

# Babylon

$$[0 \cdot 30]_{60} = 0 \cdot 5$$

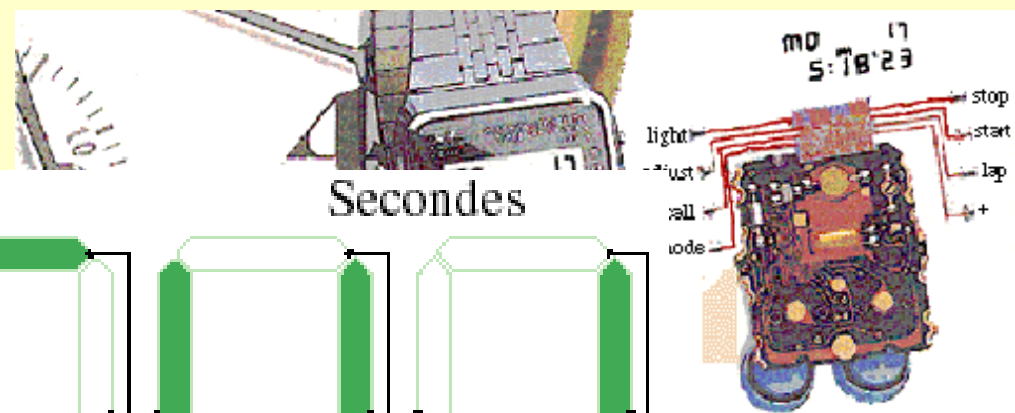
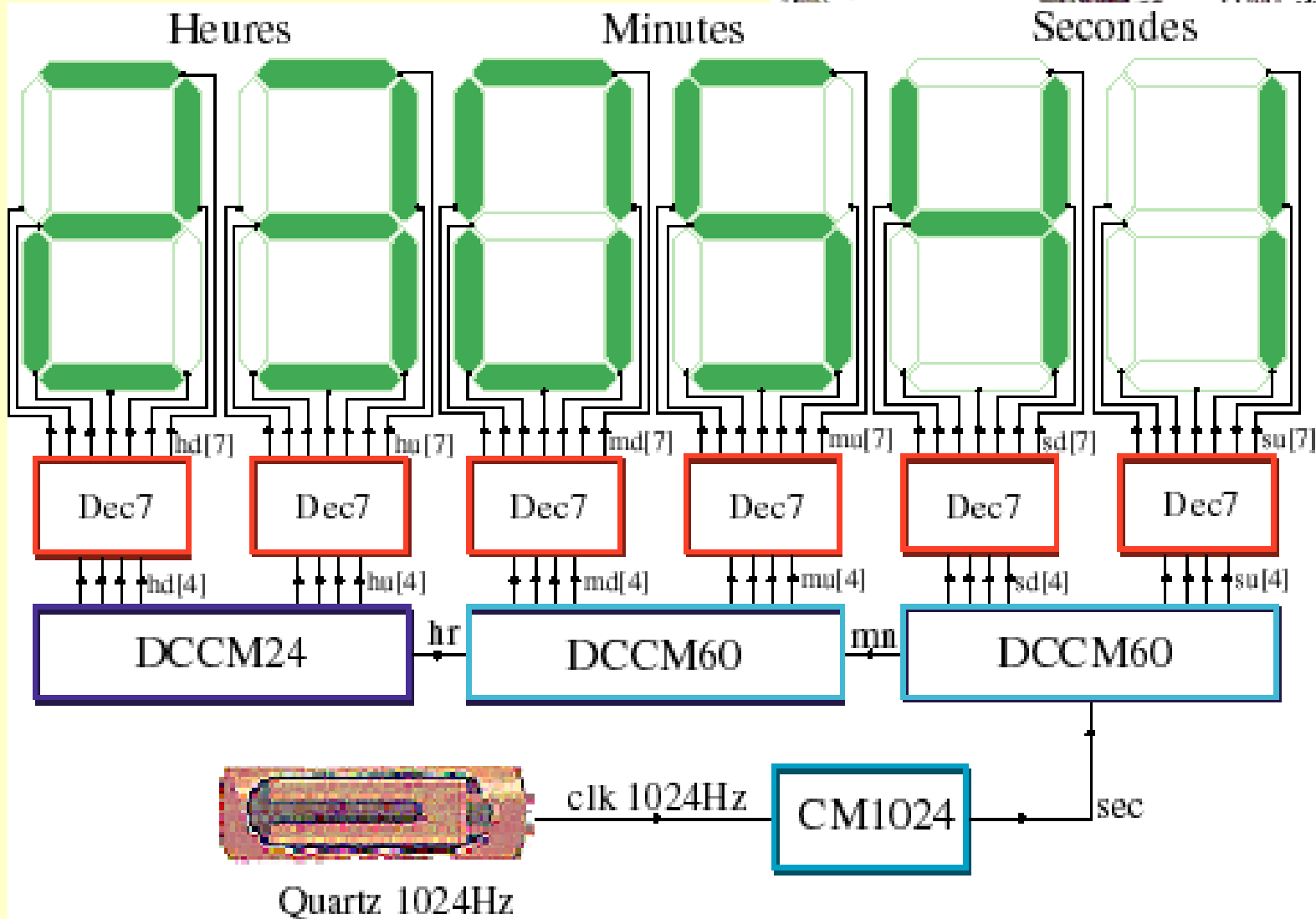
$$[1 \cdot 24 \ 51 \ 10]_{60} = 1 \cdot 414213...$$

$$[1 \cdot 24 \ 51 \ 10]_{60}$$

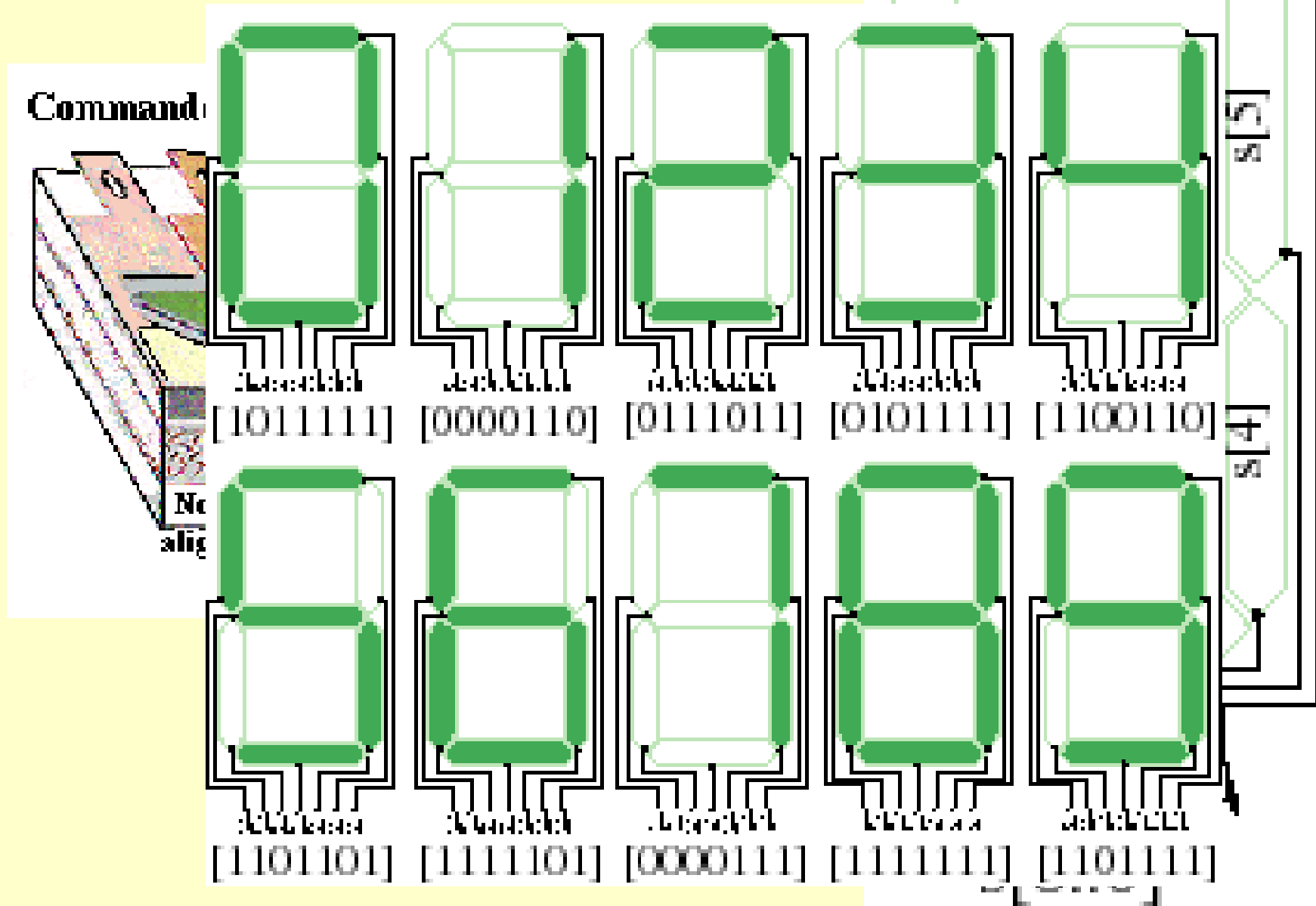
$$[0 \cdot 42 \ 25 \ 35]_{60} = 0 \cdot 707106...$$

$$[42 \ 25 \ 35]_{60}$$

# Digital Watch



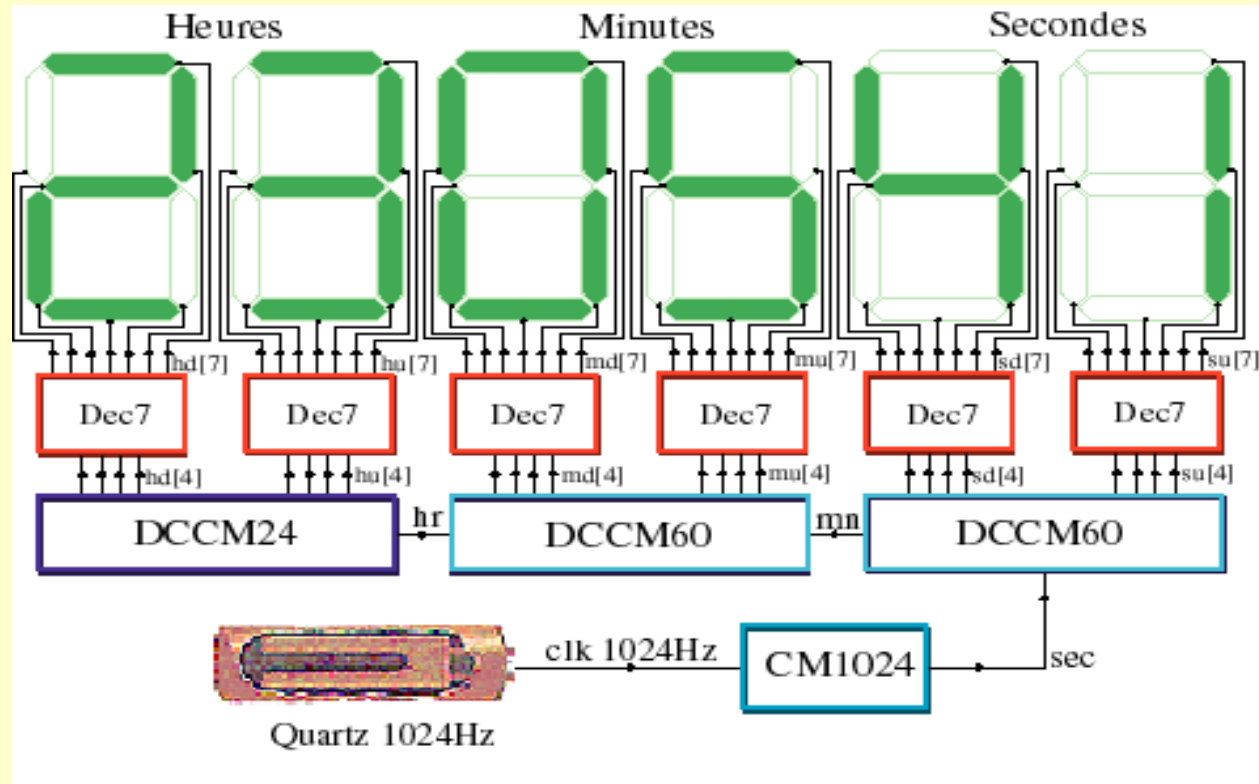
# Liquid Crystal



# Digital Watch: Structure

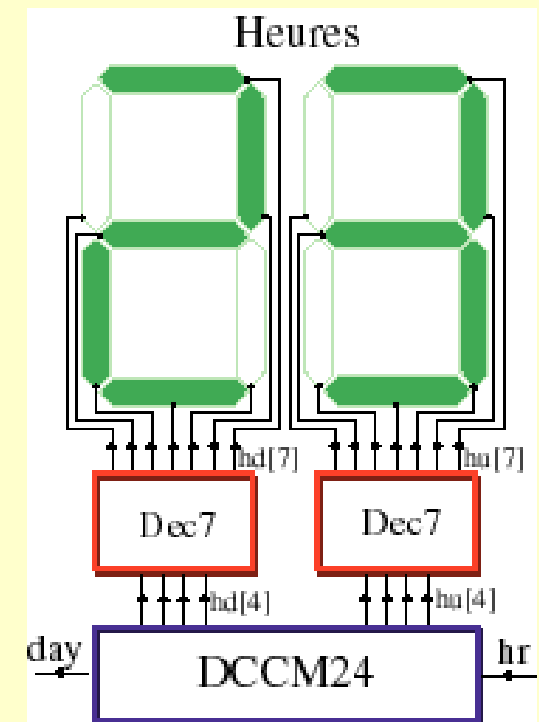
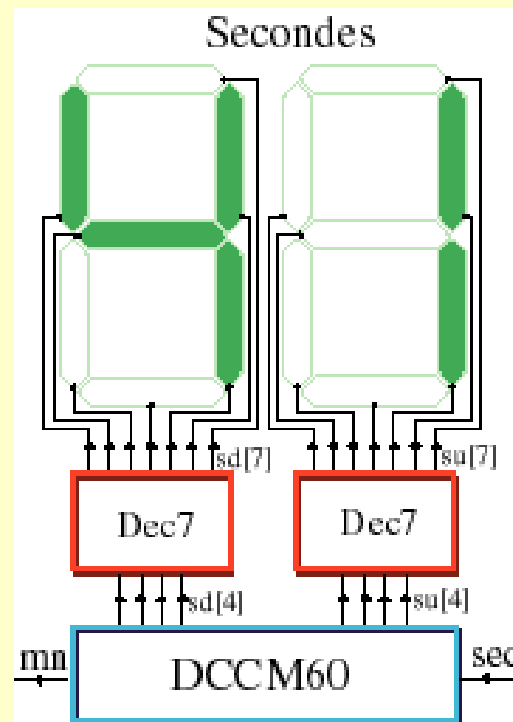
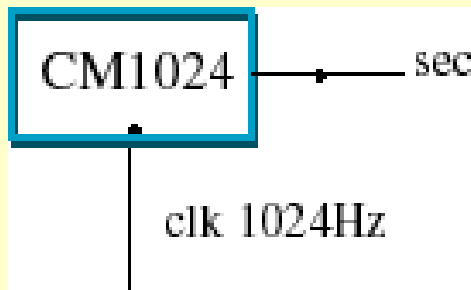
```

fun Montre()=(Six7Segs:net[7][6], day:net)
{
  // Divides quartz frequency by 1024
  sec = CM1K();
  (DCB[0],DCB[1],mn) = CM60(sec);
  (DCB[2],DCB[3],hr) = CM60(mn);
  (DCB[4],DCB[5],day) = CM24(hr);
  // Decode from Binary Coded Decimal
  // to 7 segment display
  for (k<6)
    Six7Segs[k] = Decode7segs(DCB[k]);
}
    
```

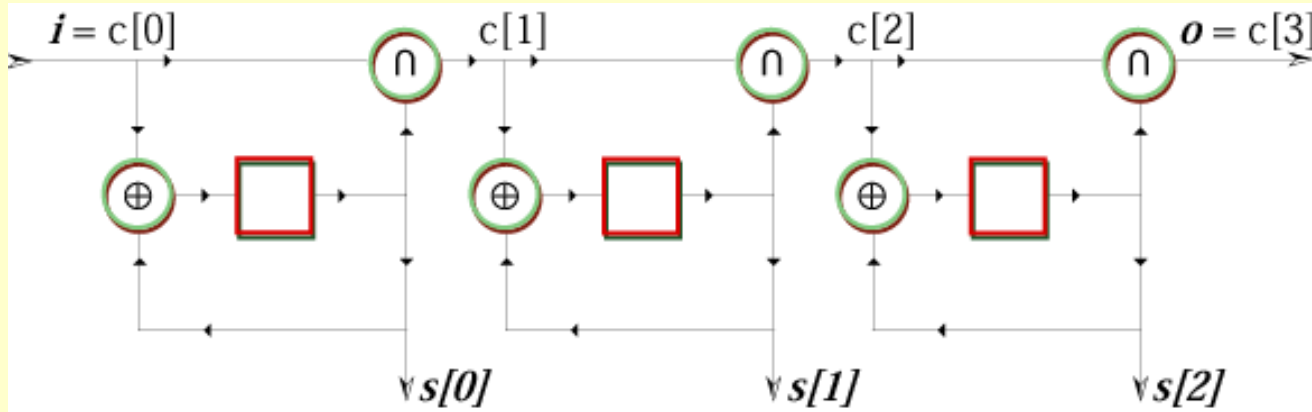


# Digital Watch: Components

1. Counter Modulo 1024: CM1024
2. Counter Modulo 60: DCCM60
3. Counter Modulo 24: DCCM24
4. Seven Segment Decode: DEC7



# Binary Counter



// Binary n bit counter

```
fun Counter(n:int)(incr:net) = (s:net[n], ovfl:net)
```

```
{
```

```
  c[0]=incr; // carry in
```

```
  ovfl=c[n]; // carry out
```

```
  for (k<n) {
```

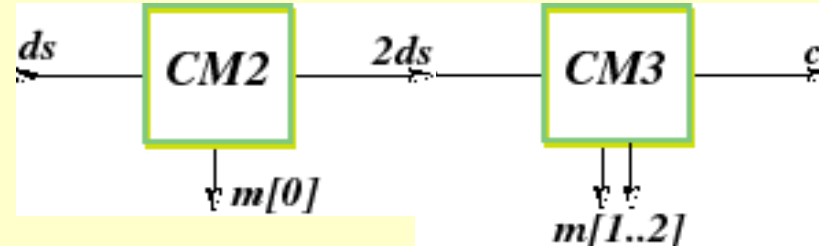
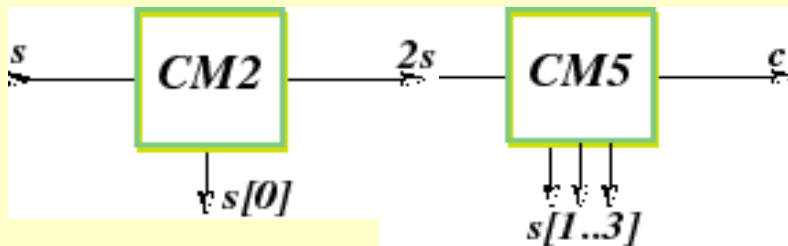
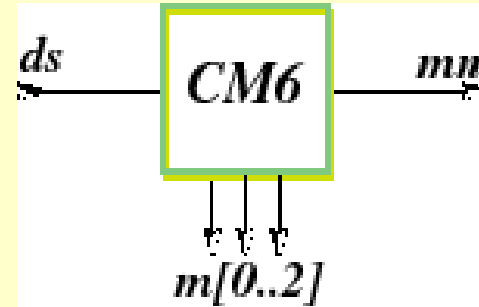
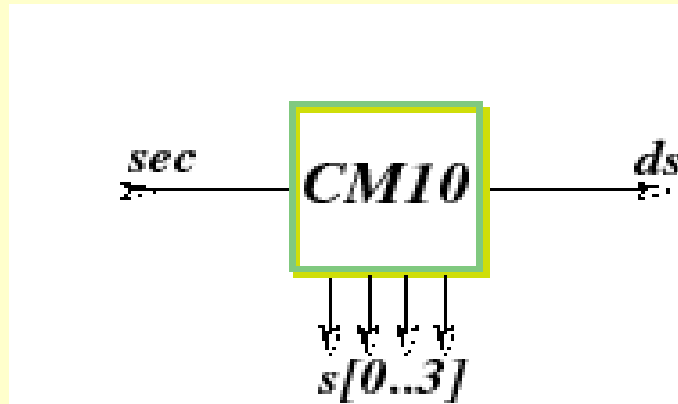
```
    s[k] = reg(s[k] ^ c[k]);
```

```
    c[k+1] = s[k] & c[k];
```

```
  }
```

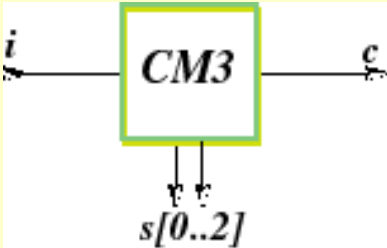
```
}
```

# Counter Modulo 60

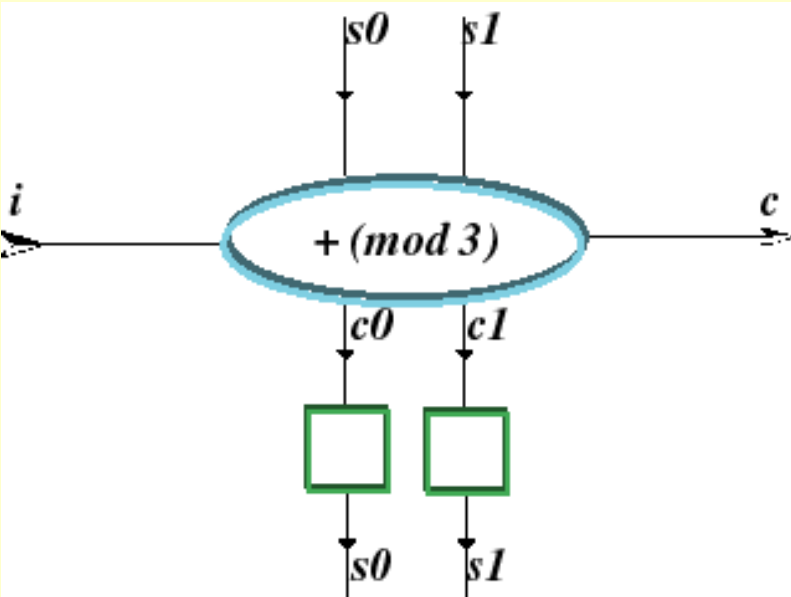


1. Counter Modulo 2: CM2
2. Counter Modulo 3: CM3
3. Counter Modulo 5: CM5

# Counter Modulo 3



$$i+s_0+2s_1= c_0+2c_1 \pmod 3$$

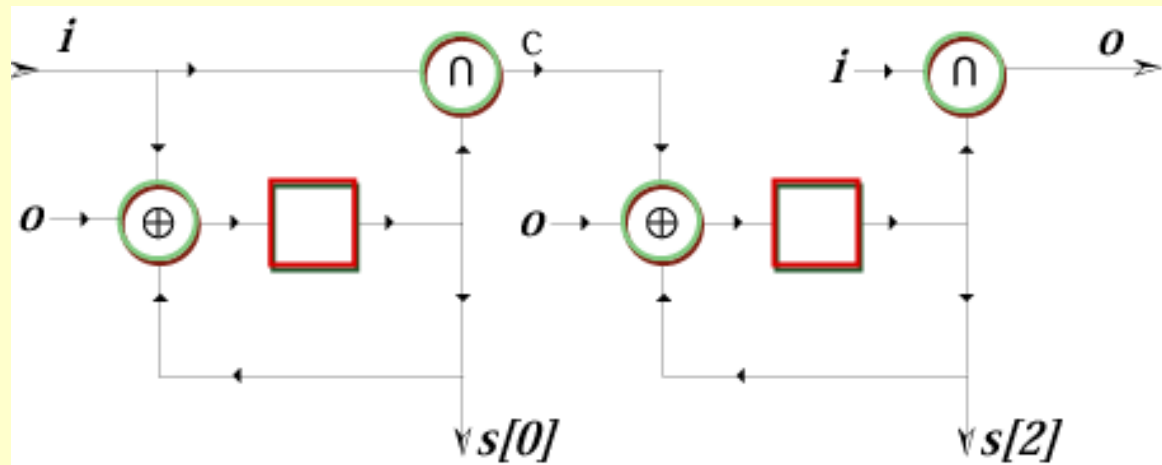
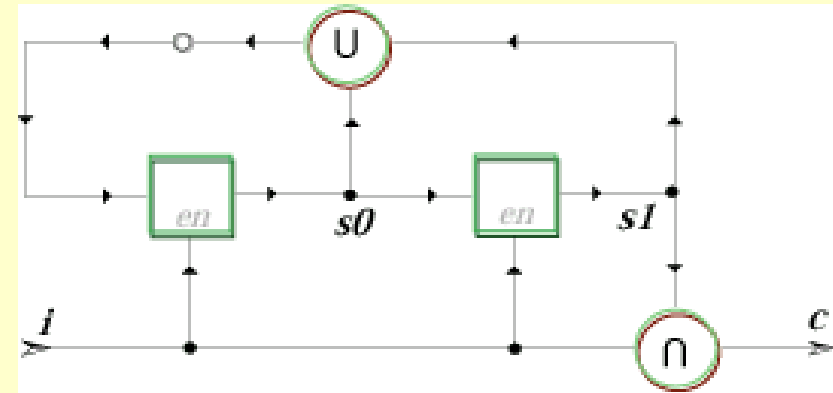
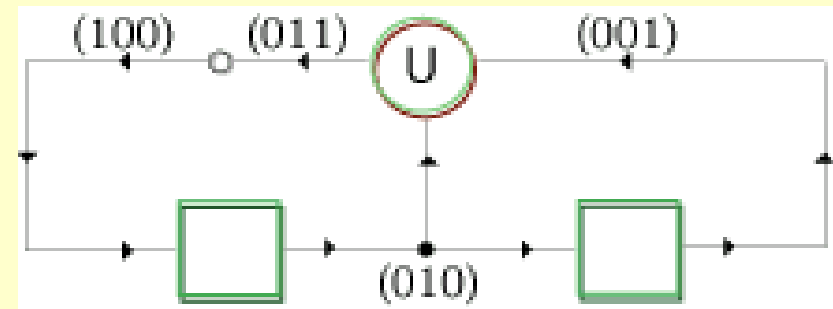
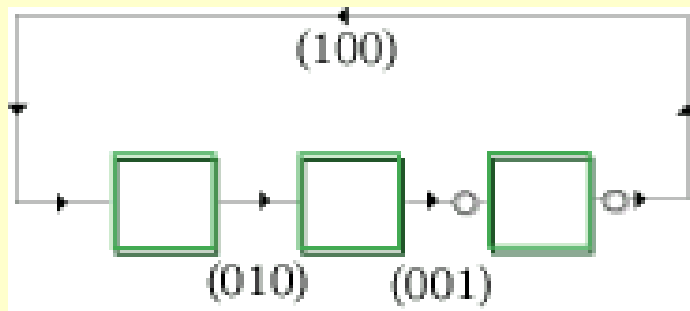


$$c_0 = (1-i)s_0+i(1-s_0)(1-s_1)$$
$$c_1 = (1-i)s_1+i s_0 (1-s_1)$$
$$c = i s_1$$

i	s[0]	s[1]	c[0]	c[1]	c
0	0	0	0	0	0
0	1	0	1	0	0
0	0	1	0	1	0
0	1	1	*	*	*
1	0	0	1	0	0
1	1	0	0	1	0
1	0	1	0	0	1
1	1	1	*	*	*



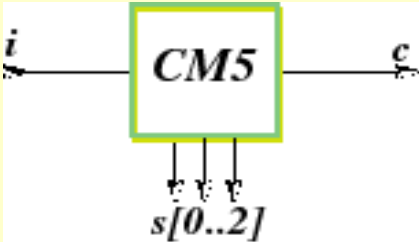
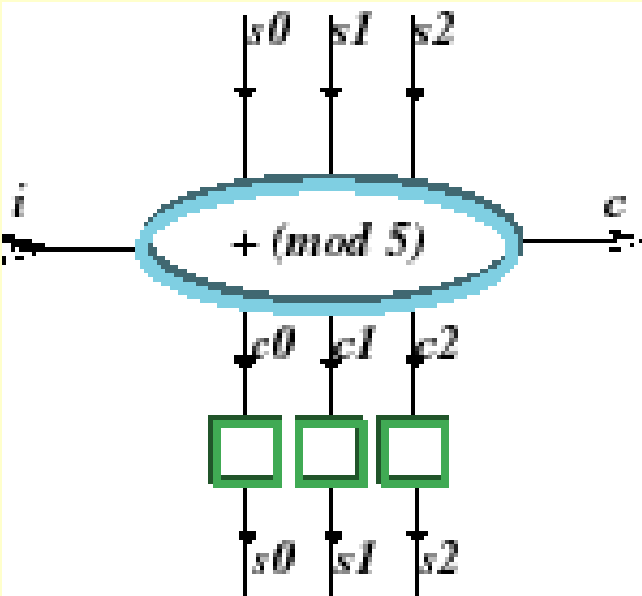
# Counters Modulo 3



# Counter Modulo 5

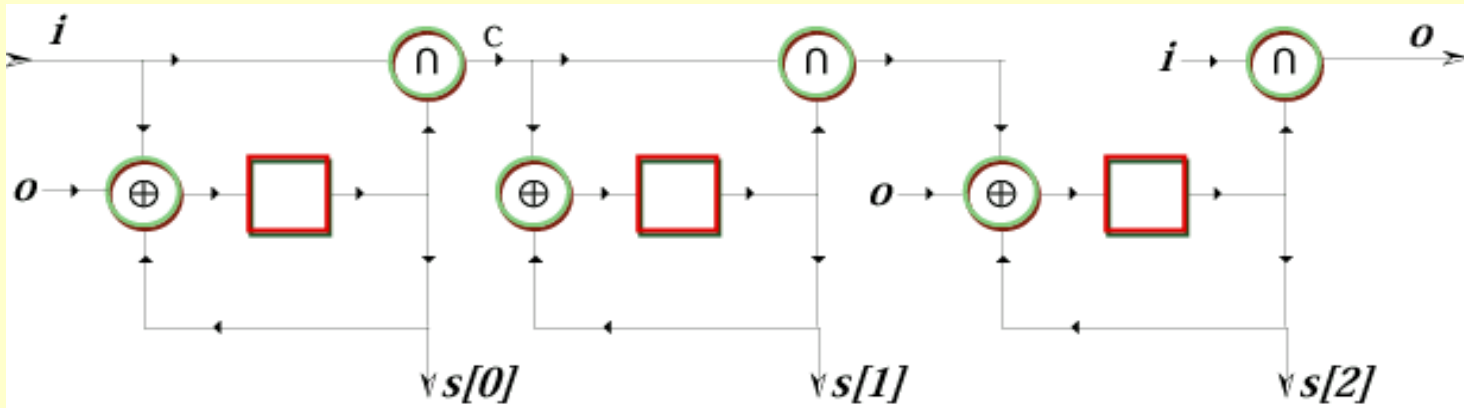
$$i+s_0+2s_1 +4s_2 = c_0+2c_1+4c_2 \pmod 5$$

$$c = i s_2$$



i	s[0]	s[1]	s[2]	c[0]	c[1]	c[2]	c
0	0	0	0	0	0	0	0
0	0	0	1	0	0	1	0
0	0	1	0	0	1	0	0
0	0	1	1	*	*	*	*
0	1	0	0	1	0	0	0
0	1	0	1	*	*	*	*
0	1	1	0	1	1	0	0
0	1	1	1	*	*	*	*
1	0	0	0	1	0	0	0
1	0	0	1	0	0	0	1
1	0	1	0	1	1	0	0
1	0	1	1	*	*	*	*
1	1	0	0	0	1	0	0
1	1	0	1	*	*	*	*
1	1	1	0	0	0	1	0
1	1	1	1	*	*	*	*

# Counter Modulo 5



# Seven Segments Code

<i>B</i>	<i>b</i> [0]	<i>b</i> [1]	<i>b</i> [2]	<i>b</i> [3]	<i>s</i> [0]	<i>s</i> [1]	<i>s</i> [2]	<i>s</i> [3]	<i>s</i> [4]	<i>s</i> [5]	<i>s</i> [6]
0	0	0	0	0	1	0	1	1	1	1	1
1	1	0	0	0	0	0	0	0	1	1	0
2	0	1	0	0	0	1	1	1	0	1	1
3	1	1	0	0	0	1	0	1	1	1	1
4	0	0	1	0	1	1	0	0	1	1	0
5	1	0	1	0	1	1	0	1	1	0	1
6	0	1	1	0	1	1	1	1	1	0	1
7	1	1	1	0	0	0	0	0	1	1	1
8	0	0	0	1	1	1	1	1	1	1	1
9	1	0	0	1	1	1	0	1	1	1	1
10	0	1	0	1	1	1	1	1	1	1	1
11	1	1	0	1	1	1	0	1	1	1	1
12	0	0	1	1	1	1	0	1	1	1	1
13	1	0	1	1	1	1	0	1	1	1	1
14	0	1	1	1	1	1	1	1	1	1	1
15	1	1	1	1	1	1	0	1	1	1	1

