



Unit 3.1

Introduction to combinational circuits. Boolean Algebra



- Boolean Algebra
- Logical Operations:
OR, AND, XOR and NOT
- Boolean Algebra
 - Postulates
 - Theorems
- Logical functions. Canonical forms.
- Truth tables
- Universality of NAND and NOR gates

Boolean Algebra. Definition



- **Boolean Algebra** (after G. Boole 1779-1848):
Algebra in which:
 - the **logical variables** can take just two values: (**0** and **1**).
 - Three **logical operations** are defined:
 - Logical negation, **NOT**
 - Logical addition. **OR**, **+**
 - Logical multiplication, **AND**. *****
 - It is the algebra that computers use





Logical operations

▪ OR

a	b	a OR b
0	0	0
0	1	1
1	0	1
1	1	1

▪ NOT

a	NOT a
0	1
1	0

▪ AND

a	b	a AND b
0	0	0
0	1	0
1	0	0
1	1	1

▪ XOR

a	b	a XOR b
0	0	0
0	1	1
1	0	1
1	1	0

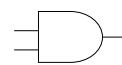


Logical gates (I)



a	b	a OR b
0	0	0
0	1	1
1	0	1
1	1	1

Represented as: $a + b$



a	b	a AND b
0	0	0
0	1	0
1	0	0
1	1	1

Represented as: $a \cdot b$



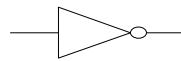


Logical gates(II)



a	b	a XOR b
0	0	0
0	1	1
1	0	1
1	1	0

Represented as: $a \oplus b$



a	NOT a
0	1
1	0

Represented as : \bar{a}



Boolean Algebra Postulates



1. Commutative law.
 - $a + b = b + a$ $a * b = b * a$
2. Distributive law
 - $a * (b+c) = a * b + a * c$
 - $a + (b * c) = (a+b) * (a+c)$
3. Identity element
 - $a + 0 = a$ $a * 1 = a$
4. Complement
 - $a + \bar{a} = 1$ $a * \bar{a} = 0$



Boolean Algebra Theorems



The following theorems can be proved out of the previous postulates

- 1. Idempotence:
▪ $a+a = a$ $a \cdot a = a$
- 2. Commutativity:
▪ $a + \bar{b} = b + a$ $a \cdot \bar{b} = b \cdot a$
- 3. Associativity:
▪ $a+(b+c) = (a+b)+c$ $a \cdot (b \cdot c) = (a \cdot b) \cdot c$
- 4. Distributivity:
▪ $a \cdot (b+c) = a \cdot b + a \cdot c$ $a+(b \cdot c) = (a+b) \cdot (a+c)$



Boolean Algebra Theorems



- 6. Absorption:
▪ $(a \cdot b) + a = a$ $(a + b) \cdot a = a$
- 8. Annihilator:
▪ $a + 1 = 1$ $a \cdot 0 = 0$
- 9. Double negation
▪ $\bar{\bar{a}} = a$
- 10. De Morgan's laws:
▪ $\overline{a+b} = \bar{a} \cdot \bar{b}$ $\overline{a \cdot b} = \bar{a} + \bar{b}$

They make possible to shift from logical sums to logical products and viceversa



Boolean Algebra

Logical functions. Canonical forms



- **Logical functions:** mathematical expression in terms of Boolean variables related by logical operations. Example:

$$f_1(c,b,a) = a + c \cdot b + c \cdot b \cdot a$$

- **Canonical term:** term in the function (product or sum) in which all variables (or their complement) appear.
- **Canonical Function:** Function in which all terms are canonical
- **Minterm (Sum of Products, POS):** canonical term in form of sum of products of variables (ej.: $c \cdot b \cdot a$).
 - **Conversion:** Multiply each non canonical term by the sum of missing variables (both natural and complemented).
- **Maxterm (Product of Sum, POS):** canonical term in form of product of sums of variables (ej.: $c+b+a$).
 - **Conversion:** Add to each non canonical term a product formed by the missing variables (both natural and complemented).



Truth table



- Way to represent a logical function in which the value of all combinations of variables appears. The canonical form can be easily obtained from it.

Example:

$$f(c,b,a) = c \cdot b + \bar{c} \cdot a$$

Truth table:

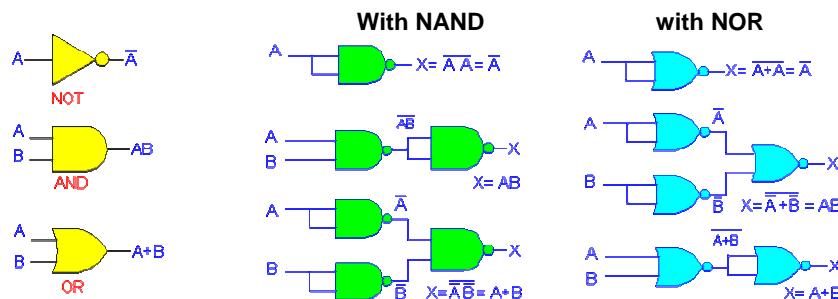
c	b	a	f
0	0	0	0
1	0	0	1
2	0	1	0
3	0	1	1
4	1	0	0
5	1	0	0
6	1	1	0
7	1	1	1





Universality of NAND and NOR (I)

- NAND y NOR gates are **universal**: any logical function can be expressed just with NAND gates or just with NOR gates.

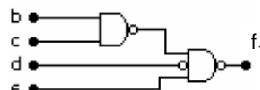


Universality of NAND and NOR (II)

- To build any circuit with NAND or NOR gates, double negation and De Morgan laws are used.
- Example: $f_1 = bc + d + \bar{e}$
- With NAND

Switch to sums of products

$$f_1 = \overline{\overline{bc} + \overline{d} + \overline{\bar{e}}} = \overline{bc} \cdot \overline{d} \cdot \overline{\bar{e}} = bc \cdot d \cdot e$$



- with NOR

Switch to products of sums

$$f_1 = \overline{\overline{bc} + d - \bar{e}} = \overline{\overline{bc} + d} + \overline{\overline{\bar{e}}} = b + c + d + e$$

