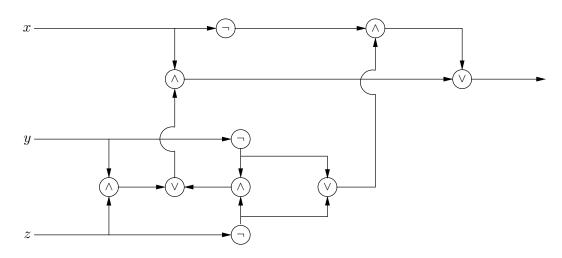
## Logic Exercises 4

1. Group the following eight formulas into three semantic equivalence classes:

$$\begin{array}{cccc} p \rightarrow q & p \rightarrow (p \lor q) & p \rightarrow (p \rightarrow q) & (p \rightarrow q) \rightarrow q \\ \neg q \rightarrow p & (p \land q) \rightarrow p & \neg (\neg q \land p) & p \lor q \end{array}$$

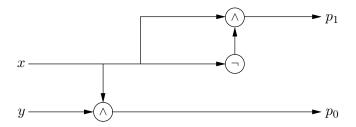
- 2. Show using the axioms for semantic equivalence that:
  - (a)  $\neg \bot \equiv \top$
  - (b)  $(\phi \lor \psi) \lor (\phi \land \psi) \equiv \phi \lor \psi$
  - (c)  $\phi \lor (\phi \land \psi) \equiv \phi$
  - (d)  $\phi \wedge (\phi \vee \psi) \equiv \phi$
  - (e)  $\phi \lor (\psi \land (\neg \phi \lor \chi)) \equiv \phi \lor \psi$
- 3. Transform the semantic equivalence in exercise 2(e) into an equation for sets, and argue that this equation indeed holds for sets.
- 4. Consider the formula  $\neg (p \land \neg q) \land (p \lor r)$ .
  - (a) Provide the truth table for this formula.
  - (b) Use the truth table you constructed in (a) to turn this formula into a DNF.
  - (c) Derive with the axioms for semantic equivalence that the formula above and the DNF you constructed in (b) are semantically equivalent.
- 5. Construct a logic circuit corresponding to the formula  $(\phi \land \neg \psi) \lor (\psi \land (\chi \lor \neg \phi))$ .
- 6. Construct a logic circuit corresponding to the formula  $\phi \leftrightarrow \psi$ , using only AND, OR and NOT gates.
- 7. Give the formula that corresponds to the following logic circuit:



- 8. (a) Write the decimal number 13 as a binary number.
  - (b) What is the result of the following binary addition?

Also state how this addition is represented in a decimal representation.

9. Explain why the logic circuit below expresses the result  $p_1 p_0$  of multiplying two bits x and y in binary arithmetic.



10. Consider the (binary) product of two 2-bits numbers  $x_1 x_0$  and  $y_1 y_0$ , yielding a 4-bits number  $c_3 c_2 c_1 c_0$ . Express the bits  $c_3$ ,  $c_2$ ,  $c_1$  and  $c_0$  in terms of  $x_1, x_0, y_1, y_0$  and  $\wedge, \vee, \oplus, \neg$ .