



# Binary Arithmetic Basics

# 1.4 Binary Arithmetic Basics

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- + How does this support my pentesting career?
  - Computers represent data in binary format
  - Network addressing
  - Computer logic operation

# 1.4 Binary Arithmetic Basics

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- + Computers represent any kind of data with just two symbols:

0 (zero)

1 (one)

- + In this section, you will see what a **binary number** is and how to convert a decimal number into binary format.

## 1.4.1 Decimal and Binary Bases

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- + **Decimal** notation uses ten symbols (0, 1, 2, 3, 4, 5, 6, 7, 8, 9) to represent numbers while **binary** notation uses only two symbols (0, 1).

Q

*How can you represent "big" numbers by using just two symbols?*

A

*You can do so by using the same method that you use with base-ten. The only difference is the number of symbols at your disposal.*

## 1.4.1 Decimal and Binary Bases

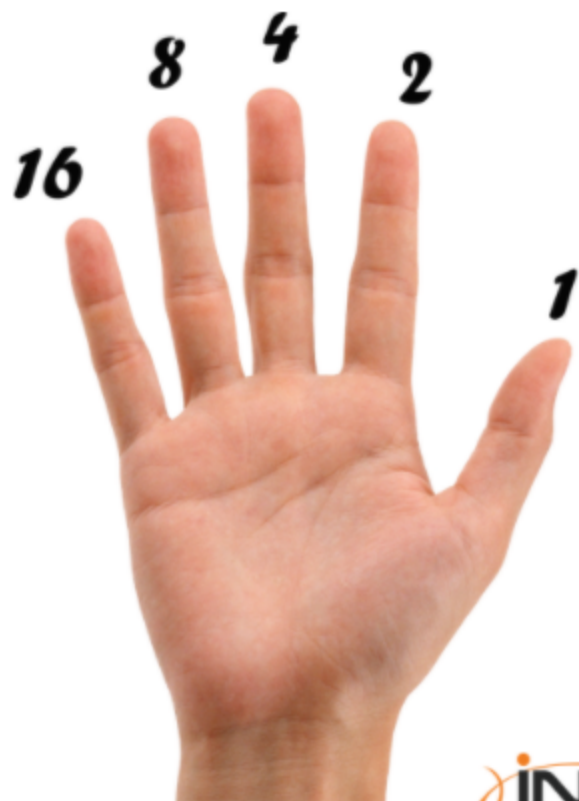
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- + When you count in decimal, you **start from zero** and increment the number until you reach nine.
- + **Nine** is the last symbol in decimal.
- + When you reach it, you have to increment the digit to the left of it and start back from zero.

## 1.4.1 Decimal and Binary Bases

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- + You can use the same method in binary:
  - You start counting from 0, the first symbol.
  - When you reach 1, which is the last symbol, you increment the digit to the left of it.



## 1.4.1 Decimal and Binary Bases

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### EXAMPLE

+  $1 + 1 = 10$

- You have to increment 1, so you "add" a digit on the left and start back from 0

+  $111 + 1 = 1000$

- Here you increment the rightmost digit, then you have to increment the next and so on.

# 1.4.1 Decimal and Binary Bases

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## Counting

### Decimal

0

1

2

3

4

5

6

7

8

9

10

### Binary

0

1

10

11

100

101

110

111

1000

1001

1010

Last symbol

Last symbol



## 1.4.2 Converting from and to Binary

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- + How do you convert from binary to decimal format?
- + You can use the **position** of the digits.
  - $293_{10} = 3 \cdot 10^0 + 9 \cdot 10^1 + 2 \cdot 10^2$

#	$10^0$	$10^1$	$10^2$
293	3	9	2

## 1.4.2 Converting from and to Binary

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- + You can use the same method in binary, the only difference is the base.
  - $1101_2 = 1*2^0 + 0*2^1 + 1*2^2 + 1*2^3 = 13_{10}$

#	$2^0$	$2^1$	$2^2$	$2^3$
1101	1	0	1	1

## 1.4.2 Converting from and to Binary

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- + To convert a decimal number into binary format, you have to:
  - Divide it by 2 and keep a note of the remainder.
  - Then, you do it again dividing the result of the previous step by 2. Keep a note of the remainder (0 or 1).
  - Iterate the same operation until the dividend is zero.

## 1.4.2.1 Converting from Binary Example

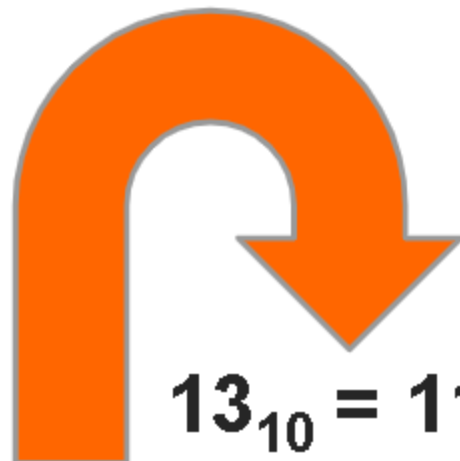
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### EXAMPLE

+  $13_{10} = ???_2$

- $13 / 2 = 6$
- $6 / 2 = 3$
- $3 / 2 = 1$
- $1 / 2 = 0$

remainder: 1  
remainder: 0  
remainder: 1  
remainder: 1



$13_{10} = 1101_2$

## 1.4.3 Bitwise operations

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- + Now that you know how binary representation works let's look at some basic low-level operations.
- + A computer can directly manipulate bits by performing **bitwise operations**, which are used a lot in network programming and assembly programming.

## 1.4.3.1 NOT

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### EXAMPLE

- + *NOT* is a simple operation that flips the bits; zeroes become ones and ones become zeroes.
- + *NOT* works on a single number.

NOT 1101 = 0010

## 1.4.3.2 AND

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### EXAMPLE

- + **AND** performs a Logical **AND** between the bits of its operands.
- + If both bits in the comparing position are ones, the result is one; otherwise, it is zero.

1001 AND 1100 = 1000

## 1.4.3.3 OR

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### EXAMPLE

- + **OR** performs a **Logical OR** between the bits of its operands.
- + If at least one of the bits in the comparing position is one, the result is one.

1001 OR 1100 = 1101



## 1.4.3.4 XOR

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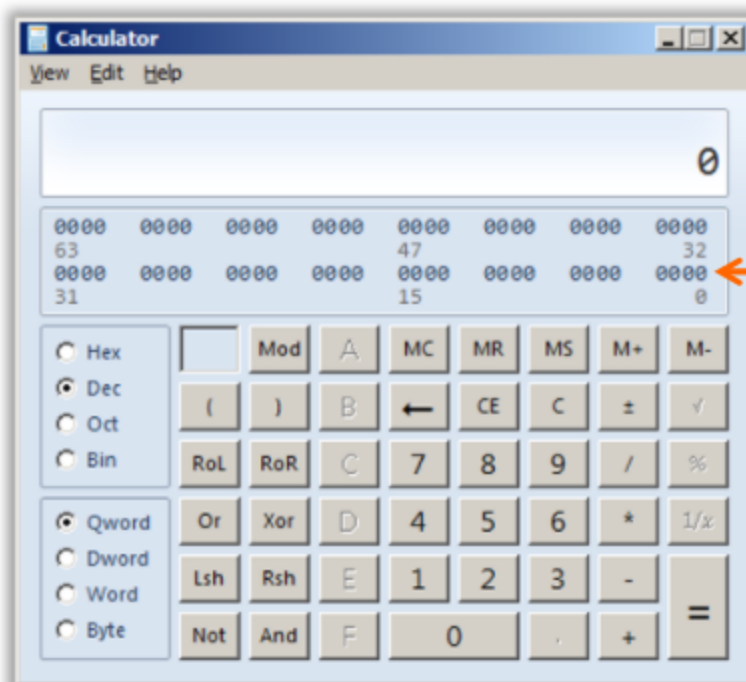
### EXAMPLE

- + *XOR* performs a **Logical Exclusive OR** between the bits of its operands.
- + If just one of the bits in the comparing position is one, the result is one; otherwise, it is zero.

1001 XOR 1100 = 0101

# 1.4.4 Calculator

- + You can use a common calculator application and set the mode to "Programmer" to work in binary mode.



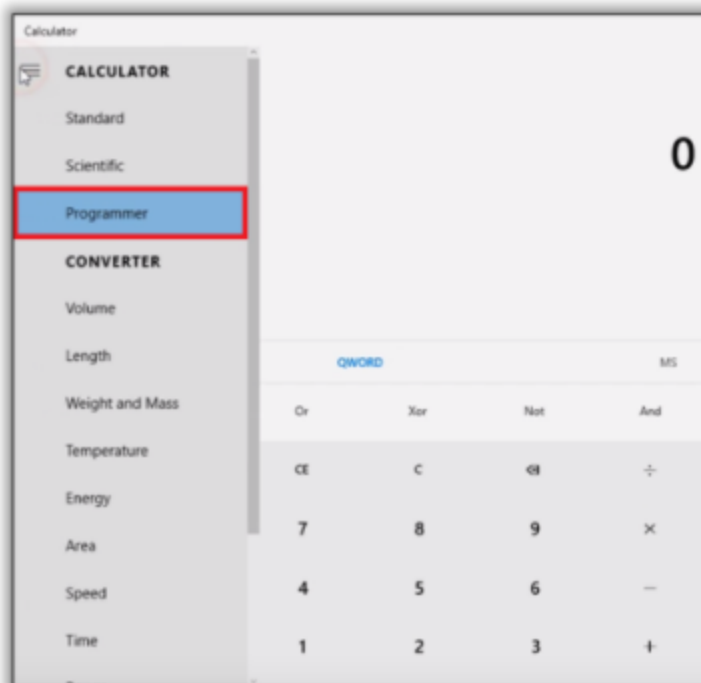
Click on a bit to flip it.

From 0 to 1 and vice-versa.

# 1.4.4 Calculator

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+ The same on Windows 10...



## 1.4.4 Calculator

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- + You can also use your fingers to count and perform operations in binary mode.
- + Check out this [tutorial!](http://www.mathsisfun.com/numbers/binary-count-fingers.html)

## 1.4.5 Hexadecimal arithmetic

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- + Numbers can also be presented in a format other than decimal or binary system. Another system that is widely used in computer science is the **hexadecimal system**.
- + This system works the same way as the binary or decimal system. Let's take a look at the diagram on the next slide.

## 1.4.5.1 Decimal and Hexadecimal Bases

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### Counting

#### Hexadecimal

0

1

2

3

4

5

6

7

8

9

A

B

C

D

E

F

10

#### Decimal

0

1

2

3

4

5

6

7

8

9

10

Last symbol

Last symbol

## 1.4.5 Hexadecimal arithmetic

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- + Remember the last symbol? For a binary system, it is 1, while in decimal, it is 9. If we follow this format, then in hexadecimal, the maximal symbol is 15.
- + Since higher numbers are always built out of multiple digits, to avoid confusion, all double-digit numbers were switched to letters. Thus, we count 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F.

## 1.4.5 Hexadecimal arithmetic

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- + In this case, the maximal digit is „F” (15 in decimal).
- + You probably noticed that not all hexadecimal numbers contain letters, so in order to distinguish them from decimal, we add „0x” at the beginning or „h” at the end.
- + Exemplary numbers may then look similar to those: 0x10 or 44h.



## 1.4.5 Hexadecimal arithmetic

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- + You can convert hexadecimal to decimal and reverse in a similar manner as you did with binary.
- + Let's now see how it's possible to convert a hexadecimal number to decimal one. The following slides will guide you through the process.

## 1.4.5.2 Converting hexadecimal to decimal

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- + We will be working with the exemplary number 0x3a1, which can also be written as 3a1h.
- + Basically, to inform that the given number is hexadecimal, we use „0x” at the beginning or „h” at the end.
- + First, we need to understand the target number's decimal representation; so, we can write 3a1h as (3 10 1)h since „A” is „10” in decimal. This format will be helpful in further calculations.

## 1.4.5.2 Converting hexadecimal to decimal

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- + How do you convert from hexadecimal to decimal format?
- + You can use the position of the digits.
  - $0x3a1 = 0x(3 \ 10 \ 1)$
  - $0x3a1 = 1 \cdot 16^0 + 10 \cdot 16^1 + 3 \cdot 16^2 = 929_{10}$

#	$16^0$	$16^1$	$16^2$
3a1	1	a (10)	3

## 1.4.5.3 Converting decimal to hexadecimal

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- + In order to convert a decimal number to a hexadecimal one, we will perform subsequent divisions by 16 (system base) and note down the remainders, as per below picture:

number	div by	result	hexadecimal
1019	16	63.6875	$0.6875 \times 16 = 11$ (B)
63	16	3.9375	$0.9375 \times 16 = 15$ (F)
3	16	0.1875	$0.1875 \times 16 = 3$
0	Can't divide 0	-	Result is 0x3FB



## 1.4.5.3 Converting decimal to hexadecimal

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- + First, we take 1019 and divide by 16 (system base), and we receive **63,6875**.
- + We note down 63 for further calculation and use **0.6875** to calculate the last digit of result hexadecimal number.
- + Let's multiply **0.6875** by the system base (16), and the result is 11 (**B in HEX**).
- + **B** is then the **last digit of result hexadecimal number**.

## 1.4.5.3 Converting decimal to hexadecimal

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- + Like in the previous slides, we'll do similarly with the noted **63**. Let's start by dividing it by **16** to receive **3,9375**.
- + Let's note down **3** for further calculations and use **0.9375** to get the second digit of result for our hexadecimal number.
- + Let's multiply **0.9375** by the base (**16**), and we receive 15 (**F** in **HEX**).
- + **F** will then be the next digit. **So far we have the following results for the last digits of our hexadecimal number – „FB”.**

## 1.4.5.3 Converting decimal to hexadecimal

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- + Let's now turn our attention to the number we just noted down, **3**. When we divide it by **16**, we receive **0.1875**.
- + By proceeding in the same way as we have previously, we should note down **zero** for further division, but since it is not possible to divide **0**, we know that we are currently calculating the last digit for the result of our hexadecimal number.
- + **0.1875** will let us know the last digit of result if we again follow previous instruction.
- + Multiplying the above value by **16** allows to obtain last digit: **3**.

## 1.4.5.3 Converting decimal to hexadecimal

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- + Looking at the calculations, now we know result number: **0x3FB** which is hexadecimal form of decimal 1019.



## 1.4.5.4 Automated converting

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- + You now know how to recognise hexadecimal numbers, and how to convert them to decimal form, in addition to converting decimal numbers to its hexadecimal form.
- + But during penetration testing work, you might want to speed things up. If so, then it's best to use converters like online resources. For example, you can check following websites:
  - <https://www.binaryhexconverter.com/decimal-to-hex-converter>
  - <https://www.binaryhexconverter.com/hex-to-decimal-converter>

# References

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- + [Binary fingers:](http://www.mathsisfun.com/numbers/binary-count-fingers.html)  
<http://www.mathsisfun.com/numbers/binary-count-fingers.html>
- + [Binary hex converter – Decimal to hexadecimal:](https://www.binaryhexconverter.com/decimal-to-hex-converter)  
<https://www.binaryhexconverter.com/decimal-to-hex-converter>
- + [Binary hex converter – Hexadecimal to decimal:](https://www.binaryhexconverter.com/hex-to-decimal-)  
<https://www.binaryhexconverter.com/hex-to-decimal->