



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING DATA SCIENCE
UNIT TEST-I-Solution

Class: SE

Semester: III

Subject: DLCA

Q. No.	Questions	Marks
Q.1	Attempt any Two.	
(a)	Determine BCD, Excess -3 and gray code for the given number $(46.3)_7$.	[05]

Q.1.

(a) $(46.3)_7$ convert to BCD, Excess-3 & Gray code.

$(46.3)_7 \rightarrow$ BCD.

$$4 \times 7^1 + 6 \times 7^0 + 3 \times 7^{-1}$$
$$= 28 + 6 + 3/7$$
$$= (34.4285)_D$$
$$= (0011\ 0100 . 0100\ 0010\ 1000\ 0101)_{BCD}$$

$(46.3)_7 \rightarrow$ Excess-3.

$$\begin{array}{r} 0011\ 0100 . 0100\ 0010\ 1000\ 0101 \\ + 0011\ 0011\ 0011\ 0011\ 0011\ 0011 \\ \hline 0110\ 0111\ 0111\ 1101\ 1011\ 1000 \end{array}$$

$\therefore (46.3)_7 = (0110\ 0111\ 0111\ 1101\ 1011\ 1000)_{Ex-3}$

$(46.3)_7 \rightarrow$ Gray

$(46.3)_7 = (34.4285)_D$

2	34	0
2	17	1
	8	0
2	4	0
2	2	0
2	1	1
2	0	

0.4285	2	0.857	0
0.857	2	1.714	1
0.714	2	1.428	1
0.428	2	0.856	0
0.856	2	1.712	1

$(100010.01101)_2$

$$1 \oplus 0 \oplus 0 \oplus 0 \oplus 0 \oplus 1 \oplus 0 . 0 \oplus 1 \oplus 1 \oplus 0 \oplus 0 \oplus 1$$

$(1100011 . 0101)_{Gray} = (46.3)_7$

(b)

Compute $Y = \bar{A}BC + A\bar{B}C + AB\bar{C} + ABC$.

[05]

Q.1.

$$(b) \bar{A}BC + A\bar{B}C + AB\bar{C} + ABC$$

$$= \bar{A}BC + A\bar{B}C + AB$$

$$\left\{ \because \bar{A} + A = 1 \right\}$$

$$= \bar{A}BC + A(B + \bar{B}C)$$

$$= \bar{A}BC + A(B + C)$$

$$\left\{ \because A + \bar{A}B = A + B \right\}$$

$$= \bar{A}BC + AB + AC$$

$$= B(\bar{A}C + A) + AC$$

$$= B(A + C) + AC$$

$$= AB + BC + AC$$

(c)

Determine octal, binary and hexadecimal code for the given number $(1473.45)_{10}$.

[05]

3. $(1473.45)_{10}$: Octal, Binary, Hexadecimal

Solution:

1) Converting Decimal to Binary

2	1473	1	0.45×2	0.9	0
2	736	0	0.9×2	1.8	1
2	368	0	0.8×2	1.6	1
2	184	0	0.6×2	1.2	1
2	92	0	0.2×2	0.4	0
2	46	0	0.4×2	0.8	0
2	23	1			
2	11	1			
2	5	1			
2	2	0			
2	1	1			
	0				

$(10111000001.011)_2$

$(10111000001)_2$

2) Decimal to Octal : $(1473.45)_{10}$

8	1473	1	↑	0.45×8	3.6	3	↓
8	184	0	↑	0.6×8	4.8	4	
8	23	7		0.8×8	6.4	6	
8	2	2		0.4×8	3.2	3	
	0	(2701) ₈		0.2×8	1.6	1	
						(34631) ₈	

3) Decimal to Hexadecimal

$(1473.45)_{10}$

16	1473	1	↑
16	92	12	→ C
16	5	5	
	0		

$(5121)_{16}$

0.45×16	7.2	7
0.2×16	3.2	3
0.2×16	3.2	3
0.2×16	3.2	3

$(7333)_{16}$

$\therefore (5121.7333)_{16}$

$(5C1.7333)_{16}$

(d) Compute $Y = AB + A(B+C) + B(B+C)$

[05]

$$\begin{aligned}
 1) & AB + A(B+C) + B(B+C) \\
 &= \underline{AB} + \underline{AB} + AC + \underline{B.B} + BC \\
 &= \underline{AB} + AC + \underline{B} + \underline{BC} \\
 &= B(A+1+C) + AC \\
 &= B.1 + AC \\
 &= \boxed{B + AC}
 \end{aligned}$$

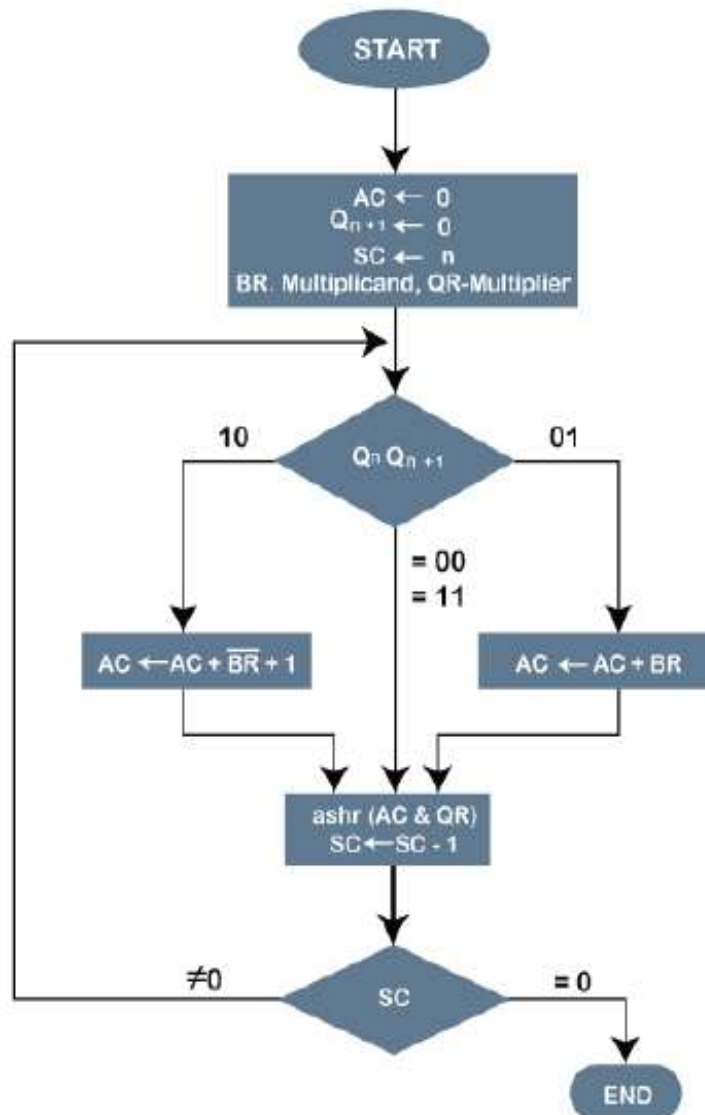
Q.2 Attempt any Two.

(a) Illustrate Booths multiplication algorithm and solve $(-7)_{10} \times (3)_{10}$.

[10]

BOOTH'S ALGORITHM

The booth algorithm is a multiplication algorithm that allows us to multiply the two signed binary integers in 2's complement, respectively. It is also used to speed up the performance of the multiplication process. It is very efficient too.



Working on the Booth Algorithm

1. Set the Multiplicand and Multiplier binary bits as BR and QR, respectively.
2. Initially, we set the AC and Q_{n+1} registers value to 0.

3. SC represents the number of Multiplier bits (QR), and it is a sequence counter that is initialised to the value n which is number of multiplier bits and in the algorithm it is continuously decremented till it reaches to 0.
4. A Q_n represents the last bit of the QR, and the Q_{n+1} shows the incremented bit of Q_n by 1.
5. On each cycle of the booth algorithm, Q_n and Q_{n+1} bits will be checked on the following parameters as follows:
 - i. When two bits Q_n and Q_{n+1} are 00 or 11, we simply perform the arithmetic shift right operation (ashr) over AC, QR and Q_{n+1} .
 - ii. If the bits of Q_n and Q_{n+1} is shows to 01, the multiplicand bits (BR) will be added to the AC (Accumulator register). After that, we perform the right shift operation over AC, QR and Q_{n+1} .
 - iii. If the bits of Q_n and Q_{n+1} is shows to 10, the multiplicand bits (BR) will be subtracted from the AC (Accumulator register). After that, we perform the right shift operation over AC, QR and Q_{n+1} .
6. After every right shift operation the sequence counter is decremented and the operation continuously works till the sequence counter value reaches 0.
7. Results of the Multiplication binary bits will be stored in the AC and QR registers.

For BR.

$\therefore -7$ is a -ve number, we have to take 2's complement of -7 to get the value of BR.

$$\begin{array}{r} \therefore 0111 \rightarrow 1000 \\ + \quad 1 \\ \hline 1001 \rightarrow BR \end{array}$$

$\therefore BR = 1001$

$QR = 3 = 0011$ $\left\{ \because 3 \text{ is +ve, no need to take its 2's complement} \right\}$

Handwritten notes illustrating the Non-Restoring method of binary division for $(12)_{10} \div (3)_{10}$.

Initial Setup:

- AC (Accumulator): 0000
- QR (Quotient Register): 0011
- Q_{n+1} : 0
- SR (Sign Register): 4

1st cycle:

- AC: 0000 + 0111 = 0111
- QR: 0011
- Q_{n+1} : 0

2nd cycle:

- SR: 0011
- AC: 0111
- QR: 1001
- Q_{n+1} : 1

3rd cycle:

- SR: 0001
- AC: 0001
- QR: 1100
- Q_{n+1} : 1

4th cycle:

- SR: 1001
- AC: 1010
- QR: 1100
- Q_{n+1} : 1

5th cycle:

- SR: 1101
- AC: 1101
- QR: 0110
- Q_{n+1} : 0

6th cycle:

- SR: 1110
- AC: 1010
- QR: 1011
- Q_{n+1} : 0

MSB (Most Significant Bit) Check:

check if the MSB = 1 or 0.

- if MSB = 1 \Rightarrow Invalid Ans. \Rightarrow 2's Complement
- if MSB = 0 \Rightarrow Valid Ans

Final Result:

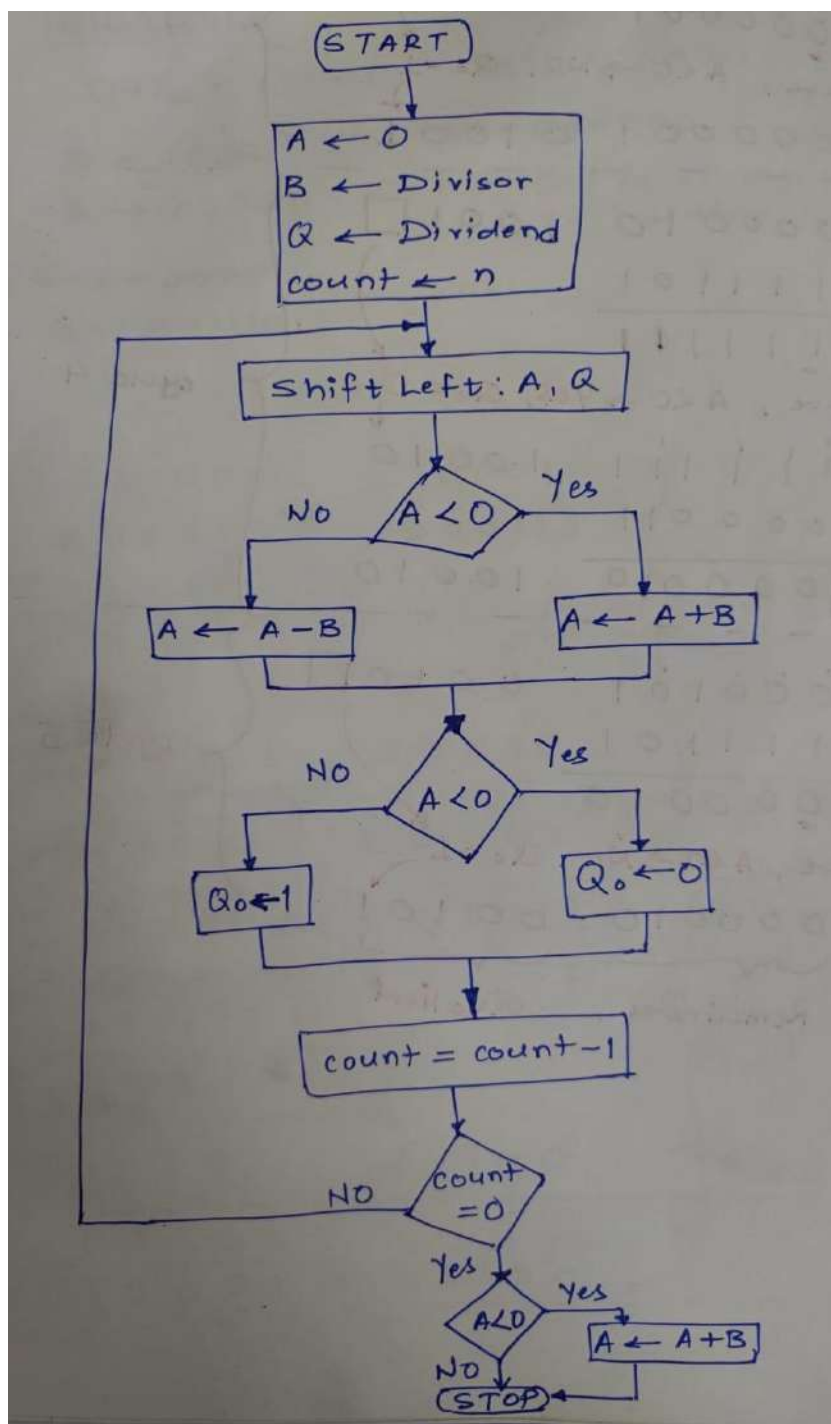
1110 1011

1's Complement \rightarrow 0001 0100

2's Complement \rightarrow 0001 0101 $\Rightarrow -21$

(b) Illustrate Non-Restoring method of binary division with algorithm and divide $(12)_{10}$ by $(3)_{10}$.

[10]



Q) Dividend = 12 \rightarrow 1100 \rightarrow Q
 Divisor = 3 \rightarrow 0011
 $B = 00011$; $\bar{B} + 1 = 11101$
 $A = 00000$
 count (n) = 4

LS
 A
 0 0 0 0 0
 0 0 0 0 1
 $+ve, A < 0 \rightarrow NO \Rightarrow A - B$
A-B
 0 0 0 0 1
 $+ 1 1 1 0 1$
 1 1 1 1 0
 $-ve, A < 0 \rightarrow Yes \Rightarrow Q_0 = 0$
 1 1 1 1 0 1 0 0 0

cycle 1

LS
 1 1 1 0 1 0 0 0 0
 $-ve, A < 0 \rightarrow Yes \Rightarrow A + B$
A+B
 1 1 1 0 1
 $+ 0 0 0 1 1$
 1 0 0 0 0
 Ignore \rightarrow 1 0 0 0 0 0
 $+ve, A < 0 \rightarrow No \Rightarrow Q_0 = 1$
 0 0 0 0 0 0 0 0 1

cycle 2

LS
 0 0 0 0 0 0 0 1
 $+ve, A < 0 \rightarrow NO \Rightarrow A - B$
A-B
 0 0 0 0 0
 $+ 1 1 1 0 1$
 1 1 1 0 1 0 0 1
 $-ve, A < 0 \rightarrow Yes \Rightarrow Q_0 = 0$
 0 0 0 0 0 0 0 1 0

cycle 3

1 1 0 1 0 0 0 1 0
LS
 1 1 0 1 0 0 1 0
 $-ve, A < 0 \rightarrow Yes \Rightarrow A + B$
A+B
 1 1 0 1 0
 $+ 0 0 0 1 1$
 1 1 1 0 1 0 1 0
 $-ve, A < 0 \rightarrow Yes \Rightarrow Q_0 = 0$
 1 1 1 0 1 0 1 0 0
 $-ve, A < 0 \rightarrow Yes, \Rightarrow A + B$
A+B
 1 1 1 0 1
 $+ 0 0 0 1 1$
 1 0 0 0 0 0 0 1 0 0
 Ignore \rightarrow 1 0 0 0 0 0 0 1 0 0
 Remainder Quotient

cycle 4

(c)

i. Determine IEEE 754 single and double precision floating point representation for $(85.125)_{10}$.

[10]

$(85.125)_{10} \rightarrow \text{Binary}$ [by continuous division]

$85 \rightarrow 1010101 \rightarrow$ [by continuous division by 2]

$0.125 \rightarrow 001 \rightarrow$ [continuous multiplication by 2]

$(85.125)_{10} = (1010101.001)_2$

[shift the binary point exactly after the 1st bit.]

$= (1.010101001)_2 \times 2^6$

Mantissa

$[2^6 \text{ because the binary point is shifted by 6 bits.}]$

$2^6 \rightarrow E. \therefore E = 6$

(i) Single precision

$E = 6$

• sign $\rightarrow +ve \rightarrow 0$

• $E' = E + 127 \rightarrow 133$

$E' \Rightarrow 6 + 127 = 133$

Convert $(133)_{10}$ to binary.

$(133)_{10} \rightarrow (10000101)_2 \rightarrow E'$

(85.125) is +ve no.

• Sign bit is 0.

0 10000101 010101001 000000000000000000000000
 sig 1-bit Exponent (8-bit) 9 bits 23 bits - Mantissa

(ii) Double Precision:
 $E' = E + 1023$
 $E' = 6 + 1023 = 1029$
 Convert $(1029)_{10}$ to binary.
 $E' = (10000000101)_2$
 (85.125) is +ve no. \therefore sign bit = 0.
 D.P. Representation \rightarrow
 0 10000000101 010101001 000000000000000000000000
 sign (1 bit) Exponent (11 bits) 9 bits Mantissa (52 bits)

ii. $(DDCC)_H + (BBAA)_H$ without converting to any other base.

② $(DDCC)_H + (BBAA)_H = (?)_H$

$\overset{1}{(13)}_H$	$\overset{1}{(13)}_H$	$\overset{1}{(12)}_H$	$(12)_H$
$(11)_H$	$(11)_H$	$(10)_H$	$(10)_H$
<hr/>			
1	9	9	7 6

$(DDCC)_H + (BBAA)_H = (19976)_H$

$$\begin{array}{r} 12 \\ + 10 \\ \hline 22 \end{array}$$

$22 = 1 \times 16 + 6$

$$1 + 12 + 10 = 23$$

$23 = 1 \times 16 + 7$

$$1 + 13 + 11 = 25$$

$25 = 1 \times 16 + 9$

Q.3 Attempt any One.

(a) Implement Half adder and Full adder with the help of truth table, boolean expressions, K map and basic gates.

[10]

(b) Implement 8:1 Multiplexer and 1:8 Demultiplexer with the help of truth table.

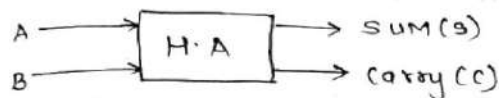
[10]

HALF ADDER:

→ It is a combinational logic ckt with 2 i/p's and 2 o/p's.

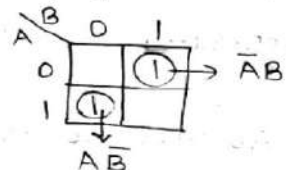
→ It is the building block for addition of 2 single bit nos.

→ This ckt has 2 o/p's namely carry & sum.



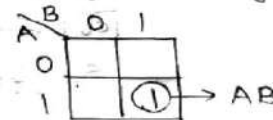
INPUT		OUTPUT	
A	B	S	Carry
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

K map for Sum.



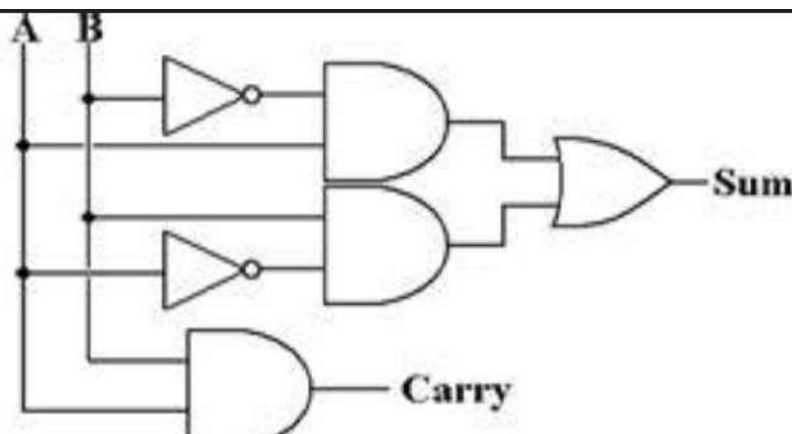
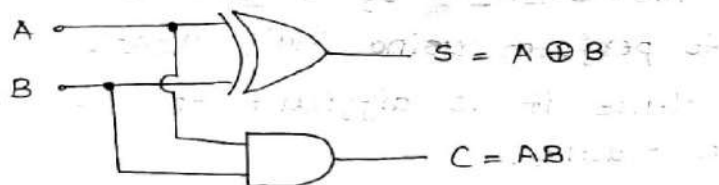
$$S = A\bar{B} + \bar{A}B \\ = A \oplus B$$

K map for carry



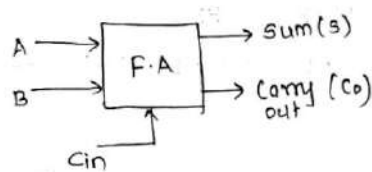
$$C = AB$$

Implementation.



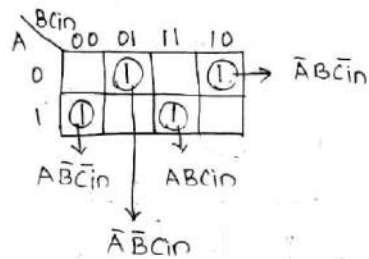
FULL ADDER.

- To overcome drawback of half adder ckt., a single 3 bit adder ckt called full adder is developed.
- It can add 2 one bit nos. A and B and carry C_{in} .
- It is a 3 i/p and 2 o/p combinational ckt.

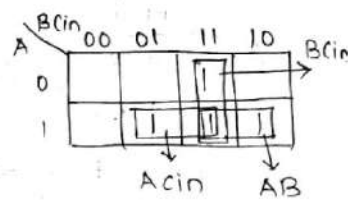


INPUTS			OUTPUTS	
A	B	C_{in}	S	C_{out}
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

Kmap for Sum



Kmap for Cout



$$C_{out} = AB + AC_{in} + BC_{in}$$

$$S = A\bar{B}\bar{C}_{in} + \bar{A}B\bar{C}_{in} + A\bar{B}C_{in} + \bar{A}BC_{in}$$

$$= A \oplus B \oplus C_{in}$$

Implementation.

