05.3 Boolean algebra on digital signals

We will require an understanding of Boolean algebra on digital signals to implement a switch debouncing circuit in Lec. 05.4 . It is a digital circuit that operates with logic gates, which are here introduced.

A digital signal's Boolean variable values 1 and 0 are isomorphic to propositional calculus's truth values $\top$ (true) and $\bot$ (false). Similarly, Boolean algebra (i.e. Boolean logic) operations are isomorphic to propositional calculus operations, such as not ($\neg$), and ($\wedge$), and or ($\vee$). Table 05.1 is a truth table for a number of Boolean algebra operators.

Digital electronics instantiate these operators as logic gates, sometimes as subcircuits of CPUs and sometimes as discrete integrated circuits for incorporation on a prototyping board (as in Lab Exercise 05) and eventually on a PCB. The simplest gate is the not gate, which has the following circuit symbol.

This gate accepts digital signal represented by Boolean variable p and returns $\neg p$. So, $p = 1 \Rightarrow \neg p = 0$ and $p = 0 \Rightarrow \neg p = 1$.

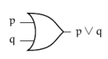
Most gates have two inputs. For instance, the or gate, what has circuit symbol

Table 05.1: a truth table for logic operations. The first two columns are operation inputs, the rest, outputs.

p	q	not $\neg p$	and $p \wedge q$	or $p \vee q$	nand $p \uparrow q$	nor $p \downarrow q$	xor $p \veebar q$	xnor $p \Leftrightarrow q$
0	0	1	0	0	1	1	0	1
0	1	1	0	1	1	0	1	0
1	0	0	0	1	1	0	1	0
1	1	0	1	1	0	0	0	1

Table 05.2: logic operations and equivalent C expressions and gate symbols.

name	logic	C	gate
not	$\neg p$	!p	
and	$p \wedge q$	p&&q	
or	$p \vee q$	p||q	
nand	$p \uparrow q$	!(p&&q)	
nor	$p \downarrow q$	!(p||q)	
xor	$p \veebar q$	p!=q	
xnor	$p \Leftrightarrow q$	p==q	



accepts digital signals with Boolean variables (say) p and q and returns $p \vee q$. Table 05.2 summarizes logic gates and their associated Boolean algebra operators.

shift \

Register
4 3 2 1

2 Port
3 Type

Encoder Type
Quadrature 0100
Step Direction 0000

Encoder Port
Port 1 0010
Port 0 0000

Register = Quadrature | Port 1
= 0100 | 0010
= 0110