

RANGKAIAN DIGITAL

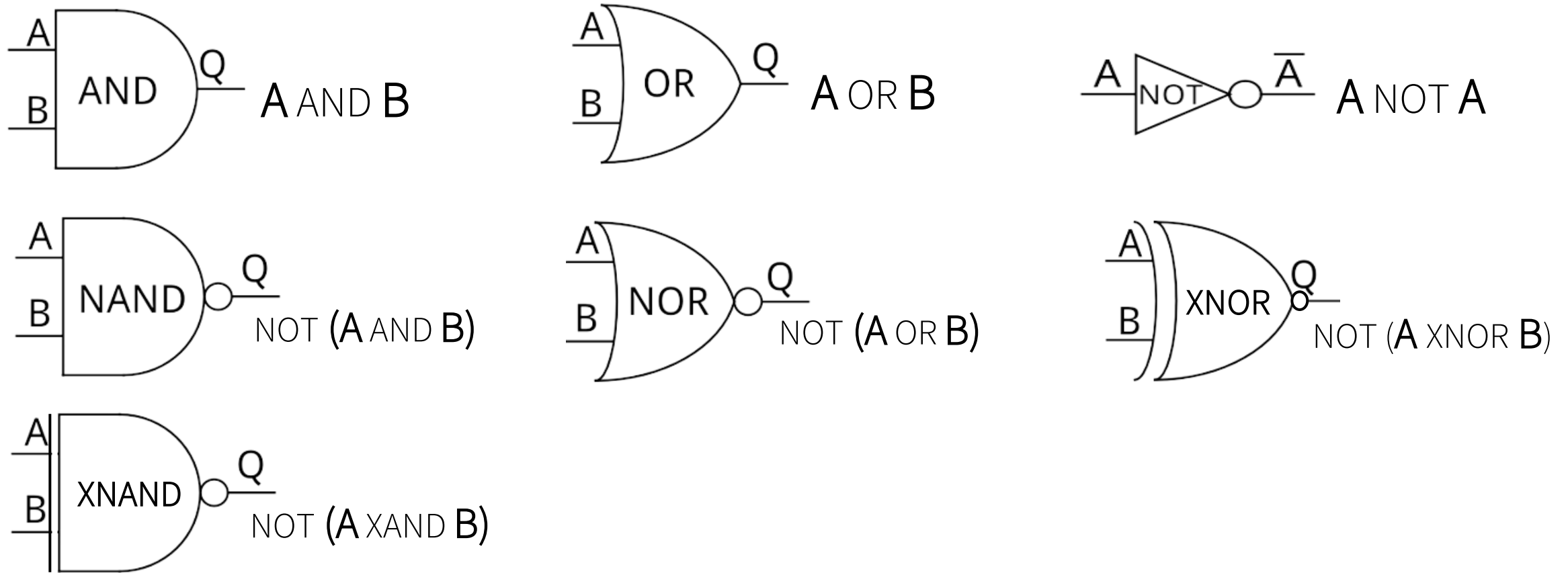
BAMBANG HADI KUNARYO, S.T., M.T.

- Gerbang logika Dasar (AND, OR dan NOT)
- Gerbang logika XOR, XAND, NAND, NOR
- Rangkaian yang di betuk dari beberapa gerbang logika Dasar

OPERASI SECARA DIGITAL PADA SISTEM BILANGAN

Pada dasarnya Operasi Digital ada tiga macam, yaitu operasi AND, OR dan NOT. Hasil kombinasi-kombinasi dari ketiga operasi ini, dapat diperoleh operasi-operasi baru, antara lain XAND, XOR, XNAND dan XNOR.

OPERASI SECARA DIGITAL PADA SISTEM BILANGAN

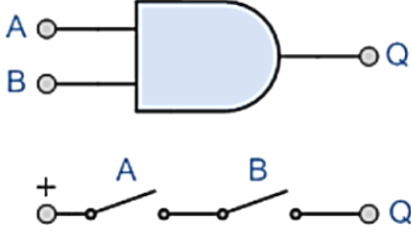


Gambar 2.1 Gerbang logika AND, OR, NOT, NAND, NOR, XOR, NAND

Gerbang Logika AND

Gerbang Logika pada umumnya, dapat digunakan untuk menghasilkan fungsi logika atau Boolean.

Fungsi AND dalam matematika bilangan atau besaran yang diperoleh, dengan mengalikan dua (atau lebih) bilangan secara bersamaan disebut hasil *kali*. Sehingga status keluarannya mewakili hasil kali dari masukannya. Fungsi AND direpresentasikan dalam Aljabar Boolean dengan satu “titik” (.) jadi untuk gerbang AND dua input, persamaan Boolean diberikan sebagai: $Q = A \cdot B$, yaitu Q sama dengan A AND B.

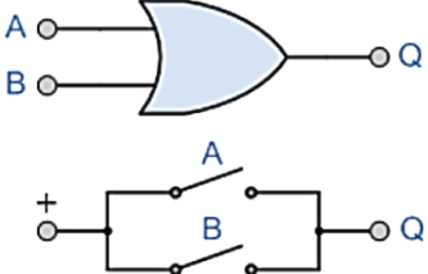
| Simbol | Meja kebenaran | | |
|---|----------------|---|---|
| | B | A | Q |
|  | 0 | 0 | 0 |
| | 0 | 1 | 0 |
| | 1 | 0 | 0 |
| | 1 | 1 | 1 |
| | 1 | 1 | 1 |

Gambar 2.2 Simbol logika AND

Gerbang Logika OR

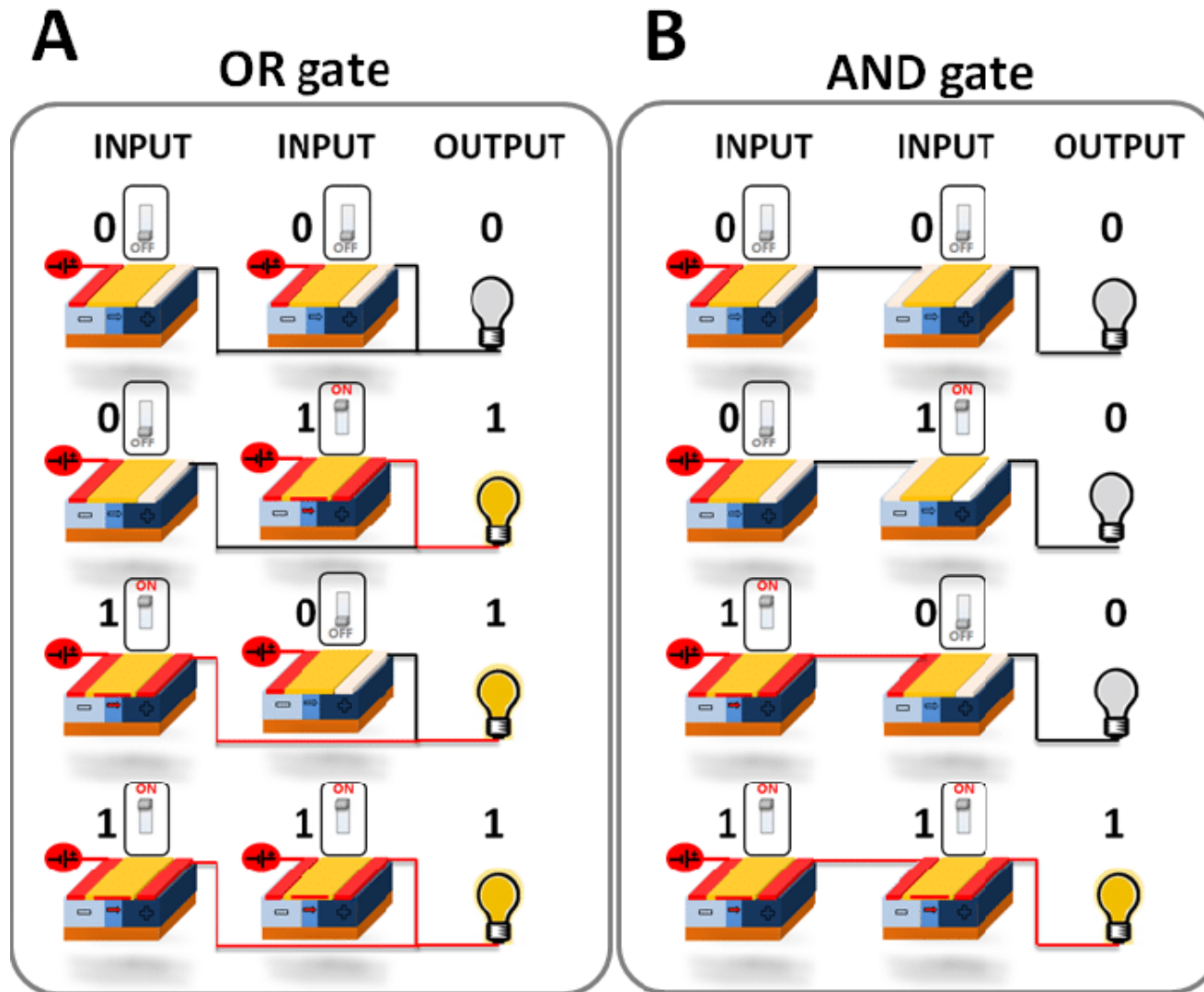
Gerbang Logika pada umumnya, dapat digunakan untuk menghasilkan fungsi logika atau Boolean.

Dalam Aljabar Boolean, fungsi OR setara dengan penjumlahan sehingga status keluarannya mewakili penambahan masukannya. Dalam matematika, bilangan atau besaran yang diperoleh dengan menjumlahkan dua (atau lebih) bilangan disebut penjumlahan. Dalam Aljabar Boolean, fungsi OR diwakili oleh tanda “plus” (+) sehingga untuk gerbang OR dua input, persamaan Boolean diberikan sebagai: $Q = A+B$, yaitu Q sama dengan A OR B.

| Simbol | Meja kebenaran | | |
|---|----------------|---|---|
| | B | A | Q |
|  | 0 | 0 | 0 |
| | 0 | 1 | 1 |
| | 1 | 0 | 1 |
| | 1 | 1 | 1 |
| | 1 | 1 | 1 |

Gambar 2.3 Simbol logika OR

Penerapan Operasi OR dan AND pada Rangkaian Lampu



Gambar 2.1 Aplikasi gate OR dan AND pada rangkaian lampu

Gerbang Logika NOT

Gerbang Logika pada umumnya, dapat digunakan untuk menghasilkan fungsi logika atau Boolean.

Gerbang NOT input tunggal atau fungsi pembalik dapat mengalir dengan sendirinya untuk menghasilkan apa yang disebut buffer digital. Gerbang NOT pertama akan membalikkan input dan yang kedua akan mengembalikannya kembali ke level aslinya dengan melakukan inversi ganda dari input tunggal. Penyangga Digital Non-pembalik memiliki banyak kegunaan dalam elektronik digital karena inversi ganda input ini dapat digunakan untuk menyediakan amplifikasi digital dan isolasi sirkuit.

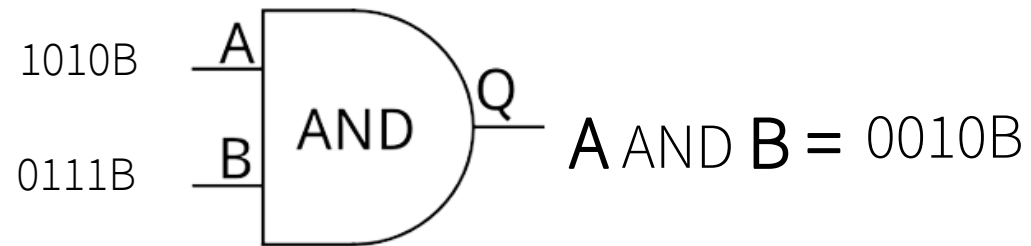
| Simbol | Meja kebenaran | |
|--------|----------------|---|
| | A | Q |
| | 0 | 1 |
| | 1 | 0 |

Gambar 2.4 Simbol logika NOT

OPERASI SECARA DIGITAL PADA SISTEM BILANGAN

Operasi digital pada dasarnya hanya dapat dikenakan pada bilangan biner, oleh karena itu, bilangan heksadesimal dan desimal atau sistem bilangan lainnya, harus diubah terlebih dahulu ke biner sebelum diopersikan secara digital. Namun pada pemrograman, biasanya compailer memiliki fasilitas pengubah secara langsung ke biner, sehingga tidak perlu mengubah terlebih dahulu ke biner.

Operasi AND



Gambar 2.5 Gate operasi AND

Tabel 2.1 Tabel kebenaran AND

| A | B | A AND B |
|---|---|---------|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

Sebagai contoh:

$A = 1010B$; $B = 0111B$

MSB _ _ LSB

A = 1 0 1 0

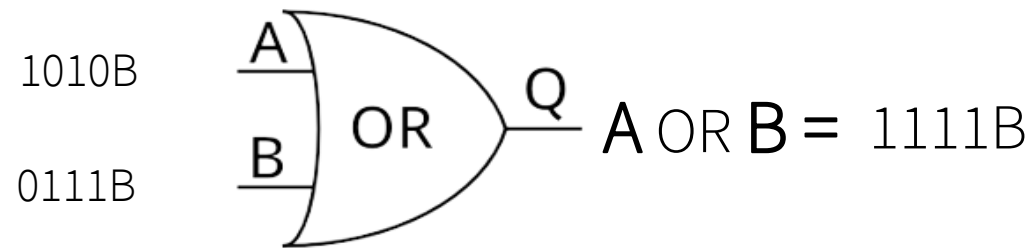
AND AND AND AND

B = 0 1 1 1

$A \text{ AND } B = 0 0 1 0$

Jadi $= 1010B \text{ AND } 0111B$
 $= 0010B$

Operasi OR



Gambar 2.6 Gate operasi OR

Tabel 2.2 Tabel kebenaran OR

| A | B | A AND B |
|---|---|---------|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

Sebagai contoh:

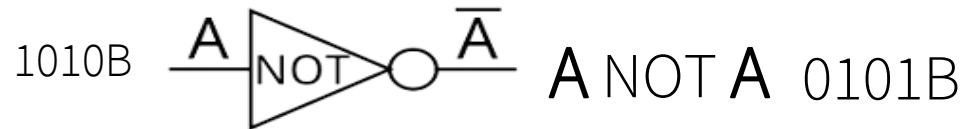
A = 1010B; B = 0111B

| | | | | |
|-----|-----|----|----|-----|
| | MSB | | | LSB |
| A = | 1 | 0 | 1 | 0 |
| | OR | OR | OR | OR |
| B = | 0 | 1 | 1 | 1 |

A AND B = 1 1 1 1

Jadi = 1010B OR 0111B
= 1111B

Operasi NOT



Gambar 2.7 Gate operasi NOT

Tabel 2.3 Tabel kebenaran NOT

| A | NOT A |
|---|-------|
| 0 | 1 |
| 1 | 0 |

Sebagai contoh:

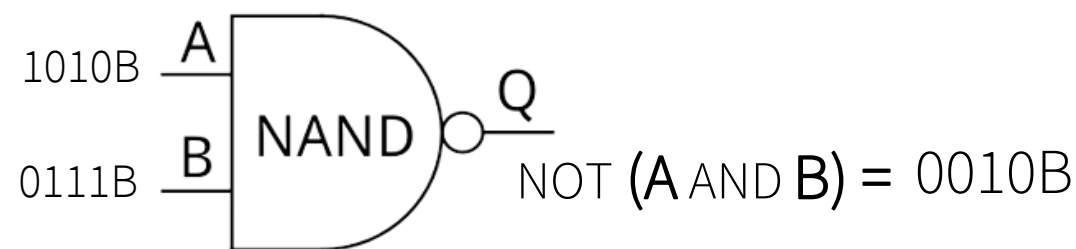
$A = 1010B$; $B = 0111B$

MSB _ _ LSB
 $A =$ 1 0 1 0
NOT NOT NOT NOT

$A \text{ NOT } A =$ 0 1 0 1

Jadi $= \text{NOT}(1010B)$
 $=$ **0101B**

Operasi NAND



Gambar 2.8 Gate operasi AND

Tabel 2.4 Tabel kebenaran NAND

| A | B | A AND B | NOT |
|---|---|---------|-----|
| 0 | 0 | 0 | 1 |
| 0 | 1 | 0 | 1 |
| 1 | 0 | 0 | 1 |
| 1 | 1 | 1 | 0 |

Sebagai contoh:

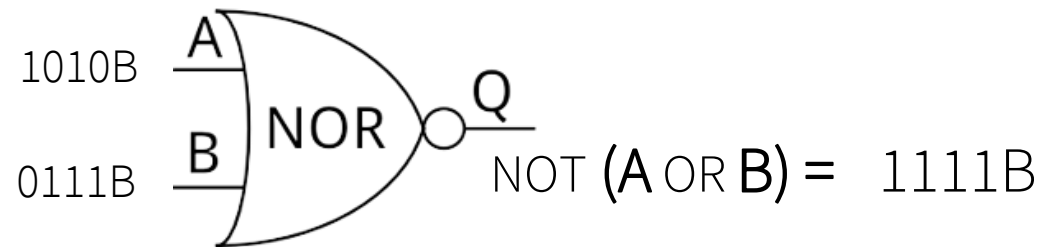
A = 1010B; B = 0111B

MSB _ _ LSB
A = 1 0 1 0
AND AND AND AND
B = 0 1 1 1

A AND B = 0 0 1 0

Jadi = 1010B AND 0111B
= NOT(0010B)
= 1101B

Operasi NOR



Gambar 2.9 Gate operasi OR

Tabel 2.5 Tabel kebenaran NOR

| A | B | A OR B | NOT |
|---|---|--------|-----|
| 0 | 0 | 0 | 1 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 1 | 0 |

Sebagai contoh:

A = 1010B; B = 0111B

MSB _ _ LSB

A = 1 0 1 0

OR OR OR OR

B = 0 1 1 1

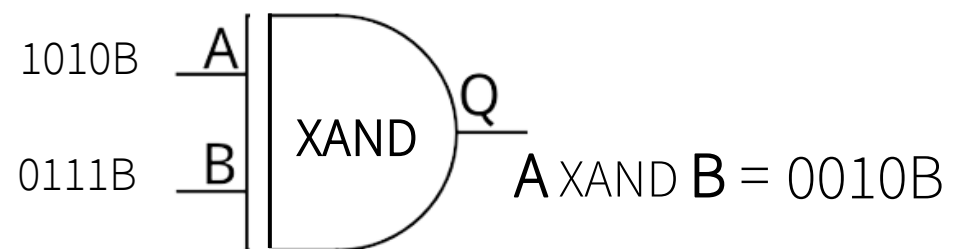
A AND B = 1 1 1 1

Jadi = 1010B OR 0111B

= NOT(1111B)

= 0000B

Operasi Exclusif AND atau XAND



Gambar 2.10 Gate operasi XAND

Tabel 2.6 Tabel kebenaran XAND

| A | B | A XAND B |
|---|---|----------|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

Sebagai contoh:

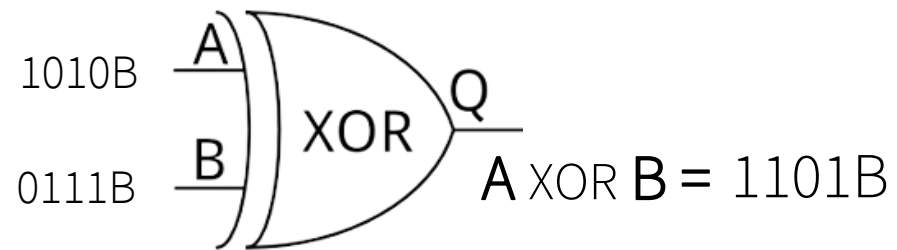
$A = 1010B$; $B = 0111B$

| | | | | |
|-----|-----|-----|-----|-----|
| | MSB | | | LSB |
| | | — | — | |
| A = | 1 | 0 | 1 | 0 |
| | AND | AND | AND | AND |
| B = | 0 | 1 | 1 | 1 |

$A \text{ XAND } B = 0 \quad 0 \quad 1 \quad 0$

Jadi $= 1010B \text{ XAND } 0111B$
 $= 0010B$

Operasi Eksklusif OR atau XOR



Gambar 2.11 Gate operasi XOR

Tabel 2.7 Tabel kebenaran XOR

| A | B | A XOR B |
|---|---|---------|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

Sebagai contoh:

$A = 1010B$; $B = 0111B$

| | | | | |
|-----|-----|----|----|-----|
| | MSB | | | LSB |
| A = | 1 | 0 | 1 | 0 |
| | OR | OR | OR | OR |
| B = | 0 | 1 | 1 | 1 |

$A \text{ XOR } B = 1 \quad 1 \quad 0 \quad 1$

Jadi $= 1010B \text{ OR } 0111B$
 $= 1101B$

TABEL 2.8 Perbandingan tabel sistem bilangan AND, OR, NAND, NOR, XAND, XOR, XNAND dan XNOR

| AND GATE | | |
|----------|---|--------|
| Inputs | | Output |
| A | B | X |
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

| NAND GATE | | |
|-----------|---|--------|
| Inputs | | Output |
| A | B | X |
| 0 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

| XAND GATE | | |
|-----------|---|--------|
| Inputs | | Output |
| A | B | X |
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

| XNAND GATE | | |
|------------|---|--------|
| Inputs | | Output |
| A | B | X |
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

| OR GATE | | |
|---------|---|--------|
| Inputs | | Output |
| A | B | X |
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

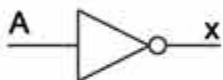






| NOR GATE | | |
|----------|---|--------|
| Inputs | | Output |
| A | B | X |
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 0 |

| XOR GATE | | |
|----------|---|--------|
| Inputs | | Output |
| A | B | X |
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

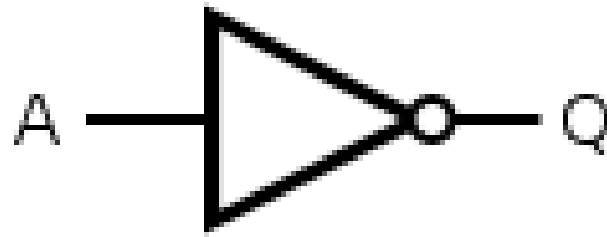
| XNOR GATE | | |
|-----------|---|--------|
| Inputs | | Output |
| A | B | X |
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

TABEL 2.9 Sistem bilangan dan table kebenaran pada operasi digital

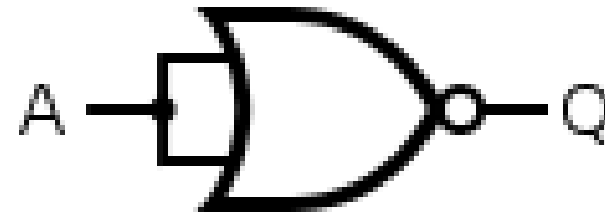
Logic Gates

| Name | NOT | AND | NAND | OR | NOR | XOR | XNOR | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------|--|---|---|---|---|---|---|--|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Alg. Expr. | \overline{A} | AB | \overline{AB} | $A + B$ | $\overline{A + B}$ | $A \oplus B$ | $\overline{A \oplus B}$ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Symbol |  |  |  |  |  |  |  | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Truth Table | <table><tr><th>A</th><th>X</th></tr><tr><td>0</td><td>1</td></tr><tr><td>1</td><td>0</td></tr></table> | A | X | 0 | 1 | 1 | 0 | <table><tr><th>B</th><th>A</th><th>X</th></tr><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></table> | B | A | X | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 1 | 1 | <table><tr><th>B</th><th>A</th><th>X</th></tr><tr><td>0</td><td>0</td><td>1</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></table> | B | A | X | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | 0 | <table><tr><th>B</th><th>A</th><th>X</th></tr><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></table> | B | A | X | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | 1 | <table><tr><th>B</th><th>A</th><th>X</th></tr><tr><td>0</td><td>0</td><td>1</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>0</td></tr></table> | B | A | X | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 1 | 0 | <table><tr><th>B</th><th>A</th><th>X</th></tr><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></table> | B | A | X | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | 0 | <table><tr><th>B</th><th>A</th><th>X</th></tr><tr><td>0</td><td>0</td><td>1</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></table> | B | A | X | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 1 | 1 |
| A | X | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| B | A | X | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| B | A | X | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| B | A | X | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| B | A | X | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| B | A | X | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| B | A | X | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

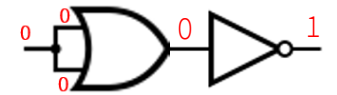
Desired Gate



NOR Construction



KEBALIKAN DARI 0 → 1

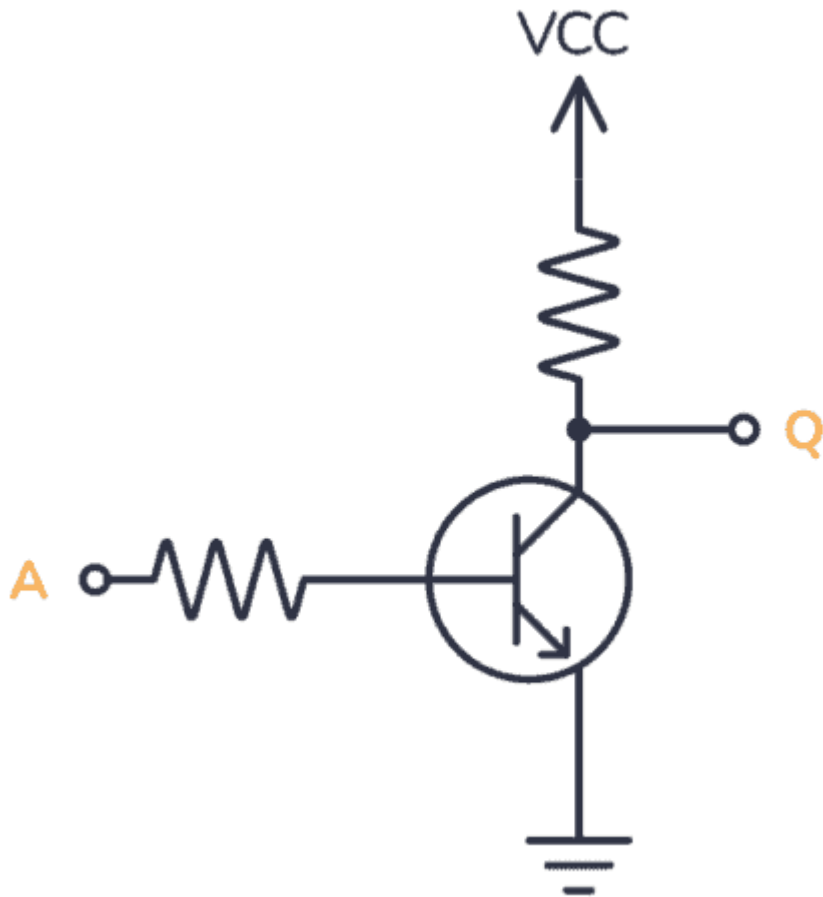


Truth Table

| Input A | Output Q |
|---------|----------|
| 0 | 1 |
| 1 | 0 |

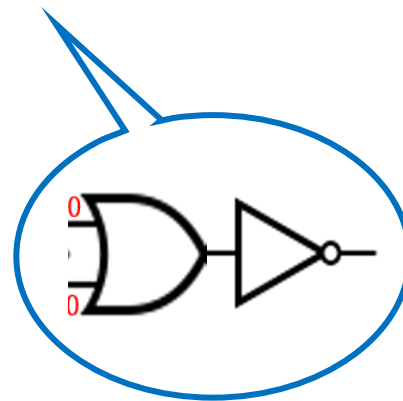
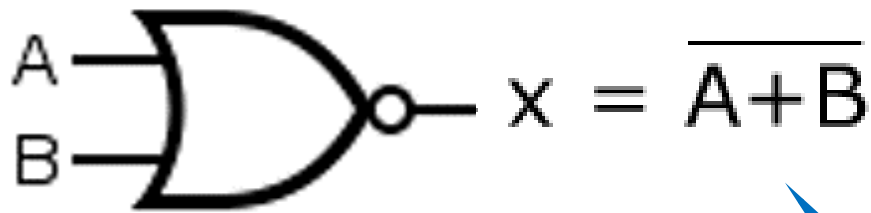
Build an Inverter with Transistor-Resistor Logic

You can build an inverter/NOT gate from transistors and resistors. This technique is called *Resistor-Transistor Logic* (RTL).



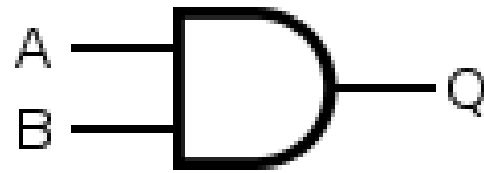
| A | Q |
|---|---|
| 0 | 1 |
| 1 | 0 |

Let's review the NOR gate:

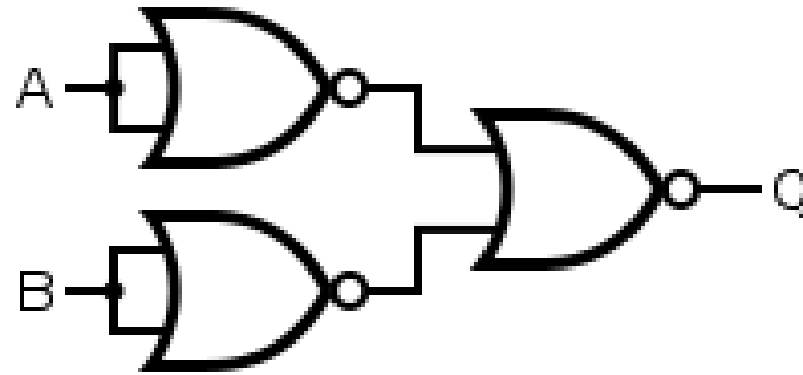


| A | B | $x = \overline{A+B}$ |
|---|---|----------------------|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 0 |

Desired Gate



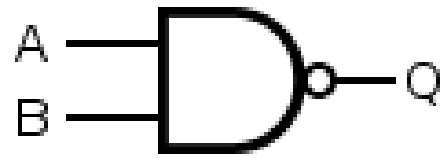
NOR Construction



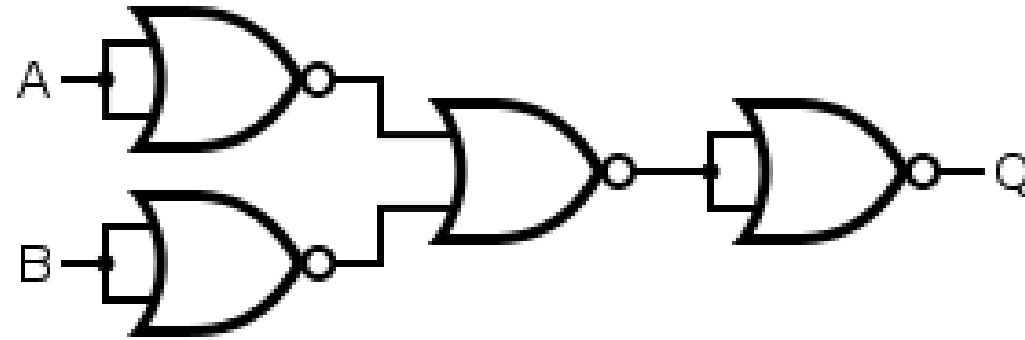
Truth Table

| Input A | Input B | Output Q |
|---------|---------|----------|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

Desired Gate



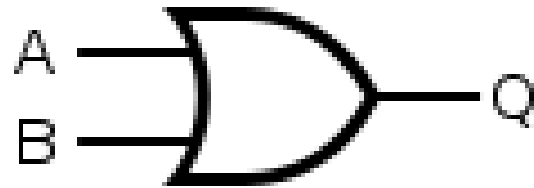
NOR Construction



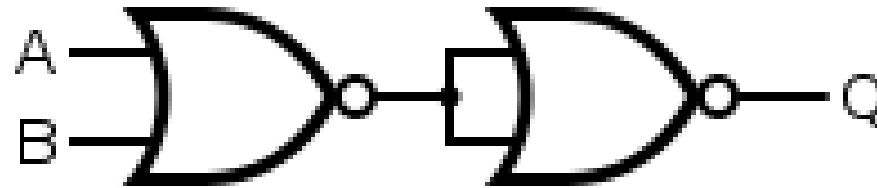
Truth Table

| Input A | Input B | Output Q |
|---------|---------|----------|
| 0 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

Desired Gate



NOR Construction



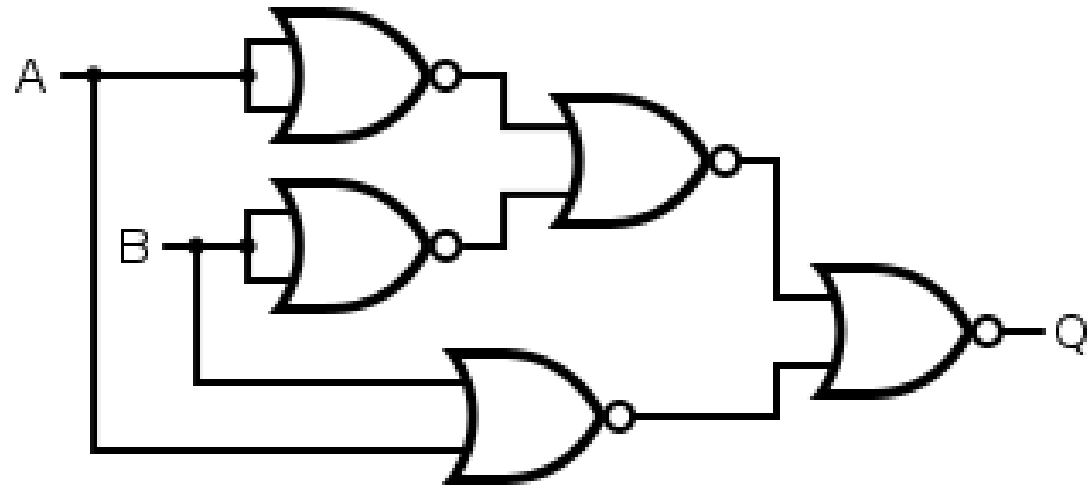
Truth Table

| Input A | Input B | Output Q |
|---------|---------|----------|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

Desired Gate



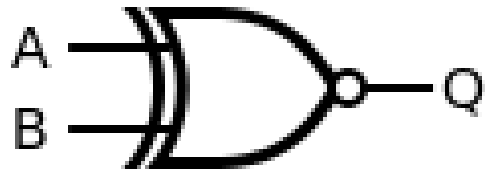
NOR Construction



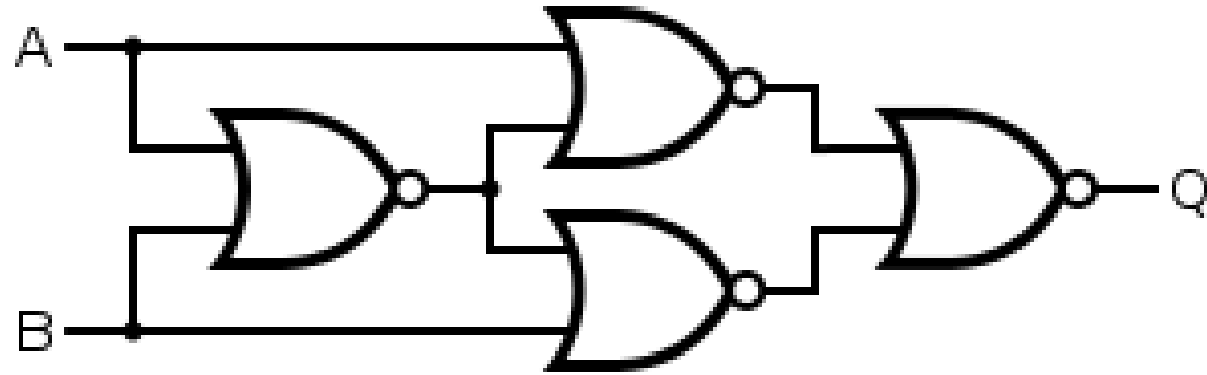
Truth Table

| Input A | Input B | Output Q |
|---------|---------|----------|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

Desired Gate



XNOR Construction



Truth Table

| Input A | Input B | Output Q |
|---------|---------|----------|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

RANGKAIAN DIGITAL

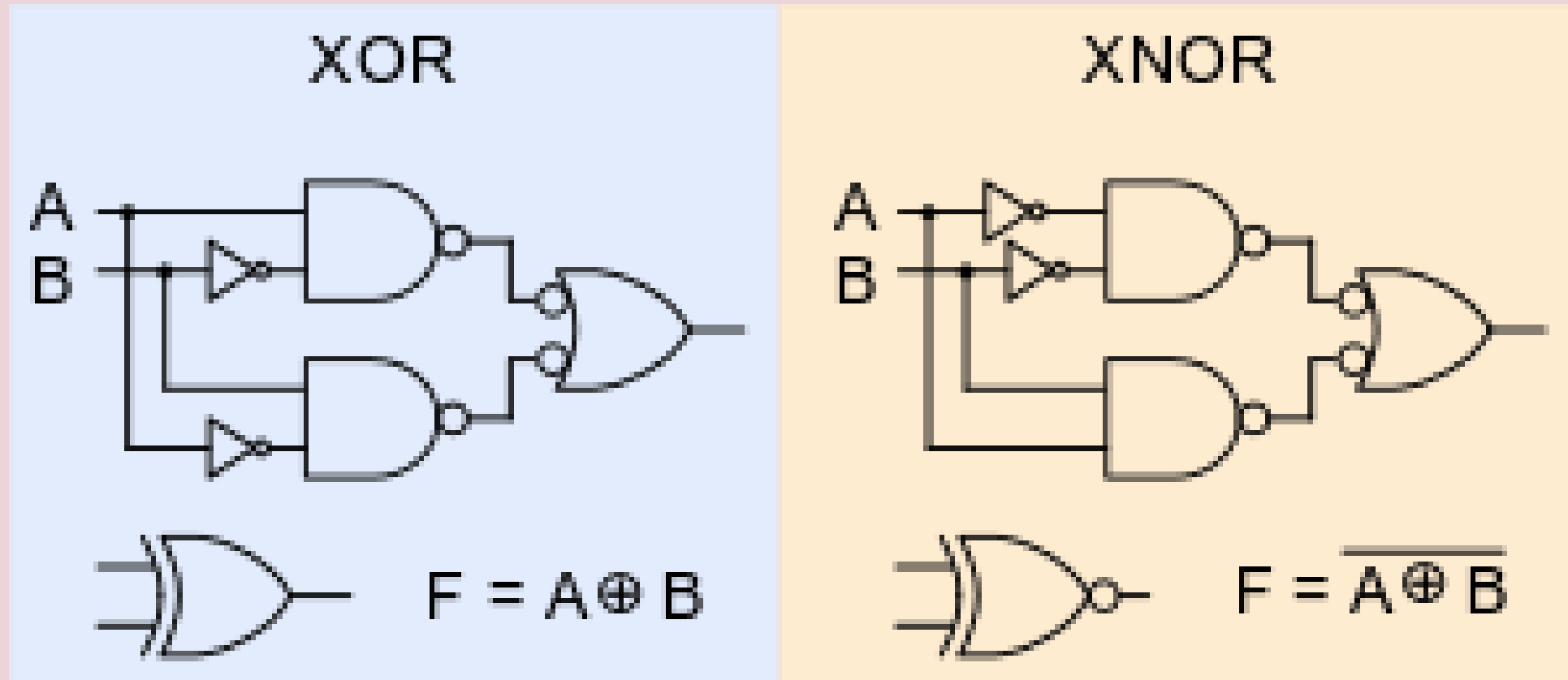
BAMBANG HADI KUNARYO, S.T., M.T.

- Rangkaian yang di betuk dari beberapa gerbang logika Dasar
- Aplikasi Rangkaian Terpadu (IC)

KOMBINASI RANGKAIAN GERBANG LOGIKA

Untuk menghasilkan gerbang logika xor dan xnor, dapat di peroleh dari kombinasi rangkaian gerbang logika dapat menghasilkan kondisi suatu

Untuk menghasilkan gerbang logika xor dan xnor, dapat di peroleh dari kombinasi rangkaian gerbang logika dapat menghasilkan kondisi suatu

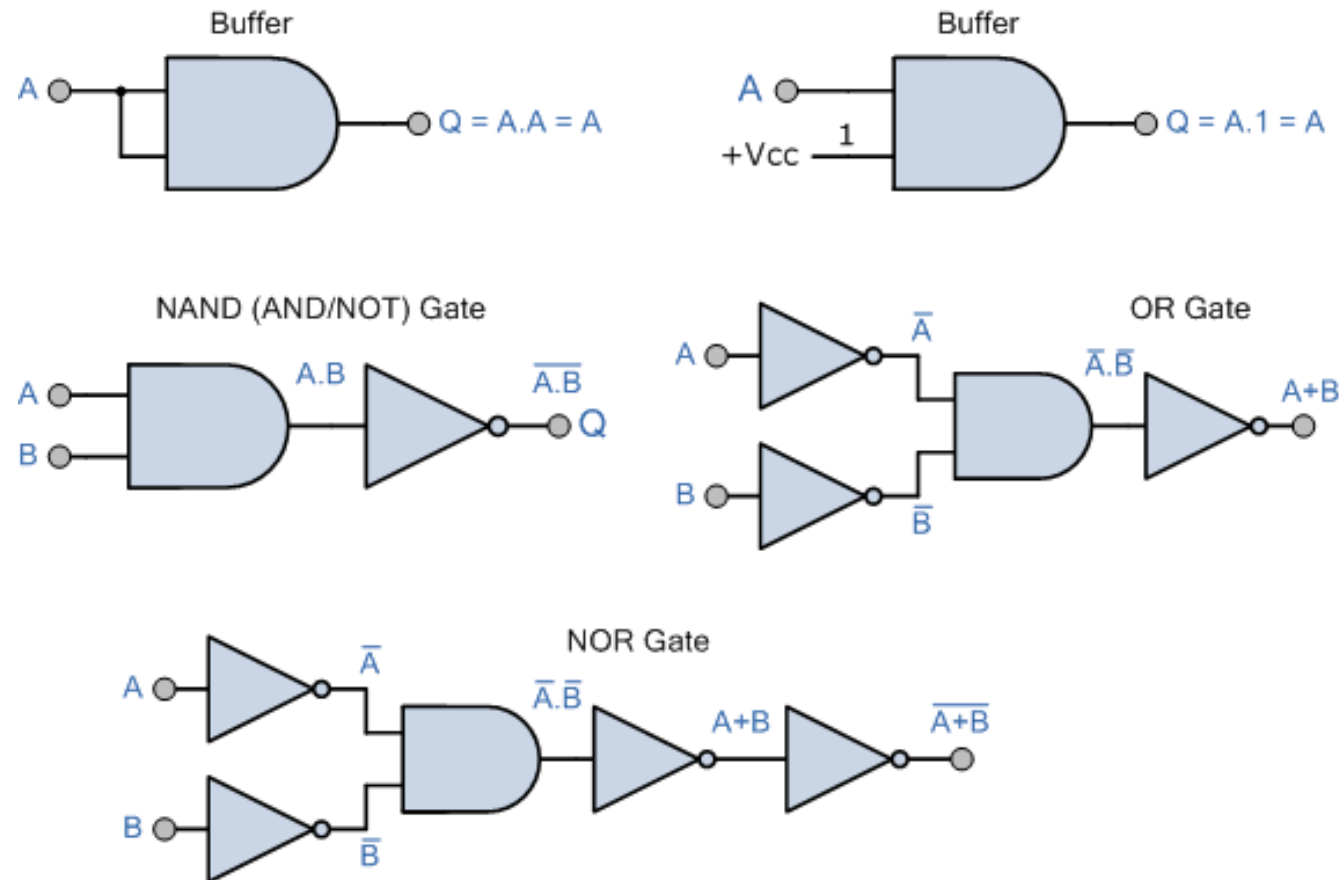


Gambar 2.12 Kombinasi dari rangkaian gerbang logika, menghasilkan XOR dan XNOR

Menggunakan Pengaturan Rangkaian AND dan NOT

Dengan hanya menggunakan gerbang logika AND dan NOT, kita dapat membuat fungsi Boolean dan berikut gerbang yang setara.

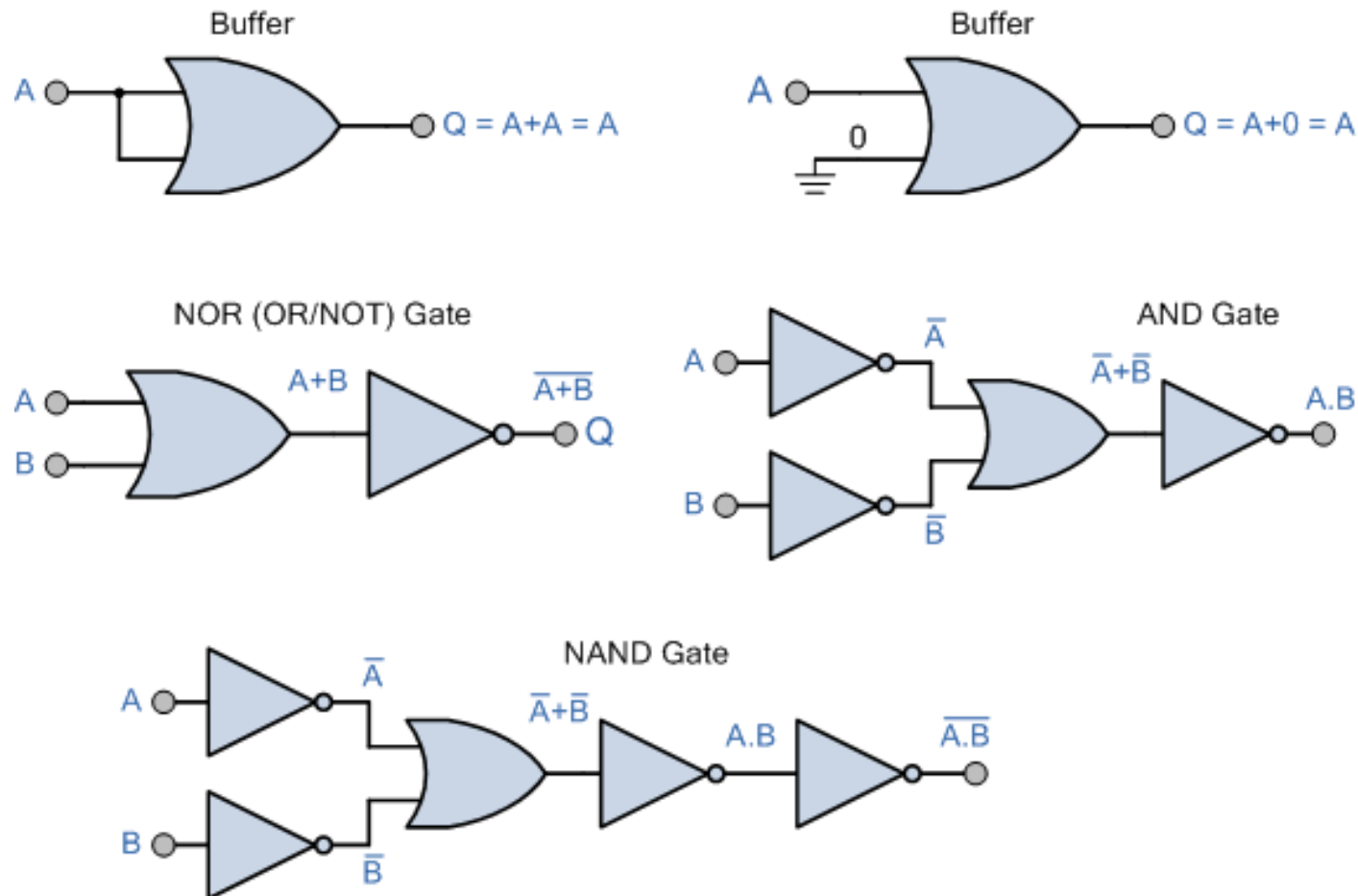
Gerbang Logika AND/NOT Setara dengan:



Menggunakan Rangkaian OR dan NOT

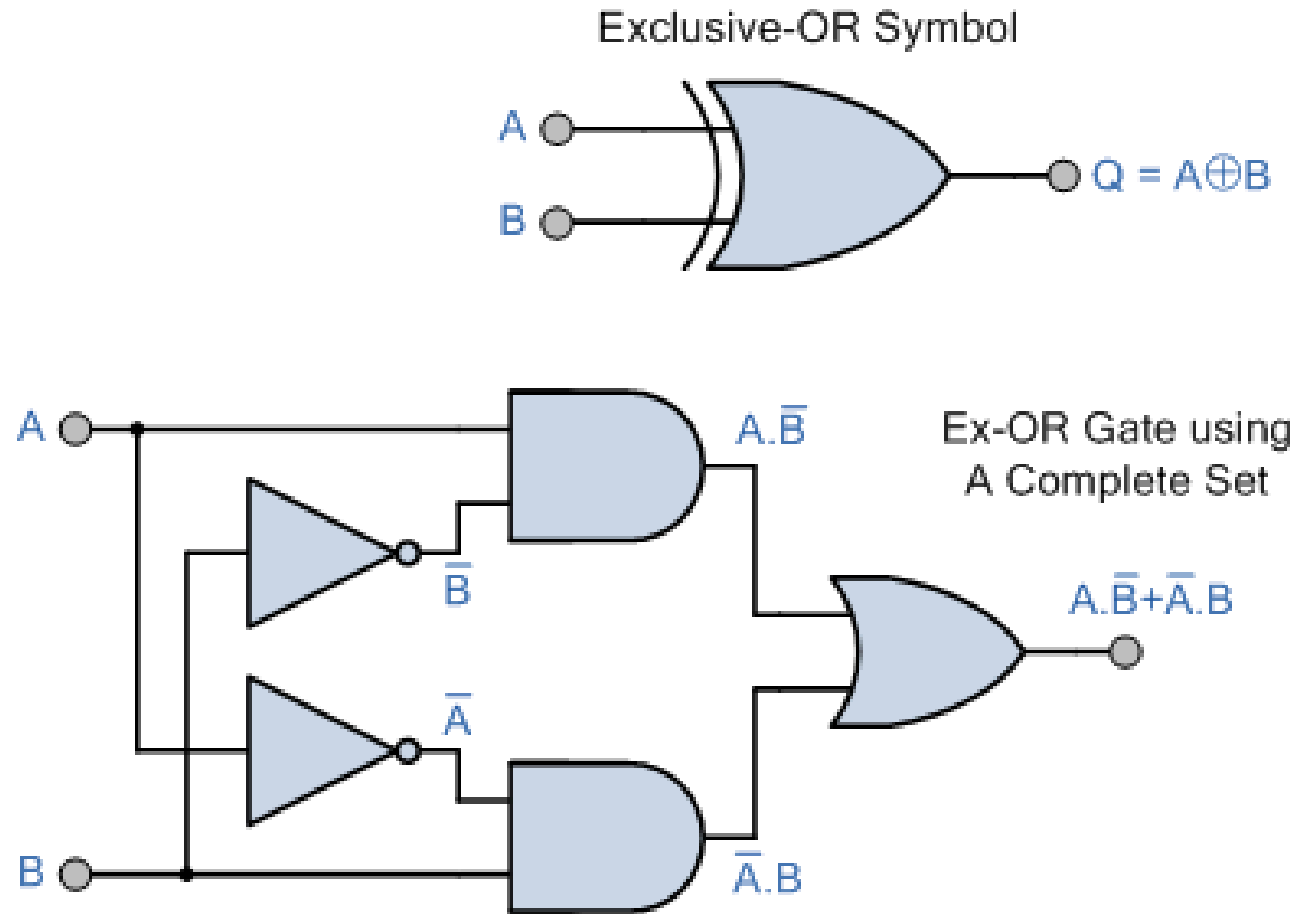
Dengan menggunakan gerbang logika OR dan NOT, kita dapat membuat fungsi Boolean, dan berikut gerbang yang setara.

Gerbang Logika OR/NOT Setara dengan:



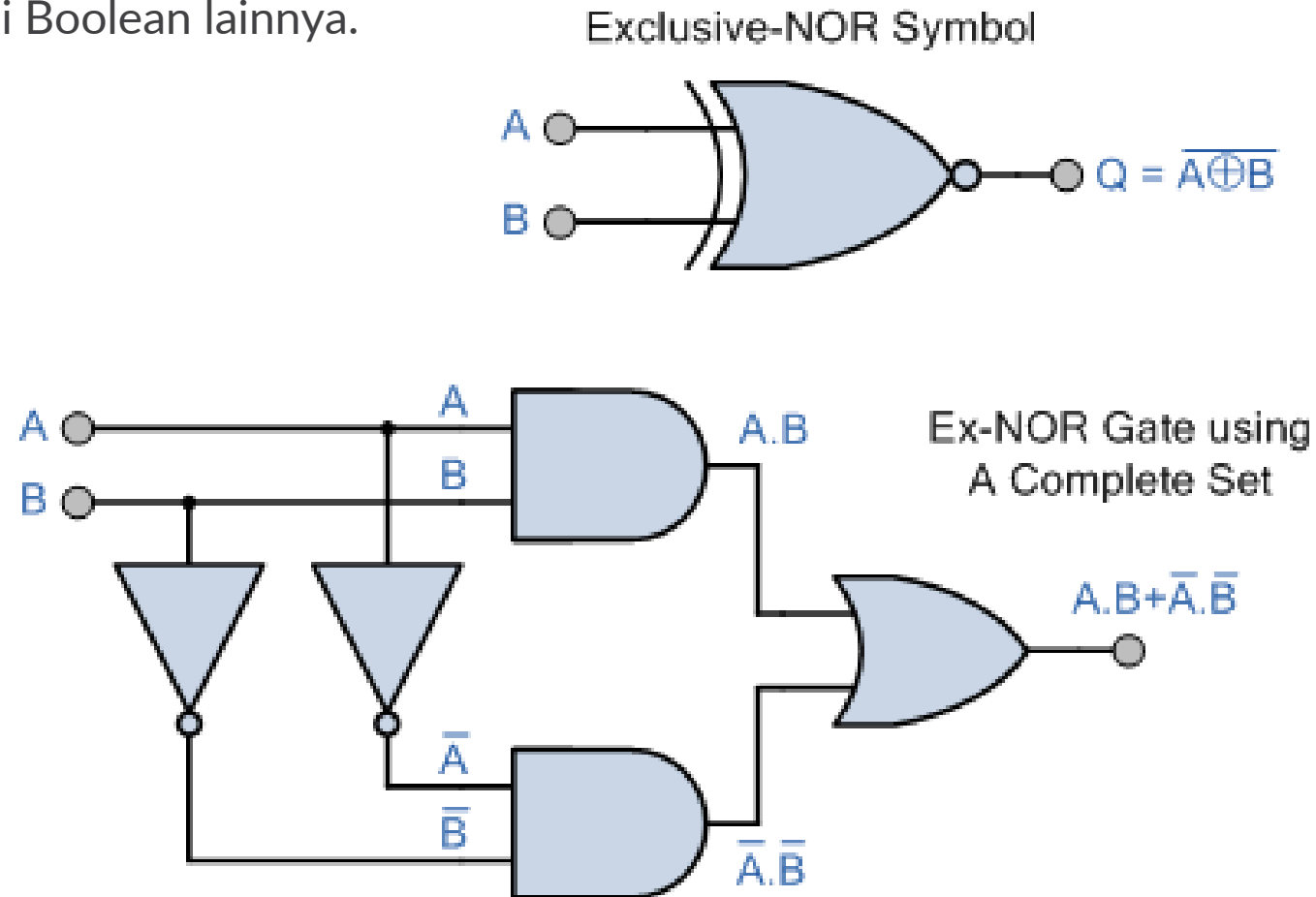
Menggunakan Rangkaian AND, OR dan NOT Diatur untuk Mengimplementasikan Ex-OR

Dengan menggunakan gerbang logika AND , OR dan NOT lengkap, kita dapat membuat ekspresi Boolean untuk gerbang Exclusive-OR (Ex-OR) dan NOT Exclusive-OR (Ex-NOR) seperti yang ditunjukkan.

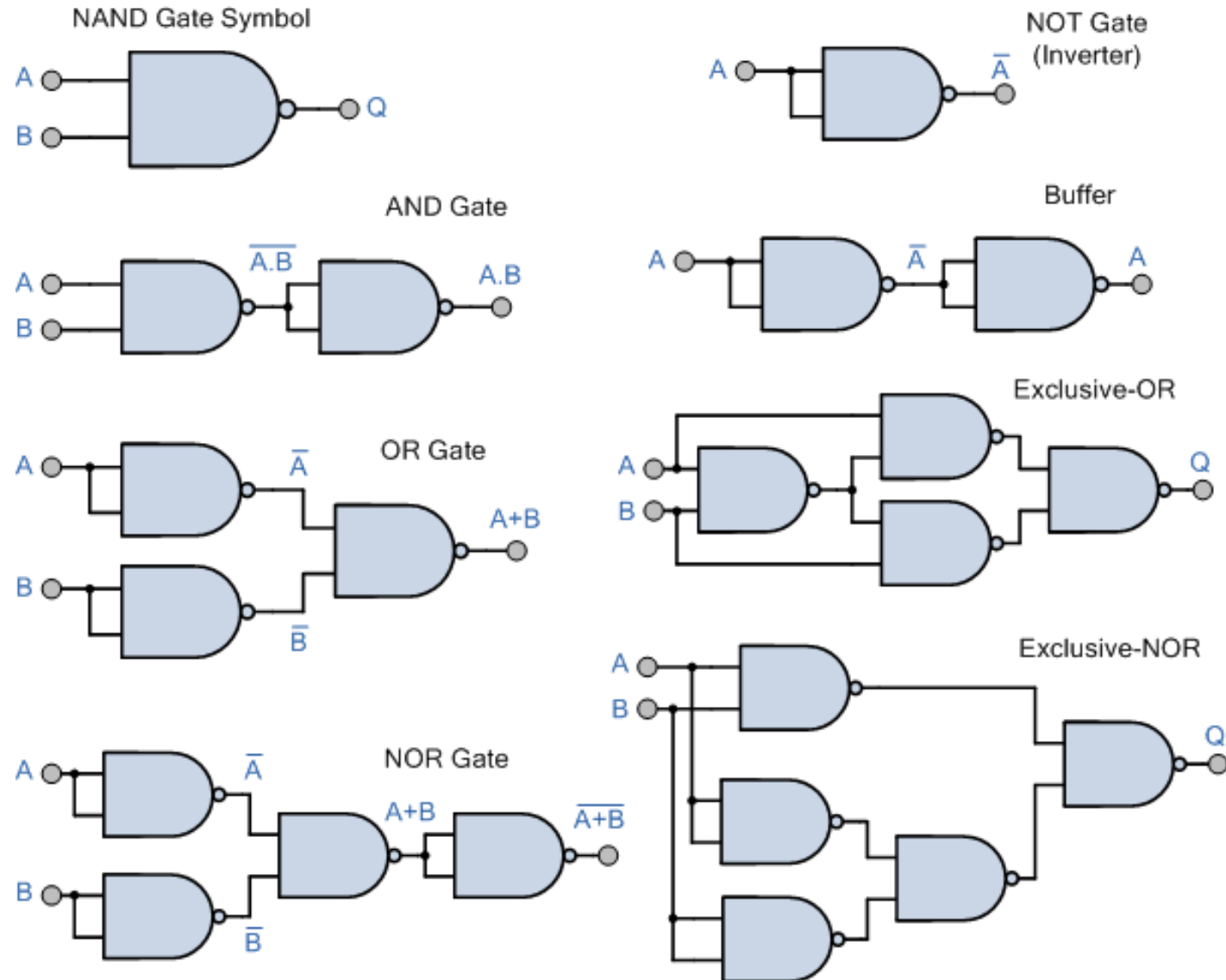


Menggunakan AND/OR/NOT Diatur untuk Mengimplementasikan Ex-NOR

Perhatikan bahwa gerbang Exclusive-OR atau gerbang Exclusive-NOR tidak dapat digolongkan sebagai gerbang logika universal karena keduanya tidak dapat digunakan sendiri atau bersama-sama untuk menghasilkan fungsi Boolean lainnya.

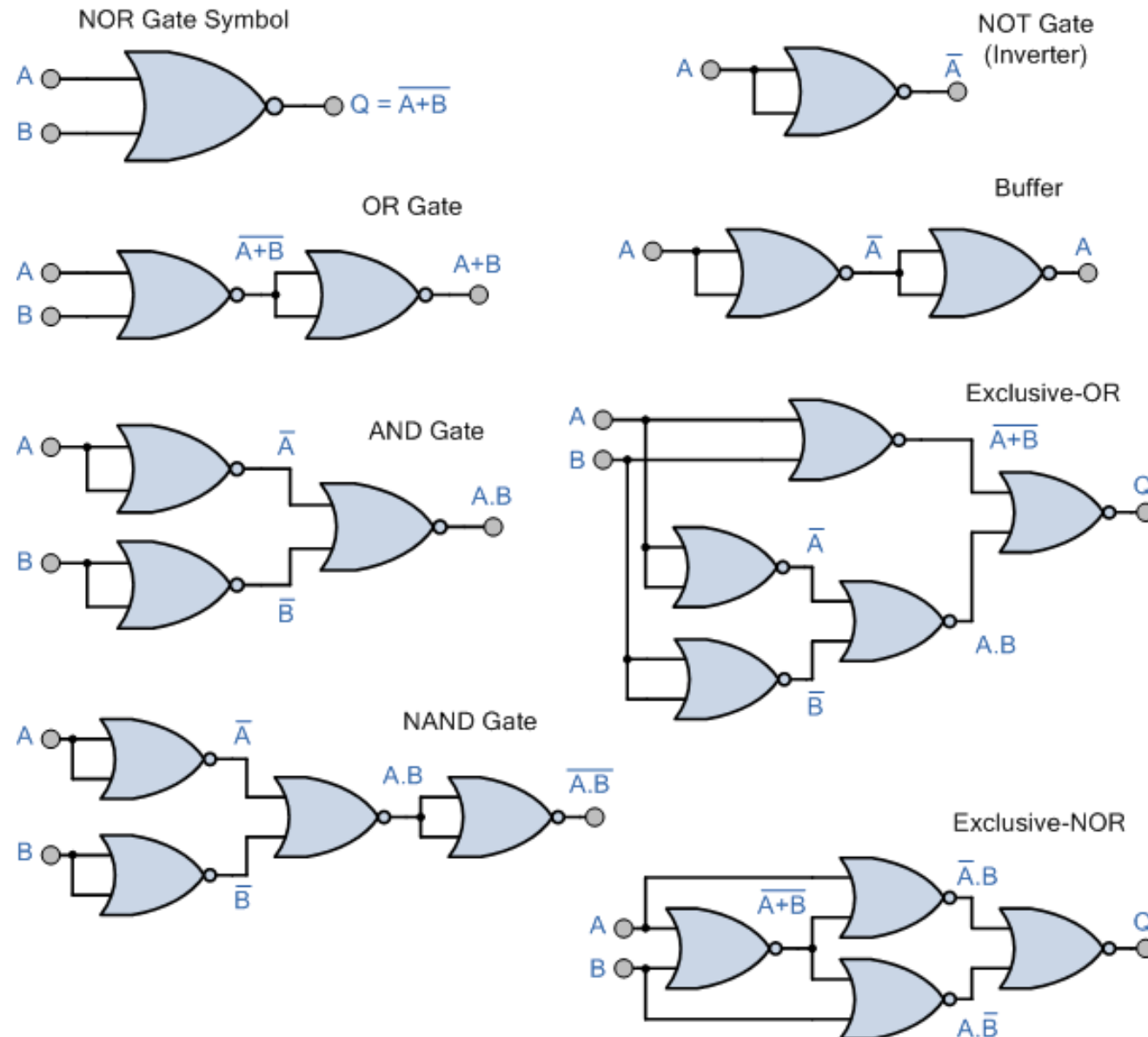


Gerbang Logika Universal hanya menggunakan Gerbang NAND



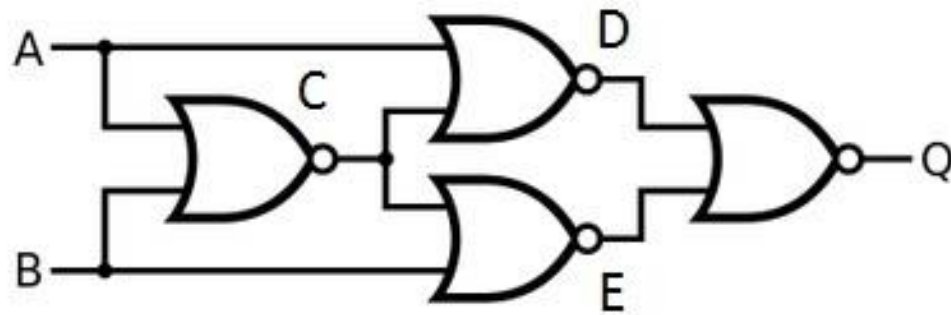
Gambar 2.17 Kombinasi dari rangkaian gerbang logika NAND, menghasilkan AND, OR, NOR dan XNOR

Gerbang Logika Universal hanya menggunakan Gerbang NOR



Gambar 2.18 Kombinasi dari rangkaian gerbang logika NOR, menghasilkan AND, OR, NOR dan XNOR

Soal Latihan:



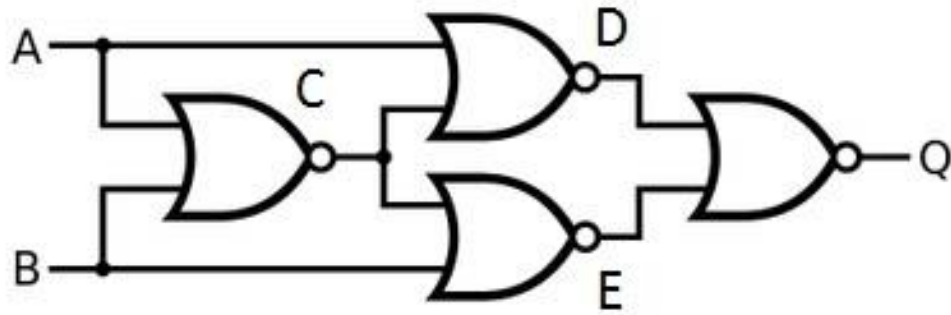
| <u>A</u> | <u>B</u> | <u>Q</u> |
|----------|----------|----------|
| 0 | 0 | ? |
| 0 | 1 | ? |
| 1 | 0 | ? |
| 1 | 1 | ? |

C = ?

D = ?

E = ?

Q = ?



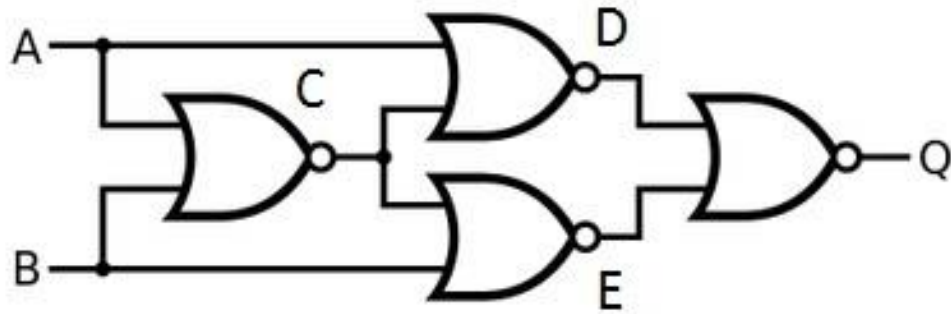
| <u>A</u> | <u>B</u> | <u>Q</u> |
|----------|----------|----------|
| 0 | 0 | ? |
| 0 | 1 | ? |
| 1 | 0 | ? |
| 1 | 1 | ? |

$$C = \overline{A + B} = \bar{A} \cdot \bar{B}$$

$$D = ?$$

$$E = ?$$

$$Q = ?$$



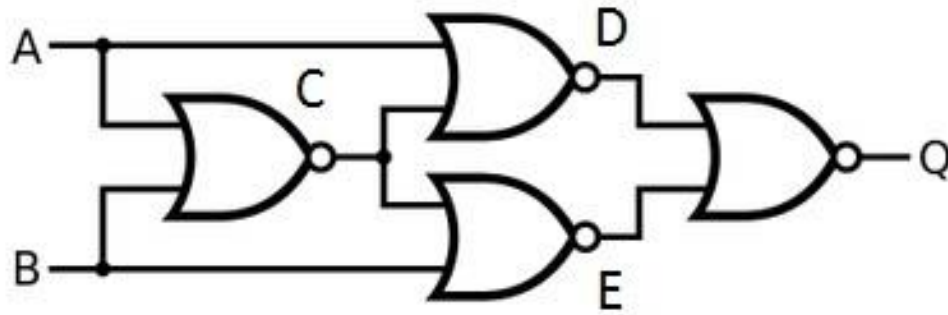
| <u>A</u> | <u>B</u> | <u>Q</u> |
|----------|----------|----------|
| 0 | 0 | ? |
| 0 | 1 | ? |
| 1 | 0 | ? |
| 1 | 1 | ? |

$$C = \overline{A + B} = \bar{A} \cdot \bar{B}$$

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

$$E = ?$$

$$Q = ?$$



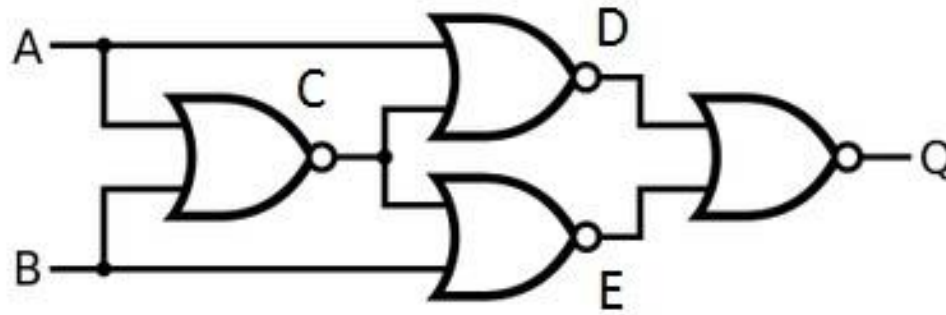
| <u>A</u> | <u>B</u> | <u>Q</u> |
|----------|----------|----------|
| 0 | 0 | ? |
| 0 | 1 | ? |
| 1 | 0 | ? |
| 1 | 1 | ? |

$$C = \overline{A + B} = \bar{A} \cdot \bar{B}$$

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

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

$$Q = ?$$



| <u>A</u> | <u>B</u> | <u>Q</u> |
|----------|----------|----------|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

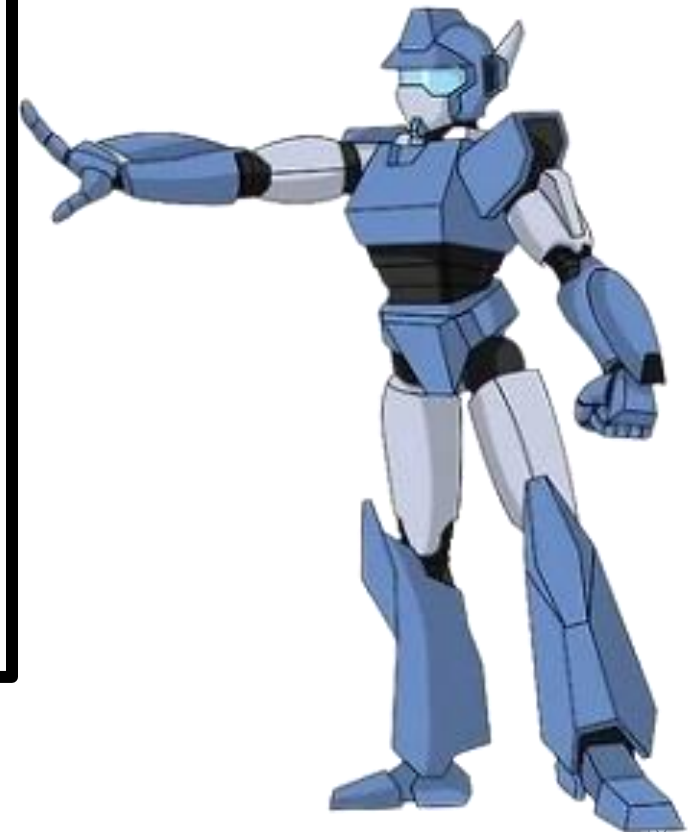
$$C = \overline{A + B} = \bar{A} \cdot \bar{B}$$

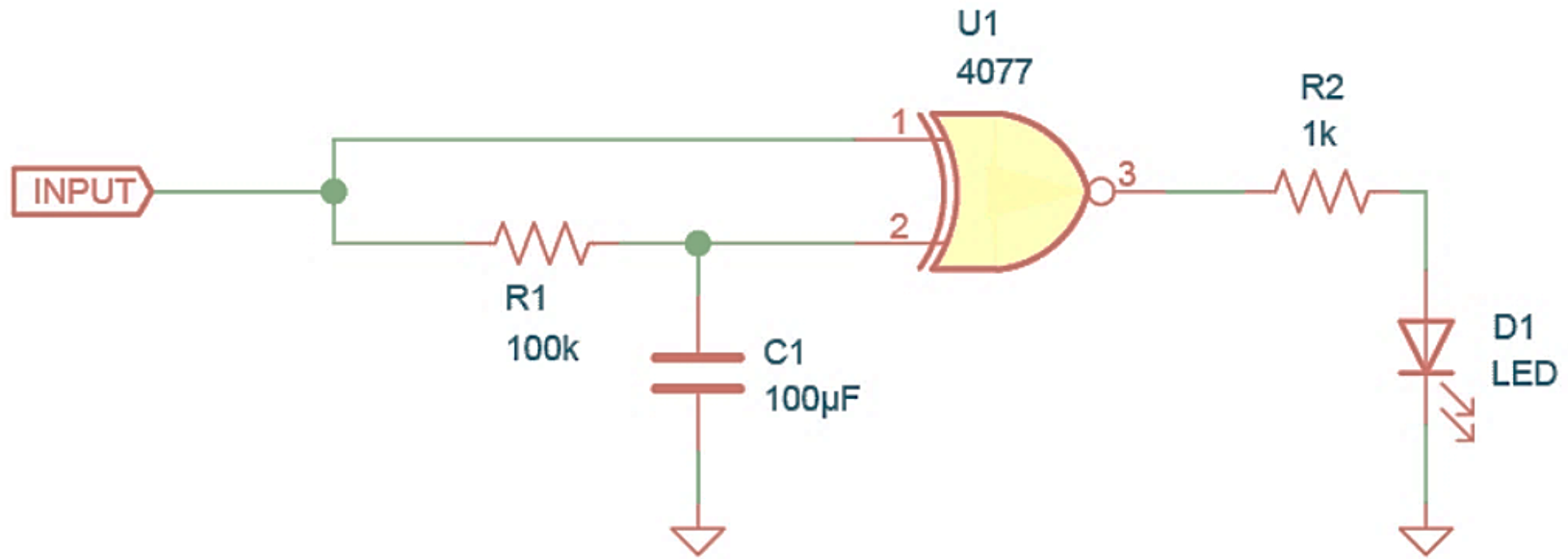
$$D = \overline{A + C} = A + (\bar{A} \cdot \bar{B}) = (A \cdot \bar{A}) + (A \cdot \bar{B}) = A \cdot \bar{B}$$

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

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

APLIKASI GERBANG LOGIKA PADA RANGKAIAN ELEKTRONIKA

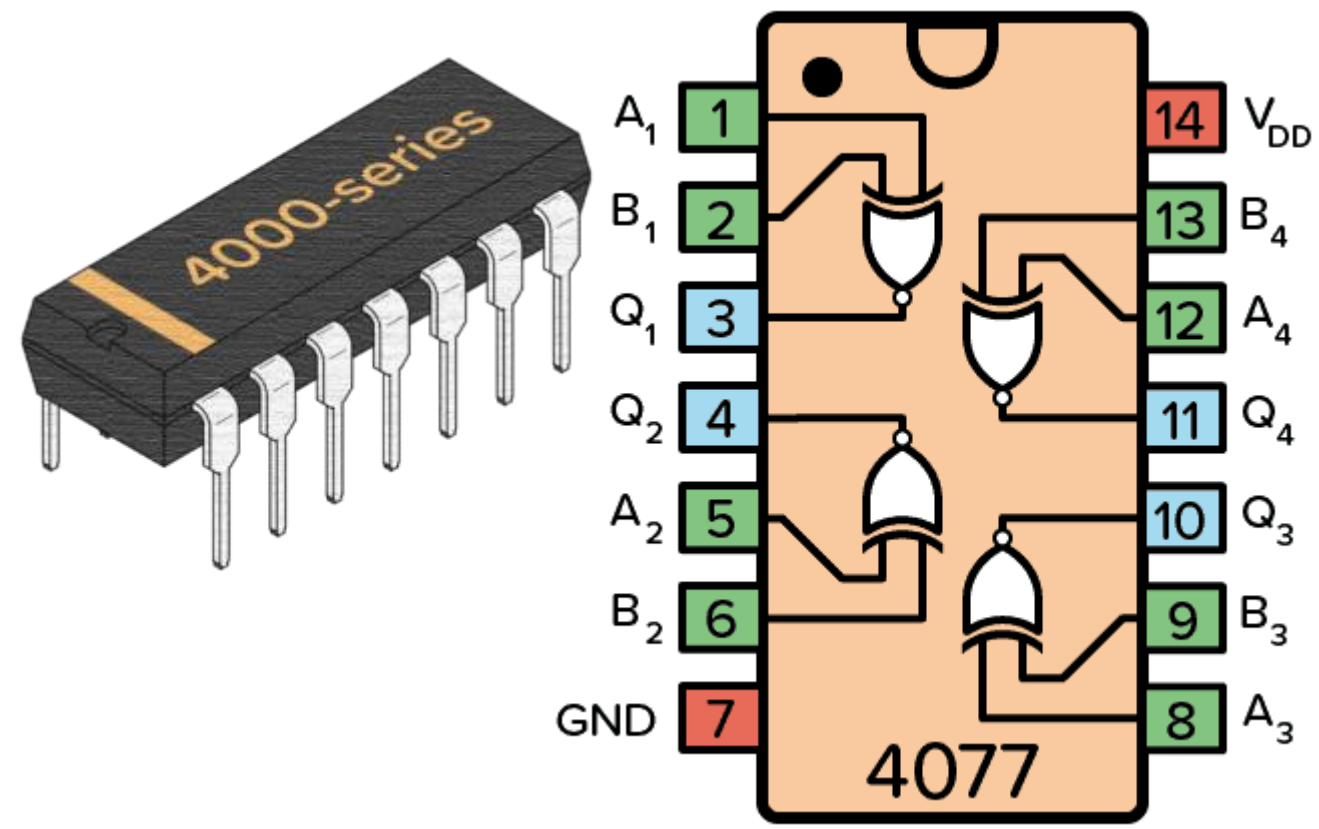




To build this you'll need:

- An LED (D1)
- A chip with XNOR gates such as the CD4077BE
- 100 kΩ resistor (R1)
- 1 kΩ resistor (R2)

Integrated Circuits (IC merupakan jenis dari Cip CMOS seri 4000



Pin Overview

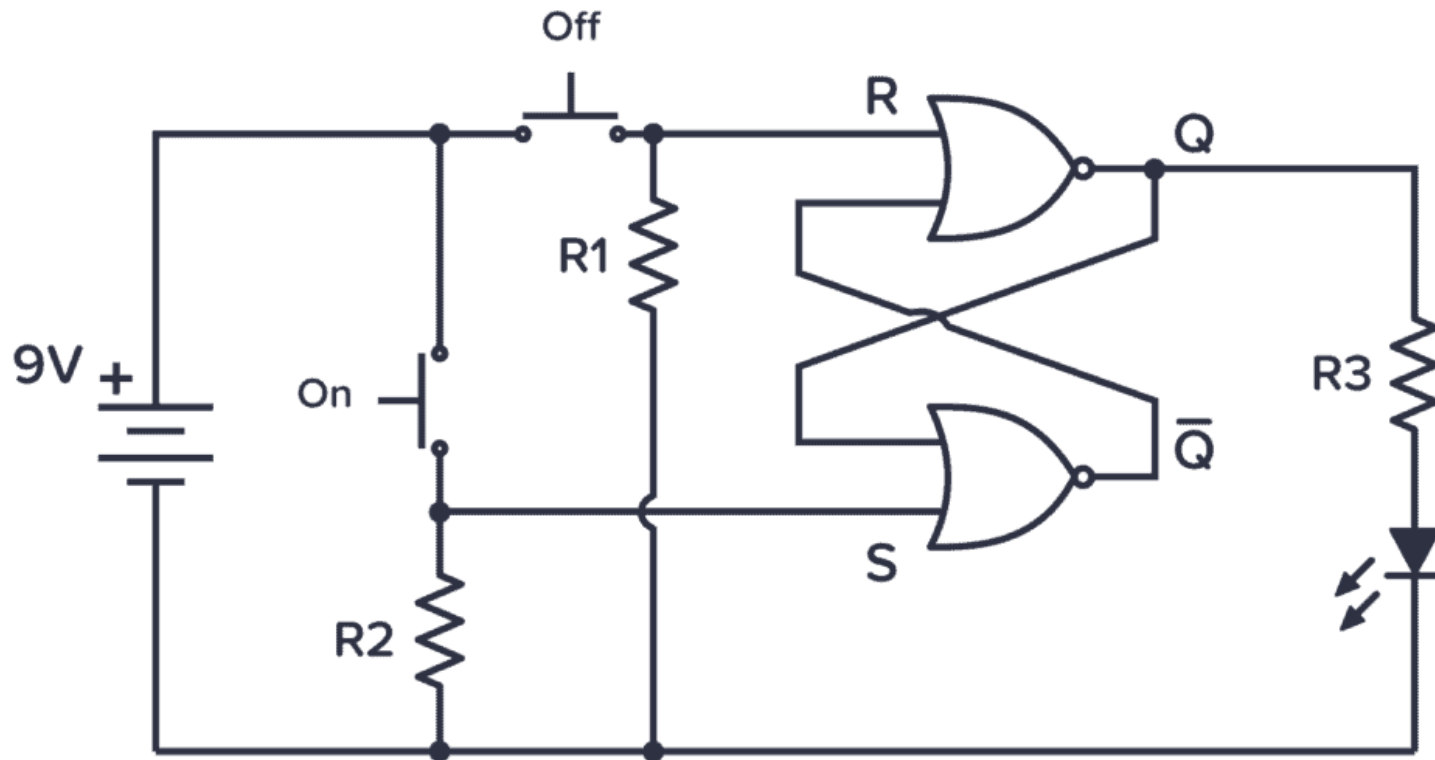
| Pin Name | Pin # | Type | Description |
|----------|--------------|--------|----------------------------------|
| VDD | 14 | Power | Supply Voltage (+3 to +15V) |
| GND | 7 | Power | Ground (0V) |
| A1 to A4 | 1, 5, 8, 12 | Input | Inputs A of the four XNOR gates |
| B1 to B4 | 2, 6, 9, 13 | Input | Inputs B of the four XNOR gates |
| Q1 to Q4 | 3, 4, 10, 11 | Output | Outputs from the four XNOR gates |

Pin overview for the 4077 IC

Gambar 2.19 IC CD4077 sebuah chip CMOS dengan empat gerbang XNOR

Contoh Sirkuit CD4001 – Kait SR

Sirkuit menggunakan dua gerbang NOR untuk membuat kait SR yang menghidupkan dan mematikan LED dengan tombol ON/OFF terpisah:



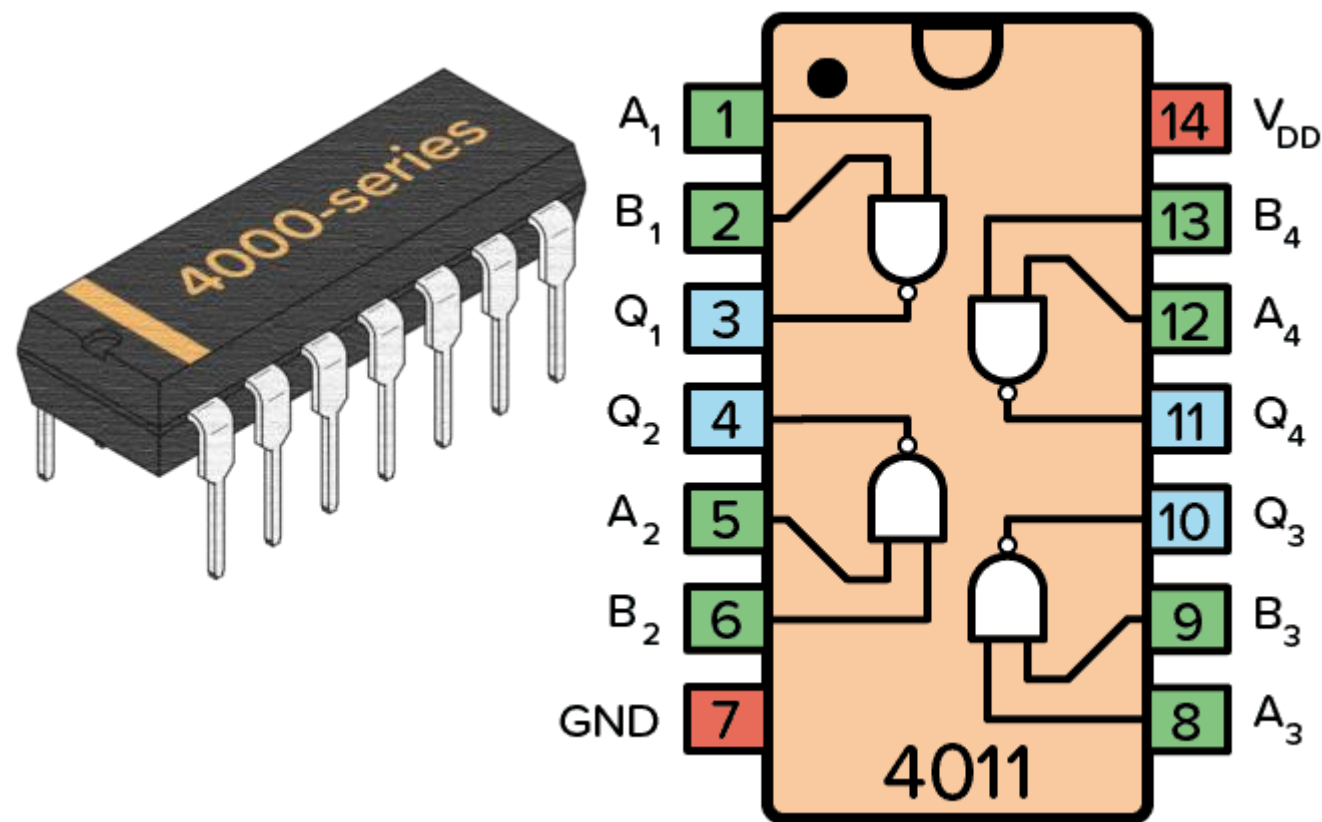
Gambar 2.20 Sirkuit yang menggunakan dua gerbang NOR

Saat tombol ditekan, LED menyala dan tetap menyala bahkan setelah tombol dilepas. LED tetap menyala sampai tombol Mati ditekan.

Untuk membangun ini, memerlukan:

- Sebuah LED Merah
- Tiga resistor 10 k Ω
- Sebuah chip dengan gerbang NOR seperti CD4001BE

Integrated Circuits (IC merupakan jenis dari Cip CMOS seri 4000



Pin Overview

| Pin Name | Pin # | Type | Description |
|----------|--------------|--------|----------------------------------|
| VDD | 14 | Power | Supply Voltage (+3 to +15V) |
| GND | 7 | Power | Ground (0V) |
| A1 to A4 | 1, 5, 8, 12 | Input | Inputs A of the four NAND gates |
| B1 to B4 | 2, 6, 9, 13 | Input | Inputs B of the four NAND gates |
| Q1 to Q4 | 3, 4, 10, 11 | Output | Outputs from the four NAND gates |

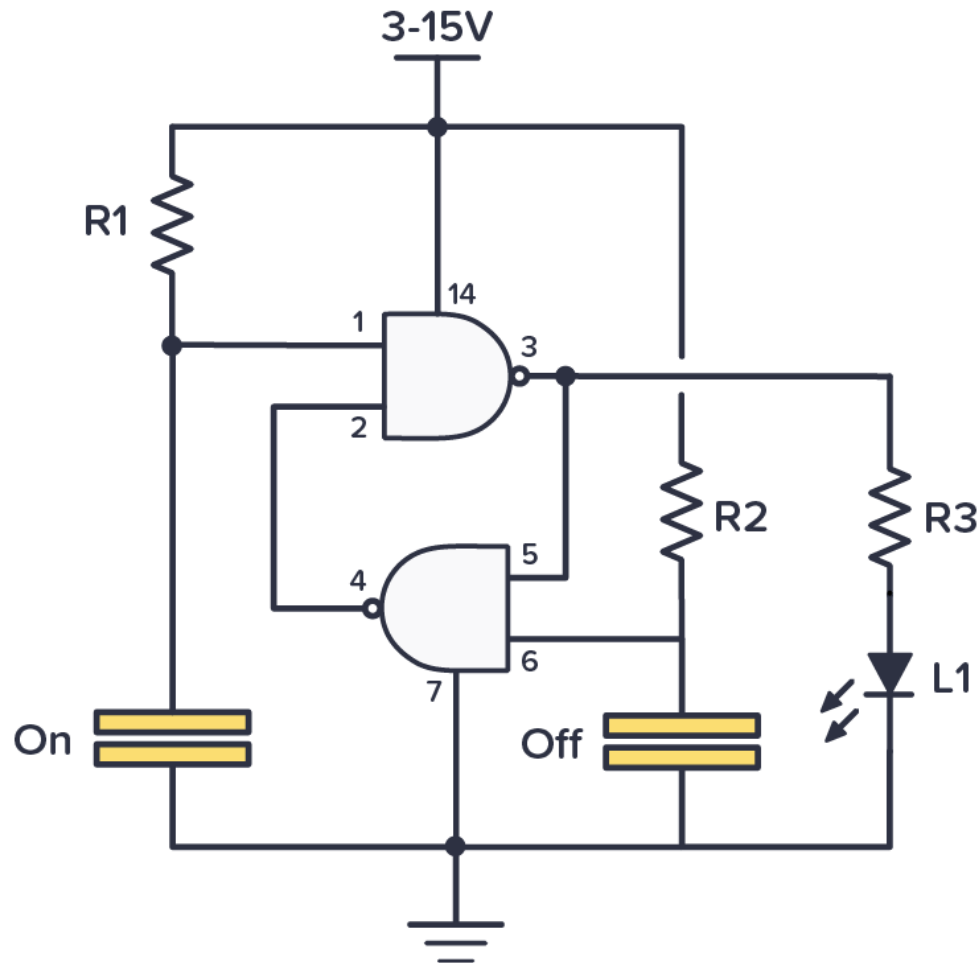
Pin overview for the 4011 IC

Gambar 2.21 IC CD4011 sebuah chip CMOS dengan empat gerbang NAND

Contoh Sirkuit CD4011 – Sakelar Sentuh

Berikut adalah contoh praktis yang dapat Anda buat dengan gerbang NAND.

Sirkuit ini menggunakan dua gerbang NAND yang dipasang sebagai gerendel yang disetel atau disetel ulang oleh dua sensor sentuh.



Di sirkuit berikut, Anda memiliki dua sensor sentuh, satu untuk menyalakan LED, yang lain untuk mematikan LED.

Untuk membangun ini, Anda memerlukan:

- LED (L1)
- Sebuah chip dengan gerbang NAND seperti CD4011BE
- Resistor 3 x 10 k Ω (R1-R3)
- 2 x Dua pelat logam saling berdekatan untuk membuat sensor sentuh

Gambar 2.20 Sirkuit yang menggunakan dua gerbang AND

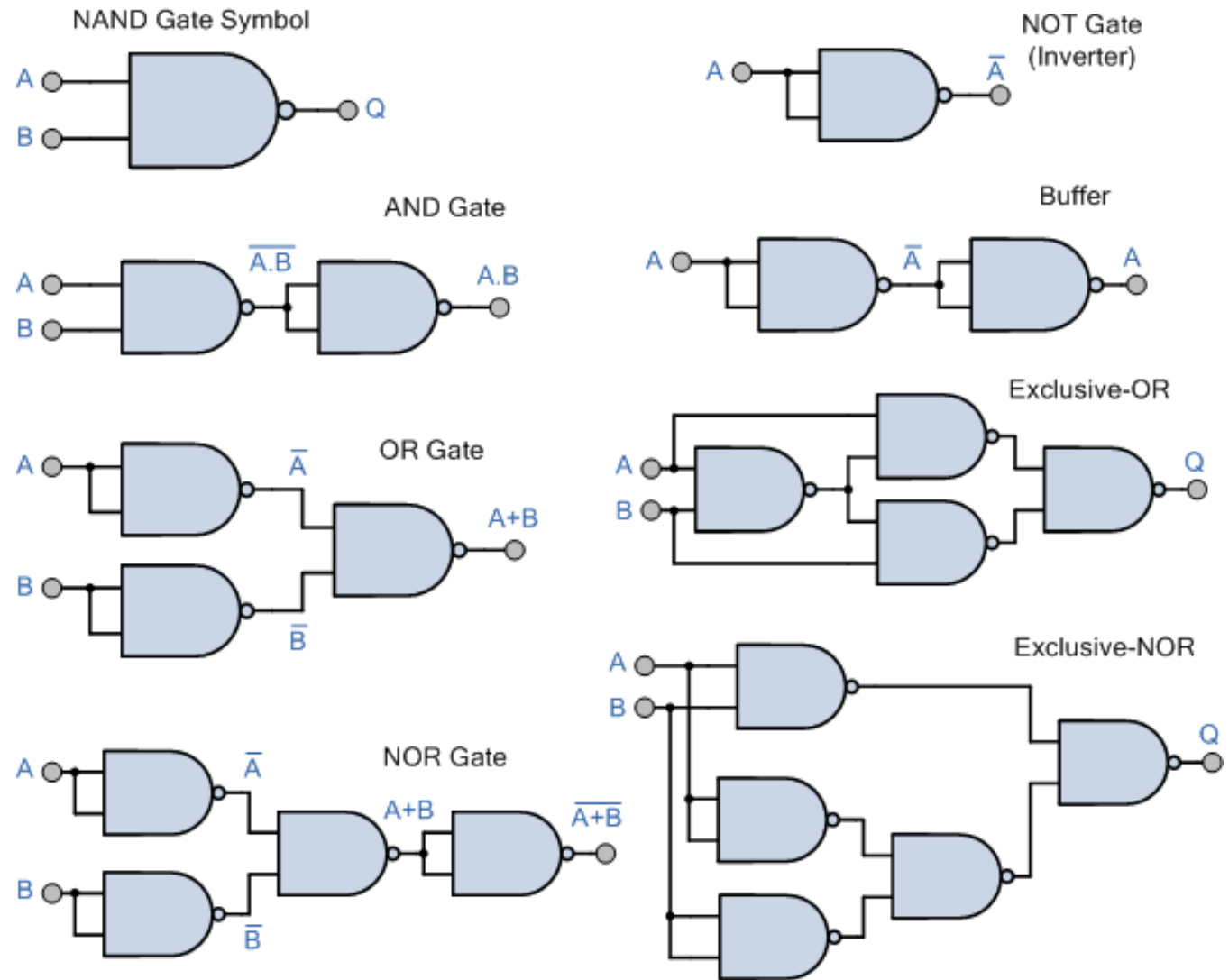
TUGAS KE 1 : BUKTIKAN OPERASI LOGIKA, DARI GAMBAR DIBAWAH INI

Masukan

| A | B |
|---|---|
| 0 | 0 |
| 0 | 1 |
| 1 | 0 |
| 1 | 1 |

SOAL:

Tuliskan hasil keluaran dari gerbang logika pada gambar gerbang logika disamping



Gambar 3.9 Tabel suatu sistem bilangan pada operasi digital