

### Lecture 1 Outline

### Reminder to self: turn on lecture recording to Cloud!

- Last Lecture
  - Reviewed Syllabus
  - Course Goals
- Today's Lecture
  - Overview
  - Number Systems and Conversion



### Handouts and Announcements

#### Announcements

ECE2060

- Homework Problems 1-2, 1-3, 1-4
  - Will be posted on Carmen this evening or tomorrow
  - Due in Carmen 11:59pm, Tuesday 1/17
- Homework Problem 1-1 reminder
  - Assigned on Carmen on 1/10
  - Due in Carmen 11:59pm, Thursday 1/12
- Read for Friday: Pages 12-21

### Overview

#### ECE2060

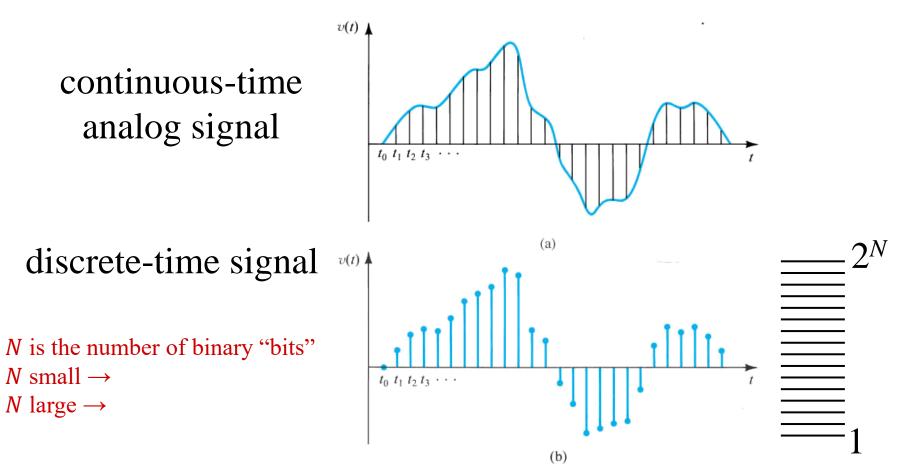
### Analog vs. Digital Systems

- All "real" signals are analog
  - An analog signal can have any value, and
  - Is continuous in time
- Digital signals are discrete in time and have a limited set of values
  - 2 values  $\rightarrow$  binary (e.g. 1/0, high/low, true/false)
  - In principle any integer >1 could be used
- Majority of circuits are digital
  - Binary signals → Circuits simpler to design than analog
  - Fewer different kind of blocks (inverter, memory, etc.)
  - But large numbers of those blocks needed for complex functions
- Physical world is Analog (temperature, speed, ...)
  - Digital processing of signals is pervasive
  - Need both! → Mixed-signal or mixed-mode design
  - Analog  $\rightarrow$  Digital  $\rightarrow$  Analog



# Sampling a continuous-time analog signal

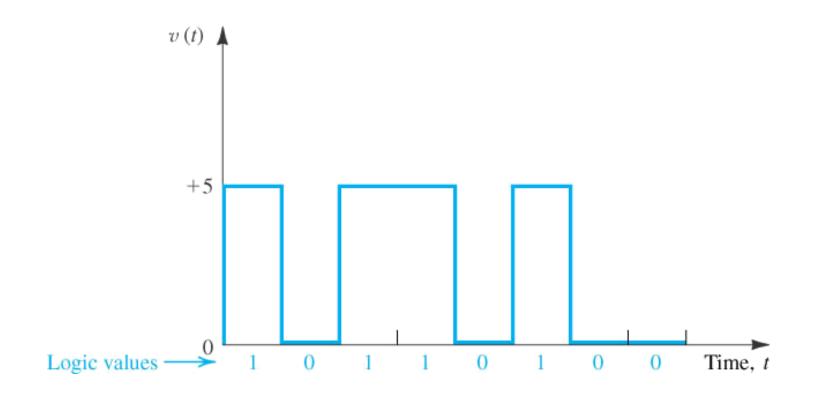
ECE2060



Quantized, discretized or digitized signal

Sampling the continuous-time analog signal in (a) results in the discrete-time signal in (b).

# Binary signals: 2 values

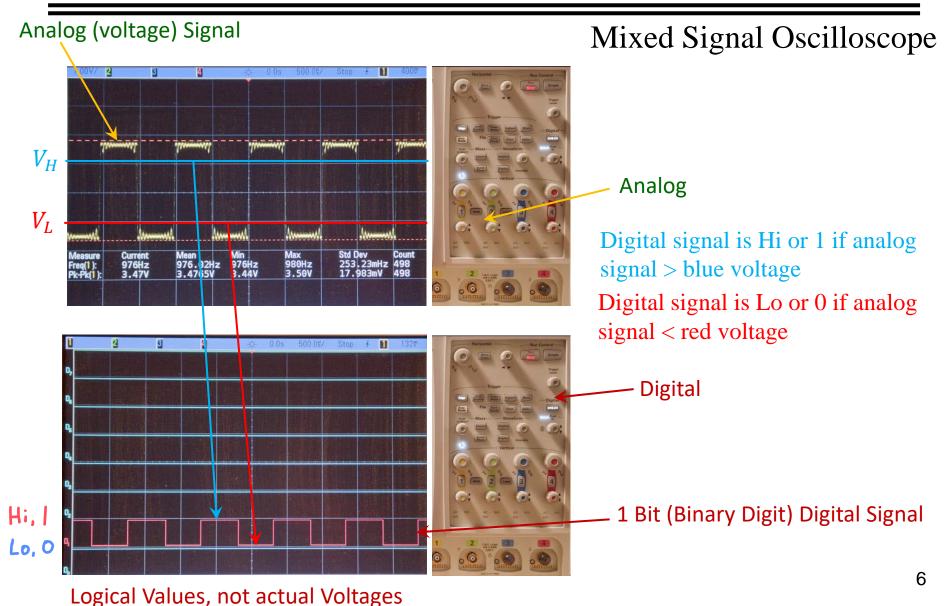


Variation of a particular binary digital signal with time.

e.g. one bit of the previous discretized signal



# Binary signals: 2 values



### Overview

### This course is about Digital Systems

- → specifically Binary Systems
- Digital: Data processing, controls, communications
  - An analog signal can have any value, and
  - Is continuous in time
- Digital Design:
  - 1) System Design
    - a) What does it do?
  - 2) Logic Design
    - a) What logic function describes 1)
  - 3) Circuit Design
    - a) Take logic function and implement it with circuits Transistor level
    - b) Computer aided design (CAD) of integrated circuits

Types & numbers of subsystems (e.g. memory, arithmetic units, I/O devices, etc.; how interconnected & controlled)

Interconnections of things like gates and flip-flops to implement logic function

Main focus of the class

### Overview

Logic Circuits – "switching circuits": All inputs will be "discrete" values

- Combinational logic:
  - Output depends on only the current input(s)
- Sequential logic:
  - Output depends on the current inputs and on prior inputs (memory)
- Synchronous logic:
  - Has a common timing signal, called a "clock"
- Asynchronous logic:
  - No clock

# Number Systems and Conversion

- When we write decimal (base 10) numbers, we use a positional notation
- Each digit multiplied by appropriate power of 10 depending on position in number

$$469.14_{10} = 4 \times 10^{2} + 6 \times 10^{1} + 9 \times 10^{0} + 1 \times 10^{-1} + 4 \times 10^{-2}$$

• When we write binary (base 2) numbers, each digit is multiplied by an appropriate power of 2 on its position in the number

$$1101.11 = 1 \times 2^{3} + 1 \times 2^{2} + 0 \times 2^{1} + 1 \times 2^{0} + 1 \times 2^{-1} + 1 \times 2^{-2}$$
$$= 8 + 4 + 0 + 1 + \frac{1}{2} + \frac{1}{4} = 13.75_{10}$$

# Number Systems and Conversion

- $R(R > 1) \equiv$  "Radix" or "Base" of number system (positive integer) Carmen Quiz Decimal point
- In general, a number written in positional notation can be expanded as a power series in *R*. For example:

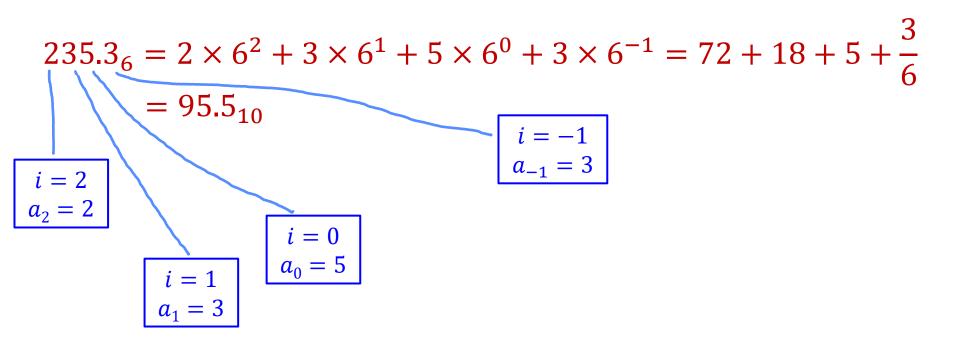
$$\begin{split} N &= (a_4 a_3 a_2 a_1 a_0 \cdot a_{-1} a_{-2} a_{-3})_R \\ &= a_4 \times R^4 + a_3 \times R^3 + a_2 \times R^2 + a_1 \times R^1 + a_0 \times R^0 \\ &\quad + a_{-1} R^{-1} + a_{-2} R^{-2} + a_{-3} R^{-3} \end{split}$$

•  $a_i$  is the integer coefficient of  $R^i$  and  $0 \le a_i \le R - 1$ 

# Number Systems and Conversion

### Example:

Using the previous slide, the following conversion can be made from base 6 to base 10.



# Number Systems and Conversion

### **Conversion to other bases:**

The power series expansion can be used to convert to any base. For example, converting 147<sub>10</sub> to base 3 would be written as

$$147_{10} = 1 \times (101)^2 + (11) \times (101)^1 + (21) \times (101)^0$$

where all the numbers on the right-hand side are base 3 numbers. (*Note:* In base 3, 10 is 101, 7 is 21, etc.) To complete the conversion, base 3 arithmetic would be used.

Table relating (1 through 10)<sub>10</sub> to base 3:

Decimal	Base S
0	0
2 3	2
S U	10
4	11
5	20
7	21
89	22
10	loo

# Number Systems and Conversion

### Bases greater than 10:

- For bases greater than 10, more than 10 symbols are needed to represent the digits
- Letters are typically used to represent digits >9
- For example, in hexadecimal (base 16)

$$-A_{16} = |O_{10}| = |O|O_{2}$$

$$-B_{16} = |I_{10}| = |O|I_{2}$$

$$-C_{16} = |I_{10}| = |I|OO_{2}$$

$$-D_{16} = |I_{10}| = |I|OI_{2}$$

$$-E_{16} = |I_{10}| = |I|O_{2}$$

$$-F_{16} = |I_{10}| = |I|I_{2}$$

$$B3E_{16} = 11 \times 16^2 + 3 \times 16^1 + 14 \times 16^0 = 2816 + 48 + 14 = 2878$$

# Number Systems and Conversion

### Conversion of decimal integer to base *R* using division method:

• The base *R* equivalent of a decimal integer *N* is as follows (from previous slides):

$$N = (a_n a_{n-1} \cdots a_2 a_1 a_0)_R = a_n R^n + a_{n-1} R^{n-1} + \dots + a_2 R^2 + a_1 R^1 + a_0$$

• If we divide N by R, the remainder is  $a_0$ 

$$\frac{N}{R} = a_n R^{n-1} + a_{n-1} R^{n-2} + \dots + a_2 R' + a_1 = Q, \text{ remainder } a_0$$

• Then divide quotient  $Q_1$  by R

$$\frac{Q_1}{R} = a_n R^{n-2} + a_{n-1} R^{n-3} + \dots + a_3 R^1 + a_2 = Q_2, \text{ remainder a,}$$

# Number Systems and Conversion

Conversion of decimal integer to base *R* using division method (continued):

• Next divide  $Q_2$  by R

$$\frac{Q_2}{R} = a_n R^{n-3} + a_{n-1} R^{n-4} + \dots + a_3 = Q_3, \text{ remainder } a_2$$

- Repeat the process until we finally obtain  $a_n$
- Note: remainder obtained at each step is one of the desired digits, and the least significant digit is obtained first

Emphasis: Least significant digit is obtained first



Number Systems and Conversion

### Example 1: Conversion of decimal integer to binary

#### Example

ECE2060

Convert 53<sub>10</sub> to binary.

2 
$$\frac{\sqrt{53}}{2}$$
  
2  $\frac{\sqrt{26}}{26}$  rem. = 1 =  $a_0$   
2  $\frac{\sqrt{13}}{2}$  rem. = 0 =  $a_1$   
2  $\frac{\sqrt{6}}{2}$  rem. = 1 =  $a_2$   
2  $\frac{\sqrt{3}}{2}$  rem. = 1 =  $a_4$   
0 rem. = 1 =  $a_5$ 



# Number Systems and Conversion

Example: Convert 62<sub>10</sub> to binary

# Number Systems and Conversion

Conversion of a decimal fraction *F* to base *R* using successive multiplications:

$$F = (a_{-1}a_{-2}a_{-3}\cdots a_{-m})_R = a_{-1}R^{-1} + a_{-2}R^{-2} + a_{-3}R^{-3} + \cdots + a_{-m}R^{-m}$$
radix point

• Multiplying by *R* yields

$$FR = a_{-1} + a_{-2}R^{-1} + a_{-3}R^{-2} + \dots + a_{-m}R^{-m+1} = a_{-1} + F_1$$

where  $F_1$  represents the rational part of the result, and  $a_{-1}$  is the integer part

• Multiplying  $F_1$  by R yields

$$F_1R = a_{-2} + a_{-3}R^{-1} + \dots + a_{-m}R^{-m+2} = a_{-2} + F_2$$

# Number Systems and Conversion

Conversion of a decimal fraction *F* to base *R* using successive multiplications (continued):

• Next, Multiply  $F_2$  by R

$$F_2R = a_{-3} + \dots + a_{-m}R^{-m+3} = a_{-3} + F_3$$

- Repeat the process until we obtain a sufficient number of digits
- Note: The integer part obtained at each step is one of the desired digits, and the most significant digit is obtained first

Emphasis: Most significant digit is obtained first



# Number Systems and Conversion

Example: Conversion of decimal fraction *F* to base *R* using successive multiplications

#### Example

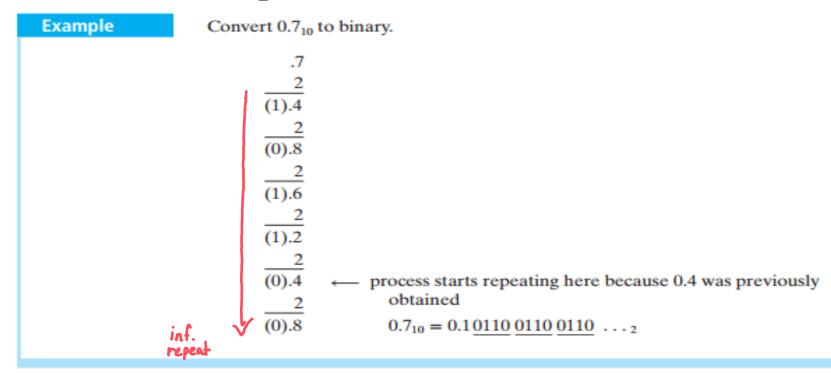
Convert 0.625<sub>10</sub> to binary.

$$F = .625$$
  $F_1 = .250$   $F_2 = .500$   
 $\times 2$   $\times 2$   $\times 2$  .625<sub>10</sub> = .101<sub>2</sub>  
 $\frac{1.250}{(a_{-1} = 1)}$   $\frac{0.500}{(a_{-2} = 0)}$   $\frac{1.000}{(a_{-3} = 1)}$ 



# Number Systems and Conversion

Example: Conversion of decimal fraction *F* to base *R* using successive multiplications



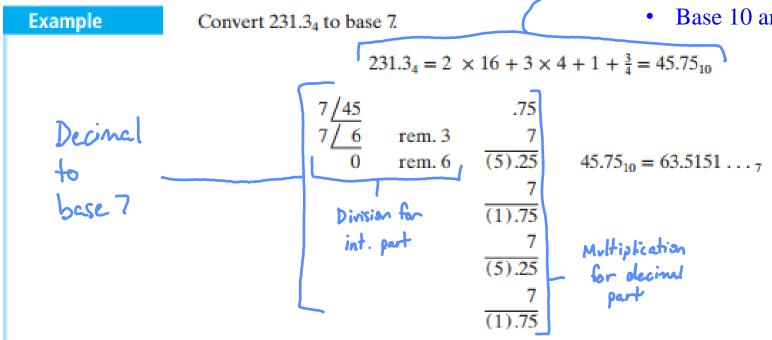
# Number Systems and Conversion

### Example: Conversion between two bases other than decimal

- In principal could be done directly
- Generally easier:  $1^{st}$  base  $\rightarrow$  base  $10 \rightarrow 2^{nd}$  base

#### Convert base 4 to decimal:

- Power series in base 4
- Base 10 arithmetic



# Number Systems and Conversion

Example: Convert 2AB.  $13_{13}$  to base 5

$$2 \times 13^{2} + 10 \times 13 + 11 + \frac{1}{13} + \frac{3}{15^{2}} = 479.0947_{10}$$

$$5 / 479$$

- I rounded to 4 digits base 10
- Extra precision at intermediate step to not introduce rounding error into final result

Check: 
$$3 \times 5^3 + 4 \times 5^2 + 4 + \frac{2}{25} + \frac{1}{125} + \frac{4}{5^4} = 479.0944$$

# Number Systems and Conversion

### Conversion from binary to hexadecimal and binary to octal:

• Conversion from binary to hexadecimal (and conversely) can be done by inspection because each hexadecimal digit corresponds to exactly four binary digits (bits).

$$1001101.010111_2 = \frac{0100}{4} \quad \frac{1101}{D} \cdot \frac{0101}{5} \quad \frac{1100}{C} = 4D.5C_{16}$$

• A similar conversion can be done from binary to octal, base 8 (and conversely), except each octal digit corresponds to three binary digits, instead of four.

$$100101101011010_2 = 100$$
  $101$   $101$   $011$   $010 = 45532_8$ 

- If the number of bits is not a multiple of 4 (for hex) or of 3 (for octal)
  - For the integer part, add leading 0s
  - For the fractional part, add trailing 0s