

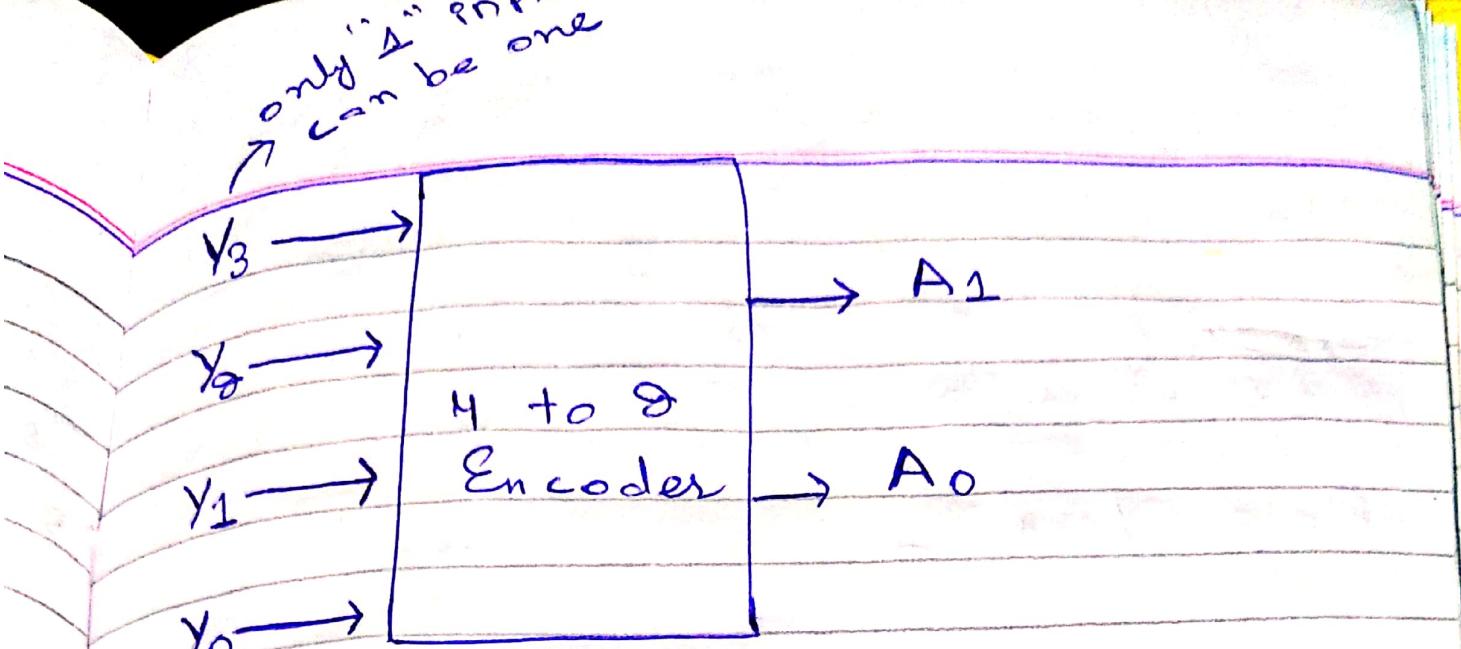
(Lab-8)

- ⇒ Encoder
- ⇒ 4×2 Encoder
- ⇒ Priority Encoder
- ⇒ Decoder
- ⇒ 2×4 decoder, 3×8 decoder
- ⇒ Applications

(Encoder)

⇒ An encoder is a combinational circuit that converts binary information in the form of g^n input lines into N output lines, which represents N bit code for its input.

- A ⇒ For simple encoders it is assumed that only one input line is active at a time
- B ⇒ It performs the inverse operation of decoder.



Y_3	Y_2	Y_1	Y_0	A_1	A_0
0	0	0	1	0	0
0	0	1	0	0	1
0	1	0	0	1	0
1	0	0	0	1	1

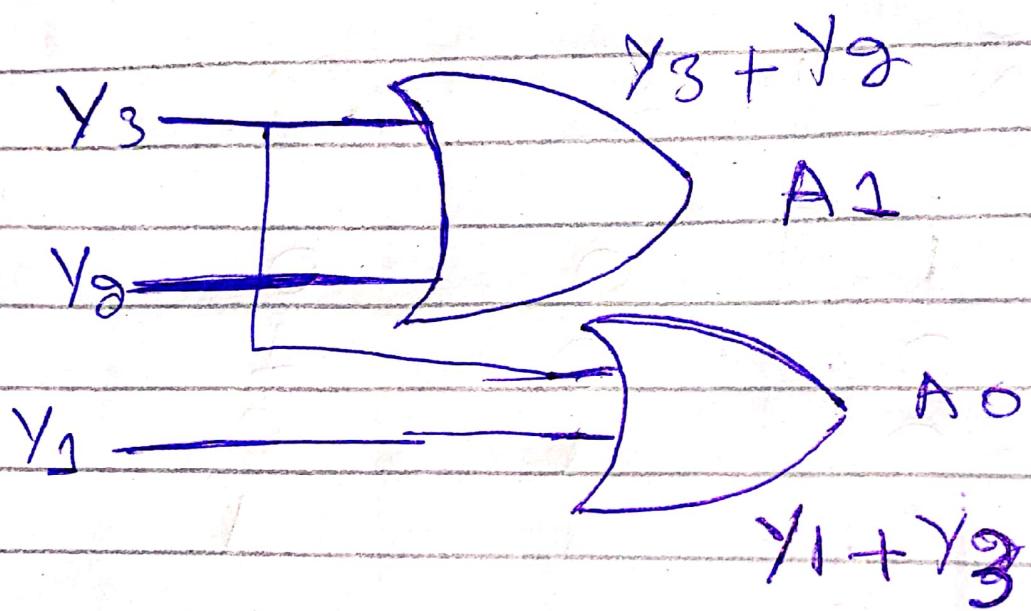
\Rightarrow Basically input represent
the decimal number
mean (Y_0) \rightarrow 0 in binary
will be $(A_1, 0)$ ($(A_1, 0)$, $(A_0, 0)$) (crossed out)
and (Y_1) \rightarrow means "1" in
binary will be $(A_1, 1)$
 $(A_0, 1)$

Now



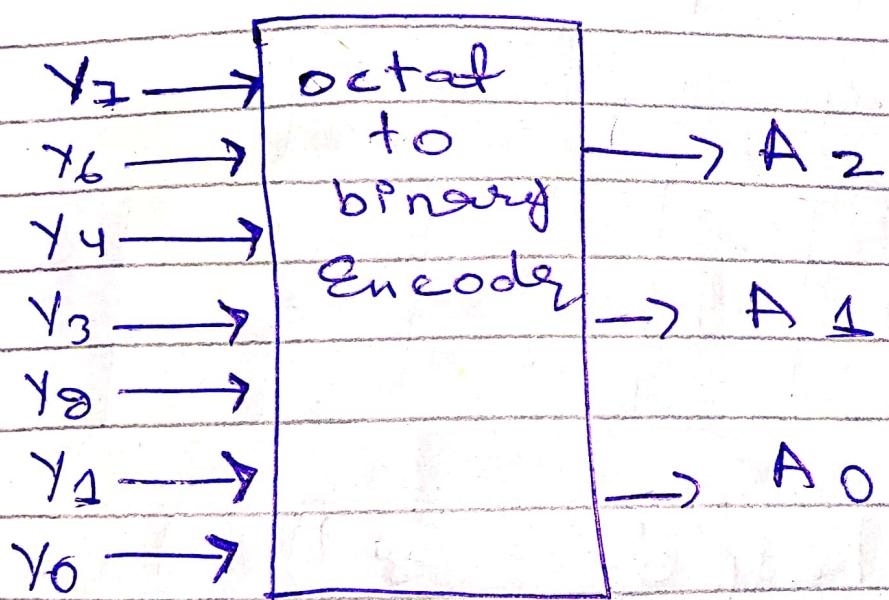
$$A_1 = Y_3 + Y_8$$

$$A_0 = Y_3 + Y_1$$



(Octal to Binary Encoder)

- ⇒ Octal eight to binary Encoder has inputs, y_7 to y_0 and three outputs "Format $8^n = n$ " which are A_2 , A_1 , A_0 .
- Octal to binary encoder is nothing but 8 to 3 encoder.
- ⇒ The block diagram of octal to binary encoder



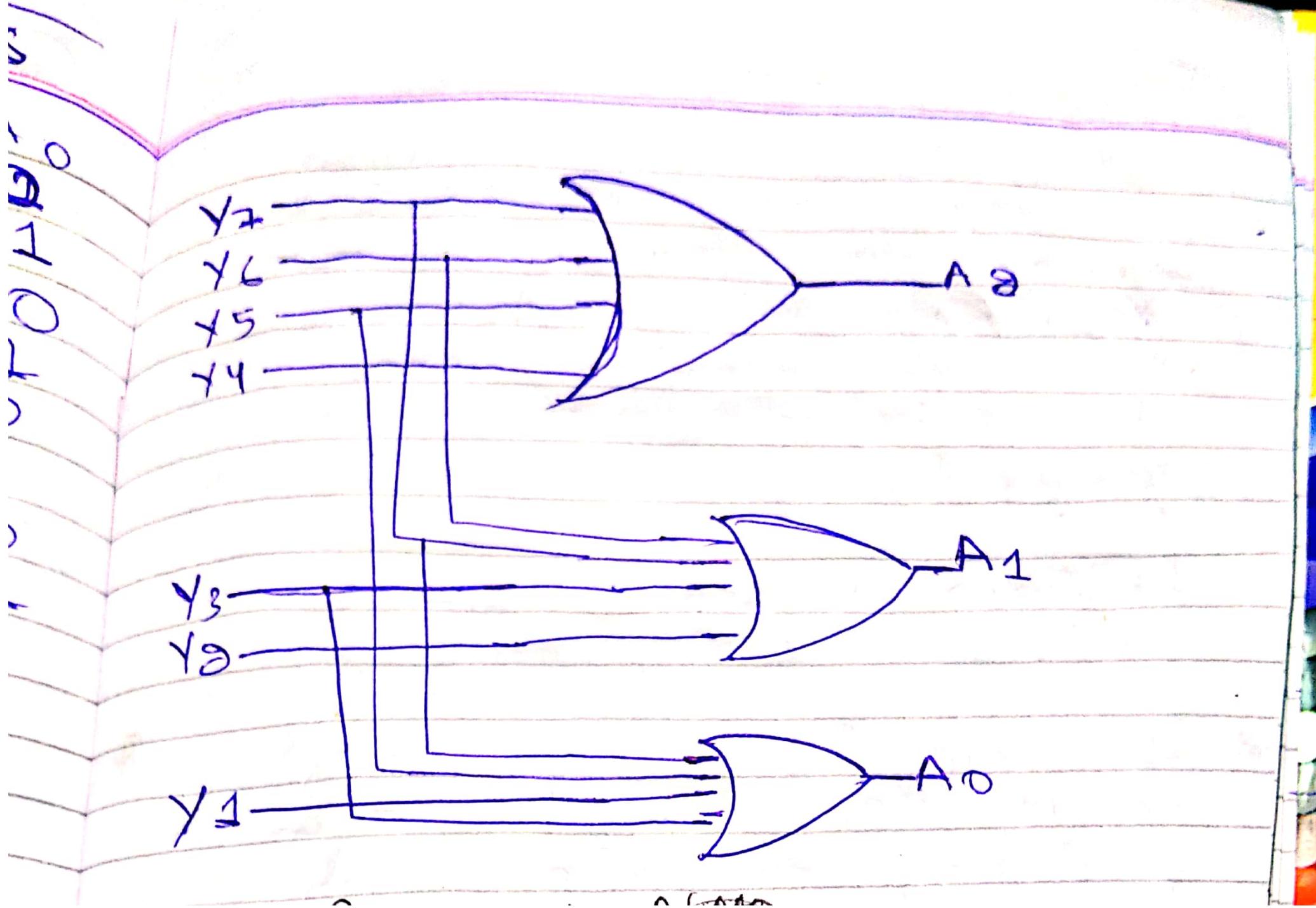
	Input S								Outputs		
	y_7	y_6	y_5	y_4	y_3	y_2	y_1	y_0	A_8	A_7	A_6
=	0	0	0	0	0	0	1	0	0	0	0
=	0	0	0	0	0	1	0	0	0	1	1
=	0	0	0	0	1	0	0	0	0	1	0
=	0	0	0	1	0	0	0	0	1	0	1
=	0	0	1	0	0	0	0	0	1	0	0
=	0	1	0	0	0	0	0	0	1	1	1
=	1	0	0	0	0	0	0	0	0	1	1
=	1	0	0	0	0	0	0	0	1	1	1

=) with the help of truth table
 the boolean expression for
 the A_8, A_7, A_6 is

$$A_8 = y_7 + y_6 + y_5 + y_4$$

$$A_7 = y_7 + y_6 + y_3 + y_2$$

$$A_6 = y_7 + y_5 + y_3 + y_1$$



(Draw backs)

- ⇒ If we are giving two (light) means exp: y_3 , y_6 , both are "1" then is it gonna get a tactical output that is wanted.
- = (Draw backs of Encoder)

⇒ If more than one input is active High, then the encoder produces an output, which may not be the correct code. Exp.: if both y_3 and y_6 are "1" then the encoder produces 111 at its output. This is neither equivalent code corresponding to y_3 , when it is "1" nor the equivalent code corresponding to y_6 when it is "1".

⇒ There is an ambiguity, when all outputs of encoder are equal to zero. Because it could be its code

corresponding to its inputs.
when only least significant
input is one or when all
inputs are zero.

So to overcome these difficulties, we should assign priorities to each input of encoder. Then, the output of encoder will be the binary code corresponding to the active high inputs, which has higher priority.

This encoder is called priority encoder

~~(Priority)~~ Priority

Encoder

\Rightarrow 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~~ priority shall be considered.

\Rightarrow There are four inputs y_0, y_1, y_2, y_3 and two outputs A_1 and A_0 .

$\Rightarrow y_3$ has highest priority and y_0 is at lowest priority.

\Rightarrow If $y_3 = 1$, irrespective of other inputs then output ~~is 1~~ is 1.

(Priority Encoder)

S.NO	y_3	y_2	y_1	y_0	A_1	A_0	V
0	0	0	0	0	0	0	01
1	0	0	1	0	0	1	11
2	0	0	1	1	0	1	11
3	0	0	0	1	0	1	11
4	0	1	0	0	1	0	11
5	0	1	0	1	1	0	11
6	1	0	0	1	1	0	11
7	1	0	1	1	1	0	11
8	1	0	0	0	1	1	11
9	1	0	0	1	1	1	11
10	1	0	1	0	1	1	11
11	1	1	0	1	1	1	11
12	1	1	0	0	0	1	11
13	1	1	0	0	1	1	11
14	1	1	1	0	1	1	11
15	1	1	1	1	0	1	11

K-Map for A₁)

	$y_3'y_2'y_1'y_0'$	$y_3'y_2'y_1y_0$	$y_3'y_2y_1'y_0$	$y_3'y_2y_1y_0'$	$y_3y_2'y_1'y_0$	$y_3y_2'y_1y_0'$	$y_3y_2y_1'y_0$	$y_3y_2y_1y_0'$
	0 0	0 1	1 1	1 0	1 1	1 0	1 1	1 0
$y_3'y_2$	0 0	1 1	1 0	1 1	1 1	1 0	1 1	1 0
$y_3'y_1$	1 1	1 0	1 1	1 0	1 1	1 0	1 1	1 0
$y_3'y_0$	1 0	1 1	1 0	1 1	1 0	1 1	1 0	1 1
$y_3y_2'y_1$	1 0	1 1	1 0	1 1	1 0	1 1	1 0	1 1
$y_3y_2'y_0$	1 1	1 0	1 1	1 0	1 1	1 0	1 1	1 0
$y_3y_2y_1'y_0$	1 1	1 0	1 1	1 0	1 1	1 0	1 1	1 0
$y_3y_2y_1y_0'$	1 0	1 1	1 0	1 1	1 0	1 1	1 0	1 1

~~A₁ = Y₃' + Y₂'~~ R

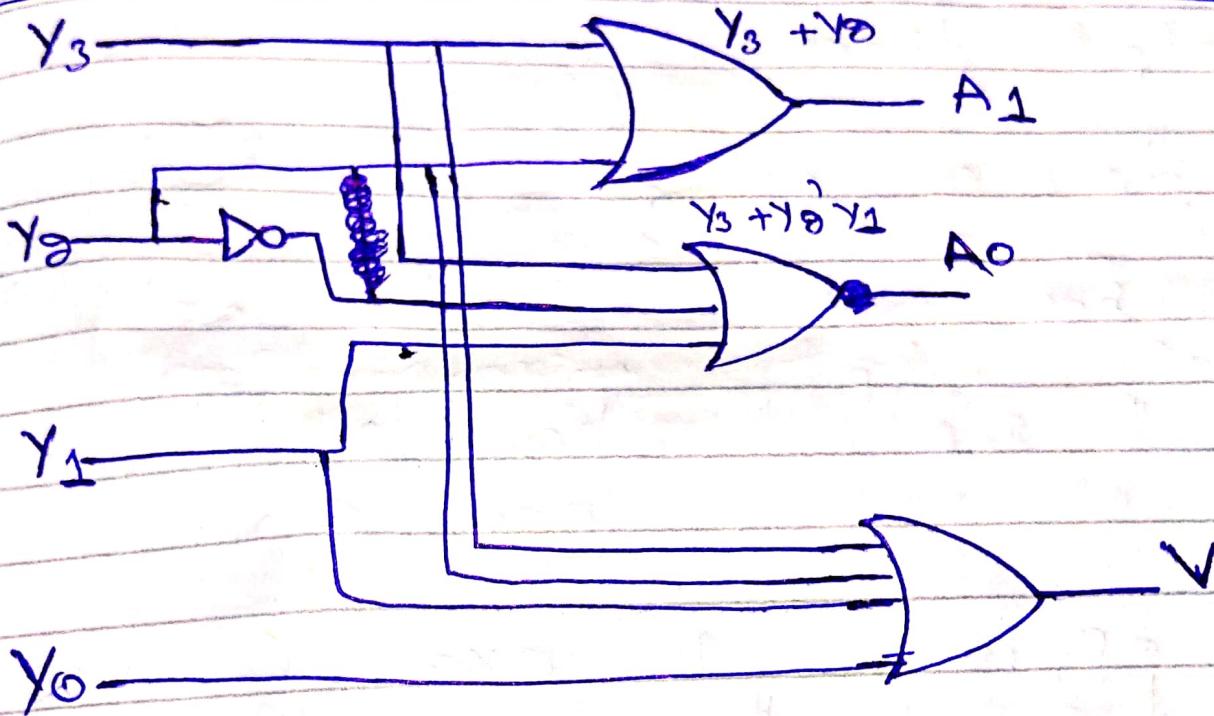
K-Map for A₀

	$y_1'y_0'y_2'y_0'$	$y_1'y_0'y_2y_0$	$y_1'y_0y_2'y_0$	$y_1'y_0y_2y_0'$	$y_1y_0'y_2'y_0$	$y_1y_0'y_2y_0'$	$y_1y_0y_2'y_0$	$y_1y_0y_2y_0'$
	0 0	0 1	1 1	1 0	1 1	1 0	1 1	1 0
$y_3'y_2$	0 0	1 1	1 0	1 1	1 1	1 0	1 1	1 0
$y_3'y_1$	1 1	1 0	1 1	1 0	1 1	1 0	1 1	1 0
$y_3'y_0$	1 0	1 1	1 0	1 1	1 0	1 1	1 0	1 1
$y_3y_2'y_1$	1 0	1 1	1 0	1 1	1 0	1 1	1 0	1 1
$y_3y_2'y_0$	1 1	1 0	1 1	1 0	1 1	1 0	1 1	1 0
$y_3y_2y_1'y_0$	1 1	1 0	1 1	1 0	1 1	1 0	1 1	1 0
$y_3y_2y_1y_0'$	1 0	1 1	1 0	1 1	1 0	1 1	1 0	1 1

$$A_0 = Y_3 + Y_8' Y_1$$

and

$$v = Y_3 + Y_8 + Y_1 + Y_0$$

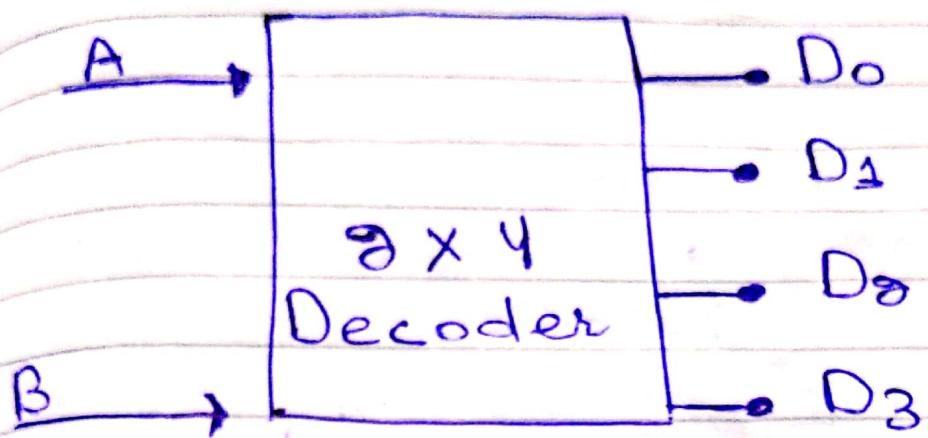


A_1

(Decoder)

- = \Rightarrow Decoder is a combinational circuit that has "n" input lines and maximum of 2ⁿ output lines.
- = \Rightarrow A decoder accepts a set of inputs that represents a binary number and activates only that output corresponding to the input number. All other outputs remain inactive.
- = \Rightarrow its operation is exactly reverse as that of the encoder.

Let 8 to 4 Decoder has two inputs A_1 and A_0 and four outputs, Y_3, Y_2, Y_1, Y_0 . The block diagram and truth table of 8 to 4 decoder is shown in figure



Input		outputs			
A	B	D ₀	D ₁	D ₂	D ₃
0	0	1	0	0	0
0	1	0	1	0	0
1	0	0	0	1	0
1	1	0	0	0	1

$$D_0 = A' \cdot B'$$

$$D_1 = A' \cdot B$$

$$D_2 = A \cdot B'$$

$$D_3 = A \cdot B$$

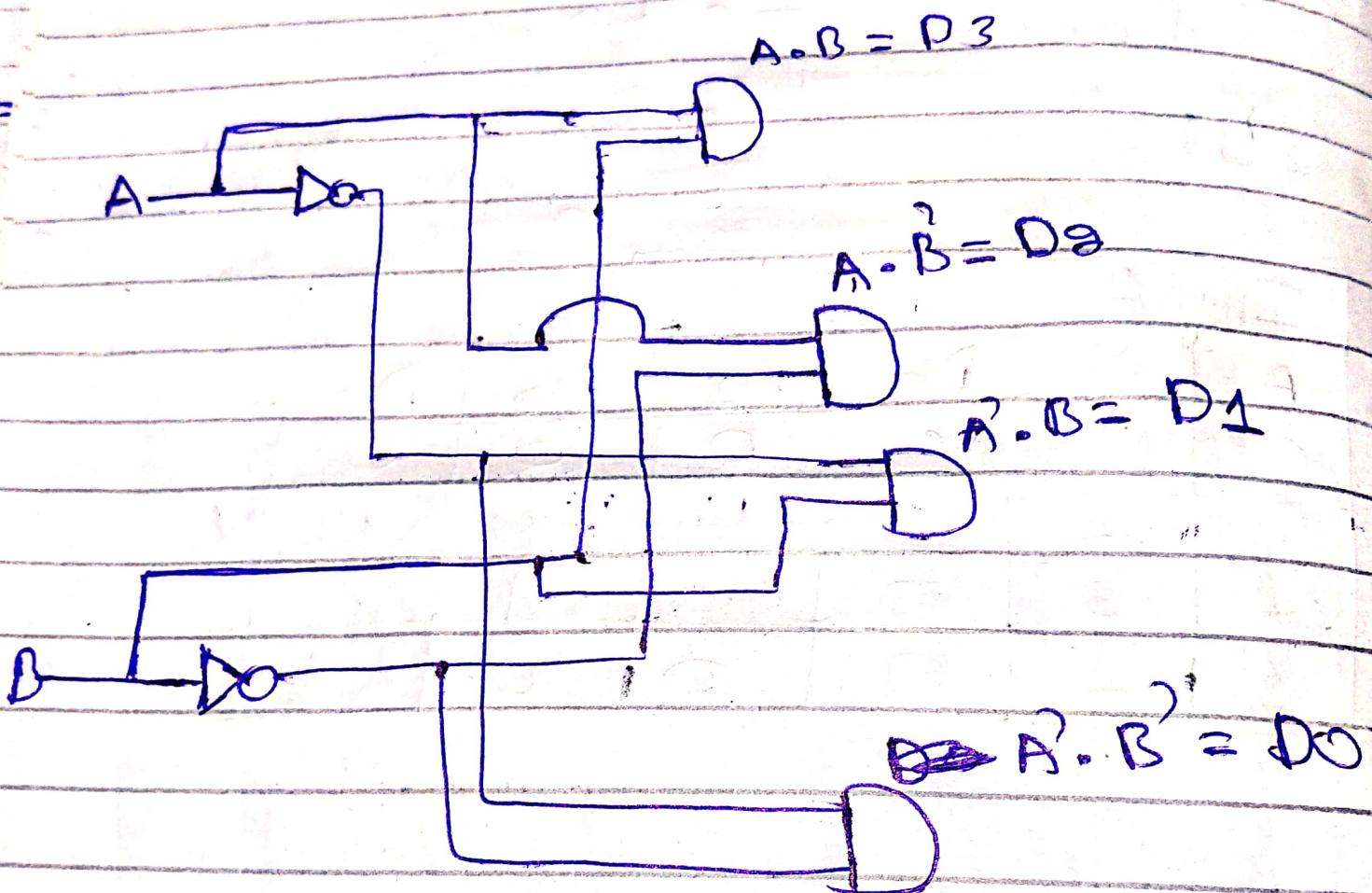
$$f =$$

$$D_3 = A \cdot B$$

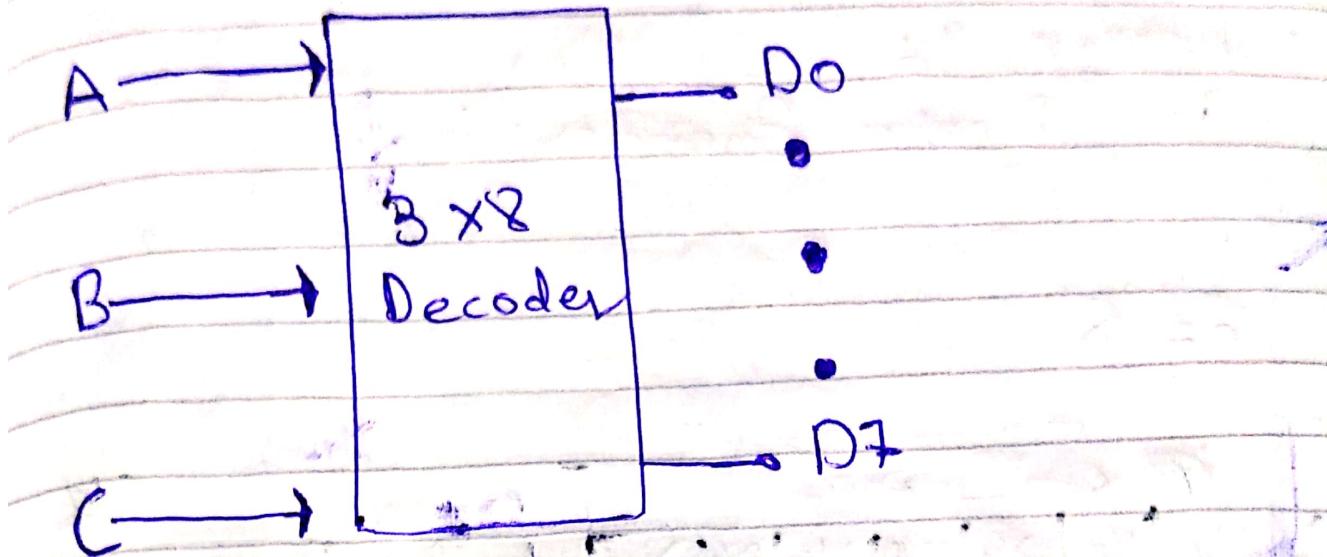
$$D_2 = A \cdot B'$$

$$D_1 = A' \cdot B$$

$$D_0 = A' \cdot B'$$



(3 To 8 Line Decoder)



Inputs			Outputs								$D_0 = \bar{A}B$
A	B	C	D0	D1	D2	D3	D4	D5	D6	D7	
0	0	0	1	0	0	0	0	0	0	0	
0	0	1	0	1	0	0	0	0	0	0	
0	1	0	0	0	1	0	0	0	0	0	
0	1	1	0	0	0	1	0	0	0	0	
1	0	0	0	0	0	0	1	0	0	0	
1	0	1	0	0	0	0	0	1	0	0	
1	1	0	0	0	0	0	0	0	0	1	
1	1	1	0	0	0	0	0	0	0	0	