



**BIRZEIT UNIVERSITY**

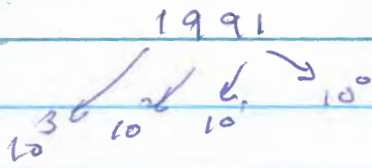
**ANSWER BOOKLET**

|                           |                   |
|---------------------------|-------------------|
| Student: <u>Digitel</u>   | Number: <u>1</u>  |
| Course: Department: _____ | Number: _____     |
| Division: _____           | Instructor: _____ |
| Date: _____               |                   |
| Day                       | Month             |
| Year                      |                   |

**For Instructor's Use**

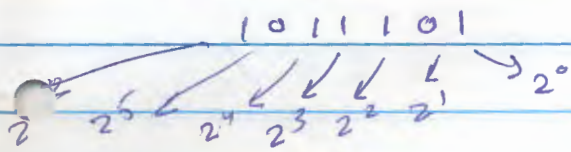
| Question | Grade |
|----------|-------|
| 1        |       |
| 2        |       |
| 3        |       |
| 4        |       |
| 5        |       |
| 6        |       |
| 7        |       |
| 8        |       |
| 9        |       |
| 10       |       |
| 11       |       |
| 12       |       |
| Total    |       |

## Numbers:-



binary

~~102456~~



(base = radix = 2)  
binary

radix base = 8  $\rightarrow$  octal

16  $\rightarrow$  hexadecimal

$$(0.1)_2 \rightarrow (1)(2^{-1}) = (0.5)_{10}$$

addition

$$1+0 = 0+1 = 1$$

$$1+1 = 0+0 = 0$$

$$(53)_{10}$$

$$(53)/2$$

26

1

13

0

6

1

3

0

1

1

0

1

$$(110101)_2$$

32

16

4

1

$$(41)_{10} = (??)_8$$

41

41

$$(153)_{10} = (??)_8$$

$$153/8$$

19

1

2

3

0

2 ↑

$$\Rightarrow (153)_{10} = (231)_8$$

Example:- convert

$$(0.6875)_{10} \rightarrow (\quad)_2$$

$$0.6875 \times 2 = 1.375 \quad \downarrow 1$$

$$0.375 \times 2 = 0.75 \quad \rightarrow 0$$

$$0.75 \times 2 = 1.5 \quad \downarrow 1$$

$$0.5 \times 2 = 1.0 \quad \downarrow 1$$

$$\rightarrow (0.6875)_{10} = (0.1011)_2$$

Example

$$(\cancel{0.333})_{10} \quad (\cancel{0.3})_{10}$$

$$(\cancel{0.333}) \times 2 = \cancel{0.666} \quad 0$$

$$\cancel{0.666} \times 2 = \quad$$

$$(0.3)_{10} =$$

$$(0.3) \times 2 = 0.6 \quad 0$$

$$(0.6) \times 2 = 1.2 \quad 1$$

$$(0.2) \times 2 = 0.4 \quad 0$$

$$(0.4) \times 2 = 0.8 \quad 0$$

$$0.8 \times 2 = 1.6 \quad 1$$

0.6

0.01001

Octal & hexadecimal & binary

11 010 101 110 . 111 101  
(7 2 5 6 . 7 5)<sub>8</sub>

hexadecimal

0 1 2 ... 9 A B C D E F

F = 1111

G 5 2 . 1 3 4  
110 101 010 . 001 011 111

(1111 1010 1110)<sub>2</sub>  
(E A E)<sub>H</sub>

complements

9's complement

(234)

→ ~~complement~~ 9's complement -

$$999 - 234 = 765$$

2 3 4

7 6 5

0123 <sup>9's complement</sup> → = 9 8 7 6

(1 0 1 1 0) 1's complement

= 0 1 0 0 1

~~10's~~ 10's complement = 9's + 1

2 4 6 7 00

<sup>9's</sup> 7 5 3 2 9 9

<sup>10's</sup> 7 5 3 3 0 0

0 1 1 0

<sup>1's</sup> 1 0 0 1

<sup>2's</sup> 1 0 1 0

In computer hardware it is better to implement the subtract as addition.

example:

$$\begin{array}{r} 72532 \\ \text{M} \end{array} - \begin{array}{r} 3250 \\ \text{N} \end{array}$$

$$M = 72532$$

$$10^5 \text{ comp. of } N = \begin{array}{r} 99999 \\ \text{Same no. of digits} \end{array}$$

$$\begin{array}{r} 99999 \\ 1069282 \end{array}$$

$$\Rightarrow \text{ans} = 69282$$

opposite

$$3250 - 72532$$

$$M = 03250$$

$$10^5 \text{ complement of } N = \begin{array}{r} 27468 \end{array}$$

$$30218$$

$$10^5 \text{ complement} = (-) 69282$$

same thing for binary

\* \* \* section 1 → 2

## 1.6 Signed Binary Numbers

\* (+) & (-) are not used in hardware?

\* by convention (bit 0 for +ve, 1 for -ve).

\* binary numbers: signed & unsigned

left most for sign

eg 1 1 0 0 1

unsigned = 25

signed = -9

} signed-magnitude

\* ~~we can~~ positive numbers <sup>(signed)</sup> are presented by ~~one~~  
one way

eg 7 = 111

00000111  
← +ve sign.

\* There are three different ways to represent negative numbers

\* signed-magnitude +7 = 00000111  
-7 = 10000111

\* signed-1's-complement rep.

+7 = 00000111

-7 = 11111000

## \* Arithmetic operations

- Addition & subtraction

$$9 - 15 = - (15 - 9) = -6$$

sign This is not the case in the hardware.  
(same thing for signed-magnitude)

but in signed complement no need for comparison between the numbers  
(it is only addition process)

\* A carry out of the sign-bit position is discarded

Examples (from book) :

$$\begin{array}{r} +6 \quad 0000110 \\ +13 \quad 0001101 \\ \hline +19 \quad 0010011 \end{array}$$

$$\begin{array}{r} -6 \quad 1111010 \\ +13 \quad 0001101 \\ \hline +7 \quad \textcircled{X} 0000011 \end{array}$$

↓

$$\begin{array}{r}
 +6 \quad \quad \quad 0 \ 0 \ 0 \ 0 \ 0 \ 1 \ 1 \ 0 \\
 -13 \quad \quad \quad 1 \ 1 \ 1 \ 1 \ 0 \ 0 \ 1 \ 1 \\
 \hline
 -7 \quad \quad \quad 1 \ 1 \ 1 \ 1 \ 1 \ 0 \ 0 \ 1
 \end{array}$$

$$-(00000111) = -7$$

2's complement since the sign is -ve

### Binary codes:

n-bit binary code  $\nearrow$  is a group of n bits  
 $a_1, a_2, a_3, \dots, a_n$   
 $a_i$  either 0 or 1

-  $2^n$  distinct combination can be presented with n bits.

- to represent m combination we need  $\lceil \log_2 m \rceil$  bits

e.g. by 3 bits we can make 8 combination

for ~~7~~ 5 combination we need  $\lceil \log_2 5 \rceil = 3$  (at least)

$$\log x = \frac{\log_{10} x}{\log_{10} a} \quad ??$$

~~⇒ by n bits~~  
from 0 to  $2^n - 1$  can be presented  
by n-bits

### \* BCD Code (binary coded decimal).

- BCD coding is a way to represent the decimal digits by means of a code that contains 1's & 0's, by this, it will be possible to perform the arithmetic operations directly with decimal numbers when they are stored in the computer in coded form.

- There are some unassigned bit combinations if the number of elements in the set is not a multiple power of 2. (as in BCD (in BCD 6 states are not assigned))

| Decimal | BCD digit |
|---------|-----------|
| 0       | 0000      |
| 1       | 0001      |
| 2       | 0010      |
| 3       | 0011      |
| ⋮       | ⋮         |
| 9       | 1001      |

(as normal binary) up to now but

If we want to represent more than 1 digit then it will be different from binary conversion

$$\text{eg } (9)_{10} = (1001)_{\text{BCD}} = (1001)_2$$

$$\text{eg } (15)_{10} = (0001\ 0101)_{\text{BCD}} = (1111)_2$$

BCD is decimal not binary.

### \* BCD Addition

#### example 1

$$\begin{array}{r} 2 \\ + 3 \\ \hline 5 \end{array} \qquad \begin{array}{r} 0010 \\ 0011 \\ \hline 0101 \end{array}$$

Addition result is OK as well as the sum is less than or equal to 9.

#### Example 2:

$$\begin{array}{r} 7 \\ + 3 \\ \hline 10 \end{array} \qquad \begin{array}{r} 0111 \\ 0011 \\ \hline 1010 \\ 0110 \\ \hline 1000 \end{array}$$

(10 in binary but this is not BCD.)

← 6

← (0001 0000)<sub>BCD</sub>

✓

### Example

$$\begin{array}{r} \cancel{120} \\ 1 \\ 37 \\ + 96 \\ \hline 133 \end{array}$$

Handwritten binary addition of 1010111 and 1101101. The numbers are aligned vertically, and the result 10001100 is shown below. Arrows point to the carry bits 1 and 3.

$$\begin{array}{r}
 1010111 \\
 + 1101101 \\
 \hline
 10001100
 \end{array}$$

## \* to Section 8-9

### Example

$$\begin{array}{cccccccc|cccc}
 3 & 7 & 0 & 0 & 1 & 1 & 0 & 1 & 1 & 1 \\
 -9 & 6 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\
 \hline
 & & 1 & 0 & 1 & 0 & 0 & 1 & 0 & 1 & 1 \\
 & & & & & & & & 0 & 1 & 0 \\
 & & & & & & & & \hline
 & & & & & & & & 0 & 0 & 0 & 1
 \end{array}$$

An arrow points from the circled '1' in the second row, third column to the word "sign" written below the first row.

1 0 1 00 000 1  
6 0 1 61 100 1 = -59

## Other decimal codes

- BCD 8421 ✓

- 2421 code

0 0 0 0

→ 0

1 1 1 1

9

1 0 0 0

2

0 0 1 0

2

} more than one possibility for coding

(BCD & 2421) codes are examples of weighted codes; adding the weight of digits will 1 binary

e.g.

2 4 2 1

1 0 1 1 = 2 + 2 + 0 + 1

= 5

- The advantage of 2421 is self complementing code

e.g.

7

2

4

2

1

0 1 1 1

1 0 0 0

2 complement of 7

- Excess 3 Code

0  $\rightarrow$  00 11

1  $\rightarrow$  01 00

9  $\rightarrow$  11 00

advantage: self + complement code

eg  
1  $\rightarrow$  0 1 1 0 0

8  $\leftarrow$  1 0 1 1 1 ✓

- 8 4 -2 -1 code

(include negative)

In all codes there are some unused states

\* \* \*

Section 4.1 1:00 - 2:00

## ④ Gray code

0000 0001 0011 0100 1001 1010

0000 0001 0011 0100 0101 0110 0111 0100  
0 1 2 3 4 5 6 7

Advantage: one change only for consequent numbers.

it will be used ~~rather~~ a lot in this ~~part~~ course.

## ④ ASCII character code

128 char 7 bits

e.g. A 1000001  
B 1000010

ASCII (American standard code for Information Interchange), is

\* Also control chars are included (e.g. DEL) for delete

## ⊕ Error Detecting Code

- it mainly used for error-check in data communication (parity check)
- two types of parity check: even & odd.

even

ASCII A = 1 0 0 0 0 0 0 1

with even A will be sent like

0 1 0 0 0 0 0 0 1

with odd parity it will be sent

1 1 0 0 0 0 0 0 1

⊕ even parity is more common

⊕ error detection (eg even parity)

A will be sent as 1 0 0 0 0 0 0 1

if it received as 0 0 0 0 0 0 0 1

→ error will be detected since parity is odd.

but even number of errors will not be detected (only odd no. will be detected).