

Karnaugh map

Complexity of digital Circuits directly related to the complexity of the algebraic expression we use to build the circuit.

Truth table may lead to different implementations, which one to use?

optimization techniques of algebraic expressions need more systematic (algorithmic way)

←
Karnaugh

→
Quine - McCluskey

Minimization of logic function

⇒

we have chips with million of gates

• why care about minimization of

a function?

• what do a few gates matter

• what is the criterion for minimization
Should we minimize

① Number of variables?

② Number of minterms?

③ Number of logic operations?

④ Number of wires?

For implementation

minimize number of gates

Ex

$$F = AB + A\bar{B}$$

$$= A(B + \bar{B}) = A$$

If we can put these two terms next to each other in square, and try to minimize it based on their adjacency

A	B	f	
0	0	0	m_0
0	1	0	m_1
→ 1	0	1	m_2
→ 1	1	1	m_3

		B	
		0	1
A	0	m_0	m_1
	1	<u>m_2</u>	<u>m_3</u>

	B	0	1
A	0		
1		1	1

constant →

→ variable

$$f = A$$

Karnaugh map with two variable

A \ B	0	1
0	m_0	m_1
1	m_2	m_3

Karnaugh map with three variables

X	Y	Z	F
0	0	0	m_0
0	0	1	m_1
0	1	0	m_2
0	1	1	m_3
1	0	0	m_4
1	0	1	m_5
1	1	0	m_6
1	1	1	m_7

X \ YZ	00	01	11	10
0	m_0	m_1	m_3	m_2
1	m_4	m_5	m_7	m_6

		z	
$x \backslash y$		0	1
	0 0	m_0	m_1
	0 1	m_2	m_3
	1 1	m_6	m_7
	1 0	m_4	m_5

Ex

minimize $F(x, y, z) = \sum (2, 3, 4, 5)$
using karnaugh map

$x \backslash yz$				
	00	01	11	10
0			1	1
1	1	1		

$$F = \overline{x}y + x\overline{y}$$

Ex

$$f(A, B) = \underline{\underline{AB}}$$

$$A=1 \rightarrow$$

$A \backslash B$	0	1
0		
1		1



$$f = AB$$

AB		0	1
A	0		
	1		1

Red arrows indicate the prime implicants: a vertical arrow from the top-right cell to the bottom-right cell, and a horizontal arrow from the bottom-right cell to the bottom-left cell.

Ex Minimize $F(x, y, z) = \sum (3, 4, 6, 7)$ using Karnaugh map

yz		00	01	11	10
x	0			1	
	1	1		1	1

Red circles highlight the prime implicants: $x\bar{z}$ (covering cells 3 and 7) and $y\bar{z}$ (covering cells 4 and 6). A green circle highlights the prime implicant xz (covering cells 5 and 7).

$$F = x\bar{z} + y\bar{z}$$

Karnaugh map with 4 variables

AB		CD			
AB	00	m_0	m_1	m_3	m_2
	01	m_4	m_5	m_7	m_6
	11	m_{12}	m_{13}	m_{15}	m_{14}
	10	m_8	m_9	m_{11}	m_{10}

Ex

minimize

$$F(w, x, y, z) = \sum (0, 1, 2, 4, 5, 6, 8, 9, 12, 13, 14)$$

		yz			
		00	01	11	10
wx	00	1	1		1
	01	1	1		1
	11	1	1		1
	10	1	1		

$$F = \overline{y} + \overline{w} \overline{z} + x \overline{z}$$

Ex

minimize $Y = \underline{A} + AC + BC$

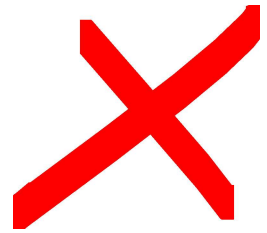
		BC			
		00	01	11	10
A	0			1	
	1	1	1	1	1

$$Y = A + BC$$

Ex

Simplify $F(A,B,C,D) = \sum (0,4,5,7,8,12,13,15)$

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



$$\bar{F} = \bar{C}\bar{D} + BD + \underline{B\bar{C}}$$

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



$$F = \bar{C}\bar{D} + BD$$

Ex

Simplify F in truth table shown below

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

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



start from here

$$F = \bar{B}\bar{C} + A\bar{C}$$

Ex $\Rightarrow$ find F in product-of-sum minimized form for the truth table shown in example above

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

$$\overline{F} = C + \overline{A} B$$

↓

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

Note

to get the function in minimized product-of-sum $\rightarrow$ minimize 0

in karnaugh map, then $\overline{f} = \text{---}$,
implement this function

Ex Simplify $F(x, y, z, t) = \overline{\sum (0, 1, 2, 5, 8, 9, 10)}$

in SOP, POS

⌞

$x \backslash y \quad zt$
 $00 \quad 01 \quad 11 \quad 10$
 $00 \quad 1 \quad 1 \quad 1$
 $01 \quad \quad 1 \quad \quad \quad$
 $11 \quad \quad \quad \quad \quad$
 $10 \quad 1 \quad 1 \quad 1$

pos

$$F = \overline{y} \overline{z} + \overline{y} t + \overline{x} \overline{z} t$$

$$\overline{F} = \overline{y} \overline{t} + \overline{z} t + x y$$

$$f = (\overline{y} + t)(\overline{z} + \overline{t})(\overline{x} + \overline{y})$$

$x \backslash y \quad zt$
 $00 \quad 01 \quad 11 \quad 10$
 $00 \quad \quad \quad 0 \quad \quad$
 $01 \quad 0 \quad \quad 0 \quad 0$
 $11 \quad 0 \quad 0 \quad 0 \quad 0$
 $10 \quad \quad \quad 0 \quad \quad$

Ex $F(x, y, z) = \overline{A} (0, 2, 5, 7)$

x \ yz	00		01		11		10	
	0	1	0	1	0	1	0	1
0	0	1	1		0		0	
1	1	0	0		0		1	

SOP $\rightarrow F = x\overline{z} + \overline{x}z$

POS $\rightarrow \overline{f} = \overline{x}\overline{z} + xz$

$$f = (x+z)(\overline{x}+\overline{z})$$

Ex Simplify the map below

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

start from here

$$f = \overline{A}B + \overline{C}$$

Ex

Design a digital circuit that can convert from BCD to Gray code

A	B	C	D		w	x	y	z
0	0	0	0	—	0	0	0	0
0	0	0	1	—	0	0	0	1
0	0	1	0	—	0	0	1	1
0	0	1	1	—	0	0	1	0
0	1	0	0	—	0	1	1	0
0	1	0	1	—	0	1	1	1
0	1	1	0	—	0	1	0	1
0	1	1	1	—	0	1	0	0
1	0	0	0	—	1	1	0	0
1	0	0	1	—	1	1	0	1

↓ 16

↓ 16



Do Not
care

W

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

$$W = A$$

X

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

$$X = B + A$$

Y

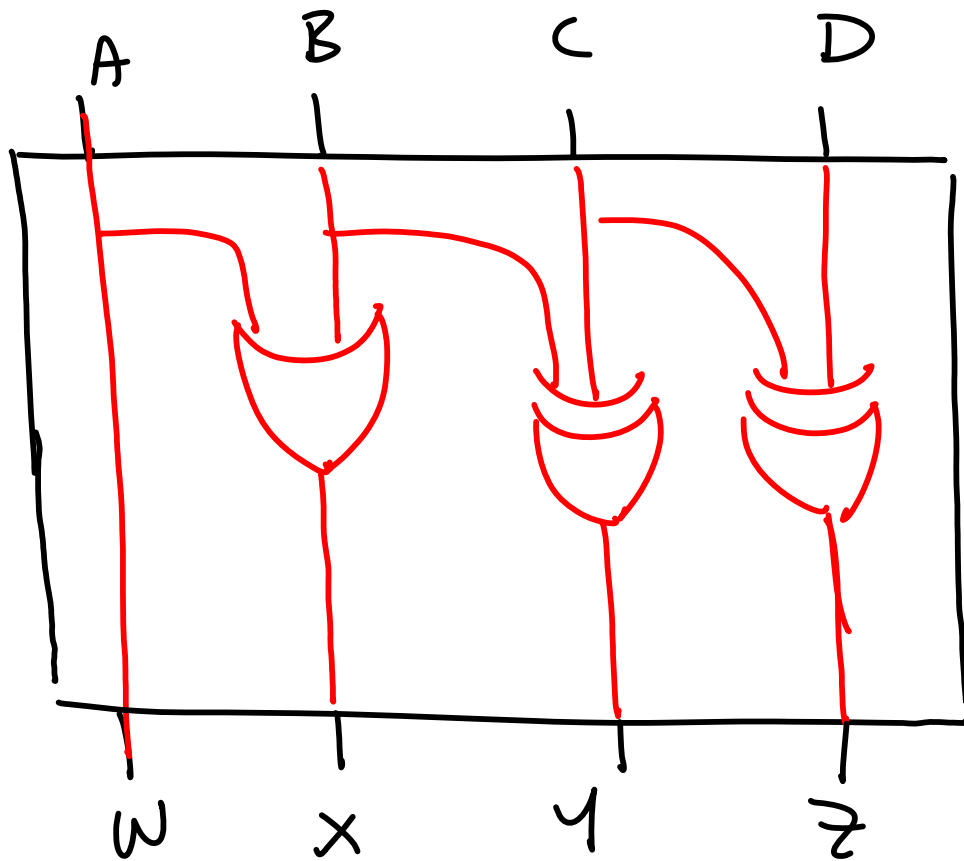
AB \ CD		00 01		11 10	
00				1	1
01		1	1		
11		X	X	X	X
10				X	X

$$Y = B\bar{C} + \bar{B}C$$
$$= B \oplus C$$

Z

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

$$Z = \bar{C}D + C\bar{D}$$
$$Z = C \oplus D$$



Note

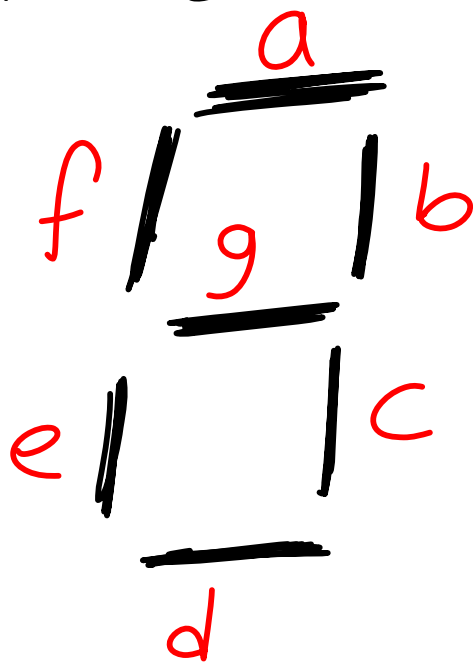
Design procedure

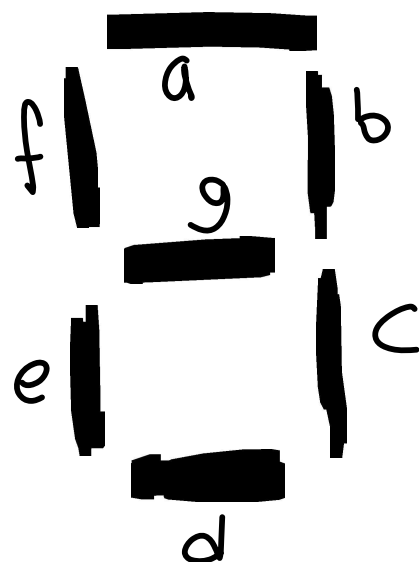
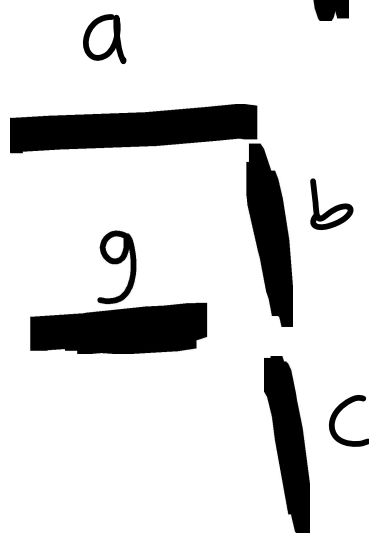
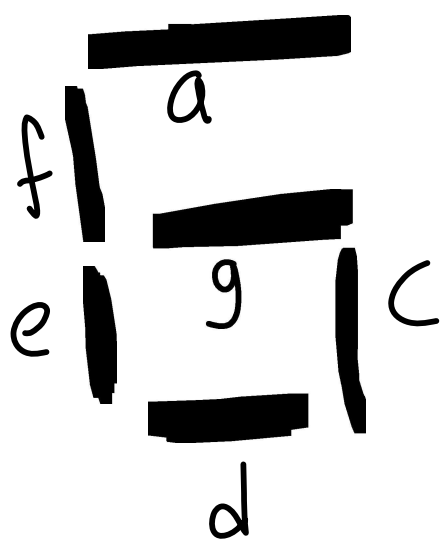
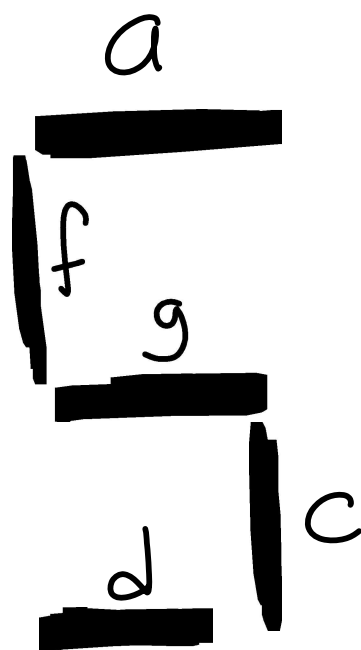
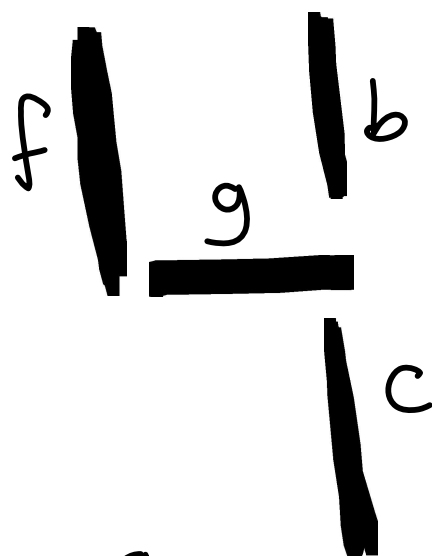
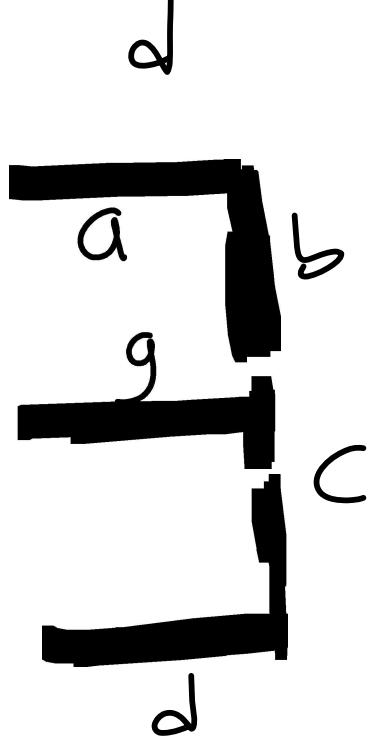
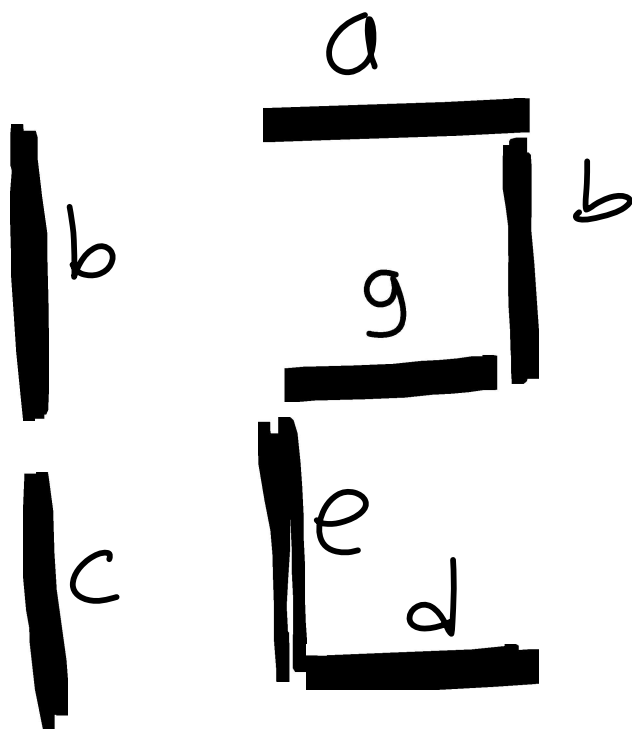
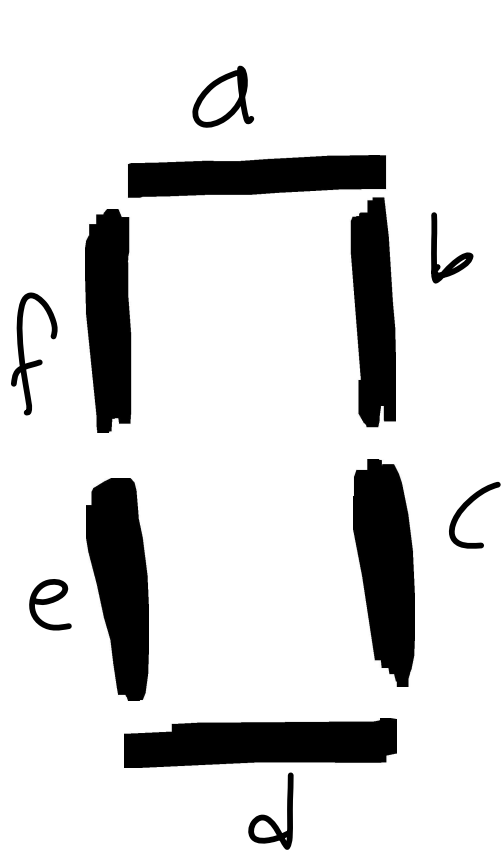
- (1) problem description
- (2) Truth table
 - ├─ Determine No. of inputs
 - ├─ Determine No. of output
 - └─ based on problem description determine output
- (3) Go To Karnaugh
- (4) implement

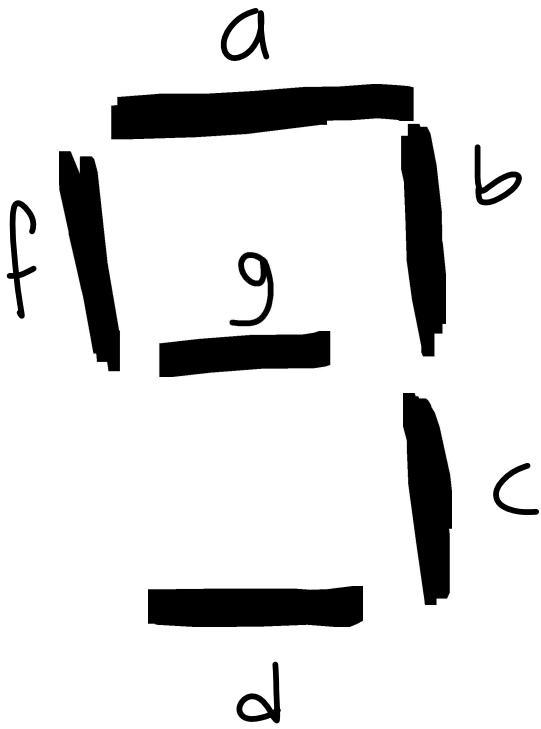
Prob

A seven-segment display decoder takes a 4-bit data input, $D_{3:0}$, and produces seven outputs control light emitting diodes to display a digit from 0 to 9. the seven outputs are often called segments a through g or $S_a - S_g$ as defined in fig. below

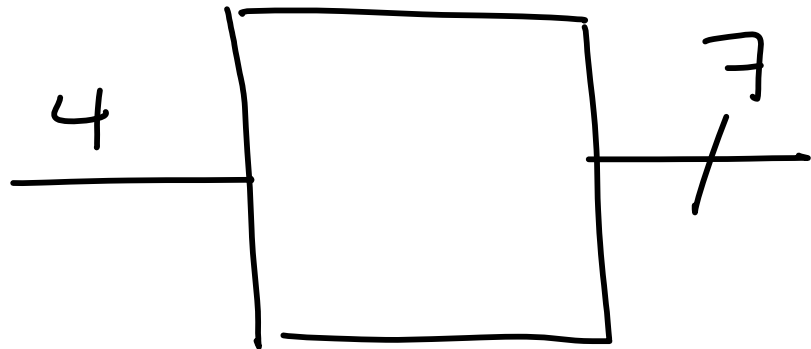
write a truth table for the outputs and use k-map to boolean equations for outputs $S_a - S_b$







Sol.



D_3	D_2	D_1	D_0	a	b	c	d	e	f	g
0	0	0	0	1	1	1	1	1	1	0
0	0	0	1	0	1	1	0	0	0	0
0	0	1	0	1	1	0	1	1	0	1
0	0	1	1	1	1	1	1	0	0	1

↓
Continue