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## Introduction to Computer Science

Sheet # 07

### Problem 7.1:

• Using not-or ( $\bar{\vee}$ ) to prove  $\wedge$  (AND)

For a classical AND ( $\wedge$ ) gate we see that:

A	B	$A \wedge B$
1	1	1
0	1	0
1	0	0
0	0	0

Similarly this can be done as the following:  
 $X = (A \bar{\vee} A) \bar{\vee} (B \bar{\vee} B)$

A	B	$A \bar{\vee} A$	$B \bar{\vee} B$	X
1	1	0	0	1
0	1	1	0	0
1	0	0	1	0
0	0	1	1	0

Hence, as the outputs are exactly the same  
we can say that

$$A \wedge B = (A \bar{\vee} A) \bar{\vee} (B \bar{\vee} B)$$

• Using not-or ( $\bar{\vee}$ ) to prove  $\vee$  (OR)

For a classical ( $\vee$ ) OR gate we see that:

A	B	$A \vee B$
1	1	1
0	1	1
1	0	1
0	0	0

Similarly with not-or ( $\bar{\vee}$ ):  
 $X = (A \bar{\vee} B) \bar{\vee} (A \bar{\vee} B)$

A	B	$A \bar{\vee} B$	$A \bar{\vee} B$	X
1	1	0	0	1
0	1	0	0	1
1	0	0	0	1
0	0	1	1	0



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Hence, as the outputs are the same we can say that:

$$A \vee B = (A \bar{B}) \bar{\vee} (A \bar{B})$$

• Using not-or ( $\bar{\vee}$ ) to prove  $\neg$  (not) gate:

For a classical  $\neg$  (not) gate:

A	$\neg A$
1	0
0	1

Similarly, the not-or ( $\bar{\vee}$ ) gate can be used:

$$X = (A \bar{\vee} A)$$

A	$A \bar{\vee} A$
1	0
0	1

Hence we can say that:

$$\neg A = A \bar{\vee} A$$

Problem 7.2:

$$F(X, Y, Z) = (((X \wedge Y) \vee (X \wedge \neg Z)) \vee (Z \wedge \neg 0))$$

$$= (((X \wedge Y) \vee (X \wedge \neg Z)) \vee (Z \wedge \neg 0))$$

Since  $\neg 0 = 1$ ,

Applying Identity law i.e.  $x \wedge 1 = x$ ,

$$= (((X \wedge Y) \vee (X \wedge \neg Z)) \vee (Z))$$

~~Applying distributive law i.e.  $(x \wedge (y \vee z)) = (x \wedge y) \vee (x \wedge z)$~~



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$$= (X \wedge Y) \vee (X \wedge \neg Z) \vee Z$$

Applying absorption law i.e.  $(x \wedge \neg y) \vee y = x \vee y$ ,

$$= (X \wedge Y) \vee X \vee Z$$

Applying absorption law again, i.e.  $(x \wedge (x \vee y)) = x$

$$= (X \vee Z) //$$

hence proven that by using boolean equivalence laws

F can be formed into the expression

$$G(X, Y, Z) = (X \vee Z).$$