

ENCODER

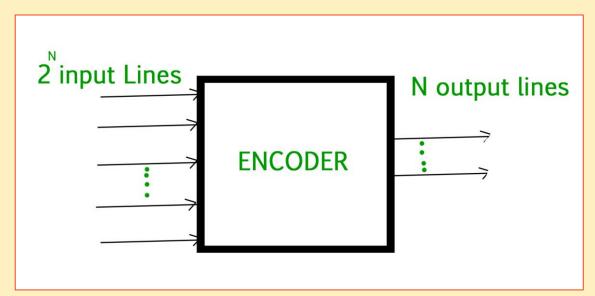
Presented by

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ENCODER

- An Encoder is a combinational logic circuit. It performs the inverse operation of Decoder.
- An Encoder converts an active input signal into a coded output signal.
- It has '2N' inputs and 'N' outputs.
- An Encoder has '2N' input lines, only one of which is activated at a given time, and produces an N-bit output code, depending on which input is activated.



| | INP | UTS | | OUTPUTS | | | |
|-------|-------|-------|-------|---------|---|--|--|
| D_0 | D_1 | D_2 | D_3 | A | В | | |
| 1 | 0 | 0 | 0 | 0 | 0 | | |
| 0 | 1 | 0 | 0 | 0 | 1 | | |
| 0 | 0 | 1 | 0 | 1 | 0 | | |
| 0 | 0 | 0 | 1 | 1 | 1 | | |

ENCODER

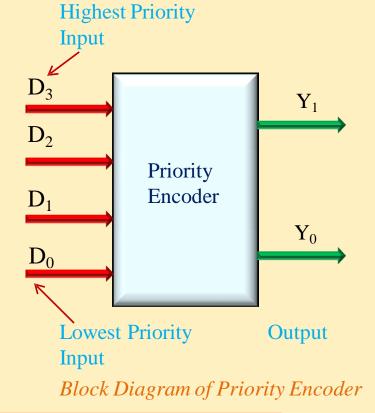
- Encoders are used to translate the rotary or linear motion into a digital signal. Rotary encoders are a type of sensor that measures the rotation of a mechanical shaft.
- The difference between Decoder and Encoder is that Decoder has Binary Code as an input while Encoder has Binary Code as an output.
- Encoder is an Electronics device that converts the analog signal to digital signal such as BCD Code.
- The most common technique to change an analog signal to digital data is called pulse code modulation (PCM). A PCM encoder has the following three processes:
 - a.Sampling
 - b.Quantization
 - c.Encoding

Types of Encoders

- i. Priority Encoder
- ii. Decimal to BCD Encoder
- iii. Octal to Binary Encoder
- iv. Hexadecimal to Binary Encoder

PRIORITY ENCODER:

- As the name indicates, the priority is given to inputs line.
- If two or more input lines are high at the same time i.e 1 at the same time, then the input line with high priority shall be considered.
- Block diagram and Truth table of Priority Encoder are shown below.

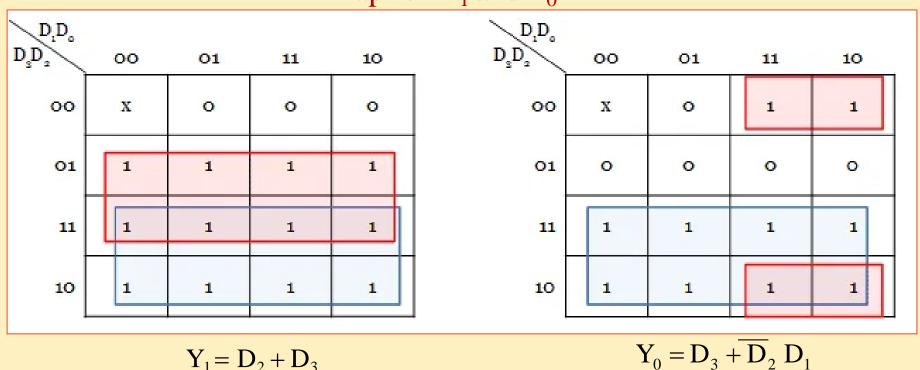


TRUTH TABLE:

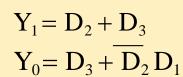
| | INP | UTS | | OUT | PUTS | V |
|-------|-------|---------------------|---|-------|-------|---|
| D_3 | D_2 | $D_1 \mid D_0 \mid$ | | Y_1 | Y_0 | |
| 0 | 0 | 0 | 0 | X | X | 0 |
| 0 | 0 | 0 | 1 | 0 | 0 | 1 |
| 0 | 0 | 1 | X | 0 | 1 | 1 |
| 0 | 1 | X | X | 1 | 0 | 1 |
| 1 | X | X | X | 1 | 1 | 1 |

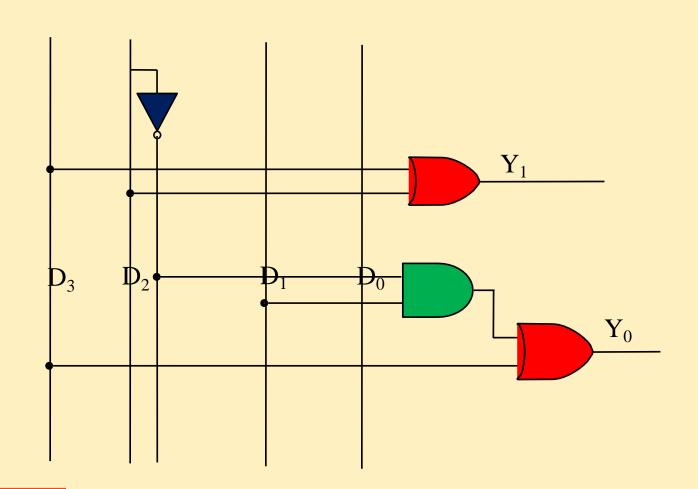
- There are four inputs D_0 , D_1 , D_2 , D_3 and two outputs Y_1 and Y_2 .
- D_3 has highest priority and D_0 is at lowest priority.
- If $D_3=1$ irrespective of other inputs then output $Y_1Y_0=11$.
- D₃ is at highest priority so other inputs are considered as don't care.

K-map for Y_1 and Y_0



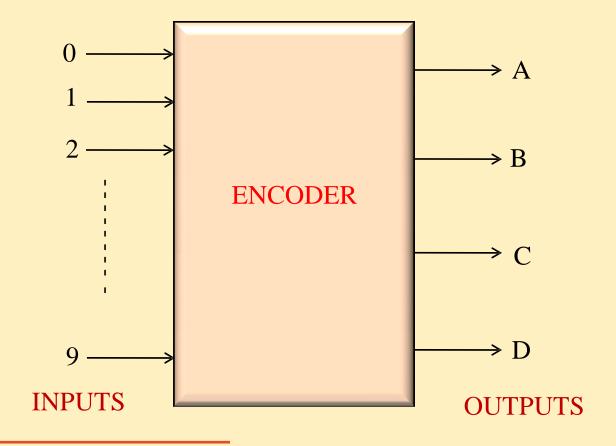
$LOGIC\ DIAGRAM\ OF\ PRIORITY\\ ENCODER$





DECIMAL TO BCD ENCODER

It has ten inputs corresponding to ten decimal digits (from 0 to 9) and four outputs (A,B,C,D) representing the BCD.

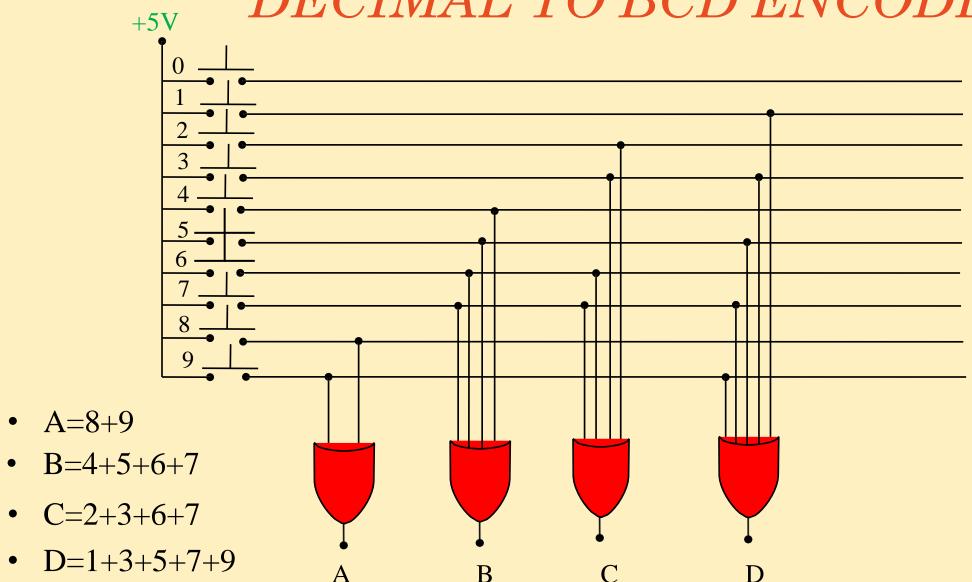


Truth table

| INPUTS | | | | | | | | BCD OUTPUTS | | | | | |
|--------|---|---|---|---|---|---|---|-------------|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | A | В | C | D |
| 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 |
| 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 |
| 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 1 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | 1 |

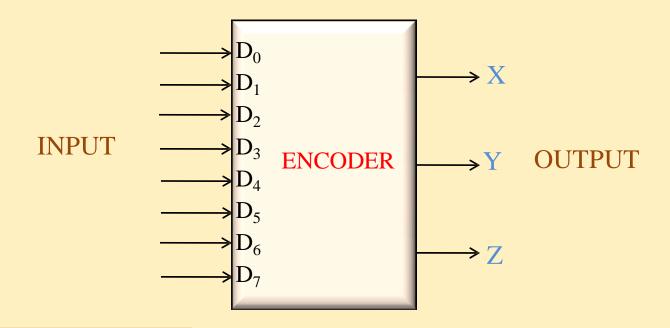
- From Truth Table it is clear that the output Ais HIGH when input is 8 OR 9 is HIGH Therefore A=8+9
- The output B is HIGH when 4 OR 5 OR 6 OR 7 is HIGH Therefore B=4+5+6+7
- The output C is HIGH when 2 OR 3 OR 6 OR 7 is HIGH Therefore C=2+3+6+7
- Similarly D=1+3+5+7+9

DECIMAL TO BCD ENCODER



OCTAL TO BINARY ENCODER

- It has eight inputs and three outputs.
- Only one input has one value at any given time.
- Each input corresponds to each octal digit and output generates corresponding Binary Code.



TRUTH TABLE

| INPUT | | | | | | | | OUTPUT | | | |
|-------|-------|-------|-------|-------|-------|-------|-------|--------|---|---|--|
| D_0 | D_1 | D_2 | D_3 | D_4 | D_5 | D_6 | D_7 | X | Y | Z | |
| 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |
| 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | |
| 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | |
| 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | |
| 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | |
| 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 1 | |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | |

From Truth table

$$X = D_4 + D_5 + D_6 + D_7$$

$$Y = D_2 + D_3 + D_6 + D_7$$

$$Z = D_1 + D_3 + D_5 + D_7$$

- It is assume that only one input is HIGH at any given time. If two outputs are HIGH then undefined output will produced. For example D_3 and D_6 are HIGH, then output of Encoder will be 111. This output neither equivalent code corresponding to D_3 nor to D_6 .
- To overcome this problem, priorities should be assigned to each input.
- Form the truth table it is clear that the output X becomes 1 if any of the digit D₄ or D₅ or D₆ or D₇ is 1.
- D_0 is considered as don't care because it is not shown in expression.
- If inputs are zero then output will be zero. Similarly if D_0 is one, the output will be zero.

LOGIC DIAGRAM:

