Name $\qquad$ Surname $\qquad$ Matric.numb. $\qquad$
Exercise 1 (3 points). Prove, by using the Boolean axioms and laws, the following identity:

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

Exercise 2 ( 5 points) Let $A=-4632,5 \times 10^{-2}$ and $B=13 \times 10^{2}$. Turn $A$ and $B$ in the IEEE half-precision format. Then, compute A + B and represent the result in the same format. Finally, consider the 16 bits as a single natural binary number, turn it in base 16 and subtract to the result the hexadecimal number 2FD.

Exercise 3 ( $\mathbf{2}+\mathbf{3}+\mathbf{3}$ points) A combinatorial circuit receives in input the binary encoding of a natural number x , with $3 \leq \mathrm{x} \leq 15$, and produces in output 3 bits $\mathrm{y}_{2} \mathrm{y}_{1} \mathrm{y}_{0}$ that represent function $\mathrm{y}=(3 \mathrm{x}-3) \bmod 11$ (REMARK: Use don't care symbols if y cannot be represented). Realize the circuit by using a PLA; finally, implement $\mathrm{y}_{1}$ with a MUX 4-to-1 and $\mathrm{y}_{2}$ with an ALL-NAND expression.

Exercise 4 (4 points) Design an automaton that receives in input a bit sequence and considers the last 4 bits received as a number in two complement with 4 bits. The output should be:

- $A$, if such a number is negative but not multiple of 4 ;
- $B$, if it is negative and multiple of 4 ;
- C, if it is positive but not multiple of 4;
- D, otherwise.

REMARK: accept also the sequence 1000, seen as a normal number in two complement. Also assume that the first 3 outputs (at the outset of the automaton) can be any value.

Exercise 5 ( $2+3$ points): Minimize the following automaton, with initial state S0:

|  | 0 | 1 |
| :---: | :---: | :---: |
| S0 | S2/0 | S1/0 |
| S1 | S1/0 | S3/0 |
| S2 | S1/1 | S4/0 |
| S3 | S3/0 | S1/0 |
| S4 | S3/1 | S4/0 |

Then, for the minimized automaton, draw the temporal diagram for input 01101.

Exercise 6 ( 5 points). Consider two source registers $S_{0}$ and $S_{1}$ and four destination registers $D_{0}, D_{1}, D_{2}$ and $D_{3}$. Design an interconnection such that:

- if $S_{0}$ is even, then moves its content into $D_{0}$ and $D_{1}$; otherwise, it moves its content into $D_{2}$.
- If $S_{0}+S_{1} \geq 0$, then $D_{3}$ receives the content of $S_{1}$, otherwise the content of $S_{0}$.

In both cases, the transfer happens only if $S_{1}$ MOD $4=0$.

