

# Number System Conversion

## Binary Arithmetic

Michael Brodskiy

Professor: S. Shazli

January 12, 2023

- Binary Numbers
  - All computers work with 0's and 1's so it is like learning alphabets before learning a language
- Number Systems
  - There is more than one way to express a number in binary, so 1010 could be -2, -5, or -6, and it is necessary to know which one
- A/D and D/A Conversion
  - Real world signals come in continuous/analog format, and it is good to how they become 0's and 1's (and vice versa)
- Digital = Discrete
  - Binary Codes
    - \* Represent symbols using binary digits (bits)
  - Decimal digits 0-9
- Digital Computers
  - I/O is digital
  - Internal representation is binary
  - Sometimes use hexadecimal (base 16) for large binary numbers
- Bases we will use
  - Binary: Base 2

- Octal: Base 8
- Decimal: Base 10
- Hexadecimal: Base 16
- Positional Number System
  - $101_2 = 1 \cdot 2^2 + 0 \cdot 2^1 + 1 \cdot 2^0$
  - $63_8 = 6 \cdot 8^1 + 3 \cdot 8^0$
  - $A1_{16} = 10 \cdot 16^1 + 1 \cdot 16^0$
- Conversion from binary to octal/hex
  - Binary: 10011110001
  - Octal: 10|011|110|001 =  $2361_8$
  - Hex: 100|1111|0001 =  $4F1_{16}$
- Conversion from binary to decimal
  - $101_2 = 1 \cdot 2^2 + 0 \cdot 2^1 + 1 \cdot 2^0 = 5_{10}$
  - $63.4_8 = 6 \cdot 8^1 + 3 \cdot 8^0 + 4 \cdot 8^{-1} = 51.5_{10}$
  - $A1_{16} = 10 \cdot 16^1 + 1 \cdot 16^0 = 161_{10}$
- Decimal to binary/octal/hex
  - Binary: 56 becomes  $111000_2$

	Quotient	Remainder
$56/2 =$	28	0
$28/2 =$	14	0
$14/2 =$	7	0
$7/2 =$	3	1
$3/2 =$	1	1
$1/2 =$	0	1

- Octal: 56 becomes  $70_8$

	Quotient	Remainder
$56/8 =$	7	0
$7/8 =$	0	7

- Each successive divide releases another LSB (least significant bit)

- Negative Numbers
  - Sign-and-magnitude

- \* The most-significant bit (MSB) is the sign digit, where 0 is positive and 1 is negative
- \* The remaining bits are the numbers magnitude
- Ones-complement
  - \* Negative number: a bitwise complement positive number
- Twos-complement
  - \* Most important option
  - \* Simplifies arithmetic
  - \* Used almost universally
  - \* Negative number: a bitwise complement plus one
    - $0011 = 3_{10}$
    - $1101 = -3_{10}$
  - \* Only one zero
  - \* MSB is the sign digit, where 0 is positive and 1 is negative