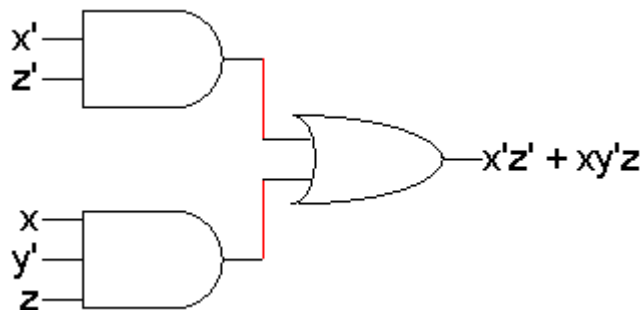


Karnaugh Maps

- Applications of Boolean logic to circuit design
 - The basic Boolean operations are AND, OR and NOT
 - These operations can be combined to form complex expressions, which can also be directly translated into a hardware circuit
 - Boolean algebra helps us simplify expressions and circuits
- Karnaugh Map: A graphical technique for simplifying an expression into a **minimal sum of products (MSP)** form:
 - There are a minimal number of product terms in the expression
 - Each term has a minimal number of literals
- Circuit-wise, this leads to a *minimal* two-level implementation



Review: Minterm

- A **product** term in which all the variables appear exactly once, either complemented or uncomplemented, is called a **minterm**
- A minterm represents exactly one combination of the binary variables in a truth table. It has the value of 1 for that combination and 0 for the others

X	Y	Z	Product Term	Symbol	m ₀	m ₁	m ₂	m ₃	m ₄	m ₅	m ₆	m ₇
0	0	0	$\overline{X}\overline{Y}\overline{Z}$	m ₀	1	0	0	0	0	0	0	0
0	0	1	$\overline{X}\overline{Y}Z$	m ₁	0	1	0	0	0	0	0	0
0	1	0	$\overline{X}Y\overline{Z}$	m ₂	0	0	1	0	0	0	0	0
0	1	1	$\overline{X}YZ$	m ₃	0	0	0	1	0	0	0	0
1	0	0	$X\overline{Y}\overline{Z}$	m ₄	0	0	0	0	1	0	0	0
1	0	1	$X\overline{Y}Z$	m ₅	0	0	0	0	0	1	0	0
1	1	0	$XY\overline{Z}$	m ₆	0	0	0	0	0	0	1	0
1	1	1	XYZ	m ₇	0	0	0	0	0	0	0	1

Table 2-6 Minterms for Three Variables

Review: Maxterm

- A **sum** term in which all the variables appear exactly once, either complemented or uncomplemented, is called a **maxterm**
- A maxterm represents exactly one combination of the binary variables in a truth table. It has the value of 0 for that combination and 1 for the others

X	Y	Z	Sum Term	Symbol	M ₀	M ₁	M ₂	M ₃	M ₄	M ₅	M ₆	M ₇
0	0	0	$X+Y+Z$	M ₀	0	1	1	1	1	1	1	1
0	0	1	$X+Y+\bar{Z}$	M ₁	1	0	1	1	1	1	1	1
0	1	0	$X+\bar{Y}+Z$	M ₂	1	1	0	1	1	1	1	1
0	1	1	$X+\bar{Y}+\bar{Z}$	M ₃	1	1	1	0	1	1	1	1
1	0	0	$\bar{X}+Y+Z$	M ₄	1	1	1	1	0	1	1	1
1	0	1	$\bar{X}+Y+\bar{Z}$	M ₅	1	1	1	1	1	0	1	1
1	1	0	$\bar{X}+\bar{Y}+Z$	M ₆	1	1	1	1	1	1	0	1
1	1	1	$\bar{X}+\bar{Y}+\bar{Z}$	M ₇	1	1	1	1	1	1	1	0

Table 2-7 Maxterms for Three Variables

- A minterm and maxterm with the same subscript are the complements of each other, i.e., $M_j = m'_j$

Review: Sum of Minterms

- A Boolean function can be represented algebraically from a given truth table by forming the logical sum of all the minterms that produce a 1 in the function. This expression is called a **sum of minterms**

(a)	X	Y	Z	F	\bar{F}
	0	0	0	1	0
	0	0	1	0	1
	0	1	0	1	0
	0	1	1	0	1
	1	0	0	0	1
	1	0	1	1	0
	1	1	0	0	1
	1	1	1	1	0

$$F = X'Y'Z' + X'YZ' + XY'Z + XYZ$$

$$= m_0 + m_2 + m_5 + m_7$$

$$F(X,Y,Z) = \Sigma m(0,2,5,7)$$

Review: Product of Maxterms

- A Boolean function can be represented algebraically from a given truth table by forming the logical product of all the maxterms that produce a 0 in the function. This expression is called a **product of maxterms**

(a)	X	Y	Z	F	\bar{F}
	0	0	0	1	0
	0	0	1	0	1
	0	1	0	1	0
	0	1	1	0	1
	1	0	0	0	1
	1	0	1	1	0
	1	1	0	0	1
	1	1	1	1	0

$$F = (X+Y+Z')(X+Y'+Z')(X'+Y+Z)(X'+Y'+Z)$$
$$= M_1 \cdot M_3 \cdot M_4 \cdot M_6$$

$$F(X,Y,Z) = \prod M(1,3,4,6)$$

- To convert a Boolean function F from SoM to PoM:
 - Find F' in SoM form
 - Find $F = (F')'$ in PoM form

Review: Important Properties of Minterms

- There are 2^n minterms for n Boolean variables. These minterms can be evaluated from the binary numbers from 0 to 2^n-1
- Any Boolean function can be expressed as a logical sum of minterms
- The complement of a function contains those minterms not included in the original function

$$F(X,Y,Z) = \sum m(0,2,5,7) \Rightarrow F'(X,Y,Z) = \sum m(1,3,4,6)$$

- A function that includes all the 2^n minterms is equal to logic 1

$$G(X,Y) = \sum m(0,1,2,3) = 1$$

Review: Sum-of-Products

- The sum-of-minterms form is a standard algebraic expression that is obtained from a truth table
- When we simplify a function in SoM form by reducing the number of product terms or by reducing the number of literals in the terms, the simplified expression is said to be in **Sum-of-Products** form
- Sum-of-Products expression can be implemented using a **two-level circuit**

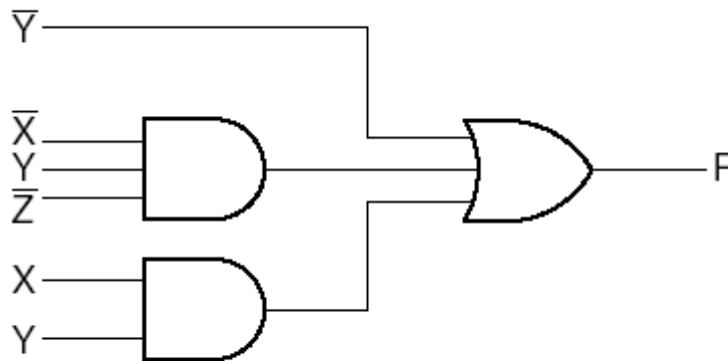


Fig. 2-5 Sum-of-Products Implementation

$$\begin{aligned} F &= \sum m(0,1,2,3,4,5,7) && \text{(SoM)} \\ &= Y' + X'YZ' + XY && \text{(SoP)} \end{aligned}$$

Review: Product-of-Sums

- The product-of-maxterms form is a standard algebraic expression that is obtained from a truth table
- When we simplify a function in PoM form by reducing the number of sum terms or by reducing the number of literals in the terms, the simplified expression is said to be in **Product-of-Sums** form
- Product-of-Sums expression can be implemented using a two-level circuit

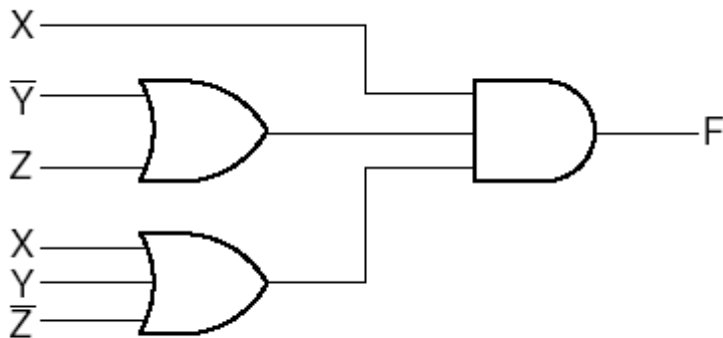
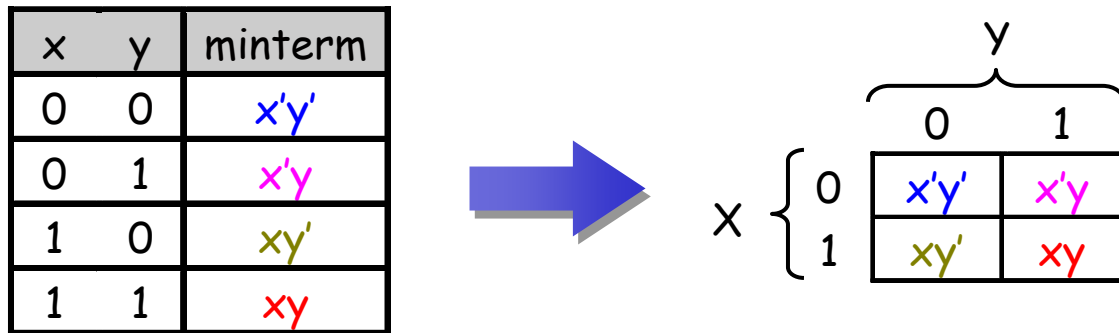


Fig. 2-7 Product-of-Sums Implementation

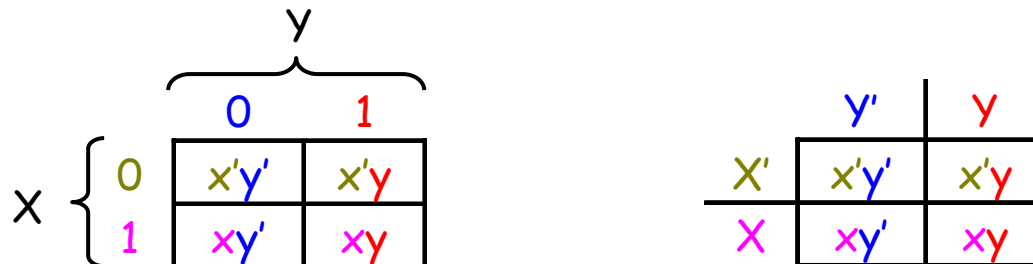
$$\begin{aligned} F &= \prod M(0,2,3,4,5,6) && \text{(PoM)} \\ &= X(Y' + Z)(X + Y + Z') && \text{(PoS)} \end{aligned}$$

Re-arranging the Truth Table

- A two-variable function has four possible minterms. We can re-arrange these minterms into a **Karnaugh map**



- Now we can easily see which minterms contain common literals
 - Minterms on the left and right sides contain y' and y respectively
 - Minterms in the top and bottom rows contain x' and x respectively



Karnaugh Map Simplifications

- Imagine a two-variable sum of minterms:

$$x'y' + x'y$$

- Both of these minterms appear in the top row of a Karnaugh map, which means that they both contain the literal x'

		y
	$x'y'$	$x'y$
x	xy'	xy

- What happens if you simplify this expression using Boolean algebra?

$$\begin{aligned}x'y' + x'y &= x'(y' + y) && [\text{Distributive}] \\&= x' \bullet 1 && [y + y' = 1] \\&= x' && [x \bullet 1 = x]\end{aligned}$$

More Two-Variable Examples

- Another example expression is $x'y + xy$
 - Both minterms appear in the right side, where y is uncomplemented
 - Thus, we can reduce $x'y + xy$ to just y

		y
x	$x'y'$	$x'y$
	xy'	xy

- How about $x'y' + x'y + xy$?
 - We have $x'y' + x'y$ in the top row, corresponding to x'
 - There's also $x'y + xy$ in the right side, corresponding to y
 - This whole expression can be reduced to $x' + y$

		y
x	$x'y'$	$x'y$
	xy'	xy

A Three-Variable Karnaugh Map

- For a three-variable expression with inputs x, y, z , the arrangement of minterms is more tricky:

		YZ			
		00	01	11	10
X	0	$x'y'z'$	$x'y'z$	$x'yz$	$x'yz'$
	1	$xy'z'$	$xy'z$	xyz	xyz'

		YZ			
		00	01	11	10
X	0	m_0	m_1	m_3	m_2
	1	m_4	m_5	m_7	m_6

- Another way to label the K-map (use whichever you like):

		y			
		$x'y'z'$	$x'y'z$	$x'yz$	$x'yz'$
X		$x'y'z'$	$x'y'z$	$x'yz$	$x'yz'$
		$xy'z'$	$xy'z$	xyz	xyz'
		Z			

		y			
		m_0	m_1	m_3	m_2
X		m_0	m_1	m_3	m_2
		m_4	m_5	m_7	m_6
		Z			

Why the funny ordering?

- With this ordering, any group of 2, 4 or 8 adjacent squares on the map contains common literals that can be factored out

				Y
	$x'y'z'$	$x'y'z$	$x'yz$	$x'yz'$
X	$xy'z'$	$xy'z$	xyz	xyz'
				Z

$$\begin{aligned}
 & x'y'z + x'yz \\
 = & x'z(y' + y) \\
 = & x'z \cdot 1 \\
 = & x'z
 \end{aligned}$$

- "Adjacency" includes wrapping around the left and right sides:

				Y
	$x'y'z'$	$x'y'z$	$x'yz$	$x'yz'$
X	$xy'z'$	$xy'z$	xyz	xyz'
				Z

$$\begin{aligned}
 & x'y'z' + xy'z' + x'yz' + xyz' \\
 = & z'(x'y' + xy' + x'y + xy) \\
 = & z'(y'(x' + x) + y(x' + x)) \\
 = & z'(y' + y) \\
 = & z'
 \end{aligned}$$

- We'll use this property of adjacent squares to do our simplifications.

Example K-map Simplification

- Let's consider simplifying $f(x,y,z) = xy + y'z + xz$
- First, you should convert the expression into a sum of minterms form, if it's not already
 - The easiest way to do this is to make a truth table for the function, and then read off the minterms
 - You can either write out the literals or use the minterm shorthand
- Here is the truth table and sum of minterms for our example:

x	y	z	$f(x,y,z)$
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

$$\begin{aligned}f(x,y,z) &= x'y'z + xy'z + xyz' + xyz \\ &= m_1 + m_5 + m_6 + m_7\end{aligned}$$

Unsimplifying Expressions

- You can also convert the expression to a sum of minterms with Boolean algebra
 - Apply the distributive law in reverse to add in missing variables.
 - Very few people actually do this, but it's occasionally useful.

$$\begin{aligned}xy + y'z + xz &= (xy \bullet 1) + (y'z \bullet 1) + (xz \bullet 1) \\&= (xy \bullet (z' + z)) + (y'z \bullet (x' + x)) + (xz \bullet (y' + y)) \\&= (xyz' + xyz) + (x'y'z + xy'z) + (xy'z + xyz) \\&= \textcolor{blue}{xyz'} + \textcolor{blue}{xyz} + \textcolor{blue}{x'y'z} + \textcolor{blue}{xy'z}\end{aligned}$$

- In both cases, we're actually "unsimplifying" our example expression
 - The resulting expression is larger than the original one!
 - But having all the individual minterms makes it easy to combine them together with the K-map

Making the Example K-map

- Next up is drawing and filling in the K-map
 - Put 1s in the map for each minterm, and 0s in the other squares
 - You can use either the minterm products or the shorthand to show you where the 1s and 0s belong
- In our example, we can write $f(x,y,z)$ in two equivalent ways

$$f(x,y,z) = x'y'z + xy'z + xyz' + xyz$$

		y			
		$x'y'z'$	$x'y'z$	$x'yz$	$x'yz'$
X		$xy'z'$	$xy'z$	xyz	xyz'
		z			

$$f(x,y,z) = m_1 + m_5 + m_6 + m_7$$

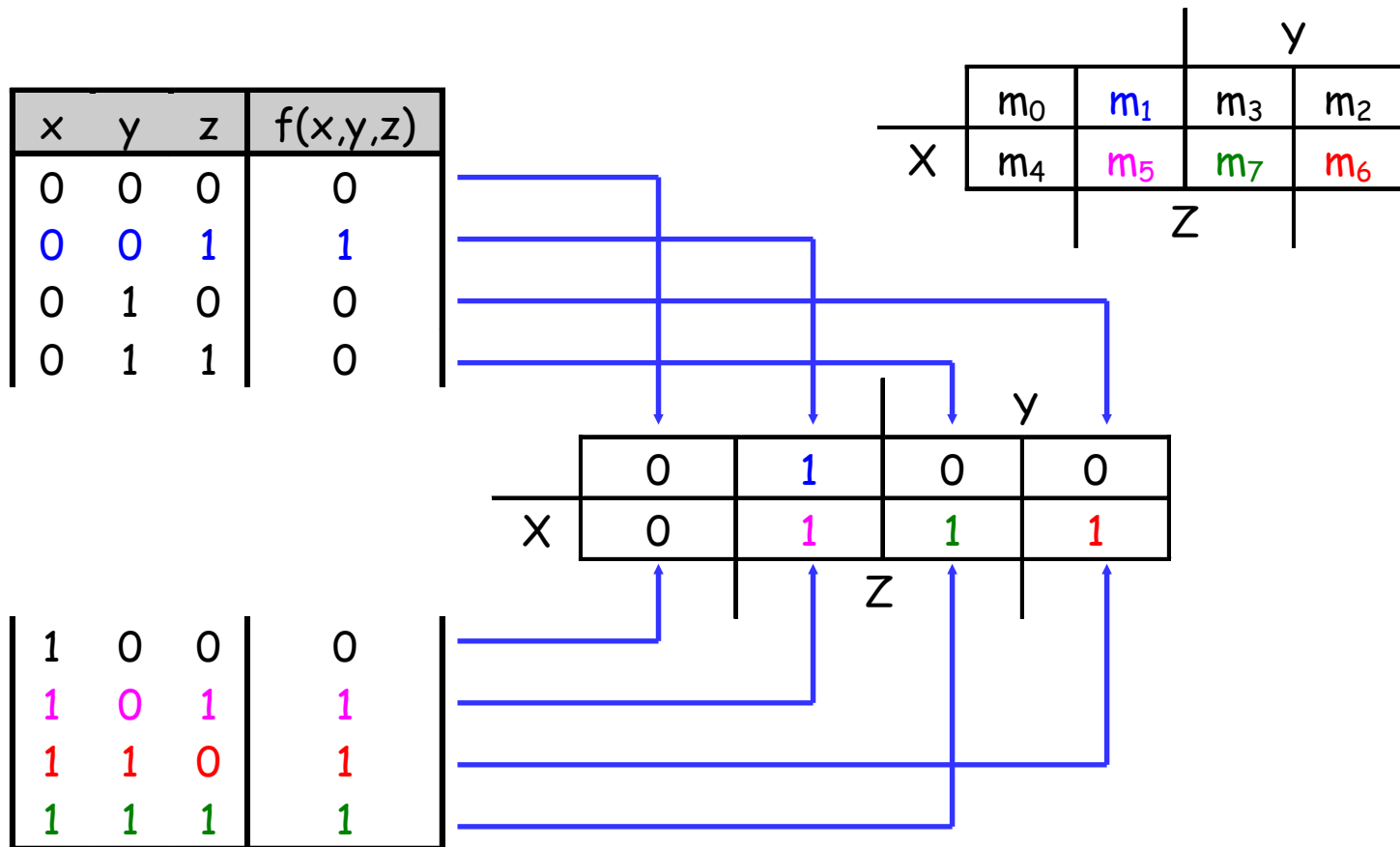
		y			
		m_0	m_1	m_3	m_2
X		m_4	m_5	m_7	m_6
		z			

- In either case, the resulting K-map is shown below

		y			
		0	1	0	0
X		0	1	1	1
		z			

K-maps From Truth Tables

- You can also fill in the K-map directly from a truth table
 - The output in row i of the table goes into square m_i of the K-map
 - Remember that the rightmost columns of the K-map are "switched"



Grouping the Minterms Together

- The most difficult step is grouping together all the 1s in the K-map
 - Make **rectangles** around groups of one, two, four or eight 1s
 - All of the 1s in the map should be included in at least one rectangle
 - Do *not* include any of the 0s

			y	
	0	1	0	0
x	0	1	1	1
		z		

- Each group corresponds to one product term. For the simplest result:
 - Make as few rectangles as possible, to minimize the number of products in the final expression.
 - Make each rectangle as large as possible, to minimize the number of literals in each term.
 - It's all right for rectangles to overlap, if that makes them larger.

Reading the MSP from the K-map

- Finally, you can find the minimal SoP expression
 - Each rectangle corresponds to one product term
 - The product is determined by finding the common literals in that rectangle

			y	
	0	1	0	0
X	0	1	1	1
		Z		

			y	
	$x'y'z'$	$x'y'z$	$x'yz$	$x'yz'$
X	$xy'z'$	$xy'z$	xyz	xyz'
		Z		

- For our example, we find that $xy + y'z + xz = y'z + xy$. (This is one of the additional algebraic laws from last time.)

Practice K-map 1

- Simplify the sum of minterms $m_1 + m_3 + m_5 + m_6$

			y
X			
		Z	

			y	
	m ₀	m ₁	m ₃	m ₂
X	m ₄	m ₅	m ₇	m ₆
		Z		

Solutions for Practice K-map 1

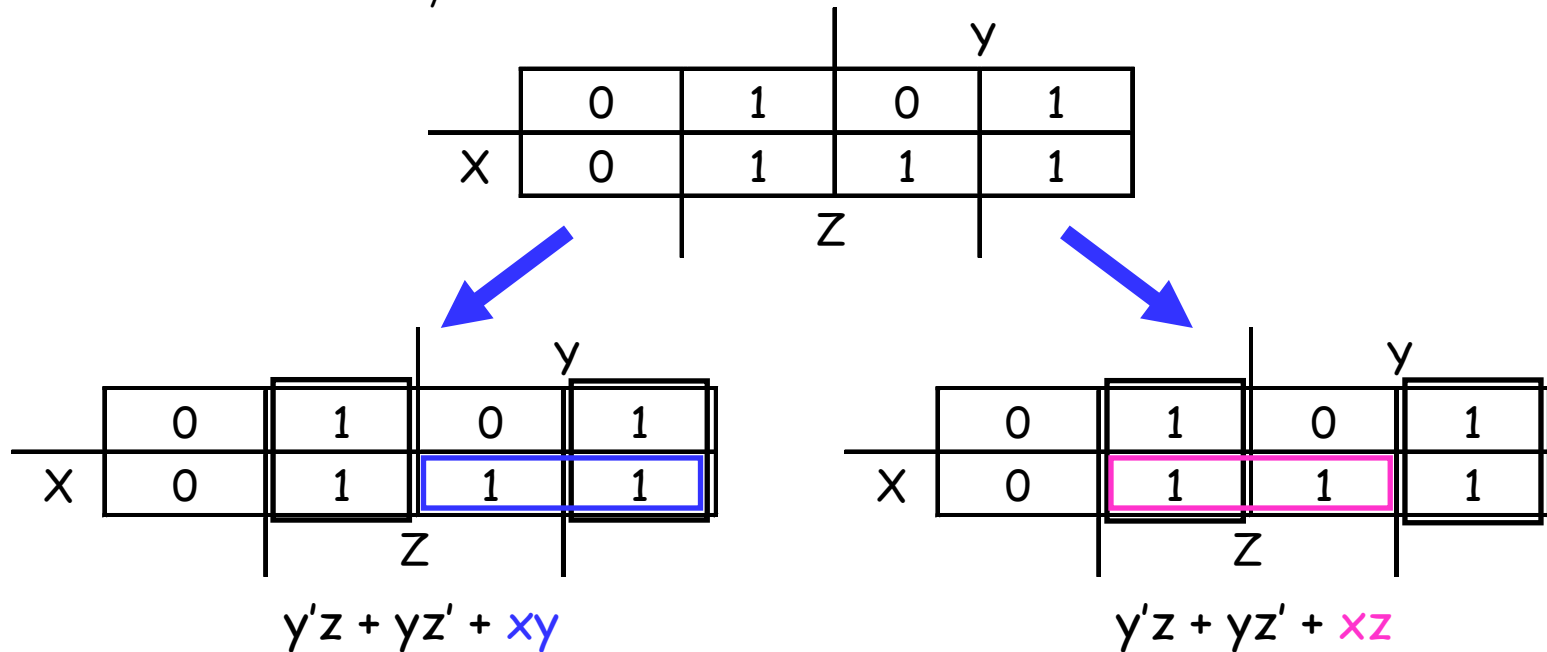
- Here is the filled in K-map, with all groups shown
 - The magenta and green groups overlap, which makes each of them as large as possible
 - Minterm m_6 is in a group all by its lonesome

				y
	0	1	1	0
x	0	1	0	1
			z	

- The final MSP here is $x'z + y'z + xyz'$

K-maps can be tricky!

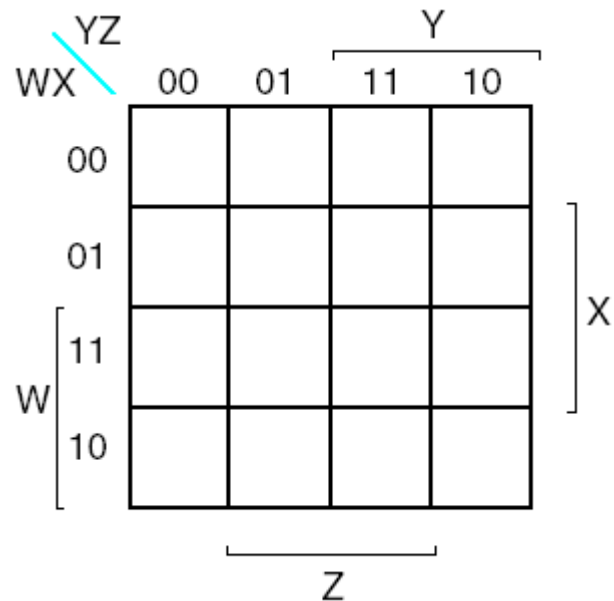
- There may not necessarily be a *unique* MSP. The K-map below yields two valid and equivalent MSPs, because there are two possible ways to include minterm m_7



- Remember that overlapping groups is possible, as shown above

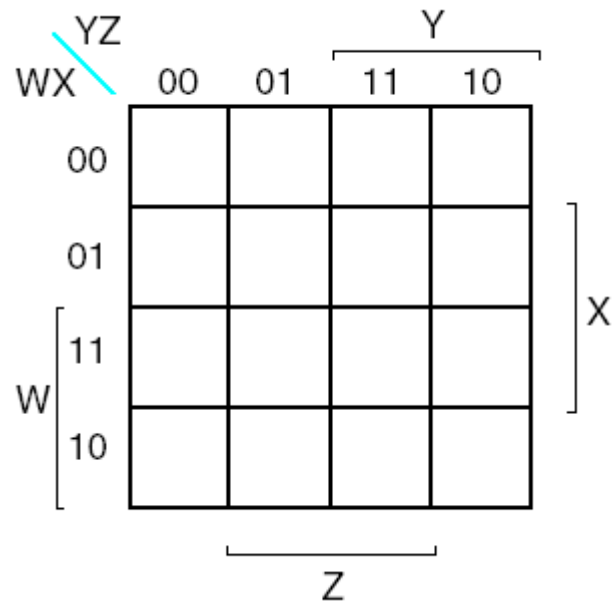
Four-variable K-maps

- We can do four-variable expressions too!
 - The minterms in the third and fourth columns, *and* in the third and fourth rows, are switched around.
 - Again, this ensures that adjacent squares have common literals



- Grouping minterms is similar to the three-variable case, but:
 - You can have rectangular groups of 1, 2, 4, 8 or 16 minterms
 - You can wrap around *all four* sides

Four-variable K-maps



		y		
		$w'x'y'z'$	$w'x'y'z$	$w'x'yz$
		$w'xy'z'$	$w'xy'z$	$w'xyz$
		$wxy'z'$	$wxy'z$	$wxyz$
		$wx'y'z'$	$wx'y'z$	$wx'yz$
w				x
		z		

		y		
		m_0	m_1	m_3
		m_4	m_5	m_7
		m_{12}	m_{13}	m_{15}
		m_8	m_9	m_{11}
w				x
		z		

Example: Simplify $m_0 + m_2 + m_5 + m_8 + m_{10} + m_{13}$

- The expression is already a sum of minterms, so here's the K-map:

		y				
		1	0	0	1	
		0	1	0	0	
w		0	1	0	0	x
		1	0	0	1	
		z				

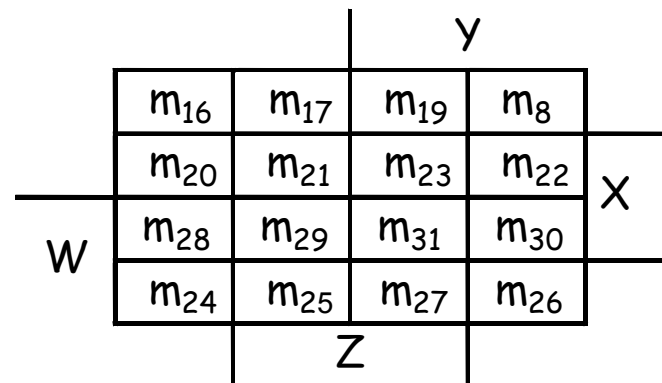
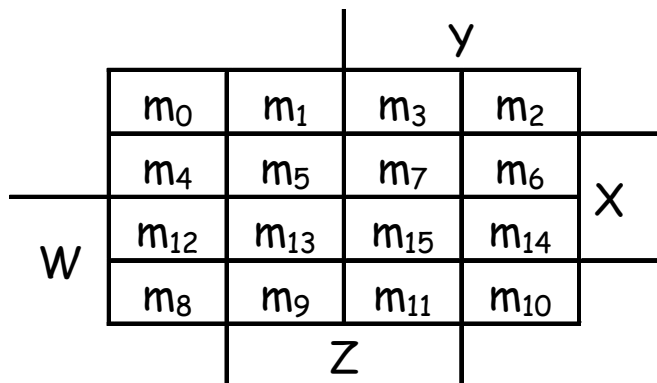
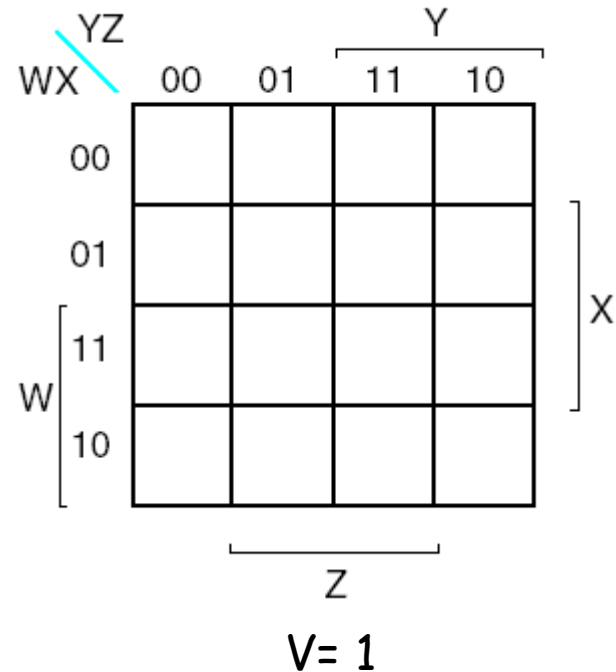
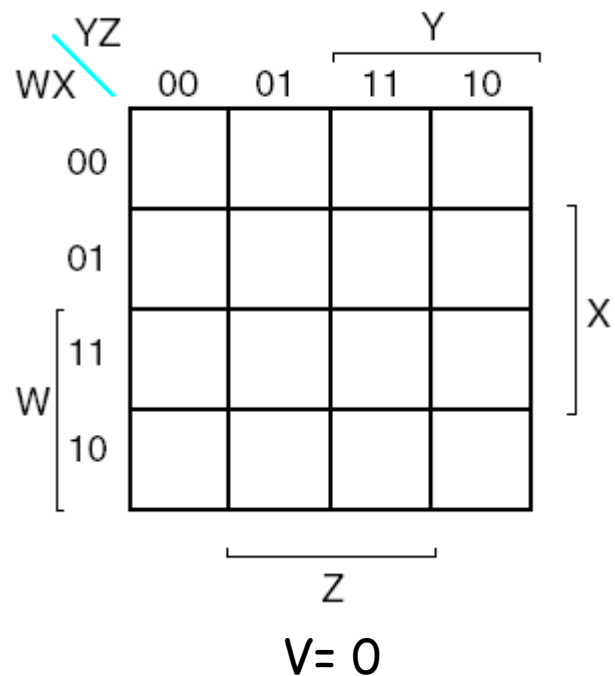
				y		
		m ₀	m ₁	m ₃	m ₂	
		m ₄	m ₅	m ₇	m ₆	
W		m ₁₂	m ₁₃	m ₁₅	m ₁₄	X
		m ₈	m ₉	m ₁₁	m ₁₀	
		Z				

- We can make the following groups, resulting in the MSP $x'z' + xy'z$

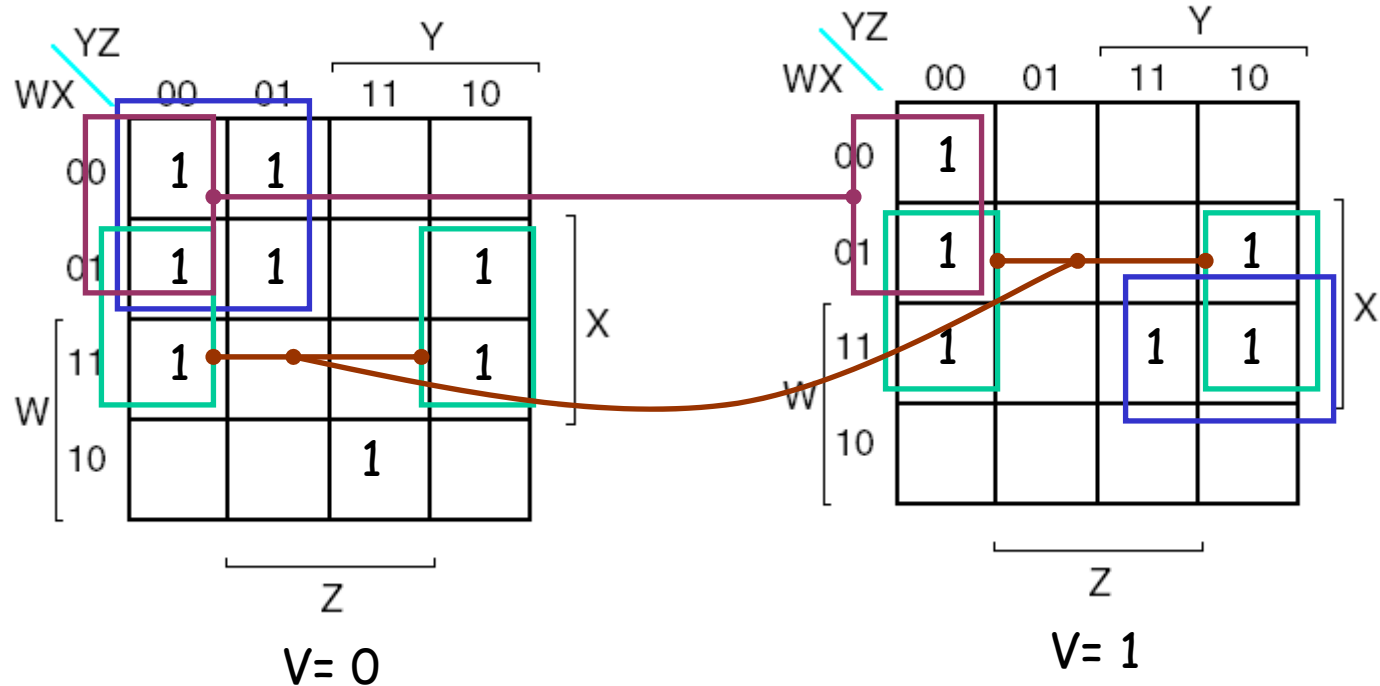
		y				
		1	0	0	1	
		0	1	0	0	
w		0	1	0	0	x
		1	0	0	1	
		z				

				y		
		$w'x'y'z'$	$w'x'y'z$	$w'x'yz$	$w'x'yz'$	
		$w'xy'z'$	$w'xy'z$	$w'xyz$	$w'xyz'$	
W		$wxy'z'$	$wxy'z$	$wxyz$	$wxyz'$	X
		$wx'y'z'$	$wx'y'z$	$wx'yz$	$wx'yz'$	
		Z				

Five-variable K-maps



Simplify $f(V,W,X,Y,Z)=\Sigma m(0,1,4,5,6,11,12,14,16,20,22,28,30,31)$

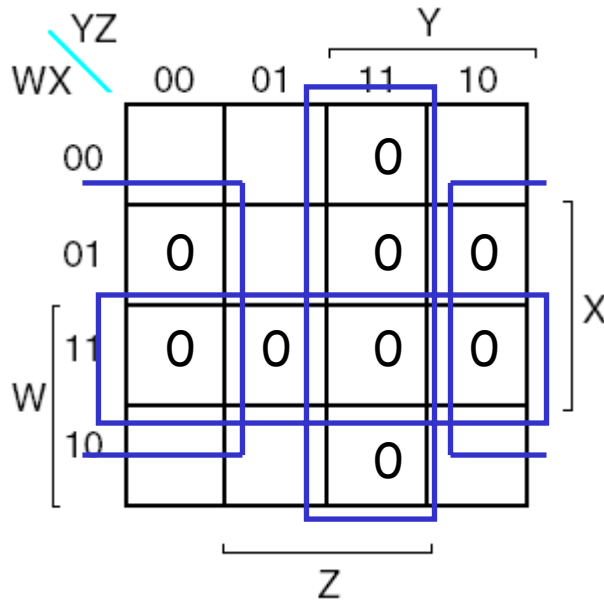


$$\begin{aligned}
 f &= XZ' \\
 &+ V'W'Y' \\
 &+ W'Y'Z' \\
 &+ VWXY \\
 &+ V'WX'YZ
 \end{aligned}$$

$$\begin{aligned}
 &\Sigma m(4,6,12,14,20,22,28,30) \\
 &\Sigma m(0,1,4,5) \\
 &\Sigma m(0,4,16,20) \\
 &\Sigma m(30,31) \\
 &m11
 \end{aligned}$$

PoS Optimization from SoP

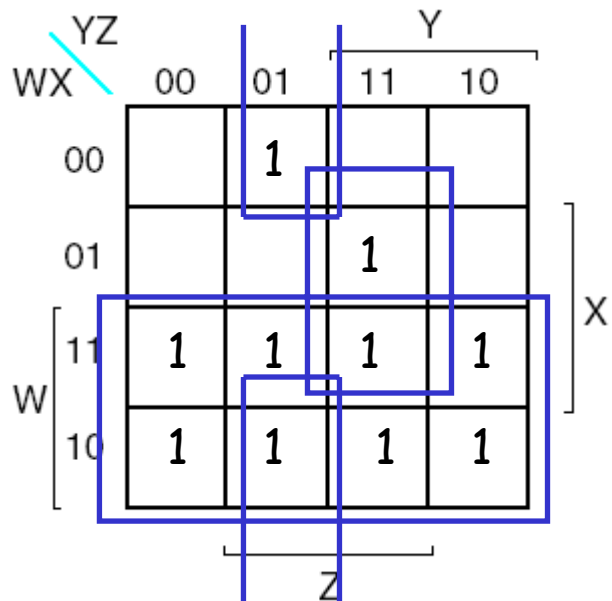
$$F(W,X,Y,Z) = \sum m(0,1,2,5,8,9,10) \\ = \prod M(3,4,6,7,11,12,13,14,15)$$



$$F(W,X,Y,Z) = (W' + X')(Y' + Z')(X' + Z)$$

SoP Optimization from PoS

$$F(W,X,Y,Z) = \prod M(0,2,3,4,5,6) \\ = \sum m(1,7,8,9,10,11,12,13,14,15)$$



$$F(W,X,Y,Z) = W + X'Y'Z + X'YZ$$

I don't care!

- You don't always need all 2^n input combinations in an n -variable function
 - If you can guarantee that certain input combinations never occur
 - If some outputs aren't used in the rest of the circuit
- We mark don't-care outputs in truth tables and K-maps with Xs.

x	y	z	$f(x,y,z)$
0	0	0	0
0	0	1	1
0	1	0	X
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	X
1	1	1	1

- Within a K-map, each X can be considered as either 0 or 1. You should pick the interpretation that allows for the most simplification.

Practice K-map 3

- Find a MSP for

$$f(w,x,y,z) = \sum m(0,2,4,5,8,14,15), d(w,x,y,z) = \sum m(7,10,13)$$

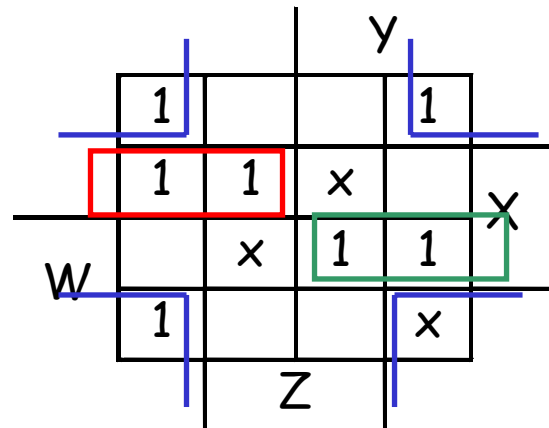
This notation means that input combinations $wxyz = 0111, 1010$ and 1101 (corresponding to minterms m_7, m_{10} and m_{13}) are unused.

		y				
		1	0	0	1	
		1	1	x	0	X
W	0	x	1	1		
	1	0	0	x		
		z				

Solutions for Practice K-map 3




- Find a MSP for:

$$f(w,x,y,z) = \sum m(0,2,4,5,8,14,15), d(w,x,y,z) = \sum m(7,10,13)$$





$$f(w,x,y,z) = x'z' + w'xy' + wxy$$

AND, OR, and NOT



Graphics Symbols																		
Name	Distinctive shape	Algebraic equation	Truth table															
AND		$F = XY$	<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																
NOT (inverter)		$F = \overline{X}$	<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 and 3-State Buffer

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																	
3-State Buffer			<table><tr><th>E</th><th>X</th><th>F</th></tr><tr><td>0</td><td>0</td><td>Hi-Z</td></tr><tr><td>0</td><td>1</td><td>Hi-Z</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>	E	X	F	0	0	Hi-Z	0	1	Hi-Z	1	0	0	1	1	1
E	X	F																
0	0	Hi-Z																
0	1	Hi-Z																
1	0	0																
1	1	1																

- Buffer is used to amplify an electrical signal
 - Reconstructing the signal
 - More gates to be attached to the output
- Three state buffer
 - E (Enable): Controls the output
 - Hi-Z: High impedance

NAND and NOR

			X Y F
NAND		$F = \overline{X \cdot Y}$	0 0 1
			0 1 1
			1 0 1
			1 1 0
			X Y F
NOR		$F = \overline{X + Y}$	0 0 1
			0 1 0
			1 0 0
			1 1 0

- NAND: Not AND, NOR: Not OR
- Both NAND and NOR are universal gates
- Universal gate: A gate that alone can be used to implement all Boolean functions
- It is sufficient to show that NAND (NOR) can be used to implement AND, OR, and NOT operations

NANDs are special!

- The NAND gate is **universal**: it can replace all other gates!

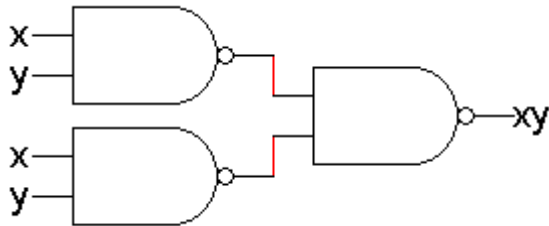
- NOT



$$(xx)' = x'$$

[because $xx = x$]

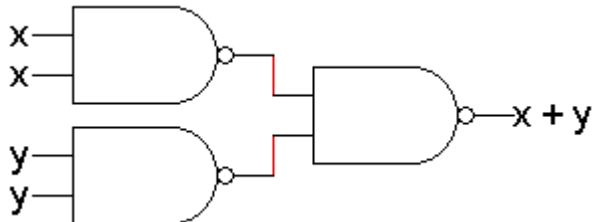
- AND



$$((xy)' (xy)')' = xy$$



[from NOT above]

- OR



$$\begin{aligned} ((xx)' (yy)')' &= (x' y')' & [xx = x, \text{ and } yy = y] \\ &= x + y & [\text{DeMorgan's law}] \end{aligned}$$

XOR and XNOR

Graphics Symbols																		
Name	Distinctive shape symbol	Algebraic equation	Truth table															
Exclusive-OR (XOR)		$F = X\bar{Y} + \bar{X}Y$ $= X \oplus Y$	<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 (XNOR)		$F = XY + \bar{X}\bar{Y}$ $= \overline{X \oplus Y}$	<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																
0	1	0																
1	0	0																
1	1	1																

- Exclusive-OR (XOR): $X \oplus Y = XY' + X'Y$
- Exclusive-NOR (XNOR): $(X \oplus Y)' = XY + X'Y'$

$$X \oplus 0 = X$$

$$X \oplus 1 = X'$$

$$X \oplus X = 0$$

$$X \oplus X' = 1$$

$$X \oplus Y' = (X \oplus Y)'$$

$$X' \oplus Y = (X \oplus Y)'$$

$$X \oplus Y = Y \oplus X$$

$$(X \oplus Y) \oplus Z = X \oplus (Y \oplus Z) = X \oplus Y \oplus Z$$

More on XOR

- The general XOR function is true when an odd number of its arguments are true
- For example, we can use Boolean algebra to simplify a three-input XOR to the following expression and truth table.

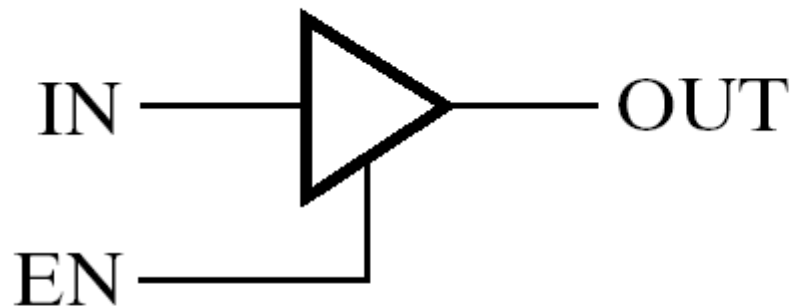
$$\begin{aligned}x \oplus (y \oplus z) &= x \oplus (y'z + yz') && \text{[Definition of XOR]}\\&= x'(y'z + yz') + x(y'z + yz') && \text{[Definition of XOR]}\\&= x'y'z + x'yz' + x(y'z + yz') && \text{[Distributive]}\\&= x'y'z + x'yz' + x((y'z)'(yz')') && \text{[DeMorgan's]}\\&= x'y'z + x'yz' + x((y + z')(y' + z)) && \text{[DeMorgan's]}\\&= x'y'z + x'yz' + x(yz + y'z') && \text{[Distributive]}\\&= x'y'z + x'yz' + xyz + xy'z' && \text{[Distributive]}\end{aligned}$$

x	y	z	$x \oplus y \oplus z$
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

High-Impedance Outputs

- Gates with only output values logic 0 and logic 1
 - The output is connected to either V_{cc} or Gnd
- A third output value: High-Impedance (Hi-Z, Z, or z)
 - The output behaves as an open-circuit, i.e., it appears to be disconnected
- Gates with Hi-Z output values can have their outputs connected together if no two gates drive the line at the same time to opposite 0 and 1 values
- Gates with only logic 0 and logic 1 outputs cannot have their outputs connected together

Three-State Buffers

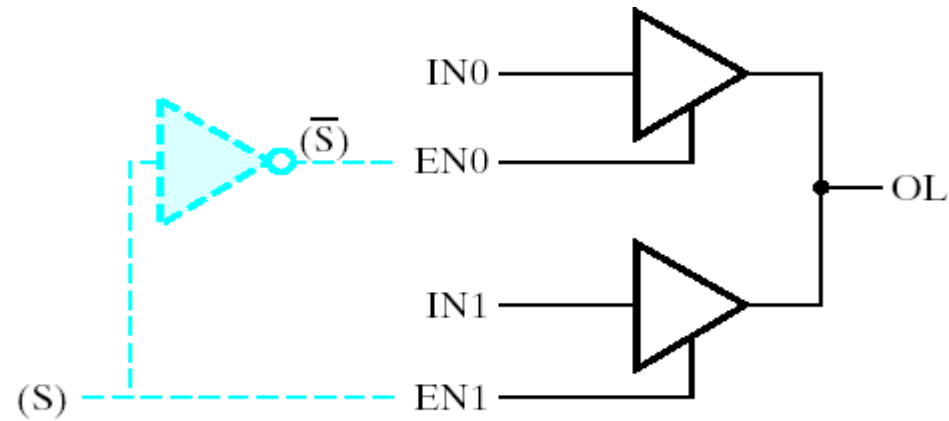


(a) Logic symbol

EN	IN	OUT
0	X	Hi-Z
1	0	0
1	1	1

(b) Truth table

Three-State Buffers

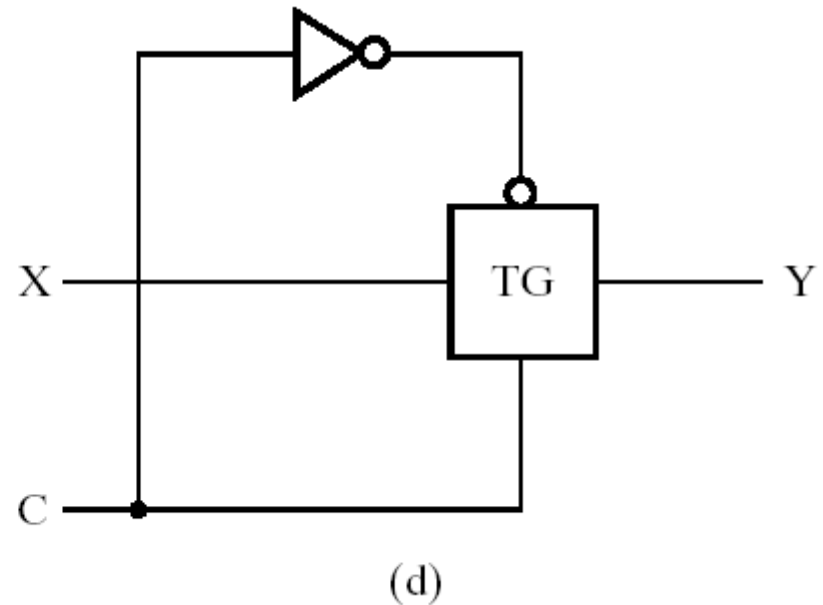
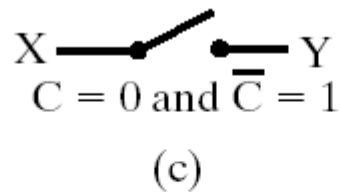
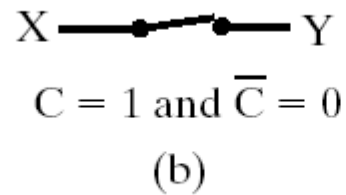
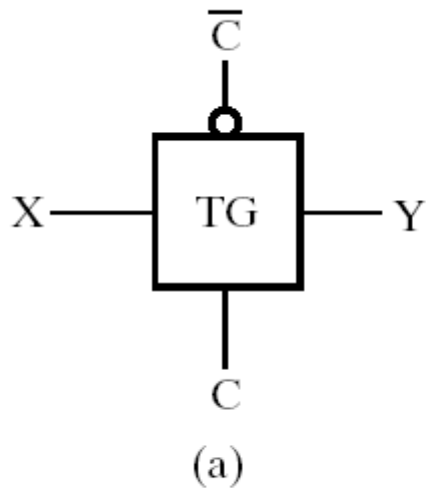


(a) Logic Diagram

EN1	EN0	IN1	IN0	OL
0	0	X	X	Hi-Z
(S) 0	(S-bar) 1	X	0	0
0	1	X	1	1
1	0	0	X	0
1	0	1	X	1
1	1	0	0	0
1	1	1	1	1
1	1	0	1	
1	1	1	0	

(b) Truth table

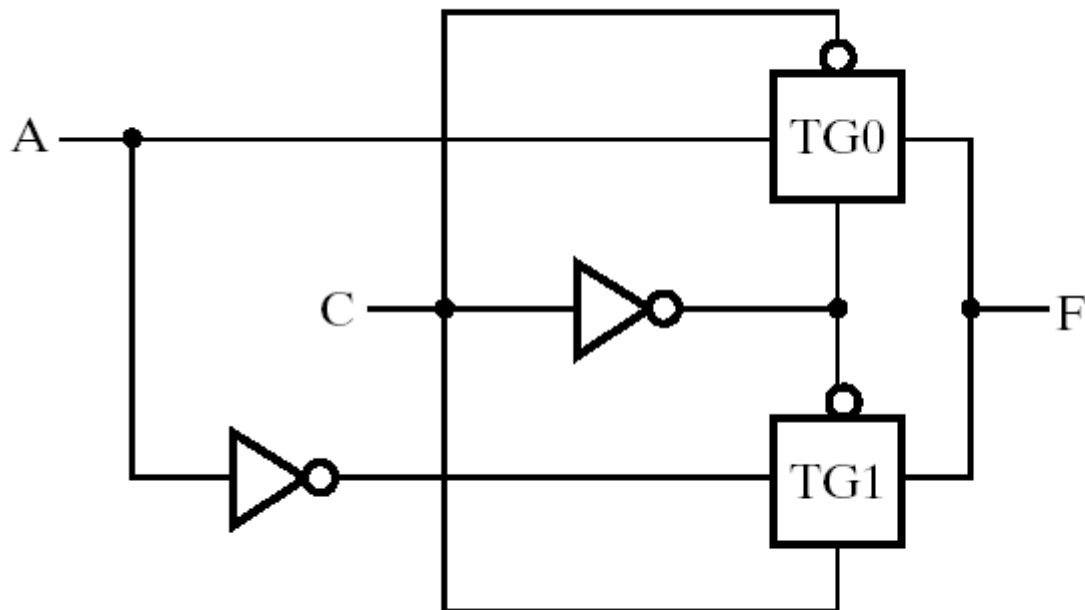
Transmission Gate



If $C = 1$ ($C' = 0$) $\Rightarrow Y = X$

If $C = 0$ ($C' = 1$) $\Rightarrow Y = \text{Hi-Z}$

Transmission Gate XOR



(a)

A	C	TG1	TG0	F
0	0	No path	Path	0
0	1	Path	No path	1
1	0	No path	Path	1
1	1	Path	No path	0

(b)

K-map Summary

- K-maps are an alternative to algebra for simplifying expressions
 - The result is a *minimal sum of products*, which leads to a minimal two-level circuit
 - It's easy to handle don't-care conditions
 - K-maps are really only good for manual simplification of small expressions...
- Things to keep in mind:
 - Remember the correct order of minterms on the K-map
 - When grouping, you can wrap around all sides of the K-map, and your groups can overlap
 - Make as few rectangles as possible, but make each of them as large as possible. This leads to fewer, but simpler, product terms
 - There may be more than one valid solution