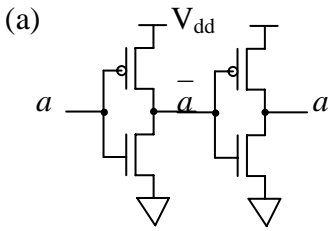


EECS 203 HW3 Solution

3. (10 pts.) CMOS review



(b) No, there is no current flowing in the circuit.

(c) No. The circuit will be ok. If  $a$  is 0, intermediate  $\bar{a}$  will be 1. Then NMOS of the 2<sup>nd</sup> inverter is switched on. Therefore connect output to ground will be safe.

(d) Yes. There will be current from  $V_{DD}$  to output and to ground ( $V_{SS}$ ).

(e) Yes the circuit will be probably destroyed, because there is current flowing from  $V_{DD}$  to  $V_{SS}$ .

4. (5 pts.)

The XOR function. (Also accepted are the XNOR, Parity, or Odd Functions)

$$f(i_{n-1}, i_{n-2}, \dots, i_1, i_0) = i_{n-1} \oplus i_{n-2} \oplus \dots \oplus i_1 \oplus i_0$$

Hence, when you have  $N$  inputs, you will have the following equation:

$$N \cdot 2^{N-1} \geq 2 \cdot 2^{N-1} = 2^N$$

5. (5 pts.)

Inversely correlated.

6. (5 pts.)

$$(a) f(a,b,c,d) = \prod(4,8,10,13) + d(5,14)$$

$$f(a,b,c,d) = \sum(4,8,10,13) + d(5,14)$$

From K-map below,  $f(a,b,c,d) = \overline{a}\overline{b} + \overline{b}d + bc + ab\overline{d}$

$cd \backslash ab$	00	01	11	10
00	1	1	1	1
01	0	X	1	1
11	1	0	1	X
10	0	1	1	0

7. (5 pts.)

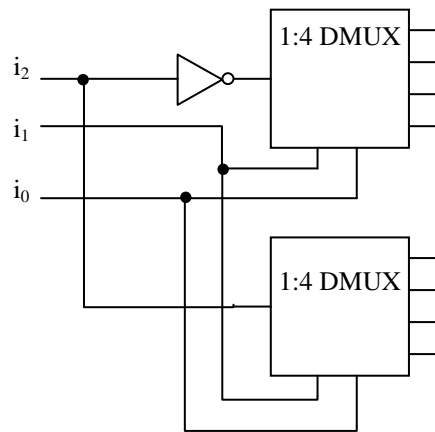
$$(a) f(a,b,c,d) = \sum(0,3,5,7,8,13) + d(9,10,11,12,15)$$

By collecting zeros from the k-map below, we see  $\bar{f}(a,b,c,d) = b\bar{d} + c\bar{d} + \bar{b}\bar{c}d$ . Therefore,

$$f(a,b,c,d) = (\bar{b} + d)(\bar{c} + d)(b + c + \bar{d})$$

$cd \backslash ab$	00	01	11	10
00	1	0	1	0
01	0	1	1	0
11	X	1	X	0
10	1	X	X	X

8. (5 pts.)



9. (10 pts.)

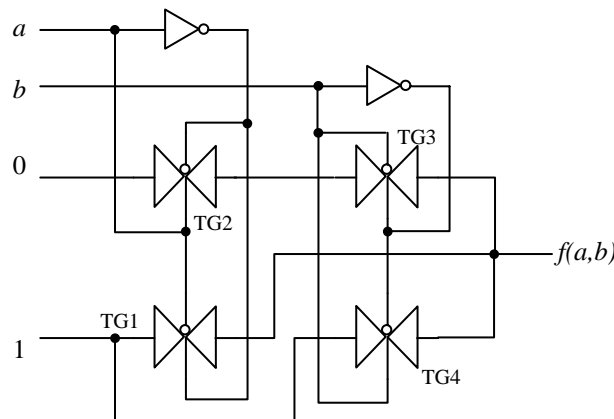
(a) First simplify function:

$$f(a,b) = \bar{a} + ab$$

$$= (\bar{a} + a)(\bar{a} + b)$$

$$= \bar{a} + b$$

The schematic diagram can be implemented as:



A truth table of  $f(a,b)$  is,

$a$	$b$	TG1	TG2	TG3	TG4	$f$
0	0	ON	OFF	ON	OFF	1
0	1	ON	OFF	OFF	ON	1
1	0	OFF	ON	ON	OFF	0
1	1	OFF	ON	OFF	ON	1

(b)  $j(a,b) = f(a,b) = \bar{a} + b$

(c)  $k(a,b) = \overline{f(a,b)} = a\bar{b}$

(d)  $j(a,b)k(a,b) = (\bar{a} + b)(a\bar{b}) = \bar{a}ab + a\bar{b}b = 0$

(e)  $j(a,b) + k(a,b) = \bar{a} + b + a\bar{b} = \bar{a} + (b + a)(b + \bar{b}) = \bar{a} + b + a = b + 1 = 1$

(f) One PMOS each for TG1 and TG4. One NMOS each for TG2 and TG3. Therefore the total number of transistors necessary is 4 (excluding the transistors for the inverters).

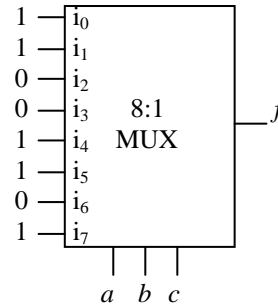
10. (5 pts.)

$$f(a,b,c) = ac + b'$$

Truth table of function  $f(a,b,c)$  is:

$a$	$b$	$c$	$f(a,b,c)$
0	0	0	1
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	0
1	1	1	1

Schematic diagram using 8:1 MUX:



11. (10 pts.)

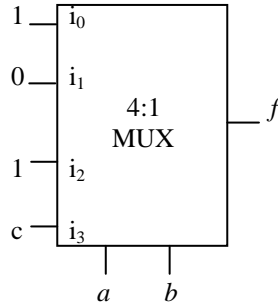
$$f(a,b,c) = ac + b'$$

Consider  $a, b$  or  $c$  as input of the 4:1 MUX.

Then one possible truth table is:

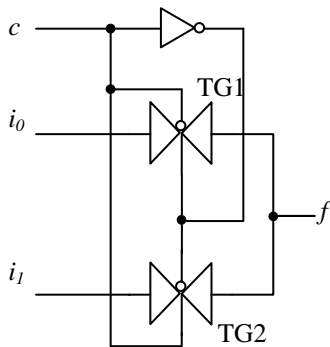
$a$	$b$	$c$	$f(a,b,c)$
0	0	0	1
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	$c$
1	1	1	$c$

Schematic diagram using 4:1 MUX:

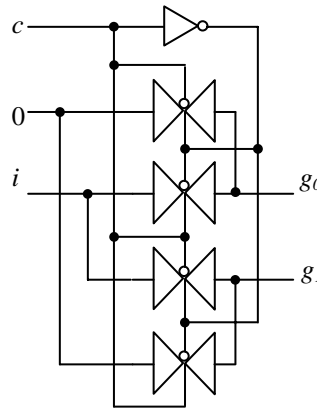


12. (10 pts.) MUX and DMUX review

(a)



(c)

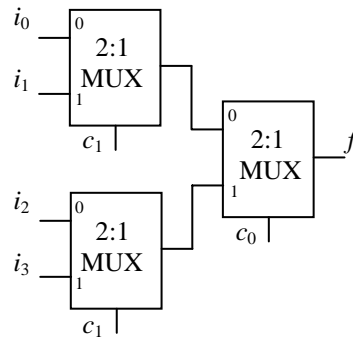


(b)

1) In some situations the output of TGs might be undefined.

2) It is not so easy to identify whether the output of a TG is high or low, so some times it might be possible that a high is connected to low.

(d) Treating your 2:1 MUX as a component (block in the circuit), build a 4:1 MUX.



13. (10 pts.) DMUX Logic: Use a 1:8 DMUX and OR/NOR gates to implement the following functions. Try to use as few inputs on your OR/NOR gates as possible.

(a)

$$f_a(a,b,c) = \overline{abc} + abc \quad \text{OR gate}$$

(b)

$$f_b(a,b,c) = (\overline{a+b+c})(a+b+c)$$

$$f_b(a,b,c) = \overline{\overline{a+b+c} + a+b+c}$$

$$f_b(a,b,c) = \overline{abc + abc} \quad \text{NOR gate}$$

Truth table for these functions:

<i>abc</i>	<i>f<sub>a</sub></i>	<i>f<sub>b</sub></i>	<i>f<sub>c</sub></i>
000	0	0	1
001	0	1	1
010	1	1	1
011	0	1	1
100	0	1	0
101	0	1	1
110	1	0	0
111	1	1	0

(c)

$$f_c(a,b,c) = \overline{a+bc} \Rightarrow \overline{f_c(a,b,c)} = \overline{a+bc}$$

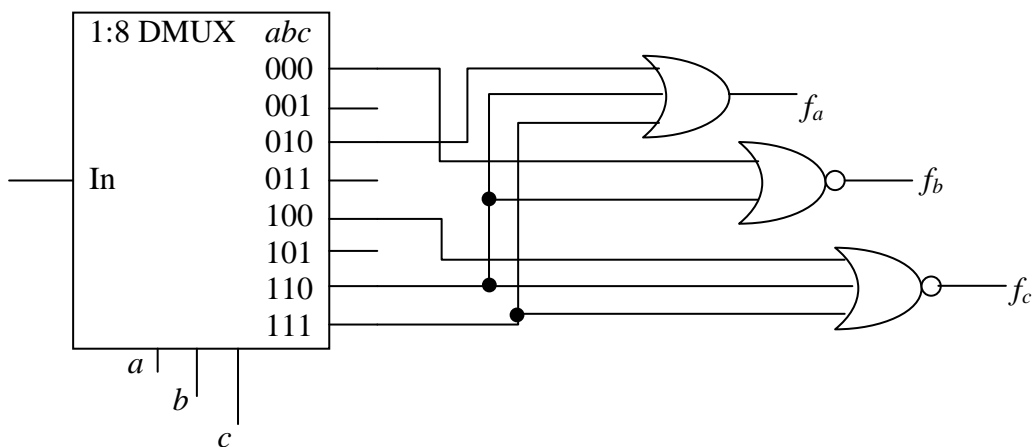
$$\overline{f_c(a,b,c)} = \overline{a(bc)} = a(b+c)$$

$$\overline{f_c(a,b,c)} = ab + ac = ab(c+\overline{c}) + a(b+\overline{b})\overline{c}$$

$$\overline{f_c(a,b,c)} = abc + abc + abc + abc$$

$$\overline{f_c(a,b,c)} = abc + abc + abc$$

$$f_c(a,b,c) = \overline{abc + abc + abc} \quad \text{NOR gate}$$



14. (10 pts.) Encoder review

Use Karnaugh Maps to design a three-input priority encoder,  $f(i_2, i_1, i_0)$  for which  $i_2$  has the highest priority. Reserve one code for  $\overline{i_2 i_1 i_0}$ .

(a) Write the minimized SOP expression for each encoded signal.  
Truth Table:

$i_2$	$i_1$	$i_0$	$o_1$	$o_0$
0	0	0	0	0
0	0	1	0	1
0	1	x	1	0
1	x	x	1	1

K-maps:

For  $o_1$ :

$i_2 \backslash i_1 i_0$	00	01	11	10
0	0	0	1	1
1	1	1	1	1

Therefore,  $o_1 = i_2 + i_1$

For  $o_0$ :

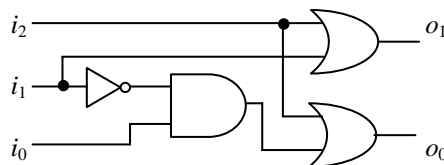
$i_2 \backslash i_1 i_0$	00	01	11	10
0	0	1	0	0
1	1	1	1	1

Therefore,  $o_0 = i_2 + i_1 \overline{i_0}$

(b) Write the minimized POS expression for each encoded signal. You may start from the same Karnaugh maps used in (a) to save time.

Looking at 0's in  $o_1$  k-map, we get  $o_1 = \overline{i_2 i_1} = i_2 + i_1$  and  $o_0 = \overline{i_2 i_0 + i_2 i_1} = (i_2 + \overline{i_1})(i_2 + i_0)$

(c) Based on the expression with fewer literals, derive a schematic for the encoder.



15. (10 pts.) Number systems

(a) Convert 0xBADF00D to binary. Note: This is easier if you do one base-16 digit at a time instead of considering the whole number at once.

0xBADF00D = 1011 1010 1101 1111 0000 0000 1101  
                   B   A   D   F   0   0   D

(b) Convert  $(302)_8$  to base-10:

$$(302)_8 = 3 \times 8^2 + 0 \times 8^1 + 2 \times 8^0 = (194)_{10}$$

Convert  $(194)_{10}$  to base-8:

Residual	factor#	base#
194	3	$8^2$
2	0	$8^1$
2	2	$8^0$

So  $(194)_{10} = (302)_8$

(c) Convert the following ASCII codes to characters (see page 25 of Mano), using base-2 as an intermediate format: 0x48 0x65 0x58 0x21

0x48=(0100 1000)<sub>2</sub>=(100 1000)<sub>2</sub> → H  
 0x65=(0110 0101)<sub>2</sub>=(110 0101)<sub>2</sub> → e  
 0x58=(0101 1000)<sub>2</sub>=(101 1000)<sub>2</sub> → X  
 0x21=(0010 0001)<sub>2</sub>=(010 0001)<sub>2</sub> → !

(d) Convert (744)<sub>10</sub> to base-7:

Residual	factor#	base#
744	2	7 <sup>3</sup>
58	1	7 <sup>2</sup>
9	1	7 <sup>1</sup>
2	2	7 <sup>0</sup>

So (744)<sub>10</sub>=(2112)<sub>7</sub>

Convert (2112)<sub>7</sub> to base-10:

(2112)<sub>7</sub>=2x7<sup>3</sup>+1x7<sup>2</sup>+1x7<sup>1</sup>+2x7<sup>0</sup>=(744)<sub>10</sub>

16. (5 pts.) Using the conversion method in class (which, I hope, is clearer than that described in Mano),

(a) Convert from (01111)<sub>2</sub> to Gray code and back again.

To convert (01111)<sub>2</sub> to gray code:

Binary	Right-shift	Gray code (XOR of left columns)
01111	00111	01000

To convert (01000)<sub>gray</sub> to binary:

Gray code	Parity of higher digits	Binary (XOR of left columns)
01000	00111	01111

(b) Convert from (10000)<sub>2</sub> to Gray code and back again.:

To convert (01111)<sub>2</sub> to gray code:

Binary	Right-shift	Gray code (XOR of left columns)
10000	01000	11000

To convert (01000)<sub>gray</sub> to binary:

Gray code	Parity of higher digits	Binary (XOR of left columns)
11000	01000	10000