



Computer Science Department



Cairo University

CS504

Digital Logic & Computer Organization

Lecture 3

Lecture Outline (Chapter 2)

★ Canonical Forms (Section 2.6)

- Converting To Sum-Of-Minterms Form
- Converting To Product-Of-Maxterms Form
- Conversion Between Canonical Forms
- Algebraic Conversion Between Canonical Forms
- Function Complements
- Standard Forms
- AND/OR Two-Level Implementation

★ Other Logic Operations (Section 2.7)

★ Digital Logic Gates (Section 2.8)

- Extension To Multiple Inputs
- Positive And Negative Logic

Converting To Sum-Of-Minterms Form

- A function that is not in the Sum-of-Minterms form can be converted to that form by means of a truth table
- Consider $F = \bar{y} + \bar{x} \bar{z}$

| x | y | z | F | Minterm |
|-----|-----|-----|-----|---------------------------------|
| 0 | 0 | 0 | 1 | $m_0 = \bar{x} \bar{y} \bar{z}$ |
| 0 | 0 | 1 | 1 | $m_1 = \bar{x} \bar{y} z$ |
| 0 | 1 | 0 | 1 | $m_2 = \bar{x} y \bar{z}$ |
| 0 | 1 | 1 | 0 | |
| 1 | 0 | 0 | 1 | $m_4 = x \bar{y} \bar{z}$ |
| 1 | 0 | 1 | 1 | $m_5 = x \bar{y} z$ |
| 1 | 1 | 0 | 0 | |
| 1 | 1 | 1 | 0 | |

$$F = \sum(0, 1, 2, 4, 5) =$$

$$m_0 + m_1 + m_2 + m_4 + m_5 =$$

$$\bar{x} \bar{y} \bar{z} + \bar{x} \bar{y} z + \bar{x} y \bar{z} +$$

$$x \bar{y} \bar{z} + x \bar{y} z$$

Converting To Product-Of-Maxterms Form

- A function that is not in the Product-of-Maxterms form can be converted to that form by means of a truth table
- Consider again: $F = \bar{y} + \bar{x} \bar{z}$

| x | y | z | F | Maxterm |
|-----|-----|-----|-----|---------------------------------------|
| 0 | 0 | 0 | 1 | |
| 0 | 0 | 1 | 1 | |
| 0 | 1 | 0 | 1 | |
| 0 | 1 | 1 | 0 | $M_3 = (x + \bar{y} + \bar{z})$ |
| 1 | 0 | 0 | 1 | |
| 1 | 0 | 1 | 1 | |
| 1 | 1 | 0 | 0 | $M_6 = (\bar{x} + \bar{y} + z)$ |
| 1 | 1 | 1 | 0 | $M_7 = (\bar{x} + \bar{y} + \bar{z})$ |

$$F = \prod(3, 6, 7) =$$

$$M_3 \cdot M_6 \cdot M_7 =$$

$$(x + \bar{y} + \bar{z}) (\bar{x} + \bar{y} + z) (\bar{x} + \bar{y} + \bar{z})$$

Conversions Between Canonical Forms

| x | y | z | F | Minterm | Maxterm |
|-----|-----|-----|-----|---------------------------|---------------------------------|
| 0 | 0 | 0 | 0 | | $M_0 = (x + y + z)$ |
| 0 | 0 | 1 | 1 | $m_1 = \bar{x} \bar{y} z$ | |
| 0 | 1 | 0 | 1 | $m_2 = \bar{x} y \bar{z}$ | |
| 0 | 1 | 1 | 1 | $m_3 = \bar{x} y z$ | |
| 1 | 0 | 0 | 0 | | $M_4 = (\bar{x} + y + z)$ |
| 1 | 0 | 1 | 1 | $m_5 = x \bar{y} z$ | |
| 1 | 1 | 0 | 0 | | $M_6 = (\bar{x} + \bar{y} + z)$ |
| 1 | 1 | 1 | 1 | $m_7 = x y z$ | |

$$F = m_1 + m_2 + m_3 + m_5 + m_7 = \sum(1, 2, 3, 5, 7) =$$

$$\bar{x} \bar{y} z + \bar{x} y \bar{z} + \bar{x} y z + x \bar{y} z + x y z$$

$$F = M_0 \cdot M_4 \cdot M_6 = \prod(0, 4, 6) = (x+y+z)(\bar{x}+y+z)(\bar{x}+\bar{y}+z)$$

Algebraic Conversion To Sum-Of-Minterms

- Expand all terms first to explicitly list all minterms
- AND any term missing a variable v with $(v + \bar{v})$
- Example 1: $f = x + \bar{x} \bar{y}$ (2 variables)

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

$$f = x y + x \bar{y} + \bar{x} \bar{y}$$

$$f = m_3 + m_2 + m_0 = \sum(0, 2, 3)$$

- Example 2: $g = a + \bar{b} c$ (3 variables)

$$g = a (b + \bar{b})(c + \bar{c}) + (a + \bar{a}) \bar{b} c$$

$$g = a b c + a b \bar{c} + a \bar{b} c + a \bar{b} \bar{c} + \bar{a} \bar{b} c + \bar{a} \bar{b} \bar{c}$$

$$g = \bar{a} \bar{b} c + a \bar{b} \bar{c} + a \bar{b} c + a b \bar{c} + a b c$$

$$g = m_1 + m_4 + m_5 + m_6 + m_7 = \sum(1, 4, 5, 6, 7)$$

Algebraic Conversion To Product-Of-Maxterms

- Expand all terms first to explicitly list all Maxterms
- OR any term missing a variable v with $v \cdot \bar{v}$
- Example 1: $f = x + \bar{x} \bar{y}$ (2 variables)

Apply 2nd distributive law:

$$f = (x + \bar{x}) (x + \bar{y}) = 1 \cdot (x + \bar{y}) = (x + \bar{y}) = M_1$$

- Example 2: $g = a \bar{c} + b c + \bar{a} \bar{b}$ (3 variables)

$$g = (a \bar{c} + b c + \bar{a}) (a \bar{c} + b c + \bar{b}) \quad (\text{distributive})$$

$$g = (\bar{c} + b c + \bar{a}) (a \bar{c} + c + \bar{b}) \quad (x + \bar{x} y = x + y)$$

$$g = (\bar{c} + b + \bar{a}) (a + c + \bar{b}) \quad (x + \bar{x} y = x + y)$$

$$g = (\bar{a} + b + \bar{c}) (a + \bar{b} + c) = M_5 \cdot M_2 = \prod (2, 5)$$

Function Complements

- The complement of a function expressed as a sum of minterms is constructed by selecting the minterms missing in the sum-of-minterms canonical form
- Alternatively, the complement of a function expressed by a Sum of Minterms form is simply the Product of Maxterms with the same indices
- Example: Given $F(x, y, z) = \sum (1, 3, 5, 7)$
 $\overline{F}(x, y, z) = \sum (0, 2, 4, 6)$
 $\overline{F}(x, y, z) = \prod (1, 3, 5, 7)$

Summary of Minterms And Maxterms

- There are 2^n minterms and maxterms for Boolean functions with n variables.
- Minterms and maxterms are indexed from 0 to $2^n - 1$
- Any Boolean function can be expressed as a logical sum of minterms and as a logical product of maxterms
- The complement of a function contains those minterms not included in the original function
- The complement of a sum-of-minterms is a product-of-maxterms with the same indices

Standard Forms

- **Standard Sum-of-Products (SOP) form:**
equations are written as an OR of AND terms
- **Standard Product-of-Sums (POS) form:**
equations are written as an AND of OR terms
- **Examples:**
 - SOP: $A B C + \bar{A} \bar{B} C + B$
 - POS: $(A + B) \cdot (A + \bar{B} + \bar{C}) \cdot C$
- These “mixed” forms are **neither SOP nor POS**
 - $(A B + C) (A + C)$
 - $A B \bar{C} + A C (A + B)$

Standard Sum-Of-Products (SOP)

- A sum of minterms form for n variables can be written down directly from a truth table.
 - Implementation of this form is a two-level network of gates such that:
 - The first level consists of n -input AND gates
 - The second level is a single OR gate
- This form often can be simplified so that the corresponding circuit is simpler.

Standard Sum-Of-Products (SOP)

- A Simplification Example:

$$F(A, B, C) = \sum (1, 4, 5, 6, 7)$$

- Writing the minterm expression:

$$F = \overline{A} \overline{B} C + A \overline{B} \overline{C} + A \overline{B} C + A B \overline{C} + A B C$$

- Simplifying:

$$F = \overline{A} \overline{B} C + A (\overline{B} \overline{C} + \overline{B} C + B \overline{C} + B C)$$

$$F = \overline{A} \overline{B} C + A (\overline{B} (\overline{C} + C) + B (\overline{C} + C))$$

$$F = \overline{A} \overline{B} C + A (\overline{B} + B)$$

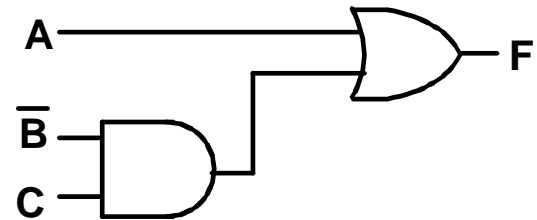
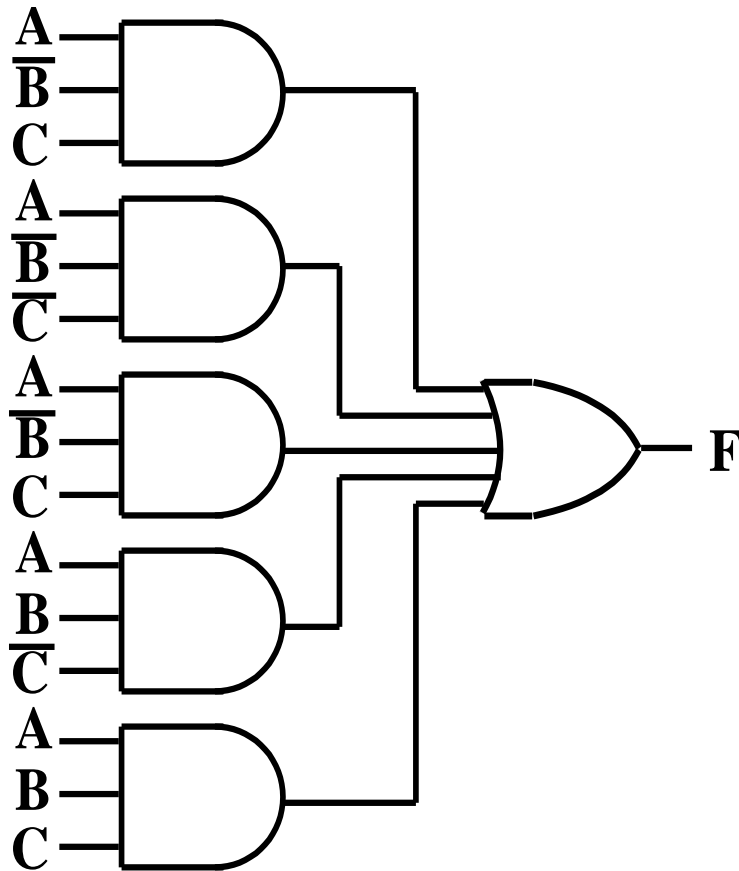
$$F = \overline{A} \overline{B} C + A$$

$$F = \overline{B} C + A$$

- Simplified F contains 3 literals compared to 15

AND/OR Two-Level Implementation

- The two implementations for F are shown below



**It is quite
apparent which
is simpler!**

SOP and POS Observations

- **The previous examples show that:**
 - Canonical Forms (Sum-of-minterms, Product-of-Maxterms), or other standard forms (SOP, POS) differ in complexity
 - Boolean algebra can be used to manipulate equations into simpler forms
 - Simpler equations lead to simpler implementations

Other Logic Operations

- 2^n rows in the truth table of n binary variables
- 2^{2^n} functions for n binary variables
- 16 functions of two binary variables

Table 2.7

Truth Tables for the 16 Functions of Two Binary Variables

| x | y | F_0 | F_1 | F_2 | F_3 | F_4 | F_5 | F_6 | F_7 | F_8 | F_9 | F_{10} | F_{11} | F_{12} | F_{13} | F_{14} | F_{15} |
|-----|-----|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|----------|----------|----------|----------|----------|----------|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 0 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 |
| 1 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |

Other Logic Operations (2)

Table 2.8

Boolean Expressions for the 16 Functions of Two Variables

| Boolean Functions | Operator Symbol | Name | Comments |
|-------------------|------------------|--------------|---------------------------|
| $F_0 = 0$ | | Null | Binary constant 0 |
| $F_1 = xy$ | $x \cdot y$ | AND | x and y |
| $F_2 = xy'$ | x/y | Inhibition | x , but not y |
| $F_3 = x$ | | Transfer | x |
| $F_4 = x'y$ | y/x | Inhibition | y , but not x |
| $F_5 = y$ | | Transfer | y |
| $F_6 = xy' + x'y$ | $x \oplus y$ | Exclusive-OR | x or y , but not both |
| $F_7 = x + y$ | $x + y$ | OR | x or y |
| $F_8 = (x + y)'$ | $x \downarrow y$ | NOR | Not-OR |
| $F_9 = xy + x'y'$ | $(x \oplus y)'$ | Equivalence | x equals y |
| $F_{10} = y'$ | y' | Complement | Not y |
| $F_{11} = x + y'$ | $x \subset y$ | Implication | If y , then x |
| $F_{12} = x'$ | x' | Complement | Not x |
| $F_{13} = x' + y$ | $x \supset y$ | Implication | If x , then y |
| $F_{14} = (xy)'$ | $x \uparrow y$ | NAND | Not-AND |
| $F_{15} = 1$ | | Identity | Binary constant 1 |

Other Logic Operations (3)

- Consider the 16 functions
 - two are equal to a constant
 - four are repeated twice
 - inhibition and implication are not commutative or associative
 - the other eight: complement, transfer, AND, OR, NAND, NOR, XOR, and equivalence are used as standard gates
 - complement: inverter
 - transfer: buffer (used for power amplification)
 - equivalence: XNOR

Digital Logic Gates


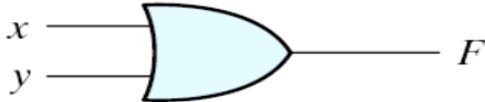
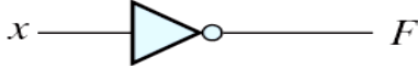

| Name | Graphic symbol | Algebraic function | Truth table | | | | | | | | | | | | | | | |
|----------|--|--------------------|---|-----|-----|-----|---|---|---|---|---|---|---|---|---|---|---|---|
| AND |  | $F = xy$ | <table><tr><th>x</th><th>y</th><th>F</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table> | x | y | F | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 1 | 1 |
| x | y | F | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | | | | | | | | | | | | | | | | |
| OR |  | $F = x + y$ | <table><tr><th>x</th><th>y</th><th>F</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table> | x | y | F | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | 1 |
| x | y | F | | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | | | | | | | | | | | | | | | | |
| Inverter |  | $F = x'$ | <table><tr><th>x</th><th>F</th></tr><tr><td>0</td><td>1</td></tr><tr><td>1</td><td>0</td></tr></table> | x | F | 0 | 1 | 1 | 0 | | | | | | | | | |
| x | F | | | | | | | | | | | | | | | | | |
| 0 | 1 | | | | | | | | | | | | | | | | | |
| 1 | 0 | | | | | | | | | | | | | | | | | |
| Buffer |  | $F = x$ | <table><tr><th>x</th><th>F</th></tr><tr><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td></tr></table> | x | F | 0 | 0 | 1 | 1 | | | | | | | | | |
| x | F | | | | | | | | | | | | | | | | | |
| 0 | 0 | | | | | | | | | | | | | | | | | |
| 1 | 1 | | | | | | | | | | | | | | | | | |

Figure 2.5 Digital Logic Gates

Digital Logic Gates (2)


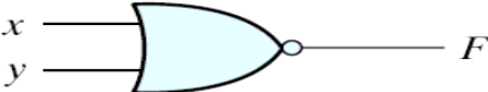
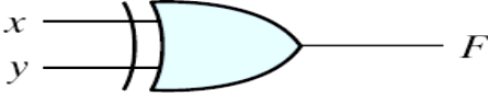

| NAND |  $F = (xy)'$ | <table> <tr> <th>x</th><th>y</th><th>F</th></tr> <tr><td>0</td><td>0</td><td>1</td></tr> <tr><td>0</td><td>1</td><td>1</td></tr> <tr><td>1</td><td>0</td><td>1</td></tr> <tr><td>1</td><td>1</td><td>0</td></tr> </table> | x | y | F | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | 0 |
|------------------------------------|---|--|-----|-----|-----|---|---|---|---|---|---|---|---|---|---|---|---|
| x | y | F | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | | | | | | | | | | | | | | | |
| NOR |  $F = (x + y)'$ | <table> <tr> <th>x</th><th>y</th><th>F</th></tr> <tr><td>0</td><td>0</td><td>1</td></tr> <tr><td>0</td><td>1</td><td>0</td></tr> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>1</td><td>1</td><td>0</td></tr> </table> | x | y | F | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 1 | 0 |
| x | y | F | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | | | | | | | | | | | | | | | |
| Exclusive-OR (XOR) |  $F = xy' + x'y$ $= x \oplus y$ | <table> <tr> <th>x</th><th>y</th><th>F</th></tr> <tr><td>0</td><td>0</td><td>0</td></tr> <tr><td>0</td><td>1</td><td>1</td></tr> <tr><td>1</td><td>0</td><td>1</td></tr> <tr><td>1</td><td>1</td><td>0</td></tr> </table> | x | y | F | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | 0 |
| x | y | F | | | | | | | | | | | | | | | |
| 0 | 0 | 0 | | | | | | | | | | | | | | | |
| 0 | 1 | 1 | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | | | | | | | | | | | | | | | |
| 1 | 1 | 0 | | | | | | | | | | | | | | | |
| Exclusive-NOR or equivalence |  $F = xy + x'y'$ $= (x \oplus y)'$ | <table> <tr> <th>x</th><th>y</th><th>F</th></tr> <tr><td>0</td><td>0</td><td>1</td></tr> <tr><td>0</td><td>1</td><td>0</td></tr> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>1</td><td>1</td><td>1</td></tr> </table> | x | y | F | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 1 | 1 |
| x | y | F | | | | | | | | | | | | | | | |
| 0 | 0 | 1 | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | | | | | | | | | | | | | | | |
| 1 | 0 | 0 | | | | | | | | | | | | | | | |
| 1 | 1 | 1 | | | | | | | | | | | | | | | |

Figure 2.5 Digital Logic Gates (Continued)

Extension To Multiple Inputs

- All gates **-except for the inverter and buffer-** can be extended to have more than two inputs
- A gate can be extended to multiple inputs if the binary operation it represents is commutative & associative
- The AND and OR operations, defined in Boolean algebra, possess these two properties.
- $x+y = y+x$ (commutative)
- $(x+y)+z = x+(y+z) = x+y+z$ (associative)

Extension To Multiple Inputs (2)

- NAND and NOR are commutative but not associative \Rightarrow they are not extendable

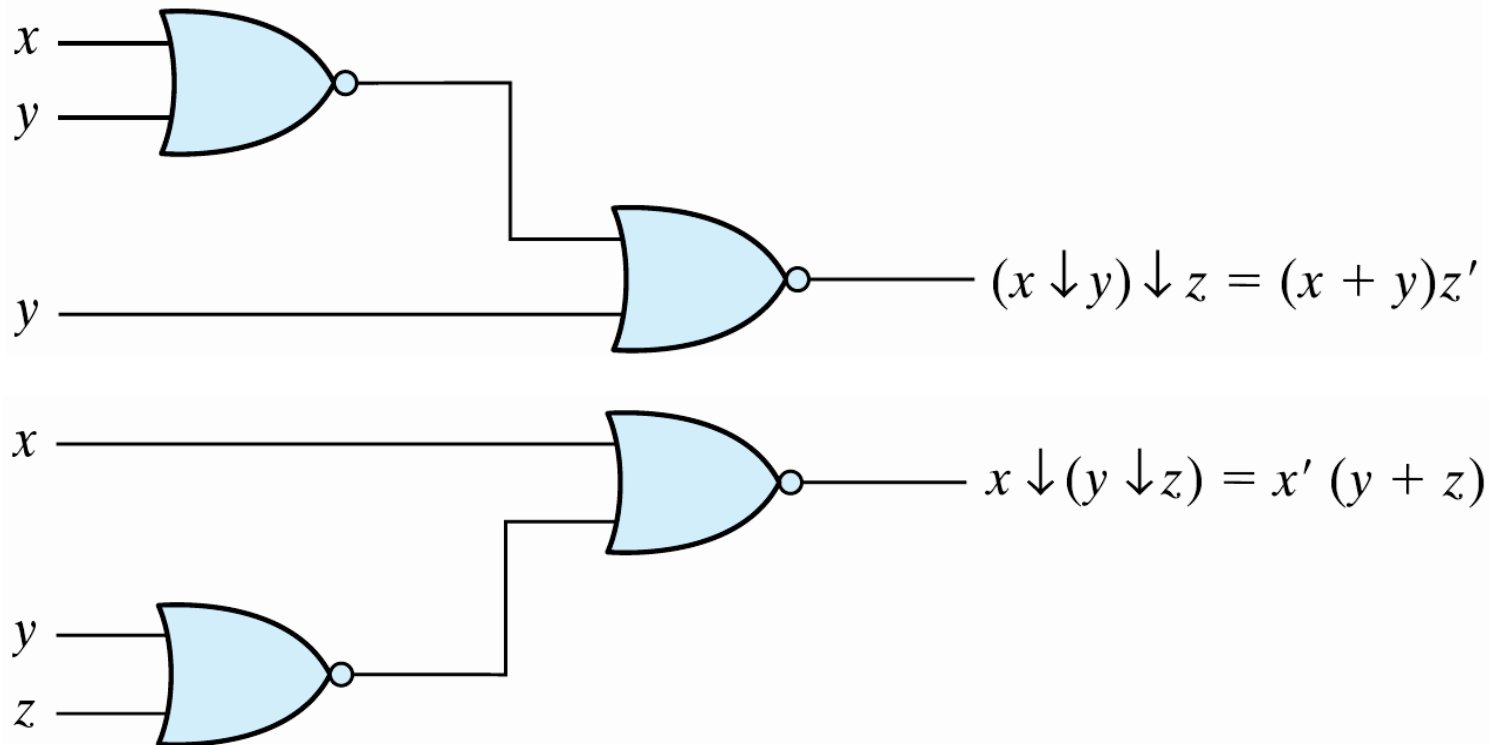
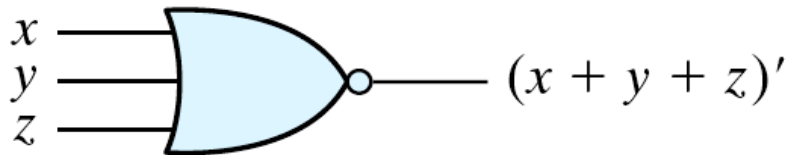


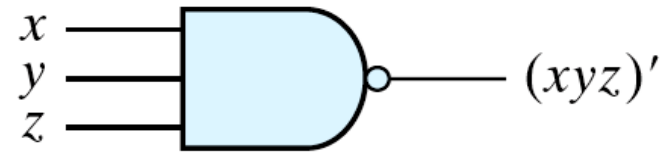
Fig. 2-6 Demonstrating the nonassociativity of the NOR operator; $(x \downarrow y) \downarrow z \neq x \downarrow (y \downarrow z)$

Extension To Multiple Inputs (3)

- Multiple NOR = a complement of OR gate
- Multiple NAND = a complement of AND gate



(a) 3-input NOR gate

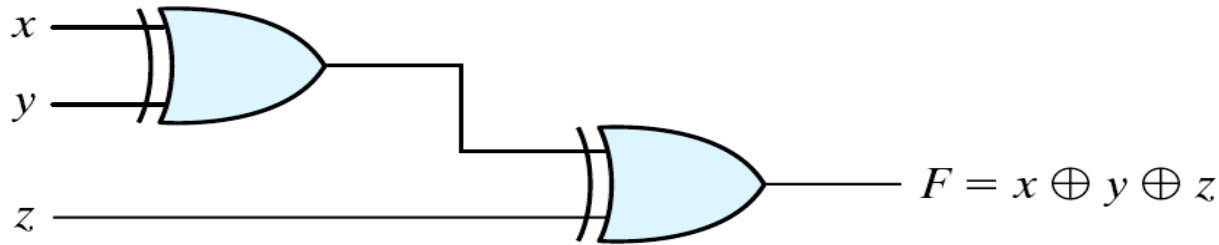


(b) 3-input NAND gate

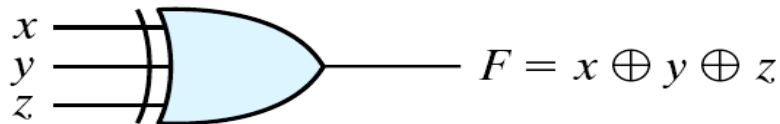
Fig. 2-7 Multiple-input and cascaded NOR and NAND gates

Extension To Multiple Inputs (4)

- The XOR and XNOR gates are commutative and associative
- XOR is an odd function: it is equal to 1 if the inputs variables have an odd number of 1's



(a) Using 2-input gates



(b) 3-input gate

| x | y | z | F |
|-----|-----|-----|-----|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 1 |
| 0 | 1 | 0 | 1 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 0 |
| 1 | 1 | 1 | 1 |

(c) Truth table

Fig. 2-8 3-input exclusive-OR gate

Positive And Negative Logic

- The same physical gate has different logical meanings depending on interpretation of the signal levels.
- *Positive Logic*
 - HIGH signal levels represent Logic 1
 - LOW signal levels represent Logic 0
- *Negative Logic*
 - LOW signal levels represent Logic 1
 - HIGH signal levels represent Logic 0
- A gate that implements a Positive Logic AND function will implement a Negative Logic OR function, and vice-versa.

Positive And Negative Logic (2)

- Given this signal level table:

| Input X Y | | Output |
|--------------|---|--------|
| L | L | L |
| L | H | H |
| H | L | H |
| H | H | H |

- What logic function is implemented?

| Positive Logic | (H = 1) (L = 0) |
|-------------------|--------------------|
| 0 0 | 0 |
| 0 1 | 1 |
| 1 0 | 1 |
| 1 1 | 1 |

| Negative Logic | (H = 0) (L = 1) |
|-------------------|--------------------|
| 1 1 | 1 |
| 1 0 | 0 |
| 0 1 | 0 |
| 0 0 | 0 |

Positive And Negative Logic (3)

- Rearranging the negative logic terms to the standard function table order:

| Positive Logic | (H = 1) (L = 0) |
|-------------------|--------------------|
| 0 0 | 0 |
| 0 1 | 1 |
| 1 0 | 1 |
| 1 1 | 1 |

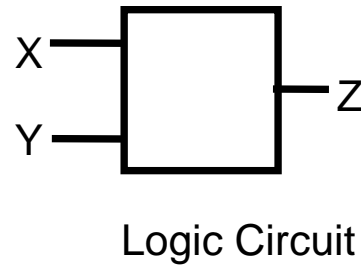
OR

| Negative Logic | (H = 0) (L = 1) |
|-------------------|--------------------|
| 0 0 | 0 |
| 0 1 | 0 |
| 1 0 | 0 |
| 1 1 | 1 |

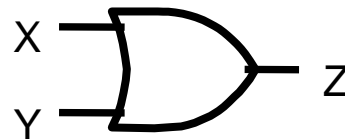
AND

Logic Symbol Conventions

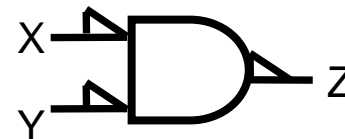
- Use of *polarity indicator* to represent use of negative logic convention on gate inputs or outputs



| X | Y | Z |
|---|---|---|
| L | L | L |
| L | H | H |
| H | L | H |
| H | H | H |



Positive Logic



Negative Logic

The End

Questions?