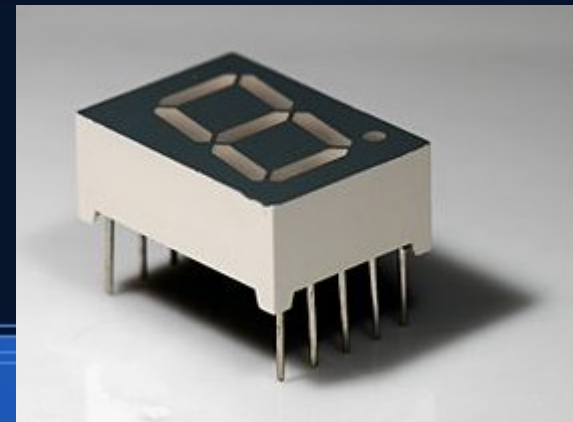


# Binary-coded decimal



Decimal Digit	BCD 8 4 2 1
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

BCD is very common in electronic systems where a numeric value is to be displayed, especially in systems consisting solely of digital logic, and not containing a microprocessor.

By utilizing BCD, the manipulation of numerical data for display can be greatly simplified by treating each digit as a separate single sub-circuit

# DECIMAL ADDER

Computers or calculators that perform arithmetic operations directly in the decimal number system represent decimal numbers in binary coded form.

An adder for such a computer must employ arithmetic circuits that accept coded decimal numbers and present results in the same code.

For binary addition, it is sufficient to consider a pair of significant bits together with a previous carry. A decimal adder requires a minimum of nine inputs and five outputs, since four bits are required to code each decimal digit and the circuit must have an input and output carry

Since each input digit does not exceed 9, the output sum cannot be greater than  $9 + 9 + 1 = 19$ , the 1 in the sum being an input carry.

Suppose we apply two BCD digits to a four-bit binary adder. The adder will form the sum in binary and produce a result that ranges from 0 through 19.

These binary numbers are labelled by symbols K, Z<sub>8</sub>, Z<sub>4</sub>, Z<sub>2</sub>, and Z<sub>1</sub>. K is the carry, and the subscripts under the letter Z represent the weights 8, 4, 2, and 1 that can be assigned to the four bits in the BCD code

# Derivation of BCD Adder

desired BCD adder output

K	Binary Sum				BCD Sum					Decimal
	Z <sub>8</sub>	Z <sub>4</sub>	Z <sub>2</sub>	Z <sub>1</sub>	C	S <sub>8</sub>	S <sub>4</sub>	S <sub>2</sub>	S <sub>1</sub>	
0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	1	0	0	0	0	1	1
0	0	0	1	0	0	0	0	1	0	2
0	0	0	1	1	0	0	0	1	1	3
0	0	1	0	0	0	0	1	0	0	4
0	0	1	0	1	0	0	1	0	1	5
0	0	1	1	0	0	0	1	1	0	6
0	0	1	1	1	0	0	1	1	1	7
0	1	0	0	0	0	1	0	0	0	8
0	1	0	0	1	0	1	0	0	1	9
0	1	0	1	0	1	0	0	0	0	10
0	1	0	1	1	1	0	0	0	1	11
0	1	1	0	0	1	0	0	1	0	12
0	1	1	0	1	1	0	0	1	1	13
0	1	1	1	0	1	0	1	0	0	14
0	1	1	1	1	1	0	1	0	1	15
1	0	0	0	0	1	0	1	1	0	16
1	0	0	0	1	1	0	1	1	1	17
1	0	0	1	0	1	1	0	0	0	18
1	0	0	1	1	1	1	0	0	1	19

from  
binary  
adder

K	Binary Sum				BCD Sum					Decimal
	Z <sub>8</sub>	Z <sub>4</sub>	Z <sub>2</sub>	Z <sub>1</sub>	C	S <sub>8</sub>	S <sub>4</sub>	S <sub>2</sub>	S <sub>1</sub>	
0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	1	0	0	0	0	1	1
0	0	0	1	0	0	0	0	1	0	2
0	0	0	1	1	0	0	0	1	1	3
0	0	1	0	0	0	0	1	0	0	4
0	0	1	0	1	0	0	1	0	1	5
0	0	1	1	0	0	0	1	1	0	6
0	0	1	1	1	0	0	1	1	1	7
0	1	0	0	0	0	1	0	0	0	8
0	1	0	0	1	0	1	0	0	1	9
0	1	0	1	0	1	0	0	0	0	10
0	1	0	1	1	1	0	0	0	1	11
0	1	1	0	0	1	0	0	1	0	12
0	1	1	0	1	1	0	0	1	1	13
0	1	1	1	0	1	0	1	0	0	14
0	1	1	1	1	1	0	1	0	1	15
1	0	0	0	0	1	0	1	1	0	16
1	0	0	0	1	1	0	1	1	1	17
1	0	0	1	0	1	1	0	0	0	18
1	0	0	1	1	1	1	0	0	1	19

When the binary sum is equal to or less than 1001, the corresponding BCD number is identical, and therefore no conversion is needed.

When the binary sum is greater than 1001, we obtain an invalid BCD representation.

The addition of binary 6 (0110) to the binary sum converts it to the correct BCD representation and also produces an output carry as required

Binary Sum					BCD Sum					Decimal
K	Z <sub>8</sub>	Z <sub>4</sub>	Z <sub>2</sub>	Z <sub>1</sub>	C	S <sub>8</sub>	S <sub>4</sub>	S <sub>2</sub>	S <sub>1</sub>	
0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	1	0	0	0	0	1	1
0	0	0	1	0	0	0	0	1	0	2
0	0	0	1	1	0	0	0	1	1	3
0	0	1	0	0	0	0	1	0	0	4
0	0	1	0	1	0	0	1	0	1	5
0	0	1	1	0	0	0	1	1	0	6
0	0	1	1	1	0	0	1	1	1	7
0	1	0	0	0	0	1	0	0	0	8
0	1	0	0	1	0	1	0	0	1	9
0	1	0	1	0	1	0	0	0	0	10
0	1	0	1	1	1	0	0	0	1	11
0	1	1	0	0	1	0	0	1	0	12
0	1	1	0	1	1	0	0	1	1	13
0	1	1	1	0	1	0	1	0	0	14
0	1	1	1	1	1	0	1	0	1	15
1	0	0	0	0	1	0	1	1	0	16
1	0	0	0	1	1	0	1	1	1	17
1	0	0	1	0	1	1	0	0	0	18
1	0	0	1	1	1	1	0	0	1	19

The logic circuit that detects the necessary correction can be derived from the entries in the table.

It is obvious that a correction is needed when the binary sum has an output carry  $K = 1$ .

The other six combinations from 1010 through 1111 that need a correction have a 1 in position Z<sub>8</sub>.

To distinguish them from binary 1000 and 1001, which also have a 1 in position Z<sub>8</sub>, we specify further that either Z<sub>4</sub> or Z<sub>2</sub> must have a 1.

The condition for a correction and an output carry can be expressed by the Boolean function

$$C = K + Z_8.Z_4 + Z_8.Z_2$$

When  $C = 1$ , it is necessary to add 0110 to the binary sum and provide an output carry for the next stage



# Block diagram of a BCD adder

