Digital Electronics

Experiment 3

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Div: B1 Branch: Computer Engineering

Aim:

To analyse the truth table of binary to gray and gray to binary converter using combination of NAND gates and to understand the working of binary to gray and gray to binary converter with the help of LEDs display.

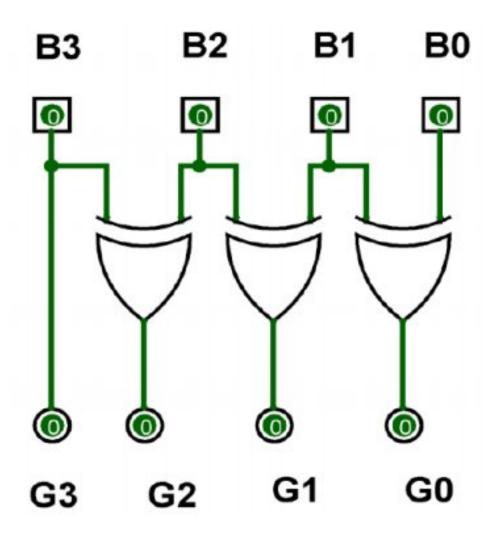
Theory:

Binary Numbers is default way to store numbers. Gray code has property that two successive numbers differ in only one bit.

1) Binary to Gray conversion:

- 1. The Most Significant Bit (MSB) of the gray code is always equal to the MSB of the given binary code.
- 2. Other bits of the output gray code can be obtained by Ex-ORing binary code bit at that index and previous index.

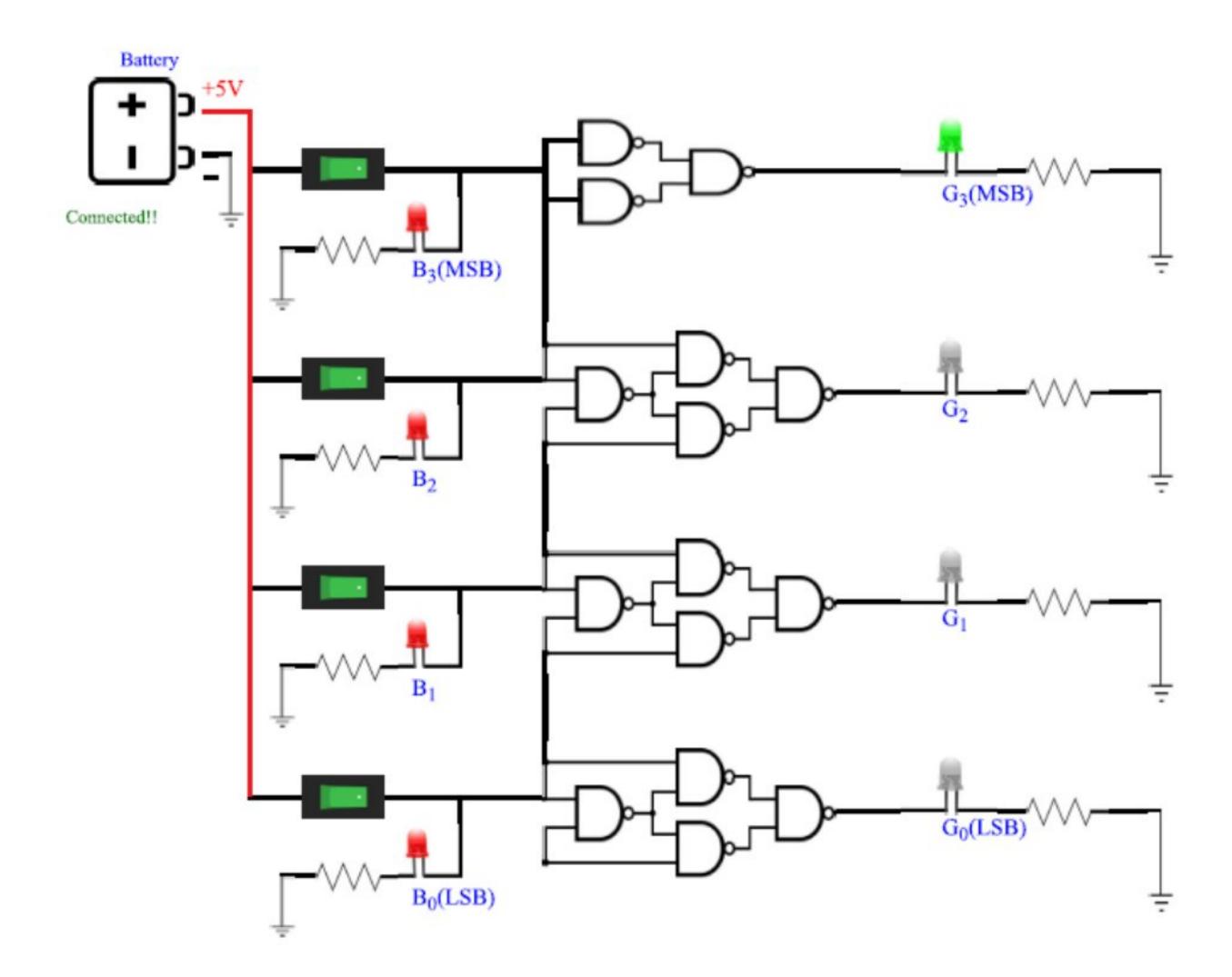
There are four inputs and four outputs. The input variable are defined as B3, B2, B1, B0 and the output variables are defined as G3, G2, G1, G0. From the truth table, combinational circuit is designed. The logical expressions are defined as:



| | Natural-bi | inary code | | Gray code | | | | | |
|----|------------|------------|----|-----------|----|----|----|--|--|
| В3 | B2 | B1 | В0 | G3 | G2 | G1 | G0 | | |
| | | | | | | | | | |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | |
| 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | | |
| 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | | |
| 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | | |
| 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | | |
| 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | | |
| 0 | 1 | 1 | 0 | 0 | 1 | 0 | 1 | | |
| 0 | 1 | 1 | 1 | 0 | 1 | 0 | 0 | | |
| 1 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | | |
| 1 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | | |
| 1 | 0 | 1 | 0 | 1 | 1 | 1 | 1 | | |
| 1 | 0 | 1 | 1 | 1 | 1 | 1 | 0 | | |
| 1 | 1 | 0 | 0 | 1 | 0 | 1 | 0 | | |
| 1 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | | |
| 1 | 1 | 1 | 0 | 1 | 0 | 0 | 1 | | |
| 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | | |

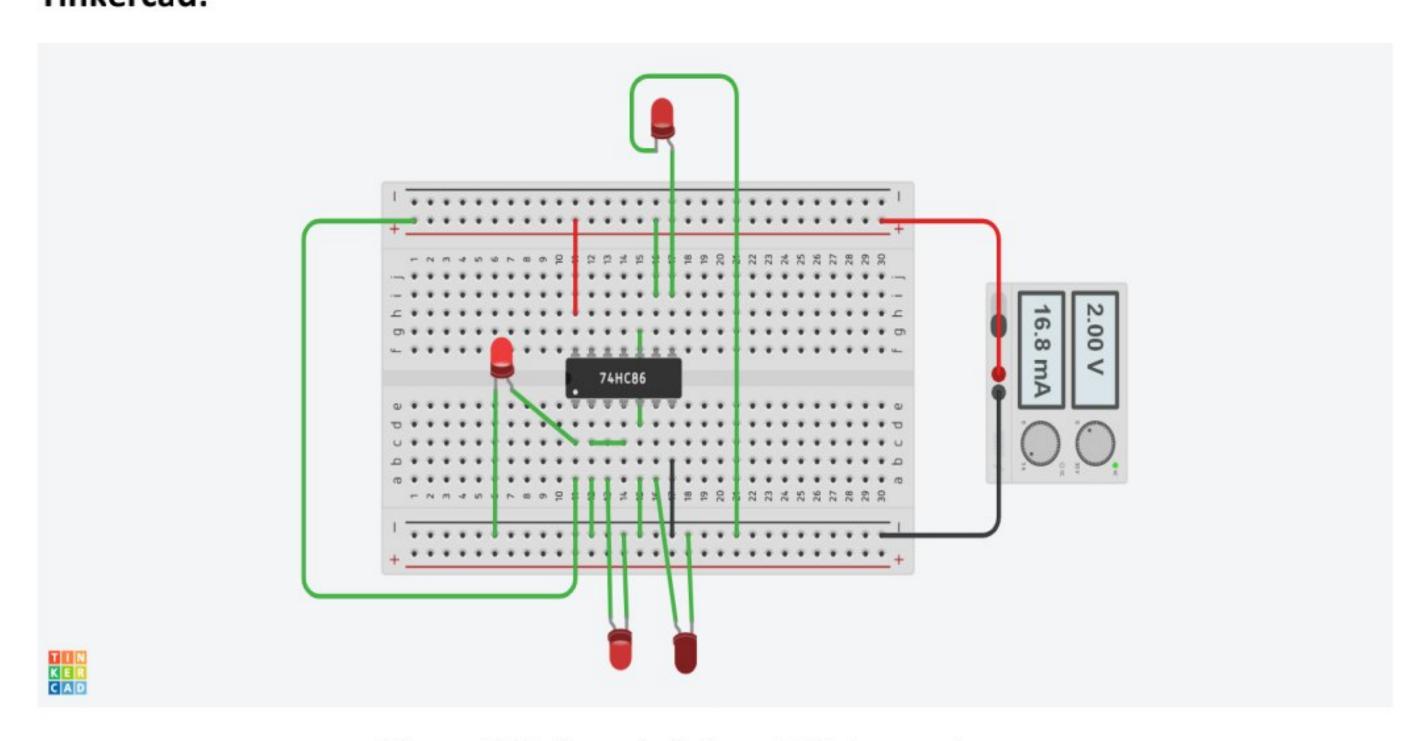
Construction of Binary to Gray Converter using NAND gates only

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| TRUT | TH TABLE | č. | | | | Ac | ld | | |
|---------------|-------------------------|----|----|-------|-------------------------|-------|----------------|-------------------------|--|
| Serial No. | Binary | | | | Gray | | | | |
| | B ₃ (MSB) | В2 | В1 | (LSB) | G ₃ (MSB) | G_2 | \mathbf{G}_1 | G ₀ (LSB) | |
| 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |
| 2 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | |
| 3 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | |
| 4 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | |
| 5 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | |
| 6 | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | |
| 7 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | 1 | |
| 8 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | 0 | |
| 9 | 1 | 0 | 0 | 0 | 1 | 1 | 0 | 0 | |
| 10 | 1 | 0 | 0 | 1 | 1 | 1 | 0 | 1 | |
| 11 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 1 | |
| 12 | 1 | 0 | 1 | 1 | 1 | -1 | 1 | 0 | |
| 13 | 1 | 1 | 0 | 0 | 1 | 0 | 1 | 0 | |
| 14 | 1 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | |
| 15 | 1 | 1 | 1 | 0 | 1 | 0 | 0 | 1 | |
| 16 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | |

Tinkercad:



Binary 1001 (input) → Gray 1101 (output)

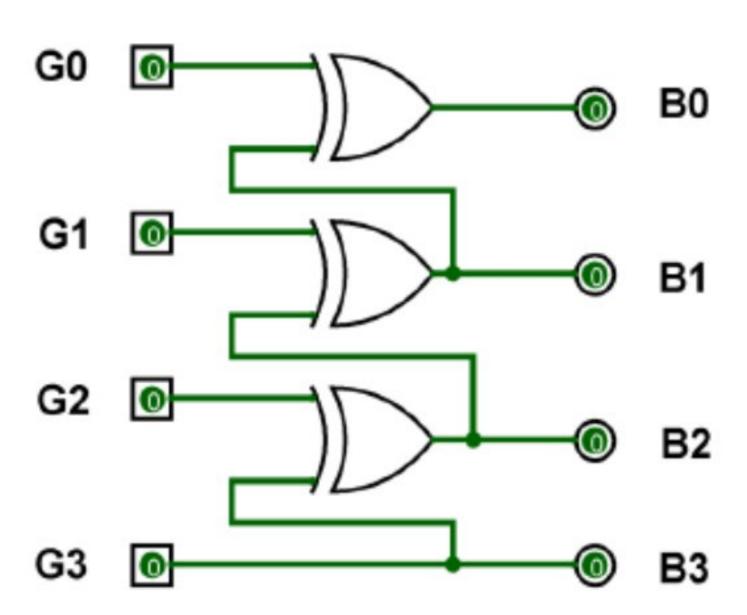
2) Gray to Binary conversion:

- 1. The Most Significant Bit (MSB) of the binary code is always equal to the MSB of the given binary number.
- 2.Other bits of the output binary code can be obtained by checking gray code bit at that index. If current gray code bit is 0, then copy previous binary code bit, else copy invert of previous binary code bit.

There are four inputs and four outputs. The input variable are defined as G3, G2, G1, G0 and the output variables are defined as B3, B2, B1, B0. From the truth table, combinational circuit is designed. The logical expressions are defined as:

$$G0 \bigoplus G1 \bigoplus G2 \bigoplus G3 = B0$$

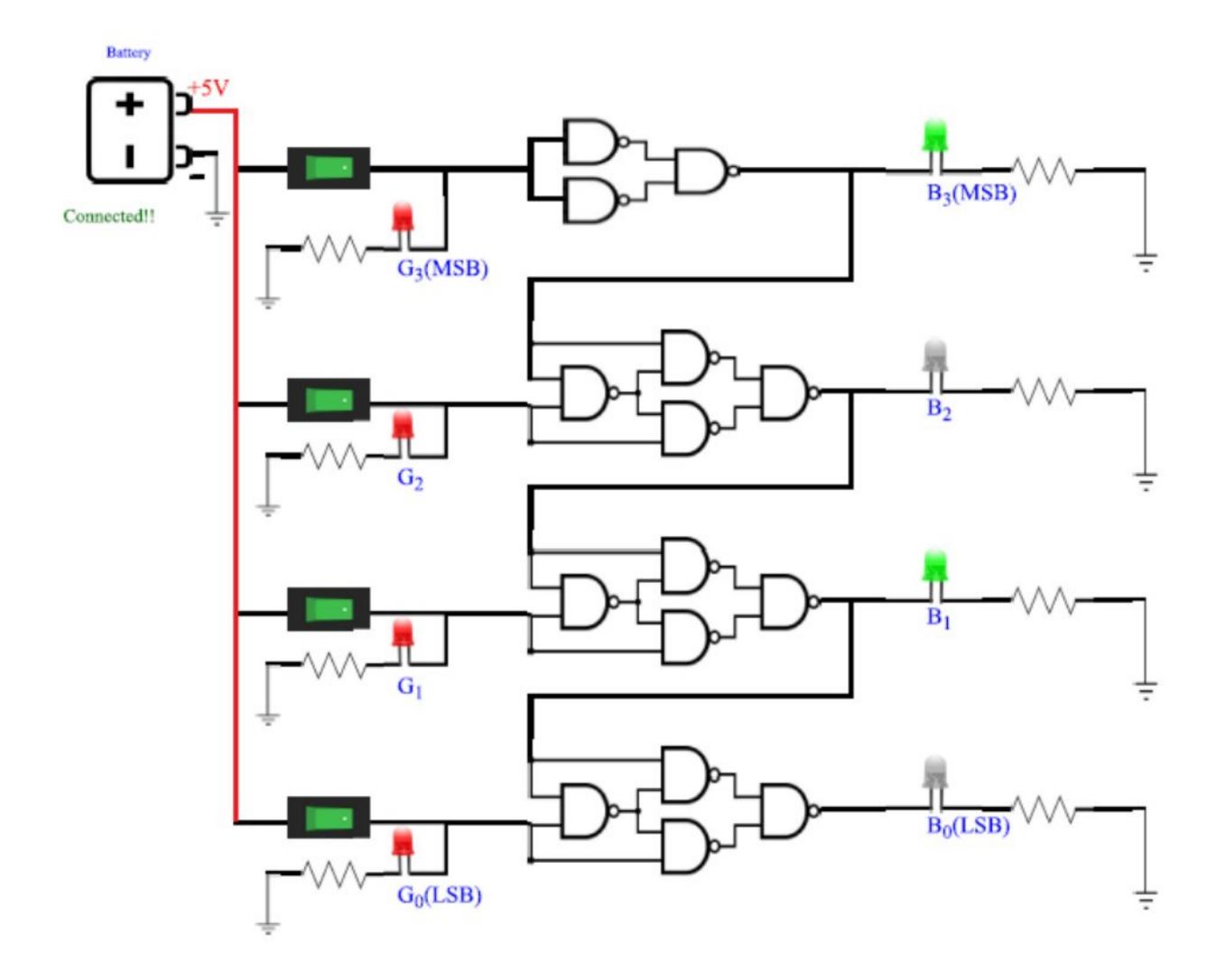
 $G1 \bigoplus G2 \bigoplus G3 = B1$
 $G2 \bigoplus G3 = B2$
 $G3 = B3$



| | Gray | code | | Natural-binary code | | | | | |
|----|------|------|----|---------------------|----|----|----|--|--|
| G3 | G2 | G1 | G0 | В3 | B2 | B1 | В0 | | |
| | | | | | | | | | |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | |
| 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | | |
| 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | | |
| 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | | |
| 0 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | | |
| 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | | |
| 0 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | | |
| 0 | 1 | 1 | 1 | 0 | 1 | 0 | 1 | | |
| 1 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | | |
| 1 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | | |
| 1 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | | |
| 1 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | | |
| 1 | 1 | 0 | 0 | 1 | 0 | 0 | 0 | | |
| 1 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | | |
| 1 | 1 | 1 | 0 | 1 | 0 | 1 | 1 | | |
| 1 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | | |

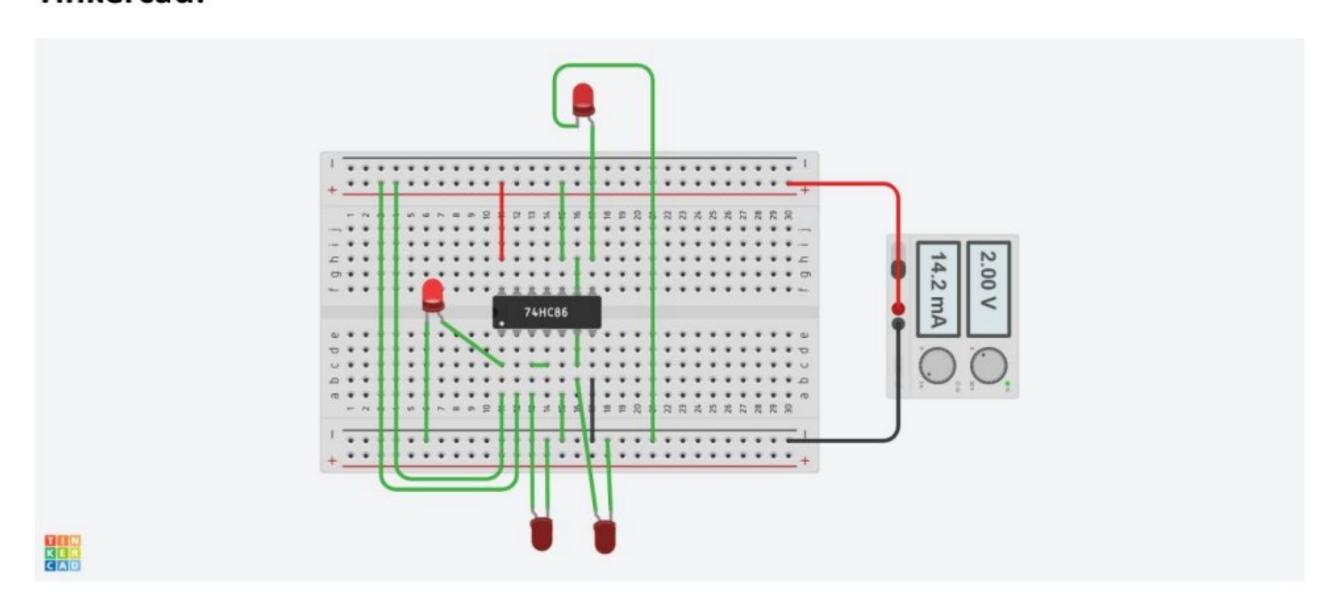
Construction of Gray to Binary Converter using NAND gates only

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| Serial No. | | Gr | ay | | Binary | | | | |
|---------------|-------------------------|----------------|-------|-------------------------|-------------------------|----|-----------------------|-------|--|
| | G ₃ (MSB) | G ₂ | G_1 | G ₀ (LSB) | B ₃ (MSB) | В2 | B ₁ | (LSB) | |
| 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | |
| 2 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | |
| 3 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | |
| 4 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | |
| 5 | 0 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | |
| 6 | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | |
| 7 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | |
| 8 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | 1 | |
| 9 | 1 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | |
| 10 | 1 | 0 | 0 | 1 | 1 | 1 | 1 | 0 | |
| 11 | 1 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | |
| 12 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | 1 | |
| 13 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | 0 | |
| 14 | 1 | 1 | 0 | 1 | 1 | 0 | 0 | 1 | |
| 15 | 1 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | |
| 16 | 1 | 1 | 1 | 0 | 1 | 0 | 1 | 1 | |

Tinkercad:



Gray 1101 (input) → Binary 1001 (output)