Digital

## COMPLEMENTS OF NUMBERS

-Two's Complement 2 متمم

- Signed Binary Numbers $\begin{aligned} & \text { Table } 1.3 \\ & \text { Signed Binary Numbers }\end{aligned}$

| Decimal | Signed-2's <br> Complement | Signed-1's <br> Complement | Signed <br> Magnitude |
| :---: | :---: | :---: | :---: |
| +7 | 0111 | 0111 | 0111 |
| +6 | 0110 | 0110 | 0110 |
| +5 | 0101 | 0101 | 0101 |
| +4 | 0100 | 0100 | 0100 |
| +3 | 0011 | 0011 | 0011 |
| +2 | 0010 | 0010 | 0010 |
| +1 | 0001 | 0001 | 0001 |
| +0 | 0000 | 0000 | 0000 |
| -0 | - | 1111 | 1000 |
| -1 | 1111 | 1110 | 1001 |
| -2 | 1110 | 1101 | 1010 |
| -3 | 1101 | 1100 | 1011 |
| -4 | 1100 | 1011 | 1100 |
| -5 | 1011 | 1010 | 1101 |
| -6 | 1010 | 1001 | 1110 |
| -7 | 1001 | 1000 | 1111 |
|  | 1000 | - | - |

COMPLEMENTS OF NUMBERS

$$
\begin{aligned}
& (-128) \cdots 0 \cdot(127)
\end{aligned}
$$

COMPLEMENTSOFNUMBERS
二, $1(-8 \cdots+\cdots+7) ;$ 它 -

$$
\mathrm{F}_{-1}^{-8},=32=416,=18
$$



 जornر

## COMPLEMENTS OF NUMBERS

- Example:

| +6 | 00000110 | -6 | 11111010 |
| :--- | :--- | :--- | :--- | :--- |
| $\frac{+13}{+19}$ | $\frac{00001101}{00010011}$ | $\frac{+13}{+7}$ | $\frac{00001101}{00000111}$ |
| +6 | 00000110 | -6 | 11111010 |
| $\frac{-13}{-7}$ | $\frac{11110011}{11111001}$ | $\frac{-13}{-19}$ | $\frac{11110011}{11101101}$ |

COMPLEMENTSOFNUMBERS


151 ,
.

(

$$
\begin{array}{cc|ccccccccccccccc} 
& 1 & 64 & 32 & 16 & 8 & 4 & 2 & 1 & & \tilde{k} & 64 & 32 & 16 & 8 & 4 & 2
\end{array} 1
$$

COMPLEMENTSOFNUMBERS

8bit
的
؟－is，合 101111101 a in in



（品 $64+2+1$ 少



## COMPLEMENTS OF NUMBERS

## COMPLEMENTS OF NUMBERS

$$
\begin{aligned}
& \begin{array}{llllllllllll} 
& \text { (2) (1) } & 0 & 0 & 0 & 0 & 0 & 0 & & \\
+64 & 0 & 0 & 1 & 0 & 1 & 0 & 1 & 0 & 0 & +84+ & 20
\end{array}
\end{aligned}
$$

$$
\begin{aligned}
& \begin{array}{llllllll}
1 & 0 & 0 & 1 & 0 & 1 & 1 & 1 \\
128 & 4 & 2 & 1
\end{array} \quad \text { yocoseriver } \\
& 128+16+4+2+1=151=1151 \text { ש }
\end{aligned}
$$

## COMPLEMENTS OF NUMBERS

$$
\begin{aligned}
& -67 \\
& \begin{array}{ll}
1 \\
0 \\
0
\end{array}
\end{aligned}
$$

$$
\begin{aligned}
& -15)_{i}+151 \text { = }
\end{aligned}
$$

## BINARYCODES

- Binary-Coded Decimal (BCD)

It is important to realize that BCD numbers are decimal numbers and not binary numbers, although they use bits in their representation.

$$
(185)_{10}=(000110000101)_{\mathrm{BCD}}=(10111001)_{2}
$$

Binary-Coded Decimal (BCD)

| Decimal <br> Symbol | BCD <br> Digit |
| :---: | :---: |
| 0 | 0000 |
| 1 | 0001 |
| 2 | 0010 |
| 3 | 0011 |
| 4 | 0100 |
| 5 | 0101 |
| 6 | 0110 |
| 7 | 0111 |
| 8 | 1000 |
| 9 | 1001 |

## BINARYCODES

## - BCD Addition

| 4 | 0100 | 4 | 0100 | 8 | 1000 |
| ---: | ---: | ---: | ---: | ---: | ---: |
| $+\frac{5}{9}$ | $+\underline{0101}$ | $\frac{+8}{1001}$ | $+\underline{1000}$ | $\frac{+9}{1100}$ | $\frac{1001}{17}$ |
|  |  |  | $\frac{+0110}{10010}$ |  | $\frac{+0110}{10111}$ |

Consider the addition of $184+576=760$ in BCD:


Binary-Coded Decimal (BCD)

| Decimal <br> Symbol | BCD <br> Digit |
| :---: | :---: |
| 0 | 0000 |
| 1 | 0001 |
| 2 | 0010 |
| 3 | 0011 |
| 4 | 0100 |
| 5 | 0101 |
| 6 | 0110 |
| 7 | 0111 |
| 8 | 1000 |
| 9 | 1001 |

## BINARYCODES

Four Different Binary Codes for the Decimal Digits

| Decimal <br> Digit | BCD <br> $\mathbf{8 4 2 1}$ | $\mathbf{2 4 2 1}$ | Excess-3 | $\mathbf{8 , 4 ,} \mathbf{- 2 , - \mathbf { 1 }}$ |
| :---: | :---: | :---: | :---: | :---: |
| 0 | 0000 | 0000 | 0011 | 0000 |
| 1 | 0001 | 0001 | 0100 | 0111 |
| 2 | 0010 | 0010 | 0101 | 0110 |
| 3 | 0011 | 0011 | 0110 | 0101 |
| 4 | 0100 | 0100 | 0111 | 0100 |
| 5 | 0101 | 1011 | 1000 | 1011 |
| 6 | 0110 | 1100 | 1001 | 1010 |
| 7 | 0111 | 1101 | 1010 | 1001 |
| 8 | 1000 | 1110 | 1011 | 1000 |
| 9 | 1001 | 1111 | 1100 | 1111 |
|  | 1010 | 0101 | 0000 | 0001 |
| Unused | 1011 | 0110 | 0001 | 0010 |
| bit | 1100 | 0111 | 0010 | 0011 |
| combi- | 1101 | 1000 | 1101 | 1100 |
| nations | 1110 | 1001 | 1110 | 1101 |
|  | 1111 | 1010 | 1111 | 1110 |

## BINARYCODES

## - self-complementing codes

The 2421 and the excess- 3 codes are examples of self-complementing codes. Such codes have the property that the 9's complement of a decimal number is obtained directly by changing 1's to 0's and 0's to 1's (i.e., by complementing each bit in the pattern).

For example, decimal 395
is represented in the excess-3 code as 011011001000.

The 9's complement of 604 is represented as 10010011 0111, which is obtained simply by complementing each bit of the code (as with the 1 's complement of binary numbers).

## BINARYCODES

## - Gray Code



Gray Code

| Gray <br> Code | Decimal <br> Equivalent |
| :---: | :---: |
| 0000 | 0 |
| 0001 | 1 |
| 0011 | 2 |
| 0010 | 3 |
| 0110 | 4 |
| 0111 | 5 |
| 0101 | 6 |
| 0100 | 7 |
| 1100 | 8 |
| 1101 | 9 |
| 1111 | 10 |
| 1110 | 11 |
| 1010 | 12 |
| 1011 | 13 |
| 1001 | 14 |
| 1000 | 15 |

## BINARYCODES

## - Gray Code



## BINARYCODES

- American Standard Code for Information Interchange (ASCII)

American Standard Code for Information Interchange (ASCII)

| $b_{4} b_{3} b_{2} b_{1}$ | $b_{7} \mathbf{b}_{6} b_{5}$ |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 000 | 001 | 010 | 011 | 100 | 101 | 110 | 111 |
| 0000 | NUL | DLE | SP | 0 | @ | P | - | p |
| 0001 | SOH | DC1 | ! | 1 | A | Q | a | q |
| 0010 | STX | DC2 | " | 2 | B | R | b | r |
| 0011 | ETX | DC3 | \# | 3 | C | S | c | s |
| 0100 | EOT | DC4 | \$ | 4 | D | T | d | t |
| 0101 | ENQ | NAK | \% | 5 | E | U | e | u |
| 0110 | ACK | SYN | \& | 6 | F | V | f | v |
| 0111 | BEL | ETB | - | 7 | G | W | g | w |
| 1000 | BS | CAN | ( | 8 | H | X | h | x |
| 1001 | HT | EM | ) | 9 | I | Y | i | y |
| 1010 | LF | SUB | * | : | J | Z | j | z |
| 1011 | VT | ESC | + | ; | K | [ | k | \{ |
| 1100 | FF | FS | , | < | L | 1 | 1 | \| |
| 1101 | CR | GS | - | $=$ | M | ] | m | \} |
| 1110 | SO | RS | . | > | N | $\wedge$ | n | $\sim$ |
| 1111 | SI | US | 1 | ? | O | - | o | DEL |

BINARY LOGIC
Truth Tables of Logical Operations

| AND |  | OR |  |  | NOT |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $x$ | $y$ | $x \cdot y$ |  | $x$ | $y$ | $x+y$ |  |
| 0 | 0 | 0 |  | 0 | 0 | 0 | $x^{\prime}$ |
| 0 | 1 | 0 | 0 | 1 | 1 | 0 | 1 |
| 1 | 0 | 0 | 1 | 0 | 1 | 1 | 0 |
| 1 | 1 | 1 | 1 | 1 | 1 |  |  |

## - Logic Gates


(a) Two-input AND gate

(b) Two-input OR gate

(c) NOT gate or inverter

- Input-output signals for gates

| $x$ | 0 | 1 | 1 | 0 | 0 |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: |
| $y$ | 0 | 0 | 1 | 1 | 0 |
| AND: $x \cdot y$ | 0 | 0 | 1 | 0 | 0 |
| OR: $x+y$ | 0 | 1 | 1 | 1 | 0 |
| NOT: $x^{\prime}$ | 1 | 0 | 0 | 1 | 1 |




