

# Controlled Input

CLASS 17

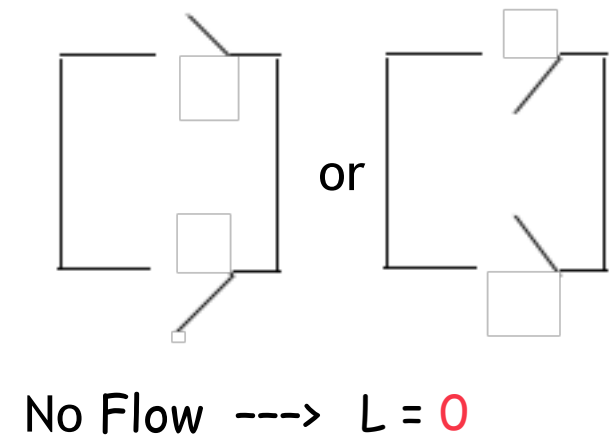
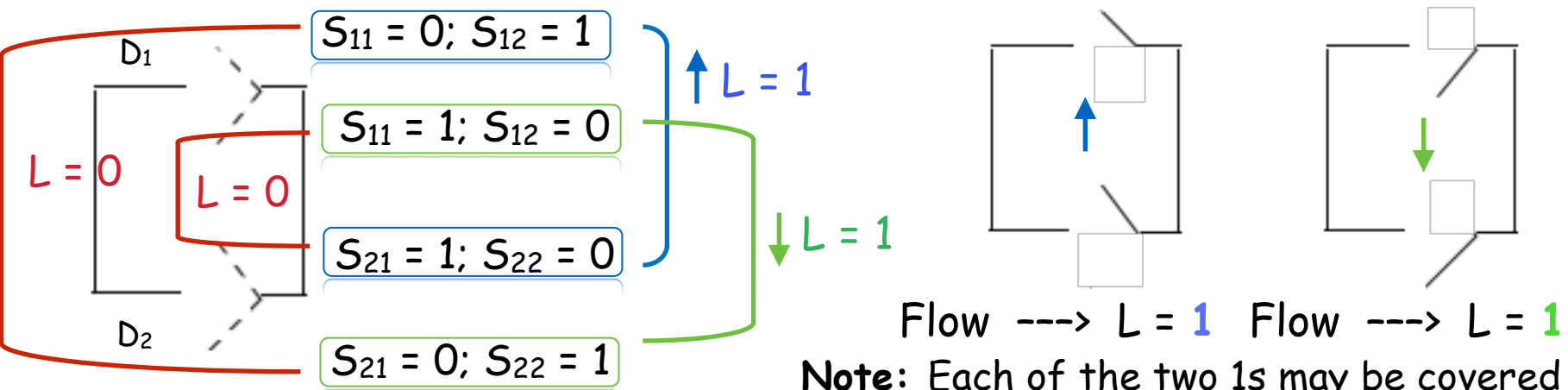
Design an indicator circuit for a room with two swinging doors, call them  $D_1, D_2$ . There are two switches  $S_{i1}, S_{i2}$ , associated to each  $D_i$  (that is  $S_{11}, S_{12}$ , associated to  $D_1$ , and that is  $S_{21}, S_{22}$ , associated to  $D_2$ ) that work in the following way:

$S_{i1}$  is closed, expressed by  $S_{i1} = 1$ , exactly then when the door  $D_i$  is open in, for  $i=1,2$ ;  
 $S_{i2}$  is closed, expressed by  $S_{i2} = 1$ , exactly then when the door  $D_i$  is open out, for  $i=1,2$ .

We need to construct a circuit that lights a lamp,  $L$ , exactly then when *there is a clear path through the room, that is when one of the doors is open in and the other door is open out*.

- Give:
- the truth table with inputs  $S_{11}, S_{12}, S_{21}, S_{22}$  and the output function  $L$ ,
  - the corresponding 4-variable (use the 4 variables,  $S_{ij}$ , as above at 1.) K-map for the function  $L$ , and
  - all the minimized forms for the function  $L$ .

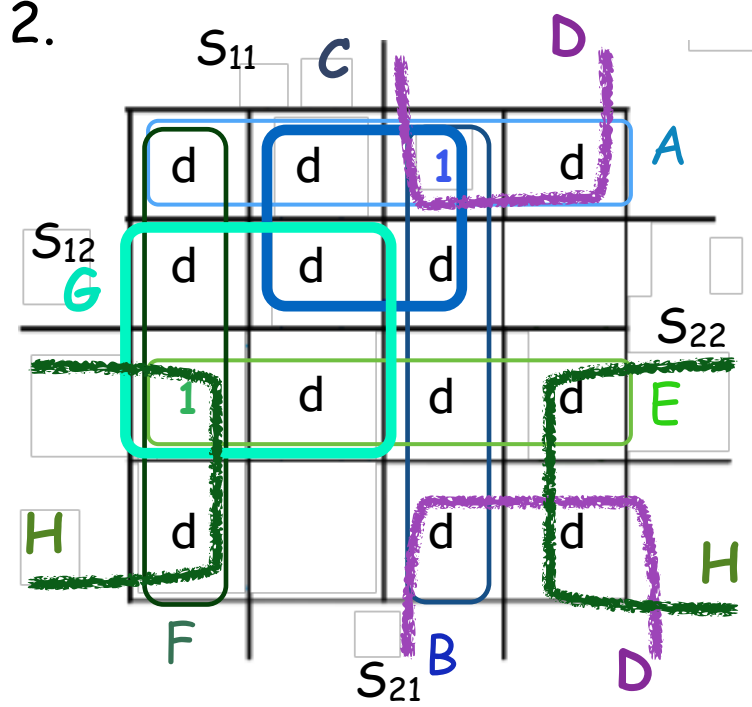
Note: For each door, only two positions are recorded: in and out. Some input combinations never occurs, and you should make use of this fact in minimizing  $L$ .



**Quiz 2.3** **Solution**  
 We must have:  $S_{11} = S'_{12}; S_{21} = S'_{22}$   
 The other input will never occur ----> d

1.

$S_{11}$	$S_{12}$	$S_{21}$	$S_{22}$	$L$
0	0	0	0	d
0	0	0	1	d
0	0	1	0	d
0	0	1	1	d
0	1	0	0	d
0	1	0	1	0
0	1	1	0	1
0	1	1	1	d
1	0	0	0	d
1	0	0	1	1
1	0	1	0	0
1	0	1	1	d
1	1	0	0	d
1	1	0	1	d
1	1	1	0	d
1	1	1	1	d



3.

$$L_{1-16} = \left\{ \begin{matrix} A \text{ or} \\ B \text{ or} \\ C \text{ or} \\ D \end{matrix} \right\} + \left\{ \begin{matrix} E \text{ or} \\ F \text{ or} \\ G \text{ or} \\ H \end{matrix} \right\} =$$

$$= \left\{ \begin{matrix} S_{12} S'_{22} \\ S'_{11} S_{21} \\ S_{12} S_{21} \\ S'_{11} S'_{22} \end{matrix} \right\} + \left\{ \begin{matrix} S'_{12} S_{22} \\ S_{11} S'_{21} \\ S_{11} S_{22} \\ S'_{12} S'_{21} \end{matrix} \right\}$$

# CONTROLLERS (CONTROLLED INPUT)

## Problem

Let  $A$  be an input ('external'-we are not interested in its value), and  $Y$  the output of this control circuit.

We need to sometimes produce  $Y = A$ , and at other times produce  $Y = A'$ . We will use a control line called  $C$ . What is special about controllers is that we use the control line(s) as input, and not the 'external' input, which we want to control, in this case  $A$ , when setting the truth table..

## Solution

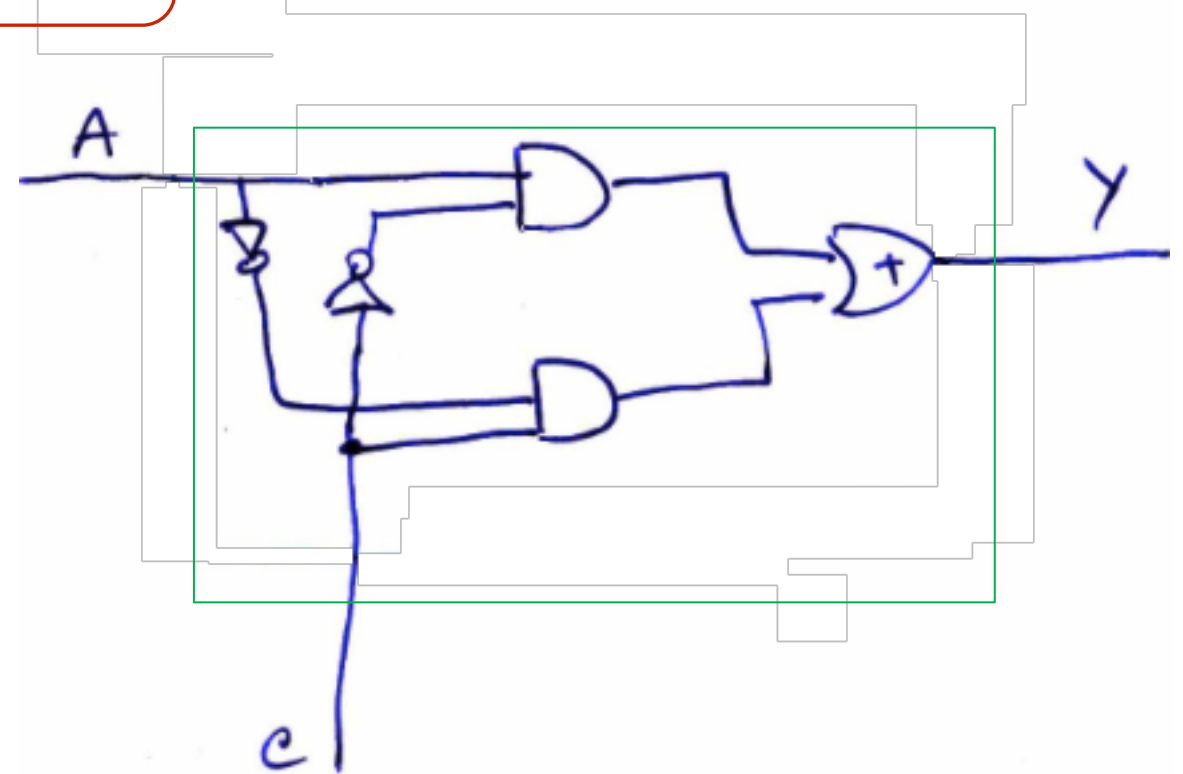
Truth table: Input = Control Line(s)

$C$	$Y$
0	$A$
1	$A'$

Expression of function:

$$Y = C'A + CA'$$

Logic diagram:



## CONTROLLED INPUT (continued)

### Problem

\* Input (external): A

\* Output Y should equal:

- \* at times A
- \* at other times A'
- \* yet at other times 0
- \* yet at other times 1

### Solution

How many different outputs do we have? 4    How many controllers do we need to create the 4 different outputs? 2

Truth table:

$\alpha$	$\beta$	Y
0	0	A
0	1	A'
1	0	0
1	1	1

$$Y = \alpha'\beta'A + \alpha'\beta A' + \cancel{\alpha\beta'0} + \alpha\beta$$

$$Y = \alpha'\beta'A + \alpha'\beta A' + \alpha\beta$$

# CONTROLLED INPUT (continued)

## MULTIPLEXER

\* 4 inputs (external):  $I_0, I_1, I_2, I_3$ ,

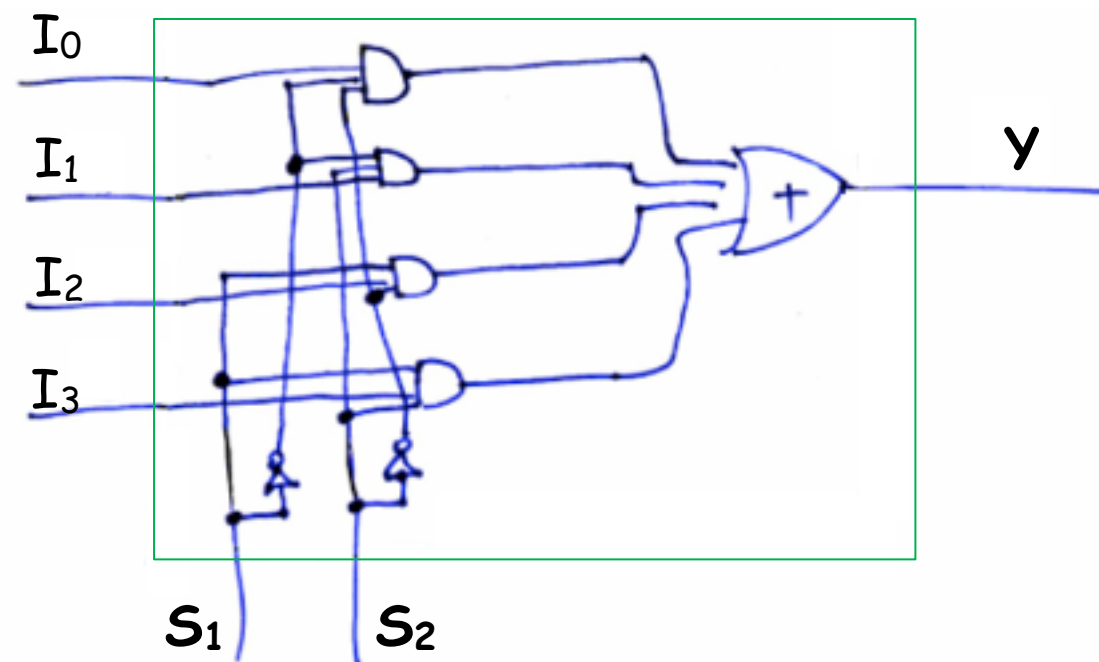
\* 1 output:  $Y = \begin{cases} * \text{ at times } I_0 \\ * \text{ at other times } I_1 \\ * \text{ yet at other times } I_2 \\ * \text{ yet at other times } I_3 \end{cases}$

How many controllers do we need to create the 4 different outputs? 2

Let's call them 'selectors' in this case:  $S_1, S_2$

$S_1$	$S_2$	$Y$
0	0	$I_0$
0	1	$I_1$
1	0	$I_2$
1	1	$I_3$

$$Y = S'_1 S'_2 I_0 + S'_1 S_2 I_1 + S_1 S'_2 I_2 + S_1 S_2 I_3$$



## CONTROLLED INPUT (continued)

### DEMULTIPLEXER

\* 1 input (external): **I**

\* 4 outputs:  $Y_0, Y_1, Y_2, Y_3$ , as follows:

$S_1$	$S_2$	$Y_0$	$Y_1$	$Y_2$	$Y_3$
0	0	I	0	0	0
0	1	0	I	0	0
1	0	0	0	I	0
1	1	0	0	0	I

How many controllers do we need to  
create the 4 different outputs for the 4 functions)? 2

$$Y_0 = S'_1 S'_2 I$$

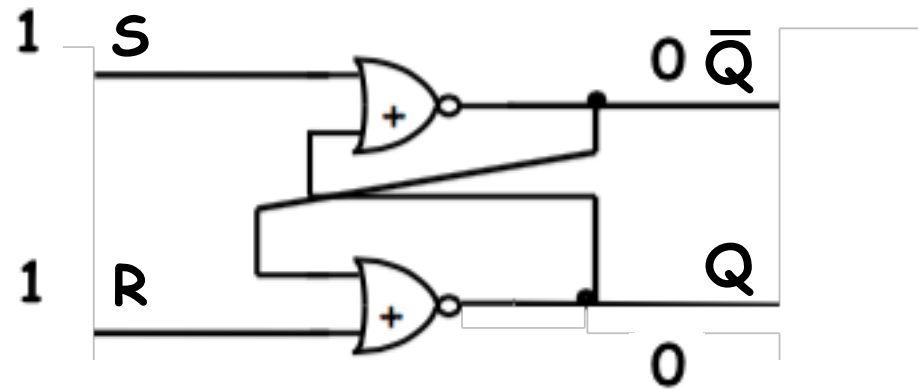
$$Y_1 = S'_1 S_2 I$$

$$Y_2 = S_1 S'_2 I$$

$$Y_3 = S_1 S_2 I$$

# S-R FLIP-FLOP (set-reset)

Truth table:



S	R	Q	$\bar{Q}$
0	0	PS = 0 --> stays 0 PS = 1 --> stays 1	PS
0	1	0	1
1	0	1	0
1	1	0	0

PS stands for  
Previous State

**Not allowed !**

Exclude the 1-1 input for S-R Flip-Flop, as we cannot have  $Q = \bar{Q}$ , and we want complementary outputs!

The truth table becomes:

S	R	Q
0	0	PS
0	1	0
1	0	1

HW 19 - assigned

Evaluate the following flip-flop, by giving its truth table.

