

# Introduction to Binary Logic and Boolean Algebra

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## 1 Introduction

## 2 Boolean Algebra

## 3 Karnaugh Maps

- Introductory Example
- Minterms and Maxterms
- Karnaugh Maps

## 4 Applications to logic gates and circuits

- Logic gates
- Common logic functions
- Arithmetic Circuits

## 5 Conclusion

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# What is going to happen ?

What you should know, use and understand by the end of the class :

- Boolean logic and friends
- Logic gates, synchronous and asynchronous logic.
- Programmable Logical Devices : PAL, CPLD, FPGA
- Circuit description in VHDL

Digital electronics is defined as opposed to analog electronics.

- Analog : the signal is continuous.
- Digital : the signal is discrete, either in time (sampling) or in value (discretization)

And that's about it.

First, let's talk about binary, octal and hexadecimal.

Let  $b$  be a positive integer greater than 1. Then every positive integer  $a$  can be expressed uniquely in the form :

$$a = r_m b^m + r_{m-1} b^{m-1} + \cdots + r_1 b + r_0, \quad (1)$$

where  $m$  is a nonnegative integer and the  $r$ 's are integers such that

$$0 < r_m < b; \quad (2)$$

and

$$0 \leq r_i < b; \text{ for } i = 0, 1, \dots, m-1 \quad (3)$$

We say the number  $a$  is expressed in base  $b$  and is noted  $a_b$

# Binary and Hexadecimal

Binary = base 2, Hexadecimal = base 16.

For bases greater than 10, the numbers are replaced by letters : a for 10, b for 11 etc...

## Exemple

$$3 = 1 * 2^1 + 1 * 2^0 = 3 * 16^0 = 10_2 = 3_{16}$$

$$24 = 1 * 2^4 + 1 * 2^3 = 1 * 16 + 8 * 16^0 = 11000_2 = 18_{16}$$

$$1465 = 5 * 16^2 + 11 * 16^1 + 9 * 16^0 = 5b9_{16}$$

Note : hexadecimal numbers are also noted as  $0x \dots$  (e.g  $0x5b9$ ) and binary numbers  $0b \dots$

## Exercise

$$\underbrace{1010}_a \underbrace{0111}_7 = 0xa7 \text{ is a byte i.e 8 binary digits (or bits)}$$

What is the hexadecimal value of  $0b0100\ 0101$  ?

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A binary variable is a variable with only two possible states.

## Définition

$a \in \{0, 1\}$  is a binary variable on  $\mathcal{B} = \{0, 1\}$

A binary variable can be associated to logic values : True and False. Most of the time, True = 1 and False = 0.

# Operations

## Operations on binary variables

### Définition

On  $\mathcal{B}$ , we can define two binary operations called **conjunction**, noted  $\wedge$ , and **disjunction**, noted  $\vee$ , and an unary operation called **negation**, noted  $\neg$ .

For  $x$  and  $y$  in  $\mathcal{B}$ , we have :

- $x \wedge y = 1$  if  $x = y = 1$ ,  $x \wedge y = 0$  otherwise
- $x \vee y = 0$  if  $x = y = 0$ ,  $x \vee y = 1$  otherwise
- $\neg x = 1$  if  $x = 0$ ,  $x = 0$  otherwise

### Analogy

These operations are suspiciously similar to the intersection, the union and the complement in the set theory.

### Common names

Conjonction = AND, Disjonction = OR, Negation = NOT

# Operations

## Notation and truth tables

For  $x, y$  in  $\mathcal{B}$ ,

- $x \wedge y = x \cdot y$
- $x \vee y = x + y$
- $\neg x = \bar{x}$
- Exclusive OR :  $x \text{ XOR } y = x \oplus y$
- Exclusive OR :  $x \text{ XOR } y = x \oplus y$

And the related truth table,

$x$	$y$	$x \cdot y$	$x + y$	$x \oplus y$
0	0	0	0	0
1	0	0	1	1
0	1	0	1	1
1	1	1	1	0

Table – Truth table for basic binary operations on binary variables

Boolean algebra satisfies many of the same laws as ordinary algebra when one matches up with addition and with multiplication. In particular the following laws are common to both kinds of algebra :

- Associativity of  $\vee$  :  $x \vee (y \vee z) = (x \vee y) \vee z$
- Associativity of  $\wedge$  :  $x \wedge (y \wedge z) = (x \wedge y) \wedge z$
- Commutativity of  $\vee$  :  $x \vee y = y \vee x$
- Commutativity of  $\wedge$  :  $x \wedge y = y \wedge x$
- Distributivity of  $\wedge$  over  $\vee$  :  $x \wedge (y \vee z) = (x \wedge y) \vee (x \wedge z)$
- Identity for  $\vee$  :  $x \vee 0 = x$
- Identity for  $\wedge$  :  $x \wedge 1 = x$
- Annihilator for  $\wedge$  :  $x \wedge 0 = 0$
- Double Negation :  $\neg(\neg x) = x$
- Complementation :  $x \vee \neg x = 1$  and  $x \wedge \neg x = 0$

The following does not hold in a Boolean algebra :

$$\begin{aligned}(-x)(-y) &= xy \\ (-x) + (-y) &= -(x + y)\end{aligned}\tag{4}$$

Insted, we have the De Morgan laws :

$$\begin{aligned}\text{De Morgan 1} \quad & \neg x \wedge \neg y = \neg(x \vee y) \\ \text{De Morgan 2} \quad & \neg x \vee \neg y = \neg(x \wedge y)\end{aligned}\tag{5}$$

We also have the Consensus Theorem : for  $x, y, z \in \mathcal{B}$

$$xy \vee \bar{x}z \vee yz = xy \vee \bar{x}z\tag{6}$$

As an exercise, let's prove the following :

- De Morgan laws :

$$\text{De Morgan 1} \quad \neg x \wedge \neg y = \neg(x \vee y)$$

$$\text{De Morgan 2} \quad \neg x \vee \neg y = \neg(x \wedge y)$$

- Consensus Theorem : for  $x, y, z \in \mathcal{B}$

$$xy \vee \bar{x}z \vee yz = xy \vee \bar{x}z$$

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## Problem

A tank is filled by 2 valves :  $V_1$  and  $V_2$ . We consider 3 levels :

- Warning (W)
- Bottom (B)
- top (T)

When the level is below W,  $V_1$  et  $V_2$  are opened.

When the level is between W and B, only  $V_1$  is opened.

When the level is between B and T, only  $V_2$  is opened.

When the level is greater than T, we close the pipe.

## How to deal with it ?

- Make a drawing (visualization)
- Make the truth table

## Problem

A tank is filled by 2 valves :  $V_1$  and  $V_2$ . We consider 3 levels :

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When the level is between W and B, only  $V_1$  is opened.

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## Analysis

We can model the state of the valves and the state of the sensors by binary variables. Here, the sensors are controlling the valves : the sensors are the input of a system whose outputs are the valve states.

Note : not all states are physically attainable.

## Towards a truth table

w	b	t	$v_1$	$v_2$
0	0	0	1	1
0	0	1	X	X
0	1	0	X	X
0	1	1	X	X
1	0	0	1	0
1	0	1	X	X
1	1	0	0	1
1	1	1	0	0

Table – Truth table for the introductory valve problem

When the output is not physically meaningful, the X symbol (called "do not care") is used.

Naively, we have :

$$\begin{aligned}v_1 &= \overline{wbt} + w\overline{bt} \\v_2 &= \overline{wb\bar{t}} + w\bar{b}t\end{aligned}\tag{7}$$

## 3 Karnaugh Maps

- Introductory Example
- **Minterms and Maxterms**
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## Définition

For a Boolean algebra  $B$ , a **minterm** is a function from  $B^n$  in  $B$  such that it exists an unique  $(a_1, \dots, a_n) \in B^n$  where :

$$\text{minterm}(a_1, \dots, a_n) = 1 \quad (8)$$

## Hands-on interpretation

A minterm is a Boolean expression resulting in 1 for the output of a single input, and 0s otherwise.

## Définition

For a Boolean algebra  $B$ , a **maxterm** is a function from  $B^n$  in  $B$  such that it exists an unique  $(a_1, \dots, a_n) \in B^n$  where :

$$\text{maxterm}(a_1, \dots, a_n) = 0 \quad (9)$$

## Hands-on interpretation

A maxterm is a Boolean expression resulting in 0 for the output of a single input, and 1s otherwise.

## Example of minterm and maxterm

$e_1$	$e_2$	$e_3$	Minterm	Maxterm
0	0	0	$\bar{e}_1 \bar{e}_2 \bar{e}_3$	$e_1 + e_2 + e_3$
0	0	1	$\bar{e}_1 \bar{e}_2 e_3$	$e_1 + e_2 + \bar{e}_3$
0	1	0	$e_1 \bar{e}_2 \bar{e}_3$	$e_1 + \bar{e}_2 + e_3$
0	1	1	$\bar{e}_1 e_2 e_3$	$e_1 + \bar{e}_2 + \bar{e}_3$
1	0	0	$e_1 \bar{e}_2 \bar{e}_3$	$\bar{e}_1 + e_2 + e_3$
1	0	1	$e_1 \bar{e}_2 e_3$	$\bar{e}_1 + e_2 + \bar{e}_3$
1	1	0	$e_1 e_2 \bar{e}_3$	$\bar{e}_1 + \bar{e}_2 + e_3$
1	1	1	$e_1 e_2 e_3$	$\bar{e}_1 + \bar{e}_2 + \bar{e}_3$

Table – Minterms and maxterms in a 3 value case

We derived previously this pair of equations :

$$\begin{aligned}v_1 &= \overline{wbt} + w\overline{bt} \\v_2 &= \overline{wb\bar{t}} + w\overline{b\bar{t}}\end{aligned}\tag{10}$$

This set of equations for the valve control example is the minterm expression of the system, where the "do not care" condition is set to 0.

However, we don't know if this is optimal.



## 3 Karnaugh Maps

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## Définition

In computing, the least significant bit (LSB) is the bit position in a binary integer representing the binary 1s place of the integer. Similarly, the most significant bit (MSB) represents the highest-order place of the binary integer.

## Exemple

For  $1001_b$ , the MSB is 1 and the LSB is 1. For  $1000_b$ , the MSB is 1 and the LSB is 0. For  $0110_b$ , both the MSB and the LSB are 0.

## Définition

The **reflected binary code** (RBC), also known as reflected binary (RB) or Gray code (after Frank Gray), is an ordering of the binary numeral system such that two successive values differ in only one bit (binary digit).

## Property

The Hamming distance between two consecutive words is 1.

# Gray Code

Decimal	Binary	Gray	Decimal of Gray
0	0000	0000	0
1	0001	0001	1
2	0010	0011	3
3	0011	0010	2
4	0100	0110	6
5	0101	0111	7
6	0110	0101	5
7	0111	0100	4
8	1000	1100	12
9	1001	1101	13
10	1010	1111	15
11	1011	1110	14
12	1100	1010	10
13	1101	1011	11
14	1110	1001	9
15	1111	1000	8

Table – Gray Code, 4-bit case

# Karnaugh Map

## Définition

A **Karnaugh map** is a diagram consisting of a rectangular array of squares each representing a different combination of the variables of a Boolean function.

## Property

A Karnaugh map uses the Gray code to label its rows and columns : two adjacent squares differs by the complementation of one and only one variable.

		$b$	
		0	1
$a$	0	0	1
	1	1	0

Figure – Karnaugh map for  $f = a \oplus b$

# Karnaugh maps and simplification of expressions

The following map is for the function  $f = \bar{x}\bar{y}z + x\bar{y}\bar{z} + x\bar{y}z + xy\bar{z} + xyz$

$yz$		00	01	11	10
$x$	0	0	1	0	0
	1	1	1	1	1

By finding groups of 2 adjacent 1s, we can simplify. For instance the green square represent an expression independant of  $x$ ,  $\bar{y}z$ . Similarly, the red rectangle is bound to an expression independant of  $y$  and  $z$ , so  $x$ . All in all, we have  $f = x + \bar{y}z$

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## 4 Applications to logic gates and circuits

- Logic gates
  - Common logic functions
  - Arithmetic Circuits



# Bestiary of Logic Gates

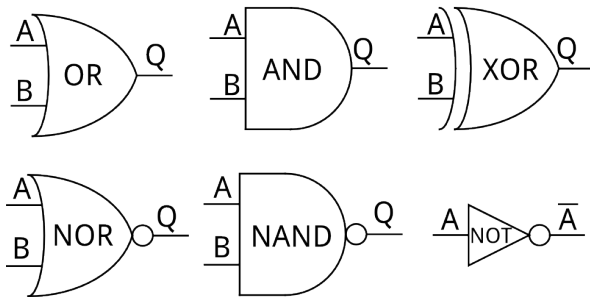


Figure – Logic Gates, ANSI style

## Property

Every logic circuit can be written with only NAND (Not And) gates. Every logic circuit can be written with only NOR (Not Or) gates.

Note : NOT can be seen as a NAND or a NOR gate whose inputs are the same.

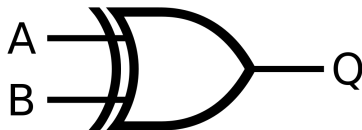


Figure – XOR gate

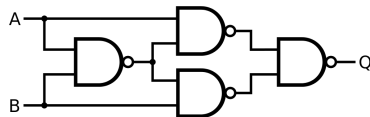


Figure – XOR gate, NAND representation

For circuits with large number of variables, the synthesis using previously mentioned method does not provide a Boolean expression.

In this case, the complex problem should be broke down into smaller (most likely identical) simple problems.

# Iterative circuits

An example : the  $n$ -bit comparator

Let us consider a circuit, having two numbers  $x$  and  $y$ , coded on  $n$  bits as its inputs and whose outputs are  $S_x = X > Y$  and  $S_y = Y > X$ .

We can broke down the problem in a way where each bit of the inputs can be compared.

If we denote,  $a_i$  and  $b_i$  the cascaded inputs,  $\alpha_i$  and  $\beta_i$  the cascaded outputs and  $x_i, y_i$  the  $i$ -th bit of  $x$  and  $y$  respectively, we have :

$$\begin{aligned}\alpha_i &= a_i + b_i x_i y_i \\ \beta_i &= b_i + a_i y_i x_i \\ a_{n-1} &= b_{n-1} = 0\end{aligned}\tag{11}$$

## Exercise

Find the NAND representation of such a block.

## 4 Applications to logic gates and circuits

- Logic gates
- **Common logic functions**
- Arithmetic Circuits

## Définition

A **decoder** is a combinational circuit that has  $n$  input lines and maximum of  $2^n$  output lines. One of these outputs will be active High based on the combination of inputs present, when the decoder is enabled. That means decoder detects a particular code. The outputs of the decoder are nothing but the min terms of  $n$  input variables lines, when it is enabled.

## Exemple (74LS146)

1 :4 (1 to 4) decoder means 2 bits as its input and 4 output lines.  $00_b$  is mapped to output 0,  $01_b$  is mapped to output 1 and so on and so forth.

## Définition

An **Encoder** is a combinational circuit that performs the reverse operation of Decoder. It has maximum of  $2^n$  input lines and  $n$  output lines. It will produce a binary code equivalent to the input, which is active High. Therefore, the encoder encodes  $2^n$  input lines with  $n$  bits.

## Définition

A **Multiplexer** is a combinational circuit that has maximum of  $2^n$  data inputs,  $n$  selection lines and a single output line. One of these data inputs will be connected to the output based on the values of selection lines. Since there are selection lines, there will be  $2^n$  possible combinations of zeros and ones. So, each combination will select only one data input. Multiplexer is also called as "Mux".



## Définition

Tri-state logic allows an output or input pin/pad to assume a high impedance state (noted  $Z$ ), effectively removing the output from the circuit, in addition to the 0 and 1 logic levels.

Three-state buffers can also be used to implement efficient multiplexers, especially those with large numbers of inputs. To avoid floating pins, pull-up or pull-down resistors might be added.

Three-state buffers are essential to the operation of a shared electronic bus.

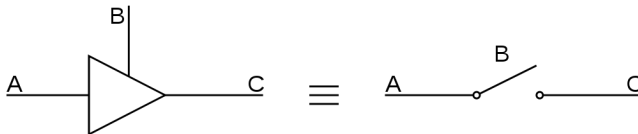


Figure – Tri-state buffer, effectively equivalent to a controlled switch

## 4 Applications to logic gates and circuits

- Logic gates
- Common logic functions
- Arithmetic Circuits

With  $n$  Boolean variables, we have  $2^n$  possibilities. The most useful representations are :

- Unsigned integers
- Signed integers
- Two's complement

The  $2^n$  combinations are used to represent integers from 0 to  $2^n - 1$ .

An operation is not guaranteed to be within the range of values. This case is called **overflow**.

Let us consider the following example to see how the overflow is handled. On 4 bits, the maximum encoded unsigned integer is 15.

If we compute  $5 + 13$ , the results on 4 bits should be  $0010_b = 2$ . The overflow will be signaled by a supplementary carry bit.

The simplest representation uses the most significant bit as a sign bit, 0 for positive number and 1 for negative numbers. The  $n - 1$  other bits represent the absolute value of the number as an unsigned integer.

TODO

# Full Adder

- Ports : Inputs A,B; Output S (Sum),  $C_{in/out}$  (Carry)
- $S = A \oplus B \oplus C_i$ ,  $C_{out} = (AB) + (C_{in}(A \oplus B))$

## Exercise

Proof of the boolean equations above.

A	B	Cin	Cout	S
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

Table – Truth table of full adder

# Arithmetic logic unit

Example : 74181 IC = <https://www.ti.com/lit/ds/symlink/sn54s181.pdf>

- Ports : Inputs A,B ; Output Y
- Opcode : which operations to do = sum, difference, logic etc...
- Status : carry bit, parity, overflow...

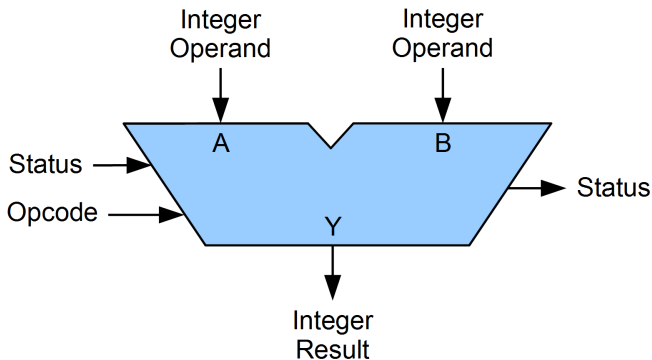


Figure – Arithmetic logic unit



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What we have seen :

- Boolean algebra
- Operations on Boolean algebras
- Karnaugh map for logic equation simplification
- Logic gates
- Common logic circuits