

Department of Electrical & Computer Engineering

Digital Logic And Computing Systems

Chapter 02 –Switching Algebra

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Agenda

- ❑ Boolean Algebra
- ❑ Switching Algebra
- ❑ NAND- and NOR-Functions

Boolean Algebra

- ❑ George Boole (1815-1864)
 - Application of algebraic methods on logic assertions
 - ‘0’ and ‘1’ as logic values for “false” and “true”
 - Variables to model the value of assertion
- ❑ Ernst Schröder (1841-1902), Edward V. Huntington (1874-1952)
 - “Axiomatisation” of Boolean Algebra
 - Application to telephone equipment
- ❑ Claude Shannon (1916-2001)
 - Application of Boolean algebra to analyze the design of digital electromechanical circuits

Boolean Algebra

❑ A Boolean Algebra (B, \vee, \wedge, \neg) consist of

- A support B (set of all variables)
- Two 2-input operators

$$\vee, \wedge : B^2 \rightarrow B$$

(\vee known as disjunction, union, OR, ...)

(\wedge known as conjunction, intersection AND, ...)

- One 1-input operator $\neg : B \rightarrow B$
- (\neg known as negation, complement, NOT, ...)

Boolean Algebra Laws

❑ Huntington's Postulate: For the following axioms

$$(1b) \forall a, b \in B: a \vee b \in B \quad (\text{Closure})$$

$$(1b) \forall a, b \in B: a \wedge b \in B$$

Boolean Algebra

Laws

❑ Huntingtons Postulate (cont)

(2a) $\exists 0 \in B: a \vee 0 = a$ (Existence of a Null-Element)

(2b) $\exists 1 \in B: a \wedge 1 = a$ (Existence of a One-Element)

(3a) $\forall a, b \in B: a \vee b = b \vee a$ (commutativity)

(3b) $\forall a, b \in B: a \wedge b = b \wedge a$

(4a) $\forall a, b, c \in B: a \vee (b \wedge c) = (a \vee b) \wedge (a \vee c)$ (Distributivity)

(4b) $\forall a, b, c \in B: a \wedge (b \vee c) = (a \wedge b) \vee (a \wedge c)$

(5a) $\forall a \in B: \exists \neg a : a \vee \neg a = 1$ (Existence of an inverse)

(5b) $\forall a \in B: \exists \neg a : a \wedge \neg a = 0$

(6) $\exists a, b \in B: a \neq b$ (B has min. 2 elements)

Switching Algebra

- ❑ A Switching algebra is a Boolean algebra with the smallest support
 $B = \{0,1\}$
- ❑ A switching algebra knows variables and constants
- ❑ There are only two constants: 0 and 1



Interrupted wire (connection) 0



Non-Interrupted wire (connection) 1



Switch open $A = 0$



Switch closed $A = 1$

Switching Algebra

Basic Rules

- Basic rules of switching algebra define the relation between variables and constants

□ AND

$$0 \wedge 0 = 0$$

Diagram showing an AND gate with two inputs labeled 0. The output is also labeled 0. A blue arrow points from the inputs to the output.

$$0 \wedge 1 = 0$$

Diagram showing an AND gate with one input labeled 0 and the other labeled 1. The output is labeled 0. A blue arrow points from the inputs to the output.

$$1 \wedge 0 = 0$$

Diagram showing an AND gate with one input labeled 1 and the other labeled 0. The output is labeled 0. A blue arrow points from the inputs to the output.

$$1 \wedge 1 = 1$$

Diagram showing an AND gate with two inputs labeled 1. The output is labeled 1. A blue arrow points from the inputs to the output.

□ OR

$$0 \vee 0 = 0$$

Diagram showing an OR gate with two inputs labeled 0. The output is labeled 0. A blue arrow points from the inputs to the output.

$$0 \vee 1 = 1$$

Diagram showing an OR gate with one input labeled 0 and the other labeled 1. The output is labeled 1. A blue arrow points from the inputs to the output.

$$1 \vee 0 = 1$$

Diagram showing an OR gate with one input labeled 1 and the other labeled 0. The output is labeled 1. A blue arrow points from the inputs to the output.

$$1 \vee 1 = 1$$

Diagram showing an OR gate with two inputs labeled 1. The output is labeled 1. A blue arrow points from the inputs to the output.

□ NOT

$$\overline{0} = 1$$

Diagram showing a NOT gate with one input labeled 0. The output is labeled 1. A blue arrow points from the input to the output.

$$\overline{1} = 0$$

Diagram showing a NOT gate with one input labeled 1. The output is labeled 0. A blue arrow points from the input to the output.

Switching Algebra Rules

- ❑ Theorems define rules for operation between
 - A variable and a constant
 - A variable and a variable
 - A variable and it's negation
- ❑ For variable, the following notations A, B, C, will be used. What is true for A is also true for B, C, ...
- ❑ Theorems for the AND-operation

$$A \wedge 0 = 0$$

0 Element

$$A \wedge 1 = A$$

1 Element

$$A \wedge A = A$$

Idempotence

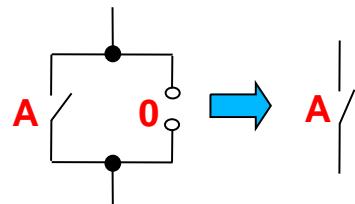
$$A \wedge \bar{A} = 0$$

Symmetry

Switching Algebra Rules

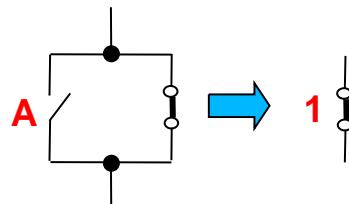
□ Theorems for the OR-operation

$$A \vee 0 = A$$



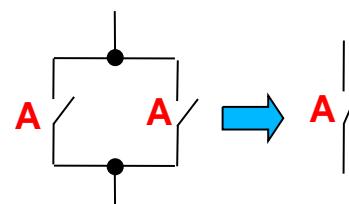
0 Element

$$A \vee 1 = 1$$



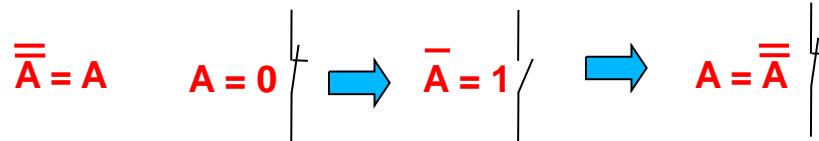
1 Element

$$A \vee A = A$$



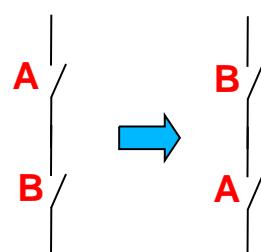
Idempotence

□ NOT

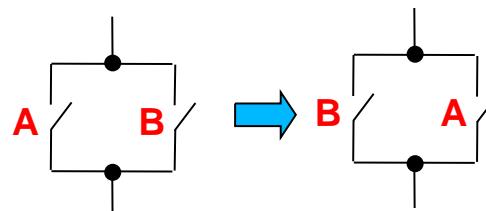


□ Commutativity

$$A \wedge B = B \wedge A$$

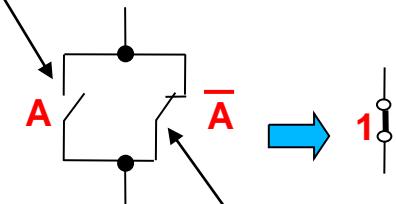


$$A \vee B = B \vee A$$



ON-Default

$$A \vee \bar{A} = 1$$

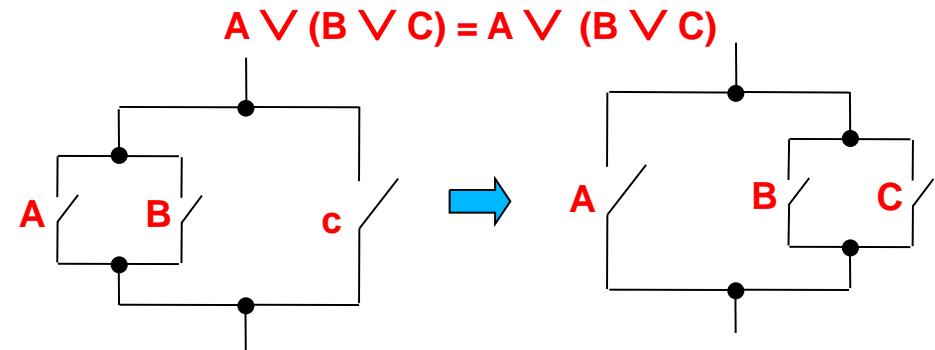
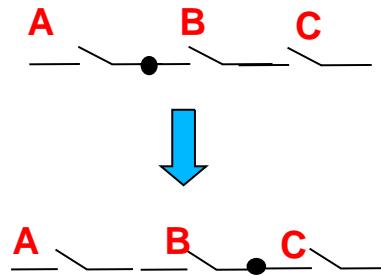


Symmetry OFF-Default

Switching Algebra Rules

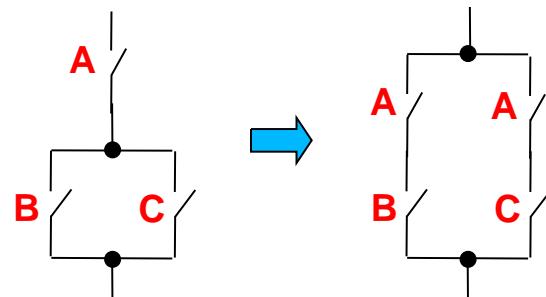
□ Associativity

$$A \wedge (B \wedge C) = (A \wedge B) \wedge C$$

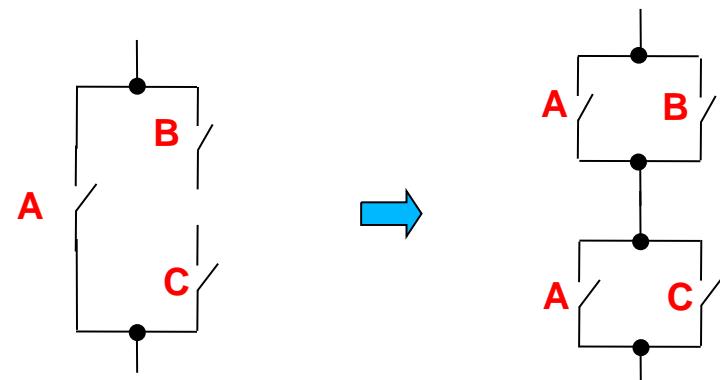


□ Distributivity

$$A \wedge (B \vee C) = (A \wedge B) \vee (A \wedge C)$$



$$A \vee (B \wedge C) = (A \vee B) \wedge (A \vee C)$$



Switching Algebra

De Morgan's Law

- o $\overline{A \wedge B} = \bar{A} \vee \bar{B}$
- o $\overline{A \vee B} = \bar{A} \wedge \bar{B}$

- o Proof

- o In general, the goal of a proof is to establish that two logical expressions or logical networks are functionally equivalent
- o A truth table can be used

A	B	$A \wedge B$	$\overline{A \wedge B}$	\bar{A}	\bar{B}	$\bar{A} \vee \bar{B}$
0	0	0	1	1	1	1
0	1	0	1	1	0	1
1	0	0	1	0	1	1
1	1	1	0	0	0	0

A	B	$A \vee B$	$\overline{A \vee B}$	\bar{A}	\bar{B}	$\bar{A} \wedge \bar{B}$
0	0	0	1	1	1	1
0	1	1	0	1	0	0
1	0	1	0	0	1	0
1	1	1	0	0	0	0

Switching Algebra Rules

- ❑ Precedence Rules: to avoid ambiguity in evaluation of complex statements

- Which of these two statements is correct?

$$A \wedge B \vee C = (A \wedge B) \vee C$$

$$A \wedge B \vee C = A \wedge (B \vee C)$$

- ❑ Precedence Rules

- NOT-operations have the highest precedence (stronger than OR and AND)
 - AND-operations have the next highest precedence (Stronger than OR)

Switching Algebra Rules

- ❑ Set priority
 - Operator with the highest precedence is grouped with its operand(s) first
 - Then the next highest operator is grouped with its operands, and so on
 - If there are several logical operators of the same precedence, they will be examined from left to right

$$A \wedge \bar{B} \vee C = (A \wedge (\bar{B})) \vee C$$

Switching Algebra

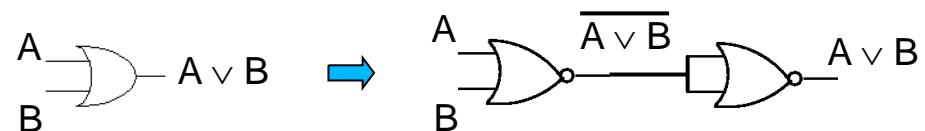
Universal Gates (NAND and NOR)

- ❑ Switch algebra is built on the three basic operators AND, OR, NOT
 - Any “switching” function can be implemented with only those three operators

❑ Furthermore: $A \wedge B = \overline{\overline{A} \wedge \overline{B}} = \overline{\overline{A} \vee \overline{B}}$

- AND-gates can be implemented with 1 OR-gate and 3 NOT-gates
 - ➡ AND-gates are not necessary in circuit design
- OR-gates and NOT-Gates can be implemented only with NOR-Gates

- ➡ NOR-gates are universal:
- Any circuit can be constructed with only NOR-gates



Switching Algebra

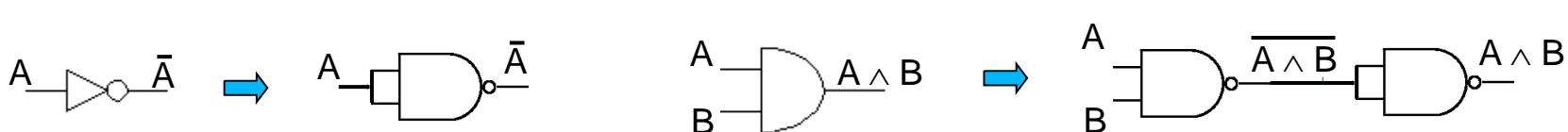
Universal Gates (NAND and NOR)

- OR-gates can be implemented with 1 AND-gate and 3 NOT-gates

$$A \vee B = \overline{\overline{A} \vee \overline{B}} = \overline{\overline{A} \wedge \overline{B}}$$

➡ OR-gates are not necessary in circuit design

- AND-gates and NOT-Gates can be implemented only with NAND-Gates



➡ NAND-gates are universal

- Any circuit can be constructed with only NAND-gates



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