



# NAND and NOR implementation Lecture 4

Dronacharya Group of Institutions



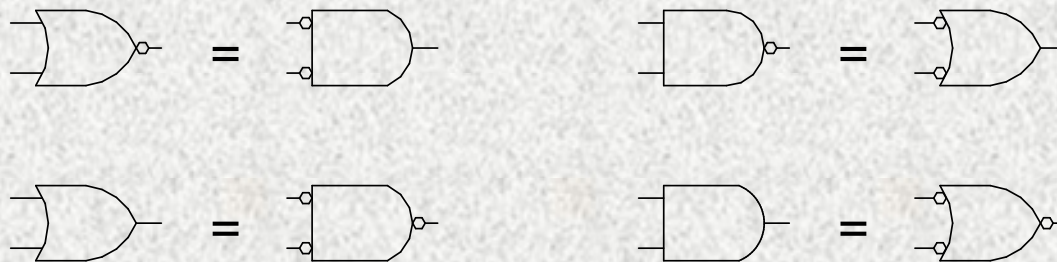
# Overview

- ▶ Developing NAND circuits from K-maps
- ▶ Two-level implementations
  - Convert from AND/OR to NAND (again!)
- ▶ Multi-level NAND implementations
  - Convert from a network of AND/ORs
- ▶ Exclusive OR
  - Comparison with SOP
- ▶ Parity checking and detecting circuitry
  - Efficient with XOR gates!

# NAND–NAND & NOR–NOR Networks

DeMorgan's Law:

$$\begin{aligned}(a + b)' &= a' b' & (a b)' &= a' + b' \\ a + b &= (a' b')' & (a b) &= (a' + b')'\end{aligned}$$

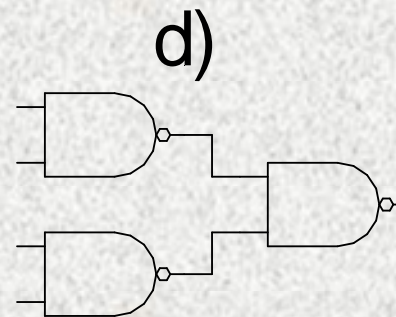
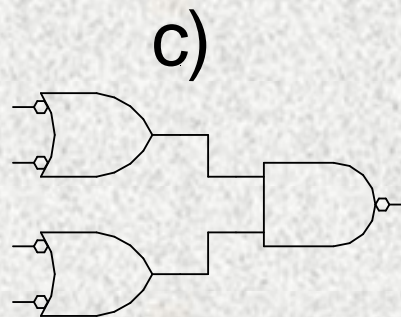
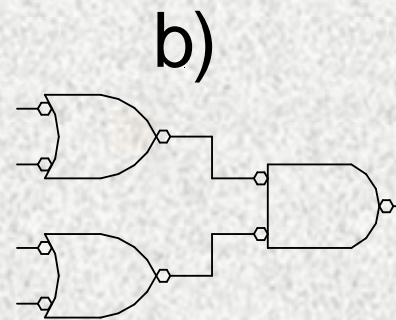
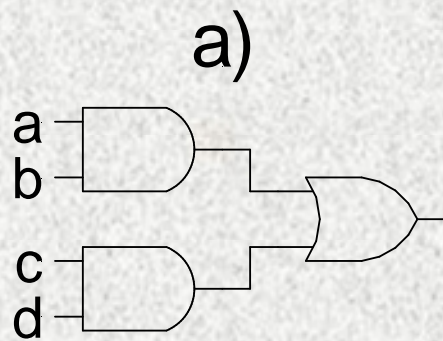


push bubbles or introduce in pairs or remove pairs.



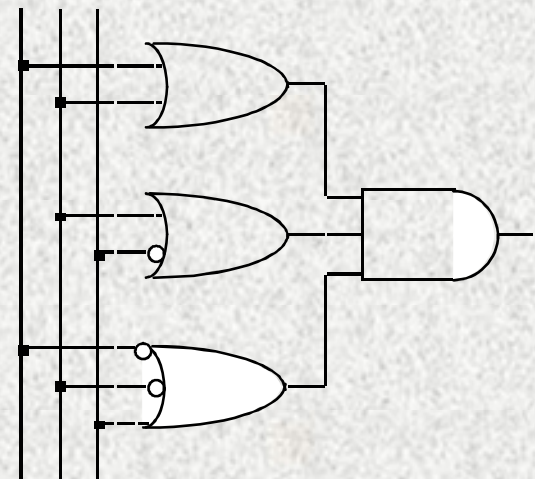
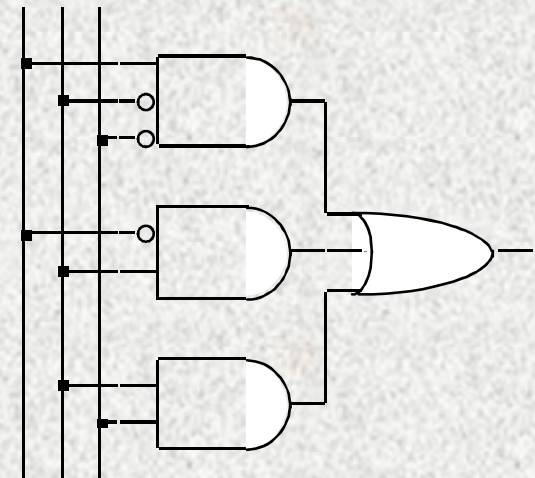
# NAND-NAND Networks

- ▶ Mapping from AND/OR to NAND/NAND



# Implementations of Two-level Logic

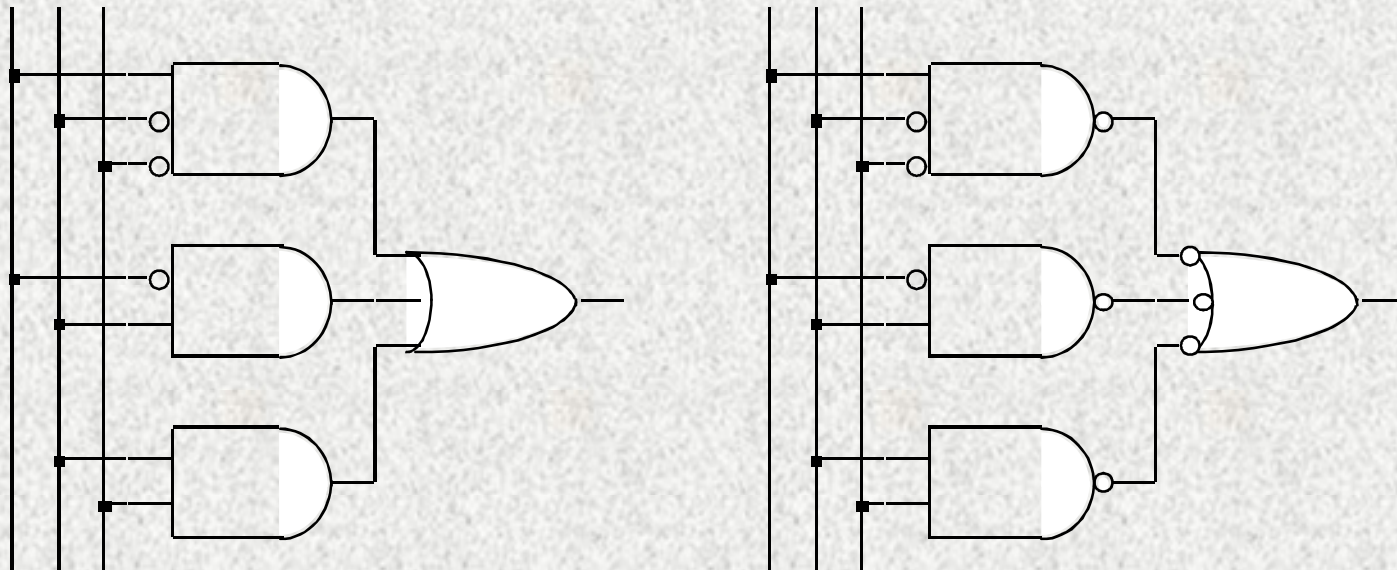
- ▶ Sum-of-products
  - AND gates to form product terms (minterms)
  - OR gate to form sum
- ▶ Product-of-sums
  - OR gates to form sum terms (maxterms)
  - AND gates to form product





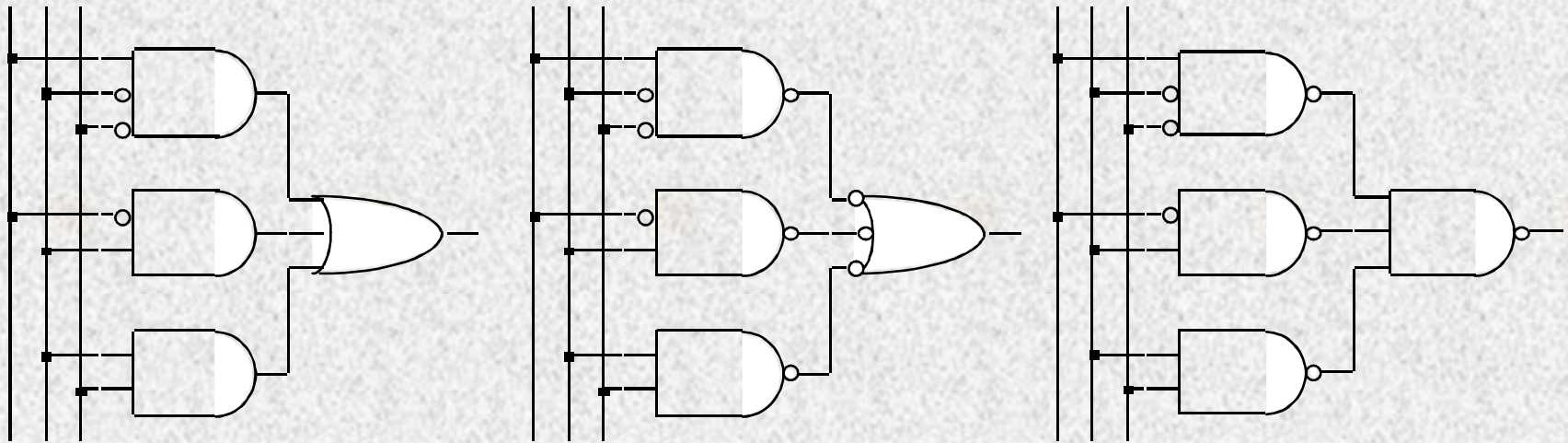
# Two-level Logic using NAND Gates

- ▶ Replace minterm AND gates with NAND gates
- ▶ Place compensating inversion at inputs of OR gate



# Two-level Logic using NAND Gates (cont'd)

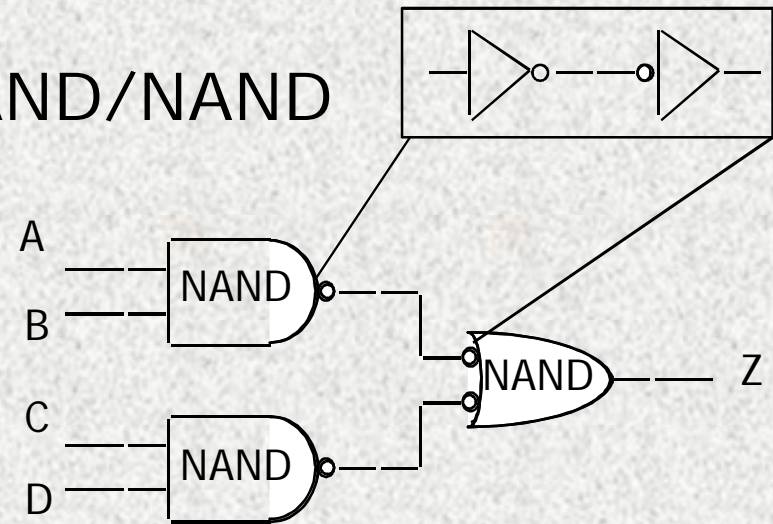
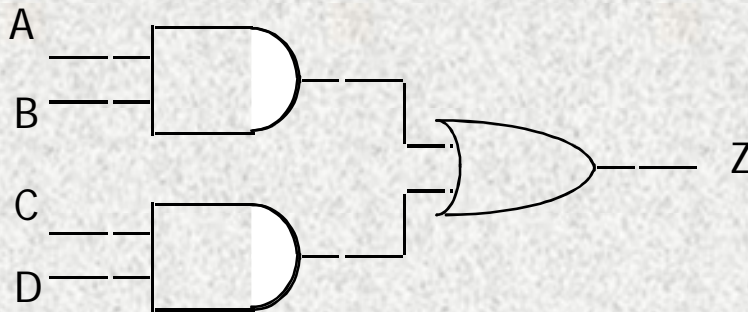
- ▶ OR gate with inverted inputs is a NAND gate
  - de Morgan's:  $A' + B' = (A \cdot B)'$
- ▶ Two-level NAND-NAND network
  - Inverted inputs are not counted
  - In a typical circuit, inversion is done once and signal distributed





# Conversion Between Forms

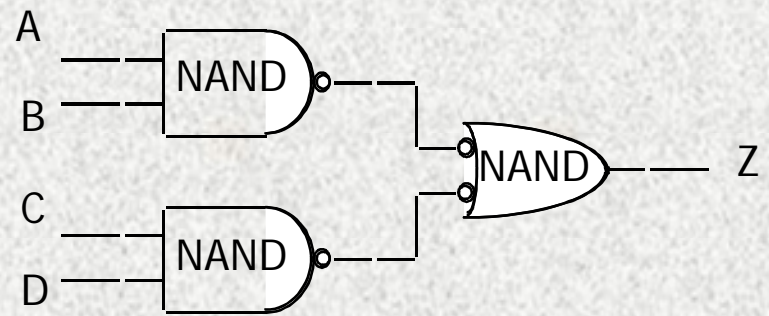
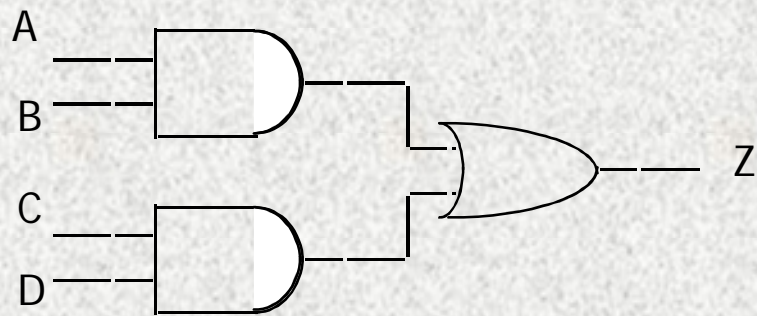
- ▶ Convert from networks of ANDs and ORs to networks of NANDs and NORs
  - Introduce appropriate inversions ("bubbles")
- ▶ Each introduced "bubble" must be matched by a corresponding "bubble"
  - Conservation of inversions
  - Do not alter logic function
- ▶ Example: AND/OR to NAND/NAND





# Conversion Between Forms (cont'd)

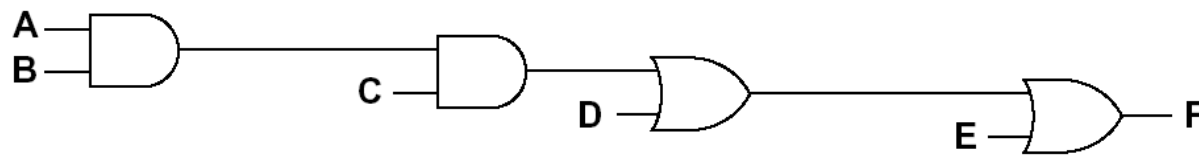
- ▶ Example: verify equivalence of two forms



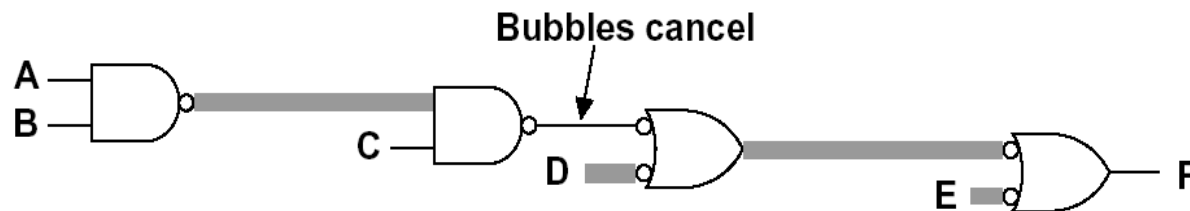
$$\begin{aligned} Z &= [ (A \cdot B)' \cdot (C \cdot D)' ]' \\ &= [ (A' + B') \cdot (C' + D') ]' \\ &= [ (A' + B')' + (C' + D')' ] \\ &= (A \cdot B) + (C \cdot D) \checkmark \end{aligned}$$

# Conversion to NAND Gates

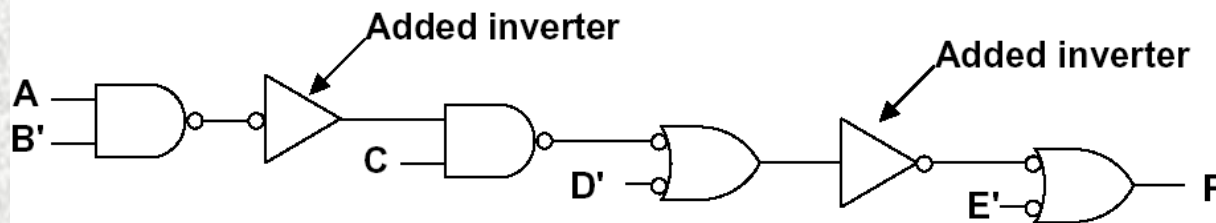
- ▶ Start with SOP (Sum of Products)
  - circle 1s in K-maps
- ▶ Find network of OR and AND gates



(a) AND\_OR network



(b) First step in NAND conversion

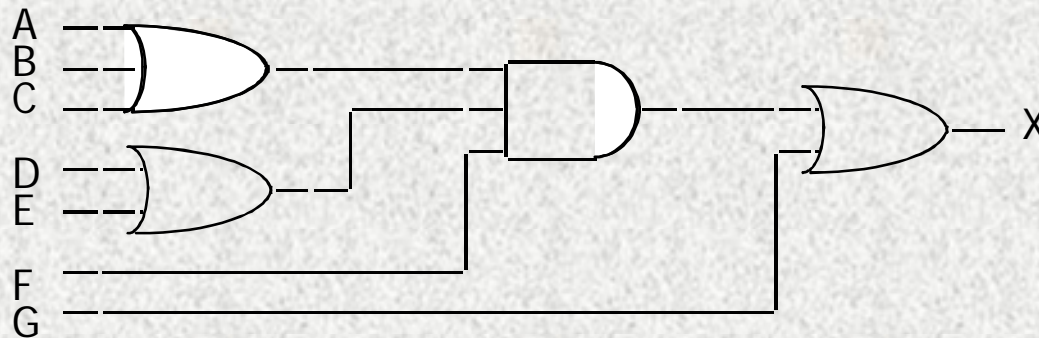


(c) Completed conversion



# Multi-level Logic

- ▶  $x = A D F + A E F + B D F + B E F + C D F + C E F + G$ 
  - Reduced sum-of-products form – already simplified
  - 6 x 3-input AND gates + 1 x 7-input OR gate (may not exist!)
  - 25 wires (19 literals plus 6 internal wires)
- ▶  $x = (A + B + C) (D + E) F + G$ 
  - Factored form – not written as two-level S-o-P
  - 1 x 3-input OR gate, 2 x 2-input OR gates, 1 x 3-input AND gate
  - 10 wires (7 literals plus 3 internal wires)



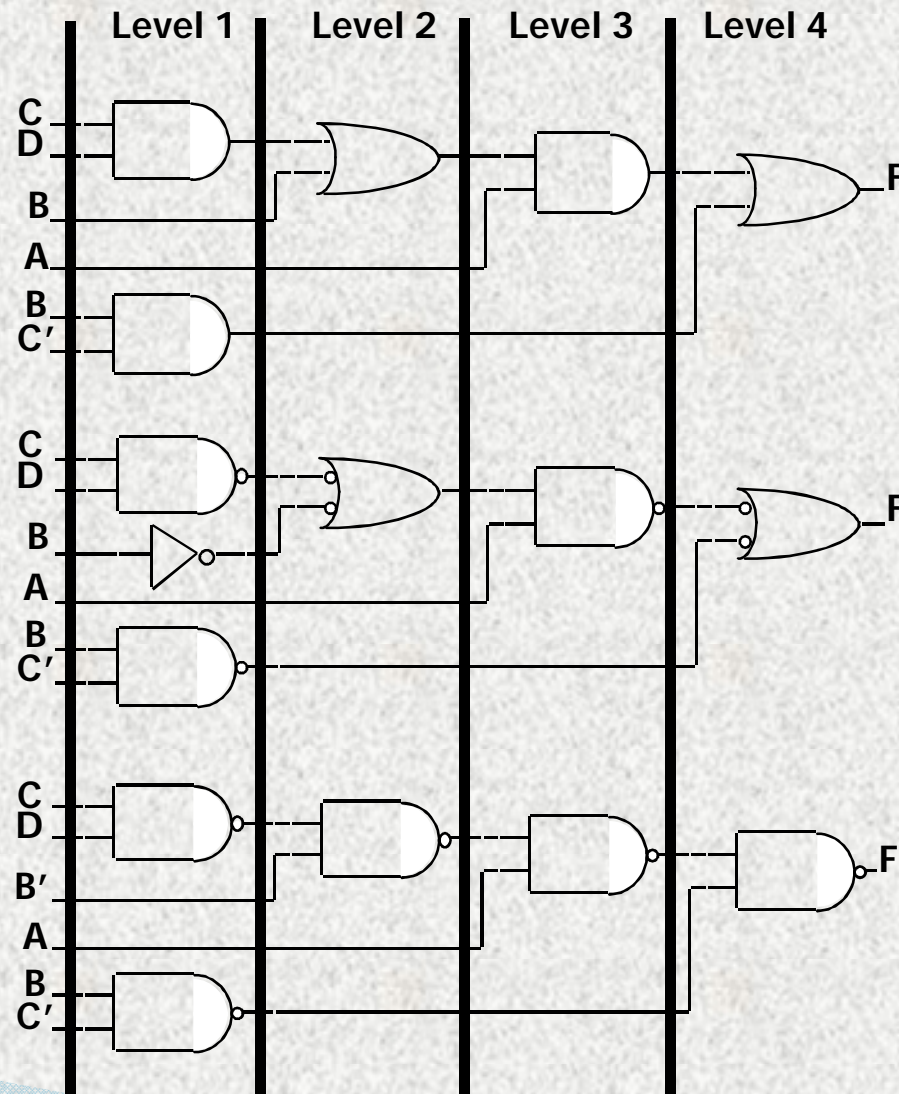
# Conversion of Multi-level Logic to NAND Gates

►  $F = A(B + CD) + BC'$

Original  
AND-OR  
network

Introduction and  
conservation of  
bubbles

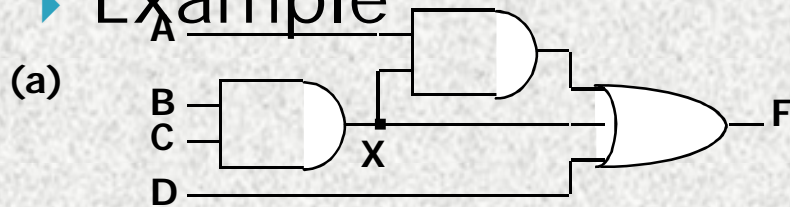
Redrawn in terms  
of conventional  
NAND gates



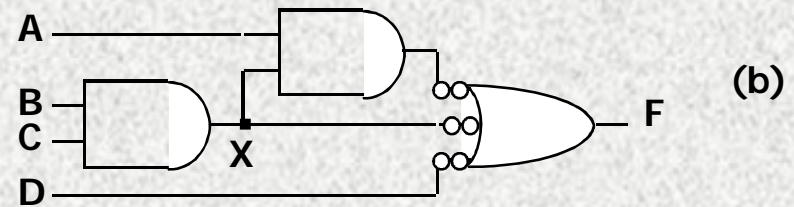


# Conversion Between Forms

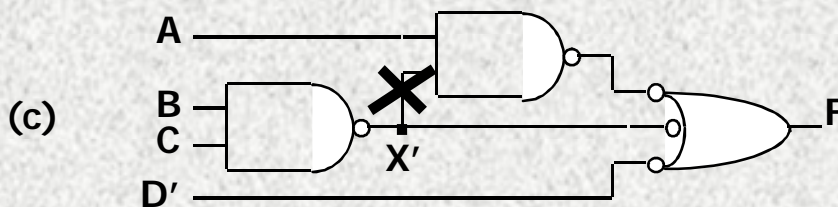
## Example



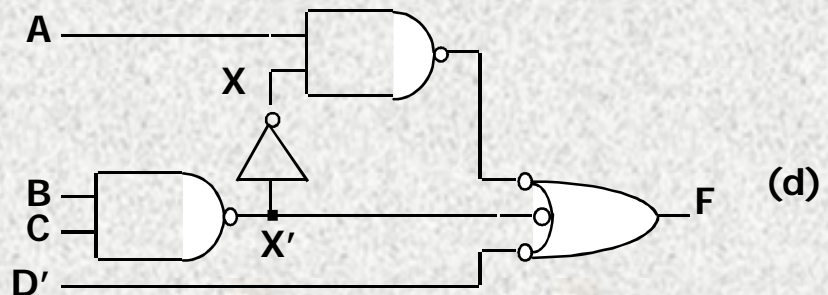
Original circuit



Add double bubbles at inputs



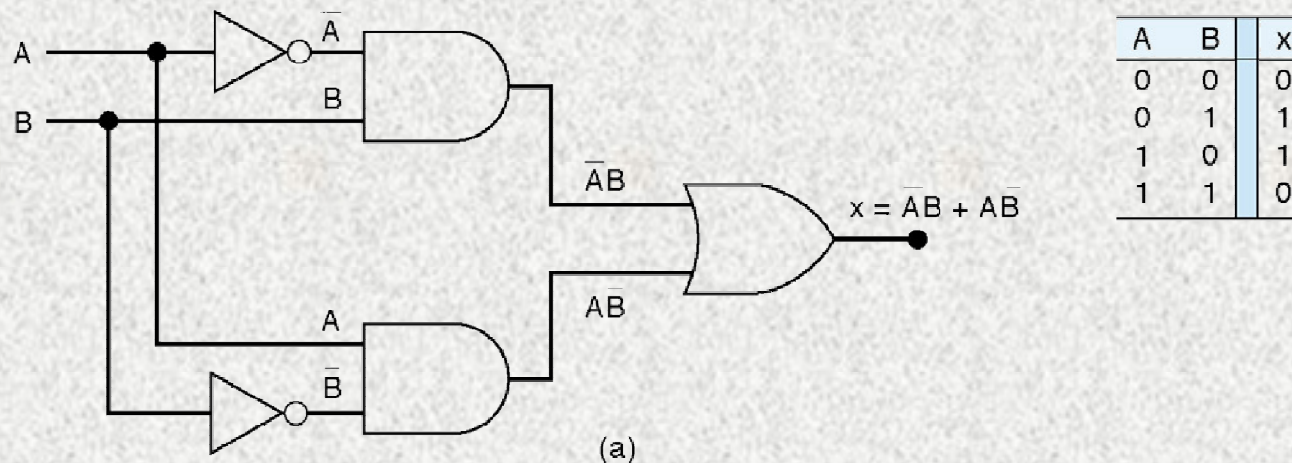
Distribute bubbles  
some mismatches



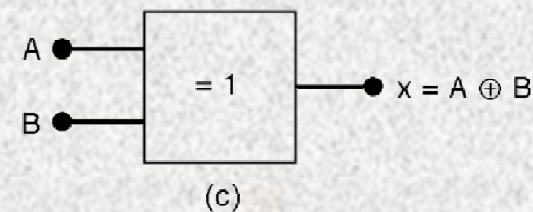
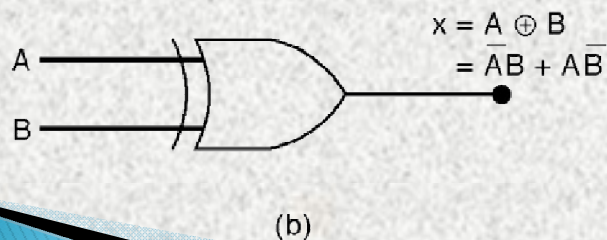
Insert inverters to fix mismatches

# Exclusive-OR and Exclusive-NOR Circuits

Exclusive-OR (XOR) produces a HIGH output whenever the two inputs are at opposite levels.



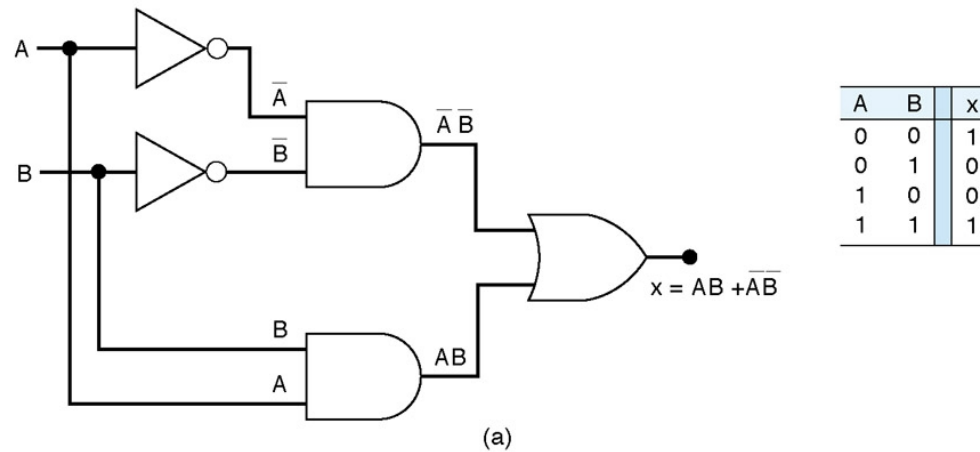
XOR gate symbols



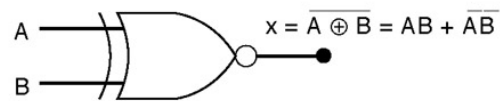


# Exclusive-NOR Circuits

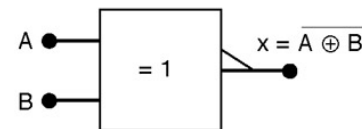
Exclusive-NOR (XNOR) produces a HIGH output whenever the two inputs are at the same level.



XNOR gate symbols



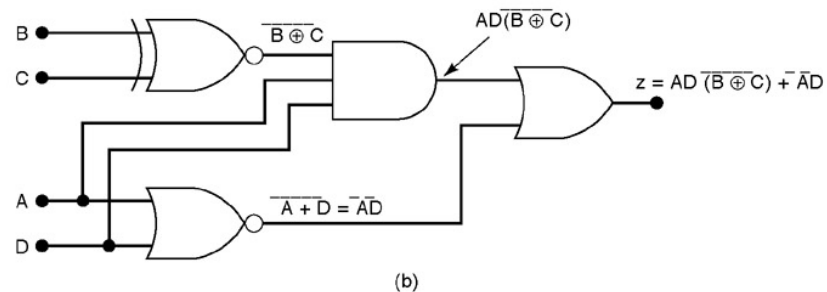
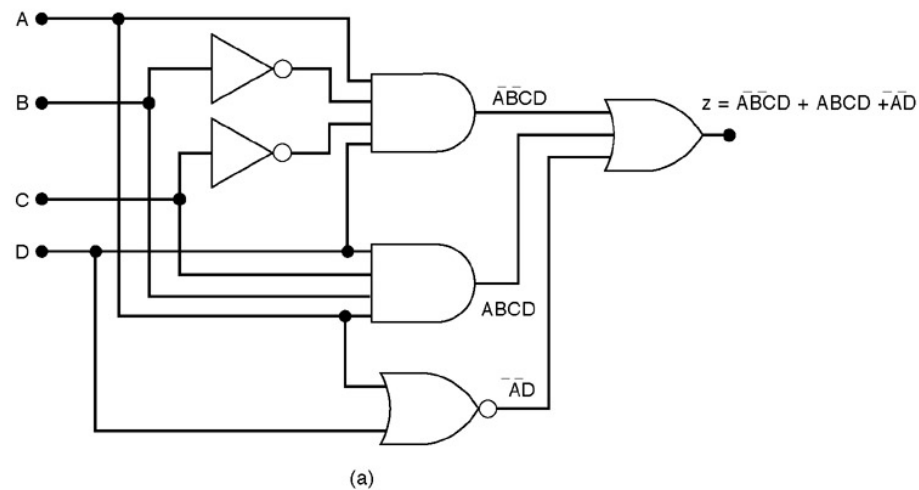
(b)



(c)

# Exclusive-NOR Circuits

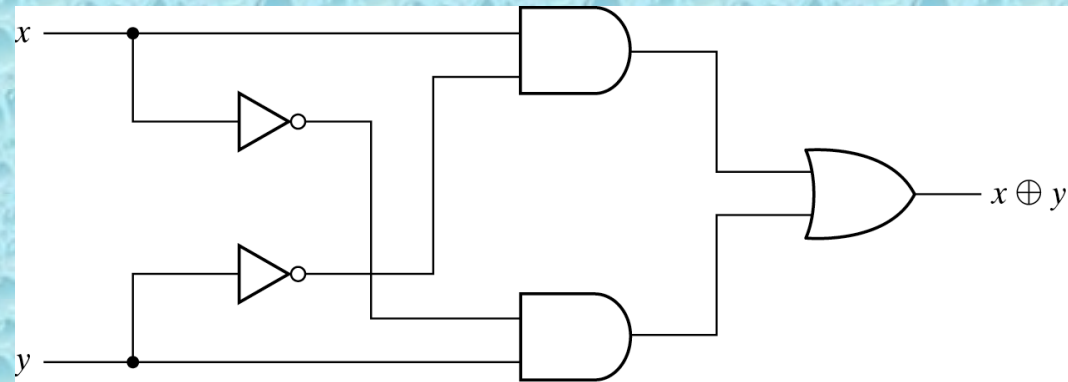
XNOR gate may be used to simplify circuit implementation.



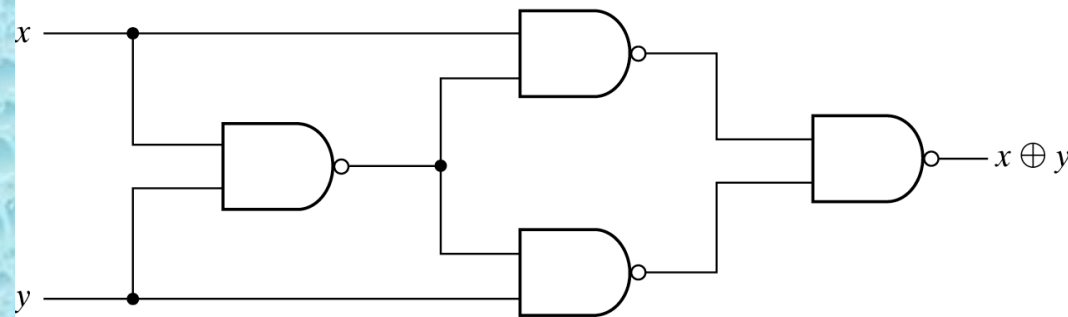


# XOR Function

- ▶ XOR function can also be implemented with AND/OR gates (also NANDs).



(a) With AND-OR-NOT gates



(b) With NAND gates

Fig. 3-32 Exclusive-OR Implementations

# XOR Function

- ▶ Even function – even number of inputs are 1.
- ▶ Odd function – odd number of inputs are 1.

		<i>BC</i>		<i>B</i>	
		00	01	11	10
<i>A</i>	0		1		1
	1	1		1	

*C*

(a) Odd function  
 $F = A \oplus B \oplus C$

		<i>BC</i>		<i>B</i>	
		00	01	11	10
<i>A</i>	0	1		1	
	1		1		1

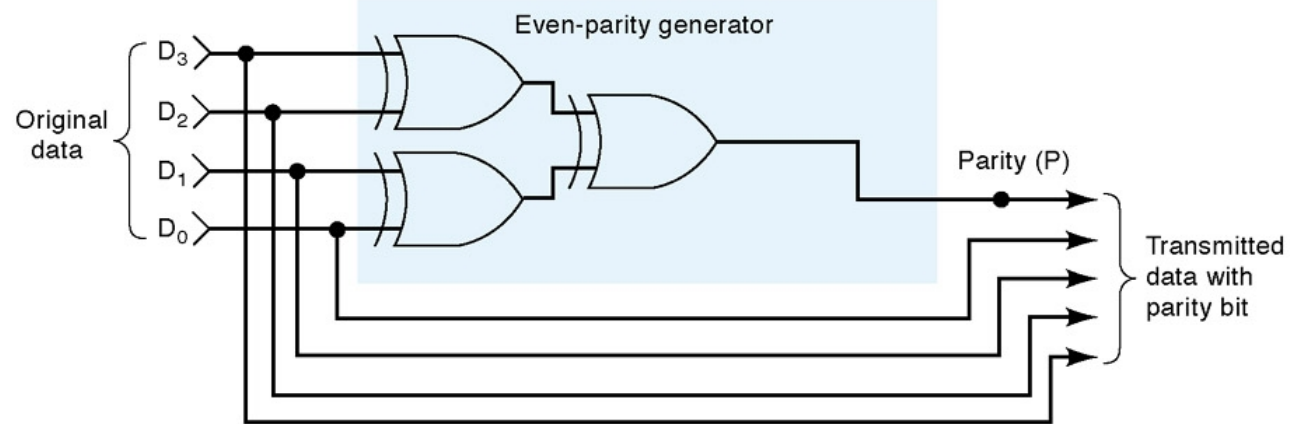
*C*

(a) Even function  
 $F = (A \oplus B \oplus C)'$

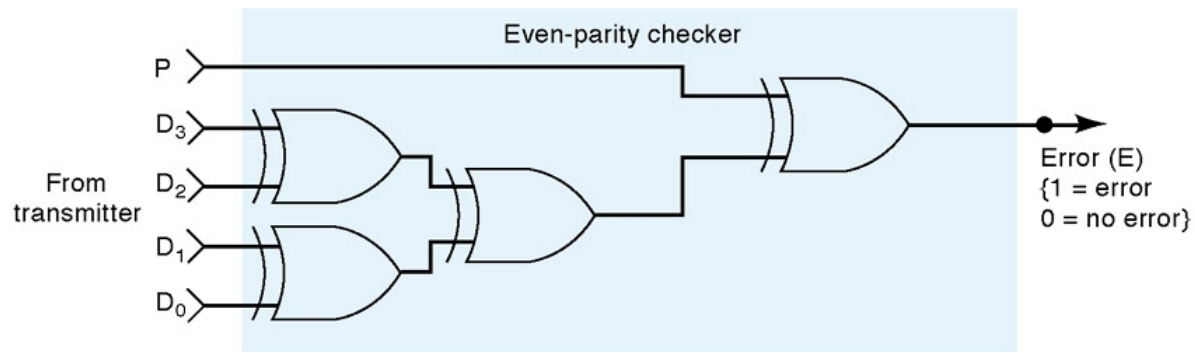
Fig. 3-33 Map for a Three-variable Exclusive-OR Function



# Parity Generation and Checking



(a)



(b)

XOR gates used to implement the parity generator and the parity checker for an even-parity system.

# Summary

- ▶ Follow rules to convert between AND/OR representation and symbols
- ▶ Conversions are based on DeMorgan's Law
- ▶ NOR gate implementations are also possible
- ▶ XORs provide straightforward implementation for some functions
- ▶ Used for parity generation and checking
  - XOR circuits could also be implemented using AND/Ors
- ▶ Next time: Hazards