**VE527 Computer-Aided Design of Integrated Circuits**

**Written Assignment Six**

1. (6%) Prime Cover

Given the following SOP Boolean expression:

Is it a prime cover, i.e., are all the cubes in that expression prime implicants? Why or why not?

**Solution**:

No. Draw the Karnaugh map and we find that can be expanded to .

2. (10%) Expand Operation in Espresso

Suppose that we are optimizing an SOP Boolean expression using the reduce-expand-irredundant loop. Assume that we have just done a REDUCE step and we have an intermediate, non-prime 4-cube cover of as

We want to perform an EXPAND operation on the cube . As we learned in lecture, ESPRESSO does this by building a cover of the OFF-set for this current cover, then building a blocking matrix for the cube we seek to expand, and then computing a cover of this matrix, which tells us how to grow this cube.

Apply the recipe and show the result of EXPAND. For simplicity, assume that the OFF-set of is given to you, which is the following 3-cube cover

(Hint: you can draw Karnaugh map to verify if your answer is correct.)

**Solution**:

(6%) The blocking matrix is

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |
|  | 0 | 0 | 1 |
|  | 1 | 1 | 0 |
|  | 0 | 0 | 0 |
|  | 0 | 0 | 0 |

(4%) The min cover includes rows and . Thus, the EXPAND result is .

3. (10%) Algebraic Division

Consider the following two functions of variables :

Use the algebraic division algorithm from class to compute and the remainder .

(Hint: you want to build the table as in the lecture slides: one row for each cube in ; one column for each cube in ; do the cube-wise walk through and build up the partial quotient solution for one column of this table at a time. When you are done, you can obtain the remainder from the computed quotient.)

**Solution**:

(6%)

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
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|  |  |  |  |

(4%)

4. (20%) Kerneling

Here is a function represented in algebraic form:

Assume that the variable order is . Use the recursive kerneling algorithm discussed in the lecture, and run the algorithm by hand to extract all the kernels and their associated co-kernels from . Show all the co-kernel--kernel pairs. Also, show the level number of each kernel (i.e., some kernel is a level-0 kernel, some kernel is a level-1 kernel, etc.).

**Solution**:

Trivial pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

For variable , we get . Pair:

**In summary:**

(6%) level-0 co-kernel--kernel pair:, , , , , .

level-1 co-kernel--kernel pair: , ,   
, , .

level-2 co-kernel--kernel pair: .

5. (18%) Single Cube Divisor Extraction

Consider the following Boolean logic network with variables :

Build the **cube-literal matrix** associated with this set of functions. List all the single cube divisors that can be extracted based on a **non-trivial** prime rectangle that **covers the column** . (Here, a prime rectangle is non-trivial if it covers **at least** **two** rows and **at least** **two** columns.) Which of them are the best in terms of the number of literals saved? You should apply the simple formula talked in lecture to compute the number of literals saved.

**Solution**:

(6%)

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |
|  | 1 | 1 |  |  |  | 1 |
|  | 1 | 1 | 1 | 1 |  |  |
| (2) | 1 | 1 | 1 |  | 1 |  |
|  |  |  | 1 | 1 |  | 1 |
|  | 1 |  | 1 | 1 |  |  |
| (2) |  |  | 1 | 1 | 1 | 1 |
|  | 1 |  |  |  |  | 1 |

Single cube divisors that can be extracted based on a **non-trivial** prime rectangle that covers the column are:

1. (1.5%) : two rows contain it, which are and . #saved

2. : four rows contain it, which are . #saved

3. : two rows contain it, which are and . #saved

4. : three rows contain it, which are . #saved

5. : two rows contain it, which are and . #saved

6. : two rows contain it, which are and . #saved

(3%) Best are: .

6. (18%) Multiple Cube Divisor Extraction

Suppose that we have the following two Boolean functions, defined over 9 variables :

Apply the method we talked in the lecture to build a **co-kernel-cube matrix**. List all multiple cube divisors that can be extracted based on a **non-trivial** prime rectangle. (Here, a prime rectangle is non-trivial if it covers **at least** **two** rows and **at least** **two** columns.) For each multiple cube divisor you have extracted, draw the new Boolean network. What is the number of literals saved with each extracted multiple cube divisor? You should apply the simple formula talked in lecture to compute the number of literals saved.

To assist you in the construction, here are all the kernels and co-kernels for the two functions:

Function

|  |  |
| --- | --- |
| Kernel | Co-kernel |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

Function

|  |  |
| --- | --- |
| Kernel | Co-kernel |
|  |  |
|  |  |

**Solution**:

(6%) Co-kernel-cube matrix is

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |  |  |  |  |  |
|  | 1 | 1 | 1 |  |  |  |  |  |  |  |  |
|  | 1 |  | 1 |  |  |  |  |  |  |  |  |
|  |  |  |  | 1 | 1 | 1 |  |  |  |  |  |
|  |  |  |  |  |  |  | 1 | 1 |  |  |  |
|  |  |  |  |  |  |  | 1 | 1 |  |  |  |
|  |  |  |  |  |  |  |  |  | 1 | 1 |  |
|  |  |  |  |  |  |  | 1 | 1 |  |  | 1 |

Multiple cube divisor is

1. (2%)

(2%) 🡪

(2%) #saved

. (2%)

(2%) 🡪

🡪

(2%) #saved

7. (10%) Controllability Don’t Cares (CDCs) in Multi-level Logic

Consider the following small Boolean logic network:



Use the methods from the lecture to obtain for node .

**Solution**:

8. (8%) Observability Don’t Cares (ODCs) in Multi-Level Logic

Consider the following small Boolean logic network:



Use the methods from the lecture to obtain for node .

**Solution**: