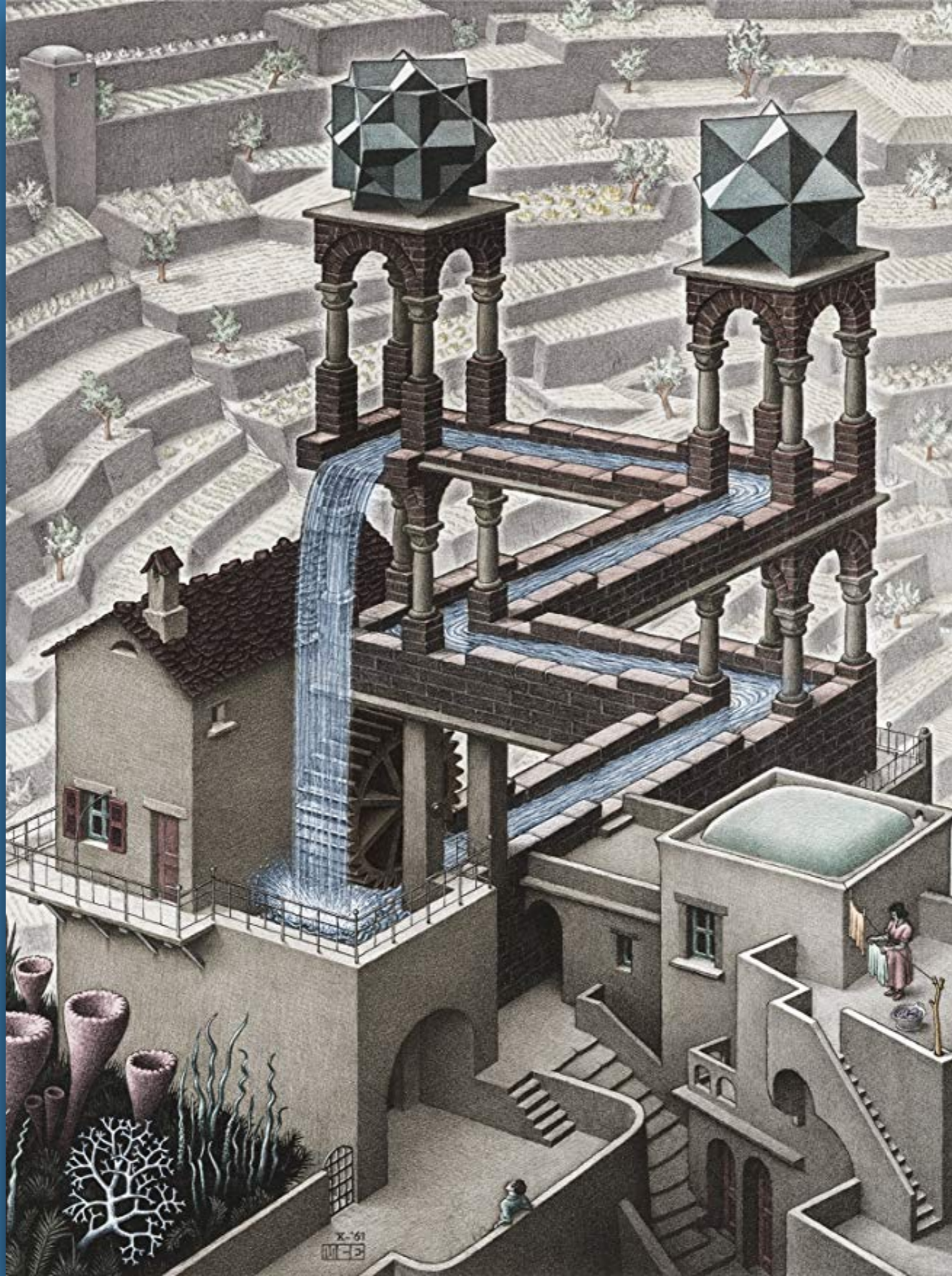


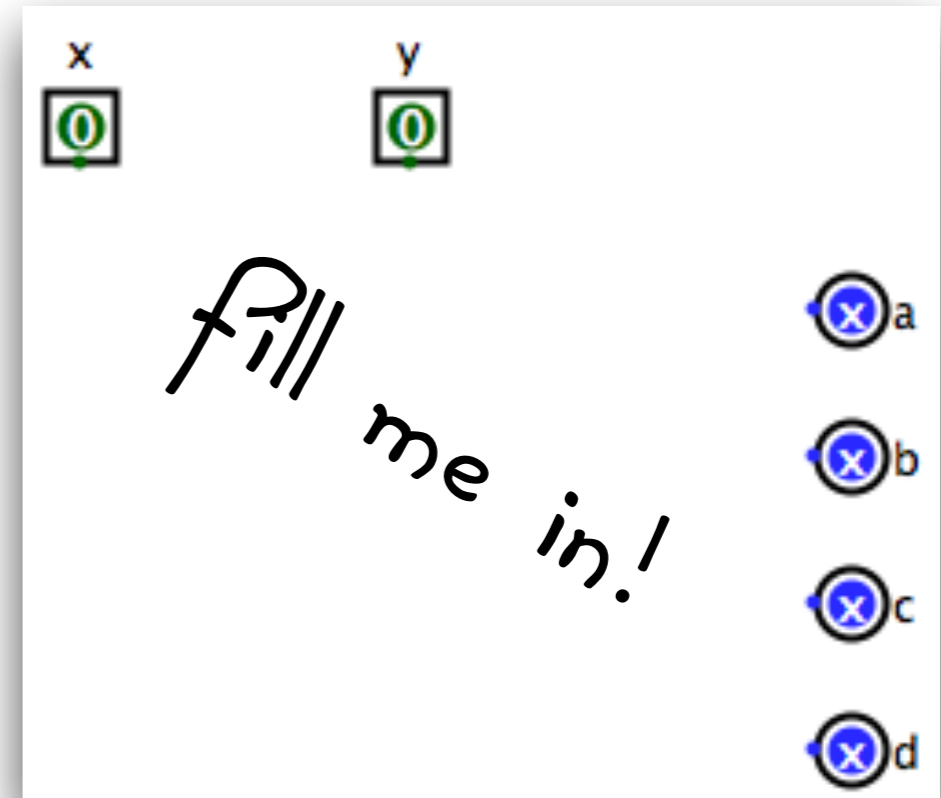
[https://images-na.ssl-images-amazon.com/images/I/A1w4iP5ov-L.\\_SY879\\_.jpg](https://images-na.ssl-images-amazon.com/images/I/A1w4iP5ov-L._SY879_.jpg)





# Translate this table to a circuit

input		output			
x	y	a	b	c	d
0	0	1	0	0	0
0	1	0	1	0	0
1	0	0	0	1	0
1	1	0	0	0	1

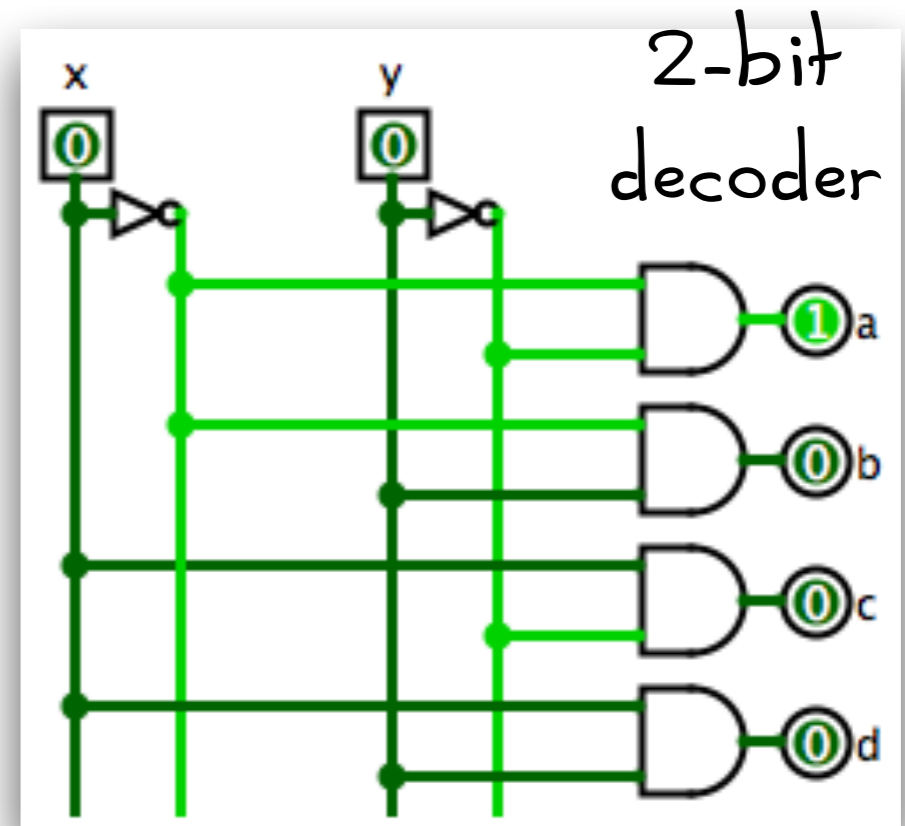


**Full name**

**Th. 9/20**

# Translate this table to a circuit

input		output			
x	y	a	b	c	d
0	0	1	0	0	0
0	1	0	1	0	0
1	0	0	0	1	0
1	1	0	0	0	1



Full name

Th. 9/20

# Levels of abstraction

Stored-program computers

Random-access memory (RAM)

Registers

1-bit memory: latches

Logic gates

Transistors / switches

next week

← today

twoday (s ago)

What counts as a problem?

Decision problems on finite, bitstring inputs.

What kinds of **problems**  
can **computers** solve?

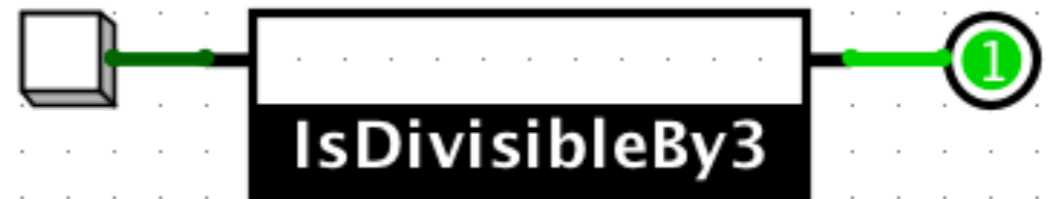
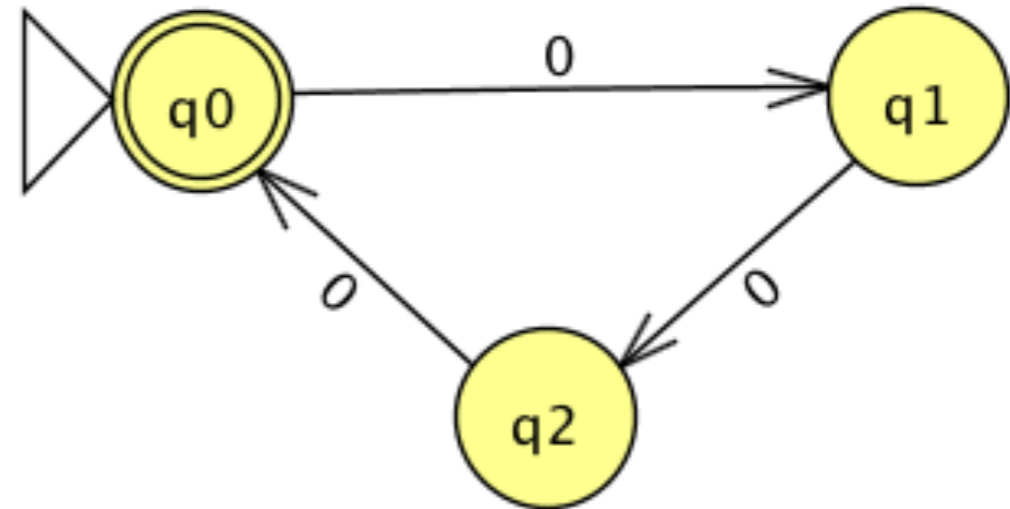
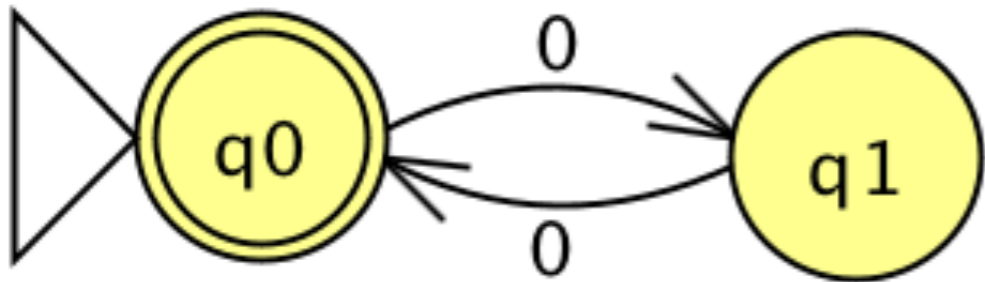
Can combinational logic solve all the problems that a DFA can? How about a Turing Machine?

What counts as a computer?

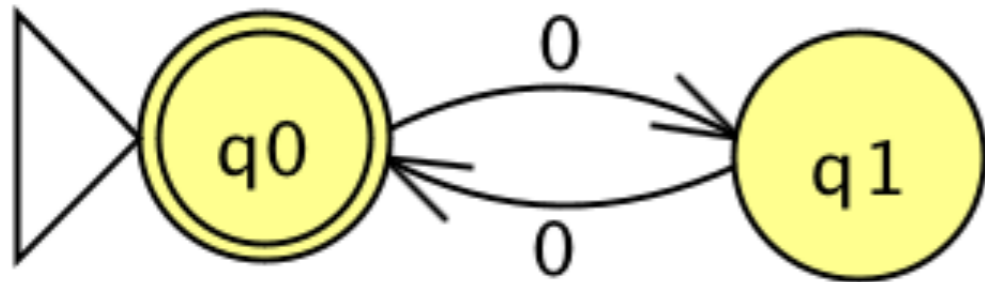
# Can we do this?

If we can't, then boolean functions aren't as powerful as DFAs.

$\{0\}^*$



# Use minterm expansion!



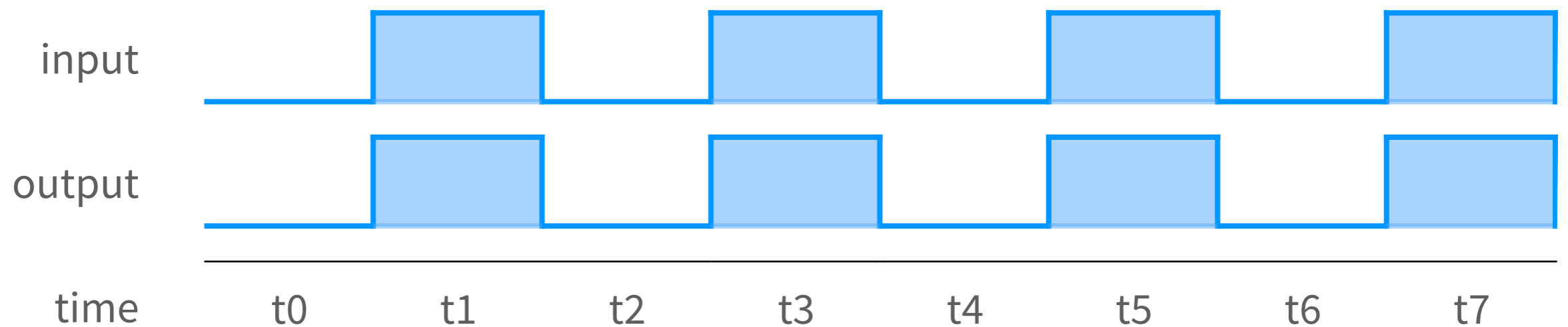
- (1) Write down the truth table for this DFA.  
The output of the function should be a 1 if it accepts; 0 if it rejects.
- (2) Use minterm expansion to create the circuit from the table.

**Impossible task!**

we cannot build a circuit for this  
DFA

# Pass-through

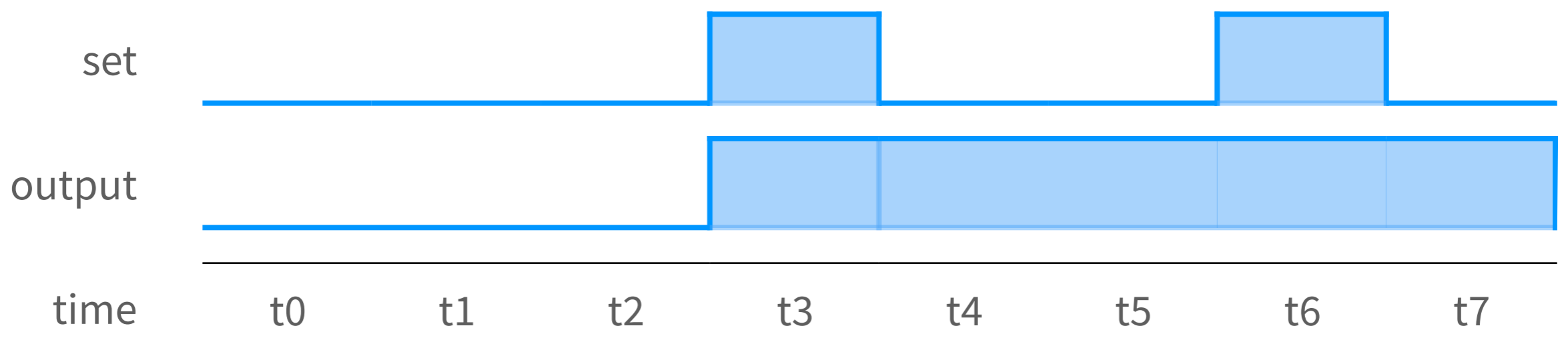
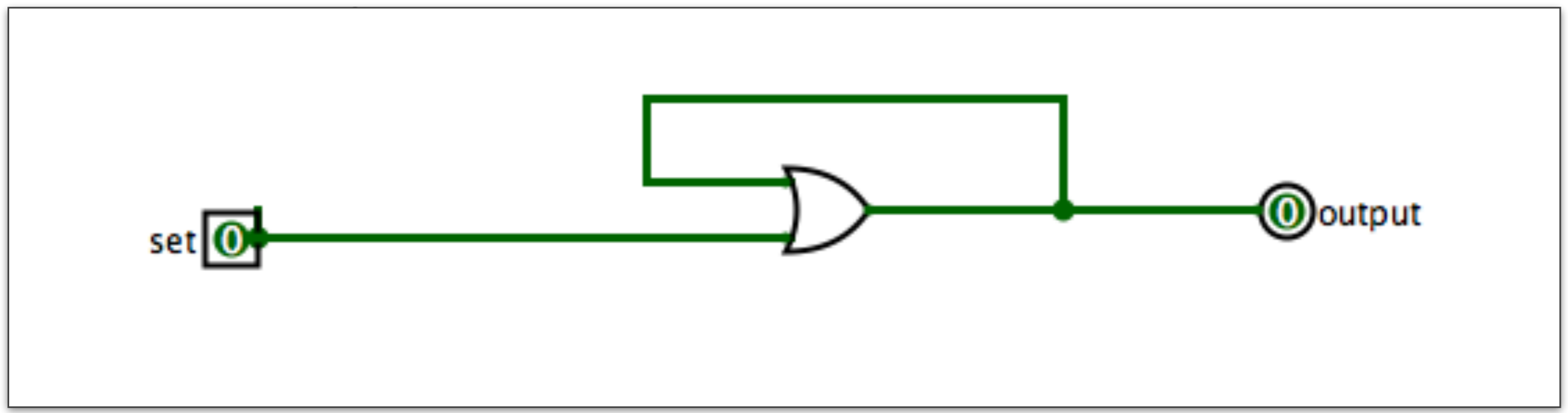
I'm (not) pressing the button right now.





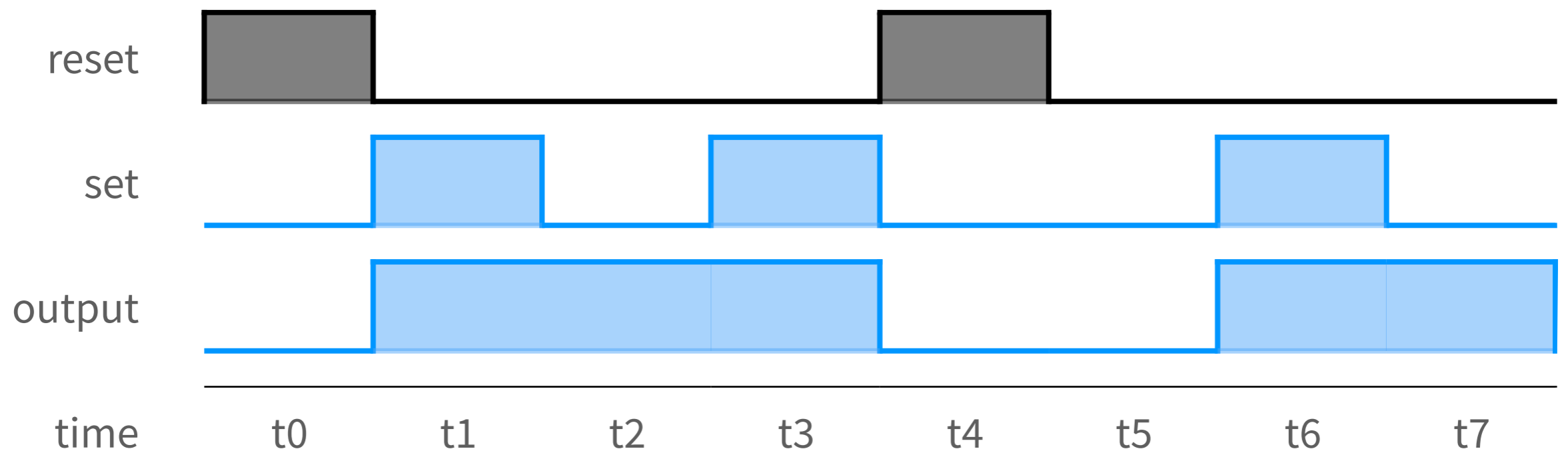
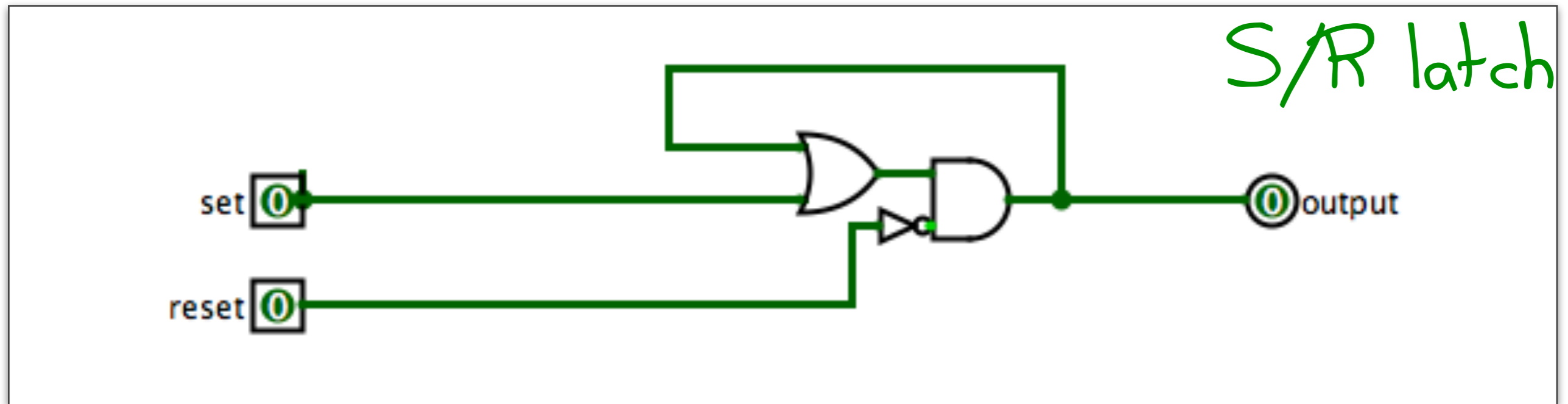
# Phase behavior: set

I (haven't yet) pressed the button. (toggle on)



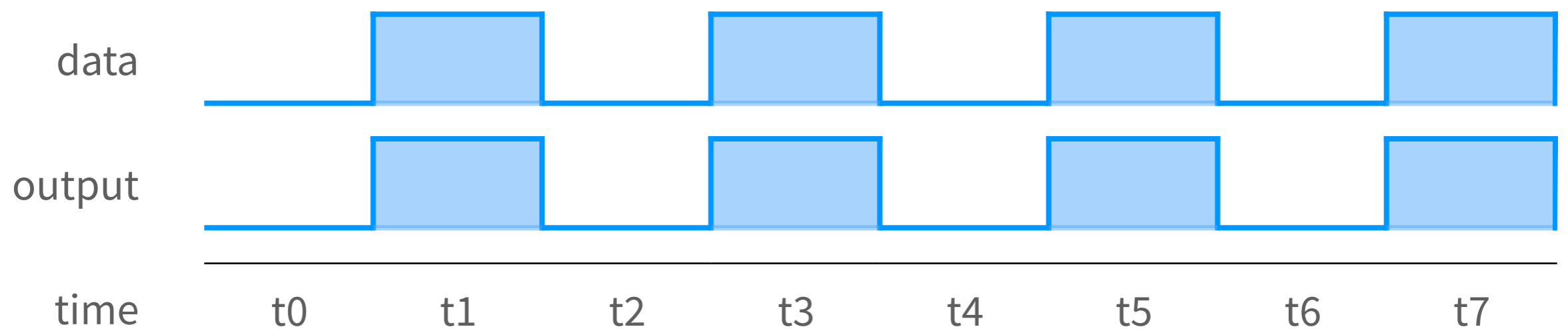
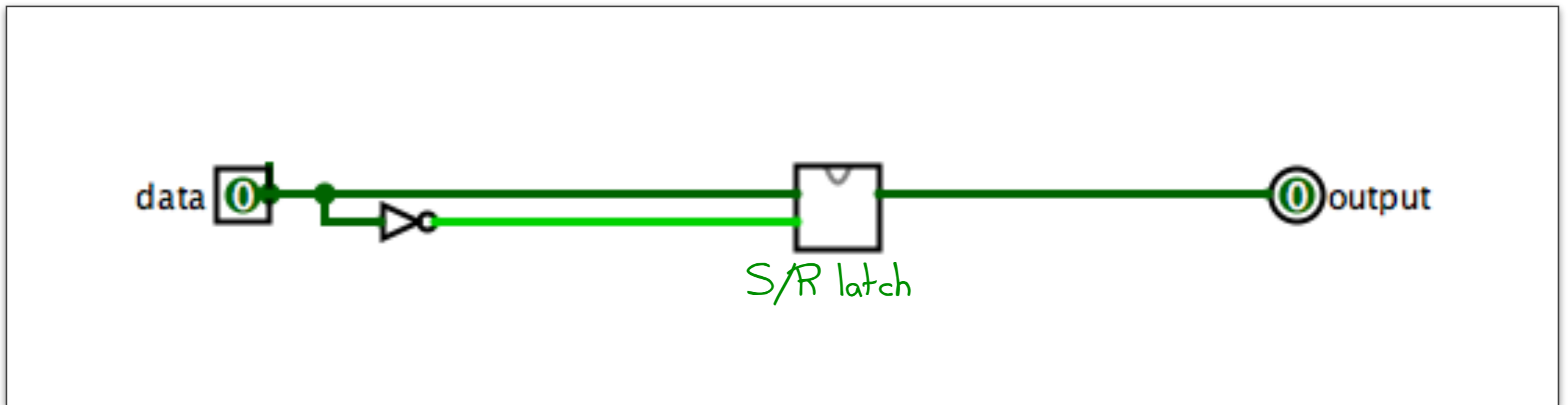
# Phase behavior: set / reset

I can toggle the button on and off.



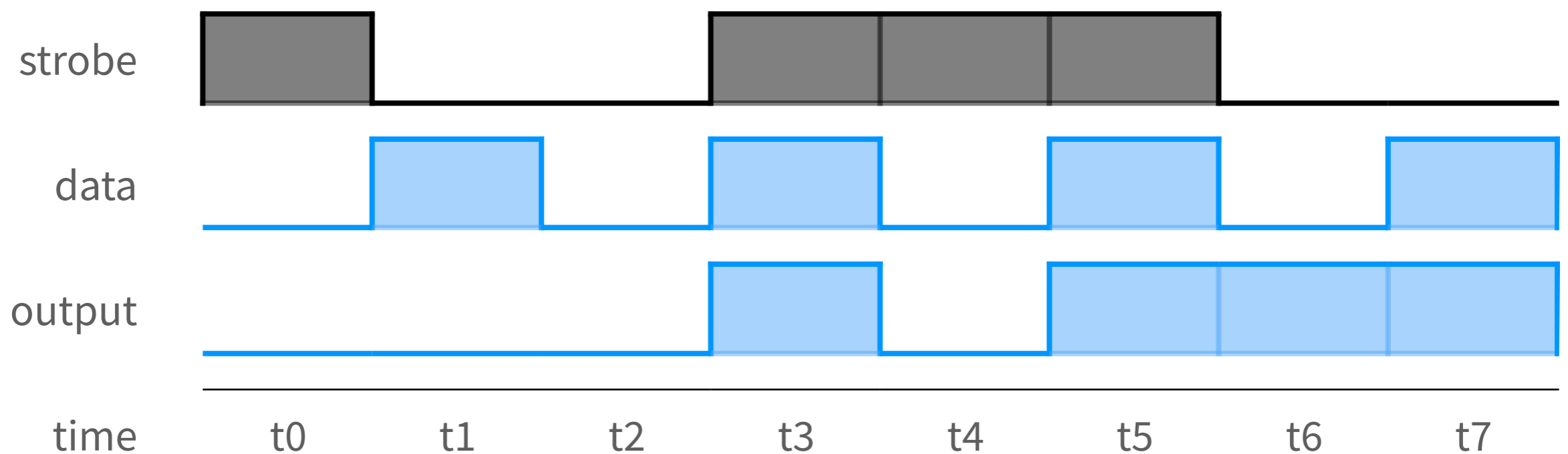
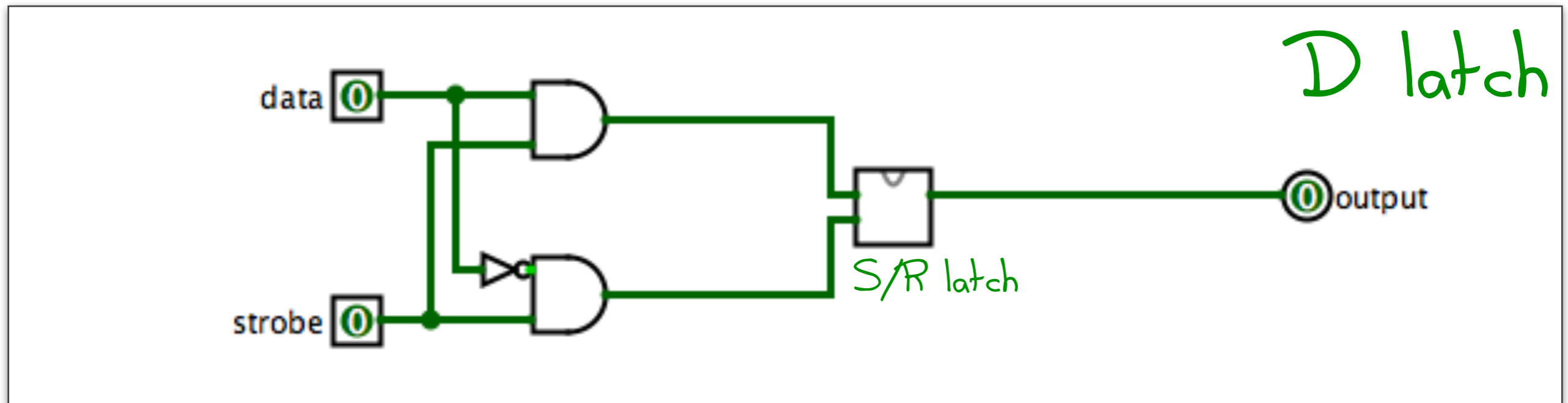
# Pass-through via set / reset

I'm (not) pressing the button right now.



# Pass-through *or* set / reset

I can toggle between pass-through and remembering the state from a moment in time.





<https://images-na.ssl-images-amazon.com/images/I/61wzOqnANGL. SX679 .jpg>



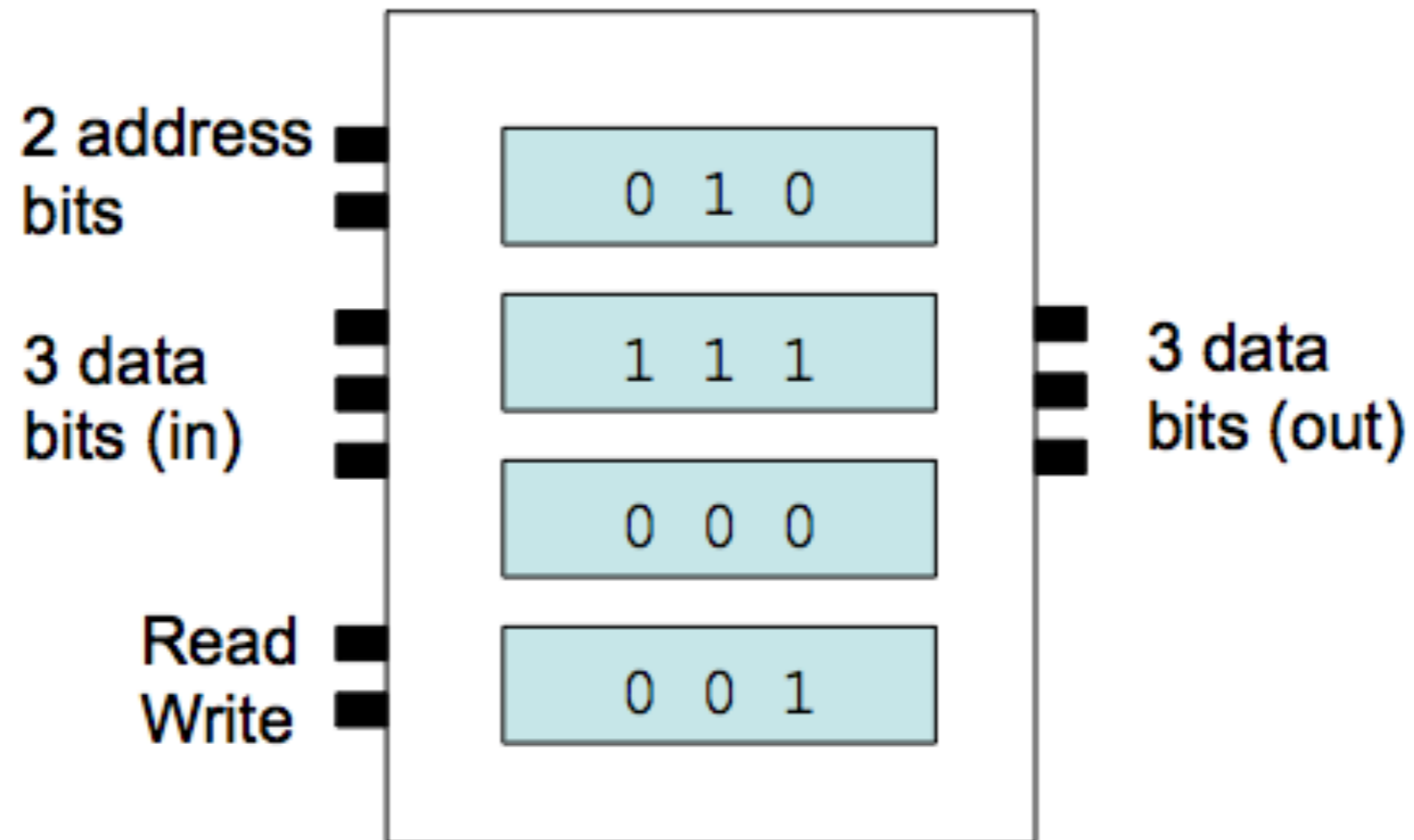
# Random-access memory (RAM)

A 512K x 8 RAM (About 4.2 million bits)



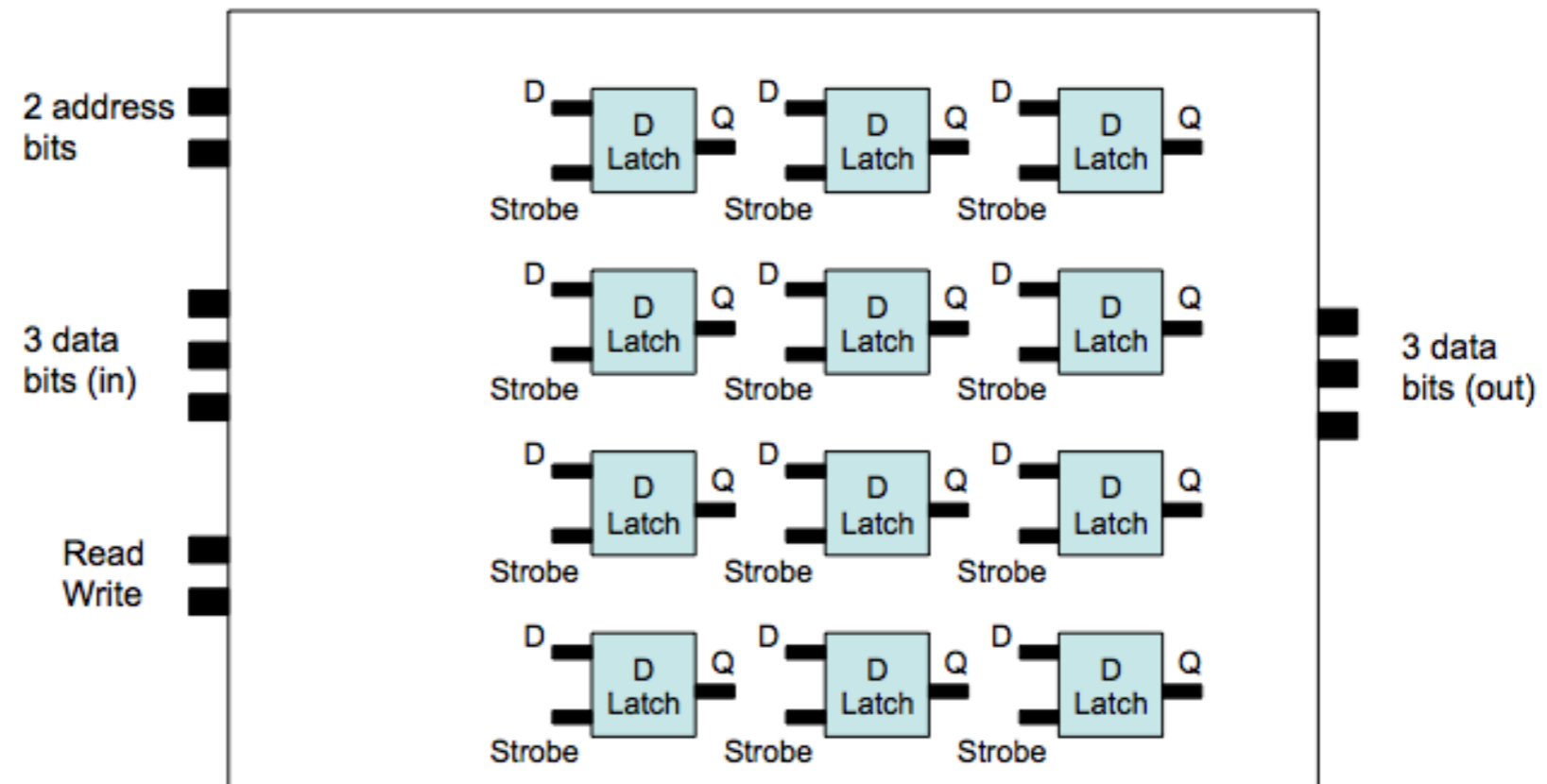
# *A small* piece of RAM

Interface: we can read or write one of four rows of memory, and each row stores three bits



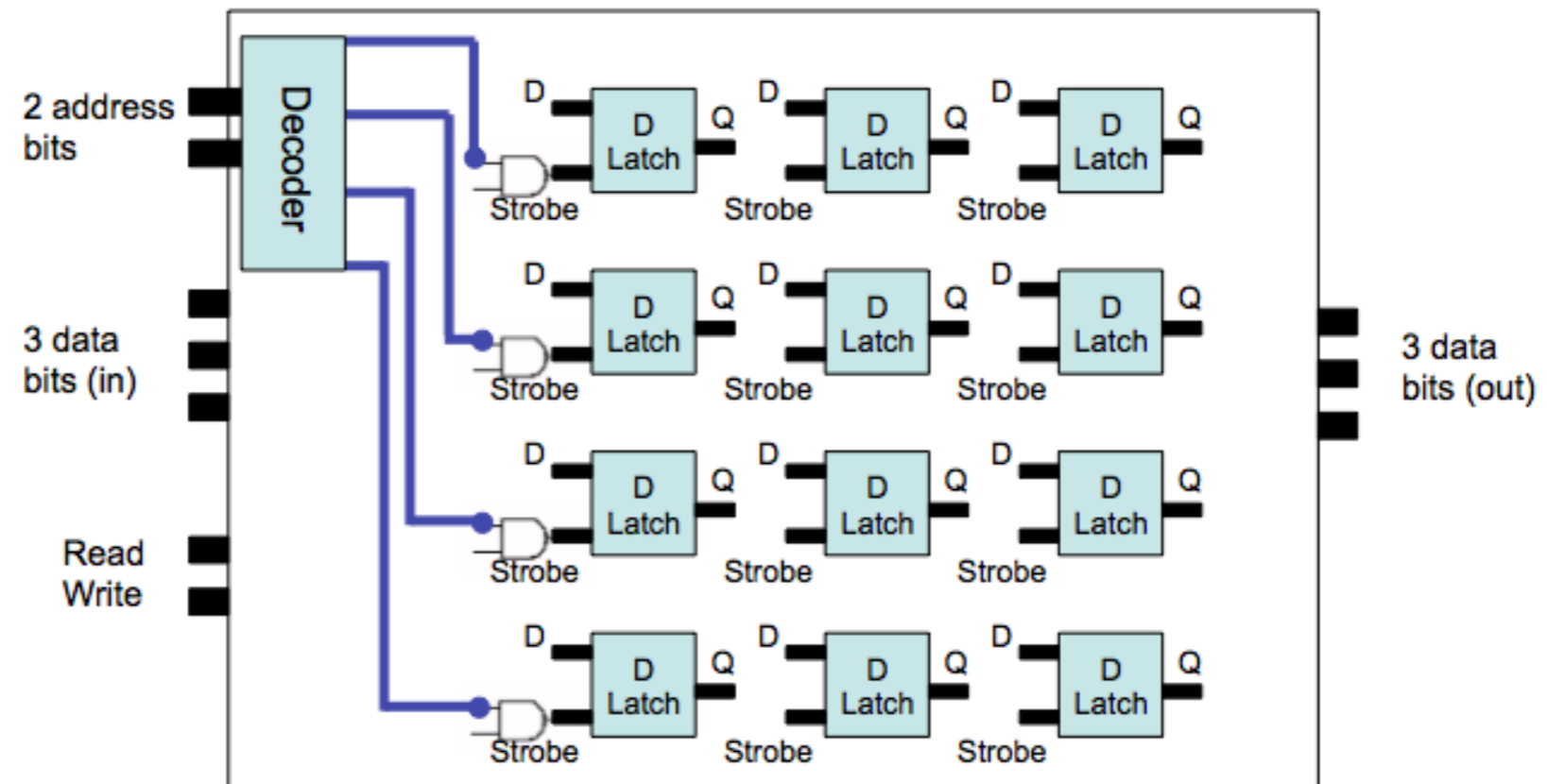
# A *small* piece of RAM

Implementation



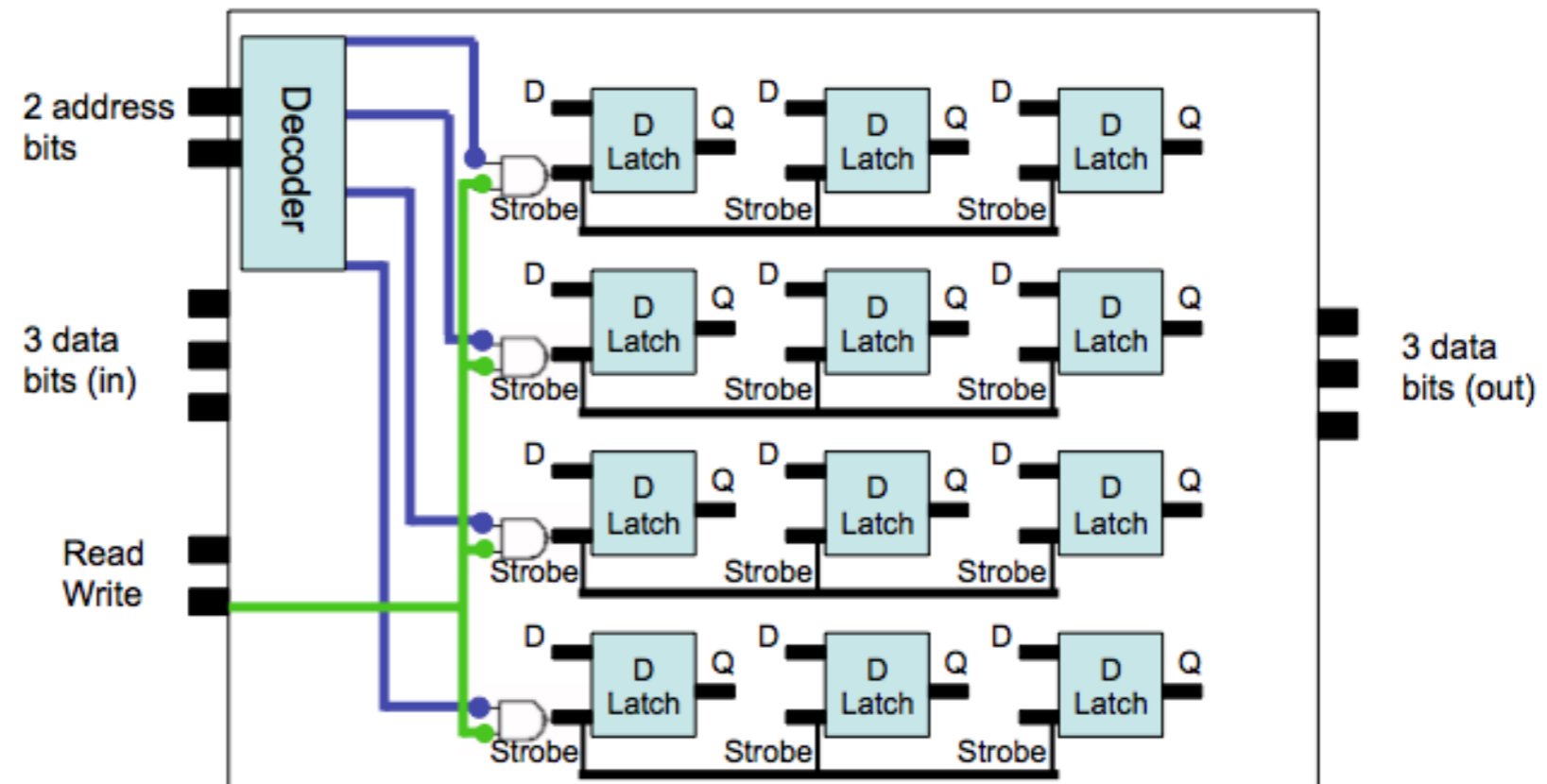
# *A small* piece of RAM

Addressing: select which "line"



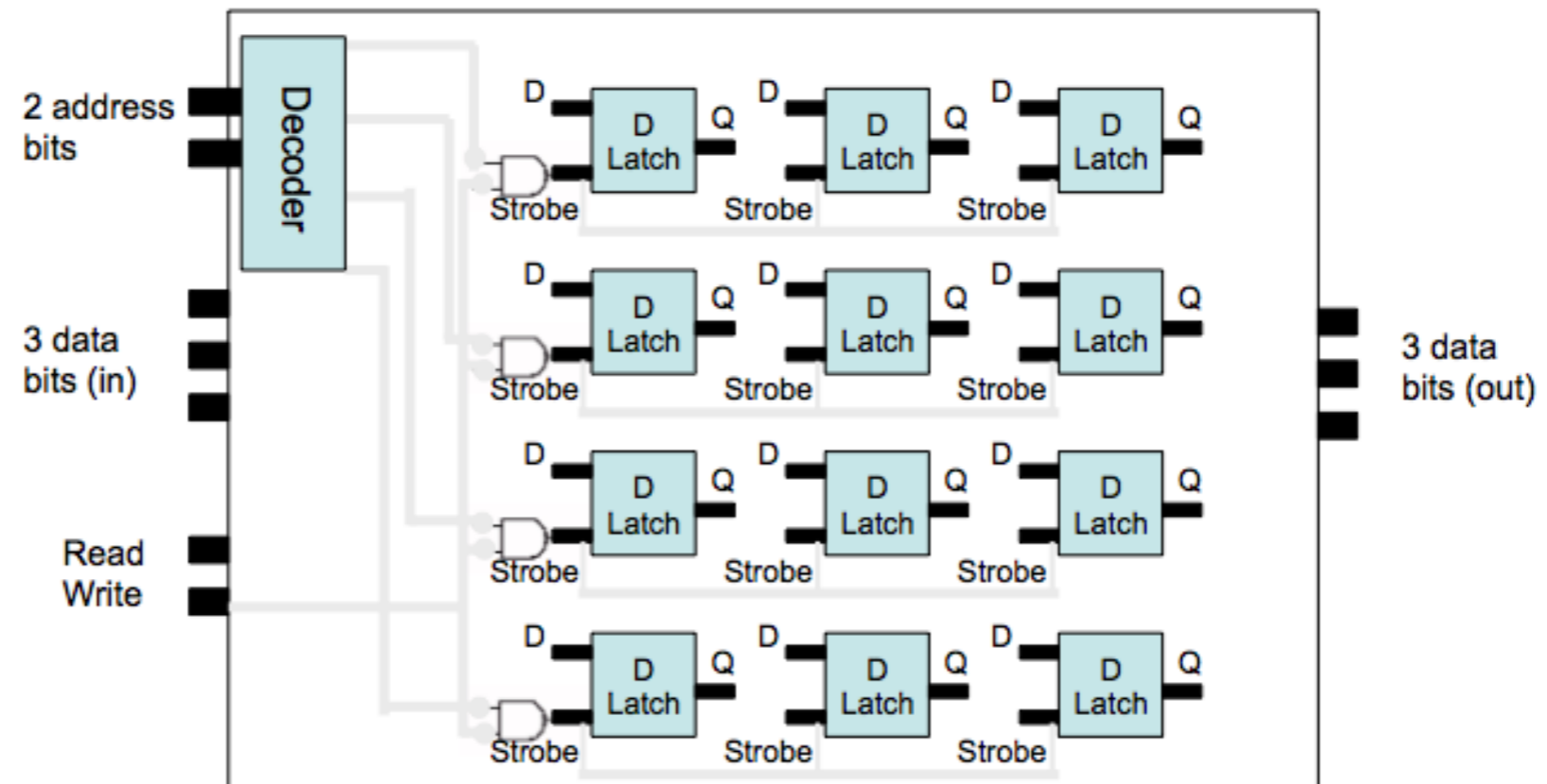
# *A small* piece of RAM

Write mode



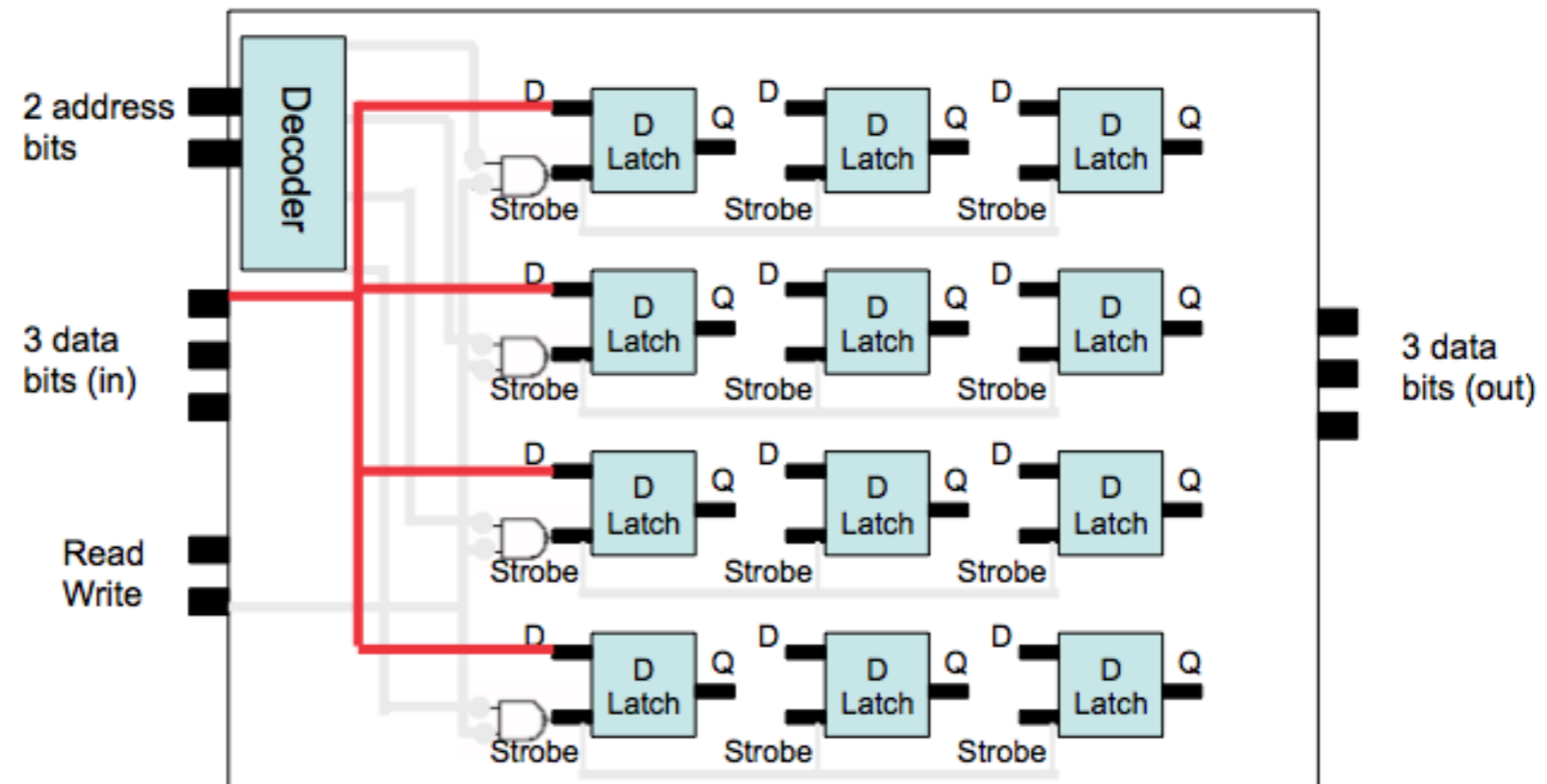


# *A small* piece of RAM



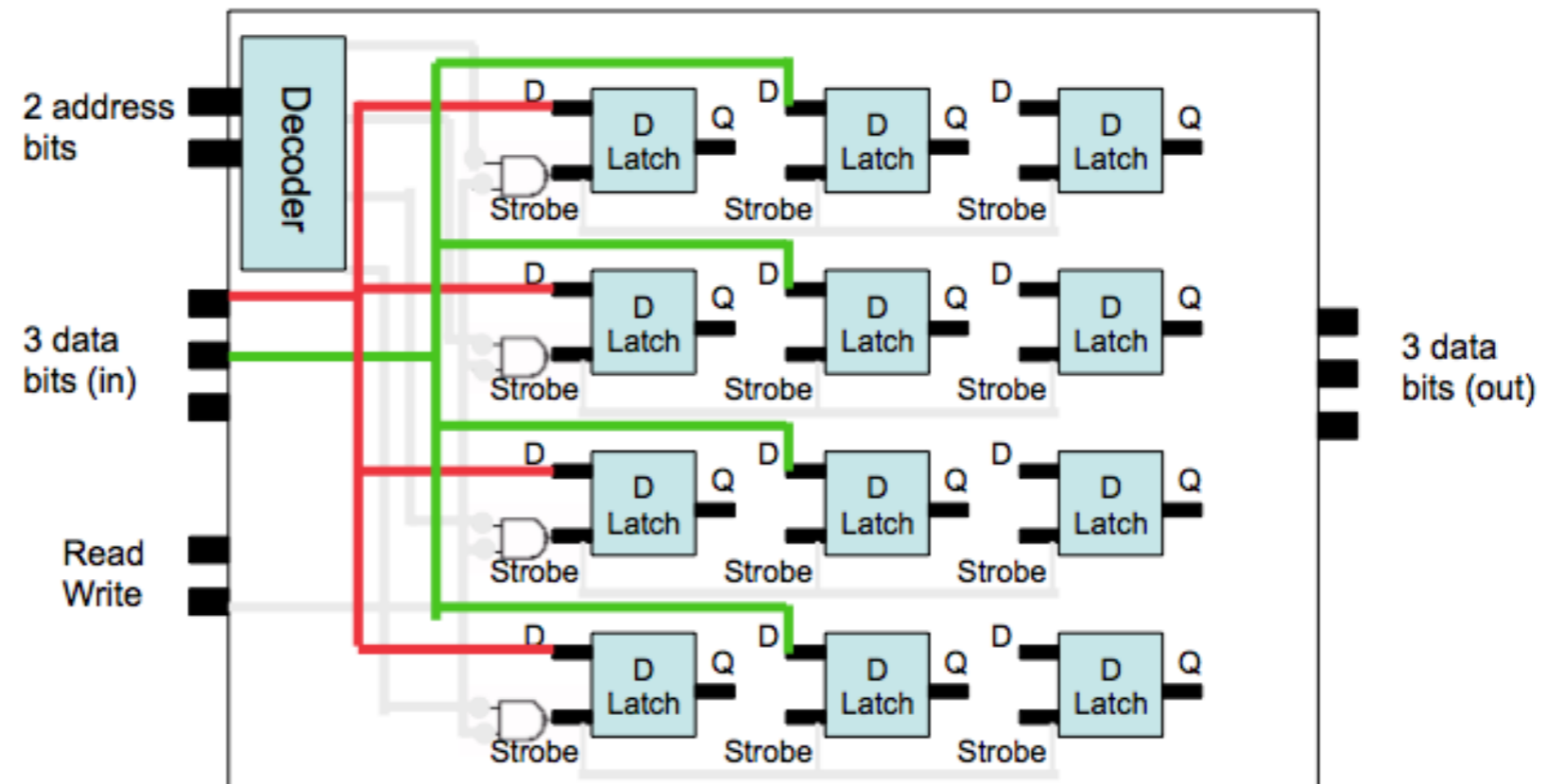
# *A small* piece of RAM

Wire data bits to corresponding memory bits



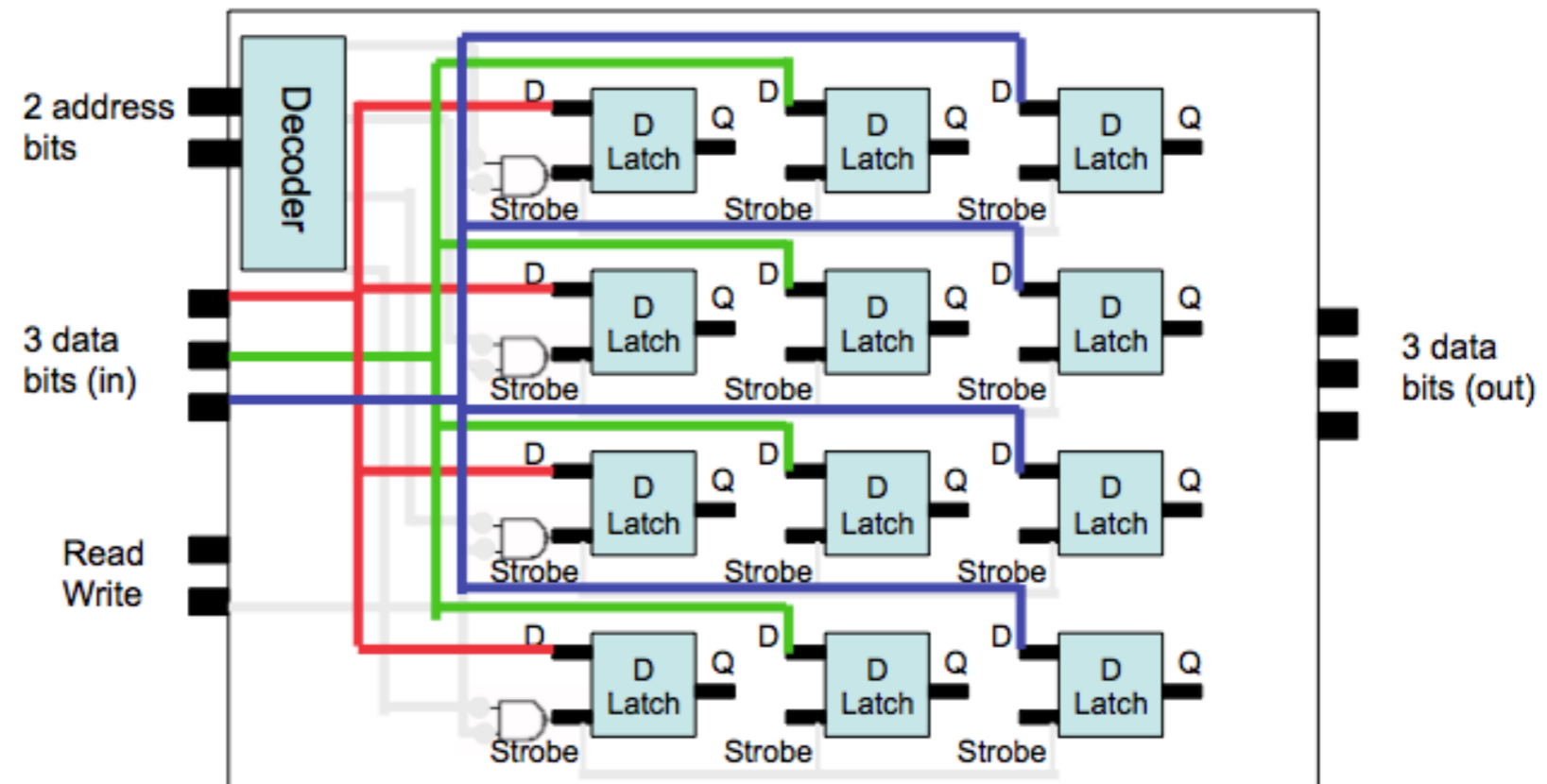
# *A small* piece of RAM

Wire data bits to corresponding memory bits



# A *small* piece of RAM

Wire data bits to corresponding memory bits



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