

Digital Data Encoding & Logic

Medical Electrical Equipment (BME590L)

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Digital Data

- ▶ Binary states: HIGH and LOW
- ▶ LOW is commonly GND.
- ▶ HIGH is commonly either 5, 3.3 or 1.8 V.
- ▶ Why binary? Electronics really can only represent “On” and “Off” states at the lowest level in hardware.

Binary (base2) Numbers

- ▶ base10 (decimal): 0-9 in summed powers of 10.
- ▶ base2 (binary): 0, 1 in summed powers of 2.
- ▶ Convert binary to decimal: $a_n 2^n + a_{n-1} 2^{n-1} + \dots + a_1 2^1 + a_0 2^0$
- ▶ Common binary number lengths:

Length	Name	Example
1	Bit	0
4	Nibble	1001
8	Byte	10011011

- ▶ **Word:** length dependent on system architecture (16-, 32- or 64-bits)

Convert Decimal to Binary: Binary Search

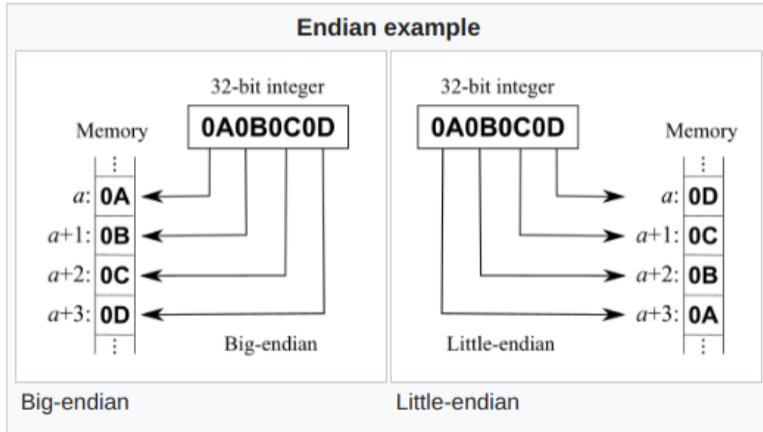
1. Find largest power of 2 not larger than your number.
2. Subtract that number from decimal and then find the next power of 2 not greater than the remainder.
3. Each power of 2 that remains and is subtracted contributes a bit for that power of 2.
4. **Task:** Convert 155 to a binary number.

Convert 155 to binary...

$$155 = 128 \times 1 + 64 \times 0 + 32 \times 0 + 16 \times 1 + 8 \times 1 + 4 \times 0 + 2 \times 1 + 1 \times 1$$

$$155_{10} = 10011011_2$$

Endianess



<https://en.wikipedia.org/wiki/Endianness>

Binary Encoding: Hexadecimal (“Hex”, base16)

- ▶ Uses 0–9 and A–F to represent values 0-15.
- ▶ Hex is indicated by a 16-subscript or the prefix 0x.
- ▶ For example: $22546_{10} == 5812_{16} == 0x5812 == 101100000010010_2$
- ▶ Binary representation quickly becomes too cumbersome. Hex is better, but longer data streams can benefit from even longer word lengths.

<https://en.wikipedia.org/wiki/Hexadecimal>

Binary Encoding: base64

Index	Binary	Char	Index	Binary	Char	Index	Binary	Char	Index	Binary	Char
0	000000	A	16	010000	Q	32	100000	g	48	110000	w
1	000001	B	17	010001	R	33	100001	h	49	110001	x
2	000010	C	18	010010	S	34	100010	i	50	110010	y
3	000011	D	19	010011	T	35	100011	j	51	110011	z
4	000100	E	20	010100	U	36	100100	k	52	110100	0
5	000101	F	21	010101	V	37	100101	l	53	110101	1
6	000110	G	22	010110	W	38	100110	m	54	110110	2
7	000111	H	23	010111	X	39	100111	n	55	110111	3
8	001000	I	24	011000	Y	40	101000	o	56	111000	4
9	001001	J	25	011001	Z	41	101001	p	57	111001	5
10	001010	K	26	011010	a	42	101010	q	58	111010	6
11	001011	L	27	011011	b	43	101011	r	59	111011	7
12	001100	M	28	011100	c	44	101100	s	60	111100	8
13	001101	N	29	011101	d	45	101101	t	61	111101	9
14	001110	O	30	011110	e	46	101110	u	62	111110	+
15	001111	P	31	011111	f	47	101111	v	63	111111	/
Padding	=										

<https://en.wikipedia.org/wiki/Base64>

Text Encoding: ASCII

Column Row	b ₄	b ₃	b ₂	b ₁	b ₀	0	1	2	3	4	5	6	7
0	0	0	0	0	0	NUL	DLE	SP	0	@	P	`	p
1	0	0	0	1	1	SOH	DC1	!	1	A	Q	a	q
2	0	0	1	0	2	STX	DC2	"	2	B	R	b	r
3	0	0	1	1	3	ETX	DC3	#	3	C	S	c	s
4	0	1	0	0	4	EOT	DC4	\$	4	D	T	d	t
5	0	1	0	1	5	ENQ	NAK	%	5	E	U	e	u
6	0	1	1	0	6	ACK	SYN	&	6	F	V	f	v
7	0	1	1	1	7	BEL	ETB	'	7	G	W	g	w
8	1	0	0	0	8	BS	CAN	(8	H	X	h	x
9	1	0	0	1	9	HT	EM)	9	I	Y	i	y
10	1	0	1	0	10	LF	SUB	*	:	J	Z	j	z
11	1	0	1	1	11	VT	ESC	+	;	K	[k	{
12	1	1	0	0	12	FF	FS	,	<	L	\	l	
13	1	1	0	1	13	CR	GS	-	=	M]	m	}
14	1	1	1	0	14	SO	RS	.	>	N	^	n	~
15	1	1	1	1	15	SI	US	/	?	O	_	o	DEL

<https://en.wikipedia.org/wiki/ASCII>

Text Encoding: UTF-8

- ▶ Unicode Transformation Format - 8-bit
- ▶ 1,112,064 “code points”
 - ▶ Characters for multiple languages
 - ▶ Symbols
 - ▶ Emojis

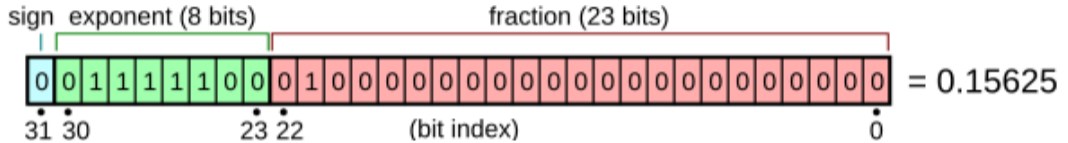
<https://en.wikipedia.org/wiki/UTF-8>

Data Types

Common data types (in C, assuming 16-bit word length):

- ▶ **boolean** (1- or 8-bit): true/false (1/0)
- ▶ **byte** (8-bit): unsigned, 0–255
- ▶ **char** (8-bit): signed, -128–127
- ▶ **int** (16-bit): signed, -32768–32767
- ▶ **uint** (16-bit): unsigned, 0–65535
- ▶ **long** (32-bit): signed, -2147483648–2147483647
- ▶ **float** (32-bit): signed, -3.4028235E38–3.4028235E38

Floating Point Numbers



$$12.345 = \underbrace{12345}_{\text{significand}} \times \underbrace{10^{-3}}_{\text{base}}^{\text{exponent}}$$

Data Type Operations

- ▶ You **cannot** use different data types in mathematical operations. You must **typecast**.
- ▶ Watch out for integer math that will yield a non-integer result.
- ▶ If your mathematical operation exceeds the min/max value of the bit depth, the data will “wrap” around.
 - ▶ $11111111 + 1 = 100000000$, but...
 - ▶ $100000000 \rightarrow 00000000$ (8-bit word)

Declaring Variables with Data Types

- ▶ Why not always just use the largest bit-depth floats?!
- ▶ Matlab makes everything a `double`.
- ▶ Python infers data type.
- ▶ nRF52833 only has 128 kB of RAM.
- ▶ Example of variable declarations:

```
https://gitlab.oit.duke.edu/mhealthtympanometer/  
mhealth-tymp-firmware/-/blob/main/mhealth-tymp/src/main.c#  
L69
```

Logic Gates

INVERT (NOT)

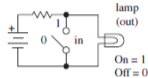


Truth table

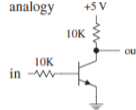
in	out
0	1
1	0

0 = LOW voltage level
1 = HIGH voltage level

Switch analogy



Transistor analogy



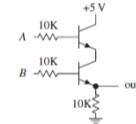
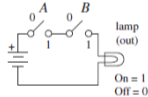
Description

A NOT gate or *inverter* outputs a logic level that's the opposite (complement) of the input logic level.

AND



A	B	out
0	0	0
0	1	0
1	0	0
1	1	1

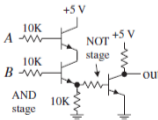
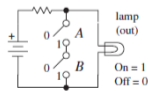


The output of an AND gate is HIGH only when both inputs are HIGH.

NAND



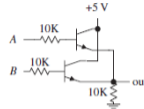
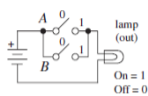
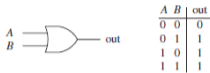
A	B	out
0	0	1
0	1	1
1	0	1
1	1	0



Combines the NOT function with an AND gate; output only goes LOW when both inputs are HIGH.

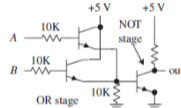
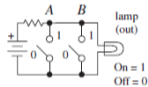
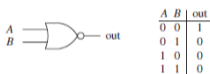
Logic Gates

OR



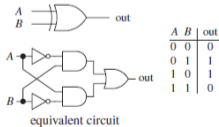
The output of an OR gate will go HIGH if one or both inputs goes HIGH. The output only goes LOW when both inputs are LOW.

NOR



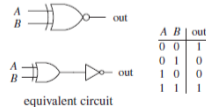
Combines the NOT function with an OR gate; output goes LOW if one or both inputs are LOW, output goes HIGH when both inputs are LOW.

Exclusive OR (XOR)



The output of an XOR gate goes HIGH if the inputs are different from each other. XOR gates only come with two inputs.

Exclusive NOR (XNOR)



Combines the NOT function with an XOR gate; output goes HIGH if the inputs are the same.

Before next lecture...

Please read the following sections in *Practical Electronics for Inventors*:

- 4.1 Semiconductors
- 4.2 Diodes
- 4.3 Transistors