

Binary to Gray Conversion

- Gray Code MSB is binary code MSB.
- Gray Code MSB-1 is the XOR of binary code MSB and MSB-1.
- MSB-2 bit of gray code is XOR of MSB-1 and MSB-2 bit of binary code.
- MSB-N bit of gray code is XOR of MSB-N-1 and MSB-N bit of binary code.

8421 BCD code (Natural BCD code):

Each decimal digit 0 through 9 is coded by a 4 bit binary no. called natural binary codes. Because of the 8,4,2,1 weights attached to it. It is a weighted code & also sequential . it is useful for mathematical operations. The advantage of this code is its ease of conversion to & from decimal. It is less efficient than the pure binary, it requires more bits.

Ex: 14 → 1110 in binary

But as 0001 0100 in 8421 code.

The disadvantage of the BCD code is that , arithmetic operations are more complex than they are in pure binary . There are 6 illegal combinations 1010,1011,1100,1101,1110,1111 in these codes, they are not part of the 8421 BCD code system . The disadvantage of 8421 code is, the rules of binary addition 8421 no, but only to the individual 4 bit groups.

BCD Addition:

It is individually adding the corresponding digits of the decimal no,s expressed in 4 bit binary groups starting from the LSD . If there is no carry & the sum term is not an illegal code , no correction is needed .If there is a carry out of one group to the next group or if the sum term is an illegal code then $6_{10}(0100)$ is added to the sum term of that group & the resulting carry is added to the next group.

Ex: Perform decimal additions in 8421 code

(a) 25+13

In BCD 25 = 0010 0101

In BCD +13 = +0001 0011

38 0011 1000

No carry , no illegal code .This is the corrected sum

(b). 679.6 + 536.8

679.6 = 0110 0111 1001 .0110 in BCD
 +536.8 = +0101 0011 0010 .1000 in BCD

 1216.4 1011 1010 0110 . 1110 illegal codes
 +0110 + 0011 +0110 . + 0110 add 0110 to each

(1)0001 (1)0000 (1)0101 . (1)0100 propagate carry
 / / / /
 +1 +1 +1 +1

 0001 0010 0001 0110 . 0100

 1 2 1 6 . 4

BCD Subtraction:

Performed by subtracting the digits of each 4 bit group of the subtrahend the digits from the corresponding 4- bit group of the minuend in binary starting from the LSD . if there is no borrow from the next group , then $6_{10}(0110)$ is subtracted from the difference term of this group.

(a)38-15

In BCD 38= 0011 1000
 In BCD -15 = -0001 0101

 23 0010 0011

No borrow, so correct difference.

(b) 206.7-147.8

206.7 = 0010 0000 0110 . 0111 in BCD
 -147.8 = -0001 0100 0111 . 0110 in BCD

 58.9 0000 1011 1110 . 1111 borrows are present
 -0110 -0110 . -0110 subtract 0110

 0101 1000 . 1001

BCD Subtraction using 9's & 10's compliment methods:

Form the 9's & 10's compliment of the decimal subtrahend & encode that no. in the 8421 code . the resulting BCD no.s are then added.

EX: 305.5 – 168.8

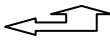
| | | | | | |
|------------------------|---------|--------------|-----------|----------------------|--------------------------|
| | 305.5 = | 305.5 | | | |
| | -168.8= | +83.1 | | 9's comp of -168.8 | |
| | | --- | | | |
| | | (1)136.6 | | | |
| | | +1 | | end around carry | |
| | | 136.7 | | corrected difference | |
| 305.5 ₁₀ = | 0011 | 0000 0101 | . | 0101 | |
| +831.1 ₁₀ = | +1000 | 0011 0001 | . | 0001 | 9's comp of 168.8 in BCD |
| --- | ----- | +1011 | 0011 0110 | . 0110 | 1011 is illegal code |
| | | +0110 | | | add 0110 |
| | | ----- | | | |
| | (1)0001 | 0011 | 0110 | . 0110 | |
| | | | | | +1 End around carry |
| | ----- | 0001 | 0011 | 0110 . 0111 | |
| | | | | = 136.7 | |

Excess three(xs-3)code:

It is a non-weighted BCD code .Each binary codeword is the corresponding 8421 codeword plus 0011(3).It is a sequential code & therefore , can be used for arithmetic operations..It is a self-complementing code.s o the subtraction by the method of compliment addition is more direct in xs-3 code than that in 8421 code. The xs-3 code has six invalid states 0000,0010,1101,1110,1111.. It has interesting properties when used in addition & subtraction.

Excess-3 Addition:

Add the xs-3 no.s by adding the 4 bit groups in each column starting from the LSD. If there is no carry starting from the addition of any of the 4-bit groups , subtract 0011 from the sum term of those groups (because when 2 decimal digits are added in xs-3 & there is no carry , result in xs-6). If there is a carry out, add 0011 to the sum term of those groups(because when there is a carry, the invalid states are skipped and the result is normal binary).

| | | | | |
|-----|-------|-------|---|-------------------------------|
| EX: | 37 | 0110 | 1010 | |
| | +28 | +0101 | 1011 | |
| | ----- | | | |
| | 65 | 1011 | (1)0101 | carry generated |
| | | +1 |  | propagate carry |
| | | ----- | | |
| | | 1100 | 0101 | add 0011 to correct 0101 & |
| | | -0011 | +0011 | subtract 0011 to correct 1100 |
| | | ----- | | |
| | | 1001 | 1000 | =65 ₁₀ |

Excess -3 (XS-3) Subtraction:

Subtract the xs-3 no.s by subtracting each 4 bit group of the subtrahend from the corresponding 4 bit group of the minuend starting from the LSD .if there is no borrow from the next 4-bit group add 0011 to the difference term of such groups (because when decimal digits are subtracted in xs-3 & there is no borrow , result is normal binary). If there is a borrow , subtract 0011 from the differenceterm(b coz taking a borrow is equivalent to adding six invalid states , result is in xs-6)

Ex: 267-175

| | | | | |
|--------|-------|-------|-------|-------------------|
| 267 = | 0101 | 1001 | 1010 | |
| -175 = | -0100 | 1010 | 1000 | |
| | ----- | | | |
| | 0000 | 1111 | 0010 | |
| | +0011 | -0011 | +0011 | |
| | ----- | | | |
| | 0011 | 1100 | +0011 | =92 ₁₀ |

Xs-3 subtraction using 9's & 10's compliment methods:

Subtraction is performed by the 9's compliment or 10's compliment

Ex:687-348 The subtrahend (348) xs -3 code & its compliment are:

9's comp of 348 = 651

Xs-3 code of 348 = 0110 0111 1011

1's comp of 348 in xs-3 = 1001 1000 0100

Xs=3 code of 348 in xs=3 = 1001 1000 0100

687 687
-348 → +651 9's compl of 348

339 (1)338
 +1 end around carry

339 corrected difference in decimal

| | | | |
|----------|---------|-------|----------------------|
| 1001 | 1011 | 1010 | 687 in xs-3 |
| +1001 | 1000 | 0100 | 1's comp 348 in xs-3 |
| ----- | ----- | ----- | |
| -(1)0010 | (1)0011 | 1110 | carry generated |

//

+1 +1 propagate carry

(1)0011 0010 1110 +1 end around carry

| | | | |
|-------|-------|-------|--------------------------------|
| 0011 | 0011 | 1111 | (correct 1111 by sub0011 and |
| +0011 | +0011 | +0011 | correct both groups of 0011 by |
| ----- | ----- | ----- | adding 0011) |
| | --- | | |

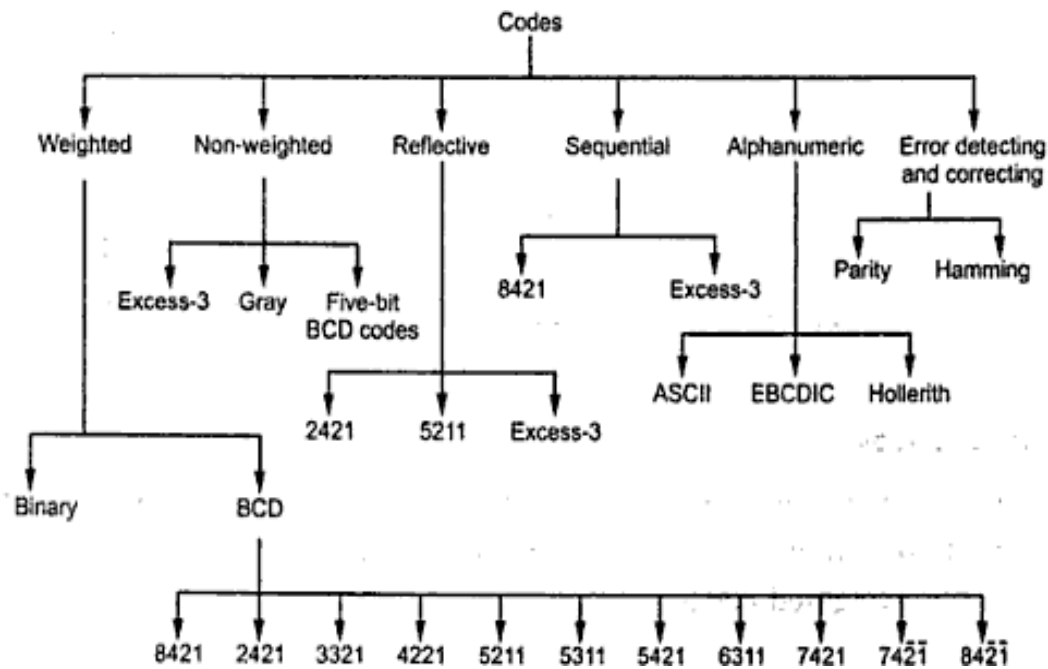
0110 0110 1100 corrected diff in xs-3 = 330₁₀

The Gray code (reflective –code):

Gray code is a non-weighted code & is not suitable for arithmetic operations. It is not a BCD code . It is a cyclic code because successive code words in this code differ in one bit position only i.e, it is a unit distance code.Popular of the unit distance code.It is also a reflective code i.e,both reflective & unit distance. The n least significant bits for 2^n through $2^{n+1}-1$ are the mirror images of thosr for 0 through 2^n-1 .An N bit gray code can be obtained by reflecting an N-1 bit code about an axis at the end of the code, & putting the MSB of 0 above the axis & the MSB of 1 below the axis.

Reflection of gray codes:

| Gray Code | | | | Decimal | 4 bit binary |
|-----------|-------|-------|-------|---------|--------------|
| 1 bit | 2 bit | 3 bit | 4 bit | | |
| 0 | 00 | 000 | 0000 | 0 | 0000 |
| 1 | 01 | 001 | 0001 | 1 | 0001 |
| | 11 | 011 | 0011 | 2 | 0010 |
| | 10 | 010 | 0010 | 3 | 0011 |
| | | 110 | 0110 | 4 | 0100 |
| | | 111 | 0111 | 5 | 0101 |
| | | 101 | 0101 | 6 | 0110 |
| | | 110 | 0100 | 7 | 0111 |
| | | | 1100 | 8 | 1000 |
| | | | 1101 | 9 | 1001 |
| | | | 1111 | 10 | 1010 |
| | | | 1110 | 11 | 1011 |
| | | | 1010 | 12 | 1100 |
| | | | 1011 | 13 | 1101 |
| | | | 1001 | 14 | 1110 |
| | | | 1000 | 15 | 1111 |



Binary codes block diagram

Error – Detecting codes: When binary data is transmitted & processed, it is susceptible to noise that can alter or distort its contents. The 1's may get changed to 0's & 1's. Because digital systems must be accurate to the digit, error can pose a problem. Several schemes have been devised to detect the occurrence of a single bit error in a binary word, so that whenever such an error occurs the concerned binary word can be corrected & retransmitted.

Parity: The simplest techniques for detecting errors is that of adding an extra bit known as parity bit to each word being transmitted. Two types of parity: Odd parity, even parity. For odd parity, the parity bit is set to a 0 or a 1 at the transmitter such that the total no. of 1 bit in the word including the parity bit is an odd no. For even parity, the parity bit is set to a 0 or a 1 at the transmitter such that the parity bit is an even no.

| Decimal | 8421 code | Odd parity | Even parity |
|---------|-----------|------------|-------------|
| 0 | 0000 | 1 | 0 |
| 1 | 0001 | 0 | 1 |
| 2 | 0010 | 0 | 1 |
| 3 | 0011 | 1 | 0 |
| 4 | 0100 | 0 | 1 |
| 5 | 0100 | 1 | 0 |
| 6 | 0110 | 1 | 0 |
| 7 | 0111 | 0 | 1 |
| 8 | 1000 | 0 | 1 |
| 9 | 1001 | 1 | 0 |

When the digit data is received, a parity checking circuit generates an error signal if the total no of 1's is even in an odd parity system or odd in an even parity system. This parity check can always detect a single bit error but cannot detect 2 or more errors within the same word. Odd parity is used more often than even parity does not detect the situation. Where all 0's are created by a short ckt or some other fault condition.

Ex: Even parity scheme

(a) 10101010 (b) 11110110 (c)10111001

Ans:

- (a) No. of 1's in the word is even is 4 so there is no error
- (b) No. of 1's in the word is even is 6 so there is no error
- (c) No. of 1's in the word is odd is 5 so there is error

Ex: odd parity

(a)10110111 (b) 10011010 (c)11101010

Ans:

- (a) No. of 1's in the word is even is 6 so word has error
- (b) No. of 1's in the word is even is 4 so word has error
- (c) No. of 1's in the word is odd is 5 so there is no error

Checksums:

Simple parity can't detect two errors within the same word. To overcome this, use a sort of 2 dimensional parity. As each word is transmitted, it is added to the sum of the previously transmitted words, and the sum retained at the transmitter end. At the end of transmission, the sum called the check sum. Up to that time sent to the receiver. The receiver can check its sum with the transmitted sum. If the two sums are the same, then no errors were detected at the receiver end. If there is an error, the receiving location can ask for retransmission of the entire data, used in teleprocessing systems.

Block parity:

Block of data shown is create the row & column parity bits for the data using odd parity. The parity bit 0 or 1 is added column wise & row wise such that the total no. of 1's in each column & row including the data bits & parity bit is odd as