# SYNTHESIS OF LOGIC FUNCTIONS

COMBINATIONAL LOGIC CIRCUITS

\*\*\*\*\*\*\*\*



Gyro A. Madrona

**Electronics Engineer** 











# TOPIC OUTLINE

Synthesis of XOR/XNOR Gate

**Synthesis of Logic Functions** 



# SYNTHESIS OF XOR/XNOR GATE



## **SYNTHESIS**

**Synthesis** is the process of transforming a high-level description of a desired functional behavior into a corresponding **hardware circuit** that implements that behavior.

#### Cooking process analogy



high-level description

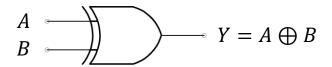


logic circuit



## **EXCLUSIVE-OR GATE**

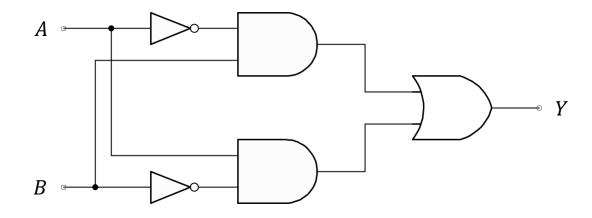
### Logic Symbol



#### Truth Table

A	В	Y	Minterm
0	0	0	
0	1	1	
1	0	1	
1	1	0	

### **Equivalent Logic Circuit**

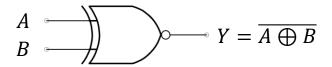


$$Y = \bar{A}B + A\bar{B}$$



## **EXCLUSIVE-NOR GATE**

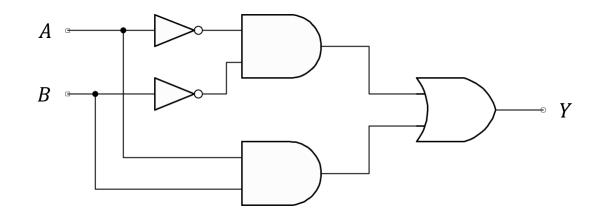
### Logic Symbol



#### Truth Table

A	В	Y	Minterm
0	0	1	
0	1	0	
1	0	0	
1	1	1	

### **Equivalent Logic Circuit**



$$Y = \bar{A}\bar{B} + AB$$



# SYNTHESIS OF LOGIC FUNCTIONS



Synthesize the logic function describe by the truth table.

В	С	f
0	0	0
0	1	1
1	0	1
1	1	0
0	0	1
0	1	0
1	0	0
1	1	1
	0 0 1 1 0 0	0     0       0     1       1     0       1     1       0     0       0     1       1     0

#### Solution



A section of a bubble gumball factory uses a conveyor system equipped with three sensors— $s_1$ , $s_2$ , and  $s_3$  to inspect each gumball.

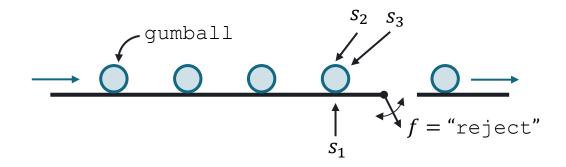
- $s_1 = 1$  if the gumball is too light.
- $s_2 = 1$  if the gumball is too small in.
- $s_3 = 1$  if the gumball is too large in diameter

The conveyor moves gumballs over a trap door that rejects defective ones. A gumball should be rejected if:

- It is too large  $(s_3 = 1)$ , or
- It is both too light and too small ( $s_1 = 1 \& s_2 = 1$ ).

Synthesize a logic circuit that activates the trap door based on the sensor outputs.

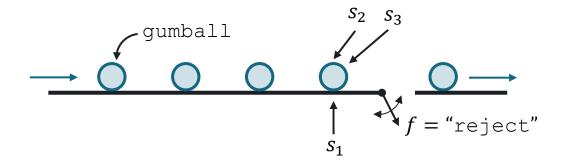
#### Conveyor and Sensors





Solution

## Conveyor and Sensors





Synthesize a logic circuit that controls a single light in a large room with three entry points, each equipped with a switch. The behavior of this three-way light control are as follows:

- 1. The light is OFF when all three switches are open.
- 2. Closing any one of the switches turns the light ON.
- 3. If two switches are closed simultaneously, the light turns OFF.
- 4. If all three switches are closed, the light turns ON again.

**Solution** 



# **LABORATORY**

