

Homework 2

6.3. (Section 6.2) Perform two-level logic size optimization for the function $F(a, b, c) = a + a'b'c + a'c$ using a K-map. Express the answer as sum-of-products.

6.4. (Section 6.2) Perform two-level logic size optimization for the function $F(a, b, c, d) = a'bc' + abc'd' + abd$ using a K-map. Express the answer as sum-of-products.

2.36. (Section 2.6) Create the Boolean equations for the digital circuit in Figure 2.38.

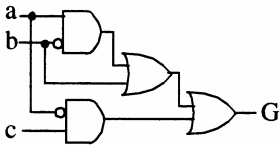


Figure 2.38: Combinational circuit G .

2.38. (Section 2.6) Create a truth table for the circuit in Figure 2.38.

2.44. (Section 2.7) Using the combinational design process of Table 2.3, create a circuit for unlocking one of 8 doors capturing the circuit behavior using Boolean equations. Each door is unlocked by setting the door's unlock input to 1. Door 0's input is named U_0 , door 1's input is named U_1 , and so on. We specify which door to unlock using a 3-bit input value D . So $D=000$ unlocks door 0, $D=001$ unlocks door 1, etc.

2.47. (Section 2.8) Determine whether the two circuits in Figure 2.41 are equivalent circuits using algebraic manipulation, and then using truth tables.

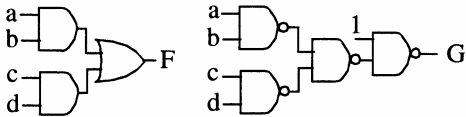
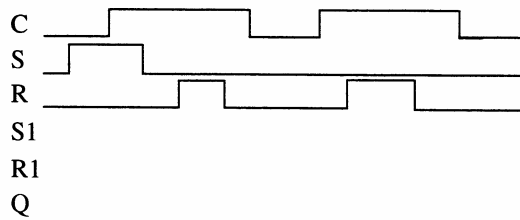


Figure 2.41: Combinational circuits F and G .

2.57. (Section 2.9) Design a 3x8 decoder.

3.6. (Section 3.2) Trace the behavior of an SR latch for the following situation: Q, S and R are 0 and have been for a long time, then S changes to 1 and stays there for a long time, then S changes back to 0. Using a timing diagram, show the values that appear on every wire for every change on a wire. Assume logic gates have a tiny but non-zero delay.

3.8. (Section 3.2) Trace the behavior of a level-sensitive SR latch for the following input pattern. Complete the timing diagram, assuming logic gates have a tiny but non-zero delay.



3.10. (Section 3.2) Trace the behavior of an edge-triggered D flip-flop using the master-slave design for the following input pattern. Complete the timing diagram, assuming logic gates have a tiny but non-zero delay.

