CS225 Switching Theory

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Previous Class

Minimization/ Simplification **of Switching Functions**

K-map (SOP)

This Class

Minimization/ Simplification **of Switching Functions**

Combinational Circuit

Design procedure:

from the specification

1. Determine the required number of inputs and outputs
2. Derive the truth table
3. Find the Simplified Boolean expression for each output as a function of the input variable
4. Draw the logic diagram
5. Verify the correctness

Simplification and Minimization

Example:

Use of cell 6 in forming both cubes justified by idempotent law

z \ xy	00	01	11	10
0	0	2	6	4
1	1	3	7	5

(a) Location of minterms in a three-variable map.

z \ xy	00	01	11	10
0		1	1	
1			1	

(b) Map for function
f(x, y, z) = $\sum(2, 6, 7) =$ $yz' + xy$

Corresponding algebraic manipulations:

$f = x'yz' + xyz' + xyz$
$= x'yz' + xyz' + xyz' + xyz$
$= yz'(x' + x) + xy(z' + z)$
$= yz' + xy$

Simplification and Minimization of Functions Contd..

Cube: collection of 2^m cells, each adjacent to m cells of the collection

- Cube is said to **cover** these cells
- Cube expressed by a product of n-m literals for a function containing n variables
- m literals not in the product said to be **eliminated**

Example: $wxy'z' + wxy'z + wxyz' + wxyz$

$= wx\,(y'z' + y'z + yz' + yz)$

$= wx$

yz \ wx	00	01	11	10
00		1	1	1
01		1	1	
11			1	
10			1	

(d) Map for function f(w, x, y, z) = $\sum(4, 5, 8, 12, 13, 14, 15) =$

$wx + xy' + wy'z'$

Minimization (Contd.)

Minimal expression: covers all the 1 cells with the smallest number of cubes such that each cube is as large as possible

- A cube contained in a larger cube must never be selected
- If there is more than one way of covering the map with a minimal number of cubes, select the cover with larger cubes
- A cube contained in any combination of other cubes already selected in the cover is redundant by virtue of the consensus theorem

Rules for minimization:

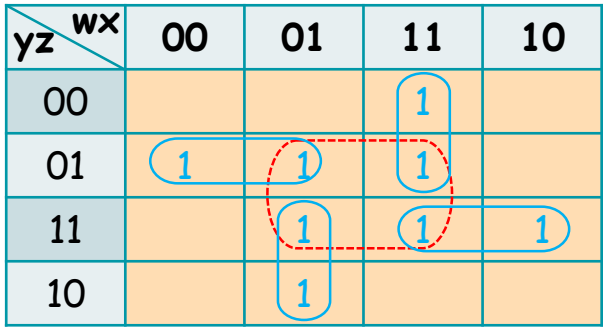
1. First, cover those 1 cells by cubes that cannot be combined with other 1 cells; continue to 1 cells that have a single adjacent 1 cell (thus can form cubes of only two cells)
2. Next, combine 1 cells that yield cubes of four cells, but are not part of any cube of eight cells, and so on
3. Minimal expression: collection of cubes that are as large and as few in number as possible, such that each 1 cell is covered by at least one cube

Minimization (Contd.)

Example: $f(w, x, y, z) = \sum(1, 5, 6, 7, 11, 12, 13, 15)$

Only one irredundant form: $f = wxy' + wyz + w'xy + w'y'z$

- Dotted cube xz is redundant



Map for function
$f = wxy' + wxy + w'xy + w'y'z$

Minimal Product-of-sums

Dual procedure: product of a minimum number of sum factors, provided there is no other such product with the same number of factors and fewer literals

- Variable corresponding to a 1 (0) is complemented (uncomplemented)
- Cubes are formed of 0 cells

Example: either one of minimal sum-of-products or minimal product-of- sums can be better than the other in literal count

yz \ wx	00	01	11	10
00				
01		1		1
11				
10		1		1

(a) Map of $f(x,y,z) = \sum(5,6,9,10)$
$= w'xy'z + wx'y'z + w'xyz' + wx'yz'$

yz \ wx	00	01	11	10
00	0	0	0	0
01	0	1	0	1
11	0	0	0	0
10	0	1	0	1

(b) Map of $f(x,y,z) =$
$\prod(0,1,2,3,4,7,8,11,12,13,14,15)$
$= (y+z)(y'+z')(w+x)(w'+x')$

Example: On White board

Simplification of Two bit adder

Simplification of Full Adder

Don't-care Combinations

Don't-care combination ϕ: combination for which the value of the function is not specified. Either

- input combinations may be invalid
- precise output value is of no importance

Since each don't-care can be specified as either 0 or 1, a function with k don't-cares corresponds to a class of 2^k distinct functions. Our aim is to choose the function with the minimal representation

- Assign 1 to some don't-cares and 0 to others in order to increase the size of the selected cubes whenever possible
- No cube containing only don't-care cells may be formed, since it is not required that the function equal 1 for these combinations

Code Converter

Example: code converter from BCD to excess-3 code

- Combinations 10 through 15 are don't-cares

Decimal	BCD Inputs				Excess-3 Outputs			
	w	x	y	z	f_4	f_3	f_2	f_1
0	0	0	0	0	0	0	1	1
1	0	0	0	1	0	1	0	0
2	0	0	1	0	0	1	0	1
3	0	0	1	1	0	1	1	0
4	0	1	0	0	0	1	1	1
5	0	1	0	1	1	0	0	0
6	0	1	1	0	1	0	0	1
7	0	1	1	1	1	0	1	0
8	1	0	0	0	1	0	1	1
9	1	0	0	1	1	1	0	0

$$f_1 = \sum(0,2,4,6,8) + \sum_{\phi}(10,11,12,13,14,15)$$

$$f_2 = \sum(0,3,4,7,8) + \sum_{\phi}(10,11,12,13,14,15)$$

$$f_3 = \sum(1,2,3,4,9) + \sum_{\phi}(10,11,12,13,14,15)$$

$$f_4 = \sum(5,6,7,8,9) + \sum_{\phi}(10,11,12,13,14,15)$$

Code Converter (Contd.)

f_1 Map

yz \ wx	00	01	11	10
00	1	1	ϕ	1
01			ϕ	
11			ϕ	ϕ
10	1	1	ϕ	ϕ

f_2 Map

yz \ wx	00	01	11	10
00	1	1	ϕ	1
01			ϕ	
11	1	1	ϕ	ϕ
10			ϕ	ϕ

f_3 Map

yz \ wx	00	01	11	10
00		1	ϕ	
01	1		ϕ	1
11	1		ϕ	ϕ
10	1		ϕ	ϕ

f_4 Map

yz \ wx	00	01	11	10
00			ϕ	1
01		1	ϕ	1
11		1	ϕ	ϕ
10		1	ϕ	ϕ

$f_1 = z'$

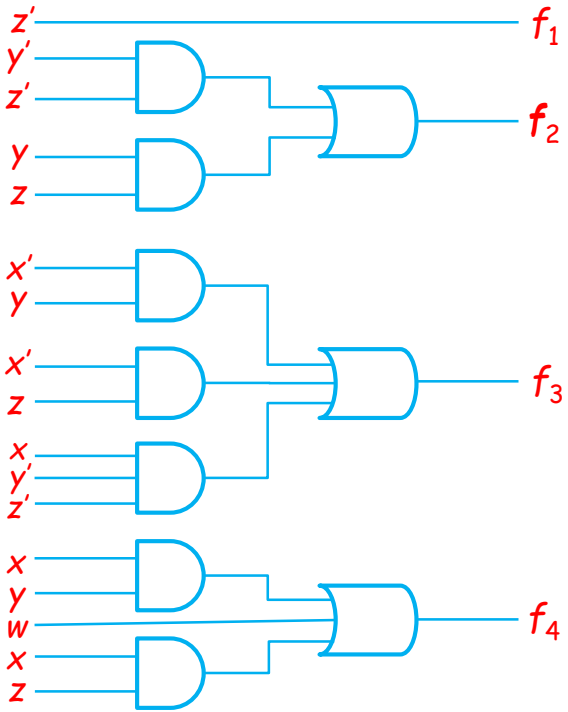
$f_2 = y'z' + yz$

$f_3 = x'y + x'z + xy'z'$

$f_4 = w + xy + xz$

Logic Network for Code Converter

Two-level AND-OR realization:



Thanks