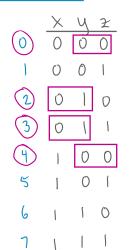
Create a $2^2 \times 1$ Mux that implements the function $f(x,y,z) = x^2y + y^2z^2$ Using yz as control lines. Provide the Mux's output expression

1) Draw the binary table for xyz

Table 1



2) Decompose the variables of x'y + x'z' into their literal numeric values:

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

W	e d	eter	min	ed i	1
	 	T	T	Т	
			I ₂		
Χ,	$ \bigcirc \rangle$	1	2	(3)	

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

eq. In table 2, the number 2 is circled in row x', so I2 = x' and likewise, I3 = x

6) Draw the MUX:

- - 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.

$$\begin{bmatrix} I_{0}y_{2} + I_{1}y_{2} + I_{2}y_{2} + I_{3}y_{2} \\ 00 & 01 & 10 & 11 \end{bmatrix}$$

This is just the skeleton of the expression. The numbers in blue 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)
$$y'2' + (0)y'2 + x'y2' + x'y2' = y'2' + x'y2' + x'y2$$