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## Boolean algebras

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### Axioms for a Boolean algebra

A *Boolean algebra* is defined by the following data  $(B, +, \cdot, \bar{\phantom{x}}, 0, 1)$  where  $B$  is a set that carries the structure,  $+$  and  $\cdot$  are binary operations, meaning that they have two, ordered inputs and one output,  $a \mapsto \bar{a}$  is a unary operation, meaning that it has one input and one output, and two special elements of  $B$ : namely, 0 and 1. In addition, the following ten axioms are required to hold.

- (B1):  $(x + y) + z = x + (y + z)$ .
- (B2):  $x + y = y + x$ .
- (B3):  $x + 0 = x$ .
- (B4):  $(x \cdot y) \cdot z = x \cdot (y \cdot z)$ .
- (B5):  $x \cdot y = y \cdot x$ .
- (B6):  $x \cdot 1 = x$ .
- (B7):  $x \cdot (y + z) = x \cdot y + x \cdot z$ .
- (B8):  $x + (y \cdot z) = (x + y) \cdot (x + z)$ .
- (B9):  $x + \bar{x} = 1$ .
- (B10):  $x \cdot \bar{x} = 0$ .

These axioms are organized as follows. The first group of three (B1), (B2), (B3) deals with the properties of  $+$  on its own: brackets, order, special element. The second group of three (B4), (B5), (B6) deals with the properties of  $\cdot$  on its own: brackets, order, special element. The third group (B7), (B8) deals with how  $+$  and  $\cdot$  interact, with axiom (B8) being odd looking. The final group (B9), (B10) deals with the properties of  $a \mapsto \bar{a}$ , called *complementation*. On a point of notation, we shall usually write  $xy$  rather than  $x \cdot y$ .

**Proposition** *Let  $B$  be a Boolean algebra and let  $a, b \in B$ .*

- (1)  $a^2 = a \cdot a = a$ . *Idempotence.*
- (2)  $a + a = a$ . *Idempotence.*
- (3)  $a \cdot 0 = 0$ . *Zero.*
- (4)  $1 + a = 1$ . *Identity.*
- (5)  $a = a + a \cdot b$ . *Absorption law.*
- (6)  $a + b = a + \bar{a} \cdot b$ . *Absorption law.*

### The 2-element Boolean algebra $\mathbb{B}$

The Boolean algebra we shall use in circuit design is the 2-element Boolean algebra  $\mathbb{B}$ . It is defined as follows. Put  $\mathbb{B} = \{0, 1\}$ . We define operations  $\bar{\phantom{x}}$ ,  $\cdot$ , and  $+$  by means of the following tables. They are the same as the truth table for  $\neg$ ,  $\wedge$  and  $\vee$  except that we replace  $T$  by 1 and  $F$  by 0.

$x$	$\bar{x}$
1	0
0	1

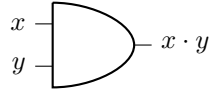
$x$	$y$	$x \cdot y$
1	1	1
1	0	0
0	1	0
0	0	0

$x$	$y$	$x + y$
1	1	1
1	0	1
0	1	1
0	0	0

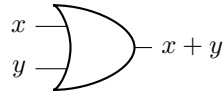
We shall mainly be working with expressions in  $x, y, z$  where the variables are *Boolean variables* meaning that  $x, y, z \in \mathbb{B}$ .

### Gates

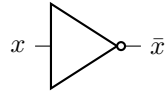
There are three basic gates that correspond to the three operations of a Boolean algebra. The *and-gate* is the function defined by  $(x, y) \mapsto x \cdot y$ . We use the following symbol to represent this function.



The *or-gate* is the function defined by  $(x, y) \mapsto x + y$ . We use the following symbol to represent this function.



Finally, the *not-gate* is the function defined by  $x \mapsto \bar{x}$ . We use the following symbol to represent this function.



Diagrams constructed using gates are called *circuits* and show how Boolean functions can be computed. *Such mathematical circuits can be converted into physical circuits with gates being constructed from simpler circuit elements called transistors.*

**Example** The input/output table below

$x$	$y$	$x \oplus y$
0	0	0
0	1	1
1	0	1
1	1	0

defines *exclusive or* or *xor*. We shall show that it can be constructed from and- or- and not-gates. But it is also convenient to have a special symbol for it.

