# IMPLEMENTATION OF BOOLEAN LOGIC BY USING ARDUINO WITH ASSEMBLY

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# 1 Problem

(GATE EC-2020)

Q.No 10 The figure (Fig.1) below shows a multiplexer where  $S_1$  and  $S_0$  are select lines,  $I_0$  to  $I_3$  are the input data lines, EN is the enable line, and F(P,Q,R) is the output, F is

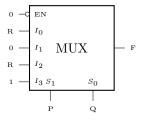


Figure 1: Circuit

- 1. PQ + Q'R
- 2. P + QR'
- 3. PQ'R + P'Q
- 4. Q' + PR

### 2 Introduction

A  $4\times1$  multiplexer has four data inputs  $I_3$ ,  $I_2$ ,  $I_1$  and  $I_0$ , two selection lines  $S_1$  and  $S_0$  and one output Y.One of these 4 inputs will be connected to the output based on the combination of inputs present at these two selection lines.

# 3 Components

Components	Value	Quantity
Resistor	220 Ohm	1
Arduino	UNO	1
Bread Board		1
Jumper Wires	M-M	10
LED		1

Table 1: Components

#### **Implementation** 4

We know that the output of a multiplexer is given as:

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

$$F = P'Q'R + P'Q(0) + PQ'R + PQ(1)$$

$$F = P'Q'R + P'Q(0) + PQ'R + PQ(1)$$

$$F = P'Q'R + PQ'R + PQ$$

$$F = Q'R(P'+R) + PQ$$

$$F = Q'R + PQ : (P' + R = 1)$$

#### 4.1 Truth Table

P	Q	$\mathbf{R}$	$\mathbf{F}$
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

Table 2: Truth Table

#### 4.2 K-map

K-map follows as:

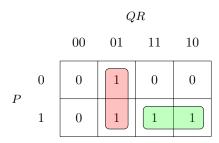


Figure 2: K-map

### 4.3 Boolean Expression

By Solving the above K-map, we get a boolean equation as: F = PQ + Q'R

### 5 IMPLEMENTATION

Arduino	INPUT	OUTPUT
PIN		
2	Р	
3	Q	
4	R	
5		F

Table 3: Connections

### 5.1 Procedure

- 1. Connect the circuit as per the above table.
- 2. Connnect the one end of the resistor to a node of LED and cathode of LED to ground.
- 3. Connect the output pin to another end of resisor.
- 4. Connect inputs to Vcc for logic 1, ground for logic 0.
- 5. Execute the circuit using the below code.

### 6 Software

Now execute the following code and upload in arduino to see the results

https://github.com/SivaLakkireddy/blob/main/Assembly/code/assembly.asm