

Chapter 4 Combinational Logic

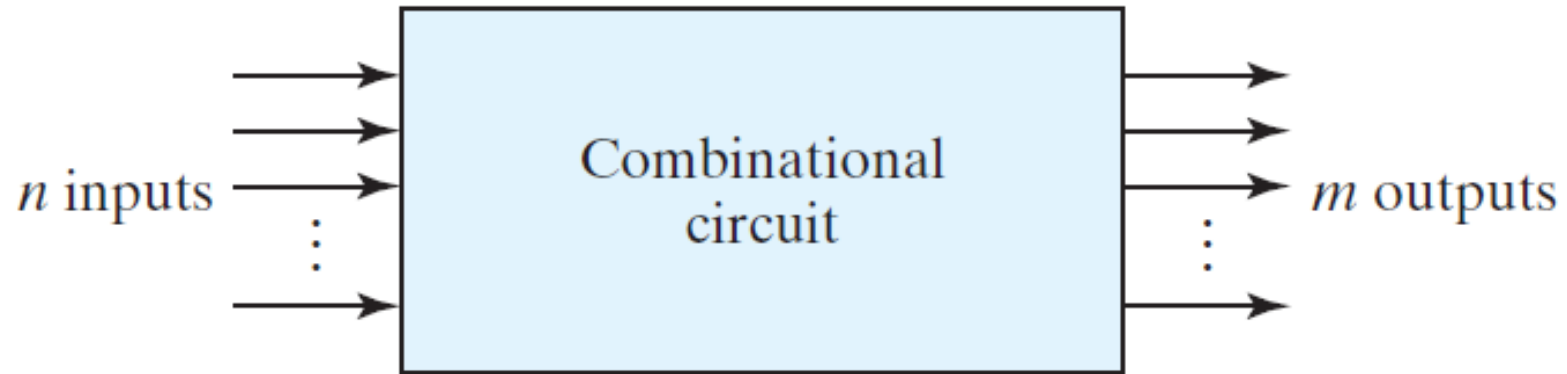


FIGURE 4.1

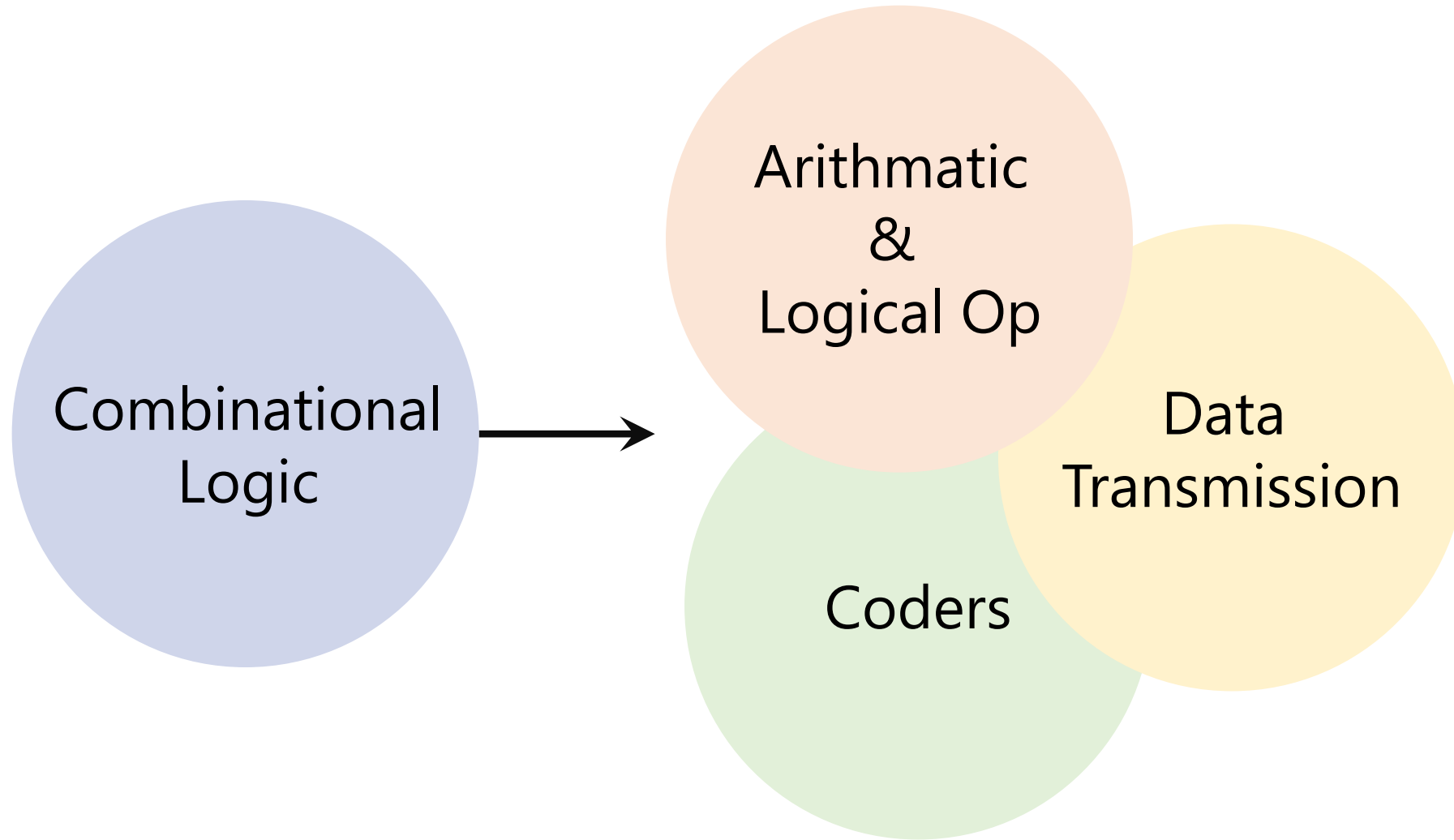
Block diagram of combinational circuit

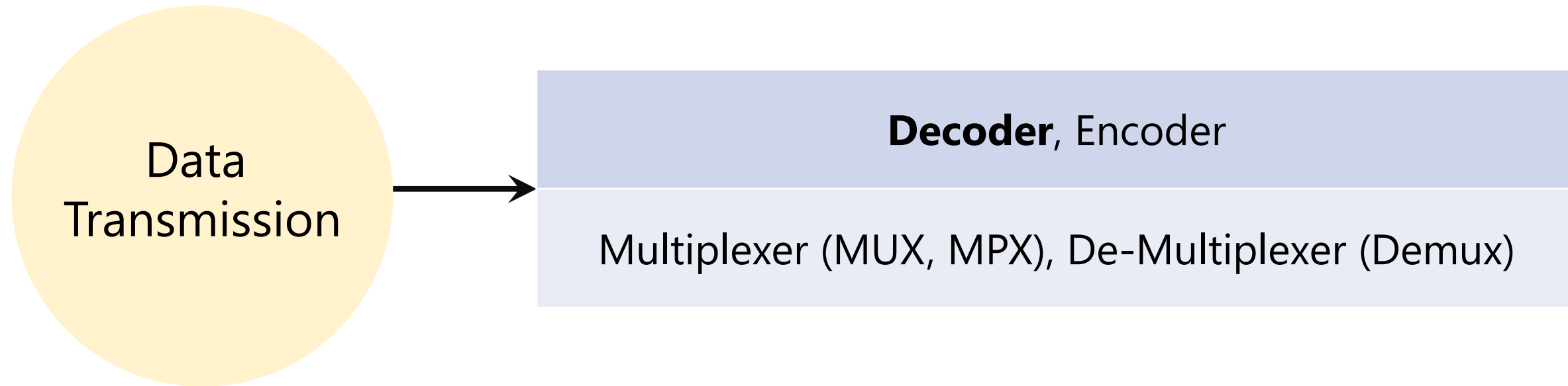
Combinational Logic

aka. Combinational Circuit

Combination of logic gates on the present inputs → the outputs *at any time!*

A combinational circuit performs an operation that can be specified logically by a set of Boolean functions.





Binary Decoder

Binary Code Decoder
Display Decoder

Decoder

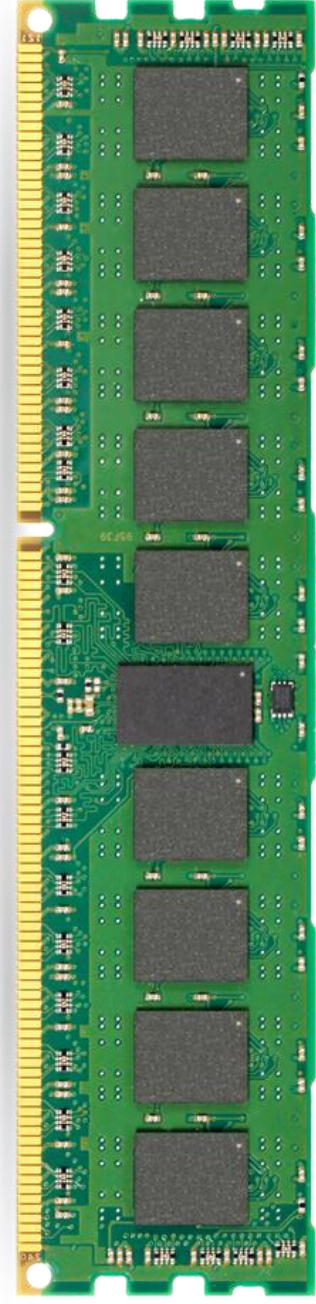
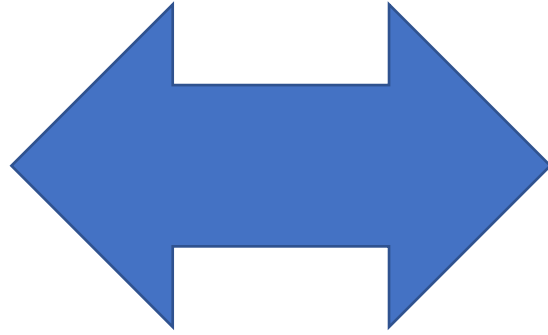
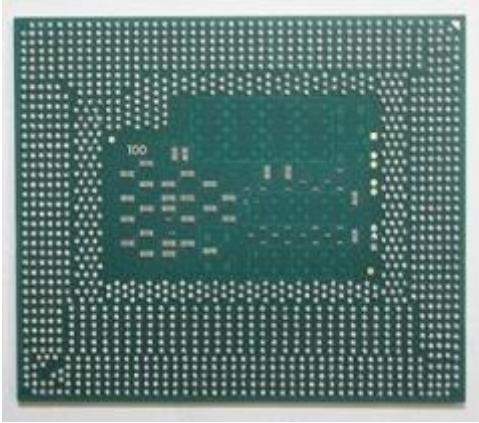
Decode Binary to 1-hot

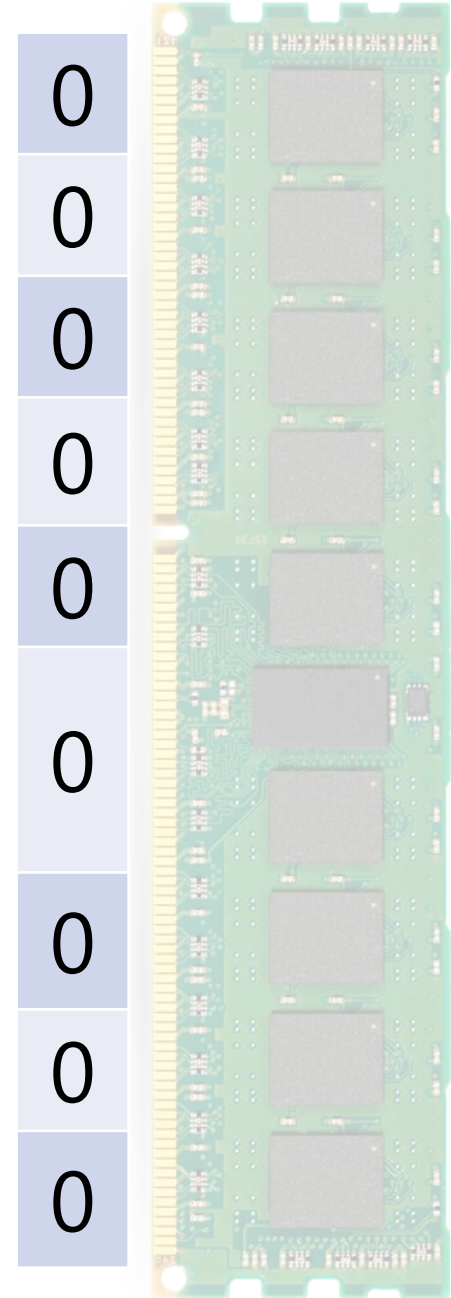
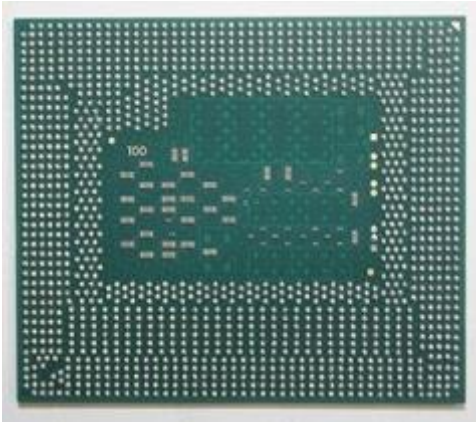
1-hot: a vector of bits with a single 1 and all the others 0

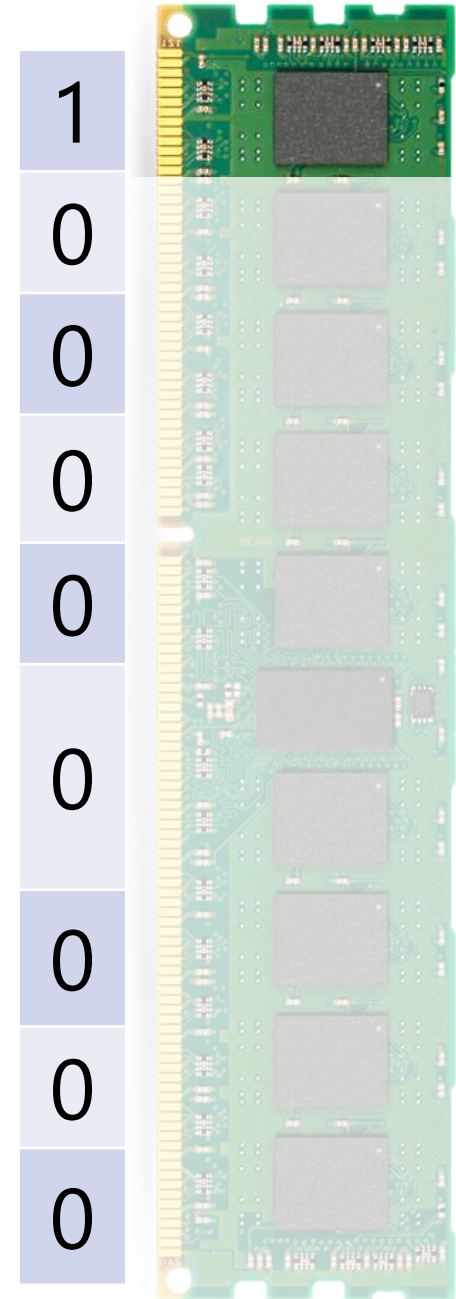
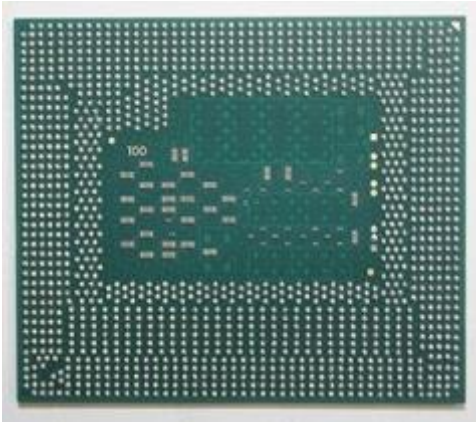
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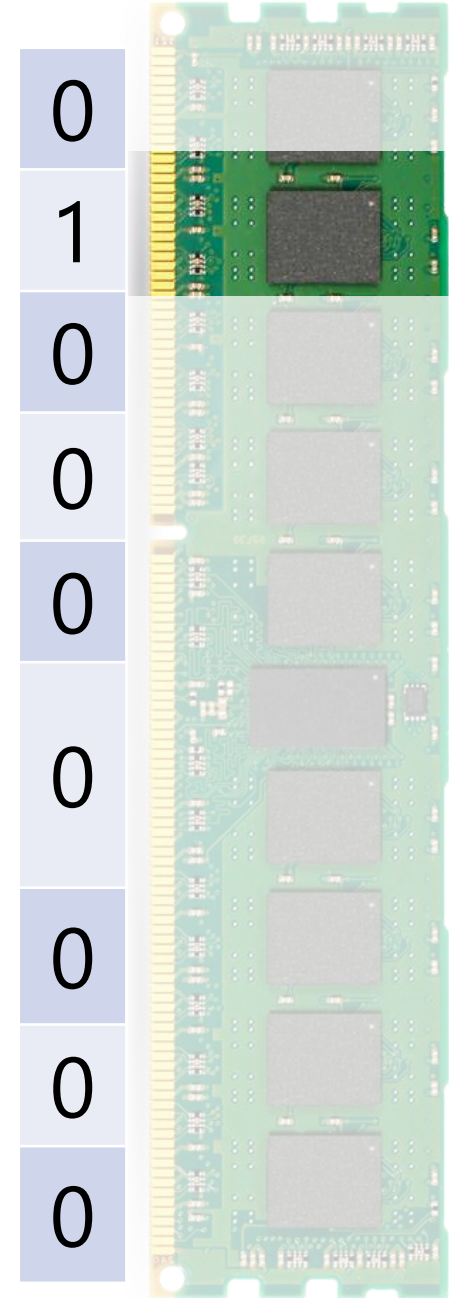
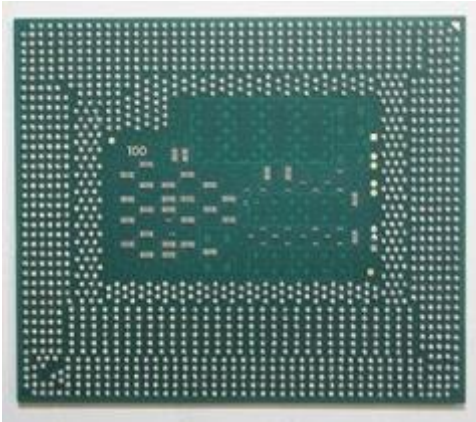
[0000000100]

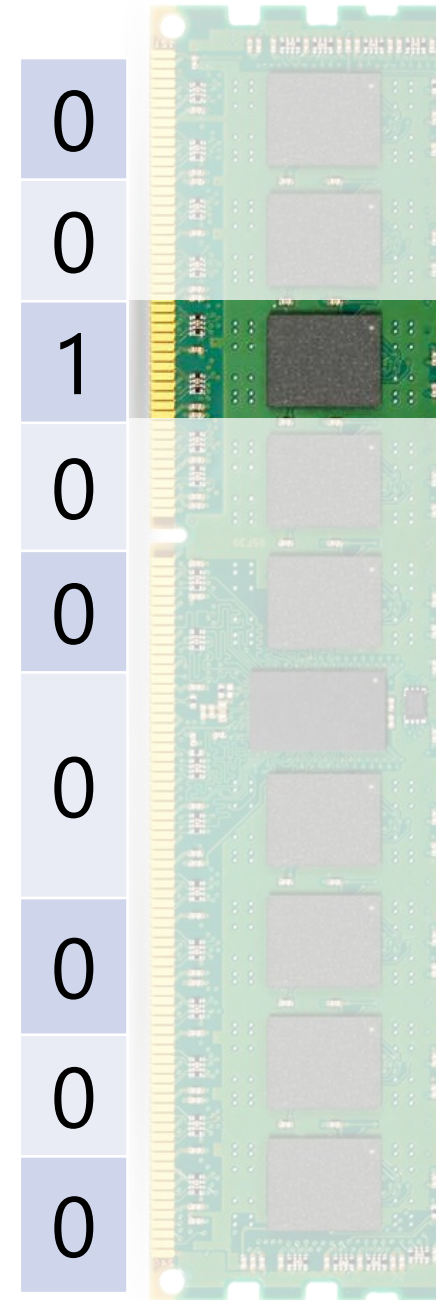
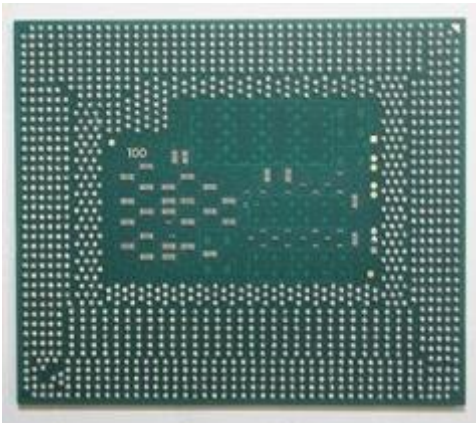
~~[0010010000]~~









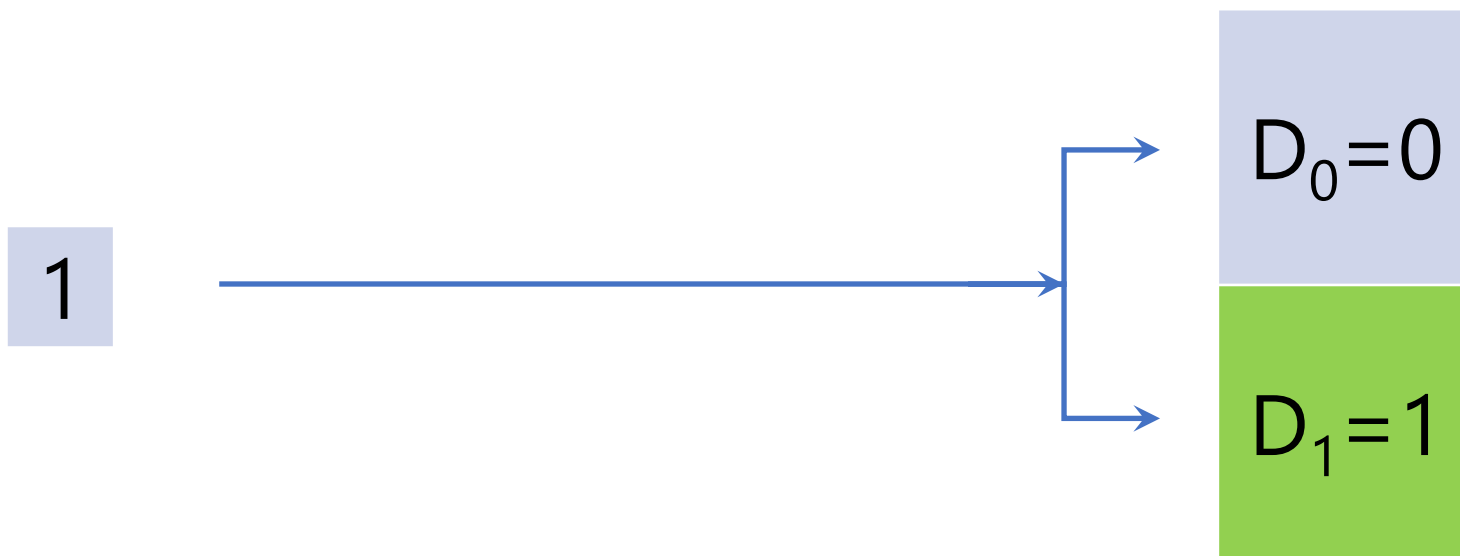


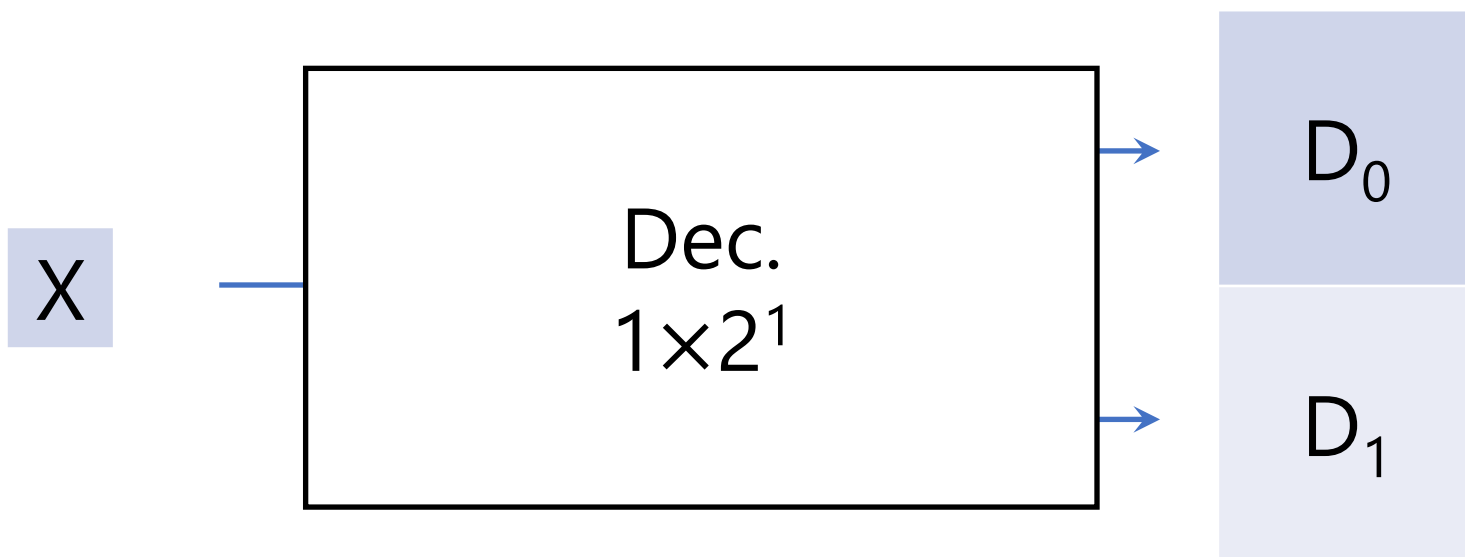


0



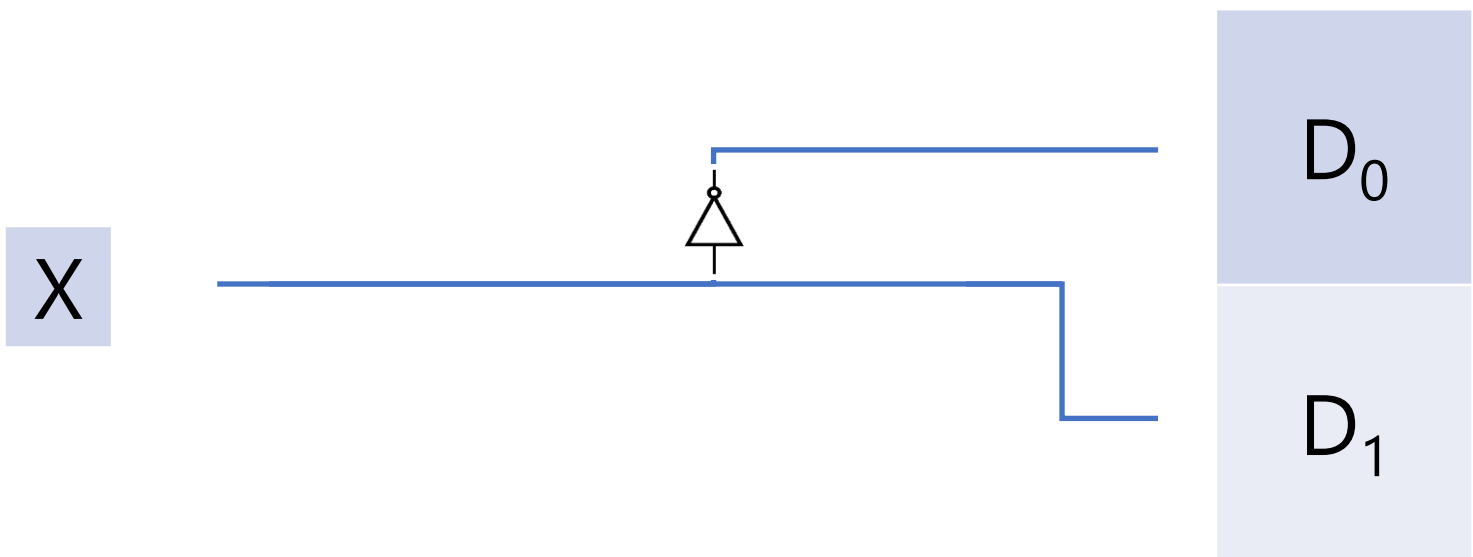
$D_0=1$
$D_1=0$

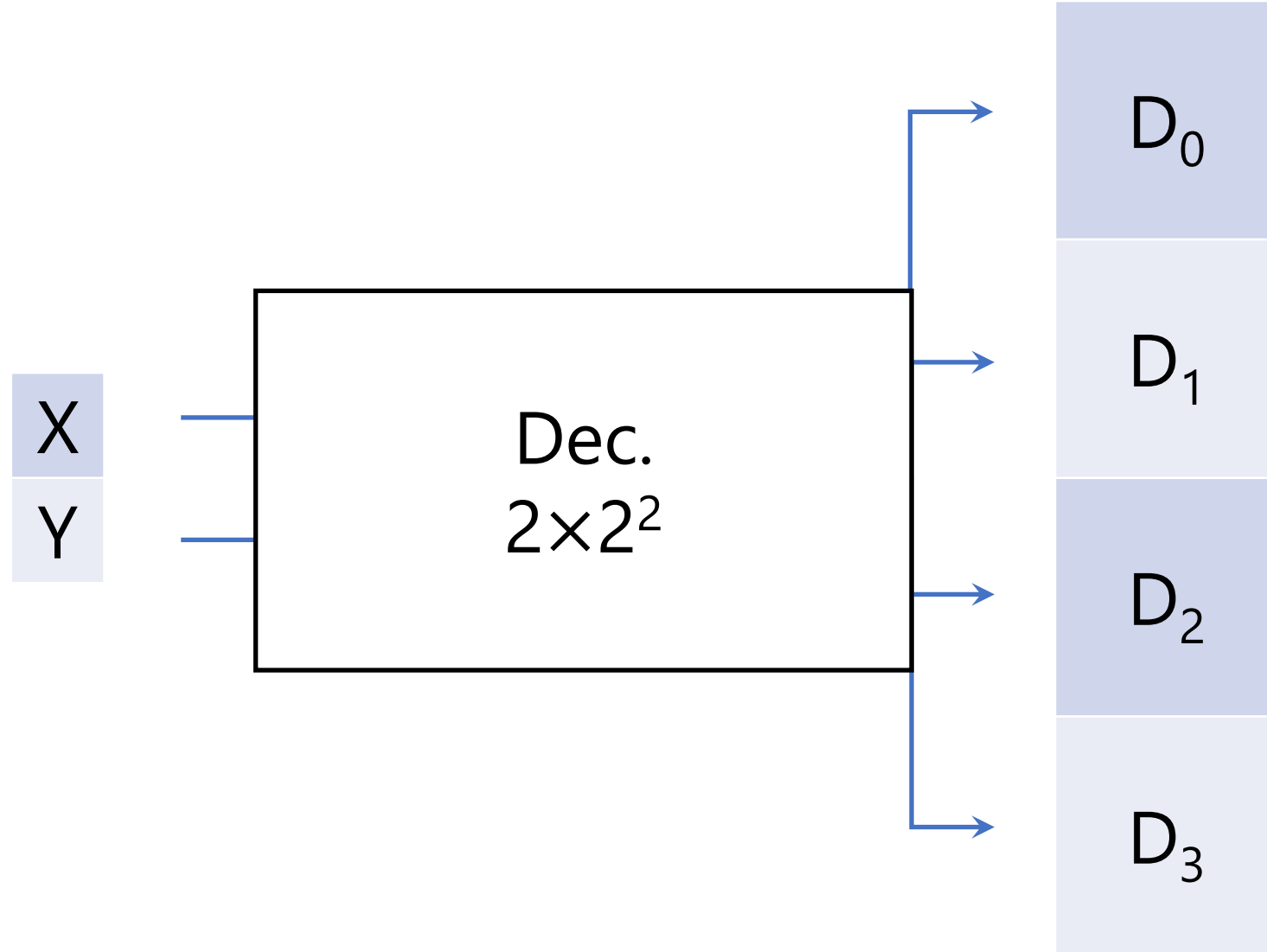


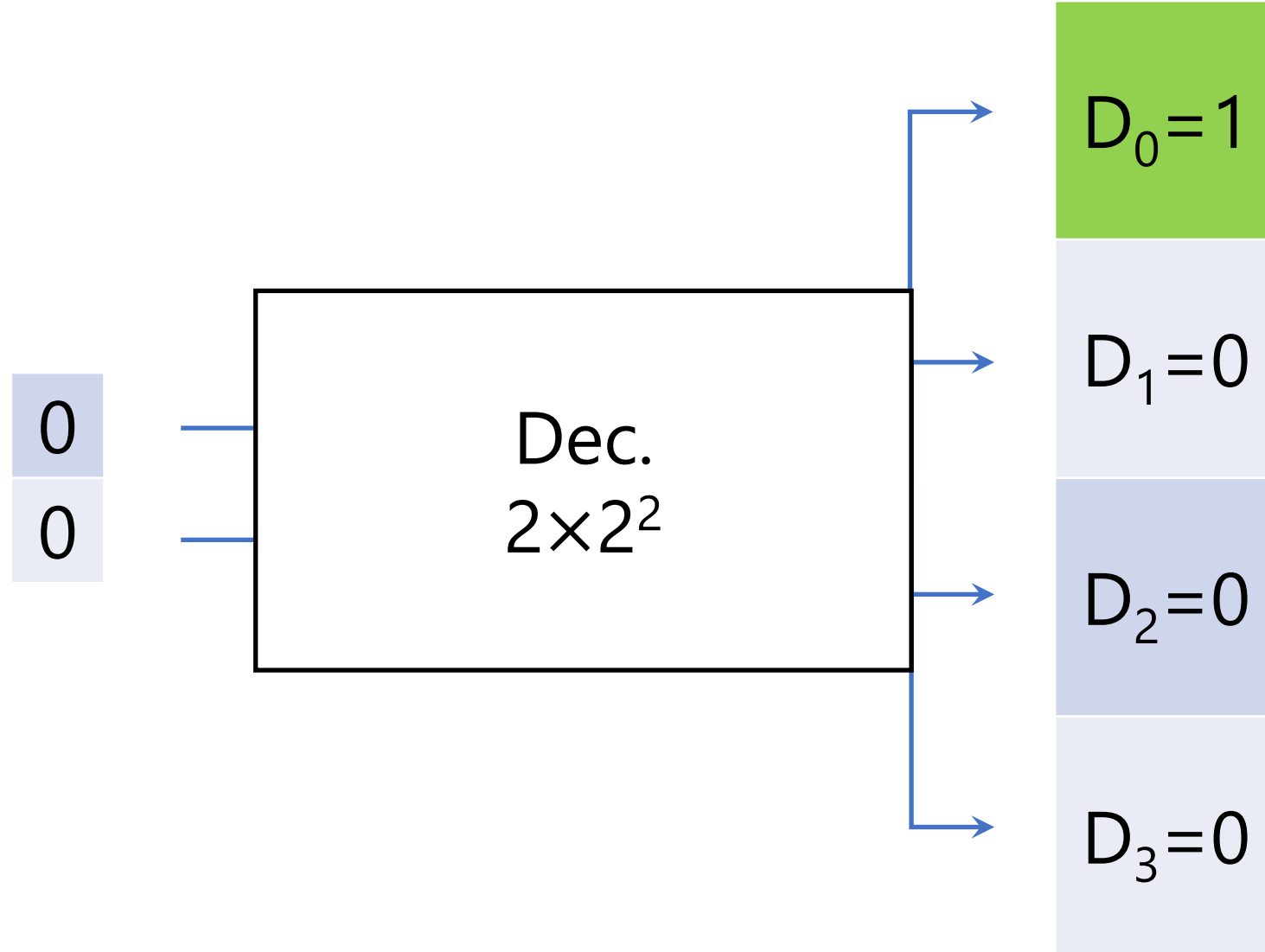


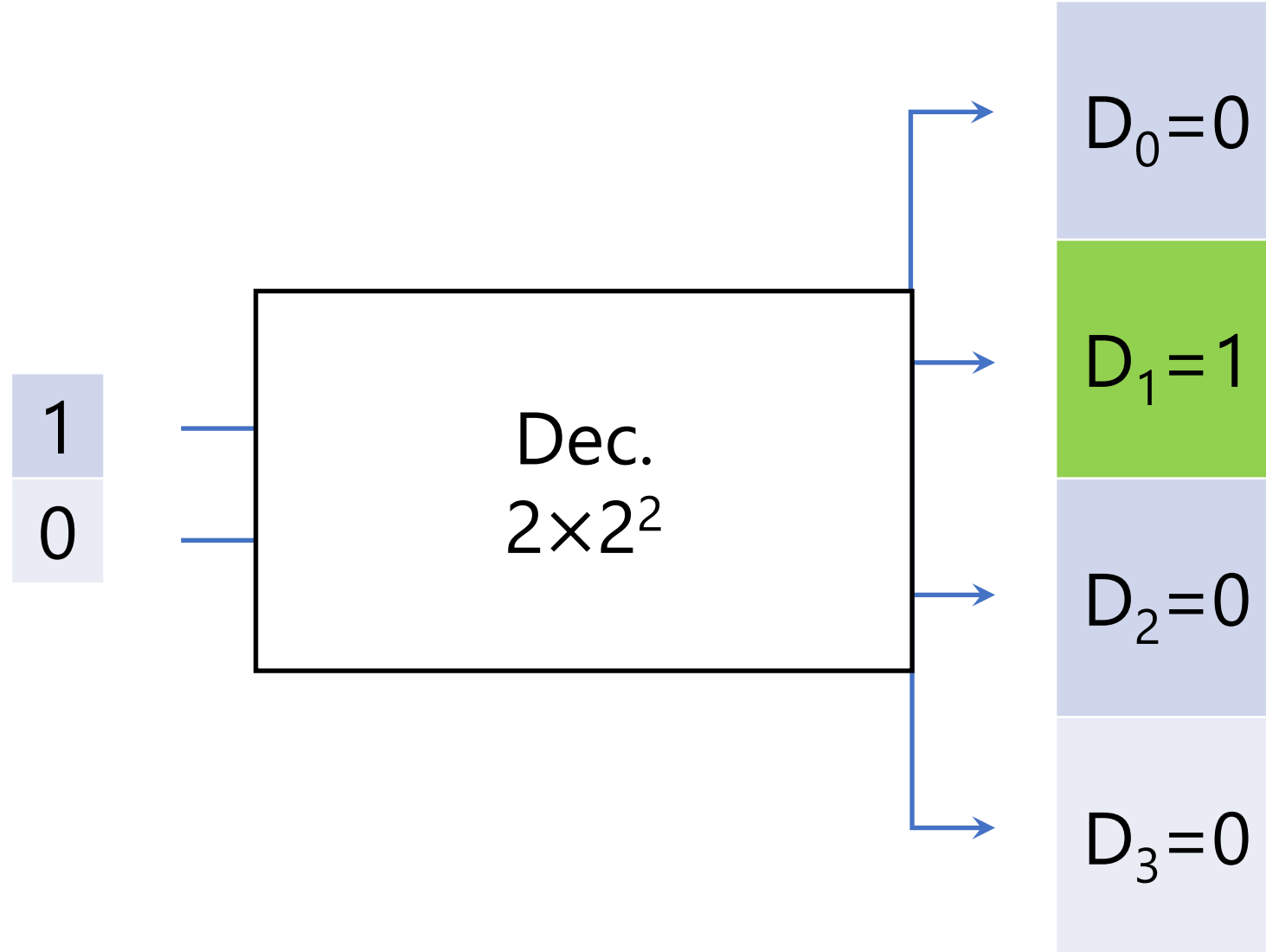
X	D ₀	D ₁
0	1	0
1	0	1

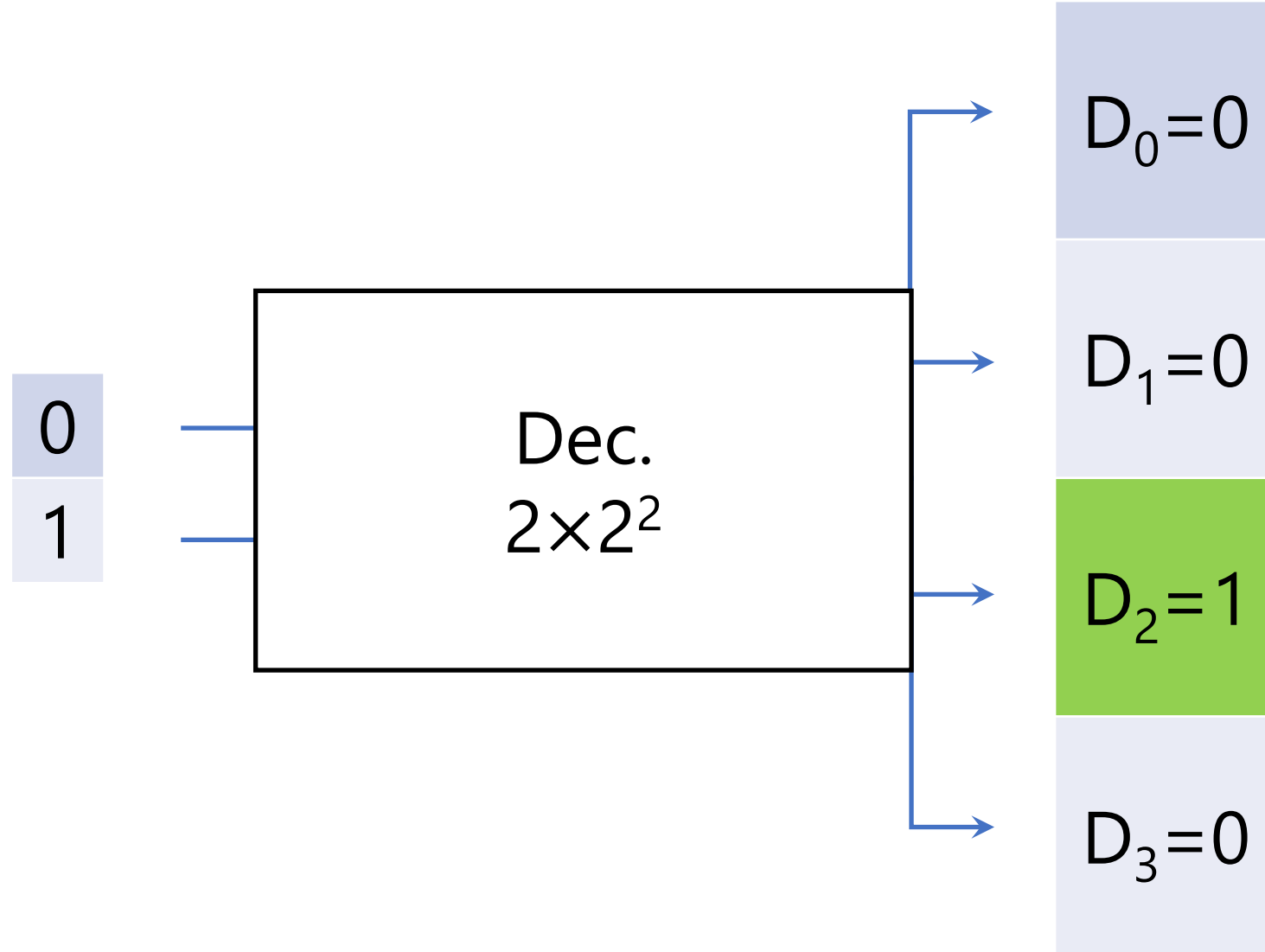
X	$D_0=m_0$	$D_1=m_1$
0	1	0
1	0	1

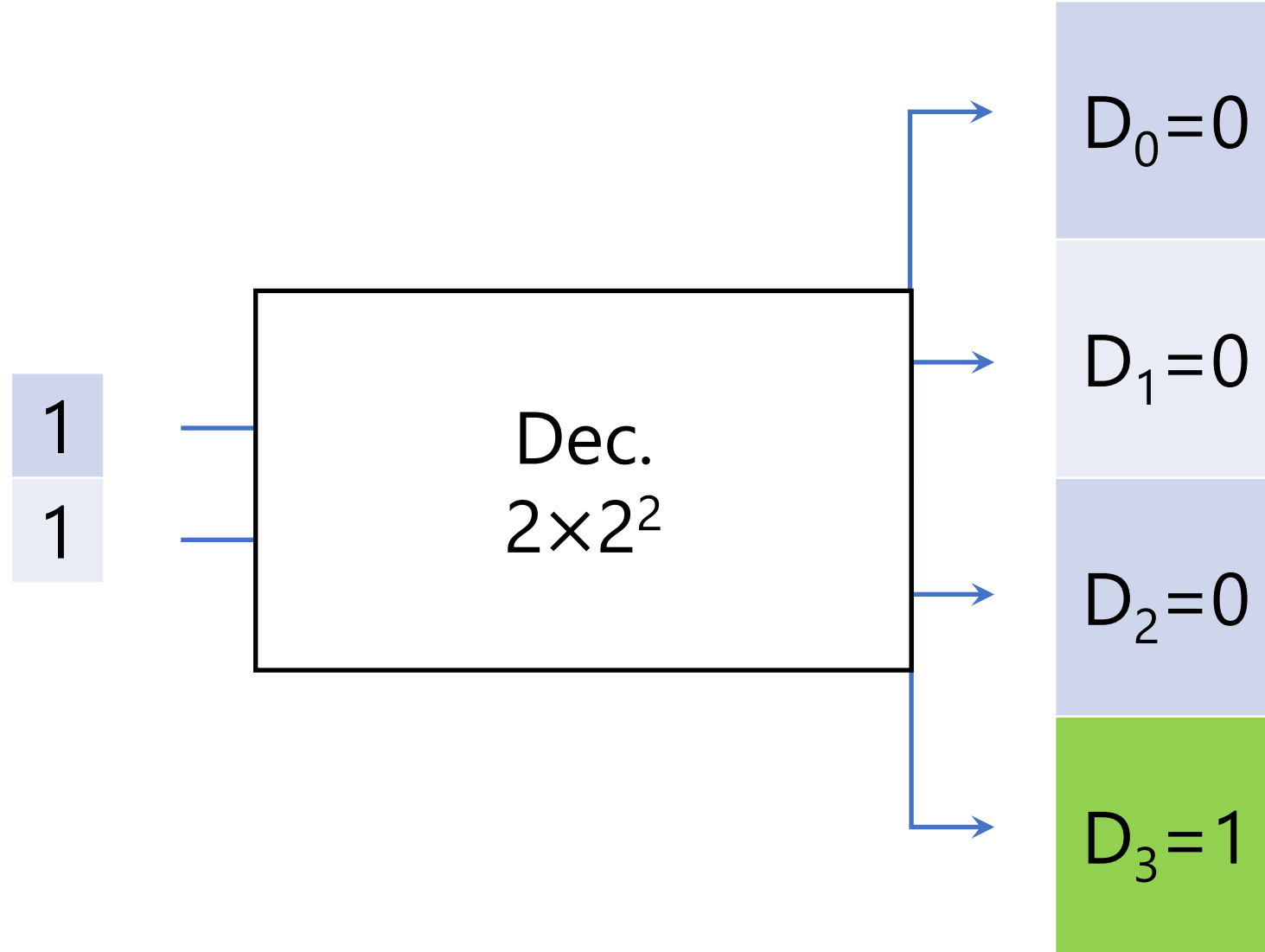




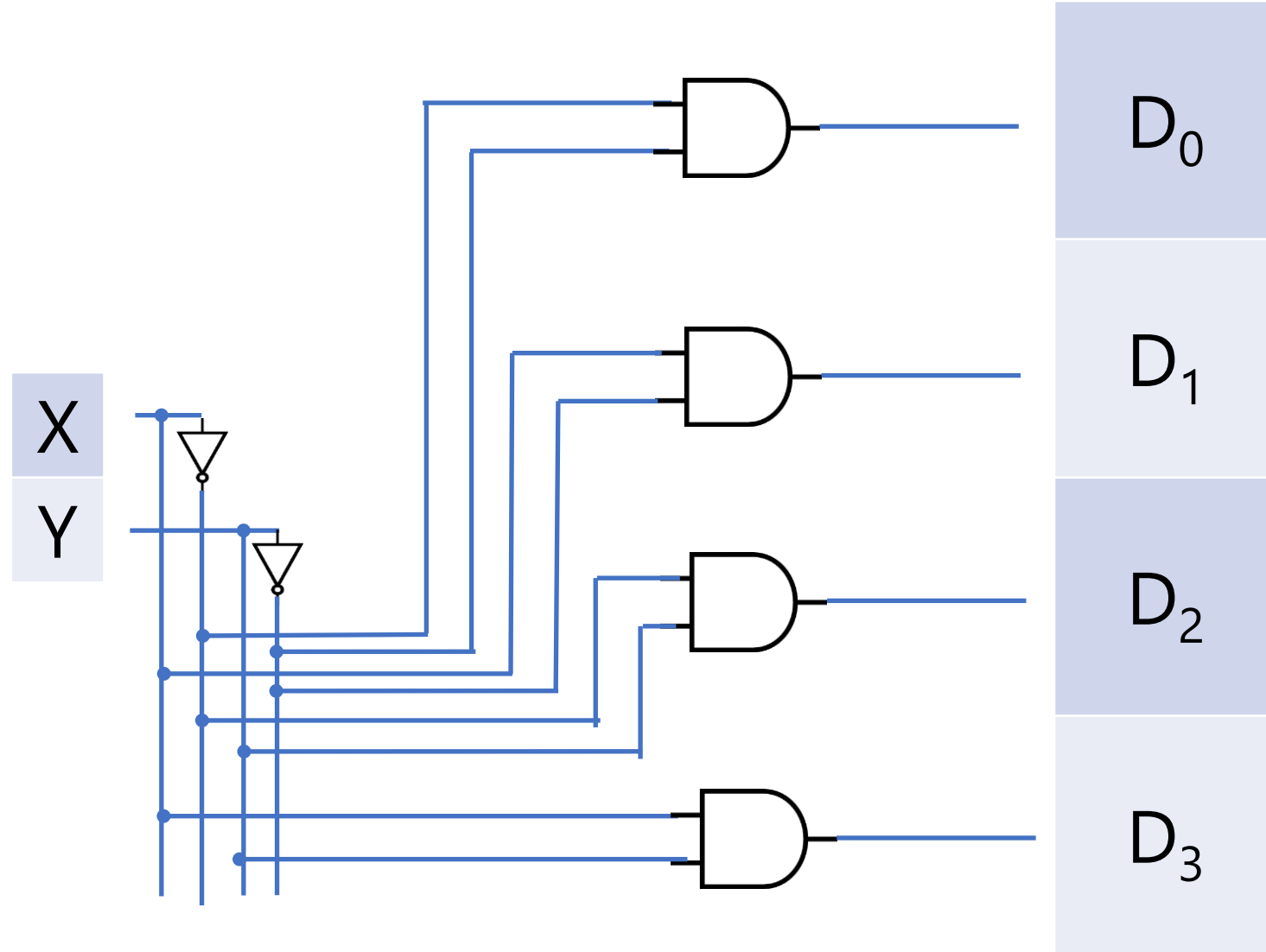








Y	X	$D_0=m_0$	$D_1=m_1$	$D_2=m_2$	$D_3=m_3$
0	0	1	0	0	0
0	1	0	1	0	0
1	0	0	0	1	0
1	1	0	0	0	1



Chapter 4 Combinational Logic

Table 4.6
Truth Table of a Three-to-Eight-Line Decoder

Inputs			Outputs							
<i>x</i>	<i>y</i>	<i>z</i>	<i>D</i> ₀	<i>D</i> ₁	<i>D</i> ₂	<i>D</i> ₃	<i>D</i> ₄	<i>D</i> ₅	<i>D</i> ₆	<i>D</i> ₇
0	0	0	1	0	0	0	0	0	0	0
0	0	1	0	1	0	0	0	0	0	0
0	1	0	0	0	1	0	0	0	0	0
0	1	1	0	0	0	1	0	0	0	0
1	0	0	0	0	0	0	1	0	0	0
1	0	1	0	0	0	0	0	1	0	0
1	1	0	0	0	0	0	0	0	1	0
1	1	1	0	0	0	0	0	0	0	1

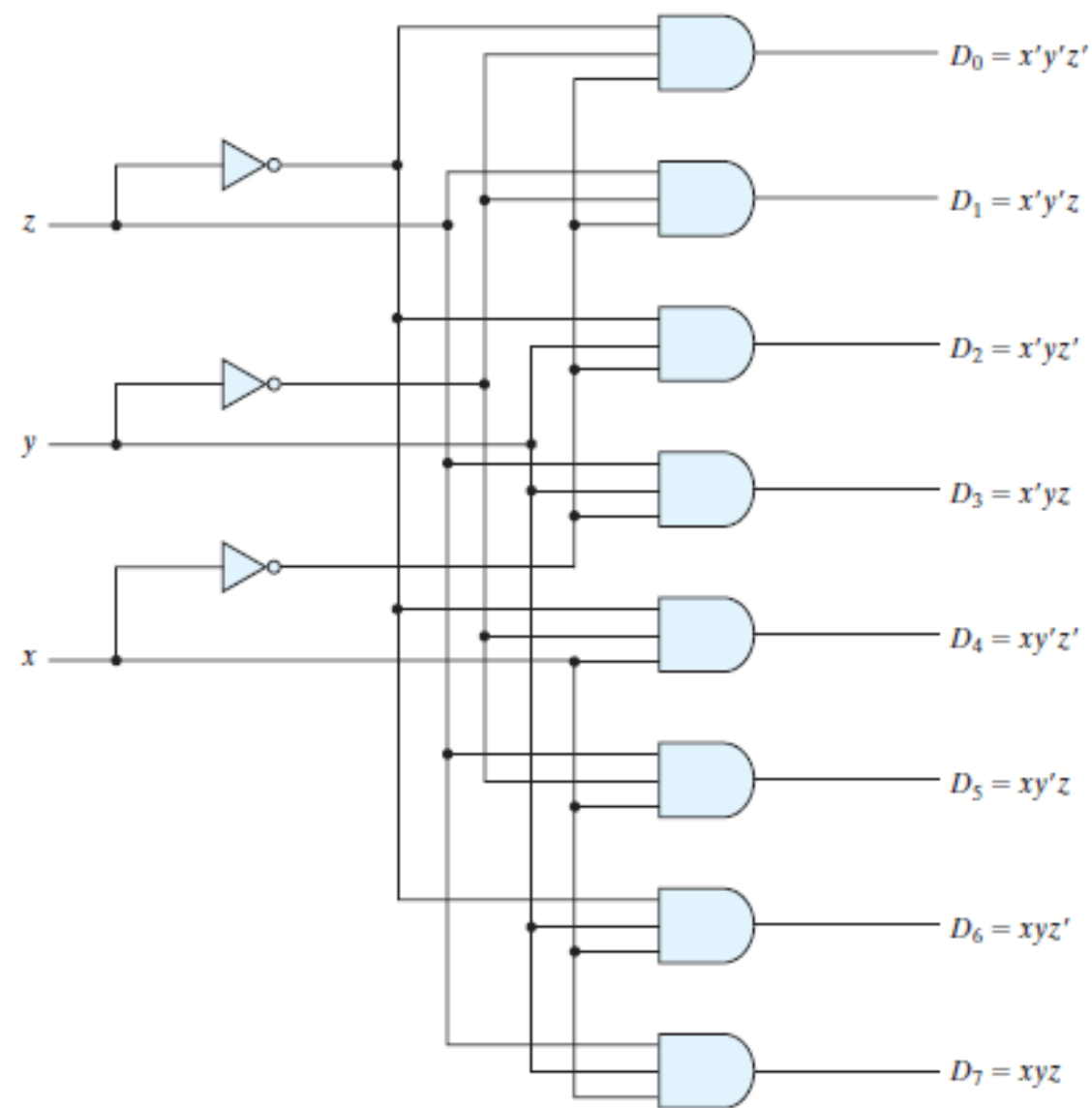


FIGURE 4.18
Three-to-eight-line decoder

Decoder

Decode 4-Bit Binary to 2^4 One-hot

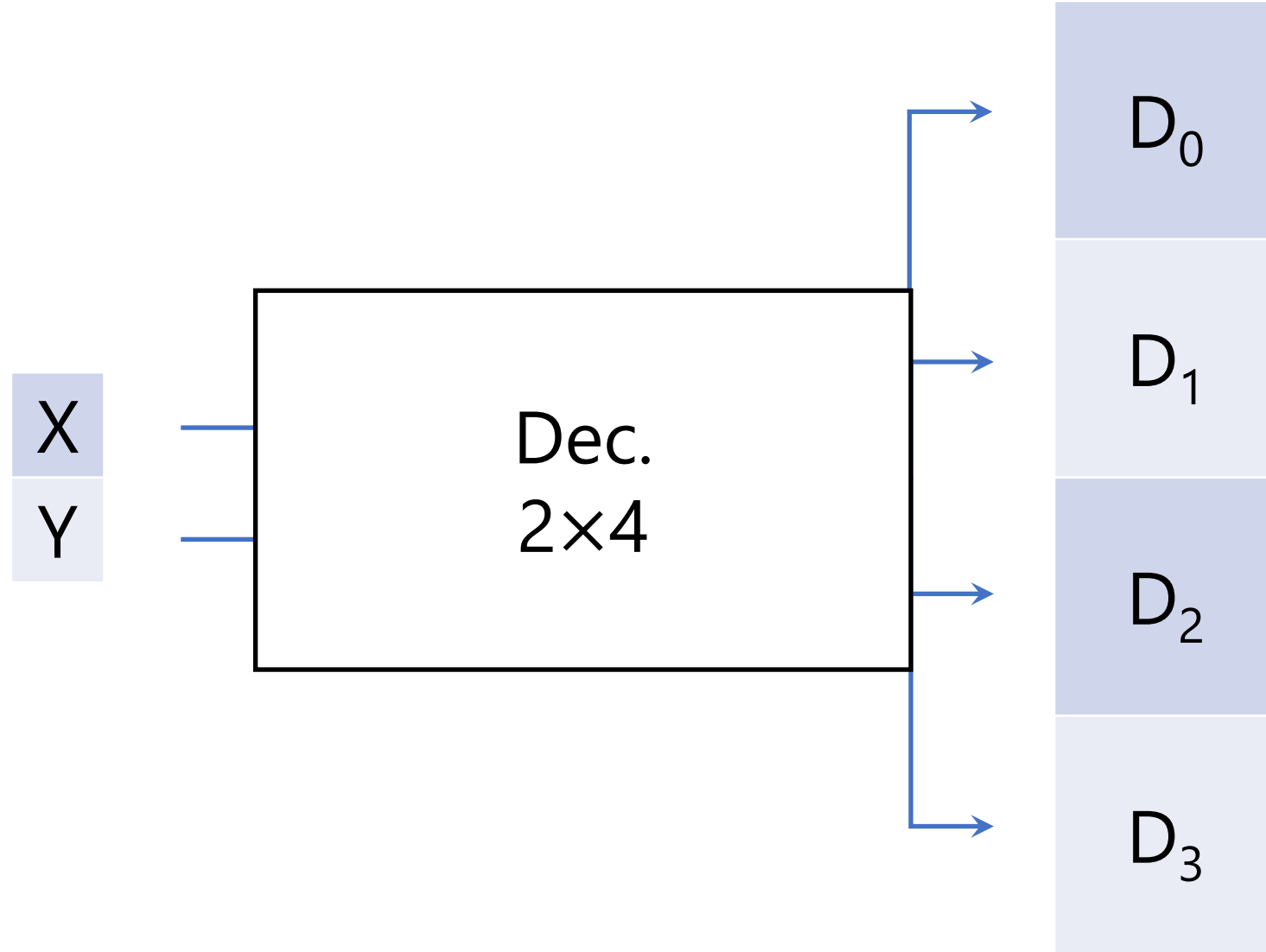
Decoder

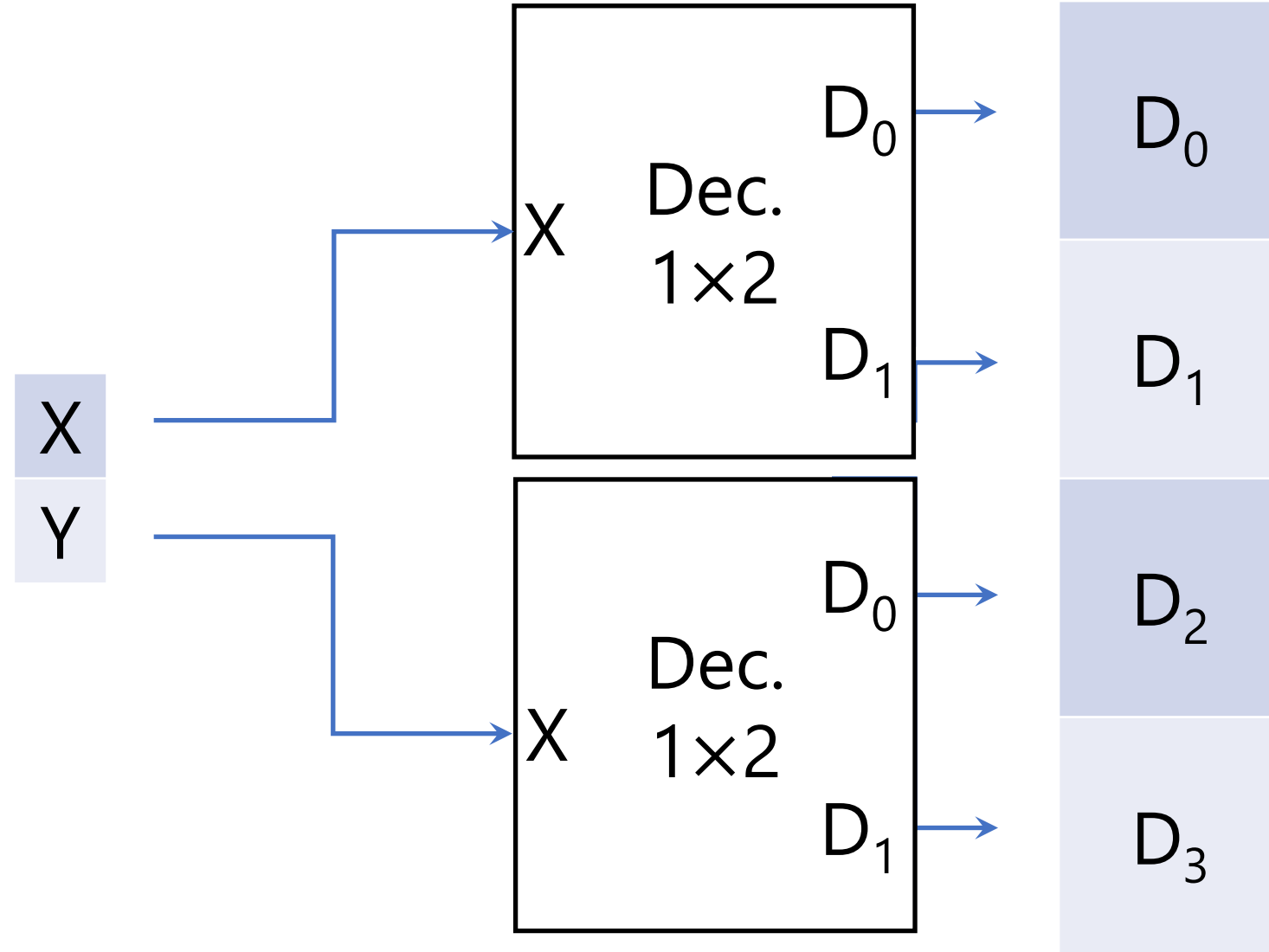
Decode n -Bit Binary to 2^n One-hot

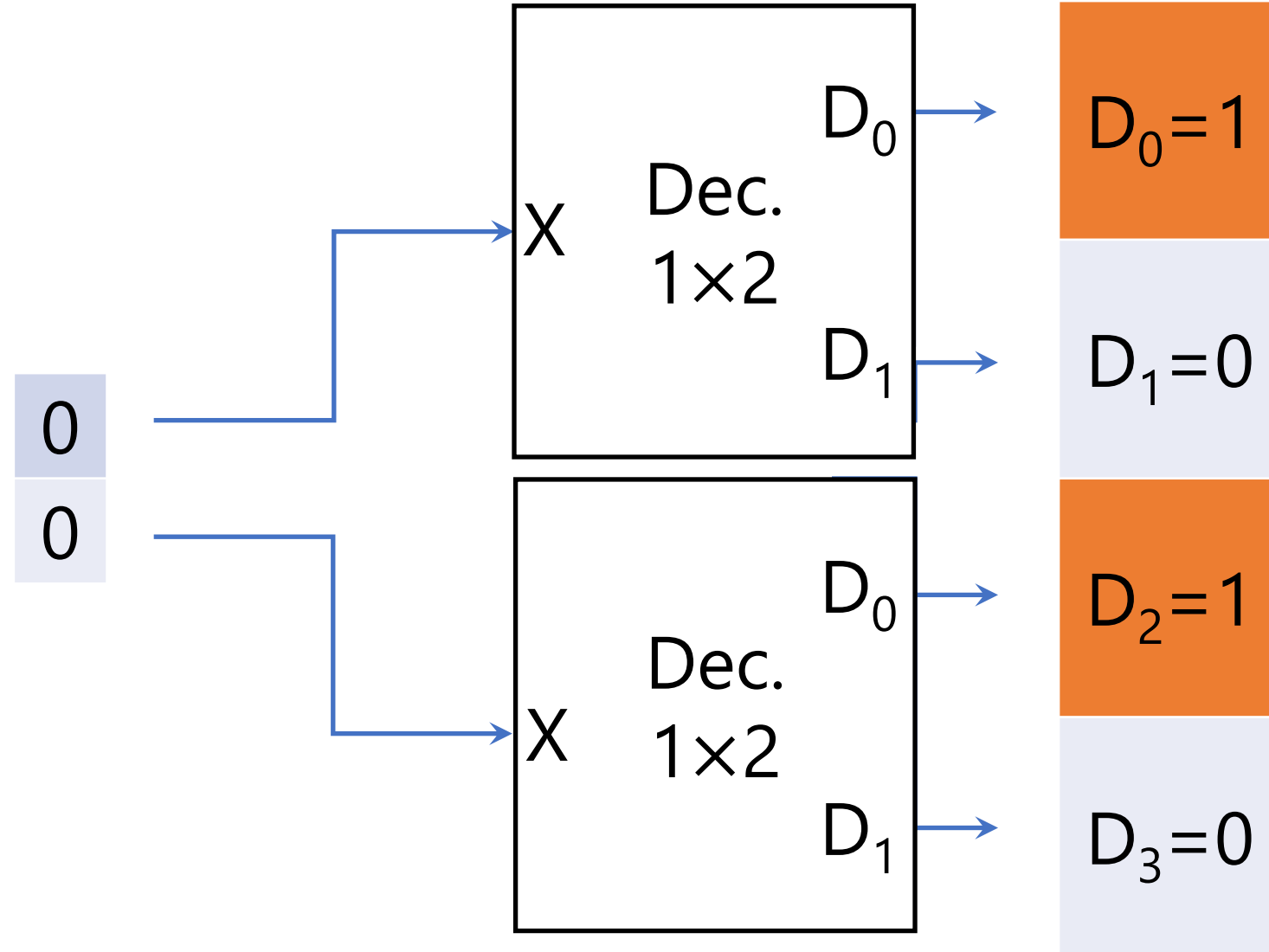
Decoder

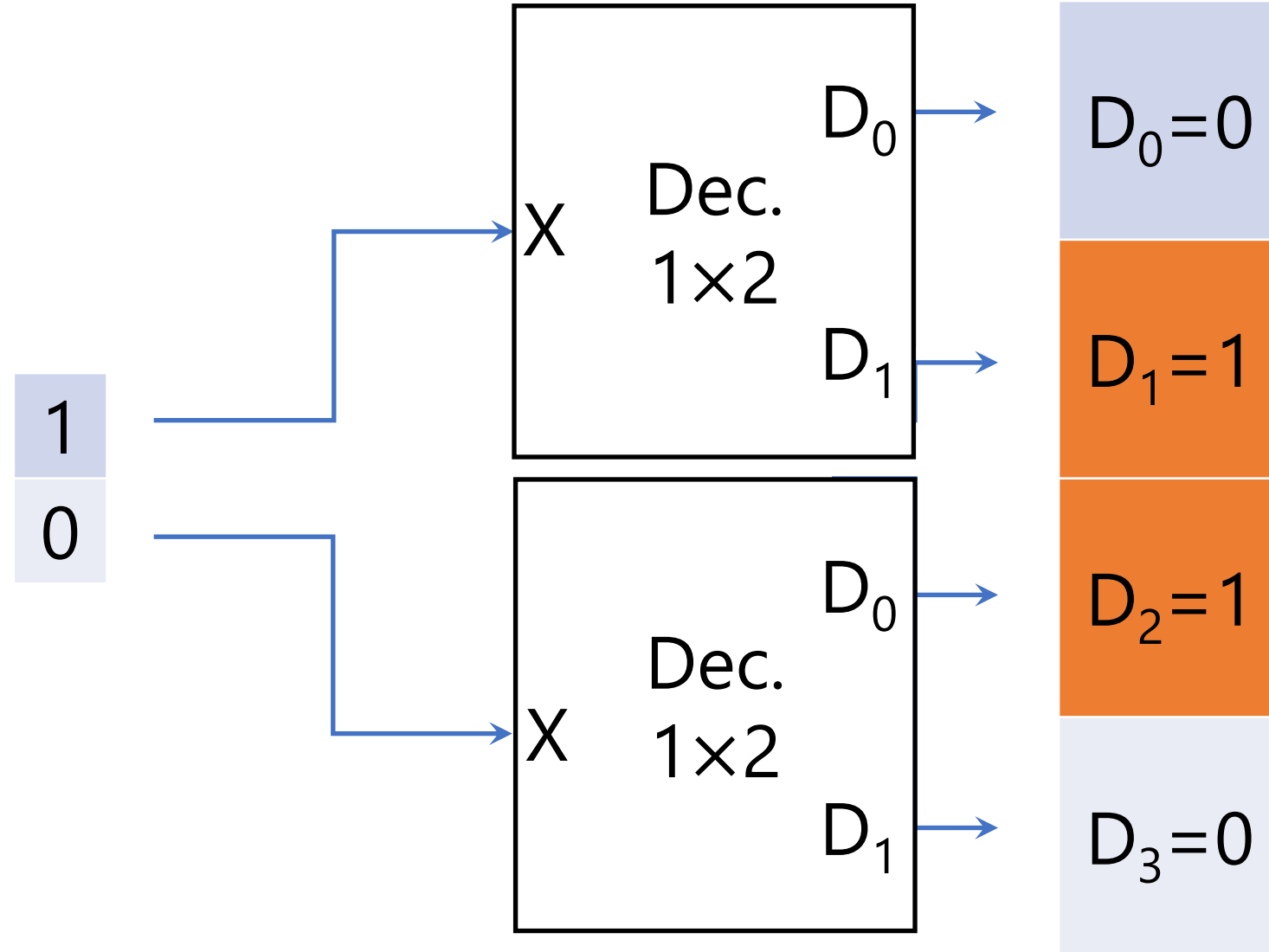
Decode 2-Bit Binary to 2^2 One-hot

Re-Use 1×2^1 Decoder

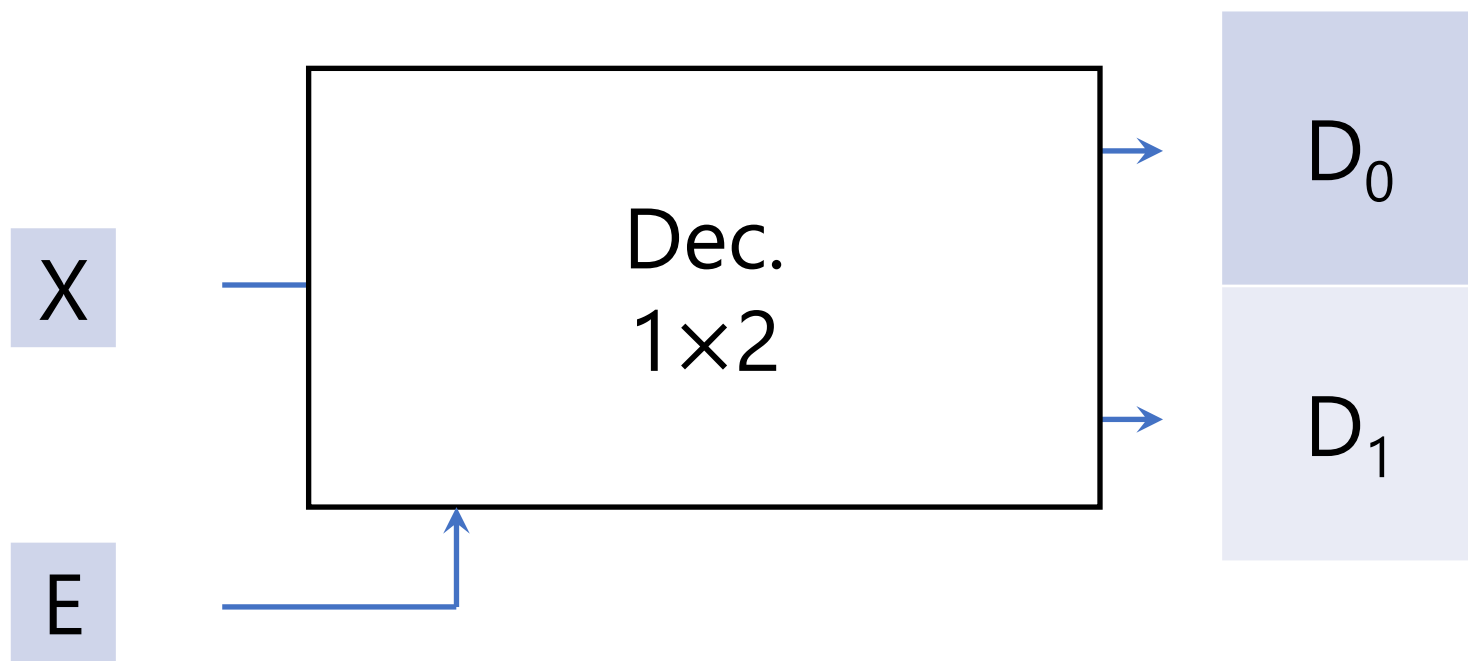


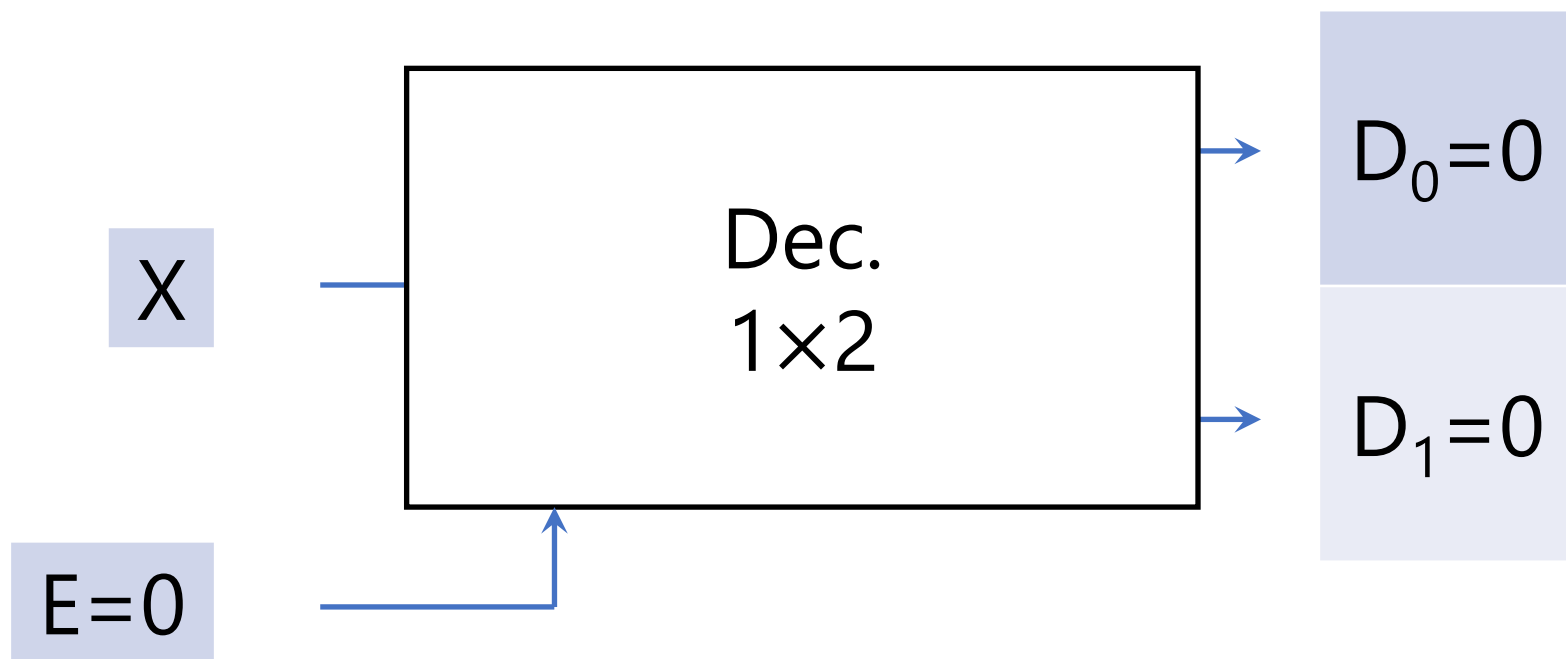


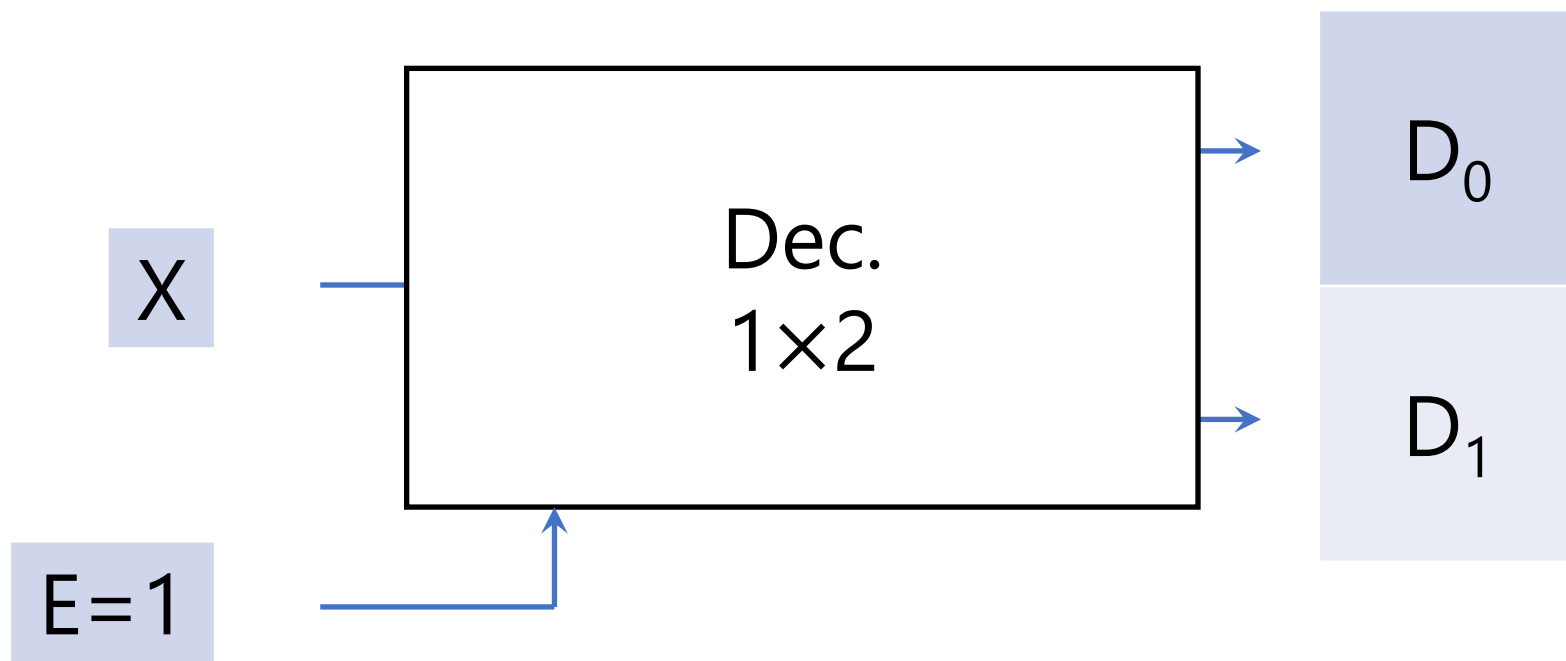




Decoder
Enable input

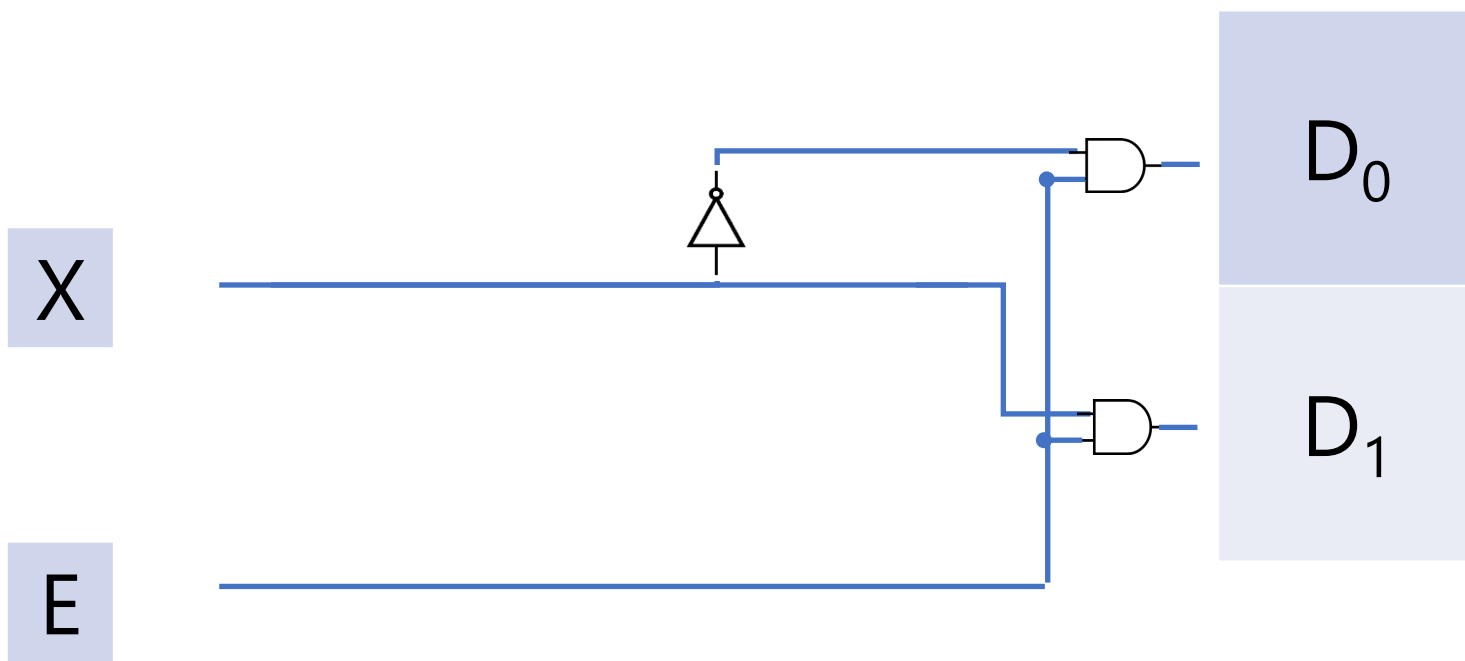


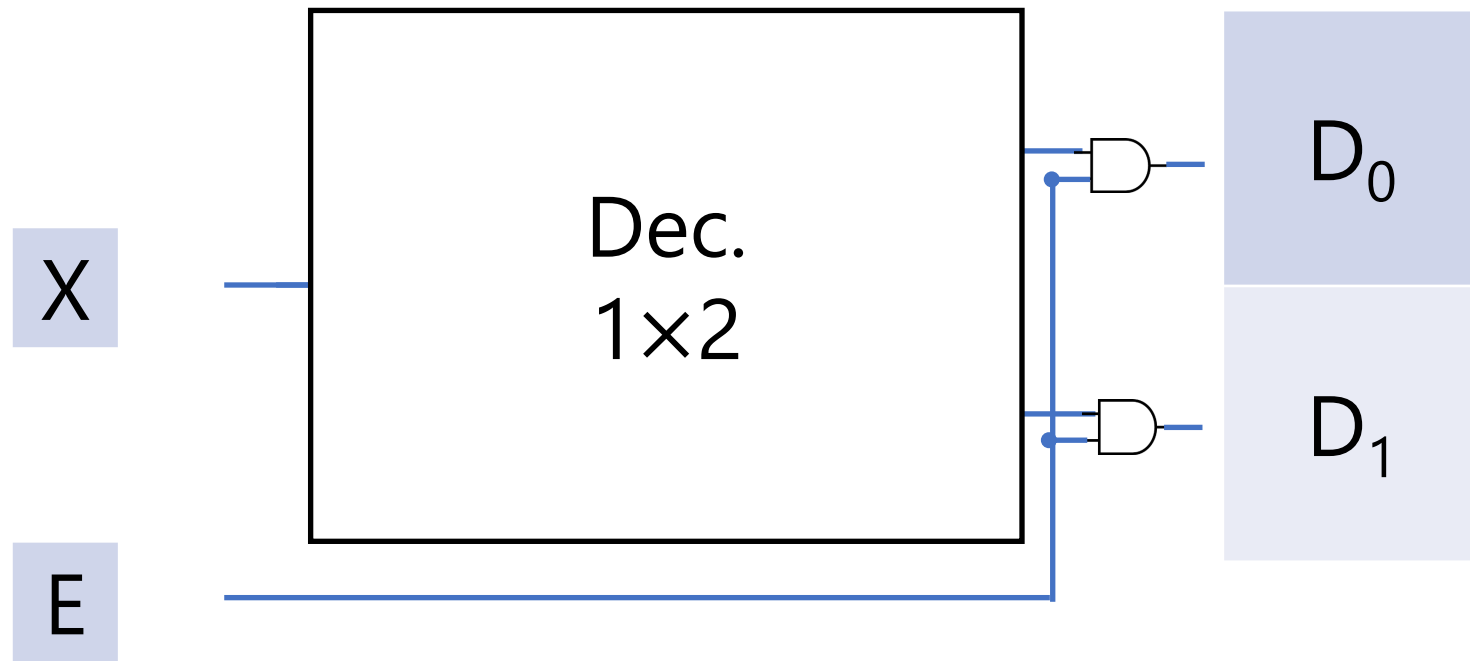


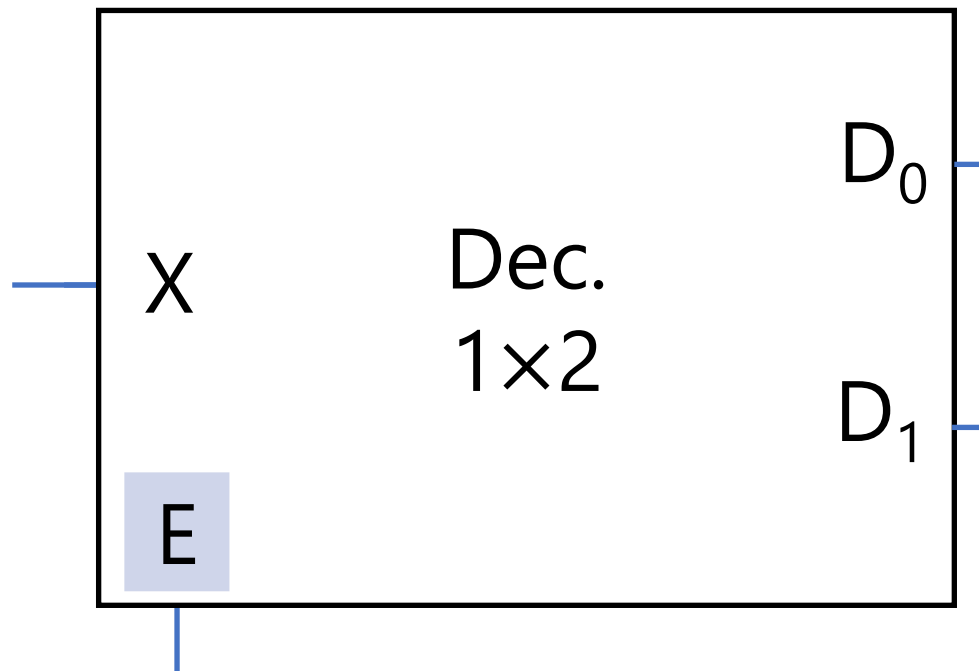


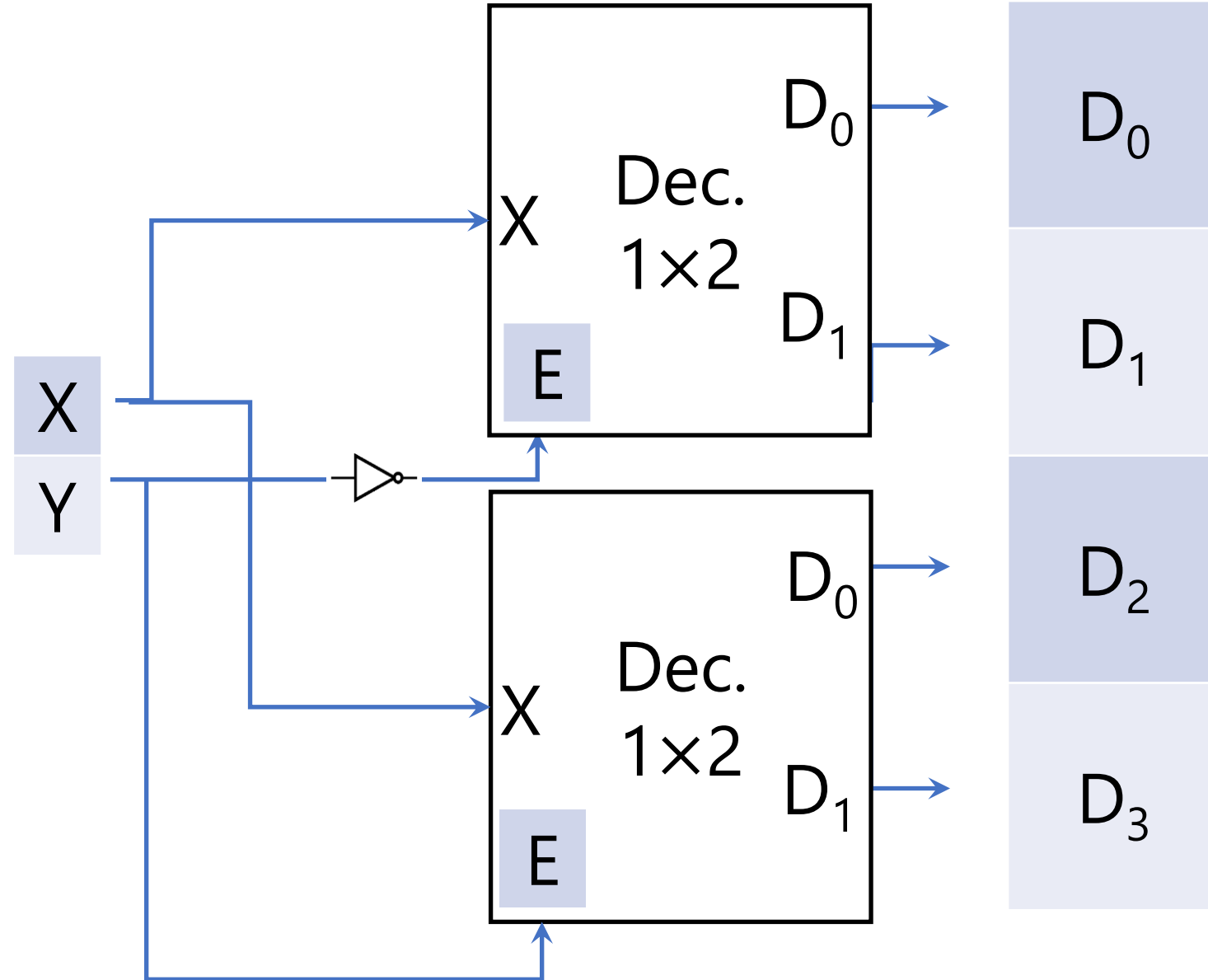
E	X	$D_0 = m_2$	$D_1 = m_3$
0	0	0	0
0	1	0	0
1	0	1	0
1	1	0	1

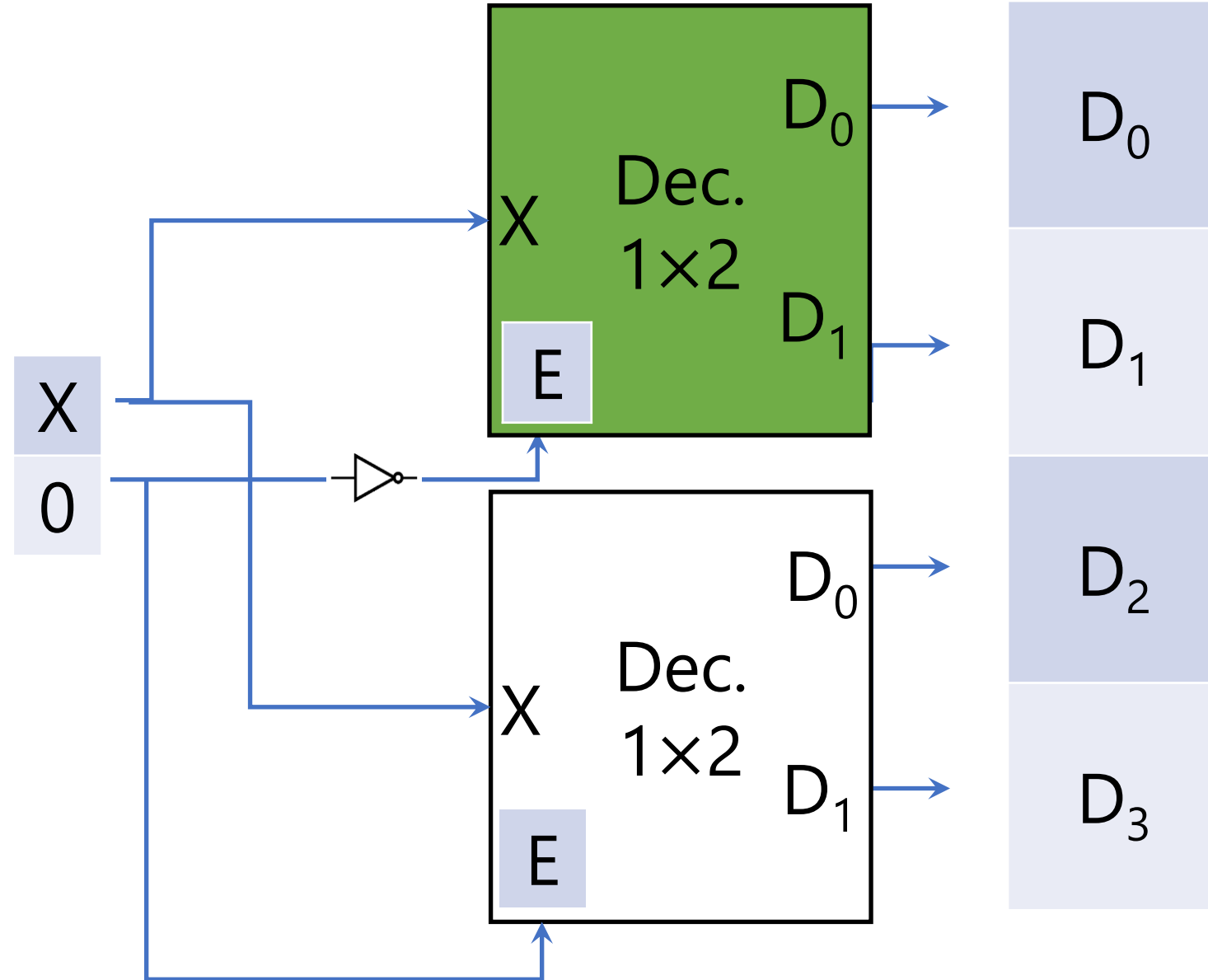
E	X	$D_0=m_0$	$D_1=m_1$
1	0	1	0
1	1	0	1

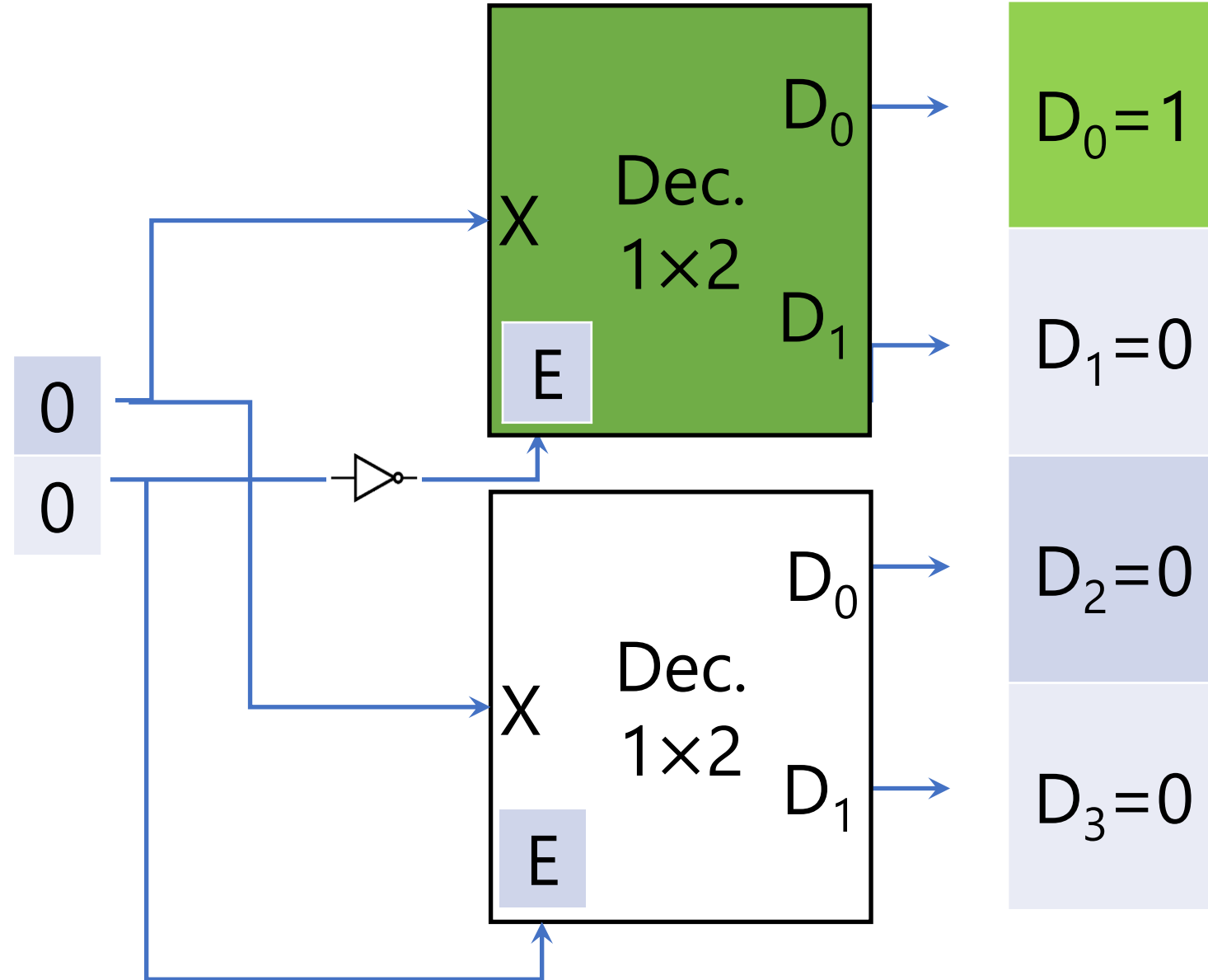


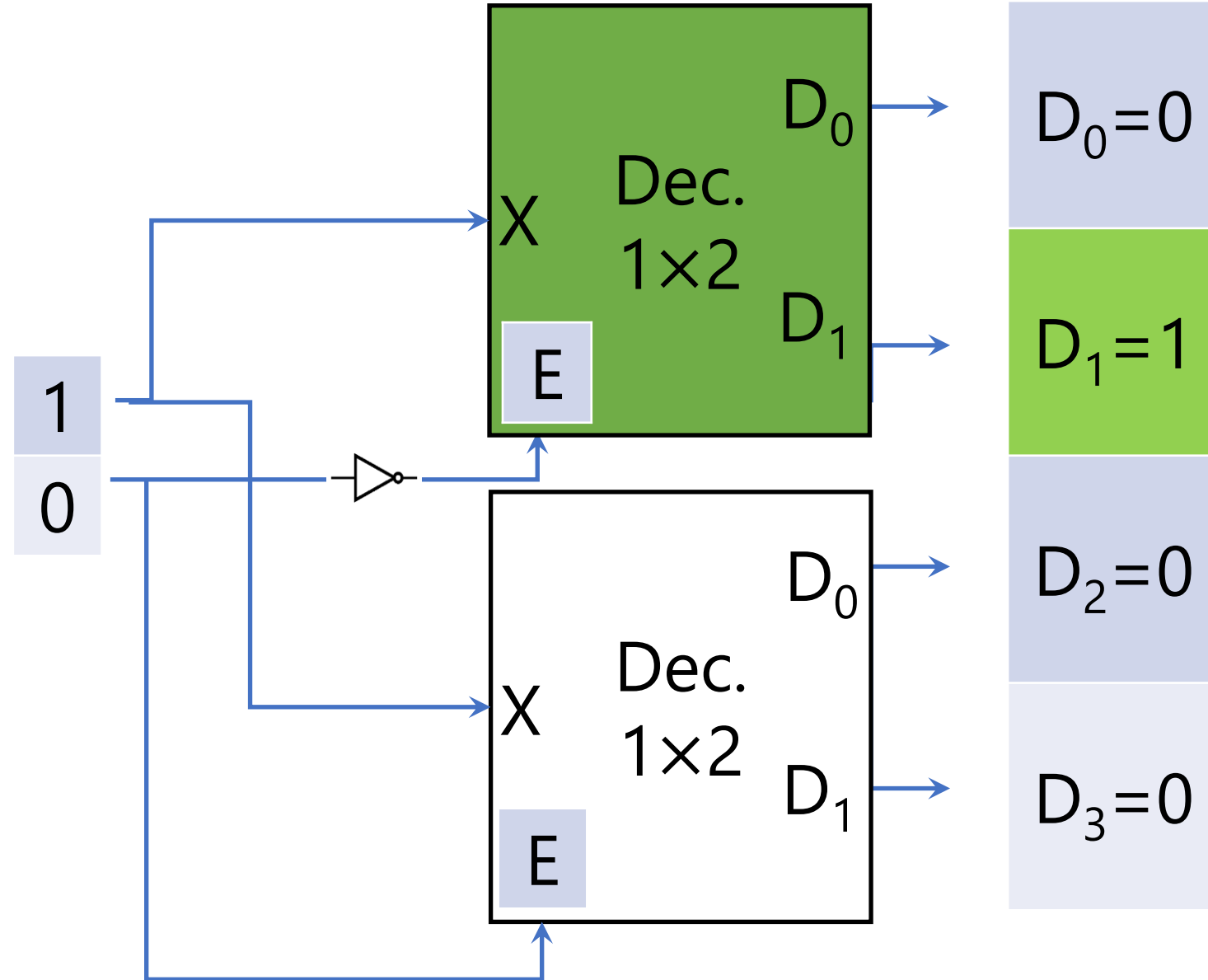


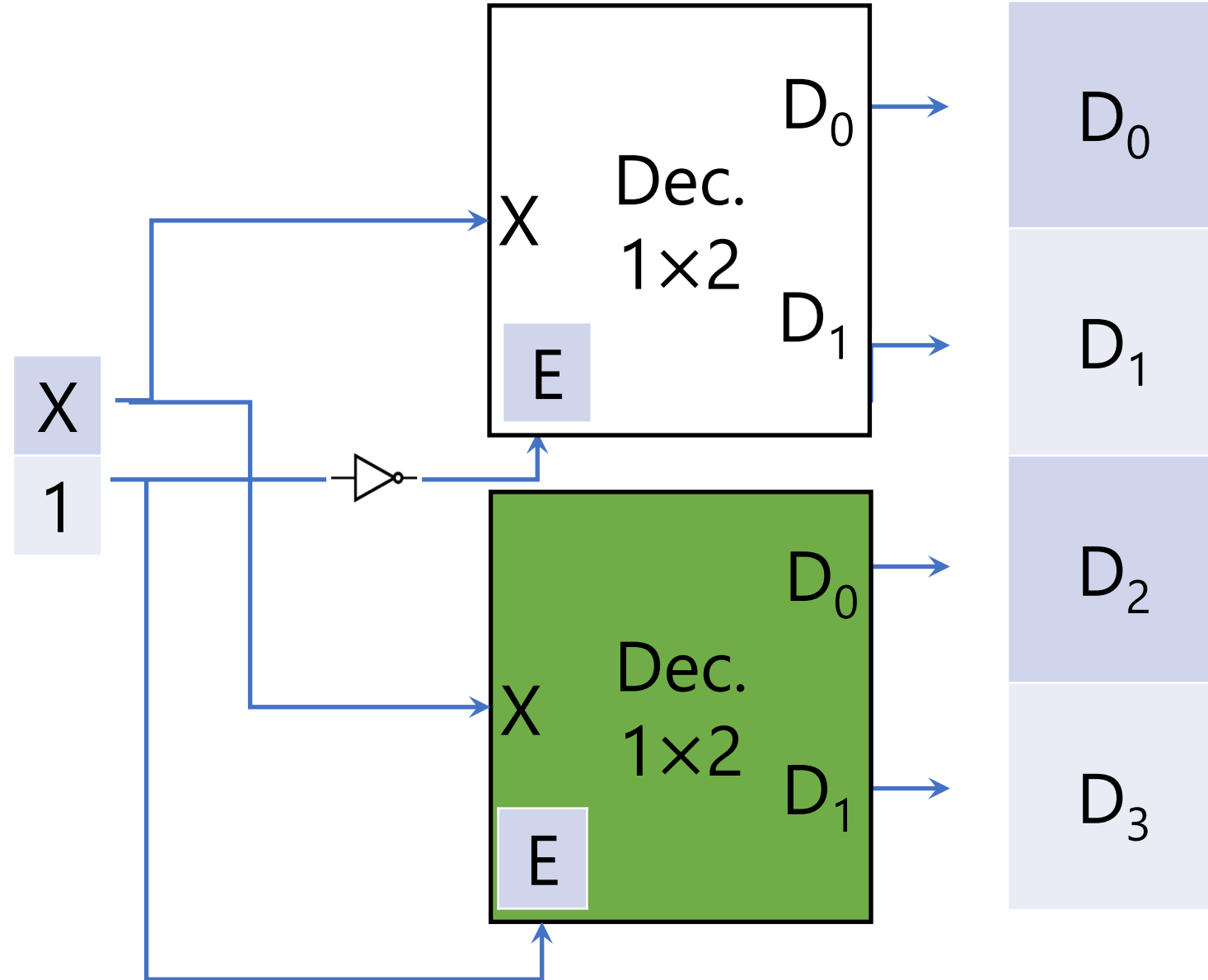


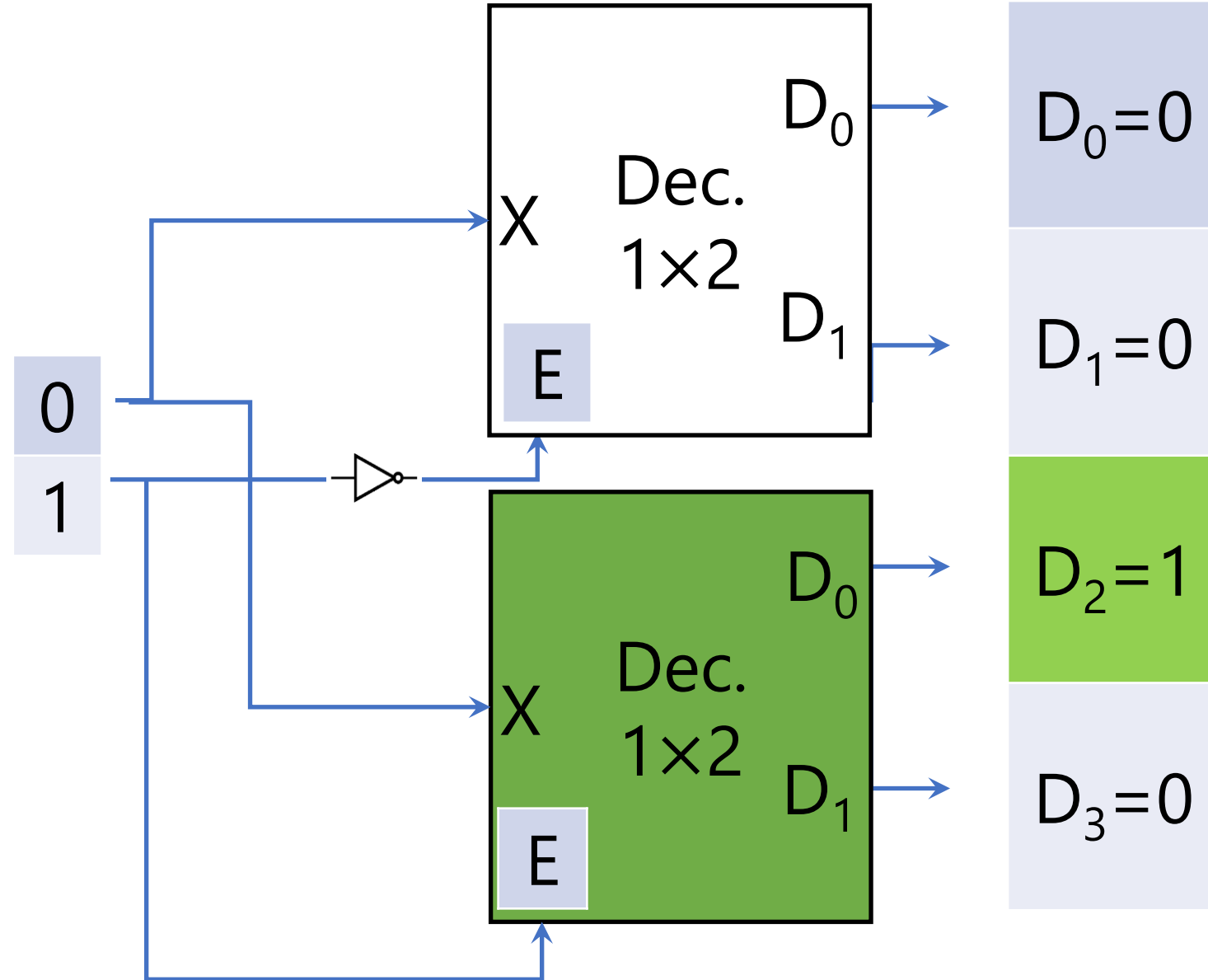


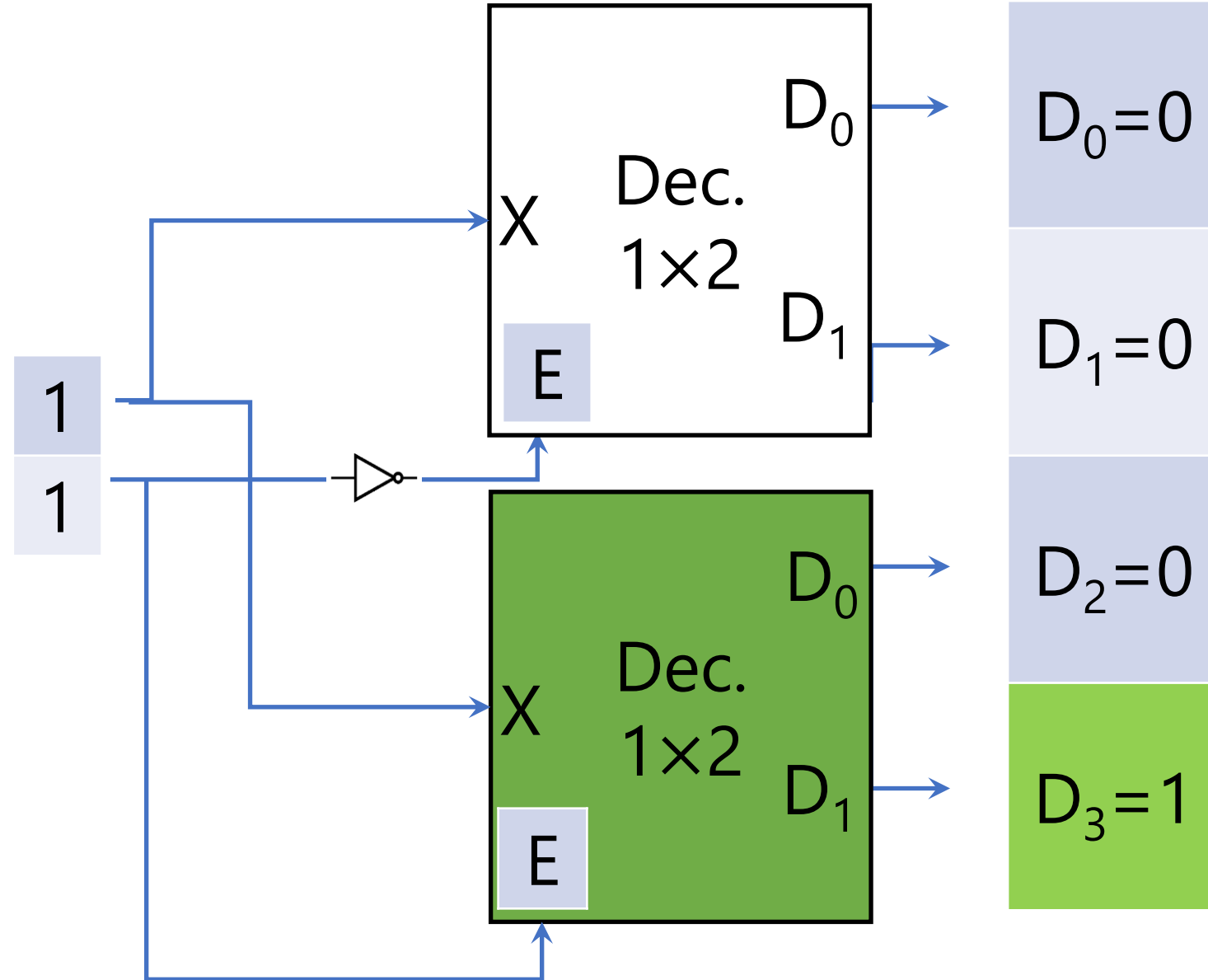


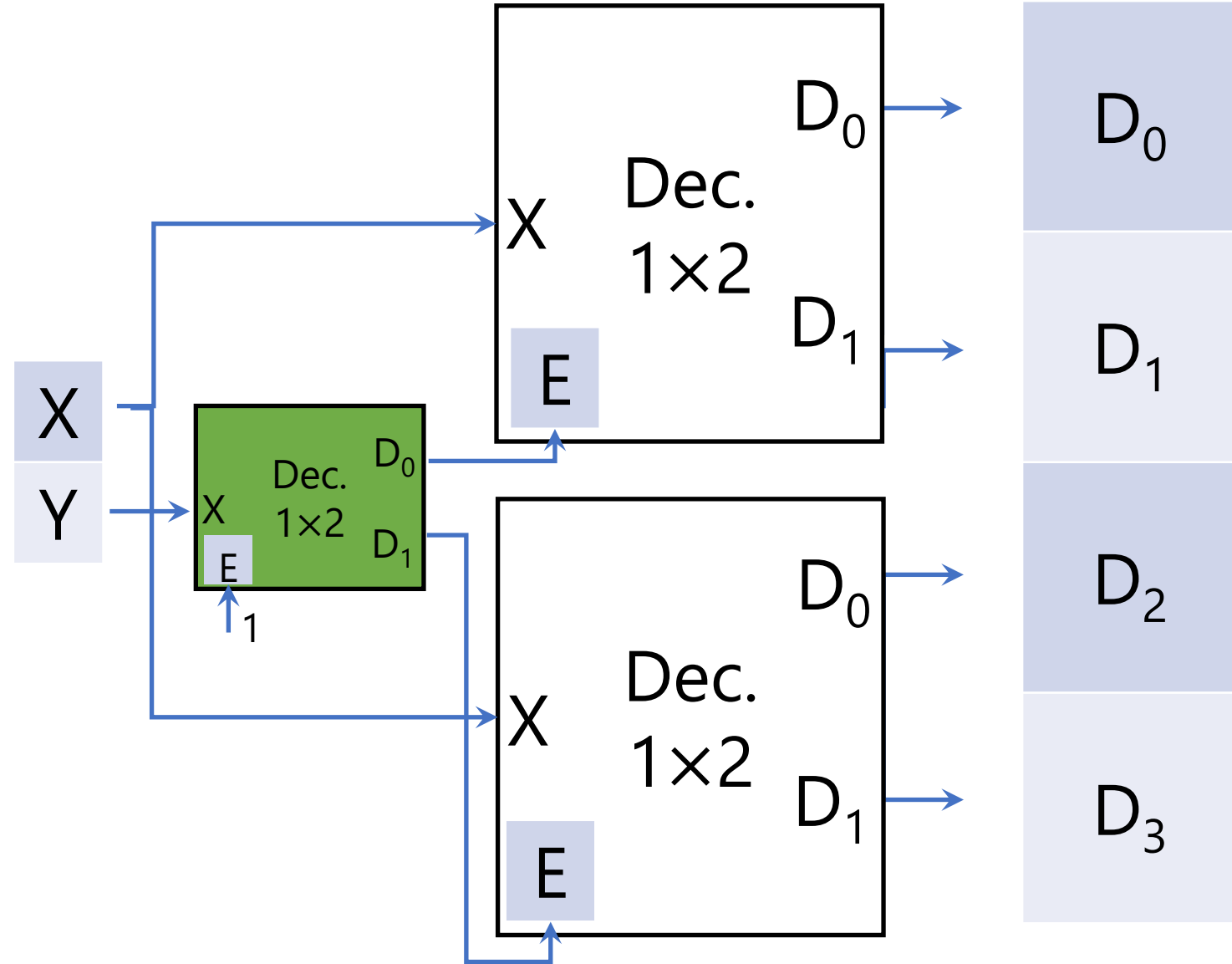


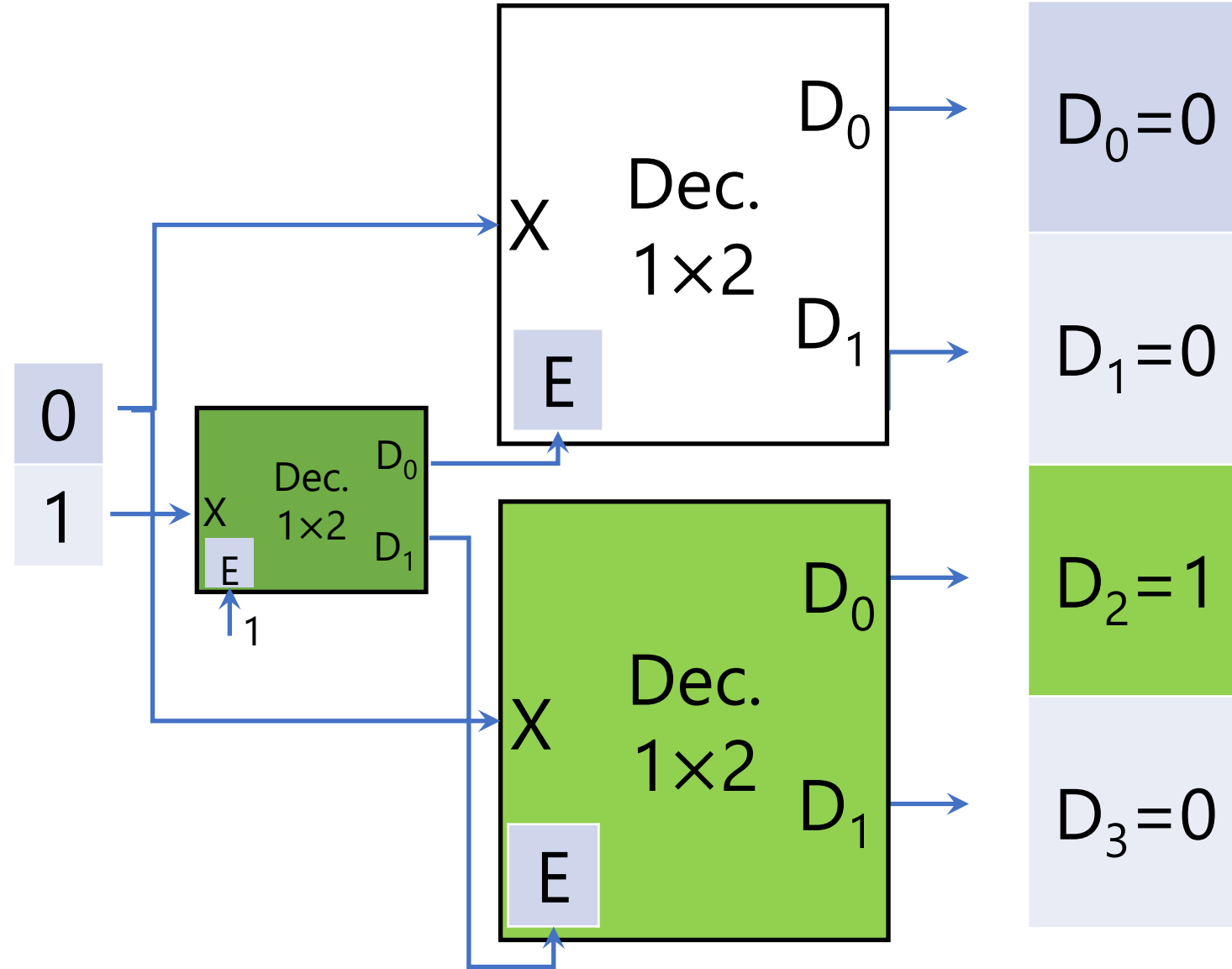








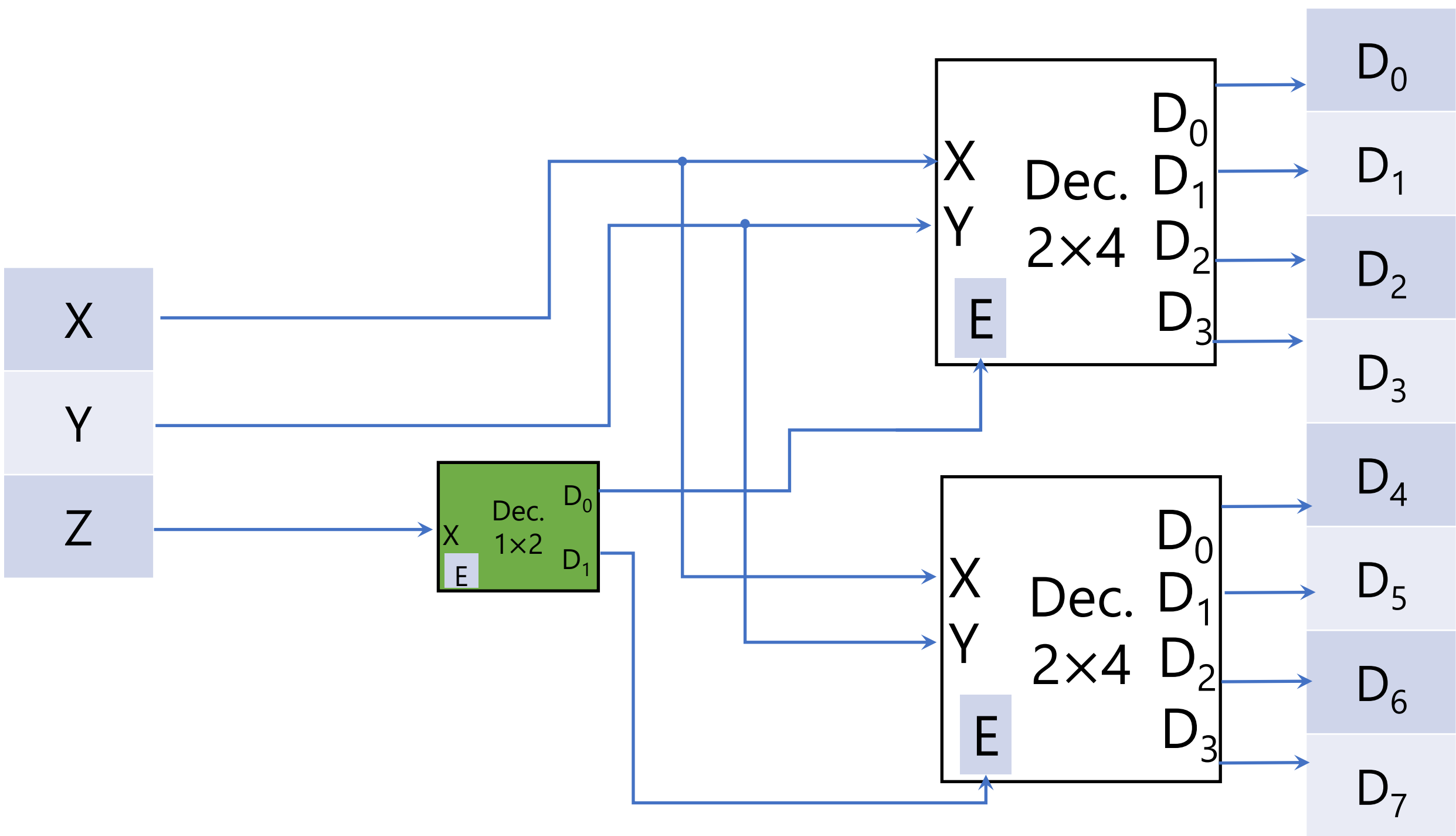


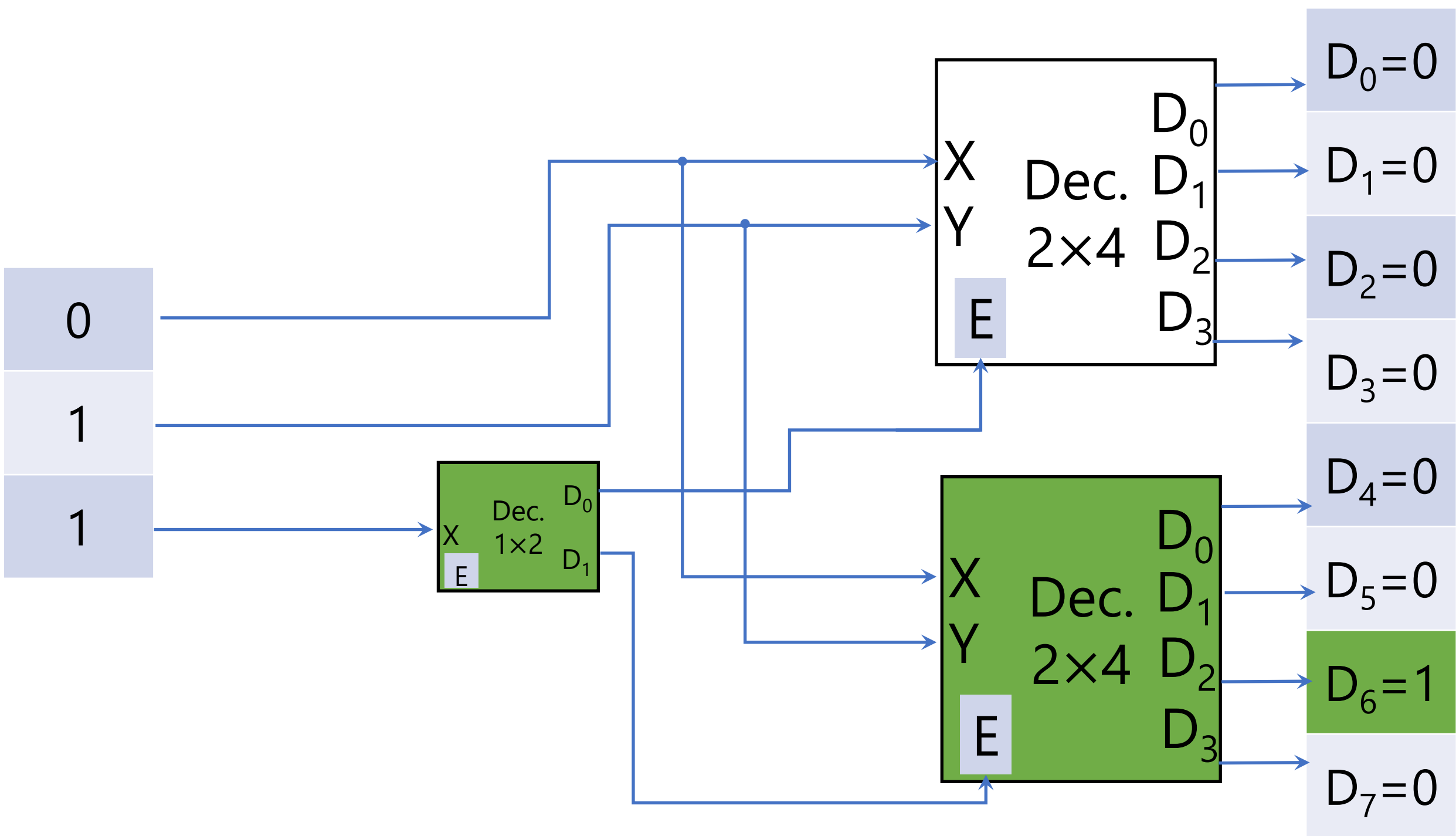


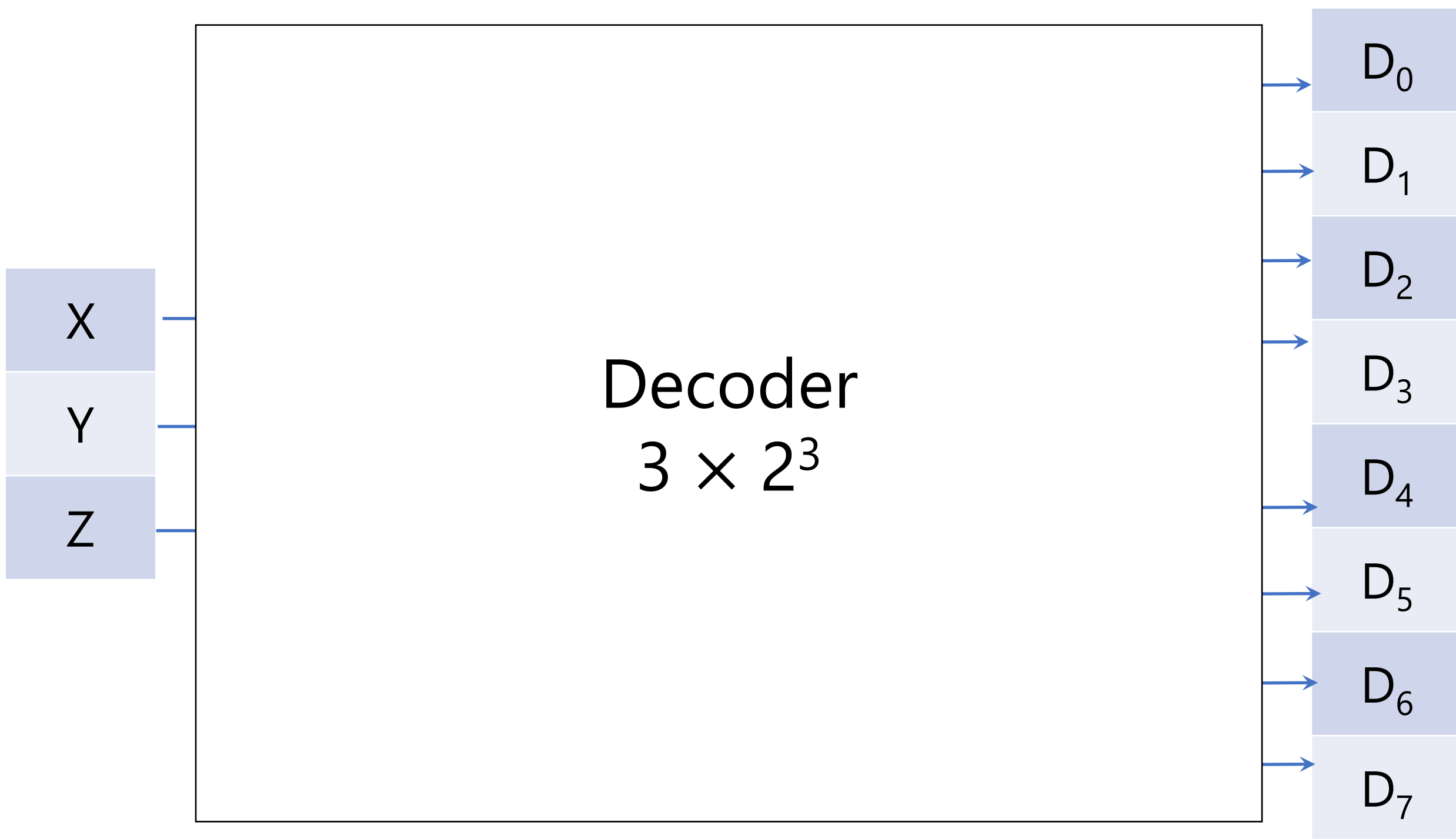
Decoder

Decode 3-Bit Binary to 2^3 One-hot

Re-Use 2×2^2 Decoder







Decoder

Decode 4-Bit Binary to 2^4 One-hot

Re-Use 1×2^1 Decoder

Re-Use 2×2^2 Decoder

Re-Use 3×2^3 Decoder



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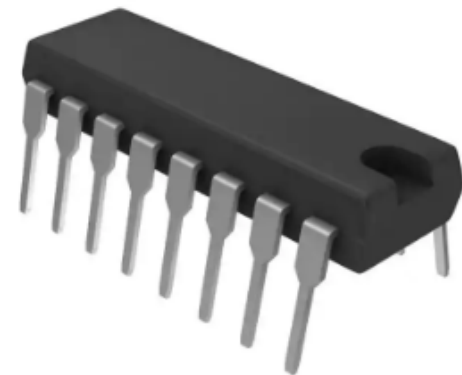
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SN74LS138N

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Digi-Key Part Number	296-1639-5-ND
Manufacturer	Texas Instruments
Manufacturer Product Number	SN74LS138N
Supplier	Texas Instruments
Description	IC 3-8 LINE DECODER/DEMUX 16-DIP

Manufacturer Standard Lead Time 6 Weeks

Decoder/Demultiplexer 1 x 3:8
16-PDIP

[Customer Reference](#)

Price and Procurement

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Can ship immediately

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QTY	UNIT PRICE	EXT PRICE
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100	\$0.85920	\$85.92

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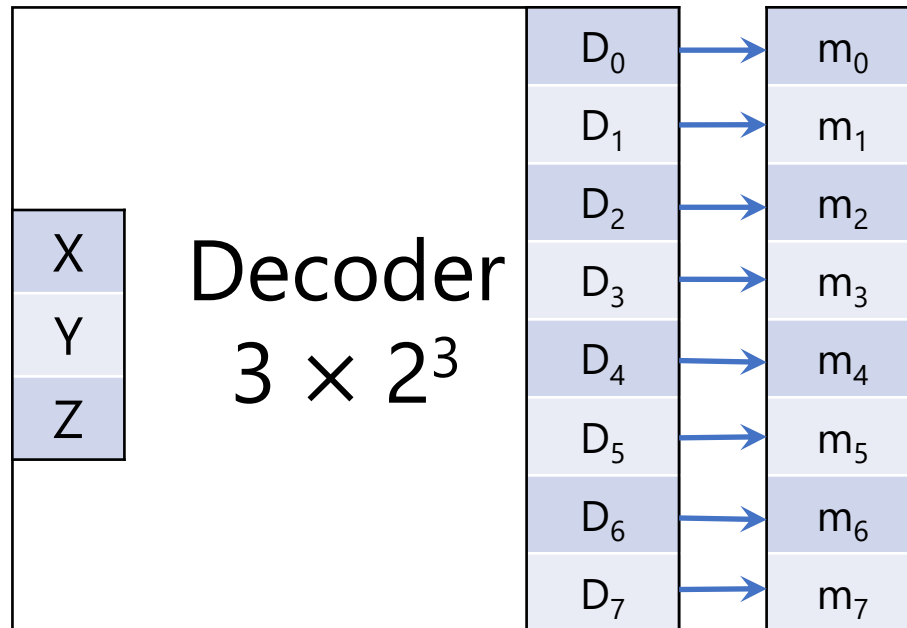
RESOURCE TYPE	LINK
Datasheets	SN54LS138, SN54S138, SN74LS138, SN74S138A
Featured Product	Logic Solutions Analog Solutions
PCN Design/Specification	Material Set 30/Mar/2017
EDA / CAD Models	SN74LS138N by SnapEDA SN74LS138N by Ultra Librarian

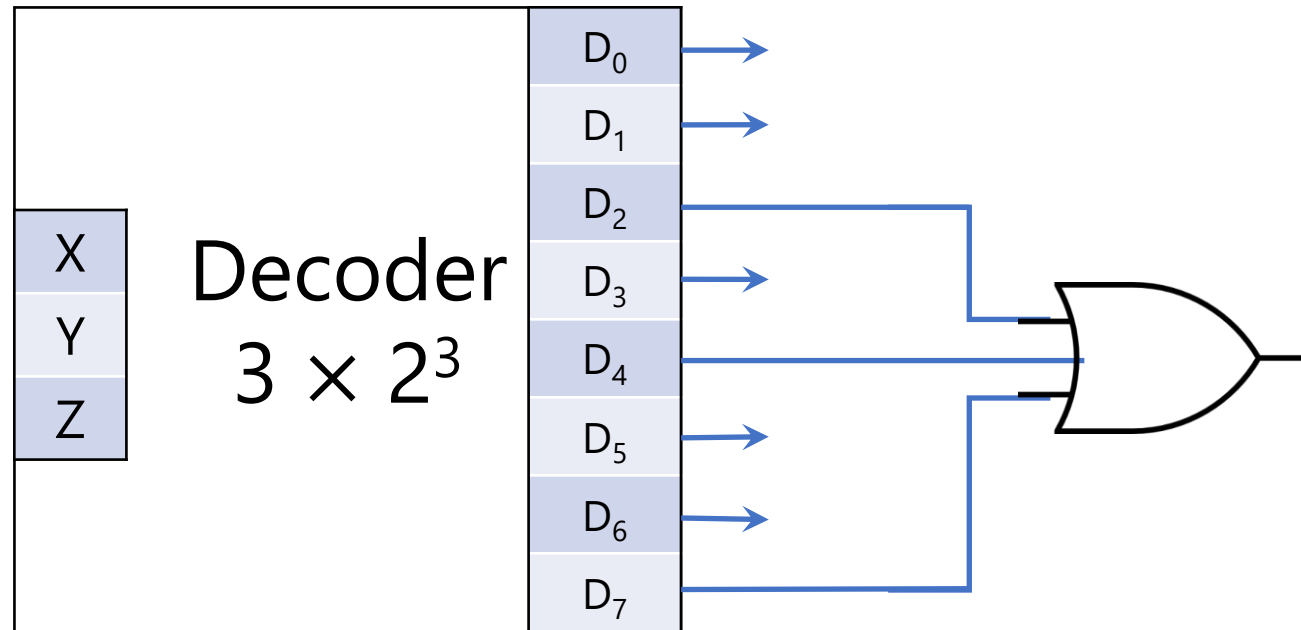
Decoder

Boolean Function

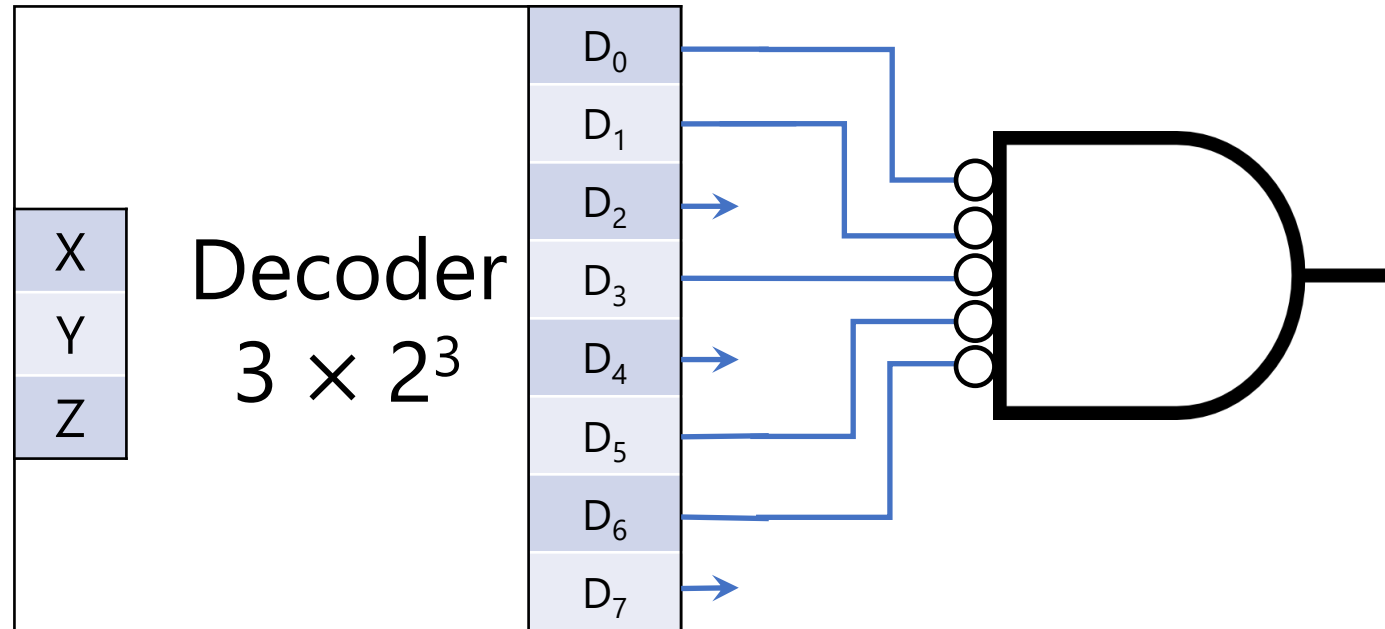
$$F_{\text{SoP}} = \sum m(\dots)$$

$$F_{\text{PoS}} = \prod M(\dots)$$





$$F_{\text{SoP}} = \sum m(2,4,7)$$



$$F_{\text{PoS}} = \prod M(0,1,3,5,6)$$

Decoder

Full Adder

$$S = \sum m(1,2,4,7)$$

$$C = \sum m(3,5,6,7)$$

C_p	Y	X	$C = \sum m(3,5,6,7)$	$S = \sum m(1,2,4,7)$
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

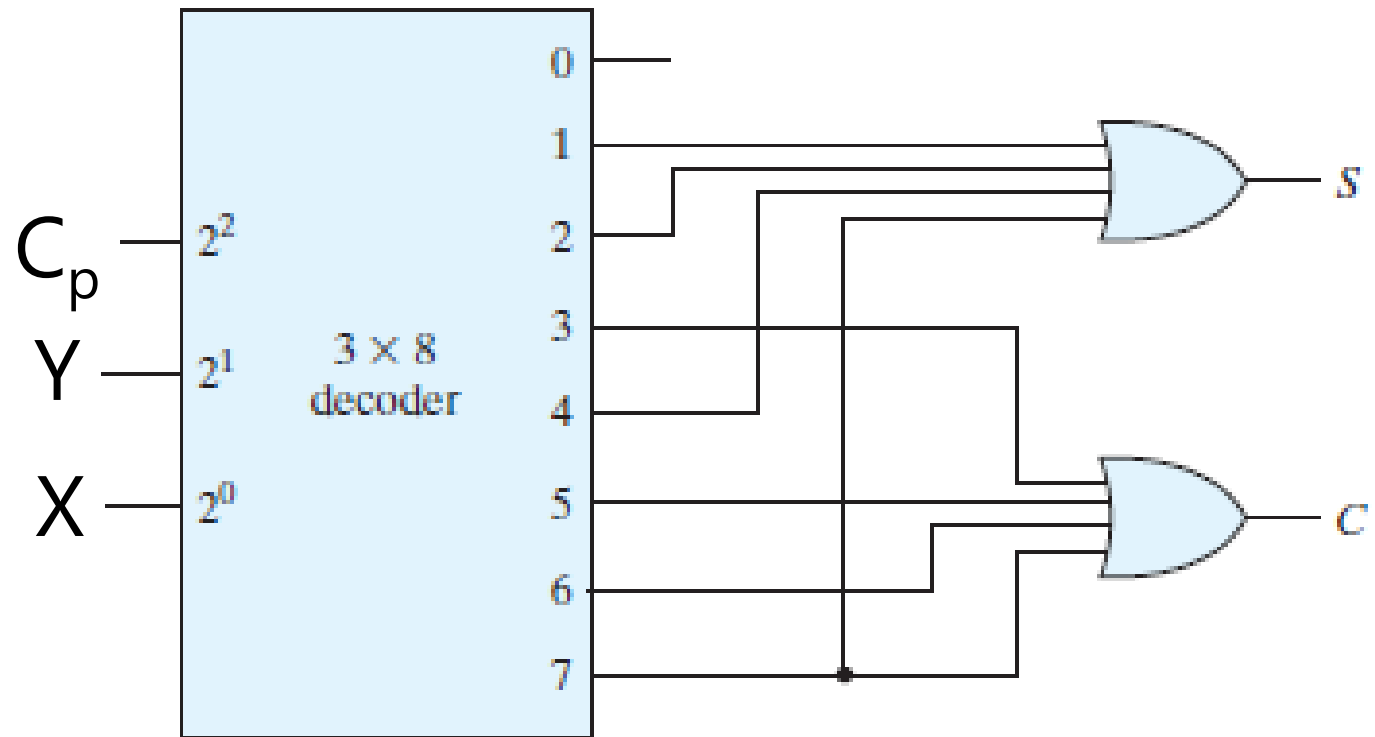
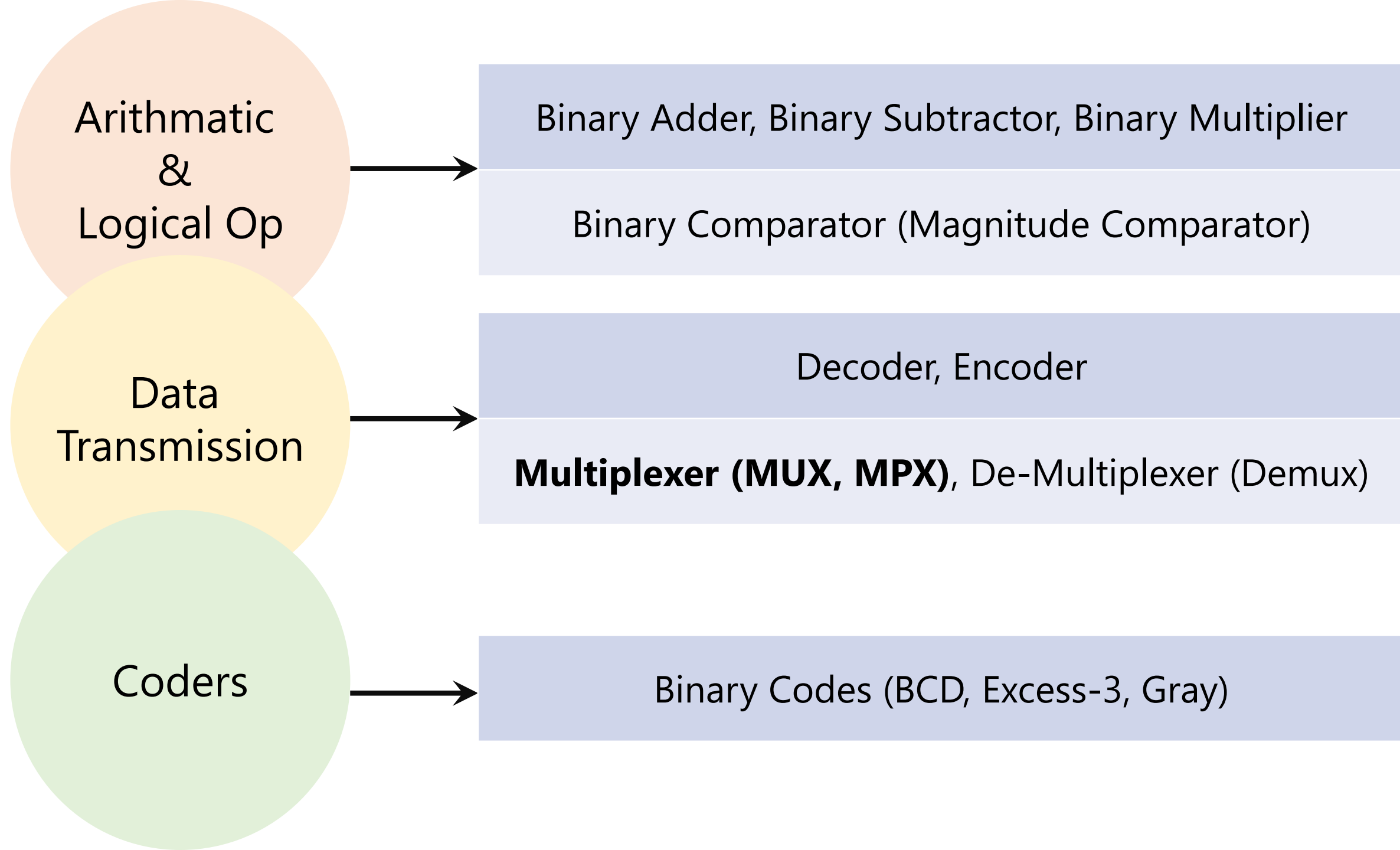
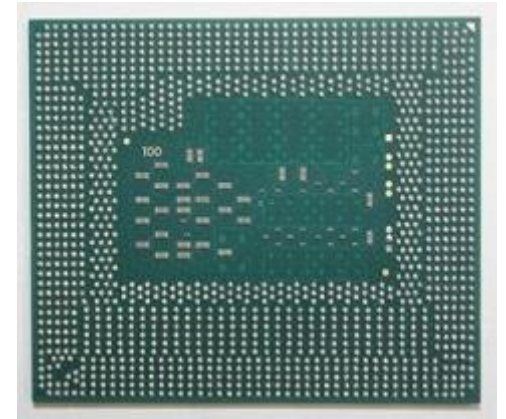


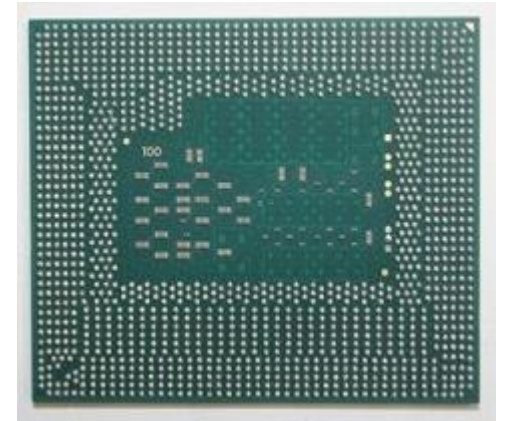
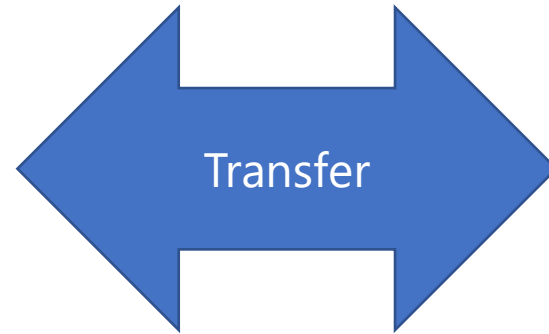
FIGURE 4.21
Implementation of a full adder with a decoder

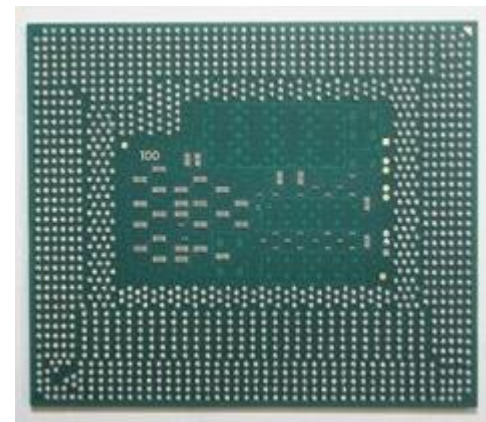
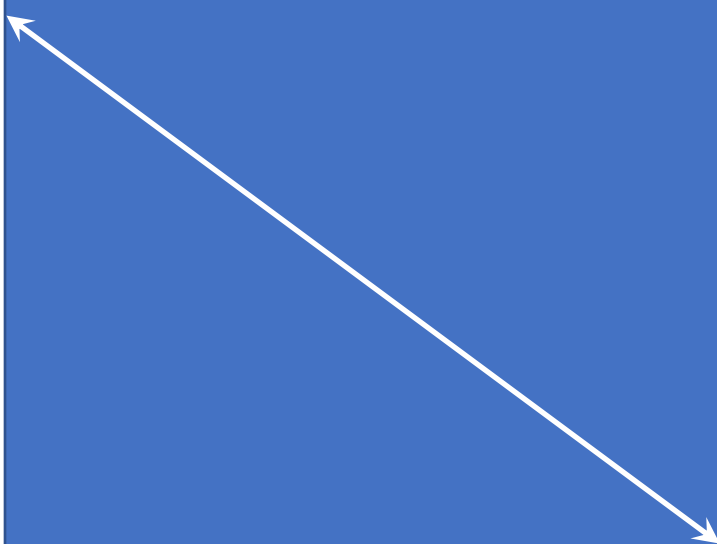
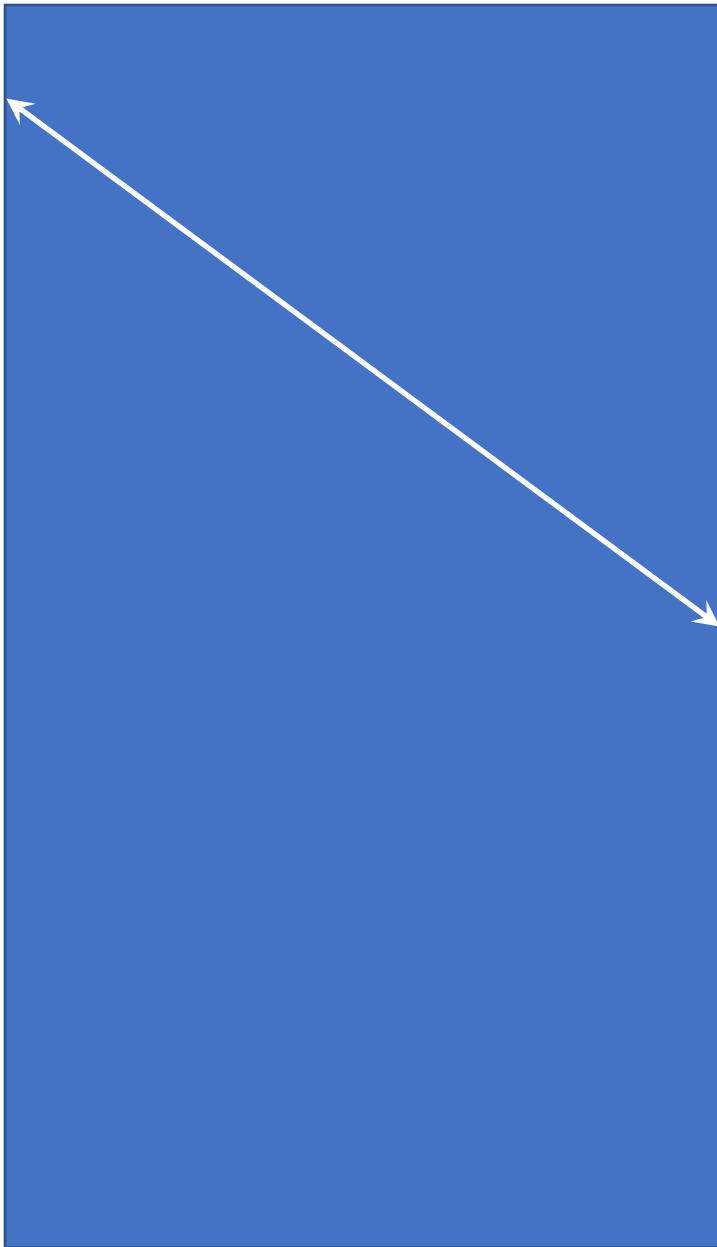
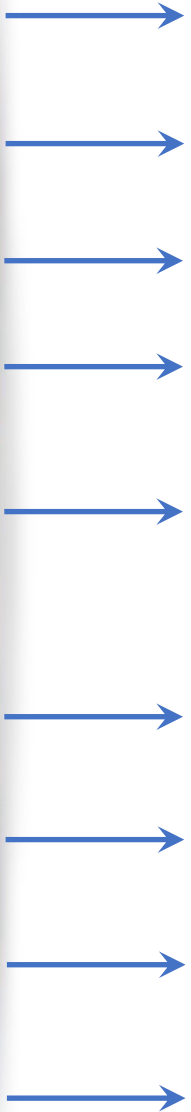


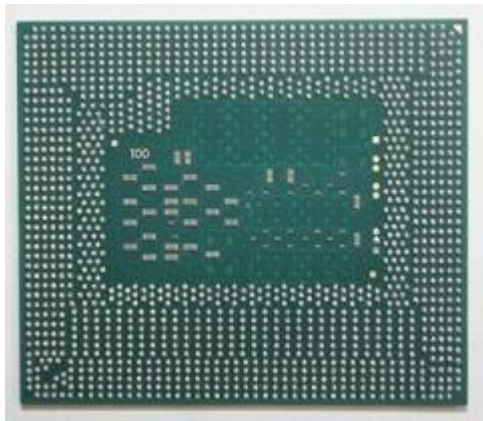
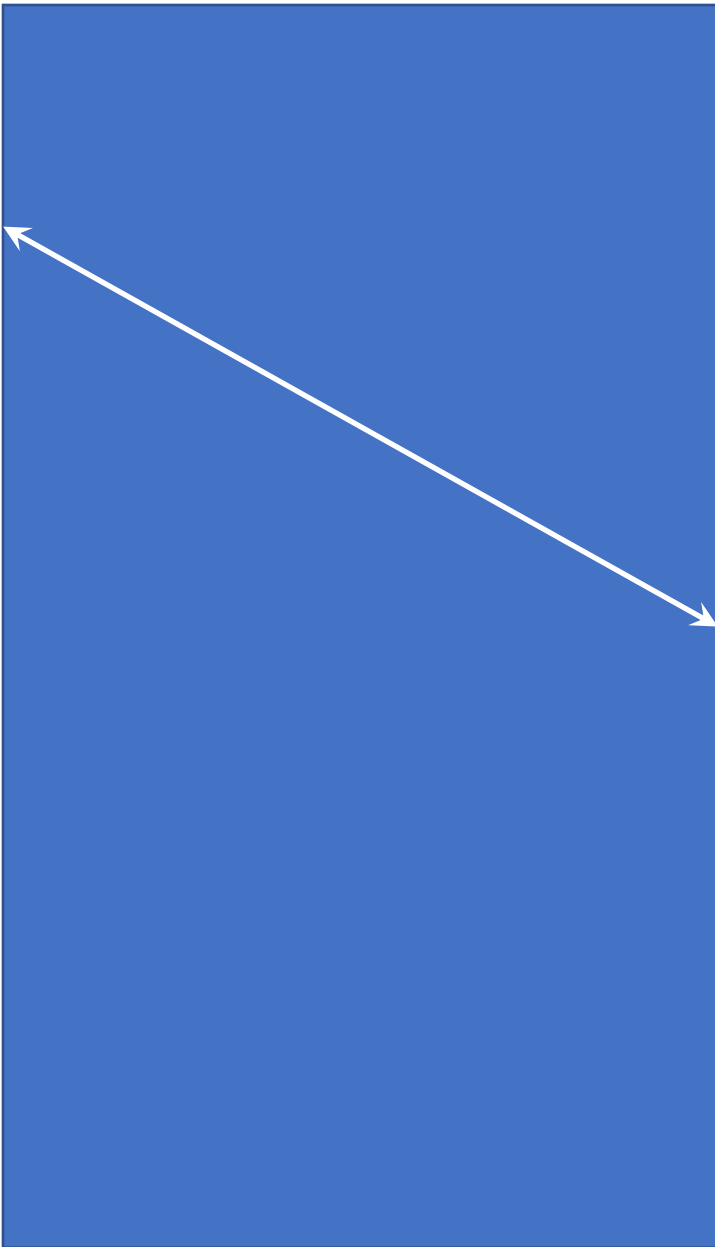
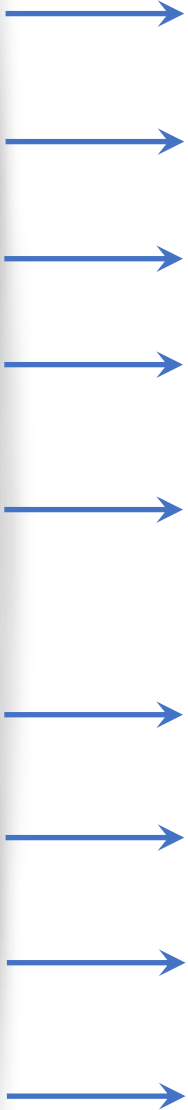
Multiplexer

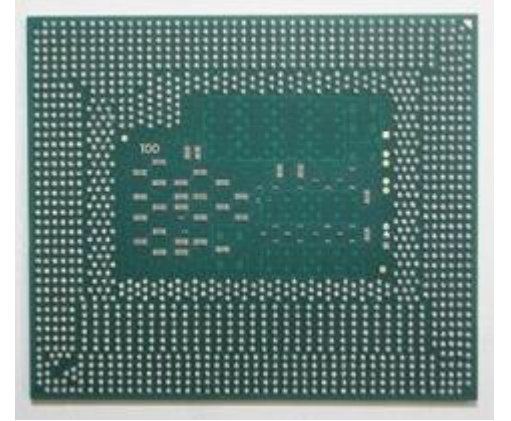
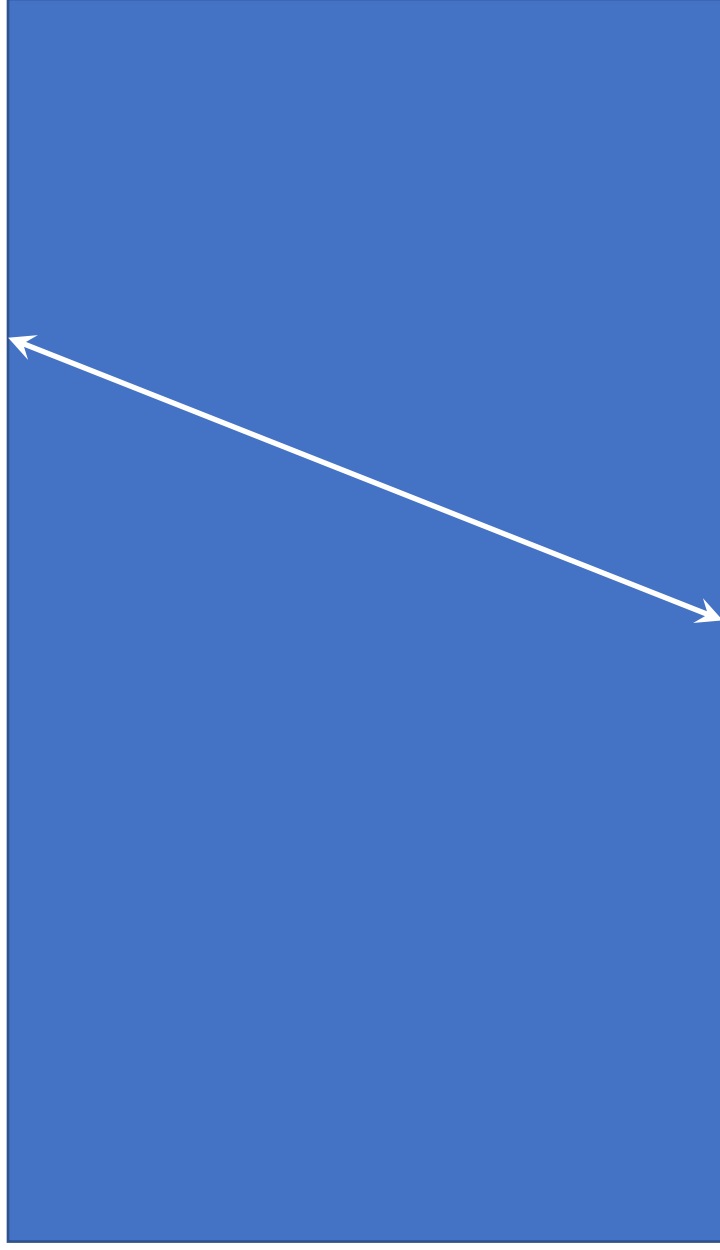
Shortened to MUX or MPX

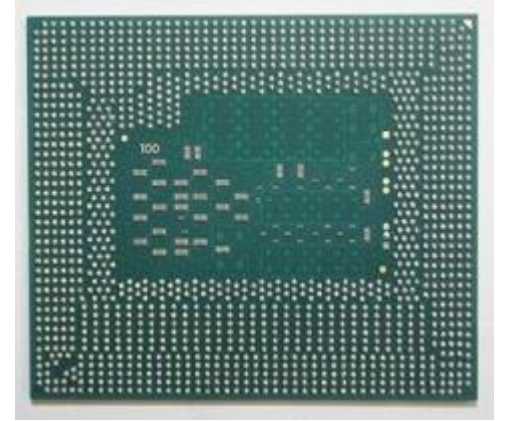
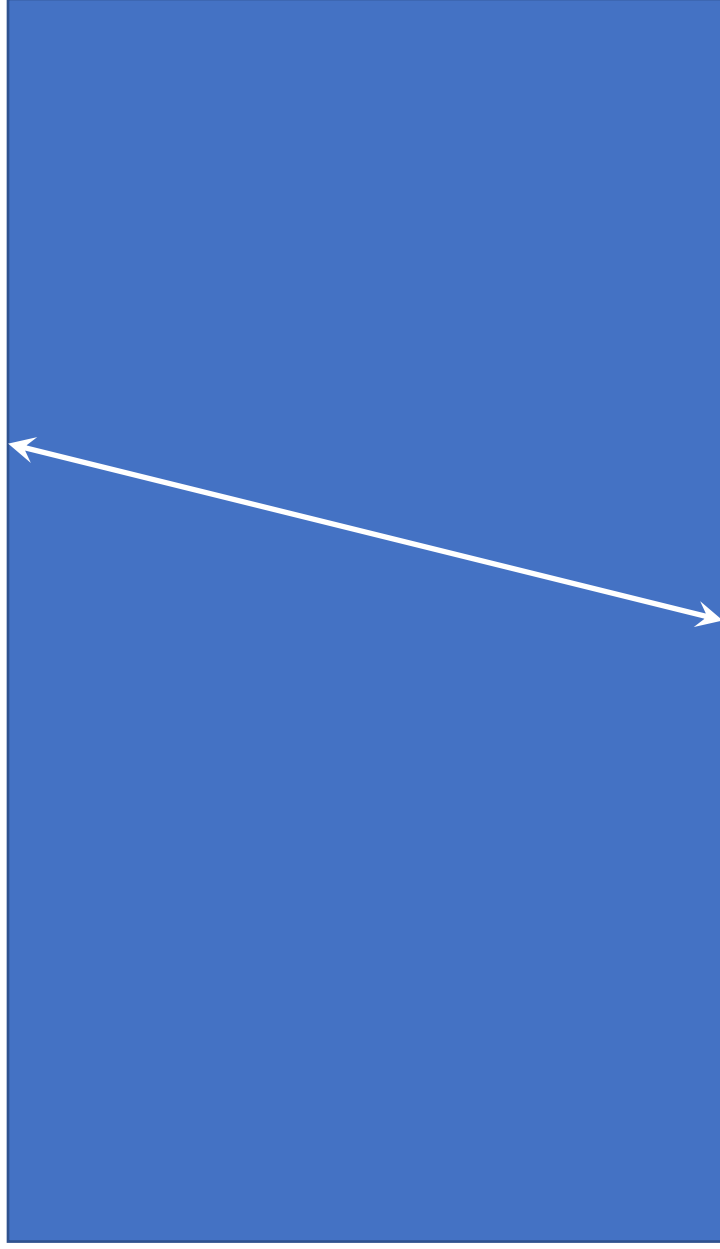


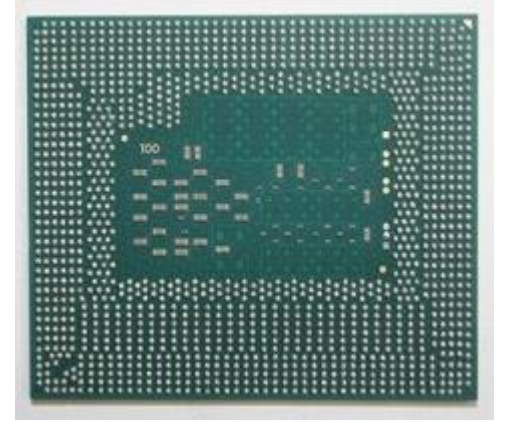
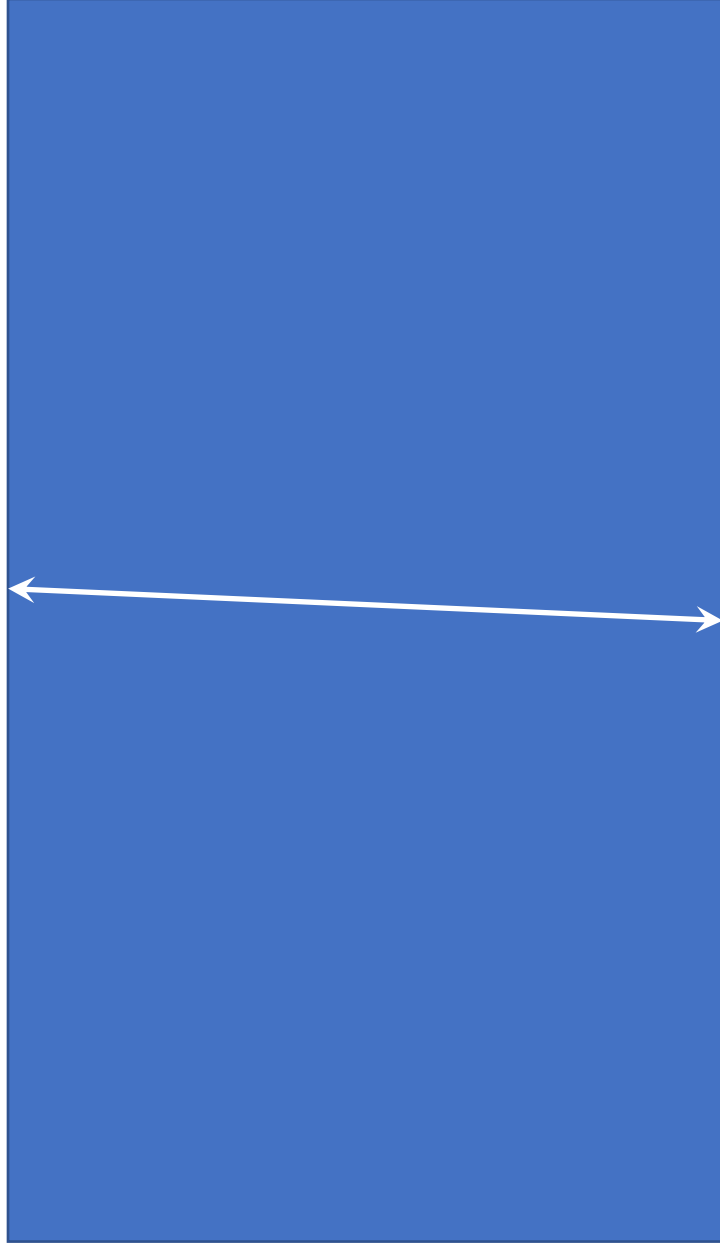


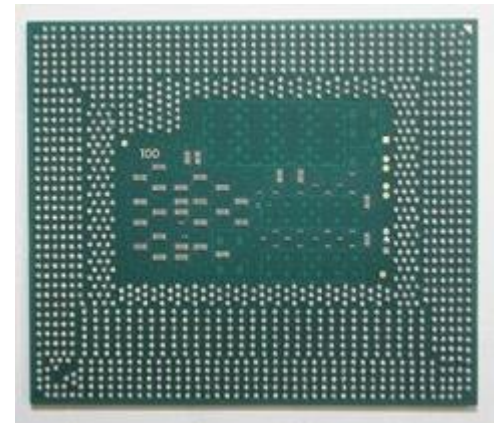
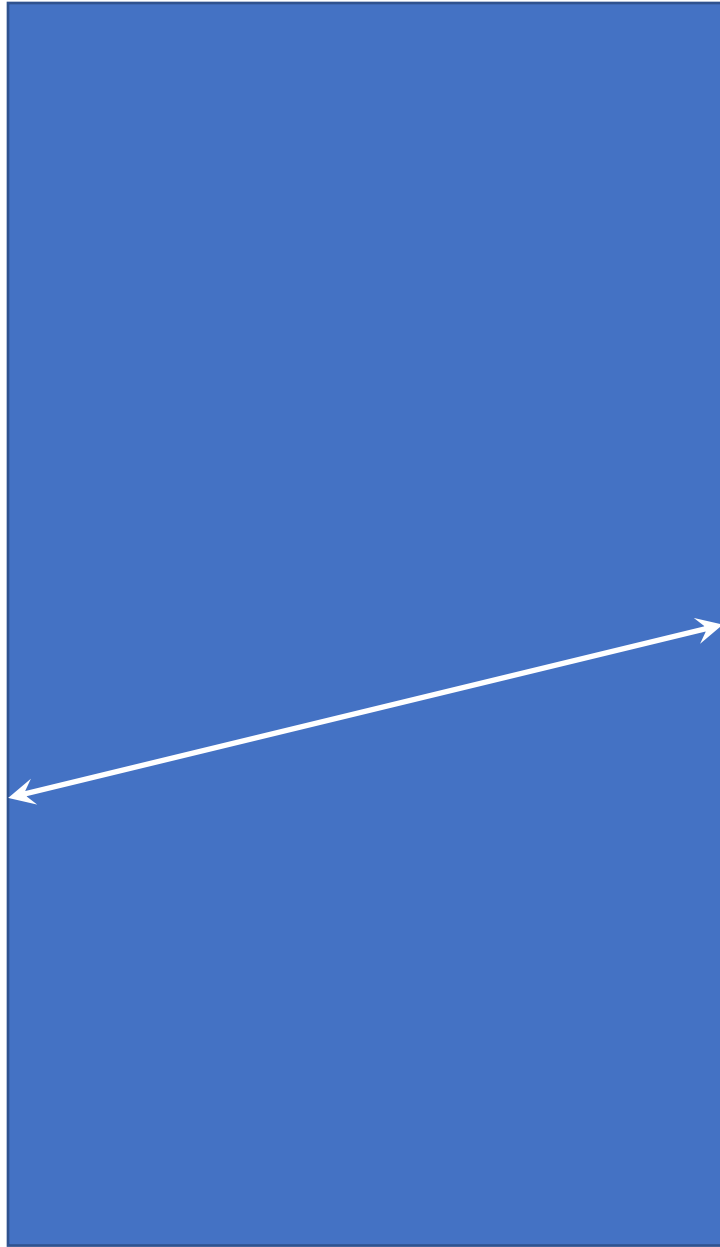
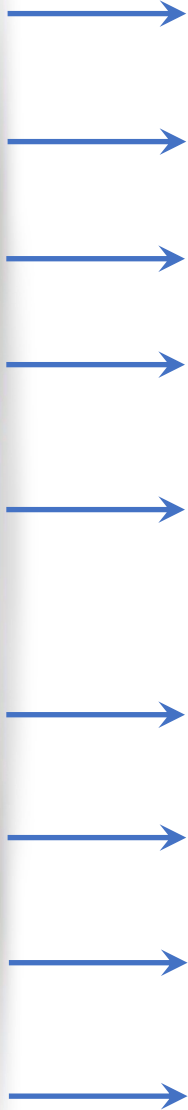


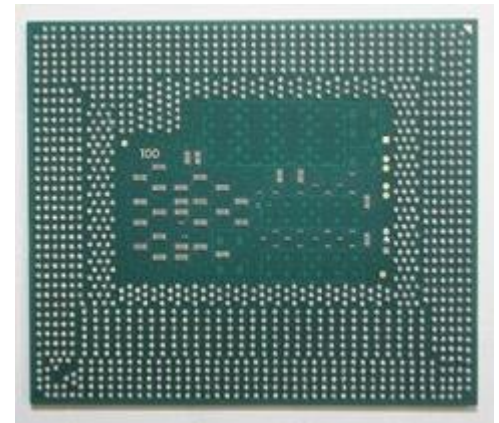
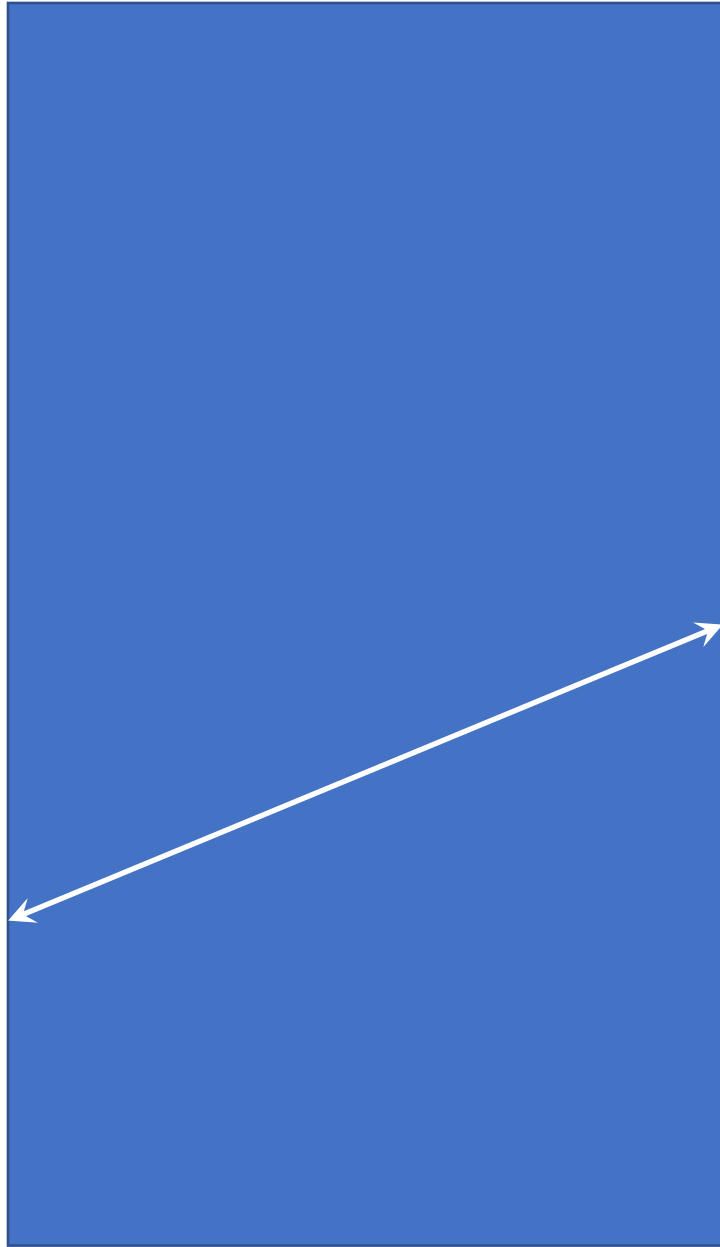
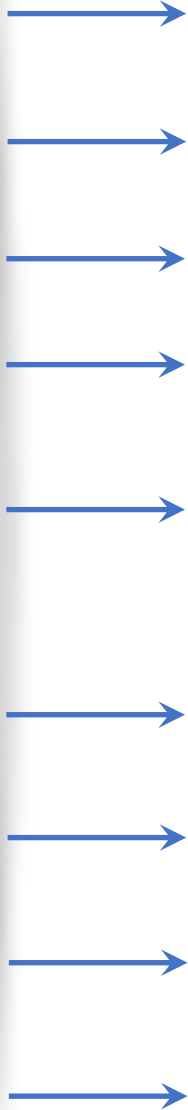


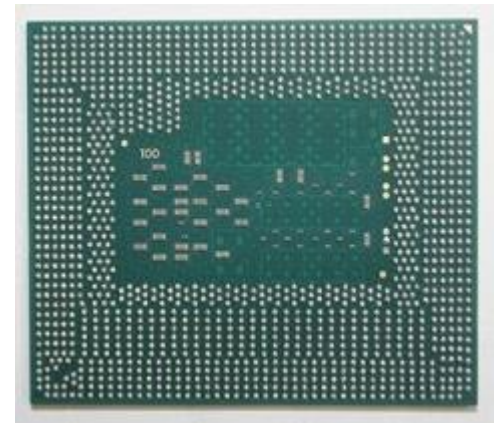
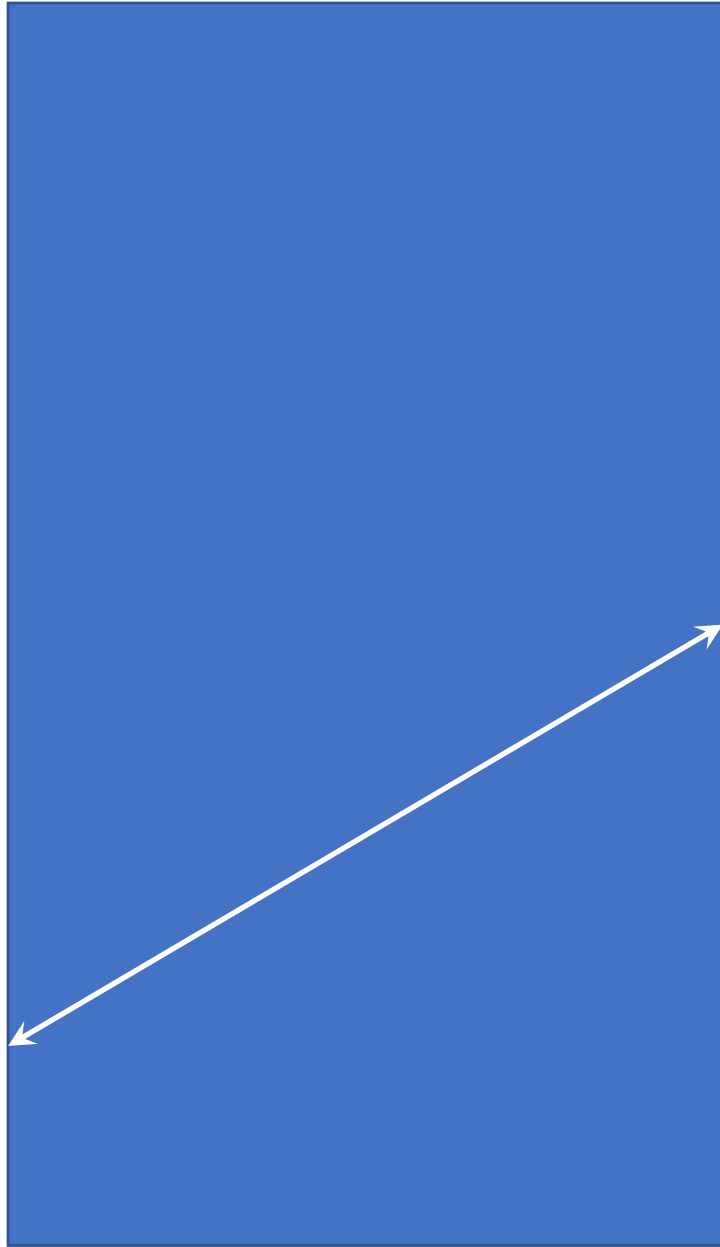
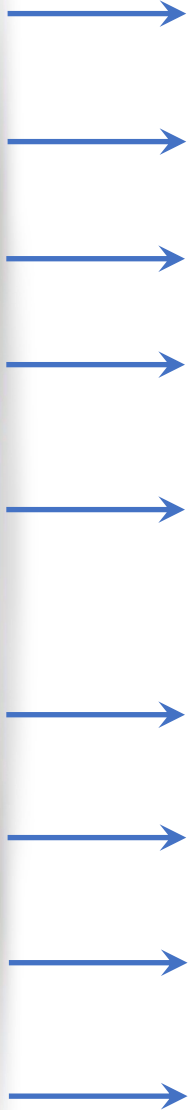


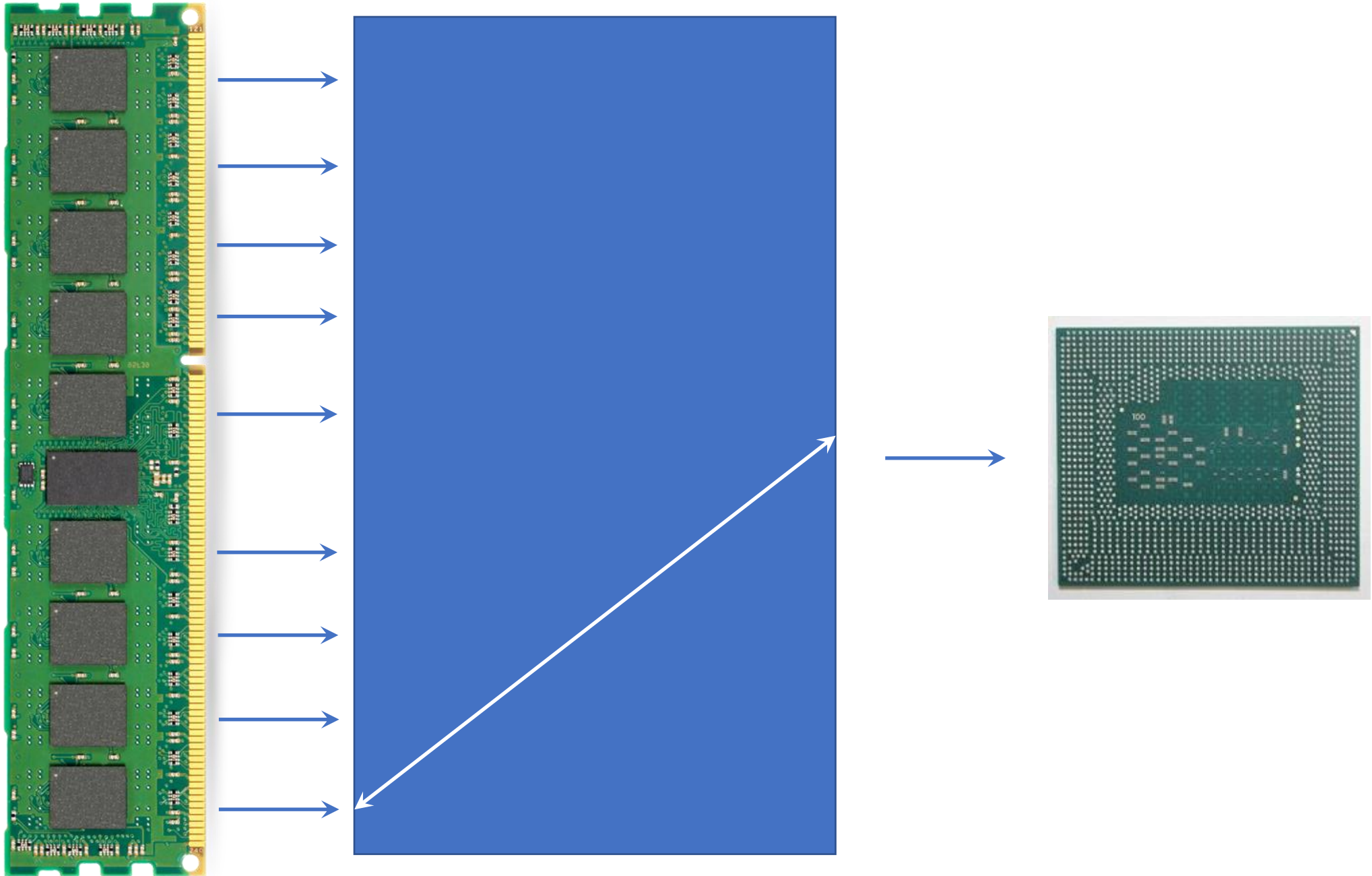






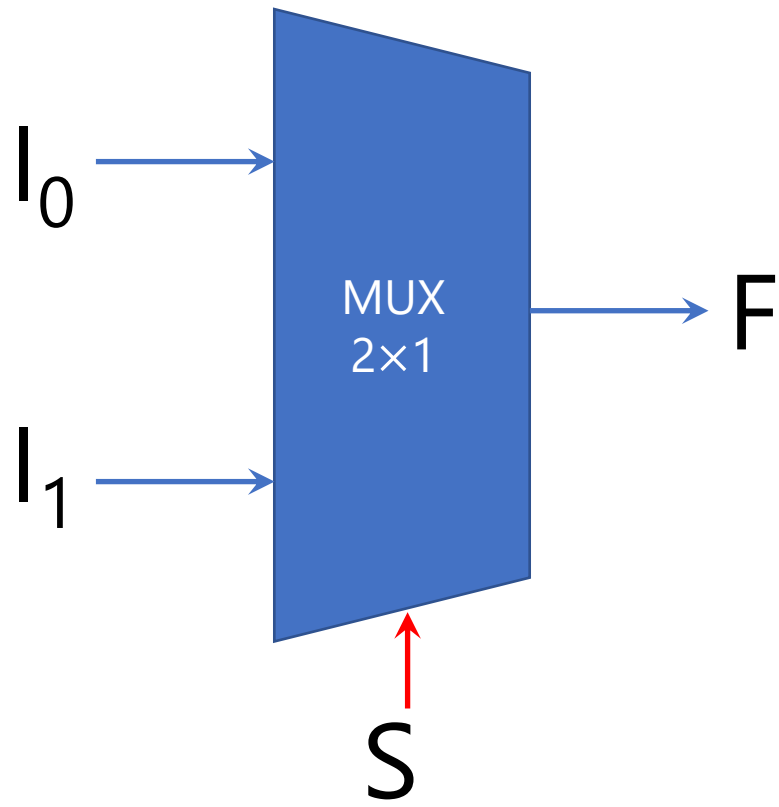


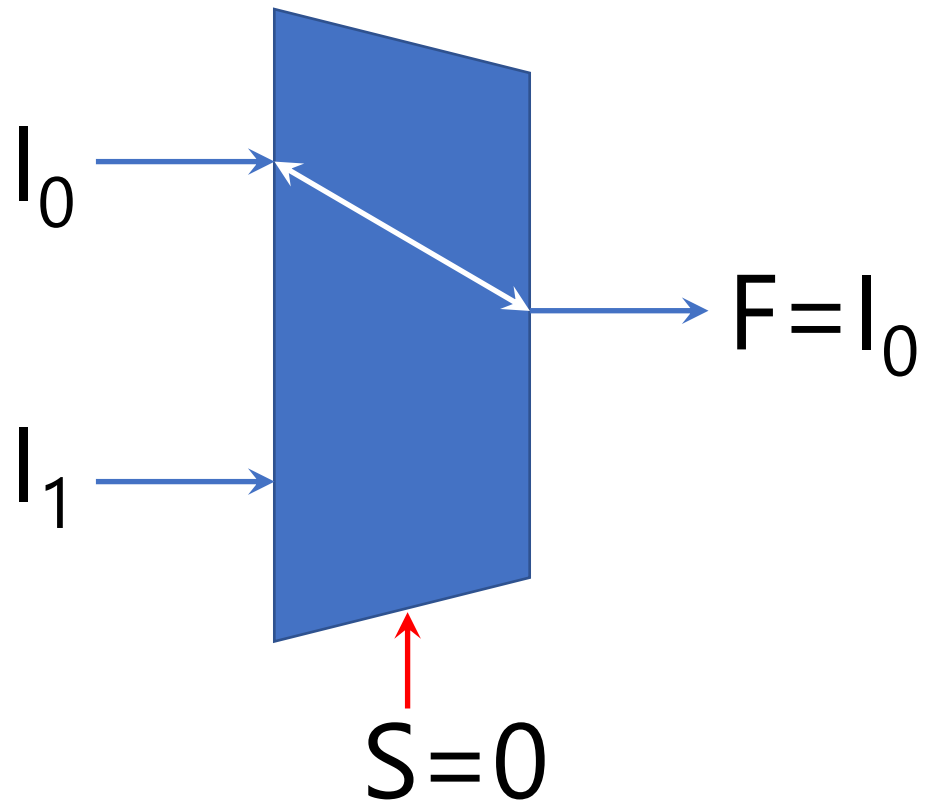


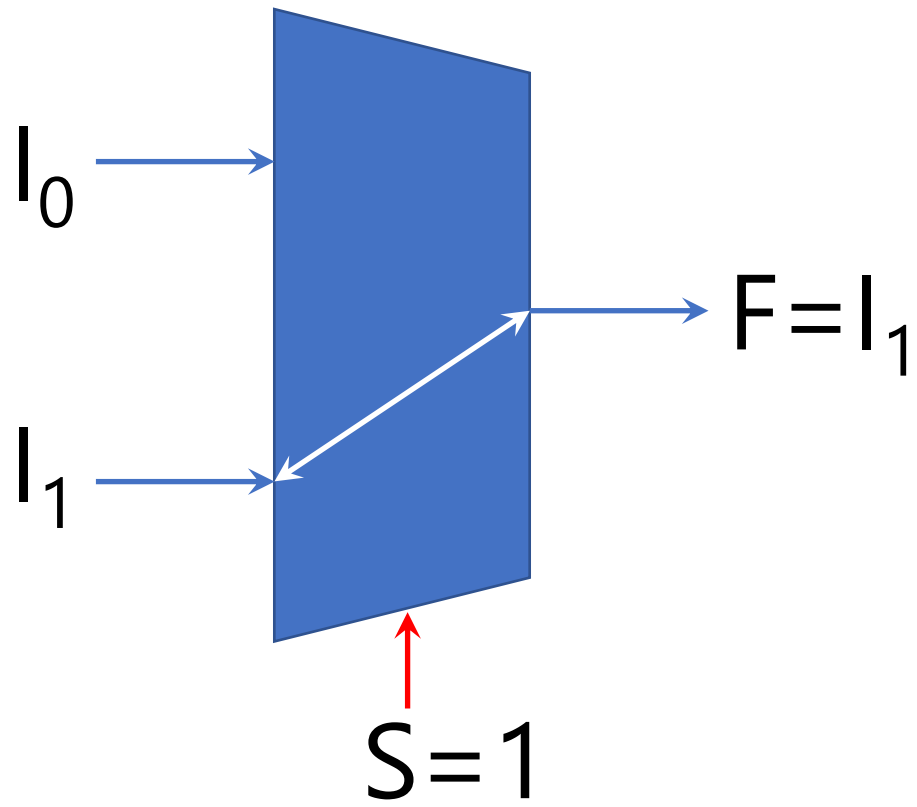


Multiplexer

$2^1 \times 1$





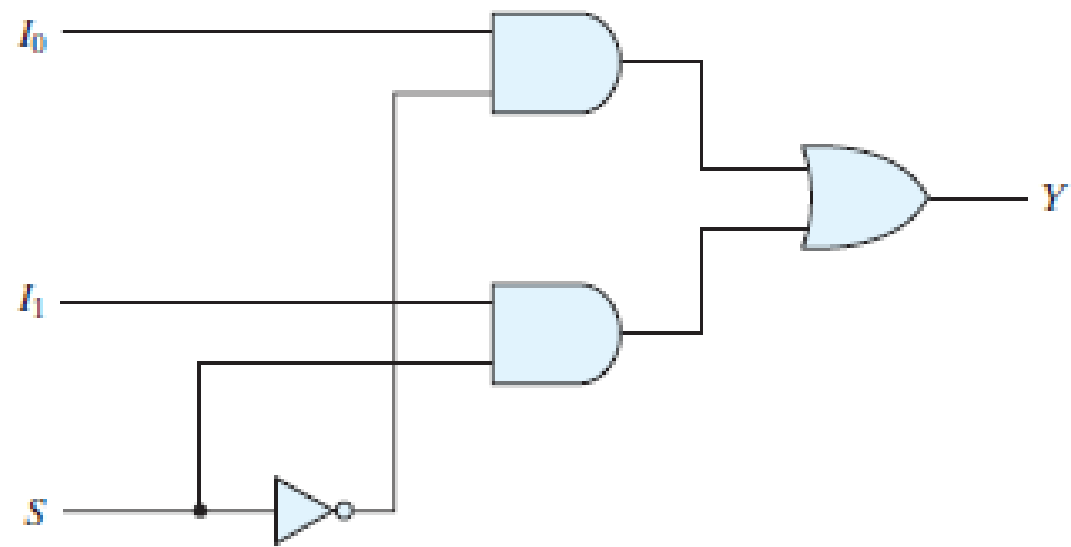


S	I ₁	I ₀	F
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1

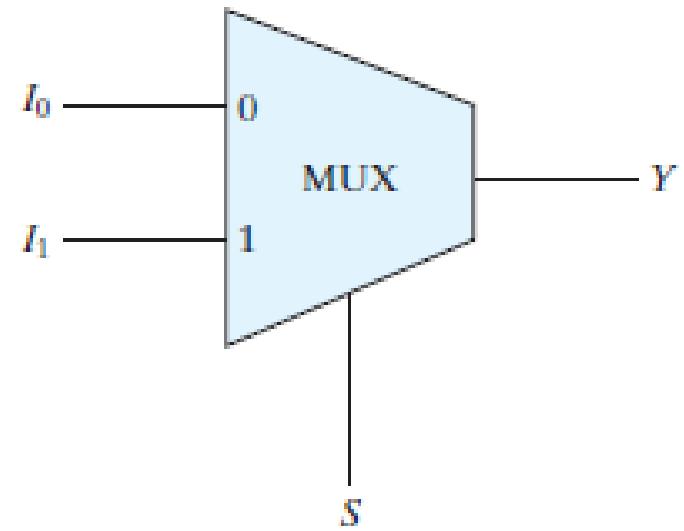
S	I ₁	I ₀	F
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1

		$I_1 I_0$			
		00	01	11	10
S	0	0 m_0	1 m_1	1 m_3	0 m_2
	1	0 m_4	0 m_5	1 m_7	1 m_6

$$F = S'I_0 + SI_1$$



(a) Logic diagram



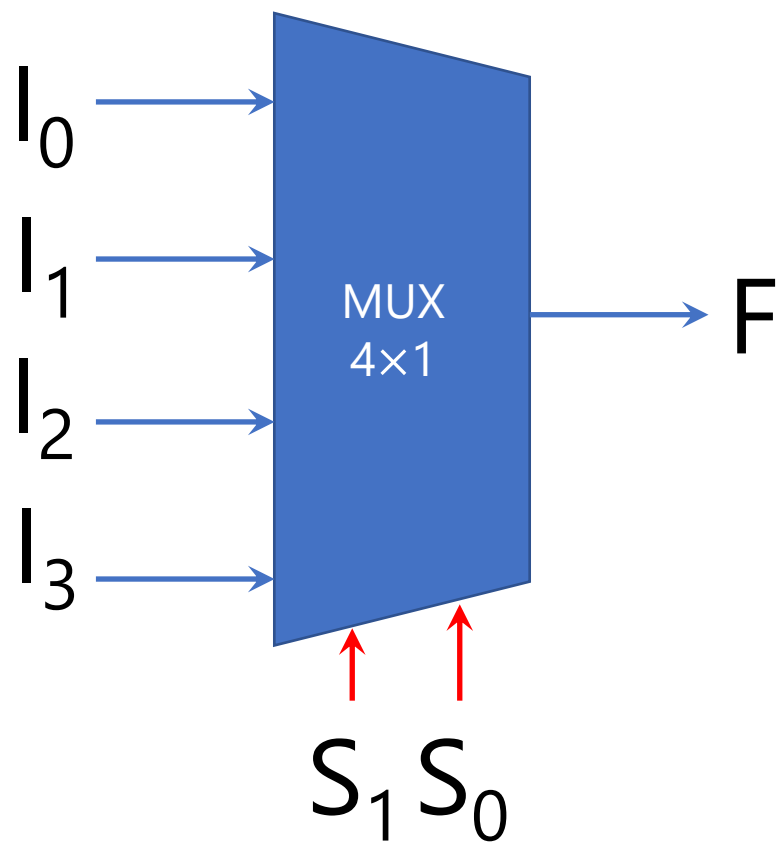
(b) Block diagram

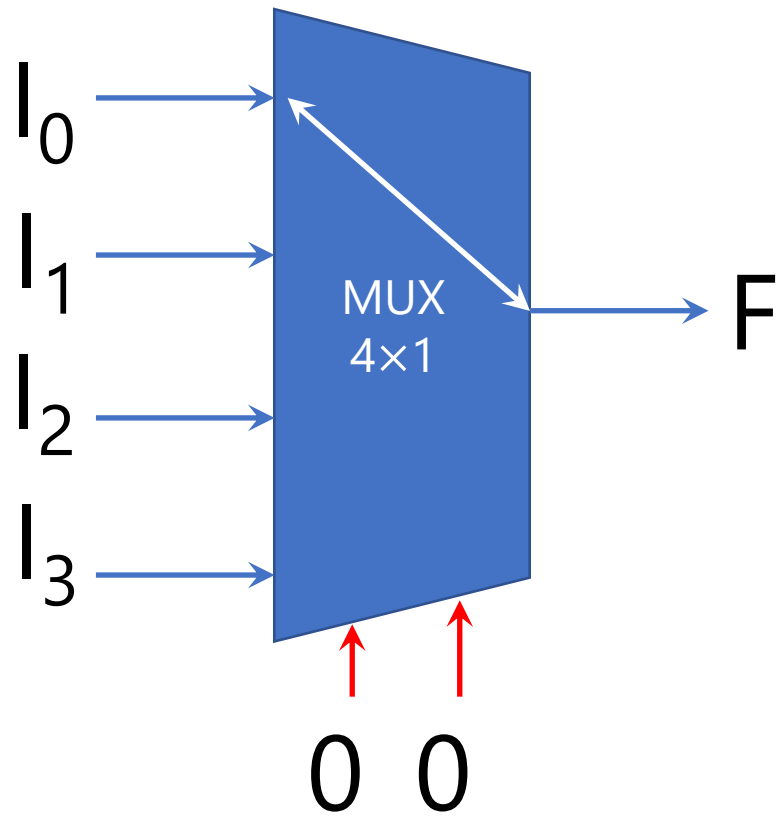
FIGURE 4.24
Two-to-one-line multiplexer

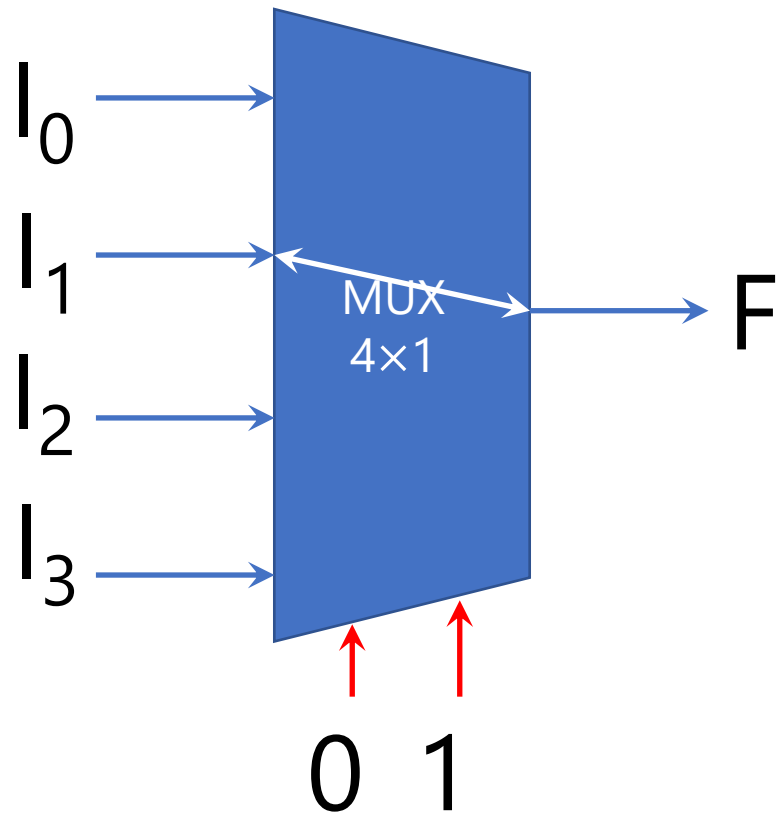
S	$F = S'I_0 + SI_1$
0	I_0
1	I_1

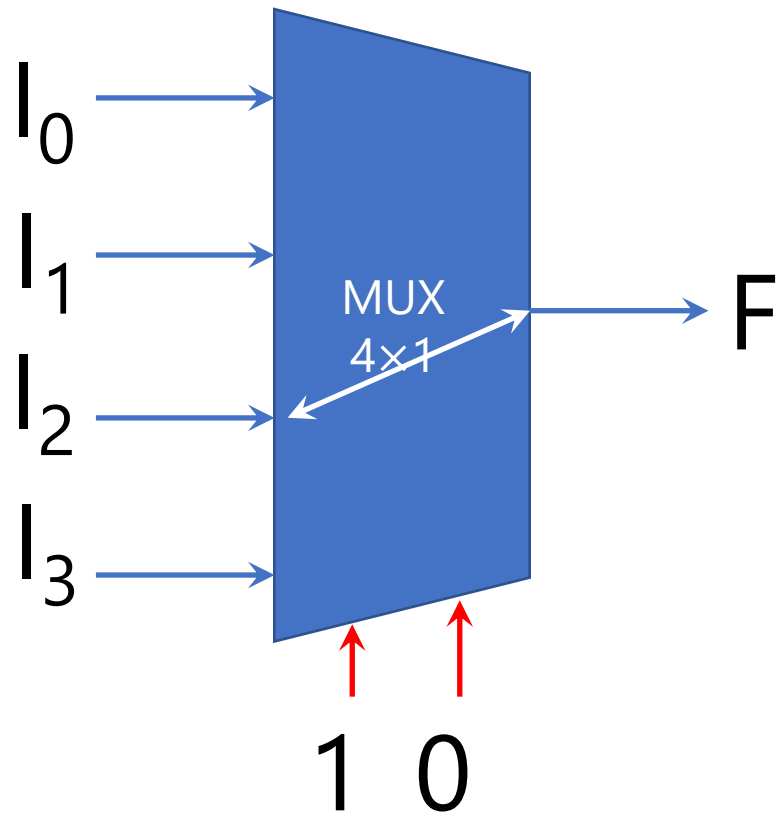
Multiplexer

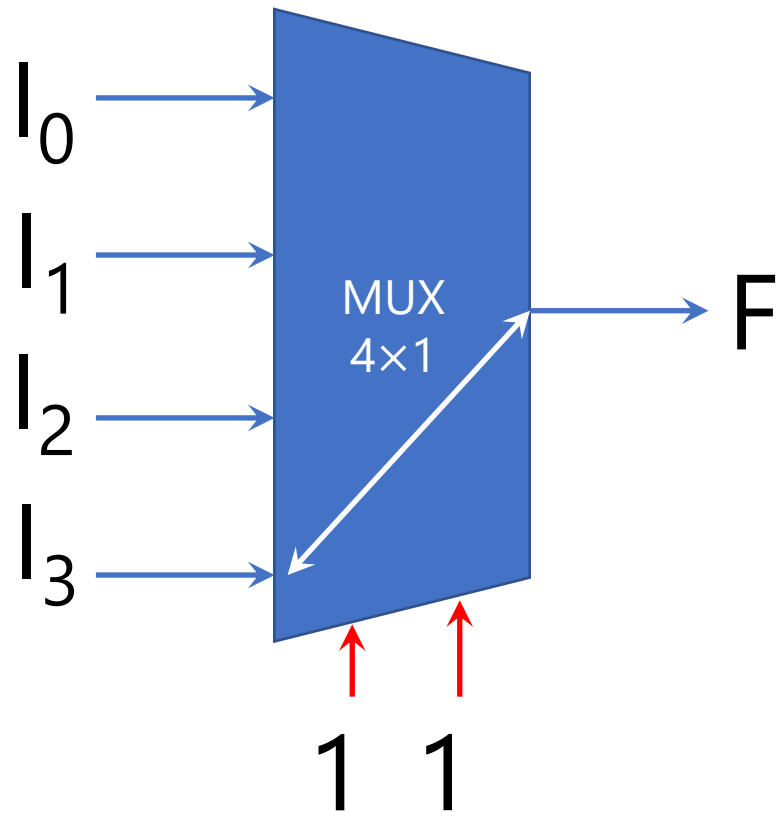
$2^2 \times 1$





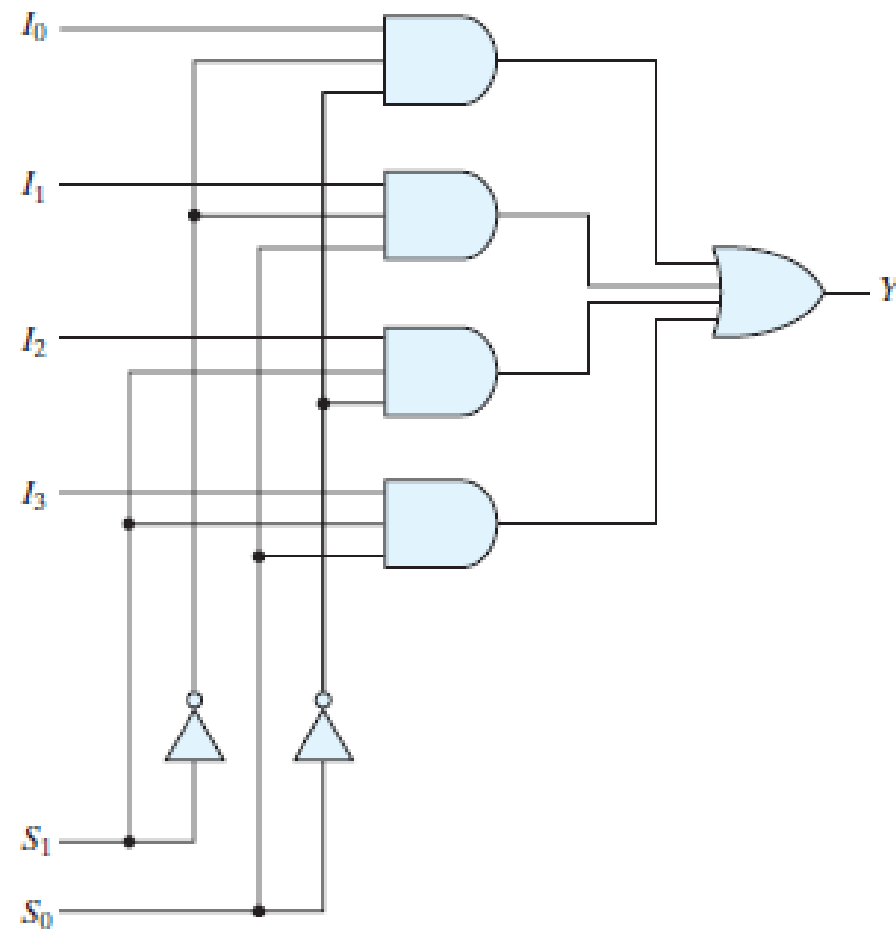






S_1	S_0	I_3	I_2	I_1	I_0	F
0	0	x	x	x	0	0
0	0	x	x	x	1	1
0	1	x	x	0	x	0
0	1	x	x	1	x	1
1	0	x	0	x	x	0
1	0	x	1	x	x	1
1	1	0	x	x	x	0
1	1	1	x	x	x	1

S_1	S_0	$F = S'_1 S'_0 I_0 + S'_1 S_0 I_1 + S_1 S'_0 I_2 + S_1 S_0 I_3$
0	0	I_0
0	1	I_1
1	0	I_2
1	1	I_3



(a) Logic diagram

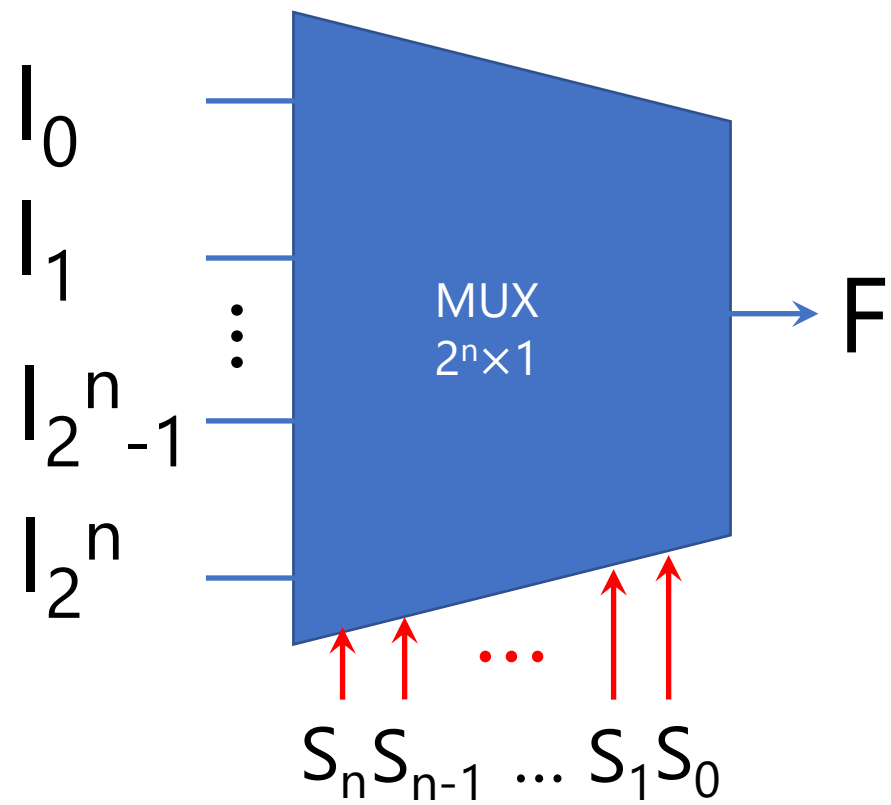
S_1	S_0	Y
0	0	I_0
0	1	I_1
1	0	I_2
1	1	I_3

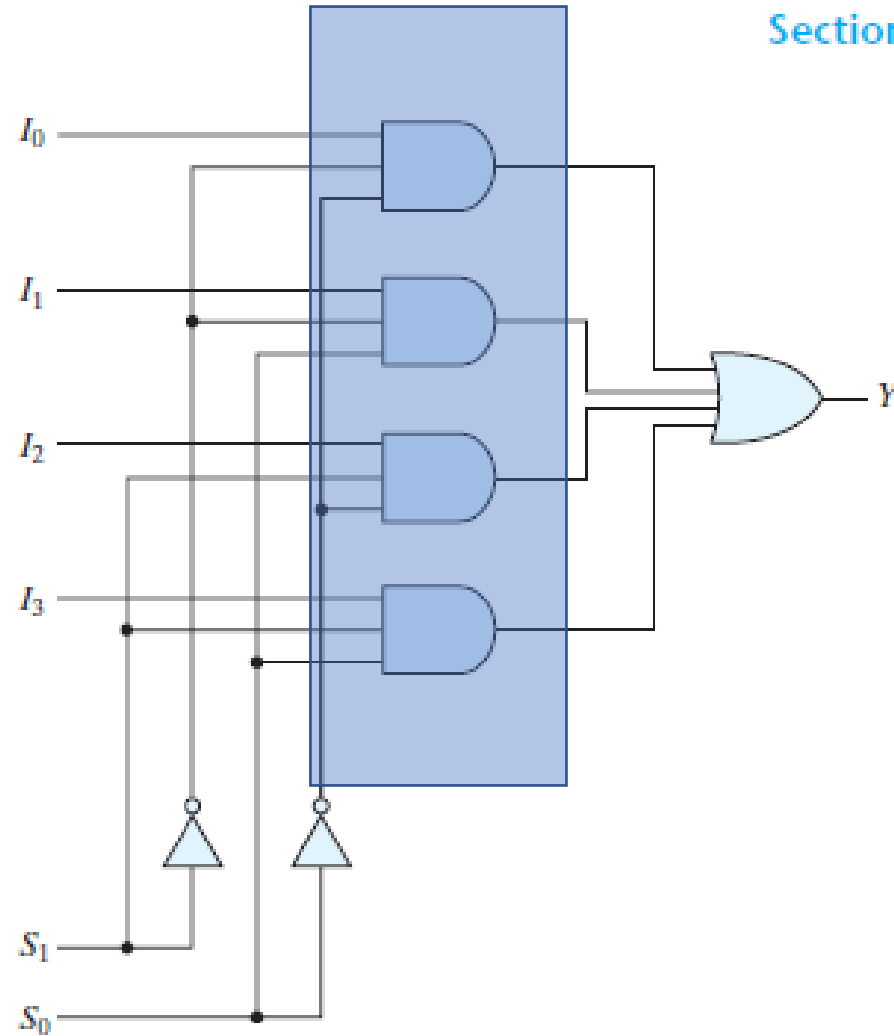
(b) Function table

FIGURE 4.25
Four-to-one-line multiplexer

Multiplexer

$2^n \times 1$





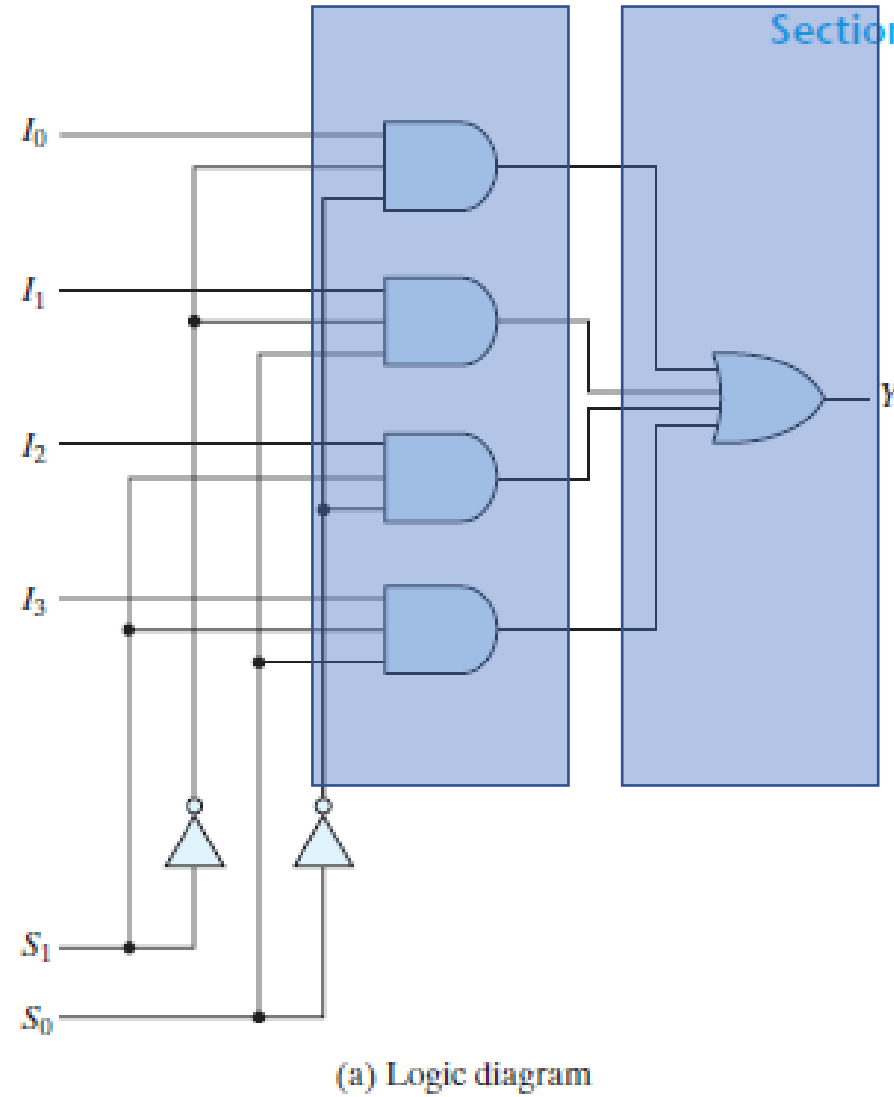
(a) Logic diagram

\approx Decoder + OR

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

(b) Function table

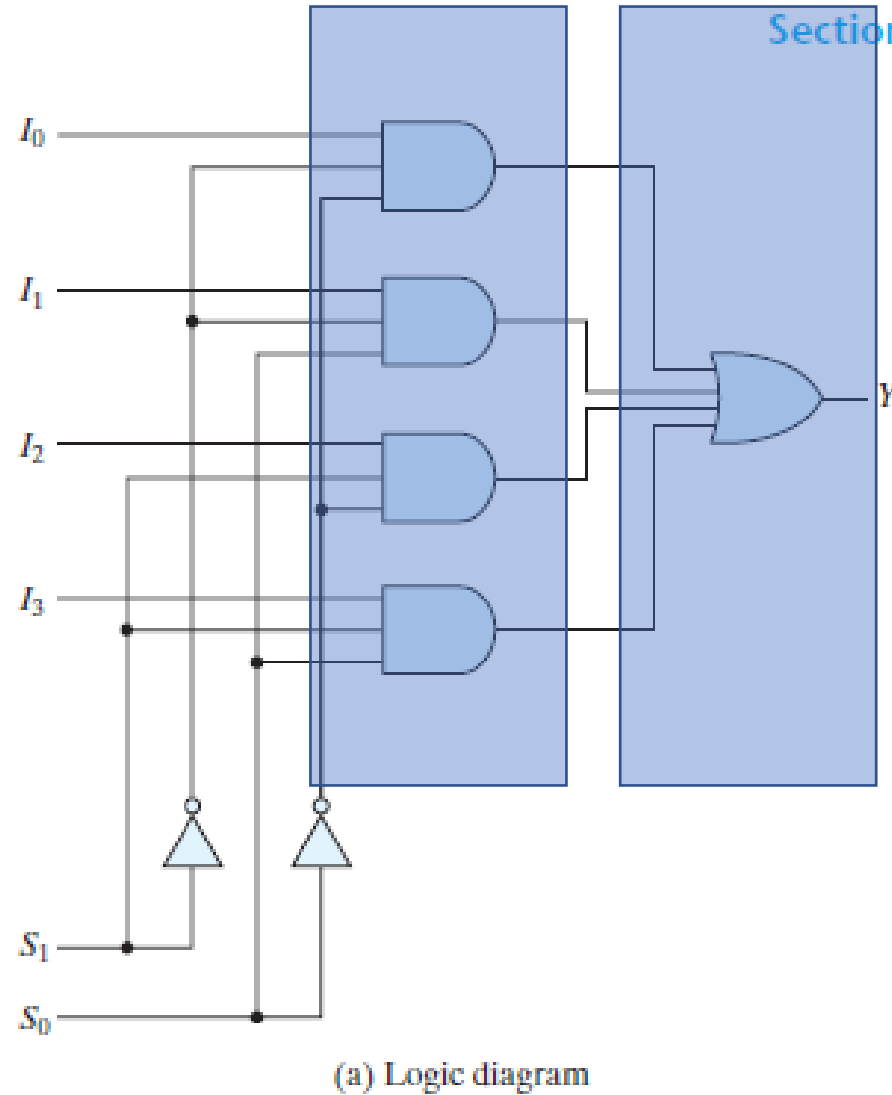
FIGURE 4.25
Four-to-one-line multiplexer



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

(b) Function table

FIGURE 4.25
Four-to-one-line multiplexer



Sum of Products
2 Levels
ANDs-OR

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

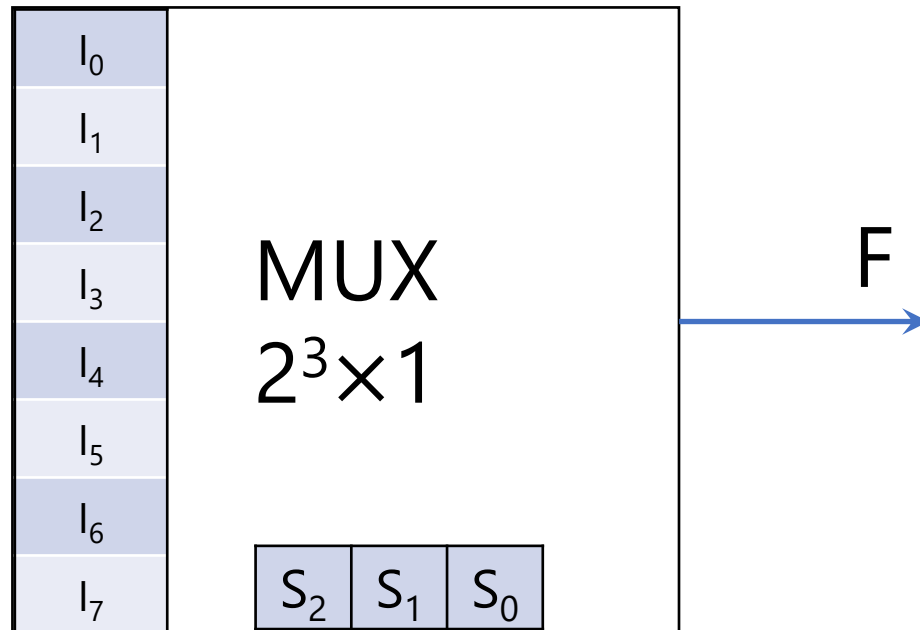
(b) Function table

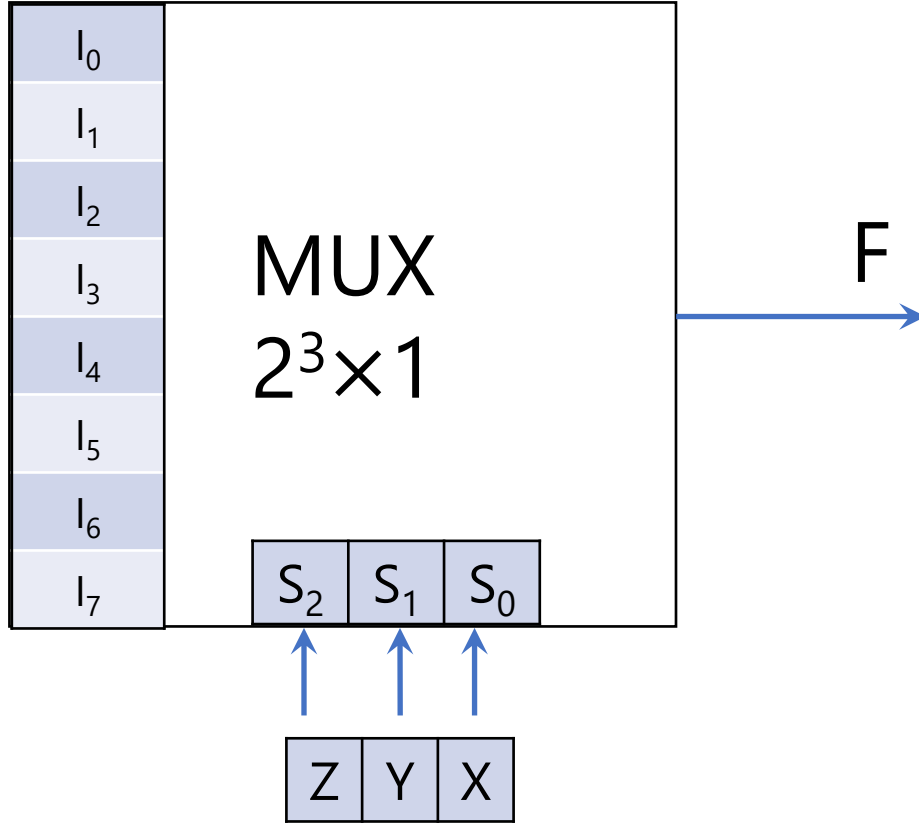
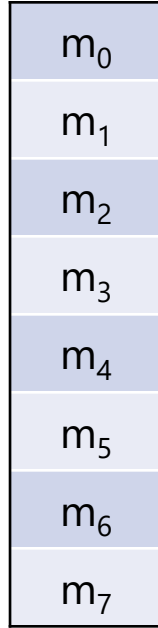
FIGURE 4.25
Four-to-one-line multiplexer

Multiplexer Boolean Function

$$F_{\text{SoP}} = \sum m(\dots)$$

$$F_{\text{PoS}} = \prod M(\dots)$$





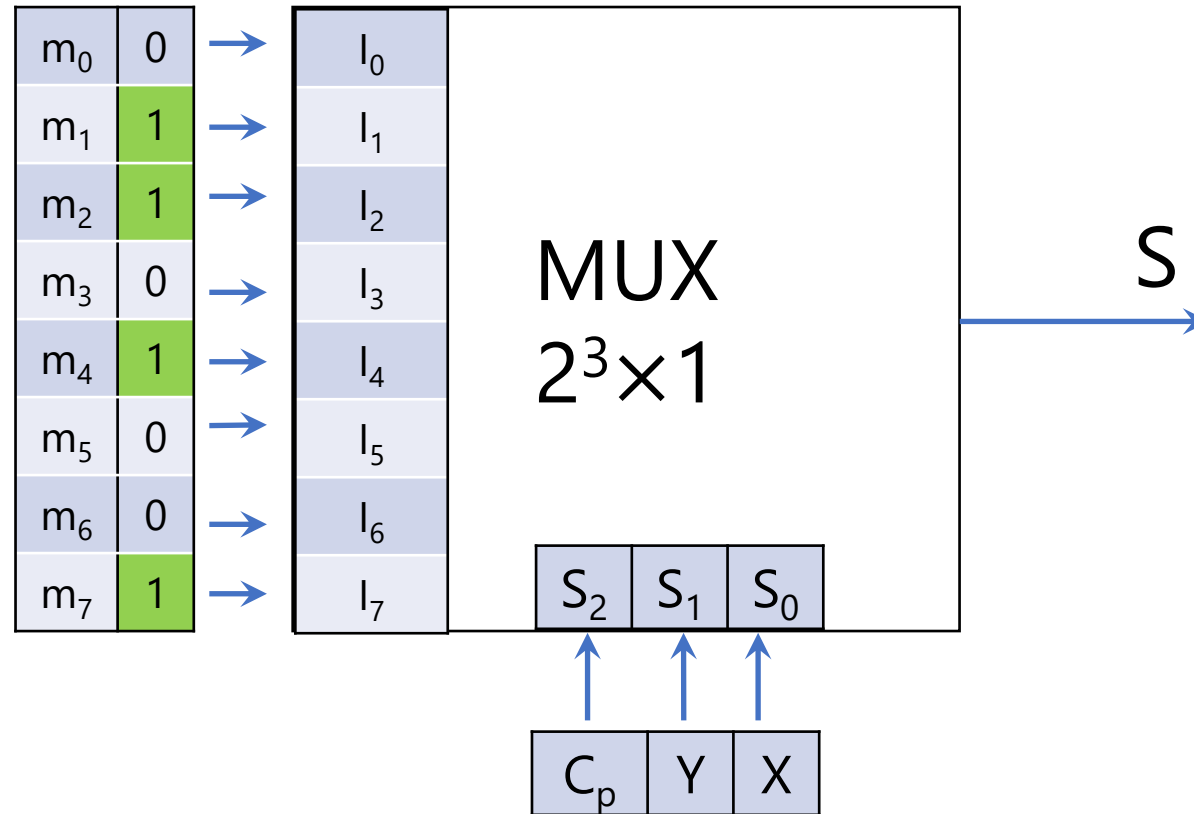
MUX

Full Adder

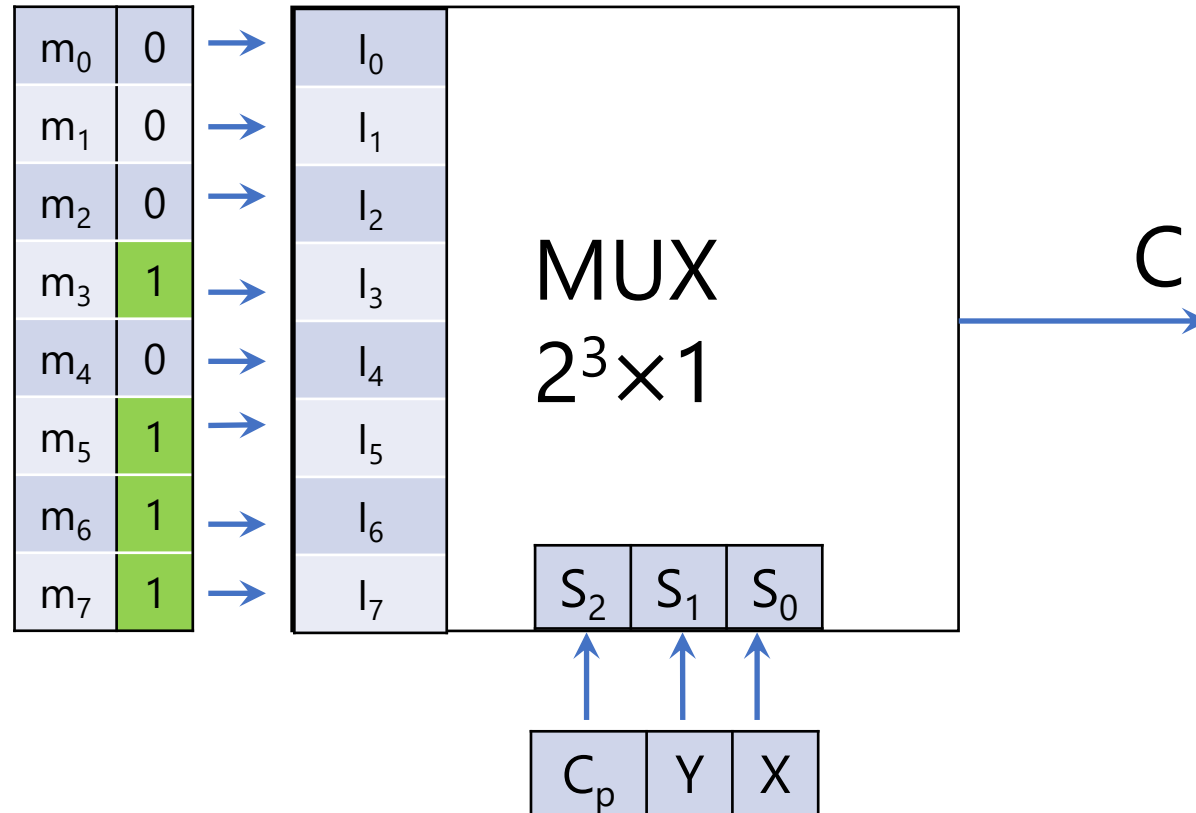
$$S = \sum m(1,2,4,7)$$

$$C = \sum m(3,5,6,7)$$

C_p	Y	X	$C = \sum m(3,5,6,7)$	$S = \sum m(1,2,4,7)$
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1



$$S = \sum m(1,2,4,7)$$

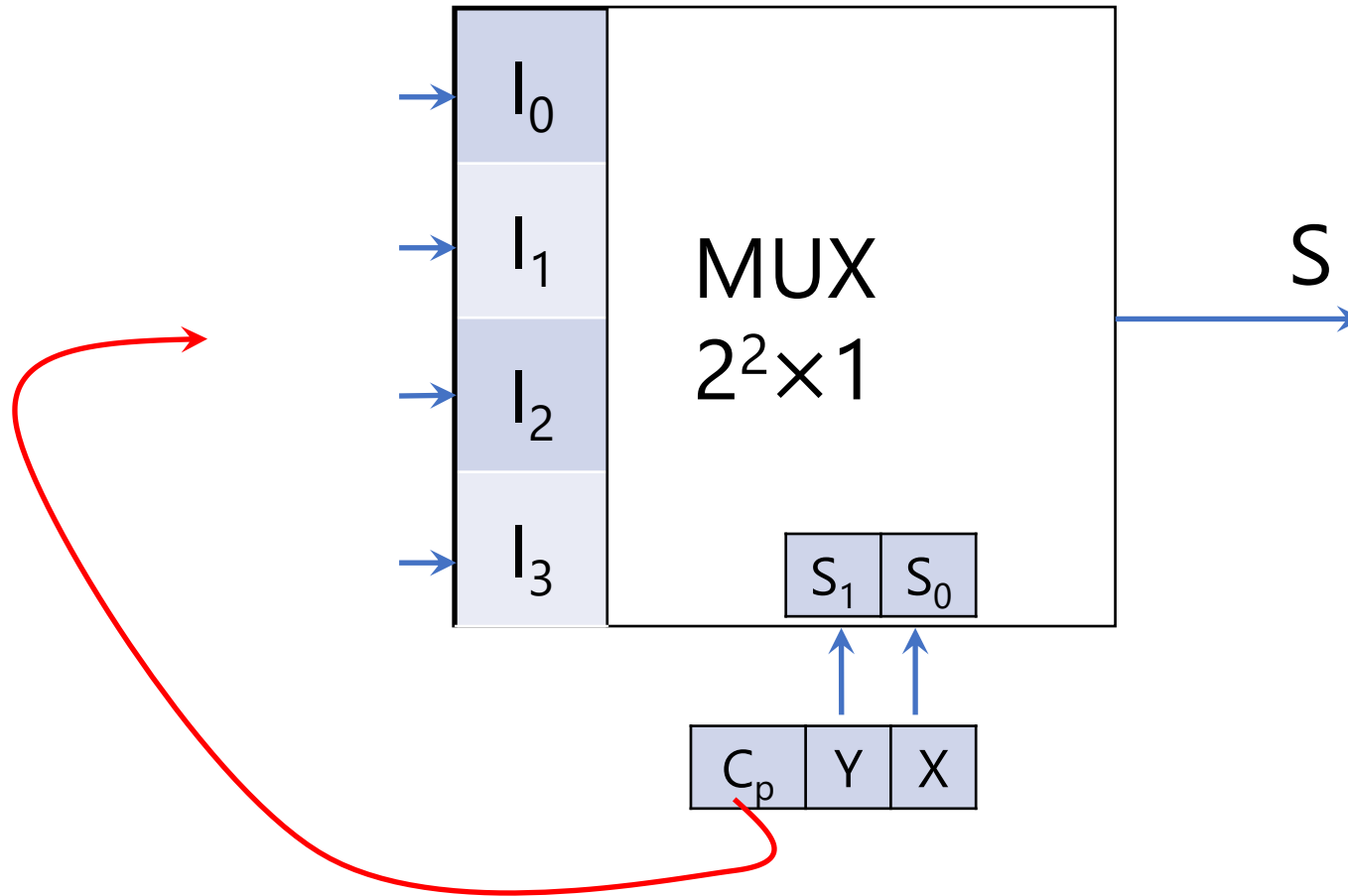


$$C = \sum m(3, 5, 6, 7)$$

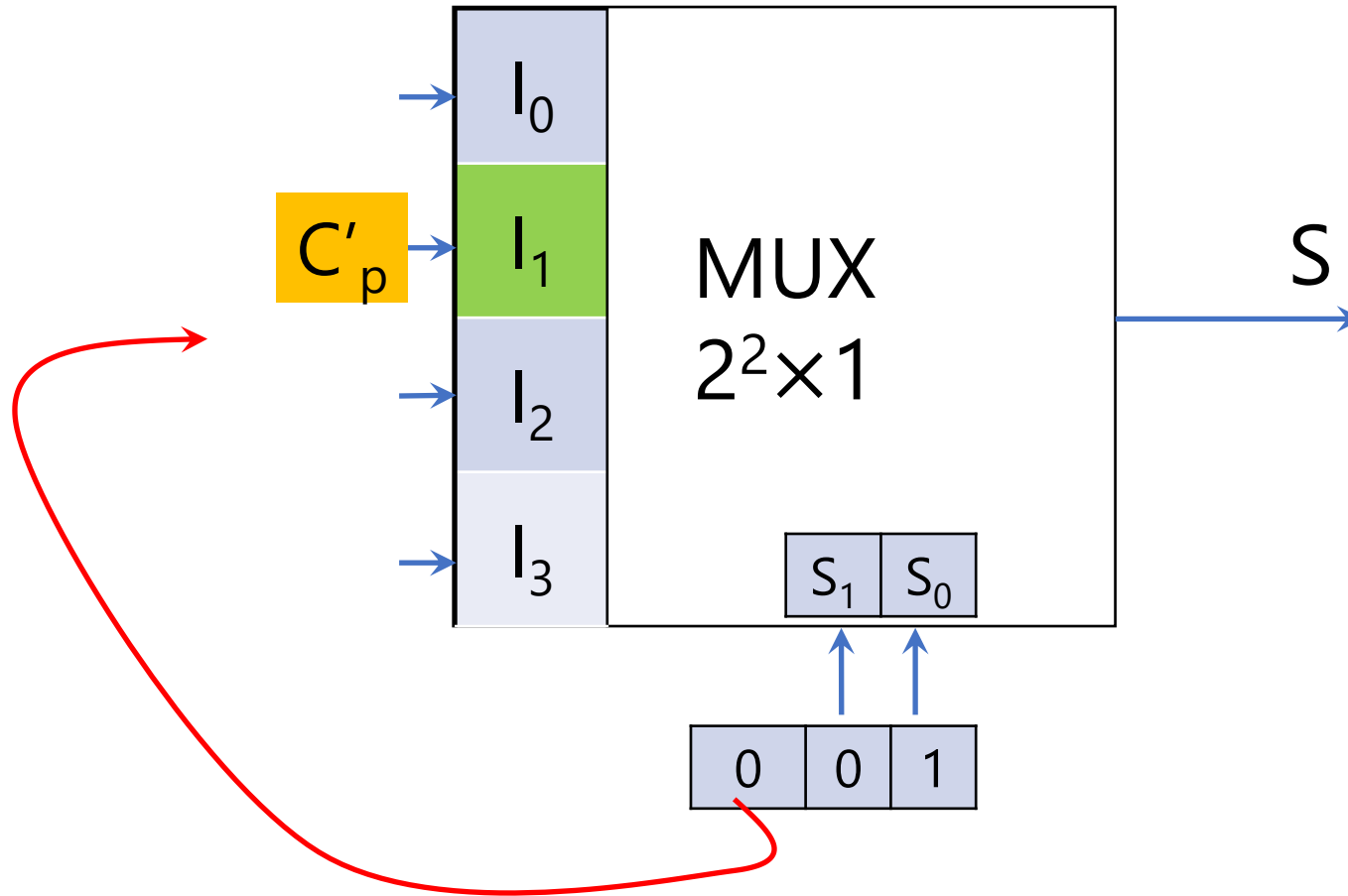
Multiplexer

Boolean Function II

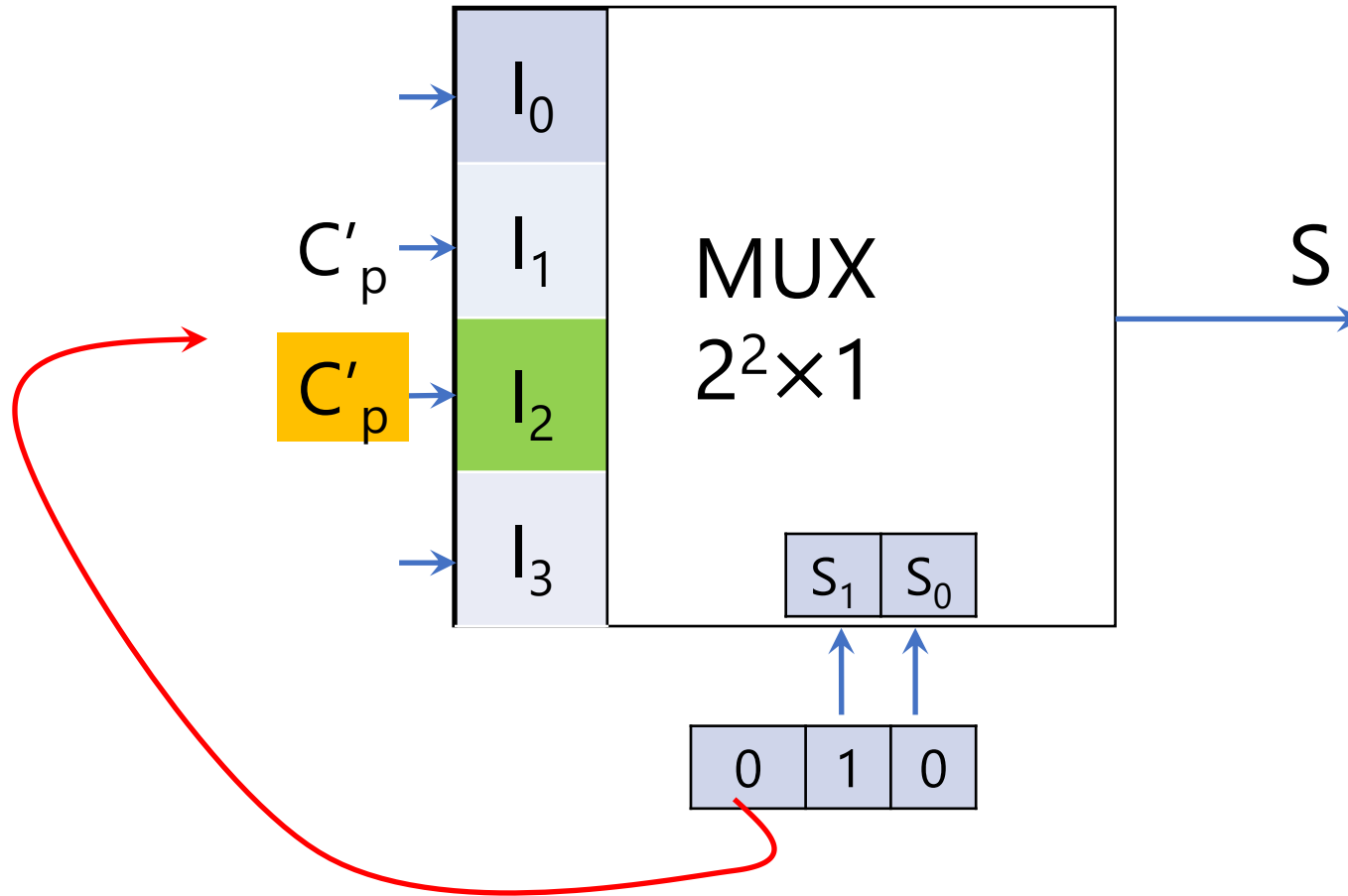
Book: Page 161



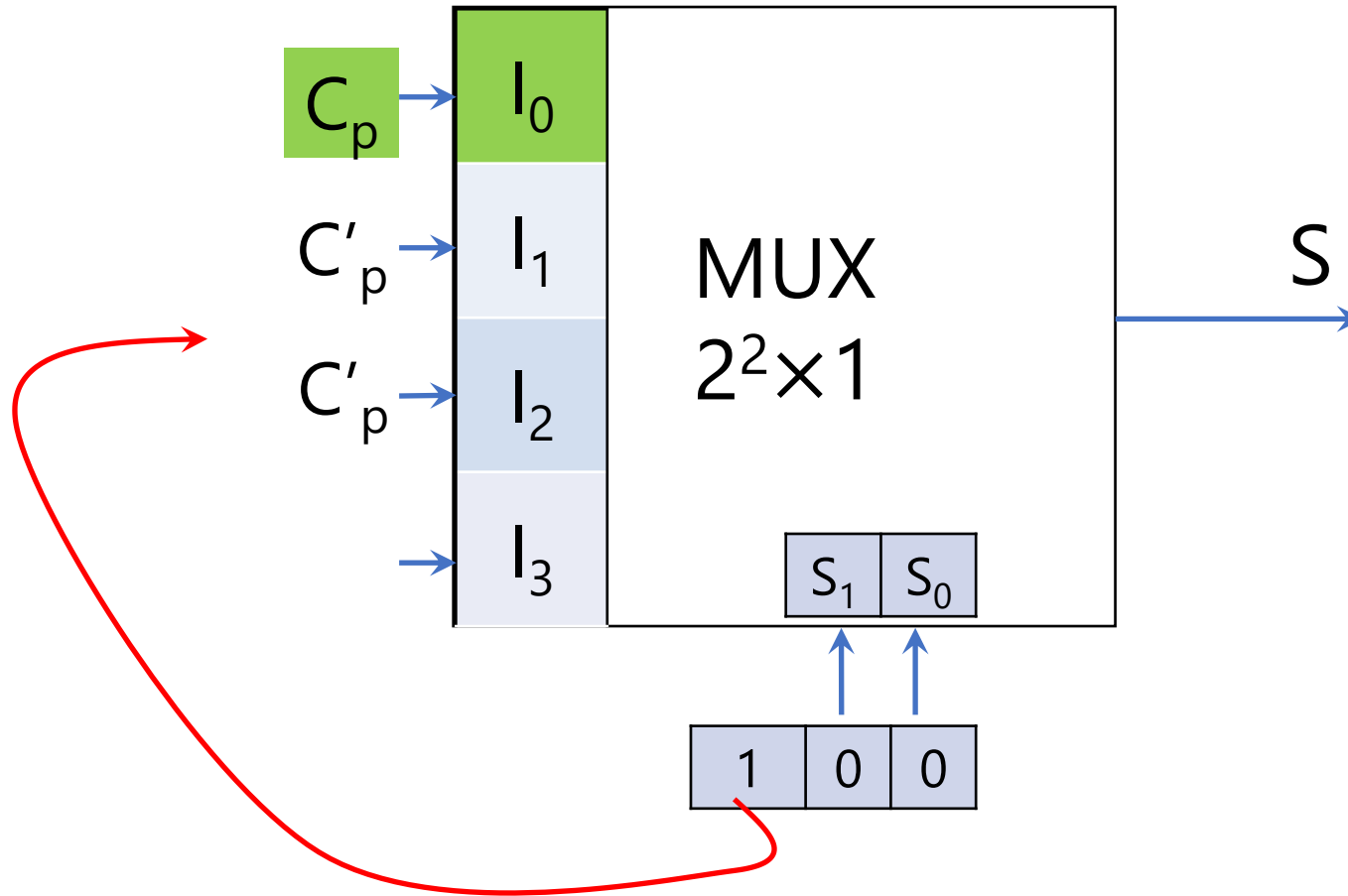
$$S = \sum m(1,2,4,7)$$



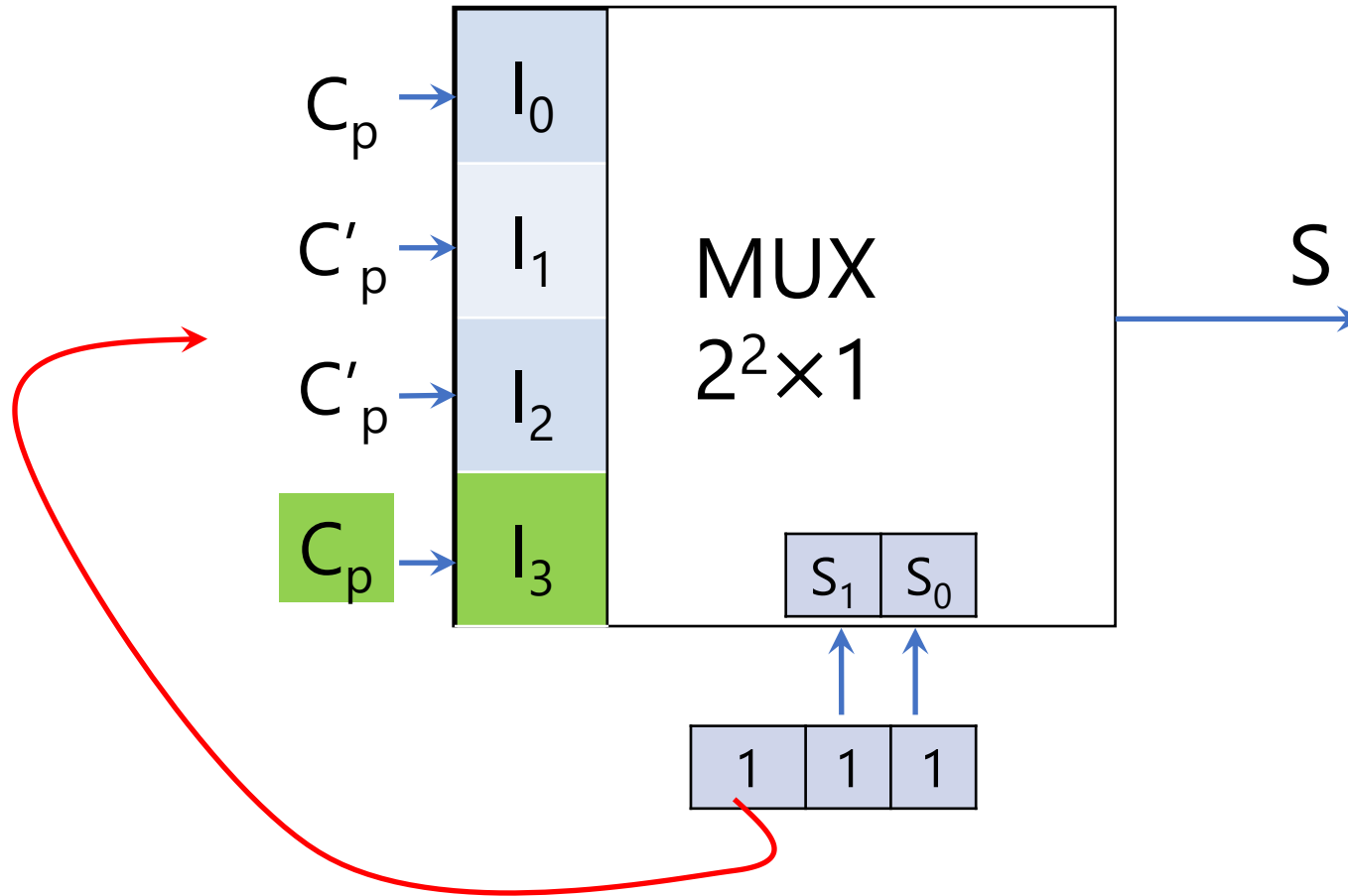
$$S = \sum m(\textcolor{red}{1}, 2, 4, 7)$$



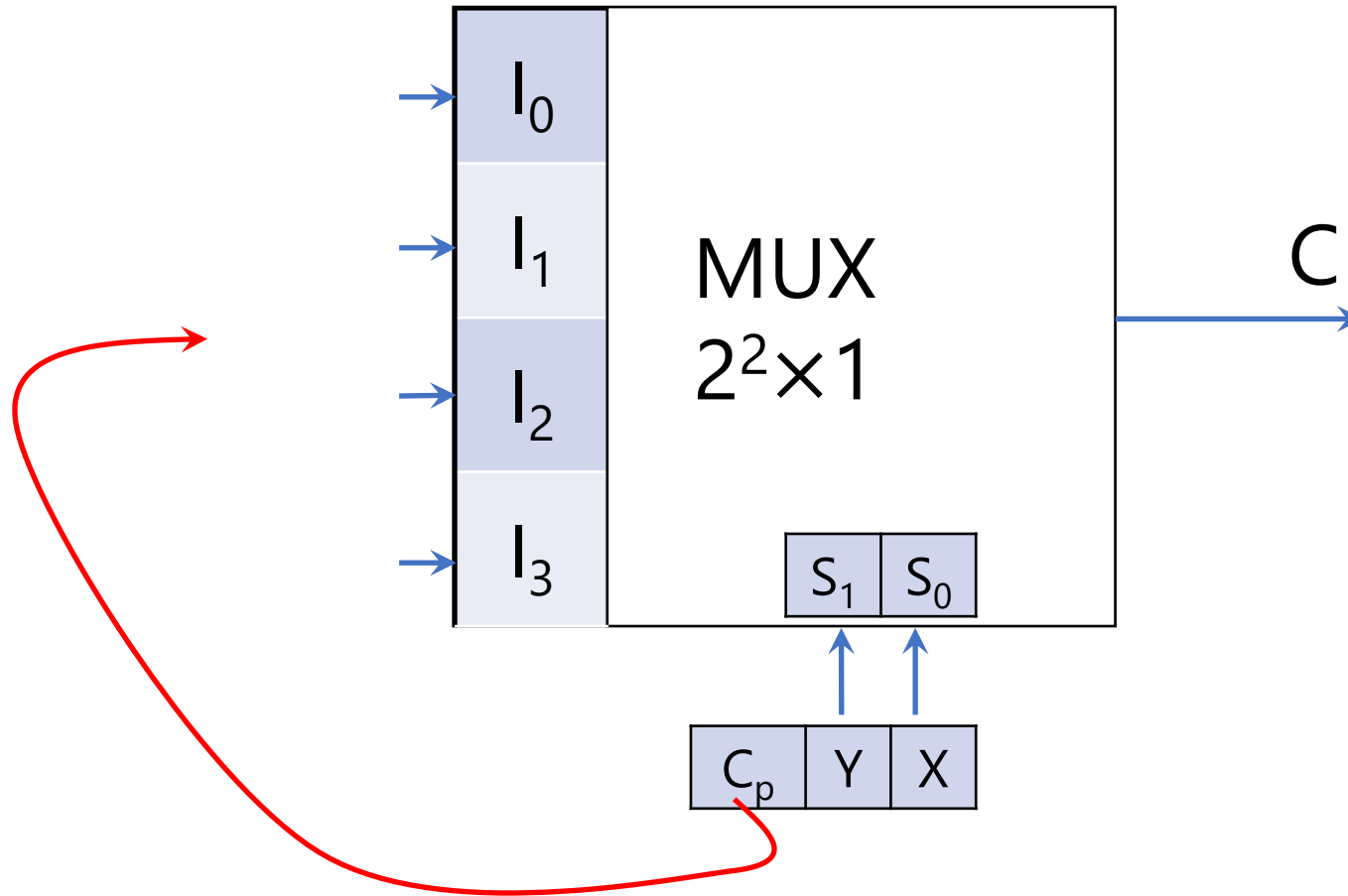
$$S = \sum m(1, \textcolor{red}{2}, 4, 7)$$



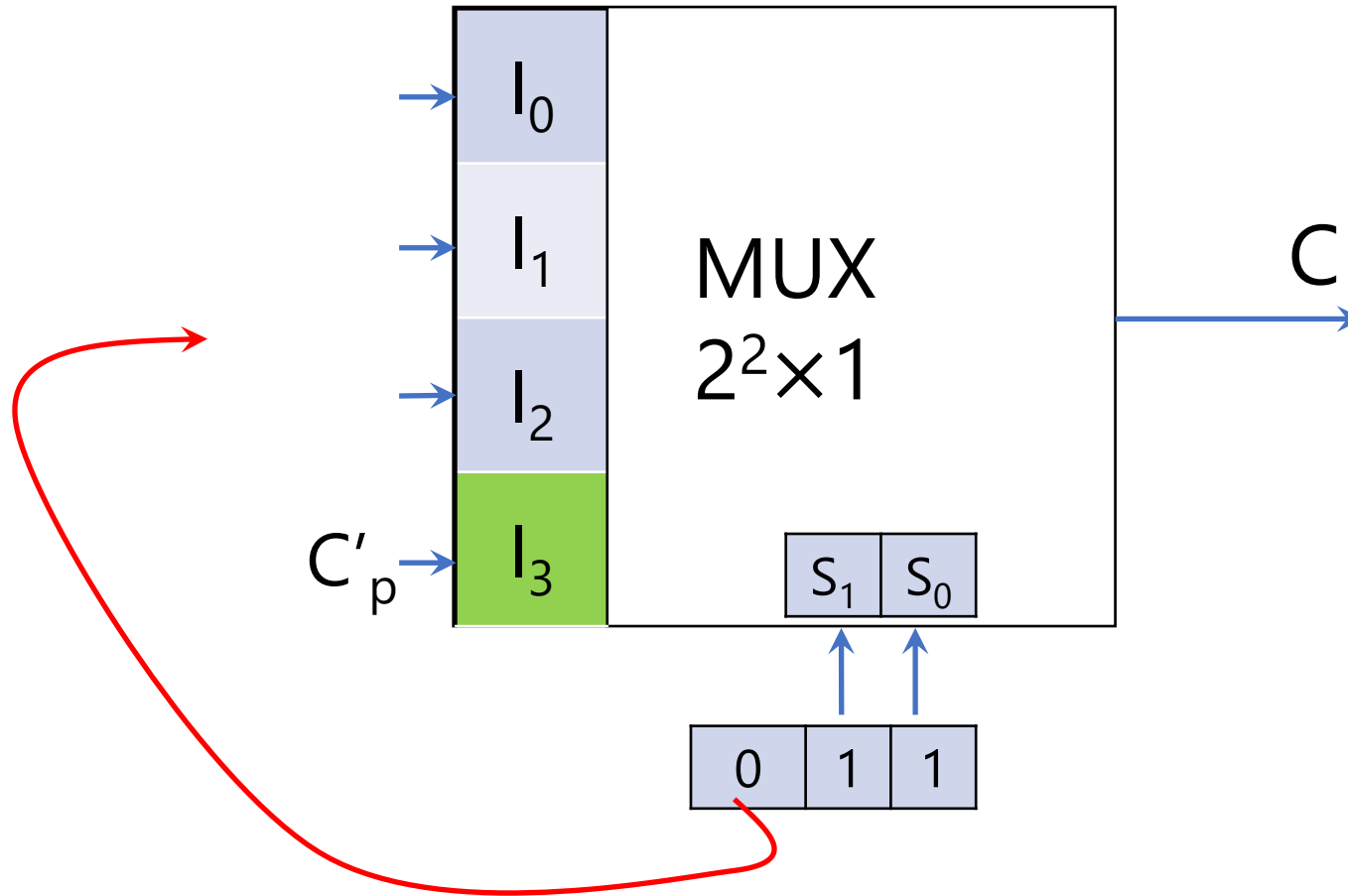
$$S = \sum m(1, 2, \textcolor{red}{4}, 7)$$



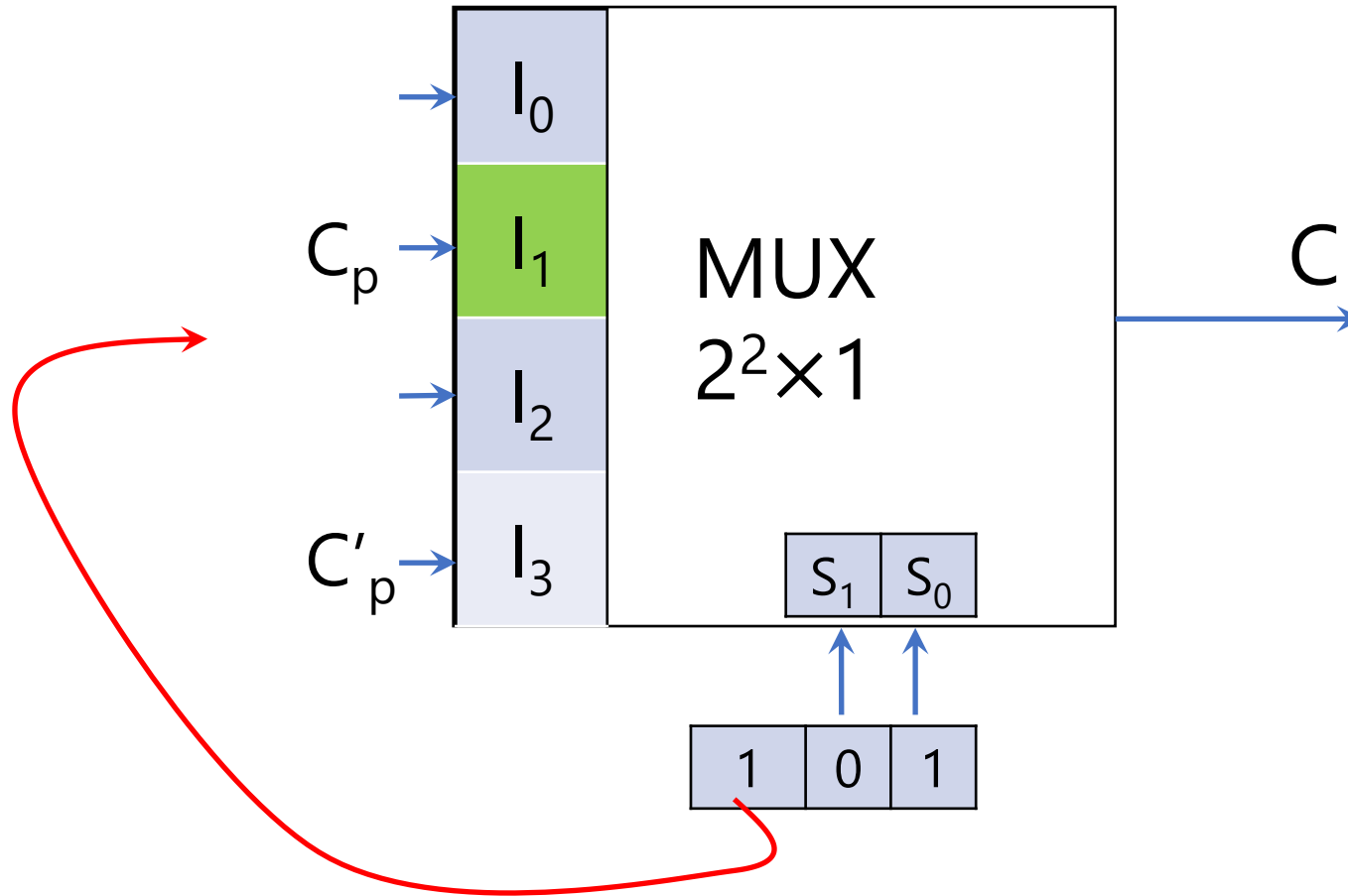
$$S = \sum m(1, 2, 4, \textcolor{red}{7})$$



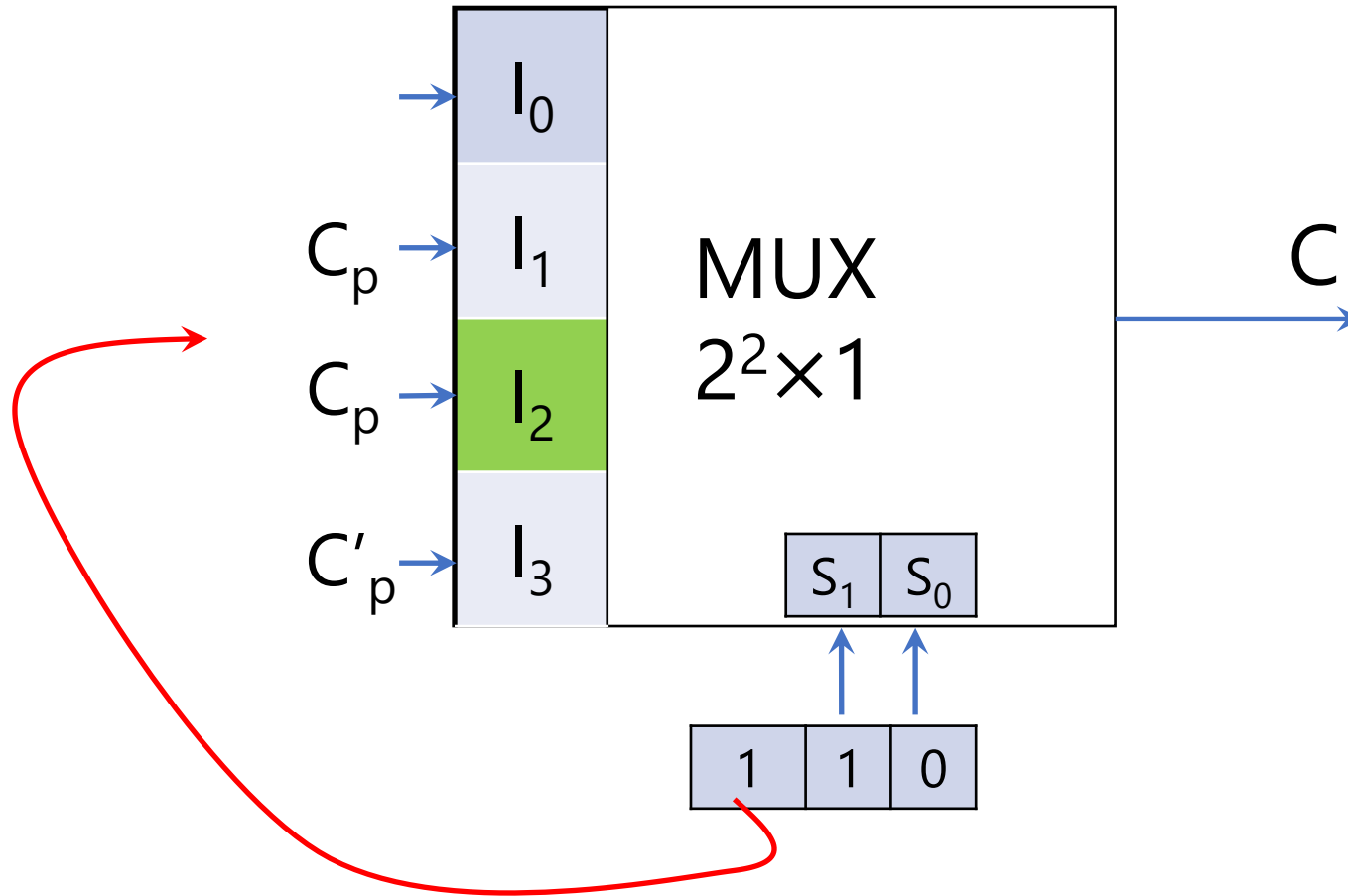
$$C = \sum m(3, 5, 6, 7)$$



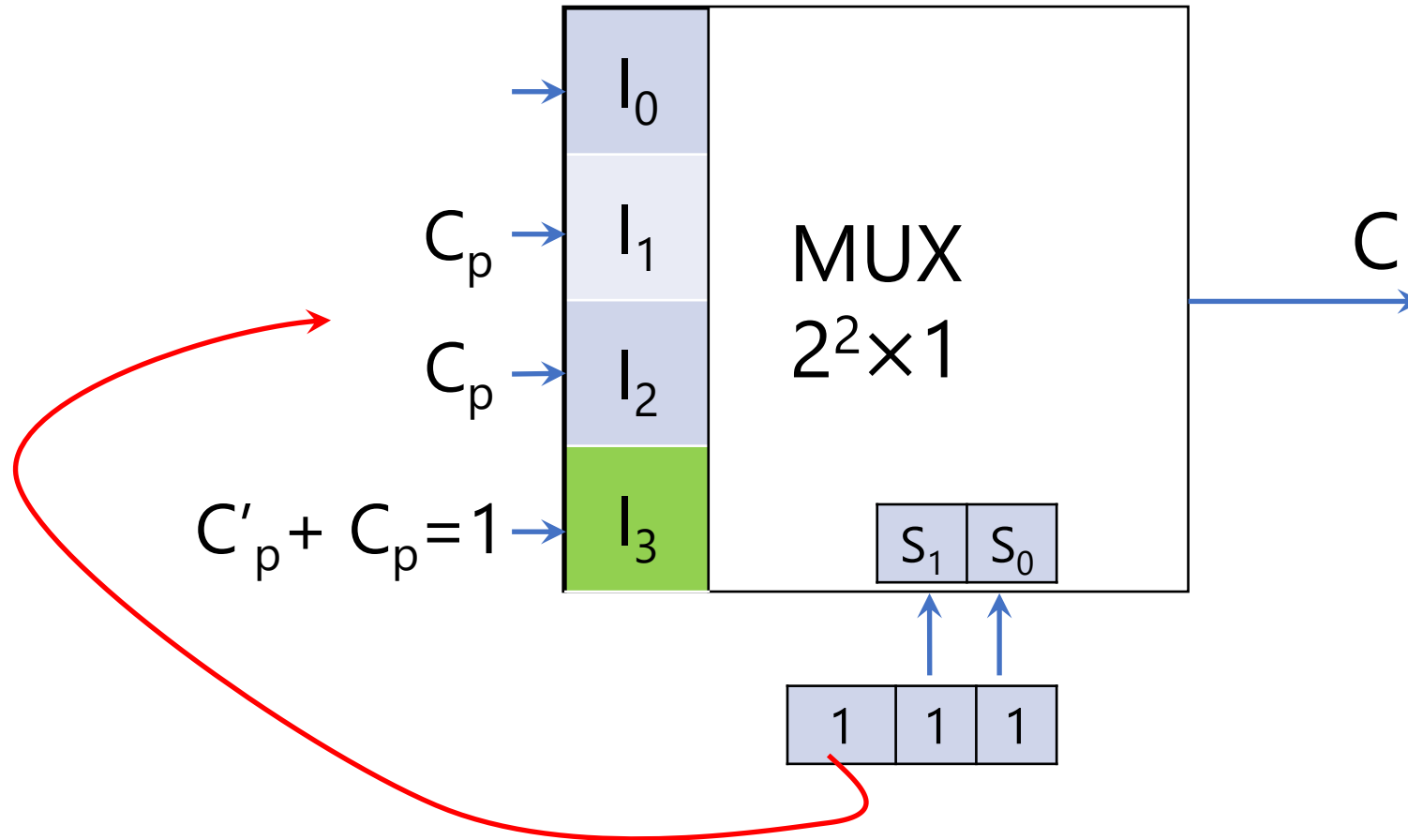
$$C = \sum m(3, 5, 6, 7)$$



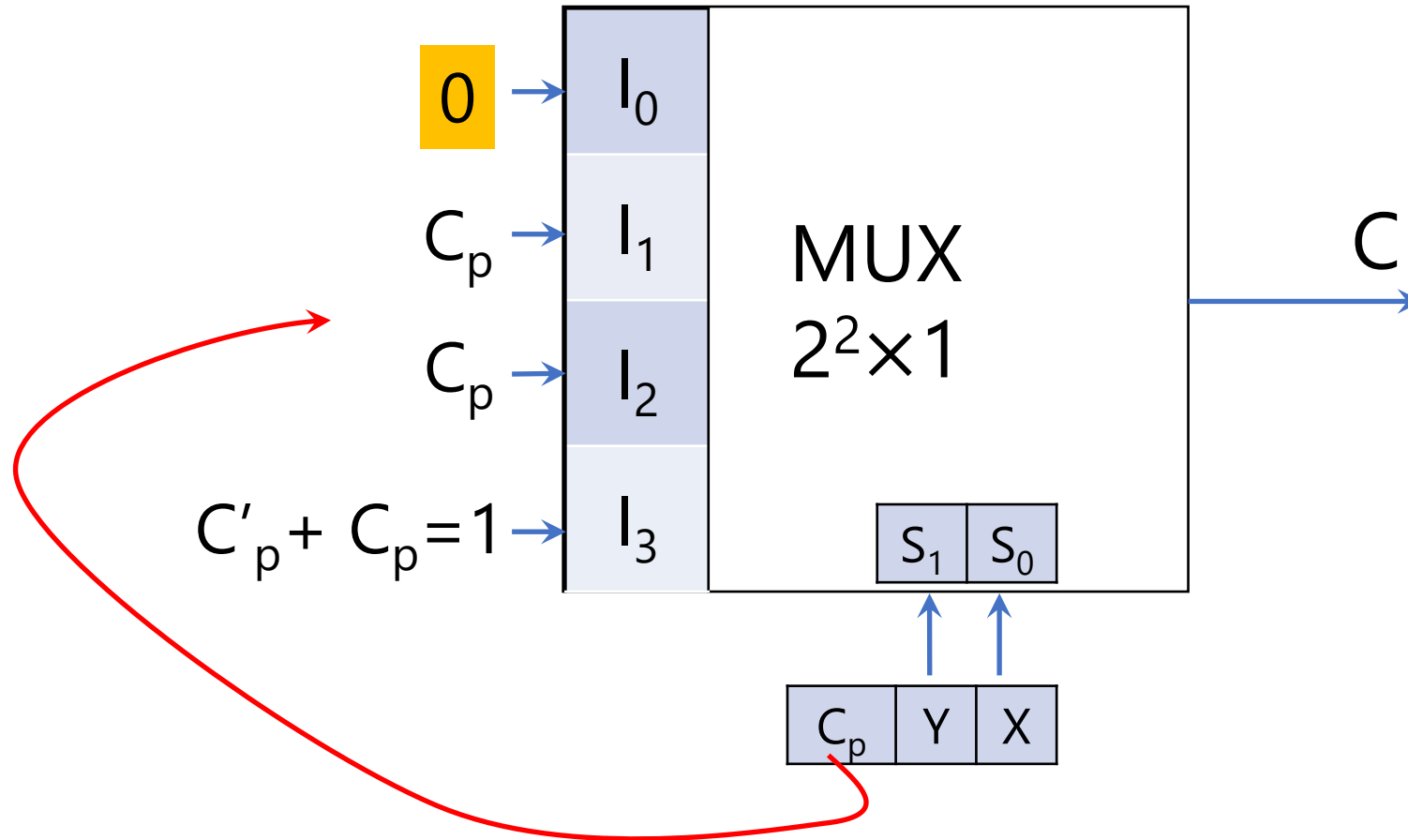
$$C = \sum m(3, \textcolor{red}{5}, 6, 7)$$



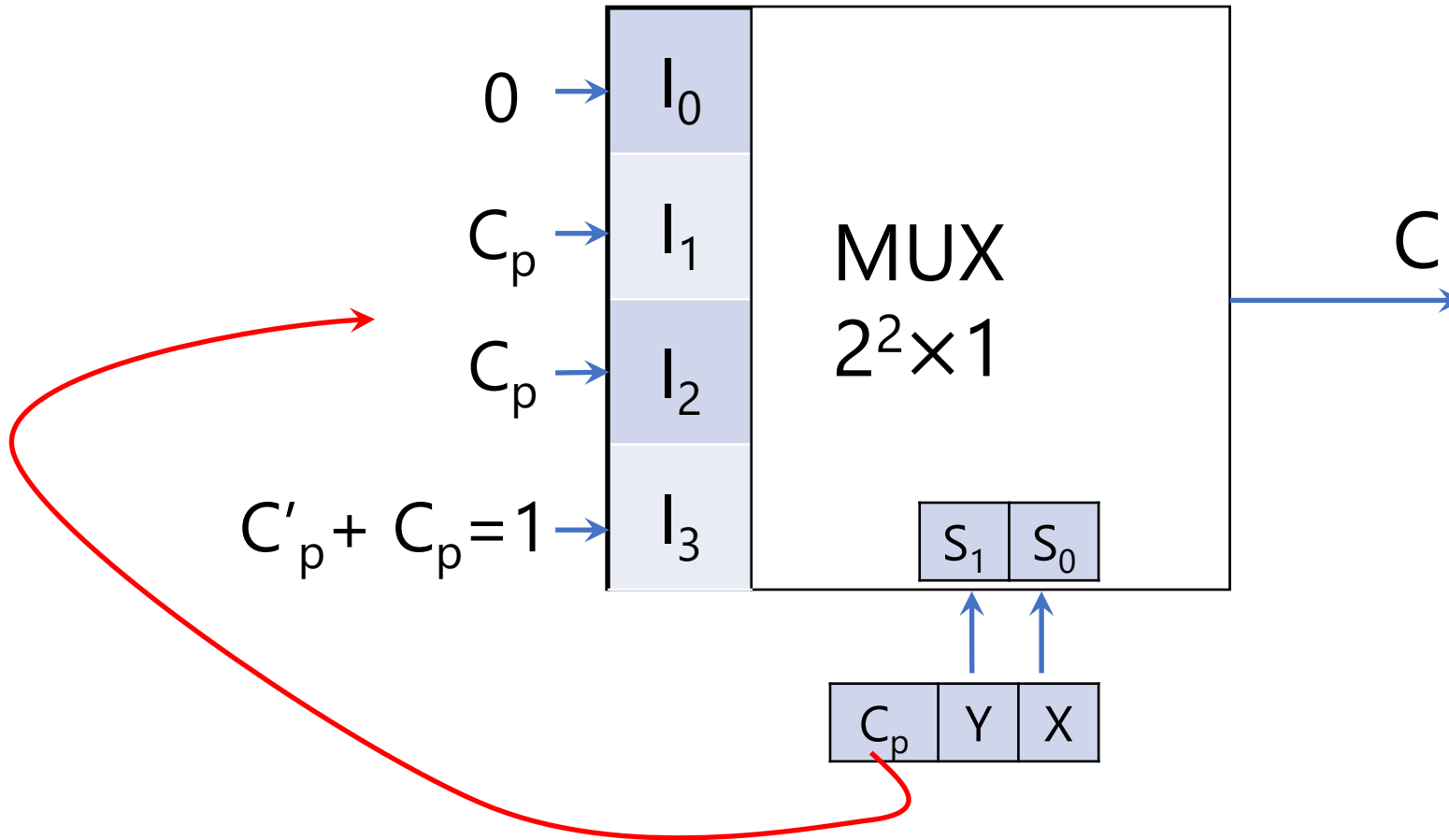
$$C = \sum m(3, 5, \textcolor{red}{6}, 7)$$



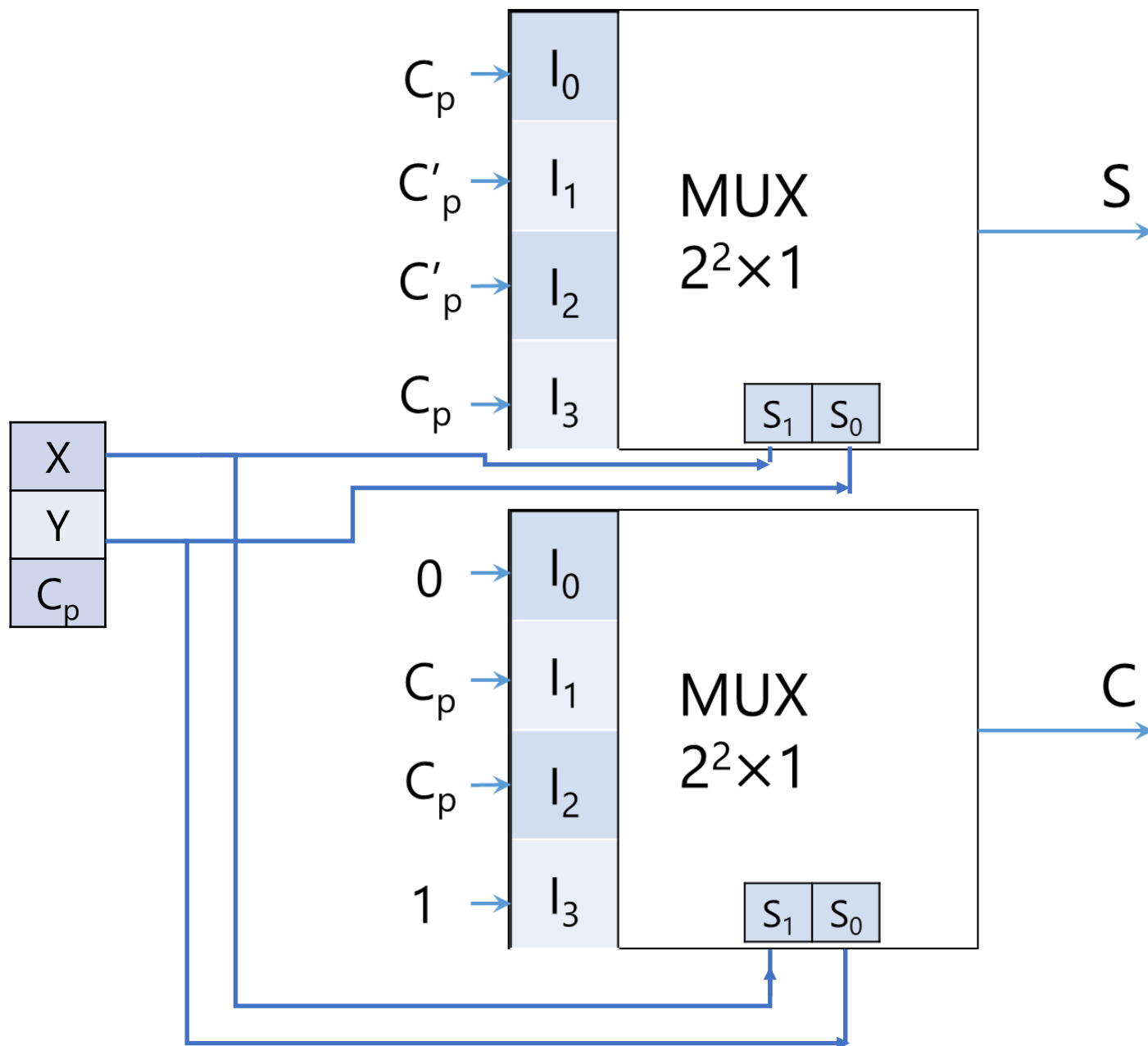
$$C = \sum m(3, 5, 6, 7)$$



$$C = \sum m(3, 5, 6, 7)$$



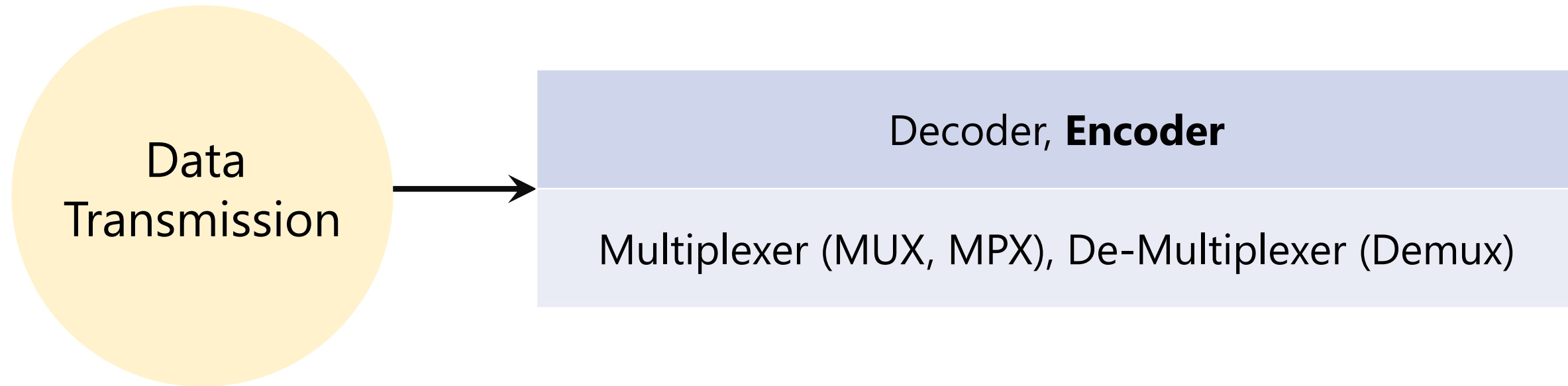
$$C = \sum m(3, 5, 6, 7)$$



Multiplexer

Three-State Gates + Decoders

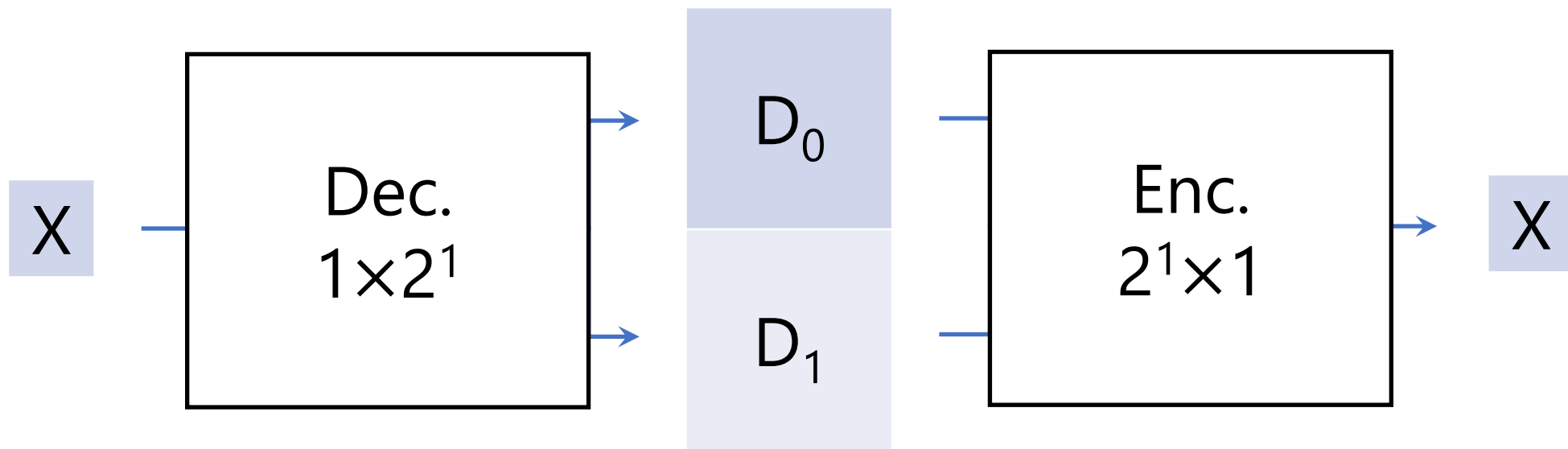
Book: Page 162-164

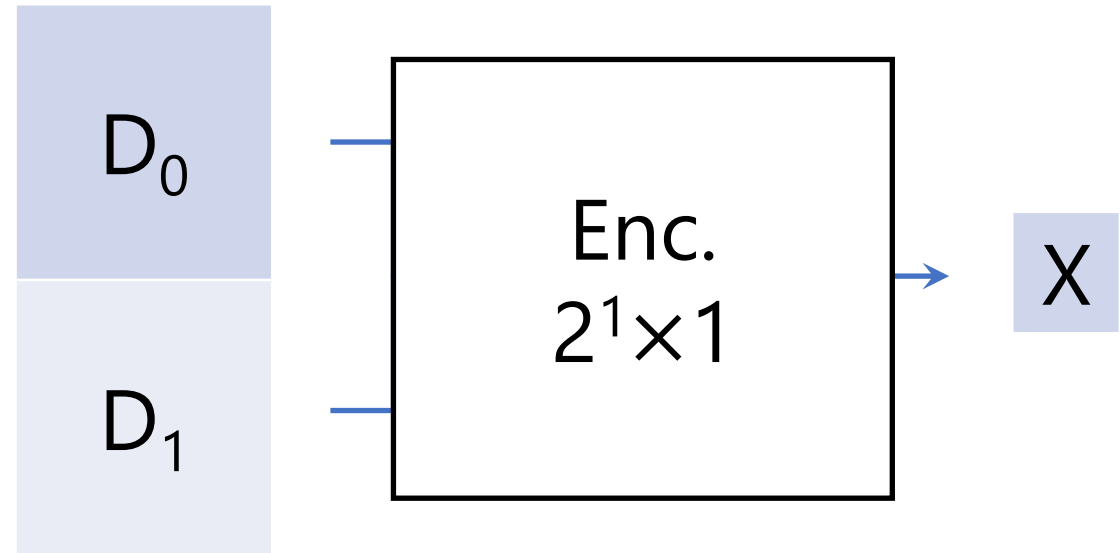


Encoder

Encoder

1-hot to Binary





D_1	D_0	F_1
0	0	\times
0	1	0
1	0	1
1	1	\times

\times : Don't Care Conditions

D_1	D_0	F_1
0	0	\times
0	1	0
1	0	1
1	1	\times

		D_0	
		0	1
D_1	0	\times_{m_0}	0_{m_1}
	1	1_{m_2}	\times_{m_3}

D_1	D_0	F_1
0	0	\times
0	1	0
1	0	1
1	1	\times

		D_0	
		0	1
D_1	0	\times_{m_0}	0_{m_1}
	1	1_{m_2}	\times_{m_3}

$$F_1 = D'_0$$

D_1	D_0	F_1
0	0	\times
0	1	0
1	0	1
1	1	\times

		D_0	
		0	1
D_1	0	\times_{m_0}	0_{m_1}
	1	1_{m_2}	\times_{m_3}

$$F_1 = D_1$$

D_1	D_0	F_1	V
0	0	\times	0
0	1	0	1
1	0	1	1
1	1	\times	0

		D_0	
		0	1
D_1	0	\times_{m_0}	0_{m_1}
	1	1_{m_2}	\times_{m_3}

$$F_1 = D_1$$

		D_0	
		0	1
D_1	0	0_{m_0}	1_{m_1}
	1	1_{m_2}	0_{m_3}

$$\begin{aligned}
 V &= D_0 D'_1 + D'_0 D_1 \\
 &= D_0 \oplus D_1
 \end{aligned}$$

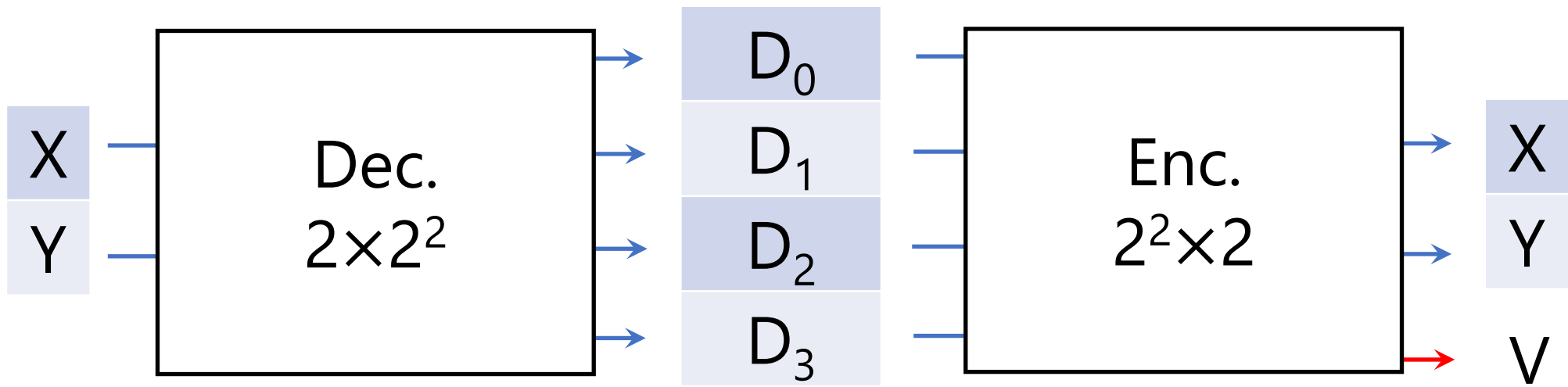


D_0

D_1

$2^1 \times 1$ Enc





D ₃	D ₂	D ₁	D ₀	F ₂ =Y	F ₁ =X	F ₃ =V
0	0	0	0	×	×	0
0	0	0	1	0	0	1
0	0	1	0	0	1	1
0	0	1	1	×	×	0
0	1	0	0	1	0	1
0	1	0	1	×	×	0
0	1	1	0	×	×	0
0	1	1	1	×	×	0
1	0	0	0	1	1	1
1	0	0	1	×	×	0
1	0	1	0	×	×	0
1	0	1	1	×	×	0
1	1	0	0	×	×	0
1	1	0	1	×	×	0
1	1	1	0	×	×	0
1	1	1	1	×	×	0

		D_1D_0			
		00	01	11	10
D_3D_2	00	\times m_0	0 m_1	\times m_3	1 m_2
	01	0 m_4	\times m_5	\times m_7	\times m_6
	11	\times m_{12}	\times m_{13}	\times m_{15}	\times m_{14}
	10	1 m_8	\times m_9	\times m_{11}	\times m_{10}

$$F_1 = X = D_1 + D_3$$

		D_1D_0			
		00	01	11	10
D_3D_2	00	\times m_0	0 m_1	\times m_3	0 m_2
	01	1 m_4	\times m_5	\times m_7	\times m_6
	11	\times m_{12}	\times m_{13}	\times m_{15}	\times m_{14}
	10	1 m_8	\times m_9	\times m_{11}	\times m_{10}

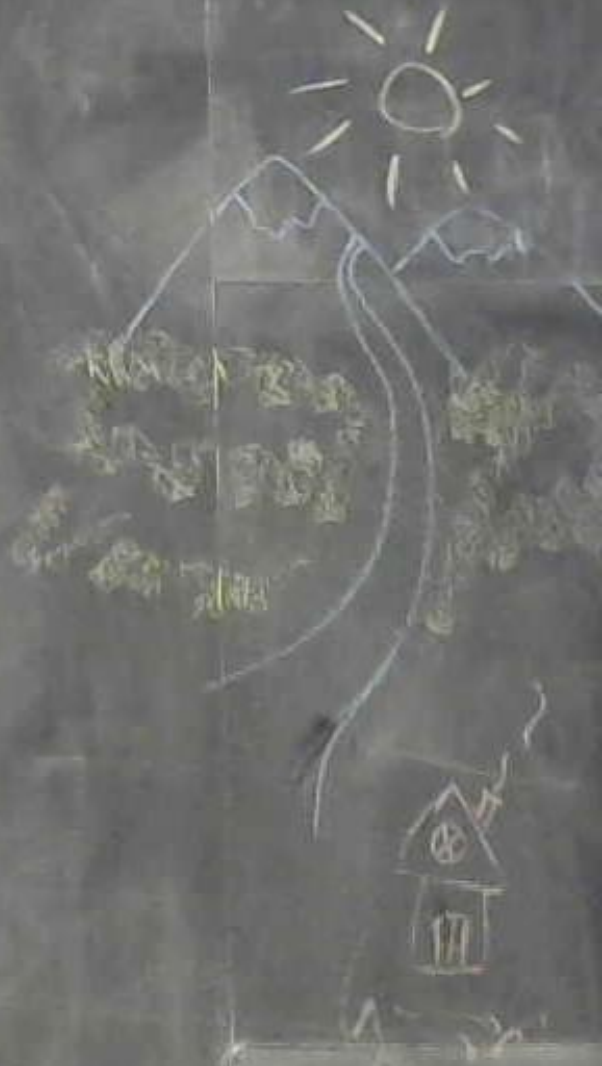
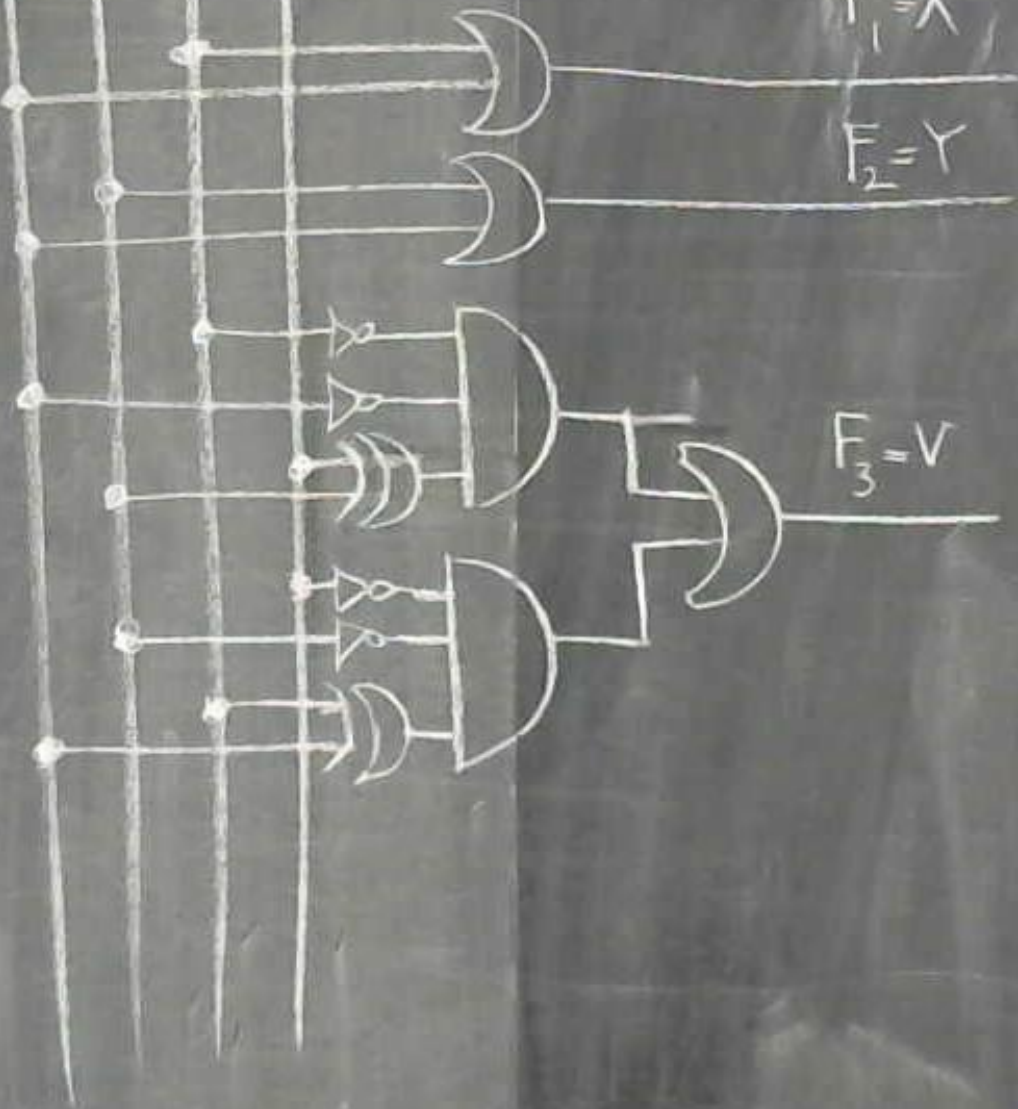
$$F_2 = Y = D_2 + D_3$$

		D_1D_0			
		00	01	11	10
D_3D_2	00	0 m_0	1 m_1	0 m_3	1 m_2
	01	1 m_4	0 m_5	0 m_7	0 m_6
	11	0 m_{12}	0 m_{13}	0 m_{15}	0 m_{14}
	10	1 m_8	0 m_9	0 m_{11}	0 m_{10}

$$\begin{aligned}
F_3 = V &= D'_3 D'_2 D'_1 D_0 + D'_3 D_2 D'_1 D'_0 + D'_3 D'_2 D_1 D'_0 + D_3 D'_2 D'_1 D'_0 \\
&= D'_3 D'_1 (D'_2 D_0 + D_2 D'_0) + D'_2 D'_0 (D'_3 D_1 + D_3 D'_1) \\
&= D'_3 D'_1 (D_2 \oplus D_0) + D'_2 D'_0 (D_3 \oplus D_1)
\end{aligned}$$



$D_3 D_2 D_1 D_0$

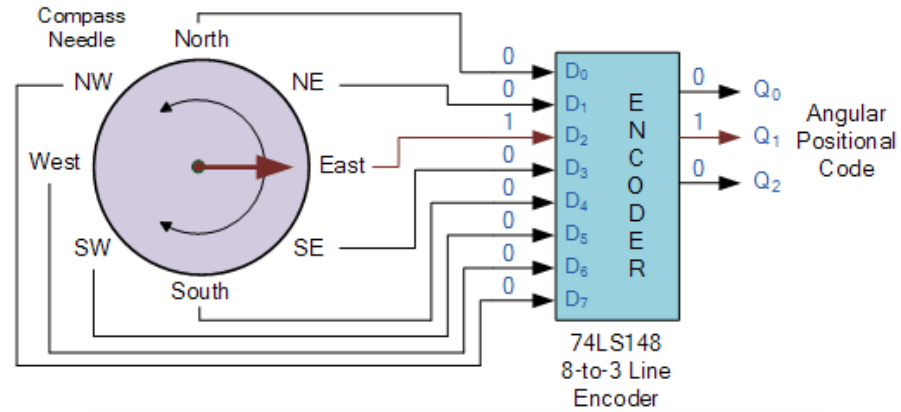


Priority Encoder

at home!

Positional Encoders

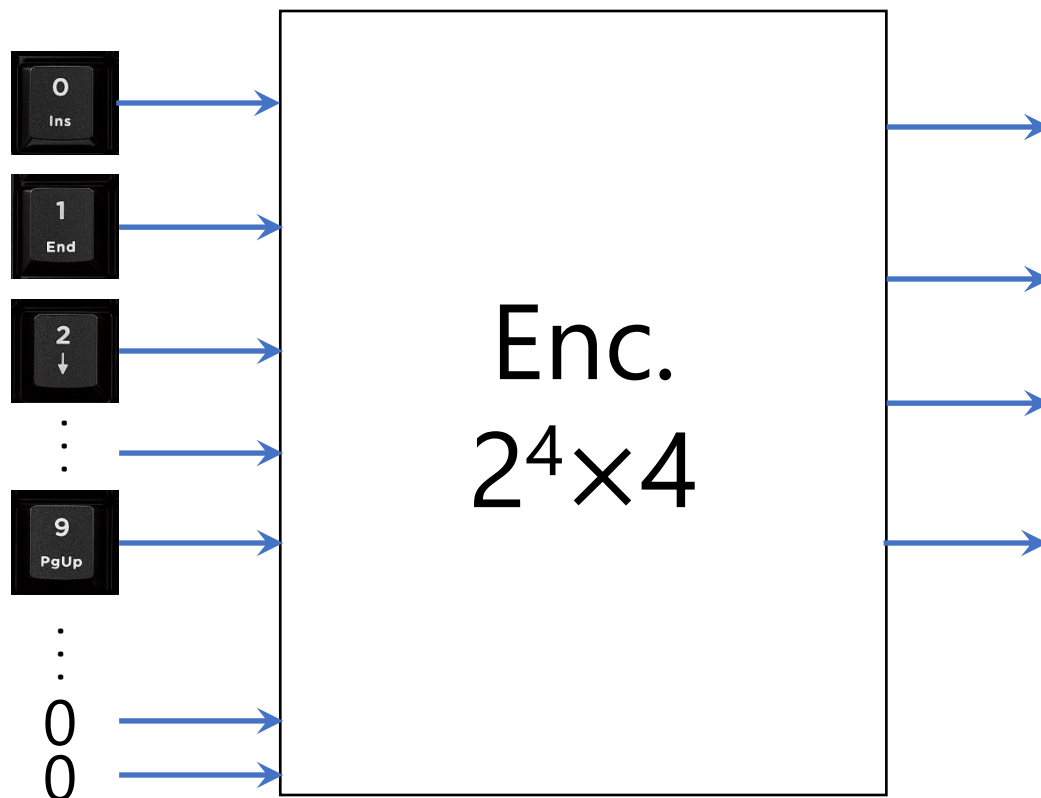
Priority Encoder Navigation



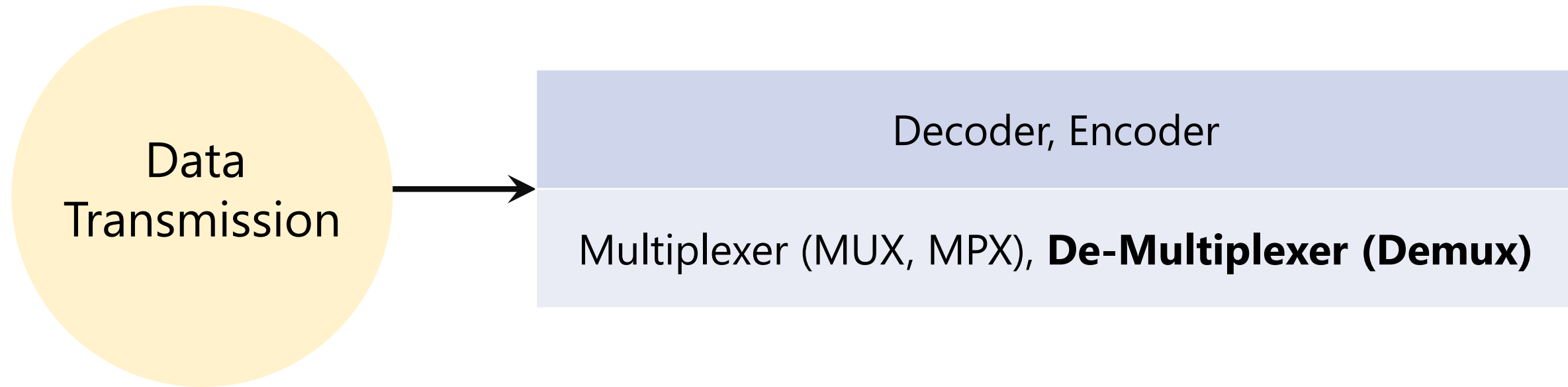
Compass Direction	Binary Output		
	Q ₀	Q ₁	Q ₂
North	0	0	0
North-East	0	0	1
East	0	1	0
South-East	0	1	1
South	1	0	0
South-West	1	0	1
West	1	1	0
North-West	1	1	1

Keyboard Encoders

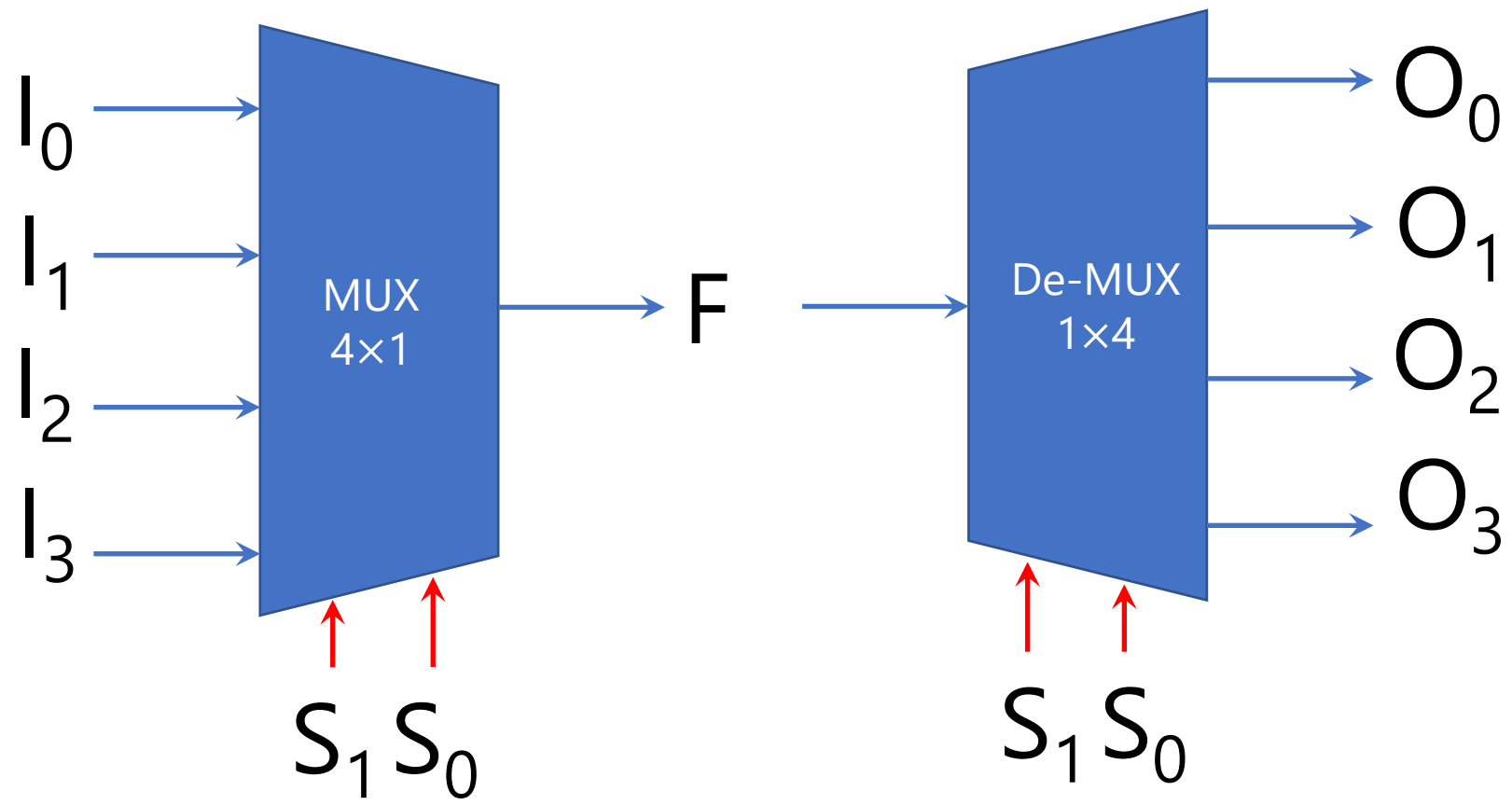


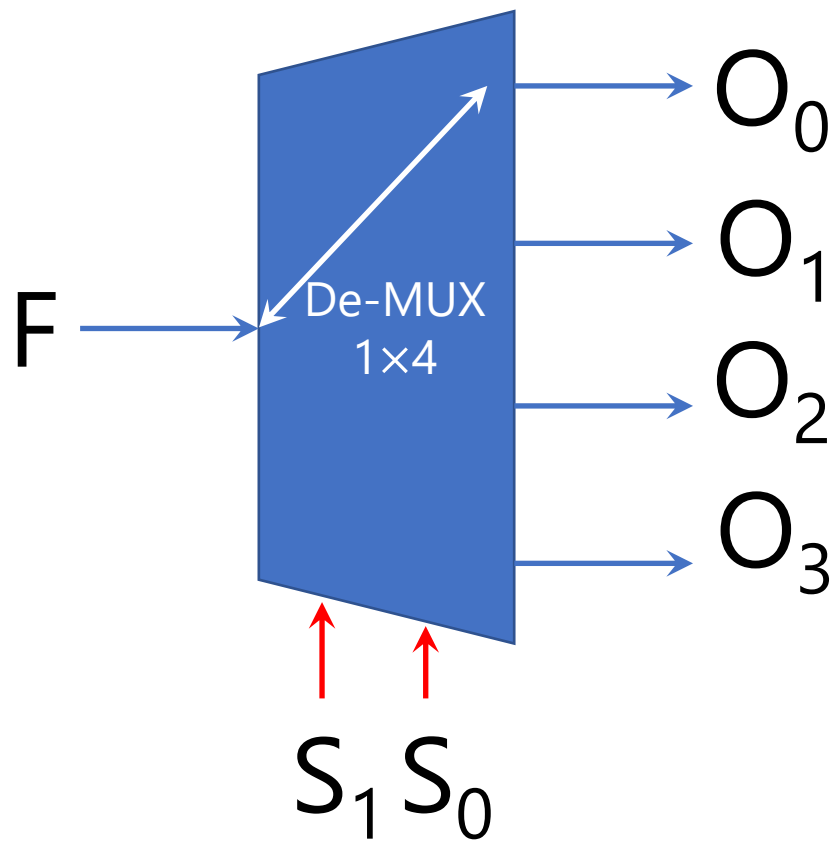


Binary Number
BCD
Excess-3
Aiken
Gray
...

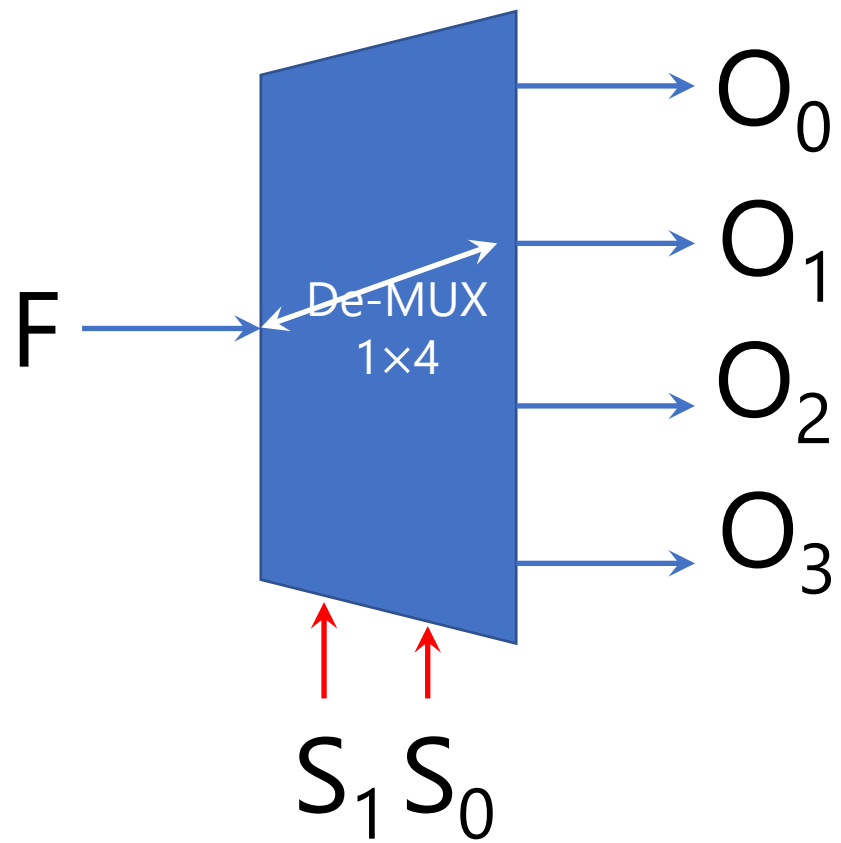


De-multiplexer

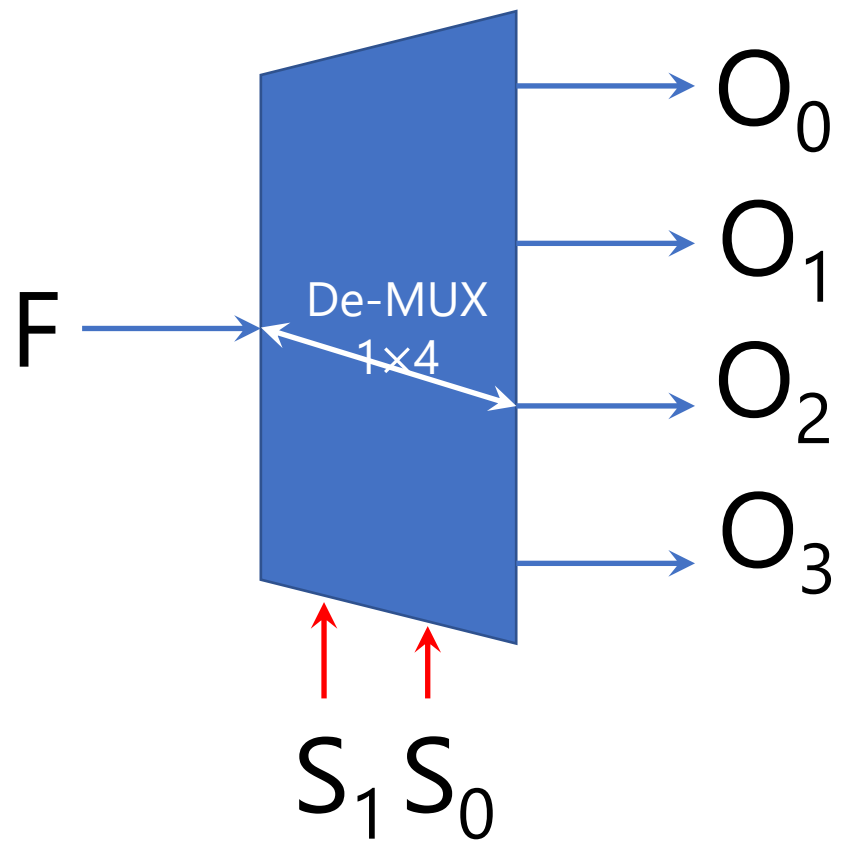




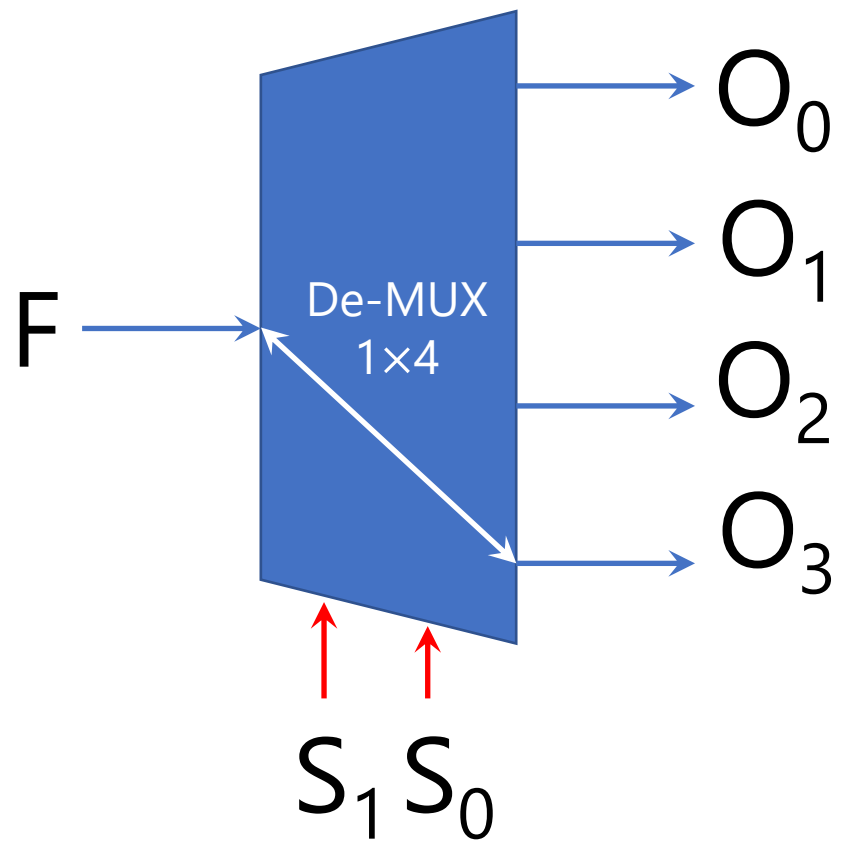
S_1	S_0	F	O_0	O_1	O_2	O_3
0	0	0	0	0	0	0
0	0	1	1	0	0	0
0	1	0	0	0	0	0
0	1	1	0	1	0	0
1	0	0	0	0	0	0
1	0	1	0	0	1	0
1	1	0	0	0	0	1
1	1	1	0	0	0	0



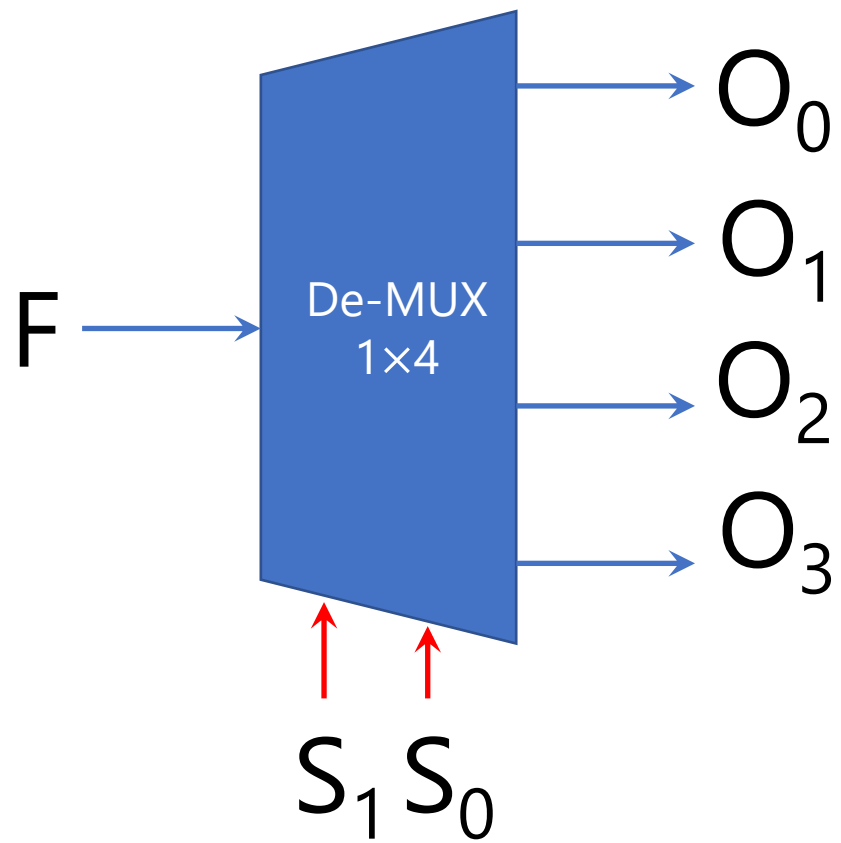
S_1	S_0	F	O_0	O_1	O_2	O_3
0	0	0	0	0	0	0
0	0	1	1	0	0	0
0	1	0	0	0	0	0
0	1	1	0	1	0	0
1	0	0	0	0	0	0
1	0	1	0	0	1	0
1	1	0	0	0	0	1
1	1	1	0	0	0	0



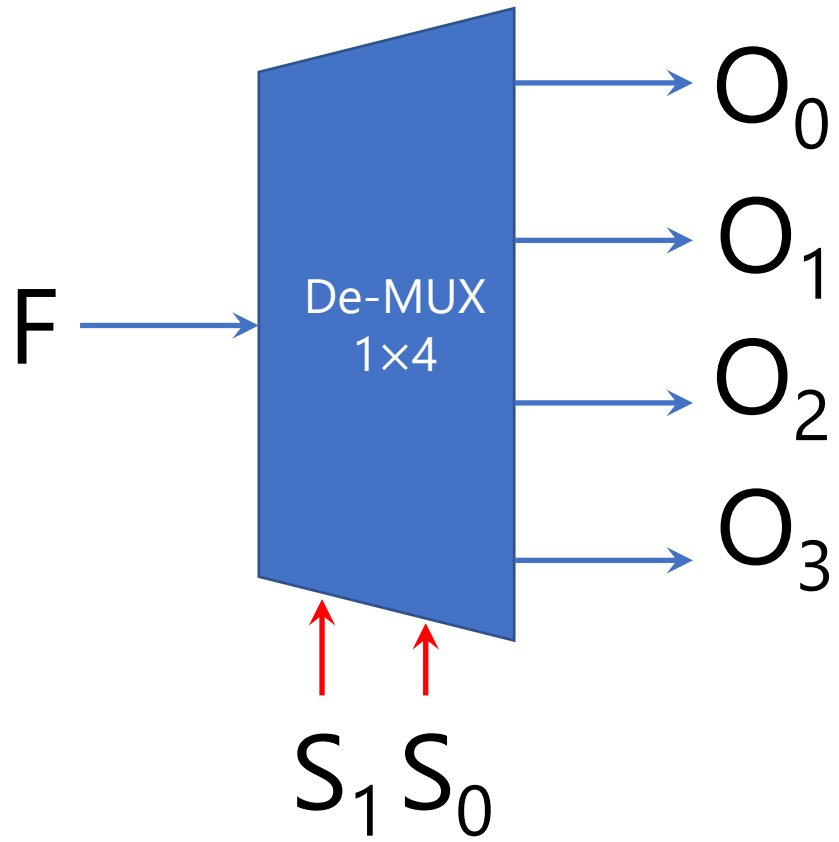
S_1	S_0	F	O_0	O_1	O_2	O_3
0	0	0	0	0	0	0
0	0	1	1	0	0	0
0	1	0	0	0	0	0
0	1	1	0	1	0	0
1	0	0	0	0	0	0
1	0	1	0	0	1	0
1	1	0	0	0	0	1
1	1	1	0	0	0	0



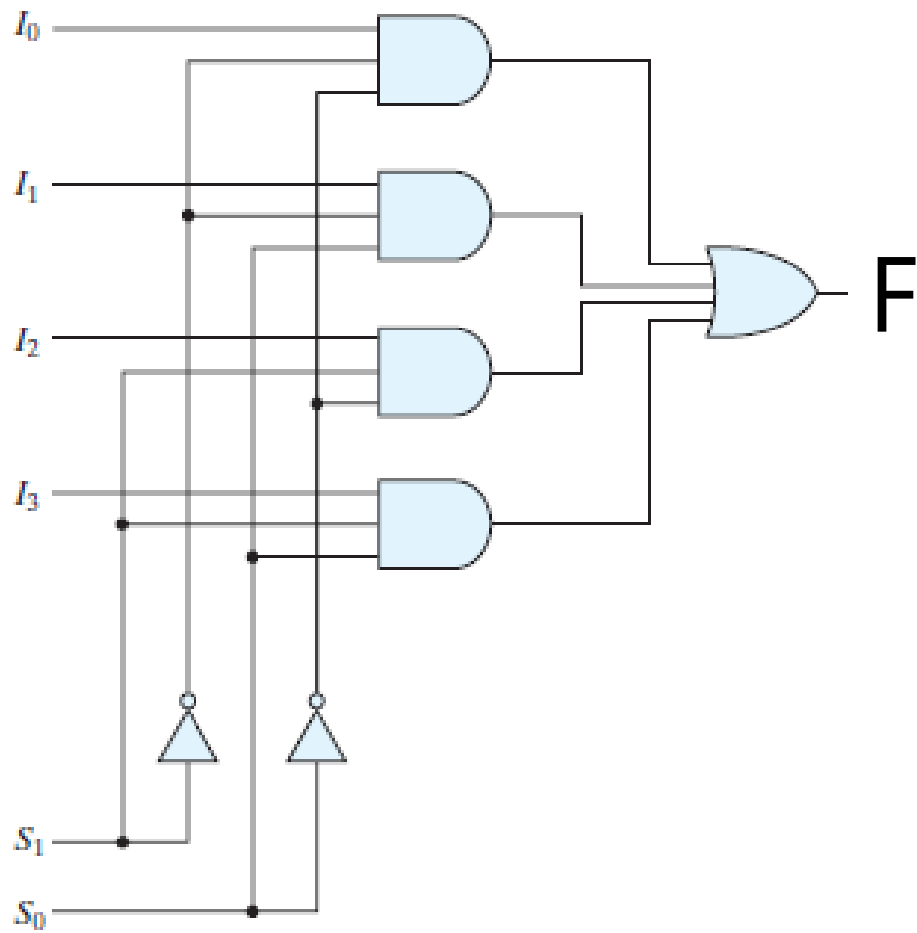
S_1	S_0	F	O_0	O_1	O_2	O_3
0	0	0	0	0	0	0
0	0	1	1	0	0	0
0	1	0	0	0	0	0
0	1	1	0	1	0	0
1	0	0	0	0	0	0
1	0	1	0	0	1	0
1	1	0	0	0	0	0
1	1	1	0	0	0	1



S_1	S_0	O_0	O_1	O_2	O_3
0	0	F	0	0	0
0	1	0	F	0	0
1	0	0	0	F	0
1	1	0	0	0	F

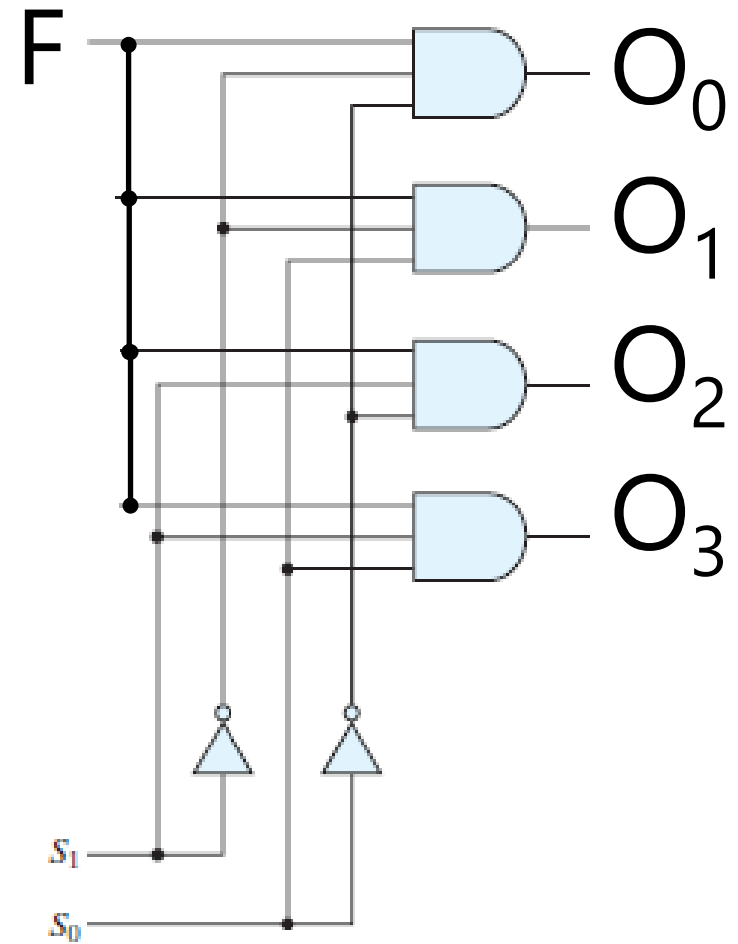


S_1	S_0	$O_0 = S'_1 S'_0 F$	$O_1 = S'_1 S_0 F$	$O_2 = S_1 S'_0 F$	$O_3 = S_1 S_0 F$
0	0	F	0	0	0
0	1	0	F	0	0
1	0	0	0	F	0
1	1	0	0	0	F



(a) Logic diagram

FIGURE 4.25
Four-to-one-line multiplexer



1-to-4 De-mux

De-multiplexer = Decoder w/ Enable input
How come?!
