

EEE104 – Digital Electronics (I)

Lecture 3

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In This Session

- Binary Arithmetic
- Hexadecimal Numbers.
- Binary Coded Decimal (BCD)

Binary Arithmetic

1's Complement

- This is to change all 1s to 0s and all 0s to 1s in a binary number.
- It is important to the representation of negative numbers.

1 0 1 1 0 0 1 0

↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓

0 1 0 0 1 1 0 1

Binary number

1's complement

Binary Arithmetic

2's Complement

- This is to add 1 to the 1's complement.
- It is important to the representation of negative numbers.

10110010	Binary number
01001101	1's complement
+ 1	Add 1
<hr/>	
01001110	2's complement

Hexadecimal Numbers

- Long binary numbers are difficult to read and write.
- So **hexadecimal number system** is introduced as a compact way of writing binary numbers.
- It is widely used in computers and microprocessors.

Hexadecimal Numbers

- The hexadecimal number system has 16 digits: 10 numeric digits (0-9) and 6 alphabetic characters (A-F).
- Each digit represents a 4-bit binary number.
- A hexadecimal number may have a subscript 16 or be followed by an “h”.

Decimal	Binary	Hexadecimal
0	0000	0
1	0001	1
2	0010	2
3	0011	3
4	0100	4
5	0101	5
6	0110	6
7	0111	7
8	1000	8
9	1001	9
10	1010	A
11	1011	B
12	1100	C
13	1101	D
14	1110	E
15	1111	F

Hexadecimal Numbers

Counting in Hexadecimal

- Once you get to F, add another digit and continue.

0, 1,, 9, A, B, C, D, E, F

10, 11,, 19, 1A, 1B, 1C, 1D, 1E, 1F

.....

F0, F1,, F9, FA, FB, FC, FD, FE, FF

100, 101,109, 10A, 10B, 10C, 10D, 10E, 10F

Hexadecimal Numbers

Binary-to-Hexadecimal Conversion

- Starting at the right-most bit, break the binary number into 4-bit groups.
- Replace each 4-bit group with the equivalent hexadecimal symbol.

$$\begin{array}{ccccccc} 1 & 1 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ \hline & \downarrow & & \downarrow & & \downarrow & & \downarrow & & & & & & \\ C & & A & & 5 & & 7 & & = & CA57_{16} \end{array}$$

Hexadecimal Numbers

Hexadecimal-to-Binary Conversion

- Replace each hexadecimal symbol with the appropriate 4 bits.
- The leftmost 0's can be removed.

1 0 A 4
↓ ↓ ↓ ↓
1000010100100

C F 8 E
↓ ↓ ↓ ↓
1100111110001110

Hexadecimal Numbers

Hexadecimal-to-Decimal Conversion

- The weights of hexadecimal digits are increasing powers of 16 (from right to left).

$$\begin{array}{cccc} 16^3 & 16^2 & 16^1 & 16^0 \\ 4096 & 256 & 16 & 1 \end{array}$$

- Multiply the decimal value of each hexadecimal digit by its weight and then take the sum of these products.

$$\begin{aligned} \text{B2F8}_{16} &= (\text{B} \times 4096) + (2 \times 256) + (\text{F} \times 16) + (8 \times 1) \\ &= (11 \times 4096) + (2 \times 256) + (15 \times 16) + (8 \times 1) \\ &= 45,056 + 512 + 240 + 8 = \mathbf{45,816}_{10} \end{aligned}$$

Hexadecimal Numbers

Decimal-to-Hexadecimal Conversion

Repeated Division by 16 method

- Divide a decimal number or the previous quotient by 16. The remainder is a digit in the hexadecimal number.
- The first remainder is the LSD.
- Repeat this process until the whole number quotient becomes zero.

	quotient	remainder	
$\frac{650}{16}$	40	$10 = A$	$650 = 28A_{16}$
$\frac{40}{16}$	2	$8 = 8$	
$\frac{2}{16}$	0	2	

Hexadecimal Numbers

Hexadecimal Addition

- If the sum of two digits is less than 16, bring down the corresponding hexadecimal digit.
- If the sum of these two digits is greater than or equal to 16, bring down the amount of the sum that exceeds 16 and carry a 1 to the next column.

$$\begin{array}{r} 58_{16} \\ + 22_{16} \\ \hline 7A_{16} \end{array}$$

right column: $8_{16} + 2_{16} = 8_{10} + 2_{10} = 10_{10} = A_{16}$

left column: $5_{16} + 2_{16} = 5_{10} + 2_{10} = 7_{10} = 7_{16}$

$$\begin{array}{r} DF_{16} \\ + AC_{16} \\ \hline 18B_{16} \end{array}$$

right column: $F_{16} + C_{16} = 15_{10} + 12_{10} = 27_{10}$

$27_{10} - 16_{10} = 11_{10} = B_{16}$ with a 1 carry

left column: $D_{16} + A_{16} + 1_{16} = 13_{10} + 10_{10} + 1_{10} = 24_{10}$

$24_{10} - 16_{10} = 8_{10} = 8_{16}$ with a 1 carry

Binary Coded Decimal (BCD)

- **Binary coded decimal** (BCD) is an easy way to express decimal digits with a binary code.
- The BCD system has only 10 code groups.
- It is mainly used in user interface such as keypads and digital displays.
- The **8421 code** is a type of BCD, where the weights of the four bits are 8, 4, 2 and 1.

Decimal Digit	0	1	2	3	4	5	6	7	8	9
BCD	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001

Binary Coded Decimal (BCD)

Decimal-to-BCD Conversion

- Replace each decimal digit with the appropriate 4-bit.

1 7 0
↓ ↓ ↓
0001 0111 0000

BCD-to-Decimal Conversion

- Start at the right-most bit and break the code into groups of four bits.
- Write the decimal digit for each 4-bit group.

0011 0101 0001
↓ ↓ ↓
3 5 1

Binary Coded Decimal (BCD)

BCD Addition

- Add two BCD numbers using the rules for binary addition.
- If a 4-bit sum is less than 10, it is a valid BCD number.
- If a 4-bit sum is greater than or equal to 10, or if a carry out of the 4-bit group is generated, it is an invalid result. Add 6 (0110) to the 4-bit sum to skip the six invalid states.

0010	0011	23
+ 0001	0101	+ 15
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0011	1000	38

Binary Coded Decimal (BCD)

BCD Addition

$$\begin{array}{r}
 1001 \\
 + 0100 \\
 \hline
 1101 \\
 + 0110 \\
 \hline
 \mathbf{0001} \quad \mathbf{0011} \\
 \downarrow \quad \downarrow \\
 1 \quad 3
 \end{array}$$

Invalid BCD number (>9)

Add 6

Valid BCD number

$$\begin{array}{r}
 9 \\
 + 4 \\
 \hline
 13
 \end{array}$$

$$\begin{array}{r}
 1001 \\
 + 1001 \\
 \hline
 1 \quad 0010 \\
 + 0110 \\
 \hline
 \mathbf{0001} \quad \mathbf{1000} \\
 \downarrow \quad \downarrow \\
 1 \quad 8
 \end{array}$$

Invalid because of carry

Add 6

Valid BCD number

$$\begin{array}{r}
 9 \\
 + 9 \\
 \hline
 18
 \end{array}$$