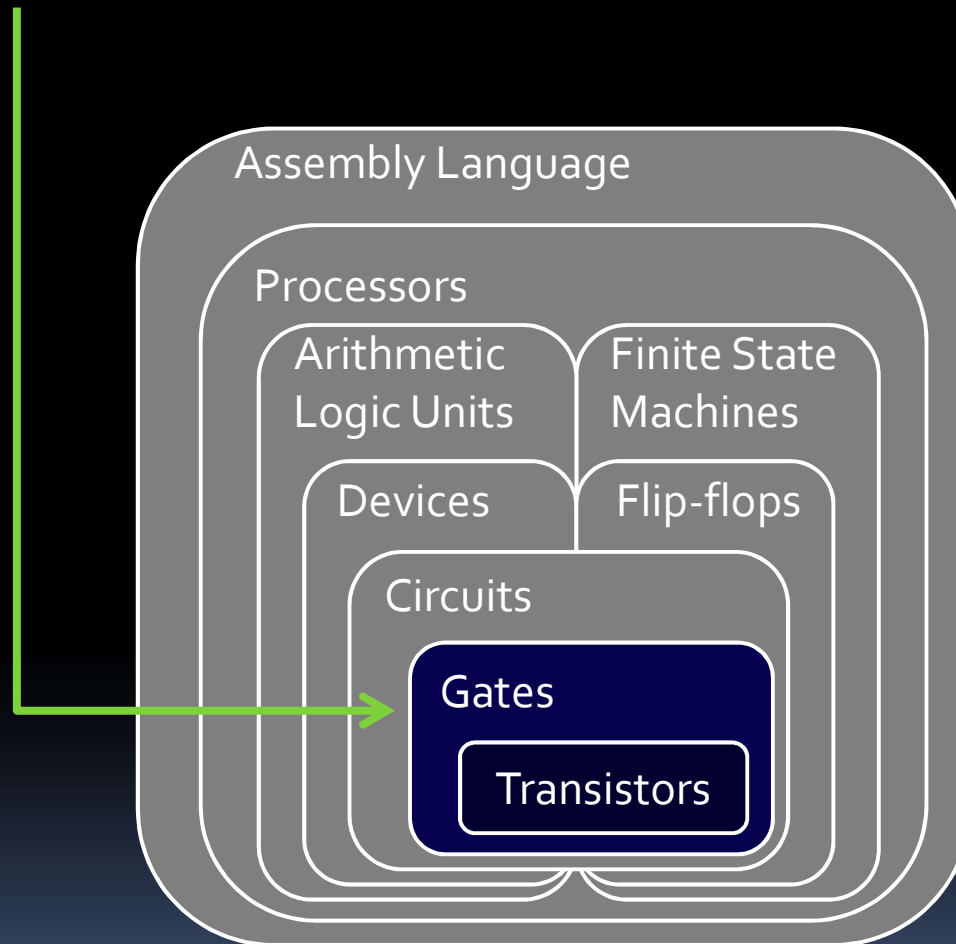




# Circuit Creation

# You are here

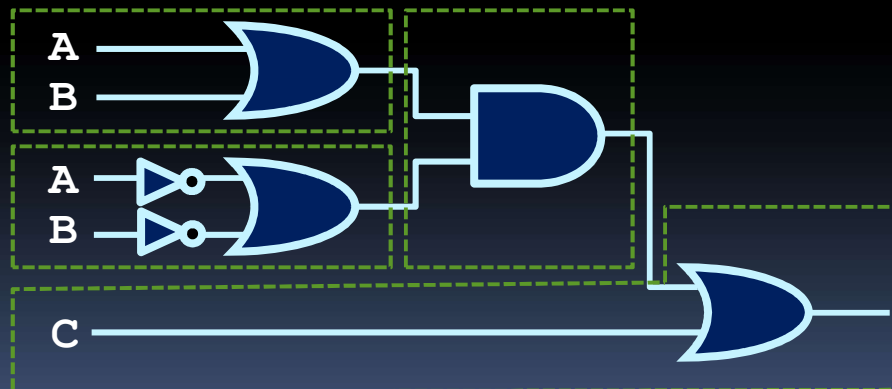


# Making boolean expressions

- So how would you represent boolean expressions using logic gates?

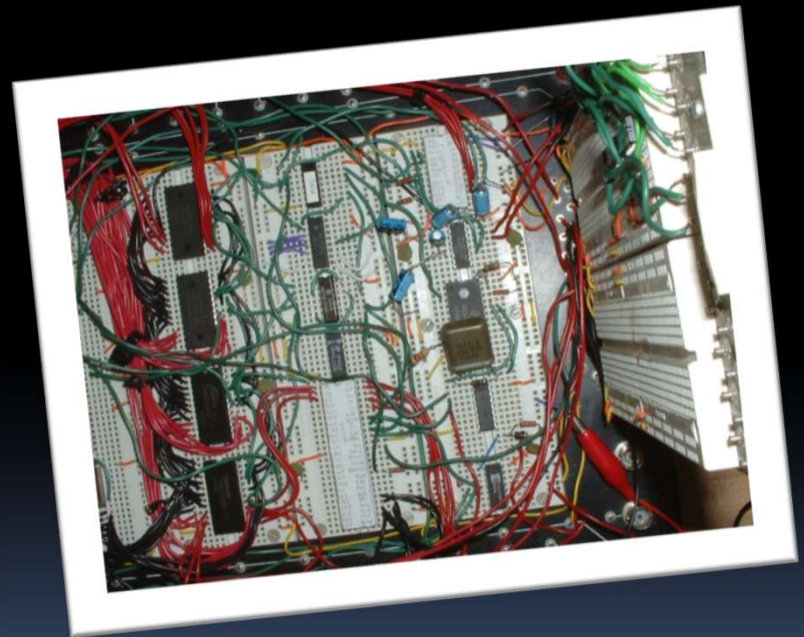
$$Y = (A \text{ or } B) \text{ and } (\text{not } A \text{ or not } B) \text{ or } C$$

- Like so:



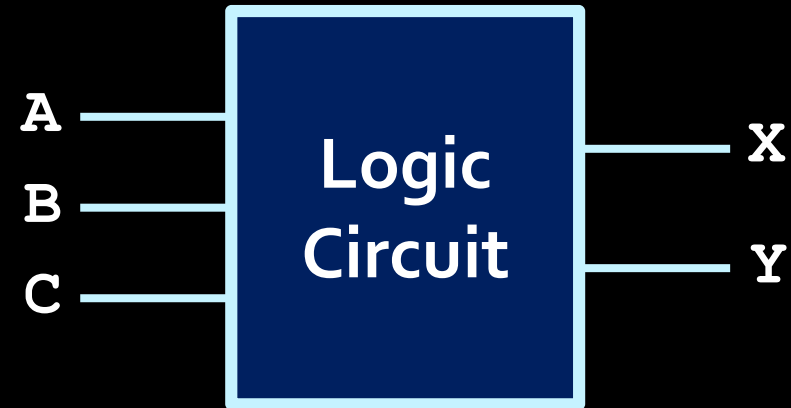
# Creating complex circuits

- What do we do in the case of more complex circuits, with several inputs and more than one output?
  - If you're lucky, a truth table is provided to express the circuit.
  - Usually the behaviour of the circuit is expressed in words, and the first step involves creating a truth table that represents the described behaviour.



# Circuit example

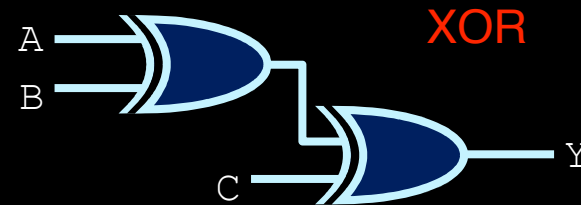
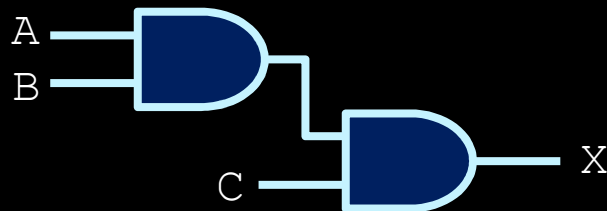
- The circuit on the right has three inputs (A, B and C) and two outputs (X and Y).



- *What logic is needed to set X high when all three inputs are high?*
- *What logic is needed to set Y high when the number of high inputs is odd?*

# Combinational circuits

- Small problems can be solved easily.



- Larger problems require a more systematic approach.

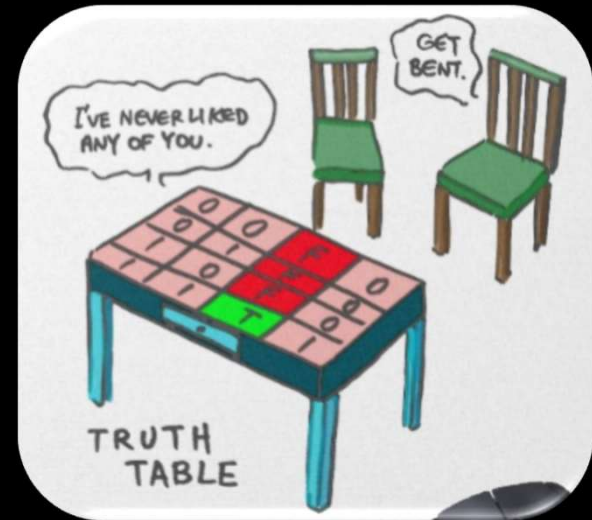
- Example: Given three inputs A, B, and C, make output Y high in the case where all of the inputs are low, or when A and B are low and C is high, or when A and C are low but B is high, or when A is low and B and C are high.

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

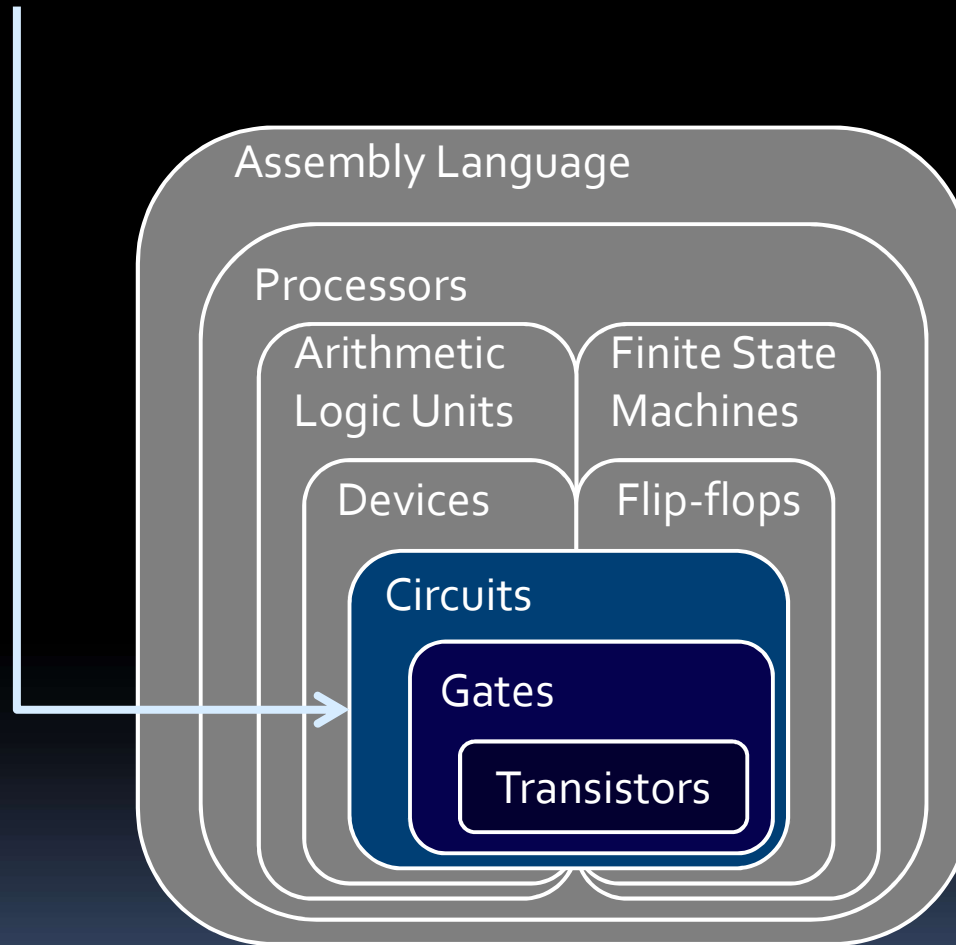
$$Y = \sim A$$

# Creating complex logic

- How do we approach problems like these (and circuit problems in general)?
- Basic steps:
  1. Create truth tables.
  2. Express as boolean expression.
  3. Convert to gates.
- The key to an efficient design?
  - Spending extra time on Step #2.




# Now you are here







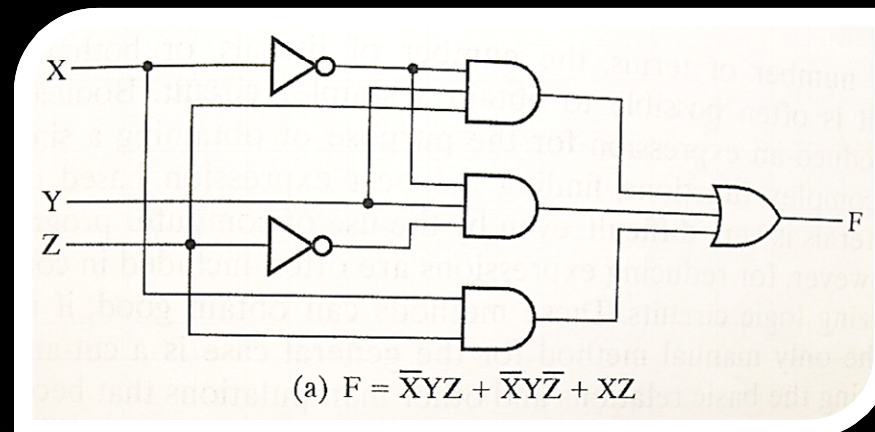
# Lecture Goals

- After this lecture, you should be able to:
    - Create a truth table that represents the behaviour of a circuit you want to create.
    - Translate the minterms from a truth table into gates that implement that circuit.
    - Use Karnaugh maps to reduce the circuit to the minimal number of gates.
- 

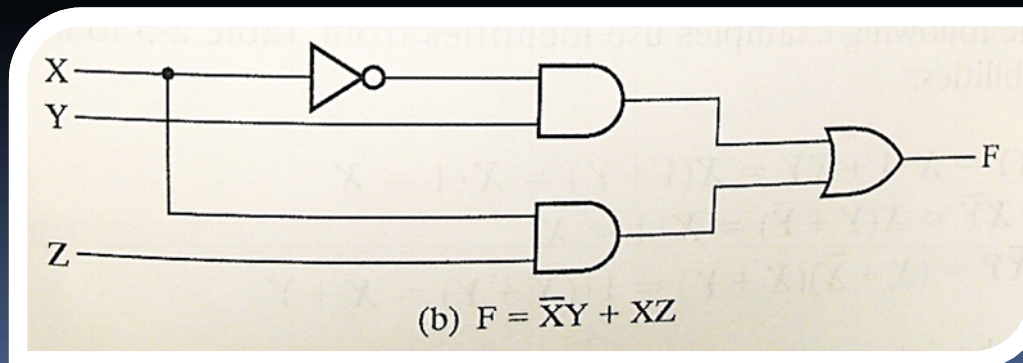
# Lecture Goals

- Which implementation do you prefer? Why?

A.



B.

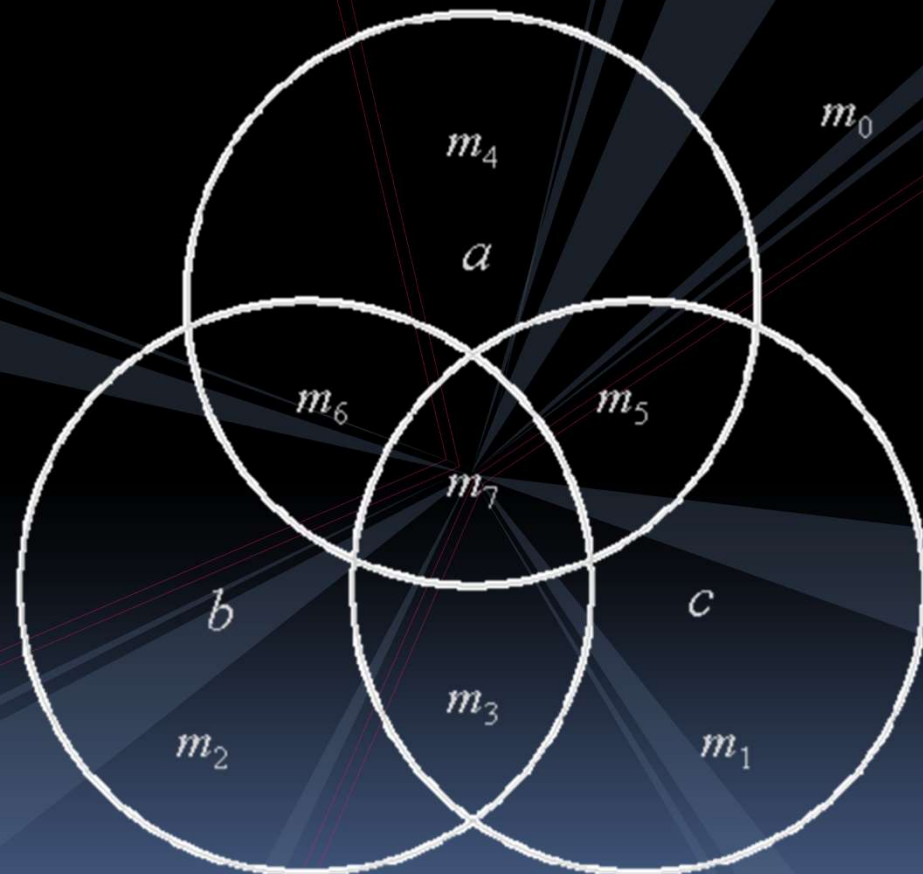


# Example truth table

- Consider the following example:
  - *"Given three inputs  $A$ ,  $B$ , and  $C$ , make output  $Y$  high wherever any of the inputs are low, except when all three are low or when  $A$  and  $C$  are high."*
- This leads to the truth table on the right.
  - Is there a better way to describe the cases when the circuit's output is high?

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

# Minterms and Maxterms



Minterm: product (AND) of all variable in function, for every row in truth table

# Minterms

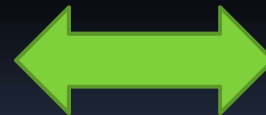
The function is then given by the sum (OR) of those minterms corresponding to rows where the function is 1

- An easier way to express circuit behaviour is to assume the **standard truth table format**, and then list which input rows cause high output.

- These rows are referred to as **minterms**.

row numbers obtained by reading values of the variable on the row as a binary

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



Minterm	Y
$m_0$	0
$m_1$	1
$m_2$	1
$m_3$	1
$m_4$	1
$m_5$	0
$m_6$	1
$m_7$	0

# Minterms and maxterms

- A more formal description:
  - **Minterm** = an AND expression with every input present in true or complemented form.
  - **Maxterm** = an OR expression with every input present in true or complemented form.
  - For example, given four inputs (A, B, C, D):
    - Valid minterms:
      - $A \cdot \bar{B} \cdot C \cdot D, \bar{A} \cdot B \cdot \bar{C} \cdot D, A \cdot B \cdot C \cdot D$
    - Valid maxterms: most of time on.. maxterm describes few cases where it is off
      - $A + \bar{B} + C + D, \bar{A} + B + \bar{C} + D, A + B + C + D$
    - Neither minterm nor maxterm:
      - $A \cdot B + C \cdot D, A \cdot B \cdot D, A + B$   
has to include every term

# Creating boolean expressions

- While we're talking about notation...
  - AND operations are denoted in these expressions by the multiplication symbol.
    - e.g.  $A \cdot B \cdot C$  or  $A * B * C \approx A \wedge B \wedge C$
  - OR operations are denoted by the addition symbol.
    - e.g.  $A + B + C \approx A \vee B \vee C$
  - NOT is denoted by multiple symbols.
    - e.g.  $\neg A$  or  $A'$  or  $\bar{A}$
  - XOR occurs rarely in circuit expressions.
    - e.g.  $A \oplus B$

# Back to minterms

- Circuits are often described using minterms or maxterms, as a form of logic shorthand.
  - Given  $n$  inputs, there are  $2^n$  minterms and maxterms possible (same as rows in a truth table).
  - Naming scheme:
    - **Minterms** are labeled as  $m_x$ , **maxterms** are labeled as  $M_x$ 
      - The  $x$  subscript indicates the row in the truth table.
      - $x$  starts at 0 (when all inputs are low), and ends with  $2^n - 1$ .
  - Example: Given 3 inputs –
    - Minterms are  $m_0 (\bar{A} \cdot \bar{B} \cdot \bar{C})$  to  $m_7 (A \cdot B \cdot C)$
    - Maxterms are  $M_0 (A+B+C)$  to  $M_7 (\bar{A}+\bar{B}+\bar{C})$



# Quick Exercises

- Given 4 inputs A, B, C and D write:

- $m_9$
- $m_{15}$
- $m_{16}$
- $M_2$

1001 -> A and not B and not C and D  
1111 -> A and B and C and D  
N/A for 4 inputs since we go up to m15  
0010 A or B or not C or D

- Which minterm is this?

- $\bar{A} \cdot B \cdot \bar{C} \cdot \bar{D}$

m4

- Which maxterm is this?

- $A+B+C+\bar{D}$

M1

can just convert Maxterm to minterm by taking negation

# Using minterms and maxterms

- What are minterms used for?
  - A single minterm indicates a set of inputs that will make the output go high.
  - Example:  $m_2$ 
    - Output only goes high in third line of truth table.

A	B	C	D	$m_2$
0	0	0	0	0
0	0	0	1	0
0	0	1	0	1
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	0
1	0	0	0	0
1	0	0	1	0
1	0	1	0	0
1	0	1	1	0
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	0

use min term because usually circuit is off and only a few case with on...

# Using minterms and maxterms<sup>OR</sup>

- What happens when you OR two minterms?
  - Result is output that goes high in both minterm cases.
  - For  $m_2 + m_8$ , both third and ninth lines of truth table result in high output.

A	B	C	D	$m_2$	$m_8$	$m_2 + m_8$
0	0	0	0	0	0	0
0	0	0	1	0	0	0
0	0	1	0	1	0	1
0	0	1	1	0	0	0
0	1	0	0	0	0	0
0	1	0	1	0	0	0
0	1	1	0	0	0	0
0	1	1	1	0	0	0
1	0	0	0	0	1	1
1	0	0	1	0	0	0
1	0	1	0	0	0	0
1	0	1	1	0	0	0
1	1	0	0	0	0	0
1	1	0	1	0	0	0
1	1	1	0	0	0	0
1	1	1	1	0	0	0

# Creating boolean expressions

- Two canonical forms of boolean expressions:
  - **Sum-of-Minterms** (SOM):
    - Since each minterm corresponds to a single high output in the truth table, the combined high outputs are a **union** of these minterm expressions.
    - Expressed in "**Sum-of-Products**" form.
  - **Product-of-Maxterms** (POM):
    - Since each maxterm only produces a single low output in the truth table, the combined low outputs are an **intersection** of these maxterm expressions.
    - Expressed in "**Product-of-Sums**" form.

$$Y = m_2 + m_6 + m_7 + m_{10} \quad (\text{SOM})$$

A	B	C	D	$m_2$	$m_6$	$m_7$	$m_{10}$	Y
0	0	0	0					
0	0	0	1					
0	0	1	0					
0	0	1	1					
0	1	0	0					
0	1	0	1					
0	1	1	0					
0	1	1	1					
1	0	0	0					
1	0	0	1					
1	0	1	0					
1	0	1	1					
1	1	0	0					
1	1	0	1					
1	1	1	0					
1	1	1	1					

since OR operation is performed on minterms  
as long as there is a 1,  $Y = 1$

$$Y = m_2 + m_6 + m_7 + m_{10} \quad (\text{SOM})$$

A	B	C	D	$m_2$	$m_6$	$m_7$	$m_{10}$	Y
0	0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	0	0
0	0	1	0	1	0	0	0	1
0	0	1	1	0	0	0	0	0
0	1	0	0	0	0	0	0	0
0	1	0	1	0	0	0	0	0
0	1	1	0	0	1	0	0	1
0	1	1	1	0	0	1	0	1
1	0	0	0	0	0	0	0	0
1	0	0	1	0	0	0	0	0
1	0	1	0	0	0	0	1	1
1	0	1	1	0	0	0	0	0
1	1	0	0	0	0	0	0	0
1	1	0	1	0	0	0	0	0
1	1	1	0	0	0	0	0	0
1	1	1	1	0	0	0	0	0

# Using Sum-of-Minterms

- Sum-of-Minterms is a way of expressing which inputs cause the output to go high.
  - Assumes that the truth table columns list the inputs according to some logical or natural order.
- Minterm and maxterm expressions are used for efficiency reasons:
  - More compact than displaying entire truth tables.
  - **Sum-of-minterms are useful in cases with very few input combinations that produce high output.**
    - Product-of-maxterms useful when expressing truth tables that have very few low output cases...

$$Y = M_3 \cdot M_5 \cdot M_7 \cdot M_{10} \cdot M_{14} \text{ (POM)}$$

A	B	C	D	M <sub>3</sub>	M <sub>5</sub>	M <sub>7</sub>	M <sub>10</sub>	M <sub>14</sub>	Y
0	0	0	0						
0	0	0	1						
0	0	1	0						
0	0	1	1						
0	1	0	0						
0	1	0	1						
0	1	1	0						
0	1	1	1						
1	0	0	0						
1	0	0	1						
1	0	1	0						
1	0	1	1						
1	1	0	0						
1	1	0	1						
1	1	1	0						
1	1	1	1						



1000000



[illegible]

# Converting SOM to gates

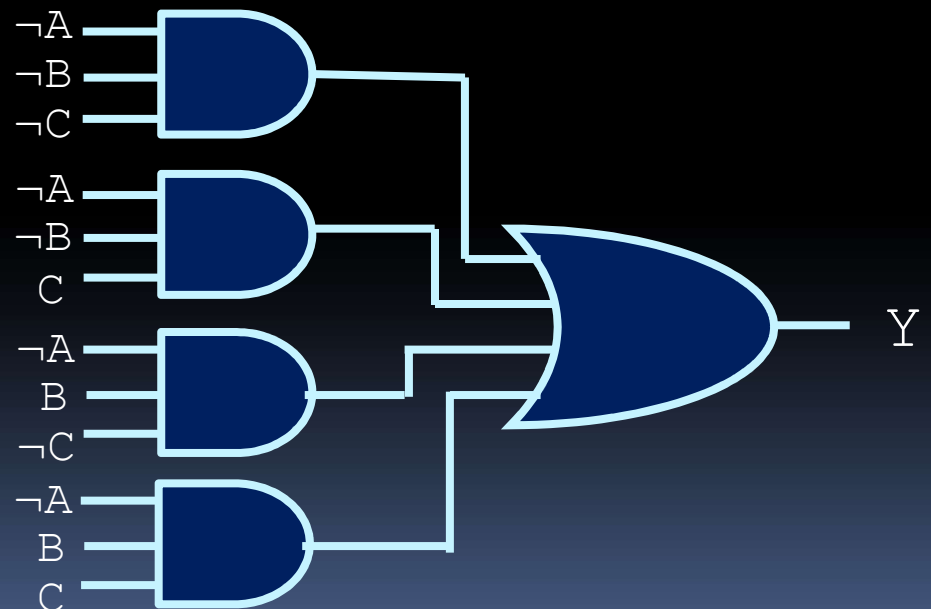
- Once you have a Sum-of-Minterms expression, it is easy to convert this to the equivalent combination of gates:

$m_0 \rightarrow 0$  and  $0$  and  $0$  produce a high output

$$m_0 + m_1 + m_2 + m_3 =$$

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

assume all other cases  $m_4 \dots$  are low



## 2-input XOR gate (SOM, POM)

- $m_x = M_x'$ 
  - Minterm  $x$  is the complement of maxterm  $x$ .
  - e.g.,  $m_0 = A'B'$  while  $M_0 = A + B$
- 2-input XOR gate in SOM and POM form.
  - Sum-Of-Minterms:  $F = m_1 + m_2$
  - Product-Of-Maxterms :  $F = M_0 \cdot M_3$
- Write  $F'$  in Sum-Of-Minterms form:
  - We need to include the minterms not present in  $F$ .
  - $F' = m_0 + m_3$

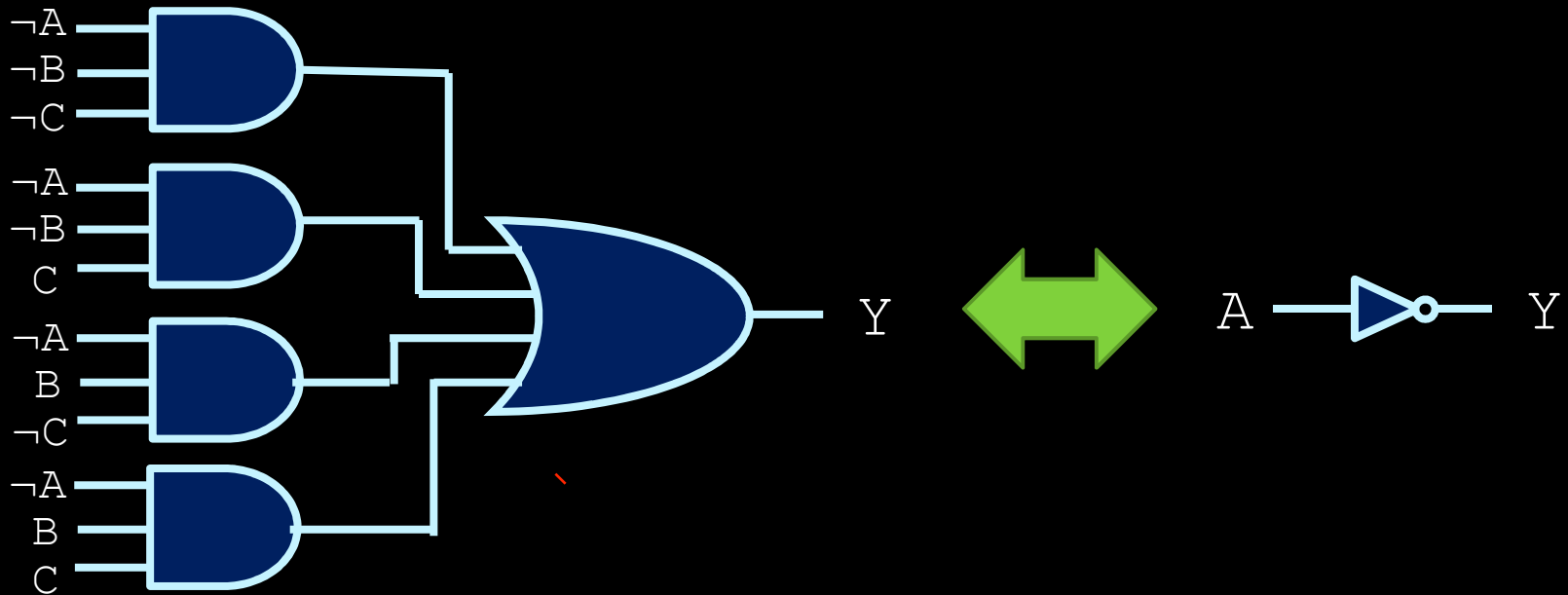
## 2-input XOR gate (SOM,POM)-cont'd

- Write  $F'$  in Sum-Of-Minterms form:
  - We need to include the minterms not present in  $F$ .
  - $F' = m_0 + m_3$
- Now let's take the complement of  $F'$ .
  - $(F')' = F = (m_0 + m_3)' = m_0' m_3'$
  - But  $m_0'$  is  $M_0$  and  $m_3'$  is  $M_3$
  - Therefore,  $F = M_0 \cdot M_3$
- The canonical representations SOM and POM for a given function are equivalent! 😊

# Reducing circuits



# Reasons for reducing circuits



- Note example of Sum-of-Minterms circuit design.
- To minimize the number of gates, we want to reduce the boolean expression as much as possible from a collection of minterms to something smaller.
- This is where CSC165 skills come in handy 😊

# Boolean algebra review

- Axioms:

$$0 \cdot 0 = 0$$

$$1 \cdot 1 = 1$$

$$0 \cdot 1 = 1 \cdot 0 = 0$$

$$\text{if } x = 1, \overline{x} = 0$$

- From this, we can extrapolate:

If one input of a 2-input AND gate is 1, then the output is whatever value the other input is.

$$x \cdot 0 =$$

$$x \cdot 1 =$$

$$x \cdot x =$$

$$x \cdot \overline{x} =$$

$$\overline{\overline{x}} =$$

$$x + 1 =$$

$$x + 0 =$$

$$x + x =$$

$$x + \overline{x} =$$

If one input of a 2-input OR gate is 0, then the output is whatever value the other input is.

# Boolean algebra review

- Axioms:

$$0 \cdot 0 = 0$$

$$1 \cdot 1 = 1$$

$$0 \cdot 1 = 1 \cdot 0 = 0$$

$$\text{if } x = 1, \overline{x} = 0$$

- From this, we can extrapolate:

$$x \cdot 0 = 0$$

$$x \cdot 1 = x$$

$$x \cdot x = x$$

$$x \cdot \overline{x} = 0$$

$$\overline{\overline{x}} = x$$

$$x+1 = 1$$

$$x+0 = x$$

$$x+x = x$$

$$x+\overline{x} = 1$$



# Other Boolean identities

- Commutative Law:

$$x \cdot y = y \cdot x \qquad x + y = y + x$$

- Associative Law:

$$\begin{aligned} x \cdot (y \cdot z) &= (x \cdot y) \cdot z \\ x + (y + z) &= (x + y) + z \end{aligned}$$

- Distributive Law:

$$\begin{aligned} x \cdot (y + z) &= x \cdot y + x \cdot z \\ x + (y \cdot z) &= (x + y) \cdot (x + z) \end{aligned}$$

Does this hold in conventional algebra?

# Consensus Law Proof -Venn diagram

- Consensus Law:

$$x \cdot y + \bar{x} \cdot z + y \cdot z = x \cdot y + \bar{x} \cdot z$$

- Proof by Venn diagram:

- $x \cdot y$
- $\bar{x} \cdot z$
- $y \cdot z$ 
  - Already covered!



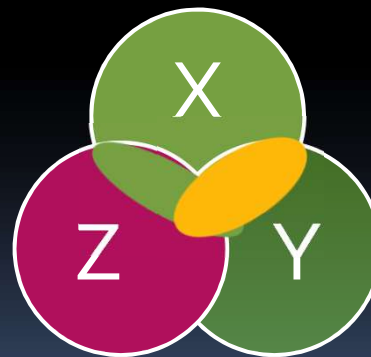
# Consensus Law Proof -Venn diagram

- Consensus Law:

$$x \cdot y + \bar{x} \cdot z + y \cdot z = x \cdot y + \bar{x} \cdot z$$

- Proof by Venn diagram:

- $x \cdot y$
- $\bar{x} \cdot z$
- $y \cdot z$ 
  - Already covered!



# Other boolean identities

- Absorption Law:

$$x \cdot (x + y) = x$$

$$x + (x \cdot y) = x$$

- De Morgan's Laws:

$$\overline{x} \cdot \overline{y} = \overline{x + y}$$

$$\overline{x + y} = \overline{x} \cdot \overline{y}$$

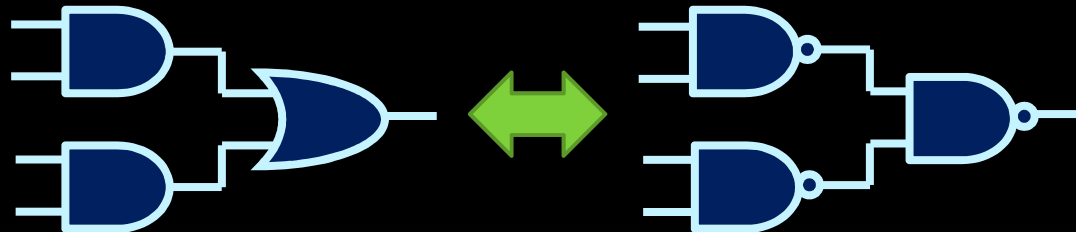
AND gate with negation of input ==> NOR gate



OR gate with negation of input ==> NAND gate

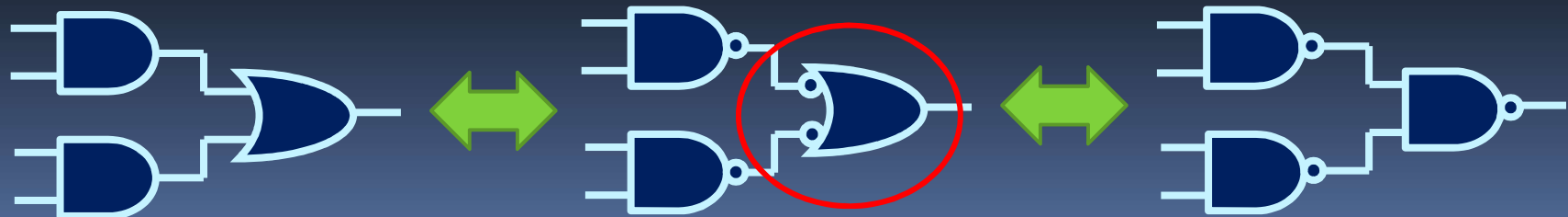
# Converting to NAND gates

- De Morgan's Law is important because out of all the gates, NANDs are the cheapest to fabricate.
  - a Sum-of-Products circuit could be converted into an equivalent circuit of NAND gates:



$$AB + CD = \sim(AB) \sim(CD) = (\sim A + \sim B) (\sim C + \sim D)$$

- This is all based on de Morgan's Law:



# Reducing boolean expressions

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

- Assuming logic specs at left, we get the following:

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

- Now start combining terms, like the last two:

$$Y = \bar{A} \cdot B \cdot C + A \cdot \bar{B} \cdot \bar{C} + \mathbf{A \cdot B}$$

# Reducing boolean expressions

- Different final expressions possible, depending on what terms you combine.
- For instance, given the previous example:

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

- If you combine the end and middle terms...

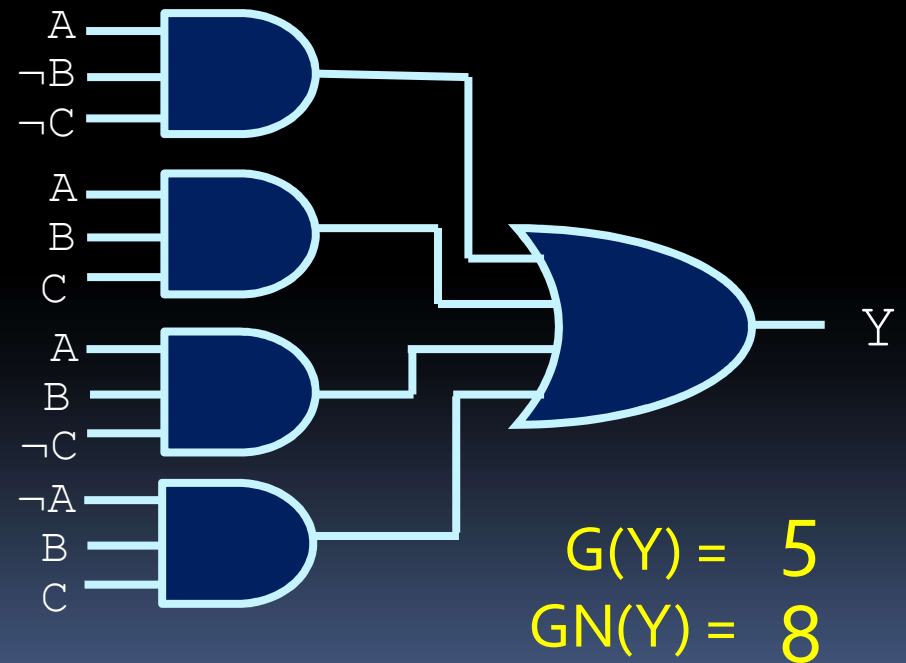
$$Y = B \cdot C + A \cdot \bar{C}$$

- Which reduces the number of gates and inputs!

alternative ways of reduction

# Reducing boolean expressions

- What is considered the “simplest” expression?
  - In this case, “simple” denotes the lowest **gate cost** (G) or the lowest **gate cost with NOTs** (GN).
  - To calculate the gate cost, simply add all the gates together (as well as the cost of the NOT gates, in the case of the GN cost).





# Karnaugh maps

0	0	1	1
0	0	1	1
0	0	0	1
0	1	1	1

# Reducing boolean expressions

- How do we find the “simplest” expression for a circuit?
  - Technique called **Karnaugh maps** (or K-maps).
  - Karnaugh maps are a 2D grid of minterms, where adjacent minterm locations in the grid differ by a single literal.
  - Values of the grid are the output for that minterm.

	$\overline{B} \cdot \overline{C}$	$\overline{B} \cdot C$	$B \cdot C$	$B \cdot \overline{C}$
$\overline{A}$	0	0	1	0
$A$	1	0	1	1

can toss c out for this pair. neighbours with all 1 can combine them

# Karnaugh maps

- Karnaugh maps can be of any size, and have any number of inputs.

- i.e. the 4-input example here.

- Since adjacent minterms only differ by a single value, they can be grouped into a single term that omits that value.

	$\overline{C} \cdot \overline{D}$	$\overline{C} \cdot D$	$C \cdot D$	$C \cdot \overline{D}$
$\overline{A} \cdot \overline{B}$	$m_0$	$m_1$	$m_3$	$m_2$
$\overline{A} \cdot B$	$m_4$	$m_5$	$m_7$	$m_6$
$A \cdot B$	$m_{12}$	$m_{13}$	$m_{15}$	$m_{14}$
$A \cdot \overline{B}$	$m_8$	$m_9$	$m_{11}$	$m_{10}$

# Using Karnaugh maps

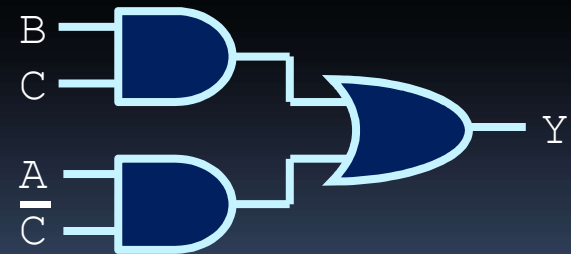
- Once Karnaugh maps are created, draw boxes over groups of high output values.
  - Boxes must be rectangular, and aligned with map.
  - Number of values contained within each box must be a power of 2.
  - Boxes may overlap with each other.
  - Boxes may wrap across edges of map.

	$\overline{B} \cdot \overline{C}$	$\overline{B} \cdot C$	$B \cdot C$	$B \cdot \overline{C}$
$\overline{A}$	0	0	1	0
$A$	1	0	1	1

# Using Karnaugh maps

	$\overline{B} \cdot \overline{C}$	$\overline{B} \cdot C$	$B \cdot C$	$B \cdot \overline{C}$
$\overline{A}$	0	0	1	0
$A$	1	0	1	1

- Once you find the minimal number of boxes that cover all the high outputs, create boolean expressions from the inputs that are common to all elements in the box.
- For this example:
  - Vertical box:  $B \cdot C$
  - Horizontal box:  $A \cdot \overline{C}$
  - Overall equation:  $Y = B \cdot C + A \cdot \overline{C}$



# Karnaugh maps and maxterms

- Can also use this technique to group maxterms together as well.

	$C+D$	$C+\bar{D}$	$\bar{C}+\bar{D}$	$\bar{C}+D$
$A+B$	$M_0$	$M_1$	$M_3$	$M_2$
$A+\bar{B}$	$M_4$	$M_5$	$M_7$	$M_6$
$\bar{A}+\bar{B}$	$M_{12}$	$M_{13}$	$M_{15}$	$M_{14}$
$\bar{A}+B$	$M_8$	$M_9$	$M_{11}$	$M_{10}$

- Karnaugh maps with maxterms involves grouping the zero entries together, instead of grouping the entries with one values.

# Quick Exercise

	$C'D'$	$C'D$	$CD$	$CD'$
$A'B'$	0	0	1	1
$A'B$	1	1	0	0
$AB$	1	1	0	0
$AB'$	0	0	0	0

$$F = B \cdot C' + A' \cdot B' \cdot C$$