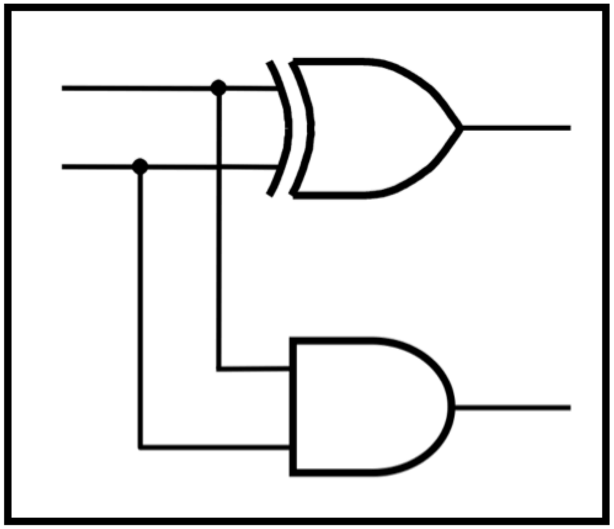


CprE 281: Digital Logic

Instructor: Alexander Stoytchev

http://www.ece.iastate.edu/~alexs/classes/

Multiplexers

CprE 281: Digital Logic
Iowa State University, Ames, IA

Administrative Stuff

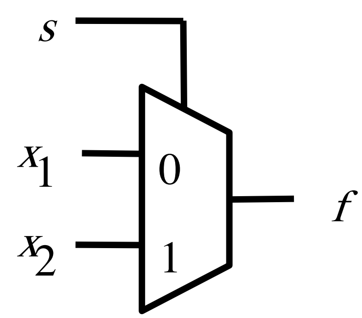
- HW 6 is due on Monday Oct 9 @ 10pm
- Next week: Lab 6
- Midterm progress report grades are due next week

2-to-1 Multiplexer

2-to-1 Multiplexer (Definition)

- Has two inputs: x_1 and x_2
- Also has another input line s
- If s=0, then the output is equal to x_1
- If s=1, then the output is equal to x_2

Graphical Symbol for a 2-to-1 Multiplexer

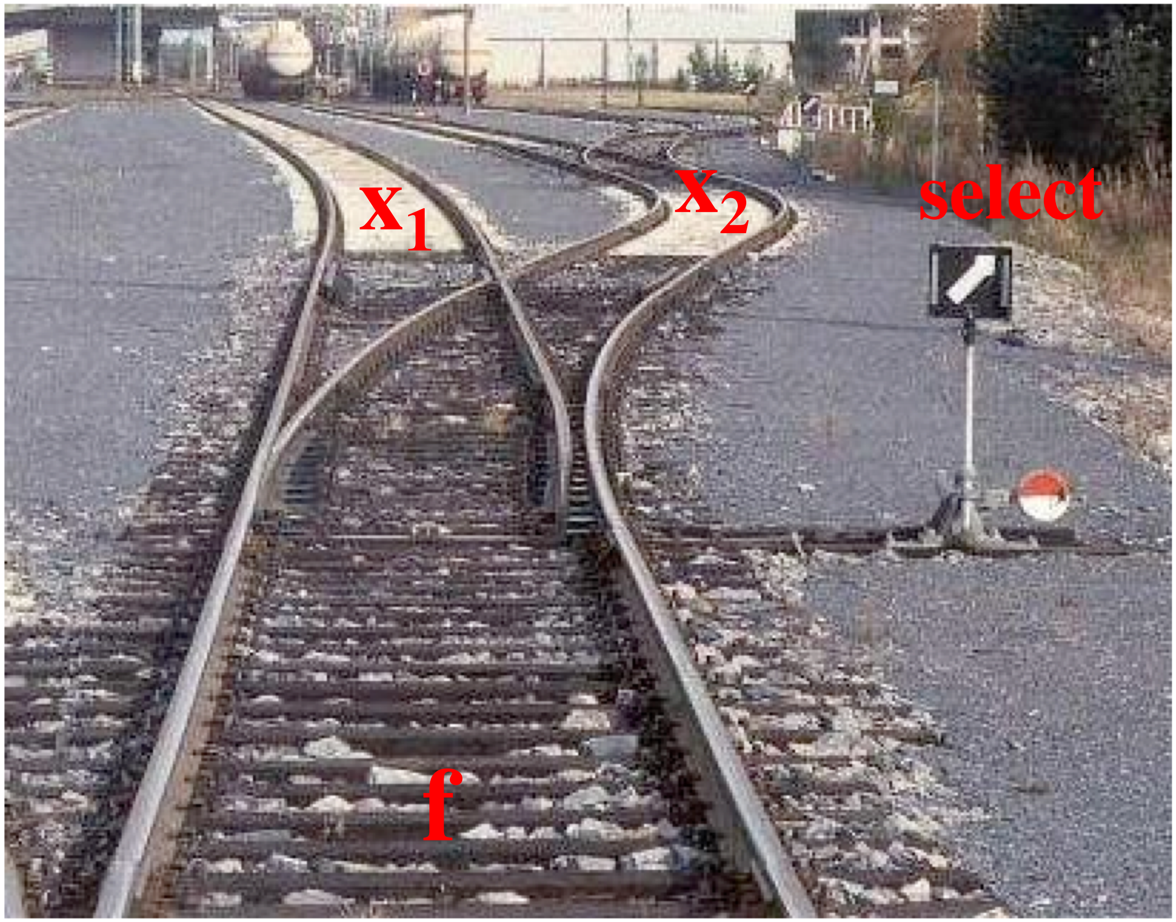


[Figure 2.33c from the textbook]

Analogy: Railroad Switch

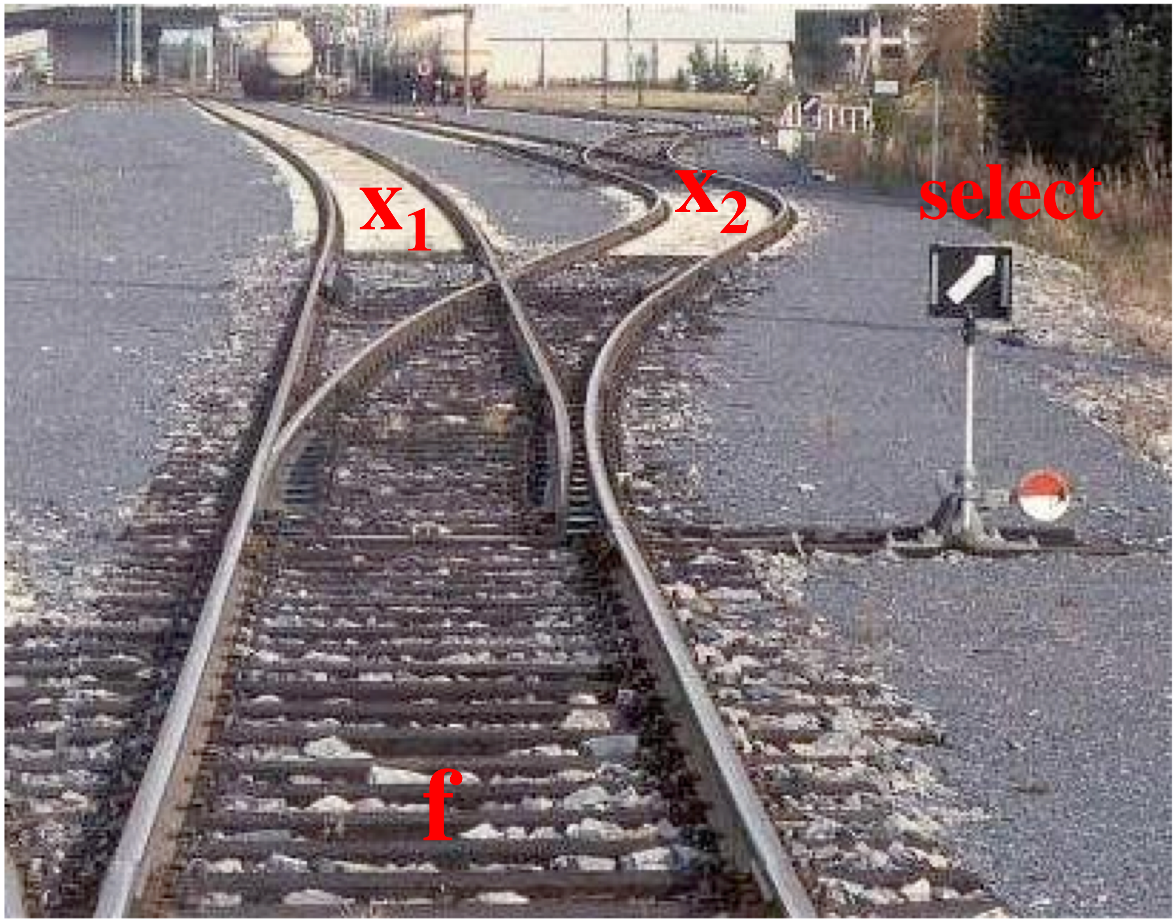
http://en.wikipedia.org/wiki/Railroad_switch]

Analogy: Railroad Switch



http://en.wikipedia.org/wiki/Railroad_switch]

Analogy: Railroad Switch



This is not a perfect analogy because the trains can go in either direction, while the multiplexer would only allow them to go from top to bottom.

http://en.wikipedia.org/wiki/Railroad_switch]

Truth Table for a 2-to-1 Multiplexer

$s\ x_1\ x_2$	$f(s, x_1, x_2)$
0 0 0	0
0 0 1	0
0 1 0	1
0 1 1	1
1 0 0	0
1 0 1	1
1 1 0	0
1 1 1	1

[Figure 2.33a from the textbook]

Let's Derive the SOP form

$s\ x_1\ x_2$	$f(s, x_1, x_2)$
0 0 0	0
0 0 1	0
0 1 0	1
0 1 1	1
1 0 0	0
1 0 1	1
1 1 0	0
1 1 1	1

Let's Derive the SOP form

$s\ x_1\ x_2$	$f(s, x_1, x_2)$
0 0 0	0
0 0 1	0
0 1 0	$\boxed{1}$
0 1 1	$\boxed{1}$
1 0 0	0
1 0 1	$\boxed{1}$
1 1 0	0
1 1 1	$\boxed{1}$

Let's Derive the SOP form

$s\ x_1\ x_2$	$f(s, x_1, x_2)$
0 0 0	0
0 0 1	0
0 1 0	$\boxed{1}$
0 1 1	$\boxed{1}$
1 0 0	0
1 0 1	$\boxed{1}$
1 1 0	0
1 1 1	$\boxed{1}$

Where should we put the negation signs?

$s\ x_1\ x_2$

$s\ x_1\ x_2$

$s\ x_1\ x_2$

$s\ x_1\ x_2$

Let's Derive the SOP form

$s\ x_1\ x_2$	$f(s, x_1, x_2)$	
0 0 0	0	
0 0 1	0	
0 1 0	$\boxed{1}$	$\overline{s}\, x_1\, \overline{x}_2$
0 1 1	$\boxed{1}$	$\overline{s}\, x_1\, x_2$
1 0 0	0	
1 0 1	$\boxed{1}$	$s\, \overline{x}_1\, x_2$
1 1 0	0	
1 1 1	$\boxed{1}$	$s\, x_1\, x_2$

Let's Derive the SOP form

$s\ x_1\ x_2$	$f(s, x_1, x_2)$	
0 0 0	0	
0 0 1	0	
0 1 0	$\boxed{1}$	$\overline{s}\, x_1\, \overline{x_2}$
0 1 1	$\boxed{1}$	$\overline{s}\, x_1\, x_2$
1 0 0	0	
1 0 1	$\boxed{1}$	$s\, \overline{x_1}\, x_2$
1 1 0	0	
1 1 1	$\boxed{1}$	$s\, x_1\, x_2$

$$f(s, x_1, x_2) = \overline{s}\, x_1\, \overline{x_2} + \overline{s}\, x_1\, x_2 + s\, \overline{x_1}\, x_2 + s\, x_1\, x_2$$

Let’s simplify this expression

$$f(s, x_1, x_2) = \overline{s}\, x_1\, \overline{x_2} + \overline{s}\, x_1\, x_2 + s\, \overline{x_1}\, x_2 + s\, x_1\, x_2$$

Let's simplify this expression

$$f(s, x_1, x_2) = \overline{s}\, x_1\, \overline{x_2} + \overline{s}\, x_1\, x_2 + s\, \overline{x_1}\, x_2 + s\, x_1\, x_2$$

$$f(s, x_1, x_2) = \overline{s}\, x_1\, (\overline{x_2} + x_2) + s\, (\overline{x_1} + x_1)\, x_2$$

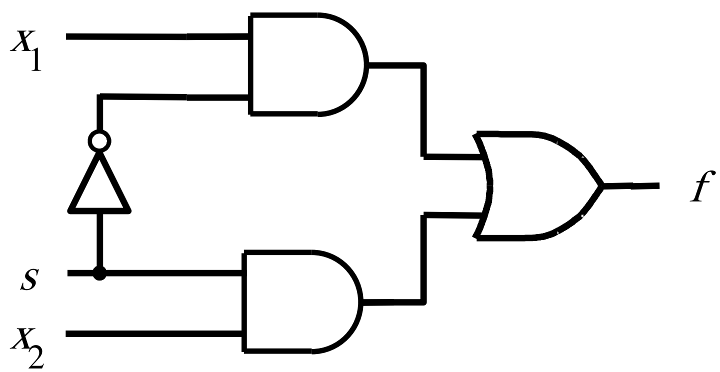
Let's simplify this expression

$$f(s, x_1, x_2) = \overline{s}\, x_1\, \overline{x_2} + \overline{s}\, x_1\, x_2 + s\, \overline{x_1}\, x_2 + s\, x_1\, x_2$$

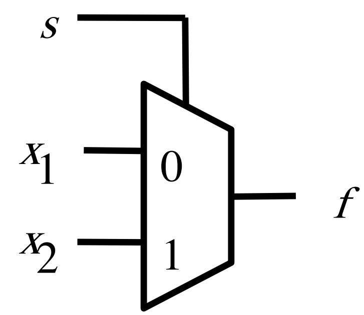
$$f(s, x_1, x_2) = \overline{s}\, x_1\, (\overline{x_2} + x_2) + s\, (\overline{x_1} + x_1)\, x_2$$

$$f(s, x_1, x_2) = \overline{s}\, x_1 + s\, x_2$$

Circuit for 2-1 Multiplexer



(b) Circuit

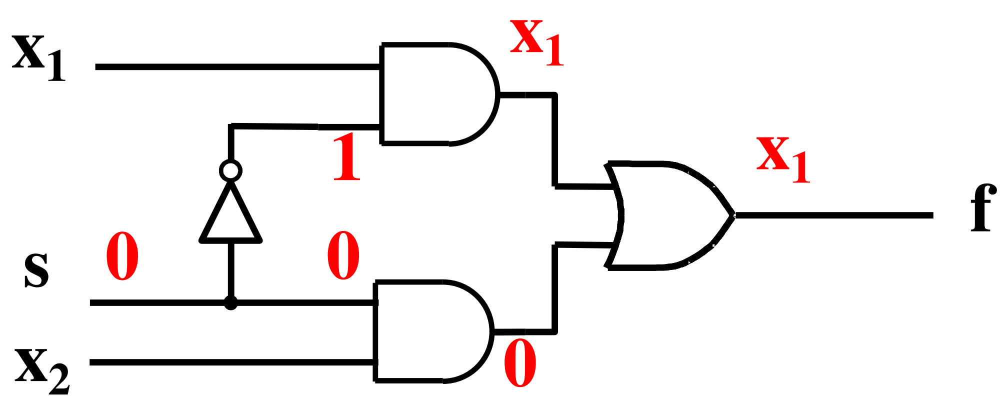


(c) Graphical symbol

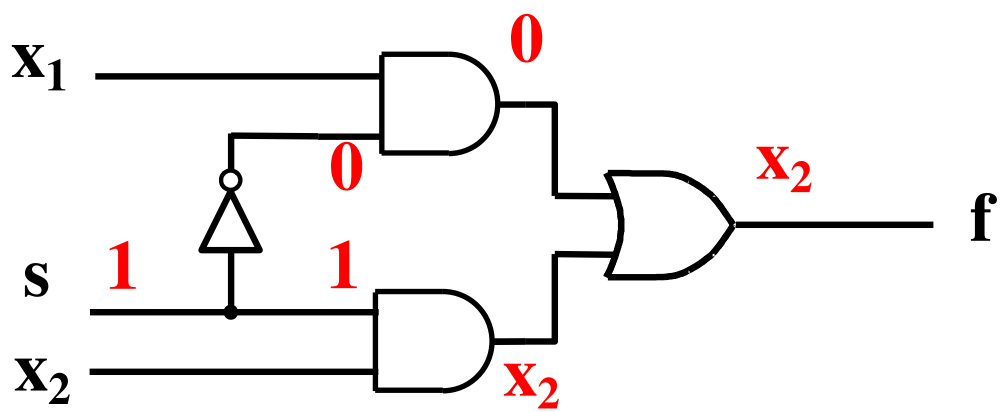
$$f(s, x_1, x_2) = \overline{s}\, x_1 + s\, x_2$$

[Figure 2.33b-c from the textbook]

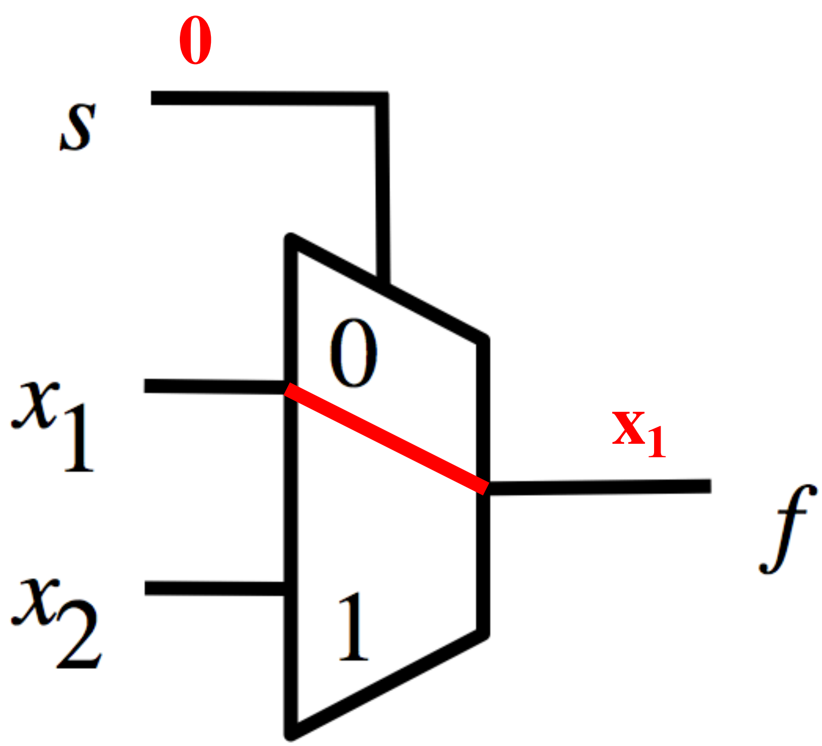
Analysis of the 2-to-1 Multiplexer (when the input s=0)



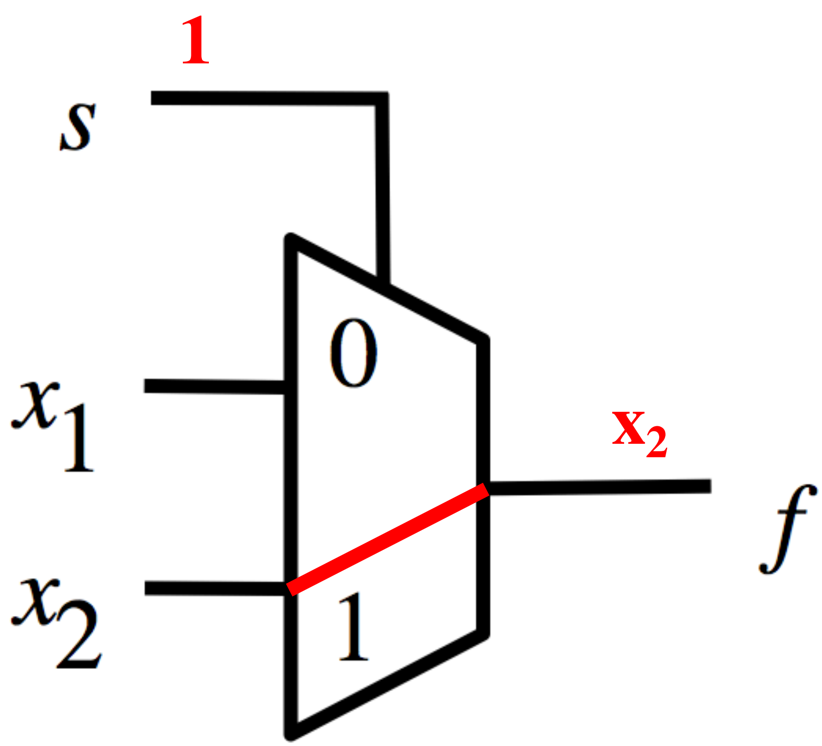
Analysis of the 2-to-1 Multiplexer (when the input s=1)



Analysis of the 2-to-1 Multiplexer (when the input s=0)



Analysis of the 2-to-1 Multiplexer (when the input s=1)



More Compact Truth-Table Representation

$s\ x_1\ x_2$	$f(s, x_1, x_2)$
0 0 0	0
0 0 1	0
0 1 0	1
0 1 1	1
1 0 0	0
1 0 1	1
1 1 0	0
1 1 1	1

(a)Truth table

s	$f(s, x_1, x_2)$
0	x_1
1	x_2

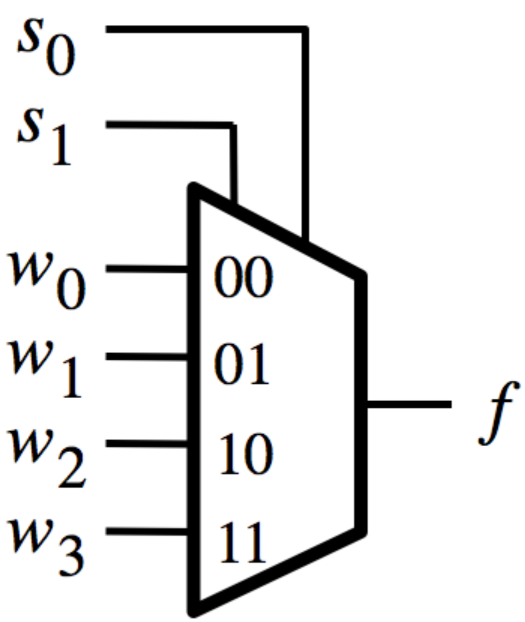
[Figure 2.33 from the textbook]

4-to-1 Multiplexer

4-to-1 Multiplexer (Definition)

- **Has four inputs: w_0 , w_1, w_2, w_3**
- **Also has two select lines: s_1 and s_0**
- **If s_1=0 and s_0=0, then the output f is equal to w_0**
- **If s_1=0 and s_0=1, then the output f is equal to w_1**
- **If s_1=1 and s_0=0, then the output f is equal to w_2**
- **If s_1=1 and s_0=1, then the output f is equal to w_3**

Graphical Symbol and Truth Table



(a) Graphic symbol

s_1	s_0	f
0	0	w_0
0	1	w_1
1	0	w_2
1	1	w_3

(b) Truth table

[Figure 4.2a-b from the textbook]

The long-form truth table

The long-form truth table

S_1	S_0	I_3	I_2	I_1	I_0	F
0	0	0	0	0	0	0
		0	0	0	1	1
		0	0	1	0	0
		0	0	1	1	1
		0	1	0	0	0
		0	1	0	1	1
		0	1	1	0	0
		0	1	1	1	1
		1	0	0	0	0
		1	0	0	1	1
		1	0	1	0	0
		1	0	1	1	1
		1	1	0	0	0
		1	1	0	1	1
		1	1	1	0	0
		1	1	1	1	1

S_1	S_0	I_3	I_2	I_1	I_0	F
0	1	0	0	0	0	0
		0	0	0	1	0
		0	0	1	0	1
		0	0	1	1	1
		0	1	0	0	0
		0	1	0	1	0
		0	1	1	0	1
		0	1	1	1	1
		1	0	0	0	0
		1	0	0	1	0
		1	0	1	0	1
		1	0	1	1	1
		1	1	0	0	0
		1	1	0	1	0
		1	1	1	0	1
		1	1	1	1	1

S_1	S_0	I_3	I_2	I_1	I_0	F
1	0	0	0	0	0	0
		0	0	0	1	0
		0	0	1	0	0
		0	0	1	1	0
		0	1	0	0	1
		0	1	0	1	1
		0	1	1	0	1
		0	1	1	1	1
		1	0	0	0	0
		1	0	0	1	0
		1	0	1	0	0
		1	0	1	1	0
		1	1	0	0	1
		1	1	0	1	1
		1	1	1	0	1
		1	1	1	1	1

S_1	S_0	I_3	I_2	I_1	I_0	F
1	1	0	0	0	0	0
		0	0	0	1	0
		0	0	1	0	0
		0	0	1	1	0
		0	1	0	0	0
		0	1	0	1	0
		0	1	1	0	0
		0	1	1	1	0
		1	0	0	0	1
		1	0	0	1	1
		1	0	1	0	1
		1	0	1	1	1
		1	1	0	0	1
		1	1	0	1	1
		1	1	1	0	1
		1	1	1	1	1

[http://www.absoluteastronomy.com/topics/Multiplexer]

The long-form truth table

S_1	S_0	I_3	I_2	I_1	I_0	F
0	0	0	0	0	0	0
		0	0	0	1	1
		0	0	1	0	0
		0	0	1	1	1
		0	1	0	0	0
		0	1	0	1	1
		0	1	1	0	0
		0	1	1	1	1
		1	0	0	0	0
		1	0	0	1	1
		1	0	1	0	0
		1	0	1	1	1
		1	1	0	0	0
		1	1	0	1	1
		1	1	1	0	0
		1	1	1	1	1

identical

S_1	S_0	I_3	I_2	I_1	I_0	F
0	1	0	0	0	0	0
		0	0	0	1	0
		0	0	1	0	1
		0	0	1	1	1
		0	1	0	0	0
		0	1	0	1	0
		0	1	1	0	1
		0	1	1	1	1
		1	0	0	0	0
		1	0	0	1	0
		1	0	1	0	1
		1	0	1	1	1
		1	1	0	0	0
		1	1	0	1	0
		1	1	1	0	1
		1	1	1	1	1

S_1	S_0	I_3	I_2	I_1	I_0	F
1	0	0	0	0	0	0
		0	0	0	1	0
		0	0	1	0	0
		0	0	1	1	0
		0	1	0	0	1
		0	1	0	1	1
		0	1	1	0	1
		0	1	1	1	1
		1	0	0	0	0
		1	0	0	1	0
		1	0	1	0	0
		1	0	1	1	0
		1	1	0	0	1
		1	1	0	1	1
		1	1	1	0	1
		1	1	1	1	1

S_1	S_0	I_3	I_2	I_1	I_0	F
1	1	0	0	0	0	0
		0	0	0	1	0
		0	0	1	0	0
		0	0	1	1	0
		0	1	0	0	0
		0	1	0	1	0
		0	1	1	0	0
		0	1	1	1	0
		1	0	0	0	1
		1	0	0	1	1
		1	0	1	0	1
		1	0	1	1	1
		1	1	0	0	1
		1	1	0	1	1
		1	1	1	0	1
		1	1	1	1	1

[http://www.absoluteastronomy.com/topics/Multiplexer]

The long-form truth table

S_1	S_0	I_3	I_2	I_1	I_0	F
0	0	0	0	0	0	0
		0	0	0	1	1
		0	0	1	0	0
		0	0	1	1	1
		0	1	0	0	0
		0	1	0	1	1
		0	1	1	0	0
		0	1	1	1	1
		1	0	0	0	0
		1	0	0	1	1
		1	0	1	0	0
		1	0	1	1	1
		1	1	0	0	0
		1	1	0	1	1
		1	1	1	0	0
		1	1	1	1	1

S_1	S_0	I_3	I_2	I_1	I_0	F
0	1	0	0	0	0	0
		0	0	0	1	0
		0	0	1	0	1
		0	0	1	1	1
		0	1	0	0	0
		0	1	0	1	0
		0	1	1	0	1
		0	1	1	1	1
		1	0	0	0	0
		1	0	0	1	0
		1	0	1	0	1
		1	0	1	1	1
		1	1	0	0	0
		1	1	0	1	0
		1	1	1	0	1
		1	1	1	1	1

S_1	S_0	I_3	I_2	I_1	I_0	F
1	0	0	0	0	0	0
		0	0	0	1	0
		0	0	1	0	0
		0	0	1	1	0
		0	1	0	0	1
		0	1	0	1	1
		0	1	1	0	1
		0	1	1	1	1
		1	0	0	0	0
		1	0	0	1	0
		1	0	1	0	0
		1	0	1	1	0
		1	1	0	0	1
		1	1	0	1	1
		1	1	1	0	1
		1	1	1	1	1

S_1	S_0	I_3	I_2	I_1	I_0	F
1	1	0	0	0	0	0
		0	0	0	1	0
		0	0	1	0	0
		0	0	1	1	0
		0	1	0	0	0
		0	1	0	1	0
		0	1	1	0	0
		0	1	1	1	0
		1	0	0	0	1
		1	0	0	1	1
		1	0	1	0	1
		1	0	1	1	1
		1	1	0	0	1
		1	1	0	1	1
		1	1	1	0	1
		1	1	1	1	1

identical

[http://www.absoluteastronomy.com/topics/Multiplexer]

The long-form truth table

S_1	S_0	I_3	I_2	I_1	I_0	F
0	0	0	0	0	0	0
		0	0	0	1	1
		0	0	1	0	0
		0	0	1	1	1
		0	1	0	0	0
		0	1	0	1	1
		0	1	1	0	0
		0	1	1	1	1
		1	0	0	0	0
		1	0	0	1	1
		1	0	1	0	0
		1	0	1	1	1
		1	1	0	0	0
		1	1	0	1	1
		1	1	1	0	0
		1	1	1	1	1

S_1	S_0	I_3	I_2	I_1	I_0	F
0	1	0	0	0	0	0
		0	0	0	1	0
		0	0	1	0	1
		0	0	1	1	1
		0	1	0	0	0
		0	1	0	1	0
		0	1	1	0	1
		0	1	1	1	1
		1	0	0	0	0
		1	0	0	1	0
		1	0	1	0	1
		1	0	1	1	1
		1	1	0	0	0
		1	1	0	1	0
		1	1	1	0	1
		1	1	1	1	1

S_1	S_0	I_3	I_2	I_1	I_0	F
1	0	0	0	0	0	0
		0	0	0	1	0
		0	0	1	0	0
		0	0	1	1	0
		0	1	0	0	1
		0	1	0	1	1
		0	1	1	0	1
		0	1	1	1	1
		1	0	0	0	0
		1	0	0	1	0
		1	0	1	0	0
		1	0	1	1	0
		1	1	0	0	1
		1	1	0	1	1
		1	1	1	0	1
		1	1	1	1	1

identical

S_1	S_0	I_3	I_2	I_1	I_0	F
1	1	0	0	0	0	0
		0	0	0	1	0
		0	0	1	0	0
		0	0	1	1	0
		0	1	0	0	0
		0	1	0	1	0
		0	1	1	0	0
		0	1	1	1	0
		1	0	0	0	1
		1	0	0	1	1
		1	0	1	0	1
		1	0	1	1	1
		1	1	0	0	1
		1	1	0	1	1
		1	1	1	0	1
		1	1	1	1	1

[http://www.absoluteastronomy.com/topics/Multiplexer]

The long-form truth table

S_1	S_0	I_3	I_2	I_1	I_0	F
0	0	0	0	0	0	0
		0	0	0	1	1
		0	0	1	0	0
		0	0	1	1	1
		0	1	0	0	0
		0	1	0	1	1
		0	1	1	0	0
		0	1	1	1	1
		1	0	0	0	0
		1	0	0	1	1
		1	0	1	0	0
		1	0	1	1	1
		1	1	0	0	0
		1	1	0	1	1
		1	1	1	0	0
		1	1	1	1	1

S_1	S_0	I_3	I_2	I_1	I_0	F
0	1	0	0	0	0	0
		0	0	0	1	0
		0	0	1	0	1
		0	0	1	1	1
		0	1	0	0	0
		0	1	0	1	0
		0	1	1	0	1
		0	1	1	1	1
		1	0	0	0	0
		1	0	0	1	0
		1	0	1	0	1
		1	0	1	1	1
		1	1	0	0	0
		1	1	0	1	0
		1	1	1	0	1
		1	1	1	1	1

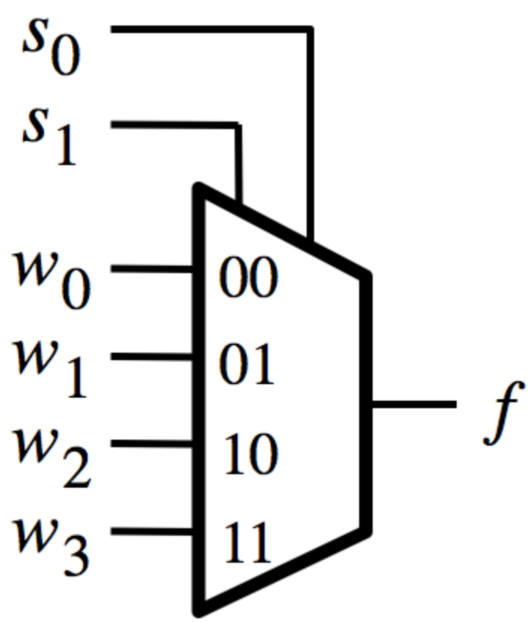
S_1	S_0	I_3	I_2	I_1	I_0	F
1	0	0	0	0	0	0
		0	0	0	1	0
		0	0	1	0	0
		0	0	1	1	0
		0	1	0	0	1
		0	1	0	1	1
		0	1	1	0	1
		0	1	1	1	1
		1	0	0	0	0
		1	0	0	1	0
		1	0	1	0	0
		1	0	1	1	0
		1	1	0	0	1
		1	1	0	1	1
		1	1	1	0	1
		1	1	1	1	1

S_1	S_0	I_3	I_2	I_1	I_0	F
1	1	0	0	0	0	0
		0	0	0	1	0
		0	0	1	0	0
		0	0	1	1	0
		0	1	0	0	0
		0	1	0	1	0
		0	1	1	0	0
		0	1	1	1	0
		1	0	0	0	1
		1	0	0	1	1
		1	0	1	0	1
		1	0	1	1	1
		1	1	0	0	1
		1	1	0	1	1
		1	1	1	0	1
		1	1	1	1	1

identical

[http://www.absoluteastronomy.com/topics/Multiplexer]

Graphical Symbol and Truth Table



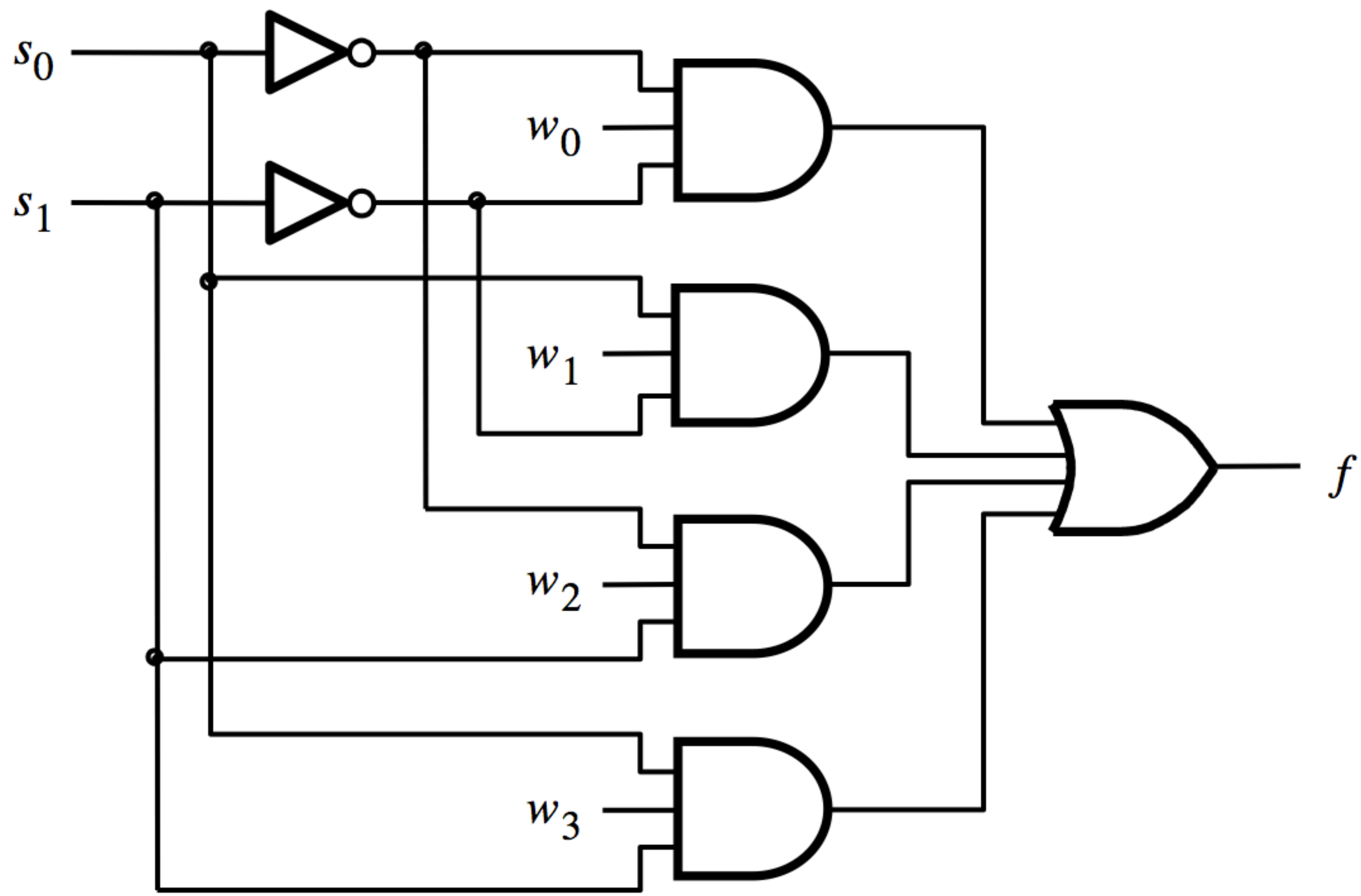
(a) Graphic symbol

s_1	s_0	f
0	0	w_0
0	1	w_1
1	0	w_2
1	1	w_3

(b) Truth table

[Figure 4.2a-b from the textbook]

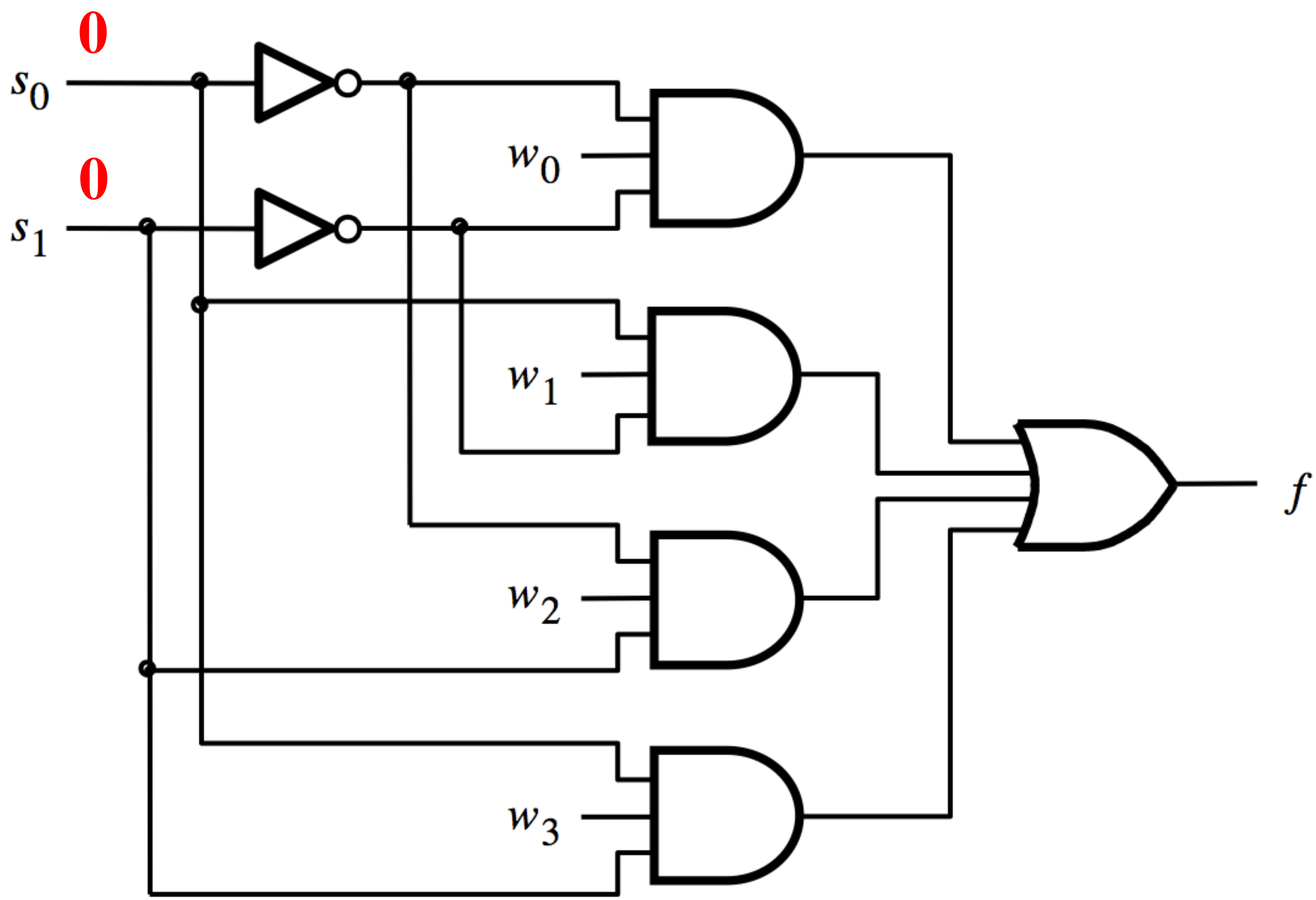
4-to-1 Multiplexer (SOP circuit)



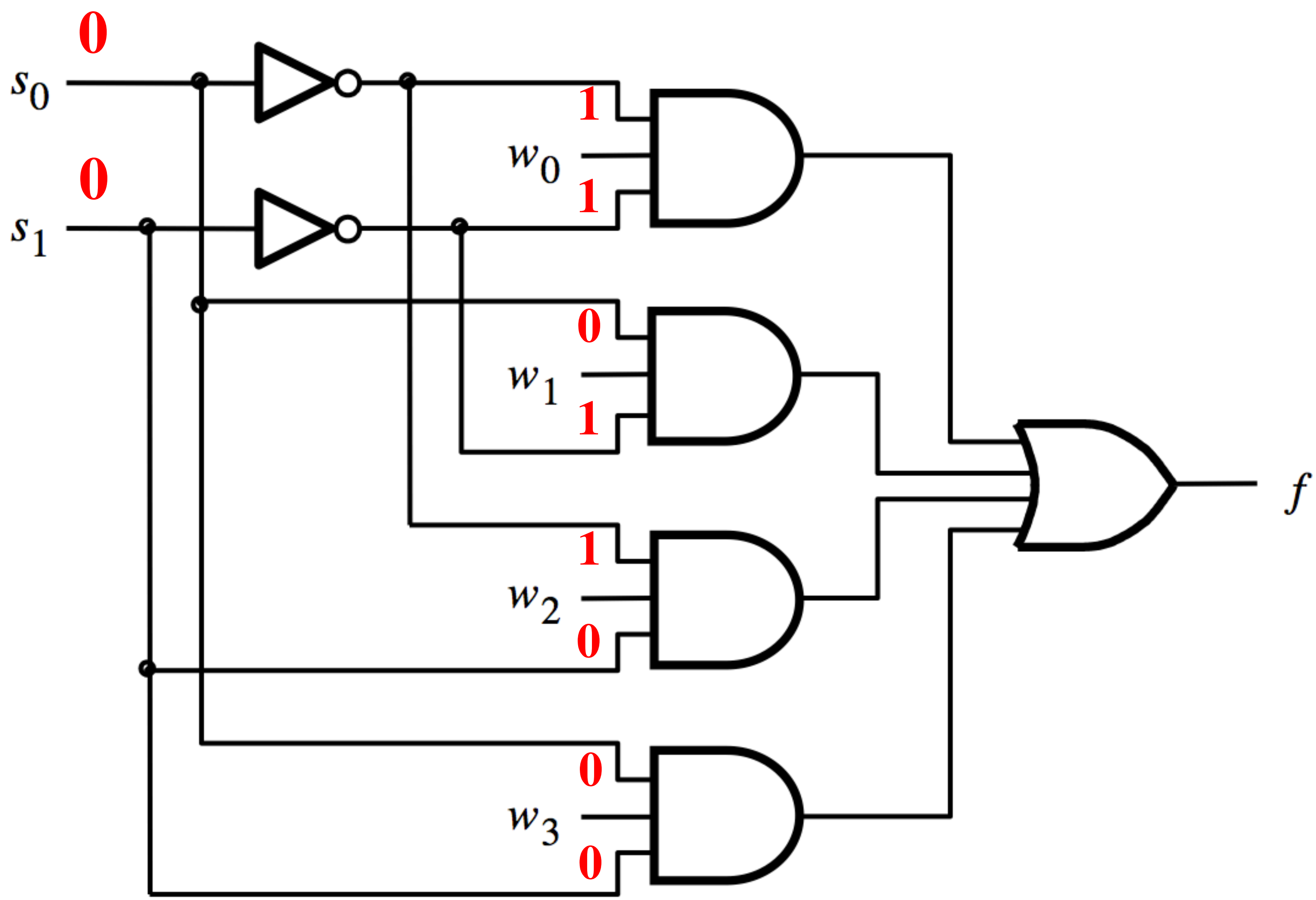
$$f = \overline{s_1}\,\overline{s_0}\,w_0 + \overline{s_1}\,s_0\,w_1 + s_1\,\overline{s_0}\,w_2 + s_1\,s_0\,w_3$$

[Figure 4.2c from the textbook]

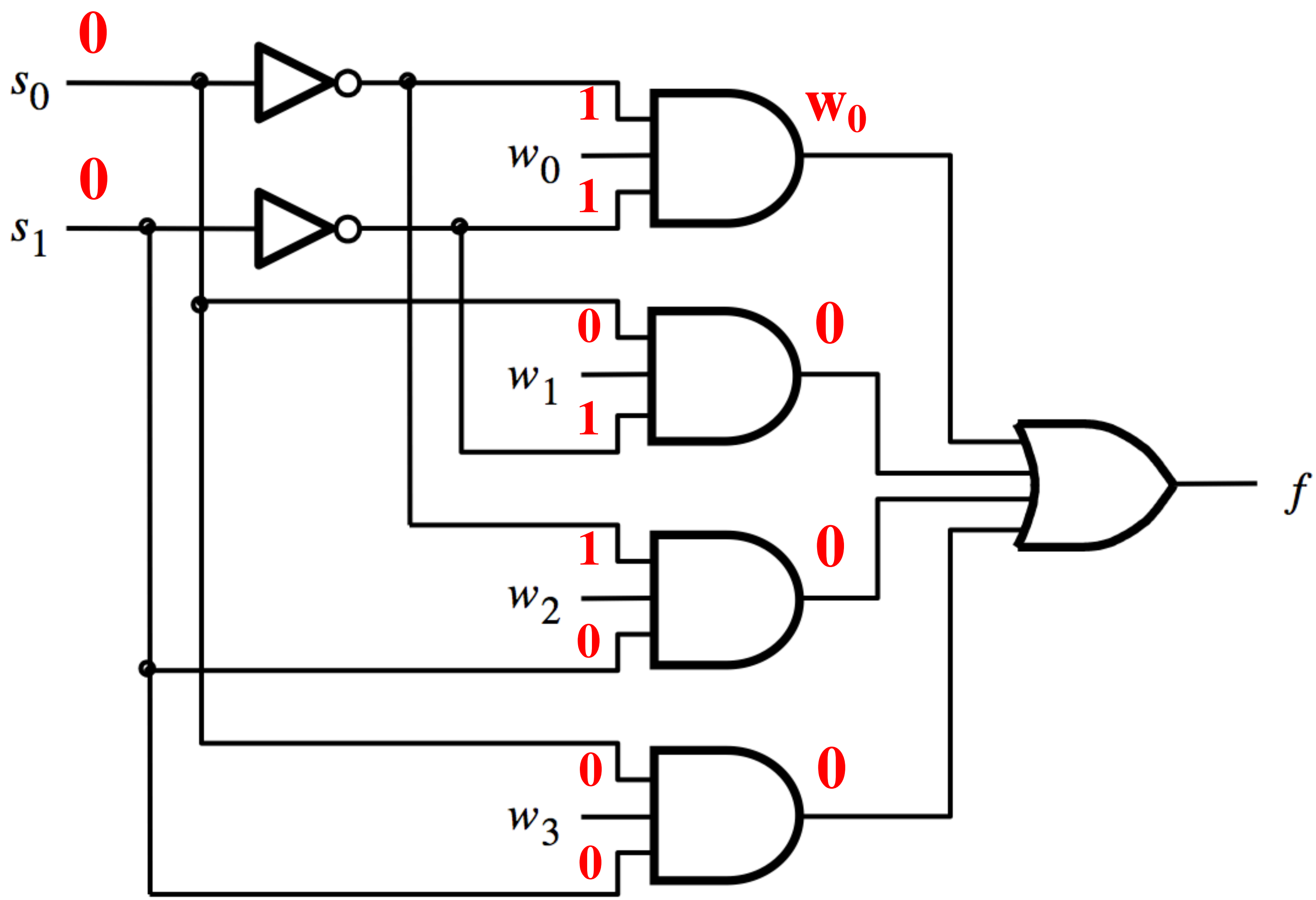
Analysis of the 4-to-1 Multiplexer
(s_1=0 and s_0=0)



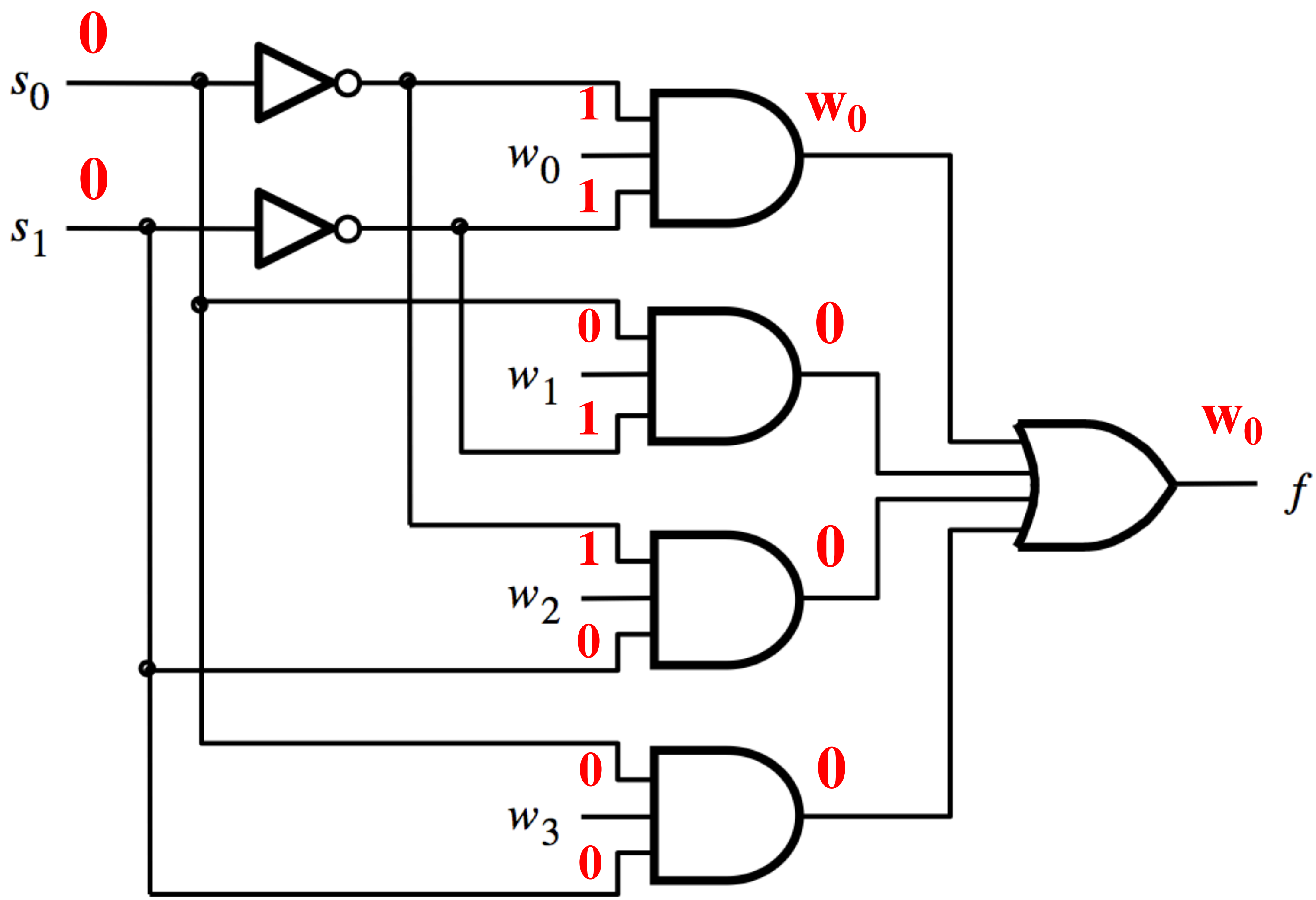
Analysis of the 4-to-1 Multiplexer
(s_1=0 and s_0=0)



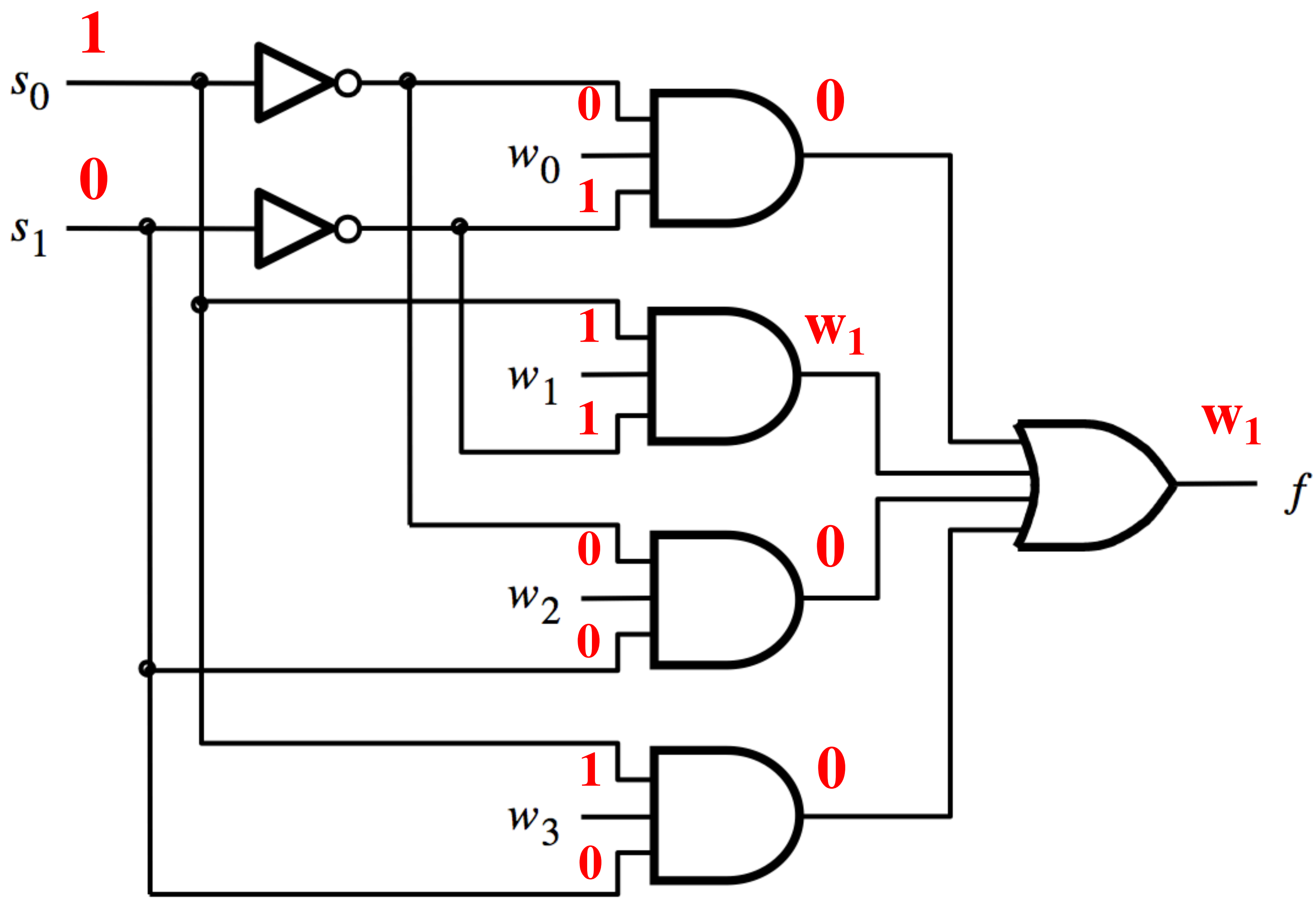
Analysis of the 4-to-1 Multiplexer
(s_1=0 and s_0=0)



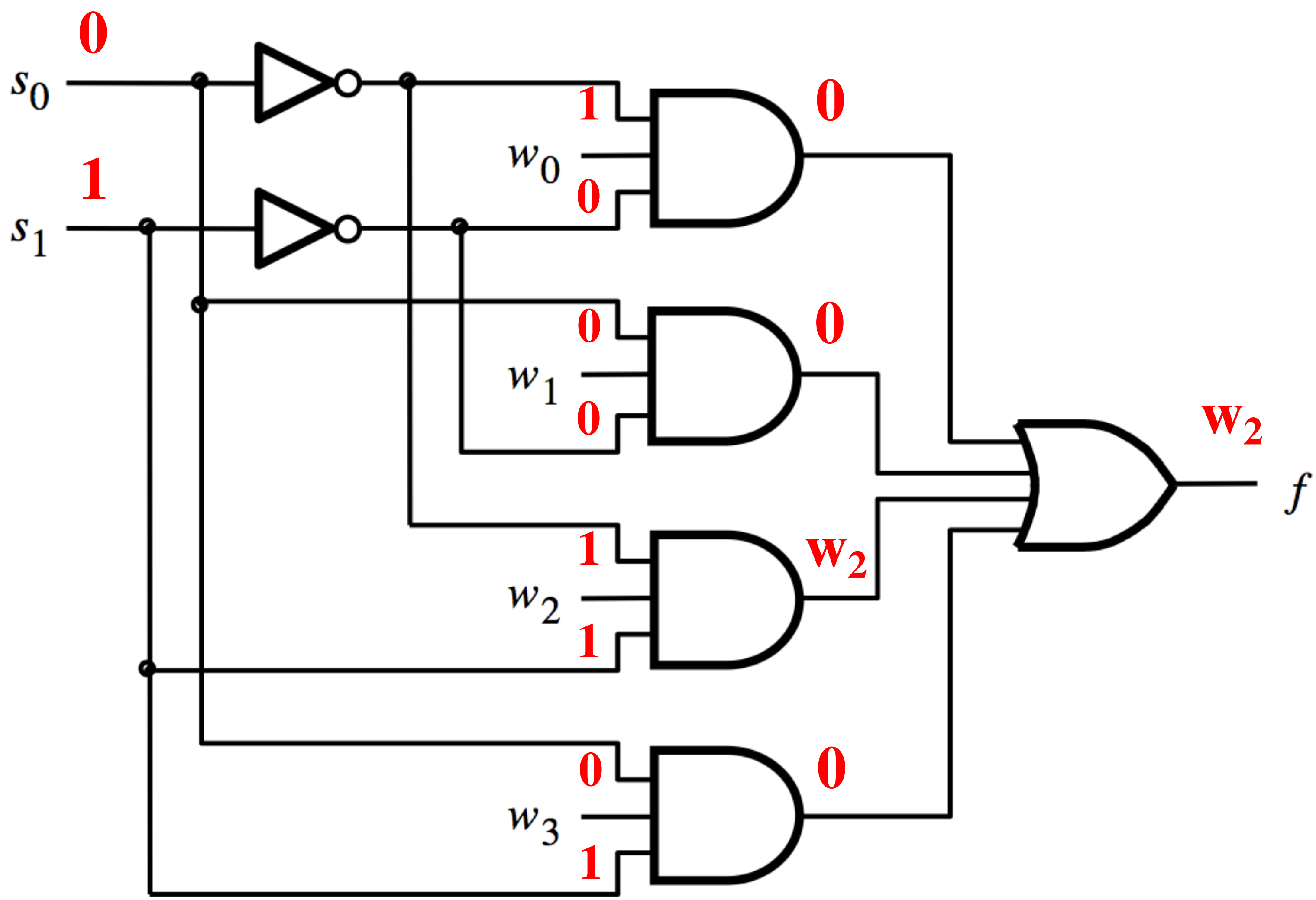
Analysis of the 4-to-1 Multiplexer
(s_1=0 and s_0=0)



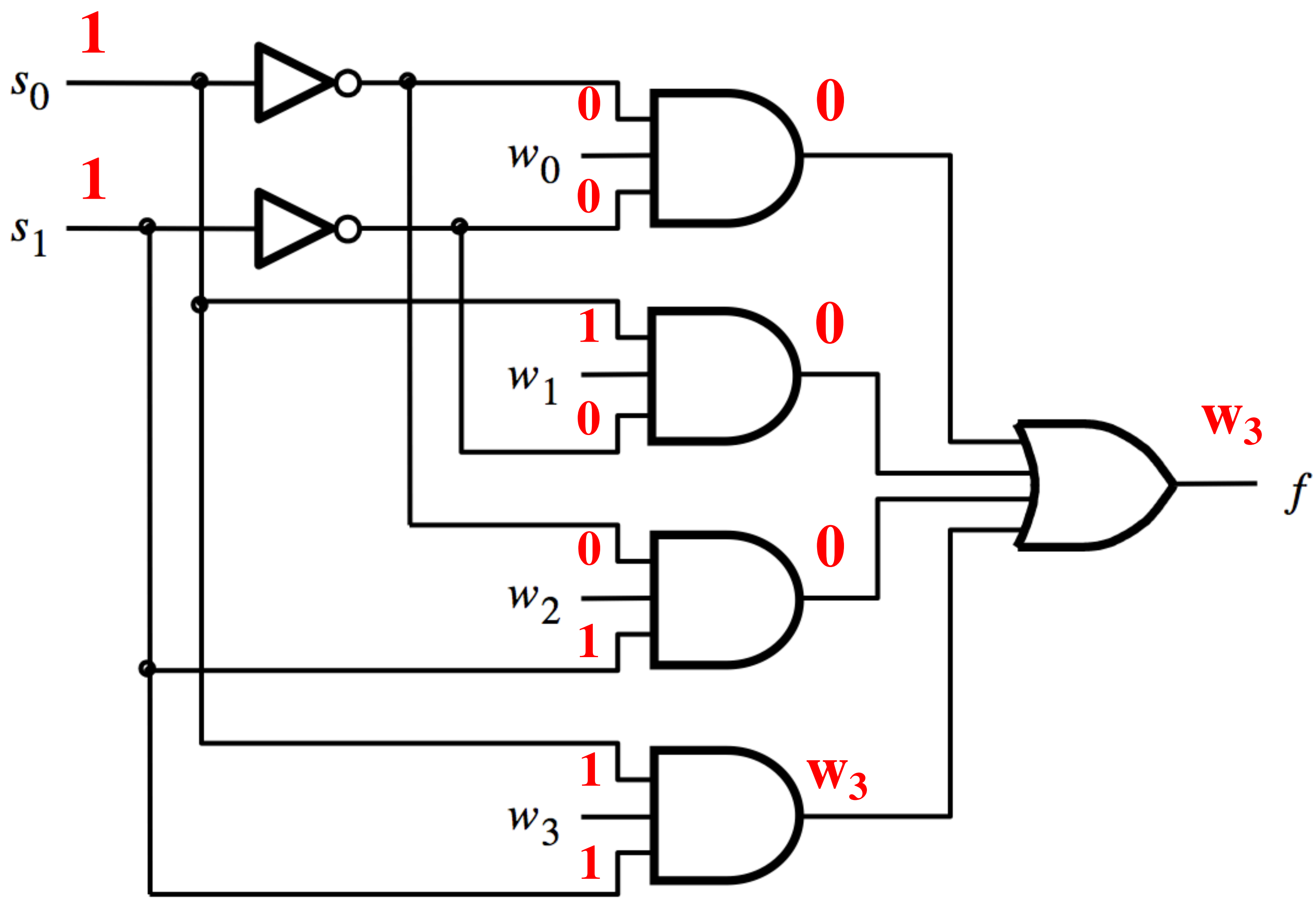
Analysis of the 4-to-1 Multiplexer
(s_1=0 and s_0=1)



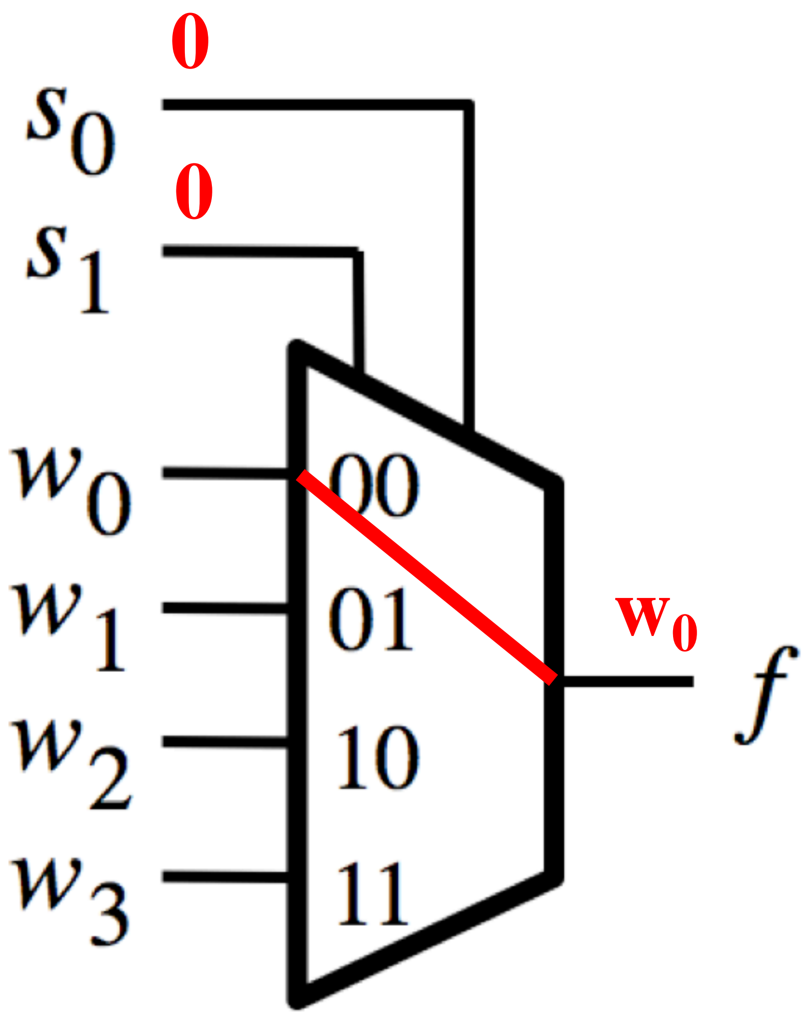
Analysis of the 4-to-1 Multiplexer
(s_1=1 and s_0=0)



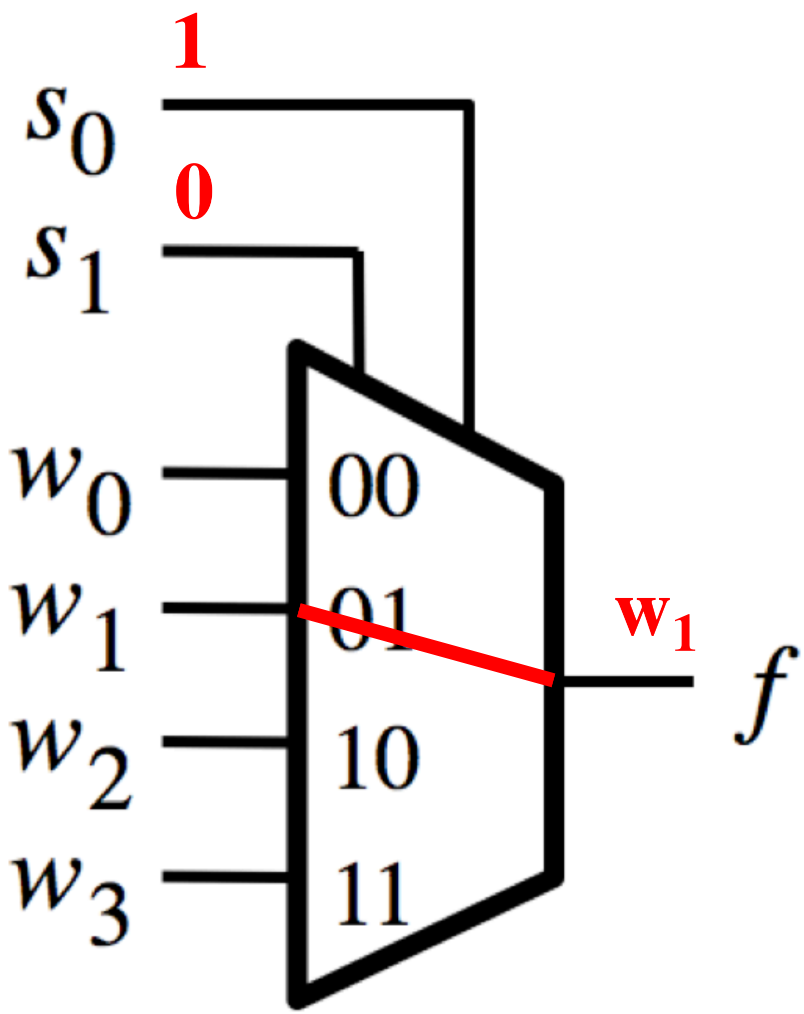
Analysis of the 4-to-1 Multiplexer
(s_1=1 and s_0=1)



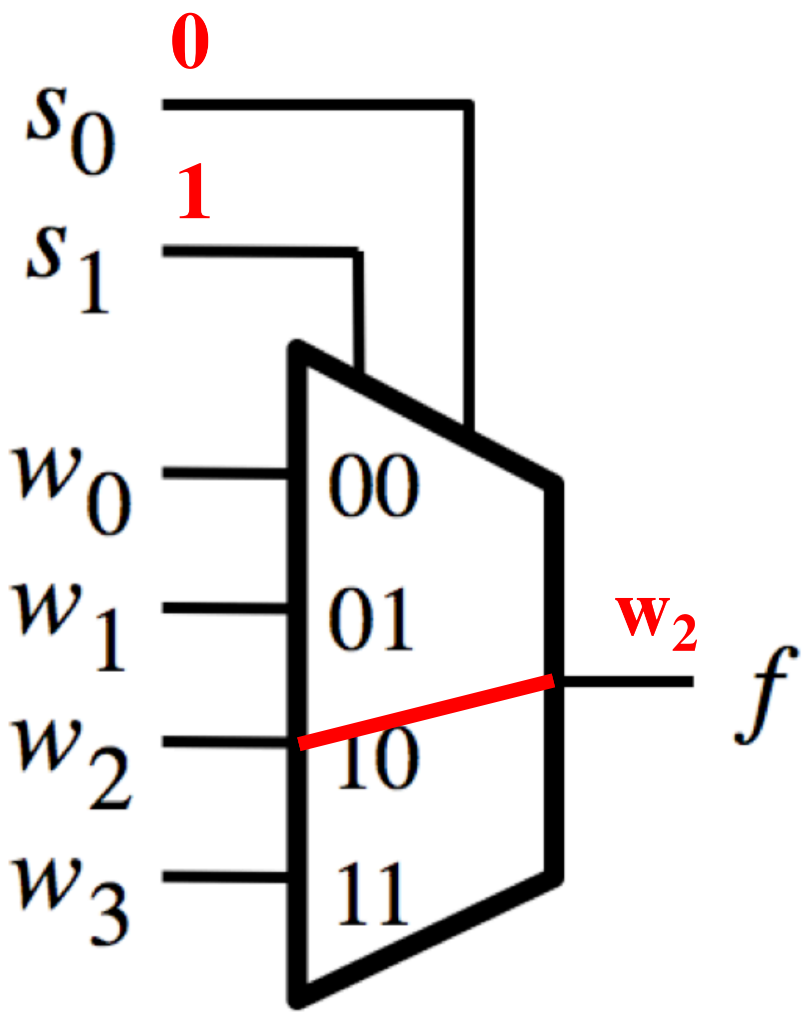
Analysis of the 4-to-1 Multiplexer
(s_1=0 and s_0=0)



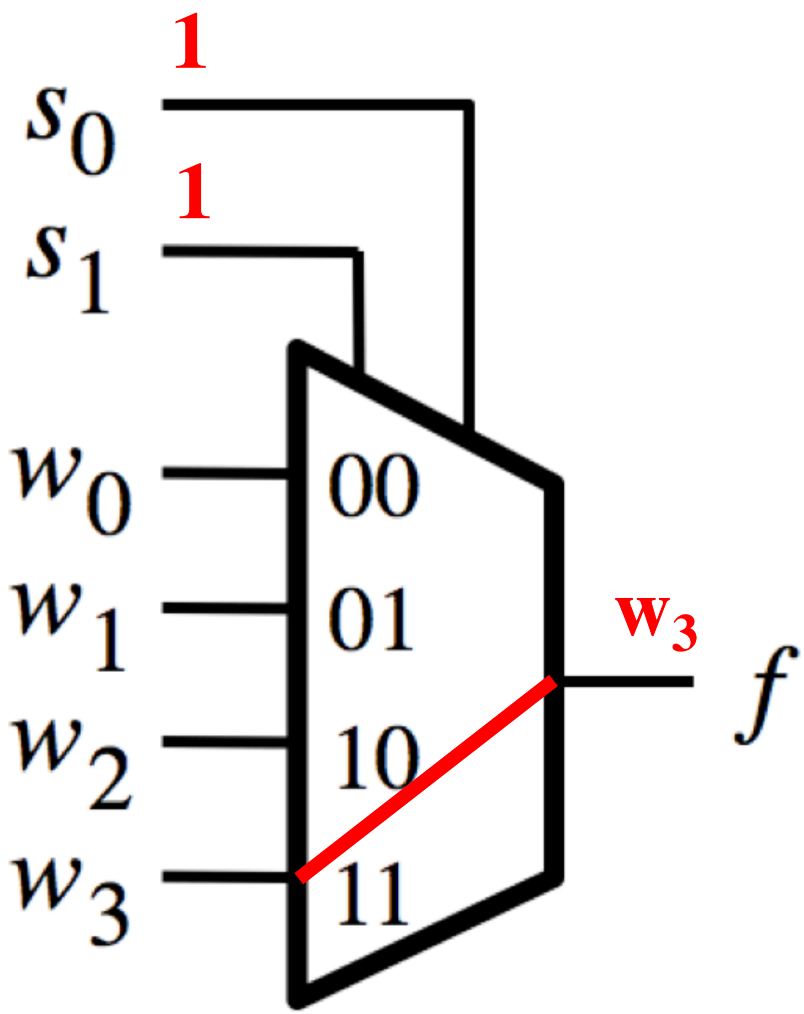
Analysis of the 4-to-1 Multiplexer
(s_1=0 and s_0=1)



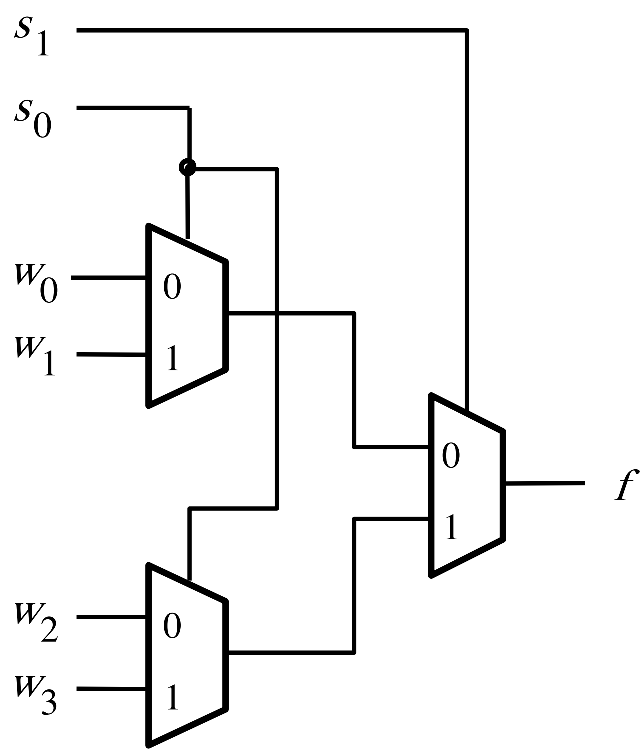
Analysis of the 4-to-1 Multiplexer
(s_1=1 and s_0=0)



Analysis of the 4-to-1 Multiplexer
(s_1=1 and s_0=1)



Using three 2-to-1 multiplexers to build one 4-to-1 multiplexer

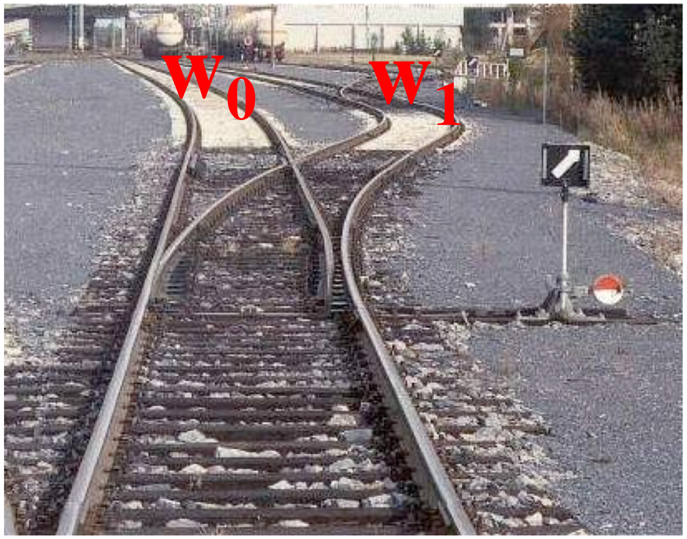


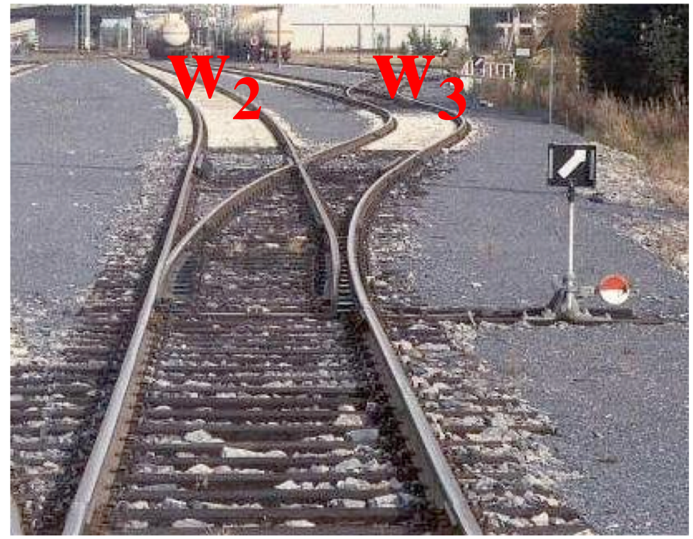
[Figure 4.3 from the textbook]

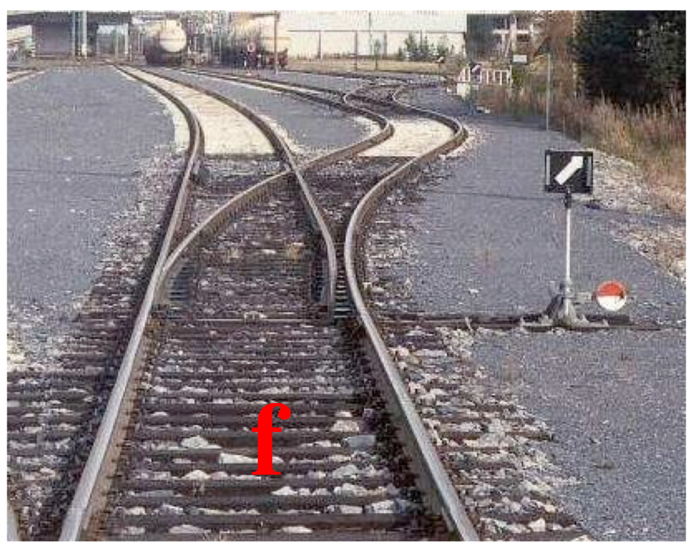
Analogy: Railroad Switches

http://en.wikipedia.org/wiki/Railroad_switch]

Analogy: Railroad Switches



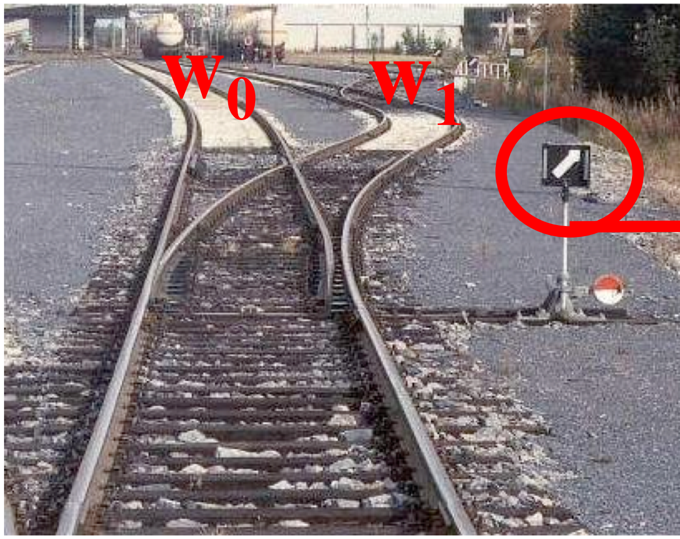


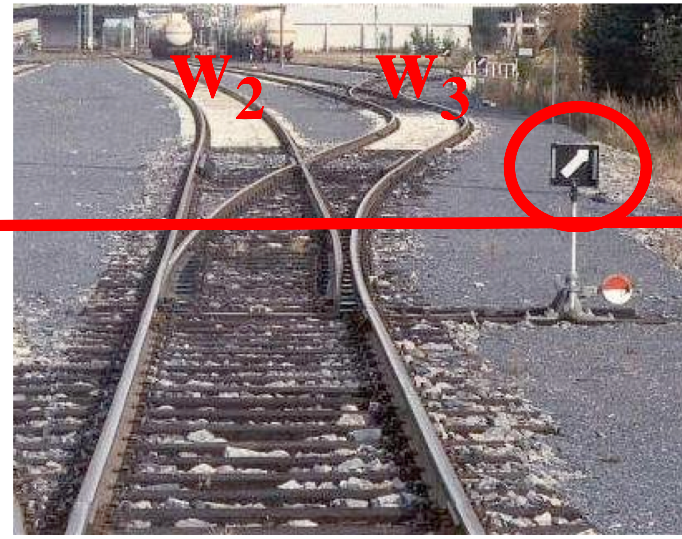


s_1

http://en.wikipedia.org/wiki/Railroad_switch]

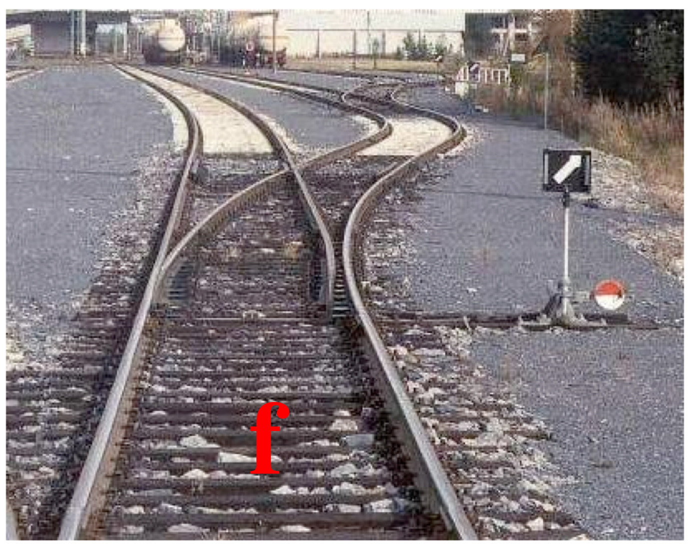
Analogy: Railroad Switches





s_0

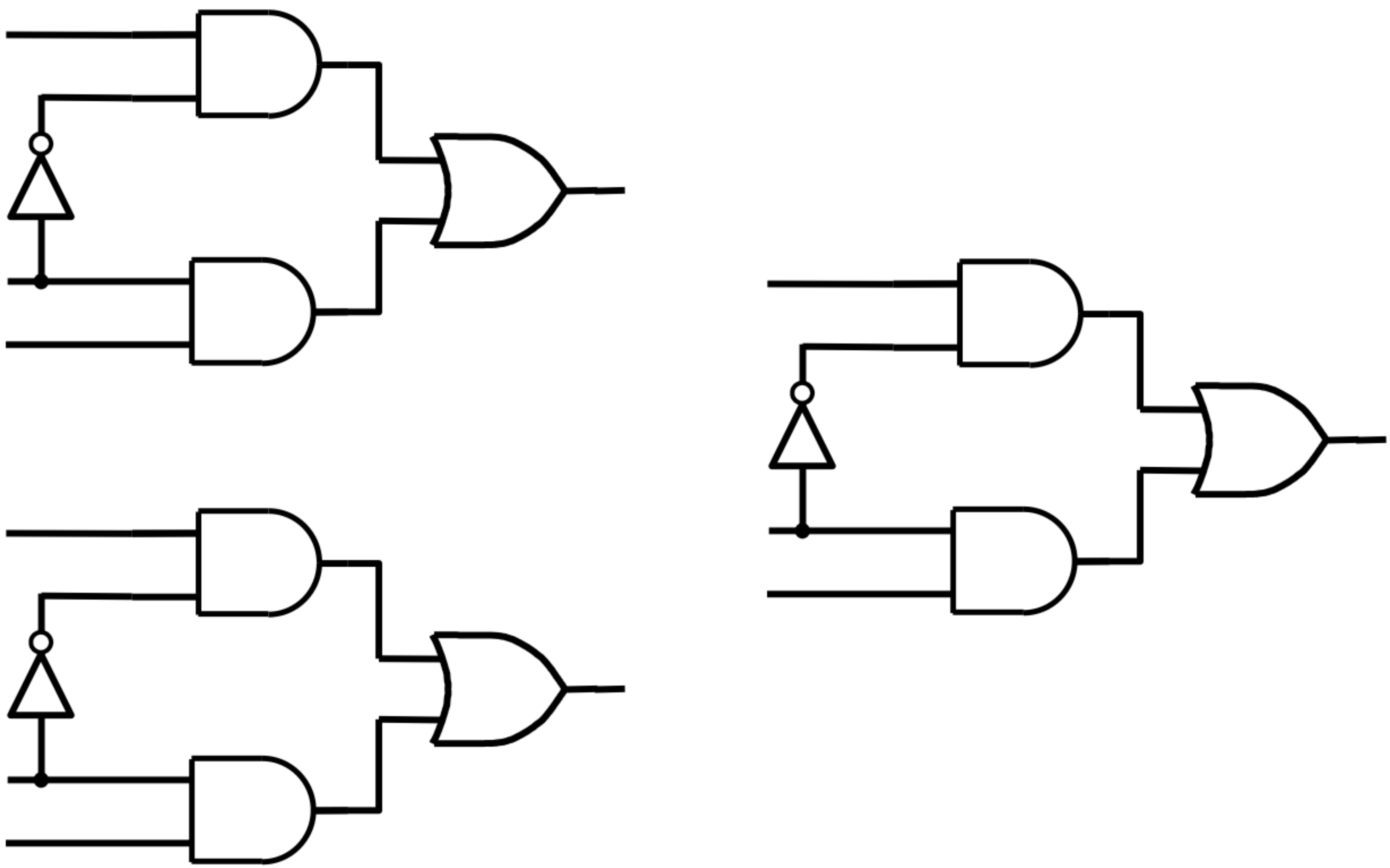
these two switches are controlled together



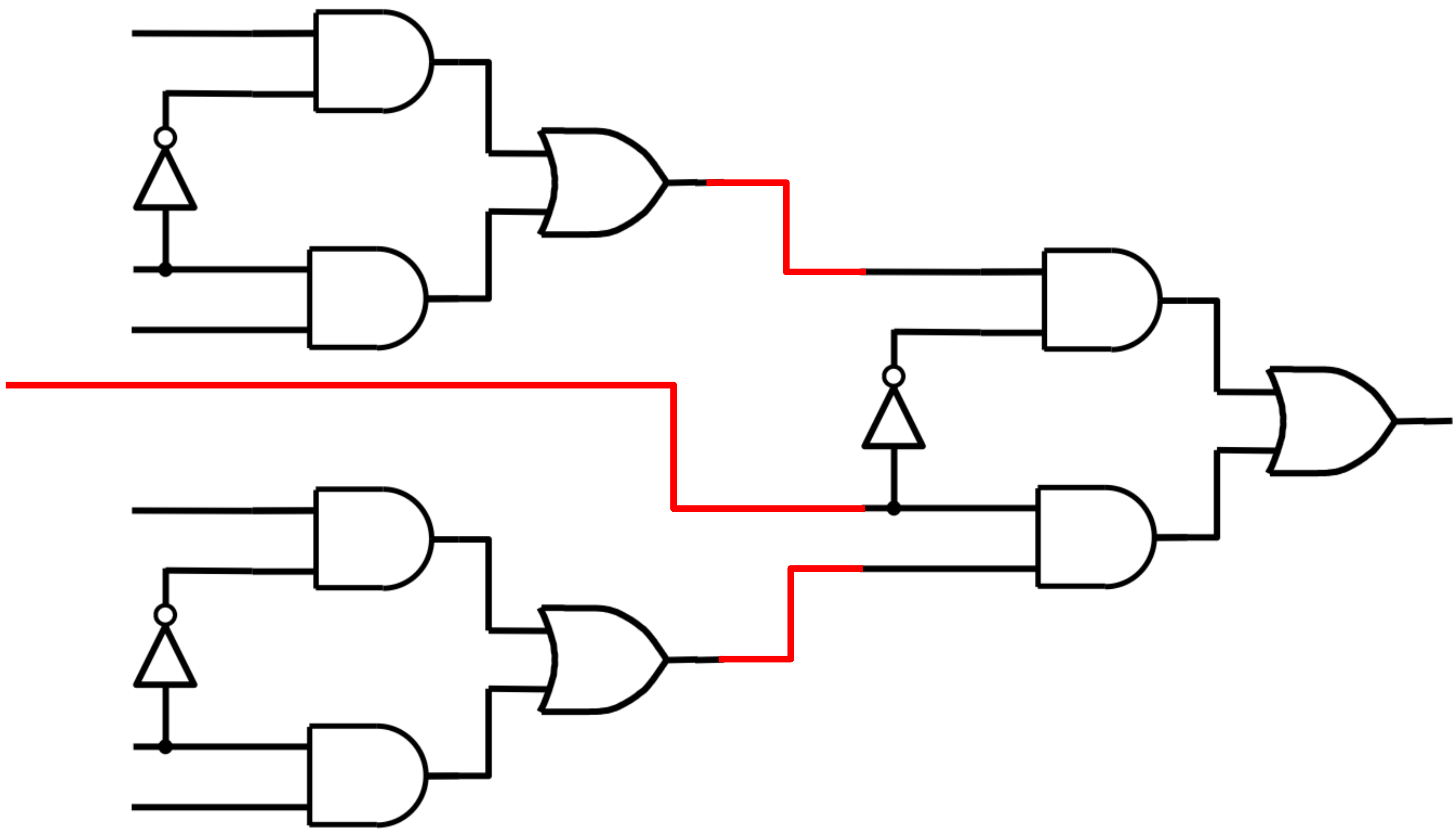
s_1

http://en.wikipedia.org/wiki/Railroad_switch]

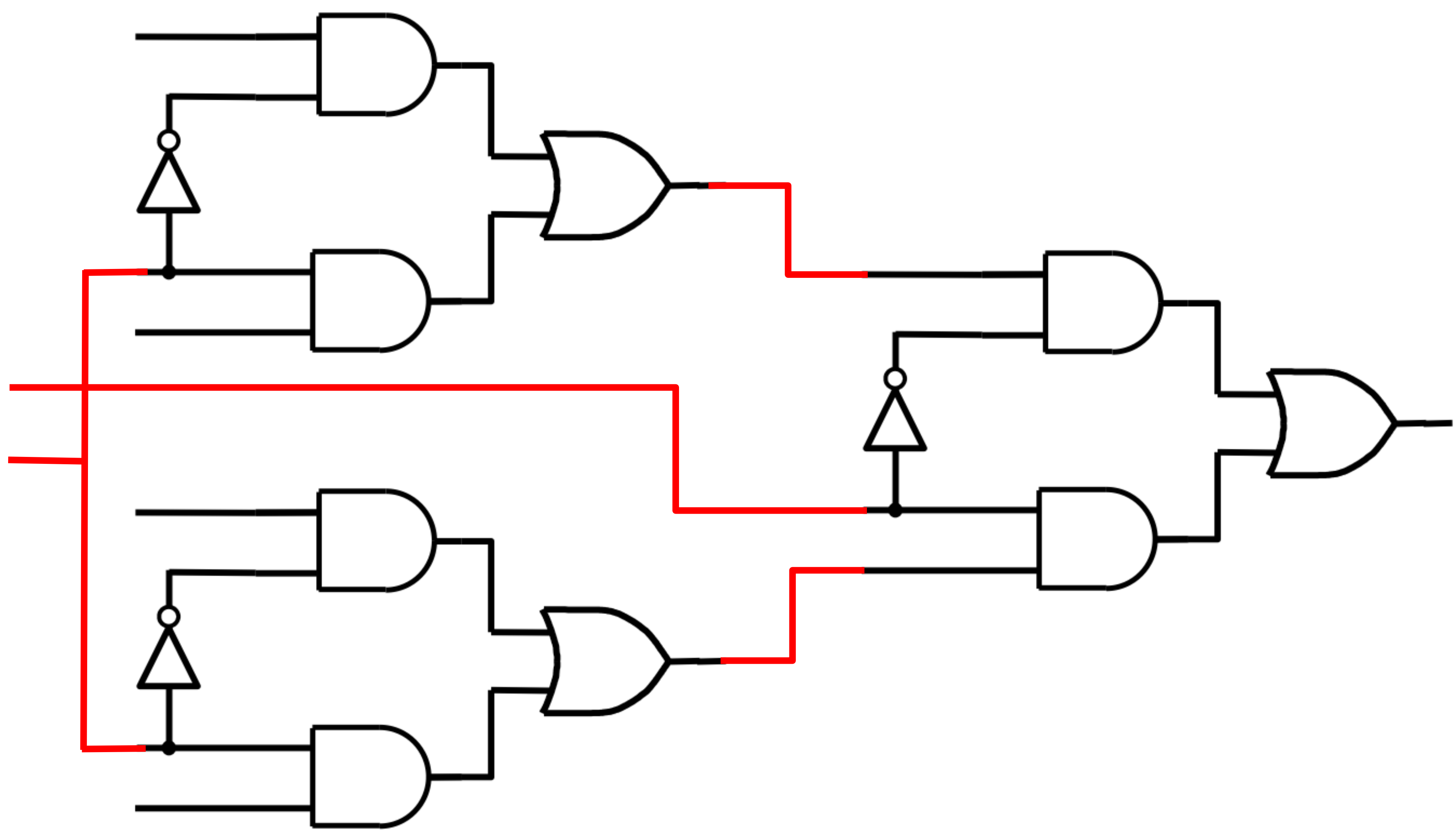
Using three 2-to-1 multiplexers to build one 4-to-1 multiplexer



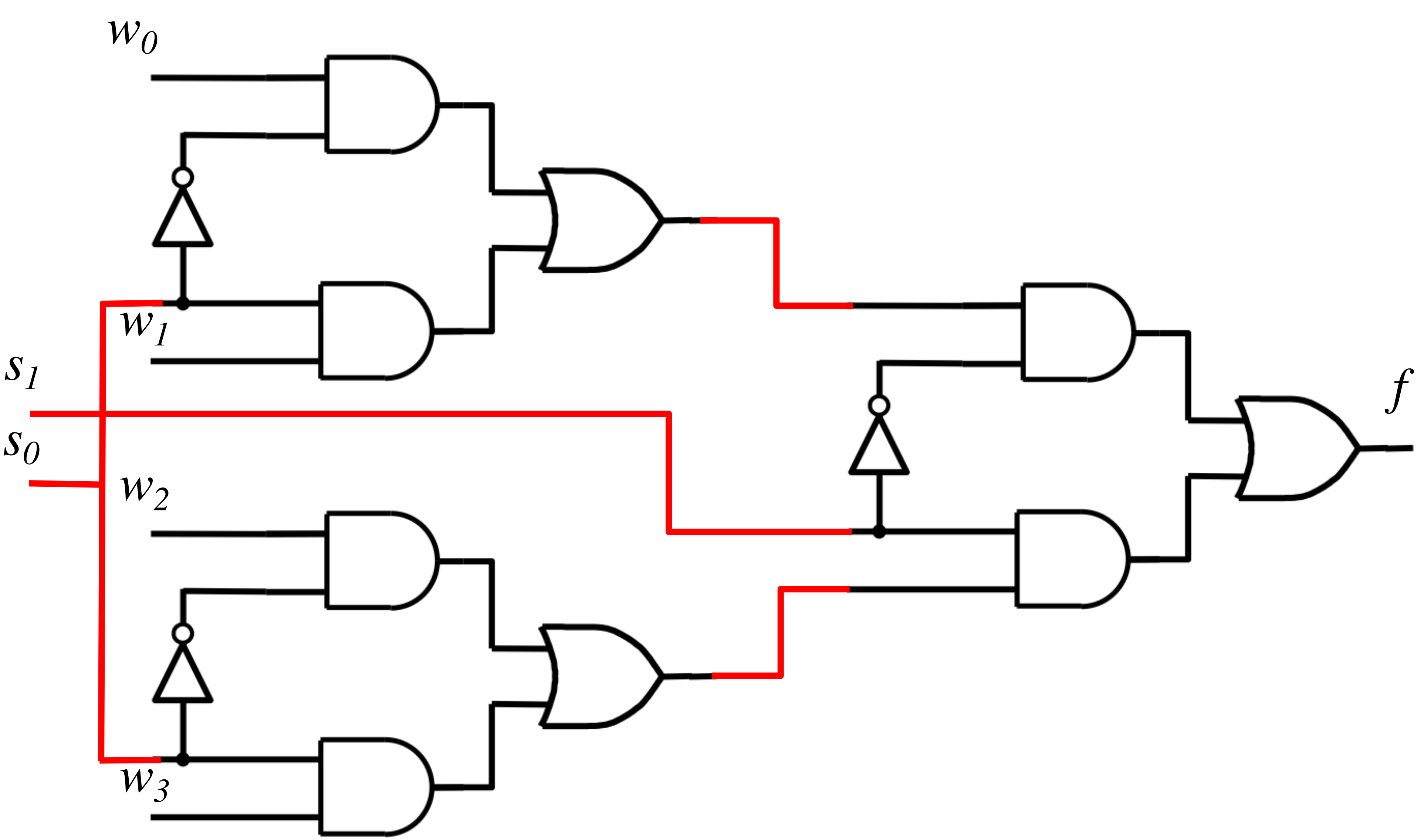
Using three 2-to-1 multiplexers to build one 4-to-1 multiplexer



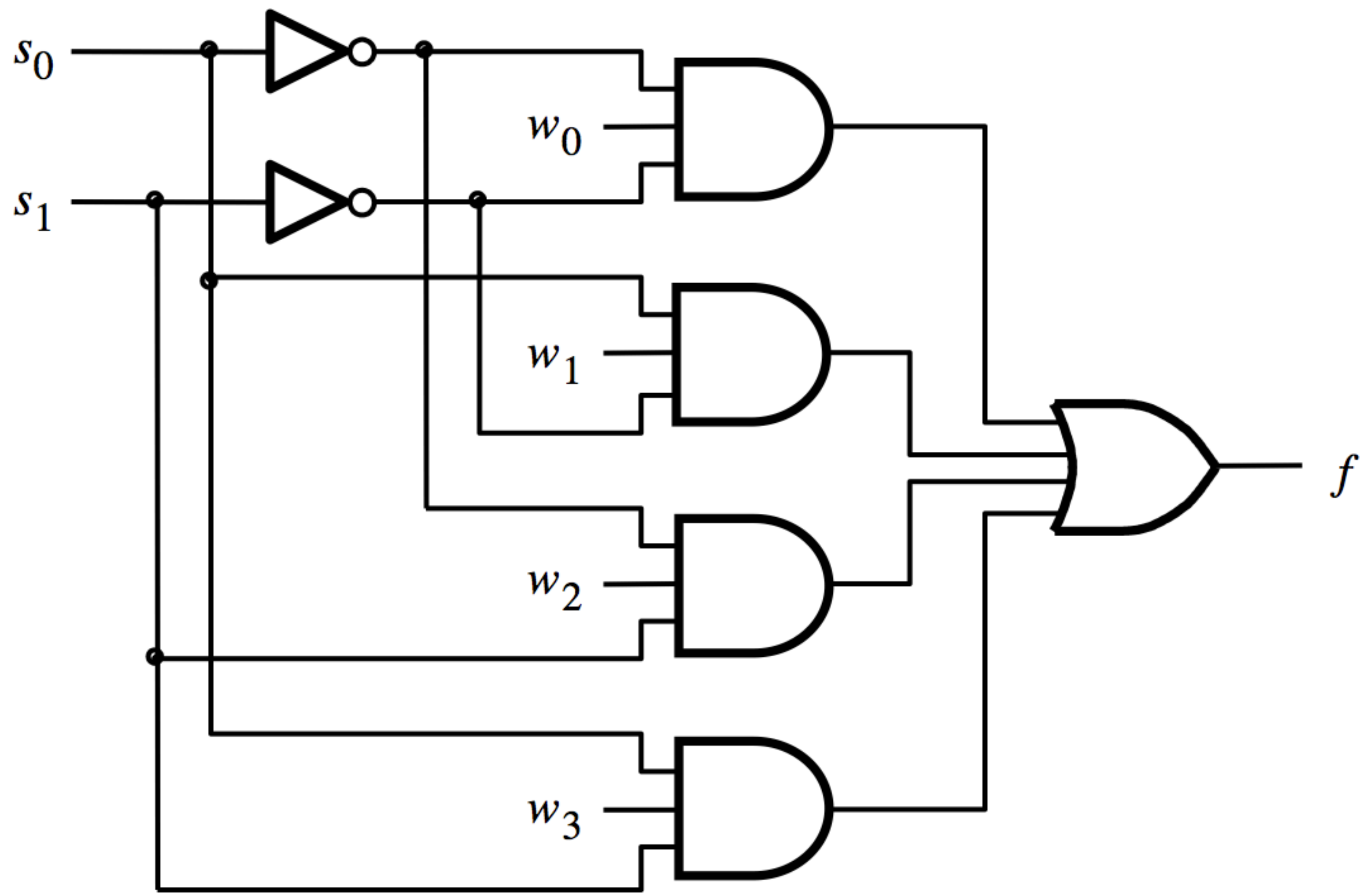
Using three 2-to-1 multiplexers to build one 4-to-1 multiplexer



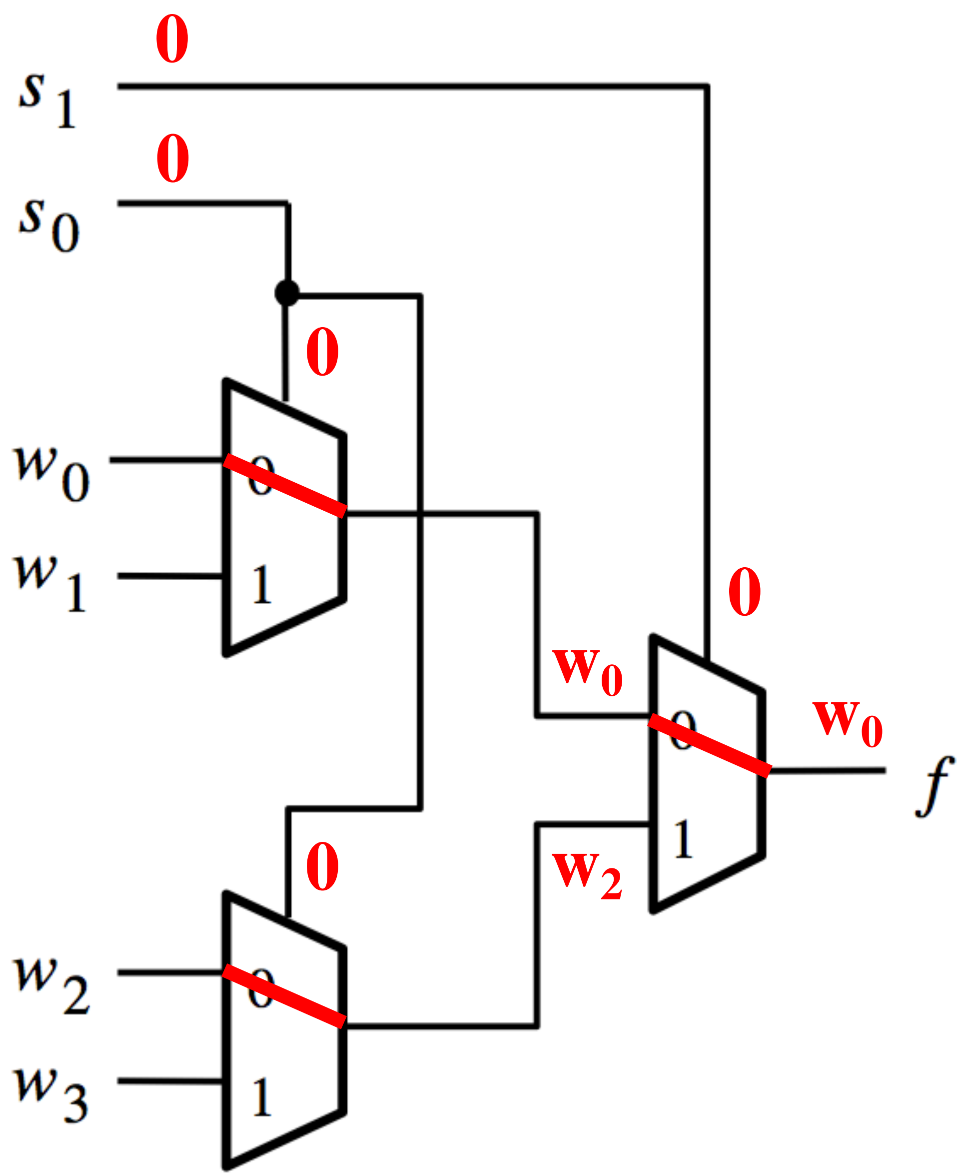
Using three 2-to-1 multiplexers to build one 4-to-1 multiplexer



That is different from the SOP form of the 4-to-1 multiplexer shown below

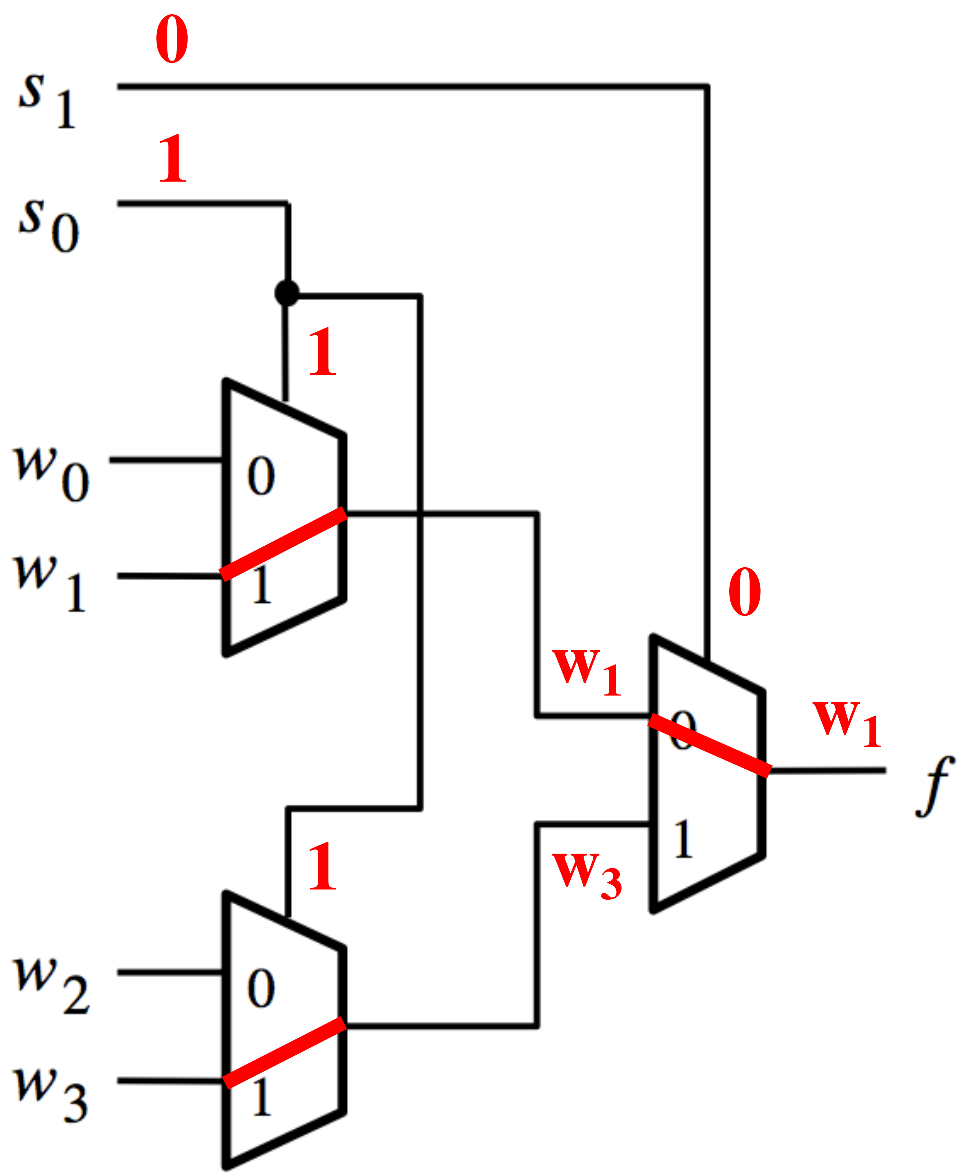


Analysis of the Hierarchical Implementation (s_1=0 and s_0=0)



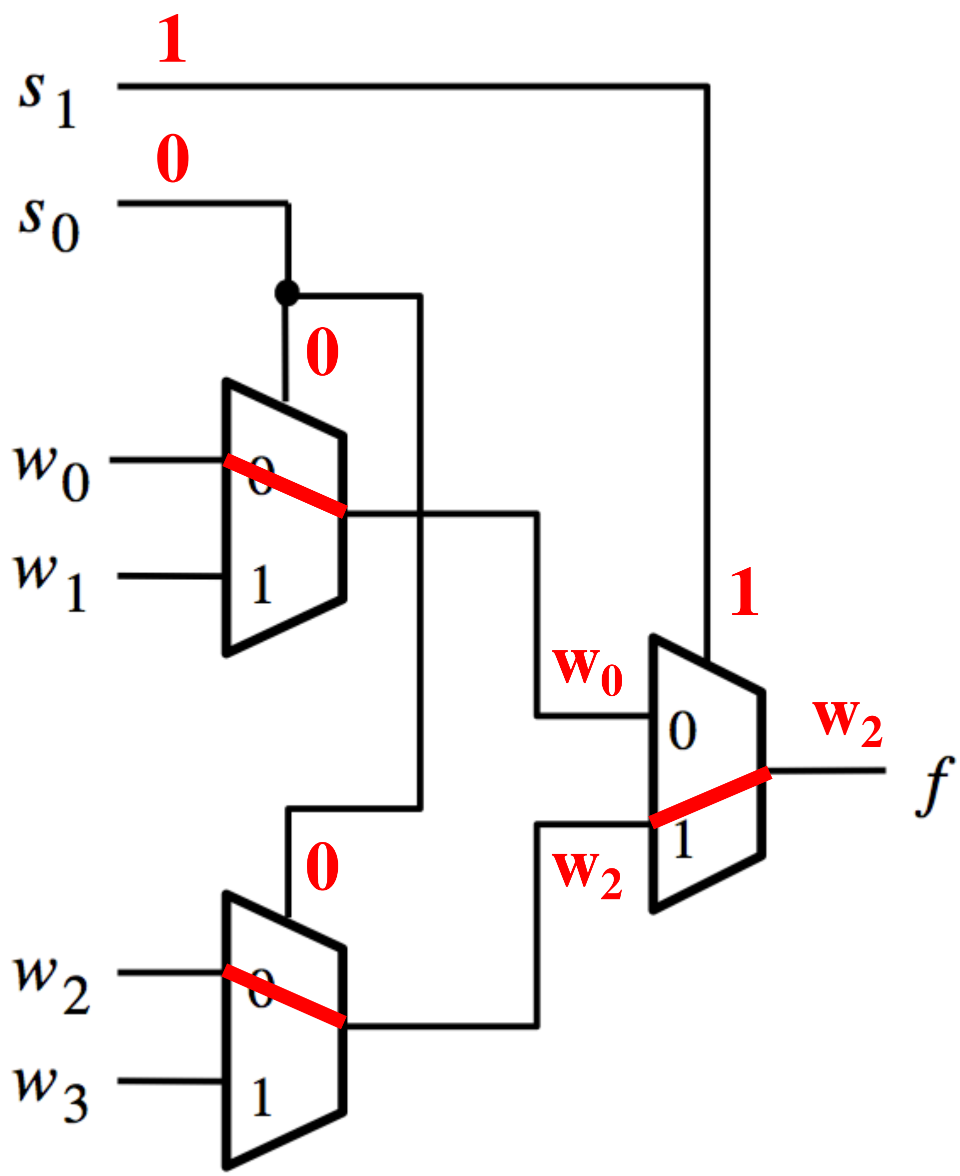
[Figure 4.3 from the textbook]

Analysis of the Hierarchical Implementation
(s_1=0 and s_0=1)



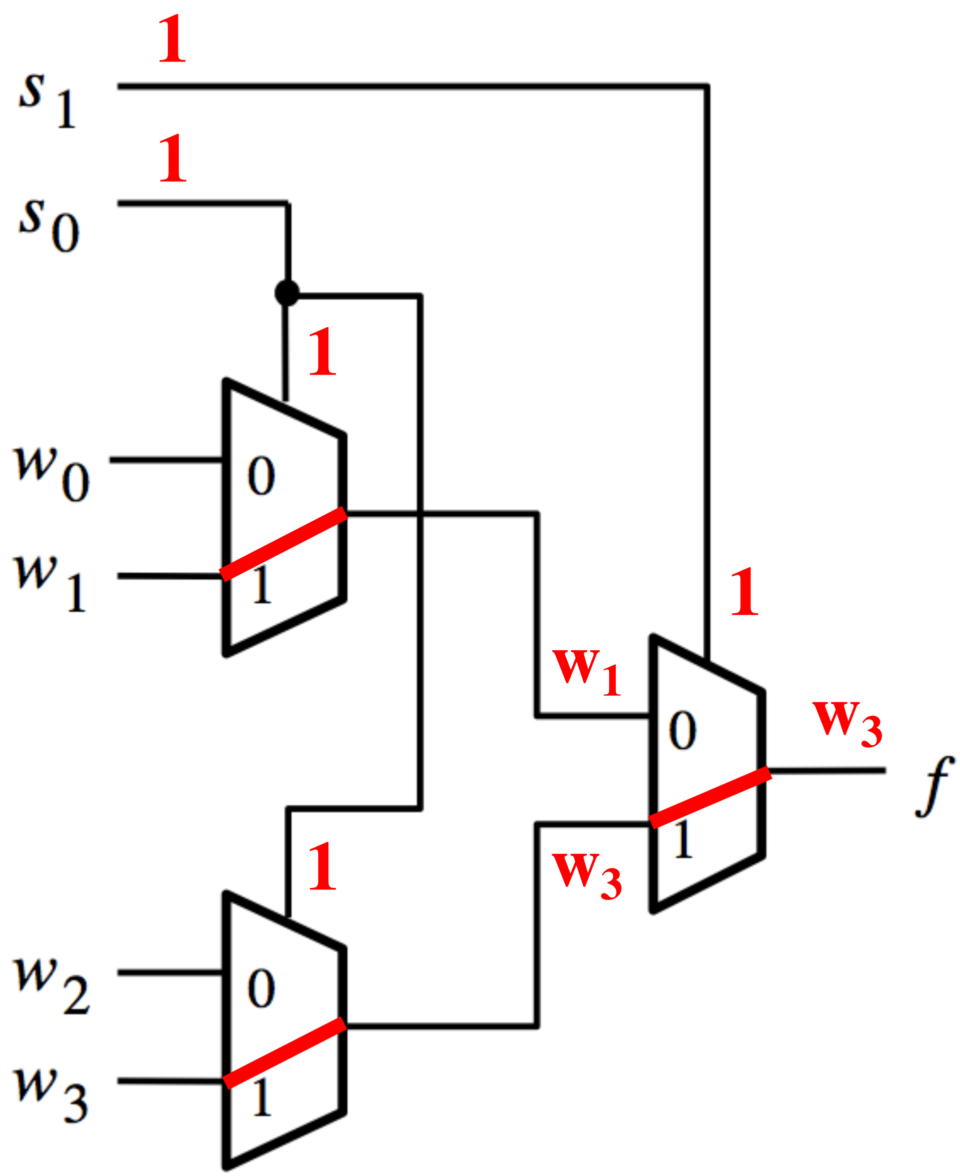
[Figure 4.3 from the textbook]

Analysis of the Hierarchical Implementation
(s_1=1 and s_0=0)



[Figure 4.3 from the textbook]

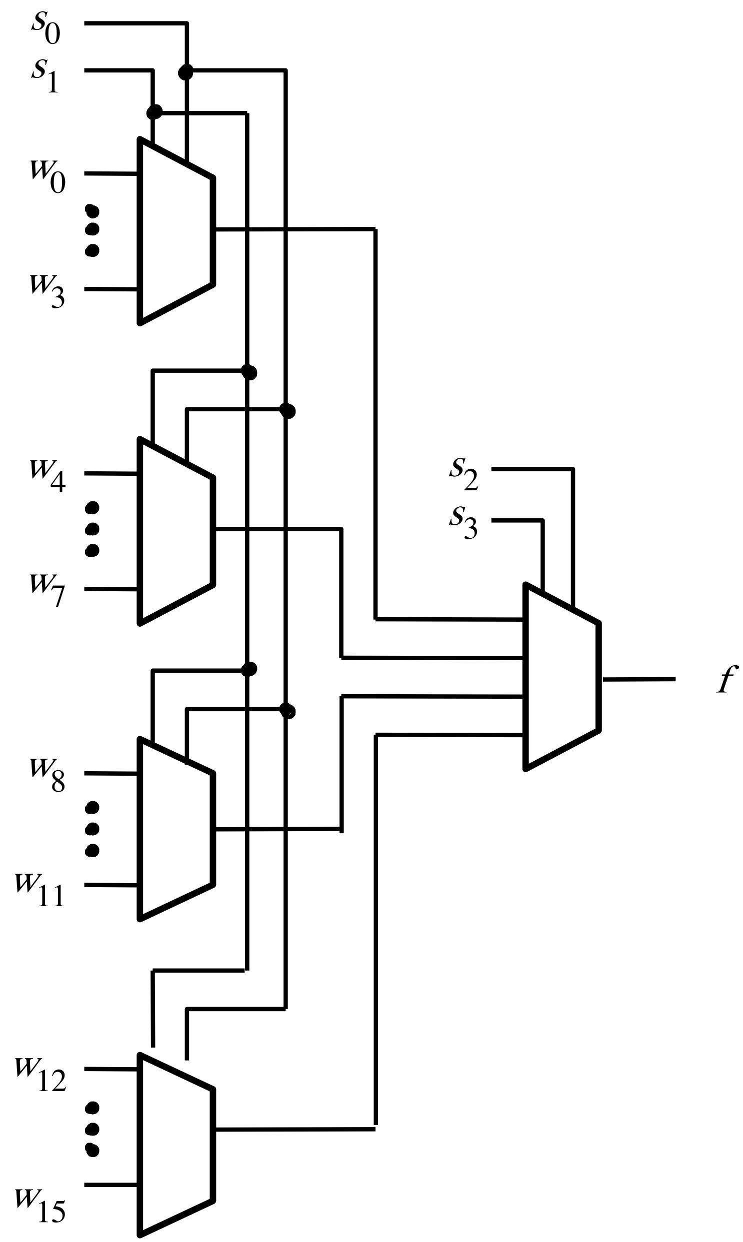
Analysis of the Hierarchical Implementation (s_1=1 and s_0=1)



[Figure 4.3 from the textbook]

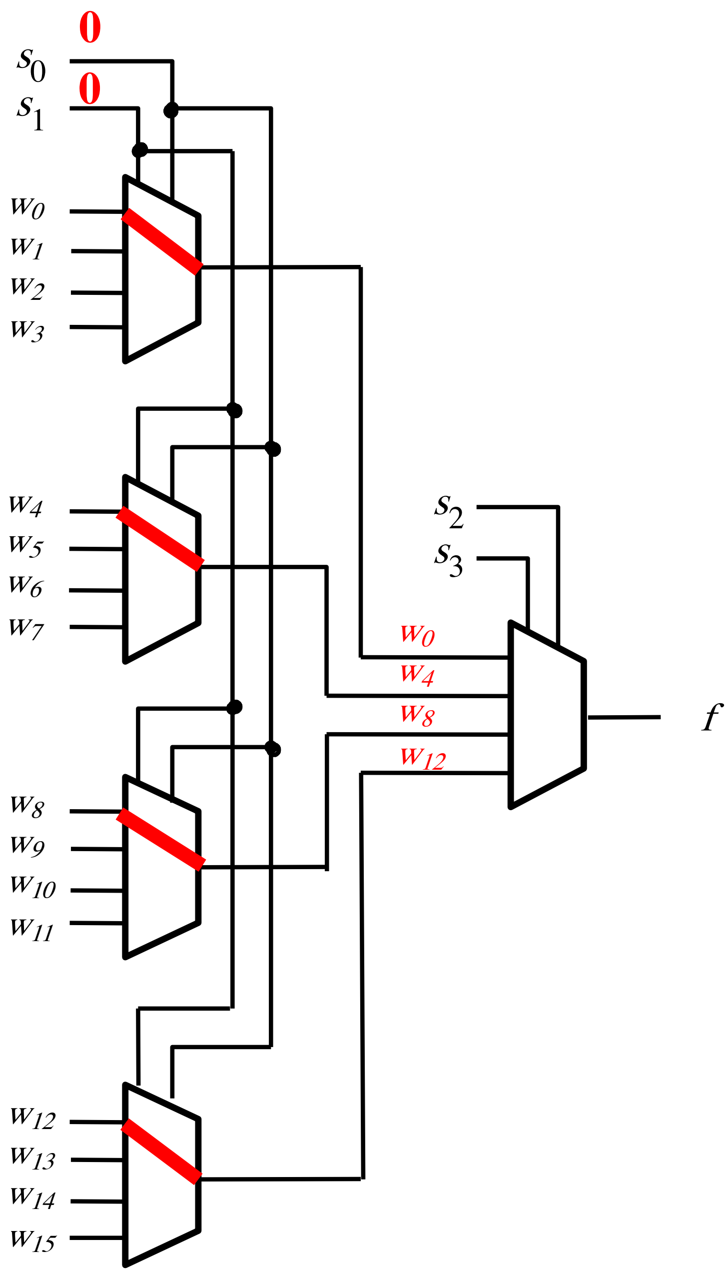
16-to-1 Multiplexer

16-1 Multiplexer

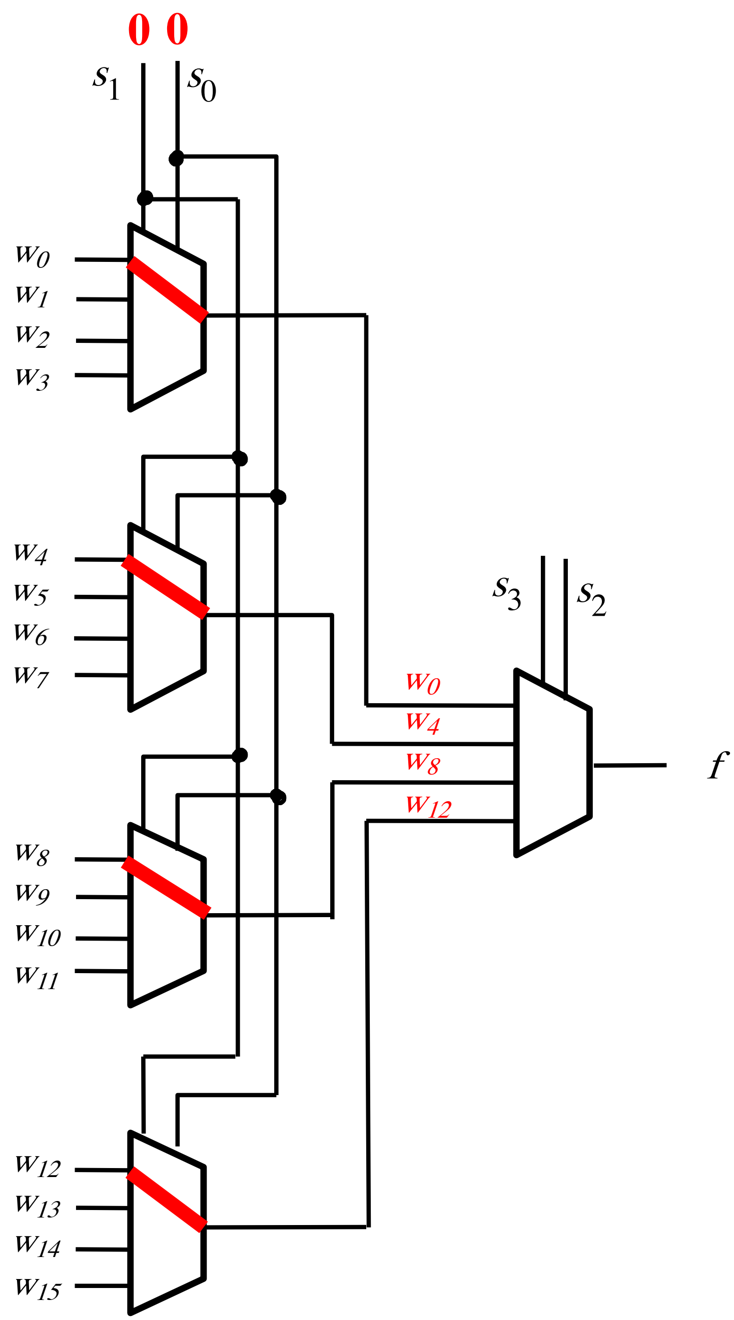


[Figure 4.4 from the textbook]

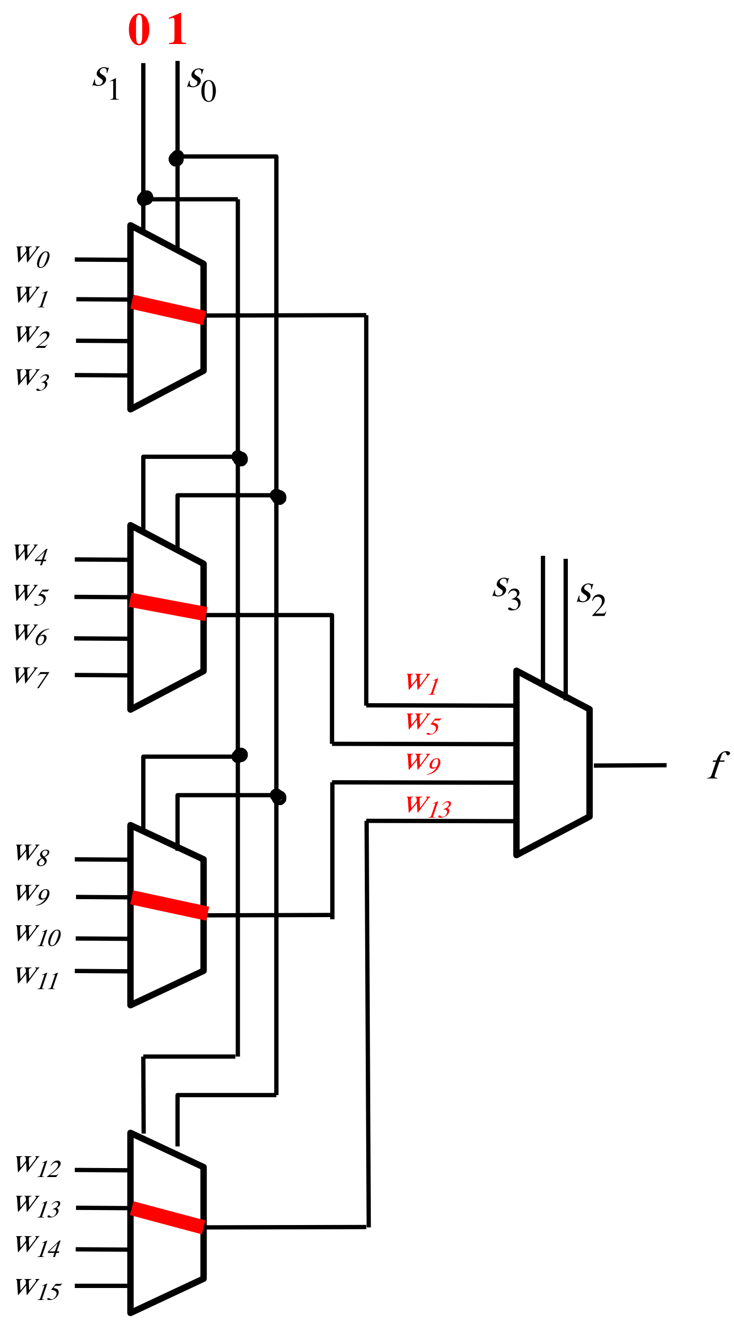
16-1 Multiplexer



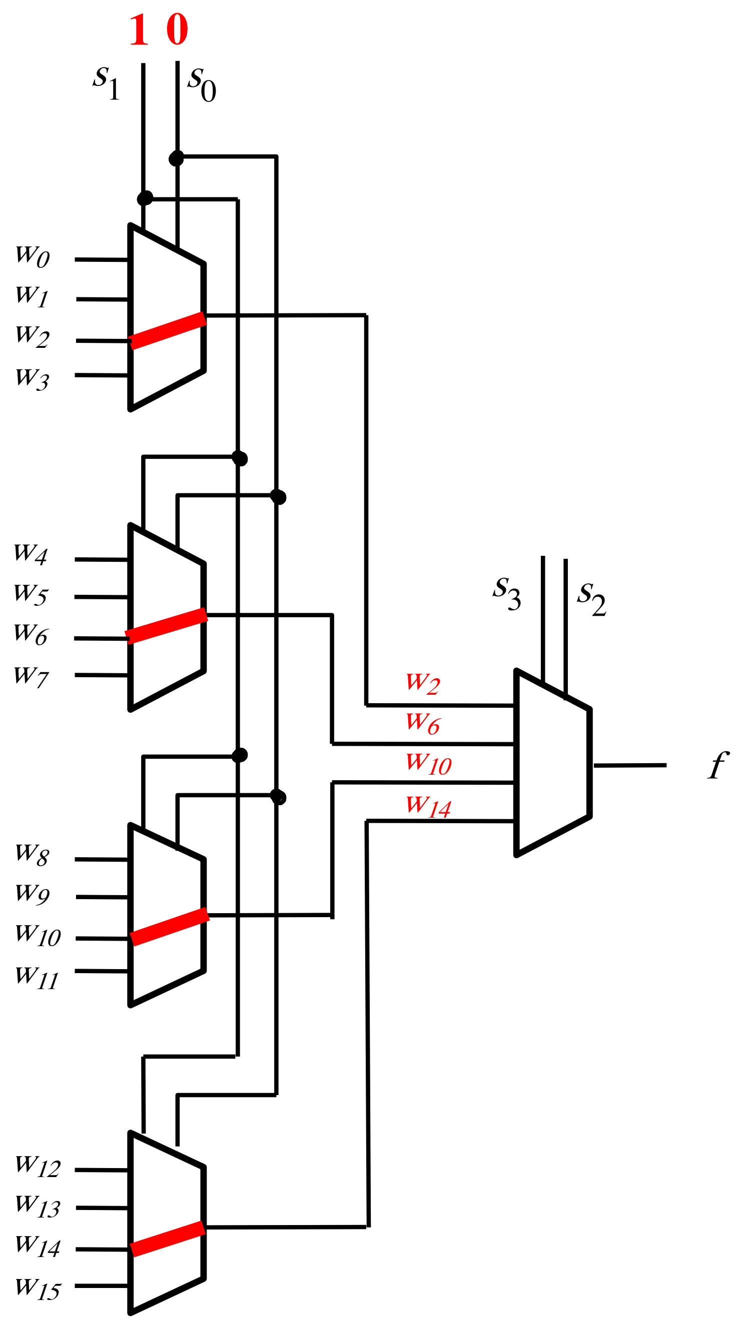
16-1 Multiplexer



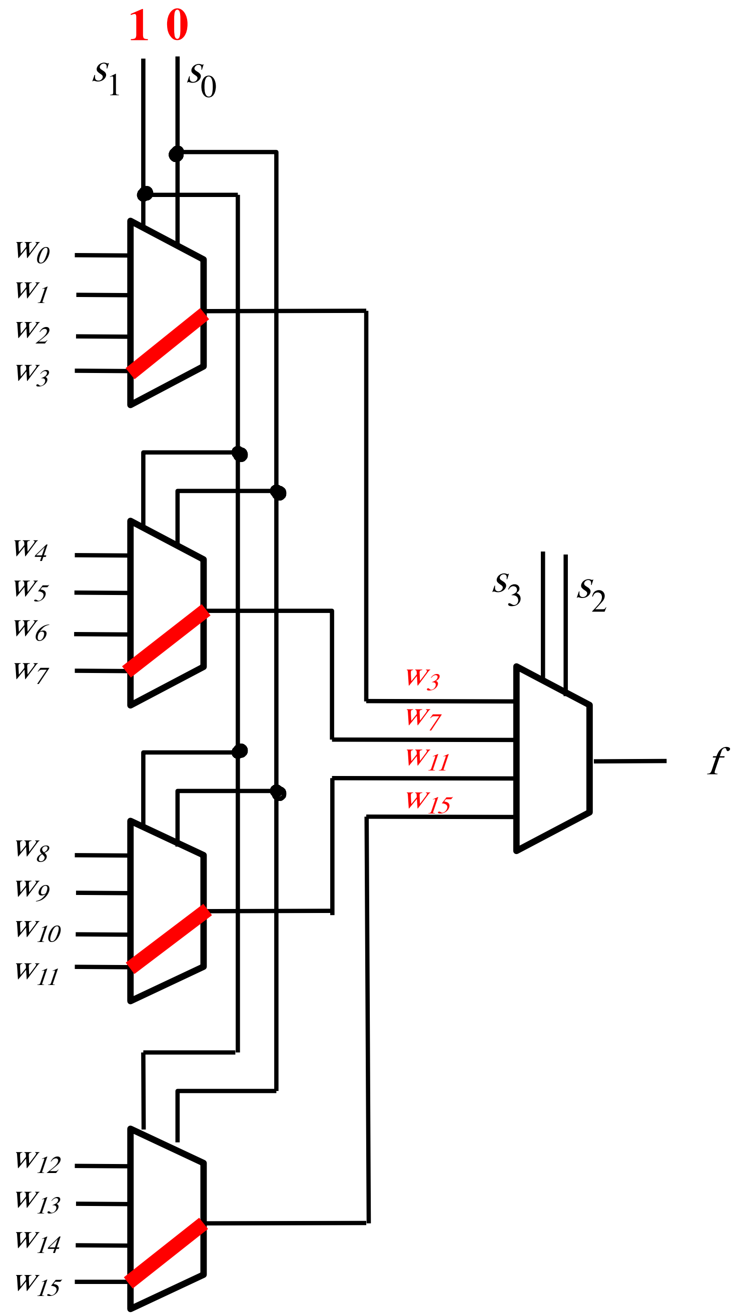
16-1 Multiplexer



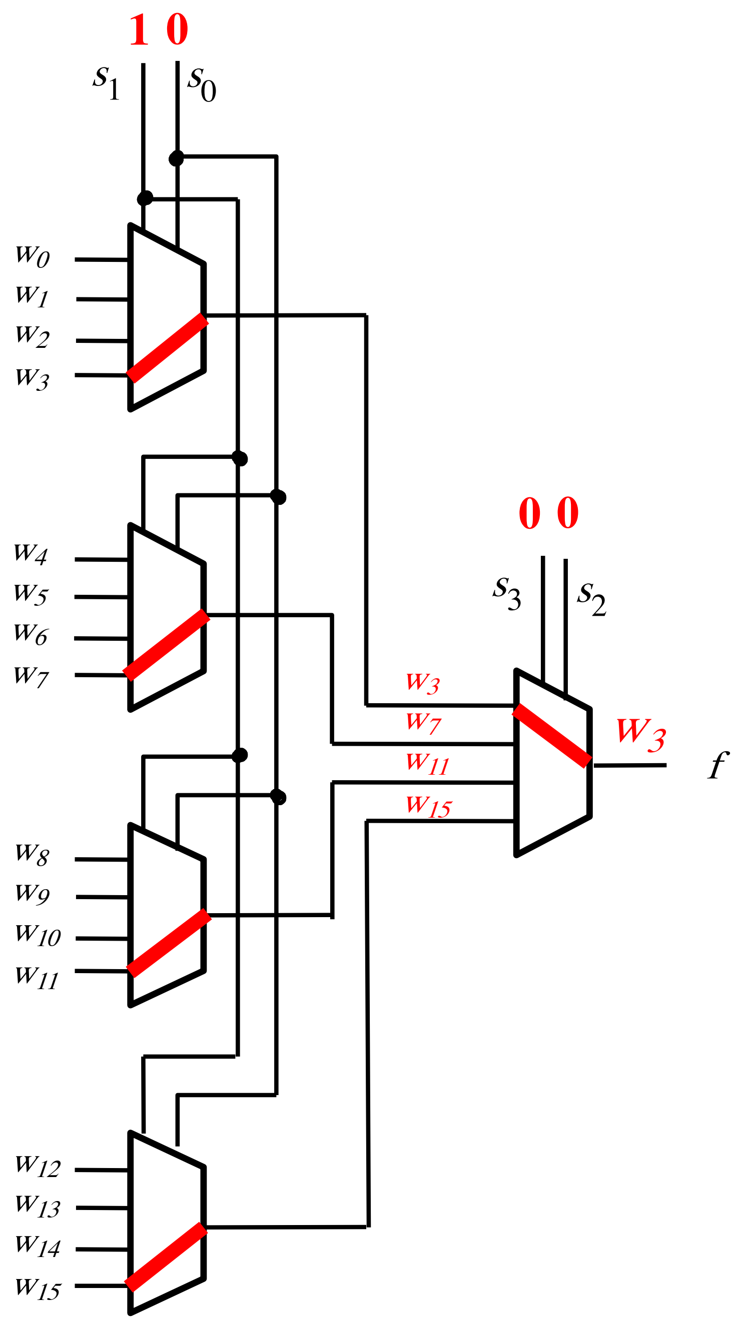
16-1 Multiplexer



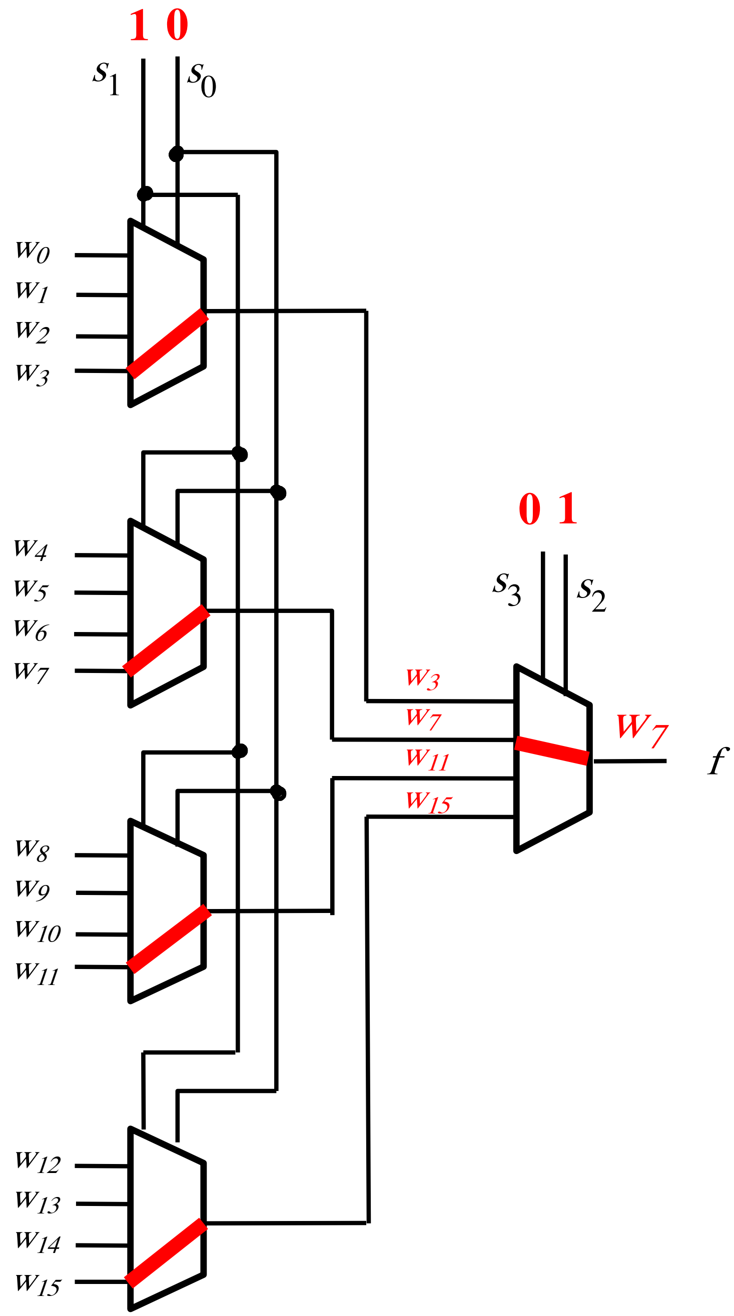
16-1 Multiplexer



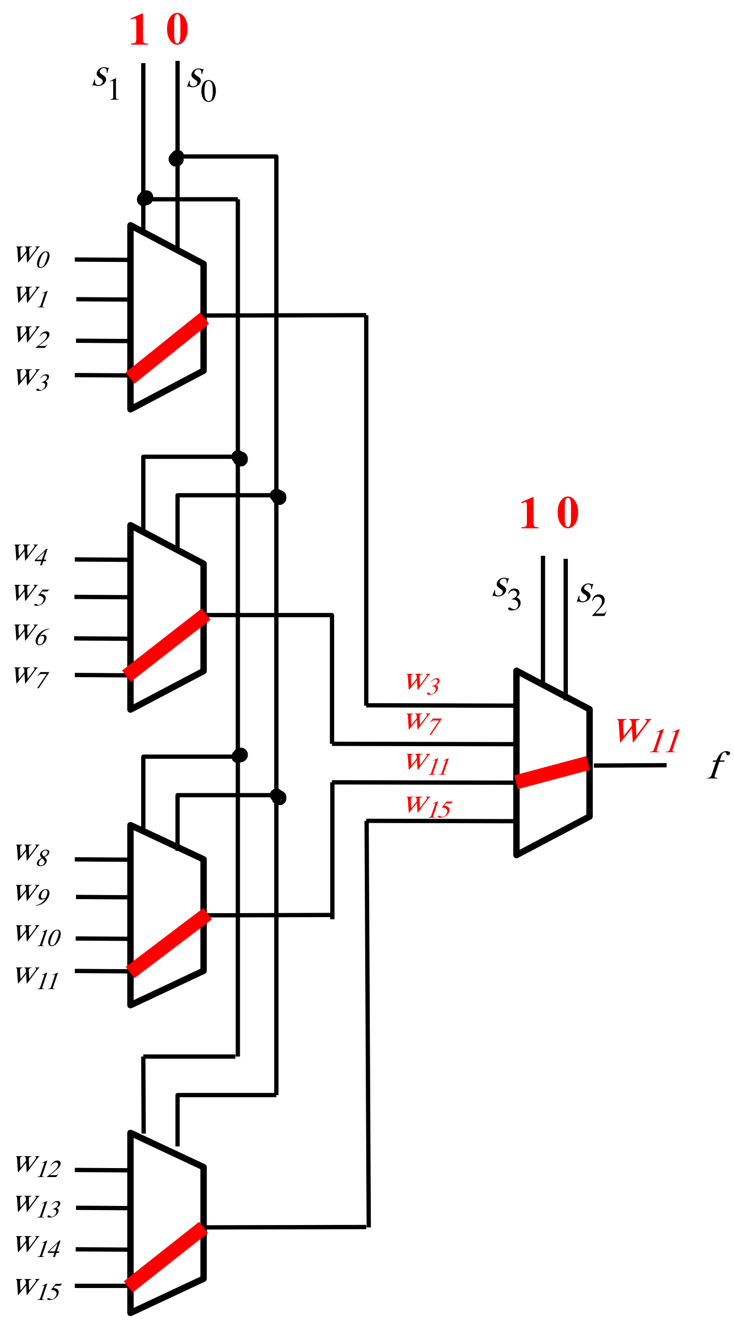
16-1 Multiplexer



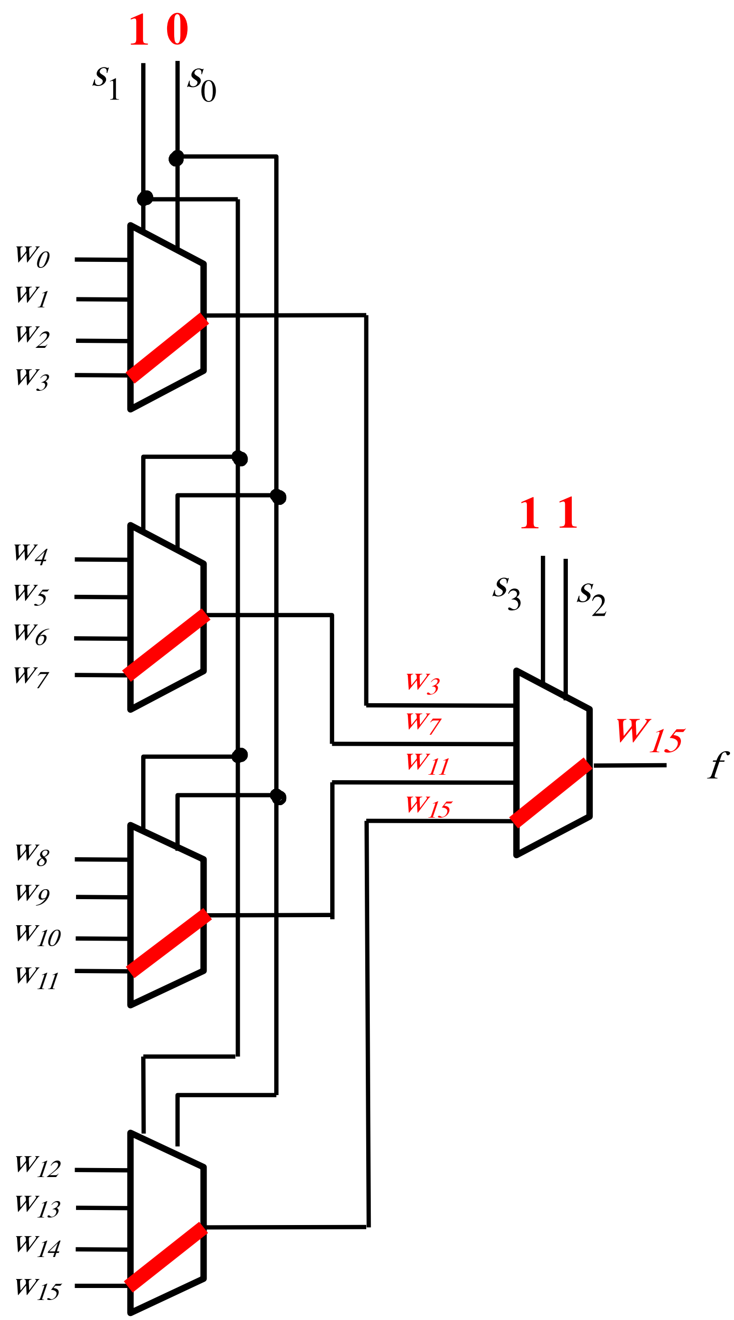
16-1 Multiplexer



16-1 Multiplexer



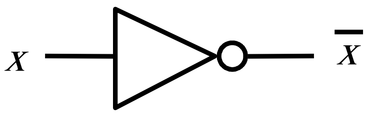
16-1 Multiplexer



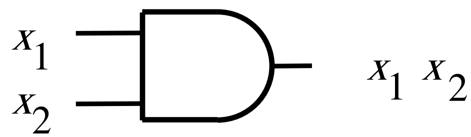
[http://upload.wikimedia.org/wikipedia/commons/2/26/SunsetTracksCrop.JPG]

Multiplexers Are Special

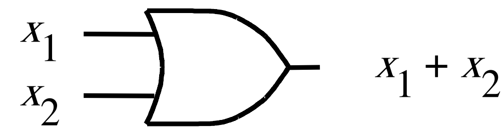
The Three Basic Logic Gates



NOT gate



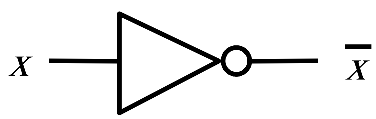
AND gate



OR gate

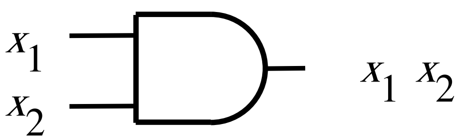
[Figure 2.8 from the textbook]

Truth Table for NOT



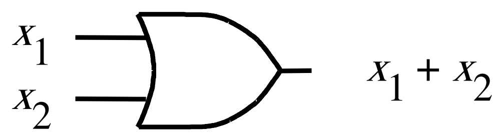
x	$\overline{x}$
0	1
1	0

Truth Table for AND



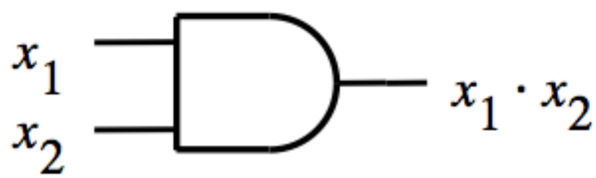
x_1	x_2	$x_1 \cdot x_2$
0	0	0
0	1	0
1	0	0
1	1	1

Truth Table for OR

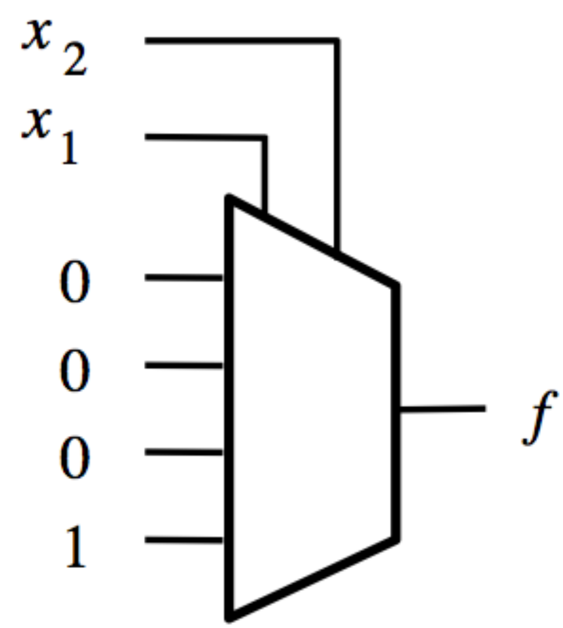


x_1	x_2	$x_1 + x_2$
0	0	0
0	1	1
1	0	1
1	1	1

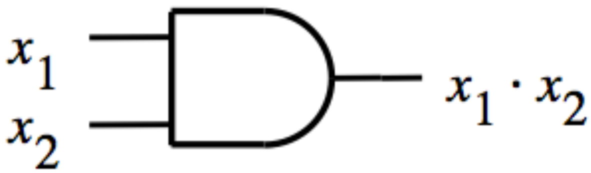
Building an AND Gate with 4-to-1 Mux



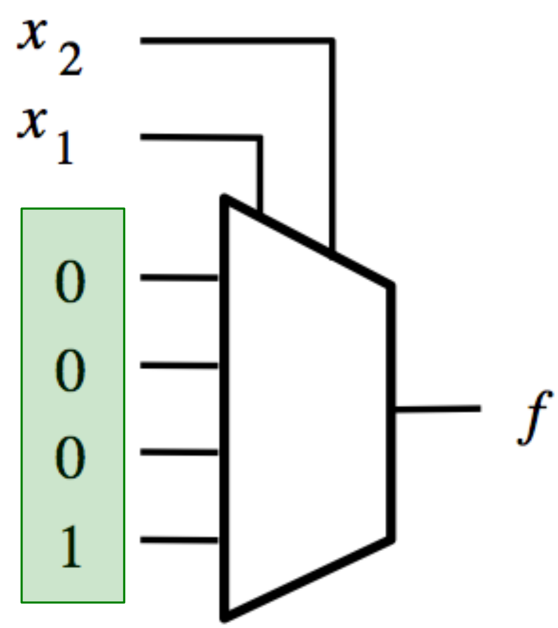
x_1	x_2	$x_1 \cdot x_2$
0	0	0
0	1	0
1	0	0
1	1	1



Building an AND Gate with 4-to-1 Mux

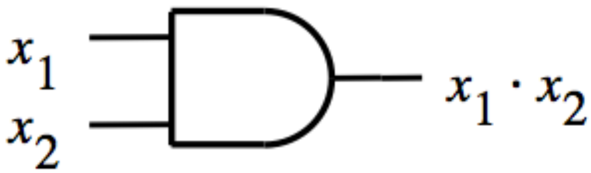


x_1	x_2	$x_1 \cdot x_2$
0	0	0
0	1	0
1	0	0
1	1	1

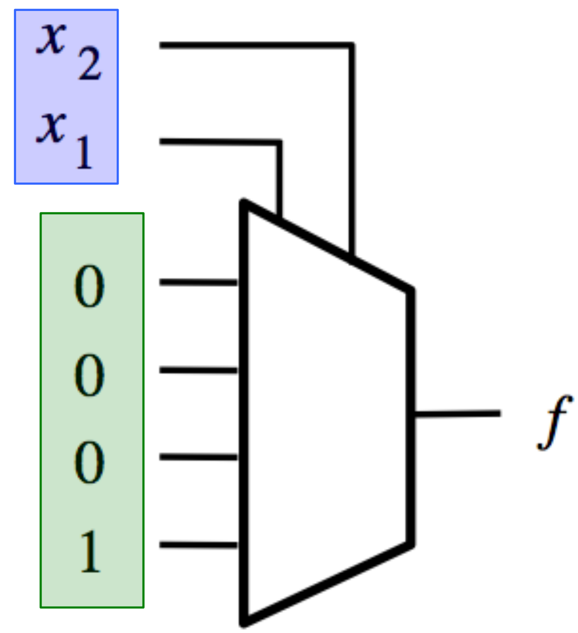


These two are the same.

Building an AND Gate with 4-to-1 Mux



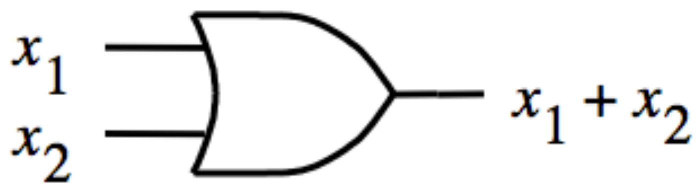
x_1	x_2	$x_1 \cdot x_2$
0	0	0
0	1	0
1	0	0
1	1	1



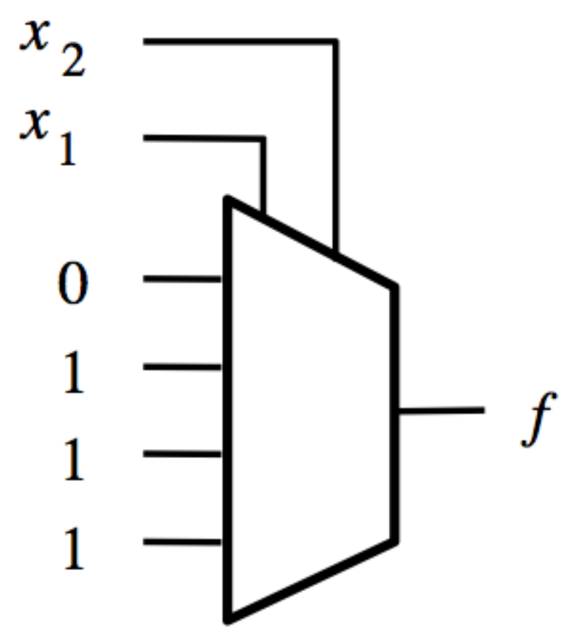
These two are the same.

And so are these two.

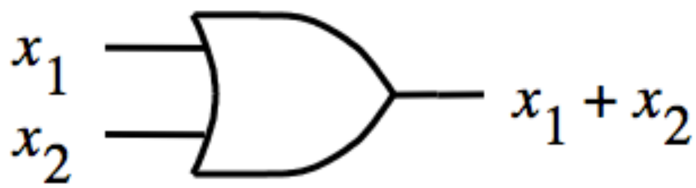
Building an OR Gate with 4-to-1 Mux



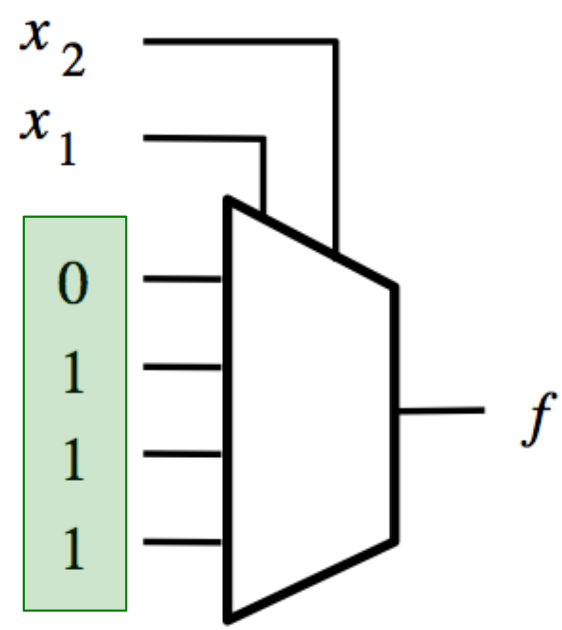
x_1	x_2	$x_1 + x_2$
0	0	0
0	1	1
1	0	1
1	1	1



Building an OR Gate with 4-to-1 Mux

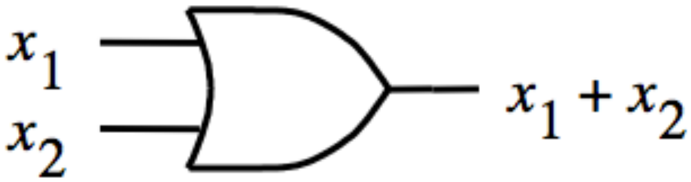


x_1	x_2	$x_1 + x_2$
0	0	0
0	1	1
1	0	1
1	1	1

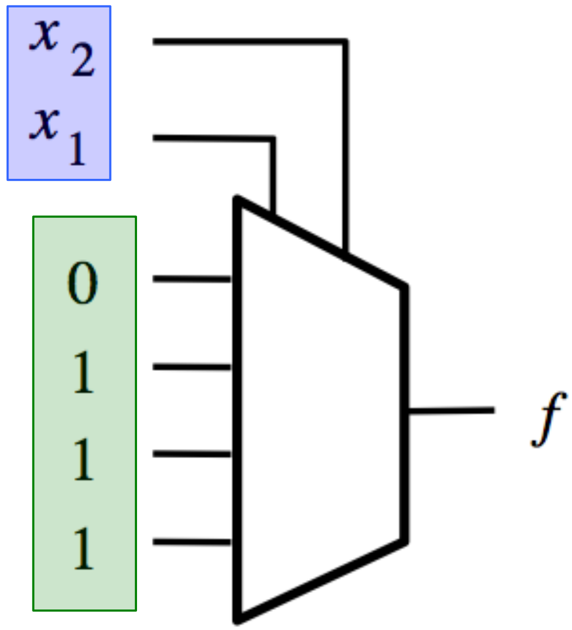


These two are the same.

Building an OR Gate with 4-to-1 Mux



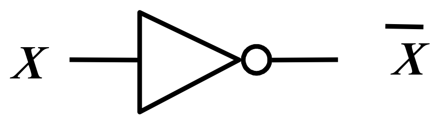
x_1	x_2	$x_1 + x_2$
0	0	0
0	1	1
1	0	1
1	1	1



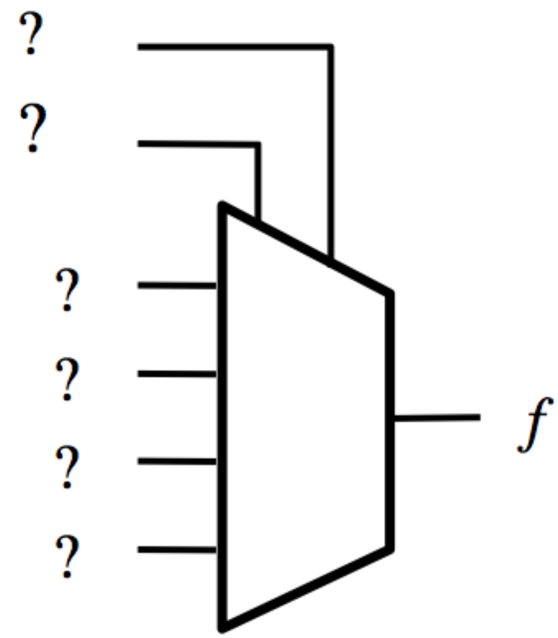
These two are the same.

And so are these two.

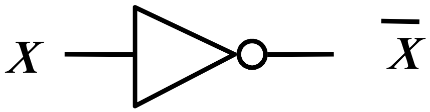
Building a NOT Gate with 4-to-1 Mux



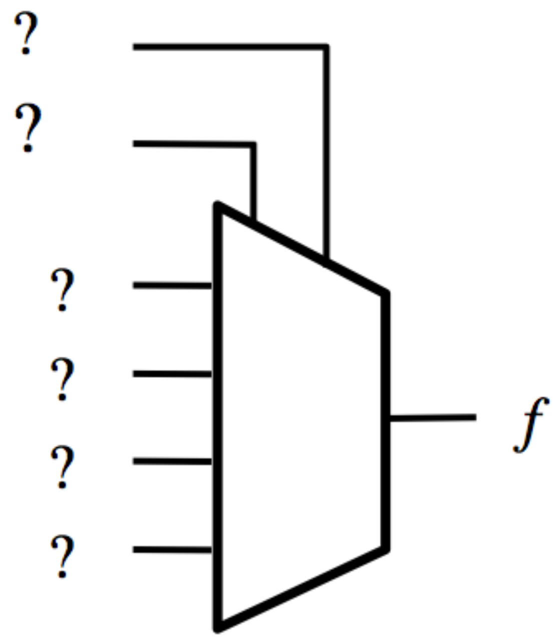
x	$\overline{x}$
0	1
1	0



Building a NOT Gate with 4-to-1 Mux

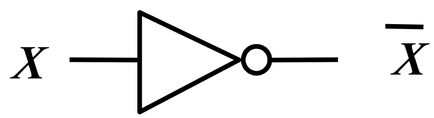


x	y	f
0	0	1
0	1	1
1	0	0
1	1	0

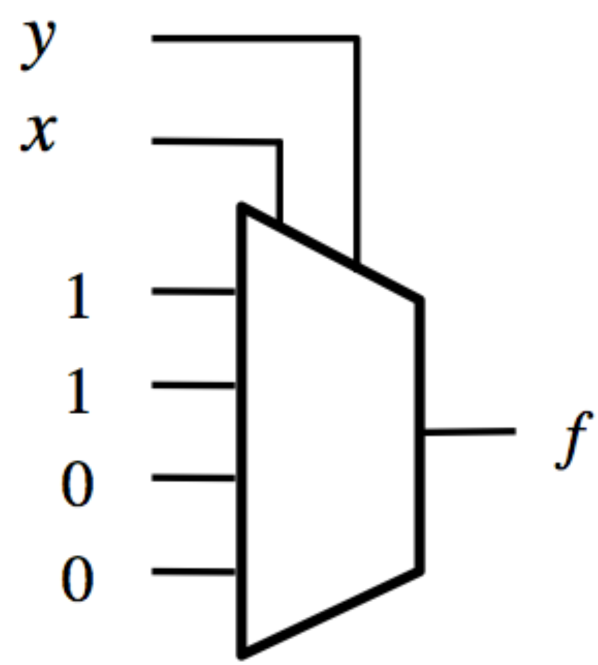


Introduce a dummy variable y.

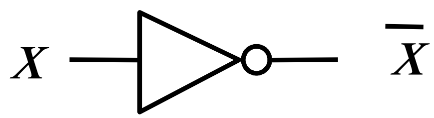
Building a NOT Gate with 4-to-1 Mux



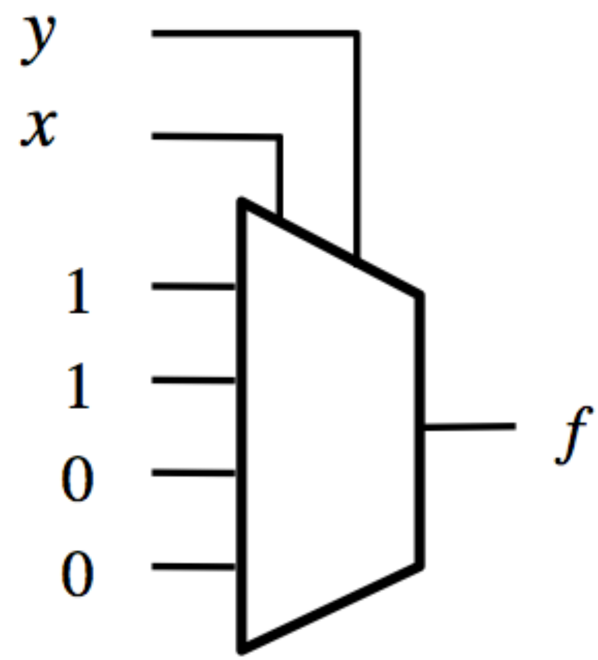
x	y	f
0	0	1
0	1	1
1	0	0
1	1	0



Building a NOT Gate with 4-to-1 Mux

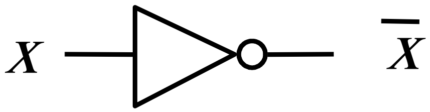


x	y	f
0	0	1
0	1	1
1	0	0
1	1	0

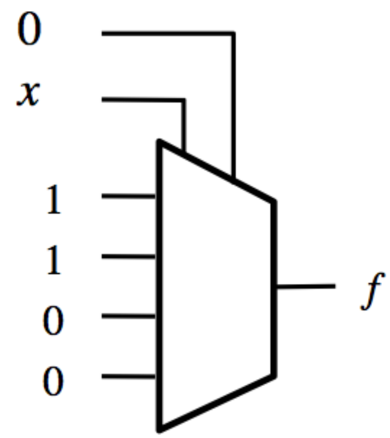


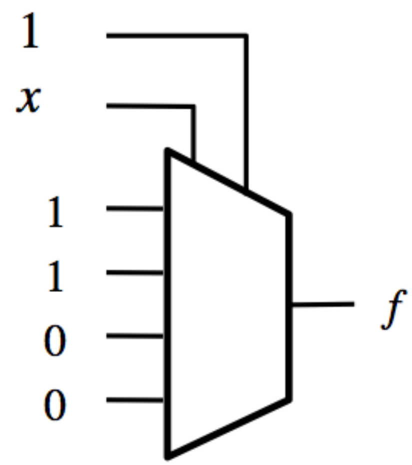
Now set y to either 0 or 1 (both will work). Why?

Building a NOT Gate with 4-to-1 Mux



x	$\overline{x}$
0	1
1	0



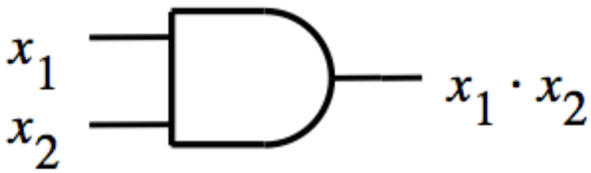


Two alternative solutions.

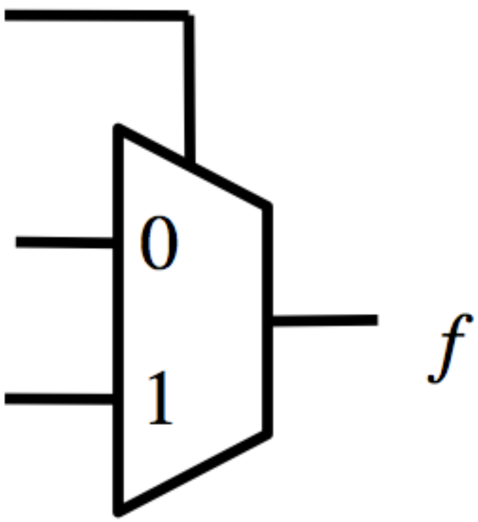
Implications

Any Boolean function can be implemented using only 4-to-1 multiplexers!

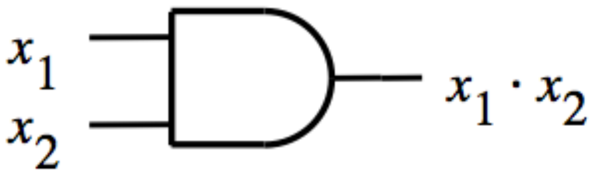
Building an AND Gate with 2-to-1 Mux



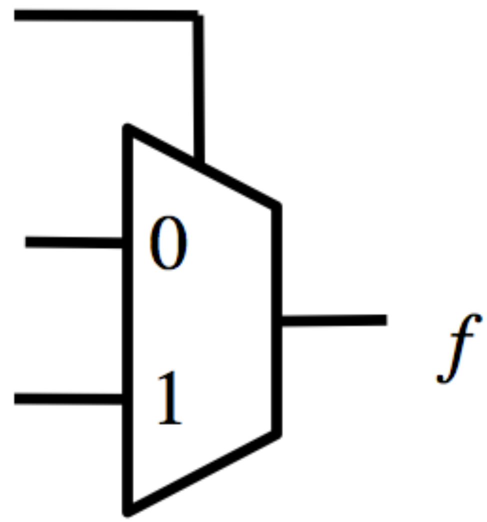
x_1	x_2	$x_1 \cdot x_2$
0	0	0
0	1	0
1	0	0
1	1	1



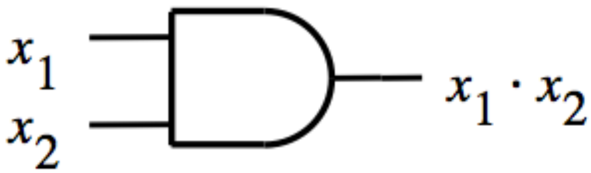
Building an AND Gate with 2-to-1 Mux



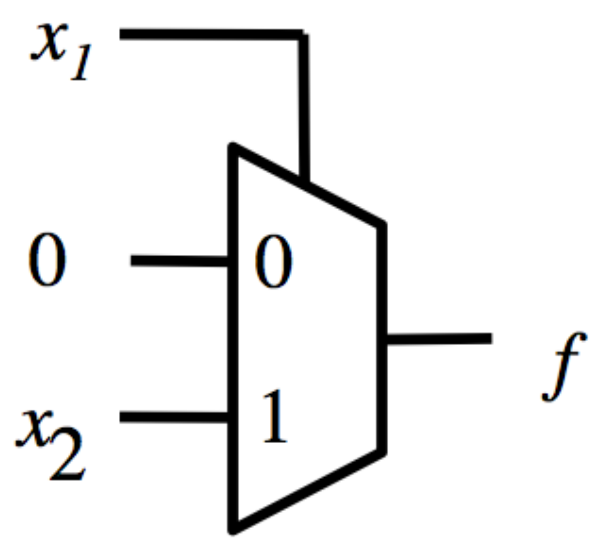
x_1	x_2	$x_1 \cdot x_2$
0	0	0
0	1	0
1	0	0
1	1	1



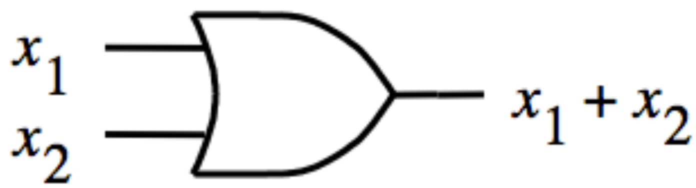
Building an AND Gate with 2-to-1 Mux



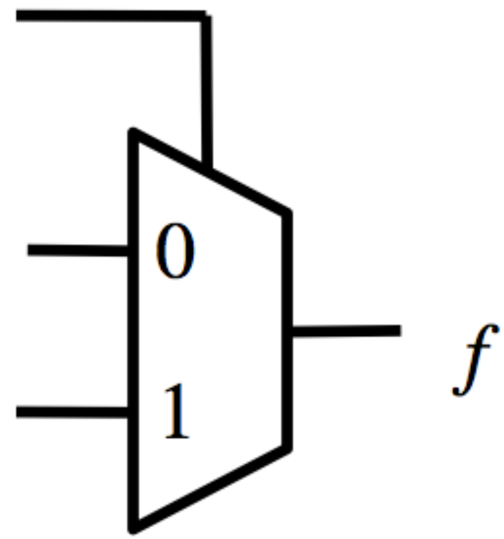
x_1	x_2	$x_1 \cdot x_2$	
0	0	0	0
0	1	0	
1	0	0	x_2
1	1	1	



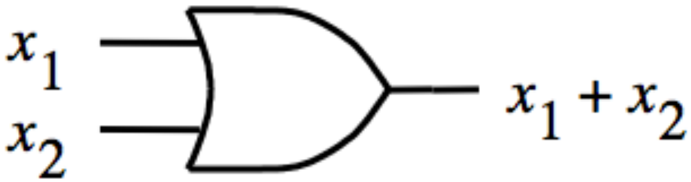
Building an OR Gate with 2-to-1 Mux



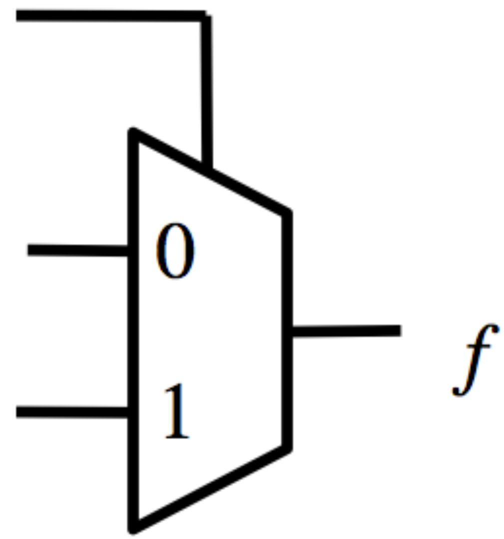
x_1	x_2	$x_1 + x_2$
0	0	0
0	1	1
1	0	1
1	1	1



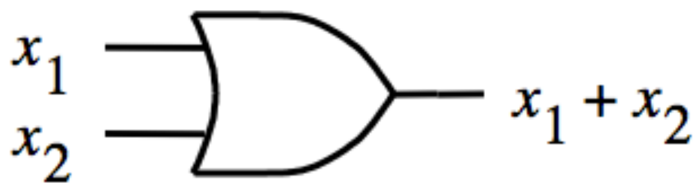
Building an OR Gate with 2-to-1 Mux



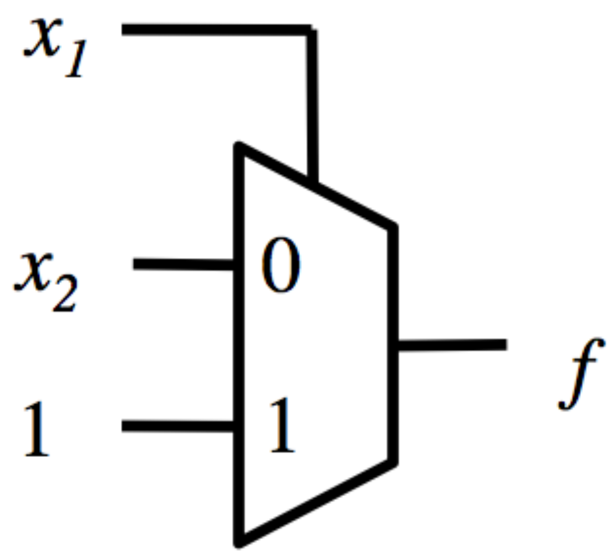
x_1	x_2	$x_1 + x_2$
0	0	0
0	1	1
1	0	1
1	1	1



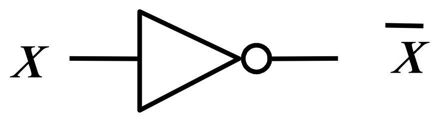
Building an OR Gate with 2-to-1 Mux



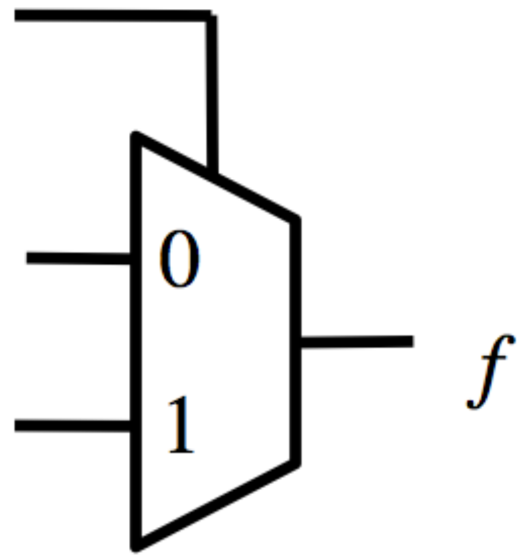
x_1	x_2	$x_1 + x_2$	
0	0	0	x_2
0	1	1	
1	0	1	1
1	1	1	



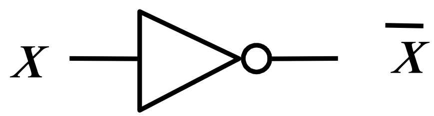
Building a NOT Gate with 2-to-1 Mux



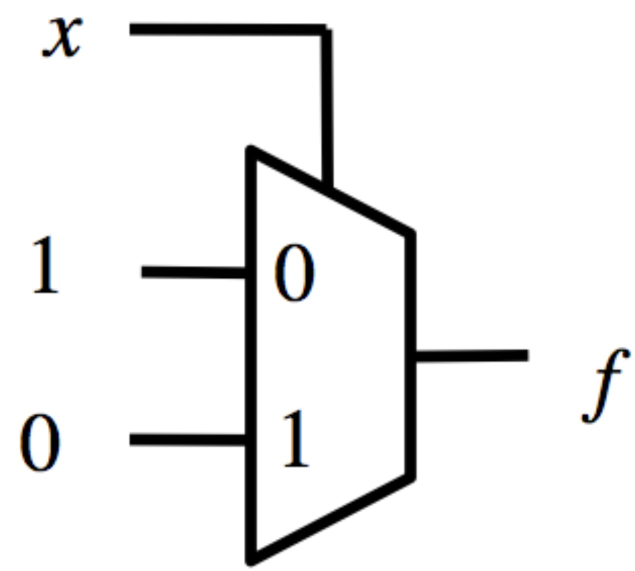
x	$\overline{x}$
0	1
1	0



Building a NOT Gate with 2-to-1 Mux



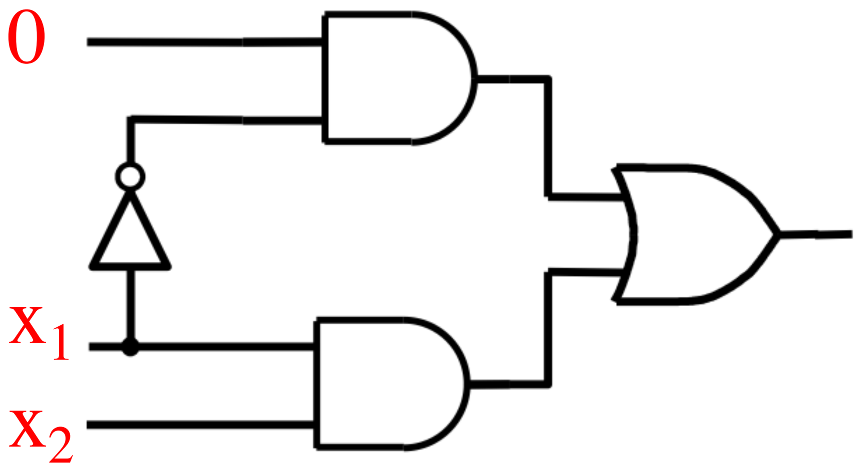
x	$\overline{x}$
0	1
1	0



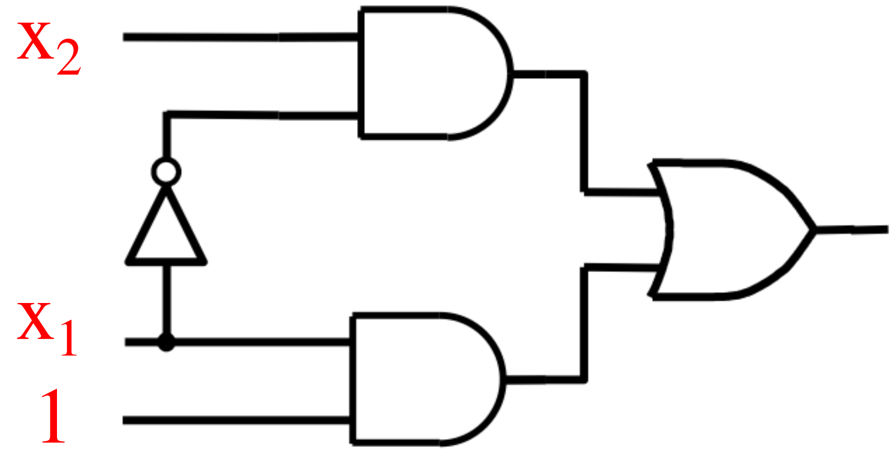
Implications

Any Boolean function can be implemented using only 2-to-1 multiplexers!

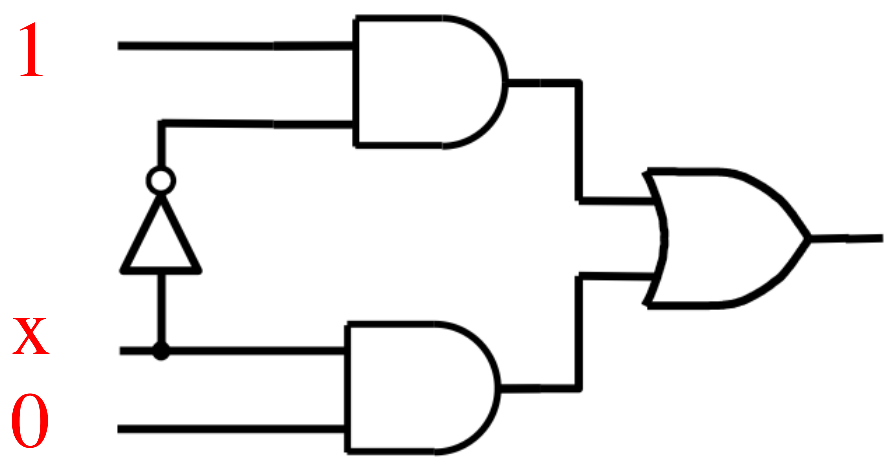
AND



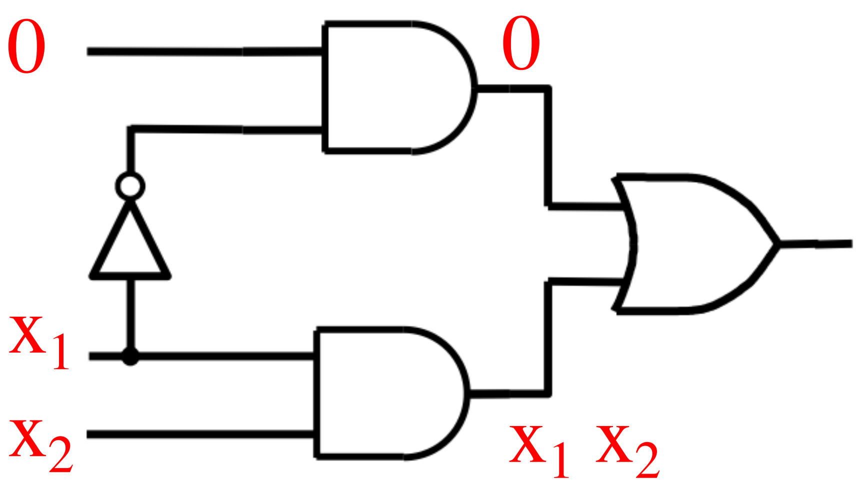
OR



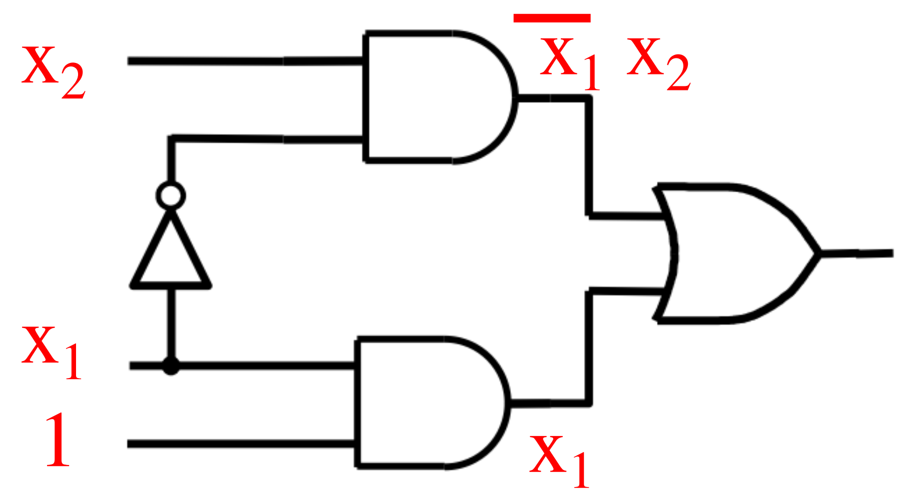
NOT



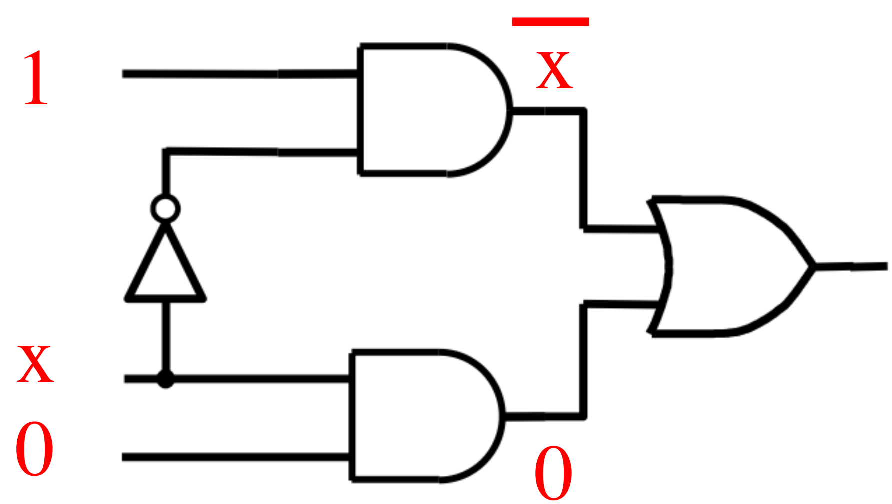
AND



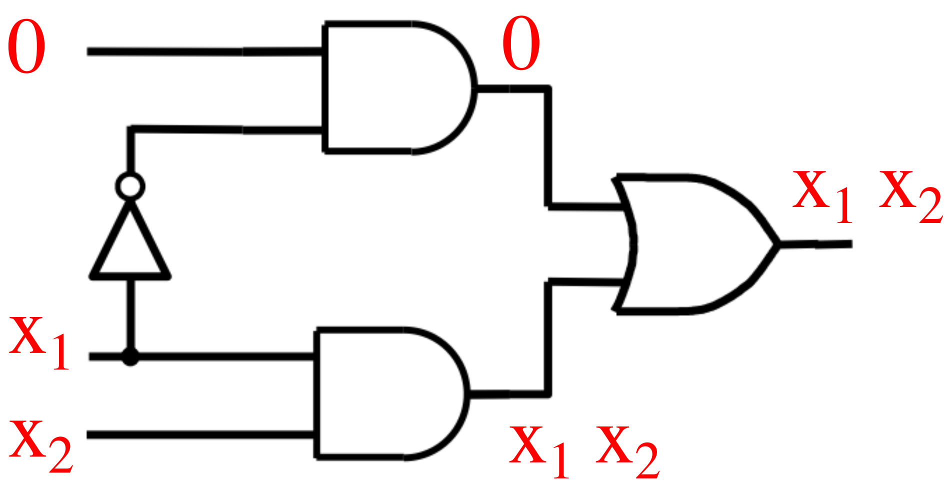
OR



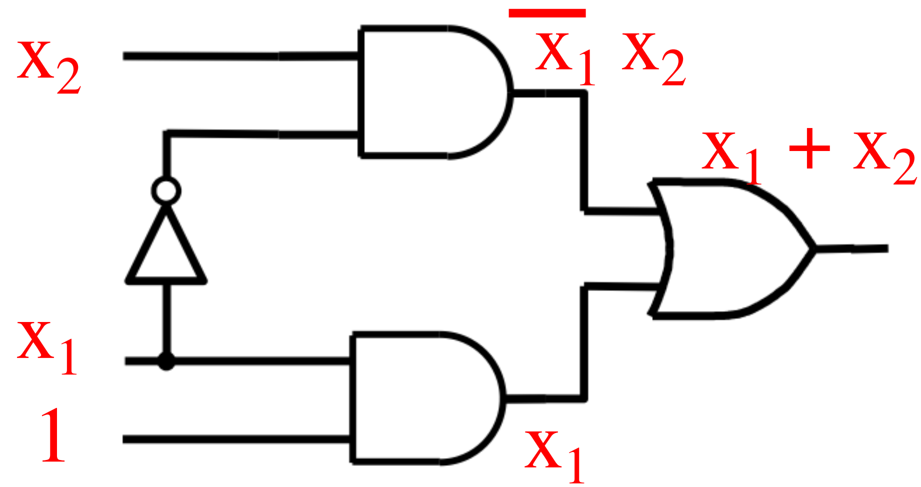
NOT



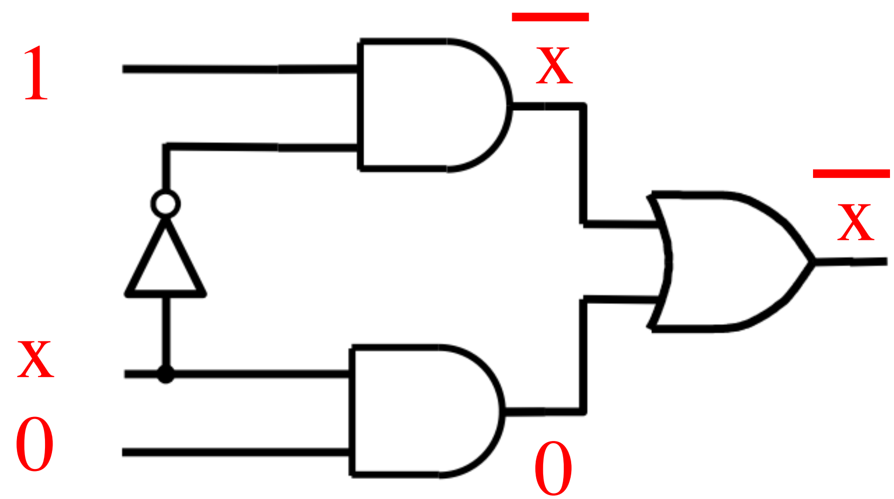
AND


0
0
$x_1 x_2$
x_1
x_2
$x_1 x_2$

OR

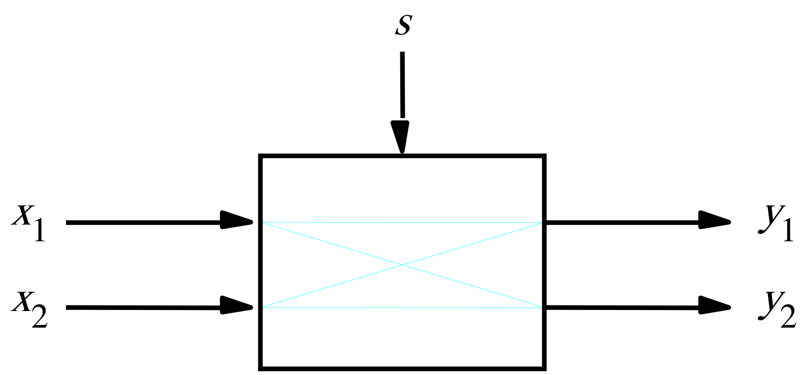

x_2
$\overline{x_1}\ x_2$
$x_1 + x_2$
x_1
1
x_1

NOT


1
$\overline{x}$
$\overline{x}$
x
0
0

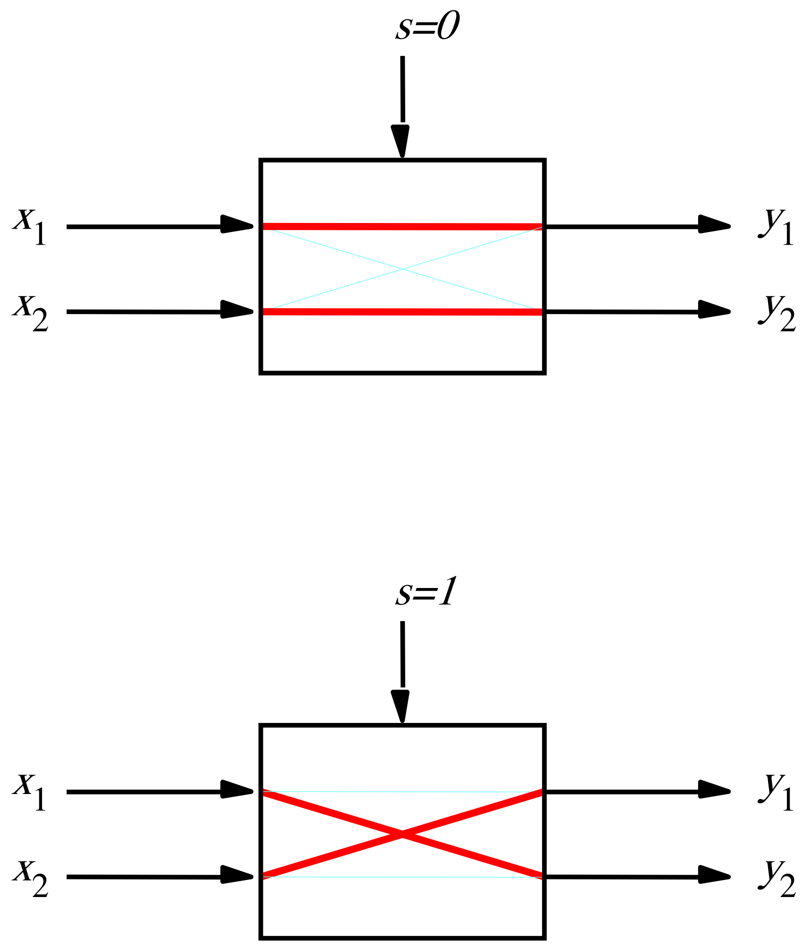
Switch Circuit

2 x 2 Crossbar switch

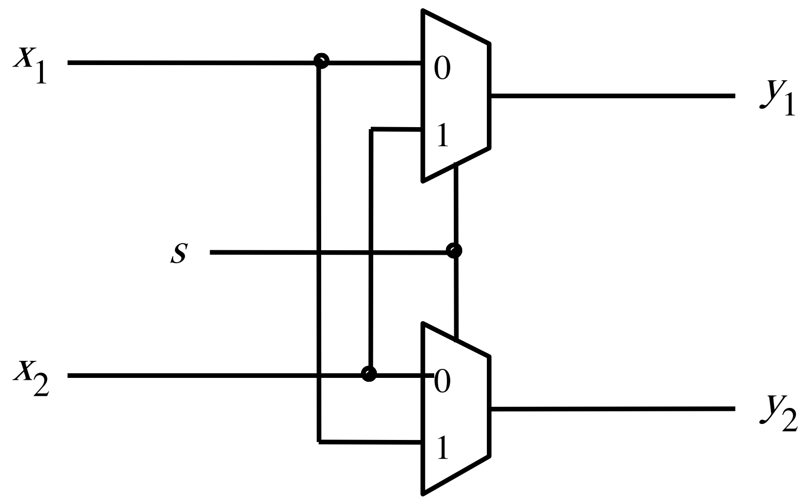


[Figure 4.5a from the textbook]

2 x 2 Crossbar switch

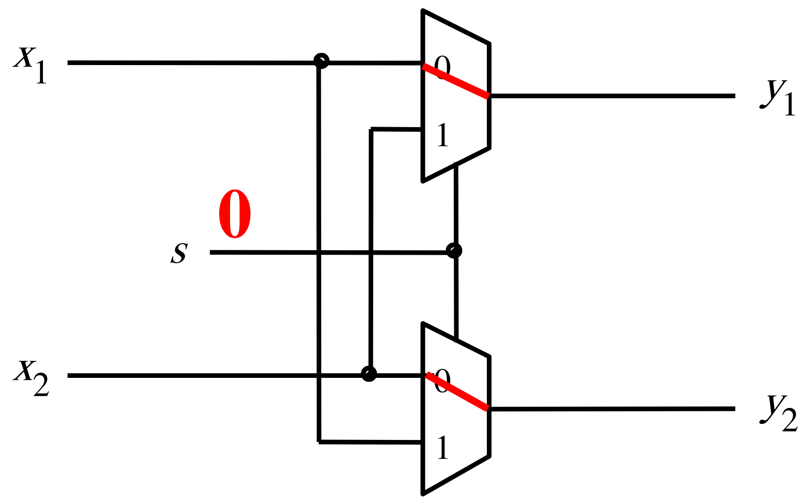


Implementation of a 2 x 2 crossbar switch with multiplexers



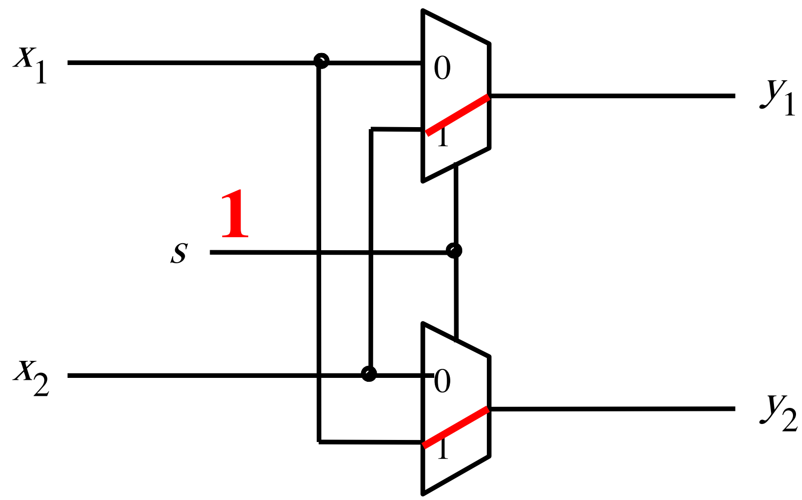
[Figure 4.5b from the textbook]

Implementation of a 2 x 2 crossbar switch with multiplexers



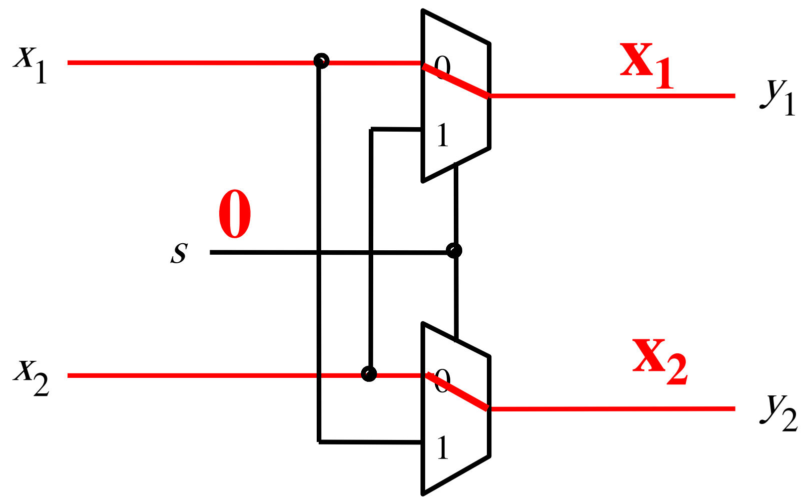
[Figure 4.5b from the textbook]

Implementation of a 2 x 2 crossbar switch with multiplexers



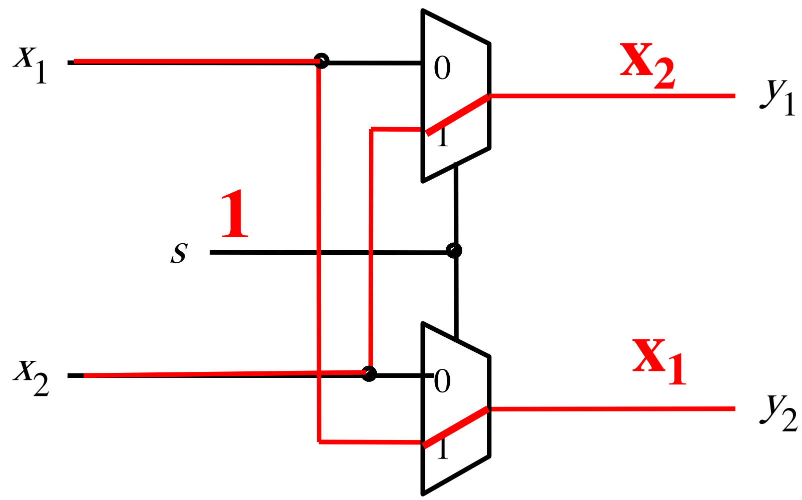
[Figure 4.5b from the textbook]

Implementation of a 2 x 2 crossbar switch with multiplexers



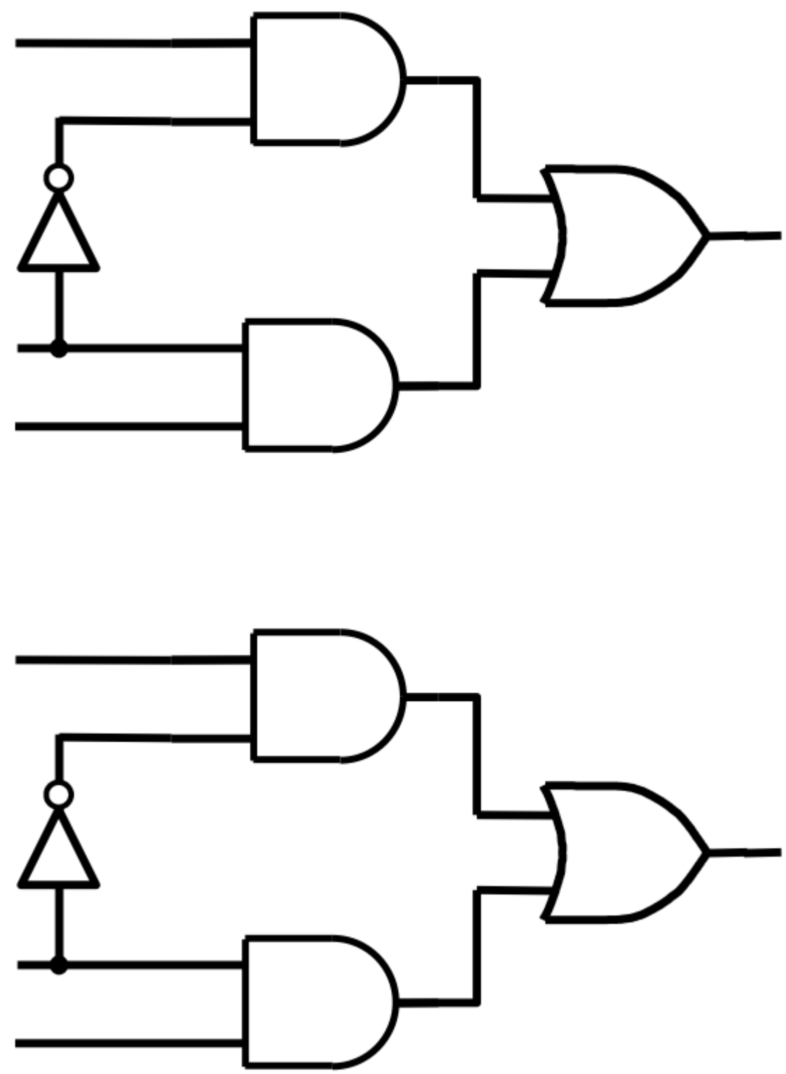
[Figure 4.5b from the textbook]

Implementation of a 2 x 2 crossbar switch with multiplexers

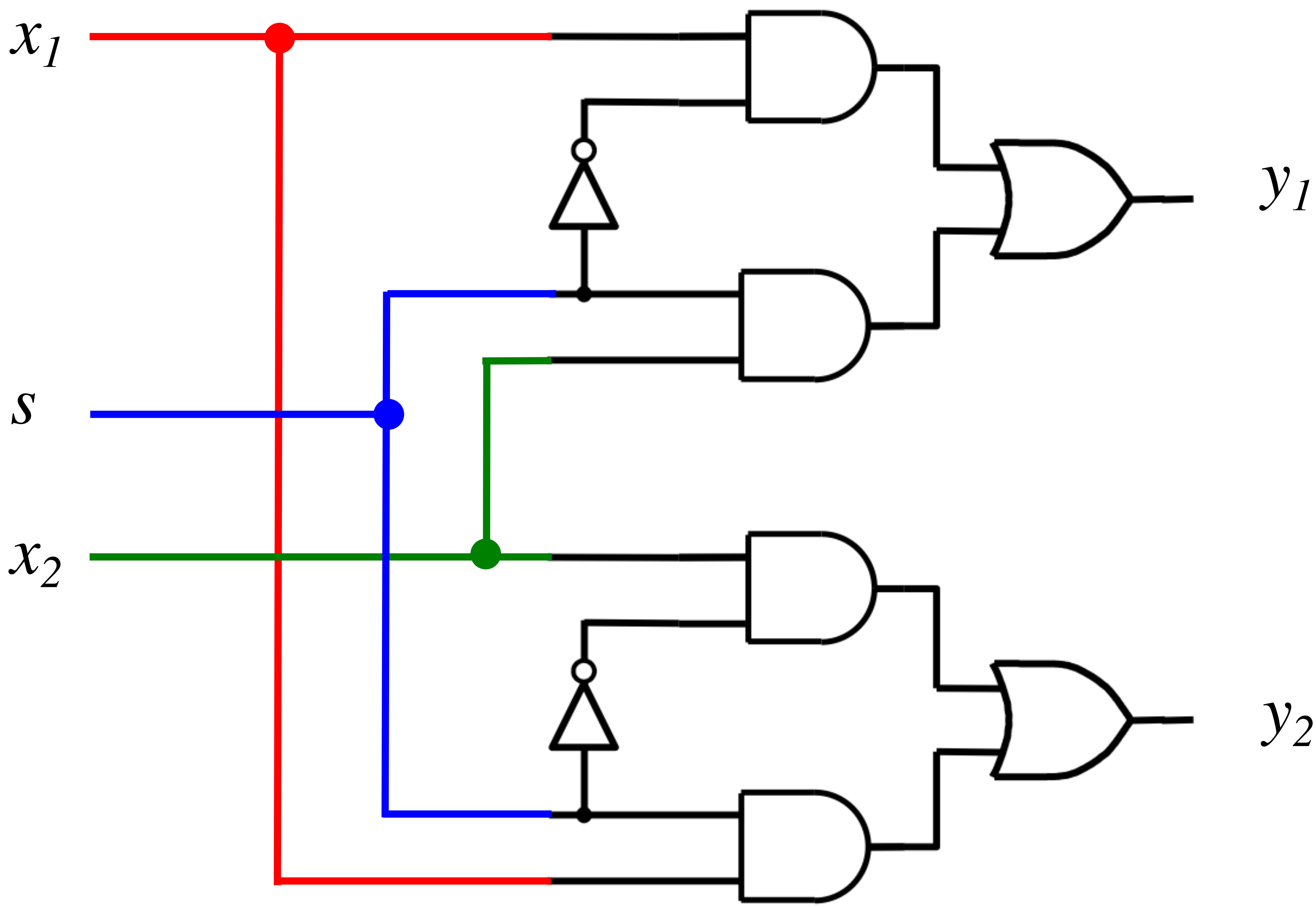


[Figure 4.5b from the textbook]

Implementation of a 2 x 2 crossbar switch with multiplexers



Implementation of a 2 x 2 crossbar switch with multiplexers

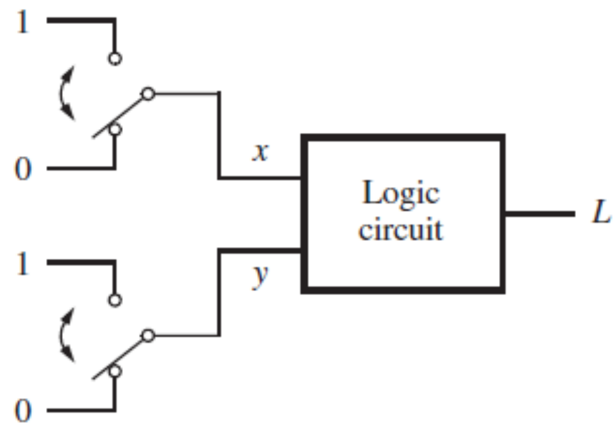


Synthesis of Logic Circuits Using Multiplexers

Synthesis of Logic Circuits Using Multiplexers

Note: This method is NOT the same as simply replacing each logic gate with a multiplexer! It is a lot more efficient.

The XOR Logic Gate



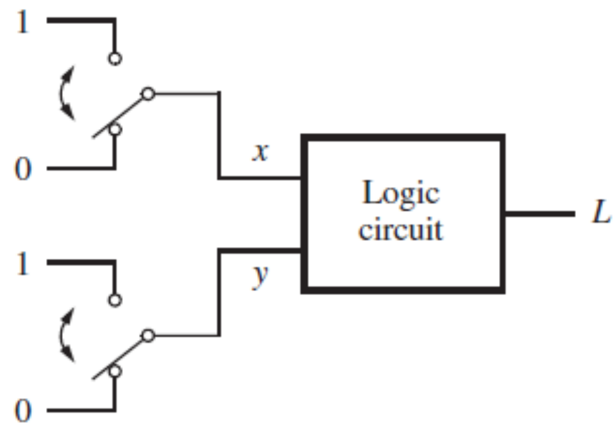
(a) Two switches that control a light

x	y	L
0	0	0
0	1	1
1	0	1
1	1	0

(b) Truth table

[Figure 2.11 from the textbook]

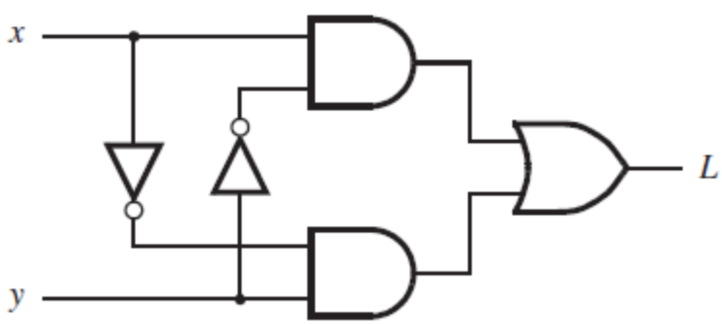
The XOR Logic Gate



(a) Two switches that control a light

x	y	L
0	0	0
0	1	1
1	0	1
1	1	0

(b) Truth table



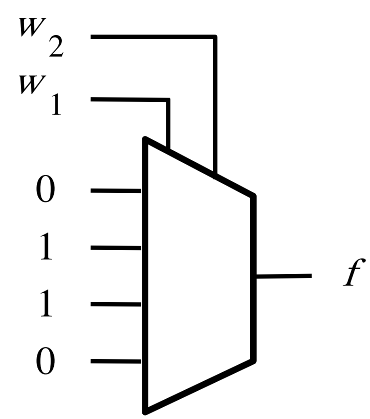
(c) Logic network

(d) XOR gate symbol

[Figure 2.11 from the textbook]

Implementation of a logic function with a 4-to-1 multiplexer

w_1	w_2	f
0	0	0
0	1	1
1	0	1
1	1	0



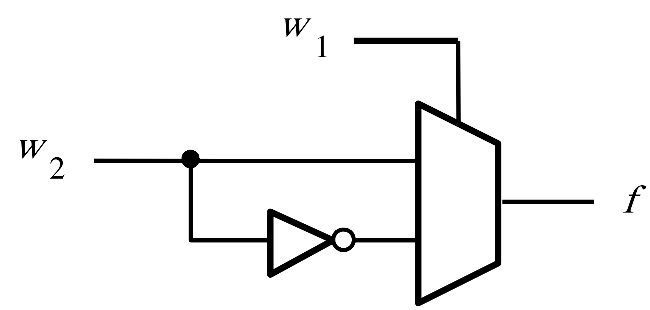
[Figure 4.6a from the textbook]

Implementation of the same logic function with a 2-to-1 multiplexer

w_1	w_2	f
0	0	0
0	1	1
1	0	1
1	1	0

w_1	f
0	w_2
1	$\overline{w}_2$

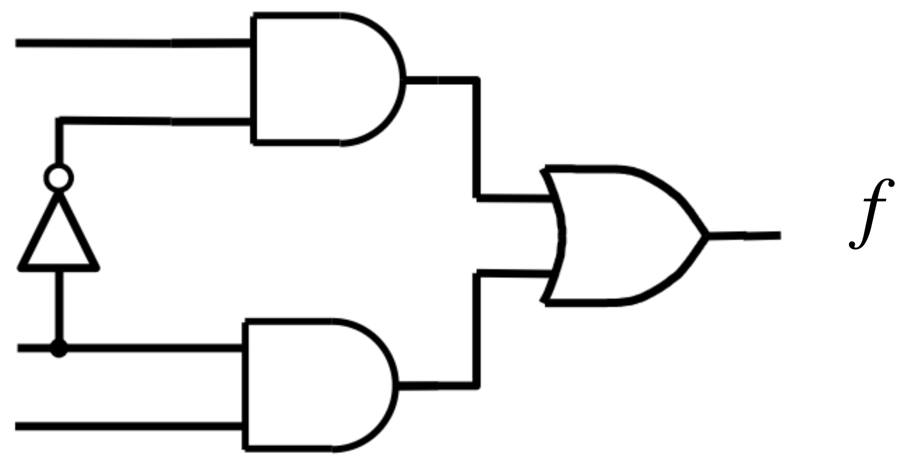
(b) Modified truth table



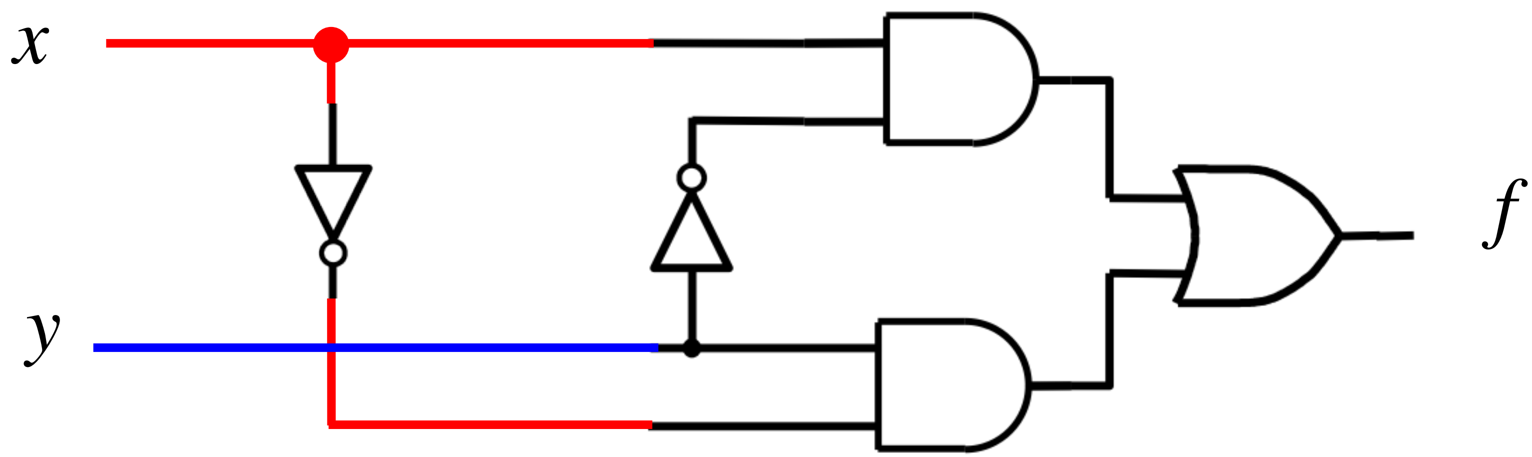
(c) Circuit

[Figure 4.6b-c from the textbook]

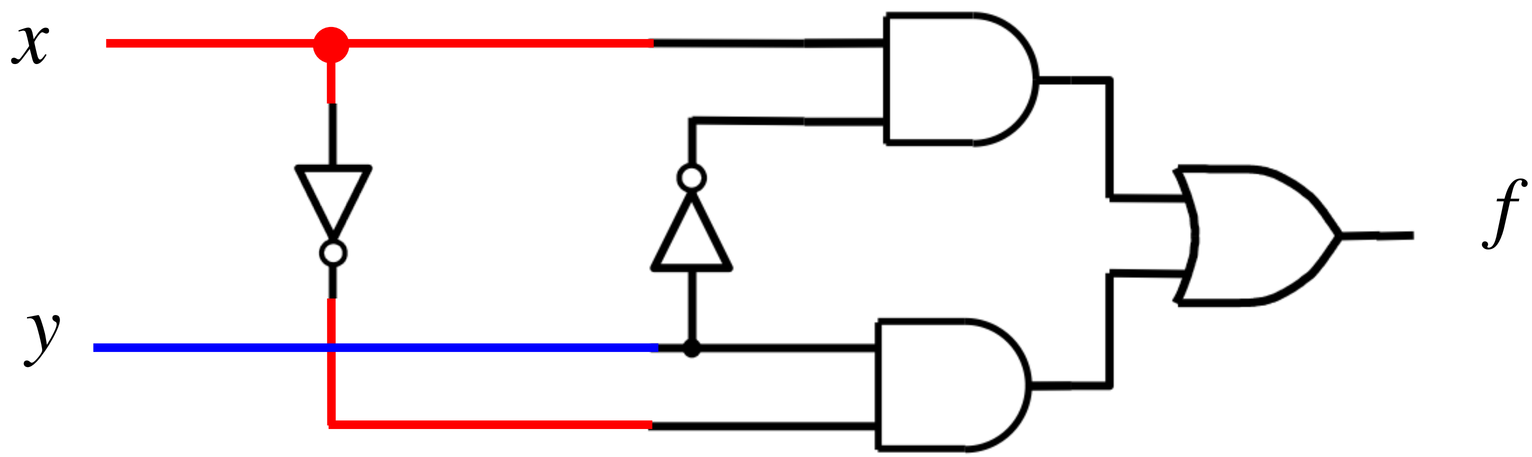
Implementation of the XOR Logic Gate with a 2-to-1 multiplexer and one NOT



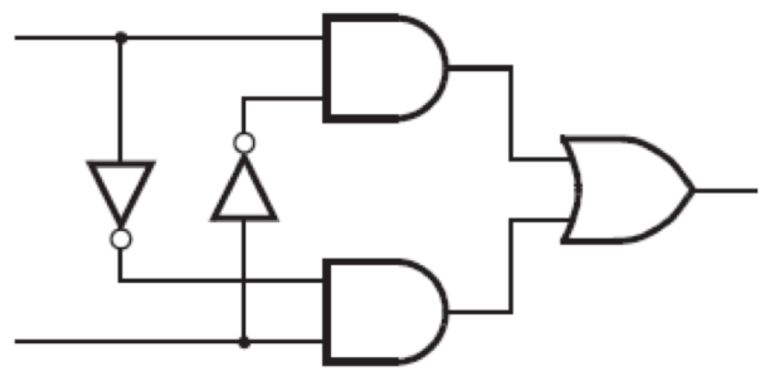
Implementation of the XOR Logic Gate with a 2-to-1 multiplexer and one NOT



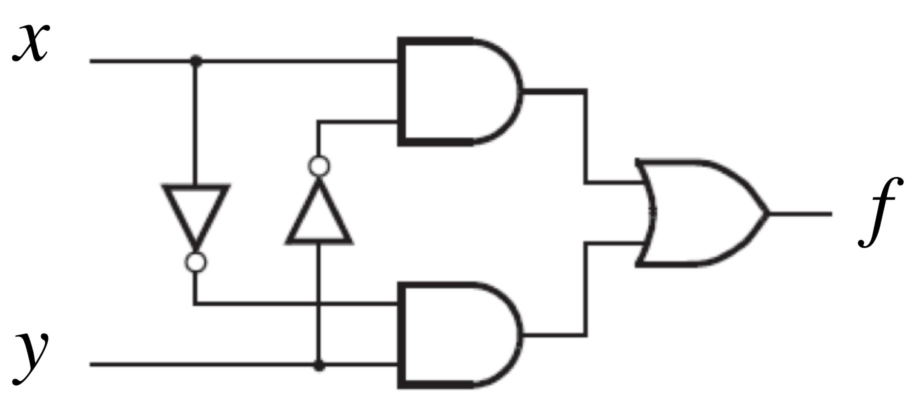
Implementation of the XOR Logic Gate with a 2-to-1 multiplexer and one NOT

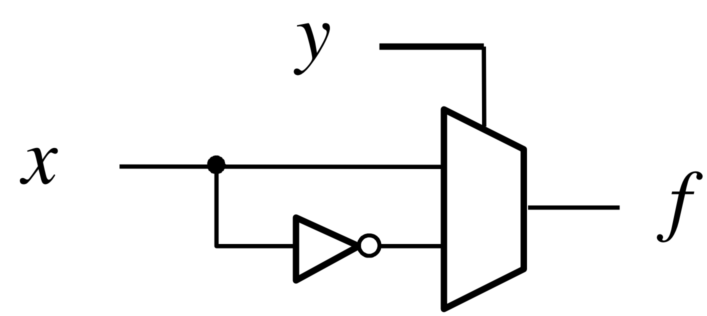


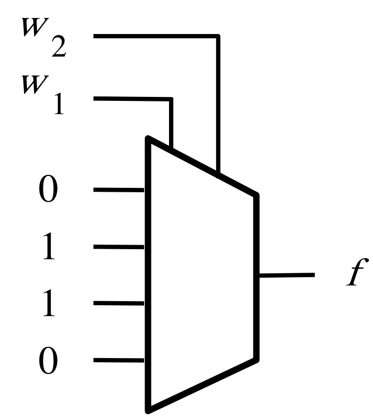
These two circuits are equivalent
(the wires of the bottom AND gate are flipped)



In other words, all four of these are equivalent!







Implementation of another logic function

w_1	w_2	w_3	f
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

[Figure 4.7 from the textbook]

Implementation of another logic function

w_1	w_2	w_3	f
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

[Figure 4.7 from the textbook]

Implementation of another logic function

w_1	w_2	w_3	f
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

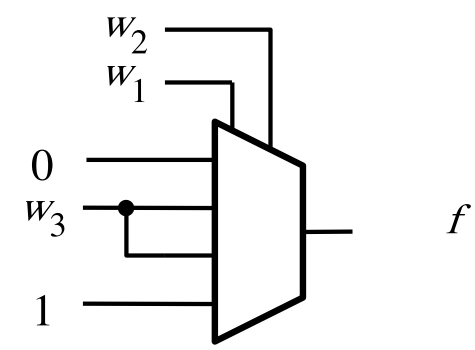
w_1	w_2	f
0	0	0
0	1	w_3
1	0	w_3
1	1	1

[Figure 4.7 from the textbook]

Implementation of another logic function

w_1	w_2	w_3	f
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

w_1	w_2	f
0	0	0
0	1	w_3
1	0	w_3
1	1	1



[Figure 4.7 from the textbook]

Another Example
(3-input XOR)

Implementation of 3-input XOR with 2-to-1 Multiplexers

w_1	w_2	w_3	f
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

[Figure 4.8a from the textbook]

Implementation of 3-input XOR with 2-to-1 Multiplexers

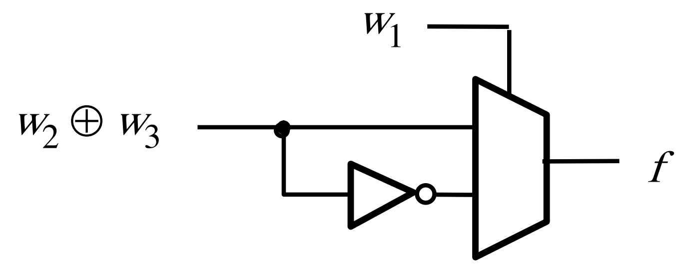
w_1	w_2	w_3	f	
0	0	0	0	
0	0	1	1	$w_2 \oplus w_3$
0	1	0	1	
0	1	1	0	
1	0	0	1	
1	0	1	0	$\overline{w_2 \oplus w_3}$
1	1	0	0	
1	1	1	1	

[Figure 4.8a from the textbook]

Implementation of 3-input XOR with 2-to-1 Multiplexers

w_1	w_2	w_3	f	
0	0	0	0	
0	0	1	1	$w_2 \oplus w_3$
0	1	0	1	
0	1	1	0	
1	0	0	1	
1	0	1	0	$\overline{w_2 \oplus w_3}$
1	1	0	0	
1	1	1	1	

(a) Truth table



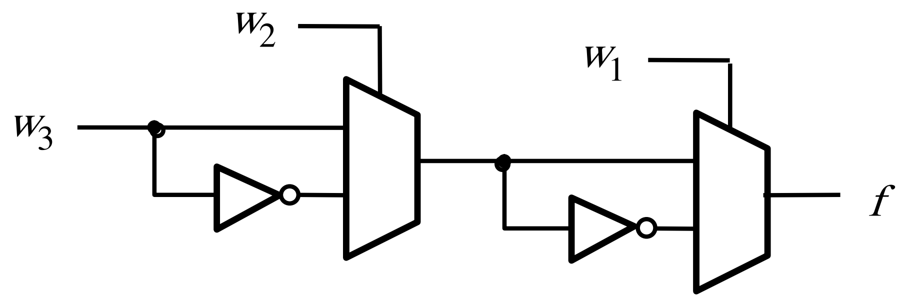
(b) Circuit

[Figure 4.8 from the textbook]

Implementation of 3-input XOR with 2-to-1 Multiplexers

w_1	w_2	w_3	f	
0	0	0	0	w_3
0	0	1	1	
0	1	0	1	$\overline{w_3}$
0	1	1	0	
1	0	0	1	
1	0	1	0	
1	1	0	0	
1	1	1	1	

(a) Truth table



(b) Circuit

[Figure 4.8 from the textbook]

Implementation of 3-input XOR with a 4-to-1 Multiplexer

w_1	w_2	w_3	f
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

[Figure 4.9a from the textbook]

Implementation of 3-input XOR with a 4-to-1 Multiplexer

w_1	w_2	w_3	f
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

[Figure 4.9a from the textbook]

Implementation of 3-input XOR with a 4-to-1 Multiplexer

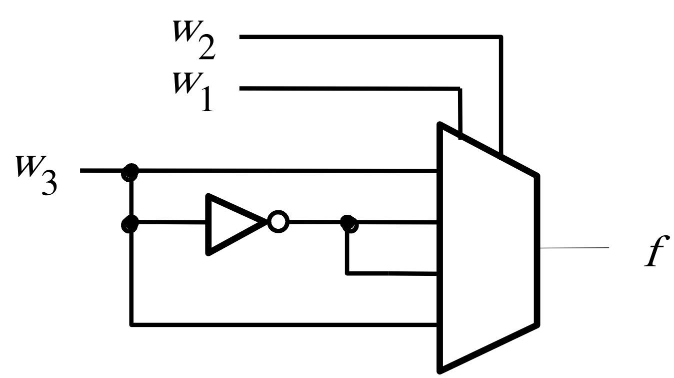
w_1	w_2	w_3	f	
0	0	0	0	w_3
0	0	1	1	
0	1	0	1	$\overline{w_3}$
0	1	1	0	
1	0	0	1	$\overline{w_3}$
1	0	1	0	
1	1	0	0	w_3
1	1	1	1	

[Figure 4.9a from the textbook]

Implementation of 3-input XOR with a 4-to-1 Multiplexer

w_1	w_2	w_3	f	
0	0	0	0	w_3
0	0	1	1	
0	1	0	1	$\overline{w_3}$
0	1	1	0	
1	0	0	1	$\overline{w_3}$
1	0	1	0	
1	1	0	0	w_3
1	1	1	1	

(a) Truth table



(b) Circuit

[Figure 4.9 from the textbook]

Multiplexor Synthesis Using Shannon's Expansion

Three-input majority function

w_1	w_2	w_3	f
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

[Figure 4.10a from the textbook]

Three-input majority function

w_1	w_2	w_3	f
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

w_1	f
0	
1	

[Figure 4.10a from the textbook]

Three-input majority function

w_1	w_2	w_3	f
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

w_1	f
0	$w_2 w_3$
1	$w_2 + w_3$

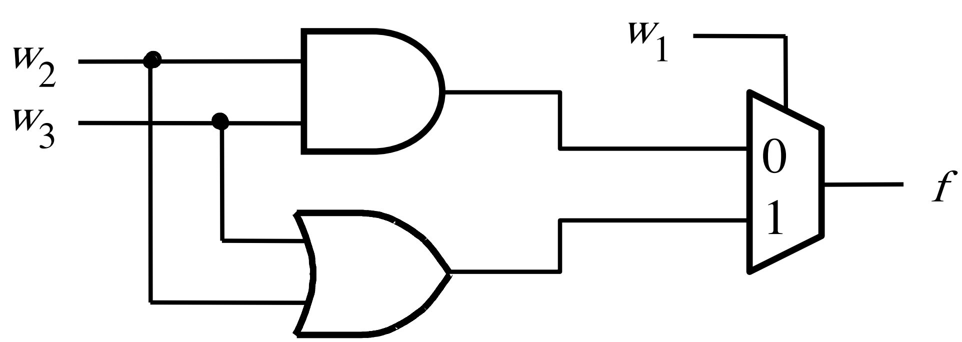
[Figure 4.10a from the textbook]

Three-input majority function

w_1	w_2	w_3	f
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

w_1	f
0	$w_2 w_3$
1	$w_2 + w_3$

(b) Truth table



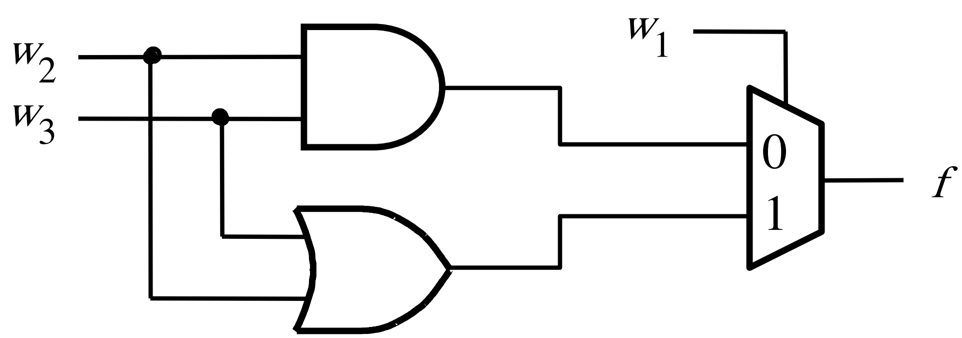
(b) Circuit

[Figure 4.10a from the textbook]

Three-input majority function

$$f = \overline{w}_1 w_2 w_3 + w_1 \overline{w}_2 w_3 + w_1 w_2 \overline{w}_3 + w_1 w_2 w_3$$

$$\begin{aligned} f &= \overline{w}_1 (w_2 w_3) + w_1 (\overline{w}_2 w_3 + w_2 \overline{w}_3 + w_2 w_3) \\ &= \overline{w}_1 (w_2 w_3) + w_1 (w_2 + w_3) \end{aligned}$$



Shannon's Expansion Theorem

Any Boolean function $f(w_1, \ldots, w_n)$ can be rewritten in the form:

$$f(w_1, w_2, \ldots, w_n) = \overline{w}_1 \cdot f(0, w_2, \ldots, w_n) + w_1 \cdot f(1, w_2, \ldots, w_n)$$

Shannon's Expansion Theorem

Any Boolean function $f(w_1, \ldots, w_n)$ can be rewritten in the form:

$$f(w_1, w_2, \ldots, w_n) = \overline{w}_1 \cdot f(0, w_2, \ldots, w_n) + w_1 \cdot f(1, w_2, \ldots, w_n)$$

$$f = \overline{w}_1 f_{\overline{w}_1} + w_1 f_{w_1}$$

Shannon's Expansion Theorem

Any Boolean function $f(w_1, \ldots, w_n)$ can be rewritten in the form:

$$f(w_1, w_2, \ldots, w_n) = \overline{w}_1 \cdot f(0, w_2, \ldots, w_n) + w_1 \cdot f(1, w_2, \ldots, w_n)$$

$$f = \overline{w}_1 \underbrace{f_{\overline{w}_1}}_{\text{cofactor}} + w_1 \underbrace{f_{w_1}}_{\text{cofactor}}$$

Shannon's Expansion Theorem (Example)

$$f(w_1, w_2, w_3) = w_1 w_2 + w_1 w_3 + w_2 w_3$$

Shannon's Expansion Theorem (Example)

$$f(w_1, w_2, w_3) = w_1 w_2 + w_1 w_3 + w_2 w_3$$

$$f(w_1, w_2, w_3) = w_1 w_2 + w_1 w_3 + w_2 w_3 \, (\overline{w_1} + w_1)$$

Shannon's Expansion Theorem (Example)

$$f(w_1, w_2, w_3) = w_1 w_2 + w_1 w_3 + w_2 w_3$$

$$f(w_1, w_2, w_3) = w_1 w_2 + w_1 w_3 + w_2 w_3 \; (\overline{w_1} + w_1)$$

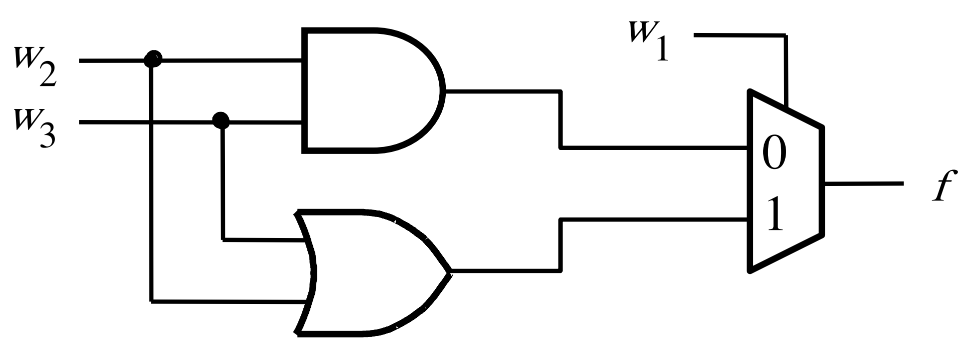
$$\begin{aligned} f &= \overline{w}_1 (0 \cdot w_2 + 0 \cdot w_3 + w_2 w_3) + w_1 (1 \cdot w_2 + 1 \cdot w_3 + w_2 w_3) \\ &= \overline{w}_1 (w_2 w_3) + w_1 (w_2 + w_3) \end{aligned}$$

Shannon's Expansion Theorem (Example)

$$f(w_1, w_2, w_3) = w_1 w_2 + w_1 w_3 + w_2 w_3$$

$$f(w_1, w_2, w_3) = w_1 w_2 + w_1 w_3 + w_2 w_3 \; (\overline{w_1} + w_1)$$

$$\begin{aligned} f &= \overline{w}_1(0 \cdot w_2 + 0 \cdot w_3 + w_2 w_3) + w_1(1 \cdot w_2 + 1 \cdot w_3 + w_2 w_3) \\ &= \overline{w}_1(w_2 w_3) + w_1(w_2 + w_3) \end{aligned}$$



Another Example

Factor and implement the following function with a 2-to-1 multiplexer

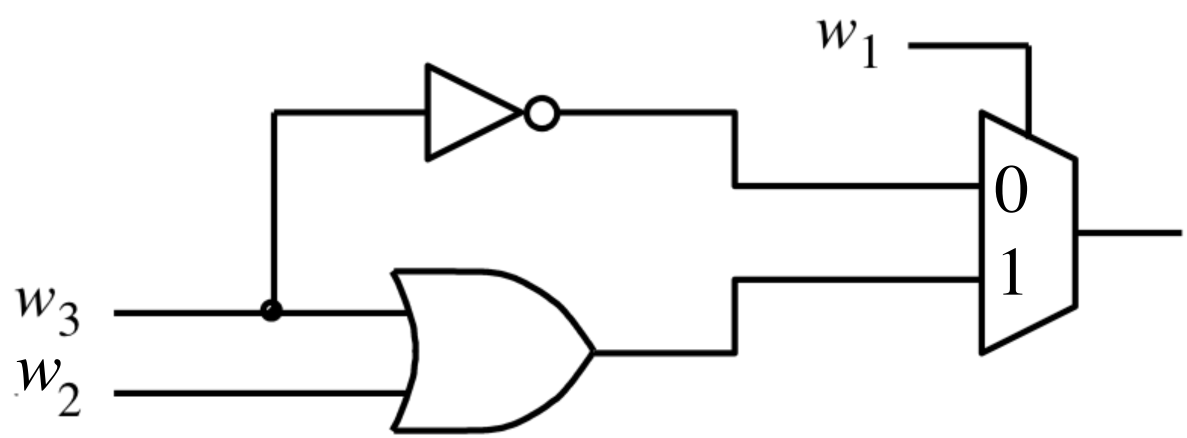
$$f = \overline{w}_1 \overline{w}_3 + w_1 w_2 + w_1 w_3$$

Factor and implement the following function with a 2-to-1 multiplexer

$$f = \overline{w}_1\overline{w}_3 + w_1 w_2 + w_1 w_3$$

$$\begin{aligned} f &= \overline{w}_1 f_{\overline{w}_1} + w_1 f_{w_1} \\ &= \overline{w}_1(\overline{w}_3) + w_1(w_2 + w_3) \end{aligned}$$

Factor and implement the following function with a 2-to-1 multiplexer



$$f = \overline{w}_1 f_{\overline{w}_1} + w_1 f_{w_1}$$

$$= \overline{w}_1(\overline{w}_3) + w_1(w_2 + w_3)$$

[Figure 4.11a from the textbook]

Shannon's Expansion Theorem (In terms of more than one variable)

$$\begin{aligned} f(w_1, \ldots, w_n) = {} & \overline{w}_1\overline{w}_2 \cdot f(0, 0, w_3, \ldots, w_n) + \overline{w}_1 w_2 \cdot f(0, 1, w_3, \ldots, w_n) \\ & + w_1\overline{w}_2 \cdot f(1, 0, w_3, \ldots, w_n) + w_1 w_2 \cdot f(1, 1, w_3, \ldots, w_n) \end{aligned}$$

This form is suitable for implementation with a 4x1 multiplexer.

Factor and implement the following function with a 4-to-1 multiplexer

$$f = \overline{w}_1\overline{w}_3 + w_1w_2 + w_1w_3$$

Factor and implement the following function with a 4-to-1 multiplexer

$$f = \overline{w}_1\overline{w}_3 + w_1 w_2 + w_1 w_3$$

$$= \overline{w}_1 (\overline{w}_2 + w_2)\, \overline{w}_3 + w_1 w_2 + w_1 (\overline{w}_2 + w_2)\, w_3$$

Factor and implement the following function with a 4-to-1 multiplexer

$$f = \overline{w}_1 \overline{w}_3 + w_1 w_2 + w_1 w_3$$

$$= \overline{w}_1 (\overline{w}_2 + w_2) \overline{w}_3 + w_1 w_2 + w_1 (\overline{w}_2 + w_2) w_3$$

$$= \overline{w}_1 \overline{w}_2 \overline{w}_3 + \overline{w}_1 w_2 \overline{w}_3 + w_1 w_2 + w_1 \overline{w}_2 w_3 + w_1 w_2 w_3$$

$$= \overline{w}_1 \overline{w}_2 \overline{w}_3 + \overline{w}_1 w_2 \overline{w}_3 + w_1 \overline{w}_2 w_3 + w_1 w_2 (1 + w_3)$$

$$= \overline{w}_1 \overline{w}_2 (\overline{w}_3) + \overline{w}_1 w_2 (\overline{w}_3) + w_1 \overline{w}_2 (w_3) + w_1 w_2 (1)$$

Factor and implement the following function with a 4-to-1 multiplexer

$$f = \overline{w}_1 \overline{w}_3 + w_1 w_2 + w_1 w_3$$

$$= \overline{w}_1 (\overline{w}_2 + w_2)\, \overline{w}_3 + w_1 w_2 + w_1 (\overline{w}_2 + w_2)\, w_3$$

$$= \overline{w}_1 \overline{w}_2 \overline{w}_3 + \overline{w}_1 w_2 \overline{w}_3 + w_1 w_2 + w_1 \overline{w}_2 w_3 + w_1 w_2 w_3$$

$$= \overline{w}_1 \overline{w}_2 \overline{w}_3 + \overline{w}_1 w_2 \overline{w}_3 + w_1 \overline{w}_2 w_3 + w_1 w_2 (1 + w_3)$$

$$= \overline{w}_1 \overline{w}_2 (\overline{w}_3) + \overline{w}_1 w_2 (\overline{w}_3) + w_1 \overline{w}_2 (w_3) + w_1 w_2 (1)$$

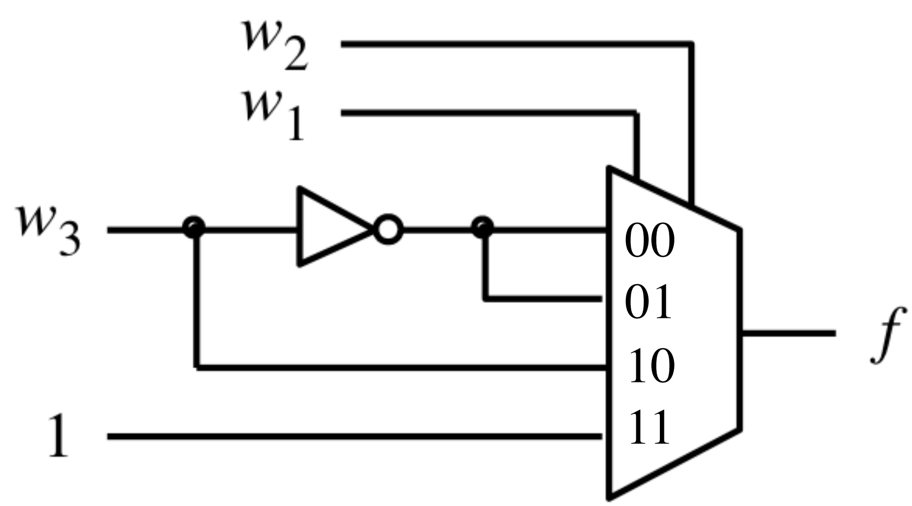
these are the 4 cofactors

Factor and implement the following function with a 4-to-1 multiplexer

$$f = \overline{w}_1\overline{w}_3 + w_1w_2 + w_1w_3$$

$$\begin{aligned} f &= \overline{w}_1\overline{w}_2 f_{\overline{w}_1\overline{w}_2} + \overline{w}_1 w_2 f_{\overline{w}_1 w_2} + w_1\overline{w}_2 f_{w_1\overline{w}_2} + w_1 w_2 f_{w_1 w_2} \\ &= \overline{w}_1\overline{w}_2(\overline{w}_3) + \overline{w}_1 w_2(\overline{w}_3) + w_1\overline{w}_2(w_3) + w_1 w_2(1) \end{aligned}$$

Factor and implement the following function with a 4-to-1 multiplexer



$$
\begin{aligned}
f &= \overline{w}_1\overline{w}_2 f_{\overline{w}_1\overline{w}_2} + \overline{w}_1 w_2 f_{\overline{w}_1 w_2} + w_1\overline{w}_2 f_{w_1\overline{w}_2} + w_1 w_2 f_{w_1 w_2} \\
&= \overline{w}_1\overline{w}_2(\overline{w}_3) + \overline{w}_1 w_2(\overline{w}_3) + w_1\overline{w}_2(w_3) + w_1 w_2(1)
\end{aligned}
$$

[Figure 4.11b from the textbook]

Yet Another Example

Factor and implement the following function using <u>only</u> 2-to-1 multiplexers

$$f = w_1 w_2 + w_1 w_3 + w_2 w_3$$

Factor and implement the following function using <u>only</u> 2-to-1 multiplexers

$$f = w_1 w_2 + w_1 w_3 + w_2 w_3$$

$$\begin{aligned} f &= \overline{w}_1(w_2 w_3) + w_1(w_2 + w_3 + w_2 w_3) \\ &= \overline{w}_1(w_2 w_3) + w_1(w_2 + w_3) \end{aligned}$$

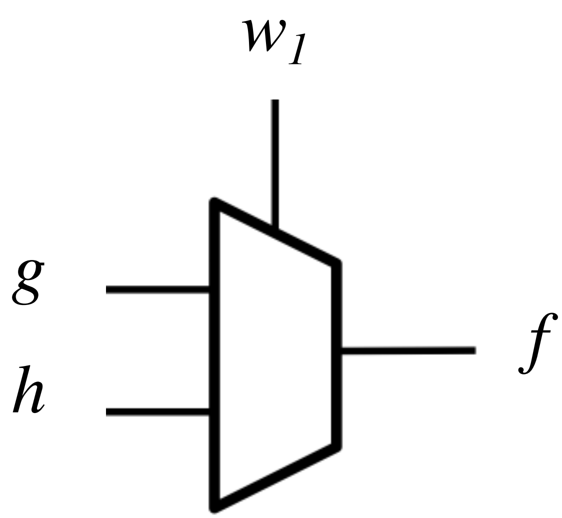
Factor and implement the following function using <u>only</u> 2-to-1 multiplexers

$$f = w_1 w_2 + w_1 w_3 + w_2 w_3$$

$$\begin{aligned} f &= \overline{w}_1 (w_2 w_3) + w_1 (w_2 + w_3 + w_2 w_3) \\ &= \overline{w}_1 \underbrace{(w_2 w_3)} + w_1 \underbrace{(w_2 + w_3)} \end{aligned}$$

$$g = w_2 w_3 \qquad h = w_2 + w_3$$

Factor and implement the following function using <u>only</u> 2-to-1 multiplexers



$$f = \overline{w}_1(w_2w_3) + w_1(w_2 + w_3 + w_2w_3)$$

$$= \overline{w}_1\underbrace{(w_2w_3)} + w_1\underbrace{(w_2 + w_3)}$$

$$g = w_2w_3 \qquad h = w_2 + w_3$$

Factor and implement the following function using <u>only</u> 2-to-1 multiplexers

$$g = w_2 w_3 \qquad h = w_2 + w_3$$

Factor and implement the following function using <u>only</u> 2-to-1 multiplexers

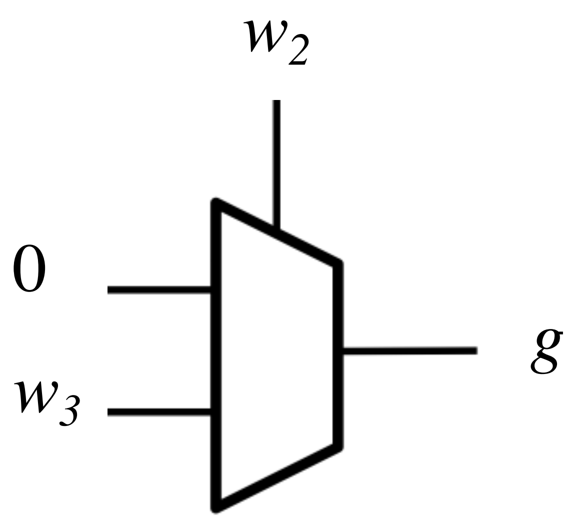
$$g = w_2 w_3$$

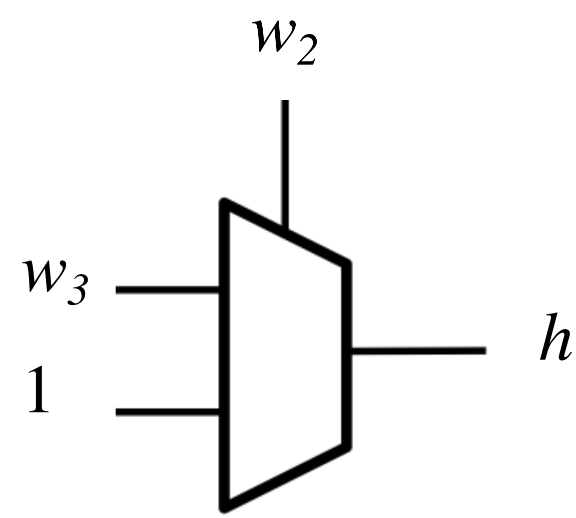
$$h = w_2 + w_3$$

$$g = \overline{w}_2(0) + w_2(w_3)$$

$$h = \overline{w}_2(w_3) + w_2(1)$$

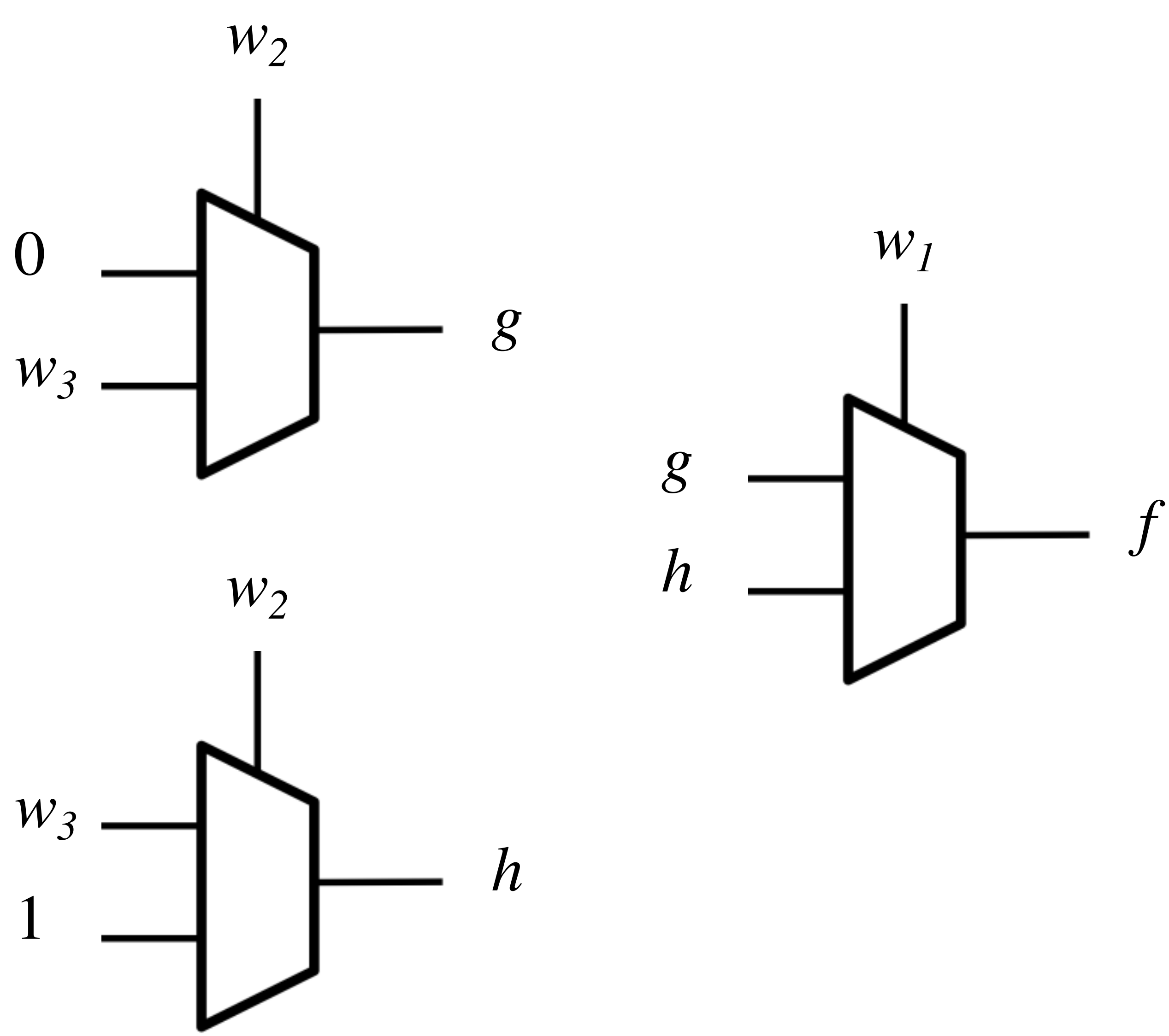
Factor and implement the following function using <u>only</u> 2-to-1 multiplexers





$$g = \overline{w}_2(0) + w_2(w_3) \qquad h = \overline{w}_2(w_3) + w_2(1)$$

Finally, we are ready to draw the circuit



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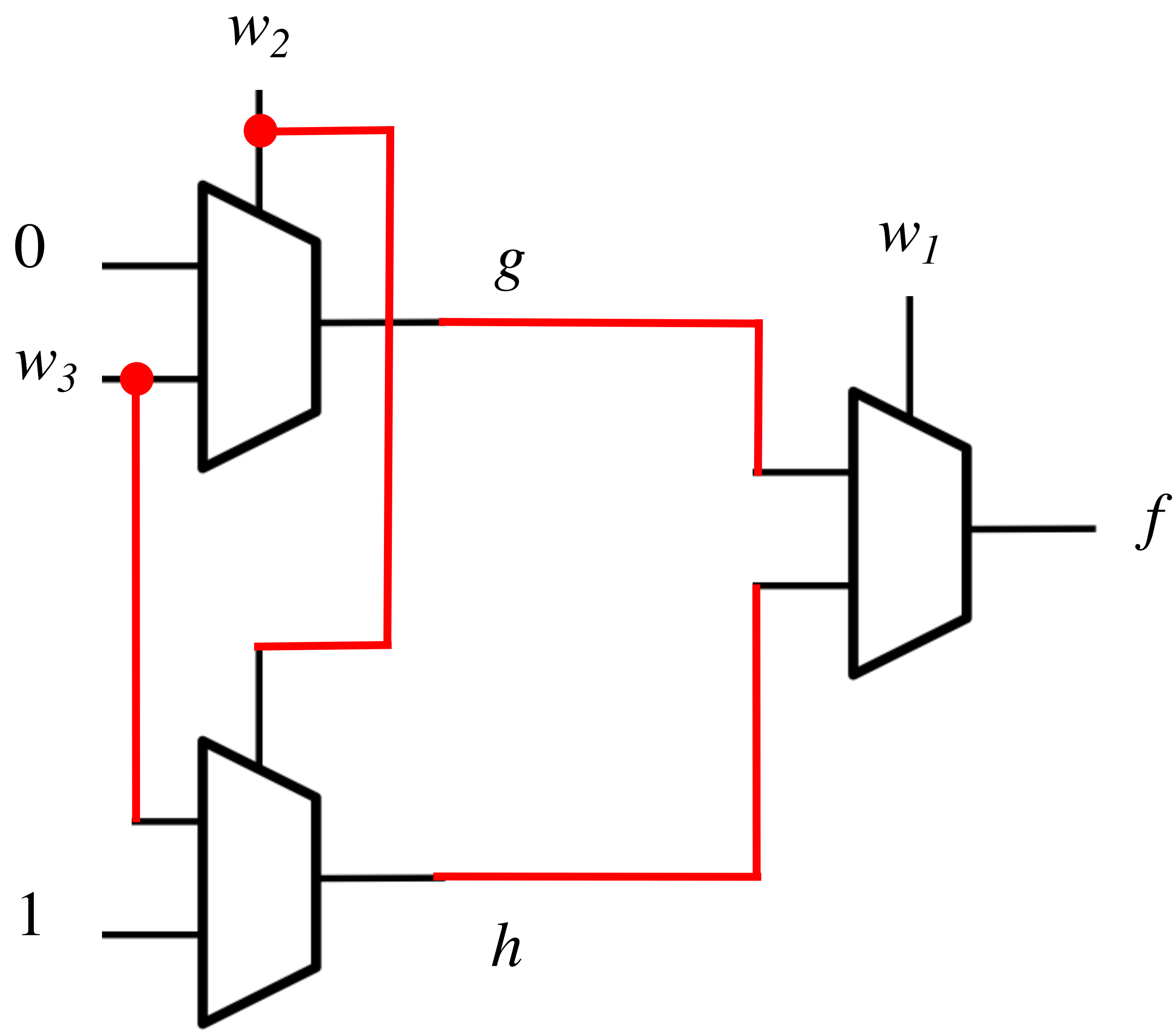
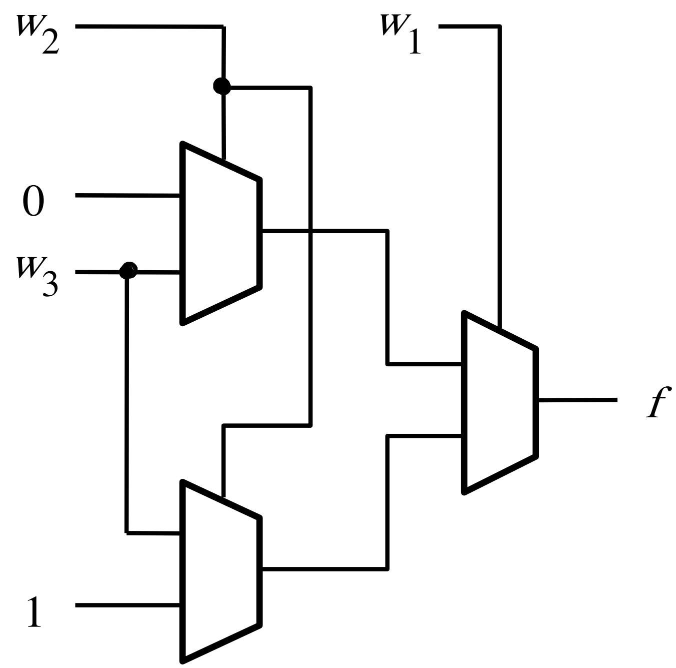


Finally, we are ready to draw the circuit



[Figure 4.12 from the textbook]

Questions?

THE END