



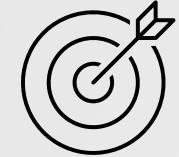
**Department of BES-II**

## **Digital Design and Computer Architecture 23EC1202**

**Topic:**  
**ENCODER, DECODER**

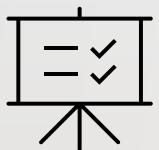
**Session No: 06**

## AIM OF THE SESSION



To familiarize students with the basic concept of Encoder & Decoders.

## INSTRUCTIONAL OBJECTIVES



This Session is designed to:

1. Relate the concepts of encoding and decoding to their practical applications in digital systems.
2. Explore the applications of encoders and decoders in fields such as digital communications, signal processing, and data interpretation.

## LEARNING OUTCOMES

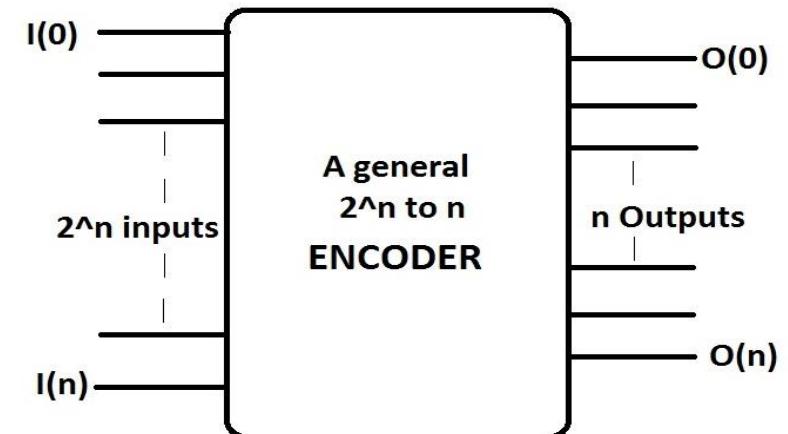


At the end of this session, you should be able to:

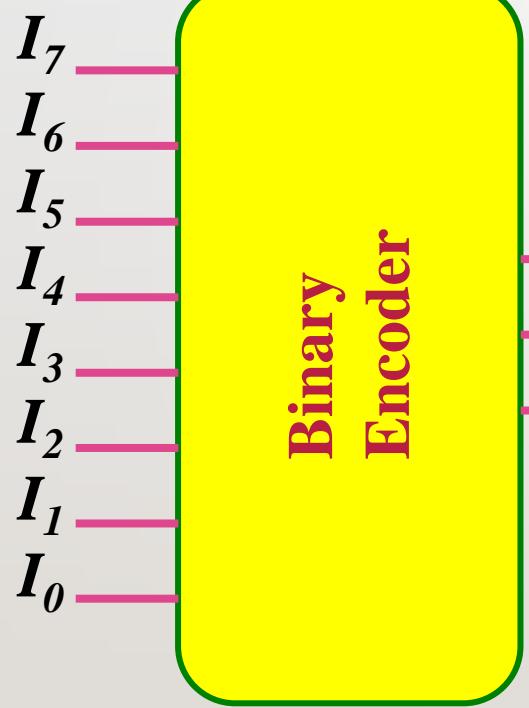
1. Demonstrate problem-solving skills by applying encoder and decoder knowledge to real-world scenarios.
2. Relate the learned concepts of encoding and decoding to practical applications in digital systems.

## SESSION INTRODUCTION: ENCODER

- An encoder is a device which converts numbers or characters or symbols into a coded format.
- It reduces the number of bits needed to represent the given information.
- Encoders are used for transmitting the information.
- Thus the transmission link uses fewer lines to transmit the encoded information.
- Eg: QR code, calculators, Keyboard, etc.



## ENCODER: 8 to 3 Encoder

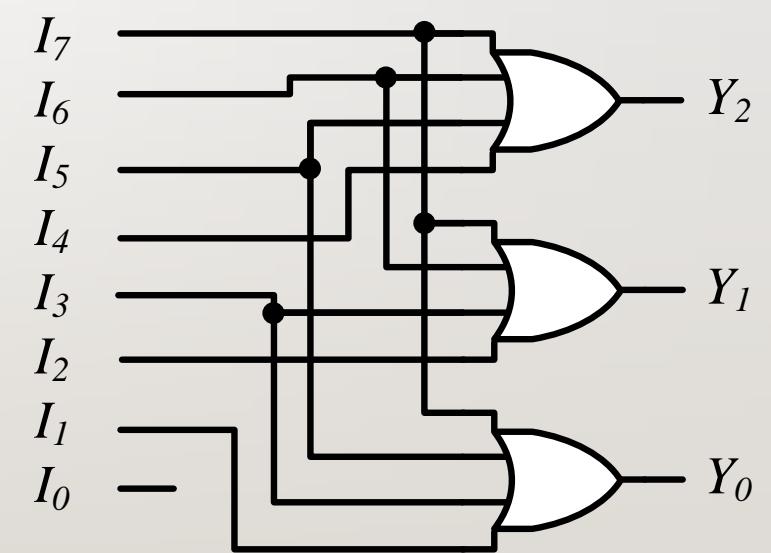


| $I_7$ | $I_6$ | $I_5$ | $I_4$ | $I_3$ | $I_2$ | $I_1$ | $I_0$ | $Y_2$ | $Y_1$ | $Y_0$ |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 0     | 0     | 0     | 0     | 0     | 0     | 0     | 1     | 0     | 0     | 0     |
| 0     | 0     | 0     | 0     | 0     | 0     | 1     | 0     | 0     | 0     | 1     |
| 0     | 0     | 0     | 0     | 0     | 1     | 0     | 0     | 0     | 1     | 0     |
| 0     | 0     | 0     | 0     | 1     | 0     | 0     | 0     | 0     | 1     | 1     |
| 0     | 0     | 0     | 1     | 0     | 0     | 0     | 0     | 1     | 0     | 0     |
| 0     | 0     | 1     | 0     | 0     | 0     | 0     | 0     | 1     | 0     | 1     |
| 0     | 1     | 0     | 0     | 0     | 0     | 0     | 0     | 1     | 1     | 0     |
| 1     | 0     | 0     | 0     | 0     | 0     | 0     | 0     | 1     | 1     | 1     |

$$Y_2 = I_7 + I_6 + I_5 + I_4$$

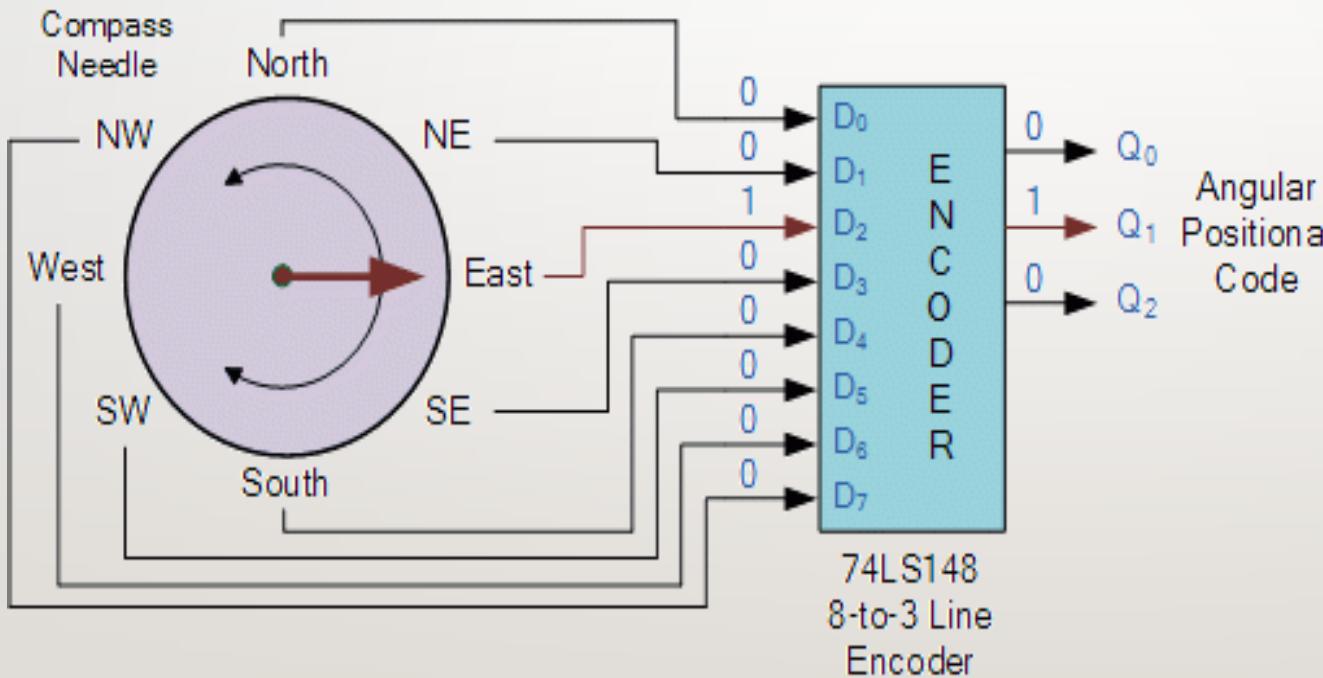
$$Y_1 = I_7 + I_6 + I_3 + I_2$$

$$Y_0 = I_7 + I_5 + I_3 + I_1$$



## ENCODER Application

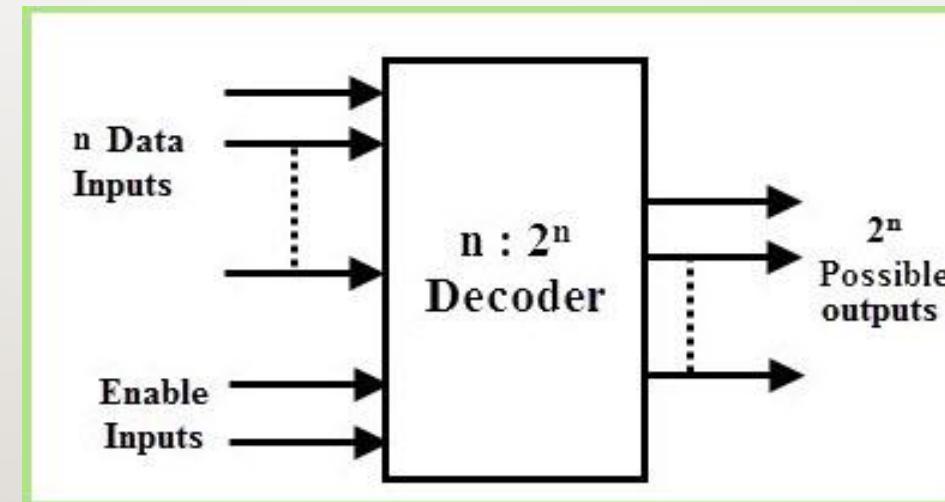
### Encoder Navigation



| Compass Direction | Binary output |   |   |
|-------------------|---------------|---|---|
|                   |               |   |   |
| North             | 0             | 0 | 0 |
| North-East        | 0             | 0 | 1 |
| East              | 0             | 1 | 0 |
| South-East        | 0             | 1 | 1 |
| South             | 1             | 0 | 0 |
| South-West        | 1             | 0 | 1 |
| West              | 1             | 1 | 0 |
| North-West        | 1             | 1 | 1 |

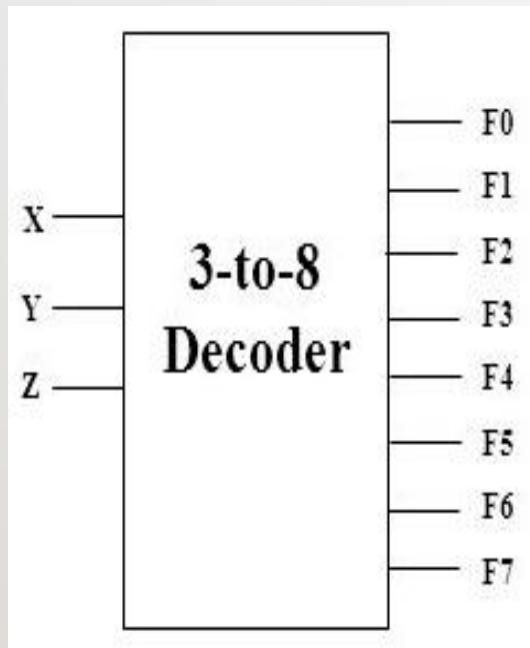
## DECODER

**Decoder** is a combinational circuit that has ‘n’ input lines and maximum of  $2^n$  output lines. One of these outputs will be active High based on the combination of inputs present, when the decoder is enabled.



## 3-to-8 DECODER

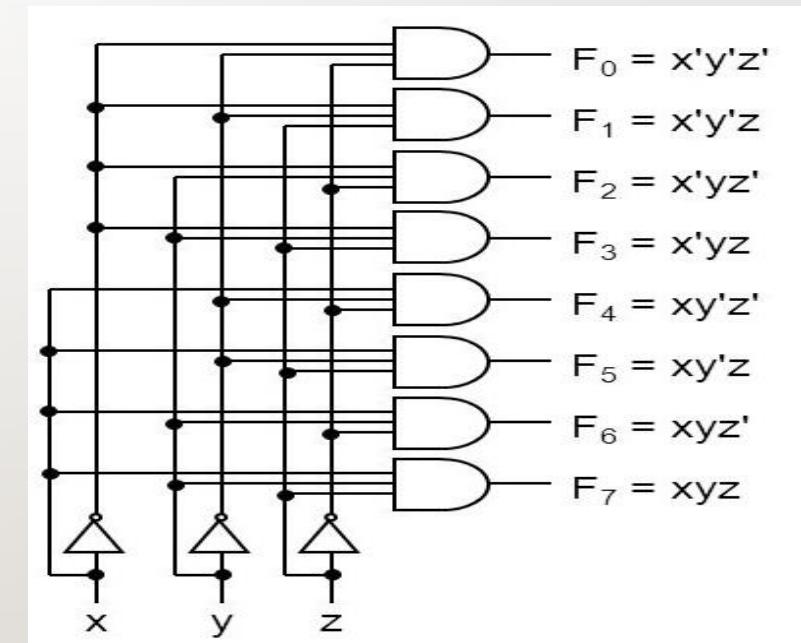
**Block Diagram**



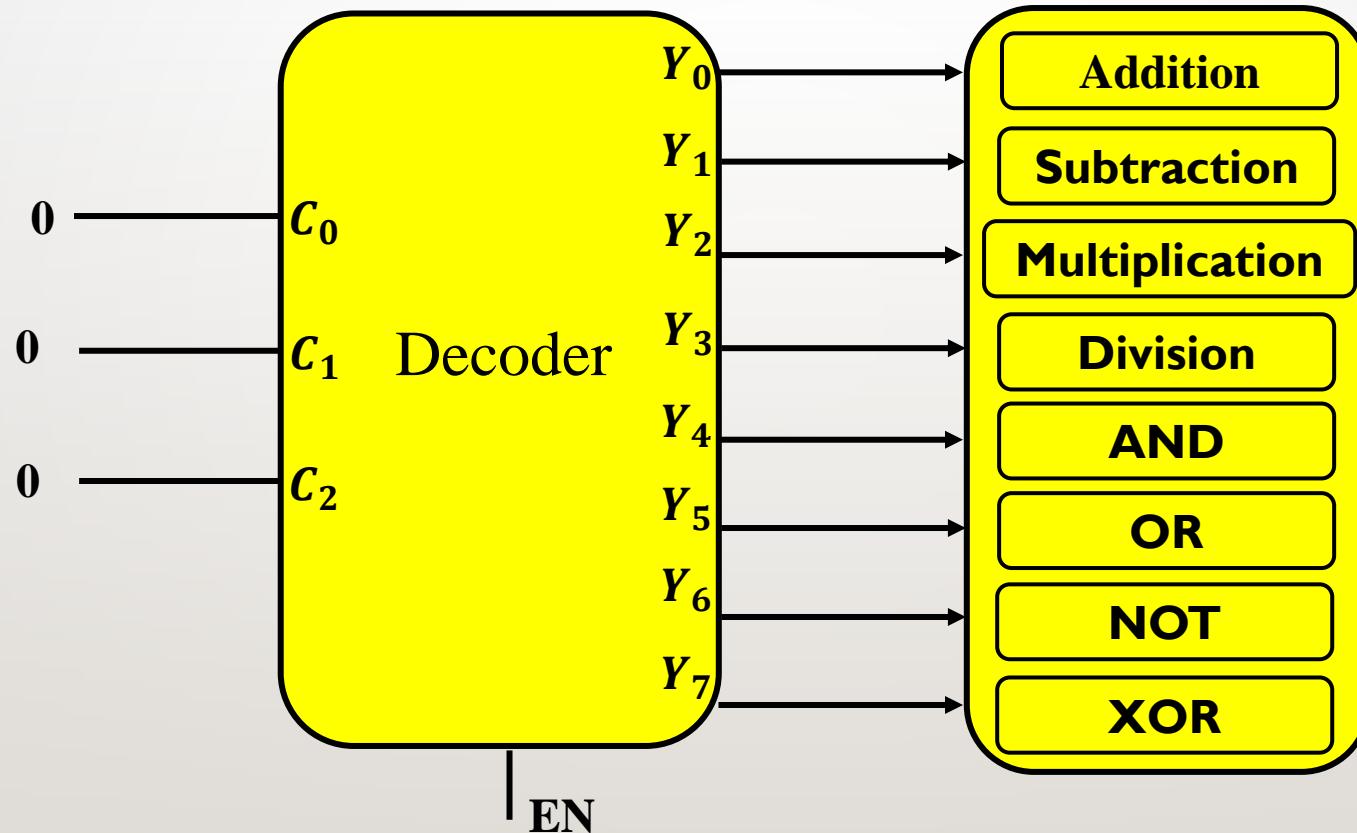
**Truth Table**

| X | Y | Z | F7 | F6 | F5 | F4 | F3 | F2 | F1 | F0 |
|---|---|---|----|----|----|----|----|----|----|----|
| 0 | 0 | 0 | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  |
| 0 | 0 | 1 | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0  |
| 0 | 1 | 0 | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0  |
| 0 | 1 | 1 | 0  | 0  | 0  | 0  | 1  | 0  | 0  | 0  |
| 1 | 0 | 0 | 0  | 0  | 0  | 1  | 0  | 0  | 0  | 0  |
| 1 | 0 | 1 | 0  | 0  | 1  | 0  | 0  | 0  | 0  | 0  |
| 1 | 1 | 0 | 0  | 1  | 0  | 0  | 0  | 0  | 0  | 0  |
| 1 | 1 | 1 | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |

**Logic Diagram**



## DECODER Application



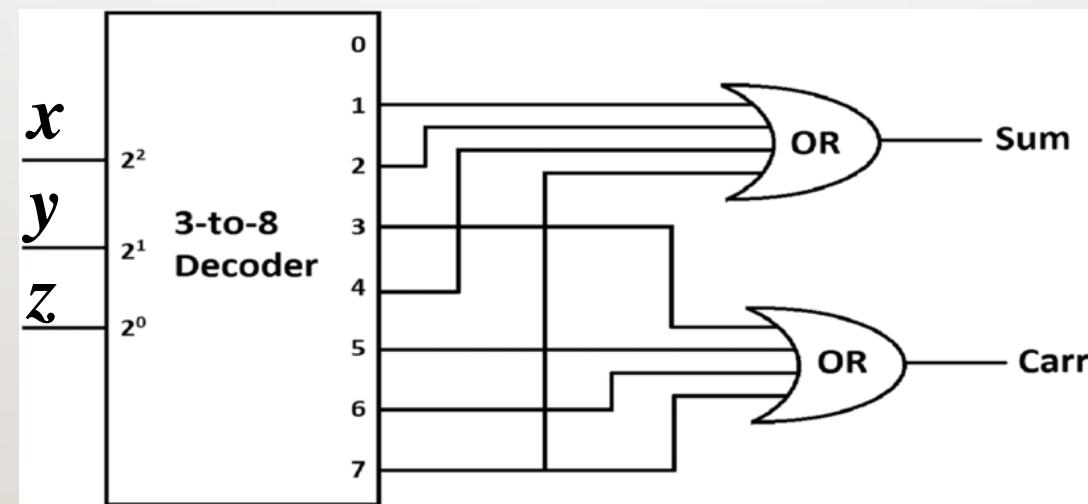
## Implementation of Boolean Functions using Decoder

Eg : Implement a Full adder using a suitable decoder and OR gates.

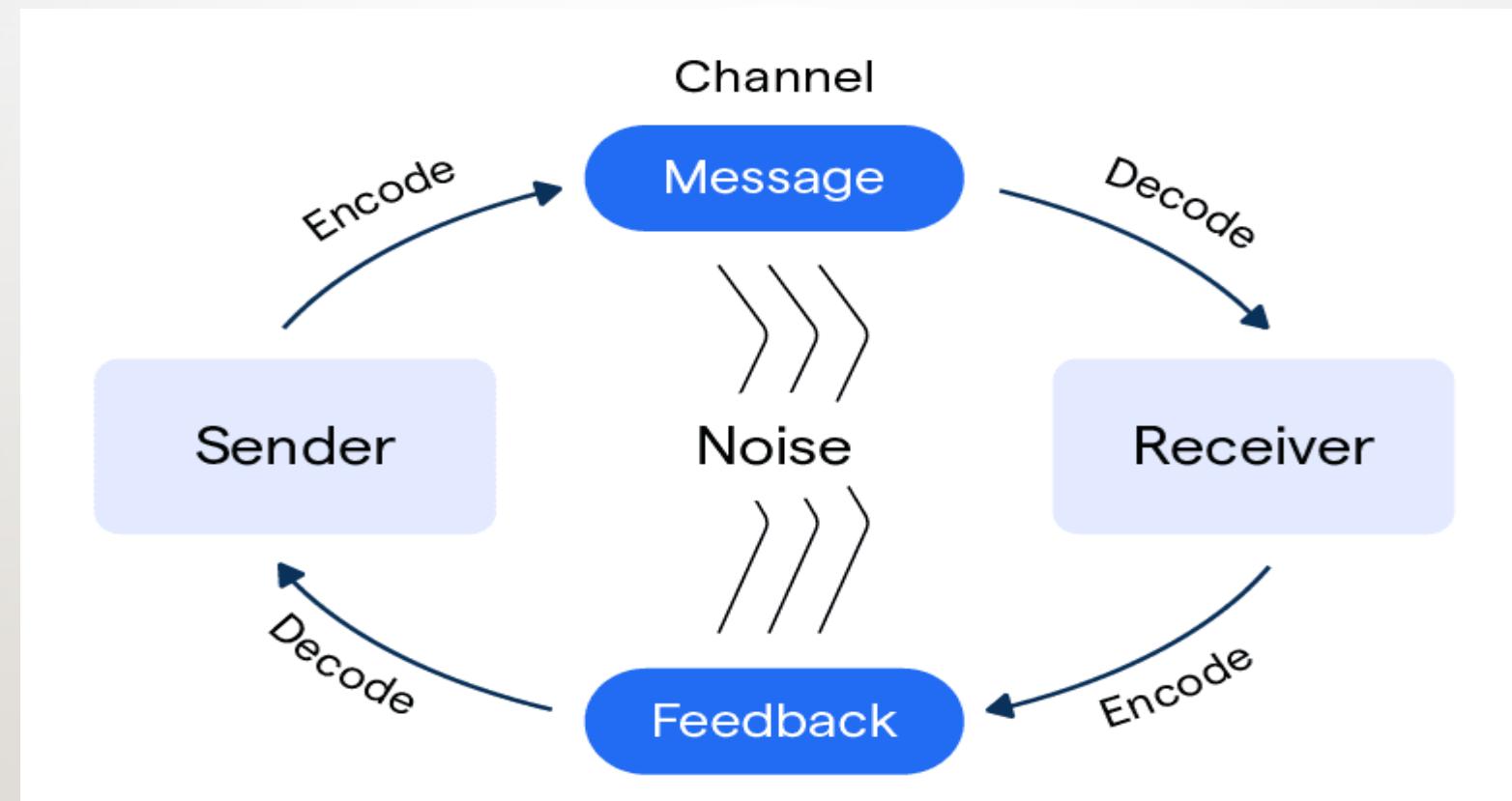
---

$$S(x, y, z) = \sum m(1, 2, 4, 7)$$

$$C(x, y, z) = \sum m(3, 5, 6, 7)$$



## TRADITIONAL ENCODE-DECODE MODEL OF COMMUNICATION



## SELF-ASSESSMENT QUESTIONS

I. What is the primary function of an Encoder?

- A. To combine multiple inputs into one output
- B. To decode digital signals into analog signals
- C. To convert digital data into a coded form
- D. To amplify signals

2. How many input lines are required for a 4-to-2 Encoder?

- A. 2
- B. 3
- C. 4
- D. 8

## SELF-ASSESSMENT QUESTIONS

3. What is the configuration of a Decoder?

- A. One input, multiple outputs
- B. Multiple inputs, one output
- C. Multiple inputs, multiple outputs
- D. One input, one output

4. In a 2-to-4 Encoder, if the input is 01, which output line will be active?

- A. Output 0
- B. Output 1
- C. Output 2
- D. Output 3

## TERMINAL QUESTIONS

### Short answer questions:

1. Draw the truth table of a 8:3 encoder.
2. Name any two practical applications where an encoder is commonly used.

### Long answer questions:

1. Design a circuit diagram for a 8-to-3 line encoder. Include input and output labels in your diagram.
2. Design a circuit diagram for a 3-to-8 line decoder. Include input and output labels in your diagram.
3. Design a Full Adder circuit utilizing an appropriate decoder and OR gates.

## REFERENCES FOR FURTHER LEARNING OF THE SESSION

### Reference Books:

1. Computer System Architecture by M. Morris Mano
2. Fundamentals of Digital Logic with Verilog HDL by Stephen Brown and Zvonko Vranesic

### Sites and Web links:

1. <https://www.prepbytes.com/blog/digital-electronics/difference-between-encoder-and-decoder/>
2. <https://www.geeksforgeeks.org/difference-between-encoder-and-decoder/>

---

THANK YOU



Team – Digital Design & Computer Architecture