

JAYPEE UNIVERSITY OF ENGINEERING & TECHNOLOGY, GUNA
DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Course: Computer Organization & Architecture Lab

Course Code: CS208/18B17CI474

B. Tech. (CSE IV/VI Sem.)

Experiment # 3

Aim: Design of basic combinational logic circuits.

A combinational logic circuit is the digital system whose **outputs depend only on its current combination of input values** and remains independent of previous output values. All logic gates, adders/subtractors, comparators, multiplexers, de-multiplexers, encoders, decoders, ALUs etc. are the examples of the combinational circuits. Other important features of these circuits are as following:-

- No feedback connections in the circuits.
- No clock signal i.e. time independent
- Memoryless
- Helps in reducing design complexity

In this experiment, only the following four combinational circuits to be designed:-

- **Multiplexer:** A multiplexer, also known as data selector, is a digital switch which allows digital information from several sources to be routed onto a single output line. A set of (**n**) **selection/control lines** control the selection of a particular input line. Therefore, a multiplexer (*size: $2^n \times 1$*) is a **multiple-input ($m = 2^n$) and single-output switch**.
- **De-multiplexer:** A circuit that receives information on a single input line and transmits the information on any of the **$m = 2^n$** possible output lines is called as a de-multiplexer. Therefore, a de-multiplexer (*size: 1×2^n*) is called a **single input multiple-output switch**. The values of **n** selection lines control the selection of specific output line.
- **Decoder:** A decoder is a **multiple input and multiple output** logic circuit. A decoder converts **binary coded inputs into other coded outputs**. Often, the input code has fewer bits than the output code. Each input combination produces only one active output. A decoder circuit of size (**$n \times m$**) has **n** inputs and produces **$m = 2^n$** possible outputs varies from **0** to **$2^n - 1$** . Usually, a decoder is provided with **enabled inputs** to activate decoded output based on data inputs. It can be implemented using **AND/NAND gates**.
- **Encoder:** A digital circuit that performs the **inverse operation** of a decoder is called as an encoder. It converts **other coded inputs into binary coded outputs**. An encoder of size (**$m \times n$**) has **$m = 2^n$** (or less) input lines, **n** output lines and there may be an **enable line**. In an encoder, the output lines generate the binary code corresponding to the input value. It can be implemented using **OR gates** whose inputs can be determined directly from the truth table.

Note: Above mentioned circuits can be implemented in larger size using two or more smaller size of similar circuits suitably. For example, a 3 to 8 decoder can be obtained using two 2 to 4 decoders.

Multiplexer	De-Multiplexer																																										
<p>Block Diagram</p> <p>Boolean Expression</p> $Y = \sum_{m=0}^{2^n-1} (S_0 S_1 \dots S_{n-2} S_{n-1}) I_m$ <p>Select lines will hold the binary values equivalent to the decimal value (m) of data lines. For Example, the Boolean expression for 4 to 1 MUX is as:-</p> $Y = \overline{S_1} \overline{S_0} I_0 + \overline{S_1} S_0 I_1 + S_1 \overline{S_0} I_2 + S_0 S_1 I_3$ <p>Truth Table (4-to-1 MUX)</p> <table><tr><th colspan="2">Select Lines</th><th>Output</th></tr><tr><th>S₁</th><th>S₀</th><th>Y</th></tr><tr><td>0</td><td>0</td><td>I₀</td></tr><tr><td>0</td><td>1</td><td>I₁</td></tr><tr><td>1</td><td>0</td><td>I₂</td></tr><tr><td>1</td><td>1</td><td>I₃</td></tr></table>	Select Lines		Output	S ₁	S ₀	Y	0	0	I ₀	0	1	I ₁	1	0	I ₂	1	1	I ₃	<p>Block Diagram</p> <p>Boolean Expression</p> $I_m = (S_0 S_1 \dots S_{n-2} S_{n-1}) Y$ <p>Only one data line of decimal value m equivalent to the binary values of select lines will be active at a time. For Example, the Boolean expression for 1 to 4 De-MUX is as:-</p> $I_m = \overline{S_1} \overline{S_0} Y + \overline{S_1} S_0 Y + S_1 \overline{S_0} Y + S_0 S_1 Y$ <p>Truth Table (1-to-4 De-MUX)</p> <table><tr><th>Input</th><th colspan="2">Select Lines</th><th>Output</th></tr><tr><th>Y</th><th>S₁</th><th>S₀</th><th>I_m</th></tr><tr><td>Y</td><td>0</td><td>0</td><td>I₀ = Y</td></tr><tr><td>Y</td><td>0</td><td>1</td><td>I₁ = Y</td></tr><tr><td>Y</td><td>1</td><td>0</td><td>I₂ = Y</td></tr><tr><td>Y</td><td>1</td><td>1</td><td>I₃ = Y</td></tr></table>	Input	Select Lines		Output	Y	S ₁	S ₀	I _m	Y	0	0	I ₀ = Y	Y	0	1	I ₁ = Y	Y	1	0	I ₂ = Y	Y	1	1	I ₃ = Y
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Exercise#1: Design an 8:1 multiplexer (**without in-built blocks**) using two 4:1 multiplexers and one 2:1 multiplexer (shown in Fig.1) Use both types of multiplexers as sub circuits in the design.

Exercise#2: Design a 1:8 de-multiplexer (**without in-built blocks**) using three 1:4 de-multiplexers. Use 1:4 de-multiplexers as sub circuits in the design.

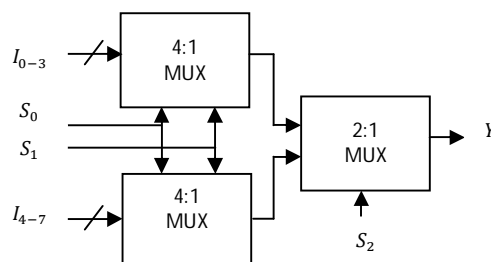


Figure 1: 8-to-1 Multiplexer

Encoder	Decoder																																																																																																																																																																																																																												
<p>Block Diagram</p> <p>Boolean Expressions (8-to-3 Encoder)</p> <p>LSB: $A_0 = I_1 + I_3 + I_5 + I_7$ $A_1 = I_2 + I_3 + I_6 + I_7$ MSB: $A_2 = I_4 + I_5 + I_6 + I_7$</p> <p>Truth Table (8-to-3 Encoder)</p> <table><tr><th colspan="8">Inputs</th><th colspan="3">Outputs</th></tr><tr><th>I_7</th><th>I_6</th><th>I_5</th><th>I_4</th><th>I_3</th><th>I_2</th><th>I_1</th><th>I_0</th><th>A_2</th><th>A_1</th><th>A_0</th></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td></tr><tr><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td></tr><tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td></tr></table>	Inputs								Outputs			I_7	I_6	I_5	I_4	I_3	I_2	I_1	I_0	A_2	A_1	A_0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	1	0	0	0	1	0	0	0	0	0	1	0	0	0	1	0	0	0	0	0	1	0	0	0	0	1	1	0	0	0	1	0	0	0	0	1	0	0	0	0	1	0	0	0	0	0	1	0	1	0	1	0	0	0	0	0	0	1	1	0	1	0	0	0	0	0	0	0	1	1	1	<p>Block Diagram</p> <p>Boolean Expression (3-to-8 Decoder)</p> <p>$I_m = \overline{A_2} \overline{A_1} \overline{A_0} + \overline{A_2} \overline{A_1} A_0 + \overline{A_2} A_1 \overline{A_0} + \overline{A_2} A_1 A_0 + A_2 \overline{A_1} \overline{A_0} + A_2 \overline{A_1} A_0 + A_2 A_1 \overline{A_0} + A_2 A_1 A_0$</p> <p>Only one output line of decimal value m equivalent to the binary values of data lines will be active at a time.</p> <p>Truth Table (3-to-8 Decoder)</p> <table><tr><th colspan="3">Inputs</th><th colspan="8">Outputs</th></tr><tr><th>A_2</th><th>A_1</th><th>A_0</th><th>I_7</th><th>I_6</th><th>I_5</th><th>I_4</th><th>I_3</th><th>I_2</th><th>I_1</th><th>I_0</th></tr><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td></tr><tr><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td></tr><tr><td>1</td><td>0</td><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>0</td><td>0</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td></tr></table>	Inputs			Outputs								A_2	A_1	A_0	I_7	I_6	I_5	I_4	I_3	I_2	I_1	I_0	0	0	0	0	0	0	0	0	0	0	1	0	0	1	0	0	0	0	0	0	1	0	0	1	0	0	0	0	0	0	1	0	0	0	1	1	0	0	0	0	1	0	0	0	1	0	0	0	0	0	1	0	0	0	0	1	0	1	0	0	1	0	0	0	0	0	1	1	0	0	1	0	0	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0
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Exercise#3: Design quad to binary (4-to-2) encoder (**without in-built blocks**) using logic gates. Display all four input digits using **seven segment displays** and two output binary bits using **hex displays** available in logisim simulator.

Exercise#4: Design 3-to-8 decoder (**without in-built blocks**) using two 2-to-4 decoders with enable (E) line shown in Fig. 2. Use 2:4 decoder as sub circuits in the design.

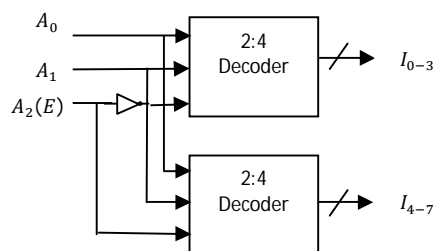


Fig. 2: 3-to-8 Decoder