



Control System Training

MODULE 4 – Combinatorial Boolean Logic

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Combinatorial Boolean Logic

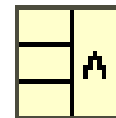
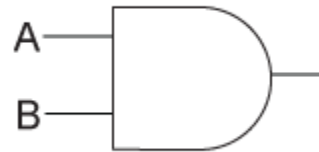
Definitions:

- **Boolean** – Only values are: ZERO / ONE or TRUE/FALSE
- **Combinatorial Logic** – Outcome depends only on the current value of the inputs. Nothing is depends on time (or previous values of the inputs or outputs).

AND Gate

AND GATE

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

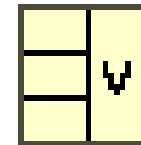


- Output is true when all inputs are true.
- Boolean algebra written as AB or $A \text{ AND } B$

OR Gate

OR GATE

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

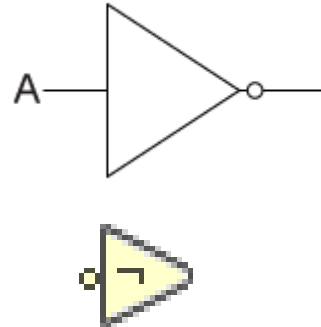


- Output is true when any input is true
- Boolean algebra written as $A+B$

NOT Gate

NOT GATE

INPUT	Output
0	1
1	0

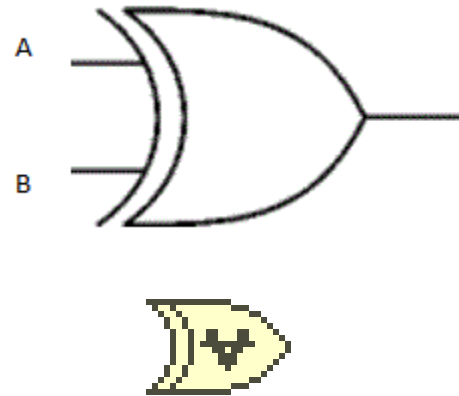


- Output is the opposite of the input.
- Boolean algebra written as $\neg A$ or \overline{A}

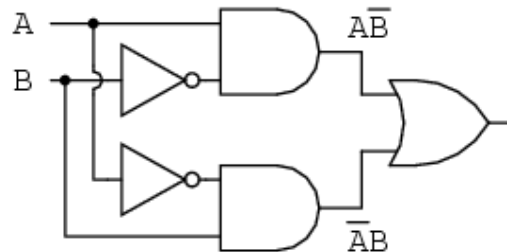
XOR (Exclusive OR) Gate

XOR GATE

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



- Output is true when inputs are different.
- Boolean algebra written as $A \oplus B$
- Equivalent to:



Other Gates

- **NAND – Not And**
- **NOR – Not Or**
- **Not XOR – Not Exclusive OR**




Boolean Algebra

- **Write out as regular algebra. Similar to numeric expression**
- **Do this as part of the simplification process**
- **Symbols**
 - + means OR
 - * means AND
 - • means AND
 - Line over term or ^ means NOT
 - \oplus means XOR (exclusive OR)
 - = means equals
- **Examples:**
 - $OUT = PERM \cdot INPUT$
 - $E = A \cdot B + C \cdot D$

Boolean Algebra - Rules

1a. $X \cdot 0 = 0$	1b. $X + 1 = 1$
2a. $X \cdot 1 = X$	2b. $X + 0 = X$
3a. $X \cdot X = X$	3b. $X + X = X$
4a. $X \cdot \bar{X} = 0$	4b. $X + \bar{X} = 1$
5. $\bar{\bar{X}} = X$	
6a. $X \cdot Y = Y \cdot X$	6b. $X + Y = Y + X$
7a. $X(YZ) = (XY)Z = (XZ)Y = XYZ$	
7b. $X + (Y + Z) = (X + Y) + Z = (X + Z) + Y = X + Y + Z$	
8a. $X \cdot (Y + Z) = XY + XZ$	8b. $X + YZ = (X + Y) \cdot (X + Z)$
9a. $\overline{X \cdot Y} = \bar{X} + \bar{Y}$	9b. $\overline{X + Y} = \bar{X} \cdot \bar{Y}$
10a. $X \cdot (X + Y) = X$	10b. $X + XY = X$
11a. $(X + Y) \cdot (X + \bar{Y}) = X$	11b. $XY + X\bar{Y} = X$
12a. $(X + \bar{Y}) \cdot Y = XY$	12b. $X\bar{Y} + Y = X + Y$
13a. $(X + Y) \cdot (\bar{X} + Z) \cdot (Y + Z) = (X + Y) \cdot (\bar{X} + Z)$	
13b. $XY + \bar{X}Z + YZ = XY + \bar{X}Z$	
14a. $X \oplus Y = (X + \bar{Y}) \cdot (\bar{X} + Y)$	14b. $X \oplus Y = \bar{X}Y + X\bar{Y}$
15a. $X \odot Y = (X + Y) \cdot (\bar{X} \cdot \bar{Y})$	15b. $X \odot Y = \bar{X}\bar{Y} + XY$
15c. $X \odot Y = (X + Y) \cdot (\bar{X} + \bar{Y})$	

Annulment Law
 Identity Law
 Idempotent Law
 Complement Law
 Double Negation Law
 Commutative Law
 Associative Law
 Associative Law
 Distributive Law
 de Morgan's Theorem 
 Absorption Law
 Redundancy Law
 Redundancy Law
 Consensus Law
 Consensus Law
 XOR Gate
 XNOR Gate
 XNOR Gate

■ There are others.

Boolean Algebra – Creation from Truth Table

- Step 1: Create Truth Table for all possible states
- Step 2: For each 1 output write the equations:

Input 1	Input 2	Input 3	
A	B	C	Output 1
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

$$\neg A * B * C$$

$$A * \neg B * C$$

$$A * B * \neg C$$

$$A * B * C$$

- Step 3: Write complete output equation as “sum of products”

$$\text{OUTPUT 1} = \neg A * B * C + A * \neg B * C + A * B * \neg C + A * B * C$$

Boolean Algebra – Creation from Truth Table

- **Step 4 (optional): Use boolean algebra and rules to simplify**

$$\text{OUTPUT 1} = \neg A * B * C + A * \neg B * C + A * B * \neg C + A * B * C$$

simplifies to

$$\text{OUTPUT 1} = B * C + A * C + A * B$$

Boolean Algebra – Creation from Truth Table

- A similar process can be used to create a “product of sums”. 1) Write equations for each of the 0 outputs. 2) AND these equations together.

Input 1	Input 2	Input 3	
A	B	C	Output 1
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

$$(A + B + C)$$

$$(A + B + \neg C)$$

$$(A + \neg B + C)$$

$$(\neg A + B + C)$$

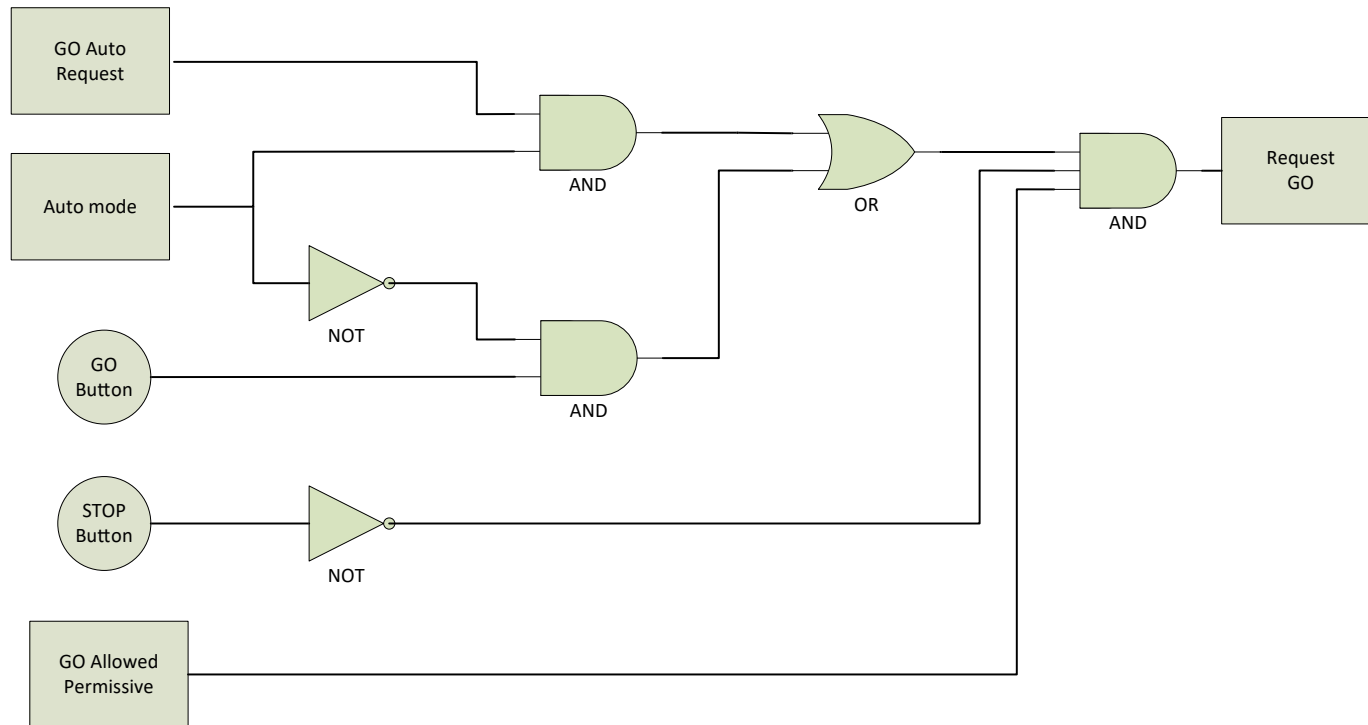
- This yields:

$$\text{OUTPUT 1} = (A + B + C) * (A + B + \neg C) * (A + \neg B + C) * (\neg A + B + C)$$

Converting Numeric To Boolean

- The output of a comparison of two numeric values is a boolean.
- Examples:
 - Equal – True when $A = B$
 - Not Equal – True when $A \neq B$
 - Greater or Equal – True when $A \geq B$
 - Less or Equal – True when $B \leq A$
 - In Range – True when analog $C \geq A$ and $C \leq B$. For the output to ever be true B must be $> A$.
- These functions often have a deadband value to reduce chatter.

Sample 4.1



$$\text{GO_Request} = \text{GO_Perm} \cdot \text{GO_allowed} \cdot \neg \text{STOP_Button} \cdot (\text{GO_Auto} \cdot \text{Auto_mode} + \text{GO_Button} \cdot \neg \text{Auto_Mode})$$

Exercise 4.1 – Ball shooter size detector

- Floor contains 3 sizes of balls. Only the middle size can be shot correctly.
 - The small balls have 80% the diameter of the middle ball
 - The large balls have 120% the diameter of the middle ball.
- The robot picks up any size balls and they roll along a belt. The belt is always on. When the balls reach the “front” sensor either “reject” the ball back onto the floor, or “shoot” the ball.
- Boolean Inputs (sensors):

1) Front of ball	2) 97% diameter of middle ball
3) 103% diameter of middle ball	4) Robot enabled (simulate with a sensor)
- Boolean Outputs (actuators):

1) Reject ball	2) Shoot ball
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- When a ball is picked up it first encounters the 103% sensor, then the 97% sensor, then the front of ball sensor. Based on the size of the ball, multiple sensors may indicate true at the same time. When the front of ball sensor is TRUE either reject or shoot the ball based on its size. If the robot is not enabled, always reject the ball. Draw the logic and write the equation.

Robot Training 01

- **Complete Robot Training 01 presentation**

Exercise 4.2 – Ball shooter size detector

- **Implement the solution to 4.1 on a robot.**
- **The limit switch inputs use:**
 - Front of ball limit switch – DIO 0
 - 97% of ball limit switch – DIO 1
 - 103% of ball limit switch – DIO 2
 - Robot enabled limit switch – DIO 3
- **The DIO outputs (digital outputs) use:**
 - Shoot ball – DIO 8
 - Ball Detected – DIO 7
- **Use the robot project “put-name-here”. The only VI that need to be modified are in the “BallDetectShoot” sub-directory. They are:**
 - BallDetectShoot_Open - One time initialization goes here
 - BallDetectShoot_Execute - Code to periodically execute goes here