

number	d4	d3	d2	d1	d0	output
0	0	0	0	0	0	0
1	0	0	0	0	1	0
2	0	0	0	1	0	0
3	0	0	0	1	1	0
4	0	0	1	0	0	0
5	0	0	1	0	1	0
6	0	0	1	1	0	0
7	0	0	1	1	1	0
8	0	1	0	0	0	0
9	0	1	0	0	1	0
10	0	1	0	1	0	0
11	0	1	0	1	1	0
12	0	1	1	0	0	0
13	0	1	1	0	1	0
14	0	1	1	1	0	1
15	0	1	1	1	1	0
16	1	0	0	0	0	1
17	1	0	0	0	1	0
18	1	0	0	1	0	0
19	1	0	0	1	1	0
20	1	0	1	0	0	0
21	1	0	1	0	1	0
22	1	0	1	1	0	0
23	1	0	1	1	1	1
24	1	1	0	0	0	0
25	1	1	0	0	1	1
26	1	1	0	1	0	0
27	1	1	0	1	1	0
28	1	1	1	0	0	0
29	1	1	1	0	1	0
30	1	1	1	1	0	0
31	1	1	1	1	1	0

$$\text{Output} = d4.d2'.d1' (d3' \text{ XNOR } d0') + d2.d1(d4'.d3.d0' + d4.d3'.d0)$$