

# DECODERS AND ENCODERS (PART 01)

## WHAT IS DECODER?

"Decoder is a combinational circuit that has 'n' input lines and maximum of  $2^n$  output line. Where the outputs of decoder are nothing but the minterms of 'n' input variable lines, when it is Enabled"

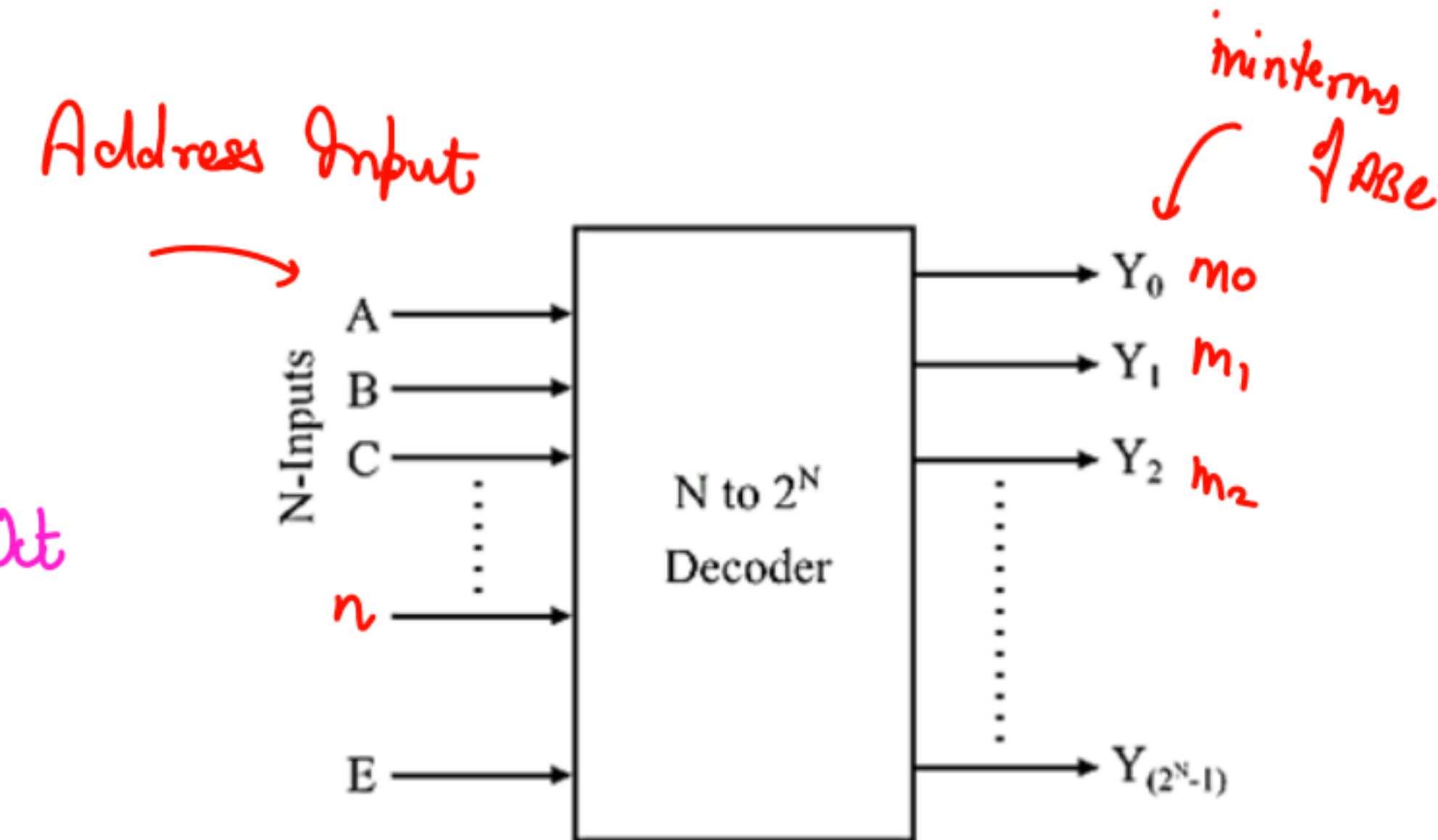
The input combinations of decoder are also termed as Address input, at it act an interface between CPU and Memory (RAM).

The combination of each input will select a cell of memory.

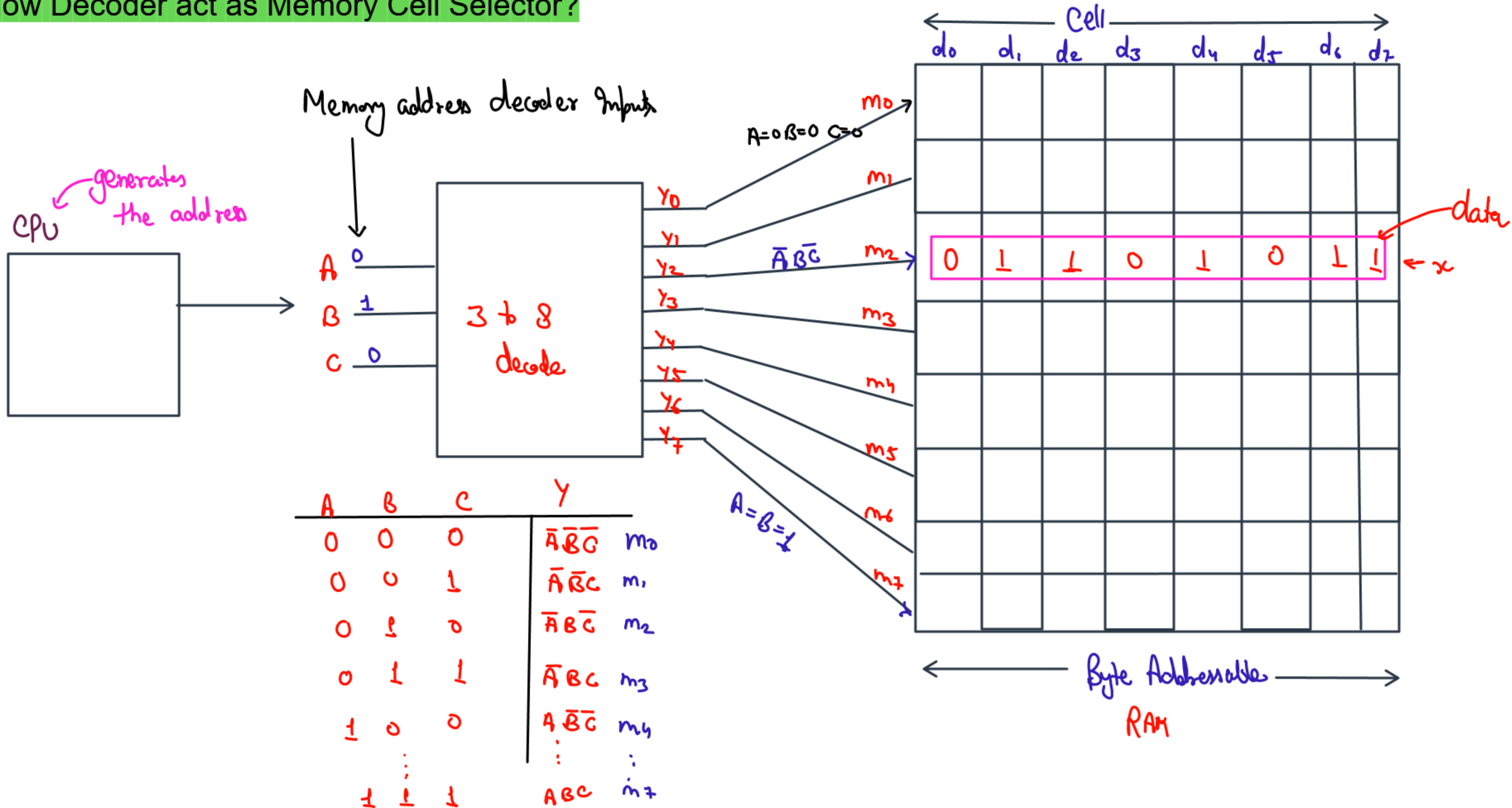
Mostly Used in Code Converters

eg if we have 3 inputs  $\rightarrow$  we can represent 8 numbers (0 to 7)  
 $\hookrightarrow$  Octal } Bin  $\rightarrow$  Oct

if we have 4 inputs  $\rightarrow$  16 numbers  
 $\hookrightarrow$  0-15 or 0 to F  
 $\downarrow$   
hexadecimal } Bin  $\rightarrow$  Hex

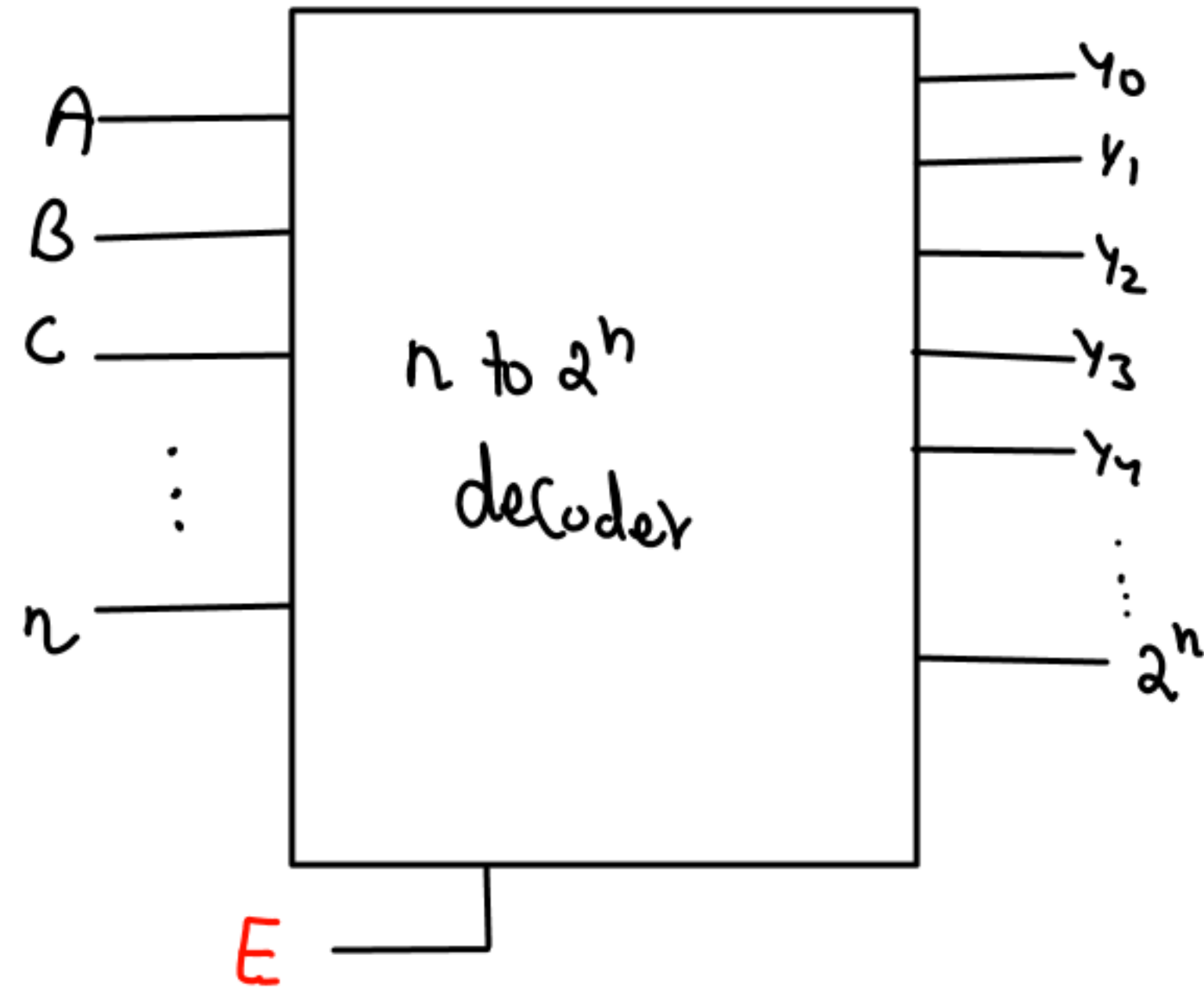


## How Decoder act as Memory Cell Selector?



## Active high and Active low Decoder

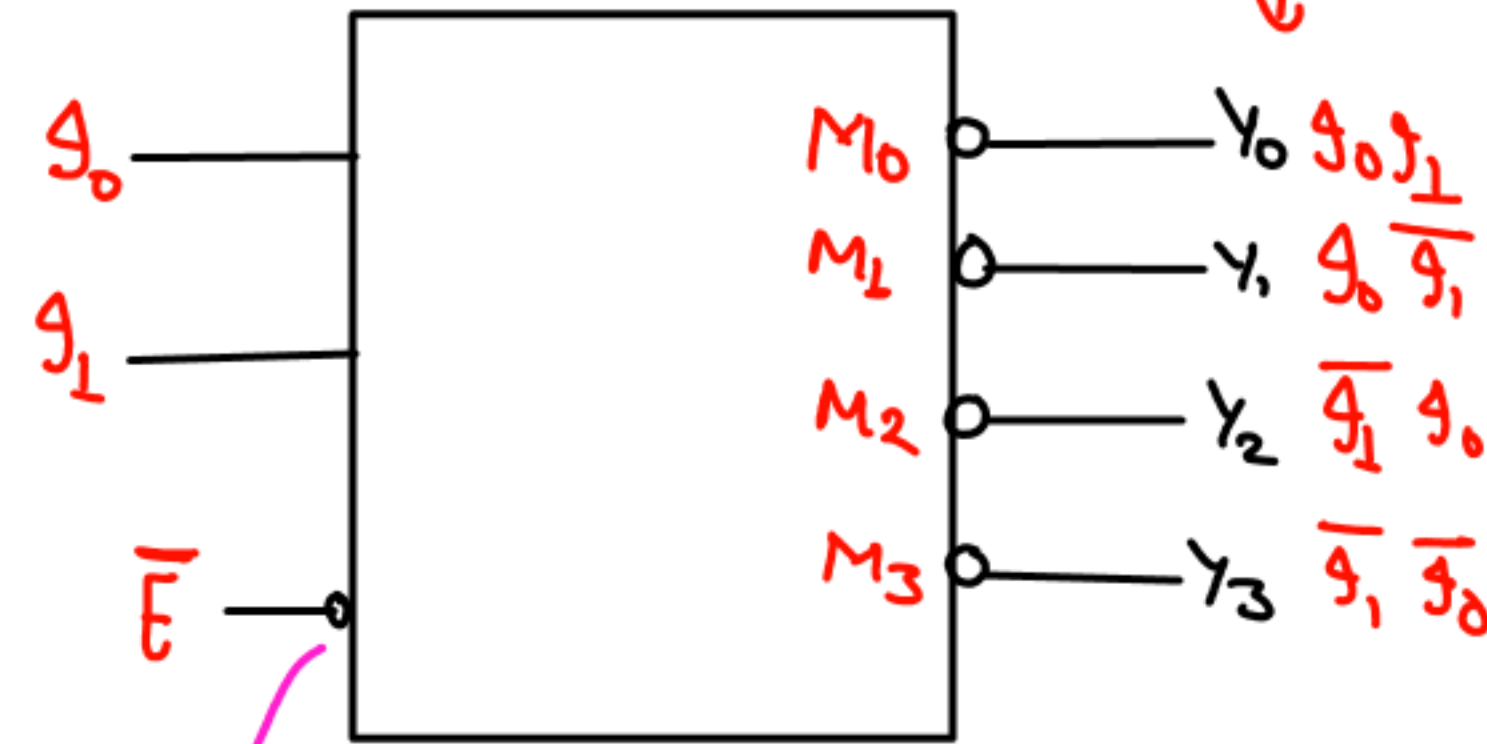
### Active high



In Active high decoder if Enable (E) is high then decoder is Active otherwise Inactive

$EN=1 \rightarrow ON$   
 $EN=0 \rightarrow OFF$

### Active low decoder



Bubble implies Active low

here outputs are just maxterms.

Initially all inputs are 1  
 Except the output corresponding to the input

$\bar{E}$	$g_0$	$g_1$	$y_0$	$y_1$	$y_2$	$y_3$
1	X	X	X	X	X	X
0	0	0	0	1	1	1
0	0	1	1	0	1	1
0	1	0	1	1	0	1
0	1	1	1	1	1	0

here 1 means low

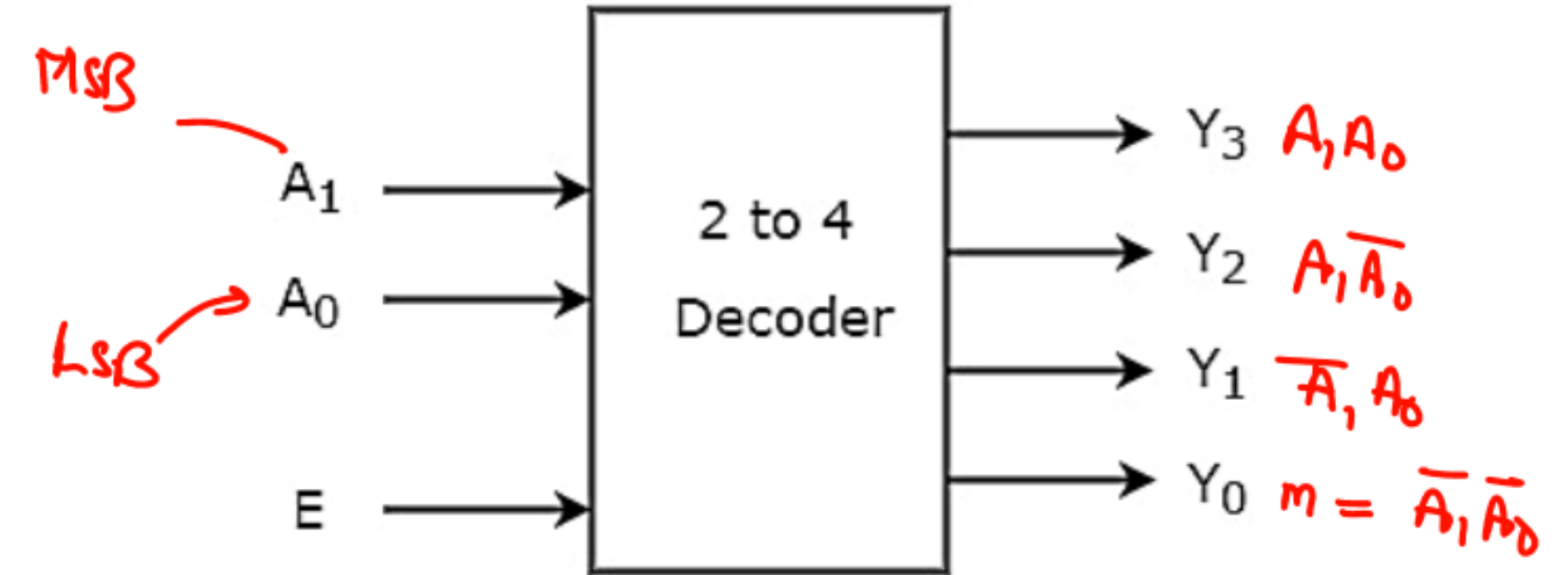


## 2 to 4 Decoder

2 to 4 Decoder has 2 input lines and 4 output lines.

Enable	Inputs		Outputs			
	A1	A0	Y3	Y2	Y1	Y0
0	x	x	x	x	x	x
1	0	0	0	0	0	1
1	0	1	0	0	1	0
1	1	0	0	1	0	0
1	1	1	1	0	0	0

$m_0$  Active high



$$Y_3 = E \cdot A_1 A_0$$

$$Y_2 = E \cdot A_1 \bar{A}_0$$

$$Y_1 = E \cdot \bar{A}_1 A_0$$

$$Y_0 = E \cdot \bar{A}_1 \bar{A}_0$$

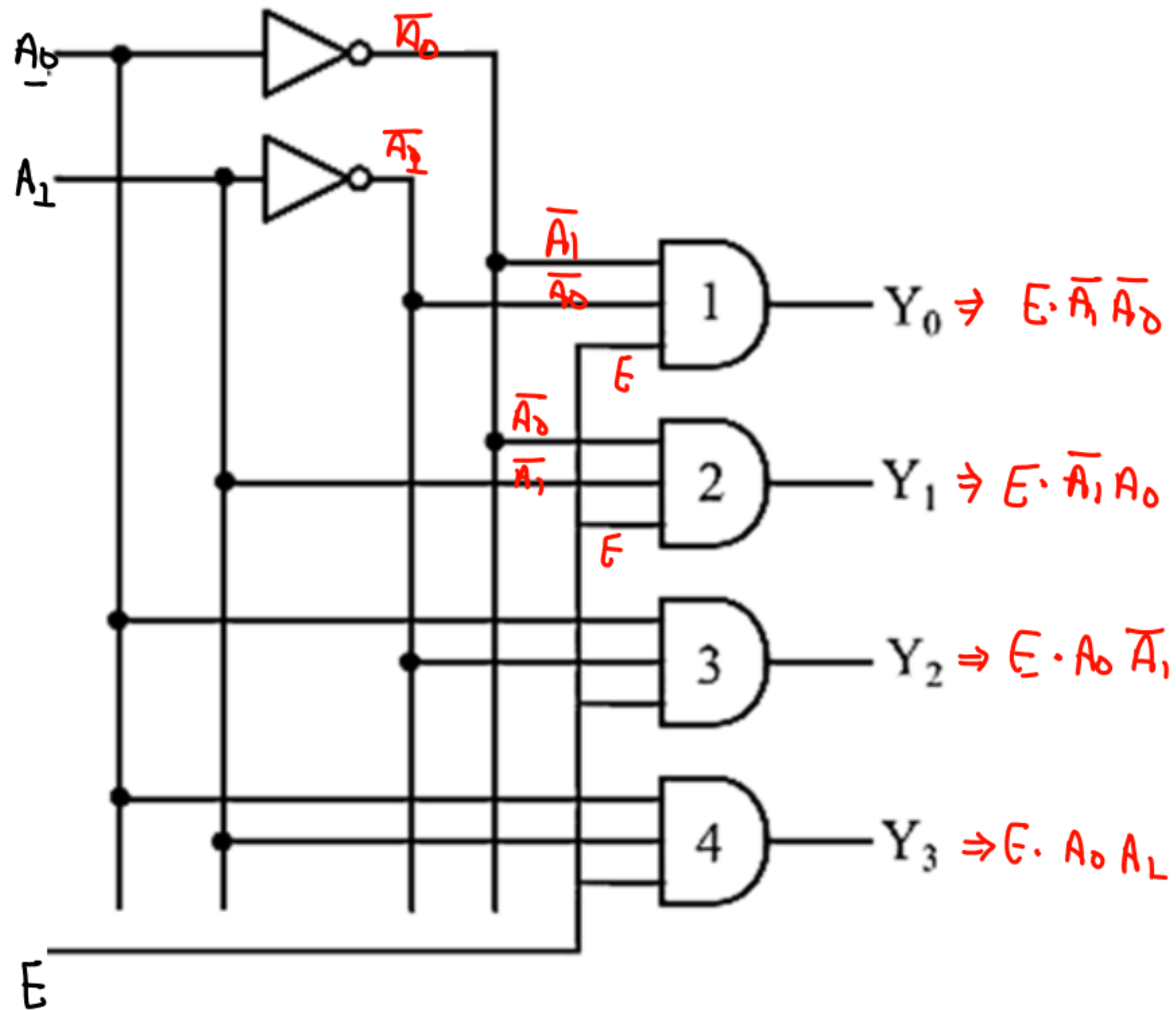
\* Each output is one product term  
↳ AND

total 4 product terms

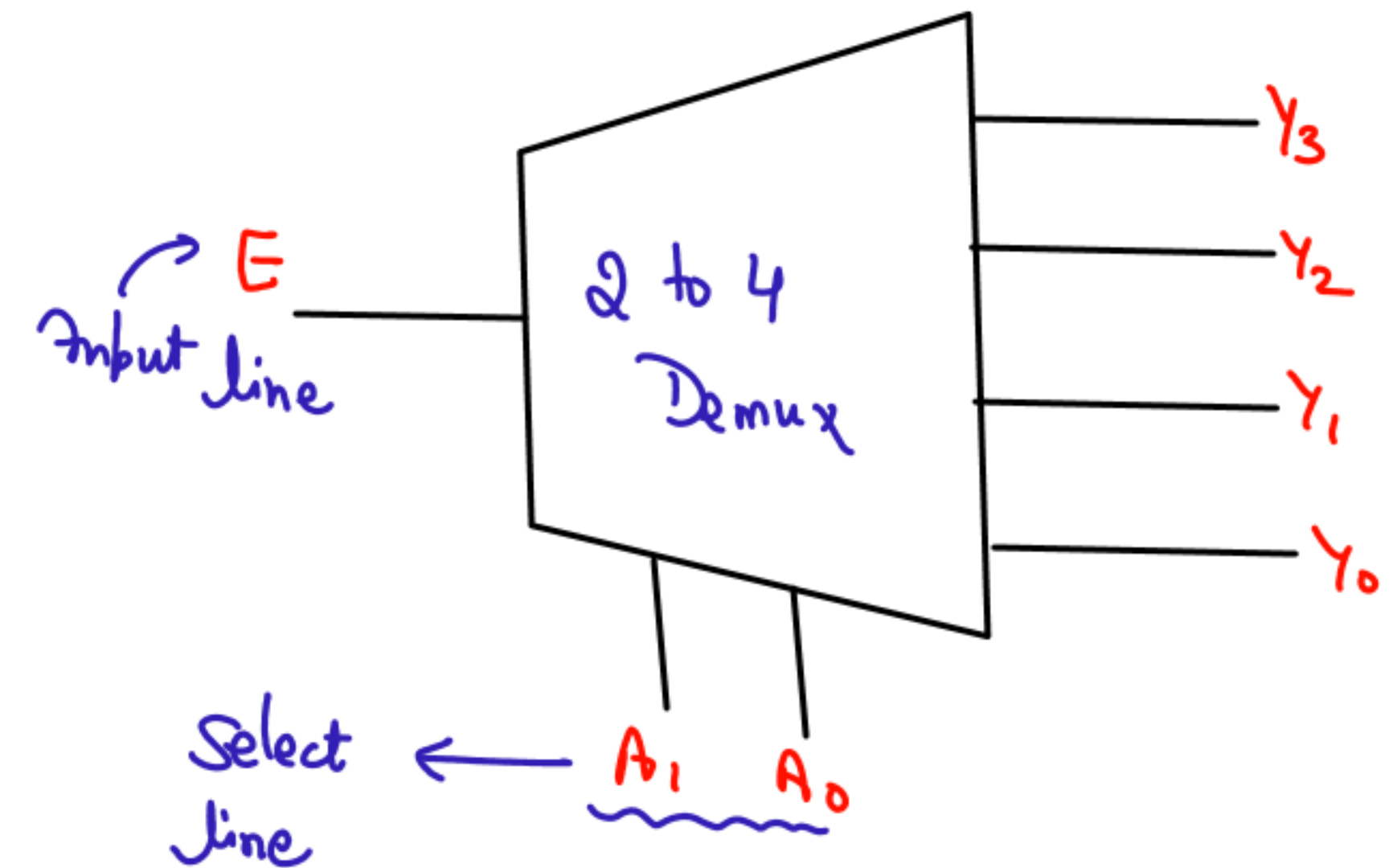
↳ total 4 AND gates

\* If there are 'n' output lines then total 'n' product terms will be there hence it required 'n' AND gates

## 2 to 4 Decoder



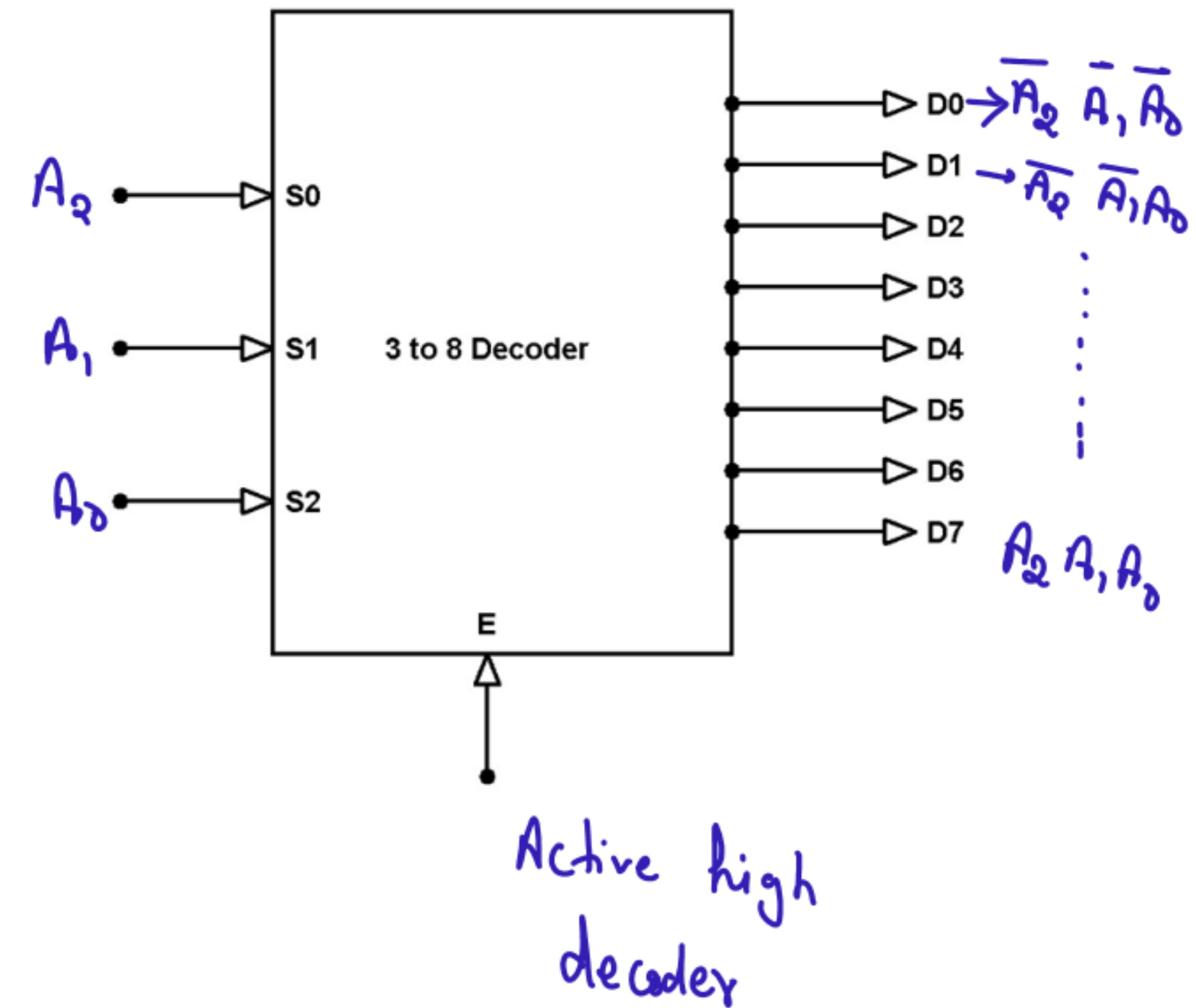
\* A decoder can work as Demultiplexer where the input of Demux =  $E$  of decoder and the select lines of demux will work as the input lines of decoder



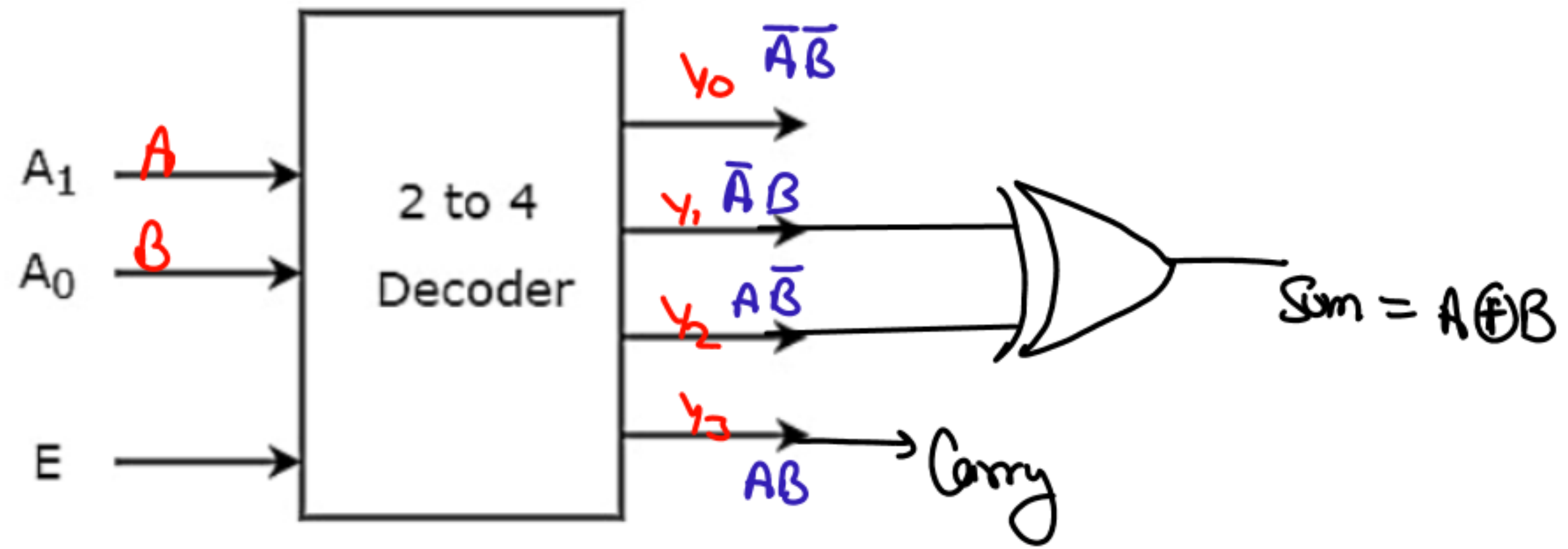
## 3 to 8 Decoder

3 to 8 Decoder has 3 input lines and 8 output lines.

Enable	Inputs			Outputs							
	A2	A1	A0	Y7	Y6	Y5	Y4	Y3	Y2	Y1	Y0
0	x	x	x	x	x	x	x	x	x	x	x
1	0	0	0	0	0	0	0	0	0	0	1
1	0	0	1	0	0	0	0	0	0	1	0
1	0	1	0	0	0	0	0	0	1	0	0
1	0	1	1	0	0	0	0	1	0	0	0
1	1	0	0	0	0	0	1	0	0	0	0
1	1	0	1	0	0	1	0	0	0	0	0
1	1	1	0	0	1	0	0	0	0	0	0
1	1	1	1	1	0	0	0	0	0	0	0



## Half Adder using Decoder

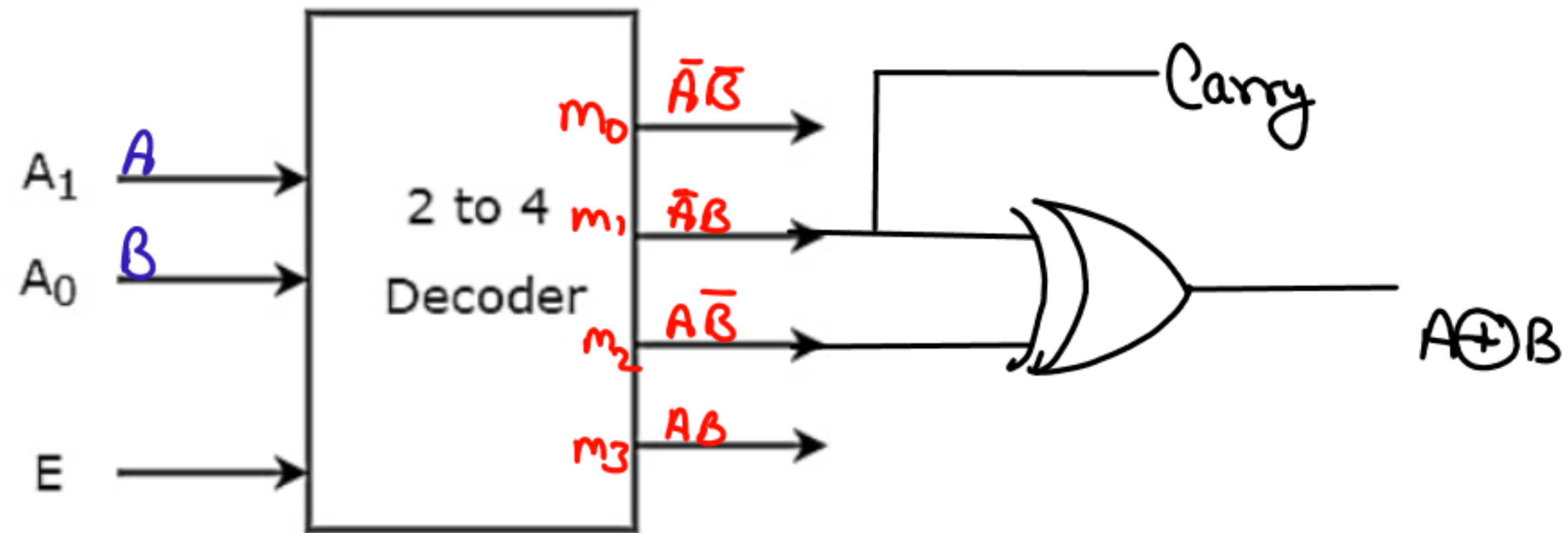


$$Sum = A \oplus B = \bar{A}B + A\bar{B}$$

$$Carry = AB$$



## Half Subtractor using Decoder



full adder or subtractor  $\rightarrow$  minterm form  $\downarrow$  SOP

$\text{difference} = A \oplus B$	$\rightarrow A\bar{B} + \bar{A}B \Rightarrow \Sigma m(1, 2)$
$\text{Borrow} = \bar{A}B$	$\rightarrow \Sigma m(1)$

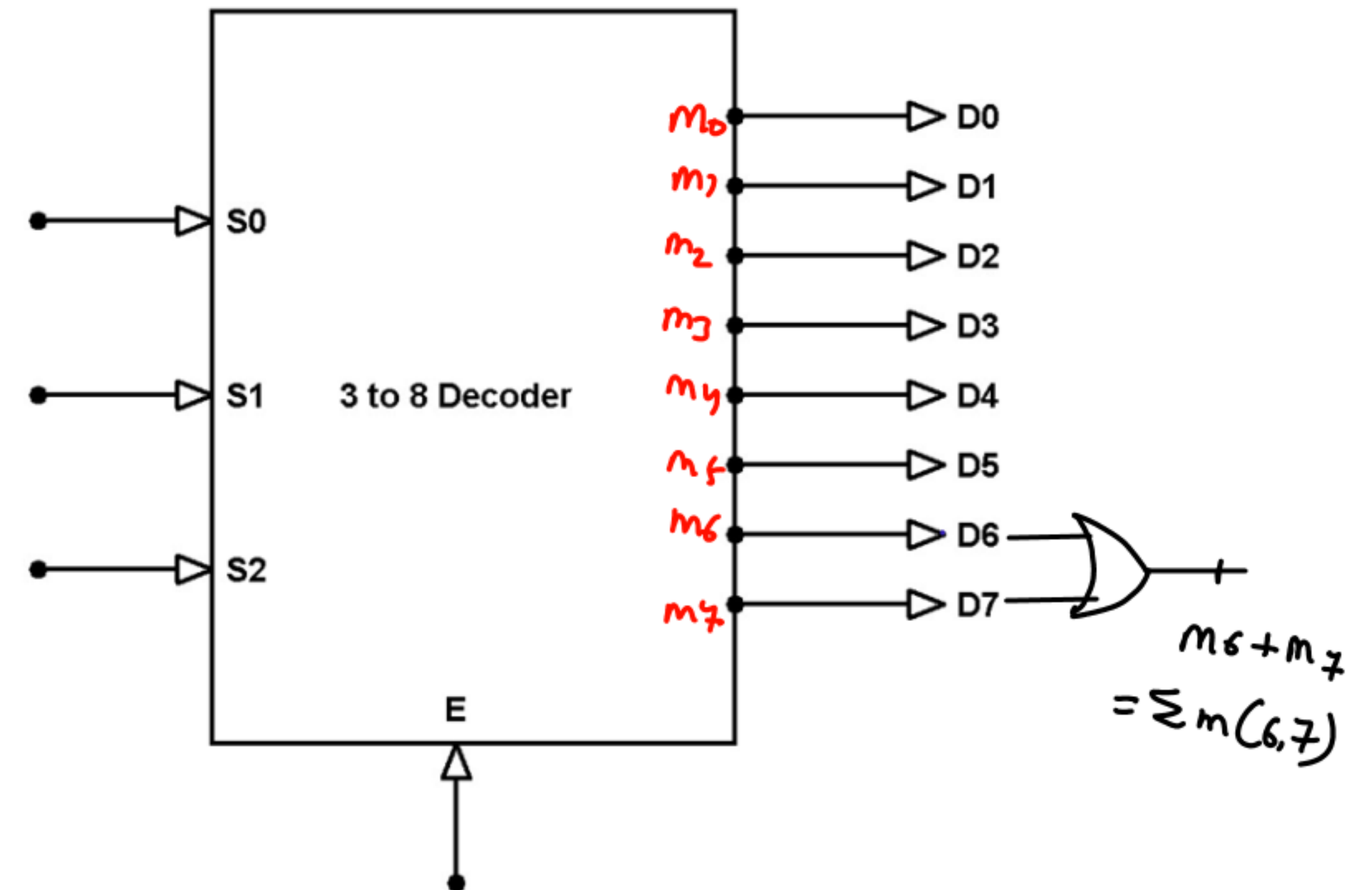
# Implementing the function using Decoder

To implement a function using decoder following steps we have to follow:

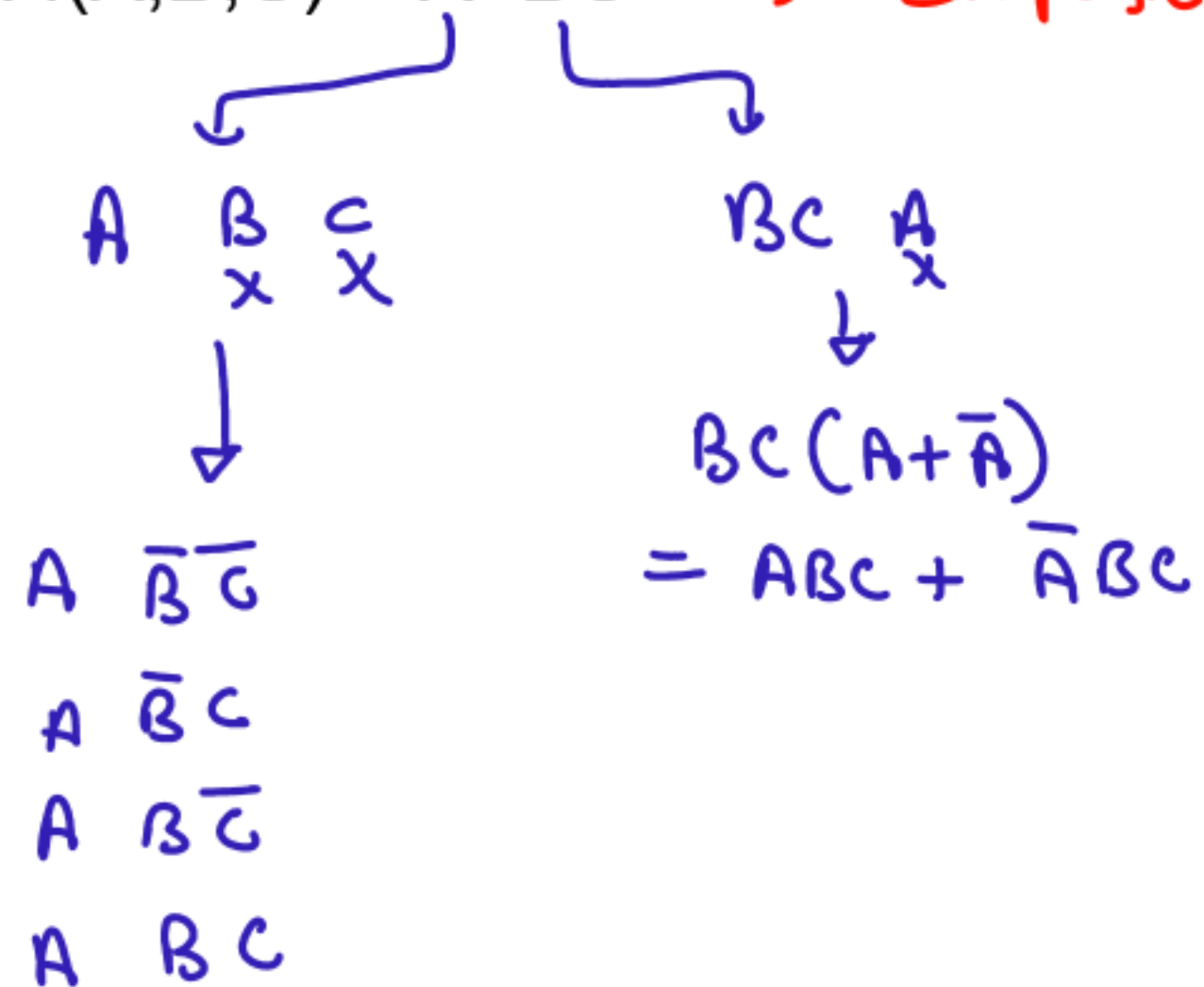
1. Connect function variables to the select lines (input variables) → Address Input
2. Convert the output into Canonical SOP form
3. Connect all the output to the corresponding minterms using OR gates.

Example:  $f(A,B,C) = AB$  (Standard SOP form)  
 $= ABC + ABC'$  (Canonical SOP form)

$$\begin{aligned} f(A,B,C) &= AB(C + \bar{C}) \\ &= ABC + AB\bar{C} \\ &\quad \downarrow \quad \quad \downarrow \\ &\quad 111 \quad \quad 110 \\ f(ABC) &= \sum m(6,7) \end{aligned}$$



Example:  $f(A,B,C) = A+BC \rightarrow$  Simplified



BC	
00	$\bar{B}\bar{C}$
01	$\bar{B}C$
10	$B\bar{C}$
11	$BC$

$\Rightarrow$  Canonical form

$$\Rightarrow A\bar{B}\bar{C} + A\bar{B}C + AB\bar{C} + ABC + \cancel{ABC} + \bar{A}BC$$

$\downarrow$	$\downarrow$	$\downarrow$	$\downarrow$	$\downarrow$
100	101	110	111	011
$\downarrow$	$\downarrow$	$\downarrow$	$\downarrow$	$\downarrow$
4	5	6	7	3

$$\Rightarrow \sum m(3, 4, 5, 6, 7)$$

