

T_{eaching} L_{ondon} C_{omputing}

Programming for GCSE

Topic 9.1: Logic Circuits



COMPUTING AT SCHOOL
EDUCATE · ENGAGE · ENCOURAGE



SUPPORTED BY
MAYOR OF LONDON



Aims

- Show how computers are built from logic gates
 - Logic gates
 - ... and truth tables
 - ... and boolean algebra
 - ...
 - *Circuit for Adding*
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Teaching Issue

- How to provide a coherent, joined up view
 - Some curricula include logic circuits but it is not related to operation of a computer
 - Logic circuits → add binary numbers → *computer architecture*
-

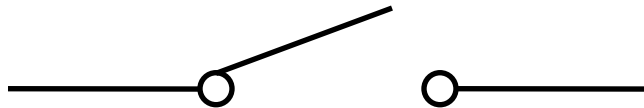
LOGIC GATES

And, Or, Not

Logic Gates

- Logic gates are electronic components
 - Transistors
- Gates behave like switches
 - Two states
 - State represented by a boolean variable

open, $X = 0$

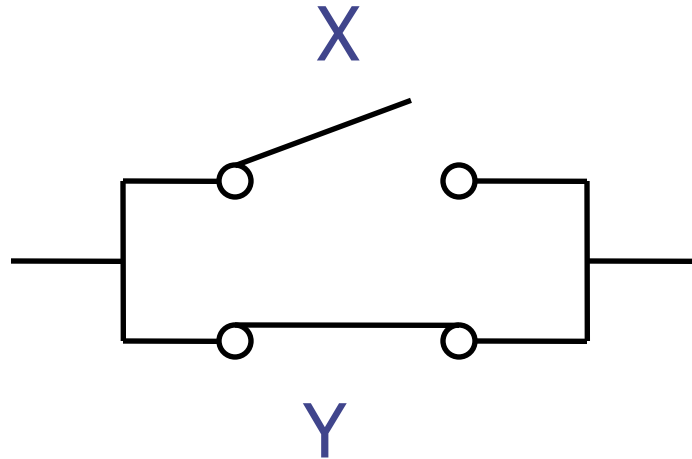
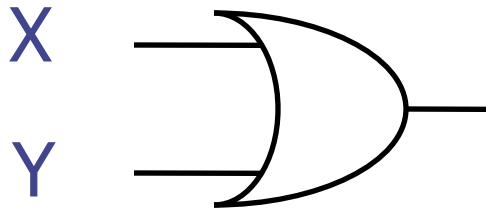


closed, $X = 1$

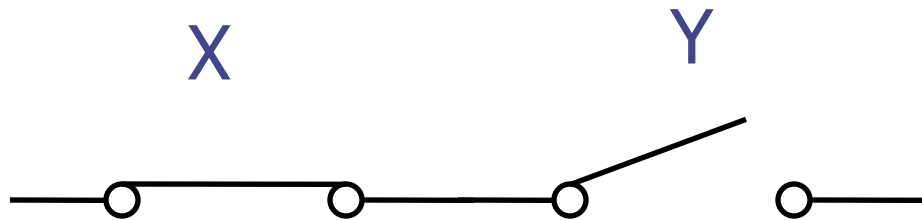
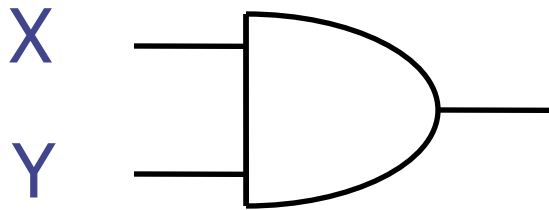


Basic Logic Gates

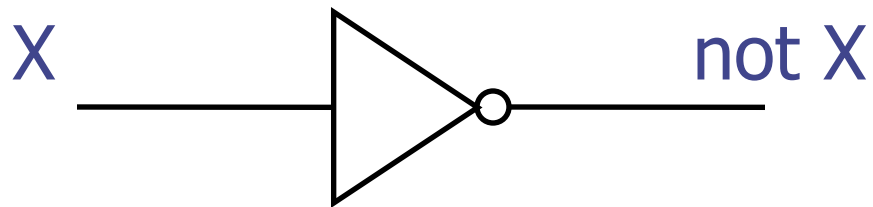
- OR gate



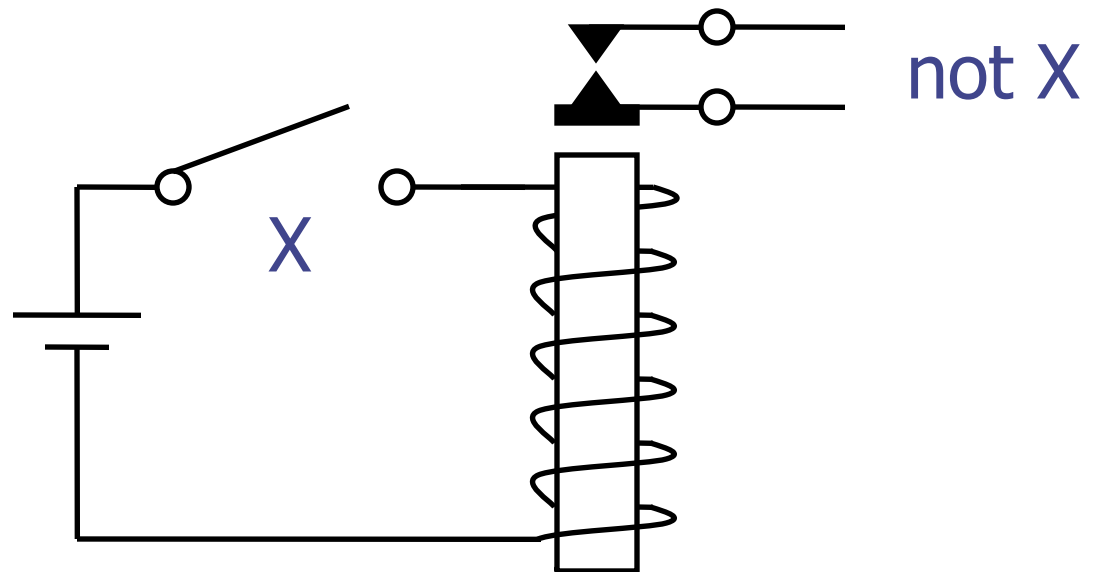
- AND gate



NOT Gate

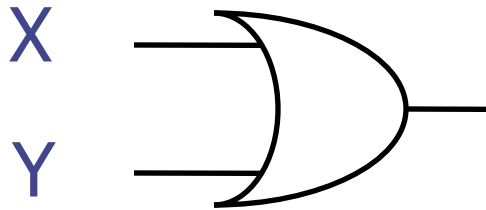


- Only 1 input

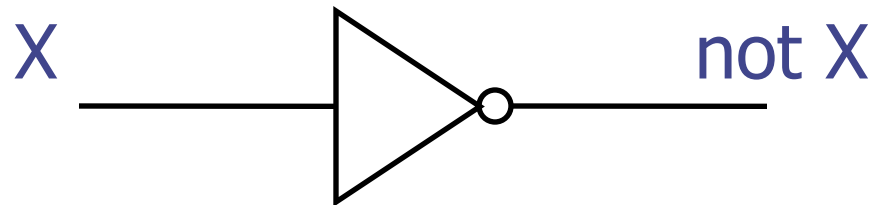


Basic Logic Gates

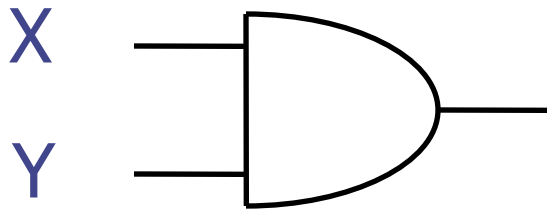
OR gate



NOT gate

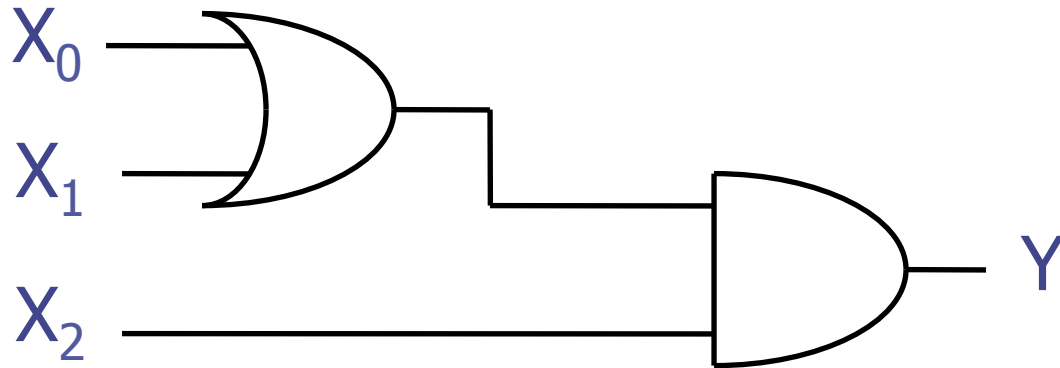


AND gate



Connecting Gates

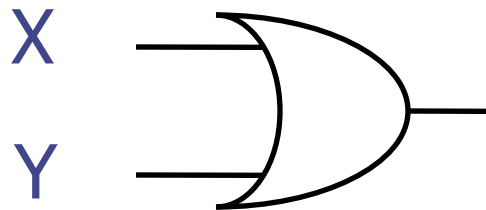
- Output of one gate connects to input for next



TRUTH TABLES FOR CIRCUITS

AND, OR

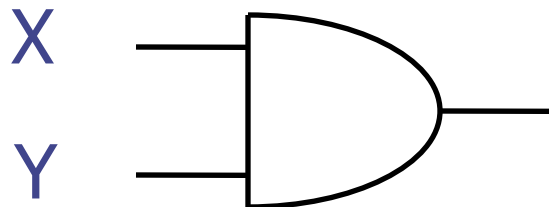
- OR gate



| X | Y | $X + Y$ |
|---|---|---------|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

True when
either X or
Y true

- AND gate

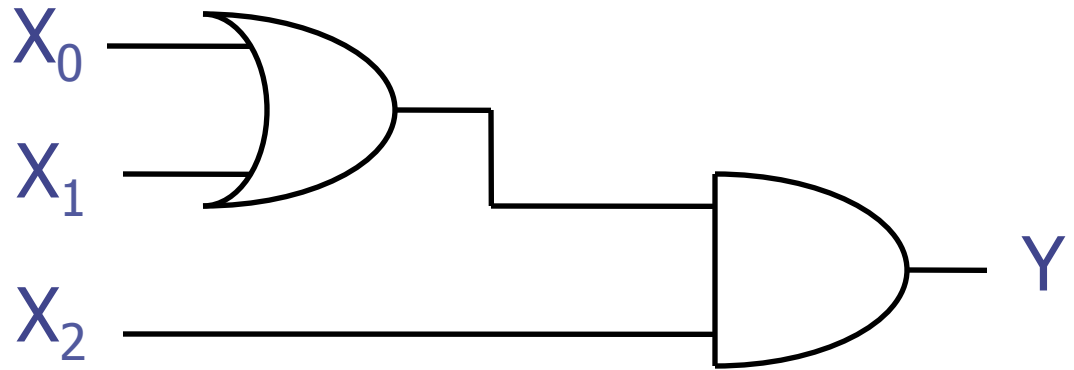


| X | Y | $X \cdot Y$ |
|---|---|-------------|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

True when
both X
and Y true

Circuit to Truth Table

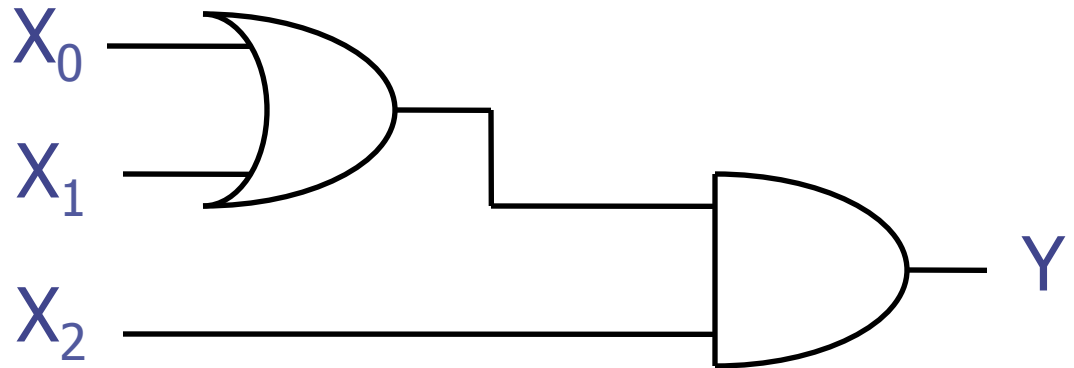
- Test a circuit



| x2 | x1 | x0 | y |
|----|----|----|---|
| 0 | 0 | 0 | |
| 0 | 0 | 1 | |
| 0 | 1 | 0 | |
| 0 | 1 | 1 | |
| 1 | 0 | 0 | |
| 1 | 0 | 1 | |
| 1 | 1 | 0 | |
| 1 | 1 | 1 | |

Circuit to Truth Table

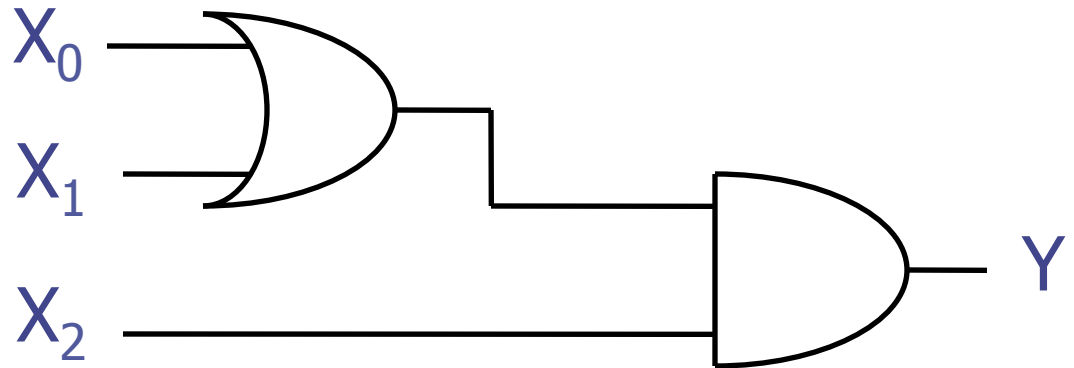
- Test a circuit



| x2 | x1 | x0 | Y |
|----|----|----|---|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | |
| 1 | 0 | 1 | |
| 1 | 1 | 0 | |
| 1 | 1 | 1 | |

Circuit to Truth Table

- Test a circuit



| x2 | x1 | x0 | Y |
|----|----|----|---|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 0 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 |

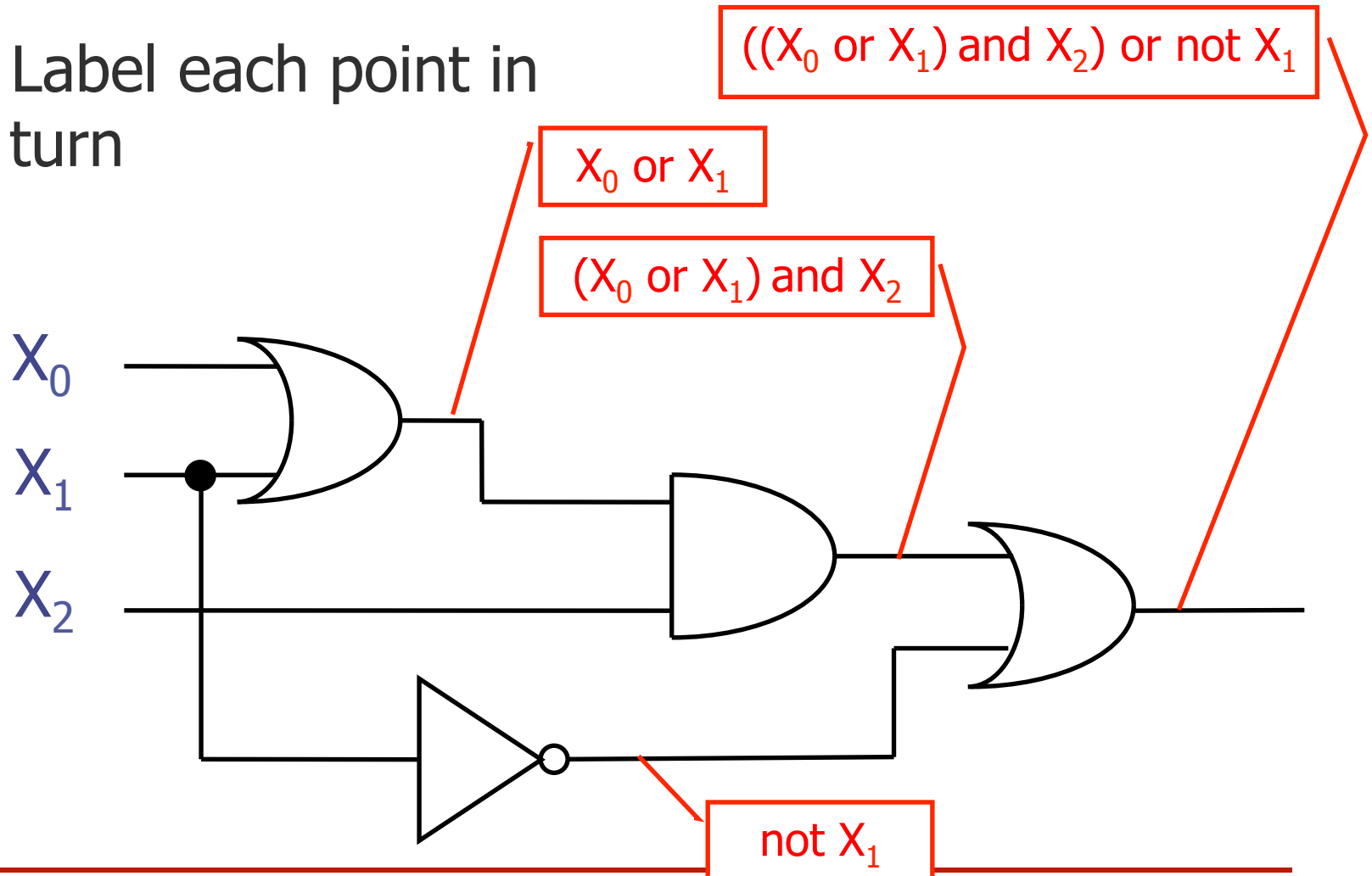
Two circuits
equivalent if (and
only if) they have
the same truth
table



TRANSLATING CIRCUITS TO BOOLEAN ALGEBRA

Circuit to Formula

- Label each point in turn



De-Morgan's Laws – Recap

- Important law for exchanging AND with OR

$$\overline{(A \cdot B)} = \bar{A} + \bar{B}$$

'A and B' is false when either A is false or B is false

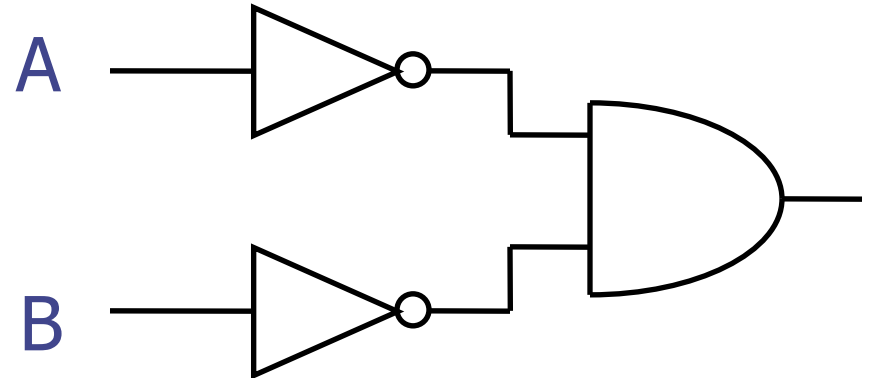
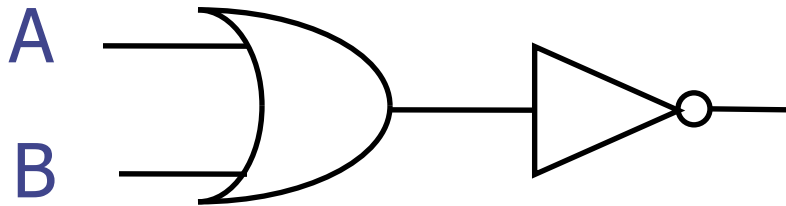
$$\overline{(A + B)} = \bar{A} \cdot \bar{B}$$

'A or B' is false when both A is false and B is false

De-Morgan's Law II

$$\overline{(A + B)} = \bar{A} \cdot \bar{B}$$

- Same with circuits

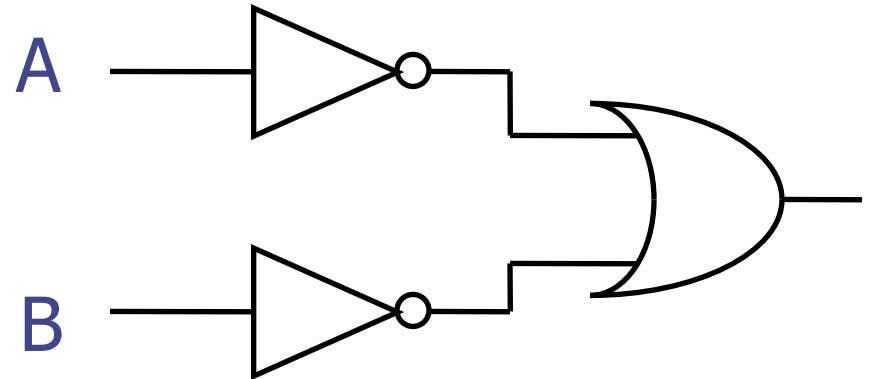
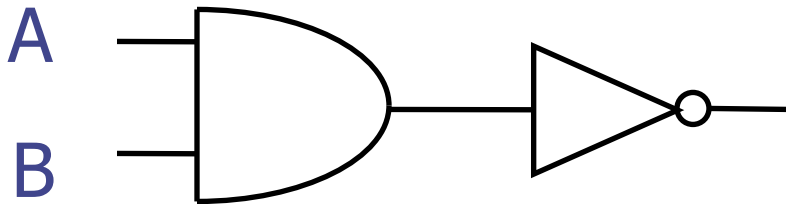


- **Quiz:** draw the other law as a circuit
-

De-Morgan's Law III

$$\overline{(A \cdot B)} = \bar{A} + \bar{B}$$

- Second law as a circuits



Summary

- Logic circuits
 - Build a computer
 - Truth table
 - Specify a circuit
 - Boolean expression (formula)
 - Algebraic rules
 - All express same thing
 - Translate from one to other
-