

# EE2001: Tutorial 4 Solutions

①

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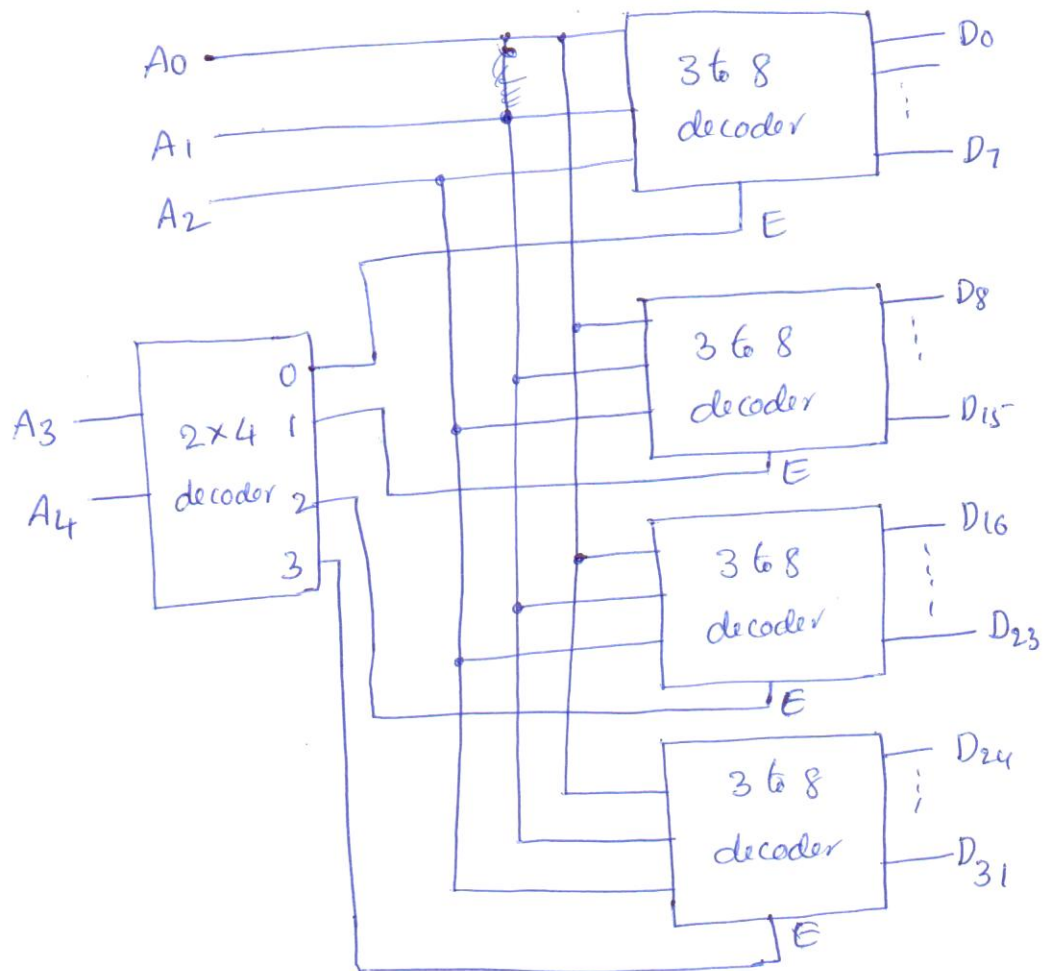
i) Construct a 5-to-32 line decoder with four 3-to-8 line decoders with enable and a 2-to-4 line decoder.

Use block diagrams for the components.

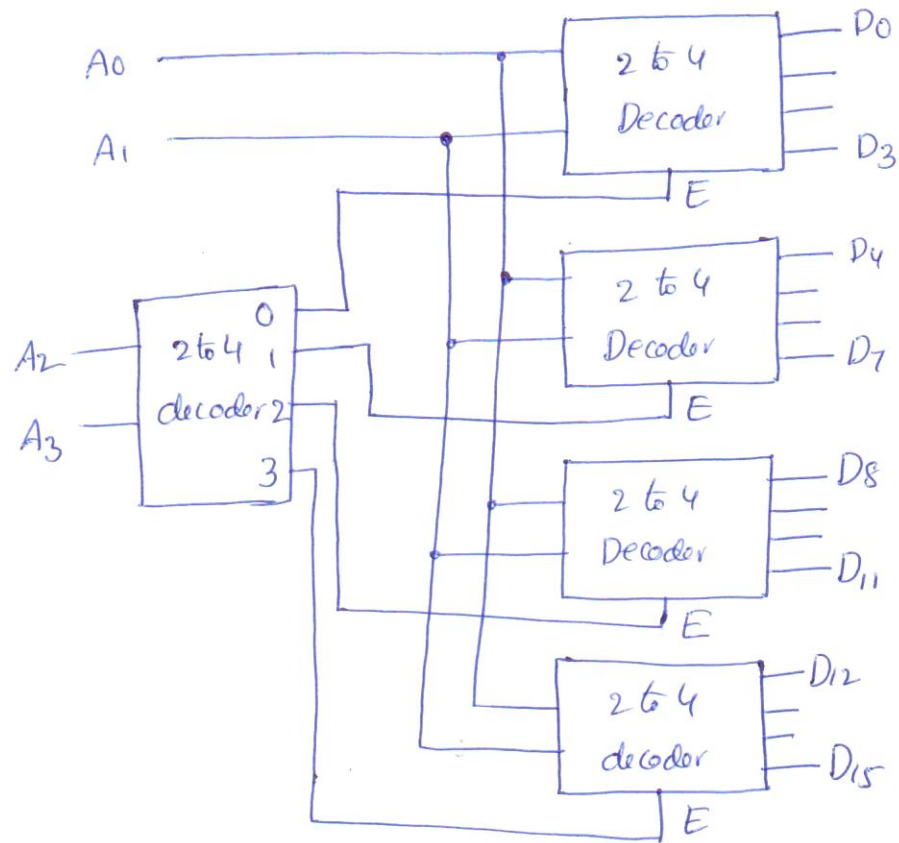
ii) Construct a 4-to-16 line decoder with five 2-to-4 line decoders with enable.

Sol:

i)



ii)



2) A Combinational circuit is specified by the following three Boolean functions:

$$F_1(A, B, C) = \Sigma(1, 4, 6)$$

$$F_2(A, B, C) = \Sigma(3, 5)$$

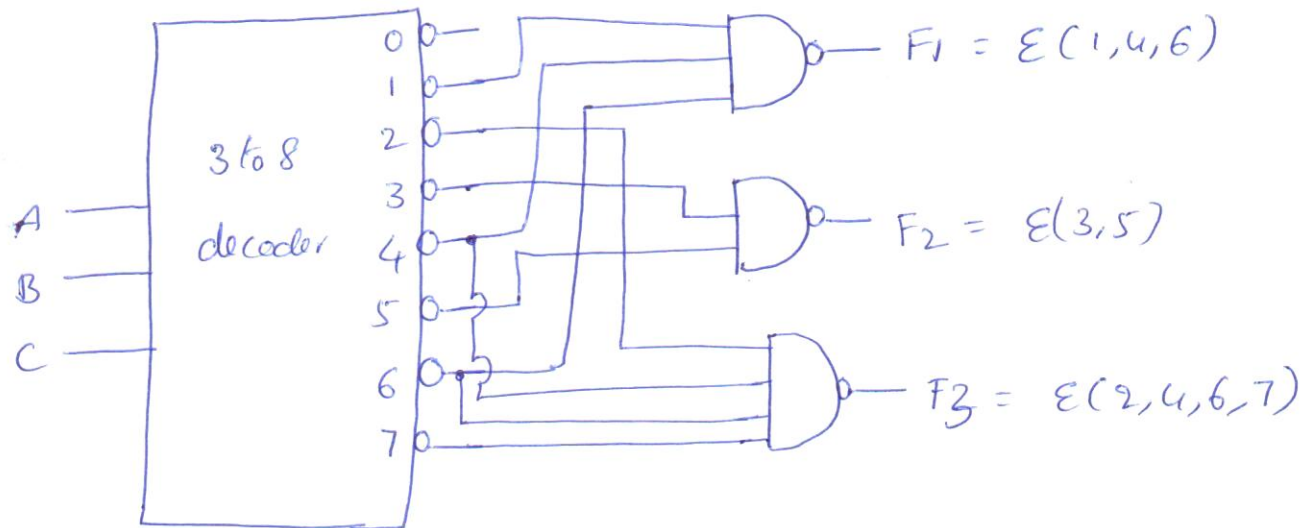
$$F_3(A, B, C) = \Sigma(2, 4, 6, 7)$$

Implement the circuit with a decoder constructed with NAND gates and NAND or ~~NAND~~ gates connected to the decoder outputs. Use a block diagram for the decoder. Minimize the number of inputs in the external gates.

Sol:

$$3 \text{ inputs} \Rightarrow 2^3 = 8 \text{ outputs}$$

- So, we require 3-to-8 decoder.
- Decoder with NAND gates results in active low output.



3) Using a decoder and external gates, design the combinational circuit defined by the following three Boolean functions:

a)  $F_1 = x'y'z' + xz$

$F_2 = xy'z' + x'y$

$F_3 = x'y'z' + xy$

b)  $F_1 = (y' + x)x$

$F_2 = y'z' + x'y + yz'$

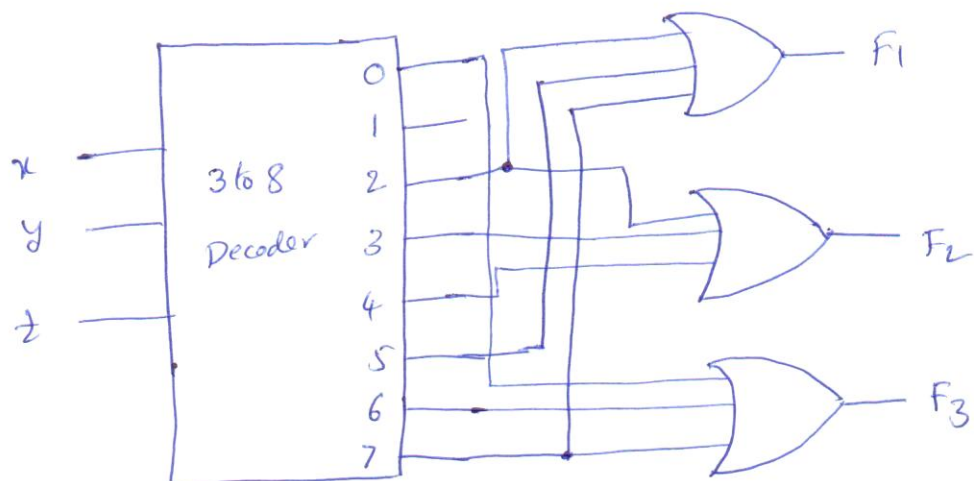
$F_3 = (x + y)z$

a)

$$F_1 = x'y'z' + xz = x'y'z' + xyz + xy'z = \Sigma(2, 5, 7)$$

$$F_2 = xy'z' + x'y = xy'z' + x'yz + x'y'z' = \Sigma(2, 3, 4)$$

$$F_3 = x'y'z' + xy = x'y'z' + xyz + xy'z' = \Sigma(0, 6, 7)$$



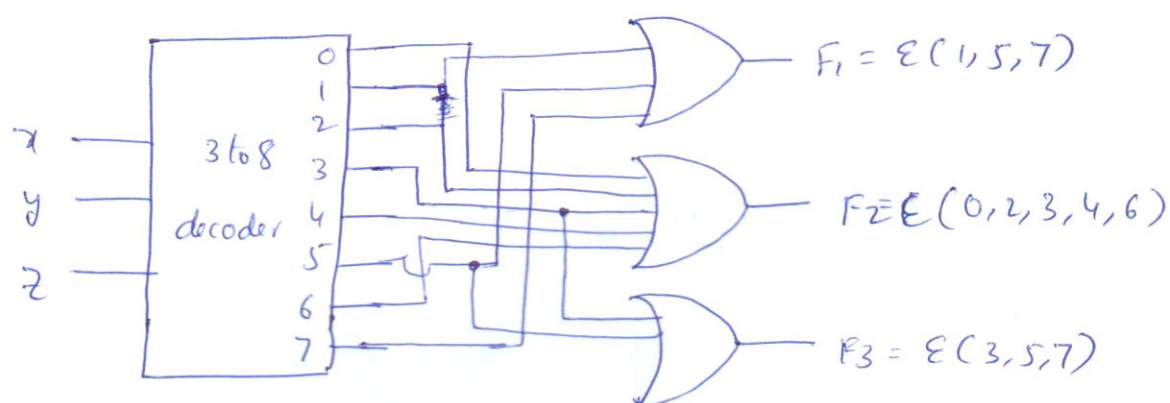
b)  $F_1 = (y' + z)z = y'z + z^2 = xy'z + x'y'z + xyz + zy'z$  ③  
 $= \Sigma(1, 5, 7)$

$$F_2 = y'z' + x'y + yz' = xy'z' + x'y'z' + x'y'z + x'y'z' + xyz' + x'yz'$$

$$= \Sigma(0, 2, 3, 4, 6)$$

$$F_3 = (x + y)z = xz + yz = xyz + xy'z + x'yz + x'y'z$$

$$= \Sigma(3, 5, 7)$$



4) i) Design a four input priority encoder with input  $D_0$  having the highest priority and input  $D_3$  the lowest priority.

ii) Specify the truth table of an octal-to-binary priority encoder.

Provide an output  $V$  to indicate that at least one of the inputs is present. The input with the highest subscript number has the highest priority. What will be the value of the four outputs if inputs  $D_2$  and  $D_6$  are 1 at the same time?



Sol: Truth table for 4 input ~~priority~~ priority encoder,  $D_0 > D_1 > D_2 > D_3$

Inputs				Outputs		
$D_3$	$D_2$	$D_1$	$D_0$	x	y	v
0	0	0	0	x	x	0
x	x	x	1	0	0	1
x	x	1	0	0	1	1
x	1	0	0	1	0	1
1	0	0	0	1	1	1

K-map for x

$D_3 D_2 \backslash D_1 D_0$	00	01	11	10
00	x			
01	1			
11	1			
10	1			

$$x = D_1' D_0'$$

K-map for y

$D_3 D_2 \backslash D_1 D_0$	00	01	11	10
00	x			1
01				1
11				1
10	1			1

$$y = D_2' D_0' + D_1 D_0'$$

$$v = D_0 + D_1 + D_2 + D_3$$

iv)

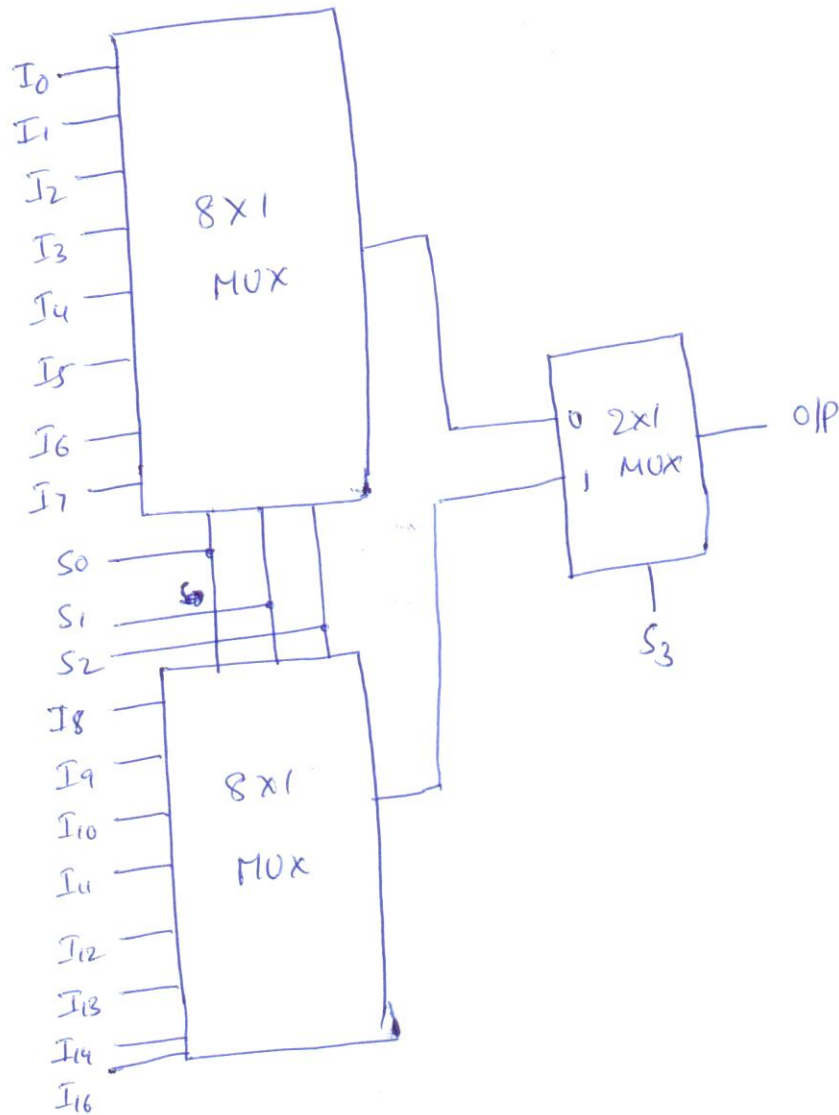
octal-to-binary priority encoder:  $D_7 > D_6 > D_5 > D_4 > D_3 > D_2 > D_1 > D_0$

Inputs								Outputs			
$D_7$	$D_6$	$D_5$	$D_4$	$D_3$	$D_2$	$D_1$	$D_0$	x	y	z	v
0	0	0	0	0	0	0	0	x	x	x	0
0	0	0	0	0	0	0	1	0	0	0	1
0	0	0	0	0	0	1	x	0	0	1	1
0	0	0	0	0	1	x	x	0	1	0	1
0	0	0	0	1	x	x	x	0	1	1	1
0	0	0	1	x	x	x	x	1	0	0	1
0	0	1	x	x	x	x	x	1	0	1	1
0	1	x	x	x	x	x	x	1	1	0	1
1	x	x	x	x	x	x	x	1	1	1	1

Since  $D_6$  has highest priority than  $D_2$ , the output will be  $xyzv = 1101$

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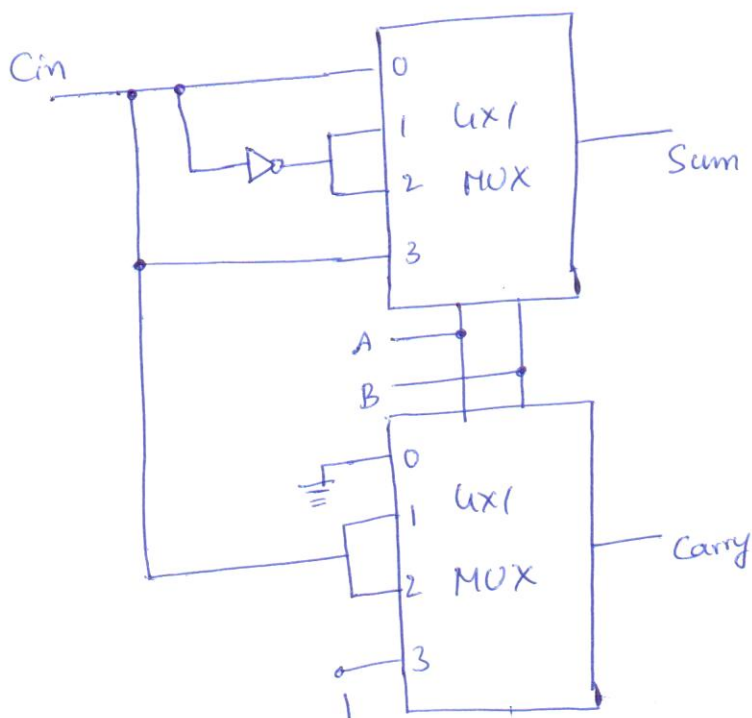
- 5 i) Construct a  $16 \times 1$  multiplexer with two  $8 \times 1$  and one  $2 \times 1$  multiplexers. Use block diagrams.
- ii) Implement a full adder with two  $4 \times 1$  multiplexers.



ii)

Truth Table for full adder

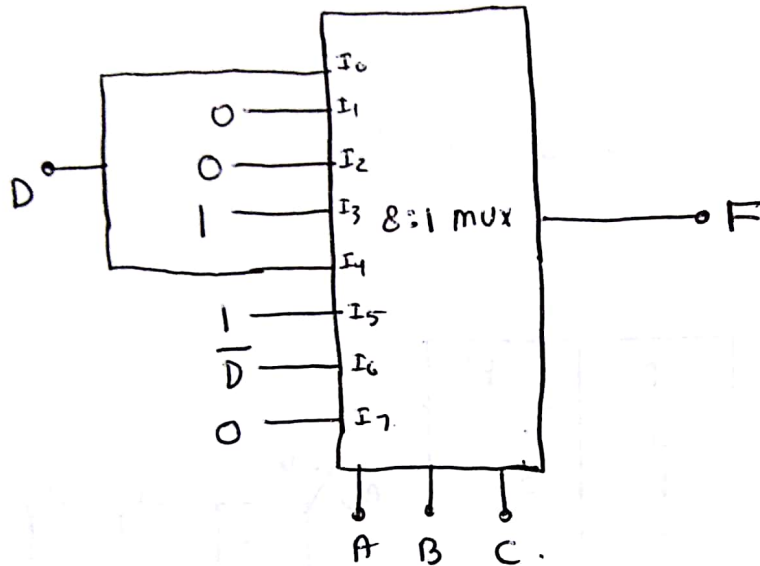
A	B	C <sub>in</sub>	Sum	C <sub>out</sub>
0	0	0	0	$\left. \begin{matrix} 0 \\ 0 \end{matrix} \right\} \rightarrow 0$
0	0	1	$\leftarrow \begin{matrix} C_{in} \\ 1 \end{matrix}$	
0	1	0	1	$\left. \begin{matrix} 0 \\ 1 \end{matrix} \right\} \rightarrow C_{in}$
0	1	1	$\leftarrow \begin{matrix} \bar{C}_{in} \\ 0 \end{matrix}$	
1	0	0	1	$\left. \begin{matrix} 0 \\ 1 \end{matrix} \right\} \rightarrow C_{in}$
1	0	1	$\leftarrow \begin{matrix} \bar{C}_{in} \\ 0 \end{matrix}$	
1	1	0	0	$\left. \begin{matrix} 1 \\ 1 \end{matrix} \right\} \rightarrow 1$
1	1	1	$\leftarrow \begin{matrix} C_{in} \\ 1 \end{matrix}$	





# PROBLEM : 6

(a) According to the question, the circuit is as follows:



A	B	C	D	F
0	0	0	0	0
0	0	0	1	1
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	1
0	1	1	1	1
1	0	0	0	0
1	0	0	1	1
1	0	1	0	1
1	0	1	1	1
1	1	0	0	1
1	1	0	1	0
1	1	1	0	0
1	1	1	1	0

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

$$F = \bar{A}BC + A\bar{B}C + AB\bar{C}\bar{D} + \bar{B}\bar{C}D$$

(b) Similarly,

A	B	C	D	F
0	0	0	0	1
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	1
0	1	1	1	1
1	0	0	0	0
1	0	0	1	1
1	0	1	0	0
1	0	1	1	1
1	1	0	0	1
1	1	0	1	0
1	1	1	0	1
1	1	1	1	1

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

$$F = BC + A\bar{B}D + \bar{A}\bar{B}\bar{C}\bar{D} + AB\bar{D}$$

# PROBLEM : 7

(a)  $F, (A, B, C, D) = \sum (1, 3, 4, 11, 12, 13, 14, 15)$

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

$\Rightarrow \begin{cases} * AB = 00 \\ F = 1 \text{ for } CD = 01 \text{ and } 11 \\ \text{ie. } \boxed{F = D} \text{ will do.} \end{cases}$

$\begin{cases} * AB = 01 \\ F = 1 \text{ for } CD = 00 \\ \boxed{F = \overline{C} \overline{D} \equiv (C + D)} \end{cases}$

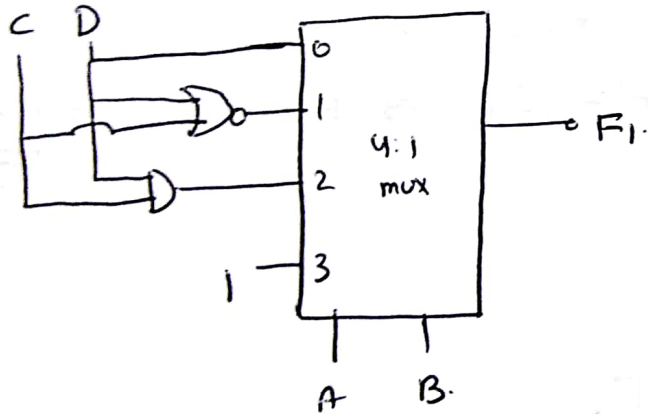
$\begin{cases} * AB = 11 \\ F = 1 \text{ for all } CD = x x \\ \boxed{F = 1} \end{cases}$

$* AB = 10$

$F = 1 \text{ for } CD = 11$

$\Rightarrow \boxed{F = CD}$

any:



b)  $F_2(A, B, C, D) = \sum (1, 2, 5, 7, 8, 10, 11, 13, 15)$

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

$$\begin{cases} * AB = 00 \\ F=1 \text{ when } CD = 01, 10 \\ \Rightarrow F = C \oplus D \text{ will do} \end{cases}$$

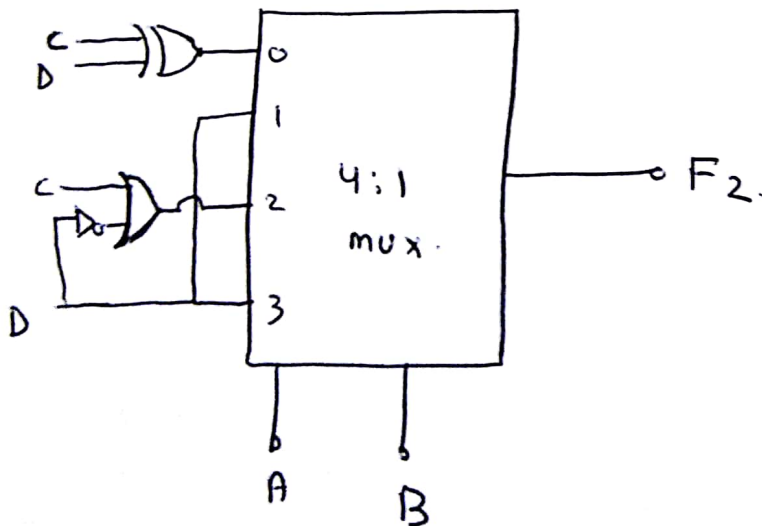
$$\begin{cases} * AB = 01 \\ F=1 \text{ when } CD = 01, 11 \\ \Rightarrow F = D \text{ will do.} \end{cases}$$

$$\begin{cases} * AB = 11 \\ F = D \text{ will do (same as } AB=01 \text{ case)} \end{cases}$$

$$* AB = 10.$$

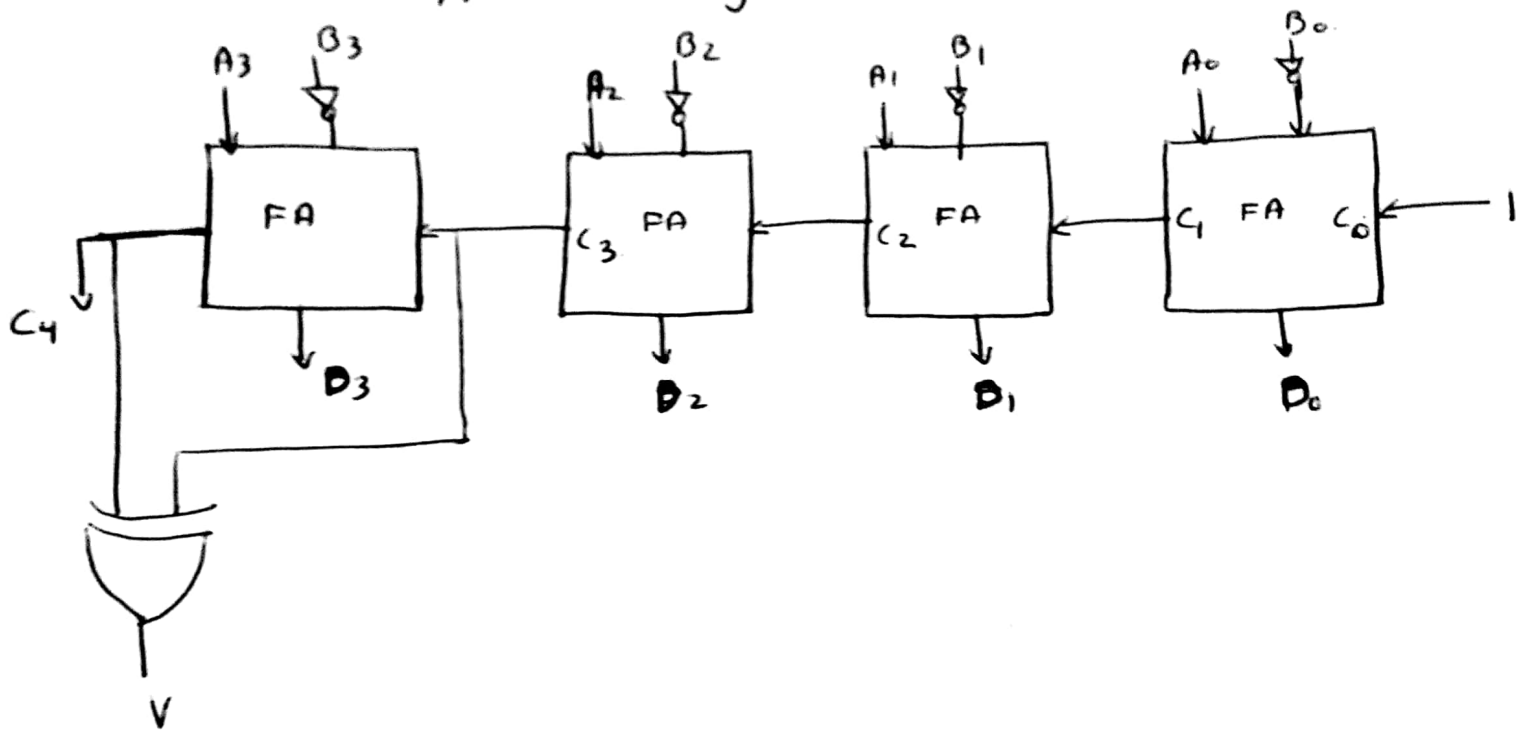
$$F=1 \text{ when } CD = 00, 11, 10 \\ \text{or } F=0 \text{ when } CD = 01$$

$$F' = \bar{C}D \Rightarrow F = \overline{(\bar{C}D)} = \underline{\underline{C + \bar{D}}}$$



## PROBLEM : 8

4-bit ripple carry subtractor



$V=1 \Rightarrow$  overflow, result invalid

$V=0 \Rightarrow$  result is valid



# PROBLEM: 9

A single bit comparator (SBC) with clip  $A \Delta B$ .

$$A > B \Rightarrow A=1, B=0 \Rightarrow A\bar{B}$$

$$A < B \Rightarrow A=0, B=1 \Rightarrow \bar{A}B$$

$$A = B \Rightarrow A=B=0 \text{ or } A=B=1 \Rightarrow A \odot B \text{ (XNOR)}$$

For  $n$  bit case, we need another signal,  $E$ .

If $E=1$	$A$	$B$	$A > B$	$A = B$	$A < B$
	0	0	0	1	0
	0	1	0	0	1
	1	0	1	0	0
	1	1	0	1	0
	X	X	0	0	0

If  $E=0$

$A > B$ .

$E$	$AB$			
	00	01	11	10
0	0	0	0	0
1	0	0	0	1

$$A > B \equiv E A \bar{B}$$

$A < B$ .

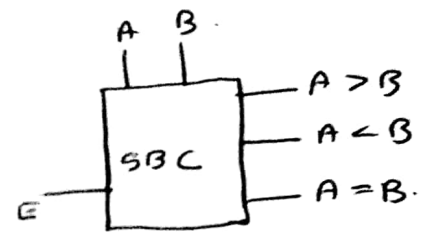
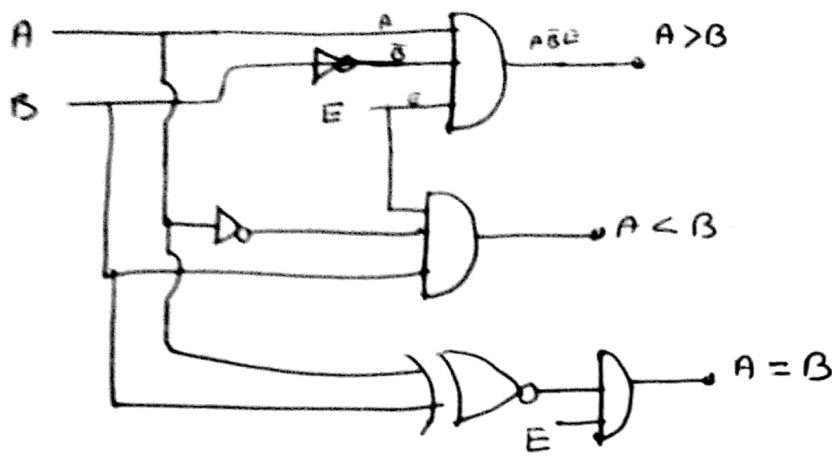
$E$	$AB$			
	00	01	11	10
0	0	0	0	0
1	0	1	0	0

$$A < B \equiv E \bar{A} B$$

$A = B$ .

$E$	$AB$			
	00	01	11	10
0	0	0	0	0
1	1	0	1	0

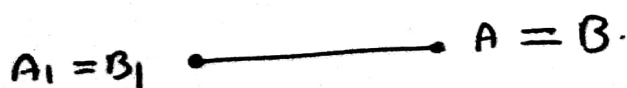
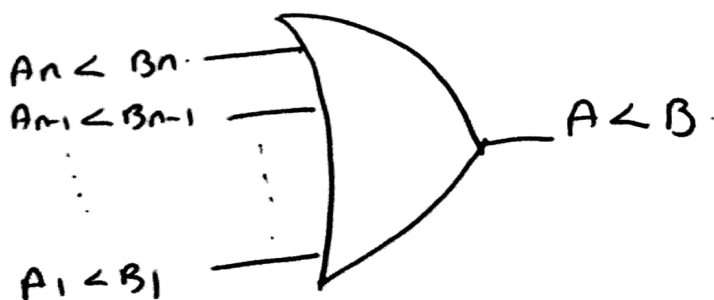
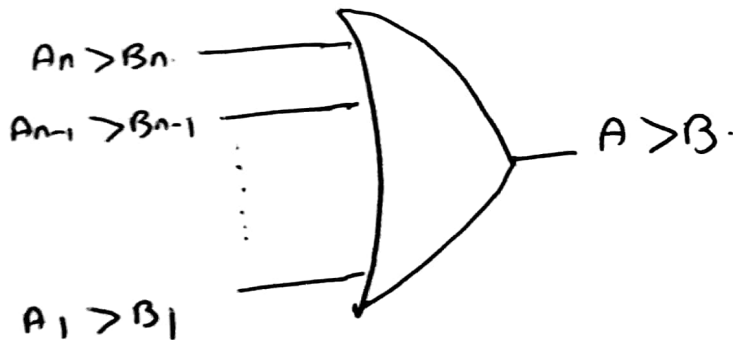
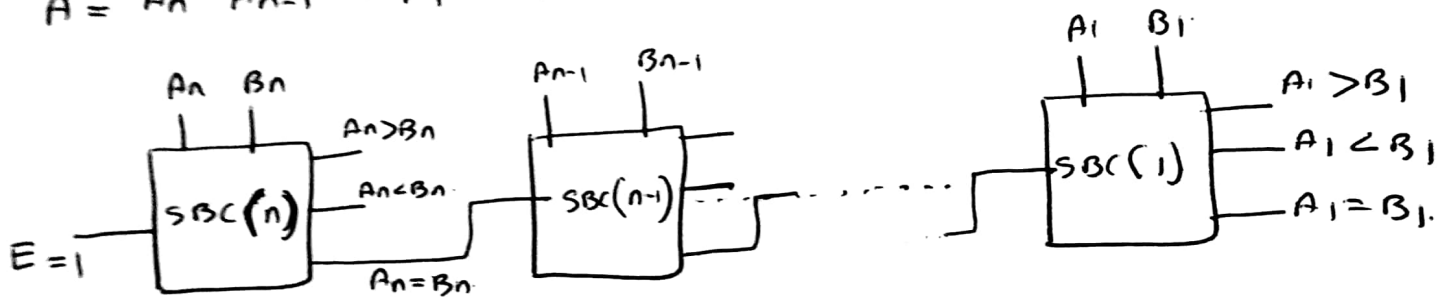
$$A = B \equiv E A \odot B$$



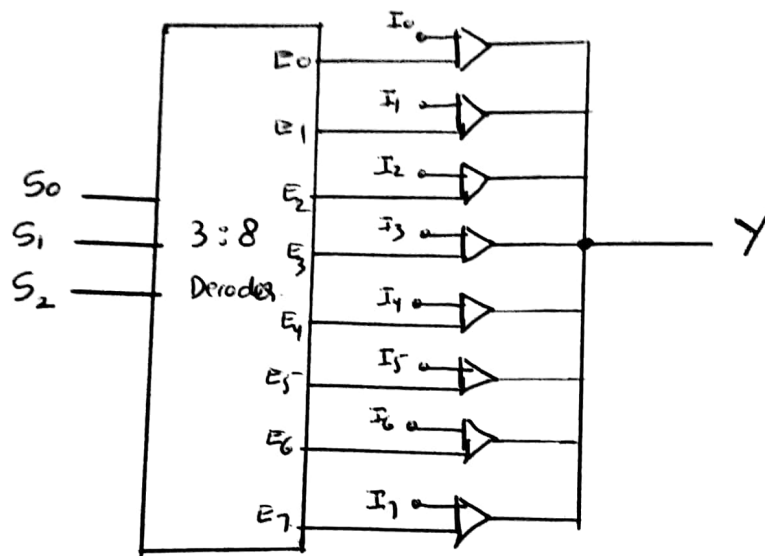
$E=1$  for single bit comparator. Useful for  $n$ -bit ( $n > 1$ ) comparisons.

For  $n$ -bit comparison:

$A = A_n A_{n-1} \dots A_1$  and  $B = B_n B_{n-1} \dots B_1$ .



## PROBLEM : 10



Note:  $S_0, S_1, S_2$  here acts as select lines

$E_0 \rightarrow E_7$  will enable the tristate gates.

$I_0 \rightarrow I_7$  will act as inputs to the mux.