

CS2100 Computer Organisation
Tutorial #8: MSI Components
(Week 10: 23 – 27 March 2020)
Answers

1. Realize the following function with (a) an **8:1 multiplexer**, and (b) a **4:1 multiplexer** using the first 2 input variables as the selector inputs.

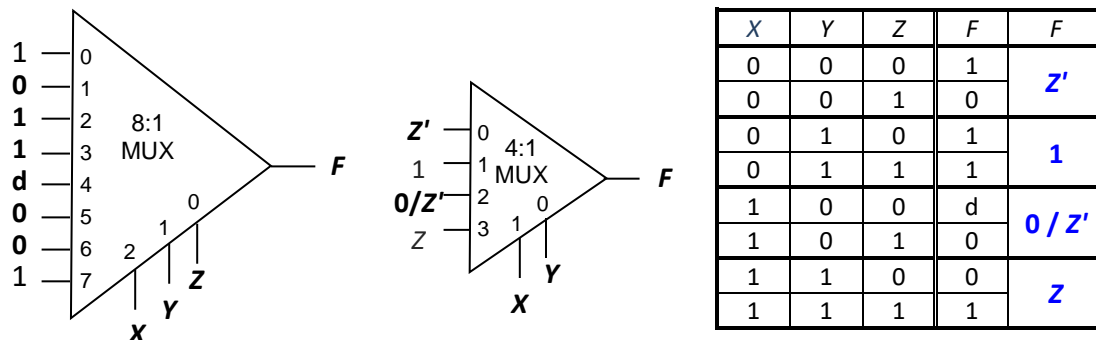
$$F(X, Y, Z) = \Pi M(1, 5, 6) \cdot D(4)$$

You may write complemented variables instead of drawing an inverter to derive it. If you have several choices for your answer, choose the simplest one (constant logic values 0 and 1 are simpler than literals). You may write “x” or “d” for “don’t-care” values.

What if we use the last 2 input variables as the selector inputs instead for the 4:1 multiplexer?

Answers:

F is a 3-variable function, so there are $2^3 = 8$ rows in its truth table. Using an 8:1 multiplexer, we do not need to collapse any input; we just copy the values of F directly to the multiplexer inputs:



To use a 4:1 multiplexer, we need to collapse the 8-row truth table to a 4-row table of multiplexer inputs (see table above). For simplicity sake, we choose the most significant variables as our selector lines (unless the instruction says otherwise), and the least significant variable as the input variable into the multiplexer.

Given that the maxterms are M_1 , M_5 and M_6 (where F is false), we put “0” in the inputs 1, 5 and 6 of the 8:1 multiplexer. How do we deal with the don’t-care at M_4 (or m_4)? Since it is a don’t-care input, we can put a “0” or “1” or “d” (I’m avoiding “X” because “X” happens to be one of the three variables). Since we are going to collapse inputs, we put a “d” to preserve its don’t-care state. The collapse works likewise except that we need to deal with the “d”. Indeed, there is no fast way to decide

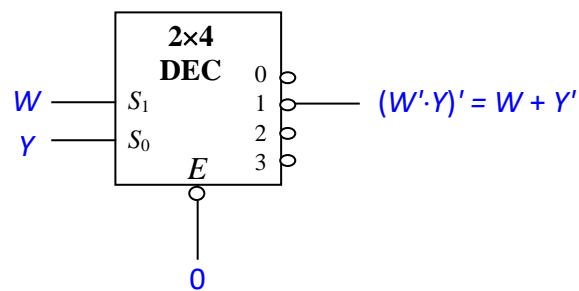
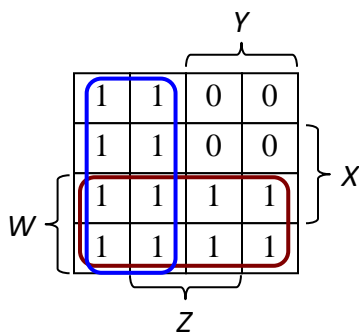
whether “d” should be “0” or “1” in order to get the most simplified circuit. However, there is a good heuristic – we let “d” be the same as the other input in that same group. In this case, since input line 5 is a “0”, we make the don’t-care at input line 4 “0” as well. Doing so will make the design less complicated. (If we make the don’t-care “1”, then the third multiplexer input would be Z' instead of 0.) In my solution above, I list out both answers 0 and Z' for the third multiplexer input, but the question asks for the simplest one, so students should give “0”. Can we write “d” for the third input? No, because if we write “d”, it means that 1 is also a possible answer for the third multiplexer input.

(If time permits, show students how to do the 4:1 multiplexer if the last two variables, i.e. Y and Z , instead are chosen for the multiplexer selector lines.)

- Given the following **zero-enabled 2×4 decoder with negated outputs**, how would you implement the Boolean function $J(W,X,Y,Z) = \prod M(2, 3, 6, 7)$ without any additional logic gates?

Answer: $J(W,X,Y,Z) = \prod M(2, 3, 6, 7) = W + Y'$ (from K-map)

The expression consists of only two variables. A 2×4 decoder is sufficient to implement such an expression on two variables since $W + Y'$ is maxterm $M1$ of $J(W,Y)$. Alternative solution possible (for example, swapping the inputs W and Y and selecting output number 2).



3. [AY2011/2 Semester 2 Exam question]

You are to design a converter that takes in 4-bit input $ABCD$ and generates a 3-bit output FGH as shown in Table 1 below.

Input				Output		
A	B	C	D	F	G	H
0	0	0	0	0	0	0
1	0	0	0	0	0	1
1	1	0	0	0	1	0
1	1	1	0	0	1	1
1	1	1	1	1	0	0
0	1	1	1	1	0	1
0	0	1	1	1	1	0
0	0	0	1	1	1	1

Table 1

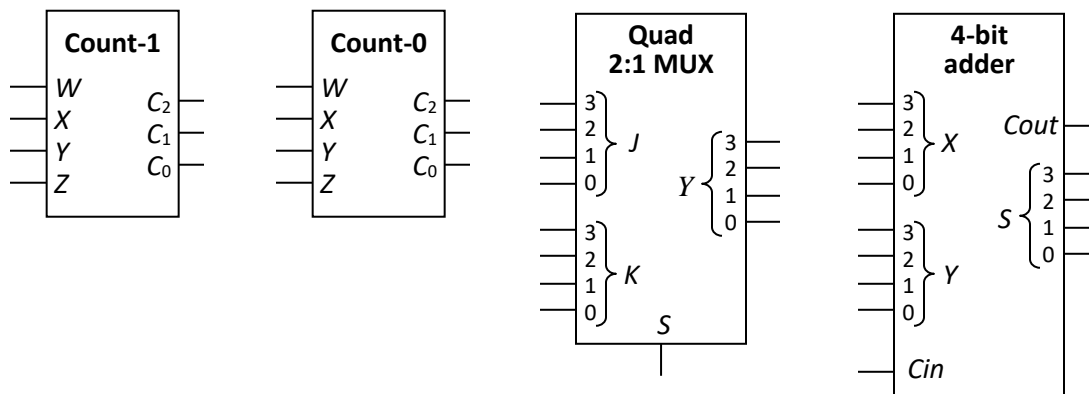
S	$Y_3Y_2Y_1Y_0$
0	$J_3J_2J_1J_0$
1	$K_3K_2K_1K_0$

Table 2

You are given the following components:

- A **Count-1** device that takes in a 4-bit input $WXYZ$ and generates a 3-bit output $C_2C_1C_0$ which is the number of 1s in the input. For example, if $WXYZ = 0111$, then $C_2C_1C_0 = 011$ (or 3).
- A **Count-0** device that takes in a 4-bit input $WXYZ$ and generates a 3-bit output $C_2C_1C_0$ which is the number of 0s in the input. For example, if $WXYZ = 0111$, then $C_2C_1C_0 = 001$ (or 1).
- A **quad 2:1 multiplexer** that takes in two 4-bit inputs $J_3J_2J_1J_0$ and $K_3K_2K_1K_0$, and directs one of the inputs to its output $Y_3Y_2Y_1Y_0$ depending on its control signal S , as shown in Table 2 above.
- A **4-bit parallel adder** that takes in two 4-bit unsigned binary numbers and outputs the sum.

The block diagrams of these components are shown below:

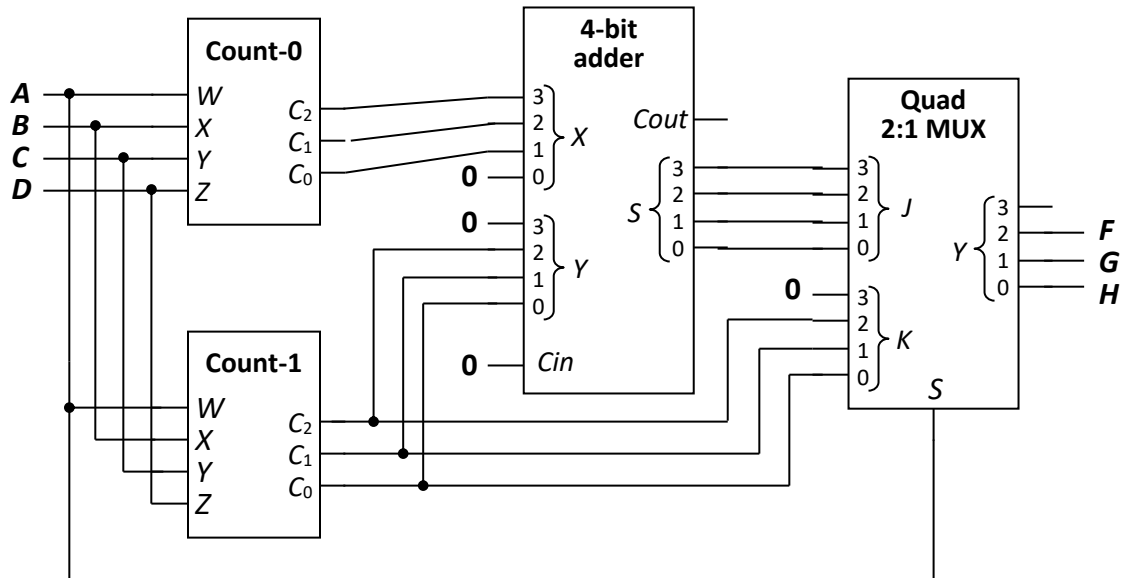


Given the above 4 components, you are to employ block-level design to design the converter, without using any additional logic gate or other devices. You may observe that if $A = 1$, then the output FGH is simply the number of 1s in the input $ABCD$. You are to make your own observation for the case when $A = 0$.

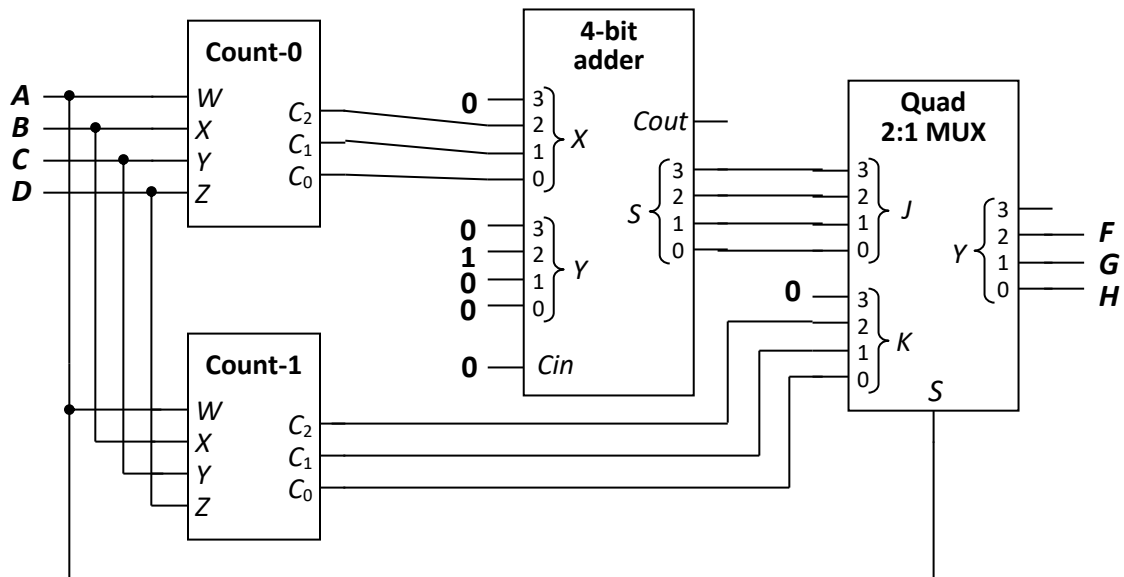
[Hint (not given in exam): You need only use one of each of the components. Complete the diagram below.]

Key ideas:

1. If $A = 1$ (or $D = 0$), count #1s in $ABCD$.
2. If $A = 0$ (or $D = 1$), either
 - a. $\#1s + 2 \times \#0s$; or
 - b. $4 + \#0s$



OR



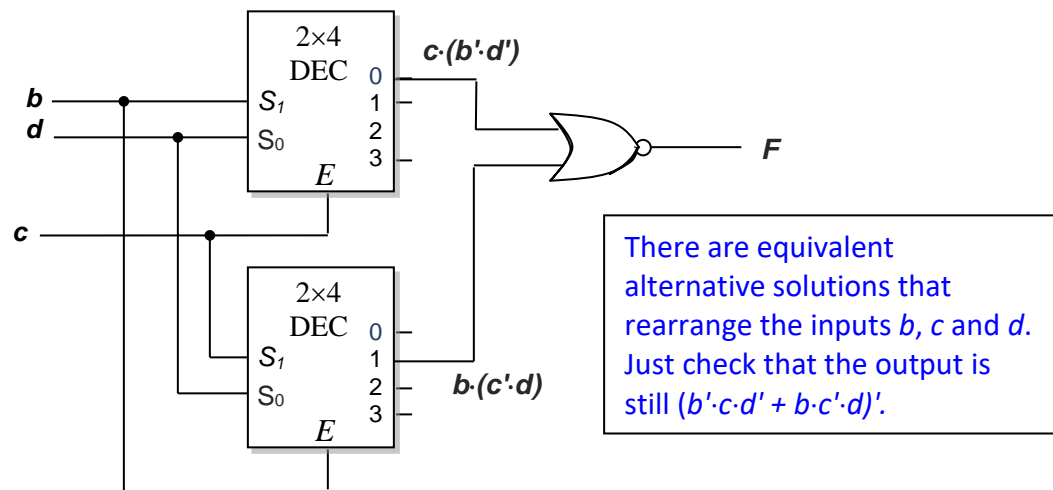
4. Implement the following Boolean function using the fewest number of **2×4 decoder with 1-enable and normal outputs**, and at most two logic gates.

$$F(a,b,c,d) = \sum m(0,1,3,4,6,7,8,9,11,12,14,15)$$

(There is a solution with two decoders and one logic gate which is easy to obtain. A more challenging solution uses one decoder and two logic gates. We will discuss the former and leave the latter as an exercise for your own attempt.)

Answer:

It is easier to think about implementing F' (which is $\sum m(2,5,10,13)$ or $b' \cdot c \cdot d' + b \cdot c' \cdot d$), and then adding an inverter to invert it back to F .



We accept such solution with 2 decoders and one logic gate, but not more. (Note that an inverter, if used, is counted as a logic gate as well.)