

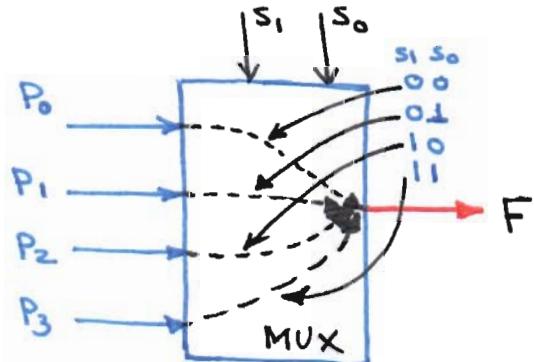
Multiplexers

①

- A multiplexers (MUX) is a combinational logic component that has several inputs and only one output. MUX directs one of the input to its output line by using a control bit word (selection line) to its select lines.

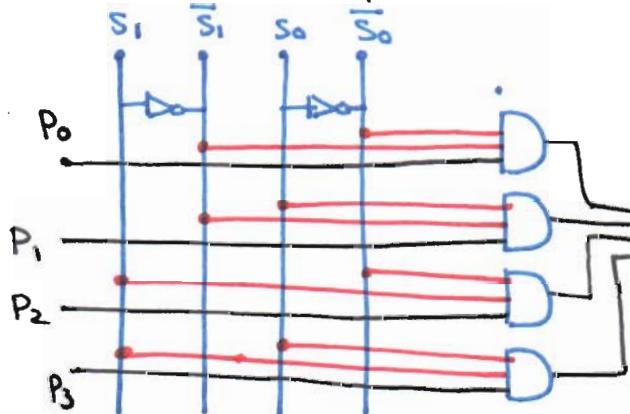
• 4-to-1 multiplexers

- S_1, S_0 - Select lines.
- P_0, P_1, P_2, P_3 - Input lines.
- F - single output line.

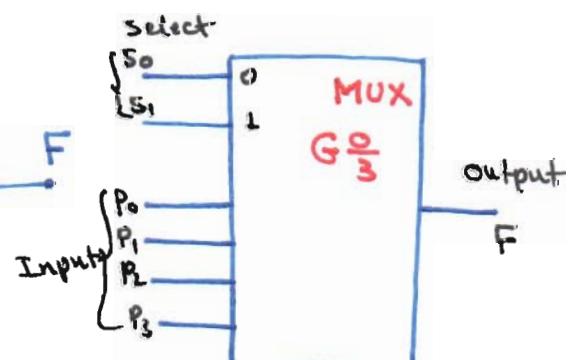


Select lines		Output (F)
S_1	S_0	
0	0	F
0	1	P_0
1	0	P_1
1	1	P_2

$$F = \overline{S_1} \overline{S_0} \cdot P_0 + \overline{S_1} S_0 P_1 + S_1 \overline{S_0} P_2 + S_1 S_0 P_3$$



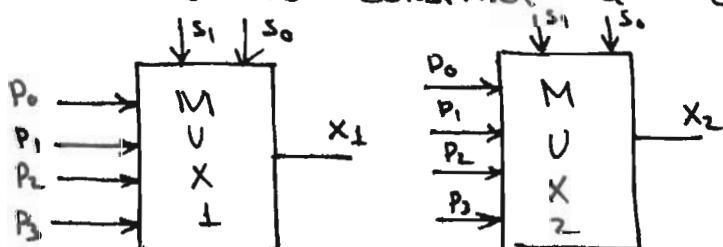
Internal logic circuit
for 4-to-1 MUX



4:1 MUX module
"digital element".

• Design of a 8:1 Multiplexer

How to construct a



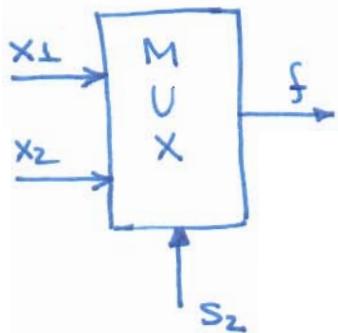
8:1 MUX from two 4:1 MUX.

X_1 and X_2 are the two output lines of two 4:1 MUX.

(2)

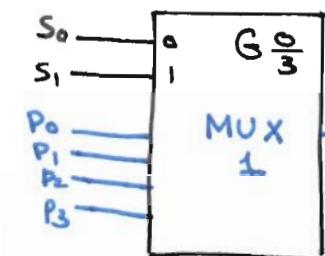
$$X_L = \bar{S}_1 \bar{S}_0 P_0 + \bar{S}_1 S_0 P_1 + S_1 \bar{S}_0 P_2 + S_1 S_0 P_3$$

$$X_2 = \bar{S}_1 \bar{S}_0 P_0 + \bar{S}_1 S_0 P_1 + S_1 \bar{S}_0 P_2 + S_1 S_0 P_3$$

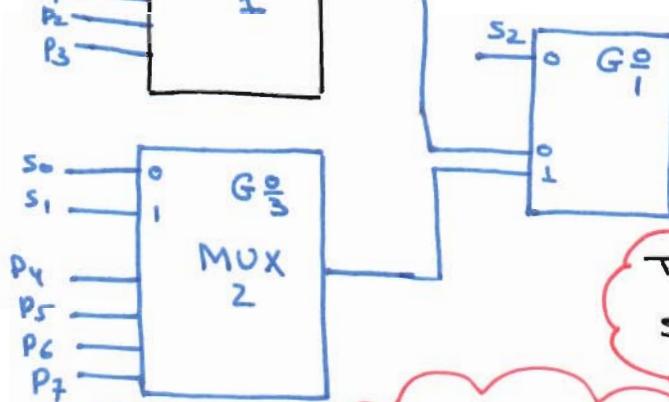


$$f = \bar{S}_2 X_1 + S_2 X_2$$

The multiplexer sometime is called
Data Selector



A Design for a 8:1 MUX Network.



: n - select lines: S_0, S_1, S_2
 $2:1 \rightarrow \text{MUX}$.

The multiplexer acts like an electronic switch that selects one from different sources.

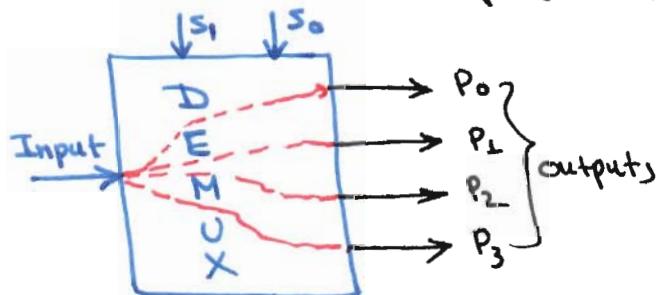
* Normally, there are 2 input lines and n selection lines whose bit combinations determine which input is selected.

A multiplexer may have an enable input to control the operation of the unit.

Demultiplexers.

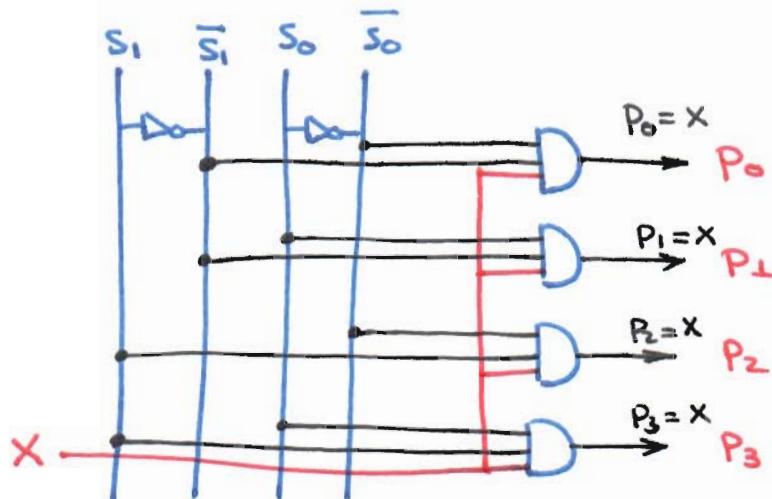
The demultiplexer is a combinational logic circuit that performs the reverse operation of multiplexer.

(Several output lines, one input line).

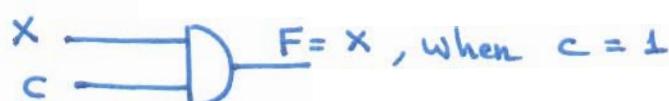


(3)

Internal logic circuit for 1:4 demultiplexer



Explain:



<u>Inputs</u>	<u>Output</u>
x 0	0
c 1	0
x 0	1
c 1	1

when c=1
we get
 $F=X$

Two Select lines \Rightarrow four outputs

$$\bar{S}_1 \bar{S}_0 = 00 \Rightarrow P_0 = X$$

$$S_1 \bar{S}_0 = 01 \Rightarrow P_1 = X$$

$$\bar{S}_1 S_0 = 10 \Rightarrow P_2 = X$$

$$S_1 S_0 = 11 \Rightarrow P_3 = X$$

Encoders

An encoder is a digital circuit that performs the inverse operation of a decoder.

An encoder has 2^n (or fewer) input lines and n output lines.

Inputs							Outputs			
D ₀	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	x	y	z
1	0	0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0	0	1
0	0	1	0	0	0	0	0	0	1	0
0	0	0	1	0	0	0	0	0	1	1
0	0	0	0	1	0	0	0	1	0	0
0	0	0	0	0	1	0	0	1	0	1
0	0	0	0	0	0	1	0	1	1	0
0	0	0	0	0	0	0	1	1	1	1

Truth table
of an Octal-
to-Binary
Encoder

(4)

The encoder can be implemented with OR gates whose inputs are determined directly from the truth table.

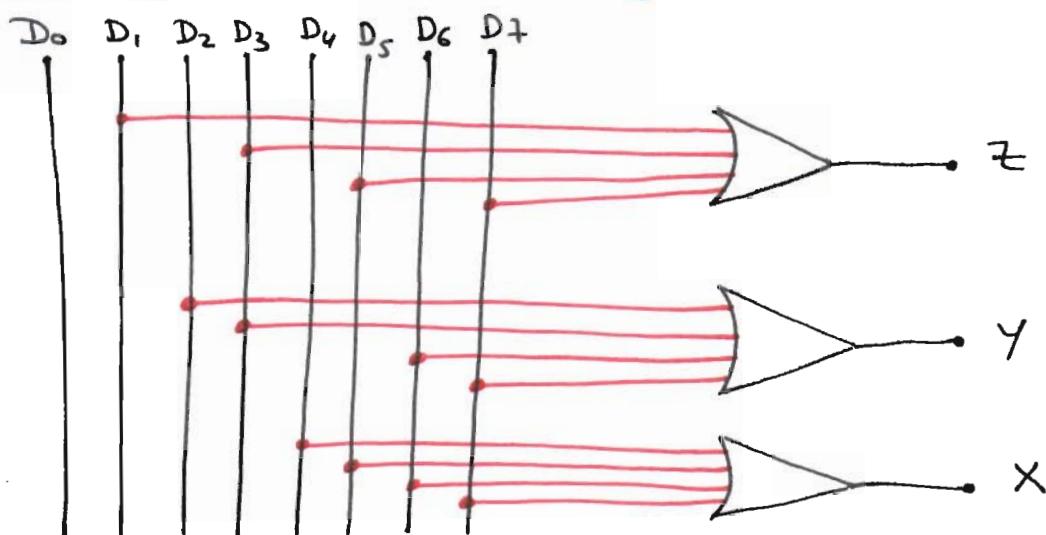
* output Z is equal to 1 when the input digit is 1, 3, 5 or 7.

$$Z = \overline{D_1} + D_3 + D_5 + D_7$$

$$Y = D_2 + D_3 + D_6 + D_7$$

$$X = D_4 + D_5 + D_6 + D_7$$

We need three OR gates



End of Part 2