

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

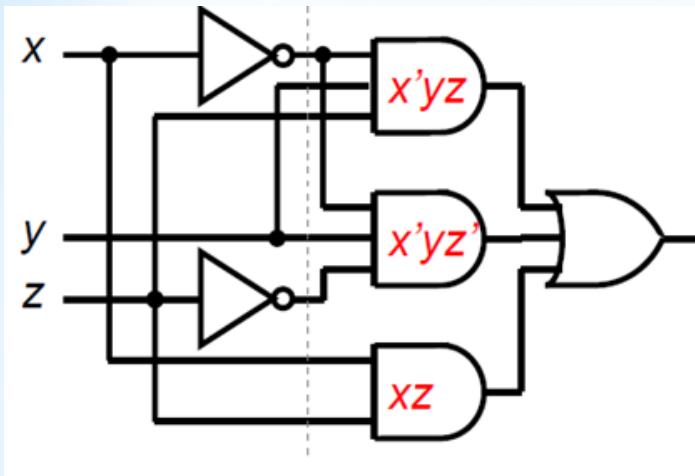
can be simplified as

$$f = x'y + xz$$

Result:

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

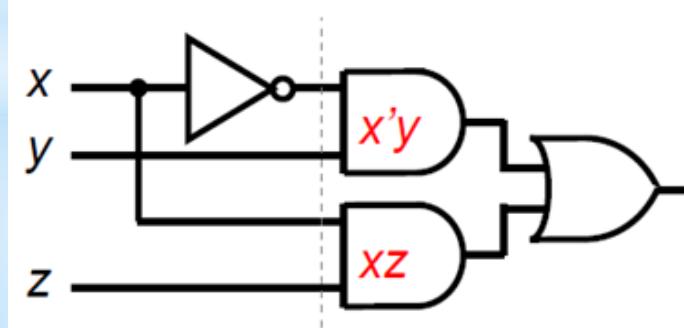
Logic circuit with minimization



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

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).

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

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

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

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

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

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

DeMorgan

Example

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

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

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

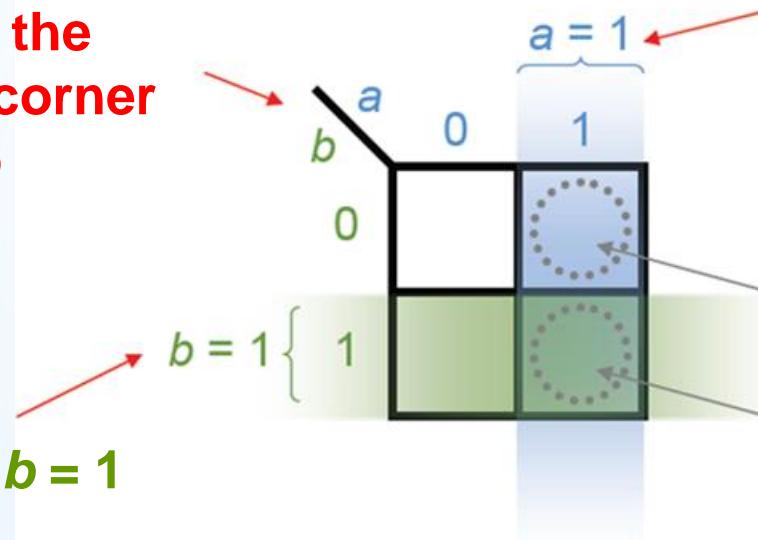
4.3 Karnaugh Map

- 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	0	1
b	0		
	1		

or

	a	0	1
b	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

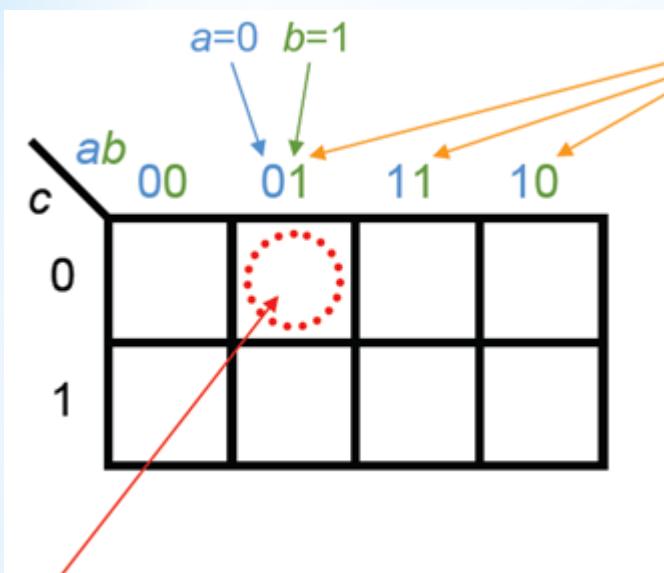
	a	0	1
b	0	1	1
	1	0	0

or

	a	0	1
b	0	1	1
	1		

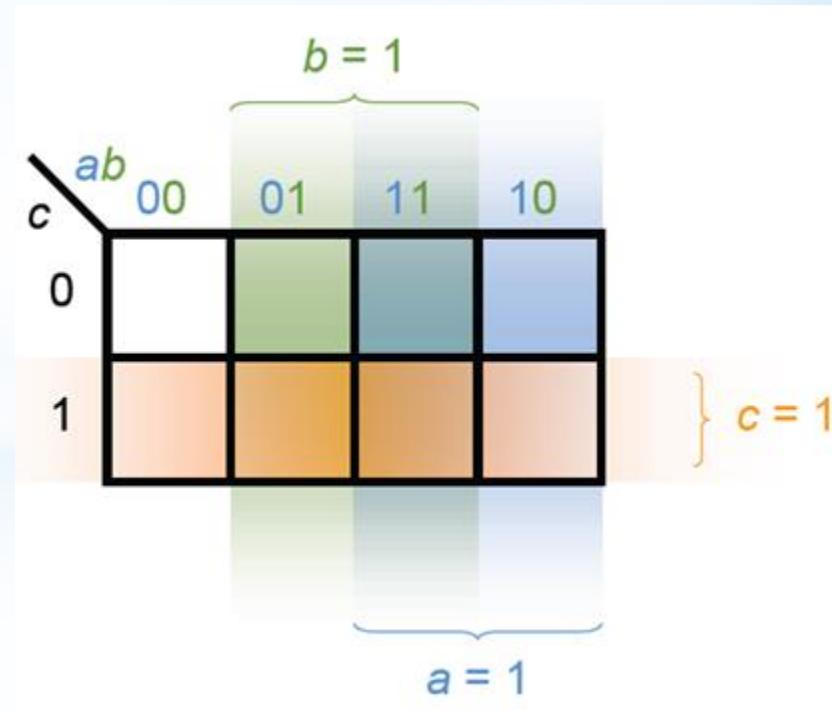
Functions represented graphically with corresponding minterm cells labeled to value 1

Three-variable K-map



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

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



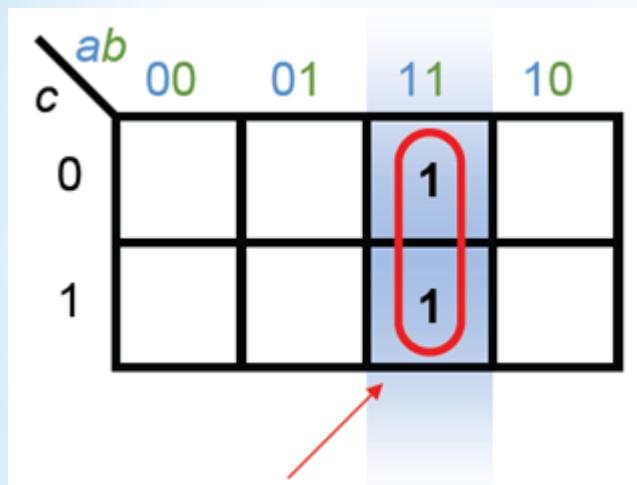
Minterm representations

		$a'b$	00	01	11	10	
		c	0	$a'b'c'$	$a'bc'$	abc'	$ab'c'$
		c	1	$a'b'c$	$a'bc$	abc	$ab'c$

		$a'b$	00	01	11	10	
		c	0	m_0	m_2	m_6	m_4
		c	1	m_1	m_3	m_7	m_5

Simplification of Production Terms

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



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

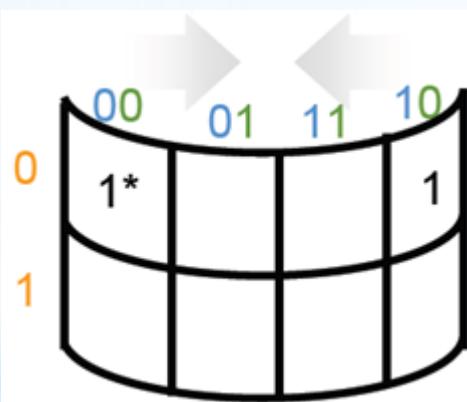
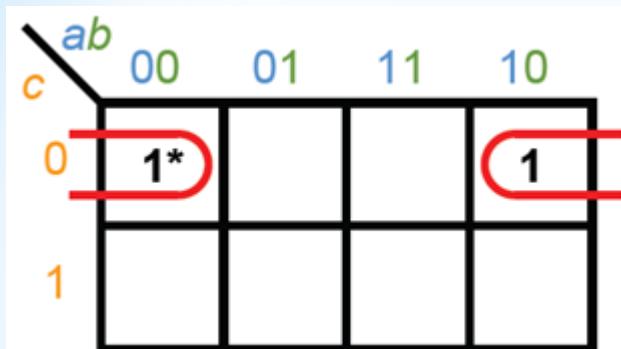
Only one-variable difference

Using Boolean Algebra:

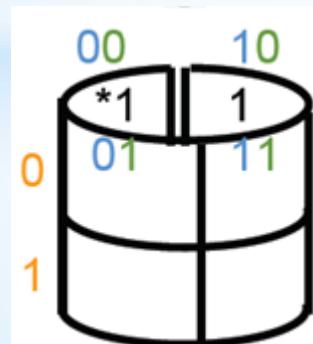
$$\begin{aligned}
 f(a,b,c) &= \overbrace{abc' + abc}^{\text{Only one-variable difference}} \\
 &= ab \text{ (adjacency)}
 \end{aligned}$$

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

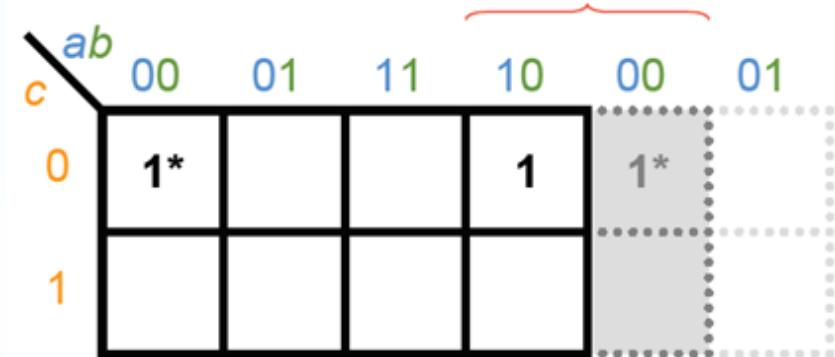
Wrap-around Adjacency



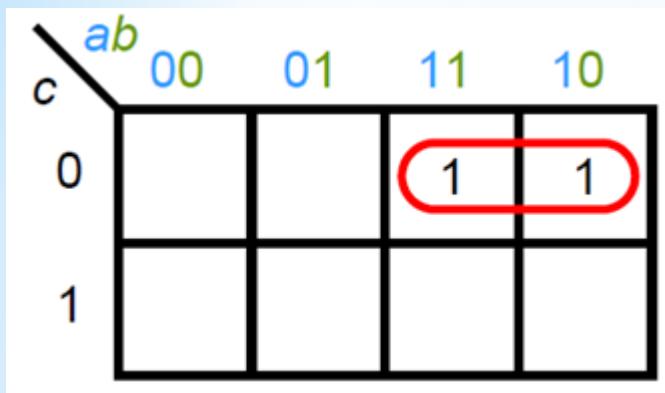
Form a cylinder!



Adjacent cells (1-bit change only)

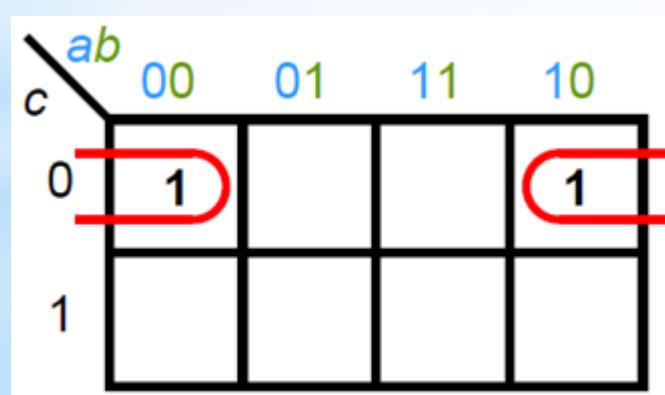


More examples



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

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

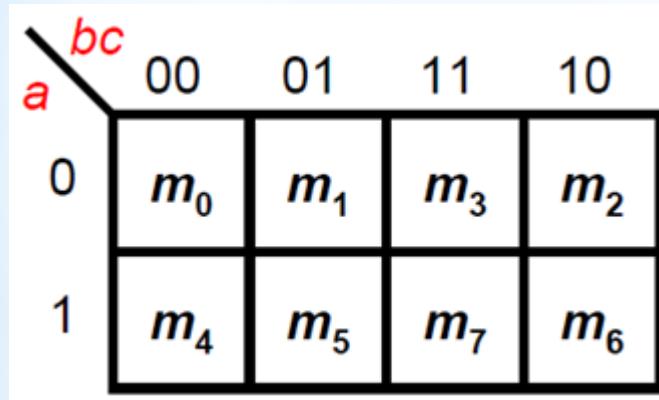


Also one-variable difference!

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

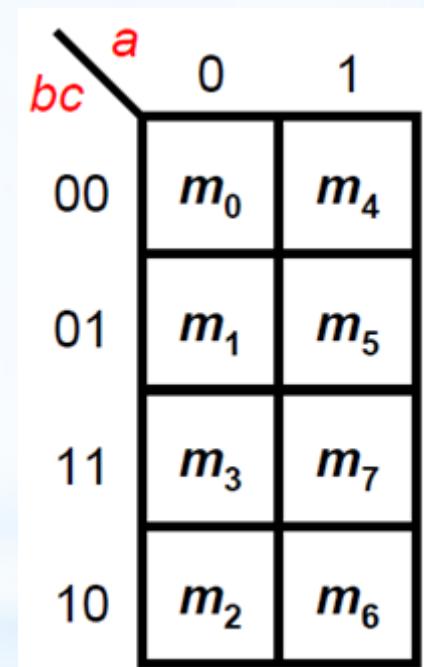
Format of three-variable

Label rows with first variable,
Columns with the others

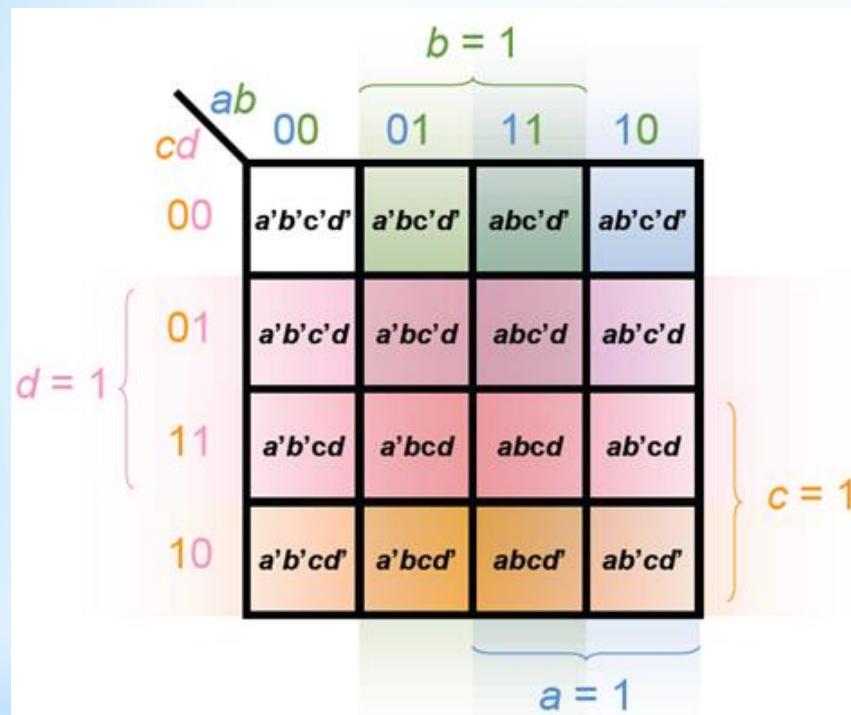


Although there are different ways
drawing the K-map, we use the same
method to group the adjacent 1's!

Vertical orientation of
three-variable K-map



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

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

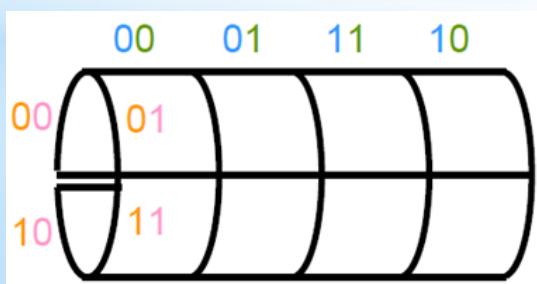
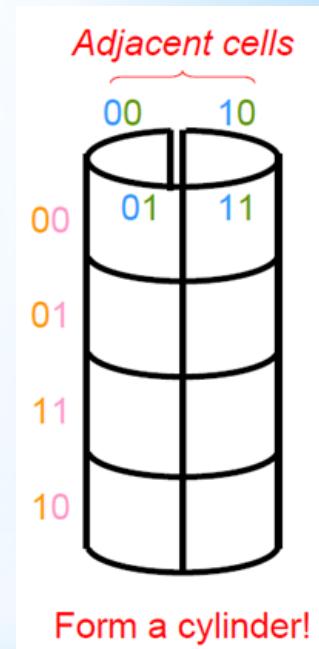
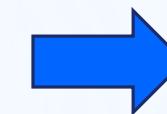
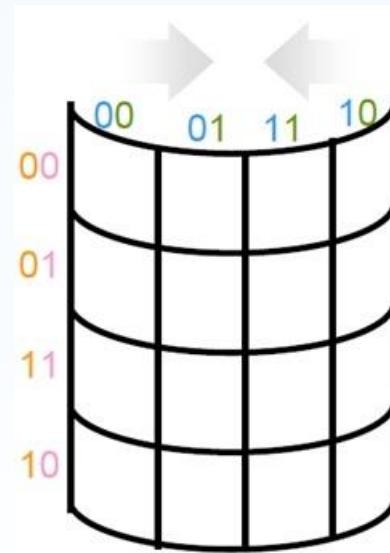
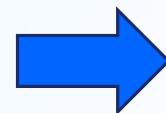
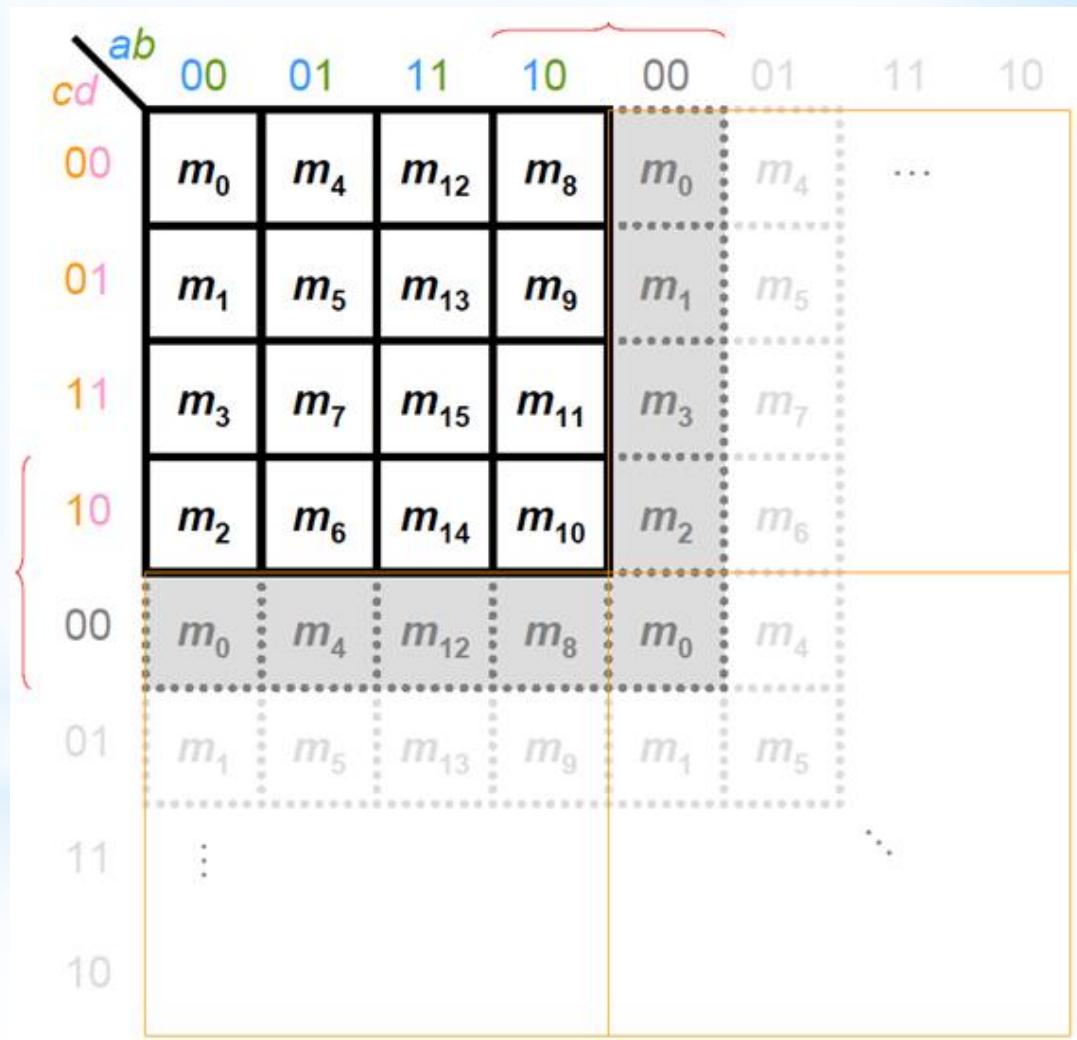


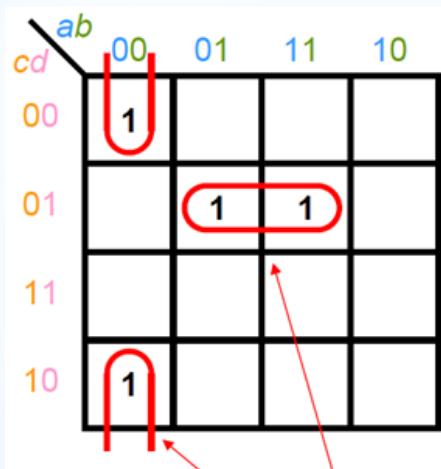
Image the map as

1-bit change only for every adjacent cells!

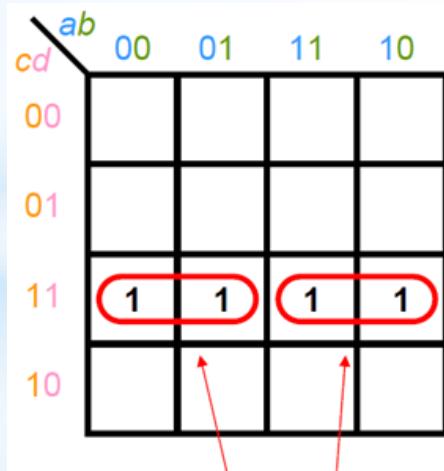
1-bit change only for every adjacent cells!



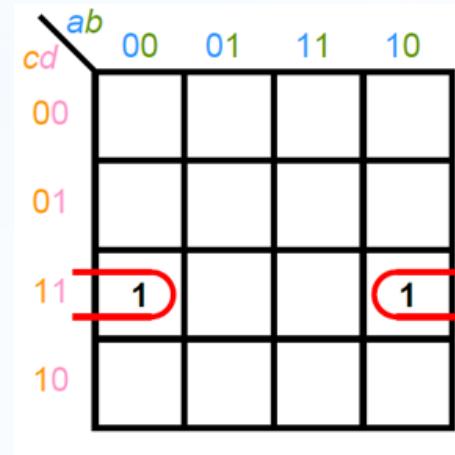
Examples of 4-variable K-map



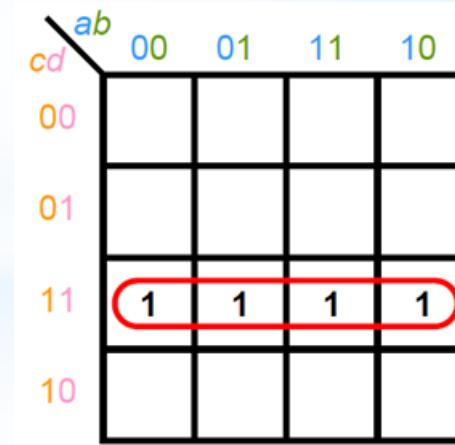
$$f(a,b,c,d) = a'b'd + bc'd$$



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

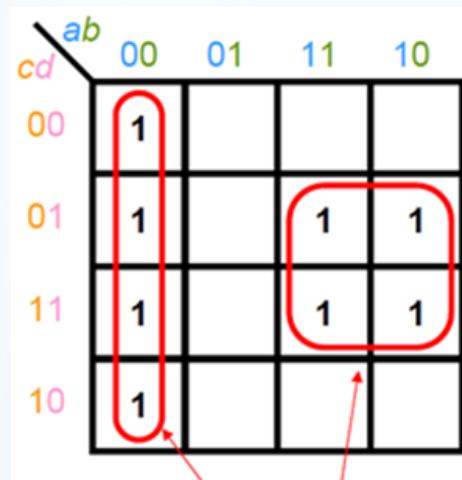


$$f(a,b,c,d) =$$

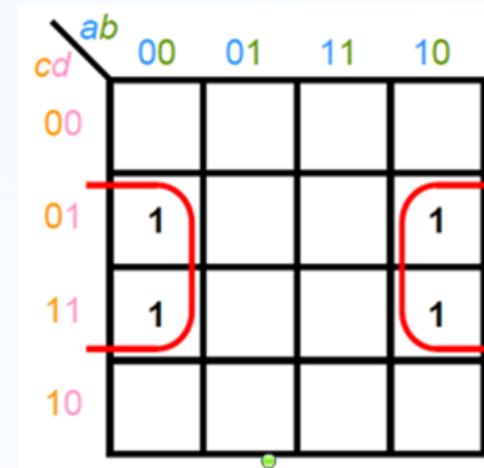


$$f(a,b,c,d) = cd$$

Examples of 4-variable K-map

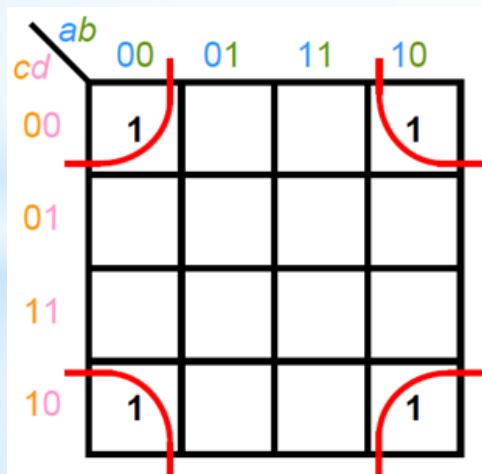


$$f(a,b,c,d) = a'b' + ad$$



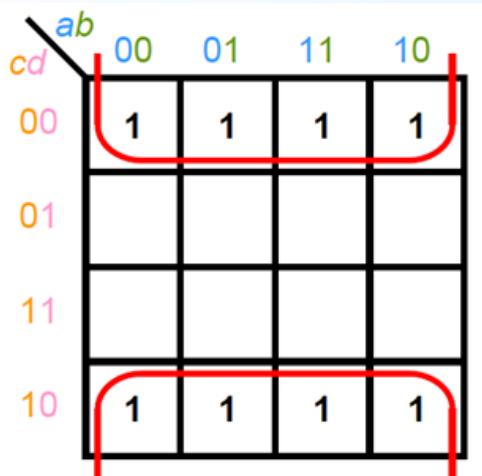
$$f(a,b,c,d) =$$

Across 4 corners:



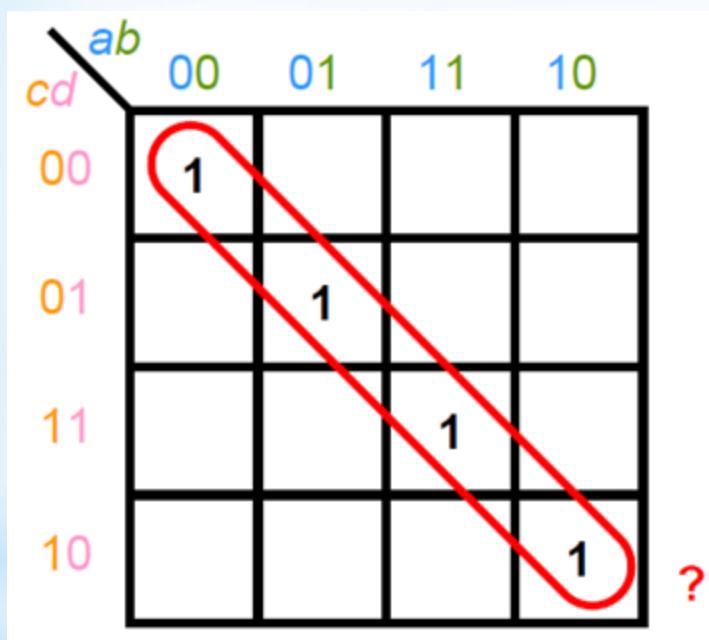
$$f(a,b,c,d) =$$

Group of 8 cells:

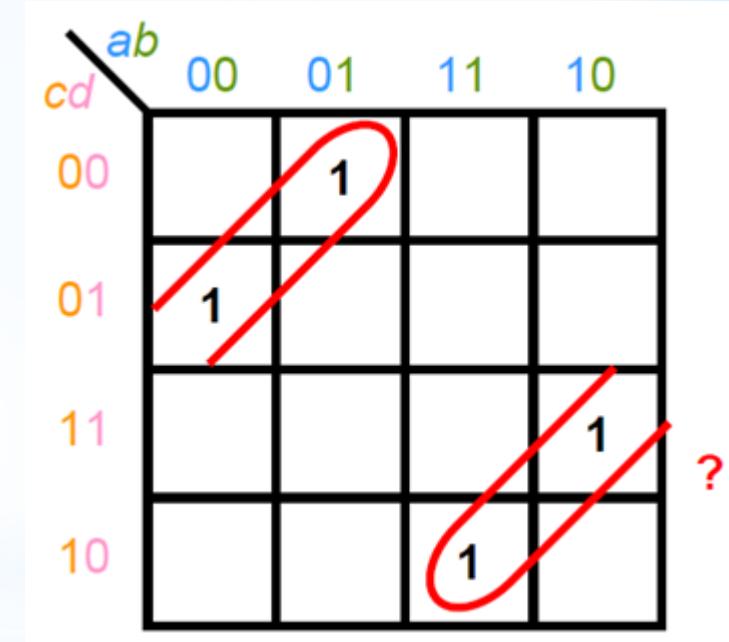


$$f(a,b,c,d) =$$

Are They Adjacent Cells?

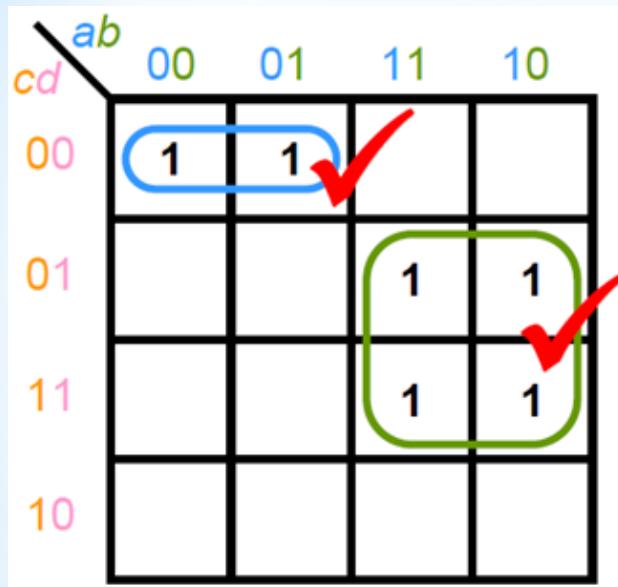


Diagonal X



Magic square X

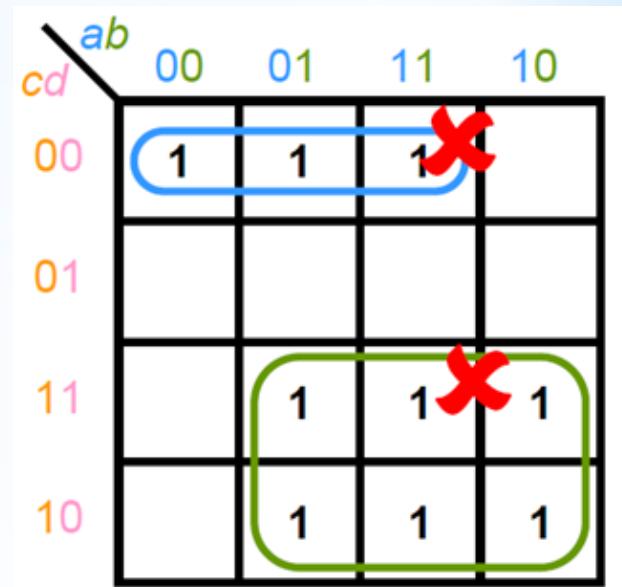
Summary for K-map method



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

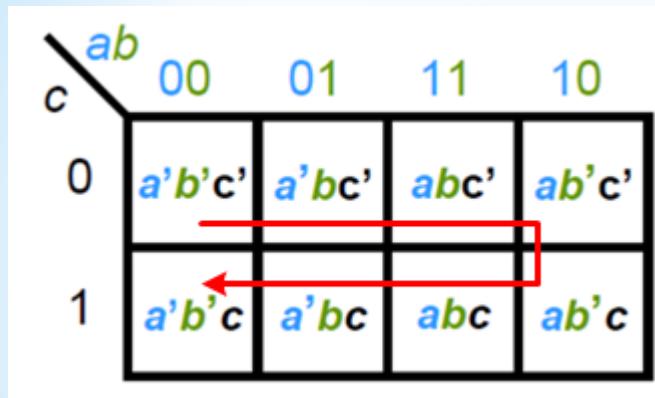
Limitations

- 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

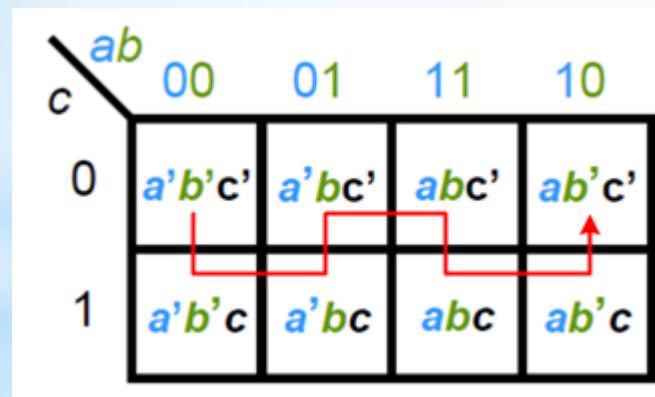


Other group size is illegal!

Gray code generation by K-map



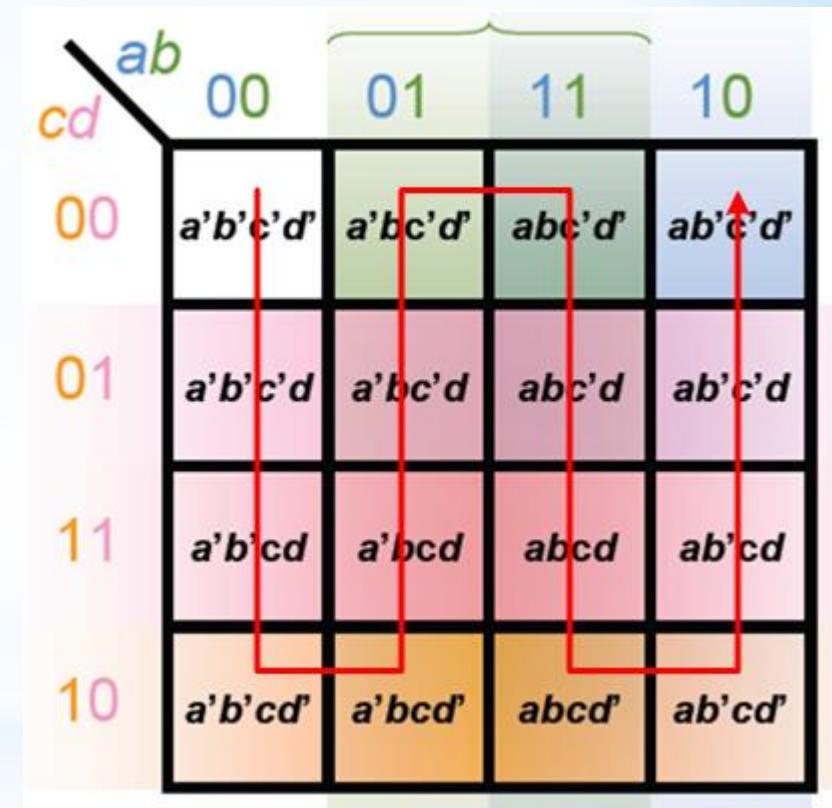
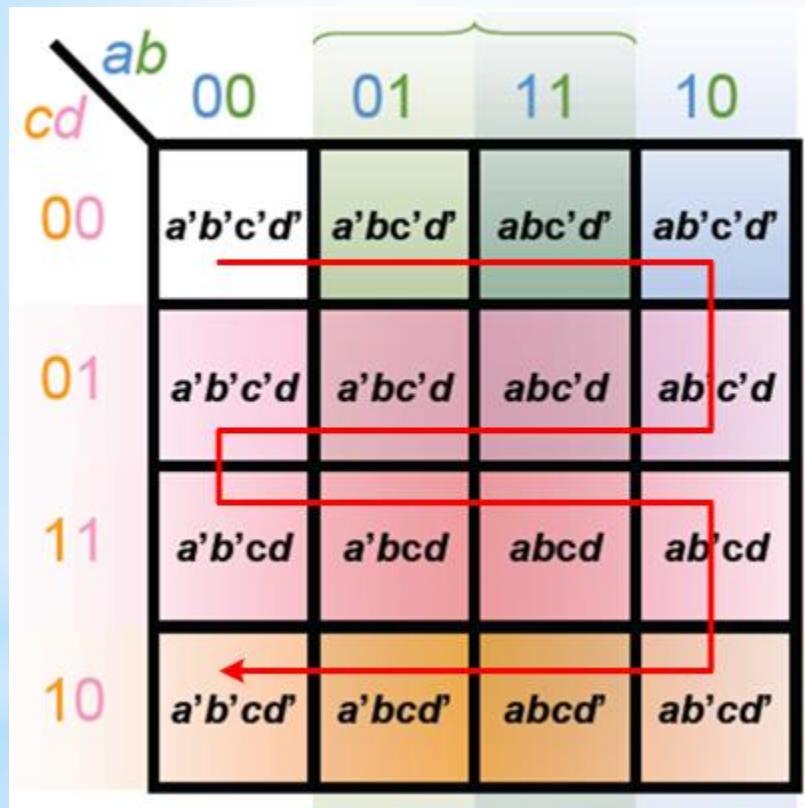
0	000	4	101
1	010	5	111
2	110	6	011
3	100	7	001



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



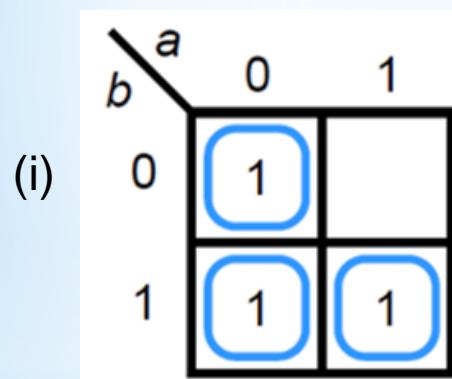
4.4 Minimization using Karnaugh map

- 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

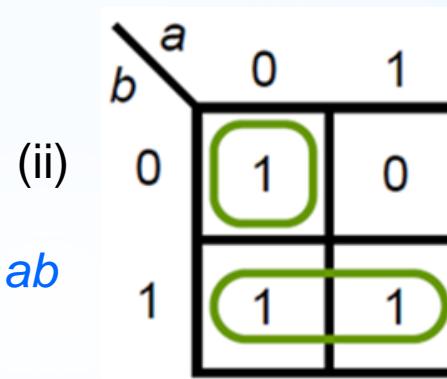
Example: Two-variable K-map

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

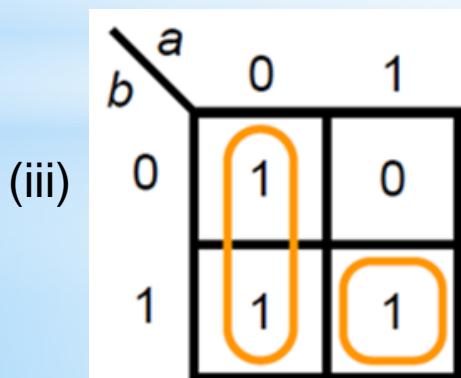
Many ways to group them. Which is best solution?



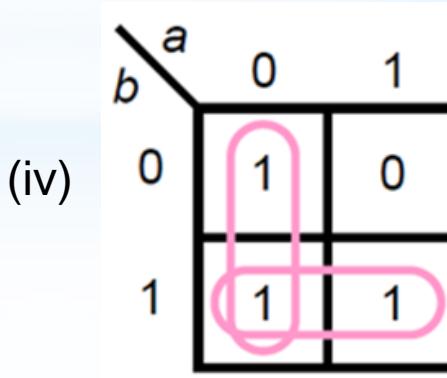
3 groups
 $f = a'b' + a'b + ab$



2 groups
 $f = a'b' + b$



2 groups
 $f = a' + ab$

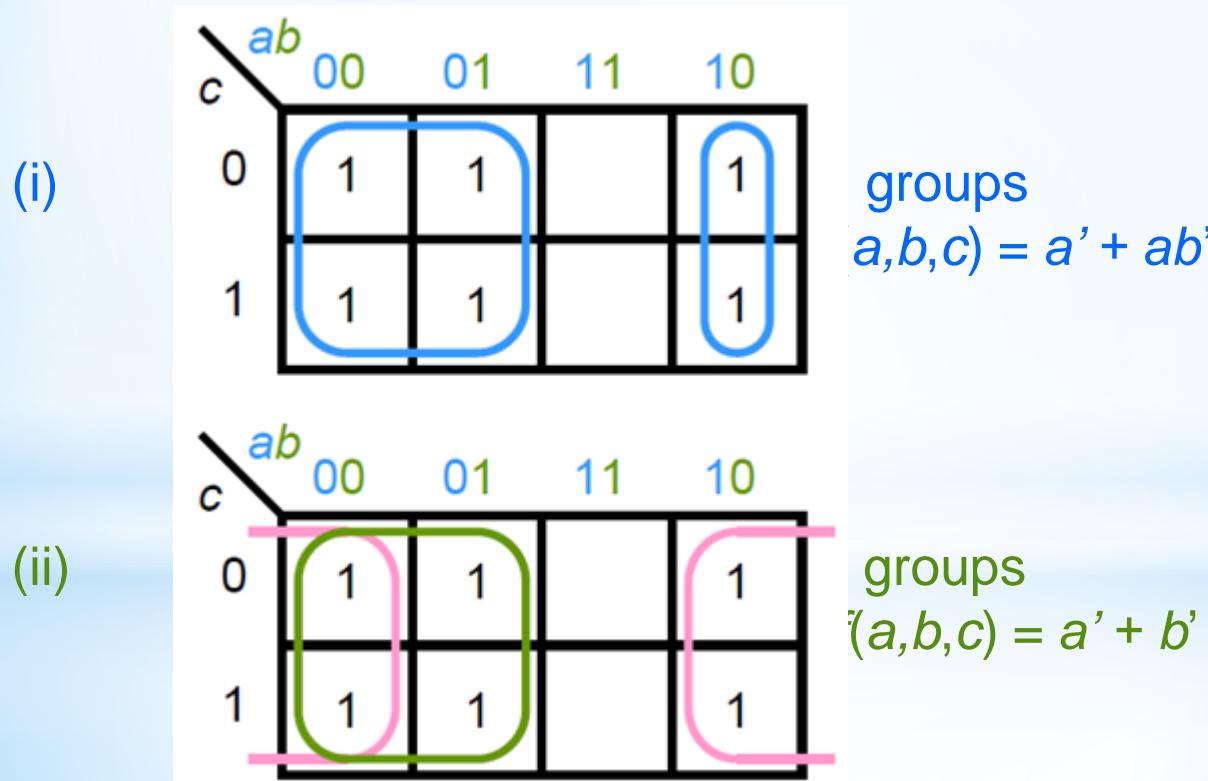


2 groups (the groups can be overlapped)
 $f = a' + b$

Example: Three-variable K-map

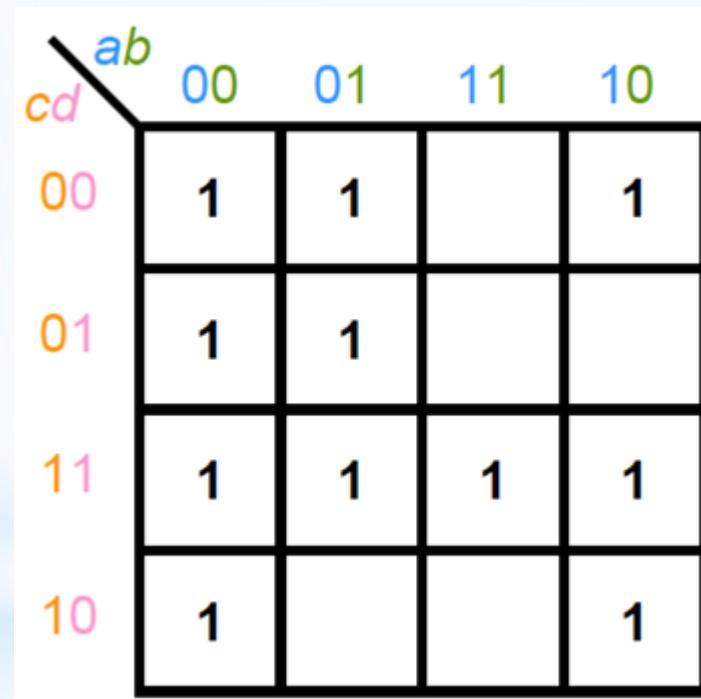
Simplify $f(a,b,c) = \sum m(0,1,2,3,4,5)$

Which solution is better?

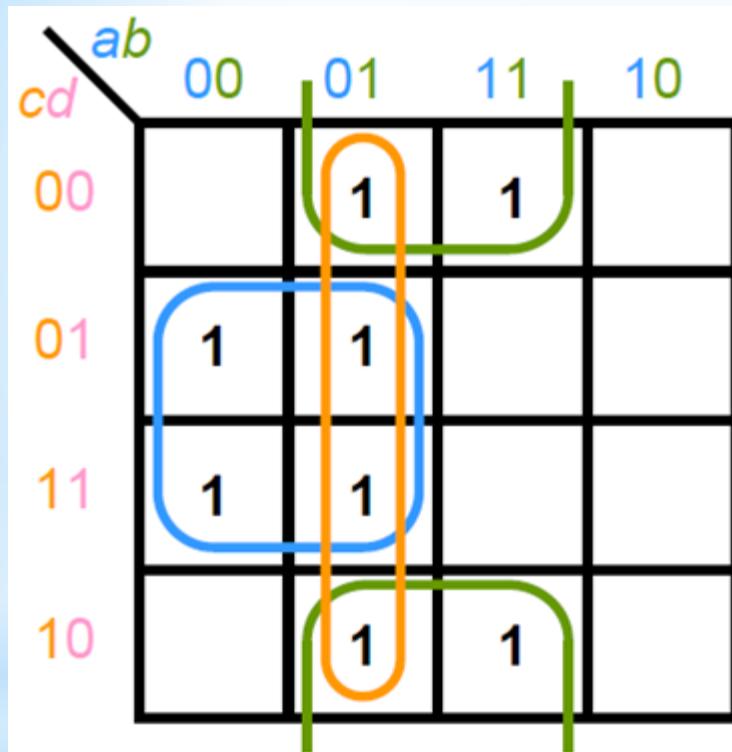


Example: Four-variable K-map

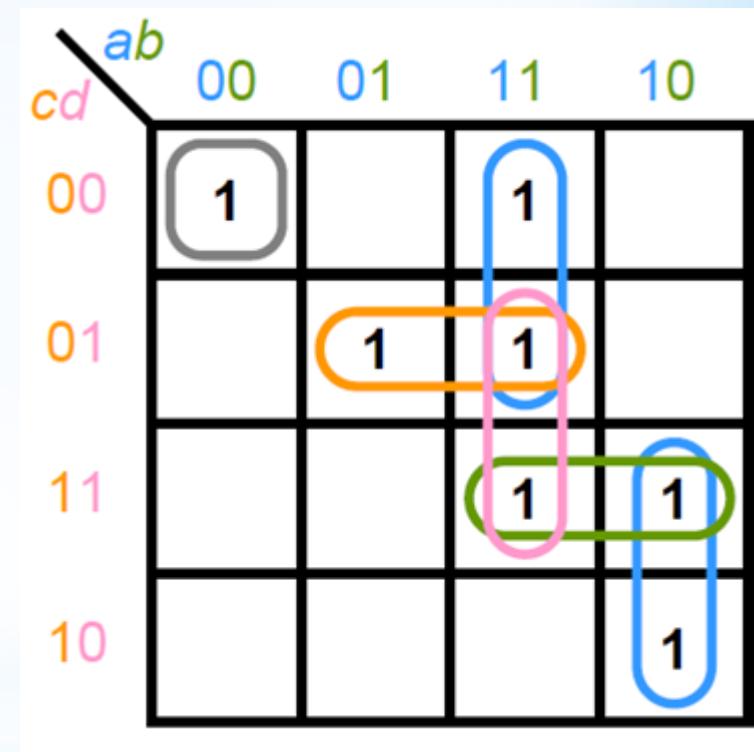
Simplify $f(a,b,c,d) = \sum m(0,1,2,3,4,5,7,8,10,11,15)$



Grouping of K-map

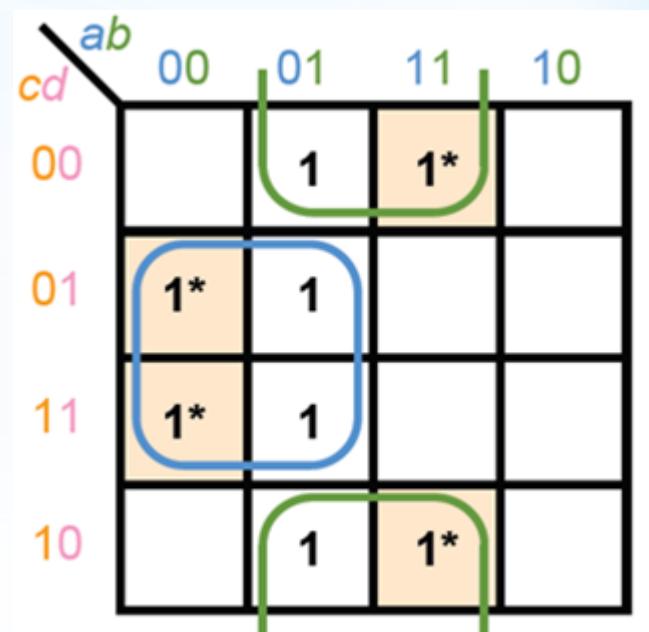
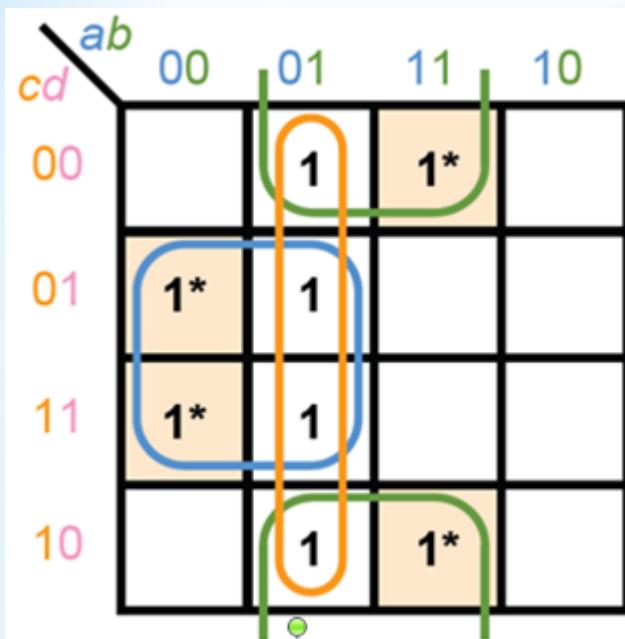


Three groups overlapped!



Too many overlaps!

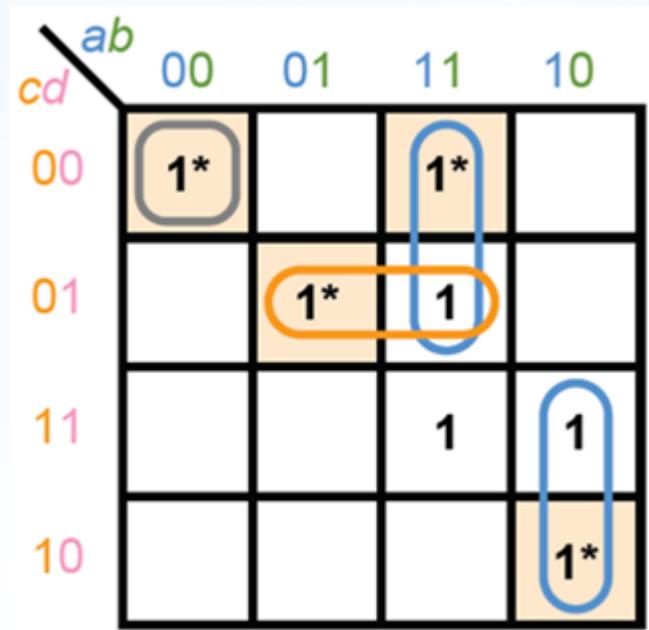
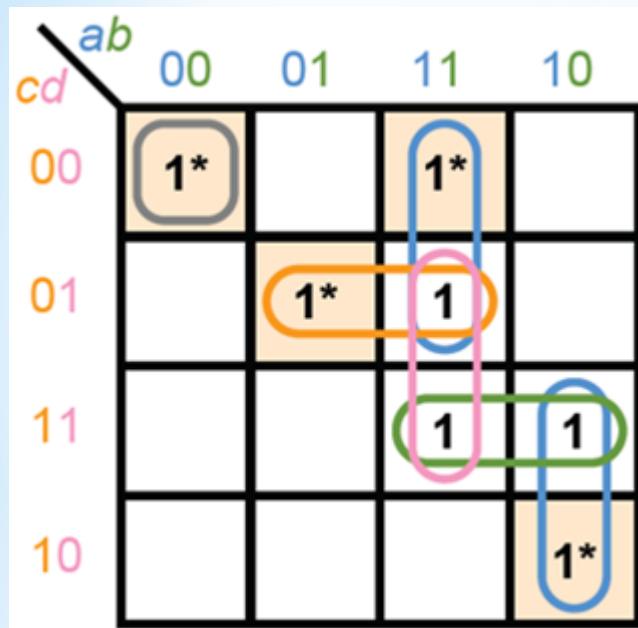
How to minimize?



Select the least number of groups to cover all minterms:

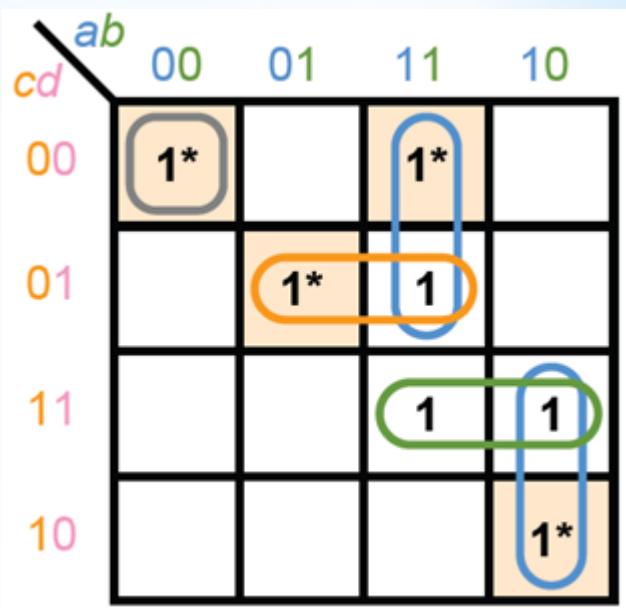
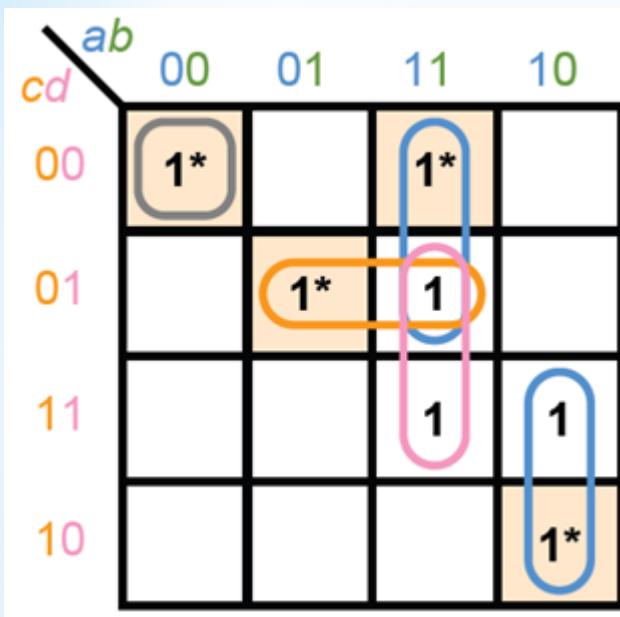
$$f(a, b, c, d)' = a'd' + bd'$$

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

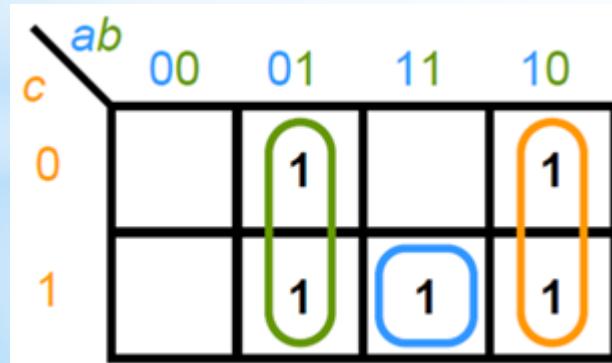
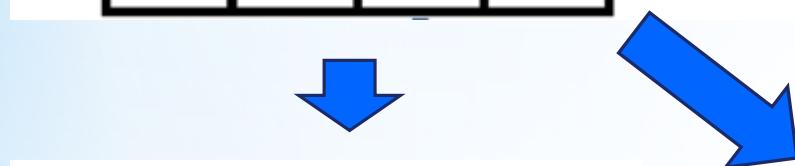
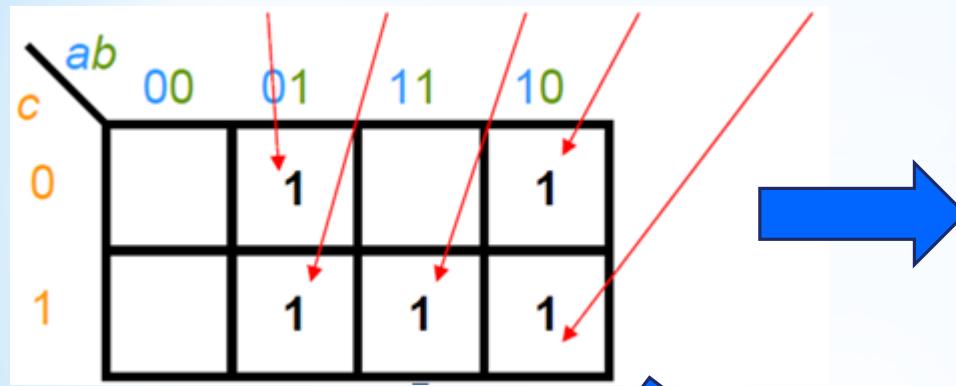
- e.g. Given 4 equivalent Boolean functions f_1 to f_4 expressed in SOP form already (example in page 6)

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

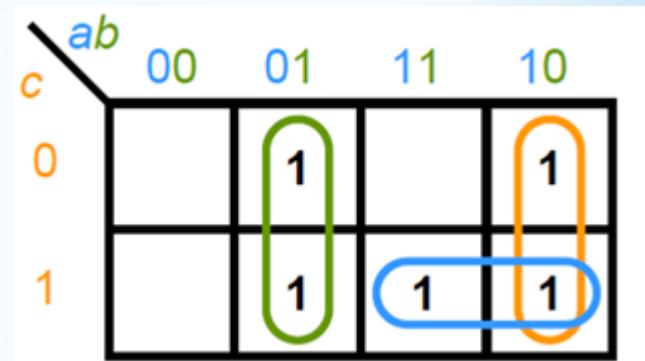
First plot the 1's into K-map

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

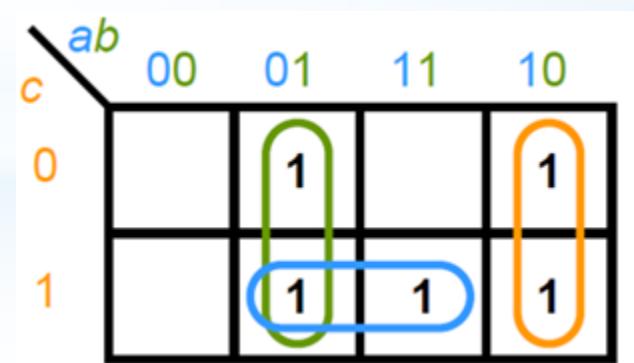


$$f_2(a,b,c) = a'b + ab' + abc$$

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



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



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

Logic function in POS with K-map

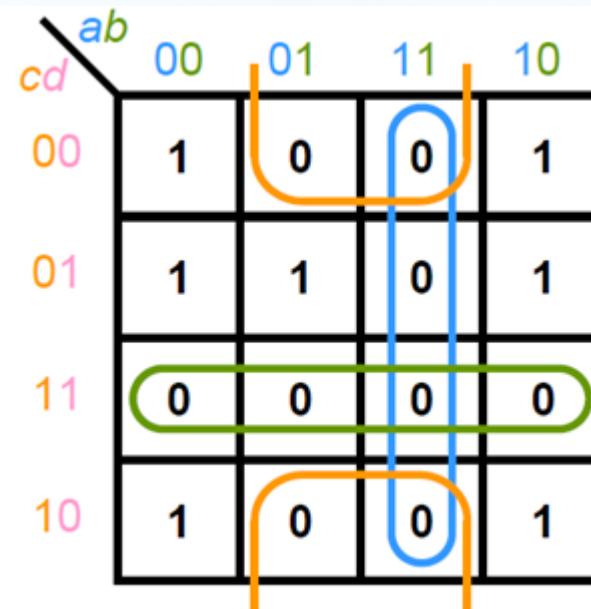
- Previous examples only show the simplified Boolean functions in **SOP** form
 - How to obtain functions in **POS** form
 - Step 1:- Group the **0s** to obtain f' in **SOP** form
 - Step2:- Apply DeMorgan's Theorem to find f in **POS** form
- or
- Group the **0s** and express them directly in POS with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



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

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

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

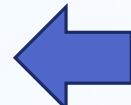
4.5 Logic functions with Don't-care conditions

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 , ϕ or φ

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
 f is 1 if

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

f can be 0 or 1 if

$(a = 1 \text{ AND } b = 1)$



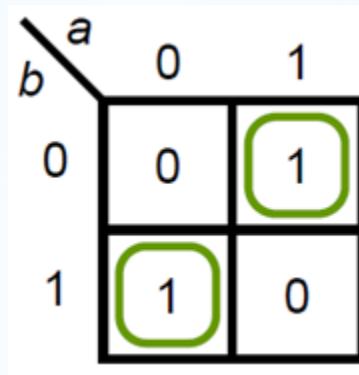
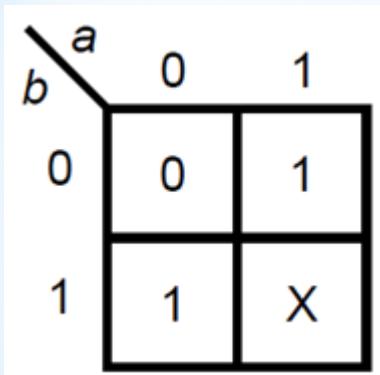
$$f(a, b) = \sum m(1, 2) + \sum d(3)$$

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

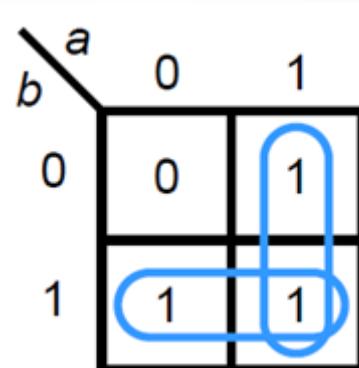
Both f_1 or f_2 of the table on the left are acceptable

K-map with Don't-care

Which solution is better?



f_1 implementation
2 groups
 $f = a'b + ab'$



f_2 implementation
2 groups
 $f = a + b$

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

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

	<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

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



Choose to include those Xs that eliminates more literals

	<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

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



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.

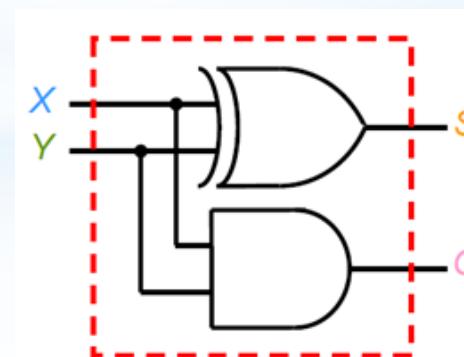
4.6.2 Adder

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

$$\begin{aligned} S(X, Y) &= \sum m(1, 2) \\ &= X \oplus Y \\ C(X, Y) &= XY \end{aligned}$$



1-bit Full-Adder (FA)

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

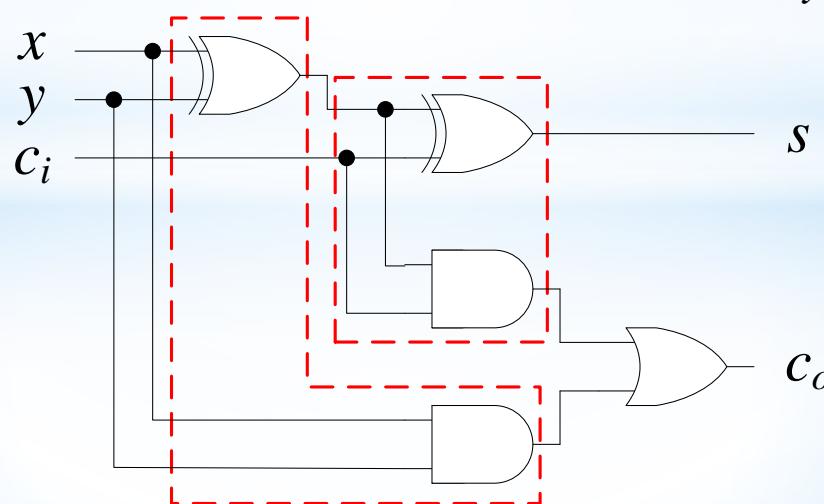
x	yc_i		
	1		1
1		1	

$$\begin{aligned}
 s &= \overline{x} \overline{y} c_i + \overline{x} y \overline{c_i} + x \overline{y} \overline{c_i} + x y c_i \\
 &= \overline{x} (\overline{y} c_i + y \overline{c_i}) + x (y c_i + \overline{y} \overline{c_i}) \\
 &= \overline{x} (y \oplus c_i) + x (\overline{y} \oplus \overline{c_i}) \\
 &= x \oplus y \oplus c_i
 \end{aligned}$$

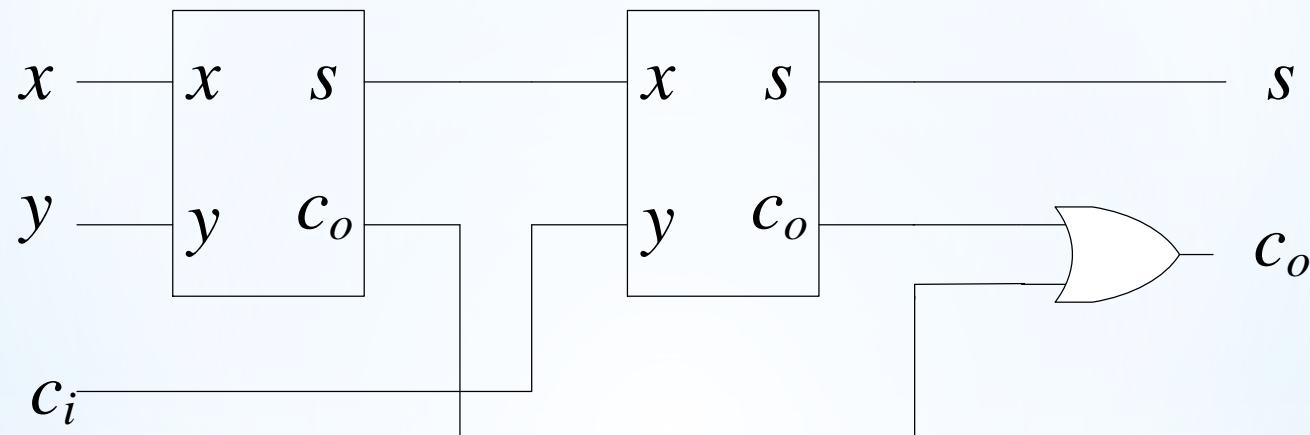
Carry out

x	yc_i		
		1	
	1	1	1

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

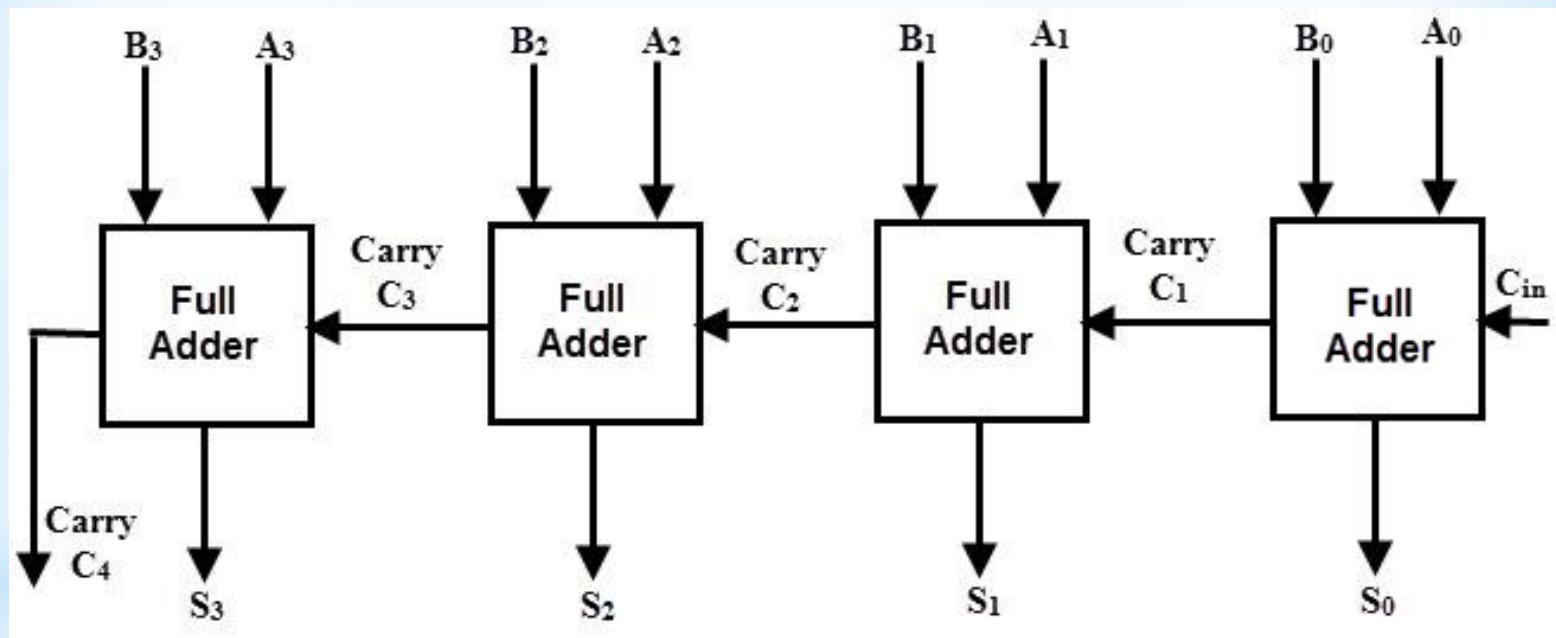


1-bit Full-Adder (FA)

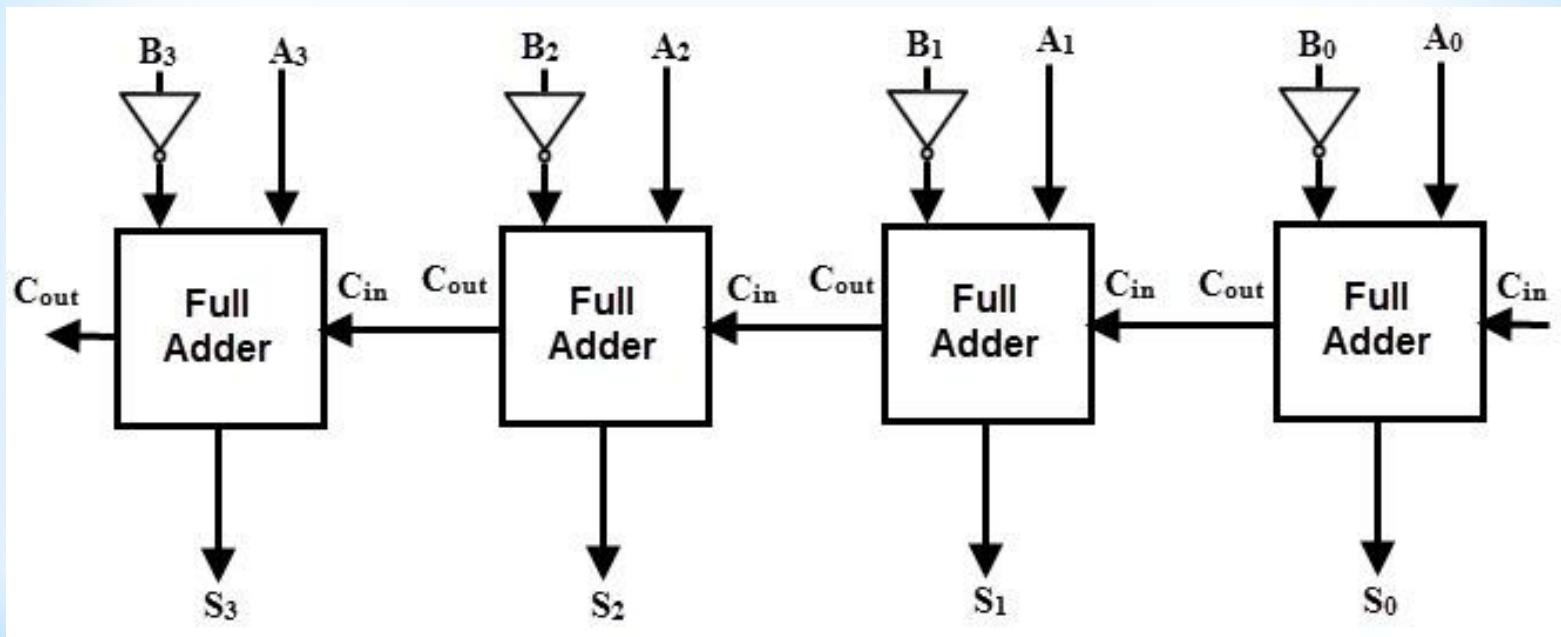


Arrangement of 2 half-adders to form a full-adder

4-bit parallel adder with 1-bit FA modules

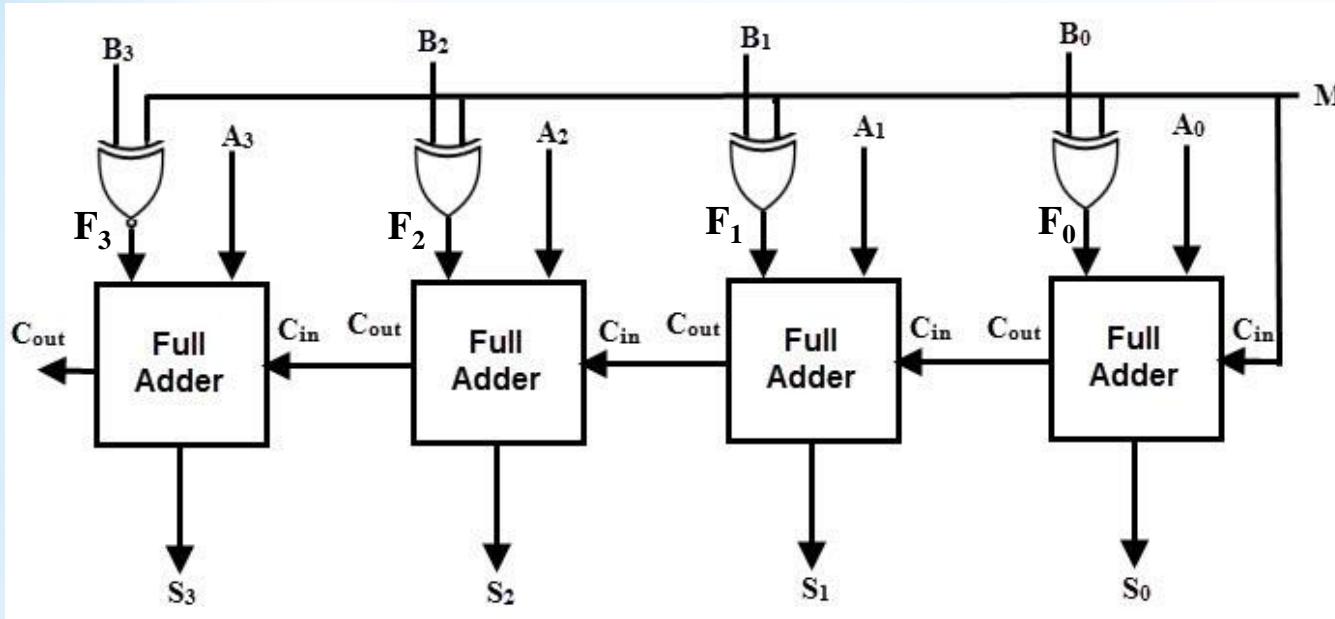


4-bit parallel subtractor with 1-bit FA modules



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

4-bit Adder/Subtractor



M = 0 → Adder
M = 1 → 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

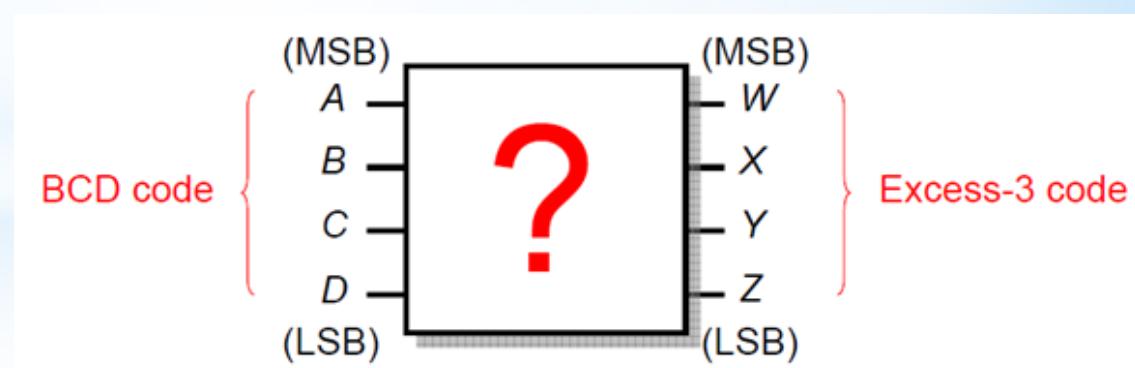
- A, B, C, D are the input of BCD.
- W, X, Y, Z are the output of Excess-3 code.
- The output functions are:

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

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

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

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



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.

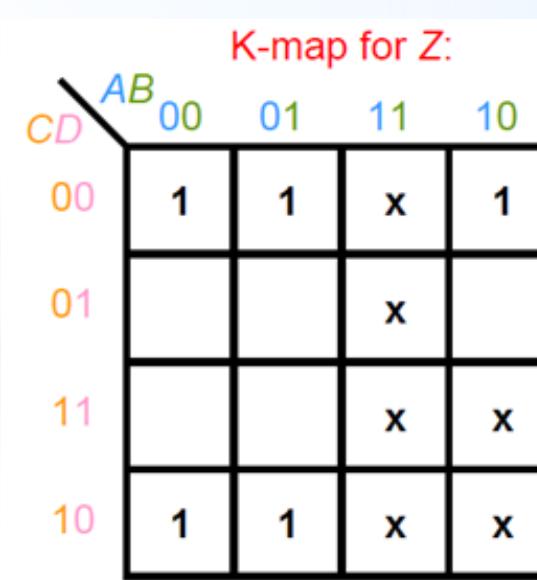
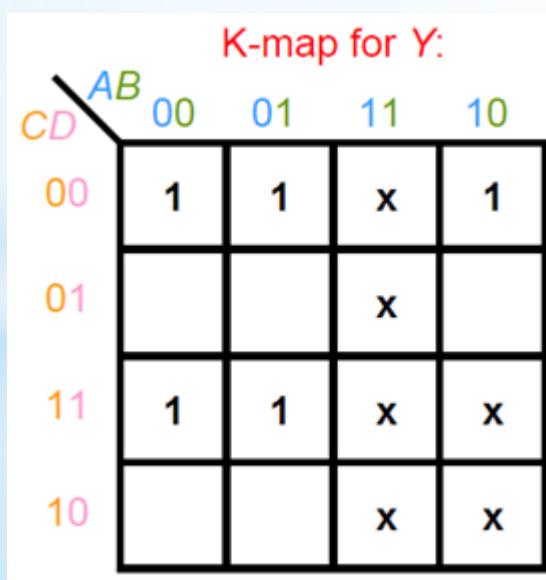
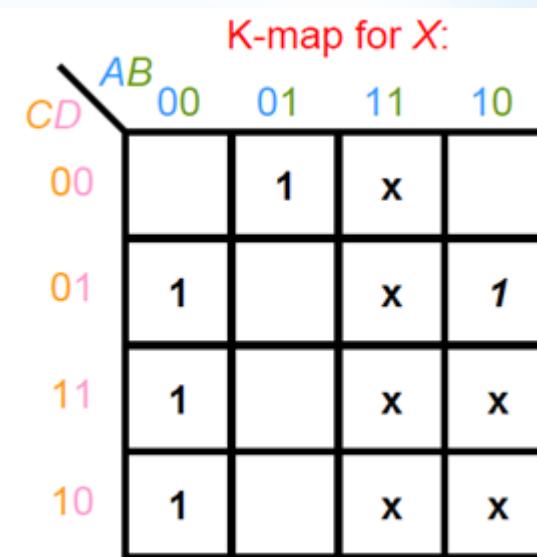
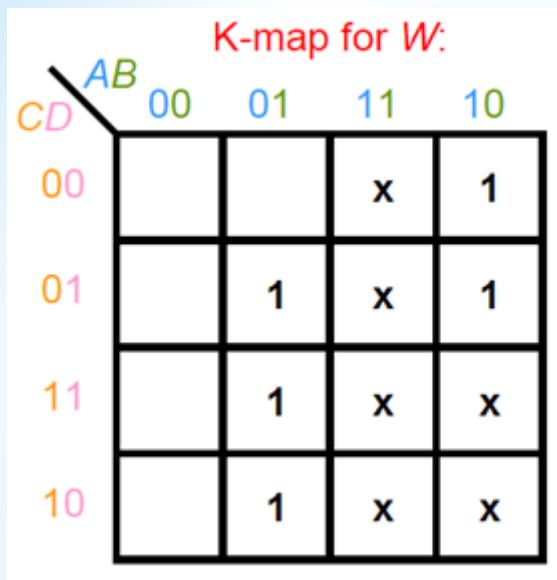
- There are four variables (A, B, C, D) in the functions
- Each output variable depends on 4 variables
- So we need 4 four-variable K-maps

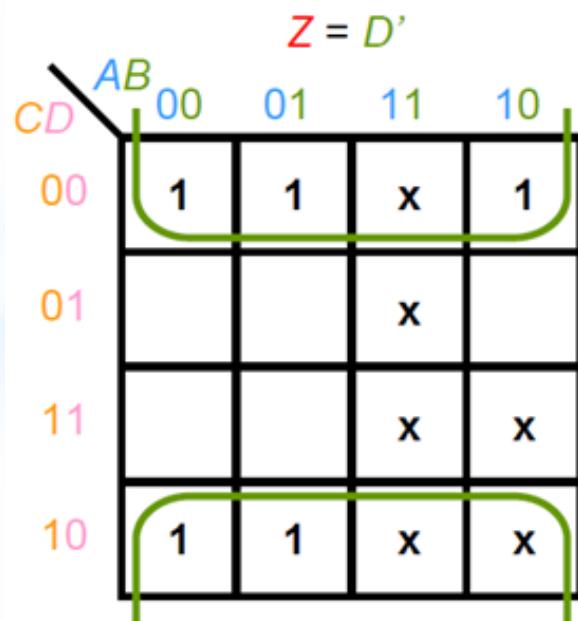
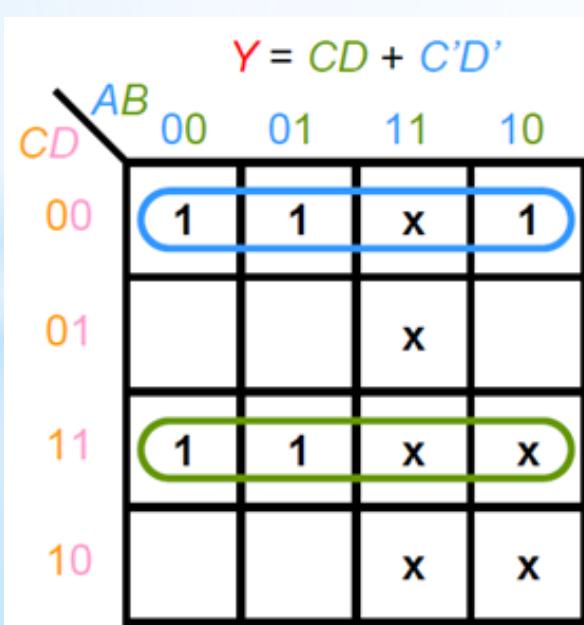
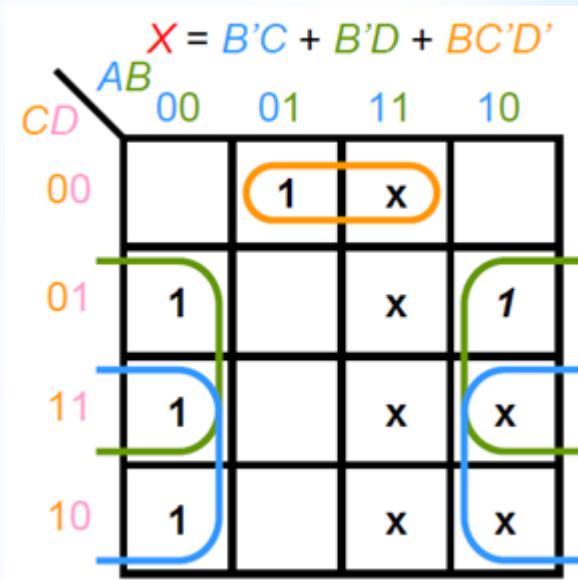
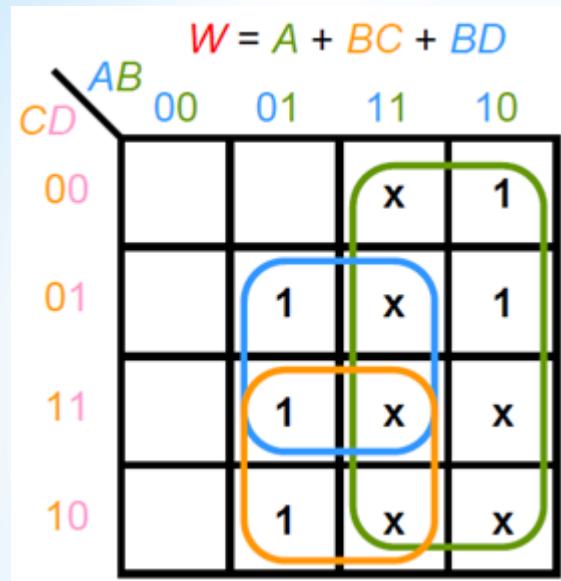
$$W(A,B,C,D) = \sum m(5,6,7,8,9) + \sum d(10,11,12,13,14,15)$$

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

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

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





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

