CS 225: Switching Theory

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Previous Class

- Number Systems and Codes
  - Different Number systems (positional)
  - Conversion
  - Representation (complement)
  - Binary Arithmetic

This Class

- Number Systems and Codes
  - Codes
    - BCD, cyclic code etc.
    - Gray code
    - Parity and Error correcting code
- Switching Algebra

Binary Coded Decimal (BCD)

To code a number with *n* decimal digits, we need *4n* bits in BCD

e.g. $(365)_{10} = (0011\ 0110\ 0101)_{BCD}$

This is different to converting to binary, which is $(365)_{10} = (101101101)_2$

- Use 4-bit binary to represent one decimal digit
- Easy conversion
- Wasting bits (4-bits can represent 16 different values, but only 10 values are used). Clearly, BCD requires more bits. BUT, it is easier to understand/interpret

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

BCD Addition

- When 2 BCD codes are added:
  - If the sum is less than 1010 (10 in decimal), the corresponding BCD sum digit is correct
  - If the sum is equal or more than 1010 (10), must add 0110 (6 in decimal) to the corresponding BCD sum digit in order to produce the correct carry into the digit to the left

- Example: Add 448 and 489 in BCD.

  0100 0100 1000 (448 in BCD)

  0100 1000 1001 (489 in BCD)

Q1. Do BCD addition $(365)_{BCD} + (738)_{BCD}$

Decimal Codes

Self-complementing code: Code word of 9's complement of *N* obtained by interchanging 1's and 0's in the code word of *N*

Deci-mal	$w_4w_3w_2w_1$											
	8	4	2	1	2	4	2	1	6	4	2	-3
0	0	0	0	0	0	0	0	0	0	0	0	0
1	0	0	0	1	0	0	0	1	0	1	0	1
2	0	0	1	0	0	0	1	0	0	0	1	0
3	0	0	1	1	0	0	1	1	1	0	0	1
4	0	1	0	0	0	1	0	0	0	1	0	0
5	0	1	0	1	1	0	1	1	1	0	1	1
6	0	1	1	0	1	1	0	0	0	1	1	0
7	0	1	1	1	1	1	0	1	1	1	0	1
8	1	0	0	0	1	1	1	0	1	0	1	0
9	1	0	0	1	1	1	1	1	1	1	1	1

BCD

Self-complementing Codes

Non-weighted Codes

Decimal Digit	Excess-3	Cyclic
0	0 0 1 1	0 0 0 0
1	0 1 0 0	0 0 0 1
2	0 1 0 1	0 0 1 1
3	0 1 1 0	0 0 1 0
4	0 1 1 1	0 1 1 0
5	1 0 0 0	1 1 1 0
6	1 0 0 1	1 0 1 0
7	1 0 1 0	1 0 0 0
8	1 0 1 1	1 1 0 0
9	1 1 0 0	0 1 0 0
	Add 3 to BCD	**Successive code words Differ in only one digit**

Gray Code

Decimal number	Gray g3 g2 g1 g0	Binary b3 b2 b1 b0
0	0 0 0 0	0 0 0 0
1	0 0 0 1	0 0 0 1
2	0 0 1 1	0 0 1 0
3	0 0 1 0	0 0 1 1
4	0 1 1 0	0 1 0 0
5	0 1 1 1	0 1 0 1
6	0 1 0 1	0 1 1 0
7	0 1 0 0	0 1 1 1

Decimal number	Gray g3 g2 g1 g0	Binary b3 b2 b1 b0
8	1 1 0 0	1 0 0 0
9	1 1 0 1	1 0 0 1
10	1 1 1 1	1 0 1 0
11	1 1 1 0	1 0 1 1
12	1 0 1 0	1 1 0 0
13	1 0 1 1	1 1 0 1
14	1 0 0 1	1 1 1 0
15	1 0 0 0	1 1 1 1

Binary ⟷ GrayConversion

Binary to Gray:

Start from right side LSB as : $g_i = b_i \text{ XOR } b_{i+1}$, $g_n = b_n$

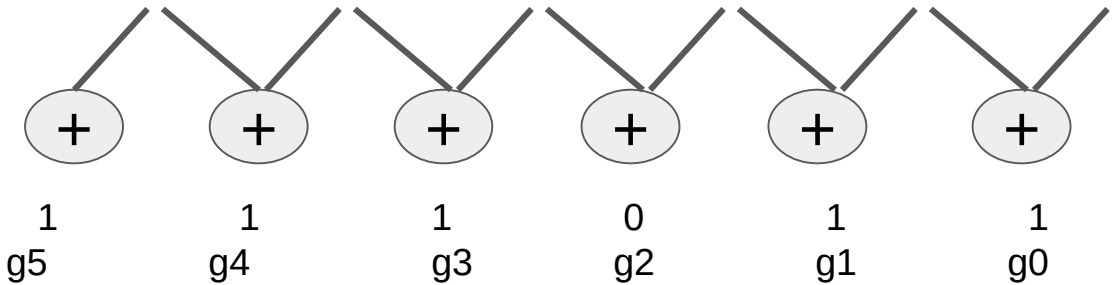
Gray to Binary:

Start from left side MSB as: $b_n = g_n$ and $b_{i-1} = b_i \text{ XOR } g_{i-1}$

Example:

Binary:	b5	b4	b3	b2	b1	b0
	1	0	1	1	0	1

Gray:



Convert

- Q2.: Binary (1001) to gray

  1 1 0 1

- Q3.: Gray (1 1 0 0) to binary

  1 0 0 0

Reflection of Gray Codes

00
01
11
10

0 00
0 01
0 11
0 10
1 10
1 11
1 01
1 00

0 000
0 001
0 011
0 010
0 110
0 111
0 101
0 100

1 100
1 101
1 111
1 110
1 010
1 011
1 001
1 000

Error-detecting Codes

p: parity bit;
Even parity used in codes.

Distance between codewords: no. of bits they differ in

Minimum distance of a code: smallest no. of bits in which any two code words differ

Minimum distance of above single error-detecting codes = 2

Decimal Digit	Even-parity BCD					2-out-of-5				
	8	4	2	1	p	0	1	2	4	7
0	0	0	0	0	0	0	0	0	1	1
1	0	0	0	1	1	1	1	0	0	0
2	0	0	1	0	1	0	1	1	0	0
3	0	0	1	1	0	0	1	1	0	0
4	0	1	0	0	1	1	0	0	1	0
5	0	1	0	1	0	0	1	0	1	0
6	0	1	1	0	0	0	0	1	1	0
7	0	1	1	1	1	1	0	0	0	1
8	1	0	0	0	1	0	1	0	0	1
9	1	0	0	1	0	0	0	1	0	1

Hamming Codes: Single Error-correcting

Minimum distance for SEC or double-error detecting (DED) codes = 3
Example: {000,111}
Minimum distance for SEC and DED codes = 4

No. of information bits = m

No. of parity check bits, p1, p2, …, pk = k
No. of bits in the code word = m+k

Assign a decimal value to each of the m+k bits: from 1 to MSB to m+k to LSB

Perform k parity checks on selected bits of each code word: record results as 0 or 1

- Form a binary number (called position number), c1c2…ck, with the k parity checks

Hamming Codes (Contd.)

No. of parity check bits, k, must satisfy: $2^k >= m+k+1$

Example: if m = 4 then k =3

Place check bits at the following locations: 1, 2, 4, …, 2^{k-1}

Example code word: 1100110

- Check bits: p1= 1, p2 = 1, p3 = 0
- Information bits: 0, 1, 1, 0

Hamming Code Construction

Select p_1 to establish even parity in positions: 1, 3, 5, 7

Select p_2 to establish even parity in positions: 2, 3, 6, 7

Select p_3 to establish even parity in positions: 4, 5, 6, 7

Error position	Position number		
	c1	c2	c3
0 (no error)	0	0	0
1	0	0	1
2	0	1	0
3	0	1	1
4	1	0	0
5	1	0	1
6	1	1	0
7	1	1	1

Hamming Code Construction (Contd.)

Position:	1 p_1	2 p_2	3 m_1	4 p_3	5 m_2	6 m_3	7 m_4
Original BCD message:			0		1	0	0
Parity Check in positions 1,3,5,7 requires p_1=1	1		0		1	0	0
Parity Check in positions 2,3,6,7 requires p_2=0	1	0	0		1	0	0
Parity Check in positions 4,5,6,7 requires p_3=1	1	0	0	1	1	0	0
Coded message	1	0	0	1	1	0	0

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