Lecture 1 Outline

Reminders to self:

ECE2060

- ☐ Turn on lecture recording to Cloud
- ☐ Turn on Zoom microphone
- Last Lecture
 - Continued Boolean algebra through XOR operation
- Today's Lecture
 - Continue Boolean algebra resume at Distributive Law
 - Foundations for K-Maps
 - Minterms
 - Maxterms



Handouts and Announcements

- Announcements
 - Homework Problems 2-3
 - Posted on Carmen yesterday (1/24)
 - Due in Carmen 11:59pm, Tuesday 1/31
 - Homework Problems 2-1 and 2-2 reminder
 - HW 2-1 due: 11:59pm Thursday 1/26
 - HW 2-2 due: 11:25am Monday 1/30
 - Participation Quizzes 1&2
 - Quiz 1 available 11:10am today, Quiz 2 12:25pm today
 - Due 24 hrs later, but available +24hrs with late penalty
 - 15min time limit clock starts when you start
 - Read for Friday: Pages 123, 134-143

Boolean Algebra – Basic Laws

Distributive Law of Boolean Algebra:

- Ordinary Distributive Law:
 - X(Y+Z) = XY + XZ
- Second Distributive Law (not valid for ordinary algebra)
 - X + YZ = (X + Y)(X + Z) = XX + XZ + XY + YZ = X + XZ + XY + YZ
 - This is the "dual" of the first distributive law

• "Duality" concept satisfied in Boolean algebra = χ + γ ≥

- Given a Boolean algebra expression
 - Interchange all constants 1 and 0
 - Interchange AND and OR operations
 - Variables and complements unchanged
- A more direct algebraic proof of the second distributive law is shown on page 45 of the textbook

Boolean Algebra – DeMorgan's Laws

Duality Examples:

- Interchange all constants 1 and 0
- Interchange AND and OR operations
- Variables and complements unchanged
- Examples:
 - $F = X + X' = 1 \Rightarrow \text{DUAL}(F) \rightarrow XX' = 0$ (Complementarity Laws)
 - $G = X + X = X \Rightarrow DUAL(G) \rightarrow XX = X$ (Idempotent Laws)
 - $H = X + 0 = X \Rightarrow DUAL(H) \rightarrow X \cdot 1 = X$ (Operations with 0 and 1)
 - $K = X + 1 = 1 \Rightarrow DUAL(K) \rightarrow X \cdot 0 = 0$ (Operations with 0 and 1)
 - $L = X + Y = Y + X \Rightarrow \text{DUAL}(L) \rightarrow XY = YX \text{ (Commutative Law)}$
 - OR & AND forms of Associative Law also related by duality
 - Distributive Laws by duality shown on previous slide

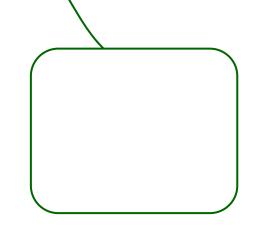


Boolean Algebra – DeMorgan's Law

DeMorgan's Law:

- $F = \overline{AB} \neq \overline{AB}$ $F = \overline{A + B} \neq \overline{A} + \overline{B}$
- The NOT operation isn't distributable by normal means
- Special rule ⇒ DeMorgan's Law to find the complement
 - 1. Take the DUAL
 - 2. Complement each literal
- First form of DeMorgan's Law: $\overline{X+Y} = \overline{X}\overline{Y}$
- Second form of DeMorgan's Law: $\overline{XY} = \overline{X} + \overline{Y}$
- Note: Two forms are duals of each other
- Truth table proof of DeMorgan's Laws:

X	Y	X' Y'
0	0	1 1
0	1	1 0
1	0	0 1
1	1	0 0





Boolean Algebra – DeMorgan's Law

DeMorgan's Examples:

$$F = (A + \overline{B})(C + D)$$
 Find \overline{F}

$$F = (A + \overline{B})(C + D) = (A + \overline{B}) + (C + D) = \overline{A}B + \overline{C}D$$

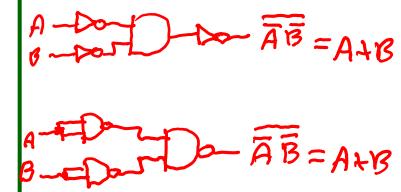
$$\bar{G} = A\bar{C}D + \bar{B}C$$
 Find G

$$G = \overline{G} = A\overline{c} + \overline{B}c = (A\overline{c} + C\overline{b})(Bc) = (A\overline{c} + C\overline{b})(Bc)$$

Boolean Algebra – Completeness

Functional Completeness:

- A set of logic operations is said to be functionally complete if any Boolean function can be expressed in terms of this set of operations
- The set {NOT, AND, OR} is functionally complete
- Similarly, the set {NOT, NAND, NOR} is functionally complete
- But OR can be realized using NOT & AND, etc. (use DeMorgan's Sketch)
- Can implement any Boolean expression with just
 - {NOT, AND}, or
 - {NOT, OR}, or
 - {NOT, NAND}, or
 - {NOT, NOR}
- But a NAND gate (or NOR gate) with inputs tied together is a NOT
- Any Boolean expression can be implemented with just NAND gates (or just NOR gates)
 (Sketch OR using 2-input NAND)





Boolean Algebra – Simplification

- Boolean algebra laws and theorems can be used to algebraically simplify expressions into forms that are more readily implemented with logic gates
- Theorems and algebraic techniques useful for simplification and proving validity are covered in greater depth in some sections of Chapters 2 and 3
- But we are going to learn a graphical technique for reducing Boolean Expressions
 - Karnaugh Maps
 - Often abbreviated K-Maps



Combinational Switching Circuit Design

Main steps

- 1. Find switching function that describes desired behavior
- 2. Find simplified Boolean algebraic expression
- 3. Realize simplified expression using available logic elements

Finding the switching function

- Logic design problems often stated in terms of one or more English sentences
- First step in designing logic circuit is to translate sentences into Boolean equations
 - Break down each sentence into phrases, and
 - Associate a Boolean variable with each phrase
- If a phrase can have a value of true or false, then we can represent that phrase by a Boolean variable
- Phrases can be
 - either true or false, or
 - have no truth value

Finding the switching function

Example

- Statement: The alarm will ring iff the alarm switch is turned on and the door is not closed, or it is after 6 p.m. and the window is not closed.
- Break into the following phrases with Boolean variables A, B, C, D and Z:

```
The alarm will ring \widetilde{Z} the alarm switch is on \widetilde{A} and \widetilde{B'} C the window is not closed. D'
```

A = 1 if alarm switch is on

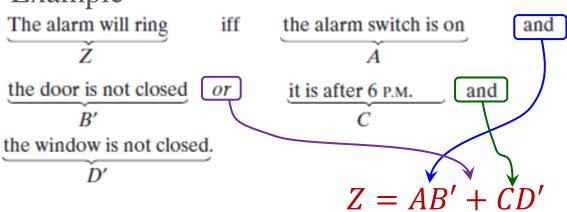
B = 1 if door is closed (B' = 1 if door NOT closed)

C = 1 if after 6pm

D = 1 if window is closed (D' = 1 if window NOT closed)

To the Logic Circuit





A = 1 if alarm switch is on

B = 1 if door is closed

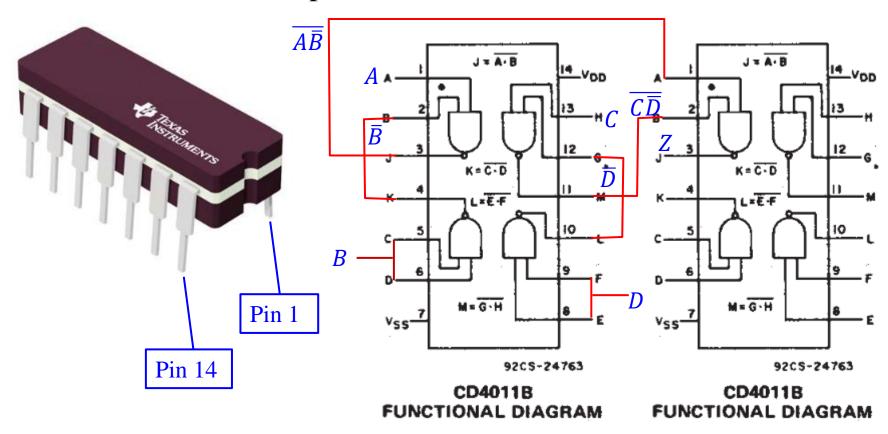
C = 1 if after 6pm

D = 1 if window is closed

- Already as simple as possible
- But could re-arrange if different gates available

To the Logic Circuit

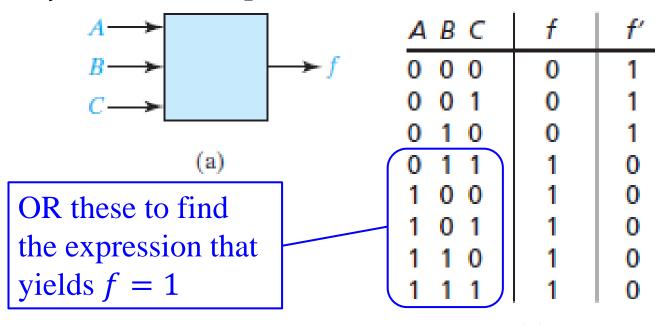
TI CD4011B – Quad 2 Input CMOS NAND



Logic Design via Truth Table

Example: Consider a three-input, one output system where

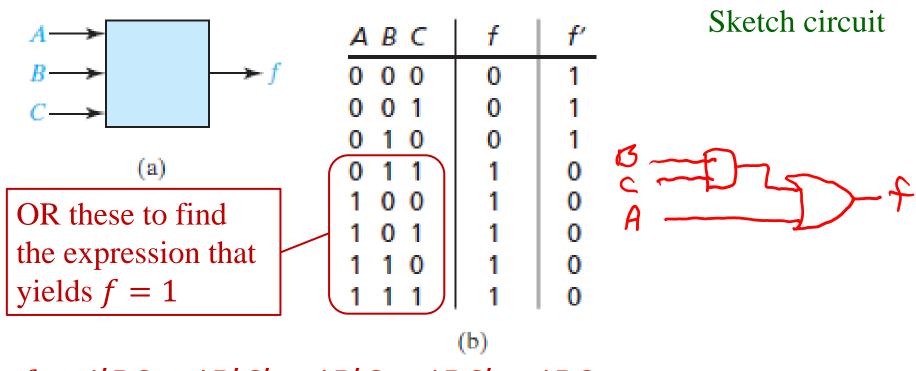
- A, B, C are inputs that represent digits of binary number N, and
- f is the output such that
 - $f = 1 \text{ if } N \ge 011_2 \text{ and}$
 - $f = 0 \text{ if } N < 0.11_2$



(b)



Logic Design via Truth Table

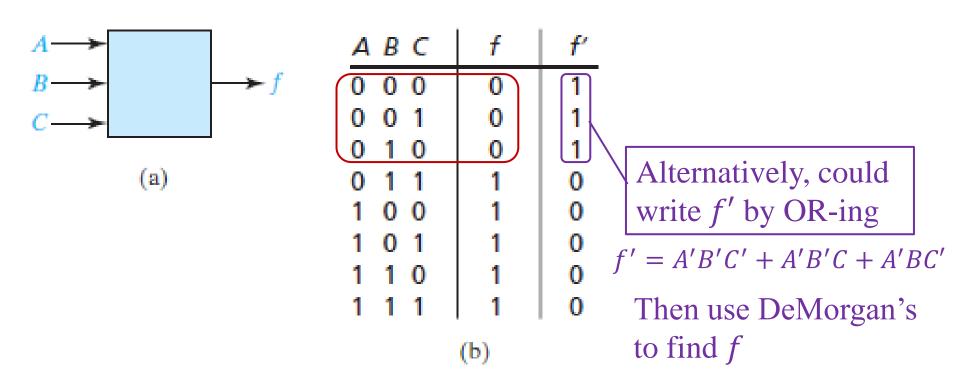


$$f = A'BC + AB'C' + AB'C + ABC' + ABC$$
$$f = A'BC + AB'(C' + C) + AB(C' + C)$$

Can be simplified to
$$f = A'BC + AB' + AB = A'BC + A = A + BC$$

 $A(B' + B)$ Elimination theorem

Logic Design via Truth Table



Alternatively, could write f based on the 0's of the function

$$f = (A + B + C)(A + B + C')(A + B' + C)$$

Also simplifies to f = A + BC