

# Intro to Digital Logic

Boolean Algebra & Karnaugh Maps

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Ref. Digital Design Principles & Practices (4th Ed.) John F. Wakerly

# Introduction to Boolean Algebra

## What is Boolean Algebra?

- Named after George Boole.
- Branch of algebra where variables are **true** (1) or **false** (0).
- Mathematical foundation for digital circuits and modern computing.

## Why is it Important?

- **Digital Circuit Design:** Essential for building and understanding logic gates.
- **Simplification:** Reduces complex expressions for efficient circuits.
- **Problem Solving:** Systematic approach to logical relationships.

# Basic Concepts - Variables & Literals

## Boolean Variables

- Can only be one of two values:
  - **0 (False)**
  - **1 (True)**
- Also called **binary values** or **logic levels**.

## Literals

- A variable or its complement.
- Examples: **A**, **A'** (or  $A^-$ )

# Boolean Operators - AND

## AND Operator (Logical Conjunction)

- **Symbol:**  $\cdot$  or implied (e.g.,  $A \cdot B$  or  $AB$ ).
- **Rule:** Output is **1** (True) *only if all* inputs are **1** (True). Otherwise, **0** (False).
- **Example:**  $Y = A \text{ AND } B$  or  $Y = A \cdot B$

A	B	Y
0	0	0
0	1	0
1	0	0
1	1	1

# Boolean Operators - OR

## OR Operator (Logical Disjunction)

- **Symbol:** +
- **Rule:** Output is 1 (True) if *any* input is 1 (True). Output is 0 (False) *only if all* inputs are 0 (False).
- **Example:**  $Y = A \text{ OR } B$  or  $Y = A + B$

A	B	Y
0	0	0
0	1	1
1	0	1
1	1	1

# Boolean Operations - NOT

## NOT Operator (Logical Negation/Inversion)

- **Symbol:** ' or overbar (e.g.,  $A'$  or  $A^-$ ).
- **Rule:** Inverts the input ( $1$  becomes  $0$ ,  $0$  becomes  $1$ ).
- **Example:**  $Y = \text{NOT } A$  or  $Y = A'$  or  $Y = A^-$

A	Y
0	1
1	0

# Boolean Algebra - Commutative & Associative

## Boolean Algebra and Theorems

- Fundamental rules for manipulating Boolean expressions.

## Commutative Laws

- Order doesn't matter.
  - $A+B=B+A$
  - $A \cdot B=B \cdot A$

## Associative Laws

- Grouping doesn't matter for the same operator.
  - $(A+B)+C=A+(B+C)$
  - $(A \cdot B) \cdot C=A \cdot (B \cdot C)$

# Boolean Algebra - Distributive, Identity, & Complement

## Distributive Laws

- $A \cdot (B+C) = A \cdot B + A \cdot C$
- $A + (B \cdot C) = (A+B) \cdot (A+C)$  (Unique to Boolean Algebra!)

## Identity Laws

- $A+0=A$  (Adding False doesn't change value)
- $A \cdot 1=A$  (ANDing with True doesn't change value)

## Complement Laws

- $A+A'=1$  (A OR NOT A is always True)
- $A \cdot A'=0$  (A AND NOT A is always False)



# Important Theorems - Idempotent, Null, & Absorption

## Idempotent Laws

- $A + A = A$
- $A \cdot A = A$

## Null Laws (or Annulment Laws)

- $A + 1 = 1$  (ORing with True is always True)
- $A \cdot 0 = 0$  (ANDing with False is always False)

## Absorption Laws

- $A + (A \cdot B) = A$
- $A \cdot (A + B) = A$

# De Morgan's Theorems

## De Morgan's Theorems

- Powerful for simplifying expressions with complements.
- Convert between sum-of-products and product-of-sums forms.

### First Theorem: $(A+B)'=A' \cdot B'$

- **Explanation:** Complement of a sum (OR) is the product (AND) of individual complements.
- **Intuitive Example:** "NOT (Apple OR Banana)" is equivalent to "NOT Apple AND NOT Banana".

### Second Theorem: $(A \cdot B)'=A'+B'$

- **Explanation:** Complement of a product (AND) is the sum (OR) of individual complements.
- **Intuitive Example:** "NOT (Study AND Pass)" is equivalent to "NOT Study OR NOT Pass".

### Double Negation (Involution) Law

- $(A')'=A$

# Summary of Boolean Algebra Theorems

Law/Theorem	OR Form (Sum)	AND Form (Product)
Commutative	$A+B=B+A$	$A \cdot B=B \cdot A$
Associative	$(A+B)+C=A+(B+C)$	$(A \cdot B) \cdot C=A \cdot (B \cdot C)$
Distributive	$A+(B \cdot C)=(A+B) \cdot (A+C)$	$A \cdot (B+C)=A \cdot B+A \cdot C$
Identity	$A+0=A$	$A \cdot 1=A$
Complement	$A+A'=1$	$A \cdot A'=0$
Idempotent	$A+A=A$	$A \cdot A=A$
Null (Annulment)	$A+1=1$	$A \cdot 0=0$
Absorption	$A+(A \cdot B)=A$	$A \cdot (A+B)=A$
De Morgan's	$(A+B)'=A' \cdot B'$	$(A \cdot B)'=A'+B'$
Double Negation	$(A')'=A$	-

# Boolean Simplification Examples

**Example 1: Simplify  $Y = A \cdot B + A \cdot B \cdot C + A \cdot B \cdot C'$**

1. **Factor out common terms:**  $Y = A \cdot B \cdot (1 + C + C')$
2. **Apply Identity Law ( $1 + X = 1$ ):**  $Y = A \cdot B \cdot (1)$
3. **Apply Identity Law ( $X \cdot 1 = X$ ):**  $Y = A \cdot B$

**Example 2: Simplify  $F = A + A' \cdot B$**

1. **Apply Distributive Law ( $A + (B \cdot C) = (A + B) \cdot (A + C)$ ):**  $F = (A + A') \cdot (A + B)$
2. **Apply Complement Law ( $A + A' = 1$ ):**  $F = 1 \cdot (A + B)$
3. **Apply Identity Law ( $1 \cdot X = X$ ):**  $F = A + B$

# More Examples

**Example 3: Simplify  $G=(A+B) \cdot (A+B')$**

1. **Apply Distributive Law ( $A \cdot (B+C)=A \cdot B+A \cdot C$  - in reverse):**  $G=A+(B \cdot B')$
2. **Apply Complement Law ( $B \cdot B'=0$ ):**  $G=A+0$
3. **Apply Identity Law ( $A+0=A$ ):**  $G=A$

**Example 4: Simplify  $H=A \cdot B+A \cdot B'+A' \cdot B$**

1. **Factor out A from the first two terms:**  $H=A \cdot (B+B')+A' \cdot B$
2. **Apply Complement Law ( $B+B'=1$ ):**  $H=A \cdot 1+A' \cdot B$
3. **Apply Identity Law ( $A \cdot 1=A$ ):**  $H=A+A' \cdot B$
4. **Apply Distributive Law (as in Example 2):**  $H=(A+A') \cdot (A+B)$
5. **Apply Complement Law ( $A+A'=1$ ):**  $H=1 \cdot (A+B)$
6. **Apply Identity Law ( $1 \cdot X=X$ ):**  $H=A+B$

# Karnaugh Maps

Karnaugh Maps, often abbreviated as K-Maps, are a graphical method used to simplify Boolean algebra expressions. Developed by Maurice Karnaugh in 1953, they provide a systematic and visual way to reduce complex logic circuits to their simplest form, making them easier and more cost-effective to implement.

While Boolean algebra laws and theorems can be used to simplify expressions, they can be cumbersome and prone to errors, especially for expressions with many variables. K-Maps offer several advantages:

- **Visual Aid:** They provide a clear visual representation of the Boolean function, making it easier to identify adjacent terms that can be combined.
- **Systematic Approach:** K-Maps offer a step-by-step method, reducing the chances of missing simplification opportunities.
- **Guaranteed Minimization (for small number of variables):** For up to 4 or 5 variables, K-Maps generally lead to the minimal sum-of-products (SOP) or product-of-sums (POS) expression.
- **Handling "Don't Care" Conditions:** K-Maps easily incorporate "don't care" conditions, which can further simplify expressions.

# Creating a K-Map

- Boolean function is plotted on a grid (the K-Map).
- Adjacent cells in the map differ by only one variable.
- Groups of '1's (minterms) are formed to identify common terms.
- The largest possible groups of '1's (in powers of 2: 1, 2, 4, 8, etc.) are circled.
- Each group represents a simplified product term.

# 3 Variable K-Map

$F = (A, B, C) = \Sigma(0, 2, 4, 5, 6)$  (This means the function is 1 for minterms 0, 2, 4, 5, 6)

		BC			
A \		00	01	11	10
0		1	0	0	1
1		1	1	0	1

← m0 & m2

← m4, m5, & m6

## Grouping:

- Group 1: Cells m0, m2, m4, m6 (a group of 4 '1's). This group covers  $C'$ . (Notice B changes, A changes, but C is always 0).
- Group 2: Cells m4, m5 (a group of 2 '1's). This group covers  $AB'$ . (Notice C changes, but  $A=1$  and  $B=0$ ).

**Simplified Expression:**  $F=C'+AB'$

A	B	C	F
0	0	0	1
0	0	1	0
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	0



# Another K-Map Example

$$F = (A, B, C) = \Sigma(0, 2, 4, 6)$$

BC

A \ 00 01 11 10

0	1	0	0	1	← m0 & m2
1	1	0	0	1	← m4 & m6

**Grouping:**

- Group 1: m0, m2, m4, m6 (a group of 4 '1's). This group covers C'.

**Simplified Expression:**  $F=C'$

A	B	C	F
0	0	0	1
0	0	1	0
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	0