

## **Boolean Function Minimization and Simple Logic Circuit Design**

- 4.1 Introduction of minimization
- 4.2 Minimization using Boolean algebra
- 4.3 Karnaugh map
- 4.4 Minimization using Karnaugh map
- 4.5 Logic functions with don't care conditions
- 4.6 Logic circuit design

## 4.1 Introduction of minimization

- Boolean algebra is a tool for simplifying/minimizing logic circuits

Example:  $f = x'yz + x'yz' + xz$

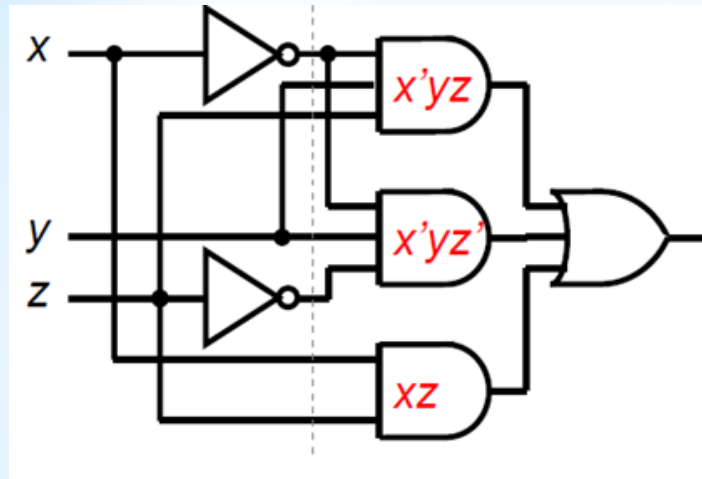
*can be simplified as*

$$f = x'y + xz$$

*Result:*

*Reduced  $f$  from sum of 3 products to sum of 2 product terms.*

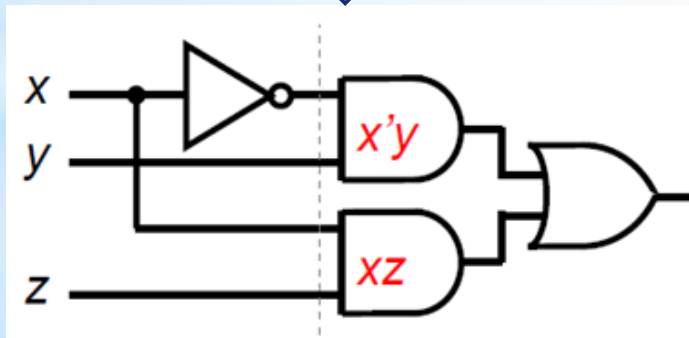
# Logic circuit with minimization



$$f = x'yz + x'yz' + xz$$

6 gates

Equivalent to



$$f = x'y + xz$$

4 gates

# Advantages of minimization

- **Obtain a simple (or simplest) logic circuit**
- **Reduce the cost of production**
  - Less logic gate ICs required
  - PCB (Printed Circuit Board)
    - ➔ **size reduced**
- **Reduce the power consumption**
  - ➔ **longer battery usage time**

## 4.2 Minimization using Boolean Algebra

Example:

Given 4 equivalent Boolean functions  $f_1$  to  $f_4$  expressed in SOP form already (to be proved in later session).

$f_1(a,b,c) = a'bc' + a'bc + ab'c' + ab'c + abc$  (5 product terms, 15 literals)

$f_2(a,b,c) = a'b + ab' + abc$  (3 product terms, 7 literals)

$f_3(a,b,c) = a'b + ab' + ac$  (3 product terms, 6 literals)

$f_4(a,b,c) = a'b + ab' + bc$  (3 product terms, 6 literals)

**Both  $f_3$  &  $f_4$  are the minima**

How can you simplify  $f_1$  to  $f_3$ ?

## Simplification

$$\begin{aligned}f_1(a,b,c) &= a'bc' + a'bc + ab'c' + ab'c + abc \\&= (a'bc' + a'bc) + (ab'c' + ab'c) + abc \\&= a'b + ab' + abc = f_2 \\&= a'b + a(b' + bc) \\&= a'b + a(b' + c) \\&= a'b + ab' + ac \\&= f_3\end{aligned}$$

How to obtain  $f_4$  ?

$$f_4(a,b,c) = a'b + ab' + bc$$

## Example

$$\begin{aligned}
 f(A, B, C, D) &= \overline{AB + AC} + \overline{A} \overline{B} C \\
 &= (\overline{AB}) (\overline{AC}) + \overline{A} \overline{B} C \\
 &= (\overline{A} + \overline{B}) (\overline{A} + \overline{C}) + \overline{A} \overline{B} C \\
 &= \overline{A} \overline{A} + \overline{A} \overline{C} + \overline{A} \overline{B} + \overline{B} \overline{C} + \overline{A} \overline{B} C \\
 &= \overline{A} + \overline{A} \overline{C} + \overline{A} \overline{B} + \overline{B} \overline{C} \\
 &= \overline{A} + \overline{A} \overline{B} + \overline{B} \overline{C} \\
 &= \overline{A} + \overline{B} \overline{C}
 \end{aligned}$$

DeMorgan



## Example

$$\begin{aligned}f(A, B, C, D) &= AB + B\overline{C} + CD + B\overline{D} \\&= AB + CD + B(\overline{C} + \overline{D}) \\&= AB + CD + B\overline{CD} \\&= AB + (CD + B)(CD + \overline{CD}) \\&= AB + CD + B \\&= B(A + 1) + CD \\&= B + CD\end{aligned}$$



## A very useful rule for simplifying Boolean function

Basic:  $a + \bar{a}b = (a + \bar{a})(a + b) = a + b$

We can have the following general form:

$$a + \bar{a}[\dots] = a + [\dots]$$

Examples:  $x + \bar{x}(w + yz) = x + (w + yz)$

$$a + \bar{a}(bd + \overline{bcd} + \bar{c}d) = a + bd + \overline{bcd} + \bar{c}d$$

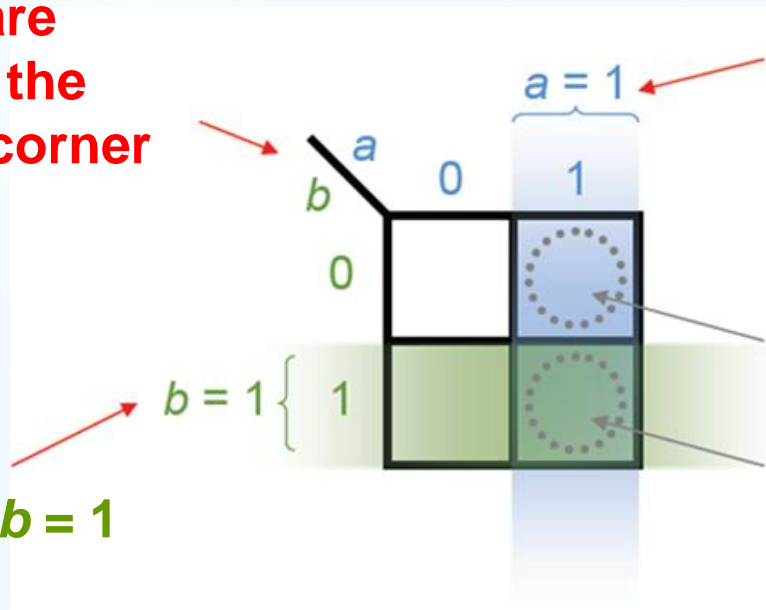
## 4.3 Karnaugh Map

- In 1953, Maurice Karnaugh introduced a map method known as **Karnaugh map (K-map)**
  - A straightforward procedure for minimizing Boolean functions in a table form
  - Graphical representation of a truth table
  - Minterm is used in the cell of the K-map
  - It is  $n$ -variable function (defined by  $2^n$ ):
    - Two-variable K-map has 4 cells
    - Three-variable K-map has 8 cells
    - Four-variable K-map has 16 cells

# Two-variable K-map

Variables are labeled on the upper left corner of the map

This row represents  $b = 1$



This column represents  $a = 1$

This cell means  $(a = 1)$  AND  $(b = 0)$

This cell means  $(a = 1)$  AND  $(b = 1)$

$a \backslash b$	0	1
0	$a'b'$	$ab'$
1	$a'b$	$ab$

$a \backslash b$	0	1
0	$m_0$	$m_2$
1	$m_1$	$m_3$

Minterm representations

# Plotting functions in K-map

$f(a,b) = \sum m(0,3)$  Canonical form (contain Minterm)

$a \backslash b$	0	1
0		
1		

or

$a \backslash b$	0	1
0	1	
1		1

Put a 0 or leave blank for those minterms not included in the function

Put a 1 in the corresponding cells

$f(a,b) = a'b + ab'$  Function must be formed by Minterm

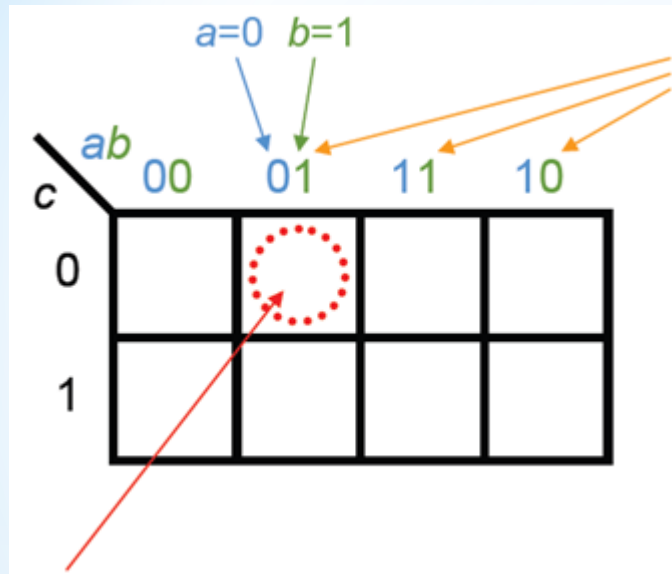
$a \backslash b$	0	1
0	1	1
1	0	0

or

$a \backslash b$	0	1
0	1	1
1		

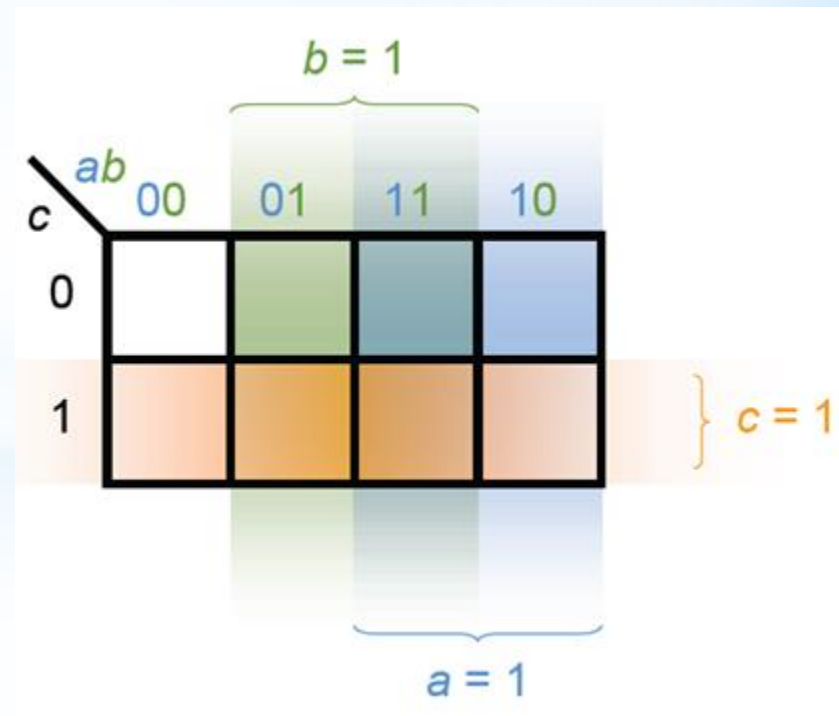
Functions represented graphically with corresponding minterm cells labeled to value 1

# Three-variable K-map



Note: the columns are not in numerical order, but Gray code order (why)?

This cell means:  
 $(a = 0) \text{ AND } (b = 1) \text{ AND } (c = 0)$



# Minterm representations

		<i>ab</i>			
		00	01	11	10
<i>c</i>	0	$a'b'c'$	$a'bc'$	$abc'$	$ab'c'$
	1	$a'b'c$	$a'bc$	$abc$	$ab'c$

		<i>ab</i>			
		00	01	11	10
<i>c</i>	0	$m_0$	$m_2$	$m_6$	$m_4$
	1	$m_1$	$m_3$	$m_7$	$m_5$

# Simplification of Production Terms

Example: Simplify  $f(a,b,c) = \sum m(6,7)$

	<i>ab</i>	00	01	11	10
<i>c</i>	0			1	
	1			1	

This group contains both 0 and 1 for  $c$  (i.e. no longer depends on  $c$ , depends on  $a$  and  $b$  only)

Using Boolean Algebra:

$$f(a,b,c) = abc' + abc$$

$$= ab \text{ (adjacency)}$$

Only one-variable difference

Rule: whenever we group two adjacent cells, they can form a product term with one variable less



# Wrap-around Adjacency

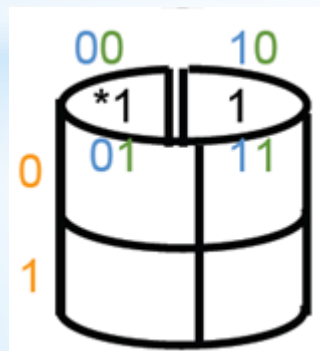
		ab			
c	0	00	01	11	10
	1				

*Adjacent cells (1-bit change only)*

		ab			
c	0	00	01	11	10
	1				

		ab					
c	0	00	01	11	10	00	01
	1						

Form a cylinder!



## More examples

		<i>ab</i>			
		00	01	11	10
<i>c</i>	0			1	1
	1				

$$\begin{aligned}
 f(a,b,c) &= abc' + ab'c' \\
 &= ac' \text{ (adjacency)}
 \end{aligned}$$

We can even group adjacent 1's across the edges:

		<i>ab</i>			
		00	01	11	10
<i>c</i>	0	1			1
	1				

Also one-variable difference!

$$\begin{aligned}
 f(a,b,c) &= a'b'c' + ab'c' \\
 &= b'c' \text{ (adjacency)}
 \end{aligned}$$

## Format of three-variable

Label rows with first variable,  
Columns with the others

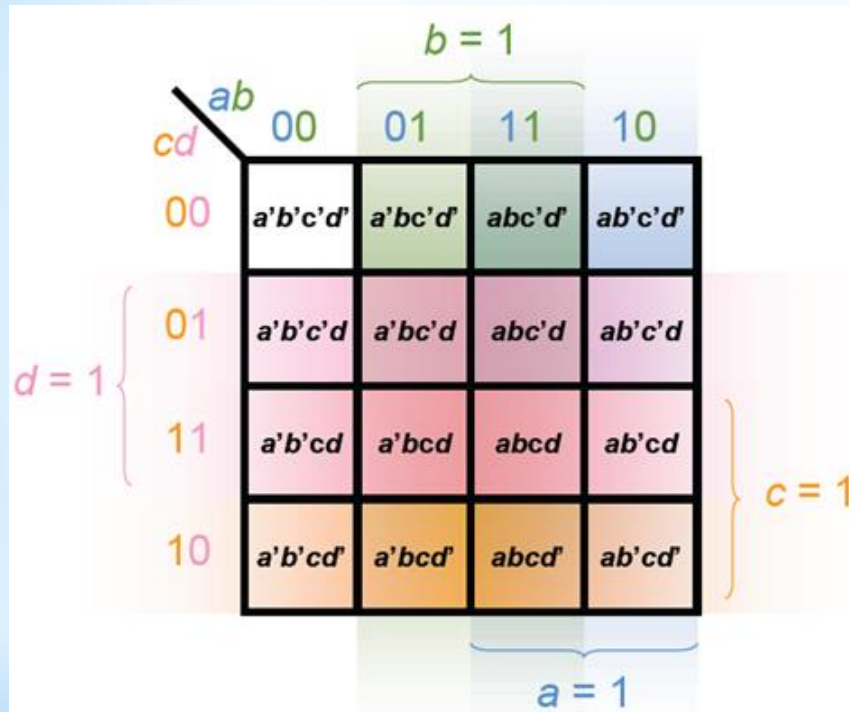
<i>a</i> \ <i>bc</i>	00	01	11	10
0	$m_0$	$m_1$	$m_3$	$m_2$
1	$m_4$	$m_5$	$m_7$	$m_6$

Vertical orientation of  
three-variable K-map

<i>bc</i> \ <i>a</i>	0	1
00	$m_0$	$m_4$
01	$m_1$	$m_5$
11	$m_3$	$m_7$
10	$m_2$	$m_6$

Although there are different ways  
drawing the K-map, we use the same  
method to group the adjacent 1's!

# Four-variable K-map

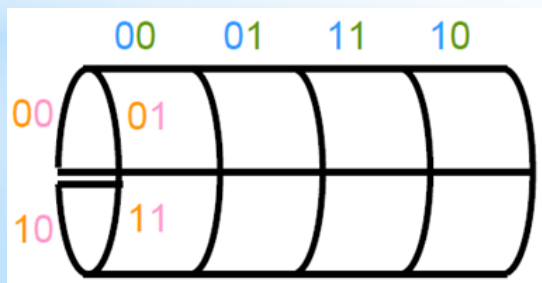
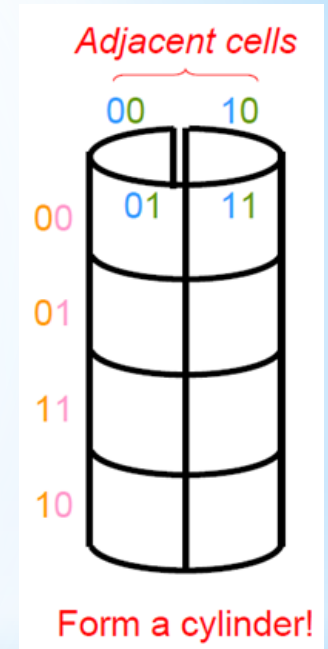
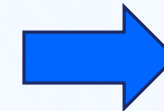
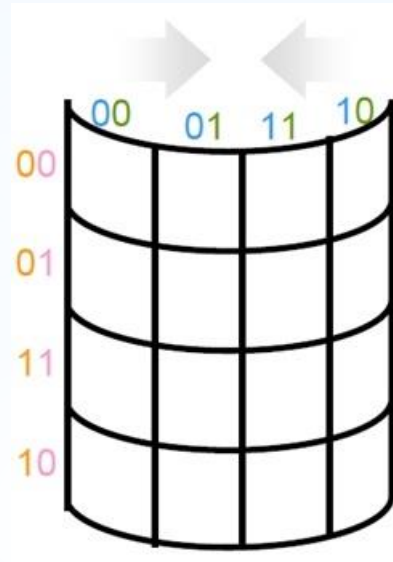
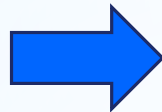


		$ab$			
		00	01	11	10
$cd$	00	$m_0$	$m_4$	$m_{12}$	$m_8$
	01	$m_1$	$m_5$	$m_{13}$	$m_9$
	11	$m_3$	$m_7$	$m_{15}$	$m_{11}$
	10	$m_2$	$m_6$	$m_{14}$	$m_{10}$

Not: Only 1 bit difference between adjacent cells

# Wrap-around Adjacency for 4 Variables

$ab$		00	01	11	10
$cd$	00	$m_0$	$m_4$	$m_{12}$	$m_8$
	01	$m_1$	$m_5$	$m_{13}$	$m_9$
	11	$m_3$	$m_7$	$m_{15}$	$m_{11}$
	10	$m_2$	$m_6$	$m_{14}$	$m_{10}$



# Image the map as ....

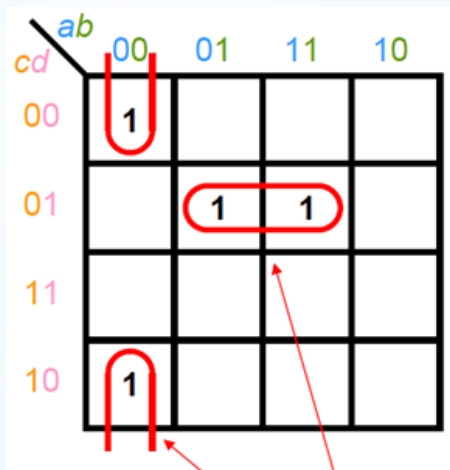
1-bit change only for  
every adjacent cells!

1-bit change only for  
every adjacent cells!

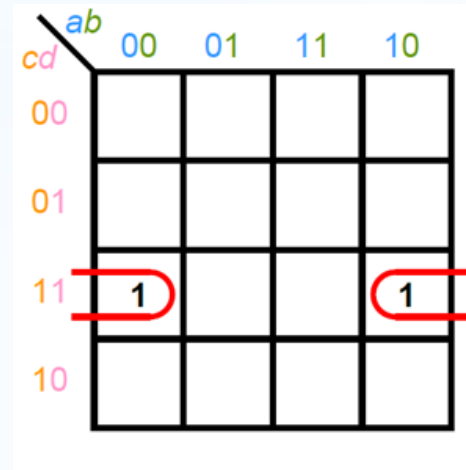
$cd \backslash ab$	00	01	11	10	00	01	11	10
00	$m_0$	$m_4$	$m_{12}$	$m_8$	$m_0$	$m_4$	...	
01	$m_1$	$m_5$	$m_{13}$	$m_9$	$m_1$	$m_5$		
11	$m_3$	$m_7$	$m_{15}$	$m_{11}$	$m_3$	$m_7$		
10	$m_2$	$m_6$	$m_{14}$	$m_{10}$	$m_2$	$m_6$		
00	$m_0$	$m_4$	$m_{12}$	$m_8$	$m_0$	$m_4$		
01	$m_1$	$m_5$	$m_{13}$	$m_9$	$m_1$	$m_5$		
11	...						...	
10								



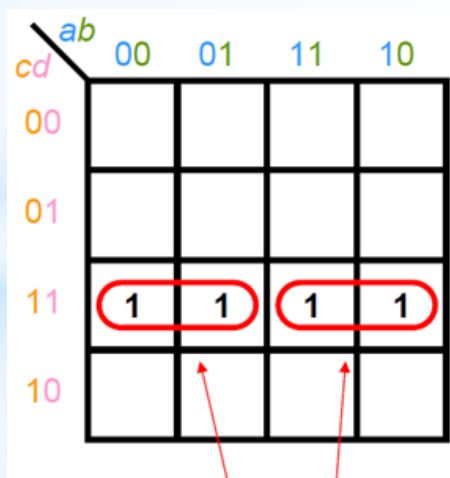
# Examples of 4-variable K-map



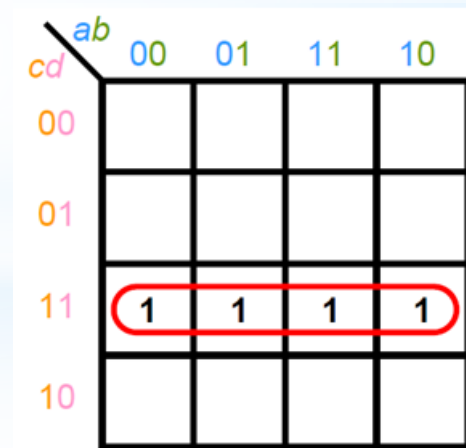
$$f(a,b,c,d) = a'b'd + bc'd$$



$$f(a,b,c,d) =$$



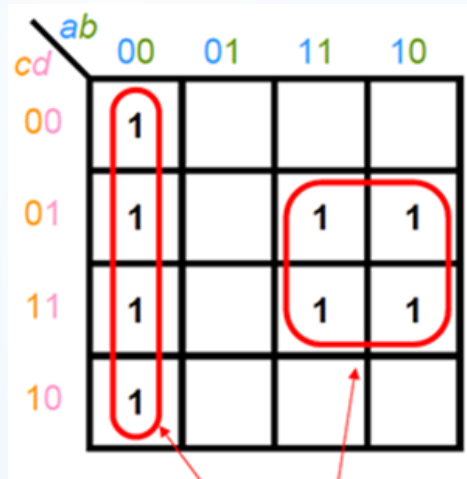
$$f(a,b,c,d) = a'cd + acd = cd$$



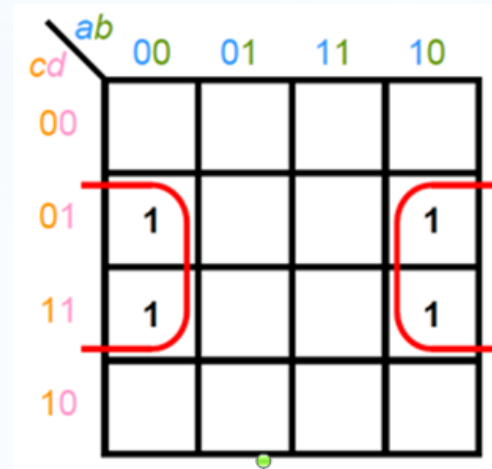
$$f(a,b,c,d) = cd$$



# Examples of 4-variable K-map

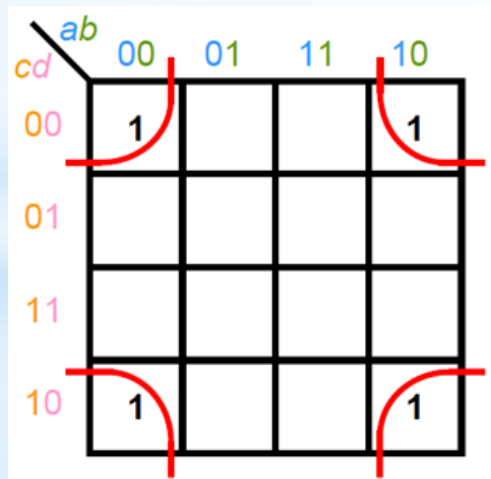


$$f(a,b,c,d) = a'b' + ad$$



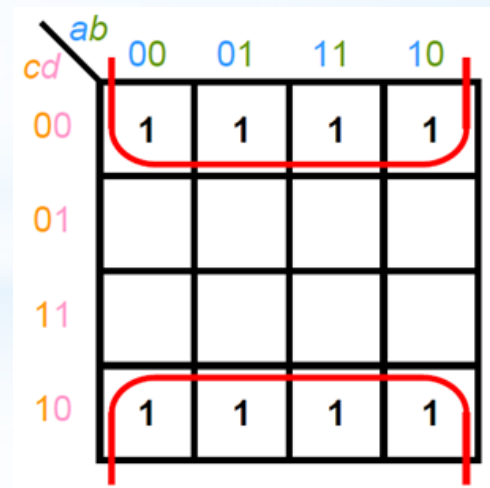
$$f(a,b,c,d) =$$

Across 4  
corners:



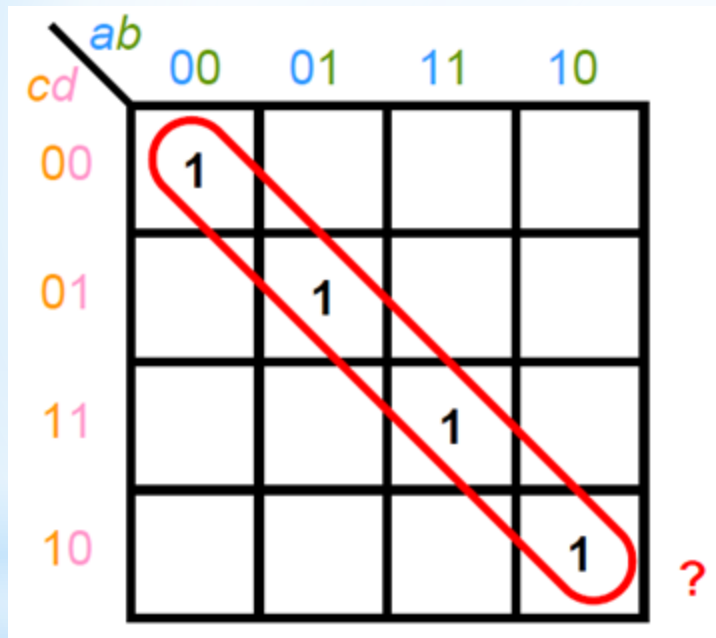
$$f(a,b,c,d) =$$

Group of  
8 cells:

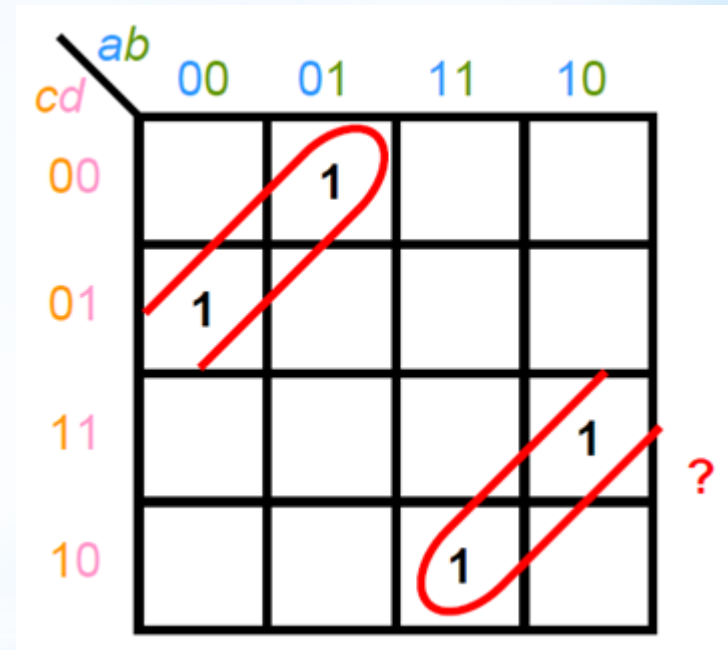


$$f(a,b,c,d) =$$

# Are They Adjacent Cells?

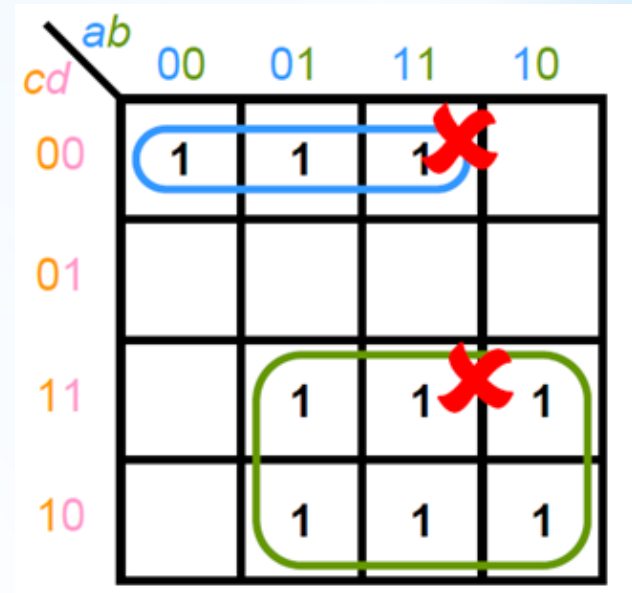
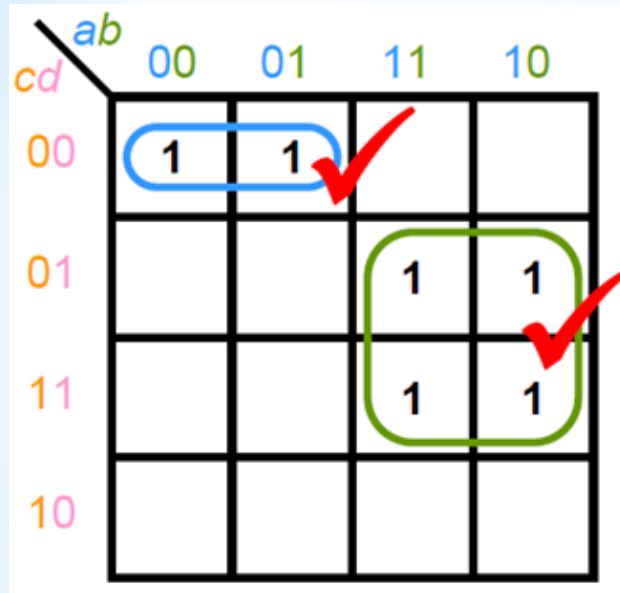


Diagonal **X**



Magic square **X**

# Summary for K-map method



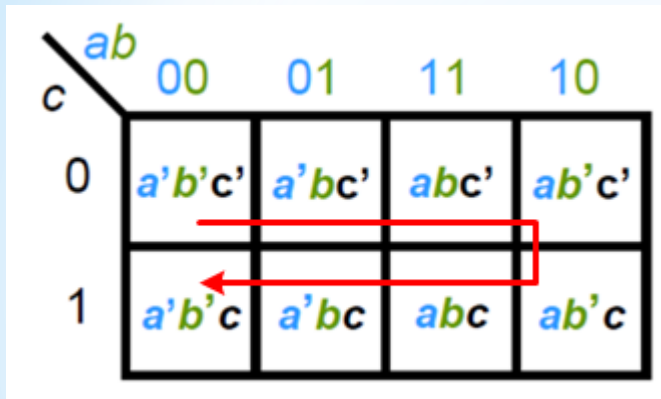
Group size is power of 2 (e.g. 2, 4, 8)

Other group size is illegal!

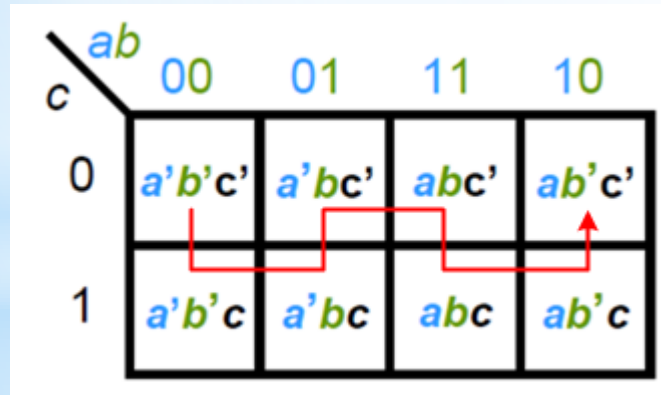
## Limitations

- The Boolean functions minimized by K-map are always in SOP or POS form
- Can handle minimization for two-level circuits, but not three or more levels

# Gray code generation by K-map



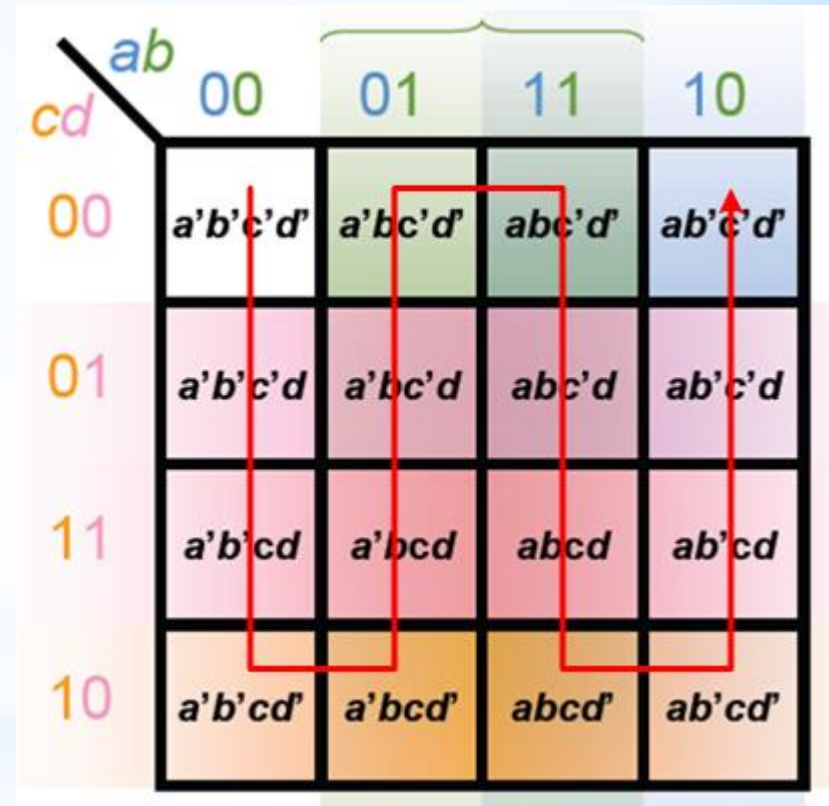
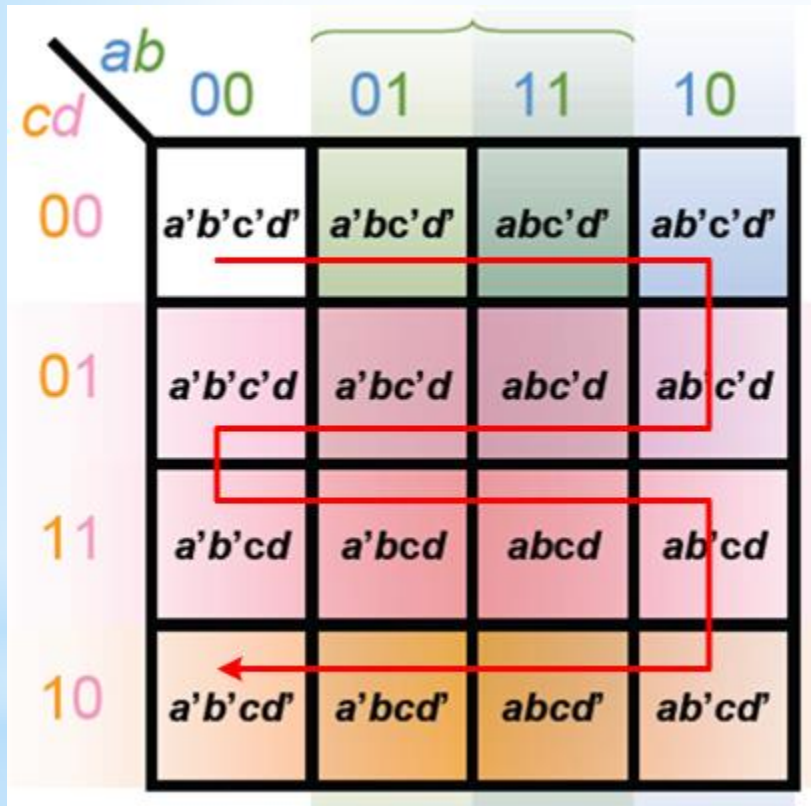
0	000	4	101
1	010	5	111
2	110	6	011
3	100	7	001



0	000	4	110
1	001	5	111
2	011	6	101
3	010	7	100

Gray code – unit distance code (one bit difference between adjacent numbers) → many combinations.

# 4-bit Gray code from K-map



## 4.4 Minimization using Karnaugh map

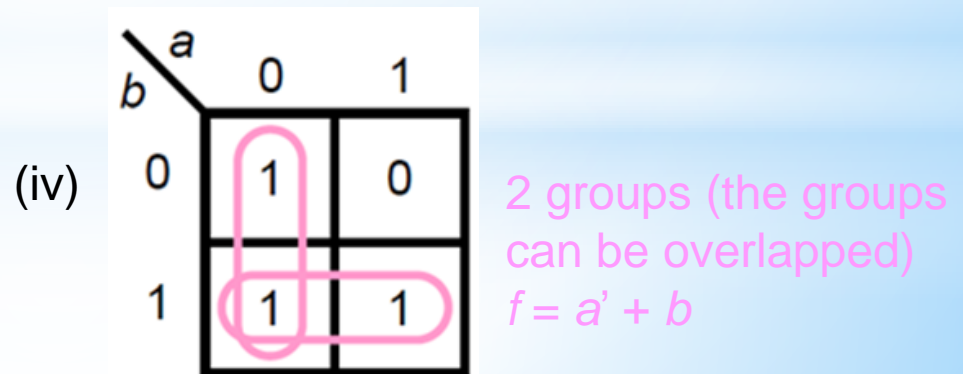
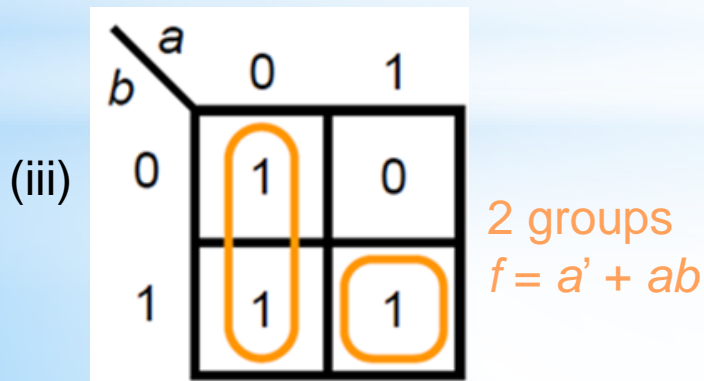
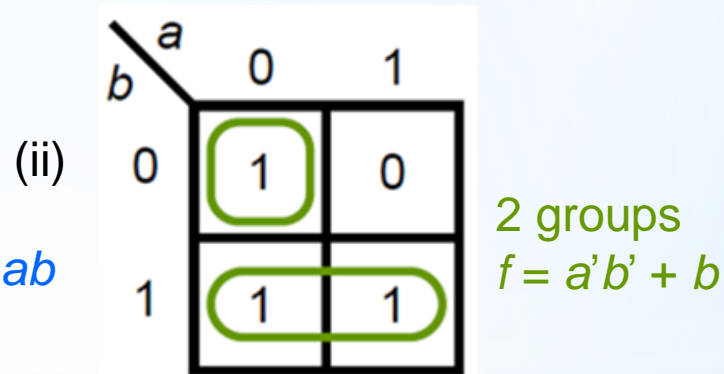
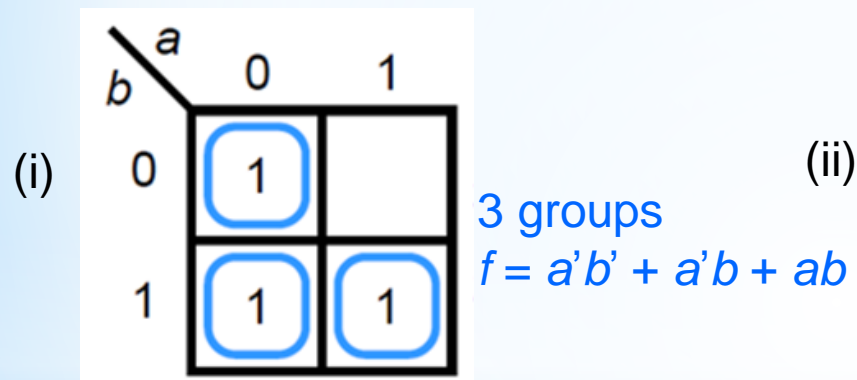
- Group the adjacent cells (the number of cells must be a power of 2)
- Rules
  - (1) To find the fewest group that covers all cells with marked of 1s
  - (2) The groups should be as large as possible
- Goal
  - Reduce the number of products (terms) to minimum
  - Save the cost



## Example: Two-variable K-map

Simplify  $f(a,b) = \sum m(0,1,3)$

*Many ways to group them. Which is best solution?*



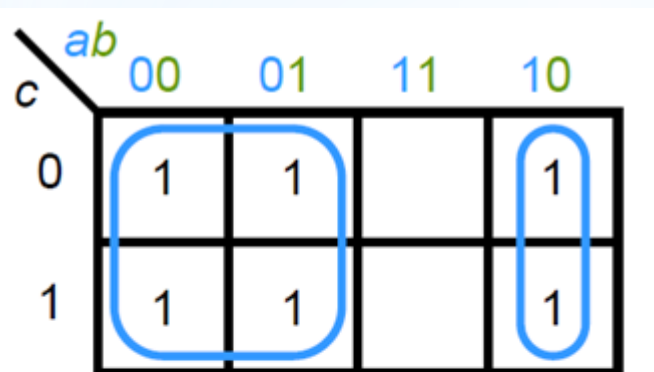


## Example: Three-variable K-map

Simplify  $f(a,b,c) = \sum m(0,1,2,3,4,5)$

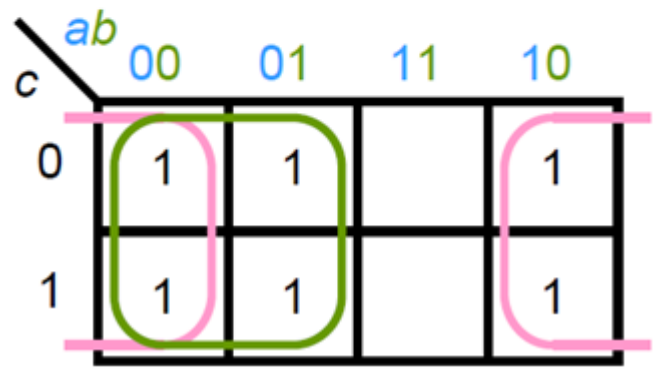
*Which solution is better?*

(i)



groups  
 $f(a,b,c) = a' + ab'$

(ii)



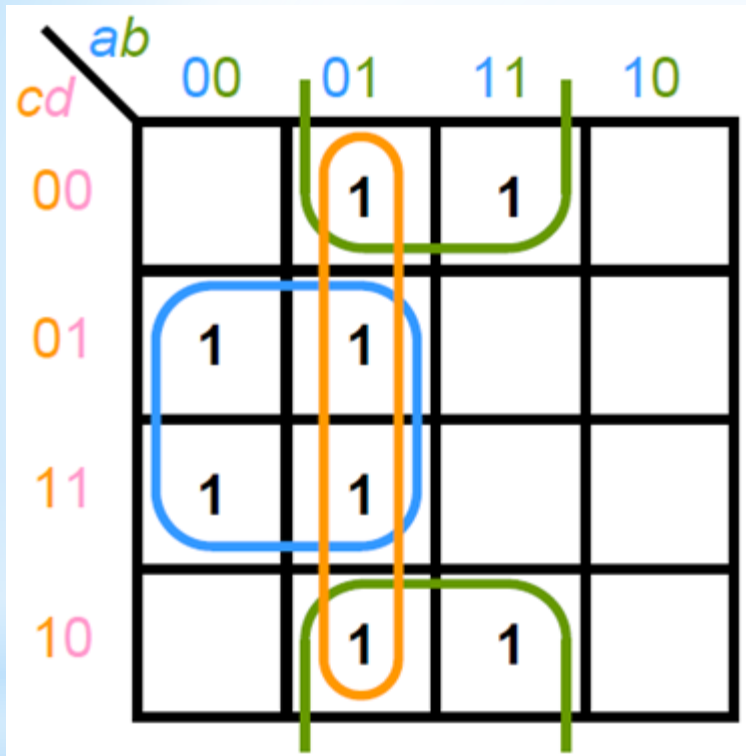
groups  
 $f(a,b,c) = a' + b'$

## Example: Four-variable K-map

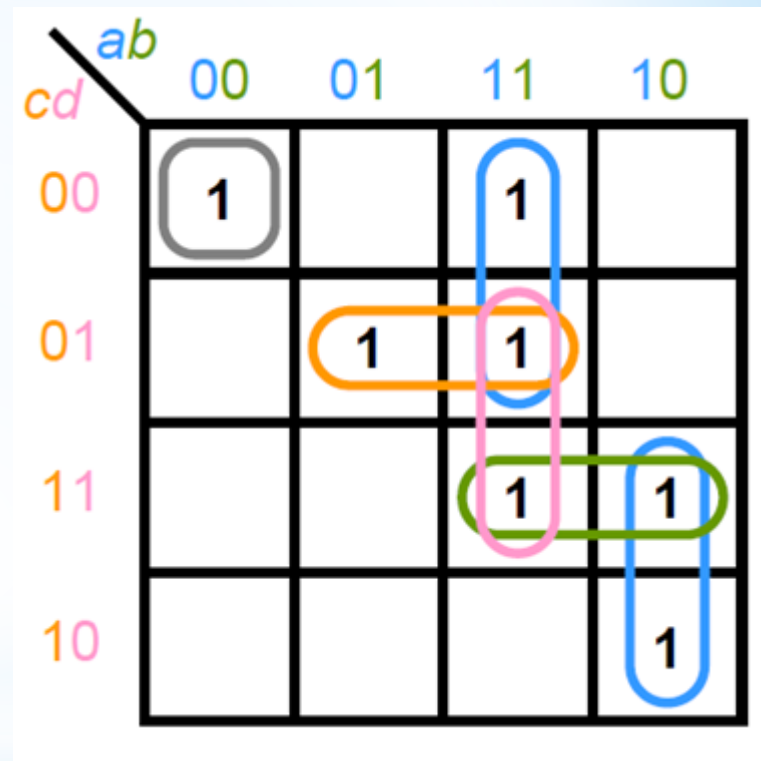
Simplify  $f(a,b,c,d) = \sum m(0,1,2,3,4,5,7,8,10,11,15)$

		$ab$			
$cd$		00	01	11	10
	00	1	1		1
	01	1	1		
	11	1	1	1	1
	10	1			1

## Grouping of K-map

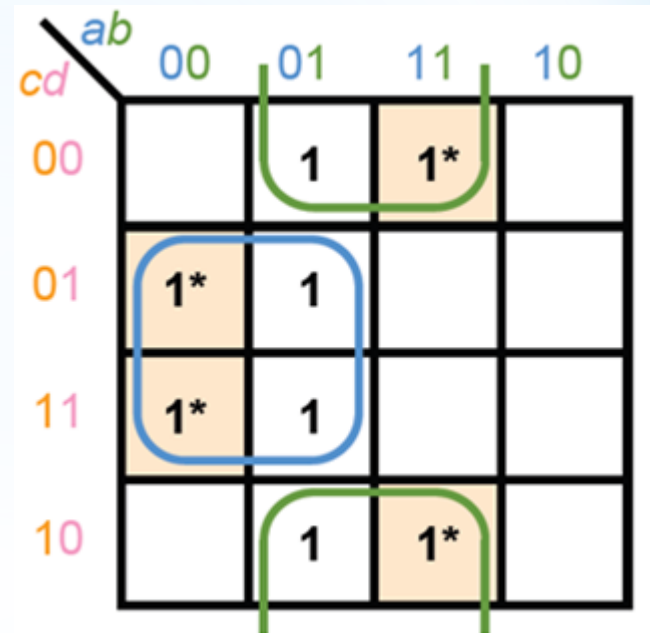
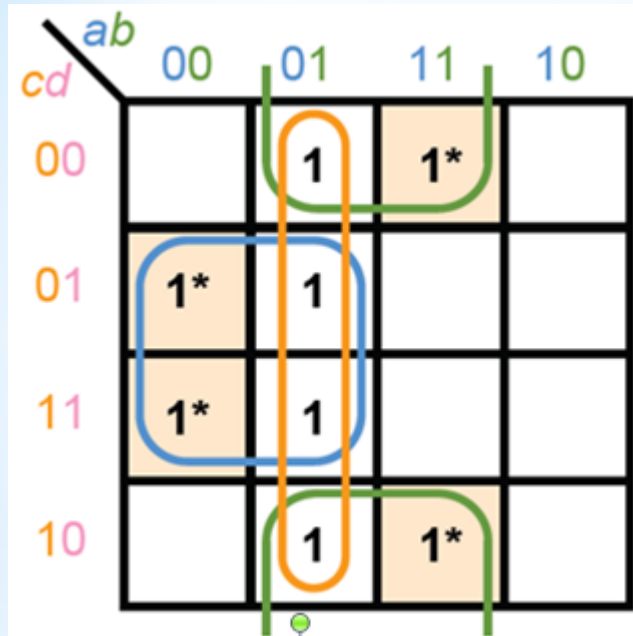


Three groups overlapped!



Too many overlaps!

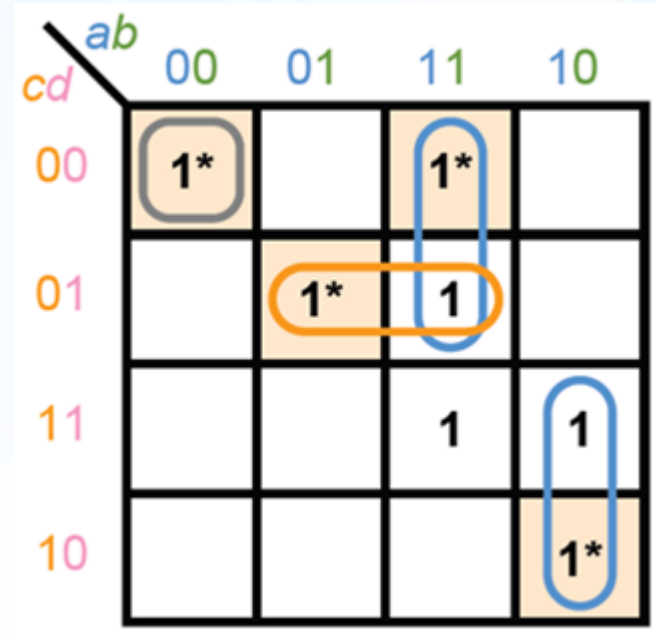
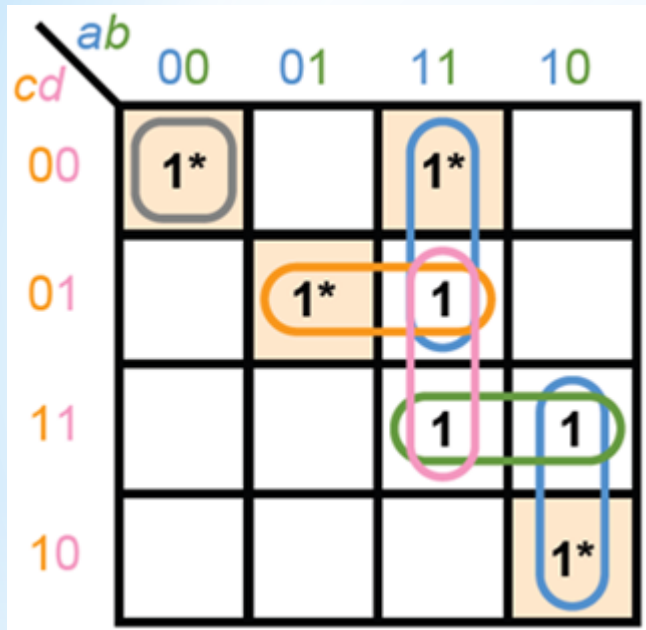
# How to minimize?



Select the least number of groups to cover all minterms:

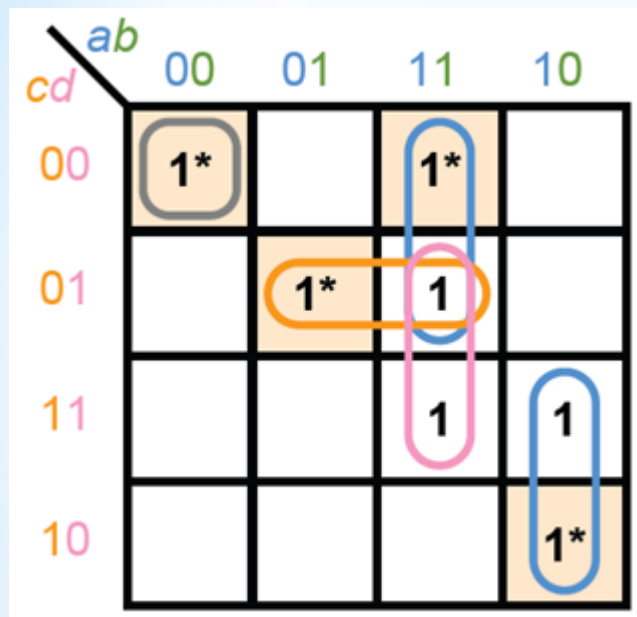
$$f(a, b, c, d)' = a'd + bd'$$

# How to minimize?



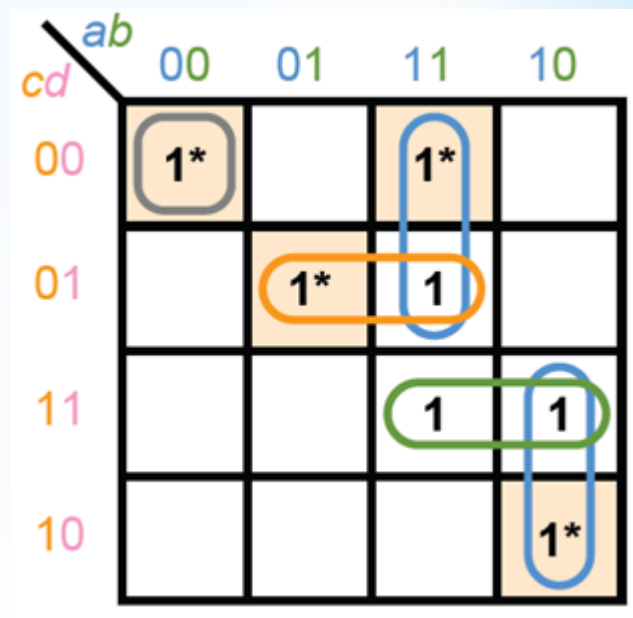
Select the least number of groups to cover all minterms.

## Two Solutions



$$f(a,b,c,d) = a'b'c'd' + abc' + ab'c + bc'd + abd$$

or



$$f(a,b,c,d) = a'b'c'd' + abc' + ab'c + bc'd + acd$$

We can choose either  or 

## Re-visit this example with K-map

- e.g. Given 4 equivalent Boolean functions  $f_1$  to  $f_4$  expressed in SOP form already (example in page 6)
  - $f_1(a,b,c) = a'bc' + a'bc + ab'c' + ab'c + abc$  (5 product terms, 15 literals)
  - $f_2(a,b,c) = a'b + ab' + abc$  (3 product terms, 7 literals)
  - $f_3(a,b,c) = a'b + ab' + ac$  (3 product terms, 6 literals)
  - $f_4(a,b,c) = a'b + ab' + bc$  (3 product terms, 6 literals)

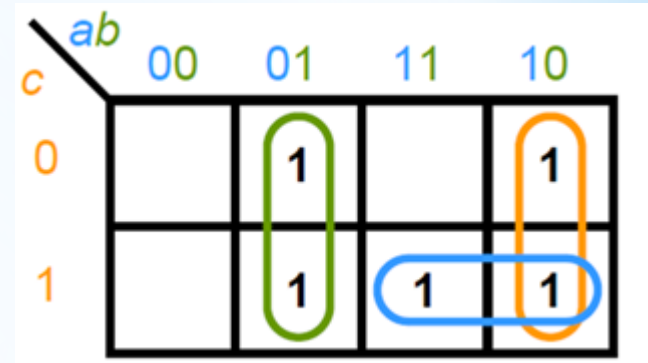
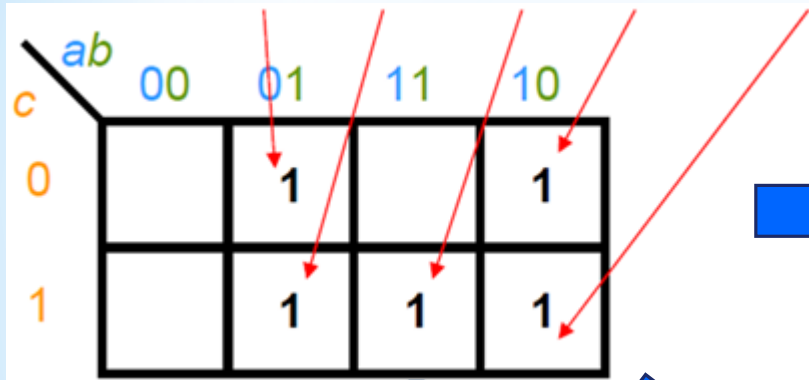


# View Our Answer

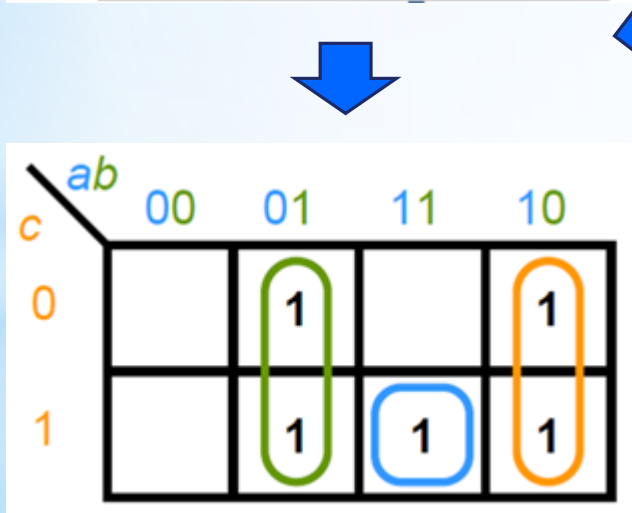
First plot the 1's into K-map

$$f_1(a,b,c) = a'bc' + a'bc + abc + ab'c' + ab'c$$

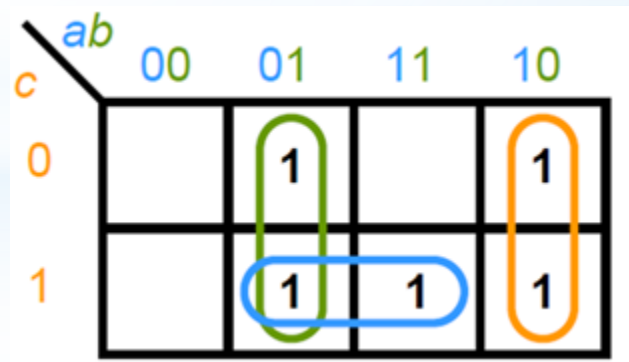
We can see that  $f_1$  to  $f_4$  are equivalent Boolean functions!  
And we can obtain the solutions  $f_3$  &  $f_4$  easily



$$f_3(a,b,c) = a'b + ab' + ac$$



$$f_2(a,b,c) = a'b + ab' + abc$$



$$f_4(a,b,c) = a'b + ab' + bc$$

## Logic function in POS with K-map

- Previous examples only show the simplified Boolean functions in **SOP** form
  - How to obtain functions in **POS** form
    - Step 1:- Group the **0**s to obtain  $f'$  in **SOP** form
    - Step2:- Apply DeMorgan's Theorem to find  $f$  in **POS** form
- or
- Group the **0**s and express them directly in POS with Maxterms (require to complement the variables with **+**)

## Example: Find POS

Simplify  $f(a,b,c,d) = \sum m(0,1,2,5,8,9,10)$  in POS form

		<i>ab</i>			
		00	01	11	10
<i>cd</i>					
00		1	0	0	1
01		1	1	0	1
11		0	0	0	0
10		1	0	0	1

Fill the 1s and 0s into the map

		<i>ab</i>			
		00	01	11	10
<i>cd</i>					
00		1	0	0	1
01		1	1	0	1
11		0	0	0	0
10		1	0	0	1

Group the 0s using the same procedure as grouping the 1s

$$f'(a,b,c,d) = ab + cd + bd'$$

$$f(a,b,c,d) = (a'+b')(c'+d')(b'+d)$$

## 4.5 Logic functions with Don't-care conditions

The output of Boolean functions are **incompletely specified functions**,

- For some input conditions, the outputs are unspecified
- Input condition has no effects to the function  
*i.e., the output for those input are of no concern*
- Output values are defined as **don't-care**
- Don't-care term can be minterm / maxterms
- Don't-care term indicates by an  $\times$ ,  $d$ ,  $\phi$  or  $\varphi$

# Truth Table with Don't Care

$a$	$b$	$f$
0	0	0
0	1	1
1	0	1
1	1	X

*What the table says is:*

$f$  is 0 if  $(a = 0 \text{ AND } b = 0)$   
 $f$  is 1 if  $(a = 0 \text{ AND } b = 1), \text{ or } (a = 1 \text{ AND } b = 0)$

$f$  can be 0 or 1 if  $(a = 1 \text{ AND } b = 1)$

$a$	$b$	$f_1$	$f_2$
0	0	0	0
0	1	1	1
1	0	1	1
1	1	0	1

$$f(a, b) = \sum m(1, 2) + \sum d(3)$$

Both  $f_1$  or  $f_2$  of the table on the left are acceptable

# K-map with Don't-care

Which solution is better?

		<i>a</i>	
		0	1
<i>b</i>	0	0	1
	1	1	X

		<i>a</i>	
		0	1
<i>b</i>	0	0	1
	1	1	0

$f_1$  implementation

2 groups

$$f = a'b + ab'$$

		<i>a</i>	
		0	1
<i>b</i>	0	0	1
	1	1	1

$f_2$  implementation

2 groups

$$f = a + b$$

# Procedure for K-map in don't-care cases

Simplify  $f(a,b,c,d) = \sum m(1,3,7,11,15) + \sum d(0,2,5)$

		<i>ab</i>			
		00	01	11	10
<i>cd</i>	00	X	0	0	0
	01	1	X	0	0
	11	1	1	1	1
	10	X	0	0	0

		<i>ab</i>			
		00	01	11	10
<i>cd</i>	00	X	0	0	0
	01	1	X	0	0
	11	1	1	1	1
	10	X	0	0	0

$$f(a,b,c,d) = a'b'd + cd$$

Is it a good solution?



# Other solutions

	<i>ab</i>	00	01	11	10
<i>cd</i>					
00		X	0	0	0
01		1	X	0	0
11		1	1	1	1
10		X	0	0	0

$$f(a,b,c,d) = a'b' + cd$$

	<i>ab</i>	00	01	11	10
<i>cd</i>					
00		X	0	0	0
01		1	X	0	0
11		1	1	1	1
10		X	0	0	0

$$f(a,b,c,d) = a'd + cd$$

Choose to include those Xs that eliminates more literals

## 4.6 Simple logic circuit design

- Design Procedure
- Examples
  - Adder
  - Code converter

## 4.6.1 Design Procedure

1. State the problem / specification for the design.
2. Determine the number of input variables and output variables.
3. Formulate truth tables / Boolean functions between inputs and outputs.
4. Simplification / minimization for the logic functions.
5. Design and draw the logic circuit diagram.

## 4.6.2 Adder

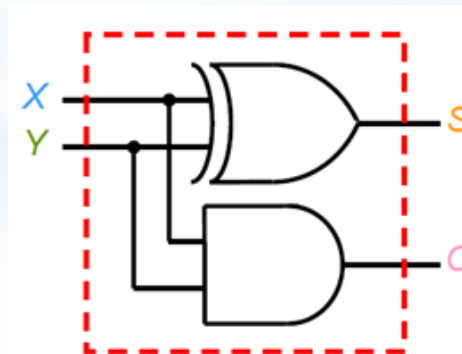
### 1-bit Half-Adder

- As known as **half adder (HA)**

$x$	$y$	$s$	$c$
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

$$S(X, Y) = \sum m(1, 2) \\ = X \oplus Y$$

$$C(X, Y) = XY$$



# 1-bit Full-Adder (FA)

Carry out

$x$	$y$	$c_i$	$s$	$c_o$
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

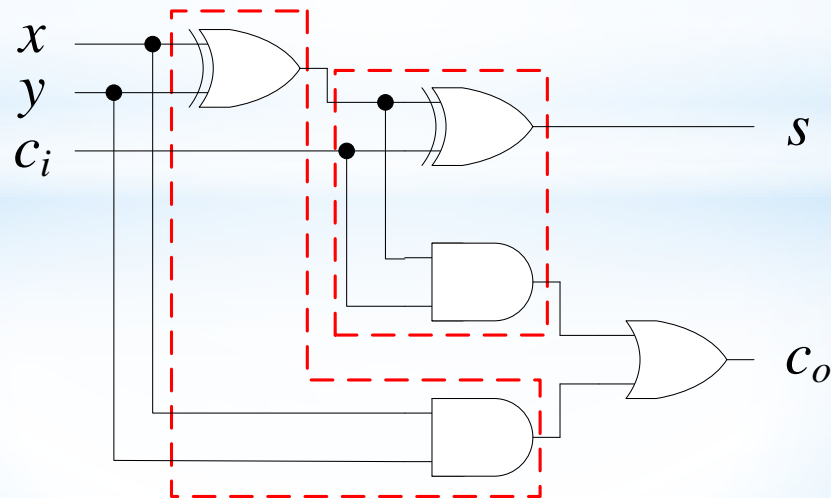
Sum

	$yc_i$			
$x$		1		1
	1		1	

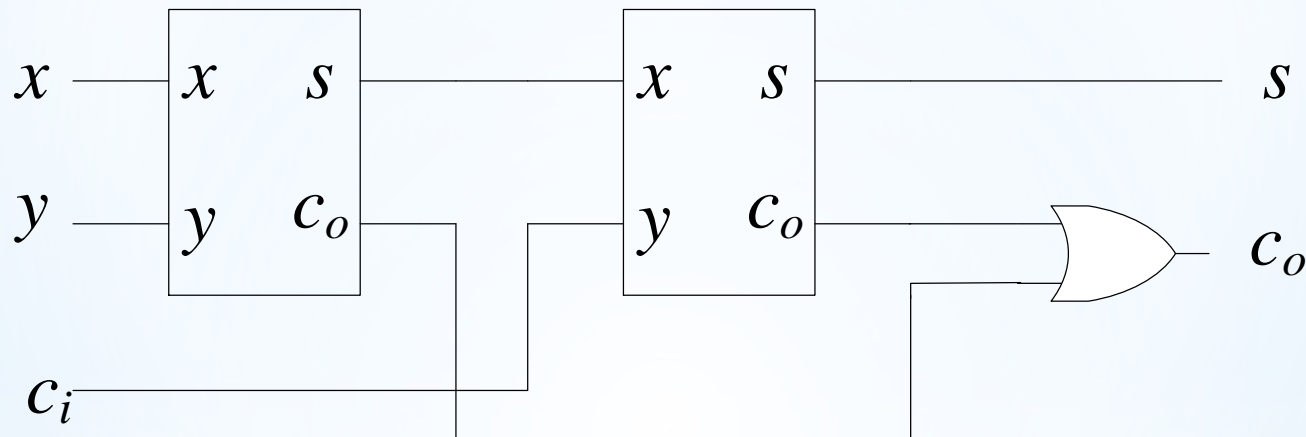
$$\begin{aligned}
 s &= \bar{x}\bar{y}c_i + \bar{x}y\bar{c}_i + x\bar{y}\bar{c}_i + xyc_i \\
 &= \bar{x}(\bar{y}c_i + y\bar{c}_i) + x(\bar{y}\bar{c}_i + yc_i) \\
 &= \bar{x}(y \oplus c_i) + x(\overline{y \oplus c_i}) \\
 &= x \oplus y \oplus c_i
 \end{aligned}$$

	$yc_i$			
$x$			1	
		1	1	1

$$\begin{aligned}
 c_o &= yc_i + xc_i + xy \\
 &= xy + x(y + \bar{y})c_i + y(x + \bar{x})c_i \\
 &= xy + xyc_i + x\bar{y}c_i + \bar{x}yc_i \\
 &= xy(1 + c_i) + (x\bar{y} + \bar{x}y)c_i \\
 &= xy + (x \oplus y)c_i
 \end{aligned}$$

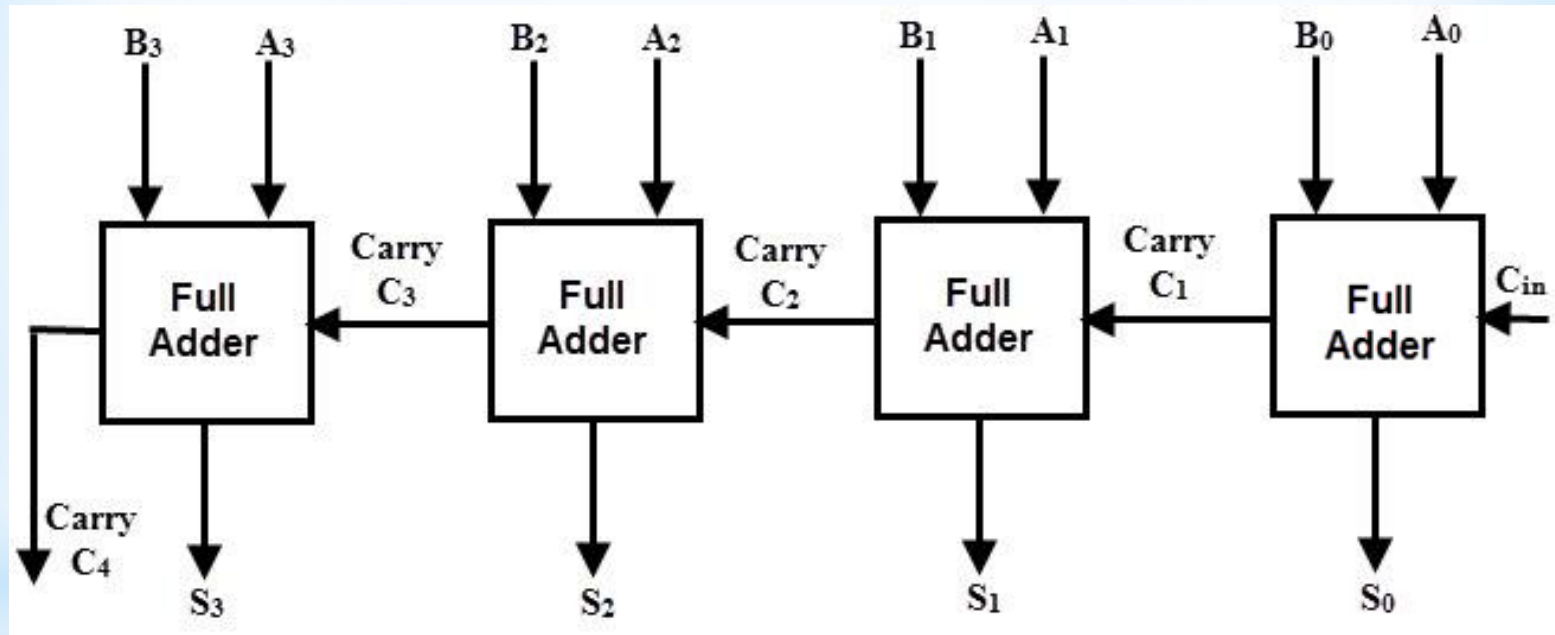


# 1-bit Full-Adder (FA)



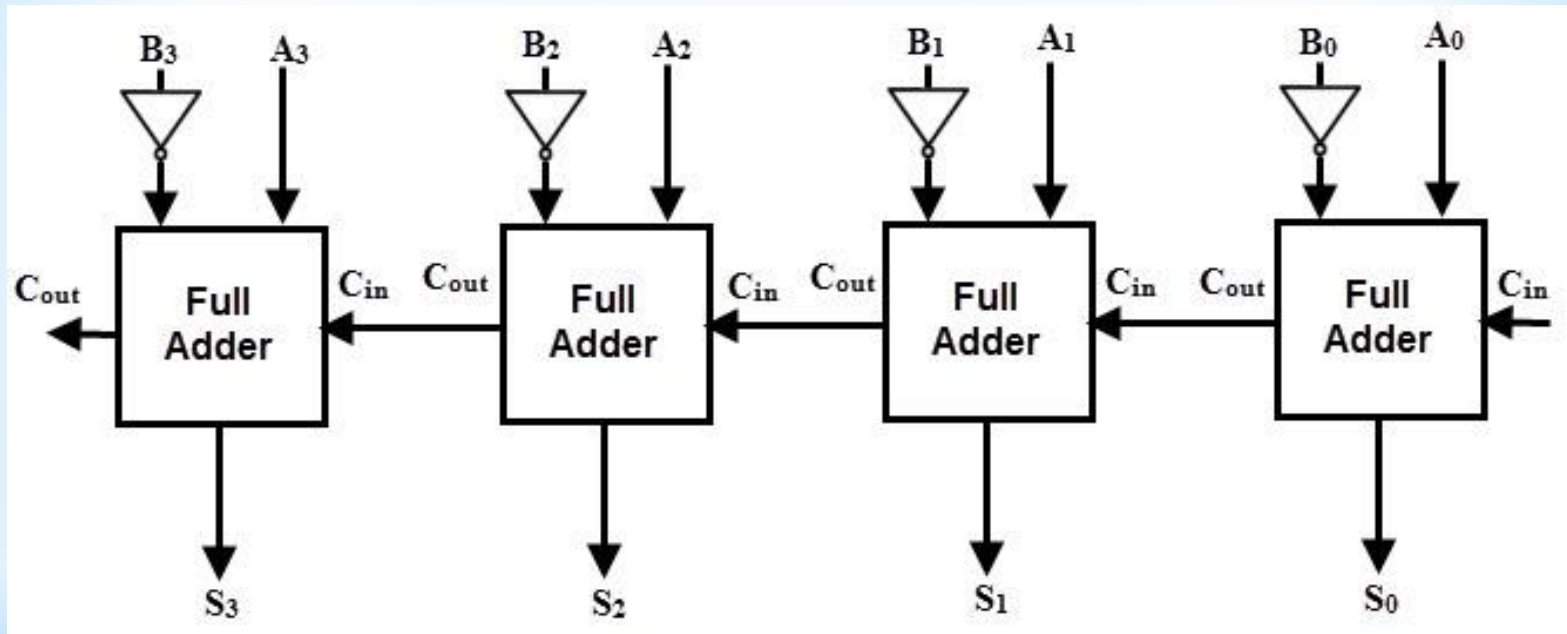
Arrangement of 2 half-adders to form a full-adder

## 4-bit parallel adder with 1-bit 4 FA modules



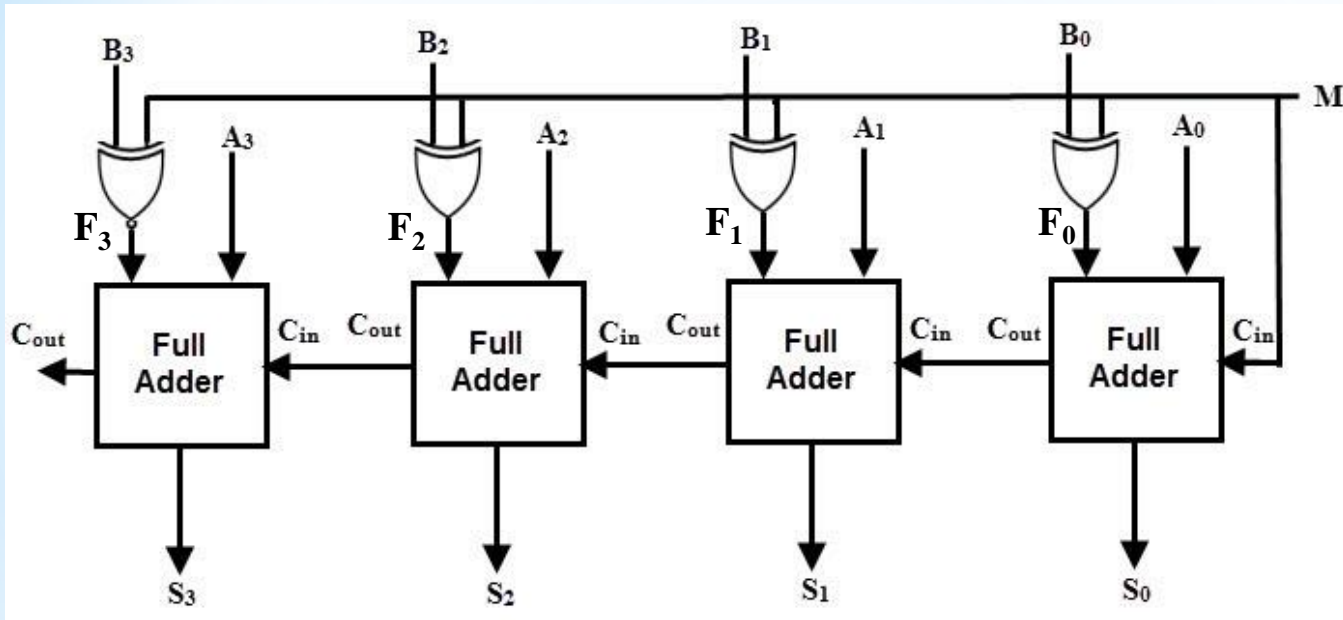


## 4-bit parallel subtractor with 1-bit 4 FA modules



$$A - B = A + (2\text{'s of } B) = A + B' + 1$$

# 4-bit Adder/Subtractor



$M = 0 \rightarrow \text{Adder}$

$M = 1 \rightarrow \text{Subtractor}$

M	B	F
0	0	0
0	1	1
1	0	1
1	1	0

$$F = B \oplus M$$

## 4.6.2 Code Converter

### State the case

Design a circuit to convert the BCD to the Excess-3 code

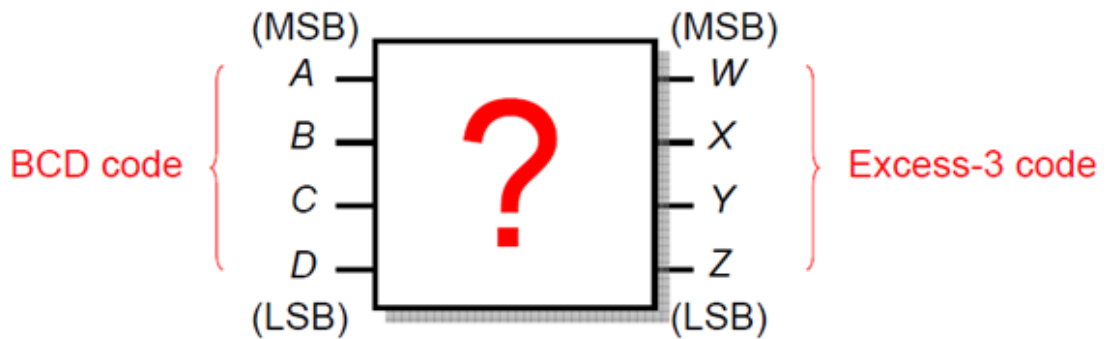
- $A, B, C, D$  are the input of BCD.
- $W, X, Y, Z$  are the output of Excess-3 code.
- The output functions are:

$W(A, B, C, D)$

$X(A, B, C, D)$

$Y(A, B, C, D)$

$Z(A, B, C, D)$



Decimal digit	Input (8421 code)				Output (Excess-3 code)			
	A	B	C	D	W	X	Y	Z
0	0	0	0	0	0	0	1	1
1	0	0	0	1	0	1	0	0
2	0	0	1	0	0	1	0	1
3	0	0	1	1	0	1	1	0
4	0	1	0	0	0	1	1	1
5	0	1	0	1	1	0	0	0
6	0	1	1	0	1	0	0	1
7	0	1	1	1	1	0	1	0
8	1	0	0	0	1	0	1	1
9	1	0	0	1	1	1	0	0
Unused	X	X	X	X	X	X	X	X
Unused	X	X	X	X	X	X	X	X
Unused	X	X	X	X	X	X	X	X
Unused	X	X	X	X	X	X	X	X
Unused	X	X	X	X	X	X	X	X
Unused	X	X	X	X	X	X	X	X

Unused outputs can consider as DON'T CARE.

- There are four variables ( $A, B, C, D$ ) in the functions
- Each output variable depends on 4 variables
- So we need 4 four-variable K-maps

$$W(A, B, C, D) = \sum m(5, 6, 7, 8, 9) + \sum d(10, 11, 12, 13, 14, 15)$$

$$X(A, B, C, D) = \sum m(1, 2, 3, 4, 9) + \sum d(10, 11, 12, 13, 14, 15)$$

$$Y(A, B, C, D) = \sum m(0, 3, 4, 7, 8) + \sum d(10, 11, 12, 13, 14, 15)$$

$$Z(A, B, C, D) = \sum m(0, 2, 4, 6, 8) + \sum d(10, 11, 12, 13, 14, 15)$$

K-map for W:

	AB	00	01	11	10
CD	00			x	1
	01		1	x	1
	11		1	x	x
	10		1	x	x

K-map for X:

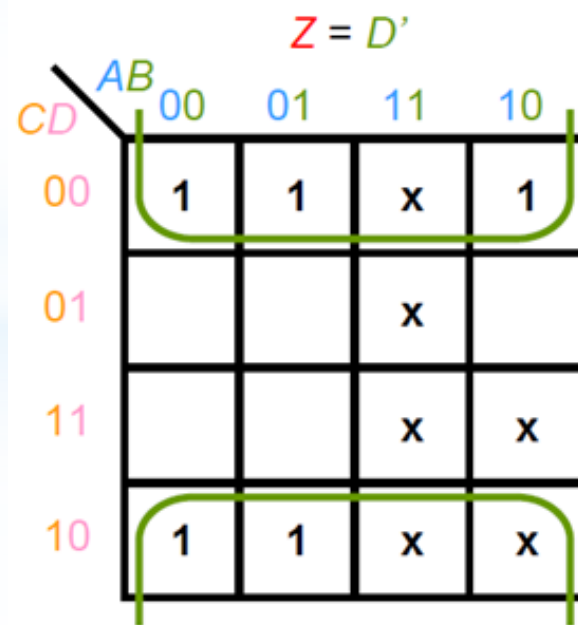
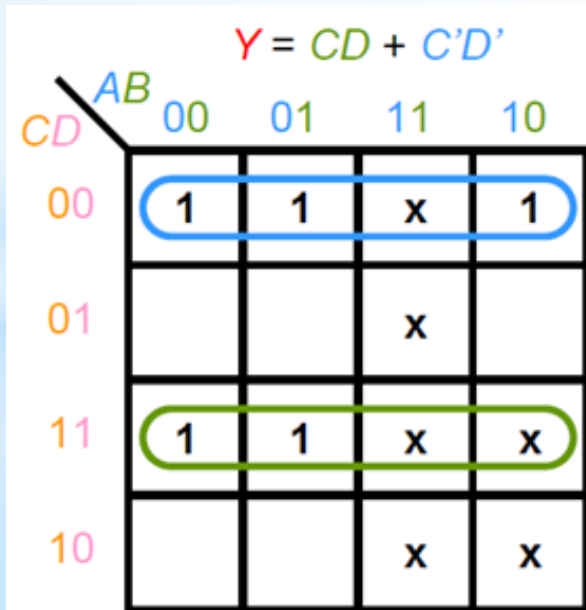
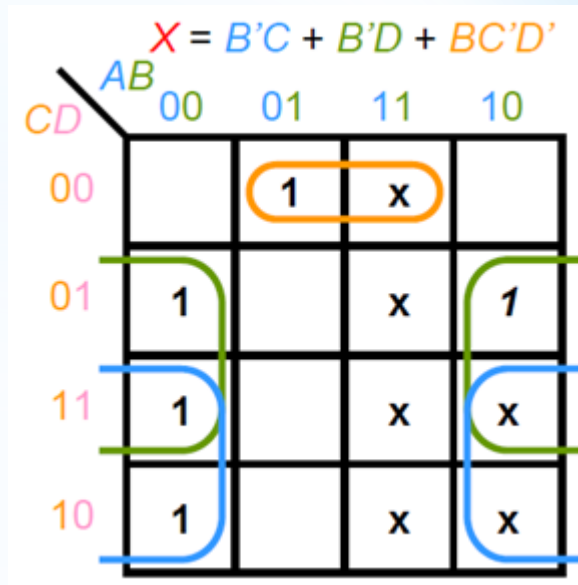
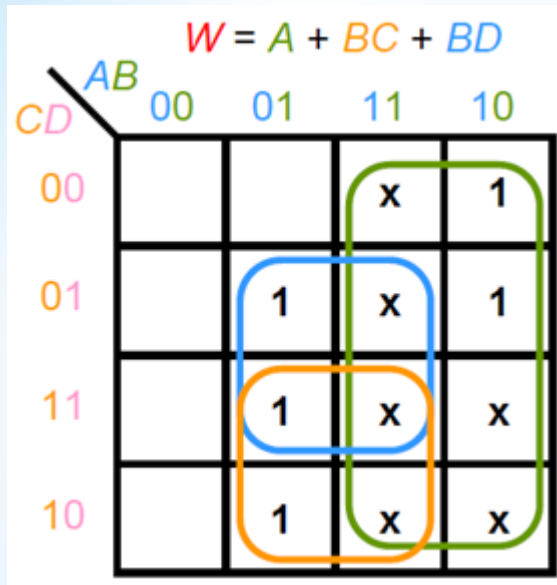
	AB	00	01	11	10
CD	00		1	x	
	01	1		x	1
	11	1		x	x
	10	1		x	x

K-map for Y:

	AB	00	01	11	10
CD	00	1	1	x	1
	01			x	
	11	1	1	x	x
	10			x	x

K-map for Z:

	AB	00	01	11	10
CD	00	1	1	x	1
	01			x	
	11			x	x
	10	1	1	x	x





# Logic functions and circuit

From previous K-maps,

$$W = A + BC + BD$$

$$X = B'C + B'D + BC'D'$$

$$Y = CD + C'D'$$

$$Z = D'$$

We further optimize them (optional)

$$W = A + BC + BD = A + B(C + D)$$

$$X = B'C + B'D + BC'D' = B'(C + D) + B(C + D)'$$

$$Y = CD + C'D' = CD + (C + D)'$$

DeMorgan's Law

