

Boolean functions	Operator symbol	Name	Comments
$F_0 = 0$		Null	Binary constant 0
$F_1 = xy$	$x \cdot y$	AND	x and y
$F_2 = xy'$	$x/y$	Inhibition	x, but not y
$F_3 = x$		Transfer	x'
$F_4 = x'y$	$y/x$	Inhibition	y, but not x
$F_5 = y$		Transfer	y
$F_6 = xy' + x'y$	$x \oplus y$	Exclusive-OR	x or y, but not both
$F_7 = x + y$	$x + y$	OR	x or y
$F_8 = (x + y)'$	$x \downarrow y$	NOR	Not-OR
$F_9 = xy + x'y'$	$(x \oplus y)'$	Equivalence	x equals y
$F_{10} = y'$	$y'$	Complement	Not y
$F_{11} = x + y'$	$x \supset y$	Implication	If y, then x
$F_{12} = x'$	$x'$	Complement	Not x
$F_{13} = x' + y$	$x \supset y$	Implication	If x, then y
$F_{14} = (xy)'$	$x \uparrow y$	NAND	Not-AND
$F_{15} = 1$		Identity	Binary constant 1

**Axioms + Properties for Boolean Algebra** (B, +, ·, ', 0, 1)

- 1) +, · are **closed in B**
- 2) **identity elements:**  
 $x + 0 = x = 1 \cdot x, \forall x$
- 3) +, · are **commutative**
- 4) +, · are **distributive** one relative to the other one:  
 $(x + y) \cdot z = x \cdot z + y \cdot z$   
 $(x \cdot y) + z = (x + z)(y + z), \forall x, y, z$
- 5)  $\forall x \in B, \exists x' \in B$ , the **complement** of x, such that:  
 $x + x' = 1$  and  $x \cdot x' = 0$
- 6) **0 ≠ 1**
- 7) +, · are **idempotent:**  
 $x + x = x$  and  $x \cdot x = x, \forall x$
- 8)  $x + 1 = 1$  and  $x \cdot 0 = 0, \forall x$
- 9)  $x'' = x, \forall x$
- 10) **DeMorgan's Law:**  
 $(x + y)' = x'y'$ , and  $(x \cdot y)' = x' + y', \forall x, y$
- 11) +, · are **associative**
- 12) **Absorption** for +, ·:  
 $x + xy = x$   
 $x(x + y) = x, \forall x, y$

$r_{rc} = r^n - N = \text{ADD 1 TO } r-1 \text{ ISD.}$   
 $r_{(r-1)c} = r^n - r^m - N$

**R-1c SUBTRACTION**

1.  $M + N_{(r-1)c}$
2. IF EAC ADD TO LSD  
IF NO EAC, TAKE COMPLEMENT OF RESULT OF 1 AND ADD NEG SIGN IN FRONT.

**DEMULTIPLEXER e.g.**

3 INPUT (EXT) I.  
4 OUTPUT  $y_0, y_1, y_2, y_3$

$S_1$	$S_2$	$y_0$	$y_1$	$y_2$	$y_3$
0	0	1	0	0	0
0	1	0	1	0	0
1	0	0	0	1	0
1	1	0	0	0	1

$y_0 = S_1' S_2' I$   
 $y_1 = S_1' S_2 I$   
 $y_2 = S_1 S_2' I$   
 $y_3 = S_1 S_2 I$

**CONTROLLED INPUT MULTIPLEXER e.g.**

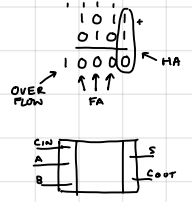
4 INPUT EXTERNAL  
2 OUTPUT  $y =$

$S_1$	$S_2$	$y$
0	0	$I_0$
0	1	$I_1$
1	0	$I_2$
1	1	$I_3$

4 OUTPUTS NEED 2 SELECTOR (CONTROLS)

$y = S_1' S_2' I_0 + S_1' S_2 I_1 + S_1 S_2' I_2 + S_1 S_2 I_3$

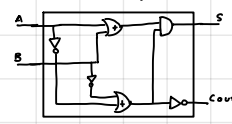
**HALF + FULL ADDER**



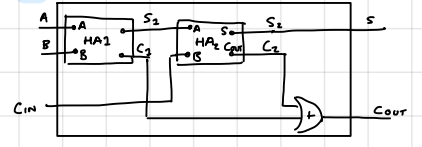
**HA CAPACITY IS ADDING 2 INTEGER**

A	B	S	Cout
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

$S = A'B + AB' + (A'B')(A+B)$   
 $Cout = AB + (A'B)'y$



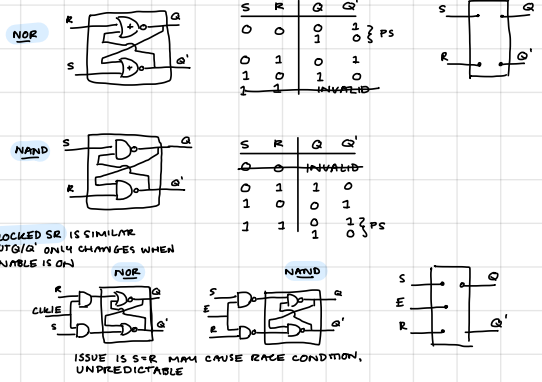
**FA**



FA SOLUTION:

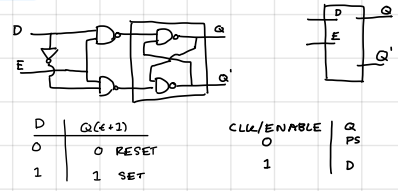
$S = A'B'C + A'BC' + AB'C' + ABC$   
 $Cout = AB + AC + BC$

**SR LATCH**

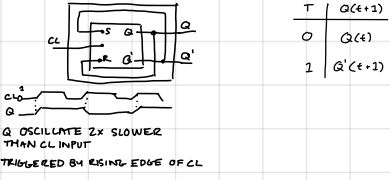


**D LATCH**

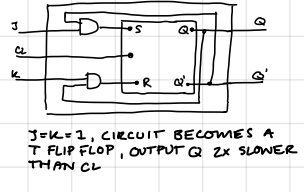
INVERTER ON D PREVENTS S=R



**T FLIP FLOP**



**JK FLIP FLOP**



J	K	Q(t+1)
0	0	Q(t)
0	1	0
1	0	1
1	1	Q'(t)

IF  $CL=0$ ,  $Q = P(t)$  FOR ALL VALUES OF J AND K  
**T FLIP FLOP**  
 2x SLOWER THAN CL  
 FOR OSCILLATING CL

**OTHERWISE FOR CL=1**

J	K	Q
0	0	PS
0	1	0 = J
1	0	1 = J

**HALF + FULL SUBTRACTOR**

MS:  $\frac{A}{B} - \frac{D}{D}$

A	B	D	$\beta$
0	0	0	0
0	1	1	1
1	0	1	0
1	1	0	0

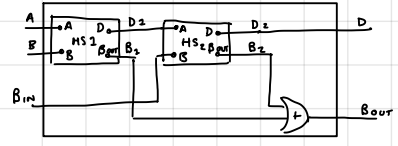
$D = A'B + AB'$   
 $\beta = A'B$

SOLUTION:  $\frac{A}{B} - \frac{B_{in}}{D}$

$B_1$  AND  $B_2$  BOTH CANT EQUAL 1  
 $B_1 = 1 \rightarrow \begin{cases} A=0 \\ B=1 \end{cases} \rightarrow D_2 = 1 \rightarrow B_2 = 0$

**FS:**

A	B	$B_{in}$	D	$B_{out}$
0	0	0	0	0
0	0	1	1	1
0	1	0	1	1
0	1	1	0	1
1	0	0	1	0
1	0	1	0	0
1	1	0	0	0
1	1	1	1	1



**FINITE STATE MACHINES**

- MEANLY OUTPUT AFF BY PRESENT + NEXT INPUT; UNSTABLE
  - MODELS OUTPUT WAITS FOR NEXT VALUE; INSTANT
- more no dash in i/o

PRESENT STATE		NEXT STATE		OUTPUT	
A	B	X=0	X=1	Y	Y
0	0				
0	1				
1	0				
1	1				

Given  $P = \sum(0,2,5,6) + \sum(3,4)$

→ For every min term that is matched we will put 1 in K-map.

Step 1:

Group	min term	Variable
0	0	A B C
1	2	A B C
2	3	A B C
3	5	A B C
4	6	A B C

Step 2:

Group	matched Pairs	Variable
0	0,2	A B C
1	2,3	A B C
2	3,5	A B C
3	5,6	A B C

Step 3:

Group	matched Pairs	Variable
0	0,2,4,6	A B C
1	2,3,5,6	A B C

Prime implicants table:

P I	0	2	5	6	min terms involved
$\bar{C}$	X	X	X	X	0,2,4,6
$\bar{A}B$		X			2,3
$A\bar{B}$			X		4,5

→  $Y = \bar{C} + \bar{A}B$

b) K-Map

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

→ The output of K-Map is same as the output of Tabulation Method.

1. Design a combinational circuit with three inputs: x, y, z and three outputs: A, B, C, such that:

- When the binary input xyz represents the decimal digits 1, 3, or 4, the binary output ABC should represent the decimal digit that is 3 greater than the input that is 4, 6, or 7 respectively.
- Similarly, when the binary input represents the digits 0 or 2, the binary output should represent the digit that is 2 greater than the input.
- The remaining three, binary representations of the decimal digits 5, 6, and 7 never occur.

a) Start by drawing the truth table for the functions A, B, and C.

b) Next, using K-Maps find all minimal forms of the three functions.

c) Finally, draw a circuit with three inputs and three outputs, representing a minimal form of the functions.

3. Draw a full-subtractor using two half-subtractors, and one more simple gate only.

Note:  $D = A - (B + \bar{B})$

Using K-Map for each output we will find function.

K-Map for  $Y_1$ :

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

$Y_1 = \bar{A} + A$

K-Map for  $Y_2$ :

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

$Y_2 = \bar{A}$

K-Map for  $Y_3$ :

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

$Y_3 = \bar{A}$

Circuit Diagram

Diagram of logic circuit

Truth table (10) call K-map

Input	Output
A B C	Y
0 0 0	0
0 0 1	1
0 1 0	1
0 1 1	1
1 0 0	1
1 0 1	1
1 1 0	1
1 1 1	1