Boolean Algebra

Introduction

The most obvious way to simplify *boolean expressions* is to manipulate them in the same way as normal algebraic expressions are manipulated. With regards to logic relations in digital forms, a set of rules for symbolic manipulation is needed in order to solve for the unknowns.

A set of rules formulated by the English mathematician George Boole describe certain propositions whose outcome would be either *true* or *false*. With regard to digital logic, these rules are used to describe circuits whose state can be either, *1 (true)* or *0 (false)*. In order to fully understand this, the relation between the AND gate, OR gate and NOT gate operations should be appreciated. A number of rules can be derived from these relations as Table 1 demonstrates.

Table 1: Boolean postulates	
P1	X = 0, X = 1
P2	0 · 0 = 0
P3	1 + 1 = 1
P4	0 + 0 = 0
P5	1 · 1 = 1
P6	1 · 0 = 0 · 1 = 0
P7	1 + 0 = 0 + 1 = 1

Laws of Boolean Algebra

Table 2 shows the basic Boolean laws. Note that every law has two expressions, ***a*** and ***b***. This is known as *duality*. These are obtained by changing every AND (·) to OR (+), every OR to AND and all 1's to 0's and vice-versa.

Table 2: Boolean laws			
L1	Commutative law	***a***	A + B = B + A
		b	A · B = B · A
L2	Associative Law	***a***	(A + B) + C = A + (B + C)
		b	(A · B) · C = A · (B · C)
L3	Distributive Law	***a***	A · (B + C) = (A · B) + (A · C)
		b	A + (B · C) = (A + B) · (A + C)
L4	Identity Law	***a***	A + A = A
		b	A · A = A
L5	…	***a***	(A · B) + (A · B) = A
		b	(A + B) · (A + B) = A
L6	Redundancy Law	***a***	A + (A · B) = A
		b	A · (A + B) = A
L7	…	***a***	0 + A = A
		b	0 · A = 0

Table 2: Boolean laws			
L8	...	***a***	1 + A = 1
		b	1 · A = A
L9	...	***a***	!A + A = 1
		b	!A · A = 0
L10	...	***a***	A + (!A · B) = A + B
		b	A · (!A + B) = A · B
L11	De Morgan's Theorem	***a***	!(A + B) = !A ·! B
		b	!(A · B) = !A + !B

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