

* Multiplexers

- Not processing
- Resource sharing only.

					2 bit
				$0=1 \quad n=2 \quad m=1$	11 00 D ₀
				$n=4 \quad m=2$	2 01 D ₁
D ₀				$n=8 \quad m=3$	3 10 D ₂
D ₁	4:1		y		4 11 D ₃
D ₂	MUX				
D ₃					

Data lines o o olp line o 1

o o o o 1 1

1 1 1 1 n:1

o o o o 1 1

D₀ n=2^m

D₁ 4:1 m=no. of things

D₂ o 1 To o/p line A n=no. of base.

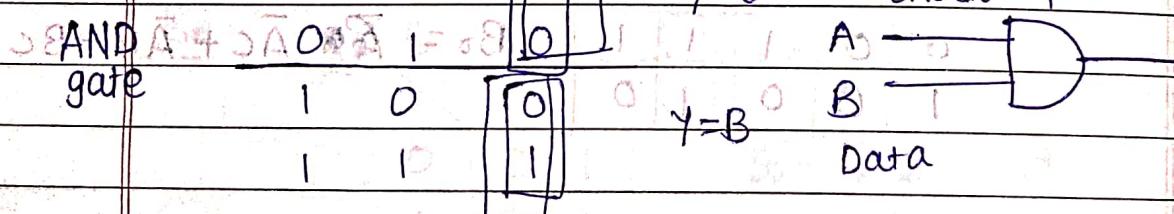
$$A\bar{A} + \bar{B}B = 0 \quad S_1 \quad S_0 \quad 0 \quad 1 \quad 0 \quad 0$$

$$A\bar{A} + \bar{B}A + B\bar{B} = 1 \quad 0 \quad 1 \quad 1 \quad 0 \quad 1$$

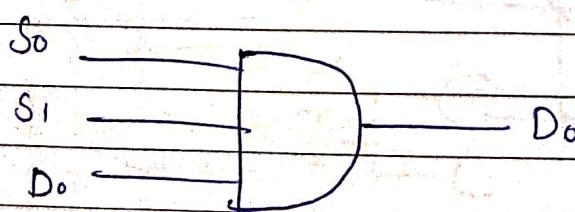
(grey) (Door)

$$A \quad B \quad Y = A \cdot B$$

$$0 \quad 0 \quad 0 \quad 1 \quad Y = 0^{\prime} \quad 0 \quad \text{Enable IIP}$$



* AND gate is enabling gate



Implement given boolean expression using MUX

$$f(A, B, C) = A\bar{B} + BC + \bar{A}\bar{C}$$

$$= A\bar{B}C + A\bar{B}\bar{C} + AB\bar{C} + \bar{A}BC + \bar{A}\bar{B}\bar{C}$$

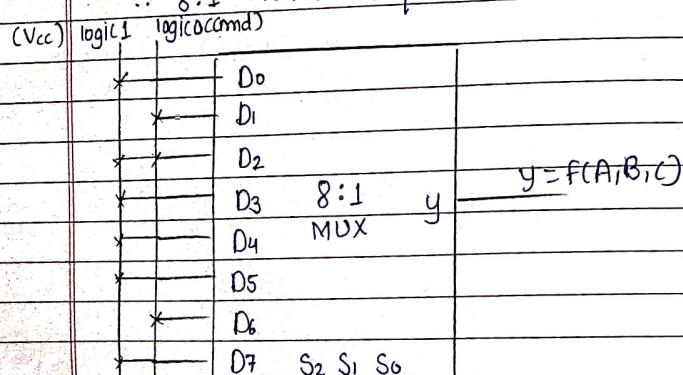
A	B	C	y
0	0	0	1
0	0	1	0
0	1	0	1
0	0	0	1
1	0	0	1
1	0	1	1
1	1	0	0
1	1	1	1

$$= \sum m(0, 2, 3, 4, 5, 7)$$

No. of variables = 3 \rightarrow No of selectlines

$$\text{No. of conditions} = 2^3 = 8$$

\therefore 8:1 MUX is required.



A B C

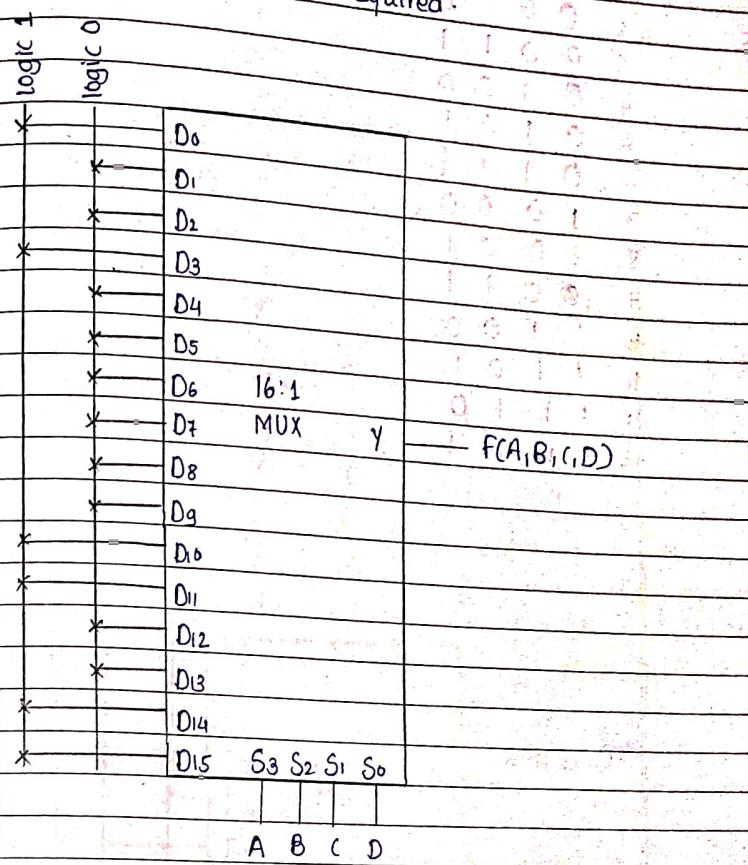
Implement given boolean expression using MUX

$$f(A, B, C, D) = \sum m(0, 3, 10, 11, 14, 15)$$

No. of variables = 4 = No. of selectlines

$$\text{No. of conditions} = 2^4 = 16$$

\therefore 16:1 MUX is required.

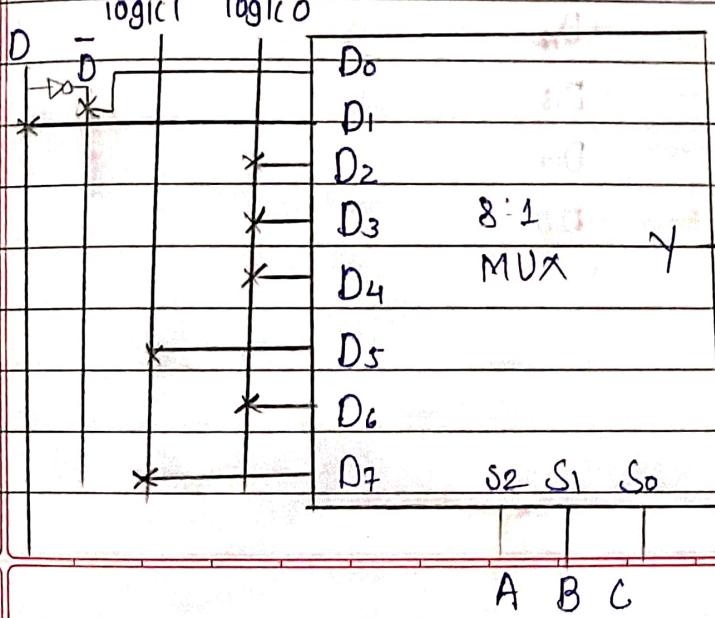


A B C D

Implement given boolean expression using
8:1 MUX

$$y = f(A, B, C, D) = (0, 3, 10, 11, 14, 15)$$

	A	B	C	D	y	\bar{y}
0	0	0	0	0	1	0
1	0	0	0	1	0	1
2	0	0	1	0	0	1
3	0	0	1	1	1	0
4	0	1	0	0	0	1
5	0	1	0	1	0	1
6	0	1	1	0	0	1
7	0	1	1	1	0	1
8	1	0	0	0	0	1
9	1	0	0	1	0	1
10	1	0	1	0	1	0
11	1	0	1	1	1	0
12	1	1	0	0	0	1
13	1	1	0	1	0	1
14	1	1	1	0	1	0
15	1	1	1	1	1	0



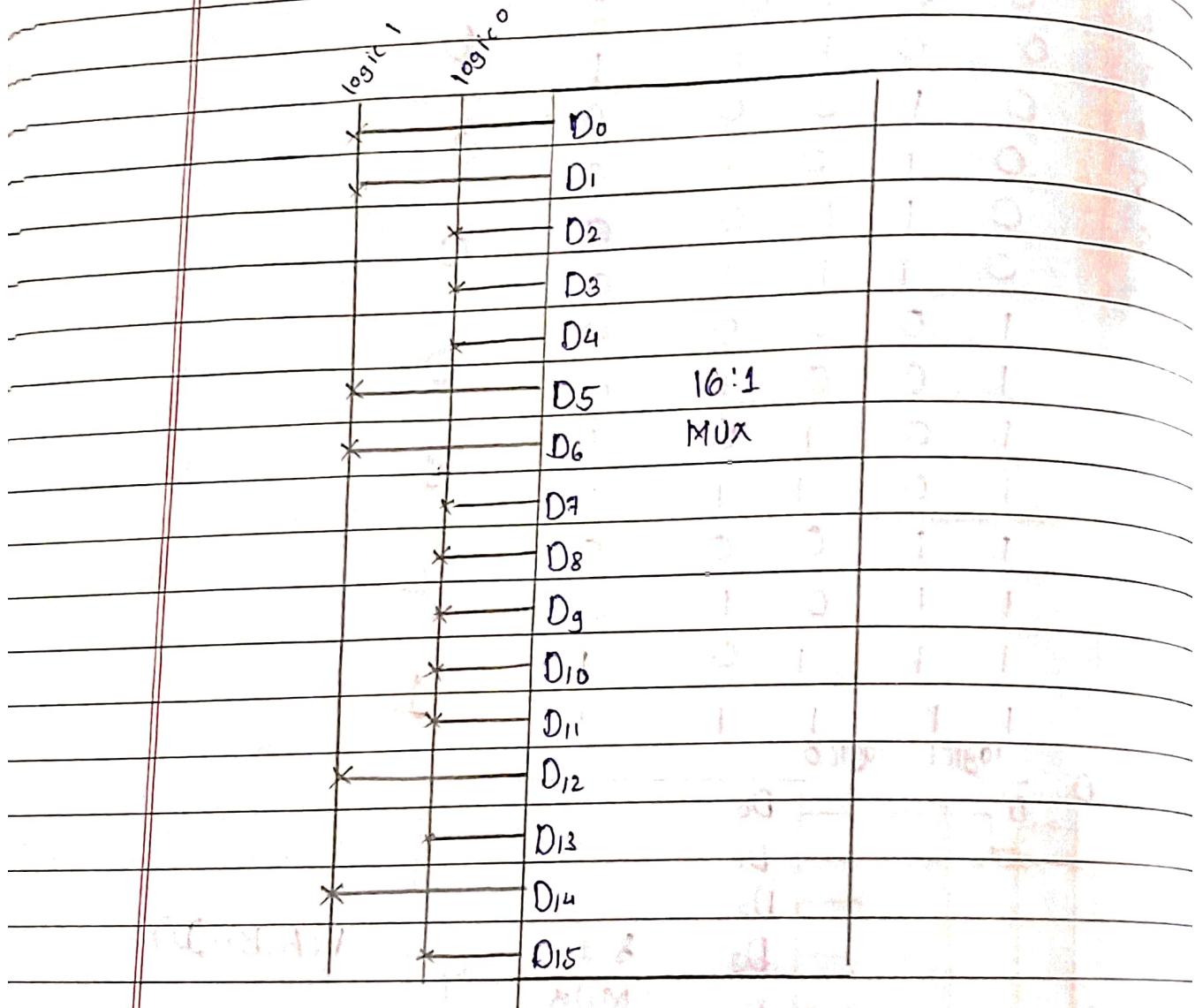
Q. 4 Variable f \oplus 16:1 MUX

$$y = f(A, B, C, D) = \sum m(0, 1, 5, 6, 12, 14)$$

No. of variables = 4

No. of conditions = $2^4 = 16$.

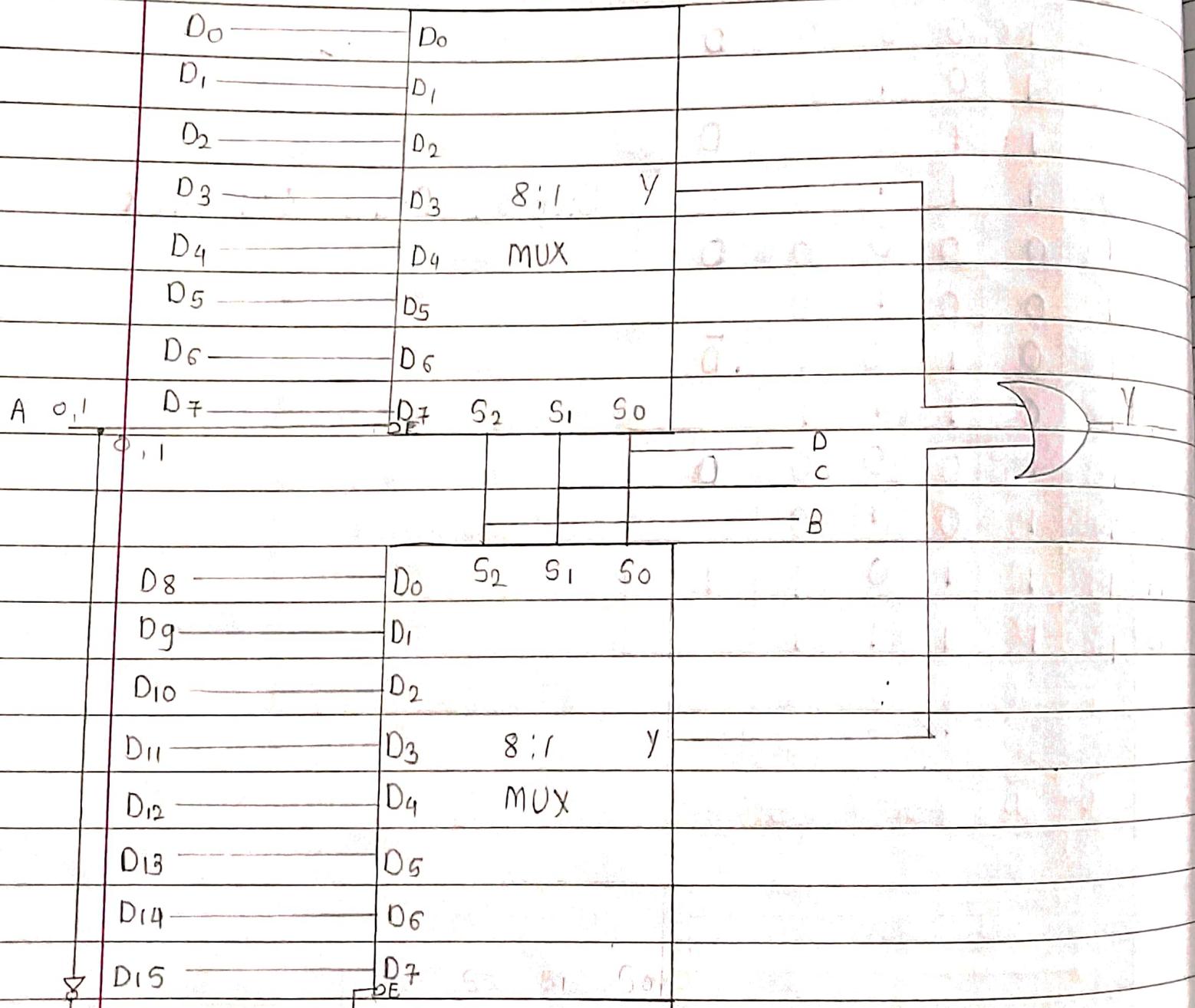
\therefore 16:1 MUX is required.

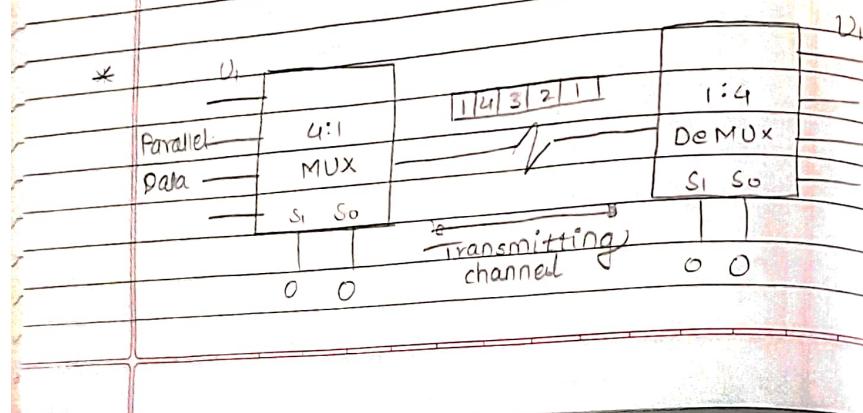
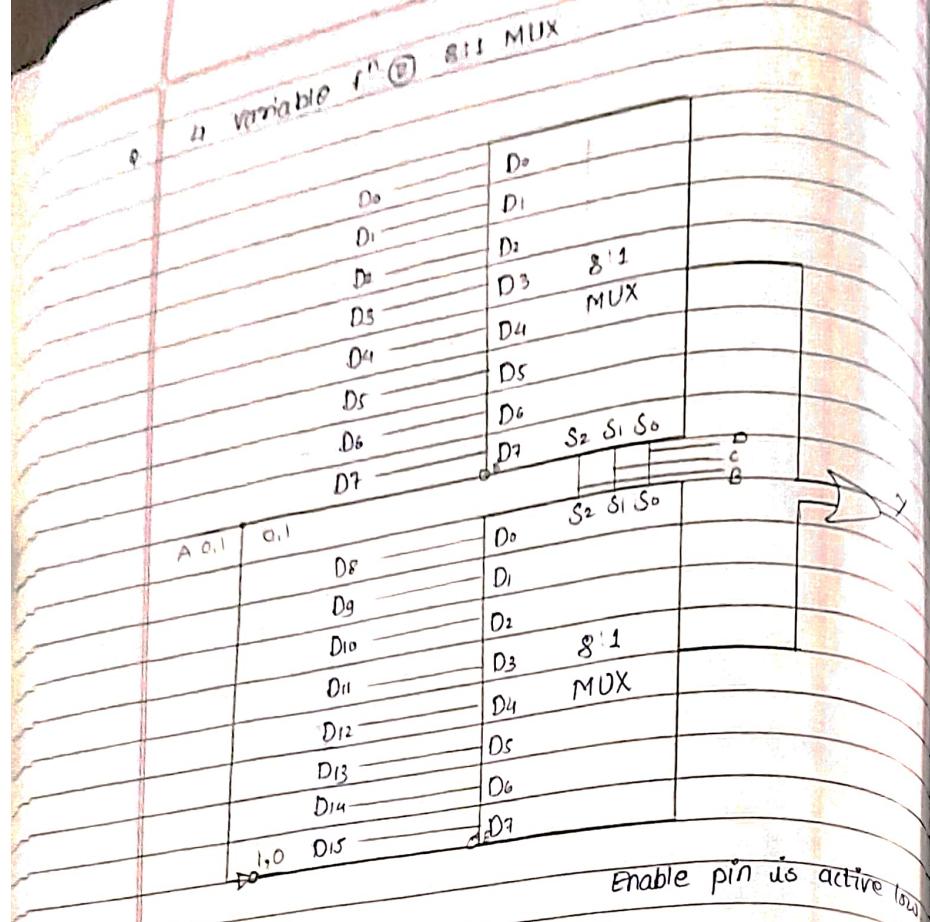


Ques

4 variable function ① 16:1 MUX .

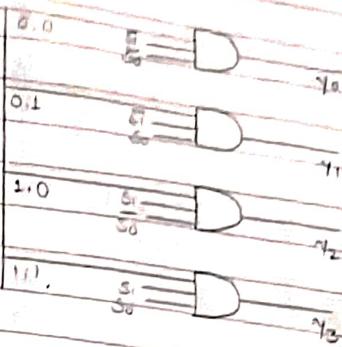
4 variable function ① 8:1 MUX

4 variable function ② 8:1 MUX \rightarrow 16:1 \rightarrow cascadingSoln



De-multiplexer circuit

1/p



Q. Implement following boolean expressions using De-multiplexor.

$$Y_1 = f_1(A, B, C, D) = \sum m(8, 9, 10, 11)$$

$$Y_2 = f_2(A, B, C, D) = \sum m(3, 5, 12, 1)$$

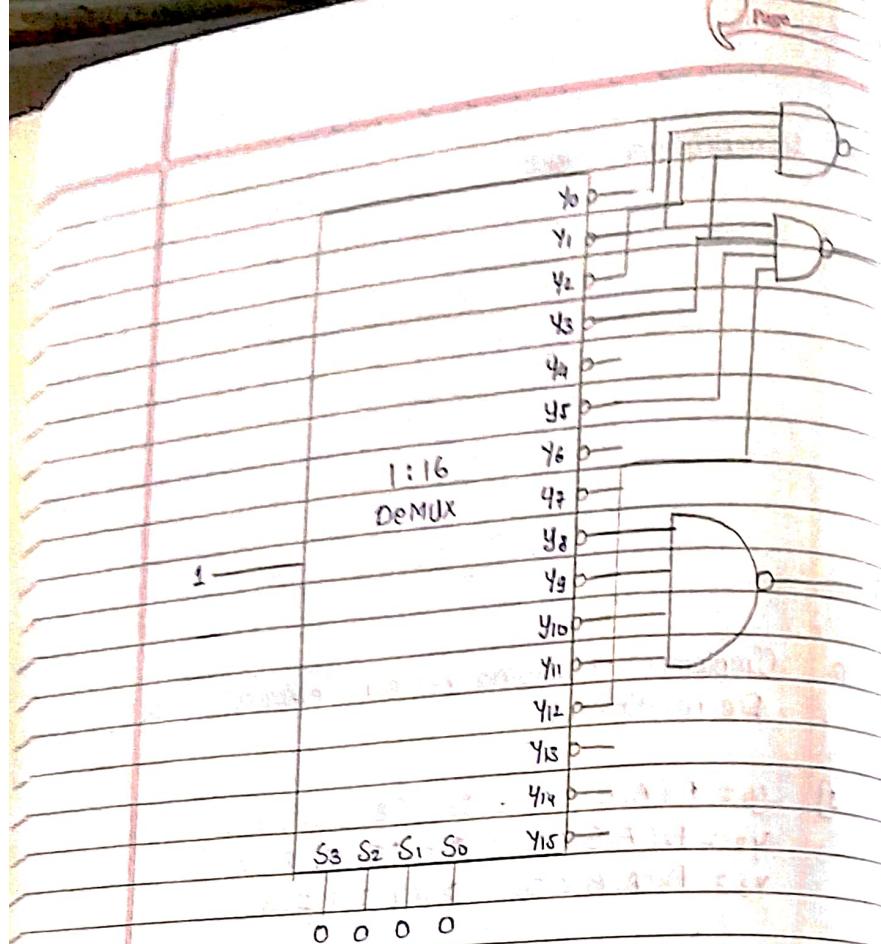
$$Y_3 = f_3(A, B, C, D) = \sum m(0, 1, 2, 3)$$

NOTE • De-Multiplexers are useful to implement multi-objective functions in which the boolean variables are common but the functions are different.

- The outputs of De-Mux's are active low, i.e.

NAND

A	B	$Y = \bar{AB}$
0	0	1
0	1	1
1	0	1
1	1	0



* DeMUX as Decoder

	Y ₀
	Y ₁
1:8	Y ₂
DeMUX	Y ₃
3:8	Y ₄
Decoder	Y ₅
	Y ₆
STROBED	S ₂ S ₁ S ₀ Y ₇

* Parity - can be even or odd.

* Generator

* Checker

Q. Design 3-bit parity (even) generator.

D ₂		
D ₁	Even	P _e
D ₀	P _G	

| D₂ | D₁ | D₀ | P_e |

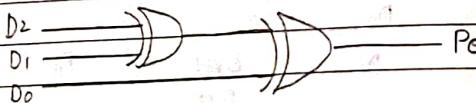
Truth table:

D ₂	D ₁	D ₀	P _e
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

D₁, D₀

D ₂	00	01	11	10
0	1	1	1	0
1	1	1	0	0

$$P_e = D_2 \oplus D_1 \oplus D_0$$



Q. Design 3-bit odd parity generator

D ₂			
D ₁	odd		P _e
D ₀		P _{Gr}	

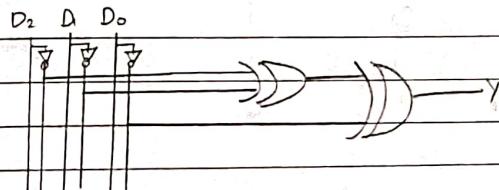
Truth table:

D ₂	D ₁	D ₀	P _e
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	0

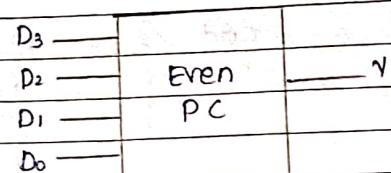
D₁, D₀

D ₂	00	01	11	10
0	1	0	1	2
1	4	5	7	6

$$P_e = \overline{D}_2 \overline{D}_1 \overline{D}_0 + \overline{D}_2 D_1 D_0 + D_2 \overline{D}_1 D_0 + D_2 D_1 \overline{D}_0$$
$$= \overline{D}_2 \oplus \overline{D}_1 \oplus \overline{D}_0$$



Q. Design 4-bit parity checker.



$D_3 \quad D_2 \quad D_1 \quad D_0$

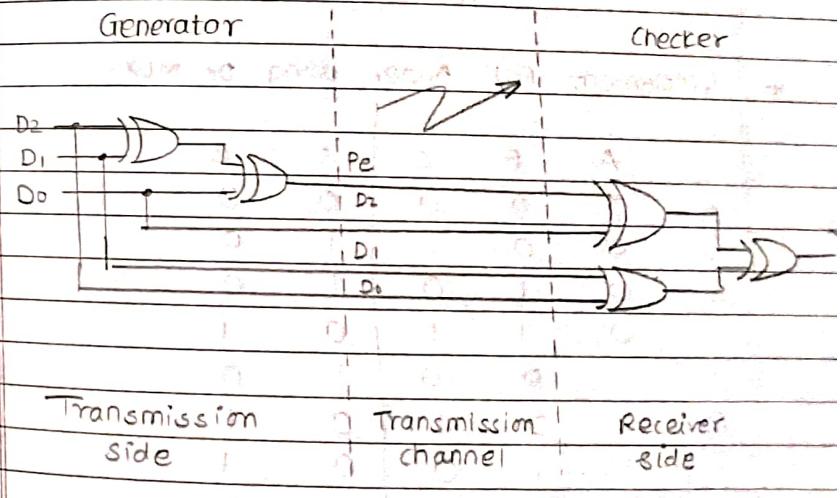
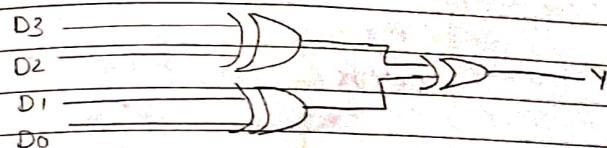
Truth table:

D_3	D_2	D_1	D_0	y
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	0
0	1	0	0	1
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	1
1	0	0	1	0
1	0	1	0	0
1	1	0	0	0
1	1	0	1	1
1	1	1	0	1
1	1	1	1	0

K-map:

		$D_1 D_0$		Y			
		00	01	11	10		
$D_3 D_2$	00	0	1	3	2		
	01	1	4	5	7	6	
	11	2	13	15	14		
	10	8	9	11	10		

$$y = D_3 \oplus D_2 \oplus D_1 \oplus D_0$$



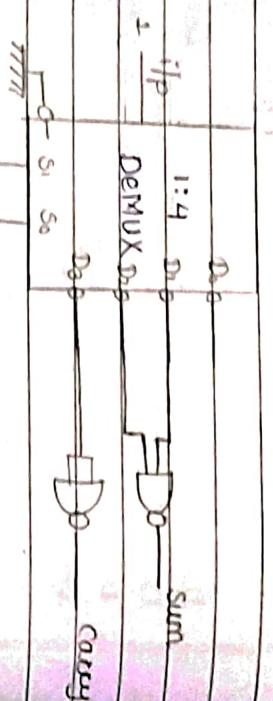
* Implement Half Adder using De-mux

	A	B	S	C
0	0	0	0	0
1	0	1	1	0
2	1	0	1	0
3	1	1	0	1

	D ₀	D ₁	D ₂	D ₃
0	0	0	0	0
1	0	1	0	0
2	1	0	0	0
3	1	1	0	0

	D ₄	D ₅	D ₆	D ₇
0	0	0	0	0
1	0	1	0	0
2	1	0	0	0
3	1	1	0	0

	D ₈	D ₉	D ₁₀	D ₁₁
0	0	0	0	0
1	0	1	0	0
2	1	0	0	0
3	1	1	0	0



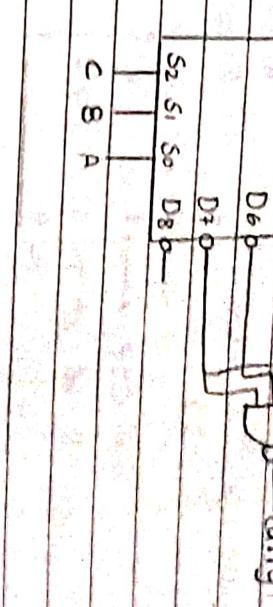
A B

* Implement Full Adder using De-mux.

	D ₀	D ₁	D ₂	D ₃
0	0	0	0	0
1	0	0	1	0
2	0	1	0	1
3	0	1	1	0

	D ₄	D ₅	D ₆	D ₇
0	0	0	0	0
1	0	1	0	0
2	1	0	0	0
3	1	1	0	0

	D ₈	D ₉	D ₁₀	D ₁₁
0	0	0	0	0
1	0	1	0	0
2	1	0	0	0
3	1	1	0	0



A B

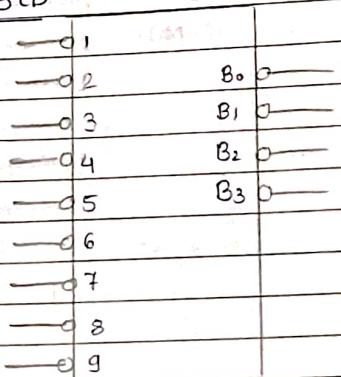
	A	B	C	S	C
0	0	0	0	0	0
1	0	0	1	1	0
2	0	1	0	1	0
3	0	1	1	0	1
4	1	0	0	1	0
5	1	0	1	0	1
6	1	1	0	0	1
7	1	1	1	1	1

* Priority Encoders

1] Decimal — BCD

2] Octal — BCD

1] Decimal — BCD

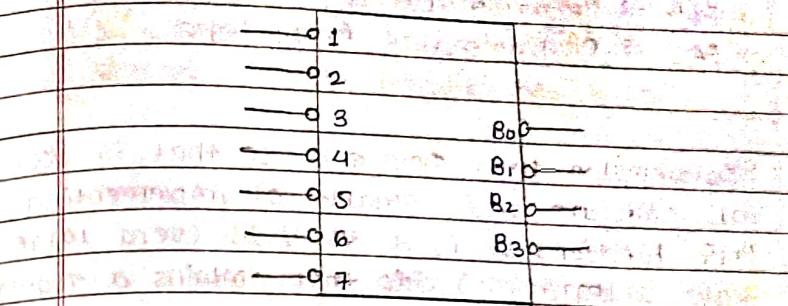


Decimal i/p

BCD o/p

1	2	3	4	5	6	7	8	9	B ₃	B ₂	B ₁	B ₀
1	1	1	1	1	1	1	1	1	1	1	1	1
0	1	1	1	1	1	1	1	1	1	1	1	0
x	0	1	1	1	1	1	1	1	1	1	0	1
x	x	0	1	1	1	1	1	1	1	0	0	0
x	x	x	0	1	1	1	1	1	0	1	1	1
x	x	x	x	0	1	1	1	1	0	1	0	0
x	x	x	x	x	0	1	1	1	0	0	0	1
x	x	x	x	x	x	0	1	1	0	1	1	0
x	x	x	x	x	x	x	0	0	0	1	1	0

2] Octal — BCD Priority encoder



Octal i/p	BCD o/p
1 2 3 4 5 6 7 7	B ₃ B ₂ B ₁ B ₀
1 1 1 1 1 1 1 1	1 1 1 1
0 1 1 1 1 1 1 1	0 1 1 1
x 0 1 1 1 1 1 1	x 0 1 1
x x 0 1 1 1 1 1	x x 0 1
x x x 0 1 1 1 1	x x x 0
x x x x 0 1 1 1	x x x x 0
x x x x x x 0 1	x x x x x 0
x x x x x x x 0	x x x x x x 0

* PLD \Rightarrow Programmable Logic Devices.

- ROM \Rightarrow Read only Memory
- PLA \Rightarrow Programmable Logic Array
- PAL \Rightarrow Programmable Array logic.

- Programmable logic Device is IC that user can configure & is capable of implementing logic functions. It is a VLSI (very large scale Integration) chip that contains a regular structure.

It is programmed by the user to perform the functions required.

- ▷ Several advantages are offered.

Advantages:

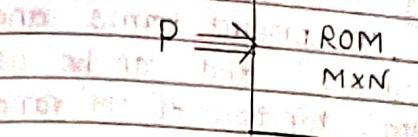
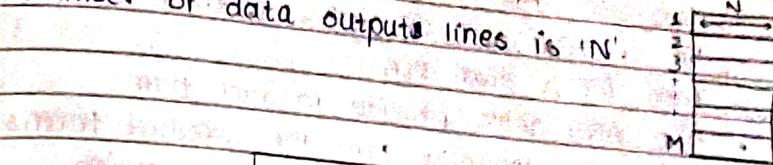
- 1] Short design cycle.
- 2] Low development cost.
- 3] Reduction in board space required.
- 4] Reduction in power requirement.
- 5] Design security.
- 6] Compact circuitry.
- 7] High switching speed.
- 8] Higher densities.

* ROM as PLD

- A Read Only Memory (ROM) is basically a combination circuit and can be used to implement a logic function.

- A ROM of size ' $M \times N$ ' has ' M ' no. of locations and ' N ' no. of bits can be stored at each location.
- The number of address input is ' P ' where $2^P = M$.

Number of data output lines is ' N '.



A ' P ' variable, ' N ' output logic functions can be implemented using a ROM of size ' $2^P \times N$ '. Since all the possible 2^P minterms are effectively generated.

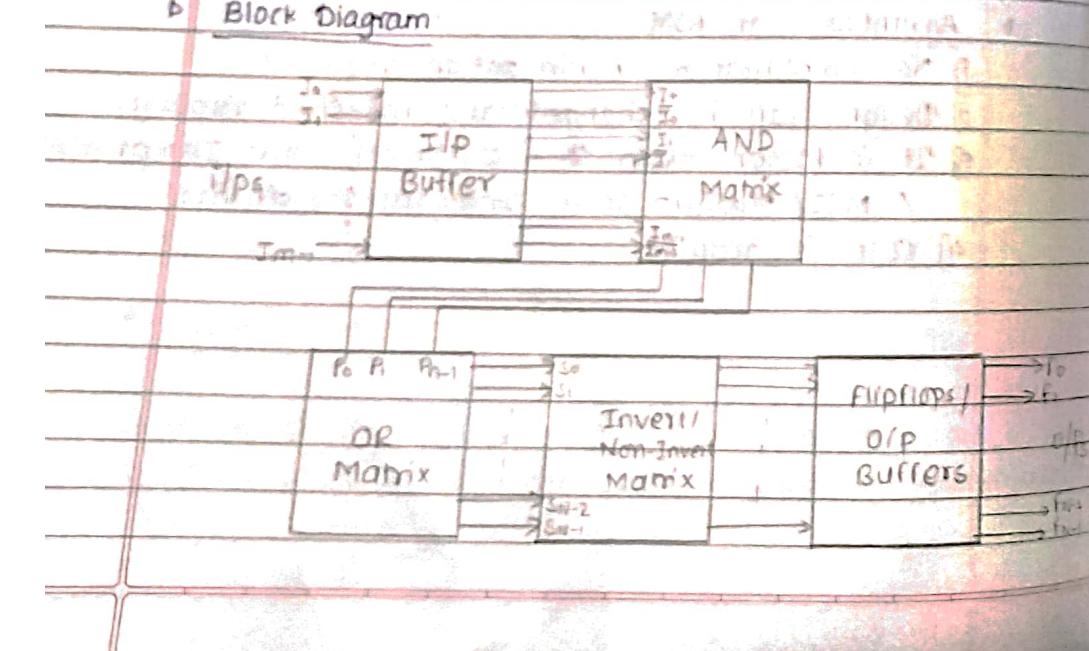
▷ Advantages of ROM:

- 1] No simplification / minimization required.
- 2] Designs can be changed and modified rapidly.
- 3] It is faster than SSI (Small Scale Integration) / MSI (Medium Scale Integration) circuits.
- 4] Cost is reduced.

* PLA

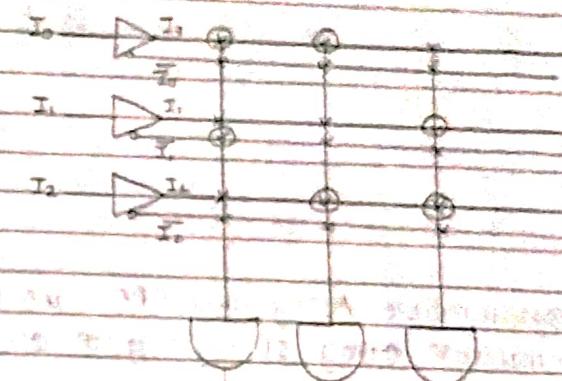
- A PLA (Programmable logic Array) consists of two level AND/OR circuits on a single chip.
- No of AND and OR gates & their inputs are fixed for a given PLA.
- The AND gates provide product terms.
- OR gates logically sum the product terms thereby, generating an SOP expression.
- It has 'M' inputs, 'n' product terms and 'N' outputs with $n \leq 2^M$ and can be used to implement a logic function of 'M' variables with 'N' outputs.
- Since all of the possible 2^M minterms are not available. Therefore, logic minimization is required to accommodate a given logic function.

* Block Diagram



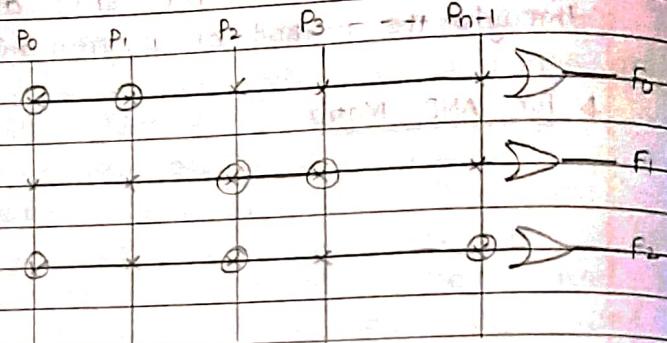
- Input buffer produces inverted as well as non-inverted output, for generating the required product term the unwanted links are open through the method of programming.

* For AND Matrix



$$F_{01} = I_0 \bar{I}_1 + I_0 I_2 + \bar{I}_1 I_2$$

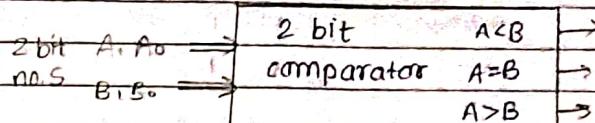
► For OR Matrix



* PAL

- A Programmable Array logic (PAL) is a programmable array of logic gate on a single chip.
- In contrast to PLA, it has programmable AND array + a fixed OR array in which each OR gate gets inputs from sum of the AND gates i.e. all the AND gate outputs are not connected to any OR gate.
- Input and output circuits of PAL are similar to those of PLA.
The no. of fusible links in a PAL is a product of two 'M's & 'n' where 'M' is the no. of input variables + 'n' is the no. of product terms.

* Design 2-bit comparator



Truth table

2 bit No.s				output		
A		B		$A < B$	$A = B$	$A > B$
A_1	A_0	B_1	B_0			
0	0	0	0	0	1	0
0	0	0	1	1	0	0
0	1	0	0	1	0	0
0	1	0	1	1	0	0
0	1	1	0	1	0	0
0	1	1	1	1	0	0
1	0	0	0	0	0	1
1	0	0	1	0	0	1
1	0	1	0	0	1	0
1	0	1	1	1	0	0
1	1	0	0	0	0	1
1	1	0	1	0	0	1
1	1	1	0	0	0	1
1	1	1	1	0	1	0

Design → Solve Problem
 Realise ← Implement (MJD)
 Diagrams

A < B

A₁A₀ \ B₁B₀

	00	01	11	10
00	0	1	1	1
01	4	5	3	6
11	12	13	15	14
10	8	9	11	10

$$= \bar{A}_1 B_1 + \bar{A}_1 \bar{A}_0 B_0 + \bar{A}_0 B_1 B_0$$

A = B

A₁A₀ \ B₁B₀

00 01 11 10

00	1 ₀	1	5	2
01	4	15	7	6
11	12	13	15	14
10	8	9	11	10

$$= \bar{A}_1 \bar{A}_0 \bar{B}_1 \bar{B}_0 + \bar{A}_1 A_0 \bar{B}_1 B_0 + A_1 A_0 B_1 \bar{B}_0 + A_1 \bar{A}_0 B_1 B_0$$

$$= (\bar{A}_1 \oplus B_0) \cdot (\bar{A}_0 \oplus B_1)$$

A > B:

A₁A₀ \ B₁B₀

00 01 11 10

00	0	1	2	3
01	1 ₄	5	7	6
11	1 ₁₂	1 ₁₃	1 ₁₅	1 ₁₄
10	1 ₈	1 ₉	1 ₁₁	1 ₁₀

$$= A_1 \bar{B}_1 + A_0 \bar{B}_1 \bar{B}_0 + A_1 A_0 \bar{B}_1$$