

ECE213: Digital Electronics



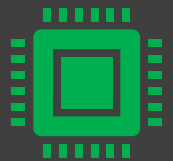
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The Course Contents

Unit II

Combinational Logic System : Truth table, Basic logic operation, Boolean Algebra, Basic postulates, Standard representation of logic functions -SOP forms, Simplification of switching functions - K-map, Synthesis of combinational logic circuits, Logic gates, Fundamental theorems of Boolean algebra, Standard representation of logic functions POS forms

AB \ CD		00	01	11	10
00	00	0	0	1	1
	01	0	0	1	1
11	11	0	0	0	1
	10	0	1	1	1

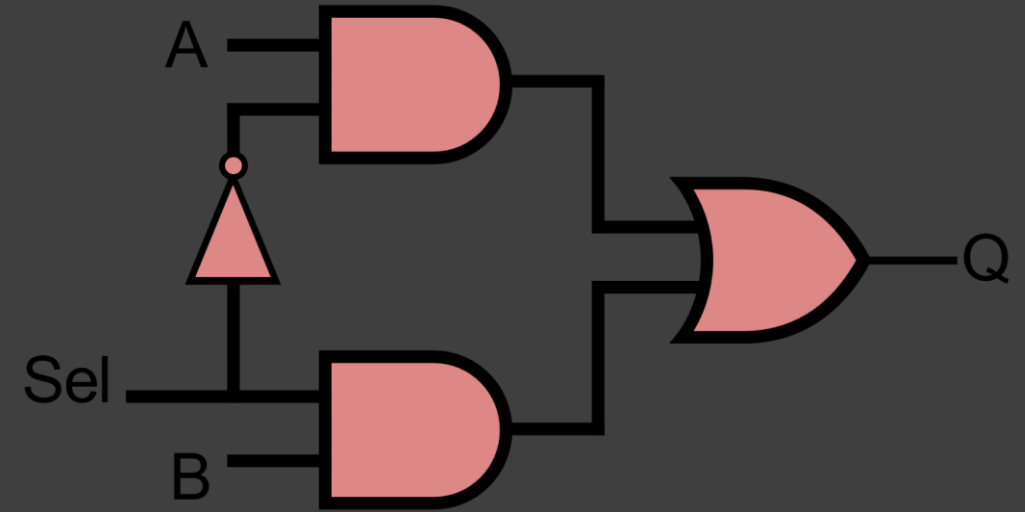


The Course Contents

Unit III

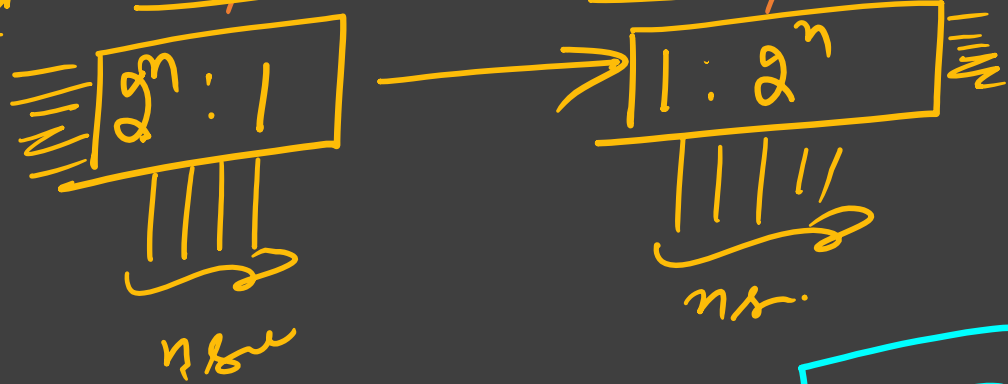
Introduction to Combinational Logic Circuits : Adders,
Subtractors, Comparators, Multiplexers and
Demultiplexers, Decoders, Encoders, Parity circuits

Introduction to Logic Families : Introduction to
different logic families, Structure and operations of
TTL, MOS and CMOS logic families



Combinational Logic System

★ Multiplexers and Demultiplexers



★ MULTI $2^n:1$

$n=1$ $2:1$

$n=2$ $4:1$

$n=3$ $8:1$

$n=4$ $16:1$

2^n

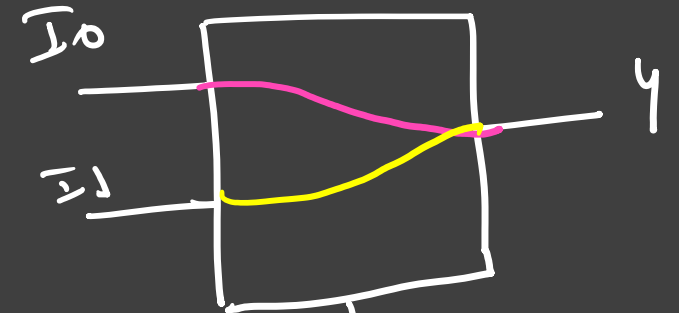
★ 2:1 Mux

no. of I/P 2

no. of O/P 1

As the no. of I/P varies
3-input

S_0	I_0	I_1	Y
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1



S_0	I_0	I_1	Y
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1

$$Y = \overline{S_0} I_0 + S_0 I_1$$

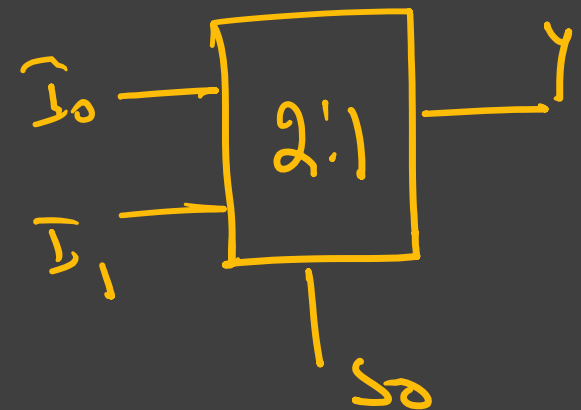
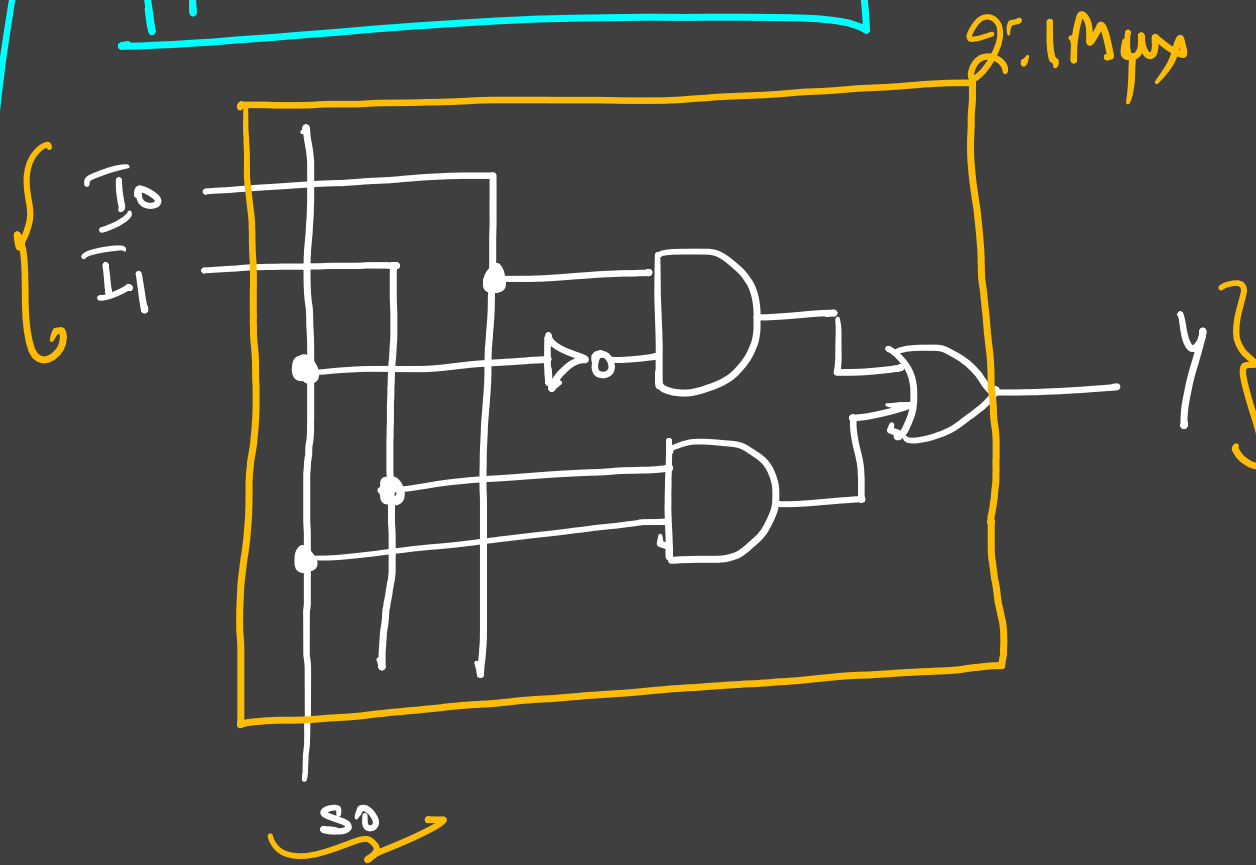
Combinational Logic System

Multiplexers and Demultiplexers

★ 2:1 Mux

S_0	Y
<u>0</u>	I_0
1	I_1

$$Y = \overline{S_0} I_0 + S_0 I_1$$



Combinational Logic System

Multiplexers and Demultiplexers

★ 4:1 Mux

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

71.0 Logic cone of 4:1 Mux
using the truth table.

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

Combinational Logic System

Multiplexers and Demultiplexers

★ 8:1 Mux

$$Y = \bar{S}_2 \bar{S}_1 \bar{S}_0 \bar{I}_0 + \bar{S}_2 \bar{S}_1 S_0 \bar{I}_1 + \bar{S}_2 S_1 \bar{S}_0 \bar{I}_2 + \bar{S}_2 S_1 S_0 \bar{I}_3 \\ + S_2 \bar{S}_1 \bar{S}_0 \bar{I}_4 + S_2 \bar{S}_1 S_0 \bar{I}_5 + S_2 S_1 \bar{S}_0 \bar{I}_6 + S_2 S_1 S_0 \bar{I}_7$$

★ 16:1 Mux

Combinational Logic System

Multiplexers and Demultiplexers

A 32:1 Mux

Combinational Logic System

★ Max Tree use to make the large size of Map by small size of Map.

Ex: Design the 4:1 Mux by 2:1 Mux

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

Sol: Step 1: Find the no of I/O in given Mux

$$N_R = 4$$

Step 2: Find the no of I/O in available Mux

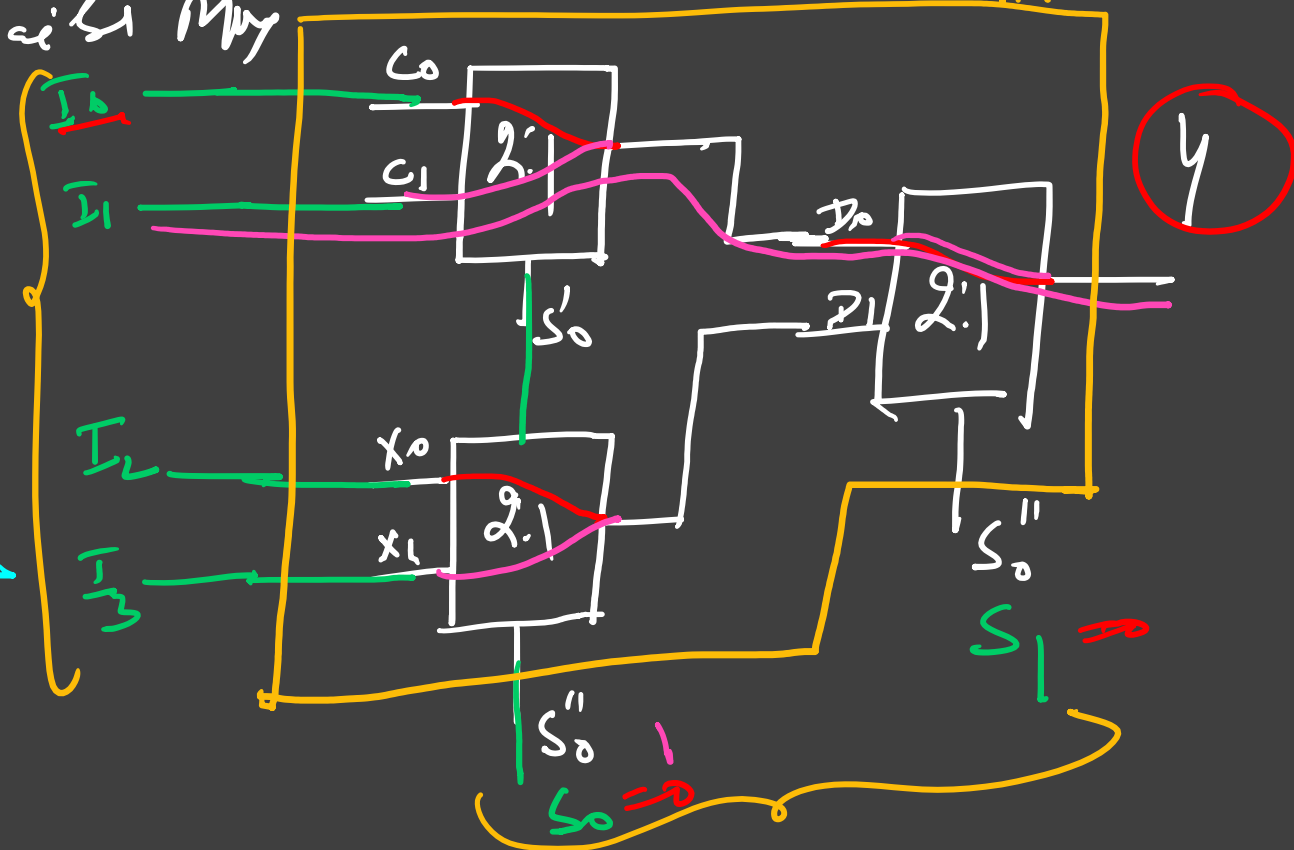
$$N_A = 2$$

Step 3: Find the div./lev.

$$\text{to } \frac{N_R}{N_A} = \frac{4}{2} = 2$$

$$\text{h1 } \frac{2}{2} = 1$$

$$\frac{1}{3}$$



Combinational Logic System

Max Tree

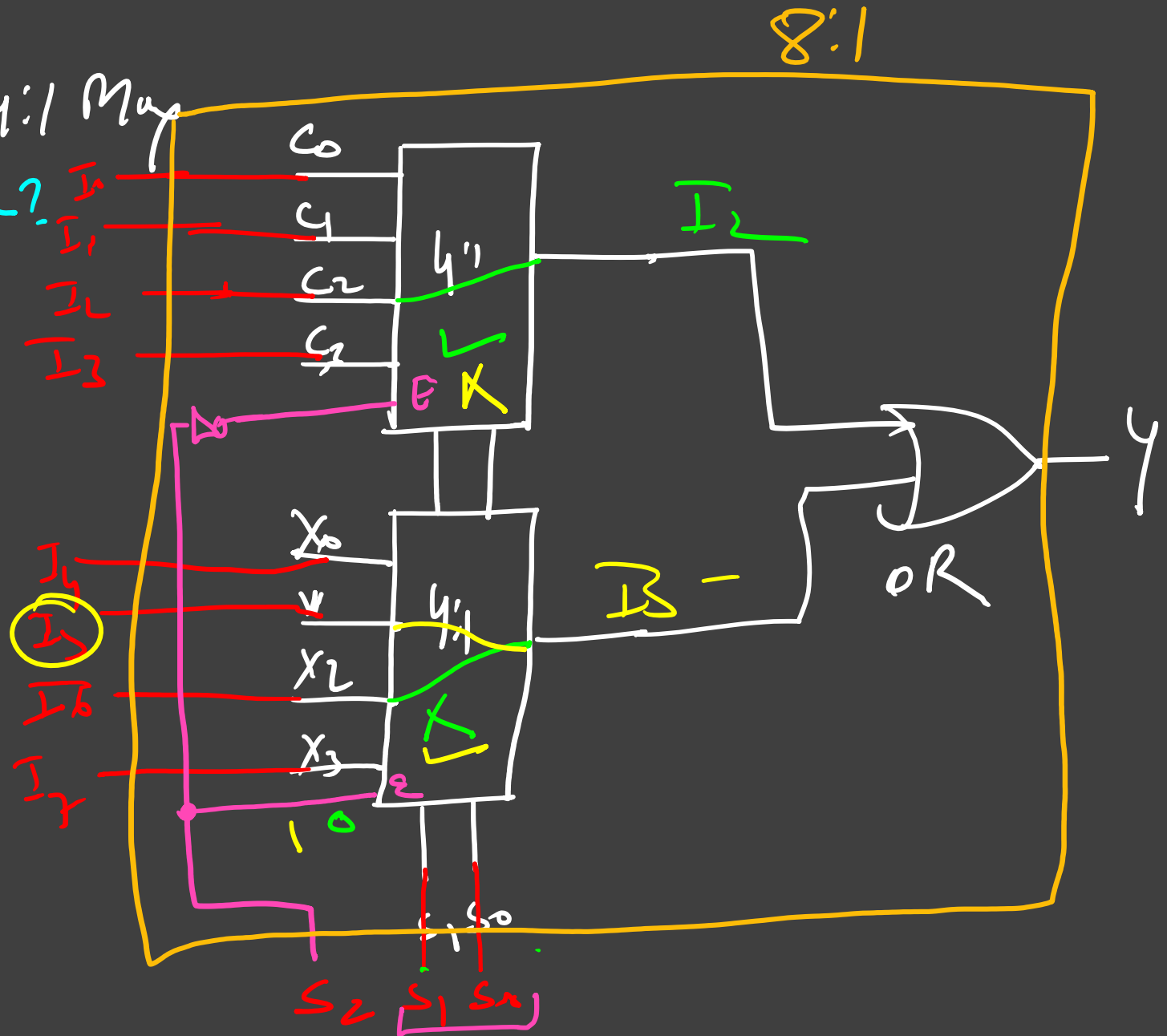
Ex Implement 8:1 Mux by 4:1 Mux

Q How many 4:1 Mux require?

$$N_R = 8; N_A = 4$$

$$l_0 = \frac{8}{4} = 2$$

S_2	S_1	S_0	
0	0	0	I_0
0	0	1	I_1
0	1	0	I_2
0	1	1	I_3
1	0	0	I_4
1	0	1	I_5
1	1	0	I_6
1	1	1	I_7



Combinational Logic System

Max Tree

Q How many 2:1 Mux require to implement 16:1 Mux,

A:

- A) 4
- B) 8
- ☒ C) 15
- D) 16

$$N_R = 16; N_A = 2$$

$$\frac{16}{2} = 8$$

$$\frac{8}{2} = 4$$

$$\frac{4}{2} = 2$$

$$\frac{2}{2} = 1$$

15 Mux

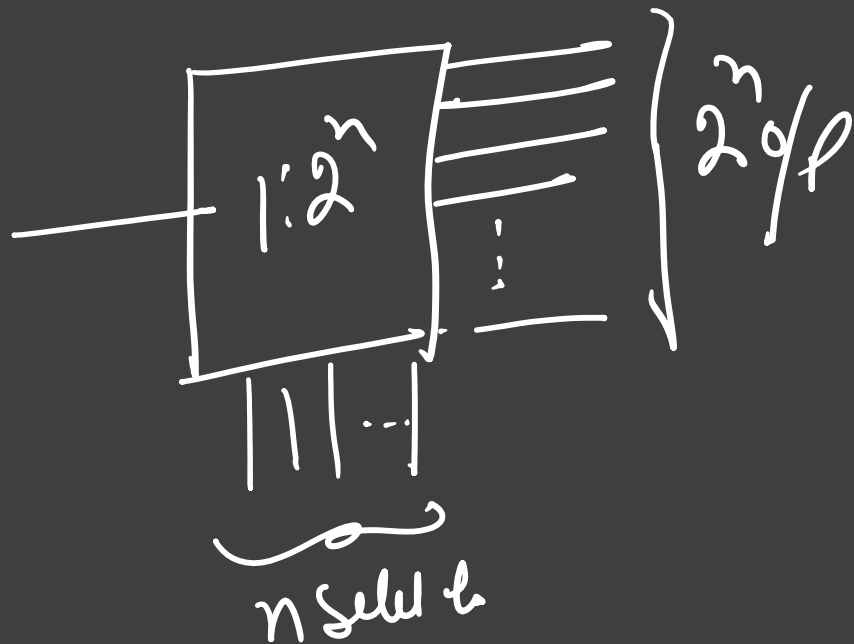
★ De Mux

$1:2^n$

No. of select

No. of i/p

No. of o/p

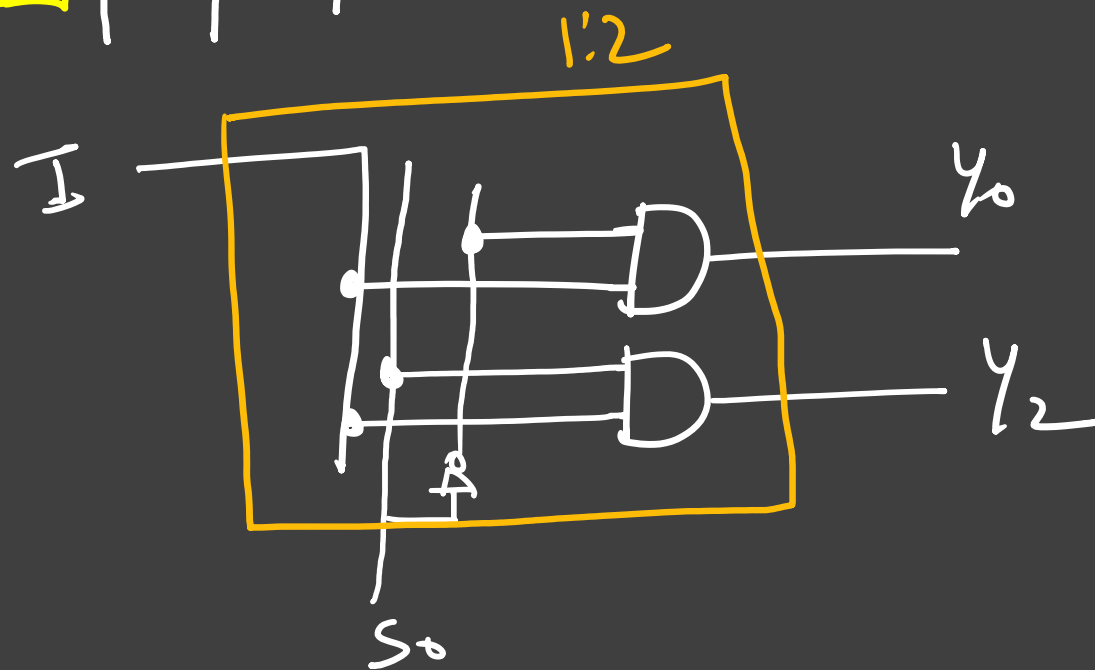


★ 1:2 De Mux

S_0	I	Y_0	Y_1
0	0	0	0
0	1	1	0
1	0	0	0
1	1	0	1

$$Y_0 = \overline{S_0} I$$

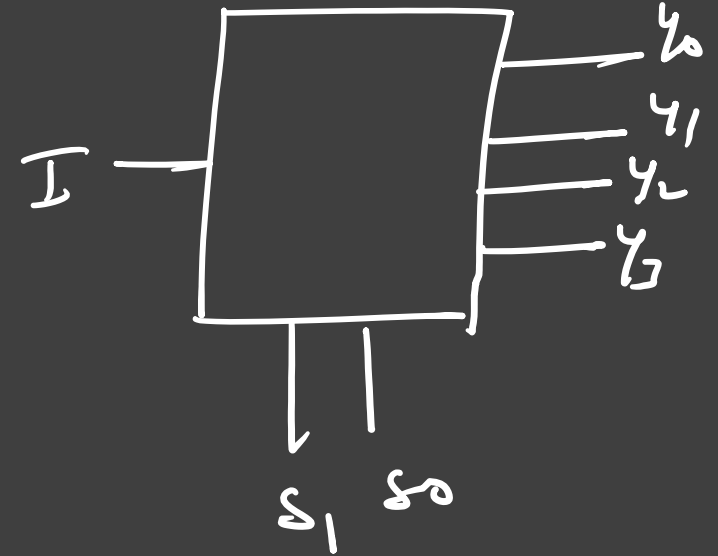
$$Y_1 = S_0 I$$



★ 1:4 Demux

s_1	s_0	y_0	y_1	y_2	y_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

$$\begin{aligned}
 y_0 &= \overline{s_1} \overline{s_0} I \\
 y_1 &= \overline{s_1} s_0 I \\
 y_2 &= s_1 \overline{s_0} I \\
 y_3 &= s_1 s_0 I
 \end{aligned}$$



★ 1:8 Demux

$$\begin{aligned}
 y_0 &= \overline{s_2} \overline{s_1} \overline{s_0} I \\
 y_1 &= \overline{s_2} \overline{s_1} s_0 I \\
 y_2 &= \overline{s_2} s_1 \overline{s_0} I \\
 y_3 &= \overline{s_2} s_1 s_0 I
 \end{aligned}$$

$$\begin{aligned}
 y_4 &= s_2 \overline{s_1} \overline{s_0} I \\
 y_5 &= s_2 \overline{s_1} s_0 I \\
 y_6 &= s_2 s_1 \overline{s_0} I \\
 y_7 &= s_2 s_1 s_0 I
 \end{aligned}$$

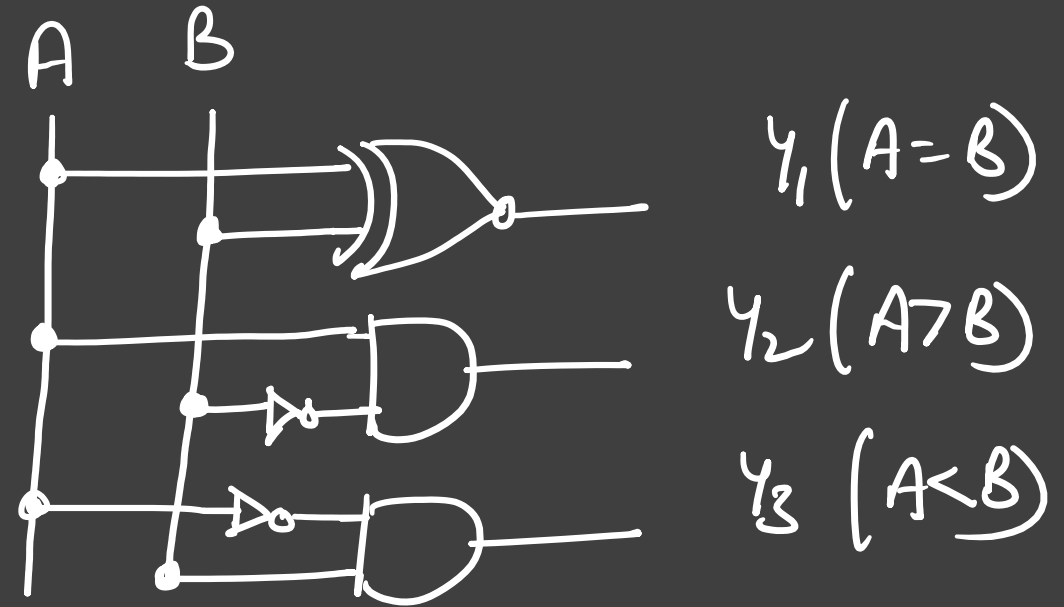
Comparators : ★ 1-bit Comparators

A	B	y_1 $A=B$	y_2 $A > B$	y_3 $A < B$
0	0	1	0	0
0	1	0	0	1
1	0	0	1	0
1	1	1	0	0

$$y_1 = \bar{A}\bar{B} + AB = A \odot B$$

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

$$y_3 = \bar{A}B$$



2-bit Comparator

A		B		y_1	y_2	y_3
A_1	A_0	B_1	B_0			
0	0	0	0	1	0	0
0	0	0	1	0	1	0
0	0	1	0	0	1	0
0	0	1	1	0	1	0
0	1	0	0	0	0	1
0	1	0	1	1	0	0
0	1	1	0	0	1	0
0	1	1	1	0	1	0
1	0	0	0	0	0	1
1	0	0	1	0	0	1
1	0	1	0	1	0	0
1	0	1	1	0	1	0
1	1	0	0	0	0	1
1	1	0	1	0	0	1
1	1	1	0	0	0	1
1	1	1	1	1	0	0

$$y_1 (A=B), \quad y_2 (A < B), \quad y_3 (A > B)$$

y_1 Karnaugh Map:

A, A_0	B_1, B_0 00	01	11	10
00	1	0	0	0
01	0	1	0	0
11	0	0	1	0
10	0	0	0	1

y_2 Karnaugh Map:

A, A_0	B_1, B_0 00	01	11	10
00	0	1	1	1
01	0	0	1	1
11	0	0	0	0
10	0	0	1	0

$$\begin{aligned}
 y_1 &= \bar{A}_1 \bar{A}_0 \bar{B}_1 \bar{B}_0 + \bar{A}_1 A_0 \bar{B}_1 B_0 \\
 &\quad + A_1 A_0 B_1 B_0 + A_1 \bar{A}_0 B_1 \bar{B}_0 \\
 &= \bar{A}_1 \bar{B}_1 (\bar{A}_0 \bar{B}_0 + A_0 B_0) \\
 &\quad + A_1 B_1 (A_0 B_0 + \bar{A}_0 \bar{B}_0) \\
 &= (\bar{A}_1 \bar{B}_1 + A_1 B_1) (A_0 B_0 + \bar{A}_0 \bar{B}_0)
 \end{aligned}$$

$$y_1 = \overline{A_1 \oplus B_1} \cdot \overline{A_0 \oplus B_0}$$

$$y_2 = \bar{A}_1 B_1 + A_1 \bar{A}_0 B_0 + \bar{A}_0 B_1 B_0$$

y_3 Karnaugh Map:

A, A_0	B_1, B_0 00	01	11	10
00	0	0	0	0
01	1	0	0	0
11	1	1	0	1
10	1	1	0	0

$$y_3 = A_1 \bar{B}_1 + A_0 \bar{B}_1 \bar{B}_0 + A_1 A_0 \bar{B}_0$$

★ Parity circuits

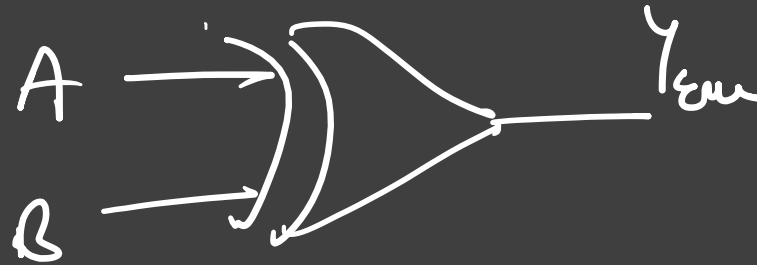
Even/odd

The no of one in the Group should be even/odd
for even parity/odd parity

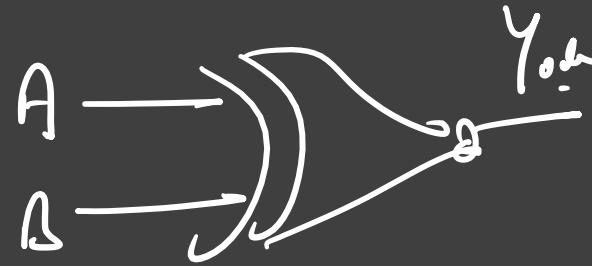
Ex Design 2-bit Parity Generator (Even Par)

A	B	y_{even}	y_{odd}
0	0	0	1
0	1	1	0
1	0	1	0
1	1	0	1

$$y = A \oplus B$$



$$y_{\text{odd}} = \overline{A \oplus B}$$



★ Parity check code (even/odd)
For 3-bit Parity check code

A	B	C	Y
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1

A	BC			
	00	01	11	10
0	0	1	0	1
1	1	0	1	0

$$Y = A \oplus B \oplus C$$