# Introduction to Digital Systems Part II (4 lectures) 2024/2025

Combinational Logic Blocks

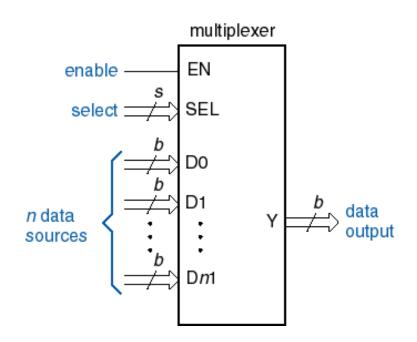


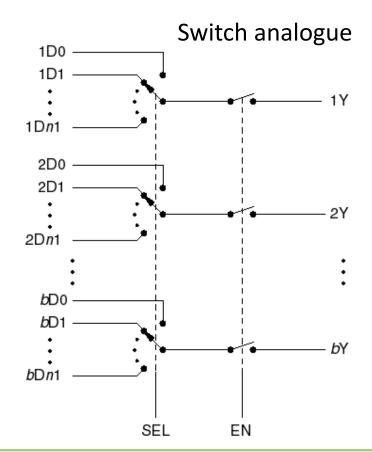
#### Lecture 6 contents

- Block oriented combinational logic design
- Multiplexers
- Demultiplexers

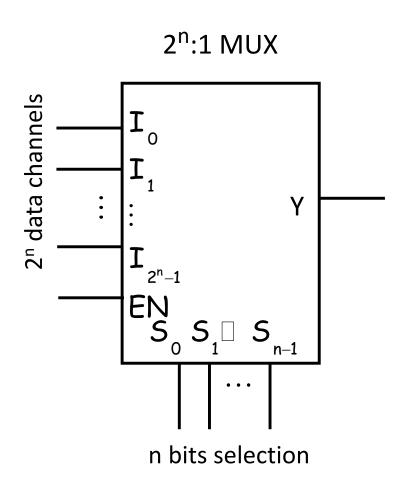
# Multiplexers

- A multiplexer is a digital switch: one out of *n* data sources is passed to a single output
  - Information selector





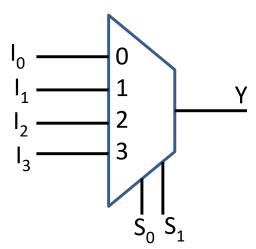
# 2<sup>n</sup>:1 Mux models



4:1 Mux Truth Table

EN	S <sub>1</sub>	S <sub>0</sub>	Υ
0	X	X	0
1	0	0	
1	0	1	
1	1	0	l <sub>2</sub>
1	1	1	l <sub>3</sub>

Alternate Symbol





# Functional description

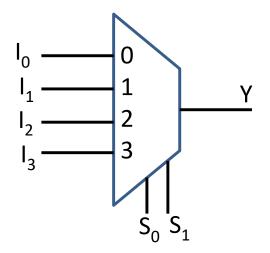
#### 4:1 Mux Truth Table

EN	S <sub>1</sub>	S <sub>0</sub>	Υ
0	X	X	0
1	0	0	I <sub>o</sub>
1	0	1	I <sub>1</sub>
1	1	0	I <sub>2</sub>
1	1	1	l <sub>3</sub>

$$Y = EN. \left[ \sum_{k=0}^{2^{n}-1} m(S)_{k} I_{k} \right]$$

 $m(S)_k$  is the k<sup>th</sup> minterm on the selection variables  $S_0...S_{n-1}$ 

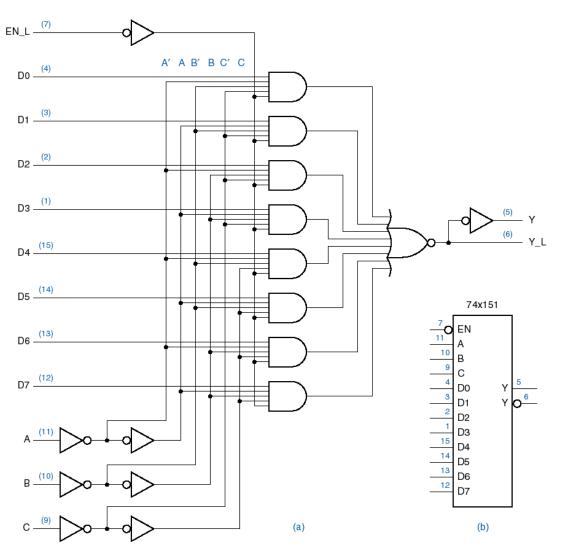
Alternate Symbol



Exercise: Draw the 4:1 Mux internal logic circuit

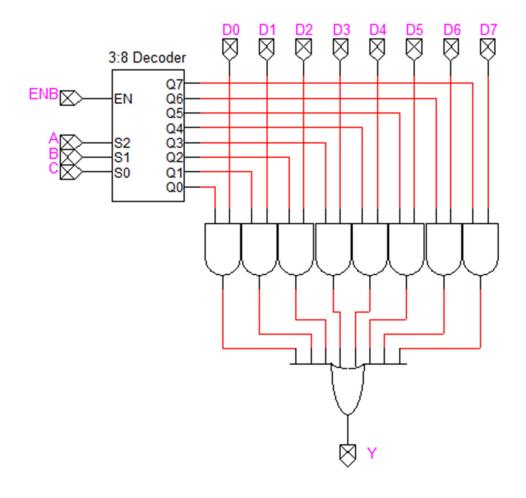
### The 74151 model

- 8:1 mux
- Obtain the truth table
- Write the output equations



### Mux and decoders

Verify that the logic circuit is a 8:1 Mux

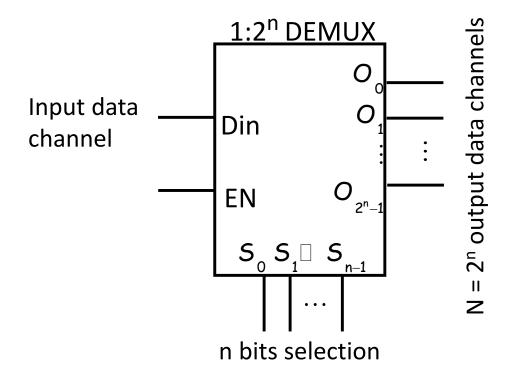


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# Demultiplexers

- Functional inverse of a multiplexer
  - An inverse digital switch: a single input is "routed" to one out of *N outputs*

$$O_k = EN. D_{in} m_k(S), \qquad k = 0, ... 2^n - 1$$

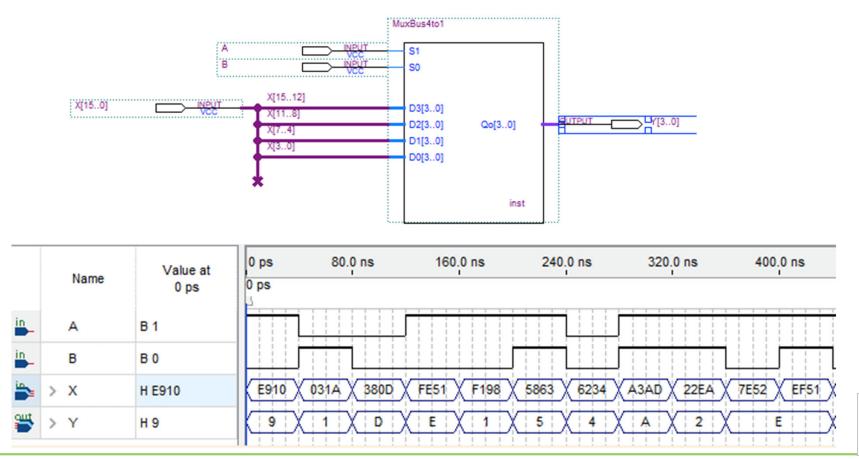


Question: How can we use a demux as a decoder?



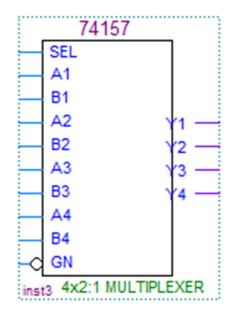
# Multiplexing multibit data channels

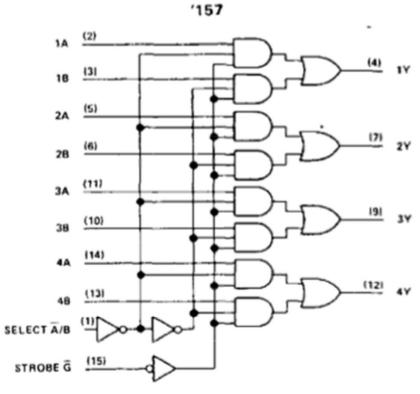
- Mux 4:1, 4 bit input data channels
- Explain the timing diagram



# The 74157 model

• 74157: 4x2:1





**FUNCTION TABLE** 

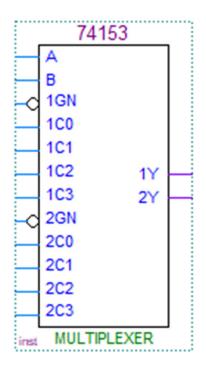
	INPU	OUTPUT Y			
STROEE G	SELECT A/B	A	в	157, LS157, 'S157	'LS158 'S158
Н	X	×	×	L	Н
L	L	L	×		н
L	1 1	н	×	н	L
L	н	×	L	L	н
L	н	×	н	і н і	Ł

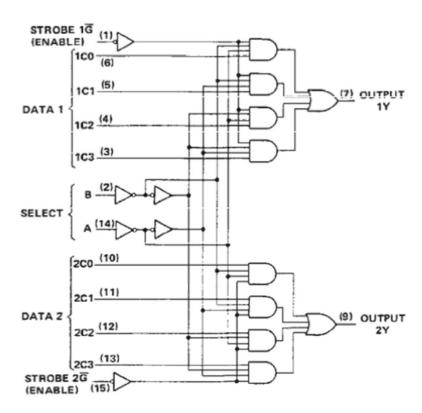




# The 74153 model

• 74153: 2x4:1





#### **FUNCTION TABLE**

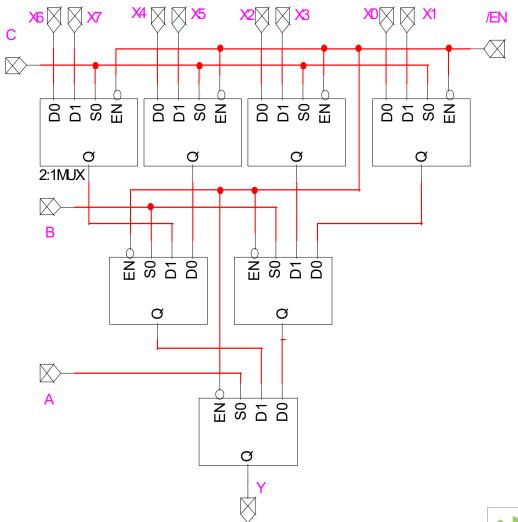
	SELECT		DATA INPUTS			STROBE	ООТРОТ
В	Α	CO	C1	C2	C3	Ğ	٧
×	×	X	×	×	×	н	Ł
L	L	1	×	X	×	L	L
L	L	н	×	×	×	L	н
L	н	×	L	×	X	L	L
L	н	×	н	×	×	L	н
н	Ĺ.	×	×	Ł.	×	L	L
н	L	×	×	н	x	l.	н
#	н	×	×	×	L	Ł	L
н	н	×	×_	×	н	L	н



# Mux hierarchies

• 8:1 with 7x(2:1)

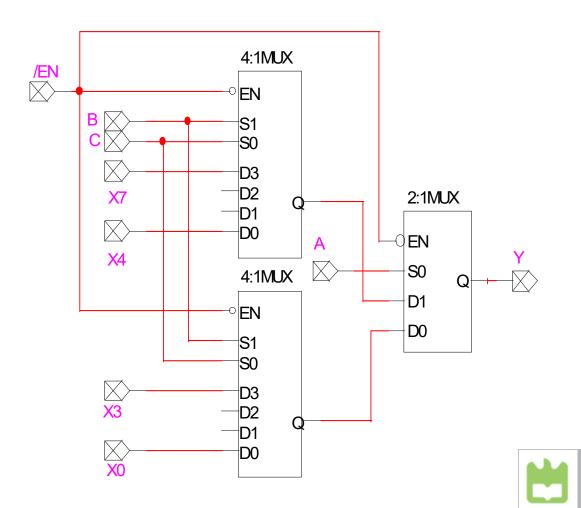
- Always check the design by obtaining the truth table.
- Note that IN THIS case A is the most significant selection variable



# Mux hierarchies

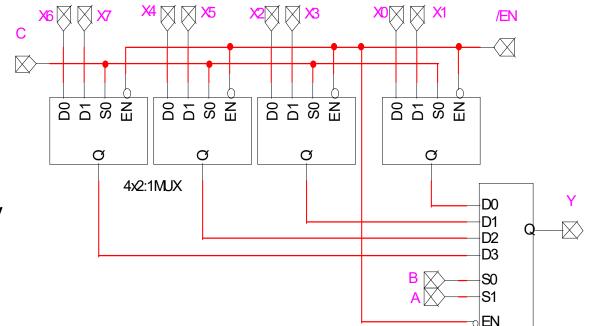
• 8:1 with 2x(4:1 MUX) + 1x(2:1 MUX)

- Always check the design by obtaining the truth table.
- Note that IN THIS case A is the most significant selection variable



# Mux hierarchies

• 8:1 with 4x(2:1 MUX) + 1x(4:1 MUX)



• Always check the design by obtaining the truth table.

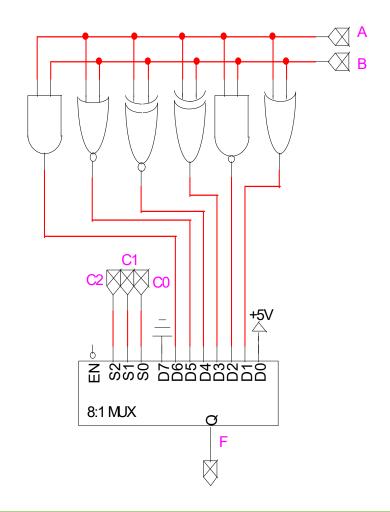
 Note that IN THIS case A is the most significant selection variable

4:1MUX

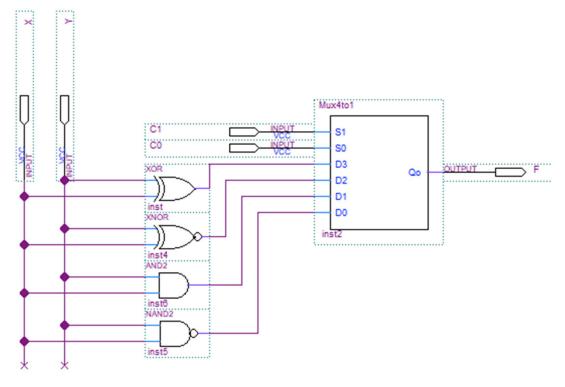
# Logic Function Unit (LFU)

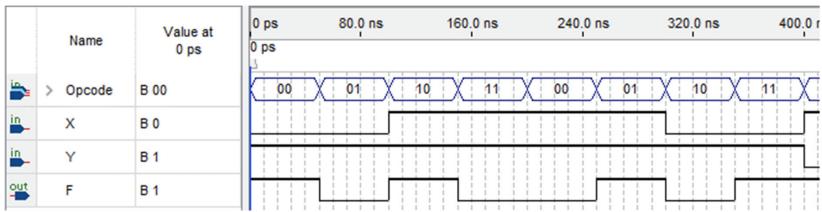
Use C<sub>2</sub>C<sub>1</sub>C<sub>0</sub> as function code (Opcode)

C <sub>2</sub>	C <sub>1</sub>	C <sub>o</sub>	F
0	0	0	1
0	0	1	A+B
0	1	0	(A.B)'
0	1	1	А⊕В
1	0	0	(A⊕B)′
1	0	1	(A+B)'
1	1	0	A.B
1	1	1	0



Explain the LFU timing diagram

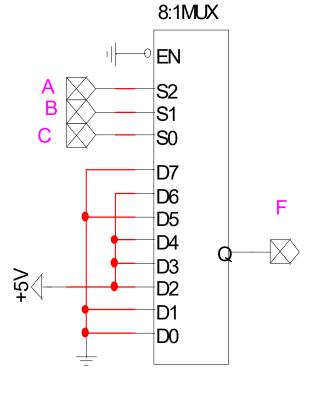




# Boolean Functions with Multiplexers

- Simplest approach:
  - Direct mapping of the Truth Table
    - Selection = input variables
    - $D_k = F_k$

А	В	С	F
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	0



# Boolean Functions with Multiplexers

#### The general case:

- Selection = a subset of input variables
- $-D_k = g_k$  where each  $g_k$  is a simpler Boolean function of the remaining input variables

#### Example

n-1 input variables used for selection

I1	I2	.••	In	F			
	••	••	0	0	0	1	1
		••	1	0	1	0	1
				0	In	Īn	1

Possible output values as a function of  $I_n$ 



# Example

 Implement the Boolean function F(A,B,C,D) using a 8:1 Mux

D

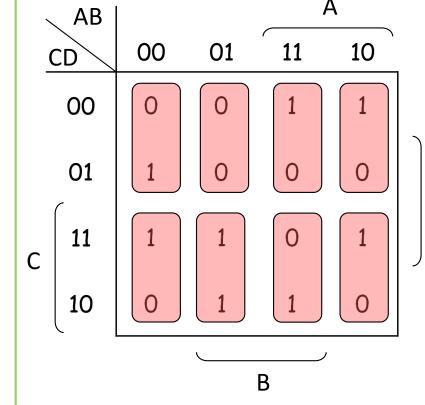
$$F(A,B,C,D) = \sum m(1,3,6,7,8,11,12,14)$$

- 1. Use the Karnaugh map JUST to layout the truth table
- 2.Choose the subset of inputs to be assigned to the mux selection inputs

3. Find the logic values of the mux data inputs as functions of the remaining inputs

D in this case

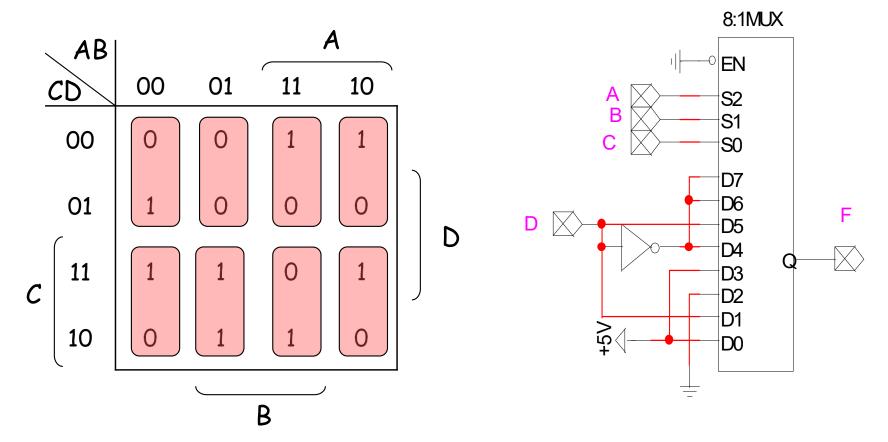
Regions of the truth sharing the same value of the selection inputs. (A,B,C) in this case. DO NOT MISINTERPRET as prime implicants



# Example

Find the error in the logic circuit

$$F(A,B,C,D) = \sum m(1,3,6,7,8,11,12,14)$$





 Implement the Boolean function F using a a MUX 4:1 and additional elementary logic

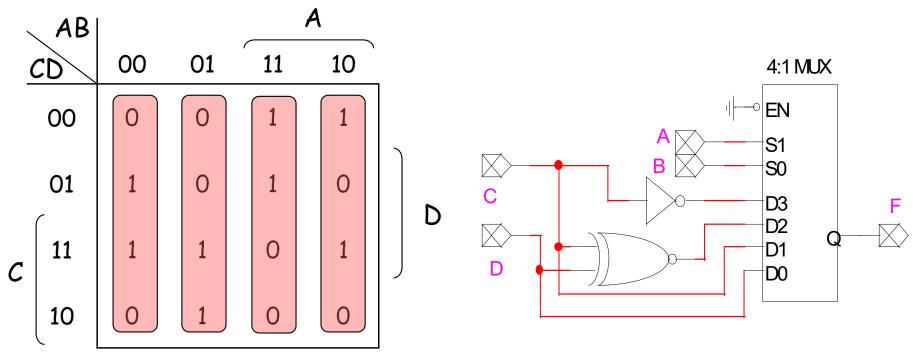
$$F(A,B,C,D) = \sum m(1,3,6,7,8,11,12,14)$$

 Several choices of input variables are possible to be assigned to the mux selection inputs. Try for example (A,B) and (C,D)

Using A,B for selection

B

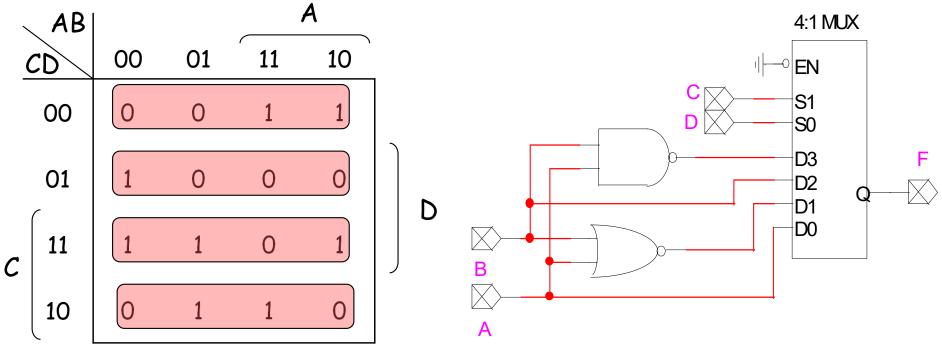
$$F(A, B, C, D) = \sum m(1,3,6,7,8,11,12,13)$$



Using C,D for selection

В

$$F(A,B,C,D) = \sum m(1,3,6,7,8,11,12,14)$$

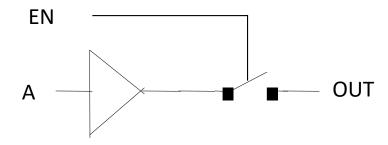




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# High-Impedance (High – Z)

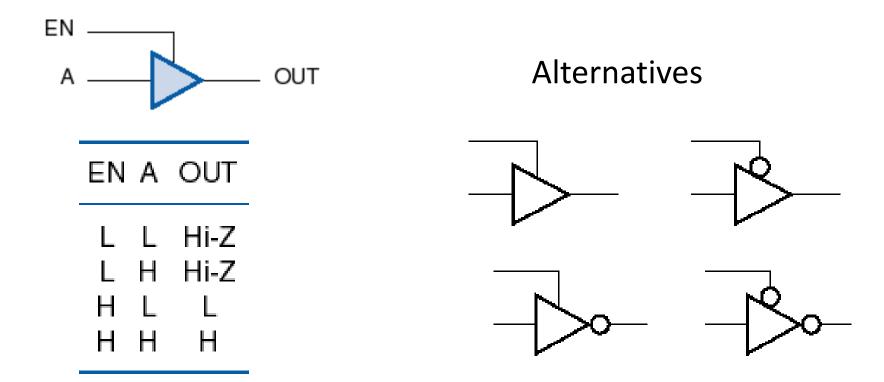
A switch model



- When the switch is open there is an almost infinite resistance (Impedance) to the signal flow through the "wire" OUT.
- The output signal is left "floating" with neither HIGH or LOW logic levels assigned.
- The output is assigned a High-Z state and the device exhibits a 3 State behavior

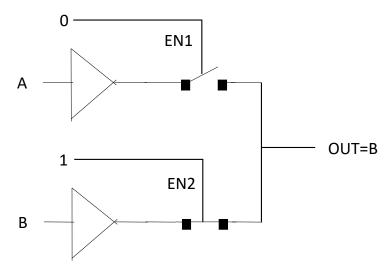
### 3 State Buffers

Possible outputs: HIGH, LOW, High-Z



# Wire sharing

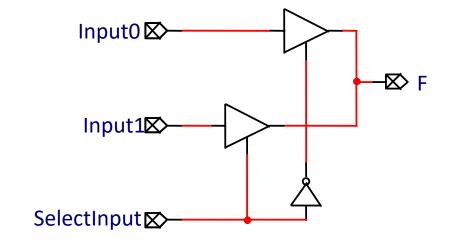
High-Z outputs may be physically connected



- Of course EN1 = EN2 = 1 should never occour.
- Tight control of enabling inputs is required

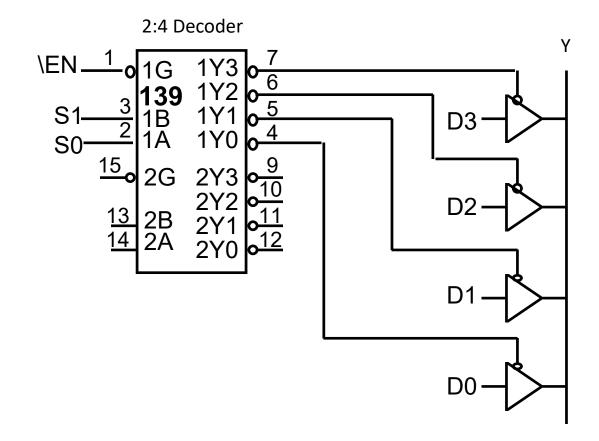
# A special kind of Mux

- Efficient multiplexing strategy
- Mux 2:1



Write the Truth Table

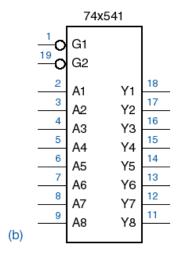
 Write the truth table of the circuit and verify that's a 4:1 mux

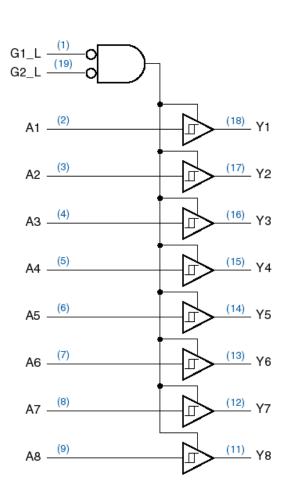


# Aggregate 3 State Buffer Models

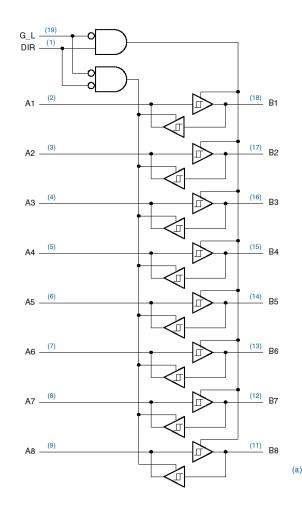
#### "BUS" Driver

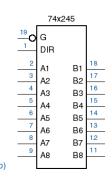
(a)





#### **Transceiver**



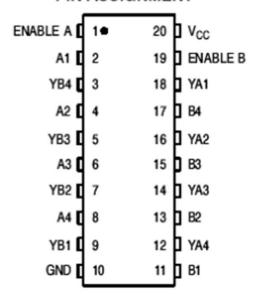




# Aggregate 3 State Buffer Models

#### 74HC244

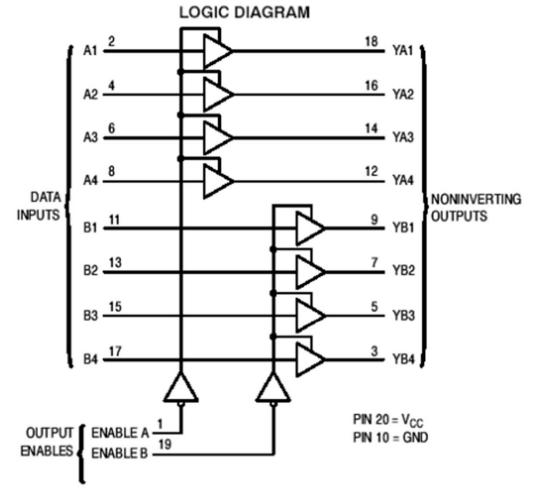
#### PIN ASSIGNMENT



#### **FUNCTION TABLE**

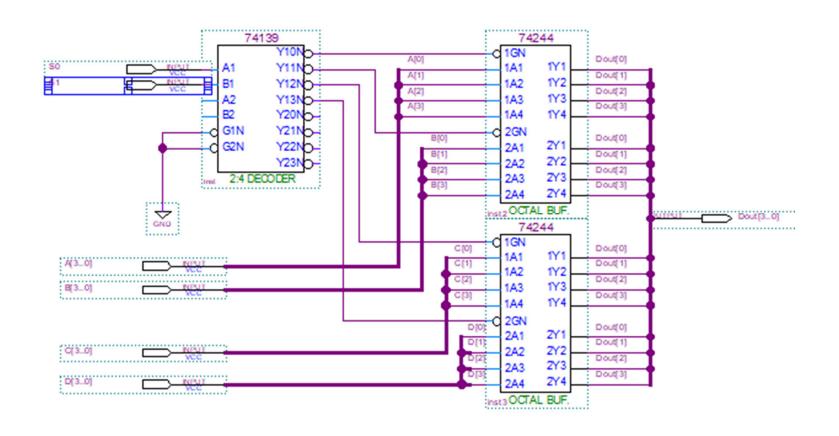
Inpu	Outputs	
Enable A, Enable B A, B		YA, YB
L	L	L
L	Н	Н
н	×	7

Z = high impedance



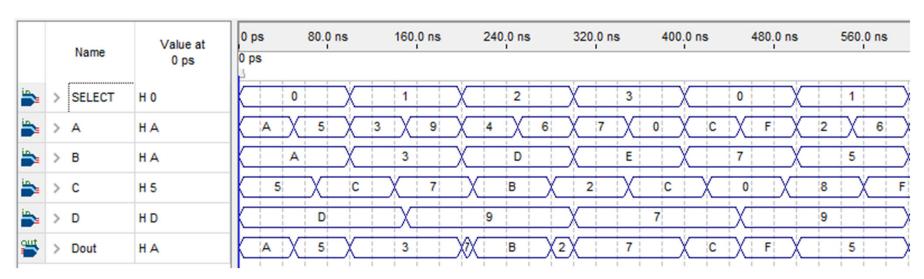
# Word Multiplexing

- Main idea:
  - Decode the 3 State
     buffers enabling inputs
- Share the output data bus



Explain the timing diagram of the previous circuit

• SELECT = (S1,S0)



#### Final Remarks

- Always recall
  - The block symbol
  - The types of inputs and outputs
    - Data
    - Control
  - The truth table
  - The output equations
- Design with encapsulated logic requires mastering all the functional details of each block