

Prime Number Identifier Circuit

PC/CP220 Project Phase II

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Truth Table

For this particular problem, it would be helpful to create a table of numbers, their binary representations, and indication of their status (i.e. prime, composite, or neither).

number	binary ($a_3a_2a_1a_0$)	p/c/n
0	0000	n
1	0001	n
2	0010	p
3	0011	p
4	0100	c
5	0101	p
6	0110	c
7	0111	p
8	1000	c
9	1001	c
10	1010	c
11	1011	p
12	1100	c
13	1101	p
14	1110	c
15	1111	c

Table 1: Truth Table

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In this case, a Karnaugh map can be used to determine simplified sum-of-products logic equations.

		a_1a_0			
		00	01	11	10
a_3a_2	00	0	0	1	1
	01	0	1	1	0
	11	0	1	0	0
	10	0	0	1	0

Table 2: Karnaugh Map Table for *prime*

We can highlight groups of ones in this table:

		a_1a_0			
		00	01	11	10
a_3a_2	00	0	0	1	1
	01	0	1	1	0
	11	0	1	0	0
	10	0	0	1	0

Table 3: Highlighting two groups

The terms given by these groups will be

- $\overline{a_3} \overline{a_2} a_1$ (a_0 is irrelevant)
- $\overline{a_3} a_2 a_0$ (a_1 is irrelevant)

		$a_1 a_0$			
		00	01	11	10
$a_3 a_2$	00	0	0	1	1
	01	0	1	1	0
	11	0	1	0	0
	10	0	0	1	0

Table 4: Highlighting two other groups

We can highlight two other groups of ones in this table.

Note that you might miss one of the groups *if you forget that the table wraps around at the edges*.

The terms given by these groups will be

- $\bar{a}_2 a_1 a_0$ (a_3 is irrelevant)
- $a_2 \bar{a}_1 a_0$ (a_3 is irrelevant)

Thus by combining those terms the final equation for the output is

$$prime = \bar{a}_3 \bar{a}_2 a_1 + \bar{a}_3 a_2 a_0 + \bar{a}_2 a_1 a_0 + a_2 \bar{a}_1 a_0$$

Actually, you may notice the last two terms can be simplified with an XOR, so we could rewrite the equation as

$$prime = \bar{a}_3 a_2 a_0 + \bar{a}_3 \bar{a}_2 a_1 + (a_2 \oplus a_1) a_0$$

We could also factor \bar{a}_3 out of the first two terms to get

$$prime = \bar{a}_3 (a_2 a_0 + \bar{a}_2 a_1) + (a_2 \oplus a_1) a_0$$

Testing Logic

Maxima can be used to test the equation. Since maxima doesn't have exclusive or built in, I'll use the sum-of-products form, namely:

$$prime = \bar{a}_3 \bar{a}_2 a_1 + \bar{a}_3 a_2 a_0 + \bar{a}_2 a_1 a_0 + a_2 \bar{a}_1 a_0$$

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maxima
Maxima 5.25.1 http://maxima.sourceforge.net
using Lisp CLISP 2.49 (2010-07-07)
Distributed under the GNU Public License. See the file COPYING.
Dedicated to the memory of William Schelter.
The function bug_report() provides bug reporting information.
(%i1) t1:(not a3) and (not a2) and a1;
(%o1) (not a3) and (not a2) and a1
(%i2) t2:(not a3) and a2 and a0;
(%o2) (not a3) and a2 and a0
(%i3) t3:(not a2) and a1 and a0;
(%o3) (not a2) and a1 and a0
(%i4) t4:a2 and (not a1) and a0;
(%o4) a2 and (not a1) and a0
(%i5) prime:t1 or t2 or t3 or t4;
(%o5) ((not a3) and (not a2) and a1) or ((not a3) and a2 and a0)
      or ((not a2) and a1 and a0) or (a2 and (not a1) and a0)
(%i6) prime, a0=false,a1=false,a2=false,a3=false;
(%o6) false
(%i7) prime, a0=true,a1=false,a2=false,a3=false;
(%o7) false
(%i8) prime, a0=false,a1=true,a2=false,a3=false;
(%o8) true ← 2
(%i9) prime, a0=true,a1=true,a2=false,a3=false;
(%o9) true ← 3
(%i10) prime, a0=false,a1=false,a2=true,a3=false;
(%o10) false
(%i11) prime, a0=true,a1=false,a2=true,a3=false;
(%o11) true ← 5
(%i12) prime, a0=false,a1=true,a2=true,a3=false;
(%o12) false
(%i13) prime, a0=true,a1=true,a2=true,a3=false;
(%o13) true ← 7
(%i14) prime, a0=false,a1=false,a2=false,a3=true;
(%o14) false
(%i15) prime, a0=true,a1=false,a2=false,a3=true;
(%o15) false
(%i16) prime, a0=false,a1=true,a2=false,a3=true;
(%o16) false
(%i17) prime, a0=true,a1=true,a2=false,a3=true;
(%o17) true
(%i18) prime, a0=false,a1=false,a2=true,a3=true;
(%o18) false ← 11
(%i19) prime, a0=true,a1=false,a2=true,a3=true;
(%o19) true ← 13
(%i20) prime, a0=false,a1=true,a2=true,a3=true;
(%o20) false
(%i21) prime, a0=true,a1=true,a2=true,a3=true;
(%o21) false

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The numbers shown are the only ones for which *prime* is true, so the equation is correct.