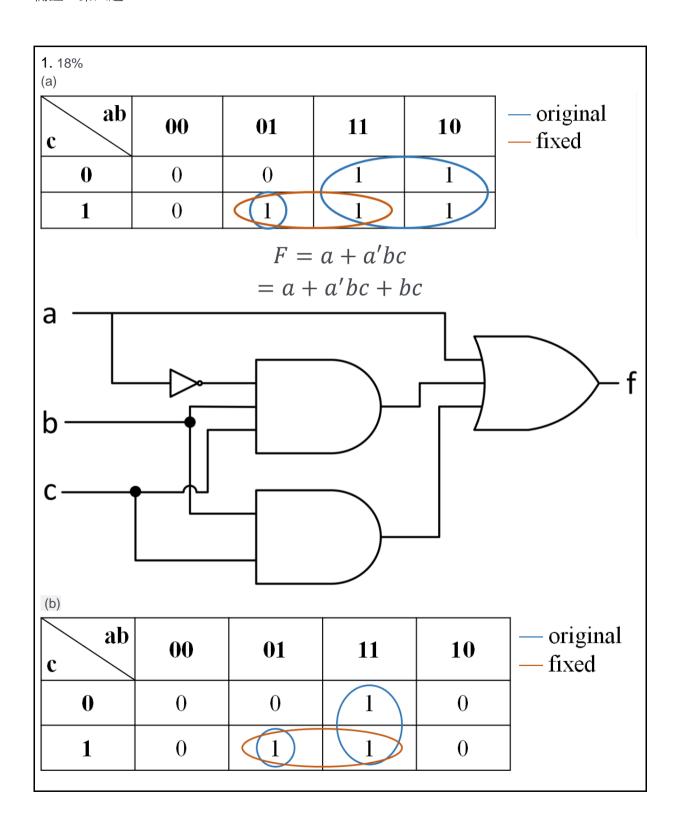
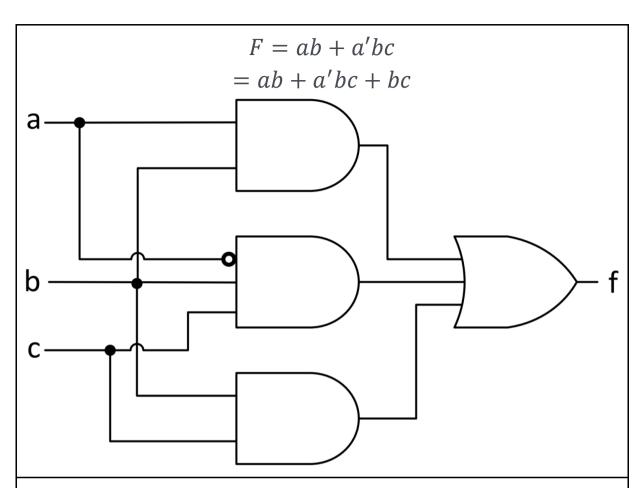
邏輯設計 HW3_solution

備註 1:第四題(b)答案可以是一階 備註 2:第六題 10%





2, 18%

最高有效位元(Most Significant Bit, MSB)

最低有效位元(Least Significant Bit, LSB)

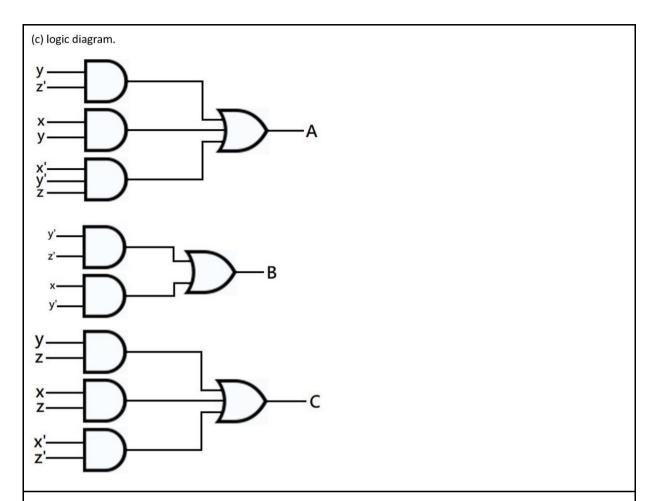
當二進位輸入為 0、1、2 時,輸出比輸入大 3(011)

當二進位輸入為 3、4、5、6、7,輸出比輸入小 2(010)

000→011 (a)Truth table

000→ 011	(a) Truth table			
001→ <mark>100</mark>	xyz	Α	В	С
010→ 101	000	0	1	1
011→ <mark>001</mark>	001	1	0	0
100→ <mark>010</mark>	010	1	0	1
101→ <mark>011</mark>	011	0	0	1
110→100	100	0	1	0
111→ 101	101	0	1	1
	110	1	0	0
	111	1	0	1

(b)**K-Мар** 每次只能框 2^n 格子,每框 2^n 則少n個變數,可重覆框,不具唯一性 yz <u>00</u> 11 10 A = yz' + xy + x'y'zВ x yz 00 01 $B = \mathbf{y'z'} + \mathbf{xy'}$ yz <u>00</u> C = yz + xz + x'z'



3.18%

Truth table

e0 e1 e2 e3 b0 b1 b2 b3 0 0 1 1 0 0 0 0 0 1 0 0 0 0 1 0 1 0 1 0 0 1 0 0 1 1 0 0 1 1 0 0 1 0 0 0 1 0 0 1 0 1 1 0 0 1 0 1 1 0 1 1 0 1 0 1 0 1 1 1 0 0 1 1 1 0 1 0 1 1 0 0 1 1 1 0 0 0 1<								
0 1 0 0 0 0 0 1 0 1 0 1 0 0 1 0 0 1 1 0 0 0 1 1 0 1 1 1 0 1 0 0 1 0 0 0 1 0 1 0 1 1 0 1 0 1 1 1 0 0 1 0 1 1 1 0 0 0 0	e ₀	e ₁	e ₂	e ₃	b_0	b_1	b ₂	b ₃
0 1 0 1 0 0 1 0 0 1 1 0 0 0 1 1 0 1 1 1 0 0 0 1 0 0 1 0 0 0 0 1 0 1 0 1 1 0 1 0 1 1 1 0 0 0 1 0 1 1 1 0 <td< td=""><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td></td<>	0	0	1	1	0	0	0	0
0 1 1 0 0 0 1 1 0 1 1 1 0 1 0 0 1 0 0 0 0 1 0 1 1 0 0 1 0 1 1 0 1 0 1 0 0 1 1 1 1 0 1 1 1 0 0 0	0	1	0	0	0	0	0	1
0 1 1 1 0 1 0 0 1 0 0 0 0 1 0 1 1 0 0 1 0 1 1 0 1 0 1 0 0 1 1 1 1 0 1 1 1 0 0 0	0	1	0	1	0	0	1	0
1 0 0 0 0 1 0 1 1 0 0 1 0 1 1 0 1 0 1 0 0 1 1 1 1 0 1 1 1 0 0	0	1	1	0	0	0	1	1
1 0 0 1 0 1 1 0 1 0 1 0 0 1 1 1 1 0 1 1 1 0 0 0	0	1	1	1	0	1	0	0
1 0 1 0 0 1 1 1 1 0 1 1 1 0 0 0	1	0	0	0	0	1	0	1
1 0 1 1 1 0 0 0	1	0	0	1	0	1	1	0
	1	0	1	0	0	1	1	1
1 1 0 0 1 0 0 1	1	0	1	1	1	0	0	0
	1	1	0	0	1	0	0	1

e_2e_3 e_0e_1	00	01	11	10
00	Х	Х	0	х
01	0	0	0	0
11	1	Х	х	х
10	0	0	1	0

$$b_0 = e_0 e_1 + e_0 e_2 e_3$$

e_2e_3 e_0e_1	00	01	11	10
00	X	×	0	×
01	0	0	1	0
11	0	х	х	х
10	1	1	0	1

$$b_1 = e_1{}'e_2{}' + e_1e_3e_3 + e_1{}'e_3{}'$$

e_2e_3 e_0e_1	00	01	11	10
00	х	Х	0	Х
01	0	1	0	1
11	0	х	Х	Х
10	0	1	0	1

$$b_2 = e_2{'}e_3 + e_2e_3{'}$$

e_2e_3 e_0e_1	00	01	11	10
00	X	Х	0	Х
01	1	0	0	1
11	1	х	х	х
10	1	0	0	1

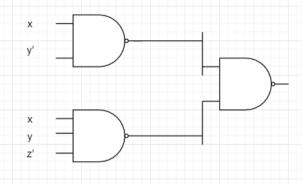
$$b_3 = e_3{}'$$

4.18%

(A)(B)各九分,畫簡一分,四種架構各兩分

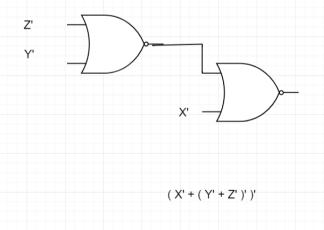
(a)xy'z+xy'z'+xyz'=xy'(z+z')+xyz'=xy'+xyz'

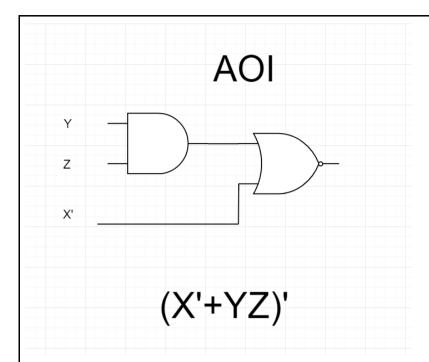
Nand Nand

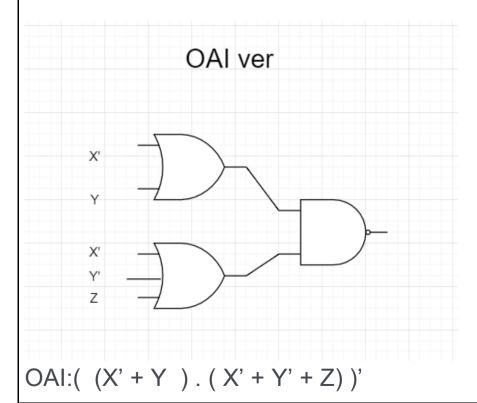


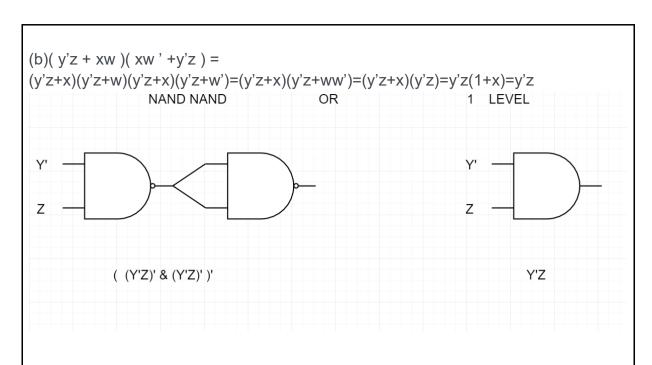
NAND -NAND :((XY')' (XYZ')')'

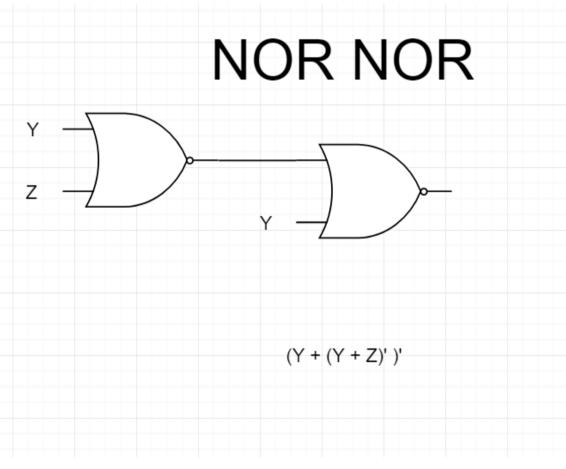
NOR NOR

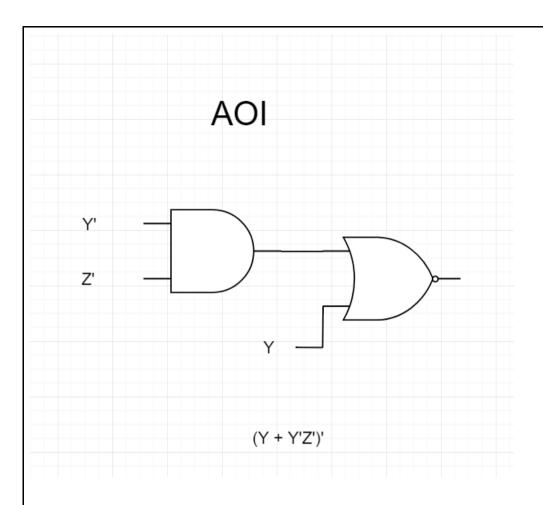


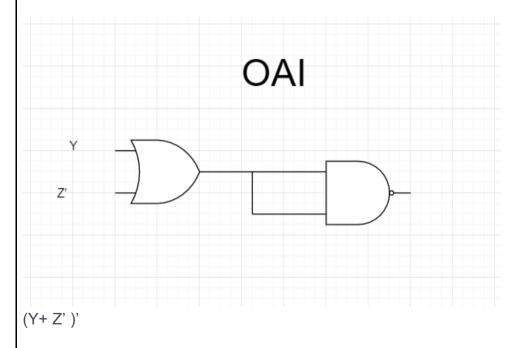












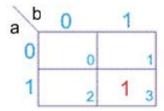
5.18%

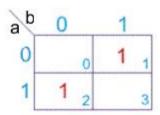
(a)

	Truth Table				
Inj	out	Output			
а	b	S	со		
0	0	0	0		
0	1	1	0		
1	0	1	0		
1	1	0	1		

(b)

Use K-map to find SOP.





K-map for CO

K-map for S

co = abs = a'b + ab'

(c)

Prime implicant of co: ab

Essential prime implicant of co : ab Prime implicant of s : a'b, ab'

Essential prime implicant of s: a'b, ab'