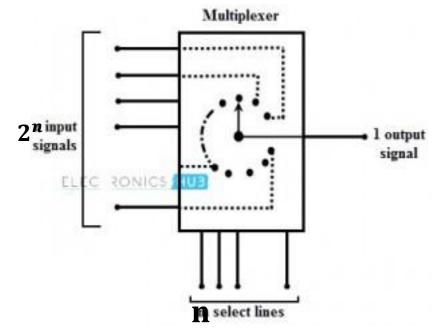
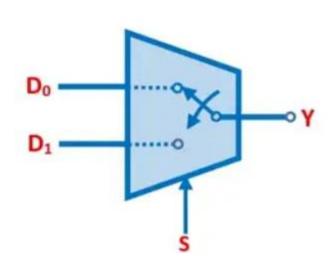
Unit-5: Combinational Circuit

Multiplexers-De-multiplexers Decoder-Encoder

Multiplexer

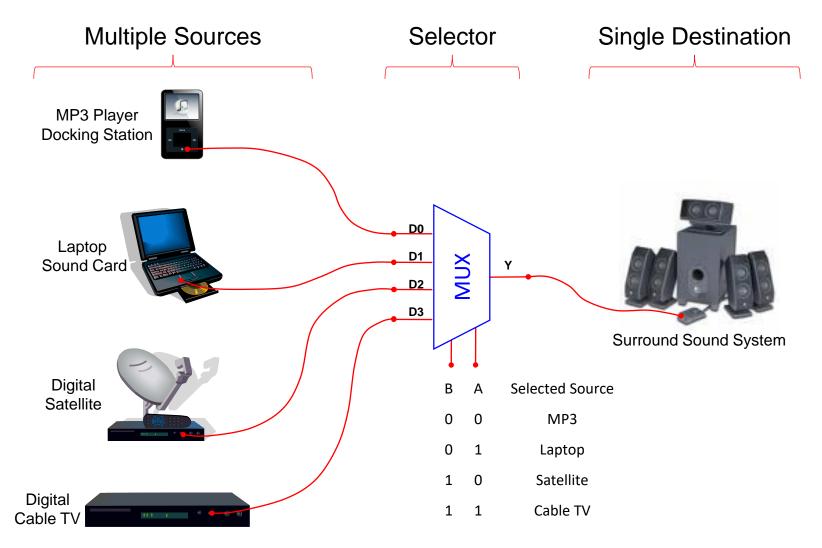
- Also called data selectors.
- Basic function: Select one of its 2^n data input lines and place the corresponding information onto a single output line.
- *n* input bits needed to specify which input line is to be selected.
 - Place binary code for a desired data input line onto its n select input lines.





Typical Application of a MUX

• One of the primary applications of multiplexers is to provide for the transmission of information from several sources over a single path. This process is known as multiplexing.

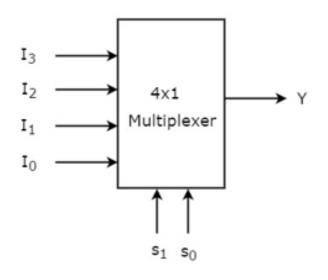


- Q. The two input MUX would have _____
- a) 1 select line
- b) 2 select lines
- c) 4 select lines
- d) 3 select lines

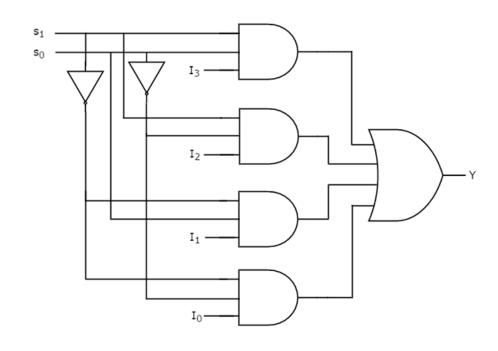
Q. 4 to 1 MUX would have _____

- a) 2 inputs
- b) 3 inputs
- c) 4 inputs
- d) 5 inputs

4:1 Multiplexer



Selection Lines		Output
S1	So	Y
0	0	Io
0	1	I 1
1	0	I2
1	1	I 3



$$Y = S_1'S_0'I_0 + S_1'S_0I_1 + S_1S_0'I_2 + S_1S_0I_3$$

Q. $Y(A, B,C) = \sum m(1, 3, 5, 6)$ implement with 4:1 multiplexer

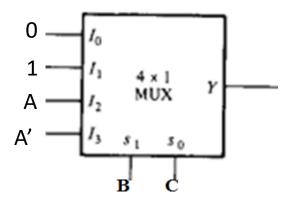
Q. $Y(A, B,C) = \sum m(1, 2, 4, 5)$ implement with 4:1 multiplexer.

Expression implementation with Multiplexer

Q. $Y(A, B,C) = \sum m (1, 3, 5, 6)$ implement with 4:1 multiplexer

$$Y = \overline{ABC} + \overline{ABC} + A\overline{BC} + AB\overline{C}$$

Any 2 input (AB/BC/AC) select line



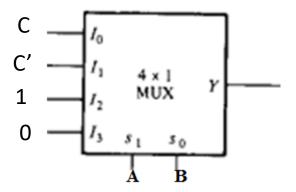
Rearrange equation with selection line

$$Y = \underline{0.(\overline{BC})} + \underline{\overline{BC}(\overline{A} + A)} + \underline{ABC} + \overline{\overline{ABC}}$$
10 | 11 | 12 | 13

Q. $Y(A, B,C) = \sum m(1, 2, 4, 5)$ implement with 4:1 multiplexer

$$Y = \overline{ABC} + \overline{ABC} + A\overline{BC} + A\overline{BC}$$

Any 2 input (AB/BC/AC) select line

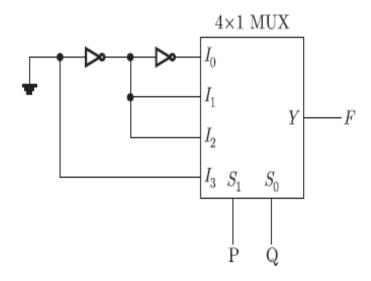


Rearrange equation with selection line

$$Y = \overline{A}\overline{B}C + \overline{A}B\overline{C} + A\overline{B}(\overline{C} + C) + AB.0$$

$$| 0 | 11 | 12 | 13$$

The logic function implemented by the circuit below is (ground implies a logic "0")



(A)
$$F = AND(P, Q)$$

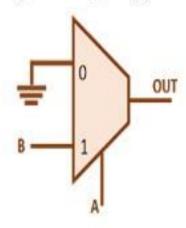
(B)
$$F = OR(P, Q)$$

(C)
$$F = XNOR(P, Q)$$

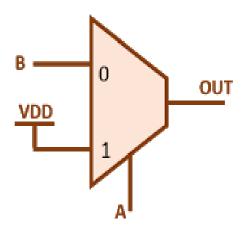
(D)
$$F = XOR(P, Q)$$

Logic Gate implementation with 2:1 Multiplexer

Which logic gate represents by the given multiplexer?



- (a)AND
- (b)OR
- (c)XOR
- (d)NAND



- (a) AND
- (b) OR
- (c) XOR
- (d) NAND

Logic Gate implementation with 2:1 Multiplexer

AND GATE

Α	В	OUT	_
0	0	0	OUT = 0 when A = 0
0	1	0	when A = 0
1	0	0	OUT = B when A = 1
1	1	1	when A = 1



NAND GATE

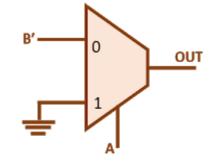
A	В	OUT	_
0	0	1	OUT = 1
0	1	1	when A = 0
1	0	1	OUT = B'
1	1	0	when A = 1
VDD 0 0	<u>u</u> r	A ————————————————————————————————————	о о о о о о о о о о о о о о о о о о о

OR GATE

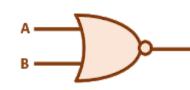
Α	В	OUT	_
0	0	0	OUT = B when A = 0
0	1	1	when A = 0
1	0	1	OUT = 1 when A = 1
1	1	1	when A = 1



Α	В	OUT	_
0	0	1	OUT = B' when A = 0
0	1	0	when A = 0
1	0	0	OUT = 0 when A = 1
1	1	0	when A = 1







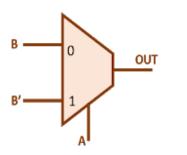
Logic Gate implementation with 2:1 Multiplexer

XOR GATE

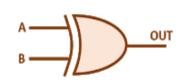
XNOR GATE

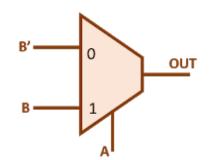
Α	В	OUT	_
0	0	0	OUT = B when A = 0
0	1	1	when A = 0
1	0	1	OUT = B' when A = 1
1	1	0	when A = 1

			_
Α	В	OUT	_
0	0	1	OUT = B' when A = 0
0	1	0	when A = 0
1	0	0	OUT = B
1	1	1	when A = 1

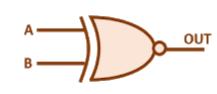






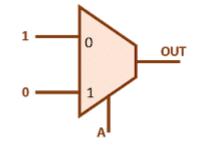




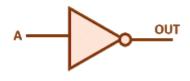


NOT GATE

A	OUT
0	1
1	0



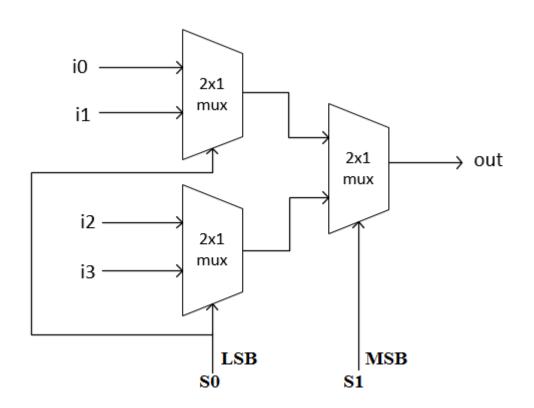




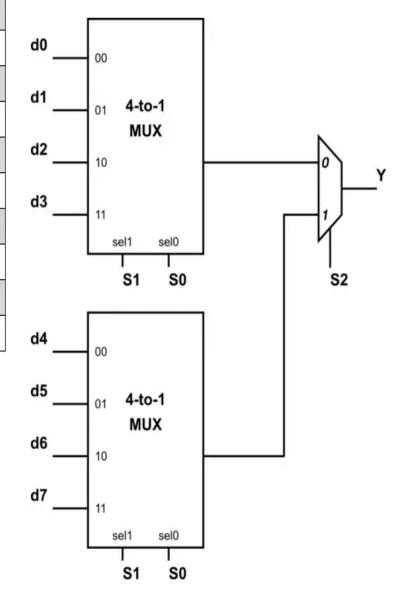
4:1 Mux using 2:1 Mux

8:1 Mux using 4:1 and 2:1 Mux

S1 (MSB)	SO(LSB)	Out
0	0	10
0	1	l1
1	0	12
1	1	13



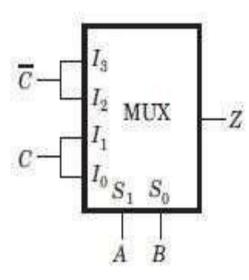
Sel	Output		
S ₂	S_1	S_0	γ
0	0	0	D_0
0	0	1	D_1
0	1	0	D_2
0	1	1	D_3
1	0	0	D ₄
1	0	1	D ₅
1	1	0	D_{6}
1	1	1	D ₇



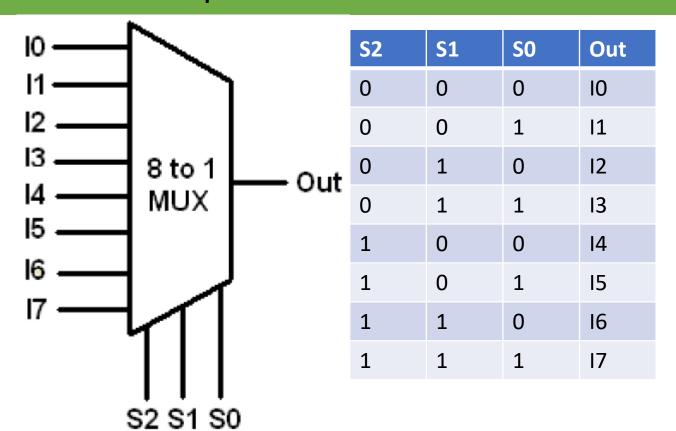
Q. Design 16:1 MUX using 4:1 MUX

Question:

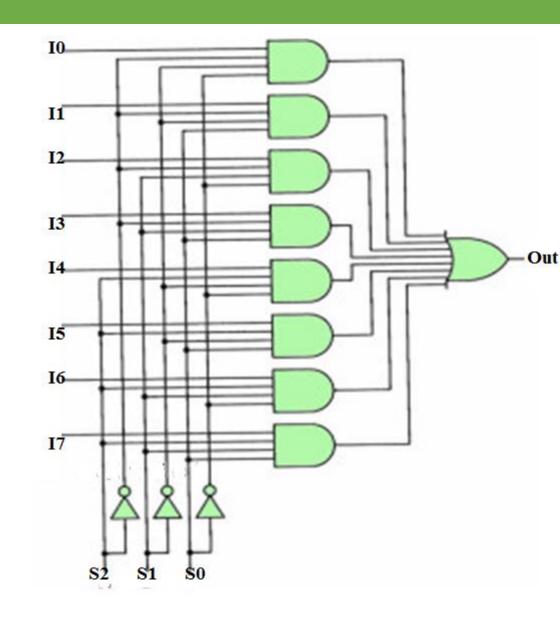
What will be the expression for the output Z.



8:1 Multiplexer



Out=\$2'\$1'\$0'I0 + \$2'\$1'\$0I1+ \$2'\$1\$0'I2+ \$2'\$1\$0I3 \$2\$1'\$0'I4+ \$2\$1'\$0I5+ \$2\$1\$0'I6+ \$2\$1\$0I7



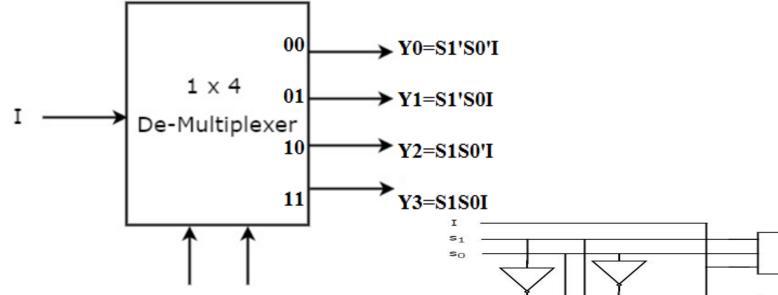
De-multiplexer

- Switch one common input line to one of several output line based on select input.
- It is data distributor.

 s_1

 s_0

- Size of demux $1:2^n$
- Example 1:4, 1:8, 1:16..... Demultiplexer



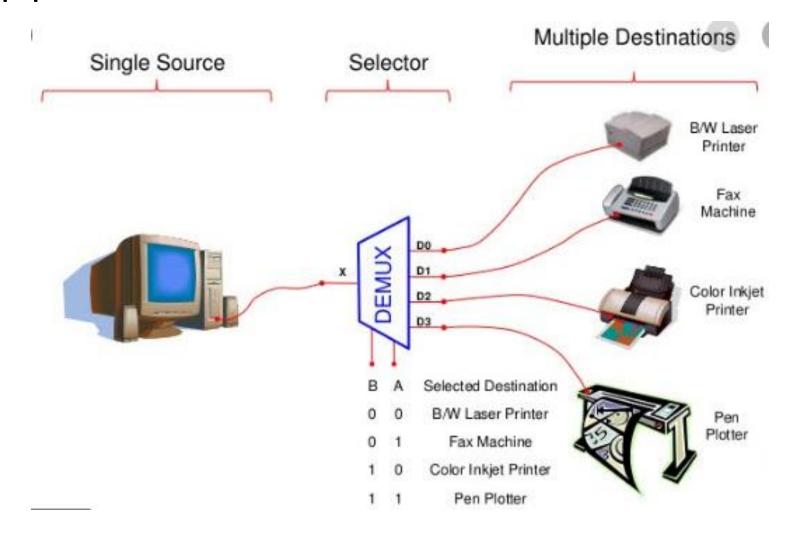
	ction	Outputs			
S 1	So	Y 3	Y 2	Y 1	Yo
0	0	0	0	0	ı
0	1	0	0	I	0
1	0	0	I	0	0
1	1	I	0	0	0

 Y_2

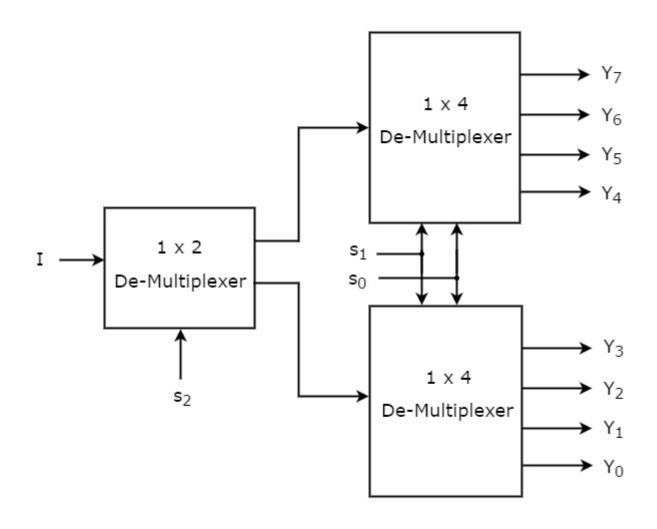
 Y_1

 Y_0

Application



1:8 De-Multiplexer using lower order De-Mux

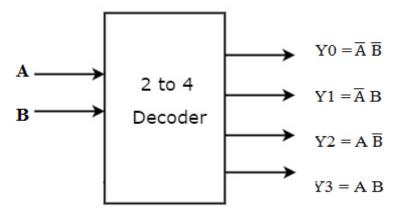


Decoder

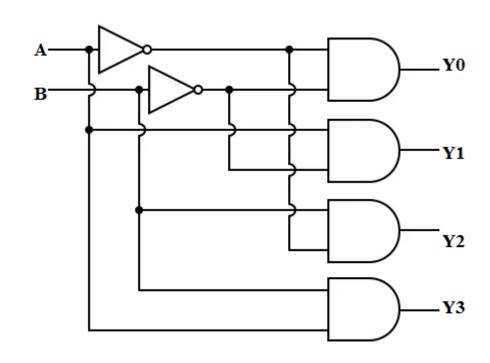
- A combinational circuit that has 'n' input lines and maximum of 2ⁿ output lines.
- One of these outputs will be active High based on the combination of inputs present, when the decoder is enabled.

The outputs of the decoder are **min terms** of 'n' input variables lines when it is **enabled**.

Size of Decoder are 2:4, 3:8, 4:16....



A 1	A o	Y 3	Y 2	Y 1	Y 0
0	0	0	0	0	1
0	1	0	0	1	0
1	0	0	1	0	0
1	1	1	0	0	0



Which one of the following represents the decoder ?

- (a) 4:1
- (b) 1:4
- (c) 3:8
- (d) 8:3

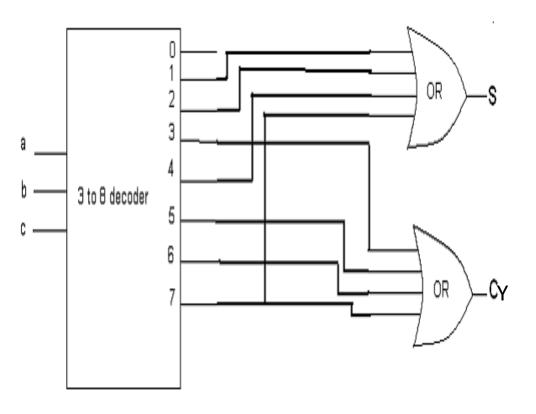
How many inputs and outputs for four variable function in a decoder.

- (a) 4,1
- (b) 4,16
- (c) 3,8
- (d) 16, 1

Full Adder using 3:8 Decoder

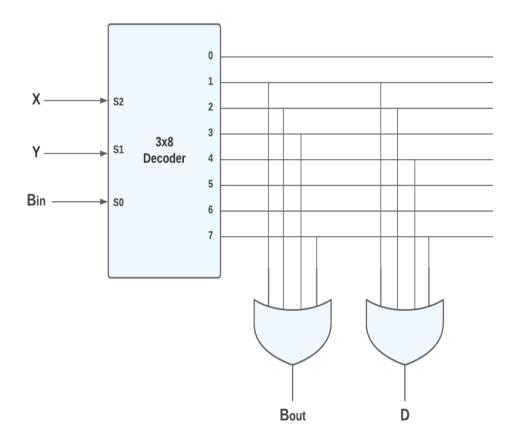
S = A'B'C + A'BC' + AB'C' + ABC =
$$\Sigma(1,2,4,7)$$

CY = A'BC + ABC' + ABC' + ABC = $\Sigma(3,5,6,7)$

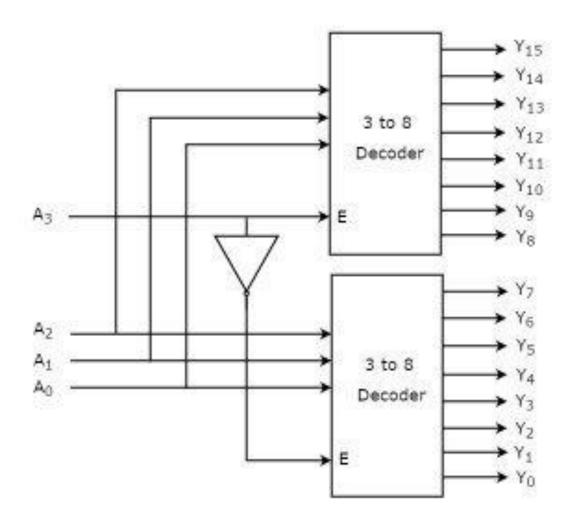


Full Subtractor using 3:8 Decoder

Difference (D) = A'B'C + A'BC' + AB'C' + ABC = $\Sigma(1,2,4,7)$ Borrow(Bout) = A'B'C + A'BC' + A'BC+ABC= $\Sigma(1,2,3,7)$

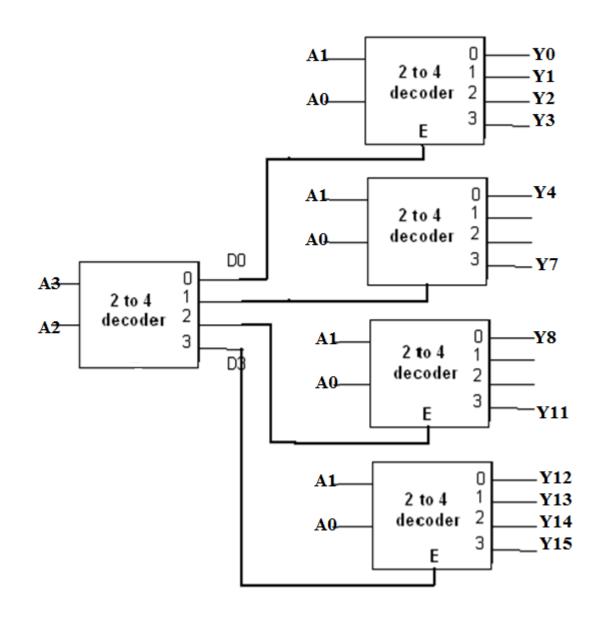


Q. Implement 4:16 decoder using 3:8 decoder.



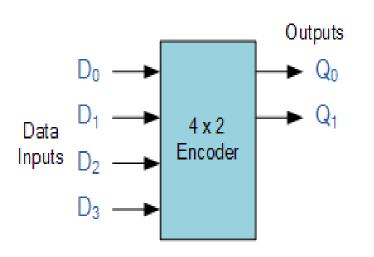
Q. Implement 4:16 decoder using 2:4 decoder

А3	A2	A1	Α0	HIGH OUTPUT
0	0	0	0	YO
0	0	0	1	Y1
0	0	1	0	Y2
0	0	1	1	Y3
0	1	0	0	Y4
0	1	0	1	Y5
0	1	1	0	Y6
0	1	1	1	Y7
1	0	0	0	Y8
1	0	0	1	Y9
1	0	1	0	Y10
1	0	1	1	Y11
1	1	0	0	Y12
1	1	0	1	Y13
1	1	1	0	Y14
1	1	1	1	Y15

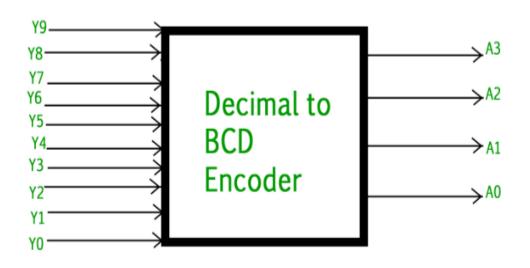


Encoder

- Reverse operation of a Decoder.
- It has a maximum of 2ⁿ input lines and 'n' output lines.
- It encodes the information from 2ⁿ inputs into an n-bit code.
- It will produce a binary code equivalent to the input, which is active High.



	Inp	Outputs			
D_3	D_2	D_1	D_0	Q_1	Q_0
0	0	0	1	0	0
0	0	1	0	0	1
0	1	0	0	1	0
- 1	0	0	0	1	1
0	0	0	0	Х	Χ



Which of the following is not valid encoder?

(A)

8 X 3

(B)

5 X 32

(C)

2 X 1

(D)

All are valid