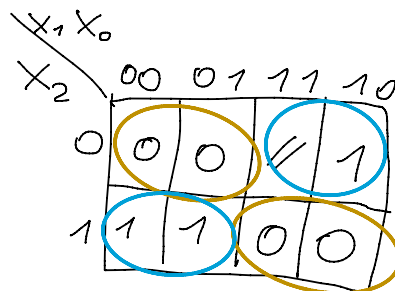


es. 6 file A

$x$  in  $C_{a2}$   $x_2 x_1 x_0$   
 $x \in [-4, 2]$

out in  $C_{a2}$  4bit  $\rightarrow y = \begin{cases} 2x & \text{se } x > 0 \\ x_{+2} & \text{altrimenti} \end{cases}$

$x_2 x_1 x_0$	$y$	$y_3 y_2 y_1 y_0$
0 0 0	2	0 0 1 0
1 0 0	2	0 0 1 0
2 0 1 0	4	0 1 0 0
3 0 1 1	6	// // // //
-4 1 0 0	-2	1 1 1 1
-3 1 0 1	-1	1 1 1 1
-2 1 1 0	0	0 0 0 0
-1 1 1 1	1	0 0 0 1



OSS: // (Don't care)

vengono utilizzati solo se consentono di ottenere un cubo più grande

SOP:  $y_2 = x_2 \cdot \overline{x_1} + \overline{x_2} \cdot x_1$

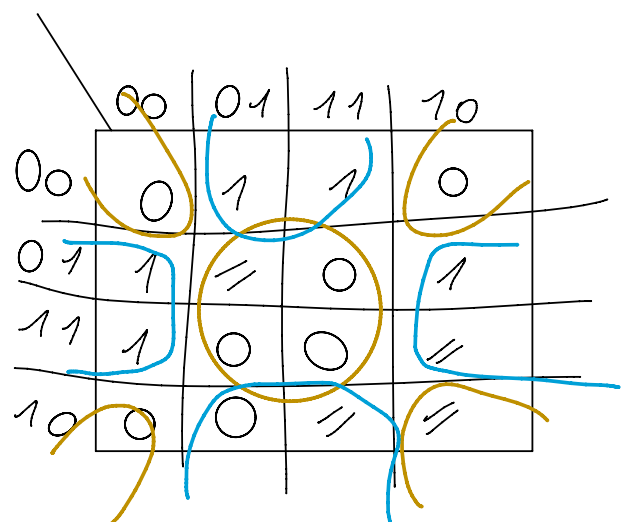
Pos:  $y_2 = (x_2 + x_1) (\overline{x_2} + \overline{x_1})$

es. 4 file B

$x, y \in [-2, 1]$   $C_{a2}$  2bit

$x = x_1 x_0$   $y = y_1 y_0$

$x_1 x_0$	$y_1 y_0$	$x+y$	$w$
0 0	0 0	0	1
0 0	0 1	1	0
0 0	1 0	-2	1
0 0	1 1	-1	1
0 1	0 0	1	1
0 1	0 1	2	1
0 1	1 0	-1	1
0 1	1 1	0	1
1 0	0 0	-2	0
1 0	0 1	-1	0
1 0	1 0	-4	1
1 0	1 1	-3	0
1 1	0 0	-1	0
1 1	0 1	0	0
1 1	1 0	-3	1
1 1	1 1	-2	1



SOP:  $w_0 = x_0 \overline{y_0} + \overline{x_0} y_0$

Pos:  $w_0 = (\overline{x_0} + \overline{y_0}) (x_0 + y_0)$

$$Pos: \quad v_0 = (\overline{x_0} + \overline{y_0}) (x_0 + y_0)$$