MASSACHUSETTS INSTITUTE OF TECHNOLOGY DEPARTMENT OF ELECTRICAL ENGINEERING AND COMPUTER SCIENCE

6.111 Introductory Digital Systems Laboratory Fall 2016

Lecture PSet #2 *Due: Thu, 09/15/16*

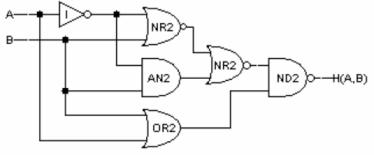
Problem 1. A certain function F has the following truth table:

А	В	С	F(A,B,C)
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

- (A) Write a sum-of-products expression for F.
- (B) Write a minimal sum-of-products expression for F (use Karnaugh maps). Show a combinational circuit that implements F using only INV and NAND gates (make sure that you use the right gate symbols with bubbles placed so that inversions are cancelled).
- (C) Implement F(A,B,C) using only the 4-to-1 multiplexer with following signals available as inputs: the constants 0 and 1; signals A, B, C, or their inversions.
- (D) Write a product-of-sums expression for F and minimize using Karnaugh maps

Problem 2.

Consider the following circuit that implements the 2-input function H(A,B):

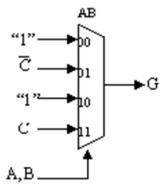


(see other side)

- (A) Write a truth table for this circuit
- (B) Give a sum-of-products expression that corresponds to the truth table in (A) (the expression does not have to be minimal sum-of-products) and check if it is minimal using a Karnaugh map. If not, provide a minimized sum-of-products.
- (C) Using the following table of timing specifications for each component (roughly corresponding to a 45nm CMOS technology state of the art circa 2014: 14nm), what are t_{CD} and t_{PD} for the circuit shown above? (Write-out the delays that contribute to each of the two.)

Gate	<i>t</i> _{CD} [ps]	<i>t</i> _{PD} [ps]
Ι	5	15
ND2	7	25
AN2	8	45
NR2	9	35
OR2	11	55

Problem 3. A certain 3-input function G(A,B,C) has the implementation shown to the right. Give a minimal sum-of-products expression for G.



Problem 4. Implement the 2-bit adder function (i.e., 2-bit binary number AB plus 2-bit binary number CD yields a 3-bit result XYZ) using 4:1 multiplexers.

- (A) Give the truth table showing the values for the outputs X, Y and Z given all possible combinations of the inputs A, B, and C, D.
- (B) Show how to implement X, Y and Z using the minimal number of 4:1 multiplexers. You can assume you have only the constants 0 and 1; the inputs (but not its complements) and 4:1 multipliers. How many 4:1 multiplexers are needed?