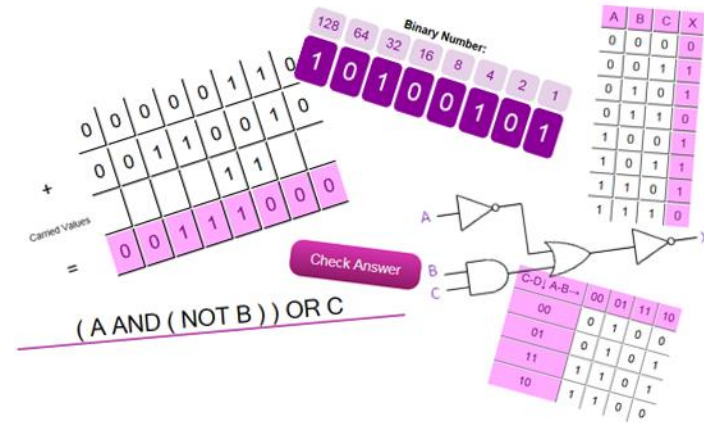


Digital Engineering

Dr. Hatem Yousry

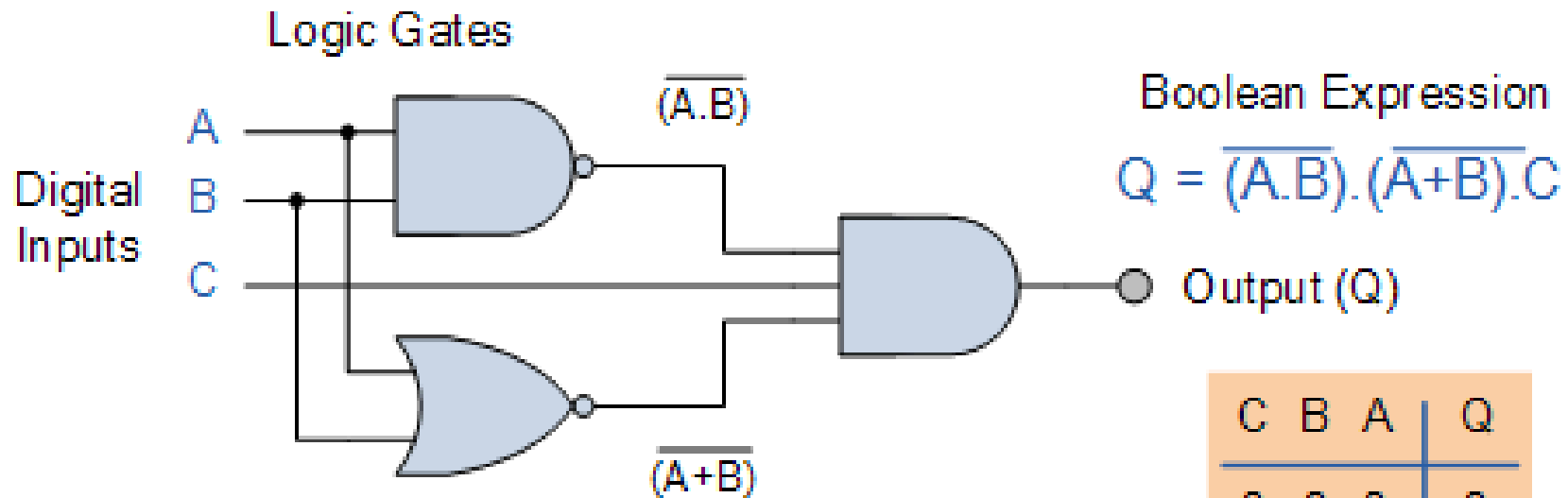
Agenda



- **Digital Systems and Binary Numbers**
- **Binary Operations.**
- **Conversions.**
- **Digital Engineering (Logic).**

Digital Engineering (Logic)

1. **Boolean Algebra** – This forms the algebraic expression showing the operation of the logic circuit for each input variable either True or False that results in a logic “1” output.
2. **Truth Table** – A truth table defines the function of a logic gate by providing a concise list that shows all the output states in tabular form for each possible combination of input variable that the gate could encounter.
3. **Logic Diagram** – This is a graphical representation of a logic circuit that shows the wiring and connections of each individual logic gate, represented by a specific graphical symbol, that implements the logic circuit.



Logic Diagram

Typical
Truth Table

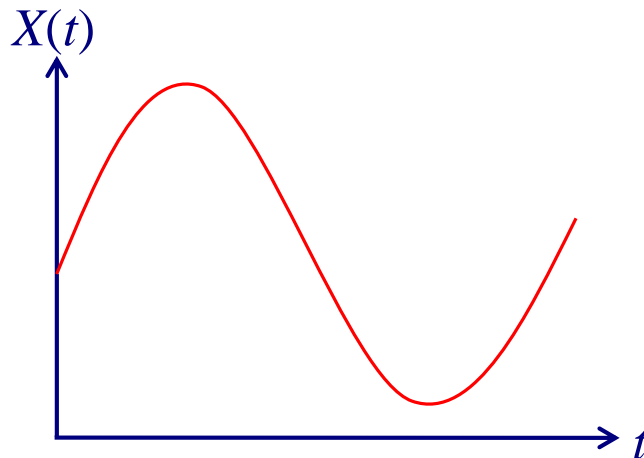
C	B	A	Q
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	0

Digital Systems and Binary Numbers

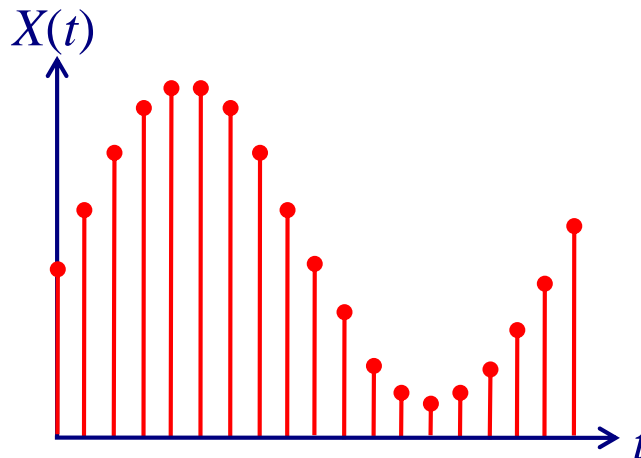
- Digital age and information age
- **Digital computers**
 - General purposes
 - Many scientific, industrial and commercial applications
- **Digital systems**
 - Telephone switching exchanges
 - Digital camera
 - Electronic calculators, PDA's
 - Digital TV
- **Discrete information-processing systems**
 - Manipulate discrete elements of information
 - For example, $\{1, 2, 3, \dots\}$ and $\{A, B, C, \dots\}$...

Analog and Digital Signal

- **Analog system**
 - The physical quantities or signals may vary continuously over a specified range.
- **Digital system**
 - The physical quantities or signals can assume only discrete values.
 - Greater accuracy



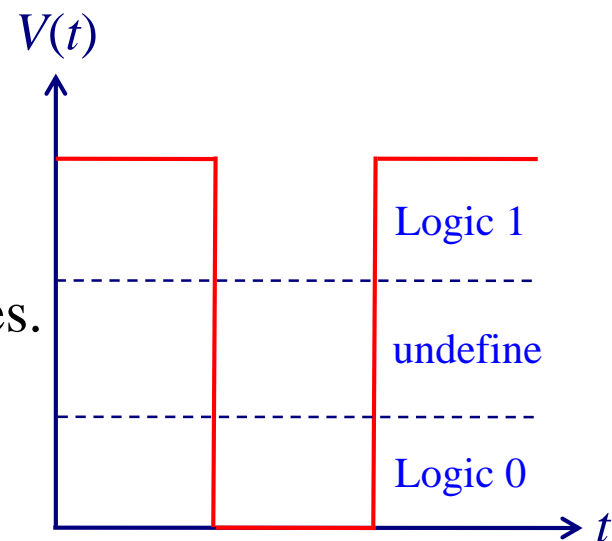
Analog signal



Digital signal

Binary Digital Signal

- An information variable represented by physical quantity.
- For digital systems, the variable takes on discrete values.
 - **Two level, or binary values are the most prevalent values.**
- Binary values are represented abstractly by:
 - **Digits 0 and 1**
 - **Words (symbols) False (F) and True (T)**
 - **Words (symbols) Low (L) and High (H)**
 - **And words On and Off**
- Binary values are represented by values or ranges of values of physical quantities.



Binary digital signal

Decimal Number System

- **Base (also called radix) = 10**
 - 10 digits { 0, 1, 2, 3, 4, 5, 6, 7, 8, 9 }
- **Digit Position**
 - Integer & fraction
- **Digit Weight**
 - $\text{Weight} = (\text{Base})^{\text{Position}}$
- **Magnitude**
 - Sum of “*Digit x Weight*”
- **Formal Notation**



2	1	0		-1	-2
5	1	2	•	7	4
100	10	1		0.1	0.01
			•		
500	10	2		0.7	0.04

$$d_2 \cdot B^2 + d_1 \cdot B^1 + d_0 \cdot B^0 + d_{-1} \cdot B^{-1} + d_{-2} \cdot B^{-2}$$

$$(512.74)_{10}$$

Octal Number System

- **Base = 8**
 - 8 digits { 0, 1, 2, 3, 4, 5, 6, 7 }
- **Weights**
 - $\text{Weight} = (\text{Base})^{\text{Position}}$
- **Magnitude**
 - Sum of “*Digit x Weight*”
- Formal Notation

64	8	1		1/8	1/64
<div style="border: 2px solid red; padding: 5px; display: inline-block; background-color: yellow;">5</div>	<div style="border: 2px solid red; padding: 5px; display: inline-block; background-color: yellow;">1</div>	<div style="border: 2px solid red; padding: 5px; display: inline-block; background-color: yellow;">2</div>	•	<div style="border: 2px solid red; padding: 5px; display: inline-block; background-color: yellow;">7</div>	<div style="border: 2px solid red; padding: 5px; display: inline-block; background-color: yellow;">4</div>
2	1	0		-1	-2

$$\textcolor{brown}{5} * 8^{\textcolor{brown}{2}} + \textcolor{brown}{1} * 8^{\textcolor{brown}{1}} + \textcolor{brown}{2} * 8^{\textcolor{brown}{0}} + \textcolor{brown}{7} * 8^{-1} + \textcolor{brown}{4} * 8^{-2}$$

$$= (330.9375)_{10}$$

$$(\textcolor{brown}{512.74})_8$$

Binary Number System

- **Base = 2**
 - 2 digits { 0, 1 }, called *binary digits* or “*bits*”

- **Weights**

- $\text{Weight} = (\text{Base})^{\text{Position}}$

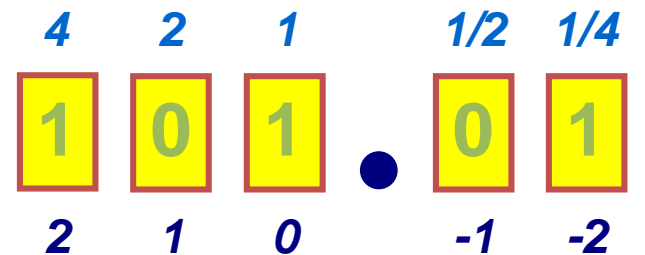
- **Magnitude**

- Sum of “*Bit x Weight*”

- **Formal Notation**

- Groups of bits 4 bits = *Nibble*

8 bits = *Byte*



$$1 \cdot 2^2 + 0 \cdot 2^1 + 1 \cdot 2^0 + 0 \cdot 2^{-1} + 1 \cdot 2^{-2}$$

$$= (5.25)_{10}$$

$$(101.01)_2$$

1 0 1 1

1 1 0 0 0 1 0 1

Hexadecimal Number System

- **Base = 16**
 - 16 digits { 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F }
- **Weights**
 - $\text{Weight} = (\text{Base})^{\text{Position}}$
- **Magnitude**
 - Sum of “*Digit x Weight*”
- **Formal Notation**

256	16	1		1/16	1/256
1	E	5	•	7	A
2	1	0		-1	-2

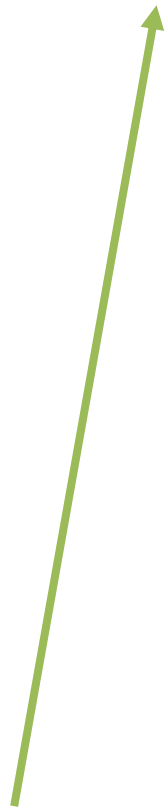
$$1 * 16^2 + 14 * 16^1 + 5 * 16^0 + 7 * 16^{-1} + 10 * 16^{-2}$$

$$=(485.4765625)_{10}$$

$$(1E5.7A)_{16}$$

The Power of 2

n	2^n
0	$2^0=1$
1	$2^1=2$
2	$2^2=4$
3	$2^3=8$
4	$2^4=16$
5	$2^5=32$
6	$2^6=64$
7	$2^7=128$



n	2^n
8	$2^8=256$
9	$2^9=512$
10	$2^{10}=1024$
11	$2^{11}=2048$
12	$2^{12}=4096$
20	$2^{20}=1M$
30	$2^{30}=1G$
40	$2^{40}=1T$

Kilo

Mega

Giga

Tera

Addition

- Decimal Addition


$$\begin{array}{r}
 \text{Carry} \leftarrow 1 \quad 1 \\
 \quad 5 \quad 5 \\
 + \quad 5 \quad 5 \\
 \hline
 1 \quad 1 \quad 0
 \end{array}$$

$\rightarrow = \text{Ten} \geq \text{Base}$
 $\rightarrow \text{Subtract a Base}$

Binary Addition

- Column Addition

	1	1	1	1	1	1	
		1	1	1	1	0	1 = 61
+			1	0	1	1	1 = 23
<hr/>							
	1	0	1	0	1	0	0 = 84


 $\geq (2)_{10}$

Binary Subtraction

- Borrow a “Base” when needed

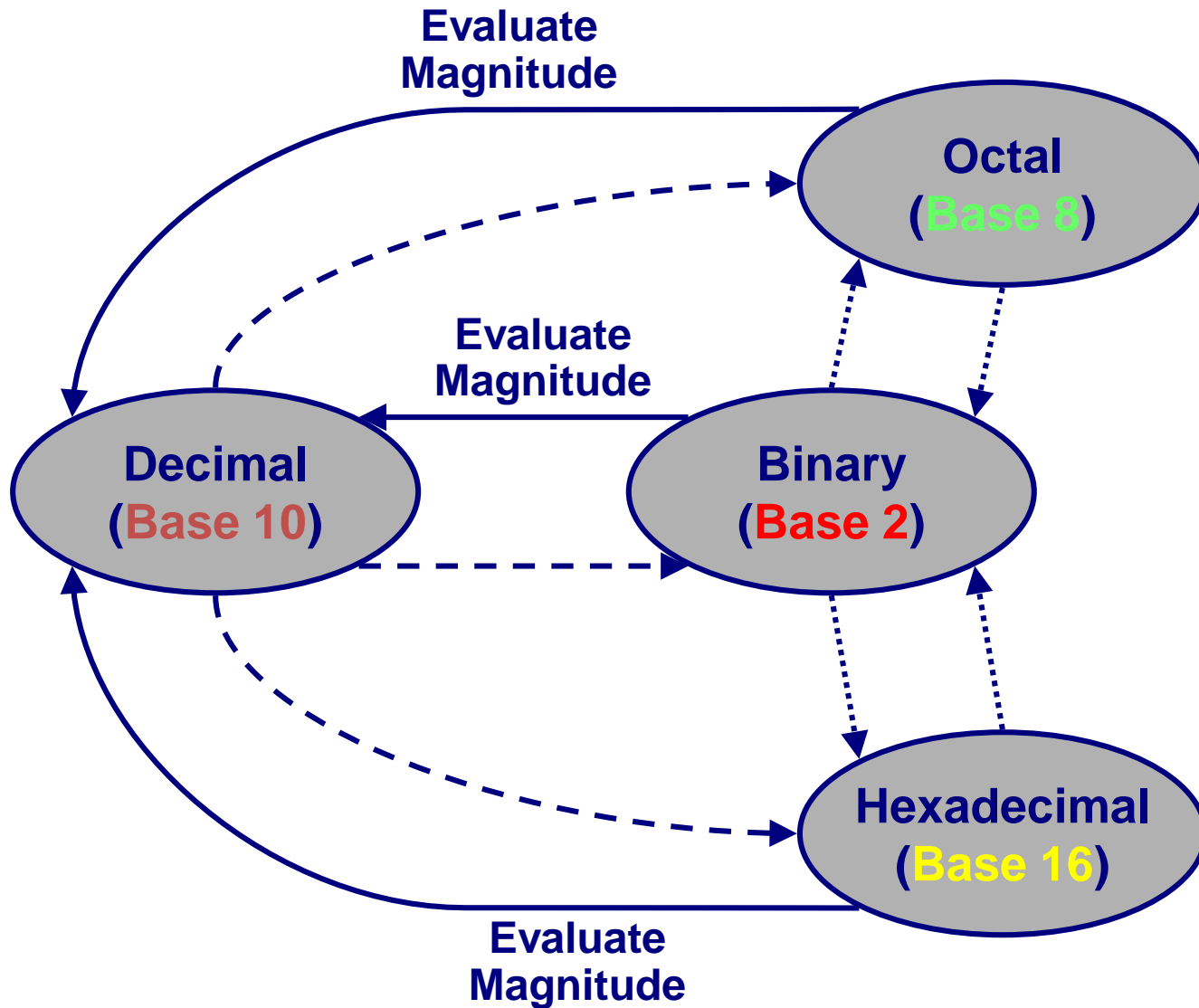
$$\begin{array}{r}
 \begin{array}{ccccccc}
 & & 1 & & & 2 & \\
 0 & \cancel{2} & 2 & 0 & 0 & 2 & = (10)_2 \\
 \cancel{1} & 0 & 0 & \cancel{1} & \cancel{1} & 0 & 1 & = 77 \\
 - & & & 1 & 0 & 1 & 1 & 1 & = 23 \\
 \hline
 0 & 1 & 1 & 0 & 1 & 1 & 0 & = 54
 \end{array}
 \end{array}$$

Binary Multiplication

- Bit by bit

$$\begin{array}{r}
 10111 \\
 1010 \\
 \hline
 00000 \\
 10111 \\
 00000 \\
 10111 \\
 \hline
 11100110
 \end{array}$$

Number Base Conversions



Decimal (Integer) to Binary Conversion

- Divide the number by the 'Base' (=2)
- Take the remainder (either 0 or 1) as a coefficient
- Take the quotient and repeat the division

Example: $(13)_{10}$

	Quotient	Remainder	Coefficient
$13 / 2 =$	6	1	$a_0 = 1$
$6 / 2 =$	3	0	$a_1 = 0$
$3 / 2 =$	1	1	$a_2 = 1$
$1 / 2 =$	0	1	$a_3 = 1$

Answer: $(13)_{10} = (a_3 a_2 a_1 a_0)_2 = (1101)_2$

\uparrow
MSB
 \uparrow
LSB

Decimal (Fraction) to Binary Conversion

- Multiply the number by the 'Base' (=2)
- Take the integer (either 0 or 1) as a coefficient
- Take the resultant fraction and repeat the division

Example: $(0.625)_{10}$

		Integer	Fraction	Coefficient
0.625	$* 2 =$	1	. 25	$a_{-1} = 1$
0.25	$* 2 =$	0	. 5	$a_{-2} = 0$
0.5	$* 2 =$	1	. 0	$a_{-3} = 1$

Answer: $(0.625)_{10} = (0.a_{-1} a_{-2} a_{-3})_2 = (0.101)_2$

↑
↑
MSB
LSB

Decimal to Octal Conversion

Example: $(175)_{10}$

	Quotient	Remainder	Coefficient
$175 / 8 =$	21	7	$a_0 = 7$
$21 / 8 =$	2	5	$a_1 = 5$
$2 / 8 =$	0	2	$a_2 = 2$

Answer: $(175)_{10} = (a_2 a_1 a_0)_8 = (257)_8$

Example: $(0.3125)_{10}$

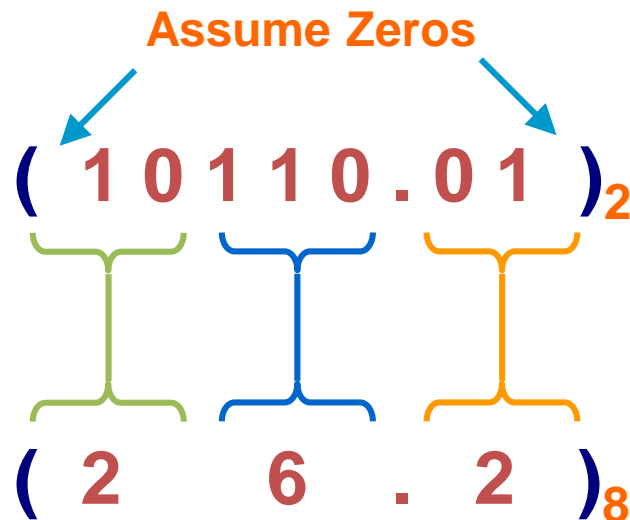
	Integer	Fraction	Coefficient
$0.3125 * 8 =$	2	5	$a_{-1} = 2$
$0.5 * 8 =$	4	0	$a_{-2} = 4$

Answer: $(0.3125)_{10} = (0.a_{-1} a_{-2} a_{-3})_8 = (0.24)_8$

Binary – Octal Conversion

- 8 = 23
- Each group of 3 bits represents an octal digit

Example:



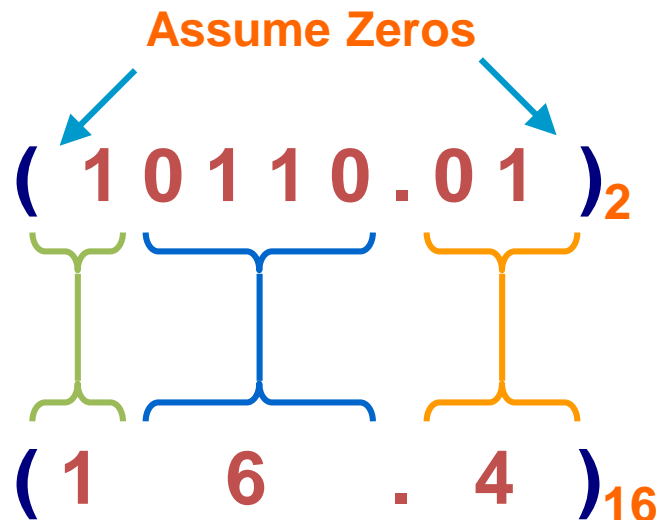
Octal	Binary
0	0 0 0
1	0 0 1
2	0 1 0
3	0 1 1
4	1 0 0
5	1 0 1
6	1 1 0
7	1 1 1

Works **both** ways (Binary to Octal & Octal to Binary)

Binary – Hexadecimal Conversion

- $16 = 2^4$
- Each group of 4 bits represents a hexadecimal digit

Example:



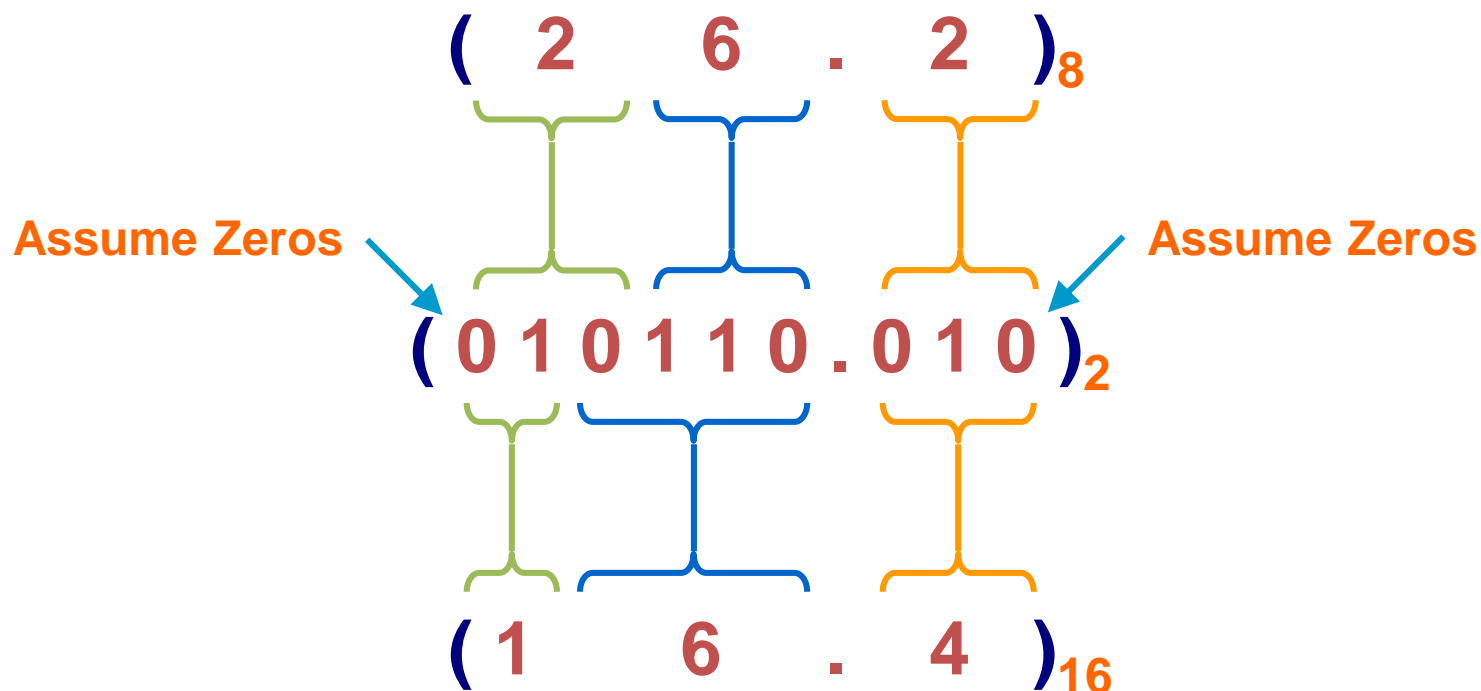
Hex	Binary
0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111
8	1000
9	1001
A	1010
B	1011
C	1100
D	1101
E	1110
F	1111

Works **both** ways (Binary to Hex & Hex to Binary)

Octal – Hexadecimal Conversion

- Convert to Binary as an intermediate step

Example:



Works **both** ways (Octal to Hex & Hex to Octal)

Decimal, Binary, Octal and Hexadecimal

Decimal	Binary	Octal	Hex
00	0000	00	0
01	0001	01	1
02	0010	02	2
03	0011	03	3
04	0100	04	4
05	0101	05	5
06	0110	06	6
07	0111	07	7
08	1000	10	8
09	1001	11	9
10	1010	12	A
11	1011	13	B
12	1100	14	C
13	1101	15	D
14	1110	16	E
15	1111	17	F

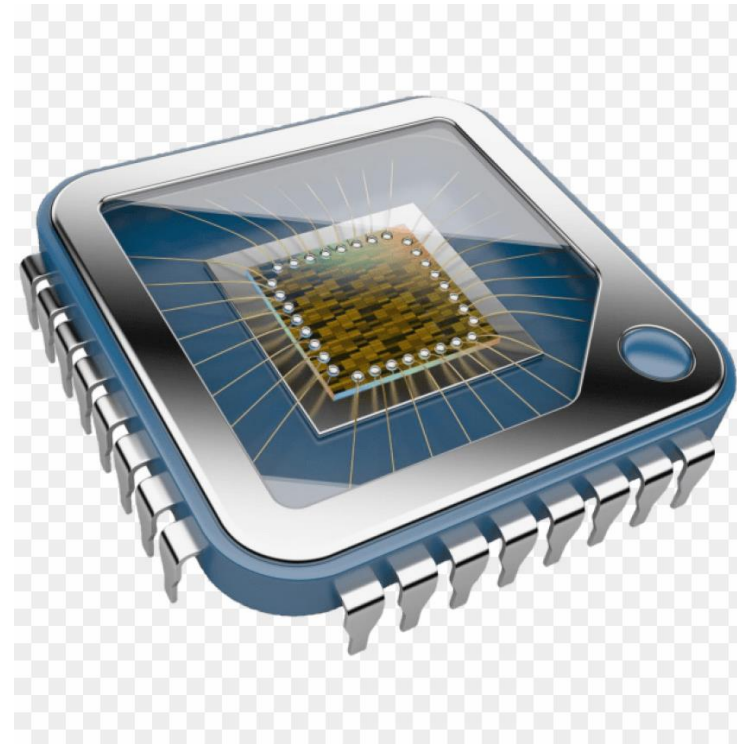
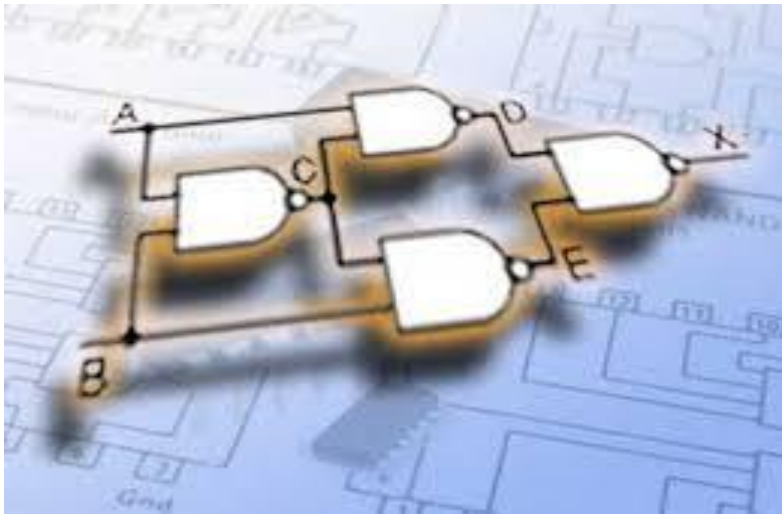
Portfolio



- Selective Lecture Slides.
- Your Private Notes from Lectures , Sections, Trips, Reports, Labs, and Recommendations.
- Complete answers Tasks and Assignments.
- Complete answers to Quizzes, Midterm.
- Final Project Paper.
- In addition to, any related Course materials.



Thank You



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Recommended Resources

- **M. Morris R. Mano, Charles R. Kime. Logic and Computer Design Fundamentals, 4th Edition Year: 2008. ISBN-10: 013198926X.**
- **Arijit Saha , Nilotpall Manna. Digital Principles and Logic Design. ISBN-10: 1934015032.**

