ESc201: Introduction to Electronics

Digital Circuits-2

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Goal of Simplification

In the SOP expression:

- 1. Minimize number of product terms
- 2. Minimize number of literals in each term

Simplification \Rightarrow Minimization

Minimization

$$y = \overline{x_1} \cdot \overline{x_2} \cdot x_3 + \overline{x_1} \cdot x_2 \cdot x_3 + x_1 \cdot \overline{x_2} \cdot x_3 + x_1 \cdot x_2 \cdot x_3$$

$$y = \overline{x_1} \cdot x_3 \cdot (\overline{x_2} + x_2) + x_1 \cdot x_3 \cdot (\overline{x_2} + x_2)$$

$$y = x_1 \cdot x_3 + x_1 \cdot x_3$$

$$y = (x_1 + x_1).x_3$$

$$y = x_3$$

Principle used: x + x = 1

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

Apply the Principle: x + x = 1 to simplify

$$f = x.(y + y) + x.y$$
 $f = x + x.y$

$$f = (\overline{x} + x) \cdot (\overline{x} + \overline{y})$$

$$f = (\overline{x}.\overline{x} + x\overline{x} + \overline{x}.\overline{y} + x.\overline{y})$$

$$f = (\overline{x} + \overline{x}.\overline{y} + x.\overline{y})$$

$$f = (\overline{x} + \overline{y}.(\overline{x} + x))$$

$$f = (\overline{x} + \overline{y})$$

Principle: x + x = 1 and x + x = x

Need a systematic and simpler method

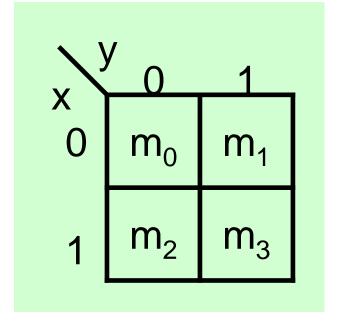
Karnaugh Map (K map) is a popular technique for carrying out simplification

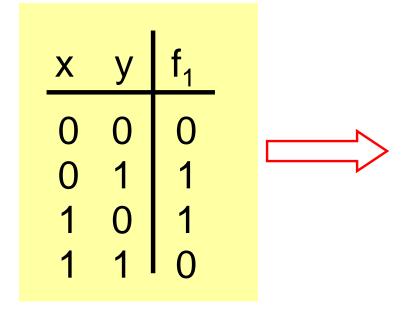
It represents the information in problem in such a way that the two principles become easy to apply

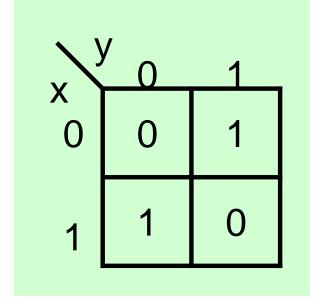
Principle:
$$x + \overline{x} = 1$$
 and $x + x = x$

K-map representation of truth table

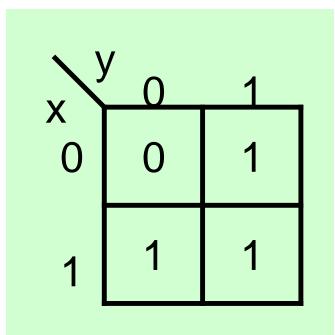
X	у	min term
0 0 1	0 1 0	x.y m0 x.y m1 x.y m2 x.y m3

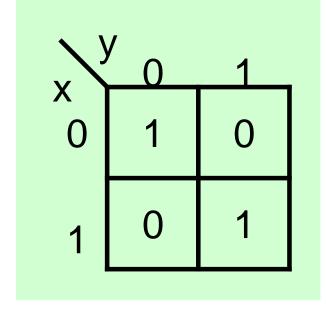






$$f_2 = \sum (1,2,3) \Longrightarrow$$



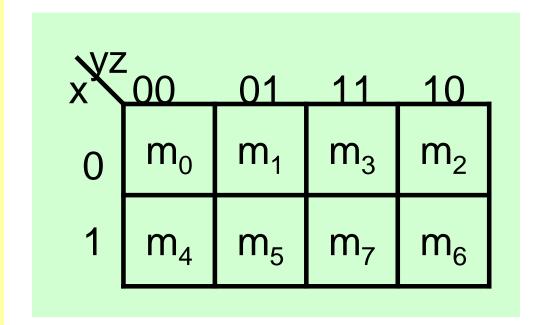




$$f = \overline{x}.\overline{y} + x.y$$

3-variable K-map representation

X	у	Z	min terms	
0	0	0	<u>X.</u> <u>y</u> . z	m0 m1
0	1	0	X.y.Z X.y.z	m2 m3
1	0	0	x . <u>y</u> . z	m4
1	1	1	x . y . <u>z</u> x . y . <u>z</u>	m5 m6
1	1	1	x.y.z	m7



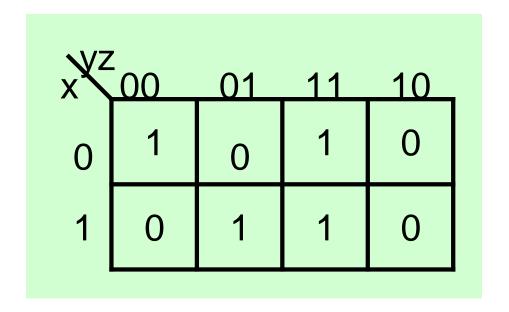
3-variable K-map representation

X	У	Z	min terms	x y z	f	
0	0	0	<u>x.y.z</u> m0	0 0 0	0	,
U	U	1	x.y.z <u>m1</u>	Q.Q.1.	1	i
0	1	0	\overline{x} . y. \overline{z} m2	0 1 0	0	
0	1	1	x.y.z <u>m3</u>	0 1 1	1	
1	0	0	x. y .z m4	1 0 0	0	
1	0	1	x.y.z <u>m5</u>	1 0 1	1	
1	1	0	$x.y.\overline{z}$ m6	1 1 0	0	
1	1	1	x.y.z <u>m</u> 7	1 1 1	1	
			1 , -,,,,			

XVZ	00	01	11	10
0	m_0	m ₁	m_3	m_2
1	m_4	m_5	m ₇	m ₆

XXZ	00	01	11	10_
0	0	1	1	0
1	0	1	1	0
				0

What is the function represented by this K map?



$$f = x.y.z + x.y.z + x.y.z + x.y.z$$

4-variable K-map representation

W	X	У	Z	min terms		
0	0	0	0	m_0		
0	0	0	1	m_1		
0	0	1	0	m_2	С	
0	0	1	1	m ₃		
1	1	1	0	m ₁₄		
1	1	1	1	m ₁₅		

WX WX	00	01	11	_10_
00	0	1	3	2
01	4	5	7	6
11	12	13	15	14
10	8	9	11	10

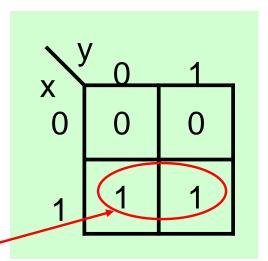
WX WX	00	01	11	10_
00	1	0	1	0
01	0	1	1	0
11	1	0	0	1
10	1	0	0	0

$$f = \overline{w.x.y.z} + \overline{w.x.y.z}$$

Minimization using Kmap

$$f_2 = \sum (2,3)$$

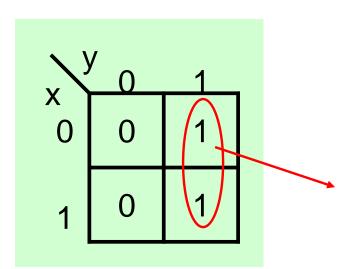
$$f = x.\overline{y} + x.y$$



$$f = x.(\overline{y} + y)$$

$$f = x$$

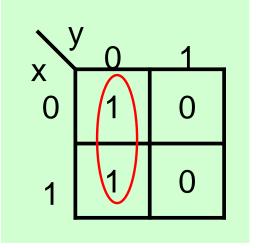
Combine terms which differ in only one bit position. As a result, whatever is common remains.



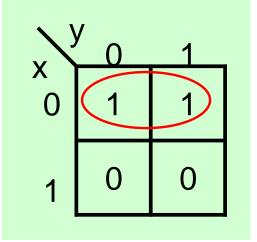
$$f = \overline{x}. y + x. y$$

$$f = (\bar{x} + x).y \implies f = y$$

$$\Rightarrow$$
 f = y



$$\Rightarrow f = \overline{y}$$



$$\Rightarrow$$
 f = \bar{x}

$$f_{2} = \sum (1, 2, 3)$$

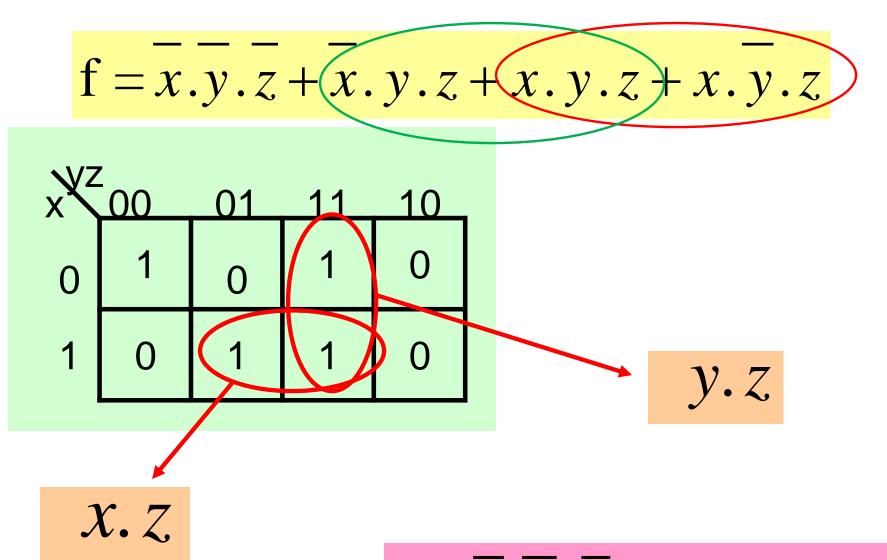
$$f = x \cdot \overline{y} + x \cdot y + \overline{x} \cdot y$$

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

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

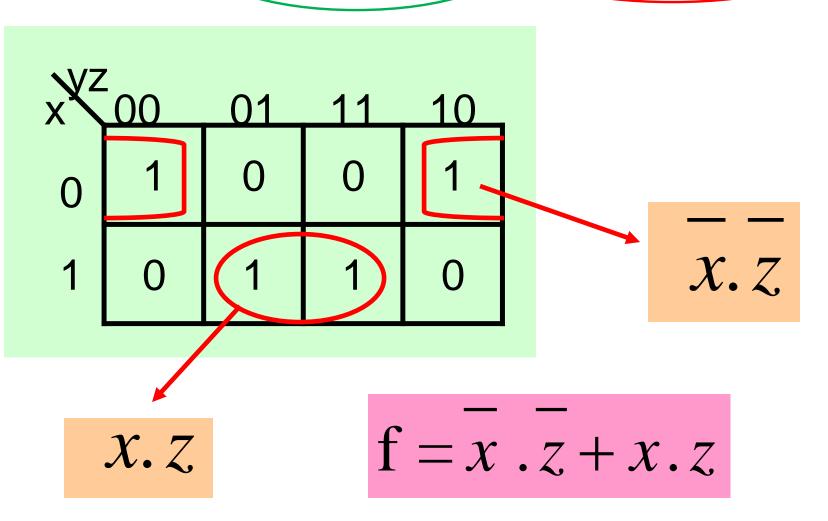
$$= x + y$$

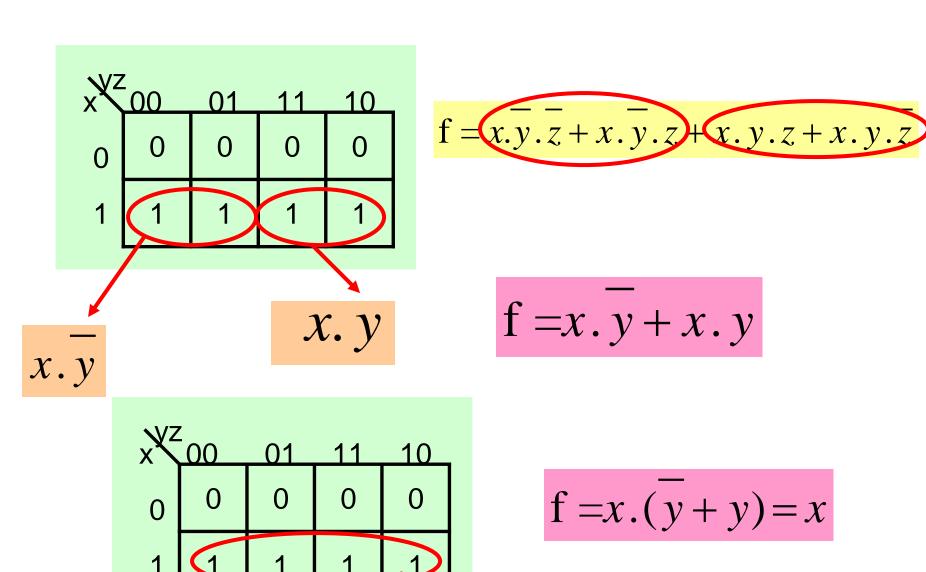
The idea is to cover all the 1's with as few and as simple terms as possible



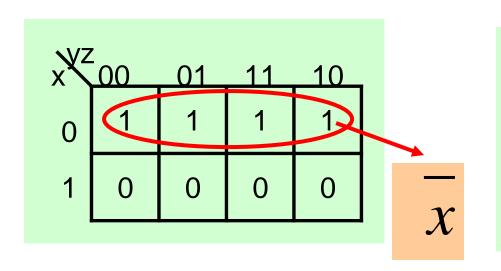
$$f = x.y.z + y.z + x.z$$

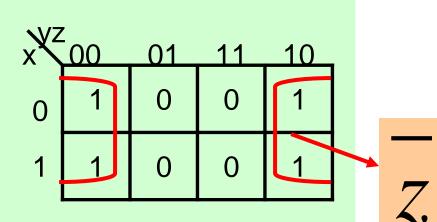
$$f = \overline{x.y.z + x.y.z + x.y.z}$$

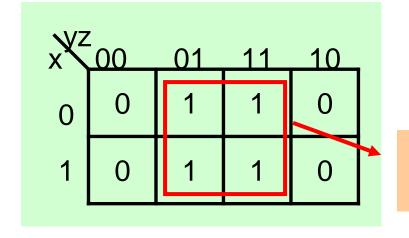




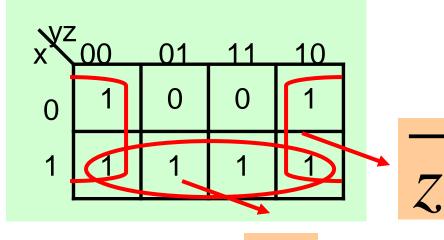
 χ







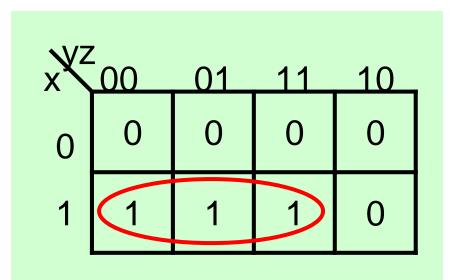
Z



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



Can we do this?



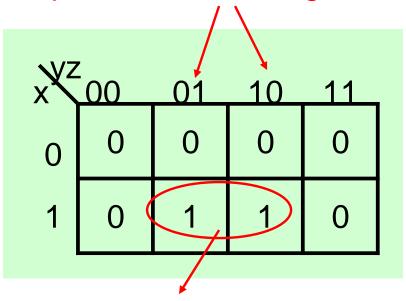
Note that each encirclement should represent a single product term. In this case it does not.

$$f = x.y.z + x.y.z + x.y.z$$

$$= x.y + x.z$$

We do not get a single product term. In general we cannot make groups of 3 terms.

Can we use kmap with the following ordering of variables?

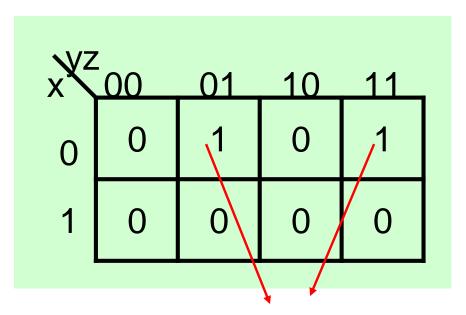


Can we combine these two terms into a single term?

$$f = x.y.z + x.y.z$$

$$= x.(y.z + y.z)$$

Note that no simplification is possible.

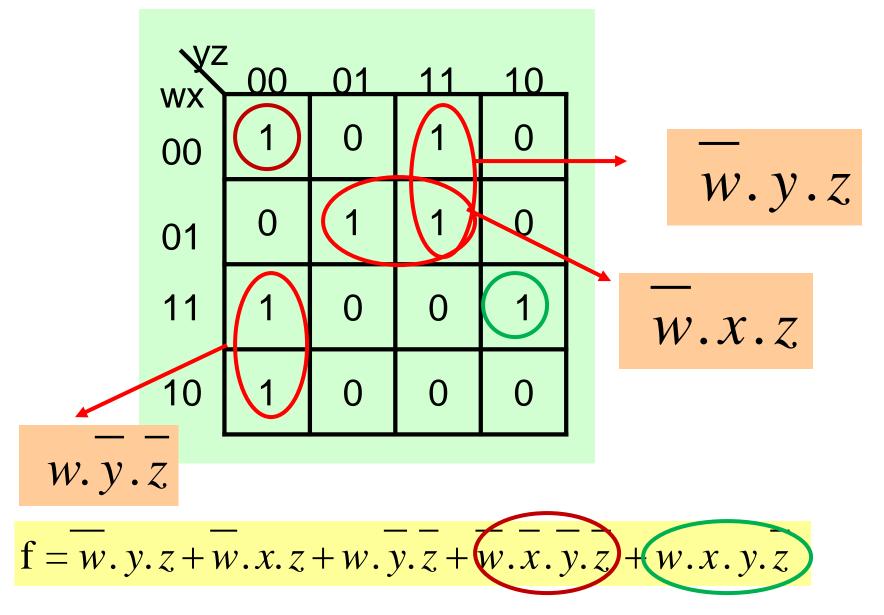


These two terms can be combined into a single term but it is not easy to show that on the diagram.

$$f = x.y.z + x.y.z$$

= $x.(y+y).z = x.z$

Kmap requires information to be represented in such a way that it is easy to apply the principle x + x = 1

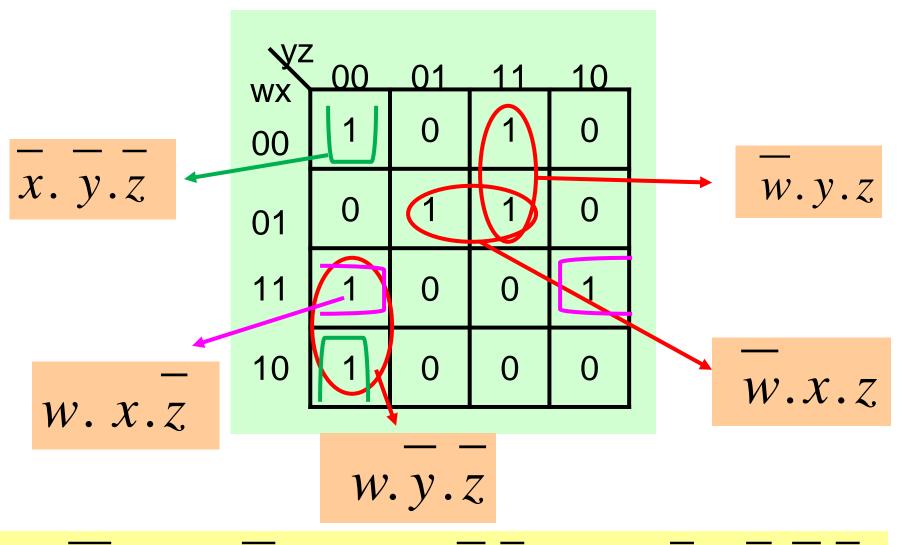


VZ	00	01	11	10	
wx 00	1	0	1	0	
01	0	1	1	0	
11	1	0	0	1	
10	1	0	0	0	

WX VZ	00	01	11	10	
00	1	0	1	0	
01	0	1	1	0	
11	1	0	0	1	
10	1	0	0	0	

$$w. x. y. z + w. x. y. z = x. y. z$$

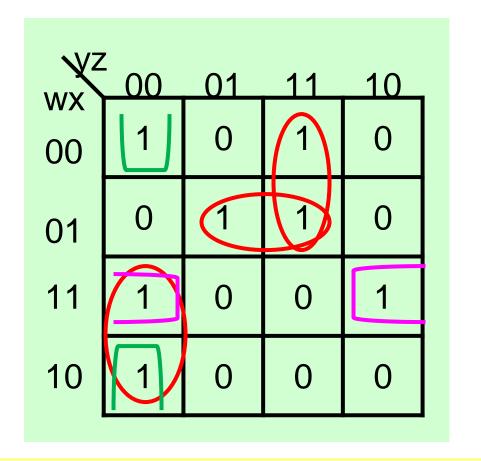
$$w. x. y. z + w. x. y. z = w. x. z$$



$$f = w. y. z + w. x. z + w. y. z + w. x. z + x. y. z$$

Is this the best that we can do?

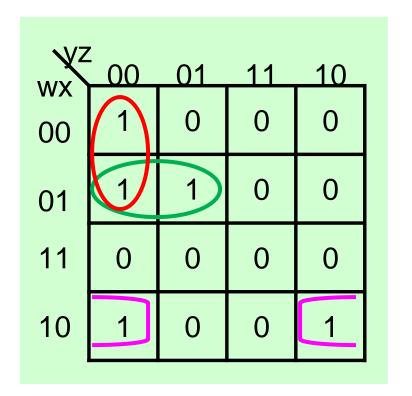
Cover the 1's with minimum number of terms



WX WX	00	01_	11_	10_	
00	1	0	\bigcap	0	
01	0		D	0	
11	1	0	0	1	
10	1	0	0	0	

$$f = w. y. z + w. x. z + w. y. z + w. x. z + w. y. z + w. x. z + x. y. z$$

$$f = w. y. z + w. x. z + w. z + w.$$

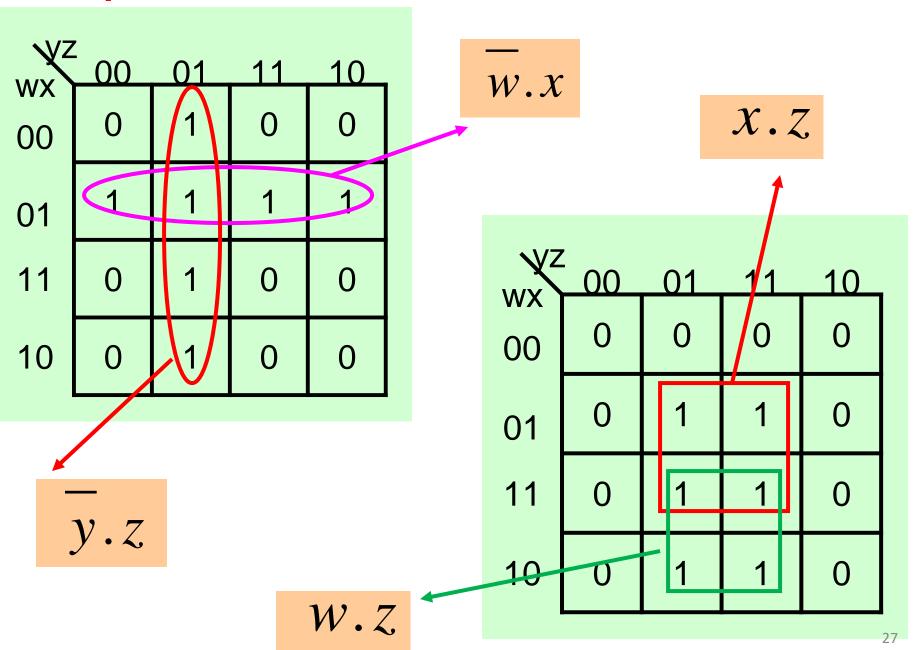


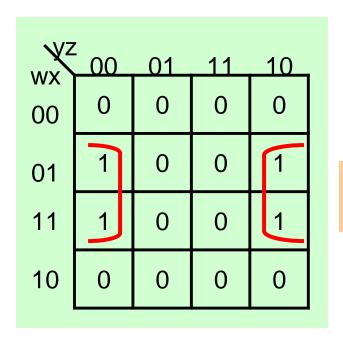
WX VZ	00	01	11	10_
00	1	0	0	0
01	\bigcirc		0	0
11	0	0	0	0
10	1	0	0	1

$$f = \overline{w.x.y} + \overline{w.x.z} + \overline{w.y.z}$$

$$f = \overline{w.x.y + w.x.z} + \overline{x.y.z}$$

Groups of 4





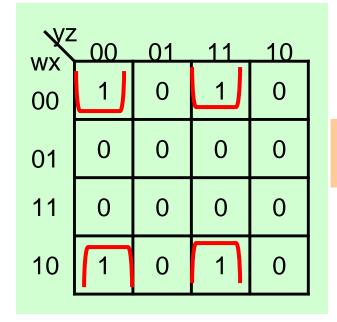
		_
\mathcal{X}	•	Z

WX VZ	00	01	11	10	
00	0	1	1	0	
01	0	0	0	0	
11	0	0	0	0	
10	0	1	1	0	

x.z

WX	00	01	11	10_
00	1	0	0	1
01	0	0	0	0
11	0	0	0	0
10	1)	0	0	1

 $\overline{x}.\overline{z}$

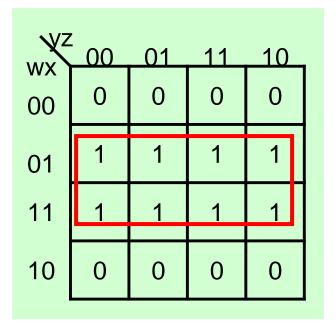


!!

Groups of 8

WX VZ	00	01	11	10
00	0	1	1	0
01	0	1	1	0
11	0	1	1	0
10	0	1_	1	0

Z



 \mathcal{X}

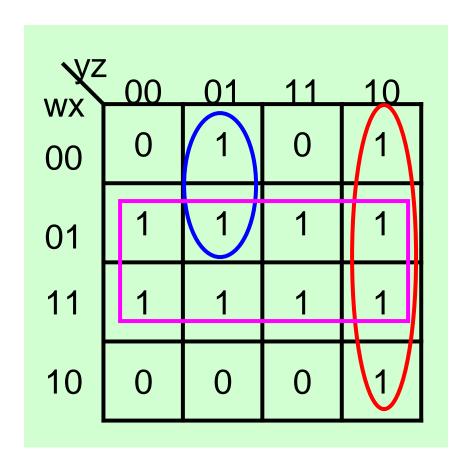
WX	00	01	11	10_
00	1	0	0	1
01	1	0	0	1
11	1	0	0	1
10	1	0	0	1

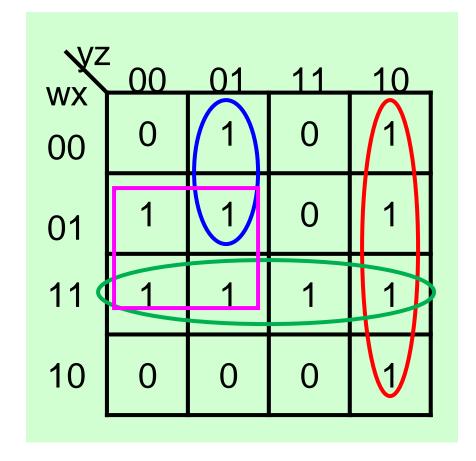
Z

WX VZ	00	01	11	_10_
00	1	1	1	1/
01	0	0	0	0
11	0	0	0	0
10	1	1	1	1

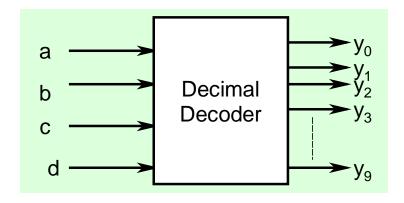
 \mathcal{X}

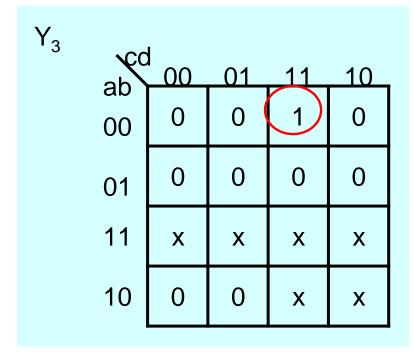
Examples





Don't care terms





$$y_3 = \overline{a.b.c.d}$$

а	b	С	d	y ₀ y ₁ y ₂ y ₃ y ₄ y ₅ y ₆ y ₇ y ₈ y ₉
0	0	0	0	1000000000
0	0	0	1	0100000000
0	0	1	0	0010000000
0	0	1	1	0001000000
0	1	0	0	0000100000
0	1	0	1	0000010000
0	1	1	0	0000001000
0	1	1	1	0000000100
1	0	0	0	0000000010
 1	0	0	_1_	0000000001
1	0	1	0	xxxxxxxxx
1	0	1	1	xxxxxxxxx
1	1	0	0	XXXXXXXXX
1	1	0	1	XXXXXXXXX
1	1	1	0	XXXXXXXXX
1	1	1	1	XXXXXXXXX

Don't care terms can be chosen as 0 or 1. Depending on the problem, we can choose the don't care term as 1 and use it to obtain a simpler Boolean expression

Y ₃					
ab	00	01	11,	_10_	Ī
ab 00	0	0	1	0	
01	0	0	0	0	
11	Х	X	Х	Х	
10	0	0	X	Х	

$$y_3 = \overline{b}.c.d$$

Don't care terms should only be included in encirclements if it helps in obtaining a larger grouping or smaller number of groups.

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Product of Sum (PoS) Terms Representation

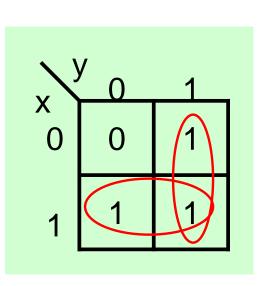
X	у	f ₁
0	0	0
0	1	1
1	0	1
1	1	0

$$\mathbf{f}_1 = (x + y) \cdot (\overline{x} + \overline{y})$$

$$\mathbf{f}_1 = \boldsymbol{M}_0 \cdot \boldsymbol{M}_3$$

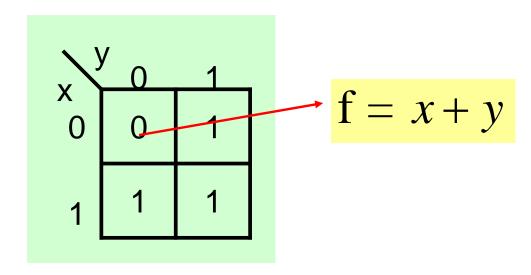
$$\mathbf{f}_1 = \prod \left(M_0, M_3 \right)$$

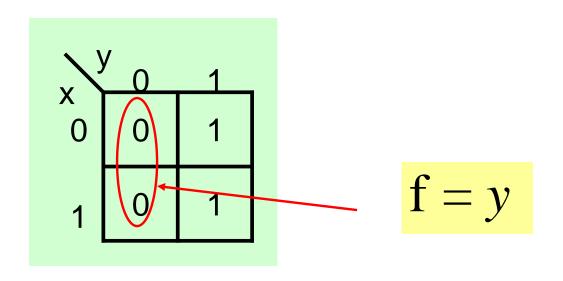
Minimization of Product of Sum Terms using Kmap

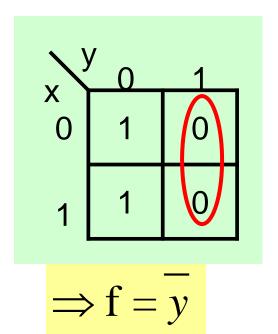


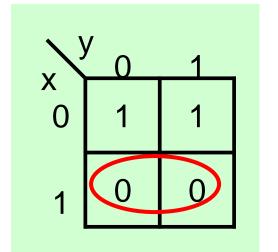
$$f = x + \overline{x} \cdot y + x \cdot y$$
$$= x + (\overline{x} + x) \cdot y$$
$$= x + y$$

Sum of Product (SoP)









$$\Rightarrow$$
 f = x

$$\frac{1}{x} + z$$

$$f = (x + z) \cdot (x + z)$$

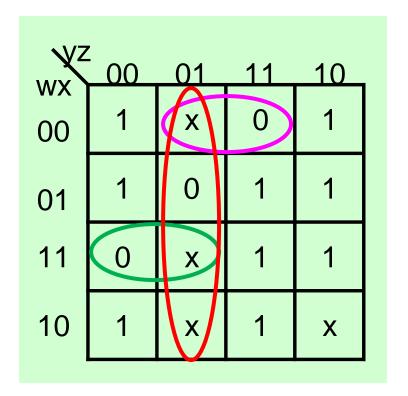
$$\Rightarrow f = x \cdot z + x \cdot z$$

$$x + y + z$$
 $wx = 00 \quad 01 \quad 11 \quad 10$
 $01 \quad 1 \quad 1 \quad 1$
 $01 \quad 1$

$$f = (x + y + z).(x + \overline{y} + \overline{z}).(\overline{w} + y + \overline{z}).(\overline{w} + x)$$

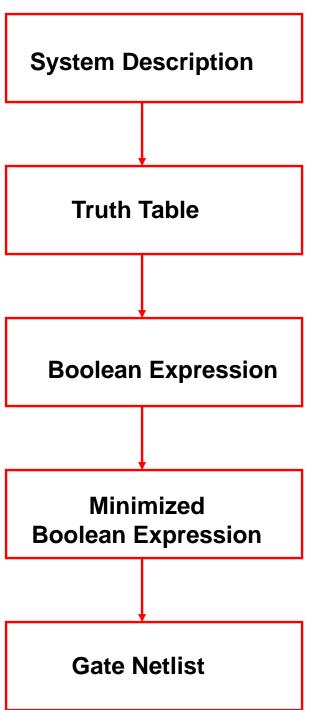
Example

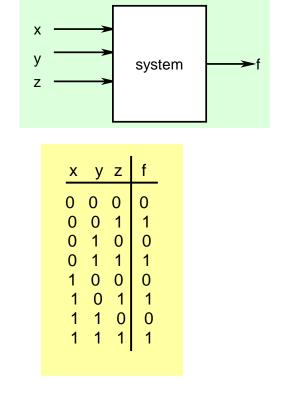
Obtain the minimized PoS by suitably using don't care terms



$$f = (w + x + z)(w + x + y)(y + z)$$

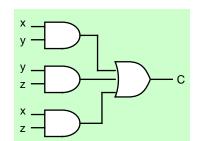
Design Flow





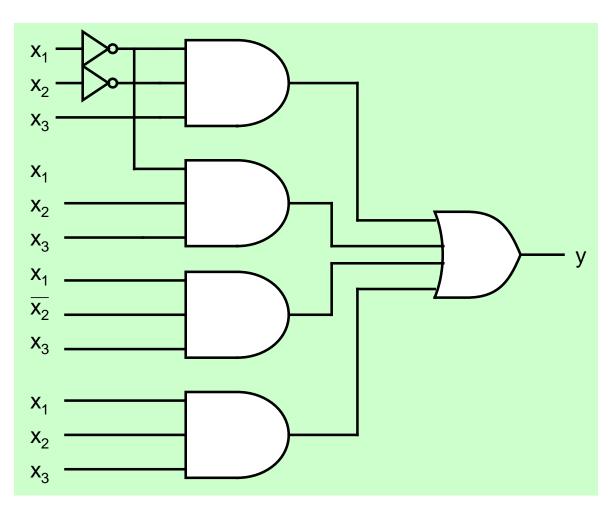
$$f = x.y.z + x.y.z + x.y.z + x.y.z$$

$$\Rightarrow$$
 f = $\overline{x} \cdot \overline{z} + x \cdot z$



Mapping of Boolean expression to a Network of gates available in the library

$$y = \overline{x_1} \cdot \overline{x_2} \cdot x_3 + \overline{x_1} \cdot x_2 \cdot x_3 + x_1 \cdot \overline{x_2} \cdot x_3 + x_1 \cdot x_2 \cdot x_3$$



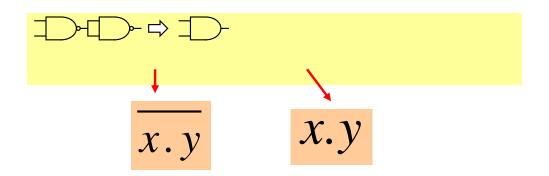
Implementation using only NAND gates



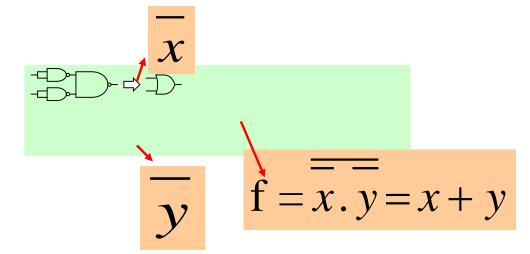


$$x \cdot x = x$$

NAND to AND

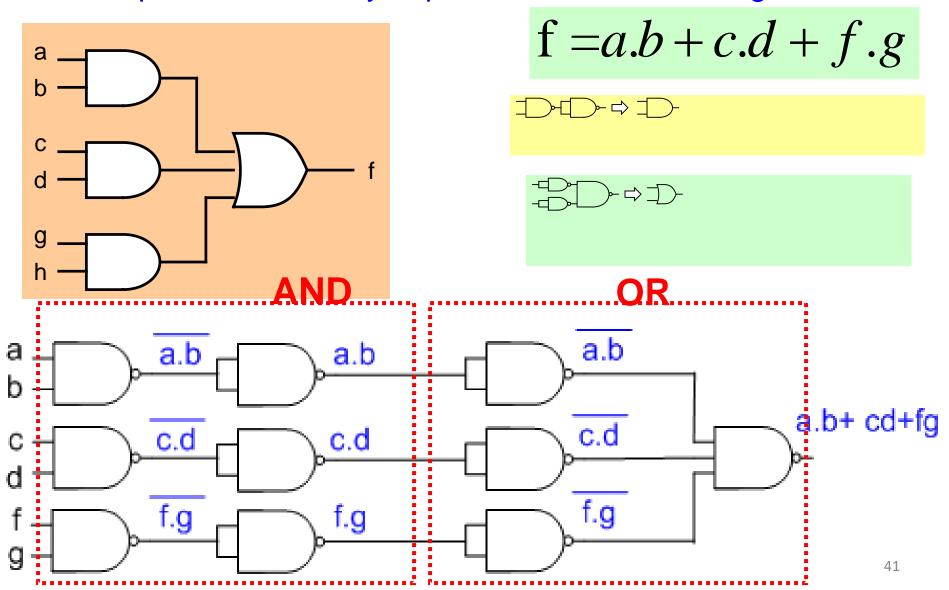


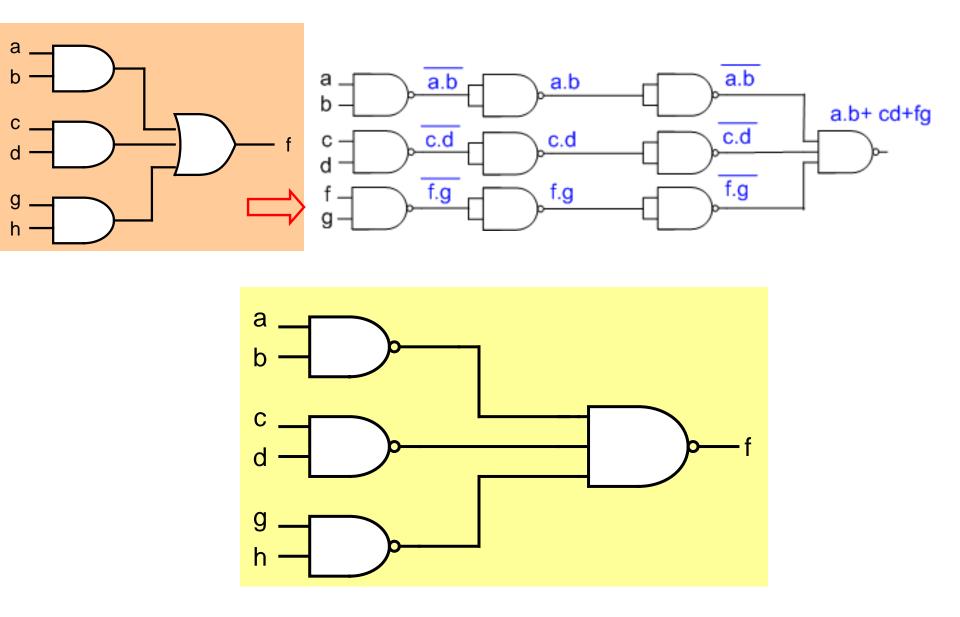
NAND to OR



Implementation using only NAND gates

A SoP expression is easily implemented with NAND gates.



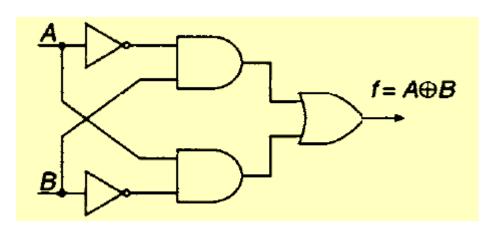


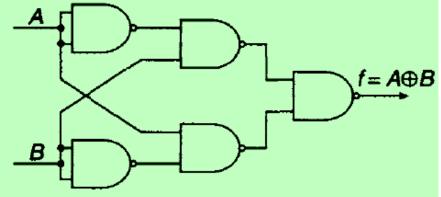
There is a one-to-one mapping between AND-OR network and NAND network

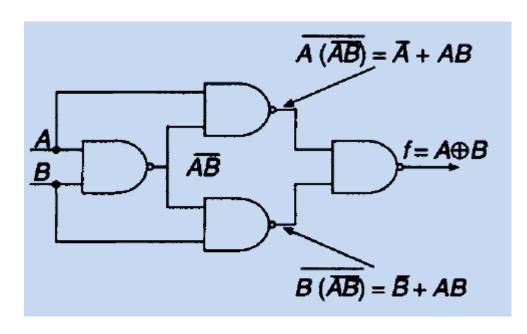
Often there is lot of further optimization that can be done

Consider implementation of XOR gate f = A.B + A.B

$$f = \overline{A}.B + A.\overline{B}$$







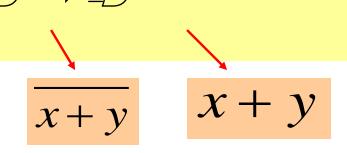
Implementation using only NOR gates



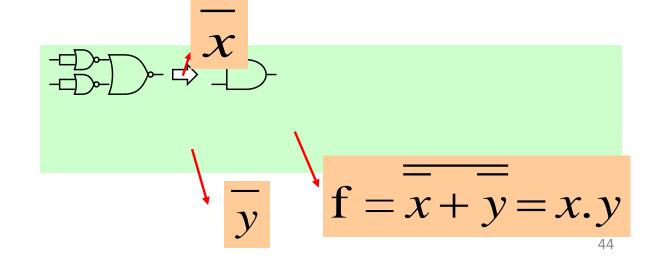


$$\overline{x+x} = \overline{x}$$

NOR to **OR**

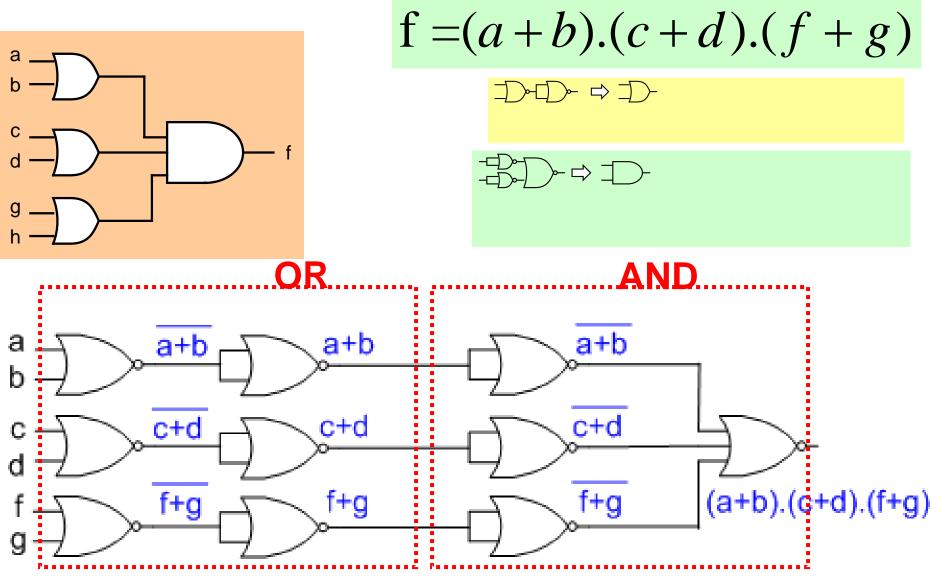


NOR to AND

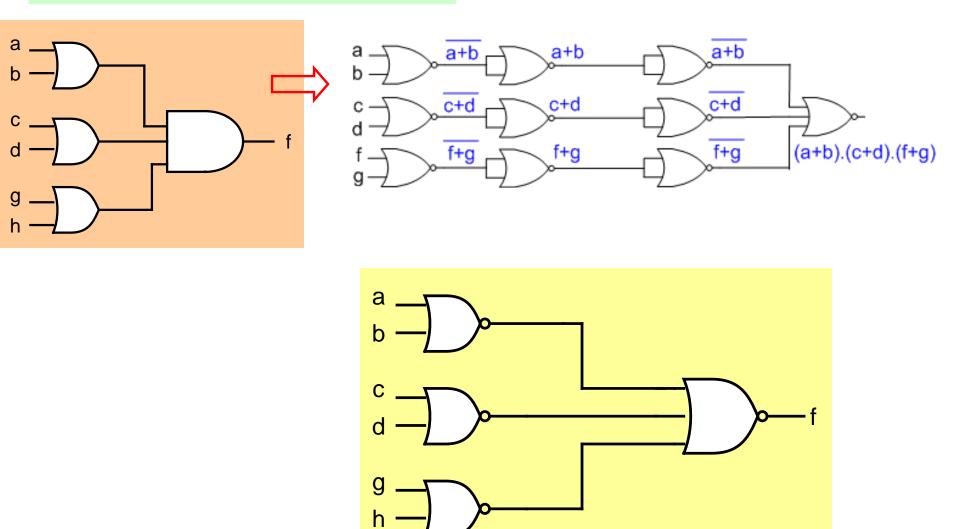


Implementation using only NOR gates

To implement using NOR gates, it is easiest to start with minimized Boolean expression in POS form

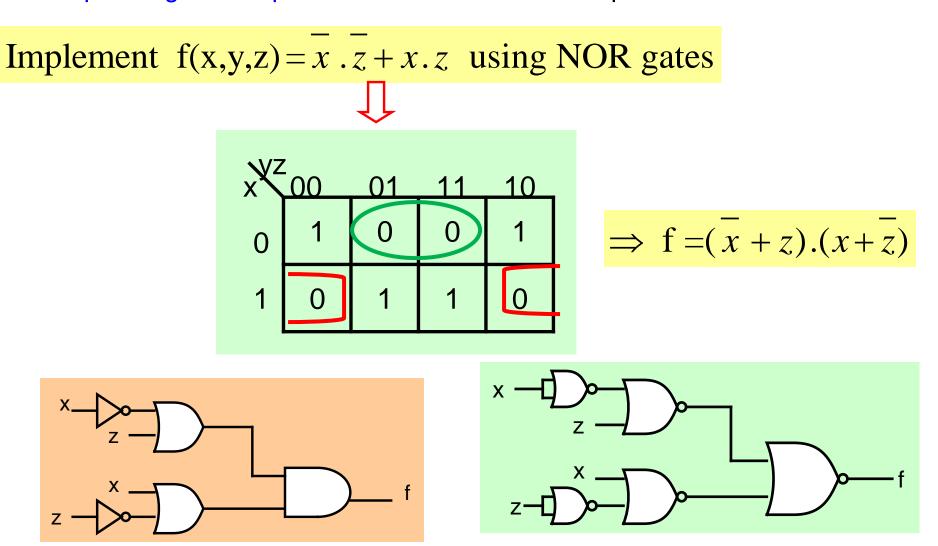


$$f = (a+b).(c+d).(f+g)$$



There is a one-to-one mapping between OR-AND network and NOR network

To implement SoP expression using NOR gates, determine first the corresponding PoS expression and then follow the procedure outlined earlier



Similarly PoS expression can be implemented as NAND network by first converting it to SoP expression and then following the procedure outlined earlier



How do we get the chocolate?