

9.8  
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## Lab #8 - Intro Digital Logic

Phys 364 - Measurements Lab (Bill & Jose)

### Part 1

a) TTL inverter: The schematic roughly makes sense. When there's 0V of input voltage, the +5V source supplies voltage such that Y is also  $\sim +5V$ , and when there's +5V input, the base of Q3 has a positive voltage applied ( $\sim .6V$  according to SPICE), and there's a connection between Y and ground which produces the OFF state.

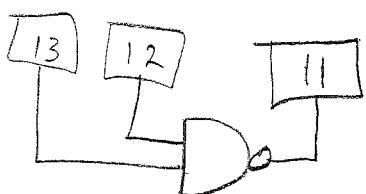
b) the truth table for NAND is  $\rightarrow$

A	B	Y
0	0	high
0	1	high
1	0	high
1	1	low

and we can see that on the SPICE output, Y drops to low when the out-of-phase square waves are both on. The maximum drain of current at the output occurs when the circuit switches to the high state, at which time the maximum current is about  $37mA$ . The symmetric low-state spikes are smaller.

## PART 2

- a) Using a TI SN74LS00N NAND gate instead of the 74LS04 TTL inverter and grounding one input produces the same results.

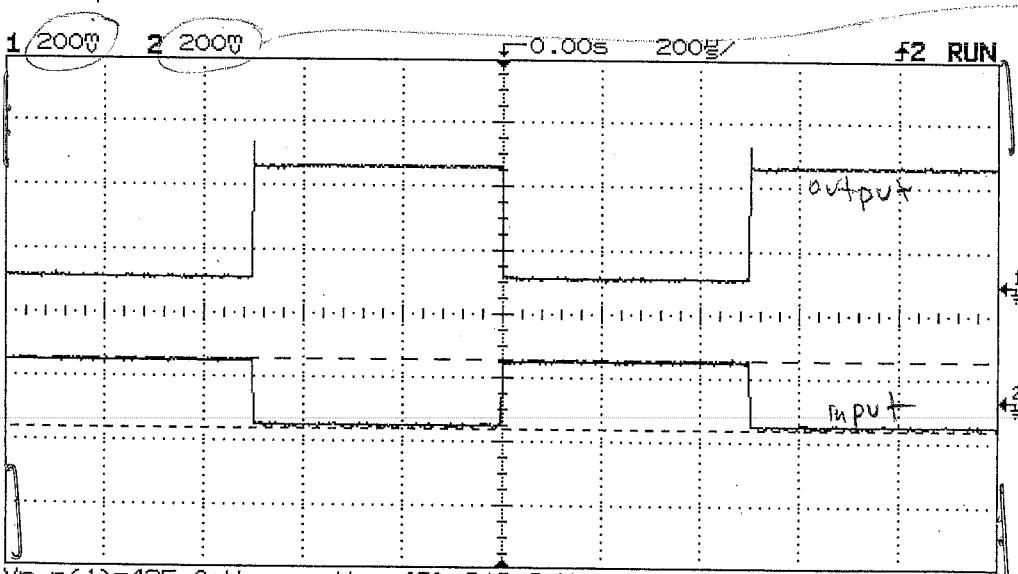


12 is tied to +5V

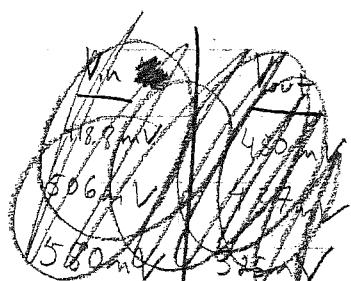
		NAND out
13	12	
0	0	1
1	0	0

$\Rightarrow$  inversion!

Confirmed experimentally - the output waveform is the inverse of the input:



$V_{p-p}(1)=425.0\text{mV}$     $V_{p-p}(2)=218.8\text{mV}$   
(after adding a DC offset signal's were cleaned.)



$V_{in}$	$V_{out} (\text{V})$
.440	.4
.470	.42
.53	.44
.62	.45
.675	.46

$V_{out}$  remains at about .46 V on the upper end of the input.

The spec supply the maximum output

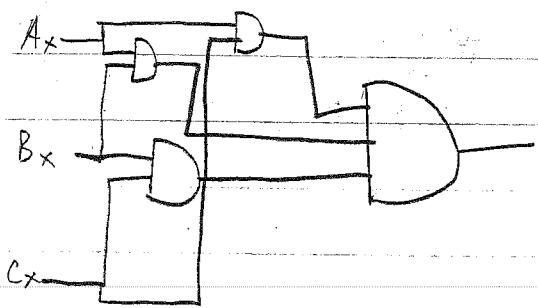
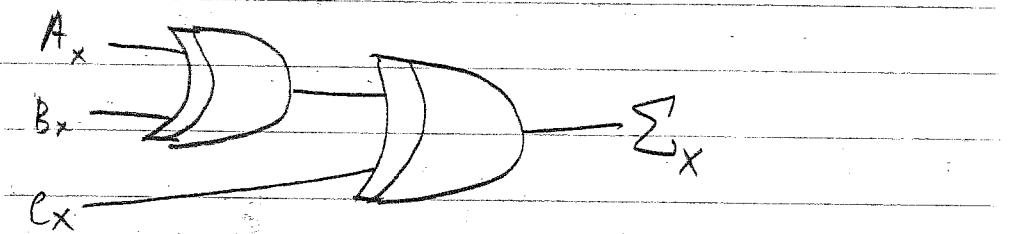
Current as  $-0.4\text{mA} \leq I \leq 8.0\text{mA}$ , and  $0 \leq V_{low} \leq 0.5\text{V}$ , so  $K_{on}$  is reasonable.



#### PART 4

It works!  $C_i$  is the cin and  $C_{i+1}$  is the cout—basically, if you have an extra base digit from your addition (e.g. 101 has a cout from the ones digit (as a cin for the next digit)), you can pass it to the next circuit element.

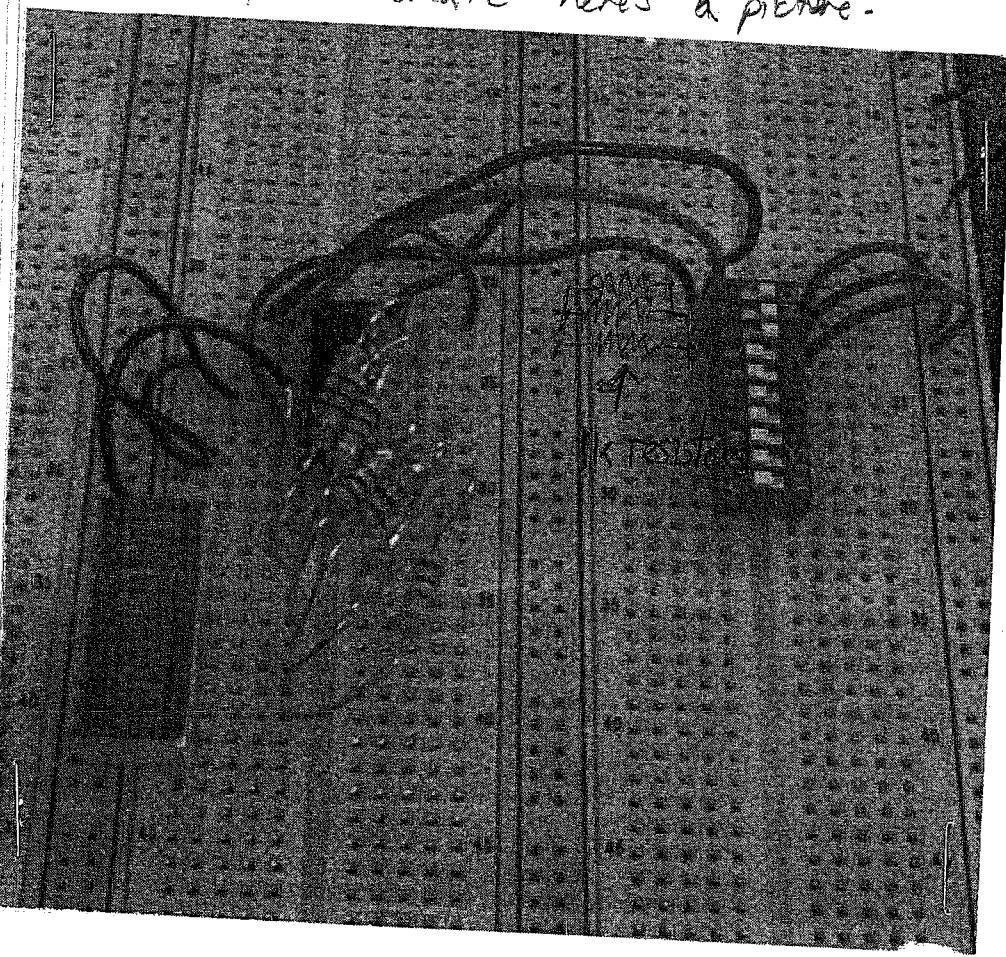
You can connect multiple circuits in a row to add to higher bits by wiring the  $C_i$  carry-out to the next circuit's  $C_i$  carry-in.



You can make an adder with these elements.

## Part 5

I built the schematic - here's a picture:



At first, all of the LEDs were always on, until I realized that I needed to add parallel resistors to the DIP switch output to ground the output when the switch isn't on (these are the drawn-in resistors in the picture)

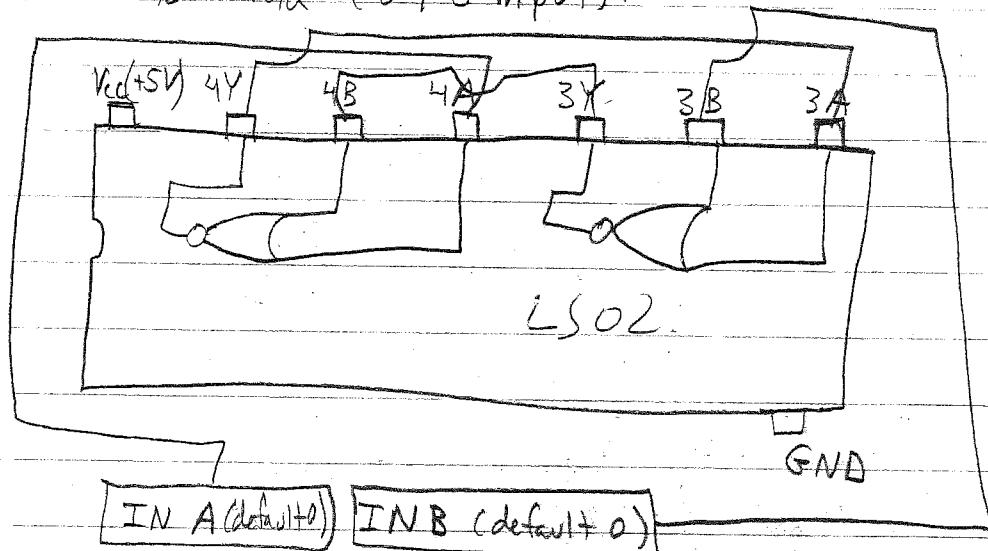
A <sub>0</sub>	A <sub>1</sub>	A <sub>2</sub>	LED's
0	0	0	X 0 0 0 0 0 0 0
0	0	1	0 X 0 0 0 0 0 0
0	1	0	0 0 X 0 0 0 0 0
0	1	1	0 0 0 X 0 0 0 0
1	0	0	0 0 0 0 X 0 0 0
1	0	1	0 0 0 0 0 X 0 0
1	1	0	0 0 0 0 0 0 X 0
1	1	1	0 0 0 0 0 0 0 X

, where x = off and 0 = on (the inverse of what might be considered usual, since I didn't invert the output as specified)

Putting a 5Vpp square wave as the E<sub>3</sub> input, the corresponding output LED blinks at the input frequency.

## Part 6

I built this circuit with two default-state-off DIP switches so that when neither was pressed the flip-flop would revert to  $Q_{old}$  ( $0/0$  input).



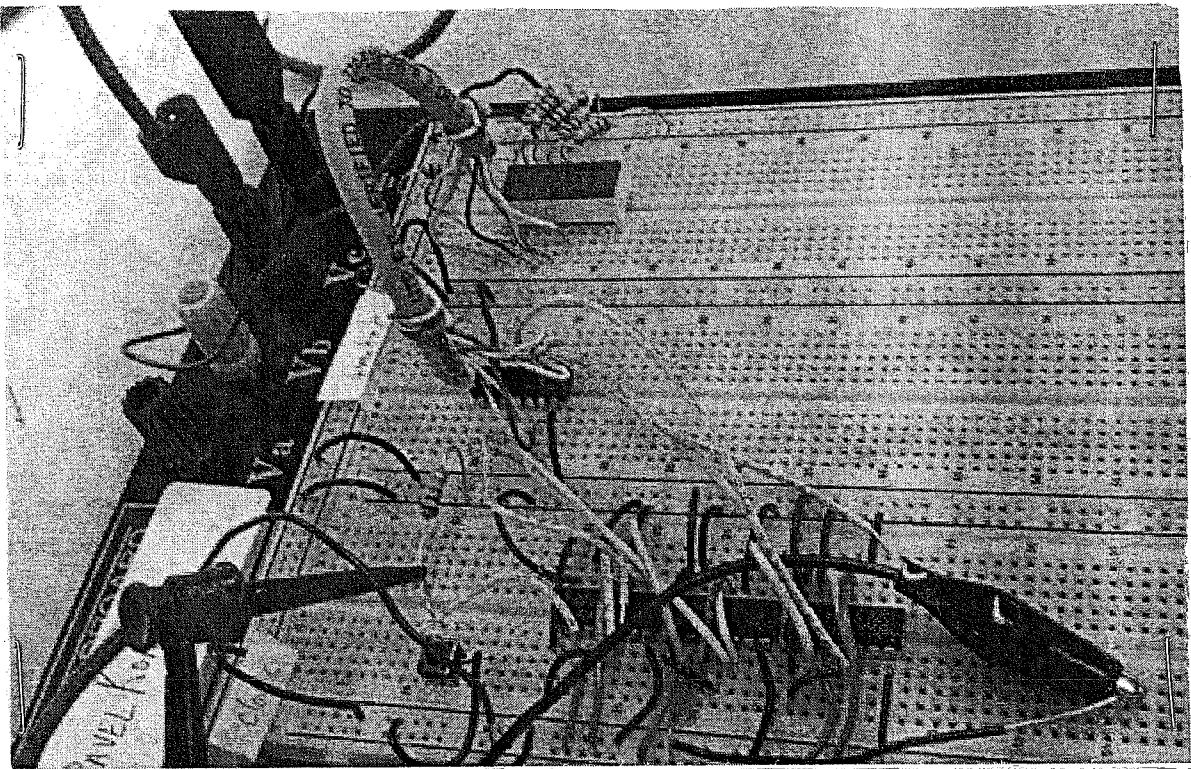
If was indeed the case that the default state remembered the last value.

What about the other cases

### Part 7

Draw circuit flip flops identified  
with the ~~identification~~.

- a) It works! Here's a picture: (note CAT5 connection cable)



- b) also works!

### Part 8

What was the shift register used?

- a) The monolithic shift register is a single-chip version of the shift register I built in Part 7a. The LEDs dim sequentially.
- b) The outputs count! To make a 8-bit counter, simply connect Ripple carry out to the clock in of the next 74LS164 chip; and then you'll have a  $2 \times 4\text{bit} = 8\text{bit}$  counter

### Part 9

This does seem like a very useful discrete component for elongating a signal overtime. I managed to keep an LED on for a period of time that was longer than instantaneous.