



# **Digital Systems**

## **18B11EC213**

### **Module 1: Boolean Function Minimization Techniques and Combinational Circuits-5**

**Dr. Saurabh Chaturvedi**

# Codes

- Computers and other digital circuits process data in the binary formats.
- Various binary codes are used to represent data which may be numeric, alphabets or special characters.
- A user should be very careful about the codes being used while interpreting information available in the binary format.

# Cont..

- Commonly Used Codes:
  - ☐ Straight Binary Code
  - ☐ Binary Coded Decimal (BCD)
  - ☐ Excess-3 Code
  - ☐ Gray Code
  - ☐ Hexadecimal Code
  - ☐ Octal Code
  - ☐ Alphanumeric Codes

# Cont..

- Straight Binary Code

❖ This code is used to represent numbers using natural (straight) binary form as discussed earlier.

Example:

The straight binary code (representation) of  $(65)_{10}$  is 1000001

# Cont..

- Binary Coded Decimal (BCD)
  - ❖ In this code, each digit of a decimal number (0 to 9) is represented by its 4-bit binary equivalent.
  - ❖ It is a weighted code.
  - ❖ The weights in the BCD code are 8, 4, 2, 1. Therefore, it is also known as 8421 code.

Examples:

$$(23)_{10} = (0010\ 0011)_{\text{BCD}}$$

$$(921)_{10} = (1001\ 0010\ 0001)_{\text{BCD}}$$

$$(25.89)_{10} = (0010\ 0101.1000\ 1001)_{\text{BCD}}$$

# Cont..

Representation of  $(185)_{10}$  in BCD and straight Binary forms:

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

The BCD representation of  $(185)_{10}$  has 12 bits, but the straight binary code needs only 8 bits.

# Cont..

- Excess-3 Code

- ❖ This code is obtained from the corresponding value of BCD code by adding three to each coded number.
- ❖ It is not a weighted code.
- ❖ The code is self complementing in nature, i.e., 1's complement of the coded number yields 9's complement of the number itself.

# Cont..

Example-1:

$(5)_{10}$  is coded as  $0101 + 0011 = 1000$  in excess-3 code.

$$\Rightarrow (5)_{10} = (1000)_{\text{Excess-3}}$$

Example-2:

$$(39)_{10} = (0110 \ 1100)_{\text{Excess-3}}$$

Example-3:

$$(395)_{10} = (0110 \ 1100 \ 1000)_{\text{Excess-3}}$$



# Cont..

## Example-4: Self complementing property

$$(34)_{10} = (0110\ 0111)_{\text{Excess-3}}$$

1's complement of the coded number  $(0110\ 0111)_{\text{Excess-3}}$  is  $(1001\ 1000)_{\text{Excess-3}}$

9's complement of the given number  $(34)_{10}$  is  $(65)_{10}$ , which has the Excess-3 code representation as  $(1001\ 1000)_{\text{Excess-3}}$

# Cont..

- Gray Code

- ❖ In gray code, each number differs from its preceding and succeeding numbers by only one bit.
- ❖ It is not a weighted code.

# Cont..

| Decimal number | Binary code | 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      |

# Cont..

## ➤ Binary to Gray Code Conversion

- Start with the most significant bit (MSB) of the binary number. The MSB in the gray code is the same as corresponding digit in binary number.
- Starting from MSB to LSB, perform XOR operation between each adjacent pair of binary digits to get the next gray code digit.

$$0 \text{ XOR } 0 = 0$$

$$0 \text{ XOR } 1 = 1$$

$$1 \text{ XOR } 0 = 1$$

$$1 \text{ XOR } 1 = 0$$

# Cont..

Example-1:

$$(5)_{10} = (101)_2$$

|     |             |
|-----|-------------|
| 101 | Binary code |
|-----|-------------|

|     |           |
|-----|-----------|
| 111 | Gray code |
|-----|-----------|

Example-2: Convert  $(101110)_2$  to gray code.

|        |             |
|--------|-------------|
| 101110 | Binary code |
|--------|-------------|

|        |           |
|--------|-----------|
| 111001 | Gray code |
|--------|-----------|

# Cont..

## ➤ Gray to Binary Code Conversion

- The MSB in the binary code is the same as the corresponding digit in the gray code.
- Perform the XOR operation between the generated binary digit and the next significant bit of the gray code.

# Cont..

Example: Convert the gray code 100101 to binary.

100101

Gray code

111001

Binary code

# Cont..

- Hexadecimal Code

Example: Represent  $(27)_{10}$  in hexadecimal code.

$$(27)_{10} = (11011)_2$$

Make the group of 4 bits from RHS.

Hexadecimal code is 0001 1011



# Cont..

- Octal Code

Example: Represent  $(27)_{10}$  in octal code.

$$(27)_{10} = (11011)_2$$

Make the group of 3 bits from RHS.

Octal code is 011 011

# Cont..

- Alphanumeric Codes

- ❖ In many situations, digital systems are required to handle data that may consist of numerals, letters and special characters.
- ❖ If we use an  $n$ -bit binary code, we can represent  $2^n$  elements using this code, therefore to represent 10 digits 0 to 9 and 26 alphabets A to Z, we need a minimum of 6 bits ( $2^6 = 64$ ).
- ❖ Frequently, there is a need to represent more than 64 characters, including the lower case letters and the special control characters for the transmission of the digital information.

# Cont..

❖ The American Standard Code for Information Interchange (ASCII) is a well-known alphanumeric code.

➤ Details of ASCII Code:

- The ASCII code uses 7 bits to code 128 characters.
- It contains 94 graphic characters that can be printed:
  - 26 upper case letters (A to Z)
  - 26 lower case letters (a to z)
  - 10 numerals (0 to 9)
  - 32 special printable characters (such as %, \*, \$)
- Also contains 34 non-printing characters used for various control functions (such as NUL, SOH, STX)
- The control characters are used for routing data and arranging the printed text into a prescribed format.

# References

- M. M. Mano, *Digital Logic and Computer Design*, 5th ed., Pearson Prentice Hall, 2013.
- R. P. Jain, *Modern Digital Electronics*, 4th ed., Tata McGraw-Hill Education, 2009.