

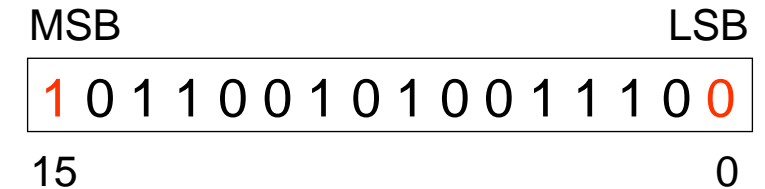
Syllabus

ENEE 3587

Micro Interfacing

Binary

- ❖ MSB – most significant bit and LSB – least significant bit



- ❖ n bits can represent 2^n different values.
- ❖ Binary can be in the following formats:
 - Unsigned Integer binary
 - BCD (Binary Coded Decimal)
 - Signed Integer
 - Floating Point or Real: not applicable to this course
- ❖ Use prefix to denote base:
 - Dec: no prefix
 - Binary: %, e.g.: %1011 = 11; No C notation
 - Hex: \$, e.g.: \$89AB = 35243; C notation: 0x, e.g.: 0x89AB
 - Octal: @, e.g.: @567 = 375; C notation: 0, e.g.: 0567

Unsigned Binary

- ❖ Given any unsigned number in base x:

$$a_{n-1}a_{n-2}a_{n-3}\dots\dots a_2a_1a_0$$

$$a_i = 0, 1, \dots, x-1.$$

Binary: $x = 2$; $a_i = 0$ or 1 .

Hex: $x =$; $a_i = 0, 1, \dots$

Octal: $x =$; $a_i =$

- ❖ To convert to base 10:

$$a_{n-1}x^{n-1} + a_{n-2}x^{n-2} + a_{n-3}x^{n-3} + \dots\dots a_2x^2 + a_1x^1 + a_0x^0$$

- ❖ Example: %10111011

n :	8	7	6	5	4	3	2	1
a_i :	a_7	a_6	a_5	a_4	a_3	a_2	a_1	a_0
	1	0	1	1	1	0	1	1
$x^{n-1} :$	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0

2^n	Decimal	2^n	Decimal
2^0	1	2^8	256
2^1	2	2^9	512
2^2	4	2^{10}	1024 (1K)
2^3	8	$2^{11} = 2 \times 2^{10}$	2048 (2K)
2^4	16	$2^{12} = 2^2 \times 2^{10}$	4096 (4K)
2^5	32	$2^{13} = 2^3 \times 2^{10}$	8192 (8K)
2^6	64	$2^{20} = 2^{10} \times 2^{10}$	1048576 (1M)
2^7	128	2^{30}	1073741824 (1G)

Example:

$$\%1011\ 1011 = 1 \cdot 2^7 + 0 \cdot 2^6 + 1 \cdot 2^5 + 1 \cdot 2^4 + 1 \cdot 2^3 + 0 \cdot 2^2 + 1 \cdot 2^1 + 1 \cdot 2^0 = 128 + 0 + 32 + 16 + 8 + 0 + 2 + 1 = 187$$

$$\text{Shortcut: } \%1111\ 1111 - \%0100\ 0100 = (256 - 1) - 64 - 4 =$$

$$\%1011\ 0010\ 1001\ 1100 = ?$$

Conversion to Unsigned Binary

To convert a number, n, from decimal to base x:

1. Divide by base x: $n/x = \text{quotient} + \text{remainder}$
2. Record remainder
3. Divide quotient by base x
4. Repeat steps 2 and 3 until quotient is zero
5. Reorder remainders from last to first.

Works for any base.

Example: Convert 38 to binary (base 2)

$\begin{array}{r} 19 \\ 2 \overline{)38} \end{array}$	$r0$	Remainder ↑
$\begin{array}{r} 9 \\ 2 \overline{)19} \end{array}$	$r1$	
$\begin{array}{r} 4 \\ 2 \overline{)9} \end{array}$	$r1$	
$\begin{array}{r} 2 \\ 2 \overline{)4} \end{array}$	$r0$	
$\begin{array}{r} 1 \\ 2 \overline{)2} \end{array}$	$r0$	
$\begin{array}{r} 0 \\ 2 \overline{)1} \end{array}$	$r1$	
0		38 = 100110 b

BCD

❖ Stored in 4-bit binary packets.

❖ 2 basic BCD formats:

➤ Packed BCD - a string of decimal digits are stored in a sequence of 4-bit groups.

example: 9502 would be stored as:

9	5	0	2
% 1001	0101	0000	0010

➤ Unpacked BCD - digits are stored in the low-order half of an 8-bit group (what is in the high half is undefined - usually zero).

example: 9502 would be stored as:

9	5	0	2
%uuuu1001	uuuu0101	uuuu0000	uuuu0010

Signed Binary: 2's Complement

- ❖ The numbers we will work with will be mostly 8 and 16 bit
- ❖ 2's complement: to create signed number consider MSB negative.
- ❖ Examples:
 - $\%0110\ 0000 = 2^6 + 2^5 = 64 + 32 = 96$
 - $\%1110\ 0000 = -2^7 + 2^6 + 2^5 = -128$
- ❖ Hint: in signed binary whenever the first bit is 1 then the no is negative. When it 0 the number is positive.
- ❖ Steps to convert a decimal no. into sb (2's complement):
 - Drop the sign and convert the decimal no. into binary.
 - If the sign of the given no. is positive do not change the binary number.
 - If sign is negative then flip 1's and 0's then add 1.

❖ Convert the 12 into 8 bit signed binary:

- Drop the sign (doesn't matter)
- $12 = \%0000\ 1100$
- Sign is positive. $12 = \%0000\ 1100$

❖ Convert the -12 into 8 bit signed binary :

- Drop the sign.
- $12 = \%0000\ 1100$
- Sign is negative.
- Flip 1's and 0's: $\%1111\ 0011$
- Add 1: $\%1111\ 0011 + 1 = \%1111\ 0100$
- $-12 = \%1111\ 0100$

❖ Convert 21d into 8 bit signed binary :

- $21 = \%0001\ 0101$

❖ Convert -21d into 8 bit signed binary :

- $-21 = \%1110\ 1011$

Binary Number Range

- ❖ Expand a signed bin. by duplicating MSB.
 - E.g. -8 = %1111 1000. In 16 bits: -8 = %1111 1111 1111 1000
 - E.g. 8 = %0000 1000. In 16 bits: 8 = %0000 0000 0000 1000
- ❖ Difference between signed -8 and unsigned 8
- ❖ No of combinations of n bit no is 2^n
- ❖ Range of n-bit unsign bin. no. is: 0 to (2^n-1)
- ❖ Range of n-bit sign. bin. no. is: $-(2^{n-1})$ to $(2^{n-1}-1)$
- Example: show signed and unsigned range for $n = 3$
- ❖ What is the largest/smallest number that can be represented in
 - 8 bit binary?
 - 16 bit binary?
- ❖ What is the largest/smallest number that can be represented in
 - 8 bit signed bin?
 - 16 bit signed bin?

Addition and Subtraction

❖ Binary Addition: $0+0=0$, $0+1=1$, $1+0=1$, $1+1=0$ carry 1

Diagram illustrating the addition of two 8-bit numbers:

	7	6	5	4	3	2	1	0	
	0	0	0	0	0	1	0	0	4d
+	0	0	0	0	0	1	1	1	7d
<hr/>									
	0	0	0	0	1	0	1	1	11d

bit position: 7 6 5 4 3 2 1 0

- Binary Subtraction: $0-0=0$, $1-0=1$, $1-1=0$, $10-1=1$
- Binary Subtraction by signed addition: $A - B = A + (-B)$

$$\begin{array}{r} 00001100 \\ - 00000011 \\ \hline \end{array} \quad \longrightarrow \quad \begin{array}{r} 00001100 \\ + \underline{\hspace{2cm}} \\ \hline \end{array}$$

Base Conversions

- ❖ Octal is base 8, i.e. 2^3 , and Hex is base 16, i.e. 2^4 .
- ❖ Quick method: take 3 bits to represent 1 octal digit and 4 bits to represent one hex digit and vice-versa. Examples

Binary to Hex:

% 0110 1011 0111

\$ 6 B 7

Hexadecimal-to-binary:

\$ A 1 9

% 1010 0001 1001

- ❖ Bin and hex conversions shortcuts

$$16 = 2^4 = (4)(4) = \$10$$

$$1K = 2^{10} = (2^4)(2^4)(2^2) = (\$10)(\$10)(4) = \$400$$

$$1M = 2^{20} = (2^{10})(2^{10}) = (\$400)(\$400) = (4)(\$100)(4)(\$100) = (\$10)(\$10000) = \$100000$$

Signed Conversions

❖ Popular sizes:

- 8 bits = ? hex digits,
- 16 bits = ? hex digits,

❖ 8 bits: unsigned

- 00 h = %0 = 0
- 80 h = %1000 0000 =
- 7F h = %0111 1111 =
- FF h = %1111 1111 =

❖ 16 bits: unsigned

- 0000 h = %0 = 0
- 8000 h = %1000 0000 0000 0000 =
- 7FFF h = %0111 1111 1111 1111 =
- FFFF h = %1111 1111 1111 1111 =

❖ 8 bits: signed

- 00 h = %0 = 0
- 80 h = %1000 0000 =
- 7F h = %0111 1111 =
- FF h = %1111 1111 =

❖ 16 bits: signed

- 0000 h = %0 = 0
- 8000 h = %1000 0000 0000 0000 =
- 7FFF h = %0111 1111 1111 1111 =
- FFFF h = %1111 1111 1111 1111 =