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

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

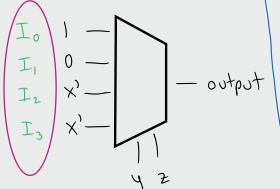
According to the problem statement, y and z will be used for the select lines, so the remaining variables, x in this case, will be used for the inputs to the MUX.

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  $\times$ 

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	I.	I,	I <sub>2</sub>	$I_3$		5)	$\mathcal{O}$
$\times$ ,	0	1	2	3	)	J	( <
<b>\</b> /			,	_			_

- 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.

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

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:

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