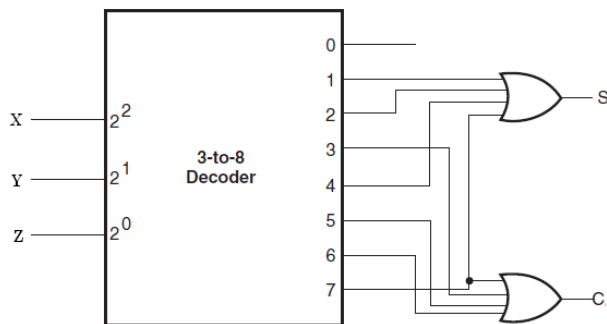


Combinational Logic Implementation:

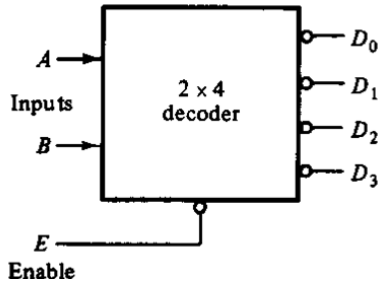
A decoder provides the 2^n minterms of n input variables. Since any Boolean function can be expressed in sum of minterms, one can use a decoder to generate the minterms and an external OR gate to form the sum. In this way, any combinational circuit with n inputs and m outputs can be implemented with an n -to- 2^n line decoder and m OR gates.

Example: Implement a Full adder using a decoder and OR gates.

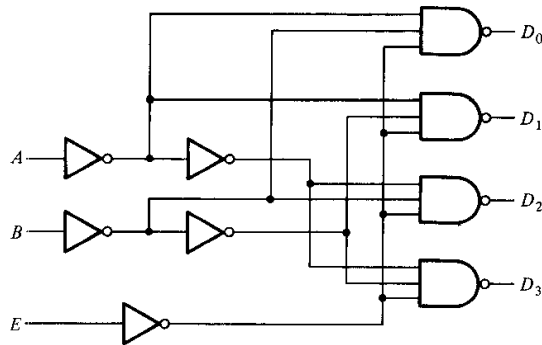
From the truth table of Full adder: $S = \sum m(1, 2, 4, 7), C = \sum m(3, 5, 6, 7)$



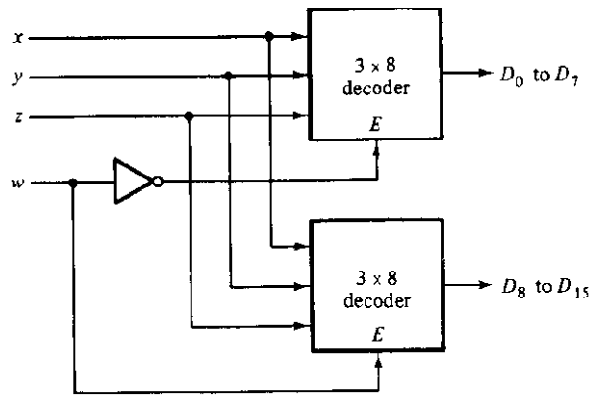
2 × 4 Decoder with Enable Input:



| <i>E</i> | <i>A</i> | <i>B</i> | <i>D</i> ₀ | <i>D</i> ₁ | <i>D</i> ₂ | <i>D</i> ₃ |
|----------|----------|----------|-----------------------|-----------------------|-----------------------|-----------------------|
| 1 | X | X | 1 | 1 | 1 | 1 |
| 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 |



4 × 16 Decoder using 3 × 8 decoders:



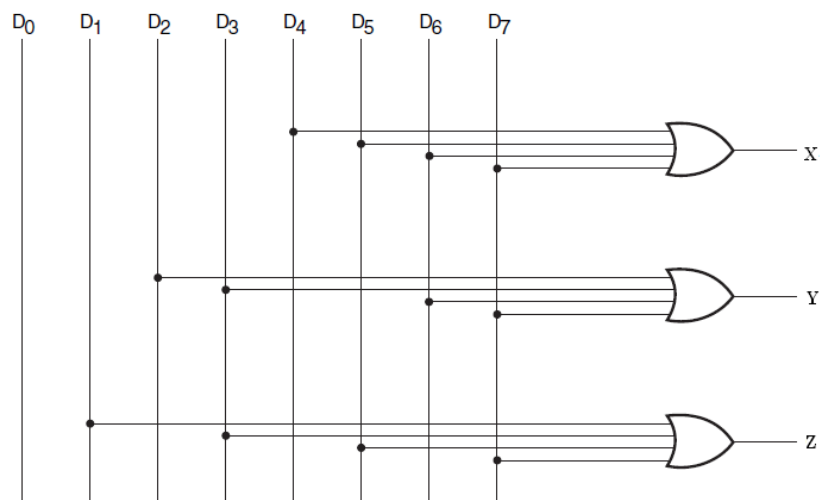
Decoder circuits can be connected to form a larger decoder circuit. When $w = 0$, the top decoder is enabled and the other is disabled. The bottom decoder outputs are all 0's, and the top eight outputs generate minterms 0000 to 0111. When $w = 1$, the bottom decoder is enabled and generate minterms 1000 to 1111, while the outputs of the top decoder are all 0's.

Encoders:

An encoder is a digital circuit that performs the inverse operation of a decoder. An encoder has 2^n (or fewer) input lines and n output lines. The output lines generate the binary code corresponding to the input value.

Octal to Binary Encoder:

| 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 |



Priority Encoder:

A priority encoder is a practical form of an encoder. The encoders available in IC form are all priority encoders. In this type of encoder, a priority is assigned to each input so that, when more than one input is simultaneously active, the input with the highest priority is encoded.

4-to-2 line Priority Encoder:

| D_0 | D_1 | D_2 | D_3 | X | Y |
|-------|-------|-------|-------|-----|-----|
| 1 | 0 | 0 | 0 | 0 | 0 |
| X | 1 | 0 | 0 | 0 | 1 |
| X | X | 1 | 0 | 1 | 0 |
| X | X | X | 1 | 1 | 1 |

K-map for X :

| | | | | | |
|----------|----|----------|----|----|----|
| | | D_0D_1 | | | |
| | | 00 | 01 | 11 | 10 |
| D_2D_3 | 00 | 0 | 4 | 12 | 8 |
| | 01 | 1 | 5 | 13 | 9 |
| | 11 | 3 | 7 | 15 | 11 |
| | 10 | 2 | 6 | 14 | 10 |

$$X = D_2 + D_3$$

K-map for Y :

| | | | | | |
|----------|----|----------|----|----|----|
| | | D_0D_1 | | | |
| | | 00 | 01 | 11 | 10 |
| D_2D_3 | 00 | 0 | 4 | 12 | 8 |
| | 01 | 1 | 5 | 13 | 9 |
| | 11 | 3 | 7 | 15 | 11 |
| | 10 | 2 | 6 | 14 | 10 |

$$Y = D_3 + D_1D_2'$$

