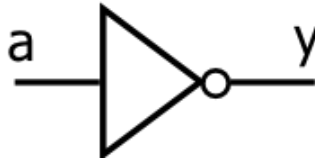


# Boolova logična vrata

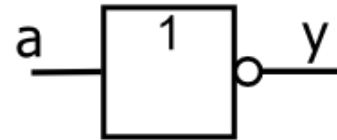
- ▶ Logične funkcije nad binarnimi vrednostmi: 0 in 1
- ▶ Najbolj preprost gradnik je negator
  - ▶ en vhodni in en izhodni signal
  - ▶ izhod ima invertirano (negirano) vrednost glede na vhod

$$y = \text{NOT}(a)$$

značilen simbol:



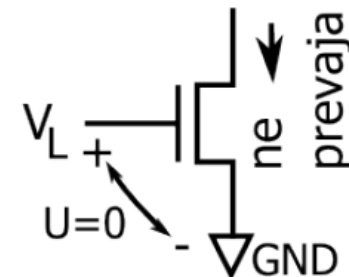
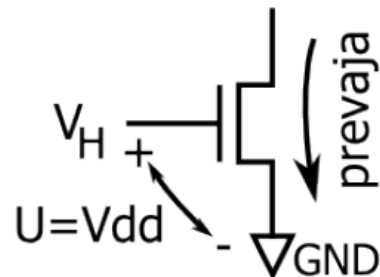
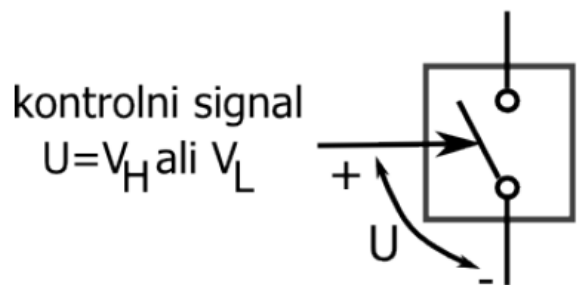
IEEE simbol:



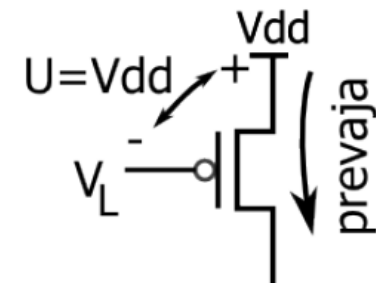
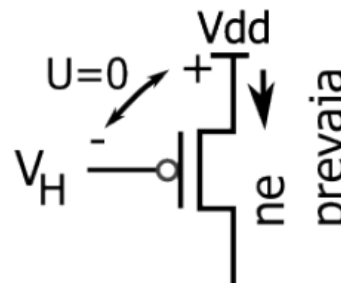
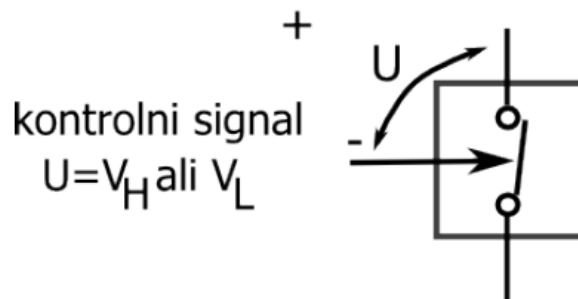
# Elektronska stikala



a) elektronsko stikalo: nMOS



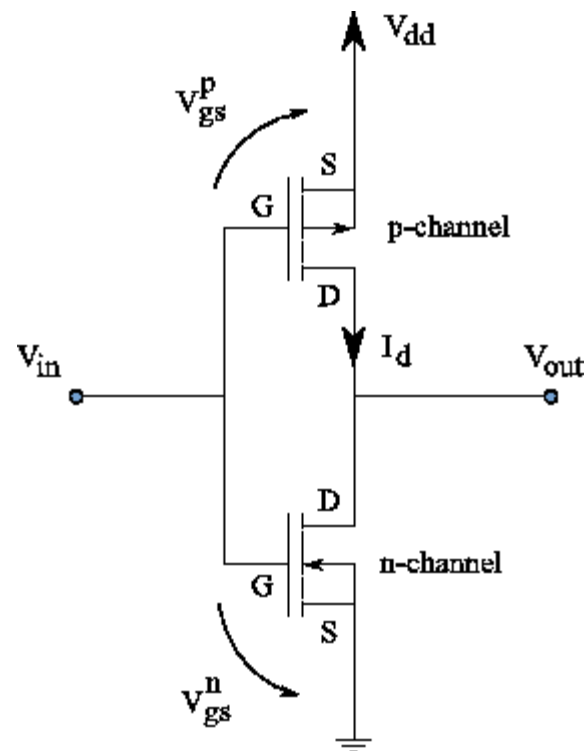
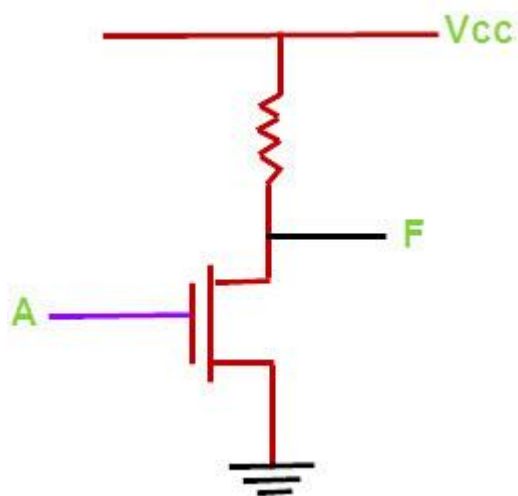
b) elektronsko stikalo: pMOS



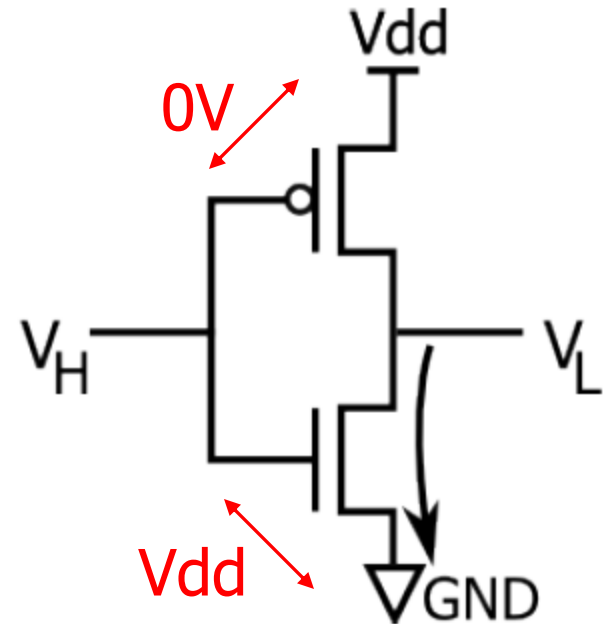
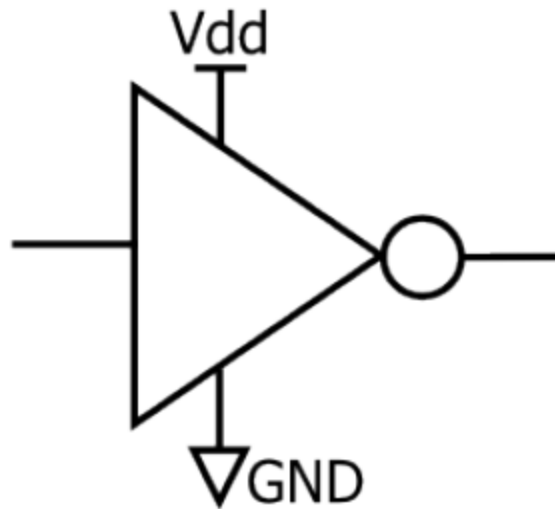
# Izdelava negatorja z elektronskimi stikali

▶ z enim nMOS

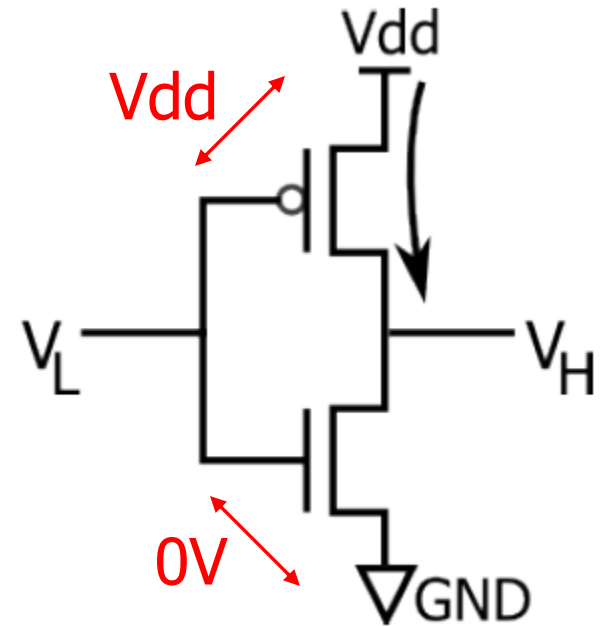
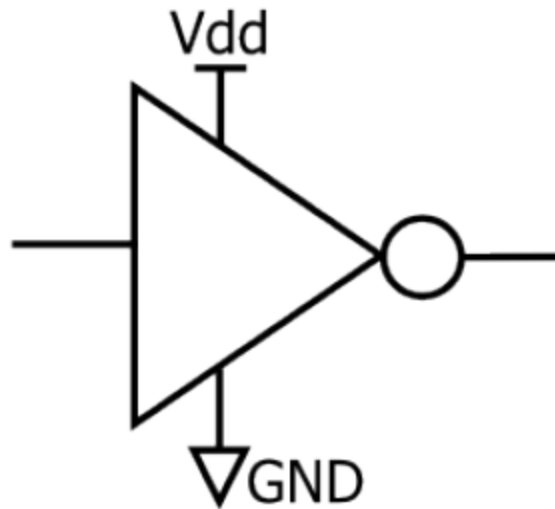
▶ s pMOS in nMOS = CMOS



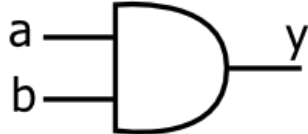
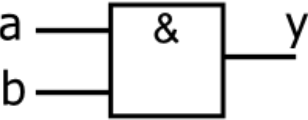
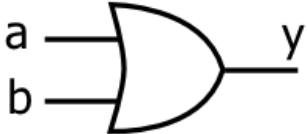
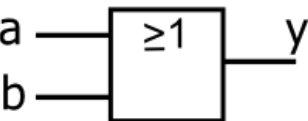

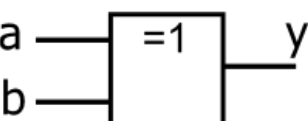
# Negator v izvedbi CMOS



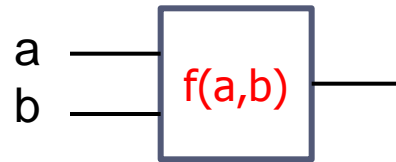
# Negator v izvedbi CMOS



# Logična vrata z dvema vhodoma

| operacija              | grafični simbol  | pravilnostna tabela   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|------------------------|--|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| $y = a \text{ AND } b$ | značilen:    | <table border="1"><thead><tr><th>a</th><th>b</th><th>y</th></tr></thead><tbody><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></tbody></table> | a | b | y | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 1 | 1 |
|                        | a  |   | b | y |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0                      | 0  | 0   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0                      | 1  | 0   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 1                      | 0  | 0   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 1                      | 1  | 1   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| IIEEE:                 |              |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| $y = a \text{ OR } b$  | značilen:    | <table border="1"><thead><tr><th>a</th><th>b</th><th>y</th></tr></thead><tbody><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></tbody></table> | a | b | y | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | 1 |
|                        | a  |   | b | y |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0                      | 0  | 0   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0                      | 1  | 1   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 1                      | 0  | 1   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 1                      | 1  | 1   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| IIEEE:                 |              |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| $y = a \text{ XOR } b$ | značilen:  | <table border="1"><thead><tr><th>a</th><th>b</th><th>y</th></tr></thead><tbody><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></tbody></table> | a | b | y | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | 0 |
|                        | a  |   | b | y |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0                      | 0  | 0   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0                      | 1  | 1   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 1                      | 0  | 1   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 1                      | 1  | 0   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| IIEEE:                 |            |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |

# Boolove funkcije z dvema vhodoma

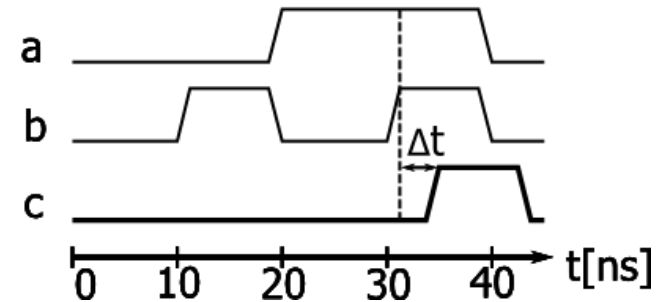
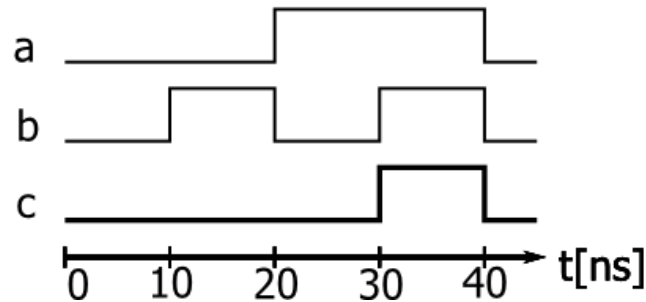
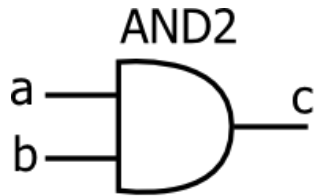


| a | b | 16 možnih funkcij |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|-------------------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 0                 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 0 | 1 | 0                 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 |
| 1 | 0 | 0                 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 1 | 1 |
| 1 | 1 | 0                 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |

a AND b  
 a XOR b  
 a OR b  
 NOT(a OR b)  
 a = b  
 NOT a  
 NOT b  
 NOT (a AND b)

# Časovni diagram logičnih vrat AND

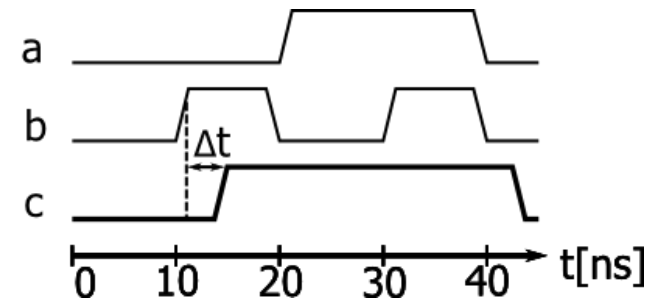
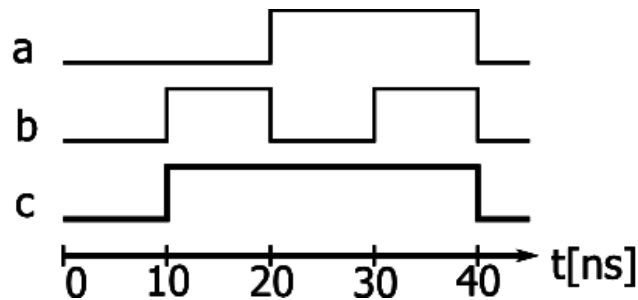
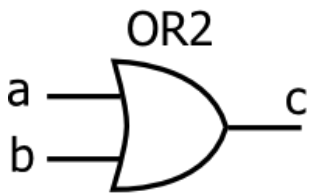
- ▶ Simulacijski (idealni) in realni časovni diagram





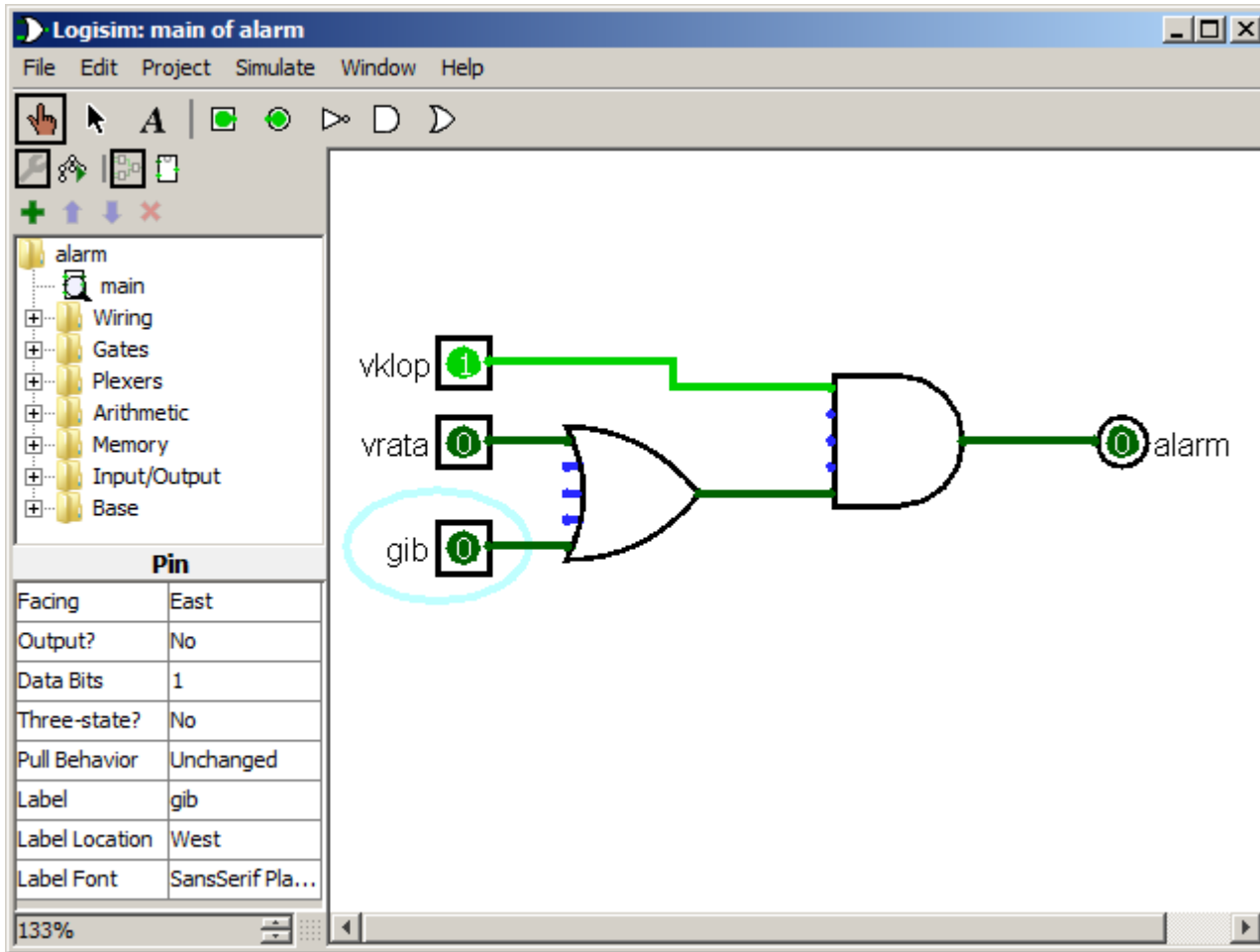
# Časovni diagram logičnih vrat OR

- ▶ Simulacijski (idealni) in realni časovni diagram



# Simulator logičnih vezij

- ▶ Brezplačni programi: Logisim, LogicCircuit



Signal Analysis

Table Expression Minimized

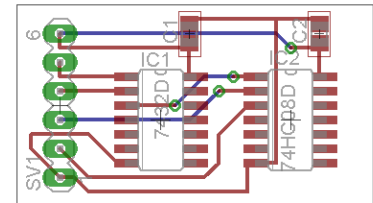
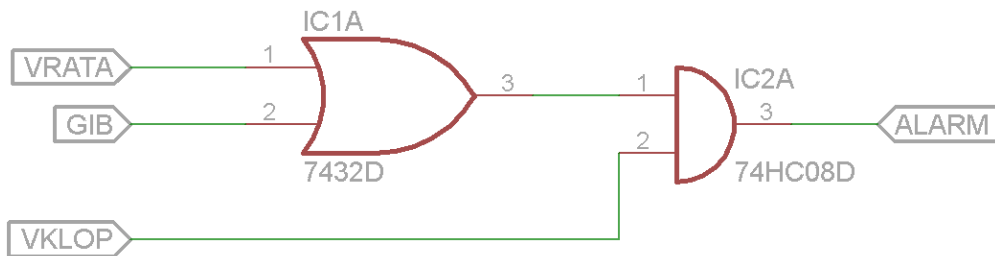
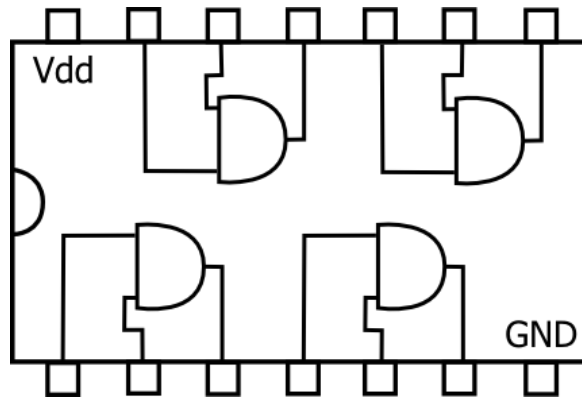
| vklop | vrata | gib | alarm |
|-------|-------|-----|-------|
| 0     | 0     | 0   | 0     |
| 0     | 0     | 1   | 0     |
| 0     | 1     | 0   | 0     |
| 0     | 1     | 1   | 0     |
| 1     | 0     | 0   | 0     |
| 1     | 0     | 1   | 1     |
| 1     | 1     | 0   | 1     |
| 1     | 1     | 1   | 1     |

Build Circuit

# Izdelava vezij z logičnimi vrati



- ▶ Integrirana vezja s posameznimi vrati iz družine 7400
  - ▶ npr. 7408 vsebuje 4 logična vrata AND



# Povzetek

- ▶ Predstavi logična vrata z dvema vhodoma (AND, OR in XOR).
- ▶ Iz katerih elektronskih elementov so sestavljena logična vrata v tehnologiji CMOS?