

Extraído de "Principles of Digital Design" Grajcki, D.D.
 Prentice Hall, 1997

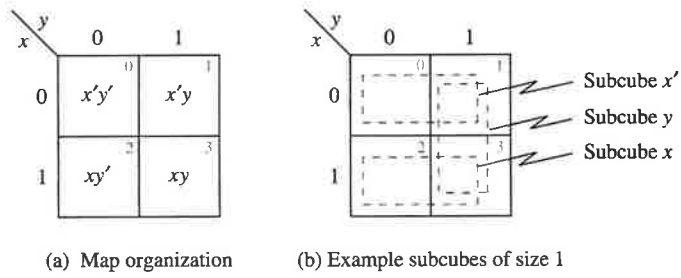
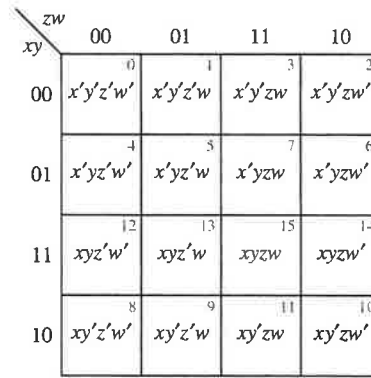
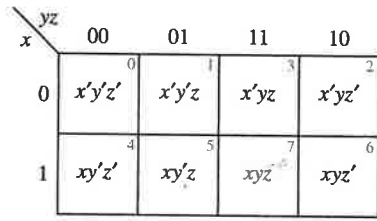


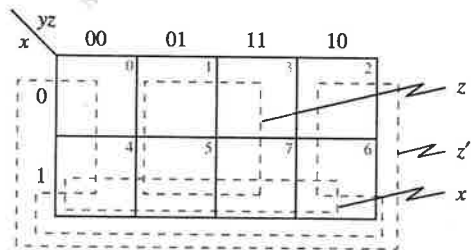
FIGURE 4.4
Two-variable map.



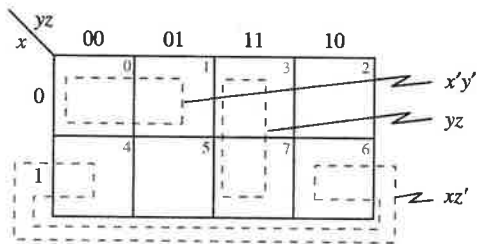
(a) Map organization



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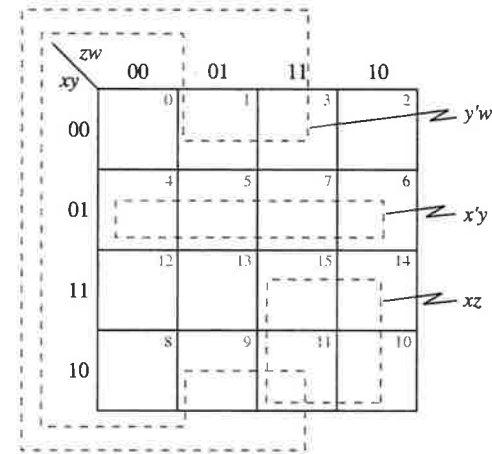


(b) Examples of 2-subcubes

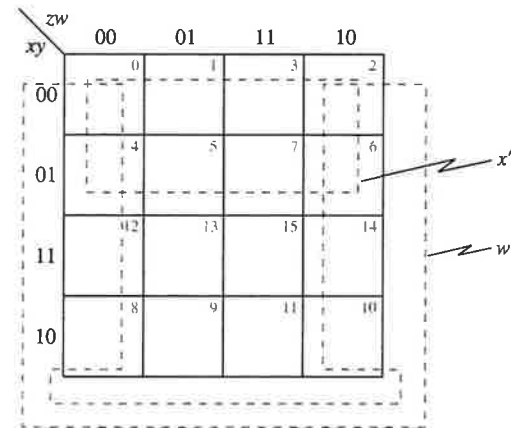


(c) Examples of 1-subcubes

FIGURE 4.6
Three-variable map.

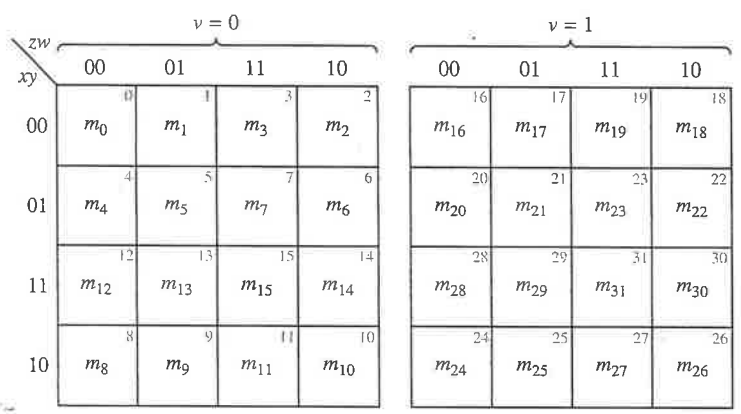


(b) Examples of 2-subcubes

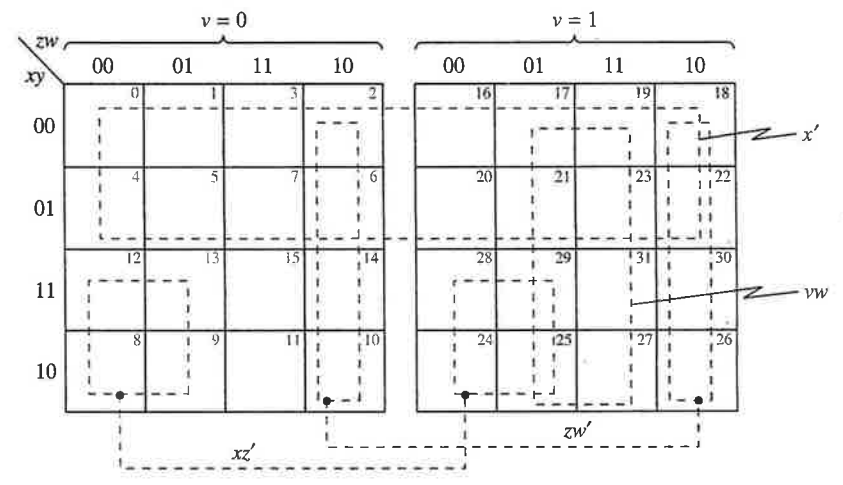


(c) Examples of 3-subcubes

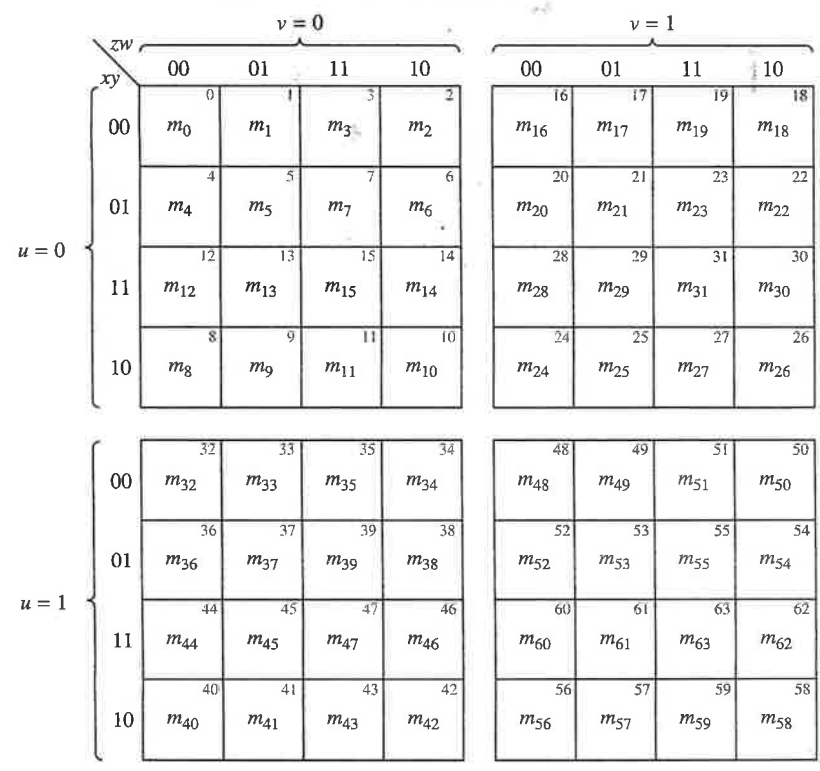
FIGURE 4.8
Four-variable map.



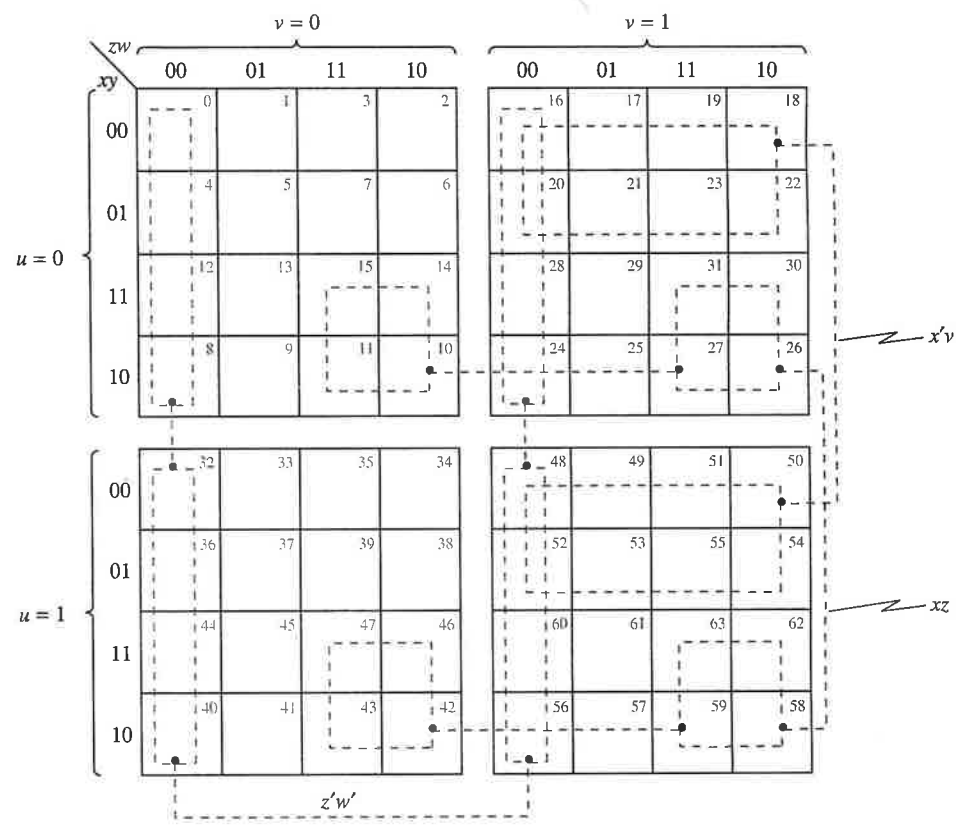
5 Variables: $xyzw$



(b) Examples of 3-subcubes and 4-subcubes



6 Variables: $xyzwuv$



(b) Examples of 4-subcubes