Create a $2^2 \times 1$ Mux that implements the function $f(x,y,z) = x^2y + y^2y^2$ using yz as control lines. Provide the Mux's output expression

1) Draw the binary table for xyz

Table 1

3) Draw a table with headers for all the MUX inputs. Since the MUX is a 4×1, then it will have 4 inputs: Io ... Iz

Table 2

According to the problem statement, y and z will be used for the select lines, so the remaining variables, x in this case, will be used for the inputs to the MUX.

So if we take a look at table 1, we identify all the values where x is 0 and x is 1

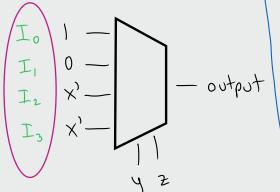
When \times is 0, we can represent it as \times when \times is 1, we can represent it as just \times

| | | | | | | ste p | .2 |
|-----|----|----|-------|-------|---|-------|---------------|
| ×, | I. | I, | I_2 | I_3 | , | 5) | \mathcal{O} |
| X, | 0 | ١ | 2 | 3 |) | , | (< |
| S./ | (| _ | , | _ | | | _ |

- 5) Designate a value for In depending on what is being circled:
 - If all numbers in the column for In are circled, then: $I_n = 1$



6) Draw the MUX:



- If no numbers are circled;

4) In table 2, circle all the row values that correspond to the numeric values

$$I_n = 0$$

- If only one or a few are circled, then In is assigned an expression that corresponds to the variable of the row in which the circled number is in:

eg. In table 2, the number 2 is circled in row x', so $I_2 = x'$ and likewise, $I_3 = x'$

7) Finally, we write the output expression of the MUX, which will be a sum of minterms, where each minterm will contain an In variable.

$$\begin{bmatrix}
I_{0}y_{2} + I_{1}y_{2} + I_{2}y_{2} + I_{3}y_{2} \\
00 & 01 & 10
\end{bmatrix}$$

This is just the skeleton of the expression. The numbers in green are designating numeric values to yz, counting upwards.

For the actual expression, we will negate y and z in accordance to these numbers:

$$I_0 y_2' + I_1 y_2 + I_2 y_2' + I_3 y_2$$

Substitute the In terms with their corresponding value:

$$(1)y'z' + (0)y'z + x'yz' + x'yz = y'z' + x'yz' + x'yz$$