

Multiplier Circuit

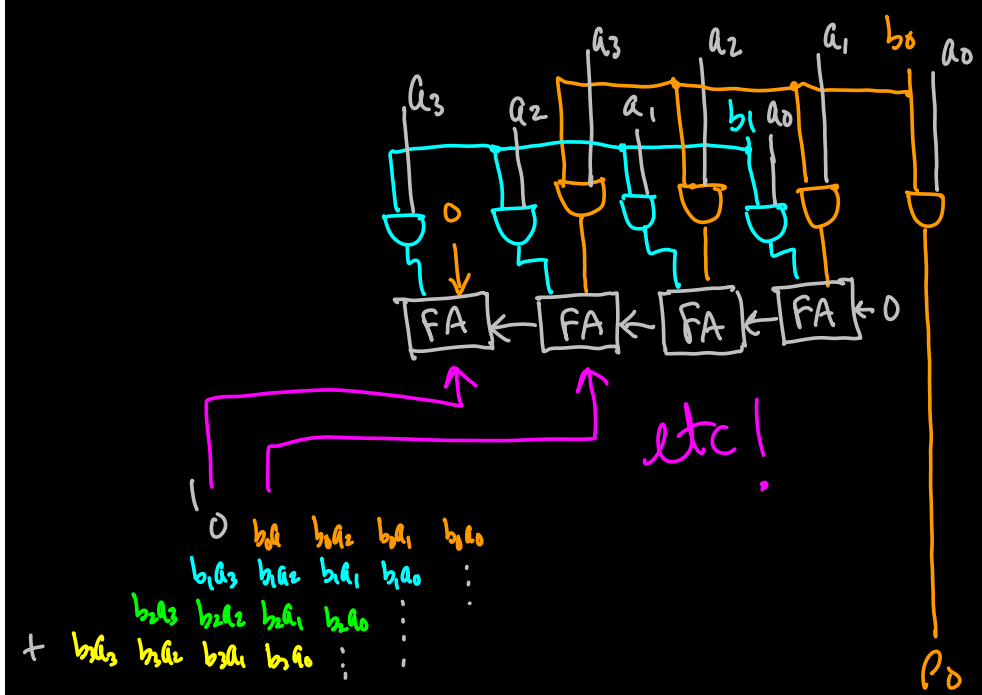
$$\begin{array}{r} 12 \\ \times 11 \\ \hline 12 \\ + 12 \leftarrow \\ \hline 132 \end{array}$$

$$\begin{array}{r} 1100 \\ \times 1011 \\ \hline 1100 \\ 1100 \leftarrow \\ 0000 \leftarrow \\ + 1100 \leftarrow \\ \hline 10000100 \end{array}$$

$$\begin{array}{r} A \\ \times B \\ \hline P \end{array}$$

$$\begin{array}{r} a_3 \ a_2 \ a_1 \ a_0 \\ \times \ b_3 \ b_2 \ b_1 \ b_0 \\ \hline b_0 a_3 \ b_0 a_2 \ b_0 a_1 \ b_0 a_0 \\ b_1 a_3 \ b_1 a_2 \ b_1 a_1 \ b_1 a_0 \\ b_2 a_3 \ b_2 a_2 \ b_2 a_1 \ b_2 a_0 \\ + \ b_3 a_3 \ b_3 a_2 \ b_3 a_1 \ b_3 a_0 \\ \hline p_7 \ p_6 \ p_5 \ p_4 \ p_3 \ p_2 \ p_1 \ p_0 \end{array}$$

- we can implement a circuit using just AND gates & Adders.

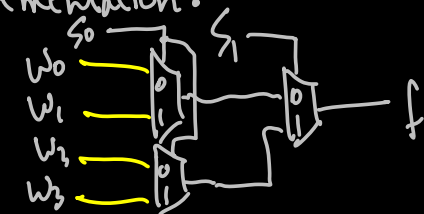


Implementing Logic Functions Using Only Muxes

Recall: 2-to-1 mux

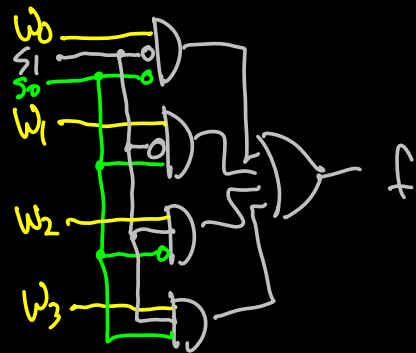
4-to-1 mux:

Implementation:



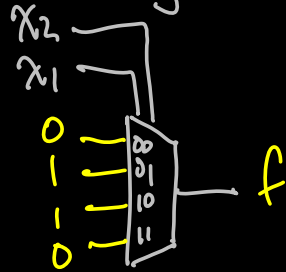
$s_1 s_0$	f
00	w_0
01	w_1
10	w_2
11	w_3

Alternatively:

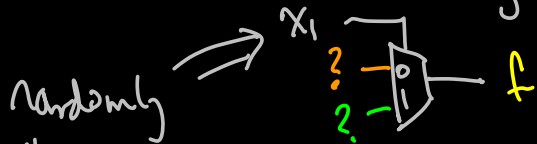


Example: implement f using a 4-to-1 mux

x_1	x_2	f
0	0	0
0	1	1
1	0	1
1	1	0

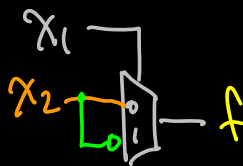


re-implement f using 2-to-1 muxes.



Randomly choose x_1 as the select. Then, redraw it:

x_1	x_2	f
0	0	0
0	1	1
1	0	1
1	1	0

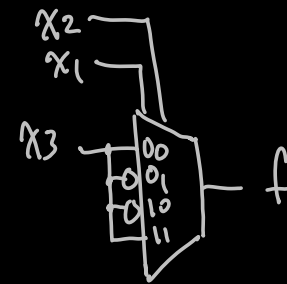


x_1	f
0	x_2
1	\bar{x}_2

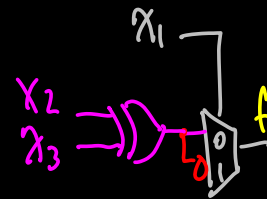
3-Variables

x_1	x_2	x_3	f
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1

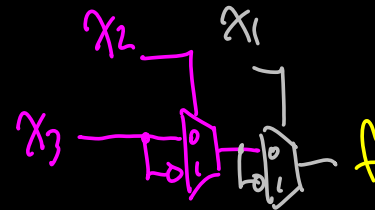
Using 4-to-1



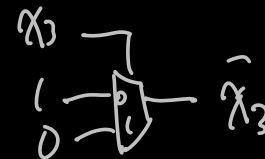
Using 2-to-1



if we need to use only 2-to-1 muxes:



- if we want to eliminate NOT gates:



Summary: any function can be realized using only multiplexers.

Shannon's Theorem

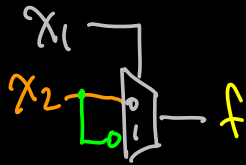
Given a function $f(x_1, x_2, \dots, x_n)$, the function can be expressed as:

$$f(x_1, x_2, \dots, x_n) = \overline{x_1} \cdot f(0, x_2, \dots, x_n) + x_1 \cdot f(1, x_2, \dots, x_n)$$

Example

x_1	x_2	f
0	0	0
0	1	1
1	0	0
1	1	1

\Rightarrow



$$f(x_1, x_2) = \overline{x_1} \cdot \underbrace{f(0, x_2)}_{x_2} + x_1 \cdot \underbrace{f(1, x_2)}_{\overline{x_2}}$$