

Lecture 3

Friday, September 4, 2015 10:04

2-to-4 Decoder

2-to-6 circuit, parity circuit

I0	I1	q
0	0	1
0	1	0
1	0	0
1	1	1

$$\begin{aligned}
 q &= \bar{i}_0 \cdot \bar{i}_1 + i_0 \cdot i_1 \\
 &\text{row 0} \quad \text{row 3} \\
 &\text{DNF} \\
 &\text{Disjunctive Normal Form} \\
 q &= \bar{i}_0 + \bar{i}_1 + i_0 + i_1 \\
 &= (\bar{i}_0 \cdot \bar{i}_1) + (i_0 \cdot \bar{i}_1) \\
 &= (i_0 \cdot \bar{i}_1) + (\bar{i}_0 + i_1)
 \end{aligned}$$

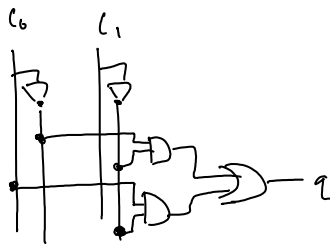
Disjunctive normal form

$$\begin{aligned}
 \text{DNF} &= (\cdot \cdot \cdot) + (\cdot \cdot \cdot) + \dots + (\cdot \cdot \cdot) \\
 \text{CNF} &= (\cdot + \cdot) \cdot (\cdot + \cdot) \cdot \dots \cdot (\cdot + \cdot)
 \end{aligned}$$

conjunctive normal form

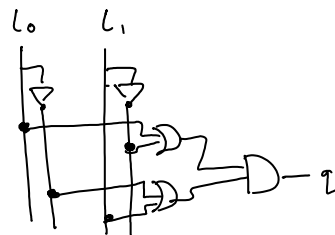
DNF

$$q = \bar{i}_0 \cdot \bar{i}_1 + i_0 \cdot i_1$$



CNF

$$q = (i_0 + \bar{i}_1) \cdot (\bar{i}_0 + i_1)$$



might not be simplest circuit

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

make circuit

↳ DNF or CNF?

↳ because fewer 1's than 0's

$$F = (\bar{x}\bar{y}z) + (x\bar{y}z) + (x\bar{y}\bar{z})$$

Don't minimize circuit, for HW reasons, might be 40 options.

(REAL WORLD) use algebra to minimize circuit

Step 1, truth table → decide DNF or CNF

2, go through the rows

3, CNF → DNF, or w.e. if necessary

CNF

$$\begin{aligned}
 F &= (\bar{x}\bar{y}\bar{z}) + (\bar{x}\bar{y}z) + (\bar{x}y\bar{z}) + (\bar{x}yz) + (x\bar{y}\bar{z}) + (x\bar{y}z) \\
 &= (\bar{x}\bar{y}\bar{z}) \cdot (\bar{x}\bar{y}z) \cdot (\bar{x}y\bar{z}) \cdot (\bar{x}yz) \cdot (x\bar{y}\bar{z}) \cdot (x\bar{y}z) \\
 &= (x + y + z) \cdot (x + \bar{y} + \bar{z}) \cdot (\bar{x} + y + \bar{z}) \cdot (\bar{x} + \bar{y} + z) \cdot (\bar{x} + \bar{y} + \bar{z}) \cdot (\bar{x} + \bar{y} + z)
 \end{aligned}$$

WATCH SPACES DNF

WATCH SERVO DNF

Be able to take any truth table and turn it into a circuit

ADDING



half-adder

A	B	S	C
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

← carry

$$S = \bar{A} \cdot B + A \cdot \bar{B}$$

$$C = A \cdot B$$

A = 0 1 0 1 1 0 1
B = 0 1 0 1 1 0 0

like normal addition

