

CPE201

Digital Design

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Class 9: Truth Tables and Karnaugh Maps



Truth Table from SOP

- $A'BC + ABC + ABC' + A'BC' = 0'11 + 111 + 110' + 0'10'$
- The only truth table lines that give

A	B	C	Output
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1



Truth Table from POS

- $(A' + B + C)(A + B + C)(A + B + C')(A' + B + C') = (1' + 0 + 0)(0 + 0 + 0)(0 + 0 + 1')(1' + 0 + 1')$
- The only truth table lines that give

A	B	C	Output
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1



Converting Standard Form to the Other

- Convert the one you have to a truth table
- Find the opposite logic terms
- Write the terms out



Example

- $(A + B + C')(A' + B' + C')(A + B' + C)$

- $A'B'C' + A'BC + AB'C' + AB'C + ABC$

A	B	C	Output
0	0	0	
0	0	1	0
0	1	0	0
0	1	1	
1	0	0	
1	0	1	
1	1	0	
1	1	1	0



Example

- $ABC' + A'B'C' + AB'C$

A	B	C	Output
0	0	0	1
0	0	1	
0	1	0	
0	1	1	
1	0	0	
1	0	1	1
1	1	0	1
1	1	1	

- $(A+B+C')(A+B'+C)(A+B'+C')(A'+B+C)$
 $(A'+B'+C')$



Simplification

- Boolean Algebra
- Karnaugh Maps



Karnaugh Map

- Visual way to reduce logic statements to the simplest form
- Good for 4-5 inputs

		<i>C</i>	
		0	1
<i>AB</i>	00		
	01		
	11		
	10		

		<i>CD</i>			
		00	01	11	10
<i>AB</i>	00				
	01				
	11				
	10				



Truth Table to Karnaugh Map

A	B	C	D	Output
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	0

A	B	C	D	Output
1	0	0	0	0
1	0	0	1	0
1	0	1	0	0
1	0	1	1	1
1	1	0	0	1
1	1	0	1	1
1	1	1	0	1
1	1	1	1	1

		CD			
		00	01	11	10
AB	00	0	0	0	0
	01	0	0	0	0
	11	1	1	1	1
	10	0	0	1	0



Karnaugh Map of Standard SOP

- A standard SOP gives all terms that have output of 1
- Same as converting a truth table



Karnaugh Map of Non-Standard SOP

- Terms need to be expanded to include all input options
- $B' + A'B + ABC'$
- Then put into the m

	B'	A'B	ABC'
000		010	110
001		011	
100			
101			

AB \ C	0	1
00	1	1
01	1	1
11	1	0
10	1	1



SOP Minimization

- Make groups of 1's (by a power of 2)
 - 1's that are adjacent
 - Groups that are squares or rectangles only
 - Make the biggest ones possible
 - Overlap is okay
 - Complete overlaps are not used



Examples

AB \ C	C	
	0	1
00	1	
01		1
11	1	1
10		

AB \ C	C	
	0	1
00	1	1
01	1	
11		1
10	1	1

AB \ CD	CD			
	00	01	11	10
00	1	1		
01	1	1	1	1
11				
10		1	1	

AB \ CD	CD			
	00	01	11	10
00	1			1
01	1	1		1
11	1	1		1
10	1		1	1



SOP Minimization

- Next make a minimum product term for the group

3 Input Variables	
1 cell	3 input product term
2 cells	2 input product term
4 cells	1 input product term
8	All terms true, $F=1$

4 Input Variables	
1 cell	4 input product term
2 cells	3 input product term
4 cells	2 input product term
8 cells	1 input product term

Example

- $B' + A'B + ABC'$
- 3 4-cell groups
- $A' + B' + C'$

$AB \backslash C$	0	1
00	1	1
01	1	1
11	1	0
10	1	1



Examples

$AB \backslash C$	0	1
00	1	
01		1
11	1	1
10		

$AB \backslash C$	0	1
00	1	1
01	1	
11		1
10	1	1

Wrap-around adjacency

$AB \backslash CD$	00	01	11	10
00	1	1		
01	1	1	1	1
11				
10		1	1	

$AB \backslash CD$	00	01	11	10
00	1			1
01	1	1		1
11	1	1		1
10	1		1	1

Wrap-around adjacency

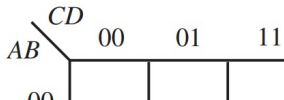


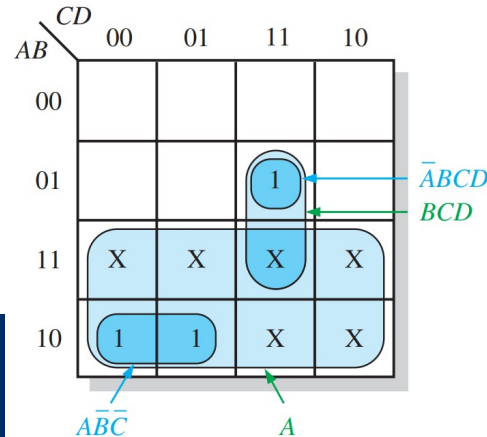
Examples

- Minimize:
- $AB + AC' + A'BC$
- $ABC' + BC' + D$



Don't Care Condition

- Used for conditions that cannot occur
 - Can be used to further simplify logic
- 



Inputs				Output
<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>Y</i>
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	X
1	0	1	1	X
1	1	0	0	X
1	1	0	1	X
1	1	1	0	X
1	1	1	1	X

Don't cares

Example

- Can be used to further simplify logic

		<i>CD</i>			
		00	01	11	10
<i>AB</i>	00	1			
	01	1	1		
	11	1		X	
	10	1		X	



Reading

- This lecture
 - Sections 4.7-4.9
- Next lecture
 - Sections 1.8, 3.9, 4.10-4.11, Ch4 Applied Logic

