

Experiment # 6  
Multiplexers and Decoders

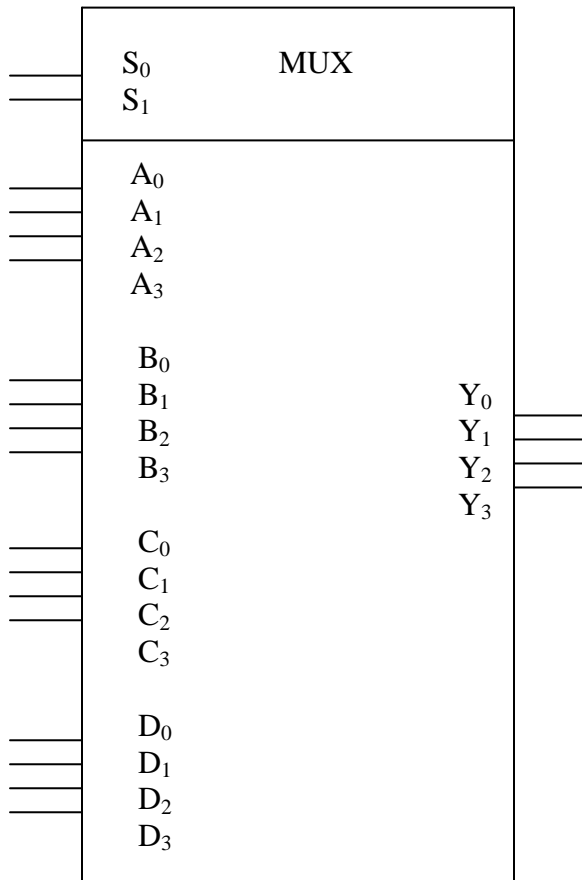
**Objective:**

- 1) Implementing functions using decoders and multiplexers.
- 2) Designing complex multiplexers.

**Prelab:** Please turn in the following parts at the **beginning of lab hour**.

Parts: 1A, 2A, 2B, 3A

- 1) A) Using 4:1 MUXs , design a multiplexer circuit that multiplexes a set of four, 4-digit input lines to 4-digit output lines. Use  $S_1$  and  $S_0$  as your select lines.  
(i.e.: If  $S_1S_0 = 00$ , then  $A_3A_2A_1A_0 \Rightarrow Y_3Y_2Y_1Y_0$  )



B) Simulate your design for the following selected combinations of inputs.  
(For simulation : Force the inputs and simulate for 5ns.)

S(1:0) = 00    A(3:0) = 0000    B(3:0) = 0001    C(3:0) = 0010    D(3:0) = 0011

$$S(1:0) = 00 \quad A(3:0) = 0110 \quad B(3:0) = 0001 \quad C(3:0) = 0010 \quad D(3:0) = 0011$$
$$S(1:0) = 00 \quad A(3:0) = 1100 \quad B(3:0) = 0001 \quad C(3:0) = 0010 \quad D(3:0) = 0011$$

S(1:0) = 01    A(3:0) = 0001    B(3:0) = 0101    C(3:0) = 0010    D(3:0) = 0011

$$S(1:0) = 01 \quad A(3:0) = 0001 \quad B(3:0) = 1101 \quad C(3:0) = 0010 \quad D(3:0) = 0011$$

S(1:0) = 01    A(3:0) = 0001    B(3:0) = 1111    C(3:0) = 0010    D(3:0) = 0011

S(1:0) = 10    A(3:0) = 0001    B(3:0) = 0001    C(3:0) = 0100    D(3:0) = 0011

$$S(1:0) = 10 \quad A(3:0) = 0001 \quad B(3:0) = 0001 \quad C(3:0) = 0110 \quad D(3:0) = 0011$$

S(1:0) = 10    A(3:0) = 0001    B(3:0) = 0001    C(3:0) = 1001    D(3:0) = 0011

$$S(1:0) = 11 \quad A(3:0) = 0001 \quad B(3:0) = 0001 \quad C(3:0) = 0010 \quad D(3:0) = 1010$$

S(1:0) = 11    A(3:0) = 0001    B(3:0) = 0001    C(3:0) = 0010    D(3:0) = 1100

$$S(1:0) = 11 \quad A(3:0) = 0001 \quad B(3:0) = 0001 \quad C(3:0) = 0010 \quad D(3:0) = 0011$$

**2)** Realize the following function using:

$$F(A,B,C,D) = \sum (1, 3, 6, 7, 13, 15)$$

A) An 8:1 MUX (Additional gates may be required.)

B) A 4:1 MUX (Additional gates may be required.)

C) Simulate your designs for all possible combinations of the inputs.

(For simulation : Use clock and assign

- 16ns for (bit3)
- 8ns for (bit2)
- 4ns for (bit1)
- 2ns for (bit0)
- Simulate for 20 ns.)

D) Download and test your designs on the board.

E) Which one of the two circuits is more efficient? Give reasons for your answer.

- 3) A) Implement the following functions using a 4 to 16 decoder.  
(Additional gates may be required.)

$$F_0 ( A, B, C, D ) = \sum m( 0 , 14, 15 )$$

$$F_1 ( A, B, C, D ) = \sum m( 1, 13 , 15 )$$

$$F_2 ( A, B, C, D ) = \sum m( 2 , 12 , 15 )$$

$$F_3 ( A, B, C, D ) = \sum m( 3, 11 , 15 )$$

$$F_4 ( A, B, C, D ) = \sum m( 4 , 10 , 15 )$$

$$F_5 ( A, B, C, D ) = \sum m( 5 , 9 , 15 )$$

$$F_6 ( A, B, C, D ) = \sum m( 6 , 8 , 15 )$$

$$F_7 ( A, B, C, D ) = \sum m( 7 , 15 )$$

- B) Simulate your design for all possible combinations of the inputs.  
(For simulation: Use clock and assign   16ns for MSB (bit3)  
  8ns for (bit2)  
  4ns for (bit1)  
  2ns for (bit0)  
  Simulate for 20 ns.)

- C) Download and test it on the board.

Note: Assign  $F_0$  to LD0,  $F_1$  to LD1, ...,  $F_7$  to LD7

**The Schematics for all circuits and their simulation results should be included in the lab report.**