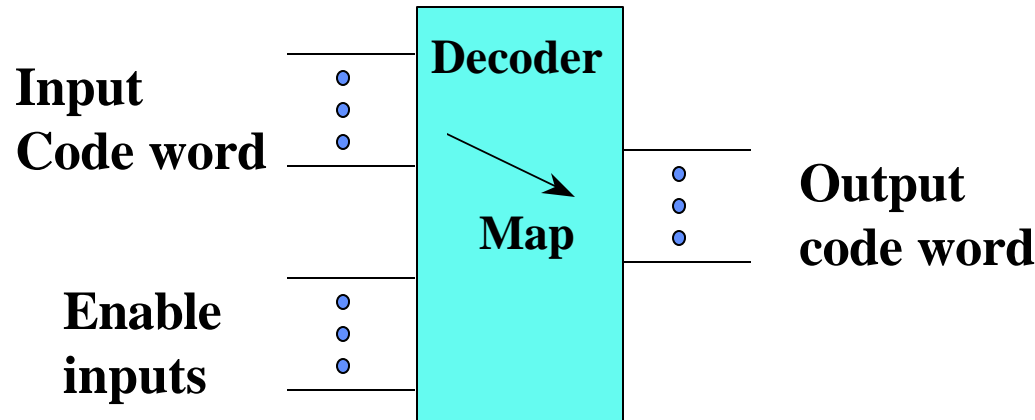


# Combinational Logic Building Blocks

- **Decoders:**
  - Binary  $n$ -to- $2^n$  decoders.
  - Implementing functions using decoders.
- **Encoders:**
  - $2^n$ -to- $n$  binary decoders.
- **Three-State Buffers.**
- **Multiplexers.**
- **Demultiplexers**

# Decoders

- A decoder is a multiple-input, multiple-output logic circuit that converts coded inputs into coded outputs, where the input and output codes are different.  
e.g. n-to- $2^n$ , BCD decoders.
- Enable inputs must be on for the decoder to function, otherwise its outputs assume a single “disabled” output code word.



# Decoder Example: Seven-Segment Decoders

- A seven segment decoder has 4-bit BCD input and the seven segment display code as its output:
- In minimizing the circuits for the segment outputs all non-decimal input combinations (1010, 1011, 1100, 1101, 1110, 1111) are taken as don't-cares

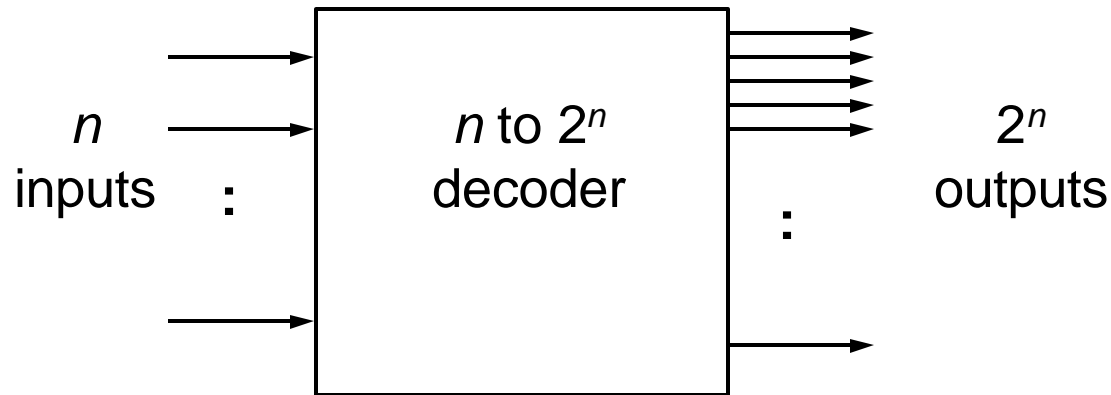
/BI	D	C	B	A	a	b	c	d	e	f	g
0	x	x	x	x	0	0	0	0	0	0	0
1	0	0	0	0	1	1	1	1	1	1	0
1	0	0	0	1	0	1	1	0	0	0	0
1	0	0	1	0	1	1	0	1	1	0	1
1	0	0	1	1	1	1	1	1	0	0	1
1	0	1	0	0	0	1	1	0	0	1	1
1	0	1	0	1	1	0	1	1	0	1	1
1	0	1	1	0	0	0	1	1	1	1	1
1	0	1	1	1	1	1	1	0	0	0	0
1	1	0	0	0	1	1	1	1	1	1	1
1	1	0	0	1	1	1	1	0	0	1	1
1	1	0	1	0	0	0	0	1	1	0	1
1	1	0	1	1	0	0	1	1	0	0	1
1	1	1	0	0	0	1	0	0	0	1	1
1	1	1	0	1	1	0	0	1	0	1	1
1	1	1	1	0	0	0	0	1	1	1	1
1	1	1	1	1	0	0	0	0	0	0	0

-- don't care inputs --



# Binary n-to- $2^n$ Decoders

- A binary decoder has  $n$  inputs and  $2^n$  outputs.
- Only the output corresponding to the input value is equal to 1.

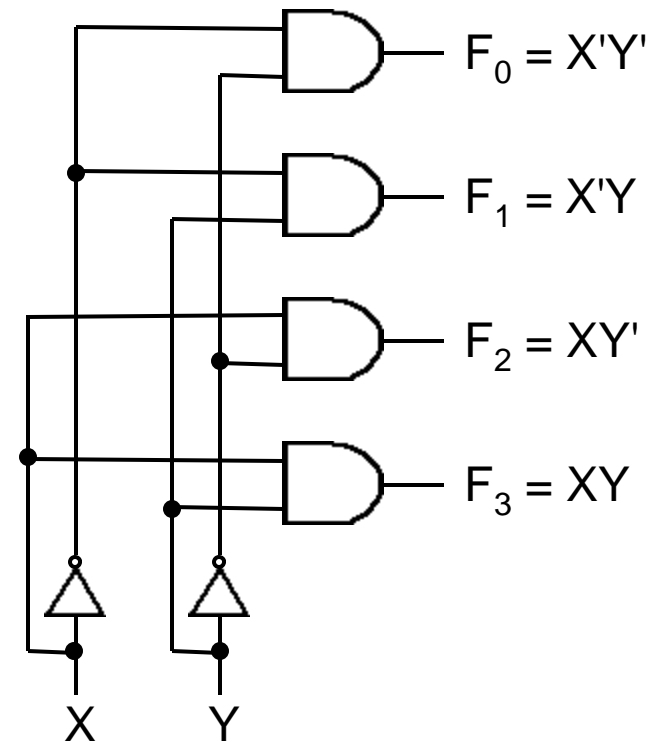
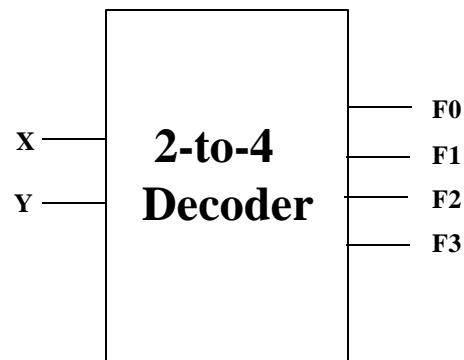


# 2-to-4 Binary Decoder

## Truth Table:

X	Y	F <sub>0</sub>	F <sub>1</sub>	F <sub>2</sub>	F <sub>3</sub>
0	0	1	0	0	0
0	1	0	1	0	0
1	0	0	0	1	0
1	1	0	0	0	1

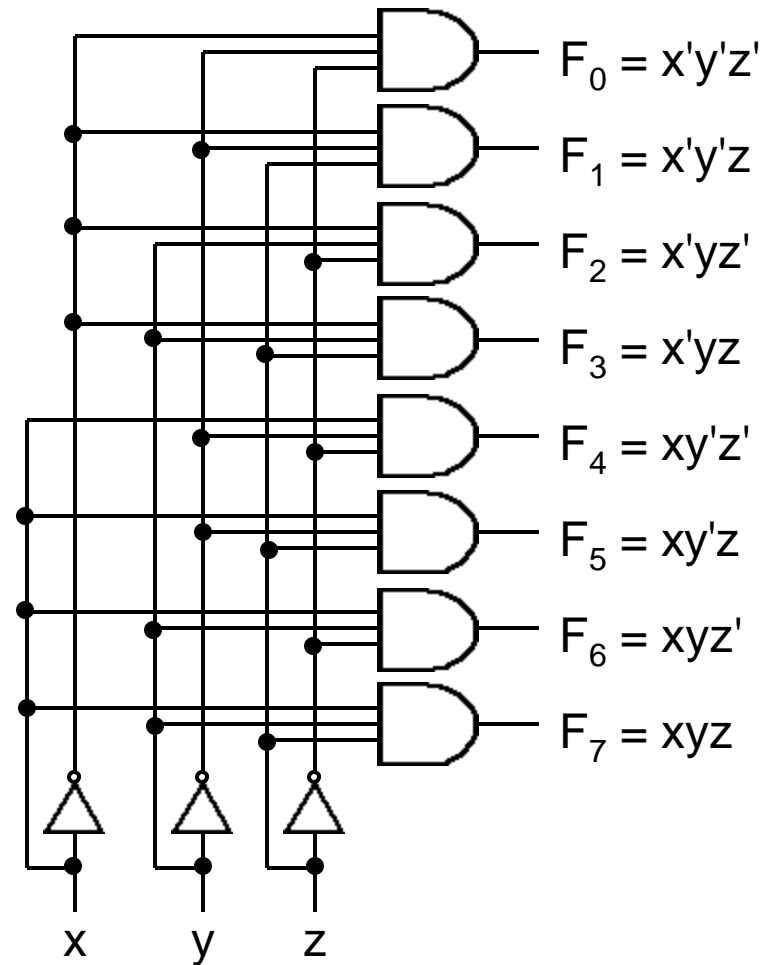
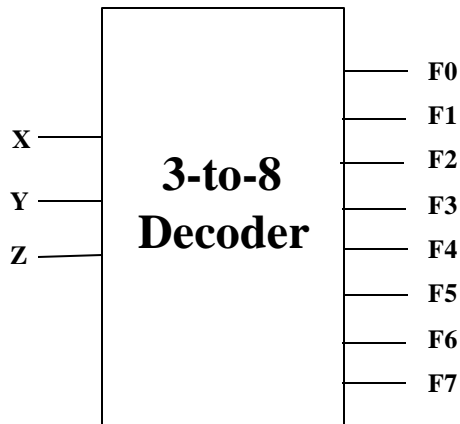
- From truth table, circuit for 2x4 decoder is:
- Note: Each output is a 2-variable minterm ( $X'Y'$ ,  $X'Y$ ,  $XY'$  or  $XY$ )



# 3-to-8 Binary Decoder

Truth Table:

x	y	z	F <sub>0</sub>	F <sub>1</sub>	F <sub>2</sub>	F <sub>3</sub>	F <sub>4</sub>	F <sub>5</sub>	F <sub>6</sub>	F <sub>7</sub>
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



# Implementing Functions Using Decoders

- **Any  $n$ -variable logic function, in canonical sum-of-minterms form can be implemented using a single  $n$ -to- $2^n$  decoder to generate the minterms, and an OR gate to form the sum.**
  - The output lines of the decoder corresponding to the minterms of the function are used as inputs to the or gate.
- **Any combinational circuit with  $n$  inputs and  $m$  outputs can be implemented with an  $n$ -to- $2^n$  decoder with  $m$  OR gates.**
- **Suitable when a circuit has many outputs, and each output function is expressed with few minterms.**

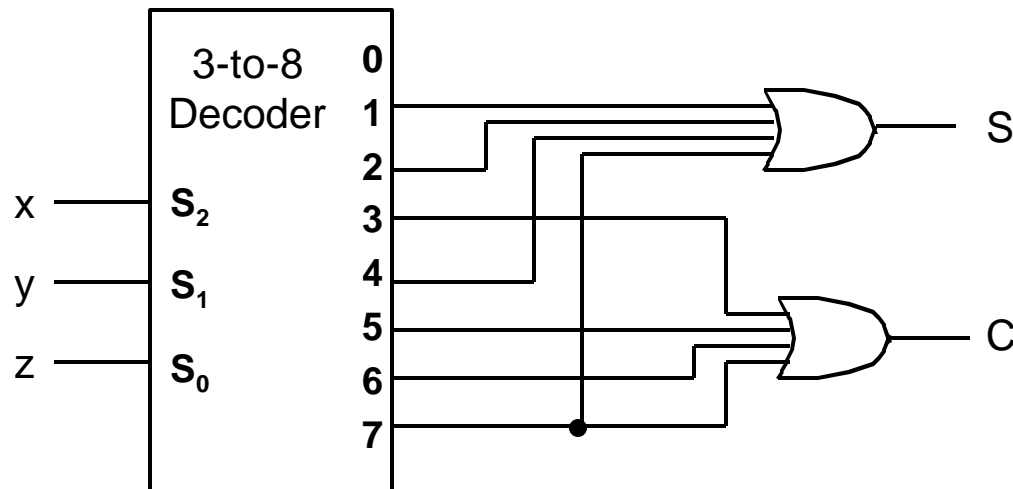
# Implementing Functions Using Decoders

- **Example: Full adder**

$$S(x, y, z) = \Sigma (1,2,4,7)$$

$$C(x, y, z) = \Sigma (3,5,6,7)$$

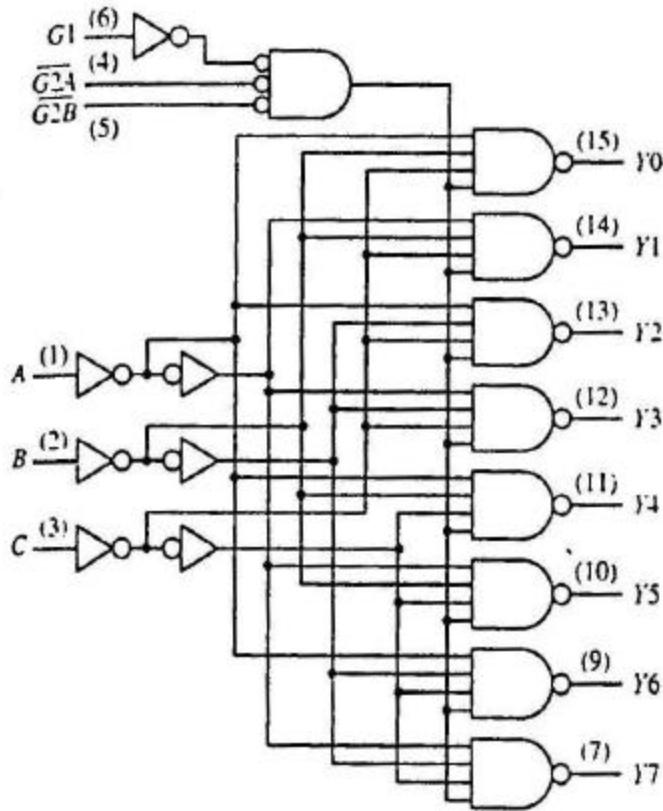
x	y	z	C	S
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1





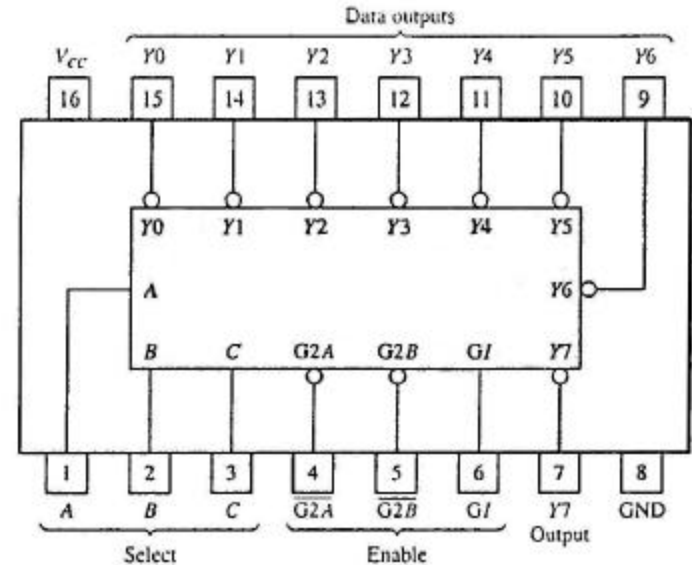
# Standard MSI Binary Decoders Example

## 74138 (3-to-8 decoder)



(a)

(a) Logic circuit.



(b)

(b) Package pin configuration.

Inputs					Outputs							
Enable		Select			Y0	Y1	Y2	Y3	Y4	Y5	Y6	Y7
G1	$\overline{G2^*}$	C	B	A								
H	L	L	L	L	L	H	H	H	H	H	H	H
H	L	L	L	H	H	L	H	H	H	H	H	H
H	L	L	H	L	H	H	L	H	H	H	H	H
H	L	L	H	H	H	H	L	H	H	H	H	H
H	L	H	L	L	H	H	H	H	L	H	H	H
H	L	H	L	H	H	H	H	H	H	L	H	H
H	L	H	H	L	H	H	H	H	H	H	L	H
H	L	H	H	H	H	H	H	H	H	H	H	L
x	H	x	x	x	H	H	H	H	H	H	H	H
L	x	x	x	x	H	H	H	H	H	H	H	H

$$\overline{G2^*} = \overline{G2A} + \overline{G2B}$$

(c)

(c) Function table.

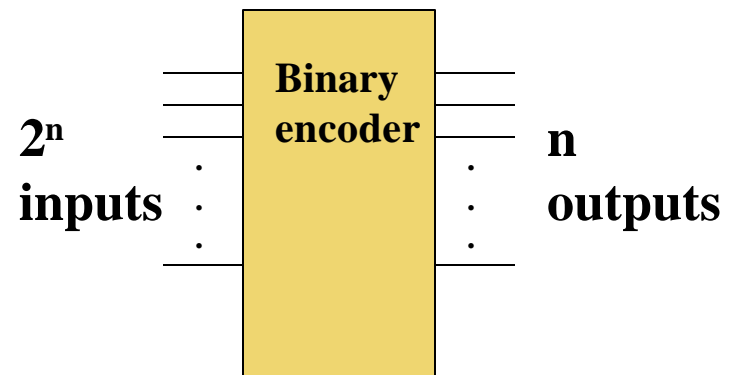
# Encoders

- If the a decoder's output code has fewer bits than the input code, the device is usually called an encoder.  
e.g.  $2^n$ -to- $n$ , priority encoders.
- The simplest encoder is a  $2^n$ -to- $n$  binary encoder, where it has only one of  $2^n$  inputs = 1 and the output is the  $n$ -bit binary number corresponding to the active input.
- For an 8-to-3 binary encoder with inputs  $I_0$ - $I_7$  the logic expressions of the outputs  $Y_0$ - $Y_2$  are:

$$Y_0 = I_1 + I_3 + I_5 + I_7$$

$$Y_1 = I_2 + I_3 + I_6 + I_7$$

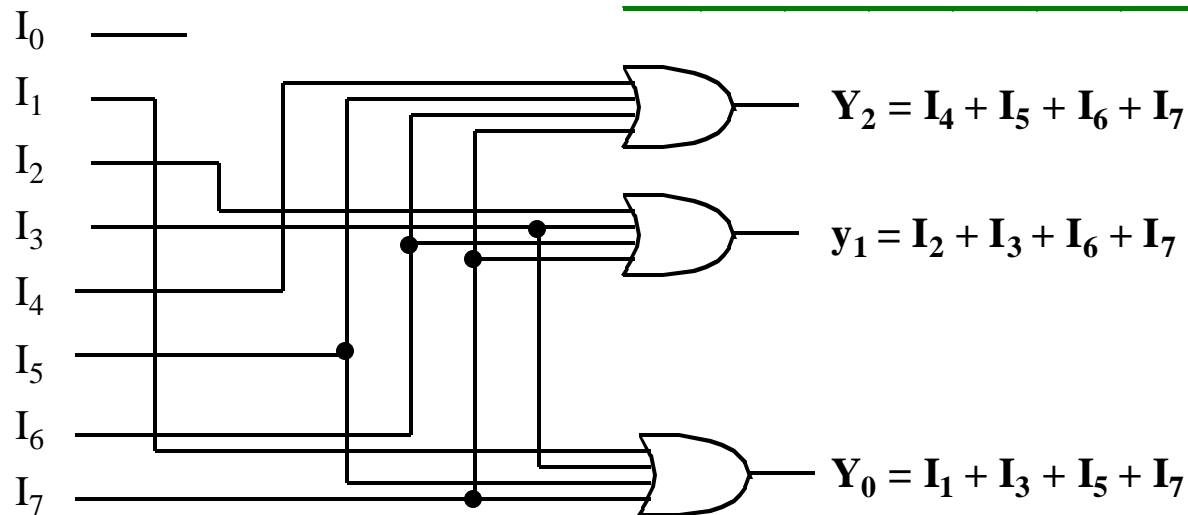
$$Y_2 = I_4 + I_5 + I_6 + I_7$$



# 8-to-3 Binary Encoder

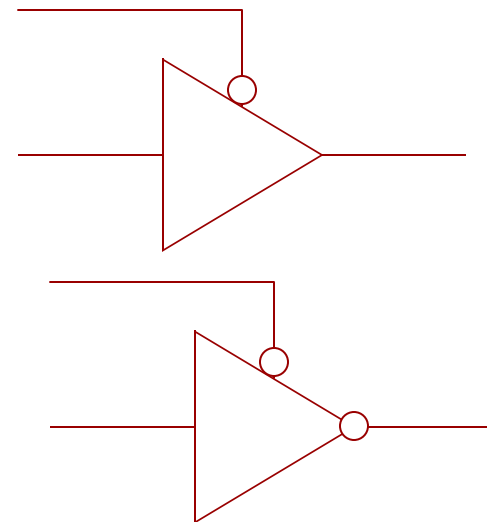
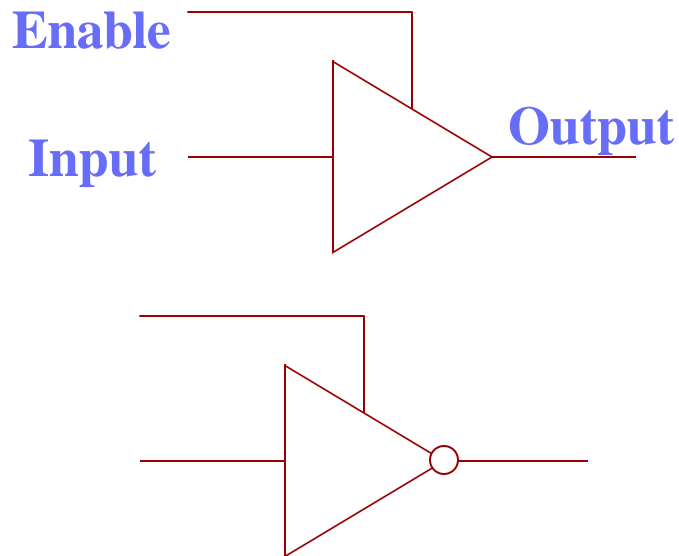
At any one time, only one input line has a value of 1.

Inputs								Outputs		
$I_0$	$I_1$	$I_2$	$I_3$	$I_4$	$I_5$	$I_6$	$I_7$	$y_2$	$y_1$	$y_0$
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



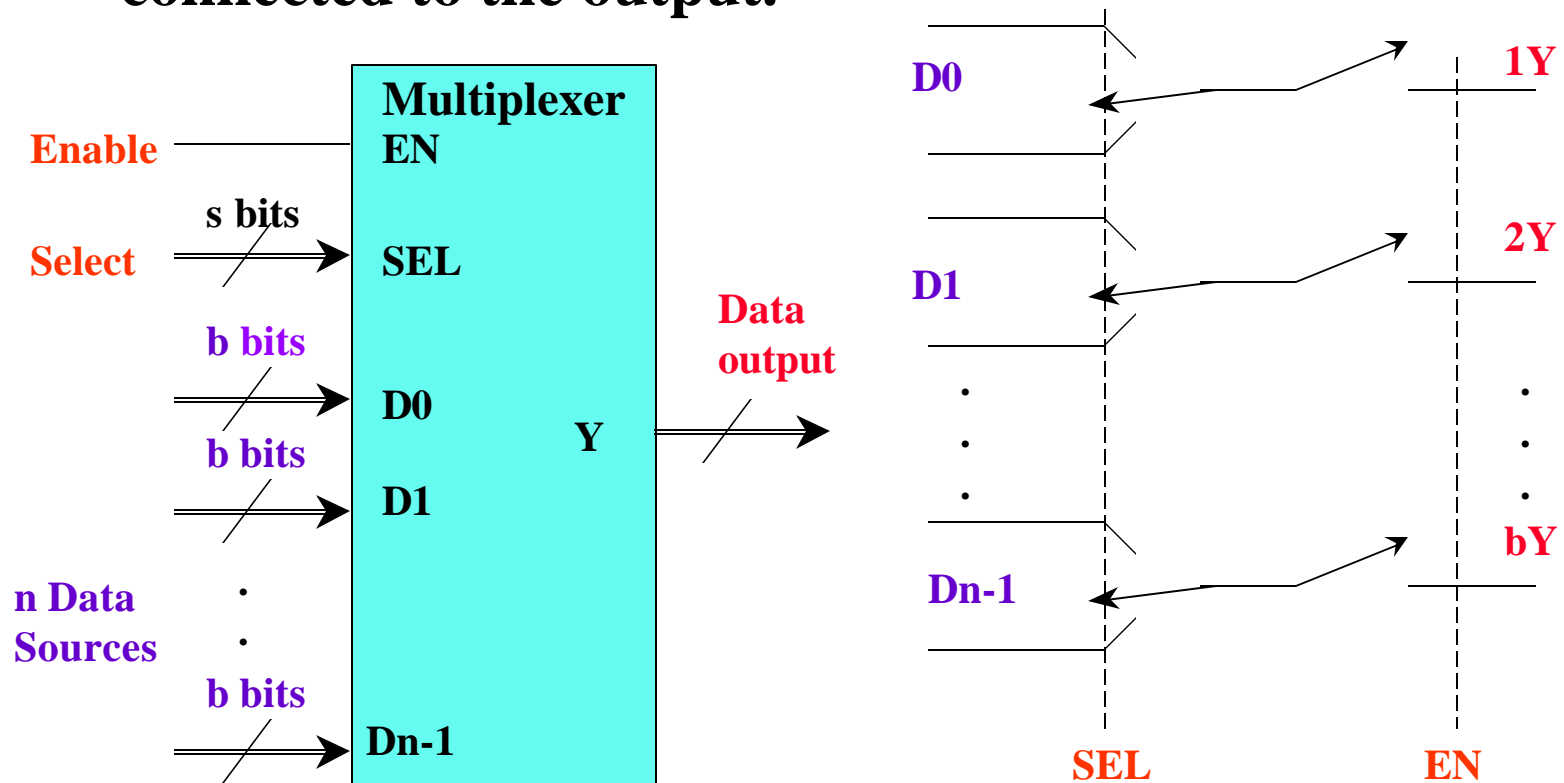
# Three State (Tri-State) Buffers

- Three state buffers are CMOS and TTL devices whose outputs may be in one of three states: 0, 1 or Hi-Z (high impedance, or floating state).
- Have an extra input called “output enable” or “output disable”.
- When enables the device transmits the input value or its complement to the output.



# Multiplexers

- A multiplexer (MUX) is a digital switch which connects data from one of  $n$  sources to the output.
- A number of select inputs determine which data source is connected to the output.

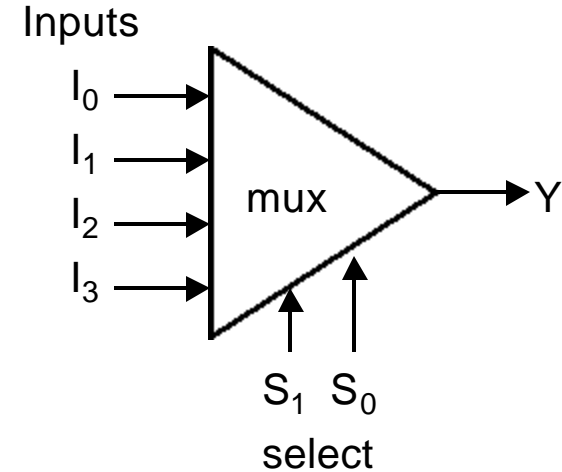
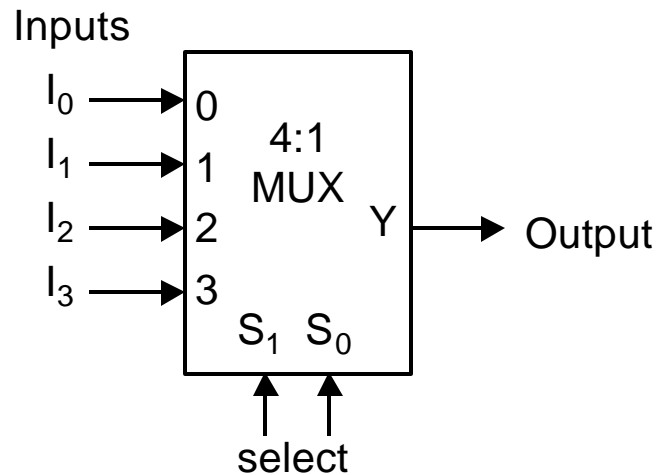


# 4-to-1 MUX

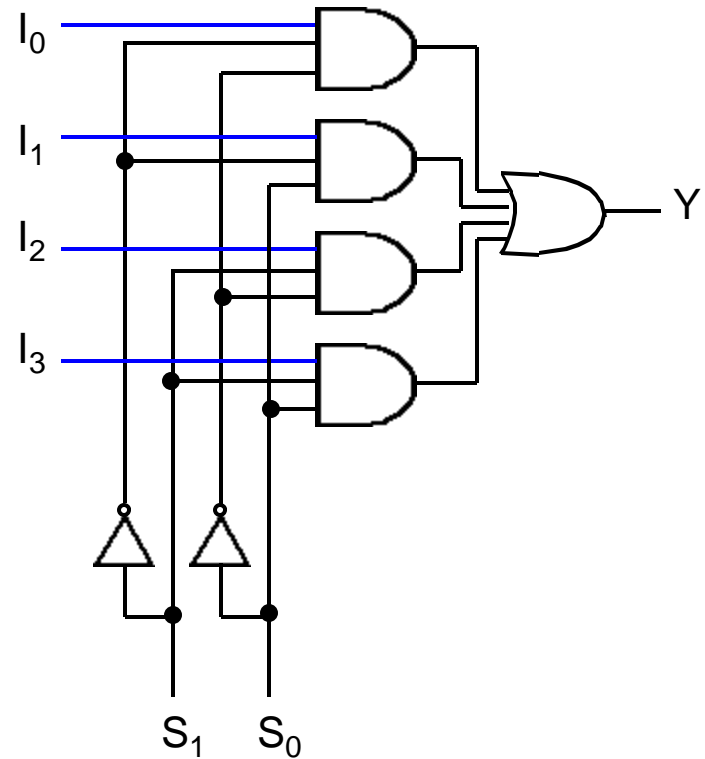
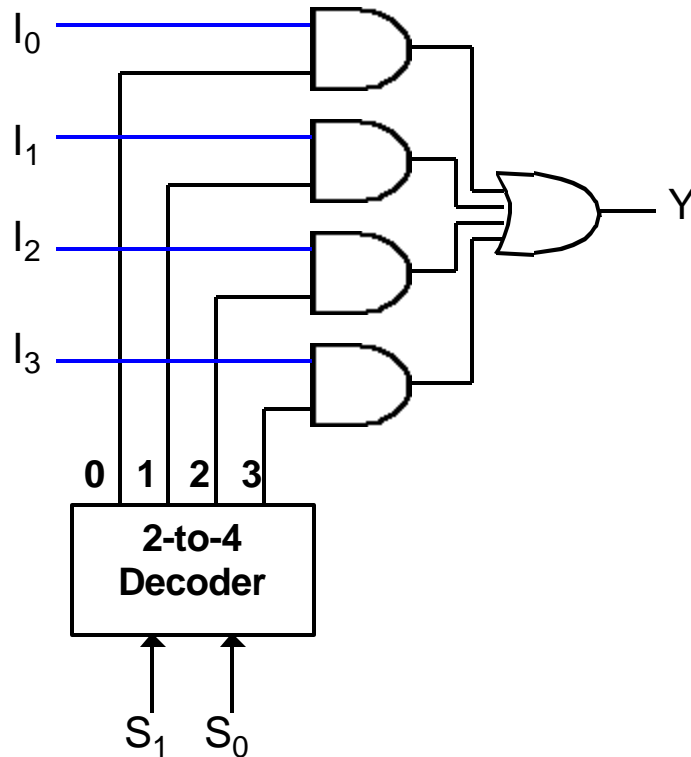
Truth table for a 4-to-1 multiplexer:

$I_0$	$I_1$	$I_2$	$I_3$	$S_1$	$S_0$	$Y$
$d_0$	$d_1$	$d_2$	$d_3$	0	0	$d_0$
$d_0$	$d_1$	$d_2$	$d_3$	0	1	$d_1$
$d_0$	$d_1$	$d_2$	$d_3$	1	0	$d_2$
$d_0$	$d_1$	$d_2$	$d_3$	1	1	$d_3$

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

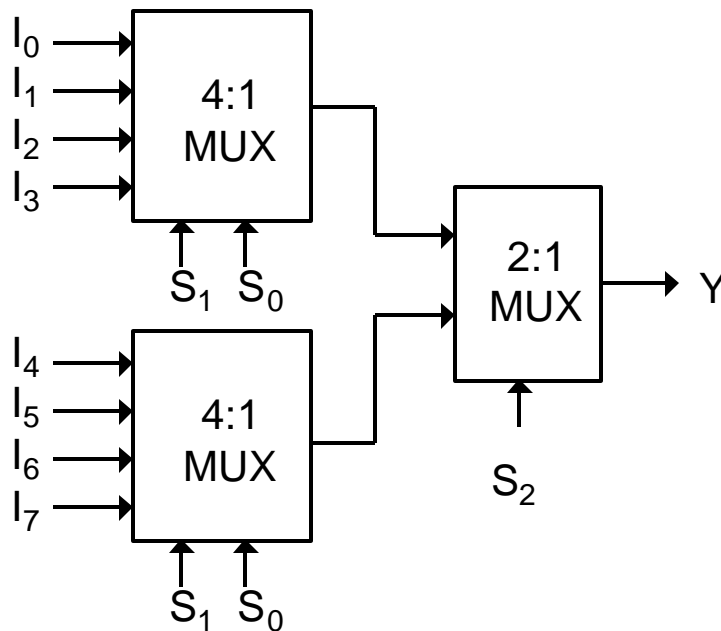


# 4-to-1 MUX Circuit



# Larger Multiplexers

- Larger multiplexers can be constructed from smaller ones.
- An 8-to-1 multiplexer can be constructed from smaller multiplexers as shown:

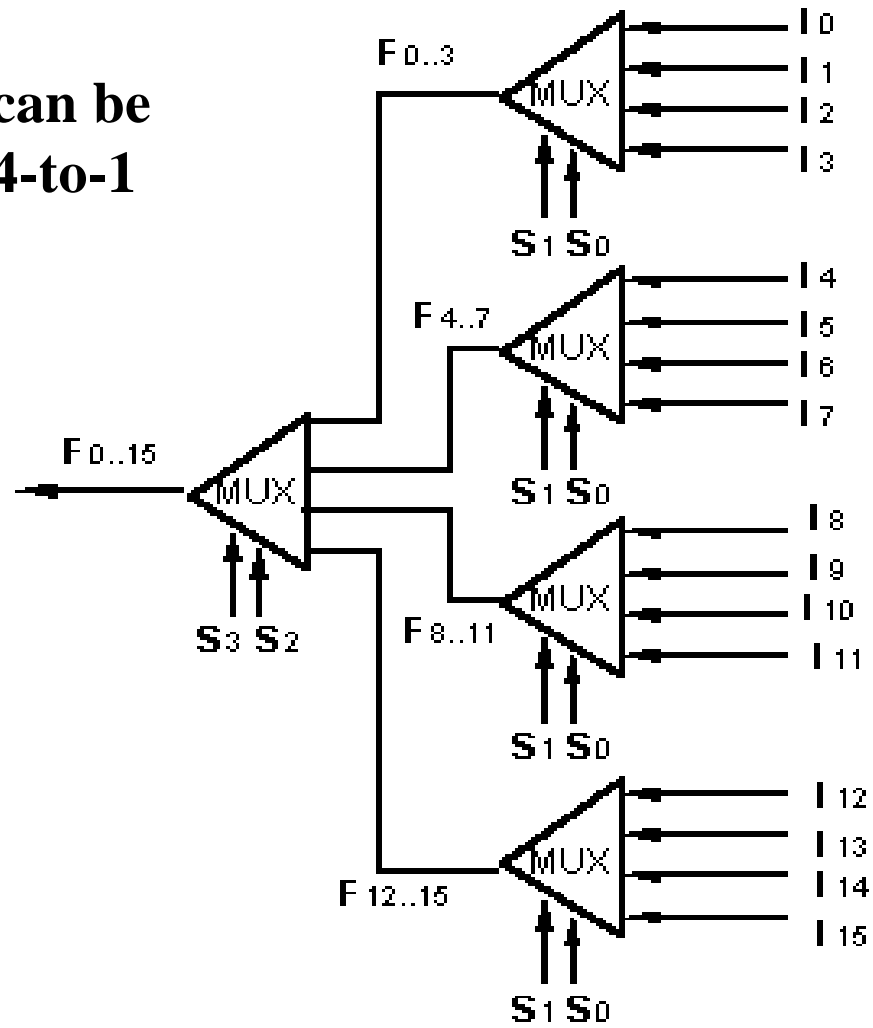


$S_2$	$S_1$	$S_0$	$Y$
0	0	0	$I_0$
0	0	1	$I_1$
0	1	0	$I_2$
0	1	1	$I_3$
1	0	0	$I_4$
1	0	1	$I_5$
1	1	0	$I_6$
1	1	1	$I_7$

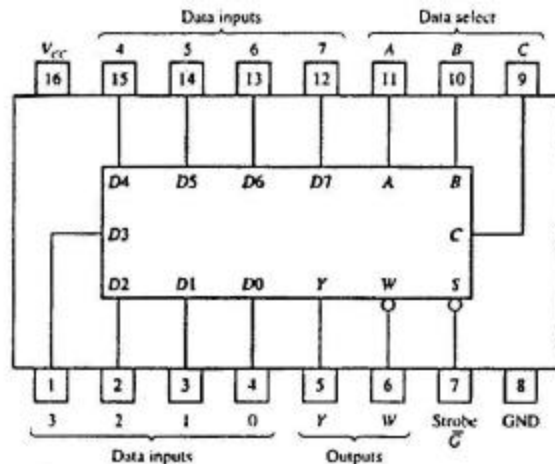


# Larger Multiplexers

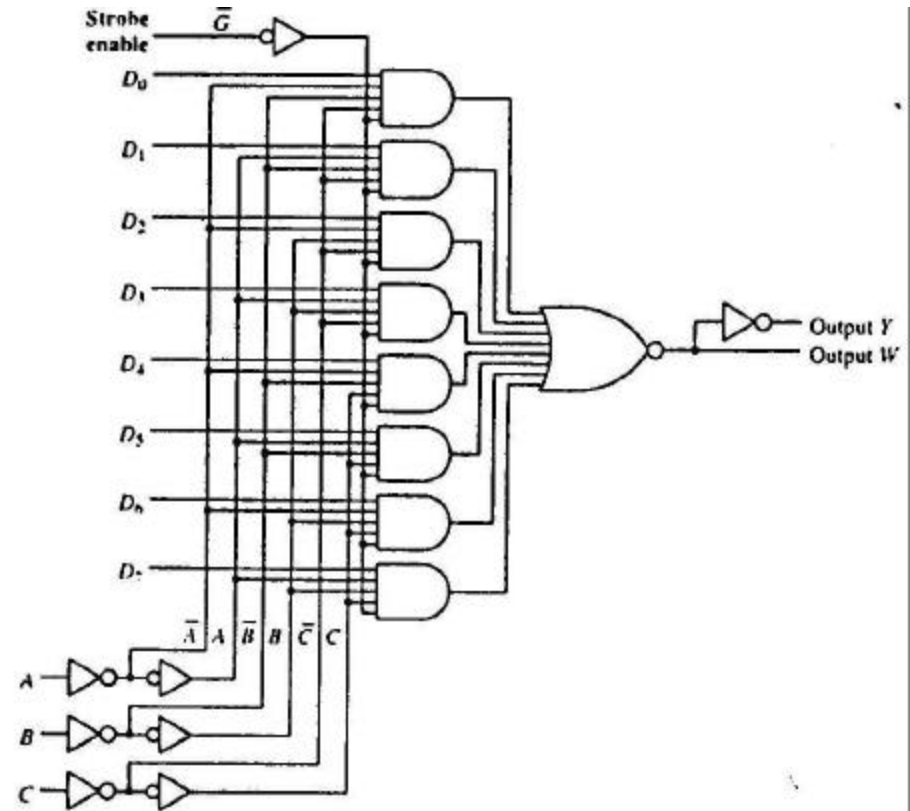
- A 16-to-1 multiplexer can be constructed from five 4-to-1 multiplexers:



# Standard MSI Multiplexer Example



74151A 8-to-1 multiplexer.

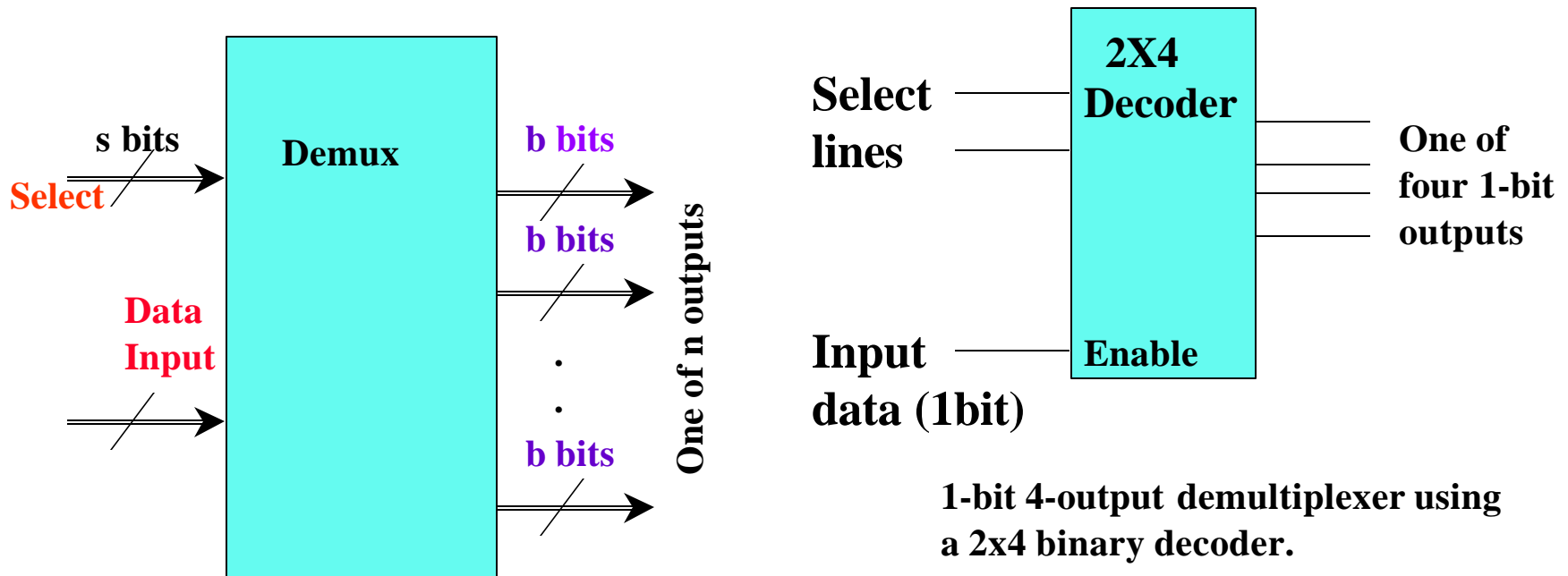


Inputs			Outputs		
Select			Strobe $\bar{G}$	Y	W
C	B	A			
x	x	x	H	L	H
L	L	L	L	$\overline{D_0}$	$\overline{D_0}$
L	L	H	L	$\overline{D_1}$	$\overline{D_1}$
L	H	L	L	$\overline{D_2}$	$\overline{D_2}$
L	H	H	L	$\overline{D_3}$	$\overline{D_3}$
H	L	L	L	$\overline{D_4}$	$\overline{D_4}$
H	L	H	L	$\overline{D_5}$	$\overline{D_5}$
H	H	L	L	$\overline{D_6}$	$\overline{D_6}$
H	H	H	L	$\overline{D_7}$	$\overline{D_7}$

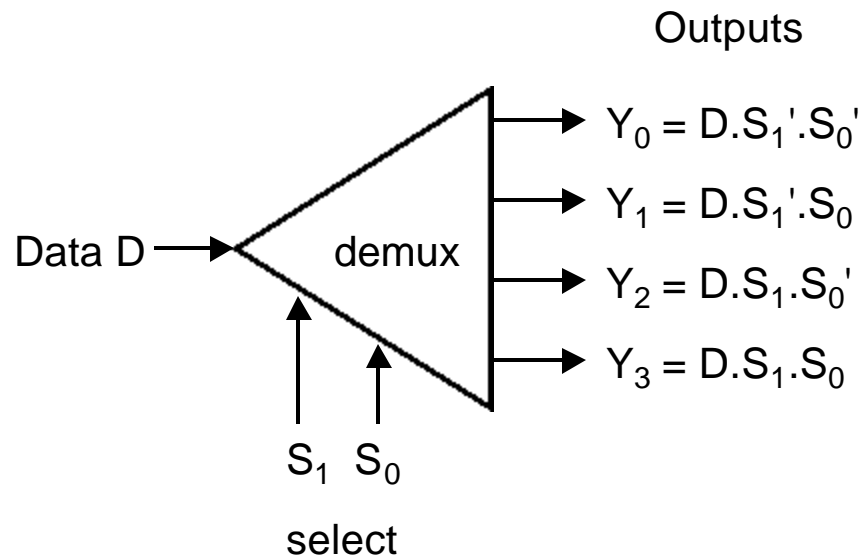
(b)

# Demultiplexers

- Digital switches to connect data from one input source to one of  $n$  outputs.
- Usually implemented by using  $n$ -to- $2^n$  binary decoders where the decoder's enable line is used for data input of the demultiplexer.

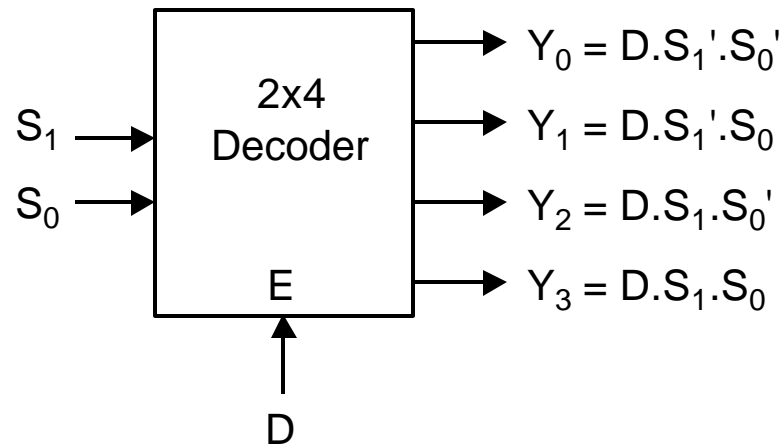


# 1-to-4 Demultiplexer

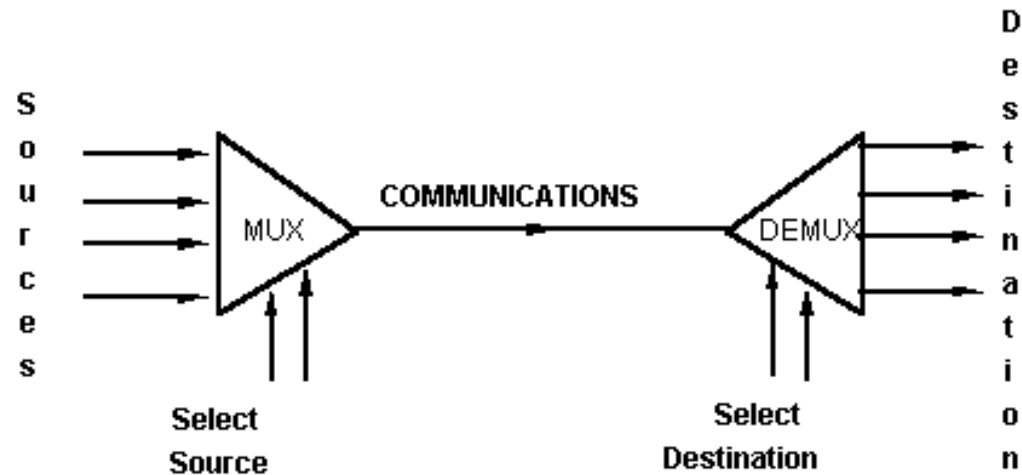


Outputs

$S_1$	$S_0$	$Y_0$	$Y_1$	$Y_2$	$Y_3$
0	0	$D$	0	0	0
0	1	0	$D$	0	0
1	0	0	0	$D$	0
1	1	0	0	0	$D$



# Mux-Demux Application Example



**This enables sharing a single communication line among a number of devices.  
At any time, only one source and one destination can use the communication line.**