# Digital Electronics-I

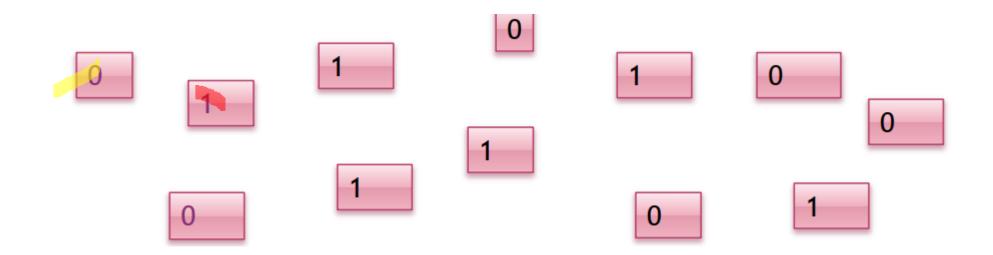
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### How computers gets the answer?

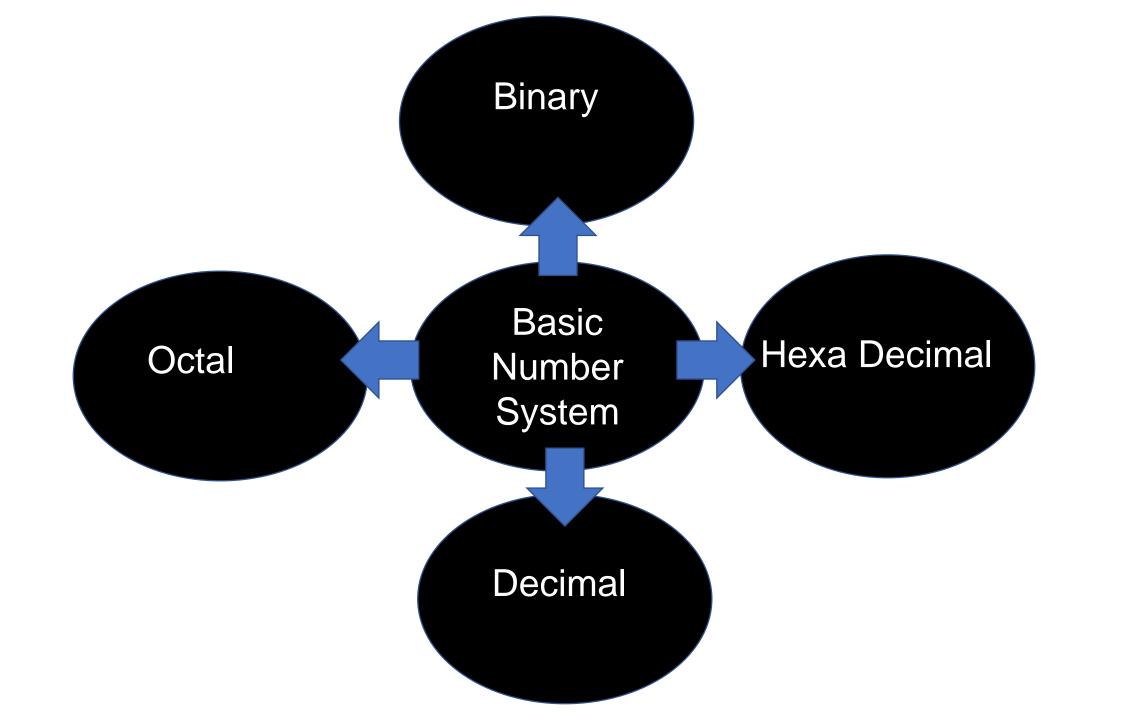






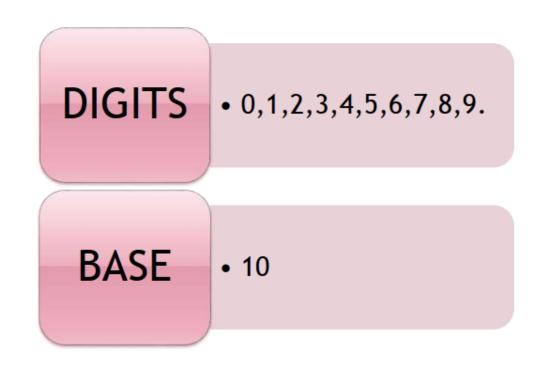
- The computers understand information in terms of zeros and ones
- Number system using zeros and ones are called as binary number system
- Programmers uses decimal number system







### **DECIMAL NUMBER SYSTEM**



 $10^{\rm n}$  possible combinations with n digits



### **BINARY NUMBER SYSTEM**



 $2^n$  possible combinations with n digits Each digit is called as "bit"



### BINARY NUMBER SYSTEM

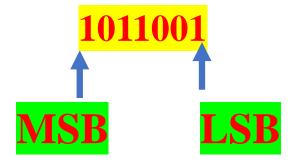
E.g.  $(1011)_2$ 

Each digit is called as "bit"

 $2^n$  possible combinations with n digits

 $(1011)_2 = (0001011)_2$ 

The bit in left side of a digital number is called as MSB & the bit in right side of a digital number is called as LSB





### **HEXADECIMAL NUMBER SYSTEM**

- 0,1,2,3,4,5,6,7, 8,9,A,B,C,D,E,F.

BASE

• 16

 $16^{\rm n}$  possible combinations with n digits



### CONVERSIONS IN BASIC NUMBER SYSTEM

Decimal number system	Binary number system	Hexadecimal number system
0	0	0
1	1	1
2	10	2
3	11	3
4	100	4
5	101	5
6	110	6
7	111	7
8	1000	8
9	1001	9
10	1010	A

Decimal number system	Binary number system	Hexadecimal number system
11	1011	В
12	1100	C
13	1101	D
14	1110	E
15	1111	F
16	10000	10
17	10001	11
18	10010	12
19	10011	13
20	10100	14
21	10101	15



### **BINARY TO DECIMAL**

### Convert binary number 10101 to decimal

Step-1: Find bit position start the LSB with position 0.

here

Binary number	1	0	1	0	1
Bit positions	4	3	2	1	0

Step-2: Multiply each bits with base

here

Binary number	1	0	1	0	1
Base	24	<b>2</b> <sup>3</sup>	<b>2</b> <sup>2</sup>	<b>2</b> <sup>1</sup>	<b>2</b> <sup>0</sup>

Step-3: Add to find the result

here 
$$(1 \cdot 2^4) + (0 \cdot 2^3) + (1 \cdot 2^2) + (0 \cdot 2^1) + (1 \cdot 2^0) = 21$$



### HEXADECIMAL TO DECIMAL

### Convert Hexadecimal number 5A9 to decimal

Step-1: Find bit position start the LSB with position 0.

here

Hexadecimal number	5	Α	9
Bit positions	2	1	0

Step-2: Multiply each bits with base

here

Binary number	5	Α	9
Base	<b>16</b> <sup>2</sup>	<b>16</b> <sup>1</sup>	<b>16</b> <sup>0</sup>

Step-3: Add to find the result

here 
$$(5 \cdot 16^2) + (A \cdot 16^1) + (9 \cdot 16^0) = 1449$$

Decimal number system	Hexadecimal number system
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	A
11	В
12	C
13	D
14	E
15	F



### **DECIMAL NUMBER SYSTEM**

**DIGITS** • 0,1,2,3,4,5,6,7,8,9.

BASE

• 10

### **BINARY NUMBER SYSTEM**

DIGITS • 0, 1

BASE • 2

### **HEXADECIMAL NUMBER SYSTEM**

DIGITS

- 0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F.

BASE

16

### **DECIMAL TO BINARY**

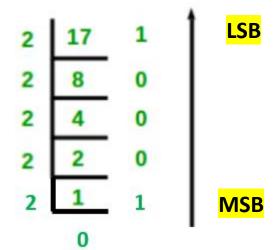
### Convert decimal number 17 to binary

Step-1: Divide the number though ought by 2 so that final output is 0

Step-2: Read the remainders from bottom to top

The binary number is 10001

### Decimal number: 17



### **DECIMAL TO HEX**

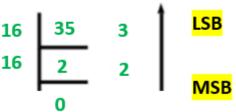
### Convert decimal number 35 to Hexadecimal

Step-1: Divide the number though ought by 16 so that final output is 0

Step-2: Read the remainders from bottom to top

The Hexadecimal number is 23

Decimal number: 35



### binary to HEX

### Convert binary number 1001110 to Hexadecimal

Step-1: Form the group of 4 bits

here 100,1110

We can write it as 0100,**1110** 

Step-2: Write hexadecimal equivalent of each groups

here  $1110 \longrightarrow 100$   $\longrightarrow 4$ 

Step-3: Now we can write the hexadecimal equivalent as

Hexadecimal	Binary number
number system	system
0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111
8	1000
9	1001
A	1010
В	1011
C	1100
D	1101
E	1110
F	1111

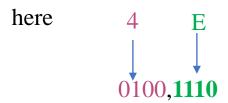
### **HEX** to binary

### Convert Hexadecimal number 4E to binary number

Step-1: Find the 4 bit binary equivalent of each symbol in HEX number

here 
$$4 \longrightarrow 0100$$
 $E \longrightarrow 1110$ 

Step-2: Now we can write the hexadecimal equivalent as



The binary number is 01001110

Hexadecimal number system	Binary number system
0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111
8	1000
9	1001
A	1010
В	1011
C	1100
D	1101
E	1110
F	1111

# Binary arithmetic -addition

Case	А	+	В	Sum	Carry
1	0	+	0	0	0
2	0	+	1	1	0
3	1	+	0	1	0
4	1	+	1	0	1

Example - Addition

# Binary arithmetic -Subtraction

Case	Α	15	В	Subtract	Borrow
1	0	-	0	0	0
2	1	-	0	1	0
3	1	1	1	0	0
4	0		1	0	1

Example - Subtraction

# Binary arithmetic - Multiplication

Case	Α	x	В	Multiplication
1	0	x	0	0
2	0	x	1	0
3	1	x	0	0
4	1	X	1	1

Example - Multiplication

Example:

0011010 x 001100 = 100111000

```
0011010 = 26_{10}
\times 0001100 = 12_{10}
```

```
0000000
0000000
0011010
0011010 = 31210
```

# Binary arithmetic - Multiplication

Case	Α	X	В	Multiplicatio	
1	0	x	0	0	
2	0	x	1	0	
3	1	x	0	0	
4	1	x	1	1	

Example - Multiplication

Example:

0011010 x 001100 = 100111000

```
0011010 = 26_{10}
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0000000
0000000
0011010
0011010 = 31210
```

# 1's complement & 2's complement

# 1's complement & 2's complement

- We can find the 1's complement of the binary number by simply inverting the given number.
- For example, 1's complement of binary number 1011001 is 0100110.
- We can find the 2's complement of the binary number by adding 1 to the least significant bit of 1's complement of that binary number
- For example, 2's complement of binary number 1011001 is (0100110)+1=01001111.

# Binary subtraction (A-B) using 1's complement

- In the first step, find the 1's complement of the subtrahend (B).
- Next, add the complement number with the minuend (A).
- If got a carry, add the carry to its LSB.
- Else take 1's complement of the result which will be negative

```
Example 1: 10101 - 00111 21 - 7 = 14
(00111) \rightarrow 21
(01110) \rightarrow 14
```

- 1. We take 1's complement of subtrahend 00111, which is 11000.
- 2. Then find, 10101+11000 = 01101 with carry 1.
- 3. In the above result, we get the carry bit 1, so add this to the LSB of a given result, i.e., 01101+1=01110, which is the answer

# Binary subtraction using 1's complement

Example 2: 10101 - 10111

```
21 - 23 = -2
(10101) \longrightarrow 21
(10111) \longrightarrow 23
(00010) \longrightarrow 2
```

- 1. We take 1's complement of subtrahend 10111, which is 01000.
- 2. Then find, 10101+01000 = 11101 with carry 0.
- 3. In the above result, we get the carry bit 0, So calculate the 1's complement of the result, i.e., 00010, which is the negative number and the final answer.

# Binary subtraction (A-B) using 2's complement

- 1. At first, 2's complement of the subtrahend (B) is found.
- 2. Then it is added to the minuend (A).
- 3. If the final carry over of the sum is 1, it is dropped and the result is positive.
- 4. If there is no carry over, the two's complement of the sum will be the result and it is negative 21-7=14

```
Example 1: 10101 - 00111
```

 $\begin{array}{ccc} (10101) & \longrightarrow & 21 \\ (00111) & \longrightarrow & 7 \end{array}$ 

- 1. We take 2's complement of subtrahend 00111, which is 11001.  $(01110) \rightarrow 14$
- 2. Then find, 10101+11001 = 01110 with carry 1.
- 3. In the above result, we get the carry bit 1, so we ignore the carry and the result is 01110, the result is positive

# Binary subtraction using 2's complement

Example 2: 10101 - 10111

```
21 - 23 = -2
(10101) \longrightarrow 21
(10111) \longrightarrow 23
(00010) \longrightarrow 2
```

- 1. We take 2's complement of subtrahend 10111, which is 01001.
- 2. Then find, 10101+01001 = 11110 with carry 0.
- 3. In the above result, we get the carry bit 0, So calculate the 2's complement of the result, i.e., 00010, which is the negative number and the final answer.

# Binary codes

# Binary codes

- In the coding, when numbers, letters or words are represented by a specific group of symbols, it is said that the number, letter or word is being encoded.
- The group of symbols is called as a code.
- The digital data is represented, stored and transmitted as group of binary bits.
- This group is also called as **binary code**.

# Binary codes-Advantages

- Binary codes are suitable for the computer applications.
- Binary codes are suitable for the digital communications.
- Binary codes make the analysis and designing of digital circuits if we use the binary codes.
- Since only 0 & 1 are being used, implementation becomes easy

# Binary Coded Decimal (BCD)

- In this code each decimal digit is represented by a 4-bit binary number.
- BCD is a way to express each of the decimal digits with a binary code.
- In the BCD, with four bits we can represent sixteen numbers (0000 to 1111).
- But in BCD code only first ten of these are used (0000 to 1001).
- The remaining six code combinations i.e. 1010 to 1111 are invalid in BCD.

Decimal	BCD				
0	0	0	0	0	
1	0	0	0	1	
2	0	0	1	0	
3	0	0	1	1	
4	0	1	0	0	
5	0	1	0	1	
6	0	1	1	0	
7	0	1	1	1	
8	1	0	0	0	
9	1	0	0	1	

# Binary Coded Decimal (BCD)

# Advantages of BCD Codes

- It is very similar to decimal system.
- We need to remember binary equivalent of decimal numbers 0 to 9 only.

# Disadvantages of BCD Codes

- The addition and subtraction of BCD have different rules.
- The BCD arithmetic is little more complicated.
- BCD needs more number of bits than binary to represent the decimal number. So BCD is less efficient than binary.

# Binary codes-Binary Coded Decimal (BCD)

Example : convert 0110100000111001(BCD) to its decimal equivalent.

### Solution:

Divide the BCD number into four-bit groups and convert each to decimal:



 $0110100000111001(BCD) = 6839_{10}$ 

# Binary codes-Binary Coded Decimal (BCD)

Example : Convert the following decimal and binary numbers to BCD.

- a) 5648<sub>10</sub>
- b) 10001101<sub>2</sub>

### Solution:

- a) 5648<sub>10</sub> =0101 0110 0100 1000
- b) 10001101<sub>2</sub>=141<sub>10</sub>=0001 0100 0001

## Binary codes- Excess-3 code (XS-3)

• The Excess-3 code words are derived from the BCD code words adding (0011)2 or (decimal value 3) to each code word in BCD.

Decimal	BCD	Excess-3 BCD + 0011		
	8 4 2 1			
0	0 0 0 0	0 0 1 1		
1	0 0 0 1	0 1 0 0		
2	0 0 1 0	0 1 0 1		
3	0 0 1 1	0 1 1 0		
4	0 1 0 0	0 1 1 1		
5	0 1 0 1	1 0 0 0		
6	0 1 1 0	1 0 0 1		
7	0 1 1 1	1 0 1 0		
8	1 0 0 0	1 0 1 1		
9	1 0 0 1	1 1 0 0		

# Binary codes- Gray Code

- It has a very special feature that, only one bit will change each time the decimal number is incremented.
- As only one bit changes at a time, the gray code is called as a unit distance code.
- Gray code cannot be used for arithmetic operation.

Decimal	BCD	Gray		
0	0 0 0 0	0 0 0 0		
1	0 0 0 1	0 0 0 1		
2	0 0 1 0	0 0 1 1		
3	0 0 1 1	0 0 1 0		
4	0 1 0 0	0 1 1 0		
5	0 1 0 1	0 1 1 1		
6	0 1 1 0	0 1 0 1		
7	0 1 1 1	0 1 0 0		
8	1 0 0 0	1 1 0 0		
9	1 0 0 1	1 1 0 1		

# Binary codes- Alphanumeric codes

- We need many symbols for communication between two computers
- These symbols are required to represent 26 alphabets with capital and small letters, numbers from 0 to 9, punctuation marks and other symbols.
- The alphanumeric codes are the codes that represent numbers and alphabetic characters.
- ASCII- American Standard Code for Information Interchange.
- EBCDIC- Extended Binary Coded Decimal Interchange Code.
- ASCII code is a 7-bit code
- o EBCDIC is an 8-bit code.
- ASCII code is more commonly used worldwide
- EBCDIC is used primarily in large IBM computers.

Character	ASCII	EBCDIC	Character	ASCII	EBCDIC
Space	010 0000	0100 0000	A	100 0001	1100 000
1	010 0001	0101 1010	В	100 0010	1100 0010
	010 0010	0111 1111	C	100 0011	1100 001
#	010 0011	0111 1011	D	100 0100	1100 0100
S	010 0100	0101 1011	E	100 0101	1100 010
%	010 0101	0110 1100	F	100 0110	1100 011
&	010 0110	0101 0000	G	1110 001	1100 011
	010 0111	0111 1101	н	100 1000	1100 100
(	010 1000	0100 1101	I	100 1001	1100 100
)	010 1001	0101 1101	J	100 1010	1101 000
	010 1010	0101 1100	K	100 1011	1101 001
+	010 1011	0100 1110	L	100 1100	1101 001
	010 1100	0110 1011	M	100 1101	1101 010
200	010 1101	0000 0110	N	100 1110	1101 010
	010 1110	0100 1011	0	100 1111	1101 011
F	010 1111	0110 0001	P	101 0000	1101 011
0	011 0000	1111 0000	7 Q	101 0001	1101 100
1	011 0001	1111 0001	R	101 0010	1101 100
2	011 0010	1111 0010	S	101 0011	1110 001
3	011 0011	1111 0011	T	101 0100	1110 001
4	011 0100	1111 0100	U	101 0101	1110 010
5	011 0101	1111 0101	V	101 0110	1110 010
6	011 0110	1111 0110	w	1110 101	1110 0111
7	011 0111	1111 0111	X	101 1000	1110 011
8	011 1000	1111 1000	Y	101 1001	1110 100
9	011 1001	1111 1001	Z	101 1010	1110 100

# Thank you!

