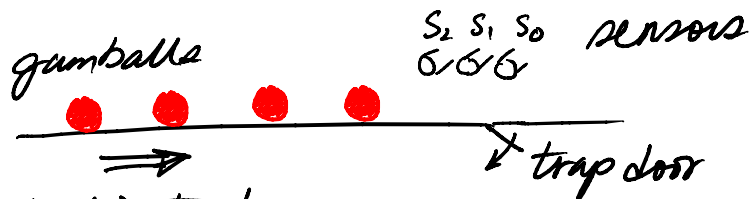


Design example:



$S_2 = 1$ iff a gumball is too large
 $S_1 = 1$ " small
 $S_0 = 1$ " light

Design a logic function $t = 1$ when a gumball is both (too small & too light) or (too large)

\Rightarrow intuitive: $t = S_1 S_0 + S_2$

\Rightarrow derivation: by truth table, Boolean algebra

Terminology

product term: any AND term: xy , $\bar{x}_1 x_2 x_3$

sum-of-product form: any sum of product terms: $a\bar{b} + ab$

Canonical SOP form: a unique form of expression of a function where each product term is a minterm.

minterm: a product term that includes all of the inputs to a function

i.e. a 3-input function

row	x	y	z	minterm	f	maxterm
0	0	0	0	$\bar{x}\bar{y}\bar{z}$	1	$x+y+z$
1	0	0	1	$\bar{x}\bar{y}z$	1	$x+y+\bar{z}$
2	0	1	0	$\bar{x}y\bar{z}$	1	$x+\bar{y}+z$
3	0	1	1	$\bar{x}yz$	1	$x+\bar{y}+\bar{z}$
4	1	0	0	$x\bar{y}\bar{z}$	0	$\bar{x}+y+z$ \Leftarrow
5	1	0	1	$x\bar{y}z$	0	$\bar{x}+y+\bar{z}$ \Leftarrow
6	1	1	0	$xy\bar{z}$	1	$\bar{x}+\bar{y}+z$
7	1	1	1	xyz	1	$\bar{x}+\bar{y}+\bar{z}$

$$f(x, y, z) = \sum m(0, 1, 2, 3, 6, 7)$$

Canonical SOP \rightarrow

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

simplified \rightarrow

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

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

Product-of-sum form : any product of sum terms. $(x+y)(x+yz)$

Canonical POS : when each sum term is a maxterm

maxterm : a sum term that includes all of the inputs of a function

back to the previous example, the function can also be fully described by covering all rows in the truth table where $f=0$

$$\overline{f}(x, y, z) = \sum m(4, 5) = x\overline{y}\overline{z} + x\overline{y}z$$

$$f(x, y, z) = \overline{\overline{f}} = \overline{x\overline{y}\overline{z} + x\overline{y}z} = (\overline{x\overline{y}\overline{z}})(\overline{x\overline{y}z}) \quad \text{by DeMorgan's theorem}$$

$$f(x, y, z) = (\overline{x+y+z})(\overline{x+y+\overline{z}}) \Leftarrow \text{Canonical POS form}$$

max terms

let's use Boolean algebra to simplify this POS form

$$f(x, y, z) = \overline{x} + y \quad (\text{combining rule})$$

Walk away points :

to describe a function in SOP form \rightarrow ⁽⁺⁾ sum up all minterms in a truth table where the function is equal to "1"

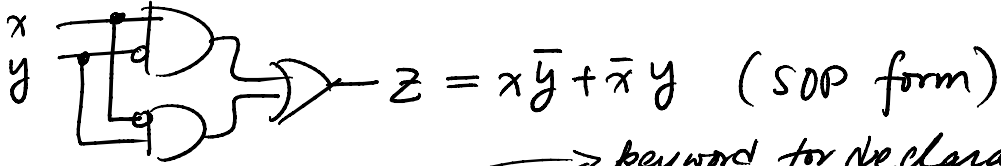
to describe the same function in POS form \rightarrow ^(.) AND all maxterms in a truth table where the function is equal to "0"

SOP form $\xleftrightarrow{\text{Boolean algebra}}$ POS form

Intro to Verilog

Verilog : a hardware descriptive language

recall



module *zlogic* (*input* *x, y*, *output* *z*);

assign $z = (x \& !y) + (!x \& y)$

end module

Verilog keyword

keyword for declaration