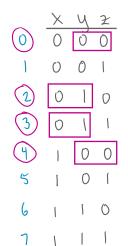
Create a  $2^2 \times 1$  MUX that implements the function f(x, y, z) = x'y + y'z' using yz as control lines. Provide the Mux's output expression

1) Draw the binary table for xyz

## Table 1



2) Decompose the variables of x'y + y'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 ... I3

## 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  $\times$ 

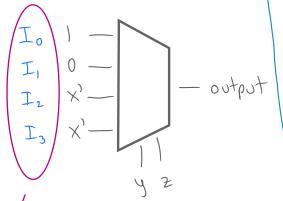
	W	e d	eter	min	e d	in	Ste p	.2
,	×,	I.	I,	I <sub>2</sub>	I3 (3)	)	5)	ή <u>ς</u>

X (4) 5 6 7

5) Designate a value for In depending on what is being circled:

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

- If all numbers in the column for In are circled, then:  $I_n = 1$
- If no numbers are circled;  $I_n = 0$



- 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

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:

$$I_0 y_2^2 + I_1 y_2^2 + I_2 y_2^2 + I_3 y_2^2$$

Substitute the In terms with their corresponding value:   
(1) 
$$y'2' + (0)y'2 + x'y2' + x'y2' = y'2' + x'y2' + x'y2$$