

ECE 370: Digital Systems-Logic Design

*Sample Test: Chapter 6-Part 2: Multiplexers
Spring 2005*

Multiplexers

1. Describe the general purpose of a multiplexer. Generally, how many inputs does it have? Generally, how many outputs does it have? What sort of electrical device does a multiplexer mimic?
2. Design an 8-to-1 multiplexer circuit using a minimum SOP implementation. Repeat the design using a minimum POS implementation
3. Design an 8-to-1 multiplexer in the following two ways:
 - a) using only 2-to-1 multiplexers.
 - b) using only 4-to-1 multiplexers.
4. Design a 16-to-1 multiplexer in the following three ways:
 - a) using only 2-to-1 multiplexers.
 - b) using only 4-to-1 multiplexers.
 - c) using only 8-to-1 multiplexers.
5. Design a 4-bit 2's complement ripple-carry Adder/Subtractor system, this time using multiplexers and a 4-bit adder component. Repeat the design, this time designing a 4-bit 1's complement ripple carry Adder/Subtractor.
6. Implement the Boolean function below using the algebraic definition of *Shannon's Expansion Theorem*

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

- a) using a 2-to-1 MUX, any extra logic gates, and B as the select input to the 2-to-1 MUX.
- b) using a 4-to-1 MUX, any extra logic gates, and B & C as the select inputs to the 4-to-1 MUX.
- c) using a 8-to-1 MUX, any extra logic gates, and A , B , & C as the select inputs to the 8-to-1 MUX.

7. Implement the Boolean function below using the algebraic definition of *Shannon's Expansion Theorem*

$$f(w, x, y, z) = (\overline{x}y + x\overline{z})(\overline{z}w + y)(\overline{y} + \overline{z})$$

- using a 2-to-1 MUX, any extra logic gates, and y as the select input to the 2-to-1 MUX.
 - using a 4-to-1 MUX, any extra logic gates, and x & z as the select inputs to the 4-to-1 MUX.
 - using a 8-to-1 MUX, any extra logic gates, and $w, x,$ & z as the select inputs to the 8-to-1 MUX.
 - using a 16-to-1 MUX, any extra logic gates, and $w, x, y,$ & z as the select inputs to the 16-to-1 MUX.
8. Implement the Boolean function below using *Shannon's Expansion Theorem* and K-Maps.

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

- using a 2-to-1 MUX, any extra logic gates, and A as the select input to the 2-to-1 MUX.
 - using a 4-to-1 MUX, any extra logic gates, and C & D as the select inputs to the 4-to-1 MUX.
 - using a 8-to-1 MUX, any extra logic gates, and $C, B,$ & A as the select inputs to the 8-to-1 MUX.
9. Implement the Boolean function below using *Shannon's Expansion Theorem* and K-Maps.

$$f(A, B, C, D) = (\overline{A} + B + C)(B + C + D)(\overline{A} + D)$$

- using a 2-to-1 MUX, any extra logic gates, and D as the select input to the 2-to-1 MUX.
- using a 4-to-1 MUX, any extra logic gates, and B & C as the select inputs to the 4-to-1 MUX.
- using a 8-to-1 MUX, any extra logic gates, and $D, A,$ & B as the select inputs to the 8-to-1 MUX.
- using a 16-to-1 MUX, any extra logic gates, and $D, B, A,$ & C as the select inputs to the 16-to-1 MUX.

10. An Arithmetic Logic Unit (ALU) is a combinational digital system found in microprocessors whose purpose is to perform arithmetic & logical operations (*AND*, *OR*, *NOT*, *ADD*, *SUBTRACT* etc...) for the processor. Here are the input/output specs for a typical n -bit ALU.

- **An n -bit ALU contains two n -bit inputs and one m -bit input.**

A: n -bit signed number on which to operate.

B: n -bit signed number on which to operate.

OpCode: m -bit code indicating 1 of the 2^m different operations performed by the ALU.

- **An n -bit ALU contains a one n -bit output and two single-bit outputs**

Result: n -bit signed number indicating the result of a specific operation.

Overflow: When adding or subtracting input, the ALU needs to indicate overflow,

Zero: Indicates if the result is zero.

Design a 1-bit ALU that performs *ADD*, *SUB*, *AND*, *OR*, *NOR*, and *XOR* operations. Your design should have all of the inputs and outputs described above, with appropriate lengths (*Hint: assign the most appropriate opCode for each operation*). Use your 1-bit ALU design to implement a hierarchal design of a 4-bit ALU. Show your schematics for each design.

