

COMPUTER

3. Boolean Algebra and Digital Logic

3.1 Basics of Digital Systems

3.1.1 Analog and Digital Signals

1. **Analog Signal:** A smooth and continuous signal that changes over time.
Example: Sound waves, body temperature, radio signals.
2. **Digital Signal:** A signal that has only two values: 0 and 1.
Used in computers and digital electronics.
3. **ADC (Analog to Digital Conversion):** Changes analog signals into digital form.
Used in microphones, phones, and computers.
4. **DAC (Digital to Analog Conversion):** Changes digital signals into analog form.
Used in speakers and audio systems.

Key Point:

- **Digital signals are better for long-distance transmission** because they resist noise and errors.
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3.1.2 Fundamentals of Digital Logic

5. **Digital Logic:** Uses 0 and 1 to control digital devices like computers.
 6. **Logic Levels:**
 - High voltage = 1 (True)
 - Low voltage = 0 (False)
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3.2 Boolean Algebra and Logic Gates

3.2.1 Boolean Functions and Expressions

7. **Boolean Algebra:** A form of mathematics using True/False (1/0) values.
8. **Boolean Function:** A formula that gives an output (1 or 0) based on logical operations like AND, OR, and NOT.

3.2.1.1 Logic Operations

9. **AND Operation:**

- Symbol: \cdot
- Output is 1 only if **both inputs are 1**.
- Truth Table:
 - $0 \cdot 0 = 0$
 - $0 \cdot 1 = 0$
 - $1 \cdot 0 = 0$
 - $1 \cdot 1 = 1$

10. OR Operation:

- Symbol: $+$
- Output is 1 if **any one or both inputs are 1**.
- Truth Table:
 - $0 + 0 = 0$
 - $0 + 1 = 1$
 - $1 + 0 = 1$
 - $1 + 1 = 1$

11. NOT Operation:

- Symbol: $\neg A$ or \bar{A}
- Changes the input value.
- Truth Table:
 - NOT 0 = 1
 - NOT 1 = 0

3.2.1.2 Building Boolean Functions

12. Boolean expressions can be built using:

- **AND, OR, and NOT** operators
- Example 1: $F(A, B) = A \cdot B$
- Example 2: $F(A, B, C) = A \cdot B + A \cdot C$

3.2.2 Logic Gates and Their Functions

13. **Logic Gates:** Physical parts in a digital circuit that perform logical operations.

Gate	Symbol	Output is 1 When...
AND	$A \cdot B$	Both inputs are 1
OR	$A + B$	At least one input is 1
NOT	$\neg A$	Input is 0
NAND	$\neg(A \cdot B)$	At least one input is 0 (inverse of AND)
XOR	$A \oplus B$	Only one input is 1

3.3 Simplification of Boolean Functions

14. **Simplification:** Reducing Boolean expressions using rules to make circuits faster and simpler.

Basic Boolean Laws:

15. **Identity Laws:**

- $A + 0 = A$
- $A \cdot 1 = A$

16. **Null Laws:**

- $A + 1 = 1$
- $A \cdot 0 = 0$

17. **Idempotent Laws:**

- $A + A = A$
- $A \cdot A = A$

18. **Complement Laws:**

- $A + \bar{A} = 1$
- $A \cdot \bar{A} = 0$

19. **Commutative Laws:**

- $A + B = B + A$
- $A \cdot B = B \cdot A$

20. **Associative Laws:**

- $(A + B) + C = A + (B + C)$
- $(A \cdot B) \cdot C = A \cdot (B \cdot C)$

21. **Distributive Laws:**

- $A \cdot (B + C) = A \cdot B + A \cdot C$
- $A + (B \cdot C) = (A + B)(A + C)$

22. **Absorption Laws:**

- $A + (A \cdot B) = A$
- $A \cdot (A + B) = A$

23. **De Morgan's Theorems:**

- $\neg(A + B) = \neg A \cdot \neg B$
- $\neg(A \cdot B) = \neg A + \neg B$

24. Double Negation:

- $\neg(\neg A) = A$

3.4 Logic Diagrams

25. **Logic Diagram:** A circuit diagram that shows how logic gates are connected to form a Boolean function.

Steps to create:

- Identify the required logic gates.
- Arrange them according to the function.
- Connect inputs and outputs correctly.

3.5 Application of Digital Logic

3.5.1 Adder Circuits

26. **Half-Adder:** Adds two single binary digits (A and B).

- Outputs: Sum (S), Carry (C)
- $\text{Sum} = A \oplus B$
- $\text{Carry} = A \cdot B$

A	B	Sum	Carry
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

27. **Full-Adder:** Adds three binary digits (A, B, Carry In).

- Outputs: Sum and Carry Out
- $\text{Sum} = A \oplus B \oplus C_{in}$

- $\text{Carry} = (A \cdot B) + (C_{in} \cdot (A \oplus B))$
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3.5.2 Karnaugh Map (K-Map)

28. **K-Map:** A visual method to simplify Boolean expressions.

29. **Minterm:** A product term where all variables appear once in either true or complemented form.

30. **K-Map Grid Sizes:**

- 2 variables $\rightarrow 2 \times 2$ grid
- 3 variables $\rightarrow 2 \times 4$ grid
- 4 variables $\rightarrow 4 \times 4$ grid

Steps to Simplify Using K-Map:

1. Draw the K-map based on variables.
 2. Fill it using output values.
 3. Group adjacent 1s (in groups of 1, 2, 4, 8, etc.).
 4. Write the simplified Boolean expression.
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✓ Summary:

- Digital systems use **0 and 1 (binary)** to process information.
 - **Logic gates** perform operations like AND, OR, and NOT.
 - **Boolean algebra** helps build and simplify logic functions.
 - **Adder circuits** are used for performing binary arithmetic.
 - **K-maps** are a powerful way to simplify logic expressions visually.
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