NOT > AND OR D

XOR ID 一杯一株为1

XNOR )Do = →一樣為1 LAWS

duality: AND/OR互换· 1.0 互换

Distributive: X + YZ = (x+y)(x+Z)

DeMorgan's :  $(\chi + \gamma)' = \chi' \gamma'$ 

 $(\chi \gamma)' = \chi' + \gamma'$ 

Another: (x+y)(x'+z) = xz + x'y

 $\chi \equiv \gamma = \chi' \gamma' + \chi \gamma$ 

Uniting: xy + xy' = x

 $(\chi + \gamma)(\chi + \gamma') = \chi$ 

Absorption:  $\chi + \chi y = \chi$ 

 $\chi(\chi+y)=\chi$ 

Elimination:  $\chi + \chi' \gamma = \chi + \gamma$ 

 $\chi(\chi'+\gamma) = \chi\gamma$ 

Consensus: XY + X'Z + YZ = XY + X'Z

(x+y)(x'+z)(y+z) = (x+y)(x'+z)

## MIN / MAXTERM

SOP: counting I's

POS: counting 0's (find SOP of F' and DeMorgan's to F)

(m) minterm: 每個 variable 都出現一文的 SOP e.g. Mo = A'B'C'

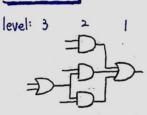
xx'=dM) maxterm:同上、但POS e.g. Mo = A+B+C

 $F = \sum m(3,4,5,6,7) = \prod M(0,1,2) / F' = \sum m(0,1,2) = \prod M(3,4,5,6,7)$ 

### KMAP

| COAB | 00             | ol             | 11  | 0               |
|------|----------------|----------------|-----|-----------------|
| 00   | mo             | M <sub>4</sub> | mn  | me              |
| 01   | M,             | M5             | MI3 | mq              |
| 11   | m <sub>3</sub> | m              | Mis | M <sub>II</sub> |
| 10   | M2             | m <sub>6</sub> | MIH | MI.             |
|      |                |                | -   |                 |

## CIRCUITS



gates: 5 inputs: 11

SOP → AND - OR

POS - OR - AND

NAND = AND-NOT

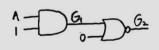
2

NOR = OR - NOT

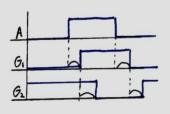
bubbles 往後推

交换 AND - OR

# TIMING



propagation delay: 20ms



# HAZARD

Static 1-/0- Hazard

output momentarily goes to 0/1 when it should remain a constant 1/0

L Dynamic Hazard

output change 31 times when changes from  $0 \rightarrow 1$  ( $1 \rightarrow 0$ )

Remove static 1-10-

add additional loops for adjacent 1's 10's

Avoid:不能省略 XX'X , X+X'+B · treat X X' as different variable

分析: Static 1-hazard: 看相鄰的1有沒有被 loop

static 0-hazard: 看 XX'x , adjacent 0's differ in value of X when X=1

dynamic hazard: 看 xx'x , adjacent 0 and 1 differ in value of x when x=1

再看該變化 經過的路徑 23