# Karnaugh Maps (K maps)

## What are Karnaugh<sup>1</sup> maps?

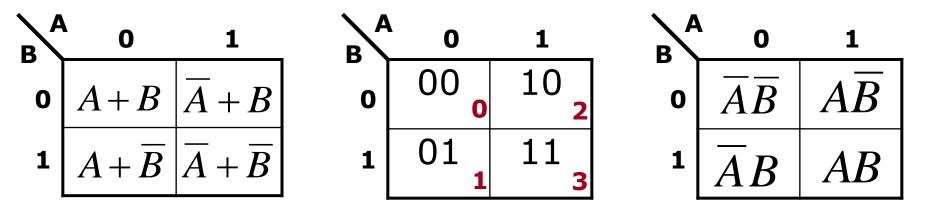
- Karnaugh maps provide an alternative way of simplifying logic circuits.
- Instead of using Boolean algebra simplification techniques, you can transfer logic values from a Boolean statement or a truth table into a Karnaugh map.
- The arrangement of 0's and 1's within the map helps you to visualise the logic relationships between the variables and leads directly to a simplified Boolean statement.

<sup>1</sup>Named for the American electrical engineer Maurice Karnaugh.

Karnaugh maps, or K-maps, are often used to simplify logic problems with 2, 3 or 4 variables.

Cell =  $2^n$ , where n is a number of variables

For the case of 2 variables, we form a map consisting of  $2^2=4$  cells as shown in Figure

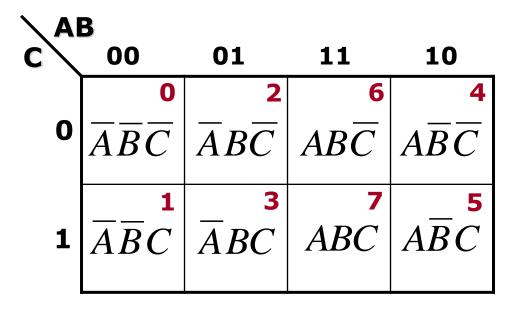


Maxterm

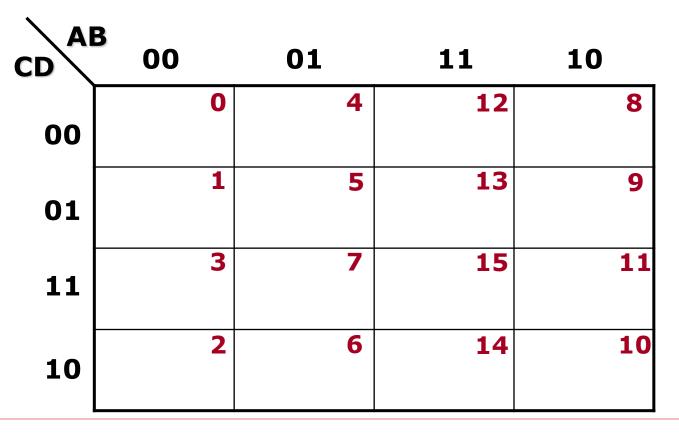
Minterm

3 variables Karnaugh map

**Cell = 
$$2^3 = 8$$**



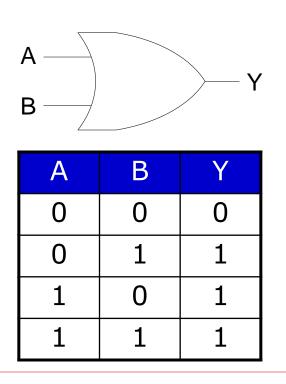
4 variables Karnaugh map

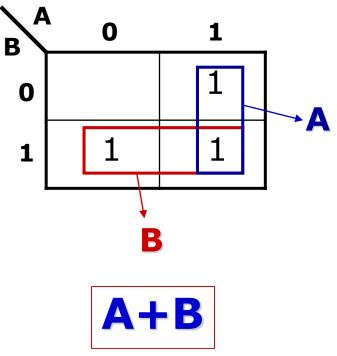


- The Karnaugh map is completed by entering a '1'(or '0') in each of the appropriate cells.
- Within the map, adjacent cells containing 1's (or 0's) are grouped together in twos, fours, or eights.

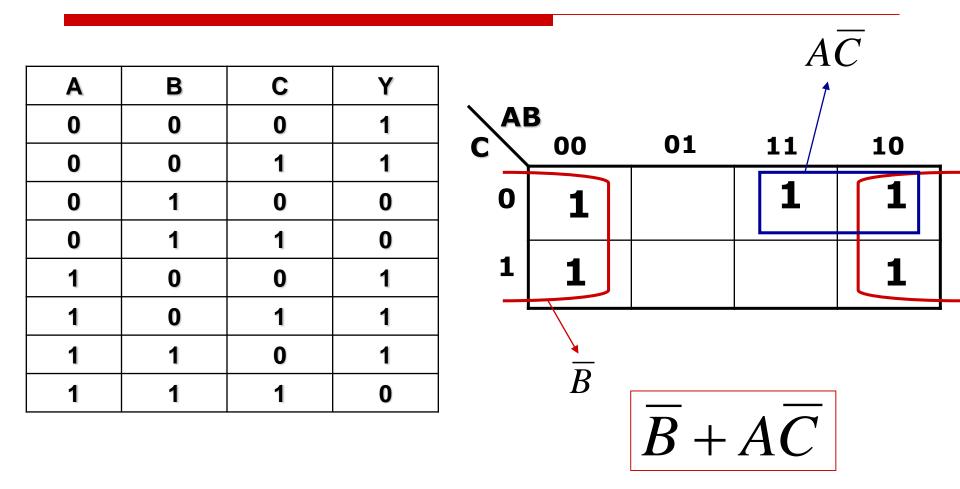
## Example

2-variable Karnaugh maps are trivial but can be used to introduce the methods you need to learn. The map for a 2-input OR gate looks like this:





#### Example

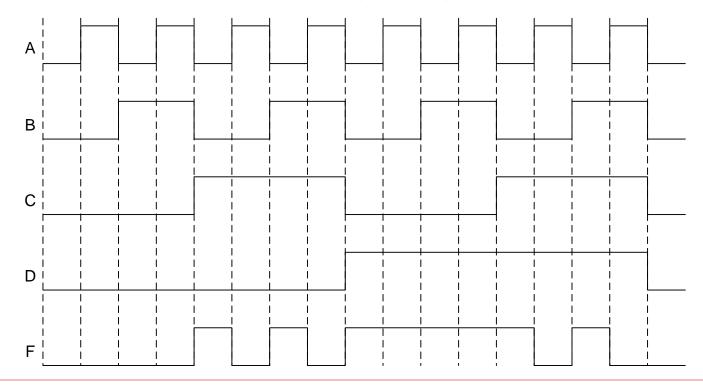


Let us use Karnaugh map to simplify the follow function.
F<sub>1</sub> = m<sub>0</sub>+m<sub>2</sub>+m<sub>3</sub>+m<sub>4</sub>+m<sub>5</sub>+m<sub>6</sub>+m<sub>7</sub>
F<sub>2</sub> = m<sub>0</sub>+m<sub>1</sub>+m<sub>2</sub>+m<sub>5</sub>+m<sub>7</sub>
Answer

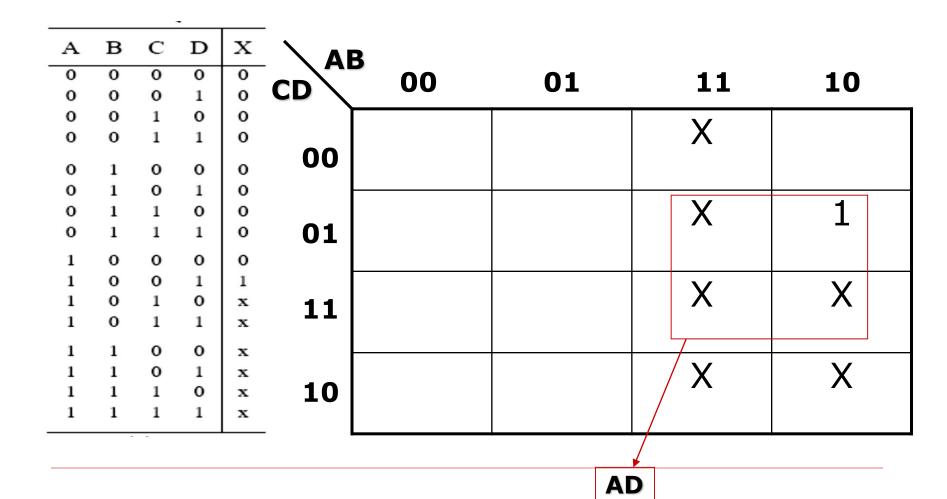
Given the truth table, find the simplified SOP and POS form.

Α	В	С	Y	
0	0	0	0	
0	0	1	0	
0	1	0	0	
0	1	1	1	
1	0	0	1	
1	0	1	1	
1	1	0	1	
1	1	1	1	

Design two-level NAND-gate logic circuit from the follow timing diagram.



#### Don't care term



Design logic circuit that convert a 4-bits binary code to Excess-3 code

А	В	С	D	W	Х	Y	Z
0	0	0	0	0	0	1	1
0	0	0	1	0	1	0	0
0	0	1	0	0	1	0	1
0	0	1	1	0	1	1	0
0	1	0	0	0	1	1	1
0	1	0	1	1	0	0	0
0	1	1	0	1	0	0	1
0	1	1	1	1	0	1	0
1	0	0	0	1	0	1	1
1	0	0	1	1	1	0	0
1	0	1	0	х	х	х	x
1	0	1	1	х	x	х	x
1	1	0	0	х	x	х	x
1	1	0	1	х	х	х	x
1	1	1	0	х	Х	Х	Х
1	1	1	1	Х	Х	х	х