

Digital Logic Design + Computer Architecture

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Logic Minimization

Life of an Engineer



Logic Minimization: Why?

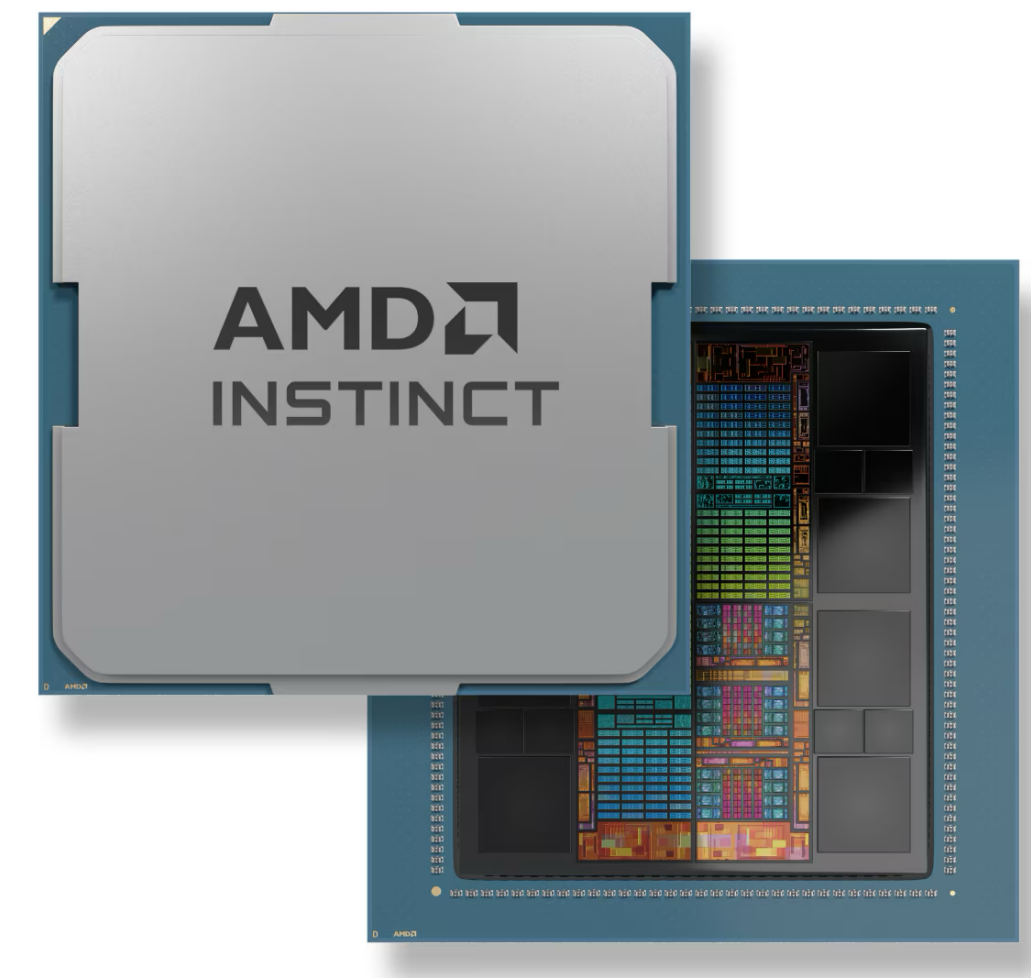
- Consider a switching expression. **How many gates do you need to implement this?** Consider each gate is 2-input, 1 output except the NOTs — **5 ORs, 12 ANDs, 3 NOTs**

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

- Now consider the following expression: $x'z' + y'z' + yz + xz$.
- Observe that both implements the same logic function!!! Now you need **4 ORs, 4 ANDs, and 3 NOTs**.
- Can you do better?? — **Yes** $f(x, y, z) = x'z' + xy' + yz$
- Turns out that there can be more such expressions.
- Lower gate count => Lower transistor count => Lower area (and perhaps less power, and time)...
- So, now we have an engineering problem in hand — **how to minimize the switching expressions???**

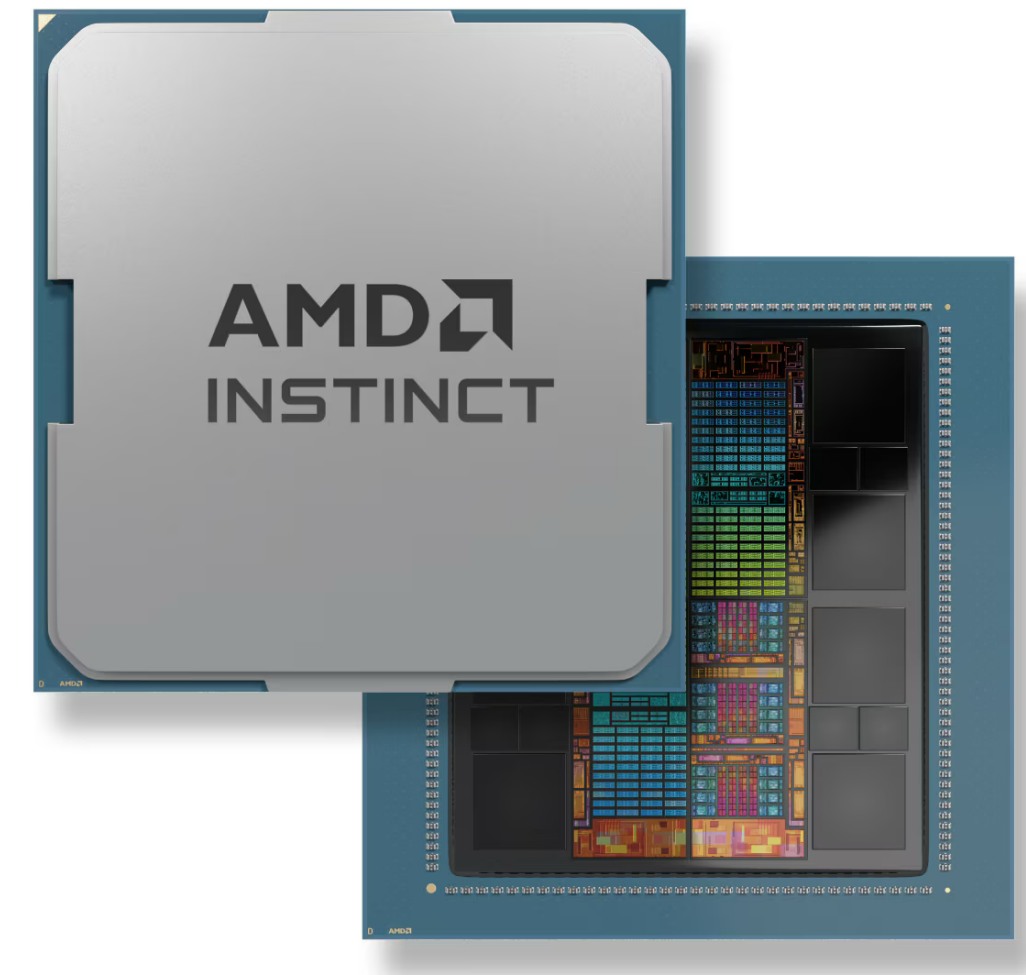
Bigger Picture

- Modern circuits contains billions of gates — e.g. AMD Instinct is a GPU processor containing 146,000,000,000 transistors; so a few billions of gates (if not trillions)...
- How do people minimized their gate network...Fortunately we have tools for that.
- Today we will be studying some of the fundamental techniques behind these tools.
 - Of course, a very very rudimentary intro



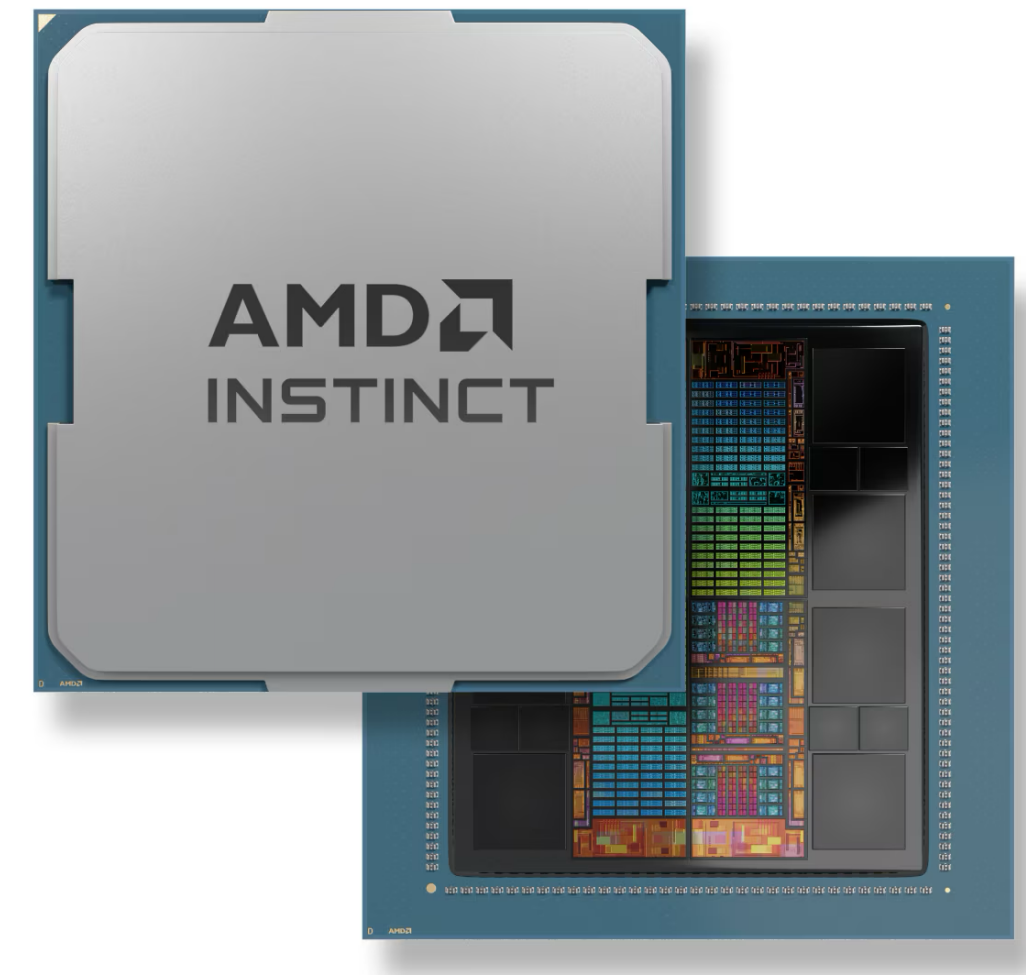
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The Map Method

- **Karnaugh map:** modified form of truth table
- Combine terms using the **$Aa + Aa' = A$ (combining theorem)**

<div>z \ xy</div>		xy			
		00	01	11	10
z	0	0	2	6	4
	1	1	3	7	5

(a) Location of minterms in a three-variable map.

<div>z \ xy</div>		xy			
		00	01	11	10
z	0		1	1	
	1			1	

(b) Map for function $f(x,y,z) = \sum(2,6,7) = yz' + xy$.

<div>yz \ wx</div>		wx			
		00	01	11	10
yz	00	0	4	12	8
	01	1	5	13	9
	11	3	7	15	11
	10	2	6	14	10

(c) Location of minterms in a four-variable map.

<div>yz \ wx</div>		wx			
		00	01	11	10
yz	00		1	1	1
	01		1	1	
	11			1	
	10			1	

(d) Map for function $f(w,x,y,z) = \sum(4,5,8,12,13,14,15) = wx + xy' + wy'z'$.

The Map Method

- **Karnaugh map:** modified form of truth table
- Combine terms using the $Aa + Aa' = A$ (**combining theorem**)
- **Cube:**
 - Collection of 2^m cells, each adjacent to m cells of the collection
 - The cube is said to **cover** the cells it is involved with
 - Expressed by a product of **n-m literals** for a function containing **n variables**
 - **m literals** not in the product said to be eliminated

z \ xy		00	01	11	10
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	1	1	3	7	5

(a) Location of minterms in a three-variable map.

z \ xy		00	01	11	10
			1	1	
z	0		1	1	
	1			1	

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yz \ wx		00	01	11	10
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yz	00	0	4	12	8
	01	1	5	13	9
	11	3	7	15	11
	10	2	6	14	10

(c) Location of minterms in a four-variable map.

yz \ wx		00	01	11	10
			1	1	1
yz	00		1	1	1
	01		1	1	
	11			1	
	10			1	

(d) Map for function $f(w,x,y,z) = \sum(4,5,8,12,13,14,15) = wx + xy' + wy'z'$.

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- **More Clarification:**
 - Consider the squares 2 and 6 in Fig (a)
 - The minterms are $z'x'y$ and $z'xy$
 - Now apply the **combining theorem**.
 - Literal x and x' are eliminated.
 - The result is a 2-cube.

		xy			
		00	01	11	10
z	0	0	2	6	4
	1	1	3	7	5

(a) Location of minterms in a three-variable map.

		xy			
		00	01	11	10
z	0		1	1	
	1			1	

(b) Map for function $f(x,y,z) = \sum(2,6,7) = yz' + xy$.

		wx			
		00	01	11	10
yz	00	0	4	12	8
	01	1	5	13	9
	11	3	7	15	11
	10	2	6	14	10

(c) Location of minterms in a four-variable map.

		wx			
		00	01	11	10
yz	00		1	1	1
	01		1	1	
	11			1	
	10			1	

(d) Map for function $f(w,x,y,z) = \sum(4,5,8,12,13,14,15) = wx + xy' + wy'z'$.

The Map Method

z \ xy				
	00	01	11	10
0	0	2	6	4
1	1	3	7	5

(a) Location of minterms in a three-variable map.

z \ xy				
	00	01	11	10
0		1	1	
1			1	

(b) Map for function $f(x,y,z) = \sum(2,6,7) = yz' + xy$.

- **Example:** $f = yz' + xy$
 - Use of cell 6 in forming both cubes justified by idempotent law
 - Corresponding algebraic manipulations:

$$\begin{aligned}
 f &= x'yz' + xyz' + xyz \\
 &= x'yz' + \underline{xyz'} + xyz' + xyz \text{ (idempotent law)} \\
 &= yz'(x' + x) + xy(z' + z) \\
 &= yz' + xy
 \end{aligned}$$

The Map Method

- **Example:** $w'xy'z' + w'xy'z + wxy'z' + wxy'z = xy'(w'z' + w'z + wz' + wz) = xy'$
- **Trick:**
 - In a cube, just keep the variables not changing their value.

yz \ wx	wx			
	00	01	11	10
00	0	4	12	8
01	1	5	13	9
11	3	7	15	11
10	2	6	14	10

(c) Location of minterms in a four-variable map.

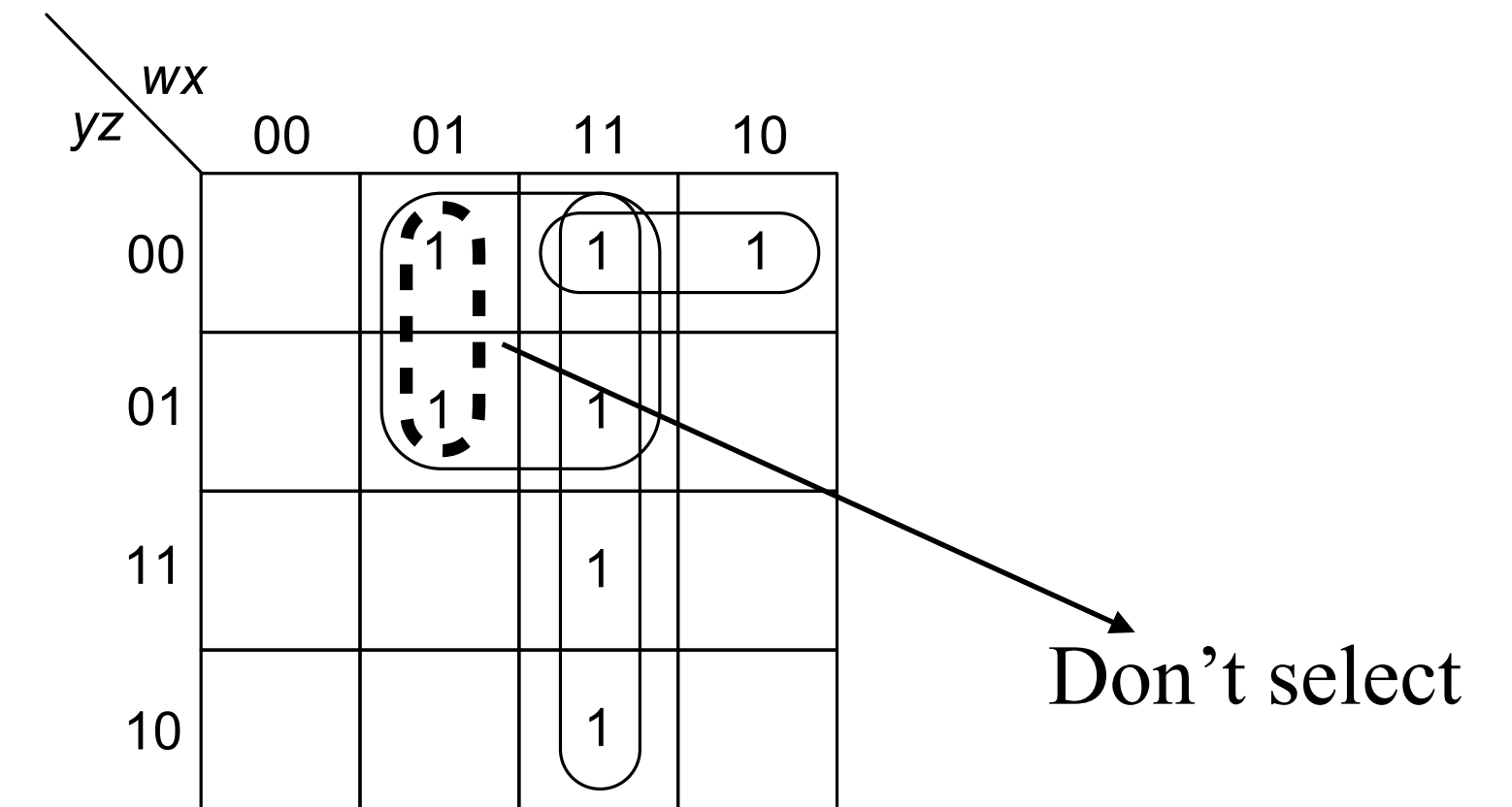
yz \ wx	wx			
	00	01	11	10
00		1	1	1
01		1	1	
11			1	
10			1	

(d) Map for function $f(w,x,y,z)$
 $= \sum(4,5,8,12,13,14,15) = wx + xy' + wy'z'$.

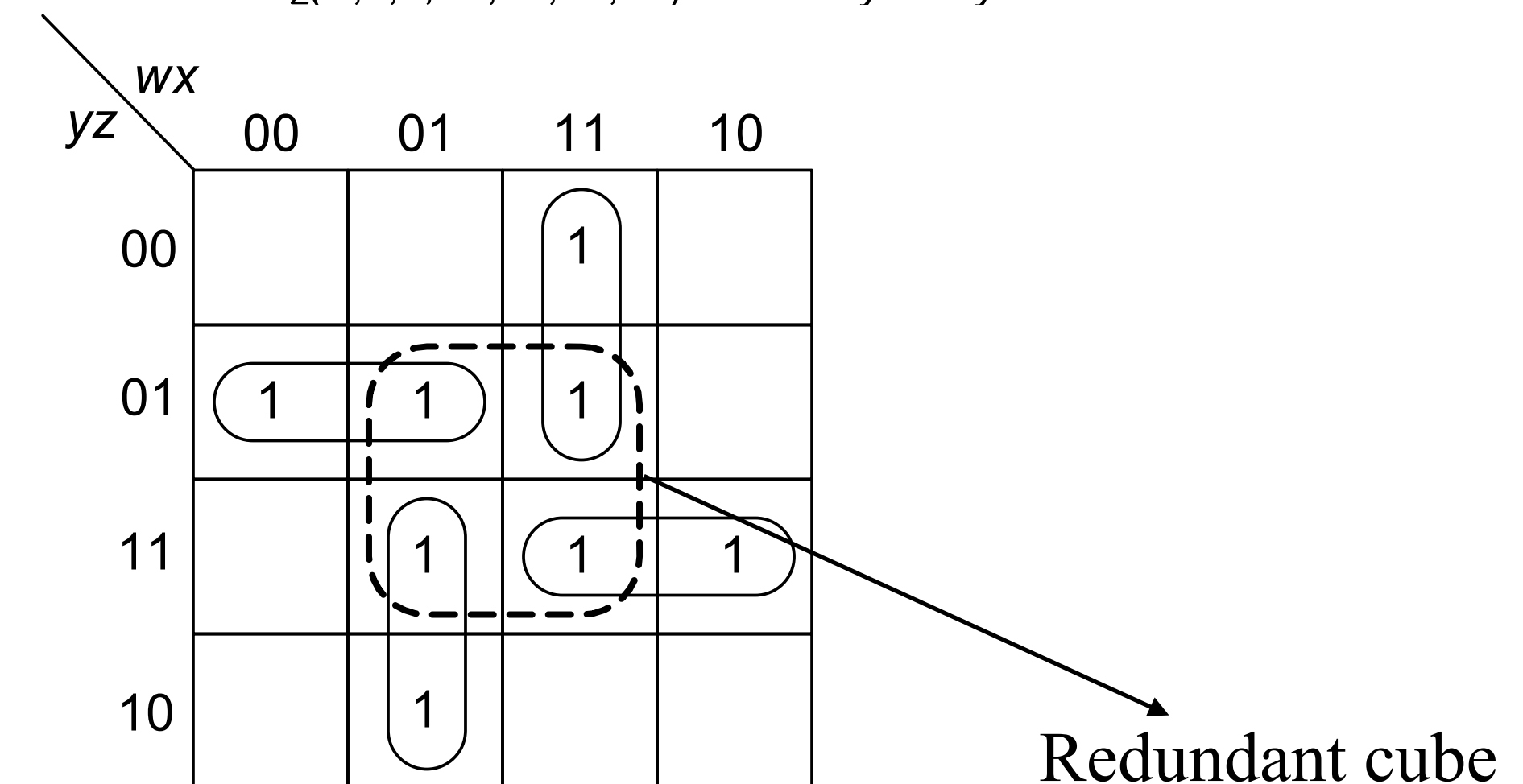
The Map Method

Rules for minimization:

- **Step 1:** cover those 1 cells by cubes that cannot be combined with other 1 cells; continue to 1 cells that have a single adjacent 1 cell (thus can form cubes of only two cells)
- **Step 2—:** Combine 1 cells that yield cubes of four cells, but are not part of any cube of eight cells, and so on..
 - A cube contained in a larger cube must never be selected
 - A cube contained in any combination of other cubes already selected in the cover is redundant (**consensus theorem**)
 - If there are more than one way of covering the map with cubes, select the cover with larger cubes
 - **Minimal expression:** collection of cubes that are as large and as few in number as possible, such that each 1 cell is covered by at least one cube
 - **Irredundant expressions:**
 - An SOP from where no term or literal can be deleted.
 - Not necessarily minimal
 - **Minimal and irredundant expressions may not be unique**
 - **But a minimal expression is always irredundant.**



(d) Map for function $f(w,x,y,z)$
 $= \sum(4,5,8,12,13,14,15) = wx + xy' + wy'z'$.



Let's try this..

The Map Method

yz \ wx	00	01	11	10
00	1	1		1
01		1	1	1
11		1	1	
10				

(a) $f = x'y/z' + w'xy' + wy/z + xz$
is an irredundant expression.

yz \ wx	00	01	11	10
00	1	1		1
01		1	1	1
11		1	1	
10				

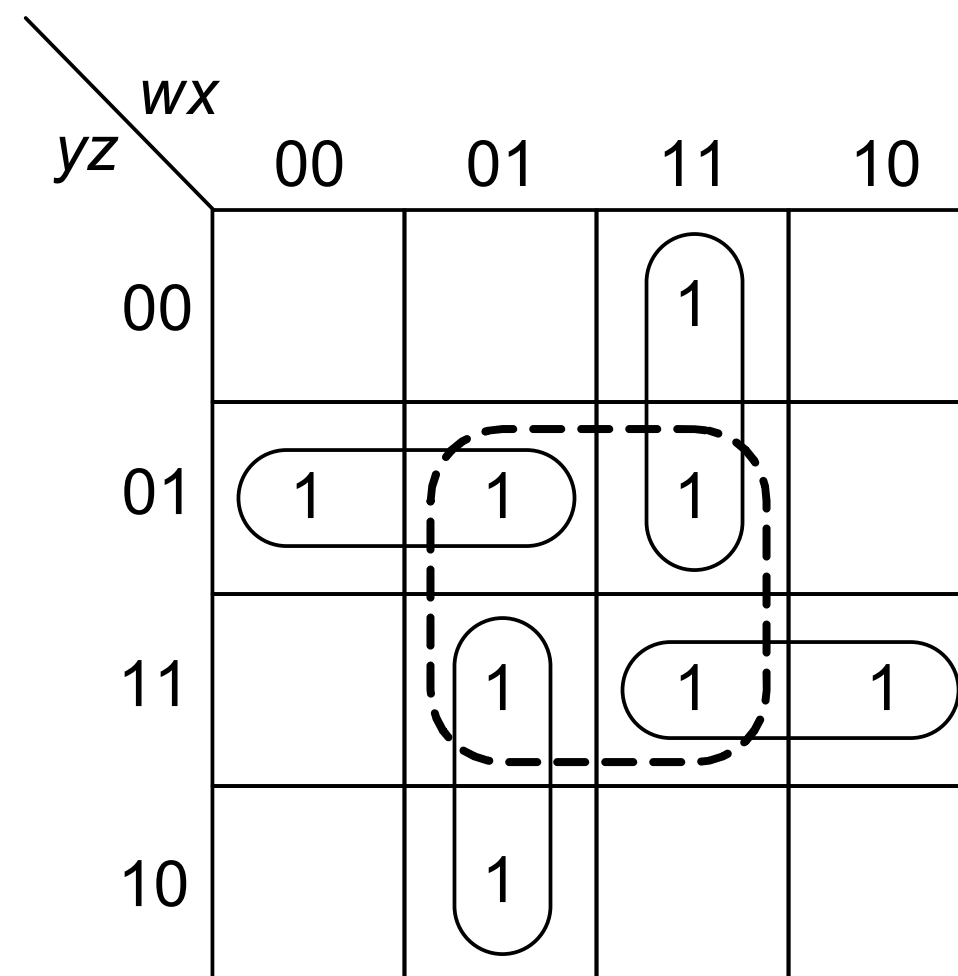
(b) $f = w'y/z' + wx'y' + xz$ is the
unique minimal expression.

Example: Two irredundant expressions for $f(w,x,y,z) = \sum(0,4,5,7,8,9,13,15)$

The Map Method

Example: $f(w,x,y,z) = \sum (1,5,6,7,11,12,13,15)$

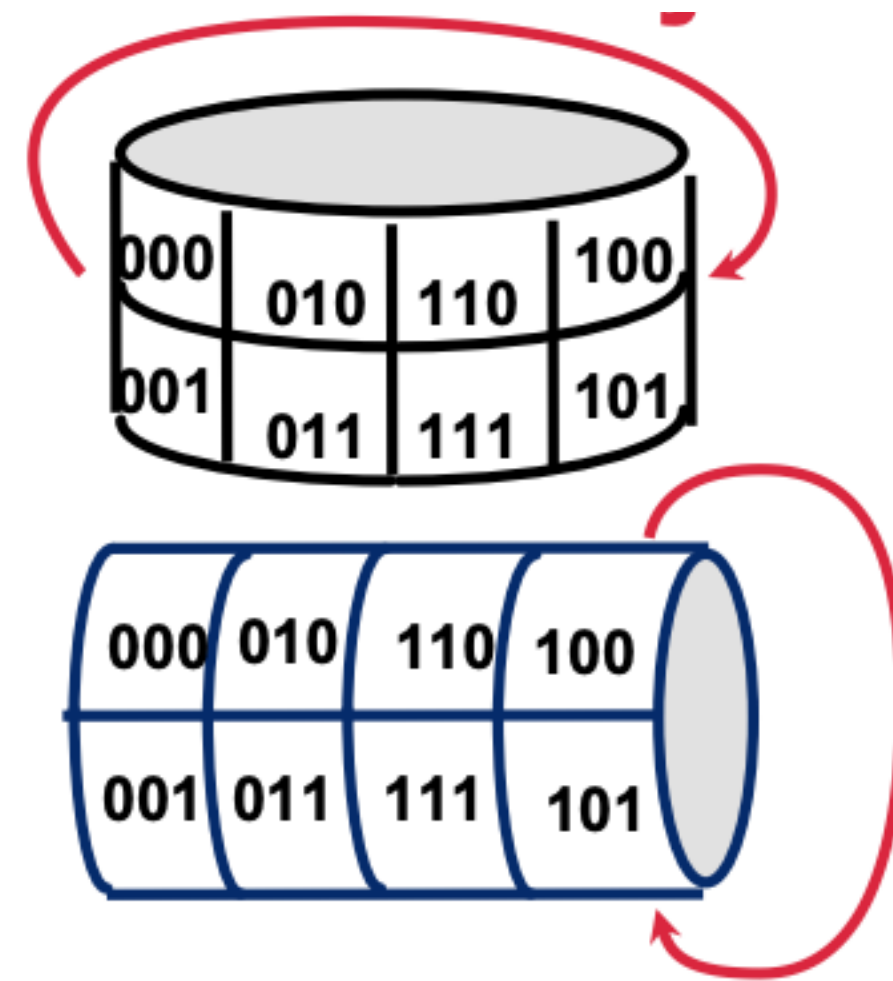
- Only one irredundant form: $f = wxy' + wyz + w'xy + w'y'z$



The Map Method: Earth is not Flat

<i>BC</i>		00	01	11	10
<i>A</i>	0	000	001	011	010
	1	100	101	111	110

<i>BC</i>		00	01	11	10
<i>A</i>	0	1			1
	1				



Minimal Product-of-Sums

- **Dual procedure:** product of a minimum number of sum factors, provided there is no other such product with the same number of factors and fewer literals
 - Variable corresponding to a 1 (0) is complemented (uncomplemented)
 - Cubes are formed of 0 cells
- **Example:** either one of minimal sum-of-products or minimal product-of-sums can be better than the other in literal count

yz \ wx				
	00	01	11	10
00				
01		1		1
11				
10		1		1

(a) Map of $f(x,y,z) = \sum (5,6,9,10)$
 $= w'xy'z + wx'y'z + w'xyz' + wx'yz'$.

yz \ wx				
	00	01	11	10
00	0	0	0	0
01	0	1	0	1
11	0	0	0	0
10	0	1	0	1

(b) Map of $f(x,y,z)$
 $= \prod (0,1,2,3,4,7,8,11,12,13,14,15)$
 $= (y + z)(y' + z')(w + x)(w' + x')$.

Let's Try it..

- Implement **complement** of $f(A, B, C, D) = \prod (7, 9, 13)$.

Let's Try it..

- Implement $f(A, B, C, D) = \sum (0, 2, 8, 12, 13)$ with minimum number of gates.

Don't-care Combinations

- **Don't-care combination** : combination for which the value of the function is not specified.
 - Either input combinations may be invalid
 - Or precise output value is of no importance
- Since each don't-care can be specified as either 0 or 1
 - a function with k don't-cares corresponds to a class of 2^k distinct functions.
 - Our aim is to choose the function with the minimal representation
- Assign 1 to some don't-cares and 0 to others in order to increase the size of the selected cubes whenever possible
- No cube containing only don't-care cells may be formed

Code Converter

Example: code converter from BCD to excess-3 code
Combinations 10 through 15 are don't-cares

Truth table

<i>Decimal number</i>	<i>BCD inputs</i>				<i>Excess-3 outputs</i>			
	<i>w</i>	<i>x</i>	<i>y</i>	<i>z</i>	<i>f₄</i>	<i>f₃</i>	<i>f₂</i>	<i>f₁</i>
0	0	0	0	0	0	0	1	1
1	0	0	0	1	0	1	0	0
2	0	0	1	0	0	1	0	1
3	0	0	1	1	0	1	1	0
4	0	1	0	0	0	1	1	1
5	0	1	0	1	1	0	0	0
6	0	1	1	0	1	0	0	1
7	0	1	1	1	1	0	1	0
8	1	0	0	0	1	0	1	1
9	1	0	0	1	1	1	0	0

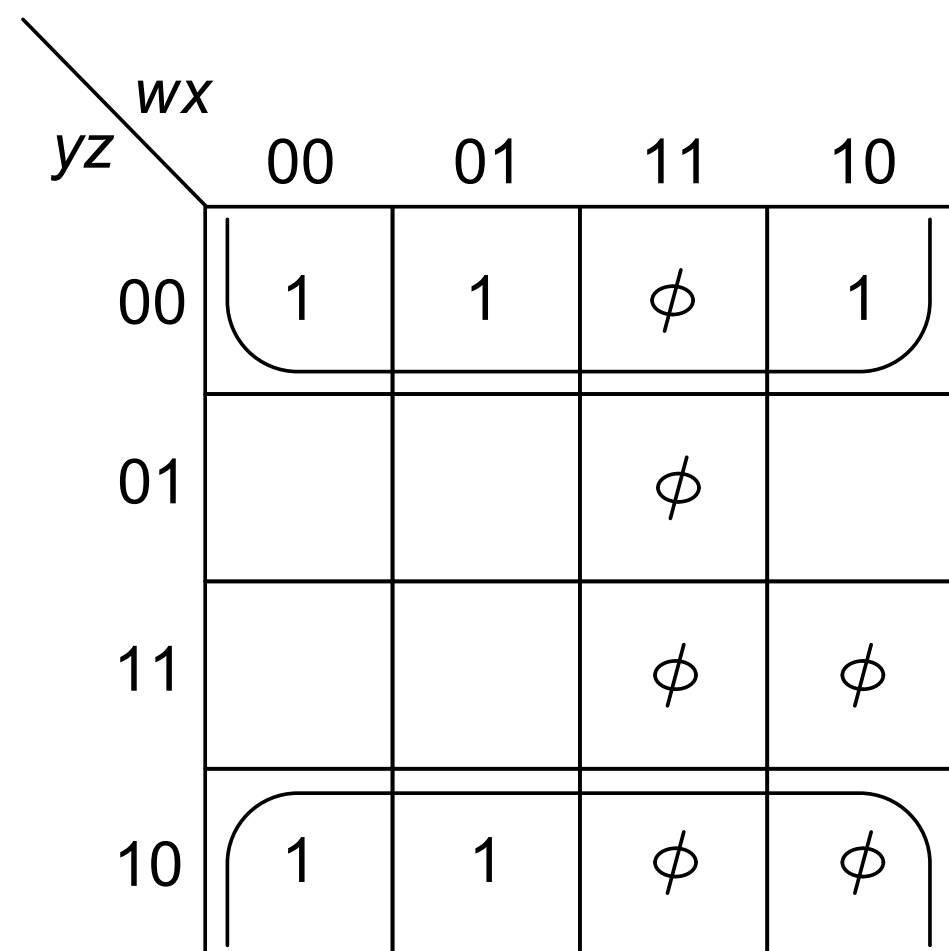
$$f_1 = \sum(0, 2, 4, 6, 8) + \sum_{\phi}(10, 11, 12, 13, 14, 15)$$

$$f_2 = \sum(0, 3, 4, 7, 8) + \sum_{\phi}(10, 11, 12, 13, 14, 15)$$

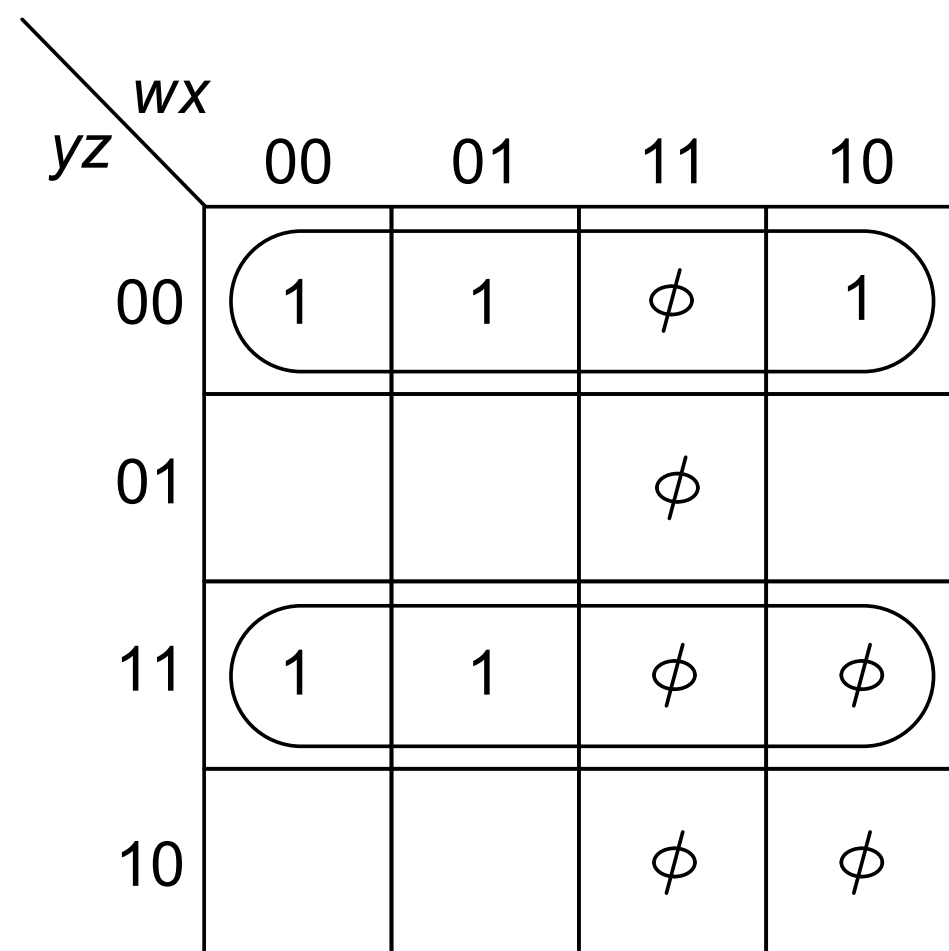
$$f_3 = \sum(1, 2, 3, 4, 9) + \sum_{\phi}(10, 11, 12, 13, 14, 15)$$

$$f_4 = \sum(5, 6, 7, 8, 9) + \sum_{\phi}(10, 11, 12, 13, 14, 15)$$

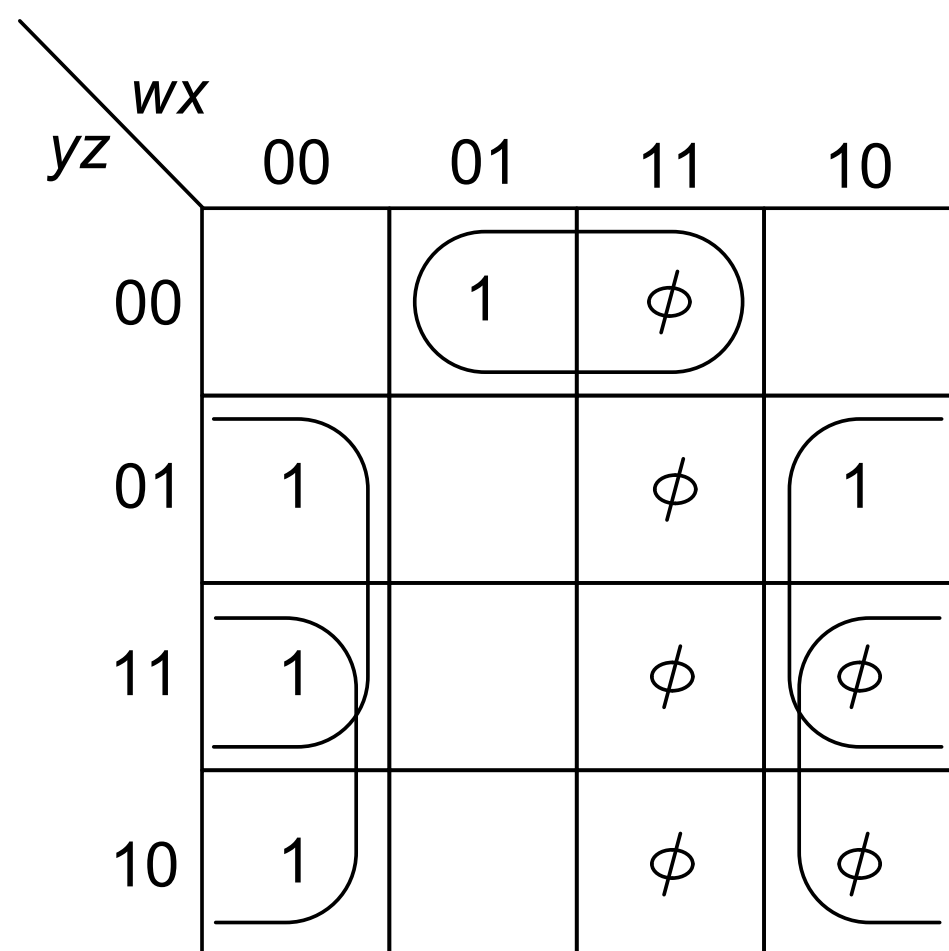
Code Converter



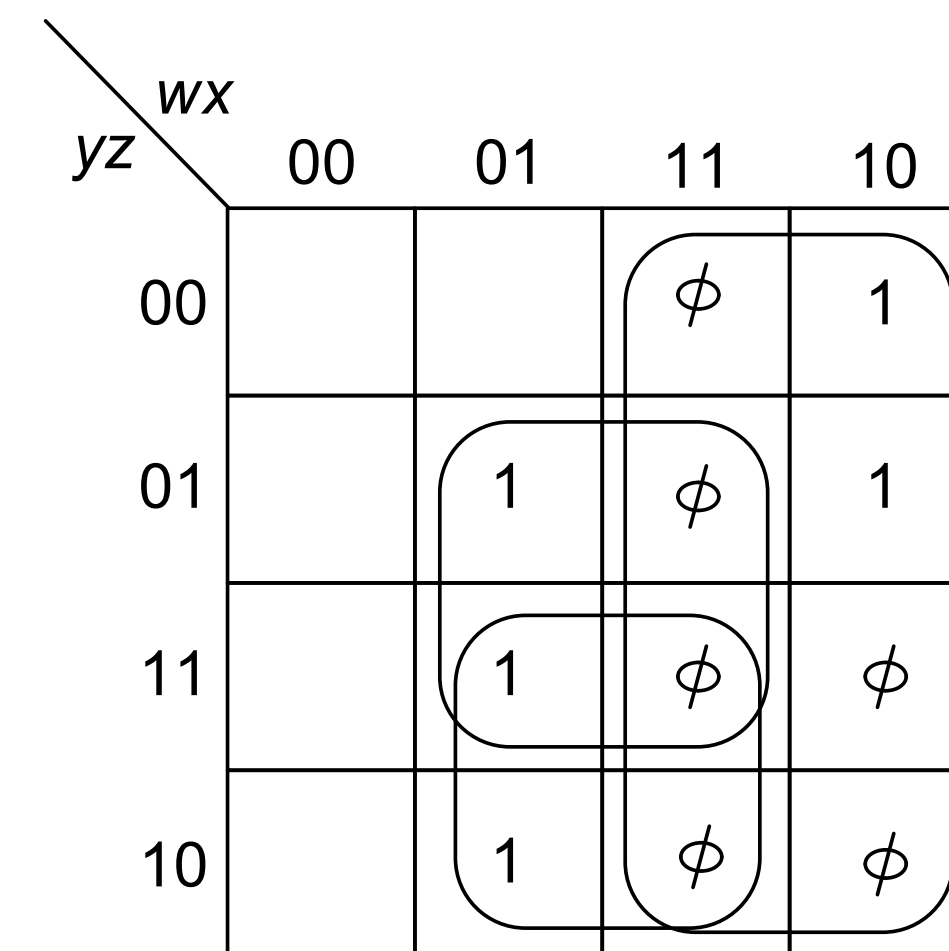
f_1 map



f_2 map



f_3 map

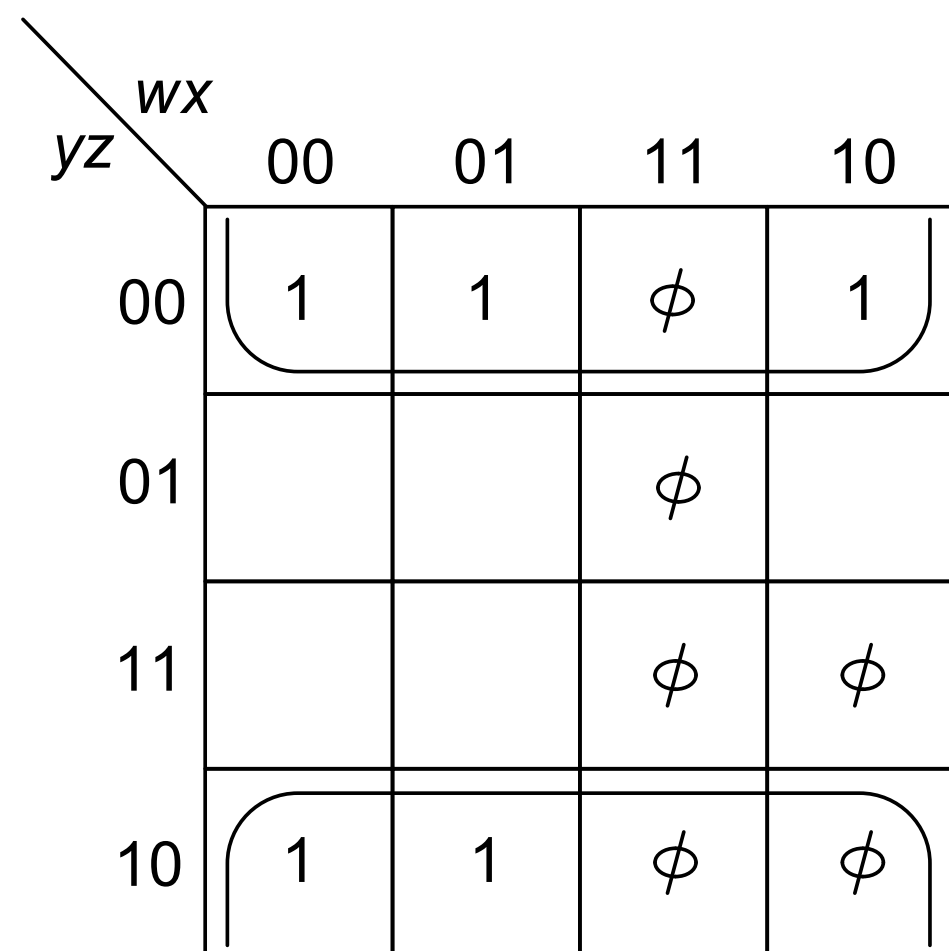


f_4 map

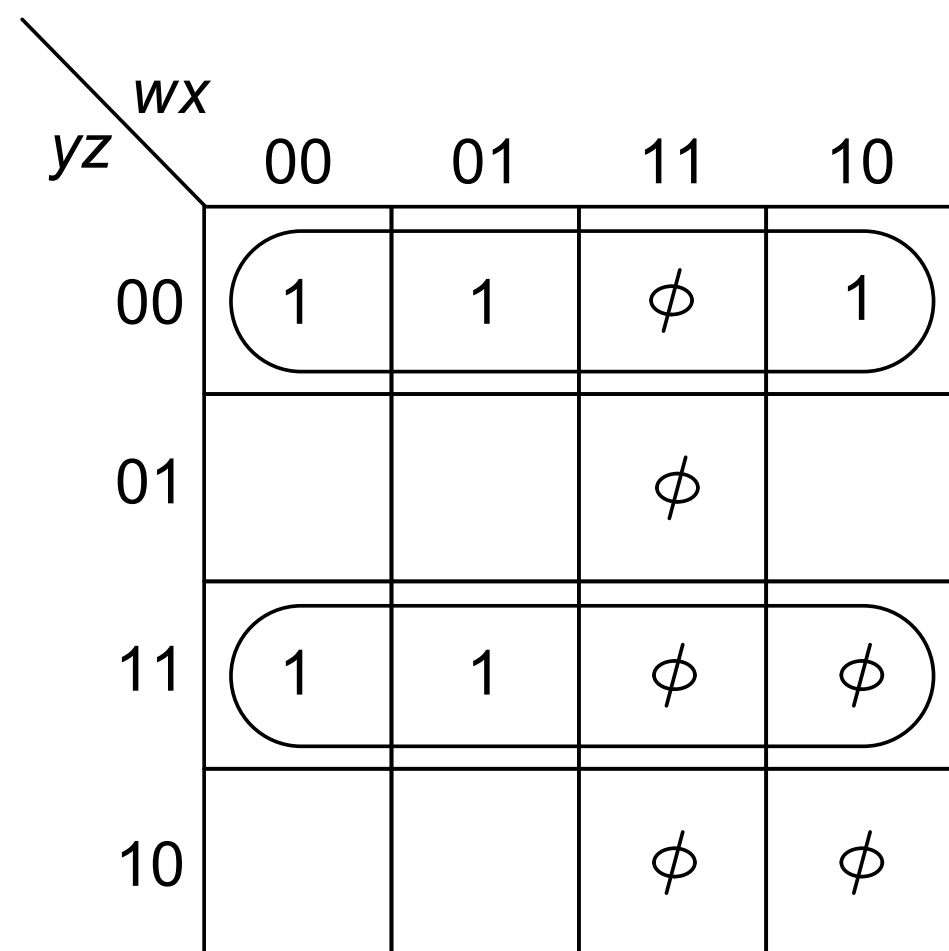
Increase the size of the cubes without making it necessary to increase the number of cubes, than would be required with fewer don't cares assigned one.

Lets do it!!!

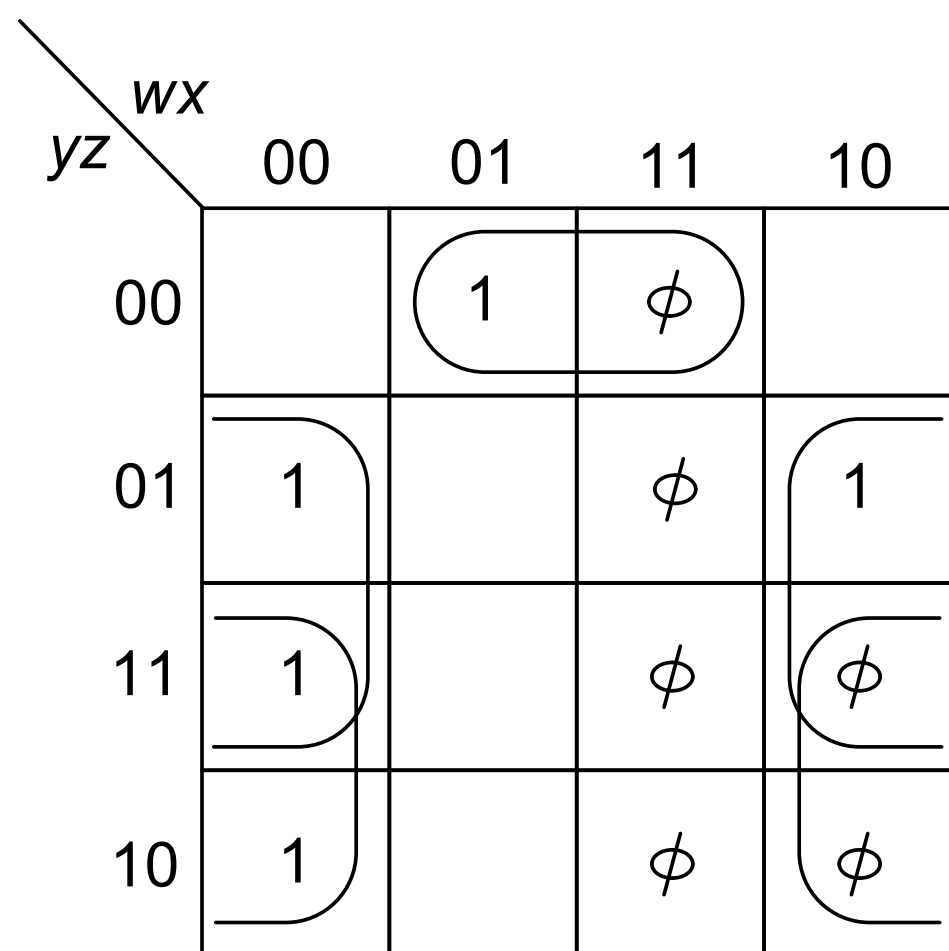
Code Converter



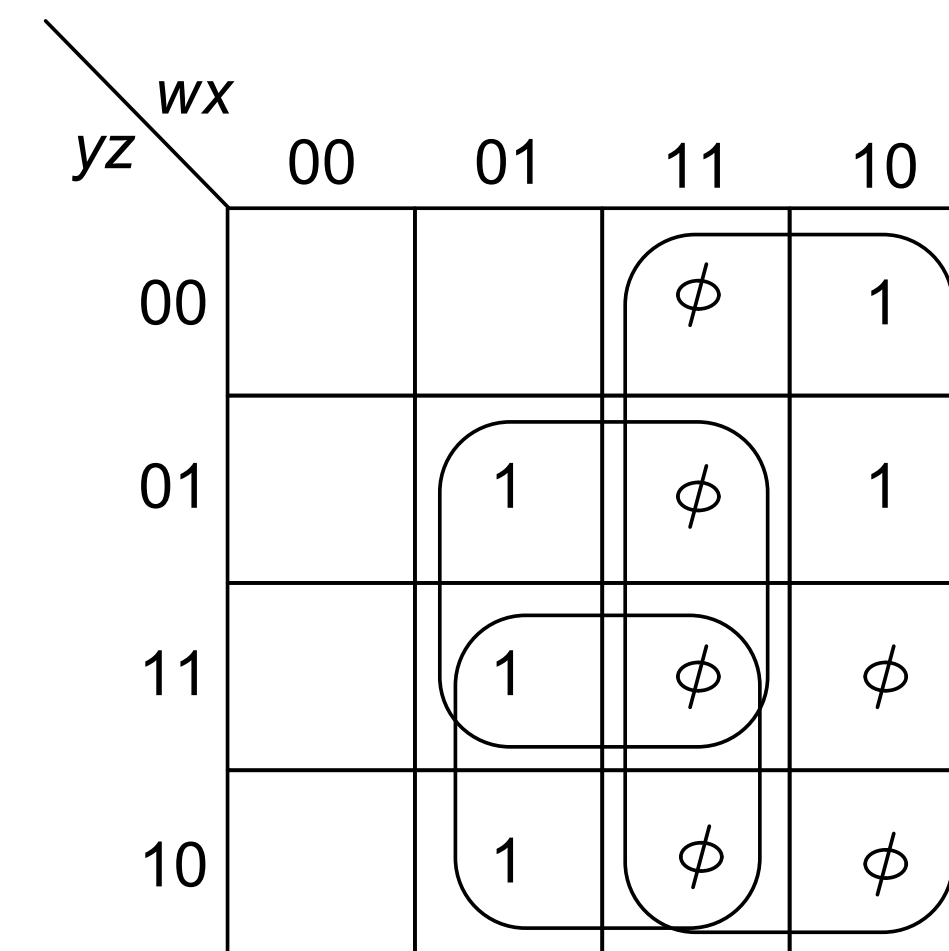
f_1 map



f_2 map



f_3 map



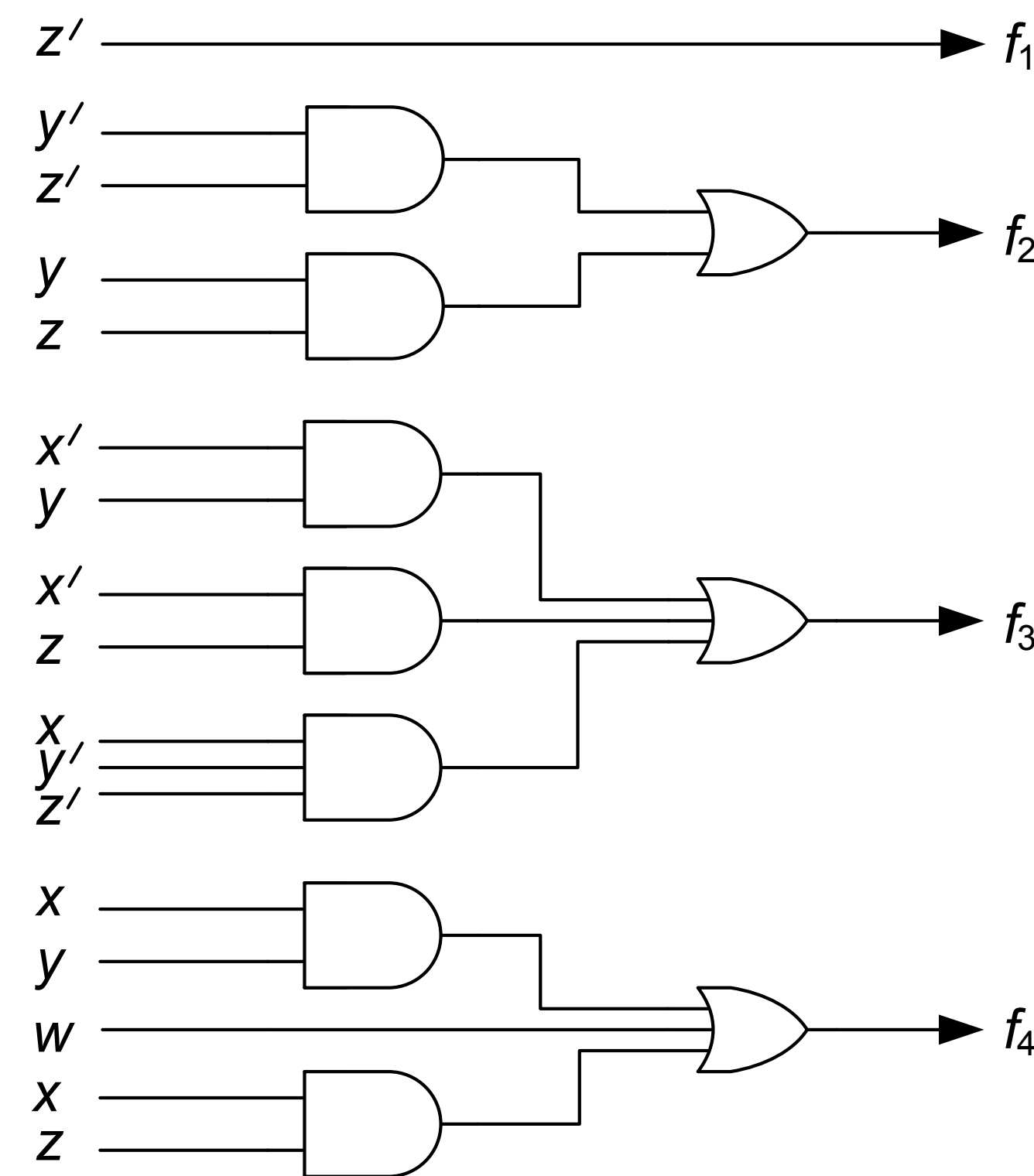
f_4 map

Increase the size of the cubes without making it necessary to increase the number of cubes, than would be required with fewer don't cares assigned one.

$$\begin{aligned}
 f_1 &= z' \\
 f_2 &= y'z' + yz \\
 f_3 &= x'y + x'z + xy'z' \\
 f_4 &= w + xy + xz
 \end{aligned}$$

Logic Network for Code Converter

Two-level AND-OR realization:



Five-variable Map

General five-variable map

vw\yz	000	001	011	010	110	111	101	100
00	0	4	12	8	24	28	20	16
01	1	5	13	9	25	29	21	17
11	3	7	15	11	27	31	23	19
10	2	6	14	10	26	30	22	18

Example: Minimize $f(v,w,x,y,z) = \sum(1,2,6,7,9,13,14,15,17,22,23,25,29,30,31)$

	000	001	011	010	110	111	101	100
	1		1	1	1	1		1
		1	1			1	1	
	1	1	1			1	1	

$$f(v,w,x,y,z) = x'y'z + wxz + xy + v'w'yz'$$

Limitation of Simple Maps

- Maps are useful up to 5-6 variables, after that the calculation becomes formidable..
- How many cells are there in a 6 variable map??
- We also need something which is more amenable to a computer program.
 - QM Method
 - Finds out the useful logic cubes called ‘prime implicants’
 - Systematic procedure — amenable to programming
 - Will see it if time permits..

Let's Try it..

- Implement $f(A, B, C, D) = \sum (0, 2, 8, 12, 13)$ with minimum number of gates.