

B38DB: Digital Design and Programming

Combinatorial Logic Design – Decoders, Multiplexers

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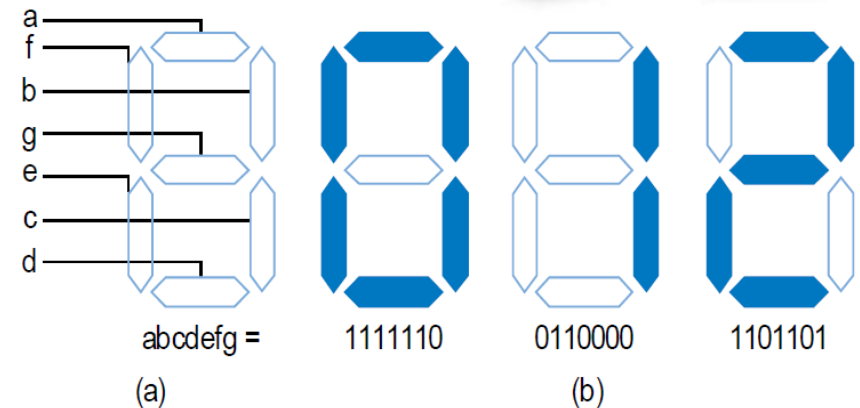
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Reminder

Multiple-Output Example: BCD to 7-Segment Converter

TABLE 2-4 4-bit binary number to seven-segment display truth table

w	x	y	z	a	b	c	d	e	f	g
0	0	0	0	1	1	1	1	1	1	0
0	0	0	1	0	1	1	0	0	0	0
0	0	1	0	1	1	0	1	1	0	1
0	0	1	1	1	1	1	1	0	0	1
0	1	0	0	0	1	1	0	0	1	1
0	1	0	1	1	0	1	1	0	1	1
0	1	1	0	1	0	1	1	1	1	1
0	1	1	1	1	1	1	0	0	0	0
1	0	0	0	1	1	1	1	1	1	1
1	0	0	1	1	1	1	1	0	1	1
1	0	1	0	0	0	0	0	0	0	0
1	0	1	1	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0	0	0
1	1	0	1	0	0	0	0	0	0	0
1	1	1	0	0	0	0	0	0	0	0
1	1	1	1	0	0	0	0	0	0	0



$$a = \overline{w} \overline{x} \overline{y} \overline{z} + \overline{w} \overline{x} y \overline{z} + \overline{w} \overline{x} y z + \overline{w} x y \overline{z} + \overline{w} x y z + w \overline{x} y \overline{z} + w \overline{x} y z + w x \overline{y} \overline{z} + w x \overline{y} z$$

$$b = \overline{w} \overline{x} \overline{y} \overline{z} + \overline{w} \overline{x} y \overline{z} + \overline{w} \overline{x} y z + \overline{w} x y \overline{z} + \overline{w} x y z + w \overline{x} y \overline{z} + w \overline{x} y z + w x \overline{y} \overline{z} + w x \overline{y} z$$

Combinational Logic Design Process

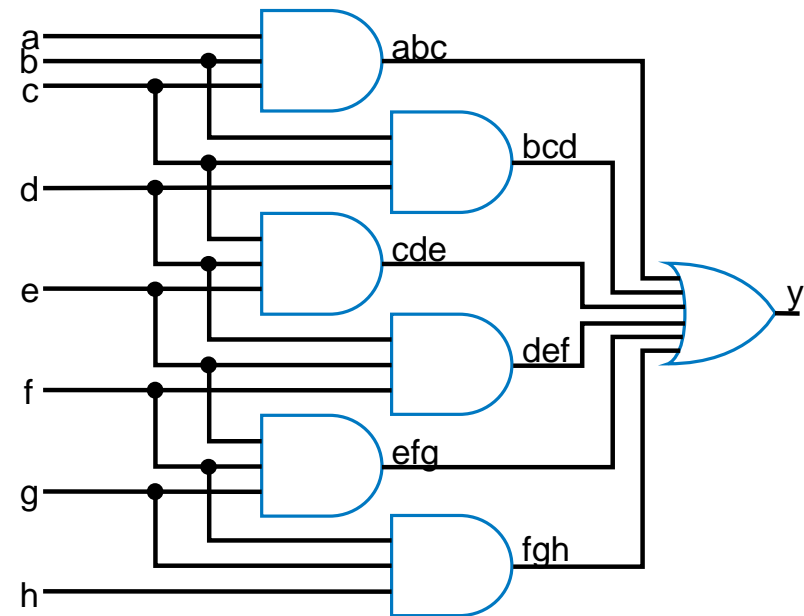
	Step	Description
Step 1	Capture the function	Create a truth table or equations, <i>whichever is most natural for the given problem</i> , to describe the desired behavior of the combinational logic.
Step 2	Convert to equations	This step is only necessary if you captured the function using a truth table instead of equations. Create an equation for each output by OR ing all the minterms for that output. Simplify the equations if desired.
Step 3	Implement as a gate-based circuit	For each output, create a circuit corresponding to the output's equation. (Sharing gates among multiple outputs is OK optionally.)

Example: Three 1s Detector

- Problem: Detect three consecutive 1s in 8-bit input: **abcdefgh**

– 00011101 → 1 10101011 → 0
 11110000 → 1

- **Step 1: Capture** the function
 - Truth table or equation?
 - Truth table too big: $2^8=256$ rows
 - Equation: create terms for each possible case of three consecutive 1s
 - **$y = abc + bcd + cde + def + efg + fgh$**
- **Step 2: Convert** to equation – already done
- **Step 3: Implement** as a gate-based circuit



Boolean Functions

- $F_1 = a \text{ AND } b$

a	b	F_1
0	0	0
0	1	0
1	0	0
1	1	1

- $F_2 = a' \text{ OR } b$

a	b	F_2
0	0	1
0	1	1
1	0	0
1	1	1

- How many possible functions of 2 variables?

Number of Possible Boolean Functions

- How many possible functions of 2 variables?

- 2^2 rows in truth table, 2 choices for each
- $2^{(2^2)} = 2^4 = 16$ possible functions

a	b	F
0	0	0 or 1 2 choices
0	1	0 or 1 2 choices
1	0	0 or 1 2 choices
1	1	0 or 1 2 choices

$2^4 = 16$ possible functions

a	b	f0	f1	f2	f3	f4	f5	f6	f7	f8	f9	f10	f11	f12	f13	f14	f15
0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
0	1	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1
1	0	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1
1	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1
		0	a AND b		a		b	a XOR b	a OR b	a NOR b	a XNOR b	b'		a'		a NAND b	1

- N variables
 - 2^N rows
 - $2^{(2^N)}$ possible functions

Decoders

■ Decoder:

Relates an input binary number to one of the outputs

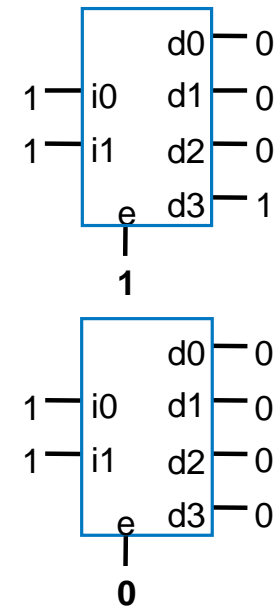
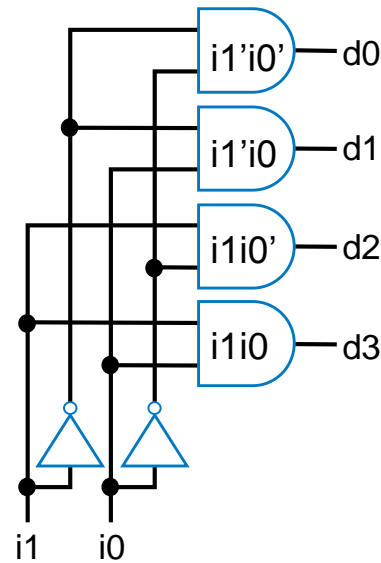
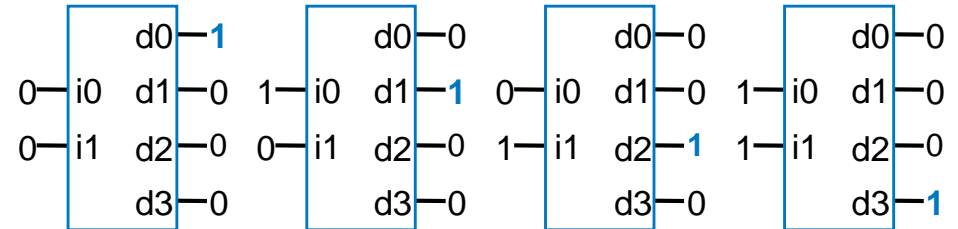
■ 2-input decoder:

- Four possible input binary numbers
- Four outputs, one for each possible input binary number

■ Decoder with enable e

- Outputs all 0 if $e=0$
- Regular behavior if $e=1$

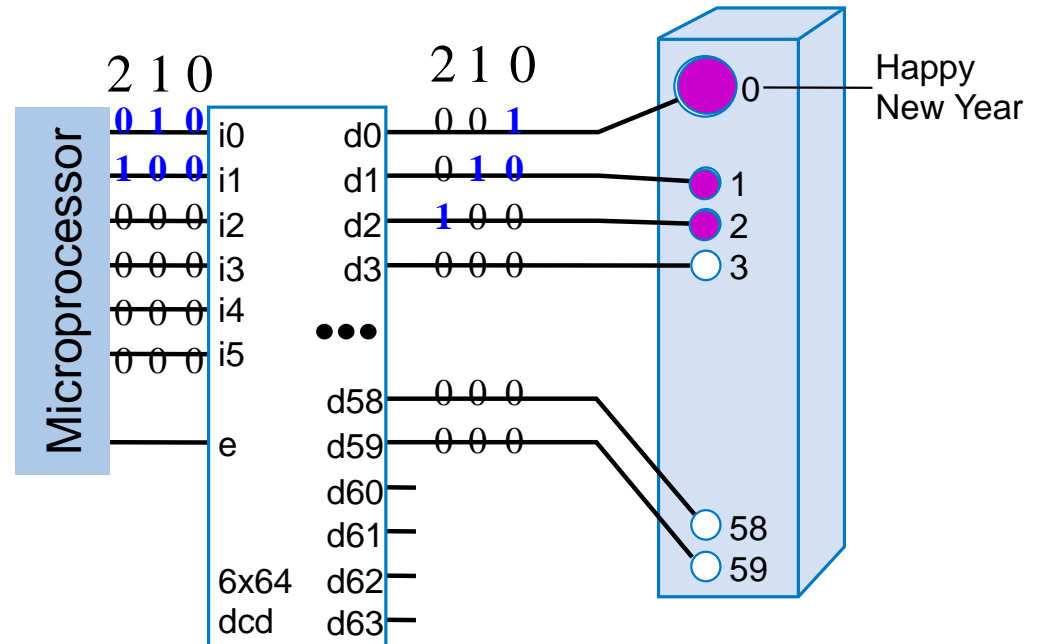
■ n-input decoder: 2^n outputs



Decoder Example

■ New Year's Eve Countdown Display

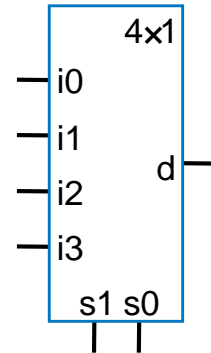
- Microprocessor counts from 59 down to 0 in binary on 6-bit output
- Want to illuminate one of 60 lights for each binary number
- Use 6x64 decoder



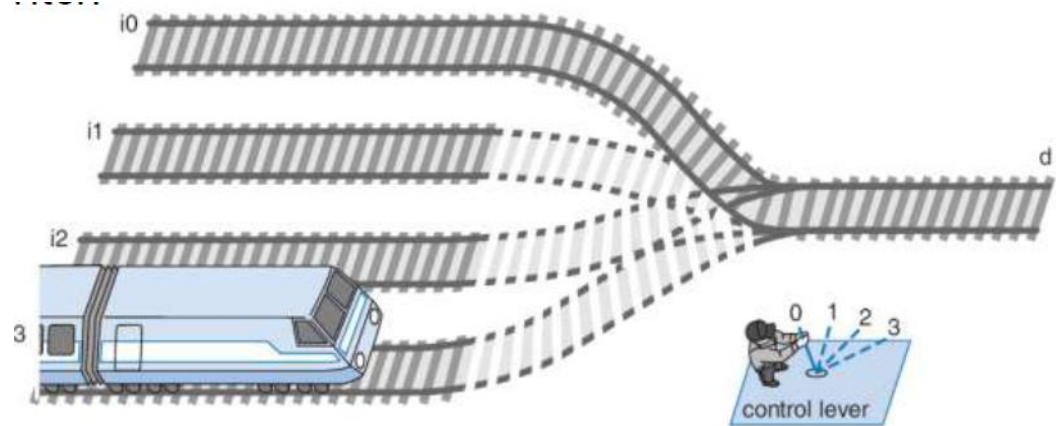
Multiplexor (Mux)

■ Mux:

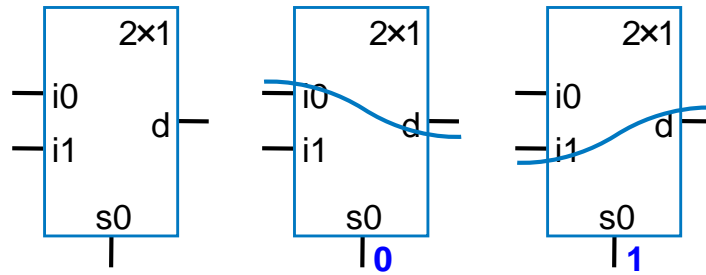
- Routes one of its N data inputs to its one output, based on binary value of select inputs
 - 4 input mux → needs 2 select inputs to indicate which input to route through
 - 8 input mux → 3 select inputs
 - N inputs → $\log_2(N)$ selects
- Like a railyard switch



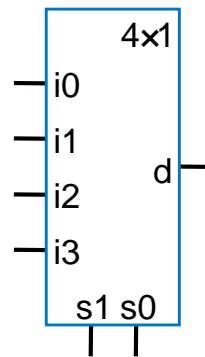
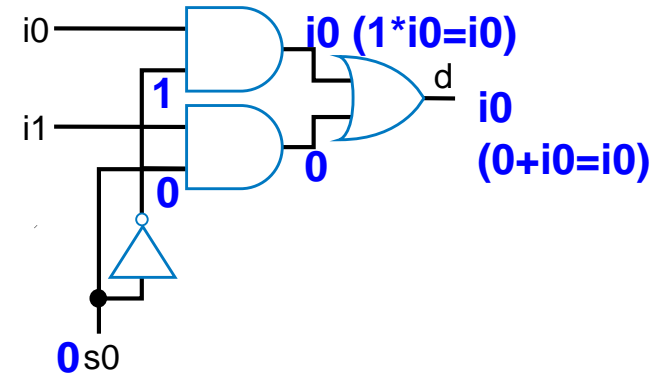
4x1 mux



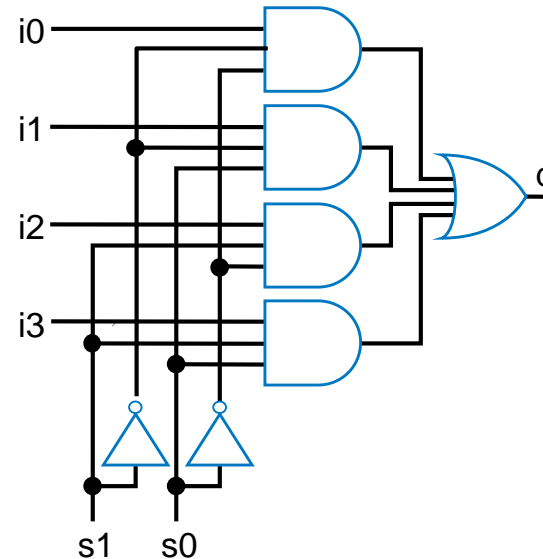
Mux Internal Design



2x1 mux

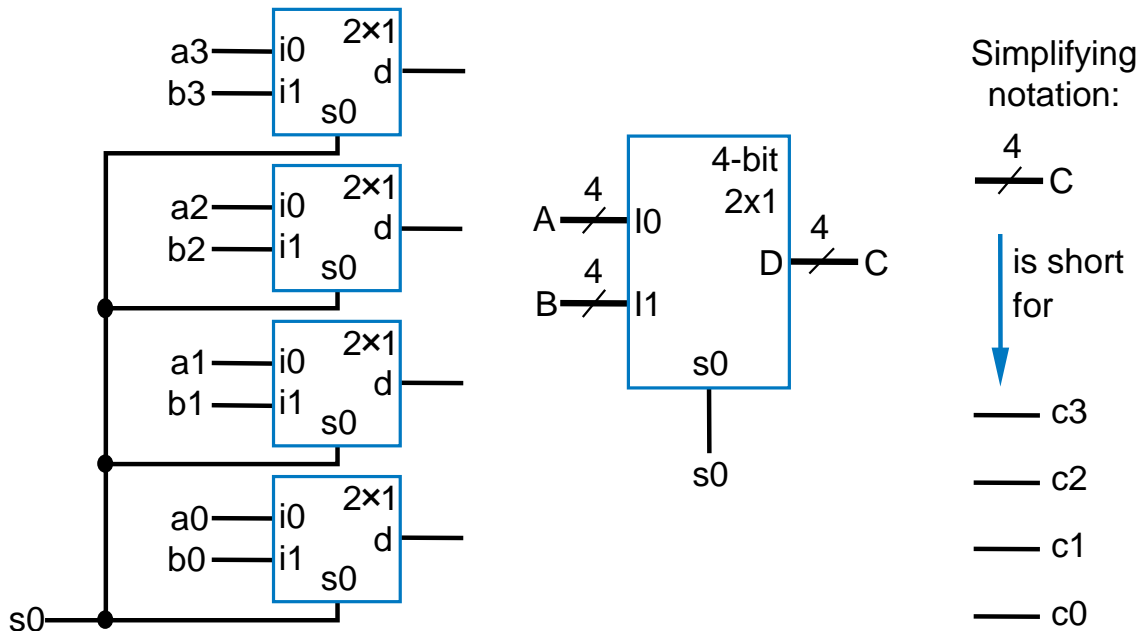


4x1 mux

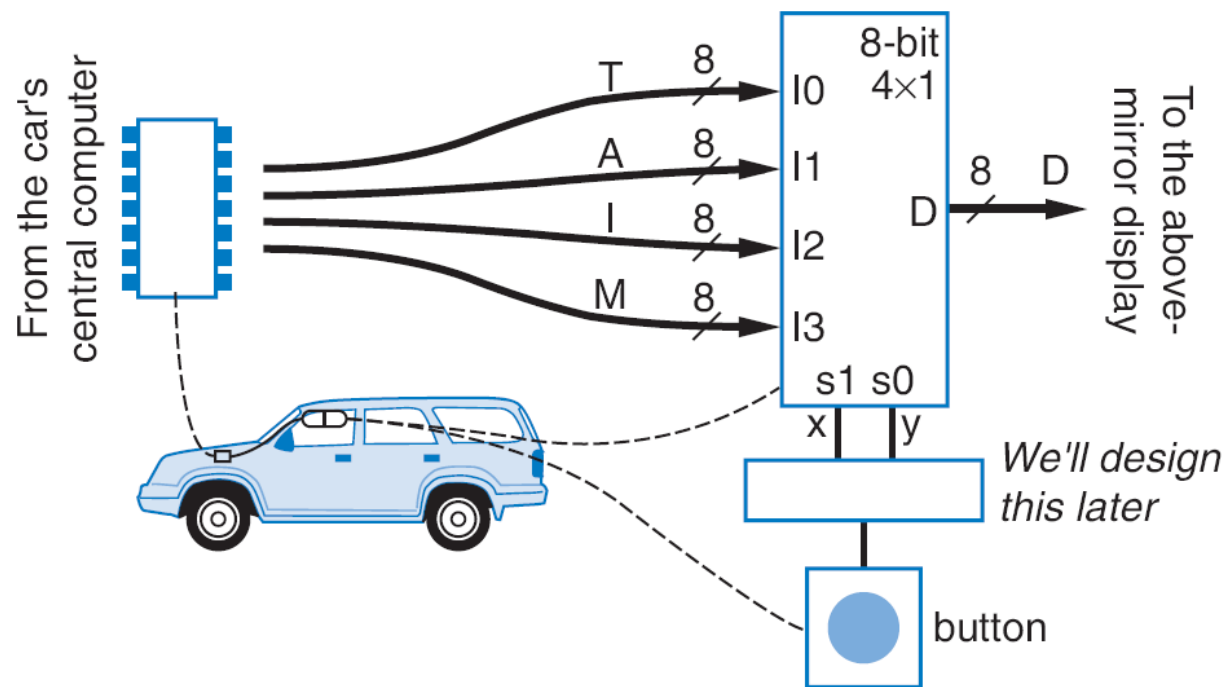


Muxes Combined Together – N-bit Mux

- Ex: Two 4-bit inputs, A ($a_3 a_2 a_1 a_0$), and B ($b_3 b_2 b_1 b_0$)
 - 4-bit 2x1 mux (just four 2x1 muxes sharing a select line) can select between A or B



N-bit Mux Example



- Four possible display items – each is 8-bits length
 - Temperature (T),
 - Average miles-per-gallon (A),
 - Instantaneous mpg (I), and
 - Miles remaining (M)