



CS 225 – Digital Logic and Design

Week 11 Lecture 2

Binary Codes

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Binary Codes

- **Binary-Coded Decimal Code**
- **Other Decimal Codes**
- **Gray Code**
- **ASCII Character Code**
- **Error-Detecting Code**

Binary Coded Decimal Code

Table 1.4 gives the four-bit code for one decimal digit. A number with k decimal digits will require $4k$ bits in BCD. Decimal 396 is represented in BCD with 12 bits as 0011 1001 0110, with **each group of 4 bits representing one decimal digit**. A decimal number in BCD is the same as its equivalent binary number only when the number is between 0 and 9. A BCD number greater than 10 looks different from its equivalent binary number, even though both contain 1's and 0's. Moreover, **the binary combinations 1010 through 1111 are not used and have no meaning in BCD**. Consider decimal 185 and its corresponding value in BCD and binary:

$$(185)_{10} = (0001\ 1000\ 0101)_{\text{BCD}} = (10111001)_2$$

Table 1.4 – Binary Coded Decimal (BCD)

Table 1.4
Binary-Coded Decimal (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

Binary Coded Decimal Code (Contd.)

- $(185)_{10} = (0001\ 1000\ 0101)_{BCD} = (10111001)_2$
- The **BCD** value has **12 bits** to encode the characters of the decimal value, but the equivalent binary number needs only **8 bits**.
- It is obvious that the representation of a **BCD** number needs more **bits** than its equivalent **binary** value. However, there is an advantage in the use of **decimal** numbers, because computer input and output data are generated by people who use the **decimal** system.
- It is important to realize that **BCD** numbers are **decimal** numbers and not **binary** numbers, although they use **bits** in their representation.
- The only difference between a **decimal** number and **BCD** is that **decimals** are written with the symbols **0, 1, 2,..., 9** and **BCD** numbers use the **binary** code **0000, 0001, 0010, 0011, 0100, 0101, 0110, 0111, 1000, 1001**.
- The **decimal** value is exactly the same.

Binary Coded Decimal Code (Contd.)

- Decimal **10** is represented in **BCD** with eight bits as **0001 0000** and decimal **15** as **0001 0101**.
- The corresponding **binary** values are **1010** and **1111** and have only four **bits**.

Other Decimal Codes

- **Binary codes** for **decimal digits** require a minimum of four bits per digit.
- Many different codes can be formulated by arranging four **bits** into 10 distinct combinations.
- **BCD** and three other representative codes are shown in **Table 1.5**.
- Each code uses only **10** out of a possible **16 bit combinations** that can be arranged with **four bits**. The other **six unused combinations** have no meaning and should be avoided.

Table 1.5 – Other Decimal Codes

Table 1.5

Four Different Binary Codes for the Decimal Digits

Decimal Digit	BCD 8421	2421	Excess-3	8, 4, -2, -1
0	0000	0000	0011	0000
1	0001	0001	0100	0111
2	0010	0010	0101	0110
3	0011	0011	0110	0101
4	0100	0100	0111	0100
5	0101	1011	1000	1011
6	0110	1100	1001	1010
7	0111	1101	1010	1001
8	1000	1110	1011	1000
9	1001	1111	1100	1111
Unused bit combi- nations	1010	0101	0000	0001
	1011	0110	0001	0010
	1100	0111	0010	0011
	1101	1000	1101	1100
	1110	1001	1110	1101
	1111	1010	1111	1110

Table 1.5 – Weighted and Un-weighted Codes

- **BCD** and the **2421** code are examples of weighted codes.
- In a weighted code, each bit position is assigned a weighting factor in such a way that each digit can be evaluated by adding the weights of all the **1's** in the coded combination.
- The **BCD** code has weights of **8**, **4**, **2**, and **1**, which correspond to the power-of-two values of each bit.
- The **excess-3 code** has been used in some older computers because of its self complementing property.
- **Excess-3** is an **un-weighted code** in which each coded combination is obtained from the corresponding binary value plus 3.

Gray Code / Reflected Code

- The output data of many physical systems are quantities that are continuous. Must be converted into **digital** form to a **digital system**.
- **Analog-to-Digital Converter**
- It is sometimes convenient to use the **Gray code** shown in **Table 1.6** to represent **digital data** that have been converted from **analog data**.
- The advantage of the **Gray code** over the **straight binary number sequence** is that only one bit in the code group changes in going from one number to the next.
- For example, in going from **7** to **8**, the **Gray code** changes from **0100** to **1100**. Only the first bit changes, from 0 to 1; the other three bits remain the same.
- By contrast, with **binary numbers** the change from **7** to **8** will be from **0111** to **1000**, which causes all four bits to change values.

Table 1.6 – Gray Code / Reflected Code

Table 1.6
Gray Code

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




Table: Decimal – Gray – Binary

Decimal	Gray	Binary
0	0000	0000
1	0001	0001
2	0011	0010
3	0010	0011
4	0110	0100
5	0111	0101
6	0101	0110
7	0100	0111



Gray Code / Reflected Code (Contd.)

- Gray Code

Conversion from Binary to Gray Code

- Binary Number: **11000110**
 - Corresponding Gray Code: **10100101**
1. Write **MSB** as it is
 2. Add **first MSB** and **second MSB**, place the **result** at **second MSB** location by discarding **carry**, if any.
 3. Repeat step 2 until number ends.

Conversion from Gray Code to Binary

- Gray Code: **10100101**
 - Corresponding Binary Number: **11000110**
1. Write **MSB** as it is.
 2. Add **first MSB** of new binary number and **second MSB** of Gray Code and place the **result** at **second MSB** location of new binary number by discarding **carry**, if any.
 3. Repeat step 2 until number ends.

- That's end of the presentation ! 😊