# L.D. COLLEGE OF ENGINEERING

## 3130704 - DIGITAL FUNDAMENTAL

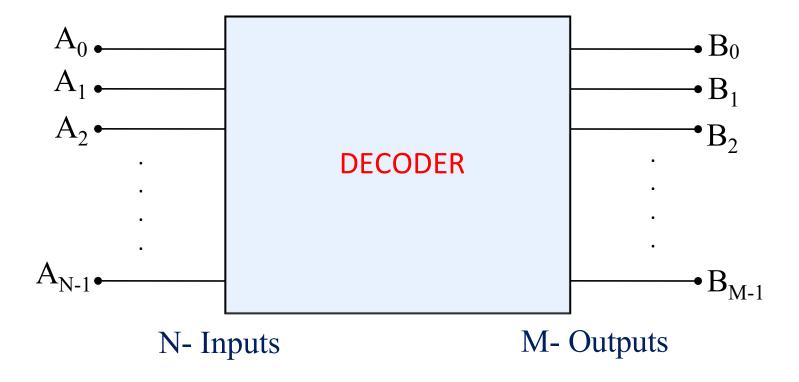
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# DECODER & ENCODER

#### **DECODER**

- A decoder is a combinational circuit.
- A decoder accepts a set of inputs that represents a binary number and activates only that output corresponding to the input number. All other outputs remain inactive.
- Fig. 1 shows the block diagram of decoder with 'N' inputs and 'M' outputs.
- There are 2<sup>N</sup> possible input combinations, for each of these input combination only one output will be HIGH (active) all other outputs are LOW
- Some decoder have one or more ENABLE (E) inputs that are used to control the operation of decoder.

# **BLOCK DIAGRAM OF DECODER**

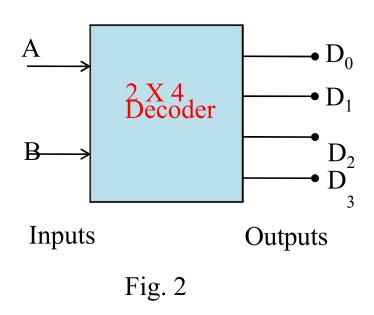


Only one output is High for each input

Fig. 1

## 2 to 4 Line Decoder:

- ➤ Block diagram of 2 to 4 decoder is shown in fig. 2
- $\triangleright$  A and B are the inputs. (No. of inputs = 2)
- $\triangleright$  No. of possible input combinations:  $2^2=4$
- $\triangleright$  No. of Outputs : 2<sup>2</sup>=4, they are indicated by D<sub>0</sub>, D<sub>1</sub>, D<sub>2</sub> and D<sub>3</sub>
- From the Truth Table it is clear that each output is "1" for only specific combination of inputs.



#### TRUTH TABLE

INP	UTS	OUTPUTS						
A	В	$D_0$	$D_1$	$D_2$	$D_3$			
0	0	1	0	0	0			
0	1	0	1	0	0			
1	0	0	0	1	0			
1	1	0	0	0	1			

# **BOOLEAN EXPRESSION:**

#### From Truth Table

$$D_0 = \overline{A} \, \overline{B}$$

$$D_1 = \overline{A} B$$

$$D_2 = A \overline{B}$$

$$D_3 = AB$$

## **LOGIC DIAGRAM:**

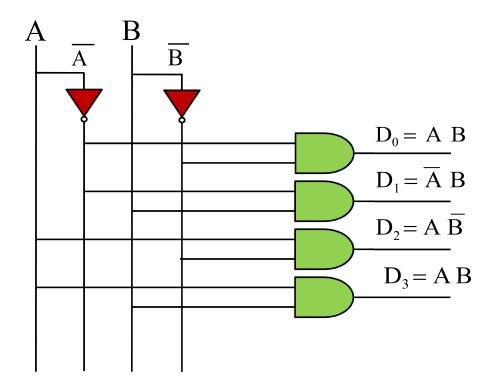
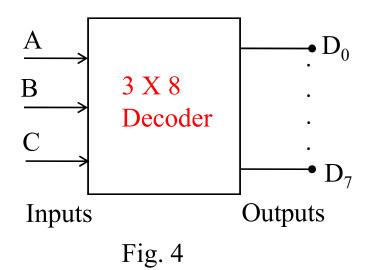


Fig. 3

## 3 to 8 Line Decoder:

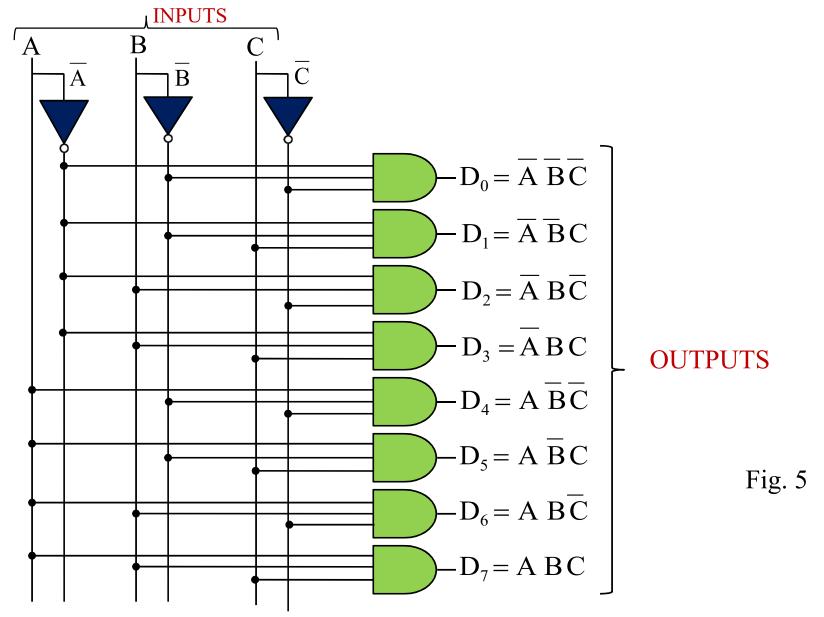
- ➤ Block diagram of 3 to 8 decoder is shown in fig. 4
- $\triangleright$  A, B and C are the inputs. (No. of inputs = 3)
- $\triangleright$  No. of possible input combinations:  $2^3=8$
- $\triangleright$  No. of Outputs :  $2^3=8$ , they are indicated by  $D_0$  to  $D_7$
- From the Truth Table it is clear that each output is "1" for only specific combination of inputs.



# TRUTH TABLE FOR 3 X 8 DECODER:

IN	IPU I	ΓS		OUTPUTS								
A	В	С	D0	D1	D2	D3	D4	D5	D6	D7		
0	0	0	1	0	0	0	0	0	0	0	$D_0 = \overline{A} \overline{B} C$	
0	0	1	0	1	0	0	0	0	0	0	$D_1 = \overline{A} \overline{B} C$	
0	1	0	0	0	1	0	0	0	0	0	$D_2 = \overline{A} \overline{BC}$	
0	1	1	0	0	0	1	0	0	0	0	$D_3 = \overline{A} BC$	
1	0	0	0	0	0	0	1	0	0	0	$D_4 = A \overline{BC}$	
1	0	1	0	0	0	0	0	1	0	0	$D_5 = A \overline{B} C$	
1	1	0	0	0	0	0	0	0	1	0	$D_6 = A B \overline{C}$	
1	1	1	0	0	0	0	0	0	0	1	$D_7 = A BC$	

### **LOGIC DIAGRAM OF 3 X 8 DECODER:**



## **EXPANSION OF DECODERS:**

The number of lower order Decoder for implementing higher order Decoder can be find as

No. of lower order required =  $m_2/m_1$ Where,  $m_1$ =No. of Outputs of lower order Decoder  $m_2$ =No. of Outputs of higher order Decoder

# 3 x 8 Decoder From 2 x 4 Decoder:

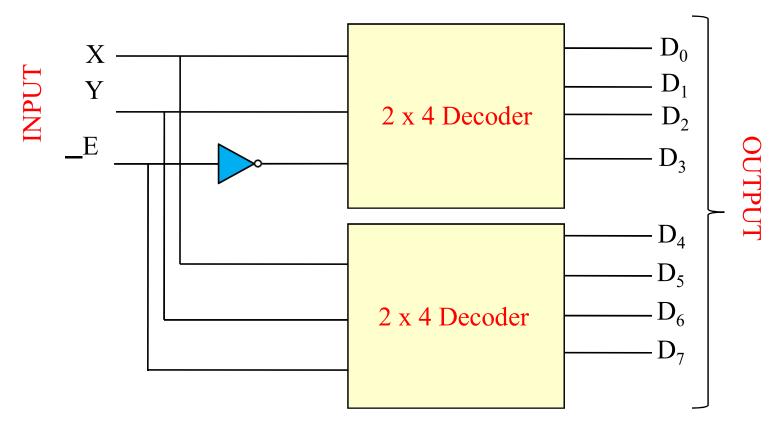
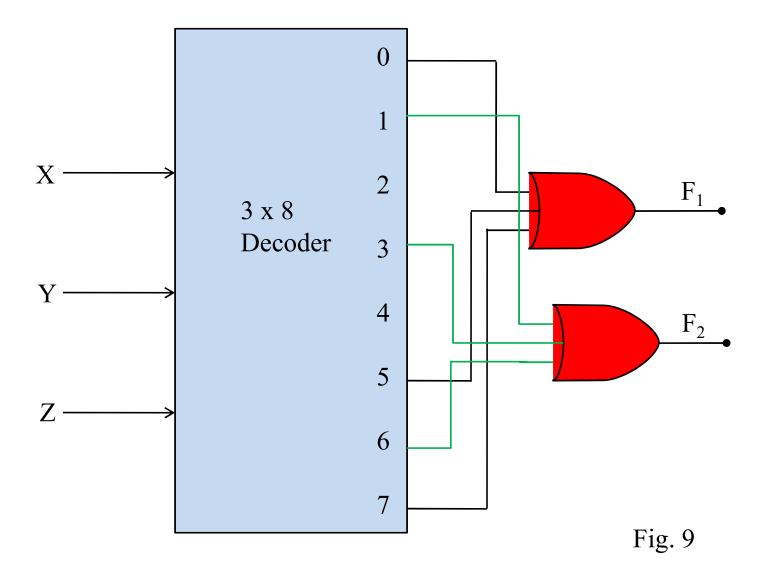


Fig. 6

# Boolean Function using Decoder:



#### **ENCODER**

- An Encoder is a combinational logic circuit.
- It performs the inverse operation of Decoder.
- The opposite process of decoding is known as Encoding.
- An Encoder converts an active input signal into a coded output signal.
- Block diagram of Encoder is shown in Fig.10. It has 'M' inputs and 'N' outputs.
- An Encoder has 'M' input lines, only one of which is activated at a giventime, and produces an N-bit output code, depending on which input is activated.

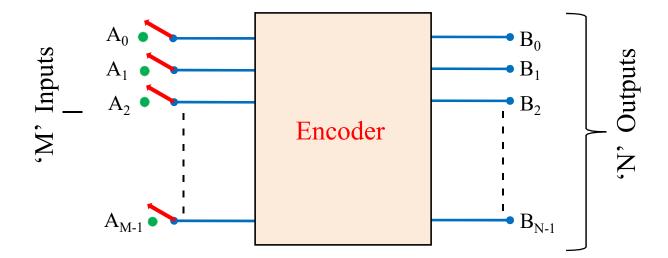


Fig. 10

- Encoders are used to translate the rotary or linear motion into a digital signal.
- The difference between Decoder and Encoder is that Decoder has Binary Code as an input while Encoder has Binary Code as an output.
- Encoder is an Electronics device that converts the analog signal to digital signal such as BCD Code.
- Types of Encoders
- i. Priority Encoder
- ii. Decimal to BCD Encoder
- iii. Octal to Binary Encoder
- iv. Hexadecimal to Binary Encoder

# **ENCODER**

M=4

 $M=2^{2}$ 

 $M=2^N$ 

'M' is the input and

'N' is the output

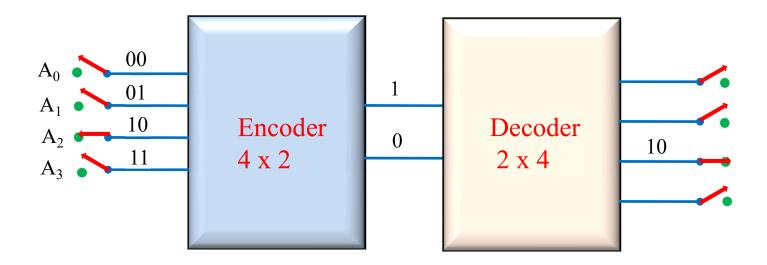
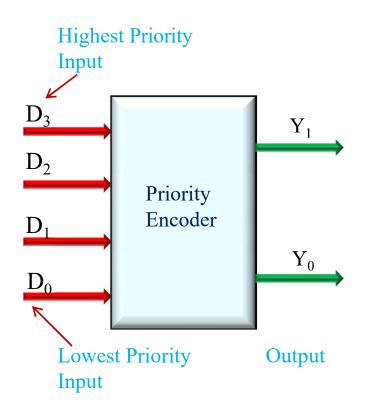


Fig. 14

#### **PRIORITY ENCODER:**

- As the name indicates, the priority is given to inputs line.
- If two or more input lines are high at the same time i.e 1 at the same time, then the input line with high priority shall be considered.
- Block diagram and Truth table of Priority Encoder are shown in fig.15



#### <u>TRUTH TABLE:</u>

	INP	UTS	OUT	PUTS	V	
$D_3$	$D_2$	$D_1$	$D_0$	$Y_1$	$Y_0$	
0	0	0	0	X	X	0
0	0	0	1	0	0	1
0	0	1	X	0	1	1
0	1	X	X	1	0	1
1	X	X	X	1	1	1

Fig.15

- There are four inputs  $D_0$ ,  $D_1$ ,  $D_2$ ,  $D_3$  and two outputs  $Y_1$  and  $Y_2$ .
- $D_3$  has highest priority and  $D_0$  is at lowest priority.
- If  $D_3=1$  irrespective of other inputs then output  $Y_1Y_0=11$ .
- $D_3$  is at highest priority so other inputs are considered as don't care.

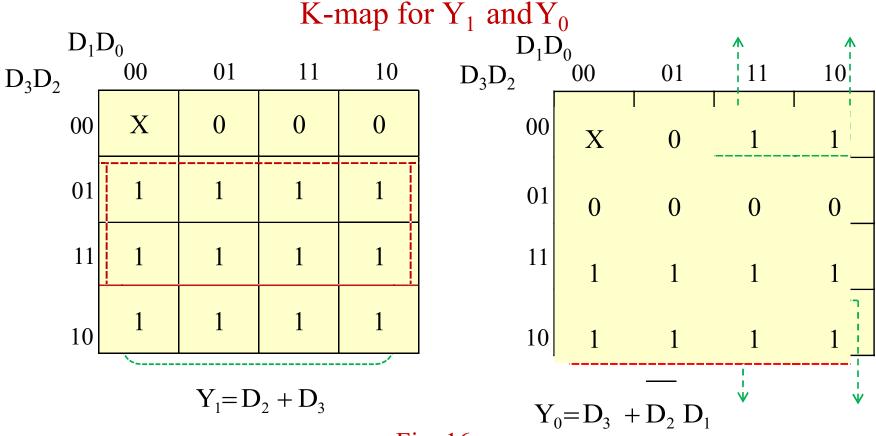
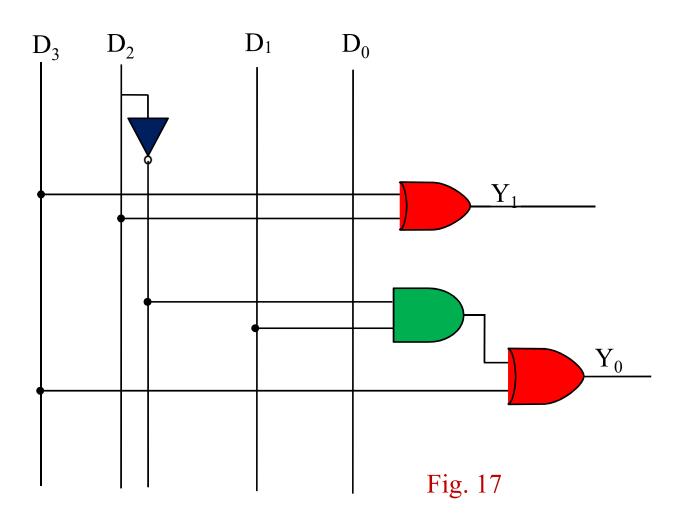


Fig. 16

# **LOGIC DIAGRAM OF PRIORITY ENCODER:**

$$Y_1 = D_2 + D_3$$
  
 $Y_0 = D_3 + D_2$ 



### **DECIMAL TO BCD ENCODER:**

- It has ten inputs corresponding to ten decimal digits (from 0 to 9) and four outputs (A,B,C,D) representing the BCD.
- The block diagram is shown in fig.18 and Truth table in fig.19

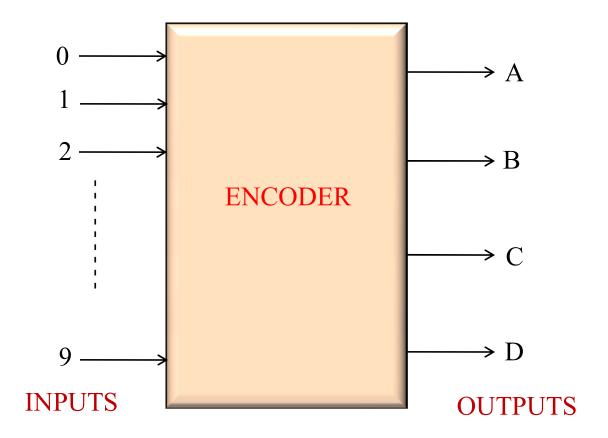


Fig. 18

# Truth table:

	INPUTS										D O	UTPU	JTS
0	1	2	3	4	5	6	7	8	9	A	В	С	D
1	0	0	0	0	0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0	0	0	0	0	1
0	0	1	0	0	0	0	0	0	0	0	0	1	0
0	0	0	1	0	0	0	0	0	0	0	0	1	1
0	0	0	0	1	0	0	0	0	0	0	1	0	0
0	0	0	0	0	1	0	0	0	0	0	1	0	1
0	0	0	0	0	0	1	0	0	0	0	1	1	0
0	0	0	0	0	0	0	1	0	0	0	1	1	1
0	0	0	0	0	0	0	0	1	0	1	0	0	0
0	0	0	0	0	0	0	0	0	1	1	0	0	1

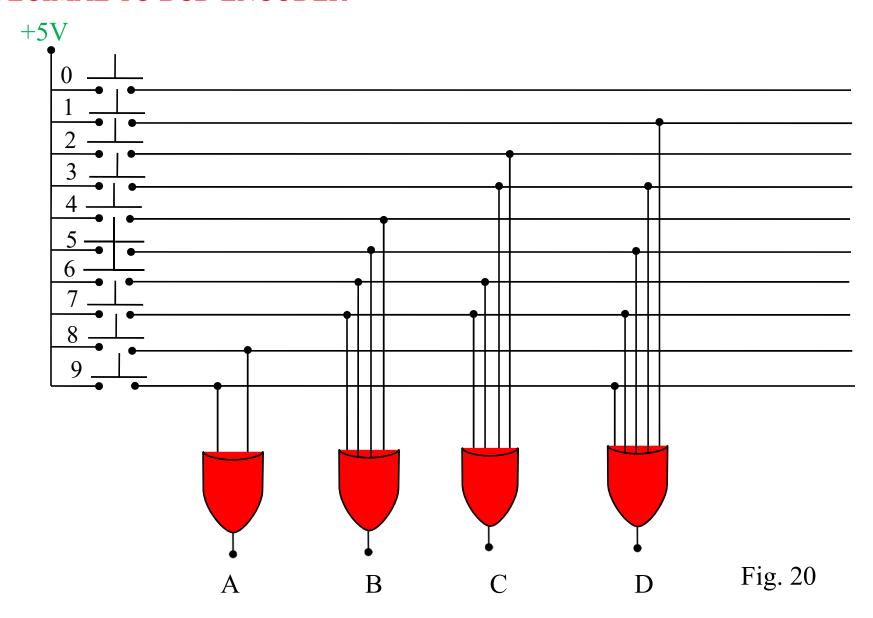
Fig. 19

• From Truth Table it is clear that the output Ais HIGH when input is 8 OR 9 is HIGH

Therefore A=8+9

- The output B is HIGH when 4 OR 5 OR 6 OR 7 is HIGH Therefore B=4+5+6+7
- The output C is HIGH when 2 OR 3 OR 6 OR 7 is HIGH Therefore C=2+3+6+7
- Similarly D=1+3+5+7+9 Logic Diagram is shown in fig.20

#### DECIMAL TO BCD ENCODER



#### **OCTAL TO BINARY ENCODER:**

- Block Diagram of Octal to Binary Encoder is shown in Fig. 21
- It has eight inputs and three outputs.
- Only one input has one value at any given time.
- Each input corresponds to each octal digit and output generates corresponding Binary Code.

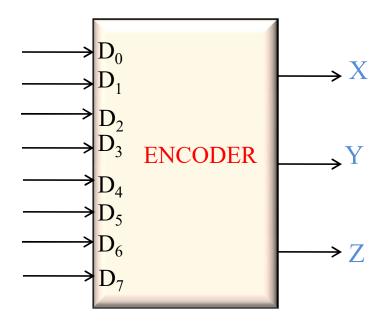


Fig. 21

INPUT OUTPUT

# TRUTH TABLE:

Fig. 22

		C	UTPU	T						
$D_0$	$D_1$	$D_2$	$D_3$	$D_4$	$D_5$	$D_6$	$D_7$	X	Y	Z
1	0	0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0	0	1
0	0	1	0	0	0	0	0	0	1	0
0	0	0	1	0	0	0	0	0	1	1
0	0	0	0	1	0	0	0	1	0	0
0	0	0	0	0	1	0	0	1	0	1
0	0	0	0	0	0	1	0	1	1	0
0	0	0	0	0	0	0	1	1	1	1

#### From Truth table:

$$X = D_4 + D_5 + D_6 + D_7$$
  
 $Y = D_2 + D_3 + D_6 + D_7$ 

$$Z = D_1 + D_3 + D_5 + D_7$$

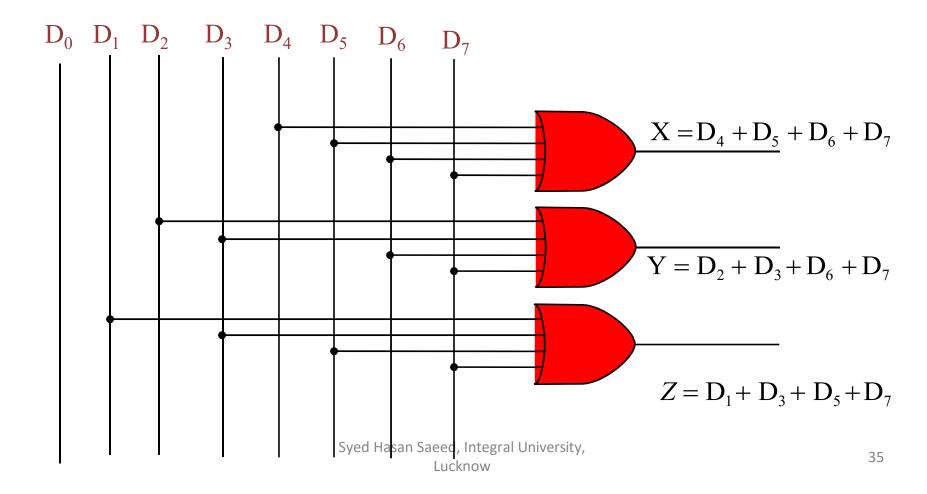
- It is assume that only one input is HIGH at any given time. If two outputs are HIGH then undefined output will produced. For example  $D_3$  and  $D_6$  are HIGH, then output of Encoder will be 111. This output neither equivalent code corresponding to  $D_3$  nor to  $D_6$ .
- To overcome this problem, priorities should be assigned to each input.
- Form the truth table it is clear that the output X becomes 1 if any of the digit D<sub>4</sub> or D<sub>5</sub> or D<sub>6</sub> or D<sub>7</sub> is 1.
- $D_0$  is considered as don't care because it is not shown in expression.
- If inputs are zero then output will be zero. Similarly if  $D_0$  is one, the output will be zero.

•

$$X = D_4 + D_5 + D_6 + D_7$$
$$Y = D_2 + D_3 + D_6 + D_7$$

$$Z = D_1 + D_3 + D_5 + D_7$$

#### **LOGIC DIAGRAM:**



# THANK YOU