

# ***Final Exam***

## ***(Mathematics for Computer Science)***

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Sookmyung Women's University**

# Hardware Design

## - Digital circuit based on boolean algebra

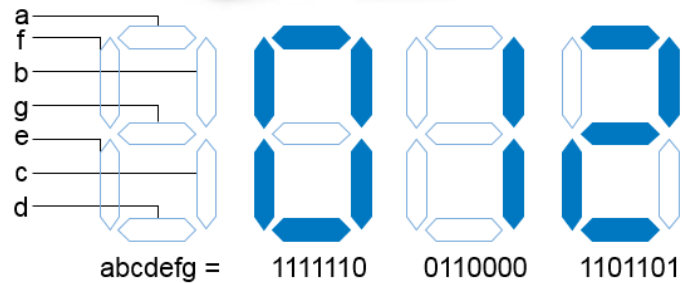
- Reminder - You learned the below decoder.

- **Decoder Example:**

BCD(Binary Coded Decimal) to 7-Segment Display Decoder

TABLE 2-4 4-bit binary number to seven-segment display truth table

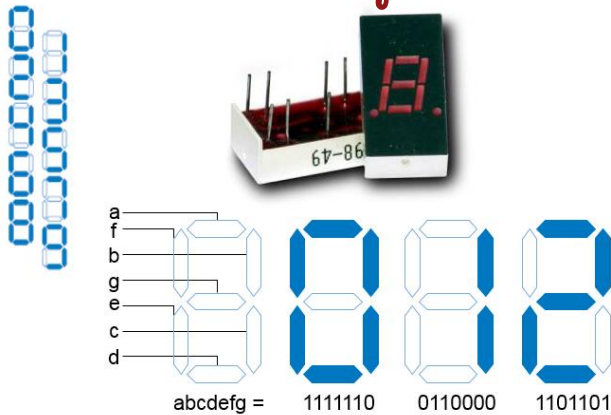
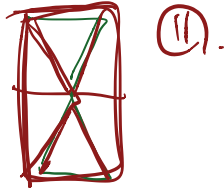
w	x	y	z	a	b	c	d	e	f	g
0	0	0	0	1	1	1	1	1	1	0
0	0	0	1	0	1	1	0	0	0	0
0	0	1	0	1	1	0	1	1	0	1
0	0	1	1	1	1	1	1	0	0	1
0	1	0	0	0	1	1	0	0	1	1
0	1	0	1	1	0	1	1	0	1	1
0	1	1	0	1	0	1	1	1	1	1
0	1	1	1	1	1	1	0	0	0	0
1	0	0	0	1	1	1	1	1	1	1
1	0	0	1	1	1	1	1	0	1	1
1	0	1	0	0	0	0	0	0	0	0
1	0	1	1	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0	0	0
1	1	0	1	0	0	0	0	0	0	0
1	1	1	0	0	0	0	0	0	0	0
1	1	1	1	0	0	0	0	0	0	0



# Hardware Design

## - Digital circuit based on boolean algebra

- Step#1: Propose a way to represent hexadecimal number on 7-segment display.

Way to represent decimal (0 ~ 9) number on 7-segment display	Way to represent hexadecimal (0 ~ F) number on ?-segment display
<p>16진수를 표시하는 7seg</p>  <p>abcdefg = 1111110 0110000 1101101</p>	<p>16진수를 표시하는 ?seg</p> <p>LED조각외기.</p> <p>display 두가각각각각각각</p> <p><b>Your proposal</b></p> 

# Hardware Design

## - Digital circuit based on boolean algebra

- Step#2: Fill the below blank (?) with your definition based on your proposal.

Hexadecimal Number	Input (4-bit)				Output (Your definition)			
	w	x	y	z	a	b	...	?
0	0	0	0	0	?	?	...	?
1	0	0	0	1	?	?	...	?
2	0	0	1	0	?	?	...	?
3	0	0	1	1	?	?	...	?
4	0	1	0	0	?	?	...	?
5	0	1	0	1	?	?	...	?
6	0	1	1	0	?	?	...	?
7	0	1	1	1	?	?	...	?
8	1	0	0	0	?	?	...	?
9	1	0	0	1	?	?	...	?
A	1	0	1	0	?	?	...	?
B	1	0	1	1	?	?	...	?
C	1	1	0	0	?	?	...	?
D	1	1	0	1	?	?	...	?
E	1	1	1	0	?	?	...	?
F	1	1	1	1	?	?	...	?

display

# Hardware Design

## - Digital circuit based on boolean algebra

- **Step#3: Design BCD (Binary Coded HexaDecimal) to 7 segment display decoder.**
  - Based on combinational logic design process

Hexadecimal Number	Input (4-bit)				Output (Your definition)			
	w	x	y	z	a	b	...	?
0	0	0	0	0	?	?	...	?
1	0	0	0	1	?	?	...	?
2	0	0	1	0	?	?	...	?
3	0	0	1	1	?	?	...	?
4	0	1	0	0	?	?	...	?
5	0	1	0	1	?	?	...	?
6	0	1	1	0	?	?	...	?
7	0	1	1	1	?	?	...	?
8	1	0	0	0	?	?	...	?
9	1	0	0	1	?	?	...	?
A	1	0	1	0	?	?	...	?
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C	1	1	0	0	?	?	...	?
D	1	1	0	1	?	?	...	?
E	1	1	1	0	?	?	...	?
F	1	1	1	1	?	?	...	?

### Combinational Logic Design Process

Step	Description
Step 1 <b>Capture</b> the function	Create a <a href="#">truth table or equations</a> , whichever is most natural for the given problem, to describe the desired behavior of the combinational logic.
Step 2 <b>Convert</b> to equations	This step is only necessary <a href="#">if you captured the function using a truth table instead of equations</a> . Create an equation for each output by ORing all the minterms – <a href="#">canonical form</a> . <a href="#">Simplify</a> the equations if desired.
Step 3 <b>Implement</b> as a gate-based circuit	For each output, create a circuit corresponding to the output's equation.

# Hardware Design

## - Digital circuit based on boolean algebra

- Step#3: Design BCHD (Binary Coded HexaDecimal) to ? segment display decoder.
  - For example

output 하나만 한슬라이드

Output 'a'																																																																																																																																										
Combinational logic design process																																																																																																																																										
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<table border="1"> <thead> <tr> <th>Hexadecimal Number</th> <th colspan="4">Input (4-bit)</th> <th></th> </tr> <tr> <th></th> <th>w</th> <th>x</th> <th>y</th> <th>z</th> <th>a</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>?</td></tr> <tr><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>?</td></tr> <tr><td>2</td><td>0</td><td>0</td><td>1</td><td>0</td><td>?</td></tr> <tr><td>3</td><td>0</td><td>0</td><td>1</td><td>1</td><td>?</td></tr> <tr><td>4</td><td>0</td><td>1</td><td>0</td><td>0</td><td>?</td></tr> <tr><td>5</td><td>0</td><td>1</td><td>0</td><td>1</td><td>?</td></tr> <tr><td>6</td><td>0</td><td>1</td><td>1</td><td>0</td><td>?</td></tr> <tr><td>7</td><td>0</td><td>1</td><td>1</td><td>1</td><td>?</td></tr> <tr><td>8</td><td>1</td><td>0</td><td>0</td><td>0</td><td>?</td></tr> <tr><td>9</td><td>1</td><td>0</td><td>0</td><td>1</td><td>?</td></tr> <tr><td>A</td><td>1</td><td>0</td><td>1</td><td>0</td><td>?</td></tr> <tr><td>B</td><td>1</td><td>0</td><td>1</td><td>1</td><td>?</td></tr> <tr><td>C</td><td>1</td><td>1</td><td>0</td><td>0</td><td>?</td></tr> <tr><td>D</td><td>1</td><td>1</td><td>0</td><td>1</td><td>?</td></tr> <tr><td>E</td><td>1</td><td>1</td><td>1</td><td>0</td><td>?</td></tr> <tr><td>F</td><td>1</td><td>1</td><td>1</td><td>1</td><td>?</td></tr> </tbody> </table>	Hexadecimal Number	Input (4-bit)						w	x	y	z	a	0	0	0	0	0	?	1	0	0	0	1	?	2	0	0	1	0	?	3	0	0	1	1	?	4	0	1	0	0	?	5	0	1	0	1	?	6	0	1	1	0	?	7	0	1	1	1	?	8	1	0	0	0	?	9	1	0	0	1	?	A	1	0	1	0	?	B	1	0	1	1	?	C	1	1	0	0	?	D	1	1	0	1	?	E	1	1	1	0	?	F	1	1	1	1	?	<p>• Four Variables K-Maps</p> <ul style="list-style-type: none"> <li>– The initial canonical form <math>A'B'C'D' + A'B'C'D + A'B'CD' + A'BC'D' + A'BC'D + AB'C'D' + AB'CD'</math>.</li> <li>– It is minimized to <math>B'D' + A'C'</math>.</li> </ul> <table border="1"> <thead> <tr> <th>AB \ CD</th> <th>00</th> <th>01</th> <th>11</th> <th>10</th> </tr> </thead> <tbody> <tr> <th>00</th> <td>1</td> <td>1</td> <td></td> <td>1</td> </tr> <tr> <th>01</th> <td>1</td> <td>1</td> <td></td> <td></td> </tr> <tr> <th>11</th> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <th>10</th> <td>1</td> <td></td> <td></td> <td>1</td> </tr> </tbody> </table>			AB \ CD	00	01	11	10	00	1	1		1	01	1	1			11					10	1			1		
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- **Step#4: Explain meaning of the designed BCHD (Binary Coded HexaDecimal) to ? segment display decoder.**

– Based on the below flow

