

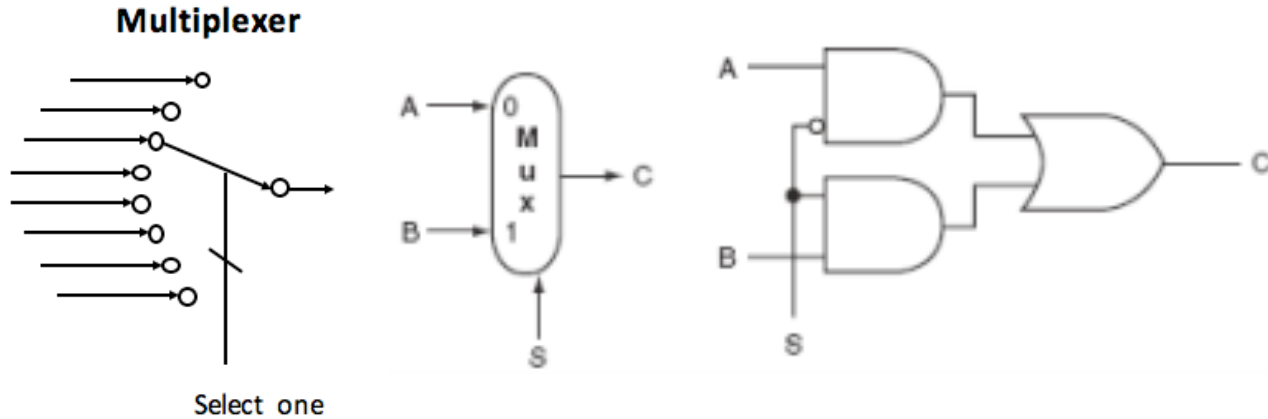
CS 240 Lab 3

Combinational and Arithmetic Circuits

- **Multiplexer/Demultiplexer**
- **Decoder/Encoder**
- **Adder**

Multiplexer

A multiplexer can be thought of as a **selection circuit**, which steers a single input from a set of inputs through to the output, based on the select line.



- n select lines
- 2^n input lines
- 1 output

One of the possible 2^n inputs is chosen by the n select lines, and gated through to the output of a multiplexer. The truth table for an 8x1 MUX is:

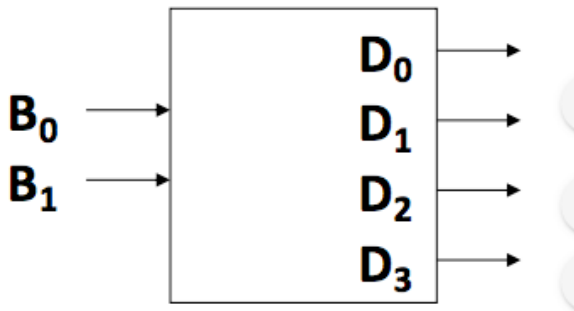
<u>S2</u>	<u>S1</u>	<u>S0</u>	<u>Q</u>
0	0	0	D0
0	0	1	D1
0	1	0	D2
0	1	1	D3
1	0	0	D4
1	0	1	D5
1	1	0	D6
1	1	1	D7

Decoder

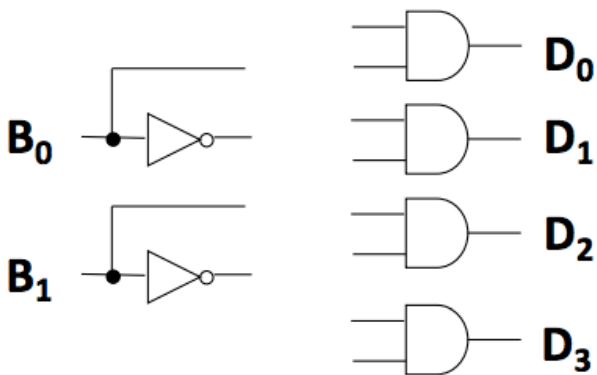
A decoder takes an n-bit binary number as an input, and asserts the corresponding numbered output from the set of 2^n outputs.

- n input/select lines
- 2^n outputs
- only one of the outputs is active at any given time, based on the value of the n select lines.

2x4 Decoder



Built with code detectors:



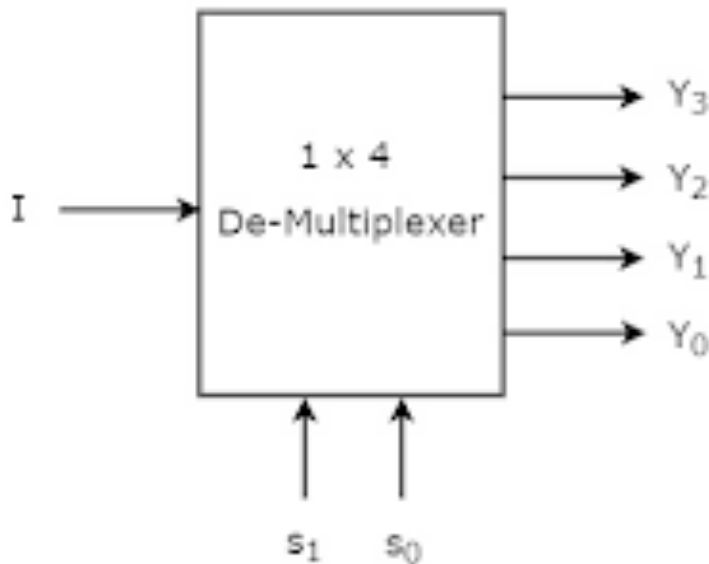
Demultiplexer

Opposite of multiplexer

Single input data line

Input through to a single one of the 2^n output lines

Output line is determined by the n select inputs



S1 S0 I Y3 Y2 Y1 Y0

0 0 0

0 0 1

0 1 0

0 1 1

1 0 0

1 0 1

1 1 0

1 1 1

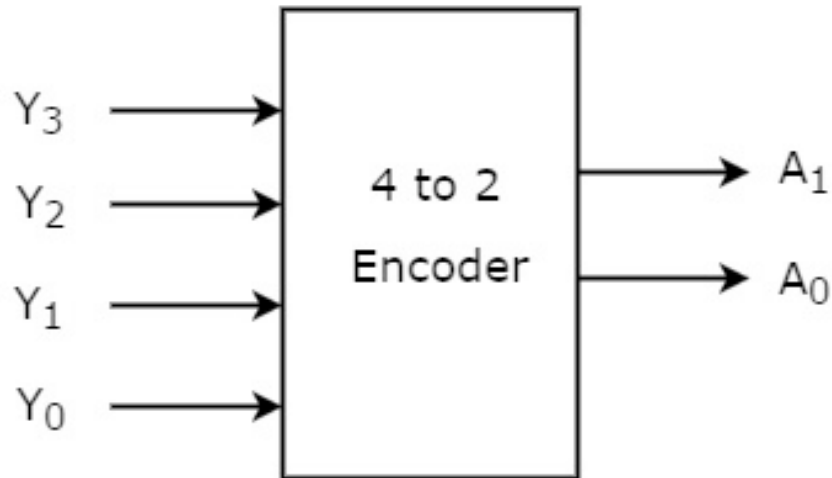
Encoder

Opposite of decoder

2^n inputs - only 1 of the inputs can be active at a time

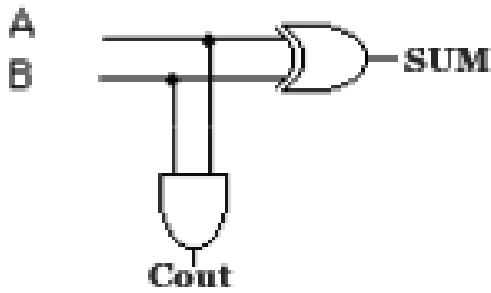
Input selected specifies a decimal number which corresponds to the number of the input (3, 2, 1, or 0)

n outputs represent the corresponding binary representation of the decimal value specified by the input



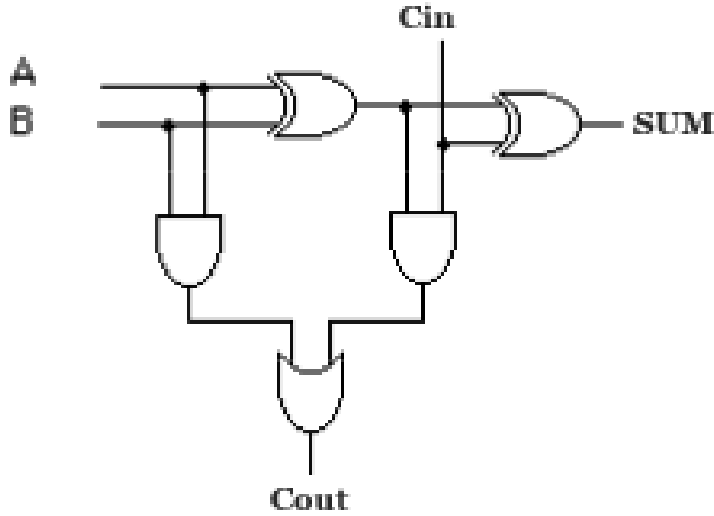
<u>Y3</u>	<u>Y2</u>	<u>Y1</u>	<u>Y0</u>	<u>A1</u>	<u>A0</u>
0	0	0	1		
0	0	1	0		
0	1	0	0		
1	0	0	0		

Half-Adder – adds two one-bit values



A	B	Cout	Sum
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

Full Adder – uses two half-adders and incorporates a carry-in



Cin	A	B	Cout	Sum
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

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

$$\text{Cout} = AB + (A \oplus B)\text{Cin}$$

4-bit Ripple-Carry Adder

