

CprE 281: Digital Logic

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http://www.ece.iastate.edu/~alexs/classes/

Incompletely Specified Functions & Multiple-Output Circuits

CprE 281: Digital Logic Iowa State University, Ames, IA Copyright © Alexander Stoytchev

Administrative Stuff

- HW4 is out
- It is due on Monday Sep 19 @ 4pm.
- Please write clearly on the first page (in block capital letters) the following three things:
 - Your First and Last Name
 - Your Student ID Number
 - Your Lab Section Letter
- Also, staple all of your pages together

Administrative Stuff

Homework 5 is out, but it is not due for 2 more weeks.

• It is due on Oct 3.

No HW due on Sep 26.

Administrative Stuff

- Midterm Exam #1
- When: Friday Sep 23.
- Where: This classroom
- What: Chapter 1 and Chapter 2 plus number systems
- The exam will be open book and open notes (you can bring up to 3 pages of handwritten notes).
- Sample exams are posted on the class web page

Topics for the Midterm Exam

- Binary Numbers
- Octal Numbers
- Hexadecimal Numbers
- Conversion between the different number systems
- Truth Tables
- Boolean Algebra
- Logic Gates
- Circuit Synthesis with AND, OR, NOT
- Circuit Synthesis with NAND, NOR
- Converting an AND/OR/NOT circuit to NAND circuit
- Converting an AND/OR/NOT circuit to NOR circuit
- SOP and POS expressions

Topics for the Midterm Exam

- Mapping a Circuit to Verilog code
- Mapping Verilog code to a circuit
- Multiplexers
- Venn Diagrams
- K-maps for 2, 3, and 4 variables
- Minimization of Boolean expressions using theorems
- Minimization of Boolean expressions with K-maps
- Incompletely specified functions (with don't cares)
- Functions with multiple outputs

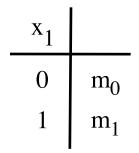
Quick Review

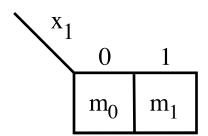
The Combining Theorems of Boolean Algebra

14a.
$$x \cdot y + x \cdot \overline{y} = x$$

14b. $(x + y) \cdot (x + \overline{y}) = x$

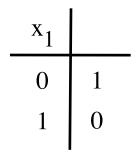
One-Variable K-map

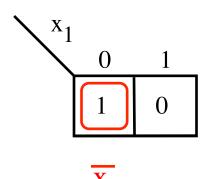




(a) Truth table

One-Variable K-map

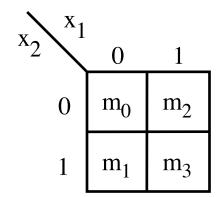




(a) Truth table

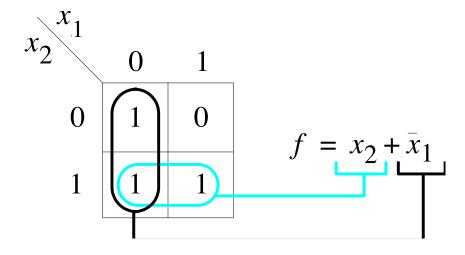
Two-Variable K-map

<u>x</u> ₁	x ₂	
0	0	m_0
0	1	m_1
1	0	m_2
1	1	m_3

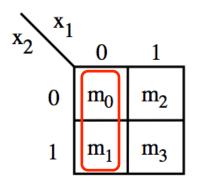


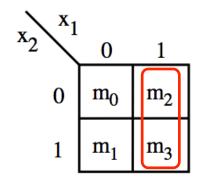
(a) Truth table

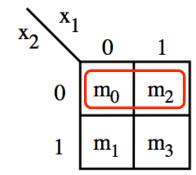
Two-Variable K-map

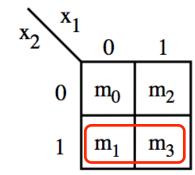


These are all valid groupings

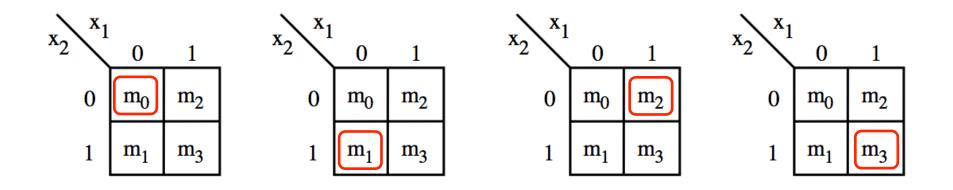






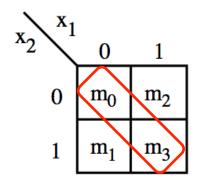


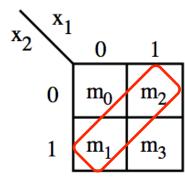
These are also valid



But try to use larger rectangles if possible.

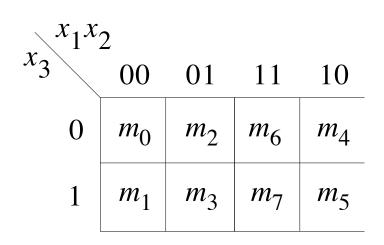
These two are not valid





Three-Variable K-map

$\frac{x_1}{x_1}$	x_2	x_3	
0	0	0	m_0
0	0	1	m_1
0	1	0	m_2
0	1	1	m_3
1	0	0	m_4
1	0	1	m_5
1	1	0	m_6
1	1	1	m_7



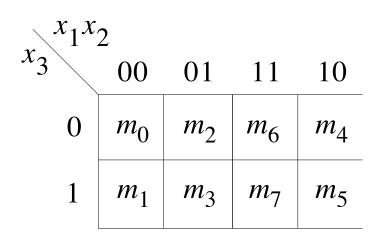
(b) Karnaugh map

(a) Truth table

Location of three-variable minterms

x_1	x_2	x_3	
0	0	0	m_0
0	0	1	m_1
0	1	0	m_2
0	1	1	m_3
1	0	0	m_4
1	0	1	m_5
1	1	0	m_6
1	1	1	m_7
			l

(a) Truth table

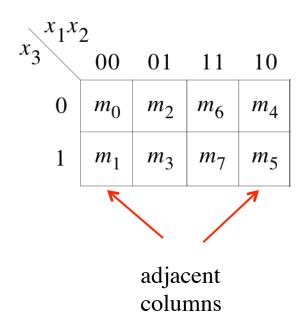


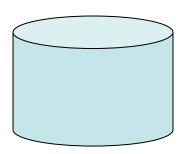
(b) Karnaugh map

Notice the placement of

- Variables
- Binary pair values
- Minterms

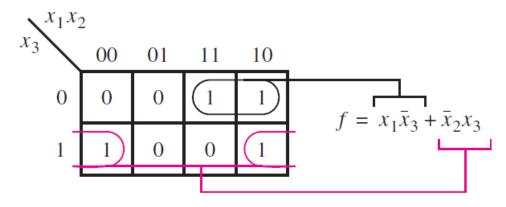
Adjacency Rules



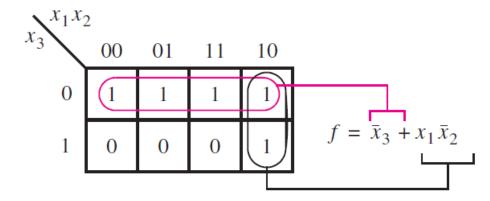


As if the K-map were drawn on a cylinder

Three-Variable K-map



(a) The function of Figure 2.23

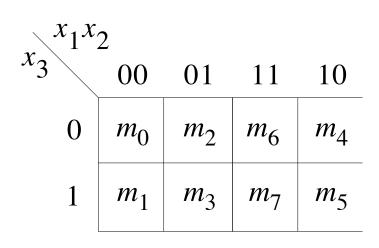


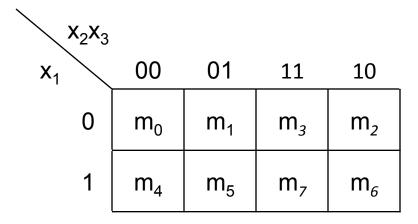
(b) The function of Figure 2.48

Two Different Ways to Draw the K-map

x_1	x_2	x_3	
0	0	0	m_0
0	0	1	m_1
0	1	0	m_2
0	1	1	m_3
1	0	0	m_4
1	0	1	m_5
1	1	0	m_6
1	1	1	m_7
			ı

(a) Truth table

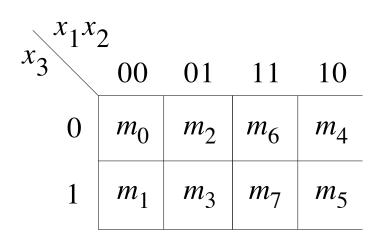




Another Way to Draw 3-variable K-map

$\frac{x_1}{x_1}$	x_2	x_3	
0	0	0	m_0
0	0	1	m_1
0	1	0	m_2
0	1	1	m_3
1	0	0	m_4
1	0	1	m_5
1	1	0	m_6
1	1	1	m_7
			l

(a) Truth table



x_1		
x_2x_3	0	1
00	m_0	m ₄
01	m ₁	m ₅
11	m_3	m ₇
10	m_2	m ₆

Gray Code

- Sequence of binary codes
- Consecutive lines vary by only 1 bit

	000
	001
00	011
01	010
11	110
10	111
	101
	100

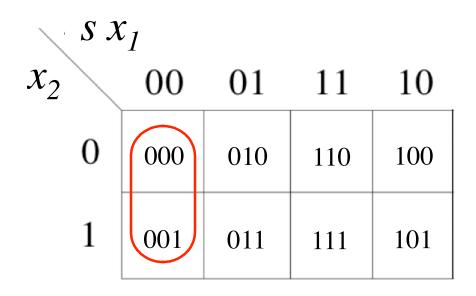
_			
_	$s x_1 x_2$		
m_0^-	000		
m_1	001		
m_2	010		
m_3	0 1 1		
m_4	100		
m_5	101		
m_6	110		
m_{7}	111		

$\setminus S \lambda$	c_1			
x_2	00	01	11	10
0	m_0	m_2	m_6	m_4
1	m_1	m_3	m_7	m_5

_	
	$s x_1 x_2$
m_0	000
m_1	001
m_2	010
m_3	0 1 1
m_4	100
m_5	101
m_6	110
m_{7}	111

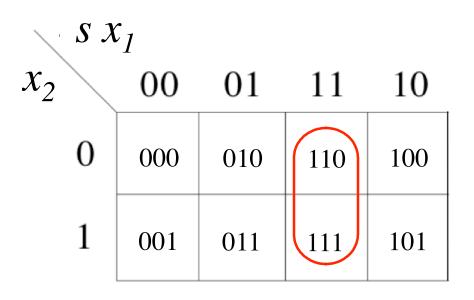
	S X	1			
x_2		00	01	11	10
(0	000	010	110	100
	1	001	011	111	101

_	
	$s x_1 x_2$
m_0^{-}	000
m_1	001
m_2	010
m_3	011
m_4	100
m_5	101
m_6	110
m_7	111



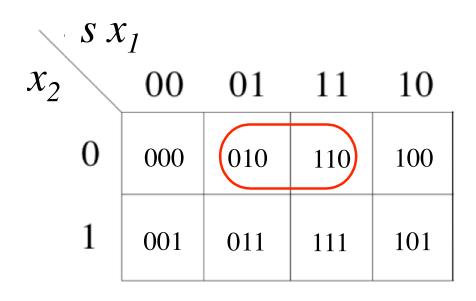
These two neighbors differ only in the LAST bit

_					
	$s x_1 x_2$				
m_0^-	000				
m_1	001				
m_2	010				
m_3	011				
m_4	100				
m_5	101				
m_6	110				
m_7 _	111				



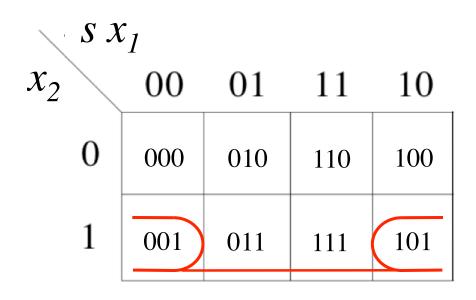
These two neighbors differ only in the LAST bit

	$s x_1 x_2$				
m_0	000				
m_1	001				
m_2	010				
m_3	0 1 1				
m_4	100				
m_5	101				
m_6	110				
m_7	111				



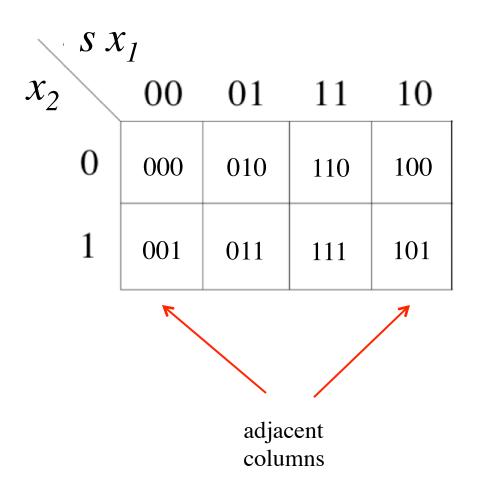
These two neighbors differ only in the FIRST bit

	$s x_1 x_2$				
m_0	000				
m_1	001				
m_2	010				
m_3	0 1 1				
m_4	100				
m_5	101				
m_6	110				
m_7	111				

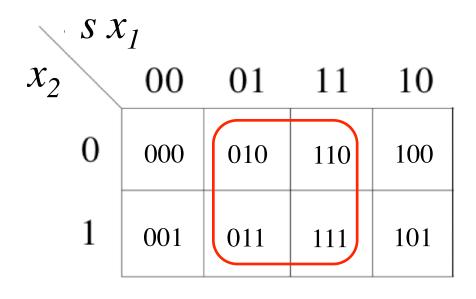


These two neighbors differ only in the FIRST bit

Adjacency Rules



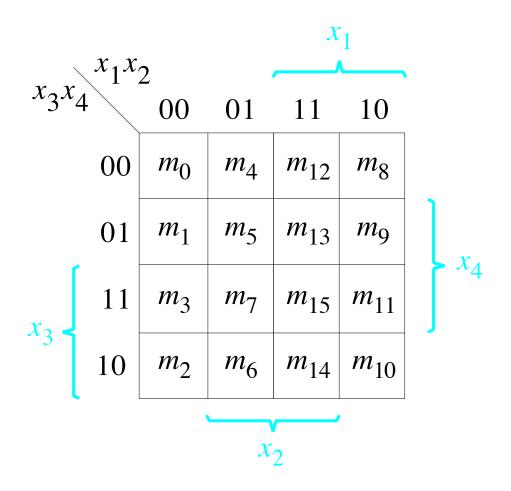
	$s x_1 x_2$				
m_0^-	000				
m_1	001				
m_2	010				
m_3	011				
m_4	100				
m_5	101				
m_6	110				
m_7	1 1 1				



These four neighbors differ in the FIRST and LAST bit

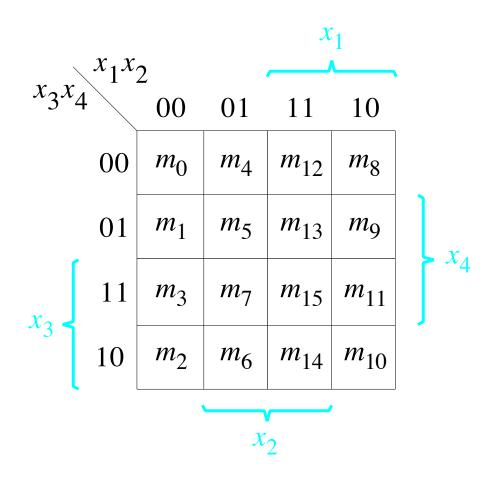
They are similar in their MIDDLE bit

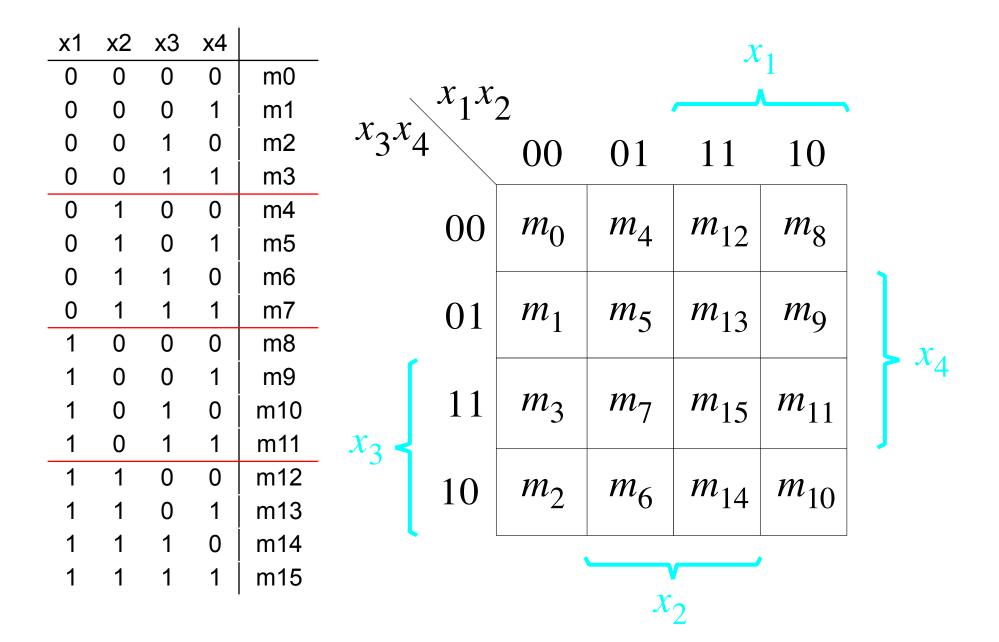
A four-variable Karnaugh map

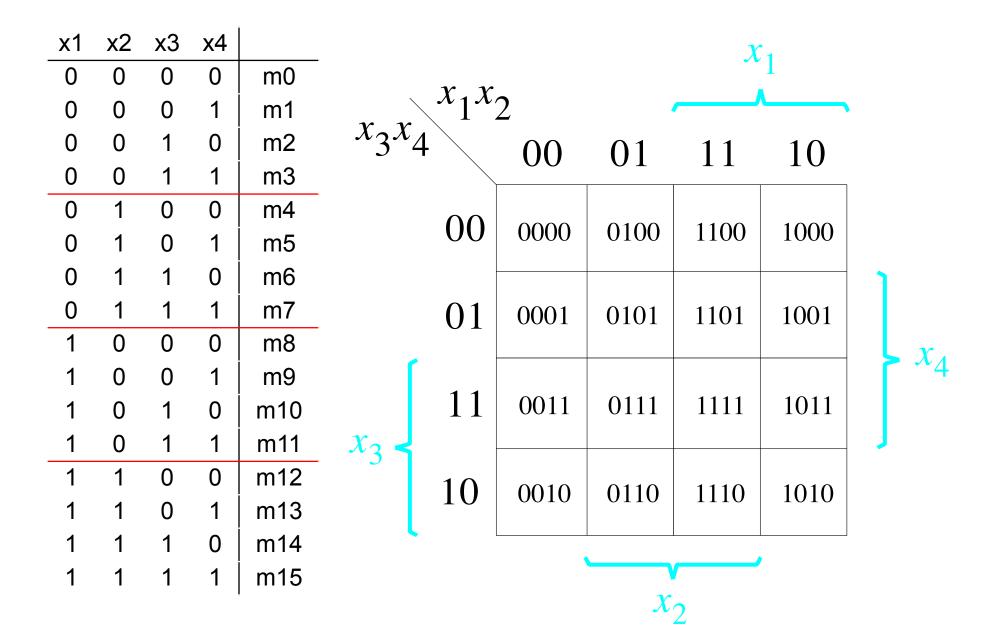


A four-variable Karnaugh map

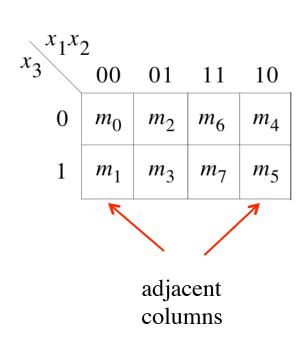
x1	x2	x 3	x4	
0	0	0	0	m0
0	0	0	1	m1
0	0	1	0	m2
0	0	1	1	m3
0	1	0	0	m4
0	1	0	1	m5
0	1	1	0	m6
0	1	1	1	m7
1	0	0	0	m8
1	0	0	1	m9
1	0	1	0	m10
1	0	1	1	m11
1	1	0	0	m12
1	1	0	1	m13
1	1	1	0	m14
1	1	1	1	m15

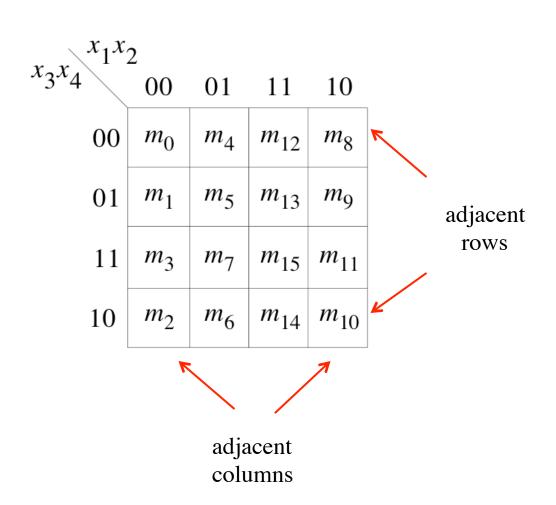


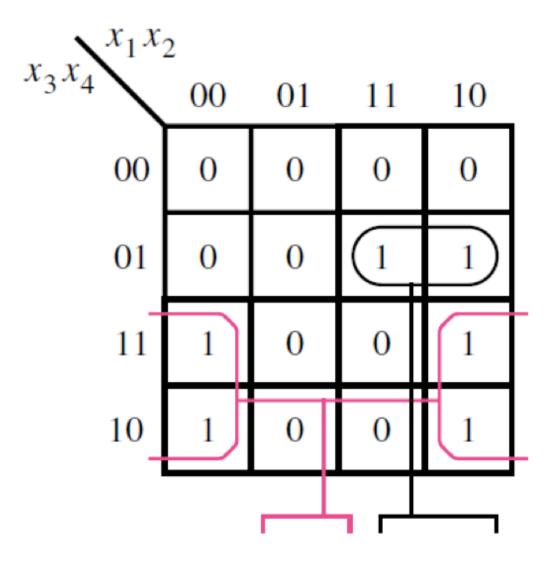


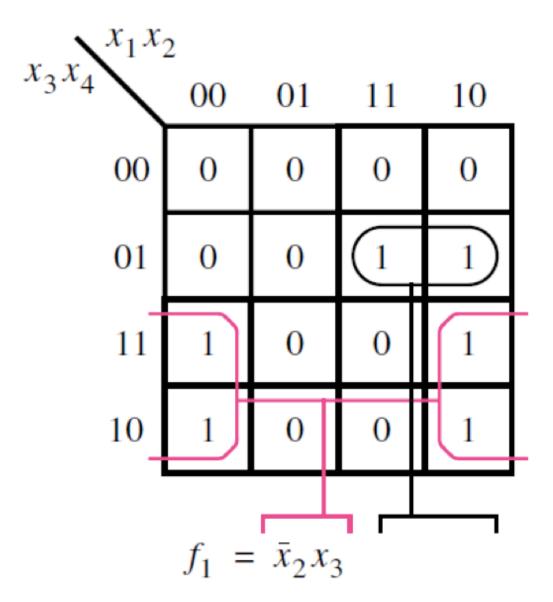


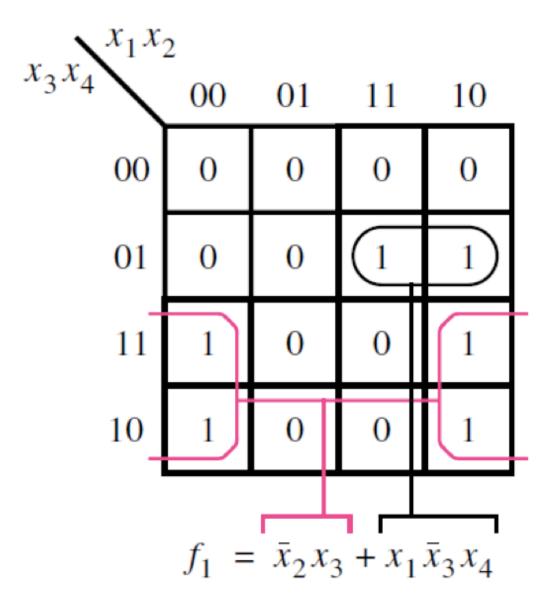
Adjacency Rules

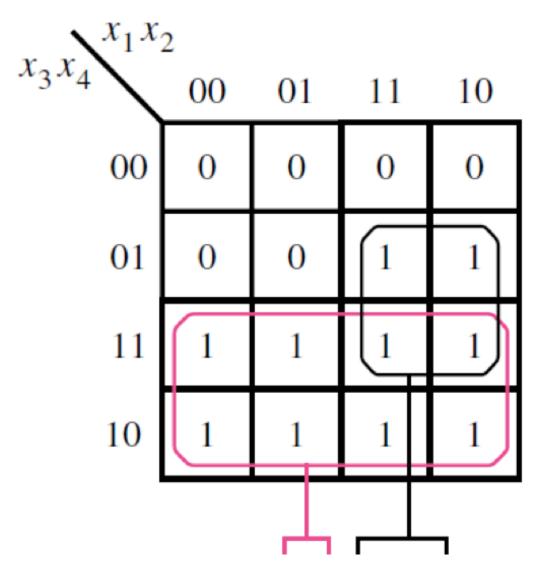


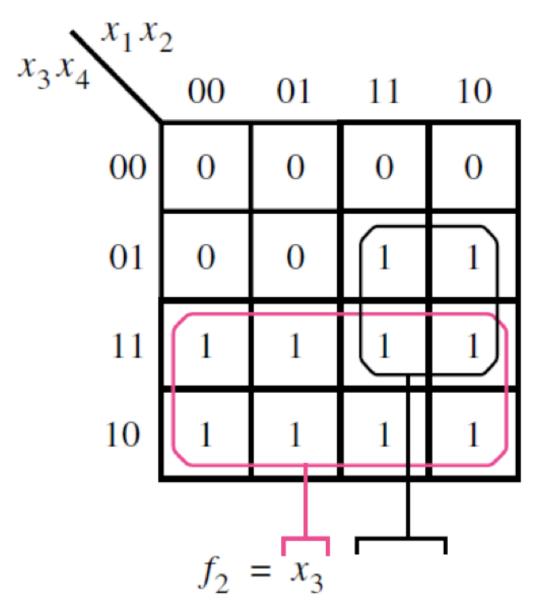


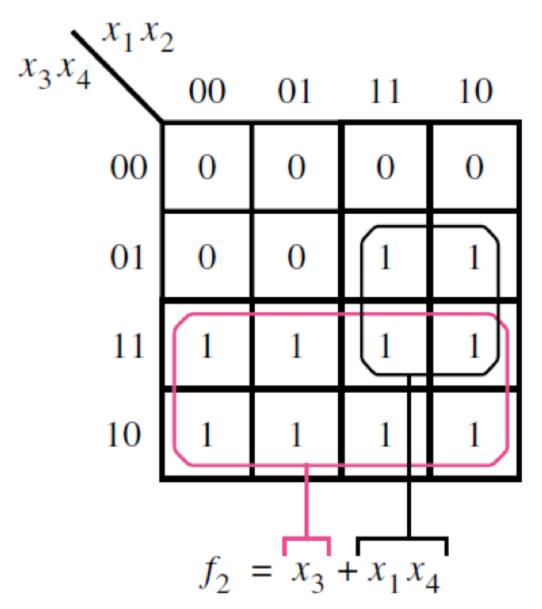






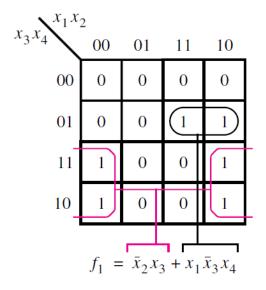


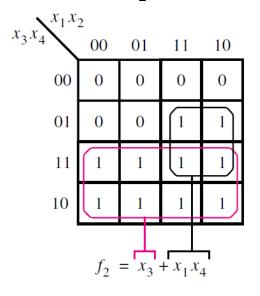


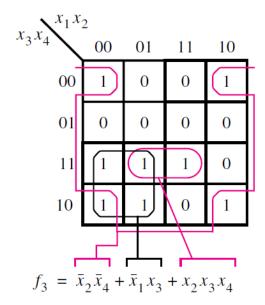


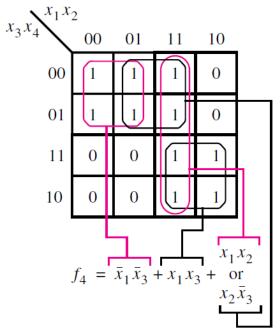
[Figure 2.54 from the textbook]

Other Four-Variable K-map Examples









[Figure 2.54 from the textbook]

Strategy For Minimization

Grouping Rules

- Group "1"s with rectangles
- Both sides a power of 2:
 - 1x1, 1x2, 2x1, 2x2, 1x4, 4x1, 2x4, 4x2, 4x4
- Can use the same minterm more than once
- Can wrap around the edges of the map
- Some rules in selecting groups:
 - Try to use as few groups as possible to cover all "1"s.
 - For each group, try to make it as large as you can (i.e., if you can use a 2x2, don't use a 2x1 even if that is enough).

Literal: a variable, complemented or uncomplemented

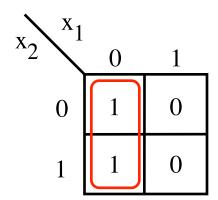
Some Examples:

- X₁
- X₂

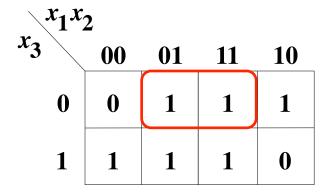
 Implicant: product term that indicates the input combinations for which the function output is 1

Example

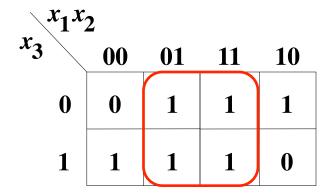
• x_1 - indicates that x_1x_2 and x_1x_2 yield output of 1



- Prime Implicant
 - Implicant that cannot be combined into another implicant with fewer literals
 - Some Examples

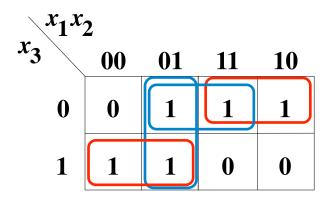


Not prime



Prime

- Essential Prime Implicant
 - Prime implicant that includes a minterm not covered by any other prime implicant
 - Some Examples



Cover

 Collection of implicants that account for all possible input valuations where output is 1

Ex.
$$x_1' x_2 x_3 + x_1 x_2 x_3' + x_1 x_2' x_3'$$

Ex.
$$x_1' x_2 x_3 + x_1 x_3'$$

x_1x_2	2			
x_3	00	01	11	10
0	0	0	1	1
1	0	1	0	0

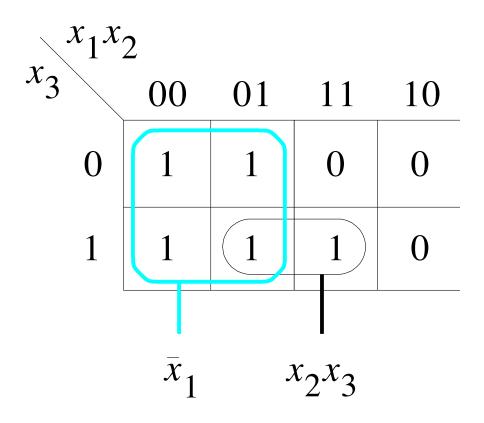
- Give the Number of
 - Implicants?
 - Prime Implicants?
 - Essential Prime Implicants?

x_1x_2									
x_3	00	01	11	10					
0	1	1	0	0					
1	1	1	1	0					

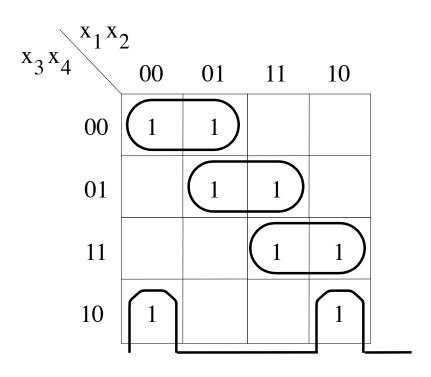
Why concerned with minimization?

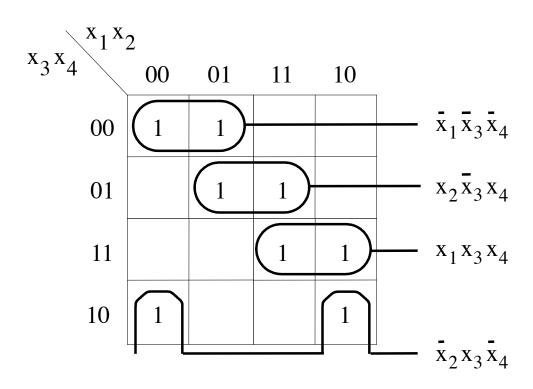
- Simplified function
- Reduce the cost of the circuit
 - Cost: Gates + Inputs
 - Transistors

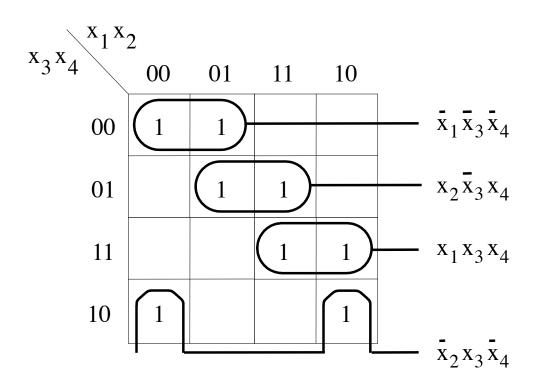
Three-variable function f $(x_1, x_2, x_3) = \Sigma m(0, 1, 2, 3, 7)$



$\mathbf{x} \mathbf{x}^{\mathbf{X}} 1^{\mathbf{X}}$	2			
x_3x_4	00	01	11	10
00	1	1		
01		1	1	
11			1	1
10	1			1

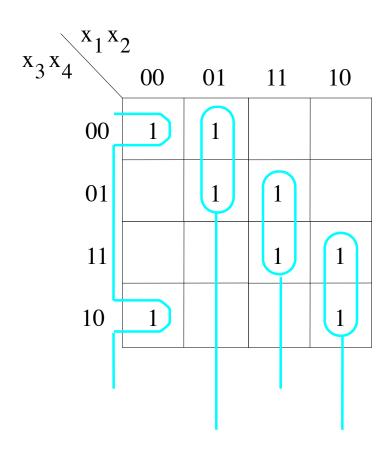


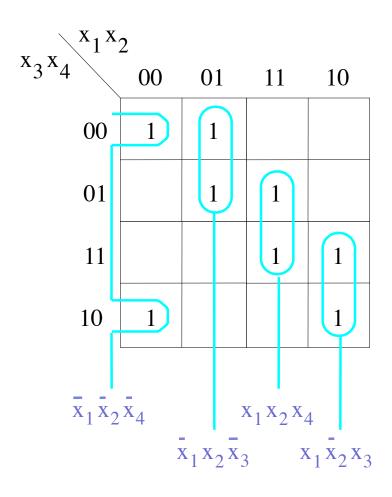


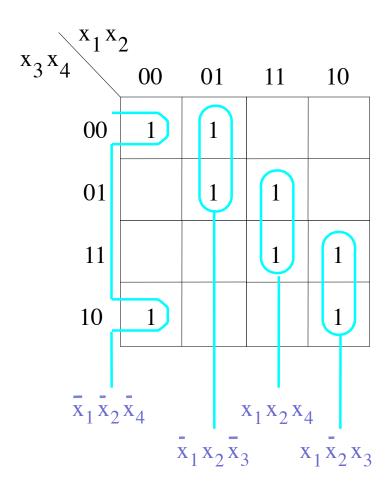


$$f = \bar{x}_1 \bar{x}_3 \bar{x}_4 + x_2 \bar{x}_3 x_4 + x_1 x_3 x_4 + \bar{x}_2 x_3 \bar{x}_4$$

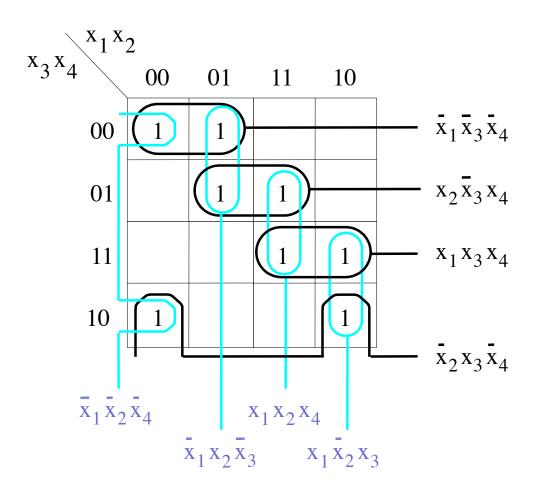
$x_1 x_2$	2			
x_3x_4	00	01	11	10
00	1	1		
01		1	1	
11			1	1
10	1			1

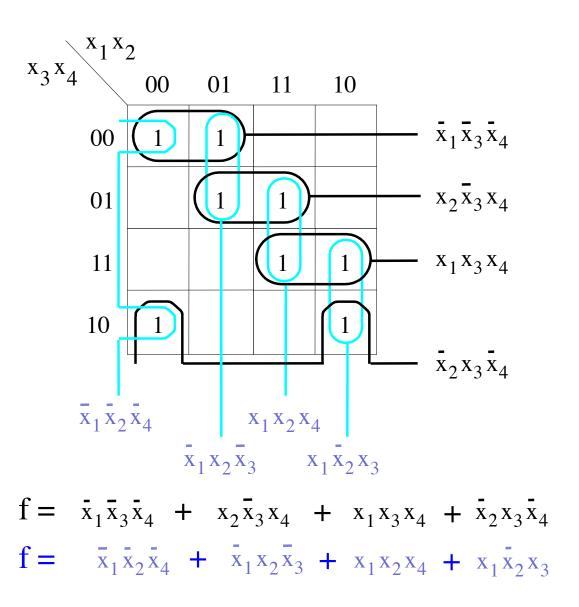






$$f = \bar{x}_1 \bar{x}_2 \bar{x}_4 + \bar{x}_1 x_2 \bar{x}_3 + x_1 x_2 x_4 + x_1 \bar{x}_2 x_3$$



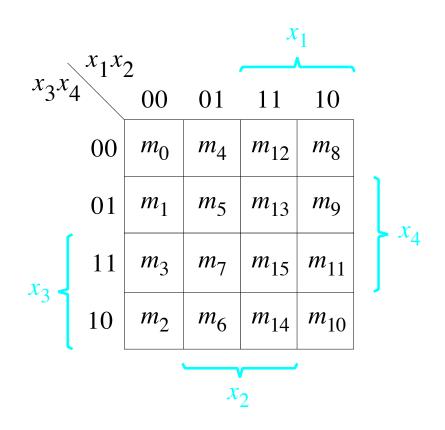


Example: Incompletely Specified Function

Three Ways to Specify the Function

$$f(x_1, x_2, x_3, x_4) = \sum m(2, 4, 5, 6, 10) + D(12, 13, 14, 15)$$

$\mathbf{X}_1 \ \mathbf{X}_2 \ \mathbf{X}_3 \ \mathbf{X}_4$	f
$0 \ 0 \ 0 \ 0$	m_0
0001	m_1
0010	m_2
0011	m_3
0100	m_4
0101	m_5
0110	m_6
0111	m_7
1000	m_8
1001	m_9
1010	\mathbf{m}_{10}
1011	m_{11}
1100	m_{12}
1101	m_{13}
1110	m_{14}
1111	m_{15}



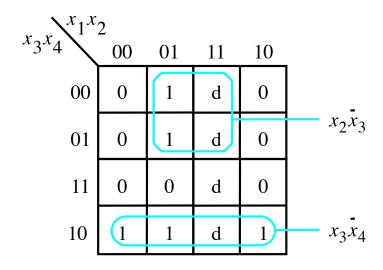
Three Ways to Specify the Function

$$f(x_1, x_2, x_3, x_4) = \sum m(2, 4, 5, 6, 10) + D(12, 13, 14, 15)$$

$X_1 X_2 X_3 X_4$	f
$0 \ 0 \ 0 \ 0$	m_0
0001	m_1
0010	m_2
0011	m_3
0100	m_4
0101	m_5
0110	m_6
0111	m_7
1000	m_8
1001	m_9
1010	m_{10}
1011	m_{11}
1100	m_{12}
1101	m_{13}
1110	m_{14}
1111	m_{15}

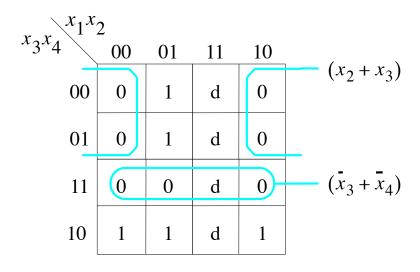
$x x^{x_1x}$	2			
x_3x_4	00	01	11	10
00	0	1	d	0
01	0	1	d	0
11	0	0	d	0
10	1	1	d	1

SOP implementation



(a) SOP implementation

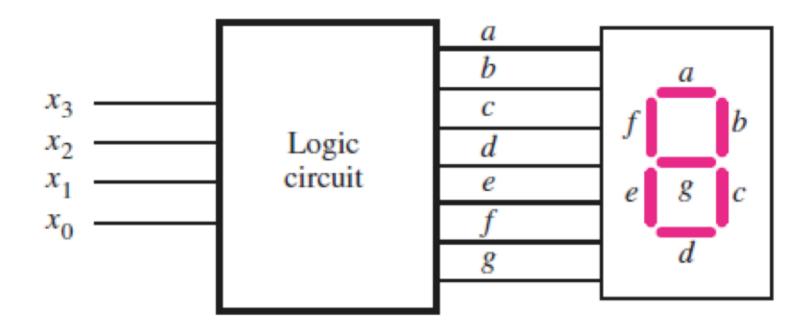
POS implementation



(b) POS implementation

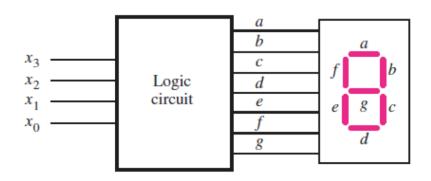
Example: A circuit with multiple outputs

Seven-Segment Indicator



(a) Logic circuit and 7-segment display

Seven-Segment Indicator



(a) Logic circuit and 7-segment display

	x_3	x_2	x_1	x_0	a	b	c	d	e	f	g
0	0	0	0	0	1	1	1	1	1	1	0
	0	0	0	1	0	1	1	0	0	0	0
5	0	0	1	0	1	1	0	1	1	0	1
3	0	0	1	1	1	1	1	1	0	0	1
Ч	0	1	0	0	0	1	1	0	0	1	1
	0	1	0	1	1	0	1	1	0	1	1
Ę	0	1	1	0	1	0	1	1	1	1	1
٦	0	1	1	1	1	1	1	0	0	0	0
8	1	0	0	0	1	1	1	1	1	1	1
9	1	0	0	1	1	1	1	1	0	1	1

(b) Truth table

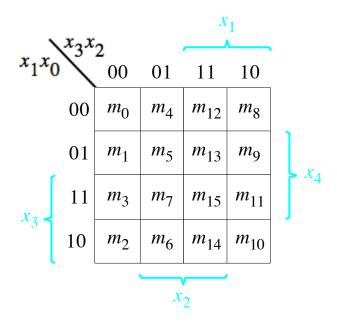
Seven-Segment Indicator

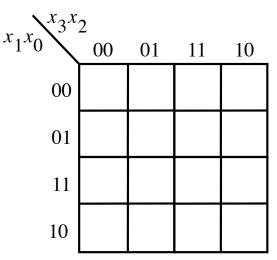
	x_3	x_2	x_1	x_0	а	b	C	d	e	f	g
0	0	0	0	0	1	1	1	1	1	1	0
1	0	0	0	1	0	1	1	0	0	0	0
5	0	0	1	0	1	1	0	1	1	0	1
3	0	0	1	1	1	1	1	1	0	0	1
ч	0	1	0	0	0	1	1	0	0	1	1
S	0	1	0	1	1	0	1	1	0	1	1
8	0	1	1	0	1	0	1	1	1	1	1
-09706789	0	1	1	1	1	1	1	0	0	0	0
8	1	0	0	0	1	1	1	1	1	1	1
9	1	0	0	1	1	1	1	1	0	1	1
	1	0	1	0							
	1	0	1	1							
	1	1	0	0							
	1	1	0	1							
	1	1	1	0							
	1	1	1	1							

	x_3	x_2	x_1	x_0	а	b	С	d	e	f	g
0	0	0	0	0	1	1	1	1	1	1	0
	0	0	0	1	0	1	1	0	0	0	0
5	0	0	1	0	1	1	0	1	1	0	1
3	0	0	1	1	1	1	1	1	0	0	1
Ч	0	1	0	0	0	1	1	0	0	1	1
S	0	1	0	1	1	0	1	1	0	1	1
שאטשר	0	1	1	0	1	0	1	1	1	1	1
٦	0	1	1	1	1	1	1	0	0	0	0
8	1	0	0	0	1	1	1	1	1	1	1
9	1	0	0	1	1	1	1	1	0	1	1
	1	0	1	0	d	d	d	d	d	d	d
	1	0	1	1	d	d	d	d	d	d	d
	1	1	0	0	d	d	d	d	d	d	d
	1	1	0	1	d	d	d	d	d	d	d
	1	1	1	0	d	d	d	d	d	d	d
	1	1	1	1	d	d	d	d	d	d	d

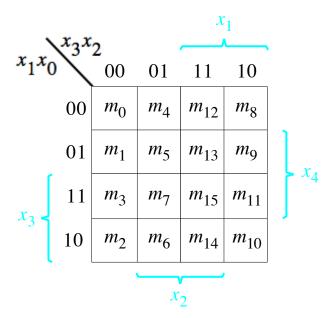
	x_3	x_2	x_1	x_0		a	b	C	d	e	f	g
0	0	0	0	0	Γ	1	1	1	1	1	1	0
	0	0	0	1		0	1	1	0	0	0	0
5	0	0	1	0		1	1	0	1	1	0	1
3	0	0	1	1		1	1	1	1	0	0	1
ч	0	1	0	0		0	1	1	0	0	1	1
S	0	1	0	1		1	0	1	1	0	1	1
8	0	1	1	0		1	0	1	1	1	1	1
23456789	0	1	1	1		1	1	1	0	0	0	0
8	1	0	0	0		1	1	1	1	1	1	1
9	1	0	0	1		1	1	1	1	0	1	1
	1	0	1	0		d	d	d	d	d	d	d
	1	0	1	1		d	d	d	d	d	d	d
	1	1	0	0		d	d	d	d	d	d	d
	1	1	0	1		d	d	d	d	d	d	d
	1	1	1	0		d	d	d	d	d	d	d
	1	1	1	1		d	d	d	d	d	d	d

	x_3	x_2	x_1	x_0		a	b	С	d	e	f	g
0	0	0	0	0		1	1	1	1	1	1	0
Ī	0	0	0	1		0	1	1	0	0	0	0
5	0	0	1	0		1	1	0	1	1	0	1
3	0	0	1	1		1	1	1	1	0	0	1
Ч	0	1	0	0		0	1	1	0	0	1	1
S	0	1	0	1		1	0	1	1	0	1	1
8	0	1	1	0		1	0	1	1	1	1	1
Salana Land	0	1	1	1		1	1	1	0	0	0	0
8	1	0	0	0		1	1	1	1	1	1	1
9	1	0	0	1		1	1	1	1	0	1	1
	1	0	1	0	'	d	d	d	d	d	d	d
	1	0	1	1		d	d	d	d	d	d	d
	1	1	0	0		d	d	d	d	d	d	d
	1	1	0	1		d	d	d	d	d	d	d
	1	1	1	0		d	d	d	d	d	d	d
	1	1	1	1		d	d	d	d	d	d	d



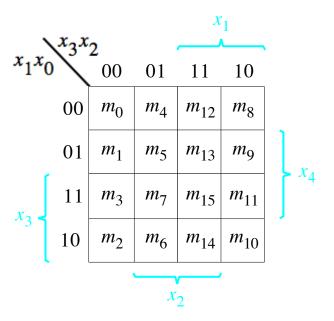


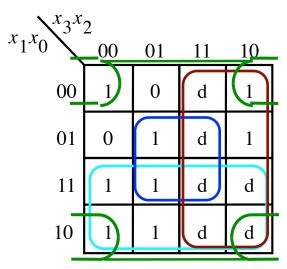
x_3	x_2	x_1	x_0		а	b	С	d	e	f	g
0	0	0	0	Γ	1	1	1	1	1	1	0
0	0	0	1		0	1	1	0	0	0	0
0	0	1	0		1	1	0	1	1	0	1
0	0	1	1		1	1	1	1	0	0	1
0	1	0	0		0	1	1	0	0	1	1
0	1	0	1		1	0	1	1	0	1	1
0	1	1	0		1	0	1	1	1	1	1
0	1	1	1		1	1	1	0	0	0	0
1	0	0	0		1	1	1	1	1	1	1
1	0	0	1		1	1	1	1	0	1	1
1	0	1	0		d	d	d	d	d	d	d
1	0	1	1		d	d	d	d	d	d	d
1	1	0	0		d	d	d	d	d	d	d
1	1	0	1		d	d	d	d	d	d	d
1	1	1	0		d	d	d	d	d	d	d
1	1	1	1		d	d	d	d	d	d	d
	0 0 0 0 0 0 0 1 1 1 1 1 1	0 0 0 0 0 0 0 0 1 0 1 0 1 0 1 0 1 1 1 1	0 0 0 0 0 0 0 0 0 0 1 0 1 0 0 1 1 1 1 0 0 1 1 1 1 0 1 1 1 1 0 1 1 1 1 0 1 1 1 1 0 1 1 1 1 0 1 1 1 1 0 1 1 1 1 0 1 1 1 1 0 1 1 1 1 0 1 1 1 1 0 1 1 1 1 0 1 1 1 1 0 1 1 1 1 0 1 1 1 1 1 0 1 1 1 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 0 0 0 0 0 0 1 0 0 1 0 0 0 1 1 0 1 0 0 0 1 1 0 0 1 1 1 1 0 0 0 1 0 1 0 1 0 1 1 1 0 1 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 <	0 0 0 0 0 0 0 1 0 0 1 0 0 0 1 1 0 1 0 0 0 1 1 0 0 1 1 1 1 0 0 1 1 0 1 1 1 0 1 1 1 0 1 1 1 0 1 1 1 0 1 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 <	0 0 0 0 1 0 0 0 1 0 0 0 1 0 1 0 0 1 1 1 0 1 0 0 0 0 0 1 0 1 1 1 1 1 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 <	0 0 0 0 1 1 0 0 0 1 1 1 0 0 1 0 1 1 1 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 </th <th>0 0 0 0 1 1 1 0 0 0 1 1 1 0 0 1 0 1 1 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1<!--</th--><th>0 0 0 0 1 1 1 1 1 0 1 1 1 1 0 1 1 1 1 0 1 1 0 1 0 1 0 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1</th><th>0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 0 0 1 1 0 0 1 1 0 0 0 1 1 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0</th><th>0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 1 1 0 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 1 0 1 0 1 0 1 0 1 0 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1</th></th>	0 0 0 0 1 1 1 0 0 0 1 1 1 0 0 1 0 1 1 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 </th <th>0 0 0 0 1 1 1 1 1 0 1 1 1 1 0 1 1 1 1 0 1 1 0 1 0 1 0 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1</th> <th>0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 0 0 1 1 0 0 1 1 0 0 0 1 1 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0</th> <th>0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 1 1 0 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 1 0 1 0 1 0 1 0 1 0 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1</th>	0 0 0 0 1 1 1 1 1 0 1 1 1 1 0 1 1 1 1 0 1 1 0 1 0 1 0 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 0 0 1 1 0 0 1 1 0 0 0 1 1 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 1 1 0 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 0 1 0 1 0 1 0 1 0 1 0 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1



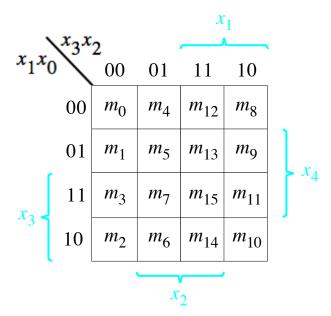
x_3	2			
x_1x_0	00	01	11	10
00	1	0	d	1
01	0	1	d	1
11	1	1	d	d
10	1	1	d	d

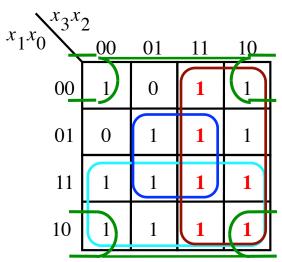
	x_3	x_2	x_1	x_0		a	b	С	d	e	f	g
0	0	0	0	0	Γ	1	1	1	1	1	1	0
1	0	0	0	1		0	1	1	0	0	0	0
	0	0	1	0		1	1	0	1	1	0	1
3	0	0	1	1		1	1	1	1	0	0	1
Ÿ	0	1	0	0		0	1	1	0	0	1	1
S	0	1	0	1		1	0	1	1	0	1	1
8	0	1	1	0		1	0	1	1	1	1	1
Salana Laboration	0	1	1	1		1	1	1	0	0	0	0
8	1	0	0	0		1	1	1	1	1	1	1
9	1	0	0	1		1	1	1	1	0	1	1
	1	0	1	0		d	d	d	d	d	d	d
	1	0	1	1		d	d	d	d	d	d	d
	1	1	0	0		d	d	d	d	d	d	d
	1	1	0	1		d	d	d	d	d	d	d
	1	1	1	0		d	d	d	d	d	d	d
	1	1	1	1		d	d	d	d	d	d	d





	x_3	x_2	x_1	x_0	a	l	b	С	d	e	f	g
0	0	0	0	0	1		1	1	1	1	1	0
-	0	0	0	1	0)	1	1	0	0	0	0
5	0	0	1	0	1		1	0	1	1	0	1
3	0	0	1	1	1	l	1	1	1	0	0	1
Ÿ	0	1	0	0	0)	1	1	0	0	1	1
S	0	1	0	1	1		0	1	1	0	1	1
8	0	1	1	0	1		0	1	1	1	1	1
Salver so	0	1	1	1	1		1	1	0	0	0	0
8	1	0	0	0	1		1	1	1	1	1	1
9	1	0	0	1	1		1	1	1	0	1	1
	1	0	1	0	1		d	d	d	d	d	d
	1	0	1	1	1	L	d	d	d	d	d	d
	1	1	0	0	1		d	d	d	d	d	d
	1	1	0	1	1		d	d	d	d	d	d
	1	1	1	0	1		d	d	d	d	d	d
	1	1	1	1	1		d	d	d	d	d	d

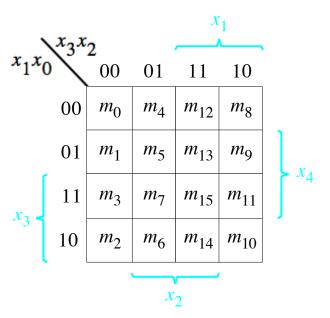


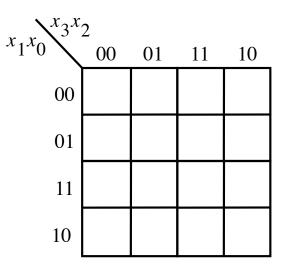


In this case all d's were treated as 1's.

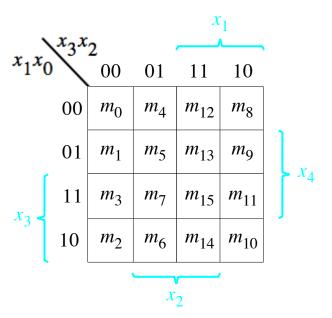
	x_3	x_2	x_1	x_0	а	b	С	d	е	f	g
0	0	0	0	0	1	1	1	1	1	1	0
	0	0	0	1	0	1	1	0	0	0	0
5	0	0	1	0	1	1	0	1	1	0	1
3	0	0	1	1	1	1	1	1	0	0	1
Ч	0	1	0	0	0	1	1	0	0	1	1
S	0	1	0	1	1	0	1	1	0	1	1
8	0	1	1	0	1	0	1	1	1	1	1
5678	0	1	1	1	1	1	1	0	0	0	0
8	1	0	0	0	1	1	1	1	1	1	1
9	1	0	0	1	1	1	1	1	0	1	1
	1	0	1	0	1	d	d	d	d	d	d
	1	0	1	1	1	d	d	d	d	d	d
	1	1	0	0	1	d	d	d	d	d	d
	1	1	0	1	1	d	d	d	d	d	d
	1	1	1	0	1	d	d	d	d	d	d
	1	1	1	1	1	d	d	d	d	d	d

	x_3	x_2	x_1	x_0	а	b	С	d	e	f	g
0	0	0	0	0	1	1	1	1	1	1	0
	0	0	0	1	0	1	1	0	0	0	0
5	0	0	1	0	1	1	0	1	1	0	1
3	0	0	1	1	1	1	1	1	0	0	1
Ч	0	1	0	0	0	1	1	0	0	1	1
S	0	1	0	1	1	0	1	1	0	1	1
8	0	1	1	0	1	0	1	1	1	1	1
Salver see	0	1	1	1	1	1	1	0	0	0	0
8	1	0	0	0	1	1	1	1	1	1	1
9	1	0	0	1	1	1	1	1	0	1	1
	1	0	1	0	1	d	d	d	d	d	d
	1	0	1	1	1	d	d	d	d	d	d
	1	1	0	0	1	d	d	d	d	d	d
	1	1	0	1	1	d	d	d	d	d	d
	1	1	1	0	1	d	d	d	d	d	d
	1	1	1	1	1	d	d	d	d	d	d



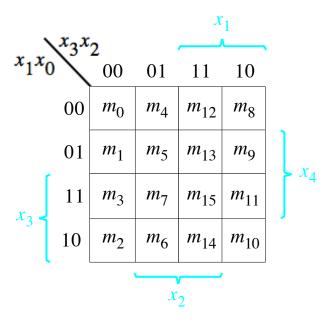


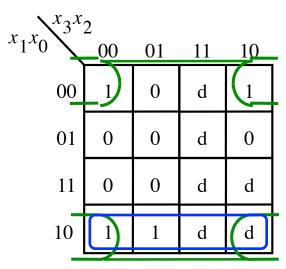
	x_3	x_2	x_1	x_0	а	b	С	d	e	f	g
0	0	0	0	0	1	1	1	1	1	1	0
	0	0	0	1	0	1	1	0	0	0	0
5	0	0	1	0	1	1	0	1	1	0	1
3	0	0	1	1	1	1	1	1	0	0	1
ч	0	1	0	0	0	1	1	0	0	1	1
Sarver se	0	1	0	1	1	0	1	1	0	1	1
8	0	1	1	0	1	0	1	1	1	1	1
٦	0	1	1	1	1	1	1	0	0	0	0
8	1	0	0	0	1	1	1	1	1	1	1
9	1	0	0	1	1	1	1	1	0	1	1
	1	0	1	0	1	d	d	d	d	d	d
	1	0	1	1	1	d	d	d	d	d	d
	1	1	0	0	1	d	d	d	d	d	d
	1	1	0	1	1	d	d	d	d	d	d
	1	1	1	0	1	d	d	d	d	d	d
	1	1	1	1	1	d	d	d	d	d	d



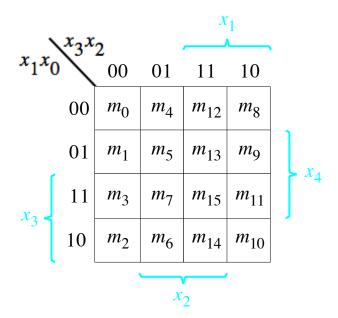
r x^{3}	2			
x_1x_0	00	01	11	10
00	1	0	d	1
01	0	0	d	0
11	0	0	d	d
10	1	1	d	d

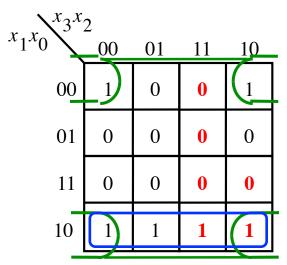
	x_3	x_2	x_1	x_0	а	b	c	d	e	f	g
0	0	0	0	0	1	1	1	1	1	1	0
1	0	0	0	1	0	1	1	0	0	0	0
5	0	0	1	0	1	1	0	1	1	0	1
3	0	0	1	1	1	1	1	1	0	0	1
Ч	0	1	0	0	0	1	1	0	0	1	1
S	0	1	0	1	1	0	1	1	0	1	1
Salana Laboration	0	1	1	0	1	0	1	1	1	1	1
٦	0	1	1	1	1	1	1	0	0	0	0
8	1	0	0	0	1	1	1	1	1	1	1
9	1	0	0	1	1	1	1	1	0	1	1
	1	0	1	0	1	d	d	d	d	d	d
	1	0	1	1	1	d	d	d	d	d	d
	1	1	0	0	1	d	d	d	d	d	d
	1	1	0	1	1	d	d	d	d	d	d
	1	1	1	0	1	d	d	d	d	d	d
	1	1	1	1	1	d	d	d	d	d	d





	x_3	x_2	x_1	x_0	а	b	c	d	e	f	g
0	0	0	0	0	1	1	1	1	1	1	0
1	0	0	0	1	0	1	1	0	0	0	0
5	0	0	1	0	1	1	0	1	1	0	1
3	0	0	1	1	1	1	1	1	0	0	1
Ч	0	1	0	0	0	1	1	0	0	1	1
Salana Land	0	1	0	1	1	0	1	1	0	1	1
8	0	1	1	0	1	0	1	1	1	1	1
٦	0	1	1	1	1	1	1	0	0	0	0
8	1	0	0	0	1	1	1	1	1	1	1
9	1	0	0	1	1	1	1	1	0	1	1
	1	0	1	0	1	d	d	d	1	d	d
	1	0	1	1	1	d	d	d	0	d	d
	1	1	0	0	1	d	d	d	0	d	d
	1	1	0	1	1	d	d	d	0	d	d
	1	1	1	0	1	d	d	d	1	d	d
	1	1	1	1	1	d	d	d	0	d	d

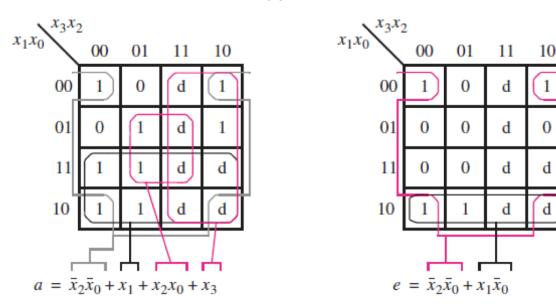




In this case some d's were treated as 1's, others as 0's.

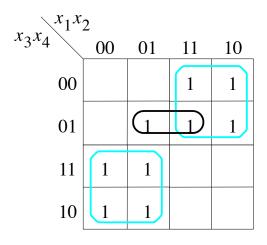
	x_3	x_2	x_1	x_0	а	b	c	d	e	f	g
0	0	0	0	0	1	1	1	1	1	1	0
	0	0	0	1	0	1	1	0	0	0	0
5	0	0	1	0	1	1	0	1	1	0	1
3	0	0	1	1	1	1	1	1	0	0	1
Ч		1	0	0	0	1	1	0	0	1	1
S	0	1	0	1	1	0	1	1	0	1	1
8	0	1	1	0	1	0	1	1	1	1	1
٦	0	1	1	1	1	1	1	0	0	0	0
8	1	0	0	0	1	1	1	1	1	1	1
9	1	0	0	1	1	1	1	1	0	1	1

(b) Truth table

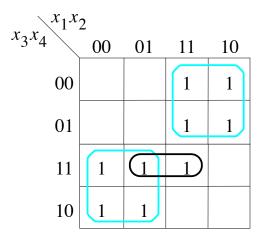


(c) The Karnaugh maps for outputs a and e.

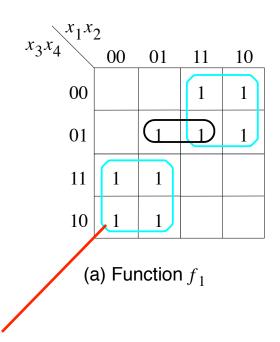
Another Example

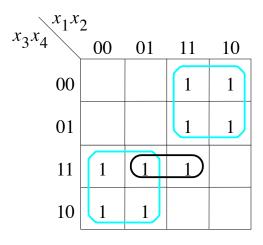


(a) Function f_1

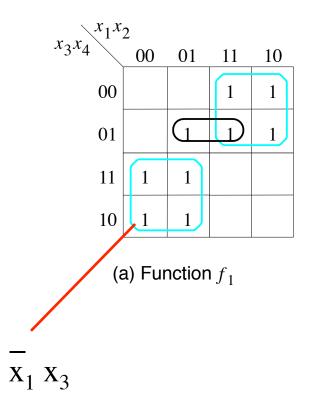


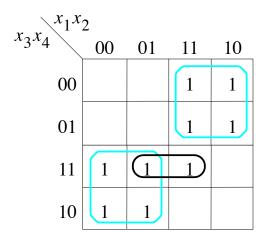
(b) Function f_2



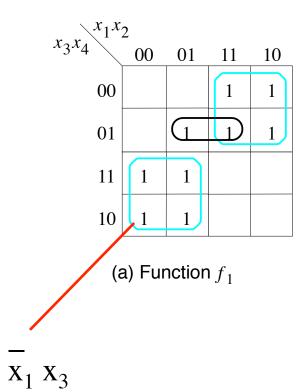


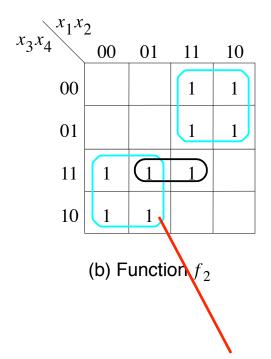
(b) Function f_2

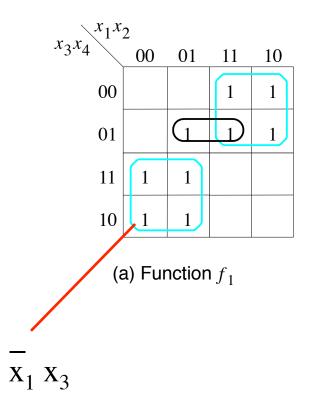


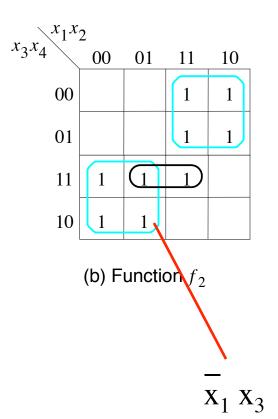


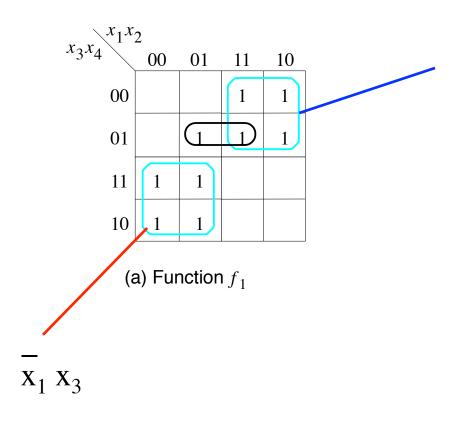
(b) Function f_2

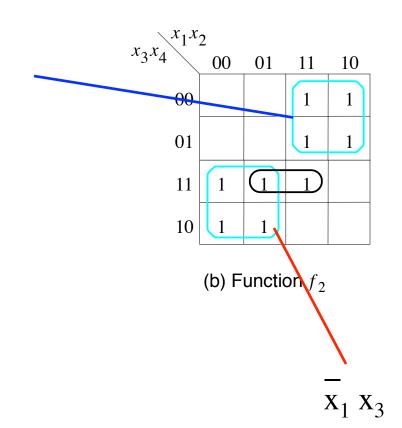


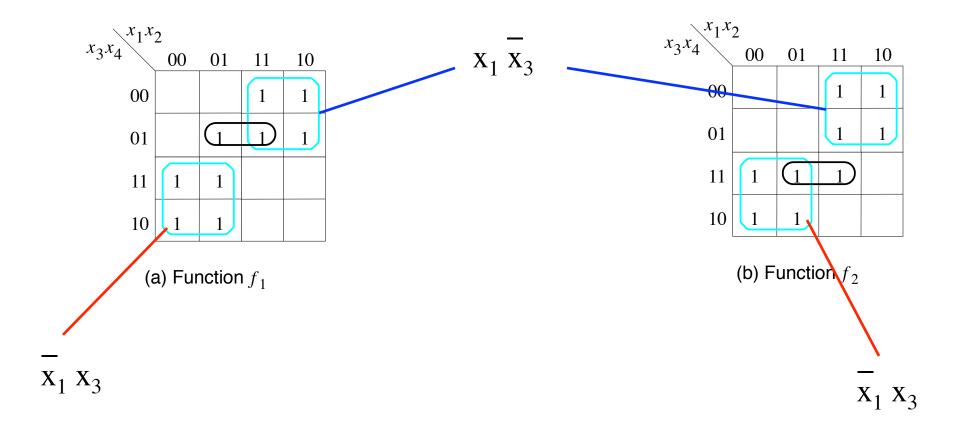


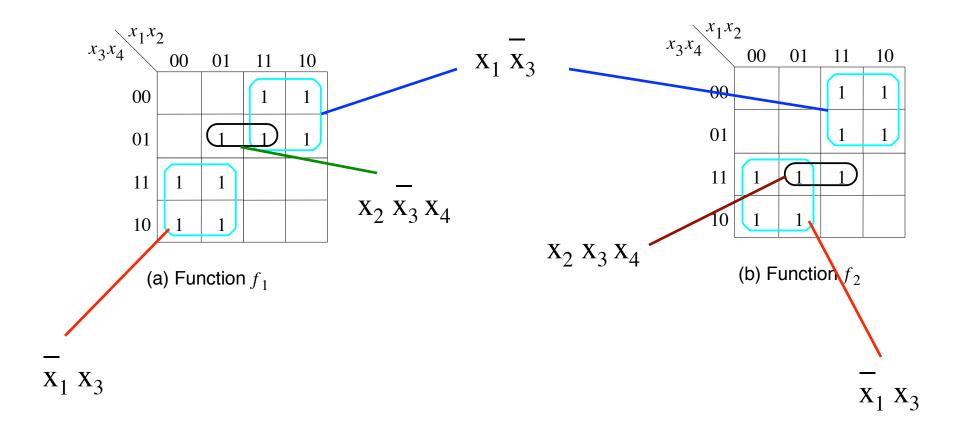


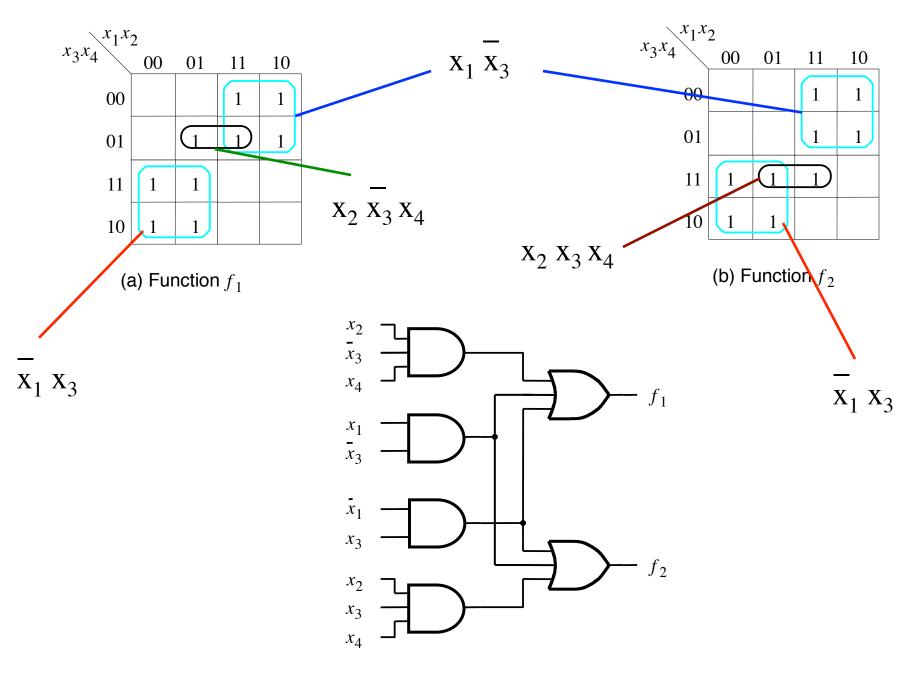




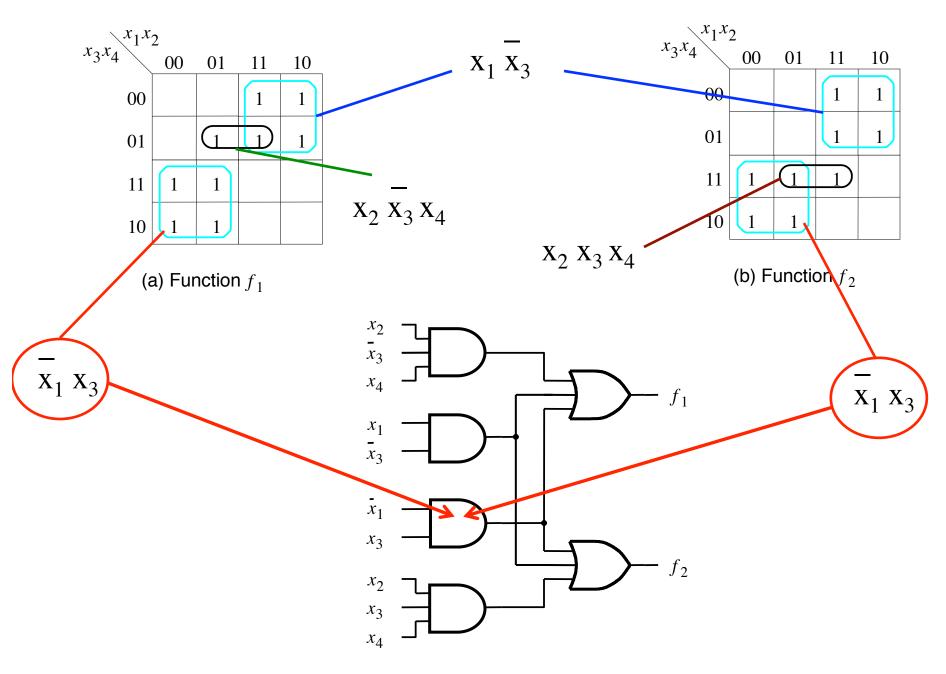




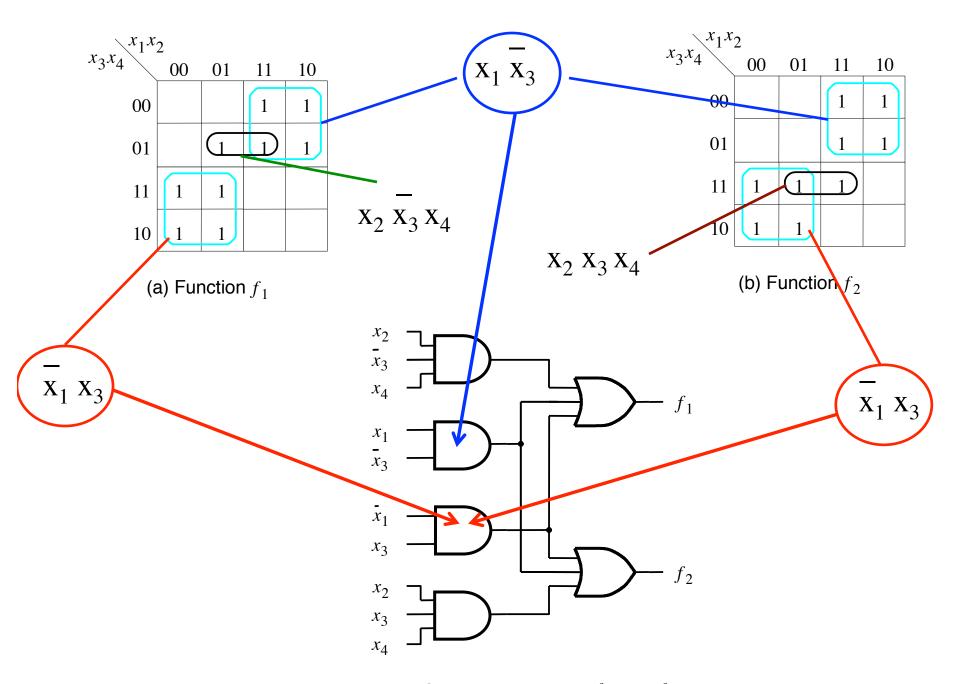




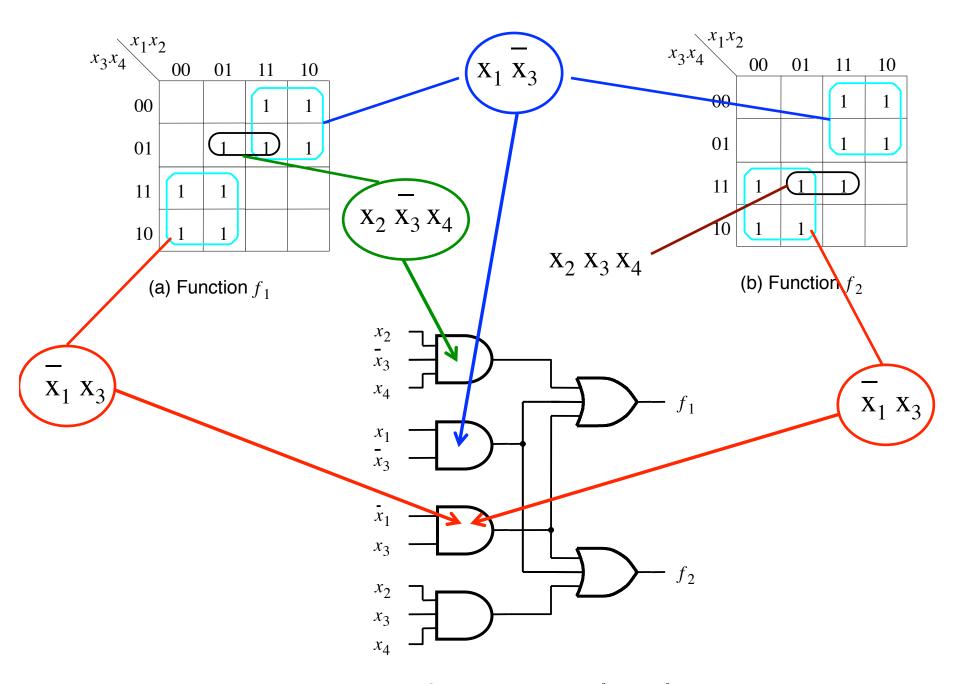
(c) Combined circuit for f_1 and f_2



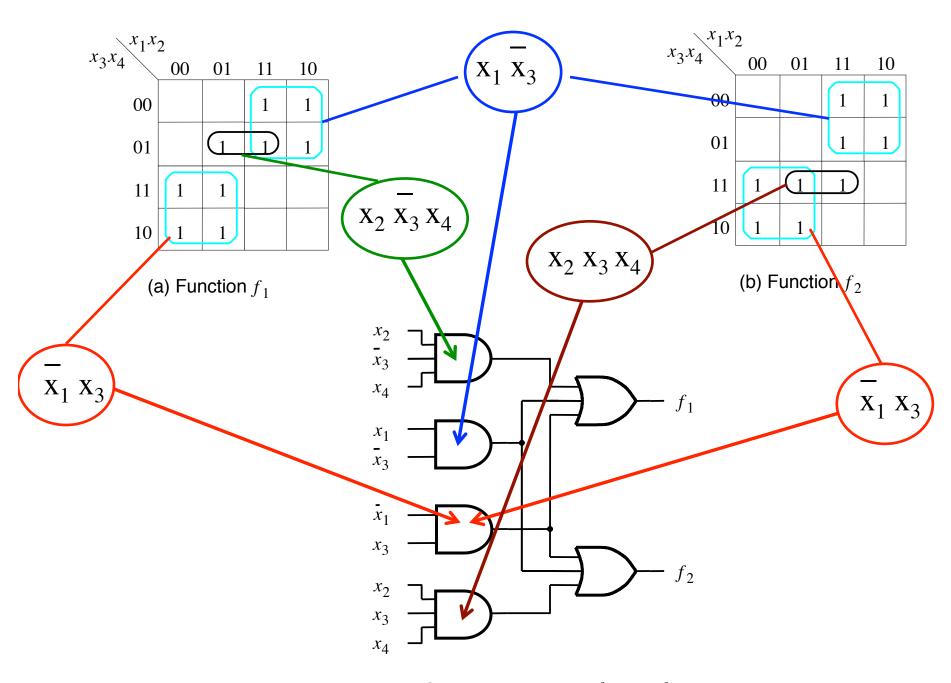
(c) Combined circuit for f_1 and f_2



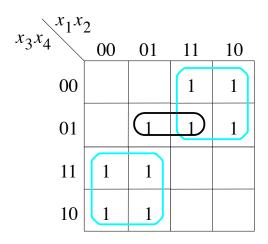
(c) Combined circuit for \boldsymbol{f}_1 and \boldsymbol{f}_2



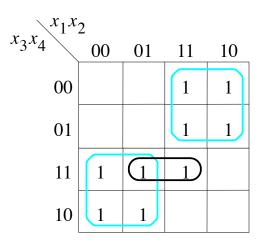
(c) Combined circuit for \boldsymbol{f}_1 and \boldsymbol{f}_2



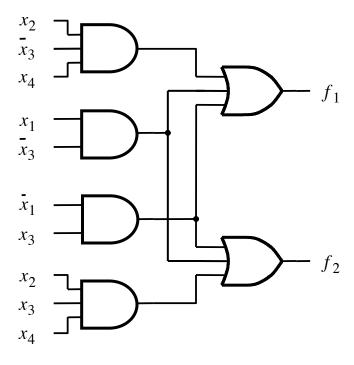
(c) Combined circuit for \boldsymbol{f}_1 and \boldsymbol{f}_2



(a) Function f_1



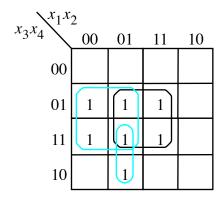
(b) Function f_2



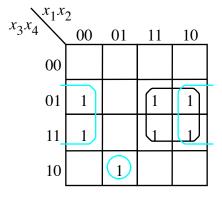
(c) Combined circuit for \boldsymbol{f}_1 and \boldsymbol{f}_2

[Figure 2.64 from the textbook]

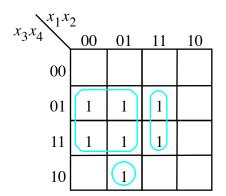
Yet Another Example

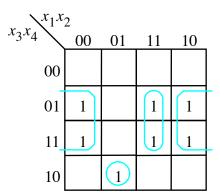


(a) Optimal realization of f_3

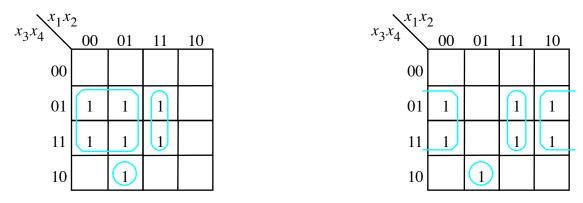


(b) Optimal realization of f_4

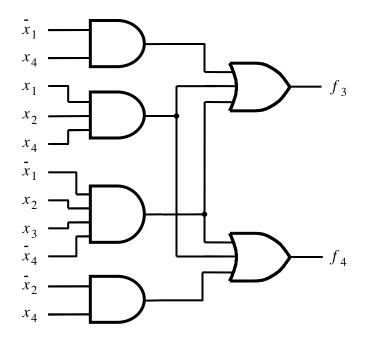




(c) Optimal realization of f_3 and f_4 together

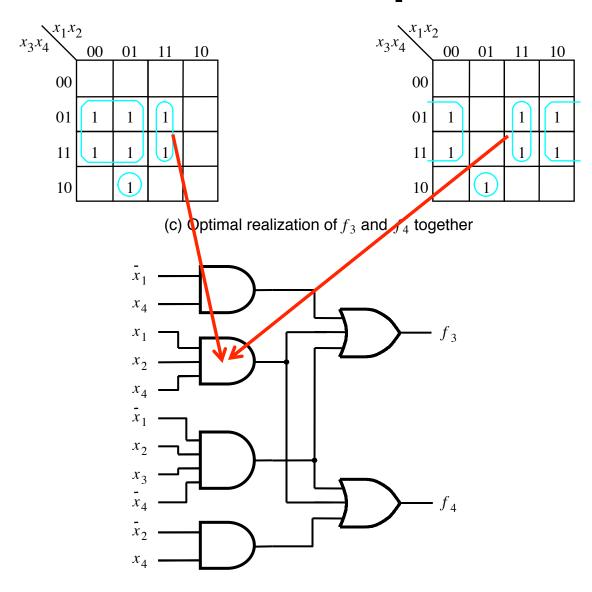


(c) Optimal realization of f_3 and f_4 together

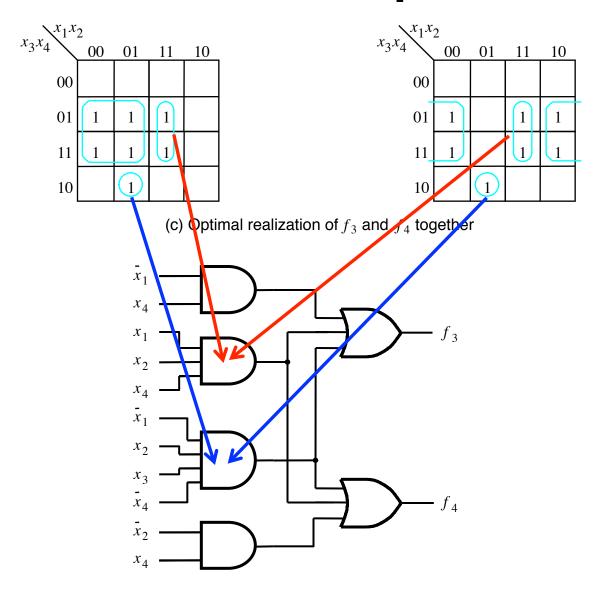


(d) Combined circuit for f_3 and f_4

[Figure 2.65 from the textbook]



(d) Combined circuit for f_3 and f_4



(d) Combined circuit for f_3 and f_4

[Figure 2.65 from the textbook]

Questions?

THE END