KEY Bit Position (decimal) Bit Position (binary) Contents: Check bit (C) or Data bit (D)



Suppose we wish to store or transmit the data 10101010101

KEY Bit Position (decimal) Bit Position (binary) Contents: Check bit (C) or Data bit (D)



Calculate values for the checking bits:

Choose C0 to make $1 \ 1 \ 1 \ 1 \ 0 \ 0 \ 1 \ ?$ have odd parity, so C0 = 0 Choose C1 to make $1 \ 0 \ 1 \ 0 \ 0 \ 1 \ 1 \ ?$ have odd parity, so C1 = 1 Choose C2 to make $1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 1 \ 0 \ ?$ have odd parity, so C2 = 0 Choose C3 to make $1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 1 \ ?$ have odd parity, so C3 = 1 Suppose the data bit 4 (which is at position 9 in the stored or transmitted message) is corrupted, so that the value read or received is 101010010100110

As a result of the corruption, we think that the original data was 10101000101, which is, of course, not correct

KEY Bit Position (decimal) Bit Position (binary) Contents: Check bit (C) or Data bit (D)



Calculate expected values for the checking bits:

We expect C0 to make $1\ 1\ 1\ 0\ 0\ 0\ 1\ ?$ have odd parity, so C0 should be 1 We expect C1 to make $1\ 0\ 1\ 0\ 0\ 1\ 1\ ?$ have odd parity, so C1 should be 1 We expect C2 to make $1\ 0\ 1\ 0\ 0\ 1\ 0\ ?$ have odd parity, so C2 should be 0 We expect C3 to make $1\ 0\ 1\ 0\ 1\ 0\ 0\ ?$ have odd parity, so C3 should be 0 Checking bits received = 1010 Checking bits expected = 0011

Doing a bitwise exclusive-or yields 1001, which tells us that the bit in position 9 is corrupt.

Since the received value in this position is 0, the correct value must be 1

Hence, the original data was really 101010101