



Digital Logic

Lecture 6

2nd Stage

Computer Science Department

Faculty of Science

Soran University

Topics covered

- Karnaugh Maps (K-Maps)
 - 2, 3, and 4 variable maps
 - Simplification using K-Maps

Karnaugh Maps (K-map)



- **A K-map is a collection of squares**
 - Each square represents a minterm
 - The collection of squares is a graphical representation of a Boolean function
 - Adjacent squares differ in the value of one variable
 - Alternative algebraic expressions for the same function are derived by recognizing patterns of squares
- **The K-map can be viewed as**
 - A reorganized version of the truth table

Some uses of K-maps

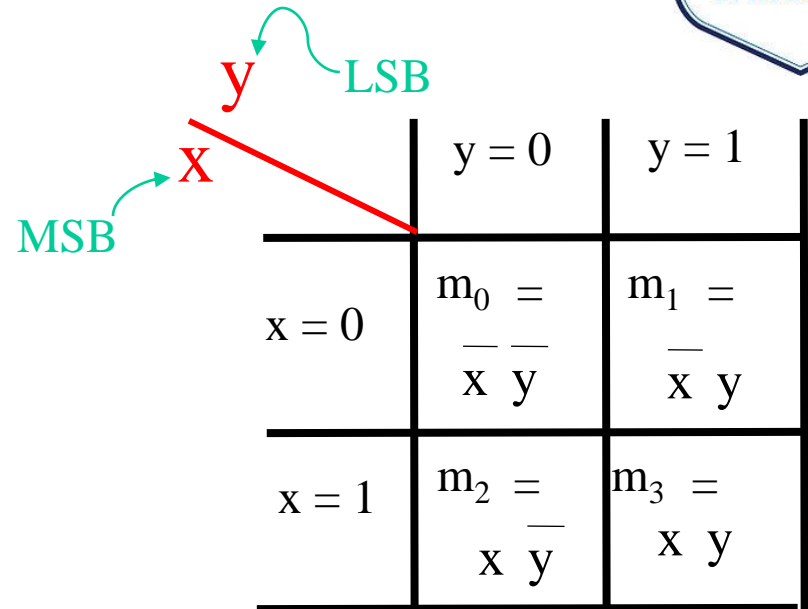


- **Provide a means for:**
 - Finding optimum or near optimum
 - SOP and POS canonical forms, and
 - two-level AND/OR and OR/AND circuit implementations for functions with small numbers of variables.
 - Visualizing concepts related to manipulating Boolean expressions.
 - Demonstrating concepts used by computer-aided design programs to simplify large circuits

Two Variable Maps

- **A 2-variable Karnaugh Map:**

- Note that minterm **m0** and minterm **m1** are “adjacent” and differ in the value of the variable **y**
- Similarly, minterm **m0** and minterm **m2** differ in the **x** variable.
- Also, **m1** and **m3** differ in the **x** variable as well.
- Finally, **m2** and **m3** differ in the value of the variable **y**



The diagram shows a 2-variable Karnaugh Map. A red diagonal line separates the map into two regions. The top-left region is labeled 'MSB' (Most Significant Bit) with a green arrow pointing to the 'x' variable. The bottom-right region is labeled 'LSB' (Least Significant Bit) with a green arrow pointing to the 'y' variable. The map is a 2x2 grid with columns labeled 'y = 0' and 'y = 1', and rows labeled 'x = 0' and 'x = 1'. The cells contain the following expressions:

	y = 0	y = 1
x = 0	m ₀ = $\overline{x} \overline{y}$	m ₁ = $\overline{x} y$
x = 1	m ₂ = $x \overline{y}$	m ₃ = $x y$



MSB
(Most significant bit)

LSB
(Least significant bit)

K-Map and Truth Tables

- The K-Map is just a different form of the truth table.
- Example – Two variable function:
 - We choose a,b,c and d from the set $\{0,1\}$ to implement a particular function, $F(x,y)$.

Function Table

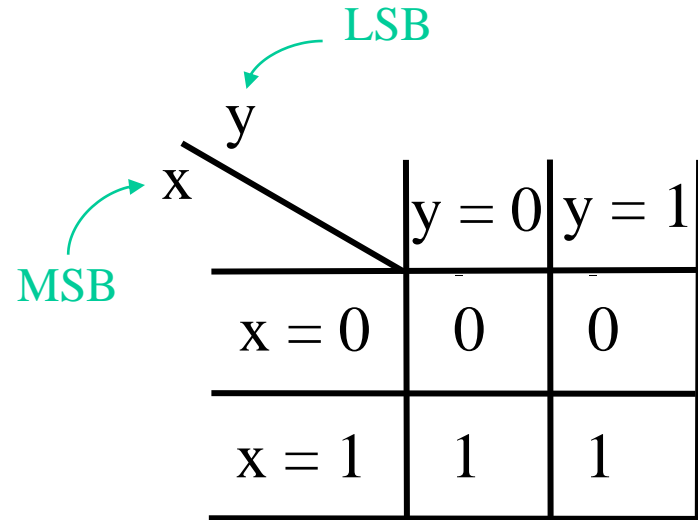
Input Values		Function Value
x	y	$F(x,y)$
0	0	a
0	1	b
1	0	c
1	1	d

K-Map

$\begin{array}{c} y \\ \swarrow x \end{array}$	$y = 0$	$y = 1$
$x = 0$	a	b
$x = 1$	c	d

K-Map Function Representation

- Example: $F(x,y) = x$



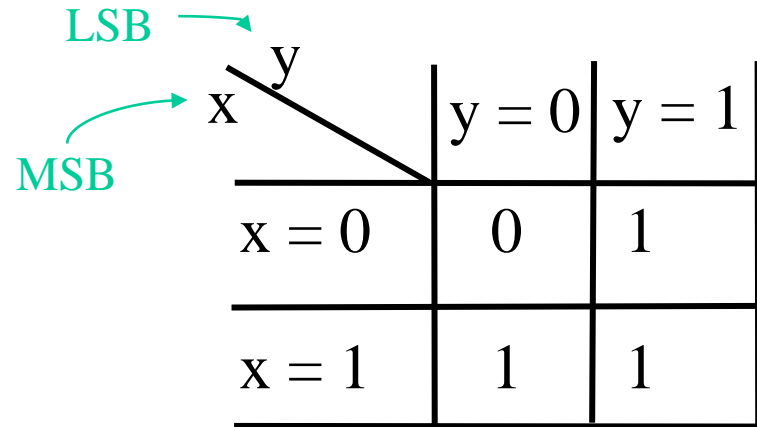
	$y = 0$	$y = 1$
$x = 0$	0	0
$x = 1$	1	1

- For function $F(x,y)$, the two adjacent cells containing 1's can be combined using the Minimization Theorem:

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

K-Map Function Representation

- Example: $G(x,y) = x + y$



	<div>LSB y</div>	
<div>MSB x</div>	y = 0	y = 1
x = 0	0	1
x = 1	1	1

Three Variable Maps

- A three-variable K-map:

$\begin{matrix} YZ \\ X \end{matrix}$	$yz=00$	$yz=01$	$yz=11$	$yz=10$
$x=0$	m_0	m_1	m_3	m_2
$x=1$	m_4	m_5	m_7	m_6

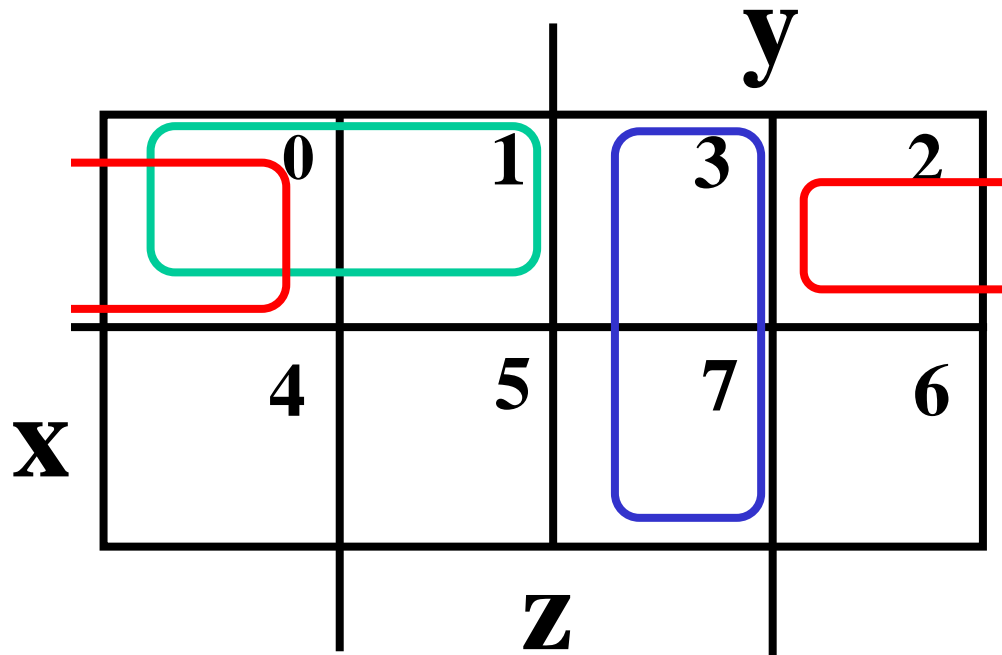
- Where each minterm corresponds to the product terms:

$\begin{matrix} YZ \\ X \end{matrix}$	$yz=00$	$yz=01$	$yz=11$	$yz=10$
$x=0$	$\bar{x} \bar{y} \bar{z}$	$\bar{x} \bar{y} z$	$\bar{x} y z$	$\bar{x} y \bar{z}$
$x=1$	$x \bar{y} \bar{z}$	$x \bar{y} z$	$x y z$	$x y \bar{z}$

- Note that if the binary value for an index differs in one bit position, the minterms are adjacent on the K-Map

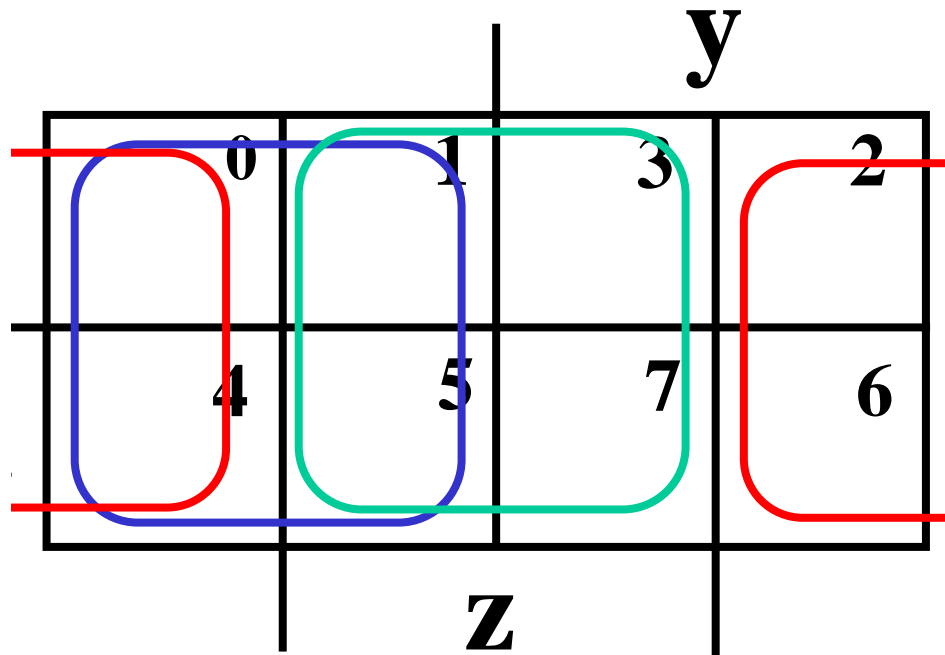
Three-Variable Maps

- Example Shapes of 2-cell Rectangles:



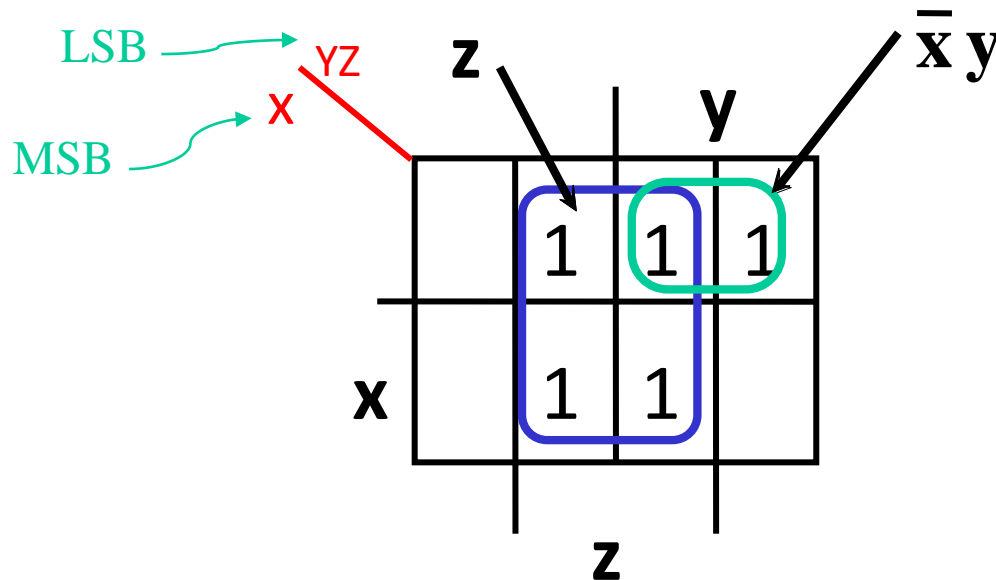
Three-Variable Maps

- Example Shapes of 4-cell Rectangles:



Three Variable Maps

- K-Maps can be used to simplify Boolean functions by systematic methods. Terms are selected to cover the “1s” in the map.
- Example: Simplify $F(x, y, z) = \Sigma_m(1, 2, 3, 5, 7)$



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

Example Functions

- By convention, we represent the minterms of F by a "1" in the map

- Example:

$$F(x, y, z) = \sum_m(2, 3, 4, 5)$$

MSB x y z LSB

0	1	3 1	2 1
4 1	5 1	7	6

- Example:

$$G(x, y, z) = \sum_m(3, 4, 6, 7)$$

0	1	3 1	2
4 1	5	7 1	6 1

Combining Squares



- By combining squares, we reduce number of literals in a product term, reducing the literal cost, thereby reducing the other two cost criteria
- On a 3-variable K-Map:
 - One square represents a minterm with three variables
 - Two adjacent squares represent a product term with two variables
 - Four “adjacent” terms represent a product term with one variable
 - Eight “adjacent” terms is the function of all ones (no variables) = 1.

Example: Combining Squares

- Example: Let
 $F = \Sigma m(2,3,6,7)$

			y	
	0	1	3 1	2 1
x	4	5	7 1	6 1
			z	

- Applying the Minimization Theorem three times:

$$\begin{aligned} F(x, y, z) &= \bar{x} y z + x y z + \bar{x} y \bar{z} + x y \bar{z} \\ &= yz + y\bar{z} \\ &= y \end{aligned}$$

- Thus the four terms that form a 2×2 square correspond to the term "y".

Three-Variable K-Maps

$$f = \sum(0,4) = \overline{B} \overline{C}$$

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

$$f = \sum(4,5) = A \overline{B}$$

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

$$f = \sum(0,1,4,5) = \overline{B}$$

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

$$f = \sum(0,1,2,3) = \overline{A}$$

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

$$f = \sum(0,4) = \overline{A} C$$

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

$$f = \sum(4,6) = A \overline{C}$$

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

$$f = \sum(0,2) = \overline{A} \overline{C}$$

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

$$f = \sum(0,2,4,6) = \overline{C}$$

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

Three-Variable K-Maps

- Example: Design a 3-input (A,B,C) digital circuit that will give at its output (X) a logic 1 only if the binary number formed at the input has more ones than zeros.

	Inputs			Output X
	A	B	C	
0	0	0	0	0
1	0	0	1	0
2	0	1	0	0
3	0	1	1	1
4	1	0	0	0
5	1	0	1	1
6	1	1	0	1
7	1	1	1	1

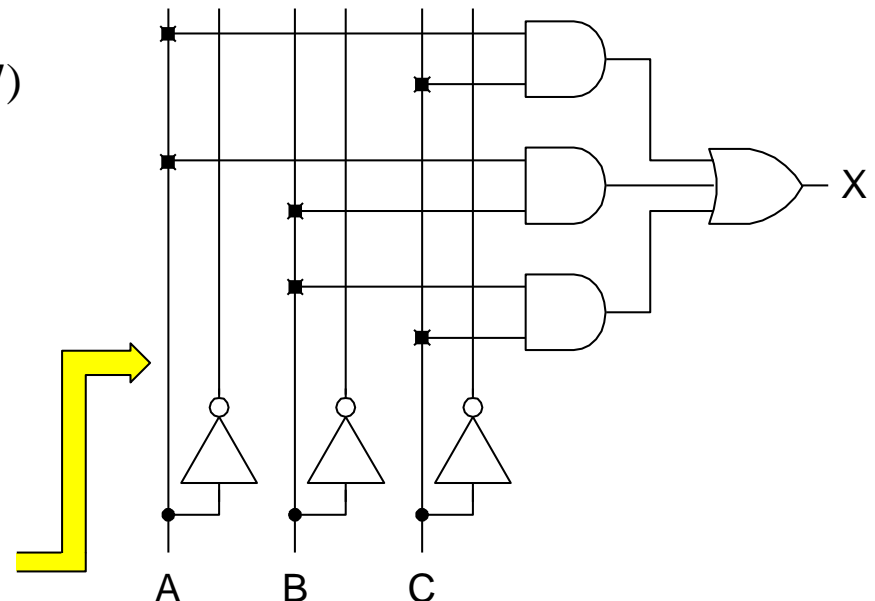
→ $X = \square (3, 5, 6, 7)$

↓

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

↓

$$X = AC + AB + BC$$



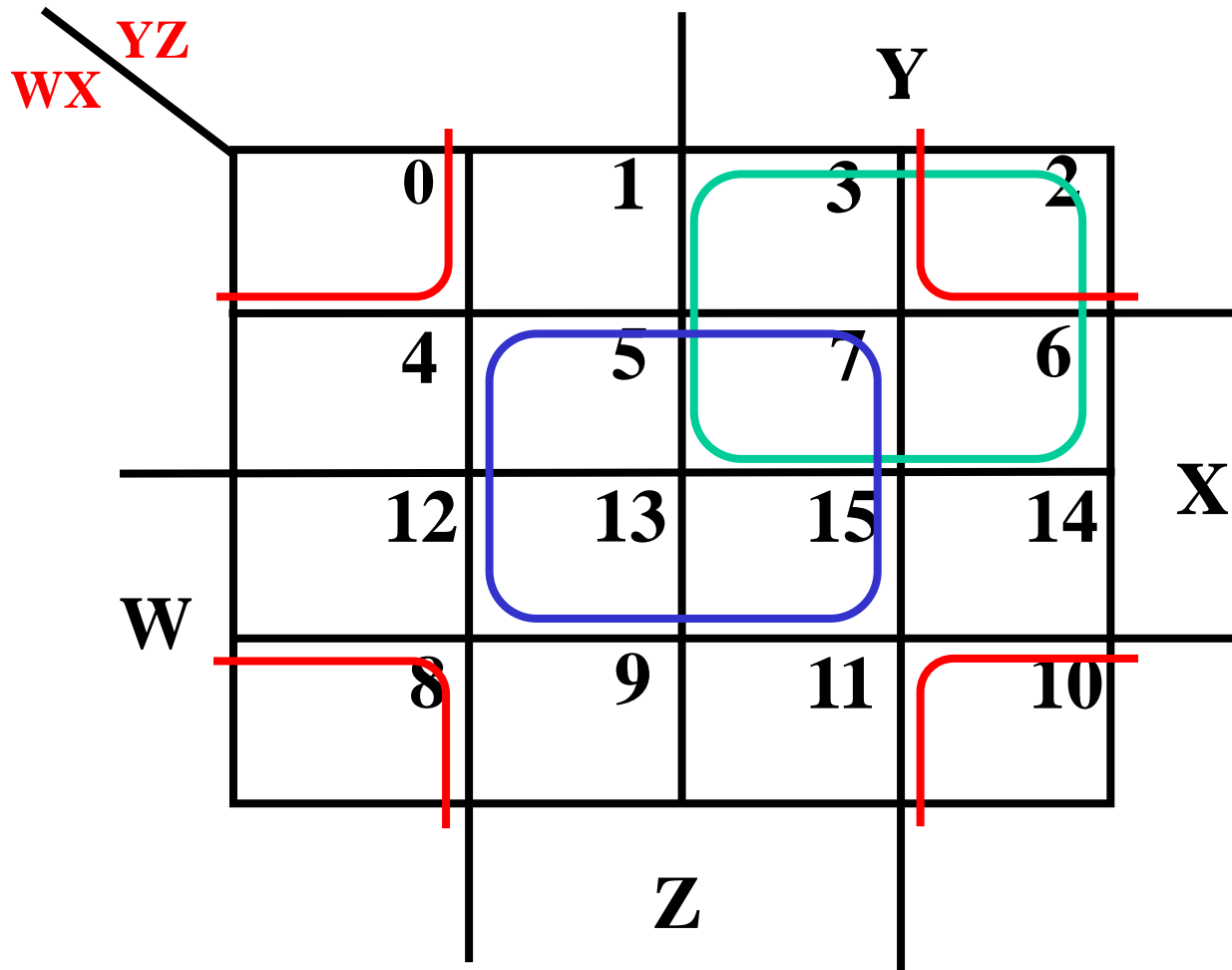
Four Variable Terms



- Four variable maps can have rectangles corresponding to:
 - A single 1 = 4 variables, (i.e. Minterm)
 - Two 1s = 3 variables,
 - Four 1s = 2 variables
 - Eight 1s = 1 variable,
 - Sixteen 1s = zero variables (i.e. Constant "1")

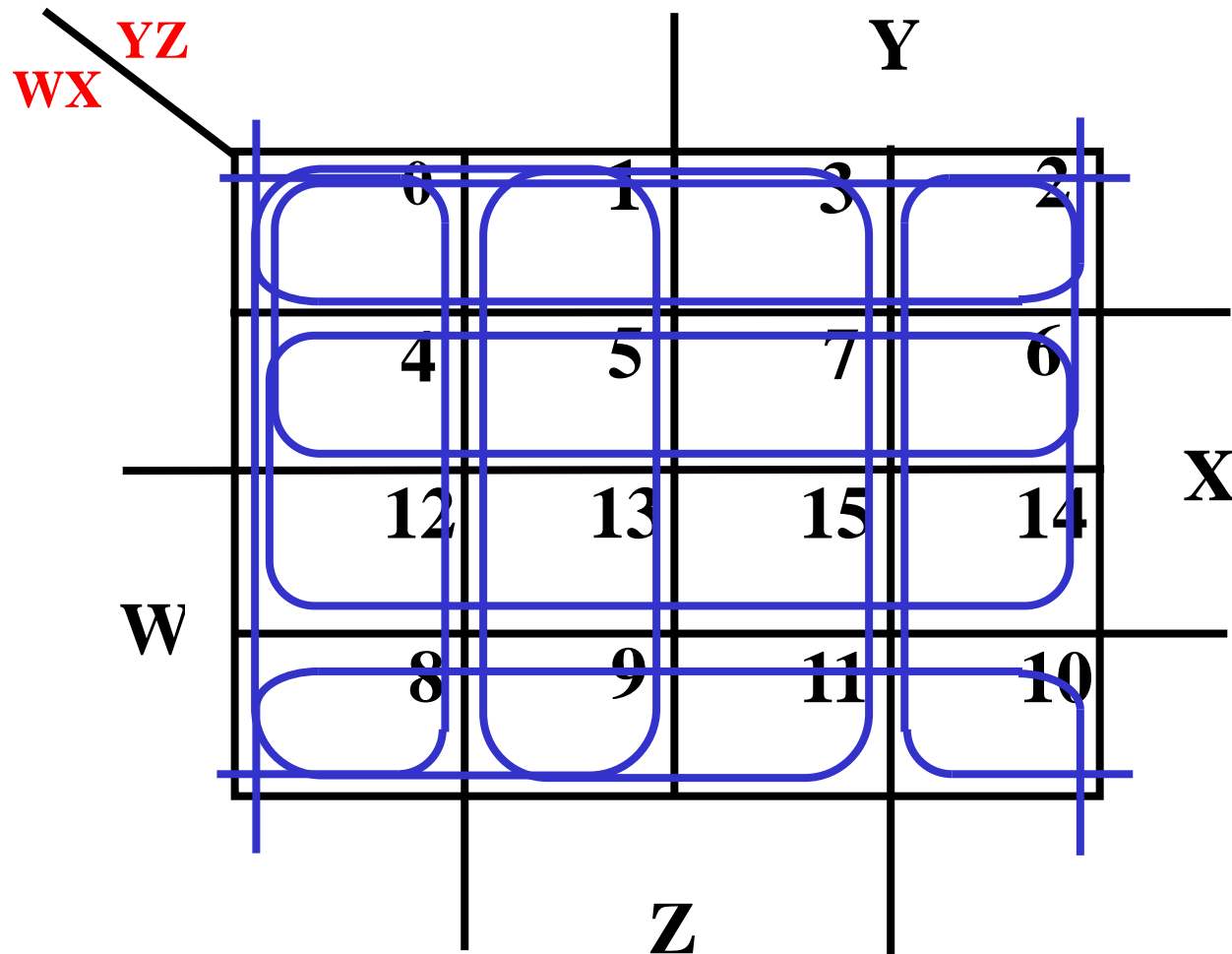
Four-Variable Maps

- Example Shapes of Rectangles:



Four-Variable Maps

- Example Shapes of Rectangles:



Four-Variable Maps

CD \ AB	00	01	11	10
00	1	0	0	0
01	0	0	0	0
11	0	0	0	0
10	1	0	0	0

$$f = \sum(0,8) = \bar{B} \cdot \bar{C} \cdot \bar{D}$$

CD \ AB	00	01	11	10
00	0	0	0	0
01	0	1	0	0
11	0	1	0	0
10	0	0	0	0

$$f = \sum(5,13) = B \cdot \bar{C} \cdot D$$

CD \ AB	00	01	11	10
00	0	0	0	0
01	0	0	0	0
11	0	1	1	0
10	0	0	0	0

$$f = \sum(13,15) = A \cdot B \cdot D$$

CD \ AB	00	01	11	10
00	0	0	0	0
01	1	0	0	1
11	0	0	0	0
10	0	0	0	0

$$f = \sum(4,6) = \bar{A} \cdot B \cdot \bar{D}$$

CD \ AB	00	01	11	10
00	0	0	1	1
01	0	0	1	1
11	0	0	0	0
10	0	0	0	0

$$f = \sum(2,3,6,7) = \bar{A} \cdot C$$

CD \ AB	00	01	11	10
00	0	0	0	0
01	1	0	0	1
11	1	0	0	1
10	0	0	0	0

$$f = \sum(4,6,12,14) = B \cdot \bar{D}$$

CD \ AB	00	01	11	10
00	0	0	1	1
01	0	0	0	0
11	0	0	0	0
10	0	0	1	1

$$f = \sum(2,3,10,11) = \bar{B} \cdot C$$

CD \ AB	00	01	11	10
00	1	0	0	1
01	0	0	0	0
11	0	0	0	0
10	1	0	0	1

$$f = \sum(0,2,8,10) = \bar{B} \cdot \bar{D}$$

More Examples



Try:

Use Karnaugh Maps to simplify the following Boolean functions to a minimum number of literals.

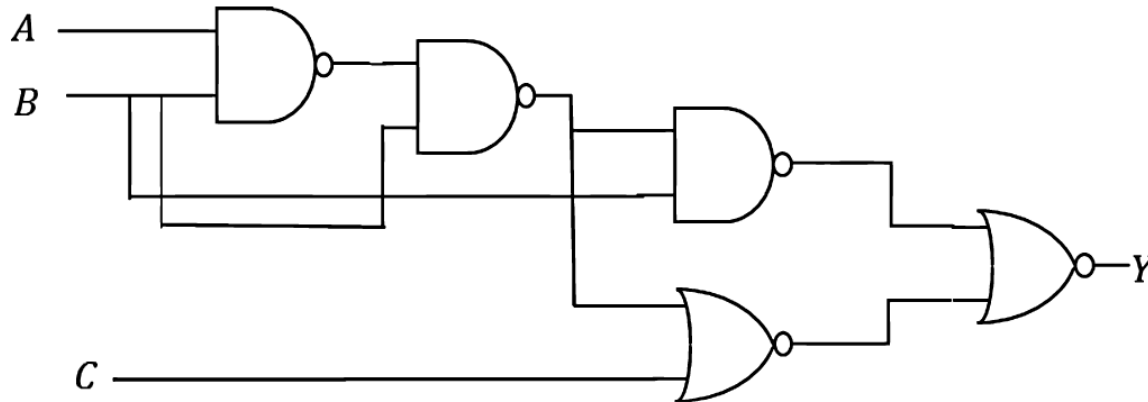
$$1) F(x, y, z) = xyz + \bar{x}y + xy\bar{z}$$

$$2) Y = \overline{(A \oplus B)}. (\bar{A} \otimes \bar{B})$$

$$3) Y = A + (\bar{B} + C) + \overline{(B \cdot \bar{C})} + \bar{A}$$

Exercise -5

Use Karnaugh Map method to simplify the following logic diagram.



Deadline: November 8, 2022 @ 11:59 PM

Homework 6



Use Karnaugh Map method to simplify each of the following to a minimum number of literals.

$$1) F = \overline{(C \cdot (B\bar{A})) (B \oplus \bar{C})}$$

$$2) F(A,B,C,D) = \Sigma m(0,2,6,8,10,14)$$

3)

A	B	C	F
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	0

Deadline: November 11, 2022 @ 11:59 PM