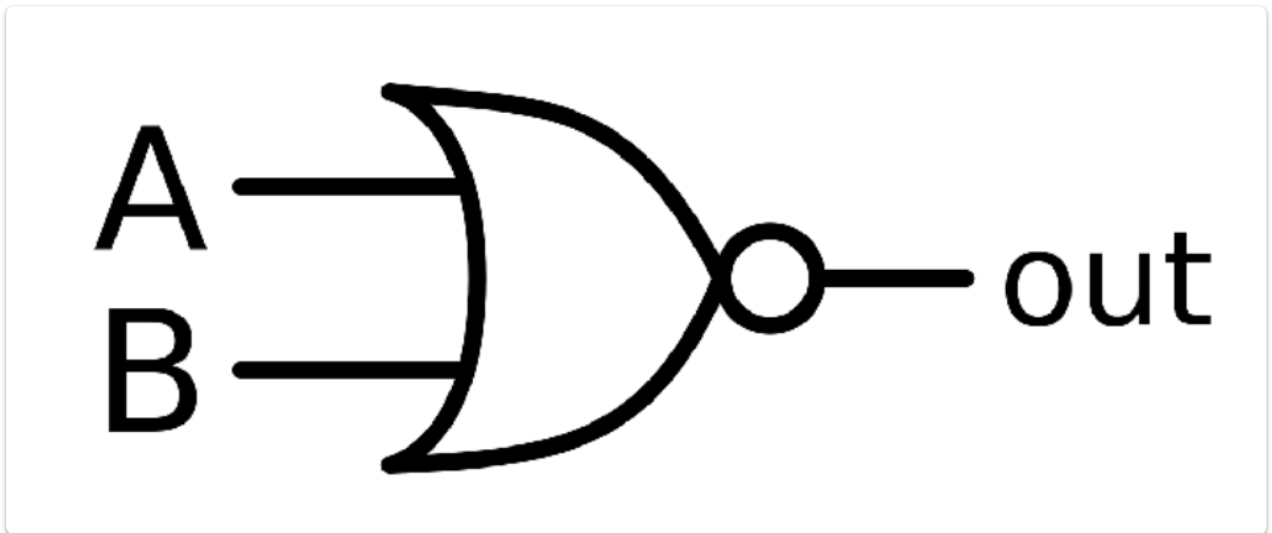


The triangle without bubble is a buffer, which does nothing to input.

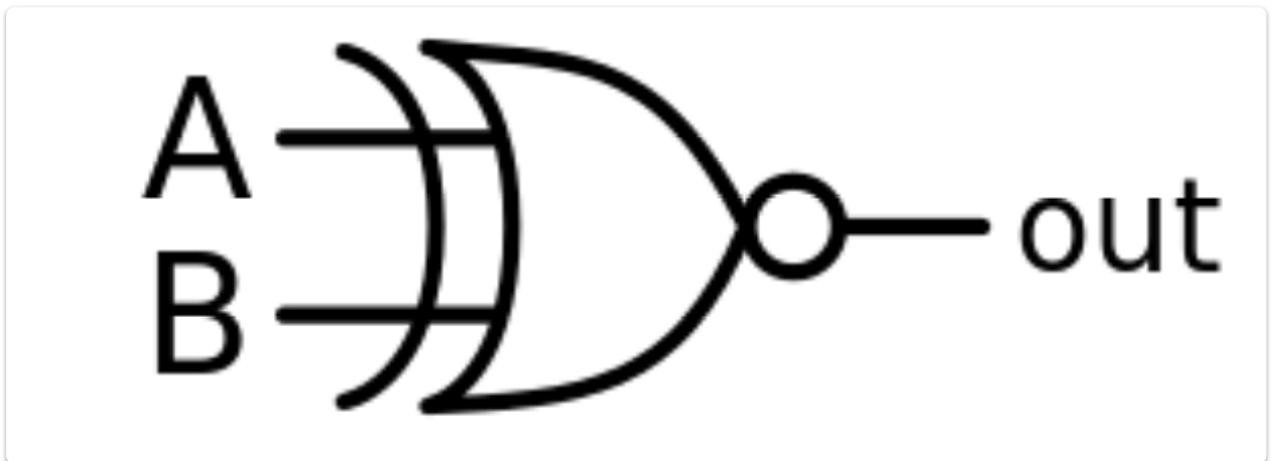
- NAND not and



- NOR not or



- NXOR not exclusive or



## Boolean Algebra

### Laws of Boolean Algebra

---

#### 1. Complementary

$$A\bar{A} = 0 \qquad A + \bar{A} = 1$$

2. Idempotent

$$\mathbf{AA = A \quad A + A = A}$$

3. Commutativity

$$\mathbf{AB = BA \quad A + B = B + A}$$

4. Associativity

$$\mathbf{(AB)C = A(BC)}$$

$$\mathbf{(A + B) + C = A + (B + C)}$$

5. Distribution

$$\mathbf{A(B + C) = AB + AC}$$

$$\mathbf{A + BC = (A + B)(A + C)}$$

## **Adder**

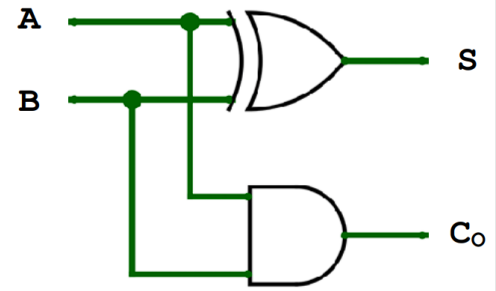
**Half Adder (Ignore carry from last column)**

---

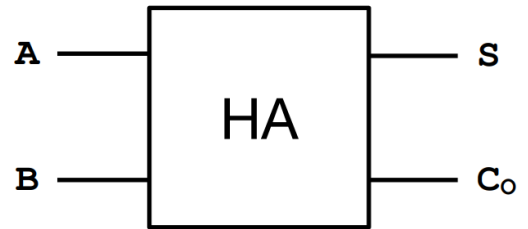
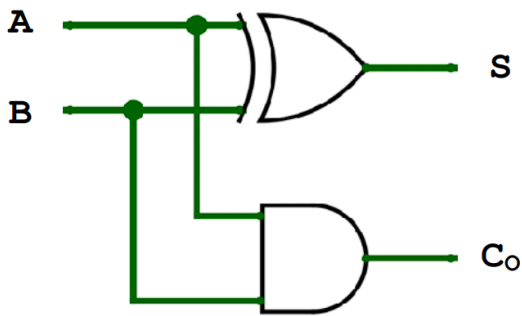
A	B	C <sub>o</sub>	S
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

$$S = A \oplus B$$

$$C_o = AB$$



Half adder abstraction



**Full Adder(Consider carry from last column)**

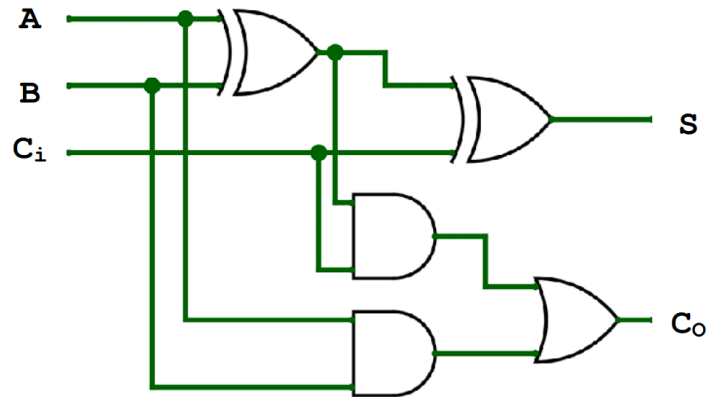
# Full Adder (single bit)

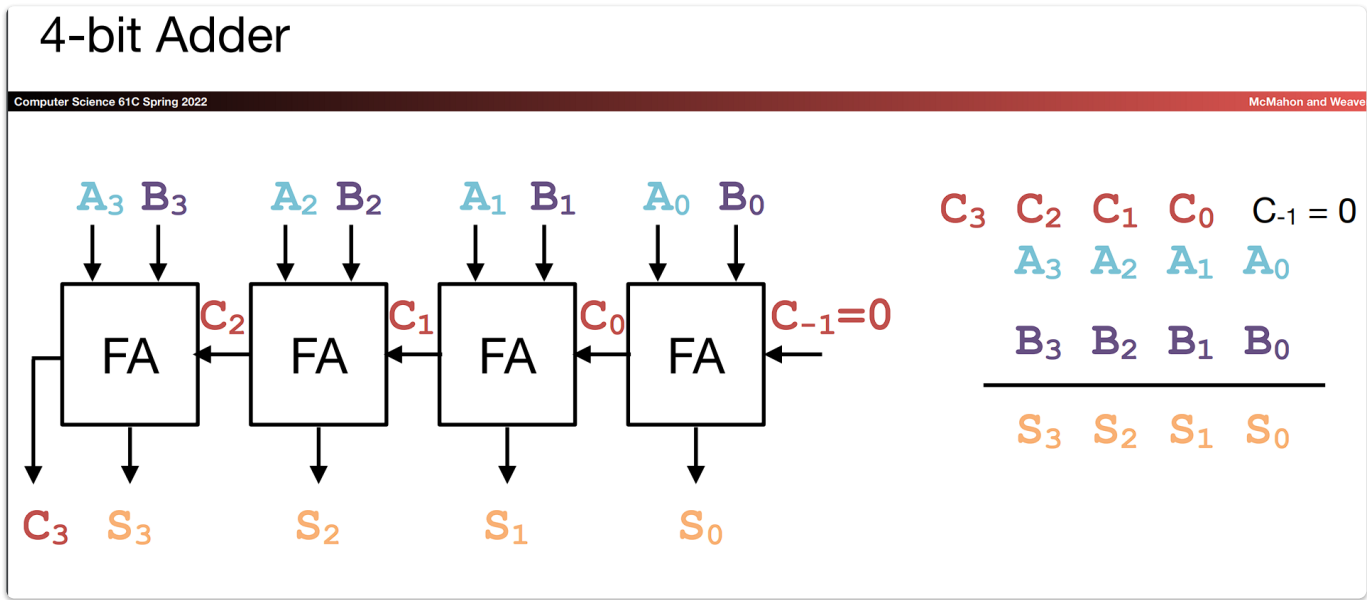
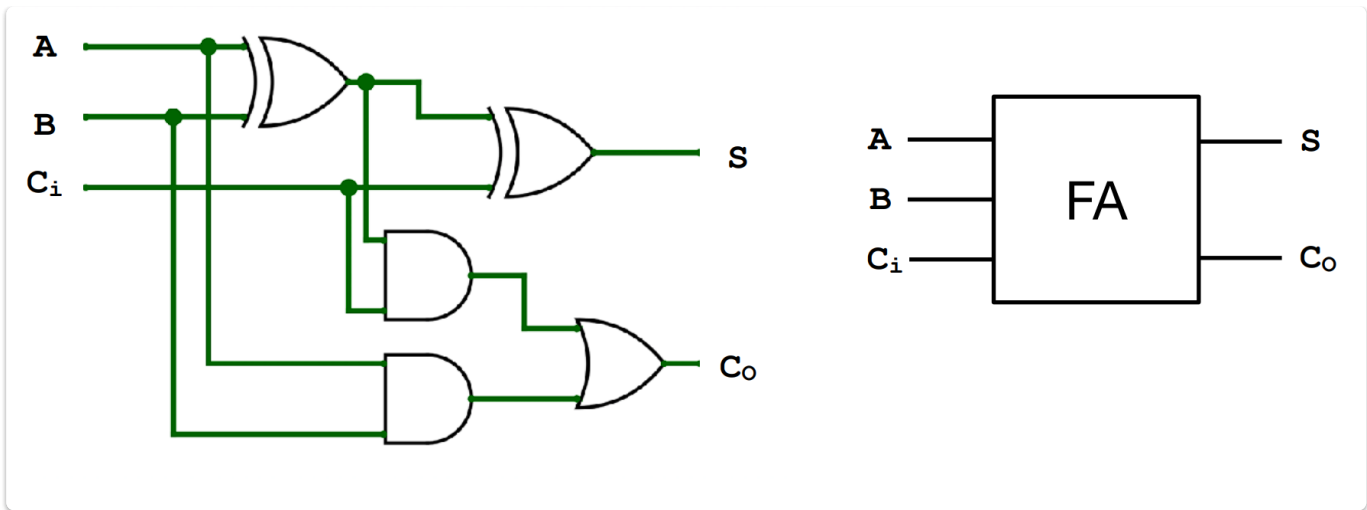
A	B	C <sub>i</sub>	C <sub>o</sub>	S
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

S is 1 when 1 or 3 of the bits are 1

$$S = A \oplus B \oplus C_i$$

$$S = A \oplus B \oplus C_i$$
$$C_o = AB + C_i(A \oplus B)$$



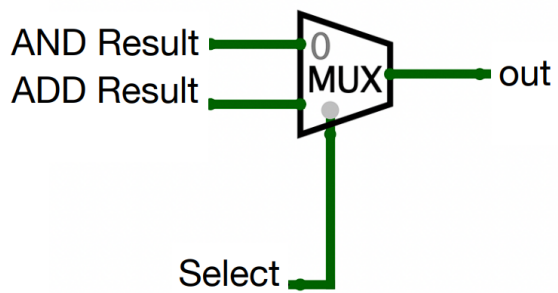


# Arithmetic Logic Unit

- Carries out arithmetic and logical operations on integer binary numbers.

## Multiplexors

Selects an input to propagate to the output



If select = 0, out = AND Result  
If select = 1, out = ADD Result

