

GATE-LEVEL MINIMIZATION

INEL 4205 - Spring 2012

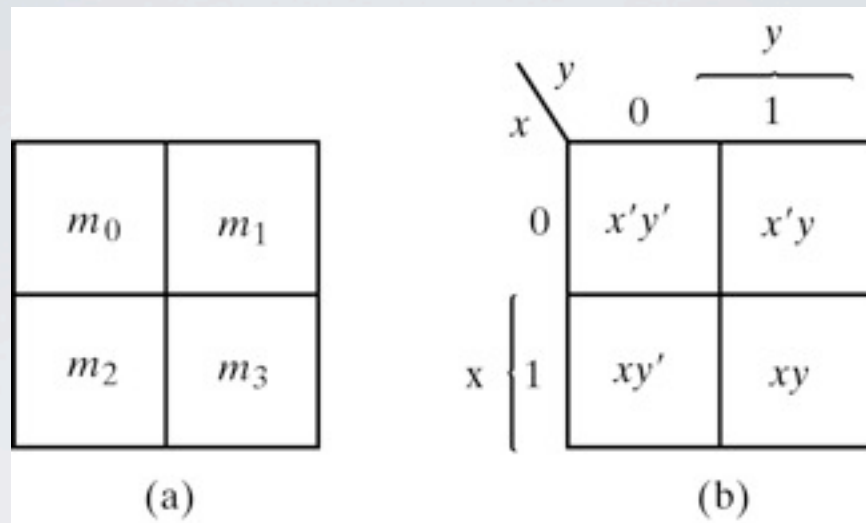


Fig. 3-1 Two-variable Map

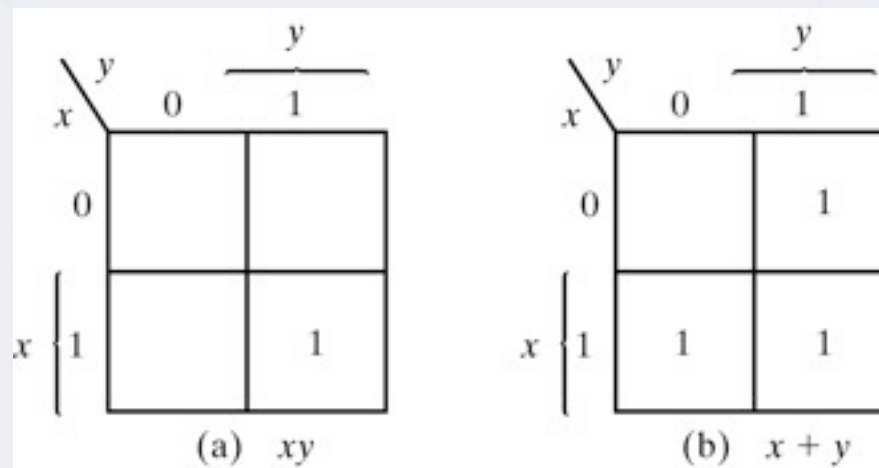


Fig. 3-2 Representation of Functions in the Map

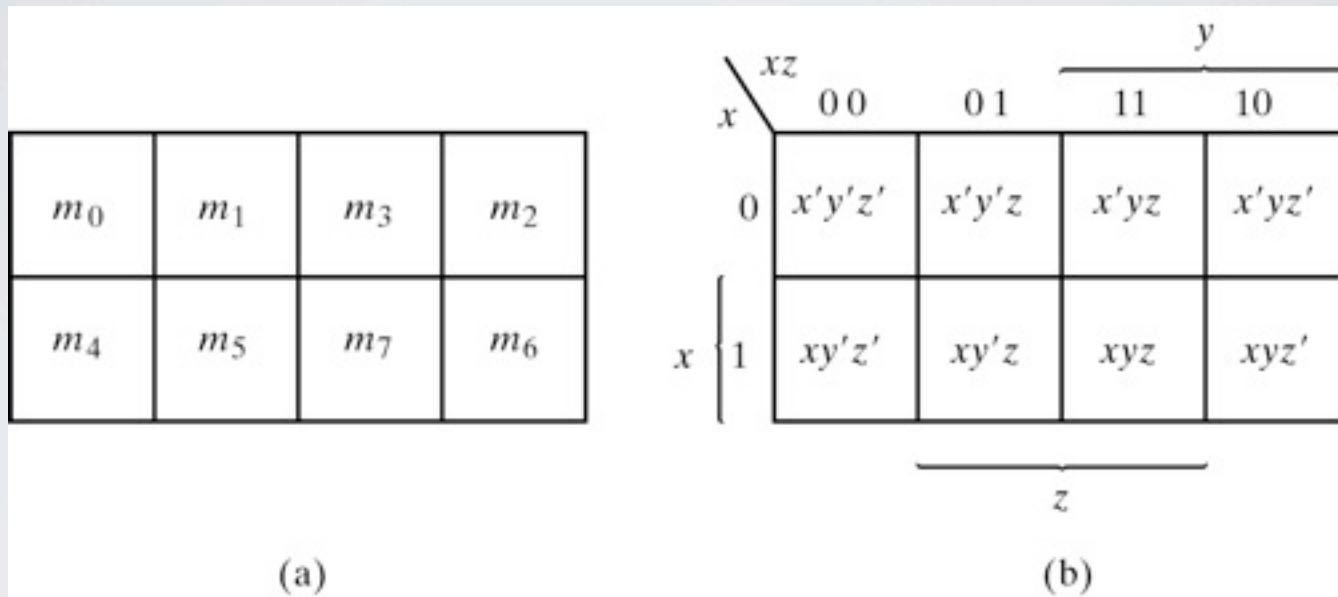


Fig. 3-3 Three-variable Map

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

z

Fig. 3-4 Map for Example 3-1; $F(x, y, z) = \Sigma(2, 3, 4, 5) = x'y + xy'$

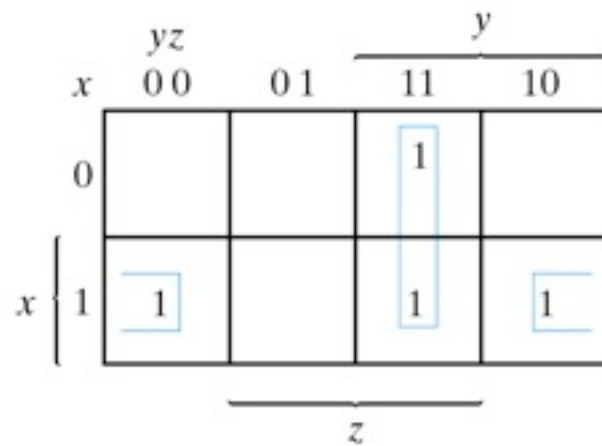


Fig. 3-5 Map for Example 3-2; $F(x, y, z) = \Sigma(3, 4, 6, 7) = yz + xz'$

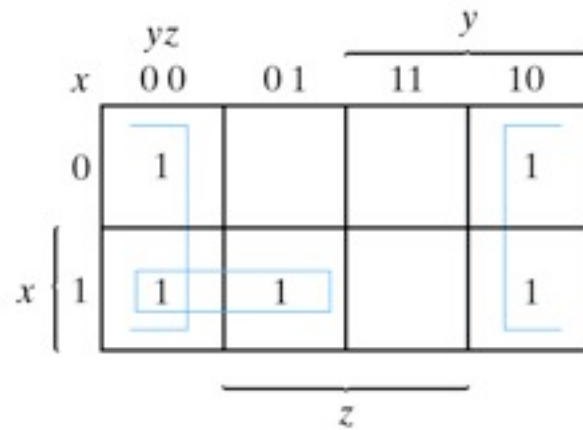


Fig. 3-6 Map for Example 3-3; $F(x, y, z) = \Sigma(0, 2, 4, 5, 6) = z' + xy'$

		<i>BC</i>		<i>B</i>	
		00	01	11	10
<i>A</i>	0		1	1	1
	1		1	1	

C

Fig. 3-7 Map for Example 3-4; $A'C + A'B + AB'C + BC = C + A'B$

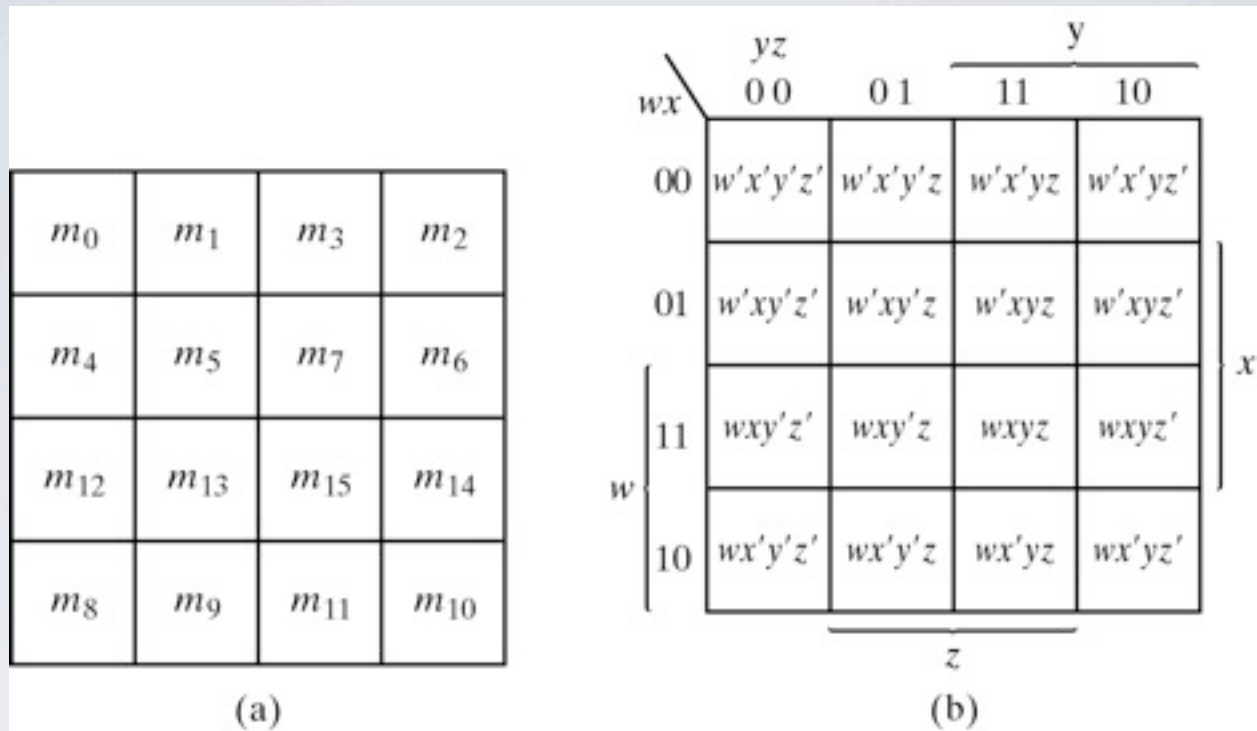


Fig. 3-8 Four-variable Map

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

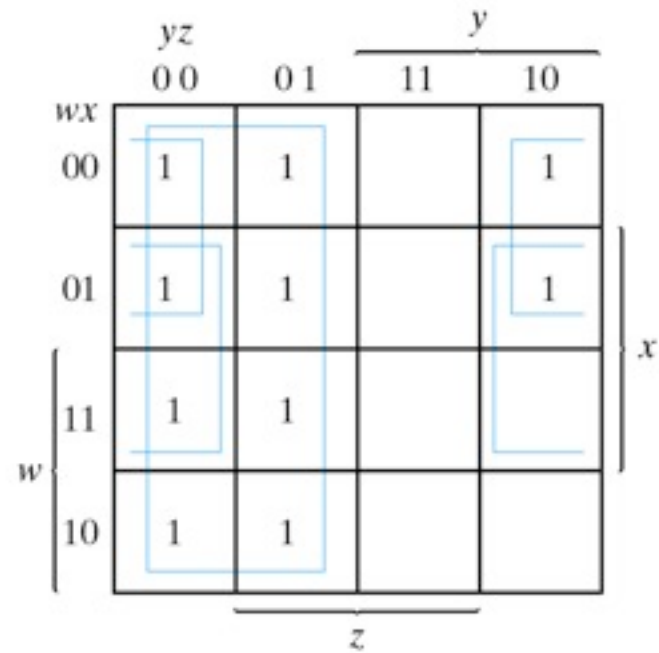


Fig. 3-9 Map for Example 3-5; $F(w, x, y, z)$
 $= \Sigma (0, 1, 2, 4, 5, 6, 8, 9, 12, 13, 14) = y' + w'z' + xz'$

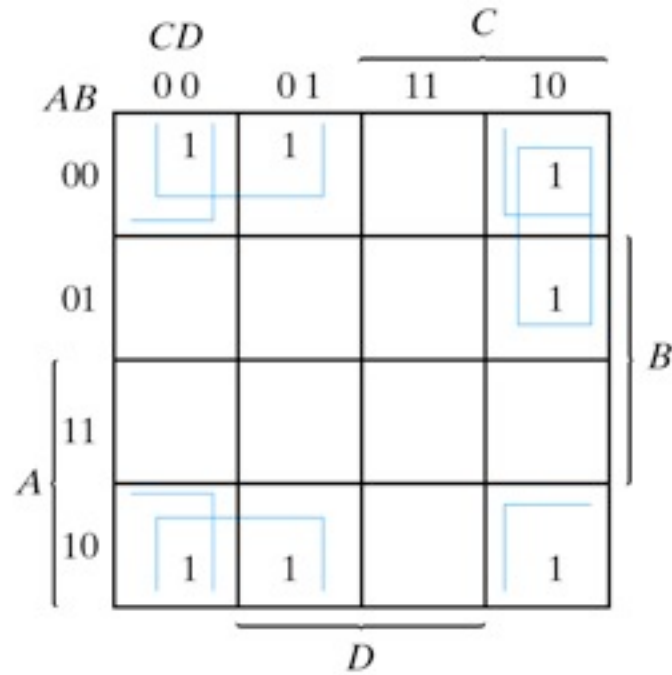
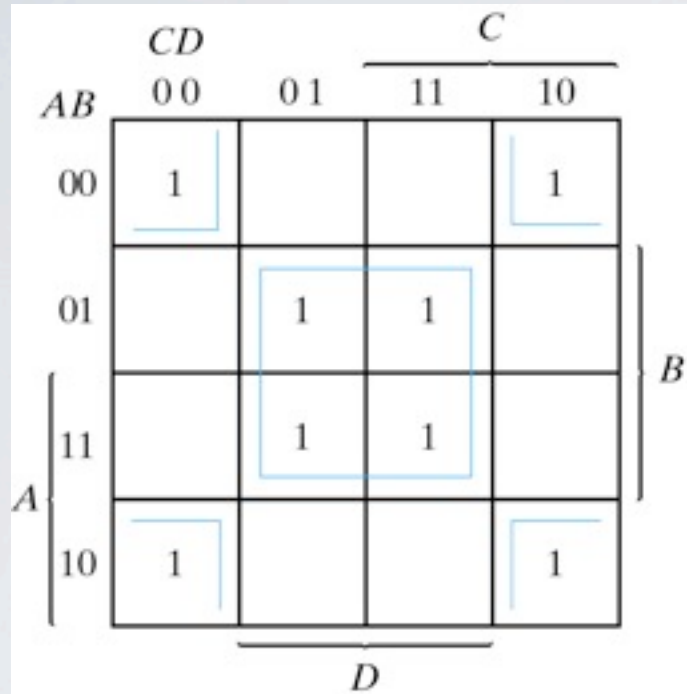


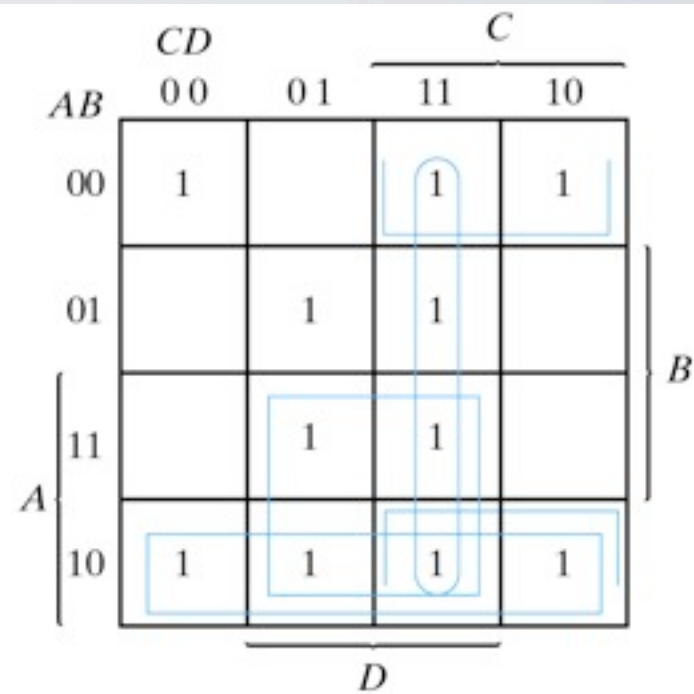
Fig.3-10 Map for Example 3-6; $A'B'C + B'CD' + A'BCD' + AB'C' = B'D' + B'C' + A'CD'$

PRIME IMPLICANTS

- In choosing adjacent squares in a map, we must ensure that
 - all the minterms of the function are covered when we combine the squares
 - the number of terms in the expression is minimized
 - there are no redundant terms (i.e. minterms covered by other terms)
- Prime implicant (PI): product term obtained by combining the maximum possible number of adjacent squares.
- If a minterm in a square is covered by only one PI then the PI is essential.
- To avoid redundant terms, do (1) essential prime implicants, (2) prime implicants, (3) other terms



(a) Essential prime implicants
 BD and $B'D'$



(b) Prime implicants CD , $B'C$,
 AD , and AB'

Fig. 3-11 Simplification Using Prime Implicants

Map in (b): do the 1's in (a) first, then CD and AB'

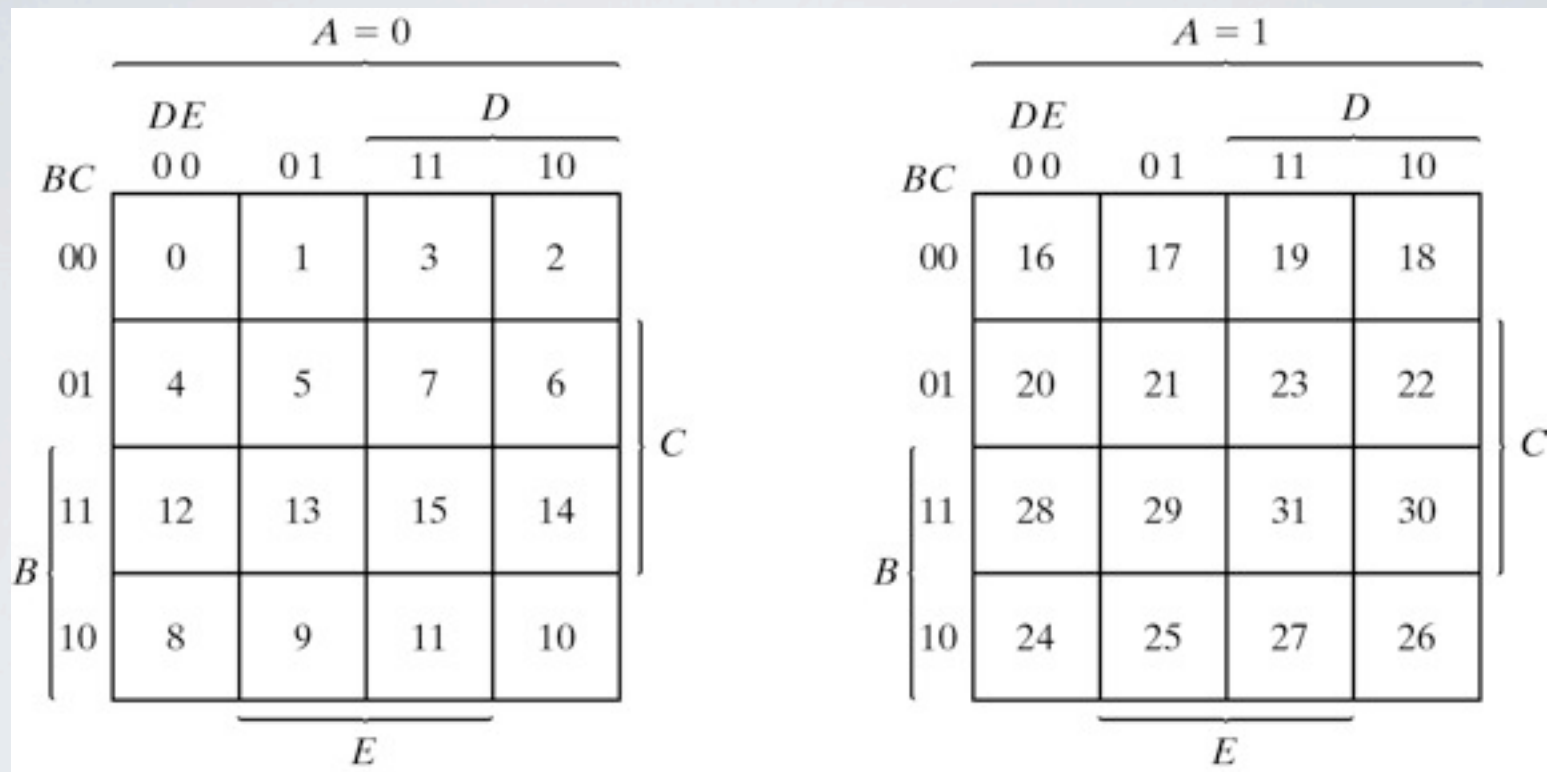


Fig. 3-12 Five-variable Map

Example: $F(A,B,C,D,E) = A'B'E' + BD'E + ACE$

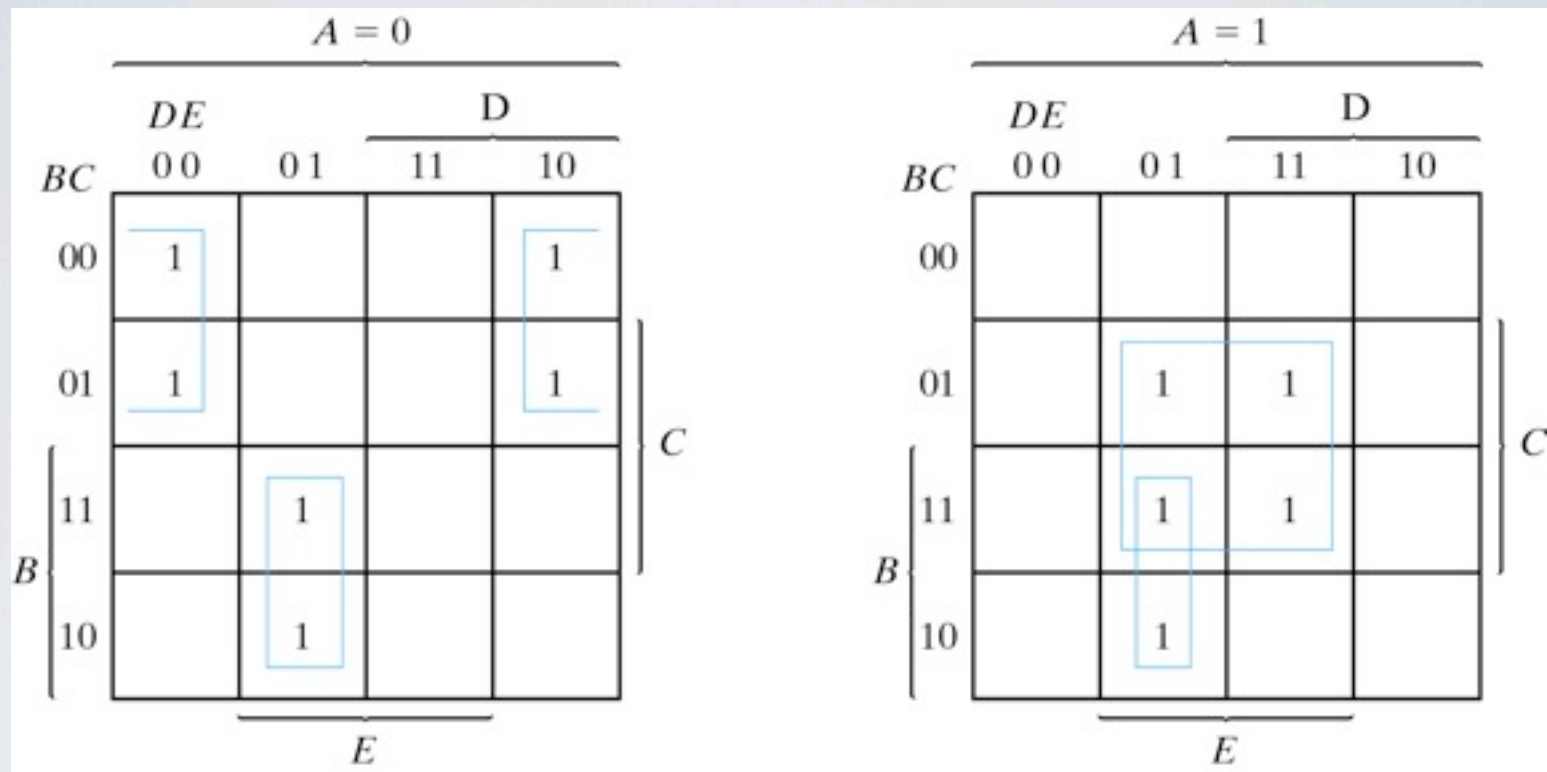


Fig. 3-13 Map for Example 3-7; $F = A'B'E' + BD'E + ACE$

$$\Sigma (0,1,2,5,8,9,10)$$

- Example 3-8: Simplify to a minimal expression using the:
 - 1's to produce a sum of products (AND-OR)
 - 0's to produce a complemented sum of products (AND-NOR)
 - 0's to produce a product of sums (OR-AND)
 - 1' to produce a complemented product of sums (OR-NAND)

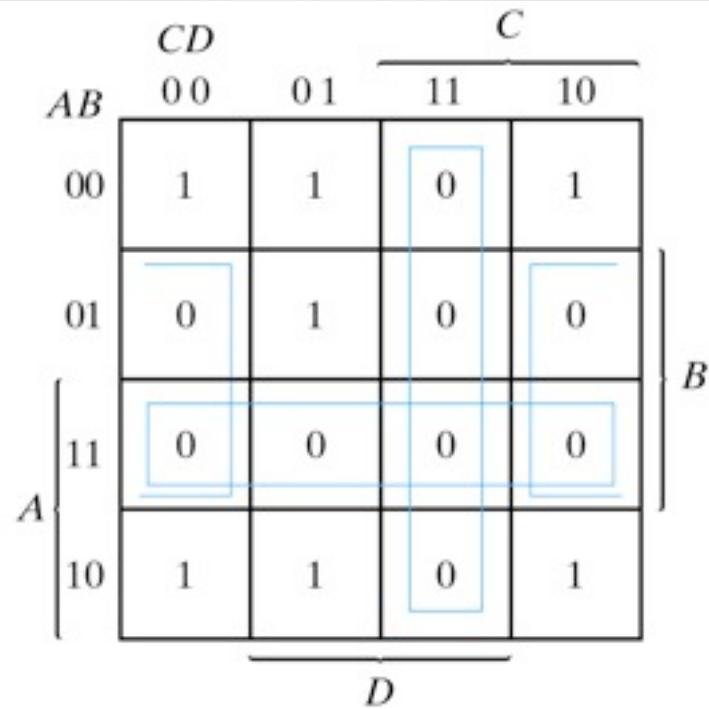
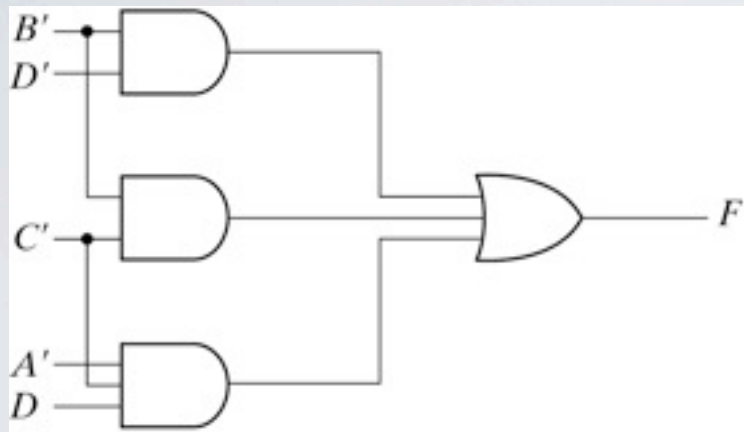
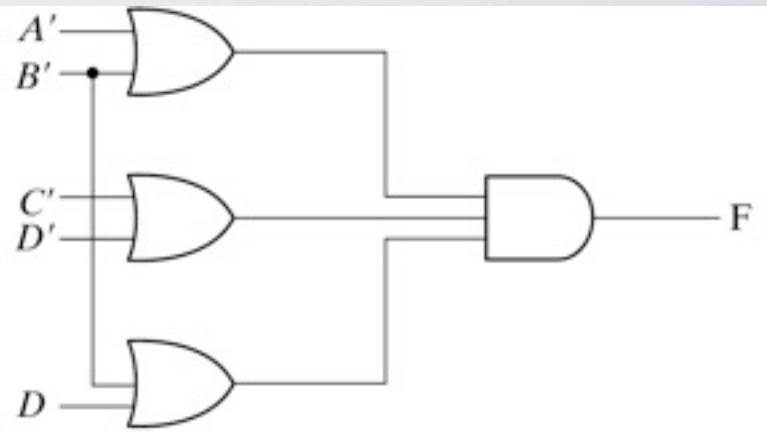


Fig. 3-14 Map for Example 3-8; $F(A, B, C, D) = \Sigma(0, 1, 2, 5, 8, 9, 10)$
 $= B'D' + B'C' + A'C'D = (A' + B')(C' + D')(B' + D)$



(a) $F = B'D' + B'C' + A'C'D$



(b) $F = (A' + B')(C' + D')(B' + D)$

Fig. 3-15 Gate Implementation of the Function of Example 3-8

Table 3.2
Truth Table of Function F

x	y	z	F
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	0

		<i>yz</i>		<i>y</i>	
	<i>x</i>	00	01	11	10
	0	0	1	1	0
	1	1	0	0	1
		<i>z</i>			

Fig. 3-16 Map for the Function of Table 3-2

		yz		y	
		00	01	11	10
wx	00	X	1	1	X
	01	0	X	1	0
	11	0	0	1	0
	10	0	0	1	0

z

(a) $F = yz + w'x'$

		yz		y	
		00	01	11	10
wx	00	X	1	1	X
	01	0	X	1	0
	11	0	0	1	0
	10	0	0	1	0

z

(a) $F = yz + w'z$

Fig. 3-17 Example with don't-care Conditions

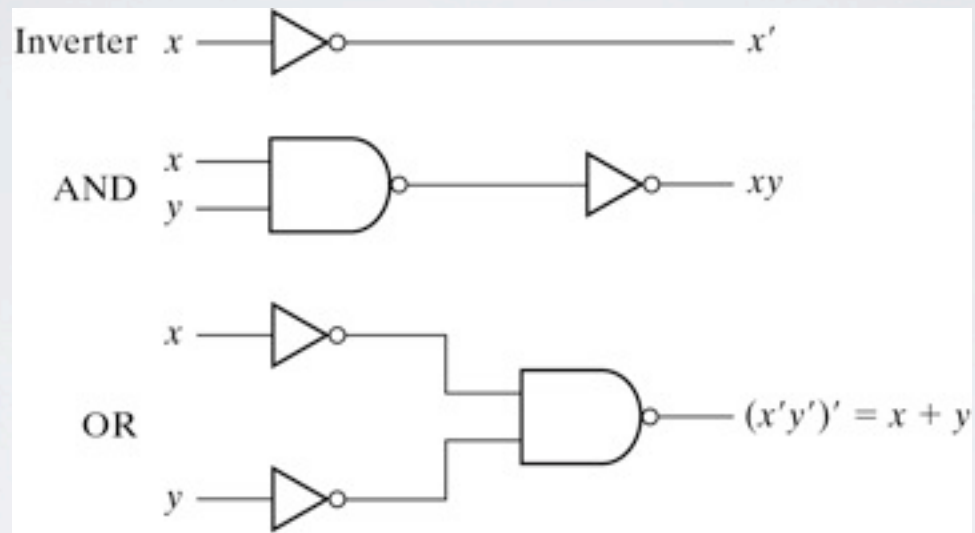
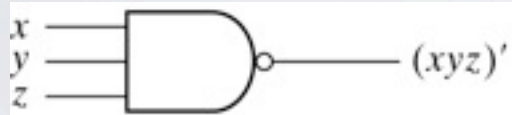
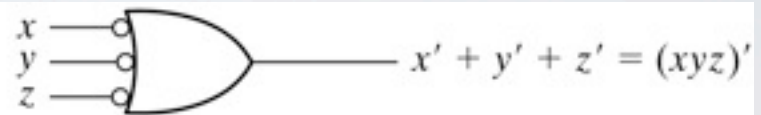


Fig. 3-18 Logic Operations with NAND Gates

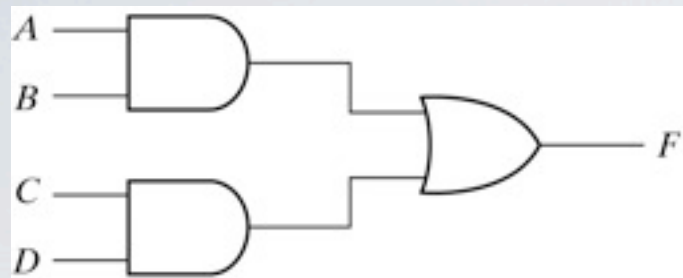


(a) AND-invert

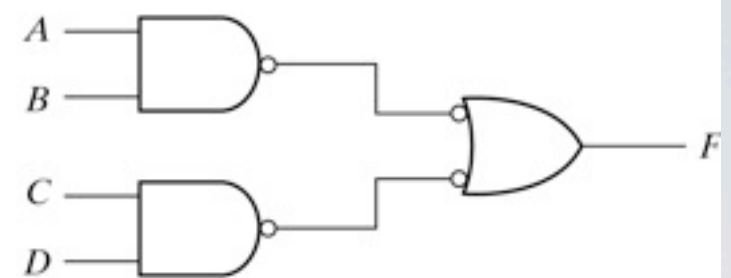


(b) Invert-OR

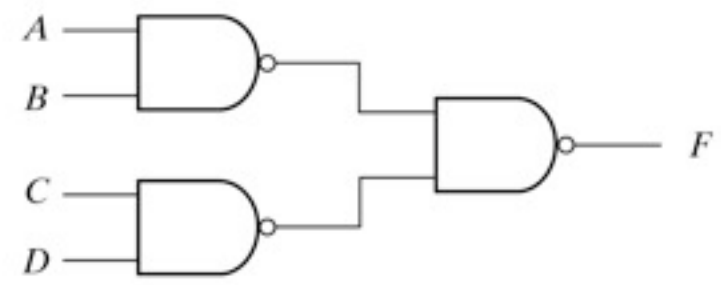
Fig. 3-19 Two Graphic Symbols for NAND Gate



(a)

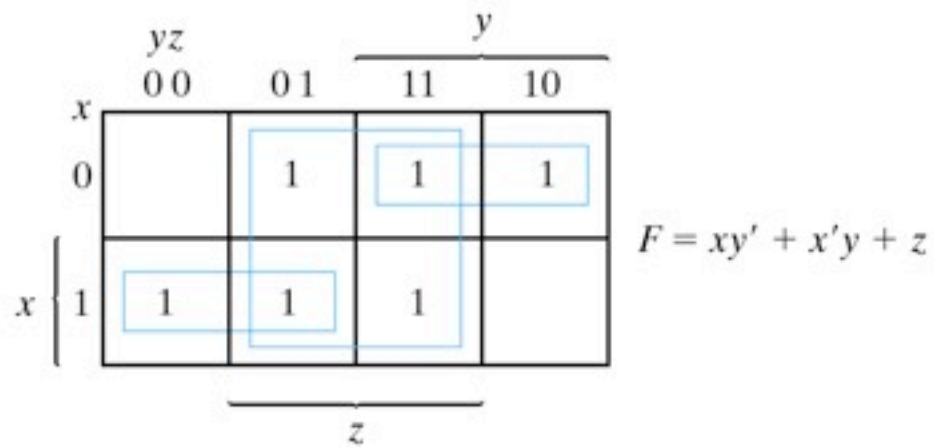


(b)

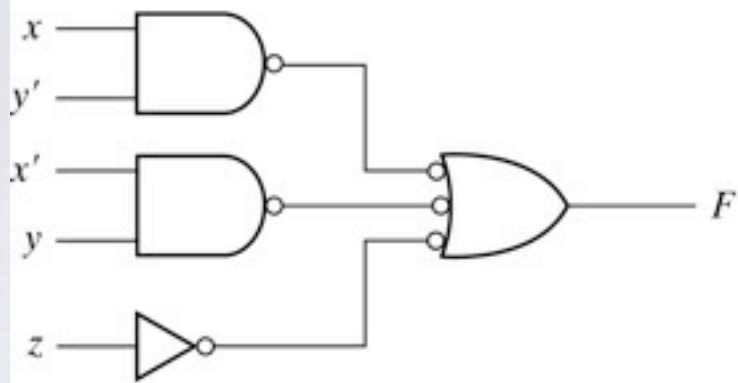


(c)

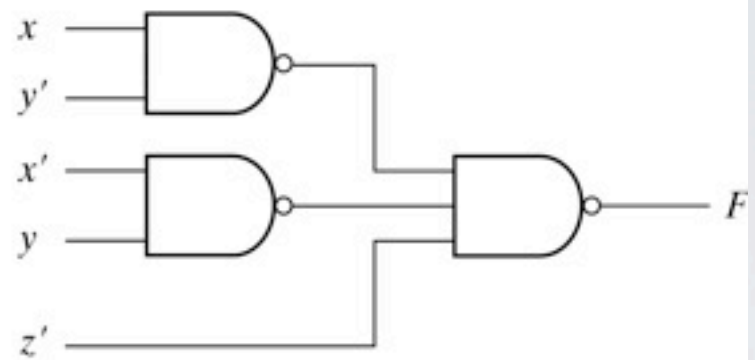
Fig. 3-20 Three Ways to Implement $F = AB + CD$



(a)

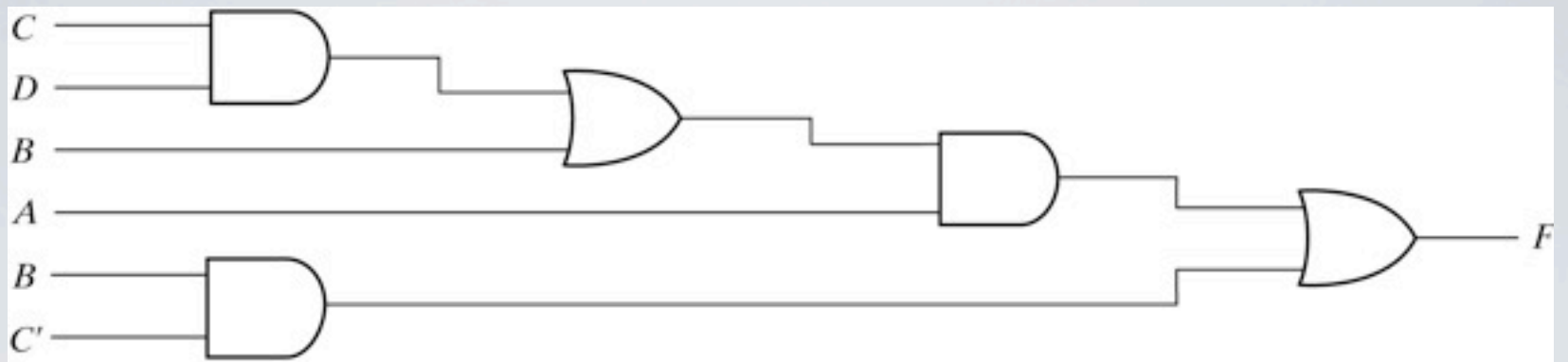


(b)

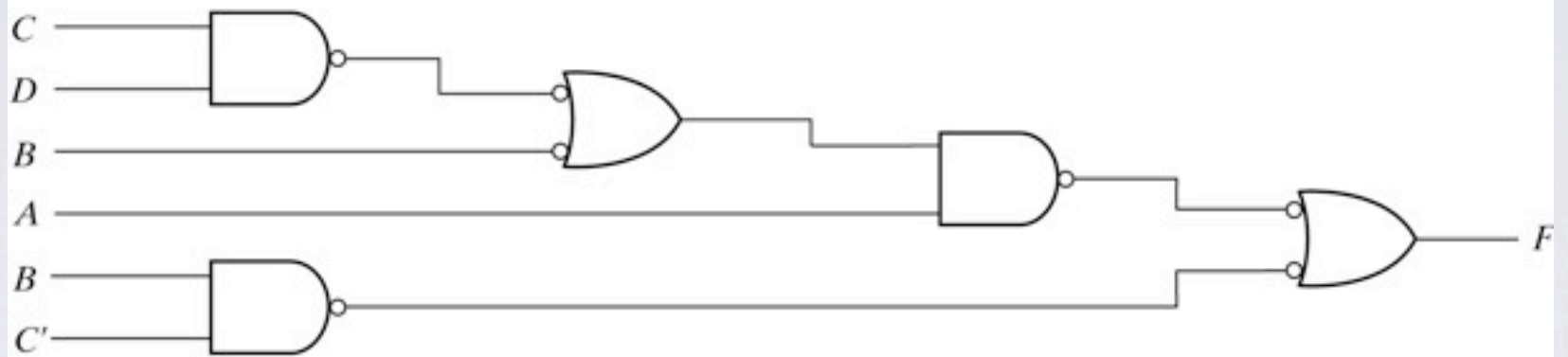


(c)

Fig. 3-21 Solution to Example 3-10

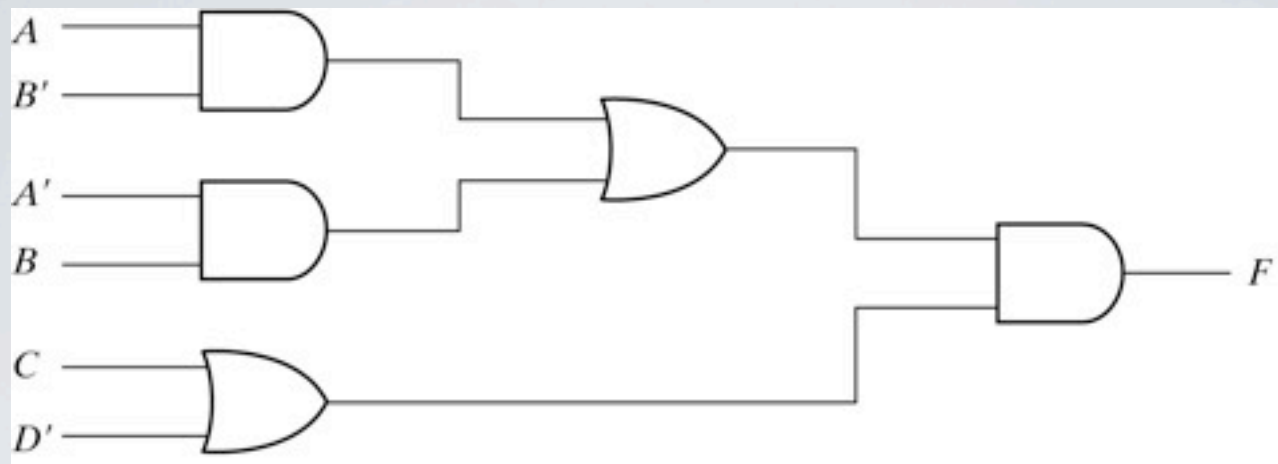


(a) AND-OR gates

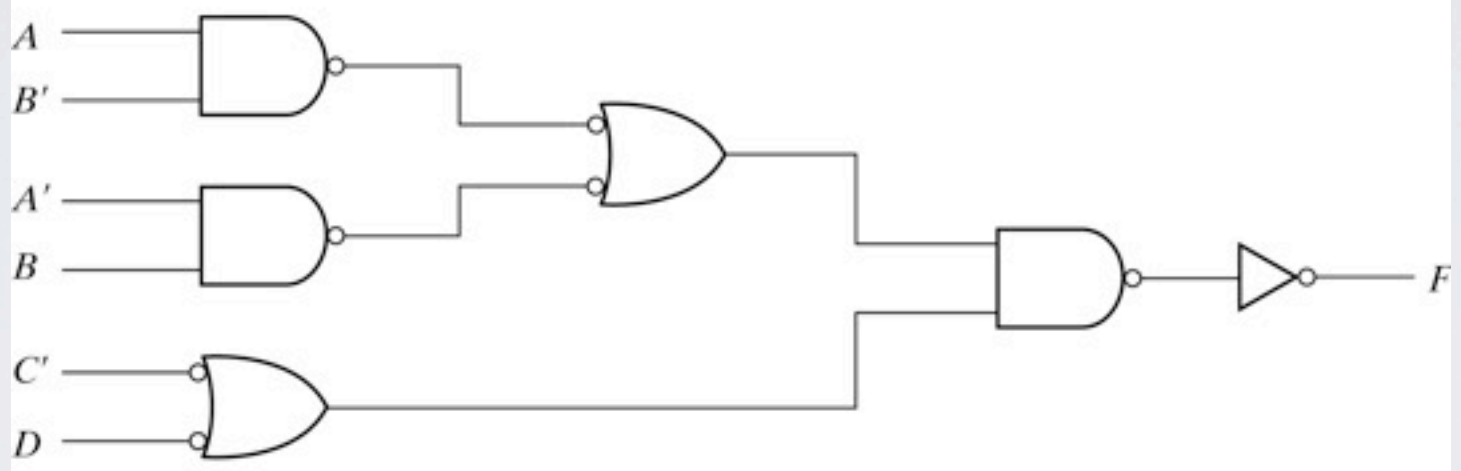


(a) NAND gates

Fig. 3-22 Implementing $F = A(CD + B) + BC$



(a) AND-OR gates



(b) NAND gates

Fig. 3-23 Implementing $F = (AB' + A'B)(C + D')$

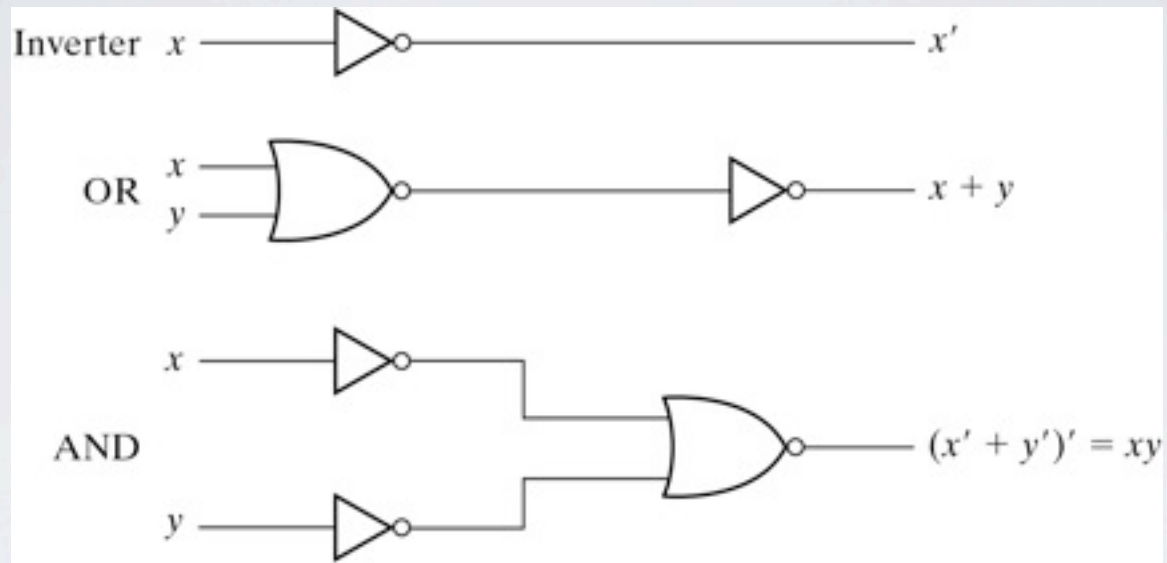
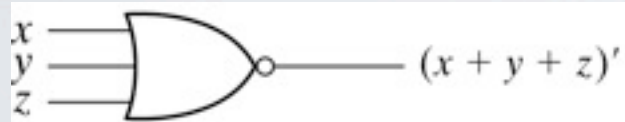
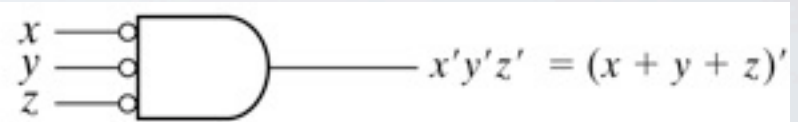


Fig. 3-24 Logic Operations with NOR Gates



(a) OR-invert



(a) Invert-AND

Fig. 3-25 Two Graphic Symbols for NOR Gate

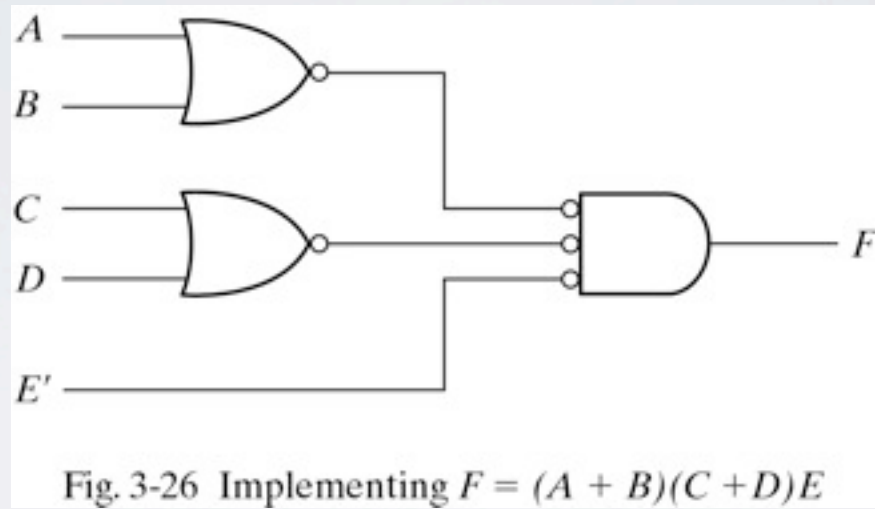


Fig. 3-26 Implementing $F = (A + B)(C + D)E$

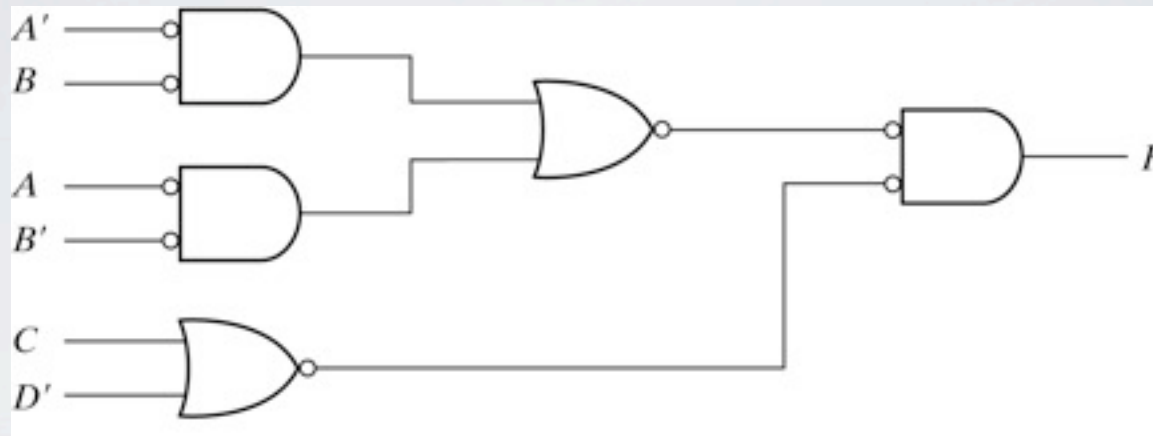
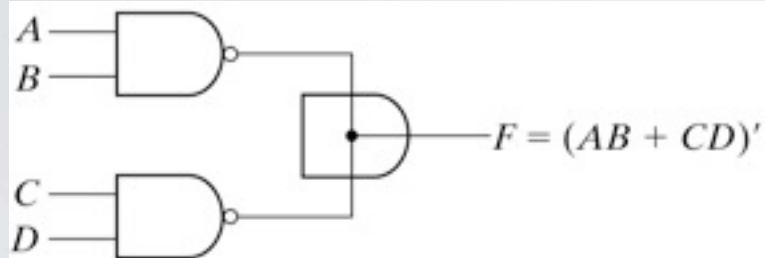
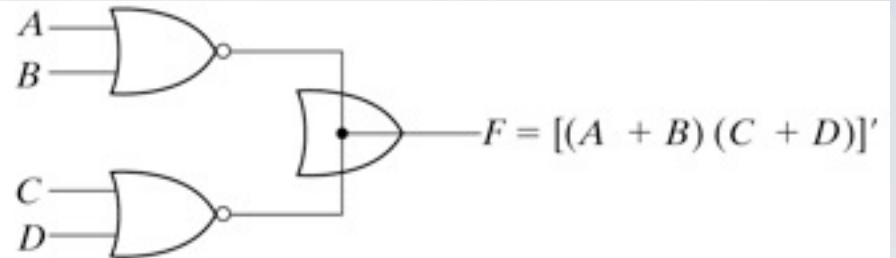


Fig. 3-27 Implementing $F = (AB' + A'B)(C + D')$ with NOR Gates



(a) Wired-AND in open-collector
TTL NAND gates.

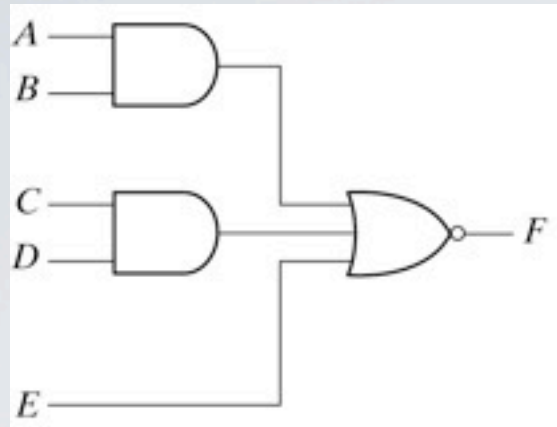
(AND-OR-INVERT)



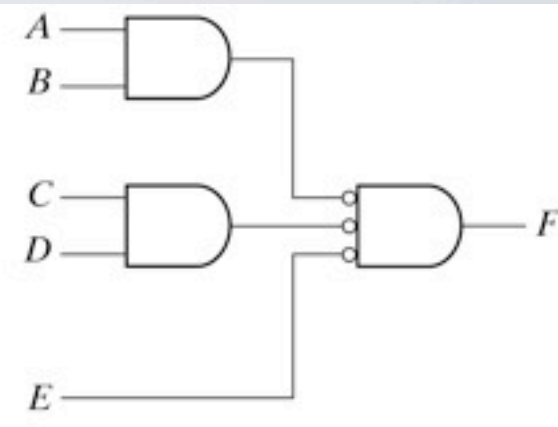
(b) Wired-OR in ECL gates

(OR-AND-INVERT)

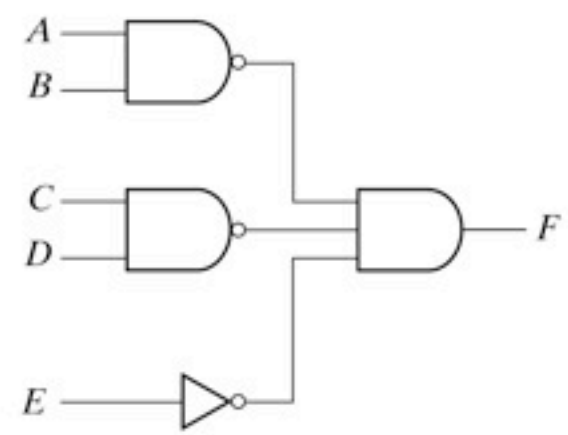
Fig. 3-28 Wired Logic



(a) AND-NOR

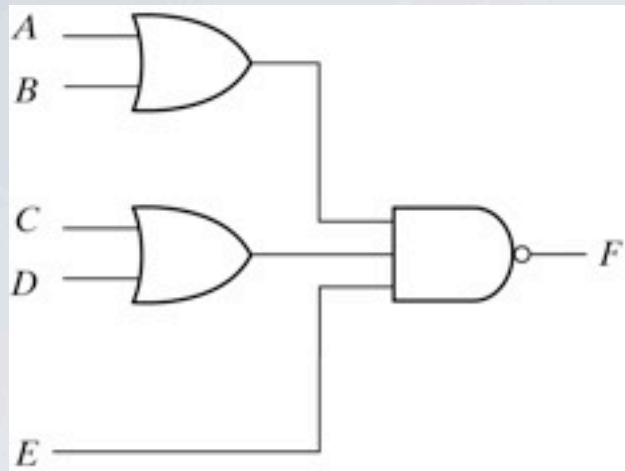


(b) AND-NOR

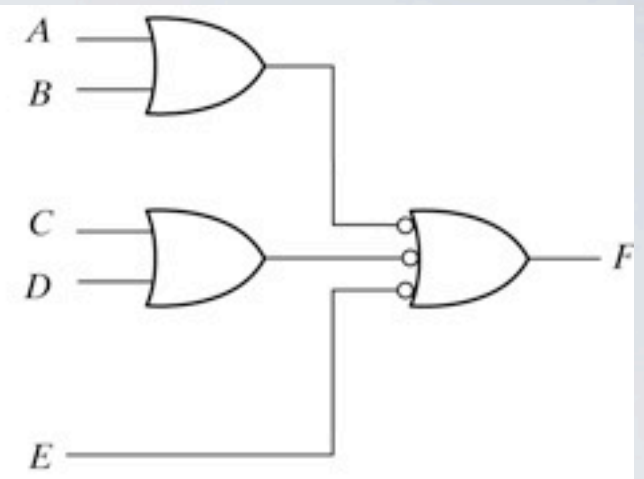


(c) NAND-AND

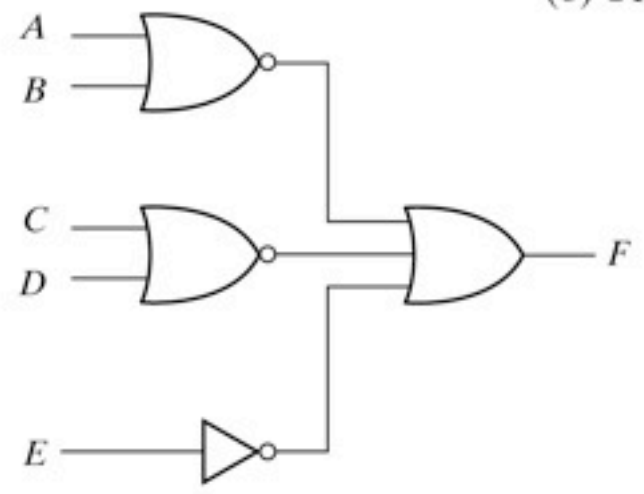
Fig. 3-29 AND-OR-INVERT Circuits; $F = (AB + CD + E)'$



(a) OR-NAND



(b) OR-NAND



(c) NOR-OR

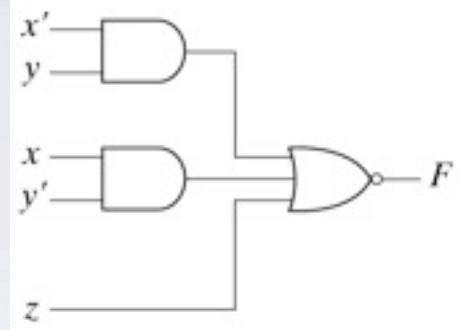
Fig. 3-30 OR-AND-INVERT Circuits; $F = [(A + B)(C + D)E]'$

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

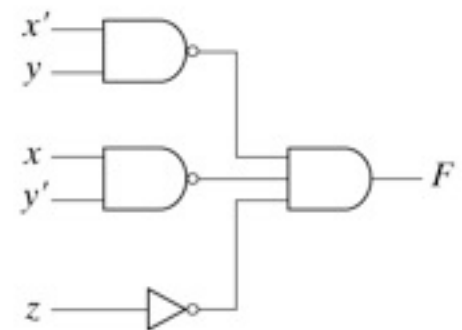
$$F = x'y'z' + xyz'$$

$$F' = x'y + xy' + z$$

(a) Map simplification in sum of products.

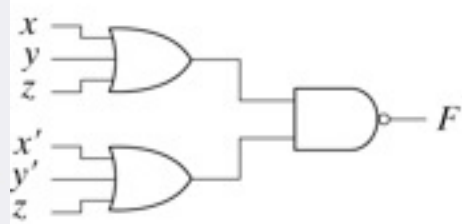


AND-NOR

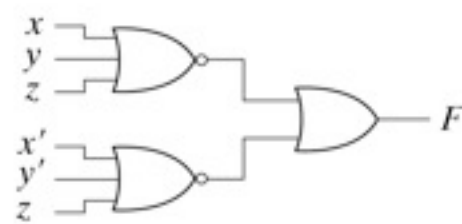


NAND-AND

(b) $F = (x'y + xy' + z)'$



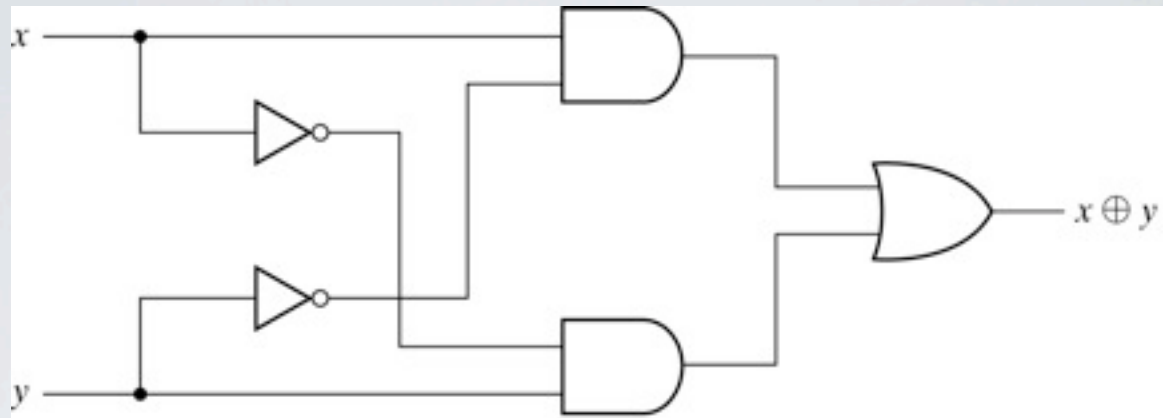
OR-NAND



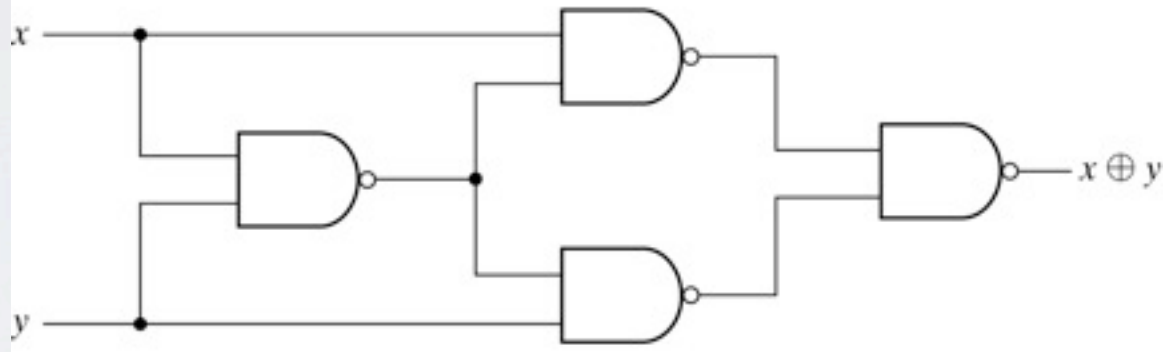
NOR-OR

(c) $F = [(x + y + z)(x' + y' + z)]'$

Fig. 3-31 Other Two-level Implementations



(a) With AND-OR-NOT gates



(b) With NAND gates

Fig. 3-32 Exclusive-OR Implementations

		<i>BC</i>		<i>B</i>	
		00	01	11	10
<i>A</i>	0		1		1
	1	1		1	

C

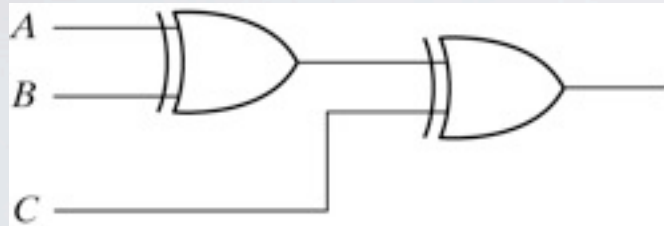
(a) Odd function
 $F = A \oplus B \oplus C$

		<i>BC</i>		<i>B</i>	
		00	01	11	10
<i>A</i>	0	1		1	
	1		1		1

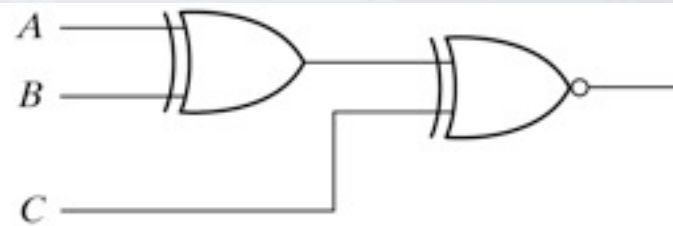
C

(a) Even function
 $F = (A \oplus B \oplus C)'$

Fig. 3-33 Map for a Three-variable Exclusive-OR Function



(a) 3-input odd function



(b) 3-input even function

Fig. 3-34 Logic Diagram of Odd and Even Functions

		<i>CD</i>		<i>C</i>	
		00	01	11	10
<i>AB</i>	00		1		1
	01	1		1	
	11		1		1
	10	1		1	

D

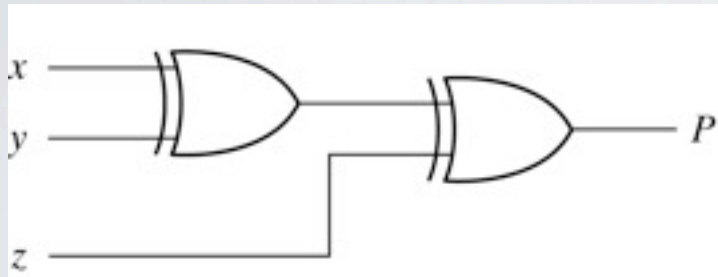
(a) Odd function
 $F = A \oplus B \oplus C \oplus D$

		<i>CD</i>		<i>C</i>	
		00	01	11	10
<i>AB</i>	00	1		1	
	01		1		1
	11	1		1	
	10		1		1

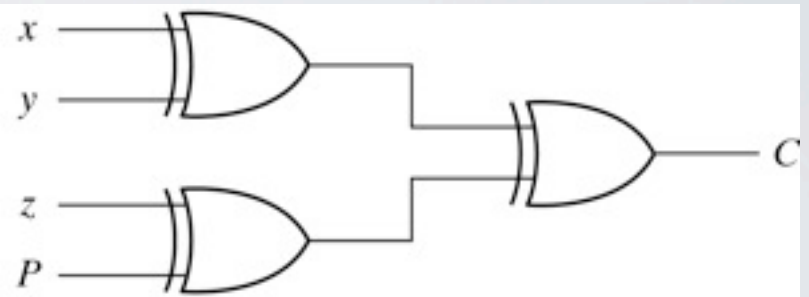
D

(b) Even function
 $F = (A \oplus B \oplus C \oplus D)'$

Fig. 3-35 Map for a Four-variable Exclusive-OR Function



(a) 3-bit even parity generator



(a) 4-bit even parity checker

Fig. 3-36 Logic Diagram of a Parity Generator and Checker

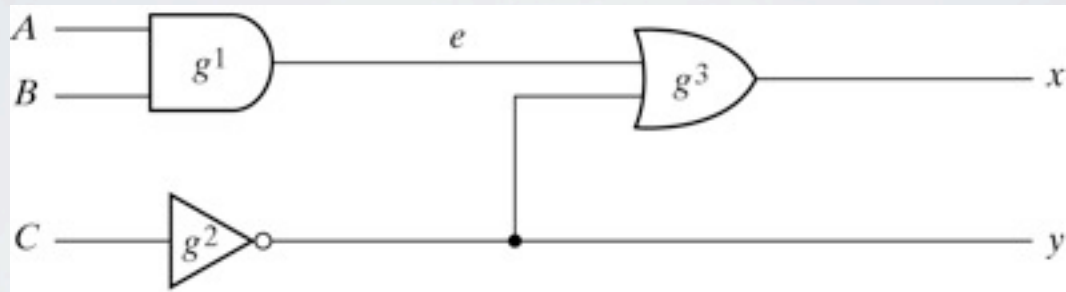


Fig. 3-37 Circuit to Demonstrate HDL

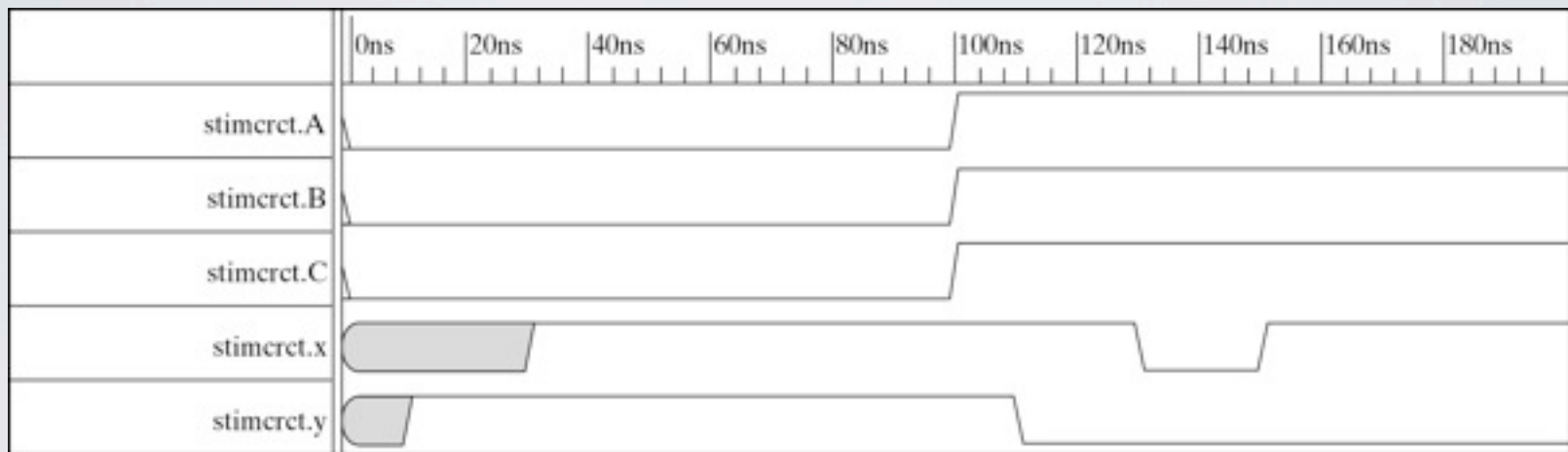


Fig. 3-38 Simulation Output of HDL Example 3-3