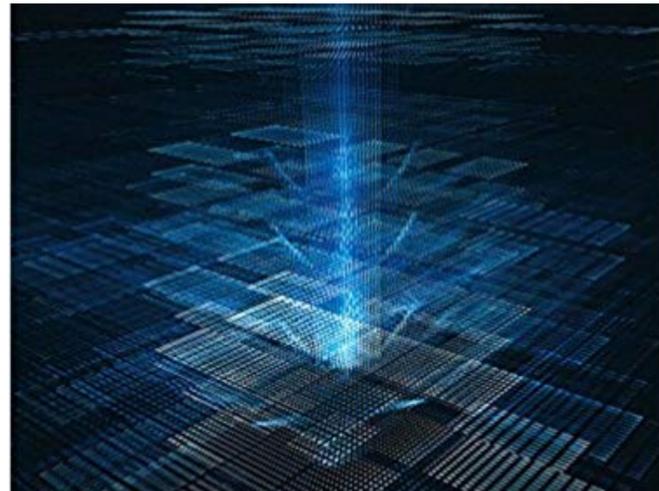




CSCI 150

Introduction to Digital and Computer System Design

Lecture 2: Combinational Logical Circuits IV



Jetic Gū

Overview

- Focus: Boolean Algebra
- Architecture: Combinatory Logical Circuits
- Textbook v4: Ch2 2.4, 2.5; v5: Ch2 2.4, 2.5
- Core Ideas:
 1. Boolean Algebra III: K-Map

Boolean Algebra I&II

- AND, OR, NOT Operators and Gates
 - Simple digital circuit implementation
 - Algebraic manipulation using Binary Identities
- Standard Forms
 - Minterm & Maxterm
 - Sum of Products & Product of Sums

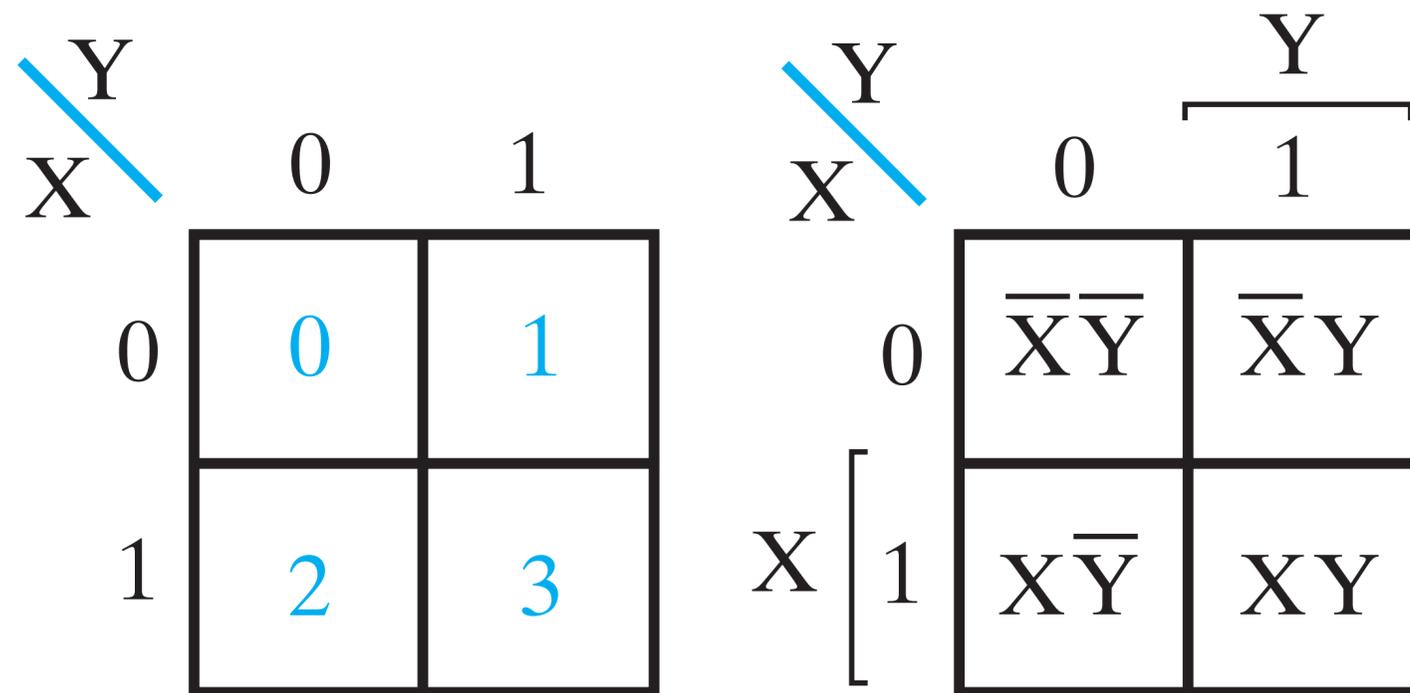
Boolean Algebra III: K-Map

Cost Criteria;
Map and Map Manipulation

K-Map

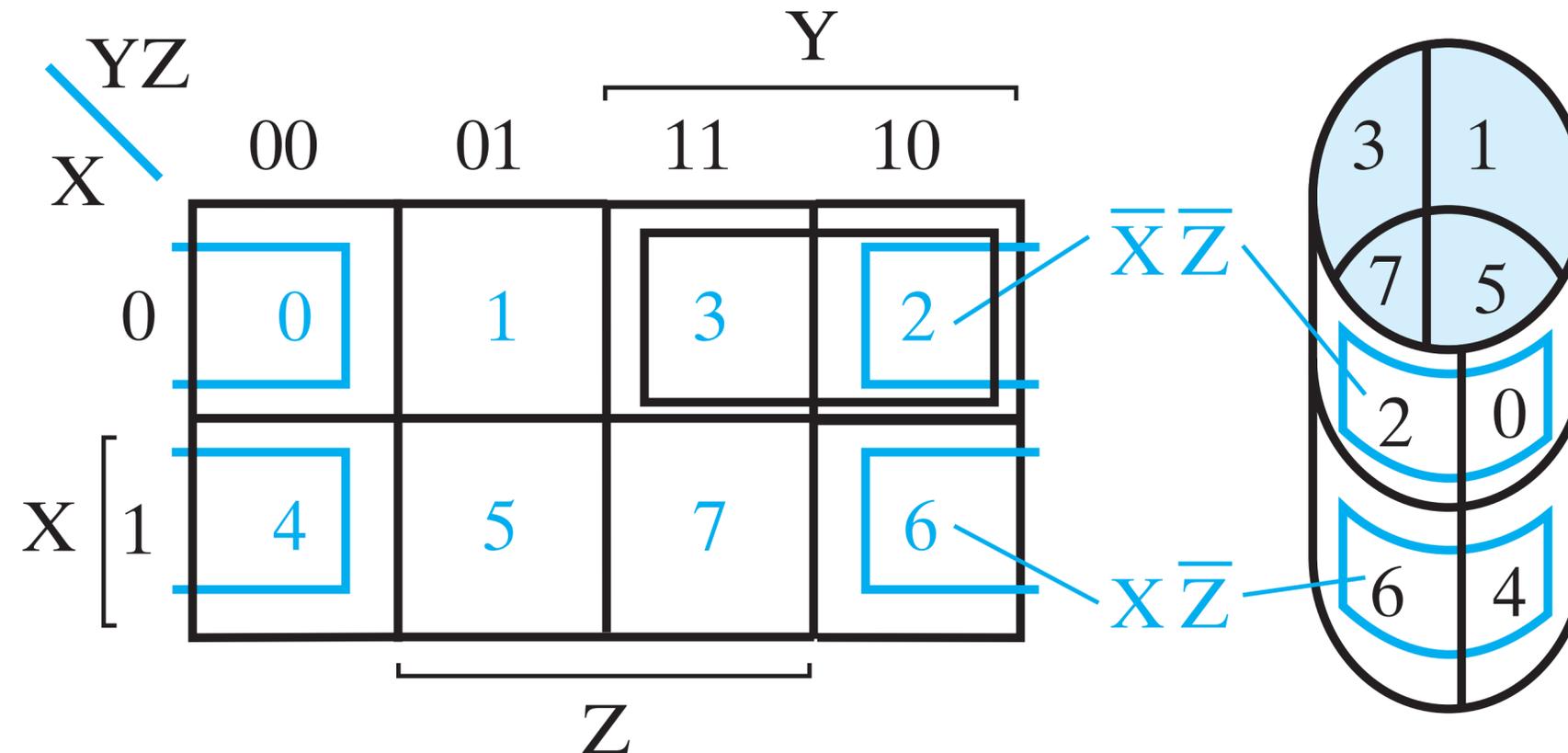
- Karnaugh Map, or just K-Map
- For optimising 2-4 variable boolean expressions
- Skip: 5,6 variable K-Maps can also be drawn but are not very intuitive to use

Two Variable Maps



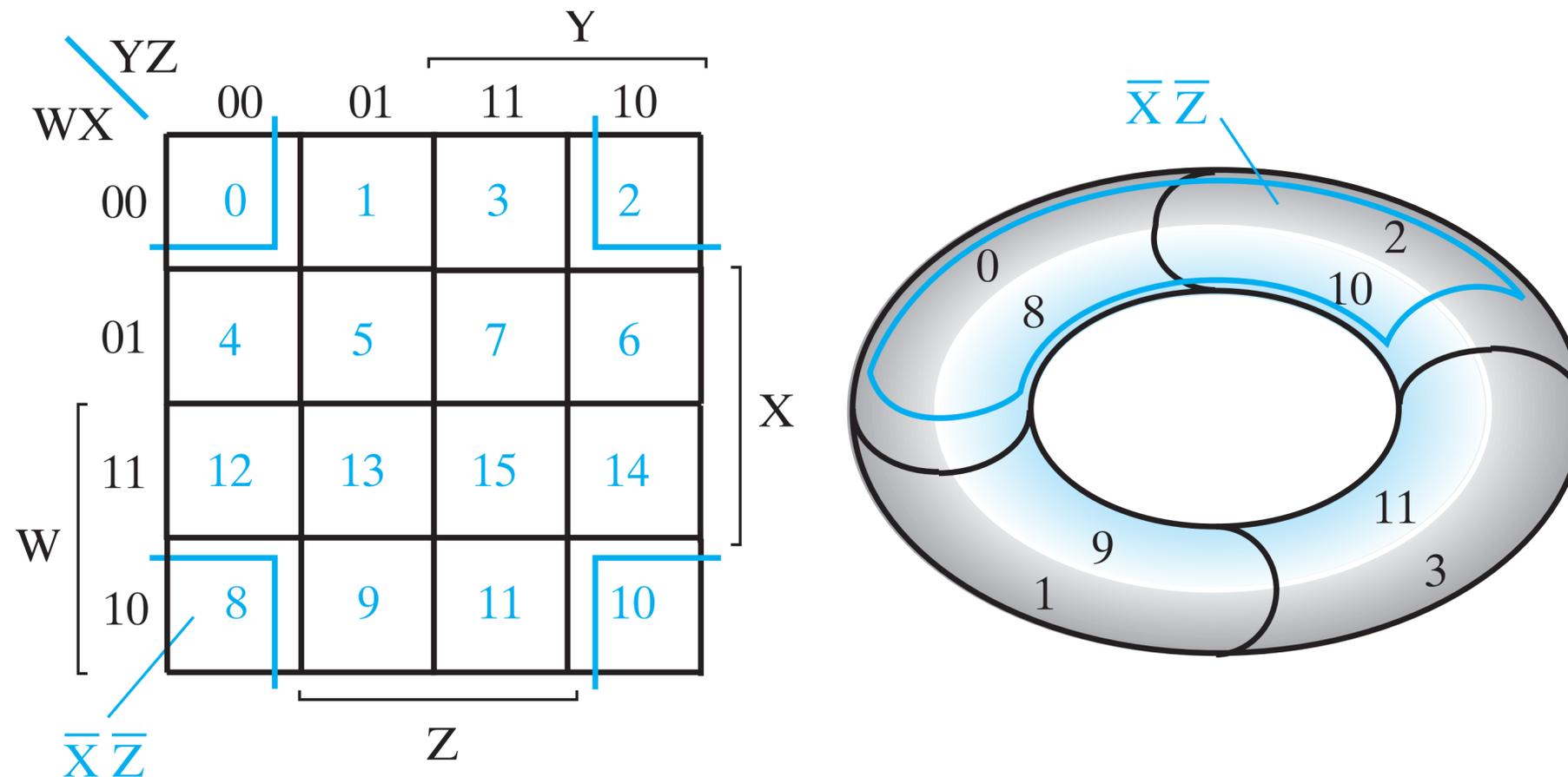
- Number of squares in each map is equal to the number of minterms for the same number of variables, light blue digit above is the index (of minterm)
- Two squares are adjacent if they only differ in one variable
- Binary value inside at each position indicates the truth table value for that term

Three Variable Maps



- Number of squares in each map is equal to the number of minterms for the same number of variables, light blue digit above is the index (of minterm)
- Two squares are adjacent if they only differ in one variable
- Binary value inside at each position indicates the truth table value for that term

Four Variable Maps



- Number of squares in each map is equal to the number of minterms for the same number of variables, light blue digit above is the index (of minterm)
- Two squares are adjacent if they only differ in one variable
- Binary value inside at each position indicates the truth table value for that term

Two Variable Maps Optimisation

		Y	
		0	1
X	0	0 0	1 1
	1	2 0	3 1

Truth Table

X	Y	F
0	0	0
0	1	1
1	0	0
1	1	1

- Step 1: Enter the values
- Step 2: Identify the set of largest rectangles in which all values are 1, covering all 1s; The length of the edge needs to be a power of 2
- Step 3: Read off the selected rectangles, connect with OR

Two Variable Maps Optimisation

		Y	
		0	1
X	0	0 1	1 1
	1	2 0	3 1

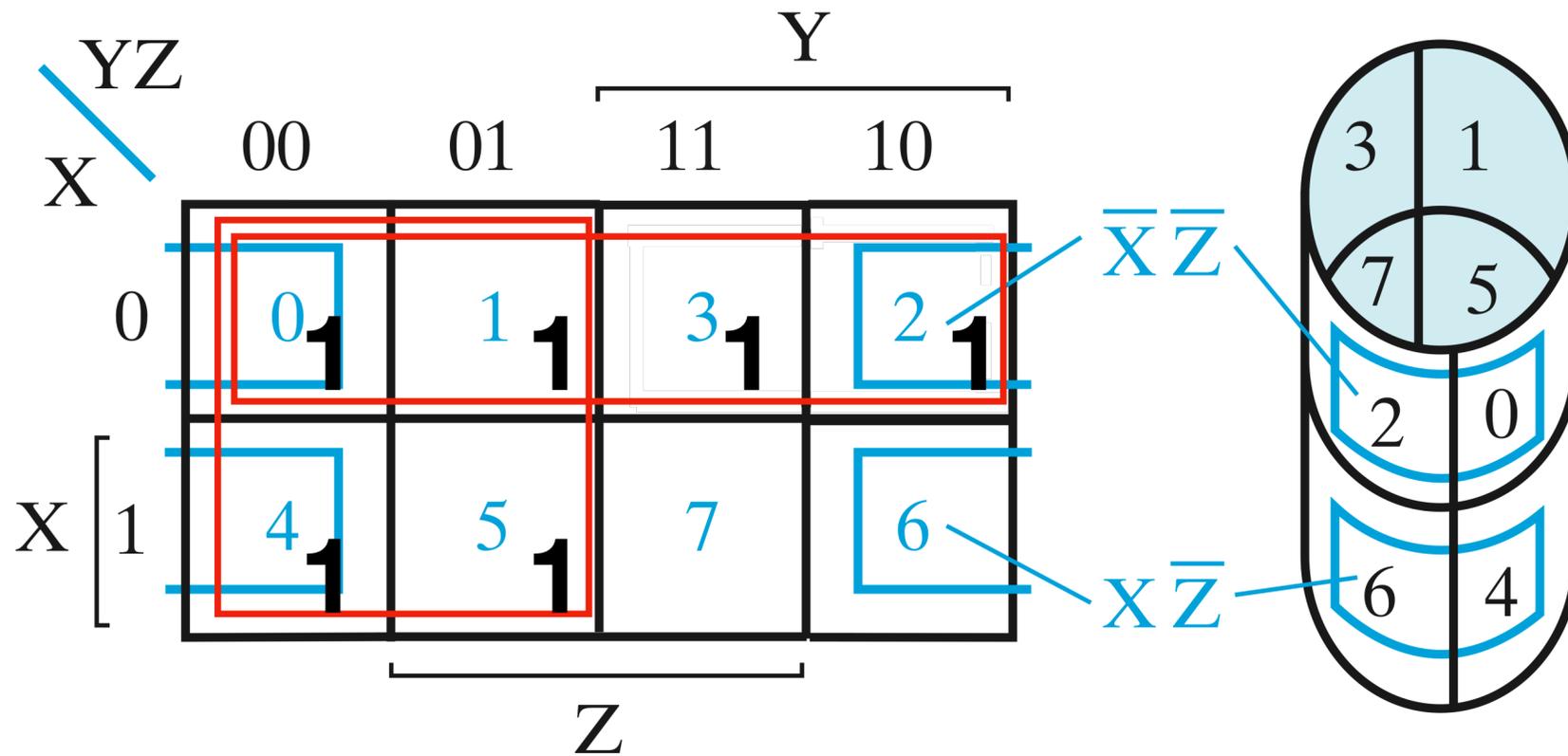
Truth Table

$$\bar{X} + Y$$

X	Y	F
0	0	1
0	1	1
1	0	0
1	1	1

- Step 1: Enter the values
- Step 2: Identify the set of largest rectangles in which all values are 1, covering all 1s; The length of the edge needs to be a power of 2
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Three Variable Maps Optimisation

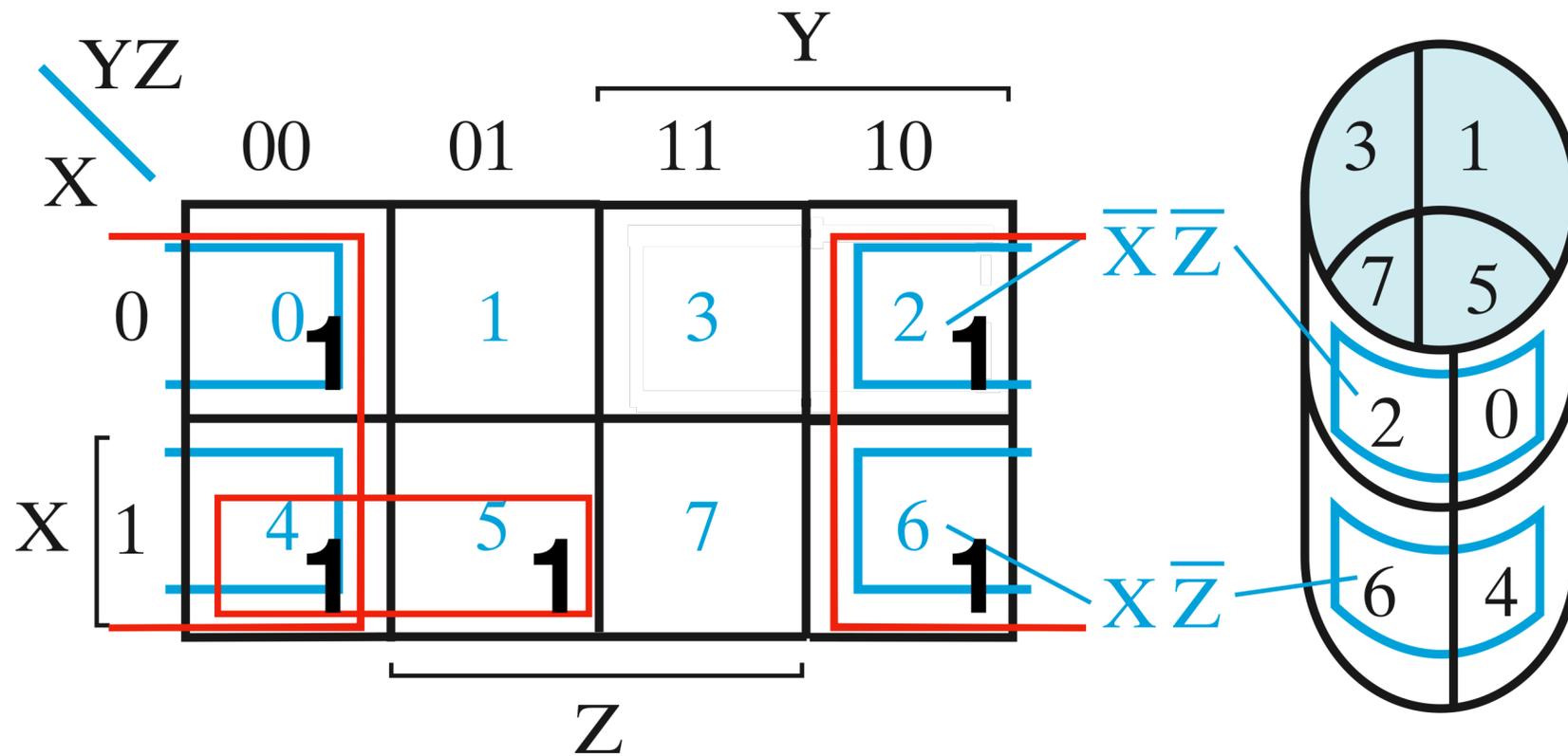


$$F(X, Y, Z) = \Sigma m(0, 1, 2, 3, 4, 5)$$

$$= \bar{X} + \bar{Y}$$

- Step 1: Enter the values
- Step 2: Identify the set of largest rectangles in which all values are 1, covering all 1s; The length of the edge needs to be a power of 2
- Step 3: Read off the selected rectangles, connect with OR

Three Variable Maps Optimisation

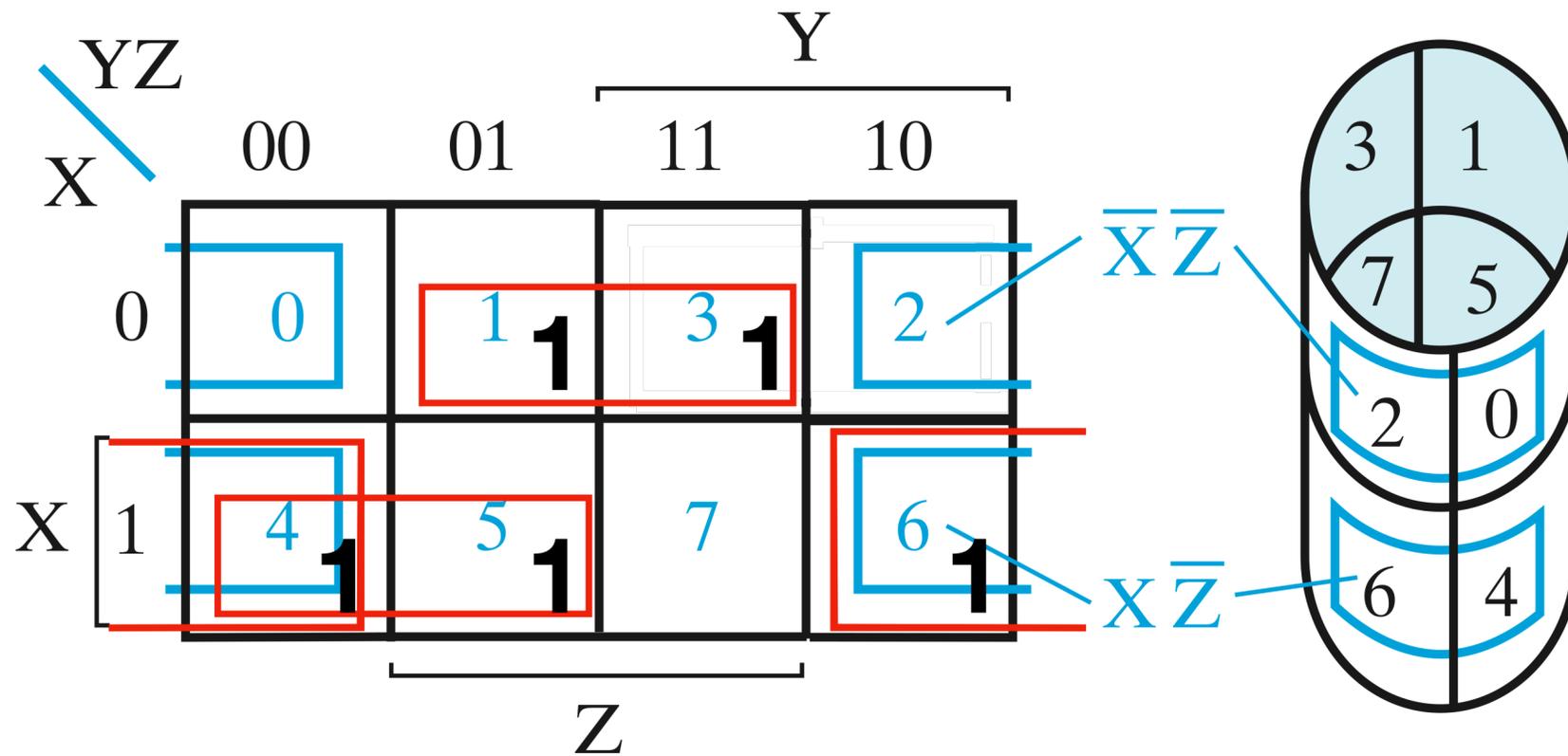


$$F(X, Y, Z) = \Sigma m(0, 2, 4, 5, 6)$$

$$= X\bar{Y} + \bar{Z}$$

- Step 1: Enter the values
- Step 2: Identify the set of largest rectangles in which all values are 1, covering all 1s; The length of the edge needs to be a power of 2
- Step 3: Read off the selected rectangles, connect with OR

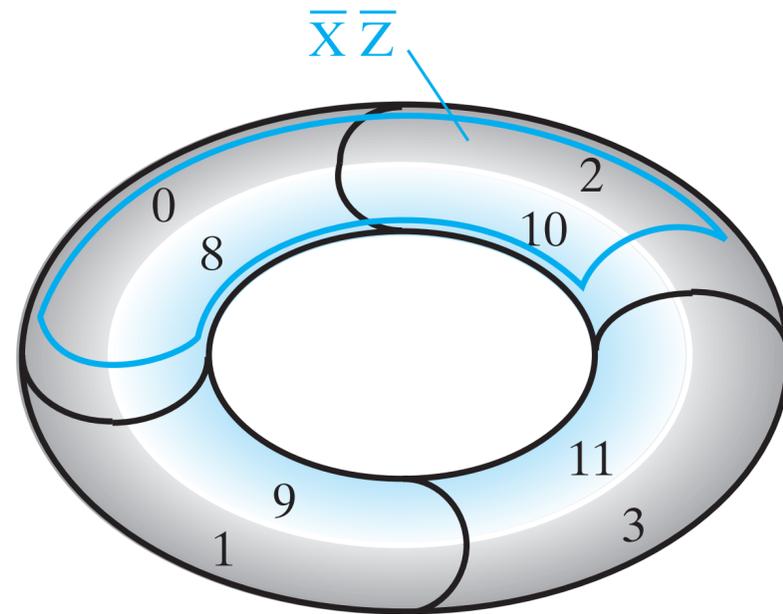
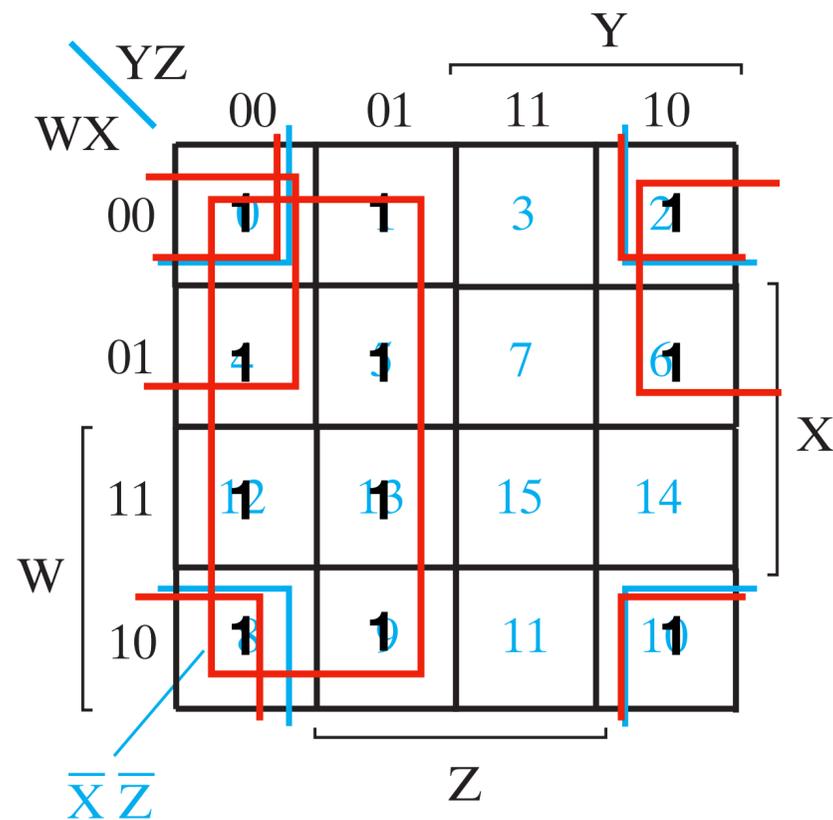
Three Variable Maps Optimisation



$$\begin{aligned}
 F(X, Y, Z) &= \Sigma m(1,3,4,5,6) \\
 &= \bar{X}Z + X\bar{Y} + XZ\bar{Y}
 \end{aligned}$$

- Step 1: Enter the values
- Step 2: Identify the set of largest rectangles in which all values are 1, covering all 1s; The length of the edge needs to be a power of 2
- Step 3: Read off the selected rectangles, connect with OR

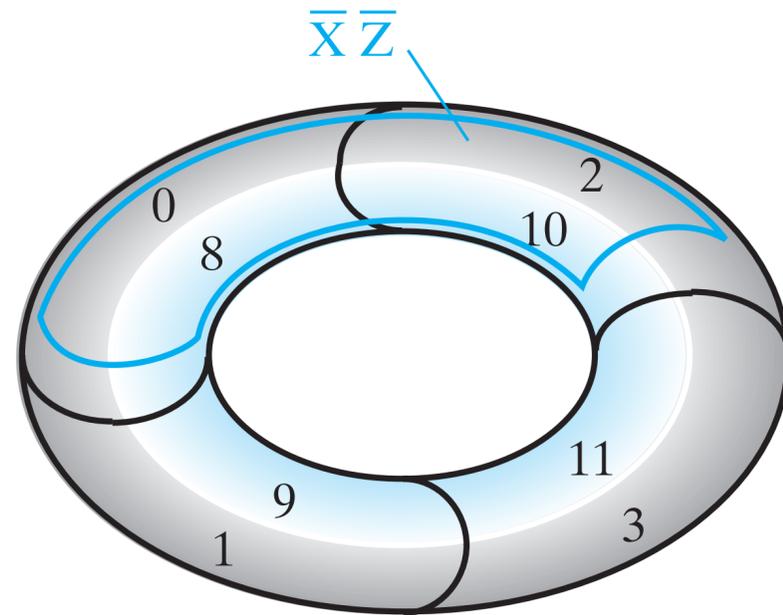
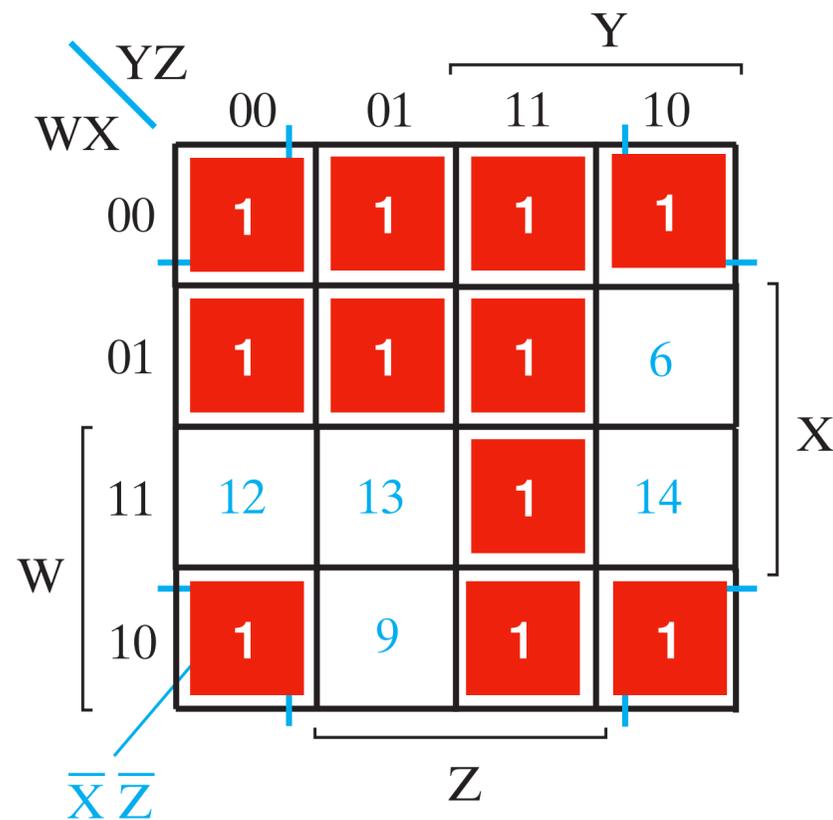
Four Variable Maps Optimisation



$$\begin{aligned}
 F(W, X, Y, Z) &= \Sigma m(0, 1, 2, 4, 5, 6, 8, 9, 10, 12, 13) \\
 &= \bar{Y} + \bar{X}\bar{Z} + \bar{W}\bar{Z}
 \end{aligned}$$

- Step 1: Enter the values
- Step 2: Identify the set of largest rectangles in which all values are 1, covering all 1s; The length of the edge needs to be a power of 2
- Step 3: Read off the selected rectangles, connect with OR

Four Variable Maps Optimisation

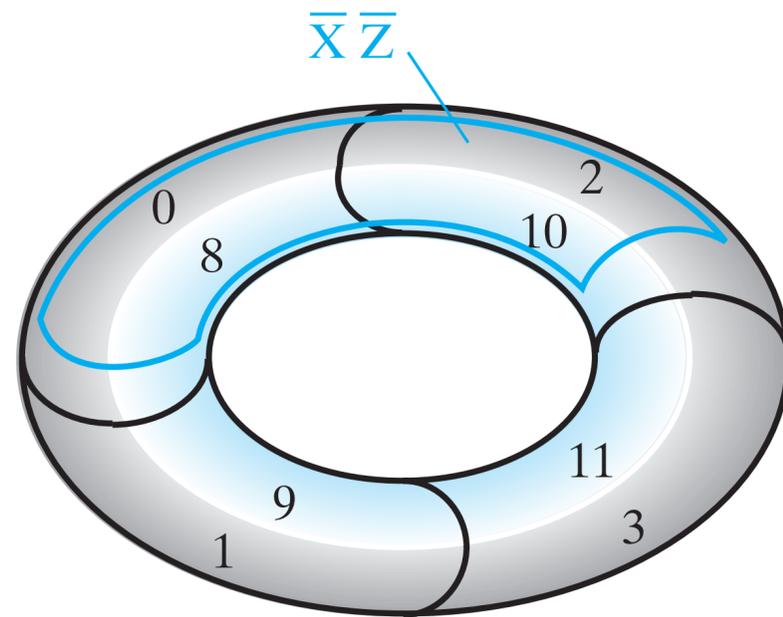


- Step 1: Enter the values
- Step 2: Identify the set of largest rectangles in which all values are 1, covering all 1s; The length of the edge needs to be a power of 2
- Step 3: Read off the selected rectangles, connect with OR

$$F(W, X, Y, Z) = \overline{W}\overline{Y}\overline{Z} + \overline{W}Z + \overline{X}Y + YZ + W\overline{X}\overline{Z}$$

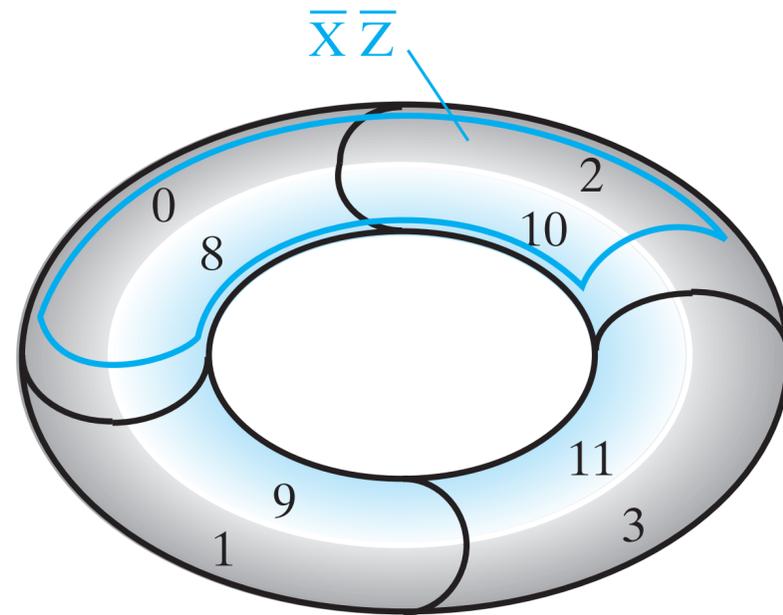
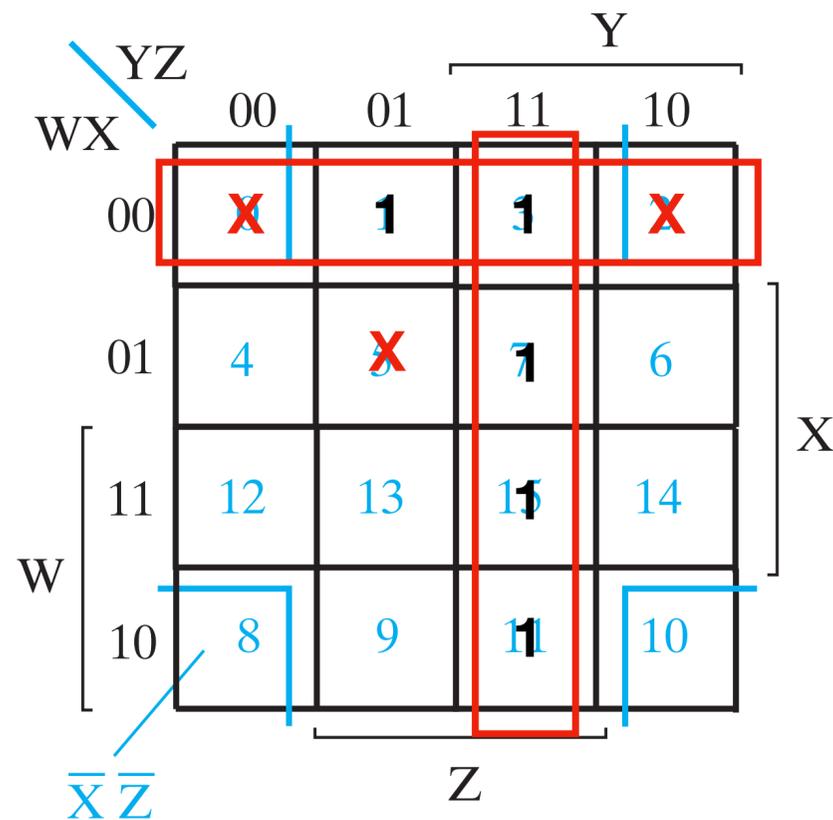
Don't Care Condition

		Y			
		00	01	11	10
W	00	1	1	3	2
	01	4	5	7	6
	11	12	13	15	14
	10	8	9	11	10
		Z			
		X			



- Sometimes we don't care what the output is when the inputs are in certain combinations

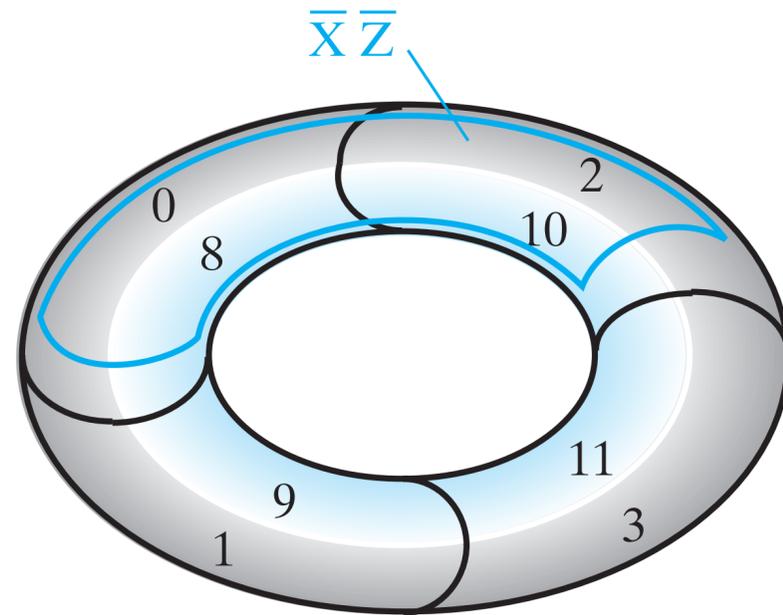
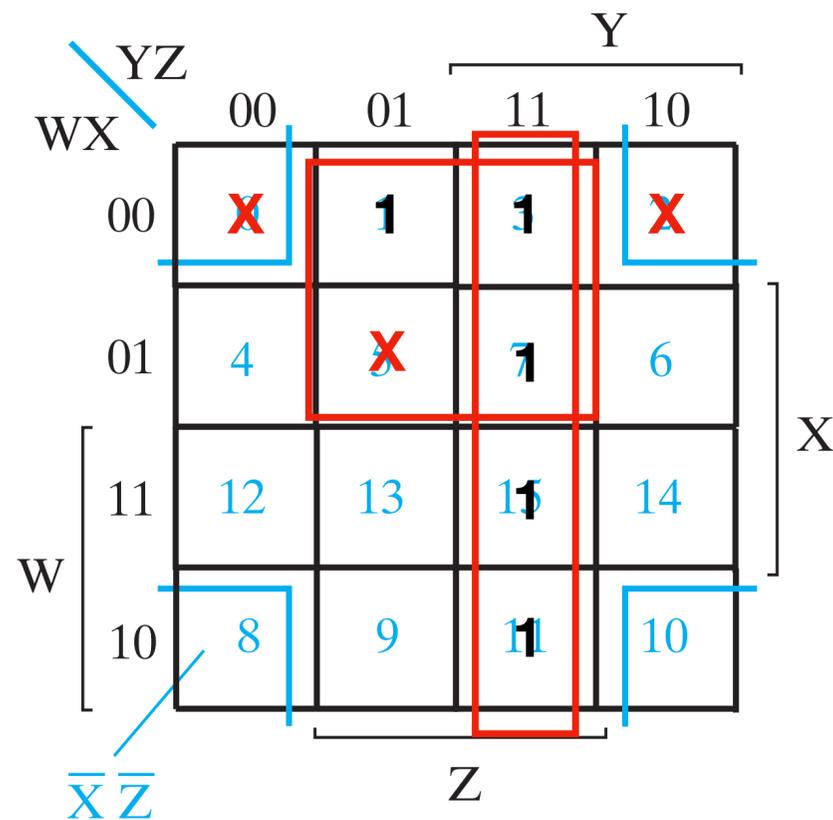
Don't Care Condition



- Sometimes we don't care what the output is when the inputs are in certain combinations

$$F = YZ + \overline{W}\overline{X}$$

Don't Care Condition



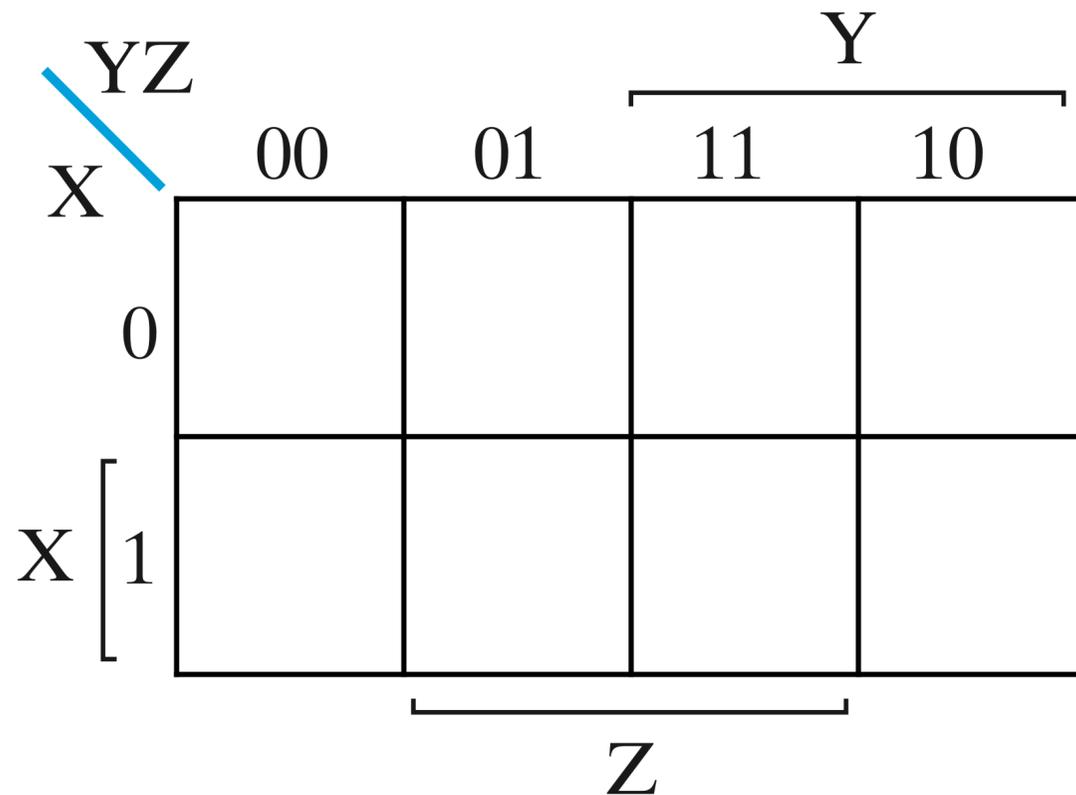
- Sometimes we don't care what the output is when the inputs are in certain combinations

$$F = YZ + \overline{W}Z$$

Summary

- Boolean Algebra III: K-Map
 - Two Variable K-Map
 - Three Variable K-Map
 - Four Variable K-Map
- Don't care optimisation

Exercises



$$F(X, Y, Z) = \Sigma m(0, 2, 6, 7)$$

- Step 1: Enter the values
- Step 2: Identify the set of largest rectangles in which all values are 1, covering all 1s; The length of the edge needs to be a power of 2
- Step 3: Read off the selected rectangles, connect with OR

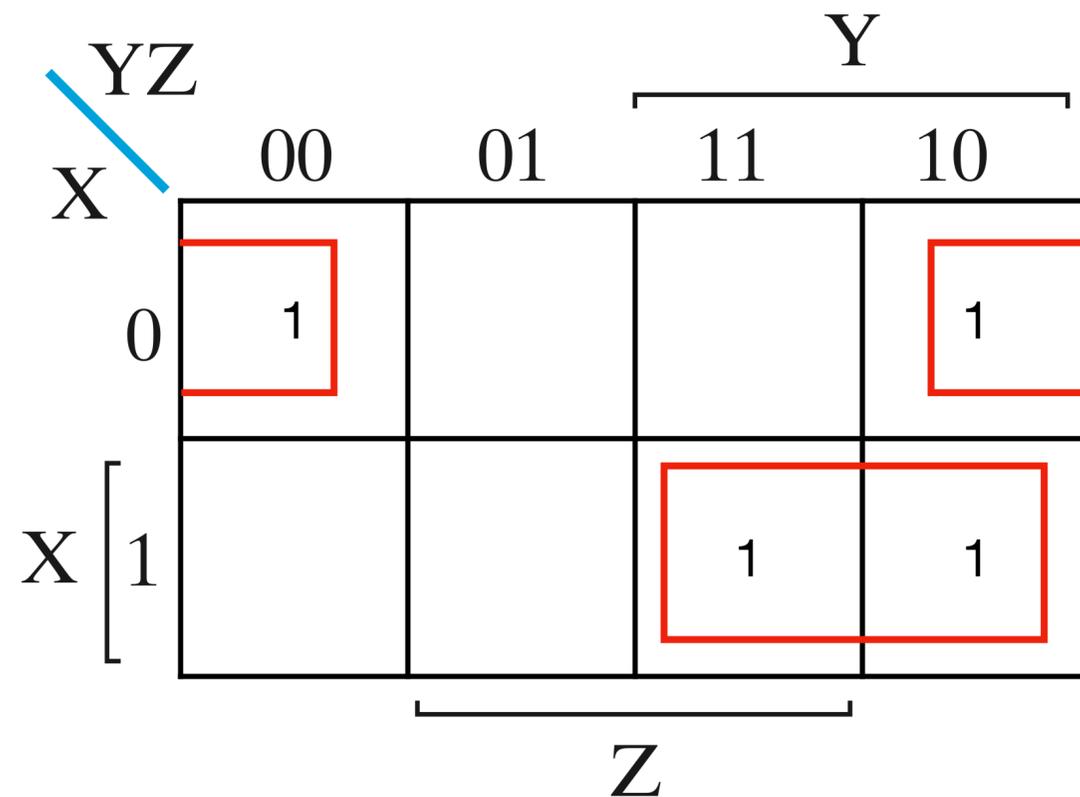
Exercises

		Y			
		00	01	11	10
X	0	1			1
	1		1	1	
		Z			

$$F(X, Y, Z) = \Sigma m(0, 2, 6, 7)$$

- Step 1: Enter the values
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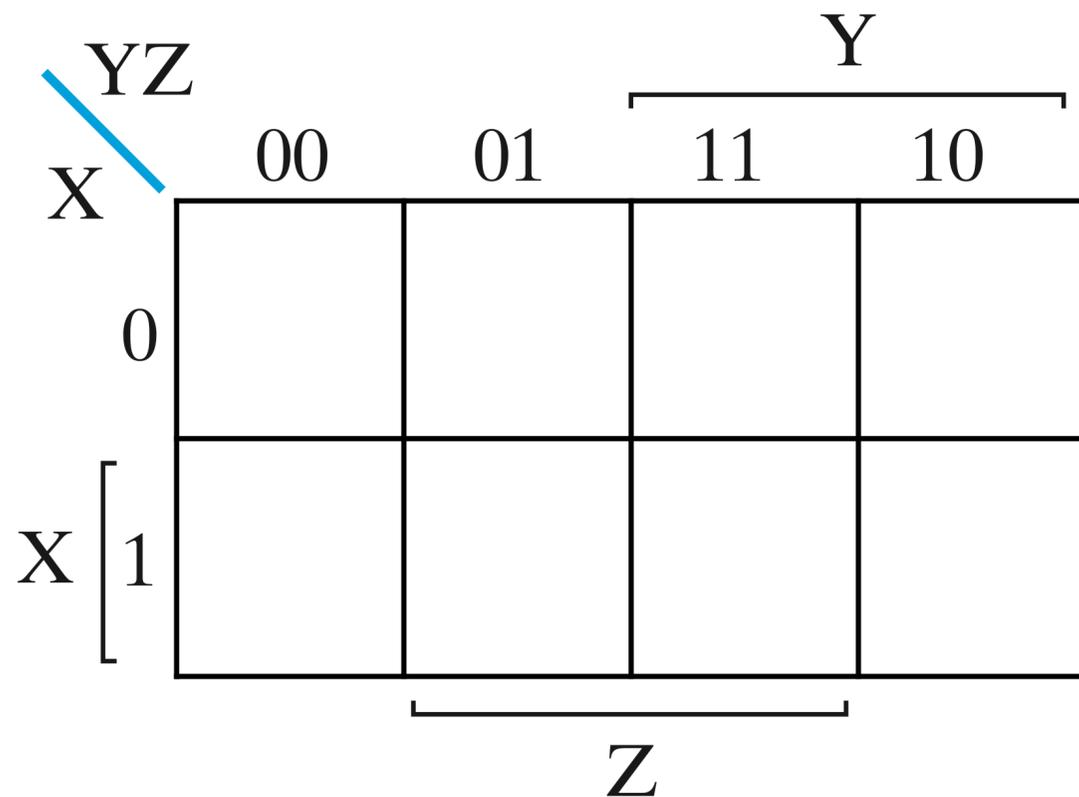
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$$F(X, Y, Z) = \Sigma m(0, 2, 6, 7)$$

- Step 1: Enter the values
- Step 2: Identify the set of largest rectangles in which all values are 1, covering all 1s; The length of the edge needs to be a power of 2
- Step 3: Read off the selected rectangles, connect with OR

Exercises



$$F(X, Y, Z) = \Sigma m(0, 1, 2, 4)$$

- Step 1: Enter the values
- Step 2: Identify the set of largest rectangles in which all values are 1, covering all 1s; The length of the edge needs to be a power of 2
- Step 3: Read off the selected rectangles, connect with OR

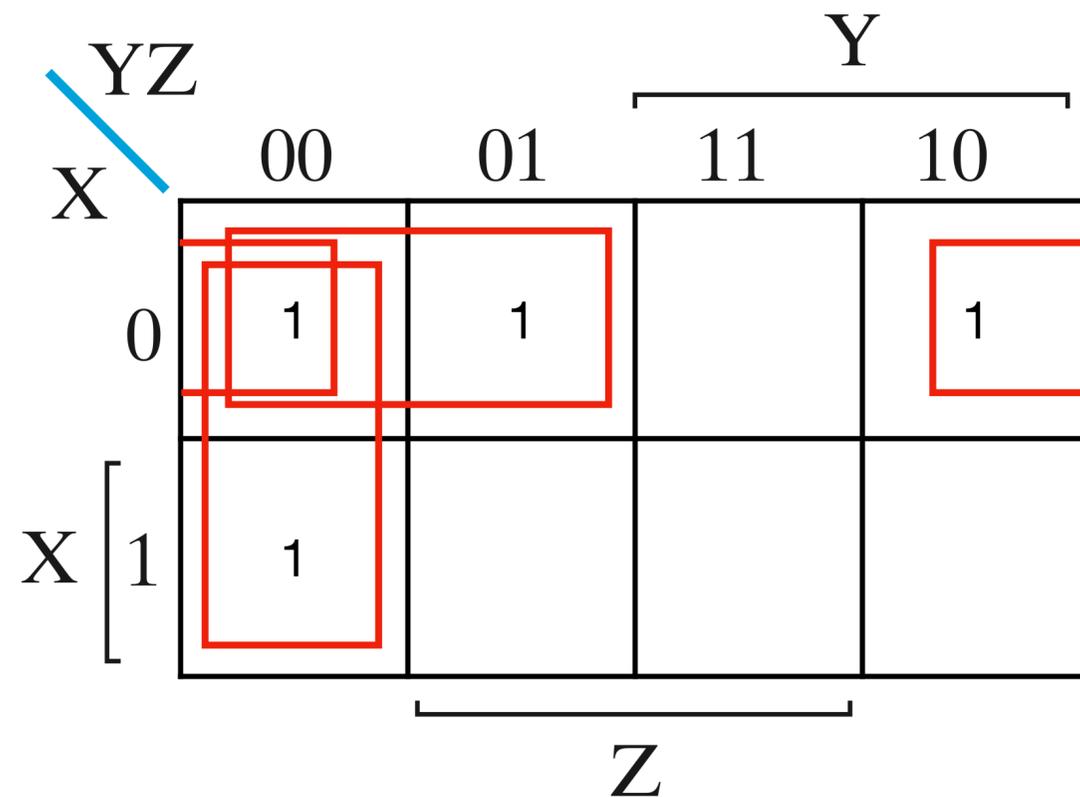
Exercises

		Y			
		00	01	11	10
X	0	1	1		1
	1	1			
		Z			

$$F(X, Y, Z) = \Sigma m(0,1,2,4)$$

- Step 1: Enter the values
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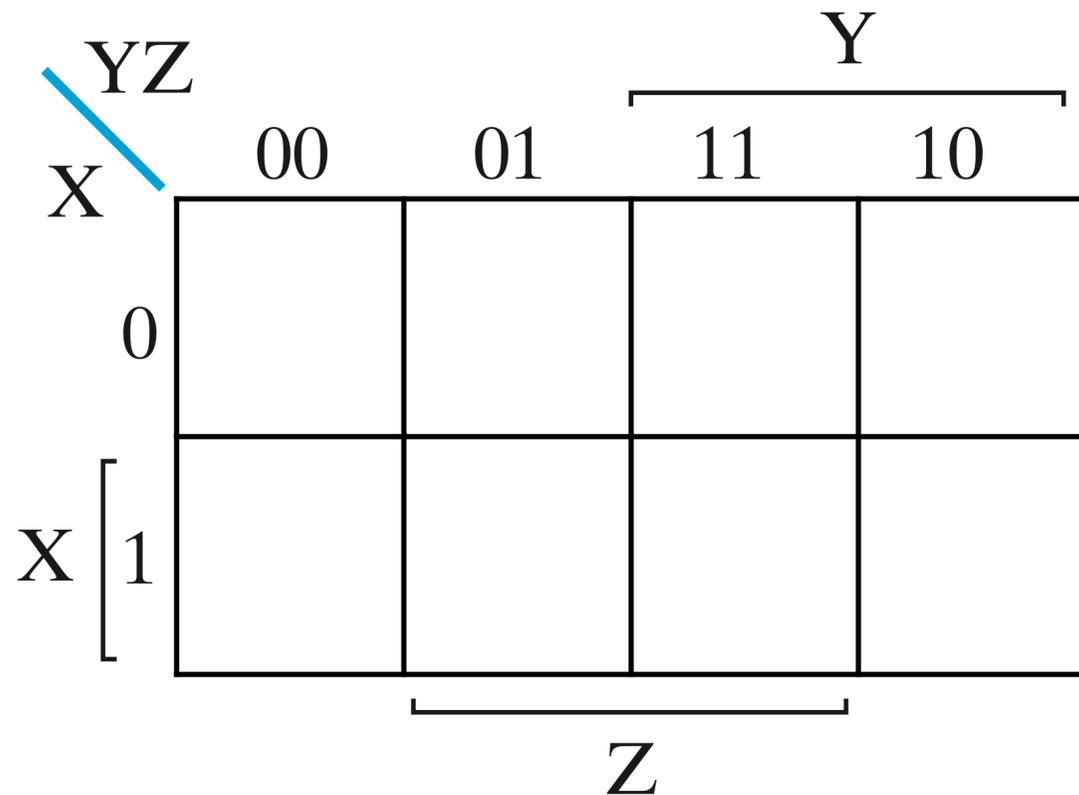
Exercises



$$F(X, Y, Z) = \Sigma m(0,1,2,4)$$

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- Step 3: Read off the selected rectangles, connect with OR

Exercises



$$F(X, Y, Z) = \Sigma m(0,2,3,4,6)$$

- Step 1: Enter the values
- Step 2: Identify the set of largest rectangles in which all values are 1, covering all 1s; The length of the edge needs to be a power of 2
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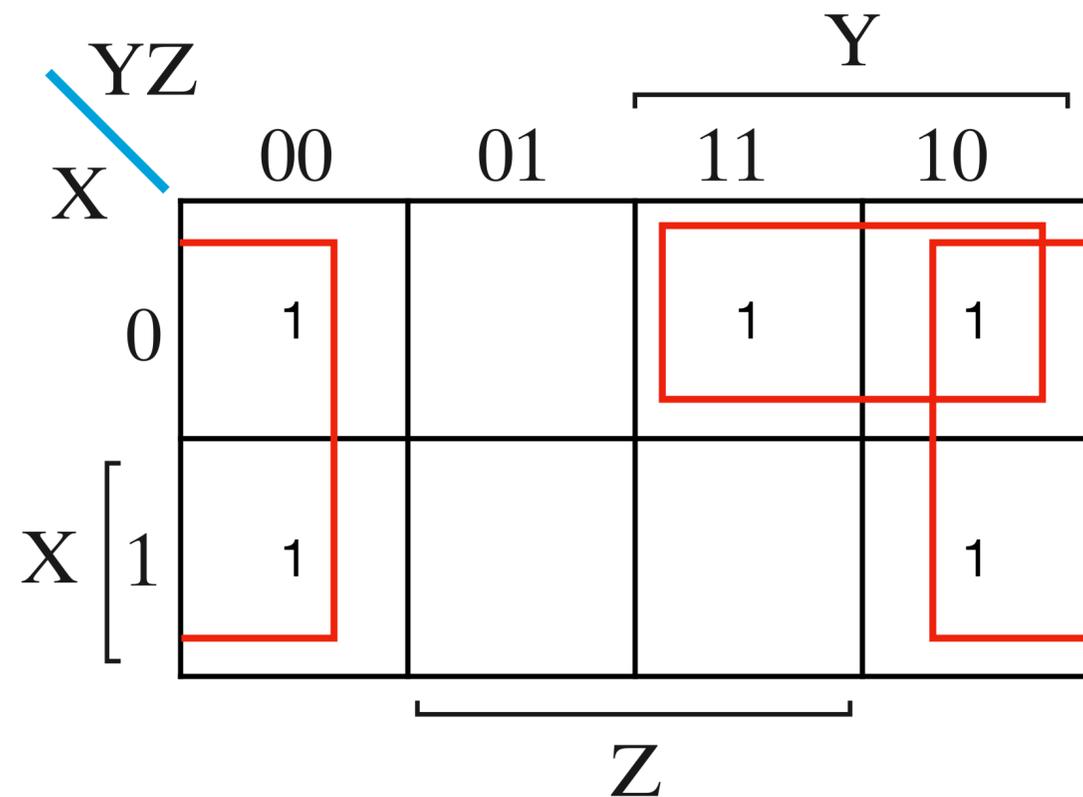
Exercises

		Y			
		00	01	11	10
X	0	1		1	1
	1	1			1
		Z			

$$F(X, Y, Z) = \Sigma m(0, 2, 3, 4, 6)$$

- Step 1: Enter the values
- Step 2: Identify the set of largest rectangles in which all values are 1, covering all 1s; The length of the edge needs to be a power of 2
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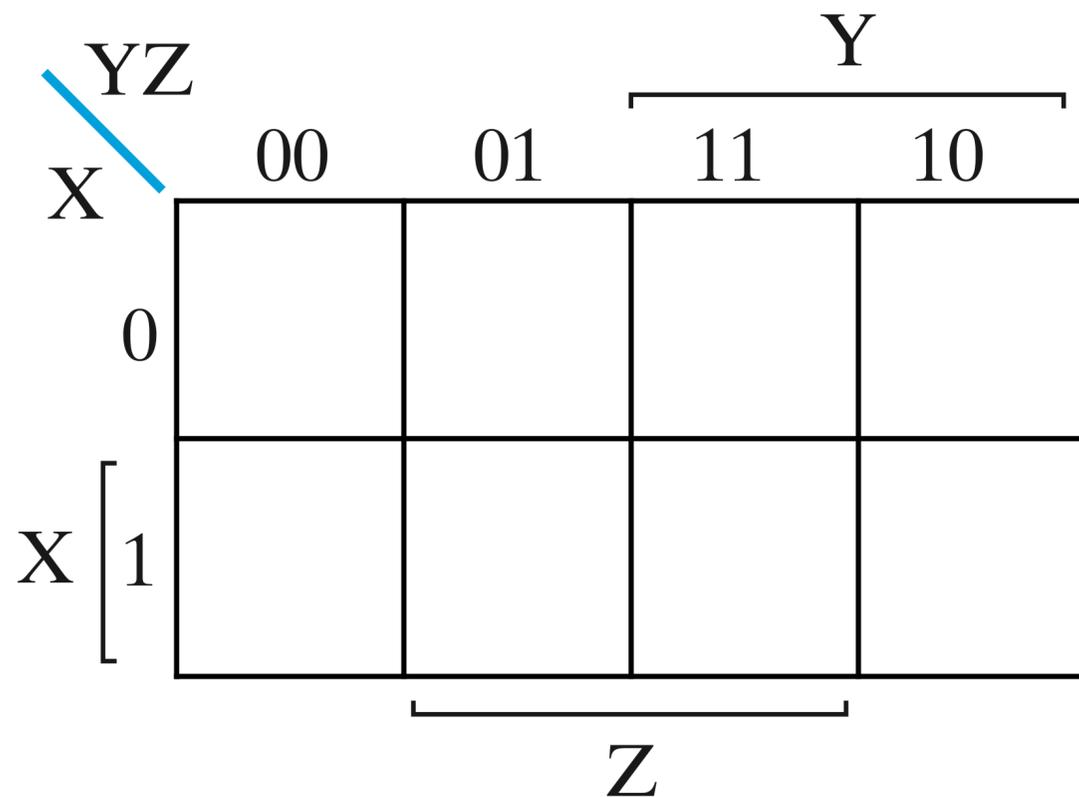
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$$F(X, Y, Z) = \Sigma m(0,2,3,4,6)$$

- Step 1: Enter the values
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- Step 3: Read off the selected rectangles, connect with OR

Exercises



$$F(X, Y, Z) = \Sigma m(0, 2, 3, 4, 5, 7)$$

- Step 1: Enter the values
- Step 2: Identify the set of largest rectangles in which all values are 1, covering all 1s; The length of the edge needs to be a power of 2
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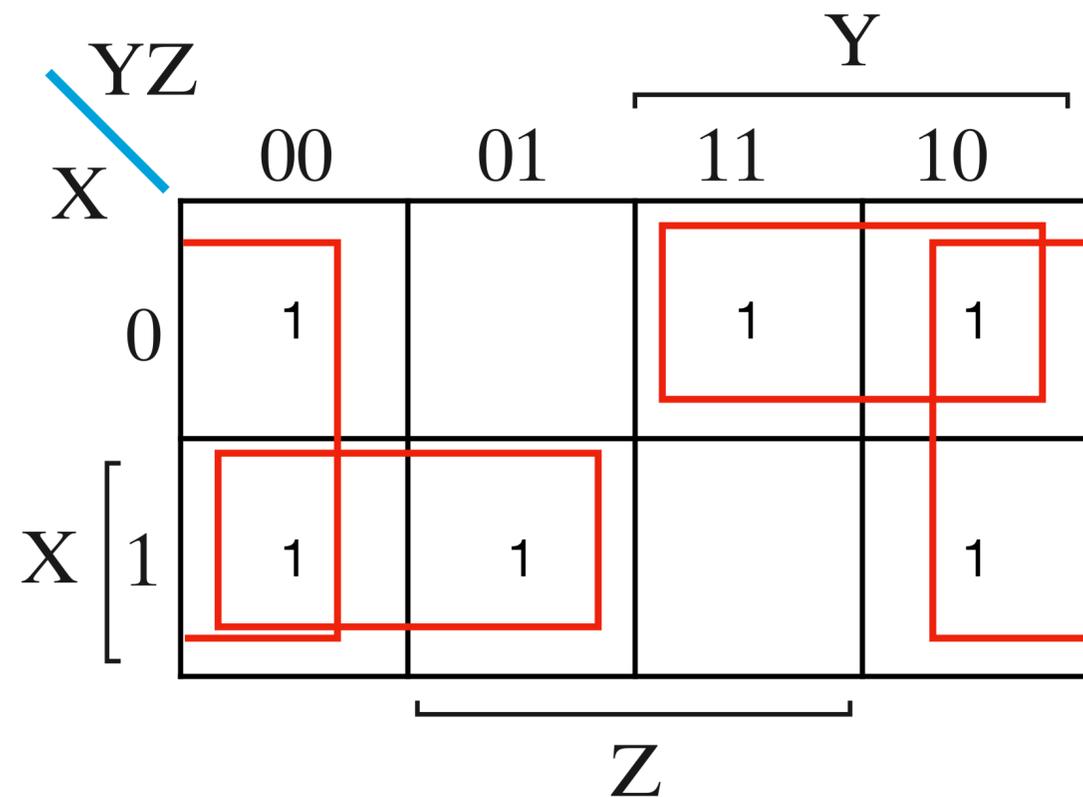
Exercises

		Y			
		00	01	11	10
X	0	1		1	1
	1	1			1
		Z			

$$F(X, Y, Z) = \Sigma m(0,2,3,4,5,7)$$

- Step 1: Enter the values
- Step 2: Identify the set of largest rectangles in which all values are 1, covering all 1s; The length of the edge needs to be a power of 2
- Step 3: Read off the selected rectangles, connect with OR

Exercises



$$F(X, Y, Z) = \sum m(0,2,3,4,5,6)$$

- Step 1: Enter the values
- Step 2: Identify the set of largest rectangles in which all values are 1, covering all 1s; The length of the edge needs to be a power of 2
- Step 3: Read off the selected rectangles, connect with OR