Base Conversion

Between Powers of 2: 2, 8, 16 Examples: Rechunk

- 1. Convert each digit to binary: Lookup Table or from memory!
- 2. Merge then rechunk the bits
- 3. Convert each chunk to the appropriate digit

Base N to 10

- Use Expanded Notation, or
- For each digit: multiply by N, and then add the value of the digit

Base 10 to Base N

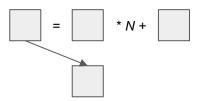
- Successively divide the number by N
- The concatenation of the remainders produce the final value
- Consider the examples via the spreadsheet: <u>Base Conversion</u>

Base N to Base 10

Algorithm: multiply, add, and shift

- set v = 0
- For each digit (from left to right)
 - o v = v * base; # Multiple by the base
 - \circ v = v + digit₁₀; # Add the next digit
- print v

Consider: 16# 5a2 == 1442



16# 5a2

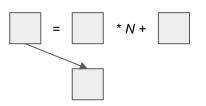
v:	5	=	0	* 16 +	5	5
v:	90	=	5	* 16 +	10	а
v:	1442	=	90	* 16 +	2	2

Base N to Base 10

Algorithm: multiply, add, and shift

- set v = 0
- For each digit (from left to right)
 - o v = v * base; # Multiple by the base
 - \circ v = v + digit₁₀; # Add the next digit
- print v

Consider: 2# 10110101 == 181



2# 10110101

v:	1	=	0	* 2 +	1	1
v:	2	=	1	* 2 +	0	0
v:	5	=	2	* 2 +	1	1
	11	=	5	* 2 +	1	1
	22	=	11	* 2 +	0	0
	45	=	22	* 2 +	1	1
	90	=	45	* 2 +	0	0
	181	=	90	* 2 +	1	1

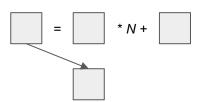
Base N to Base 10

8# 453

Algorithm: multiply, add, and shift

- set v = 0
- For each digit (from left to right)
 - o v = v * base; # Multiple by the base
 - \circ v = v + digit₁₀; # Add the next digit
- print v

Consider: 8# == ?



v:	4	=	0	,	* 8 +	4	4
v:	37	=	4	,	* 8 +	5	5
V:	299	=	37	,	* 8 +	3	3

Base Conversion of Real Numbers

Base 10 to Base N

- The whole portion is divided by the new base, repeatedly
 - Dividend / Divisor = (Quotient, Remainder)
 - The concatenation of the Remainders provide you with the final digits
- The fraction portion is multiplied by the new base, repeatedly
 - Multiplier * Multiplicant = (Overflow, Product)
 - The concatenation of the Overflows provide you with the final digits
- Consider the examples via the spreadsheet: <u>Base Conversion</u>

Decimal Real to Binary Real

1. Split the number at the radix point: whole . fractional

2. With the whole part,

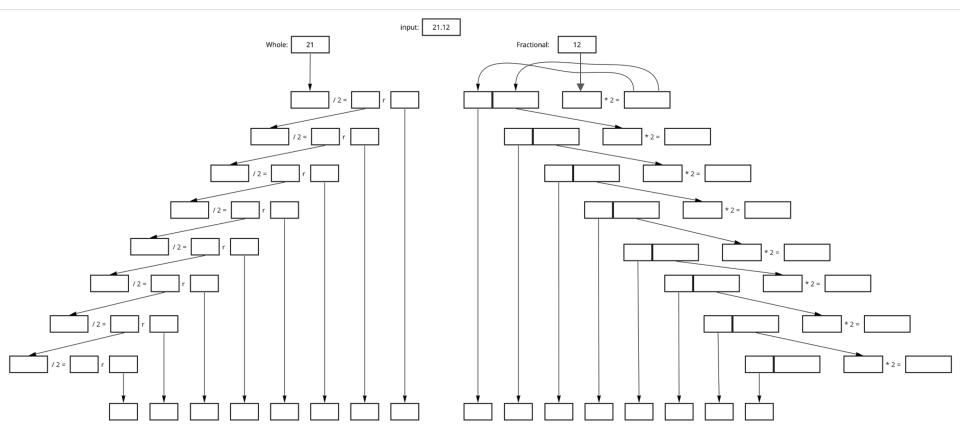
```
number = whole;
while (number != 0 ){
    number = number / 2;
    push ( number % 2 );
}
pop_all();
```

4. Put the two pieces together

3. With the fractional part

```
max = 10 ** stringlength(fractional);
number = fractional
while (number != 0 ) {
    number = number * 2
    if ( number > max ) {
        emit 1
            number = number - max
        } else {
        emit 0
        }
}
```

Real: Decimal to Binary



Example: - 39.234

Whole Part

0

1. Split the number at the radix point: - 39 . fractional

```
2. With the whole part,
```

```
number = whole
while (number != 0 ){
    number = number / 2
    push ( number % 2 )
}
pop_all();
```

4. Put the two pieces together

```
- 100111
```

```
number: 39
    number = 39 / 2 \rightarrow 19, 1
    push (39 \% 2) \rightarrow 1
    number = 19 / 2 \rightarrow 9, 1
    push( 19 % 2)
                             \rightarrow 1
    number = 9 / 2 \rightarrow 4, 1
    push( 9 % 2)
                             \rightarrow 1
    number = 4/2 \rightarrow 2, 0
    push( 4 % 2)
                             \rightarrow 0
    number = 2 / 2 \rightarrow 1, 0
    push ( 2 % 2 )
                             \rightarrow 0
    number = 1 / 2 \rightarrow 0, 1
    push ( 1 % 2 )
                             \rightarrow 1
```

Example: - 39.234

Fractional Part

1. Split the number at the radix point: whole . 234

```
max = 10 ** |234| == 1,000

number = 234

number = 234 * 2 = 0,468

number = 468 * 2 = 0,936

number = 936 * 2 = 1,872 - 1000 = 872

number = 872 * 2 = 1,744 - 1000 = 744

number = 744 * 2 = 1,488 - 1000 = 488

number = 488 * 2 = 0,976

number = 976 * 2 = 1,952 - 1000 = 952
```

4. Put the two pieces together

Example: - 39.234

Both Parts

1. Split the number at the radix point: whole . fractional

2. With the whole part,

```
number = whole
while (number != 0 ){
    number = number / 2
    push ( number % 2 )
}
pop_all();
```

4. Put the two pieces together

```
3. With the fractional part
```

```
max = 10 ** stringlength(fractional);
number = fractional
while (number != 0 ) {
    number = number * 2
    if ( number > max ) {
        emit 1
        number = number - max
    } else {
        emit 0
    }
}
```

Example: 45.45

Whole Part

1. Split the number at the radix point: whole . fractional

2. With the whole part,

```
number = whole;
while (number != 0 ){
    number = number / 2;
    push ( number % 2 );
}
pop_all();
```

4. Put the two pieces together

```
101101
```

```
number: 45
  number = 45/2
                             \rightarrow 22, 1
  push (1)
                             \rightarrow 11, 0
  number = 22 / 2
  push (0)
  number = 11 / 2
                             \rightarrow 5, 1
  push (1)
                             \rightarrow 2, 1
  number \neq 5/2
  push (1)
  number = 2/2
                             \rightarrow 1, 0
  push (1)
                            \rightarrow 0, 1
  number = 1/2
  push (1)
```

number = 0/0

Example: 45.45

Fractional Part

1. Split the number at the radix point: whole . 45

```
max = 10 ** |45| == 100

number = 45

number = number * 2 = 90

number = number * 2 = 180 - 100 = 80

number = 80 * 2 = 160 - 100 = 60

number = 60 * 2 = 120 - 100 = 20

number = 20 * 2 = 40

number = 40 * 2 = 80

number = 80 * 2 = 160 = 100 = 60
```

4. Put the two pieces together

```
With the fractional part

max = 10 ** stringlength(fractional);
number = fractional
while (number != 0 ) {
    number = number * 2
    if ( number > max ) {
        emit 1
            number = number - max
    } else {
        emit 0
    }
}
```

Example: 45.45

1. Split the number at the radix point: whole . fractional

2. With the whole part,

```
number = whole;
while (number != 0 ){
    number = number / 2;
    push ( number % 2 );
pop_all();
```

4. Put the two pieces together

3. With the fractional part

```
max = 10 ** stringlength(fractional);
number = fractional
while (number != 0 ) {
    number = number * 2
    if ( number > max ) {
       emit 1
       number = number - max
    } else {
       emit 0
```