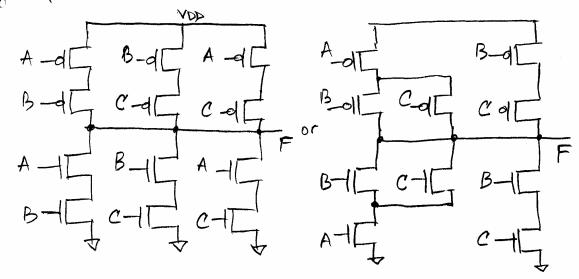


Problem 1.2: F = AB + BC + AC It's best to use Karnaugh map.

	B				
	1	1	0	1	
4	1	0	0	0	

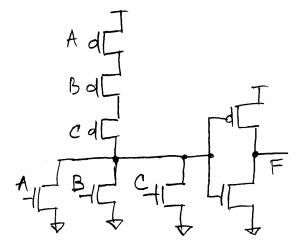
- · Logic for NMOS = AB + BC + AC
- · Logic for PMOS = AB + BC + AC



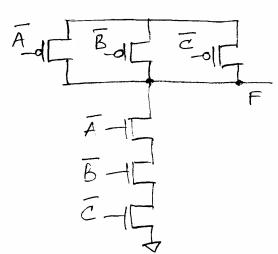
Problem 1.3: 3-input or gate.

$$F = A + B + C = \overline{A + B + C} = \overline{A \cdot B \cdot C}$$

Two possible implementations.



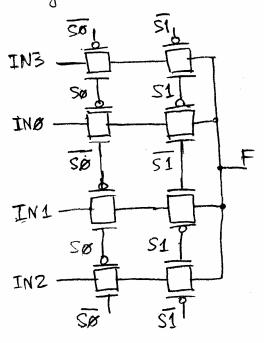
Straight-forward; bad high-PMOS stack

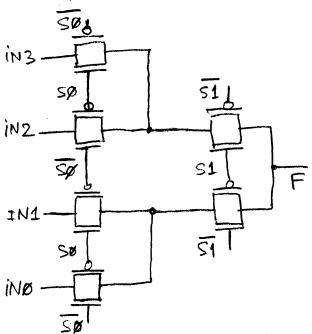


Simple circuit; need inverting input

Problem 1.4: 4-input multiplexer

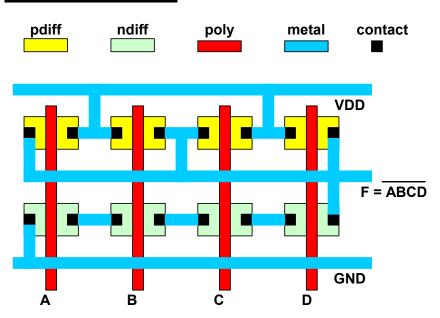
you can use one 4:1 MUX or three 2:1 MUX's.



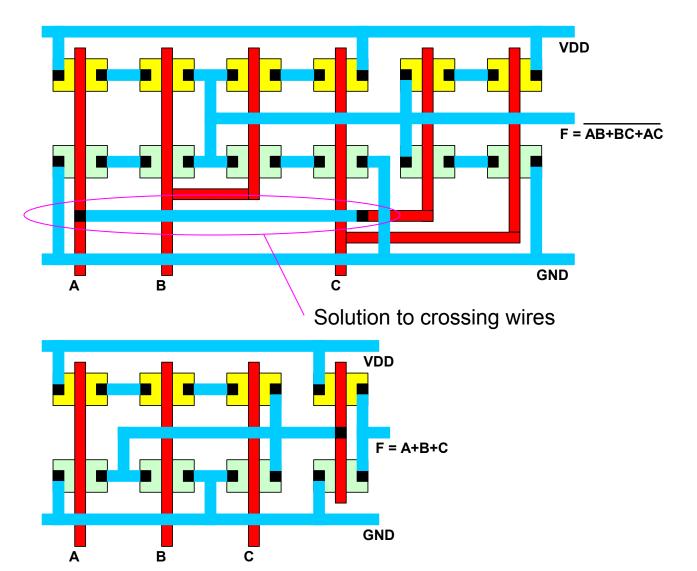


Preferred, using less transistors

## Problem 1.5



In layout, lines of same material cannot cross. You will face that often in your layout. The common solution is to switch to a different material over the crossing to eliminate it.



## Problem 1.6. S-R latch

