

## MULTIPLEXERS

Multiplexers are combinational logic circuits that switch the data from one of its input to a unique output. The input is selected through an address word.

### 1. 2 to 1 multiplexer

The circuit allows switching the data from the input  $I_0$  ( $A=0$ ) or  $I_1$  ( $A=1$ ) toward the output  $Y$ . The circuit symbol and its truth table are presented in figure 1.

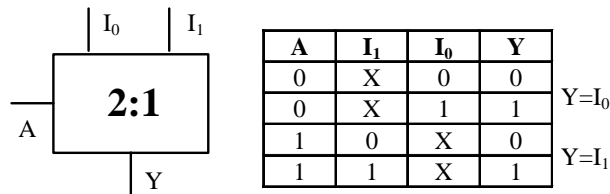


Figure 1

The corresponding VK diagram is shown below. By grouping the cells that contain logic 1 we get the equation:

	$I_1 I_0$	00	01	11	10
A		0	0	1	1
0		0	0	1	1
1		0	1	1	0

$$Y = \bar{A} \cdot I_0 + A \cdot I_1 .$$

From this equation, the multiplexer will look like in figure 2:

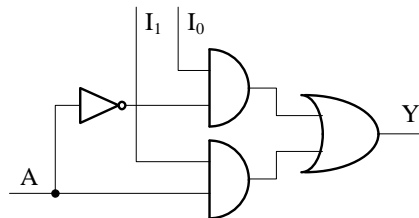


Figure 2

**LAB no. 6.**

**2. 4:1 multiplexer with enable input**

For addressing 4 inputs, 2 address lines are necessary. Their selection is similar with the one in the address decoder. The circuit has an additional input for enabling its operation.

The circuit symbol and its truth table are presented in figure 3.

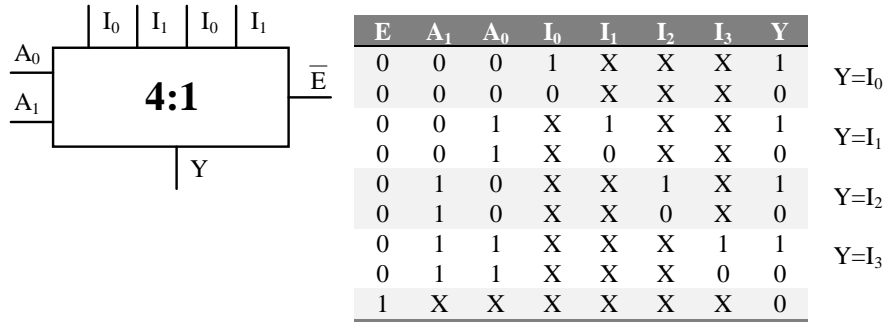


Figura 3

The VK diagram associated with this circuit is the following:

I <sub>3</sub> I <sub>2</sub> I <sub>1</sub> I <sub>0</sub>	0000	0001	0011	0010	0110	0111	0101	0100	1100	1101	1111	1110	1010	1011	1001	1000	
EA <sub>1</sub> A <sub>0</sub>	000	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1	0
001	0	0	1	1	1	1	0	0	0	0	1	1	1	1	0	0	0
011	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1
010	0	0	0	0	1	1	1	1	1	1	1	1	0	0	0	0	0
110	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
111	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
101	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
100	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

$$\begin{aligned}
 Y &= \overline{E} \cdot \overline{A_1} \cdot \overline{A_0} \cdot I_0 \cdot (I_2 \cdot I_3 + I_3 \cdot I_2 + I_3 \cdot I_2 + I_3 \cdot I_2) + \\
 &\quad + \overline{E} \cdot \overline{A_1} \cdot A_0 \cdot I_1 \cdot (I_3 + I_3) + \overline{E} \cdot A_1 \cdot \overline{A_0} \cdot I_2 + \overline{E} \cdot A_1 \cdot A_0 \cdot I_3 = \\
 &= \overline{E} \cdot (\overline{A_1} \cdot \overline{A_0} \cdot I_0 + \overline{A_1} \cdot A_0 \cdot I_1 + A_1 \cdot \overline{A_0} \cdot I_2 + A_1 \cdot A_0 \cdot I_3)
 \end{aligned}$$

- The synthesis needs :
- 1 OR gate with 4 inputs
  - 4 AND gates with 4 inputs
  - 3 inverters

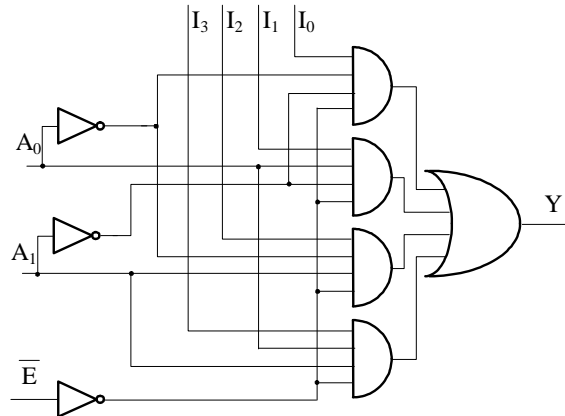


Figure 4

### 3. Implementation of logic functions using multiplexers

Any logic function can be written as a sum of minterms:

$$f = \sum_{i=0}^{2^n-1} m_i \cdot k_i \quad (1)$$

where: -  $k_i=0$  if the minterm does not appear in the disjunction

-  $k_i=1$  if the minterm appears in the disjunction

The generalized equation of a multiplexer is:

$$Y = \bar{E} \cdot \sum_{i=0}^{2^n-1} m_i \cdot I_i \quad (2)$$

Comparing the equations (1) and (2) we can conclude that any logic function can be implemented using a multiplexer by connecting the input  $\bar{E}$  to logic 1 and the inputs  $I_i$  to logic 1 respectively to logic 0 if the minterm appears in function or not.

#### Example:

Considering the function  $f = \bar{A} \cdot B \cdot C + A \cdot \bar{B} \cdot C + A \cdot B \cdot \bar{C}$

it can be rewritten:

$$\begin{aligned} f = & \underbrace{\bar{A} \cdot \bar{B} \cdot \bar{C}}_{I_0} \cdot 0 + \underbrace{A \cdot \bar{B} \cdot \bar{C}}_{I_1} \cdot 0 + \underbrace{\bar{A} \cdot B \cdot \bar{C}}_{I_2} \cdot 0 + \underbrace{A \cdot B \cdot \bar{C}}_{I_3} + \\ & + \underbrace{\bar{A} \cdot B \cdot C}_{I_4} \cdot 0 + \underbrace{A \cdot \bar{B} \cdot C}_{I_5} + \underbrace{\bar{A} \cdot B \cdot C}_{I_6} + \underbrace{A \cdot B \cdot C}_{I_7} \cdot 0 \end{aligned}$$

**LAB no. 6.**

The function implementation can be done like below:

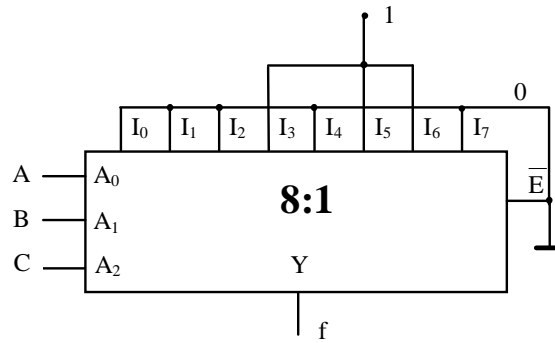


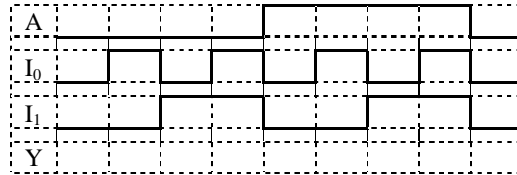
Figure 5

**4. Lab works**

Complete the following sheet according to the indications.

**LAB SHEET**

1. Make the 2:1 multiplexer schematic in MaxPlus II (figure 2). Simulate it and draw the output waveform on the grid below. Compare the resulted data with the truth table.



2. Make the 4:1 multiplexer in MaxPlusII (figure 4). Simulate and draw the output waveform  $\overline{E} = 0$ . Find the delay time and mark the logic values on the waveforms. Compare the results with the truth table.

