

# EN1013 Electronics I

## Boolean Algebra

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Some of the tables and figures included in this presentation have been extracted from  
*Digital Design: With an Introduction to the Verilog HDL* (M. M. Mano and M. D. Ciletti, Prentice Hall, 2012)

# Introduction

- In order to reduce the cost of a digital system, *simpler* and *cheaper* (but *equivalent*) realizations of digital circuits are required to be derived.
- The mathematical methods employed to simplify digital circuits mostly rely on **Boolean algebra**.
- The algebraic system, now called Boolean algebra, is developed by George Boole in 1854.
- In 1938, Claude E. Shannon introduced a **two-valued Boolean algebra** called **switching algebra** in order to represent the properties of *bistable* electrical switching circuits.

# Definition of Boolean Algebra

- Boolean algebra can be formally defined, by employing the postulates formulated by E. V. Huntington in 1904, as

an algebraic structure defined by a set of elements,  $\mathcal{B}$ , together with two **binary operators**,  $+$  and  $\cdot$ , provided that the following postulates are satisfied:

- 1 (a) The structure is **closed** with respect to the operator  $+$ .  
(b) The structure is closed with respect to the operator  $\cdot$ .
- 2 (a) The element 0 is an **identity element** with respect to  $+$ ; that is,  
 $x + 0 = 0 + x = x$ .  
(b) The element 1 is an identity element with respect to  $\cdot$ ; that is,  
 $x \cdot 1 = 1 \cdot x = x$ .
- 3 (a) The structure is commutative with respect to  $+$ ; that is,  
 $x + y = y + x$ .  
(b) The structure is commutative with respect to  $\cdot$ ; that is,  $x \cdot y = y \cdot x$ .

# Definition of Boolean Algebra *cont'd*

- ④ (a) The operator  $\cdot$  is distributive over  $+$ ; that is,  
$$x \cdot (y + z) = (x \cdot y) + (x \cdot z).$$
  
(b) The operator  $+$  is distributive over  $\cdot$ ; that is,  
$$x + (y \cdot z) = (x + y) \cdot (x + z).$$
- ⑤ For every element  $x \in \mathcal{B}$ , there exists an element  $\bar{x} \in \mathcal{B}$  (called the **complement** of  $x$ ) such that (a)  $x + \bar{x} = 1$  and (b)  $x \cdot \bar{x} = 0$ .
- ⑥ There exist at least two elements  $x, y \in \mathcal{B}$  such that  $x \neq y$ .

## • Notes:

- A **binary operator** defined on a set  $\mathcal{S}$  of elements is a *rule* that assigns, to each pair of elements from  $\mathcal{S}$ , a *unique* element from  $\mathcal{S}$ .
- A set  $\mathcal{S}$  is said to be **closed** with respect to a *binary operator* if, for every pair of elements of  $\mathcal{S}$ , the binary operator specifies a rule for obtaining a unique element of  $\mathcal{S}$ .
- A set  $\mathcal{S}$  is said to have an **identity element** with respect to a binary operation  $*$  on  $\mathcal{S}$  if there exists an element  $e \in \mathcal{S}$  with the property that  $e * x = x * e = x$  for every  $x \in \mathcal{S}$ .
- The **complement** employed in Boolean algebra and the **inverse** employed in ordinary algebra are *not* the same.

# Two-Valued Boolean Algebra

- A **two-valued Boolean algebra** (henceforth referred to as Boolean algebra for brevity) is defined on a set of two elements,  $\mathcal{B} = \{0, 1\}$ , with rules for the two binary operators  $+$  and  $\cdot$  as shown in the following operator tables:

$x$	$y$	$x \cdot y$
0	0	0
0	1	0
1	0	0
1	1	1

$x$	$y$	$x + y$
0	0	0
0	1	1
1	0	1
1	1	1

- The rule for the complement operator is defined for verification of the postulate 5 as:

$x$	$\bar{x}$
0	1
1	0

# Basic Theorems and Properties of Boolean Algebra

- **Duality** principle: every algebraic expression deducible from the postulates of Boolean algebra remains valid if the **binary operators** and the **identity elements** are **interchanged**.
- In order to obtain the **dual** of an algebraic expression, we need to simply interchange  $\cdot$  and  $+$  binary operators and replace 1's by 0's and 0's by 1's.
- Four postulates and six basic theorems:

**Table 2.1**  
*Postulates and Theorems of Boolean Algebra*

Postulate 2	(a)	$x + 0 = x$	(b)	$x \cdot 1 = x$
Postulate 5	(a)	$x + x' = 1$	(b)	$x \cdot x' = 0$
Theorem 1	(a)	$x + x = x$	(b)	$x \cdot x = x$
Theorem 2	(a)	$x + 1 = 1$	(b)	$x \cdot 0 = 0$
Theorem 3, involution		$(x')' = x$		
Postulate 3, commutative	(a)	$x + y = y + x$	(b)	$xy = yx$
Theorem 4, associative	(a)	$x + (y + z) = (x + y) + z$	(b)	$x(yz) = (xy)z$
Postulate 4, distributive	(a)	$x(y + z) = xy + xz$	(b)	$x + yz = (x + y)(x + z)$
Theorem 5, DeMorgan	(a)	$(x + y)' = x'y'$	(b)	$(xy)' = x' + y'$
Theorem 6, absorption	(a)	$x + xy = x$	(b)	$x(x + y) = x$

# Basic Theorems and Properties of Boolean Algebra *cont'd*

- Similar to postulates, a theorem has a dual.
- The postulates are the basic axioms of Boolean algebra and need no proof. The theorems must be proven from the postulates.
- Examples:
  - Prove the theorem 1(a) and 1(b).
  - Prove the theorem 2(a) and 2(b).
- The theorems involving two or three variables may be proven algebraically from the postulates and the theorems that have already been proven.
- The theorems of Boolean algebra can be proven by means of *truth tables*.
- Examples:
  - Prove the theorem 5(a) (DeMorgan's theorem) using truth tables.
  - Prove the theorem 4(b) (associative law) using truth tables.

# Boolean Functions

- A **Boolean function**
  - expresses the logical relationship between binary variables
  - is evaluated by determining the binary value of the expression for all possible values of the variables.
- A Boolean function can be represented in a truth table.
- A Boolean function can be transformed from an *algebraic expression* into a *circuit diagram composed of logic gates* connected in a particular structure.
- Examples:
  - Draw the logic-circuit diagram for the Boolean function  $F = x + \bar{y}z$ .
  - Draw the logic-circuit diagram for the Boolean function  $F = x\bar{y}z + x\bar{z}$ .
- By manipulating a Boolean expression according to the rules of Boolean algebra, it is sometimes possible to obtain a *simpler* expression for the same function, which reduces
  - the number of gates in the circuit (because of the reduced number of **terms**)
  - the number of inputs to the gates (because of the reduced number of **literals**).



# Boolean Functions *cont'd*

- Examples:
  - Simplify the Boolean functions  $F_1$  and  $F_2$  to a minimum number of literals; (a)  $F_1 = \bar{x}\bar{y}z + \bar{x}yz + x\bar{y}$  (b)  $F_2 = xy + \bar{x}z + yz$ .
- **Karnaugh maps** can be employed to manually simplify Boolean functions of up to *five* variables.
- Computer minimization programs that are capable of producing optimal circuits with millions of logic gates are used to simplify complex Boolean functions.
- The **complement** of a function  $F$ , denoted as  $\bar{F}$ , is obtained from an interchange of 0's for 1's and 1's for 0's in the value of  $F$ .
- The complement of a function may be algebraically derived through DeMorgan's theorems, i.e.,

$$\overline{x_1 + x_2 + \cdots + x_n} = \bar{x}_1 \bar{x}_2 \cdots \bar{x}_n$$

$$\overline{\bar{x}_1 \bar{x}_2 \cdots \bar{x}_n} = x_1 + x_2 + \cdots + x_n.$$

## Boolean Functions *cont'd*

- Examples:
  - Find the complements of the Boolean functions  $F_1$  and  $F_2$ ;  
(a)  $F_1 = \bar{x}y\bar{z} + \bar{x}\bar{y}z$  (b)  $F_2 = x(\bar{y}\bar{z} + yz)$ .
- Note that the complement of a function can be derived by taking the dual of the function and complementing each literal.

# Canonical and Standard Terms

- A **minterm** (or a **standard product**) having  $n$  literals is obtained from an **AND** term of  $n$  binary variables.
- The  $2^n$  minterms can be obtained from the binary numbers between 0 and  $2^n - 1$ , with each binary variable being complemented if the corresponding bit of the binary number is 0 and uncomplemented if 1.
- A **maxterm** (or a **standard sum**) having  $n$  literals is obtained from an **OR** term of  $n$  binary variables.
- The  $2^n$  maxterms can be obtained from the binary numbers between 0 and  $2^n - 1$ , with each binary variable being complemented if the corresponding bit of the binary number is 1 and uncomplemented if 0.
- Example:
  - Obtain the minterms and the maxterms for three binary variables.

# Canonical and Standard Terms *cont'd*

**Table 2.3**  
*Minterms and Maxterms for Three Binary Variables*

x	y	z	Minterms		Maxterms	
			Term	Designation	Term	Designation
0	0	0	$x'y'z'$	$m_0$	$x + y + z$	$M_0$
0	0	1	$x'y'z$	$m_1$	$x + y + z'$	$M_1$
0	1	0	$x'yz'$	$m_2$	$x + y' + z$	$M_2$
0	1	1	$x'yz$	$m_3$	$x + y' + z'$	$M_3$
1	0	0	$xy'z'$	$m_4$	$x' + y + z$	$M_4$
1	0	1	$xy'z$	$m_5$	$x' + y + z'$	$M_5$
1	1	0	$xyz'$	$m_6$	$x' + y' + z$	$M_6$
1	1	1	$xyz$	$m_7$	$x' + y' + z'$	$M_7$

- A Boolean function can be expressed algebraically from a given truth table by forming a **minterm (maxterm)** for each combination of the variables that produces a **1 (0)** in the function and then taking the **OR (AND)** of all those terms.
- Boolean functions expressed as a **sum of minterms** or **product of maxterms** are said to be in **canonical form**.

# Canonical and Standard Terms *cont'd*

- Example:

- Consider the functions  $f_1$  and  $f_2$  shown in the table below. Express the function  $f_1$  as a sum of minterms and the function  $f_2$  as a product of maxterms.

$x$	$y$	$z$	Function $f_1$	Function $f_2$
0	0	0	0	0
0	0	1	1	0
0	1	0	0	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

# Canonical and Standard Terms *cont'd*

- Notation for a Boolean function  $F(x, y, z)$  expressed in sum-of-minterms form:

$$F(x, y, z) = \underbrace{\Sigma}_{OR} \underbrace{(1, 4, 5, 6, 7)}_{\text{indices of minterms}}$$

- Notation for a Boolean function  $F(x, y, z)$  expressed in product-of-maxterms form:

$$F(x, y, z) = \underbrace{\Pi}_{AND} \underbrace{(0, 2, 4, 5)}_{\text{indices of maxterms}}$$









- The conversion from one canonical form to another can be done by interchanging the symbols  $\Sigma$  and  $\Pi$  and listing those numbers missing from the original form.

## Canonical and Standard Terms *cont'd*

- The two canonical forms very rarely express a Boolean function with the least number of literals.
- Another way to express Boolean functions is in **standard form**, where a term may contain one, two, or any number of literals.
- There are two types of standard forms: **sum of products** and **products of sums**.
- The logic diagram of a sum-of-products expression consists of a group of AND gates followed by a single OR gate.
- The logic diagram of a products-of-sums expression consists of a group of OR gates followed by a single AND gate.

# Basic Digital Logic Gates

for amplify the signals

Name	Graphic symbol	Algebraic function	Truth table															
AND		$F = x \cdot y$	<table><tr><th>x</th><th>y</th><th>F</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	x	y	F	0	0	0	0	1	0	1	0	0	1	1	1
x	y	F																
0	0	0																
0	1	0																
1	0	0																
1	1	1																
OR		$F = x + y$	<table><tr><th>x</th><th>y</th><th>F</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	x	y	F	0	0	0	0	1	1	1	0	1	1	1	1
x	y	F																
0	0	0																
0	1	1																
1	0	1																
1	1	1																
Inverter		$F = x'$	<table><tr><th>x</th><th>F</th></tr><tr><td>0</td><td>1</td></tr><tr><td>1</td><td>0</td></tr></table>	x	F	0	1	1	0									
x	F																	
0	1																	
1	0																	
Buffer		$F = x$	<table><tr><th>x</th><th>F</th></tr><tr><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td></tr></table>	x	F	0	0	1	1									
x	F																	
0	0																	
1	1																	
NAND		$F = (xy)'$	<table><tr><th>x</th><th>y</th><th>F</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	x	y	F	0	0	1	0	1	1	1	0	1	1	1	0
x	y	F																
0	0	1																
0	1	1																
1	0	1																
1	1	0																
NOR		$F = (x + y)'$	<table><tr><th>x</th><th>y</th><th>F</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	x	y	F	0	0	1	0	1	0	1	0	0	1	1	0
x	y	F																
0	0	1																
0	1	0																
1	0	0																
1	1	0																
Exclusive-OR (XOR)		$F = xy' + x'y$ $= x \oplus y$	<table><tr><th>x</th><th>y</th><th>F</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	x	y	F	0	0	0	0	1	1	1	0	1	1	1	0
x	y	F																
0	0	0																
0	1	1																
1	0	1																
1	1	0																
Exclusive-NOR or equivalence		$F = xy + x'y'$ $= (x \oplus y)'$	<table><tr><th>x</th><th>y</th><th>F</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	x	y	F	0	0	1	0	1	0	1	0	0	1	1	1
x	y	F																
0	0	1																
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# Basic Digital Logic Gates *cont'd*

- Home work:
  - Read about **positive** and **negative** logic (pp. 63–65 in the textbook).