

Karnaugh Maps

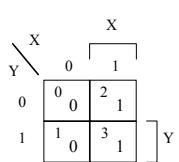
Karnaugh Maps

- ◆ Karnaugh Map : a representation of the truth table by a matrix of squares(cells) , where each square corresponds to a minterm (or a maxterm) of the logic function.
- ◆ For n-variable function, we need 2^n rows truth table and 2^n squares(cells).
- ◆ The square number is equivalent to the row number in the truth table
- ◆ To represent a logic function, the truth table values are copied into their corresponding cells .
- ◆ The arrangements of the squares help to identify the input variable redundancy ($X.Y.Z+X.Y.Z'=X.Y$)

Two-variable Karnaugh map

- ◆ Example : $F = XY' + XY$

ROW	X	Y	F
0	0	0	0
1	0	1	0
2	1	0	1
3	1	1	1



- ◆ Simplification : $F = X(Y+Y') = X \cdot 1 = X$

Three-variable Karnaugh map

◆ Example : $F = X'Y'Z' + X'Y'Z + X'Y'Z' + X'Y'Z + X'Y'Z + X'Y'Z$

Row	X	Y	Z	F
0	0	0	0	1
1	0	0	1	1
2	0	1	0	0
3	0	1	1	0
4	1	0	0	1
5	1	0	1	1
6	1	1	0	0
7	1	1	1	0

◆ $F = X'Y'(Z' + Z) + X'Y'(Z' + Z) = X'Y' + X'Y' = (X' + X)Y' = Y'$

Four-variable Karnaugh map

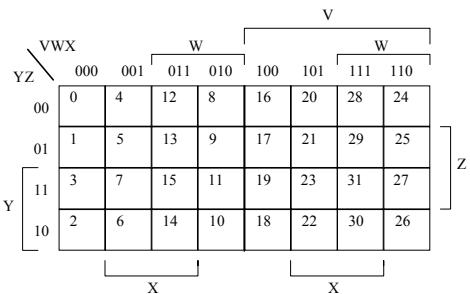
◆ Row W X Y Z F

0	0	0	0	0	1
1	0	0	0	1	0
2	0	0	1	0	1
3	0	0	1	1	0
4	0	1	0	0	0
5	0	1	0	1	1
6	0	1	1	0	0
7	0	1	1	1	1
8	1	0	0	0	1
9	1	0	0	1	0
10	1	0	1	0	1
11	1	0	1	1	0
12	1	1	0	0	0
13	1	1	0	1	1
14	1	1	1	0	0
15	1	1	1	1	1

◆ $F = W'X'Y'Z' + W'X'Y'Z + WX'YZ' + W'XYZ + WX'Y'Z' + WXY'Z + WXYZ$

Five-variable Karnaugh map

- Five variable K-map is formed using two connected four-variable maps:



Dont Care Conditions :

- ◆ In some applications, the Boolean function for certain combinations of the input variables is not specified. The corresponding minterms (maxterms) are called “dont care minterms(maxterms)”.
- ◆ In K-map , the “dont care minterms/maxterms” are represented by “d”.
- ◆ Since the output function for those minterms(maxterms) is not specified, those minterms(maxterms) could be combined with the adjacent 1 cells(0-cells) to get a more simplified sum-of-products (product-of-sums) expression.

Example

- ◆ Build a logic circuit that determines if a decimal digit is ≥ 5
- ◆ Solution:
 - The decimal digits(0,1,2,...,9) are represented by 4 bit BCD code.
 - The logic circuit should have 4 input variables and one output.
 - There are 16 different input combinations but only 10 of them are used.
 - The logic function should produce 0 if the number is < 5 , and 1 if it is ≥ 5

Example - The Truth table

- ◆ The Truth table for the function is specified as follows:

Row	W	X	Y	Z	F
0	0	0	0	0	0
1	0	0	0	1	0
2	0	0	1	0	0
3	0	0	1	1	0
4	0	1	0	0	0
5	0	1	0	1	1
6	0	1	1	0	1
7	0	1	1	1	1
8	1	0	0	0	1
9	1	0	0	1	1
10	1	0	1	0	d
11	1	0	1	1	d
12	1	1	0	0	d
13	1	1	0	1	d
14	1	1	1	0	d
15	1	1	1	1	d

Timing Hazards

- ◆ The Truth Table determines the Steady State behavior of a Combinational Logic Circuit
 - ◆ Transient behavior :
 - Output could produce **glitches** when input variables change.
 - Glitches occur when the paths between inputs and output have different delays.
 - Timing **Hazards** refer to the possibility of having glitches during input transitions.
 - ◆ Hazards :
 - Definitions.
 - Finding hazards.
 - Eliminating hazards.

Example

- ◆ $F = YZ + XZ'$

◆ Delay in each gate is T .

◆ Input changes from $XYZ=111$ to 110

The diagram illustrates the timing of input changes and the resulting output F . The inputs X , Y , and Z are shown as constant values. Z' changes at time $T/2$ from 1 to 0. YZ and XZ' both change at time T from 1 to 0. The output F remains at 1 until time $T/2$, then drops to 0 at time T , remaining at 0 until time T . A double-headed arrow between $T/2$ and T is labeled "glitch".

