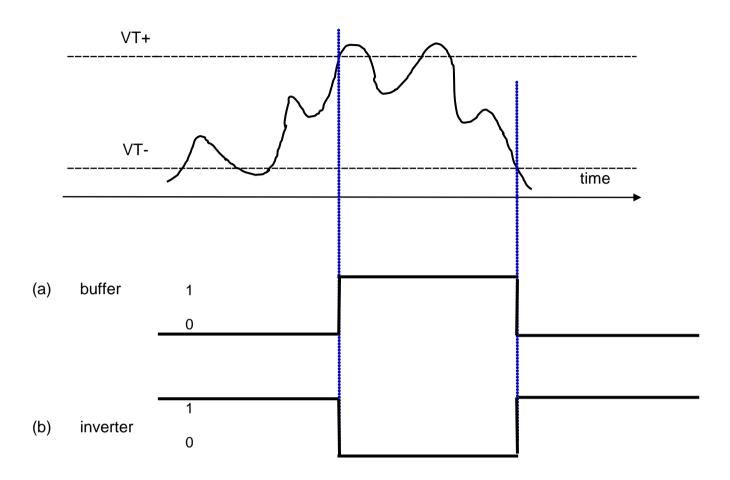
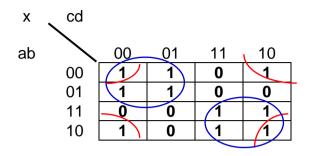
1



2. Convert the truth table into K-maps. Output x needs 3 products, output y needs 3 products. They share 1 common product (red loop).



$$x = a'c' + ac + b'd'$$

$$P1 = a'c'$$

$$P2 = ac$$

$$y = ac' + a'c + b'd'$$

$$P3 = b'd'$$

$$P4 = ac'$$

$$P5 = a'c$$

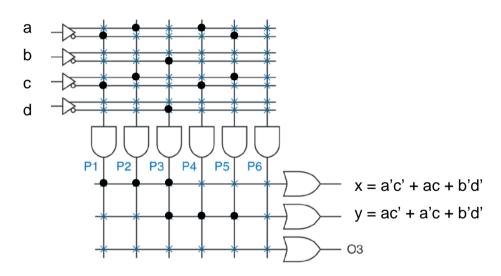


Figure 6-22

Compact representation of a 4×3 PLA with six product terms.

Optional (for students who like to go beyond the course requirement)

3. (a) The smallest non-zero <u>positive</u> value in the specified 8-bit floating-point

Thus exponent = -4 (in decimal) [assume no bias*]

Significand = 1.0000 (in binary)

Thus binary value is $+1.0000 \times 2(-4) = 0.0001$

Decimal equivalent is $+2^{-4} = +0.0625$

(b) The largest <u>positive</u> value in the specified 8-bit floating-point is 0 011 1111

Thus exponent = +3 (in decimal)

[assume no bias*]

Significand = +1.1111 (in binary)

Thus binary value is $+1.1111 \times 2^{(+3)} = 1111.1$

Decimal equivalent is $+2^3 + 2^2 + 2^1 + 2^0 + 2^{-1} = 15.5$

(c) s = 1 means the significand is negative

Exponent = 111 which is -1 in decimal [assume no bias*]

Significand = 1.1001 in binary

Thus the value in binary is $-1.1001 \times 2(-1) = -0.11001$

The decimal value is $-[2^{(-1)} + 2^{(-2)} + 2^{(-5)}] = -0.78125$

*In a typical floating-point system the exponent is likely to be added with a bias (e.g. +100) such that the range of exponent [100,011] ([-4,+3] in decimal) is shifted to [000, 111] instead (i.e. 000 represents -4, 111 represents +3). This makes it easier to compare the exponents of two different values.