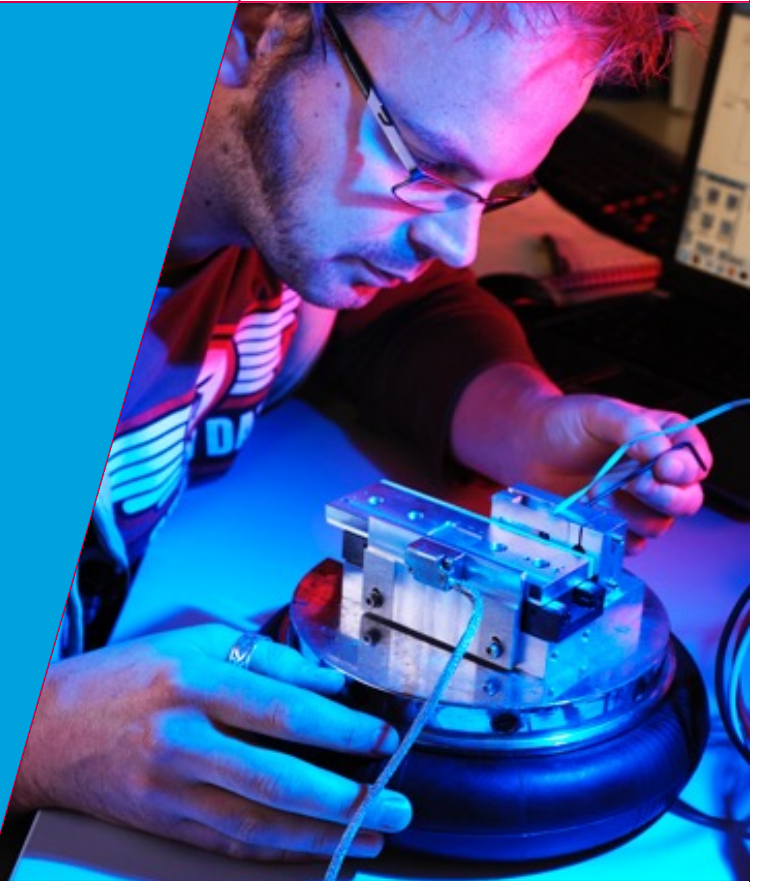


# 2IC30: Computer systems

## Optimizing circuits

### Karnaugh maps

Jan Friso Groote



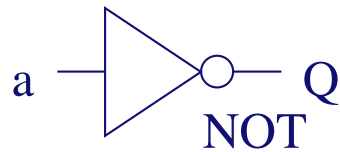
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Technische Universiteit  
**Eindhoven**  
University of Technology

**Where innovation starts**

# Logical gates I

Logical gates:

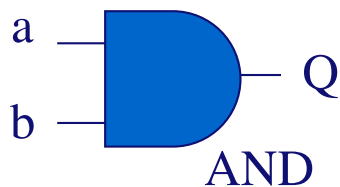


a	Q
0	1
1	0

$$Q = \neg a$$

$$Q = a'$$

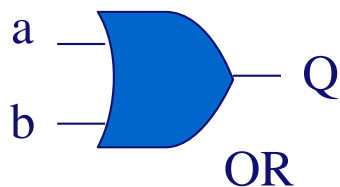
$$Q = \overline{a}$$



a	b	Q
0	0	0
0	1	0
1	0	0
1	1	1

$$Q = a \wedge b$$

$$Q = a \bullet b$$

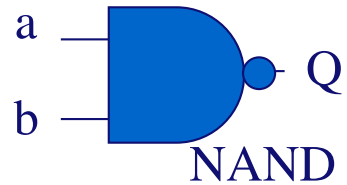


a	b	Q
0	0	0
0	1	1
1	0	1
1	1	1

$$Q = a \vee b$$

$$Q = a + b$$

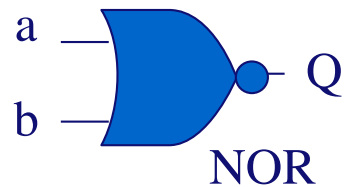
# Logical gates II



a	b	Q
0	0	1
0	1	1
1	0	1
1	1	0

$$Q = \neg(a \wedge b)$$

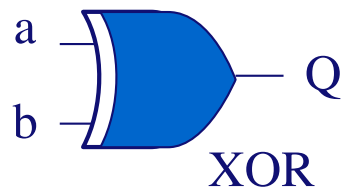
$$Q = (a \bullet b)'$$



a	b	Q
0	0	1
0	1	0
1	0	0
1	1	0

$$Q = \neg(a \vee b)$$

$$Q = (a + b)'$$

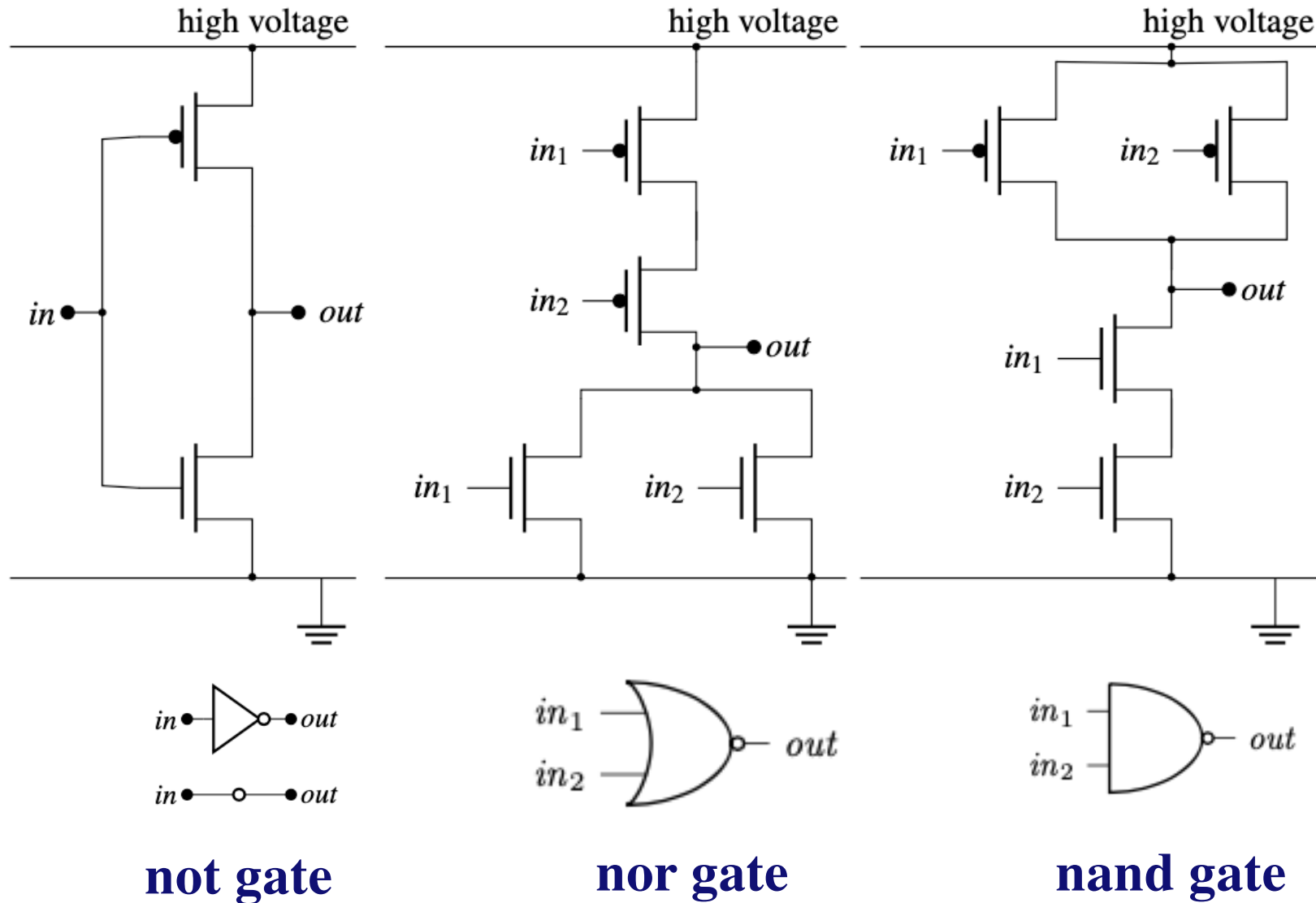


a	b	Q
0	0	0
0	1	1
1	0	1
1	1	0

$$Q = a \nleftrightarrow b$$

$$Q = (a \oplus b)$$

# Gates with Field Effect Transistors.



# Duality principle

- 1 is the dual of 0 (*true* is the dual of *false*).
- $\wedge$  is the dual of  $\vee$ .
- The dual is obtained by applying negation. Properties:
  - $\neg(x \vee y) = \neg x \wedge \neg y$
  - $\neg(x \wedge y) = \neg x \vee \neg y$
  - $x \vee (\neg x \wedge y) = x \vee y$
  - $x \wedge (\neg x \vee y) = x \wedge y$

# Rules for switching/boolean algebra (1)

$$\square x \vee x = x$$

$$\square x \wedge x = x$$

$$\square x \vee 1 = 1$$

$$\square x \wedge 0 = 0$$

$$\square x \vee 0 = x$$

$$\square x \wedge 1 = x$$

$$\square \neg(\neg x) = x$$

$$\square (x \vee y) \vee z = x \vee (y \vee z)$$

$$\square (x \wedge y) \wedge z = x \wedge (y \wedge z)$$

$$\square x \vee \neg x = 1$$

$$\square x \wedge \neg x = 0$$

Idempotence

Zero elements

Identity elements

Double negation

Associativity

Excluded middle

Contradiction

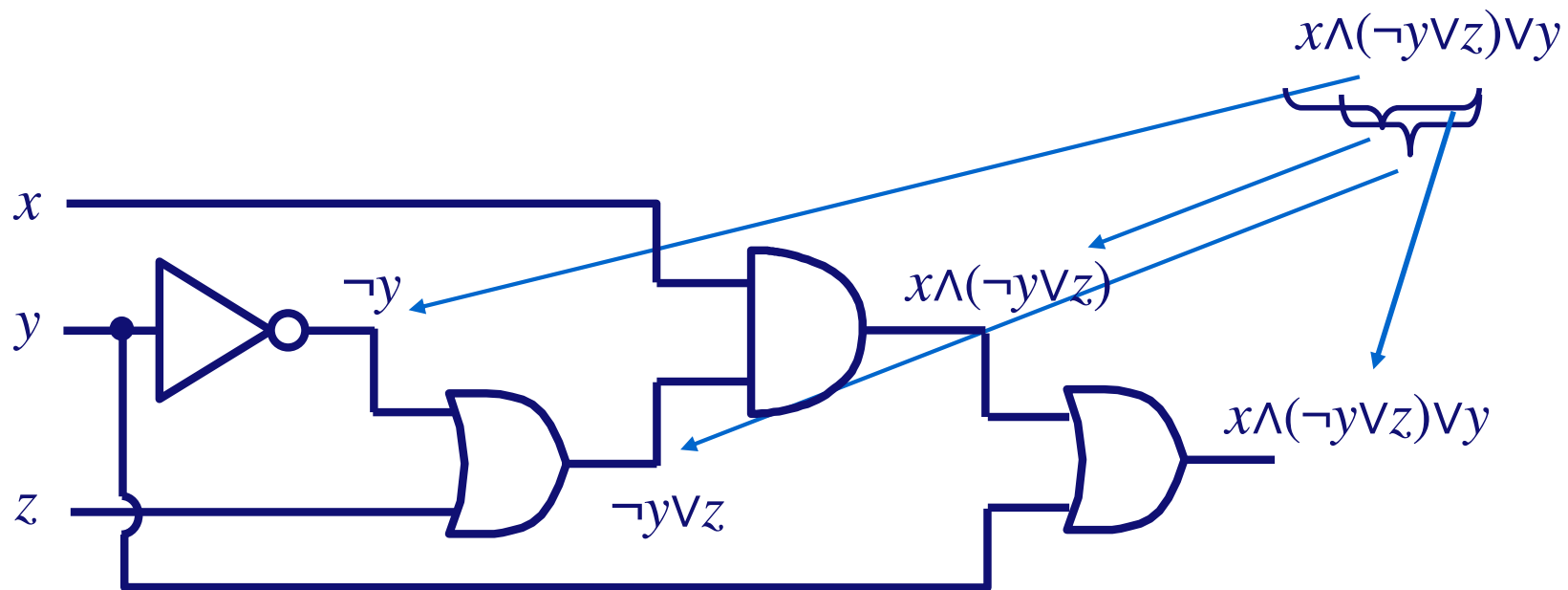
**Red** rules are complete, i.e., sufficient to derive all others (Ninomiya & Mukaidono, 2003).

# Rules for switching/boolean algebra (2)

- $\square x \vee y = y \vee x$
  - $\square x \wedge y = y \wedge x$
  - $\square x \vee (x \wedge y) = x$
  - $\square x \wedge (x \vee y) = x$
  - $\square x \vee (\neg x \wedge y) = x \vee y$
  - $\square x \wedge (\neg x \vee y) = x \wedge y$
  - $\square x \wedge (y \vee z) = (x \wedge y) \vee (x \wedge z)$
  - $\square x \vee (y \wedge z) = (x \vee y) \wedge (x \vee z)$
  - $\square \neg(x \vee y) = \neg x \wedge \neg y$
  - $\square \neg(x \wedge y) = \neg x \vee \neg y$
- Commutativity
- Absorption
- Complement Absorption
- Distributivity
- De Morgan

# From gates to boolean expressions and v.v.

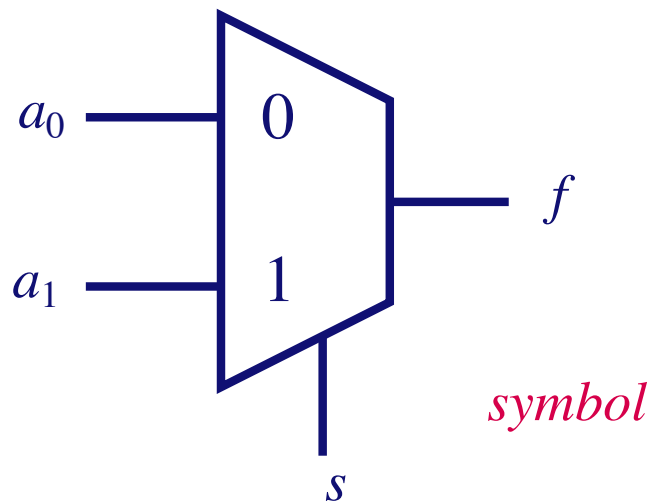
- Any switching function can be written as a boolean expression over the input signals.
- A boolean expression has a 1-1 correspondence with a gate implementation:





# How to systematically design a circuit from a truth table?

2 input multiplexer.



*multiplexer*

$s$	$a_0$	$a_1$	$f$
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

*2-input multiplexer*

$s$	$f$
0	$a_0$
1	$a_1$

# Minterms and maxterms

- Every line in the truth table where the function has value 1 corresponds to a (so-called) *minterm*;

Example:

if  $f=1$  for  $a = 1, b = 0$ , and  $c = 1$ , the minterm is:  
 $a \wedge \neg b \wedge c$ .

a	b	c	f	f'
0	0	0	0	1
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	1	0
1	0	1	1	0
1	1	0	1	0
1	1	1	1	0

# Minterms and maxterms

- Every line in the truth table where the function has value 0 corresponds to a (so-called) *maxterm*;

Example:

if  $f = 0$  for  $a = 0, b = 1$ , and  $c = 0$ , the maxterm is:  
 $a \vee \neg b \vee c$ .

a	b	c	f	f'
0	0	0	0	1
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	1	0
1	0	1	1	0
1	1	0	1	0
1	1	1	1	0

# Two Canonical Forms

- *Disjunctive Normal Form*: every boolean function can be written as the *disjunction* of a set of *minterms*.
- *Conjunctive Normal Form*: every boolean function can be written as the *conjunction* of a set of *maxterms*.

# Disjunction of minterms (canonical)

			$f = \neg a \wedge b \wedge c \vee a \wedge \neg b \wedge \neg c \vee a \wedge \neg b \wedge c \vee a \wedge b \wedge \neg c \vee a \wedge b \wedge c$	
a	b	c	f	f'
0	0	0	0	1
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	1	0
1	0	1	1	0
1	1	0	1	0
1	1	1	1	0

Diagram illustrating the canonical representation of a function  $f$  and its complement  $f'$  using disjunction of minterms. The truth table shows the values of  $a$ ,  $b$ , and  $c$  for each row. The function  $f$  is defined as the disjunction of minterms where  $f=1$  (rows 4-8). The complement  $f'$  is defined as the disjunction of minterms where  $f=0$  (rows 1-3). Blue circles highlight the minterms for  $f$  and  $f'$ . Blue arrows point from the minterms in the truth table to their corresponding terms in the disjunctive formulas above.

Truth tables and disjunctions of minterms (in fixed order) are canonical representations

**Unfortunately very verbose!**

# Rules for switching algebra (2)

$$\left. \begin{array}{l} \square x \vee y = y \vee x \\ \square x \wedge y = y \wedge x \end{array} \right\} \text{Commutativity}$$

$$\left. \begin{array}{l} \square x \vee (x \wedge y) = x \\ \square x \wedge (x \vee y) = x \end{array} \right\} \text{Absorption}$$

$$\left. \begin{array}{l} \square x \vee (\neg x \wedge y) = x \vee y \\ \square x \wedge (\neg x \vee y) = x \wedge y \end{array} \right\} \text{Complement Absorption}$$

$$\left. \begin{array}{l} \square x \wedge (y \vee z) = (x \wedge y) \vee (x \wedge z) \\ \square x \vee (y \wedge z) = (x \vee y) \wedge (x \vee z) \end{array} \right\} \text{Distributivity}$$

$$\left. \begin{array}{l} \square \neg(x \vee y) = \neg x \wedge \neg y \\ \square \neg(x \wedge y) = \neg x \vee \neg y \end{array} \right\} \text{De Morgan}$$

# Disjunction of minterms (canonical)

$f = \neg a \wedge b \wedge c \vee a \wedge \neg b \wedge \neg c \vee a \wedge \neg b \wedge c \vee a \wedge b \wedge \neg c \vee a \wedge b \wedge c$				
a	b	c	f	f'
0	0	0	0	1
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	1	0
1	0	1	1	0
1	1	0	1	0
1	1	1	1	0

$$f' = \neg a \wedge \neg b \wedge \neg c \vee \neg a \wedge \neg b \wedge c \vee \neg a \wedge b \wedge \neg c$$

$$f = a \wedge \neg b \wedge (c \vee \neg c) \vee \neg a \wedge b \wedge c \vee a \wedge b \wedge (\neg c \vee c)$$

$$= a \wedge \neg b \vee \neg a \wedge b \wedge c \vee a \wedge b$$

$$= a \wedge (\neg b \vee b) \vee \neg a \wedge b \wedge c$$

$$= a \vee \neg a \wedge b \wedge c$$

$$= a \vee b \wedge c$$

Truth tables and disjunctions of minterms (in fixed order) are canonical representations

**Unfortunately very verbose!**

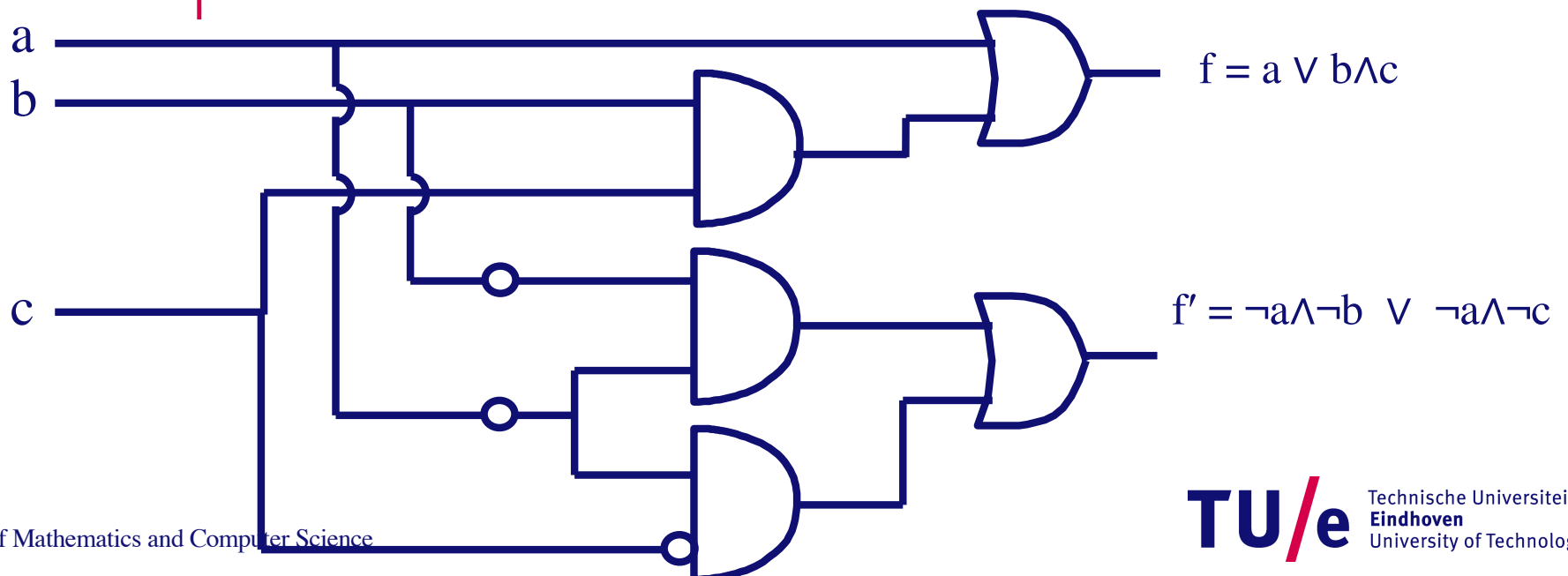
CHECK:  $f' = \neg(a \vee b \wedge c) = \neg a \wedge (\neg b \vee \neg c) = \neg a \wedge (\neg b \vee b \wedge \neg c) = \neg a \wedge \neg b \vee \neg a \wedge b \wedge \neg c = \neg a \wedge \neg b \wedge (c \vee \neg c) \vee \neg a \wedge b \wedge \neg c = \neg a \wedge \neg b \wedge c \vee \neg a \wedge \neg b \wedge \neg c \vee \neg a \wedge b \wedge \neg c$

# Disjunction of minterms

a	b	c	f	f'
0	0	0	0	1
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	1	0
1	0	1	1	0
1	1	0	1	0
1	1	1	1	0

$$f = a \vee b \wedge c$$

$$f' = \neg a \wedge \neg b \vee \neg a \wedge \neg c$$





# Conjunction of maxterms (canonical)

a	b	c	Maxterms	f	f'
0	0	0	$a \vee b \vee c = M_0$	0	1
0	0	1	$a \vee b \vee \neg c = M_1$	0	1
0	1	0	$a \vee \neg b \vee c = M_2$	0	1
0	1	1	$a \vee \neg b \vee \neg c = M_3$	1	0
1	0	0	$\neg a \vee b \vee c = M_4$	1	0
1	0	1	$\neg a \vee b \vee \neg c = M_5$	1	0
1	1	0	$\neg a \vee \neg b \vee c = M_6$	1	0
1	1	1	$\neg a \vee \neg b \vee \neg c = M_7$	1	0

*Maxterm:*

Disjunction of signals in which every variable or its complement occurs exactly once but not both!

*Maxterm form for function f:*

**Lines with  $f = 0$**

**Input 0 : take variable**

**Input 1 : take complement of input**

Conjunction of maxterms

$$f = (a \vee b \vee c) \wedge (a \vee b \vee \neg c) \wedge (a \vee \neg b \vee c)$$

$$f' = (a \vee \neg b \vee \neg c) \wedge (\neg a \vee b \vee c) \wedge (\neg a \vee b \vee \neg c) \wedge (\neg a \vee \neg b \vee c) \wedge (\neg a \vee \neg b \vee \neg c)$$

# Rules for switching algebra (2)

$$\left. \begin{array}{l} \square x \vee y = y \vee x \\ \square x \wedge y = y \wedge x \end{array} \right\} \text{Commutativity}$$

$$\left. \begin{array}{l} \square x \vee (x \wedge y) = x \\ \square x \wedge (x \vee y) = x \end{array} \right\} \text{Absorption}$$

$$\left. \begin{array}{l} \square x \vee (\neg x \wedge y) = x \vee y \\ \square x \wedge (\neg x \vee y) = x \wedge y \end{array} \right\} \text{Complement Absorption}$$

$$\left. \begin{array}{l} \square x \wedge (y \vee z) = (x \wedge y) \vee (x \wedge z) \\ \square x \vee (y \wedge z) = (x \vee y) \wedge (x \vee z) \end{array} \right\} \text{Distributivity}$$

$$\left. \begin{array}{l} \square \neg(x \vee y) = \neg x \wedge \neg y \\ \square \neg(x \wedge y) = \neg x \vee \neg y \end{array} \right\} \text{De Morgan}$$

# Two level canonical forms and de Morgan

Disjunction of minterms of  $f'$  to the conjunction of maxterms of  $f$

$$f' = \neg a \wedge \neg b \wedge \neg c \vee \neg a \wedge \neg b \wedge c \vee \neg a \wedge b \wedge \neg c$$

Using de Morgan to get  $f$ :

$$\begin{aligned} f = \neg(f') &= \neg(\neg a \wedge \neg b \wedge \neg c \vee \neg a \wedge \neg b \wedge c \vee \neg a \wedge b \wedge \neg c) \\ &= (a \vee b \vee c) \wedge (a \vee b \vee \neg c) \wedge (a \vee \neg b \vee c) \end{aligned}$$

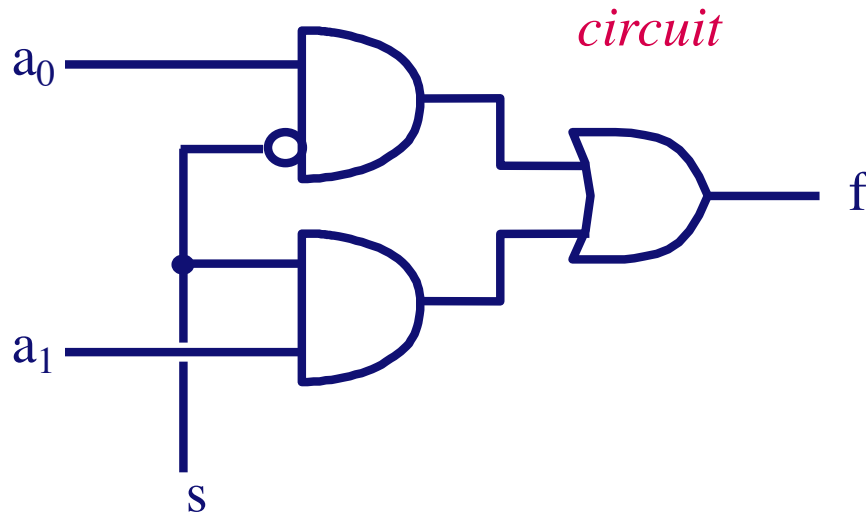
Conjunction of maxterms of  $f'$  to disjunction of minterms of  $f$

$$f' = (a \vee \neg b \vee \neg c) \wedge (\neg a \vee b \vee c) \wedge (\neg a \vee b \vee \neg c) \wedge (\neg a \vee \neg b \vee c) \wedge (\neg a \vee \neg b \vee \neg c)$$

Using de Morgan to get  $f$ :

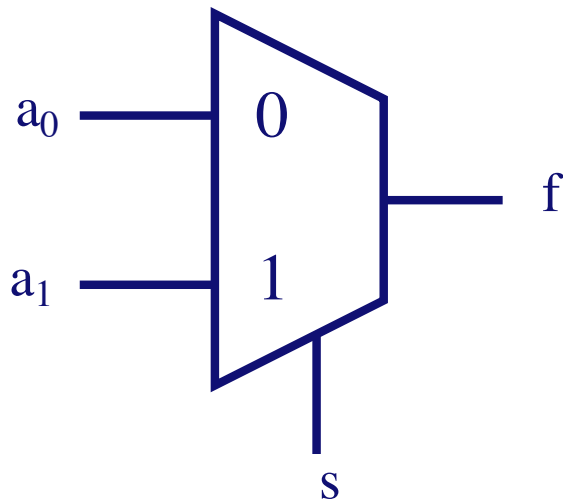
$$\begin{aligned} f = \neg(f') &= \neg((a \vee \neg b \vee \neg c) \wedge (\neg a \vee b \vee c) \wedge (\neg a \vee b \vee \neg c) \wedge (\neg a \vee \neg b \vee c) \wedge (\neg a \vee \neg b \vee \neg c)) \\ &= \neg a \wedge b \wedge c \vee a \wedge \neg b \wedge \neg c \vee a \wedge \neg b \wedge c \vee a \wedge b \wedge \neg c \vee a \wedge b \wedge c \end{aligned}$$

# How to design a circuit from a truth table?



*multiplexer*

$s$	$a_0$	$a_1$	$f$
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1



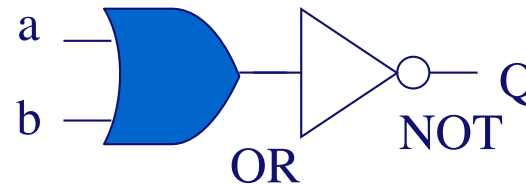
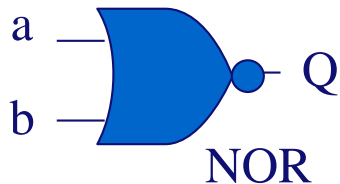
# Questions?



# Functional completeness of a set of gates.

## □ Important question:

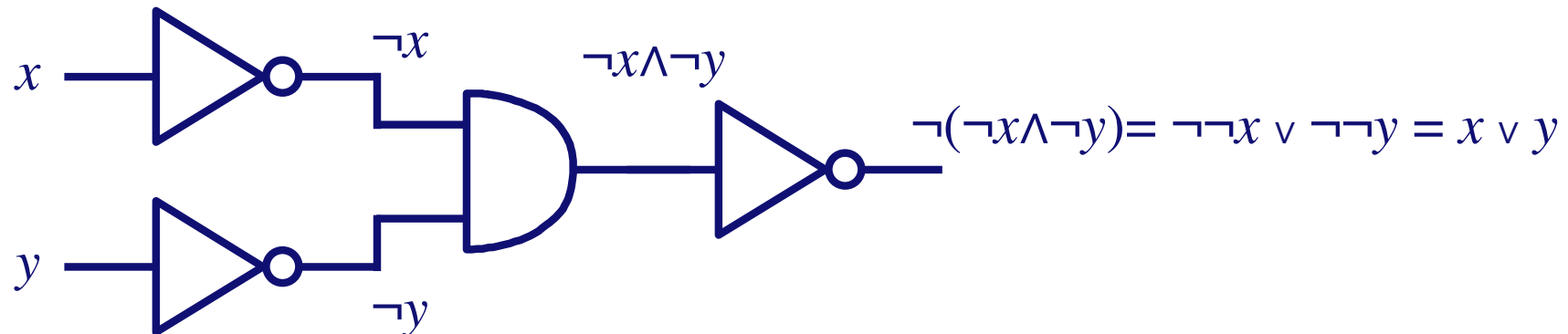
- Which gates do we need to implement ALL possible switching functions?
- Observe: the NOR is not necessary



# Completeness of a set of gates

- ❑ A set of gates is “complete” iff any switching function can be implemented by them.
- ❑ Of course { AND, OR, NOT } is functionally complete (consider min- and maxterm implementations).

**However:**

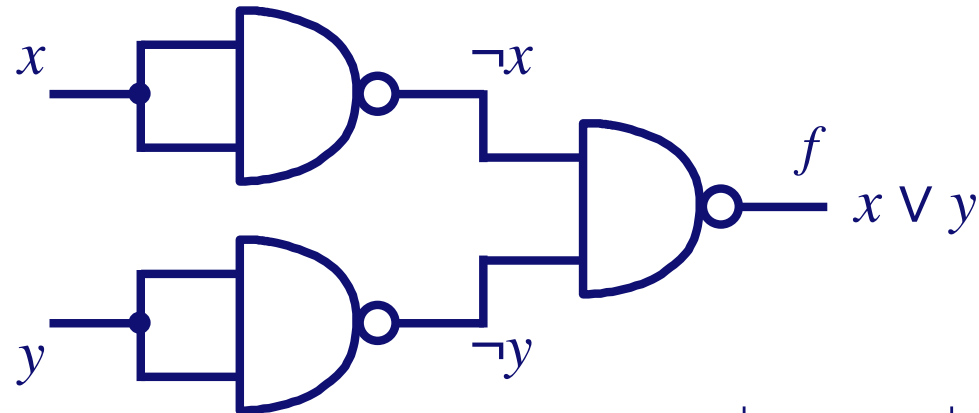
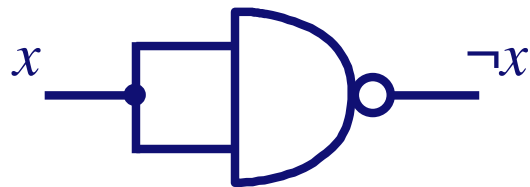
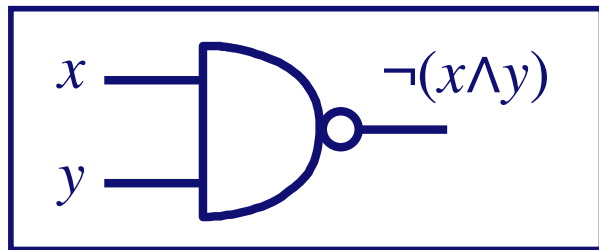


- ❑ Hence, one can build OR using only AND and NOT.

**{ AND, NOT } is functionally complete  
(idem: { OR, NOT } is functionally complete).**

# Completeness of sets of gates

A NAND gate output is 0 if and only if all inputs are 1:



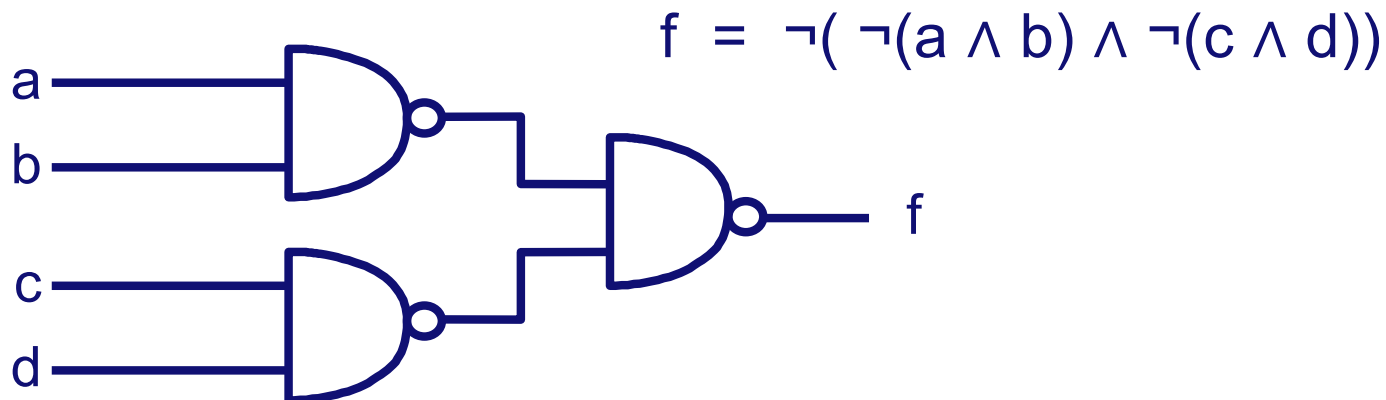
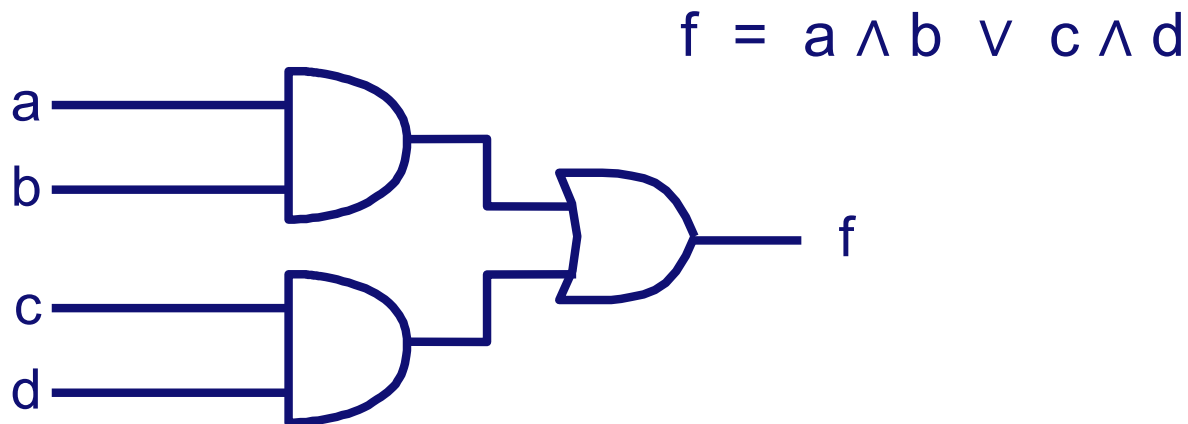
$x$	$y$	$\neg x$	$\neg y$	$f$
0	0	1	1	0
0	1	1	0	1
1	0	0	1	1
1	1	0	0	1

The NOT, OR and AND can be built with NAND gates!

**{ NAND } is functionally complete  
(idem: { NOR } is functionally complete).**



# Two-level AND-OR equals NAND-NAND



# Questions?



# Karnaugh maps: optimising circuits.

- ❑ Each cell corresponds to one row from the truth table.
- ❑ The upper line and left column are “neighbors” from the bottom line and right column respectively.
- ❑ Two neighbors differ on exactly one input bit.

a	b	c	d	f
0	0	0	0	0
0	0	0	1	0
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	0
0	1	1	1	1
1	0	0	0	0
1	0	0	1	0
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0

		ab			
		00	01	11	10
cd	00	0	0	0	0
	01	0	1	0	0
	11	1	1	1	1
	10	1	0	0	1

# Karnaugh maps: optimising circuits.

a	b	c	d	f
0	0	0	0	0
0	0	0	1	0
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	0
0	1	1	1	1
1	0	0	0	0
1	0	0	1	0
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	1

ab		00	01	11	10
cd	00	0	0	0	0
	01	0	1	0	0
	11	1	1	1	1
	10	1	0	0	1

# Karnaugh maps

## Minterms in Karnaugh maps

cd \ ab				
	00	01	11	10
00	1	0	0	0
01	0	0	0	0
11	0	0	0	0
10	0	0	0	0

b				
c	1	0	0	0
	0	0	0	0
	0	0	0	0
	0	0	0	0
d				
a				

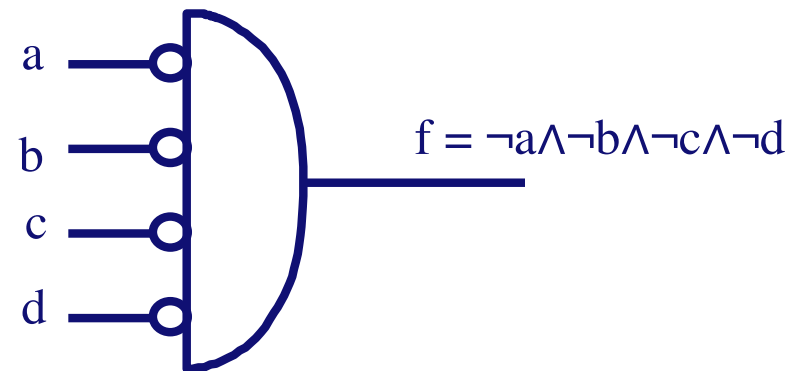
minterm =  $\neg a \wedge \neg b \wedge \neg c \wedge \neg d$   
(that is where output is 1)

# Karnaugh maps

## Minterms in Karnaugh maps

cd \ ab	ab			
	00	01	11	10
00	1	0	0	0
01	0	0	0	0
11	0	0	0	0
10	0	0	0	0

minterm =  $\neg a \wedge \neg b \wedge \neg c \wedge \neg d$   
(that is where output is 1)



# Karnaugh maps

## Minterms and maxterms in Karnaugh maps

		ab			
		00	01	11	10
cd	00	1	1	0	0
	01	0	0	0	0
	11	0	0	0	0
	10	0	0	0	0

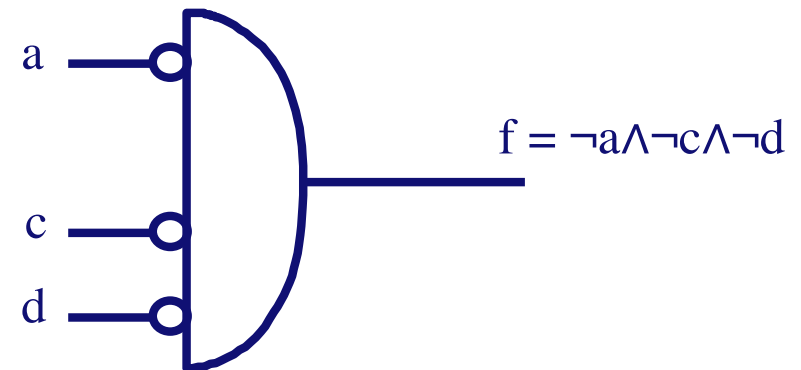
				b			
c		1	1	0	0	d	
		0	0	0	0		
		0	0	0	0		
		0	0	0	0		
				a			

minterm =  $\neg a \wedge \neg c \wedge \neg d$   
(that is where output equals 1)

# Karnaugh maps

## Minterms and maxterms in Karnaugh maps

		ab			
		00	01	11	10
cd	00	1	1	0	0
	01	0	0	0	0
	11	0	0	0	0
	10	0	0	0	0



minterm =  $\neg a \wedge \neg c \wedge \neg d$   
(that is where output equals 1)



# Karnaugh maps

## Minterms and maxterms in Karnaugh maps

		ab			
		00	01	11	10
cd	00	1	1	0	0
	01	1	1	0	0
	11	0	0	0	0
	10	0	0	0	0

		b			
c	d	1	1	0	0
		1	1	0	0
		0	0	0	0
		0	0	0	0
		a			

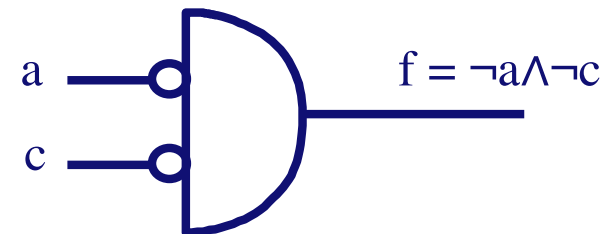
minterm =  $\neg a \wedge \neg c$

(that is where output equals 1)

# Karnaugh maps

## Minterms and maxterms in Karnaugh maps

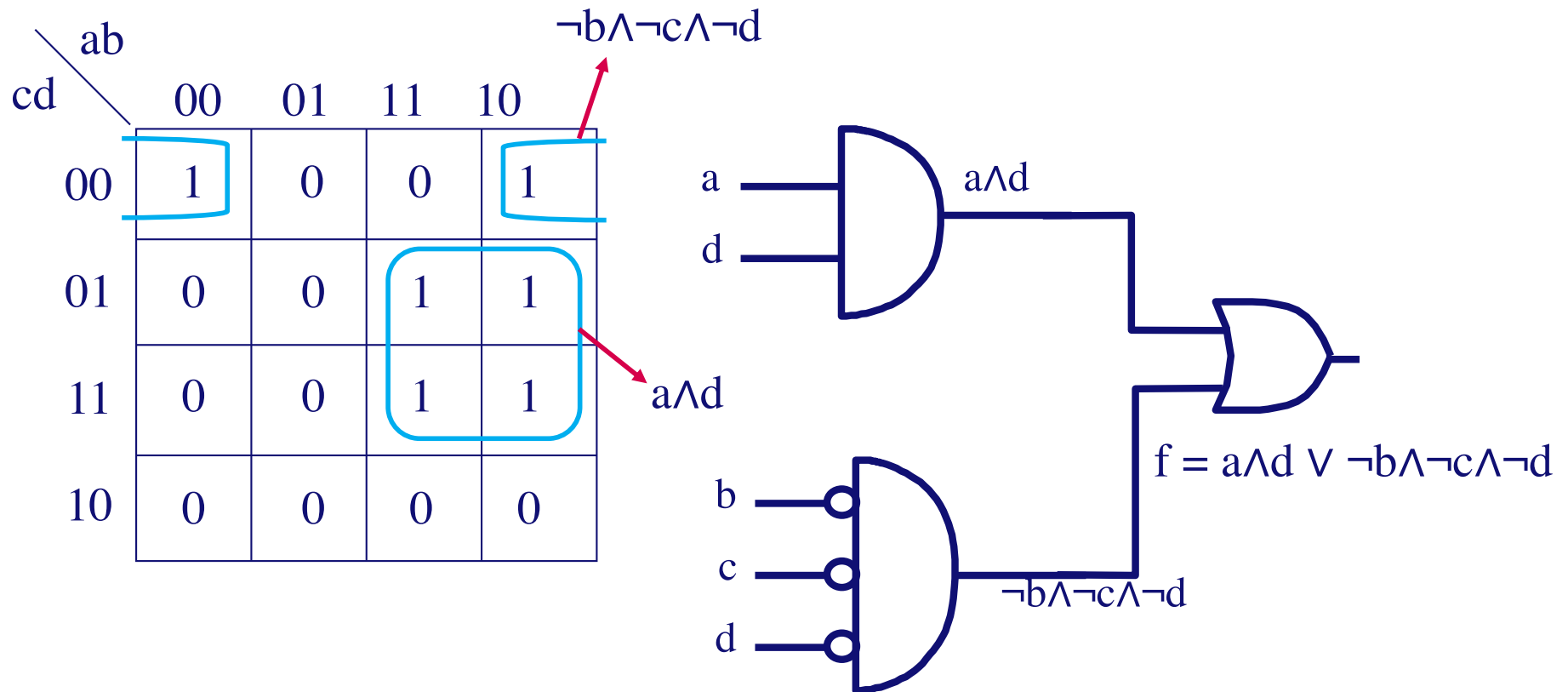
ab \ cd	00	01	11	10
00	1	1	0	0
01	1	1	0	0
11	0	0	0	0
10	0	0	0	0



minterm =  $\neg a \wedge \neg c$   
(that is where output equals 1)

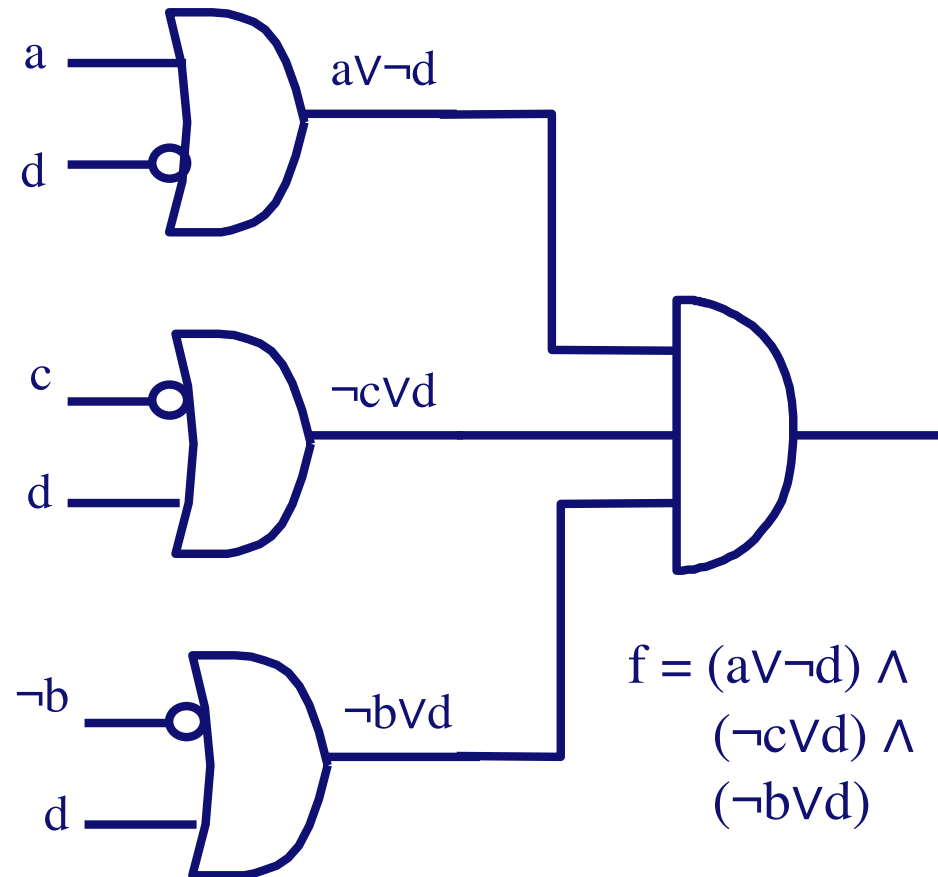
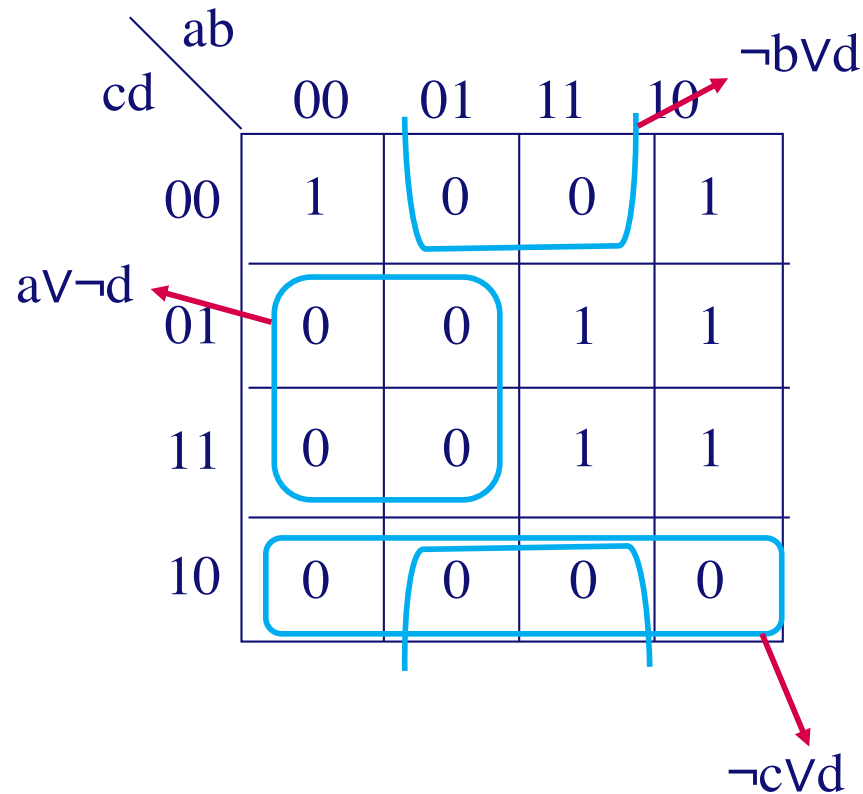
# Minimal 2 level expressions

In a Karnaugh map, group rectangular areas of size  $2^N \times 2^M$ :



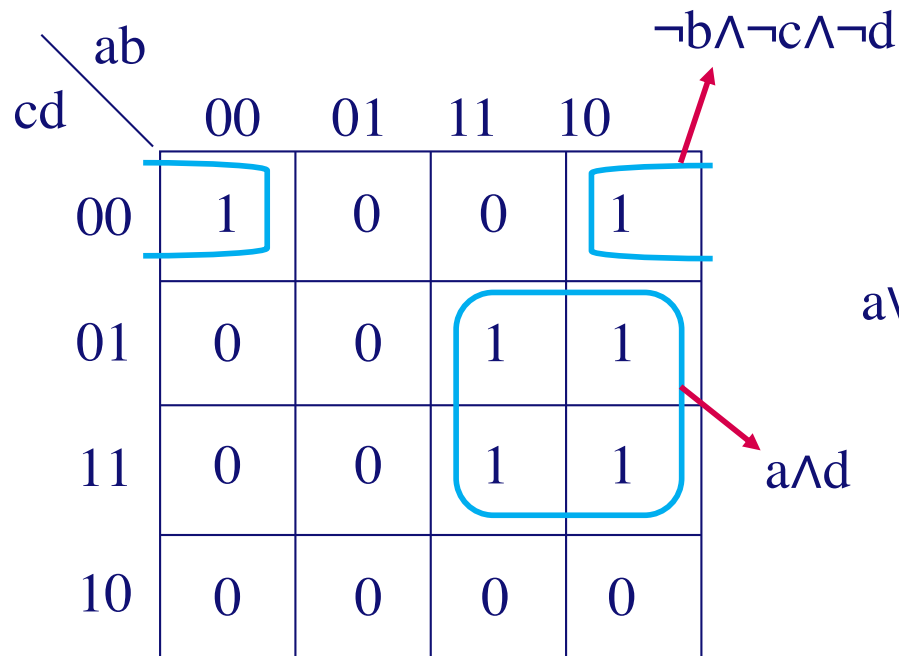
# Karnaugh maps with maxterms.

Dual approach: using maxterms we indicate where the output must be 0.



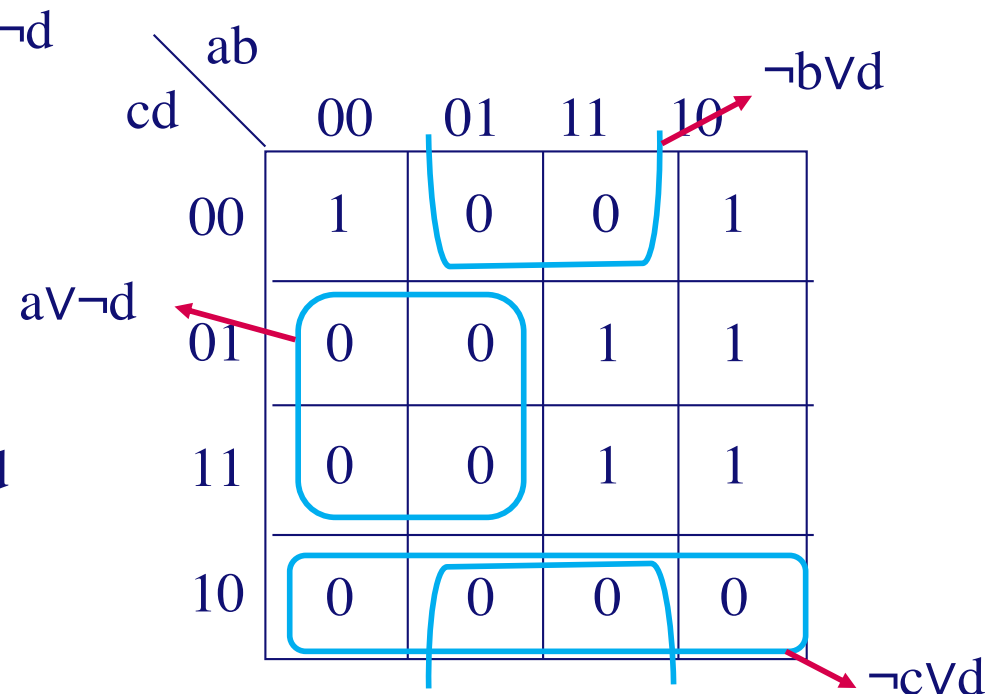
# Minimal 2 level expressions

In a Karnaugh map, group rectangular areas of maximal size  $2^N \times 2^M$ :



$$f = a \wedge d \vee \neg b \wedge \neg c \wedge \neg d$$

minimal disjunction of minterms



$$f = (a \vee \neg d) \wedge (\neg c \vee d) \wedge (\neg b \vee d)$$

minimal conjunction of maxterms

Everybody makes mistakes. Double checking is a good idea!!!!

# “Don’t cares”

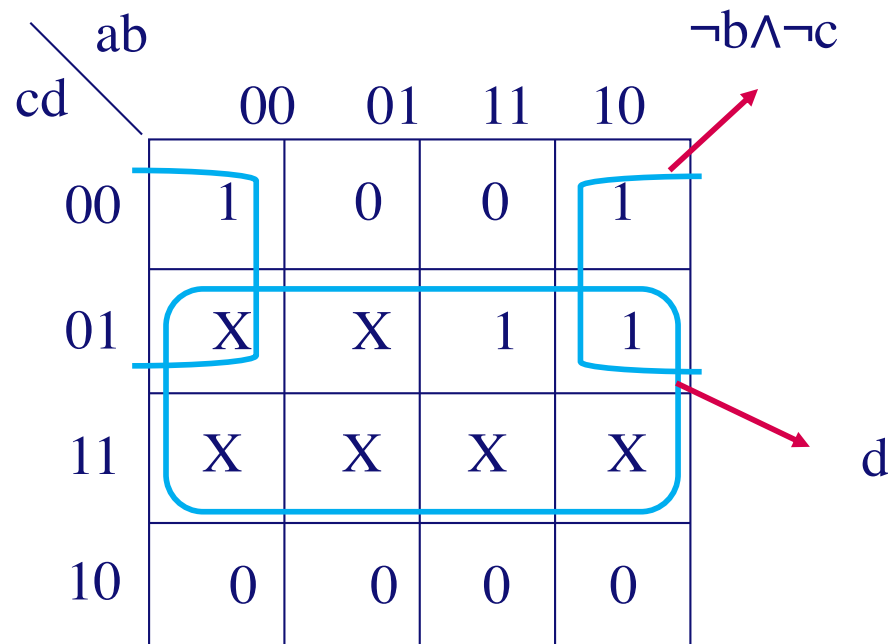
“Don’t cares” are function values that are irrelevant:  
they may be chosen by the circuit designer

a	b	c	d	f
0	0	0	0	1
0	0	0	1	X
0	0	1	0	0
0	0	1	1	X
0	1	0	0	0
0	1	0	1	X
0	1	1	0	0
0	1	1	1	X
1	0	0	0	1
1	0	0	1	1
1	0	1	0	0
1	0	1	1	X
1	1	0	0	0
1	1	0	1	1
1	1	1	0	0
1	1	1	1	X

		ab			
		00	01	11	10
cd	00	1	0	0	1
	01	X	X	1	1
	11	X	X	X	X
	10	0	0	0	0

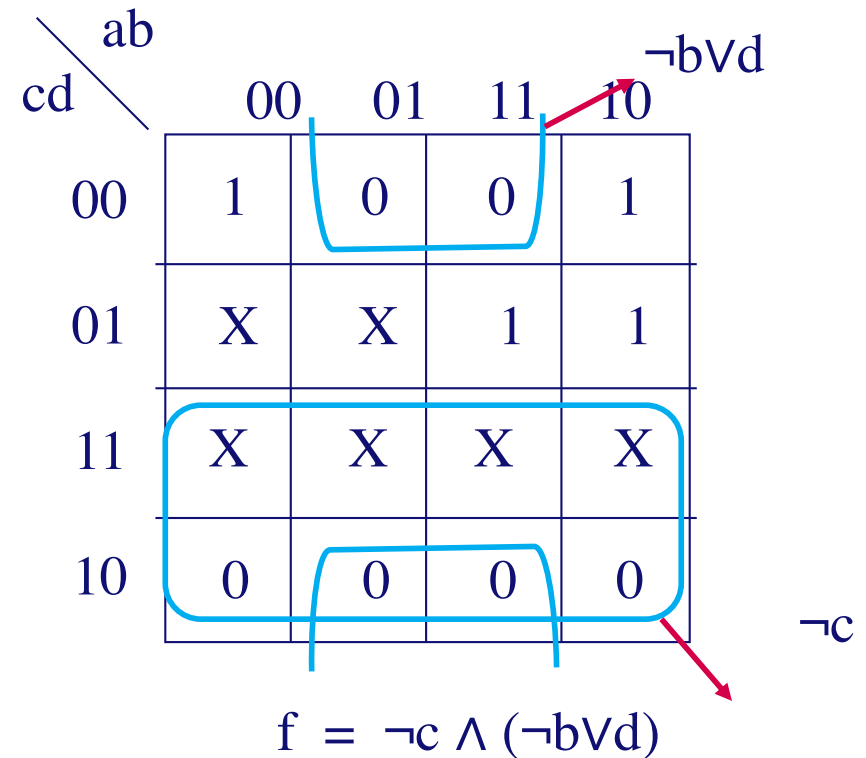
# Karnaugh maps with “don’t cares”

“Don’t cares” are function values that are irrelevant:  
they may be chosen by the circuit designer



$$f = d \vee \neg b \wedge \neg c$$

minimal disjunction of minterms

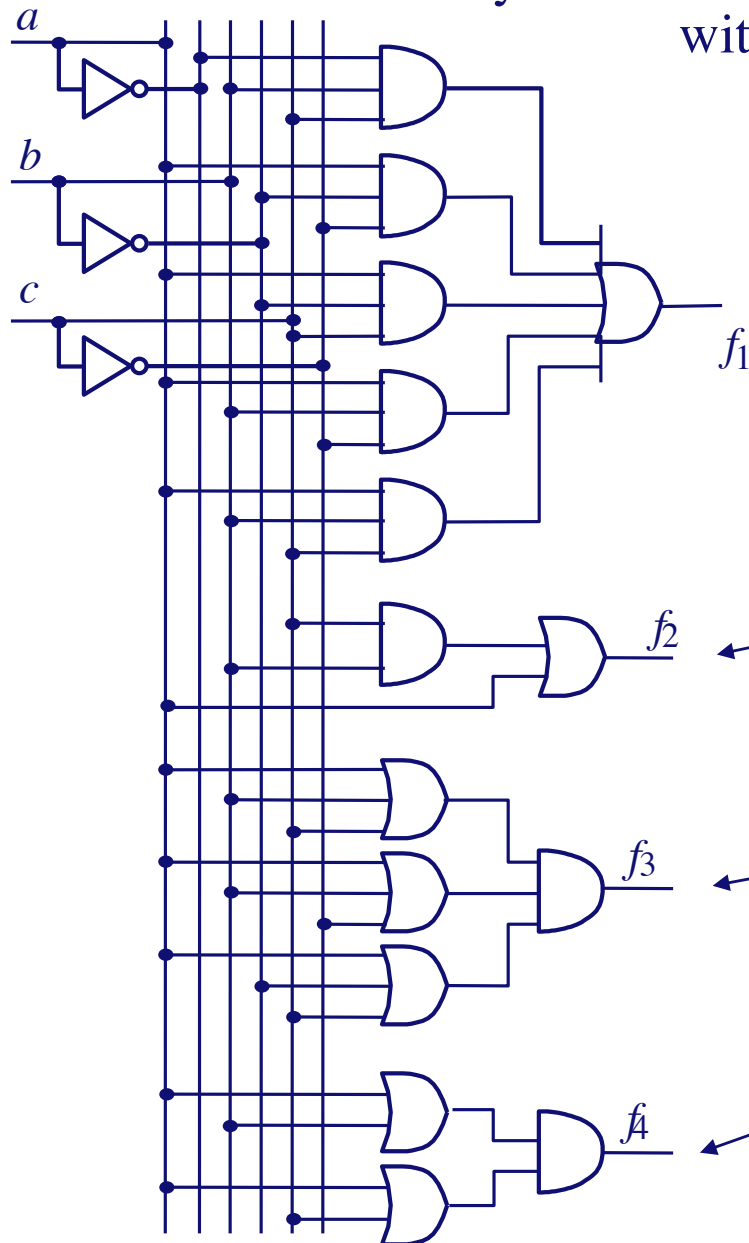


$$f = \neg c \wedge (\neg b \vee d)$$

minimal conjunction of maxterms

# Two level minimisation

Every boolean function can be reduced to a two-level form with a minimum number of terms



Four two level implementations of

$$f_1 = \neg a \wedge b \wedge c \vee a \wedge \neg b \wedge \neg c \vee a \wedge \neg b \wedge c \vee a \wedge b \wedge \neg c \vee a \wedge b \wedge c$$

1) canonical disjunction of minterms

$$f_2 = a \vee b \wedge c$$

2) minimal disjunction of minterms

$$f_3 = (a \vee b \vee c) \wedge (a \vee b \vee \neg c) \wedge (a \vee \neg b \vee c)$$

3) canonical conjunction of maxterms

$$f_4 = (a \vee b) \wedge (b \vee c)$$

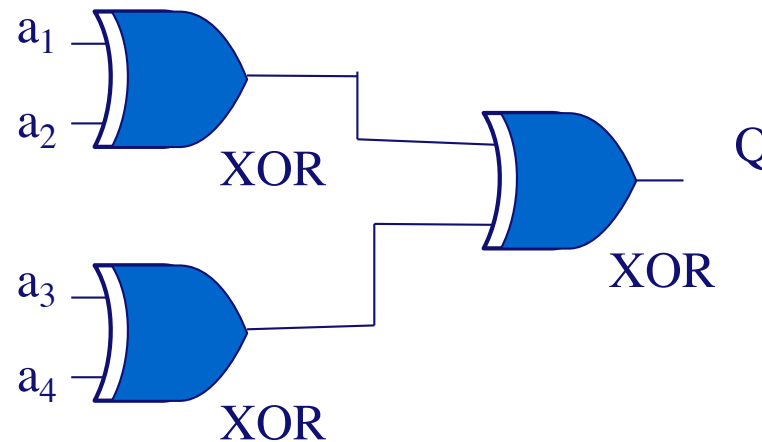
4) minimal conjunction of maxterms



# A circuit to determine the parity.

The parity of the input is 1 if the number of inputs that is 1 is odd.

$a_1$	$a_2$	$a_3$	$a_4$	$f$
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	0
0	1	0	0	1
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	1
1	0	0	1	0
1	0	1	0	0
1	0	1	1	1
1	1	0	0	0
1	1	0	1	1
1	1	1	0	1
1	1	1	1	0



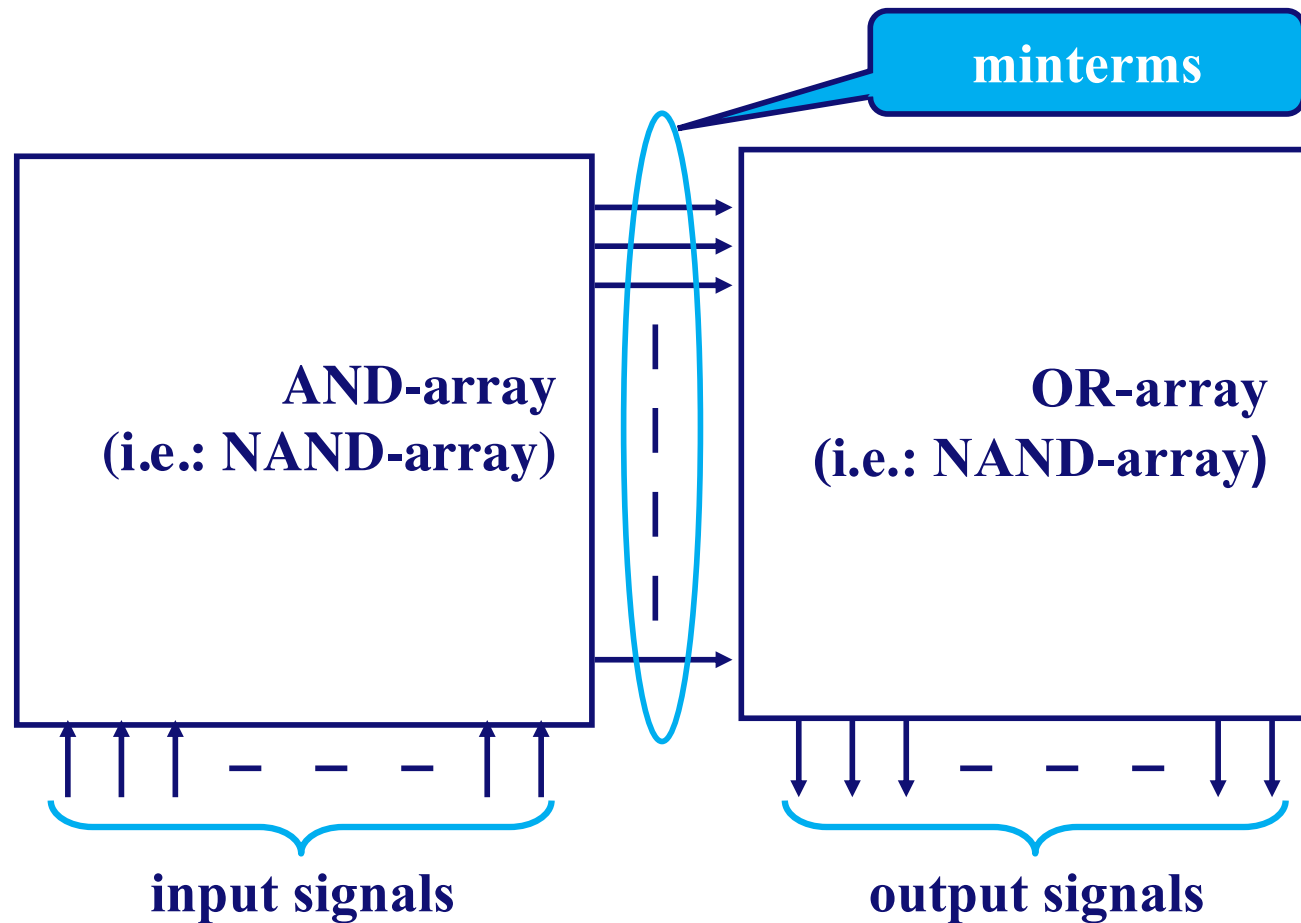
For inputs  $a_1, \dots, a_n$  there are  $n-1$  XOR gates with a depth of  $\log(n)$  rounded up.

For inputs  $a_1, \dots, a_n$  a two layer solution needs an **exponential** number of gates.

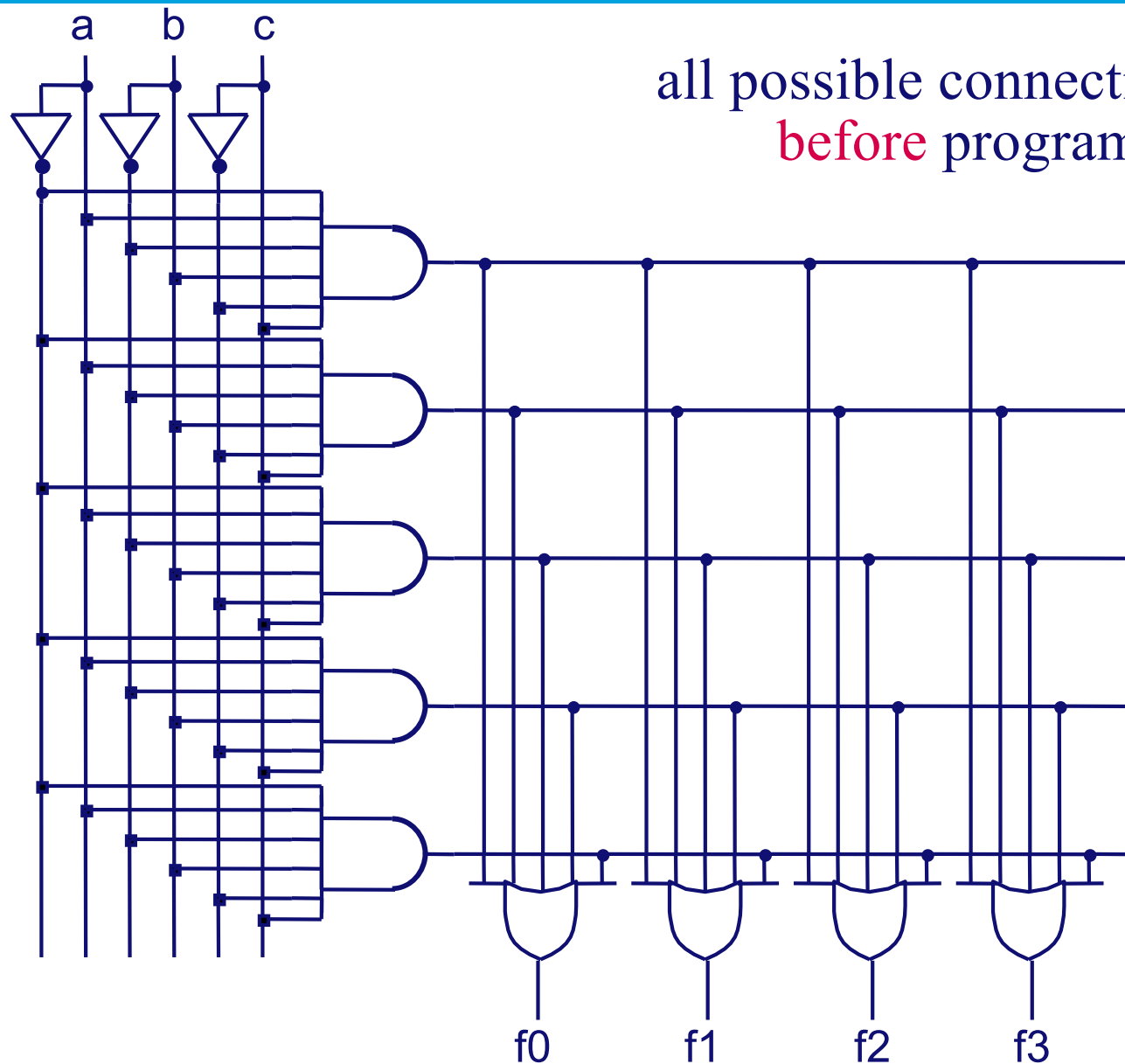
# Questions?



# Programmable Logic Array (PLA)

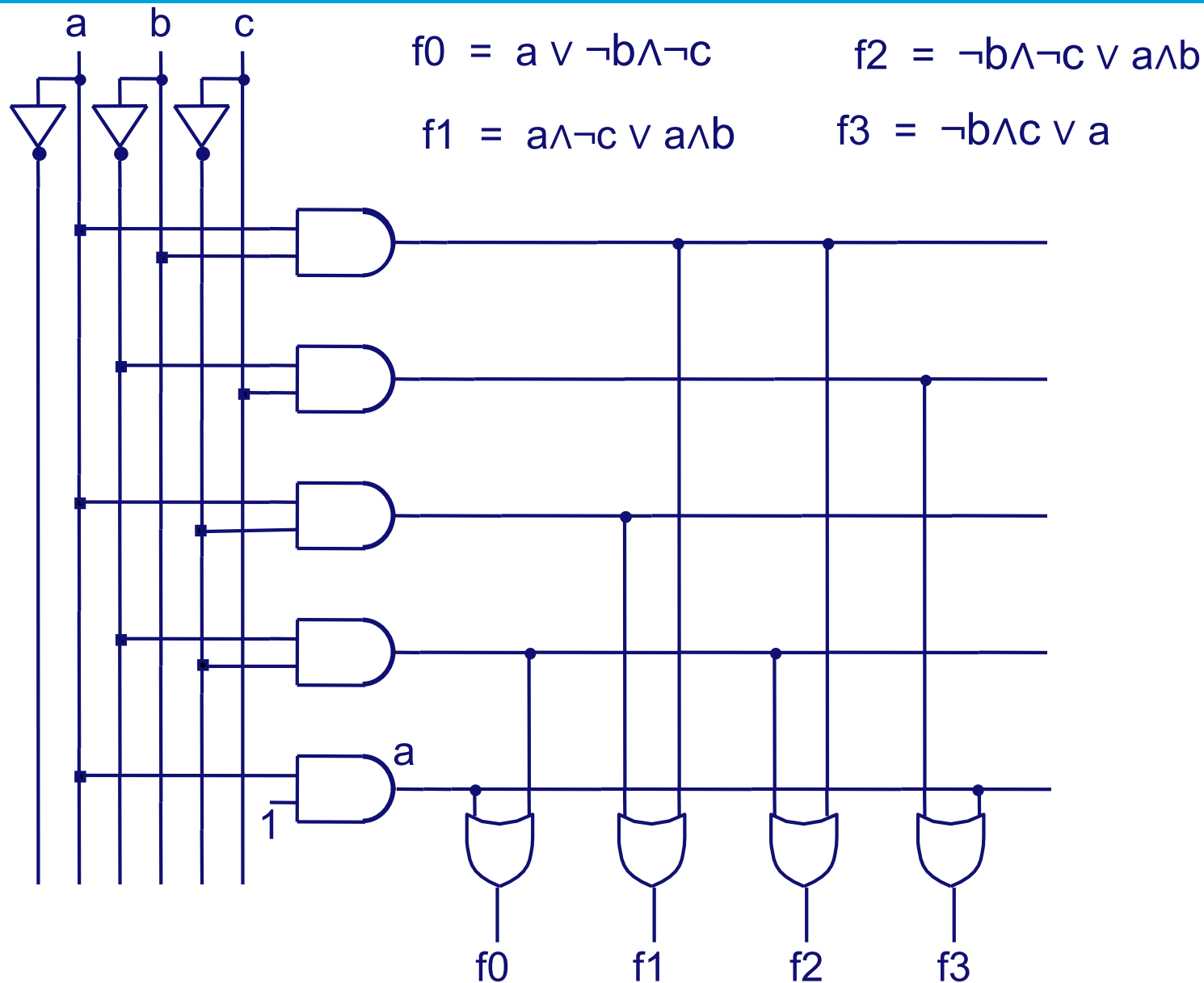


# Programmable Logic Array (PLA)



all possible connections exists  
**before** programming

# Programmed Logic Array: connections removed



# Summary?



# Summary

What did you learn:

- Maxterms, minterms, conjunctive and disjunctive normal form.
- How to translate a circuit to a formula and truth table, and vice versa.
- How to design a minimal circuit; use Karnaugh diagrams and boolean algebra.
- Know that there are several ways to optimize circuits. There is not always a single good way.