

# ENEE244-010x

# Digital Logic Design

Lecture 4

# Announcements

- HW 2 up on course webpage, due on Monday, Sept. 21.

# Agenda

- Last time:
  - Error Detecting and Correcting Codes (2.11, 2.12)
- This time:
  - Boolean Algebra axioms and theorems (3.1, 3.2)

# Boolean Algebra

# Definition of a Boolean Algebra

- A mathematical system consisting of:
  - A set of elements  $B$  [0/1 or T/F]
  - Two binary operators (+) and ( $\cdot$ ) [OR/AND]
  - = for equivalence, () indicating order of operationsWhere the following axioms/postulates hold:
  - P1. Closure  
For all  $x, y \in B, x + y \in B, x \cdot y \in B$
  - P2. Identity  
There exist identity elements in  $B$ , denoted 0,1 relative to (+) and ( $\cdot$ ), respectively.  
For all  $x \in B, 0 + x = x + 0 = x, 1 \cdot x = x \cdot 1 = x.$

# Definition of Boolean Algebra

– P3. Commutativity

The operations (+), ( $\cdot$ ) are commutative

For all  $x, y \in B$   $x + y = y + x$ ,  $x \cdot y = y \cdot x$

– P4. Distributivity

\*\*\*Each operation (+), ( $\cdot$ ) is distributive over the other.

For all  $x, y, z \in B$ :

$$x + (y \cdot z) = (x + y) \cdot (x + z) \text{ [} x \text{ OR (} y \text{ AND } z \text{)]}$$

$$x \cdot (y + z) = (x \cdot y) + (x \cdot z) \text{ [} x \text{ AND (} y \text{ OR } z \text{)]}$$

# Definition of Boolean Algebra

## – P5. Complement

For every element  $x \in B$  there exists an element  $\bar{x} \in B$  called the complement of  $x$  such that:

$$x + \bar{x} = 1$$

$$x \cdot \bar{x} = 0$$

## – P6. Non-triviality

There exist at least two elements  $x, y \in B$  such that  $x \neq y$ .

# Principle of Duality

- (Except for P6), each postulate consists of two expressions s.t. one expression is transformed into the other by interchanging the operations (+) and ( $\cdot$ ) as well as the identity elements 0 and 1.
- Such expressions are known as duals of each other.
- If some equivalence is proved, then its dual is also immediately true.
- E.g. If we prove:  $(x \cdot x) + (\bar{x} \cdot \bar{x}) = 1$ , then we have by duality:  $(x + x) \cdot (\bar{x} + \bar{x}) = 0$



# Theorems of Boolean Algebra

Theorem 3.2: Null elements:

For each element  $x$  in a Boolean algebra:

$$x + 1 = 1$$

$$x \cdot 0 = 0.$$

Proof:

$$x + 1 = 1 \cdot (x + 1)$$

$$= (x + \bar{x}) \cdot (x + 1)$$

$$= x + (\bar{x} \cdot 1)$$

$$= x + \bar{x}$$

$$= 1.$$

Second part follows from principle of duality.

# Theorems of Boolean Algebra

Theorem 3.4: The Idempotent law

For each element  $x$  in a Boolean algebra:

$$x + x = x$$

$$x \cdot x = x$$

Proof:

$$\begin{aligned}x + x &= 1 \cdot (x + x) \\&= (x + \bar{x}) \cdot (x + x) \\&= x + (x \cdot \bar{x}) \\&= x + 0 \\&= x.\end{aligned}$$

Second part follows from principle of duality.

# Theorems of Boolean Algebra

Theorem 3.5: The Involution Law

For every  $x$  in a Boolean algebra,  $\overline{\overline{x}} = x$ .

Proof. We will use the fact that the complement is unique (Theorem 3.1 in textbook).

$$x + \overline{x} = 1$$

$$\overline{x} + x = 1$$

$x = \overline{x}$  by uniqueness.

Moreover,

$$x \cdot \overline{x} = 0$$

$$\overline{x} \cdot x = 0$$

$x = \overline{x}$  by uniqueness.

# Theorems of Boolean Algebra

Theorem 3.6: The absorption law

For each pair of elements  $x, y$  in a Boolean algebra:

$$x + x \cdot y = x$$
$$x \cdot (x + y) = x$$

Proof:

$$\begin{aligned}x + x \cdot y &= (x \cdot 1) + (x \cdot y) \\&= x \cdot (1 + y) \\&= x \cdot 1 \\&= x\end{aligned}$$

Second part follows from principle of duality.

# Theorems of Boolean Algebra

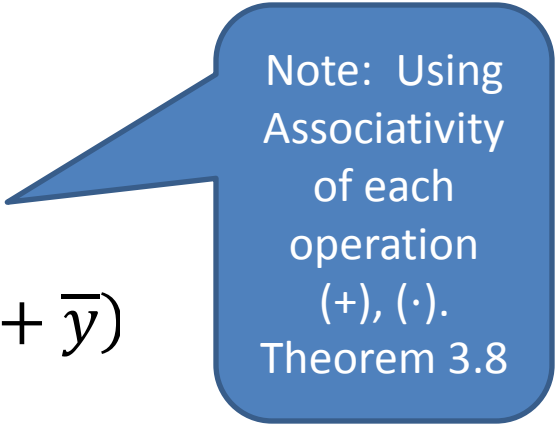
Theorem 3.7: DeMorgan's Law

For each pair of elements  $x, y$  in a Boolean algebra:

$$\overline{(x + y)} = \bar{x} \cdot \bar{y}$$
$$\overline{(x \cdot y)} = \bar{x} + \bar{y}$$

Proof:

$$\begin{aligned}(x + y) + \bar{x} \cdot \bar{y} &= (x + y + \bar{x}) \cdot (x + y + \bar{y}) \\ &= (x + \bar{x} + y) \cdot (y + \bar{y} + x) \\ &= (1 + y) \cdot (1 + x) \\ &= 1 \cdot 1 \\ &= 1\end{aligned}$$



Note: Using  
Associativity  
of each  
operation  
(+), ( $\cdot$ ).  
Theorem 3.8

Analogous for multiplicative case.

Second part follows from principle of duality.

# In Class Activity