

## Binary to Gray Code Converter and Grey to Binary Code Converter



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The logical circuit which converts binary code to equivalent gray code is known as **binary to gray code converter**. The gray code is a non weighted code. The successive gray code differs in one bit position only that means it is a unit distance code. It is also referred as cyclic code. It is not suitable for arithmetic operations. It is the most popular of the unit distance codes. It is also a reflective code. An n-bit [Gray code](#) can be obtained by reflecting an n-1 bit code about an axis after  $2^{n-1}$  rows, and putting the MSB of 0 above the axis and the MSB of 1 below the axis. Reflection of Gray codes is shown below.

The 4 bits binary to gray code conversion table is given below,

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Decimal Number	4 bit Binary Number <u>ABCD</u>	4 bit Gray Code <u>G<sub>1</sub>G<sub>2</sub>G<sub>3</sub>G<sub>4</sub></u>
0	0 0 0 0	0 0 0 0
1	0 0 0 1	0 0 0 1
2	0 0 1 0	0 0 1 1
3	0 0 1 1	0 0 1 0
4	0 1 0 0	0 1 1 0
5	0 1 0 1	0 1 1 1
6	0 1 1 0	0 1 0 1
7	0 1 1 1	0 1 0 0
8	1 0 0 0	1 1 0 0
9	1 0 0 1	1 1 0 1
10	1 0 1 0	1 1 1 1
11	1 0 1 1	1 1 1 0
12	1 1 0 0	1 0 1 0
13	1 1 0 1	1 0 1 1
14	1 1 1 0	1 0 0 1
15	1 1 1 1	1 0 0 0

That means, in 4 bit gray code, (4-1) or 3 bit code is reflected against the axis drawn after  $(2^{4-1})^{\text{th}}$  or 8<sup>th</sup> row.

The bits of 4 bit gray code are considered as  $G_4G_3G_2G_1$ .

Now from conversion table,

$$G_4 = \sum m(8, 9, 10, 11, 12, 13, 14, 15), \quad G_3 = \sum m(4, 5, 6, 7, 8, 9, 10, 11)$$

$$G_2 = \sum m(2, 3, 4, 5, 10, 11, 12, 13), \quad G_1 = \sum m(1, 2, 5, 6, 9, 10, 13, 14)$$

From above SOPs, let us draw **K-maps** for  $G_4$ ,  $G_3$ ,  $G_2$  and  $G_1$ .

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$G_4$

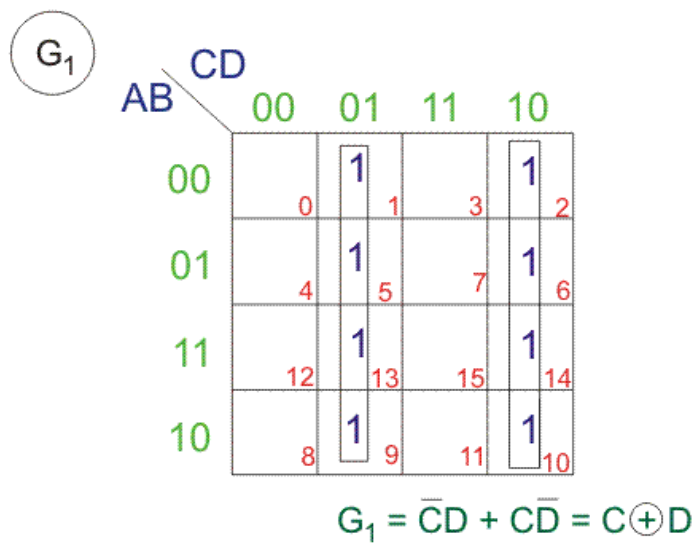
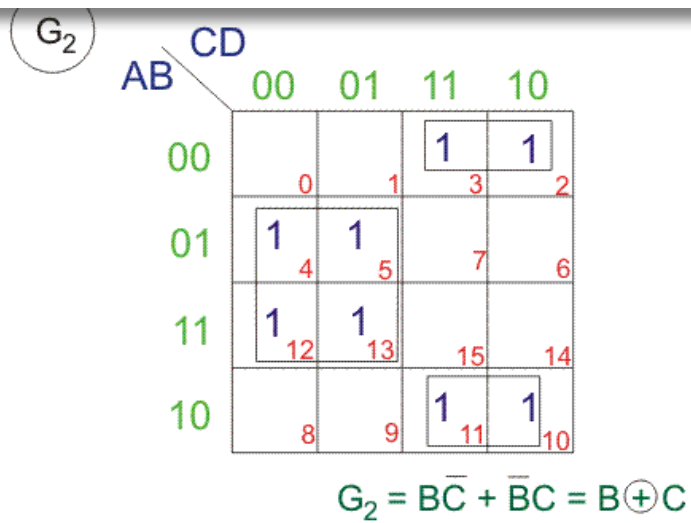
AB \ CD	00	01	11	10
00	0	1	3	2
01	4	5	7	6
11	12	13	15	14
10	8	9	11	10

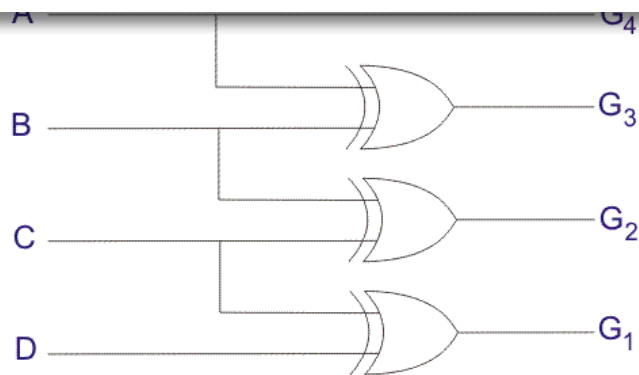
$G_4 = A$

$G_3$

AB \ CD	00	01	11	10
00				
01	1	1	1	1
11				
10	1	1	1	1

$G_3 = \bar{A}B + A\bar{B} = A \oplus B$





Logic Circuit for Binary to Gray Code Converter

### Grey to Binary Code Converter

In **gray to binary code converter**, input is a multiplies gray code and output is its equivalent binary code.

Let us consider a 4 bit gray to binary code converter. To design a 4 bit gray to binary code converter, we first have to draw a conversion table.

4 bit Gray Code	4 bit Binary Code
A B C D	B <sub>4</sub> B <sub>3</sub> B <sub>2</sub> B <sub>1</sub>
0 0 0 0	0 0 0 0
0 0 0 1	0 0 0 1
0 0 1 1	0 0 1 0
0 0 1 0	0 0 1 1
0 1 1 0	0 1 0 0
0 1 1 1	0 1 0 1
0 1 0 1	0 1 1 0
0 1 0 0	0 1 1 1
1 1 0 0	1 0 0 0
1 1 0 1	1 0 0 1
1 1 1 1	1 0 1 0
1 1 1 0	1 0 1 1
1 0 1 0	1 1 0 0
1 0 1 1	1 1 0 1
1 0 0 1	1 1 1 0
1 0 0 0	1 1 1 1

$B_4$

AB \ CD	00	01	11	10
00	0	1	3	2
01	4	5	7	6
11	12	13	15	14
10	8	9	11	10

$B_4 = A$

$B_3$

AB \ CD	00	01	11	10
00				
01	1	1	1	1
11				
10	1	1	1	1

$B_3 = \bar{A}B + A\bar{B} = A \oplus B$

$B_2$

AB \ CD	00	01	11	10
00			1	1
01	1	1		
11			1	1
10	1	1		

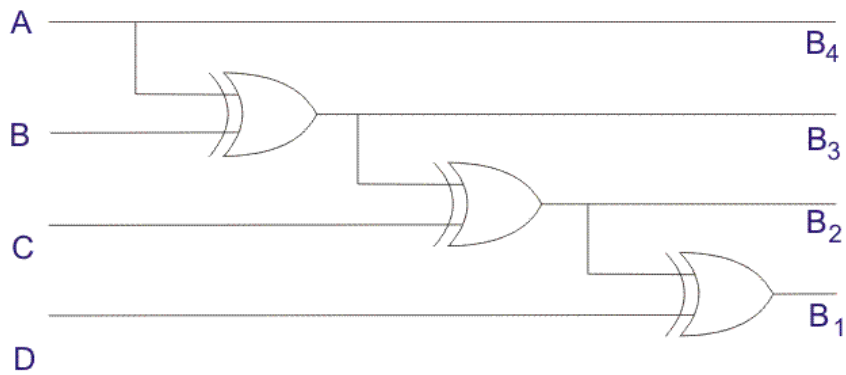
$$\begin{aligned}
 B_2 &= \overline{A} \overline{B} \overline{C} + \overline{A} \overline{B} C + \overline{A} B \overline{C} + A B C \\
 &= A(\overline{B} \overline{C} + B C) + \overline{A}(\overline{B} C + B \overline{C}) \\
 &= A(\overline{B C} + \overline{B C}) + \overline{A}(\overline{B C} + \overline{B C}) \\
 &= A(\overline{B \oplus C}) + \overline{A}(\overline{B \oplus C}) = A \oplus B \oplus C
 \end{aligned}$$

$B_1$

AB \ CD	00	01	11	10
00		1		1
01	1		1	
11		1		1
10	1		1	

$$\begin{aligned}
 B_1 &= \overline{A} \overline{B} \overline{C} D + \overline{A} \overline{B} C \overline{D} + \overline{A} B \overline{C} \overline{D} + \overline{A} B C D + A \overline{B} \overline{C} D + A \overline{B} C \overline{D} \\
 &\quad + A B \overline{C} D + A B C \overline{D} = A \oplus B \oplus C \oplus D
 \end{aligned}$$

From above Gray code we get,



Logic Circuit for Gray to Binary Code Converter

&lt;

&gt;

**B**

BCD commented on 20/03/2018  
Extremely poor explanation

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