## Digital Circuits ECS 371

### Dr. Prapun Suksompong prapun@siit.tu.ac.th Lecture 10

**ECS371.PRAPUN.COM** 

Office Hours: BKD 3601-7 Monday 9:00-10:30, 1:30-3:30 Tuesday 10:30-11:30

## Announcement

- HW4 posted on the course web site
  - Chapter 5: 4(b,c,e), 20a, 22a, 56
  - Write down all the steps that you have done to obtain your answers.
  - Due date: July 16, 2009 (Thursday)

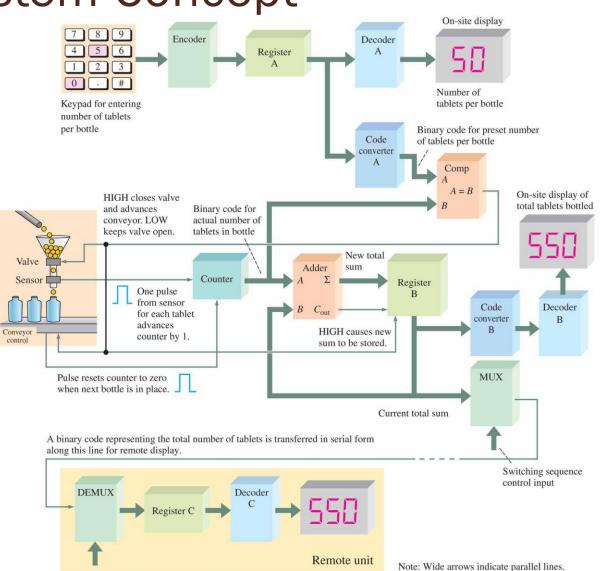
## **Combinational Logic**

- We studied the **theoretical** principles used in combinational logic design.
- We will build on that foundation and describe many of the devices, structures, and methods used by engineers to solve **practical** digital design problems.
- A complex circuit or system is conceived as a collection of smaller subsystems, each of which has a much simpler description.

## **Digital System Concept**

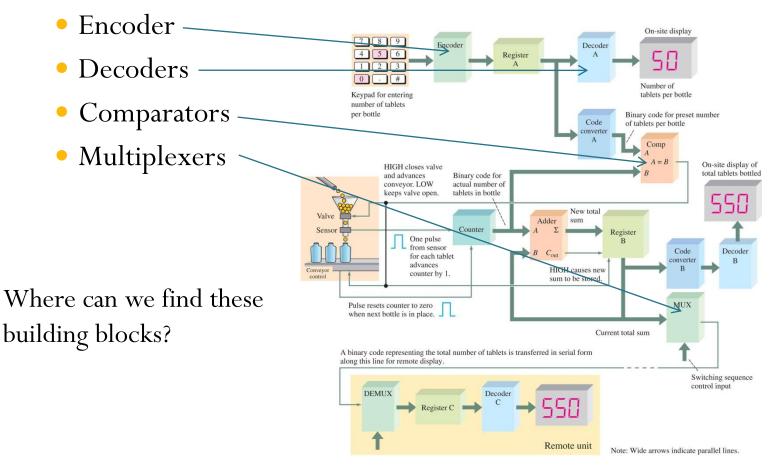
A digital system

is an arrangement of the individual logic functions connected to perform a specified operation or produce a defined output.



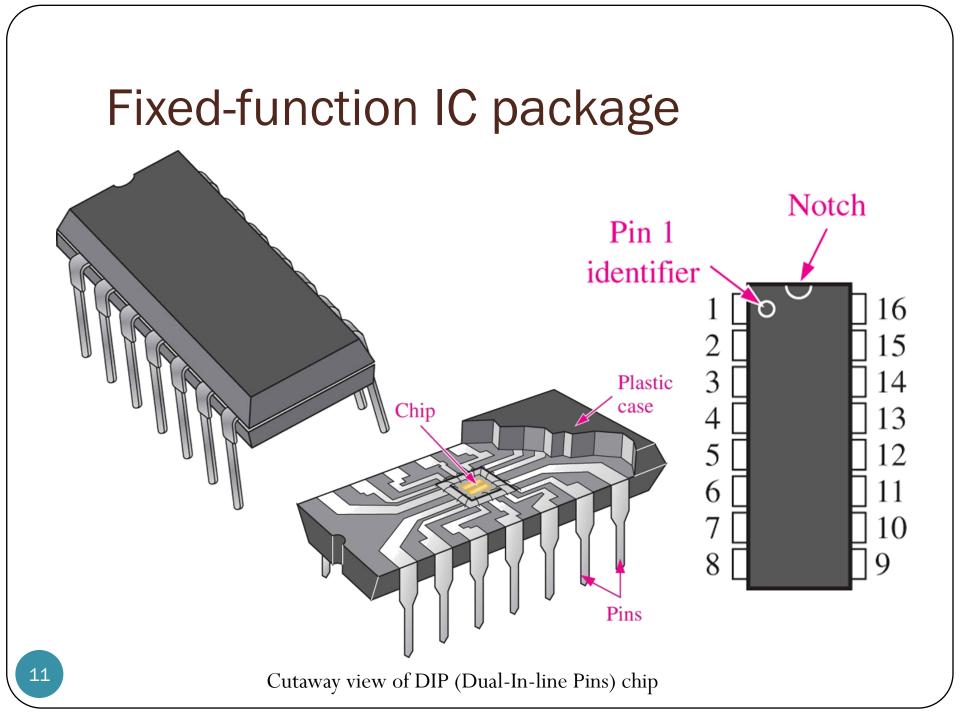
## **Combinational Building Blocks**

• There are several straightforward structures that turn up quite regularly as building blocks in larger systems.



## Fixed-function IC

- An integrated circuit (IC) is an electronic circuit that is constructed entirely on a single small chip of silicon.
- Two broad categories of digital ICs.
  - 1. Fixed-function logic
  - 2. Programmable logic
- In **fixed-function logic**, the logic functions are set by the manufacturer and cannot be changed.



## **Complexity Classifications**

Fixed-function digital lCs are classified according to their complexity.

- Small-scale integration (SSI)
  - up to ten equivalent gate circuits on a single chip
  - basic gates and flip-flops.
- Medium-scale integration (MSI)
  - from 10 to 100 equivalent gates on a chip.
  - encoders, decoders, counters, registers, multiplexers, arithmetic circuits, small memories
- Large-scale integration (LSI)
- Very large-scale integration (VLSI)
- Ultra large-scale integration (ULSI)

## SSI

5

'27

6 7

GND

2 3 4

2 3

1

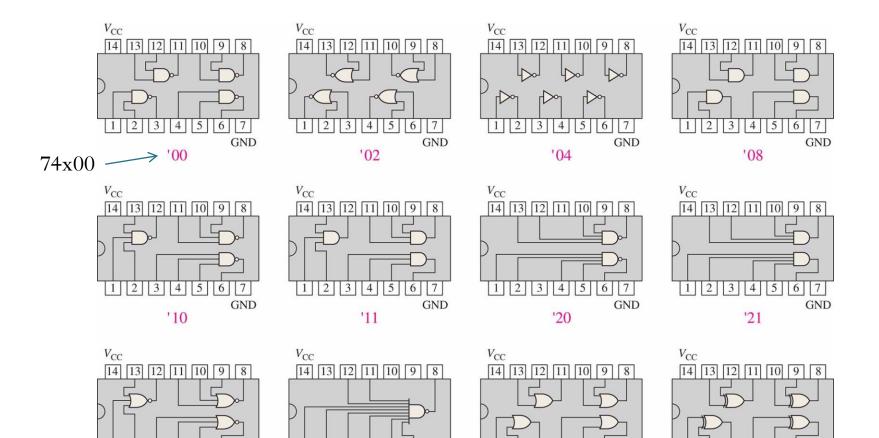
5

6 7

GND

4

'30



4 5

'32

3

7

GND

6

7

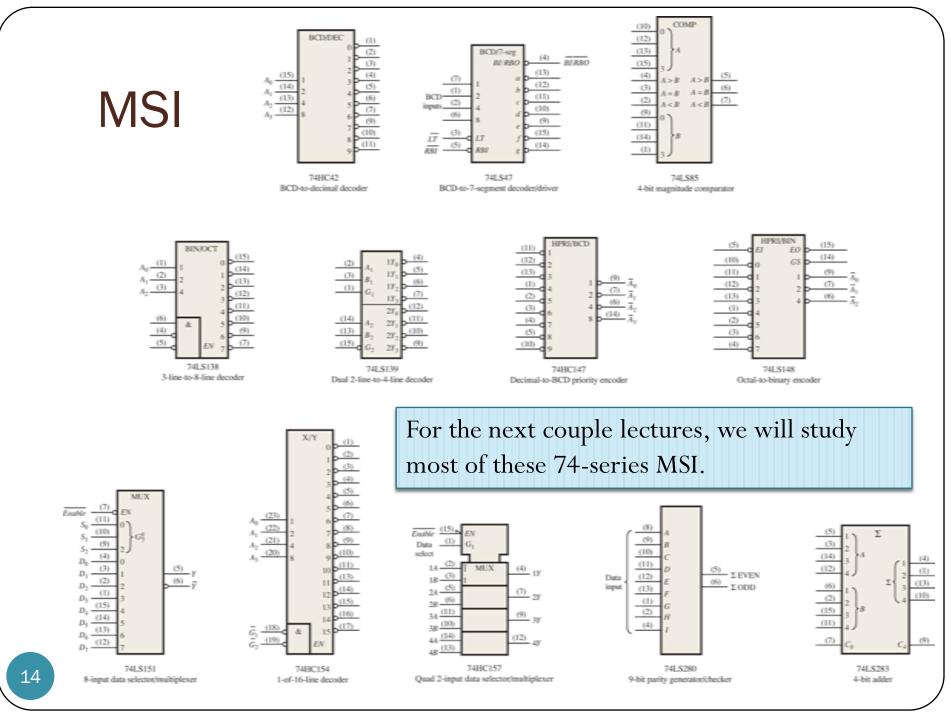
GND

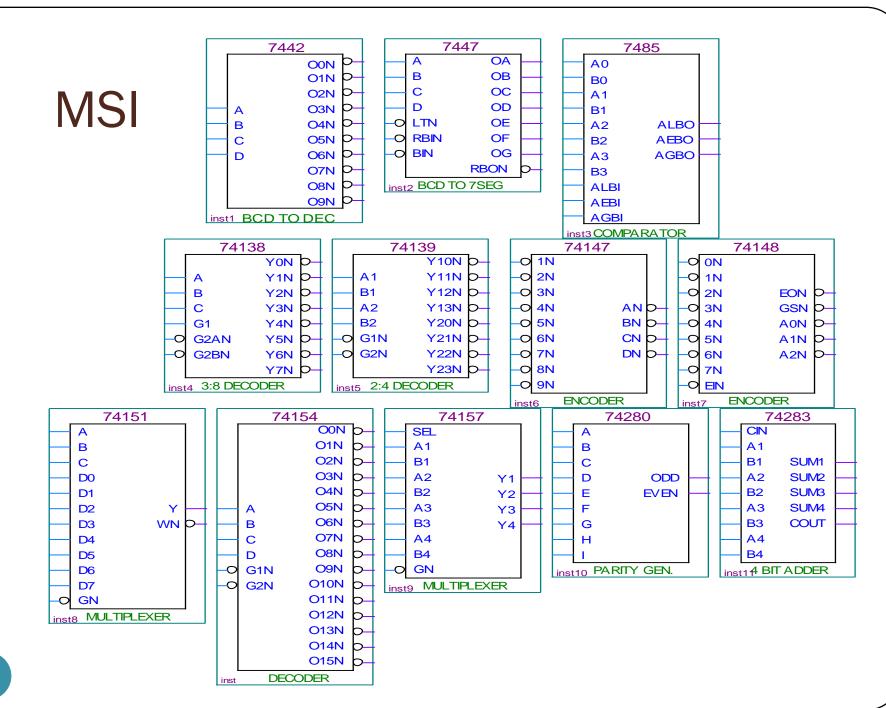
3 4

5 6

'86

2

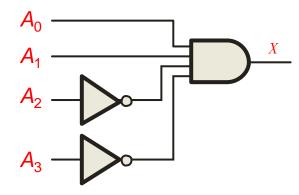




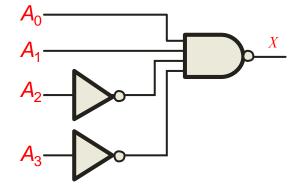
## Simple Decoder

A **decoder** is a logic circuit that detects the presence of a specific combination of bits at its input.

Two simple decoders that **detect the presence** of the binary code 0011 are shown below. The first has an active HIGH output; the second has an active LOW output.



Active HIGH decoder for 0011

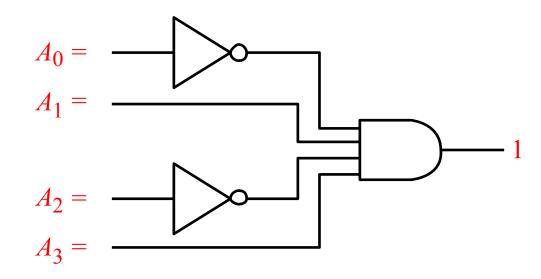


Active LOW decoder for 0011

( $A_0$  is the LSB and  $A_3$  is the MSB)

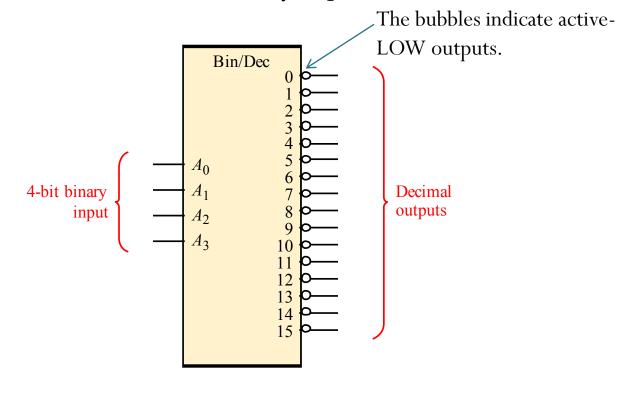
## Exercise

Assume the output of the decoder shown below is a logic 1. What are the inputs to the decoder?



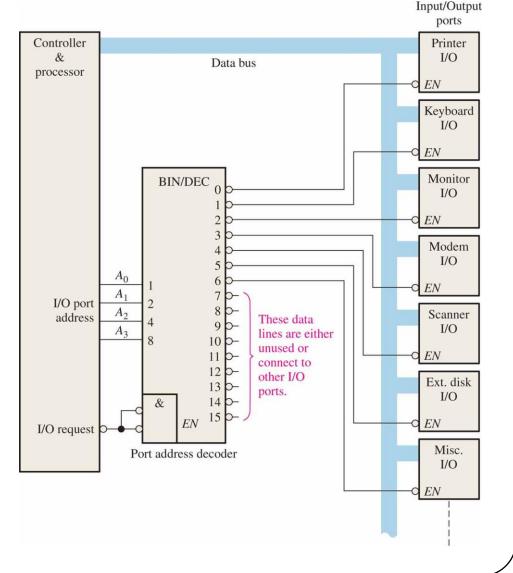
## **Binary-to-Decimal Decoder**

The binary-to-decimal decoder shown here has 16 outputs – one for each combination of binary inputs.



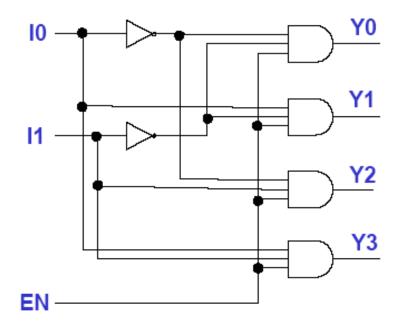
## Application: Port Address Decoder

- Decoder can be used in computers for input/output selection.
- Computers communicate with peripherals by sending and/or receiving data through what is known as input/output (I/O) ports.
- A decoder can be used to select the I/O port so that data can be sent or received from a specific external device.



## 2:4 decoder

#### 2-to-4 line decoder with enable input

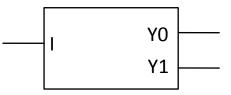


lr	nput	s	Outputs					
Ε	11	10	Υ	Υ	Υ	Υ		
Ν		10	3	2	1	0		
0	X	X	0	0	0	0		
1	0	0	0	0	0	1		
1	0	1	0	0	1	0		
1	1	0	0	1	0	0		
1	1	1	1	0	0	0		

## Exercise

#### Find the truth table of the 1-to-2 line decoder below.

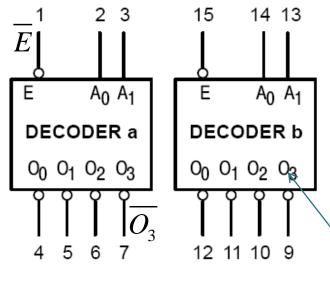
Then, implement the 1-to-2 line decoder.



## 74x139: Dual 2:4 Decoder

Most MSI decoders were originally designed with active-LOW output.

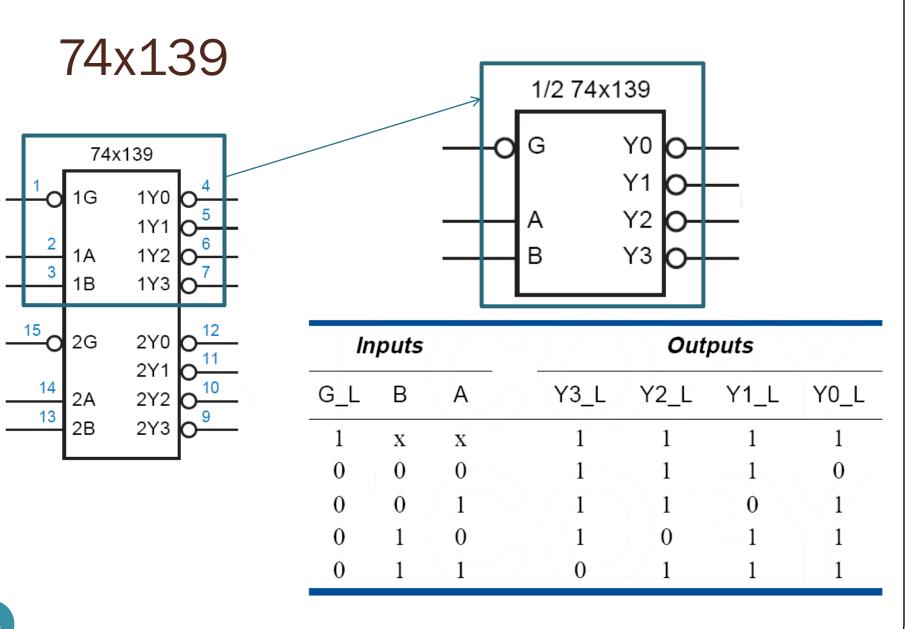
- Two independent 2:4 decoders
- The outputs and the enable (E) input are active-LOW.
- When *E* is HIGH all outputs are forced HIGH.

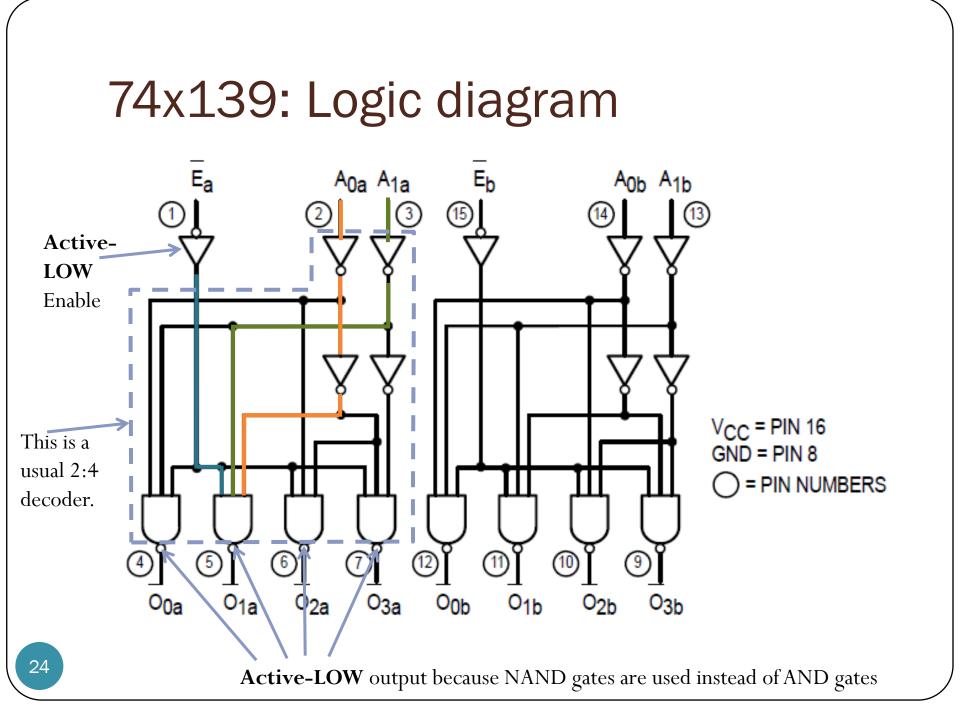


V<sub>CC</sub> = PIN 16 GND = PIN 8

	INPUTS	5	OUTPUTS						
E	A <sub>0</sub>	A <sub>0</sub> A <sub>1</sub>		0 <sub>0</sub> 0 <sub>1</sub>		03			
Н	Х	Х	Н	Н	Н	Н			
L	L	L	L	Н	Н	Н			
L	Н	L	н	L	Н	Н			
L	L	Н	н	Н	L	Н			
L	Н	Н	н	Н	Н	L			

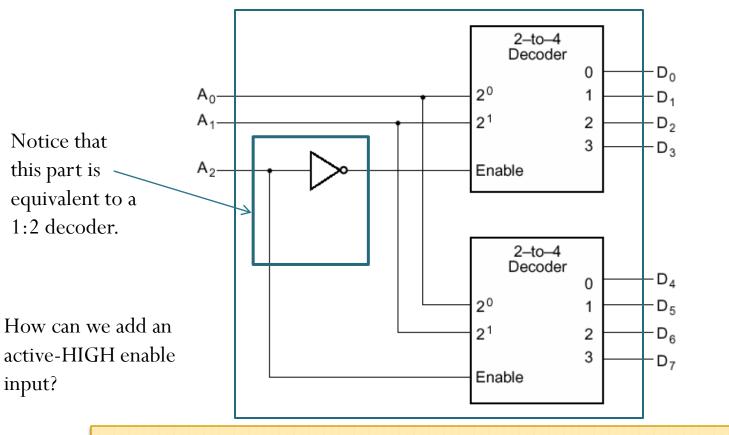
Notice that all of the signal names inside the symbol outline are active-HIGH, and that bubbles indicate active-LOW inputs and outputs.





## Example: Building a larger decoder

Construct a 3-to-8 decoder from two 2-to-4 decoders



Low order bits  $(A_1, A_0)$  select within decoders. High order bit  $(A_2)$  controls which decoder is active.

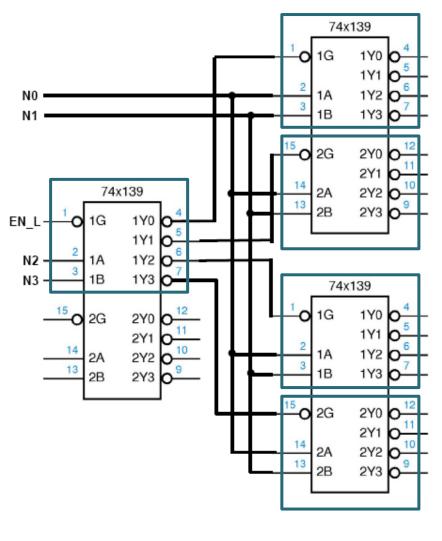
25

# Building larger decoder from smaller ones

- To construct (k+n)-to- $2^{n+k}$  decoders, can use
  - 1.  $2^n$  of *k*-to- $2^k$  decoders with enable input and
  - 2. one *n*-to-2*n* decoders.
- The connections are:
  - For each of the k-to- $2^k$  decoder with enable input,
    - all have k input
    - we put in  $A_0 \dots A_{k-1}$ .
  - The enable line of the  $r^{\text{th}}$  decoder is connected to  $D_r$  of the *n*-to- $2^n$  decoders.
  - The inputs of the *n*-to- $2^n$  decoder get  $A_k$  to  $A_{n+k-1}$ .
- Basically, each k-to- $2^k$  decoder works on the last k bits.
- We use the first *n* bit, via the *n*-to-2<sup>*n*</sup> decoder, to select which one (and only one) of the *k*-to-2<sup>*k*</sup> decoders will be enabled.

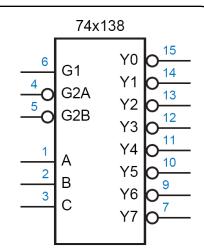
## Example

Construct a 4:16 decoder with an active-LOW enable from three 2:4 decoders.



## 74x138: 3:8 Decoder

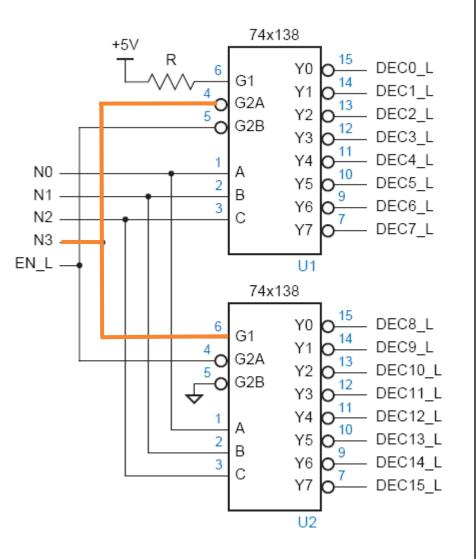
- Active-LOW outputs
- Three enable inputs.

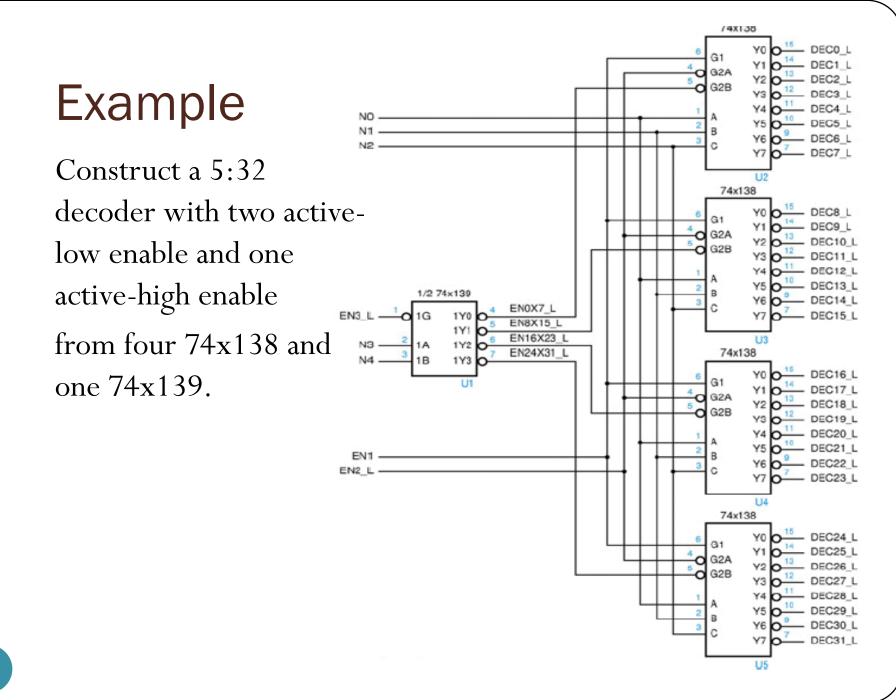


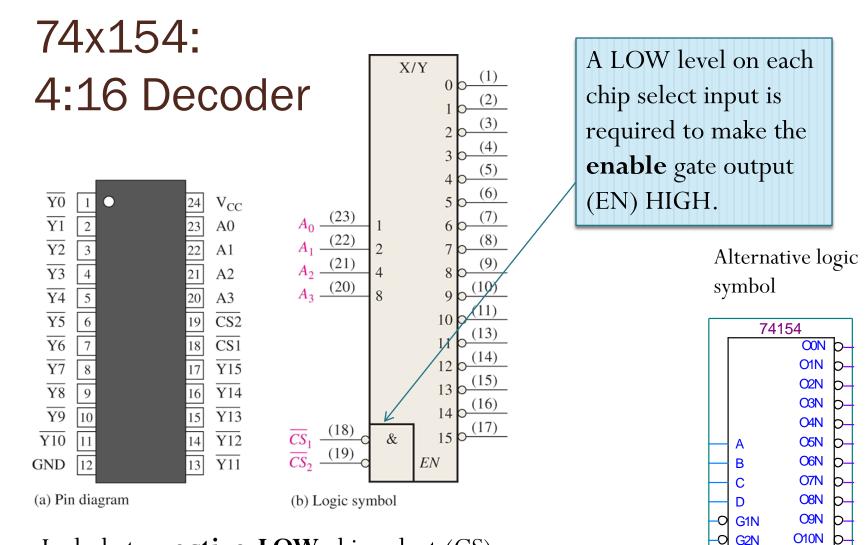
Inputs					Outputs								
G1	G2A_L	G2B_L	С	В	А	Y7_L	Y6_L	Y5_L	Y4_L	Y3_L	Y2_L	Y1_L	Y0_L
0	x	х	х	x	x	1	1	1	1	1	1	1	/1
x	1	х	х	x	x	1	1	1	_1	1	1	1	1
x	x	1	х	x	x	1	1	1	1	1	1	1	1
1	0	0	0	0	0	1	1	1	1	1	1	1	0
1	0	0	0	0	1	1	1	1	1	1	1	0	/1
1	0	0	0	1	0	1	1	1	1	1	0	1	1
1	0	0	0	1	1	1	1	1	1	0	1	1	1
1	0	0	1	0	0	1	1	1	0	1	1	1	/ 1/
1	0	0	1	0	1	1	1	0	1	1	1	1	1
1	0	0	1	1	0	1	0	1	1	1	1	1	1
1	0	0	1	1	1	0	1	1	1	1	1	1	1

## Example

Construct a 4:16 decoder with an active-LOW enable (EN) from two 74x138 decoder.







**O11N** 

**O12N** 

**O13N** 

**O14N** 

015N

DECODER

inst

D-

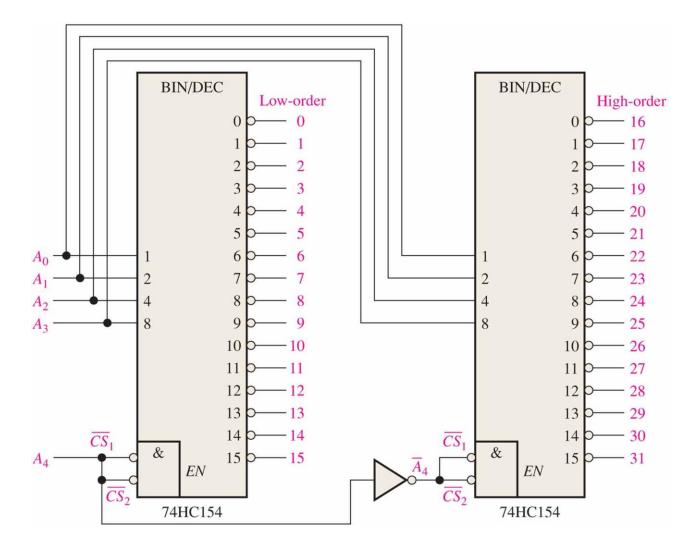
D

n

b

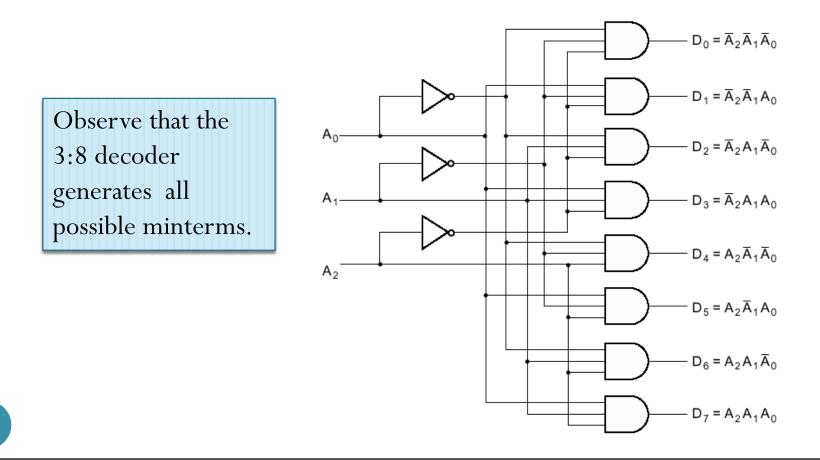
Include two **active-LOW** chip select (CS) lines which must be at the active level to enable the outputs. These lines can be used to expand the decoder to larger inputs.

## 5:32 Decoder



## Decoder as general purpose logic

Any combinational circuit with *n* inputs and *m* outputs can be implemented with an *n*-to- $2^n$ -line decoder and *m* OR gate

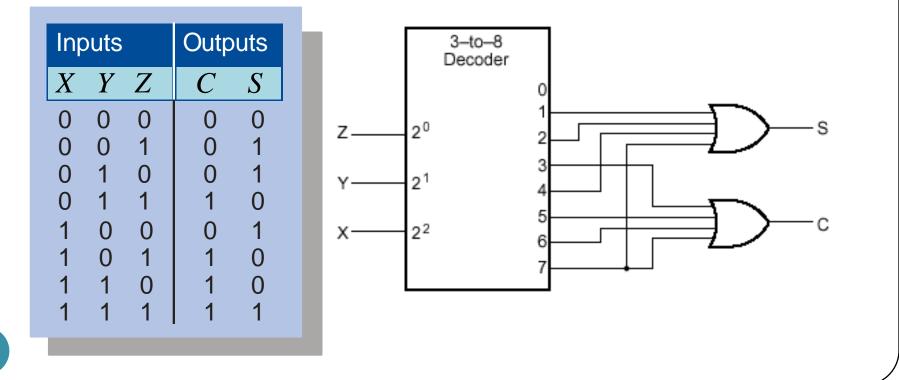


## Example

Implement a full adder circuit with a decoder and OR gates

• 
$$S = \sum_{X,Y,Z} (1,2,4,7)$$

• 
$$C = \sum_{X,Y,Z} (3,5,6,7)$$



## **Other Decoders**

In general, a decoder converts coded information, such as binary number, into non-coded form.

Later, (if time permitted) we will talk about other types of decoder.

