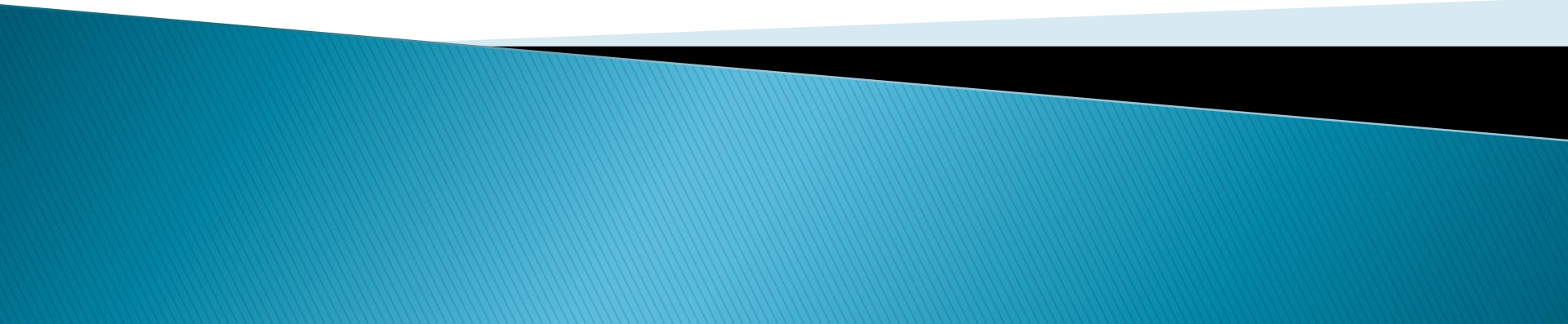


# Combinational Logic

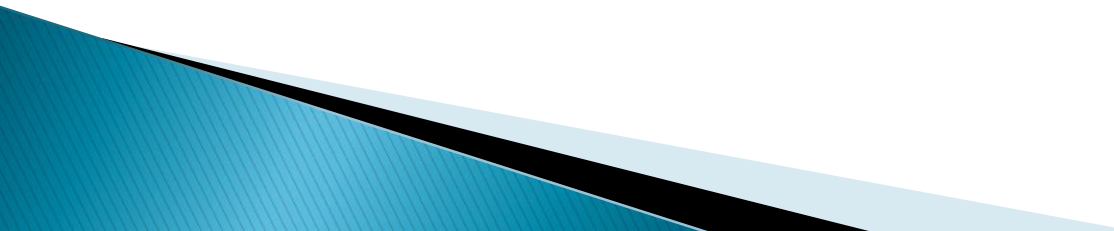
## Part III: Decoders and Encoders



# DECODERS



# Decoders

- ▶ A binary decoder is a **digital logic device that translates a binary input code into a single output**, allowing it to be easily understood and utilized by other devices. It plays a crucial role in simplifying complex binary data, making it an essential component in modern digital systems.
  - ▶ Converts an  $n$ -bit code to a single active output.
  - ▶ Can be developed using AND/OR gates
  - ▶ Can be used to implement logic circuits.
  - ▶ Extensively used in digital systems.
- 

# Binary Decoders

- ▶ Figure 1(a) shows the block diagram with  $n$  input lines and  $2^n$  possible output lines.
- ▶ Only one output is a 1 for any given input.

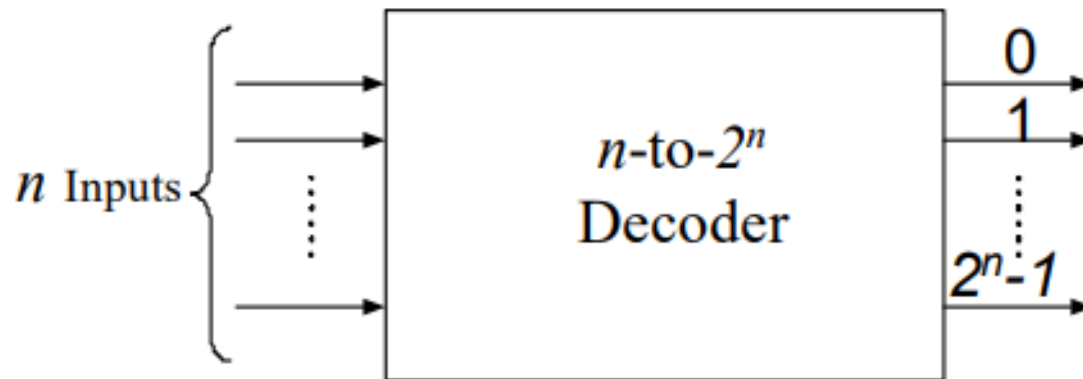


Figure 1(a): A typical decoder

- ▶ Thus, a decoder has  $n$  inputs and  $2^n$  outputs. Each of the  $2^n$  outputs corresponds to one of the possible  $2^n$  input combinations.

# Example: 2-to-4 decoders

- It contains two inputs denoted by  $A_1$  and  $A_0$  and four outputs denoted by  $D_0$ ,  $D_1$ ,  $D_2$ , and  $D_3$ . Also note that  $A_1$  is the most significant bit (MSB) while  $A_0$  is the least significant bit (LSB).

Decimal #	Input		Output			
	$A_1$	$A_0$	$D_0$	$D_1$	$D_2$	$D_3$
0	0	0	1	0	0	0
1	0	1	0	1	0	0
2	1	0	0	0	1	0
3	1	1	0	0	0	1

Table 1: Truth table for 2-to-4 decoder

# Example: 2-to-4 decoders

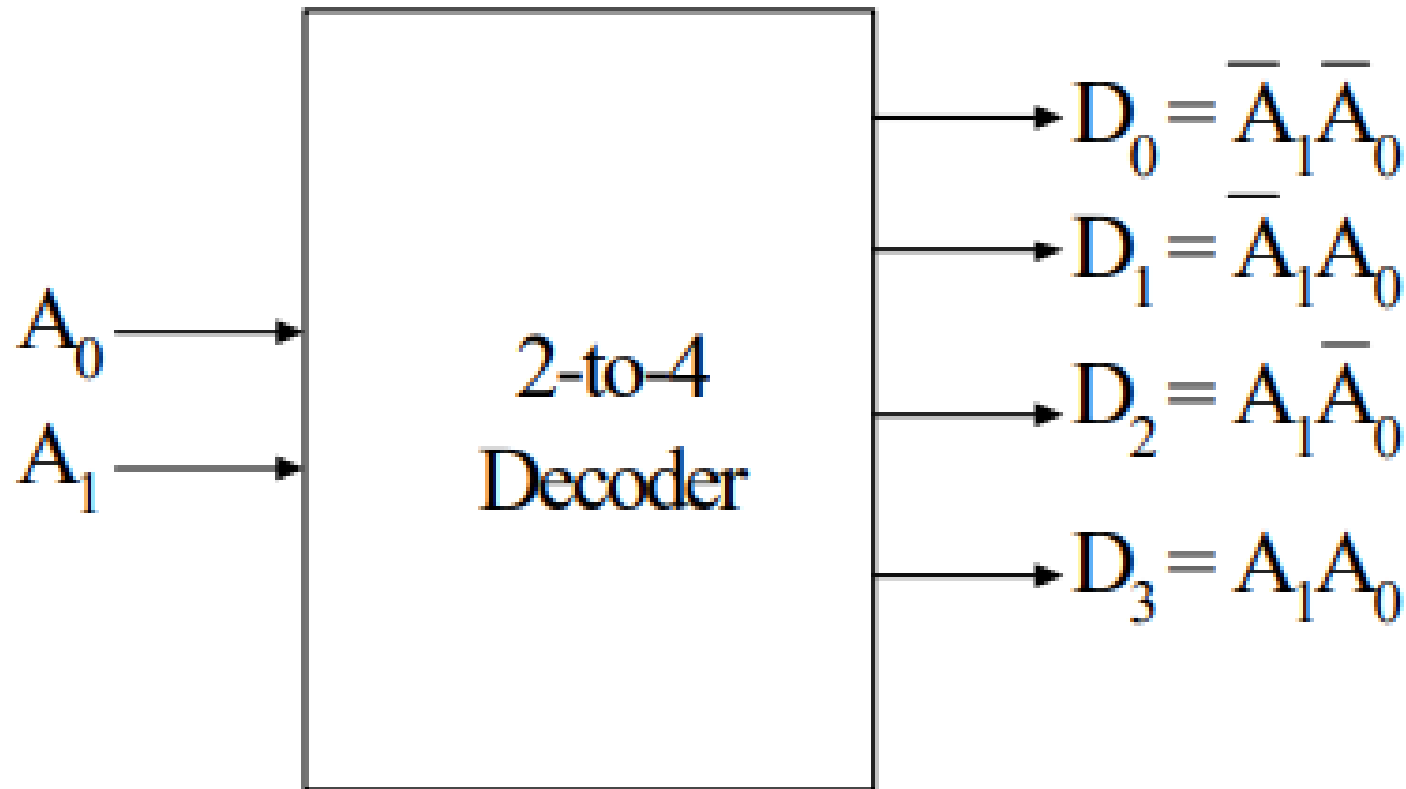


Figure 2: A 2-to-4 decoder without enable

# Example: 2-to-4 decoders

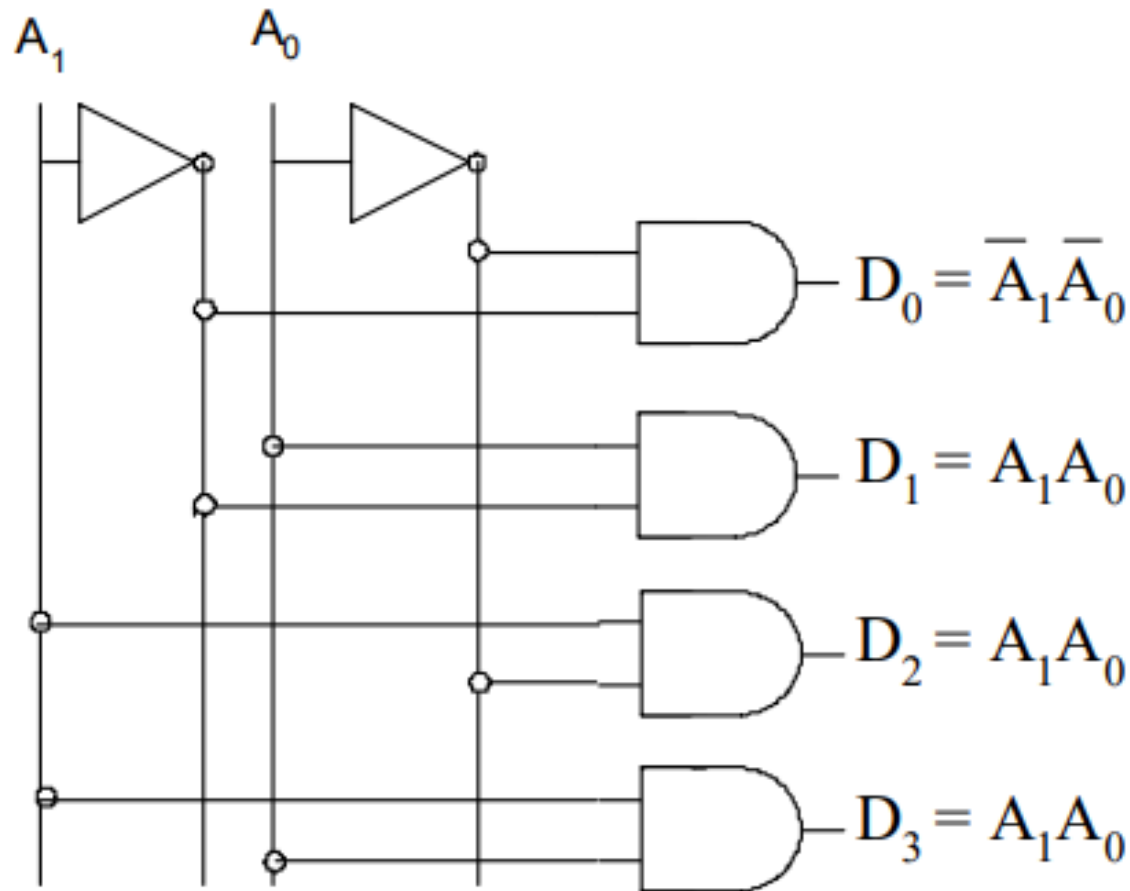
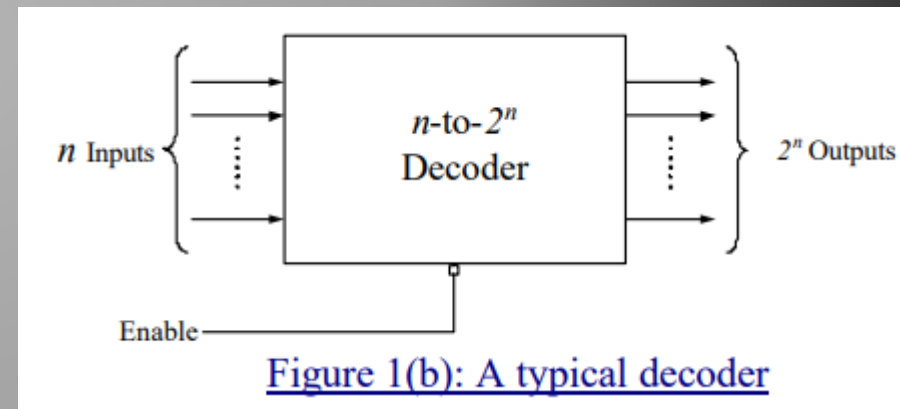


Figure 3: Implementation 2-to-4 decoder

# Decoders with “enable” input

- ▶ Generally, decoders have the “enable” input. The enable input performs no logical operation, but is only responsible for making the decoder ACTIVE or INACTIVE.
- ▶ If the enable “E” is one, then the decoder performs its normal operation.
- ▶ If the enable “E” is zero, then all outputs are zero regardless of the input values.



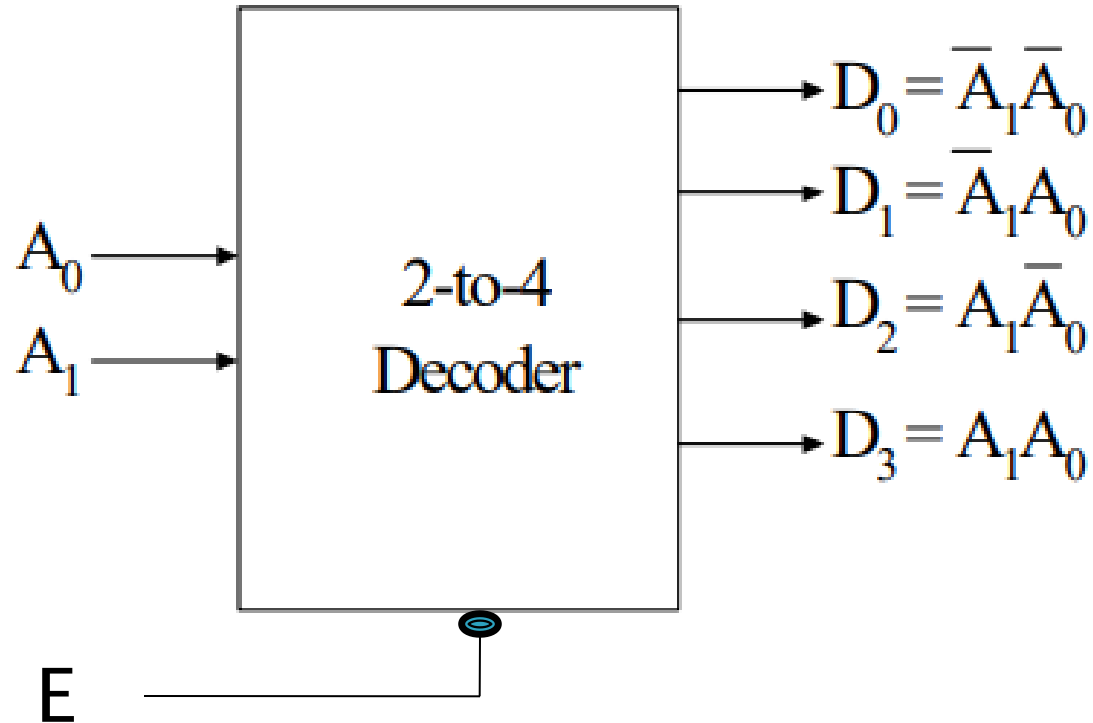


# 2-to-4 Decoders with enable

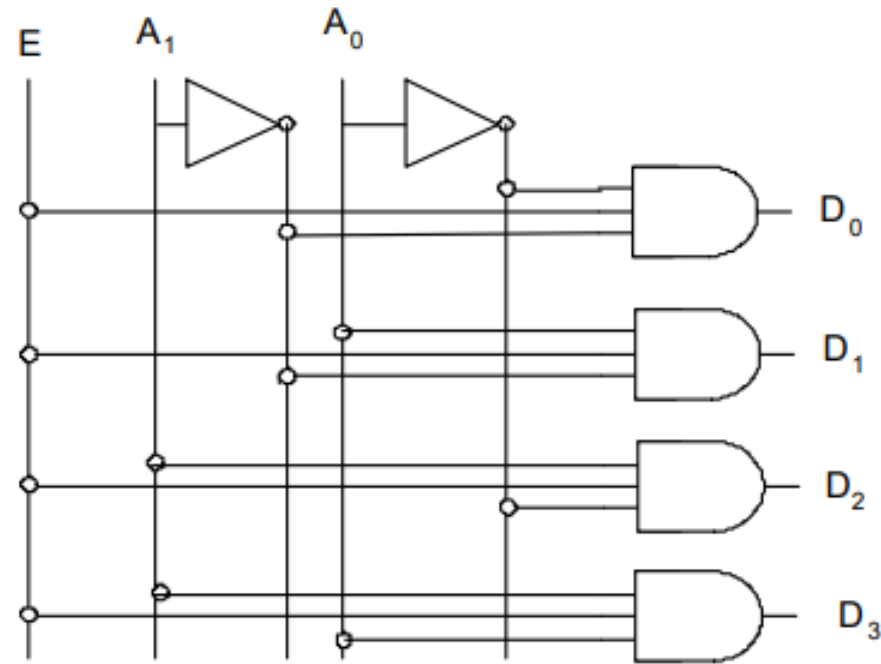
Decimal value	Enable	Inputs		Outputs			
	<b>E</b>	<b>A<sub>1</sub></b>	<b>A<sub>0</sub></b>	<b>D<sub>0</sub></b>	<b>D<sub>1</sub></b>	<b>D<sub>2</sub></b>	<b>D<sub>3</sub></b>
	<b>0</b>	<b>X</b>	<b>X</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>
<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>0</b>
<b>1</b>	<b>1</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>
<b>2</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>0</b>
<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>1</b>

Truth table of 2-to-4 decoder with enable

# 2-to-4 Decoders with enable



# 2-to-4 Decoders with enable



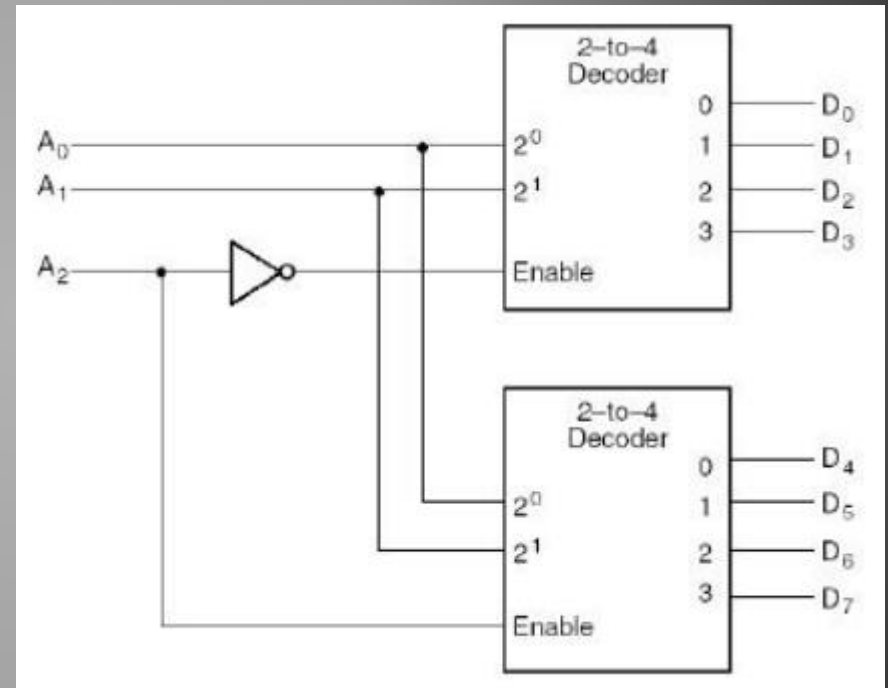
Implementation of 2-to-4 decoder with enable

# Decoder Expansion

- ▶ It is possible to build larger decoders using two or more smaller ones.
- ▶ Example: Construct a 3-to-8 decoder using two 2-to-4 decoders with enable inputs.

# Decoder Expansion

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# Assignment #4: (50 pts)

1. Make a 3-to-8 decoder with 3 inputs  $A_0$ ,  $A_1$ ,  $A_2$  and 8 outputs ( $D_0$  to  $D_7$ ). Show the truth table. (15 pts)
2. Construct a 4x16 decoder using two 3x8 decoders. (20 pts)
3. Decoder implementation of a full adder. Refer to the truth table below. (15 pts)

Decimal value	Input			Output	
	X	Y	Z	S	C
0	0	0	0	0	0
1	0	0	1	1	0
2	0	1	0	1	0
3	0	1	1	0	1
4	1	0	0	1	0
5	1	0	1	0	1
6	1	1	0	0	1
7	1	1	1	1	1