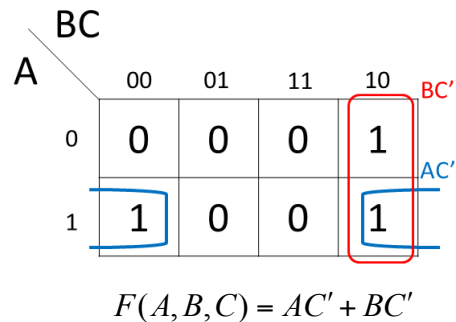
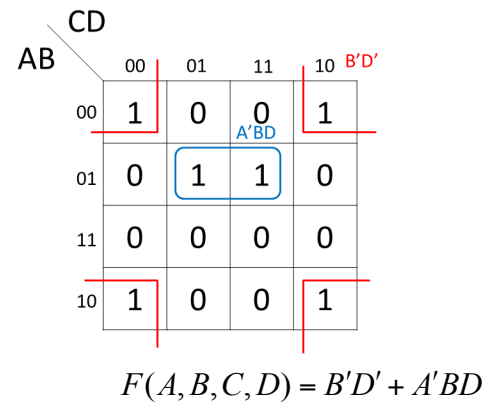


P1. (20 points) Use a K-map to find the minimal sum-of-products (SOP) expression for the following four problems. Show the terms that are grouped in each K-map.

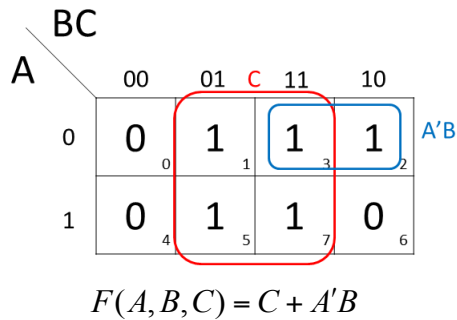
a)



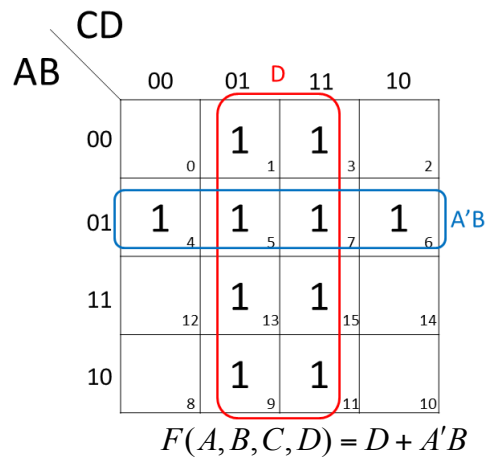
b)



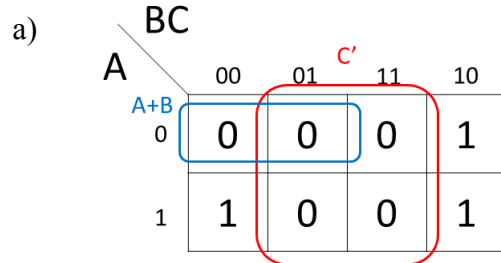
c)



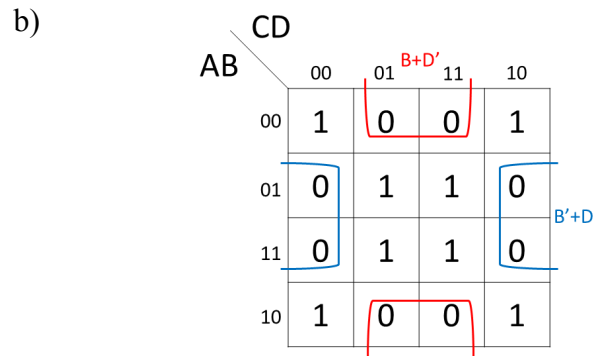
d)



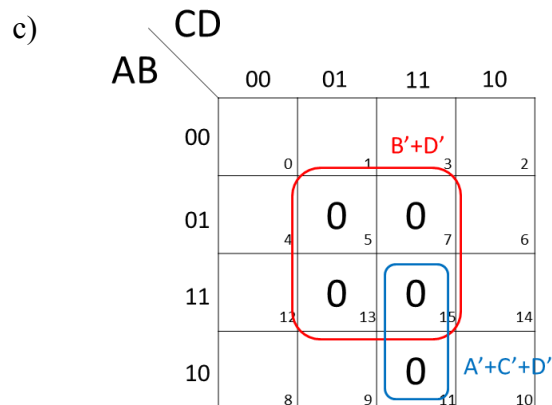
P2. (15 points) Use a K-map to find the minimal product-of-sums (POS) expression for the following three problems. Show the terms that are grouped in each K-map.



$$F(A, B, C) = (A + B)C'$$



$$F(A, B, C, D) = (B' + D)(B + D')$$



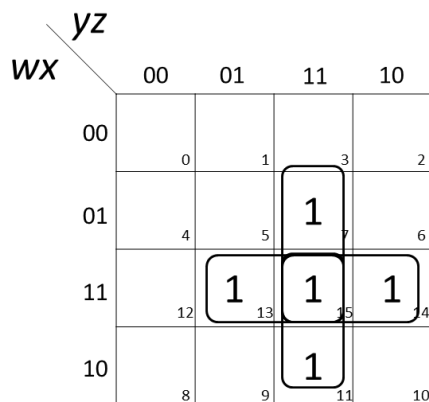
$$F(A, B, C, D) = (B' + D')(A' + C' + D')$$

P3. (15 points) A four-variable function $F(w, x, y, z)$ is called a *majority* function if $F = 1$ when any three or all four of its input variables are equal to 1.

a) Truth table:

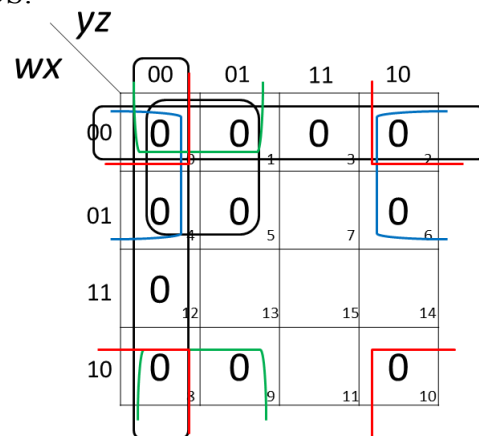
w	x	y	z	F
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	0
1	0	0	1	0
1	0	1	0	0
1	0	1	1	1
1	1	0	0	0
1	1	0	1	1
1	1	1	0	1
1	1	1	1	1

b) minimal SOP:



$$F(w, x, y, z) = wxz + wxy + xyz + wyz$$

c) minimal POS:



$$F(w, x, y, z) = (w + x)(w + y)(w + z)(x + y)(x + z)(y + z)$$

P4. (10 points) Use a K-map to derive the minimal SOP expressions for the following Boolean function:

$$F(A, B, C, D) = ACD' + C'D + AB' + ABCD$$

One way to solve this question is to build a truth table from the logic expression of F , and draw a K-map based on that truth table. Another way is to build the K-map by looking at each minterm in F :

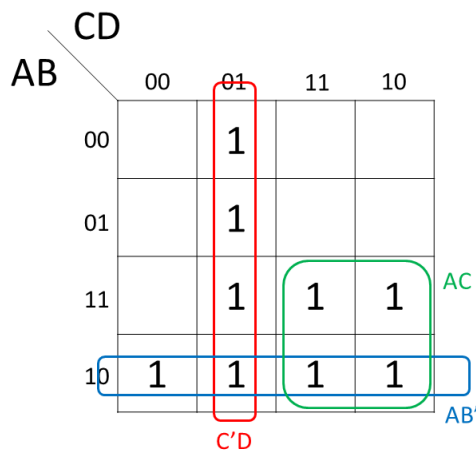
$$ACD' \Rightarrow 1\square 10 \Rightarrow 1010, 1110$$

$$C'D \Rightarrow \square\square 01 \Rightarrow 0001, 0101, 1001, 1101$$

$$AB' \Rightarrow 10\square\square \Rightarrow 1000, 1001, 1010, 1011$$

$$ABCD \Rightarrow 1111$$

K-map:



The simplified SOP expression is:

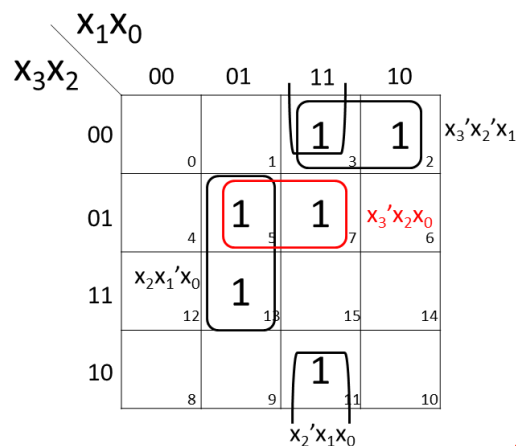
$$F(A, B, C, D) = AC + AB' + C'D.$$

P5. (20 points) Design a circuit that accepts a 4-bit number $X = x_3x_2x_1x_0$ as input and generates a 1-bit output P that is equal to 1 if the input number is a prime. (0 and 1 are not prime; 2, 3, 5, etc., are prime.)

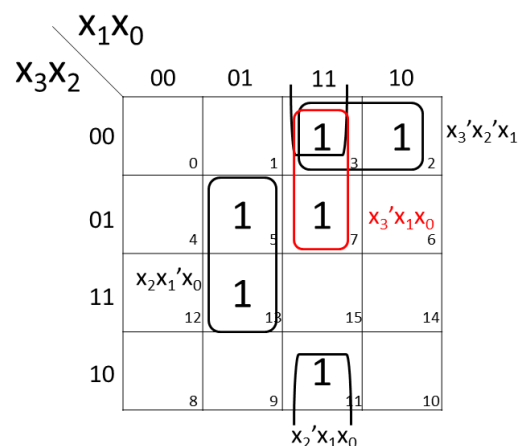
a) Truth table:

decimal	x_3	x_2	x_1	x_0	P
0	0	0	0	0	0
1	0	0	0	1	0
2	0	0	1	0	1
3	0	0	1	1	1
4	0	1	0	0	0
5	0	1	0	1	1
6	0	1	1	0	0
7	0	1	1	1	1
8	1	0	0	0	0
9	1	0	0	1	0
10	1	0	1	0	0
11	1	0	1	1	1
12	1	1	0	0	0
13	1	1	0	1	1
14	1	1	1	0	0
15	1	1	1	1	0

b) There exist two possible minimal SOP expressions for P . (students only need to have one of them in their answers)



$$F(x_3, x_2, x_1, x_0) = x_3'x_2'x_1 + x_2'x_1x_0 + x_2x_1'x_0 + x_3'x_2x_0$$



$$F(x_3, x_2, x_1, x_0) = x_3'x_2'x_1 + x_2'x_1x_0 + x_2x_1'x_0 + x_3'x_1x_0$$

P6. (20 points) Design a circuit that accepts a 3-bit number $X = x_2x_1x_0$ as input and generates a 6-

bit number $Y = y_5y_4y_3y_2y_1y_0$ as output, which is equal to the square of the input number (i.e.,

$Y = X^2$).

a)

If the numbers are in decimal, we have the following table:

X	Y
0	0
1	1
2	4
3	9
4	16
5	25
6	36
7	49

Next, we convert the above table into binary numbers:

X			Y					
x_2	x_1	x_0	y_5	y_4	y_3	y_2	y_1	y_0
0	0	0	0	0	0	0	0	0
0	0	1	0	0	0	0	0	1
0	1	0	0	0	0	1	0	0
0	1	1	0	0	1	0	0	1
1	0	0	0	1	0	0	0	0
1	0	1	0	1	1	0	0	1
1	1	0	1	0	0	1	0	0
1	1	1	1	1	0	0	0	1

b) The simplest SOP expressions of each output bit is as follows:

$$y_5 = x_2x_1$$

$$y_4 = x_2x_1' + x_2x_0$$

$$y_3 = x_2'x_1x_0 + x_2x_1'x_0$$

$$y_2 = x_2'x_1x_0' + x_2x_1x_0'$$

$$y_1 = 0$$

$$y_0 = x_0$$