



# Digital Systems and Computer Architecture

## Session 2.8

### Module 2

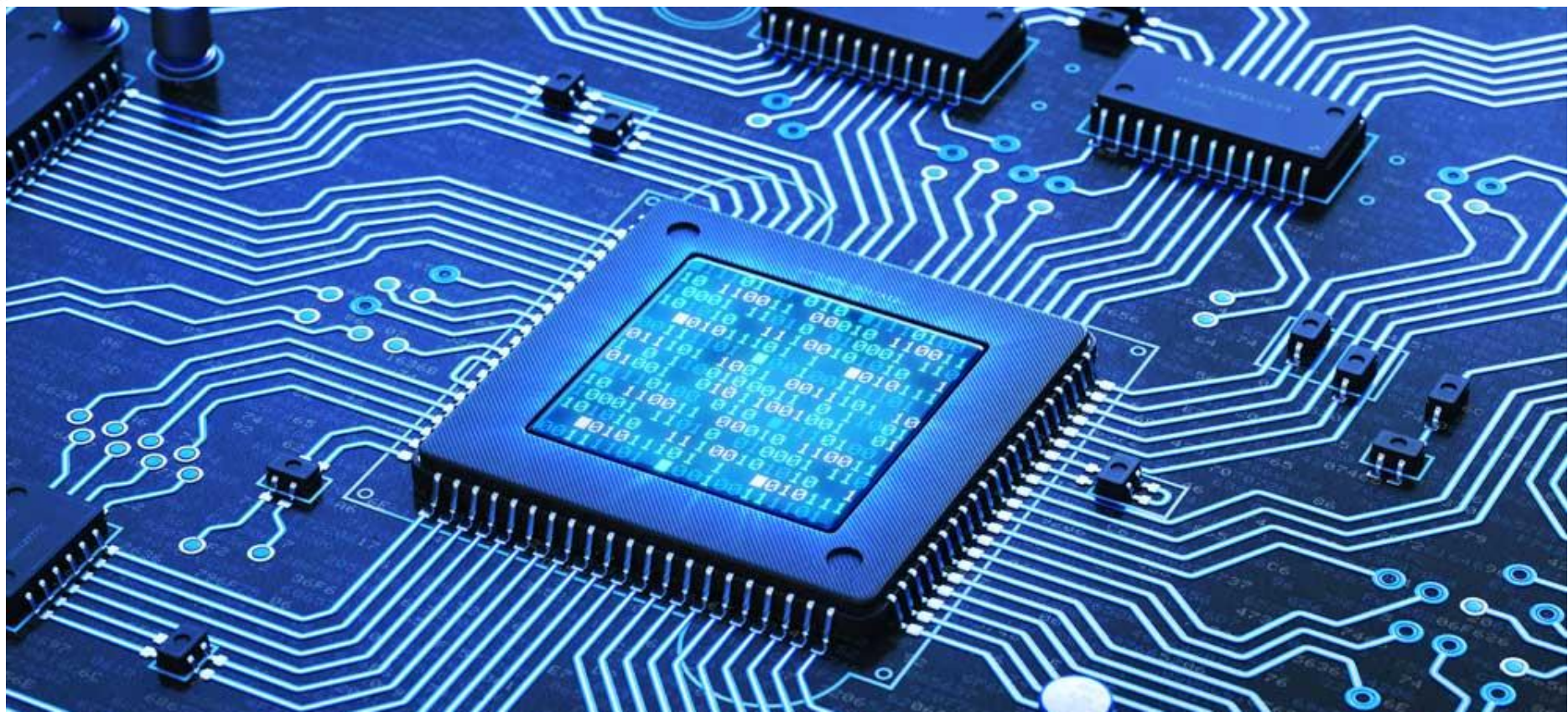
## Mouli Sankaran

### Multiplexers

## Session 2.8: Focus

- Multiplexers (MUX)
  - 2-to-1 line MUX Implementation
  - 4-to-1 line MUX Implementation
  - MUX Symbols/Representation
- Multiplexers (MUX)
- Real-life Applications of MUX





# Multiplexer (MUX)

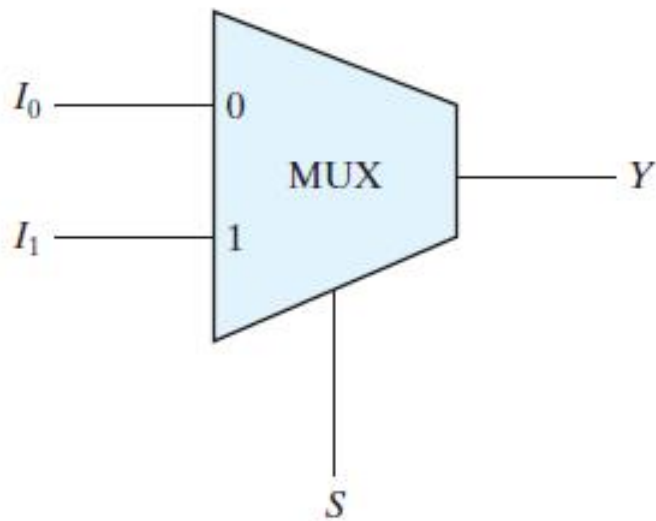
# Multiplexer (MUX)

- A multiplexer (**MUX**) is a device that **allows** digital **information** from **several sources** to be **routed** onto a **single line** for transmission
- A basic **MUX** has **several data-input lines** and a **single output line**
- It has **data-select inputs**, which permit digital data on any one of the **inputs** to be **switched** to the **output line**
- Multiplexers are also known as **data selectors**

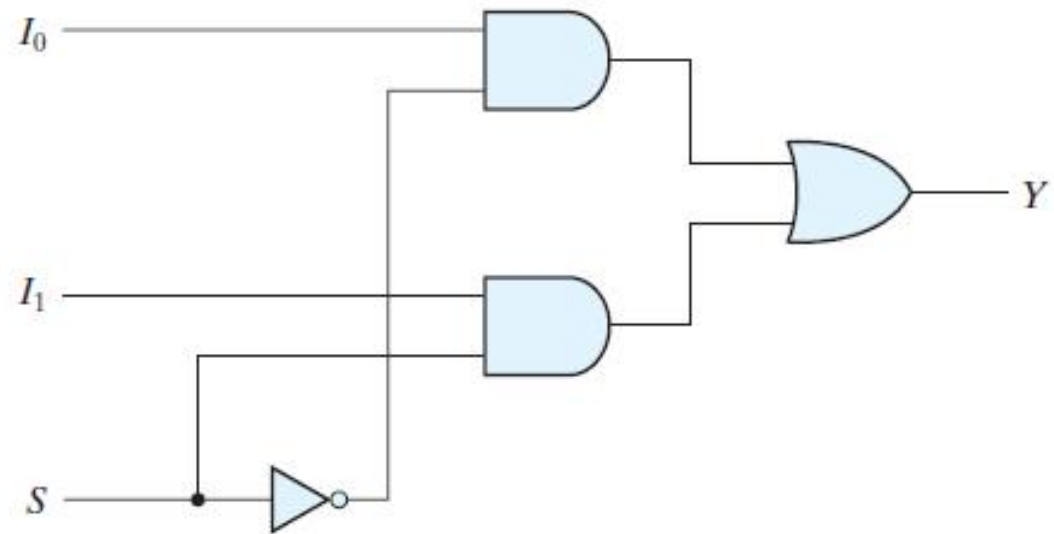
## 2-to-1 line Multiplexer

- When  $S = 0$ ,  $I_0$  will be available at  $Y$
- When  $S = 1$ ,  $I_1$  will be available at  $Y$

**S** is a **Select Signal**



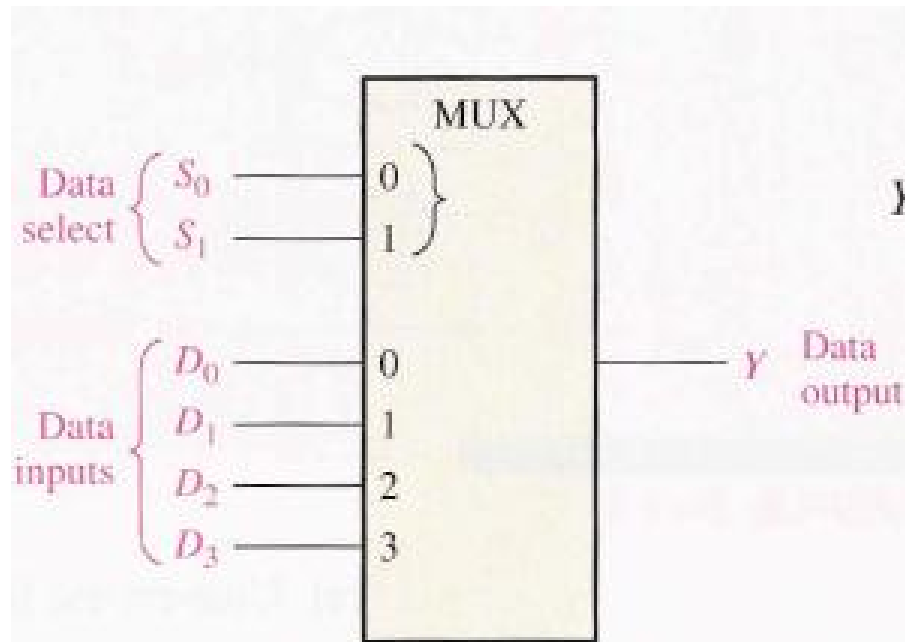
(b) Block diagram



(a) Logic diagram

# 4-to-1 line Multiplexer

| DATA-SELECT INPUTS |       | INPUT SELECTED |
|--------------------|-------|----------------|
| $S_1$              | $S_0$ |                |
| 0                  | 0     | $D_0$          |
| 0                  | 1     | $D_1$          |
| 1                  | 0     | $D_2$          |
| 1                  | 1     | $D_3$          |



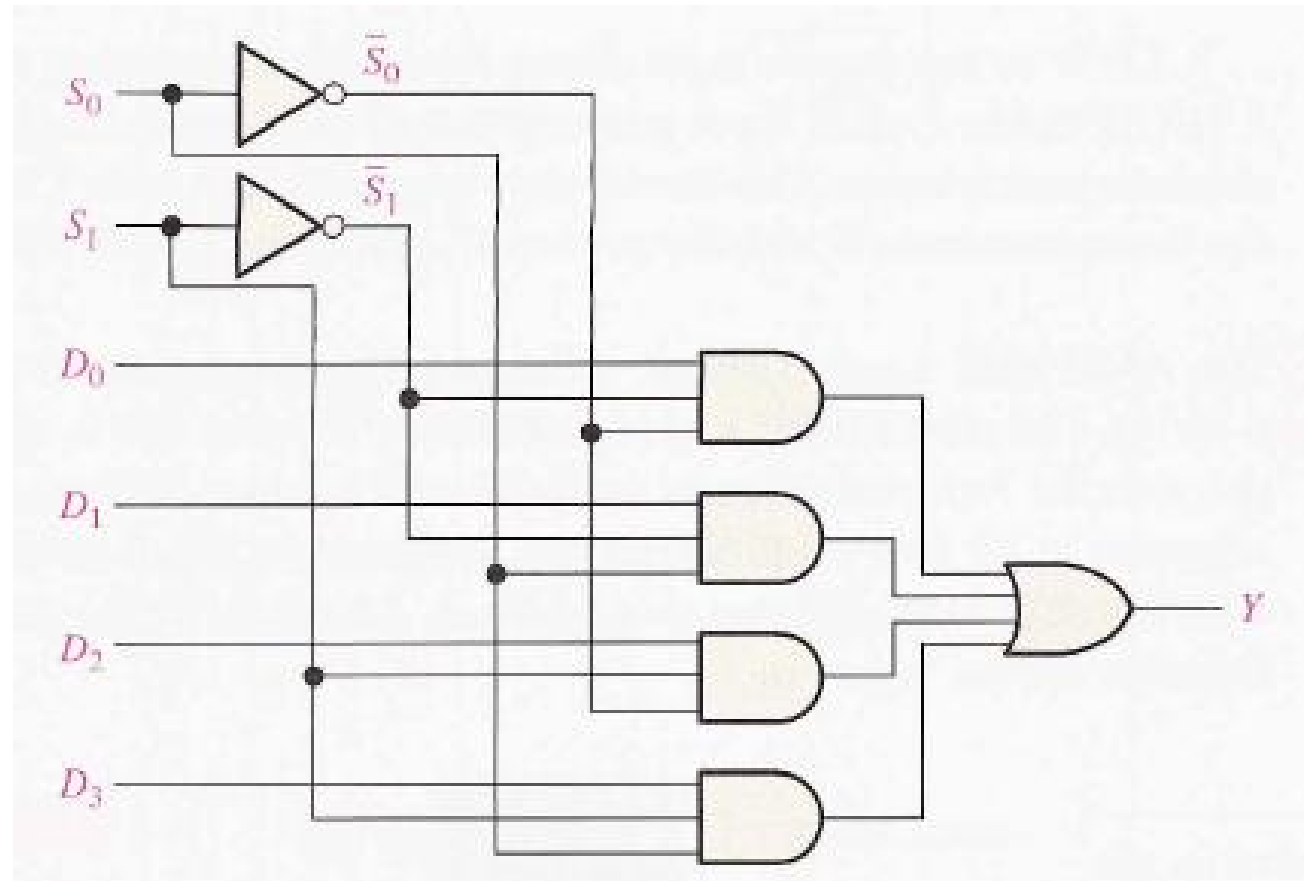
$$Y = D_0 \bar{S}_1 \bar{S}_0 + D_1 \bar{S}_1 S_0 + D_2 S_1 \bar{S}_0 + D_3 S_1 S_0$$

# Implementation: 4-to-1 line Multiplexer

| $S_1$ | $S_0$ | $Y$   |
|-------|-------|-------|
| 0     | 0     | $D_0$ |
| 0     | 1     | $D_1$ |
| 1     | 0     | $D_2$ |
| 1     | 1     | $D_3$ |

(b) Function table

$$Y = D_0 \bar{S}_1 \bar{S}_0 + D_1 \bar{S}_1 S_0 + D_2 S_1 \bar{S}_0 + D_3 S_1 S_0$$



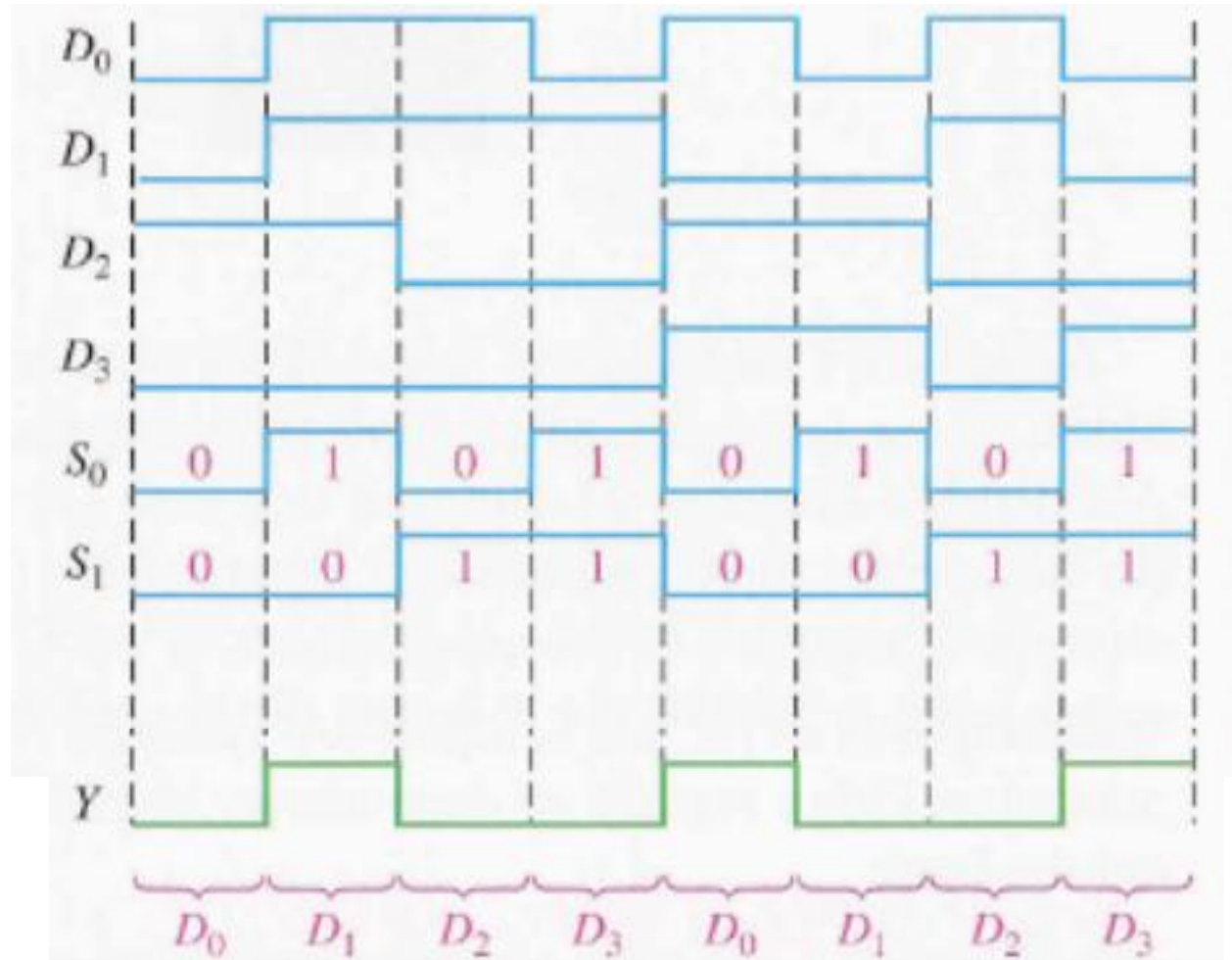


# Quiz 1: Draw the Output Waveform

- Given the **data-input** and the **data-select** waveforms, draw the **output waveform**

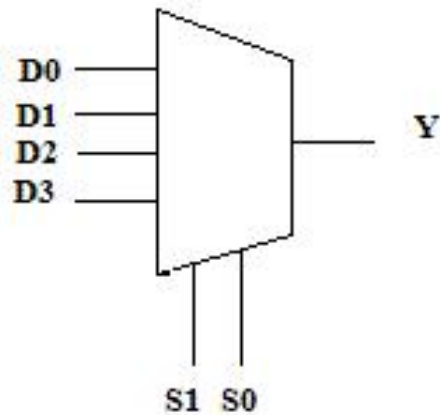
| $S_1$ | $S_0$ | $Y$   |
|-------|-------|-------|
| 0     | 0     | $D_0$ |
| 0     | 1     | $D_1$ |
| 1     | 0     | $D_2$ |
| 1     | 1     | $D_3$ |

(b) Function table

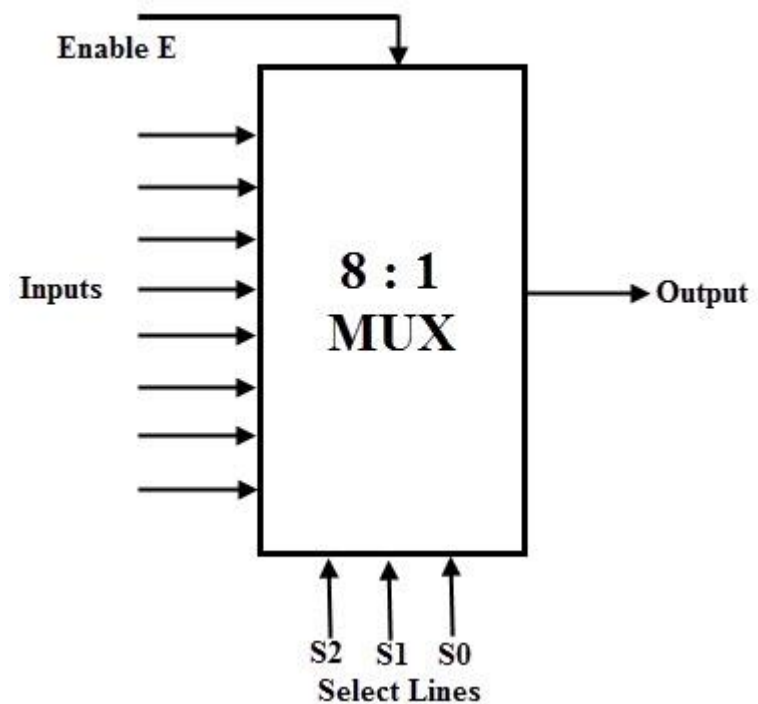




# Mux Symbols in Use

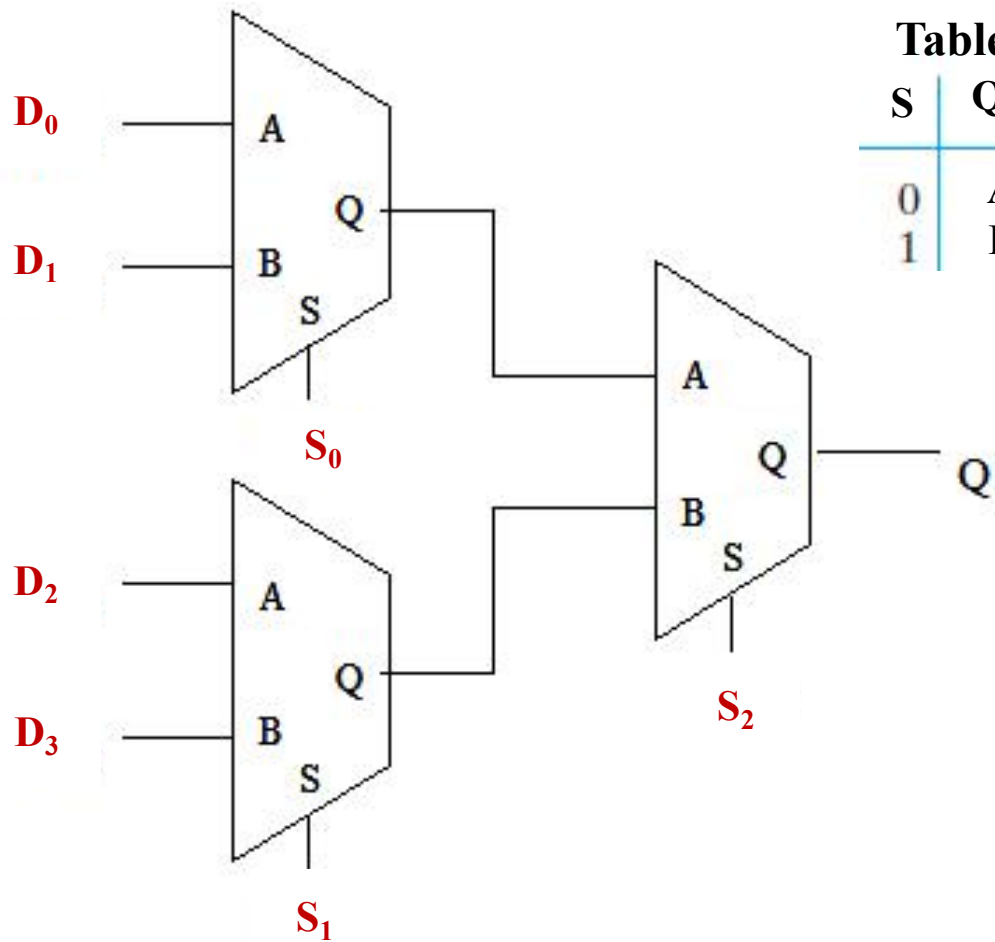


**4-to-1 Line Mux**



**8-to-1 Line Mux**

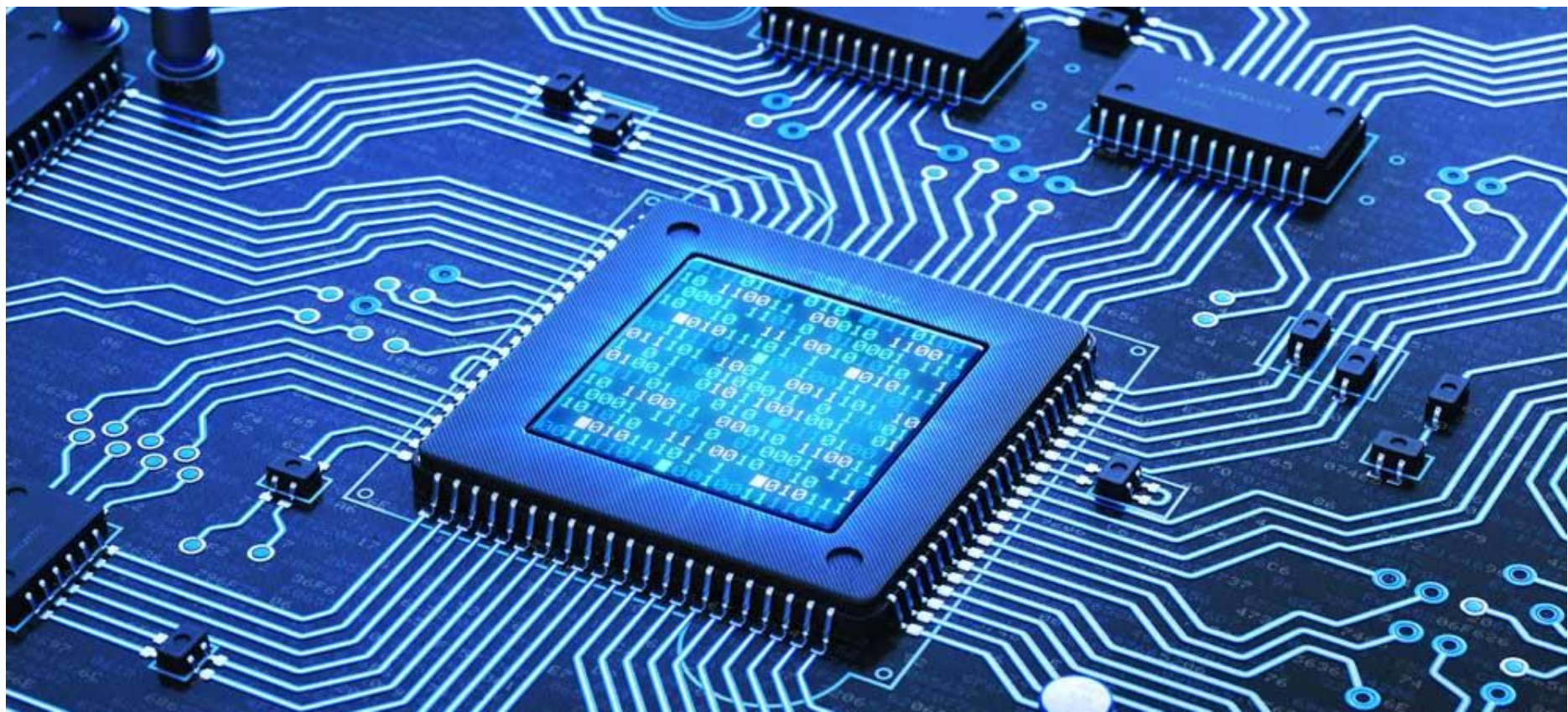
## Quiz 2: What are the values at the output (Q)?



Function  
Table

| S | Q |
|---|---|
| 0 | A |
| 1 | B |

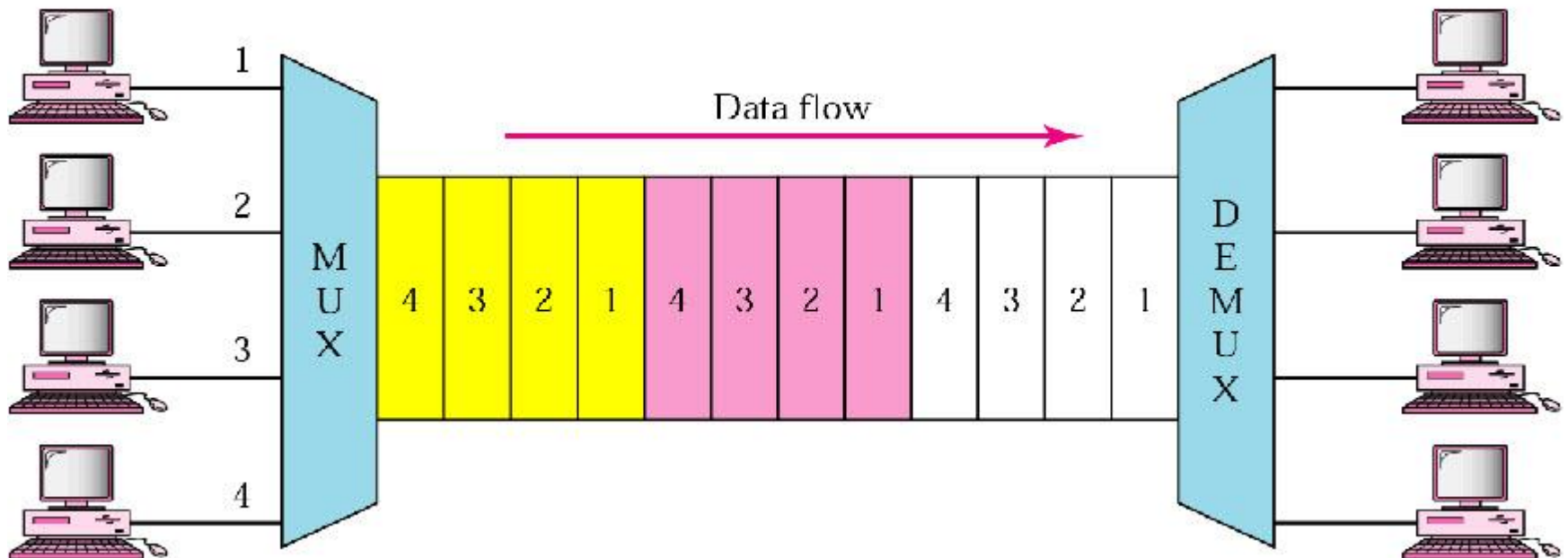
| Selectors |       |       | Output (Q) |
|-----------|-------|-------|------------|
| $S_2$     | $S_1$ | $S_0$ |            |
| 0         | 0     | 0     | $D_0$      |
| 1         | 1     | 1     | $D_3$      |
| 1         | 0     | 1     | $D_2$      |
| 0         | 0     | 1     | $D_1$      |



## Real-life Applications of MUX

# Multiplexer: Real-life Applications - 1

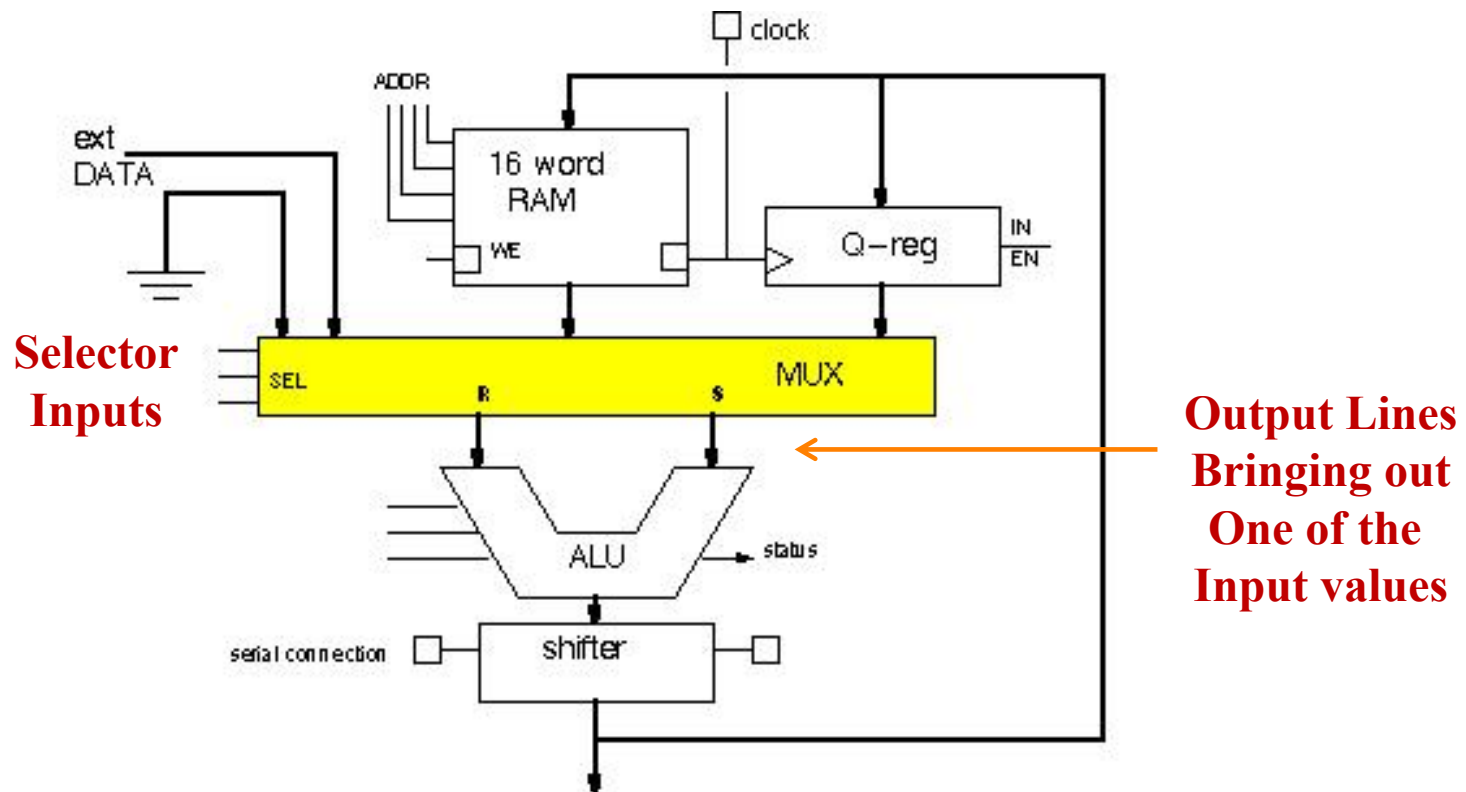
- **Time Division Multiplexer (TDM)** is one of the types of multiplexers which join data streams by allotting every stream a different time slot, in a sequence.





# Multiplexer: Real-life Applications - 2

- Choosing one input from multiple input lines, to be given to Arithmetic Logic Unit (ALU)



## Session 2.8: Summary

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