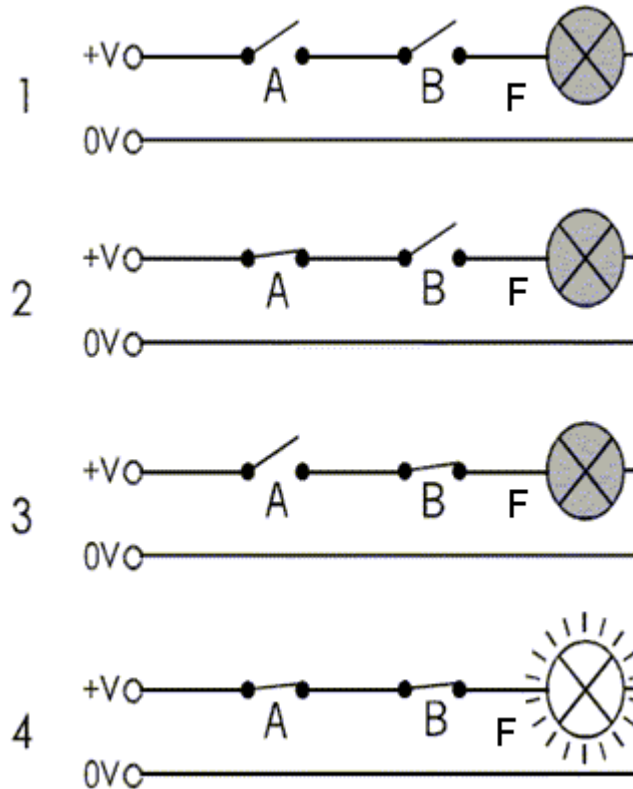
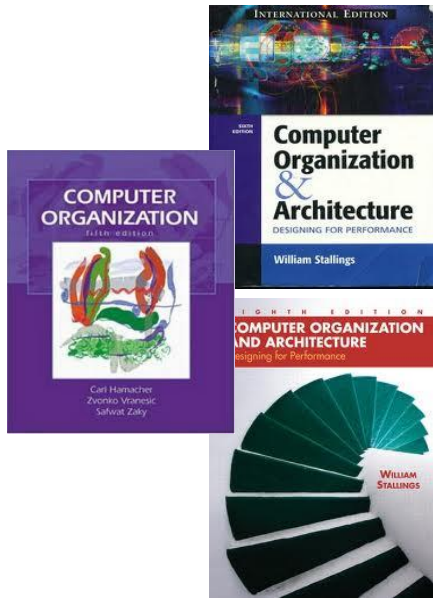


Logika Digital



Eko Budi Setiawan, S.Kom., M.T.

See How Computers Add Numbers In One Lesson

Pengertian Gerbang Logika?

Gerbang merupakan rangkaian dengan satu atau lebih sinyal input, tetapi hanya menghasilkan satu sinyal output

Gerbang Logika dinyatakan dengan dua keadaan
Tegangan Tinggi / Ada Tegangan = **Logika 1** –
Tegangan Rendah / Tidak ada Tegangan = **Logika 0** –

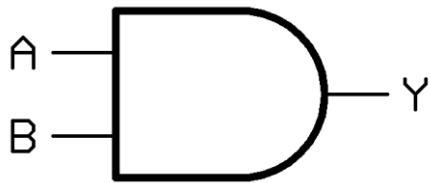
Rangkaian digital dirancang dengan menggunakan Aljabar Boolean

Gerbang Logika Dasar

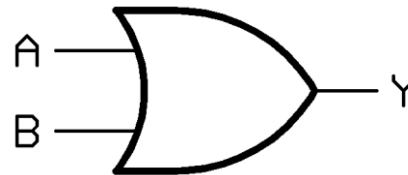
Tipe Gerbang Logika Dasar

Pada sistem digital hanya terdapat tiga buah gerbang logika dasar yaitu

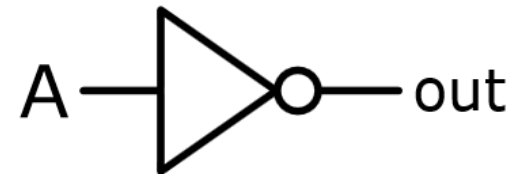
AND



OR



NOT

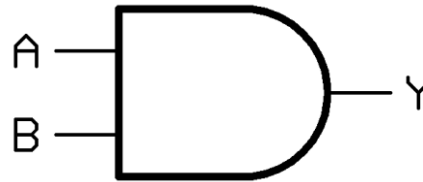


Gerbang Logika AND ⁵

Pengertian Gerbang Logika AND?

Gerbang Logika AND merupakan gerbang logika dasar yang memiliki dua atau lebih sinyal masukan dengan satu sinyal keluaran

*Sinyal keluaran akan tinggi jika **semua** sinyal masukan tinggi*



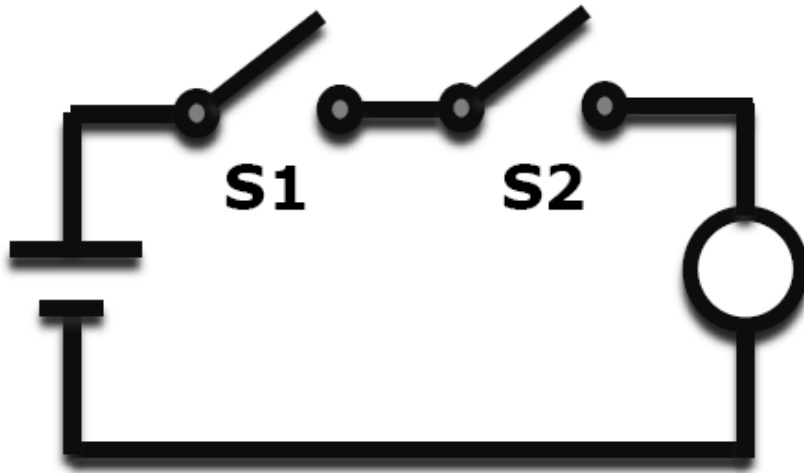
$$Y = A \text{ AND } B$$

A	B	Y
0	0	0
0	1	0
1	0	0
1	1	1



*Memiliki konsep seperti dua buah saklar yang dipasangkan secara **seri***

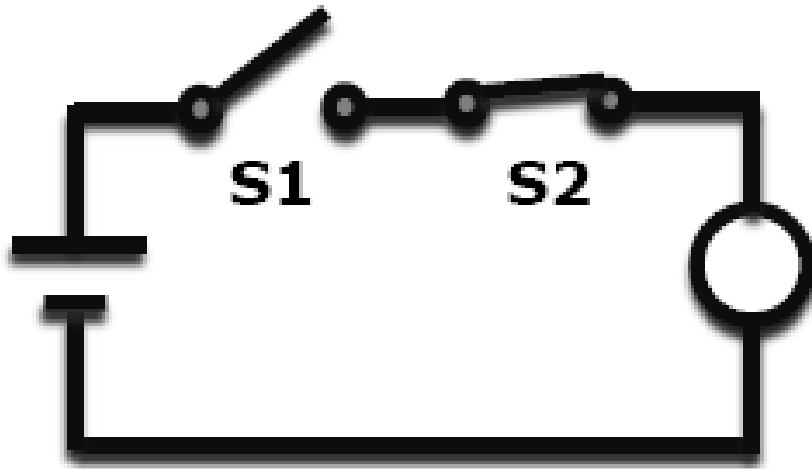
Gerbang Logika AND 8



S1	S2	Lampu
OFF	OFF	Mati

Gerbang Logika AND

9



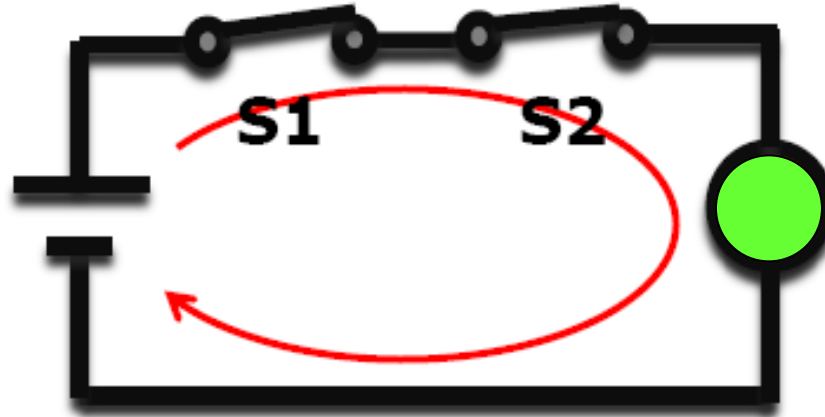
S1	S2	Lampu
OFF	OFF	Mati
OFF	ON	Mati

Gerbang Logika AND ¹⁰



S1	S2	Lampu
OFF	OFF	Mati
OFF	ON	Mati
ON	OFF	Mati

Gerbang Logika AND ¹¹



S1	S2	Lampu
OFF	OFF	Mati
OFF	ON	Mati
ON	OFF	Mati
ON	ON	Menyala

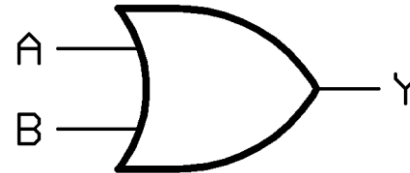
S1	S2	Lampu
0	0	0
0	1	0
1	0	0
1	1	1

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Pengertian Gerbang Logika OR?

Gerbang Logika OR merupakan gerbang logika dasar yang memiliki dua atau lebih sinyal masukan dengan satu sinyal keluaran

Sinyal keluaran akan tinggi jika **salah satu** sinyal masukan tinggi

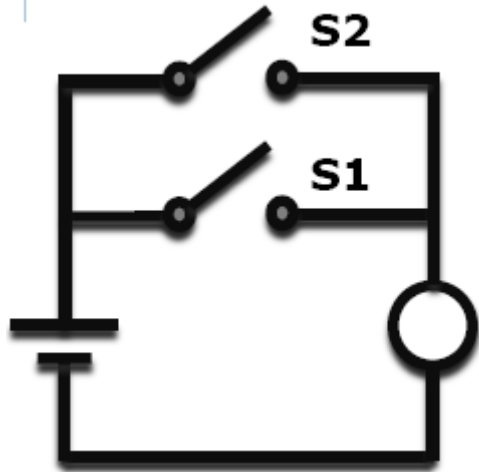


$$Y = A \text{ OR } B$$

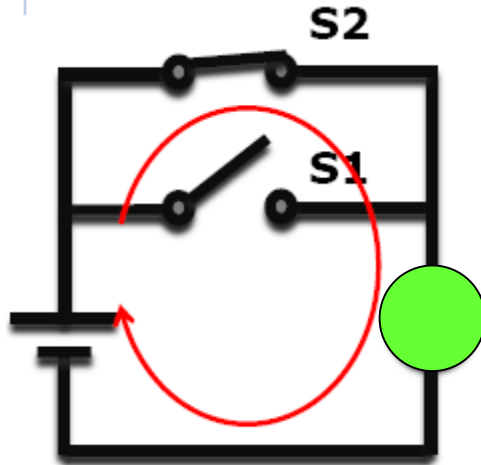
A	B	Y
0	0	0
0	1	1
1	0	1
1	1	1



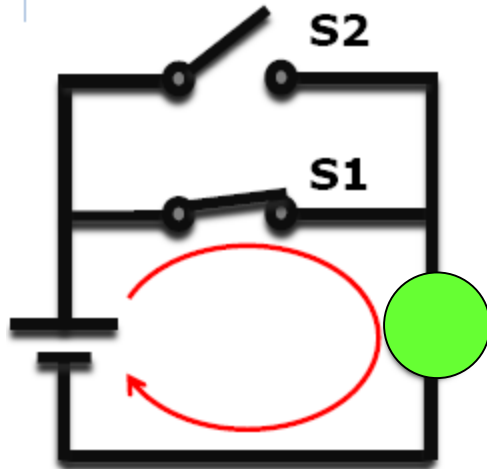
*Memiliki konsep seperti dua buah saklar yang dipasangkan secara **paralel***



S1	S2	Lampu
OFF	OFF	Mati

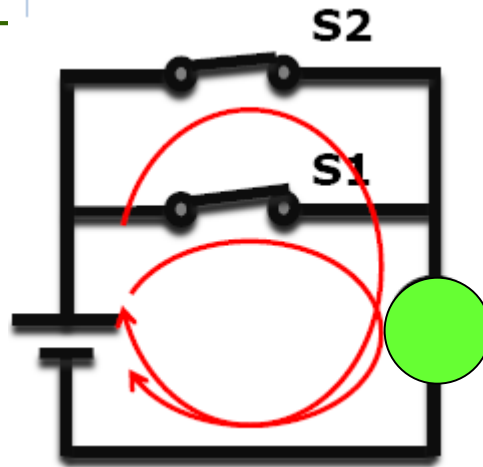


S1	S2	Lampu
OFF	OFF	Mati
OFF	ON	Menyala



S1	S2	Lampu
OFF	OFF	Mati
OFF	ON	Menyala
ON	OFF	Menyala

Gerbang Logika OR ¹⁸



S1	S2	Lampu
OFF	OFF	Mati
OFF	ON	Menyala
ON	OFF	Menyala
ON	ON	Menyala

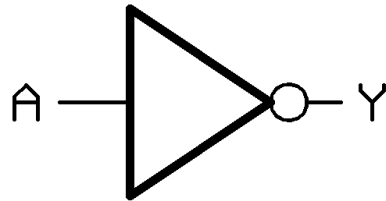
S1	S2	Lampu
0	0	0
0	1	1
1	0	1
1	1	1

© Eko Budi Setiawan, S.Kom., M.T.

Pengertian Gerbang Logika NOT?

Gerbang Logika NOT merupakan gerbang logika dasar yang memiliki sebuah sinyal masukan dan sebuah sinyal keluaran

Sinyal keluaran akan tinggi jika **sinyal masukan rendah**

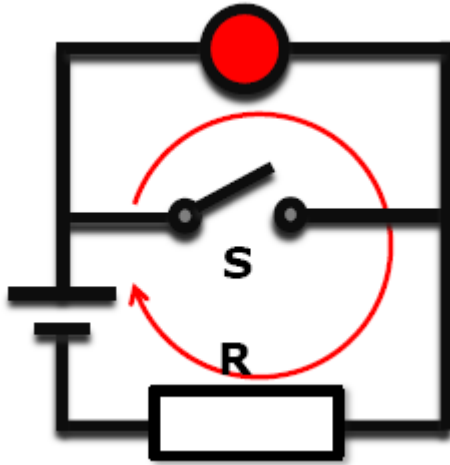


$$Y = \text{NOT } A$$

A	Y
0	1
1	0

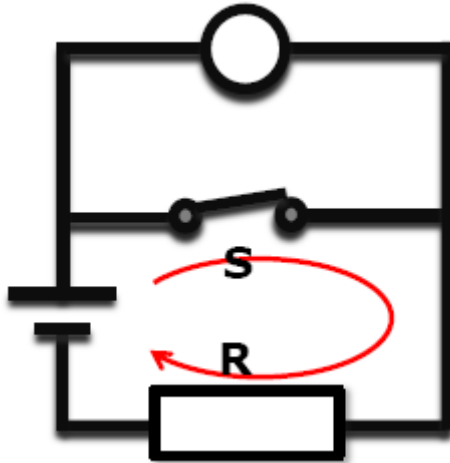


Memiliki konsep seperti **sebuah saklar** yang dipasang secara **paralel** dengan lampu dan **diserikan** dengan sebuah resistor



S	Lampu
OFF	Nyala

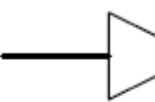
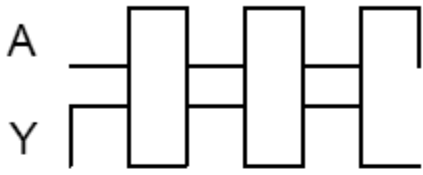
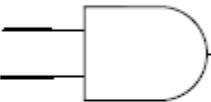
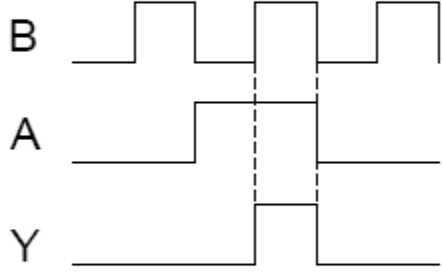
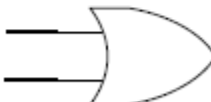
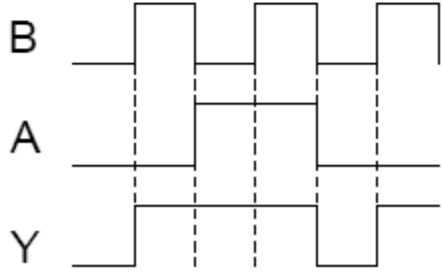
S	Lampu
0	1




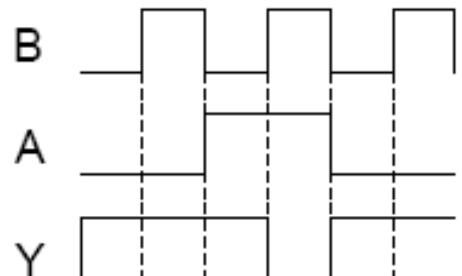
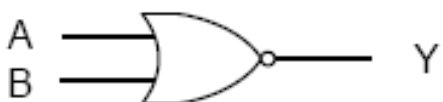
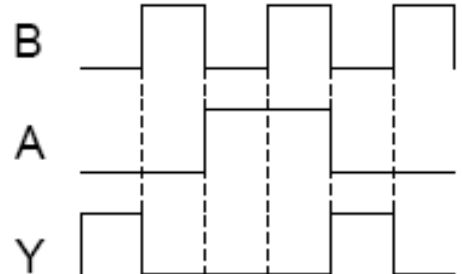
S	Lampu
OFF	Nyala
ON	Mati

S	Lampu
0	1
1	0

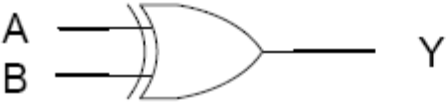
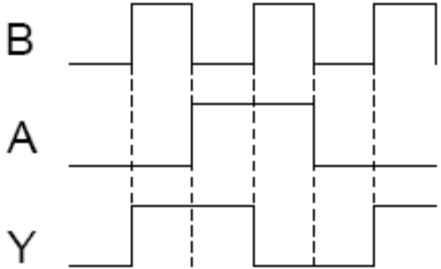

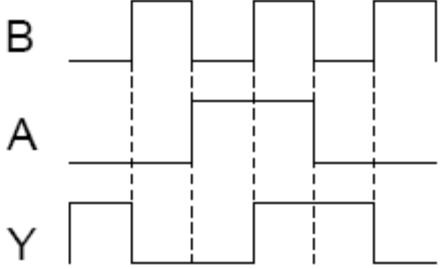
Resume Logika Digital Dasar

Jenis Gerbang	Simbol Grafis dan Fungsi Aljabar	Tabel Kebenaran	Timing Diagram															
Inverter (NOT)	Input A  Output Y $Y = \bar{A}$	<table border="1"> <thead> <tr> <th>A</th> <th>Y</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> </tr> </tbody> </table>	A	Y	0	1	1	0										
A	Y																	
0	1																	
1	0																	
AND	A  Y B $Y = A \cdot B$	<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																
OR	A  Y B $Y = A + B$	<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																

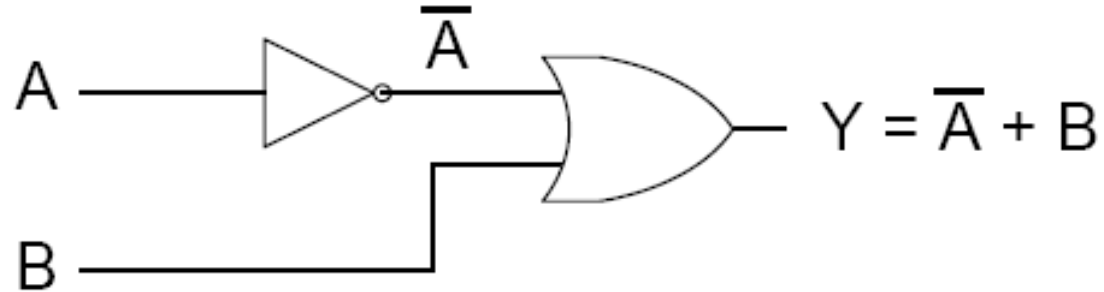
Resume Logika Digital Lain

Jenis Gerbang	Simbol Grafis dan Fungsi Aljabar	Tabel Kebenaran	Timing Diagram															
NAND (NOT AND)	 $Y = \overline{A \cdot B}$	<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>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> </tbody> </table>	A	B	Y	0	0	1	0	1	1	1	0	1	1	1	0	
A	B	Y																
0	0	1																
0	1	1																
1	0	1																
1	1	0																
NOR (NOT OR)	 $Y = \overline{A + B}$	<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>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> </tbody> </table>	A	B	Y	0	0	1	0	1	0	1	0	0	1	1	0	
A	B	Y																
0	0	1																
0	1	0																
1	0	0																
1	1	0																

Resume Logika Digital Lain (Cont..)

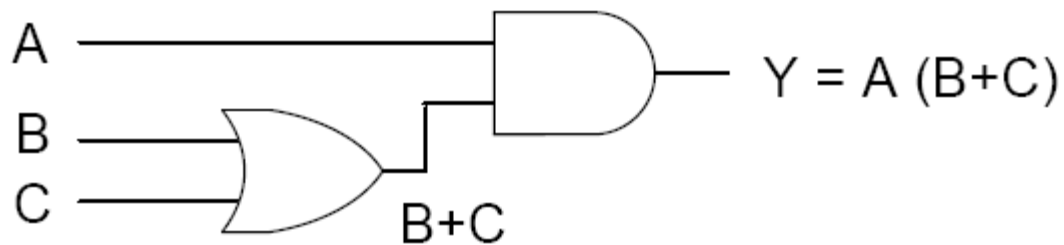
Jenis Gerbang	Simbol Grafis dan Fungsi Aljabar	Tabel Kebenaran	Timing Diagram															
EX-OR	 $Y = A \oplus B$	<table border="1"> <thead> <tr> <th>A</th> <th>B</th> <th>Y</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>1</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																
EX-NOR	 $Y = \overline{A \oplus B}$	<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>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> </tbody> </table>	A	B	Y	0	0	1	0	1	0	1	0	0	1	1	1	
A	B	Y																
0	0	1																
0	1	0																
1	0	0																
1	1	1																

Menurunkan Tabel Kebenaran



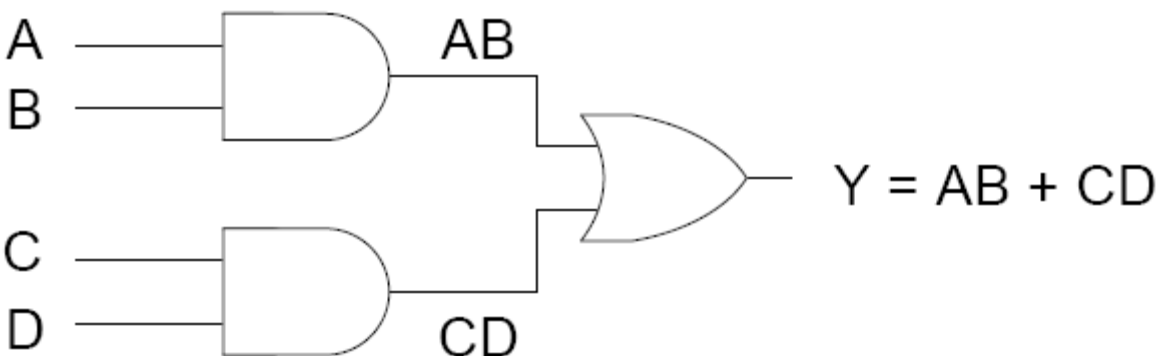
A	B	\bar{A}	Y
0	0	1	1
0	1	1	1
1	0	0	0
1	1	0	1

Menurunkan Tabel Kebenaran



A	B	C	B+C	Y
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	1	0
1	0	0	0	0
1	0	1	1	1
1	1	0	1	1
1	1	1	1	1

Menurunkan Tabel Kebenaran



$Y = 1$, jika $AB = 1$ atau $CD = 1$

❖ $AB = 1$, jika $A = 1$ dan $B = 1$

❖ $CD = 1$, jika $C = 1$ dan $D = 1$

A	B	C	D	Y
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	0
1	0	0	1	0
1	0	1	0	0
1	0	1	1	1
1	1	0	0	1
1	1	0	1	1
1	1	1	0	1
1	1	1	1	1

Komutatif : $A + B = B + A$
 $A \cdot B = B \cdot A$

Asosiatif : $A + (B + C) = (A + B) + C$
 $A \cdot (B \cdot C) = (A \cdot B) \cdot C$

Distributif : $A \cdot (B + C) = A \cdot B + A \cdot C$
 $A + (B \cdot C) = (A + B) \cdot (A + C)$

1. $A \cdot 0 = 0$
 2. $A \cdot 1 = A$
 3. $A \cdot A = A$
 4. $A \cdot \bar{A} = 0$
 5. $A + 0 = A$
 6. $A + 1 = 1$
 7. $A + A = A$
 8. $A + \bar{A} = 1$
 9. $\bar{\bar{A}} = A$
 10. $A + \bar{A}B = A + B$
 11. $\bar{A} + AB = \bar{A} + B$
- } AND
- } OR

Ket.

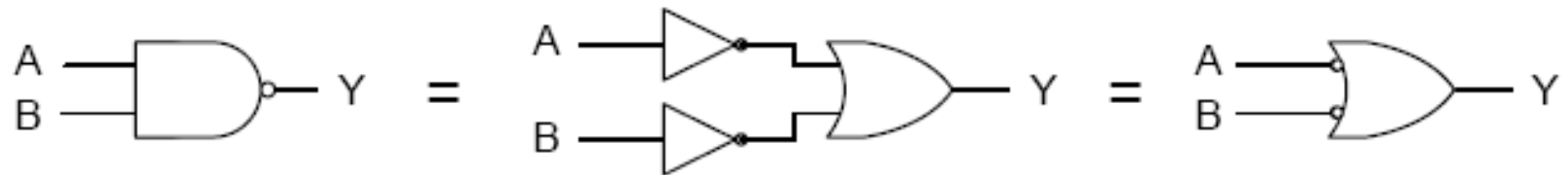
Penjabaran aturan 10 :

$$\begin{aligned}A + \bar{A}B &= A(1+B) + \bar{A}B \\ &= A + AB + \bar{A}B \\ &= A + B(A + \bar{A}) \\ &= A + B \cdot 1 \\ &= A + B\end{aligned}$$

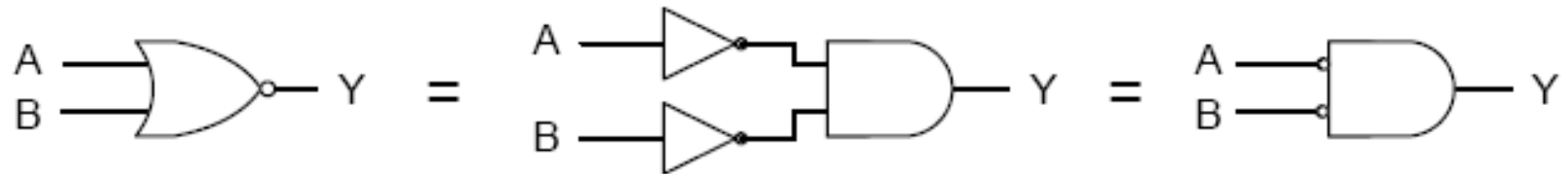
Penjabaran aturan 11 :

$$\begin{aligned}\bar{A} + AB &= \bar{A}(1+B) + AB \\ &= \bar{A} + \bar{A}B + AB \\ &= \bar{A} + B(\bar{A} + A) \\ &= \bar{A} + B \cdot 1 \\ &= \bar{A} + B\end{aligned}$$

1. $\overline{A \cdot B} = \overline{A} + \overline{B}$ (NAND)



2. $\overline{A + B} = \overline{A} \cdot \overline{B}$ (NOR)

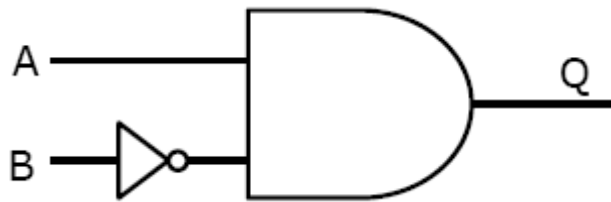


Teorema De Morgan



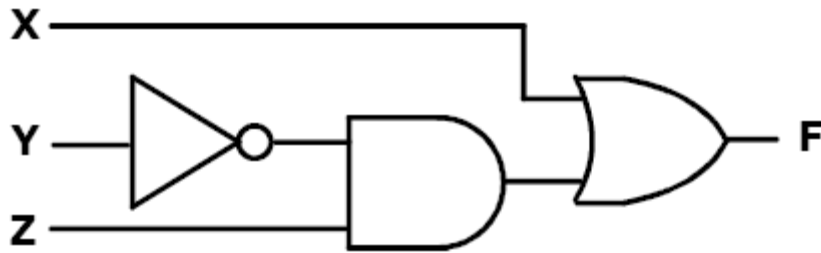
Gerbang Logika dapat dikombinasikan satu dengan yang lainnya untuk mendapatkan fungsi baru

Contoh kombinasi 2 Gerbang :



A	B	$Q = A \cdot \bar{B}$
0	0	0
0	1	0
1	0	1
1	1	0

Contoh kombinasi 3 Gerbang :



$$F = X + \bar{Y} Z$$

X	Y	Z	$F = X + \bar{Y} . Z$
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1

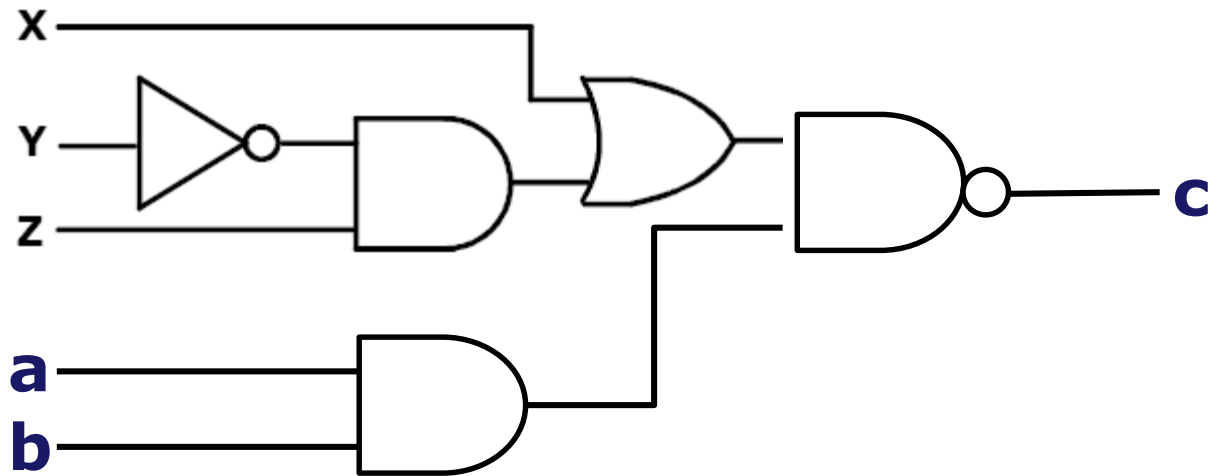
$$A = 10100101$$

$$B = 10011100$$

$$Y = ?$$

Buatkan tabel kebenaran Y dengan menggunakan :

- 1. AND***
- 2. OR***
- 3. NOT***
- 4. NAND***
- 5. NOR***
- 6. EX-OR***
- 7. EX-NOR***



Buatkan tabel kebenaran c

To Be Continued..

