

## Episode 8.01 - Intro to Error Detection

(Transcript URL: <https://intermation.com/episode-8-01-intro-to-error-detection/>)

**Show Description:** Digital data has many benefits, but what happens if it's in error? Moreover, how can we tell if a bit has been flipped? Our discussion begins with parity.

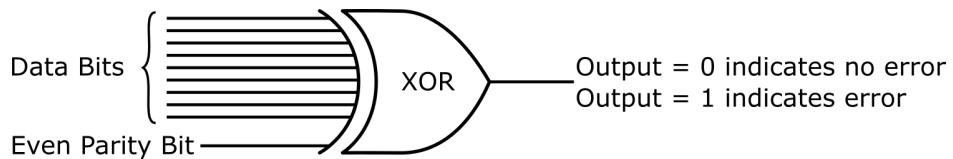
Podcast Timestamp	Supporting Details															
<b>3:12</b>	<p style="text-align: center;"><b>Using Exclusive-OR Gates to Perform 2-out-of-3 Voting Logic</b></p> <table border="1" style="width: 100%; border-collapse: collapse; margin: 10px auto;"> <thead> <tr> <th style="width: 15%;">A-B XOR Output</th> <th style="width: 15%;">B-C XOR Output</th> <th style="width: 70%;">Condition</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">0</td> <td style="text-align: center;">0</td> <td>All three sensors agree</td> </tr> <tr> <td style="text-align: center;">0</td> <td style="text-align: center;">1</td> <td>Sensor C disagrees - go with A or B</td> </tr> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">0</td> <td>Sensor A disagrees - go with B or C</td> </tr> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">1</td> <td>Sensor B disagrees - go with A or C</td> </tr> </tbody> </table>	A-B XOR Output	B-C XOR Output	Condition	0	0	All three sensors agree	0	1	Sensor C disagrees - go with A or B	1	0	Sensor A disagrees - go with B or C	1	1	Sensor B disagrees - go with A or C
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<b>7:44</b>	<p style="text-align: center;"><b>Computation of Parity Bits</b></p> <table border="1" style="width: 100%; border-collapse: collapse; margin: 10px auto;"> <thead> <tr> <th style="width: 15%;">Element to Store</th> <th style="width: 15%;">Binary Representation</th> <th style="width: 15%;">Number of Ones</th> <th style="width: 15%;">Computed Odd Parity Bit</th> <th style="width: 15%;">Computed Even Parity Bit</th> </tr> </thead> <tbody> <tr> <td>Unicode 'K'</td> <td style="text-align: center;">01001011</td> <td style="text-align: center;">4 (even)</td> <td style="text-align: center;">1</td> <td style="text-align: center;">0</td> </tr> <tr> <td>Integer 25</td> <td style="text-align: center;">00011001</td> <td style="text-align: center;">3 (odd)</td> <td style="text-align: center;">0</td> <td style="text-align: center;">1</td> </tr> </tbody> </table>	Element to Store	Binary Representation	Number of Ones	Computed Odd Parity Bit	Computed Even Parity Bit	Unicode 'K'	01001011	4 (even)	1	0	Integer 25	00011001	3 (odd)	0	1
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<b>8:49</b>	<p style="text-align: center;"><b>Using Parity to Detect Error</b></p> <table border="1" style="width: 100%; border-collapse: collapse; margin: 10px auto;"> <thead> <tr> <th style="width: 20%;">Data Element Retrieved</th> <th style="width: 15%;">Even Parity Bit Retrieved</th> <th style="width: 25%;">Sum of 1's Across Data and Parity</th> <th style="width: 40%;">Even Parity Result</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">01100001</td> <td style="text-align: center;">1</td> <td style="text-align: center;">4 (even)</td> <td style="text-align: center;"><b>No Error</b></td> </tr> <tr> <td style="text-align: center;">11011000</td> <td style="text-align: center;">1</td> <td style="text-align: center;">5 (odd)</td> <td style="text-align: center;"><b>Error</b></td> </tr> </tbody> </table>	Data Element Retrieved	Even Parity Bit Retrieved	Sum of 1's Across Data and Parity	Even Parity Result	01100001	1	4 (even)	<b>No Error</b>	11011000	1	5 (odd)	<b>Error</b>			
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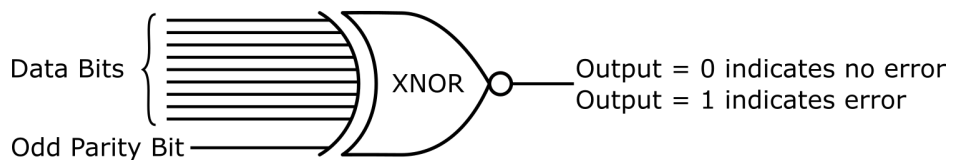
Supporting  
Details

9:38

**Using Digital Logic to Detect a Parity Error**



Error Detection Logic for an Even Parity Bit



Error Detection Logic for an Odd Parity Bit

**Sample Problems**

- Identify each of the binary data elements shown below that is in error according to the corresponding even parity bit given.

	Data Element (in Binary)	Even Parity Bit
a.)	10111101	1
b.)	00110010	1
c.)	01000001	0
d.)	01011101	1

- Identify each of the binary data elements shown below that is in error according to the corresponding odd parity bit given.

	Data Element (in Binary)	Odd Parity Bit
a.)	00011111	0
b.)	11100101	1
c.)	01010011	1
d.)	10010100	0

- Generate the even parity bits for the following binary values: 01101101, 10111110, 00000000.
- Generate the odd parity bits for the following binary values: 01101101, 10111110, 00000000.