

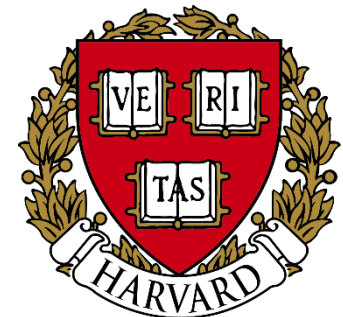
Lecture 1 – Introduction and Number systems

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Chapter 1 (first half)

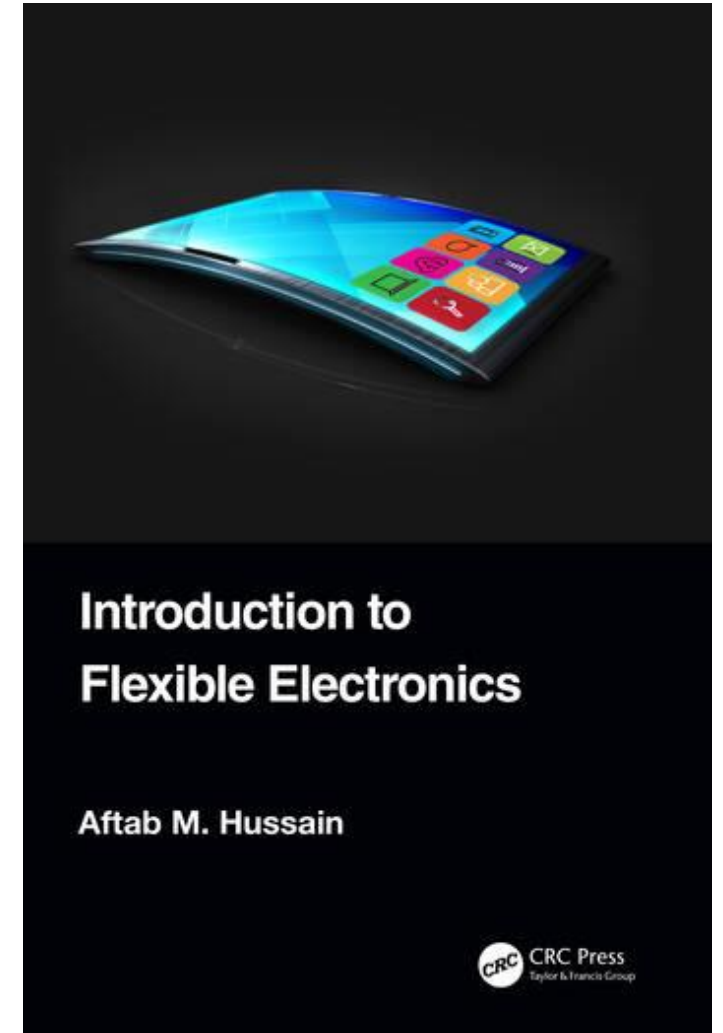
Introductions

- B. Tech in IIT Roorkee (2009):
- After B. Tech.:
 - Design Engineer, Analog Devices India (2011)
- Joined KAUST as M.S. in 2011
- Continued as Ph.D. from Jan 2013
- Postdoc in Harvard University up to Jan 2018
- Asst. Prof., CVEST, IIITH
- Total of 80+ research papers and 7 patents in the last 6 years



Courses

- Digital Systems and Microcontrollers (DSM) [UG1 core]
 - Digital logic
 - Basic digital circuits
 - Basics of microcontrollers
- Embedded Systems Workshop [CS UG2 core]
- Communications and Controls in IoT [ECE UG2 elective]
- Flexible Electronics [Open Elective]
 - Materials for flexible electronics
 - Processes and applications



About the course

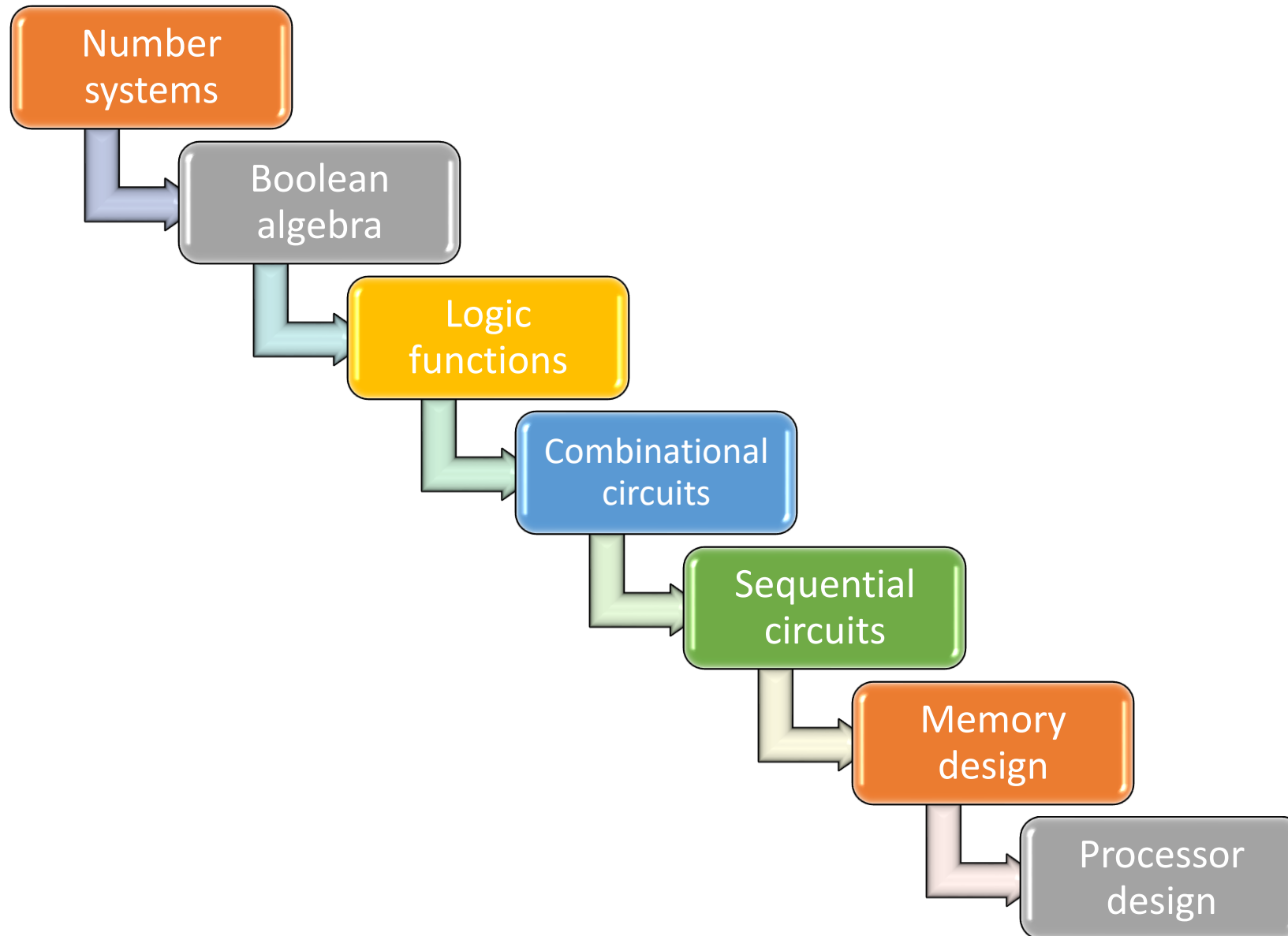
- Name: Digital Systems and Microcontrollers (DSM)
- Textbook:
 - M. Morris Mano and Michael D. Ciletti, “Digital Design”
- Logistics:
 - Three 1-hour lectures per week
 - One 3-hour lab per week
 - One 1-hour tut per week
- Faculty: Dr. Aftab M. Hussain (lectures)
 Dr. Harikumar Kandath (labs)

About the course

- Grading scheme:

Quizzes (x2)	10
Midsem	20
Lab reports (x9)	15
Lab exam	20
End semester	35
Total	100

About the course



Counting

- Lets relearn counting...

0 1 2 3 4 5 6 7 8 9

10
↑ ↑ ↑

一 1 四 2 三
7 5 9 七
3 六 4
五 8 九 6

Counting

- Lets relearn counting...

0 1 2 3 4 5 6 7 8 9 **10**

- The number system:
 - Put symbols in specific places/positions to denote their “power”
 - The *base* or the *radix* of the decimal number system is 10

1 0 6 6

10^3 10^2 10^1 10^0
1000 100 10 1

$$1 \times 1000 + 0 \times 100 + 6 \times 10 + 6 \times 1 = 1066$$

1 9 4 0

10^3 10^2 10^1 10^0
1000 100 10 0

$$1 \times 1000 + 9 \times 100 + 4 \times 10 + 0 \times 1 = 1940$$

Various number systems

- Octal number system
 - The base or radix is 8
 - The symbols are: 0, 1, 2, 3, 4, 5, 6, 7
- Hexadecimal number system
 - The base or radix is 16
 - The symbols are: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F
- Binary number system
 - The base or radix is 2
 - The symbols are: 0, 1

$$(a_4 r^4 + a_3 r^3 + a_2 r^2 + a_1 r^1 + a_0 r^0)_r$$

- We denote the base of the number using a suffix subscript: $(10395)_{10}$
- In general a number $(a_4 a_3 a_2 a_1 a_0)_r = a_4 r^4 + a_3 r^3 + a_2 r^2 + a_1 r^1 + a_0 r^0$ $r = 2$

Conversions to decimal

- Octal number system

- $(110)_8 = 1 \cdot 8^2 + 1 \cdot 8^1 + 0 \cdot 8^0 = (72)_{10}$

- $(777)_8 =$

- Hexadecimal number system

- $(110)_{16} = 1 \cdot 16^2 + 1 \cdot 16^1 + 0 \cdot 16^0 = (272)_{10}$

- $(BAD)_{16} =$

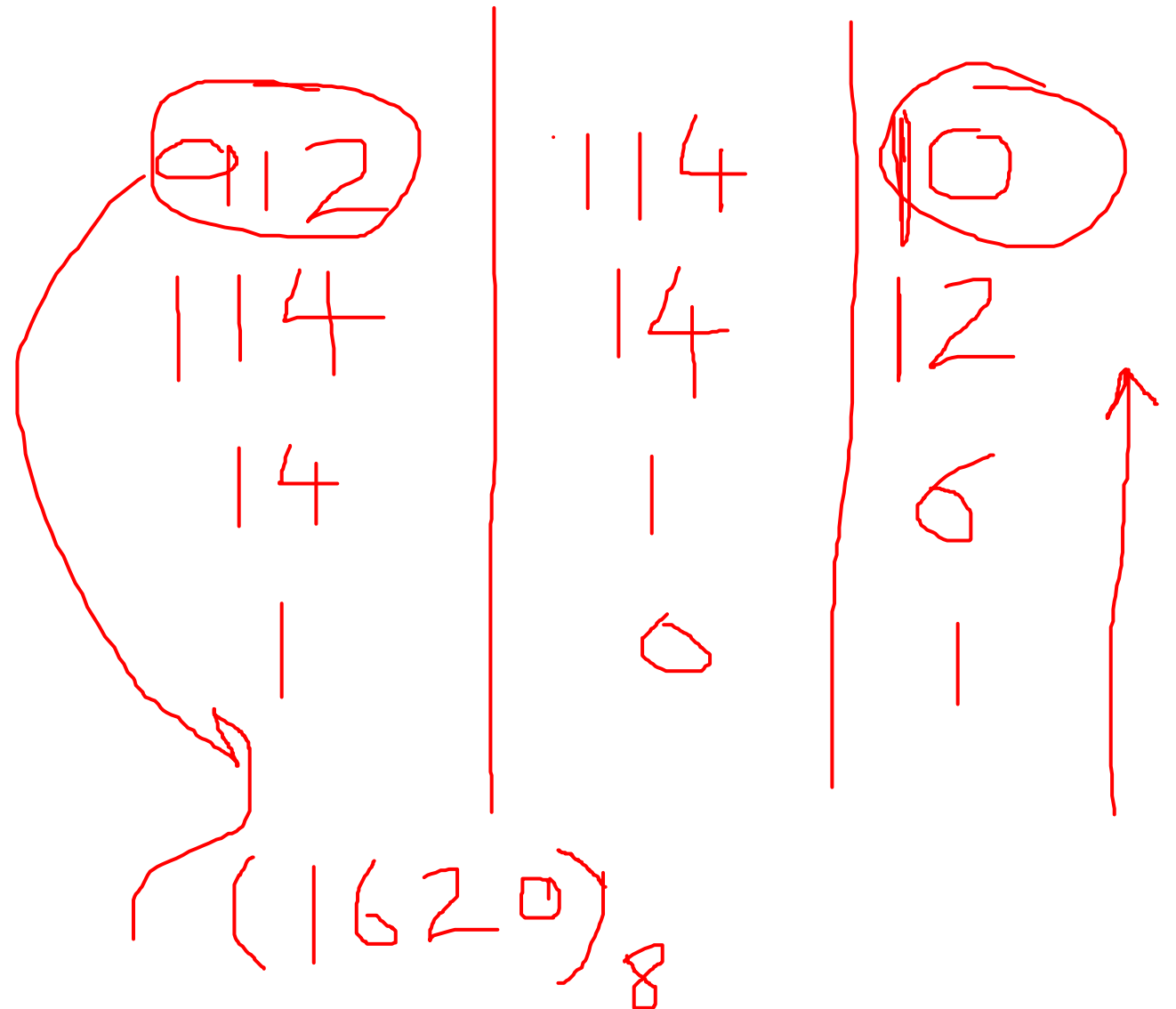
- Binary number system

- $(110)_2 = 1 \cdot 2^2 + 1 \cdot 2^1 + 0 \cdot 2^0 = (6)_{10}$

- $(101010)_2 =$

Conversions from decimal

- Algorithm:
 - Divide by radix
 - Save the remainder
 - Repeat
 - Arrange remainders in reverse order
- Octal number system
 - 912
 - 75
- Hexadecimal number system
 - 1729
 - 133
- Binary number system
 - 21
 - 10



Conversions from Oct/Hex to Binary

- From Oct/Hex to binary, we can take a short cut because the bases are $(2)^3$ and $(2)^4$ respectively
- For octal: take each digit and convert it individually into *three* bits
- For hex: take each digit and convert it individually into *four* bits

- Octal number system

- $(433)_8$

- $(70)_8$

- Hexadecimal number system

- $(DEAD)_{16}$

- $(FEED)_{16}$

104

100



Conversions from Binary to Oct/Hex

- The reverse course can be taken for converting binary to oct or hex
- For octal: take *three* bits and convert it individually into a symbol
- For hex: take *four* bits and convert it individually into a symbol
- Octal number system
 - $(110101011)_2$
 - $(1010111101)_2$
- Hexadecimal number system
 - $(11101011)_2$
 - $(110000110)_2$
 - $(101011111)_2$