

Below is a **step-by-step walkthrough** for creating a Karnaugh map (K-map) from a truth table for a specific output (here, Y_0) when you have three inputs (X_2, X_1, X_0):

1. Label the K-map Axes

1. Determine the size of the K-map:

- With 3 inputs, you'll have $2^3 = 8$ cells.

2. Assign one input to the rows (often X_2):

- The row for $X_2 = 0$ is on top; the row for $X_2 = 1$ is on the bottom.

3. Assign the other two inputs to the columns (often (X_1, X_0)):

- Use **Gray code** order to ensure adjacent columns differ by only one bit. A common sequence is:

Columns: 00, 01, 11, 10

The resulting K-map grid should look roughly like this:

	(X_1X_0) 00	01	11	10
$X_2 = 0$?	?	?	?
$X_2 = 1$?	?	?	?

2. Scan the Truth Table

1. Go down each row in the truth table for (X_2, X_1, X_0) .

2. Check the value of Y_0 in that row.

- If $Y_0 = 1$, you will put a 1 in the corresponding K-map cell.
- If $Y_0 = 0$, you will put a 0.

Mapping each row means:

- Identify which cell of the K-map corresponds to that (X_2, X_1, X_0) combination.
 - Fill in 1 or 0 depending on the table's Y_0 value.
-

3. Fill All Eight Cells

1. **Repeat for all 8 rows** of the truth table (for 3 variables).
 2. When you're done, you'll have an **8-cell map** with a pattern of 1s and 0s exactly matching the truth table's Y_0 column—but laid out so that cells which differ by only one input bit are adjacent.
-

4. Group the 1-Cells (Optional Next Step)

- **If you're simplifying** the Boolean expression for Y_0 , look for **groups of adjacent 1-cells** (in powers of 2: 1, 2, 4, or 8). Each grouping will let you eliminate variables that change within that group.
 - **Write down** the simplified expression from these groupings.
-

That's it! By following this procedure—labeling axes, going row by row in the truth table, and filling in the corresponding map location—you end up with a clear visual representation of when Y_0 is 1 or 0. From there, you can apply K-map techniques to simplify the logic.