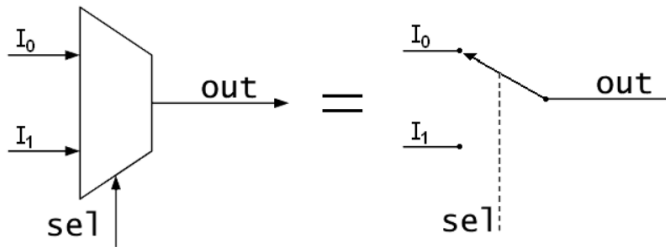
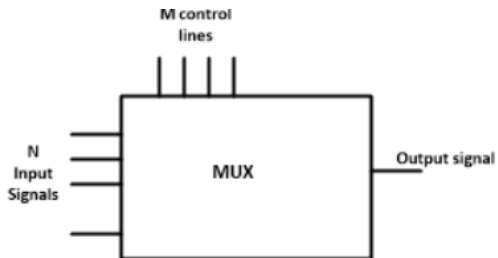


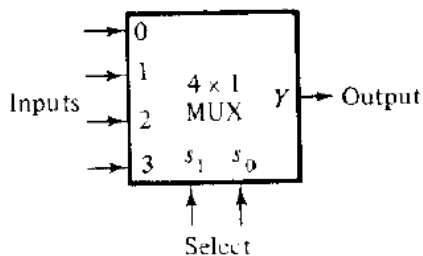
- **Multiplexer (MUX):**
- **MUX is combinational circuit.**
- **Many I/P and one O/P.**
- **Depending on the control I/P or select signal I/P one of the I/P is transferred to the O/P line.**
- **We need n select lines for selecting one of the 2^n inputs.**
- **Example: 2:1 line MUX.**



- **Multiplexer can deal with two types of data that is analog and digital.**
- **The multiplexer used for digital applications, also called digital multiplexer.**

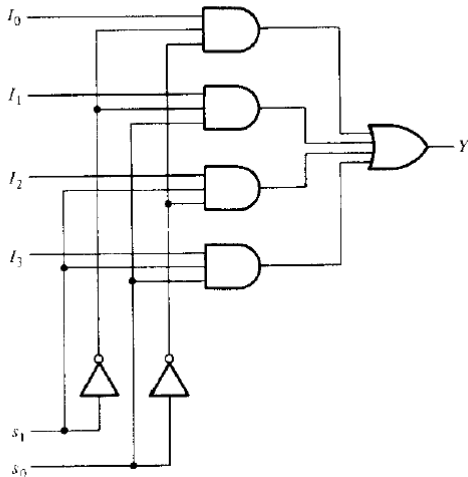


Ex.: 4-to-1 MUX

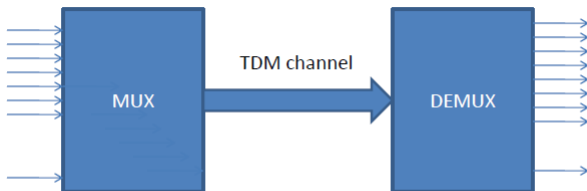


s_1	s_0	Y
0	0	I_0
0	1	I_1
1	0	I_2
1	1	I_3

4-to-1 MUX logic circuit

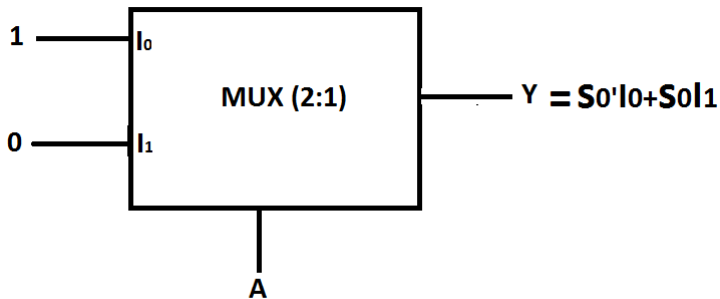


- Mux applications:
- Communication system:

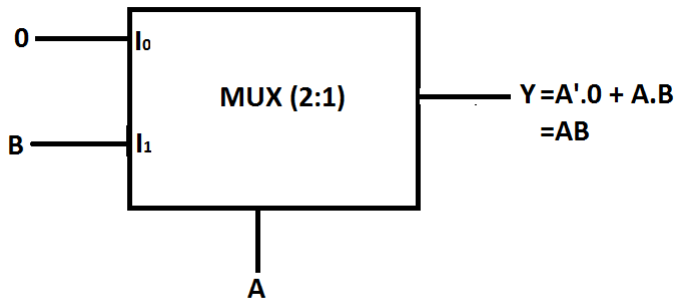


- **Telephone network:**
- **Computer memory:**
- **Computer to satellite:**

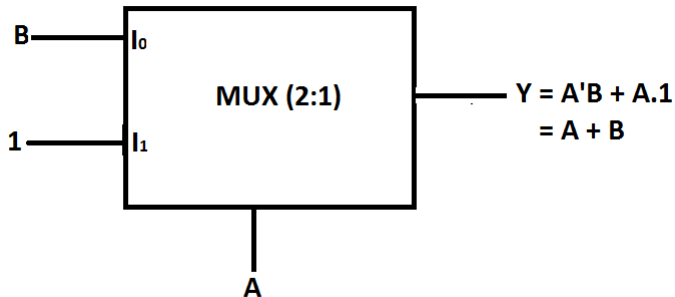
- MUX as logic Gates:
- 2:1 MUX as NOT Gate



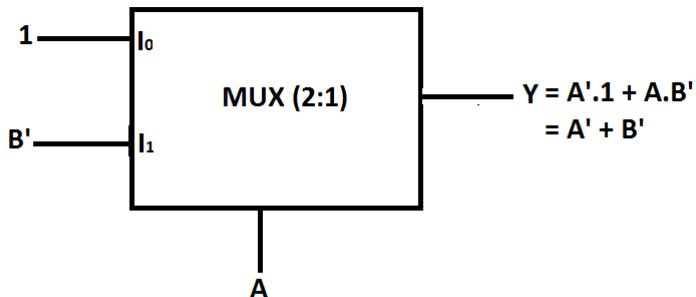
- 2:1 MUX as AND Gate



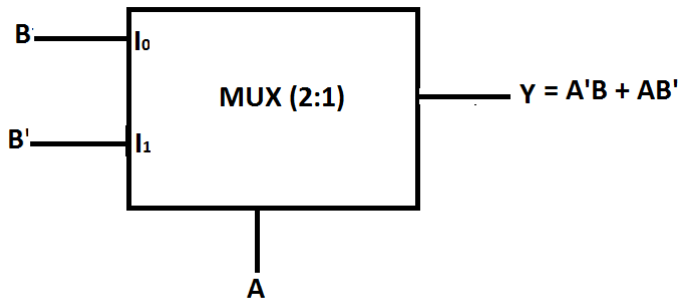
- 2:1 MUX as OR Gate



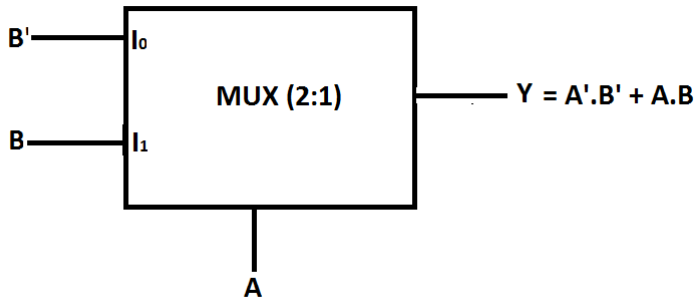
- 2:1 MUX as NAND Gate



- **2:1 MUX as Ex-OR Gate**

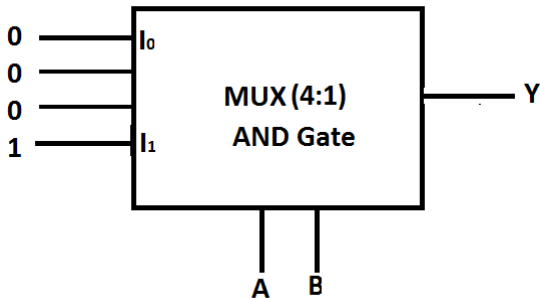


- **2:1 MUX as Ex-NOR Gate**



- **Exercise:**
- **No. of 2:1 MUX required for HA.**
- **No. of 2:1 MUX required for HS.**

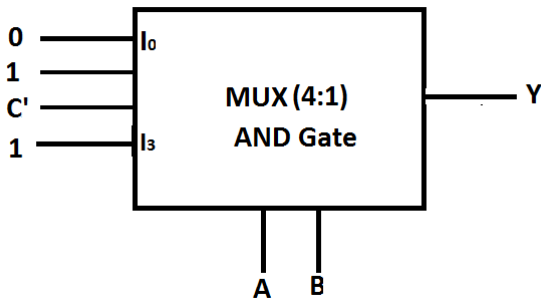
- 4:1 MUX as AND Gate



- **Exercise:**
- **4:1 MUX as OR Gate.**
- **4:1 MUX as NAND Gate.**
- **4:1 MUX as EX-OR Gate.**
- **4:1 MUX as EX-NOR Gate.**

- **Problem: minimize the function and implement using MUX**

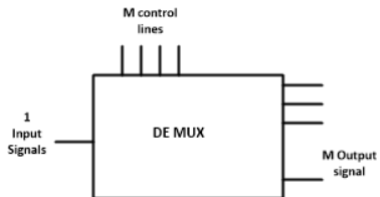
$$f(A, B, C) = \text{minterm}(0, 1, 4, 6, 7)$$



- **Implementation of higher order MUX using lower order MUX:**
- **4:1 MUX using 2:1 MUX**
- **8:1 MUX using 2:1 MUX**
- **16:1 MUX using 2:1 MUX**

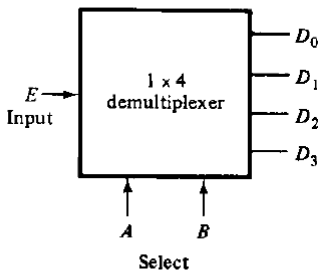
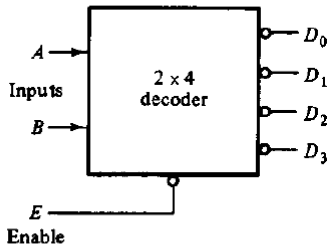
- **16:1 MUX using 4:1 MUX**
- **32:1 MUX using 4:1 MUX**

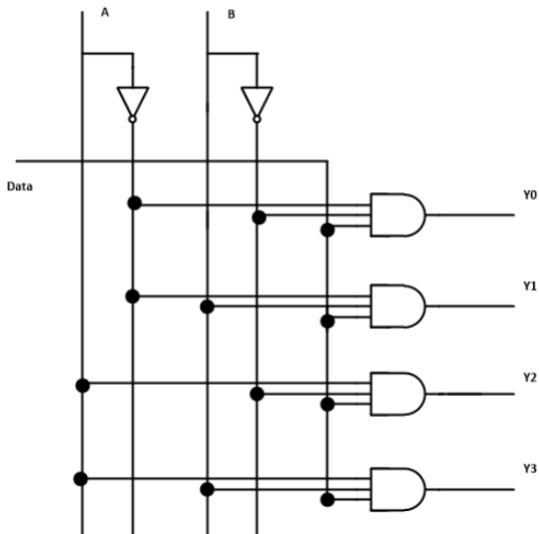
- **De-Multiplexer (DMUX):**
- **DMUX is combinational circuit.**
- **One I/P and many O/P.**
- **By applying control signal, we can steer any input to the output.**



Demultiplexer

a decoder with an Enable input





- **Implementation of higher order DMUX using lower order DMUX:**
- **1:4 DMUX using 1:2 DMUX**
- **1:8 DMUX using 1:2 DMUX**
- **1:16 DMUX using 1:2 DMUX**

- **1:16 DMUX using 1:4 DMUX**
- **1:32 DMUX using 1:8 DMUX**