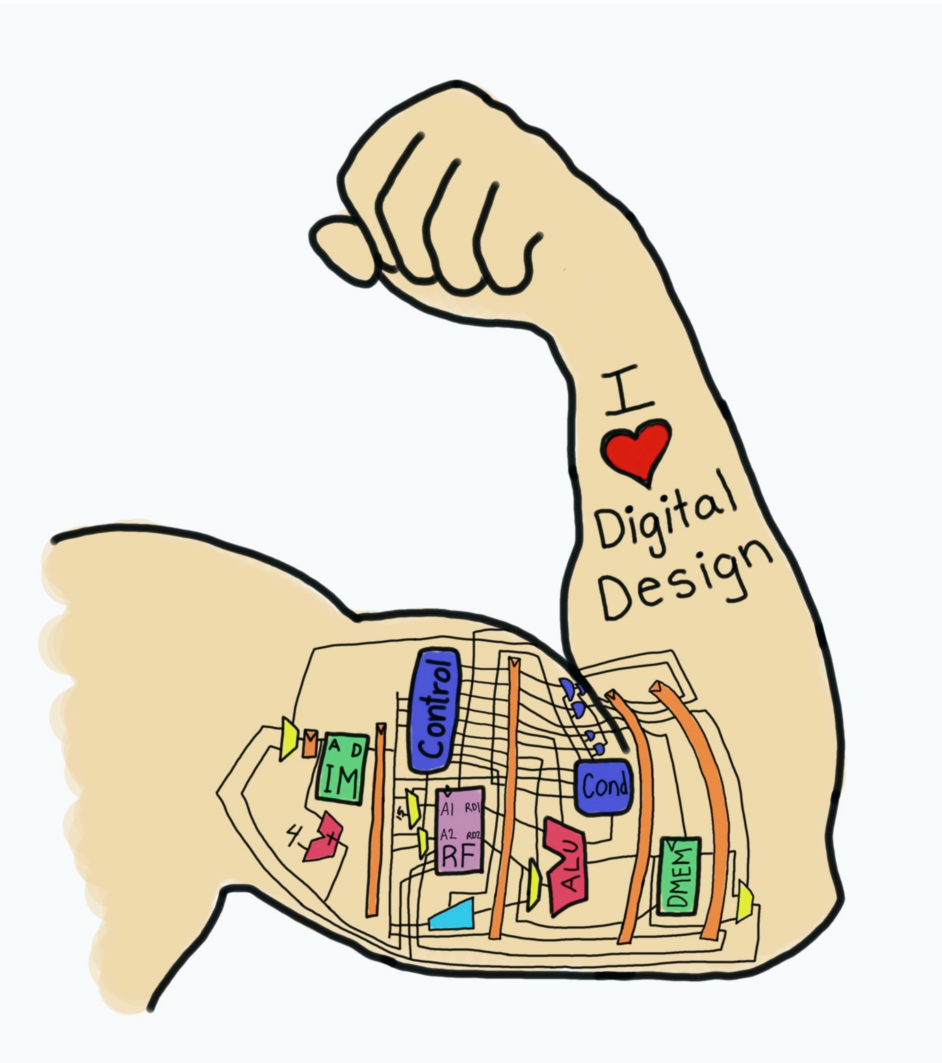
E85 Digital Design & Computer Engineering



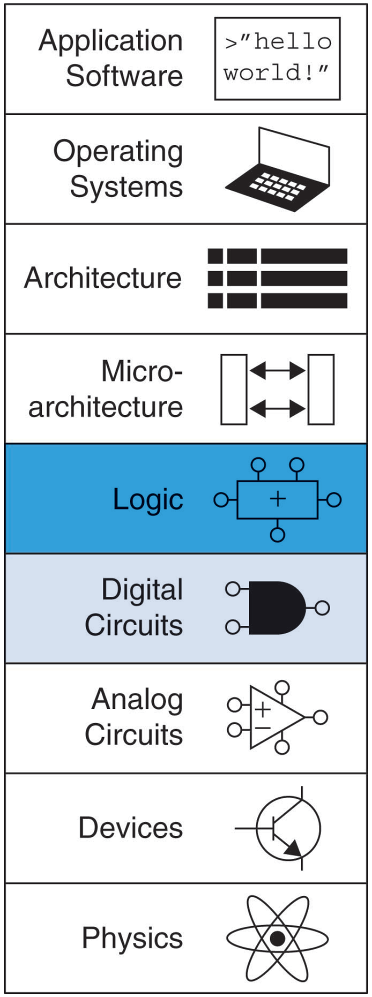
Lecture 2:

Combinational Logic Design

HARVEY MUDD COLLEGE

Lecture 2

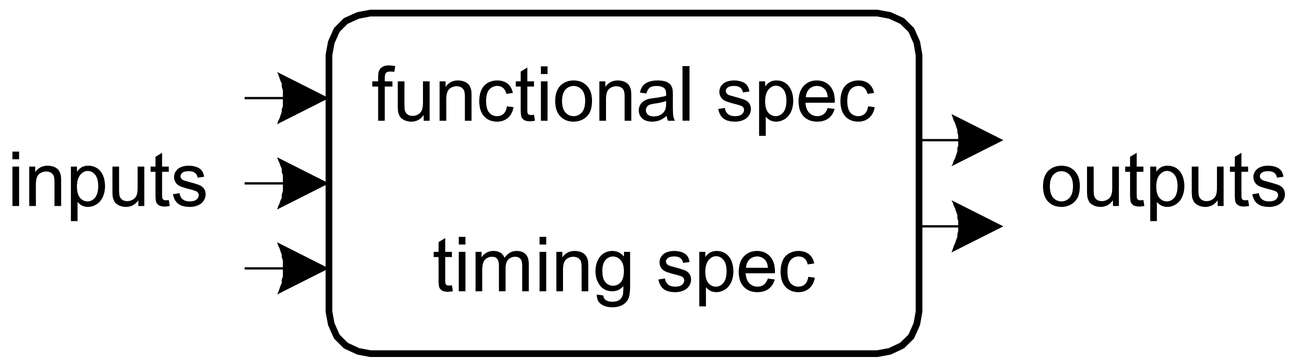
- **Introduction**
- **Boolean Equations**
- **Boolean Algebra**
- **From Logic to Gates**
- **Multilevel Combinational Logic**
- **X’s and Z’s, Oh My**
- **Karnaugh Maps**
- **Combinational Building Blocks**



Introduction

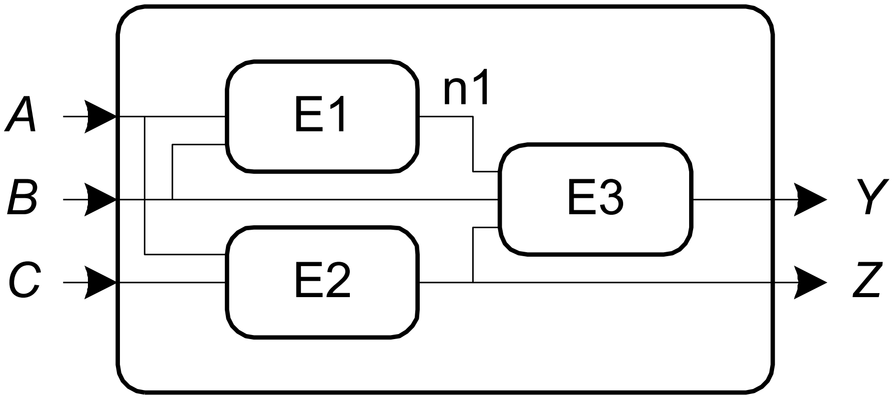
A logic circuit is composed of:

- Inputs
- Outputs
- Functional specification
- Timing specification



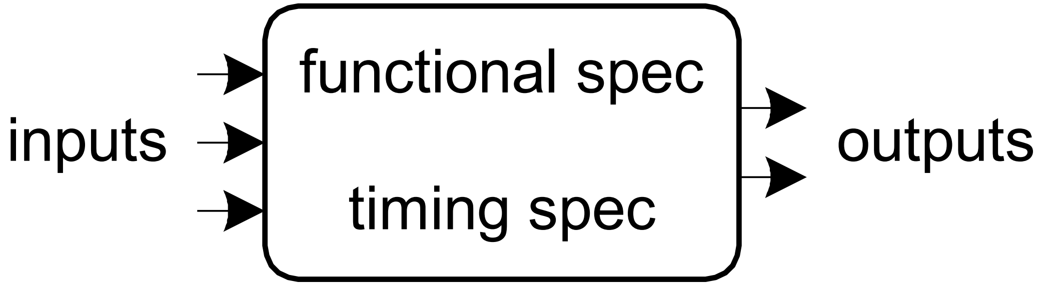
Circuits

- Nodes
  - Inputs: *A*, *B*, *C*
  - Outputs: *Y*, *Z*
  - Internal: n1
- Circuit elements
  - E1, E2, E3
  - Each a circuit



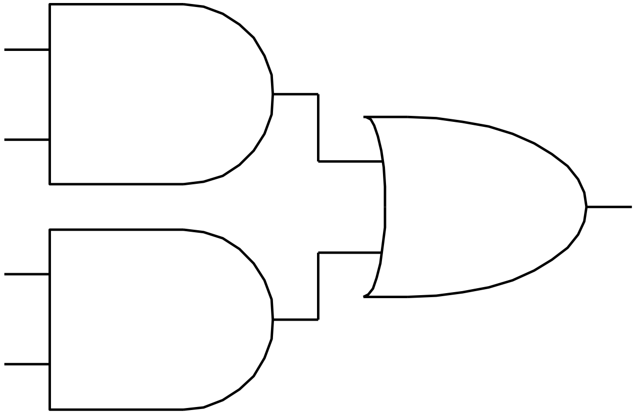
Types of Logic Circuits

- **Combinational Logic**
  - Memoryless
  - Outputs determined by current values of inputs
- **Sequential Logic**
  - Has memory
  - Outputs determined by previous and current values of inputs



Rules of Combinational Composition

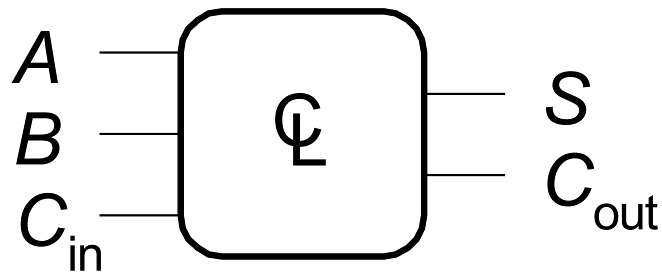
- Every element is combinational
- Every node is either an input or connects to *exactly one* output
- The circuit contains no cyclic paths
- **Example:**



Boolean Equations

- Functional specification of outputs in terms of inputs
- **Example:** $S = \mathrm{F}(A, B, C_{in})$

  $C_{out} = \mathrm{F}(A, B, C_{in})$



$$S = A \oplus B \oplus C_{in}$$
$$C_{out} = AB + AC_{in} + BC_{in}$$

Some Definitions

- **Complement**: variable with a bar over it

  $\bar{A}, \bar{B}, \bar{C}$

- **Literal**: variable or its complement

  $A, \bar{A}, B, \bar{B}, C, \bar{C}$

- **Implicant**: product of literals

  $AB\bar{C}, \bar{A}C, BC$

- **Minterm**: product that includes all input variables

  $AB\bar{C}, A\bar{B}\bar{C}, ABC$

- **Maxterm**: sum that includes all input variables

  $(A+\bar{B}+C), (\bar{A}+B+\bar{C}), (\bar{A}+\bar{B}+C)$

Sum-of-Products (SOP) Form

- All equations can be written in SOP form
- Each row has a **minterm**

A	B	Y	minterm	minterm name
0	0	0	$\overline{A}\ \overline{B}$	m_0
0	1	1	$\overline{A}\ B$	m_1
1	0	0	$A\ \overline{B}$	m_2
1	1	1	$A\ B$	m_3

$$Y = \mathrm{F}(A, B) =$$

Sum-of-Products (SOP) Form

- All equations can be written in SOP form
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- A minterm is a product (AND) of literals
- Each minterm is TRUE for that row (and only that row)

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- Form function by ORing minterms where output is 1
- Thus, a sum (OR) of products (AND terms)

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1	1	1	$A\ B$	m_3

$$Y = F(A, B) = \overline{A}B + AB = \Sigma(1, 3)$$

Product-of-Sums (POS) Form

- All Boolean equations can be written in POS form
- Each row has a **maxterm**

A	B	Y	maxterm	maxterm name
0	0	0	$A + B$	M_0
0	1	1	$A + \overline{B}$	M_1
1	0	0	$\overline{A} + B$	M_2
1	1	1	$\overline{A} + \overline{B}$	M_3

Product-of-Sums (POS) Form

- All Boolean equations can be written in POS form
- Each row has a **maxterm**
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A	*B*	*Y*	maxterm	maxterm name
0	0	0	$A + B$	M_0
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1	0	0	$\overline{A} + B$	M_2
1	1	1	$\overline{A} + \overline{B}$	M_3

Product-of-Sums (POS) Form

- All Boolean equations can be written in POS form
- Each row has a **maxterm**
- A maxterm is a sum (OR) of literals
- Each maxterm is **FALSE** for that row (and only that row)
- Form function by ANDing maxterms where output is **0**
- Thus, a product (AND) of sums (OR terms)

A	*B*	*Y*	maxterm	maxterm name
0	0	0	$A + B$	M_0
0	1	1	$A + \overline{B}$	M_1
1	0	0	$\overline{A} + B$	M_2
1	1	1	$\overline{A} + \overline{B}$	M_3

$$Y = \mathrm{F}(A, B) = (A + B)(\overline{A} + B) = \Pi(0, 2)$$

Boolean Equations Example

- You are going to the cafeteria for lunch
  - You won't eat lunch ($\overline{E}$)
  - If it's not open ($\overline{O}$) or
  - If they only serve corndogs (C)
- Write a truth table for determining if you will eat lunch (E).

O	*C*	*E*
0	0	
0	1	
1	0	
1	1	

Boolean Equations Example

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  - If it's not open ($\overline{O}$) or
  - If they only serve corndogs (C)
- Write a truth table for determining if you will eat lunch (E).

O	*C*	*E*
0	0	0
0	1	0
1	0	1
1	1	0

SOP & POS Form

SOP – sum-of-products

O	C	E	minterm
0	0		$\overline{O}\ \overline{C}$
0	1		$\overline{O}\ C$
1	0		$O\ \overline{C}$
1	1		$O\ C$

POS – product-of-sums

O	C	E	maxterm
0	0		$O + C$
0	1		$O + \overline{C}$
1	0		$\overline{O} + C$
1	1		$\overline{O} + \overline{C}$

SOP & POS Form

SOP – sum-of-products

O	C	E	minterm
0	0	0	$\overline{O}\ \overline{C}$
0	1	0	$\overline{O}\ C$
1	0	1	$O\ \overline{C}$
1	1	0	$O\ C$

$$E = O\overline{C}$$
$$= \Sigma(2)$$

POS – product-of-sums

O	C	E	maxterm
0	0	0	$O + C$
0	1	0	$O + \overline{C}$
1	0	1	$\overline{O} + C$
1	1	0	$\overline{O} + \overline{C}$

$$E = (O + C)(O + \overline{C})(\overline{O} + \overline{C})$$
$$= \Pi(0, 1, 3)$$

Boolean Algebra

- Axioms and theorems to **simplify** Boolean equations
- Like regular algebra, but simpler: variables have only two values (1 or 0)
- **Duality** in axioms and theorems:
  – ANDs and ORs, 0's and 1's interchanged

Boolean Axioms

Number	Axiom	Name
A1	B = 0 if B ≠ 1	Binary Field
A2	$\overline{0} = 1$	NOT
A3	0 • 0 = 0	AND/OR
A4	1 • 1 = 1	AND/OR
A5	0 • 1 = 1 • 0 = 0	AND/OR

Boolean Axioms

Number	Axiom	Name
A1	$B = 0$ if $B \neq 1$	Binary Field
A2	$\overline{0} = 1$	NOT
A3	$0 \bullet 0 = 0$	AND/OR
A4	$1 \bullet 1 = 1$	AND/OR
A5	$0 \bullet 1 = 1 \bullet 0 = 0$	AND/OR

Dual: Replace: • with +
0 with 1

Boolean Axioms

Number	Axiom	Dual	Name
A1	$B = 0$ if $B \neq 1$	$B = 1$ if $B \neq 0$	Binary Field
A2	$\overline{0} = 1$	$\overline{1} = 0$	NOT
A3	$0 \bullet 0 = 0$	$1 + 1 = 1$	AND/OR
A4	$1 \bullet 1 = 1$	$0 + 0 = 0$	AND/OR
A5	$0 \bullet 1 = 1 \bullet 0 = 0$	$1 + 0 = 0 + 1 = 1$	AND/OR

Dual: Replace: • with +
0 with 1

Boolean Theorems of One Variable

Number	Theorem	Name
T1	$B \bullet 1 = B$	Identity
T2	$B \bullet 0 = 0$	Null Element
T3	$B \bullet B = B$	Idempotency
T4	$\overline{\overline{B}} = B$	Involution
T5	$B \bullet \overline{B} = 0$	Complements

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Boolean Theorems of One Variable

Number	Theorem	Dual	Name
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T2	$B \bullet 0 = 0$	$B + 1 = 1$	Null Element
T3	$B \bullet B = B$	$B + B = B$	Idempotency
T4	$\overline{\overline{B}} = B$		Involution
T5	$B \bullet \overline{B} = 0$	$B + \overline{B} = 1$	Complements

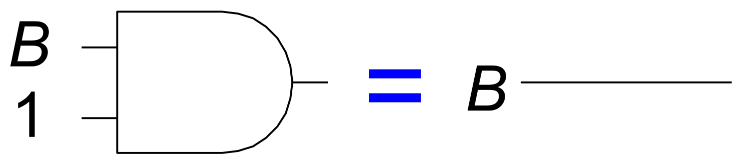
Dual: Replace: $\bullet$ with +
0 with 1

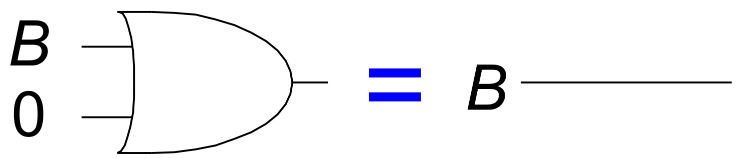
T1: Identity Theorem

- $B \cdot 1 = B$
- $B + 0 = B$

T1: Identity Theorem

- $B \cdot 1 = B$
- $B + 0 = B$



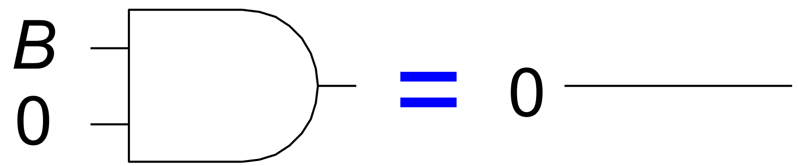


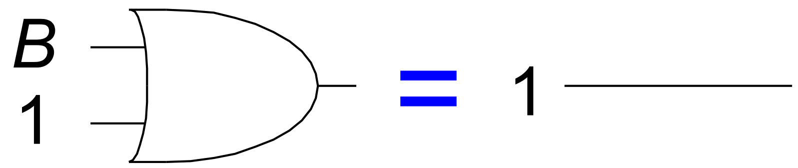
T2: Null Element Theorem

- $B \bullet 0 = 0$
- $B + 1 = 1$

T2: Null Element Theorem

- $B \cdot 0 = 0$
- $B + 1 = 1$



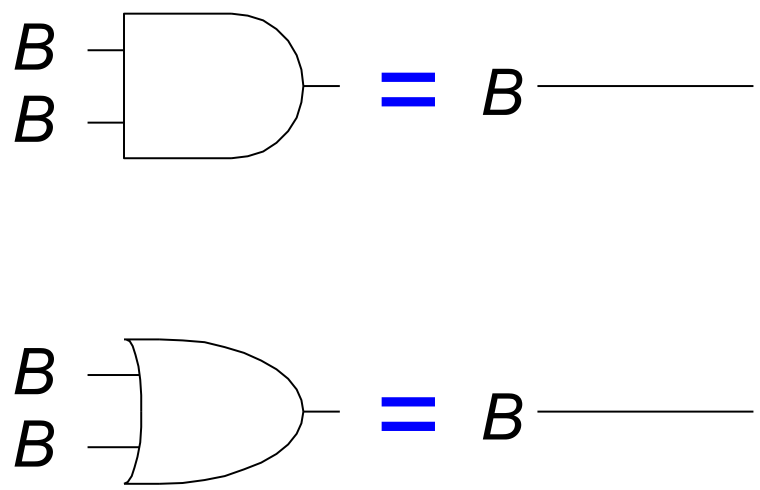


T3: Idempotency Theorem

- $B \cdot B = B$
- $B + B = B$

T3: Idempotency Theorem

- $B \cdot B = B$
- $B + B = B$

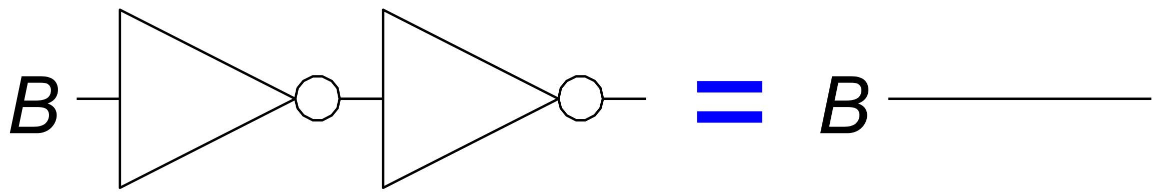


T4: Identity Theorem

- $\overline{\overline{B}} = B$

T4: Identity Theorem

- $\overline{\overline{B}} = B$

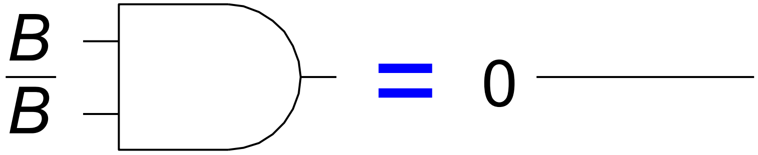


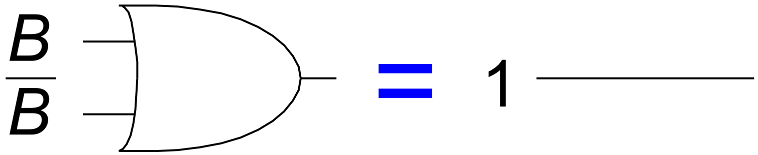
T5: Complement Theorem

- $B \bullet \overline{B} = 0$
- $B + \overline{B} = 1$

T5: Complement Theorem

- $B \cdot \overline{B} = 0$
- $B + \overline{B} = 1$





Boolean Theorems of Several Vars

Number	Theorem	Name
T6	$B \bullet C = C \bullet B$	Commutativity
T7	$(B \bullet C) \bullet D = B \bullet (C \bullet D)$	Associativity
T8	$B \bullet (C + D) = (B \bullet C) + (B \bullet D)$	Distributivity
T9	$B \bullet (B+C) = B$	Covering
T10	$(B \bullet C) + (B \bullet \overline{C}) = B$	Combining
T11	$(B \bullet C) + (\overline{B} \bullet D) + (C \bullet D) = (B \bullet C) + (\overline{B} \bullet D)$	Consensus

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T11	$(B \bullet C) + (\overline{B} \bullet D) + (C \bullet D) =$ $(B \bullet C) + (\overline{B} \bullet D)$	Consensus

How do we prove these are true?

How to Prove

- **Method 1:** Perfect induction
- **Method 2:** Use other theorems and axioms to simplify the equation
  - Make one side of the equation look like the other

Proof by Perfect Induction

- Also called: **proof by exhaustion**
- Check every possible input value
- If two expressions produce the same value for every possible input combination, the expressions are equal

Example: Proof by Perfect Induction

Number	Theorem	Name
T6	B•C = C•B	Commutativity

B	*C*	*BC*	*CB*
0	0		
0	1		
1	0		
1	1		

Example: Proof by Perfect Induction

Number	Theorem	Name
T6	B•C = C•B	Commutativity

B	*C*	*BC*	*CB*
0	0	0	0
0	1	0	0
1	0	0	0
1	1	1	1

T7: Associativity

Number	Theorem	Name
T7	$(B \bullet C) \bullet D = B \bullet (C \bullet D)$	Associativity

T8: Distributivity

Number	Theorem	Name
T8	$B \bullet (C + D) = (B \bullet C) + (B \bullet D)$	Distributivity

T9: Covering

Number	Theorem	Name
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T9: Covering

Number	Theorem	Name
T9	$B \bullet (B+C) = B$	Covering

Prove true by:

- **Method 1:** Perfect induction
- **Method 2:** Using other theorems and axioms

T9: Covering

Number	Theorem	Name
T9	$B \bullet (B+C) = B$	Covering

Method 1: Perfect Induction

B	*C*	*(B+C)*	*B(B+C)*
0	0		
0	1		
1	0		
1	1		

T9: Covering

Number	Theorem	Name
T9	B• (B+C) = B	Covering

Method 1: Perfect Induction

B	*C*	*(B+C)*	*B(B+C)*
0	0	0	0
0	1	1	0
1	0	1	1
1	1	1	1

T9: Covering

Number	Theorem	Name
T9	B• (B+C) = B	Covering

Method 1: Perfect Induction

B	*C*	*(B+C)*	*B(B+C)*
0	0	0	0
0	1	1	0
1	0	1	1
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T9: Covering

Number	Theorem	Name
T9	B• (B+C) = B	Covering

Method 2: Prove true using other axioms and theorems.

T9: Covering

Number	Theorem	Name
T9	$B \bullet (B+C) = B$	Covering

Method 2: Prove true using other axioms and theorems.

$B \bullet (B+C)$	$= B \bullet B + B \bullet C$	T8: Distributivity
	$= \mathbf{B} + B \bullet C$	T3: Idempotency
	$= B \bullet (1 + C)$	T8: Distributivity
	$= B \bullet (\mathbf{1})$	T2: Null element
	$= B$	T1: Identity

T10: Combining

Number	Theorem	Name
T10	(B•C) + (B•C) = B	Combining

Prove true using other axioms and theorems:

T10: Combining

Number	Theorem	Name
T10	(B•C) + (B•C) = B	Combining

Prove true using other axioms and theorems:

$B \bullet C + B \bullet \overline{C}$	$= B \bullet (C + \overline{C})$	T8: Distributivity
	$= B \bullet (\mathbf{1})$	T5’: Complements
	$= B$	T1: Identity

T11: Consensus

Number	Theorem	Name
T11	$(B \bullet C) + (\overline{B} \bullet D) + (C \bullet D) =$ $(B \bullet C) + (\overline{B} \bullet D)$	Consensus

Prove true using (1) perfect induction or (2) other axioms and theorems.

Boolean Theorems of Several Vars

#	Theorem	Dual	Name
T6	B•C = C•B	B+C = C+B	Commutativity
T7	(B•C) • D = B • (C•D)	(B + C) + D = B + (C + D)	Associativity
T8	B • (C + D) = (B•C) + (B•D)	B + (C•D) = (B+C) (B+D)	Distributivity
T9	B • (B+C) = B	B + (B•C) = B	Covering
T10	(B•C) + (B•$\overline{C}$) = B	(B+C) • (B+$\overline{C}$) = B	Combining
T11	(B•C) + ($\overline{B}$•D) + (C•D) = (B•C) + ($\overline{B}$•D)	(B+C) • ($\overline{B}$+D) • (C+D) = (B+C) • ($\overline{B}$+D)	Consensus

Dual: Replace: • with +
0 with 1

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Boolean Theorems of Several Vars

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T11	(B•C) + ($\overline{B}$•D) + (C•D) = (B•C) + ($\overline{B}$•D)	(B+C) • ($\overline{B}$+D) • (C+D) = (B+C) • ($\overline{B}$+D)	Consensus

Warning: T8' differs from traditional algebra:
OR (+) distributes over AND (•)

ELSEVIER

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Axioms and theorems are useful for *simplifying* equations.

Simplifying an Equation

Reducing an equation to the **fewest number of implicants**, where each implicant has the **fewest literals**

Simplifying an Equation

Reducing an equation to the **fewest number of implicants**, where each implicant has the **fewest literals**

Recall:

- Implicant: product of literals

  $A\bar{B}C$, $\bar{A}C$, $\bar{B}C$

- Literal: variable or its complement

  A, $\bar{A}$, B, $\bar{B}$, C, $\bar{C}$

Simplifying an Equation

Reducing an equation to the **fewest number of implicants**, where each implicant has the **fewest literals**

Recall:

– Implicant: product of literals

$A\overline{B}C, \overline{A}C, \overline{B}C$

– Literal: variable or its complement

$A, \overline{A}, B, \overline{B}, C, \overline{C}$

*Also called **minimizing** the equation*

Simplification methods

- **Distributivity (T8, T8’)** $B(C+D) = BC + BD$

  $B + CD = (B+C)(B+D)$

- **Covering (T9’)** $A + AP = A$

- **Combining (T10)** $P\overline{A} + PA = P$

Simplification methods

- **Distributivity (T8, T8')** $B(C+D) = BC + BD$

  $B + CD = (B+C)(B+D)$

- **Covering (T9')** $A + AP = A$
- **Combining (T10)** $P\overline{A} + PA = P$
- **Expansion** $P = P\overline{A} + PA$

  $A = A + AP$

- **Duplication** $A = A + A$

Simplification methods

- **Distributivity (T8, T8')** $B(C+D) = BC + BD$
  $B + CD = (B + C)(B+D)$
- **Covering (T9')** $A + AP = A$
- **Combining (T10)** $P\overline{A} + PA = P$
- **Expansion** $P = P\overline{A} + PA$
  $A = A + AP$
- **Duplication** $A = A + A$
- **"Simplification" theorem** $P\overline{A} + A = P + A$
  $PA + \overline{A} = P + \overline{A}$

T11: Consensus

Number	Theorem	Name
T11	$(B \bullet C) + (\overline{B} \bullet D) + (C \bullet D) =$ $(B \bullet C) + (\overline{B} \bullet D)$	Consensus

Prove using other theorems and axioms:

T11: Consensus

Number	Theorem	Name
T11	$(B \bullet C) + (\overline{B} \bullet D) + (C \bullet D) = (B \bullet C) + (\overline{B} \bullet D)$	Consensus

Prove using other theorems and axioms:

$B \bullet C + \overline{B} \bullet D + C \bullet D$

$= BC + \overline{B}D + (CDB + CD\overline{B})$	**T10: Combining**
$= BC + \overline{B}D + BCD + \overline{B}CD$	**T6: Commutativity**
$= BC + BCD + \overline{B}D + \overline{B}CD$	**T6: Commutativity**
$= (BC + BCD) + (\overline{B}D + \overline{B}CD)$	**T7: Associativity**
$= BC + \overline{B}D$	**T9': Covering**

Simplifying Boolean Equations

Example 1:

$$Y = AB + A\overline{B}$$

Simplifying Boolean Equations

Example 1:

$Y = AB + A\overline{B}$

$Y = A$	T10: Combining

or

$= A(B + \overline{B})$	T8: Distributivity
$= A(1)$	T5': Complements
$= A$	T1: Identity

Simplifying Boolean Equations

Example 2:

$$Y = A(AB + ABC)$$

Simplifying Boolean Equations

Example 2:

$Y = A(AB + ABC)$

$= A(AB(1 + C))$	T8: Distributivity
$= A(AB(1))$	T2': Null Element
$= A(AB)$	T1: Identity
$= (AA)B$	T7: Associativity
$= AB$	T3: Idempotency

DeMorgan's Theorem

Number	Theorem	Name
T12	$\overline{B_0 \bullet B_1 \bullet B_2 \ldots} = \overline{B_0} + \overline{B_1} + \overline{B_2} \ldots$	DeMorgan's Theorem

DeMorgan's Theorem

Number	Theorem	Name
T12	$\overline{B_0 \bullet B_1 \bullet B_2 \ldots} = \overline{B_0} + \overline{B_1} + \overline{B_2} \ldots$	DeMorgan's Theorem

The **complement** of the **product**
is the
sum of the **complements**

DeMorgan's Theorem: Dual

#	Theorem	Dual	Name
T12	$\overline{B_0 \bullet B_1 \bullet B_2 \ldots} = \overline{B_0} + \overline{B_1} + \overline{B_2} \ldots$	$\overline{B_0 + B_1 + B_2 \ldots} = \overline{B_0} \bullet \overline{B_1} \bullet \overline{B_2} \ldots$	DeMorgan's Theorem

The complement of the product
is the
sum of the complements.

Dual: The **complement** of the **sum**
is the
product of the **complements**.

DeMorgan's Theorem Example 1

$$Y = \overline{(A+\overline{BD})\overline{C}}$$

DeMorgan's Theorem Example 1

$$Y = \overline{(A+\overline{BD})\overline{C}}$$

$$= \overline{(A+\overline{BD})} + \overline{\overline{C}}$$

$$= (\overline{A}\bullet(\overline{\overline{BD}})) + C$$

$$= (\overline{A}\bullet(BD)) + C$$

$$= \overline{A}BD + C$$

DeMorgan's Theorem Example 2

$$Y = \overline{(\overline{AC}E+\overline{D}) + B}$$

DeMorgan’s Theorem Example 2

$$Y = \overline{(\overline{AC}E+\overline{D}) + B}$$

$$= \overline{(\overline{AC}E+\overline{D})} \bullet \overline{B}$$

$$= (\overline{\overline{AC}E} \bullet \overline{\overline{D}}) \bullet \overline{B}$$

$$= ((\overline{\overline{AC}}+\overline{E}) \bullet D) \bullet \overline{B}$$

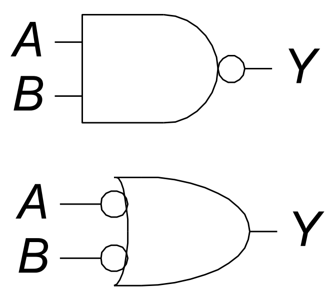
$$= ((AC+\overline{E}) \bullet D) \bullet \overline{B}$$

$$= (ACD + D\overline{E}) \bullet \overline{B}$$

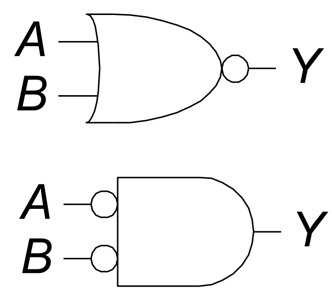
$$= A\overline{B}CD + \overline{B}D\overline{E}$$

DeMorgan's Theorem

- $Y = \overline{AB} = \overline{A} + \overline{B}$



- $Y = \overline{A + B} = \overline{A} \bullet \overline{B}$



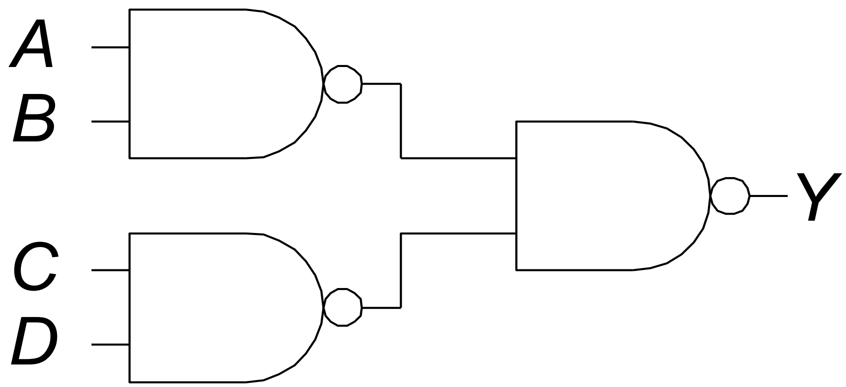
Bubble Pushing

- **Backward:**
  - Body changes
  - Adds bubbles to inputs

- **Forward:**
  - Body changes
  - Adds bubble to output

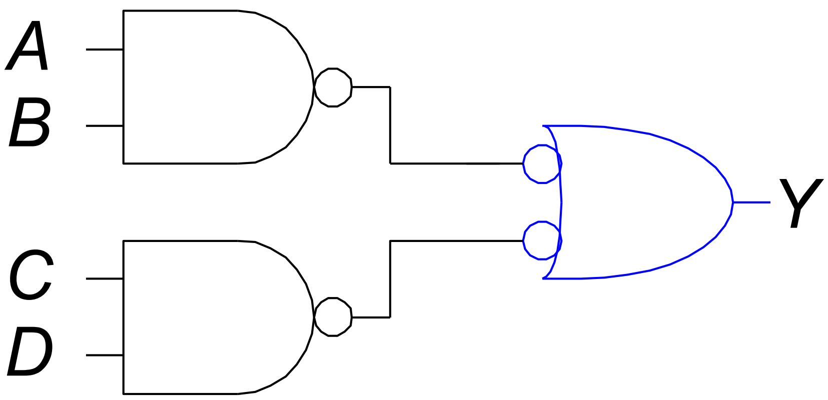
Bubble Pushing

- What is the Boolean expression for this circuit?



Bubble Pushing

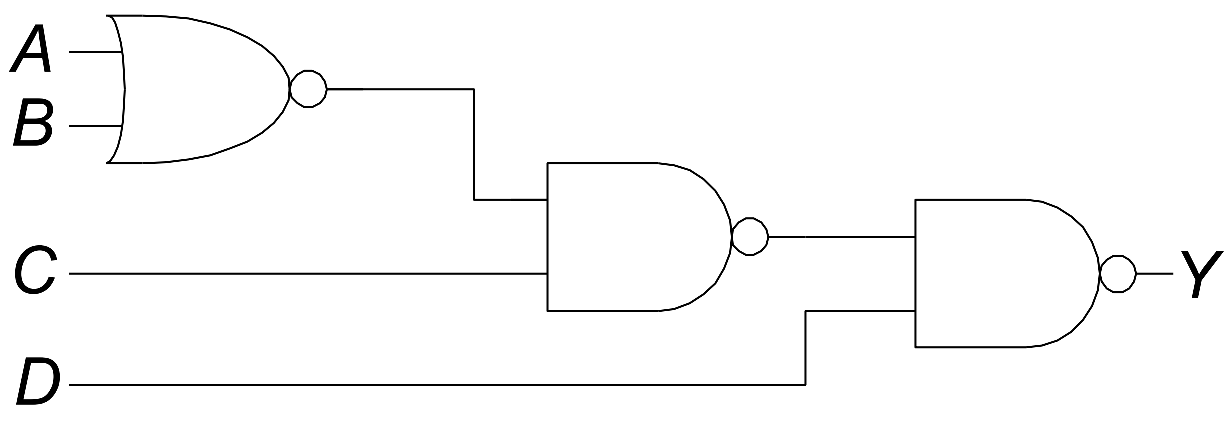
- What is the Boolean expression for this circuit?



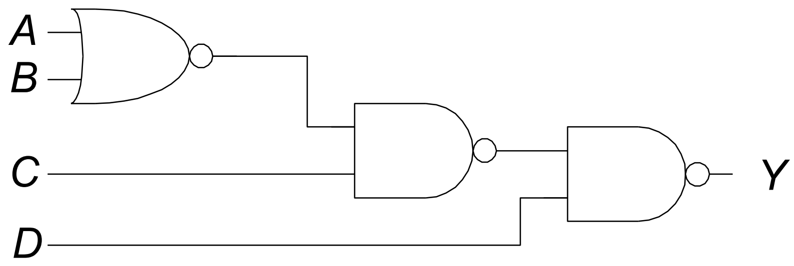
$$Y = AB + CD$$

Bubble Pushing Rules

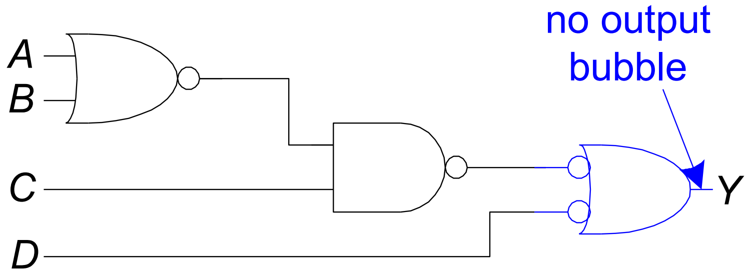
- Begin at output, then work toward inputs
- Push bubbles on final output back
- Draw gates in a form so bubbles cancel



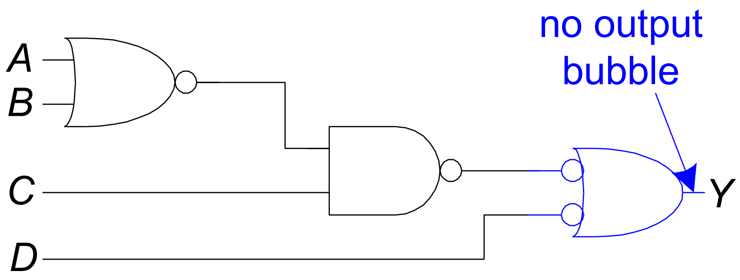
Bubble Pushing Example

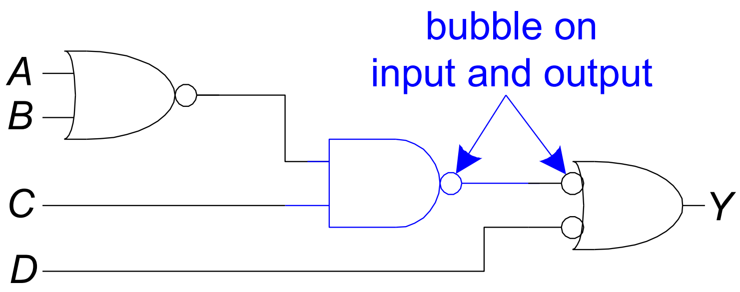


Bubble Pushing Example

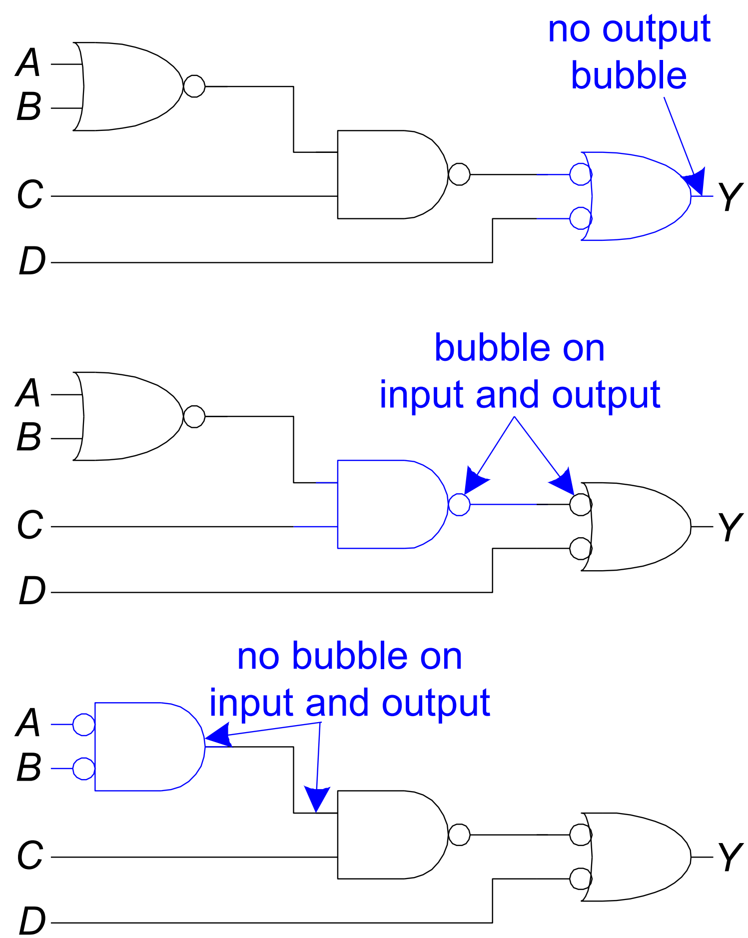


Bubble Pushing Example





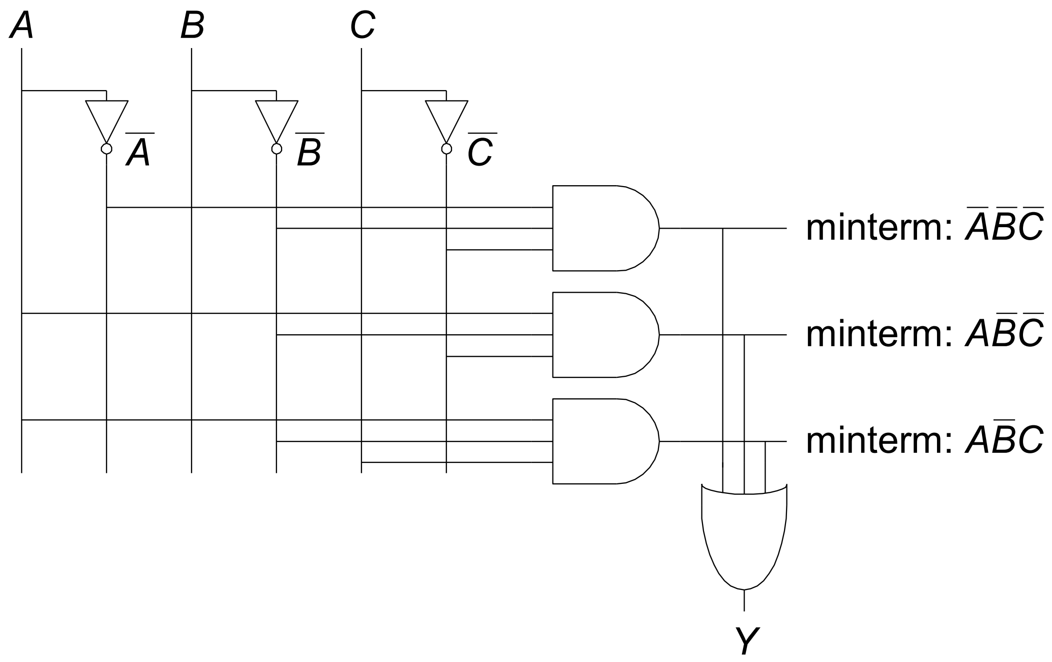
Bubble Pushing Example



$$Y = \overline{A}\,\overline{B}C + \overline{D}$$

From Logic to Gates

- Two-level logic: ANDs followed by ORs
- Example: $Y = \overline{A}\,\overline{B}\,\overline{C} + A\overline{B}\,\overline{C} + A\overline{B}C$

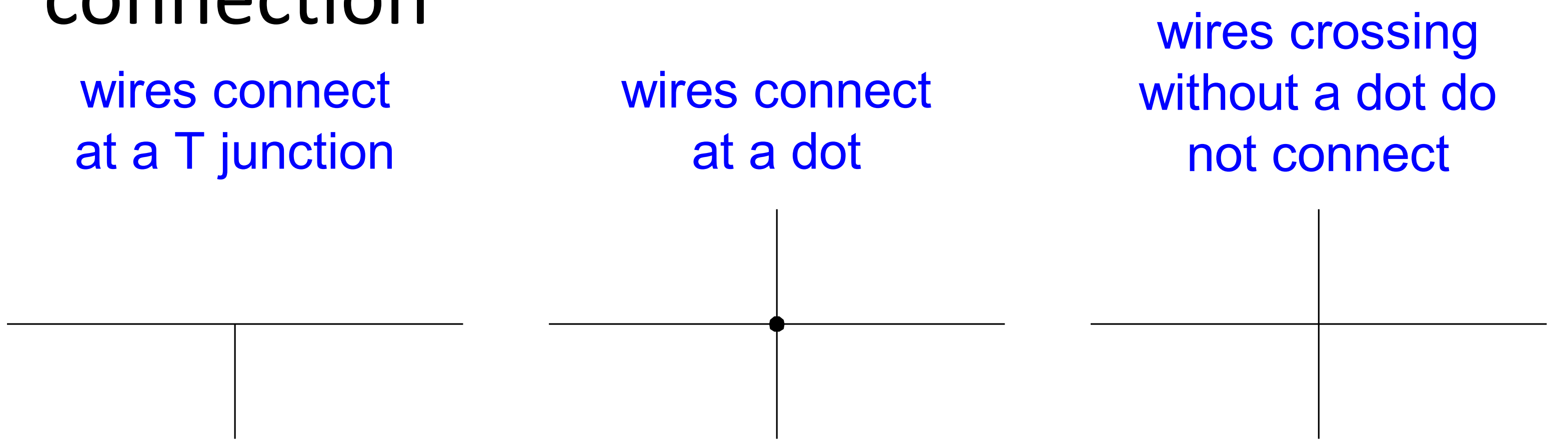


Circuit Schematics Rules

- Inputs on the left (or top)
- Outputs on right (or bottom)
- Gates flow from left to right
- Straight wires are best

Circuit Schematic Rules (cont.)

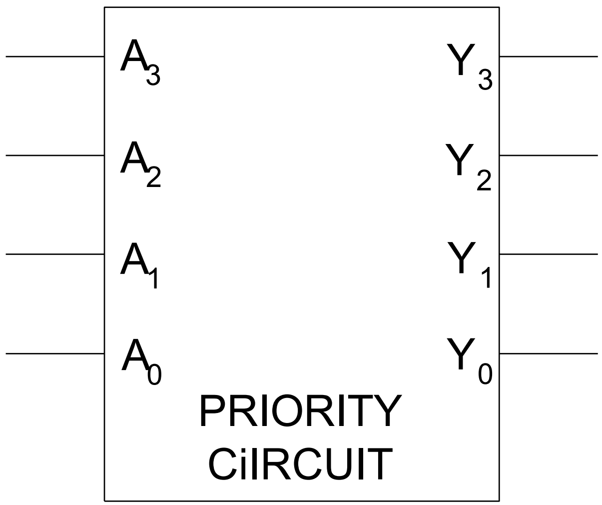
- Wires always connect at a T junction
- A dot where wires cross indicates a connection between the wires
- Wires crossing *without* a dot make no connection



Multiple-Output Circuits

- **Example: Priority Circuit**

Output asserted corresponding to most significant TRUE input

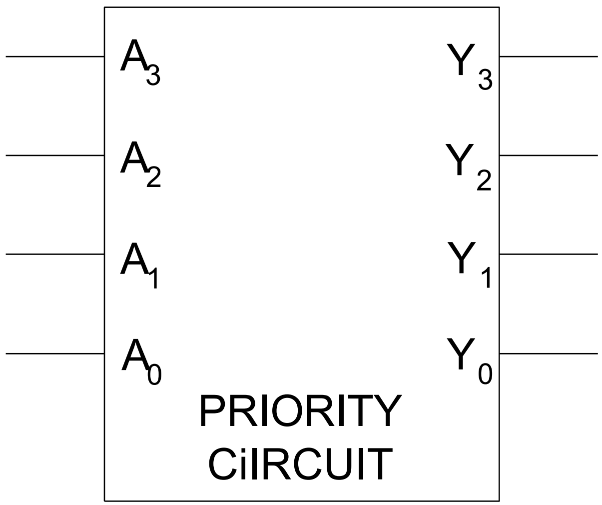


A_3	A_2	A_1	A_0	Y_3	Y_2	Y_1	Y_0
0	0	0	0				
0	0	0	1				
0	0	1	0				
0	0	1	1				
0	1	0	0				
0	1	0	1				
0	1	1	0				
0	1	1	1				
1	0	0	0				
1	0	0	1				
1	0	1	0				
1	0	1	1				
1	1	0	0				
1	1	0	1				
1	1	1	0				
1	1	1	1				

Multiple-Output Circuits

- **Example: Priority Circuit**

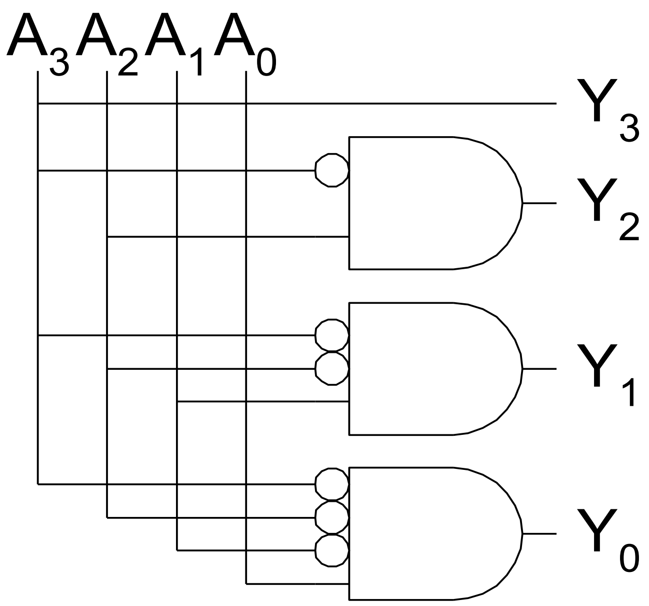
Output asserted corresponding to most significant TRUE input



A_3	A_2	A_1	A_0	Y_3	Y_2	Y_1	Y_0
0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	1
0	0	1	0	0	0	1	0
0	0	1	1	0	0	1	0
0	1	0	0	0	1	0	0
0	1	0	1	0	1	0	0
0	1	1	0	0	1	0	0
0	1	1	1	0	1	0	0
1	0	0	0	1	0	0	0
1	0	0	1	1	0	0	0
1	0	1	0	1	0	0	0
1	0	1	1	1	0	0	0
1	1	0	0	1	0	0	0
1	1	0	1	1	0	0	0
1	1	1	0	1	0	0	0
1	1	1	1	1	0	0	0

Priority Circuit Hardware

A_3	A_2	A_1	A_0	Y_3	Y_2	Y_1	Y_0
0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	1
0	0	1	0	0	0	1	0
0	0	1	1	0	0	1	0
0	1	0	0	0	1	0	0
0	1	0	1	0	1	0	0
0	1	1	0	0	1	0	0
0	1	1	1	0	1	0	0
1	0	0	0	1	0	0	0
1	0	0	1	1	0	0	0
1	0	1	0	1	0	0	0
1	0	1	1	1	0	0	0
1	1	0	0	1	0	0	0
1	1	0	1	1	0	0	0
1	1	1	0	1	0	0	0
1	1	1	1	1	0	0	0



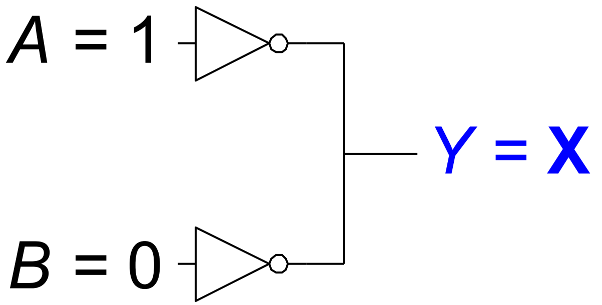
Don’t Cares

A_3	A_2	A_1	A_0	Y_3	Y_2	Y_1	Y_0
0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	1
0	0	1	0	0	0	1	0
0	0	1	1	0	0	1	0
0	1	0	0	0	1	0	0
0	1	0	1	0	1	0	0
0	1	1	0	0	1	0	0
0	1	1	1	0	1	0	0
1	0	0	0	1	0	0	0
1	0	0	1	1	0	0	0
1	0	1	0	1	0	0	0
1	0	1	1	1	0	0	0
1	1	0	0	1	0	0	0
1	1	0	1	1	0	0	0
1	1	1	0	1	0	0	0
1	1	1	1	1	0	0	0

A_3	A_2	A_1	A_0	Y_3	Y_2	Y_1	Y_0
0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	1
0	0	1	X	0	0	1	0
0	1	X	X	0	1	0	0
1	X	X	X	1	0	0	0

Contention: X

- **Contention:** circuit tries to drive output to 1 **and** 0
  - Actual value somewhere in between
  - Could be 0, 1, or in forbidden zone
  - Might change with voltage, temperature, time, noise
  - Often causes excessive power dissipation

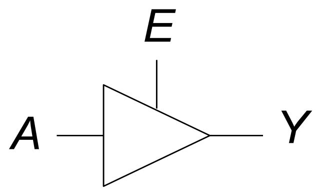


- **Warnings:**
  - Contention usually indicates a **bug**.
  - **X** is used for **“don’t care”** and **contention** - look at the context to tell them apart.

Floating: Z

- Floating, high impedance, open, high Z
- Floating output might be 0, 1, or somewhere in between
  - A voltmeter won't indicate whether a node is floating

Tristate Buffer

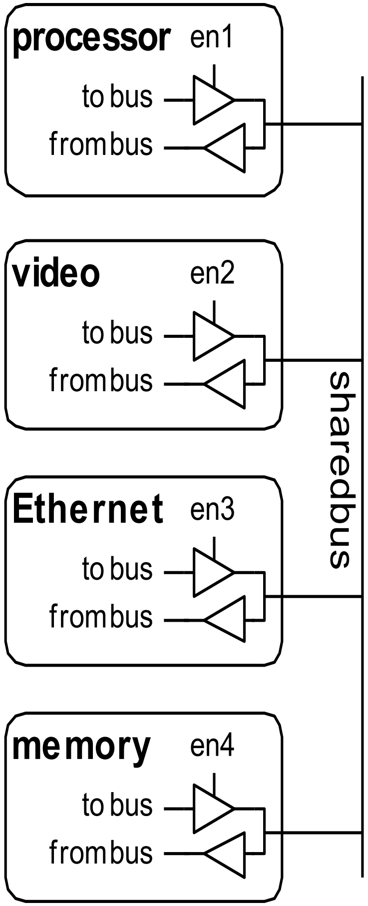


E	*A*	*Y*
0	0	Z
0	1	Z
1	0	0
1	1	1

Tristate Busses

Floating nodes are used in tristate busses

- Many different drivers
- Exactly one is active at once



Karnaugh Maps (K-Maps)

- Boolean expressions can be minimized by combining terms
- K-maps minimize equations graphically
- $PA + P\overline{A} = P$

A	B	C	Y
0	0	0	**1**
0	0	1	**1**
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	0

Y: C \ AB	00	01	11	10
0	**1**	0	0	0
1	**1**	0	0	0

Y: C \ AB	00	01	11	10
0	**$\overline{A}\overline{B}\overline{C}$**	$\overline{A}B\overline{C}$	$AB\overline{C}$	$A\overline{B}\overline{C}$
1	**$\overline{A}\overline{B}C$**	$\overline{A}BC$	ABC	$A\overline{B}C$

K-Map

- Circle 1's in adjacent squares
- In Boolean expression, include only literals whose true and complement form are ***not*** in the circle

A	*B*	*C*	*Y*
0	0	0	**1**
0	0	1	**1**
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	0

Y: *C* \ *AB*	00	01	11	10
0	1	0	0	0
1	1	0	0	0

$$Y = \bar{A}\bar{B}$$

K-Map Definitions

- **Complement:** variable with a bar over it

  $\bar{A}, \bar{B}, \bar{C}$

- **Literal:** variable or its complement

  $\bar{A}, A, \bar{B}, B, C, \bar{C}$

- **Implicant:** product of literals

  $A\bar{B}C, \bar{A}C, BC$

- **Prime implicant:** implicant corresponding to the largest circle in a K-map

K-Map Rules

- Every 1 must be circled at least once
- Each circle must span a power of 2 (i.e. 1, 2, 4) squares in each direction
- Each circle must be as large as possible
- A circle may wrap around the edges
- A “don't care” (X) is circled only if it helps minimize the equation

4-Input K-Map

A	*B*	*C*	*D*	*Y*
0	0	0	0	1
0	0	0	1	0
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	1
1	0	1	1	0
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	0

Y

CD \ *AB*	00	01	11	10
00				
01				
11				
10				

4-Input K-Map

A	*B*	*C*	*D*	*Y*
0	0	0	0	1
0	0	0	1	0
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	1
1	0	1	1	0
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	0

Y

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

4-Input K-Map

A	B	C	D	Y
0	0	0	0	1
0	0	0	1	0
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	1
1	0	1	1	0
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	0

Y

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

$$Y = \overline{A}C + \overline{A}BD + A\overline{B}\overline{C} + \overline{B}\overline{D}$$

K-Maps with Don't Cares

A	*B*	*C*	*D*	*Y*
0	0	0	0	1
0	0	0	1	0
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	X
0	1	1	0	1
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	X
1	0	1	1	X
1	1	0	0	X
1	1	0	1	X
1	1	1	0	X
1	1	1	1	X

Y

CD \ *AB*	00	01	11	10
00				
01				
11				
10				

K-Maps with Don't Cares

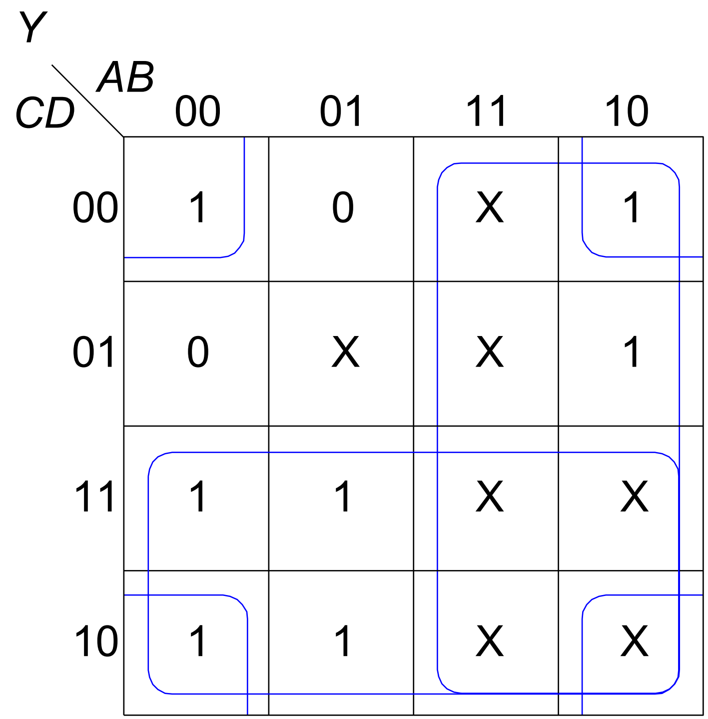
A	B	C	D	Y
0	0	0	0	1
0	0	0	1	0
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	X
0	1	1	0	1
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	X
1	0	1	1	X
1	1	0	0	X
1	1	0	1	X
1	1	1	0	X
1	1	1	1	X

Y

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

K-Maps with Don’t Cares

A	*B*	*C*	*D*	*Y*
0	0	0	0	1
0	0	0	1	0
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	X
0	1	1	0	1
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	X
1	0	1	1	X
1	1	0	0	X
1	1	0	1	X
1	1	1	0	X
1	1	1	1	X



$Y = A + \overline{B}\overline{D} + C$

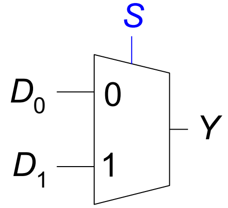
Combinational Building Blocks

- Multiplexers
- Decoders

Multiplexer (Mux)

- Selects between one of *N* inputs to connect to output
- $\log_2 N$-bit select input – control input
- **Example:**

2:1 Mux

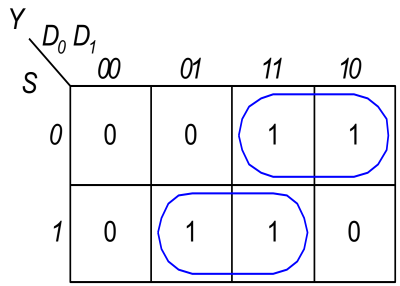


S	D_1	D_0	Y
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1

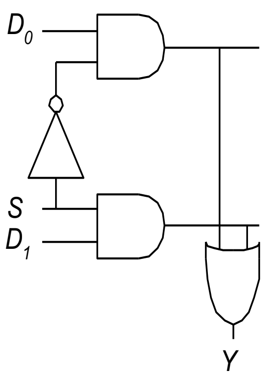
S	Y
0	D_0
1	D_1

Multiplexer Implementations

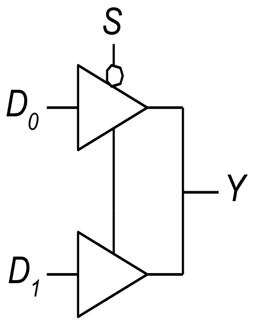
- **Logic gates**
  - Sum-of-products form



$Y = D_0\overline{S} + D_1S$



- **Tristates**
  - For an N-input mux, use N tristates
  - Turn on exactly one to select the appropriate input

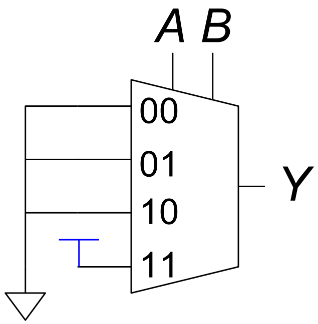


Logic using Multiplexers

Using mux as a lookup table

A	B	Y
0	0	0
0	1	0
1	0	0
1	1	1

$Y = AB$



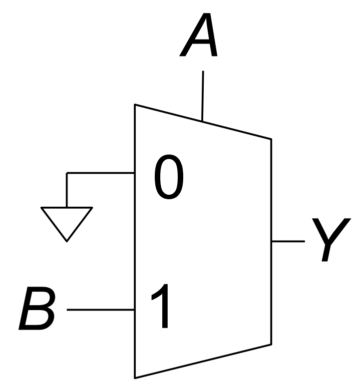
Logic using Multiplexers

Reducing the size of the mux

$Y = AB$

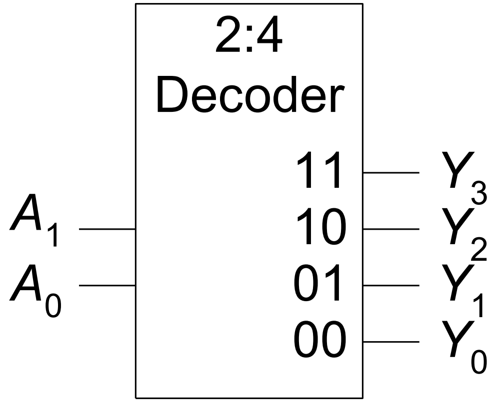
A	B	Y
0	0	0
0	1	0
1	0	0
1	1	1

A	Y
0	0
1	B



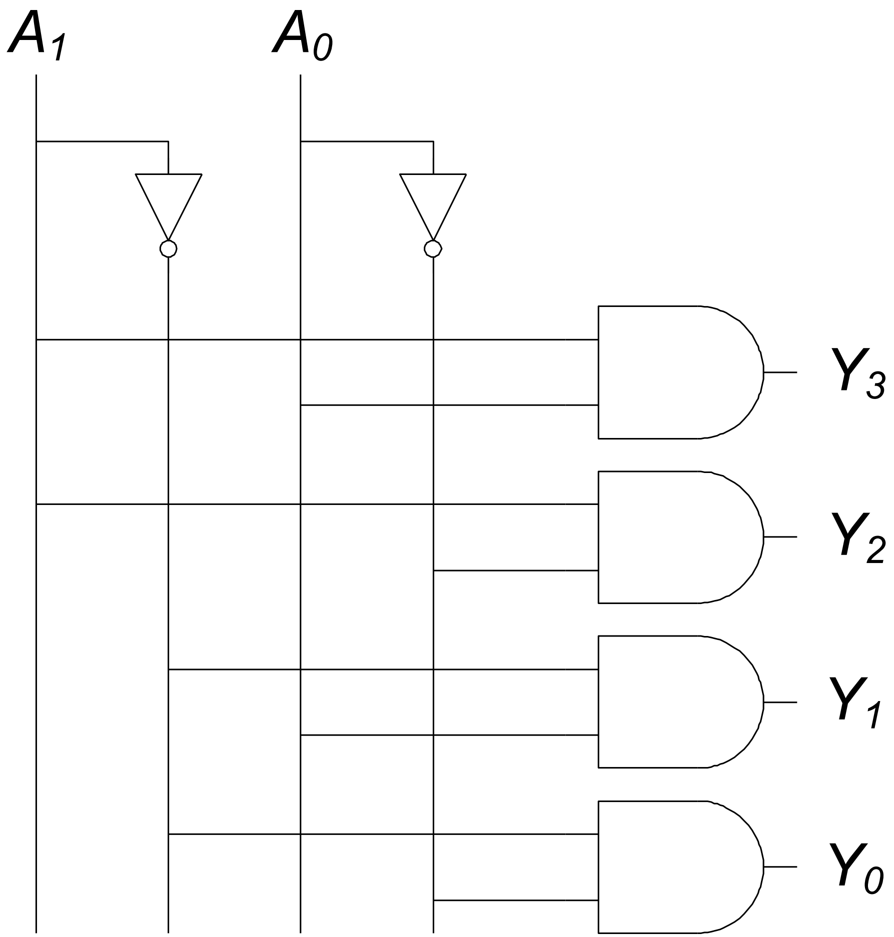
Decoders

- N inputs, 2^N outputs
- **One-hot** outputs: only one output **HIGH** at once



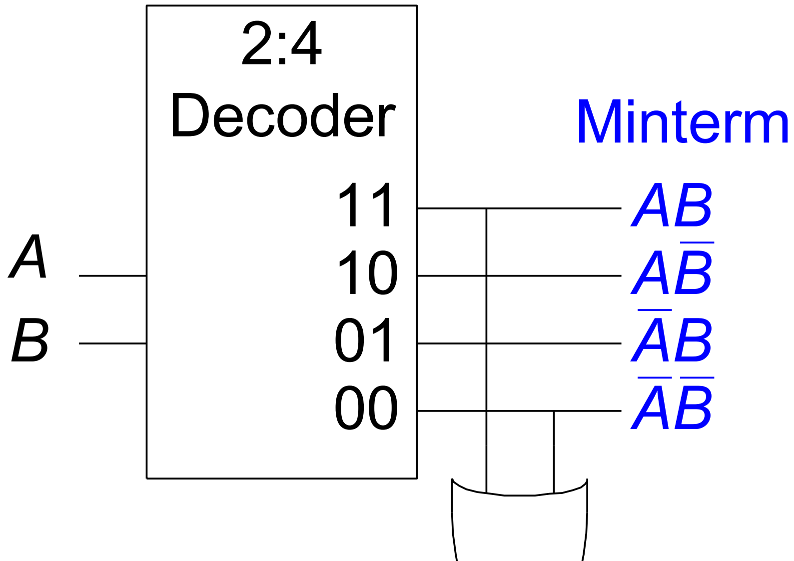
A_1	A_0	Y_3	Y_2	Y_1	Y_0
0	0	0	0	0	1
0	1	0	0	1	0
1	0	0	1	0	0
1	1	1	0	0	0

Decoder Implementation



Logic Using Decoders

OR minterms



$$Y = AB + \overline{A}\,\overline{B}$$
$$= \overline{A \oplus B}$$