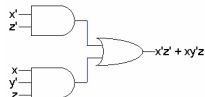


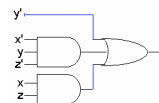
### Karnaugh maps

- Last time we saw applications of Boolean logic to circuit design.
  - The basic Boolean operations are AND, OR and NOT.
  - These operations can be combined to form complex expressions, which can also be directly translated into a hardware circuit.
  - Boolean algebra helps us simplify expressions and circuits.
- Today we'll look at a graphical technique for simplifying an expression into a **minimal sum of products (MSP)** form:
  - There are a minimal number of product terms in the expression.
  - Each term has a minimal number of literals.
- Circuit-wise, this leads to a **minimal two-level implementation**.



### Review: Standard forms of expressions

- We can write expressions in many ways, but some ways are more useful than others
- A **sum of products (SOP)** expression contains:
  - Only OR (sum) operations at the "outermost" level
  - Each term that is summed must be a product of literals
$$f(x,y,z) = y' + x'yz' + xz$$
- The advantage is that any sum of products expression can be implemented using a **two-level circuit**
  - literals and their complements at the "0th" level
  - AND gates at the first level
  - a single OR gate at the second level
- This diagram uses some shorthands...
  - NOT gates are implicit
  - literals are reused
  - this is *not* okay in LogicWorks!



### Terminology: Minterms

- A **minterm** is a special product of literals, in which each input variable appears exactly once.
- A function with  $n$  variables has  $2^n$  minterms (since each variable can appear complemented or not)
- A three-variable function, such as  $f(x,y,z)$ , has  $2^3 = 8$  minterms:
 

$x'y'z'$	$x'y'z$	$x'yz'$	$x'yz$
$xy'z'$	$xy'z$	$xyz'$	$xyz$
- Each minterm is true for exactly one combination of inputs:

Minterm	Is true when...	Shorthand
$x'y'z'$	$x=0, y=0, z=0$	$m_0$
$x'y'z$	$x=0, y=0, z=1$	$m_1$
$x'yz'$	$x=0, y=1, z=0$	$m_2$
$x'yz$	$x=0, y=1, z=1$	$m_3$
$xy'z'$	$x=1, y=0, z=0$	$m_4$
$xy'z$	$x=1, y=0, z=1$	$m_5$
$xyz'$	$x=1, y=1, z=0$	$m_6$
$xyz$	$x=1, y=1, z=1$	$m_7$

### Terminology: Sum of minterms form

- Every function can be written as a **sum of minterms**, which is a special kind of sum of products form
- The sum of minterms form for any function is **unique**
- If you have a truth table for a function, you can write a sum of minterms expression just by picking out the rows of the table where the function output is 1.

x	y	z	$f(x,y,z)$	$f(x,y,z)$
0	0	0	1	0
0	0	1	1	0
0	1	0	1	0
0	1	1	1	0
1	0	0	0	1
1	0	1	0	1
1	1	0	1	0
1	1	1	0	1

$$f = x'y'z' + x'y'z + x'yz' + x'yz + xyz'$$

$$= m_0 + m_1 + m_2 + m_3 + m_6$$

$$= \Sigma m(0,1,2,3,6)$$
  

$$f = xy'z' + xy'z + xyz$$

$$= m_4 + m_5 + m_7$$

$$= \Sigma m(4,5,7)$$

$f$  contains all the minterms not in  $f$

### Re-arranging the truth table

- A two-variable function has four possible minterms. We can re-arrange these minterms into a **Karnaugh map**.

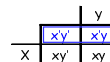


- Now we can easily see which minterms contain common literals.
  - Minterms on the left and right sides contain  $y$  and  $\bar{y}$  respectively.
  - Minterms in the top and bottom rows contain  $x'$  and  $x$  respectively.



### Karnaugh map simplifications

- Imagine a two-variable sum of minterms:
 
$$x'y + xy$$
- Both of these minterms appear in the top row of a Karnaugh map, which means that they both contain the literal  $x'$ .



- What happens if you simplify this expression using Boolean algebra?

$$x'y + xy = x'(y + y) \quad [\text{Distributive}]$$

$$= x' \cdot 1 \quad [y + y' = 1]$$

$$= x' \quad [x \cdot 1 = x]$$

### More two-variable examples

- Another example expression is  $x'y + xy$ .
  - Both minterms appear in the right side, where  $y$  is uncomplemented.
  - Thus, we can reduce  $x'y + xy$  to just  $y$ .

		y	
		x'y	xy
X		xy	xy

- How about  $x'y' + x'y + xy$ ?
  - We have  $x'y' + x'y$  in the top row, corresponding to  $x'$ .
  - There's also  $x'y + xy$  in the right side, corresponding to  $y$ .
  - This whole expression can be reduced to  $x' + y$ .

		y	
		x'y'	x'y
X		xy'	xy

### A three-variable Karnaugh map

- For a three-variable expression with inputs  $x, y, z$ , the arrangement of minterms is more tricky:

		YZ			
		00	01	11	10
X	0	x'y'z'	x'y'z	x'yz	x'yz'
X	1	xy'z'	xy'z	xyz	xyz'

		YZ			
		00	01	11	10
X	0	m <sub>0</sub>	m <sub>1</sub>	m <sub>3</sub>	m <sub>2</sub>
X	1	m <sub>4</sub>	m <sub>5</sub>	m <sub>7</sub>	m <sub>6</sub>

- Another way to label the K-map (use whichever you like):

		y			
		x'y'z'	x'y'z	x'yz	x'yz'
X		xy'z'	xy'z	xyz	xyz'
		Z			

		y			
		m <sub>0</sub>	m <sub>1</sub>	m <sub>3</sub>	m <sub>2</sub>
X		m <sub>4</sub>	m <sub>5</sub>	m <sub>7</sub>	m <sub>6</sub>
		Z			

### Why the funny ordering?

- With this ordering, any group of 2, 4 or 8 adjacent squares on the map contains common literals that can be factored out.

		y			
		x'y'z'	x'y'z	x'yz	x'yz'
X		xy'z'	xy'z	xyz	xyz'
		Z			

$$\begin{aligned}
 &x'y'z + x'y'z + x'yz + x'yz' \\
 &= x'z(y + y) \\
 &= x'z \cdot 1 \\
 &= x'z
 \end{aligned}$$

- "Adjacency" includes wrapping around the left and right sides:

		y			
		x'y'z'	x'y'z	x'yz	x'yz'
X		xy'z'	xy'z	xyz	xyz'
		Z			

$$\begin{aligned}
 &x'y'z' + xy'z' + x'y'z + xy'z \\
 &= z'(x'y' + xy' + x'y + xy) \\
 &= z'(y(x' + x) + y(x' + x)) \\
 &= z'(y + y) \\
 &= z'
 \end{aligned}$$

- We'll use this property of adjacent squares to do our simplifications.

### Example K-map simplification

- Let's consider simplifying  $f(x,y,z) = xy + yz + xz$ .
- First, you should convert the expression into a sum of minterms form, if it's not already.
  - The easiest way to do this is to make a truth table for the function, and then read off the minterms.
  - You can either write out the literals or use the minterm shorthand.
- Here is the truth table and sum of minterms for our example:

x	y	z	f(x,y,z)
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

$$\begin{aligned}
 f(x,y,z) &= x'y'z + xy'z + x'yz + xyz \\
 &= m_1 + m_5 + m_6 + m_7
 \end{aligned}$$

### Unsimpifying expressions

- You can also convert the expression to a sum of minterms with Boolean algebra.
  - Apply the distributive law in reverse to add in missing variables.
  - Very few people actually do this, but it's occasionally useful.

$$\begin{aligned}
 xy + yz + xz &= (xy \cdot 1) + (yz \cdot 1) + (xz \cdot 1) \\
 &= (xy \cdot (z + z)) + (yz \cdot (x' + x)) + (xz \cdot (y' + y)) \\
 &= (xyz + xyz) + (x'yz + xyz) + (xy'z + xyz) \\
 &= xyz + xyz + x'yz + xy'z
 \end{aligned}$$

- In both cases, we're actually "unsimplifying" our example expression.
  - The resulting expression is larger than the original one!
  - But having all the individual minterms makes it easy to combine them together with the K-map.

### Making the example K-map

- Next up is drawing and filling in the K-map.
  - Put 1s in the map for each minterm, and 0s in the other squares.
  - You can use either the minterm products or the shorthand to show you where the 1s and 0s belong.
- In our example, we can write  $f(x,y,z)$  in two equivalent ways.

$$f(x,y,z) = x'y'z + xy'z + x'yz + xyz \qquad f(x,y,z) = m_1 + m_5 + m_6 + m_7$$

		y			
		x'y'z'	x'y'z	x'yz	x'yz'
X		xy'z'	xy'z	xyz	xyz'
		Z			

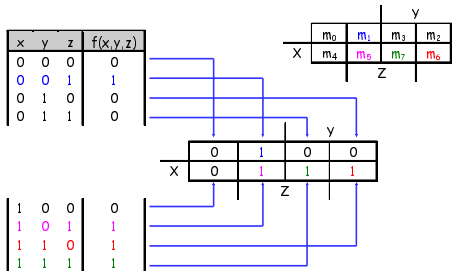
		y			
		m <sub>0</sub>	m <sub>1</sub>	m <sub>3</sub>	m <sub>2</sub>
X		m <sub>4</sub>	m <sub>5</sub>	m <sub>7</sub>	m <sub>6</sub>
		Z			

- In either case, the resulting K-map is shown below.

		y			
		0	1	0	0
X		0	1	1	1
		Z			

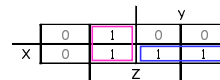
### K-maps from truth tables

- You can also fill in the K-map directly from a truth table.
  - The output in row  $i$  of the table goes into square  $m_i$  of the K-map.
  - Remember that the rightmost columns of the K-map are "switched."



### Grouping the minterms together

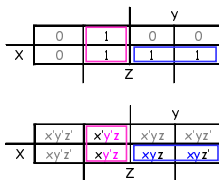
- The most difficult step is grouping together all the 1s in the K-map.
  - Make **rectangles** around groups of one, two, four or eight 1s.
  - All of the 1s in the map should be included in at least one rectangle.
  - Do *not* include any of the 0s.



- Each group corresponds to one product term. For the simplest result:
  - Make as few rectangles as possible, to minimize the number of products in the final expression.
  - Make each rectangle as large as possible, to minimize the number of literals in each term.
  - It's all right for rectangles to overlap, if that makes them larger.

### Reading the MSP from the K-map

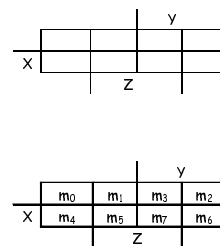
- Finally, you can find the MSP.
  - Each rectangle corresponds to one product term.
  - The product is determined by finding the common literals in that rectangle.



- For our example, we find that  $xy + yz + xz = yz + xy$ . (This is one of the additional algebraic laws from last time.)

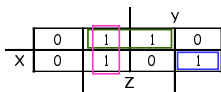
### Practice K-map 1

- Simplify the sum of minterms  $m_1 + m_3 + m_5 + m_7$ .



### Solutions for practice K-map 1

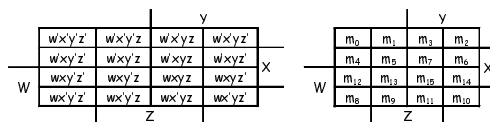
- Here is the filled in K-map, with all groups shown.
  - The magenta and green groups overlap, which makes each of them as large as possible.
  - Minterm  $m_6$  is in a group all by its lonesome.



- The final MSP here is  $x'z + yz + xyz$ .

### Four-variable K-maps

- We can do four-variable expressions too!
  - The minterms in the third and fourth columns, *and* in the third and fourth rows, are switched around.
  - Again, this ensures that adjacent squares have common literals.



- Grouping minterms is similar to the three-variable case, but:
  - You can have rectangular groups of 1, 2, 4, 8 or 16 minterms.
  - You can wrap around *all four* sides.

### Example: Simplify $m_0+m_2+m_5+m_8+m_{10}+m_{13}$

- The expression is already a sum of minterms, so here's the K-map:

	y		
	1	0	1
	0	1	0
	0	1	0
	1	0	1
W		Z	X

	y		
	$m_0$	$m_1$	$m_2$
	$m_4$	$m_5$	$m_6$
	$m_{12}$	$m_{13}$	$m_{14}$
	$m_8$	$m_9$	$m_{10}$
W		Z	X

- We can make the following groups, resulting in the MSP  $x'z' + xy'z$ .

	y		
	1	0	1
	0	1	0
	0	1	0
	1	0	1
W		Z	X

	y		
	$w'xy'z$	$wxy'z$	$w'xy'z$
	$w'xy'z$	$wxy'z$	$w'xy'z$
	$wxy'z$	$wxy'z$	$wxy'z$
	$wxy'z$	$wxy'z$	$wxy'z$
W		Z	X

### K-maps can be tricky!

- There may not necessarily be a *unique* MSP. The K-map below yields two valid and equivalent MSPs, because there are two possible ways to include minterm  $m_7$ .

	y		
	0	1	0
	0	1	1
	0	1	1
X		Z	

	y		
	0	1	0
	0	1	1
	0	1	1
X		Z	

	y		
	0	1	0
	0	1	1
	0	1	1
X		Z	

$y'z + yz' + xy$        $y'z + yz' + xz$

- Remember that overlapping groups is possible, as shown above.