

Decoder

- Decoder is a combinational logic circuit with 'n' inputs and a maximum of 2^n outputs .
- One output is selected for each combination of the inputs

Ex:- 2×4 decoder

Let the inputs are A&B; outputs are y_3, y_2, y_1, y_0

A	B	y_3	y_2	y_1	y_0
0	0	0	0	0	1
0	1	0	0	1	0
1	0	0	1	0	0
1	1	1	0	0	0

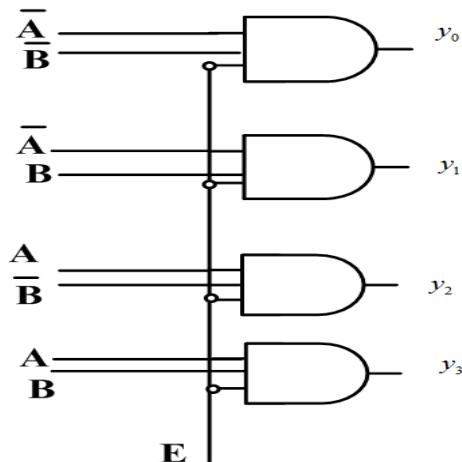
$$\therefore y_0 = \overline{A}\overline{B}$$

$$y_1 = \overline{A}B$$

$$y_2 = A\overline{B}$$

$$y_3 = AB$$

Circuit



If $E=0 \Rightarrow y_3 = y_2 = y_1 = y_0 = 0$

If $E=1$ normal operation mentioned in the above truth table

3 × 8 decoder:

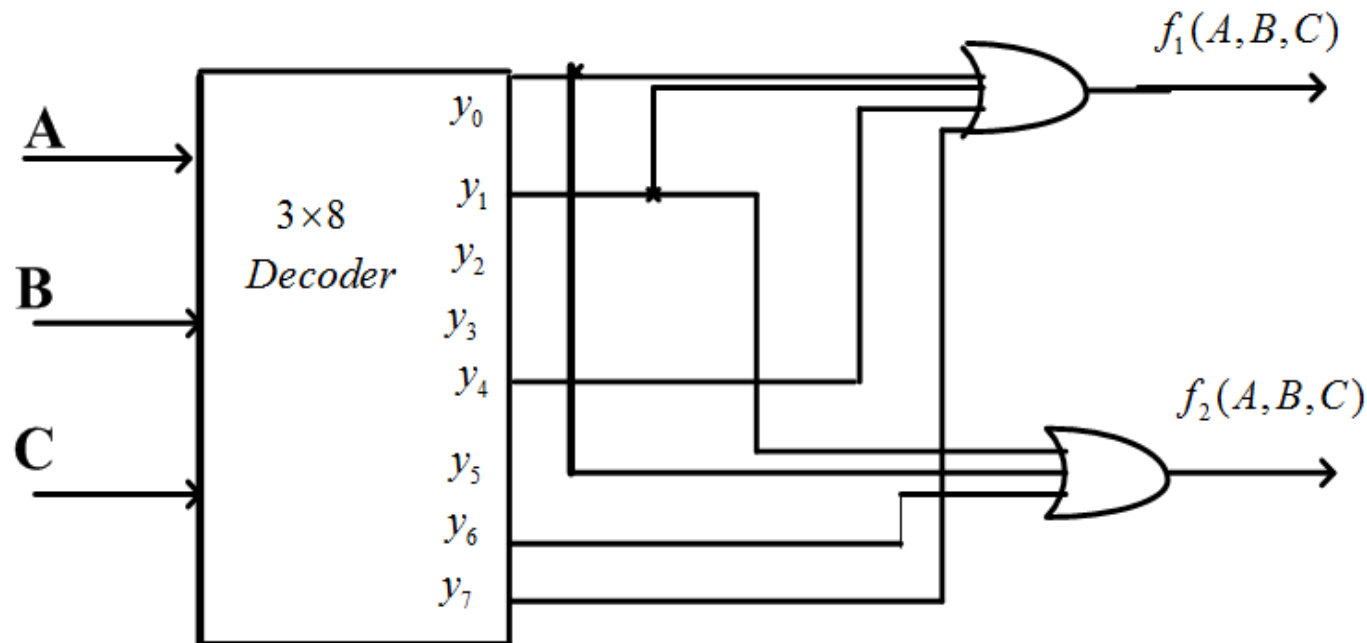
For 3 × 8 decoder,

$$y_0 = \overline{A}\overline{B}\overline{C} = m_0(\text{minterm } 0) ; \quad \text{similarly } y_7 = ABC = m_7$$

i.e decoder generates all the minterms. Hence any Boolean function can be implemented using decoder .

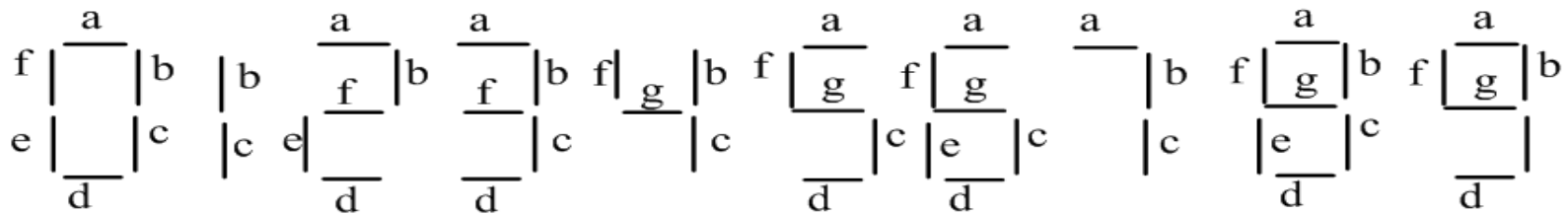
Ex:- Implement the following Boolean functions using decoder

$$f_1(A,B,C) = \sum m(0,1,4,7) \quad f_2(A,B,C) = \sum m(1,4,6)$$



Design of BCD to 7- segment decoder

decimal	BCD input				7-segment output						
	8	4	2	1	a	b	c	d	e	f	g
	w	x	y	z							
0	0	0	0	0	1	1	1	1	1	1	0
1	0	0	0	1	0	1	1	0	0	0	0
2	0	0	1	0	1	1	0	1	1	0	1
3	0	0	1	1	1	1	1	1	0	1	0
4	0	1	0	0	0	1	1	0	0	1	1
5	0	1	0	1	1	0	1	1	0	1	1
6	0	1	1	0	1	0	1	1	1	1	1
7	0	1	1	1	1	1	1	0	0	0	0
8	1	0	0	0	1	1	1	1	1	1	1
9	1	0	0	1	1	1	1	1	0	1	1



$$\therefore a = \sum m(0, 2, 3, 5, 6, 7, 8, 9) + \sum d(10, 11, 12, 13, 14, 15)$$

yz \ wx	00	01	11	10
00	1		X	1
01		1	X	1
11	1	1	X	X
10	1	1	X	X

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

$$\therefore b = \sum m(0, 1, 2, 3, 4, 7, 8, 9) + \sum d(10, 11, 12, 13, 14, 15)$$

yz \ wx	00	01	11	10
00	1	1	X	1
01	1		X	1
11	1	1	X	X
10	1		X	X

$$\therefore b = \overline{x} + \overline{y}\overline{z} + yz$$

$$\therefore c = \sum m(0,1,3,4,5,6,7,8,9) + \sum d(10,11,12,13,14,15)$$

yz \ wx	00	01	11	10
00	1	1	×	1
01	1	1	×	1
11	1	1	×	×
10		1	×	×

$$\therefore c = x + \overline{y} + z$$

$$\therefore d = \sum m(0,2,3,5,6,8,9) + \sum d(10,11,12,13,14,15)$$

yz \ wx	00	01	11	10
00	1		×	1
01		1	×	1
11	1		×	×
10	1	1	×	×

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

$$\therefore e = \sum m(0,2,6,8) + \sum d(10,11,12,13,14,15)$$

yz \ wx	00	01	11	10
00	1		×	1
01			×	
11			×	×
10	1	1	×	×

$$\therefore e = \overline{x}\overline{z} + y\overline{z}$$

$$\therefore f = \sum m(0,3,4,5,6,8,9) + \sum d(10,11,12,13,14,15)$$

yz \ wx	00	01	11	10
00	1	1	×	1
01		1	×	1
11	1		×	×
10		1	×	×

$$\therefore f = w + x\overline{z} + x\overline{y} + \overline{y}\overline{z} + \overline{x}yz$$

$$\therefore g = \sum m(2,4,5,6,8,9) + \sum d(10,11,12,13,14,15)$$

		wx			
yz		00	01	11	10
00			1	×	1
01			1	×	1
11				×	×
10		1	1	×	×

$$\therefore g = w + y\bar{z} + x\bar{y}$$

Multiplexer

- Multiplexer is a combinational circuit with 2^n inputs, n selection lines and one output.
- Depending on the status of selection lines, one of the inputs is transferred to the output.

Ex:- Let $n=2$ → No. of inputs=4

4×1 MUX contains four inputs, two selection lines and one output

Let the inputs are I_0, I_1, I_2, I_3 selection signal are S_1 and S_0 output be y

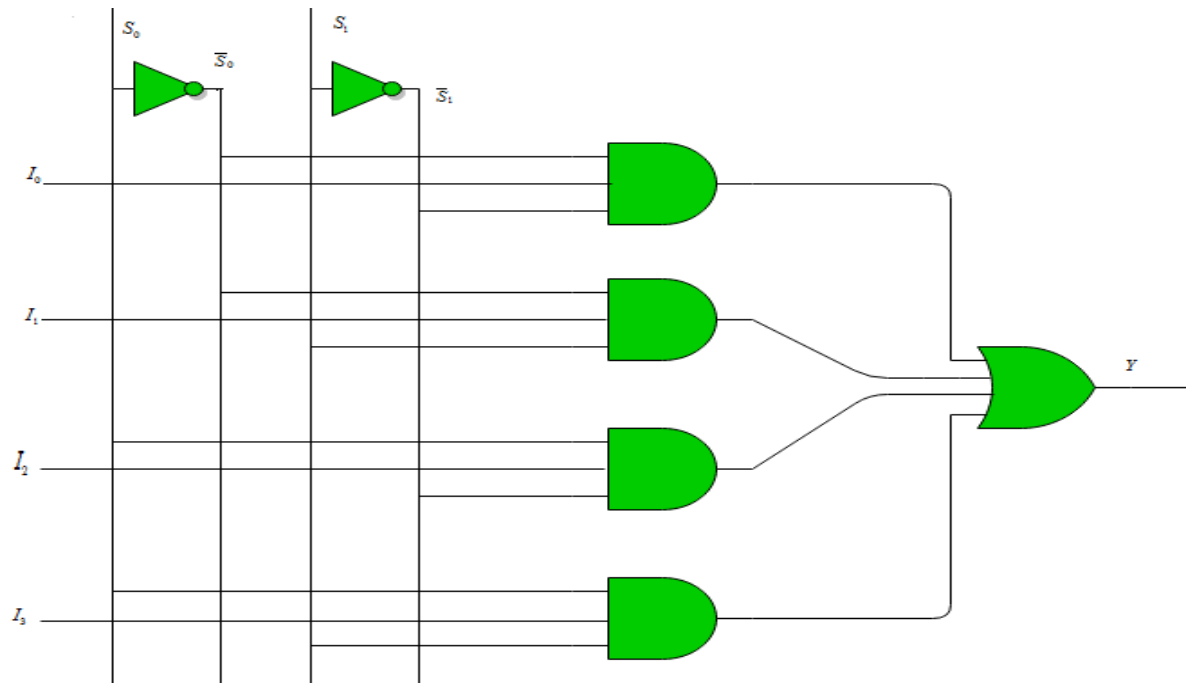
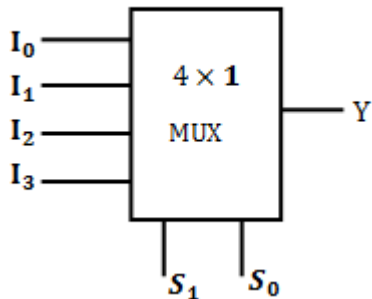
The truth table of 4×1 multiplexer (MUX) is as follows:

Truth table

S_1	S_0	Y
0	0	I_0
0	1	I_1
1	0	I_2
1	1	I_3

The Boolean expression for Y is

$$Y = \bar{S}_1 \bar{S}_0 I_0 + \bar{S}_1 S_0 I_1 + S_1 \bar{S}_0 I_2 + S_1 S_0 I_3$$



Boolean function implementation using MUX

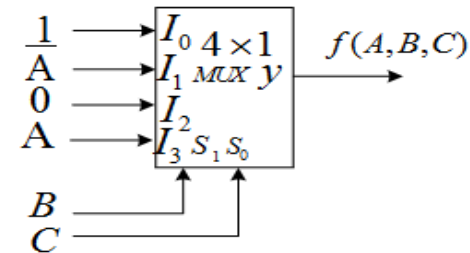
- A ' n ' variable Boolean function can be implemented using a MUX with $(n-1)$ selection signal
- $2^{(n-1)} \times 1$ MUX is required

Ex:- Implement the following Boolean function using MUX $f(A,B,C) = \sum m(0,1,4,7)$

Sol:- Since the no. of variable in given Boolean function $n=3 \Rightarrow 4 \times 1$ MUX is required.

- Connect last $(n-1)$ variables of the given Boolean function to selection lines of MUX.

	I_0	I_1	I_2	I_3
\bar{A}	①	②	3	4
A	5	6	7	8
	1	\bar{A}	0	A



- If both the terms along the column are encircled, the corresponding input is 1.
- If both the terms along column are not encircled, the corresponding input 0
- If only upper one is encircled the correspond input is \bar{A}
- If only lower one is encircled .the corresponding is A

3-bit odd parity generator

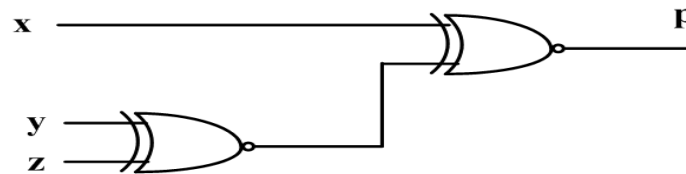
Let inputs are x, y and z, output be p

x	y	z	p
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	0

$$p = \overline{\overline{\overline{x}}\overline{\overline{y}}\overline{\overline{z}}} + \overline{\overline{x}}\overline{y}z + x\overline{\overline{y}}\overline{z} + xy\overline{z}$$

$$p = \overline{\overline{x}[y \oplus z]} + x[y \oplus z]$$

$$= x \oplus [y \oplus z]$$



4-bit odd parity checker:-

x	y	z	p	E
0	0	0	0	1
0	0	0	1	0
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	0
1	0	0	0	0
1	0	0	1	1
1	0	1	0	1
1	0	1	1	0
1	1	0	0	1
1	1	0	1	0
1	1	1	0	0
1	1	1	1	1

E=1 → error ; E=0 → No error

$$\therefore E = \overline{\overline{\overline{x}}\overline{\overline{y}}\overline{\overline{z}}\overline{\overline{p}}} + \overline{\overline{\overline{x}}\overline{\overline{y}}\overline{\overline{z}}\overline{\overline{p}}} + \overline{\overline{\overline{x}}\overline{\overline{y}}\overline{\overline{z}}\overline{\overline{p}}} + \overline{\overline{\overline{x}}\overline{\overline{y}}\overline{\overline{z}}\overline{\overline{p}}} + \overline{\overline{\overline{x}}\overline{\overline{y}}\overline{\overline{z}}\overline{\overline{p}}} + \overline{\overline{\overline{x}}\overline{\overline{y}}\overline{\overline{z}}\overline{\overline{p}}} + \overline{\overline{\overline{x}}\overline{\overline{y}}\overline{\overline{z}}\overline{\overline{p}}} + \overline{\overline{\overline{x}}\overline{\overline{y}}\overline{\overline{z}}\overline{\overline{p}}}$$

$$= \overline{\overline{\overline{x}}\overline{\overline{y}}\overline{\overline{z}}\overline{\overline{p}}} + \overline{\overline{\overline{x}}\overline{\overline{y}}\overline{\overline{z}}\overline{\overline{p}}} + \overline{\overline{\overline{x}}\overline{\overline{y}}\overline{\overline{z}}\overline{\overline{p}}} + \overline{\overline{\overline{x}}\overline{\overline{y}}\overline{\overline{z}}\overline{\overline{p}}}$$

$$= [x \oplus y] + [z \oplus p] + [\overline{\overline{\overline{x}}\overline{\overline{y}}\overline{\overline{z}}\overline{\overline{p}}}] + [\overline{\overline{\overline{x}}\overline{\overline{y}}\overline{\overline{z}}\overline{\overline{p}}}]$$

$$= [x \oplus y] \oplus [z \oplus p]$$

