



DIGITAL DESIGN AND COMPUTER ORGANIZATION

Muxes, Decoders, Shifters - 2

Reetinder Sidhu

Department of Computer Science and Engineering

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Engineering

- Digital Design
 - ▶ Combinational logic design
 - ★ **Muxes, Decoders, Shifters - 2**
 - ▶ Sequential logic design
- Computer Organization
 - ▶ Architecture (microprocessor instruction set)
 - ▶ Microarchitecture (microprocessor operation)

Concepts covered

- Tristate
- Decoders

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Floating Value (Z) / Tristate Buffer

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- 0 and 1 values in logic circuits are implemented as voltage levels, typically:
 - ▶ 0 is represented by 0v
 - ▶ 1 is represented by a positive voltage, say 1.8v

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Floating Value (Z)

When a wire is electrically disconnected from voltage representing 0 as well as from voltage representing 1, it is said to be in **floating** state (also called high impedance state) and is denoted by the symbol Z

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Floating Value (Z) / Tristate Buffer

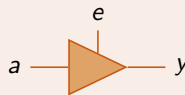
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Tristate Buffer

- Tristate gate truth table:



e	a	y
0	0	Z
0	1	Z
1	0	0
1	1	1

- ▶ When $e = 1$, output is same as input, and when $e = 0$, output is floating
- ▶ Key application is shared bus

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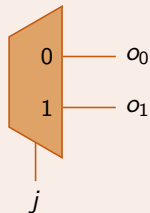
1:2 Decoder

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- 1:2 decoder symbol:

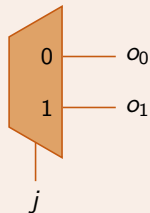


- Inputs: j
- Output: o_0, o_1

1:2 Decoder

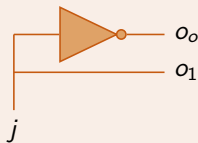
1:2 Decoder

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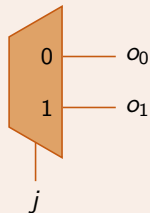
- ▶ Inputs: j
- ▶ Output: o_0, o_1

- 1:2 decoder logic circuit:



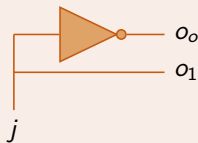
1:2 Decoder

- 1:2 decoder symbol:



- ▶ Inputs: j
- ▶ Output: o_0, o_1

- 1:2 decoder logic circuit:



- 1:2 decoder truth table:

j	o_0	o_1
0	1	0
1	0	1

- 1:2 decoder Boolean formula:

$$o_0 = \bar{j}$$

$$o_1 = j$$

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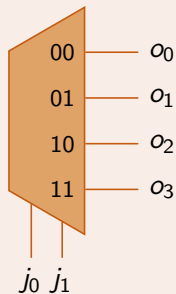
1:4 Decoder

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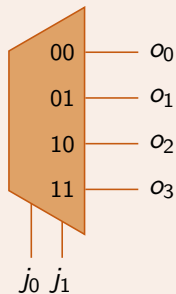
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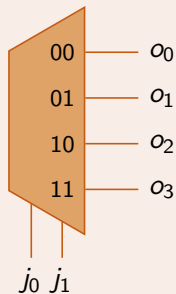
$$o_0 = \overline{j_1} \overline{j_0} \quad o_1 = \overline{j_1} j_0$$

$$o_2 = j_1 \overline{j_0} \quad o = j_1 j_0$$

1:4 Decoder

1:4 Decoder

- 1:4 decoder symbol:



- 1:4 decoder truth table:

j_1	j_0	o_0	o_1	o_2	o_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

- 1:4 decoder Boolean formula:

$$o_0 = \overline{j_1} \overline{j_0} \quad o_1 = \overline{j_1} j_0$$

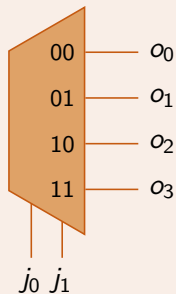
$$o_2 = j_1 \overline{j_0} \quad o_3 = j_1 j_0$$

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1:4 Decoder

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- 1:4 decoder symbol:



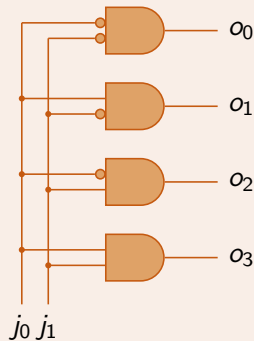
- 1:4 decoder truth table:

j_1	j_0	o_0	o_1	o_2	o_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

- 1:4 decoder Boolean formula:

$$\begin{aligned}o_0 &= \bar{j}_1 \bar{j}_0 & o_1 &= \bar{j}_1 j_0 \\o_2 &= j_1 \bar{j}_0 & o_3 &= j_1 j_0\end{aligned}$$

- 1:4 decoder logic circuit:



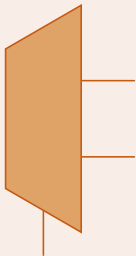
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1:n Decoder

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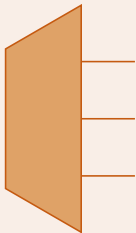
1:2 Decoder



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1:n Decoder

1:3 Decoder



MUXES, DECODERS, SHIFTERS - 2

1:n Decoder

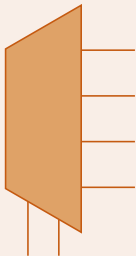
1:3 Decoder



MUXES, DECODERS, SHIFTERS - 2

1:n Decoder

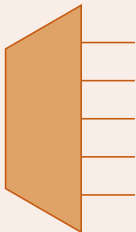
1:4 Decoder



MUXES, DECODERS, SHIFTERS - 2

1:n Decoder

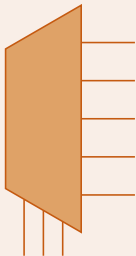
1:5 Decoder



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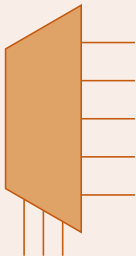
1:n Decoder

1:5 Decoder



1:n Decoder

1:5 Decoder



$n : 1$ Decoder

A combinational logic circuit having n data outputs, and $\lceil \log_2 n \rceil$ control inputs that specify which one of the outputs is 1 (remaining outputs being 0)

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Think About It



- Construct a 2:1 mux using tristate buffers

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Think About It



- Construct a 2:1 mux using tristate buffers
- Is it possible for all output of a decoder to be zero in case of a:
 - ▶ 2:4 decoder?
 - ▶ 2:3 decoder?