

4to2 Encoder

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binary encoder, is a multi-input combinational logic circuit that converts the logic level "1" data at its inputs into an equivalent binary code at its output.

Karnugh Map :

K-map for Q0 :

	D2D3			
	00	01	11	10
00	0	0	0	1
01	0	0	0	0
11	0	0	0	0
10	1	0	0	0

K-map for Q1 :

	D2D3			
	00	01	11	10
00	0	0	0	0
01	0	1	0	0
11	0	0	0	0
10	1	0	0	0

Figure 2.1

Using Boolean logic, output Q0 Q1 in Table 1 can be expressed in terms of the inputs D0,D1,D2,D3 as

$$Q0 = D3' \cdot D2' \cdot D1 \cdot D0' + D3 \cdot D2' \cdot D1' \cdot D0' \quad (\text{eq2.1})$$

$$Q1 = D3' \cdot D2 \cdot D1' \cdot D0' + D3 \cdot D2' \cdot D1' \cdot D0' \quad (\text{eq2.2})$$

The expressions in (2.1) AND (2.2) can be minimized by the observing the outputs logic

Thus, after minimization can be expressed as

$$Q0 = D1 + D3 \text{ by eq2.1}$$

Abstract

This manual shows the implementation of 4to2 encoder using Arduino ide.

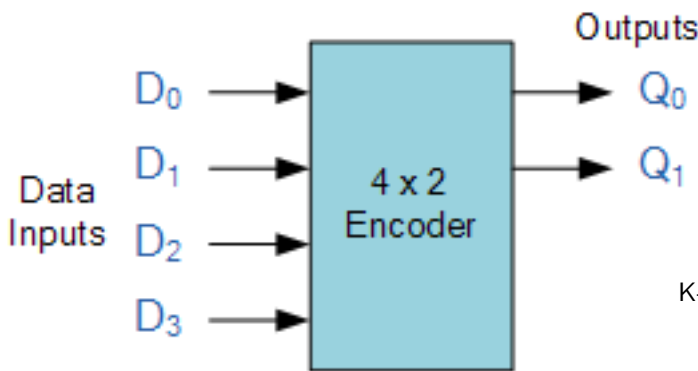


Figure 1.1

1 Components

Components	Values	Quantity
Arduino	UNO	1
JumperWires	M-M	7
Breadboard		1
LEDs	-	2

2 Implementation

The truth table for Figure -1.1 is available in Table-1

D3	D2	D1	D0	Q1	Q0
0	0	0	1	0	0
0	0	1	0	0	1
0	1	0	0	1	0
1	0	0	0	1	1

TABLE 1.1

The Digital Encoder more commonly called a Binary Encoder takes ALL its data inputs one at a time and then converts them into a single encoded output. So we can say that a

$$Q1 = D2 + D3 \text{ by eq2.2}$$

Verify the truth table for Q0 and Q1 in TABLE 1.1.

2.1 SOLUTION :

5,6,7,8 Pins of Arduino are manually given inputs as D1,D2,D3,D0 and verify the logic of Q0,Q1 in Table 1

Encoder	D1	D2	D3	D0	Q1	Q0
Arduino	5	6	7	8	13	4

TABLE 2.1

The code below realizes the Boolean logic for 4to2 encoder in 1.1 using 5V,GND of Arduino as binary Inputs with the help of breadboard and jumperwires. Built in LED at pin-13 of Arduino will glow for the logic'1' of Q1,and off for the logic'0' of Q1 and a LED circuit at pin-4 of Arduino will glow for the logic'1' of Q0,and off for the logic'0' of Q0

<https://github.com/chanduputta/FWC—Module1/blob/main/Assembly%20assignment/code/encoder.asm>