

Homework 02 (Solutions)

1.(电路图略)

a. $X = \text{NOT} (\text{NOT}(A) \text{ OR } (A \text{ AND } B \text{ AND } C))$

$$X = \overline{\overline{A} + ABC} = \overline{\overline{A} + BC} = \overline{\overline{A}} \overline{BC} = A\overline{BC}$$

b. $Y = \text{NOT} ((A \text{ OR } B) \text{ AND } (A \text{ AND } B \text{ AND } C))$

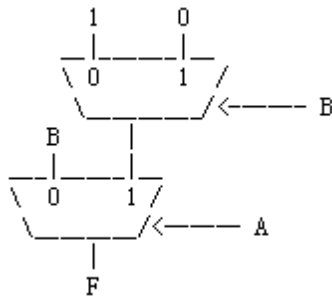
$$Y = \overline{(A + B)ABC} = \overline{ABC}$$

A	B	C	X	Y
0	0	0	0	1
0	0	1	0	1
0	1	0	0	1
0	1	1	0	1
1	0	0	1	1
1	0	1	1	1
1	1	0	1	1
1	1	1	0	0

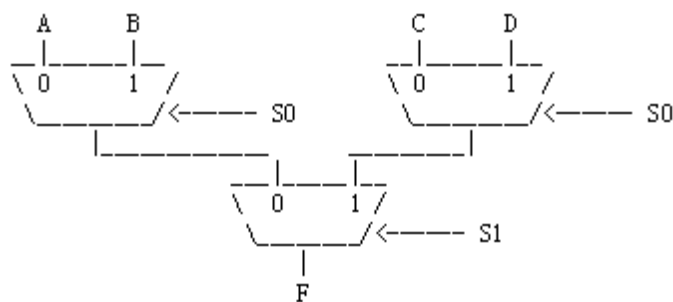
2. a. $Z = A \text{ XOR } B = A\overline{B} + \overline{A}B = (\overline{A} + \overline{B})(A + B) = \overline{(\overline{A} + B)}(\overline{A + \overline{B}})$

使用 2-1 mux:

$$Z = A \text{ XOR } B = A\overline{B} + \overline{A}B = \overline{A}B + A(\overline{B} \cdot 1 + B \cdot 0)$$

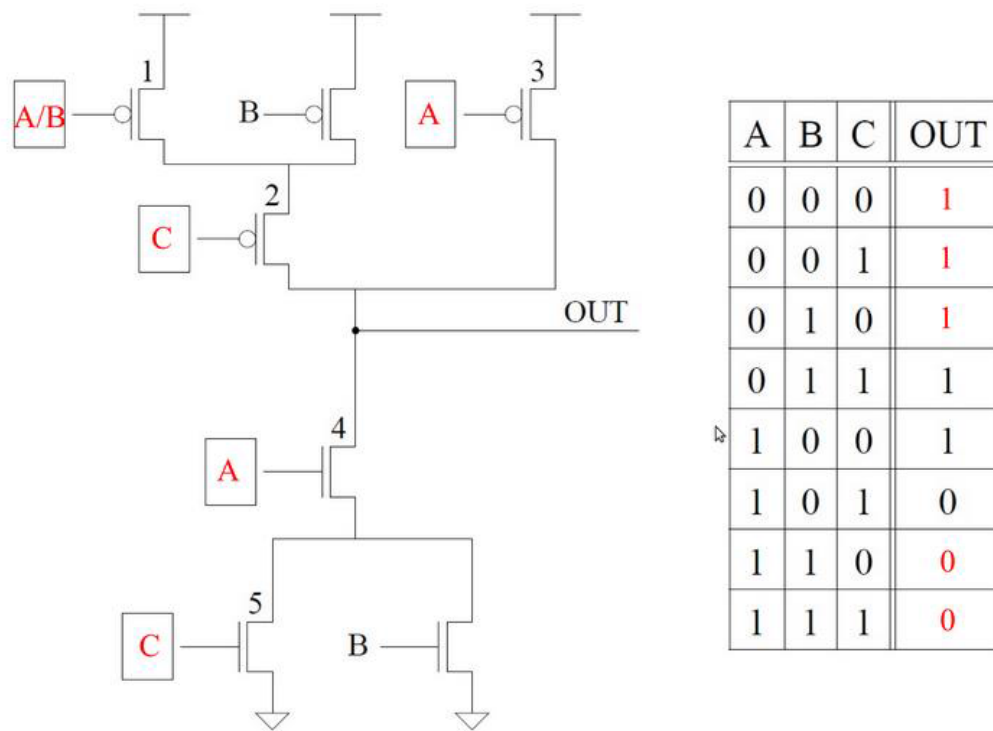


b.



S1	S0	OUT
0	0	A
0	1	B
1	0	C
1	1	D

3.



4. Figure 3.36 is a 2-input mux, which combinational logic i.e., D is the output of the circuit.

Figure 3.37 is a storage element, which stores the data value previously stored in latch.

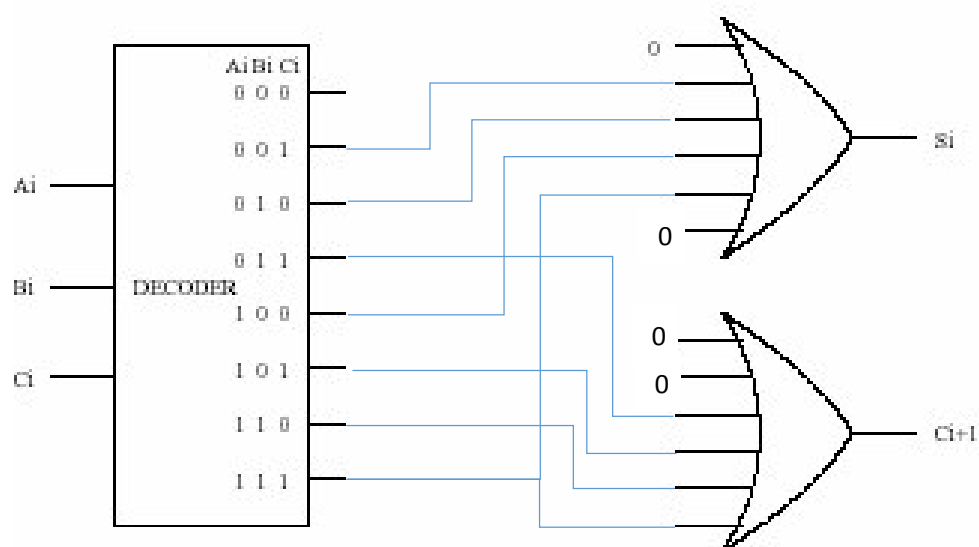
5. a. 3

b. 12

c. You can construct a tree-like structure:

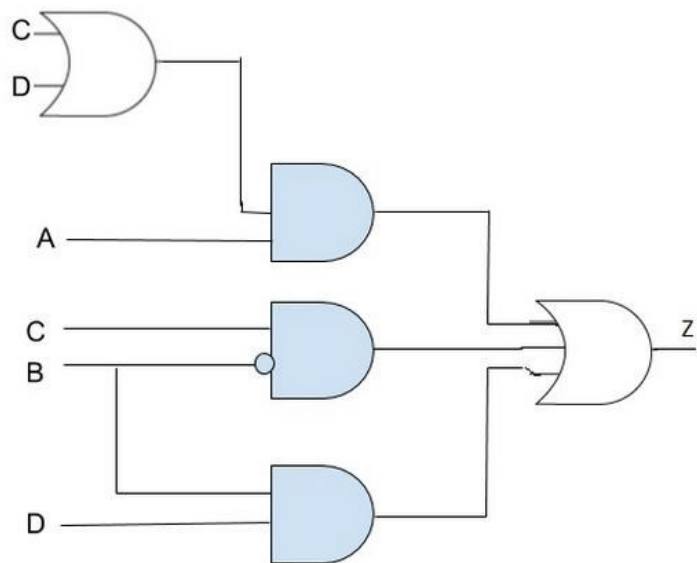
$$Z = (A \text{ AND } B) \text{ AND } (C \text{ AND } D) \text{ AND } E$$

6.



7. $Z = A(C+D) + BD + \bar{B}C$

(warning: C and D can't be true at same time.)



A	B	C	D	ALARM
0	0	0	0	0
0	0	0	1	0
0	0	1	0	1
0	0	1	1	x
0	1	0	0	0
0	1	0	1	1
0	1	1	0	0
0	1	1	1	x
1	0	0	0	0
1	0	0	1	1
1	0	1	0	1
1	0	1	1	x
1	1	0	0	0
1	1	0	1	1
1	1	1	0	1
1	1	1	1	x

8. a.

A	B	G	E	L
0	0	0	1	0
0	1	0	0	1
1	0	1	0	0
1	1	0	1	0

b. $G = A\bar{B}$

$E = A\bar{B} + \bar{A}B$

$L = \bar{A}B$

c. $Y = G[3] + E[3]G[2] + E[3]E[2]G[1] + E[3]E[2]E[1]G[0]$

9. Every 6 clock cycles a pattern repeats.

Because $50 = 6 \cdot 8 + 2$, after 50 cycles the state will be the same as after 2 cycles.

It will be in state **111000** after 50 cycles

10.

a. $(100 \cdot 100) \cdot 4 \cdot 100 \cdot 4 \cdot 101 \cdot 2 \cdot 901 = 2912032000000$.

$2^{41} < 2912032000000 < 2^{42}$ so we need **42 bits**

b. Total 43 bits

1. **7 x 2** bits

2. 2 bits

3. 7 bits

4. 2 bits

5. 7 bits

6. 1 bit

7. 4 bits for minutes 6 bits for seconds

c. The assignments in part b are easier to decode.

11.

a. Since there are four floors, you will need 2 bits to represent a floor. Let the logic variable $C[1:0]$ represent the current floor, $R[1:0]$ represent the requested floor, and $D[1:0]$ represent the floor the elevator should go to given a current floor and a requested floor. Shown below is the truth table for this combinational logic circuit.

C1	C0	R1	R0	D1	D0
0	0	0	0	0	0
0	0	0	1	0	0
0	0	1	0	1	0
0	0	1	1	1	1
0	1	0	0	0	1
0	1	0	1	0	1
0	1	1	0	0	1
0	1	1	1	1	1
1	0	0	0	0	0
1	0	0	1	1	0
1	0	1	0	1	0
1	0	1	1	1	0
1	0	0	0	0	0
1	0	0	1	0	1
1	0	1	0	1	0
1	0	1	1	1	0

b. 00 for 1st floor, 01 for 2nd floor, 10 for 3rd floor, 11 for 4th floor.

