# Solving Logic Problems using Truth Tables 

## Solving Logic Problems using Truth Tables

Defining a Logic Problem
Selecting and Using an appropriate Truth Table
Using Truth Tables to determine the solution to a Logic Problem
Implementing the solution using hardware (engineering)
Implementing the solution using software (computer science)

## Defining a Logic Problem

The assumption for this lesson is that a logic problem consists of

- Binary inputs - all inputs are yes/no, on/off, or true/false inputs
- Binary outputs - the output(s) are yes/no, on/off, or true/false
- The state of the output is based on the state of the inputs

Example: If the burglar alarm is engaged and a window is open or motion is detected, sound the alarm.

## Identify the Inputs and Outputs

For each input and output, identify what constitutes on and off (true and false).
Example: If the burglar alarm is turn on and a window is open or motion is detected, sound an audible alarm.

Inputs

- Burglar Alarm: 1 - Alarm On, 0 - Alarm Off
- Window: 1 - Closed, 0 - Open
- Motion Detector: 1 - Motion, 0 - No Motion

Outputs
-Alarm: 1 - On, 0 - Off

## Select an appropriate Truth Table

The appropriate Truth Table is based on the number of inputs

Two Inputs

| $X$ | $Y$ | Out |
| :---: | :---: | :---: |
| 0 | 0 |  |
| 0 | 1 |  |
| 1 | 0 |  |
| 1 | 1 |  |

Three Inputs

| $X$ | $Y$ | $Z$ | Out |
| :---: | :---: | :---: | :---: |
| 0 | 0 | 0 |  |
| 0 | 0 | 1 |  |
| 0 | 1 | 0 |  |
| 0 | 1 | 1 |  |
| 1 | 0 | 0 |  |
| 1 | 0 | 1 |  |
| 1 | 1 | 0 |  |
| 1 | 1 | 1 |  |

Four Inputs

| $W$ | $X$ | $Y$ | $Z$ | Out |
| :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 0 |  |
| 0 | 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 |  |
| 1 | 0 | 0 | 0 |  |
| 1 | 0 | 0 | 1 |  |
| 1 | 0 | 1 | 0 |  |
| 1 | 0 | 1 | 1 |  |
| 1 | 1 | 0 | 0 |  |
| 1 | 1 | 0 | 1 |  |
| 1 | 1 | 1 | 0 |  |
| 1 | 1 | 1 | 1 |  |

## Fill in the Truth Table

| X | Y | Z | Out |
| :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 0 |
| 1 | 1 | 1 | 1 |

X = Burglar Alarm: 1 - Alarm On, 0 - Alarm Off
$\mathrm{Y}=$ Window: 1 - Closed, 0 - Open
Z = Motion Detector: 1 - Motion, 0 - No Motion
Out = Alarm: $1-$ On, $0-$ Off

## Document the Solution

| X | Y | Z | Out |
| :---: | :---: | :---: | :---: |
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 0 |
| 1 | 1 | 1 | 1 |

Identify the inputs that cause the output to be 1 . These are the min-terms.

Write the equation for each min-term.
If an input is $1, w r i t e ~ t h e ~ v a r i a b l e ~ n a m e . ~ I f ~ t h e ~ i n p u t ~ i s ~ 0, ~$ write the inverse of the variable name.

$$
\begin{aligned}
& \text { If } X=0 \text {, use } \bar{X} \\
& \text { If } X=1 \text {, use } X
\end{aligned}
$$

$$
\text { Inputs are AND'ed (the first min-term is } X * \bar{Y} * \bar{Z} \text { ) }
$$

Combine min-terms to form the equation
Min-terms are OR'ed
The full solution is $X \bar{Y} \bar{Z}+X \bar{Y} Z+X Y Z$

## Simplify the Solution

Solutions can be simplified using Boolean Algebra or Karnaugh Mapping. These topics are beyond the scope this lesson, therefore this lesson will use unsimplified logic expressions.

## Test the Solution (Hardware)

$$
X \bar{Y} \bar{Z}+X \bar{Y} Z+X Y Z
$$

1) Invert any inputs that have to be inverted using an Inverter Gate


## Test the Solution (Hardware)

$$
X \bar{Y} \bar{Z}+X \bar{Y} Z+X Y Z
$$

2) AND the inputs to form a min-term using an AND Gate


## Test the Solution (Hardware)

$$
X \bar{Y} \bar{Z}+X \bar{Y} Z+X Y Z
$$

3) OR the min-terms to form the solution using an OR Gate


## Test the Solution (Software) <br> $$
X \bar{Y} \bar{Z}+X \bar{Y} Z+X Y Z
$$

o) Define variables for each input.

A common practice is name the variable after the positive (true) state


## 目logic circuit.py

| 1 | alarmOn $=$ False |
| :--- | :--- |
| 2 | WindowClosed $=$ True |
| 3 | motion $=$ True |

## Test the Solution (Software) <br> $$
X \bar{Y} \bar{Z}+X \bar{Y} Z+X Y Z
$$

1) Invert any inputs that have to be inverted using the inversion operator

not windowClosed not motion

NOT windowClosed -

## Test the Solution (Hardware) <br> $$
X \bar{Y} \bar{Z}+X \bar{Y} Z+X Y Z
$$

2) AND the inputs to form a min-term using AND operators

T


## Test the Solution (Software) <br> $$
X \bar{Y} \bar{Z}+X \bar{Y} Z+X Y Z
$$

3) OR the min-terms to form the solution using an OR Gate


## References

Digital Logic Circuits created in National Instruments Multisim

Block-Based Code created in littleBits Code Kit

Text-Based Code created in Notepad++

