

DIGITAL LOGIC(H)

Lecture 1 Number Systems

2024 Fall

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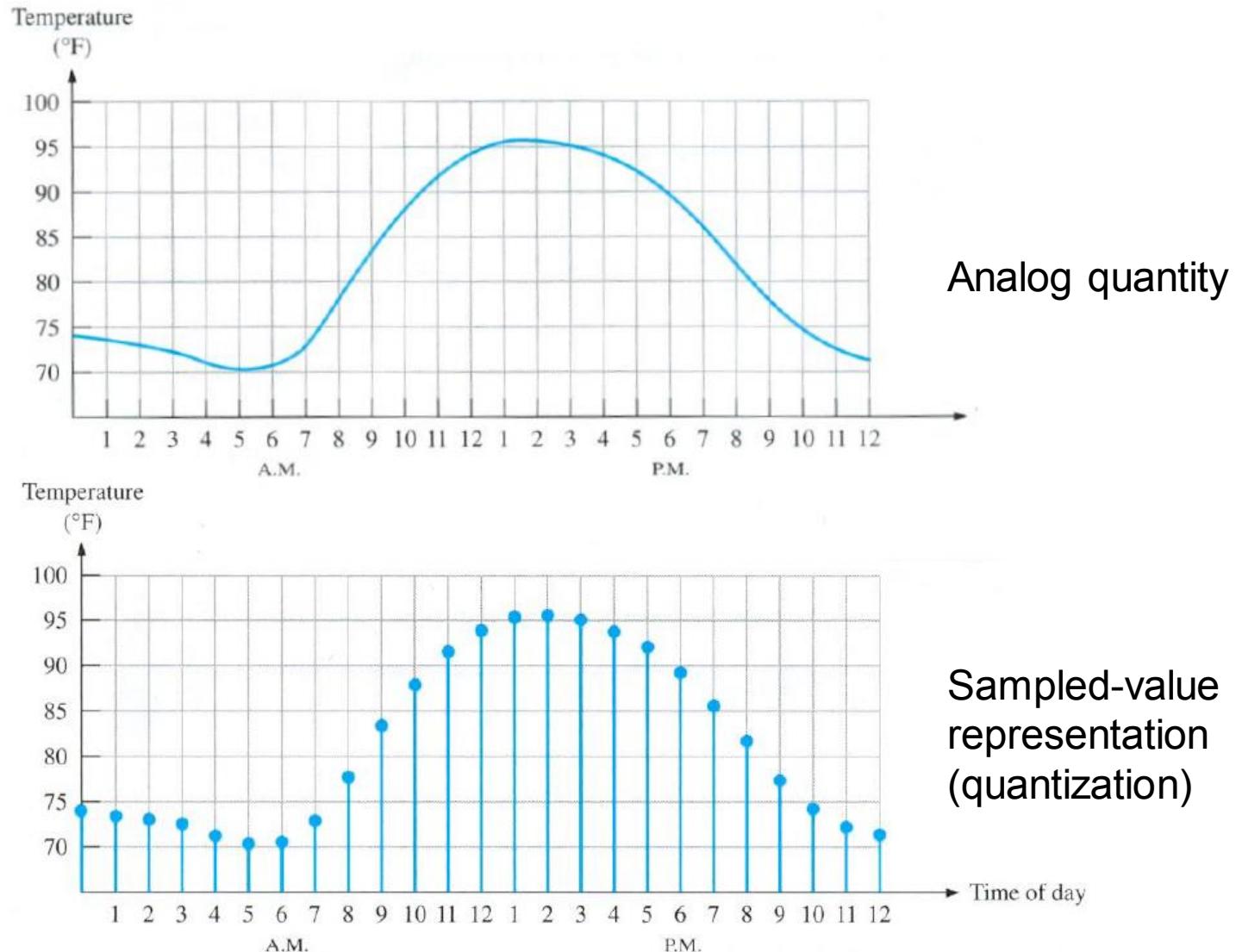
Outline

- Digital Number Systems
- Data Representation
- Binary Logic
- Reading: Textbook, Chapter 1

Analog vs. Digital

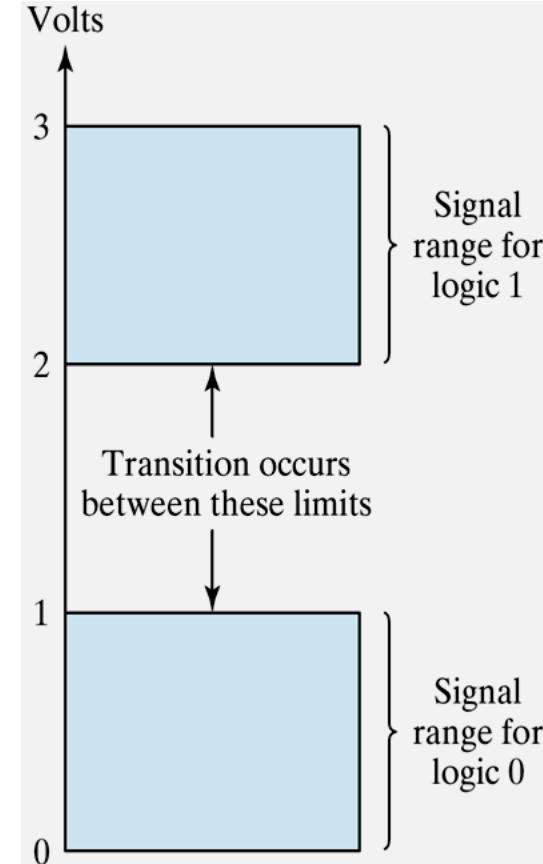
- Analog vs. digital
- continuous vs. discrete

*sampling rate
resolution*



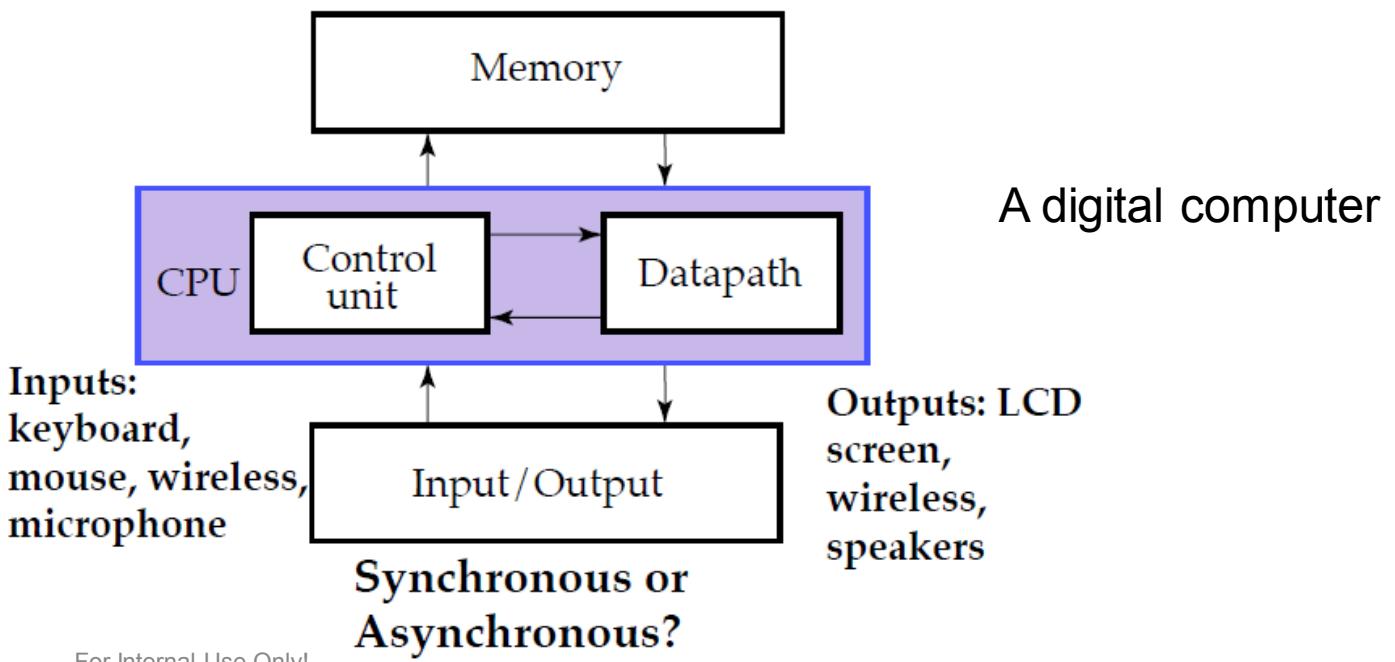
Binary Digits and Logic Levels

- Bit: binary digit
 - 1: HIGH (TRUE) $>$ threshold
 - 0: LOW (FALSE) $<$
- Codes: group of bits (combinations of 1s and 0s)
 - Used to represent numbers, letters, symbols, instructions, and anything else required in a given application
- Logic levels



Digital Systems

- A digital system is a system that processes digital signals or data. It operates on discrete values and performs operations such as logic, arithmetic, and data storage in a binary format.
- Digital systems are prevalent in modern electronics, including computers, smartphones, and digital communication devices, due to their reliability and ease of processing.



Common Number Systems

- It is natural for human to use **decimal system**(十进制)
- In a digital world, we think in **binary**(二进制)
- The **octal** (八进制) and **hexadecimal** (十六进制) numbers are shorter forms for representing binary numbers.

八进制与十进制区别

Decimal (base 10)	Binary (base 2)	Octal (base 8)	Hexadecimal (base 16)
0	0000	00	0x0
1	0001	01	0x1
2	0010	02	0x2
3	0011	03	0x3
4	0100	04	0x4
5	0101	05	0x5
6	0110	06	0x6
7	0111	07	0x7
8	1000	010	0x8
9	1001	011	0x9
10	1010	012	0xA
11	1011	013	0xB
12	1100	014	0xC
13	1101	015	0xD
14	1110	016	0xE
15	1111	017	0xF

16→0x10

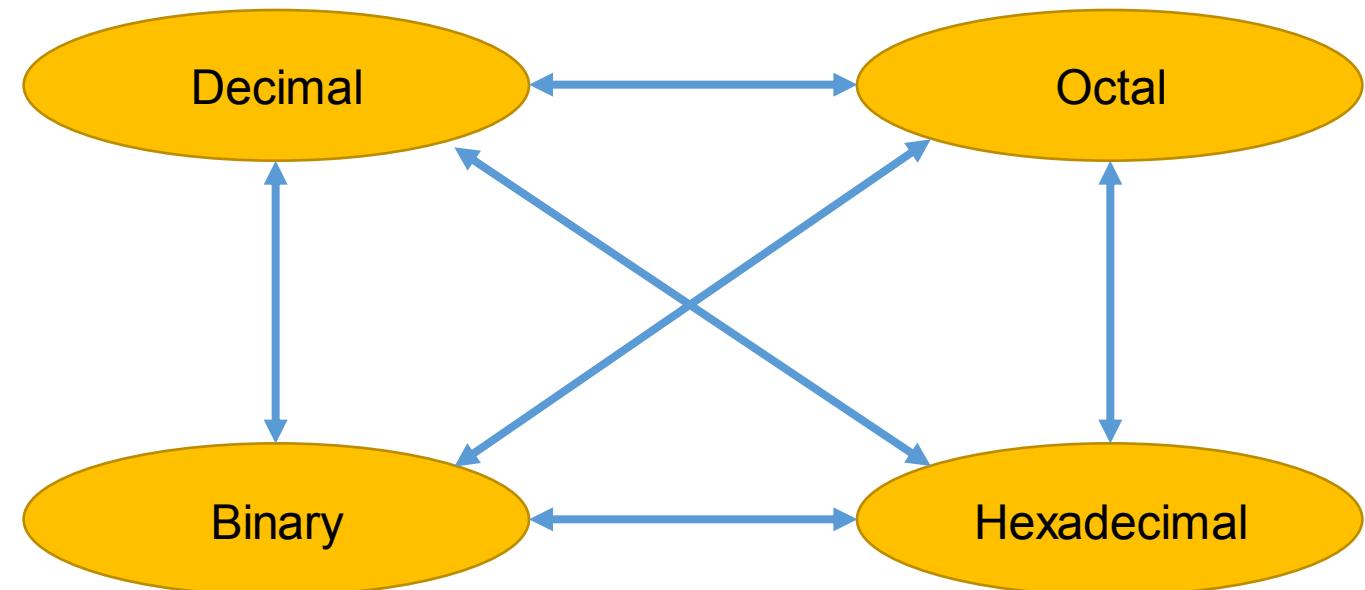
Conversion among Bases

- A quick example:

- $25_{10} = 11001_2 = 31_8 = 19_{16}$

Base or Radix 

- The possibilities:



Radix-r to Decimal Conversion

- We use Positional Number Systems: Let r be the **radix** (or **base**), then the $(n+m)$ -digit number

$$D = d_{n-1}d_{n-2} \dots d_1d_0.d_{-1}d_{-2} \dots d_{-m} \quad 0 \leq d < r$$

has the value

radix point

$$D = d_{n-1}r^{n-1} + d_{n-2}r^{n-2} + \dots + d_1r + d_0 + d_{-1}r^{-1} + d_{-2}r^{-2} + \dots + d_{-m}r^{-m}$$

Most-significant Digit (MSD)

Least-significant Digit (LSD)

$$D = \sum_{i=-m}^{n-1} d_i r^i$$

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Radix-r to Decimal Conversion

- Decimal Number System: Base (radix) $r = 10$

$$\begin{array}{ccccc} 2 & 1 & 0 & -1 & -2 \\ \boxed{5} & \boxed{1} & \boxed{2} & \cdot & \boxed{7} & \boxed{4} \end{array}$$

- Coefficients $D = (d_2 d_1 d_0 . d_{-1} d_{-2}) = (512.74)_{10}$
- $(512.74)_{10} = 5 \times 10^2 + 1 \times 10^1 + 2 \times 10^0 + 7 \times 10^{-1} + 4 \times 10^{-2}$

- Binary Number System: Base (radix) $r = 2$

$$\begin{array}{ccccc} 2 & 1 & 0 & -1 & -2 \\ \boxed{1} & \boxed{0} & \boxed{1} & \cdot & \boxed{0} & \boxed{1} \end{array}$$

- Coefficients $D = (b_2 b_1 b_0 . b_{-1} b_{-2}) = (101.01)_2$
- $(101.01)_2 = 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 + 0 \times 2^{-1} + 1 \times 2^{-2} = (5.25)_{10}$

$$\begin{array}{cccccc} 2 & 8 & 0.5 & 0.125 \\ 1 \times 2^1 + 1 \times 2^3 + 1 \times 2^{-1} + 1 \times 2^{-3} \\ \text{Exercise:} \end{array}$$

$$1010.101_2 = ?_{10}$$

$$\begin{array}{c} 2 \times 4^0 + 2 \times 4^1 + 2 \times 4^{-1} \\ 22.22_4 = ?_{10} + 2 \times 4^{-2} \end{array}$$

$$12.5_8 = ?_{10}$$

A 在十进制下对应 10

$$A.A_{16} = ?_{10}$$

$$\begin{array}{c} 10 \times 16^0 + 10 \times 16^{-1} \\ = 10.625_{10} \end{array}$$

Radix-r to Decimal Conversion

$$D = d_{n-1}r^{n-1} + d_{n-2}r^{n-2} + \dots + d_1r + d_0 + d_{-1}r^{-1} + d_{-2}r^{-2} + \dots + d_{-m}r^{-m}$$

Most-significant Digit (MSD)

Least-significant Digit (LSD)

Exercise:

$$1010.101_2 = 1*2^3 + 0*2^2 + 1*2^1 + 0*2^0 + 1*2^{-1} + 0*2^{-2} + 1*2^{-3} = 10.625_{10}$$

$$22.22_4 = 2*4^1 + 2*4^0 + 2*4^{-1} + 2*4^{-2} = 10.625_{10}$$

$$12.5_8 = 1*8^1 + 2*8^0 + 5*8^{-1} = 10.625_{10}$$

$$A.A_{16} = 10*16^0 + 10*16^{-1} = 10.625_{10}$$

Decimal to Radix-r Conversion

- Integer part: Successive divisions by r and observe the remainders
- Fraction: Successive multiplications by r and observe the integer part

Decimal to Binary Conversion (1)

- For Integer
- Divide the number by the ‘Base’ (=2)
- Take the remainder (either 0 or 1) as a coefficient
- Take the quotient and repeat the division

Example: $(13)_{10}$

	Quotient	Remainder	Coefficient
$13 / 2 =$	6	1	$a_0 = 1$
$6 / 2 =$	3	0	$a_1 = 0$
$3 / 2 =$	1	1	$a_2 = 1$
$1 / 2 =$	0	1	$a_3 = 1$
Answer:		$(13)_{10} = (a_3 a_2 a_1 a_0)_2 = (1101)_2$	
		↑ MSB	↑ LSB

Decimal to Binary Conversion (2)

- For Fraction, the computation is reversed again
- Multiply the number by the ‘Base’ (=2)
- Take the integer (either 0 or 1) as a coefficient
- Take the resultant fraction and repeat the division

Example: $(0.625)_{10}$

	Integer	Fraction	Coefficient
$0.625 * 2 =$	1	. 25	$a_{-1} = 1$
$0.25 * 2 =$	0	. 5	$a_{-2} = 0$
$0.5 * 2 =$	1	. 0	$a_{-3} = 1$

↓

Answer: $(0.625)_{10} = (0.a_{-1} a_{-2} a_{-3})_2 = (0.101)_2$

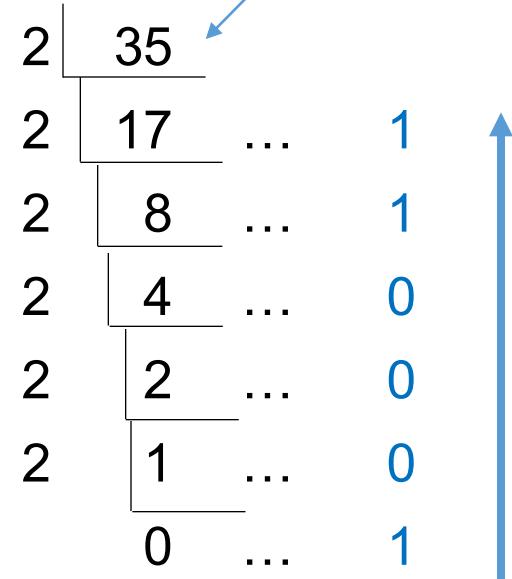
↑ ↓

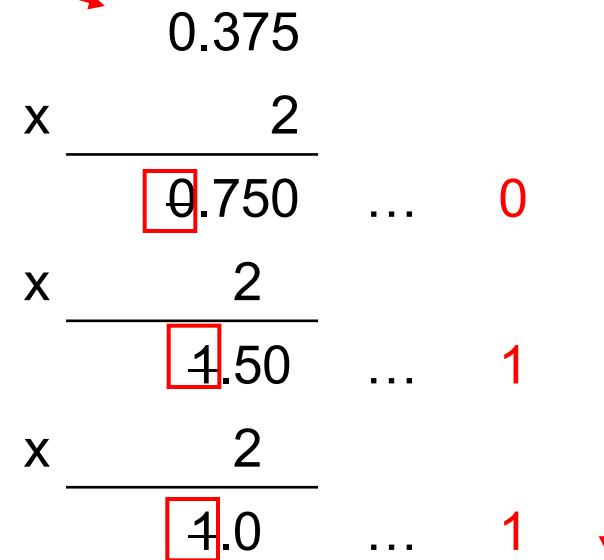
MSB LSB

Decimal to Binary Conversion (3)

- Easier method

Example: $(35.375)_{10}$


$$\begin{array}{r} 35 \\ \hline 2 | & 17 & \dots & 1 \\ & 17 \\ \hline 2 | & 8 & \dots & 1 \\ & 8 \\ \hline 2 | & 4 & \dots & 0 \\ & 4 \\ \hline 2 | & 2 & \dots & 0 \\ & 2 \\ \hline 2 | & 1 & \dots & 0 \\ & 1 \\ \hline & 0 & \dots & 1 \end{array}$$


$$\begin{array}{r} 0.375 \\ \times \quad 2 \\ \hline 0.750 \\ \times \quad 2 \\ \hline 1.50 \\ \times \quad 2 \\ \hline 1.0 \end{array} \dots \begin{array}{r} 0 \\ 1 \\ 1 \end{array}$$

$\bullet (100011.011)_2$

Decimal to Octal Conversion

$$25.75_{10} \\ = (11001.11)_2$$

Example: $(175.3125)_{10}$

	Quotient	Remainder	Coefficient
$175 / 8 =$	21	7	$a_0 = 7$
$21 / 8 =$	2	5	$a_1 = 5$
$2 / 8 =$	0	2	$a_2 = 2$

Integer part: $(175)_{10} = (a_2 a_1 a_0)_8 = (257)_8$

	Integer	Fraction	Coefficient
$0.3125 * 8 =$	2	. 5	$a_{-1} = 2$
$0.5 * 8 =$	4	. 0	$a_{-2} = 4$

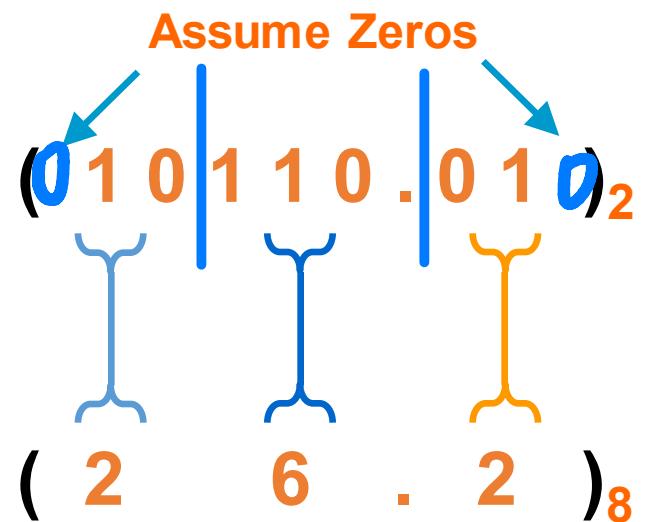
Fraction part: $(0.3125)_{10} = (0.a_{-1} a_{-2} a_{-3})_8 = (0.24)_8$

Answer: $(175.3125)_{10} = (a_2 a_1 a_0.a_{-1} a_{-2} a_{-3})_8 = (257.24)_8$

Radix-r to Radix-r Conversion

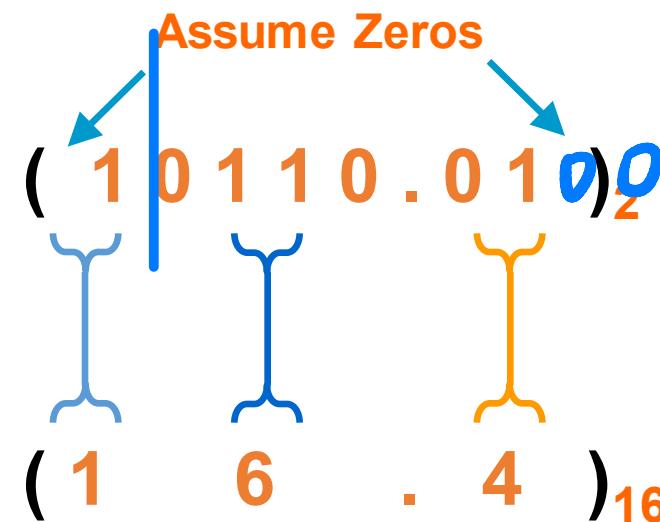
- Binary – Octal

- Each group of 3 bits represents an octal digit starting from radix point
- Works both ways (Binary to Octal & Octal to Binary)



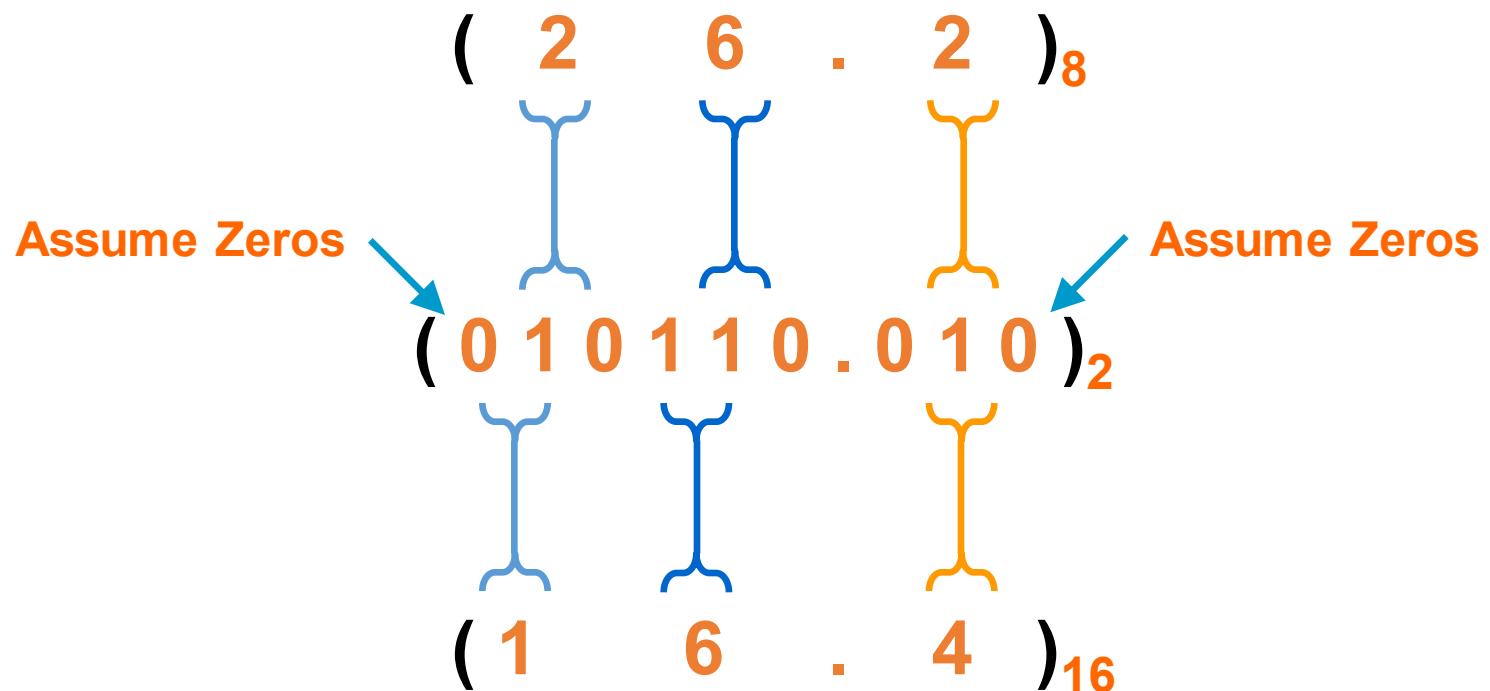
- Binary – Hexadecimal

- Each group of 4 bits represents a hexadecimal digit starting from radix point
- Works both ways (Octal to Hex & Hex to Octal)



Radix-r to Radix-r Conversion (2)

- Octal – Hexadecimal
- Convert to **Binary** as an intermediate step



Common Notions

- Bits(位/位元)

10010110
 most significant bit least significant bit

存取的最小的单位是 byte

- Bytes(字节)
- 1 byte = 8 bits

10010110

- Bytes

更强大，操作性强

- two hexadecimal digit represent one byte value

CEBF9AD7
 most significant byte least significant byte

Power	Meaning	Prefix	Symbol
2^{10}	1024	Kilo	K
2^{20}	1024^2	Mega	M
2^{30}	1024^3	Giga	G
2^{40}	1024^4	Tera	T
2^{50}	1024^5	Peta	P
2^{60}	1024^6	Exa	E
2^{70}	1024^7	Zetta	Z

e.g. 1MB = 1024KB

网络传输可能限 kb
bit

Binary Addition

- Same rules as for decimal numbers
- Column Addition

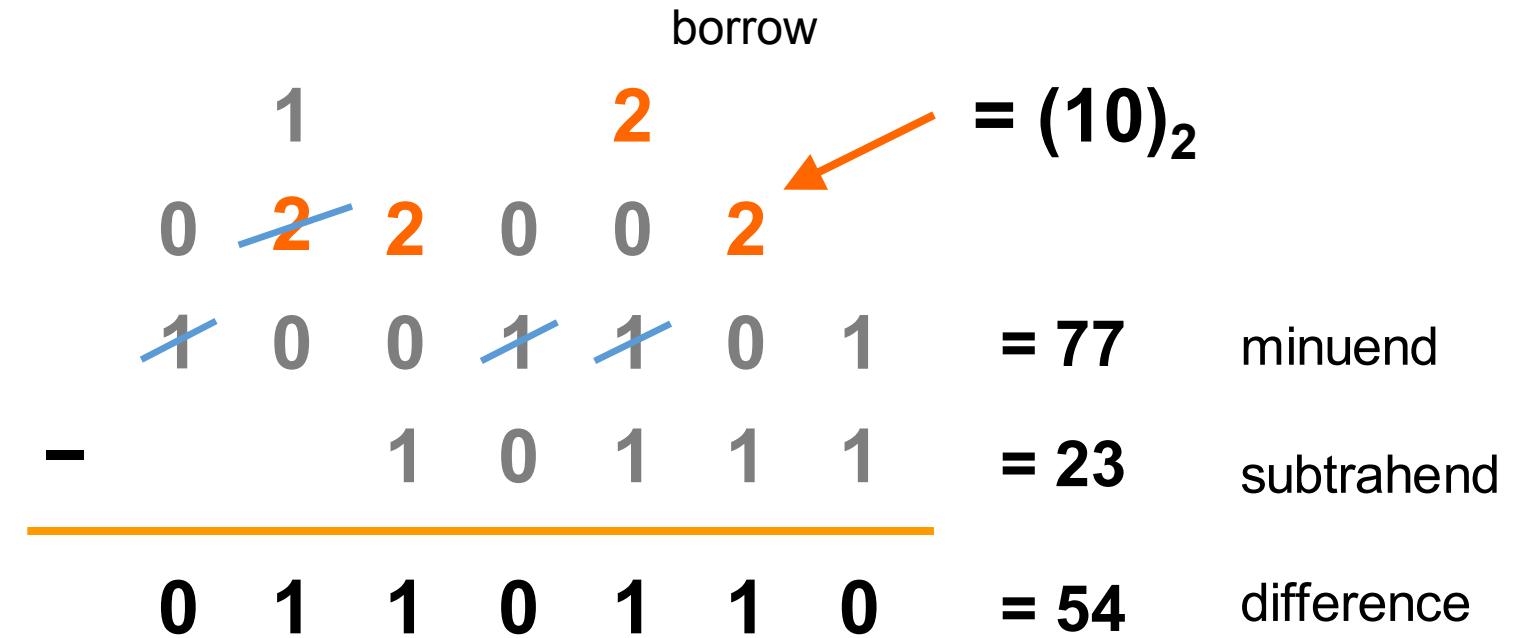
carry

$$\begin{array}{r} 1 & 1 & 1 & 1 & 1 & 1 \\ + & 1 & 1 & 1 & 1 & 0 & 1 \\ \hline 1 & 0 & 1 & 0 & 1 & 0 & 0 \end{array} \quad \begin{array}{l} (10)_2 = (2)_{10} \\ = 61 \quad \text{augend} \\ = 23 \quad \text{addend} \\ = 84 \quad \text{sum} \end{array}$$

An orange arrow points from the carry column to the sum column, highlighting the value 10 in the sum.

Binary Subtraction

- Same rules as for decimal numbers
- Borrow a “Base” when needed



A binary subtraction diagram showing the calculation of $77 - 23 = 54$. The diagram is set up as follows:

1	2	borrow	$= (10)_2$				
0	2	2	0	0	2	= 54	
1	0	0	1	1	0	= 77	minuend
-	1	0	1	1	1	= 23	subtrahend
						difference	
						= 54	difference

The diagram illustrates the borrowing process in binary subtraction. A blue wavy line points to the second column from the left, where a '2' is crossed out and replaced by a '1'. An orange arrow points to the third column from the left, labeled 'borrow', indicating that a '1' is borrowed from the next column to the left. The result of the subtraction is shown as $(10)_2$.

Complements

- When human do subtraction, we use “borrow” concept to borrow a 1 from a higher significant position.
- It is hard for circuits to design “borrow”. So complements are used to implement subtraction.
 - Simplify the subtraction operation.
 - Simpler, less expensive circuits.
- Two types for radix-r system 
 - Diminished radix complement (反码) (($r-1$)'s-complement)
 - Radix complement (补码) (r 's-complement)
- Examples:
 - For a binary system: 1's complement and 2's complement.
 - For a decimal system: 9's complement and 10's complement.

Complements for decimal system

- Diminished radix complement

- 9's-complement of 540 = $999 - 540 = 459$
- 9's-complement of 12 = $999 - 012 = 987$

相等!

(is it equal to 87?)

- Radix complement

- 10's-complement of 540 = $1000 - 540 = 460$

- 10's-complement of 12 = $1000 - 012 = 988$ (is it equal to 88?)



(最后去掉多余的9)

- **Easier method 1:** Calculate the diminished radix complement, then plus one

- 10's-complement of 540 = $999 - 540 + 1 = 460$

- **Easier method 2:** use r minus the least significant non-zero digit, and $r - 1$ minus digits on the left

- The least significant non-zero digit of 540 is 4: $10 - 4 = 6$;

- Digits on the left is 5: $9 - 5 = 4$;

- The 10's complement of 540 is 460.

Complements for binary system

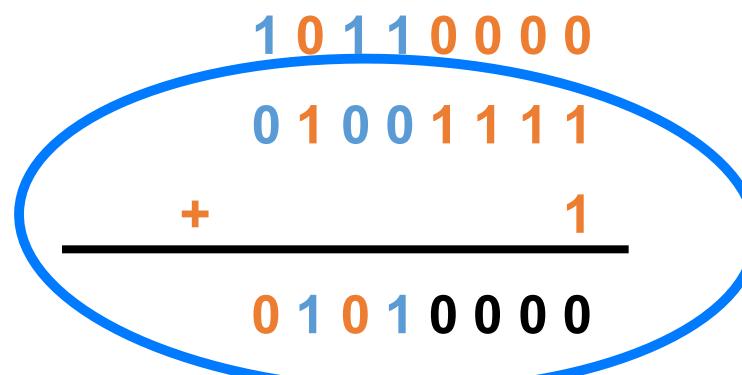
- 1's Complement (*Diminished Radix* Complement) for binary

- All '0's become '1's
- All '1's become '0's
- just like a bitwise not(按位取反)

Example $(10110000)_2$
 $\Rightarrow (01001111)_2$

- 2's Complement: 1's complement, then plus one:

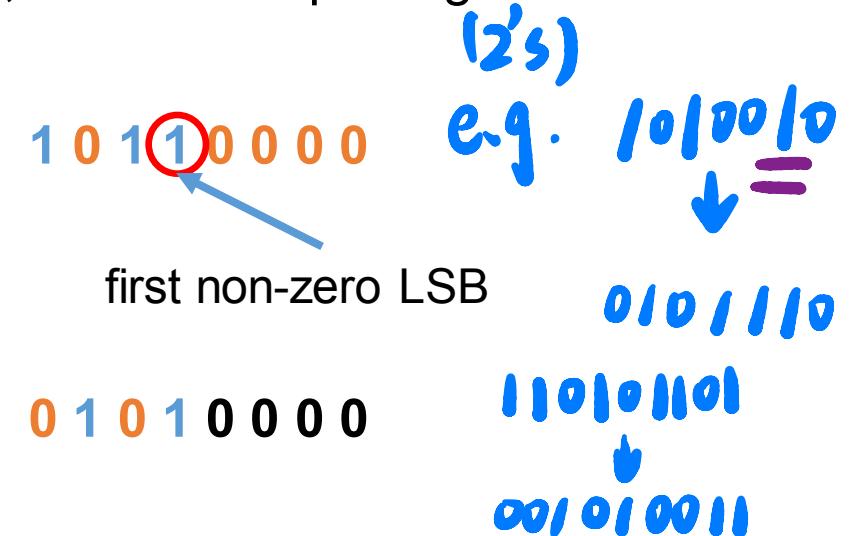
- Another way: leave the first non-zero LSB unchanged, and then replacing 1's with 0's and 0's with 1's in the other MSBs:



$$\begin{array}{r}
 10110000 \\
 01001111 \\
 \hline
 01010000
 \end{array}$$

(2's)

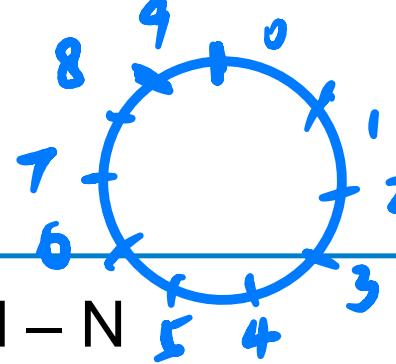
e.g. 1010010



first non-zero LSB

$$\begin{array}{r}
 10110000 \\
 01010000 \\
 01011110 \\
 11010110 \\
 00101001
 \end{array}$$

Subtraction with Complements



- subtraction of two k-digit unsigned numbers $M - N$
 - Replace subtraction with addition
 - M and N **both** have k-digit
- $M - N = M + r's \text{ complement of } N$
 - If $M \geq N$, the sum will produce an end **carry** r^k which is **discarded**, and what is left is the result $M - N$
 - If $M < N$, the sum does not produce an end carry. It is equal to the r's complement of $(M - N)$. The correct answer is generated by
 1. taking the r's **complement** of the answer
 2. then adding a **negative sign** to the front
- Pay attention to align the number of digits for two operands

Subtraction with 10's Complement

- Example with $M \geq N$

- Using 10's complement, subtract $72532 - 3250$.

$$\begin{array}{r}
 M = 72532 \\
 \text{10's complement of } N = +96750 \\
 \hline
 \text{Sum} = 169282 \\
 \text{Discard end carry } 10^5 = -100000 \\
 \hline
 \text{Answer} = 69282
 \end{array}$$

- Example with $M < N$

- Using 10's complement, subtract $3250 - 72532$

$$\begin{array}{r}
 M = 03250 \\
 \text{10's complement of } N = +27468 \\
 \hline
 \text{Sum} = 30718
 \end{array}$$

计算机机会自动识别是否为 complement

There is no end carry.
 $\text{Answer} = -(10\text{'s complement of } 30718)$
 $= -69282.$

但手写时要化简

Note: When working with paper and pencil, we can change the answer to a signed negative number in order to put it in a familiar form.

Subtraction with 2's Complement

- Example:

- Given the two binary numbers $X = 1010100$ and $Y = 1000011$ ($X > Y$) , perform the subtraction (a) $X - Y$; and (b) $Y - X$, by using 2's complement.

(a)

$$X = \begin{array}{r} 1010100 \\ 2's \text{ complement of } Y = +0111101 \end{array}$$

$$\text{Sum} = \begin{array}{r} 10010001 \\ \hline \end{array}$$

$$\text{Discard end carry } 2^7 = \begin{array}{r} -10000000 \\ \hline \end{array}$$

$$\text{Answer. } X - Y = \begin{array}{r} 0010001 \\ \hline \end{array}$$

(b)

$$Y = \begin{array}{r} 1000011 \\ 2's \text{ complement of } X = +0101100 \end{array}$$

$$\text{Sum} = \begin{array}{r} 1101111 \\ \hline \end{array}$$

$$\begin{array}{l}
 X = 0101 \quad Y = 10 \\
 X - Y: \quad X = 0101 \quad Y = 0010 \\
 2's \text{ complement of } Y = +1110 \quad 2's \text{ complement of } X = 1011 \\
 \hline
 \text{Sum} = \begin{array}{r} 10011 \\ \hline \end{array} \quad \text{Sum} = 1101
 \end{array}$$

Discard end carry $\begin{array}{r} -10000 \\ \hline 10000 \end{array}$ $\begin{array}{r} -(2's \text{ of } 1011) \\ \hline 00011 \end{array}$
 Answer $\begin{array}{r} 00011 \\ \hline = -0011 \end{array}$

There is no end carry.

$$\begin{array}{l}
 \text{Answer. } Y - X \\
 = - (2's \text{ complement of } 1101111) \\
 = - 0010001.
 \end{array}$$

Signed Binary Numbers

- In real life one may have to face a situation where both positive and negative numbers may arise.
 - We have + and -.
 - Digital systems represent everything with binary digits.
- Three types of representations of signed binary numbers:
 - Sign-magnitude representation
 - Signed-1's complement representation
 - Signed-2's complement representation
- In Signed binary system, the convention is to make the **sign bit (MSB) 0 for positive and 1 for negative.**

int $-2^{31} \sim 2^{31}$
 第1位是符号位

Signed Binary Numbers

- Example, assume 9-bits number representation:
- $(105)_{10}$?
- $105_{10} = 1101001_2$, represent in 9 bits

前面数如何找补码

但计算机中正数补码还是自己
- Signed-magnitude representation of 105: 001101001
- Signed-1's-complement representation of 105: 001101001
- Signed-2's-complement representation of 105: 001101001
- $(-105)_{10}$?
- Magnitude of -105 is 1101001, represent in 9 bits
 - Signed-magnitude representation of -105: 101101001
 - Signed-1's-complement representation of -105: 110010110
 - Signed-2's-complement representation of -105: 110010111

	8	7	6	5	4	3	2	1	0
0	0	1	1	0	1	0	0	1	
0	0	1	1	0	1	0	0	1	
0	0	1	1	0	1	0	0	1	

s	7	6	5	4	3	2	1	0
1	0	1	1	0	1	0	0	1
1	1	0	0	1	0	1	1	0
1	1	0	0	1	0	1	1	1

Signed Binary Numbers

- All possible 4-bit signed binary numbers in the three representations.
- Which one is the best? Why?

is
is

$$\begin{array}{r}
 5-3 \\
 \rightarrow 5+(-3) \\
 \\
 \begin{array}{r}
 0101 \\
 + 1100 \\
 \hline
 10001
 \end{array} \quad \times \quad \begin{array}{r}
 \text{signed} \\
 \begin{array}{r}
 0101 \\
 + 1011 \\
 \hline
 10000
 \end{array} \quad \times
 \end{array}
 \end{array}$$

选择这个

Decimal	Signed-2's Complement	Signed-1's Complement	Signed Magnitude
+7	0111	0111	0111
+6	0110	0110	0110
+5	0101	0101	0101
+4	0100	0100	0100
+3	0011	0011	0011
+2	0010	0010	0010
+1	0001	0001	0001
+0	0000	0000	0000
-0	—	1111	1000
-1	1111	1110	1001
-2	1110	1101	1010
-3	1101	1100	1011
-4	1100	1011	1100
-5	1011	1010	1101
-6	1010	1001	1110
-7	1001	1000	1111
-8	1000	—	—

无-0
复杂度↓

可以表达 -2^{31}

Signed Binary Numbers

	Addition	Representation of 0	Range
Sign-magnitude	Doesn't work → -6+6 $\begin{array}{r} 1110 \\ + 0110 \\ \hline 10100 \end{array}$ (wrong!)	Two representations 0000 +0 1000 -0	$[-(2^{N-1}-1), 2^{N-1}-1]$
Signed-1's complement	Doesn't work → -3+6 $\begin{array}{r} 1100 \\ + 0110 \\ \hline 10010 \end{array}$ (wrong!)	Two representations 0000 +0 1111 -0	$[-(2^{N-1}-1), 2^{N-1}-1]$
Signed-2's complement	Works → -3+6 $\begin{array}{r} 1101 \\ + 0110 \\ \hline 10011 \end{array}$ (correct!)	Only one 0000 ±0 1000 is -8	$[-2^{N-1}, 2^{N-1}-1]$

BCD Codes

- BCD Code

- Four bits are required to code each decimal number.
 - Decimal 396 is represented in BCD with 12bits as 0011 1001 0110, with each group of 4 bits representing one decimal digit.
 - Also known as 8-4-2-1 code, as 8, 4, 2, and 1 are the weights of the four bits of BCD.
 - The binary combinations 1010 through 1111 are not used and have no meaning in BCD.

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

$$\begin{array}{r}
 + \begin{matrix} 5 \\ 9 \end{matrix} \\
 \hline
 14 \\
 000 | 0100
 \end{array}
 \Rightarrow
 \begin{array}{r}
 0101 \\
 1001 \\
 \hline
 1110
 \end{array}
 \quad
 \begin{array}{r}
 \pm 0110 \\
 \hline
 10100
 \end{array}$$

BCD correction
超过 10 (10 ~ 15) 得再加上 6(0110)

BCD Addition

- First add the two numbers using normal rules for binary addition.
- If the 4-bit sum is equal to or less than 9, it becomes a **valid** BCD number.
- If the 4-bit sum is greater than 9, or if a carry-out of the group is generated, it is an **invalid** result.
 - In such a case, add $(0110)_2$ or $(6)_{10}$ to the 4-bit sum in order to skip the six invalid states and return the code to BCD. If a carry results when 6 is added, add the carry to the next 4-bit group.
- Example: Consider the addition of $184 + 576 = 760$ in BCD:

把每一位分别相加

BCD	1	1		
	0001	1000	0100	184
	+ 0101	0111	0110	+ 576
Binary sum	0111	<u>10000</u>	<u>1010</u>	需要进位
Add 6	—	0110	0110	—
BCD sum	0111	0110	0000	760

实际上还是做
decimal

BCD Subtraction

- Same as in the binary case:
- Take the 10's complement of the subtrahend and add it to the minuend.
- Example: Consider the subtraction of $109 - 132 = -23$ in BCD:
 - Take 10's comp of 132 = 868
 - Convert difference into 10's complement

Subtraction			
	0001	0000	1001
	+1000	0110	1000
Binary sum	1001	0111	10001
Add 6	0000	0000	0110
Difference	1001	0111	0111
10's complement			977 -23

A blue arrow points from the top '1' in the first column of the 'Binary sum' row to the second column of the same row, indicating a borrow operation.

Gray Code

- Gray Code(格雷码)

- Minimum change code: A number changes by only one bit as it proceeds from one number to the next.
 - Error detection.
 - Representation of analog data.
 - Low power design.

"11" → 1011 binary
~~1101~~
 1110 gray

再转回去
 0101
 0101
 0101
 0101
 gray "上"
 binary
 保留首位交错异或

做基础

Gray Code	Decimal Equivalent	binary code
0000	0	
0001	1	
0011	2	
0010	3	
0110	4	
0111	5	
0101	6	
0100	7	
1100	8	
1101	9	
1111	10	0101 → "5" in binary
1110	11	0101
1010	12	0111 → "5" in gray
1011	13	
1001	14	
1000	15	

ASCII Codes

- American Standard Code for Information Interchange (ASCII) Character Code
 - Many applications of the computer require not only handling of numbers, but also of letters.
 - To represent letters it is necessary to have a binary code for the alphabet.
 - Seven bits to code 128 characters.

$$'A' = 1000001 = 65$$

$b_4b_3b_2b_1$	000	001	010	011	100	101	110	111
0000	NUL	DLE	SP	0	@	P	`	p
0001	SOH	DC1	!	1	A	Q	a	q
0010	STX	DC2	"	2	B	R	b	r
0011	ETX	DC3	#	3	C	S	c	s
0100	EOT	DC4	\$	4	D	T	d	t
0101	ENQ	NAK	%	5	E	U	e	u
0110	ACK	SYN	&	6	F	V	f	v
0111	BEL	ETB	'	7	G	W	g	w
1000	BS	CAN	(8	H	X	h	x
1001	HT	EM)	9	I	Y	i	y
1010	LF	SUB	*	:	J	Z	j	z
1011	VT	ESC	+	;	K	[k	{
1100	FF	FS	,	<	L	\	l	
1101	CR	GS	-	=	M]	m	}
1110	SO	RS	.	>	N	^	n	~
1111	SI	US	/	?	O	-	o	DEL

Error-Detecting Code

- Error-Detecting Code

- To detect errors in data communication and processing, an eighth bit is sometimes added to the ASCII character to indicate its parity.
- A parity bit (校验位) is an extra bit included with a message to make the total number of 1's either even or odd.

- Example:

在首尾加上一位仗之有错误检测能力

	With even parity	With odd parity
ASCII A = 1000001	01000001	11000001
ASCII T = 1010100	11010100	01010100

- Suppose we use even parity

Original code	With even parity	sender	receiver	Parity check Passed?
1000001	01000001	01000001	01000001	yes
1000001	01000001	01000001	01001001	No
1000001	01000001	01000001	01001101	Yes but fails for double errors

Binary Logic

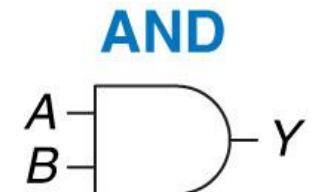
- Binary logic deals with binary variables(e.g. can have two values, "0"and "1")
- Binary variables can undergo three basic logical operators AND, OR and NOT
 - **AND** is denoted by a dot (\cdot) $z = x \cdot y$ or $z = xy$.
 - **OR** is denoted by a plus ($+$) $z = x + y$.
 - **NOT** is denoted by a single quote mark ($'$) after the variable, or an overbar ($\bar{}$) above the variable.
 - $x'y$ is pronounced as "x prime y" or "x complement y."
- Binary logic resembles binary arithmetic.
 - However, binary logic should not be confused with binary arithmetic.
 - An arithmetic variable designates a number that may consist of many digits.
 - A logic variable is always either 0 or 1.

- (\bar{A}/A')

在 verilog 中 $\sim A$
 $\& \quad |$

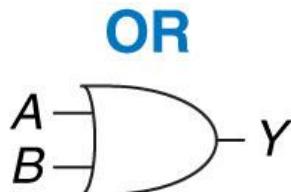
Binary Logic

- Truth Tables, Boolean Expressions, and Logic Gates



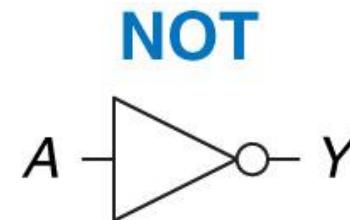
$$Y = AB$$

A	B	Y
0	0	0
0	1	0
1	0	0
1	1	1



$$Y = A + B$$

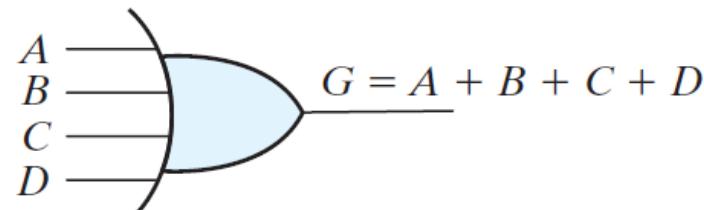
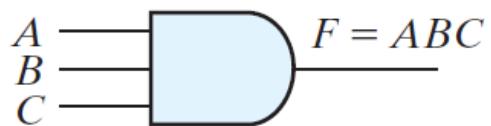
A	B	Y
0	0	0
0	1	1
1	0	1
1	1	1



$$Y = \bar{A}$$

A	Y
0	1
1	0

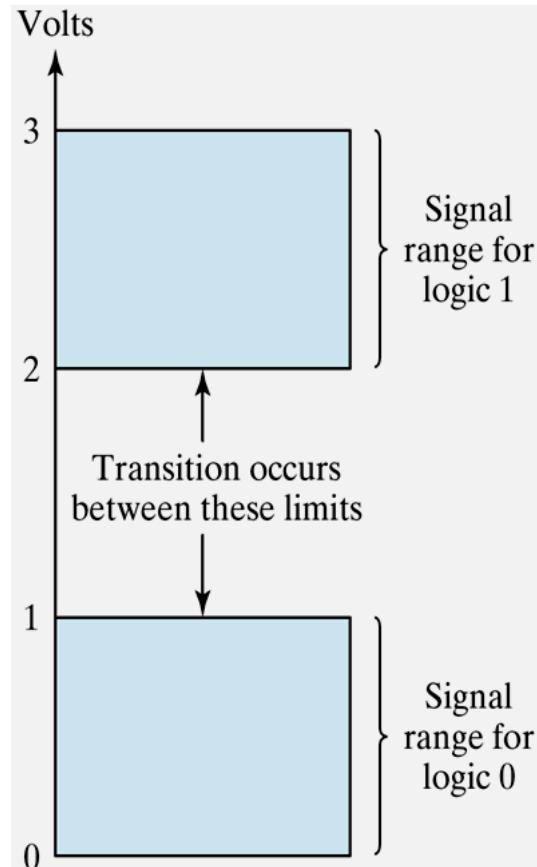
- It is fine to have more than two inputs for AND/OR



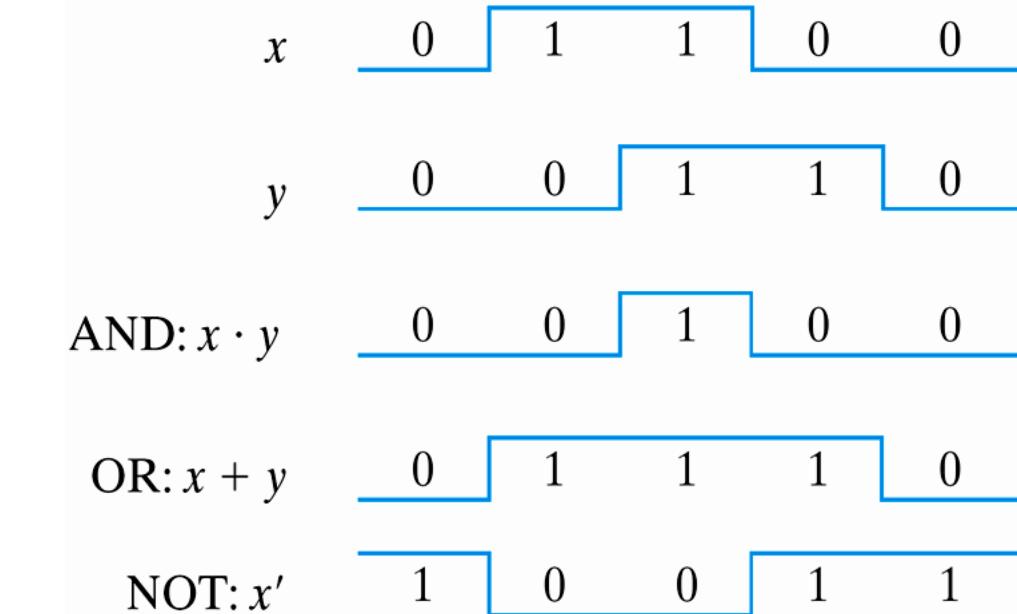
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Binary Logic

- Voltage-operated, though on a range, interpreted to be either of the two values



Signal levels for binary logic values



Input–output signals for gates