

Digital Circuits

ECS 371

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Lecture 11

Office Hours:

BKD 3601-7

Monday 9:00-10:30, 1:30-3:30

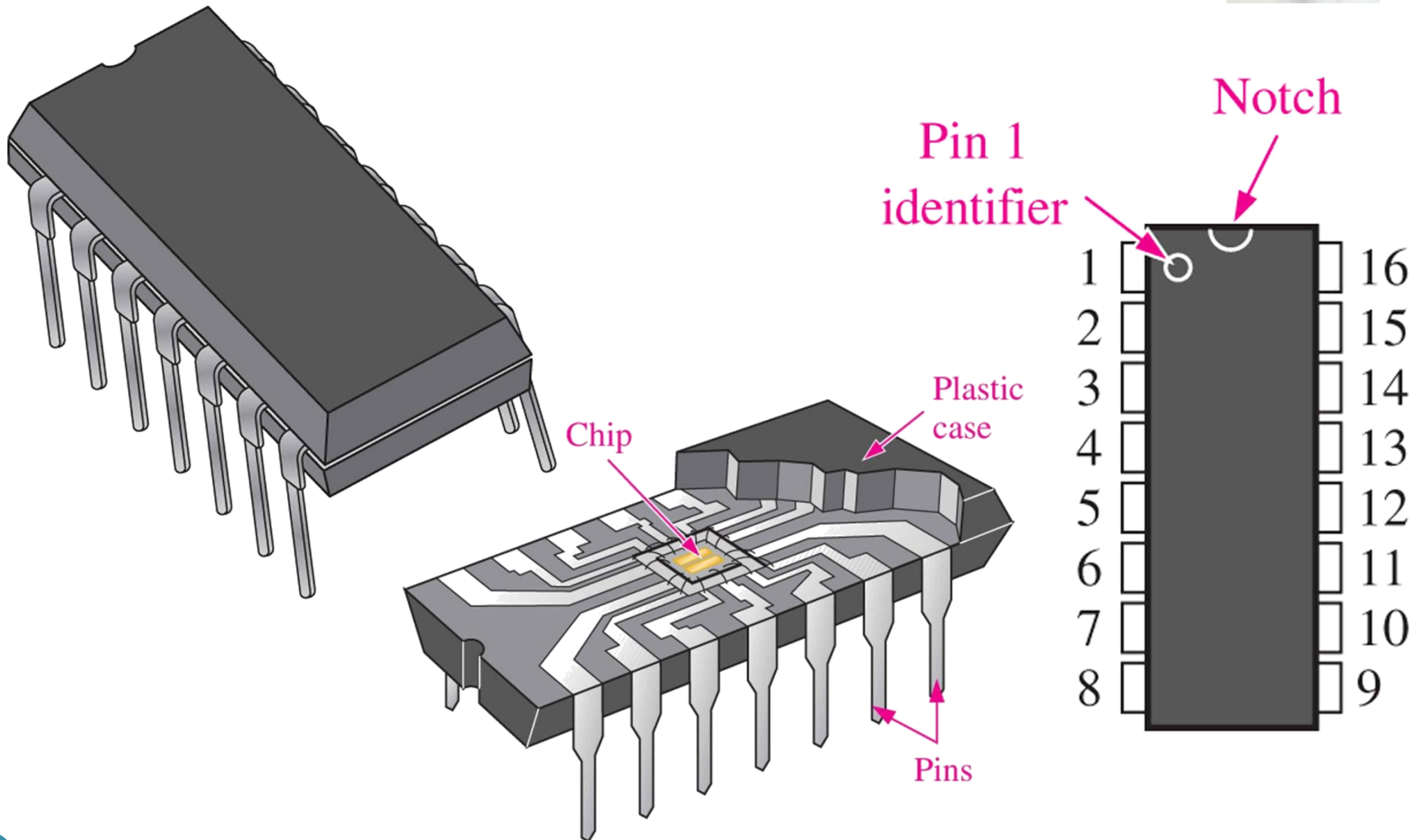
Tuesday 10:30-11:30

ECS371.PRAPUN.COM

Announcement

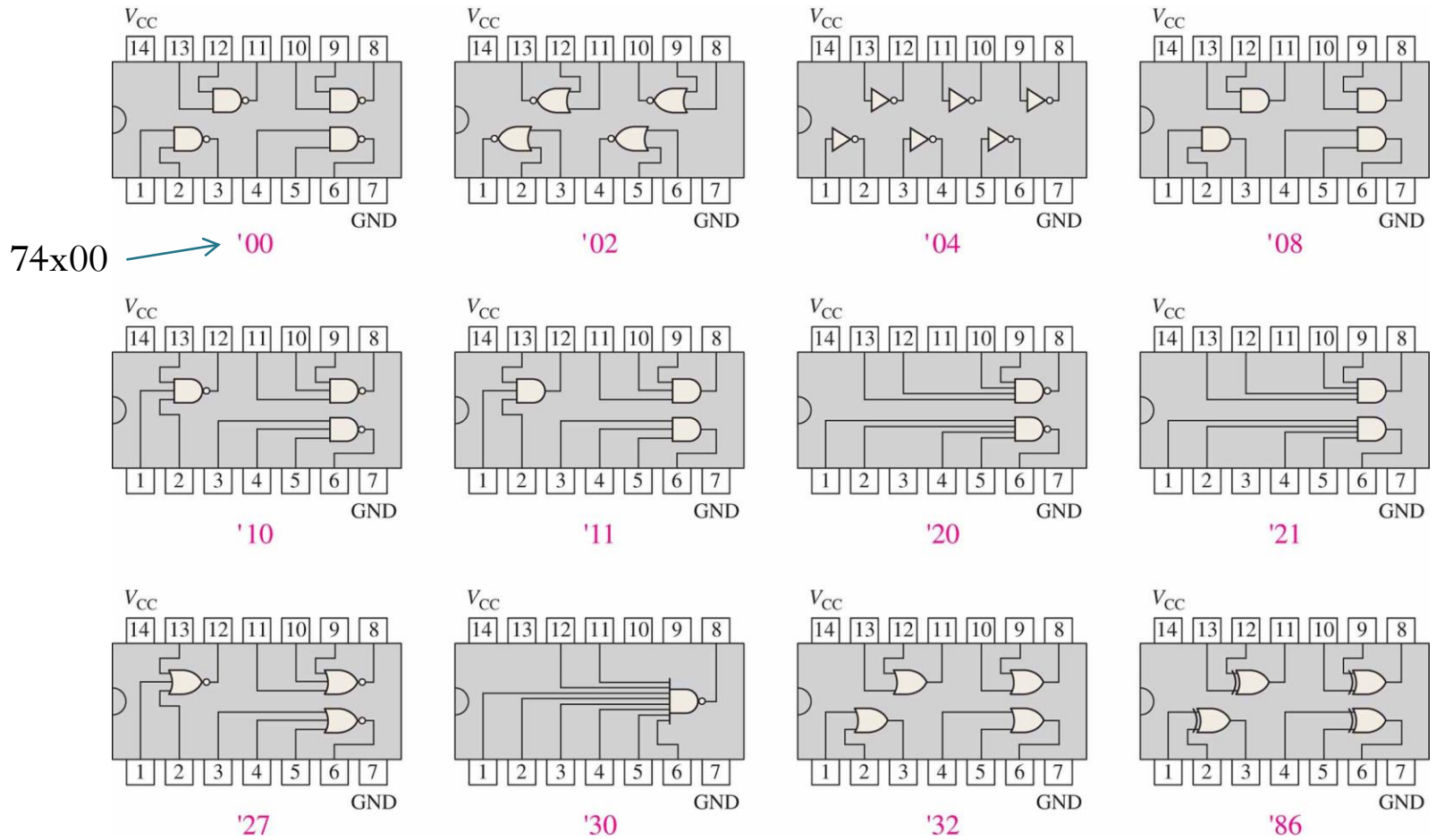
- HW4 posted on the course web site
 - Chapter 5: 4(b,c,e), 20a, 22a, 56
 - **Write down all the steps** that you have done to obtain your answers.
 - Due date: July 16, 2009 (Thursday)
- Reading Assignment
 - Chapter 6: 6-5, 6-8, 6-9

Fixed-function IC package



Cutaway view of DIP (Dual-In-line Pins) chip

SSI



Example of Data Sheet

SN5400, SN54LS00, SN54S00
SN7400, SN74LS00, SN74S00
QUADRUPL E 2-INPUT POSITIVE-NAND GATES

Package Options Include Plastic Small-Outline (D, NS, PS), Shrink Small-Outline (SO), and Ceramic Flat (W) Packages, Ceramic Chip Carriers (FK), and Standard Plastic (N) and Ceramic (J) DIPs

Also Available as Dual 2-Input Positive-NAND Gate in Small-Outline (PS) Package

ORDERING INFORMATION (continued)

DESCRIPTION

FUNCTION TABLE

logic diagram, each gate (positive logic)

3

SN5400, SN54LS00, SN54S00
SN7400, SN74LS00, SN74S00
QUADRUPL E 2-INPUT POSITIVE-NAND GATES

ORDERING INFORMATION (continued)

TEMPERATURE RANGE	PACKAGE	ORDERABLE PART NUMBER	TOP-ROOF MARKING
0°C to 70°C	PDP - N	SN7400N	SN7400N
		SN74LS00N	SN74LS00N
		SN74S00N	SN74S00N
		Type and part	7400
	SOIC - D	SN7400D	1.800
		Type and part	7400
		SN74LS00D	1.800
		Type and part	7400
	SOIC - NS	SN7400NS	7400
		Type and part	7400
		SN74LS00NS	7400
		Type and part	7400
SOIC - PS	SN7400PS	1.800	
	Type and part	7400	
	SN74LS00PS	1.800	
	Type and part	7400	
SOIC - W	SN7400W	1.800	
	Type and part	7400	
	SN74LS00W	1.800	
	Type and part	7400	
-55°C to 125°C	PDP - J	SN5400J	SN5400J
		SN54LS00J	SN54LS00J
		SN54S00J	SN54S00J
		Type and part	5400
	SOIC - D	SN5400D	1.800
		Type and part	5400
		SN54LS00D	1.800
		Type and part	5400
	SOIC - NS	SN5400NS	5400
		Type and part	5400
		SN54LS00NS	5400
		Type and part	5400
SOIC - PS	SN5400PS	1.800	
	Type and part	5400	
	SN54LS00PS	1.800	
	Type and part	5400	
SOIC - W	SN5400W	1.800	
	Type and part	5400	
	SN54LS00W	1.800	
	Type and part	5400	

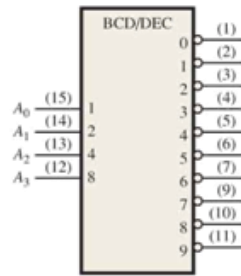
Package drawings, standard pinning schemes, terminal data, symbolization, and PCB design guidelines are available at www.ti.com.

Schematic

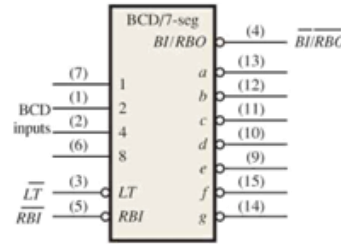
3

A NAND gate

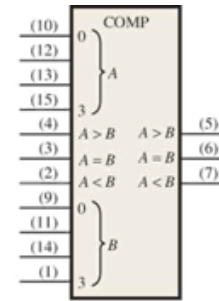
MSI



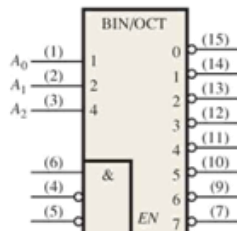
74HC42
BCD-to-decimal decoder



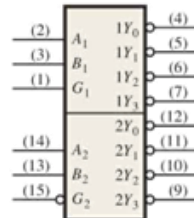
74LS47
BCD-to-7-segment decoder/driver



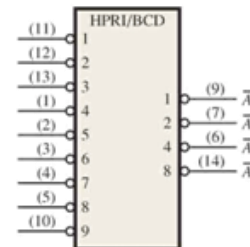
74LS85
4-bit magnitude comparator



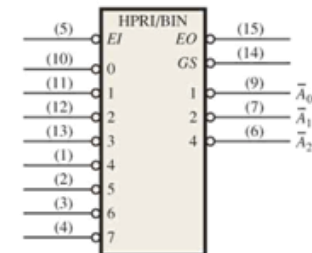
74LS138
3-line-to-8-line decoder



74LS139
Dual 2-line-to-4-line decoder

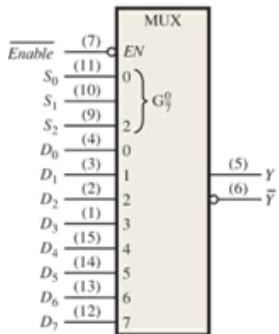


74HC147
Decimal-to-BCD priority encoder

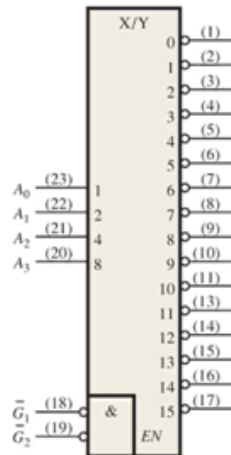


74LS148
Octal-to-binary encoder

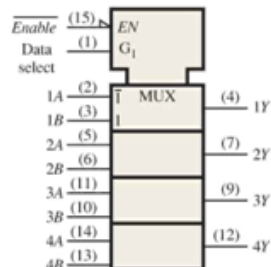
For the next couple lectures, we will study most of these 74-series MSI.



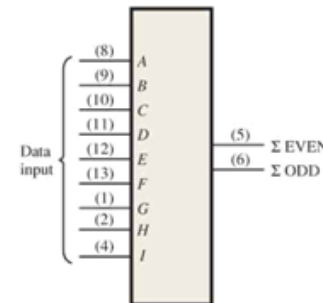
74LS151
8-input data selector/multiplexer



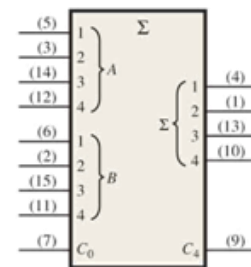
74HC154
1-of-16-line decoder



74HC157
Quad 2-input data selector/multiplexer

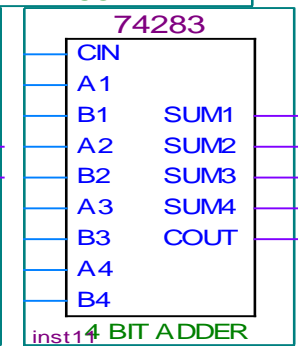
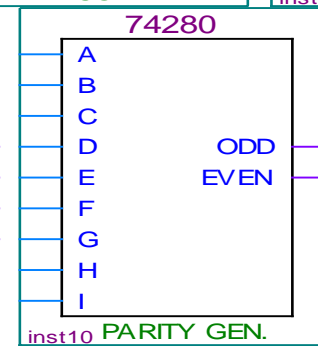
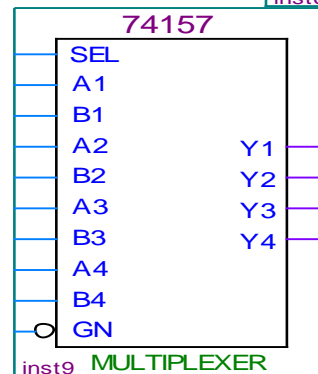
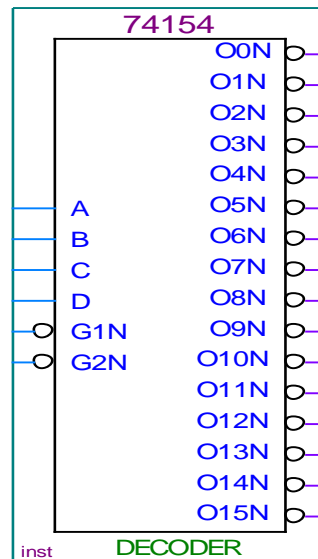
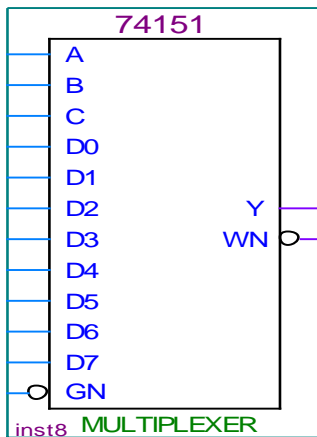
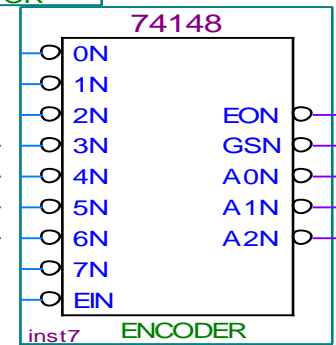
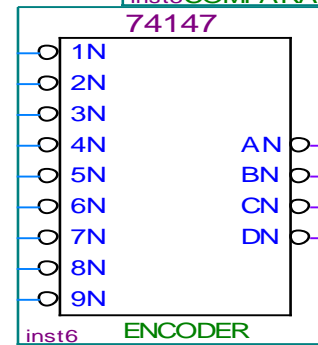
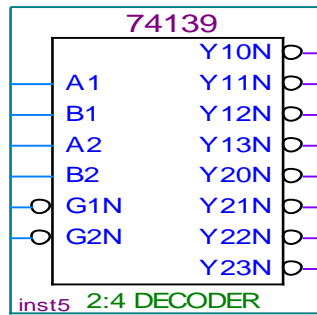
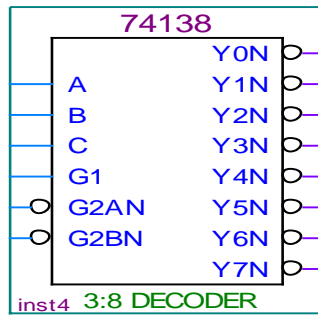
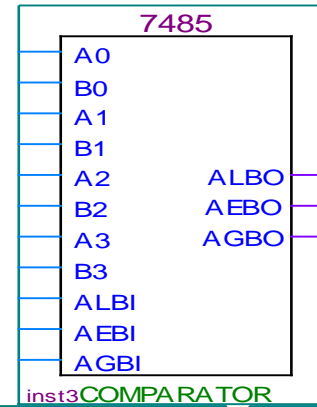
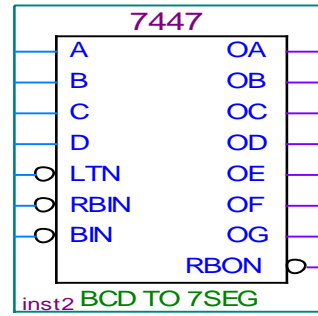
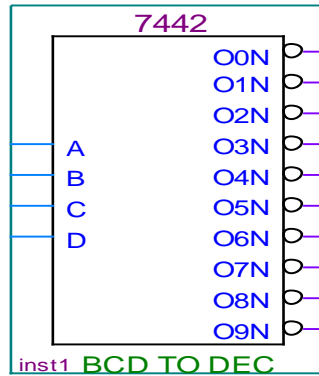


74LS280
9-bit parity generator/checker



74LS283
4-bit adder

MSI



Signals and Their Active Levels

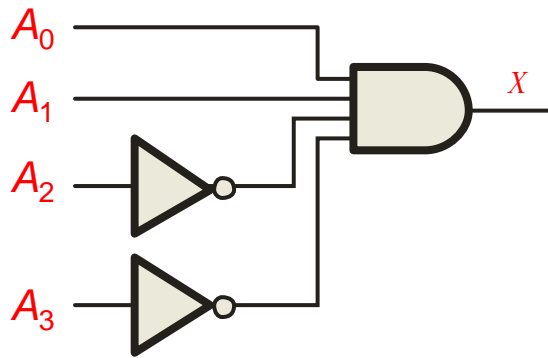
- Each input and output in a logic circuit should have a descriptive alpha-numeric label, the signal's name.
- A signal is **active high** if it performs the named action or denotes the named condition when it is HIGH (H) or 1.
- A signal is **active low** if it performs the named action or denotes the named condition when it is LOW (L) or 0.
- If not specified, assume active-high signal.
- A signal is said to be **asserted** when it is at its active level.
- A signal is said to be **negated** (or, sometimes, **deasserted**) when it is not at its active level.
- A **bus** is a collection of two or more related signal lines.

Simple Decoder

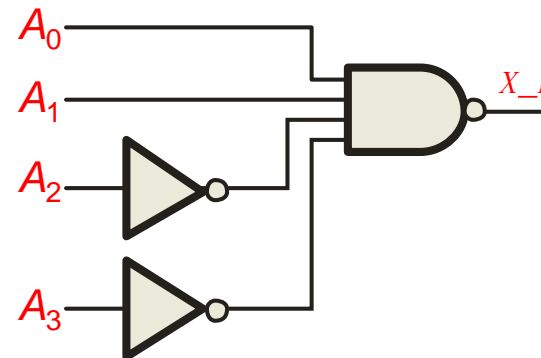
A **decoder** is a logic circuit that detects the presence of a specific combination of bits at its input.

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.

Input				Output
A_3	A_2	A_1	A_0	X
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	0
1	0	0	0	0
1	0	0	1	0
1	0	1	0	0
1	0	1	1	0
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	0



Active-HIGH decoder for 0011



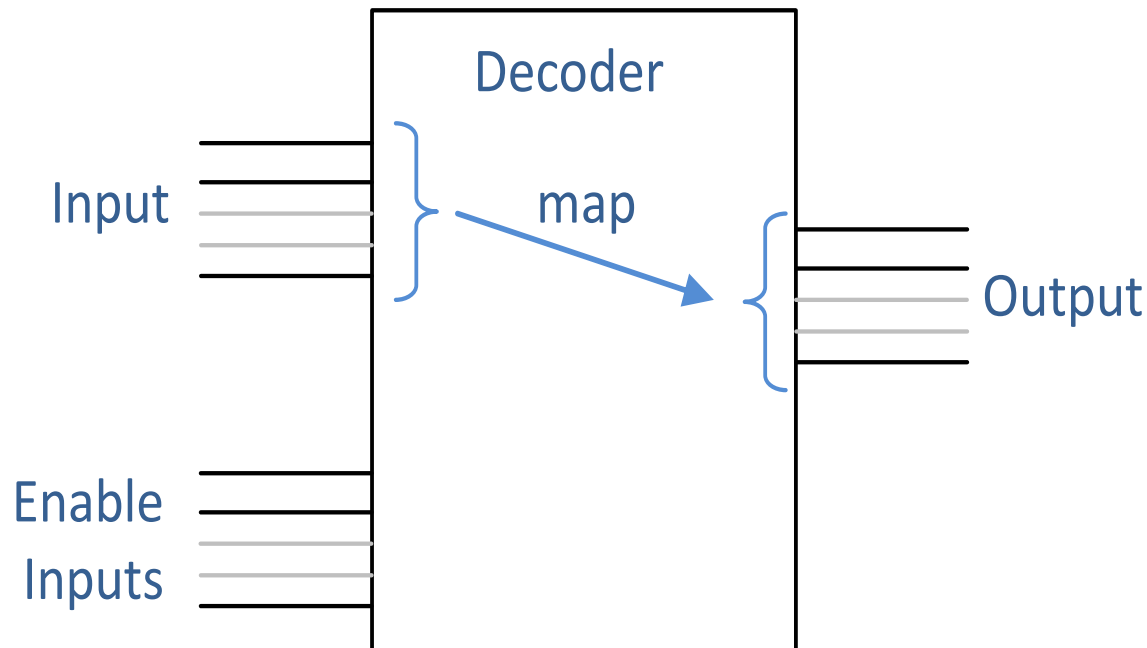
Active-LOW decoder for 0011

Input				Output
A_3	A_2	A_1	A_0	X_L
0	0	0	0	1
0	0	0	1	1
0	0	1	0	1
0	0	1	1	0
0	1	0	0	1
0	1	0	1	1
0	1	1	0	1
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	1
1	0	1	1	1
1	1	0	0	1
1	1	0	1	1
1	1	1	0	1
1	1	1	1	1

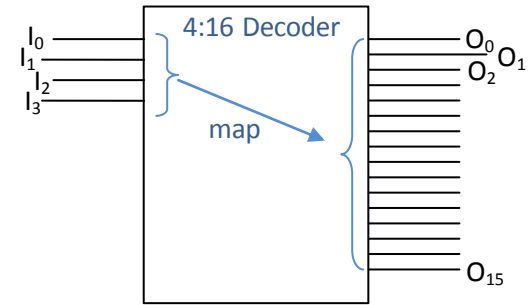
(A_0 is the LSB and A_3 is the MSB)

Binary-to-Decimal Decoder

- The input has n bits
- The output has 2^n bits. Only one bit is asserted at any time.
 - Also known as “1-out-of- m ” (where $m = 2^n$)
- Zero or more EN (enable) lines



4:16 Decoder



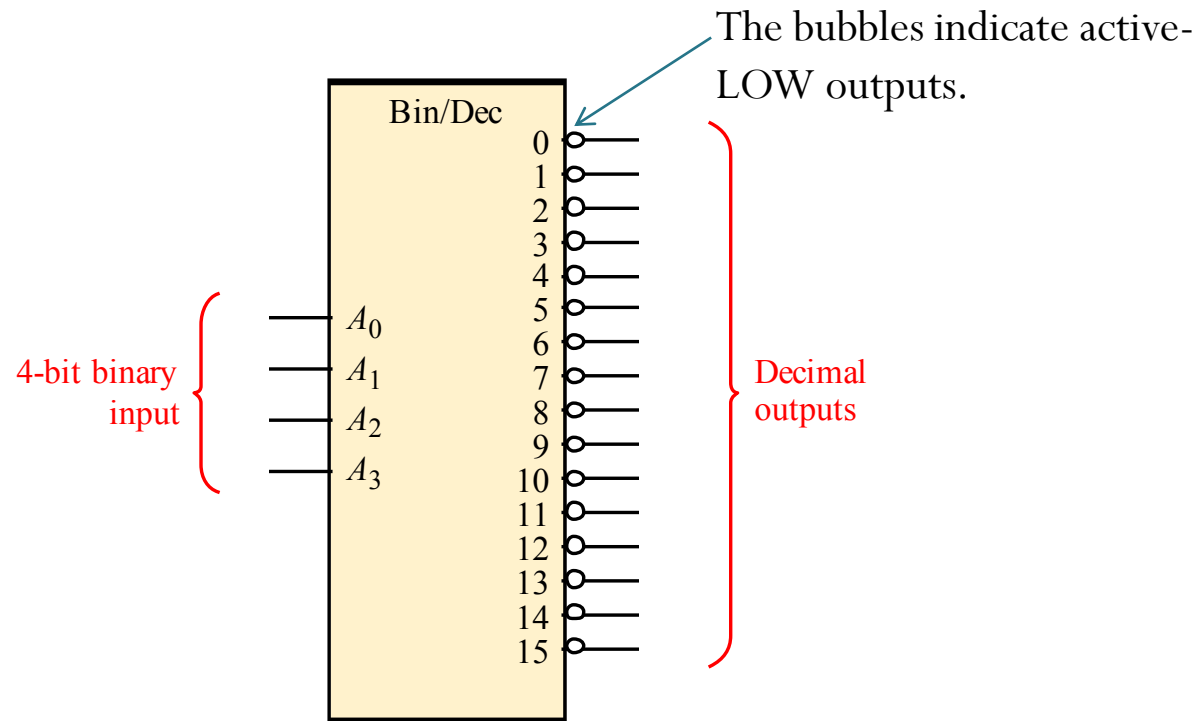
Input				Output																
I_3	I_2	I_1	I_0	O_{15}	O_{14}	O_{13}	O_{12}	O_{11}	O_{10}	O_9	O_8	O_7	O_6	O_5	O_4	O_3	O_2	O_1	O_0	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0
0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
0	1	0	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
0	1	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
0	1	1	1	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
1	0	0	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0
1	0	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
1	0	1	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
1	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
1	1	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

4:16 Decoder with Active-LOW outputs

Input				Output																
I_3	I_2	I_1	I_0	O_{15_L}	O_{14_L}	O_{13_L}	O_{12_L}	O_{11_L}	O_{10_L}	O_{9_L}	O_{8_L}	O_{7_L}	O_{6_L}	O_{5_L}	O_{4_L}	O_{3_L}	O_{2_L}	O_{1_L}	O_{0_L}	
0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1
0	0	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1	
0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	
0	1	0	0	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	
0	1	0	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	
0	1	1	0	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	
0	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	
1	0	0	0	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	
1	0	0	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1	
1	0	1	0	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	
1	0	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	
1	1	0	0	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	
1	1	0	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	
1	1	1	0	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	

Binary-to-Decimal Decoder

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



4:16 Decoder with EN

Input					Output																
EN	I ₃	I ₂	I ₁	I ₀	O ₁₅	O ₁₄	O ₁₃	O ₁₂	O ₁₁	O ₁₀	O ₉	O ₈	O ₇	O ₆	O ₅	O ₄	O ₃	O ₂	O ₁	O ₀	
0	X	X	X	X	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0
1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0
1	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
1	0	1	0	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
1	0	1	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
1	0	1	1	1	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
1	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
1	1	0	0	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0
1	1	0	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
1	1	0	1	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
1	1	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
1	1	1	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	1	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	1	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

4:16 Decoder

(Active-HIGH EN)
Active-LOW output

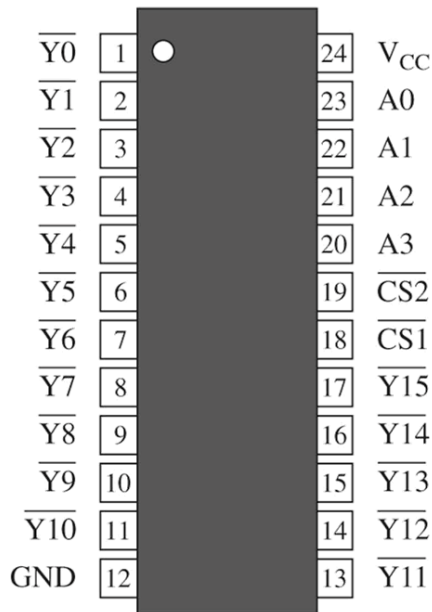
Input					Output																
EN	I ₃	I ₂	I ₁	I ₀	O _{15_L}	O _{14_L}	O _{13_L}	O _{12_L}	O _{11_L}	O _{10_L}	O _{9_L}	O _{8_L}	O _{7_L}	O _{6_L}	O _{5_L}	O _{4_L}	O _{3_L}	O _{2_L}	O _{1_L}	O _{0_L}	
0	X	X	X	X	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
1	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1
1	0	0	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1
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1	0	1	1	0	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1
1	0	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1
1	1	0	0	0	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1
1	1	0	0	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1
1	1	0	1	0	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1
1	1	0	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	0	0	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	0	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	0	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

4:16 Decoder

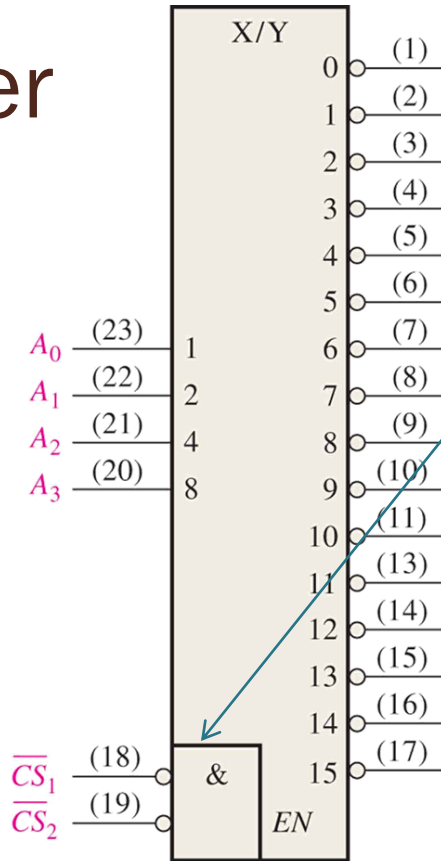
Active-LOW EN
Active-LOW output

Input					Output																
EN_L	I ₃	I ₂	I ₁	I ₀	O _{15_L}	O _{14_L}	O _{13_L}	O _{12_L}	O _{11_L}	O _{10_L}	O _{9_L}	O _{8_L}	O _{7_L}	O _{6_L}	O _{5_L}	O _{4_L}	O _{3_L}	O _{2_L}	O _{1_L}	O _{0_L}	
1	X	X	X	X	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1
0	0	0	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1
0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1
0	0	1	0	0	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1
0	0	1	0	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1
0	0	1	1	0	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1
0	0	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1
0	1	0	0	0	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1
0	1	0	0	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1
0	1	0	1	0	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1
0	1	0	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1
0	1	1	0	0	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1
0	1	1	0	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0	1	1	1	0	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

74x154: 4:16 Decoder



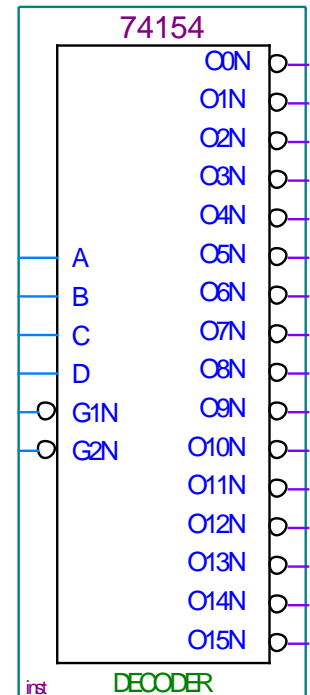
(a) Pin diagram



(b) Logic symbol

A LOW level on each chip select input is required to make the **enable** gate output (EN) HIGH.

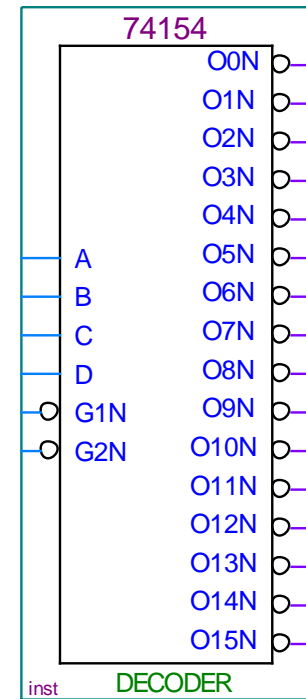
Alternative logic symbol



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.

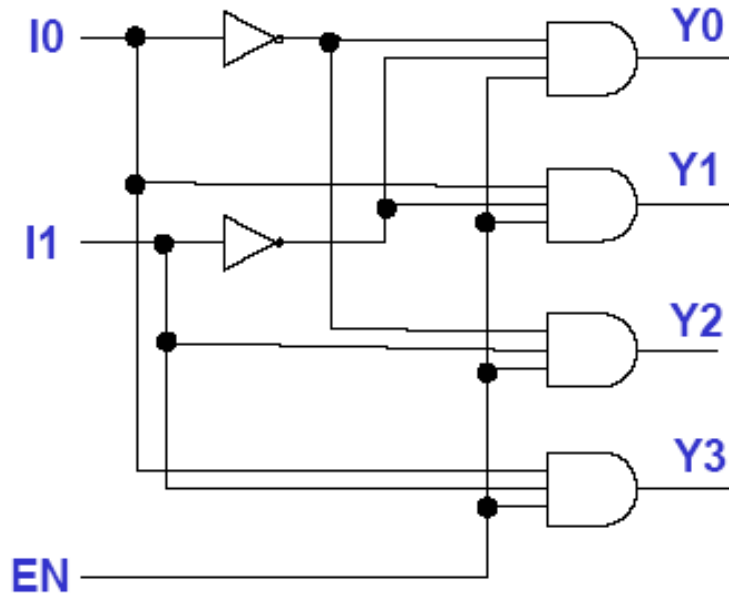
What do you need to know?

- On the exam/quiz/hw, when you see a logic symbol, you should be able to write down the following items on your own:
 - The description of its function.
 - The truth table.
 - The logic diagram.



Logic Diagram for 2:4 decoder

2-to-4 line decoder with enable input

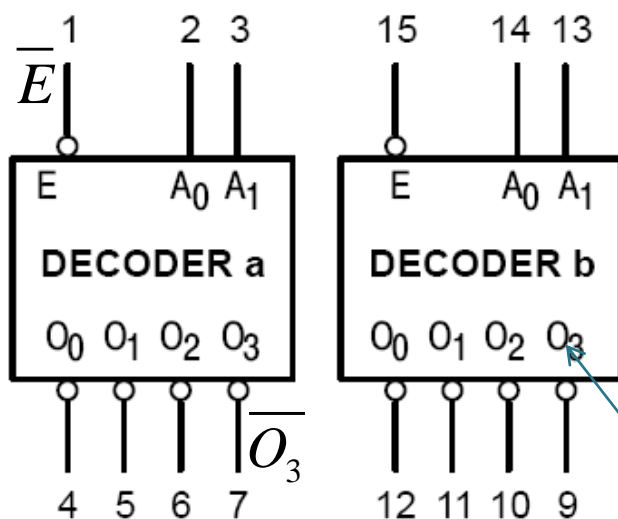


Inputs			Outputs			
E	I_1	I_0	Y_3	Y_2	Y_1	Y_0
0	X	X	0	0	0	0
1	0	0	0	0	0	1
1	0	1	0	0	1	0
1	1	0	0	1	0	0
1	1	1	1	0	0	0

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_L is HIGH all outputs are forced HIGH.

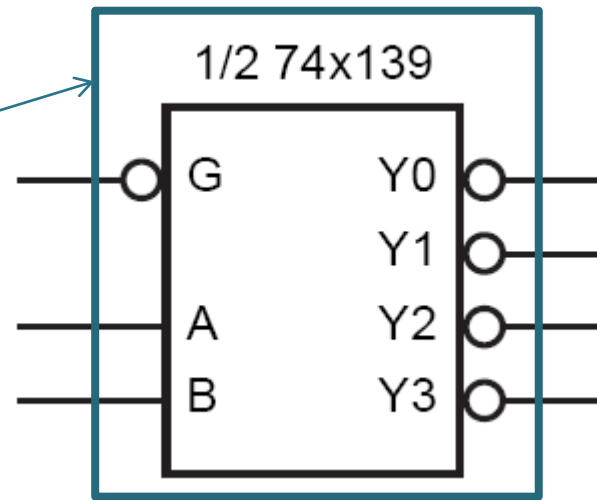
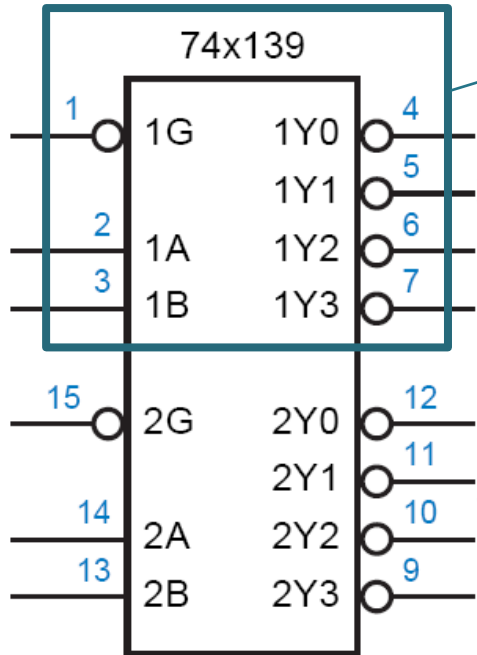


V_{CC} = PIN 16
GND = PIN 8

INPUTS			OUTPUTS			
E	A ₀	A ₁	O ₀	O ₁	O ₂	O ₃
H	X	X	H	H	H	H
L	L	L	L	H	H	H
L	H	L	H	L	H	H
L	L	H	H	H	L	H
L	H	H	H	H	H	L

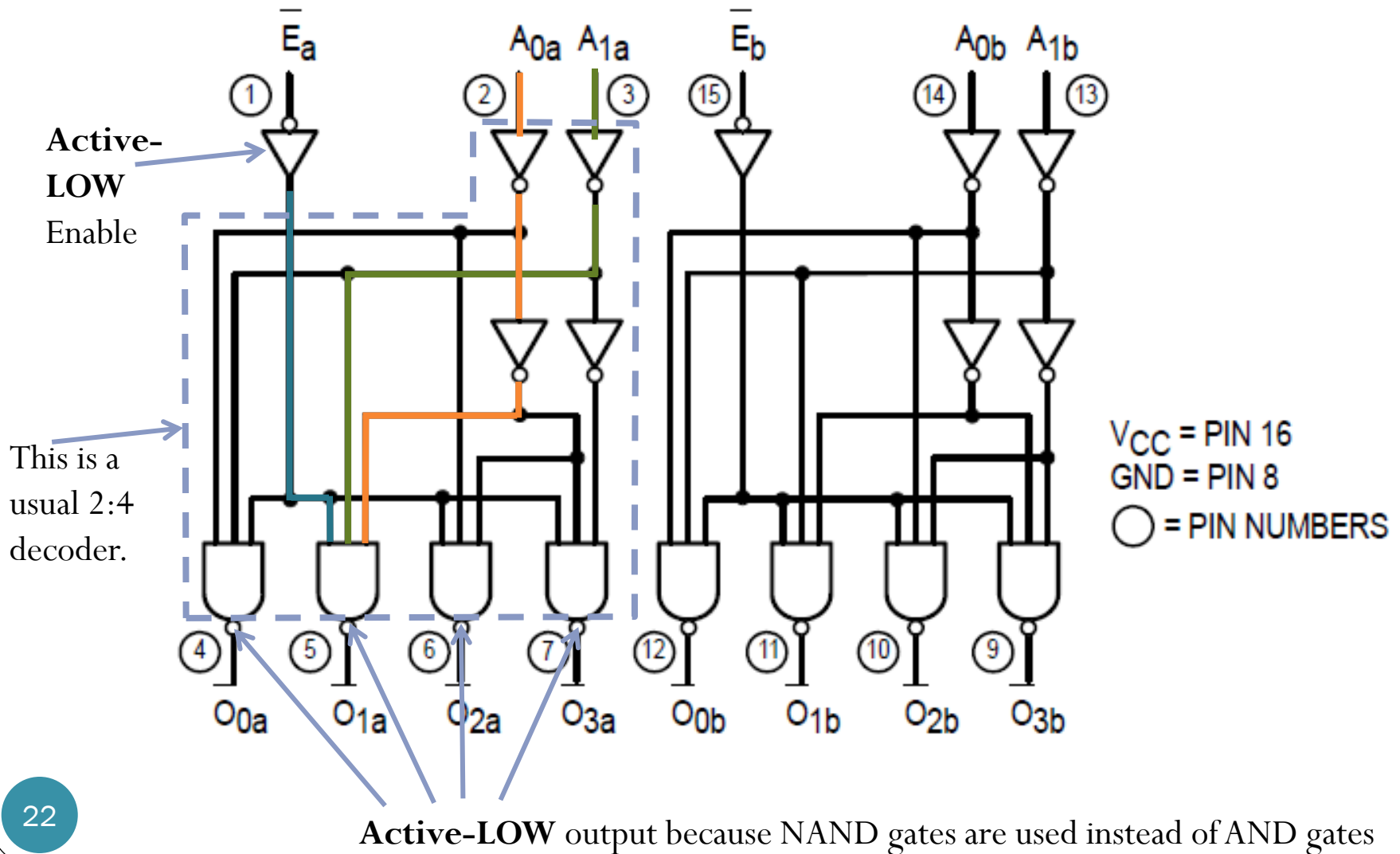
Notice that all of the signal names inside the symbol outline are active-HIGH, and that bubbles indicate active-LOW inputs and outputs.

74x139



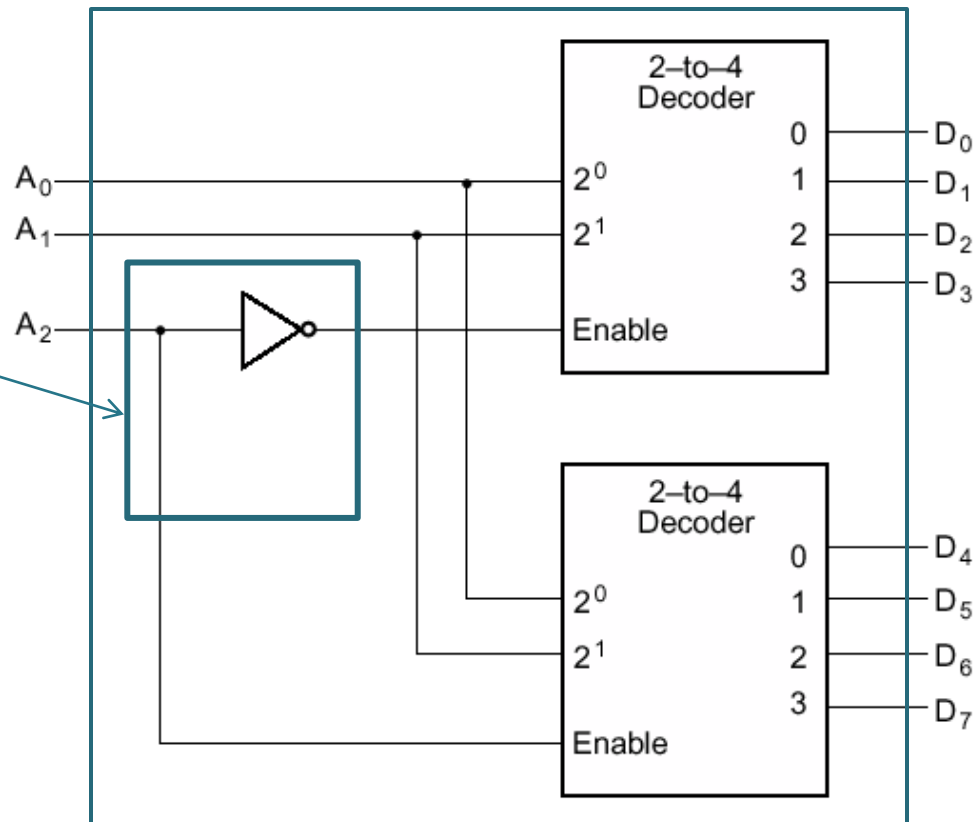
<i>Inputs</i>			<i>Outputs</i>			
G_L	B	A	Y3_L	Y2_L	Y1_L	Y0_L
1	x	x	1	1	1	1
0	0	0	1	1	1	0
0	0	1	1	1	0	1
0	1	0	1	0	1	1
0	1	1	0	1	1	1

74x139: Logic diagram



Example: Building a larger decoder

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



Notice that this part is equivalent to a 1:2 decoder.

How can we add an active-HIGH enable input?

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

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^{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^n decoder, to select which one (and only one) of the k -to- 2^k decoders will be enabled.

Example

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

