

## The Karnaugh Map

### The Karnaugh Map

Karnaugh Maps are graphical representations of truth tables. They consist of a grid with one cell for each row of the truth table. The intersection of each row and column corresponds to a unique set of input values. The purpose of Karnaugh maps is to rearrange truth tables so that adjacent cells can be represented with a single product using the simplification previously described. Each square represents a minterm. Adjacent squares differ in the value of one variable. Alternative algebraic expressions for the same function are derived by recognizing patterns of squares

### 1-Two- Variable Karnaugh map

A	B	F
0	0	m <sub>0</sub>
0	1	m <sub>1</sub>
1	0	m <sub>2</sub>
1	1	m <sub>3</sub>

		B	
		0	1
A	0	m <sub>0</sub>	m <sub>1</sub>
	1	m <sub>2</sub>	m <sub>3</sub>

For example the truth table for OR gate

X	Y	F
0	0	0
0	1	1
1	0	1
1	1	1

		Y	
		0	1
X	0	0	1
	1	1	1

$$F = X + Y$$

Two pairs of adjacent cells containing 1's can be combined using the Minimization.

### 2-Three- Variable Karnaugh Map

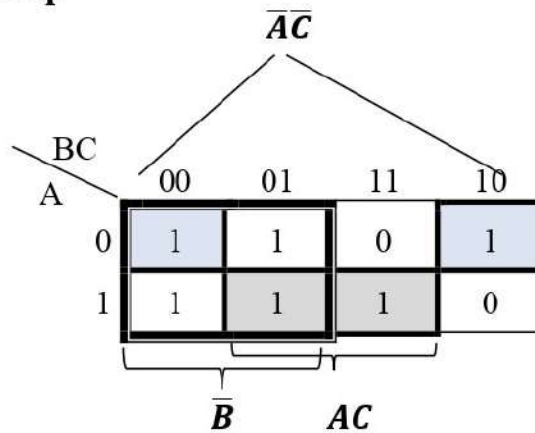
A	B	C	F
0	0	0	m <sub>0</sub>
0	0	1	m <sub>1</sub>
0	1	0	m <sub>2</sub>
0	1	1	m <sub>3</sub>
1	0	0	m <sub>4</sub>
1	0	1	m <sub>5</sub>
1	1	0	m <sub>6</sub>
1	1	1	m <sub>7</sub>

		BC			
		00	01	11	10
A	0	m <sub>0</sub> 0	m <sub>1</sub> 1	m <sub>3</sub> 3	m <sub>2</sub> 2
	1	m <sub>4</sub> 4	m <sub>5</sub> 5	m <sub>7</sub> 7	m <sub>6</sub> 6

3-Variable K-Map, minterm and cell position

### 2-Three- Variable Karnaugh Map

A	B	C	F
0	0	0	1
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	0
1	1	1	1



$$F(A,B,C) = \Sigma(0,1,2,4,5,7) = \overline{B} + \overline{AC} + AC$$

**Note that:** One square represents a minterm with three variables. Two adjacent squares represent a product term with two variables. Four “adjacent” terms represent a product term with one variable. Eight “adjacent” terms is the function of all ones (no variables) = 1.

**Example:** simplify the Boolean Function  $F(X,Y,Z) = \Sigma(0,2,4,6)$

**Solution:** since the function has three variables, a three variable map must be used

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

