Boolean Algebra

'An algebra of Logic'

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Introduction

- Developed by English Mathematician George Boole in between 1815 -1864.
- ☐ It is described as an algebra of logic or an algebra of two values i.e True or False.
- ☐ The term *logic* means a statement having binary decisions i.e *True/Yes* or *False/No*.

Application of Boolean algebra

- It is used to perform the logical operations in digital computer.
- □ In digital computer True represent by `1' (high volt) and False represent by `0' (low volt)
- Logical operations are performed by logical operators. The fundamental logical operators are:
 - 1. AND (conjunction)
 - 2. OR (disjunction)
 - 3. NOT (negation/complement)

AND operator

It performs logical multiplication and denoted by (.) dot.

```
X Y X.Y
0 0 0
0 0
1 0
1 0
1 1
```

OR operator

It performs logical addition and denoted by (+) plus.

```
X
Y
X+Y
0
0
0
1
1
1
1
```

NOT operator

It performs logical negation and denoted by (-) bar. It operates on single variable.

```
X X (means complement of x)
```

- 0 1
- 1 0

Truth Table

Truth table is a table that contains all possible values of logical variables/statements in a Boolean expression.

No. of possible combination = 2ⁿ, where n=number of variables used in a Boolean expression.

Truth Table

☐ The truth table for XY + Z is as follows:

Dec	X	Y	Z	XY	XY+Z
0	0	0	0	0	0
1	0	0	1	0	1
2	0	1	0	0	0
3	0	1	1	0	1
4	1	0	0	0	0
5	1	0	1	0	1
6	1	1	0	1	1
7	1	1	1	1	1

Tautology & Fallacy

- If the output of Booean expression is always True or 1 is called Tautology.
- If the output of Boolean expression is always False or 0 is called Fallacy.

```
    P P' output (PVP') output (PΛP')
    0 1 1 0
    1 0
```

PVP' is Tautology and PΛP' is Fallacy

Exercise

1. Evaluate the following Boolean expression using Truth Table.

- 2. Verify that P+(PQ)' is a Tautology.
- 3. Verify that (X+Y)'=X'Y'

Implementation

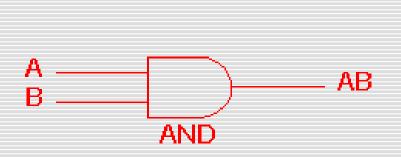
Boolean Algebra applied in computers electronic circuits. These circuits perform Boolean operations and these are called logic circuits or logic gates.

Logic Gate

- A gate is an digital circuit which operates on one or more signals and produce single output.
- Gates are digital circuits because the input and output signals are denoted by either 1(high voltage) or 0(low voltage).
- Three type of gates are as under:
 - AND gate
 - 2. OR gate
 - 3. NOT gate

AND gate

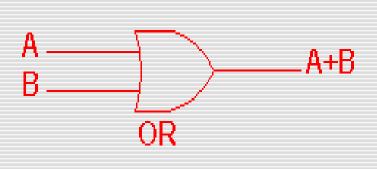
- The AND gate is an electronic circuit that gives a high output (1) only if all its inputs are high.
- AND gate takes two or more input signals and produce only one output signal.



•		
Input A	Input B	Output AB
0	0	0
0	1	0
1	0	0
1	1	1

OR gate

- The OR gate is an electronic circuit that gives a high output (1) if one or more of its inputs are high.
- OR gate also takes two or more input signals and produce only one output signal.



Input A	Input B	Output A+B
0	0	0
0	1	1
1	0	1
1	1	1

NOT gate

- The NOT gate is an electronic circuit that gives a high output (1) if its input is low.
- NOT gate takes only one input signal and produce only one output signal.
- The output of NOT gate is complement of its input.
- It is also called inverter.

	_	Input A	Output \overline{A}
Α	— >> A	0	1
	NOT	1	0

Principal of Duality

□In Boolean algebras the duality Principle can be is obtained by interchanging AND and OR operators and replacing 0's by 1's and 1's by 0's. Compare the identities on the left side with the identities on the right.

Example

$$X.Y+Z' = (X'+Y').Z$$

T1: Properties of 0

(a)
$$0 + A = A$$

(b)
$$0 A = 0$$

T2: Properties of 1

(a)
$$1 + A = 1$$

(b)
$$1 A = A$$

T3: Commutative Law

(a)
$$A + B = B + A$$

(b)
$$A B = B A$$

T4: Associate Law

(a)
$$(A + B) + C = A + (B + C)$$

(b)
$$(A \ B) \ C = A \ (B \ C)$$

T5: Distributive Law

(a)
$$A(B + C) = AB + AC$$

(b)
$$A + (B C) = (A + B) (A + C)$$

(c)
$$A+A'B = A+B$$

T6: Indempotence (Identity) Law

(a)
$$A + A = A$$

(b)
$$A A = A$$

T7: Absorption (Redundance) Law

(a)
$$A + A B = A$$

(b)
$$A (A + B) = A$$

T8: Complementary Law

(a)
$$X + X' = 1$$

(b)
$$X.X'=0$$

T9: Involution

(a)
$$x'' = x$$

T10: De Morgan's Theorem

(a)
$$(X+Y)'=X'.Y'$$

(b)
$$(X.Y)'=X'+Y'$$

Exercise

- Q 1. State & Verify De Morgan's Law by using truth table and algebraically.
- Q 2. State and verify distributive law.
- Q 3. Draw a logic diagram for the following expression:
 - (a) ab+b'c+c'a'
 - (b) (a+b).(a+b').c

Representation of Boolean expression

Boolean expression can be represented by either (i)Sum of Product(SOP) form or (ii)Product of Sum (POS form) e.g. $AB+AC \rightarrow SOP$

 $(A+B)(A+C) \rightarrow POS$

In above examples both are in SOP and POS respectively but they are not in Standard SOP and POS.

- ➤ In standard SOP and POS each term of Boolean expression must contain all the literals (with and without bar) that has been used in Boolean expression.
- ➤ If the above condition is satisfied by the Boolean expression, that expression is called Canonical form of Boolean expression.

➤ In Boolean expression AB+AC the literal C is mission in the 1st term AB and B is mission in 2nd term AC. That is why AB+AC is not a Canonical SOP.

Convert AB+AC in Canonical SOP (Standard SOP)

Sol. AB + AC
$$AB(C+C') + AC(B+B')$$

$$ABC+ABC'+ABC+AB'C Distributive law$$

$$ABC+ABC'+ABC'$$

Convert (A+B)(A+C) in Canonical SOP (Standard SOP)

```
Sol. (A+B).(A+C)

(A+B)+(C.C').(A+C)+(B.B')

(A+B+C).(A+B+C').(A+B+C)(A+B'+C) Distributive law

(A+B+C).(A+B+C')(A+B'+C) Remove duplicates
```

Minterm and Maxterm

Individual term of Canonical Sum of Products (SOP) is called Minterm. In otherwords minterm is a product of all the literals (with or without bar) within the Boolean expression.

Individual term of Canonical Products of Sum (POS) is called Maxterm. In otherwords maxterm is a sum of all the literals (with or without bar) within the Boolean expression.

Minterms & Maxterms for 2 variables (Derivation of Boolean function from Truth Table)

X	y	Index	Minterm	Maxterm
0	0	0	$\mathbf{m}_{0} = \mathbf{x}' \mathbf{y}'$	$M_0 = x + y$
0	1	1	$m_1 = x' y$	$M_1 = x + y'$
1	0	2	$m_2 = x y'$	$M_2 = x' + y$
1	1	3	$m_3 = x y$	$M_3 = x' + y'$

The minterm m_i should evaluate to 1 for each combination of x and y. The maxterm is the complement of the minterm

Minterms & Maxterms for 3 variables

X	У	Z	Index	Minterm	Maxterm
0	0	0	0	$\mathbf{m}_0 = \mathbf{x} \mathbf{y} \mathbf{z}$	$\mathbf{M}_0 = \mathbf{x} + \mathbf{y} + \mathbf{z}$
0	0	1	1	$m_1 = x y z$	$M_1 = x + y + Z$
0	1	0	2	$m_2 = x y z$	$M_2 = x + y + z$
0	1	1	3	$m_3 = x y z$	$\mathbf{M}_3 = \mathbf{x} + \mathbf{y} + \mathbf{z}$
1	0	0	4	$\mathbf{m}_{4} = \mathbf{x} \mathbf{y} \mathbf{z}$	$M_4 = x + y + z$
1	0	1	5	$\mathbf{m}_{\scriptscriptstyle 5} = \mathbf{x} \mathbf{y} \mathbf{z}$	$\mathbf{M}_{5} = \mathbf{x} + \mathbf{y} + \mathbf{z}$
1	1	0	6	$m_6 = x y \overline{z}$	$M_6 = x + y + z$
1	1	1	7	$m_7 = x y z$	$M_7 = \overline{X} + \overline{y} + \overline{z}$

Maxterm M_i is the complement of minterm m_i

$$M_i = \overline{m_i}$$
 and $m_i = M_i$

Solved Problem

Prob. Find the minterm designation of XY'Z'

Sol. Subsitute 1's for non barred and 0's for barred letters

Binary equivalent = 100

Decimal equivalent = 4

Thus XY'Z'=m₄

Purpose of the Index

- Minterms and Maxterms are designated with an index
- The index number corresponds to a binary pattern
- The <u>index</u> for the minterm or maxterm, expressed as a binary number, is used to determine whether the variable is shown in the true or complemented form
- For Minterms:
 - '1' means the variable is "Not Complemented" and
 - '0' means the variable is "Complemented".
- For Maxterms:
 - '0' means the variable is "Not Complemented" and
 - '1' means the variable is "Complemented".

Solved Problem

Write SOP form of a Boolean Function F, Which is represented by the following truth table.

Sum of minterms of entries that evaluate to '1'

$$x$$
 y z F Minterm
0 0 0 0 0
0 0 1 1 $m_1 = x'y'z$ Focus on the
0 1 0 0 $m_1 = x'y'z$ Focus on the
1 0 1 0 $m_2 = x'y'z'$
1 0 1 0 $m_3 = xyz'$
1 1 1 $m_7 = xyz$
 $a = xyz'$
1 1 1 $m_7 = xyz$
 $a = xyz'$
1 1 1 $m_7 = xyz$

Exercise

1. Write POS form of a Boolean Function F, Which is represented by the following truth table

X	У	Z	F
0	Ô	0	1
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	0
1	1	1	1

2. Write equivalent canonical Sum of Product expression for the following Product of Sum Expression:

$$F(X,Y,Z)=\Pi(1,3,6,7)$$

Minimization of Boolean Expression

- Canonical SOP (Sum of Minterms) and POS (Product of Maxterm) is the derivation/expansion of Boolean Expression.
- Canonical forms are not usually minimal.
- Minimization of Boolean expression is needed to simplify the Boolean expression and thus reduce the circuitry complexity as it uses less number of gates to produce same output that can by taken by long canonical expression.

Minimization of Boolean Expression (Contd...)

- > Two method can by applied to reduce the Boolean expression -
- i) Algebraic
- ii) Using Karnaugh Map (K-Map).

Minimization of Boolean Expression (contd...)

> Algebraic Method

- The different Boolean rules and theorems are used to simplify the Boolean expression in this method.

Minimization of Boolean Expression (contd...)

Solved Problem
Minimize the following Boolean Expression:
1. a'bc + ab'c' + ab'c + abc' + abc
= a'bc + ab' + ab
a'bc + ab' + ab

Minimization of Boolean Expression (contd...)

Exercise

A. Minimize the following Boolean Expression

X'Y'Z' + X'YZ' + XY'Z' + XYZ' A(b + b'c + b'c')

B. Prove algebraically the (x+y+z)(x'+y+z)=y+z

Minimization of Boolean Expression (contd...)

Karnaugh Map

The Karnaugh map (K-map for short), Maurice Karnaugh's 1953 refinement of Edward Veitch's 1952 Veitch diagram, is a method to simplify Boolean algebra expressions. K-map is

 $\ensuremath{\mathbb{K}}\xspace$ -Maps are a convenient way to simplify Boolean Expressions.

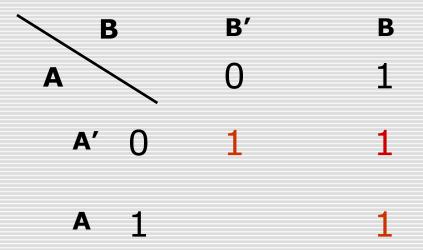
They can be used for up to 4 or 5 variables.

They are a visual representation of a truth table.

Truth table to K-Map (2 variable minterm)

Α	В	Р	
0	0	1	
0	1	1	
1	0	0	
1	1	1	

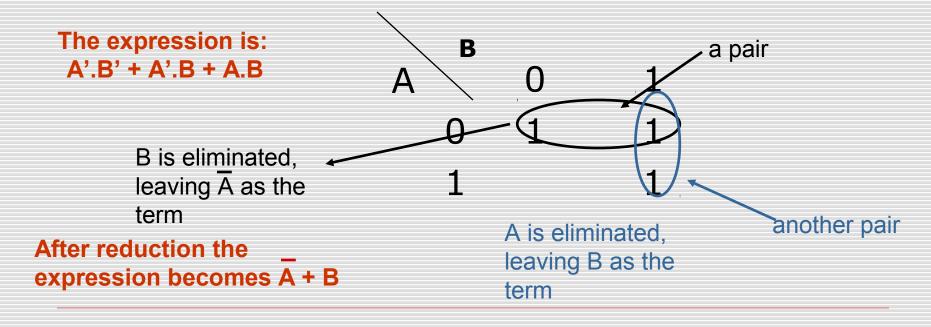
The expression is:



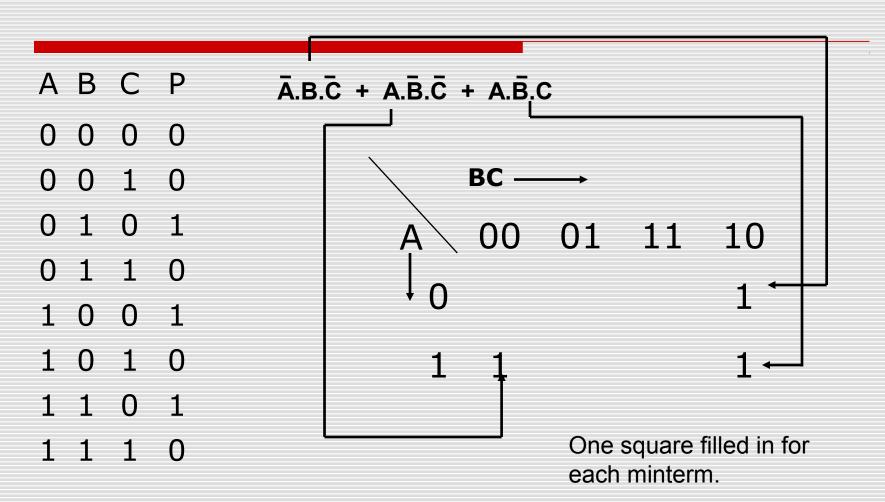
minterms are represented by a 1 in the corresponding location in the K map.

K-Maps (2 Variables k-map contd...)

- Adjacent 1's can be "paired off"
- Any variable which is both a 1 and a zero in this pairing can be eliminated
- Pairs may be adjacent horizontally or vertically



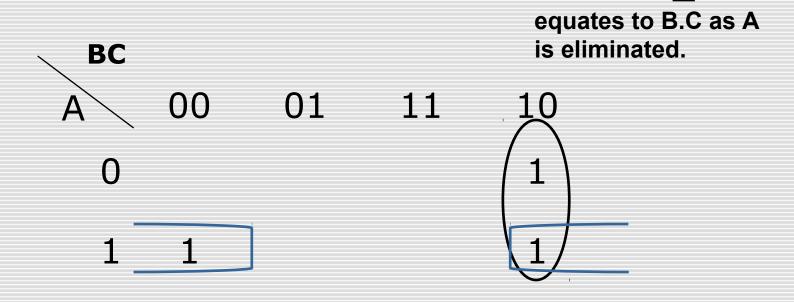
☐ Three Variable K-Map



Notice the code sequence: 00 01 11 10 – a Gray code.

Three Variable K-Map (Contd...)

Grouping the Pairs



Our truth table simplifies to $A.\overline{C} + B.\overline{C}$ as before.

Here, we can "wrap around" and this __ pair equates to A.C as B is eliminated.

Three Variable K-Map (Contd...)

Expression is ABC+A'BC'+A'BC+ABC'

Groups of 4 in a block can be used to eliminate two

CB	00	01	11	10
00	Ā.B.C.D	Ā.B.C.D	Ā.B.C.D	Ā.B.C.D
01	Ā.B.C.D	Ā.B.Ē.D	Ā.B.C.D	Ā.B.C.D
11	A.B.C.D	A.B.C.D	A.B.C.D	A.B.C.D
10	A.B.C.D	A.B.C.D	A.B.C.D	A.B.C.D

K-Map Reduction Rule

To reduce the Boolean expression, first we have to mark pairs, quads and octets.

Pair – remove one variable Quad – remove two variables Octet – remove three variables

Imp – To get the optimum reduction, priority is given to octet first, then quad and then pair.

Octet Reduction

CB	C'D'[00]	C'D[01]	CD[11]	CD'[10]
A'B'[00]	1	1	1	1
A'B[01]	7	1	1	1
AB[11]				
AB'[10]				

A'B'[00]	1	1	
A'B[01]	1	1	
AB[11]	1	1	
AB'[10]	1	1	

Octet Reduction

	CB	C'D'[00]	C'D[01]	CD[11]	CD'[10]
	A'B'[00]	1	1	1	1
	A'B[01]				
	AB[11]				
,	AB'[10]	1	1	1	1

A'B'[00]	1			1
A'B[01]	1			1
AB[11]	1			1
AB'[10]	1			1

Quad Reduction

2	C'D'[00]	C'D[01]	CD[11]	CD'[10]
A'B'[00]	1	1		1
A'B[01]	1	1		1
AB[11]		-		
AB'[10]				

A'B'[00]	1		
A'B[01]	1		
AB[11]	1		
AB'[10]	1		

Quad Reduction

CB	C'D'[00]	C'D[01]	CD[11]	CD'[10]
A'B'[00]	1	1		1
A'B[01]	1	1		1
AB[11]		-		
AB'[10]				

A'B'[00]	1		
A'B[01]	1		
AB[11]	1		
AB'[10]	1		

Quad Reduction

CB	C'D'[00]	C'D[01]	CD[11]	CD'[10]
A'B'[00]	1			1
A'B[01]	1			1
AB[11]				T .
AB'[10]				

A'B'[00]	1		1
A'B[01]			
AB[11]		-	
AB'[10]	1		1)