

# Contents

## **BEFORE WE BEGIN    xiii**

### **CHAPTER 0   NUMBER SYSTEMS AND COUNTING    1**

- 0.1 Numbers: Some Background    **1**
- 0.2 The Decimal System: A Closer Look    **2**
- 0.3 Other Bases    **3**
- 0.4 Converting from Base 7 to Base 10    **5**
- 0.5 Converting from Base 10 to Base 7    **7**
- 0.6 Addition in Other Bases    **10**
- 0.7 Counting    **12**
- 0.8 The Binary Number System    **14**
- 0.9 Combinatoric Examples    **16**
  - 0.9.1 U.S. Presidential Election Example    **16**
  - 0.9.2 Pizza Example    **16**
  - 0.9.3 Hypercube Example    **17**
  - 0.9.4 Binary Trees    **19**

### **CHAPTER 1   THE BASIC FUNCTIONS OF BOOLEAN ALGEBRA: AND, OR, AND NOT    22**

- 1.1 Boolean Functions    **24**
- 1.2 AND    **25**

1.2.1	Logical Interpretation of Bits	25
1.2.2	Truth Table for AND	26
1.2.3	Numbering of Rows in Truth Tables	27
1.2.4	The Principle of Assertion	28
1.2.5	Some Notational Conventions	28
1.2.6	Circuit Symbol for AND	29
1.3	<b>OR</b>	<b>30</b>
1.3.1	Truth Table for OR	31
1.3.2	Circuit Symbol for OR	31
1.4	<b>NOT</b>	<b>33</b>
1.4.1	Truth Table for NOT	33
1.4.2	Circuit Symbol for NOT	34
<b>CHAPTER 2</b>	<b>COMBINATIONAL LOGIC</b>	<b>37</b>
2.1	AND and NOT	37
2.2	Grouping with Parentheses	39
2.3	AND and OR with More Than Two Inputs	47
2.4	Algebraic Examples of Arbitrary-Input AND and OR Functions	48
2.5	Truth Tables for Arbitrary-Input AND and OR Functions	48
2.6	Creating Arbitrary-Input AND and OR Gates from the Old Two-Input Kind	50
2.7	An Arbitrary-Input AND Gate	51
2.8	An Arbitrary-Input OR Gate	53
<b>CHAPTER 3</b>	<b>THE ALGEBRA OF SETS AND VENN DIAGRAM</b>	<b>59</b>
3.1	The Set	59
3.2	Venn Diagrams	60
3.3	Set Complementation	61
3.4	The Null Set	62
3.5	Subsets and Supersets	62
3.6	Intersection	63
3.7	Union	65
3.8	Example of Union and Intersection	66

- 3.9 Combinatorics of Venn Diagrams **66**
- 3.10 Numbering Regions in Venn Diagrams **68**
- 3.11 Combinational Logic in Venn Diagrams **70**
- 3.12 Set Algebraic Interpretation of Combinational Logic **71**

## **CHAPTER 4 OTHER BOOLEAN FUNCTIONS 77**

- 4.1 The Constant Functions 0 and 1 **78**
- 4.2 NAND **79**
- 4.3 NOR **81**
- 4.4 XOR **81**
- 4.5 COIN **84**
  - 4.5.1 Interesting Properties of XOR and COIN **86**
- 4.6 Implication **88**
  - 4.6.1 Arithmetic Interpretation of Implication **90**
  - 4.6.2 Algebraic Realization of Implication **91**
  - 4.6.3 Circuit Symbol for Implication **91**
  - 4.6.4 Asymmetry of the Implication Function **92**
  - 4.6.5 Interpreting Implication of Terms of the Algebra of Sets **93**
- 4.7 Other Complete Systems **96**
  - 4.7.1 XOR, NOT, and 1 as a Complete System **96**
  - 4.7.2 NAND as a Complete System **97**

## **CHAPTER 5 REALIZING ANY BOOLEAN FUNCTION WITH AND, OR, AND NOT 101**

- 5.1 Minterms **101**
  - 5.1.1 Decoder Example **104**
- 5.2 Realizing Any Boolean Function Using Minterms **107**
- 5.3 Sum-of-Products Expressions **109**
  - 5.3.1 Realization of Any Boolean Function Using a Decoder **110**
- 5.4 The Seven-Segment Display **111**
- 5.5 Maxterms **117**

- 5.6 Realizing Any Boolean Function with Maxterms **120**
- 5.7 Product-of-Sums Expressions **122**
- 5.8 The Three-Input Majority Voter **123**

## **CHAPTER 6 MORE DIGITAL CIRCUITS 126**

- 6.1 The Multiplexer: Data Versus Control **126**
  - 6.1.1 AND as Controllable Pass-Through Gate **128**
  - 6.1.2 Decoder-Based Realization of the Multiplexer **129**
  - 6.1.3 Multiplexer with the Decoder Built In **130**
  - 6.1.4 Realizing Any Boolean Function with a Multiplexer **131**
- 6.2 Vectors and Parallel Operations **134**
- 6.3 The Adder **137**
  - 6.3.1 Adding in Base 10 **137**
  - 6.3.2 Adding in Base 2 **138**
  - 6.3.3 The Binary Adder Function **139**
- 6.4 The Comparator **142**
- 6.5 The ALU **145**

## **CHAPTER 7 LAWS OF BOOLEAN ALGEBRA 150**

- 7.1 Sets of Axioms **151**
- 7.2 Perfect Induction **152**
  - 7.2.1 Special Properties of 0 and 1 **153**
  - 7.2.2 The Complementation Laws **154**
  - 7.2.3 The Law of Involution **155**
  - 7.2.4 Commutative Laws of AND and OR **155**
  - 7.2.5 Distributive Laws of AND and OR **156**
- 7.3 Deduction **159**
- 7.4 Allowed Manipulations of Boolean Equations **159**
  - 7.4.1 Idempotence **160**
  - 7.4.2 Absorption Laws **163**
  - 7.4.3 Associativity Laws **164**
  - 7.4.4 DeMorgan's Laws **165**
- 7.5 Principle of Duality **169**

<b>CHAPTER 8</b>	<b>BOOLEAN LOGIC</b>	<b>173</b>
8.1	Opposition	<b>173</b>
8.2	Consensus	<b>174</b>
8.3	Canonical Form	<b>176</b>
8.4	Blake Canonical Form	<b>178</b>
8.5	Prime Implicants	<b>180</b>
8.6	A New Realization of the Implication Function	<b>182</b>
8.7	Syllogistic Reasoning	<b>182</b>
8.8	Premises That Are Not Implications	<b>184</b>
8.9	Clausal Form	<b>187</b>
8.10	Video Game Example	<b>189</b>
8.11	Equivalent Formulations of Results	<b>193</b>
8.12	Specific Results Derived from General Results	<b>193</b>
8.13	Karnaugh Maps	<b>195</b>
	8.13.1 Gray Code	<b>195</b>
<b>APPENDIX A:</b>	<b>COUNTING IN BASE 2</b>	<b>203</b>
<b>APPENDIX B:</b>	<b>POWERS OF 2</b>	<b>204</b>
<b>APPENDIX C:</b>	<b>SUMMARY OF BOOLEAN FUNCTIONS</b>	<b>205</b>
<b>FURTHER READING</b>		<b>213</b>
<b>ANSWERS TO EXERCISES</b>		<b>219</b>
<b>INDEX</b>		<b>277</b>
<b>ABOUT THE AUTHOR</b>		<b>281</b>