## **PARITY CHECKER & GENERATOR**

The parity generating technique is one of the most widely used error detection techniques for the data transmission. In digital systems, when binary data is transmitted and processed, data may be subjected to noise so that such noise can alter 0s (of data bits) to 1s and 1s to 0s.

Hence, parity bit is added to the word containing data in order to make number of 1s either even or odd. Thus it is used to detect errors, during the transmission of binary data. The message containing the data bits along with parity bit is transmitted from transmitter node to receiver node.

At the receiving end, the number of 1s in the message is counted and if it doesn't match with the transmitted one, then it means there is an error in the data.

Types of Parity Checker;

Even; Number of Ones would be equal to an EVEN Number. P= A xor B xor C

| 3- | bit messa | ge | Even parity bit generator (F |
|----|-----------|----|------------------------------|
| Α  | В         | С  | Y                            |
| 0  | 0         | 0  | 0                            |
| 0  | 0         | 1  | 1                            |
| 0  | 1         | 0  | 1                            |
| 0  | 1         | 1  | 0                            |
| 1  | 0         | 0  | 1                            |
| 1  | 0         | 1  | 0                            |
| 1  | 1         | 0  | 0                            |
| 1  | 1         | 1  | 1                            |

• Odd; Number of Ones would be equal to an ODD Number P= A xor B xnor C

| 700 | 3-bit messag | ge <u> </u> | Odd parity bit generator (P |
|-----|--------------|-------------|-----------------------------|
| Α   | В            | С           | Y                           |
| 0   | 0            | 0           | 1                           |
| 0   | 0            | 1           | 0                           |
| 0   | 1            | 0           | 0                           |
| 0   | 1            | 1           | 1                           |
| 1   | 0            | 0           | 0                           |
| 1   | 0            | 1           | 1                           |
| 1   | 1            | 0           | 1                           |
| 1   | 1            | 1           | 0                           |

## DRAW THE CIRCUIT DIAG ACCORDINGLY!

## Types of Parity Generator;

• Even; Number of Ones would be equal to an EVEN Number.

Cp= A xor B xor C xor P

| 4- | bit receive | ed messag |   |                                   |
|----|-------------|-----------|---|-----------------------------------|
| A  | В           | C         | P | Parity error check C <sub>p</sub> |
| 0  | 0           | 0         | 0 | 0                                 |
| 0  | 0           | 0         | 1 | 1                                 |
| 0  | 0           | 1         | 0 | 1                                 |
| 0  | 0           | 1         | 1 | 0                                 |
| 0  | 1           | 0         | 0 | 1                                 |
| 0  | 1           | 0         | 1 | 0                                 |
| 0  | 1           | 1         | 0 | 0                                 |
| 0  | 1           | 1         | 1 | 1                                 |
| 1  | 0           | 0         | 0 | 1                                 |
| 1  | 0           | 0         | 1 | 0                                 |
| 1  | 0           | 1         | 0 | 0                                 |
| 1  | 0           | 1         | 1 | 1                                 |
| 1  | 1           | 0         | 0 | 0                                 |
| 1  | 1           | 0         | 1 | 1                                 |
| 1  | 1           | 1         | 0 | 1                                 |
| 1  | 1           | 1         | 1 | 0                                 |

Odd; Number of Ones would be equal to an ODD Number.
Cp= A xnor B xnor C xnor P

| 4- | bit receive | ed messag |   |                       |
|----|-------------|-----------|---|-----------------------|
| A  | В           | C         | P | Parity error check Cp |
| 0  | 0           | 0         | 0 | 1                     |
| 0  | 0           | 0         | 1 | 0                     |
| 0  | 0           | 1         | 0 | 0                     |
| 0  | 0           | 1         | 1 | 1                     |
| 0  | 1           | 0         | 0 | 0                     |
| 0  | 1           | 0         | 1 | 1                     |
| 0  | 1           | 1         | 0 | 1                     |
| 0  | 1           | 1         | 1 | 0                     |
| 1  | 0           | 0         | 0 | 0                     |
| 1  | 0           | 0         | 1 | 1                     |
| 1  | 0           | 1         | 0 | 1                     |
| 1  | 0           | 1         | 1 | 0                     |
| 1  | 1           | 0         | 0 | 1                     |
| 1  | 1           | 0         | 1 | 0                     |
| 1  | 1           | 1         | 0 | 0                     |
| 1  | 1           | 1         | 1 | 1                     |