



## Review of Boolean Algebra and Karnaugh Maps

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## Theory of Combinational Logic Design ?

- Is there a well grounded theory behind design of boolean logic circuits/functions ?
- Equivalent circuits ?
- Efficient design ?
  - Fewest gates used

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## Boolean Algebra

- To describe behavior of combinational circuit
  - Truth table
  - Boolean algebraic expressions
  - Digital logic circuit/diagram
- Algebraic expression written according to laws of boolean algebra specifies not only what a combinational circuit does, but also how it does it!

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## Boolean Algebra – Definitions..recall from Discrete Math

- Boolean algebra has three operations defined over boolean variables:
  - OR (+), AND (.) and complement (')
- Recall fundamental properties of Boolean algebra
  - These apply to anything that is a boolean algebra
    - Sets, digital logic circuits, ...

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## Boolean Algebra– Fundamental Properties

- **Commutative:**
  - $x+y = y+x$   $x.y = y.x$
- **Associative**
  - $(x+y)+z = x+(y+z)$   $(x.y).z = x.(y.z)$
- **Distributive**
  - $x+(y.z) = (x+y).(x+z)$   $x.(y+z)=(x.y)+(x.z)$
- **Identity**
  - $x+0 = x$   $x.1 = x$
- **Complement**
  - $x + (x') = 1$   $x.(x') = 0$

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## Laws of Boolean algebra

- **Duality property:** each boolean property has a dual property
  - Exchange + and . Exchange 1 and 0
- Many useful properties/theorems can be proved from the 10 fundamental properties

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## Example: Idempotent Property

- Prove:  $x + x = x$
- Proof: use only the 10 fundamental laws
- $x+x = (x+x).1$  ; From identity property
- $(x+x).1 = (x+x).(x+x')$  ; complement
- $(x+x).(x+x') = (x.x) + (x.x')$  ; distributive
- $x + (x.x') = x + 0$  ; complement
- $x+0 = x$  ; identity property
- $\triangleright$  QED
- The duality property is:  $x.x = x$

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## Some useful properties. . .

- Zero theorem
  - $\triangleright x+1 = 1$                        $x.0 = 0$
- Absorption property
  - $\triangleright x + x.y = x$                        $x.(x+y) = x$
- De Morgan's law
  - $\triangleright (a.b)' = a' + b'$                        $(a+b)' = a' . b'$
  - $\triangleright (a.b.c)' = a'+b'+c'$                        $(a+b+c)' = a'.b'.c'$
- Complement
  - $\triangleright (x')' = x$
  - $\triangleright$

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## Two Level Circuits

- Every boolean expression can be transformed to an AND-OR expression
  - Resulting in a 2 level circuit
- Advantage of 2 level circuit ?
  - Gate delays
    - Go through only two levels/layers of gates

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## Why this discussion of Boolean Algebra...

- Every boolean expression has a corresponding logic circuit diagram; and every logic circuit diagram has a corresponding boolean expression
  - One to one correspondence
- But a given truth table can have several corresponding implementations
- How to map from truth table to boolean expression ?
  - How to pick the “best” boolean expression ?

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## Simplification of boolean expressions

- The boolean expression/function  $x(a,b,c,d) = a'bd' + a'c'd' + a'bc'd'$
- Can be simplified using absorption property to  
$$a'bd' + (a'c'd') + (a'c'd')b = a'bd' + a'c'd'$$

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## Combinational Circuit Design: Truth Tables and Boolean expressions

- Given truth table we want to find an “efficient” implementation (i.e., circuit)
  - Efficient in speed
  - Efficient in number of gates
  - Simplicity of design
  - Canonical boolean expression
- Graphical method for designing two level circuits with 3 or 4 variables using minimum possible number of gates
  - What is this method ????

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## Canonical Expressions

- Consider boolean expression  $x$ , where  $x(a,b,c) = abc + a'bc + ab$ 
  - First two are minterms since they contain all three input variables
- $abc + a'bc + ab = abc + a'bc + ab(c+c')$ 
$$= abc + a'bc + abc + abc'$$
$$= abc + a'bc + abc'$$

*Truth table?*

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## Example

a	b	c	x
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1

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## Transformation of the Boolean expression

- $abc + a'bc + abc'$   
 $= (a + a')bc + abc'$   
 $= bc + abc'$
- $a'bc + abc + abc'$   
 $= a'bc + ab(c + c')$   
 $= a'bc + ab$
- $a'bc + abc + abc'$   
 $= a'bc + abc + abc + abc'$   
 $= (a' + a)bc + ab(c + c')$   
 $= bc + ab$

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## Distance between minterms

- Concept of “distance” between two minterms (Hamming distance):
  - Number of variables that are different
  - Distance( $abc, abc'$ )=1 only  $c$  and  $c'$  different
  - Distance( $abc, a'bc'$ )=2 both  $a$  and  $c$  are different
- Arrange 2-d truth table so that values in consecutive columns(rows) differ in one bit position

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**Truth table in 2-dimensions**

		<b>bc</b>			
		00	01	11	10
<b>a</b>	0	0	0	1	0
	1	0	0	1	1

$x_1 = bc$        $x_2 = ab$

**Therefore,  $x = a'bc + abc + abc' = bc + ab$**

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**Karnaugh Maps**

- Graphical way to represent boolean functions
  - Based on concept of distance
- Recognizing adjacent minterms is key to minimization of AND-OR expression
- K-map is a tool to minimize a two level circuit that it makes it easy to spot adjacent minterms
- Karnaugh Map is a truth table arranged so that adjacent entries represent minterms that differ by one.

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## Grouping minterms in K-Map

- Group 'cells' in K-map that are adjacent and have a value of 1 in the cell
  - Group of 2 cells in 3 variable K-map: is an AND of two variables
  - Group of 4 cells in 3 variable K-map: is single variable

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## Minimization using K-Maps

- Minimization procedure : determine best set of groups that will cover all the 1's in the K-map
  - "best" means the set that corresponds to a two-level circuit with the least number of gates and the least number of inputs per gate.
  - The number of groups equals number of AND gates
  - We want the smallest number of groups with each group as large as possible such that the groups cover all the 1's

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 **Example**

**bc**

00 01 11 10 ← **b (b=1)**


<b>a</b> 0	1	1	0	0
1	0	1	1	0

↑ **(a (a=1))**

← **c (c=1)**

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 **Example**

**bc**

00 01 11 10 ← **b (b=1)**

<b>a</b> 0	1	1	0	0
1	0	1	1	0

↑ **(a (a=1))**

← **c (c=1)**

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**Example**

bc

← b (b=1) →

00 01 11 10

a	0	1	1	0	0
1	0	1	1	0	0

↑ (a (a=1))

← c (c=1) →

$a'b' + b'c + ac$

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**Example**

bc

← b (b=1) →

00 01 11 10

a	0	1	1	0	0
1	0	1	1	0	0

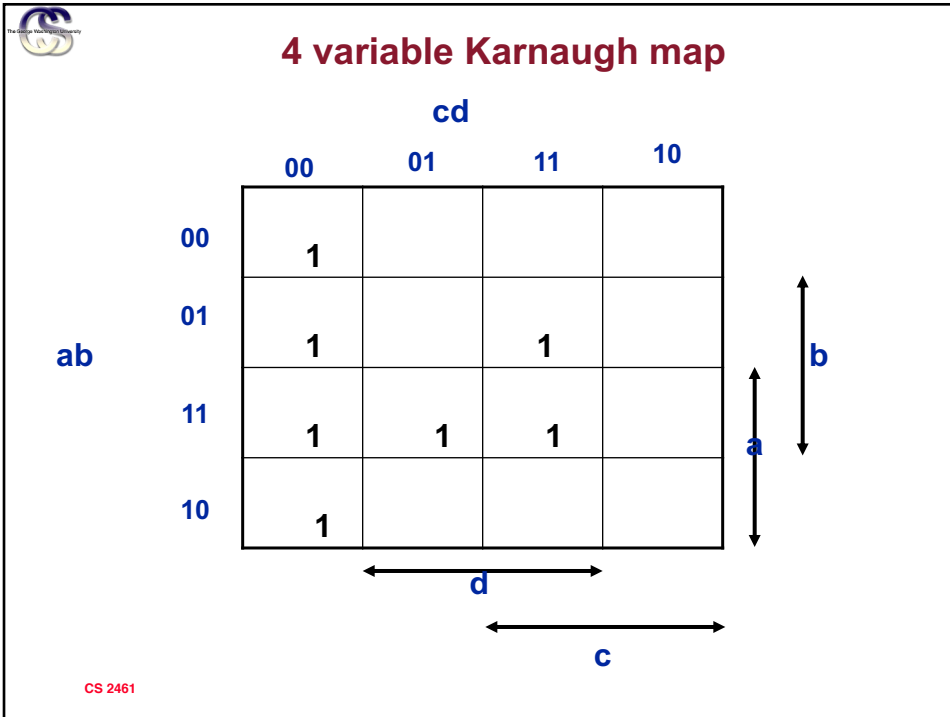
↑ (a (a=1))

← c (c=1) →

$a'b' + ac$

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**Summary of Combinational Logic**

- Combinational device/circuit: any circuit built using the basic gates
- Expressed as
  - Truth table
  - Digital circuit
  - Boolean function
- Any boolean function can be expressed as two level function
- Minimization procedure: Karnaugh Map
  - Try to minimize the number of gates, and inputs to gates, in a two level circuit

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