

TUTORIAL 5

Boolean Algebra and Digital Logic

OBJECTIVES

- ③ Understand the relationship between Boolean logic and digital computer circuits.
- ③ Learn how to create and use the truth table for a Boolean function.
- ③ Learn how to synthesize an equivalence to simple logic circuits based on a constrained vocabulary.
- ③ Learn different formats to express Boolean functions.

BOOLEAN ALGEBRA

- ◎ Boolean algebra is a mathematical system for the manipulation of variables that can have one of two values.
 - ◎ In formal logic, these values are “true” and “false.”
 - ◎ In digital systems, these values are “on” and “off,” 1 and 0, or “high” and “low.”
- ◎ Boolean expressions or **Combinational Circuits** are created by performing operations on Boolean variables by combining basic **common gates**.
 - ◎ Common Boolean operators (gates) include AND, OR, and NOT.

BOOLEAN FUNCTION

- ◎ A Boolean function specifies what operation we want a combinational circuit to compute.
- ◎ There are many implementations of a given Boolean function.
- ◎ We need terminology to specify a Boolean function and to describe particular implementations.
- ◎ Diagrams describe implementations, and connectives (and formulas) from sentential (propositional) logic specify Boolean functions.

TRUTH TABLES

- ◎ ***A mathematical table*** used in connection with Boolean Algebra to determine the functional value of a logical expression for each combination of values taken by its logical variables.
- ◎ ***Two logical expressions are equal if they have identical truth tables.***
- ◎ In the next 2 slides, we see the most basic truth tables for the AND, OR and NOT functions. These truth tables will be used in building the truth table for more complex logical expressions.
- ◎ The truth table for a Boolean function with ***n*** variables has **2^n** rows or possible outcomes.

BOOLEAN ALGEBRA

- ⊙ A Boolean operator can be completely described using a truth table.
- ⊙ The truth table for the Boolean operators AND & OR are shown at the right.
- ⊙ The AND operator is also known as a Boolean product and designated using \wedge or **simply nothing** (look at the table).
- ⊙ The OR operator is the Boolean sum and designated using \vee or **+**.

X AND Y

X	Y	XY
0	0	0
0	1	0
1	0	0
1	1	1

X OR Y

X	Y	X+Y
0	0	0
0	1	1
1	0	1
1	1	1

BOOLEAN ALGEBRA

- ◎ The truth table for the Boolean NOT operator is shown at the right.
- ◎ The NOT operation is most often designated by an overbar or as $(\neg x)$.
- ◎ Note that I use $\{0,1\}$ in truth tables. This same as using $\{F,T\}$ respectively.

NOT x	
x	\overline{x}
0	1
1	0

BOOLEAN ALGEBRA

- ◎ A Boolean function has:
 - At least one Boolean variable,
 - At least one Boolean operator, and
 - At least one input from the set $\{0,1\}$.
- ◎ It produces an output that is also a member of the set $\{0,1\}$.
- ◎ We consider Boolean functions that produce one output for a given a given input combination.

Now you know why the binary numbering system is so handy in digital systems.

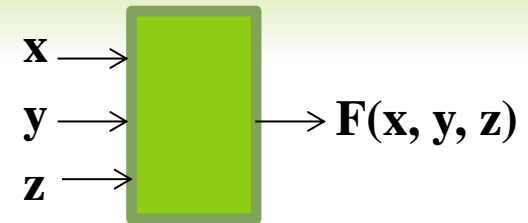
BOOLEAN ALGEBRA

- Any combinational circuit F with 3 inputs can be represented as shown.
- On the right, we see the truth table for the Boolean function:

$$F(x, y, z) = x\bar{z} + y$$

same as $F(x, y, z) = (x \wedge \neg z) \vee y$

- To make the evaluation of the Boolean function easier, the truth table contains extra (shaded) columns to hold evaluations of subparts of the function.



$$F(x, y, z) = x\bar{z} + y$$

x	y	z	\bar{z}	$x\bar{z}$	$x\bar{z} + y$
0	0	0	1	0	0
0	0	1	0	0	0
0	1	0	1	0	1
0	1	1	0	0	1
1	0	0	1	1	1
1	0	1	0	0	0
1	1	0	1	1	1
1	1	1	0	0	1

BOOLEAN ALGEBRA

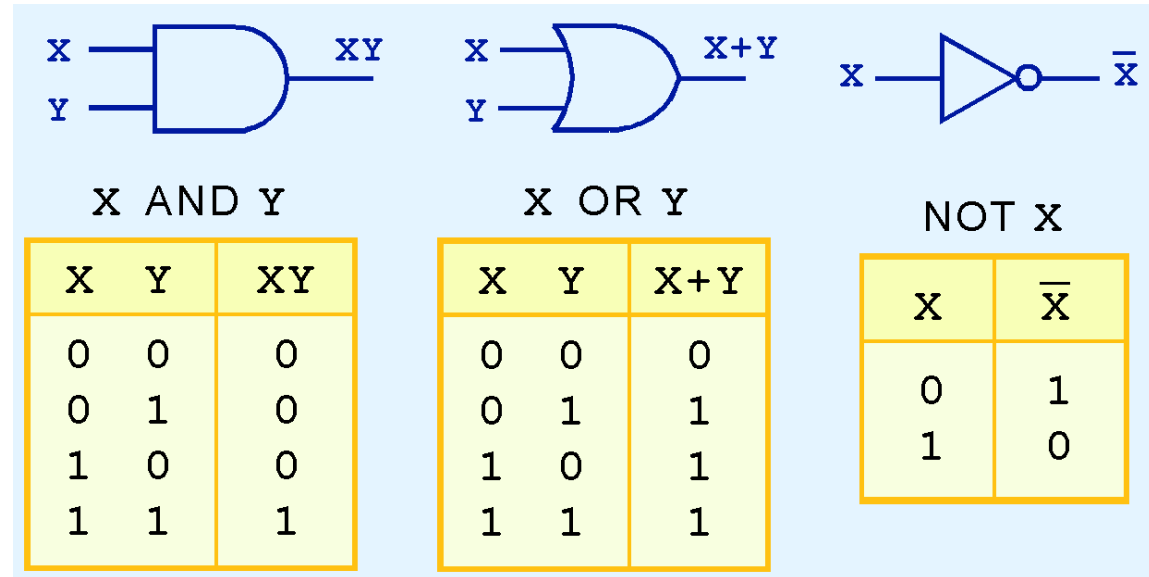
- As with common arithmetic, Boolean operations have rules of precedence.
- The NOT operator has highest priority, followed by AND and then OR.
- This is how we chose the (shaded) function subparts in our table.

$$F(x, y, z) = x\bar{z} + y$$

x	y	z	\bar{z}	$x\bar{z}$	$x\bar{z} + y$
0	0	0	1	0	0
0	0	1	0	0	0
0	1	0	1	0	1
0	1	1	0	0	1
1	0	0	1	1	1
1	0	1	0	0	0
1	1	0	1	1	1
1	1	1	0	0	1

BASIC LOGIC GATES

- © The three simplest gates are the AND, OR, and NOT gates.




- © They correspond directly to their respective Boolean operations, as you can see by their truth tables.

LOGIC GATES

- ◎ Another very useful gate is the exclusive OR (XOR) gate.
- ◎ The output of the XOR operation is true only when the values of the inputs differ.

X XOR Y		
X	Y	$X \oplus Y$
0	0	0
0	1	1
1	0	1
1	1	0

A logic diagram of an XOR gate. It has two inputs on the left, labeled 'X' and 'Y' in blue. The inputs are connected to a gate symbol that is a D-shaped symbol with a curved front and a pointed back. A single output line extends from the right side of the gate, labeled 'X ⊕ Y' in blue.

Note the special symbol \oplus used for the XOR operation. You may see a different symbol in other books.

USING TRUTH TABLE

- ③ We will use truth tables to ***synthesize*** or ***find the logical equivalent*** of a Boolean function (**designated \models**) using a set of given connectives or vocabulary.
- ③ Two Boolean functions are logically equivalent if they have the same truth table outputs.

EXAMPLE-1

Let **X** be the ternary connective such that **Xpqr** is equivalent to $(p+q) \wedge (q \leftrightarrow r)$.

$(p \leftrightarrow q)$ is true iff p and q have the same truth value.
'+' is exclusive or. F and T are the constant functions.

A- Using {'X', 'T'}, synthesize: $\sim p \mid = \mid$ X__ __

B- Using {'X', '~', 'F'}, synthesize: $p \setminus q \mid = \mid$ __X__ __

EXAMPLE-1

We will start by creating the truth table for
 $\neg p \vee q \equiv (p \vee q) \wedge (q \leftrightarrow r)$

p	q	r	$p \vee q$	$q \leftrightarrow r$	$(p \vee q) \wedge (q \leftrightarrow r)$
F	F	F	F	T	F
F	F	T	F	F	F
F	T	F	T	F	F
F	T	T	T	T	T
T	F	F	T	T	T
T	F	T	T	F	F
T	T	F	F	F	F
T	T	T	F	T	F

EXAMPLE-1

PART-A

A- Using {'X', 'T'}, synthesize: $\sim p \mid = \mid X_ _ _$

Now, the truth table will be used as a lookup table. For this part, the only relevant variable is p. We need to create a truth table to show all possible outcomes for the function " $\sim p$ " for all possible values of p. Namely, {F,T} The variables q and r are not relevant and are mutated using the constant value "T".

p	$\sim p$	$XpTT$
F	T	T
T	F	F

So, $\sim p \mid = \mid XpTT$

EXAMPLE-1

PART-B

B- Using {'X', '~', 'F'}, synthesize: $p \vee q \models \underline{\quad} X \underline{\quad} \underline{\quad}$

We see that the resulting truth table for the second functional equivalence is the complement of the desired function.

p	q	$p \vee q$	X_{pqF}	$X_{\sim pqF}$
F	F	F	$X(FFF)=F$	$X(TFF)=T$
F	T	T	$X(FTF)=F$	$X(TTF)=F$
T	F	T		$X(FFF)=F$
T	T	T		$X(FTF)=F$
Yes/No			No	Yes

So, $p \vee q \models \underline{\sim} X \underline{\sim} pqF$

EXAMPLE-2

'M' is the ternary minority 'connective'. $Mpqr$ is true iff a minority of its arguments is True. '#' is the ternary majority 'connective'. Thus, $\#pqr \models \sim Mpqr$. 'F' is a constant function.

A- Using {'M'}, synthesize: $\sim p \models M _ _ _$

B- Using {'#', 'F'}, synthesize: $p/\backslash q \models \# _ _ _$

What do we note about this example. How is it different from the previous one.

EXAMPLE-2

PART-A

A truth table is not really required for this example. We can simply inspect the input for the number of inputs with true value to determine the outcome of the function.

A- Using {'M'}, synthesize: $\sim p \mid = \mid M ______$

For this part, we can only use the variable p. So there is only one possible solution.

p	$\sim p$	Mppp
F	T	T
T	F	F

So, $\sim p \mid = \mid M \underline{p p p}$

EXAMPLE-2

PART-B

B- Using {'#', 'F'}, synthesize: $p/\wedge q \mid = \mid \# ______$

Similar to previous example, r is not required and can be mutated using the constant value 'F' that is given. It can be seen that one single solution is possible.

p	q	$p/\wedge q$	$\#pqF$
F	F	F	$\#(FFF)=F$
F	T	F	$\#(FTF)=F$
T	F	F	$\#(TFF)=F$
T	T	T	$\#(TTF)=T$
YES/NO			Yes

So, $p/\wedge q \mid = \mid \#pqF$

BOOLEAN ALGEBRA

- ⊙ In the previous examples, we have seen different exercises for synthesizing the logical equivalence for Boolean functions; *designated using (\neq).*
- ⊙ We have seen 2 types of functions:
 - ⊙ *Functions described by a Boolean algebra expression.*
 - ⊙ *Functions described in terms of functionality.*
- ⊙ In both cases, we can use the truth table to determine the logical equivalent of a given function. However, the truth table was not required for the second example.
- ⊙ ***Remember that Two Boolean functions are equal if they have identical truth tables.***

BOOLEAN ALGEBRA

- ◎ There are two canonical forms for Boolean expressions: sum-of-products and product-of-sums.
 - ◎ Recall the Boolean product is the AND operation and the Boolean sum is the OR operation.
- ◎ In the sum-of-products form, ANDed variables are ORed together.
 - ◎ For example:
$$F(x, y, z) = xy + xz + yz$$
- ◎ In the product-of-sums form, ORed variables are ANDed together:
 - ◎ For example:
$$F(x, y, z) = (x+y)(x+z)(y+z)$$

BOOLEAN ALGEBRA

- ◎ It is easy to convert a function to sum-of-products form using its truth table.
- ◎ We are interested in the values of the variables that make the function true (=1).
- ◎ Using the truth table, we list the values of the variables that result in a true function value.
- ◎ Each group of variables is then ORed together.

$$F(x, y, z) = x\bar{z} + y$$

x	y	z	$x\bar{z} + y$
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	1

BOOLEAN ALGEBRA

- ◎ The sum-of-products form for our function is:

$$F(x, y, z) = (\bar{x}\bar{y}\bar{z}) + (\bar{x}y\bar{z}) + (x\bar{y}\bar{z}) + (x\bar{y}z) + (xy\bar{z}) + (xyz)$$

We note that this function is not in simplest terms. Our aim is only to rewrite our function in canonical sum-of-products form.

$$F(x, y, z) = x\bar{z} + y$$

x	y	z	$x\bar{z} + y$
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	1

BOOLEAN ALGEBRA

Example: Use the truth table in Example-1 to produce the sum-of-products form for the function $X_{pqr} = (p+q) \wedge (q \leftrightarrow r)$

p	q	r	p+q	q<-->r	(p+q)/(q <--> r)
F	F	F	F	T	F
F	F	T	F	F	F
F	T	F	T	F	F
F	T	T	T	T	T
T	F	F	T	T	T
T	F	T	T	F	F
T	T	F	F	F	F
T	T	T	F	T	F

By looking at the two True entries in the truth table, X can be written as:
 $X_{pqr} = \sim pqr + p\sim q\sim r$

Note again that this function is not in simplest terms. We *do not need* to simplify functions for this course. However, simplifying the function may be useful for synthesizing

BOOLEAN ALGEBRA

- ◎ Digital computers contain circuits that implement Boolean functions.
- ◎ The simpler that we can make a Boolean function, the smaller the circuit that will result.
 - ◎ Simpler circuits are cheaper to build, consume less power, and run faster than complex circuits.
- ◎ With this in mind, we always want to reduce our Boolean functions to their simplest form.
- ◎ There are a number of Boolean identities that help us to do this.

BOOLEAN ALGEBRA

BOOLEAN IDENTITIES

- Most Boolean identities have an AND (product) form as well as an OR (sum) form. We give our identities using both forms. Our first group is rather intuitive:

Identity Name	AND Form	OR Form
Identity Law	$1x = x$	$0 + x = x$
Null Law	$0x = 0$	$1 + x = 1$
Idempotent Law	$xx = x$	$x + x = x$
Inverse Law	$x\bar{x} = 0$	$x + \bar{x} = 1$

BOOLEAN ALGEBRA

- Our second group of Boolean identities should be familiar to you from your study of algebra:

Identity Name	AND Form	OR Form
Commutative Law	$xy = yx$	$x+y = y+x$
Associative Law	$(xy)z = x(yz)$	$(x+y)+z = x+(y+z)$
Distributive Law	$x+yz = (x+y)(x+z)$	$x(y+z) = xy+xz$

BOOLEAN ALGEBRA

- ◎ Our last group of Boolean identities are perhaps the most useful.
- ◎ If you have studied set theory or formal logic, these laws are also familiar to you.

Identity Name	AND Form	OR Form
Absorption Law	$x(x+y) = x$	$x + xy = x$
DeMorgan's Law	$\overline{(xy)} = \bar{x} + \bar{y}$	$\overline{(x+y)} = \bar{x}\bar{y}$
Double Complement Law	$\overline{(\bar{x})} = x$	

BOOLEAN ALGEBRA

- ◎ We can use Boolean identities to simplify:

$$F(X, Y, Z) = (X + Y) (X + \overline{Y}) (\overline{XZ})$$

as follows:

$$(X + Y) (X + \overline{Y}) (\overline{XZ})$$

$$(X + Y) (X + \overline{Y}) (\overline{X} + Z)$$

$$(XX + X\overline{Y} + YX + Y\overline{Y}) (\overline{X} + Z)$$

$$((X + Y\overline{Y}) + X(Y + \overline{Y})) (\overline{X} + Z)$$

$$((X + 0) + X(1)) (\overline{X} + Z)$$

$$X(\overline{X} + Z)$$

$$X\overline{X} + XZ$$

$$0 + XZ$$

$$XZ$$

DeMorgan's Law

Double complement Law

Distributive Law

Commutative and Distributive Laws

Inverse Law

Idempotent and Identity Laws

Distributive Law

Inverse Law

Identity Law

BOOLEAN ALGEBRA

- ⊙ Sometimes it is more economical to build a circuit using the complement of a function (and complementing its result) than it is to implement the function directly.
- ⊙ DeMorgan's law provides an easy way for finding the complement of a Boolean function.
- ⊙ Recall DeMorgan's law states:

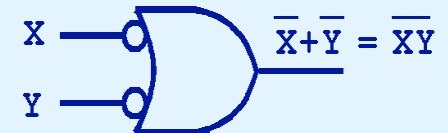
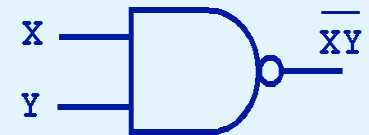
$$\overline{(xy)} = \bar{x} + \bar{y} \quad \text{and} \quad \overline{(x+y)} = \bar{x}\bar{y}$$

MORE LOGIC GATES

- © NAND and NOR are two very important gates. Their symbols and truth tables are shown at the right.

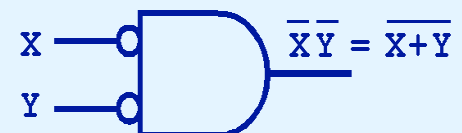
X NAND Y

X	Y	X NAND Y
0	0	1
0	1	1
1	0	1
1	1	0



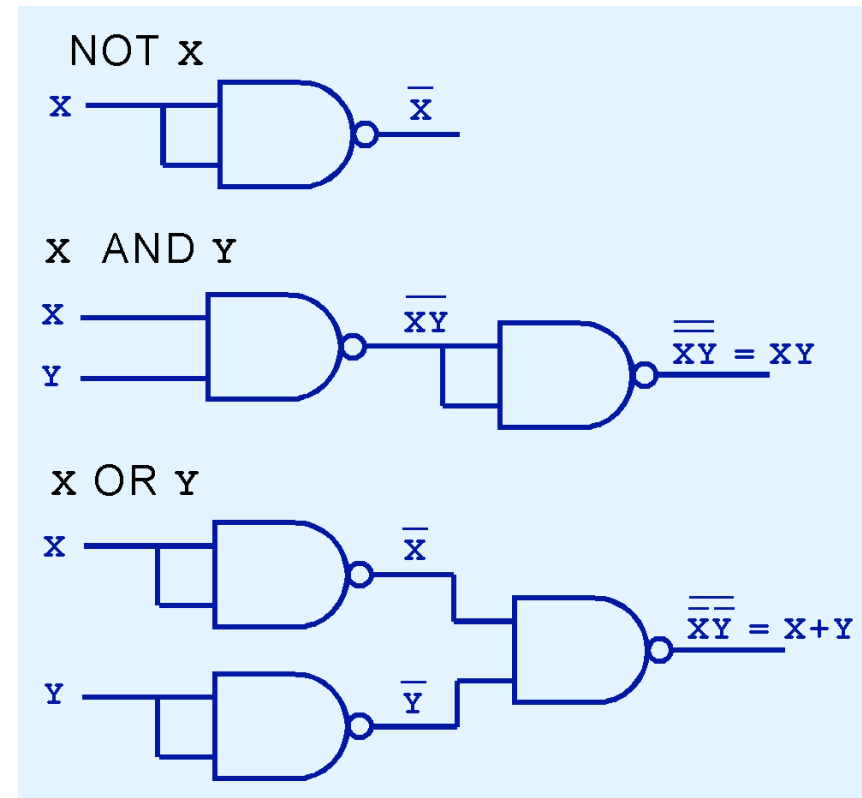
X NOR Y

X	Y	X NOR Y
0	0	1
0	1	0
1	0	0
1	1	0



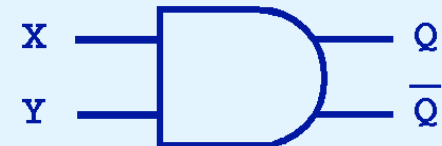
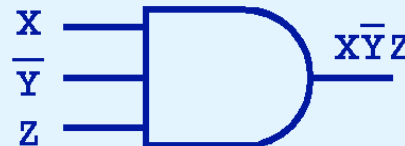
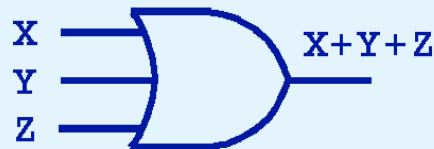
LOGIC GATES

- ◎ NAND and NOR are known as *universal gates* because they are inexpensive to manufacture and any Boolean function can be constructed using only NAND or only NOR gates.



LOGIC GATES

- ⊙ Gates can have multiple inputs and more than one output.
- ⊙ A second output can be provided for the complement of the operation.
- ⊙ We'll see more of this later.



CONCLUSION

- ◎ We have seen the implementation of Boolean logic using combinational circuits.
- ◎ Combinational circuits produce different outputs when their inputs change.
- ◎ Boolean functions can be completely described by truth tables.
- ◎ Logic gates are small circuits that implement Boolean operators.
- ◎ The basic gates are AND, OR, and NOT.
 - ◎ The XOR gate is also very useful in parity checkers and adders.
- ◎ The “universal gates” are NOR, and NAND.