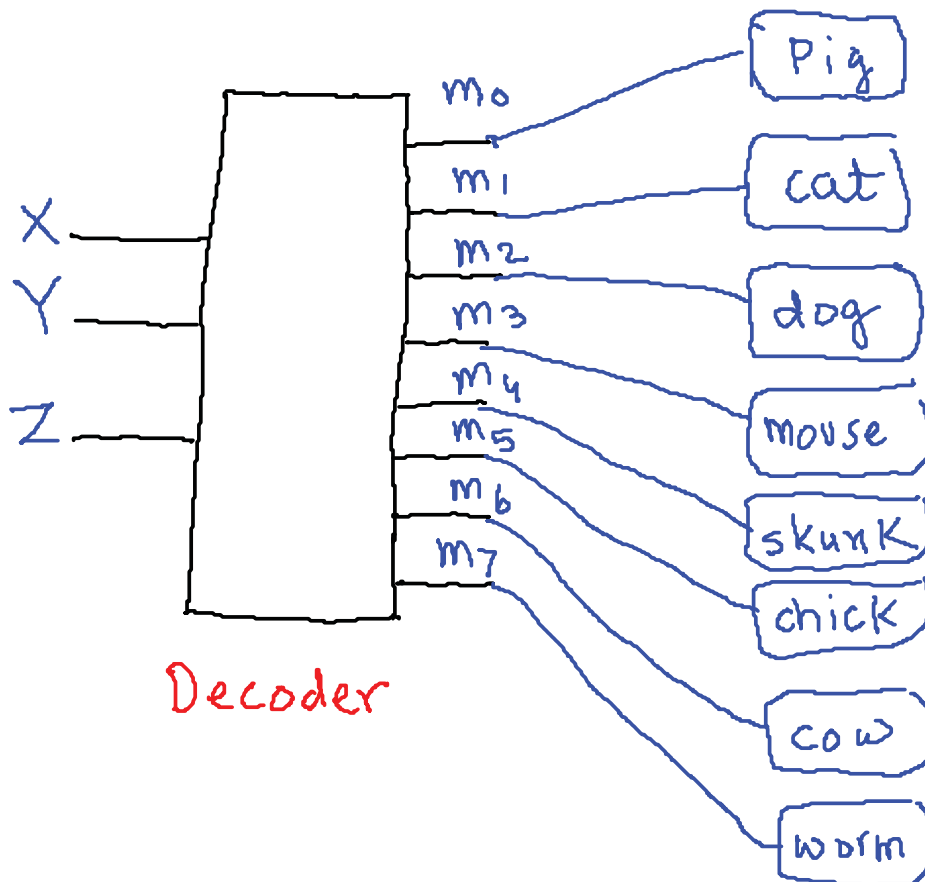
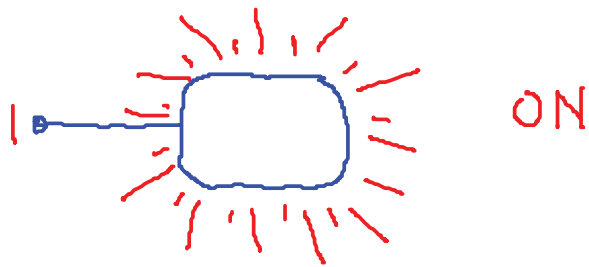
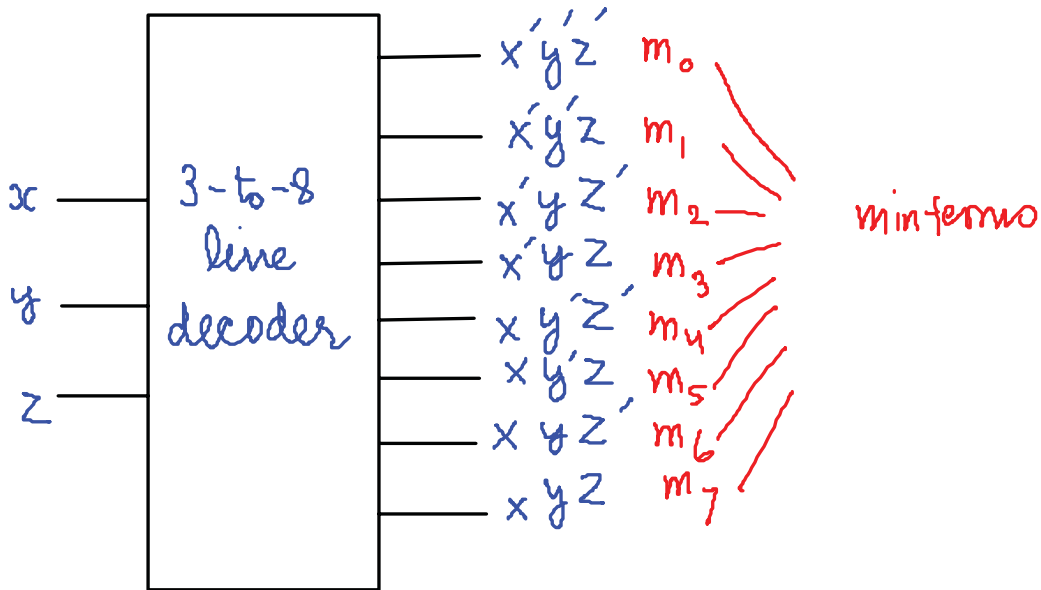


Decoder

	X	Y	Z
Pig	0	0	0
cat	0	0	1
dog	0	1	0
mouse	0	1	1
skunk	1	0	0
chicken	1	0	1
cow	1	1	0
worm	1	1	1

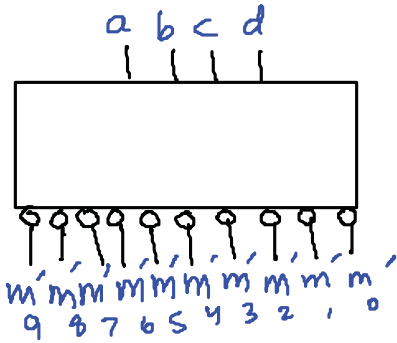
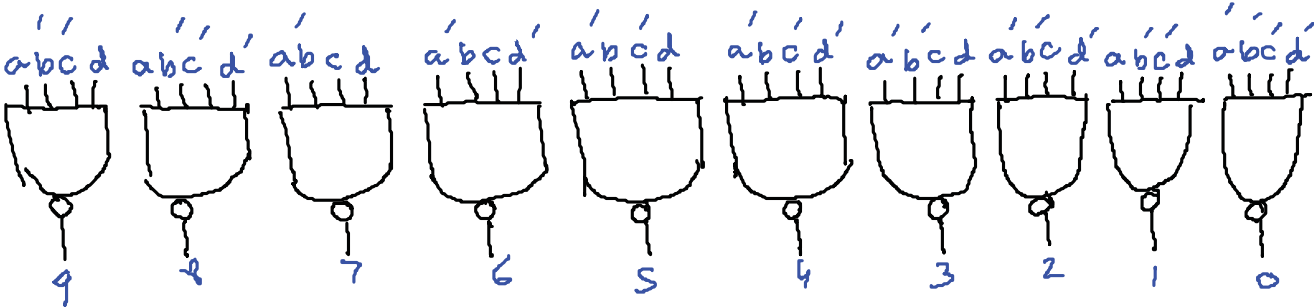
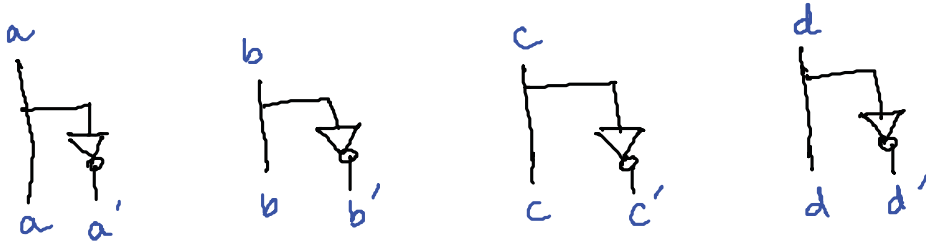


9.4 Decoders & Encoders



x	y	z	m_0	m_1	m_2	m_3	m_4	m_5	m_6	m_7
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

4-to-10 Line Decoder



input BCD				Decimal Digits									
a	b	c	d	0	1	2	3	4	5	6	7	8	9
0	0	0	0	0	1								
0	0	0	1		0	1							
0	0	1	0			0	1						
0	0	1	1				0	1					
0	1	0	0					0	1				
0	1	0	1						0	1			
0	1	1	0							0	1		
0	1	1	1								0	1	
1	0	0	0									0	1
1	0	0	1										0

When a BCD digit is used as an input, one of the output lines will go low to indicate which of the 10 decimal digits is present

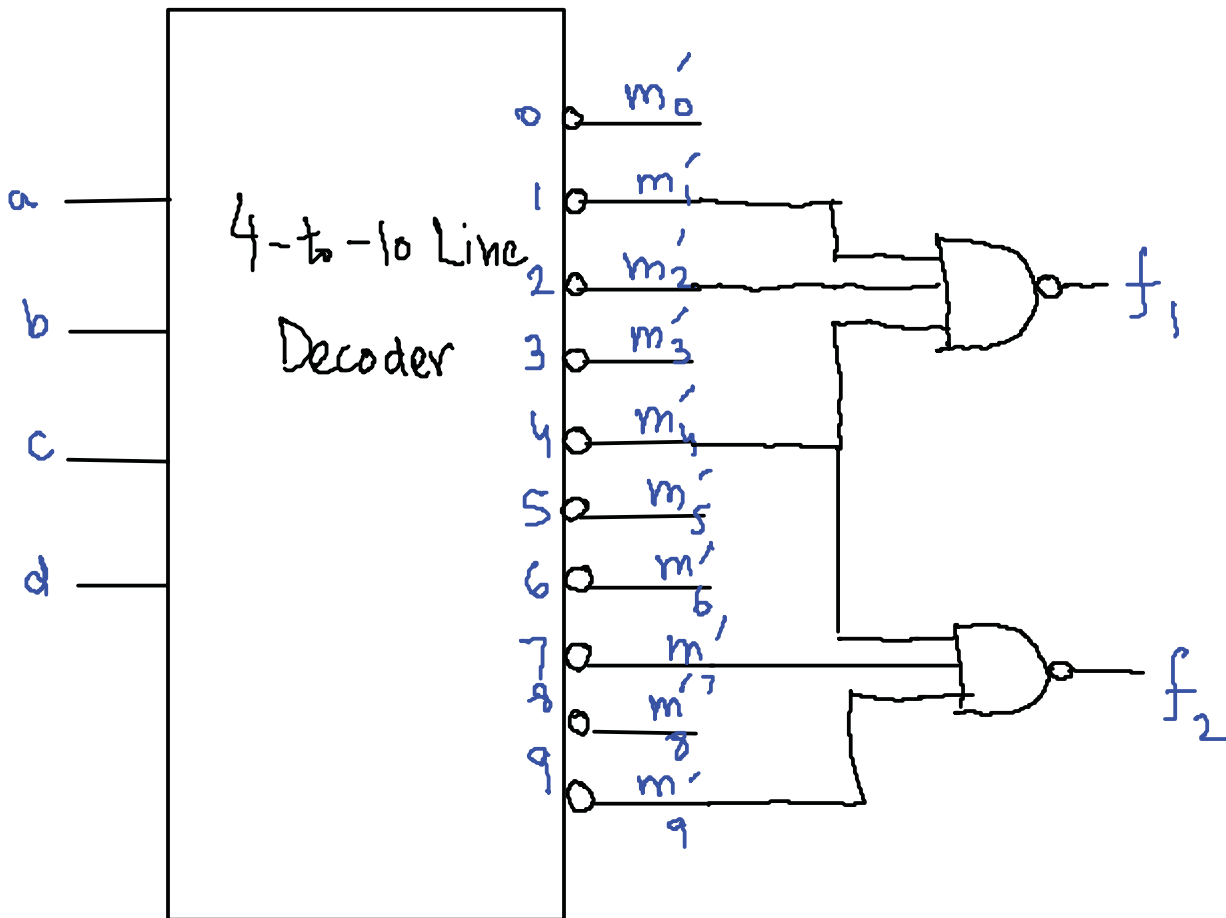
implementing functions using decoders

$$f_1(a, b, c, d) = m_1 + m_2 + m_4$$

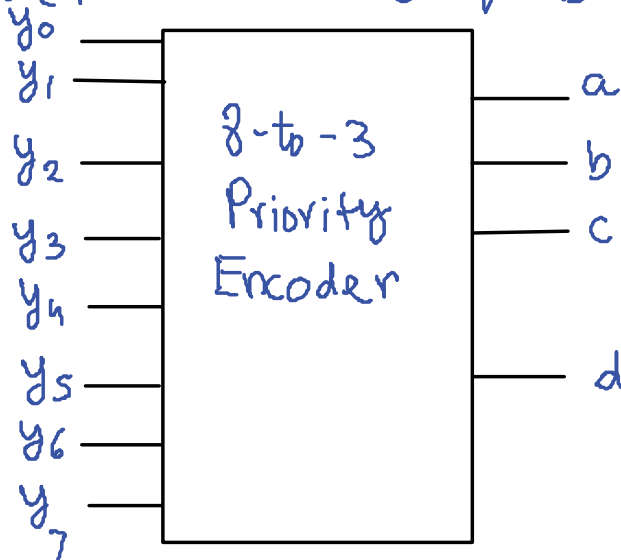
$$f_2(a, b, c, d) = m_4 + m_7 + m_9$$

$$f_1' = (m_1' m_2' m_3') \rightarrow f_1 = (m_1' m_2' m_3')$$

$$f_2' = (m_4' m_7' m_9') \rightarrow f_2 = (m_4' m_7' m_9')$$



Encoder - Inverse of Decoder



y_7	y_6	y_5	y_4	y_3	y_2	y_1	y_0	a	b	c	d
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	1	X	0	0	1	1
0	0	0	0	0	1	X	X	0	1	0	1
0	0	0	0	1	X	X	X	0	1	1	1
0	0	0	1	X	X	X	X	1	0	0	1
0	0	1	X	X	X	X	X	1	0	1	1
0	1	X	X	X	X	X	X	1	1	0	1
1	X	X	X	X	X	X	X	1	1	1	1

Priority: If more than one input is 1 then the highest numbered input determines the output

e.g. $y_1=1, y_4=1, y_5=1$ $y_1 \rightarrow X, y_4 \rightarrow X, y_5=1$