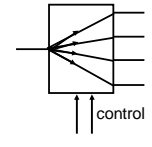
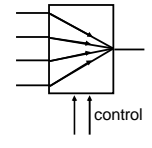


# Lecture 9

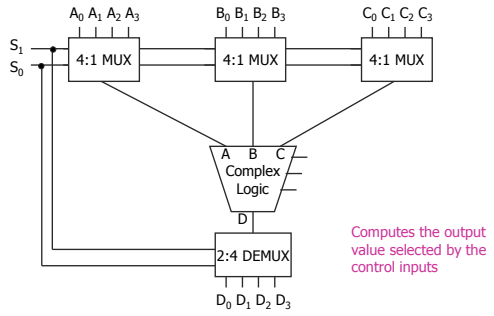
- Demultiplexers
- Programmable Logic Devices
  - Programmable logic array (PLA)
  - Programmable array logic (PAL)

# Switching networks logic blocks

- Multiplexer (MUX)
  - Routes one of many inputs to a single output
  - Also called a *selector*
- Demultiplexer (DEMUX)
  - Routes a single input to one of many outputs
  - Also called a *decoder*



# Logic sharing example

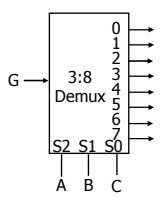


# Demultiplexers

- Basic concept
  - Single data input; n control inputs (“selects”);  $2^n$  outputs
  - Single input connects to one of  $2^n$  outputs
  - “Selects” decide which output is connected to the input

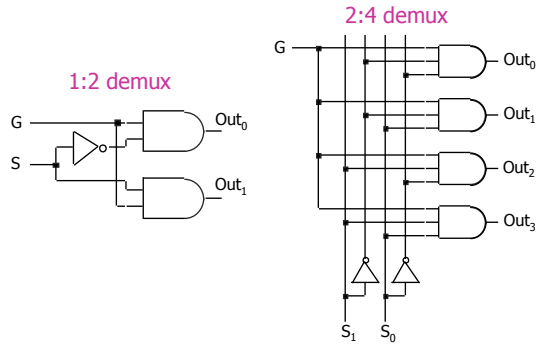
# Demultiplexers

- The input is called an “enable” (G)



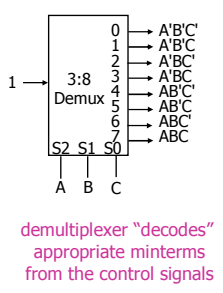
- 1:2 Decoder:**  
 Out0 = G • S'  
 Out1 = G • S
- 2:4 Decoder:**  
 Out0 = G • S1' • S0'  
 Out1 = G • S1' • S0  
 Out2 = G • S1 • S0'  
 Out3 = G • S1 • S0
- 3:8 Decoder:**  
 Out0 = G • S2' • S1' • S0'  
 Out1 = G • S2' • S1' • S0  
 Out2 = G • S2' • S1 • S0'  
 Out3 = G • S2' • S1 • S0  
 Out4 = G • S2 • S1' • S0'  
 Out5 = G • S2 • S1' • S0  
 Out6 = G • S2 • S1 • S0'  
 Out7 = G • S2 • S1 • S0

# Demultiplexers: Implementation



# Demultiplexer as logic block

- A  $n:2^n$  demux can implement any function of  $n$  variables
  - Use variables as select inputs
  - Tie enable input to logic 1
  - Sum the appropriate minterms (extra OR gate)

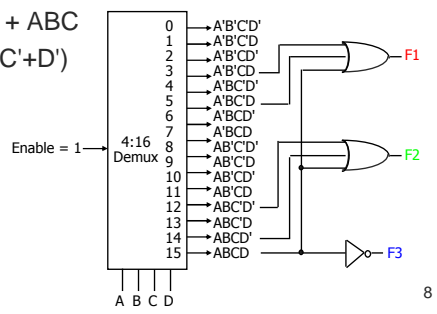


# Demultiplexer as logic block

$$F1 = A'BC'D + A'B'CD + ABCD$$

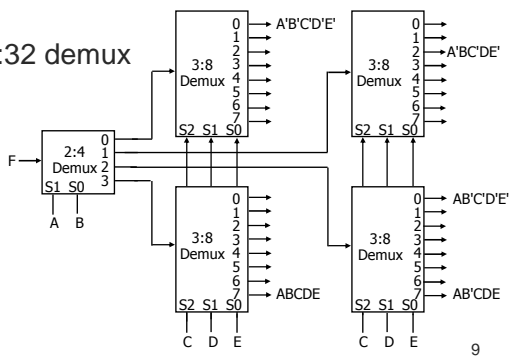
$$F2 = ABC'D' + ABC$$

$$F3 = (A'+B'+C'+D')$$



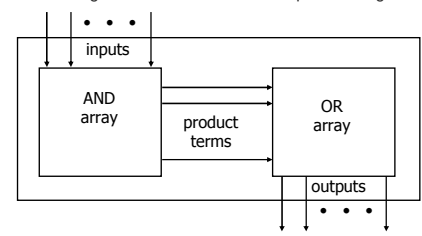
# Cascading demultiplexers

- 5:32 demux



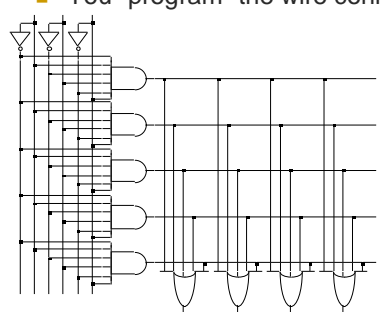
# Programmable logic

- Concept: Large array of uncommitted AND/OR gates (actually NAND/NOR gates)
  - You program the array by making or breaking connections
    - Programmable block for sum-of-products logic



# All two-level functions available

- You "program" the wire connections



This is a 3-input, 5-term, 4-function programmable logic array (PLA).

Connections ("fuse") are designed to break down under high current.

After analyzing Boolean equations, software determines which fuses should be blown.

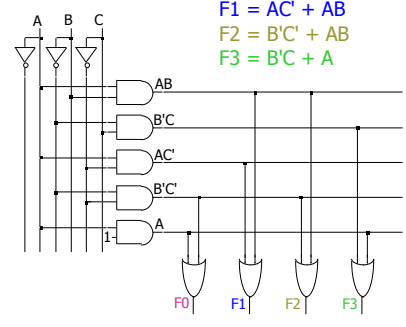
# Example

$$F0 = A + B'C'$$

$$F1 = AC' + AB$$

$$F2 = B'C' + AB$$

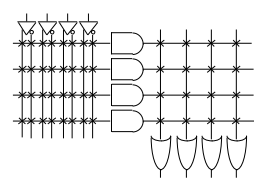
$$F3 = B'C' + A$$



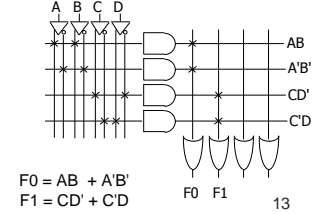
# Short-hand notation

- Draw multiple wires as a single wire or bus
- x signifies a connection

Before Programming



After Programming

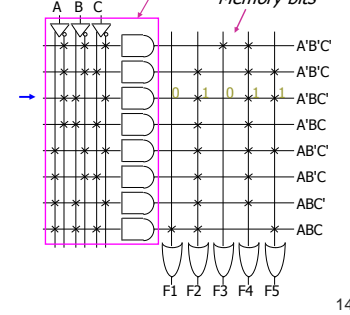


# PLA example

- $F1 = ABC$
- $F2 = A + B + C$
- $F3 = A' B' C'$
- $F4 = A' + B' + C'$
- $F5 = A \text{ xor } B \text{ xor } C$

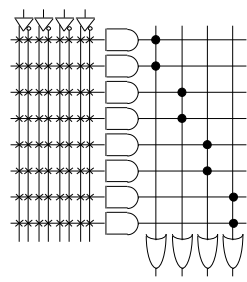
Think of as a memory-address decoder

A	B	C	F1	F2	F3	F4	F5
0	0	0	0	0	1	1	0
0	0	1	0	1	0	1	1
0	1	0	1	0	1	1	1
0	1	1	1	1	0	1	1
1	0	0	0	1	0	1	1
1	0	1	0	1	0	1	0
1	1	0	1	0	1	0	0
1	1	1	1	1	0	0	1



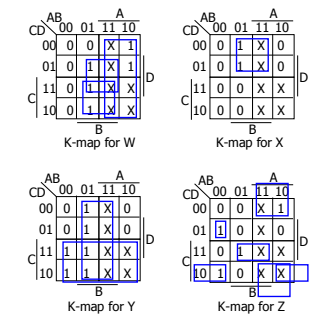
# PLAs versus PALs

- We've been looking at PLAs
  - Fully programmable AND/OR arrays
- Programmable array logic (PAL)
  - Programmable AND array
  - OR array is prewired
  - Cheaper and faster than PLAs



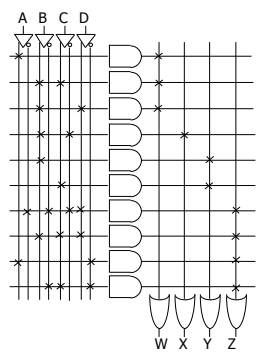
# Example: BCD to Gray code

A	B	C	D	W	X	Y	Z
0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	1
0	0	1	0	0	0	1	1
0	0	1	1	0	0	1	0
0	1	0	0	0	1	1	0
0	1	0	1	1	1	1	0
0	1	1	0	1	0	1	0
0	1	1	1	1	0	1	1
1	0	0	0	1	0	0	1
1	0	0	1	1	0	0	0
1	0	1	0	X	X	X	X
1	0	1	1	X	X	X	X
1	1	0	0	X	X	X	X
1	1	0	1	X	X	X	X
1	1	1	0	X	X	X	X
1	1	1	1	X	X	X	X



# Wiring a PLA

- Minimized functions:
- $W = A + BC + BD$
  - $X = BC'$
  - $Y = B + C$
  - $Z = A'B'C'D + BCD + AD' + B'CD'$

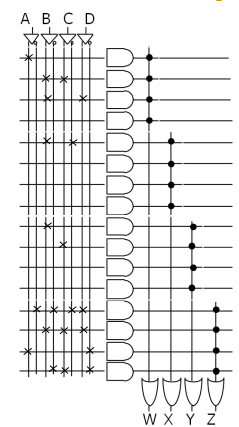


# Wiring a PAL

- Minimized functions:
- $W = A + BC + BD$
  - $X = BC'$
  - $Y = B + C$
  - $Z = A'B'C'D + BCD + AD' + B'CD'$

Fine example for the use of PAL (because no shared AND terms)

Many AND gates wasted, but still faster and cheaper than PLA



## Implementation comparison

### PLA:

- No shared logic terms in this example
- 10 decoded functions (10 AND gates)

- Example is a good candidate for PALs:
  - 10 of 16 possible inputs are decoded
  - No sharing among AND terms

### PAL:

- Z requires 4 product terms
- Need a PAL that handles 4 product terms for each output
- 16 decoded functions (16 AND gates)
- 6 unused AND gates