

2.1 Write a Boolean equation in sum-of-products canonical form for each of the truth tables

A.

A	B	Y
0	0	1
0	1	0
1	0	1
1	1	1

 $Y(A,B) = \sum(0,2,3)$

B.

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

 $Y(A,B,C) = \sum(0,7)$

C. $Y(A,B,C) = \sum(0,2,4,5,7)$

D. $Y(A,B,C,D) = \sum(0,1,2,3,8,10,14)$

E. $Y(A,B,C,D) = \sum(0,3,5,6,9,10,12,15)$

2.2 (a-c) Write a boolean equation in sum-of-products canonical form

A. $Y(A,B) = \sum(1,2,3)$ B. $Y(A,B,C) = \sum(1,2,3,4,6)$ C. $Y(A,B,C) = \sum(1,6,7)$

2.3 (a-c) Write a boolean equation in product-of-sums canonical form

A. $Y(A,B) = \pi(1)$ B. $Y(A,B,C) = \sum(1,2,3,4,5,6)$ C. $Y(A,B,C) = \sum(1,3,5)$

2.5 (a-c) Minimize each boolean equation from 2.1

A.

A	B	Y
0	0	1
0	1	0
1	0	1
1	1	1

 $Y = A + B$

B.

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

 $\bar{A}\bar{B}\bar{C} + ABC = Y$

C.

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

$Y = \bar{A}\bar{B} + A\bar{B} + AC$

2.6 (a-c) Minimize each boolean equation from 2.2

A.

A	B	Y
0	0	0
0	1	1
1	0	1
1	1	1

 $A + B = Y$

B.

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

 $\bar{A}\bar{C} + \bar{A}B + A\bar{C}$

C. A

	B	C	00	01	11	10
0			0	1	0	0
1			0	0	1	1

$$\bar{A} + AB$$

2.28 Find a minimal Boolean equation for the function

	C	D	00	01	11	10
A	B					
00			X	X	0	X
01			0	X	X	0
11			1	1	1	X
10			1	0	1	X

$$Y = AC + AB + A\bar{C}\bar{D}$$

2.33 Picnic with critters

$$E = S\bar{A} + H + AL$$

2.34 Complete the design of the 7-segment decoder

A. S_c $D_{3:2}$

	$D_{1:0}$	00	01	11	00
00		1	1	1	0
01		1	1	1	1
11		X	X	X	X
10		1	1	X	X

$$S_c = \bar{D}_1 \bar{D}_3 + \bar{D}_1 D_2 + \bar{D}_1 \bar{D}_3 + D_1 \bar{D}_3$$

$$S_D = \bar{D}_0 \bar{D}_1 \bar{D}_2 + \bar{D}_1 \bar{D}_3 + \bar{D}_3 \bar{D}_2 + \bar{D}_0 \bar{D}_3$$

$$S_E = \bar{D}_0 \bar{D}_1 \bar{D}_2 + \bar{D}_0 \bar{D}_3$$

$$S_F = \bar{D}_0 \bar{D}_1 \bar{D}_3 + \bar{D}_1 \bar{D}_3 + \bar{D}_0 \bar{D}_3 + \bar{D}_1 \bar{D}_2$$

S_g $D_{3:2}$

	$D_{1:0}$	00	01	11	10
00		0	0	1	1
01		1	1	0	1
11		X	X	X	X
10		1	1	X	X

$$S_g = \bar{D}_1 \bar{D}_3 + \bar{D}_0 \bar{D}_3 + \bar{D}_1 \bar{D}_0 + \bar{D}_1 \bar{D}_2$$

represents with don't care's

B. $S_c = \overline{D_1} + D_2 + \overline{D_3} D_0$

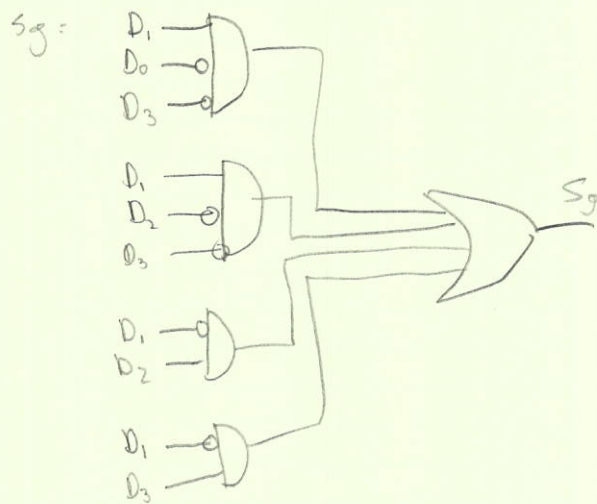
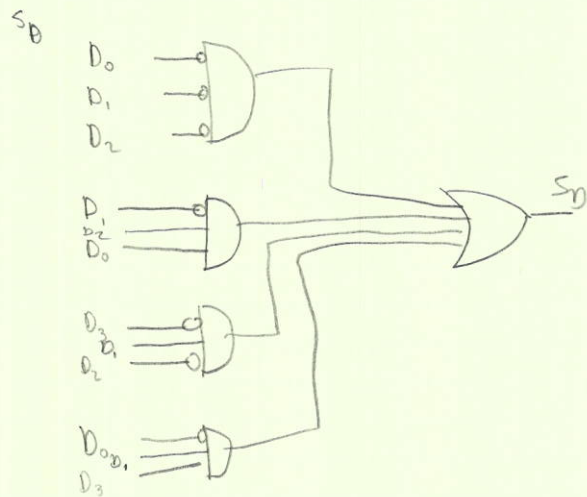
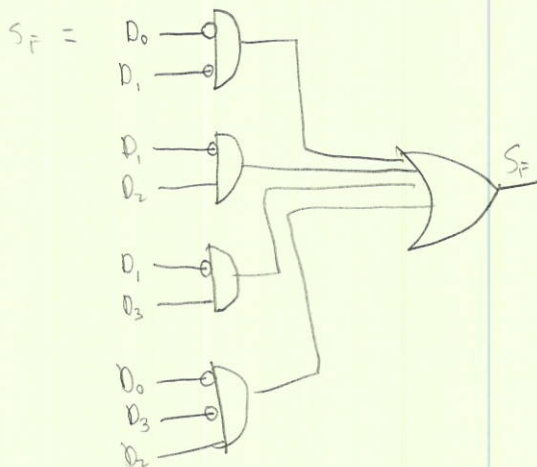
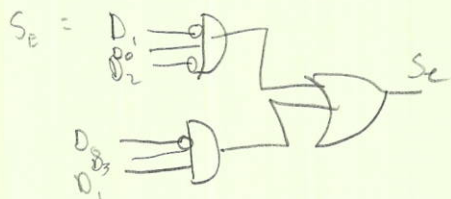
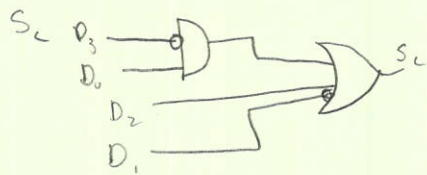
$S_D = \overline{D_0} \overline{D_1} \overline{D_2} + \overline{D_1} D_0 + \overline{D_3} \overline{D_2} + \overline{D_0} D_3$

$S_e = \overline{D_2} \overline{D_1} + \overline{D_0} D_1$

$S_F = \overline{D_0} \overline{D_1} + \overline{D_1} D_2 + \overline{D_1} D_3 + \overline{D_0} \overline{D_3} D_2$

$S_g = D_0 \overline{D_3} \overline{D_2} + D_0 \overline{D_2} \overline{D_3} + \overline{D_1} D_2 + \overline{D_1} D_3$

C. Sketch a simple gate level implementation for part b



2.35 A circuit has 4 input and 2 outputs. $A_{3:0}$ represent 0-15
 P should be true if # is prime. D should be true if divisible by 3

A_3, A_2, A_1, A_0

A	B	C	D	P	D
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	0
0	1	0	1	1	0
0	1	1	0	0	1
0	1	1	1	1	0
1	0	0	0	0	0
1	0	0	1	0	1
1	0	1	0	0	0
1	0	1	1	1	0
1	1	0	0	0	1
1	1	0	1	1	0
1	1	1	0	0	0
1	1	1	1	0	1

P $A_{3:2}$

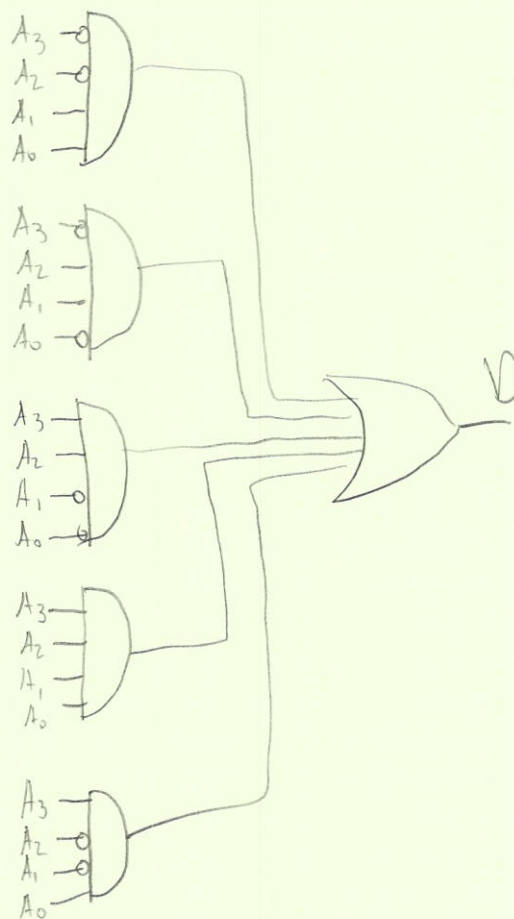
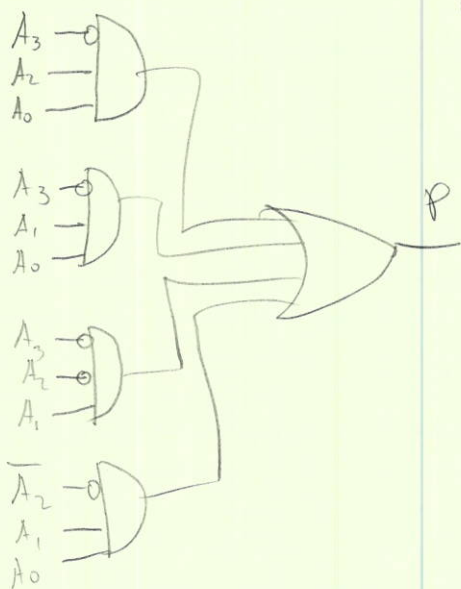
$A_{1:0}$	00	01	11	00
00	0	0	0	0
01	0	1	1	0
11	1	1	0	1
10	1	0	0	0

$$P = \overline{A_3} \overline{A_2} A_0 + \overline{A_3} A_1 A_0 + \overline{A_3} \overline{A_2} A_1 + \overline{A_2} A_1 A_0$$

D $A_{3:2}$

$A_{1:0}$	00	01	11	10
00	0	0	1	0
01	0	0	0	1
11	1	0	1	0
10	0	1	0	0

$$D = \overline{A_3} \overline{A_2} A_1 A_0 + \overline{A_3} A_2 A_1 \overline{A_0} + A_3 A_2 \overline{A_1} \overline{A_0} + A_3 A_2 A_1 A_0 + A_3 \overline{A_2} \overline{A_1} A_0$$



2.43 Determine the propagation delay and contamination delay of the circuit in 2.83

$$T_{pd} = 3T_{pd} - \text{NAND2} = 60$$

160ps

$$T_{CD} = t_{cd} - \text{NAND2} = 15$$

15ps

2.44 Determine propagation and contamination delay 2.84

$$pd: 30 + 20 + 30 + 20 = 100ps$$

$$cd: 15 + 25 + 15 = 55ps$$

2.45 Sketch a schematic for a 3:8 decoder

A	B	C	Y_7	Y_6	Y_5	Y_4	Y_3	Y_2	Y_1	Y_0
0	0	0	0	0	0	0	0	0	0	1
0	0	1	0	0	0	0	0	0	1	0
0	1	0	0	0	0	0	1	0	0	0
0	1	1	0	0	0	0	1	0	0	0
1	0	0	0	0	0	1	0	0	0	0
1	0	1	0	0	1	0	0	0	0	0
1	1	0	0	1	0	0	0	0	0	0
1	1	1	1	0	0	0	0	0	0	0

$$\bar{A}\bar{B}\bar{C} + \bar{A}\bar{B}C + \bar{A}B\bar{C} + \bar{A}BC + A\bar{B}\bar{C} + A\bar{B}C + AB\bar{C} + ABC$$

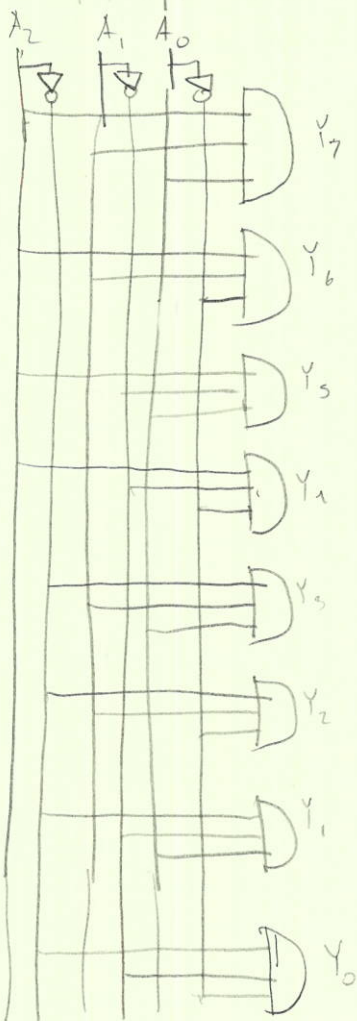
$$T_{pd} = T_{pd} - \text{NOT} + T_{pd} - \text{AND3}$$

$$15 + 40$$

55ps

$$T_{CD} = T_{cd} - \text{AND3}$$

30ps



Interview 2.3

What is a tristate buffer? How and why is it used?

A tristate buffer has three possible output states, high, low, and floating. It has an input A, output Y, and enable E. When enable is true, the tristate buffer acts as a simple buffer, transferring the input value to the output. When enable is false, it is allowed to float.

Tristate buffers are used on buses that connect multiple chips