

CS & IT ENGINEERING

DIGITAL LOGIC

MUX

Lecture No. 04



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TOPICS TO BE COVERED

01 MULTIPLEXER

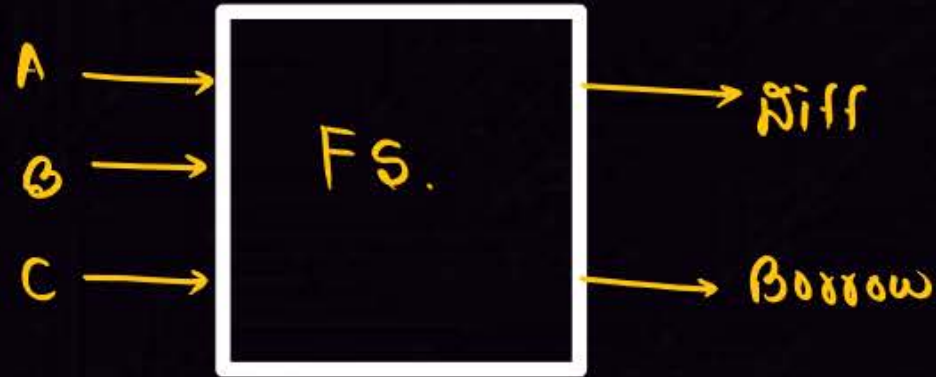
02 QUESTION PRACTICE

03 DISCUSSION

FULL SUBTRACTOR



Step 1:-



Step 2:

	A	B	C	Diff	Borrow
0→	0	0	0	0	0
1→	0	0	1	1	1
2→	0	1	0	1	1
3→	0	1	1	0	1
4→	1	0	0	1	0
5→	1	0	1	0	0
6→	1	1	0	0	0
7→	1	1	1	1	1

Step 3: $\text{Diff} = \sum m(1, 2, 4, 7) = A \oplus B \oplus C$

$$\text{Borrow} = \sum m(1, 2, 3, 7)$$

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

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

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

$$= (\overline{B \oplus C}) \cdot \bar{A} + BC$$

$$\bar{A}\bar{B}C + \bar{A}B\bar{C} + \bar{A}BC + ABC$$

$$(\bar{A}\bar{B} + AB)C + \bar{A}B(\bar{C} + C)$$

$$(A \oplus B)C + \bar{A}B$$

$$(\overline{A \oplus B})C + \bar{A}B$$

← semiminimized

Step 4: Minimization:

$$\text{Diff} = A \oplus B \oplus C$$

$$\text{Borrow} = \sum m(1, 2, 3, 7)$$

$A \backslash BC$		$\bar{B}\bar{C}$	$\bar{B}C$	$B\bar{C}$	BC
		00	01	11	10
\bar{A}	0		1	1	1
A	1			1	

$$\text{Borrow} = \bar{A}B + \bar{A}C + BC$$

$$\text{Diff} = (A \oplus B) \oplus C$$

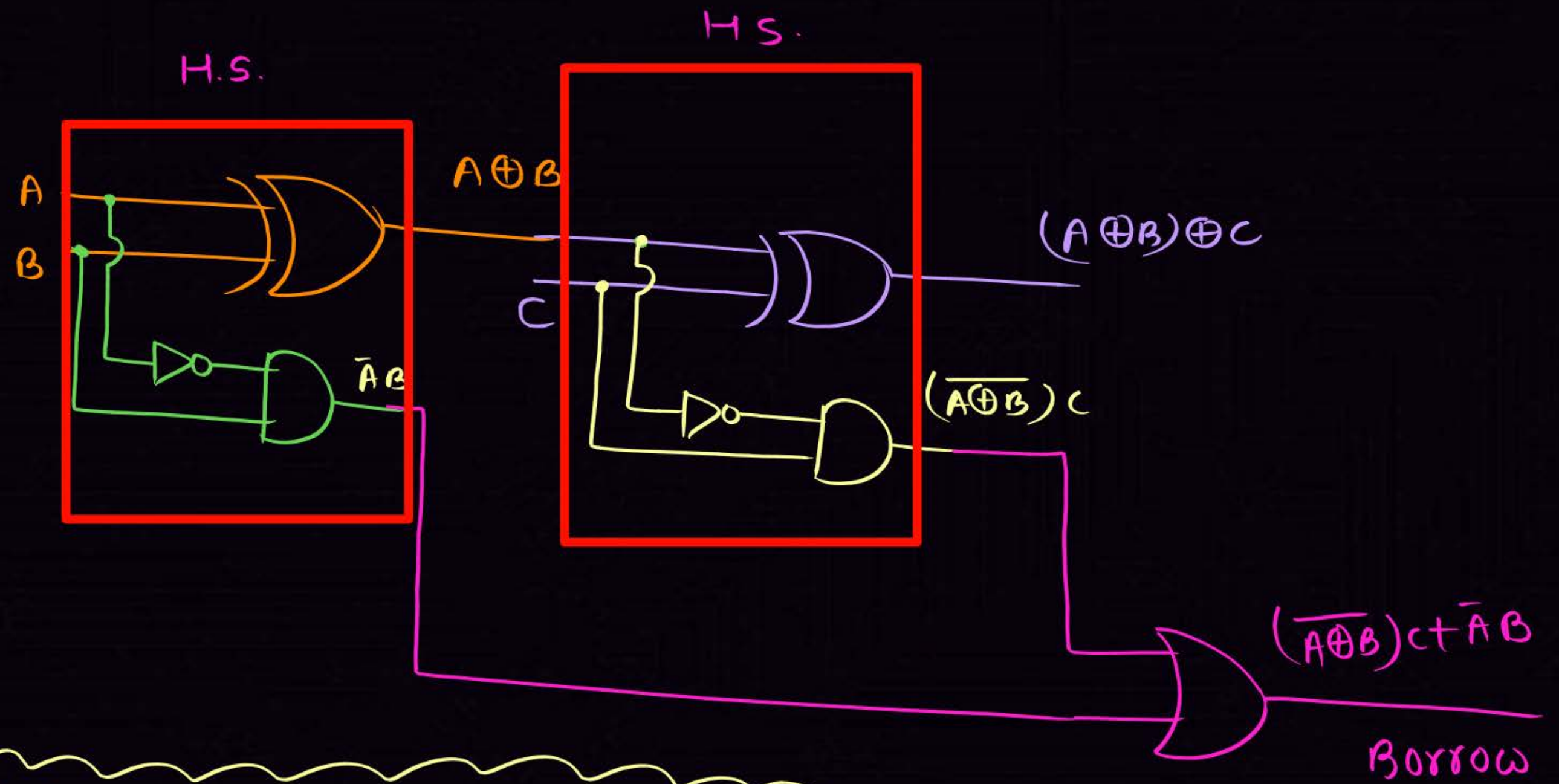
$$\text{Borrow} = \sum m(1, 2, 3, 7)$$

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

$$= (\overline{A \oplus B}) \cdot C + \bar{A}B$$

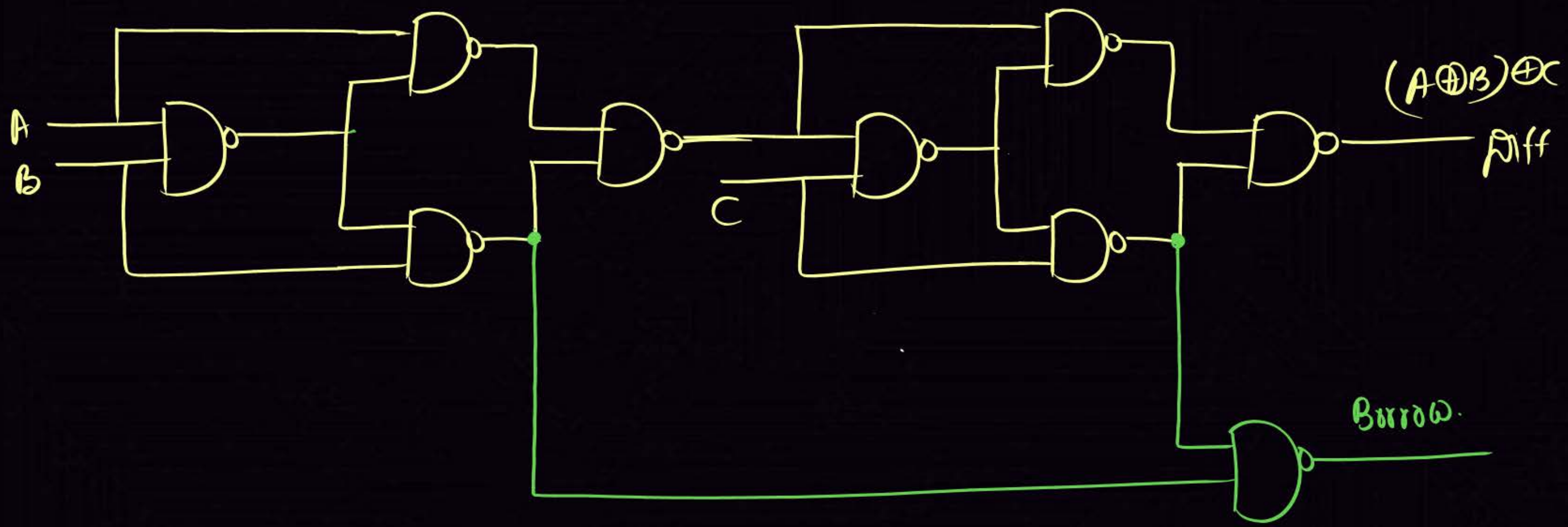
$$= \bar{A}B + \bar{A}C + BC$$

Step 5.



1 Full Subtractor = 2 H.S. + 1 OR GATE

9



H.A

$$\left. \begin{array}{l} \text{Sum} = A \oplus B \\ \text{Carry} = AB \end{array} \right\}$$

$$\left. \begin{array}{l} \text{NAND} \\ \text{NOR} \end{array} \right\} = 5$$

FA

$$\text{Sum} = A \oplus B \oplus C$$

$$\text{Carry} = \sum m(3, 5, 6, 7)$$

$$= (A \oplus B)C + AB$$

$$= AB + AC + BC$$

$$\left. \begin{array}{l} \text{NAND} \\ \text{NOR} \end{array} \right\} = 9$$

H.S.

$$\text{Diff} = A \oplus B$$

$$\text{Borrow} = \bar{A}B$$

$$\left. \begin{array}{l} \text{NAND} \\ \text{NOR} \end{array} \right\} = 5$$

F.S.

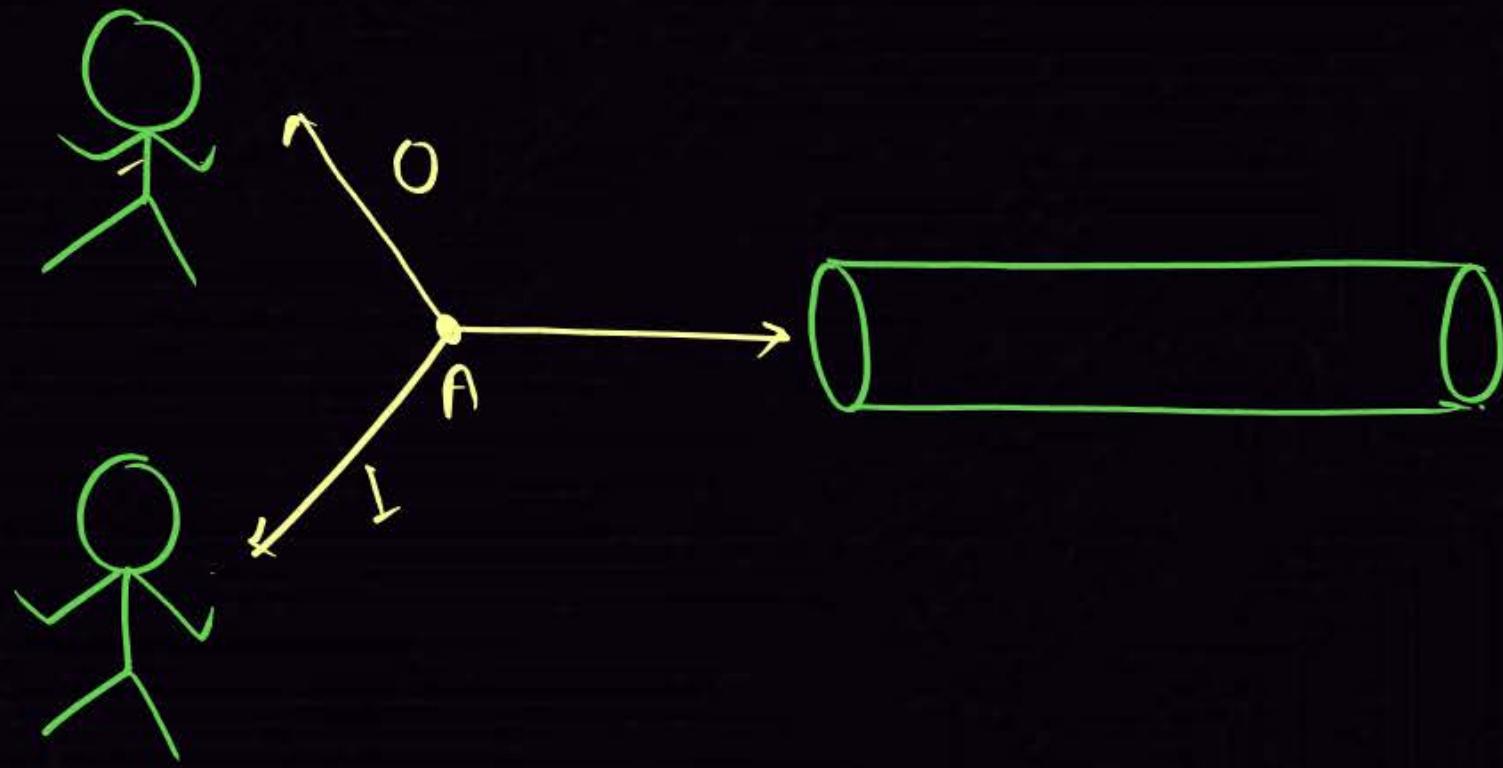
$$\text{Diff} = A \oplus B \oplus C$$

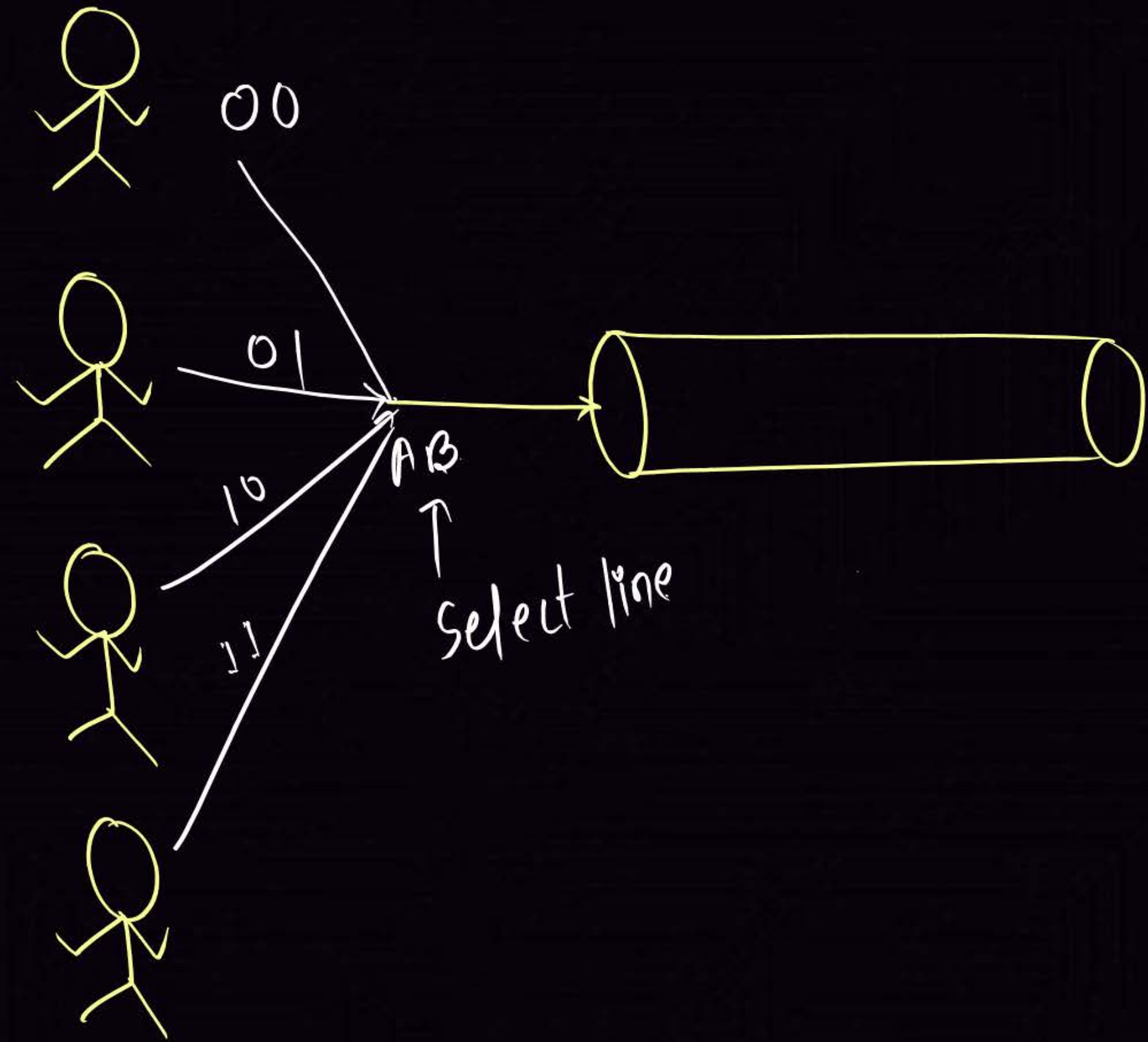
$$\text{Borrow} = \sum m(1, 2, 3, 7)$$

$$= (\overline{A \oplus B})C + \bar{A}B$$

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

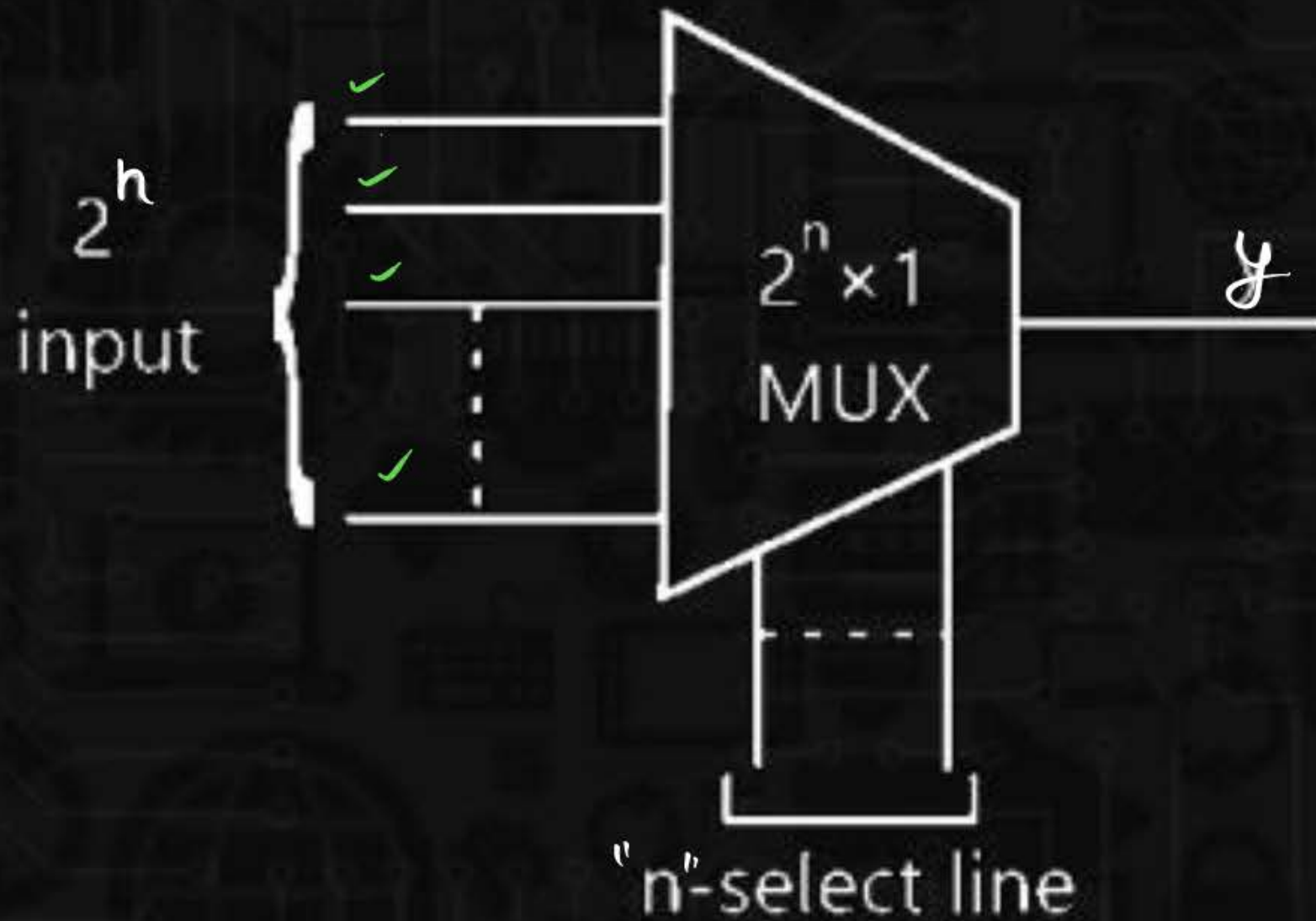
$$\left. \begin{array}{l} \text{NAND} \\ \text{NOR} \end{array} \right\} = \underline{9}$$





MULTIPLEXER

1 Question



MUX

input o/p
 $2^n : 1$

AND-OR Logic ✓

Universal Logic

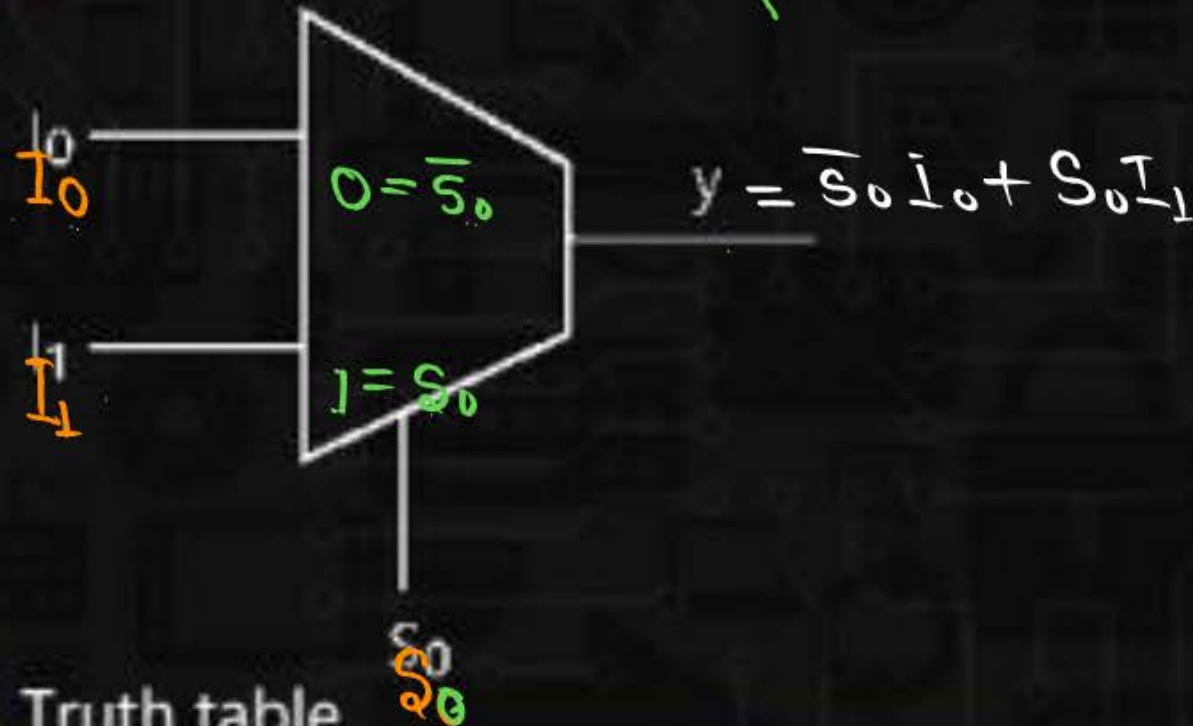
MULTIPLEXER



Q.1

Design a 2×1 MUX?

Step-1. Number of input 2 outputs



$$Y = \overline{S_0} I_0 + S_0 I_1$$

Step 2. Truth table.

S_0	Y
0	I_0
1	I_1

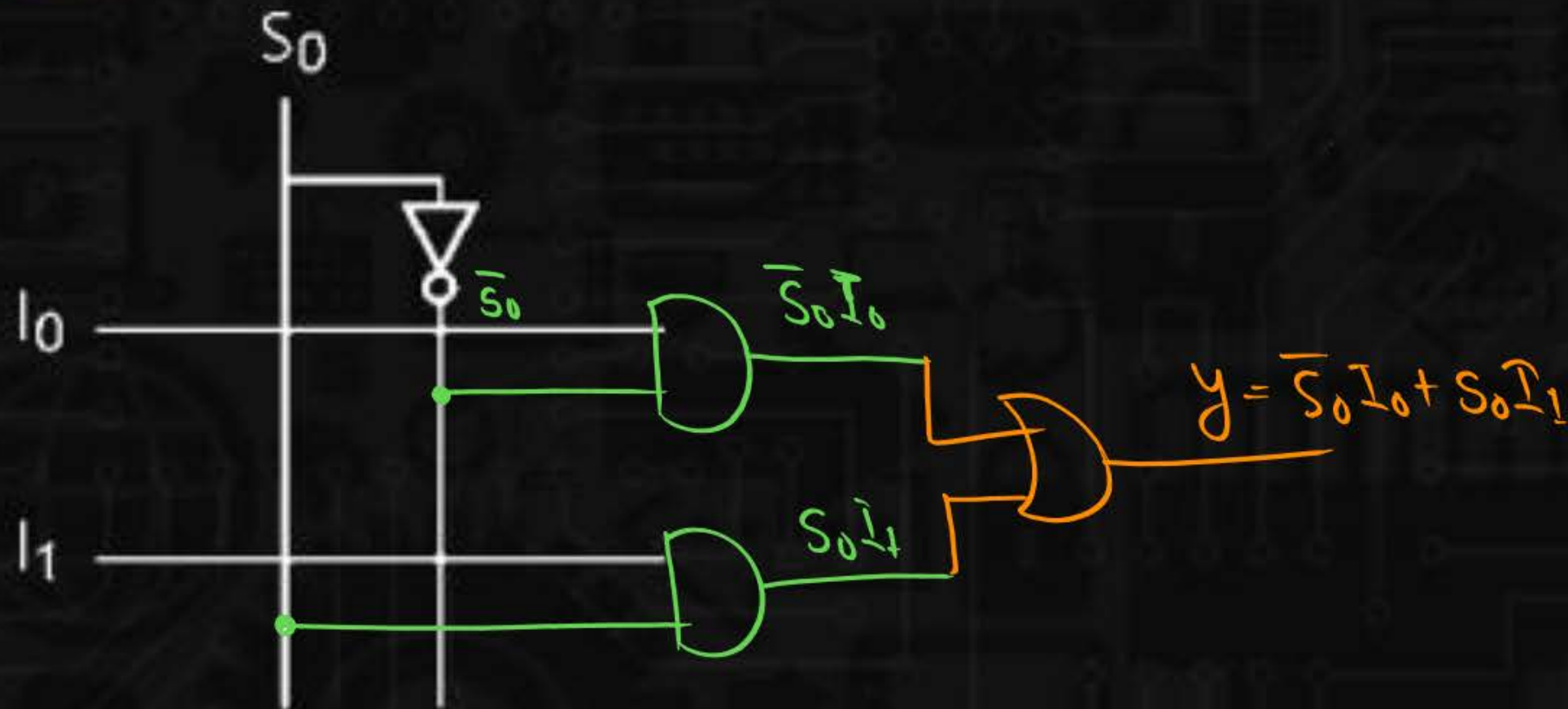
MULTIPLEXER



Step 3. Logical expression $y = \bar{S}_0 I_0 + S_0 I_1$

Step 4. Minimization ✓

Step 5. Hardware implementation

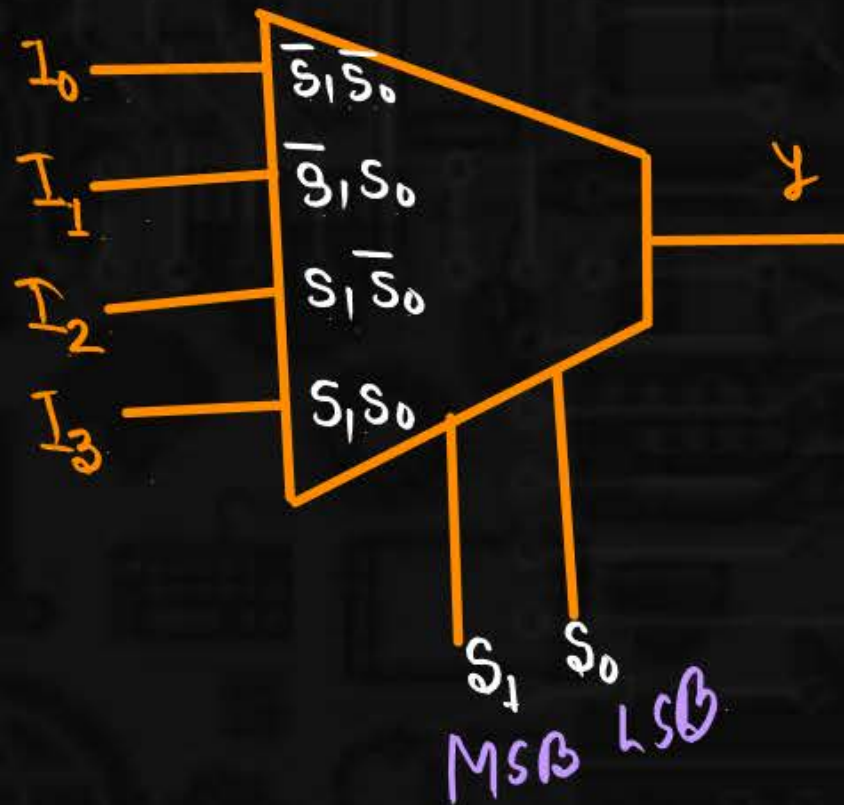


MULTIPLEXER

Q.2

Design a 4×1 MUX?

Step 1:



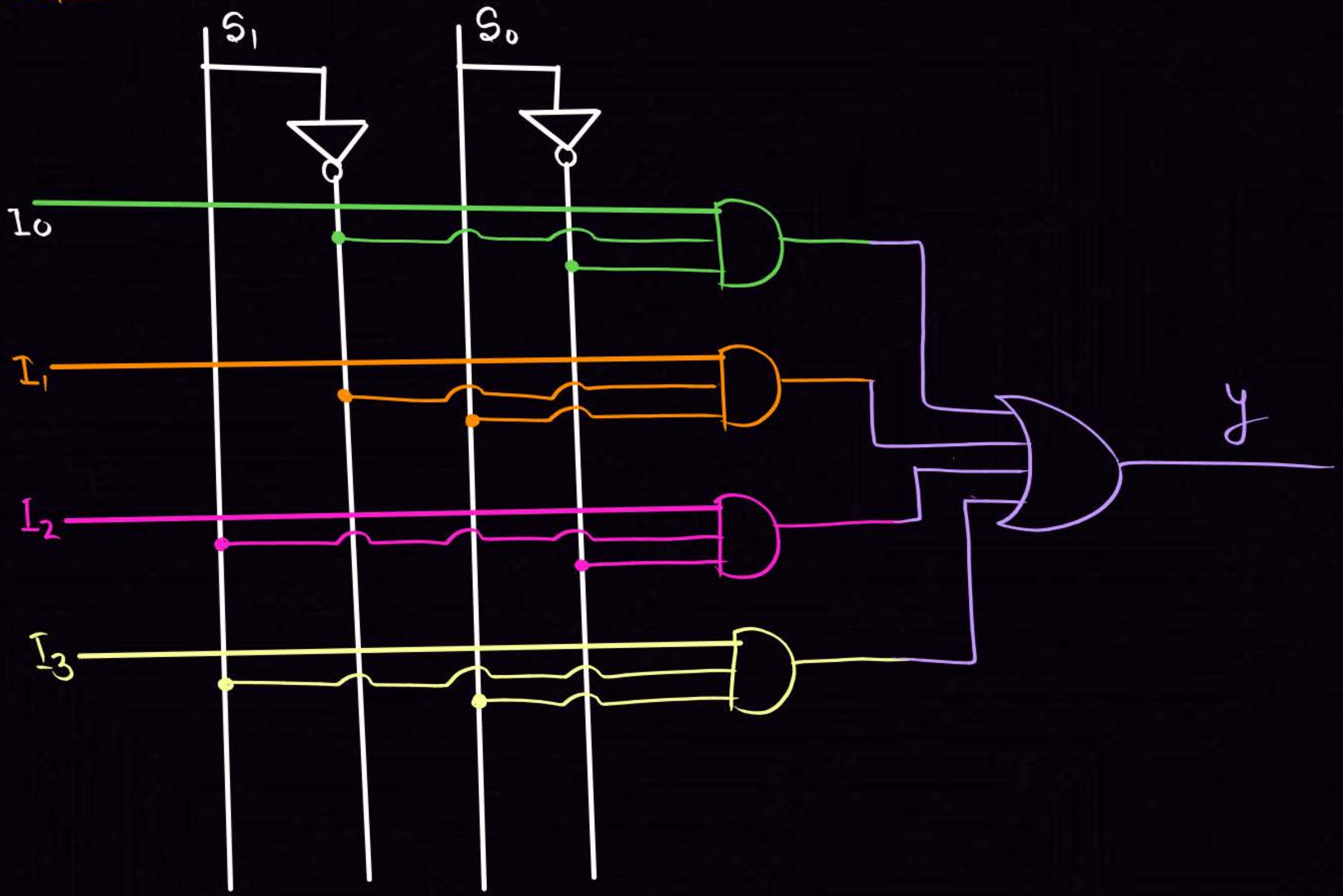
Step 2:

S_1	S_0	y
0	0	I_0
0	1	I_1
1	0	I_2
1	1	I_3

Step 3: $y = \bar{S}_1 \bar{S}_0 I_0 + \bar{S}_1 S_0 I_1 + S_1 \bar{S}_0 I_2 + S_1 S_0 I_3$

Step 4: \Rightarrow Minimization.

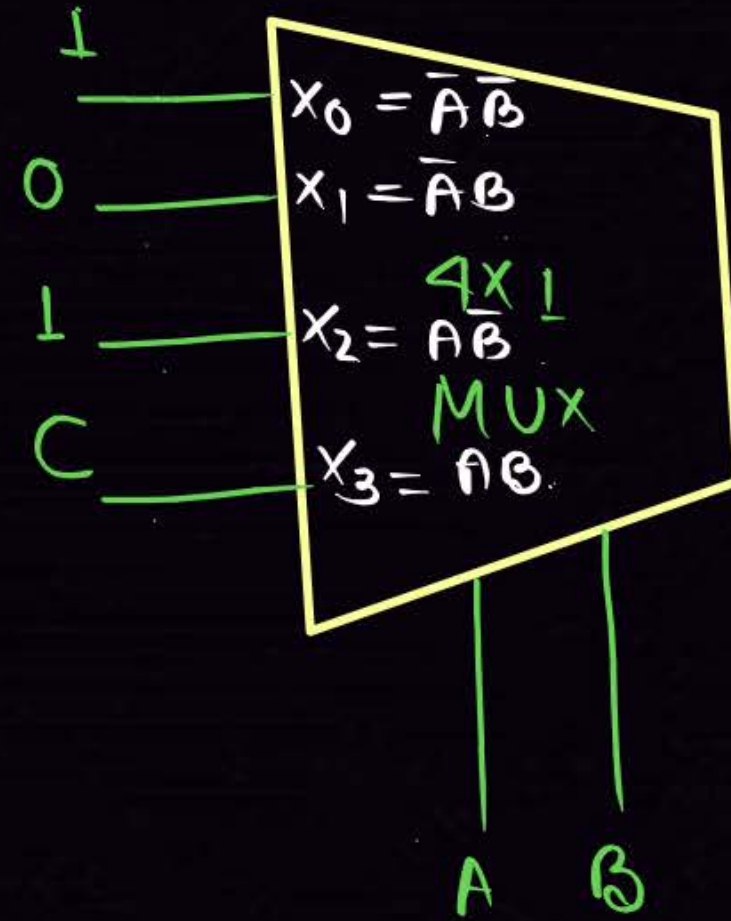
Step 5. $y = \bar{s}_1 \bar{s}_0 I_0 + \bar{s}_1 s_0 I_1 + s_1 \bar{s}_0 I_2 + s_1 s_0 I_3$



Q Design a 8×1 MUX?

Q Design a 16×1 MUX?

Ex



$$\begin{aligned}
 y &= \bar{A}\bar{B} \cdot 1 + \bar{A}B \cdot 0 + A\bar{B} \cdot 1 + AB \cdot C \\
 &= \bar{A}\bar{B} + A\bar{B} + ABC
 \end{aligned}$$

TYPE 1 . Designing of Higher Order Mux By Lower Order Mux

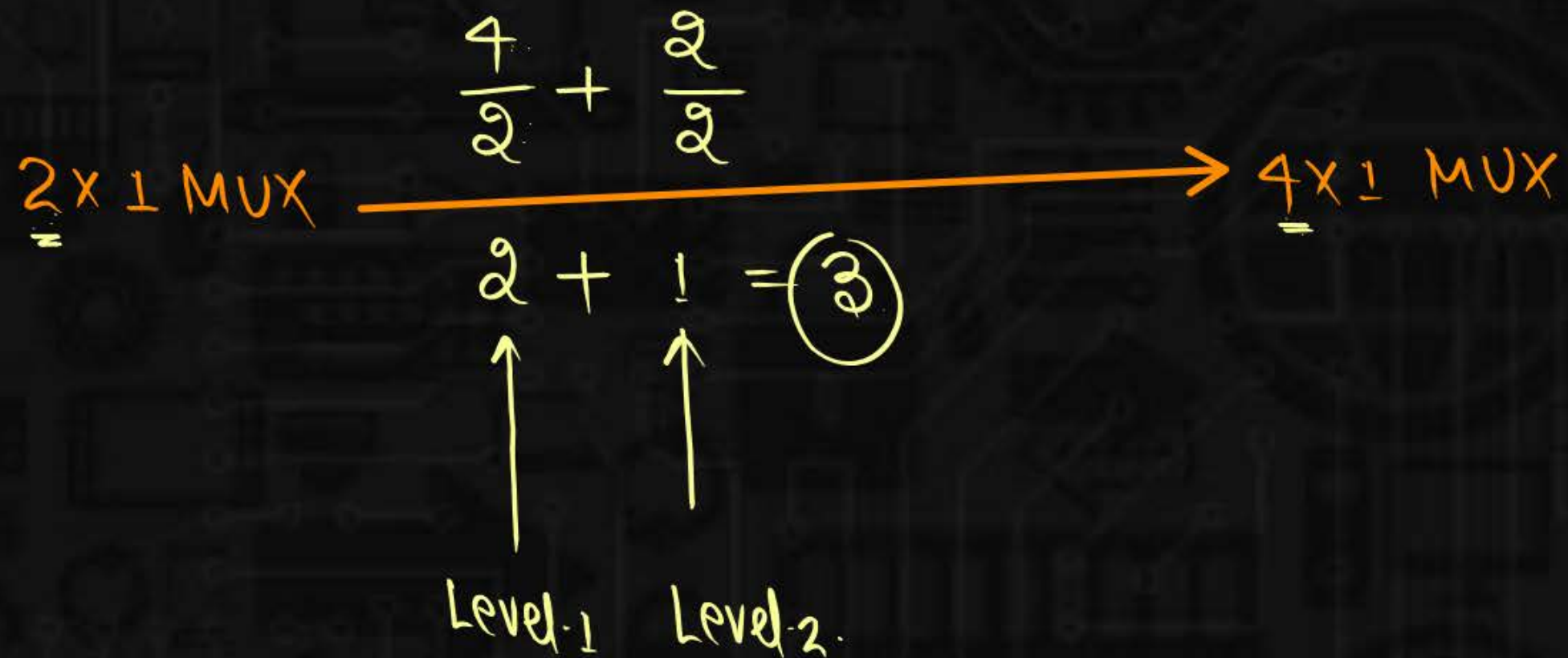


Q.3

Design 4×1 MUX using 2×1 MUX.

2 select line

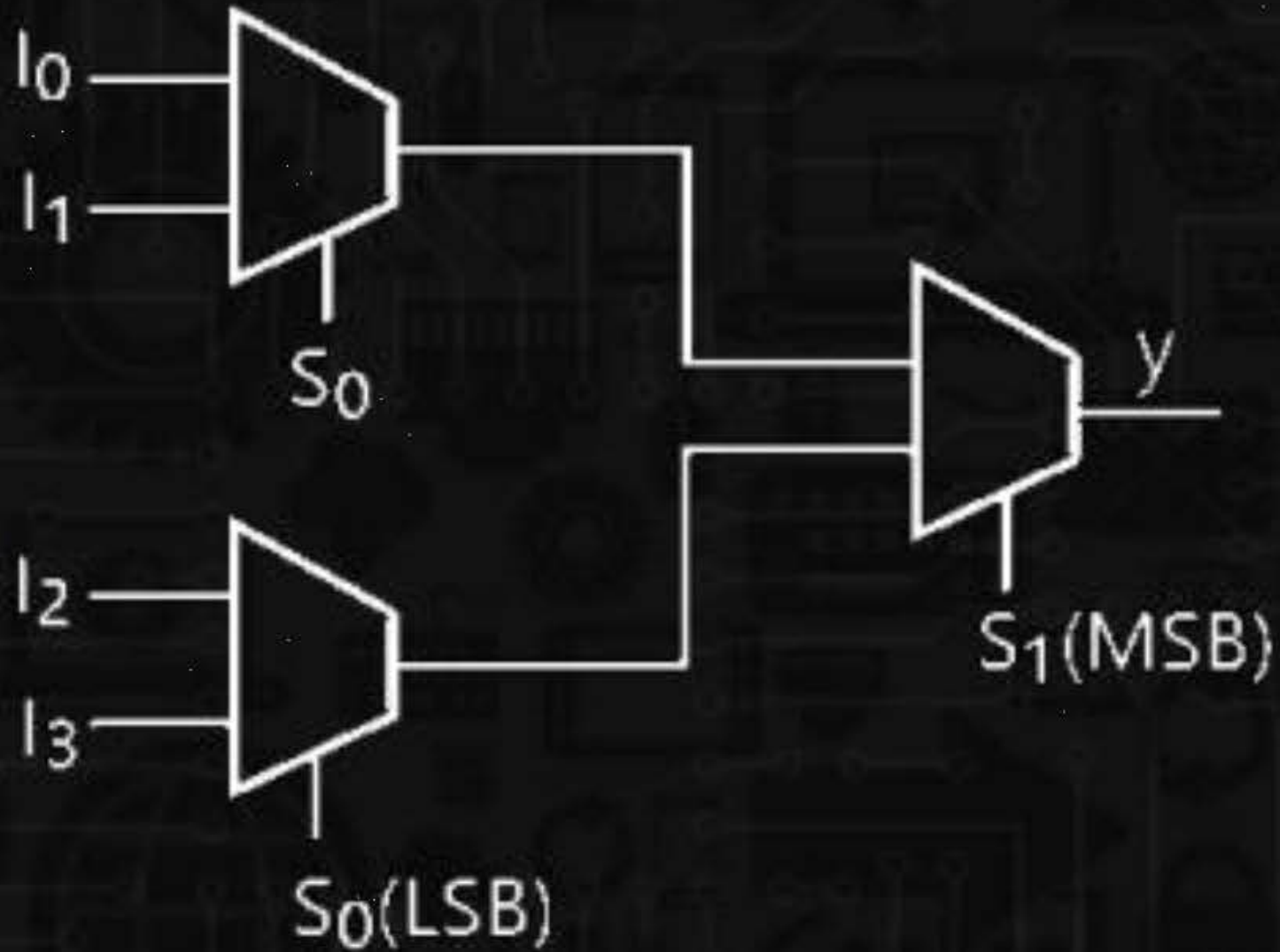
1 select line



MULTIPLEXER



$$2 \times 1 \xrightarrow[\substack{2 + 1 = \textcircled{3}}]{\substack{\frac{4}{2} + \frac{2}{2}}} 4 \times 1$$



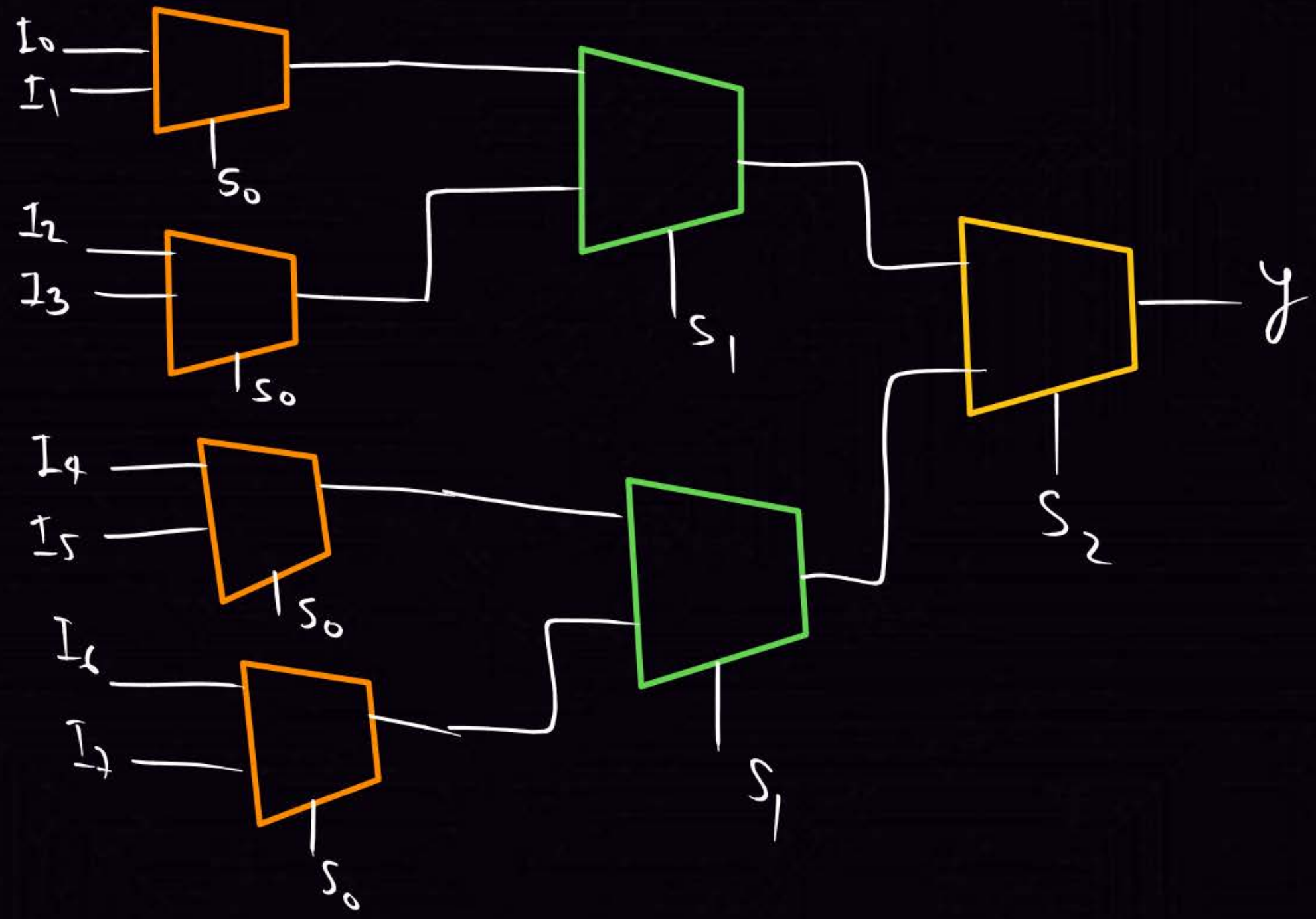
MULTIPLEXER



Q.4

Design 8×1 MUX using 2×1 MUX.

$$\begin{array}{c} 2 \times 1 \text{ MUX} \quad \frac{8}{2} + \frac{4}{2} + \frac{2}{2} \quad \rightarrow \quad 8 \times 1 \text{ MUX} \\ 4 + 2 + 1 = \textcircled{7} \\ \uparrow \quad \uparrow \quad \uparrow \\ \text{Level-1} \quad \text{Level-2} \quad \text{Level-3} \end{array}$$



MULTIPLEXER



Q.5

Design 16×1 using 2×1 MUX.

$$2 \times 1 \text{ MUX} \xrightarrow{\frac{16}{2} + \frac{8}{2} + \frac{4}{2} + \frac{2}{2}} 16 \times 1 \text{ MUX}$$
$$8 + 4 + 2 + 1 = 15$$

MULTIPLEXER

Q.6

Design 64×1 MUX using 2×1 MUX.



MULTIPLEXER



Q.7

Design $2^n \times 1$ MUX using 2×1 MUX.



MULTIPLEXER



Q.8

Design 16×1 MUX using 4×1 MUX.

$$\begin{array}{ccc} 4 \times 1 \text{ MUX} & \xrightarrow{\frac{16}{4} + \frac{4}{4}} & 16 \times 1 \text{ MUX} \\ & 4 + 1 = \textcircled{5} & \\ & \text{Ans} & \end{array}$$

MULTIPLEXER

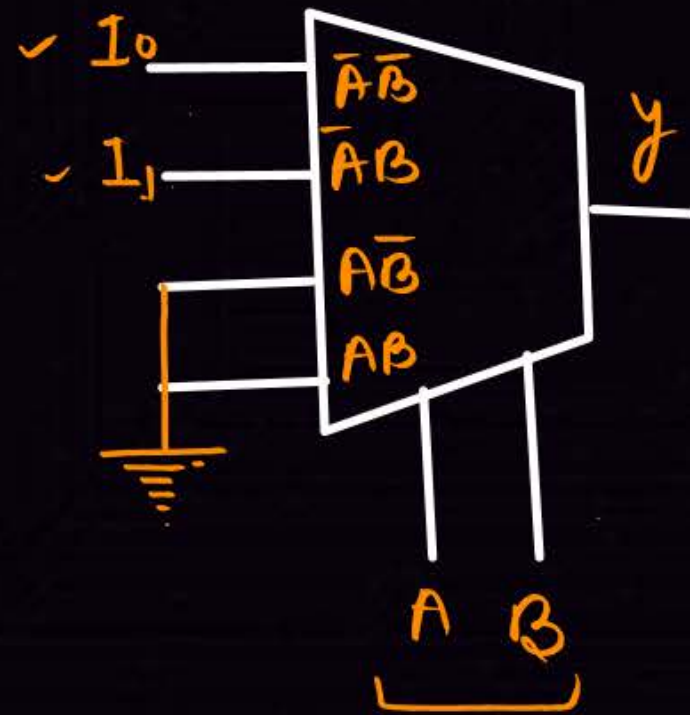


Q.9

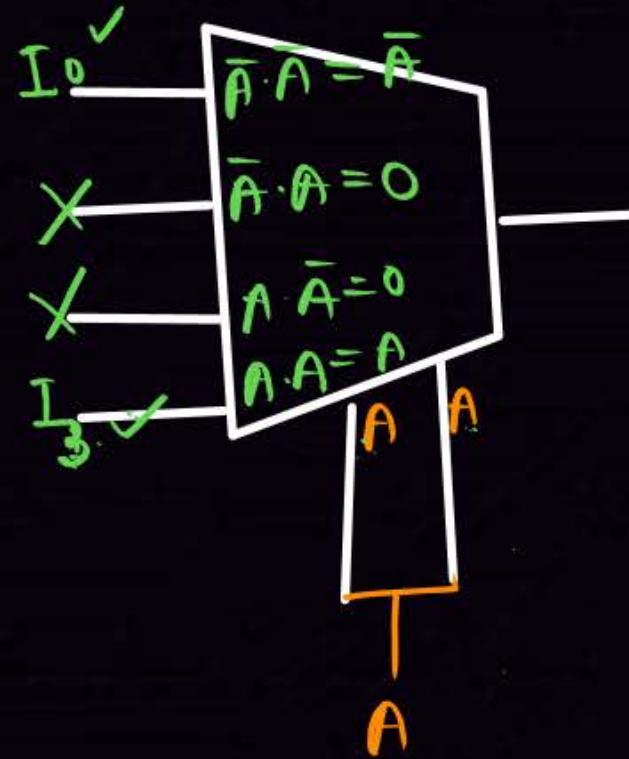
Design 8×1 using 4×1 MUX.

✓ 4×1 MUX $\xrightarrow{\substack{\frac{8}{4} + \frac{2}{4} \\ 2 + 1 = \underline{\underline{3}}}} 8 \times 1$ MUX

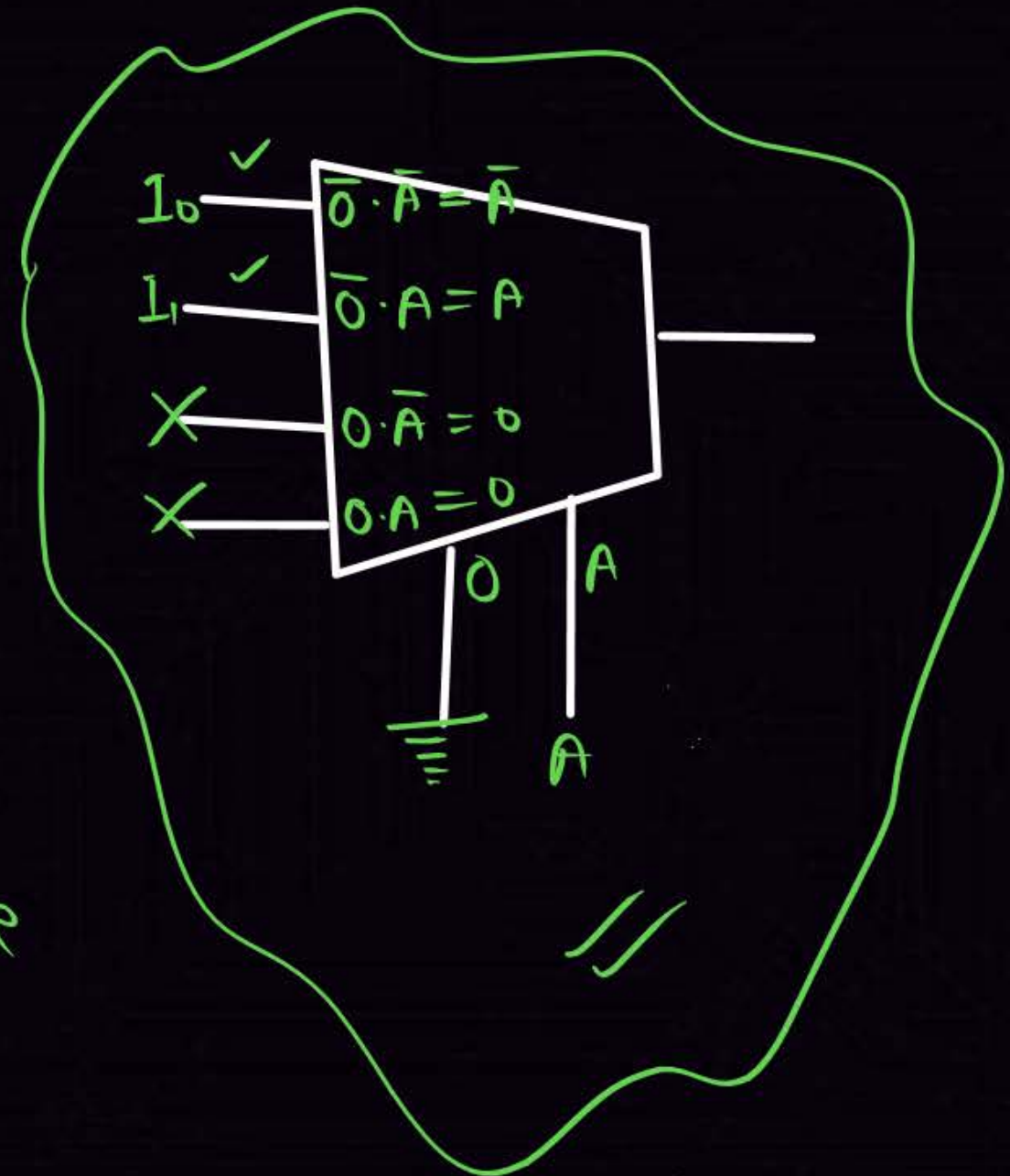
Handwritten notes: A green arrow points to the $\frac{2}{4}$ term with the label "input".



Select Variable
= 2.

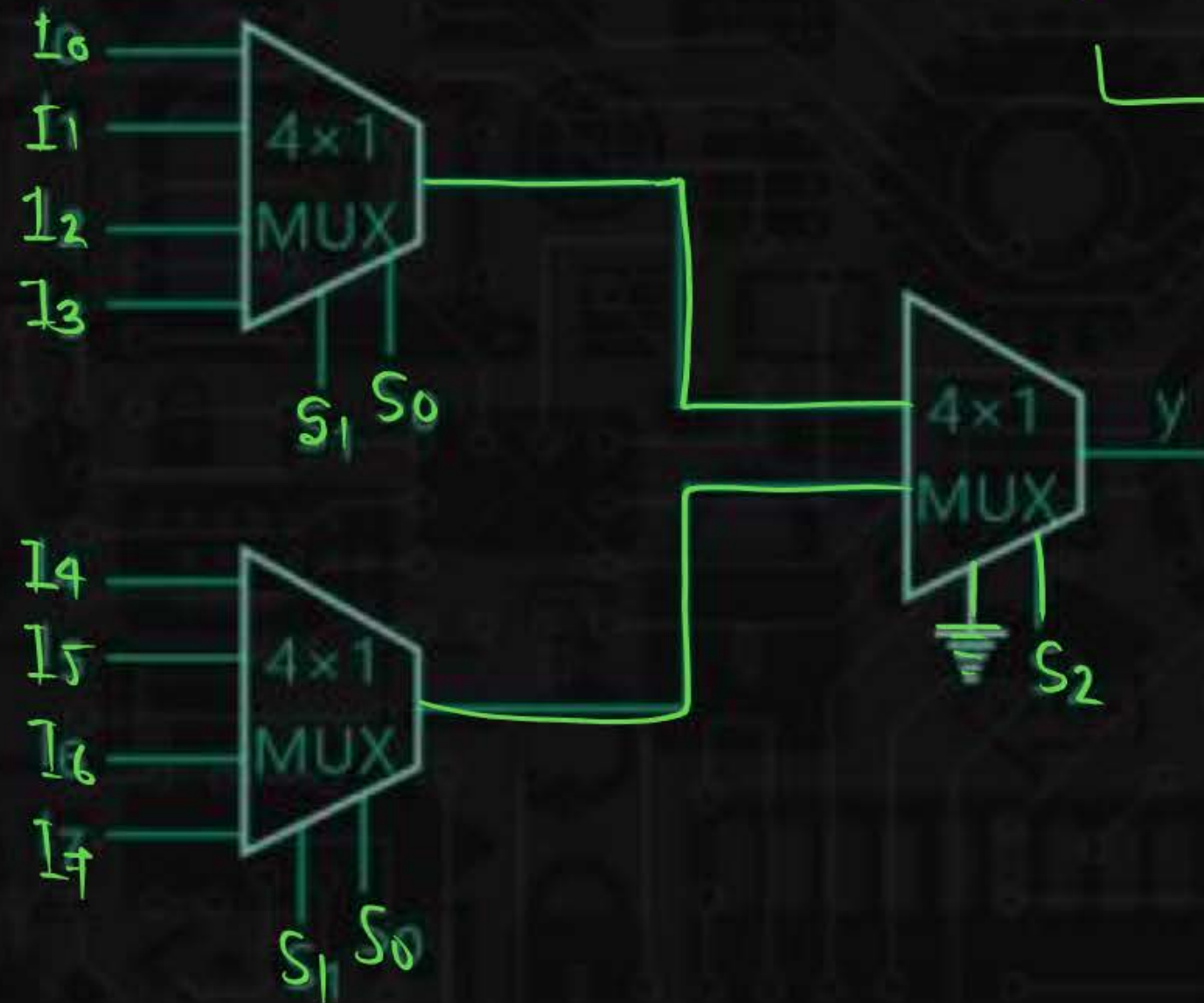


Select Variable
= 1



Select Variable = 1

MULTIPLEXER



8X1 MUX

→ 3 select variable

MULTIPLEXER



Q.10

Design 64×1 MUX using 4×1 MUX.

$$4 \times 1 \text{ MUX} \xrightarrow[\begin{array}{c} \frac{64}{4} + \frac{16}{4} + \frac{4}{4} \\ 16 + 4 + 1 = \textcircled{21} \end{array}]{\hspace{10em}} 64 \times 1 \text{ MUX}$$

MULTIPLEXER

Q.11

Design 64×1 MUX using 8×1 MUX.

$$8 \times 1 \text{ MUX} \xrightarrow[\substack{\frac{64}{8} + \frac{8}{8} \\ 8 + 1 = 9}]{\quad} 64 \times 1 \text{ MUX}$$

MULTIPLEXER

Q.12

Design 256×1 MUX using 16×1 MUX.

$$\begin{array}{ccc}
 16 \times 1 \text{ MUX} & \xrightarrow{\frac{256}{16} + \frac{16}{16}} & 256 \times 1 \text{ MUX} \\
 & 16 + 1 = \textcircled{17} & \\
 & \text{Ans} &
 \end{array}$$

Q = $4 \times 1 \text{ MUX} \xrightarrow{\frac{32}{4} + \frac{8}{4} + \frac{2}{4}} 32 \times 1 \text{ MUX}$

$8 + 2 + 1 = \textcircled{11}$

Ans

ppg {

- Logic Gate
- Boolean Algebra
- K-MAP
- 1PA, FA, H.S, F.S,

