

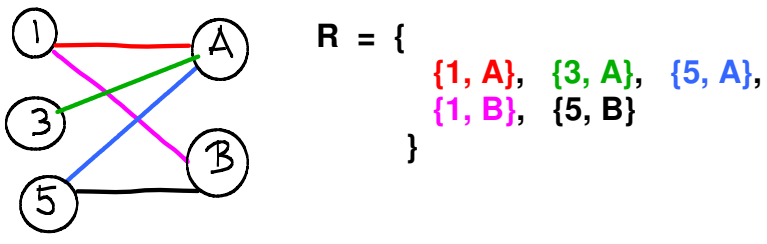
Logic

We need functions: next-state and output.
 We can use $\{0,1\}$ for both states and symbols \implies Boolean functions.

SET == Collection of Objects

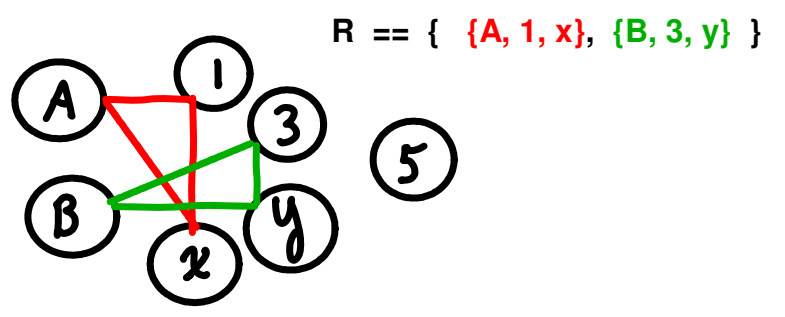
E.g. $S_1 = \{A, B\}$ $S_2 = \{1, 3, 5\}$

RELATION (binary) == set of pairs



RELATION (ternary) == set of triples

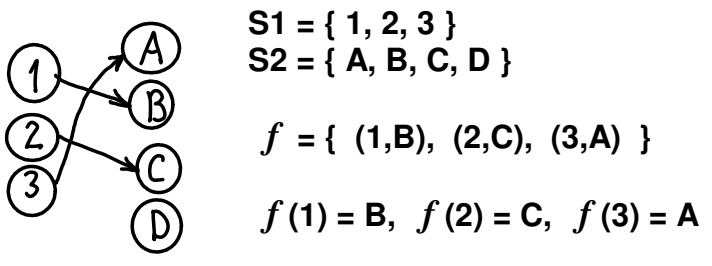
E.g. $S_3 = \{x, y\}$



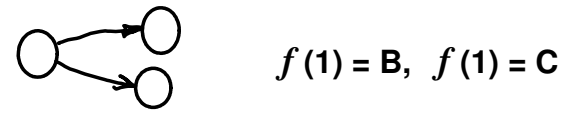
RELATION (k-ary) == set of k-tuples
 elements are k-gons
 with vertices from k sets

function

$f: S_1 \implies S_2$ f "maps" elements of S_1 to elements of S_2



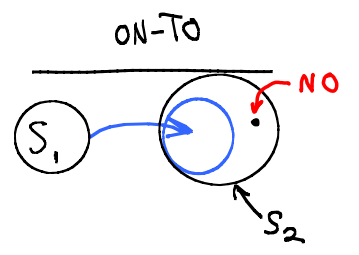
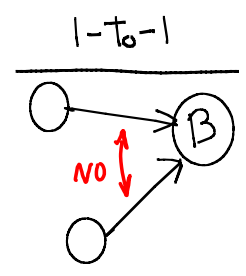
a function because
 this never happens



$S_1 \times S_2$, "Set Cross Product"
 Set of All Possible Pairs

$S_1 \backslash S_2$	A	B	C	D
1	(1, A)	(1, B)	(1, C)	(1, D)
2	(2, A)	(2, B)	(2, C)	(2, D)
3	(3, A)	(3, B)	(3, C)	(3, D)

$S_1 \times S_2$



k-ary operator

$$f: S^k \rightarrow S$$

k-way cross product, all possible k-tuples

Boolean variable

$x \in \{0, 1\}$ 0 = "FALSE" 1 = "TRUE"

Boolean function

$f: \{0, 1\}^n \rightarrow \{0, 1\}$ f maps Boolean n-tuples to $\{0, 1\}$

$\{0, 1\}^2 \xrightarrow{f} \{0, 1\}$

0	0	→	1
0	1	→	0
1	0	→	1
1	1	→	0

	<i>variable</i>			<i>function</i>
	<i>x</i>	<i>y</i>		<i>f(x, y)</i>
<i>Value of Variable</i>	0	0		1
	0	1		0
	1	0		1
	1	1		0
				<i>value of function</i>

What are the simplest functions we can imagine?

Can we build arbitrary functions?

Unary boolean functions: How many are there?

<table border="0"> <tr><td>x</td></tr> <tr><td>0</td></tr> <tr><td>1</td></tr> </table>	x	0	1	<table border="0"> <tr><td>x</td></tr> <tr><td>0</td></tr> <tr><td>1</td></tr> </table>	x	0	1	<table border="0"> <tr><td>x</td></tr> <tr><td>0</td></tr> <tr><td>1</td></tr> </table>	x	0	1	<table border="0"> <tr><td>x</td></tr> <tr><td>0</td></tr> <tr><td>1</td></tr> </table>	x	0	1
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Are any of these functions interesting?
boring?

2-row output vector, 4 possibilities

$f(x) = 0$ $f(x) = x$ $f(x) = \text{NOT}(x)$ $f(x) = 1$

How many binary Boolean functions are there?

Which have names?

<table border="0"> <tr><td>x y</td></tr> <tr><td>00</td></tr> <tr><td>01</td></tr> <tr><td>10</td></tr> <tr><td>11</td></tr> </table>	x y	00	01	10	11	<table border="0"> <tr><td>x y</td></tr> <tr><td>00</td></tr> <tr><td>01</td></tr> <tr><td>10</td></tr> <tr><td>11</td></tr> </table>	x y	00	01	10	11	<table border="0"> <tr><td>x y</td></tr> <tr><td>00</td></tr> <tr><td>01</td></tr> <tr><td>10</td></tr> <tr><td>11</td></tr> </table>	x y	00	01	10	11	<table border="0"> <tr><td>x y</td></tr> <tr><td>00</td></tr> <tr><td>01</td></tr> <tr><td>10</td></tr> <tr><td>11</td></tr> </table>	x y	00	01	10	11	<table border="0"> <tr><td>x y</td></tr> <tr><td>00</td></tr> <tr><td>01</td></tr> <tr><td>10</td></tr> <tr><td>11</td></tr> </table>	x y	00	01	10	11	<table border="0"> <tr><td>x y</td></tr> <tr><td>00</td></tr> <tr><td>01</td></tr> <tr><td>10</td></tr> <tr><td>11</td></tr> </table>	x y	00	01	10	11	<table border="0"> <tr><td>x y</td></tr> <tr><td>00</td></tr> <tr><td>01</td></tr> <tr><td>10</td></tr> <tr><td>11</td></tr> </table>	x y	00	01	10	11	<table border="0"> <tr><td>x y</td></tr> <tr><td>00</td></tr> <tr><td>01</td></tr> <tr><td>10</td></tr> <tr><td>11</td></tr> </table>	x y	00	01	10	11
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ALL Possible output vectors:

0000
0001
0010

...
1110
1111

$2^4 = 16$

How many k -ary functions are there?

0 0 0 0 0 1 0 1 0 0 1 1 1 0 0 1 0 1 1 1 0 1 1 1	f <div style="border: 1px solid red; height: 100px; width: 20px; margin: 0 auto;"></div>	How many ways to form this column? [0,0,0,0,0,0,0,0] ← 0 [0,0,0,0,0,0,0,1] ← 1 [0,0,0,0,0,0,1,0] ← 2 ... [1,1,1,1,1,1,1,0] [1,1,1,1,1,1,1,1] ← $2^8 - 1$	Counting in binary 0 to $(2^8 - 1)$ == 2^8 functions == $2^{(2^3)}$ How many k -ary functions? $2^{(2^k)}$
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Back to our task:

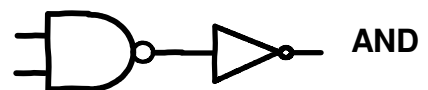
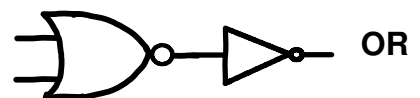
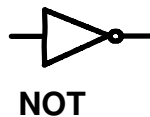
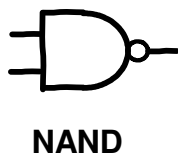
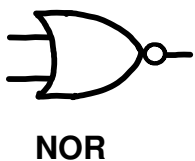
Build any arbitrary boolean function. Why?

Build a computer (UTM) ==> Build FSM

We need

- arbitrary **next-state functions**
- arbitrary **output functions**

what we can build, so far



Can we build EVERY

- (1) **k-input, n-output** boolean function? (Seems hard.)
- (2) **2-input, boolean** function? (Try something easier?)
- (3) **2-input** function that outputs **exactly one 1**?

The last one seems easiest.
 Maybe we should explore Boolean functions a bit more first.

Propositions and Logical Connectives

$(X \text{ OR } Y) == \text{TRUE}$
exactly when

$(\text{NOT}(X) \text{ AND } Y) == \text{TRUE}$

$(X \text{ AND NOT}(Y)) == \text{TRUE}$

$(X \text{ AND } Y) == \text{TRUE}$

x	y	OR
0	0	0
0	1	1
1	0	1
1	1	1

$X = \text{"It is raining"}$ $Y = \text{"My hat is lost"}$

$(X + Y)$ is TRUE exactly when

$((\text{"It is raining" is FALSE}) \text{ AND } (\text{"My hat is lost" is TRUE}))$

$((\text{"It is raining" is TRUE}) \text{ AND } (\text{"My hat is lost" is FALSE}))$

$((\text{"It is raining" is TRUE}) \text{ AND } (\text{"My hat is lost" is TRUE}))$

A row in table identifies a state of the universe. f is either True or False when that is the state.

x	y	AND
0	0	0
0	1	0
1	0	0
1	1	1

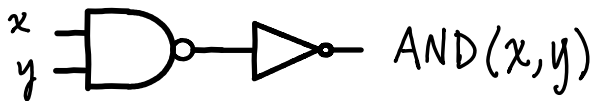
$(X \text{ AND } Y) == \text{TRUE}$
exactly when

$(\text{"It is raining" is TRUE}) \text{ AND } (\text{"My hat is lost" is TRUE})$

This function is simple:
only one 1 in output

There is only 1 row, 1 state of the universe such that
 $\text{AND}(x, y) = 1 \longrightarrow (x = 1 \text{ and } y = 1)$

We can build this function:



Are there other special functions like AND?

Can we build them easily?

Can we use them to build other, more complex functions?

Function Composition

chained mapping $S_1 \xrightarrow{g} S_2 \xrightarrow{h} S_3$
 is some map $S_1 \xrightarrow{f} S_3$

$$f = h \circ g$$

$$f(x) = h(g(x))$$

1. Use composition to build a function from other functions.

E.g.,

X	NOT(X)
0	1
1	0

X	$f(X) == \text{NOT}(\text{NOT}(X))$
0	0
1	1

2. Can we find a set of functions we can use to build any other function?

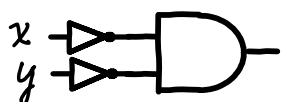
4 special binary functions

x	y	m_0
0	0	1
0	1	0
1	0	0
1	1	0

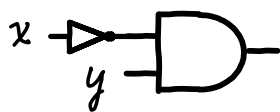
x	y	m_1
0	0	0
0	1	1
1	0	0
1	1	0

x	y	m_2
0	0	0
0	1	0
1	0	1
1	1	0

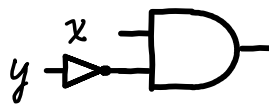
x	y	m_3
0	0	0
0	1	0
1	0	0
1	1	1



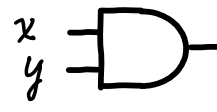
$$\bar{x} \cdot \bar{y}$$



$$\bar{x} \cdot y$$



$$x \cdot \bar{y}$$



$$x \cdot y$$

Binary Minterms

1. These 4 functions are orthogonal: They do not share any rows with a 1 output.
2. They are complete: Between them they cover all possible rows with a 1 output.

Can we combine them to form any other binary function?

Harmonic Analysis

Can we **Compose** simple functions.

Can we **Decompose** to simple functions?

x	y	f
0	0	0
0	1	1
1	0	0
1	1	1

 $=$

0	0
1	0
0	0
0	1

OR

0	0
0	0
0	0
1	1

 $=$

x	y	m_1
0	0	0
0	1	1
1	0	0
1	1	0

OR

x	y	m_3
0	0	0
0	1	0
1	0	0
1	1	1

$$f = m_1 + m_3$$

f is TRUE exactly when

m_1 is TRUE **OR** m_3 is TRUE

m_1 and m_3 are never 1 at the same time, they are orthogonal.

The set { m_0, m_1, m_2, m_3 } is a complete set of orthogonal functions, binary minterms.

ANY binary function can be expressed as a sum of binary minterms.

We now can build any binary (2-bit input) function.

k-ary functions

Does this extend to k-bit input functions? YES.

X4	X3	X2	X1	X0
0	1	0	1	1

a row of truth table input values is a logical statement

$$\bar{x}_4 \cdot x_3 \cdot \bar{x}_2 \cdot x_1 \cdot x_0$$

as a function it is true in exactly one case → a minterm function

What sort of functions are these minterms?

Can we express M_0 ? M_0 is TRUE if and only if (A is FALSE) AND (B is FALSE) AND (C is FALSE)

A	B	C	M_0
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	0

$$M_0 = \bar{A} \bar{B} \bar{C} ?$$

check that

$$M_3 = \bar{A} \cdot B \cdot C$$

$$M_6 = A \cdot B \cdot \bar{C}$$

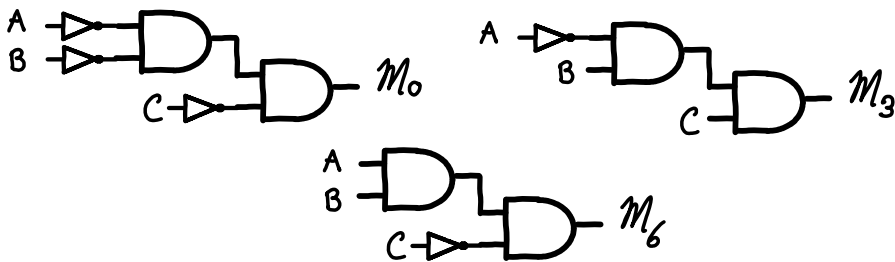
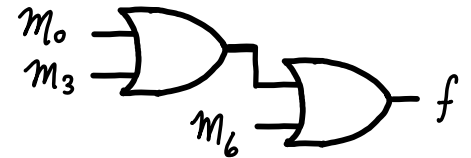
A	B	C	$\bar{A} \bar{B} \bar{C}$
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	0

Yes, that is an equivalent expression for M_0 .

$$\text{So, } f = \bar{A} \bar{B} \bar{C} + \bar{A} \cdot B \cdot C + A \cdot B \cdot \bar{C}$$

Can we build f ? YES, it consists of an OR of minterms.

Can we build minterms? YES, each consists of ANDs and NOTs.



In general, We can build ANY k-input function:

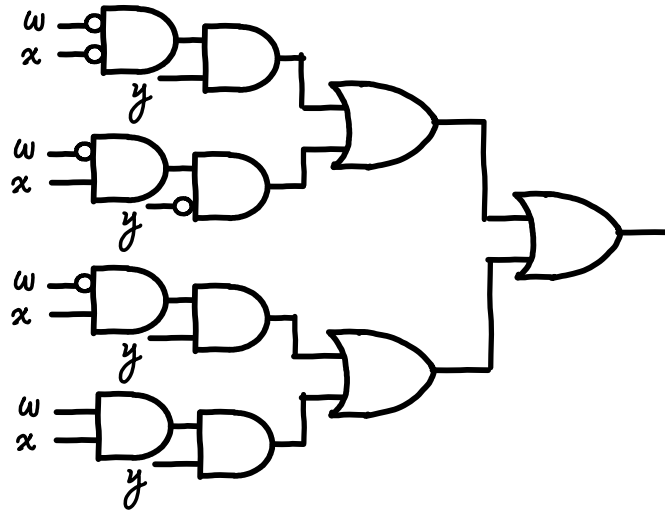
A tree of NOTs, ANDs, and ORs.

$$f = \sum_{i=0}^{2^k-1} a_i m_i$$

$$a_i = 1 \text{ if } f(i) = 1$$

$$a_i = 0 \text{ if } f(i) = 0$$

w	x	y	f
0	0	0	0
0	0	1	1 → $\bar{w} \cdot \bar{x} \cdot y$
0	1	0	0
0	1	1	1 → $\bar{w} \cdot x \cdot \bar{y}$
1	0	0	1 → $\bar{w} \cdot x \cdot y$
1	0	1	0
1	1	0	0
1	1	1	1 → $w \cdot x \cdot y$



An AND-OR Tree.

We can build ANY Boolean function.

What if k-bit output?

Each output bit is a boolean function.

what about symbols?

$$S' = \{a, b, c, d\} \rightarrow \{00, 01, 10, 11\}$$

Encode symbols as bit strings

$$f: S' \rightarrow S'$$

What about functions? Maps from symbols to symbols?

Each bit of output string is a boolean function.

	f	
00	00	$f(a) = a$
01	11	$f(b) = d$
10	01	$f(c) = b$
11	11	$f(d) = d$



	f_1
00	0
01	1
10	0
11	1

	f_0
00	0
01	1
10	1
11	1

