

COMPUTER SCIENCE & IT

DIGITAL LOGIC




Lecture No. 13

Combinational Circuit



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Recap of Previous Lecture

Question Discussion



Topics to be Covered

Decoder

Encoder

[Decoder]



- What is Decoder?

- It is a combinational ckt having many inputs and many o/p's.

- It is basically used to convert binary into other codes.

- eg. binary to octal
- eg. binary to hexadecimal

- Its order is $n: 2^n$

$$0 \cdot X = 0$$

$$X \cdot X = X$$

$$X + X = X$$

$$1 + X = 1$$

$$1 \cdot X = X$$

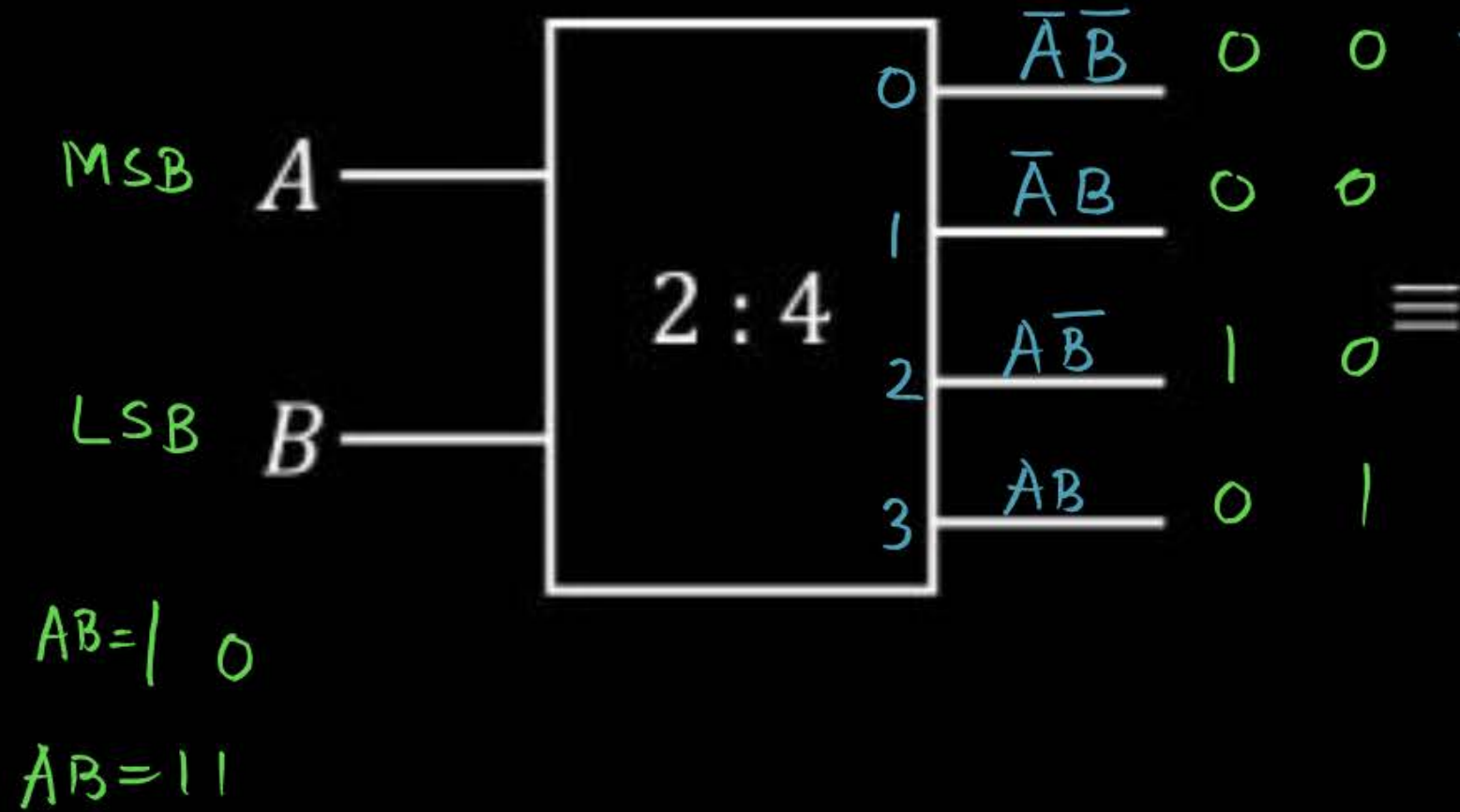
$$1 \oplus X = X$$

$$0 \odot X = X$$

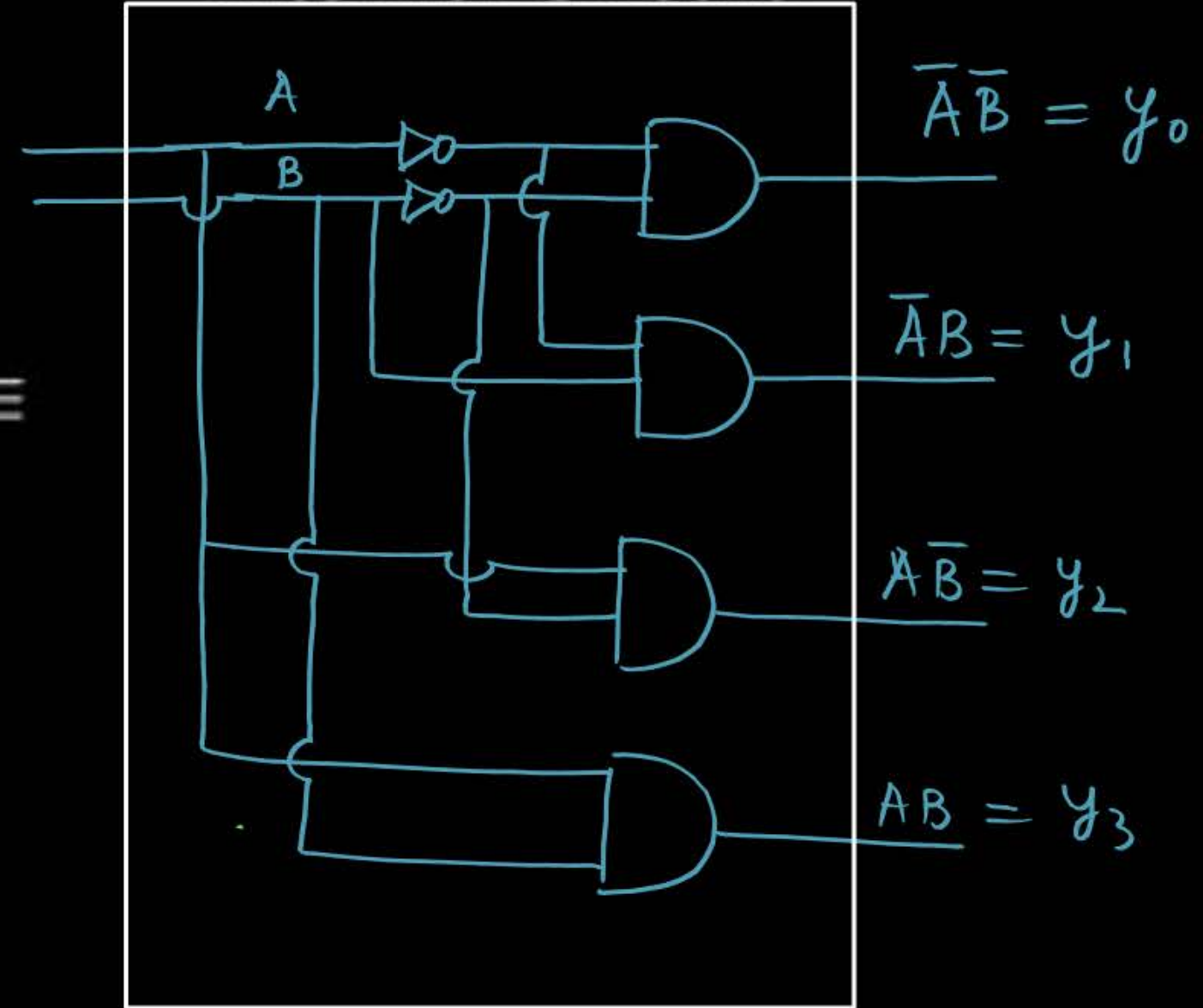
$$\overline{0 \cdot X} = 1$$

$$\overline{X} = X$$

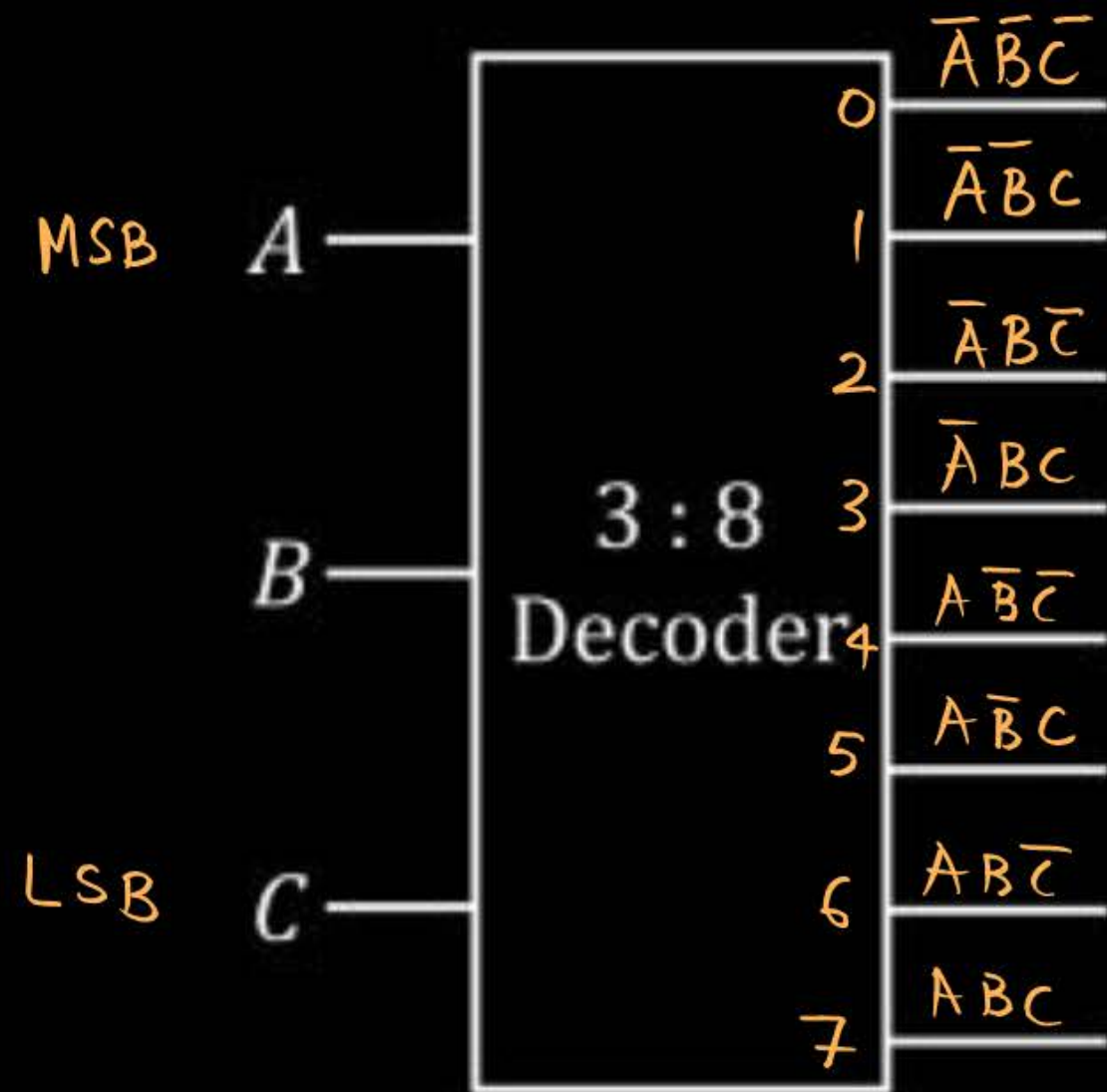
- 2 : 4 Decoder

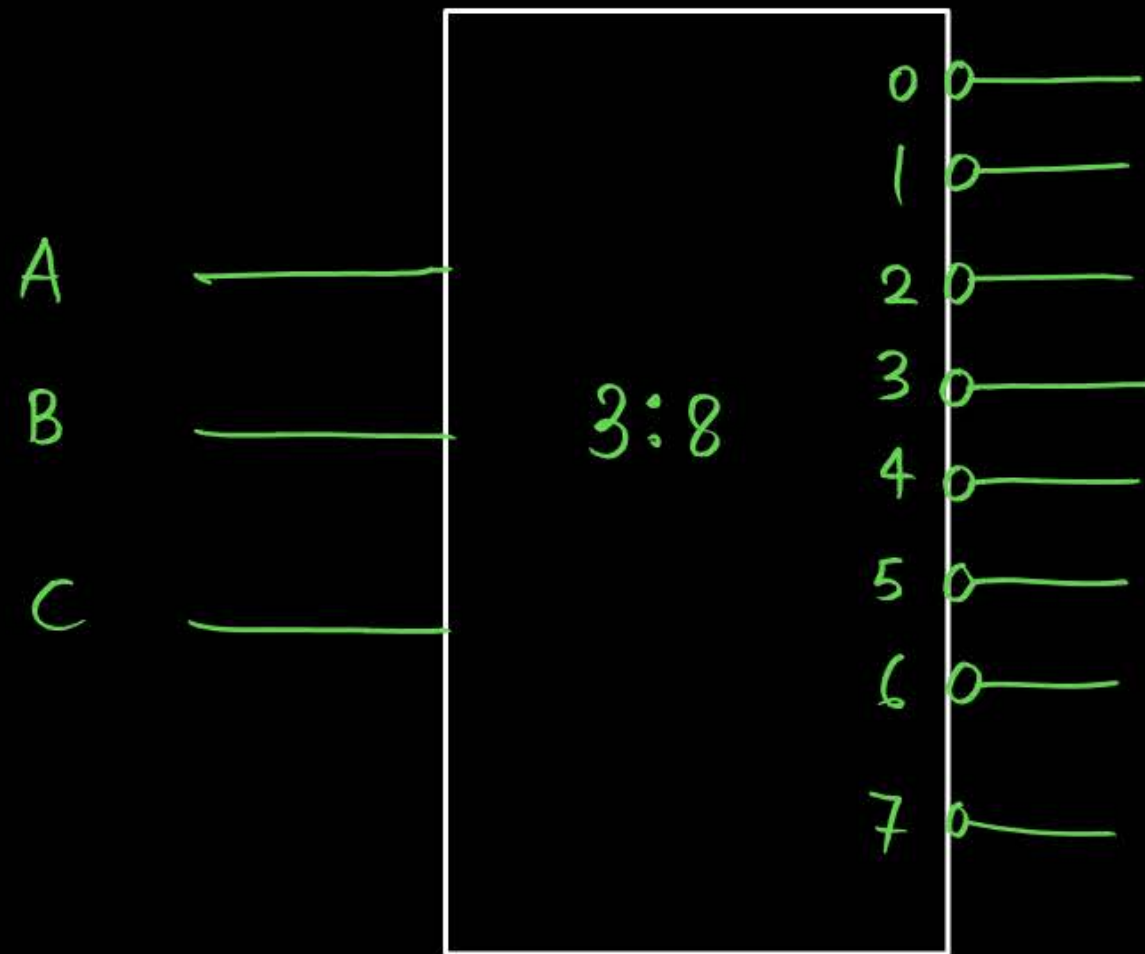


Internal Circuit



- 3 : 8 Decoder





Low enable decoder

- Imp point regarding functionality of decoder :
- Whenever we apply a particular input combination on i/p side then corresponding o/p line will go at logic '1' and at the same time other o/p lines will be at '0'.

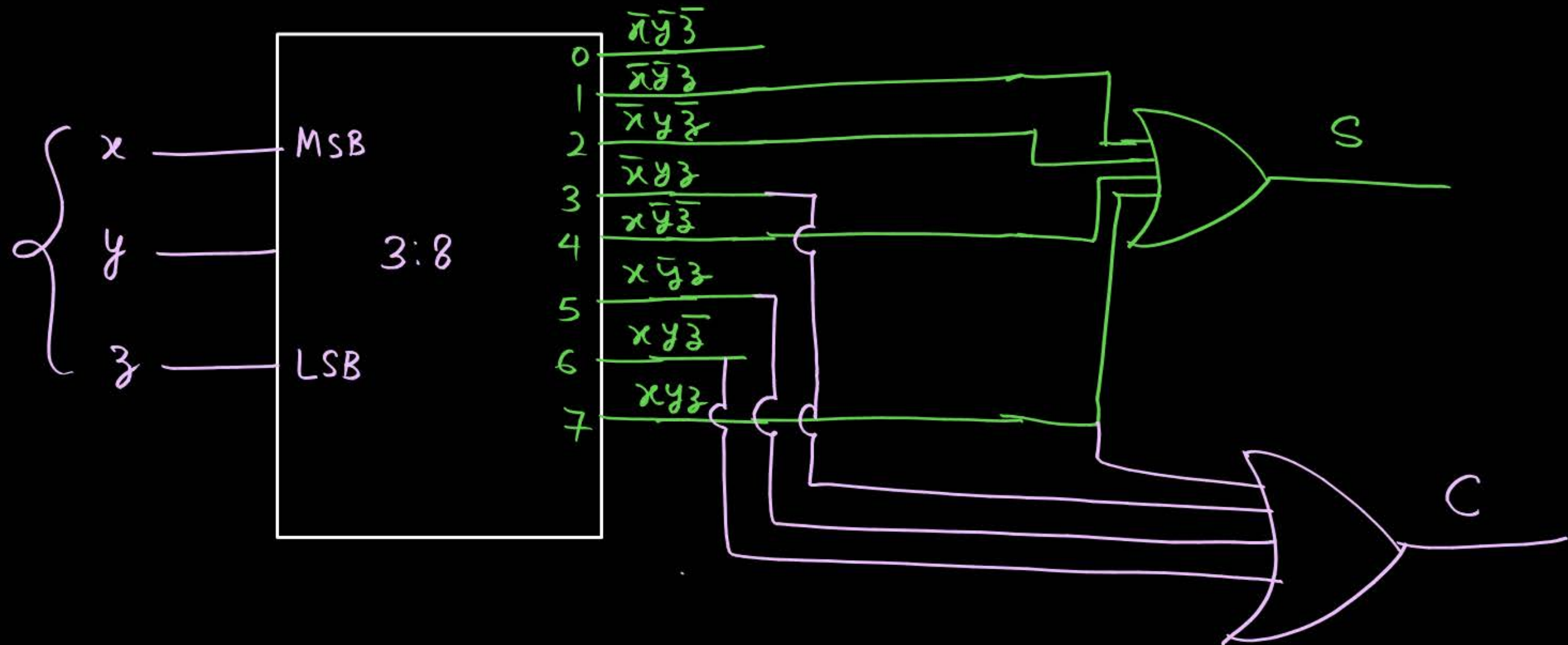
[Full adder implementation using Decoder + OR gate]



- Full adder using 3 : 8 decoder + OR gate :

$$S(x, y, z) = x \oplus y \oplus z = \sum(1, 2, 4, 7) = \bar{x}\bar{y}z + \bar{x}y\bar{z} + x\bar{y}\bar{z} + xyz$$

$$C(x, y, z) = \underline{xy} + \underline{yz} + \underline{zx} = xy + (x \oplus y)z = \sum(3, 5, 6, 7)$$



H.W.

Q. Implement F.S. using 3:8 decoder & OR gate.

Q. Implement H.A & H.S using 2:4 decoder & OR gate.

Q. $f(A, B, C) = \bar{A}B + B\bar{C} + AC$

implement the given function using a decoder and OR.

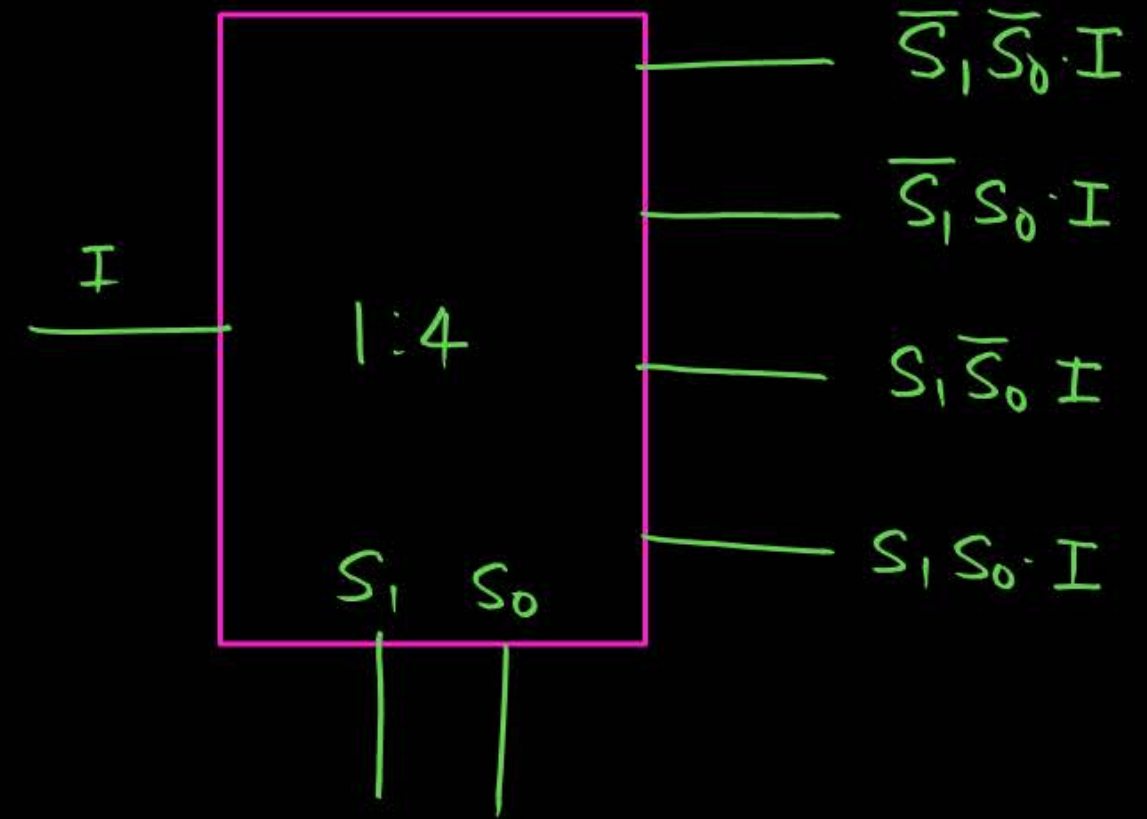
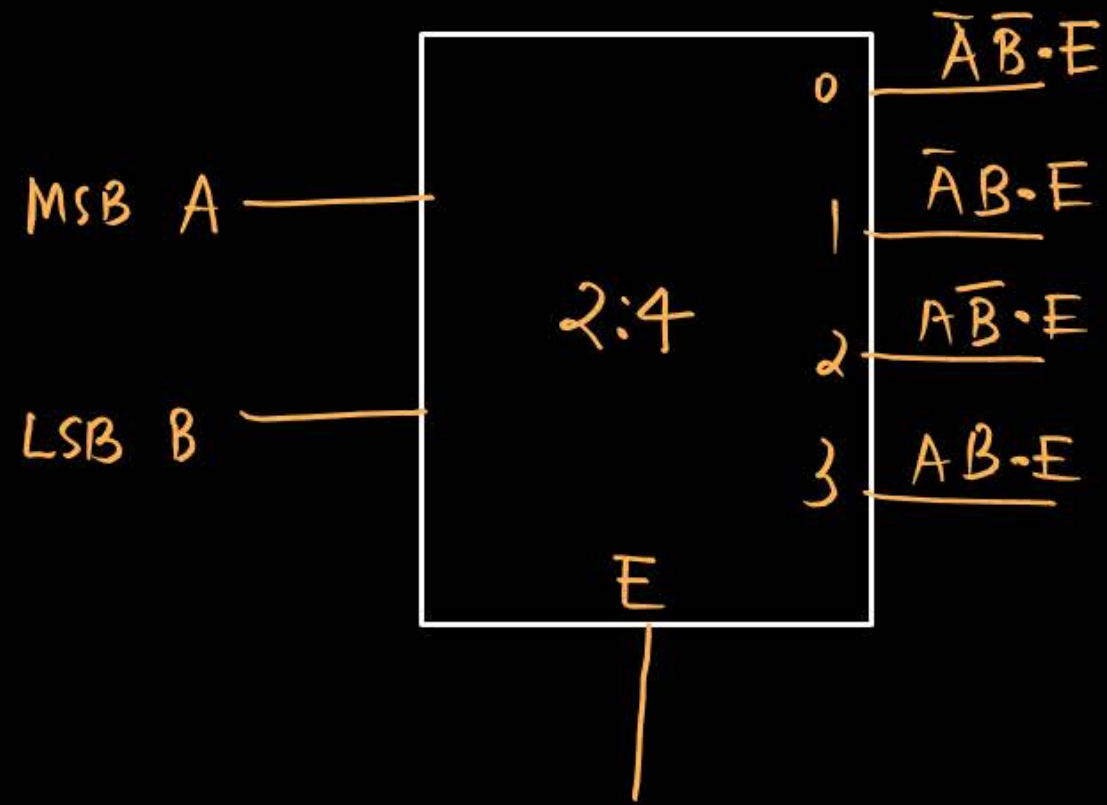
- Imp point regarding implementation of logical function using decoder :

- # Whenever we need implement any boolean function using decoder & OR gate, then function must always be expressed in standard SOP form.
- # No. of i/p lines in decoder is equal to no of Variables in boolean function.

Comparison of DeMUX and Decoder circuit



- How their internal circuits are same?



⇒ Decoder with enable pin (E) has same internal circuitry as of the DeMUX of same order

[Encoder]



- What is encoder?

It is a combinational CKT having many I/Ps and many O/Ps.

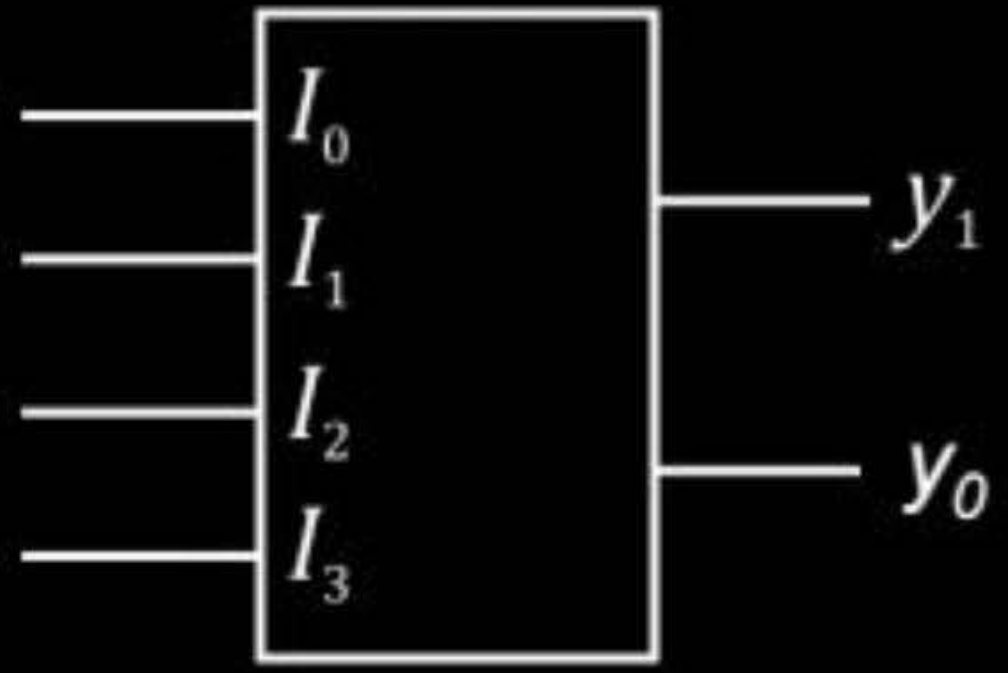
It is basically used to convert other codes into binary.

→ g. Octal to binary
g. Hexadecimal to binary.

Its order is $(2^n : n)$



- 4 : 2 Encoder :



$$y_1(I_0, I_1, I_2, I_3) = \Sigma(1, 2)$$

$$+ d \Sigma(0, 3, 5, 6, 7, 9, 10, 11, 14, 15)$$

$$y_0(I_0, I_1, I_2, I_3) = \Sigma(1, 4)$$

$$+ d \Sigma(0, 3, 5, 6, 7, 9, 12, 13, 14, 15)$$

$$y_1 = I_2 + I_3$$
$$y_0 = I_1 + I_3$$

Truth Table :

	I_0	I_1	I_2	I_3	y_1	y_0
8	1	0	0	0	0	0
4	0	1	0	0	0	1
2	0	0	1	0	1	0
1	0	0	0	1	1	1

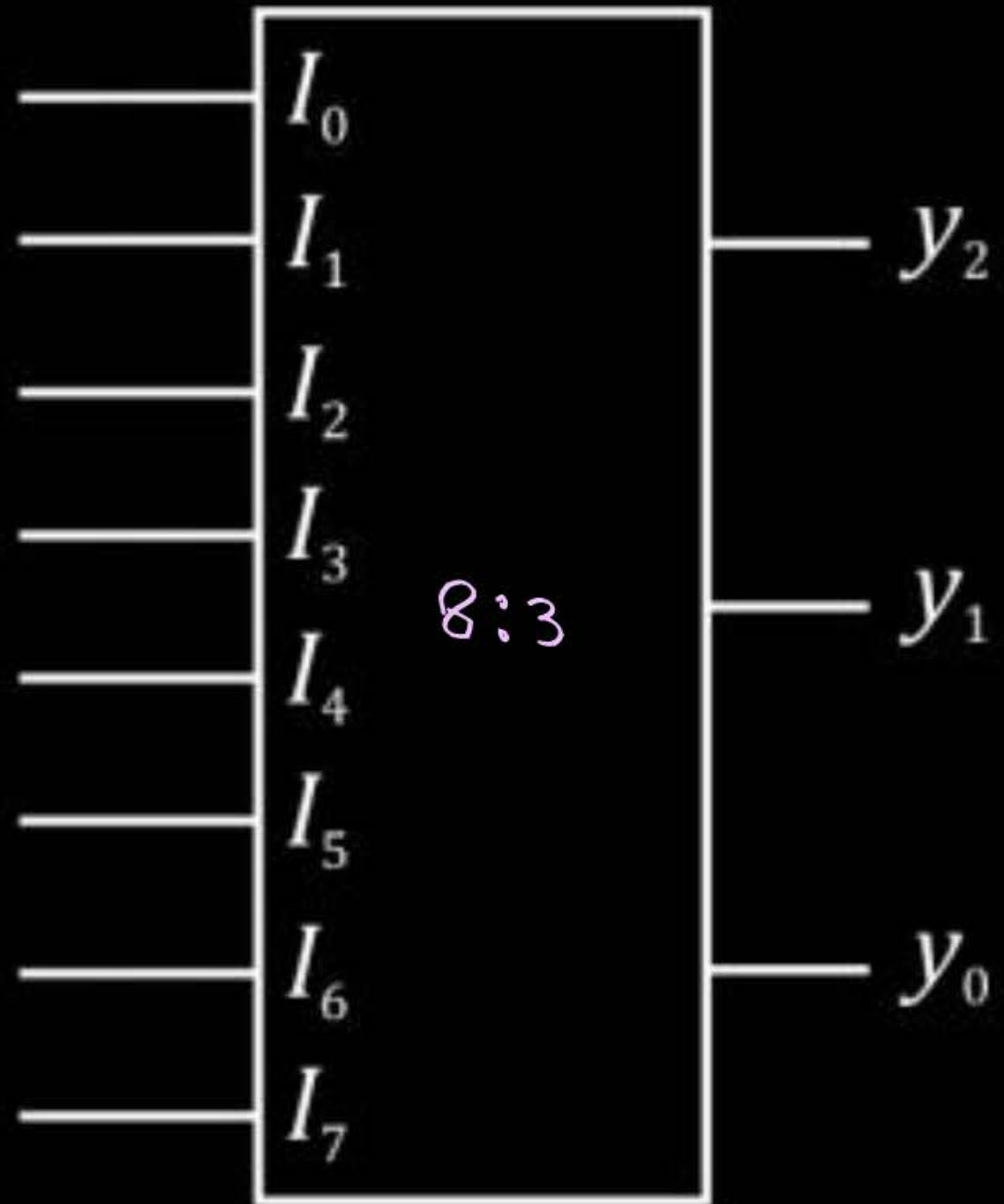
y_1	$\bar{I}_2 \bar{I}_3$	$\bar{I}_2 I_3$	$I_2 \bar{I}_3$	$I_2 I_3$
$\bar{I}_0 \bar{I}_1$	X	1	X	1
$\bar{I}_0 I_1$.	X	X	X
$I_0 \bar{I}_1$	X	X	X	X
$I_0 I_1$.	X	X	X

$$y_1 = I_2 + I_3$$

y_0	$\bar{I}_2 \bar{I}_3$	$\bar{I}_2 I_3$	$I_2 \bar{I}_3$	$I_2 I_3$
$\bar{I}_0 \bar{I}_1$	X	1	X	.
$\bar{I}_0 I_1$	1	X	X	X
$I_0 \bar{I}_1$	X	X	X	X
$I_0 I_1$.	X	X	X

$$y_0 = I_1 + I_3$$

- 8 : 3 Encoder :



Truth Table :

I_0	I_1	I_2	I_3	I_4	I_5	I_6	I_7	y_2	y_1	y_0
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



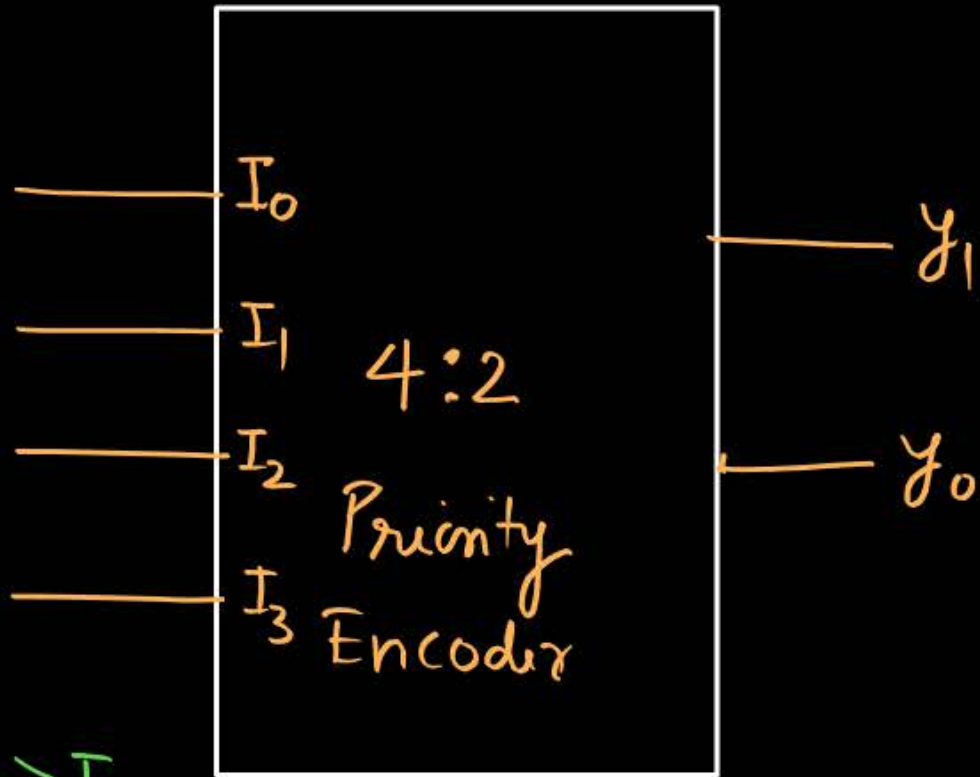
$$y_2 = I_4 + I_5 + I_6 + I_7$$

$$y_1 = I_2 + I_3 + I_6 + I_7$$

$$y_0 = I_1 + I_3 + I_5 + I_7$$

Priority Encoder:

11	00
10	01
01	10
00	11



$$I_3 > I_2 > I_1 > I_0$$

$$y_1(I_3, I_2, I_1, I_0) = \sum(4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15) + d \sum 0$$

$$y_0(I_3, I_2, I_1, I_0) = \sum(2, 3, 8, 9, 10, 11, 12, 13, 14, 15) + d \sum 0$$

I_3	I_2	I_1	I_0	y_1	y_0	y_1'	y_0'
0	0	0	0	X	X	X	X
0	0	0	1	0	0	1	1
0	0	1	0	0	1	1	0
0	0	1	1	0	1	1	0
0	1	0	0	1	0	0	1
0	1	0	1	1	0	0	1
0	1	1	0	1	0	0	1
0	1	1	1	1	0	0	1
1	0	0	0	1	1	0	0
1	0	0	1	1	1	0	0
1	0	1	0	1	1	0	0
1	0	1	1	1	1	0	0
1	1	0	0	1	1	0	0
1	1	0	1	1	1	0	0
1	1	1	0	1	1	0	0
1	1	1	1	1	1	0	0



	$\bar{I}_1\bar{I}_0$	\bar{I}_1I_0	I_1I_0	$I_1\bar{I}_0$
$\bar{I}_3\bar{I}_2$	X			
\bar{I}_3I_2				
I_3I_2				
$I_3\bar{I}_2$				

$$y_1 = I_2 + I_3$$

	$\bar{I}_1\bar{I}_0$	\bar{I}_1I_0	I_1I_0	$I_1\bar{I}_0$
$\bar{I}_3\bar{I}_2$	X			
\bar{I}_3I_2				
I_3I_2				
$I_3\bar{I}_2$				

$$y_0 = I_3 + \bar{I}_2I_1$$

$$y_1'(I_3, I_2, I_1, I_0) = \Sigma(1, 2, 3) + d\Sigma(0)$$

$$y_0'(I_3, I_2, I_1, I_0) = \Sigma(1, 4, 5, 6, 7) + d\Sigma(0)$$

y_1

	$\overline{I_1}\overline{I_0}$	$\overline{I_1}I_0$	I_1I_0	$I_1\overline{I_0}$
$\overline{I_3}\overline{I_2}$	X	1	1	1
$\overline{I_3}I_2$				
I_3I_2				
$I_3\overline{I_2}$				

$$y_1 = \overline{I_3}\overline{I_2}$$

y_0

	$\overline{I_1}\overline{I_0}$	$\overline{I_1}I_0$	I_1I_0	$I_1\overline{I_0}$
$\overline{I_3}\overline{I_2}$	X	1		
$\overline{I_3}I_2$	1	1	1	1
I_3I_2				
$I_3\overline{I_2}$				

$$y_0 = \overline{I_3}I_2 + \overline{I_3}\overline{I_1}$$

Note: All 0's combination will never be possible in any Encoder \rightarrow normal or priority Encoder.





2 Minute Summary

→ Decoder & Encoder

Thank you

GW
Soldiers !

