

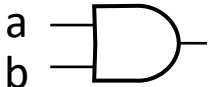
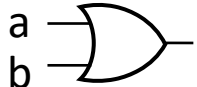
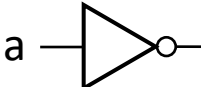


# EECS 270 Fall 2022

# Introduction to Logic Design

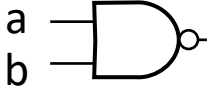
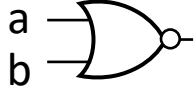
Boolean gates & other common building blocks

# Basic Boolean gates

	AND	OR	NOT
Schematic symbol			
Logic symbol	$a \cdot b$	$a + b$	$a'$ or $\bar{a}$
Verilog symbols	<code>&amp;&amp;</code> or <code>&amp;</code>	<code>  </code> or <code> </code>	<code>!</code> or <code>~</code>

Inputs		Outputs		
a	b	$a \cdot b$	$a + b$	$\bar{a}$
0	0	0	0	1
0	1	0	1	1
1	0	0	1	0
1	1	1	1	0

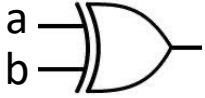
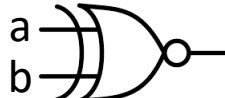
# More Boolean gates

	NAND	NOR
Schematic symbol		
Logic symbol	$\overline{a \cdot b}$	$\overline{a + b}$
Verilog expression	$\sim(a\&b)$	$\sim(a b)$

- NAND returns 1 when AND return 0, and vice versa
- NOR returns 1 when OR returns 0, and vice versa

Inputs		Outputs	
a	b	$\overline{a \cdot b}$	$\overline{a + b}$
0	0	1	1
0	1	1	0
1	0	1	0
1	1	0	0

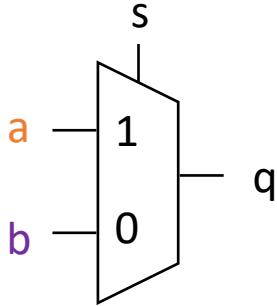
# More Boolean gates

	XOR	XNOR
<b>Schematic symbol</b>		
<b>Logic symbol</b>	$a \oplus b$	$\overline{a \oplus b}$
<b>Verilog expression</b>	$a^{\wedge}b$	$\sim(a^{\wedge}b)$

- XOR =  $(a + b) \cdot (\bar{a} + \bar{b})$
- XNOR returns 1 when XOR returns 0, and vice versa

Inputs		Outputs	
a	b	$\overline{a \oplus b}$	$a \oplus b$
0	0	0	1
0	1	1	0
1	0	1	0
1	1	0	1

# 2x1 Multiplexer (2:1 MUX)



```
if (s)
    q = a;
else
    q = b;
```

Inputs			Output
s	a	b	q
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1