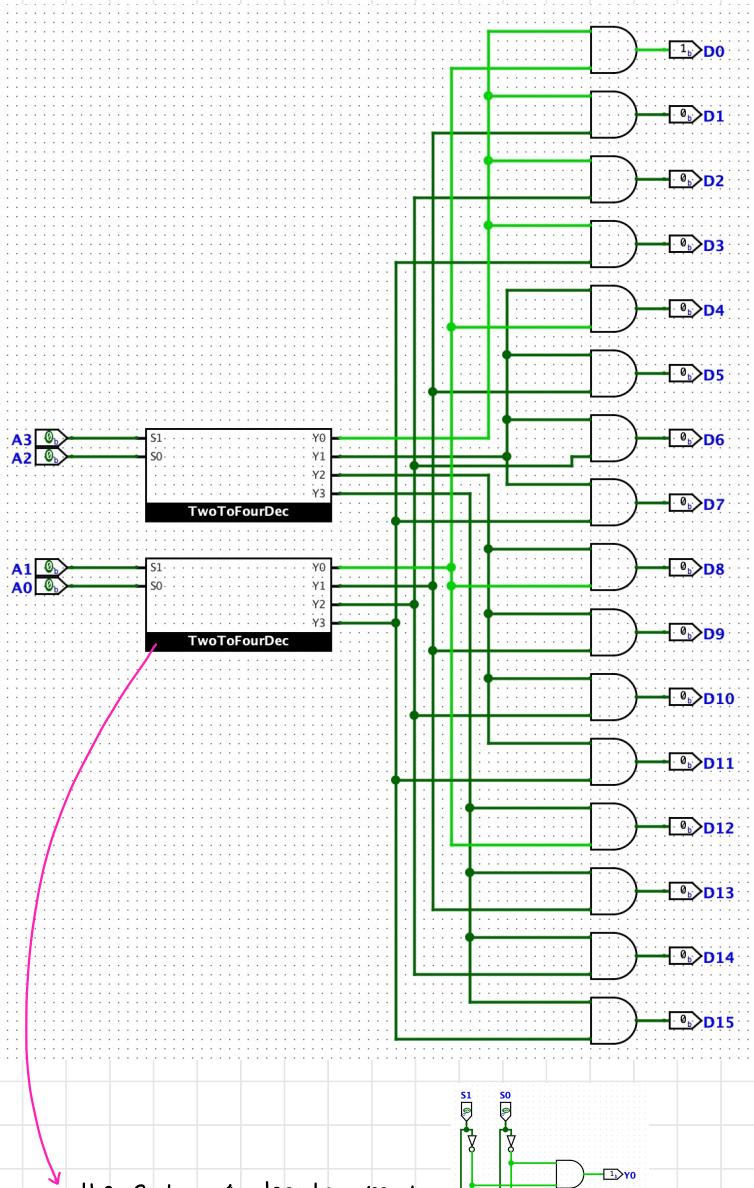
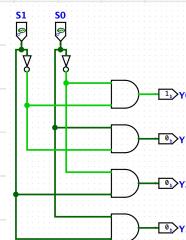


1. a. 1-to-16 line decoder

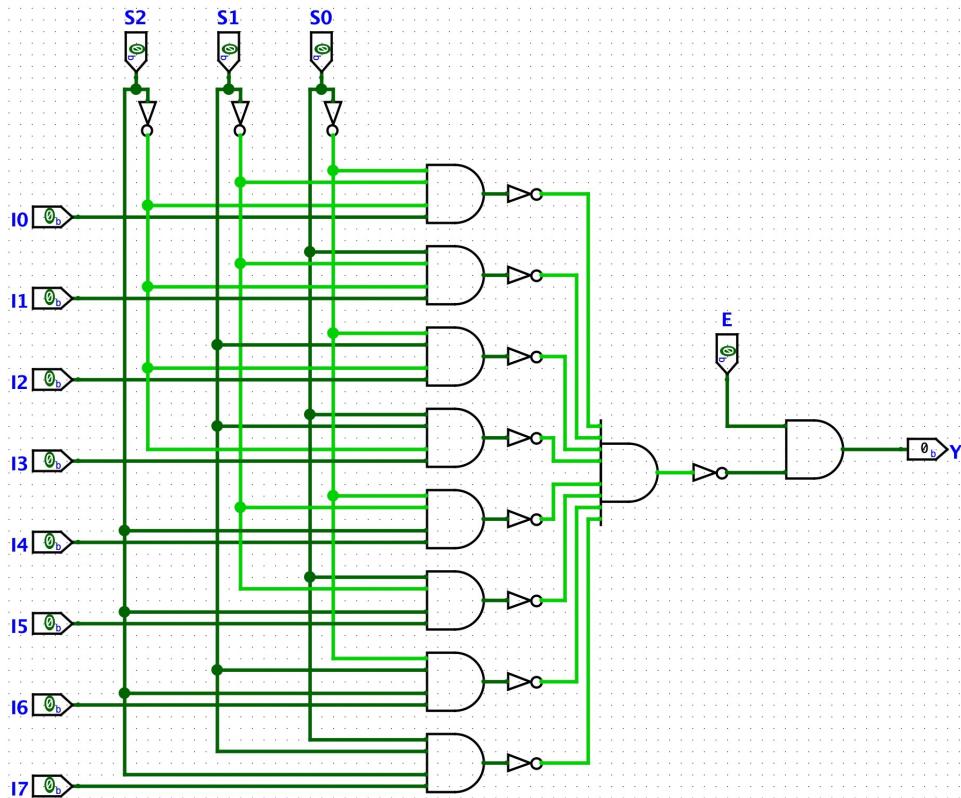


the 2-to-4 decoder used:



b. 8-to-1 multiplexer

Athazahra Nabila Ruby - 2306173113 - KK1



2. a. i) Specification

- 4-bit binary code to 4-bit gray code converter
- Implementation: 4-to-1 line multiplexer, AND gates, OR gates, NOT gates

Athazahra Nabila Ruby

2306173113 - KK1

3.1

2) Formulation

- Variables :
- Binary Code (Input): A, B, C, D
 - Gray Code (Output): w, x, y, z

Truth Table :

	INPUT				OUTPUT				3.2
	A	B	C	D	G ₃	G ₂	G ₁	G ₀	
0	0	0	0	0	0	0	0	0	
1	0	0	0	1	0	0	0	1	
2	0	0	1	0	0	0	1	1	
3	0	0	1	1	0	0	1	0	
4	0	1	0	0	0	1	1	0	
5	0	1	0	1	0	1	1	1	
6	0	1	1	0	0	1	0	1	
7	0	1	1	1	0	1	0	0	
8	1	0	0	0	1	1	0	0	
9	1	0	0	1	1	1	0	1	
10	1	0	1	0	1	1	1	1	
11	1	0	1	1	1	1	1	0	
12	1	1	0	0	1	0	1	0	
13	1	1	0	1	1	0	1	1	
14	1	1	1	0	1	0	0	1	
15	1	1	1	1	1	0	0	0	

$$G_3 = \sum_m (8, 9, 10, 11, 12, 13, 14, 15)$$

$$G_2 = \sum_m (4, 5, 6, 7, 8, 9, 10, 11)$$

$$G_1 = \sum_m (2, 3, 4, 5, 10, 11, 12, 13)$$

$$G_0 = \sum_m (1, 2, 5, 6, 9, 10, 13, 14)$$

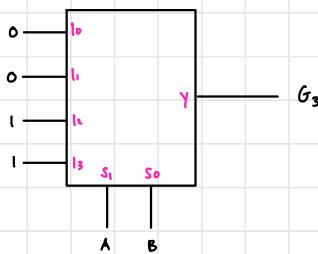
Select inputs = A, B

$$i) G_3 = \sum_m (8, 9, 10, 11, 12, 13, 14, 15)$$

$S_1 S_0$	C_0	\bar{C}_0	\bar{C}_0	C_1	\bar{C}_1	C_1	\bar{C}_1
$\bar{A} \bar{B}$ 00	0	1	3	2			
$\bar{A} \bar{B}$ 01	1	5	7	6			
$A \bar{B}$ 11	12	13	15	14			
$A \bar{B}$ 10	16	17	11	10			

$S_1 S_0$	Y
0 = I_0	$I_0 = 0$
0 = I_1	$I_1 = 0$
1 = I_2	$I_2 = 1$
1 = I_3	$I_3 = 1$

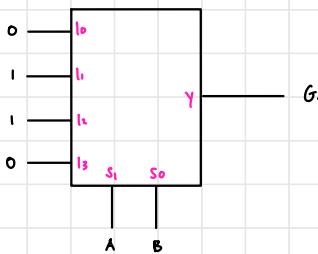
4.1



$$ii) G_2 = \sum_m (4, 5, 6, 7, 8, 9, 10, 11)$$

$S_1 S_0$	C_0	\bar{C}_0	\bar{C}_0	C_1	\bar{C}_1	C_1	\bar{C}_1
$\bar{A} \bar{B}$ 00	0	1	3	2			
$\bar{A} \bar{B}$ 01	4	5	7	6			
$A \bar{B}$ 11	12	13	15	14			
$A \bar{B}$ 10	16	17	11	10			

$S_1 S_0$	Y
0 = I_0	$I_0 = 0$
1 = I_1	$I_1 = 1$
0 = I_3	$I_2 = 1$
1 = I_2	$I_3 = 0$



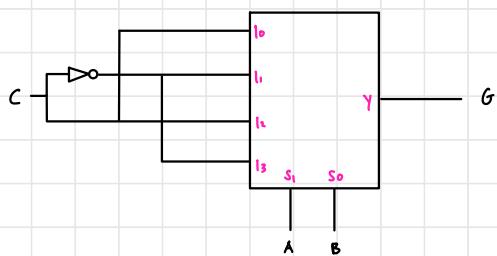
$$\text{iii) } G_1 = \sum_m (2, 3, 4, 5, 10, 11, 12, 13)$$

Athazahra Nabila Ruby - 2306173113 - KK1

$S_1 S_0$	CD	$\bar{C}D$	$\bar{C}D$	CD	$\bar{C}D$
$\bar{A}B\ 00$	0	1	1	0	0
$\bar{A}B\ 01$	1	1	0	1	1
$AB\ 11$	1	1	1	1	0
$B\ 10$	0	1	1	1	1

$$\begin{aligned} C &= I_0 \\ \bar{C} &= I_1 \\ \bar{C} &= I_3 \\ C &= I_2 \end{aligned}$$

S_1	S_0	Y
0	0	$I_0 = C$
0	1	$I_1 = \bar{C}$
1	0	$I_2 = C$
1	1	$I_3 = \bar{C}$



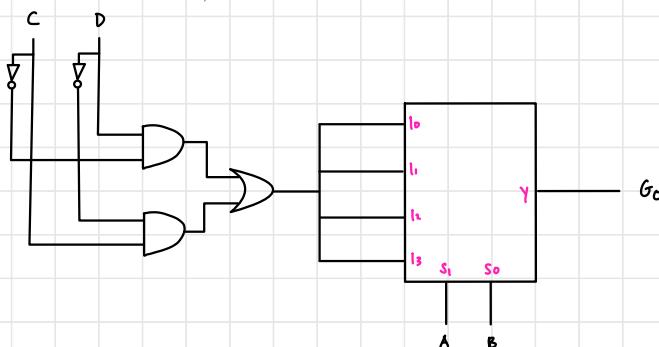
$$\text{iv) } G_0 = \sum_m (1, 2, 5, 6, 9, 10, 12, 13)$$

$S_1 S_0$	CD	$\bar{C}D$	$\bar{C}D$	CD	$\bar{C}D$
$\bar{A}B\ 00$	0	1	1	0	0
$\bar{A}B\ 01$	1	1	0	1	1
$AB\ 11$	1	1	1	1	0
$B\ 10$	0	1	1	1	1

$$\begin{aligned} \bar{C}D + C\bar{D} &= I_0 \\ \bar{C}D + C\bar{D} &= I_1 \\ \bar{C}D + C\bar{D} &= I_3 \\ \bar{C}D + C\bar{D} &= I_2 \end{aligned}$$

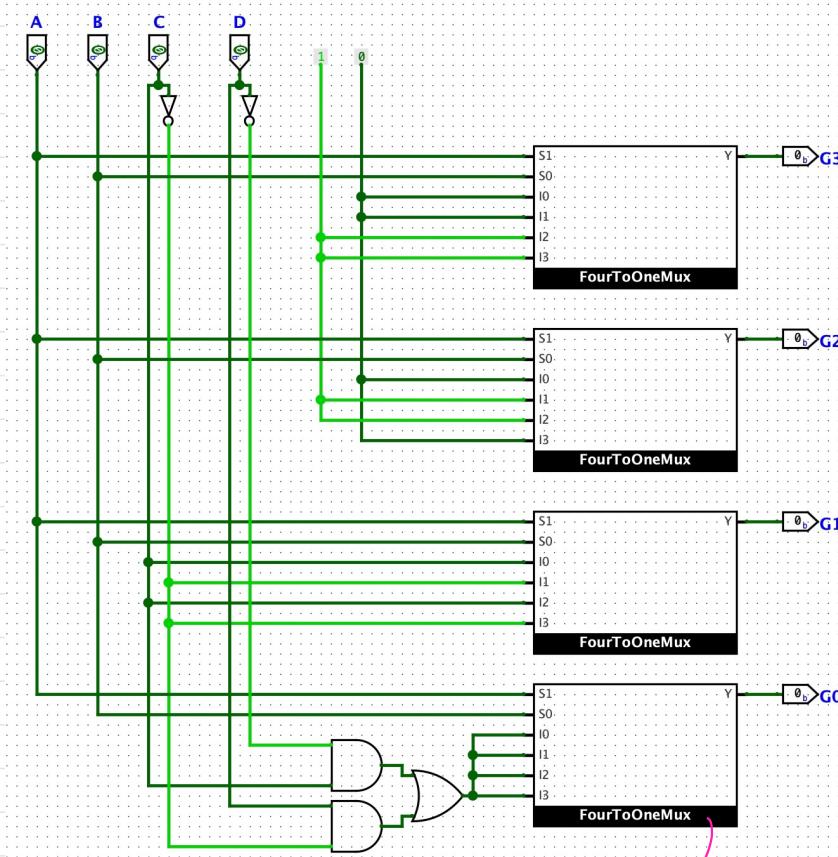
S_1	S_0	Y
0	0	$I_0 = \bar{C}D + C\bar{D}$
0	1	$I_1 = \bar{C}D + C\bar{D}$
1	0	$I_2 = \bar{C}D + C\bar{D}$
1	1	$I_3 = \bar{C}D + C\bar{D}$

5.1

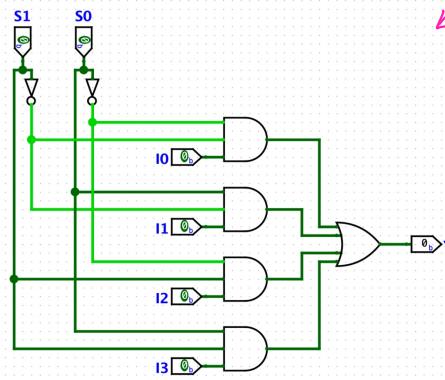


3) Technology Mapping

Athazahra Nabila Ruby - 2306173113 - KKL



The 4-to-1 Line Multiplexer used :



b. i) Specification

- 4-bit binary code to 3-bit output converter
- Implementation: 4-to-1 line multiplexer, NOT Gates

7.1

2) Formulation

Variables :

$$\text{Input} = A, B, C, D$$

$$\text{Output} = X, Y, Z$$

$$X(A, B, C, D) = \sum_m (0, 1, 6, 7, 8, 9, 14, 15)$$

$$Y(A, B, C, D) = \sum_m (2, 3, 10, 11)$$

$$Z(A, B, C, D) = \sum_m (0, 2, 5, 7, 9, 11, 12, 14)$$

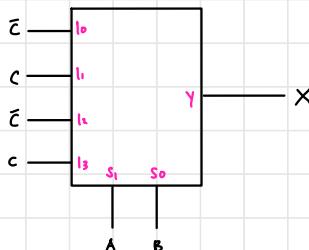
Truth Table :

	INPUT				output		
	A	B	C	D	X	Y	Z
0	0	0	0	0	1	0	1
1	0	0	0	1	1	0	0
2	0	0	1	0	0	1	1
3	0	0	1	1	0	1	0
4	0	1	0	0	0	0	0
5	0	1	0	1	0	0	1
6	0	1	1	0	1	0	0
7	0	1	1	1	1	0	1
8	1	0	0	0	1	0	0
9	1	0	0	1	1	0	1
10	1	0	1	0	0	1	0
11	1	0	1	1	0	1	1
12	1	1	0	0	0	0	1
13	1	1	0	1	0	0	0
14	1	1	1	0	1	0	1
15	1	1	1	1	1	0	0

$$\text{i) } X(A, B, C, D) = \sum_m (0, 1, 6, 7, 8, 9, 14, 15)$$

$S_1 S_0$	CD	$\bar{C}D$	$\bar{C}D$	CD	$C\bar{D}$
$\bar{A}B$	00	00	01	11	10
00	1	1		3	2
01	1	5	7	4	
11	12	13	15	14	
10	6	9	11	10	

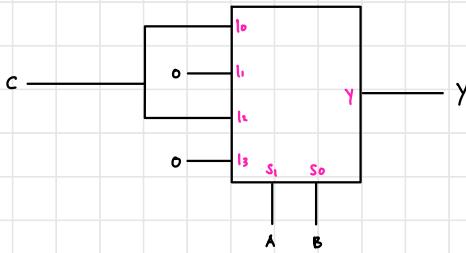
S_1	S_0	Y
$\bar{C} = I_0$	0 0	$I_0 = \bar{C}$
$C = I_1$	0 1	$I_1 = C$
$C = I_3$	1 0	$I_2 = \bar{C}$
$\bar{C} = I_2$	1 1	$I_3 = C$



$$\text{ii) } Y(A, B, C, D) = \sum_m (2, 3, 10, 11)$$

$S_1 S_0$	CD	$\bar{C}D$	$\bar{C}D$	CD	$C\bar{D}$
$\bar{A}B$	00	01	10	11	
00	0	1	3	2	
01	1	5	7	4	
11	12	13	15	14	
10	6	9	11	10	

S_1	S_0	Y
$C = I_0$	0 0	$I_0 = C$
$O = I_1$	0 1	$I_1 = O$
$O = I_3$	1 0	$I_2 = C$
$C = I_2$	1 1	$I_3 = O$



$$\text{iii) } Z(A, B, C, D) = \sum m (0, 2, 5, 7, 9, 11, 12, 14)$$

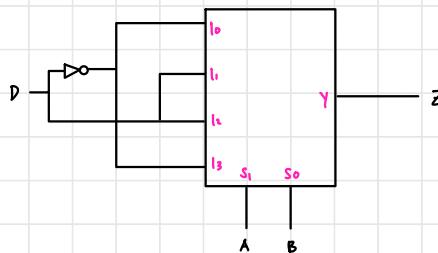
Athazahra Nabila Ruby

23D6173113 - KKI

$S_1 S_0$	C_0	\bar{C}_0	\bar{C}_1	C_1	\bar{C}_2
$\bar{A} \bar{B} 00$	1		1	3	1
$\bar{A} \bar{B} 01$	1	1	1	1	4
$A \bar{B} 11$	1		13	15	11
$A \bar{B} 10$	8	1	3	11	10

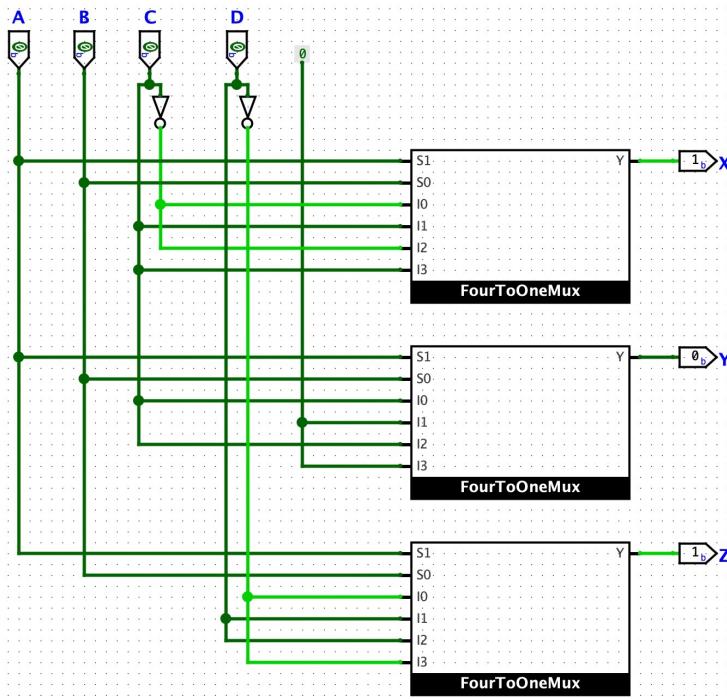
$\bar{D} = I_0$
 $D = I_1$
 $\bar{D} = I_3$
 $D = I_2$

S_1	S_0	Y
0	0	$I_0 = \bar{D}$
0	1	$I_1 = D$
1	0	$I_2 = D$
1	1	$I_3 = \bar{D}$



3) Technology Mapping

The 4-to-1 line multiplexer used is the same one used in 2a.



$$3. \text{ a. } F(A, B, C, D) = \sum_m (0, 2, 8, 9, 10, 14)$$

$$d(A, B, C, D) = \sum_m (1, 4, 5, 7, 15)$$

1) Formulation

Variables:
 - input = A, B, C, D
 - output = F

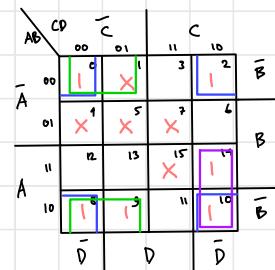
Truth Table:

	A	B	C	D	F
0	0	0	0	0	1
1	0	0	0	1	X
2	0	0	1	0	1
3	0	0	1	1	0
4	0	1	0	0	X
5	0	1	0	1	X
6	0	1	1	0	0
7	0	1	1	1	X
8	1	0	0	0	1
9	1	0	0	1	1
10	1	0	1	0	1
11	1	0	1	1	0
12	1	1	0	0	0
13	1	1	0	1	0
14	1	1	1	0	1
15	1	1	1	1	X

Athazahra Nabila Ruby - 2306173113 - KIC1

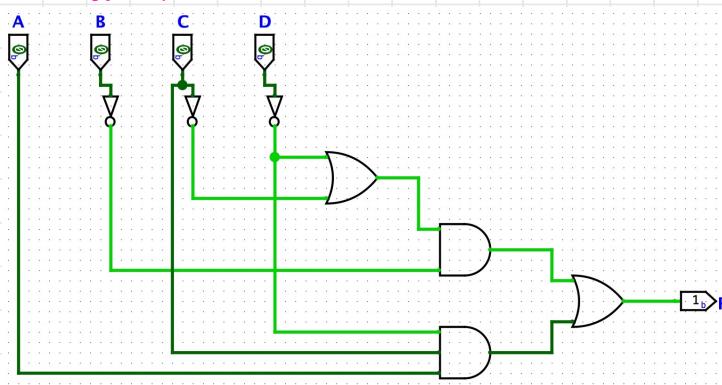
2) Optimization

SOP of F



$$\begin{aligned} \text{Optimized SOP: } & \overline{B}\overline{D} + \overline{B}\overline{C} + A\overline{C}\overline{D} \\ &= \overline{B}(\overline{B} + \overline{C}) + A\overline{C}\overline{D} \end{aligned}$$

3) Technology Mapping



$$b. F(A, B, C, D) = \prod_M (3, 4, 5, 7, 8, 10, 11)$$

$$d(A, B, C, D) = \sum_m (1, 2, 6, 9, 15)$$

1) Formulation

Variables:
 - input = A, B, C, D
 - output = F

Truth Table:

A	B	C	D	F
0	0	0	0	1
1	0	0	0	X
2	0	0	1	X
3	0	0	1	0
4	0	1	0	0
5	0	1	0	1
6	0	1	1	X
7	0	1	1	0
8	1	0	0	0
9	1	0	0	X
10	1	0	1	0
11	1	0	1	0
12	1	1	0	0
13	1	1	0	1
14	1	1	1	0
15	1	1	1	X

Athazahra Nabila Ruby - 2306173113 - KKL

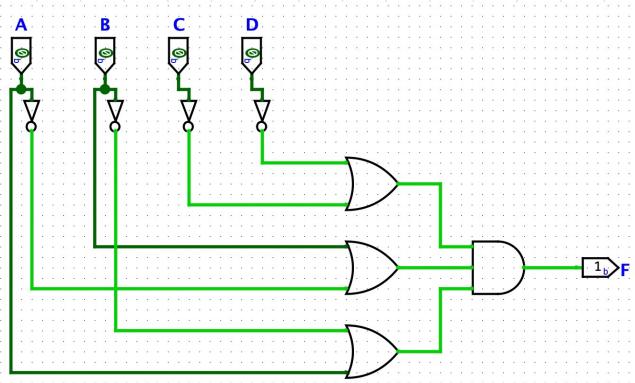
2) Optimization

POS of F

AB	CD	C	\bar{C}
00	00	0	1
00	01	X	X
01	00	0	1
01	01	0	1
11	11	X	X
10	10	0	1
10	11	X	X
D	\bar{D}	D	\bar{D}

$$\text{Optimized POS: } (A + \bar{B}) \cdot (\bar{A} + B) \cdot (\bar{C} + \bar{D})$$

3) Technology Mapping



Index of comments

- 3.1 you need to include this in spesification:
Input: binary code for digits 0 through 15: 4-bit patterns 0000 to 1111
Output: gray code for digits 0 through 15: 4-bit patterns
- 3.2 you said that the output is W, X, Y, Z but why now the output is G3, G2, G1, G0
- 4.1 the most optimal function is G3=A
- 5.1 this is correct but you can simplify the function by writing it like this G0
= C xor D
- 7.1 you need to include this in spesification:
Input: binary code for digits 0 through 15: 4-bit patterns 0000 to 1111
Output: code from mapping inputs with each function: 3-bit patterns