Experiment 5

Aim: Design using dataflow and behavioral modelling
- → 4bit binary to gray code conversion.
- → 4bit gray to binary code conversion.

Software Used: Modelsim

I. 4-bit binary to Gray Code:

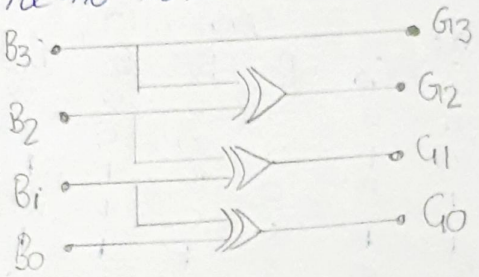
Gray code system is a binary number system in which every successive pair of numbers differs in only one bit. It is used in application in which the normal sequence of binary nos generated by the hardware may produce an error or ambiguity during the transition from one no. to the next

$G_{I3} = B_3$

$G_{I2} = B_3 \oplus B_2$

$G_1 = B_2 \oplus B_1$

$G_0 = B_1 \oplus B_0$



BINARY CODE				GRAY CODE			
B_3	B_2	B_1	B_0	G_3	G_2	G_1	G_0
0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	1
0	0	1	0	0	0	1	1
0	0	1	1	0	0	1	0
0	1	0	0	0	1	1	0
0	1	0	1	0	1	1	1
0	1	1	0	0	1	0	1
0	1	1	1	0	1	0	0
1	0	0	0	1	1	0	0
1	0	0	1	1	1	0	1
1	0	1	0	1	1	1	1
1	0	1	1	1	1	1	0
1	1	0	0	1	0	1	0
1	1	0	1	1	0	1	1
1	1	1	0	1	0	0	1
1	1	1	1	1	0	0	0

II. 4bit Gray to Binary Code:

Converting gray code back to binary code can be done in a similar manner.

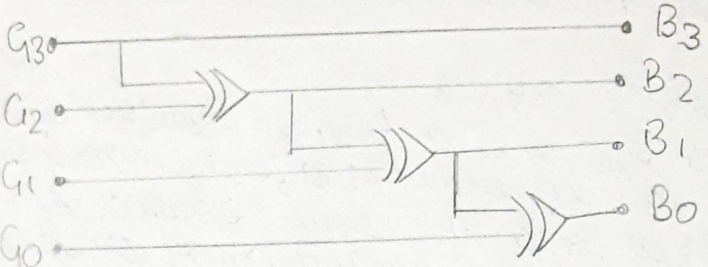
Let B_3, B_2, B_1, B_0 be the binary bits with B_0 as LSB & B_3 as MSB. Similarly G_3, G_2, G_1, G_0 are Gray codes with G_0 as LSB & G_3 as MSB.

$B_3 = G_3$

$B_2 = G_3 \oplus G_2$

$B_1 = G_3 \oplus G_2 \oplus G_1$

$B_0 = G_3 \oplus G_2 \oplus G_1 \oplus G_0$



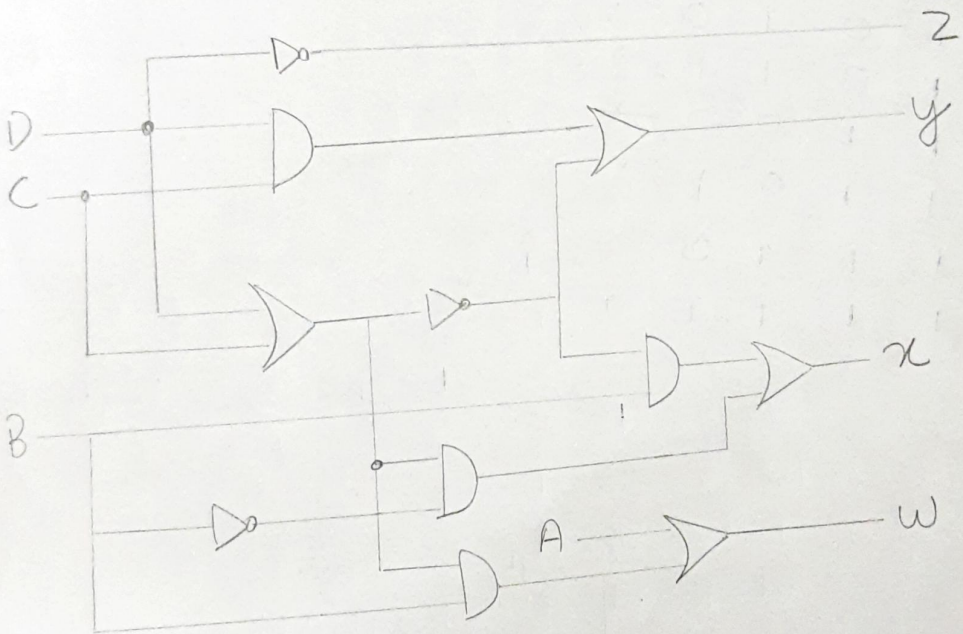
GRAY CODE				BINARY CODE			
G_3	G_2	G_1	G_0	B_3	B_2	B_1	B_0
0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	1
0	0	1	0	0	0	1	1
0	0	1	1	0	0	1	0
0	1	0	0	0	1	1	1
0	1	0	1	0	1	1	0
0	1	1	0	0	1	0	0
0	1	1	1	0	1	0	1
1	0	0	0	1	1	1	0
1	0	0	1	1	1	1	1
1	0	1	0	1	1	0	0
1	0	1	1	1	1	0	1
1	1	0	0	1	0	0	0
1	1	0	1	1	0	0	1
1	1	1	0	1	0	1	1
1	1	1	1	1	0	1	0

III. BCD to Excess 3 :

Excess-3 binary code is an unweighted self complementary BCD code.

Self complementary property means that the 1's compliment of an excess-3 number is the excess 3 code of the 9's compliment of the corresponding decimal number. The property is useful since a decimal no. can be 9's complimented as easily as a binary no. can be 1's complimented just by inverting all bits.

$$W = A + BC + BD$$
$$x = B'C + B'D + BC'D'$$
$$y = CD + C'D'$$
$$z = D'$$



A	B	C	D	w	x	y	z
0	0	0	0	0	0	1	1
0	0	0	1	0	1	0	0
0	0	1	0	0	1	0	1
0	0	1	1	0	1	1	0
0	1	0	0	0	1	1	1
0	1	0	1	1	0	0	0
0	1	1	0	1	0	0	1
0	1	1	1	1	0	1	0
1	0	0	0	1	0	1	1
1	0	0	1	1	1	0	0
1	0	1	0	x	x	x	x
1	0	1	1	x	x	x	x
1	1	0	0	x	x	x	x
1	1	0	1	x	x	x	x
1	1	1	0	x	x	x	x
1	1	1	1	x	x	x	x