

Unit 8

Implementing Combinational Functions with Karnaugh Maps

Outcomes

- I can use Karnaugh maps to synthesize combinational functions with several outputs
- I can determine the appropriate size and contents of a memory to implement any logic function (i.e. truth table)

Covering Combinations

- A minterm corresponds to ("covers") 1 combination of a logic function
- As we _____ variables from a product term, more combinations are covered
 - The product term will evaluate to true _____ of the removed variables value (i.e. the term is independent of that variable)

F = WX'YZ = m11

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	0
1	0	0	0	0
1	0	0	1	0
1	0	1	0	0
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	0

F = WX'Z = m9+m11

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	0
1	0	0	0	0
1	0	0	1	1
1	0	1	0	0
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	0

Covering Combinations

- The more variables we can remove the more _____ a single product term covers
 - Said differently, a small term will cover (or expand to) more combinations
- The smaller the term, the smaller the _____
 - We need fewer _____ to check for multiple combinations
- For a given function, how can we find these smaller terms?

F = X'Z = m1+m3+m9+m11

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	0
1	0	0	0	0
1	0	0	1	1
1	0	1	0	0
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	0

F = X' = m0+m1+m2+m3+m8+m9+m10+m11

W	X	Y	Z	F
0	0	0	0	1
0	0	0	1	1
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	0
1	0	0	0	1
1	0	0	1	1
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	0

A new way to synthesize your logic functions

KARNAUGH MAPS

Logic Function Synthesis

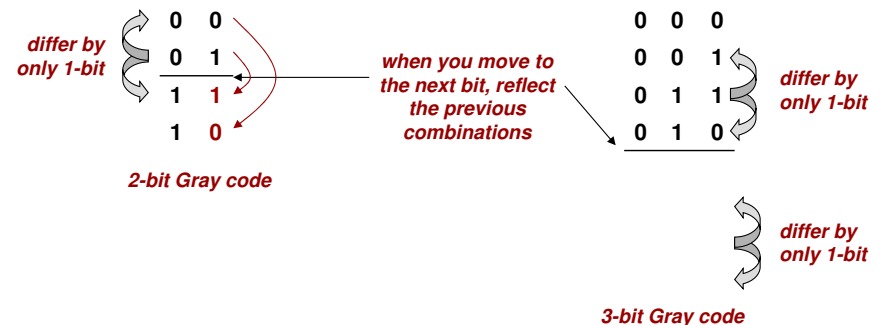
- Given a function description as a T.T. or sum of minterm (product of maxterm) form, how can we arrive at a circuit implementation or equation (i.e. perform logic synthesis)?
- Methods
 - Minterms / maxterms
 - Use _____ to find minimal 2-level implementation
 - Karnaugh Maps [we will learn this one now]
 - Graphical method amenable to human _____ inspection and can be used for functions of **up to ___ variables (but becomes large and unwieldy after just ___ variables)**
 - Quine-McCluskey Algorithm (amenable to computer implementations)
 - Others: Espresso algorithm, Binary Decision Diagrams, etc.

Karnaugh Maps

- If used correctly, will always yield a minimal, _____ implementation
 - There may be a more minimal 3-level, 4-level, 5-level... implementation but K-maps produce the minimal two-level (SOP or POS) implementation
- Represent the truth table graphically as a series of adjacent _____ that allows a human to see where variables can be removed

Gray Code

- Different than normal binary ordering
- Reflective code
 - When you add the $(n+1)^{\text{th}}$ bit, reflect all the previous n -bit combinations
- Consecutive code words differ by only 1-bit



Karnaugh Map Construction

- Every square represents 1 input combination
- Must label axes in Gray code order
- Fill in squares with given function values

$$F(x,y,z) = m_1 + m_4 + m_5 + m_6$$

Z \ XY	00	01	11	10
0	0	0	1	1
1	1	0	0	1

3 Variable Karnaugh Map

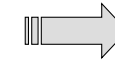
$$G(w,x,y,z) = m_1 + m_2 + m_3 + m_5 + m_6 + m_7 + m_9 + m_{10} + m_{11} + m_{14} + m_{15}$$

YZ \ WX	00	01	11	10
00	0	0	0	0
01	1	1	0	1
11	1	1	1	1
10	1	1	1	1

4 Variable Karnaugh Map

Karnaugh Maps

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	0
1	0	0	1	1
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1



YZ \ WX	00	01	11	10
00	0	0	0	0
01	1	1	0	1
11	1	1	1	1
10	1	1	1	1

Karnaugh Maps

- Squares with a '1' represent minterms that must be included in the SOP solution
- Squares with a '0' represent maxterms that must be included in the POS solution

YZ \ WX	00	01	11	10
00	0	0	0	0
01	1	1	0	1
11	1	1	1	1
10	1	1	1	1

Maxterm: $w^2 + x^2 + y + z$

Maxterm: $w^2 + x + y + z$

Minterm: $w \cdot x^2 \cdot y \cdot z$

Minterm: $w \cdot x^2 \cdot y \cdot z^2$

Karnaugh Maps

- Groups (of 2, 4, 8, etc.) of adjacent 1's will always simplify to smaller product term than just individual minterms

$F = \sum_{XYZ} (0, 2, 4, 5, 6)$

Z \ XY	00	01	11	10
0	1	1	1	1
1	0	0	0	1

3 Variable Karnaugh Map

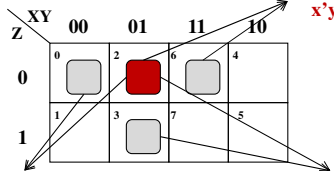
Karnaugh Maps

- Adjacent squares differ by 1-variable
 - This will allow us to use $T10 = AB + AB' = A$ or $T10' = (A+B')(A+B) = A$

3 Variable Karnaugh Map

Difference in X: 010 & 110

$$x'yz' + xyz' = yz'$$



Difference in Y: 010 & 000

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

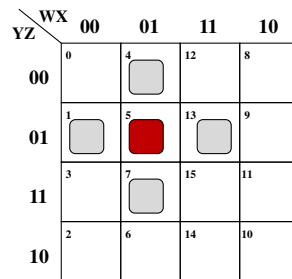
- 0 = 000
- 2 = 010
- 3 = 011
- 6 = 110

Difference in Z: 010 & 011

$$x'yz' + x'yz = x'y$$

Adjacent squares differ by 1-bit

4 Variable Karnaugh Map

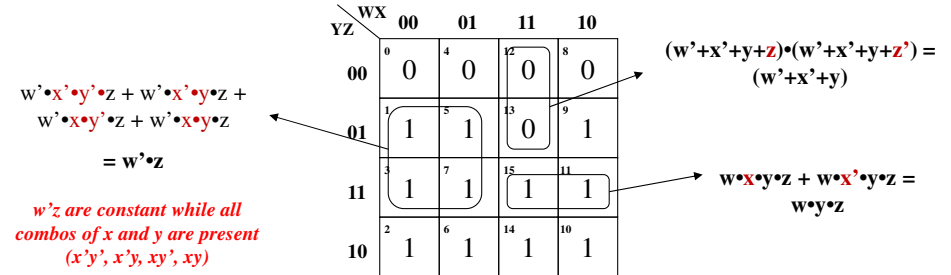


- 1 = 0001
- 4 = 0100
- 5 = 0101
- 7 = 0111
- 13 = 1101

Adjacent squares differ by 1-bit

Karnaugh Maps

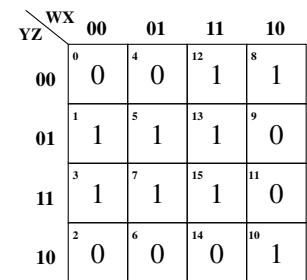
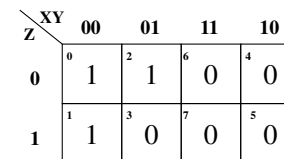
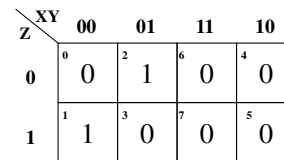
- 2 adjacent 1's (or 0's) differ by only one variable
- 4 adjacent 1's (or 0's) differ by two variables
- 8, 16, ... adjacent 1's (or 0's) differ by 3, 4, ... variables
- By grouping adjacent squares with 1's (or 0's) in them, we can come up with a simplified expression using T10 (or T10' for 0's)



K-Map Grouping Rules

- Cover the 1's [=on-set] or 0's [=off-set] with _____ groups as possible, but make those groups _____ as possible
 - Make them as large as possible even if it means "covering" a 1 (or 0) that's already a member of another group
- Make groups of _____, ... and they must be rectangular or square in shape.
- Wrapping is legal

Group These K-Maps



Karnaugh Maps

	WX	00	01	11	10
YZ	0	4	12	8	
00	0	1	1	1	
01	1	5	13	9	
11	3	7	15	11	
10	2	6	14	10	
		0	0	1	1

- Cover the remaining '1' with the largest group possible even if it "reuses" already covered 1's

Karnaugh Maps

- Groups can wrap around from:
 - Right to left
 - Top to bottom
 - Corners

	WX	00	01	11	10
YZ	0	4	12	8	
00	0	0	1	0	
01	1	5	13	9	
11	3	7	15	11	
10	2	6	14	10	
		0	0	1	0

$F = X'Z + WXZ'$

	WX	00	01	11	10
YZ	0	4	12	8	
00	1	0	0	1	
01	1	5	13	9	
11	3	7	15	11	
10	2	6	14	10	
		1	0	0	1

$F = X'Z'$

Group This

	WX	00	01	11	10
YZ	0	4	12	8	
00	0	0	0	0	
01	1	5	13	9	
11	3	7	15	11	
10	2	6	14	10	
		1	1	1	1

K-Map Translation Rules

- When translating a group of 1's, find the variable values that are constant for each square in the group and translate only those variables values to a product term
- Grouping 1's yields SOP
- When translating a group of 0's, again find the variable values that are constant for each square in the group and translate only those variable values to a sum term
- Grouping 0's yields POS

Karnaugh Maps (SOP)

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	0
1	0	0	1	1
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1

YZ \ WX	00	01	11	10
00	0	0	0	0
01	1	1	0	1
11	1	1	1	1
10	1	1	1	1

F =

Karnaugh Maps (SOP)

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	0
1	0	0	1	1
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1

YZ \ WX	00	01	11	10
00	0	0	0	0
01	1	1	0	1
11	1	1	1	1
10	1	1	1	1

F = Y

Karnaugh Maps (SOP)

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	0
1	0	0	1	1
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1

YZ \ WX	00	01	11	10
00	0	0	0	0
01	1	1	0	1
11	1	1	1	1
10	1	1	1	1

F = Y + W'Z + ...

Karnaugh Maps (SOP)

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	0
1	0	0	1	1
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1

YZ \ WX	00	01	11	10
00	0	0	0	0
01	1	1	0	1
11	1	1	1	1
10	1	1	1	1

F = Y + W'Z + X'Z

Karnaugh Maps (POS)

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	0
1	0	0	1	1
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1

YZ \ WX	00	01	11	10
00	0	0	0	0
01	1	1	0	1
11	1	1	1	1
10	1	1	1	1

F =

Karnaugh Maps (POS)

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	0
1	0	0	1	1
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1

YZ \ WX	00	01	11	10
00	0	0	0	0
01	1	1	0	1
11	1	1	1	1
10	1	1	1	1

F = (Y+Z)

Karnaugh Maps (POS)

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	0
1	0	0	1	1
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1

YZ \ WX	00	01	11	10
00	0	0	0	0
01	1	1	0	1
11	1	1	1	1
10	1	1	1	1

F = (Y+Z)(W'+X'+Y)

Karnaugh Maps

- Groups can wrap around from:
 - Right to left
 - Top to bottom
 - Corners

YZ \ WX	00	01	11	10
00	0	0	1	0
01	1	0	0	1
11	1	0	0	1
10	0	0	1	0

F = X'Z + WXZ'

YZ \ WX	00	01	11	10
00	1	0	0	1
01	0	0	0	0
11	0	0	0	0
10	1	0	0	1

F = X'Z'

Exercises

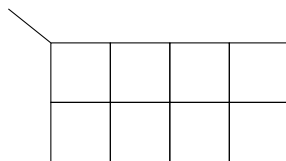
WX \ YZ	00	01	11	10
00	0 ¹	4 ⁰	12 ⁰	8 ¹
01	1 ¹	5 ⁰	13 ⁰	9 ¹
11	3 ⁰	7 ⁰	15 ⁰	11 ⁰
10	2 ¹	6 ⁰	14 ¹	10 ¹

WX \ YZ	00	01	11	10
00	0 ¹	4 ⁰	12 ⁰	8 ¹
01	1 ¹	5 ⁰	13 ⁰	9 ¹
11	3 ⁰	7 ⁰	15 ⁰	11 ⁰
10	2 ¹	6 ⁰	14 ¹	10 ¹

$F_{SOP} =$

$F_{POS} =$

$P = \sum_{xyz}(2,3,5,7)$



P =

No Redundant Groups

WX \ YZ	00	01	11	10
00	0 ¹	4 ⁰	12 ⁰	8 ¹
01	1 ¹	5 ⁰	13 ⁰	9 ¹
11	3 ⁰	7 ⁰	15 ⁰	11 ⁰
10	2 ¹	6 ⁰	14 ¹	10 ¹

This group does not cover new squares that are not already part of another essential grouping

Multiple Minimal Expressions

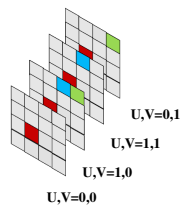
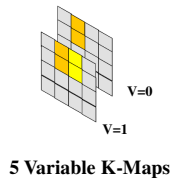
- For some functions, _____ groupings exist which will lead to alternate minimal _____ ...Pick one

D8D4 \ D2D1	00	01	11	10
00	0 ⁰	4 ⁰	12 ¹	8 ¹
01	1 ⁰	5 ⁰	13 ¹	9 ¹
11	3 ¹	7 ¹	15 ¹	11 ⁰
10	2 ¹	6 ¹	14 ⁰	10 ⁰

Best way to cover this '1'??

Karnaugh Maps Beyond 4 Variables

- Recall, K-Maps require an adjacency for each variable
 - To see the necessary adjacencies, 5 and 6 variable K-Maps can be thought of in three dimensions
- Can we have 7-variable K-Maps?
 - No! We would need to see 7 adjacencies per square and we humans cannot visualize 4 dimensions
- Other computer-friendly minimization algorithms
 - Quine-McCluskey
 - Still exponential runtime
 - Minimization is NP-hard problem
 - Espresso-heuristic Minimizer
 - Achieves "good" minimization in far less time (may not be absolute minimal)



DON'T CARE OUTPUTS

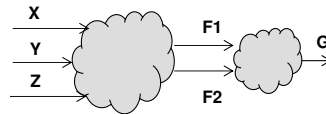
Don't-Cares

- Sometimes there are certain input combinations that are illegal (due to physical or other external constraints)
- The outputs for the illegal inputs are “don’t-cares”
 - The output can either be 0 or 1 since the inputs can never occur
 - Don’t-cares can be included in groups of 1 or groups of 0 when grouping in K-Maps
 - Use them to make as big of groups as possible

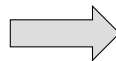
Use 'Don't care' outputs as wildcards (e.g. the blank tile in Scrabble™). They can be either 0 or 1 whatever helps make bigger groups to cover the ACTUAL 1's

Invalid Input Combinations

- Given intermediate functions F1 and F2, how could you use AND, OR, NOT to make G
- Notice certain F1,F2 combinations never occur in G(x,y,z)...what should we make their output in the T.T.



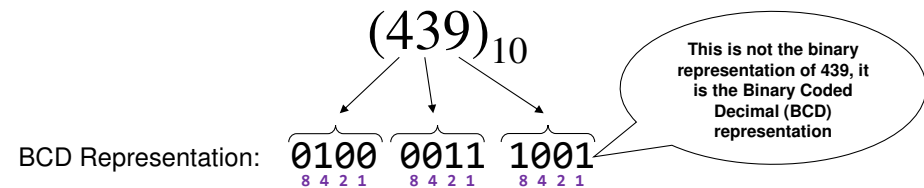
X	Y	Z	F1	F2	G
0	0	0	0	0	0
0	0	1	1	0	1
0	1	0	1	0	1
0	1	1	1	0	1
1	0	0	1	0	1
1	0	1	1	0	1
1	1	0	1	0	1
1	1	1	1	1	0



F1	F2	G
0	0	
0	1	
1	0	
1	1	

Invalid Input Combinations

- An example of where Don't-Cares may come into play is **Binary Coded Decimal (BCD)**
 - Rather than convert a decimal number to unsigned binary (i.e. summing increasing powers of 2) we can represent each decimal digit as a separate group of 4-bits (with weights 8,4,2,1 for each group of 4 bits)
 - **Combinations 1010-1111 cannot occur!**



Important: BCD represent each decimal digit with a separate group of bits

Don't Care Example

D8	D4	D2	D1	GT6
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	d
1	0	1	1	d
1	1	0	0	d
1	1	0	1	d
1	1	1	0	d
1	1	1	1	d

D8D4

D2D1	00	01	11	10
00	0 ⁰ 0 ⁴	0 ⁵ 1 ⁹	d ¹² 1 ¹³	1 ⁸ 1 ⁹
01	0 ¹ 0 ⁵	0 ⁷ 1 ¹⁵	d ¹³ d ¹¹	1 ⁹ d ¹¹
11	0 ³ 0 ⁷	1 ¹⁵ d ¹¹	d ¹⁵ d ¹⁰	d ¹¹ d ¹⁰
10	0 ² 0 ⁶	0 ¹⁴ d ¹⁰	d ¹⁴ d ¹⁰	d ¹⁰ d ¹⁰

GT6_{SOP}=

D8D4

D2D1	00	01	11	10
00	0 ⁰ 0 ⁴	0 ⁵ 1 ⁹	d ¹² 1 ¹³	1 ⁸ 1 ⁹
01	0 ¹ 0 ⁵	0 ⁷ 1 ¹⁵	d ¹³ d ¹¹	1 ⁹ d ¹¹
11	0 ³ 0 ⁷	1 ¹⁵ d ¹¹	d ¹⁵ d ¹⁰	d ¹¹ d ¹⁰
10	0 ² 0 ⁶	0 ¹⁴ d ¹⁰	d ¹⁴ d ¹⁰	d ¹⁰ d ¹⁰

GT6_{POS}=

Reuse "d's" to make as large a group as possible to cover 1,5, & 9

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	0
1	0	0	1	1
1	0	1	0	d
1	0	1	1	d
1	1	0	0	d
1	1	0	1	d
1	1	1	0	d
1	1	1	1	d



WX

YZ	00	01	11	10
00	0 ⁰ 0 ⁴	0 ⁵ 1 ⁹	d ¹² 1 ¹³	0 ⁸ 0 ⁹
01	1 ¹ 1 ⁵	1 ⁷ 1 ¹⁵	d ¹³ d ¹¹	1 ⁹ 1 ¹¹
11	1 ³ 1 ⁷	1 ¹⁵ d ¹¹	d ¹⁵ d ¹⁰	d ¹¹ d ¹⁰
10	1 ² 1 ⁶	1 ¹⁴ d ¹⁰	d ¹⁴ d ¹⁰	d ¹⁰ d ¹⁰

F = Z + Y

Use these 4 "d's" to make a group of 8

Don't Cares

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	0
1	0	0	1	1
1	0	1	0	d
1	0	1	1	d
1	1	0	0	d
1	1	0	1	d
1	1	1	0	d
1	1	1	1	d

You can use "d's" when grouping 0's and converting to POS

WX

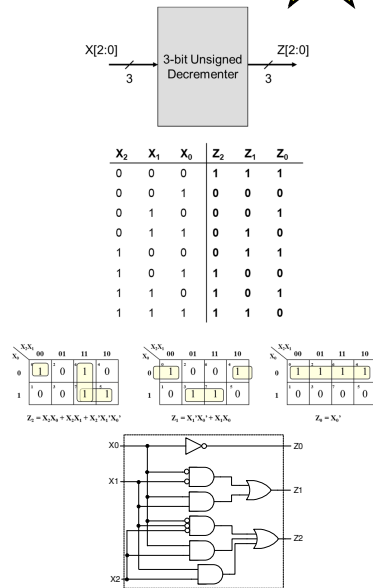
YZ	00	01	11	10
00	0 ⁰ 0 ⁴	0 ⁵ 1 ⁹	d ¹² 1 ¹³	0 ⁸ 0 ⁹
01	1 ¹ 1 ⁵	1 ⁷ 1 ¹⁵	d ¹³ d ¹¹	1 ⁹ 1 ¹¹
11	1 ³ 1 ⁷	1 ¹⁵ d ¹¹	d ¹⁵ d ¹⁰	d ¹¹ d ¹⁰
10	1 ² 1 ⁶	1 ¹⁴ d ¹⁰	d ¹⁴ d ¹⁰	d ¹⁰ d ¹⁰

F = Y+Z

A GENERAL, COMBINATIONAL CIRCUIT DESIGN PROCESS

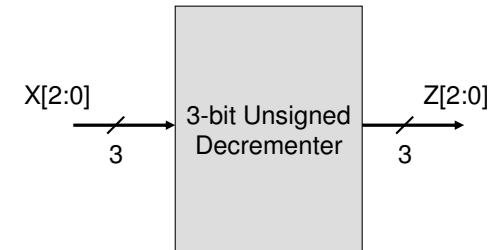
Combinational Design Process

- Understand the problem
 - How many input bits and their representation system
 - How many output bits need be generated and what are their representation
 - Draw a block diagram
- Write a truth table
- Use a K-map to derive an equation for EACH output bit
- Use the equation to draw a circuit for EACH output bit, letting each circuit run in parallel to produce their respective output bit



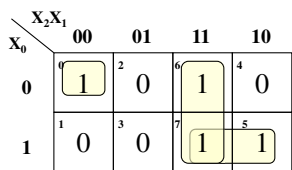
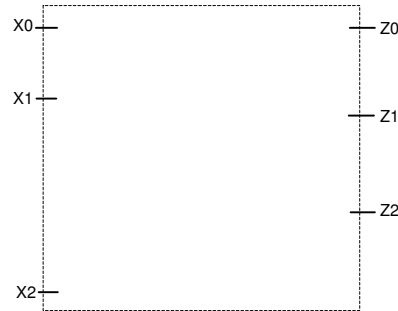
Designing Circuits w/ K-Maps

- Given a description...
 - Block Diagram
 - Truth Table
 - K-Map for each output bit (each output bit is a separate function of the inputs)
- 3-bit unsigned decrementer ($Z = X-1$)
 - If $X[2:0] = 000$ then $Z[2:0] = 111$, etc.

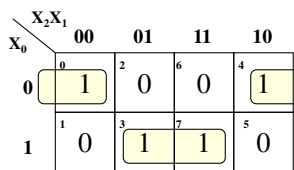


3-bit Number Decrementer

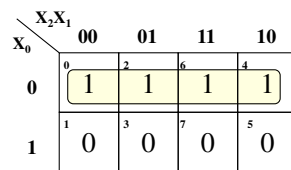
X ₂	X ₁	X ₀	Z ₂	Z ₁	Z ₀
0	0	0	1	1	1
0	0	1	0	0	0
0	1	0	0	0	1
0	1	1	0	1	0
1	0	0	0	1	1
1	0	1	1	0	0
1	1	0	1	0	1
1	1	1	1	1	0



$Z_2 = X_2X_0 + X_2X_1 + X_2'X_1'X_0'$



$Z_1 = X_1'X_0' + X_1X_0$



$Z_0 = X_0'$

Squaring Circuit

- Design a combinational circuit that accepts a 3-bit number and generates an output binary number equal to the square of the input number. ($B = A^2$)
- Using 3 bits we can represent the numbers from _____ to _____.
- The possible squared values range from _____ to _____.
- Thus to represent the possible outputs we need how many bits? _____

Implicant Examples

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	0
0	1	1	1	1
1	0	0	0	0
1	0	0	1	0
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1

WX \ YZ	00	01	11	10
00	0	0	0	0
01	1	1	0	0
11	1	1	1	1
10	0	0	1	1

An implicant

Not PRIME because not as large as possible

Implicant Examples

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	0
0	1	1	1	1
1	0	0	0	0
1	0	0	1	0
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1

WX \ YZ	00	01	11	10
00	0	0	0	0
01	1	1	0	0
11	1	1	1	1
10	0	0	1	1

An implicant

Not PRIME because not as large as possible

An implicant

Implicant Examples

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	0
0	1	1	1	1
1	0	0	0	0
1	0	0	1	0
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1

WX \ YZ	00	01	11	10
00	0	0	0	0
01	1	1	0	0
11	1	1	1	1
10	0	0	1	1

An implicant

Not PRIME because not as large as possible

An implicant

An essential prime implicant

An essential prime implicant (largest grouping possible, that must be included to cover all 1's)

Implicant Examples

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	0
0	1	1	1	1
1	0	0	0	0
1	0	0	1	0
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1

WX \ YZ	00	01	11	10
00	0	0	0	0
01	1	1	0	0
11	1	1	1	1
10	0	0	1	1

An essential prime implicant

An implicant

Not PRIME because not as large as possible

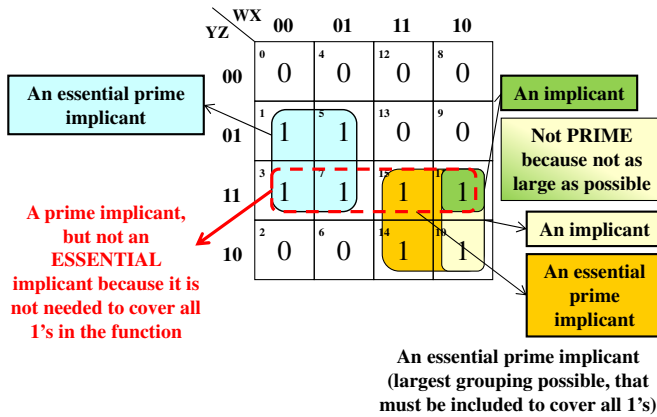
An implicant

An essential prime implicant

An essential prime implicant (largest grouping possible, that must be included to cover all 1's)

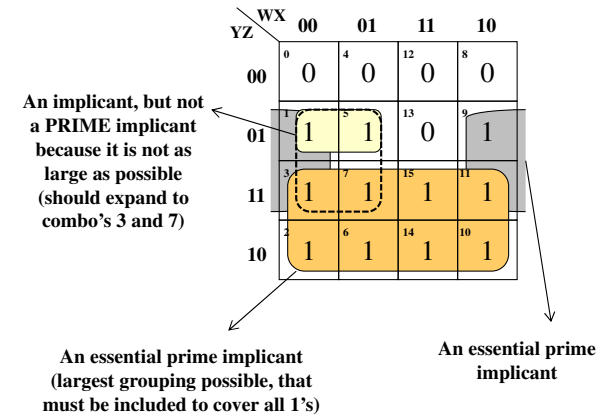
Implicant Examples

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	0
0	1	1	1	1
1	0	0	0	0
1	0	0	1	0
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1



Implicant Examples

W	X	Y	Z	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	0
1	0	0	1	1
1	0	1	0	1
1	0	1	1	1
1	1	0	0	0
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1



K-Map Grouping Rules

- Make groups (implicants) of 1, 2, 4, 8, ... and they must be rectangular or square in shape.
- Include the minimum number of essential prime implicants
 - Use only *essential* prime implicants (i.e. as few groups as possible to cover all 1's)
 - Ensure that you are using *prime* implicants (i.e. Always make groups as large as possible reusing squares if necessary)

Informational: You won't be asked to perform 5- or 6-variable K-Maps

5- & 6-VARIABLE KMAPS

5-Variable K-Map

- If we have a 5-variable function we need a 32-square KMap.
- Will an 8x4 matrix work?
 - Recall K-maps work because adjacent squares differ by 1-bit
- How many adjacencies should we have for a given square?
- ___!! But drawn in 2 dimensions we can't have ___ adjacencies.

YZ \ VWX	000	001	011	010	110	111	101	100
00								
01								
11								
10								

5-Variable Karnaugh Maps

- To represent the 5 adjacencies of a 5-variable function [e.g. $f(v,w,x,y,z)$], imagine two 4x4 K-Maps stacked on top of each other
 - Adjacency across the two maps

YZ \ WX	00	01	11	10
00	0	1	1	0
01	0	1	1	0
11	0	0	0	0
10	0	0	0	0

V=0

YZ \ WX	00	01	11	10
00	0	1	0	0
01	0	1	0	0
11	0	0	0	0
10	0	0	0	0

V=1

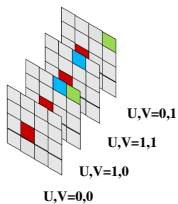
Traditional adjacencies still apply
(Note: v is constant for that group and should be included)
 $\Rightarrow v'xy'$

Adjacencies across the two maps apply
(Now v is not constant)
 $\Rightarrow w'xy'$

$F = v'xy' + w'xy'$

6-Variable Karnaugh Maps

- 6 adjacencies for 6-variables (Stack of four 4x4 maps)



YZ \ WX	00	01	11	10
00	0	0	1	0
01	0	0	0	0
11	0	1	0	0
10	0	0	0	0

U,V=0,0

YZ \ WX	00	01	11	10
00	0	0	0	1
01	0	0	0	0
11	0	0	0	0
10	0	0	0	0

U,V=0,1

YZ \ WX	00	01	11	10
00	0	0	1	1
01	0	0	0	0
11	0	1	0	0
10	0	0	0	0

U,V=1,0

YZ \ WX	00	01	11	10
00	0	0	0	0
01	0	0	0	0
11	0	1	0	0
10	0	0	0	0

U,V=1,1

7-Variable K-maps and Other Techniques

- Can we have 7-variable K-Maps?
- No! We would need to see 7 adjacencies per square and we humans cannot visualize 4 dimensions
- Other computer-friendly minimization algorithms
 - Quine-McCluskey
 - Still exponential runtime
 - Minimization is NP-hard problem
 - Espresso-heuristic Minimizer
 - Achieves "good" minimization in far less time (may not be absolute minimal)

