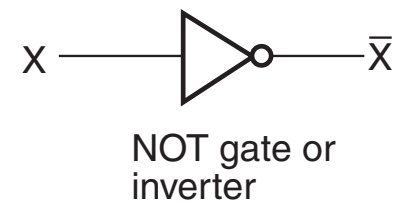
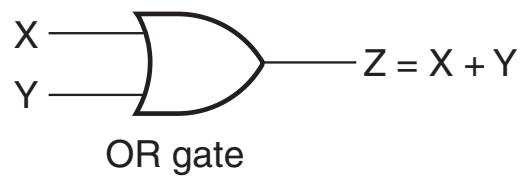
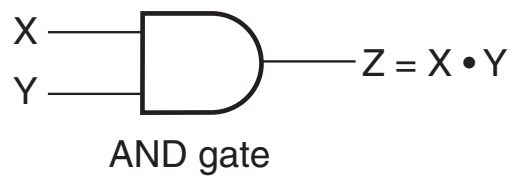


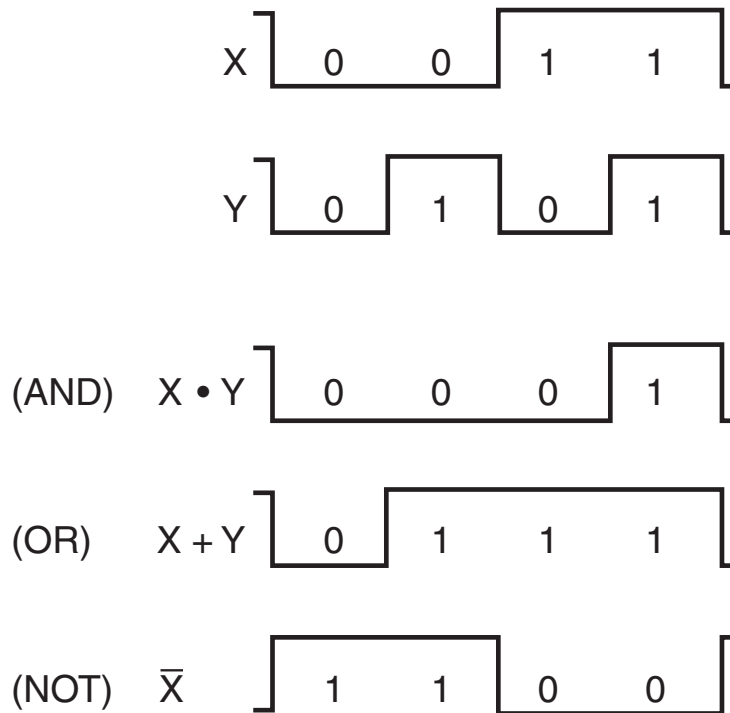
**TABLE 2-1**  
**Truth Tables for the Three Basic Logic Operations**

AND			OR			NOT	
X	Y	$Z = X \cdot Y$	X	Y	$Z = X + Y$	X	$Z = \bar{X}$
0	0	0	0	0	0	0	1
0	1	0	0	1	1	1	0
1	0	0	1	0	1		
1	1	1	1	1	1		

Table 2-1 Truth Tables for the Three Basic Logical Operations



(a) Graphic symbols

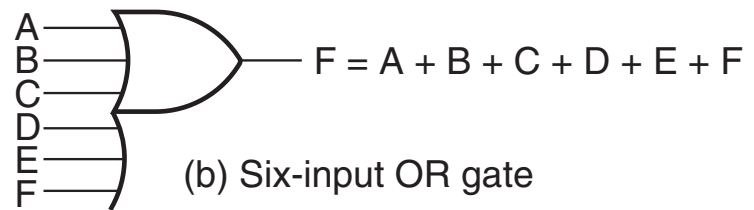


(b) Timing diagram

Fig. 2-1 Digital Logic Gates



(a) Three-input AND gate



(b) Six-input OR gate

Fig. 2-2 Gates with More than Two Inputs

**TABLE 2-2**  
**Truth Table**  
**for the Function  $F = X + \overline{Y}Z$**

<b>X</b>	<b>Y</b>	<b>Z</b>	<b>F</b>
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1

Table 2-2 Truth Table for the Function  $F = X + \overline{Y}Z$

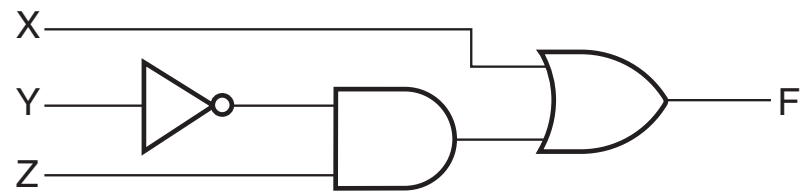


Fig. 2-3 Logic Circuit Diagram for  $F = X + \bar{Y}Z$

**TABLE 2-3**  
**Basic Identities of Boolean Algebra**

1. $X + 0 = X$	2. $X \cdot 1 = X$	
3. $X + 1 = 1$	4. $X \cdot 0 = 0$	
5. $X + X = X$	6. $X \cdot X = X$	
7. $X + \overline{X} = 1$	8. $X \cdot \overline{X} = 0$	
9. $\overline{\overline{X}} = X$		
10. $X + Y = Y + X$	11. $XY = YX$	Commutative
12. $X + (Y + Z) = (X + Y) + Z$	13. $X(YZ) = (XY)Z$	Associative
14. $X(Y + Z) = XY + XZ$	15. $X + YZ = (X + Y)(X + Z)$	Distributive
16. $\overline{X + Y} = \overline{X} \cdot \overline{Y}$	17. $\overline{X \cdot Y} = \overline{X} + \overline{Y}$	DeMorgan's

Table 2-3 Basic Identities of Boolean Algebra

**TABLE 2-4**  
**Truth Tables to Verify DeMorgan's Theorem**

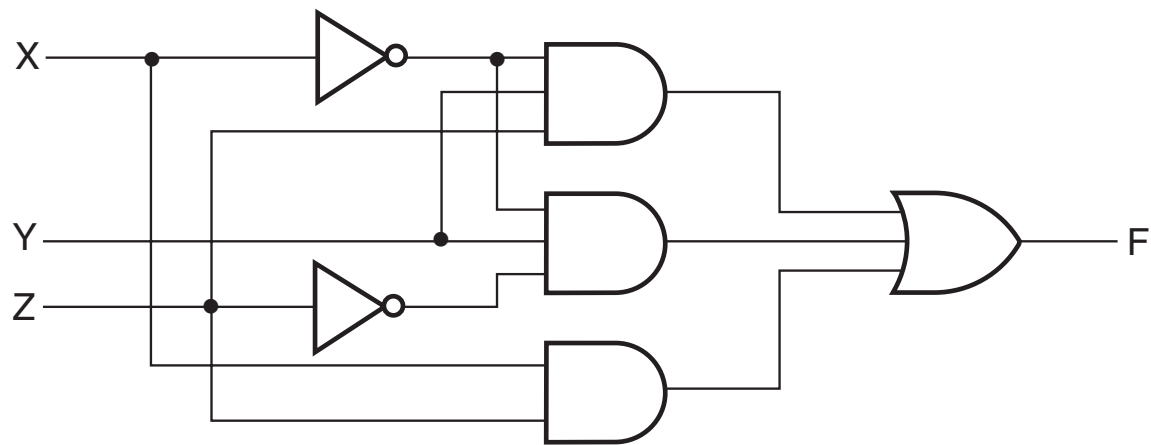
A)	X	Y	$X + Y$	$\overline{X+Y}$	B )	X	Y	$\bar{X}$	$\bar{Y}$	$\bar{X} \cdot \bar{Y}$
	0	0	0	1		0	0	1	1	1
	0	1	1	0		0	1	1	0	0
	1	0	1	0		1	0	0	1	0
	1	1	1	0		1	1	0	0	0

Table 2-4 Truth Tables to Verify DeMorgan's Theorem

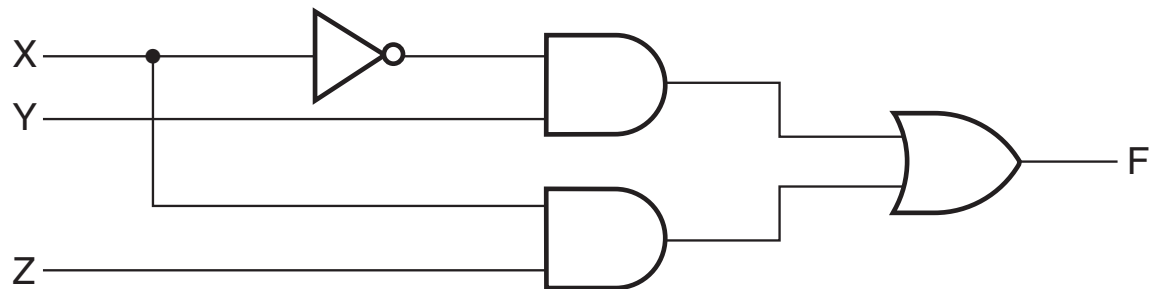
**TABLE 2-5**  
**Truth Table for Boolean Function**

<b>X</b>	<b>Y</b>	<b>Z</b>	<b>F</b>
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

Table 2-5 Truth Table for Boolean Function



(a)  $F = \bar{X}YZ + \bar{X}Y\bar{Z} + XZ$



(b)  $F = \bar{X}Y + XZ$

Fig. 2-4 Implementation of Boolean Function with Gates

**TABLE 2-6**  
**Minterms for Three Variables**

X	Y	Z	Product Term	Symbol	m <sub>0</sub>	m <sub>1</sub>	m <sub>2</sub>	m <sub>3</sub>	m <sub>4</sub>	m <sub>5</sub>	m <sub>6</sub>	m <sub>7</sub>
0	0	0	$\overline{X}\overline{Y}\overline{Z}$	m <sub>0</sub>	1	0	0	0	0	0	0	0
0	0	1	$\overline{X}\overline{Y}Z$	m <sub>1</sub>	0	1	0	0	0	0	0	0
0	1	0	$\overline{X}Y\overline{Z}$	m <sub>2</sub>	0	0	1	0	0	0	0	0
0	1	1	$\overline{X}YZ$	m <sub>3</sub>	0	0	0	1	0	0	0	0
1	0	0	$X\overline{Y}\overline{Z}$	m <sub>4</sub>	0	0	0	0	1	0	0	0
1	0	1	$X\overline{Y}Z$	m <sub>5</sub>	0	0	0	0	0	1	0	0
1	1	0	$XY\overline{Z}$	m <sub>6</sub>	0	0	0	0	0	0	1	0
1	1	1	$XYZ$	m <sub>7</sub>	0	0	0	0	0	0	0	1

Table 2-6 Minterms for Three Variables

**TABLE 2-7**  
**Maxterms for Three Variables**

X	Y	Z	Sum Term	Symbol	M <sub>0</sub>	M <sub>1</sub>	M <sub>2</sub>	M <sub>3</sub>	M <sub>4</sub>	M <sub>5</sub>	M <sub>6</sub>	M <sub>7</sub>
0	0	0	$X+Y+Z$	M <sub>0</sub>	0	1	1	1	1	1	1	1
0	0	1	$X+Y+\bar{Z}$	M <sub>1</sub>	1	0	1	1	1	1	1	1
0	1	0	$X+\bar{Y}+Z$	M <sub>2</sub>	1	1	0	1	1	1	1	1
0	1	1	$X+\bar{Y}+\bar{Z}$	M <sub>3</sub>	1	1	1	0	1	1	1	1
1	0	0	$\bar{X}+Y+Z$	M <sub>4</sub>	1	1	1	1	0	1	1	1
1	0	1	$\bar{X}+Y+\bar{Z}$	M <sub>5</sub>	1	1	1	1	1	0	1	1
1	1	0	$\bar{X}+\bar{Y}+Z$	M <sub>6</sub>	1	1	1	1	1	1	0	1
1	1	1	$\bar{X}+\bar{Y}+\bar{Z}$	M <sub>7</sub>	1	1	1	1	1	1	1	0

Table 2-7 Maxterms for Three Variables

**TABLE 2-8**  
**Boolean Functions of Three Variables**

(a)	X	Y	Z	F	$\bar{F}$	(b)	X	Y	Z	E
	0	0	0	1	0		0	0	0	1
	0	0	1	0	1		0	0	1	1
	0	1	0	1	0		0	1	0	1
	0	1	1	0	1		0	1	1	0
	1	0	0	0	1		1	0	0	1
	1	0	1	1	0		1	0	1	1
	1	1	0	0	1		1	1	0	0
	1	1	1	1	0		1	1	1	0

Table 2-8 Boolean Functions of Three Variables

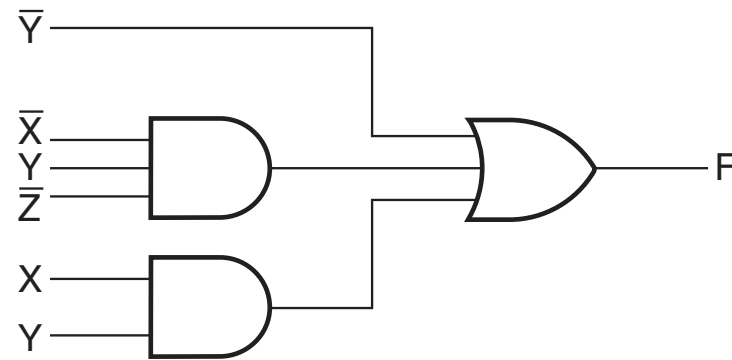


Fig. 2-5 Sum-of-Products Implementation

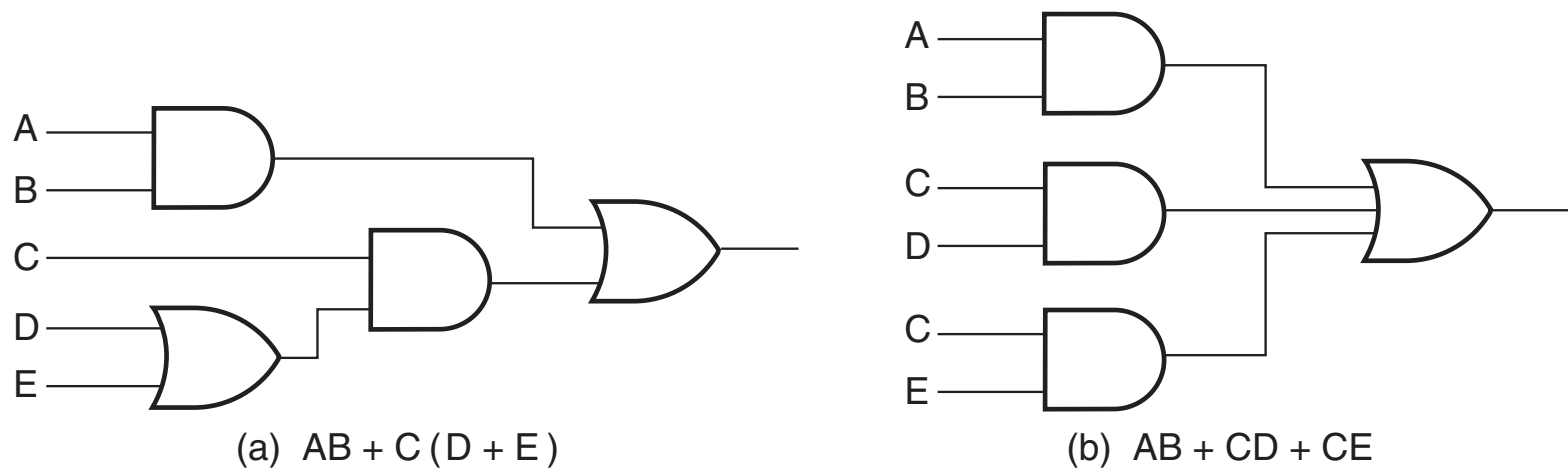


Fig. 2-6 Three-Level and Two-Level Implementation

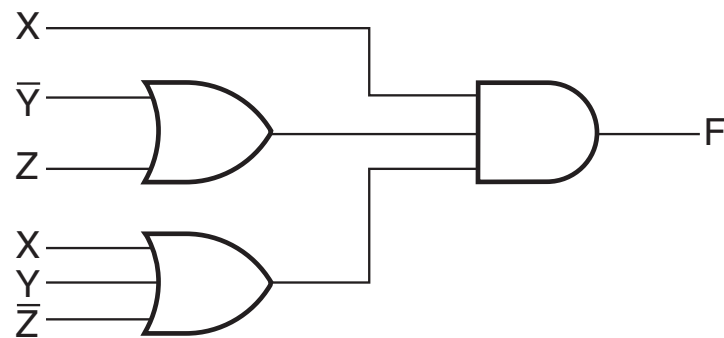


Fig. 2-7 Product-of-Sums Implementation

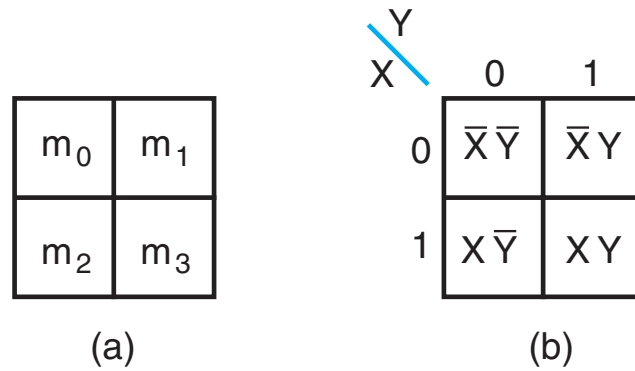


Fig. 2-8 Two-Variable Map

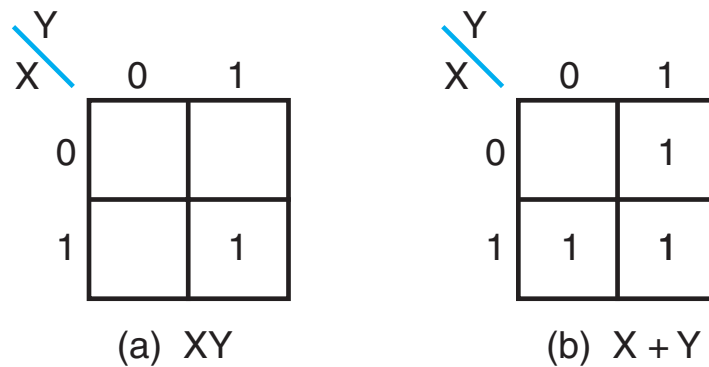


Fig. 2-9 Representation of Functions in the Map

$m_0$	$m_1$	$m_3$	$m_2$
$m_4$	$m_5$	$m_7$	$m_6$

(a)

		YZ			
		X			
		00	01	11	10
		Y			
0		$\bar{X}\bar{Y}\bar{Z}$	$\bar{X}\bar{Y}Z$	$\bar{X}YZ$	$\bar{X}Y\bar{Z}$
1		$X\bar{Y}\bar{Z}$	$X\bar{Y}Z$	$XYZ$	$XY\bar{Z}$
		Z			

(b)

Fig. 2-10 Three-Variable Map

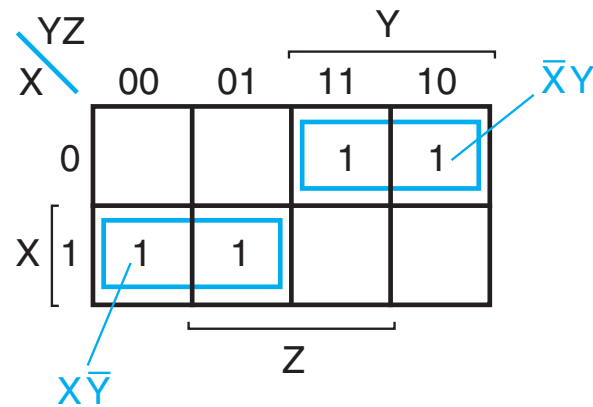


Fig. 2-11 Map for Example 2-3

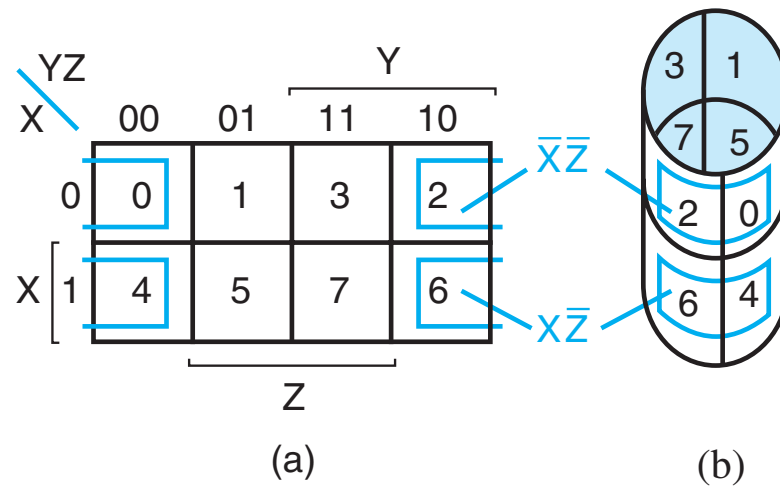


Fig. 2-12 Three-Variable Map: Flat and on a Cylinder to Show Adjacent Squares

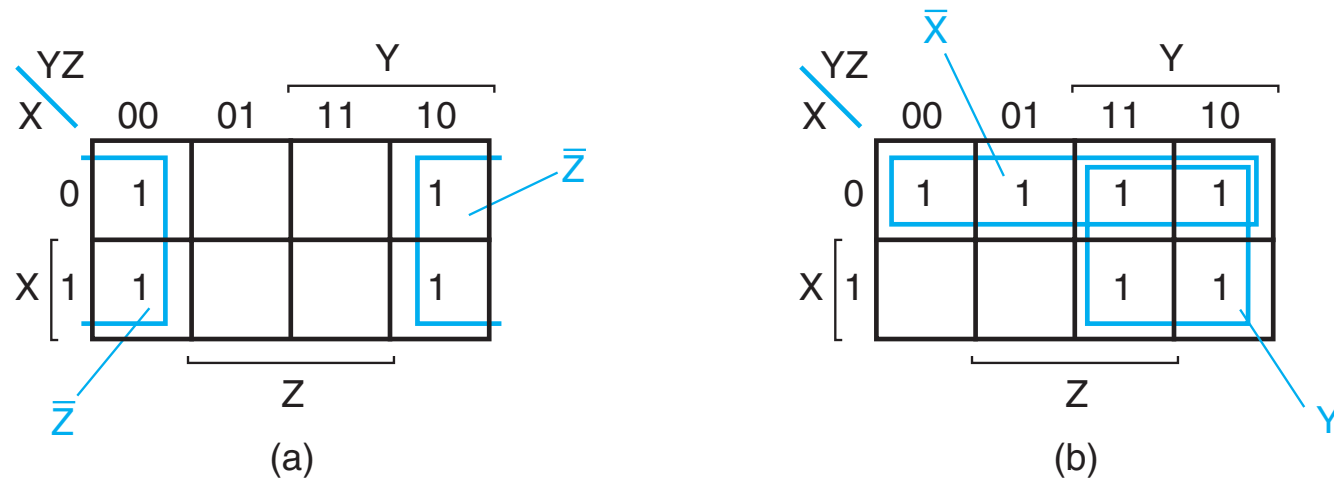
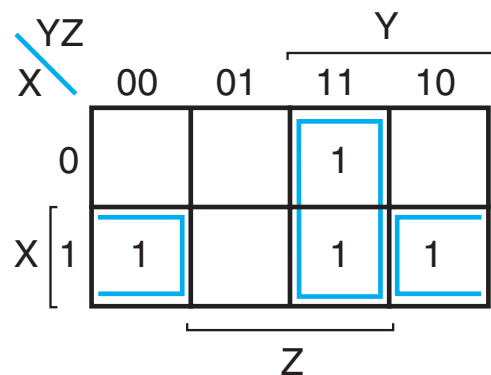
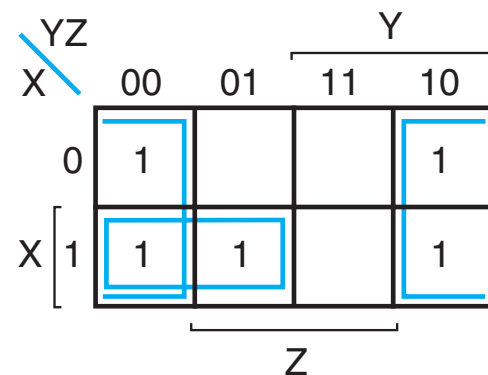


Fig. 2-13 Product Terms Using Four Minterms



(a)  $F_1(X, Y, Z) = \Sigma m(3, 4, 6, 7)$   
 $= YZ + X\bar{Z}$



(b)  $F_2(X, Y, Z) = \Sigma m(0, 2, 4, 5, 6)$   
 $= \bar{Z} + XY$

Fig. 2-14 Maps for Example 2-4

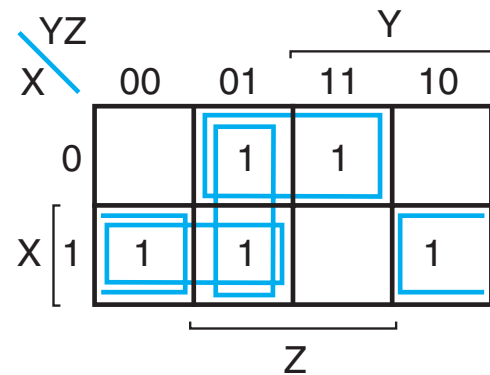


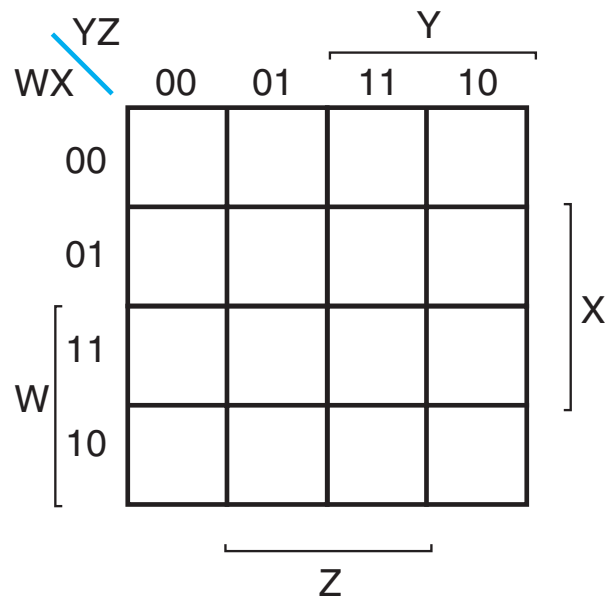
Fig. 2-15  $F(X, Y, Z) = \Sigma m(1, 3, 4, 5, 6)$

		YZ		Y	
X		00	01	11	10
	0		1	1	1
X	1		1	1	
		Z			

Fig. 2-16  $F(X, Y, Z) = \sum m(1, 2, 3, 5, 7)$

$m_0$	$m_1$	$m_3$	$m_2$
$m_4$	$m_5$	$m_7$	$m_6$
$m_{12}$	$m_{13}$	$m_{15}$	$m_{14}$
$m_8$	$m_9$	$m_{11}$	$m_{10}$

(a)



(b)

Fig. 2-17 Four-Variable Map

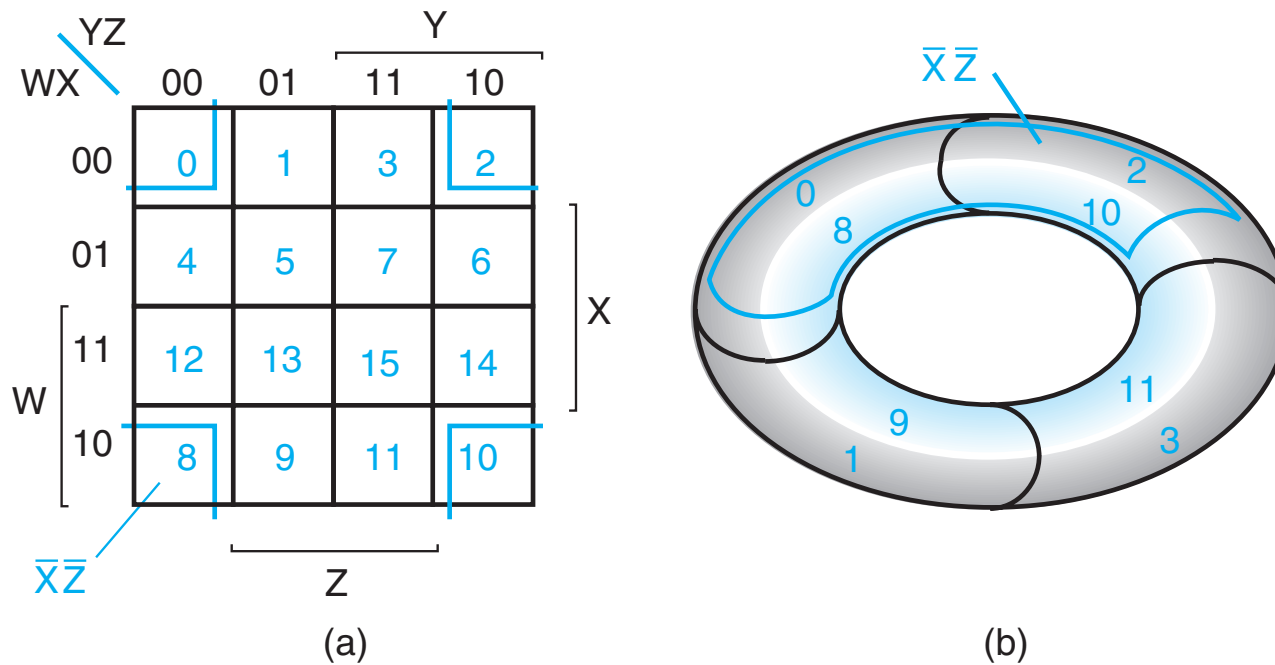


Fig. 2-18 Four-Variable Map: Flat and on a Torus to Show Adjacencies

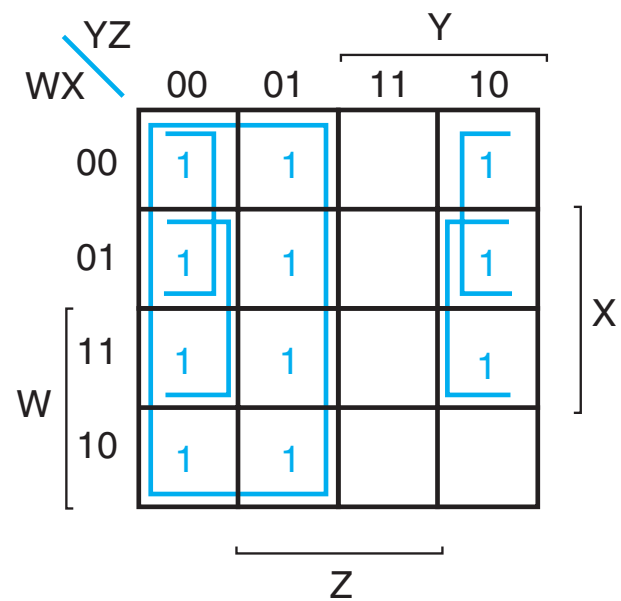


Fig. 2-19 Map for Example 2-5:  $F = \bar{Y} + \bar{W}\bar{Z} + X\bar{Z}$

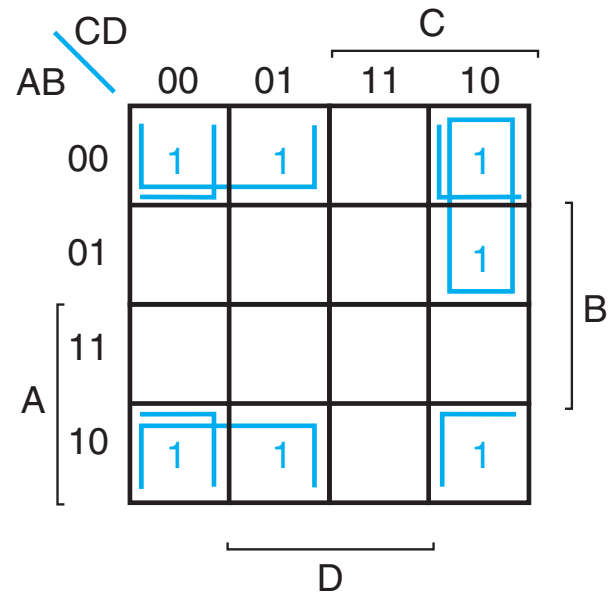


Fig. 2-20 Map for Example 2-6:  $F = \bar{B}\bar{D} + \bar{B}\bar{C} + \bar{A}\bar{C}\bar{D}$

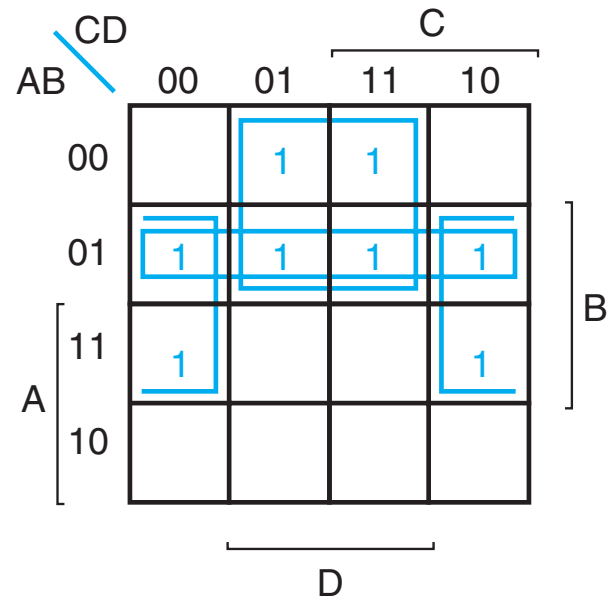
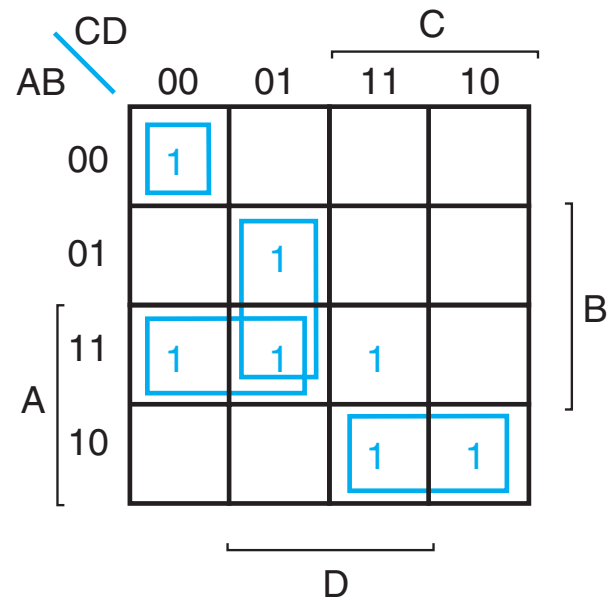


Fig. 2-21 Prime Implicants for Example 2-7:  $\bar{A}D$ ,  $B\bar{D}$ , and  $\bar{A}B$



(b) Essential prime implicants

Fig. 2-22 Simplification with Prime Implicants in Example 2-8

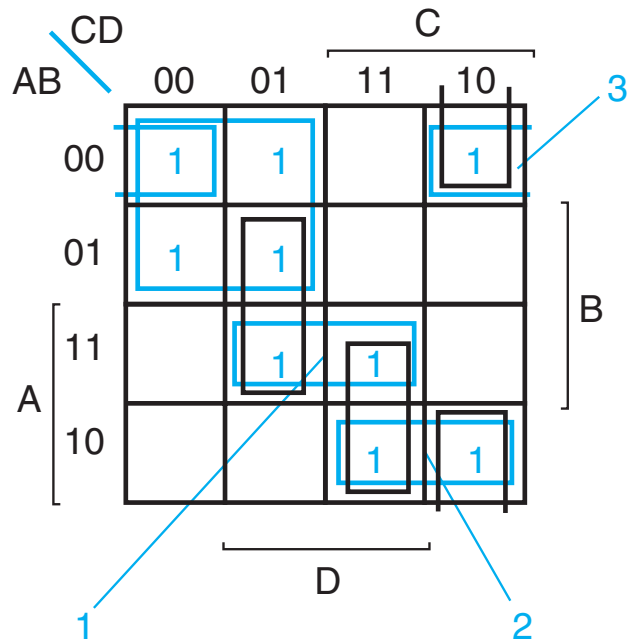


Fig. 2-23 Map for Example 2-9

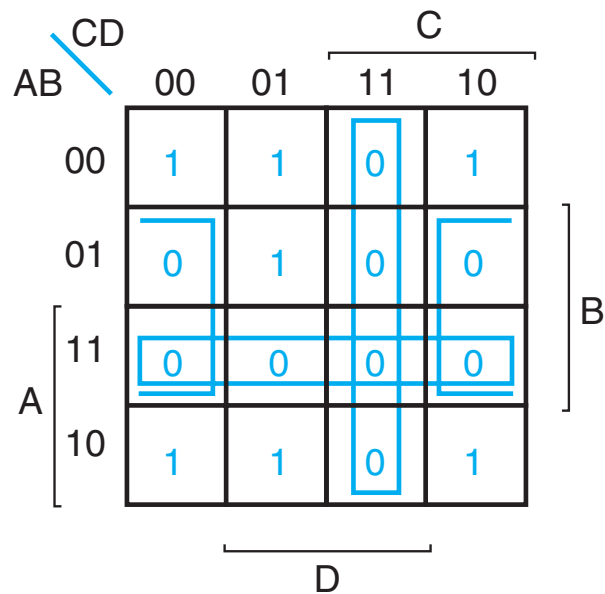
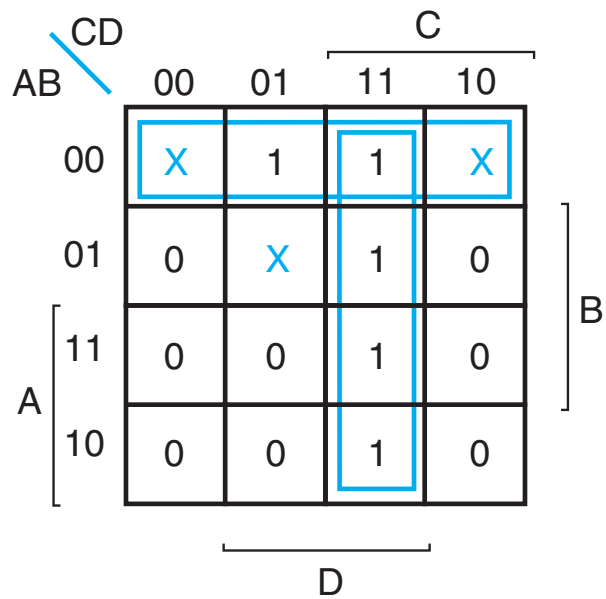
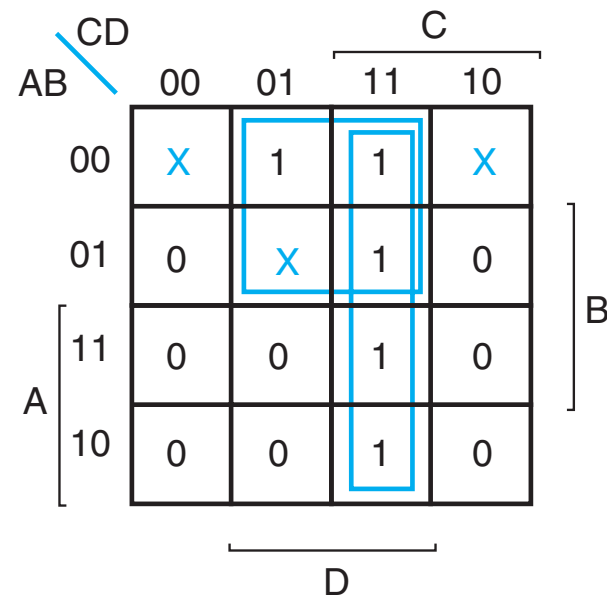


Fig. 2-24 Map for Example 2-10:  $F = (\bar{A} + \bar{B}) (\bar{C} + \bar{D}) (\bar{B} + D)$



(a)  $F = CD + \bar{A}\bar{B}$



(b)  $F = CD + \bar{A}\bar{D}$

Fig. 2-25 Example with Don't-Care Conditions

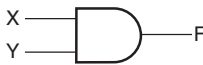
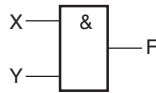

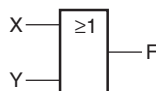

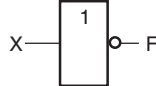

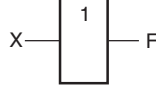

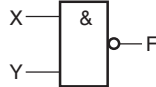

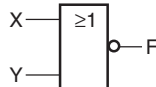

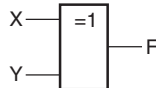

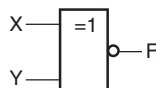
Name	Distinctive shape	Rectangular shape	Algebraic equation	Truth table															
AND			$F = XY$	<table><tr><th>X</th><th>Y</th><th>F</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	X	Y	F	0	0	0	0	1	0	1	0	0	1	1	1
X	Y	F																	
0	0	0																	
0	1	0																	
1	0	0																	
1	1	1																	
OR			$F = X + Y$	<table><tr><th>X</th><th>Y</th><th>F</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	X	Y	F	0	0	0	0	1	1	1	0	1	1	1	1
X	Y	F																	
0	0	0																	
0	1	1																	
1	0	1																	
1	1	1																	
NOT (inverter)			$F = \bar{X}$	<table><tr><th>X</th><th>F</th></tr><tr><td>0</td><td>1</td></tr><tr><td>1</td><td>0</td></tr></table>	X	F	0	1	1	0									
X	F																		
0	1																		
1	0																		
Buffer			$F = X$	<table><tr><th>X</th><th>F</th></tr><tr><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td></tr></table>	X	F	0	0	1	1									
X	F																		
0	0																		
1	1																		
NAND			$F = \overline{X \cdot Y}$	<table><tr><th>X</th><th>Y</th><th>F</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	X	Y	F	0	0	1	0	1	1	1	0	1	1	1	0
X	Y	F																	
0	0	1																	
0	1	1																	
1	0	1																	
1	1	0																	
NOR			$F = \overline{X + Y}$	<table><tr><th>X</th><th>Y</th><th>F</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	X	Y	F	0	0	1	0	1	0	1	0	0	1	1	0
X	Y	F																	
0	0	1																	
0	1	0																	
1	0	0																	
1	1	0																	
Exclusive-OR (XOR)			$F = X\bar{Y} + \bar{X}Y$ $= X \oplus Y$	<table><tr><th>X</th><th>Y</th><th>F</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>1</td><td>1</td><td>0</td></tr></table>	X	Y	F	0	0	0	0	1	1	1	0	1	1	1	0
X	Y	F																	
0	0	0																	
0	1	1																	
1	0	1																	
1	1	0																	
Exclusive-NOR (XNOR)			$F = XY + \bar{X}\bar{Y}$ $= \overline{X \oplus Y}$	<table><tr><th>X</th><th>Y</th><th>F</th></tr><tr><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	X	Y	F	0	0	1	0	1	0	1	0	0	1	1	1
X	Y	F																	
0	0	1																	
0	1	0																	
1	0	0																	
1	1	1																	

Fig. 2-26 Digital Logic Gates

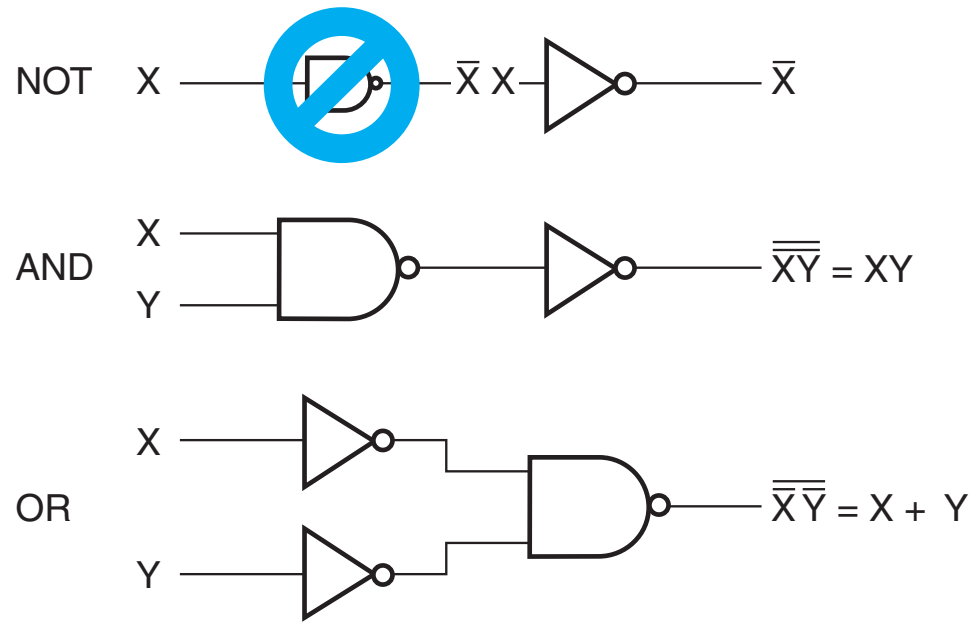


Fig. 2-27 Logical Operations with NAND Gates

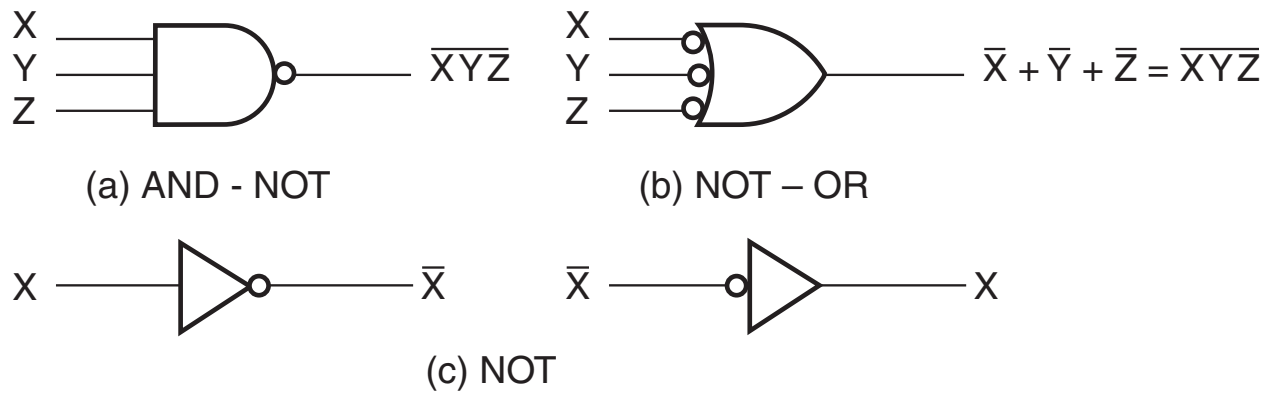
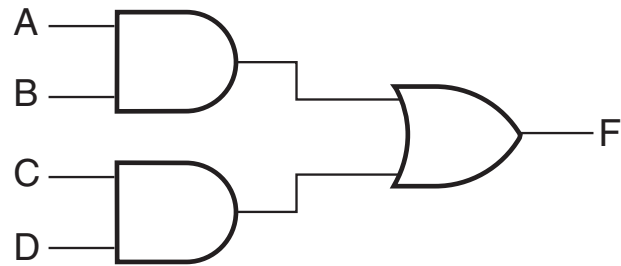
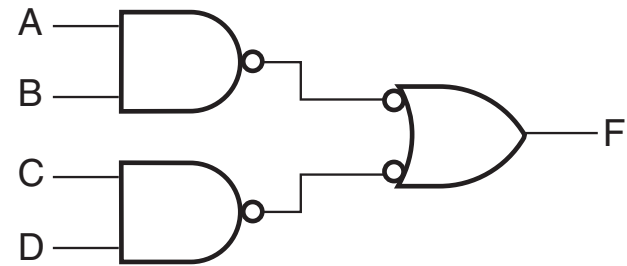


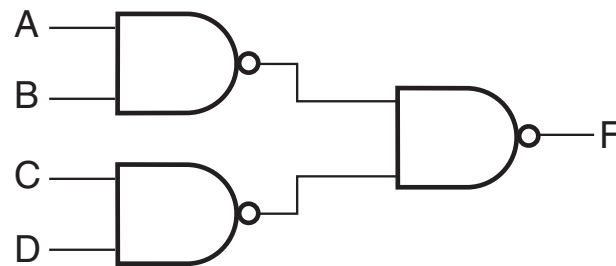
Fig. 2-28 Alternative Graphics Symbols for NAND and NOT Gates



(a)

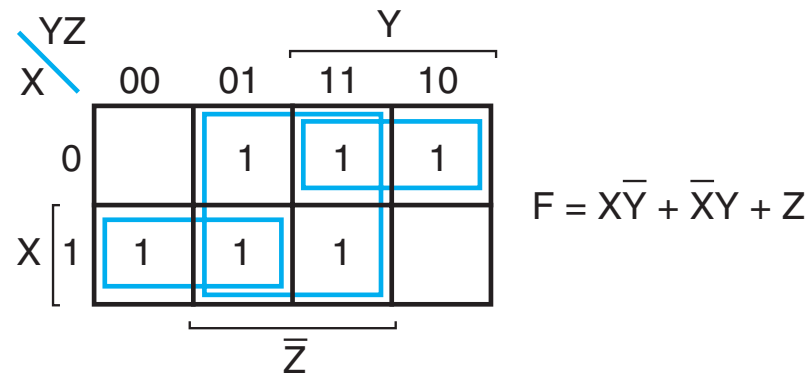


(b)

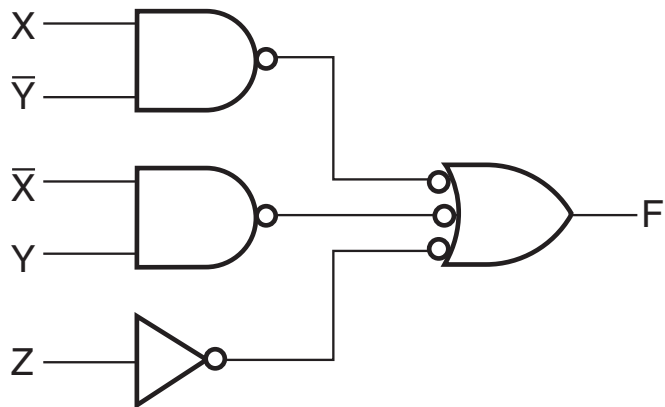


(c)

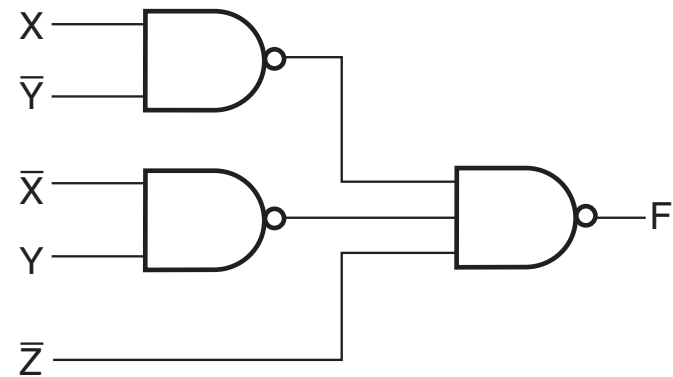
Fig. 2-29 Three Ways to Implement  $F = AB + CD$



(a)

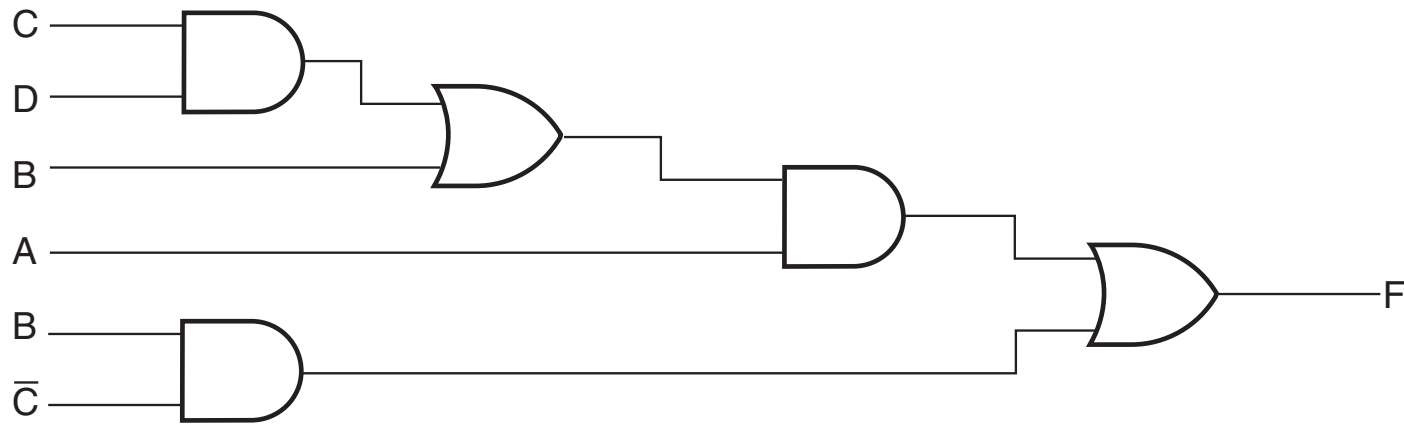


(b)

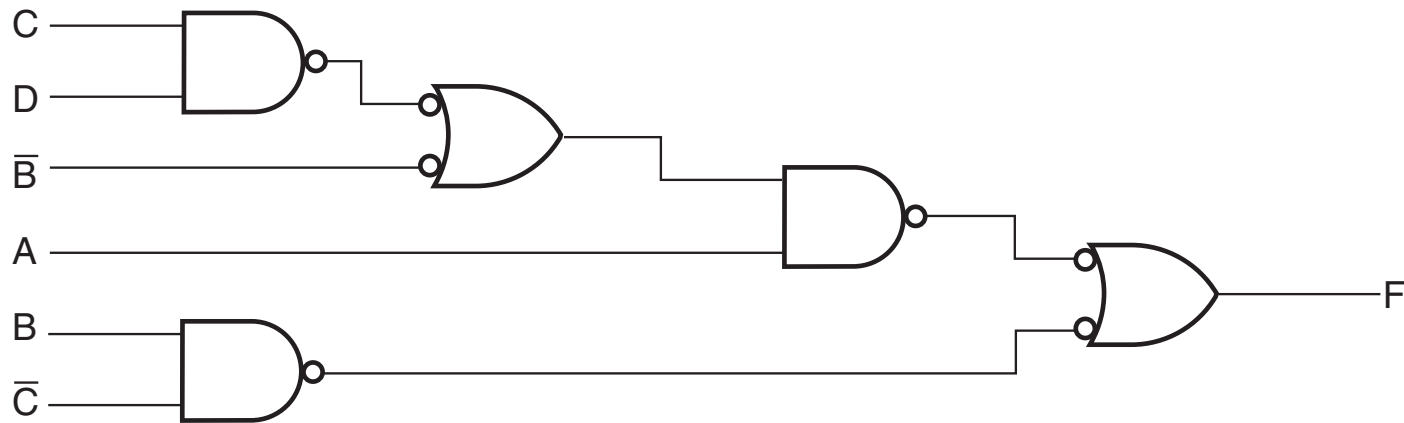


(c)

Fig. 2-30 Solution to Example 2-12

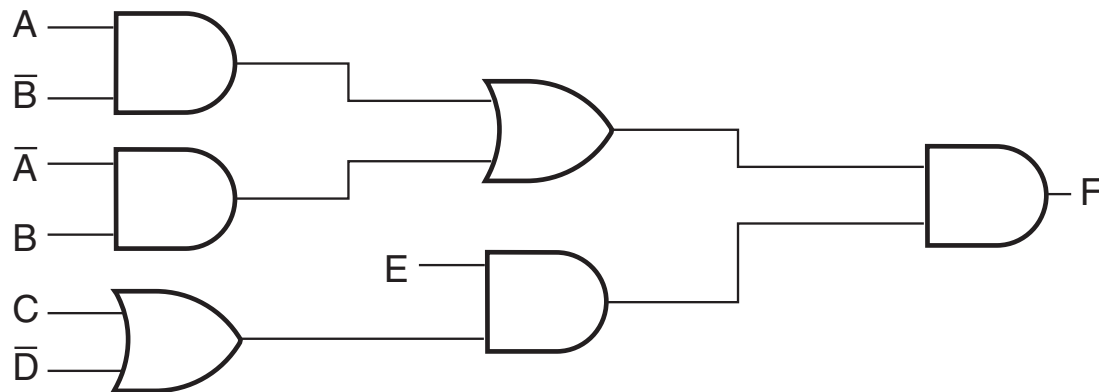


(a) AND – OR gates

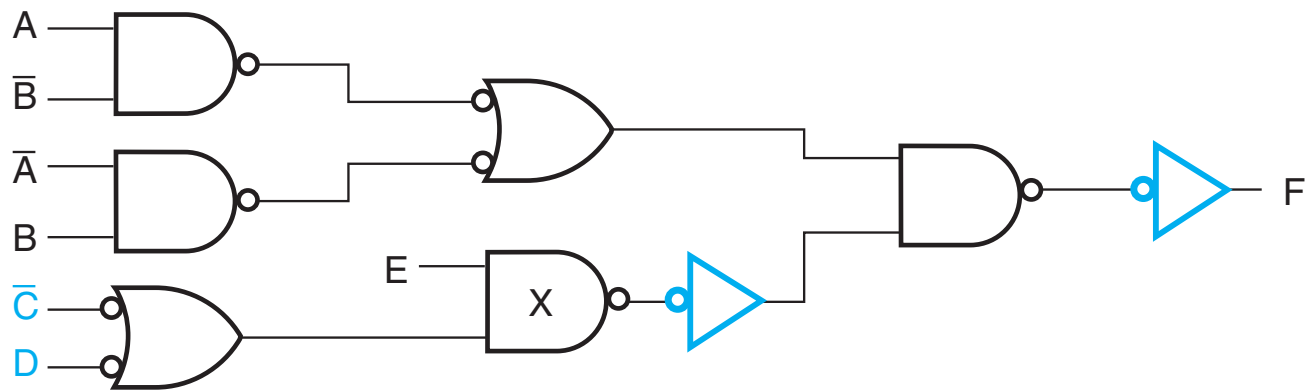


(b) NAND gates

Fig. 2-31 Implementing  $F = A(CD + B) + \bar{B}\bar{C}$



(a) AND – OR gates



(b) NAND gates

Fig. 2-32 Implementing  $F = (A\bar{B} + \bar{A}B)E(C + \bar{D})$

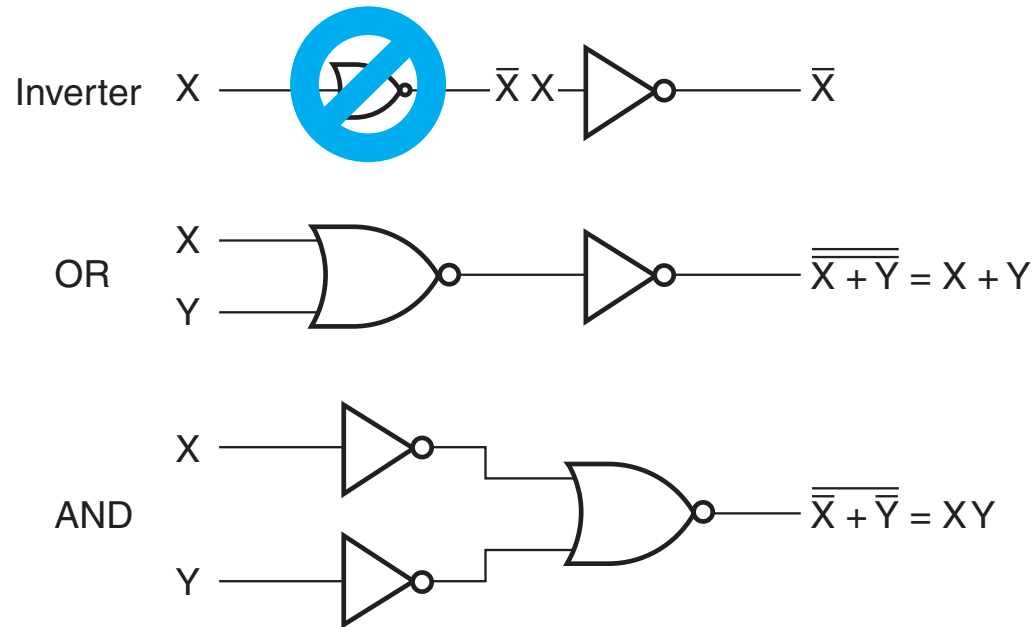
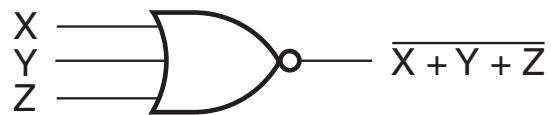
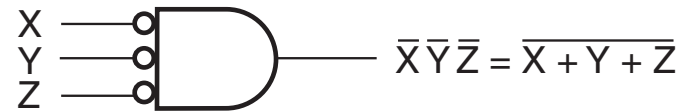


Fig. 2-33 Logic Operations with NOR Gates



(a) OR – NOT



(b) NOT – AND

Fig. 2-34 Two Graphic Symbols for NOR Gate

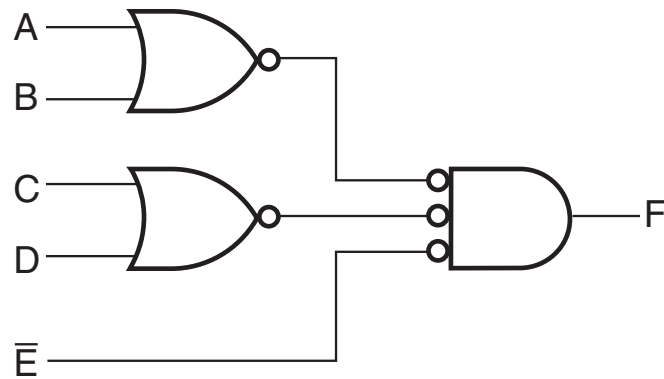


Fig. 2-35 Implementing  $F = (A + B)(C + D)E$  with NOR Gates

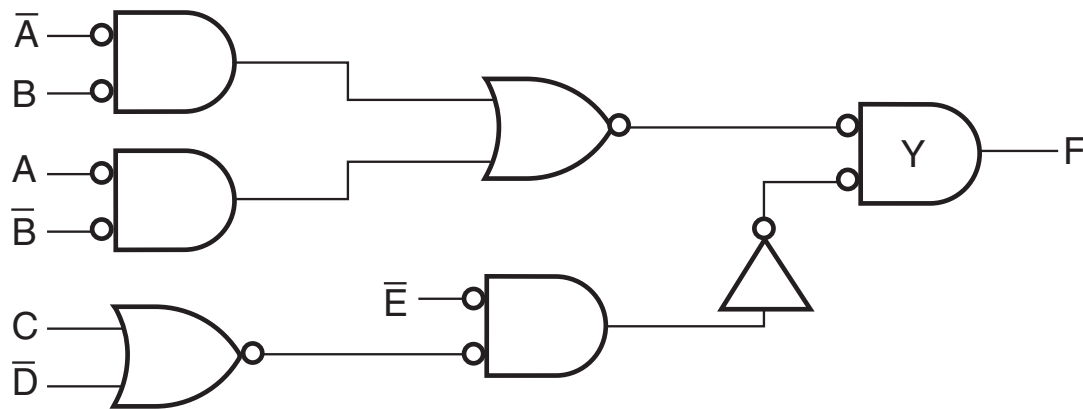


Fig. 2-36 Implementing  $F = (A\bar{B} + \bar{A}B) E (C + \bar{D})$  with NOR Gates

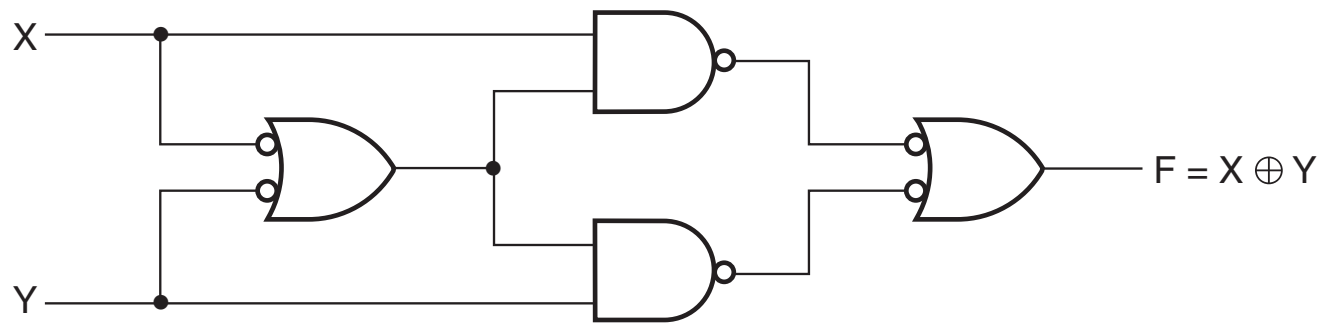


Fig. 2-37 Exclusive-OR Constructed with NAND Gates

		YZ		Y	
X		00	01	11	10
0			1		1
1		1		1	

Z

(a)  $X \oplus Y \oplus Z$

		CD		C	
AB		00	01	11	10
00			1		1
01		1		1	
11			1		1
10		1		1	

D

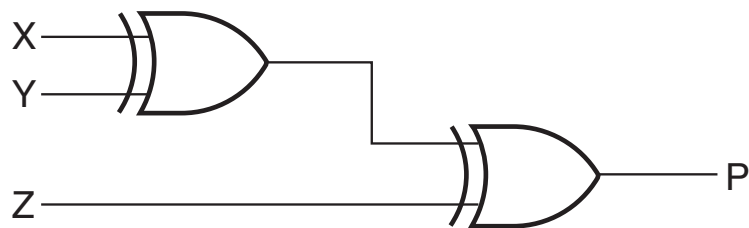
(b)  $A \oplus B \oplus C \oplus D$

Fig. 2-38 Maps for Multiple-Variable Odd Functions

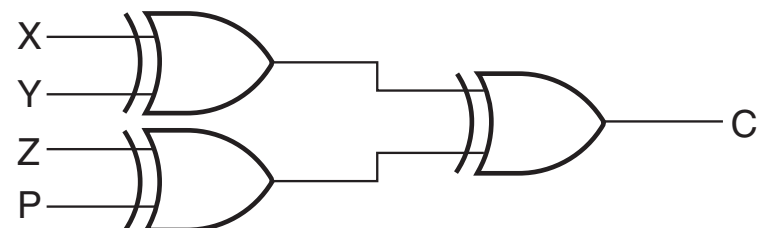
**TABLE 2-9**  
**Truth Table for an Even Parity Generator**

Three-Bit Message			Parity Bit
X	Y	Z	P
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

Table 2-9 Truth Table for an Even Parity Generator



(a)  $P = X \oplus Y \oplus Z$



(b)  $C = X \oplus Y \oplus Z \oplus P$

Fig. 2-39 Multiple-Input Odd Functions

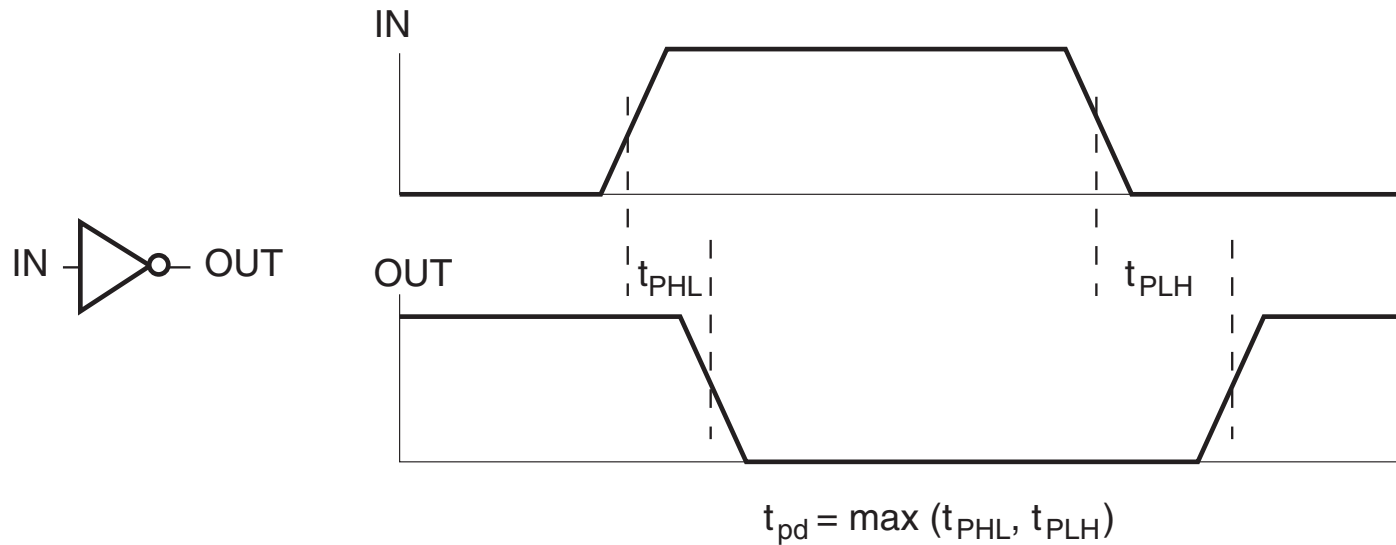


Fig. 2-40 Propagation Delay for an Inverter

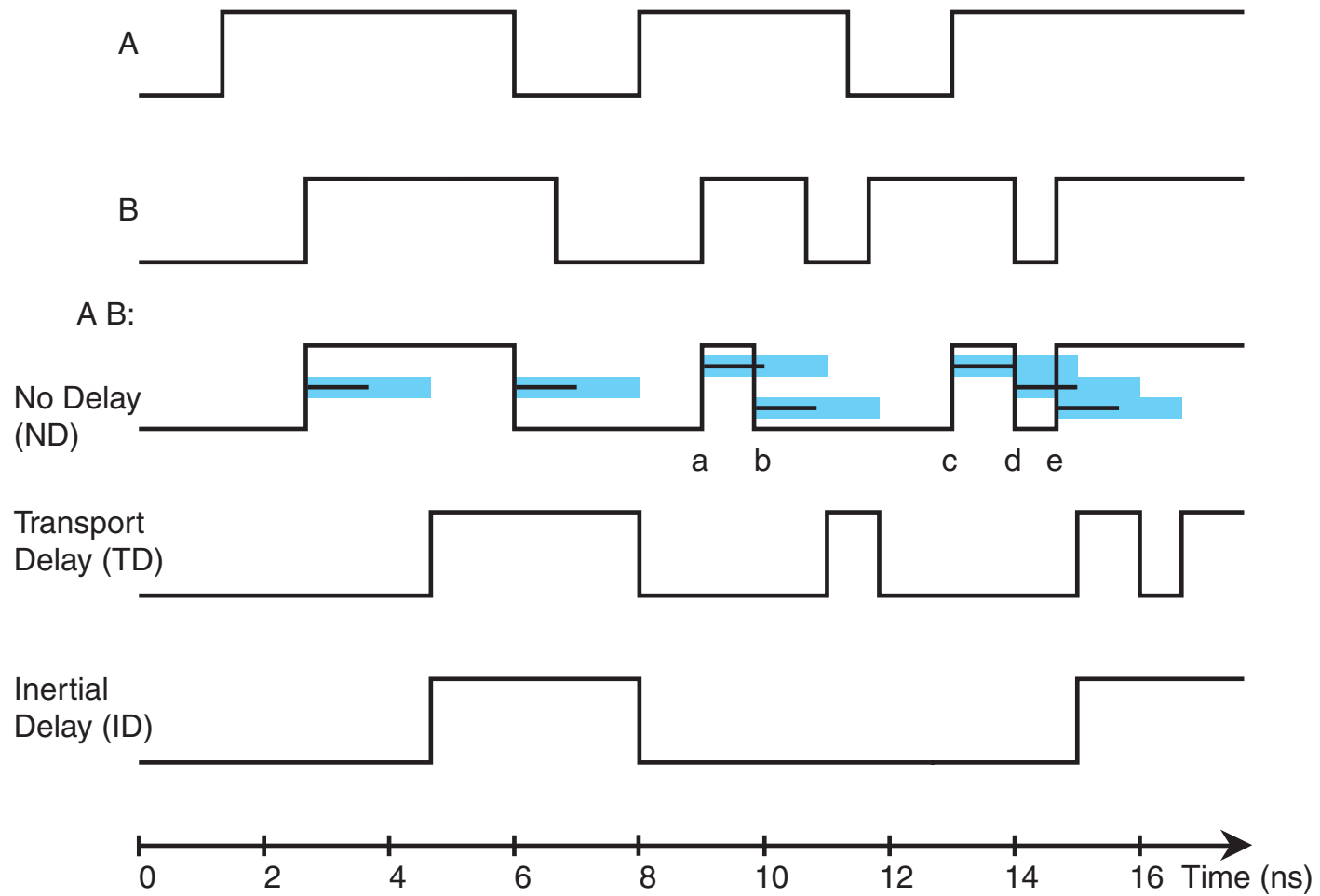


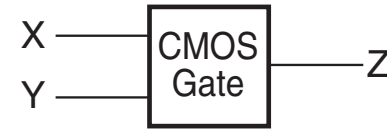
Fig. 2-41 Examples of Behavior of Transport and Inertial Delays

Signal value	Logic value	Signal value	Logic value
<b>H</b>	<b>1</b>	<b>H</b>	<b>0</b>
<b>L</b>	<b>0</b>	<b>L</b>	<b>1</b>
(a) Positive logic		(b) Negative logic	

Fig. 2-42 Signal Assignment and Logic Polarity

X	Y	Z
L	L	L
L	H	L
H	L	L
H	H	H

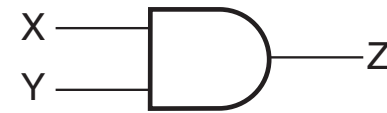
(a) Truth table with H and L



(b) Gate block diagram

X	Y	Z
0	0	0
0	1	0
1	0	0
1	1	1

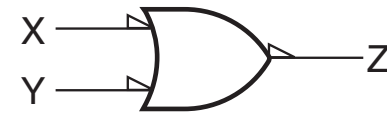
(c) Truth table for positive logic



(d) Positive-logic AND gate

X	Y	Z
1	1	1
1	0	1
0	1	1
0	0	0

(e) Truth table for negative logic



(f) Negative-logic OR gate

Fig. 2-43 Demonstration of Positive and Negative Logic

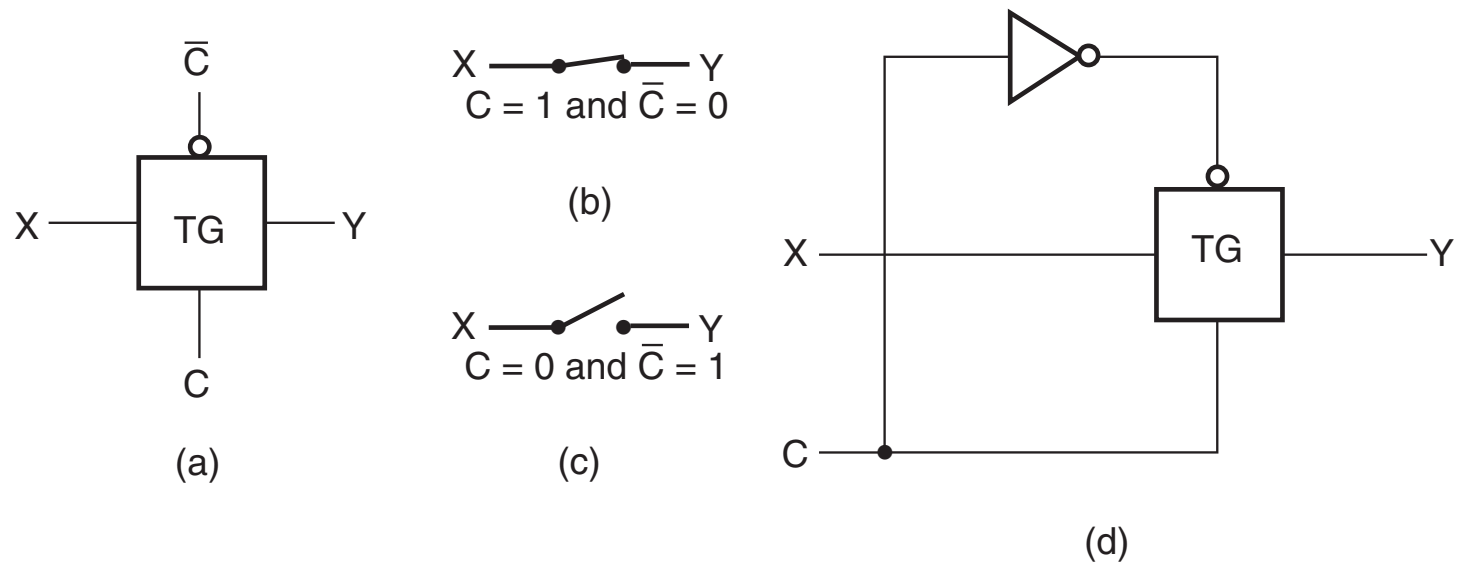
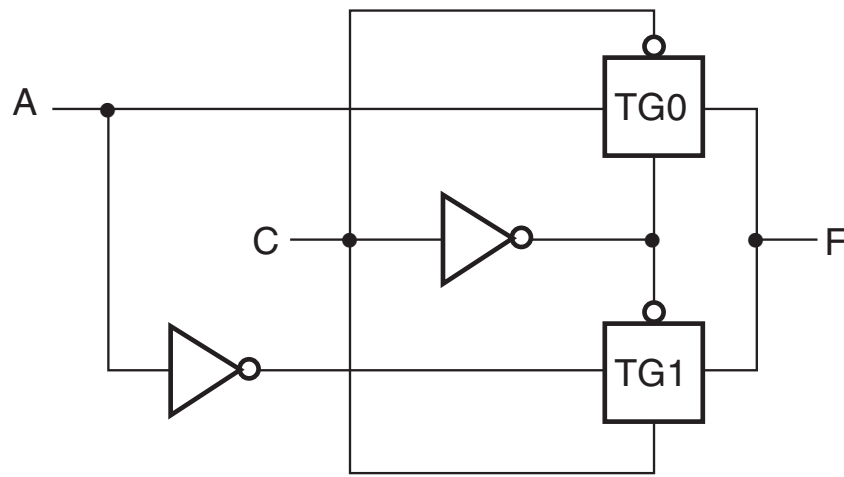


Fig. 2-44 Transmission Gate (TG)



(a)

A	C	TG1	TG0	F
0	0	No path	Path	0
0	1	Path	No path	1
1	0	No path	Path	1
1	1	Path	No path	0

(b)

Fig. 2-45 Transmission Gate Exclusive-OR