

CSEN102 – Introduction to Computer Science

Lecture 10: Boolean Logic

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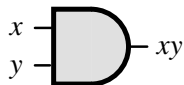
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Synopsis

Recall the **Boolean operations** and their **Truth tables**:

AND (conjunction,
product)

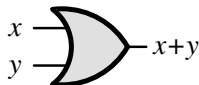
x	y	$x * y$
0	0	0
0	1	0
1	0	0
1	1	1



AND

OR (disjunction,
sum)

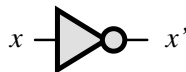
x	y	$x + y$
0	0	0
0	1	1
1	0	1
1	1	1



OR

NOT (complement,
negation)

x	$\neg x$
0	1
1	0



NOT

Boolean algebra

A Boolean Algebra must satisfy these axioms:

$x + 0 = x$	$x * 1 = x$	
$x + 1 = 1$	$x * 0 = 0$	
$x + x = x$	$x * x = x$	
$x + x' = 1$	$x * x' = 0$	
$(x')' = x$		
$x + y = y + x$	$xy = yx$	Commutativity
$x + (y + z) = (x + y) + z$	$x(yz) = (xy)z$	Associativity
$x(y + z) = xy + xz$	$x + yz = (x + y)(x + z)$	Distributivity
$(x + y)' = x'y'$	$(xy)' = x' + y'$	DeMorgan's Law
$x + 0 = x$	$x * 1 = x$	
$x + 1 = 1$	$x * 0 = 0$	
$x + x = x$	$x * x = x$	
$x + x' = 1$	$x * x' = 0$	
$(x')' = x$		
$x + y = y + x$	$xy = yx$	Commutativity
$x + (y + z) = (x + y) + z$	$x(yz) = (xy)z$	Associativity

Technical realization of Boolean logic

Building blocks of an actual computer

The transistor

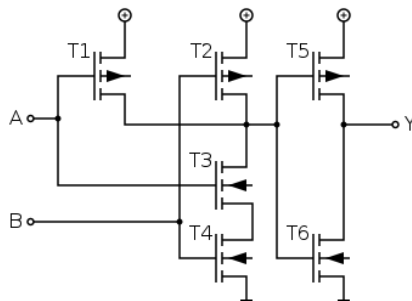
- Computers can be build out of any **bistable device**.
- Today's "**microprocessor revolution**" was made possible by the invention of the **transistor**.
 - First patent in **1925** by **Julius Edgar Lilienfeld**.
 - First construction in **1934** by **Oskar Heil**
 - Different model in **1945** by **Herbert F. Mataré**, **Heinrich Welker** (FET)
 - In the same year by **William B. Shockley** and **Walter H. Brattain** (JFET) (→ they receive the **Noble Price** in **1956**, so don't take Nobel prices too serious. . .)
- The name "**transistor**" is a concatenation of **transfer resistor**

Using transistors for logical gates

- Transistors can be used to implement the basic logical gates

Example (AND)

Schematic of an **AND** gate with **Metal Oxide Semiconductor Field Effect Transistors (MOSFET)**

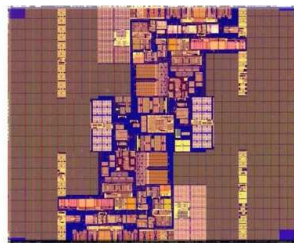


State of the art

Comparison



Copy of the first transistor by
Shockley, Brattain



Die of the Itanium 2 Montecito

- A Quad-core Itanium Tuwika has about 2 billion transistors (state-of-the-art in mid 2010)

Step 1 – Translating the truth table

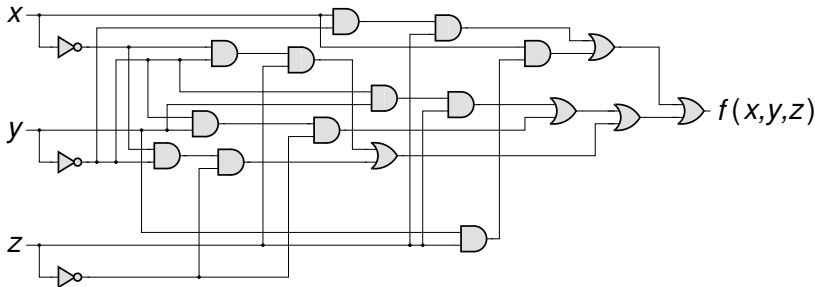
x	y	z	$f(x, y, z)$	
0	0	0	1	←
0	0	1	1	←
0	1	0	1	←
0	1	1	1	←
1	0	0	0	
1	0	1	1	←
1	1	0	0	
1	1	1	1	←

$$f(x, y, z) = x'y'z' + x'y'z + x'yz' + x'yz + xy'z + xyz$$

Next step – Transcribing the formula?

$$f(x, y, z) = x'y'z' + x'y'z + x'yz' + x'yz + xy'z + xyz$$

Immediate translation



- We used **20 gates**. We can do better...

Step 2 – Reducing the formula

Using the rules and axioms of Boolean algebra:

$$f(x, y, z) = x'y'z' + x'y'z + x'yz' + x'yz + xy'z + xyz$$

$$f(x, y, z) = (x'y'z' + x'y'z) + (x'yz' + x'yz) + (xy'z + xyz)$$

$$f(x, y, z) = ((x'y')z' + (x'y')z) + ((x'y)z' + (x'y)z) + ((xz)y' + (xz)y)$$

$$f(x, y, z) = ((x'y' + x'y')(z' + z)) + ((x'y + x'y)(z' + z)) + ((xz + xz)(y' + y))$$

$$f(x, y, z) = (x'y')1 + (x'y)1 + (xz)1$$

$$f(x, y, z) = x'y' + x'y + xz$$

$$f(x, y, z) = x'(y' + y) + xz$$

$$f(x, y, z) = x' + xz$$

$$f(x, y, z) = (x' + x)(x' + z)$$

$$f(x, y, z) = 1(x' + z)$$

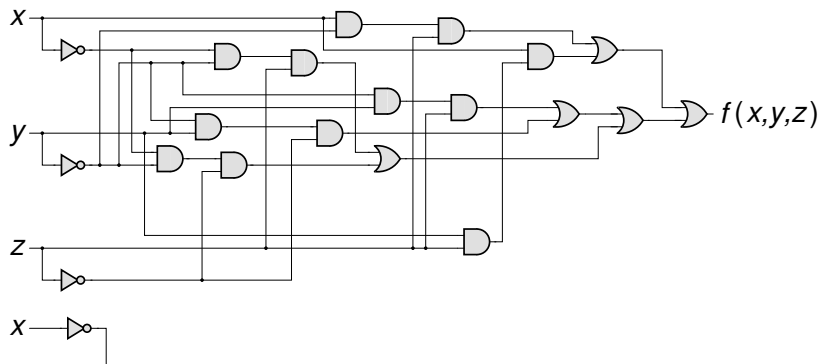
$$f(x, y, z) = x' + z$$

Step 3 – Transcribing the formula

$$f(x, y, z) = x'y'z' + x'y'z + x'yz' + x'yz + xy'z + xyz$$

$$f(x, y, z) = x' + z$$

Transcription before *after* algebraic transformation



Summary and observations

- Algebraic expressions can be **simplified** through **transformations**
- **Simplified expressions** have multiple **advantages**
 - fewer **building blocks**
 - fewer **crossings**
- Having a **systematic** approach would be nice. . .

A systematic approach

- The form of the expression transcribed from the truth table is called **disjunctive normal form**.

$$f(x, y, z) = x'y'z' + x'y'z + x'yz' + x'yz + xy'z + xyz$$

- In general, for n inputs x_1, \dots, x_n , the **disjunctive normal form** is

$$f(x_1, \dots, x_n) = x_1^{s_{1,1}} * \dots * x_n^{s_{1,n}} + \dots + x_1^{s_{m,1}} * \dots * x_n^{s_{m,n}}$$

- Where m is the number of “1s” in the truth table, and
- $s_{i,j}$ is the “sign” of input x_j in conjunct i

A systematic approach

Idea:

$$f(x, y, z) = x'y'z' + x'y'z + x'yz' + x'yz + xy'z + xyz$$

- Search for conjuncts that **vary in only one component**
- Apply:
 - **Associativity**: $x'y'z' + x'y'z = (x'y')z' + (x'y')z$
 - **Distributivity**: $(x'y')z' + (x'y')z = ((x'y') + (x'y')) * (z + z')$
 - $x + x' = 1, x + x = x$: $(x'y') * 1$
 - $x * 1 = x$: $x'y'$
- **Replace** the old conjuncts by the new one

$$f(x, y, z) = x'y' + x'yz' + x'yz + xy'z + xyz$$

- **Repeat** until no further reductions can be found

A systematic approach

Example

$$f(x, y, z) = x'y'z' + x'y'z + x'yz' + x'yz + xy'z + xyz$$

$$f(x, y, z) = x'y' + x'y'z' + x'y'z + xy'z + xyz$$

$$f(x, y, z) = x'y' + x'y + xy'z + xyz$$

$$f(x, y, z) = x'y' + x'y + xz$$

$$f(x, y, z) = x' + xz$$

$$f(x, y, z) = x' + z$$

Even more structured approaches include:

- The Quine-McCluskey algorithm
- The Veitch diagram or Karnaugh map

Adding feedback: a solid state circuit

The flip-flop

