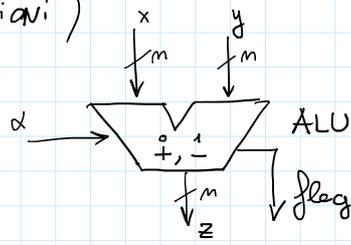
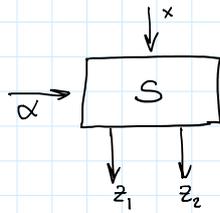
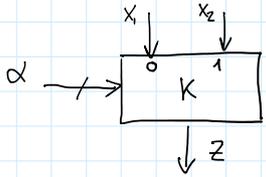
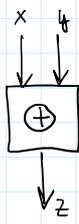


Reti combinatorie (calcolano FUNZIONI)



(interi) $\left\{ \begin{array}{l} + \\ - \\ \text{SHL } (m) \\ \text{SHR } (m) \\ \text{comp a 1} \end{array} \right.$



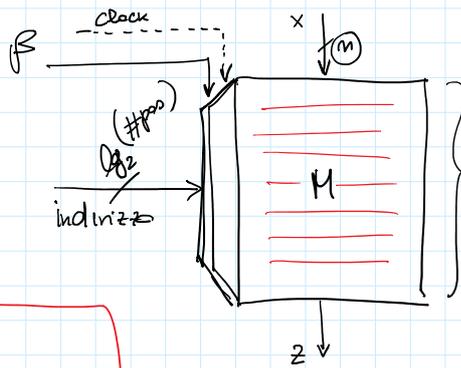
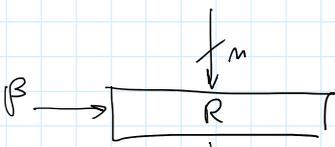
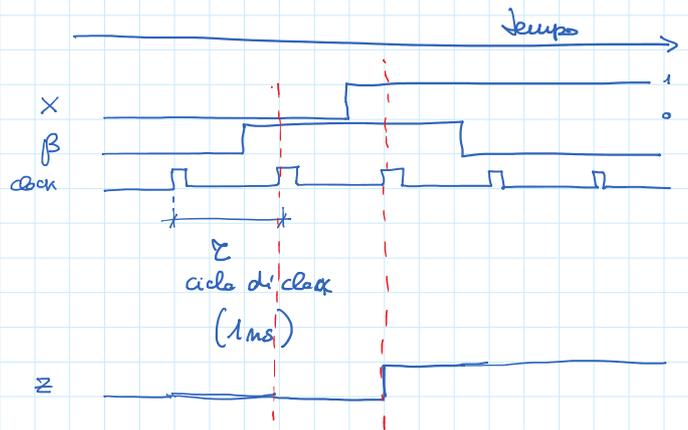
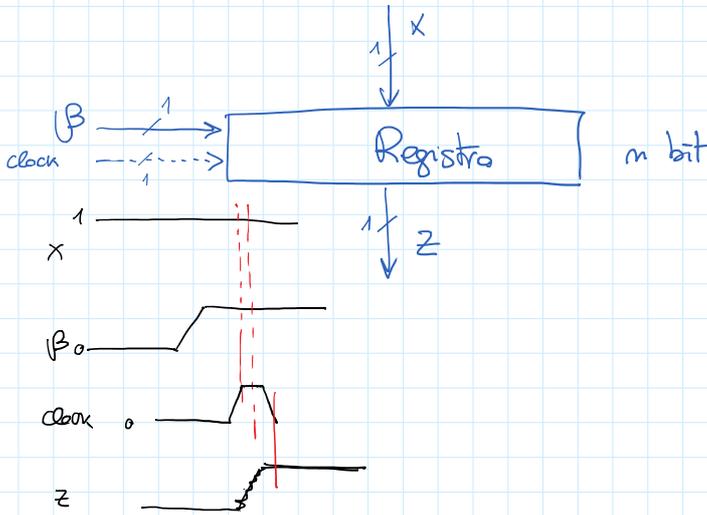
Componenti Standard } K, S, ALU, (+)

ALU (4 bit) interi positivi 0 ÷ 15

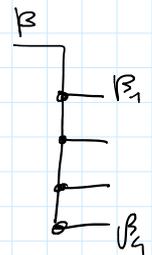
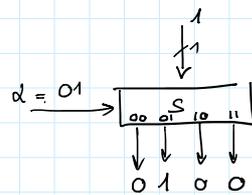
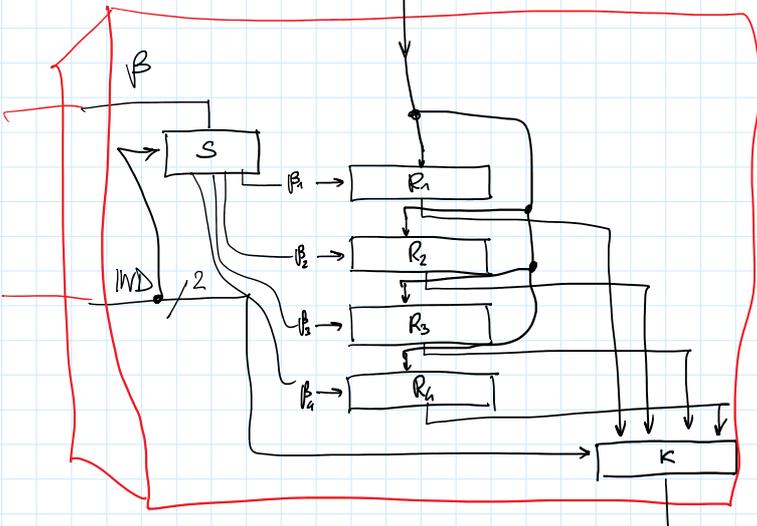
FLAG $\left\{ \begin{array}{l} Z \quad Z=1 \quad \text{SSE } x \text{ op } y = 0 \\ N \quad N=1 \quad \text{SSE } x \text{ op } y < 0 \\ S \quad S=1 \quad \text{SSE } x \text{ op } y < 0 \\ OV \quad OV=1 \quad \text{SSE } x \text{ op } y \text{ non è rappresentabile sui bit} \end{array} \right.$

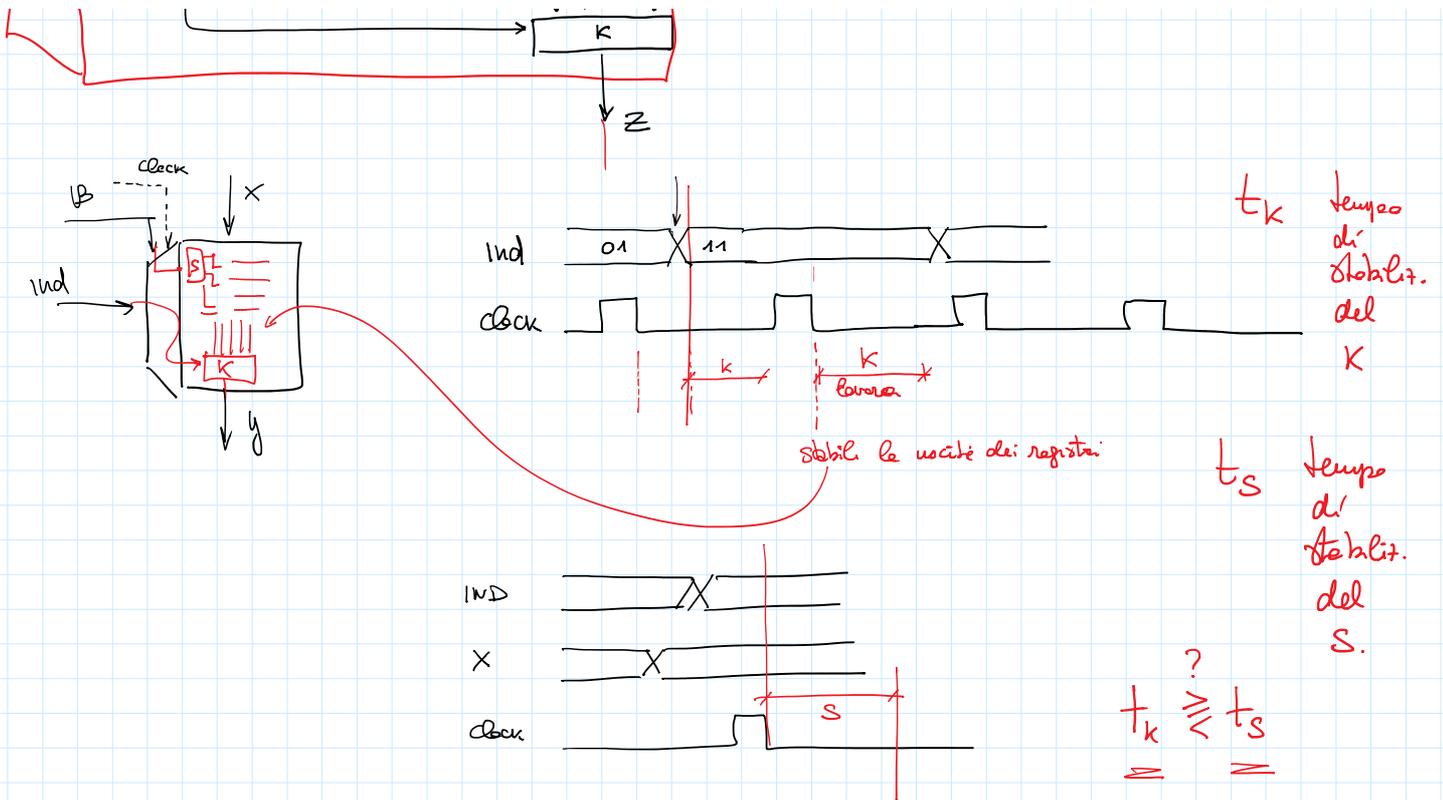
$x_1 x_2 x_3 x_4$	$y_1 y_2 y_3 y_4$	α	$z_1 z_2 z_3 z_4$	Z S
512				

} dispositivi



Memorie
m bit x posizioni
posizioni (ognuno da m bit)





selettore

$\alpha \dots \alpha$	x	z	...	z
} $2^{\#x}$	1	1		
	1	1		\emptyset
	1	1		1
	1	\emptyset	1	1

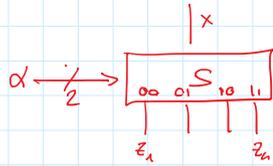
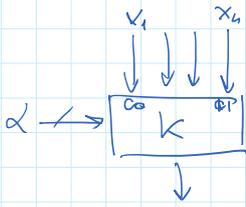
\Rightarrow livelli AND

commutatore

$\alpha \dots \alpha$	x	...	x	z
} $2^{\#x}$	x	x	x	1
	x	x	x	1
	x	x	x	1
	x	x	x	1

\Rightarrow livelli AND
 \equiv uguale

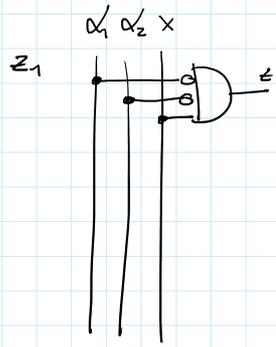
} $2^{\#z}$ termini u OR



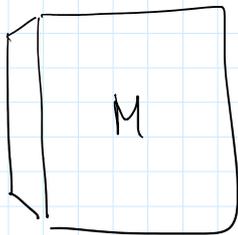
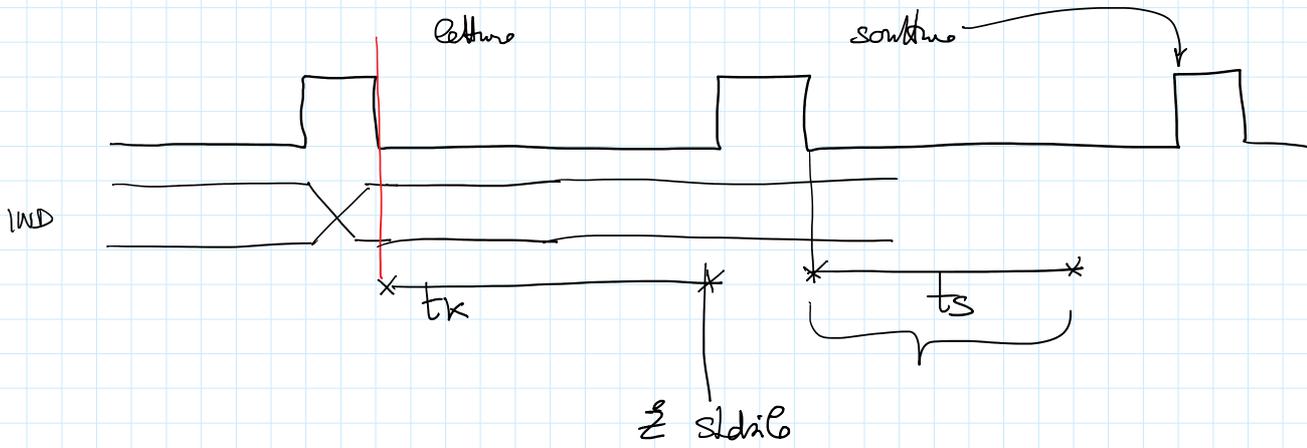
α_1	α_2	x_1	x_2	x_3	x_4	z
0	0	1	-	-	-	1
0	1	-	1	-	-	1
1	0	-	-	1	-	1
1	1	-	-	-	1	1

α_1	α_2	x	z_1	z_2	z_3	z_4
0	0	1	1	0	0	0
0	1	1	0	1	0	0
1	0	1	0	0	1	0
1	1	1	0	0	0	1

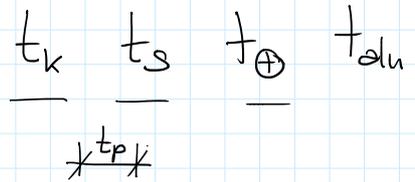
$z_1 = \bar{\alpha}_1 \bar{\alpha}_2 x$



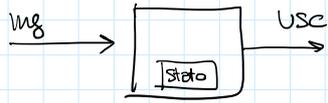
$z = \bar{\alpha}_1 \bar{\alpha}_2 x_1 + \bar{\alpha}_1 \alpha_2 x_2 + \alpha_1 \bar{\alpha}_2 x_3 + \alpha_1 \alpha_2 x_4$



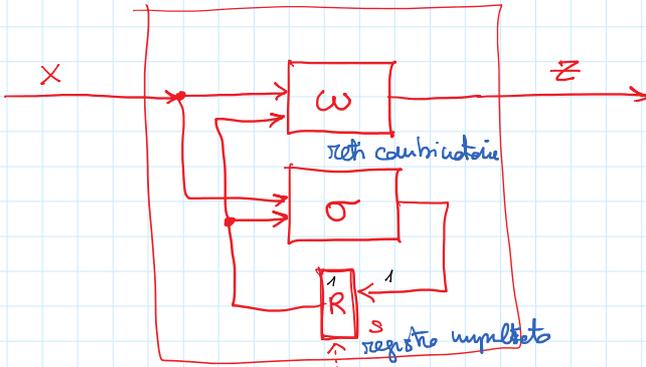
t_{α}



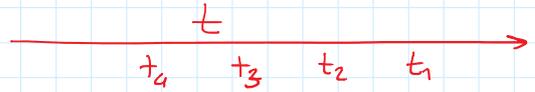
Reti sequenziali



$$usc = f(ing, stato)$$

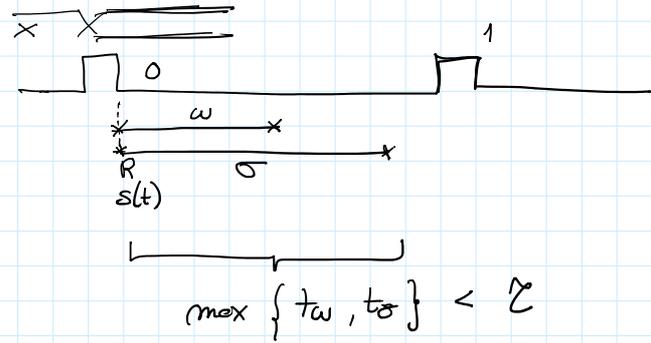


Rete seq di Mealy

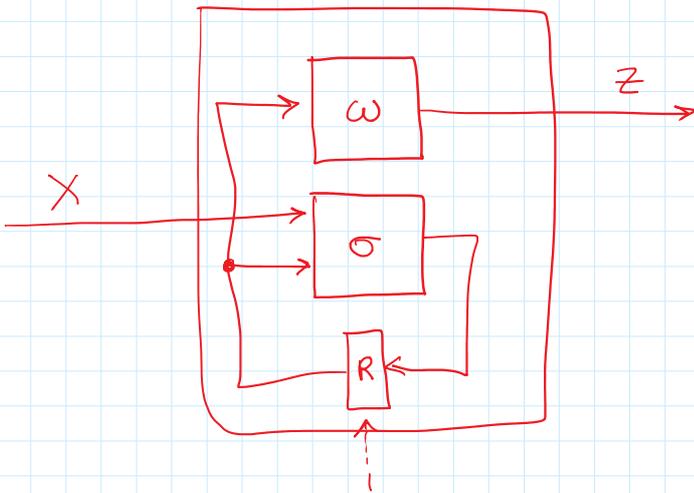


$$z(t) = w(x(t), s(t))$$

$$s(t+1) = \sigma(x(t), s(t))$$

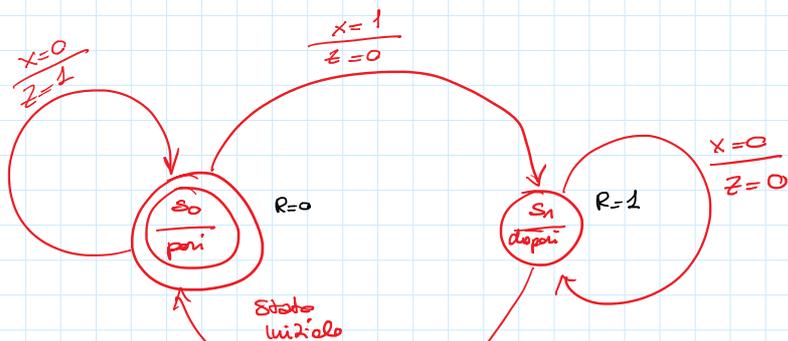
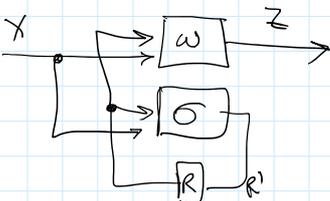
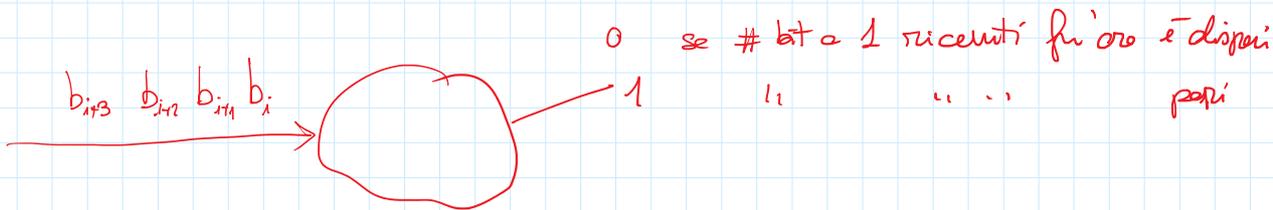


Rete seq di Moore

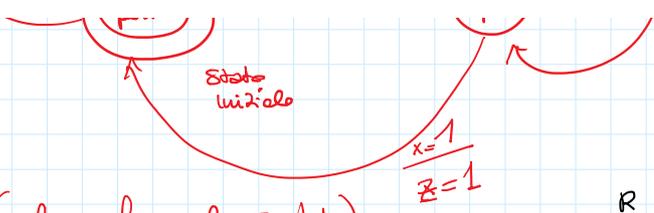


$$z(t) = w(s(t))$$

$$s(t+1) = \sigma(x(t), s(t))$$



R'



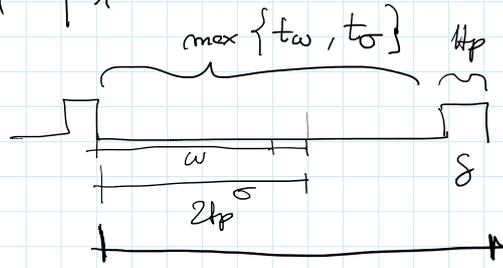
R 1 bit (x die ho solo 2 stati)
 $\log_2 2 = 1$

R	x	z
0	0	1
0	1	0
1	0	0
1	1	1

$z = \overline{R} \overline{x} + R x$

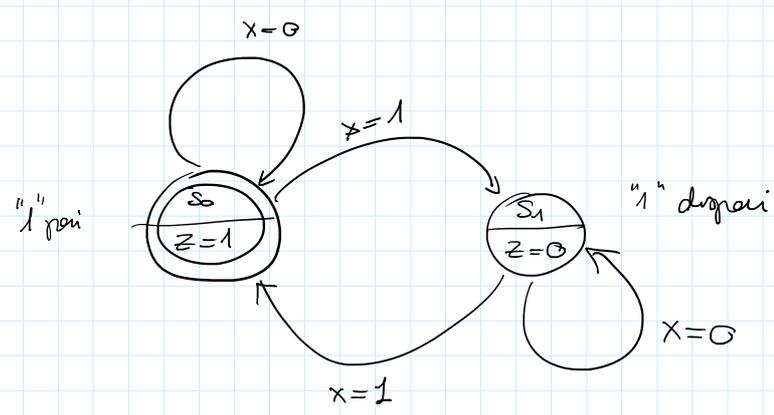
R	x	R'
0	0	0
0	1	1
1	0	1
1	1	0

$R' = \overline{R} x + R \overline{x}$



$\tau = 2tp$? No! $\tau = 3tp$

$\tau = \max \{tw, to\} + S$



4

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