## Lecture 3

Minterm and Maxterm

## Minterm and Maxterm

• To simplify the Boolean functions using k-map, it is necessary to understand the concept of sum of products (SoP), products of sum (PoS), minterms and maxterms.

<u>SoP</u>:- This form consists of two or more AND terms that are ORed together.

product term product term product term 
$$Ex:-f(A,B,C) = A\overline{B} + A\overline{B}\overline{C} + B$$

In <u>canonical SoP</u>, each product terms must contain all the variable (literals) either in complemented form or in un-complemented form. In order to obtain the canonical SoP, multiply the first product term with  $(C + \overline{C})$  and third product term with  $(A + \overline{A})(C + \overline{C})$ .

$$f(A,B,C) = A\overline{B}(C + \overline{C}) + AB\overline{C} + B(A + \overline{A})(C + \overline{C})$$
  
=  $A\overline{B}C + A\overline{B}\overline{C} + AB\overline{C} + ABC + ABC + \overline{AB}C + \overline{AB}C$ 

The terms  $AB\overline{C}$  is appearing twice  $\longrightarrow$  one can be neglected since  $AB\overline{C} + AB\overline{C} = AB\overline{C}$ 

$$\therefore f(A+B+C) = A\overline{B}C + A\overline{B}\overline{C} + AB\overline{C} + ABC + \overline{A}BC + \overline{A}B\overline{C}$$

• Each product term in canonical SOP form is call a minterm. So, above Boolean expression contains 6 min terms.

The numbering of the minterm is performed as follows:

Convert binary number 101 to decimal form

Similarly, 
$$A\overline{B}\overline{C} = m_4$$
;  $AB\overline{C} = m_6$ ;  $ABC = m_7$ ;  $\overline{A}BC = m_3$  and  $\overline{A}BC = m_3$ 

$$\therefore f(A, B, C) = m_2 + m_3 + m_4 + m_5 + m_6 + m_7 = \sum m(2, 3, 4, 5, 6, 7)$$

Minterm can also be defined from truth table. Consider the truth table of Boolean function  $f(A, B, C) = A\overline{B} + AB\overline{C} + B$ 

A	В	С	f(A,B,C)
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1

Minterm is defined as the combination of inputs for which the function f(A,B,C) is having truth value of I.

 $\therefore f(A,B,C) = \overline{ABC} + \overline{ABC} + A\overline{BC} + A\overline{BC} + A\overline{BC} + ABC = \sum m(2,3,4,5,6,7)$ 

## Maxterm:

<u>PoS</u>:-This form consists of two or more OR terms which are ANDed together.

Ex:- 
$$f(A,B,C) = (A + \overline{B})(A + B + \overline{C})B$$

• In <u>canonical PoS</u>, each sum term must contain all the variables either in complemented form or un-complemented form.

$$Ex:- f(A,B,C) = (A + \overline{B} + C\overline{C})(A + B + \overline{C})(A\overline{A} + C\overline{C} + B)$$

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

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

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

canonical PoS form

In canonical PoS form, each product term is called maxterm.

 $(A+B+C)=0\ 0\ 0=M_0$ ; '0' is assigned to variable without complement and '1' is assigned to variable with complement. Upper case letter 'M' is used to represent maxterm.

$$\therefore f(A, B, C) = M_0 M_1 M_2 M_3 M_4 M_5$$
$$= \prod M(0, 1, 2, 3, 4, 5)$$

Maxterm can also be defined from truth table. Consider the truth table of Boolean function  $f(A,B,C) = (A + \overline{B})(A + B + \overline{C})B$ 

Maxterm is defined as the combination of inputs for which the function f(A,B,C) is having truth value of  $\theta$ .

$$\therefore f(A,B,C) = (A+B+C)(A+B+\overline{C})(A+\overline{B}+C)(A+\overline{B}+\overline{C})(\overline{A}+B+C)(\overline{A}+B+\overline{C})$$

$$= \prod M(0,1,2,3,4,5)$$

A	В	С	f(A,B,C)
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1

- •Gray code is used to number the rows and columns of k-map
  - In gray code any two consecutive code words differs by only one bit position.

Ex:- 2 bit binary code: 00,01,10,11

2 bit gray code: 00,01,11,10

Binary to gray code conversion

$$B = B_3 B_2 B_1 B_0$$
$$G = G_3 G_2 G_1 G_0$$

$$G_3 = B_3$$
;  $G_2 = B_3 \oplus B_2$ ;  $G_1 = B_2 \oplus B_1$ ;  $G_0 = B_1 \oplus B_0$   
Binary to gray code conversion

$$G = G_3G_2G_1G_0$$
  
 $B = B_3B_2B_1B_0$   
 $B_3 = G_3$ ;  $B_2 = B_3 \oplus G_2$ ;  $B_1 = B_2 \oplus G_1$ ;  $B_0 = B_1 \oplus G_0$