



Digital Electronics

(Second Year B. Tech program in Computer Engineering)

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Semester-III (w.e.f. 2021-22)												
Sr	Course Category	Course Code	Course Title	Teaching Scheme			Evaluation Scheme				Total	Credits
				L	T	P	Continuous Assessment (CA)			ESE		
							TA	Term Test 1 (TT1)	Term Test 2 (TT2)	Average (TT1 & TT2)		
				[A]						[B]	[C]	[A+B+C]
7	ES	ESCO3050T	Digital Electronics	3			20	15	15	15	65	100
8	ESL	ESCO3050L	Digital Electronics Laboratory			2	25				25	50

Digital Electronics (ESCO3050T)

Teaching Scheme

Lectures : 03 Hrs./week

Credits : 03

Examination Scheme

Term Test : 15 Marks

Teacher Assessment : 20 Marks

End Sem Exam : 65 Marks

Total Marks : 100 Marks

Course Objectives:

1. To introduce the fundamental concepts and methods for design of Digital circuits and a prerequisite for Computer Organization and Architecture, Microprocessor Systems.
2. To provide the concept of designing Combinational and Sequential circuits.
3. To provide basic knowledge of how digital building blocks are described in VHDL.

CO	Course Outcomes	Blooms Level	Blooms Description
CO1	Explain different Number Systems and their conversions.	L2	Understand
CO2	Examine and minimize Boolean expressions.	L4, L6	Analyze, Create
CO3	Design and analyze Combinational circuits.	L6, L4	Create, Analyze
CO4	Design and analyze Sequential circuits.	L6, L4	Create, Analyze
CO5	Design and analyze Counters and Registers.	L6, L4	Create, Analyze
CO6	Explain concept of Programming Logic Devices.	L2	Understand

Course Contents

Unit-I Number Systems and Codes 07 Hrs.

Introduction to Number System and Conversions: Binary, Octal, Decimal and Hexadecimal Number Systems, Binary Arithmetic: Addition, Subtraction (1's and 2's Complement), Multiplication and Division.Octal and Hexadecimal Arithmetic: Addition and Subtraction (7's and 8's Complement Method for Octal) and (15's and 16's Complement Method for Hexadecimal).

Codes: Gray Code, BCD Code, Excess-3 Code, Error Detection and Correction: Hamming Codes.

Unit-II Boolean Algebra and Logic Gates 08 Hrs.

Theorems and Properties of Boolean Algebra, Boolean Functions, Boolean Function Reduction using Boolean Laws, Canonical Forms, Standard SOP and POS Form. Basic Digital Gates: NOT, AND, OR, NAND, NOR, EX-OR, EX-NOR, Positive and Negative Logic, K-Map Method: 2-variable, 3-variable, 4-variable, Don't-Care Conditions, Quine-McCluskey Method, NAND-NOR Realization.

Unit-III Combinational Logic Design

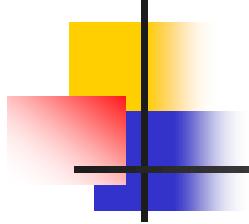
08 Hrs.

Introduction: Half and Full Adder, Half and Full Subtractor, 4-bit Ripple Adder, Look-Ahead Carry Adder, 4-bit Adder and Subtractor, 1- digit BCD Adder, Multiplexers, Multiplexer Tree, Demultiplexers, Demultiplexer Tree, Encoders, Priority Encoder, Decoders. Comparators: 1-bit, 2-bit, 4-bit Magnitude Comparators, ALU IC 74181.

Unit-IV Sequential Logic Design

09 Hrs.

Application of Sequential Logic, Introduction: S-R Latch, S-R, D, J-K, T Flip-Flops, Truth Tables and Excitation Tables of all Types, Race-Around Condition, Master-Slave J-K Flip-Flops, Flip-Flop Conversion.

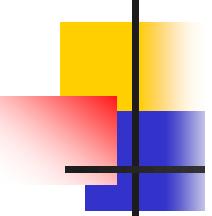


Unit-V Counters **07 Hrs.**

Design of Asynchronous and Synchronous Counters, Modulus of the Counters, UP/DOWN Counter, Shift Registers: SISO, SIPO, PIPO, PISO Bi-directional Shift Register, Universal Shift Register, Ring and Twisted-Ring/Johnson Counter, Sequence Generator.

Unit-VI Programming Logic Devices **03 Hrs.**

Concepts of Programmable Array Logic (PAL) and Programming Logic Array (PLA). Introduction to Sensors.



Text Books:

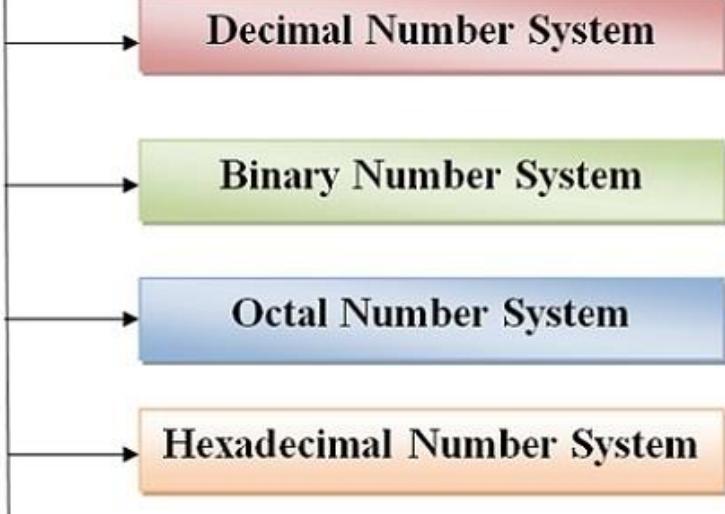
1. R. P. Jain, Modern Digital Electronics, 4th Edition, McGraw-Hill Education.
2. M. Morris Mano, Digital Logic and Computer Design, 1st Edition, PHI.
3. Norman Balabanian, Digital Logic Design Principles, Student Edition, Wiley Publications.
4. J. Bhasker, VHDL Primer, 3rd Edition, Pearson Education.

Reference Books:

1. Donald P. Leach and Albert Paul Malvino, Digital Principles and Applications, 8th Edition, McGraw- Hill Education.
2. Yarbrough John M, Digital Logic Applications and Design, 2016 Edition, Cengage Learning.
3. Douglas L. Perry, VHDL Programming by Example, 4th Edition, McGraw-Hill Education.

Number Systems

Number System:



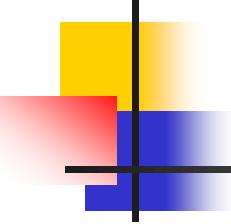
Numbering System

System	Base	Digits
Binary	2	0, 1
Octal	8	0, 1, 2, 3, 4, 5, 6, 7
Decimal	10	0, 1, 2, 3, 4, 5, 6, 7, 8, 9
Hexadecimal	16	0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F

Definitions:

- Hexadecimal: "Hexadecimal" means "based on 16" (From Greek hexa: "six" and Latin decima: "a tenth part").
- Decimal: *Based on 10; Example: the numbers we use in everyday life are decimal numbers, because there are 10 of them (0,1,2,3,4,5,6,7,8 and 9).*
- Denary: *Same as Decimal – Base 10*
- Binary: *The word binary comes from "Bi-" meaning two. We see "bi-" in words such as "bicycle" (two wheels) or "binocular" (two eyes). Binary only uses 2 digits; 1 & 0*
- Octal: *An Octal Number uses only these 8 digits: 0, 1, 2, 3, 4, 5, 6 and 7 Examples:*
 - *10 in Octal equals 8 in the Decimal Number System.*
 - *167 in Octal equals 119 in the Decimal Number System.**Also called Base 8.*





Decimal to Binary Conversion

Binary to Decimal Conversion

Decimal to Octal Conversion

Octal to Decimal Conversion

Decimal to Hexadecimal Conversion

Hexadecimal to Decimal Conversion

Hexadecimal to Binary Conversion

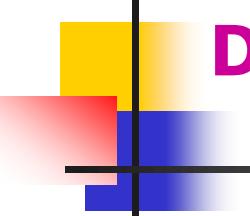
Binary to Hexadecimal Conversion

Octal to Binary Conversion

Binary to Octal Conversion

Hexadecimal to Octal Conversion

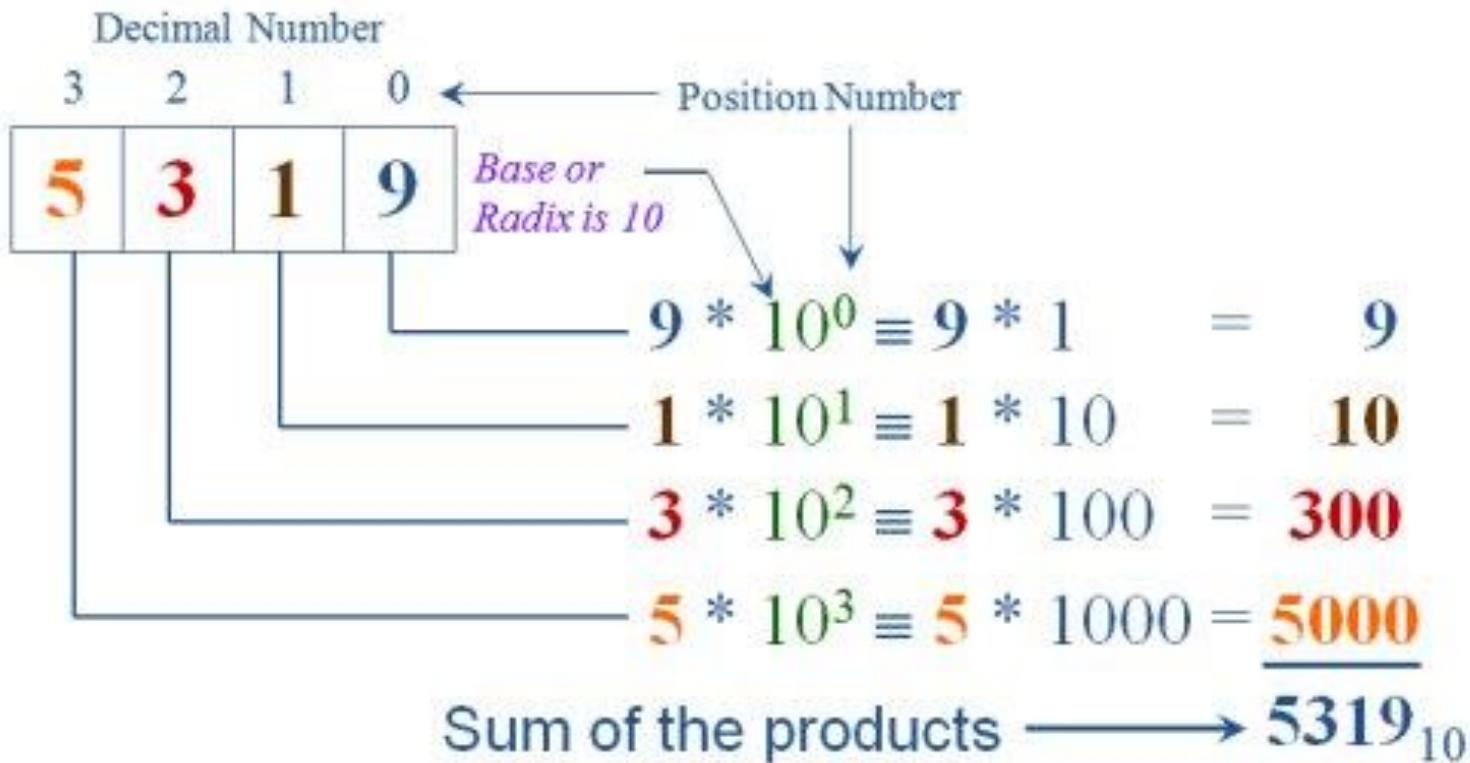
Octal to Hexadecimal Conversion



Decimal Number System:

Decimal number system has ten-digits represented by 0,1,2,3,4,5,6,7,8,9. Any decimal number can be represented by these digits and since there are ten-digits, therefore the base or radix of this number system is 10.

Decimal Number System:



The base (radix) of the number system.
For Base-10 it is not shown. It is shown here as an example.

Binary Number System:

What is Binary?

The binary number system is a base-2 number system. This means it only has two numbers: 0 and 1. The number system that we normally use is the decimal number system. It has 10 numbers: 0-9.



In binary number system we have two digits 0 and 1. Computer represents all kinds of data and information in binary numbers. It includes audio, graphics, video, text and numbers. The base of binary number system is 2.

Binary Number System:

CONVERSION OF A DECIMAL NUMBER INTO BINARY NUMBER

DIVISION METHOD:

- i. Divide the number by 2.
- ii. Put the remainder on right side.
- iii. Keep dividing the quotient till we get the quotient less than 2.
- iv. Record reminders from bottom to top to get the answer.

Example: $(21)_{10}$

	Number	Reminder
2	21	
2	10	1
2	5	0
2	2	1
	1	0

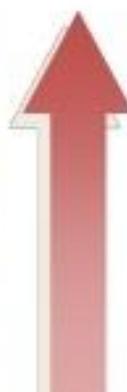
Answer: $(21)_{10} = (10101)_2$

Decimal to Binary Number System:

CONVERTING DECIMAL TO BINARY

- To convert a decimal integer into binary, keep dividing by 2 until the quotient is 0. Collect the remainders in *reverse* order
- To convert a fraction, keep multiplying the fractional part by 2 until it becomes 0. Collect the integer parts in forward order
- Example: 162.375: So, $(162.375)_{10} = (10100010.011)_2$

162 / 2 = 81	rem 0
81 / 2 = 40	rem 1
40 / 2 = 20	rem 0
20 / 2 = 10	rem 0
10 / 2 = 5	rem 0
5 / 2 = 2	rem 1
2 / 2 = 1	rem 0
1 / 2 = 0	rem 1



0.375 x 2 = 0.750
0.750 x 2 = 1.500
0.500 x 2 = 1.000



Binary Number System:

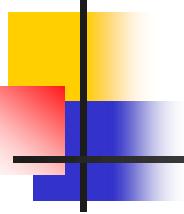
COUNTING IN BINARY NUMBERS

Decimal	Binary	Decimal	Binary
0	0	12	1100
1	1	13	1101
2	10	14	1110
3	11	15	1111
4	100	16	10000
5	101	17	10001
6	110	18	10010
7	111	19	10011
8	1000	20	10100
9	1001	21	10101
10	1010	22	10110
11	1011	23	10111

Binary to Decimal Number System:

Binary Digits [bits] :	1	1	0	1
Place Value :	2^3	2^2	2^1	2^0
Decimal Value :	8	4	2	1
Final value :	= $8 \times 1 + 4 \times 1 + 2 \times 0 + 1 \times 1 = 13_{10}$			

Binary to Decimal Number System:



- In base 2 (binary): 1101.101

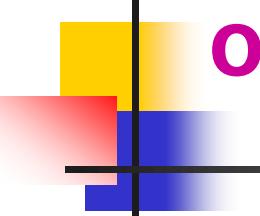
The binary number 1101.101 has the following digits:

Power of 2	3	2	1	0		-1	-2	-3
Binary digit	1	1	0	1	.	1	0	1

Hence, its decimal value can be calculated as:

$$\begin{aligned}1101.101_2 &= 1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 + 1 \times 2^{-1} + 0 \times 2^{-2} + 1 \times 2^{-3} \\&= 1 \times 8 + 1 \times 4 + 0 \times 2 + 1 \times 1 + 1 \times 0.5 + 0 \times 0.25 + 1 \times 0.125 \\&= 8 + 4 + 0 + 1 + 0.5 + 0 + 0.125 \\&= 13.625_{10}\end{aligned}$$

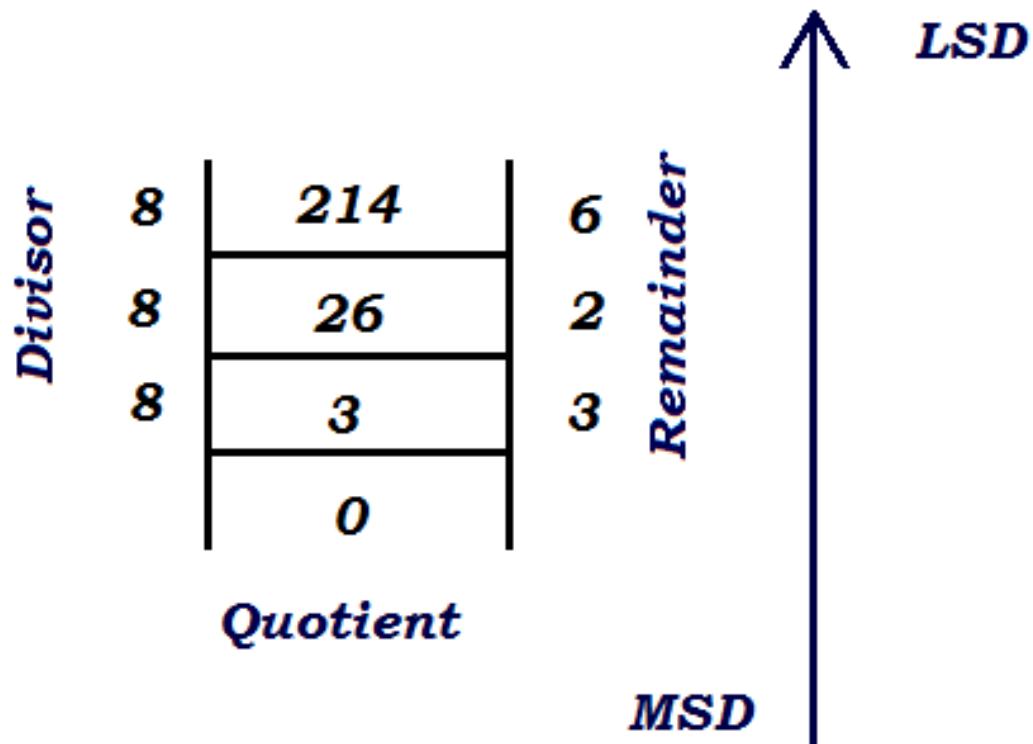
It is now seen that 1101, which is to the left of the radix point, is the binary representation of the decimal number 13. To the right of the radix point is 101, which is the binary representation of the decimal fraction 625/1000 (or 5/8).



Octal Number System:

An octal number system has eight-digits represented as 0,1,2,3,4,5,6,7. The base of octal number system is 8.

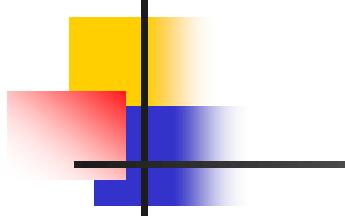
Find the Octal equivalent for Decimal 214



MSD - most significant digit

LSD - least significant digit

Therefore, the Octal equivalent for decimal 214 is 326



Octal to Decimal Conversion

Find the equivalent decimal
number for octal 143₈

Place values

8^2

8^1

8^0

Octal

1

4

3

Conversion

1×8^2

4×8^1

3×8^0

Decimal

64

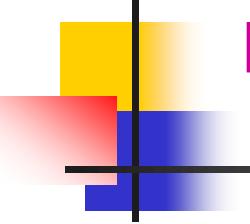
+

32

+

3

99



Hexadecimal Number System:

The hexadecimal system has 16-digits, which are represented as 0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F. The base of hexadecimal number system is 16.

Decimal to hexadecimal

- The conversion method of decimal to hexadecimal is the same as that of decimal to binary except that the base taken is 16 instead of 2.
- For example, to convert 765.245_{10} to the hexadecimal equivalent, do the following:

Integer Part

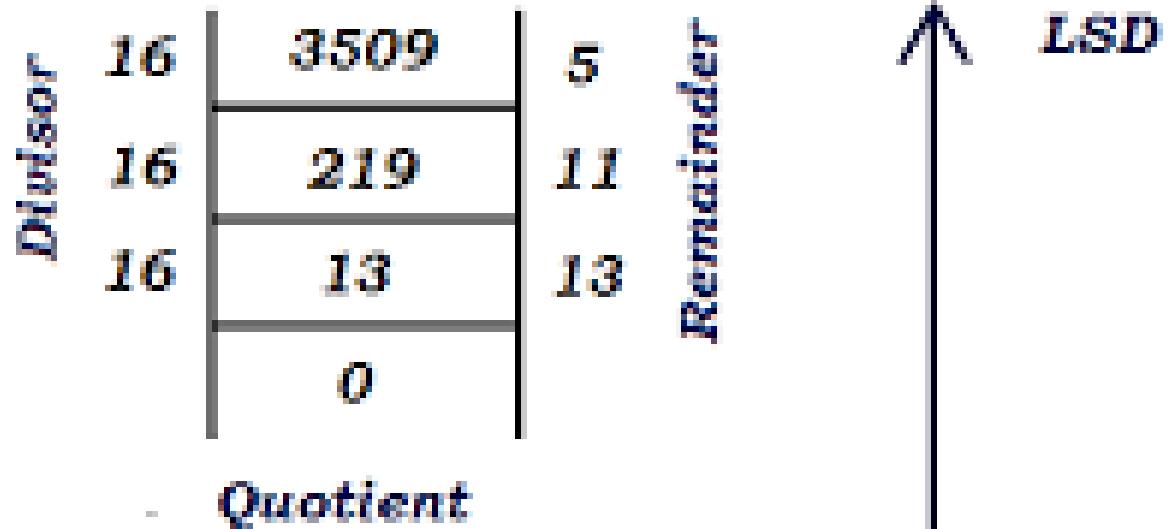
16	765
16	47 - 13
16	2 - 15
0	0 - 2

Fractional Part

0.245
x 16
3.920
x 16
14.720
x 16
11.520

$$765.245_{10} = 2FD.3EB_{16}$$

Find the Hex equivalent for the Decimal 3509



MSD - most significant digit
LSD - least significant digit

For Hex value 13 = D, 11 = B & 5 = 5

Therefore, the equivalent Hex number for decimal 3509 is DB5

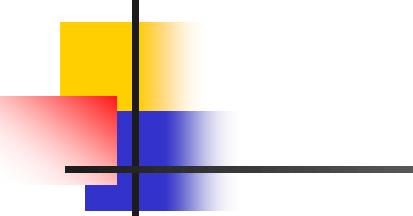
Hexadecimal to Decimal Conversion

A	2	F	7
---	---	---	---

$16^3 \quad 16^2 \quad 16^1 \quad 16^0$

decimal:

$$\begin{array}{rcl} 7 \times 16^0 & = & 7 \\ 15 \times 16^1 & = & 240 \\ 2 \times 16^2 & = & 512 \\ 10 \times 16^3 & = & 40960 \\ \hline & & 41719 \end{array}$$



Find the Hex Equivalent for Binary 1011010

101 1010
group 2 group 1

*Group 2 containing only 3 bits,
so add 0 to the left*

0101 1010
 
5 A

Binary 01010010 is equal to 5A

$$01010010_2 = 5A_{16}$$

Hex to Binary Number Conversion

Convert the hexadecimal $9DB5_{16}$ to its binary equivalent.

1. Separate the digits of the given hexadecimal, if more than 1 digit.

9 D B 5

2. Find the equivalent binary number for each digit of hex number, add 0's to the left if any of the binary number is shorter than 4 bits.

9 D B 5
1001 1110 1011 0101

3. Write the all groups binary numbers together, maintaining the same group order provides the equivalent binary for the given hexadecimal.

1001111010110101

Result

$9DB5_{16} = 1001111010110101_2$

Octal to Binary Conversion

Convert the octal 7631_8 to its binary equivalent.

1. Separate the digits of the given octal number, if it contains more than 1 digit.

7 6 3 1

2. Find the equivalent binary number for each digit of octal number. Add 0's to the left if any of the binary equivalent is shorter than 3 bits.

7 6 3 1

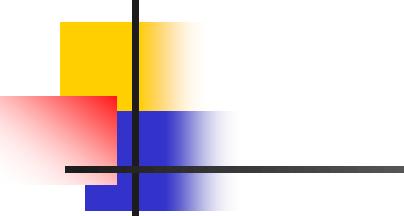
111 110 011 001

3. Write the all group's binary numbers together, maintaining the same group order provides the equivalent binary for the given octal number.

111110011001

Result

$7631_8 = 111110011001_2$



Binary to Octal Conversion

Convert the binary number 111110011001_2 to its octal equivalent.

1. Separate the digits of a given binary number into groups from right to left side, each containing 4 bits.

111 110 011 001

2. Find the equivalent octal number for each group.

111 110 011 001

7 6 3 1

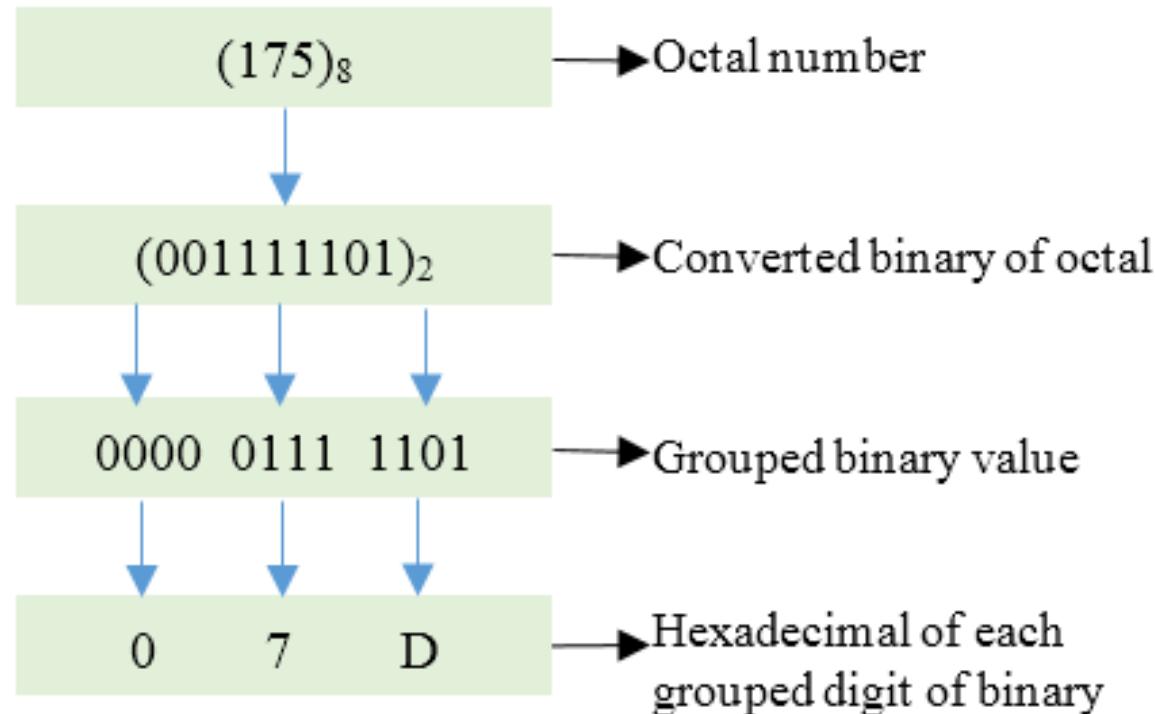
3. Write the all group's octal numbers together, maintaining the group order provides the equivalent octal number for the given binary.

7631

Result

$111110011001_2 = 7631_8$

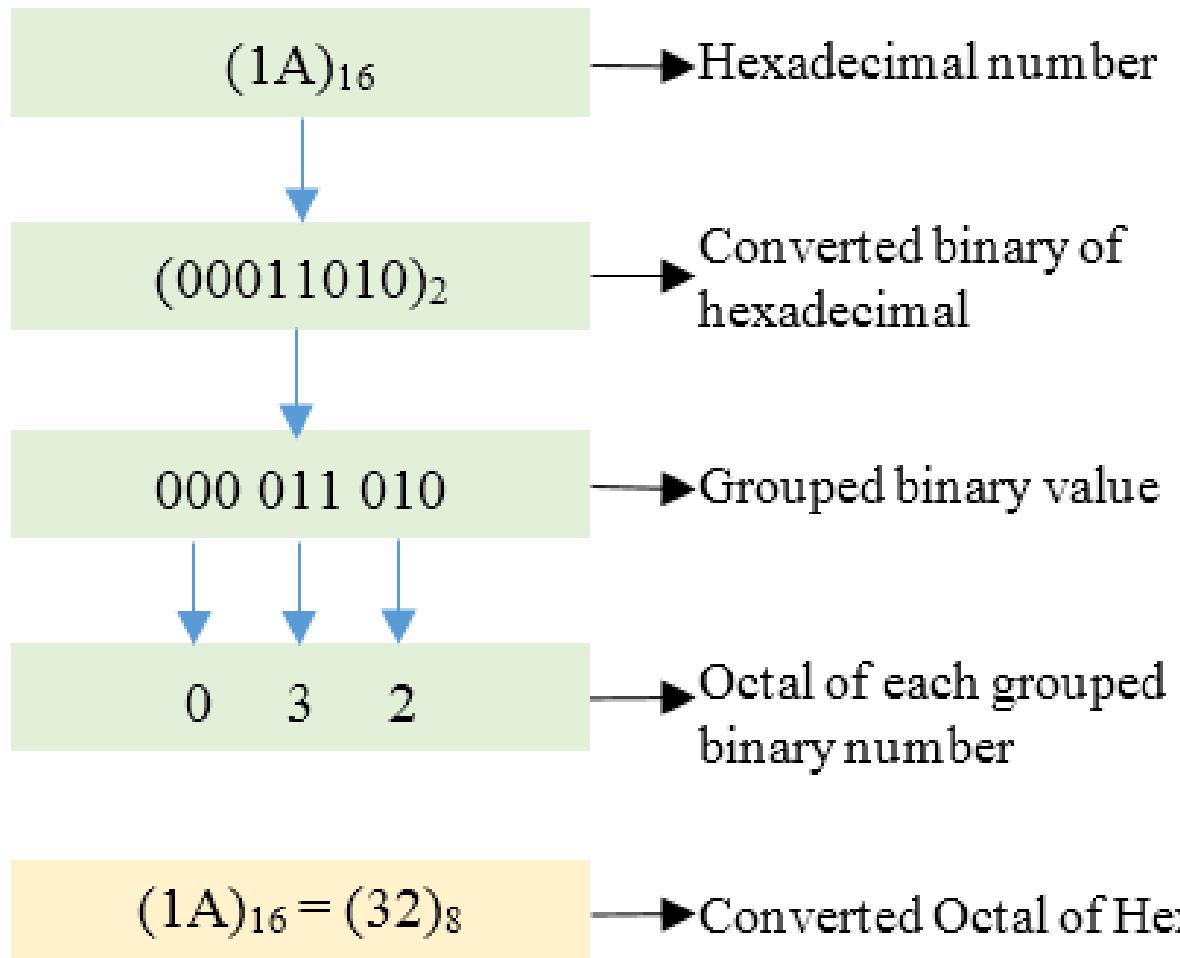
Octal to Hexadecimal Conversion



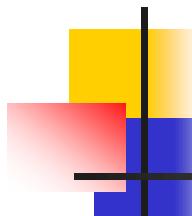
$$(175)_8 = (7D)_{16}$$

→ Converted Hex of Octal

Hexadecimal to Octal Conversion



One's Complement



Invert all bits. Each 1 becomes a 0, and each 0 becomes a 1.

Original Value	One's Complement
0	1
1	0
1010	0101
1111	0000
11110000	00001111
10100011	01011100
11110000 10100101	00001111 01011010

For example: Let's find out the 2's complement of given 8-bit number

00101001

$$\begin{array}{r} 11010110 \\ + 00000001 \\ \hline 11010111 \end{array}$$

Invert the bits

Then, add 1

The 2's complement of 00101001 is **11010111**

Two's Complement

First, find the one's complement of a value, and then add 1 to it.

Original Value

11000010

10000000

10101011

One's Complement

00111101

01111111

01010100

Add 1

$$\begin{array}{r} 00111101 \\ + \quad 1 \\ \hline 00111110 \end{array}$$

$$\begin{array}{r} 01111111 \\ + \quad 1 \\ \hline 10000000^* \end{array}$$

$$\begin{array}{r} 01010100 \\ + \quad 1 \\ \hline 01010101 \end{array}$$

Two's Complements

2's Complement Examples

Example #1

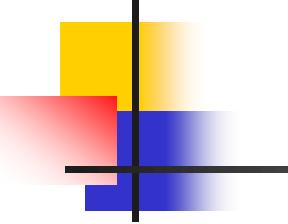
$$\begin{array}{r} 5 = 00000101 \\ \downarrow\downarrow\downarrow\downarrow\downarrow\downarrow \\ 11111010 \\ +1 \\ \hline -5 = 11111011 \end{array}$$

Complement Digits
Add 1

Example #2

$$\begin{array}{r} -13 = 11110011 \\ \downarrow\downarrow\downarrow\downarrow\downarrow\downarrow \\ 00001100 \\ +1 \\ \hline 13 = 00001101 \end{array}$$

Complement Digits
Add 1



Subtraction using 2's complement

a) Subtraction of smaller number from a larger number:-

1. Calculate the 2's complement of a smaller number.
2. add the 2's complement to the larger number.
3. If carry comes in the MSB , discard the carry .

$$(+7)_{10} = 0000\ 0111$$

$$(-3)_{10} = 1111\ 1101$$

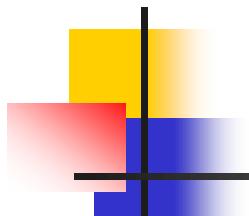
$$(+4)_{10} = 0000\ 0100$$

Again, $(+4)_{10} = 0000\ 0100$

$$(-3)_{10} = 1111\ 1101$$

$$(+1)_{10} = 0000\ 0001 = \text{remainder}$$

Binary Addition



A	B	Sum	Carry
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

$$0011010 + 001100 = 00100110$$

11 carry

Binary Addition

$$0011010 = 26_{10}$$

$$+ 0001100 = 12_{10}$$

Binary Decimal

A **110011** **51**

B **1101** **13**

$$0100110 = 38_{10}$$

A + B

 1000000

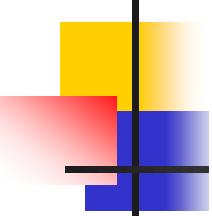
 64

Binary Subtraction

A	B	Sub	Borrow
0	0	0	0
0	1	1	1
1	0	1	0
1	1	0	0

$$\bullet \text{ 1011011} - \text{10010} = \text{1001001}$$

$$100010110 - 1111010 = 10011100$$



One's complement addition

- To add one's complement numbers:
 - First do unsigned addition on the numbers, *including* the sign bits.
 - Then take the carry out and add it to the sum.
- Two examples:

$$\begin{array}{r} 0111 \quad (+7) \\ + 1011 \quad + (-4) \\ \hline 1\ 0010 \end{array}$$

$$\begin{array}{r} 0011 \quad (+3) \\ + 0010 \quad + (+2) \\ \hline 0\ 0101 \end{array}$$

$$\begin{array}{r} 0010 \\ + 1 \\ \hline 0011 \quad (+3) \end{array}$$

$$\begin{array}{r} 0101 \\ + 0 \\ \hline 0101 \quad (+5) \end{array}$$

- This is simpler and more uniform than signed magnitude addition.

Numerical

Represent the decimal number 27 in binary form using

- (i) Binary Code (iv) Gray code
- (ii) BCD code (v) Octal code
- (iii) Excess-3 code (vi) Hexadecimal code

Solution

- (i) The decimal number is converted into straight binary form. Its value is 11011
- (ii) Each digit of the decimal number is coded using 4-bit BCD code as given below

0010 0111

- (iii) Each digit of the decimal number is coded using 4-bit Excess-3 code as given below

0101 1010

- (iv) 5 bits are required to represent 27, therefore, 5-bit Gray code is constructed and 27 is represented as 10110.
- (v) $(27)_{10} = (33)_8 = 011\ 011$
- (vi) $(27)_{10} = (1B)_{16} = 0001\ 1011$

Numerical

Represent the decimal numbers (a) 396 and (b) 4096 in binary form in

- (i) Binary code (straight binary) (iv) Octal code
- (ii) BCD code (v) Hex code
- (iii) Excess-3 code

Solution

- (a) (i) $396 = 110001100$
(ii) $396 = 001110010110$
(iii) $396 = 011011001001$
(iv) $396 = (614)_8 = 110001100$
(v) $396 = (18C)_{16} = 000110001100$

- (b) (i) $4096 = 1000000000000$
(ii) $4096 = 0100000010010110$
(iii) $4096 = 01110011 11001001$
(iv) $4096 = (10000)_8 = 001\ 000\ 000\ 000\ 000$
(v) $4096 = (1000)_{16} = 0001\ 0000\ 0000\ 0000$

Octal Arithmetic

Add $(23)_8$ and $(67)_8$.

Solution

$$\begin{array}{r} 23 = 010011 \\ (+) 67 = 110111 \\ \hline (112)_8 = 1001\ 010 \end{array}$$

Octal Arithmetic

Subtract (a) $(37)_8$ from $(53)_8$
(b) $(75)_8$ from $(26)_8$

Solution

Using 8-bit representation,

(a)

$$\begin{array}{r} (53)_8 = 00101011 \\ - (37)_8 = (+) 11100001 \\ \hline (14)_8 = 100001100 \end{array}$$

Discard carry $\xrightarrow{\hspace{1cm}}$

Two's complement of $(37)_8$

(b)

$$\begin{array}{r} (26)_8 = 00010110 \\ - (75)_8 = (+) 11000011 \\ \hline - (47)_8 = 11011001 \end{array}$$

Two's complement of $(75)_8$

Two's complement of result

Two's complement of $11011001 = 00\ 100\ 111 = (47)_8$

Hexadecimal Arithmetic

Solution

$$\begin{array}{r} 7F = 01111111 \\ (+) BA = \underline{10111010} \\ (139)_{16} = 100111001 \end{array}$$

Hexadecimal Arithmetic

Subtract (a) $(5C)_{16}$ from $(3F)_{16}$
(b) $(7A)_{16}$ from $(C0)_{16}$

Solution

(a) $3F = 00111111$
 $\underline{-5C = (+)10100100}$ Two's complement of $(5C)_{16}$
 $-1D = 11100011$ Two's complement of result

Two's complement of $11100011 = 0001\ 1101 = (1D)_{16}$

(b) $C0 = 11000000$
 $\underline{-7A = (+)\ 10000110}$ Two's complement of $(7A)_{16}$
 $46 = 101000110$

↑
Discard carry

8's Complement

$$n\text{'s complement} = (n-1)\text{'s complement} + 1$$

i) 3675

$$\begin{aligned}7\text{'s complement} &= 7777 \\- 3675 \\ \hline 4102 \\+ 1 \\ \hline 4103\end{aligned}$$

8's complement = 4103

ii) 2057.34

$$\begin{aligned}7\text{'s complement} &= 7777.77 \\- 2057.34 \\ \hline 5720.43 \\+ 1 \\ \hline 5720.44\end{aligned}$$

8's complement = 5720.44

16's Complement

i) 7BA

$$15\text{'s complement} = \text{FFF}$$

$$\begin{array}{r} -7BA \\ \hline 845 \end{array}$$

$$A = 10$$

$$B = 11$$

$$C = 12$$

$$D = 13$$

$$E = 14$$

$$F = 15$$

$$16\text{'s complement} = \underline{\underline{846}}$$

ii) F20.3AE

$$15\text{'s complement} = \text{FFF.FFF}$$

$$- \text{F20.3AE}$$

$$\underline{\underline{ODF.C51}}$$

$$+ 1$$

$$16\text{'s complement} = \underline{\underline{DF.C52}}$$

$$n\text{'s complement} = (n-1)\text{'s complement} + 1$$

Octal Subtraction using 7's Complement Method

Step 1: Find 7's complement of subtrahend

Step 2: Add first number (minuend) and 7's complement of subtrahend

Step 3: If carry is generated, add the carry with LSB of the sum. If there is no carry, take 7's complement for the sum and assign negative sign.

Case 1: Carry is produced

$$\text{Ex 1: } (4\ 1\ 2)_8 - (2\ 6\ 3)_8 = (?)$$

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Case 1: Carry is produced

$$\text{Ex 1: } (412)_8 - (263)_8 = (?)$$
$$\begin{array}{r} x \\ \times \quad y \end{array}$$

$$\begin{array}{r} 777 \\ 263 (-) \\ \hline 514 \leftarrow 7's \end{array}$$

$$\begin{array}{r} 412 \\ 514 \\ \hline \boxed{1}26 \end{array}$$

carry

$$\begin{array}{r} 126 \\ 1 \\ \hline 127 \end{array}$$

Ans: 127_8

Octal Subtraction using 7's Complement Method

Case 2 : No carry is produced

Ex 2: $(2\ 6\ 3)_8 - (4\ 1\ 2)_8 = (?)$

1) $\begin{array}{r} 7\ 7\ 7 \\ 4\ 1\ 2 \\ \hline 3\ 6\ 5 \end{array} \leftarrow 7's$

2) $\begin{array}{r} \times \quad \times \\ 1\ 1 \\ 2\ 6\ 3 \\ 3\ 6\ 5 \leftarrow (+) \\ \hline 6\ 5\ 0 \leftarrow \text{sum} \end{array}$

3) $\begin{array}{r} 7\ 7\ 7 \\ 6\ 5\ 0 \leftarrow (-) \\ \hline -1\ 2\ 7 \end{array}$

$8 \not| 8 \quad 8 \not| 13$
1-0 1-5
 $\rightarrow \frac{10}{CS} \quad \frac{15}{CS}$

ANS: -127_8

Octal Subtraction using 8's Complement Method

Step 1: Find 8's complement of subtrahend

Step 2: Add first number (minuend) and 8's complement of subtrahend

Step 3: If carry is produced in the addition, discard the carry. If there is no carry, take 8's complement of the sum and assign negative sign.

Case 1: Carry is produced

$$\text{Ex : } (3\ 7\ 2)_8 - (1\ 4\ 4)_8 = (?)_8$$

Octal Subtraction using 8's Complement Method

Step 1: Find 8's complement of subtrahend

Step 2: Add first number (minuend) and 8's complement of subtrahend

Step 3: If carry is produced in the addition, discard the carry. If there is no carry, take 8's complement of the sum and assign negative sign.

Case 1: Carry is produced

$$\text{Ex: } (372)_8 - (144)_8 = (?)_8$$

$$\begin{array}{r} \times \quad \quad \quad | \\ \begin{array}{r} 7 \ 7 \ 7 \\ 1 \ 4 \ 4 \\ \hline 6 \ 3 \ 3 \end{array} \leftarrow 7's \\ \hline \begin{array}{r} 1 \\ 6 \ 3 \ 4 \end{array} \leftarrow 8's \end{array}$$

$$\begin{array}{r} \begin{array}{r} 3 \ 7 \ 2 \\ 6 \ 3 \ 4 \\ \hline 1226 \end{array} \leftarrow + \\ \hline \end{array}$$

$$226_8$$

Octal Subtraction using 8's Complement Method

Case 2: No carry is produced

$$\text{Ex: } (144)_8 - (372)_8 = (?)_8$$

X Y

1)
$$\begin{array}{r} 777 \\ 372 (-) \\ \hline 405 \leftarrow 7's \\ 1 (+) \\ \hline 406 \leftarrow 8's \end{array}$$

2)
$$\begin{array}{r} 144 \\ 406 \\ \hline 552 \leftarrow \text{sum} \end{array}$$

3)
$$\begin{array}{r} 777 \\ 552 (-) \\ \hline 225 \leftarrow 7's \\ 1 \\ - 226 \leftarrow 8's \end{array}$$

-226_8

Hexadecimal Subtraction using 15's Complement Method

Step 1: Find 15's complement of subtrahend

Step 2: Add first number(minuend) and 15's complement of subtrahend

Step 3: If carry is generated, add the carry with LSB of the sum. If there is no carry ,take 15's complement for the sum and assign negative sign

Case 1: Carry is produced

$$\text{EX 1: } (B01)_{16} - (98F)_{16} \longrightarrow (?)_{16}$$

A = 10

B = 11

C = 12

D = 13

E = 14

F = 15

Hexadecimal Subtraction using 15's Complement Method

Step 1: Find 15's complement of subtrahend

Step 2: Add first number(minuend) and 15's complement of subtrahend

Step 3: If carry is generated, add the carry with LSB of the sum. If there is no carry ,take 15's complement for the sum and assign negative sign

Case 1: Carry is produced

$$\text{EX 1: } (B01)_{16} - (98F)_{16} \longrightarrow (?)_{16}$$

x y

1)
$$\begin{array}{r} 15 & 15 & 15 \\ 9 & 8 & F \\ \hline 6 & 7 & 0 \end{array} \leftarrow 15's$$

2)
$$\begin{array}{r} B & 0 & 1 \\ 6 & 7 & 0 \\ \hline 1 & 1 & 7 & 1 \end{array} \leftarrow$$

$$\begin{array}{r} (+) \\ (+) \\ \hline 172 \end{array}_{16} \leftarrow$$

Hexadecimal Subtraction using 15's Complement Method

Case 2 : No carry is produced

$$\text{EX 2 : } (69A)_{16} - (C13)_{16} = (?)_{16}$$

X Y

1)
$$\begin{array}{r} 151515 \\ C13 \leftarrow \\ \hline 3E \leftarrow 15^{\text{'}}S \end{array}$$

2)
$$\begin{array}{r} 11 \\ 69A \\ 3E \leq \leftarrow (+) \\ \hline A86 \end{array}$$

3)
$$\begin{array}{r} 151515 \\ A86 \leftarrow \\ \hline -579 \end{array}$$

-579_{16}

Hexadecimal Subtraction using 16's Complement Method

Step 1: Find 16's complement of subtrahend

- Step 2: Add first number(minuend) and 16's complement of subtrahend

Step 3: If carry is produced, discard the carry .Otherwise, take 16's complement for the sum and assign negative sign.

Case 1: Carry is produced

$$\text{EX 1: } (\text{C B 1})_{16} - (\text{9 7 1})_{16} = (?)_{16}$$

X Y

A = 10

B = 11

C = 12

D = 13

E = 14

F = 15

Hexadecimal Subtraction using 16's Complement Method

Step 1: Find 16's complement of subtrahend

Step 2: Add first number(minuend) and 16's complement of subtrahend

Step 3: If carry is produced, discard the carry .Otherwise, take 16's complement for the sum and assign negative sign.

Case 1: Carry is produced

A = 10

B = 11

C = 12

D = 13

E = 14

F = 15

$$\text{EX 1: } (\text{C B 1})_{16} - (\text{9 7 1})_{16} = (?)_{16}$$

X Y

$$\begin{array}{r} 151515 \\ 971 \text{ (-)} \\ \hline 68E \leftarrow 15's \\ 1 \text{ (+)} \\ \hline 68F \leftarrow 16's \end{array}$$

$$\begin{array}{r} & 1 & 1 \\ & \underline{\text{C}} & \underline{\text{B}} & 1 \\ & 6 & 8 & F \\ \hline & 1 & 3 & 4 & 0 \\ \hline & & & & \rightarrow 340_{16} \end{array}$$

Hexadecimal Subtraction using 16's Complement Method

Case 2 : No carry is produced

EX 2: $(\begin{smallmatrix} 9 & 7 & 1 \end{smallmatrix})_{16} - (\begin{smallmatrix} C & B & 1 \end{smallmatrix})_{16} = (\begin{smallmatrix} ? \end{smallmatrix})_{16}$

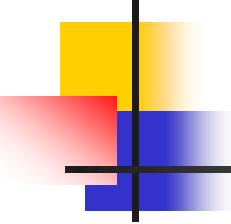
A = 10
B = 11
C = 12
D = 13
E = 14
F = 15

1) $\begin{array}{r} 15 & 15 & 15 \\ C & B & 1 & (-) \\ \hline 3 & 4 & E \leftarrow 15's \\ & 1 & (+) \\ \hline 3 & 4 & F \leftarrow 16's \end{array}$

2) $\begin{array}{r} & 1 \\ & 9 & 7 & 1 \\ 3 & 4 & F \\ \hline - & C & C & 0 \end{array}$

3) $\begin{array}{r} 15 & 15 & 15 \\ C & C & 0 & (-) \\ \hline 3 & 3 & F \leftarrow 15's \\ & 1 & (+) \\ \hline - & 3 & 4 & 0 \leftarrow 16's \end{array}$

-340_{16}



Numericals for practice

Convert hexadecimal value 16 to decimal.

Convert the following decimal number 187 to 8-bit binary.

Convert binary 11111110010 to hexadecimal.

Convert the following binary 101010 number to decimal.

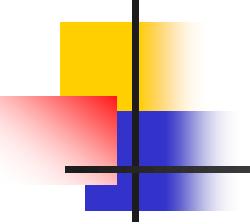
Convert the binary number 1001.0010₂ to decimal.

Convert 8B3F₁₆ to binary

Convert decimal 64 to binary.

Convert hexadecimal value C1 to binary.

Convert the following octal number 17 to decimal.



Numericals for practice

Convert the binary number **010111100** to octal.

What is binary number for octal 45_8 ?

The sum of $11101 + 10111$ equals

Convert the binary number **10011010** to decimal.

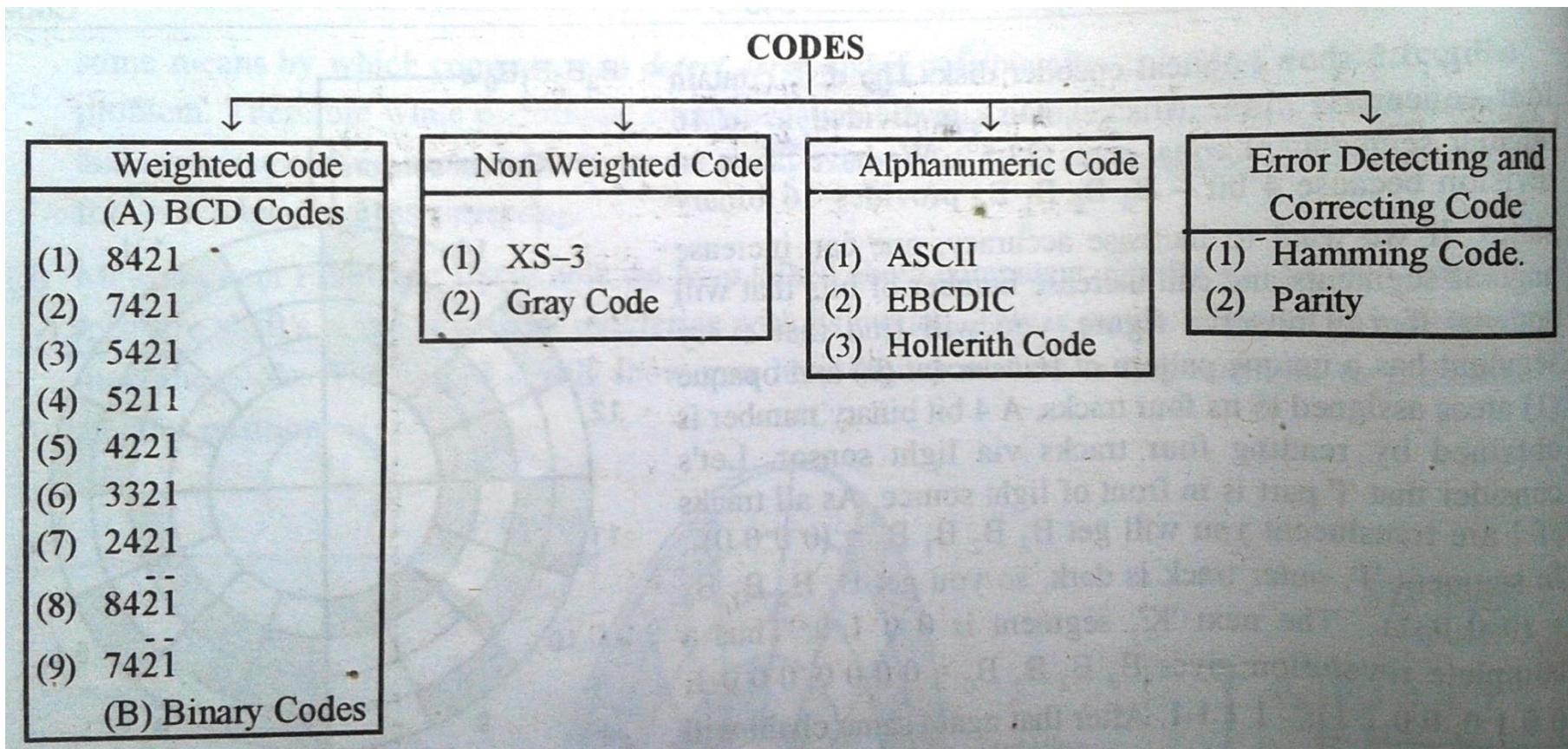
The decimal number 188 is equal to the binary number?

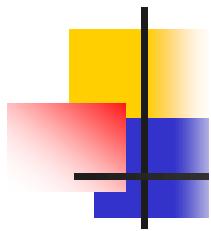
Convert the following binary number **001101011** to octal

Convert decimal 213 to binary

The decimal number for octal 74_8 is?

Codes- Classification





Weighted Code:-

In weighted code, each digit position has a weight or value. The sum of all digits multiplied by a weight gives the total amount being represented. We can express any decimal number in tens, hundreds, thousands and so on.

Eg:- Decimal number 4327 can be written as

$$4327 = 4000 + 300 + 20 + 7$$

In the power of 10, it becomes

$$4327 = 4(10^3) + 3(10^2) + 2(10^1) + 7(10^0)$$

BCD or 8421 is a type of weighted code where each digit position is being assigned a specific weight.

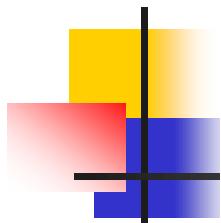
BCD Code (Binary Coded Decimal)

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

Decimal	8 4 2 1 2nd digit	8 4 2 1 1st digit	B C D
11	0 0 0 1	0 0 0 1	
12	0 0 0 1	0 0 1 0	
13	0 0 0 1	0 0 1 1	
14	0 0 0 1	0 1 0 0	
:	:	:	
19	0 0 0 1	1 0 0 1	
20	0 0 1 0	0 0 0 0	
21	0 0 1 0	0 0 0 1	
22	0 0 1 0	0 0 1 0	
23	0 0 1 0	0 0 1 1	
24	0 0 1 0	0 0 1 1	
:	:	:	
29	0 0 1 0	1 0 0 1	
30	0 0 1 1	0 0 0 0	
31	0 0 1 1	0 0 0 1	
:	:	:	

BCD Code (Binary Coded Decimal)

Decimal	8 4 2 1	7 4 2 1	5 4 2 1	5 2 1 1	4 2 2 1	3 3 2 1	2 4 2 1	8 4 2 1	7 4 2 1
0	0000	0000	0000	0000	0000	0000	0000	0000	0000
1	0001	0001	0001	0001	0001	0001	0001	0111	0111
2	0010	0010	0010	0011	0010	0010	0010	0110	0110
3	0011	0011	0011	0101	0011	0011	0011	0101	0101
4	0100	0100	0100	0111	1000	0101	0100	0100	0100
5	0101	0101	1000	1000	0111	1010	1011	1011	1010
6	0110	0110	1001	1010	1100	1100	1100	1010	1001
7	0111	1000	1010	1100	1101	1101	1101	1001	1000
8	1000	1001	1011	1110	1110	1110	1110	1000	1111
9	1001	1010	1100	1111	1111	1111	1111	1111	1110

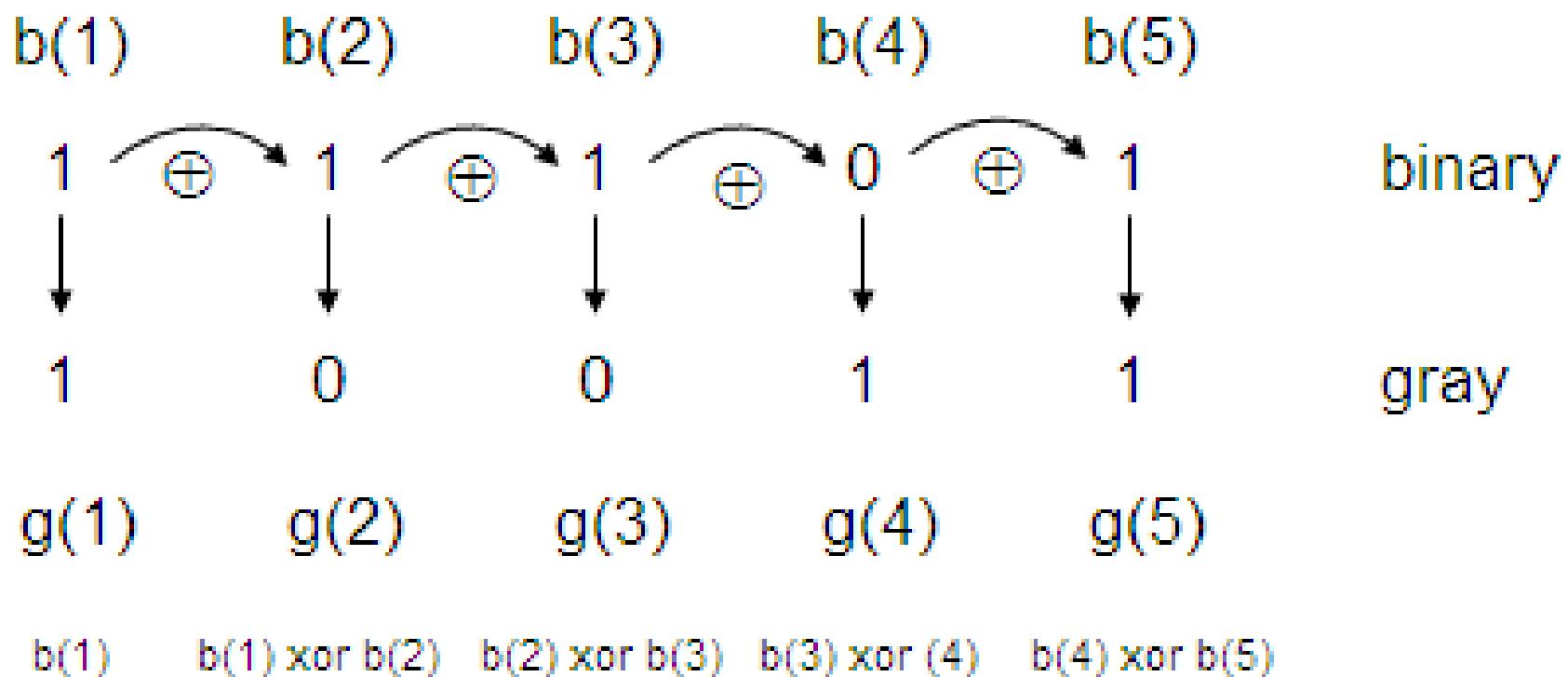


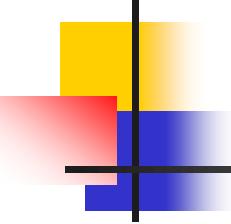
Non-weighted code:-

In non-weighted code, there is no positional weight i.e. each position within the binary number is not assigned a prefixed value. No specific weights are assigned to bit position in non-weighted code.

The non-weighted codes are:-

- a) The Gray code
- b) The Excess-3 code





The Gray code:-

It is non weighted code in which each number differs from previous number by a single bit.

Decimal	Binary	Gray code
0	0000	0000
1	0001	0001
2	0010	0011
3	0011	0010
4	0100	0110
5	0101	0111
6	0110	0101
7	0111	0100
8	1000	1100
9	1001	1101



Excess 3 code

- The Excess-3 code is also called as XS-3 code.
- It is non-weighted code used to express decimal numbers.
- The Excess-3 code words are derived from the 8421 BCD code words adding 3 to it.

Decimal	BCD				Excess-3 $\text{BCD} + 0011$
	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

Decimal	XS-3 Code				
	2^3	2^2	2^1	2^0	
0			0	1	$0 + 3 = 3$
1			0	0	$1 + 3 = 4$
2			0	1	$2 + 3 = 5$
3			0	1	$3 + 3 = 6$
4			0	1	$4 + 3 = 7$
5			1	0	$5 + 3 = 8$
6			1	0	$6 + 3 = 9$
7			1	0	$7 + 3 = 10$
8			1	1	$8 + 3 = 11$
9			1	1	$9 + 3 = 12$
10	0	1	0	0	$(1 + 3)(0 + 3) = 4/3$
11	0	1	0	0	$(1 + 3)(1 + 3) = 4/4$
12	0	1	0	0	$(1 + 3)(2 + 3) = 4/5$
13	0	1	0	0	$(1 + 3)(3 + 3) = 4/6$
.
19	0	1	0	0	$(1 + 3)(9 + 3) = 4/12$
20	0	1	0	1	$(2 + 3)(0 + 3) = 5/3$
21	0	1	0	1	.
.
29	0	1	0	1	
			1	1	0
				0	0

Table 2.8 *Various Binary Codes*

Decimal Number	Binary				BCD				Excess-3				Gray			
	B_3	B_2	B_1	B_0	D	C	B	A	E_3	E_2	E_1	E_0	G_3	G_2	G_1	G_0
0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0
1	0	0	0	1	0	0	0	1	0	1	0	0	0	0	0	1
2	0	0	1	0	0	0	1	0	0	1	0	1	0	0	1	1
3	0	0	1	1	0	0	1	1	0	1	1	0	0	0	1	0
4	0	1	0	0	0	1	0	0	0	1	1	1	0	1	1	0
5	0	1	0	1	0	1	0	1	1	0	0	0	0	0	1	1
6	0	1	1	0	0	1	1	0	1	0	0	1	0	1	0	1
7	0	1	1	1	0	1	1	1	1	0	1	0	0	0	1	0
8	1	0	0	0	1	0	0	0	1	0	1	1	1	1	1	0
9	1	0	0	1	1	0	0	1	1	1	0	0	1	1	0	1
10	1	0	1	0										1	1	1
11	1	0	1	1										1	1	1
12	1	1	0	0										1	0	1
13	1	1	0	1										1	0	1
14	1	1	1	0										1	0	0
15	1	1	1	1										1	0	0

Alphanumeric Code – ASCII Code

Character	ASCII code	Binary code
null character	0	0000000
a	97	1100001
b	98	1100010
c	99	1100011
A	65	1000001
B	66	1000010
C	67	1000011
%	37	0100101
+	43	0101011
0	48	0110000
1	49	0110001
Delete	127	1111111

Alphanumeric Code – EBCDIC Code

Contd..

Special characters	EBCDIC	Alphabetic	EBCDIC
<	01001011	A	11000001
(01001100	B	11000010
+	01001101	C	11000011
/	01001110	D	11000100
&	01010000	E	11000101
:	01111011	F	11000110
#	01111011	G	11000111
@	01111100	H	11001000
,	01111101	I	11001001
=	01111110	J	11010001
"	01111111	K	11010010
,	01101011	L	11010011
%	01101100	M	11010100
-	01101101	N	11010101
>	01101110	O	11010110
		P	11010111

Error Detecting Code – Parity Code

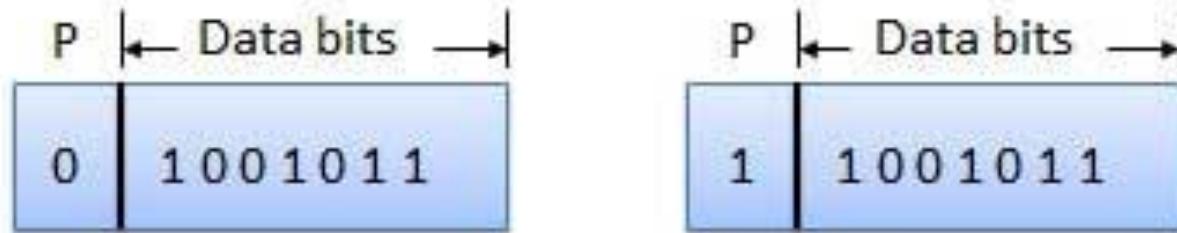


Fig. (a)

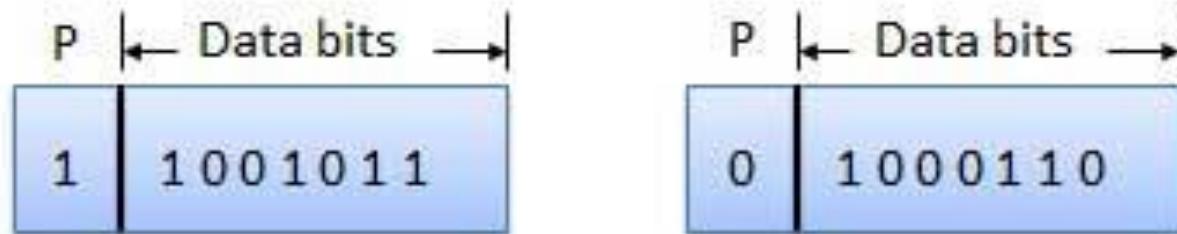
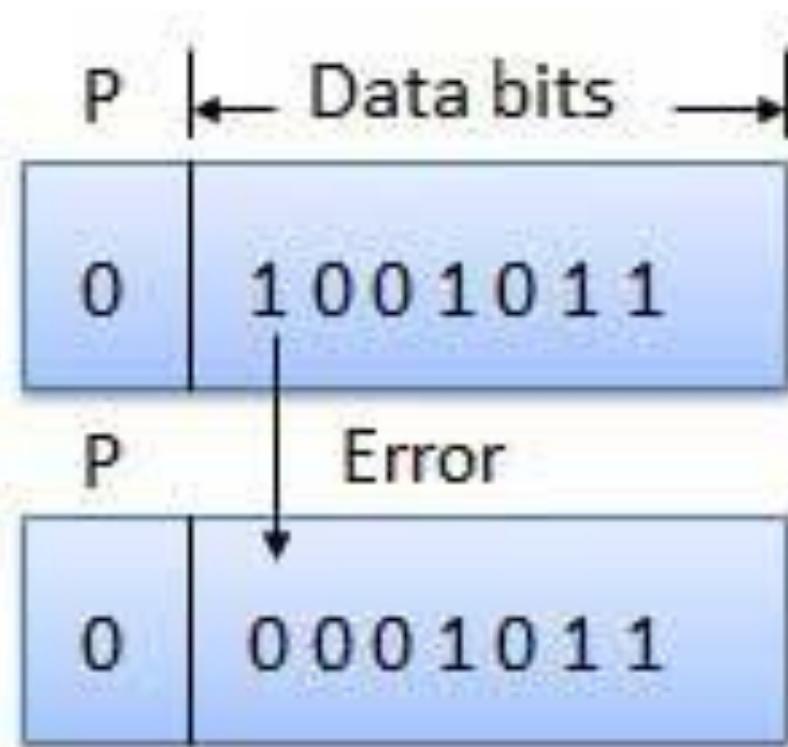


Fig. (b)

Error Detecting Code – Parity Code

Transmitted code

Received code with one error



Limitation:

1. Suitable for detection of only one error but not for multiple error
2. It can't correct the error

Error Correcting Code – Hamming Code

code word 1: 1 1 0 1 0 1 0 0
↓ ↓ ↓
code word 2: 0 1 0 1 1 1 1 0

Hamming Distance – 3

Hamming Weight - code word 1 – 4

Hamming Weight - code word 1 – 5

Error Correcting Code – Hamming Code

7	6	5	4	3	2	1	How to calculate parity bits
D ₇	D ₆	D ₅	P ₄	D ₃	P ₂	P ₁	This represents the full codeword
D ₇	D ₆	D ₅	P ₄				P ₄ - Even parity of D ₇ D ₆ D ₅
D ₇	D ₆			D ₃	P ₂		P ₂ - Even parity of D ₇ D ₆ D ₃
D ₇		D ₅		D ₃		P ₁	P ₁ - Even parity of D ₇ D ₅ D ₃

7 bit Hamming Code Format

Error Correcting Code – Hamming Code

Generate 7 bit hamming code for given data bits 1011

7	6	5	4	3	2	1
D ₇	D ₆	D ₅	P ₄	D ₃	P ₂	P ₁

P1 bit = Even parity of D₇ D₅ D₃ = 1 1 1 1

P2 bit = Even parity of D₇ D₆ D₃ = 1 0 1 0

P4 bit = Even parity of D₇ D₆ D₅ = 1 0 1 0